# Organização e Arquitetura de Computadores

# Arquitetura Neander

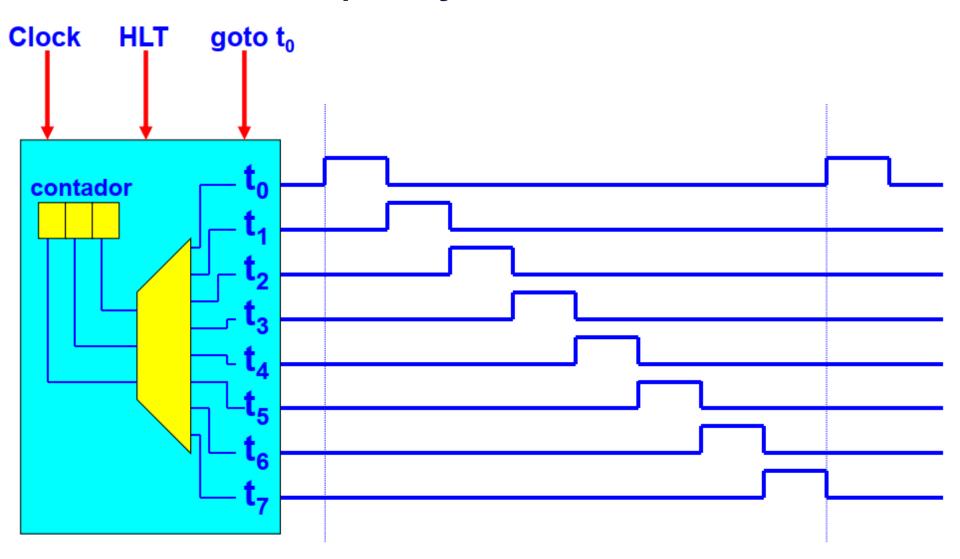
Funções Passo a Passo

Lúcio Renê Prade Rodrigo Marques de Figueiredo





#### Neander: Temporização dos Sinais de Controle



#### Neander: Expressões Booleana dos Sinais de Controle

```
carga REM = t0 + t3.(STA+LDA+ADD+OR+AND+JMP+JN.N+JZ.Z + t5.(STA+LDA+ADD+OR+AND)
incrementa PC = t1 + t4.(STA+LDA+ADD+OR+AND) + t3.(JN.N' + JZ.Z')
carga RI = t2
sel = t5.(STA+LDA+ADD+OR+AND)
carga RDM = t6.STA
Read = t1 + t4.(STA+LDA+ADD+OR+AND+JMP+JN.N+JZ.Z) + t6.(LDA+ADD+OR+AND)
Write = t7.STA
UAL(Y) = t7.LDA
UAL(ADD) = t7.ADD
```

goto t0 = t7.(STA+LDA+ADD+OR+AND) + t3.(NOP+NOT+JN.N'+JZ.Z') + t5.(JMP+JN.N+JZ.Z)

UAL(OR) = t7.OR

UAL(AND) = t7.AND

UAL(NOT) = t3.NOT

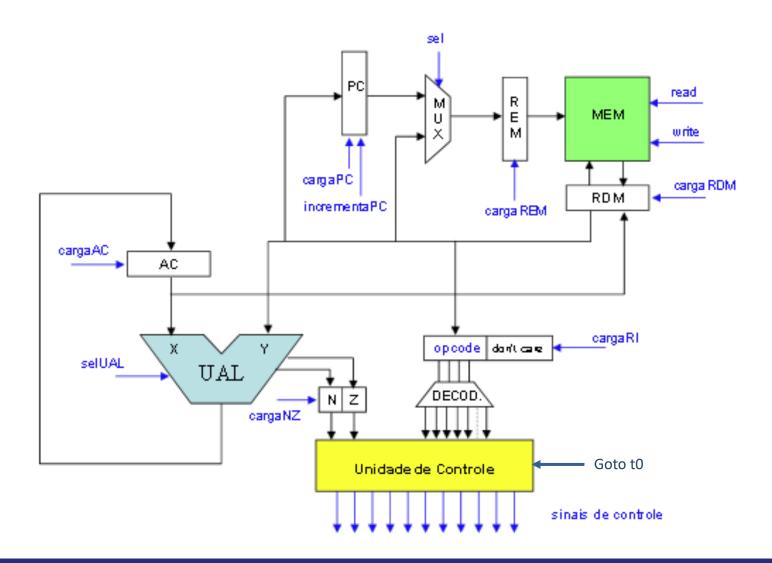
carga PC = t5.(JMP+JN.N+JZ.Z)

carga AC = t7.(LDA+ADD+OR+AND) + t3.NOT

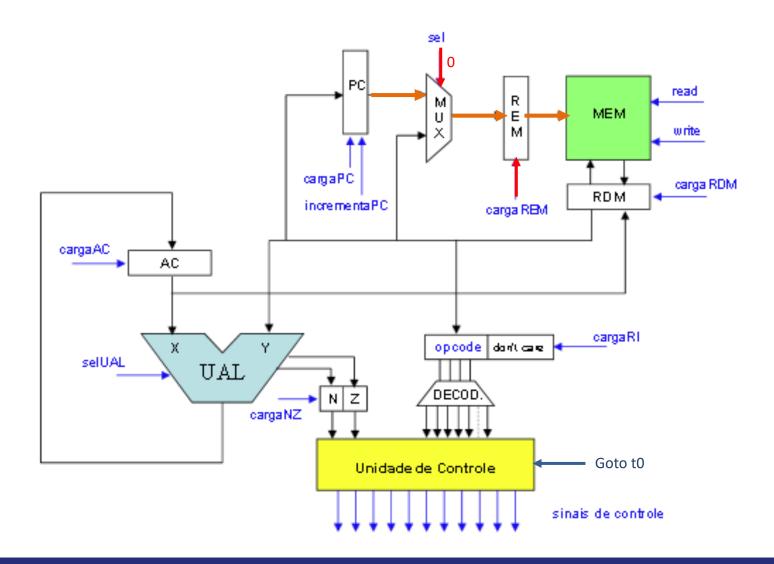
carga NZ = t7.(LDA+ADD+OR+AND) + t3.NOT = carga AC

#### Neander: Temporização dos Sinais de Controle

tempo	STA	LDA	ADD	OR	AND	NOT
tO	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM
t1	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	UAL(NOT), carga AC, carga NZ, goto t0
t4	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	
t5	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	
t6	carga RDM	Read	Read	Read	Read	
t7	Write, goto t0	UAL(Y), carga AC, carga NZ, goto t0	UAL(ADD), carga AC, carga NZ, goto t0	UAL(OR), carga AC, carga NZ, goto t0	UAL(AND, carga AC, carga NZ, goto t0	

