

Computer Organization

**Instruction Set Characteristics,
Instruction Formats, Addressing
Modes, RTL & Micro-Operations, CISC,
RISC.**

Chapters (10 + 11 + Mano Ch.4 + 13)

Typical Instructions

Data Movement	Load (from memory) memory-to-memory move input (from I/O device) push, pop (to/from stack)	Store (to memory) register-to-register move output (to I/O device)
Arithmetic	Data Types: (signed & unsigned) Integer (binary + decimal) (signed & unsigned) Floating Point Numbers Operations: Add, Subtract, Multiply, Divide	
Logical	Not, and, or, set, clear	
Shift	Arithmetic (& Logical) shift (left/right), rotate (left/right)	
Control (Jump/Branch)	unconditional, conditional	
Subroutine Linkage	call, return	
Interrupt	trap, return	
Synchronisation	test & set (atomic r-m-w)	
String	search, compare, translate	

Types of Operation

Shift and Rotate Operations



(a) Logical right shift



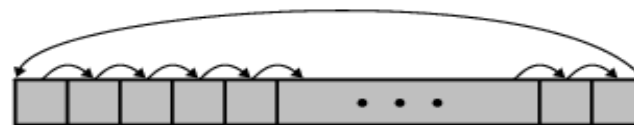
(b) Logical left shift



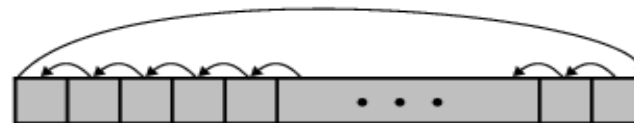
(c) Arithmetic right shift



(d) Arithmetic left shift



(e) Right rotate



(f) Left rotate

Types of Operand

- Addresses
- Numbers
 - Integer/floating point
- Characters
 - ASCII etc.
- Logical Data
 - Bits or flags

Endianess



big endian



little endian

C to Assembly

- C code segment:

```
a = b + (d >> 2);
```

```
c = a*2 + 3/a
```

Compiler => Assembly

```
shr d, 2
```

```
add a, b, d
```

```
mul t0, a, 2
```

```
div t1, 3, a
```

```
add c, t0, t1
```

Transfer of Control

- Branch

- e.g. **BRZ X** branch to x if result of (ADD,SUB,...) is zero
- Uses condition bits register
- See next slide

- Skip

- e.g. increment and skip if zero ISZ

301

:

309 ISZ R1

310 BR 301

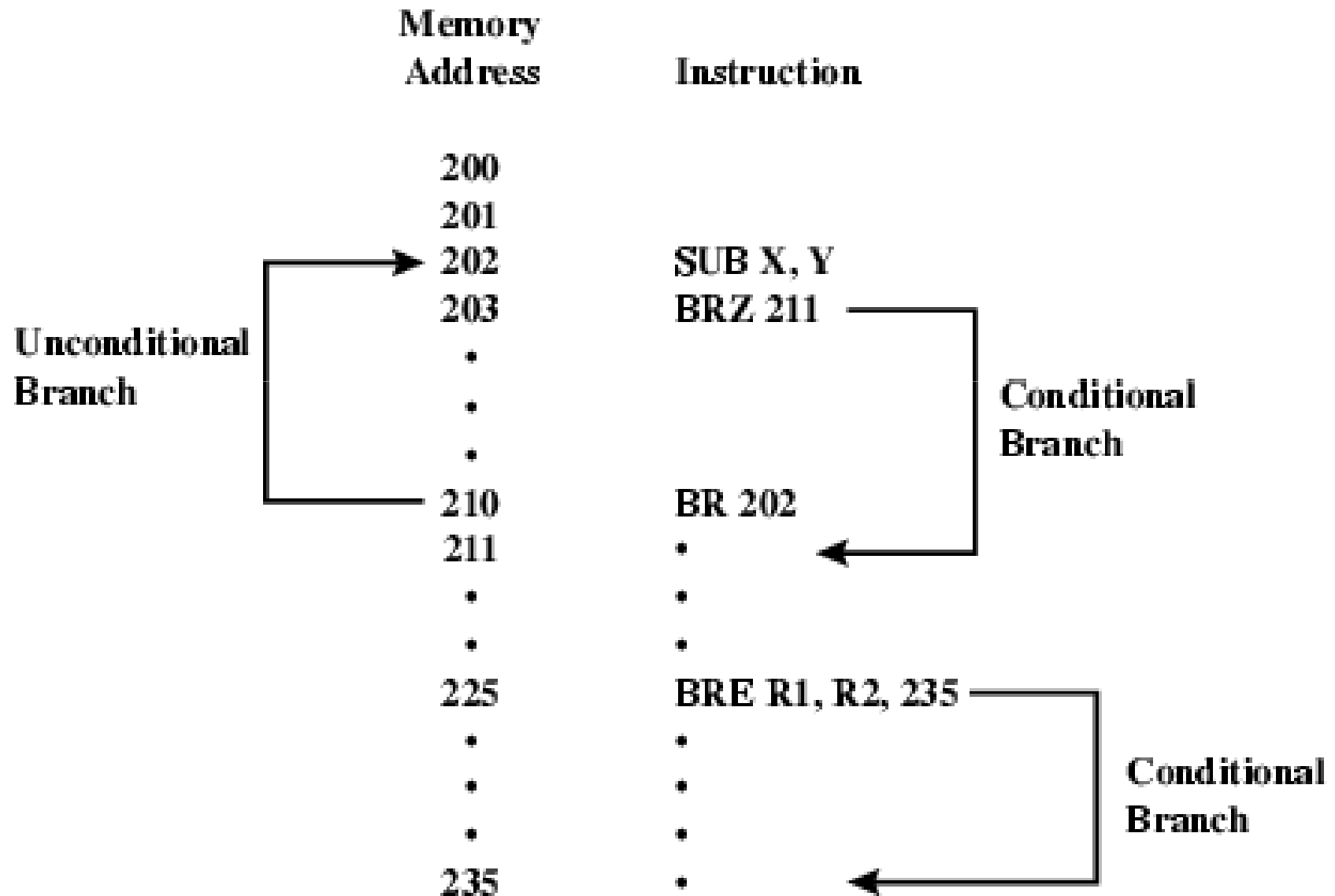
311

- * eg. R1 is set to -1000, the loop will be executed 1000 times

- Subroutine call

- c.f. interrupt call

Branch Instruction



C to Assembly

- C code segment:
If(a == 5) b = a*2 + 3
Else b = a*2 + a + 3

Compiler => Assembly

```
BRE a, 5, IF  
mul t0, a, 2  
add t0, a  
add t0, 3  
BR Exit
```

IF:

```
mul t0, a, 2  
add t0, 3
```

Exit:

C to Assembly

- C code segment:

```
while ( a >= 10 ) {  
    b += (a>>1 )  
    a -= 1  
}
```

Compiler => Assembler

WL:

```
sub t0, a, 10;  
BRN Exit  
shr t1, a, 1  
add b, t1  
sub a, 1
```

Exit: