



# Lecture-15 (UNIT-II)

# Typical operations involved during instruction execution

- Transfer a word of data from one processor register to another or to the ALU
- Perform an arithmetic or a logic operation and store the result in a processor register
- Fetch the contents of a given memory location and load them into a processor register
- Store a word of data from a processor register into a given memory location

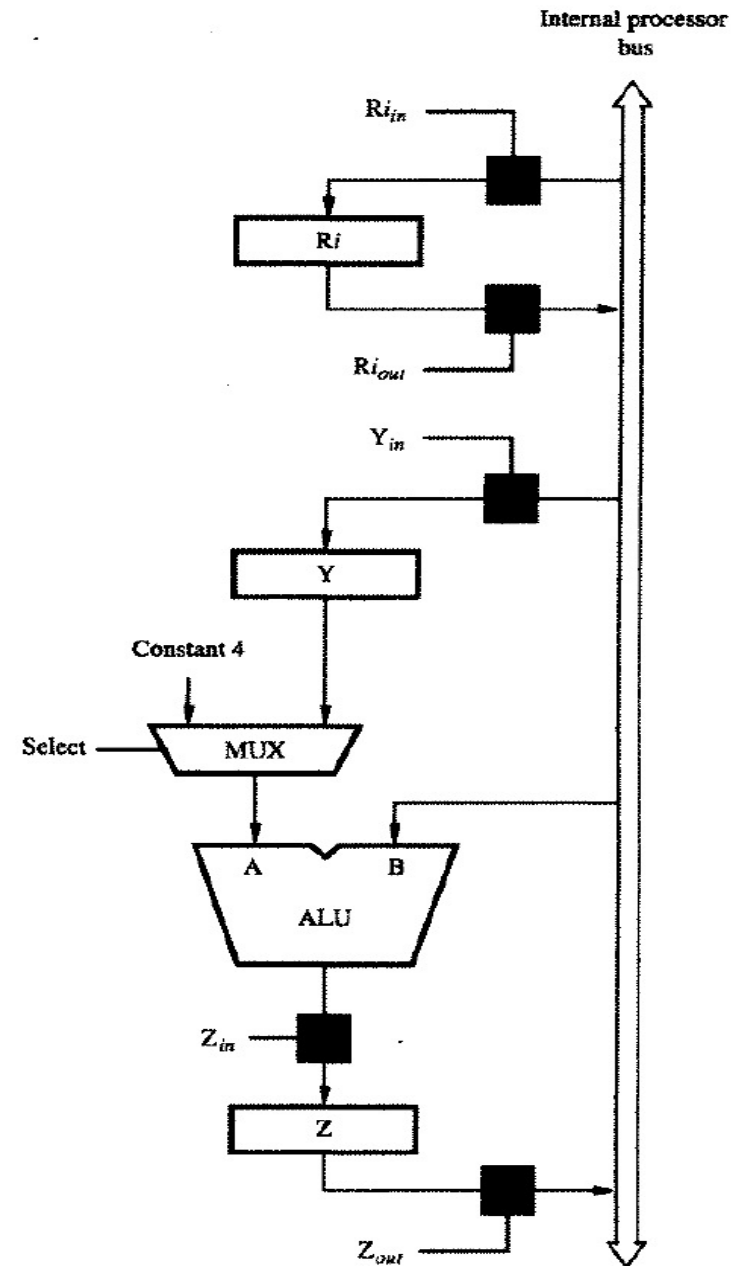
# Register Transfers

**Example:** Transferring the content of register of  $R_1$  to the content of register of  $R_4$

**MOV R1,R4**

*(Input and output gating signals are used here)*

- Enable the output of register  $R1$  by setting  $R1_{out}$  to 1. This places the contents of  $R1$  on the processor bus.
- Enable the input of register  $R4$  by setting  $R4_{in}$  to 1. This loads data from the processor bus into register  $R4$ .



