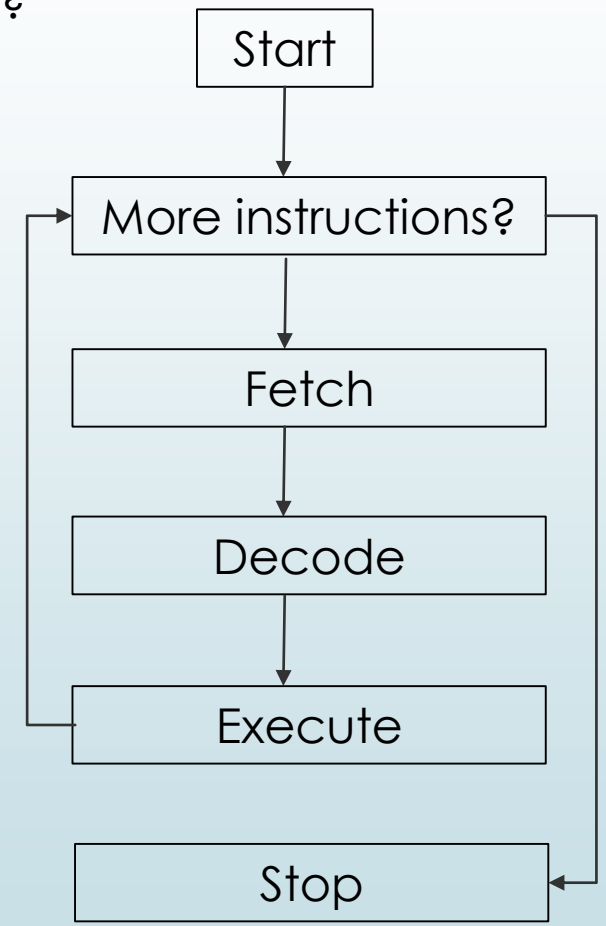
Program execution

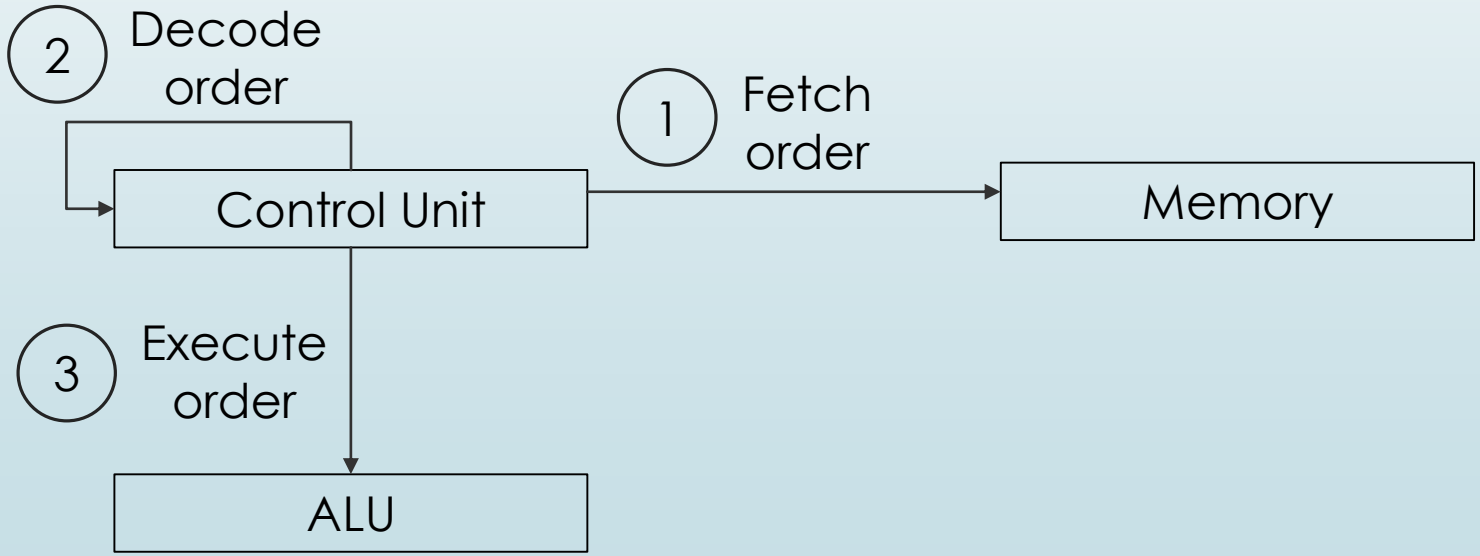
How the CPU executes program instructions ?

