

CISC

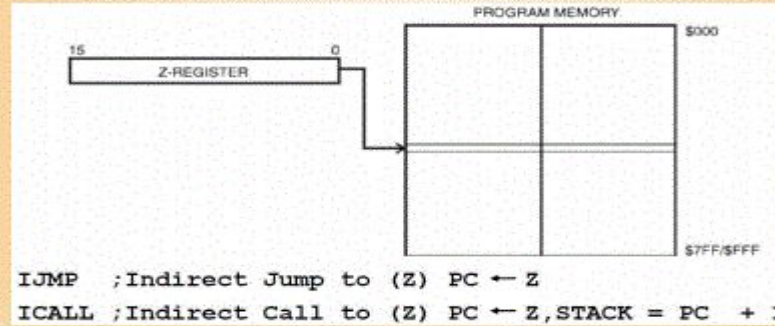
- Richer instruction set, some simple, some very complex
- Instructions generally take more than 1 clock to execute
- Instructions of variable size
- Instructions interface with memory in multiple mechanisms with complex addressing modes
- No pipelining
- Upward compatibility within a family
- Microcode control
- Work well with simpler compiler

RISC

- Simple, primitive instructions and addressing modes
- Instructions typically execute in one clock cycle
- Uniformed length instructions and fixed instruction format
- Instructions interface with memory via fixed mechanisms
- Pipelining
- Instruction set is orthogonal (little overlapping of instruction functionality)
- Hardwired control
- Complexity pushed to the compiler

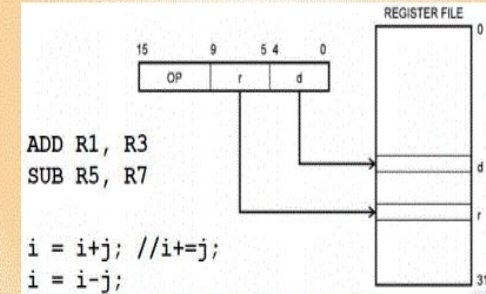
9 – Indirect Program Addressing

- In these types of instructions, the Z register is used to point to the program memory. (Up to 64 Kbytes of program memory)



2 - Register Direct (Two Registers)

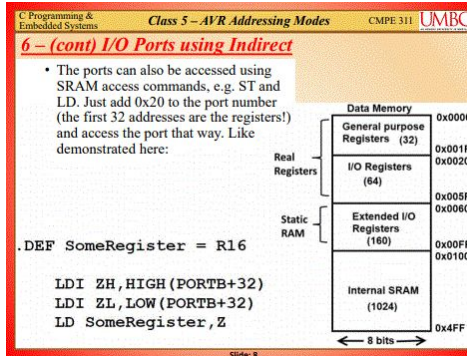
- Two registers are involved.
 - Rs: Source register
 - Rd: Destination register
- Instruction reads the two registers and operates on their contents and stores the result back in the destination register.



3 – Immediate Mode

- A constant value is in the instruction
- This will be store with program code in program memory space (Flash memory on AVR)

```
SUBI R4, 8 ;Subtract Constant from Register
ADIW R26, 5 ;Add Immediate to Word
;R27:R26 ← R27:R26 + 5 --
Double register operation
i -= 8; Uses special register pairs
a += 29;
```



Extended I/O

- For I/O registers located in extended I/O map, I/O register direct commands like "IN", "OUT", "SBIS", "SBIC", "CBI", and "SBI" cannot be used. They must be replaced with direct (memory) and indirect (memory) instructions that allow access to extended I/O, typically "LDS" and "STS" combined with "SBR", "SBR", "SBR", and "CBR".

