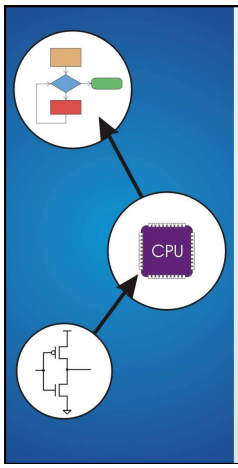
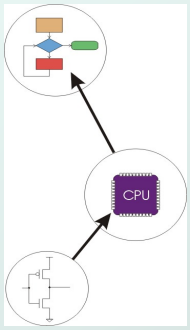


Chapter 5
The LC-3

Original slides from Gregory Byrd, North Carolina State University

Modified slides by Chris Wilcox, Colorado State University

Computing Layers



Problems

Algorithms

Language

Instruction Set Architecture ←

Microarchitecture

Circuits

Devices

Instruction Set Architecture

- ISA = All of the ***programmer-visible*** components and operations of the computer
  - memory organization
    - address space -- how may locations can be addressed?
    - addressibility -- how many bits per location?
  - register set
    - how many? what size? how are they used?
  - instruction set
    - opcodes
    - data types
    - addressing modes
- ISA provides all information needed for someone that wants to write a program in machine language
  - or translate from a high-level language to machine language.

LC-3 Overview: Memory and Registers

- Memory
  - address space: 2^{16} locations (16-bit addresses)
  - addressability: 16 bits
- Registers
  - temporary storage, accessed in a single machine cycle
    - accessing memory takes longer than a single cycle
  - eight general-purpose registers: R0 - R7
    - each 16 bits wide
    - how many bits to uniquely identify a register?
  - other registers
    - not directly addressable, but used by (and affected by) instructions
    - PC (program counter), condition codes

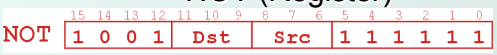
LC-3 Overview: Instruction Set

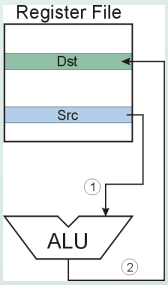
- **Opcodes**
  - 15 opcodes, 3 types of instructions
  - ***Operate***: ADD, AND, NOT
  - ***Data movement***: LD, LDI, LDR, LEA, ST, STR, STI
  - ***Control***: BR, JSR/JSRR, JMP, RTI, TRAP
  - some opcodes set/clear *condition codes*, based on result:
    - N = negative, Z = zero, P = positive (> 0)
- **Data Types**
  - 16-bit 2's complement integer
- **Addressing Modes**
  - How is the location of an operand specified?
  - non-memory addresses: ***immediate***, ***register***
  - memory addresses: ***PC-relative***, ***indirect***, ***base+offset***

Operate Instructions

- Only three operations: **ADD, AND, NOT**
- Source and destination operands are **registers**
  - These instructions *do not* reference memory.
  - ADD and AND can use "immediate" mode, where one operand is hard-wired into the instruction.
- Will show dataflow diagram with each instruction.
  - illustrates *when* and *where* data moves to accomplish the desired operation

NOT (Register)

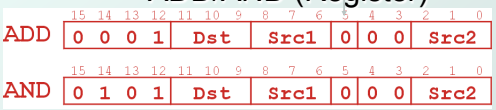


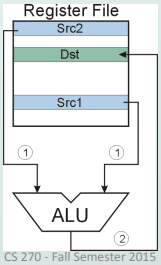


Note: Src and Dst could be the same register.

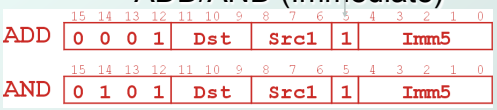
ADD/AND (Register)

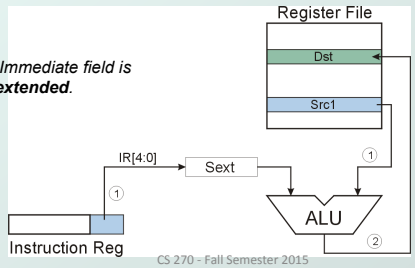
this zero means "register mode"





ADD/AND (Immediate)





Using Operate Instructions

- With only ADD, AND, NOT…
  - How do we subtract?
  - How do we OR?
  - How do we copy from one register to another?
  - How do we initialize a register to zero?

