

Microprocessors

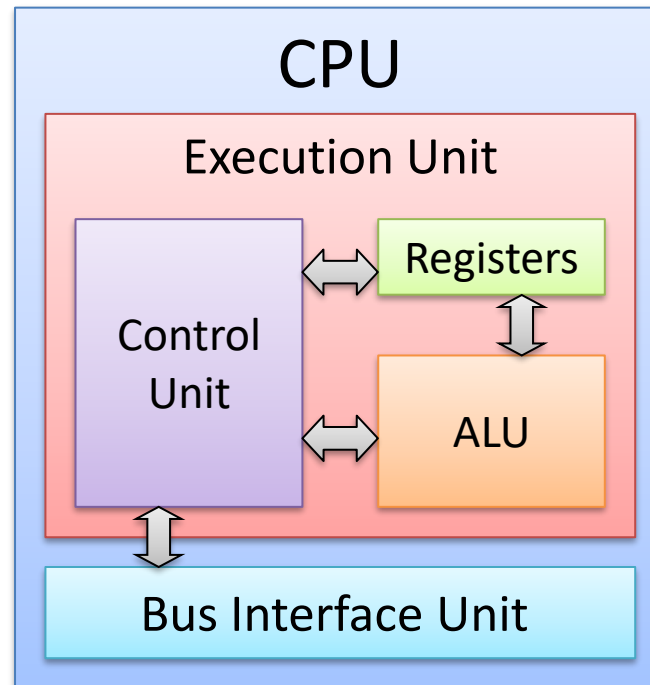
Networks and Embedded Systems

First Grade Level

Wolfgang Neff

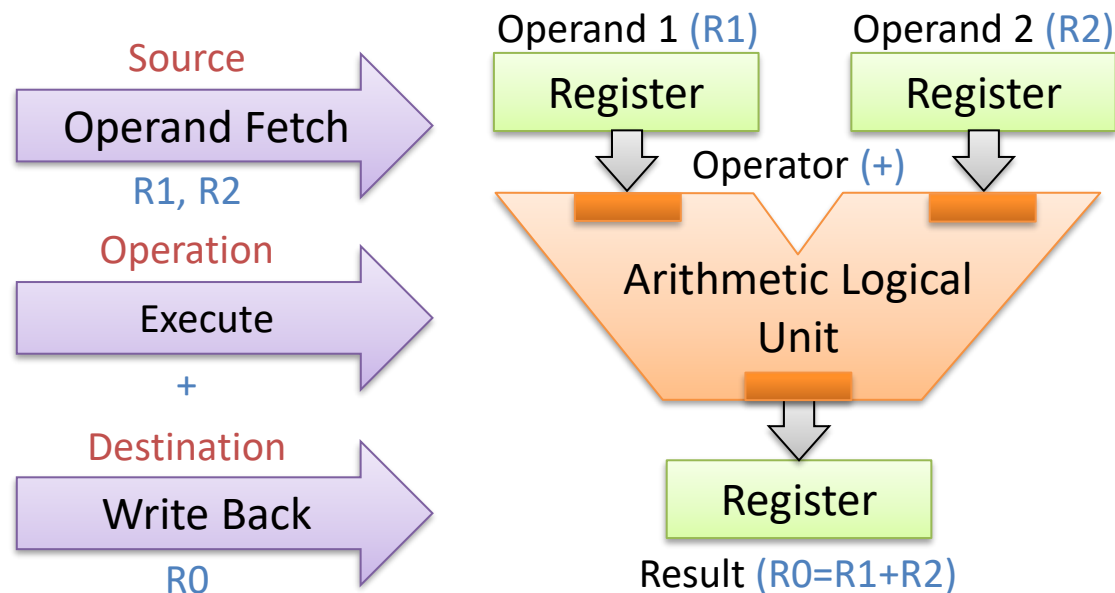
Central Processing Unit (1)

- Block diagram
 - Execution Unit
 - Control Unit
 - Registers
 - Arithmetic logic unit
 - ADD, SUB etc.
 - NOT, AND etc.
 - Bus Interface Unit



