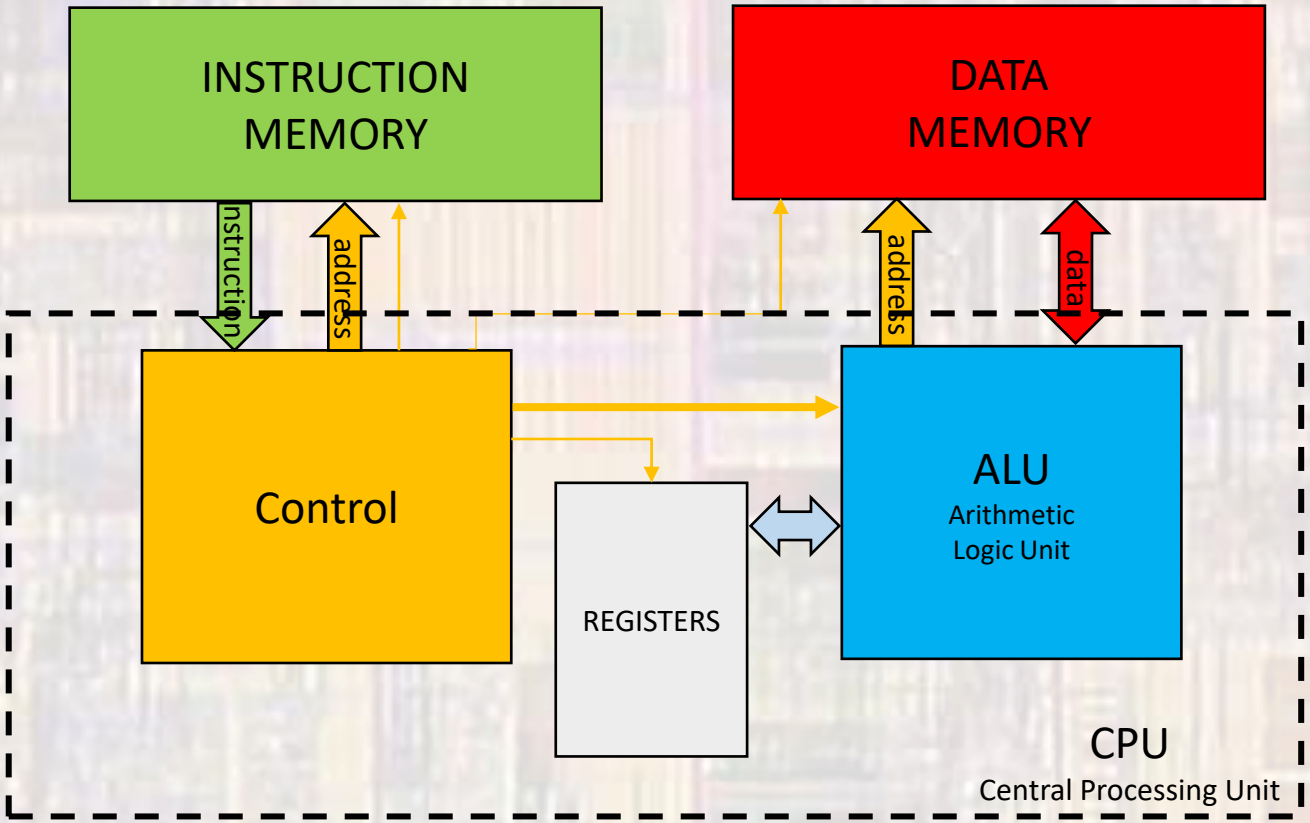
Program Execution

Last updated 8/30/21

Program Execution

- Processor Architecture
  - Harvard – separate Instruction and Data memory paths

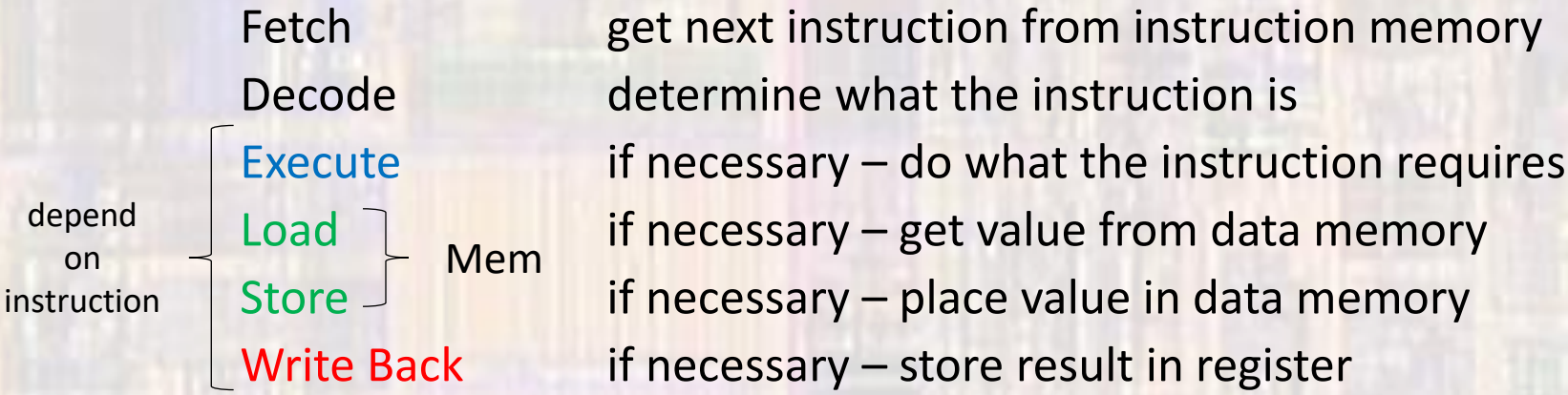


Program Execution

- RISC Instruction set
  - 2 basic types of instructions
    - Register based instructions
    - Memory instructions
  - Register Instructions
    - Only require access to the internal registers
      - Arithmetic
      - Logical
      - Control
  - Memory Operations
    - Read or write to memory/registers