**Figure 7.2** Input and output gating for the registers in Figure 7.1.

# Performing and Arithmetic or Logic Operation

1.  $R1_{out}, Y_{in}$
2.  $R2_{out}, \text{SelectY}, \text{Add}, Z_{in}$
3.  $Z_{out}, R3_{in}$

- **Example:** Add the content of registers R1 to R2 and store the result in register R3


# Fetching a word from Memory

## Example: `Mov (R1), R2`

### Assumptions:

1. Output of MAR is available at all times
2. Each step can be completed in one clock cycle except Step 3
3. Control Signal Called MFC (Memory Function Complete) is used to take care of speed difference between Processor and Memory

1.  $MAR \leftarrow [R1]$
2. Start a Read operation on the memory bus
3. Wait for the MFC response from the memory
4. Load MDR from the memory bus
5.  $R2 \leftarrow [MDR]$

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1.  $R1_{out}, MAR_{in}, \text{Read}$
  2.  $MDR_{inE}, \text{WMFC}$
  3.  $MDR_{out}, R2_{in}$

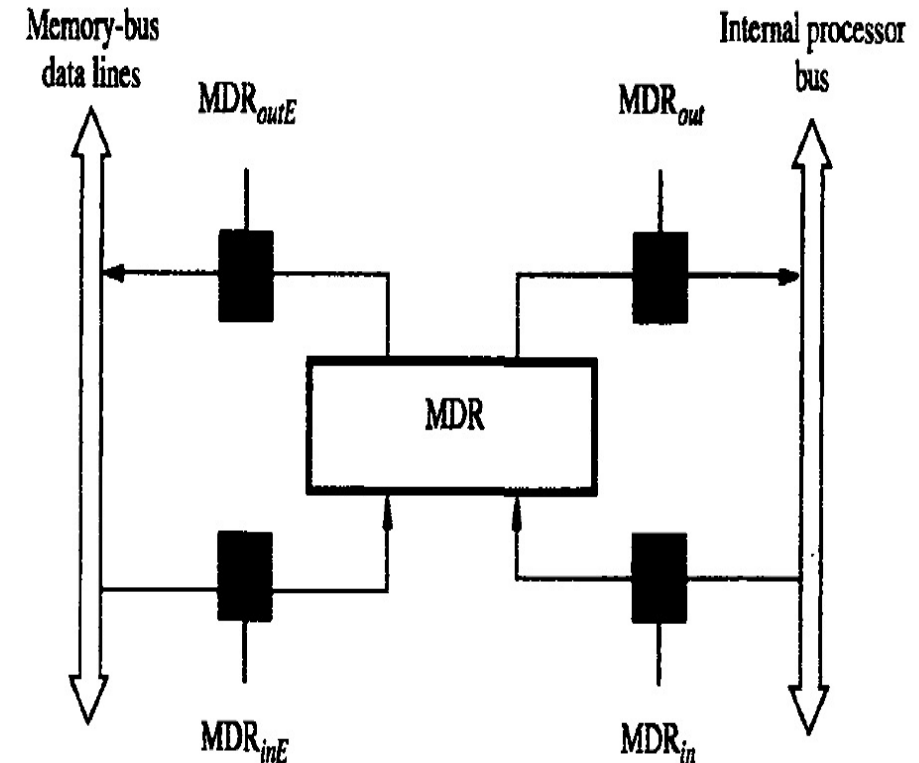


Figure 7.4 Connection and control signals for register MDR.