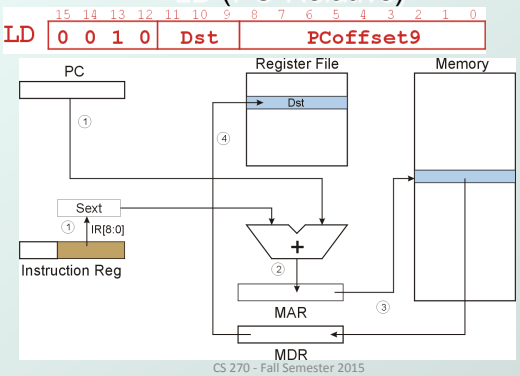
Data Movement Instructions

- Load -- read data **from memory to register**
  - **LD**: PC-relative mode
  - **LDR**: base+offset mode
  - **LDI**: indirect mode
- Store -- write data **from register to memory**
  - **ST**: PC-relative mode
  - **STR**: base+offset mode
  - **STI**: indirect mode
- Load effective address -- compute address, save in register
  - **LEA**: immediate mode
  - *does not access memory*

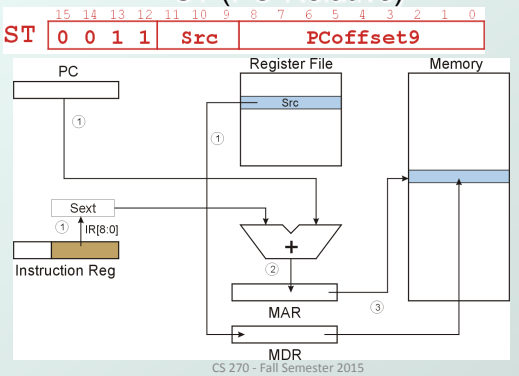
PC-Relative Addressing Mode

- Want to specify address directly in the instruction
  - But an address is 16 bits, and so is an instruction!
  - After subtracting 4 bits for opcode and 3 bits for register, we have 9 bits available for address.
- **Solution:**
  - **Use the 9 bits as a *signed offset* from the current PC.**
- 9 bits: $-256 \le \text{offset} \le +255$
- Can form address such that: $PC - 256 \le X \le PC + 255$
  - Remember that PC is incremented as part of the FETCH phase;
  - This is done before the EVALUATE ADDRESS stage.

LD (PC-Relative)



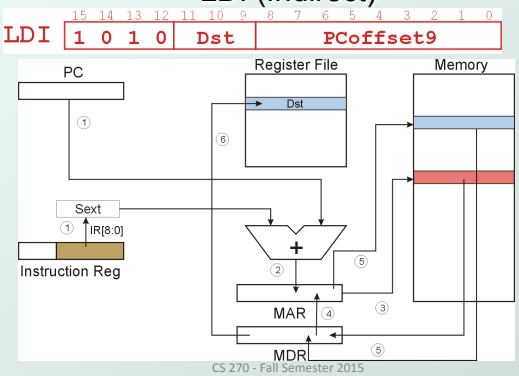
ST (PC-Relative)



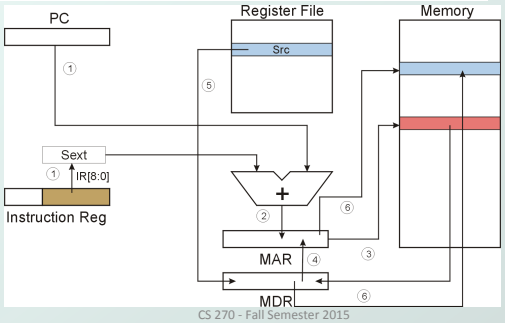
Indirect Addressing Mode

- With PC-relative mode, can only address data within 256 words of the instruction.
  - What about the rest of memory?
- **Solution #1:**
  - **Read address from memory location, then load/store to that address.**
- First address is generated from PC and IR (just like PC-relative addressing), then content of that address is used as target for load/store.

