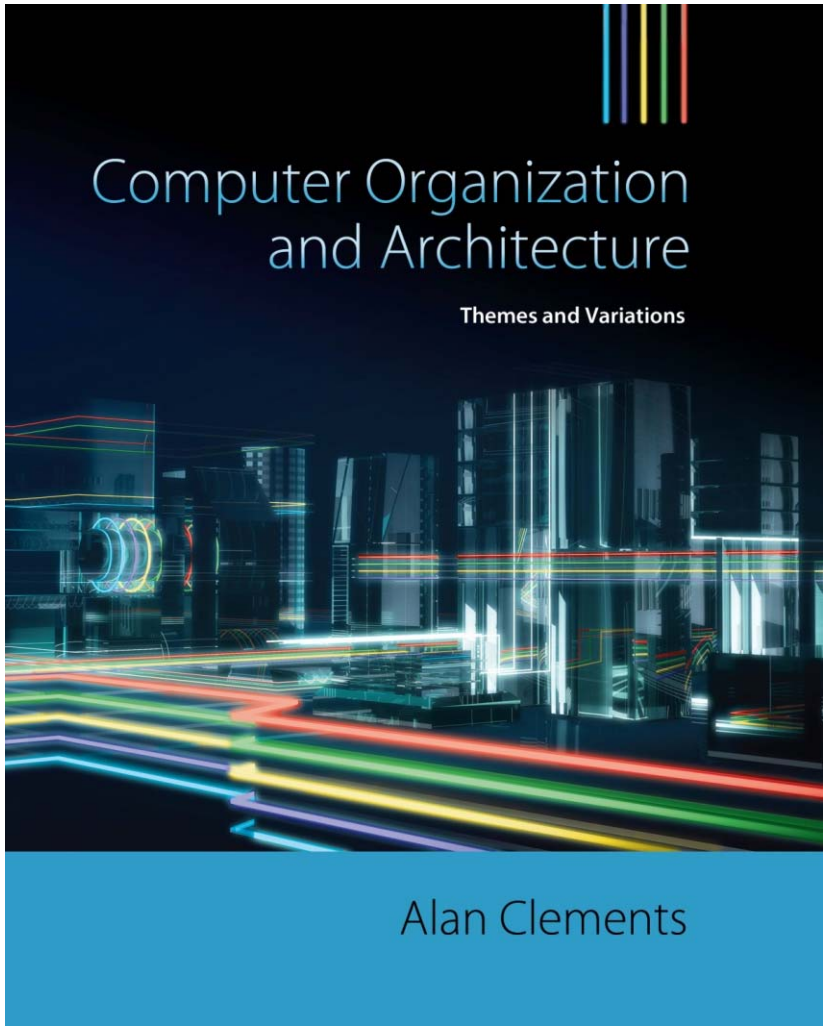
Part 0x1

Chapter 3

Architecture and Organization



CENGAGE Learning

The Instruction Set Architecture

In this chapter, we will:

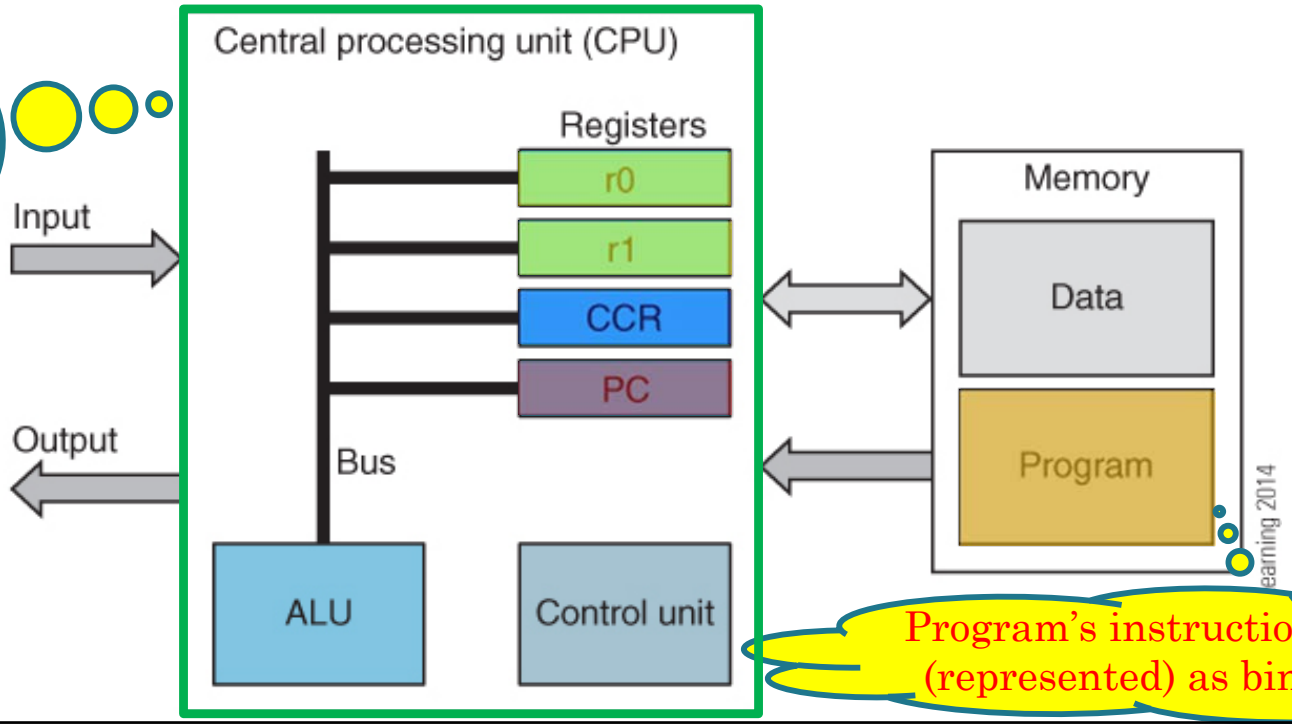
- **Revisit** the *stored program machine* and **show** how an instruction is executed
- **Introduce** instruction formats, including
  - *memory-to-memory*,
  - *register-to-memory*, and
  - *register-to-register*
- **Demonstrate** how a processor implements *conditional behavior*
- **Describe** a set of computer assembly instructions (*instructions set*)
- **Show** how computers access data (*addressing modes*)
- **Introduce** an ARM's *Integrated Development Environment* (IDE) and **show** how ARM programs are written

The Instruction Set Architecture

- Figure 3.1 illustrate the structure of a **simple** *hypothetical stored program computer*.
- The ***CPU*** *reads* instructions from memory and *executes* them.
- *Temporary data* is stored in *registers* such as *r0* and *r1*.
- The ***PC***, *program counter*, is the register that *points at (i.e., contains the address of) the next instruction to be executed*.
- The ***CCR***, *Condition Code Register*, is a collection of flag bits for a processor.

Intel calls it the "***Instruction Address Pointer***", a better name than the ***PC***

FIGURE 3.1 Fundamental structure of a computer



This is a bit detailed version of Figure 1.3, Slide 9, Chapter 1.

Program's instructions are encoded (represented) as binary numbers.