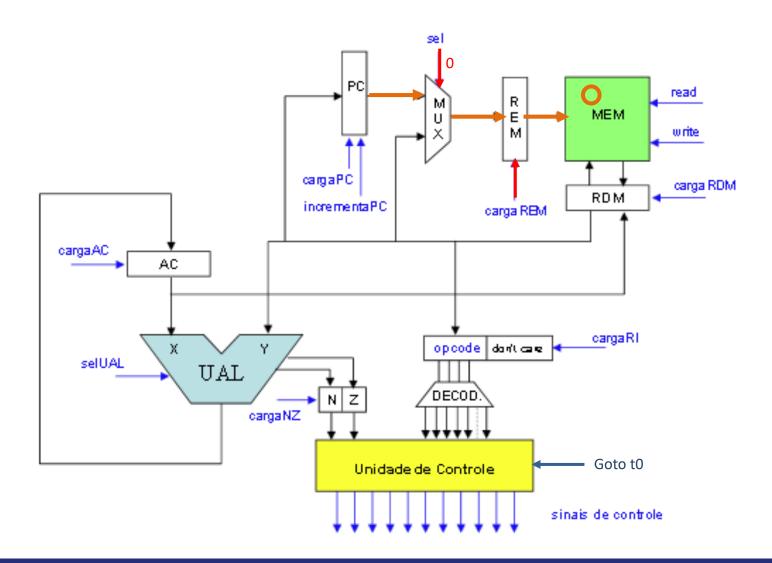




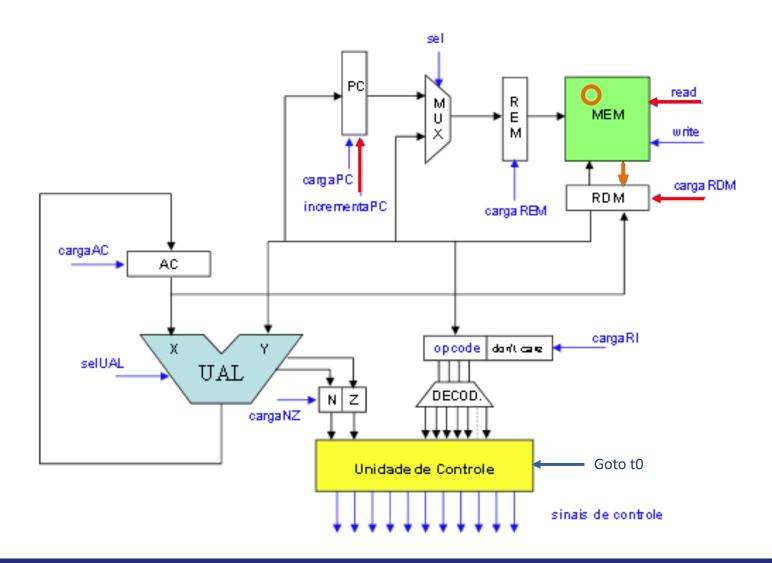




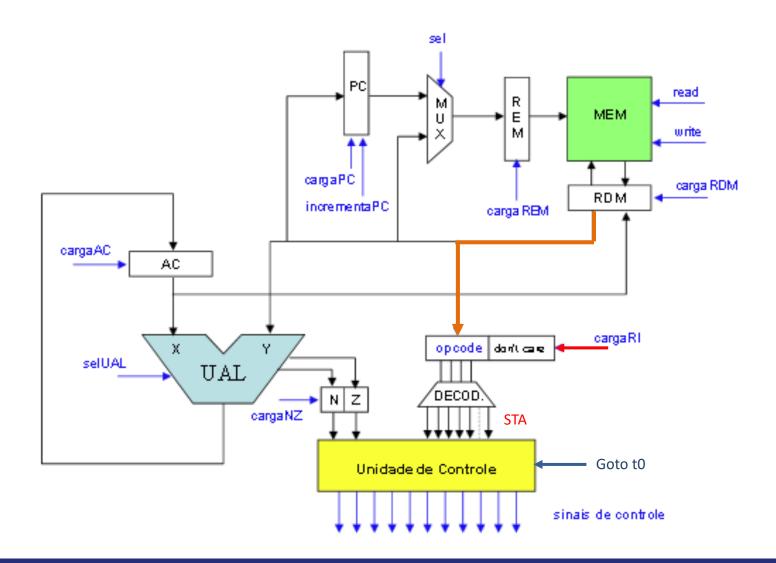






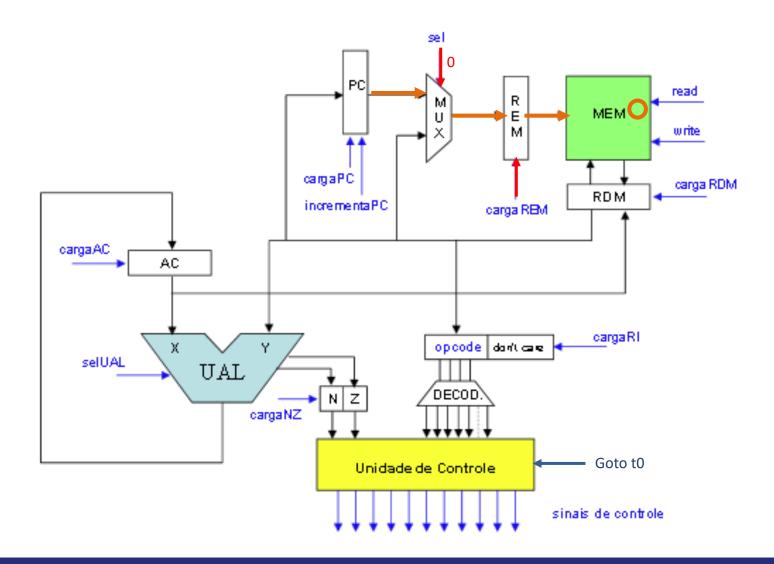




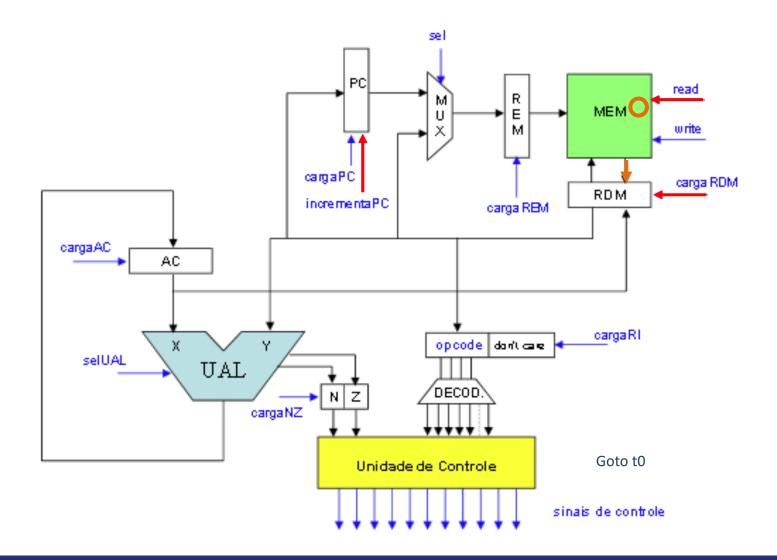




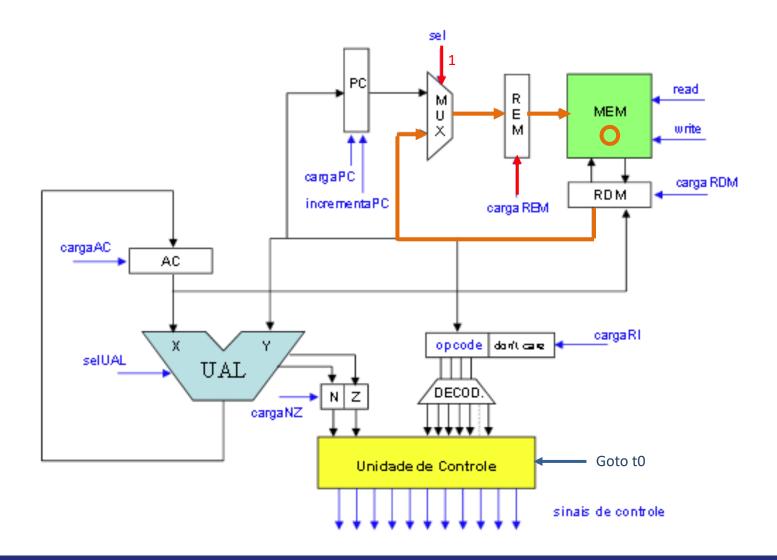




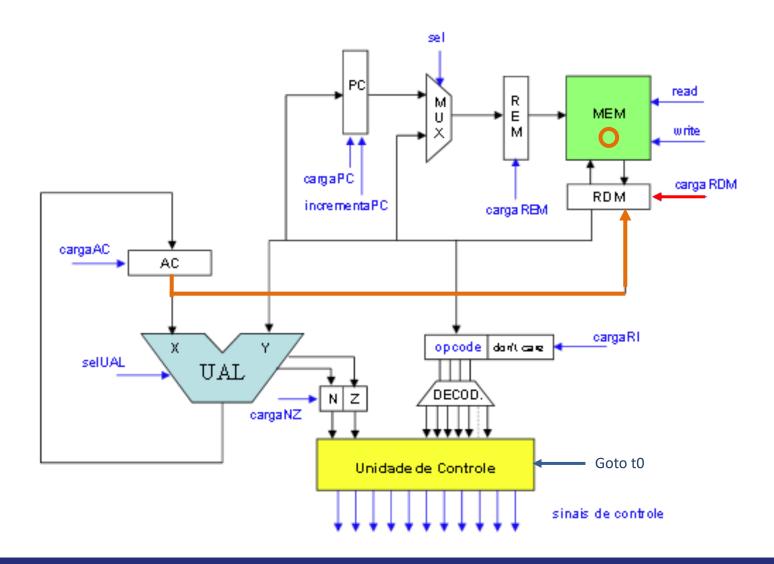




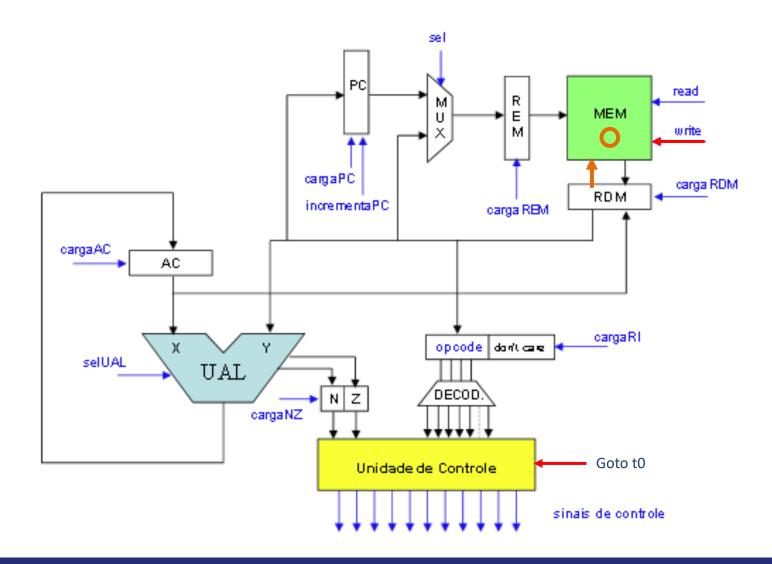








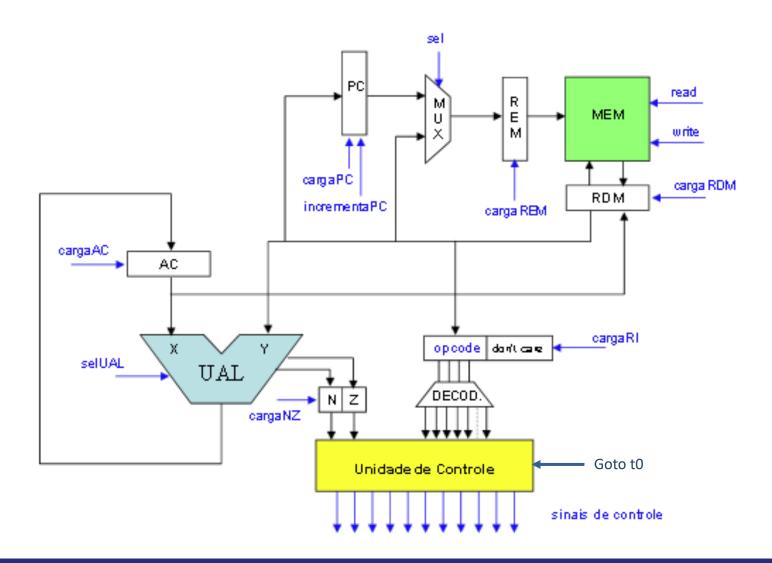




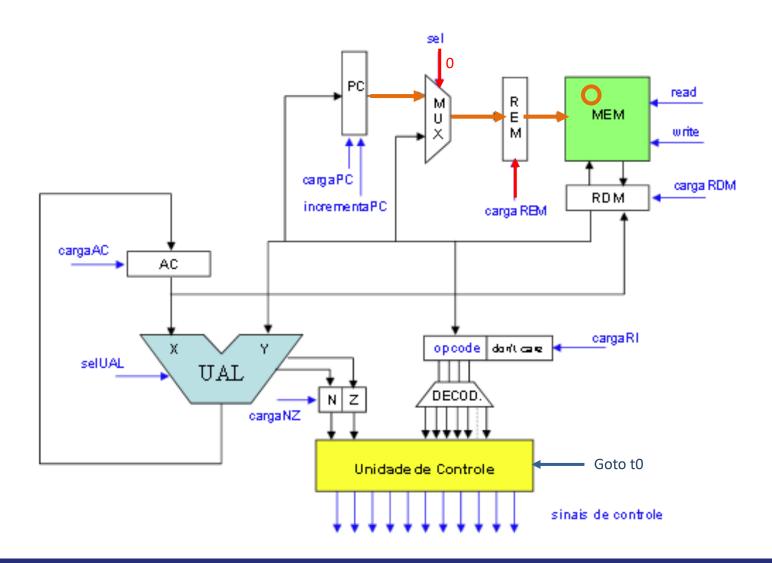


#### Neander: Temporização dos Sinais de Controle

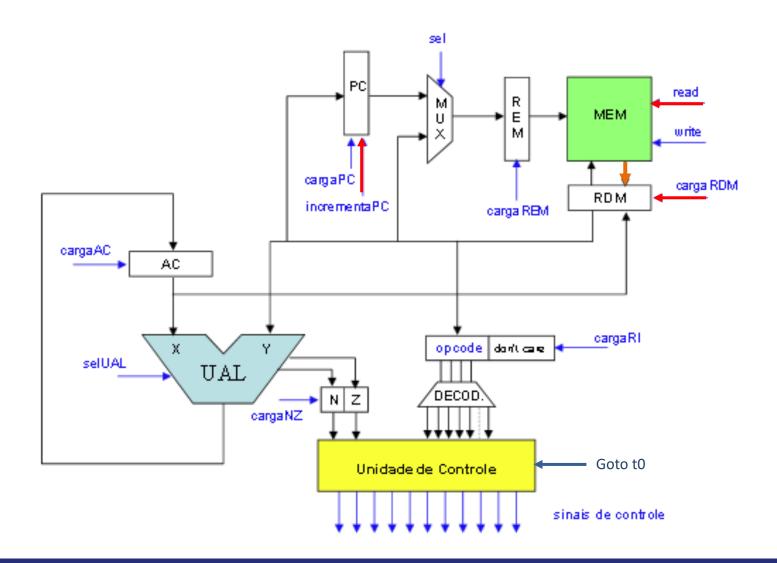
tempo	STA	LDA	ADD	OR	AND	NOT
tO	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM
t1	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	UAL(NOT), carga AC, carga NZ, goto t0
t4	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	
t5	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	
t6	carga RDM	Read	Read	Read	Read	
t7	Write, goto t0	UAL(Y), carga AC, carga NZ, goto t0	UAL(ADD), carga AC, carga NZ, goto t0	UAL(OR), carga AC, carga NZ, goto t0	UAL(AND, carga AC, carga NZ, goto t0	



