



## Executing an Instruction

- 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.

- Branch
- Load/store
- Register to register

# Register Transfers

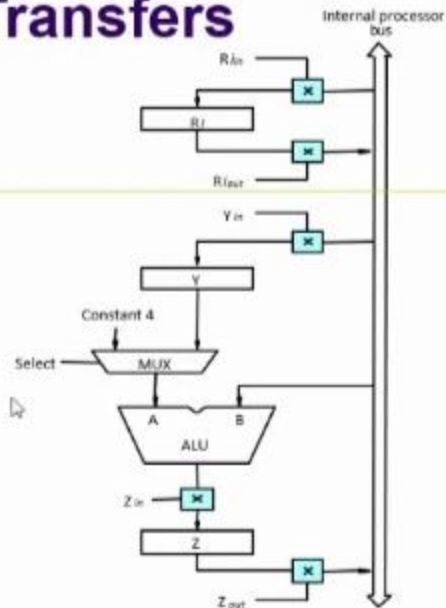


Figure 7.2. Input and output gating for the registers in Figure 7.1.

## Register Transfers

- All operations and data transfers are controlled by the processor clock.

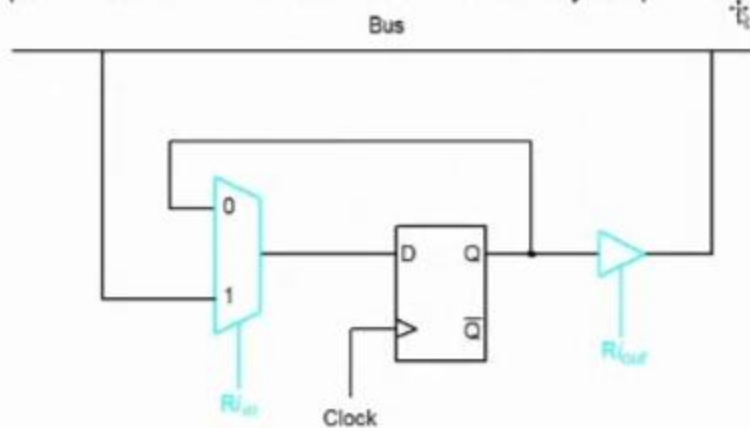


Figure 7.3. Input and output gating for one register bit.

- $R3 \leftarrow [R1] + [R2]$
- R1out, Yin
- R2out, select Y, Add ,Zin
- Zout, R3in

## Fetching a Word from Memory

- The response time of each memory access varies (cache miss, memory-mapped I/O,...).
- To accommodate this, the processor waits until it receives an indication that the requested operation has been completed (Memory-Function-Completed, MFC).
- Move (R1), R2
  - $MAR \leftarrow [R1]$
  - Start a Read operation on the memory bus
  - Wait for the MFC response from the memory
  - Load MDR from the memory bus
  - $R2 \leftarrow [MDR]$

- Riout, MARin, Read
- MDRin, WMFC
- MDRout, R2in

# Execution of a Complete Instruction

Add (R3), R1

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

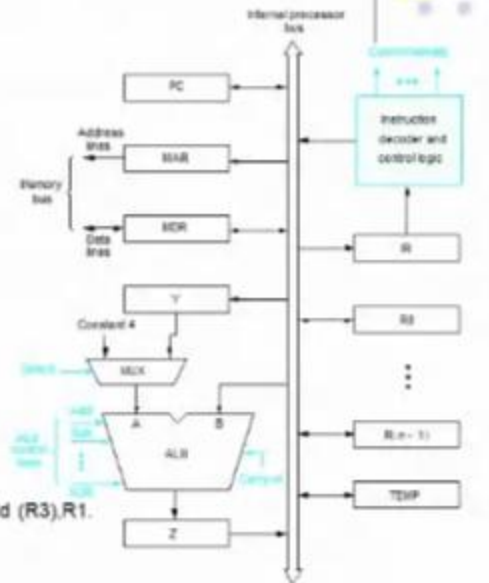


Figure 7.6. Control sequence for execution of the instruction Add (R3), R1.



- $MAR \leftarrow [R1]$
- $MDR \leftarrow [R2]$
- Request memory write
- Wait for MFC signal



## Executing an Instruction

- Fetch the contents of the memory location pointed to by the PC. The contents of this location are loaded into the IR (fetch phase).

$$IR \leftarrow [[PC]]$$

- Assuming that the memory is byte addressable, increment the contents of the PC by 4 (fetch phase).

$$PC \leftarrow [PC] + 4$$

- Carry out the actions specified by the instruction in the IR (execution phase).