Instruction Formats

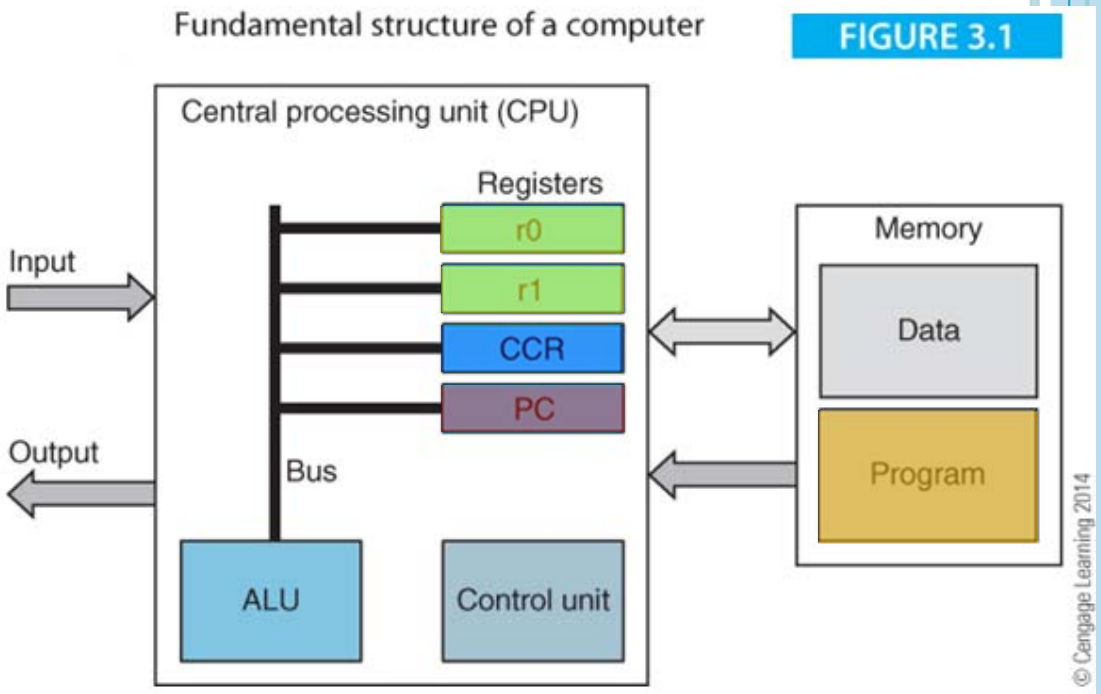
- A computer executes instructions from 8 bits wide to multi-bytes wide.
- The instruction format defines the ***anatomy*** *of an instruction*
  - the number of operands, and
  - the number of bits devoted to defining each operation,
  - the format of each operand.
- Below are several *hypothetical* examples of assembly instructions:

LDR **registerDestination**,memorySource
STR registerSource,**memoryDestination**
Operation **registerDestination**,registerSource1,registerSource2

```
LDR   r1,1234
STR   r3,2000
ADD   r1,r2,r3
SUB   r3,r3,r1
```

Features

- A stored program machine is a computer that has a program in binary form in its main memory.
- The program and data are stored in the same memory.
- The program counter (PC) points to the next instruction to be executed and is incremented after executing each instruction.



- A stored program operates in a *fetch*/execute two-phase mode.
  - In the *fetch phase* the next instruction is read from memory and decoded.
  - In the *execute phase* the instruction is interpreted and executed by the CPU's logic.

Review Slides 27 and 28 in Chapter 1.

- Modern computers are ***pipelined***, where fetch and execute operations ***overlap***.

Features

A stored program computer has several registers.

r0 - r*i* The register file is a *set of general-purpose registers*, e.g., r0, r1, r2, …, r*i* that store temporary (working) data, for example, the intermediate results of calculations, where *i* is typically 8, 16, or 32.

A computer requires at *least one* general-purpose register.

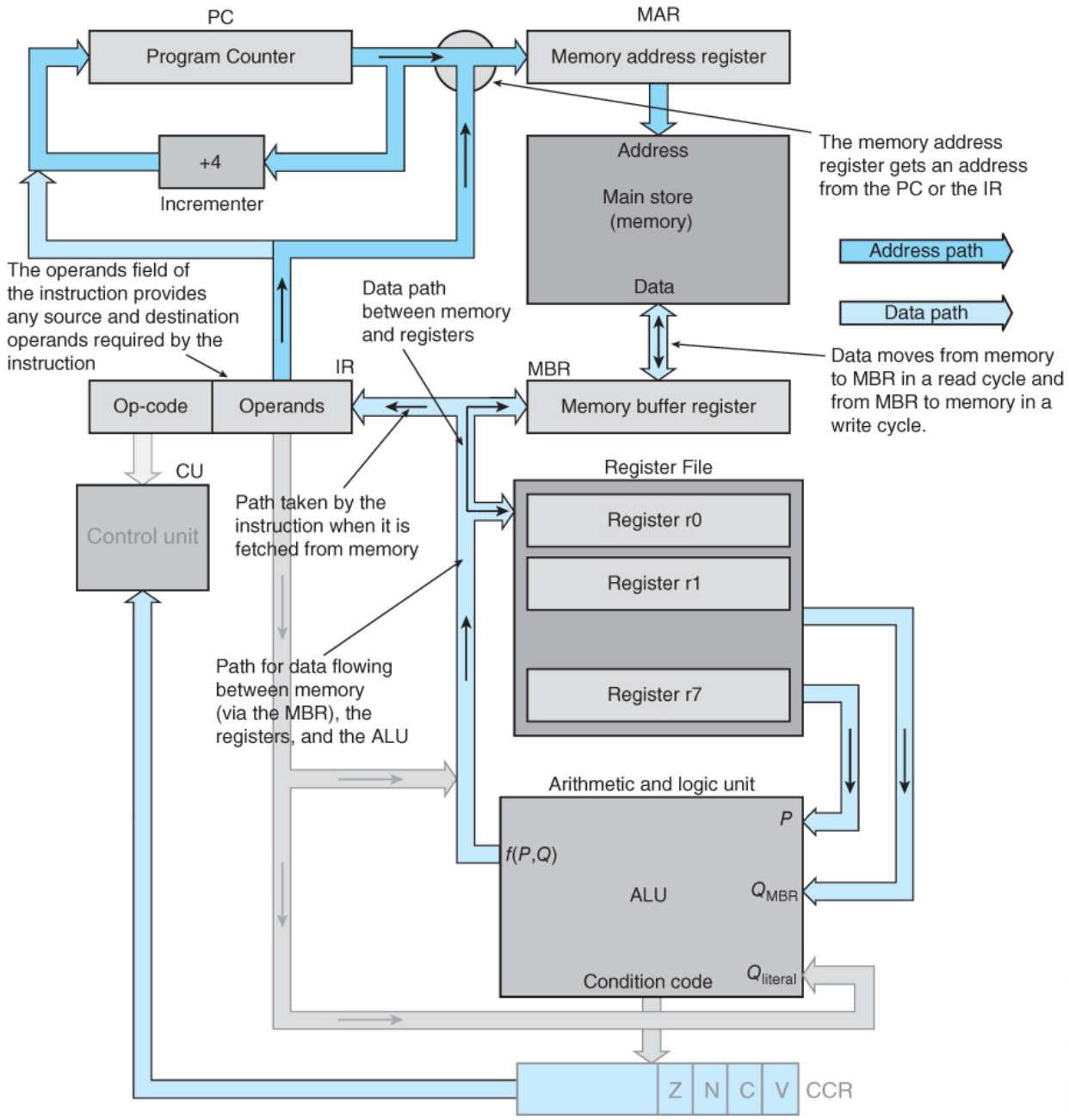
PC The *program counter* contains the *address* of the next instruction to be executed. Thus, the PC *points* to the location in memory that holds the next instruction.

IR The *instruction register* stores the instruction most recently read from main memory. This is the instruction currently being executed.

MAR The *memory address register* stores the *address* of the location in main memory that is currently being accessed by a read or write operation.

MBR The *memory buffer register* stores data that has just been read from main memory, or data to be immediately *written* to main memory.