Program Execution

- Instruction Execution



Program Execution

- Instruction Sequencing
  - Program Counter (PC)
    - Register that holds the NEXT instruction memory location to be fetched
    - Provides the address for the instruction memory read
    - Typically the register is incremented each clock cycle
      - Incremented by the size of an instruction
      - e.g. for a 16 bit instruction word the PC would be incremented by 2

Program Execution

- Instruction Sequencing
  - Program control
    - Linear flow – increment PC normally
    - Function call
      - Store the “planned” next instruction address somewhere
      - Place the first instruction address for the function in the PC
      - Execute linearly in the function until done
      - Restore the “planned” next instruction address

Program Execution

The compiler has assigned
b to memory location 4000
c to memory location 4004
a to memory location 4008

- 1 line of code - complete

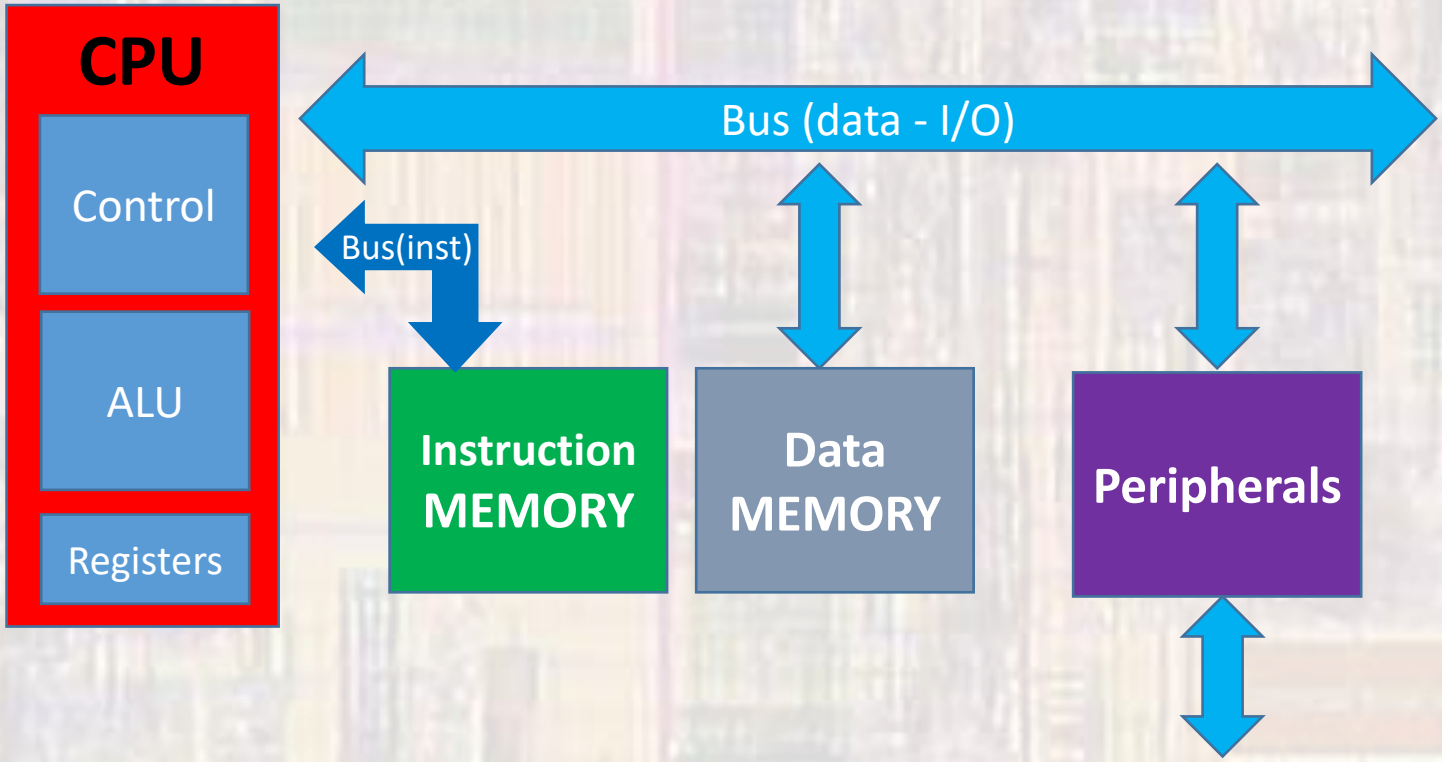
a = b + c;