Central Processing Unit (2)

- Arithmetic logic unit

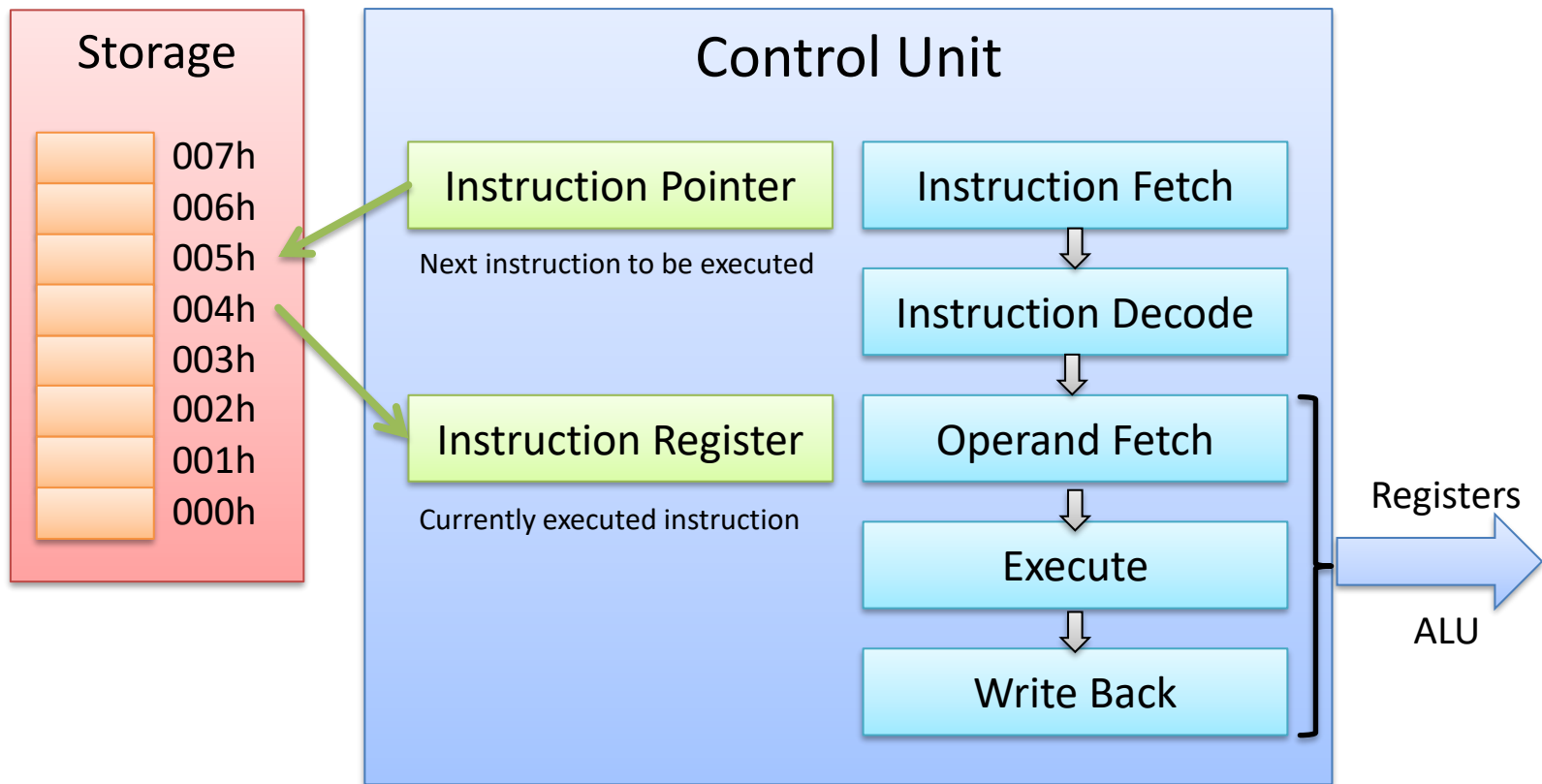


Result = Operand1 Operator Operand2

Destination = Source1 Operator Source2

Central Processing Unit (3)