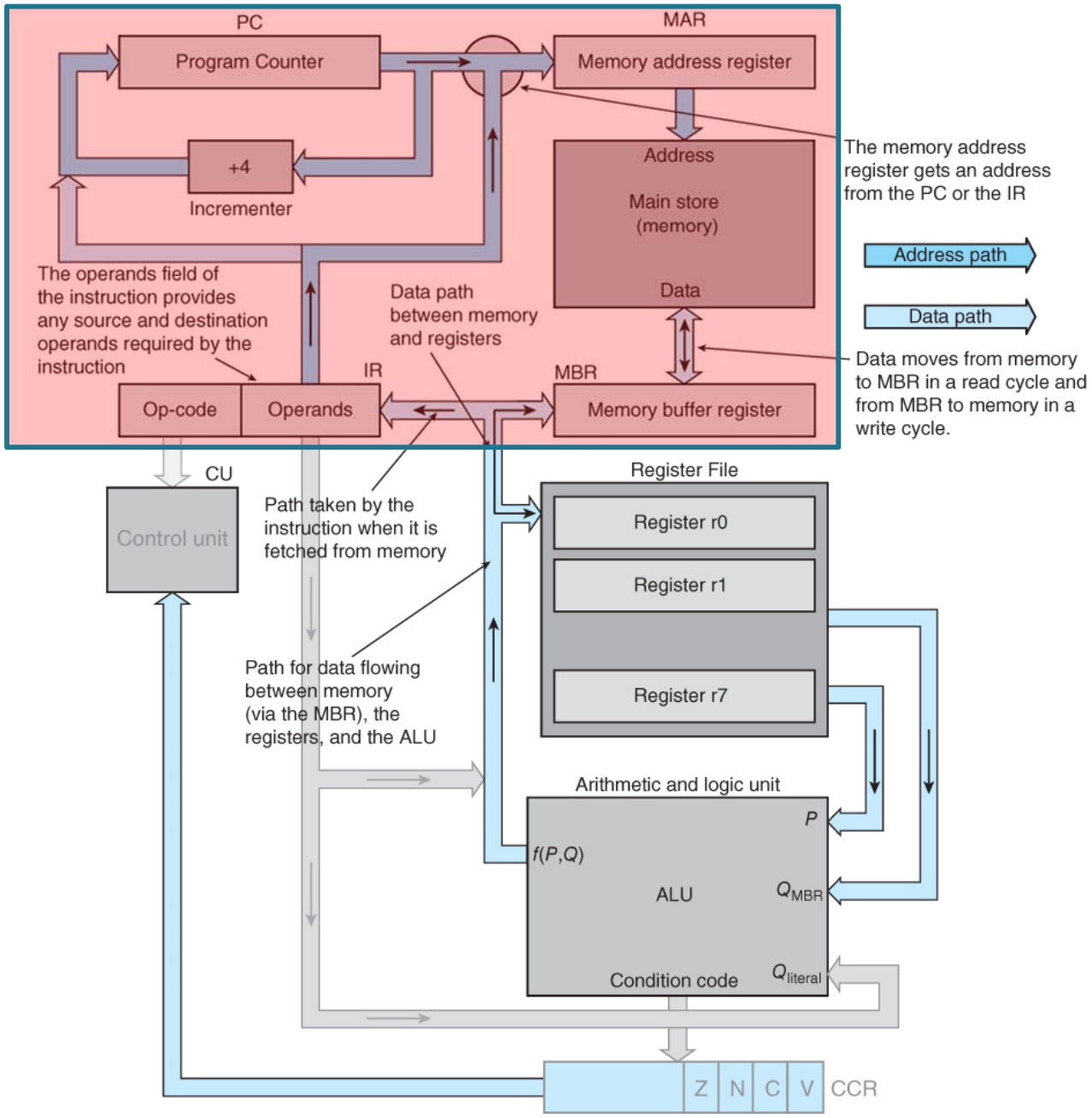
FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

- We are going to use an ARM processor to introduce assembly language and a modern ISA.
- *However*, it would be better to begin with the description of a very simple *hypothetical* computer to keep things simple.

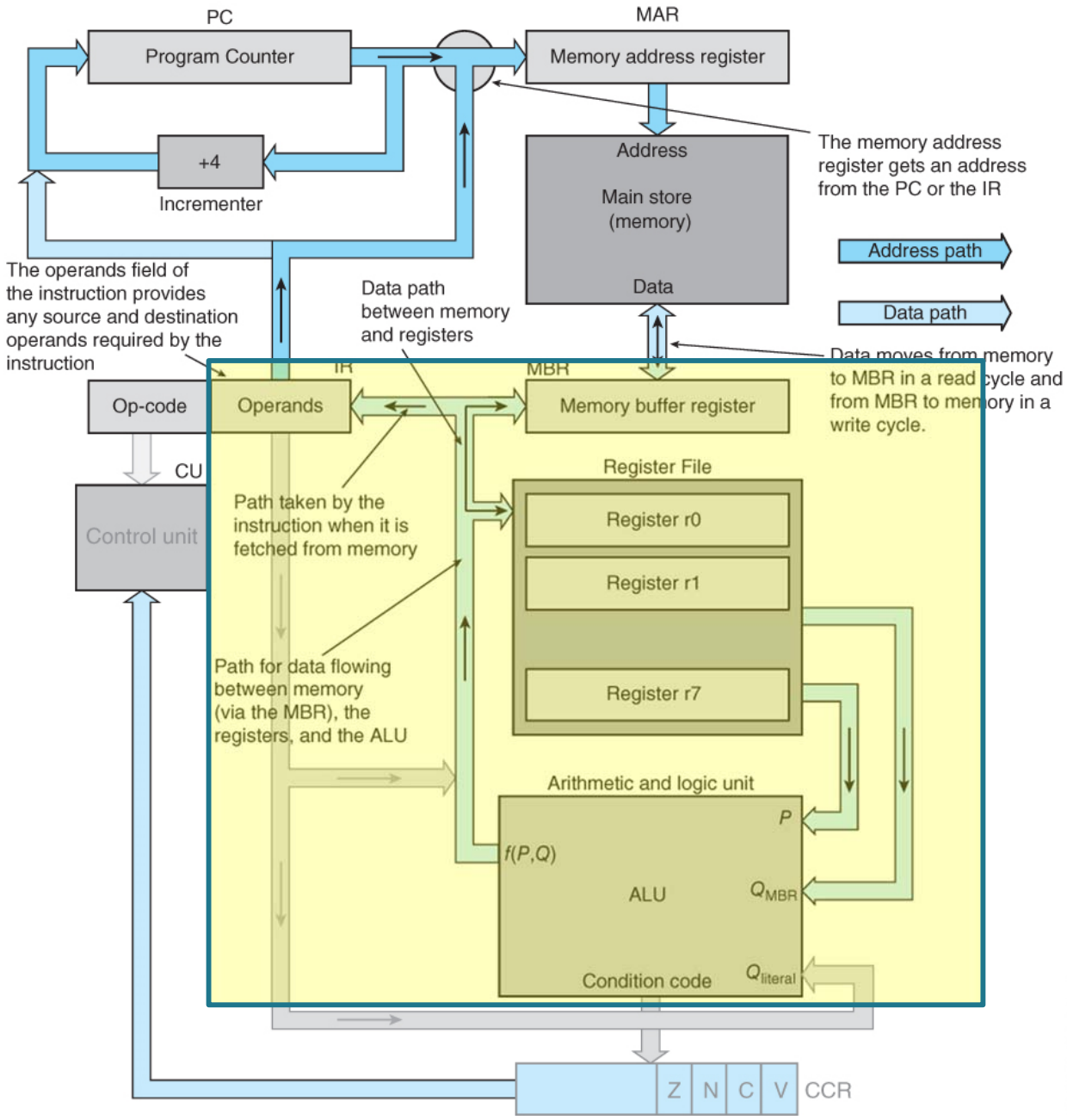
FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

- In the ***fetch phase***, the Program Counter, PC, supplies the address of the next instruction to be executed to the MAR to read this instruction ***and*** the PC is *incremented by the size of an instruction*.
- The instruction is read and loaded into the Memory Buffer Register, MBR, ***and*** then copied to the Instruction Register, IR, where the op-code is decoded.