The compiler turned the single line into 7 instructions

Mem loc	Instruction	Encoding	action
1000	ldi R1, 4000	90	Load loc for B into R1
1002	ld R2, mem(R1)	11	Put value at loc for B in R2
1004	ldi R1, 4004	92	Load loc for C into R1
1006	ld R3, mem(R1)	12	Put value at loc for C in R3
1008	add R2, R3, R4	27	R4 <- R2 + R3
100A	ldi R1, 4008	84	Load loc for A into R1
100C	st mem(R1), R4	21	Put value of R4 into loc for A

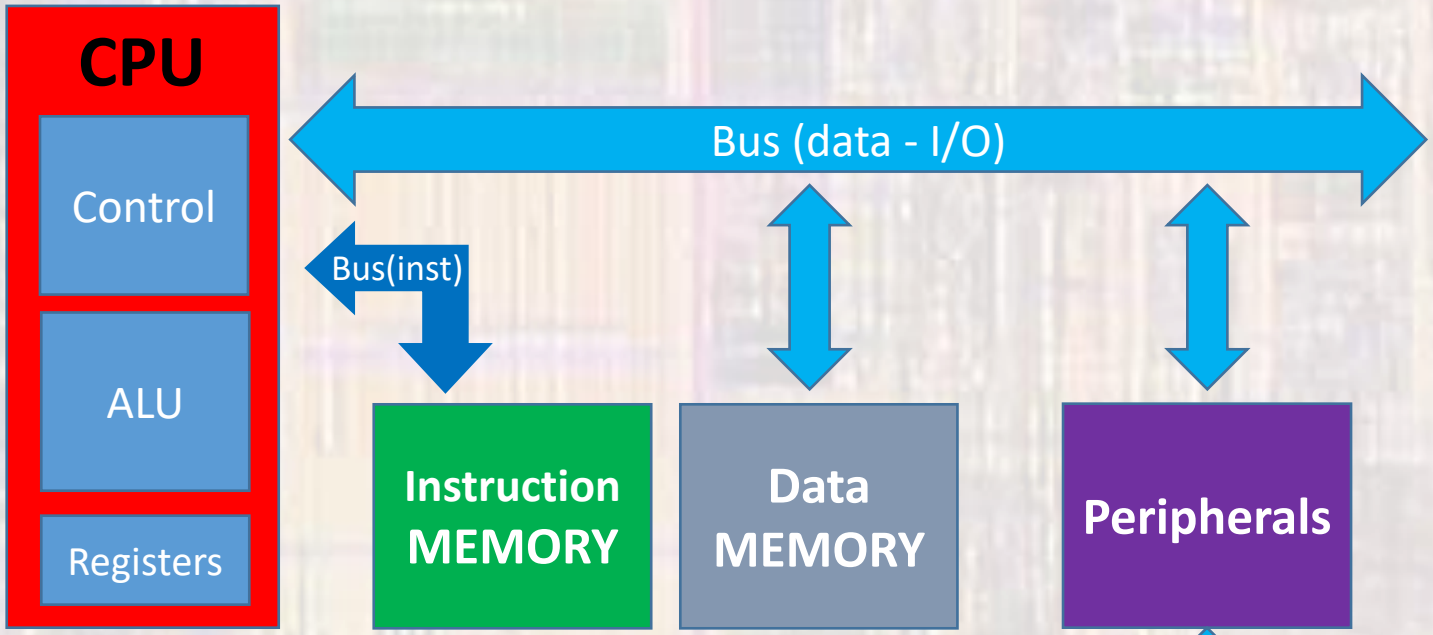
Program Execution

- Simplified Block Diagram



Program Execution

- Status
  - Data locations filled by previous commands
  - PC currently pointing to Instruction memory location 1000



R1 ??
R2 ??
R3 ??
R4 ??