LDI (Indirect)



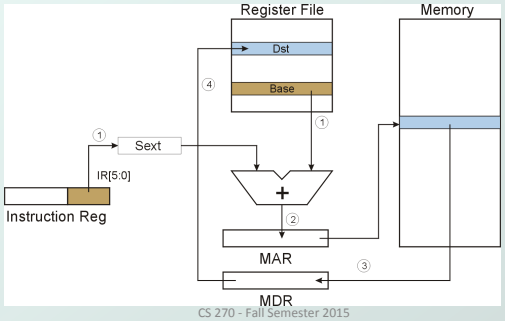
STI (Indirect)



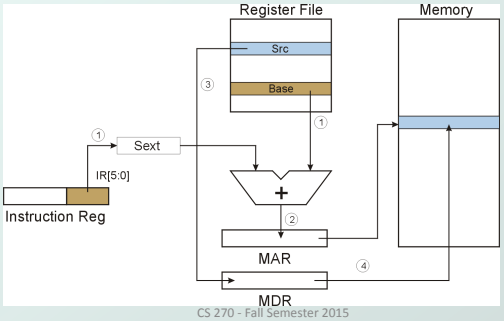
Base + Offset Addressing Mode

- With PC-relative mode, can only address data within 256 words of the instruction.
  - What about the rest of memory?
- **Solution #2:**
  - **Use a register to generate a full 16-bit address.**
- 4 bits for opcode, 3 for src/dest register, 3 bits for ***base*** register -- remaining 6 bits are used as a ***signed offset***.
  - **Offset is *sign-extended* before adding to base register.**

LDR (Base+Offset)



STR (Base+Offset)

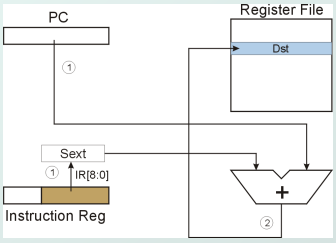


Load Effective Address

- Computes address like PC-relative (PC plus signed offset) and **stores the result into a register**.

Note: The *address* is stored in the register, not the contents of the memory location.

LEA (Immediate)



Example

Address	*Instruction*	*Comments*
x30F6	1 1 1 0 0 0 1 1 1 1 1 1 1 1 0 1	*R1 ← PC – 3 = x30F4*
x30F7	0 0 0 1 0 1 0 0 0 1 1 0 1 1 1 0	*R2 ← R1 + 14 = x3102*
x30F8	0 0 1 1 0 1 0 1 1 1 1 1 1 1 0 1 1	*M[PC - 5] ← R2* *M[x30F4] ← x3102*
x30F9	0 1 0 1 0 1 0 0 1 0 1 0 0 0 0 0	*R2 ← 0*
x30FA	0 0 0 1 0 1 0 0 1 0 1 0 0 1 0 1	*R2 ← R2 + 5 = 5*
x30FB	0 1 1 1 0 1 0 0 0 1 0 0 1 1 1 0	*M[R1+14] ← R2* *M[x3102] ← 5*
x30FC	1 0 1 0 0 1 1 1 1 1 1 1 1 0 1 1 1 *opcode*	*R3 ← M[M[x30F4]]* *R3 ← M[x3102]* *R3 ← 5*

Control Instructions

- Used to alter the sequence of instructions (by changing the Program Counter)
- **Conditional Branch**
  - branch is *taken* if a specified condition is true
    - signed offset is added to PC to yield new PC
  - else, the branch is *not taken*
    - PC is not changed, points to the next instruction
- **Unconditional Branch (or Jump)**
  - always changes the PC
- **TRAP**
  - changes PC to the address of an OS "service routine"
  - routine will return control to the next instruction (after the TRAP)

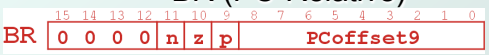
Condition Codes

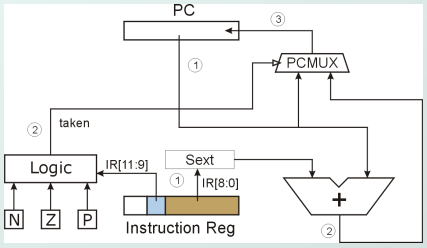
- LC-3 has three **condition code** registers:
  - **N** -- negative
  - **Z** -- zero
  - **P** -- positive (greater than zero)
- Set by any instruction that writes a value to a register
  (ADD, AND, NOT, LD, LDR, LDI, LEA)
- Exactly one will be set at all times
  - Based on the last instruction that altered a register

Branch Instruction

- Branch specifies one or more condition codes.
- If the set bit is specified, the branch is taken.
  - PC-relative addressing:
    target address is made by adding signed offset (IR[8:0]) to current PC.
  - Note: PC has already been incremented by FETCH stage.
  - Note: Target must be within 256 words of BR instruction.
- If the branch is not taken,
  the next sequential instruction is executed.