# Timing of Memory Read Operation

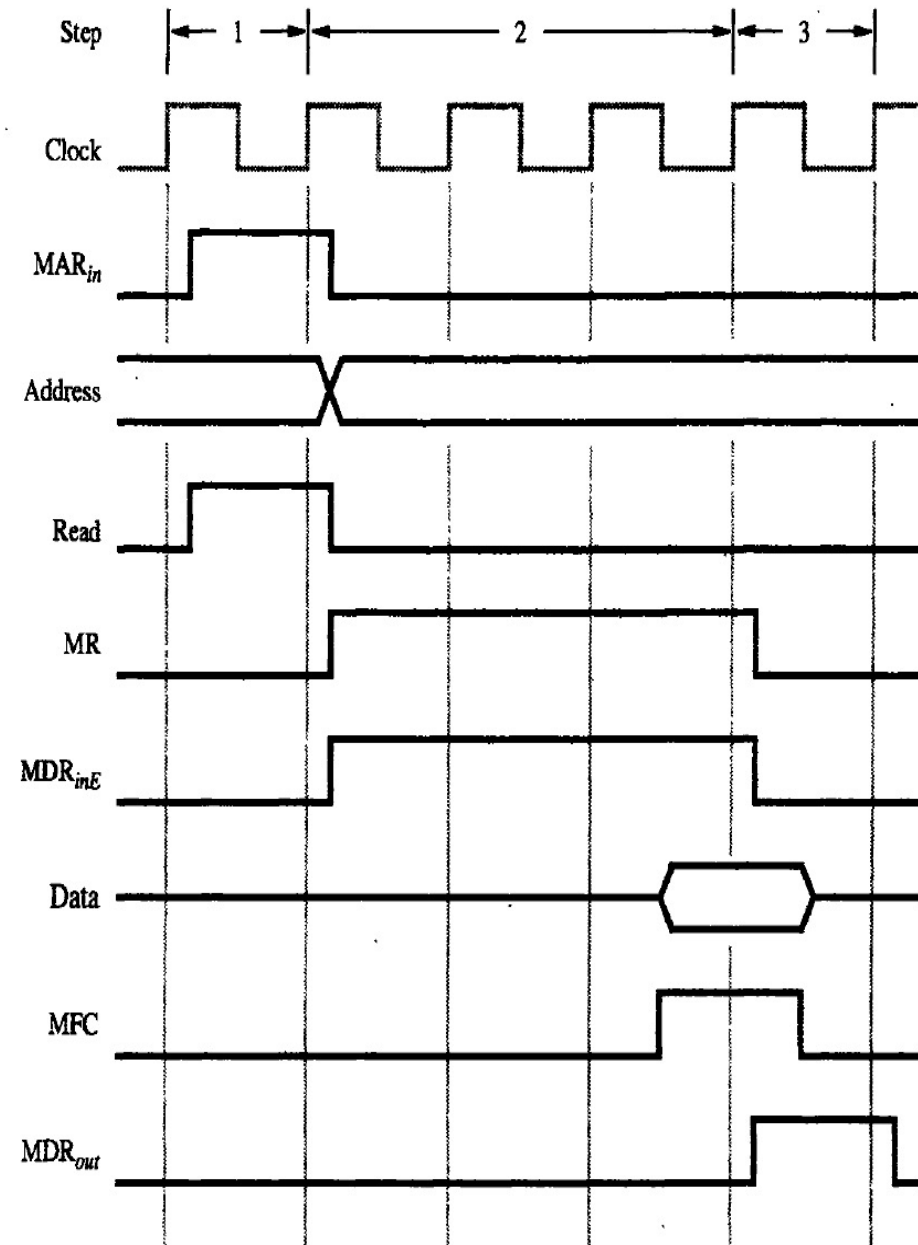


Figure 7.5 Timing of a memory Read operation.