- Structure of Control Unit



Central Processing Unit (4)

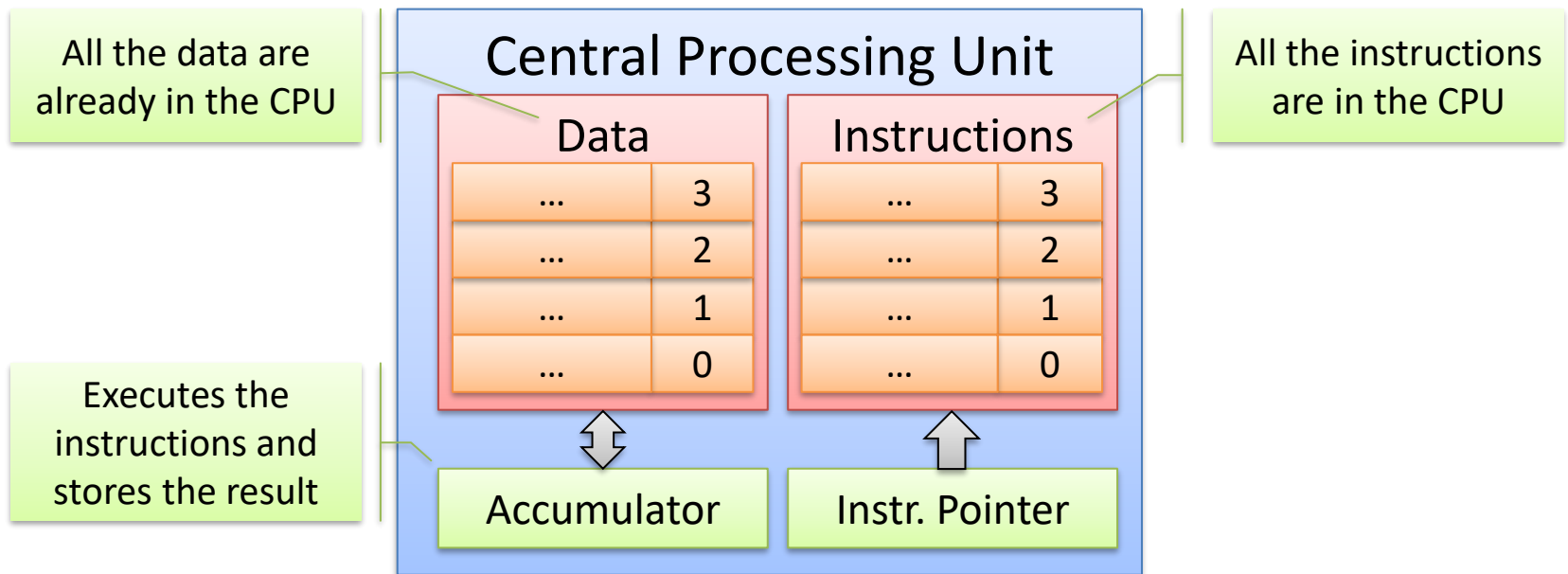
- Instruction pipeline

Instruction	Pipeline stage						
	IF	ID	OF	EX	WB		
1	IF	ID	OF	EX	WB		
2		IF	ID	OF	EX	WB	
3			IF	ID	OF	EX	WB
4				IF	ID	OF	EX
5					IF	ID	OF
Clock	1	2	3	4	5	6	7