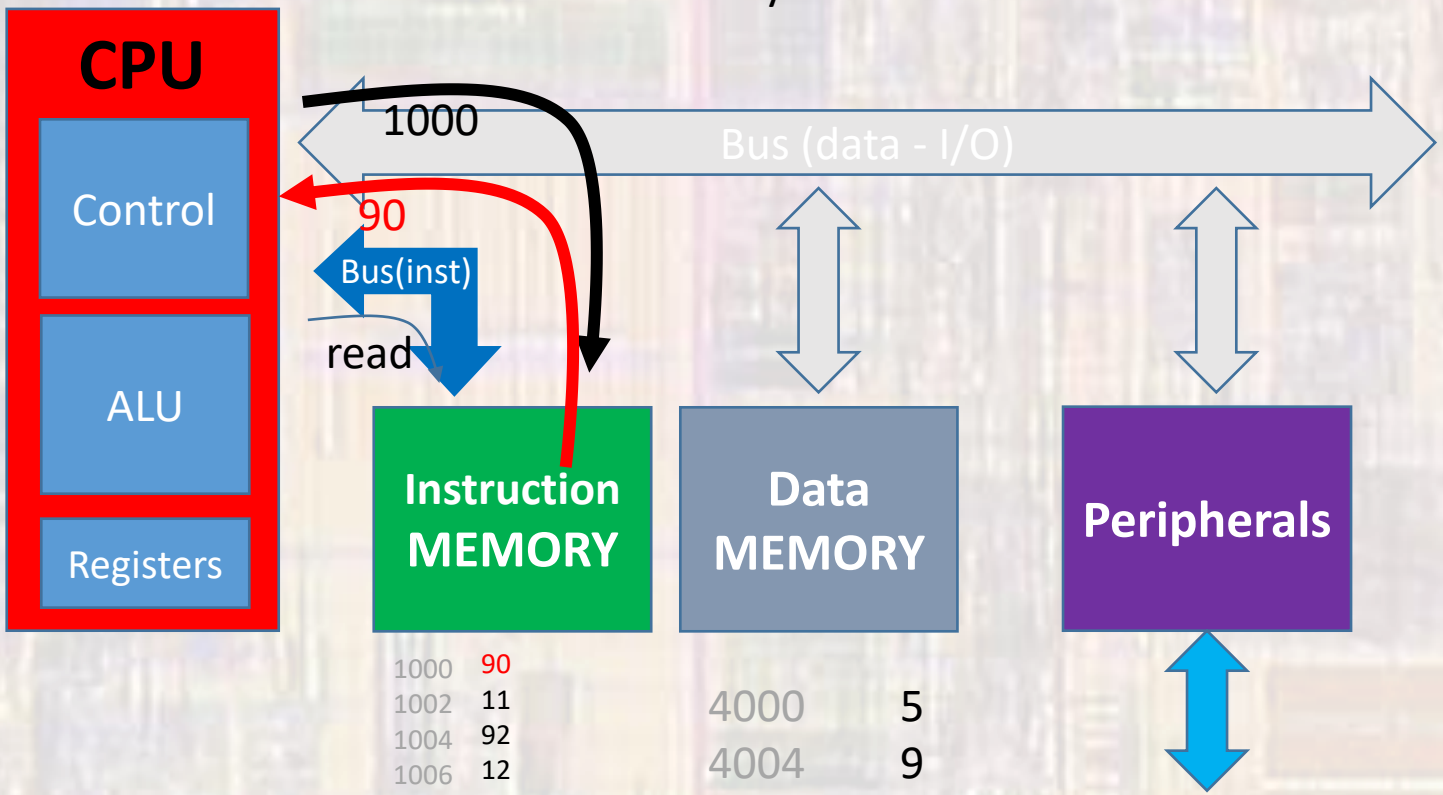
1000	90
1002	11
1004	92
1006	12
1008	27
100A	84
100C	21

4000	5
4004	9
4008	??

Program Execution

- Request Instruction (fetch)

Control puts a memory location (1000)
on the address bus along with a read signal
Instruction memory returns the value at that location (90)