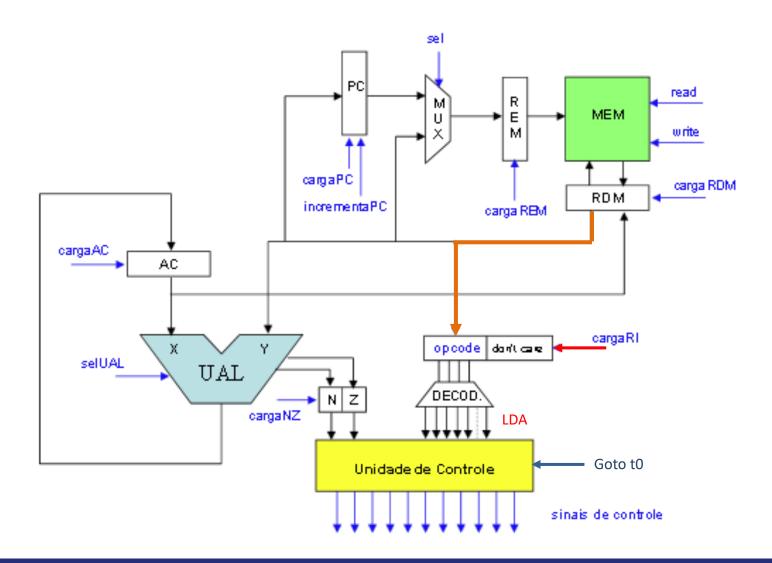




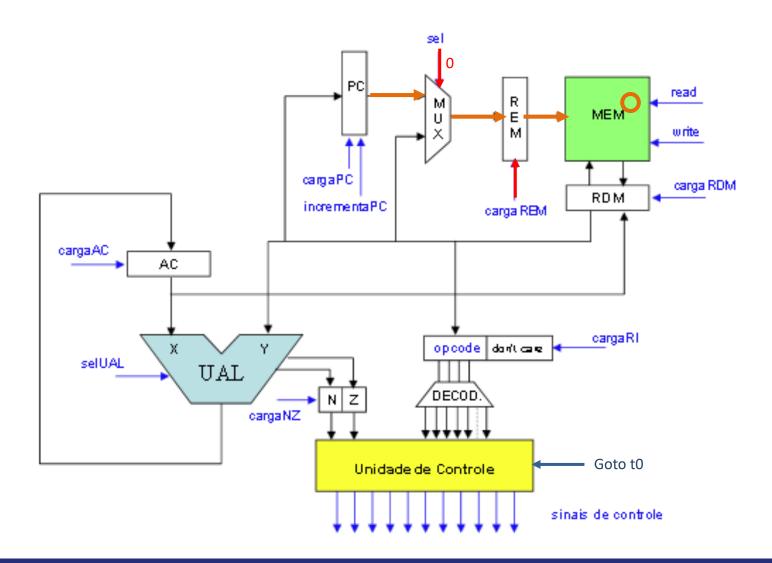




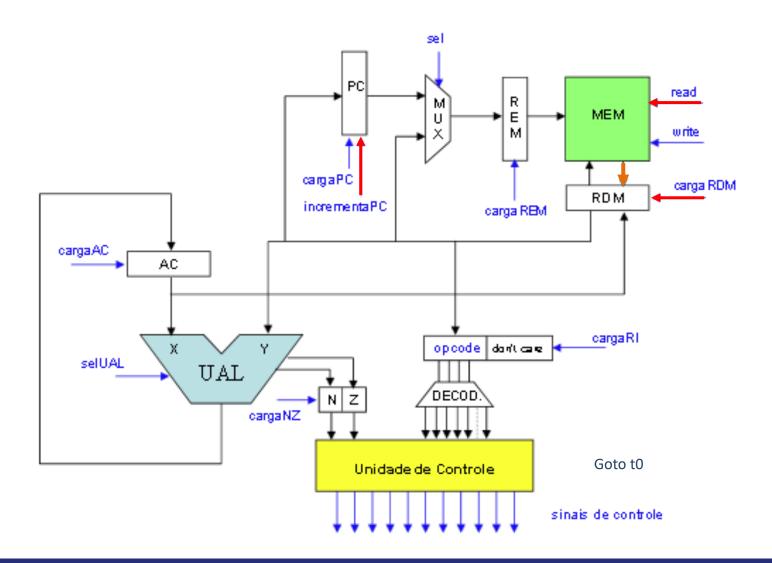




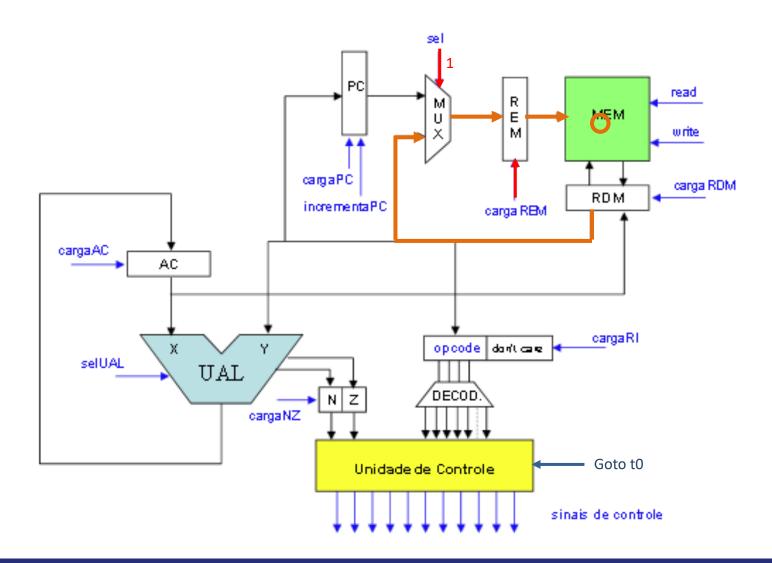




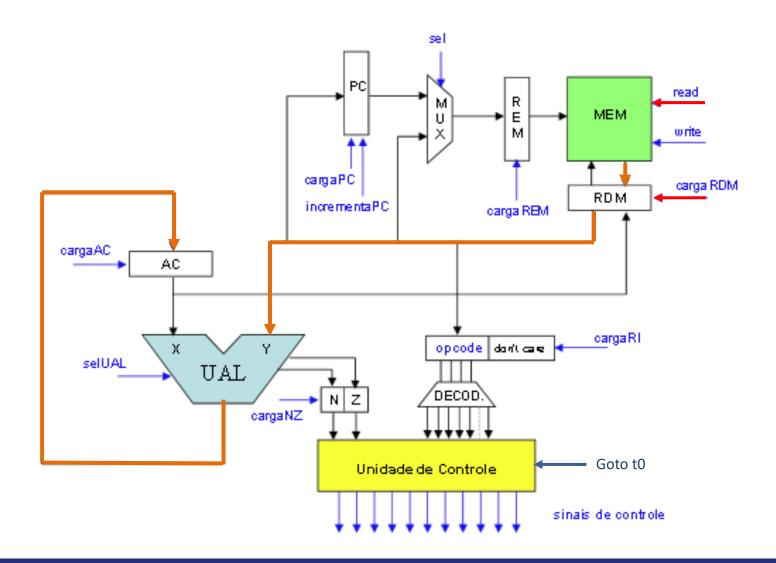




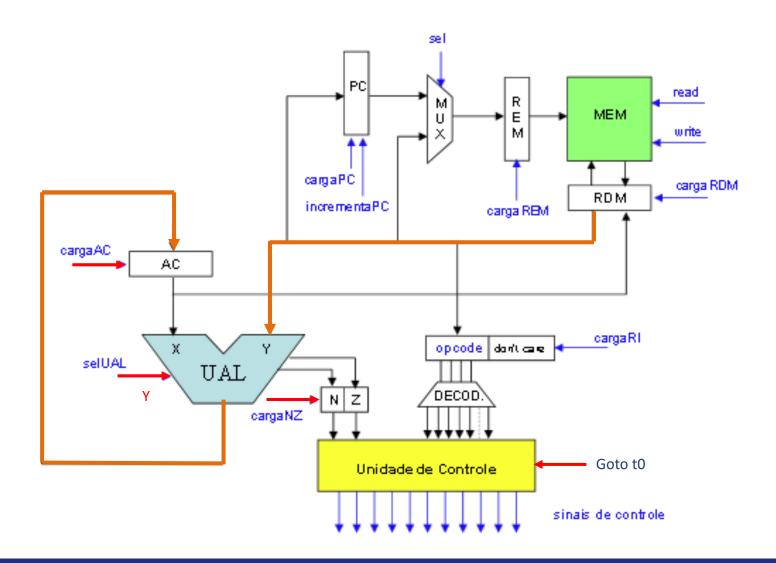








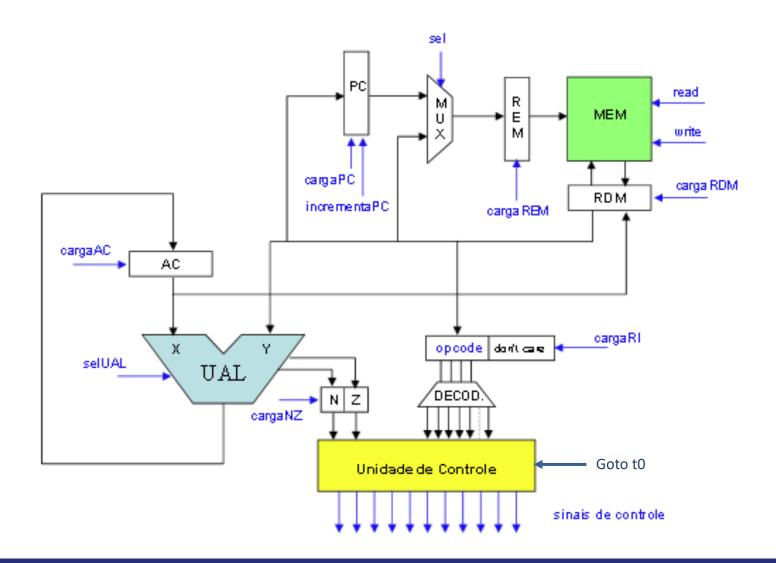




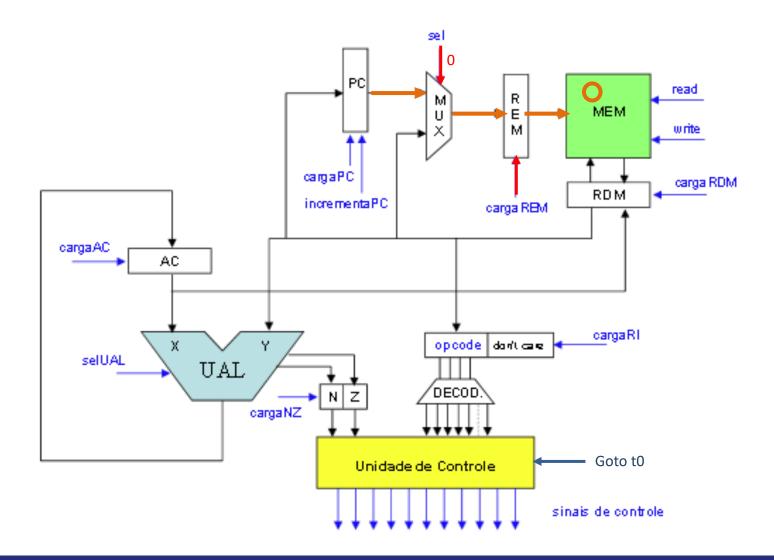


#### Neander: Temporização dos Sinais de Controle

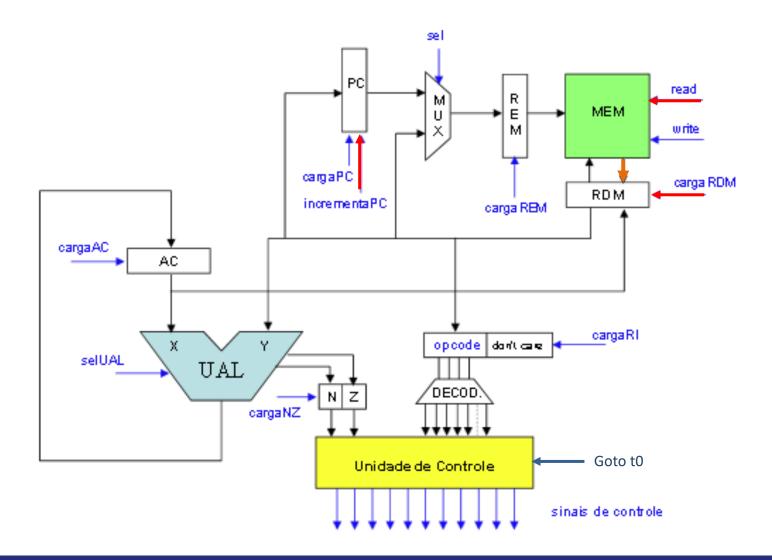
tempo	STA	LDA	ADD	OR	AND	NOT
tO	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM
t1	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	UAL(NOT), carga AC, carga NZ, goto t0
t4	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	
t5	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	
t6	carga RDM	Read	Read	Read	Read	
t7	Write, goto t0	UAL(Y), carga AC, carga NZ, goto t0	UAL(ADD), carga AC, carga NZ, goto t0	UAL(OR), carga AC, carga NZ, goto t0	UAL(AND, carga AC, carga NZ, goto t0	