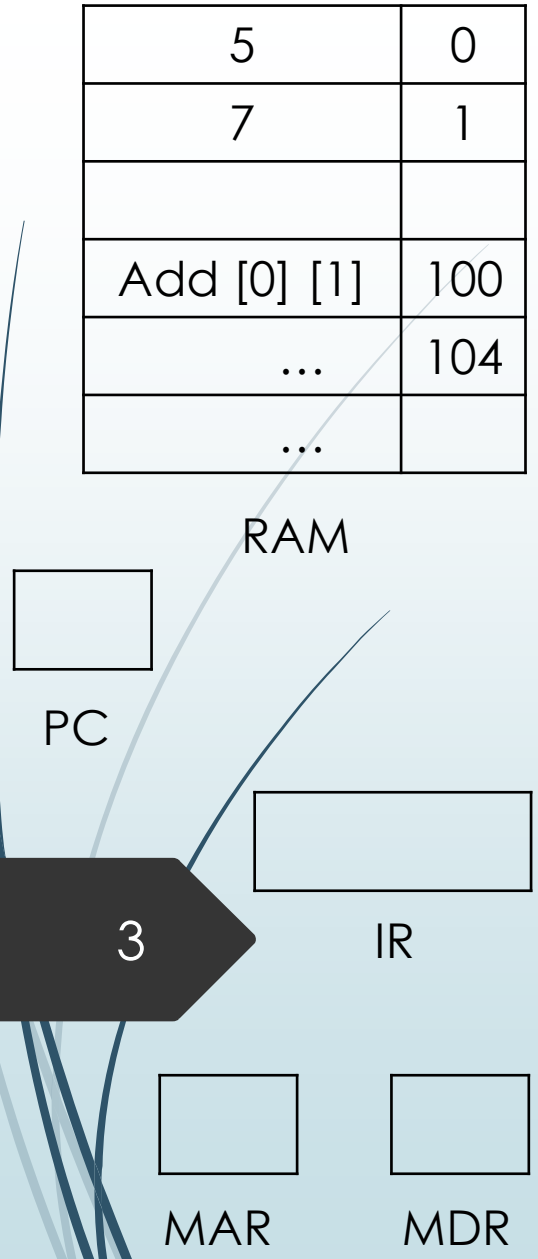


Machine cycle

Machine Cycle:

- Instruction time: Fetch, Decode
- Execution time: Execute





Instruction execution

Several types of registers are used to execute an instruction:

Program Counter (PC): contains the address of the next instruction to be executed.

Memory Address Register (MAR): contains the address to be read or written.

Memory Data Register (MDR): contains both instructions and data.

Instruction Register (IR): contains the current instruction being executed.