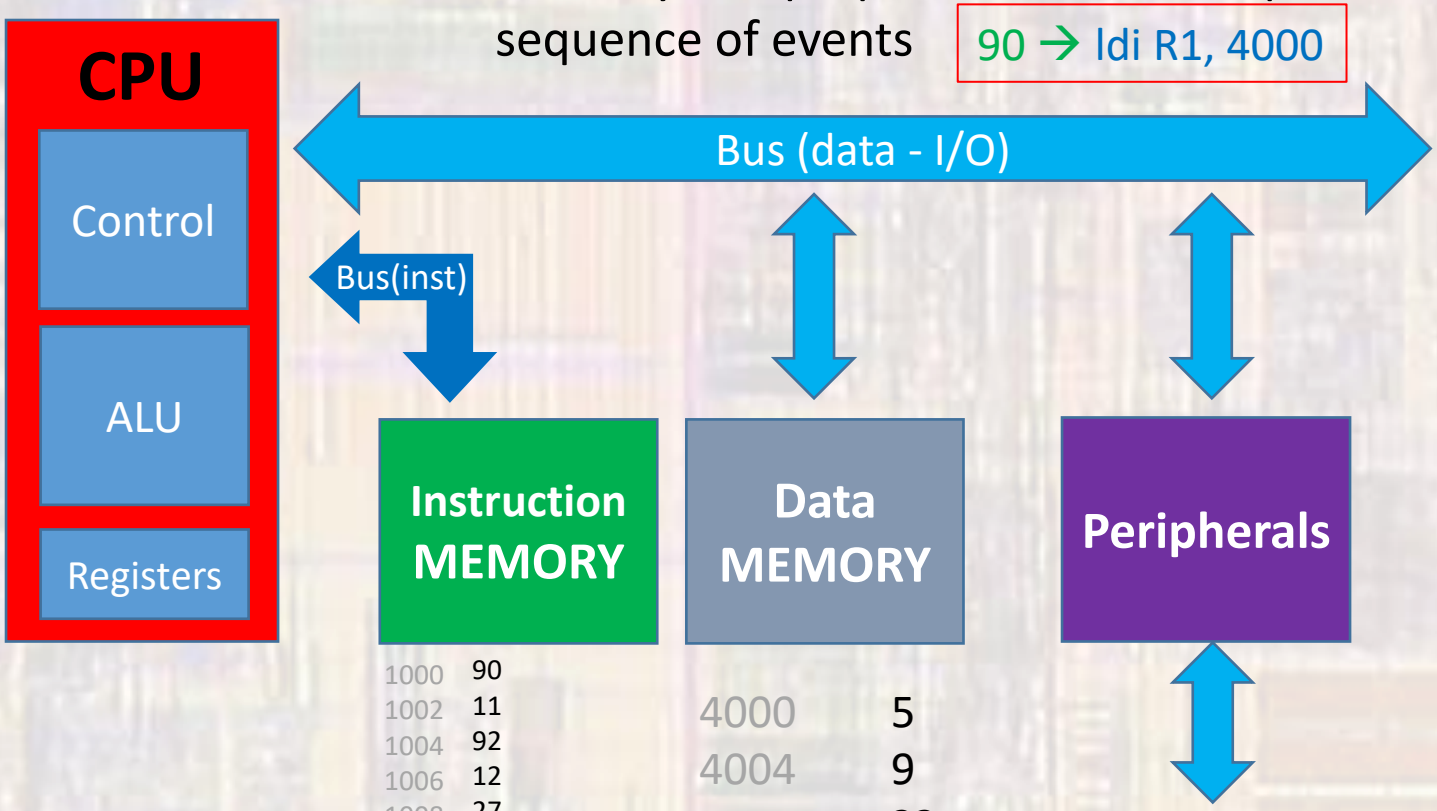


Program Execution

- Request Instruction (decode)

Control decodes the word returned by the memory and prepares to execute a pre-defined sequence of events

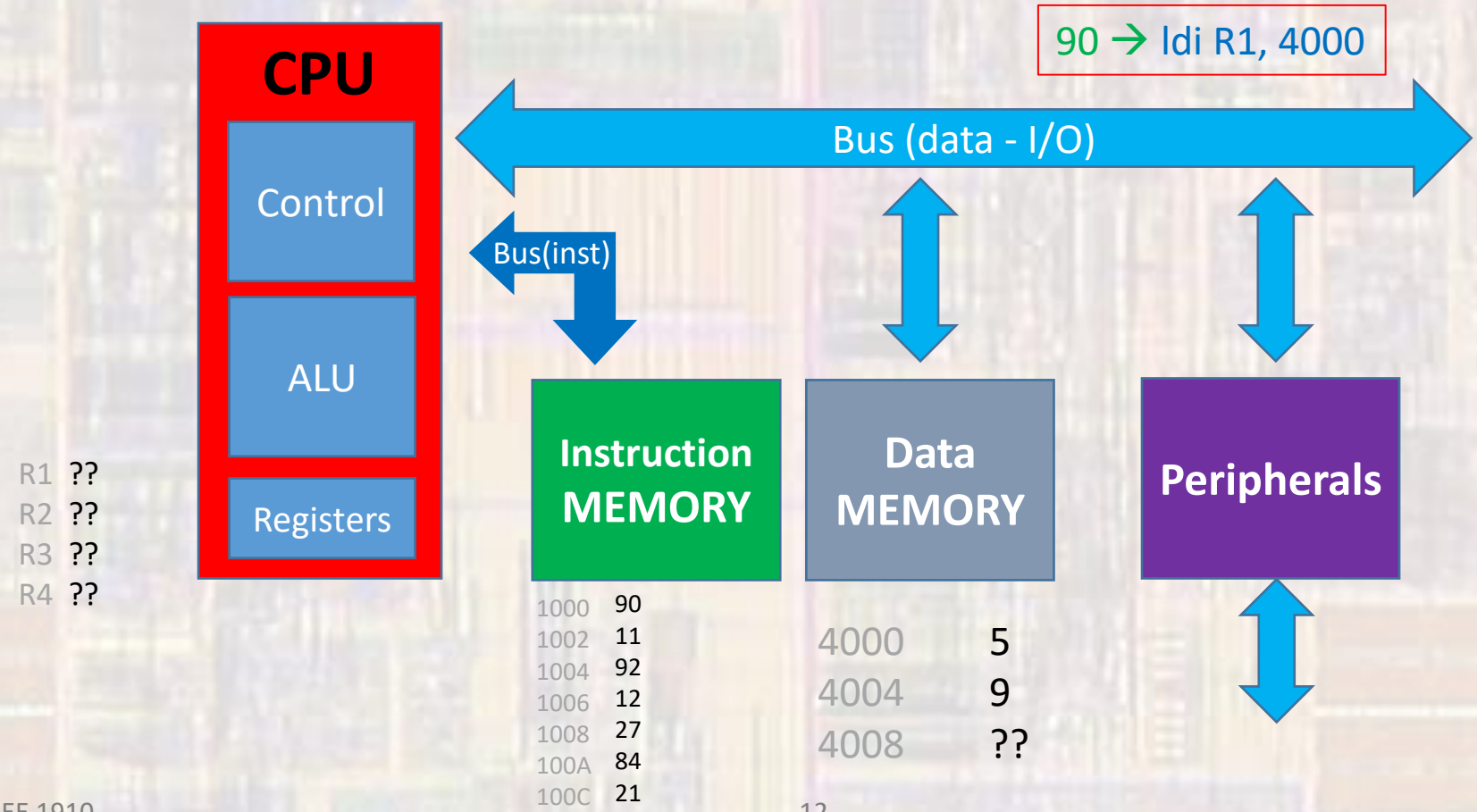
90 → ldi R1, 4000



Program Execution

- Request Instruction (execute)

