COMPUTER SCIENCE

Computer Organization and Architecture

Machine Instruction and Addressing Modes

Lecture_ 05

Vijay Agarwal sir

01 Expand Opcode Technique

02 Addressing Modes

Instruction Concept

Instruction format

Instruction Set Archi.

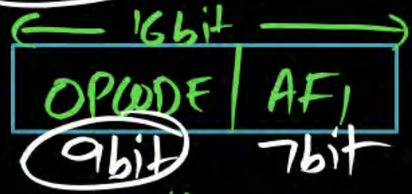
1. STACK Based org.
2. Accumulator Based org.
3. General Register org.
   - (i) Reg - Mem Ref.
   - (ii) Reg - Reg Ref.

Q) Consider a 16 bit Instruction, & 7bit AF then How many Total Number of operation Supported by

2AF [4 Ans] 2AI

$\#operation = 2^2 = 4$ Ans

1AF [512 Ans] 1AI



$\#operation = 2^9 = 512$ Ans

0AF [64K Ans] 0AI

$\#operations = 2^{16} = 64K$ Ans

2^6 2^{10}

64K.

3AF|3AI

(It can support upto 3AF|3AI
it can support 2AI, 1AF, 0AI)

2AF|2AI

(It can support upto 2AF & 2AI
& 1AI & 0AI)

1AF|1AI

(It can support upto 1AF|1AI)
& 0AI)

0AF|0AI

(It can support 0AI|0AF Instn)

Expand opcode Technique :

Fixed length Instruction
(variable length opcode).