Parallel execution of five instructions

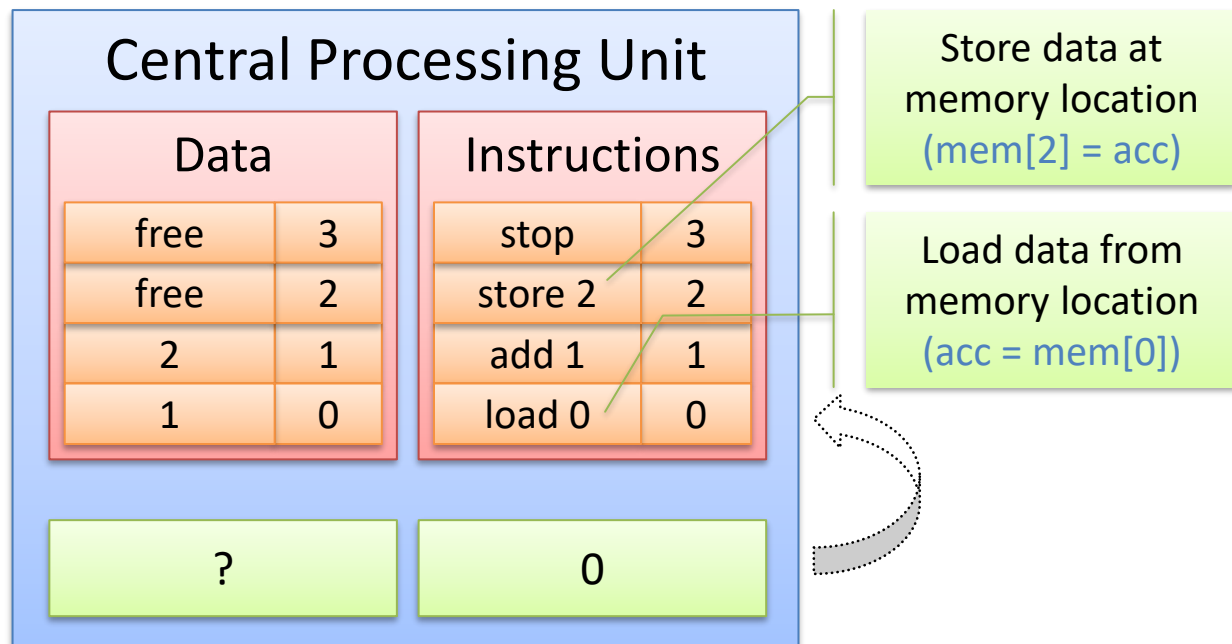
Register Machines (1)

- Theoretical model



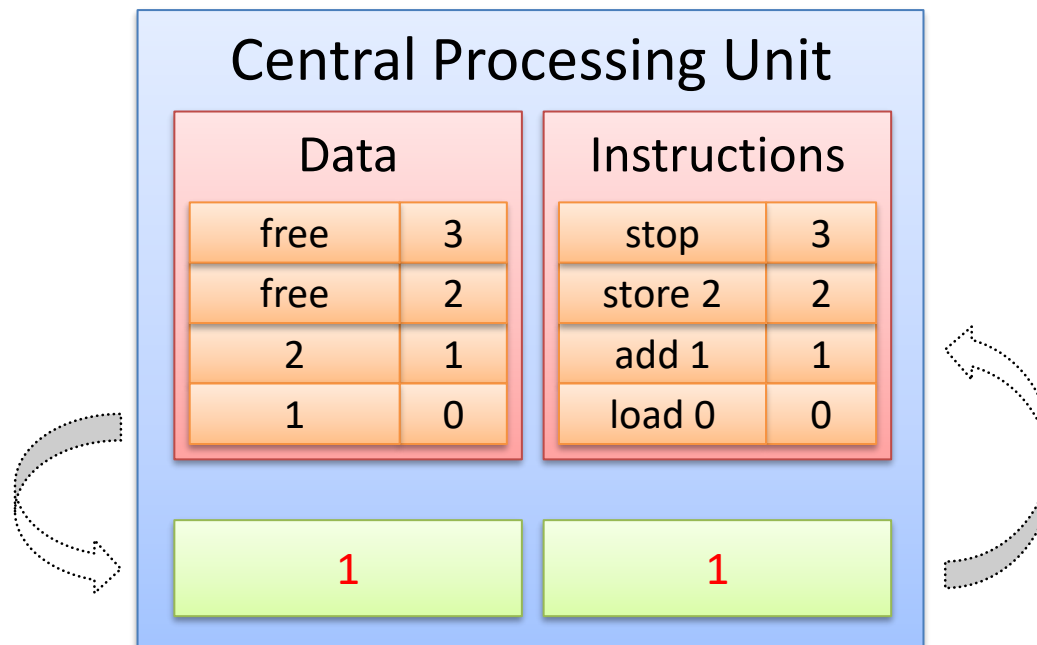
Register Machines (2)