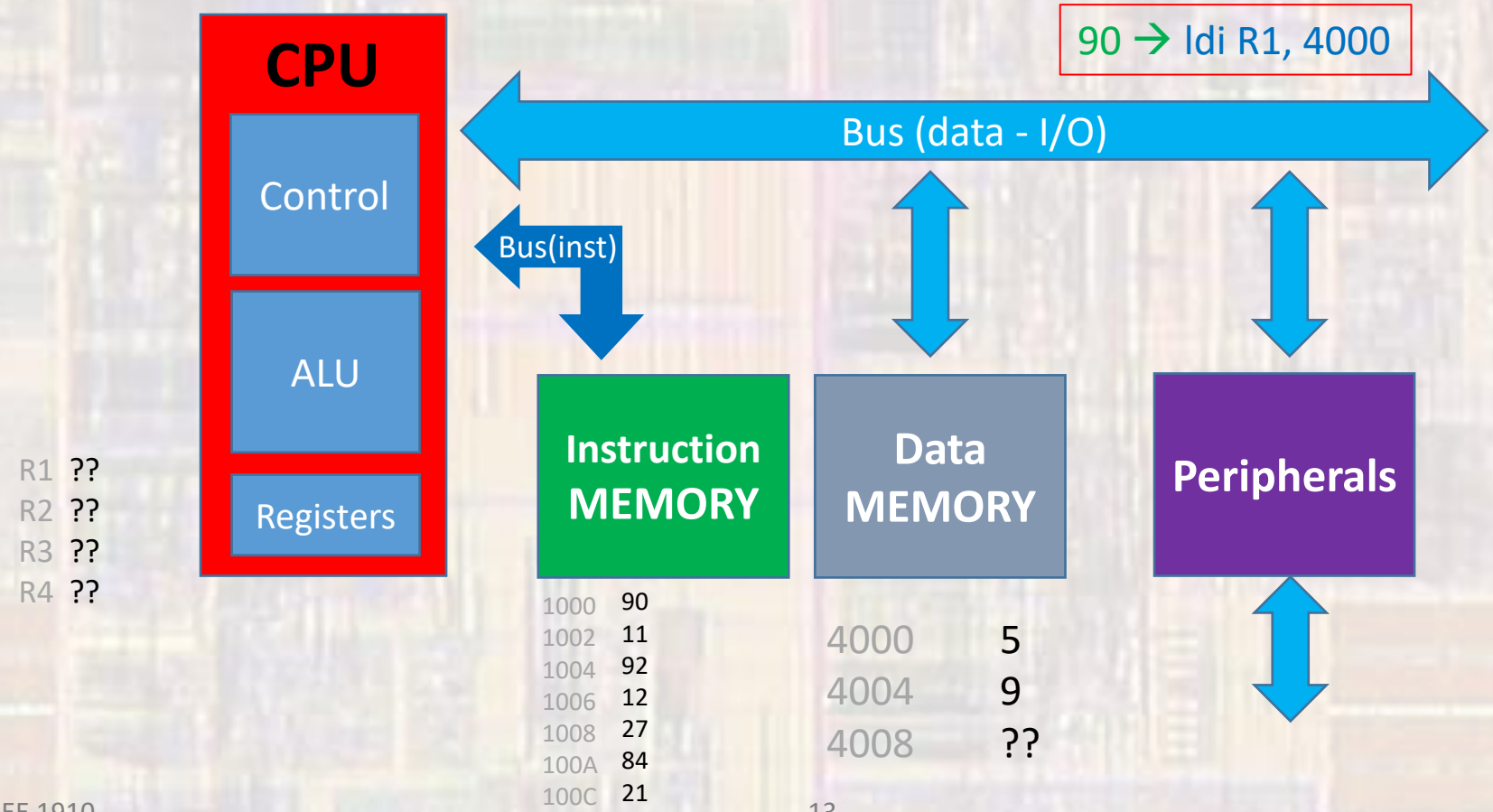
Does nothing for this instruction



Program Execution

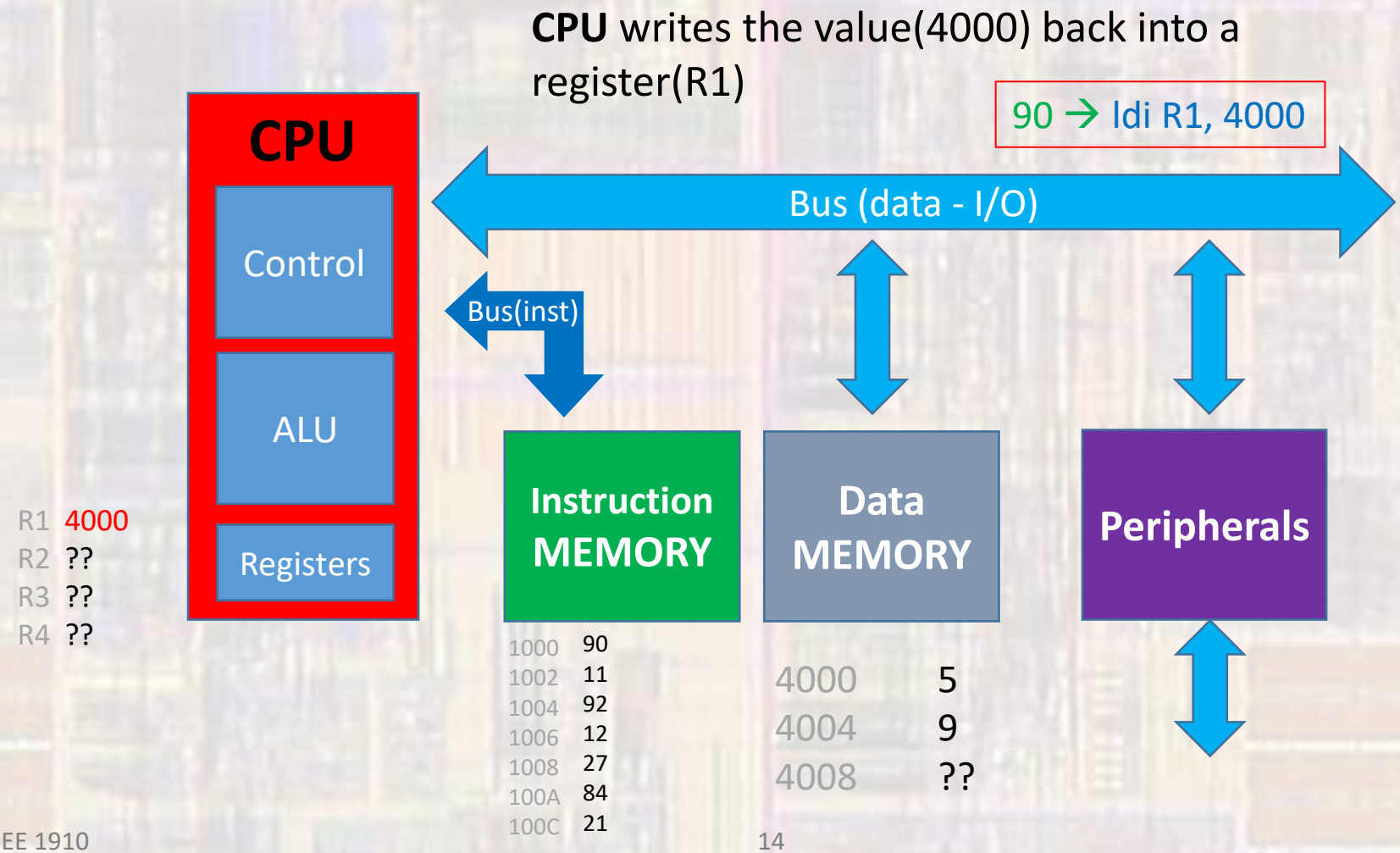
- Request Instruction (mem)

Does nothing for this instruction



Program Execution

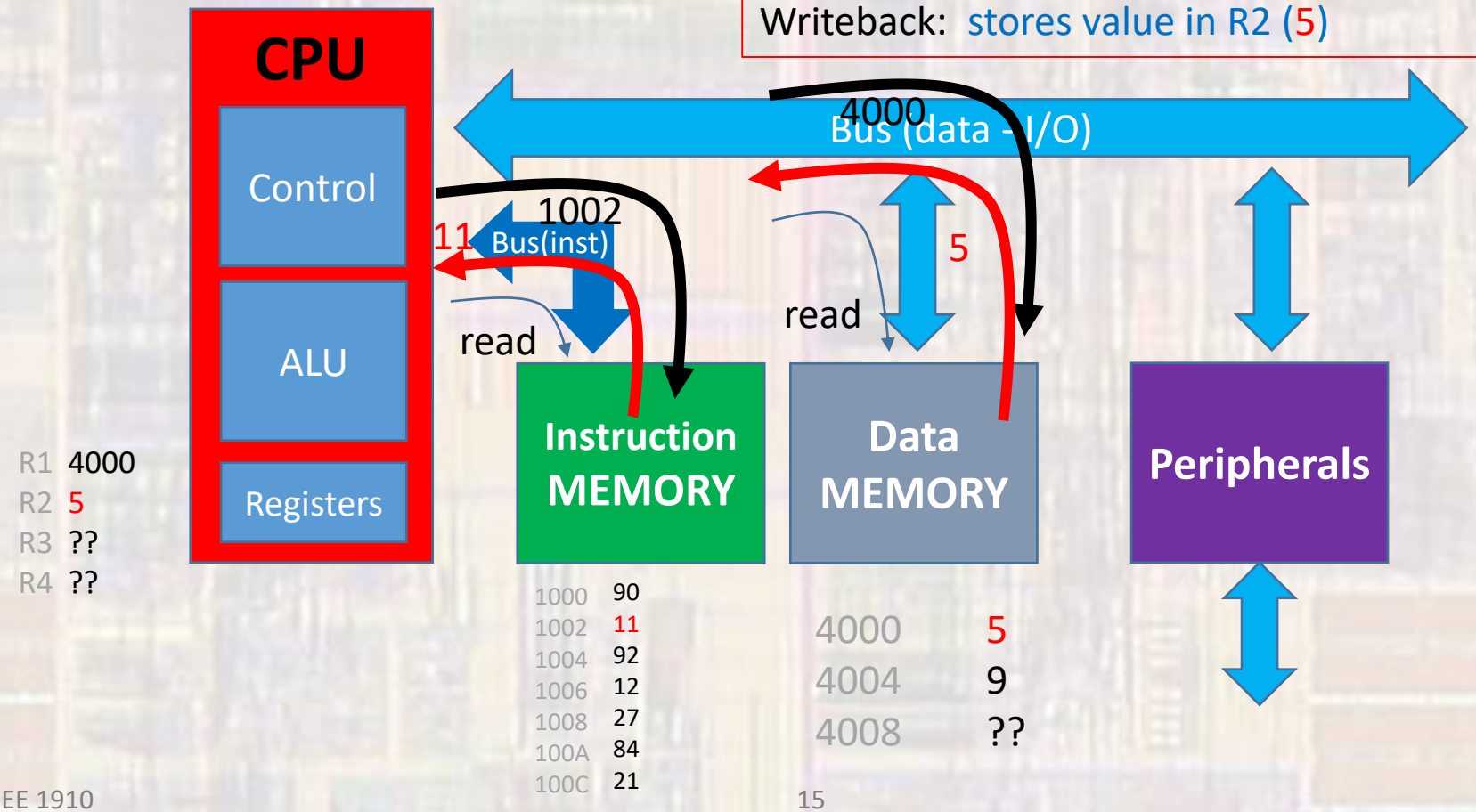
- Request Instruction (write back)