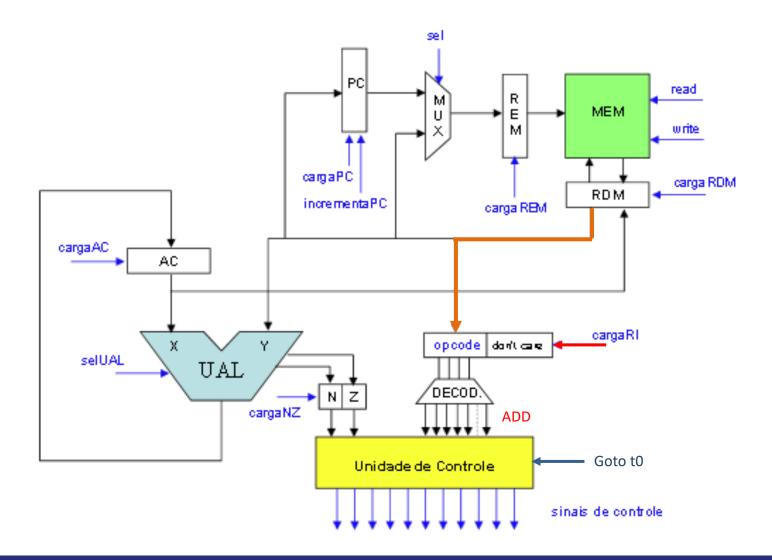




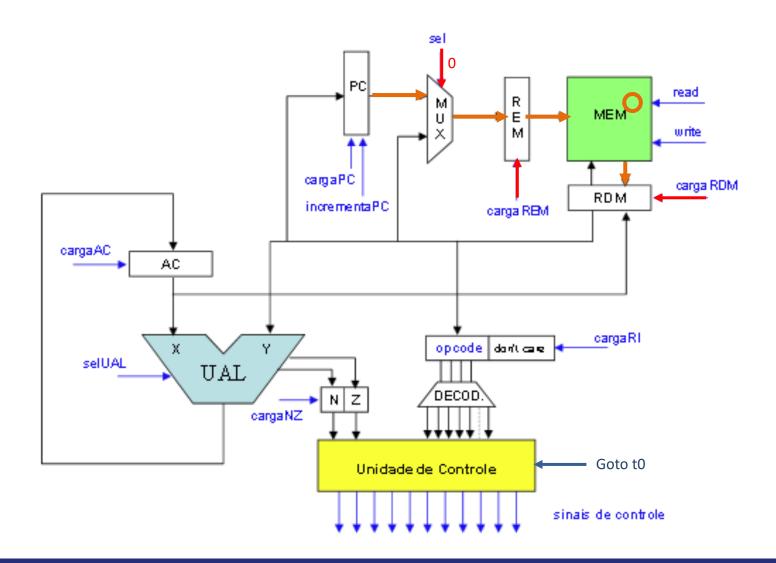




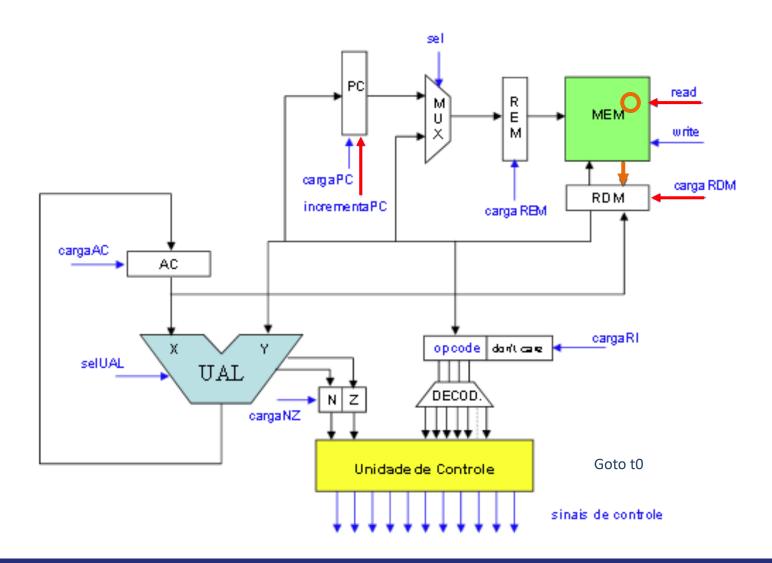




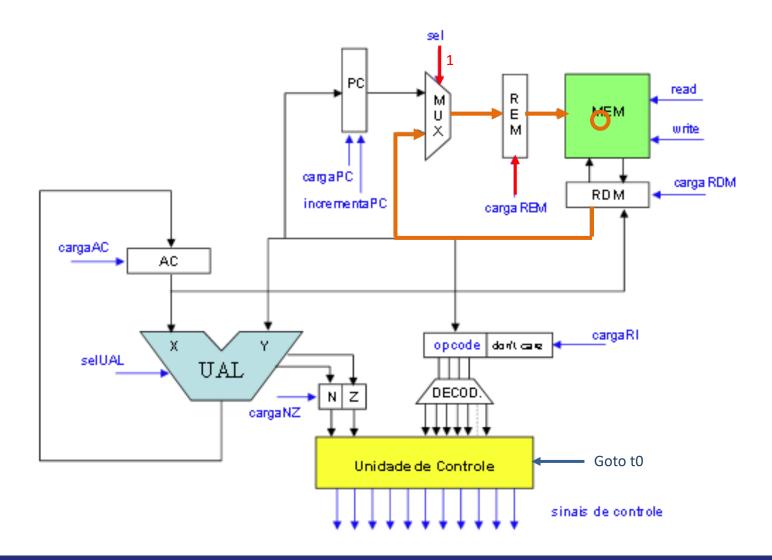




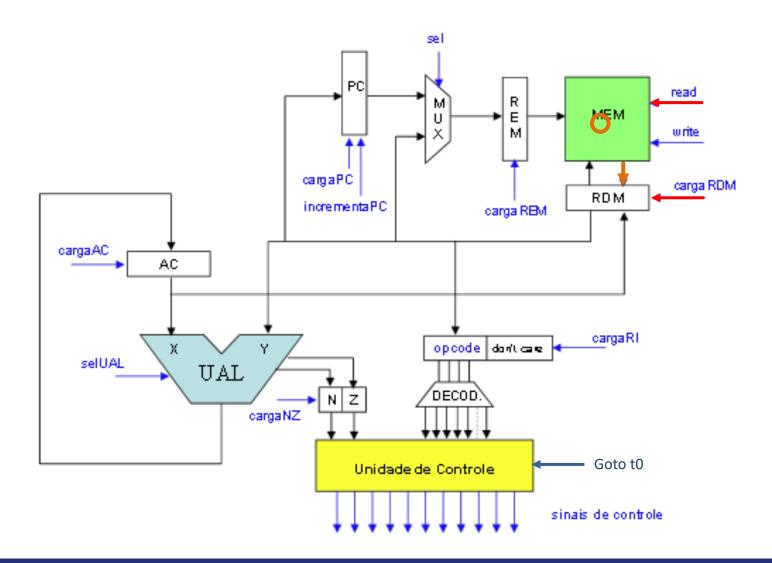




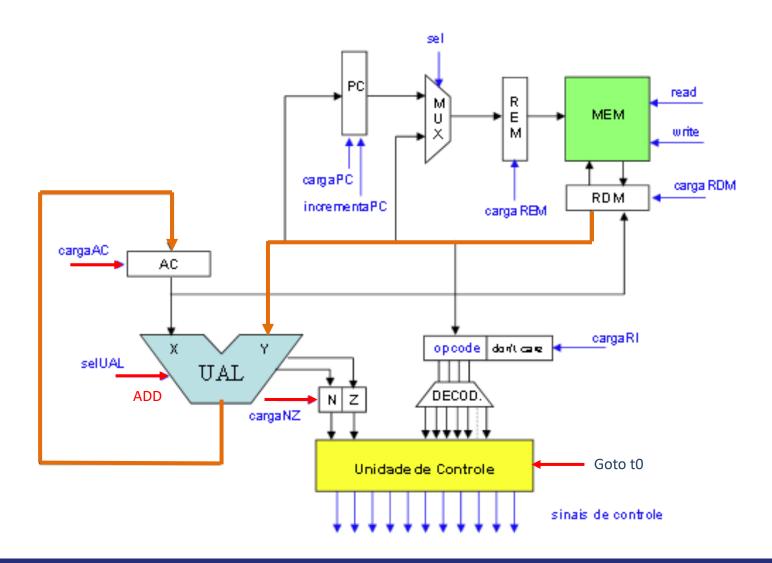










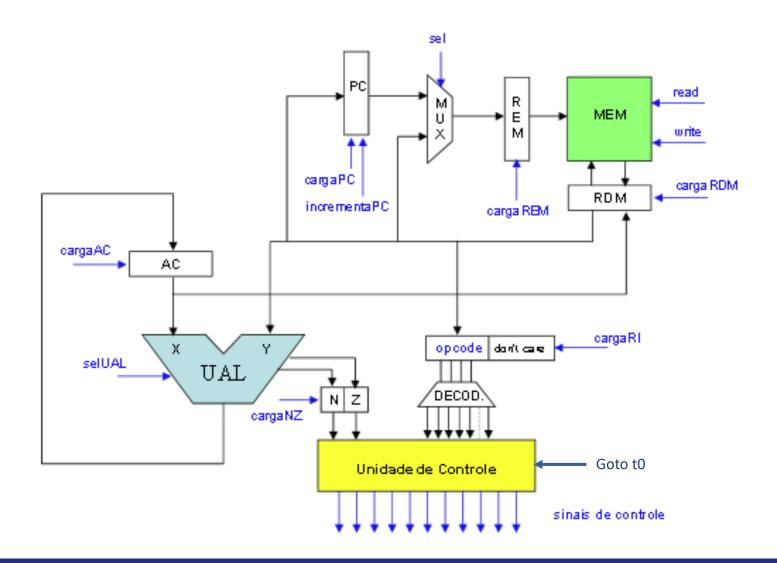




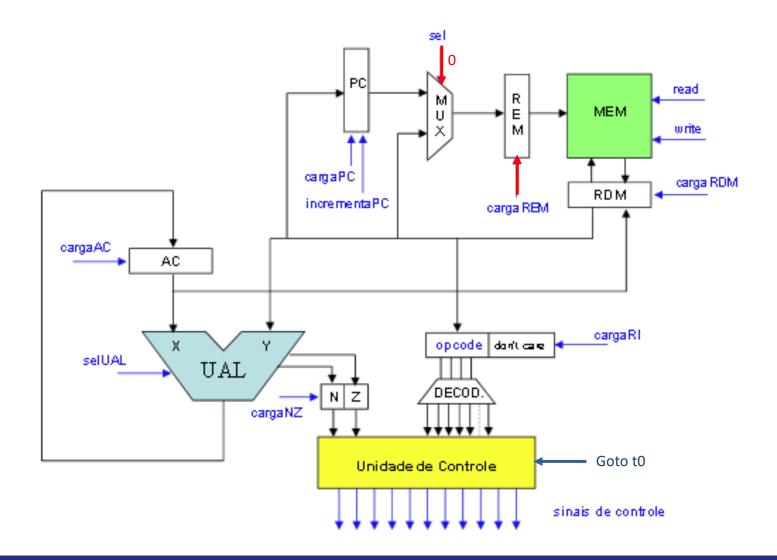
#### Neander: Temporização dos Sinais de Controle

tempo	STA	LDA	ADD	OR	AND	NOT
tO	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,
	carga REM					
t1	Read,	Read,	Read,	Read,	Read,	Read,
	incrementa	incrementa	incrementa	incrementa	incrementa	incrementa
	PC	PC	PC	PC	PC	PC
t2	carga RI					
t3	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	UAL(NOT),
	carga REM	carga AC,				
						carga NZ,
						goto t0
t4	Read,	Read,	Read,	Read,	Read,	
	incrementa	incrementa	incrementa	incrementa	incrementa	
	PC	PC	PC	PC	PC	
t5	sel=1,	sel=1,	sel=1,	sel=1,	sel=1,	
	carga REM					
t6	carga RDM	Read	Read	Read	Read	
t7	Write,	UAL(Y),	UAL(ADD),	UAL(OR),	UAL(AND,	
	goto t0	carga AC,	carga AC,	carga AC,	carga AC,	
		carga NZ,	carga NZ,	carga NZ,	carga NZ,	
		goto t0	goto t0	goto t0	goto t0	