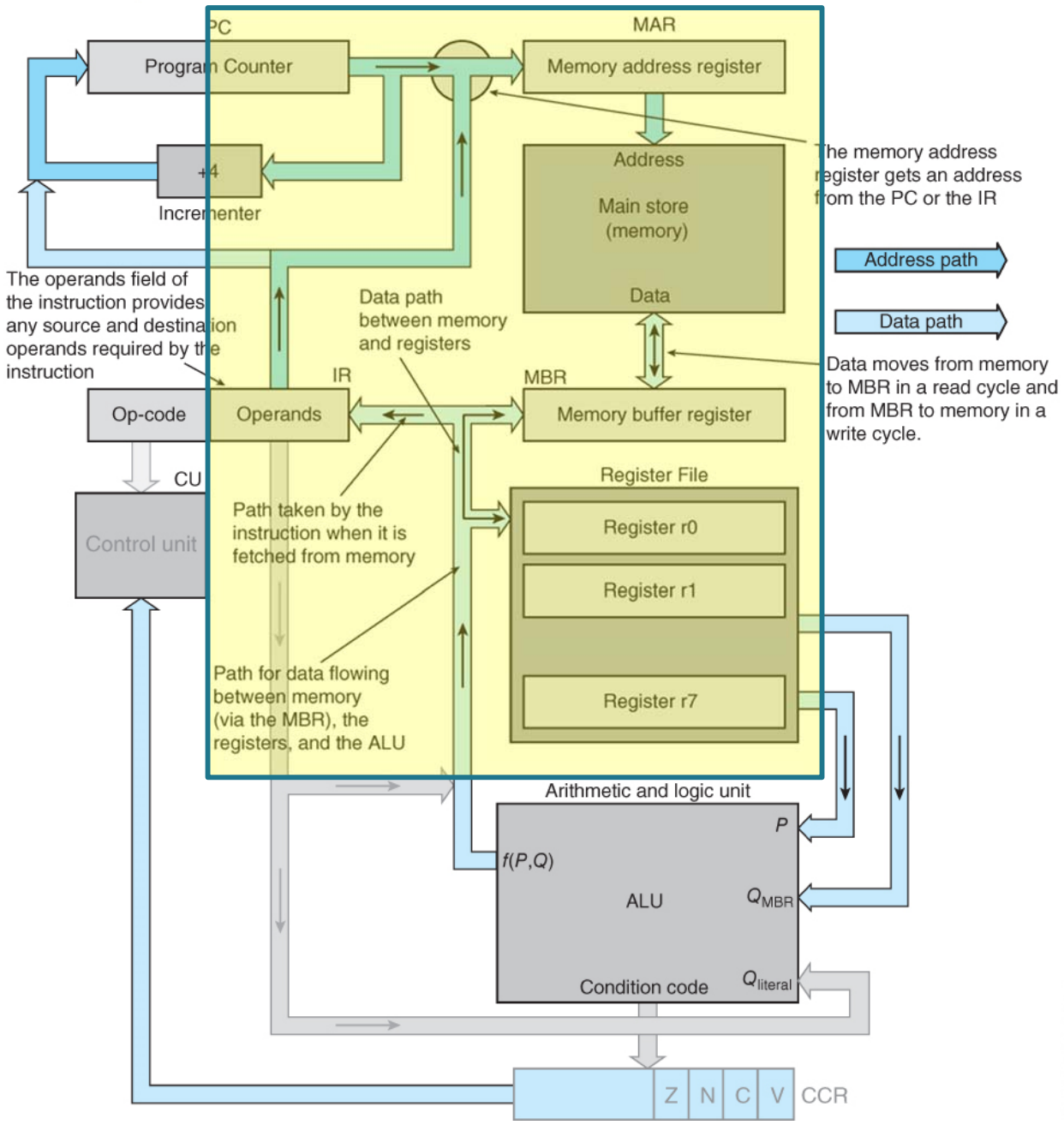
FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

- In the ***execute phase***, the operands may be read from the *register file*, transferred to the ALU (*arithmetic and logic unit*) where they are operated on and then the result passed to the *destination register*.
  This is what we call, *register-to-register* operation

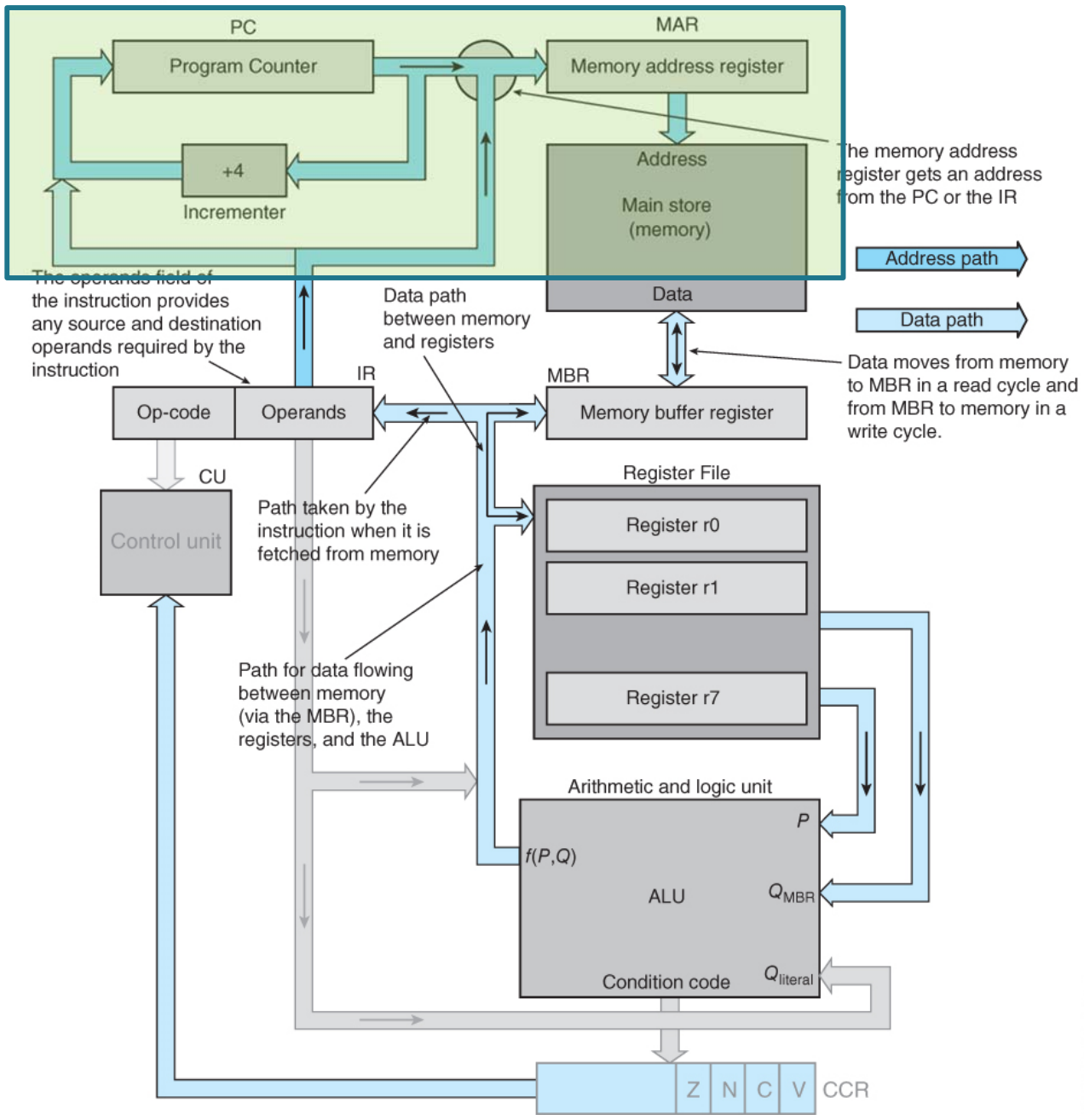
FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

- If the operation requires a memory access (e.g., a load or store), the memory address in the instruction register is sent to the MAR and a read or write operation performed.

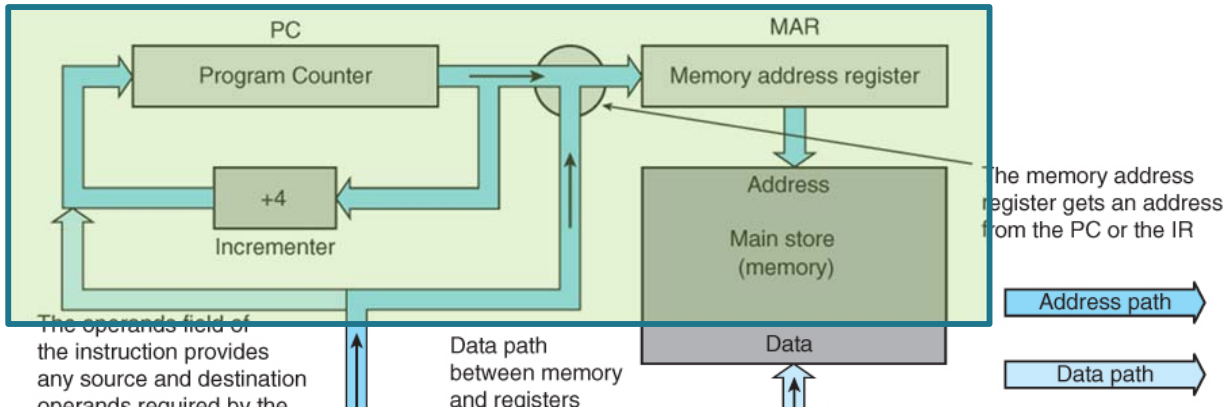
FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

- But, how can we combine two input data lines together?