- Program Execution



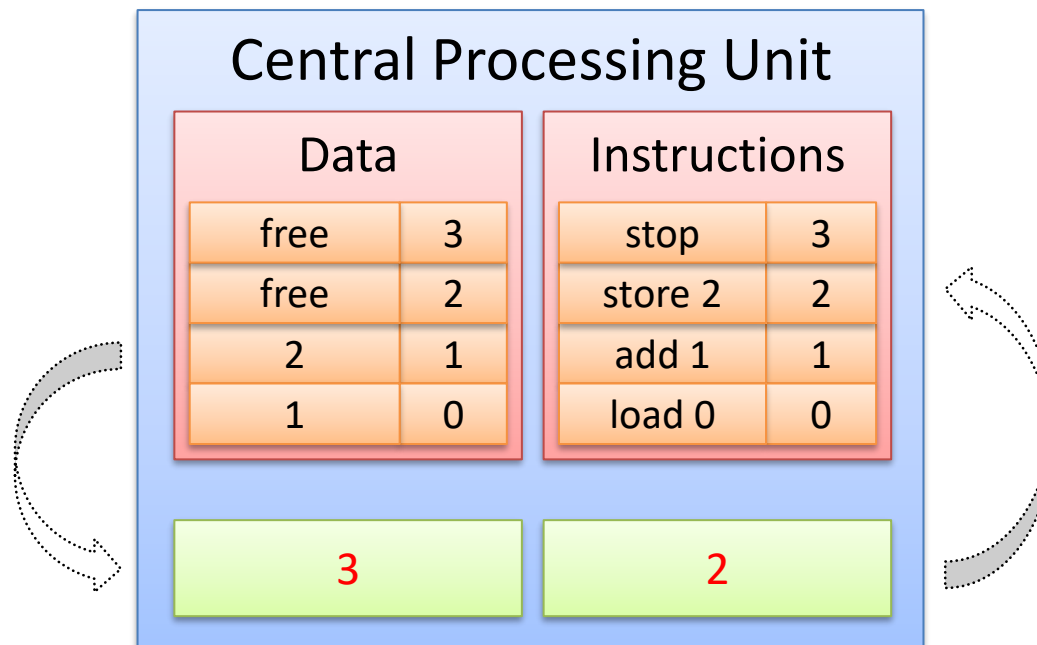
Register Machines (2)

- Program Execution (continued)