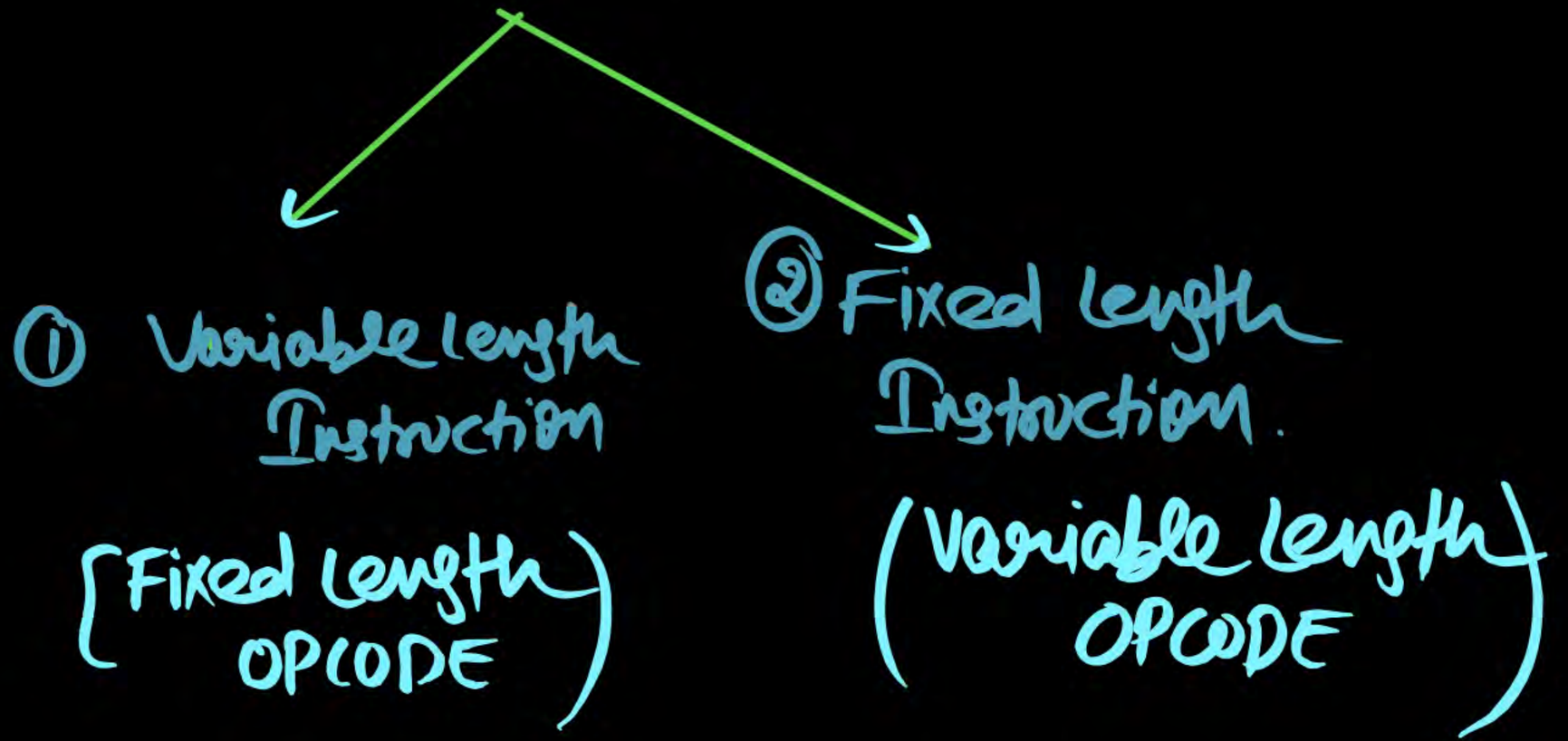
2AF

↓

1AF

↓

0AF


① Variable length Instruction
[Fixed length OPCODE]
② Fixed length Instruction.
(Variable length OPCODE)

Expand Opcode Technique

Expand Opcode Technique

Expand opcode length is required in the fixed length instruction supported CPU Design to implement the various instruction with different formats.

Variable Length Instruction Supported CPU Design

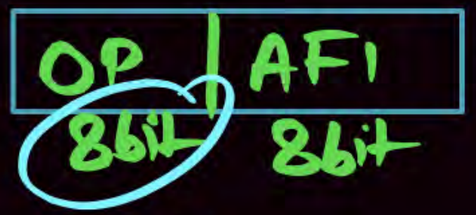
OPCODE = 8 bit

Address field = 8 bit

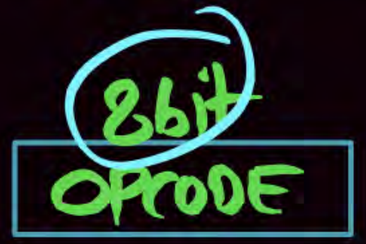
Variable Length Instⁿ
(Fixed Length opcode)

OPCODE = 8bit
AF = 8bit

Instⁿ Size.

1AF: 

= 16bit

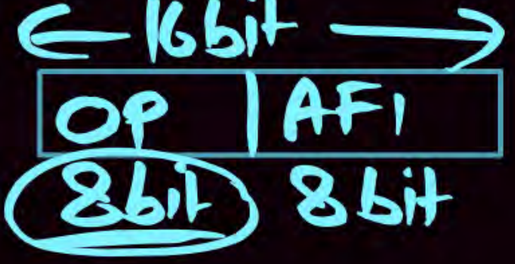
OAF: 

= 8bit

Fixed Length Instruction
Variable length opcode.

OPCODE = 8bit
AF = 8bit

Instⁿ Size.

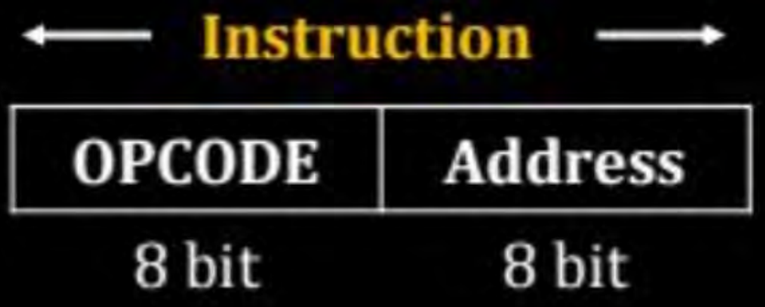
1AF: 

= 16bit

OAF: 

= 16bit

(i) 1 Address Instruction Design:



= 16 bit

(ii) 0 Address Instruction Design:

= 8 bit [No need of expand opcode technique]

Fixed Length Instruction Supported CPU Design

OPCODE = 8 bit

A.F = 8 bit

(i) 1 Address Instruction Design:

= 16 bit

(ii) 0 Address Instruction Design:

= 16 bit [Here expand opcode technique required]

(Fixed length Instruction).

