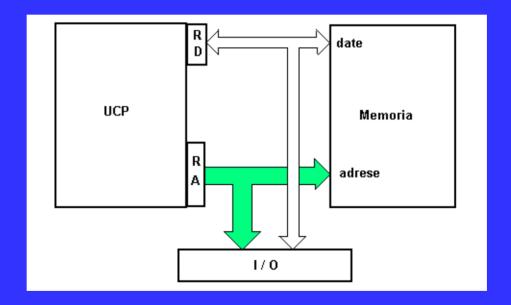
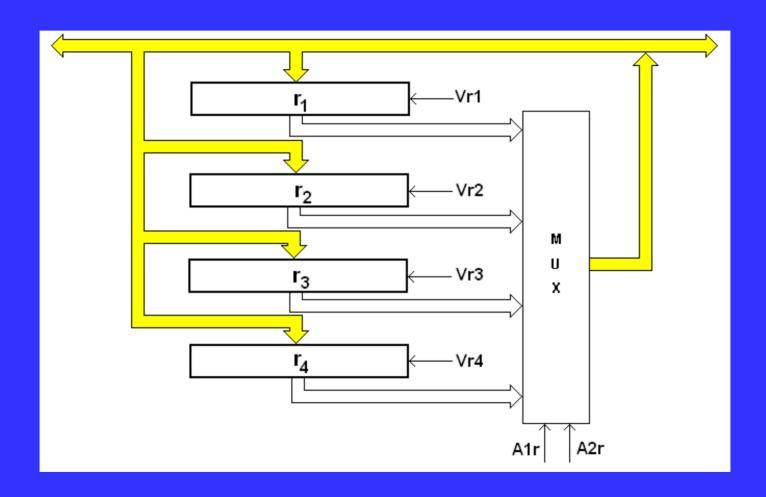
2. STRUCTURA UNUI NUCLEU DE µP DE UZ GENERAL, CISC

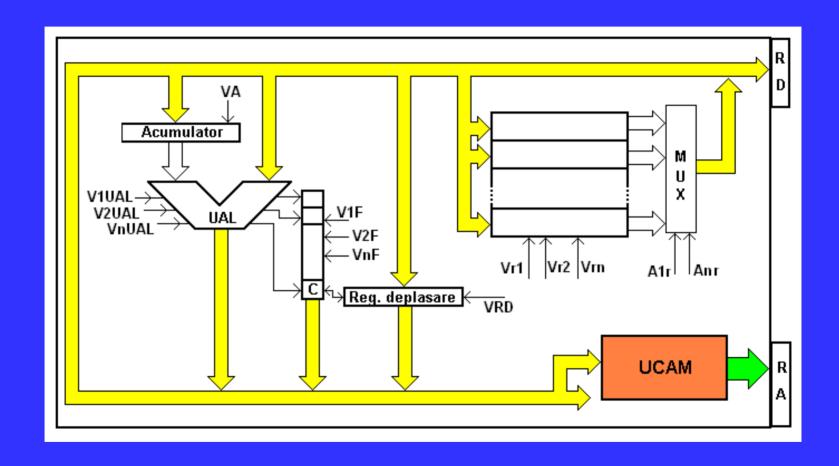
2.1. Pasul 1 de detaliere: registrul de date și registrul de adrese