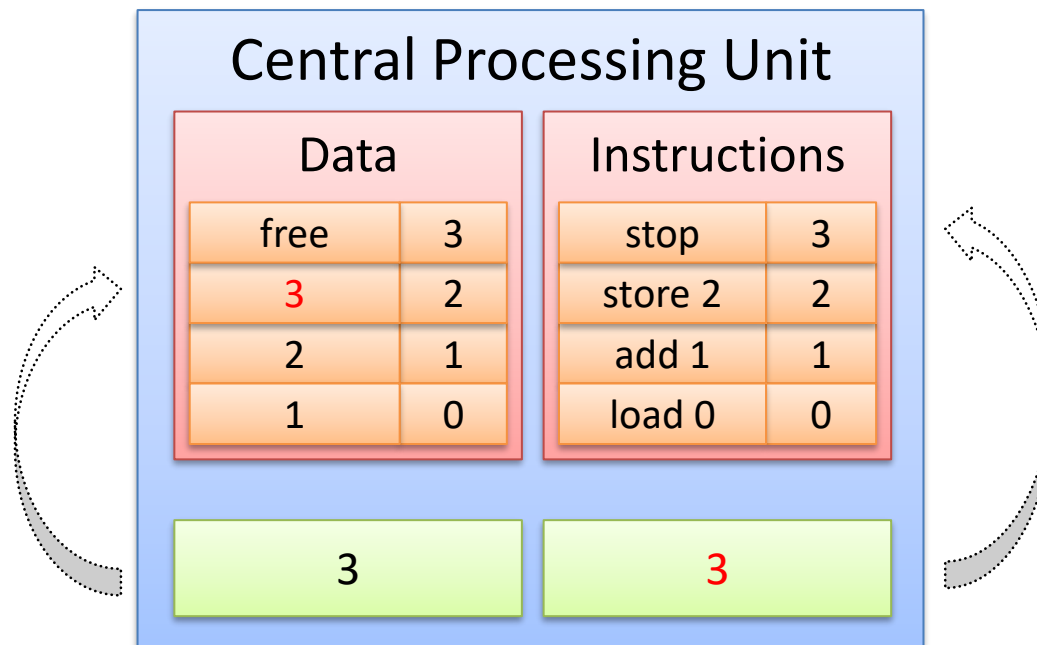
Register Machines (2)

- Program Execution (continued)



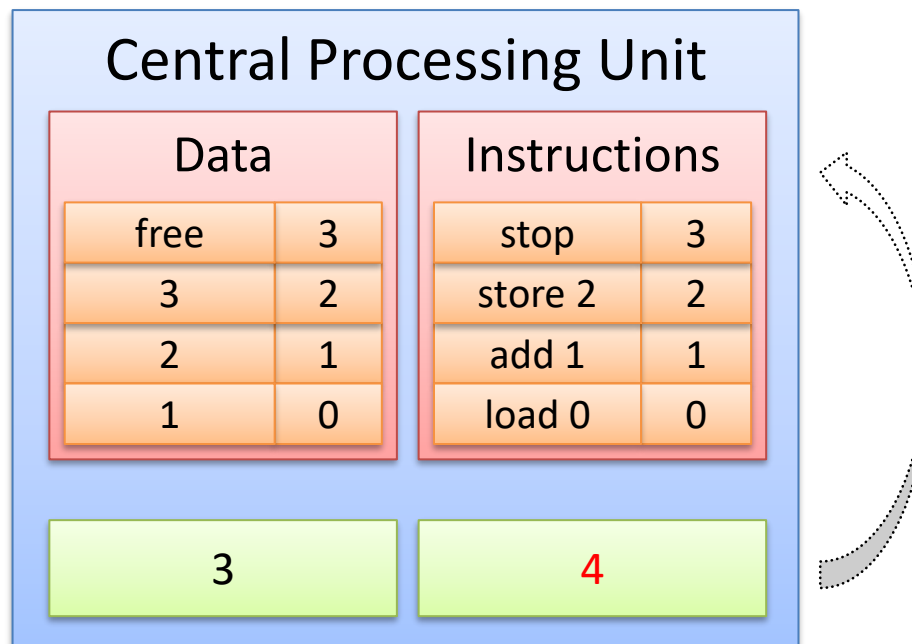
Register Machines (2)

- Program Execution (continued)