Expand opcode Technique:

We starts from the Primitive Instn.

① Primitive Instruction. [Lowest Opcode bit ⊙ Lowest bit in OPCODE)

② Derived Instruction (Higher opcode bit)

③ further Derived Instruction (Highest opcode bit Wallah).

eg

① Primitive Instn

(ii) Derived Instn

(iii) further Derived.

(iv) more further Derived Instruction!

Primitive, Derived, further Derived - - -

(eg) Type1, Type2, Type3, Type4.

Expand Opcode Technique

- Primitive instruction means smallest opcode instruction.

Step 1: Identify the primitive instruction in the CPU.

Step 2: Calculate the total number of possible operation.

Step 3: Identify the free opcode after allocating the existed instruction

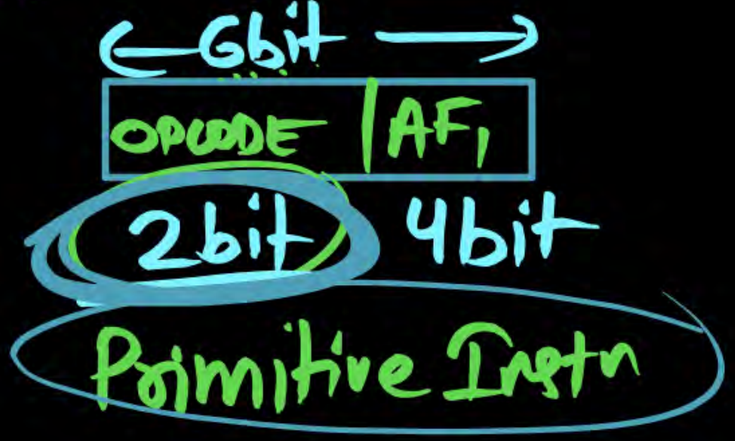
Step 4: Calculate the number of Derived instruction possible by multiply

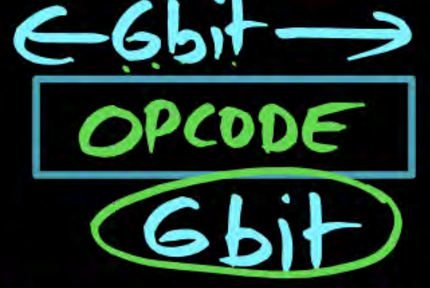
$$\text{Free opcode} \times 2^{\text{Increment bit in opcode}}$$

Q.1 Consider a processor which support 6 bit instruction and 4 bit address field. If there exist 2 one address instruction then how many 0 address instruction can be formulated?

Instn length = 6bit
AF = 4bit

Step1



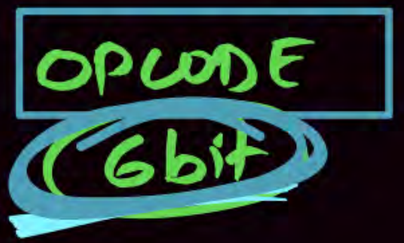


Step2: Total Number of operation/Instn in LAF = 2^2 = 4

Given LAF Instn = 2

Step3 Number of Free opcode After Allocating LAF = 4 − 2 = 2 Free

OAF:



Increment bit in OPCODE.

