

Tutorial 1: Microprocessor Concepts

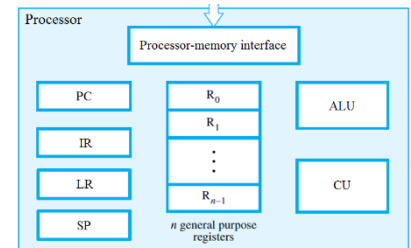
Note: “Add”, “Load” and “Store” used in this tutorial are generic assembly language instructions.

1. Given a binary pattern in some memory location, is it possible to tell whether this pattern represents a *machine instruction* or a *number*?

2. List the *steps needed* to execute the machine instruction

Add R4, R2, R3

in terms of simple control commands and the information (i.e. instruction or data) transfers between the processor components and memory discussed in Lecture 1, as shown on the right. Assume that the address of the memory location containing this instruction is initially in register PC.



3. A program to add a number stored at location A to another number stored at location B on a RISC computer is given by:

```
Load R2, A
Load R3, B
Add R4, R2, R3
```

Explain why the program cannot simply be written as:

Add R4, A, B

4. A program comprising of several machine (binary) encoded instructions are stored in main memory at the locations shown below. In order to repeat the execution of the sequence of instructions found in locations 0x00000100 to 0x0000010C when a certain condition is satisfied, a conditional branch instruction (at 0x00000110) is used in the program.

What is the effect of the conditional branch instruction on the content of the Program Counter (PC) register in the processor when the condition is satisfied (i.e. the whole sequence of 4 instructions is to be repeated)?

Processor	
PC	?
IR	
:	
R2	
R3	
R4	
:	

Main Memory	
0x00000100	Load R2, A
0x00000104	Load R3, B
0x00000108	Add R4, R2, R3
0x0000010C	Store R4, C
0x00000110	Conditional branch
0x00000114	:

5. Numbers are stored in *two's complement* representation on the computer's registers and main memory. If R2 contains 0xFFFFFFF8 and R3 contains 0x00000007, what are

- (i) the content of R4, and
- (ii) the status of the N, Z, C and V condition code flags

after the instruction “**Add R4, R2, R3**” is executed?

END