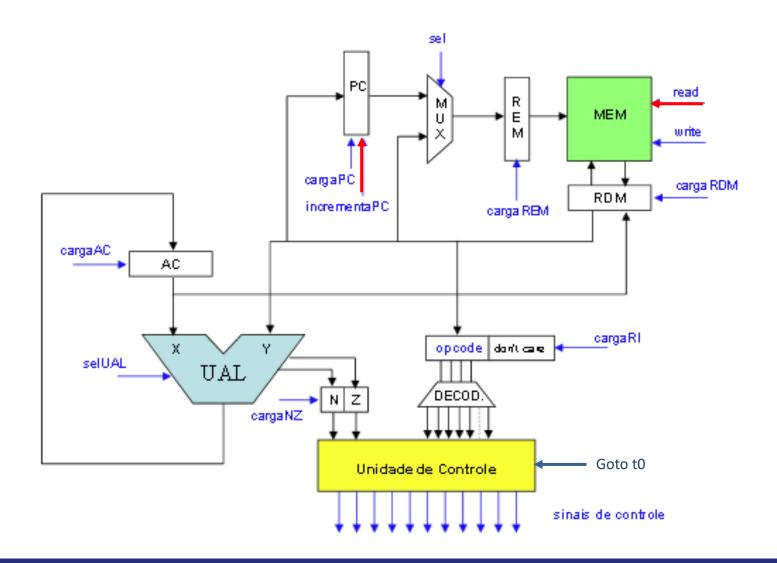
#### Função OR



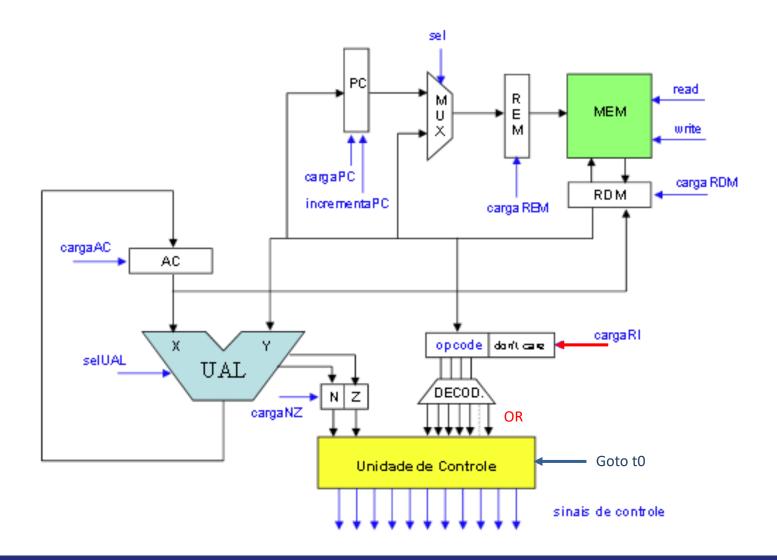




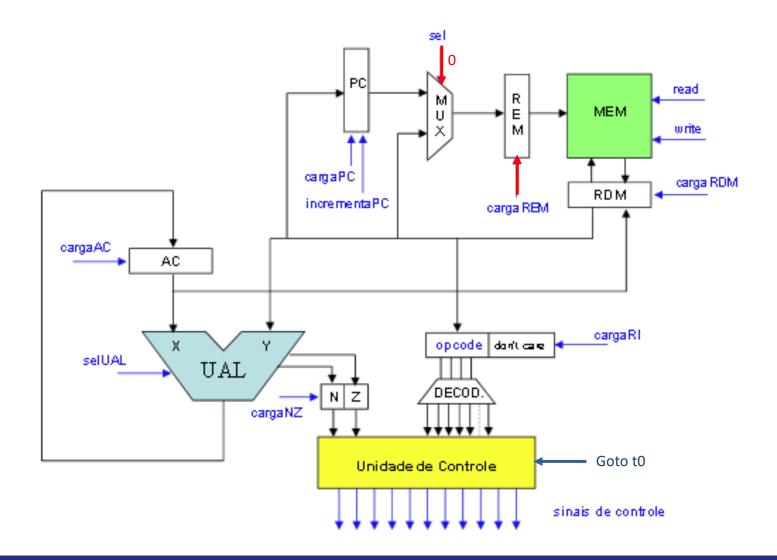




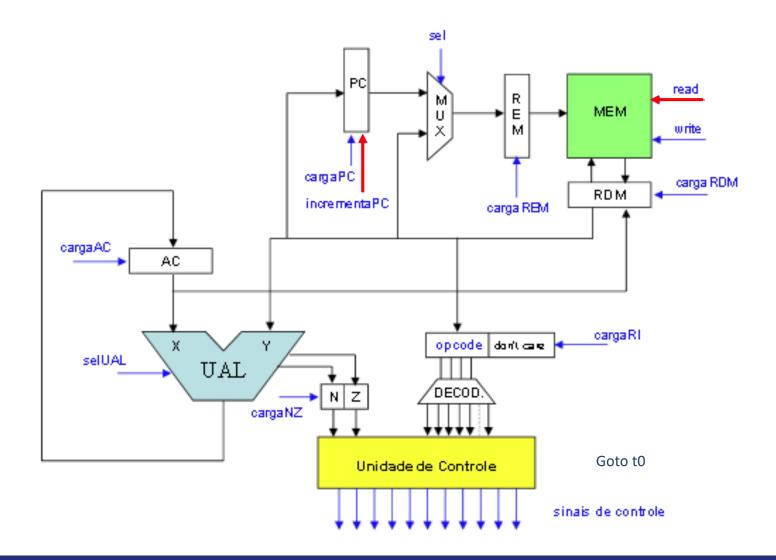




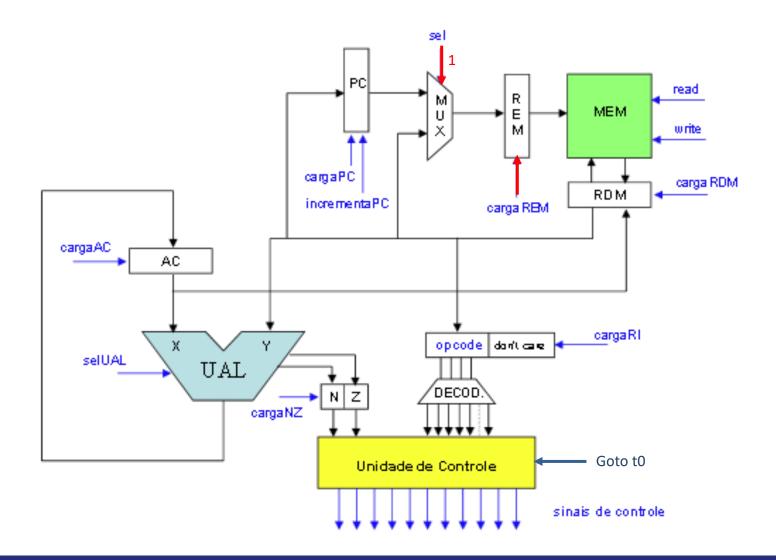




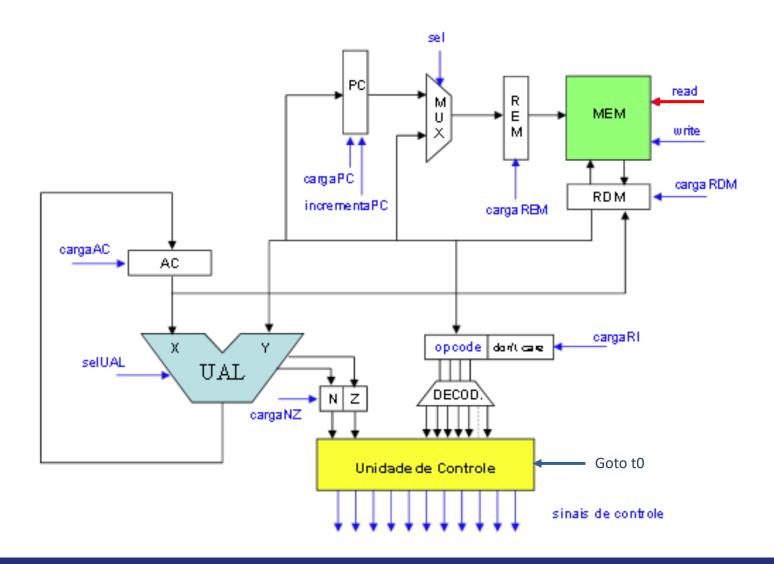




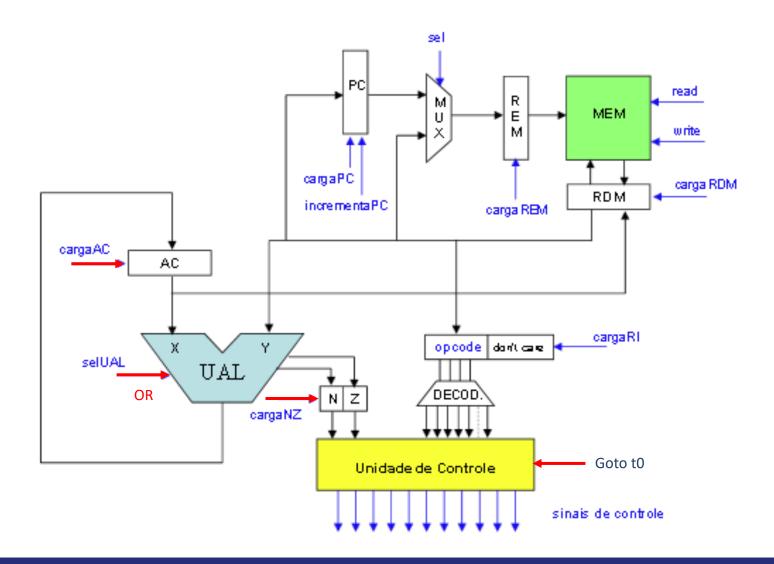








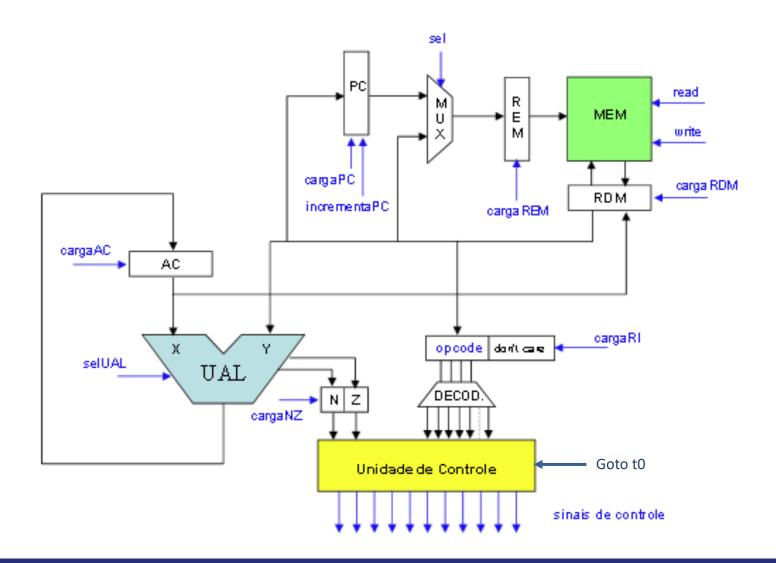




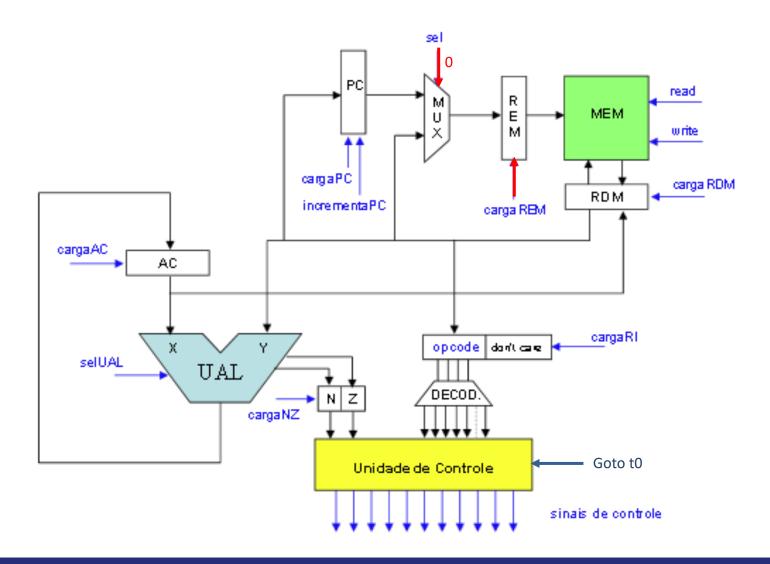


#### Neander: Temporização dos Sinais de Controle

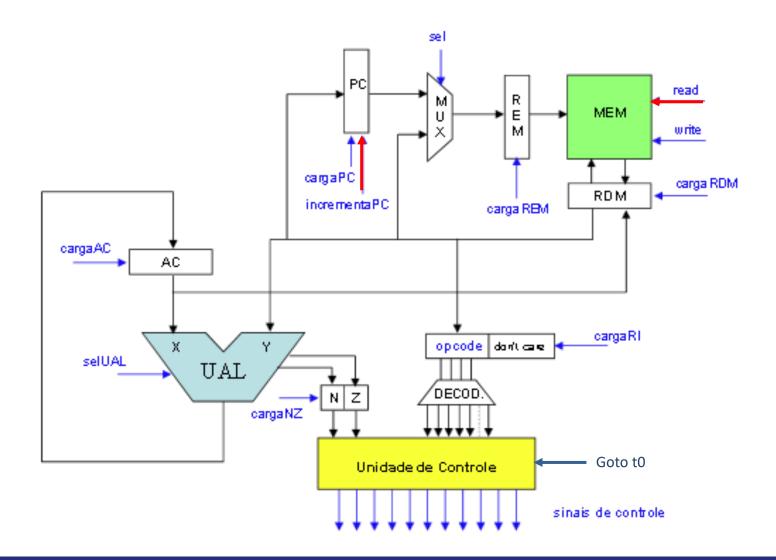
tempo	STA	LDA	ADD	OR	AND	NOT
t0	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,
	carga REM					
t1	Read,	Read,	Read,	Read,	Read,	Read,
	incrementa	incrementa	incrementa	incrementa	incrementa	incrementa
	PC	PC	PC	PC	PC	PC
t2	carga RI					
t3	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	UAL(NOT),
	carga REM	carga AC,				
						carga NZ,
						goto t0
t4	Read,	Read,	Read,	Read,	Read,	
	incrementa	incrementa	incrementa	incrementa	incrementa	
	PC	PC	PC	PC	PC	
t5	sel=1,	sel=1,	sel=1,	sel=1,	sel=1,	
	carga REM					
t6	carga RDM	Read	Read	Read	Read	
t7	Write,	UAL(Y),	UAL(ADD),	UAL(OR),	UAL(AND,	
	goto t0	carga AC,	carga AC,	carga AC,	carga AC,	
		carga NZ,	carga NZ,	carga NZ,	carga NZ,	
		goto t0	goto t0	goto t0	goto t0	