Step 4

Total # operation in OAF = Free opcode $\times$ 2

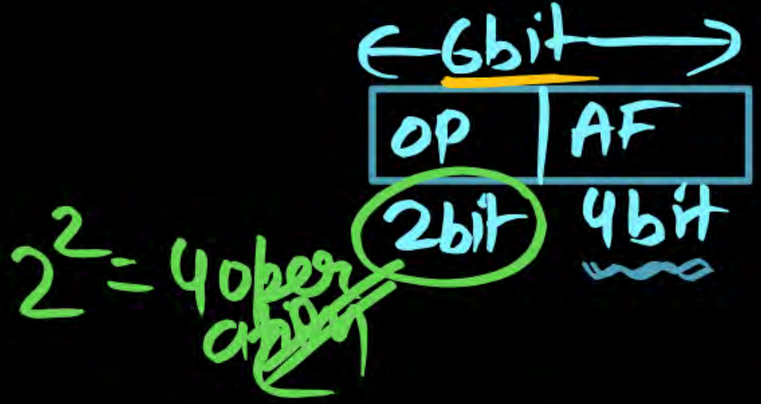
$\Rightarrow 2 \times 2^{6-2}$

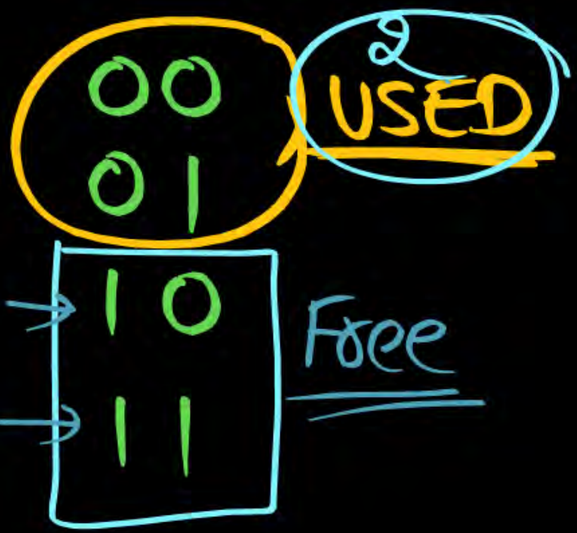
$= 2 \times 2^{4}$

$= 32$ Ans

Q.

Consider a processor which support 6 bit instruction and 4 bit address field. If there exist 2 one address instruction then how many 0 address instruction can be formulated?





Q.2 Consider a processor which contain 8 bit word and 256 word memory. It support 3 word instruction. If these exist 254 2-address instruction and 256 1-address instruction then how many 0 address instruction can be formulated?

2AI
1AI
0AI

1 word = 8 bit = 1 Byte

Memory = 256 Word = 256 × 1 Byte = 256 Byte

Memory = 256 Byte $[2^8 B]$ ⇒ AF = 8 bit

Instruction Size = 3 Word ⇒ 3 × 8 bit = 24 bit

① 24 bit

OP	AF1	AF2
8 bit	8	8

Primitive Instn

② 24 bit

OP	AF1
16 bit	8

Derived Instn

③ 24 bit

OPCODE
24 bit

further Instn.

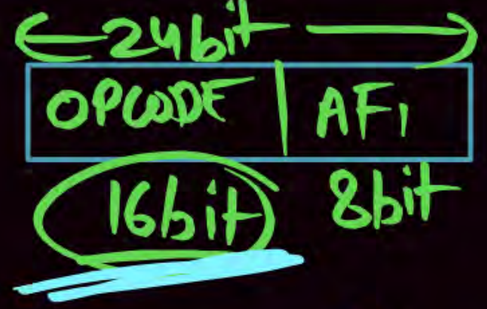
(I) Primitive

Total Number of operation in 2AF[Primitive Instⁿ] $= 2^8 = 256$ opern/Instⁿ

Given 2AF / 2AI = 254

Free opCode [operational code) After Allocating 2AF = 256 - 254 = 2

(II) Derived Instⁿ



Total # operation in 1AF = Free opcode × 2 (Increment bit in opcode)

$= 2 \times 2^{16-8} \Rightarrow 2 \times 2^8$

= 512 operation.

Given 1AI(AF) = 256.