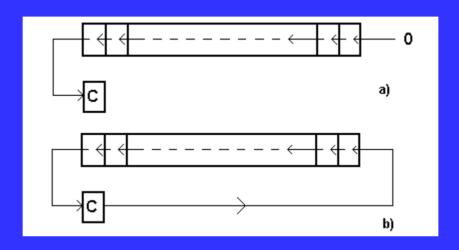


2.2. Pasul 2 de detaliere: registrele generale

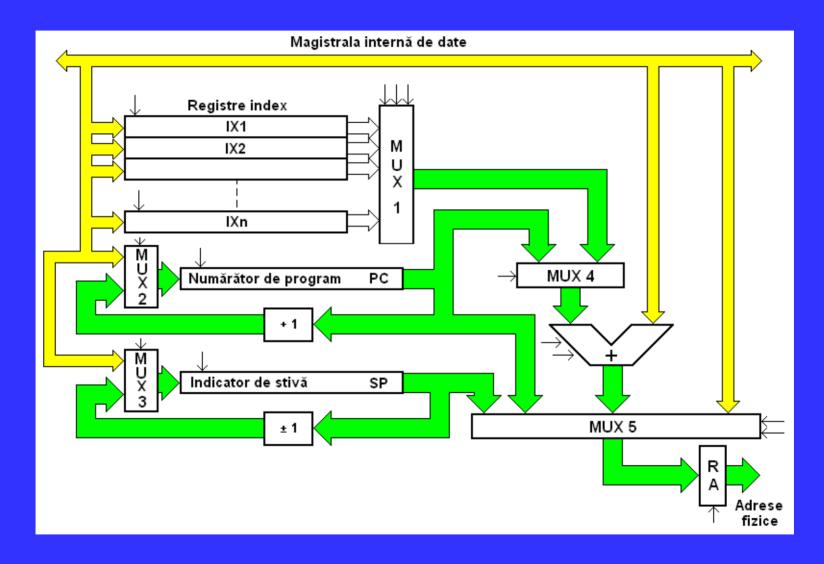


2.3. Pasul 3 de detaliere: unitatea aritmetică de procesare

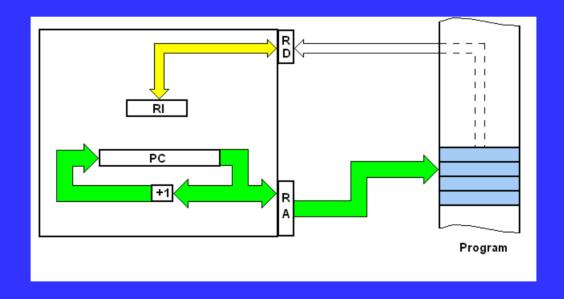




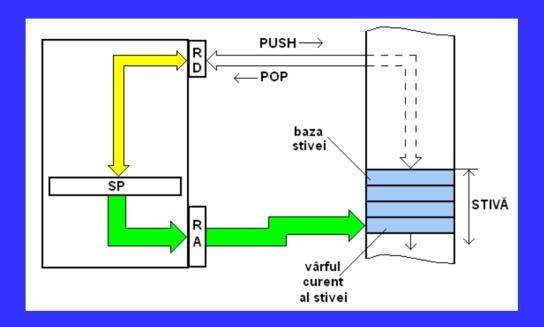
2.4. Pasul 4 de detaliere: unitatea de control al adresării memoriei



Organizare liniară a memoriei



(SP) ← AF a vârfului stivei curente



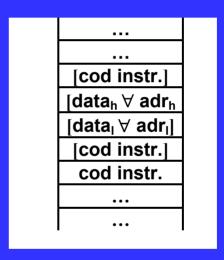
$$\mathsf{AF}_{\mathsf{element}\;\mathsf{din}\;\mathsf{tablou}} \leftarrow (\mathsf{IX}) + \mathsf{disp}$$

2.5. Pasul 5 de detaliere: unitatea de control al µP

Funcțiile Unității de Control al Microprocesorului

- desfășurarea "în spațiu"
- desfășurarea în timp

Formatul instrucțiunilor:



Desfășurarea în timp:

- cicluri maşină
- stări

Exemplu: (A)
$$\leftarrow$$
 ((R1) \uparrow (R2)) + ((R3) \uparrow (R4))

1.
1.1.
(RA)
$$\leftarrow$$
 (PC)
READ

1.2.
(PC) \leftarrow (PC) + 1

1.3.
(RD) \leftarrow ((RA))
1.4.
(RI) \leftarrow (RD)