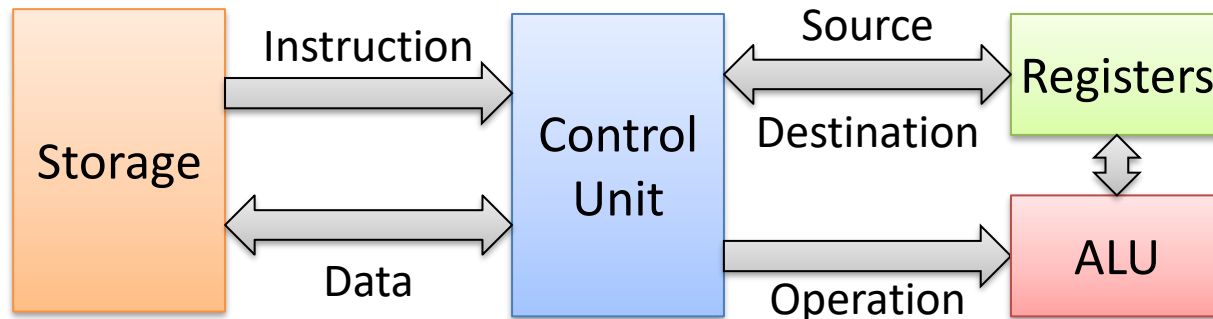
Register Machines (2)

- Program Execution (finished)



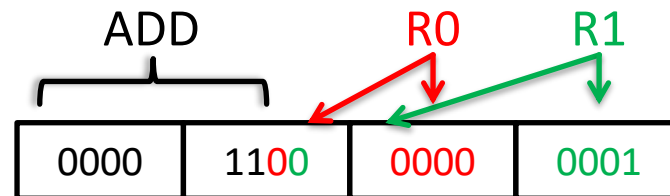
Instruction Set (1)

- Instructions
 - Statements of a program
 - Stored storage
 - Specify operation, source and destination



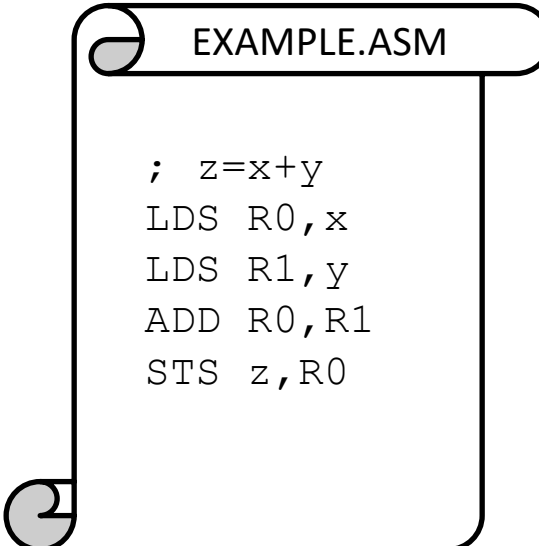
Instruction Set (2)

- Machine Language
 - Specific for every microprocessor
 - Set of instructions understood by these processors
 - Represented by numeric operation codes
 - Example:
 - Operation: ADD
 - Source: R0, R1
 - Destination: R0
 - Opcode: 0C01_{hex}



Instruction Set (3)

- Assembly Language
 - Opcodes replaced by textual mnemonics
 - Source code is readable
 - Has to be compiled
 - Major benefits:
 - Easier to read
 - Comments allowed
 - Variables names
 - Labels