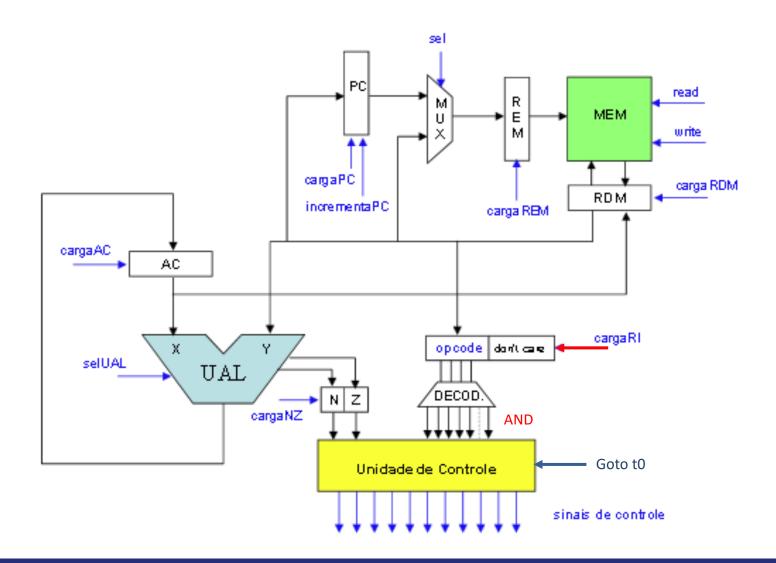




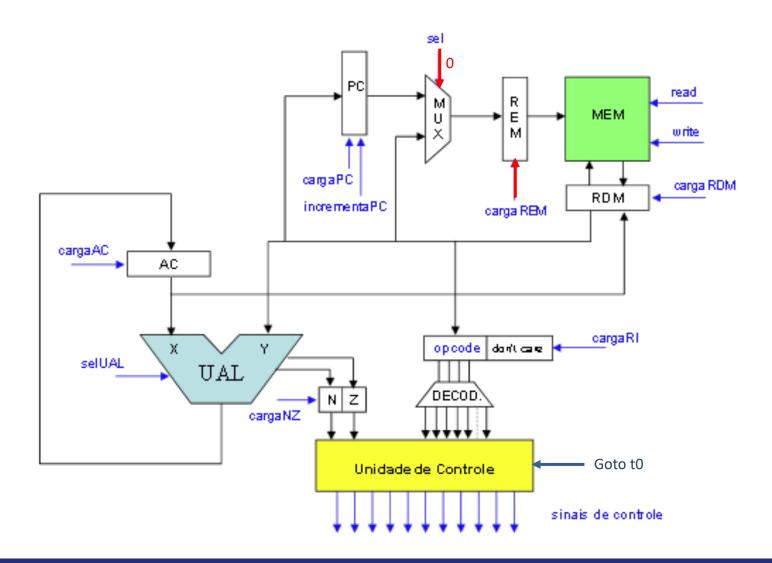




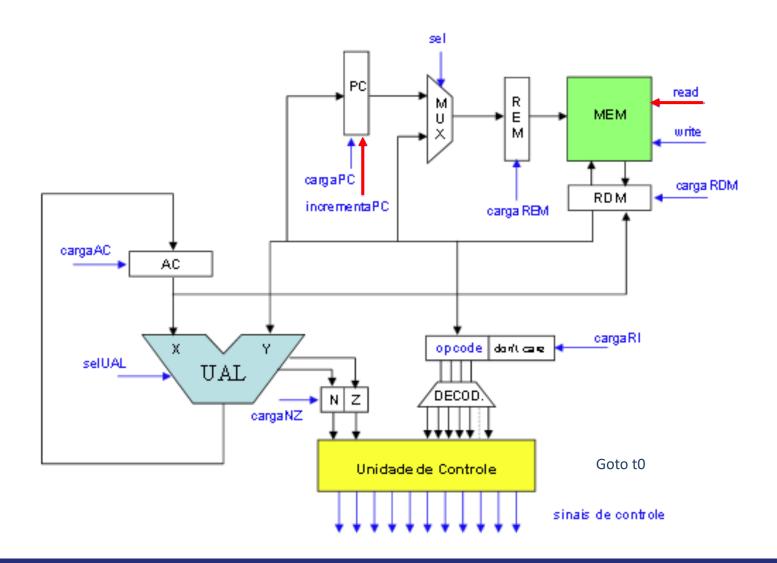




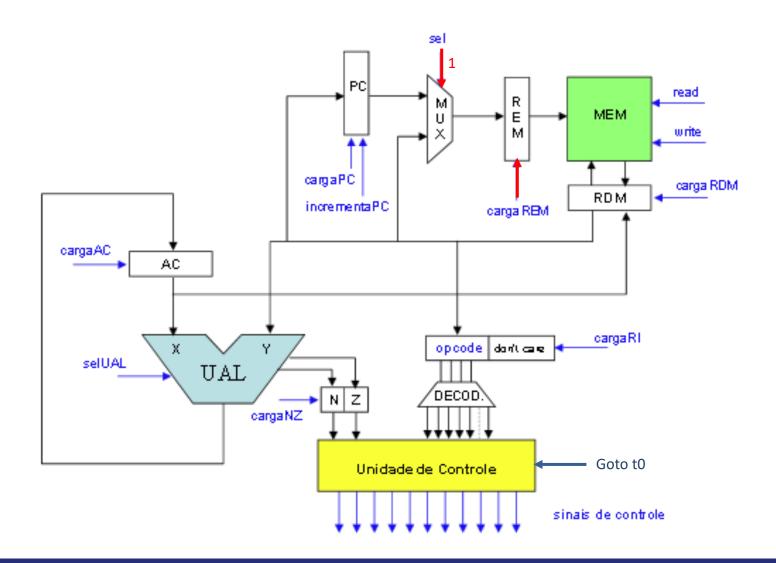




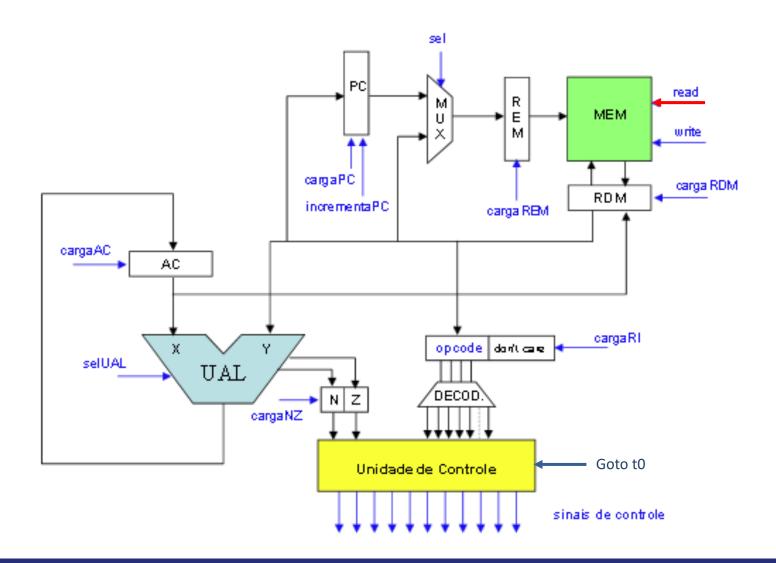




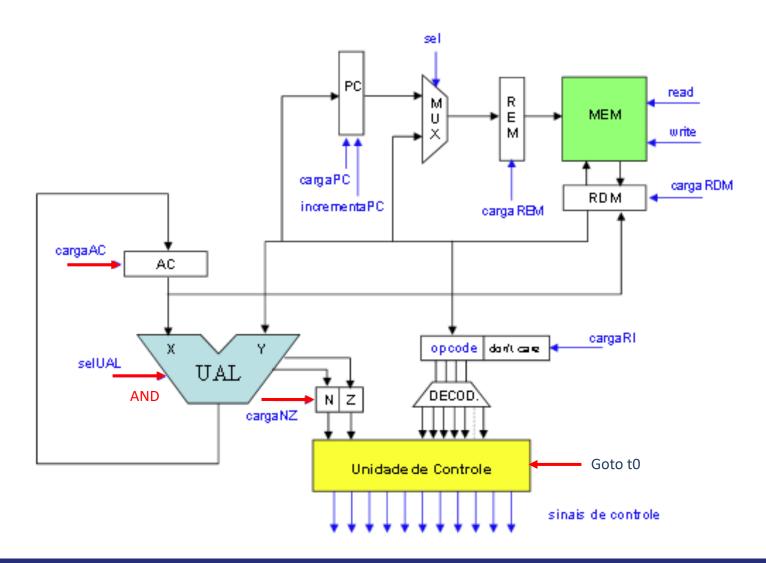








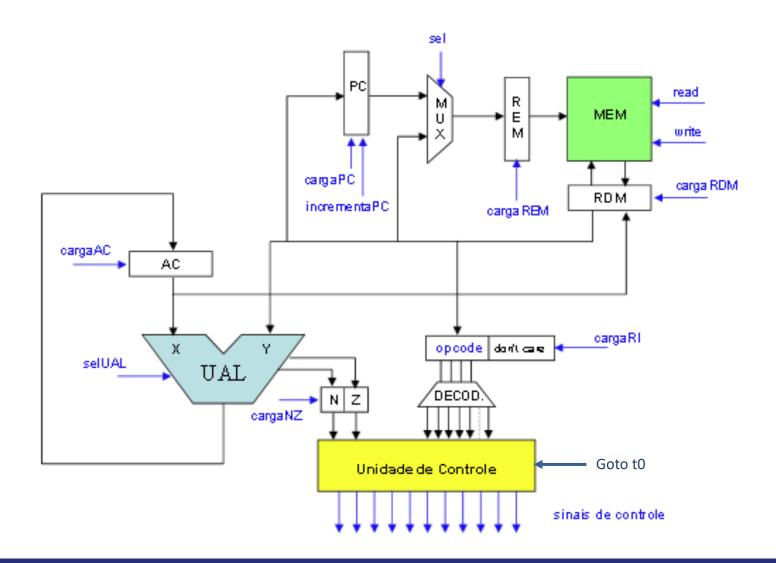




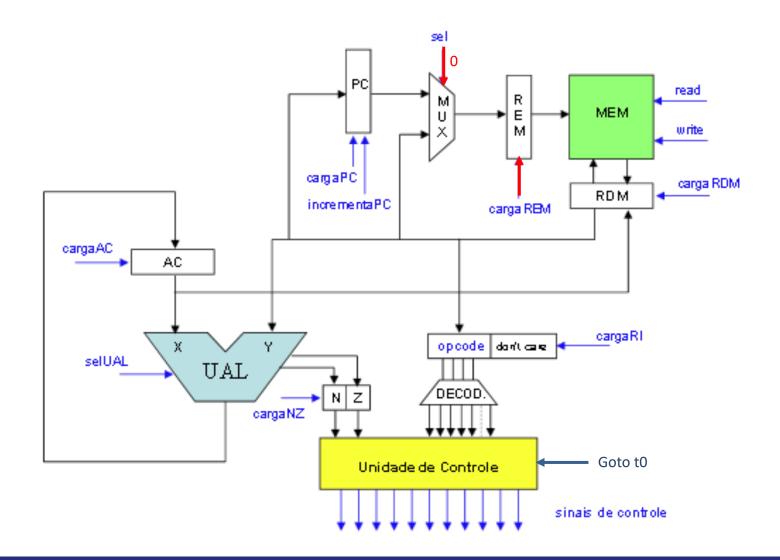


#### Neander: Temporização dos Sinais de Controle

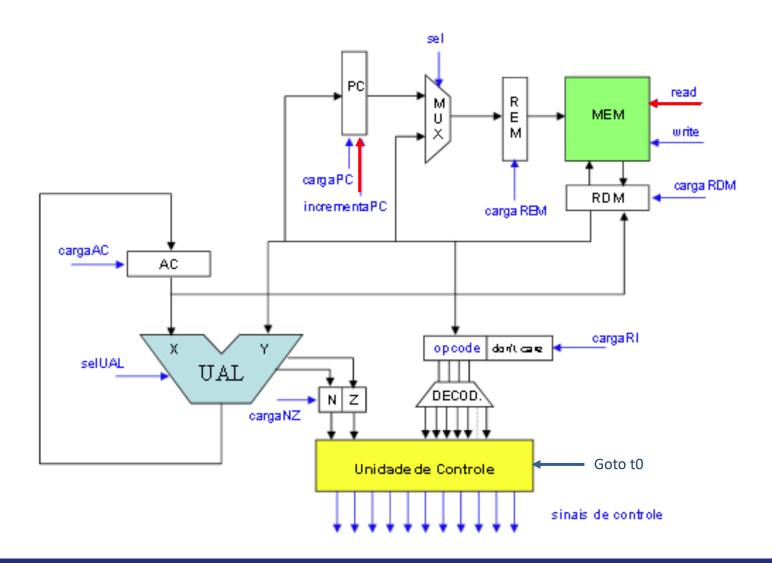
tempo	STA	LDA	ADD	OR	AND	NOT
tO	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM
t1	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	sel=0, carga REM	UAL(NOT), carga AC, carga NZ, goto t0
t4	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	Read, incrementa PC	
t5	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	sel=1, carga REM	
t6	carga RDM	Read	Read	Read	Read	
t7	Write, goto t0	UAL(Y), carga AC, carga NZ, goto t0	UAL(ADD), carga AC, carga NZ, goto t0	UAL(OR), carga AC, carga NZ, goto t0	UAL(AND, carga AC, carga NZ, goto t0	



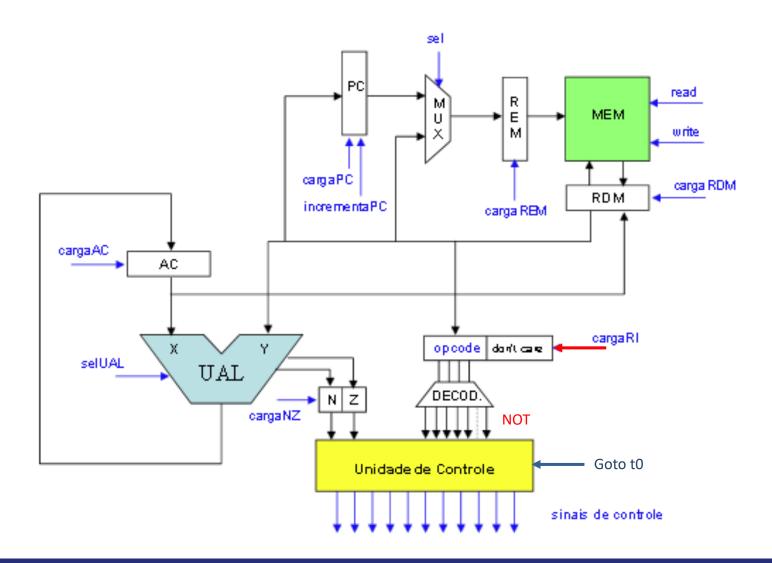




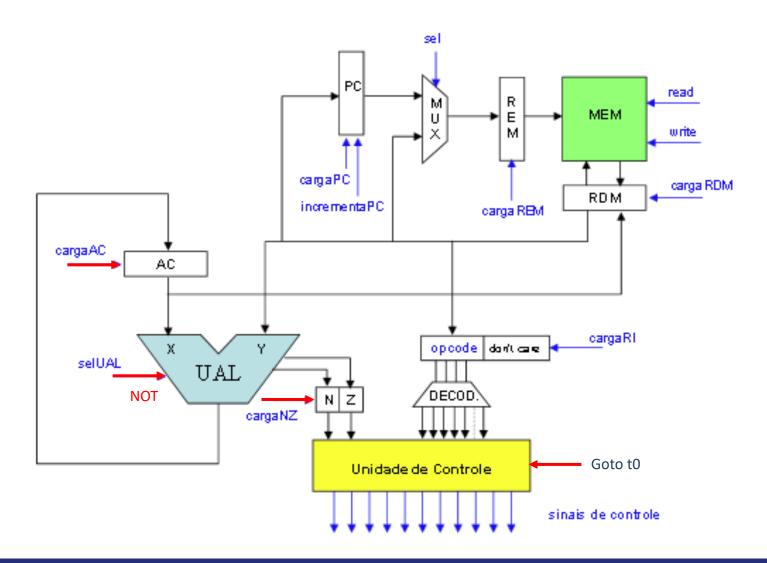








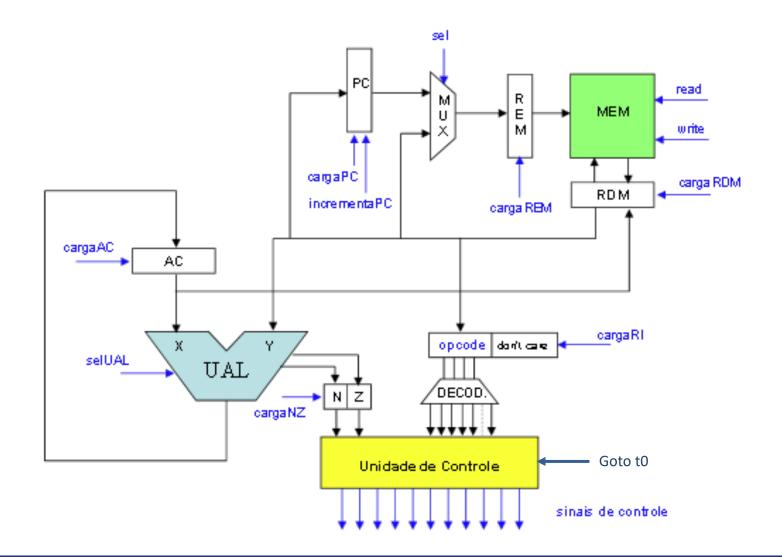




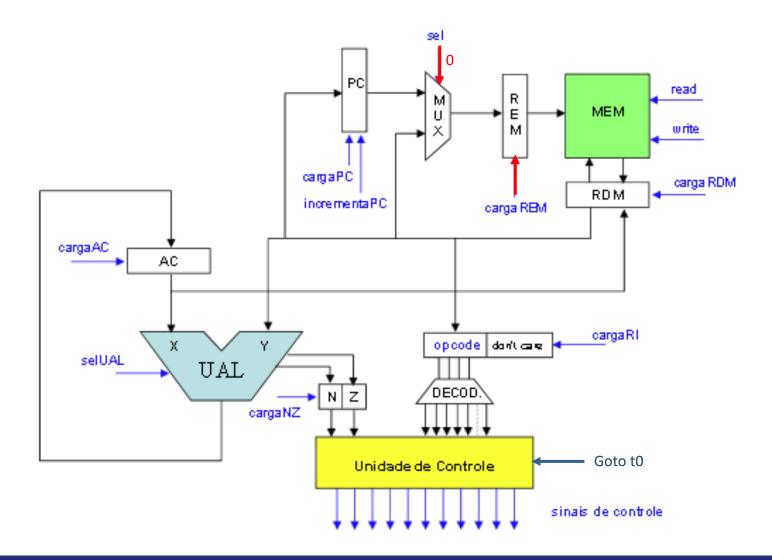


#### Neander: Temporização dos Sinais de Controle

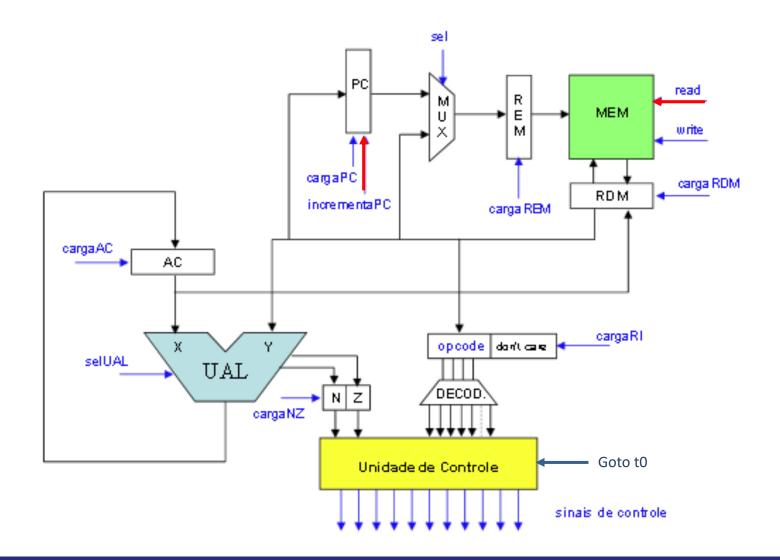
tempo	JMP	JN, N=1	JN, N=0	JZ, Z=1	JZ, Z=0	NOP	HLT
t0	sel=0,						
	carga REM						
t1	Read,						
	incrementa						
	PC						
t2	carga RI						
t3	sel=0,	sel=0,	incrementa	sel=0,	incrementa	goto t0	Halt
	carga REM	carga REM	PC,	carga REM	PC,		
			goto t0		goto t0		
t4	Read	Read		Read			
t5	carga PC,	carga PC,		carga PC,			
	goto t0	goto t0		goto t0			
t6							
t7							