FIGURE 3.2 Partial structure of a hypothetical stored program machine



Structure of a Computer

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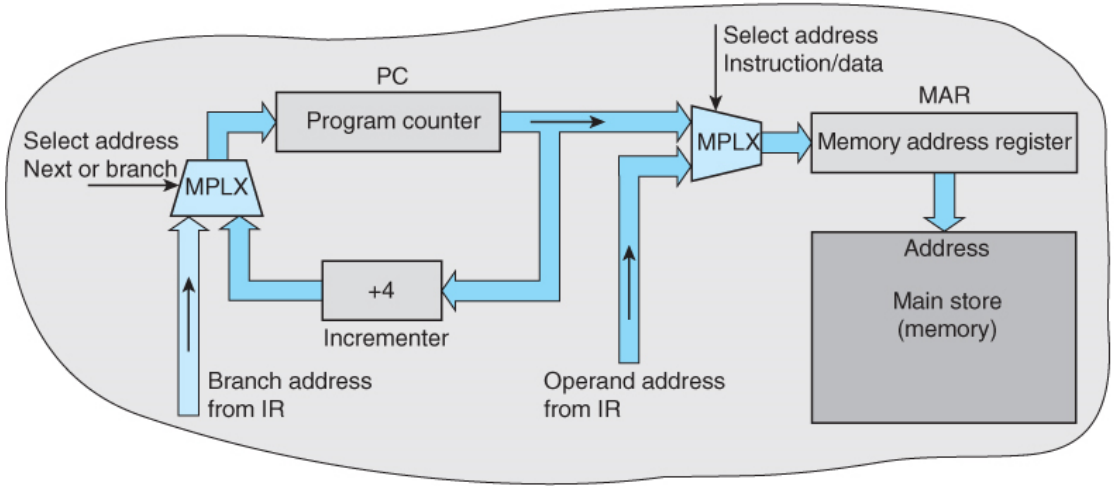


Structure of a Computer

- Fetch/execute cycle in RTL .

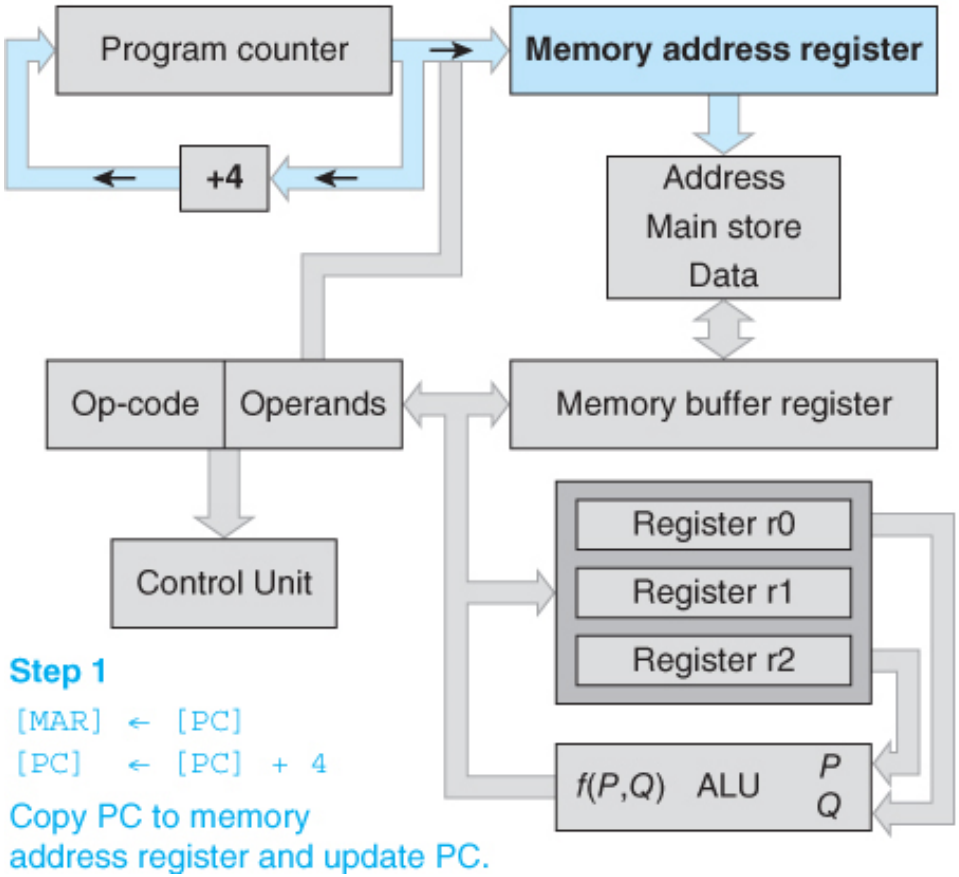
Review Slide 26 in Chapter 1.

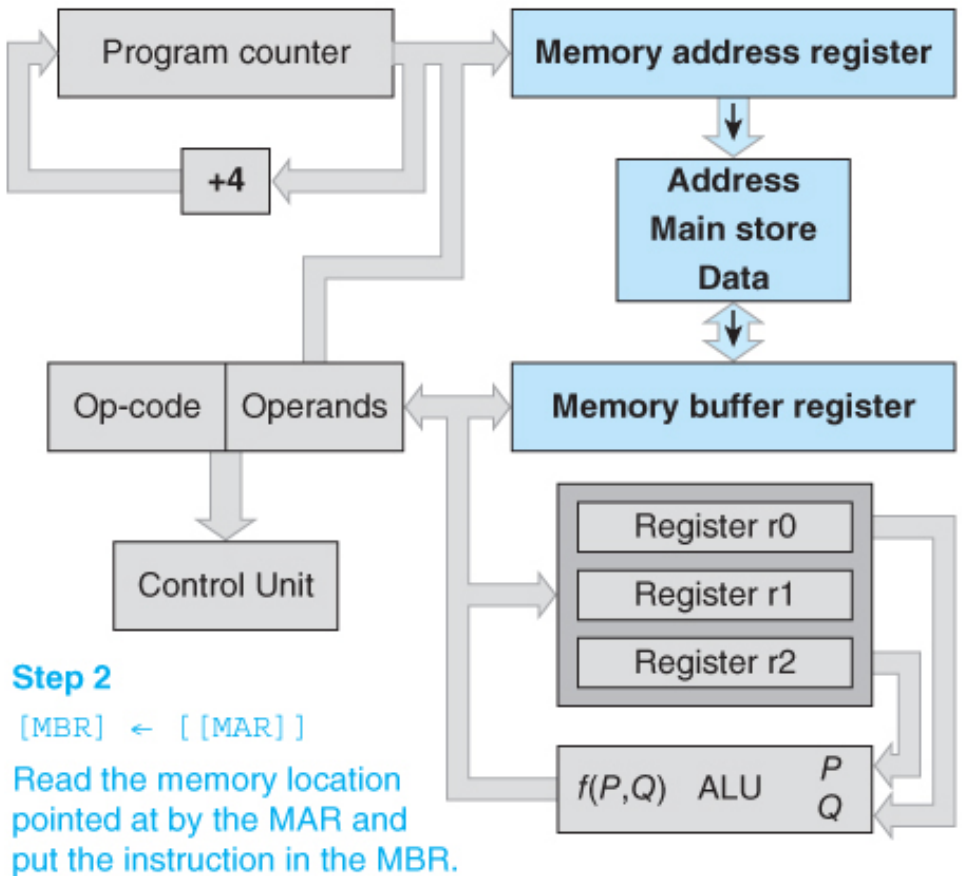
```
FETCH [MAR] ← [PC]          ; Step 1: copy PC to MAR
      [PC] ← [PC] + 4       ; Step 1: increment PC

      [MBR] ← [[MAR]]       ; Step 2: read instruction pointed at by MAR
      [IR] ← [MBR]          ; Step 3: copy instruction in MBR to IR

EXECUTE
LDR   [MAR] ← [IR(address)]
                            ; Step 4: copy operand address from IR to MAR
      [MBR] ← [[MAR]]       ; Step 5: read operand value from memory
      [r1] ← [MBR]          ; Step 6: copy the operand to a register, e.g., r1
```

Review Slides 27 and 28 in Chapter 1.