BR (PC-Relative)

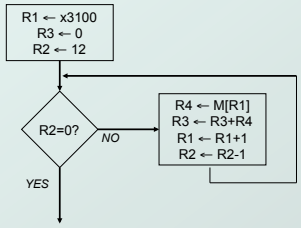




What happens if bits [11:9] are all zero? All one?

Using Branch Instructions

- Compute sum of 12 integers.
  Numbers start at location x3100. Program starts at location x3000.

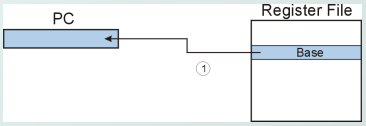


Sample Program

Address	Instruction	Comments
x3000	1 1 1 0 0 0 1 0 1 1 1 1 1 1 1 1	R1 ← x3100 (PC+0xFF)
x3001	0 1 0 1 0 1 1 0 1 1 1 0 0 0 0 0	R3 ← 0
x3002	0 1 0 1 0 1 0 0 1 0 1 0 0 0 0 0	R2 ← 0
x3003	0 0 0 1 0 1 0 0 1 0 1 0 1 1 0 0	R2 ← 12
x3004	0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 1	If Z, goto x300A (PC+5)
x3005	0 1 1 0 1 0 0 0 0 1 0 0 0 0 0 0	Load next value to R4
x3006	0 0 0 1 0 1 1 0 1 1 0 0 0 0 0 1	Add to R3
x3007	0 0 0 1 0 0 1 0 0 1 1 0 0 0 0 1	Increment R1 (pointer)
X3008	0 0 0 1 0 1 0 0 1 0 1 1 1 1 1 1	Decrement R2 (counter)
x3009	0 0 0 0 1 1 1 1 1 1 1 1 1 0 1 0	Goto x3004 (PC-6)

JMP (Register)

- Jump is an unconditional branch -- *always* taken.
  - Target address is the contents of a register.
  - Allows any target address.



TRAP

- Calls a **service routine**, identified by 8-bit "trap vector."

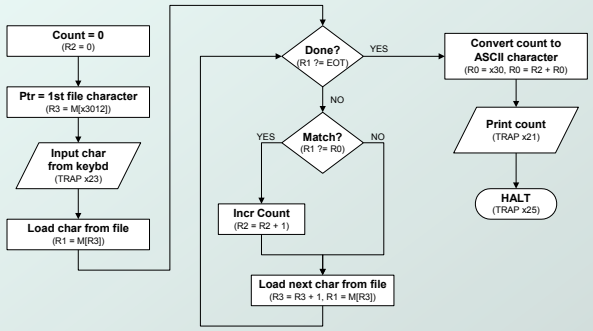
vector	routine
x23	input a character from the keyboard
x21	output a character to the monitor
x25	halt the program

- When routine is done, PC is set to the instruction following TRAP.
  - We'll talk about how this works later.

Another Example

- **Count the occurrences of a character in a file**
  - Program begins at location x3000
  - Read character from keyboard
  - Load each character from a "file"
    - **File is a sequence of memory locations**
    - **Starting address of file is stored in the memory location immediately after the program**
  - If file character equals input character, increment counter
  - End of file is indicated by an ASCII value: **EOT (x04)**
  - At the end, print the number of characters and halt **(assume there will be less than 10 occurrences of the character)**
- A special character used to indicate the end of a sequence is often called a **sentinel**.
  - **Useful when you don't know ahead of time how many times to execute a loop.**

Flow Chart



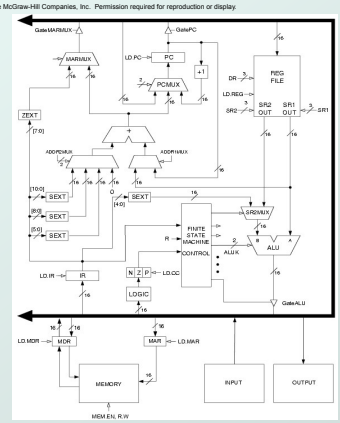
Program (1 of 2)