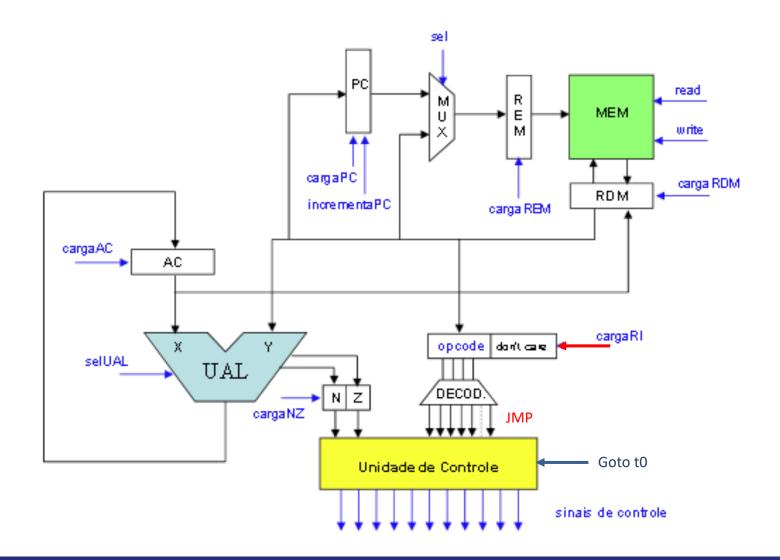




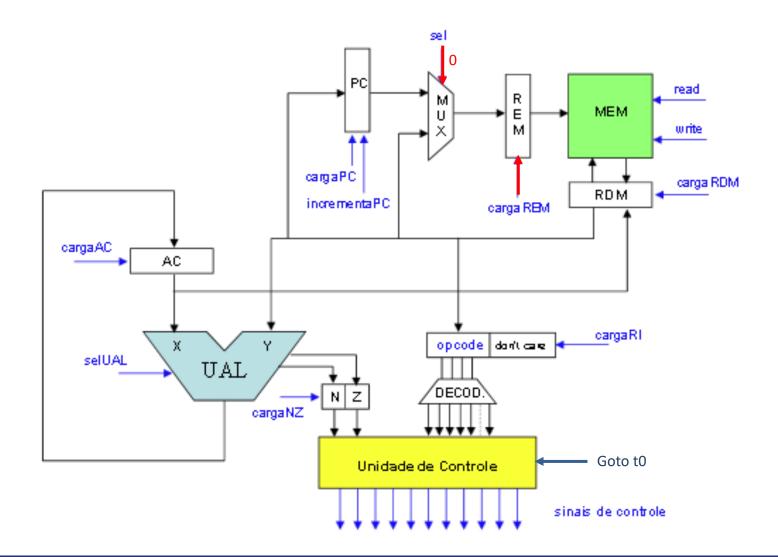




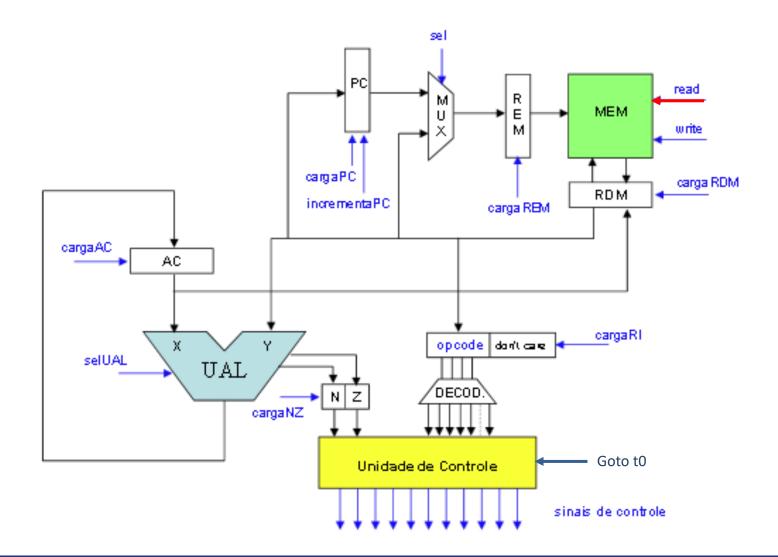




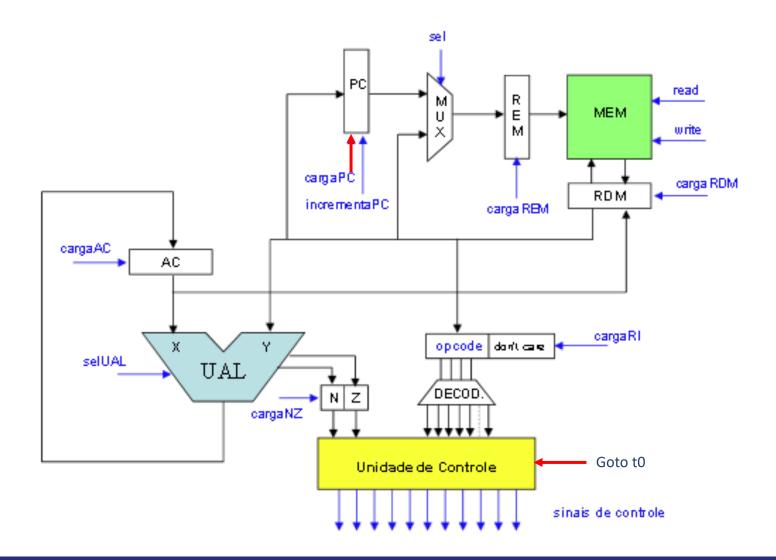












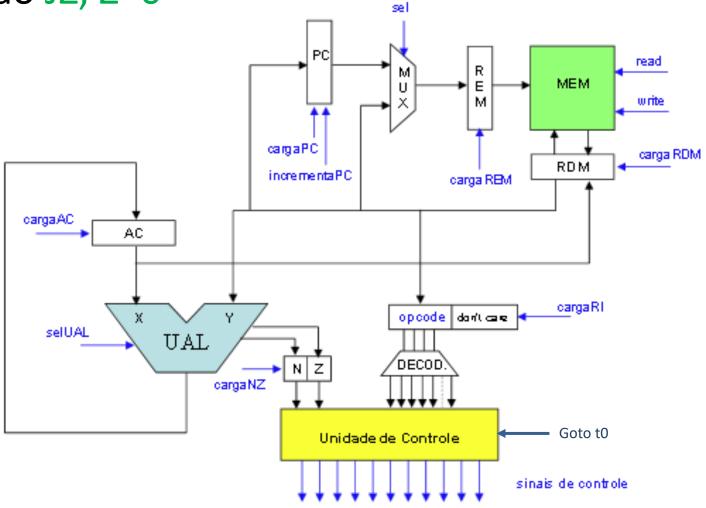


#### Neander: Temporização dos Sinais de Controle

tempo	JMP	JN, N=1	JN, N=0	JZ, Z=1	JZ, Z=0	NOP	HLT
tO	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,
	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM
t1	Read,	Read,	Read,	Read,	Read,	Read,	Read,
	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0,	incrementa PC, goto t0	sel=0, carga REM	incrementa PC, goto t0	goto t0	Halt
t4	Read	Read		Read			
t5	carga PC, goto t0	carga PC, goto t0		carga PC, goto t0			
t6							
t7							

# Função JN, N=0

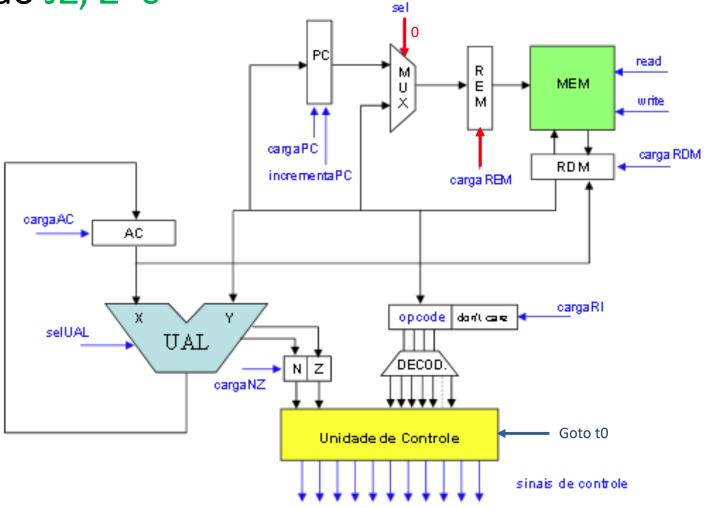
Função JZ, Z=0





# Função JN, N=0

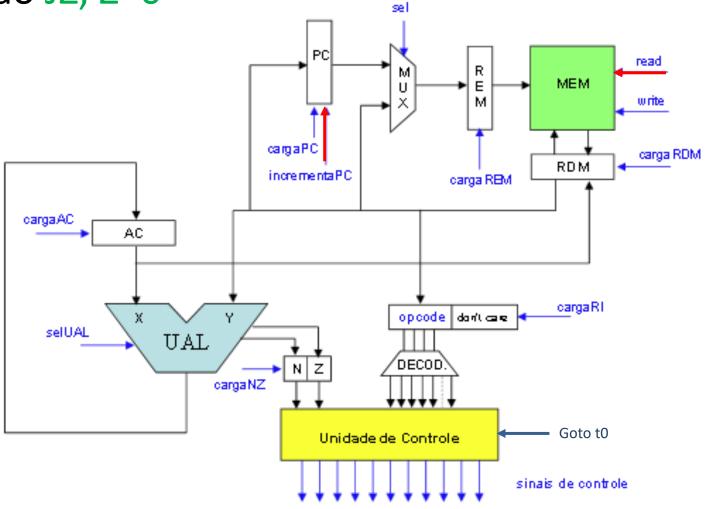
Função JZ, Z=0



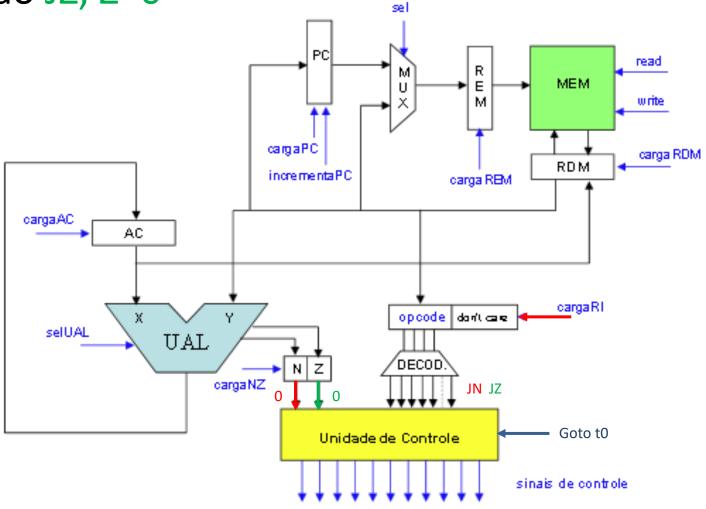


# Função JN, N=0

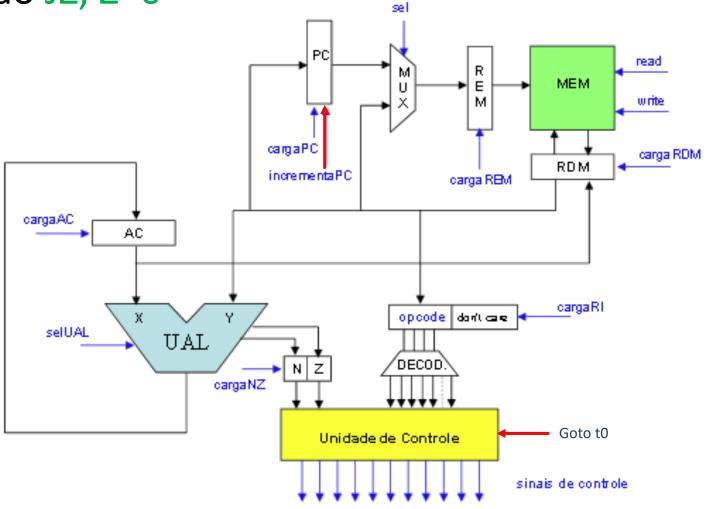
Função JZ, Z=0







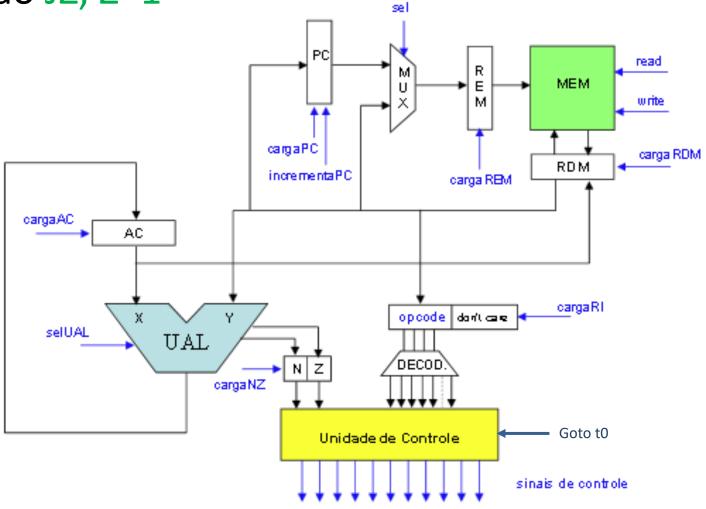




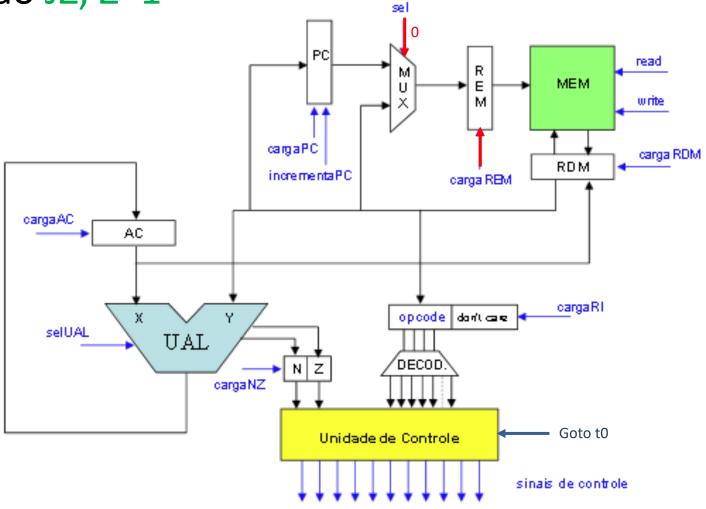


#### Neander: Temporização dos Sinais de Controle

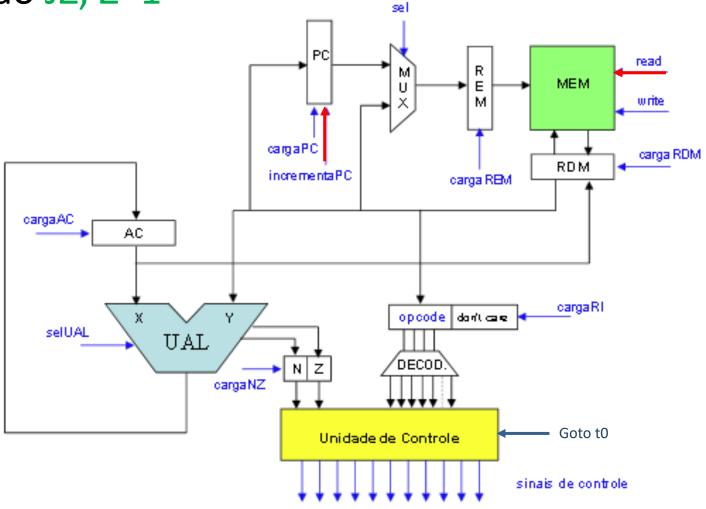
tempo	JMP	JN, N=1	JN, N=0	JZ, Z=1	JZ, Z=0	NOP	HLT
t0	sel=0,						
	carga REM						
t1	Read,						
	incrementa						
	PC						
t2	carga RI						
t3	sel=0,	sel=0,	incrementa	sel=0,	incrementa	goto t0	Halt
	carga REM	carga REM	PC,	carga REM	PC,		
			goto t0		goto t0		
t4	Read	Read		Read			
t5	carga PC,	carga PC,		carga PC,			
	goto t0	goto t0		goto t0			
t6							
t7							