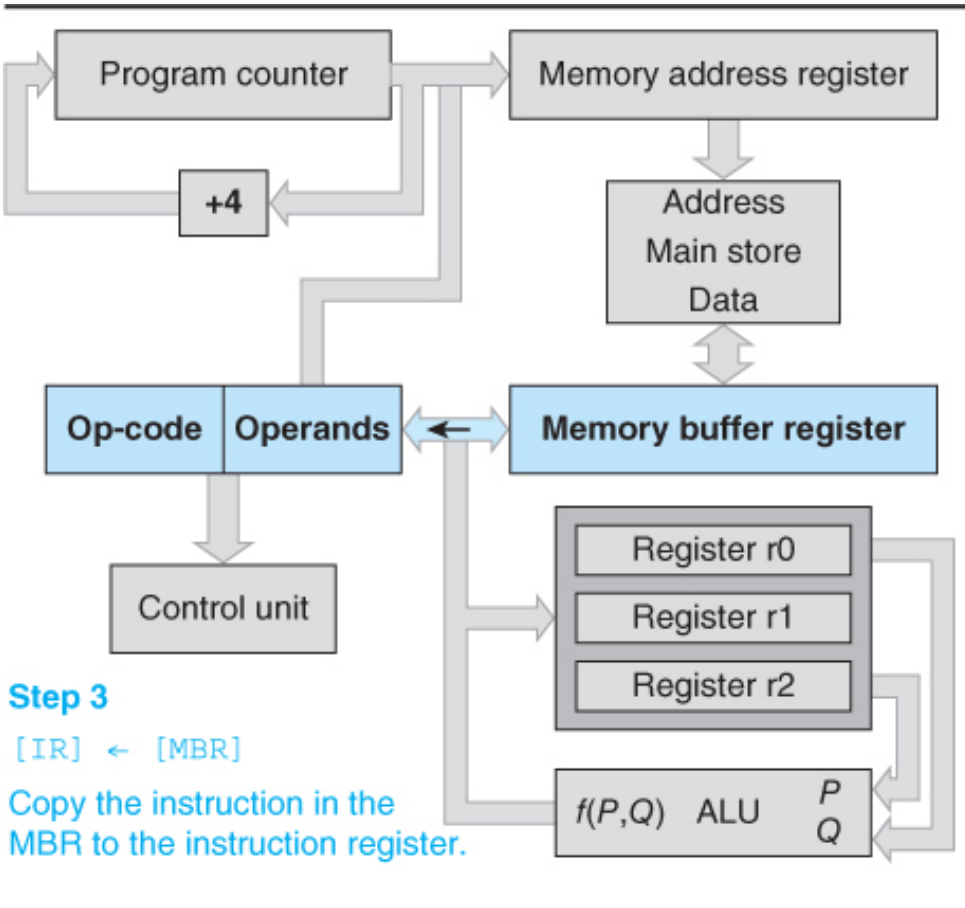
The coming 3 slides show the above 6 steps graphically.