Address	*Instruction*	*Comments*
x3000	0 1 0 1 0 1 0 0 1 0 1 0 0 0 0 0	***R2 ← 0 (counter)***
x3001	0 0 1 0 0 1 1 0 0 0 0 1 0 0 0 0	***R3 ← M[x3102] (ptr)***
x3002	1 1 1 1 0 0 0 0 0 0 1 0 0 0 1 1	***Input to R0 (TRAP x23)***
x3003	0 1 1 0 0 0 1 0 1 1 0 0 0 0 0 0	***R1 ← M[R3]***
x3004	0 0 0 1 1 0 0 0 0 1 1 1 1 1 0 0	***R4 ← R1 – 4 (EOT)***
x3005	0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0	***If Z, goto x300E***
x3006	1 0 0 1 0 0 1 0 0 1 1 1 1 1 1 1	***R1 ← NOT R1***
x3007	0 0 0 1 0 0 1 0 0 1 1 0 0 0 0 1	***R1 ← R1 + 1***
X3008	0 0 0 1 0 0 1 0 0 1 0 0 0 0 0 0	***R1 ← R1 + R0***
x3009	0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 1	***If N or P, goto x300B***

Program (2 of 2)

Address	*Instruction*	*Comments*
x300A	0 0 0 1 0 1 0 0 1 0 1 0 0 0 0 1	***R2 ← R2 + 1***
x300B	0 0 0 1 0 1 1 0 1 1 1 0 0 0 0 1	***R3 ← R3 + 1***
x300C	0 1 1 0 0 0 1 0 1 1 0 0 0 0 0 0	***R1 ← M[R3]***
x300D	0 0 0 0 1 1 1 1 1 1 1 1 0 1 1 0	***Goto x3004***
x300E	0 0 1 0 0 0 0 0 0 0 0 0 1 0 0 0	***R0 ← M[x3013]***
x300F	0 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0	***R0 ← R0 + R2***
x3010	1 1 1 1 0 0 0 0 0 0 1 0 0 0 0 1	***Print R0 (TRAP x21)***
x3011	1 1 1 1 0 0 0 0 0 0 1 0 0 1 0 1	***HALT (TRAP x25)***
X3012	Starting Address of File	
x3013	0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0	***ASCII x30 ('0')***

Filled arrow
= info to be processed.
Unfilled arrow
= control signal.



Data Path Components

- **Global bus**
  - special set of wires that carry a 16-bit signal to many components
  - inputs to the bus are "tri-state devices", that only place a signal on the bus when they are enabled
  - only one (16-bit) signal should be enabled at any time
    - control unit decides which signal "drives" the bus
  - any number of components can read the bus
    - register only captures bus data if it is write-enabled by the control unit
- **Memory**
  - Control and data registers for memory and I/O devices
  - memory: MAR, MDR (also control signal for read/write)

Data Path Components

- **ALU**
  - Accepts inputs from register file and from sign-extended bits from IR (immediate field).
  - Output goes to bus.
    - used by condition code logic, register file, memory
- **Register File**
  - Two read addresses (SR1, SR2), one write address (DR)
  - Input from bus
    - result of ALU operation or memory read
  - Two 16-bit outputs
    - used by ALU, PC, memory address
    - data for store instructions passes through ALU

Data Path Components

- **PC and PCMUX**
  - Three inputs to PC, controlled by PCMUX
    1. PC+1 – FETCH stage
    2. Address adder – BR, JMP
    3. bus – TRAP (discussed later)
- **MAR and MARMUX**
  - Two inputs to MAR, controlled by MARMUX
    1. Address adder – LD/ST, LDR/STR
    2. Zero-extended IR[7:0] -- TRAP (discussed later)

Data Path Components

- **Condition Code Logic**
  - Looks at value on bus and generates N, Z, P signals
  - Registers set only when control unit enables them **(LD.CC)**
    - only certain instructions set the codes **(ADD, AND, NOT, LD, LDI, LDR, LEA)**
- **Control Unit – Finite State Machine**
  - On each machine cycle, changes control signals for next phase of instruction processing
    - who drives the bus? **(GatePC, GateALU, …)**
    - which registers are write enabled? **(LD.IR, LD.REG, …)**
    - which operation should ALU perform? **(ALUK)**
  - Logic includes decoder for opcode, etc.