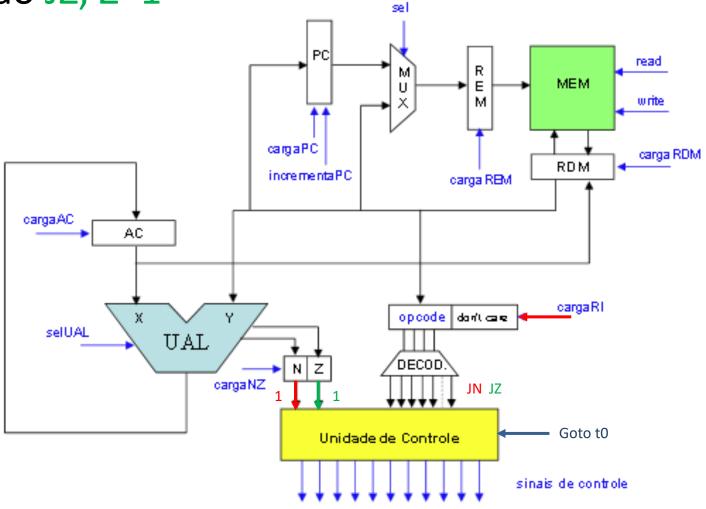




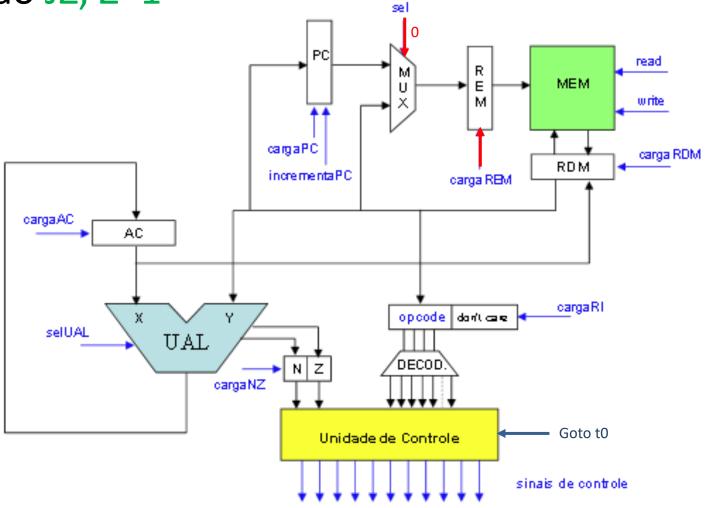




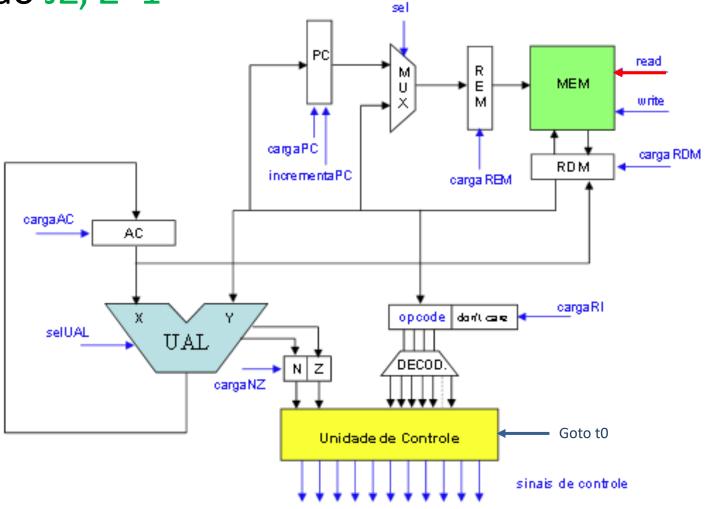




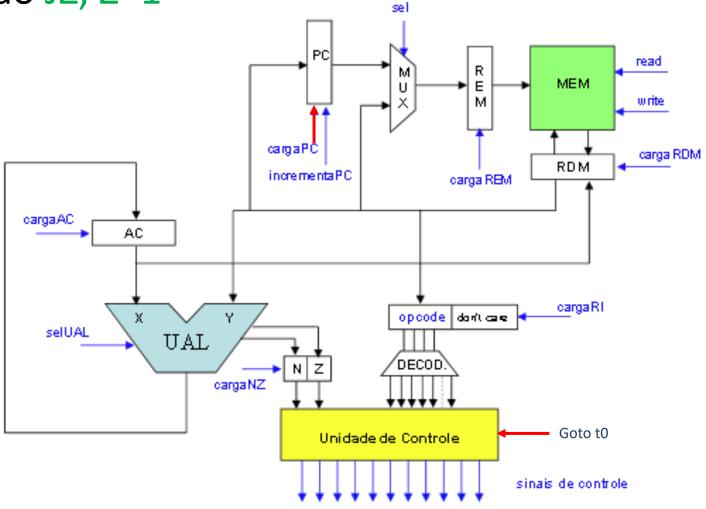








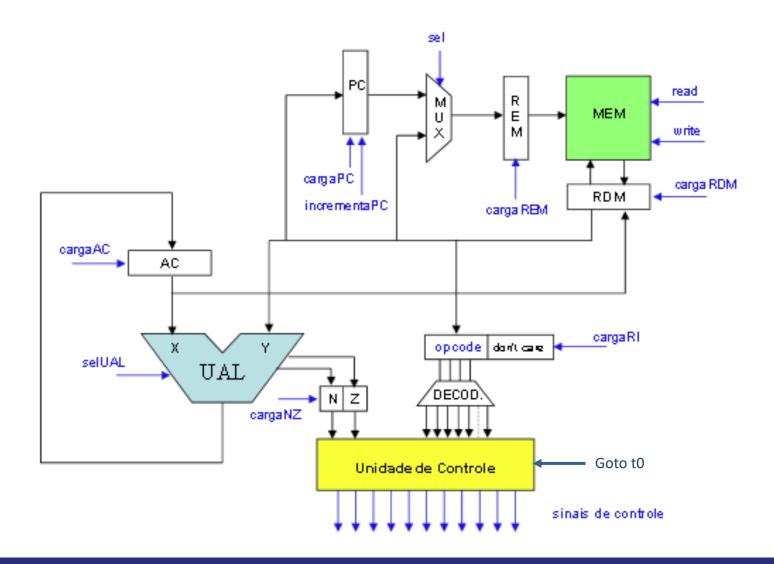




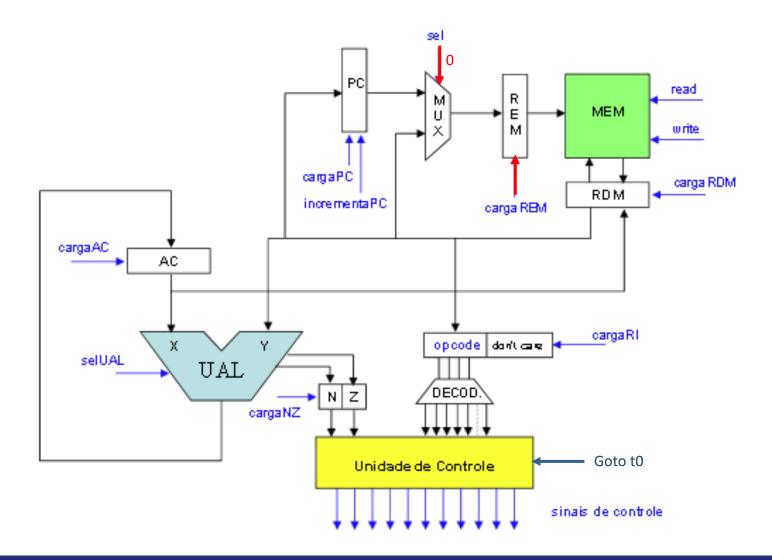


#### Neander: Temporização dos Sinais de Controle

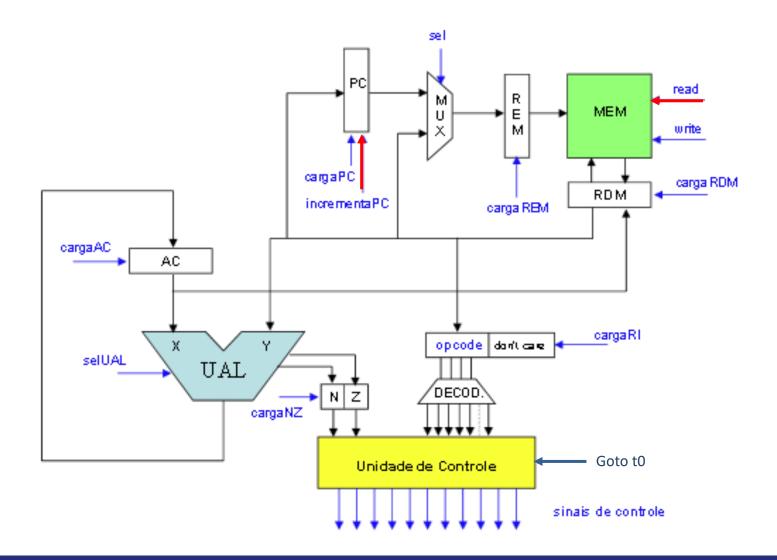
tempo	JMP	JN, N=1	JN, N=0	JZ, Z=1	JZ, Z=0	NOP	HLT
t0	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,
	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM
t1	Read,	Read,	Read,	Read,	Read,	Read,	Read,
	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0,	incrementa	sel=0, carga REM	incrementa PC, goto t0	goto t0	Halt
t4	Read	Read		Read			
t5	carga PC, goto t0	carga PC, goto t0		carga PC, goto t0			
t6							
t7							



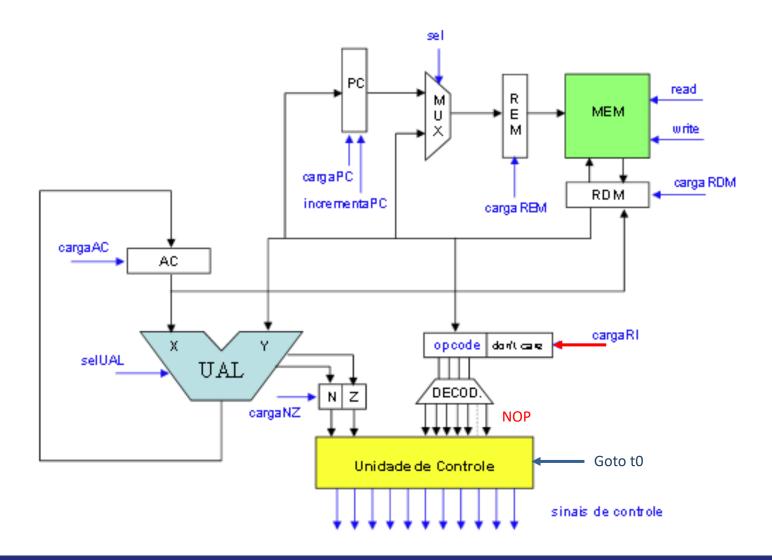




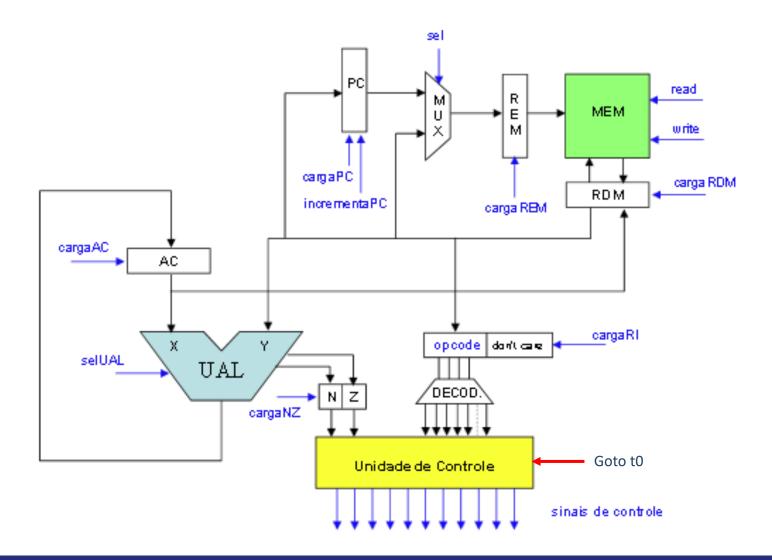














#### Neander: Temporização dos Sinais de Controle

tempo	JMP	JN, N=1	JN, N=0	JZ, Z=1	JZ, Z=0	NOP	HLT
t0	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,	sel=0,
	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM	carga REM
t1	Read,	Read,	Read,	Read,	Read,	Read,	Read,
	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC	incrementa PC
t2	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI	carga RI
t3	sel=0, carga REM	sel=0,	incrementa PC, goto t0	sel=0, carga REM	incrementa PC, goto t0	goto t0	Halt
t4	Read	Read		Read			
t5	carga PC, goto t0	carga PC, goto t0		carga PC, goto t0			
t6							
<u>t</u> 7							

