

# Computer Organization & Architecture (Instruction Set Architecture)

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## Register Transfer Notation – RTN

- Transfer of information from one location in a computer to another, such transfers are memory locations, processor registers, or registers in the I/O subsystem.
- Locations are represented symbolically with convenient names.
  - LOC, PLACE, VAR2, R0, R5, DATAIN, OUTSTATUS etc...
- The contents of any location are denoted by placing square brackets around its name – transfer of information.

## Assembly Language Notation

- Represents machine instructions and programs.
- Instructions specifies operation to be performed and the operand.
- These operations are represented through mnemonics such as LD and STR or ST.
- Assembly language for different processors often use different mnemonics for a given operation.

# Types of Instructions in General Purpose Computer

- ➊ Data Transfer Instructions
- ➋ Data Manipulation Instructions
  - Arithmetic
  - Logical
  - Shift/ Conversion
- ➌ Program Control Instructions

# Data Transfer Instructions

- MOVE
- LOAD
- STORE
- EXCHANGE
- INPUT
- OUTPUT
- PUSH
- POP

# Data Manipulation Instructions

- Arithmetic
  - ADD
  - SUB
  - MUL
  - DIV
  - INC
  - DEC
  - ADD with Carry
  - SUB with Borrow
  - Negate

- Logical Instructions
  - Complement (COM & NOT)
  - Clear CLR
  - Logical-AND (AND)
  - Logical-OR (OR)
  - Ex-OR (XOR)
  - Clear Carry (CLRC)
  - Set Carry (STC)
  - Complement Carry (CMC)
  - Enable Interrupt (EI)
  - Disable Interrupt (DI)

- Shift Instructions

- Logical Shift Left
- Logical Shift Right
- Arithmetic Shift Right
- Arithmetic Shift Left
- Rotate Left
- Rotate Left
- Rotate Right through Carry
- Rotate Left through Carry



# Program Control Instructions

- BRANCH
- JMP
- SKIP
- CALL
- RETURN