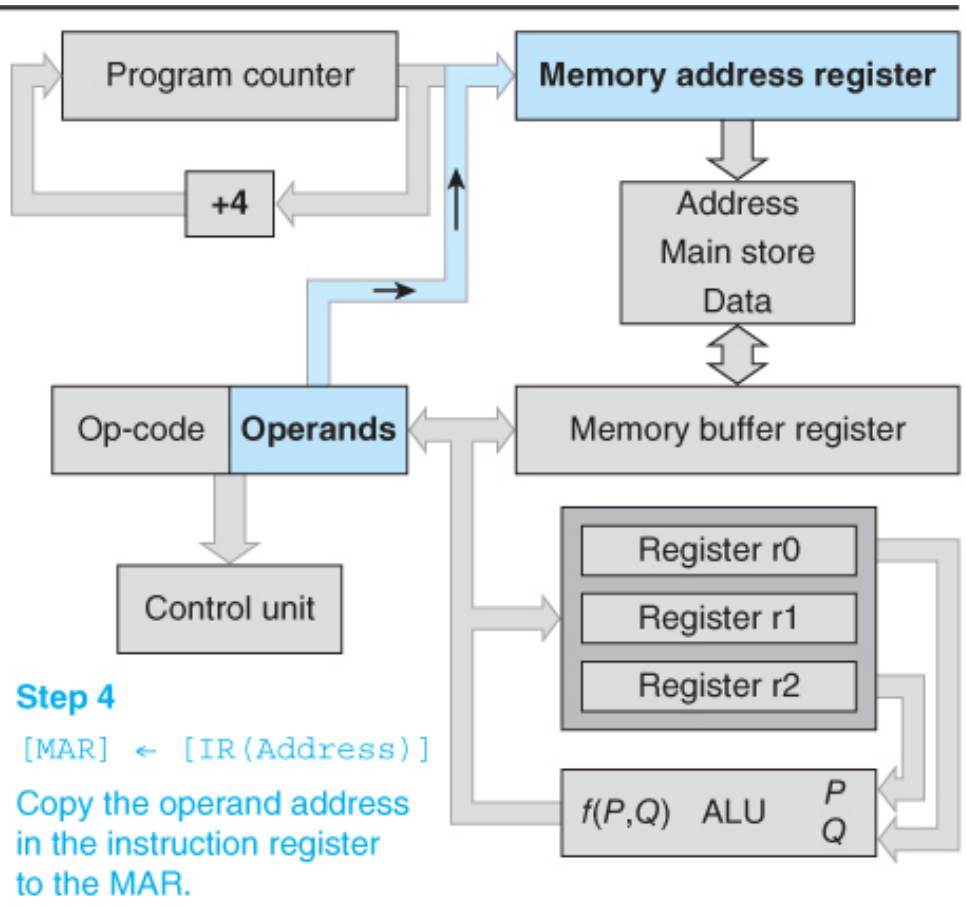
Fetching and Executing an Instruction



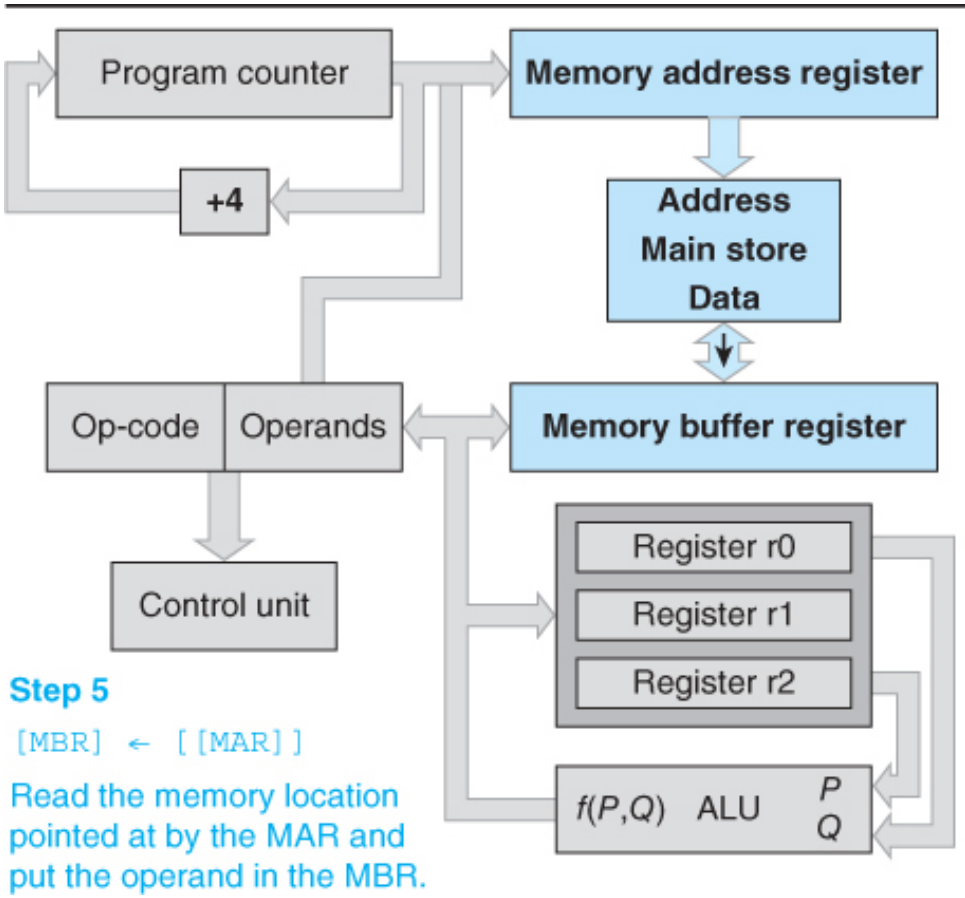


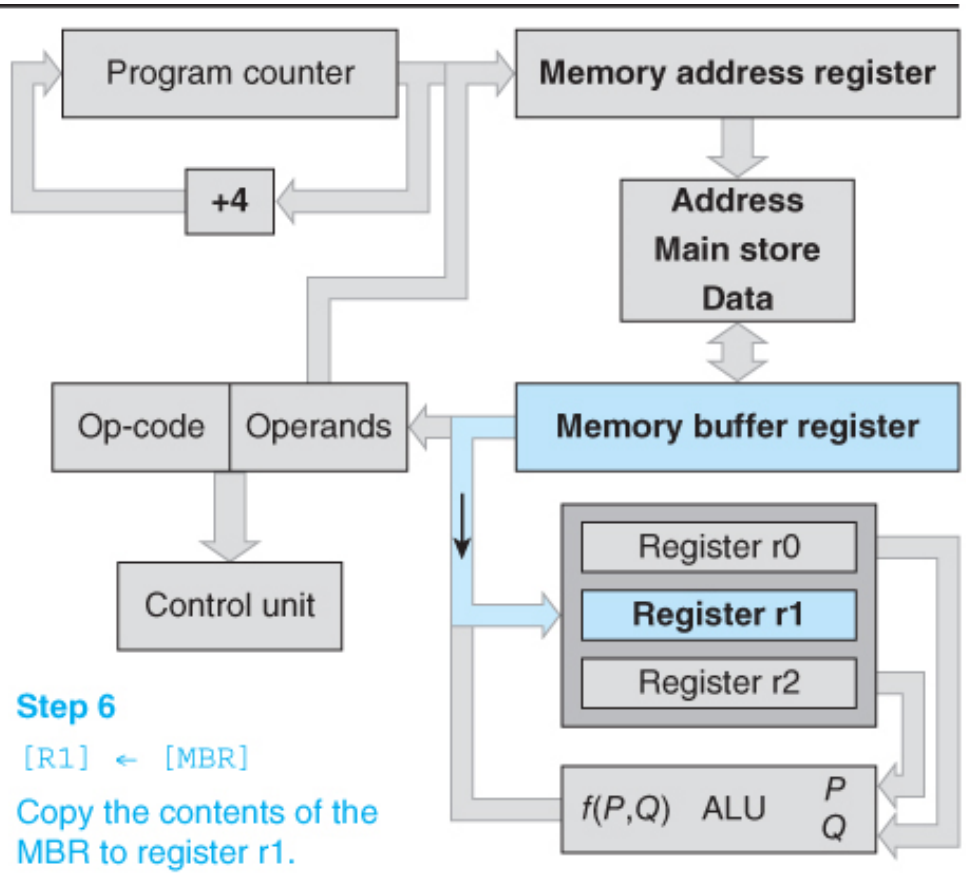
Fetching and Executing an Instruction





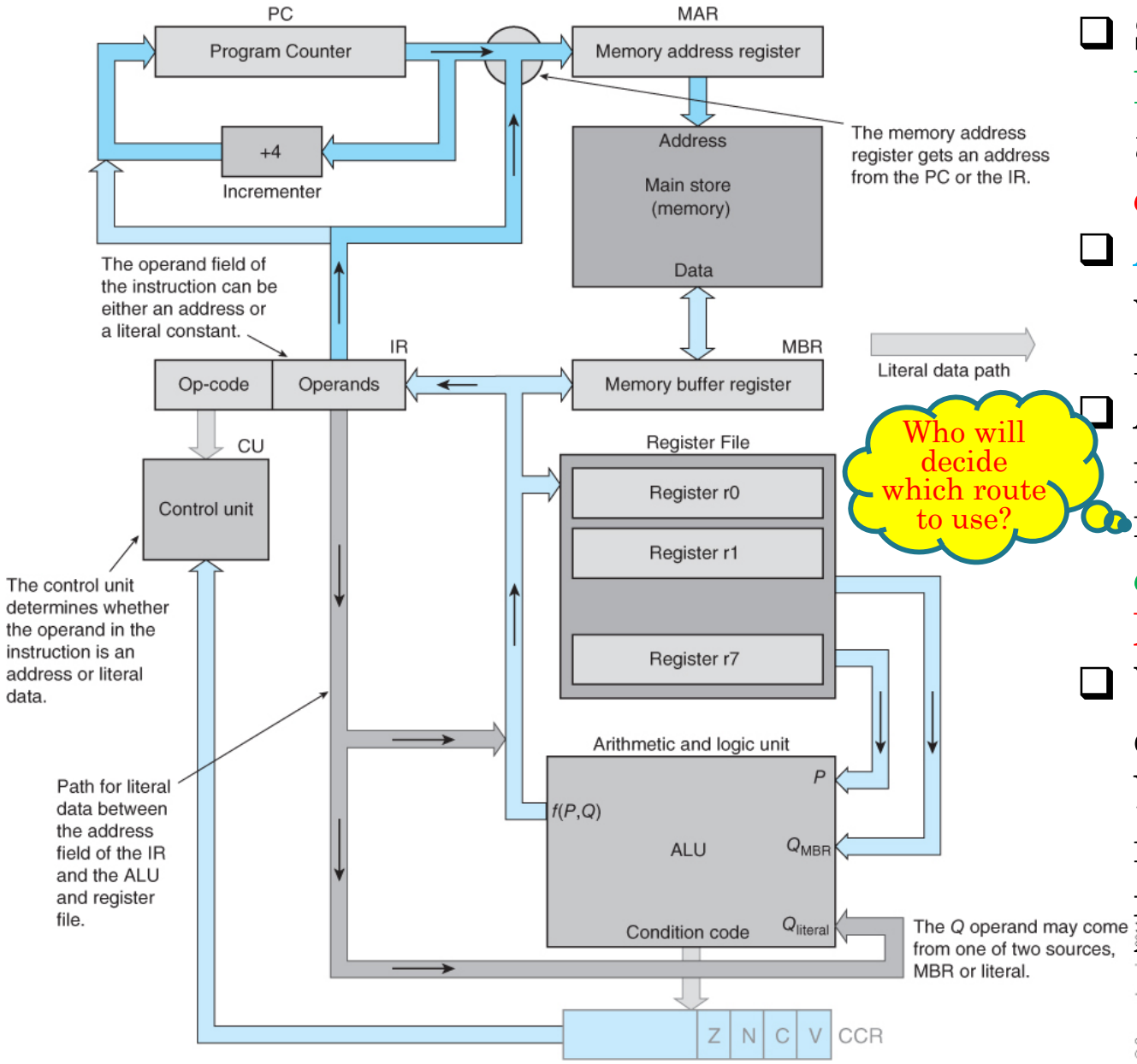
Fetching and Executing an Instruction





Dealing with Constants

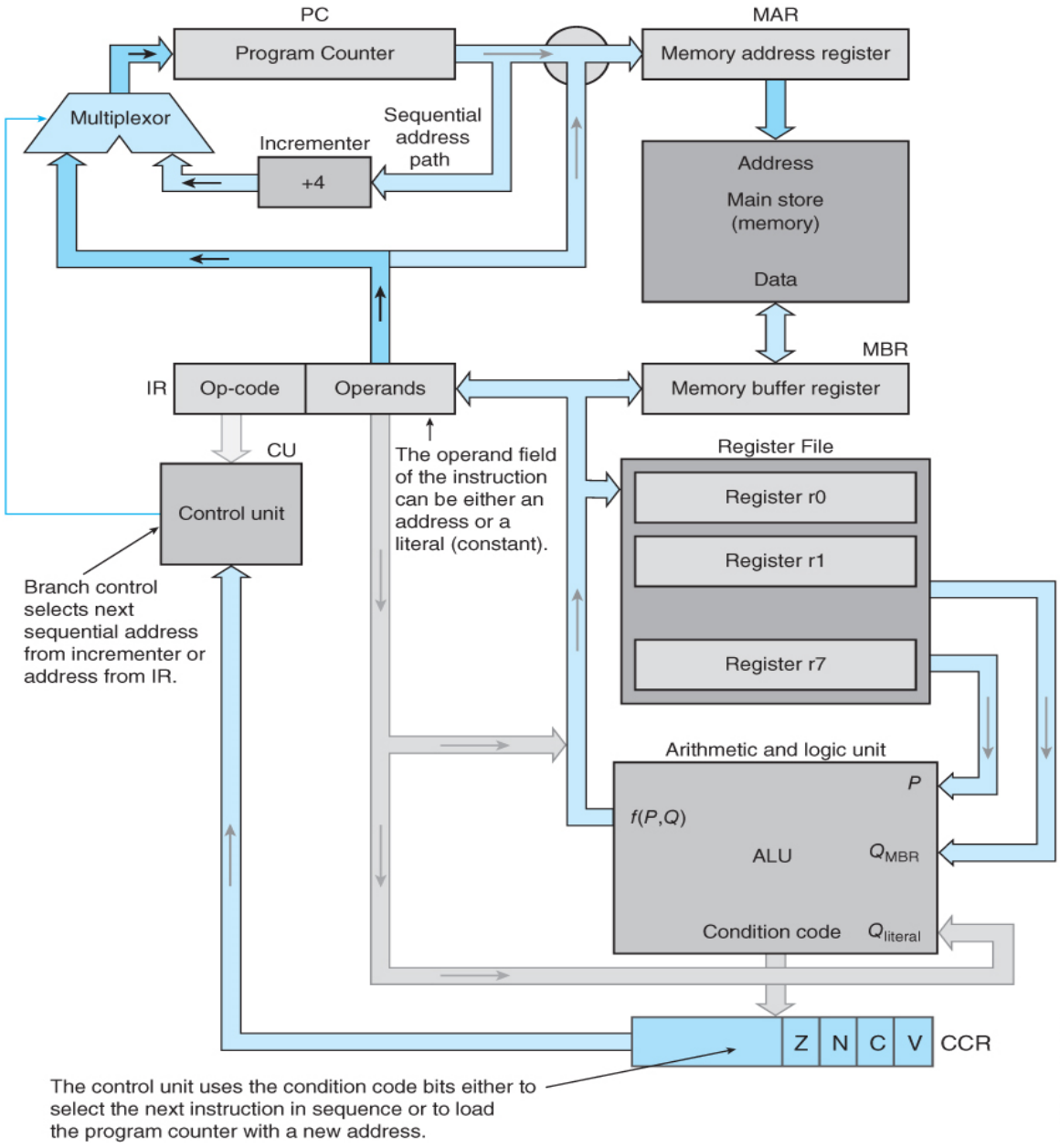
FIGURE 3.4 Information paths for literal operands