# Storing a word in Memory

**Example:** Move R2,(R1)

1.  $R1_{out}, MAR_{in}$
2.  $R2_{out}, MDR_{in}, Write$
3.  $MDR_{outE}, WMFC$



# Lecture-16 (UNIT-II)



# Execution of complete instruction Add (R3), R1

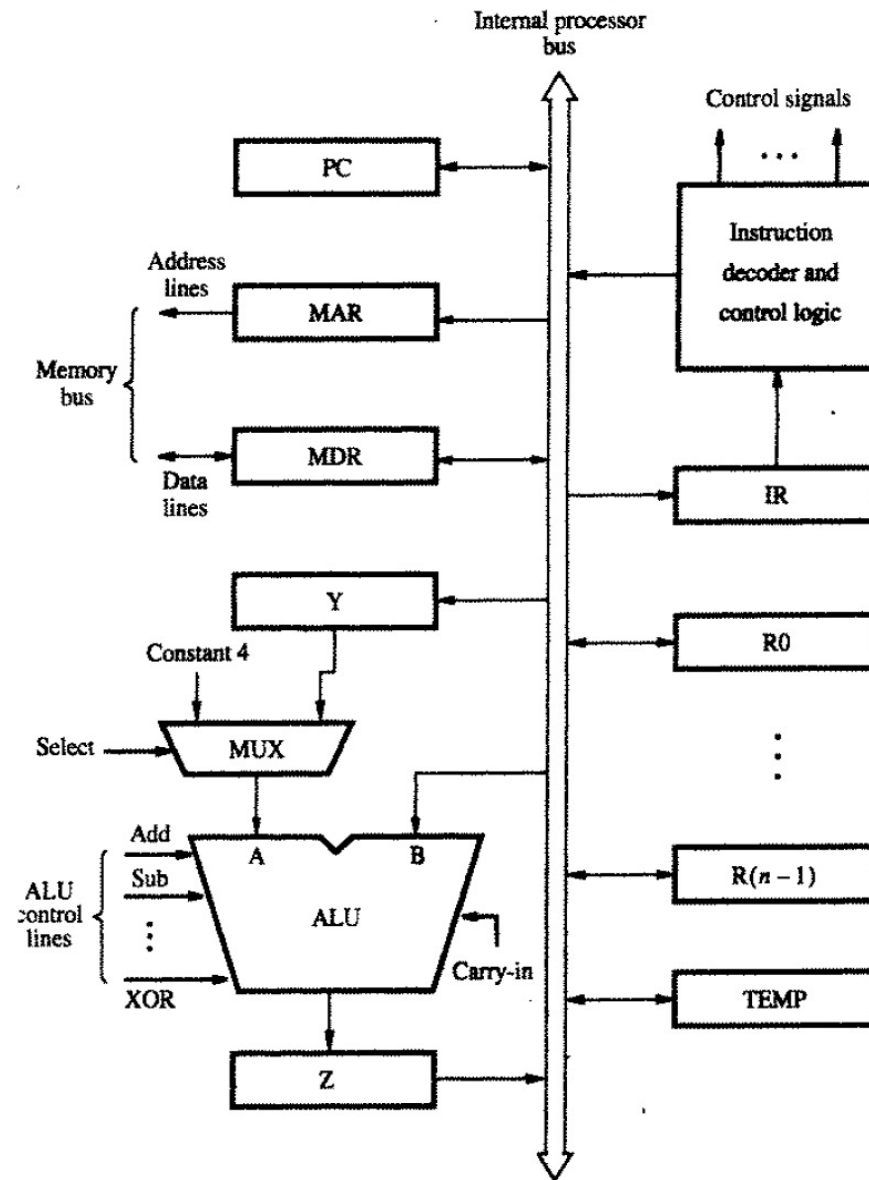


Figure 7.1 Single-bus organization of the datapath inside a processor.

## Step Action

- 1  $PC_{out}, MAR_{in}, Read, Select4, Add, Z_{in}$
- 2  $Z_{out}, PC_{in}, Y_{in}, WMFC$
- 3  $MDR_{out}, IR_{in}$
- 4  $R3_{out}, MAR_{in}, Read$
- 5  $R1_{out}, Y_{in}, WMFC$
- 6  $MDR_{out}, SelectY, Add, Z_{in}$
- 7  $Z_{out}, R1_{in}, End$

Figure 7.6 Control sequence for execution of the instruction Add (R3), R1.

Instruction Fetch: Steps 1-3

Instruction Execution: Steps 4-7

# Executing Branch Instruction

- Branch instruction replaces the address of the PC with the branch address
- This value is obtained by adding offset X to the updated value of PC
- The **offset** value is the difference between the branch target address and the address of the instruction following the branch instruction
- For **conditional branch** instruction **Branch<0**, step 4 is replaced by

Offset-field-of-IR<sub>out</sub>, Add, Z<sub>in</sub>, If N = 0 then End

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## Step Action

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- 1 PC<sub>out</sub>, MAR<sub>in</sub>, Read, Select4, Add, Z<sub>in</sub>
  - 2 Z<sub>out</sub>, PC<sub>in</sub>, Y<sub>in</sub>, WMFC
  - 3 MDR<sub>out</sub>, IR<sub>in</sub>
  - 4 Offset-field-of-IR<sub>out</sub>, Add, Z<sub>in</sub>
  - 5 Z<sub>out</sub>, PC<sub>in</sub>, End
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**Figure 7.7** Control sequence for an unconditional Branch instruction.