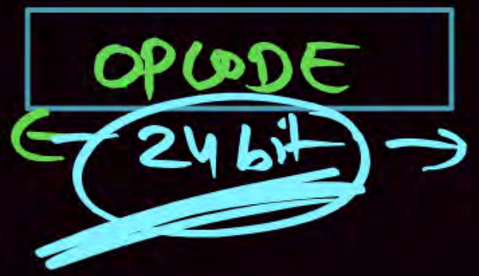
∴

Number of Free opcode After Allocating IAF = 512 - 256 = 256.

Increment bit in OPCODE

Free opcode $\times 2^{24-16}$

(III) further Derived



Total # operation in OAF

$= 256 \times 2^{8}$ Avg

$\Rightarrow 256 \times 2^{8}$ Avg

$\leq 2^{16}$ Avg (or) 64K

Q.

Consider a processor with 16 bit instruction. Processor has 15 registers and support 2 address instruction and 1 address instruction. If processor support 256 1-address instruction then number of 2-address instruction are

(A) 128

(B) 192

(C) 240

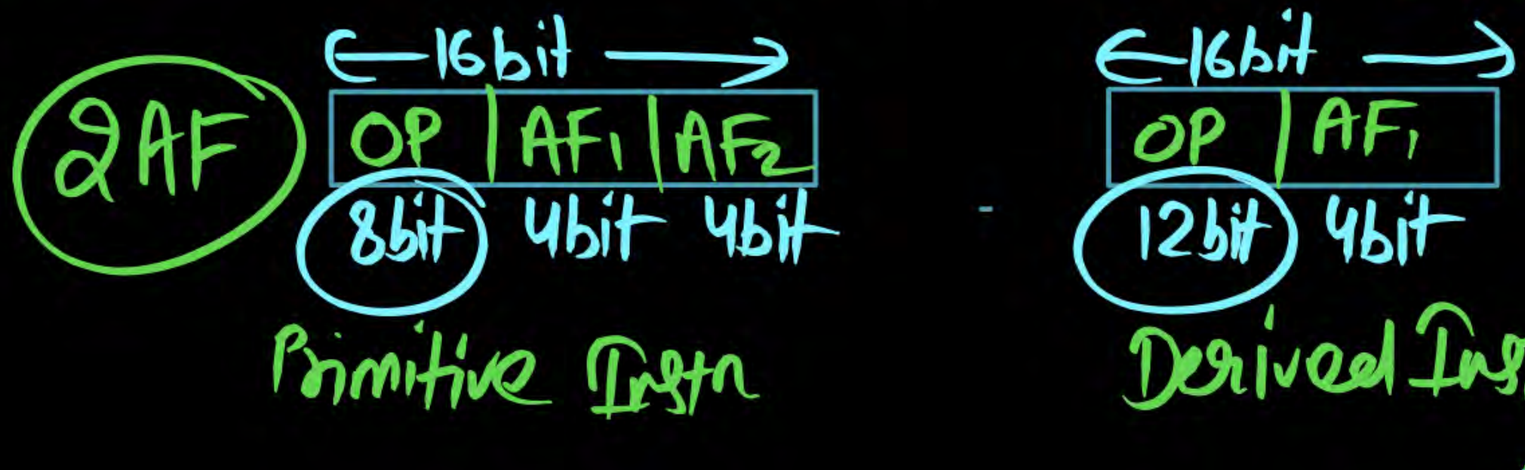
(D) 248

15 Register

⇓

Reg AF = 4bit

Instn Size = 16bit

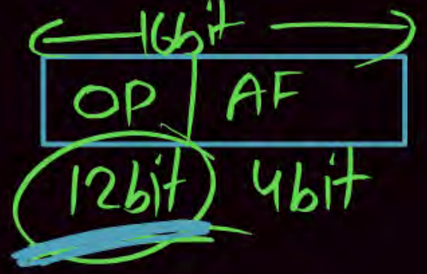


Total # operation in 2AF = 2^8

Assume 2AI/2AF Instn/operation = X

Free opcode After Allocating 2AI = $[2^8 - X]$

Free opcode X $2^{\text{Increment bit in opcode}}$



operation in 1AF | 1AI = $[2^8 - X] \times 2^{12-8}$

2^8 [2^8] 256

$\Rightarrow [2^8 - X] 2^4 \Rightarrow \frac{2^8}{2^4} = 2^8 - X$

$\Rightarrow 2^4 = 2^8 - x \Rightarrow 16 = 256 - x$

$x = 256 - 16 = 240$ Ans

Solution(c): 240

15 register $= 2^4 \Rightarrow$ Register A.F = 4 bit

OPCDE field $= 16 - (4 + 4) = 8$ bit

So total number of 2 address instruction $= 2^8 = 256$

Let 'x' 2 address instruction used

Number of free opcode $= (2^8 - x)$

1 Address field

OPCODE	A.F
12 bit	4 bit

Total no of 1 address instruction = $(2^8 - x) \times 2^{12-8}$

$[2^8]256 \Rightarrow (2^8 - x) \times 2^4$

$2^4 = 2^8 - x$

$x = 2^8 - 2^4 \Rightarrow 256 - 16$

$= 240$

Q.