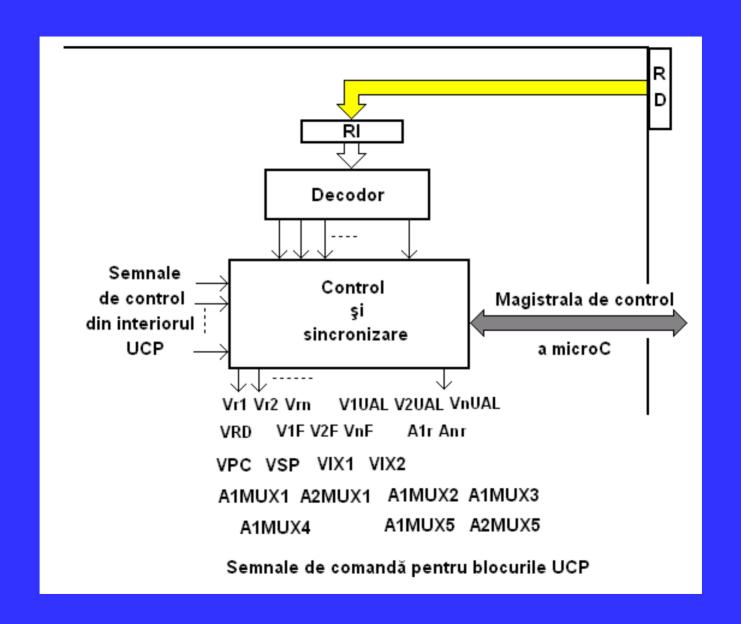
2.
$$(RA) \leftarrow (R1) \uparrow (R2)$$
READ
2.2. $(RD) \leftarrow ((RA))$
2.3. $(A) \leftarrow (RD)$

3.
$$(RA) \leftarrow (R3) \uparrow (R4)$$

READ

3.2. $(RD) \leftarrow ((RA))$

3.3. $(A) \leftarrow (RD) + (A)$



	Vr1	Vr2	Vr3	Vr4	A1r	A2r	V_RD	V_A	V1UAL	V2UAL	V1F	V2F	V_PC	V_SP	A1MUX1	A2MUX1	A1MUX2	A1MUX3	A1MUX4	A1MUX5	A2MUX5	V_{decod}	V_RA	V_RI
(RA) ← (PC)	x	x	x	x	x	x	0	х	x	x	x	x	1	0	х	x	х	x	x	0	1	0	1	0
(PC) ← (PC) + 1	x	x	x	x	x	x	x	x	x	x	x	x	1	0	х	x	1	x	x	x	x	0	0	0
(RD) ← ((RA))	0	0	0	0	x	x	1	0	0	0	x	x	0	0	х	x	x	x	x	x	x	0	0	0
(RI) ← (RD)	0	0	0	0	x	x	1	0	0	0	x	x	0	0	х	x	х	x	x	x	x	0	0	1
decodificare	x	x	x	x	x	x	x	x	x	x	x	x	x	x	х	x	x	x	x	x	x	1	x	1
(RA)←(R1) [↑] (R2)	1	1	0	0	0,1	0,0	0	0	0	0	x	x	0	0	х	x	х	x	x	1	1	0	1	0
(RD) ← ((RA))	0	0	0	0	x	x	1	х	0	0	x	x	0	0	х	х	х	x	х	x	x	0	0	0
(A) ← (RD)	0	0	0	0	x	x	1	1	0	0	х	x	0	0	х	x	х	x	х	х	х	0	0	0
(RA)←(R3) [↑] (R4)	0	0	1	1	0,1	1,1	0	0	0	0	x	x	0	0	х	x	х	x	x	1	1	0	1	0
(RD) ← ((RA))	0	0	0	0	х	х	1	x	0	0	х	х	0	0	х	х	х	х	х	х	х	0	0	0
(A) ← (RD) + (A)	0	0	0	0	x	х	1	1	0	1	0	0	0	0	х	х	х	х	x	x	x	0	0	0