- Suppose we want to load the *number 1234 itself (a.k.a. literal operand)* into register r1.
- ADD **r0**,r1,#25 adds the value 25 to the content of r1 and puts the sum in r0
- A path from the instruction register, IR, routes a literal operand to *either* the register file, MBR, and ALU
- When ADD **r0**,r1,#25 is executed, the operand to be added to r1, i.e., #25, is routed from the operand field of the IR, rather than from registers.

Flow Control

FIGURE 3.5 Implementing conditional behavior at the machine level

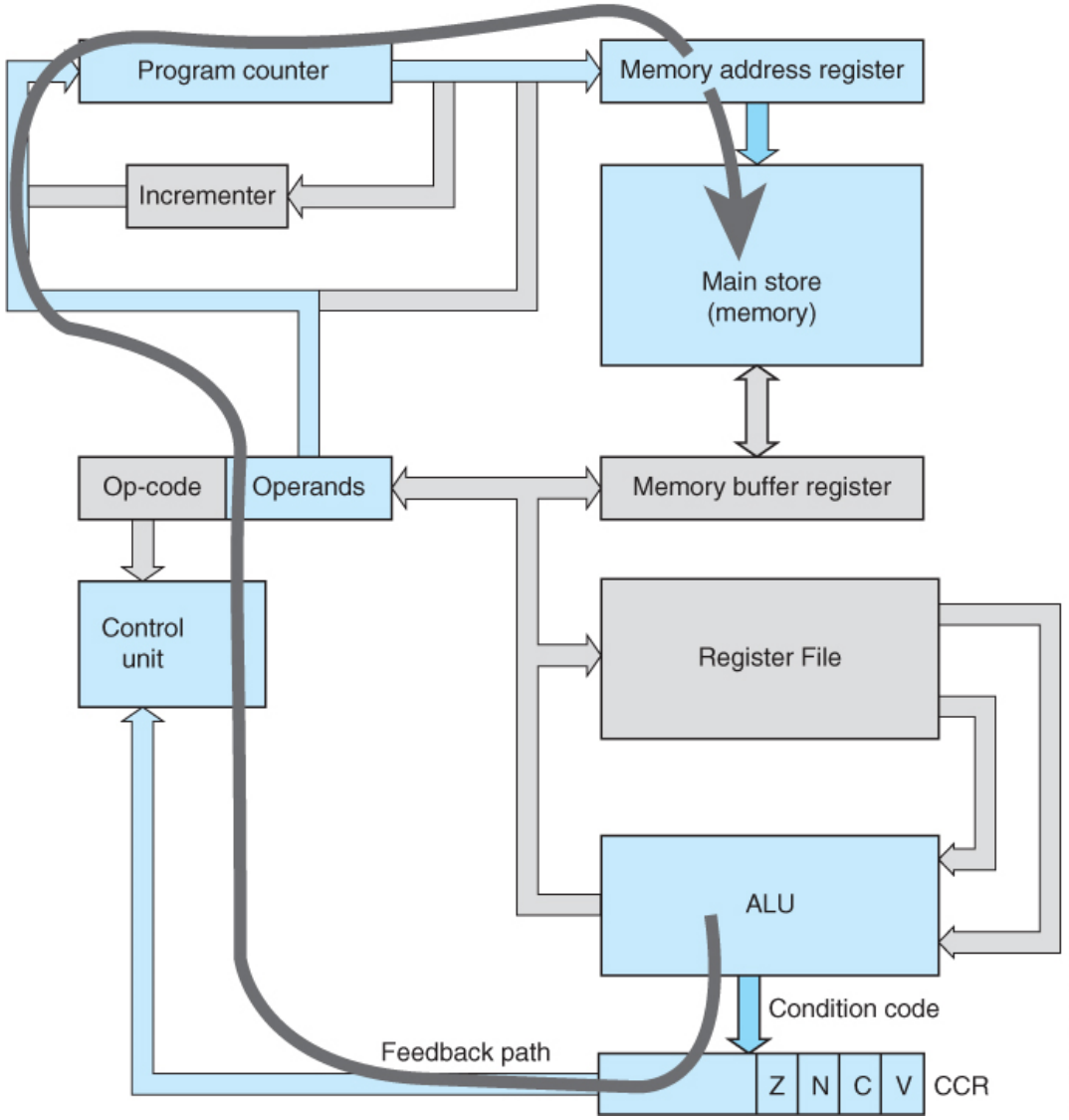


- *Flow control* refers to any action that *modifies* the normal instruction sequence.
- *Conditional behavior* allows a processor (*based on the values in the CCR register*) to select one of two possible courses of actions:
  - Continuing executing the *next instruction* in sequence, or
  - Loading the Program Counter with a new value and executing a *branch to another region* of code.

Flow Control

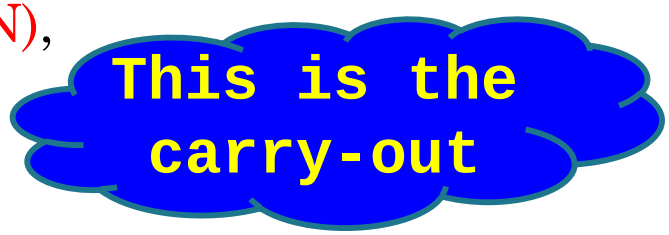
Figure 3.6 illustrate how the result from the ALU can be used to modify the sequence of instructions.

FIGURE 3.6 Feedback from ALU to instruction



Status Bits (Flags)

- When a computer performs an operation, it stores the *status* or *condition* information in the *Condition Code Register* (***CCR***).
- The processor records whether the result is
  - **Z**ero (Z),
  - **N**egative in two's complement terms (N),
  - generated a **C**arry (C), or
  - generated an arithmetic o**V**erflow (V).



Status Bits (Flags)

- Example (*assume that we are dealing with an 8-bit processor*):

```
 00110011      11111111      01011100      11011100
+01000010     +00000001     +01000001     +11000001
 --------      --------      --------      --------
 01110101      100000000      10011101      110011101
Z = 0, N = 0  Z = 1, N = 0  Z = 0, N = 1  Z = 0, N = 1
C = 0, V = 0  C = 1, V = 0  C = 0, V = 1  C = 1, V = 0

  51            -1            92           -36
 +66           +1            +65           -63
 ---           ---           ---           ---
 117            0            -99           -99
```

CISC means COMPLEX Instruction Set Computer

- CISC processors, like the *Intel IA32*,
  - automatically update status flags after each operation.

RISC means REDUCED Instruction Set Computer

- RISC processors, like the *ARM*,
  - require the programmer to request updating the status flags.
- In *ARM* processors, *programmers need to request updating* the *status flags by appending an* ***S*** *to the instruction*;
  - for example, SUBS (instead of SUB) or ADDS (instead of ADD).