ALU Input/Output registers: AX, BX, AC

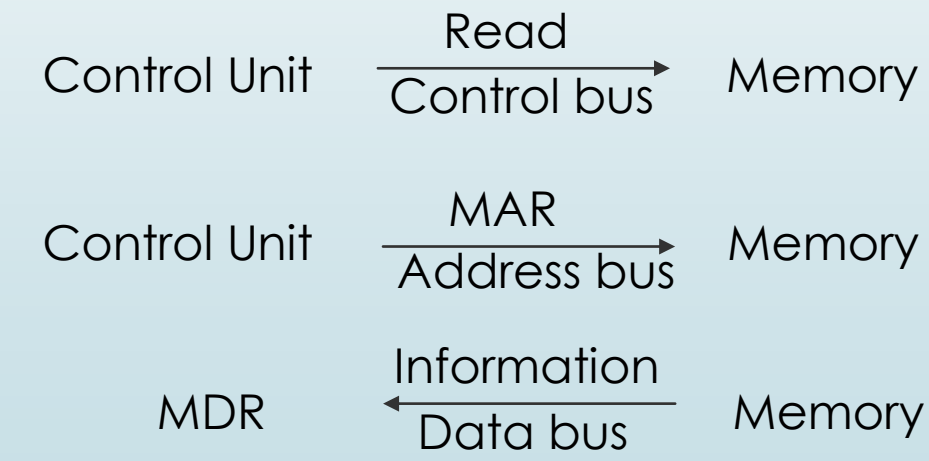
Fetch

Consider the 1-address machine with 3 operations: load, add and store.

1) Fetch an instruction:

The address of the next instruction to be fetched is in PC.

MAR ← PC



IR ← MDR

Decode

2) Decode an instruction:

PC ← PC +1

IR Opcode	IR Operand

Execute (1)

3) Execute an instruction:

The address of the next instruction to be fetched is in PC.

MAR ← IR Operand

Case 1: Opcode=Load

Control Unit —Read / Control bus→ Memory

Control Unit —MAR / Address bus→ Memory

MDR ←Information / Data bus— Memory

AC ← MDR

Execute (2)

Case 2: Opcode=Add

AX ← AC

Control Unit —Read / Control bus→ Memory

Control Unit —MAR / Address bus→ Memory

MDR ←Information / Data bus— Memory

BX ← MDR

Control Unit —Add / Control bus→ ALU

AC ←Result / Data bus— ALU

Execute (3)

Case 3: Opcode=Store

Control Unit —Write / Control bus→ Memory

Control Unit —MAR / Address bus→ Memory

MDR ← AC

Control Unit —MDR / Data bus→ Memory

Exercice

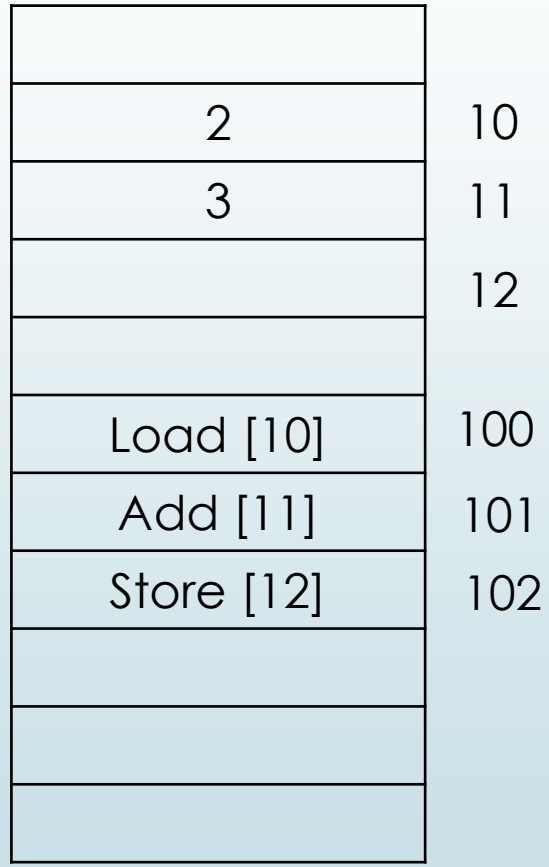
Given a high-level language code:

z=x+y

converted into the following assembly code:

Load [10]
Add[11]
Store[12]

where x has the address 10, y:11 and z:12.



Show fetch, decode and execute steps of each of these instructions using PC, IR, MAR, MDR, AX, BX and AC.