EXAMPLE.ASM

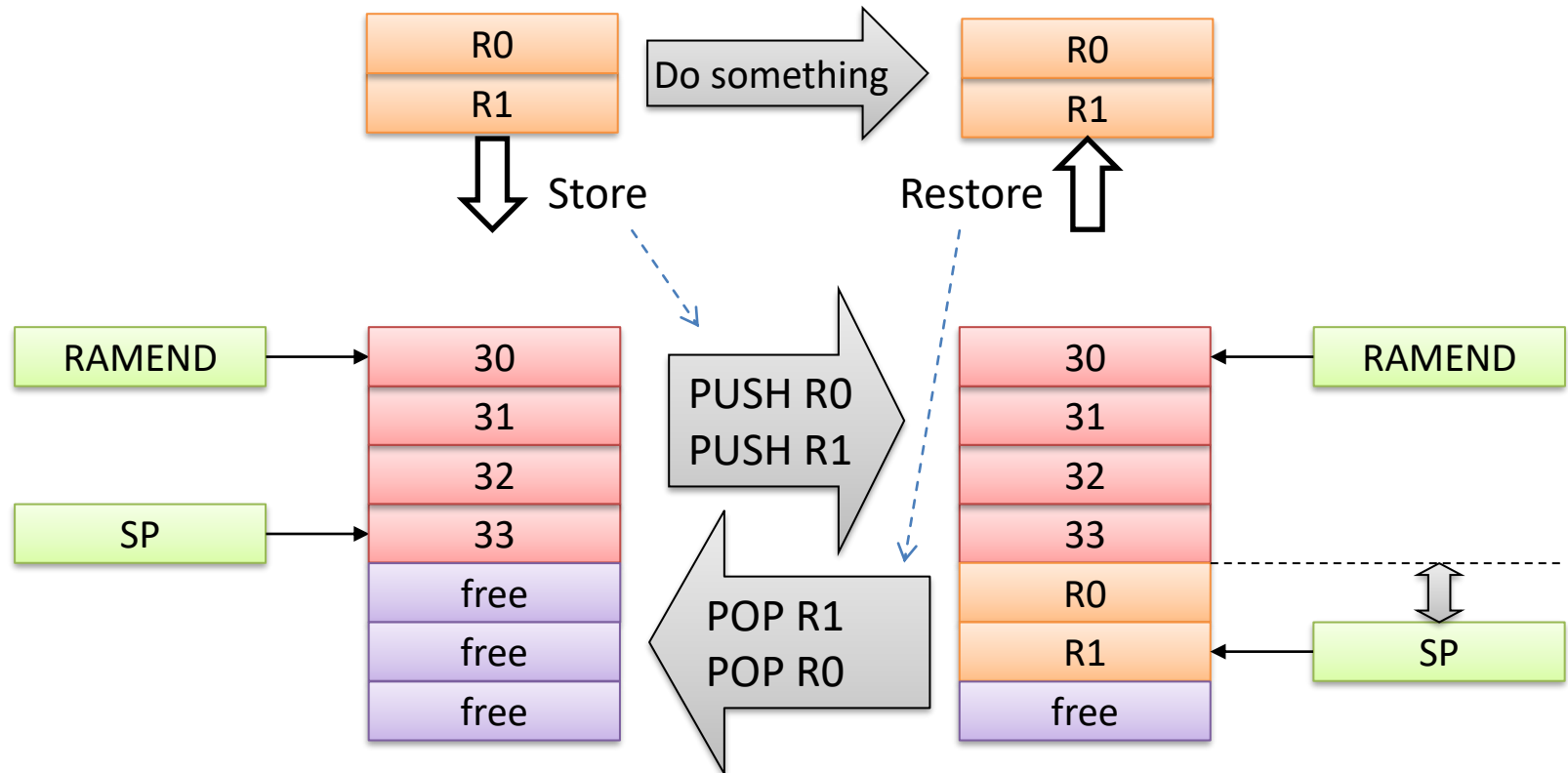
```
; z=x+y  
LDS R0,x  
LDS R1,y  
ADD R0,R1  
STS z,R0
```

Instruction Set (4)

- Instruction Set
 - Instructions for the ALU
 - Arithmetic Instructions: *ADD, SUB, MUL, CP, ...*
 - Logical Instructions: *AND, OR, EOR, COM, ...*
 - Shift and Rotate Instructions: *LSL, LSR, ROL, ROR, ...*
 - Bit Manipulation Instructions: *SBI, CBI, CLI, SEI, ...*
 - Instructions for the Control Unit
 - Data Movement Instructions: *MOV, LD, ST, PUSH, ...*
 - Branch Instructions: *RCALL, RET, BRcc, ...*

Stack (1)

- Operating mode



Stack (2)

- Summary
 - Used to store temporary data
 - Is a last-in-first-out (LIFO) memory
 - Grows from up to down
 - Stack pointer points to the last element
 - Two special instructions
 - PUSH: Decrement Stack pointer, put element on Stack
 - POP: Get element from Stack, increment Stack pointer
 - PUSH/POP: Pre-decrement / post-increment