# Multiple Bus Organization

- To *reduce the number of steps* needed multiple internal paths are provided to perform *many steps in parallel*
- *Three ports* for register file, two for output and one for input
- Can be performed in a single step(clock cycle)
- There is no need of registers Y and Z here
- If needed ALU may pass one of its two input operands unmodified to Bus C (*control signals: R=A or R=B*)
- *Incrementor unit* eliminates the need for Adding 4 to PC
- Constant 4 to MUX before ALU can still be useful for incrementing other memory addresses, in instructions such as *LoadMultiple* and *StoreMultiple*

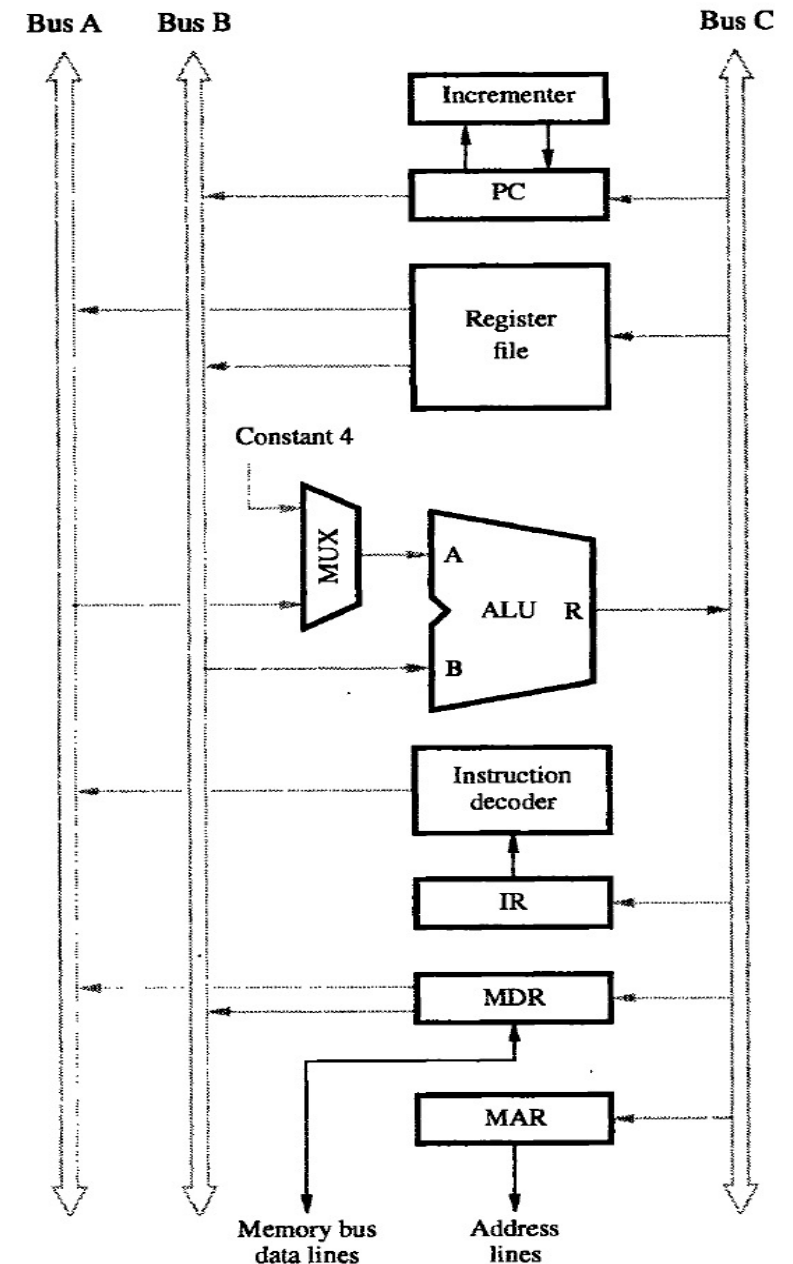


Figure 7.8 Three-bus organization of the datapath.

## Ex. Add R4,R5,R6 on Three-Bus Processor

- Step 1-3 Instruction Fetch
- Step 4 Instruction execution
- Advantage: Number of clock cycles needed to perform an instruction are significantly reduced using multiple buses
- **Home Work:**
  - Write the step wise control signals for the same instruction using single-bus processor

### Step Action

1	$PC_{out}, R=B, MAR_{in}, Read, IncPC$
2	WMFC
3	$MDR_{outB}, R=B, IR_{in}$
4	$R4_{outA}, R5_{outB}, SelectA, Add, R6_{in}, End$

**Figure 7.9** Control sequence for the instruction Add R4,R5,R6 for the three-bus organization in Figure 7.8.