A processor has 16 register (R0, R1, ..., R15) and 64 floating point registers (F0, F1, ... F63). It uses a 2-byte instruction format. There are four categories of instructions: Type-1 Tpye-2 Type-3 and Type-4. Type-1 category consists of four instructions, each with 3 integer register operands (3Rs) Type-2 category consists of eight instructions, each with 2 floating point register operands (2fs). Type-3 category consist of fourteen instructions, each with one integer register operand and one floating point register operand (1R + IF). Type-4 category consists of N instructions, each with a floating point register operand (FR). The maximum value of N is _____.

[GATE-2018 : 2 Marks]

Q.

A processor has 64 registers and uses 16-bit instruction format. It has two types of instructions: I-type and R-type. Each I-type instruction contains an opcode, a register name, and a 4-bit immediate value. Each R-type instruction contains an opcode and two register names. If there are 8 distinct I-type opcodes, then the maximum number of distinct R-type opcodes is 14 Ans Ans

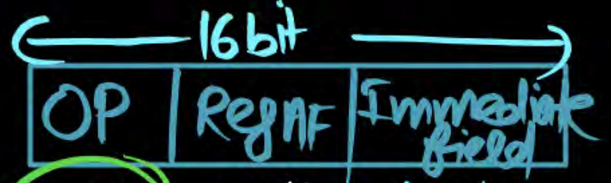
[GATE-2020 : 2 Marks]

64 Registers ⇒ Reg AF = 6 bit

Instn Size = 16 bit

I type & R type

I type:

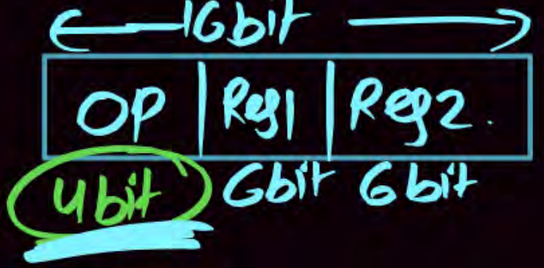


16 − (6+4) = 6 bit

R Type:

16 − (6+6) = 4 bit

R type: (Primitive)

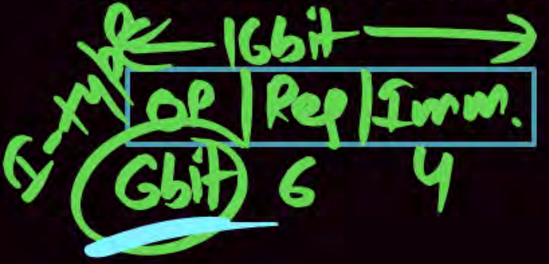


I type: (Derived)

Total # operation in R type = 2^4

Assume R type Instn = X

Number of Free opcode After Allocating R type = $2^4 - X$



Total # operation in I type $= (2^4 - X) \times 2^{6-4} \Rightarrow 8 = (2^4 - X) \times 2^2$

$8 = (2^4 - X) \times 4$

$2 = 16 - X$

$X = 16 - 2 =$ **$X = 14$** Ans

THANK YOU!