Program Execution

- PC advances (1002)

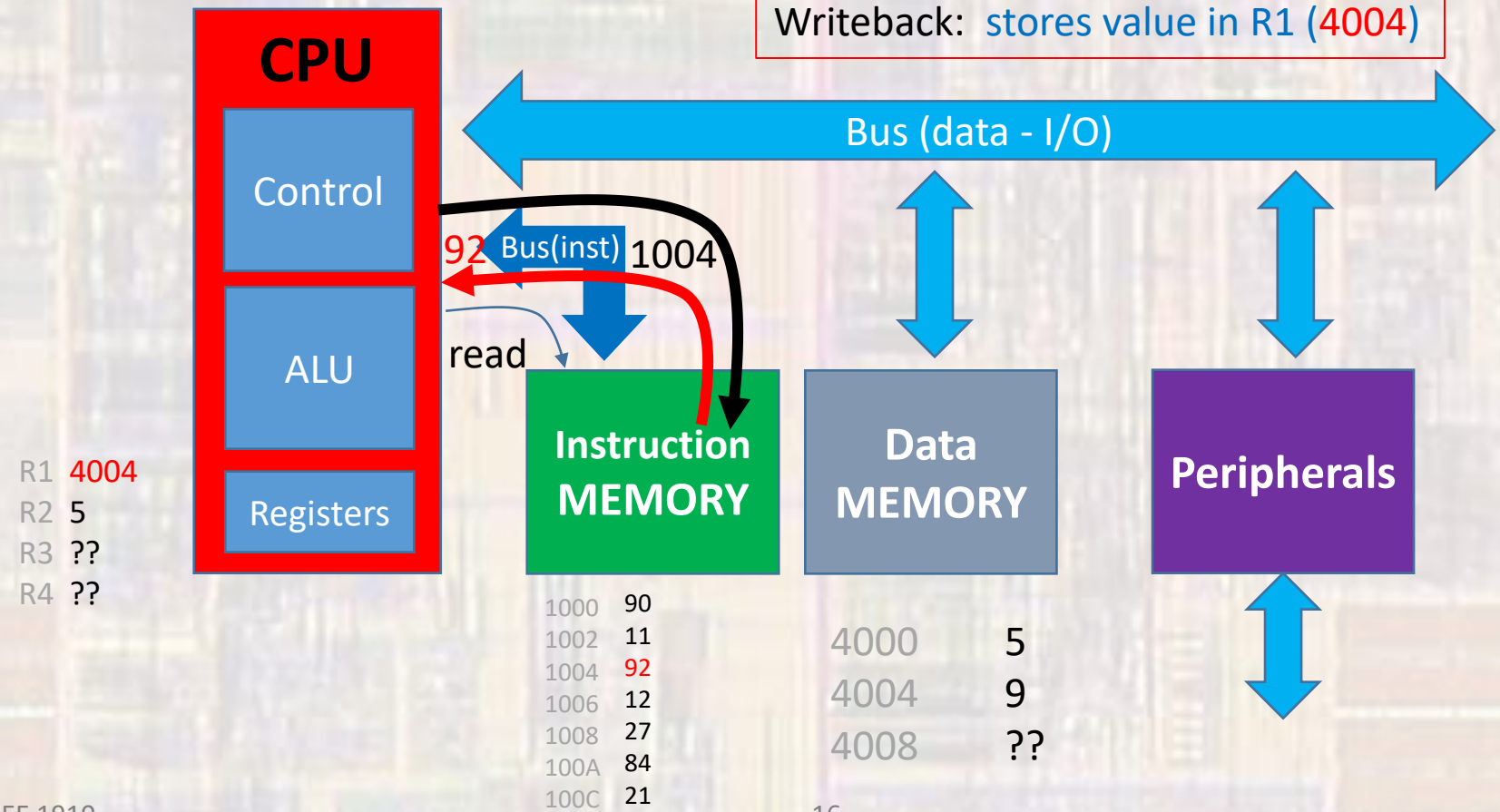
Fetch: → 1002 ← 11
Decode: 11 → ld R2, mem(R1)
Execute: idle
MEM: value at location in R1(4000) ← (5)
Writeback: stores value in R2 (5)



Program Execution

- PC advances (1004)

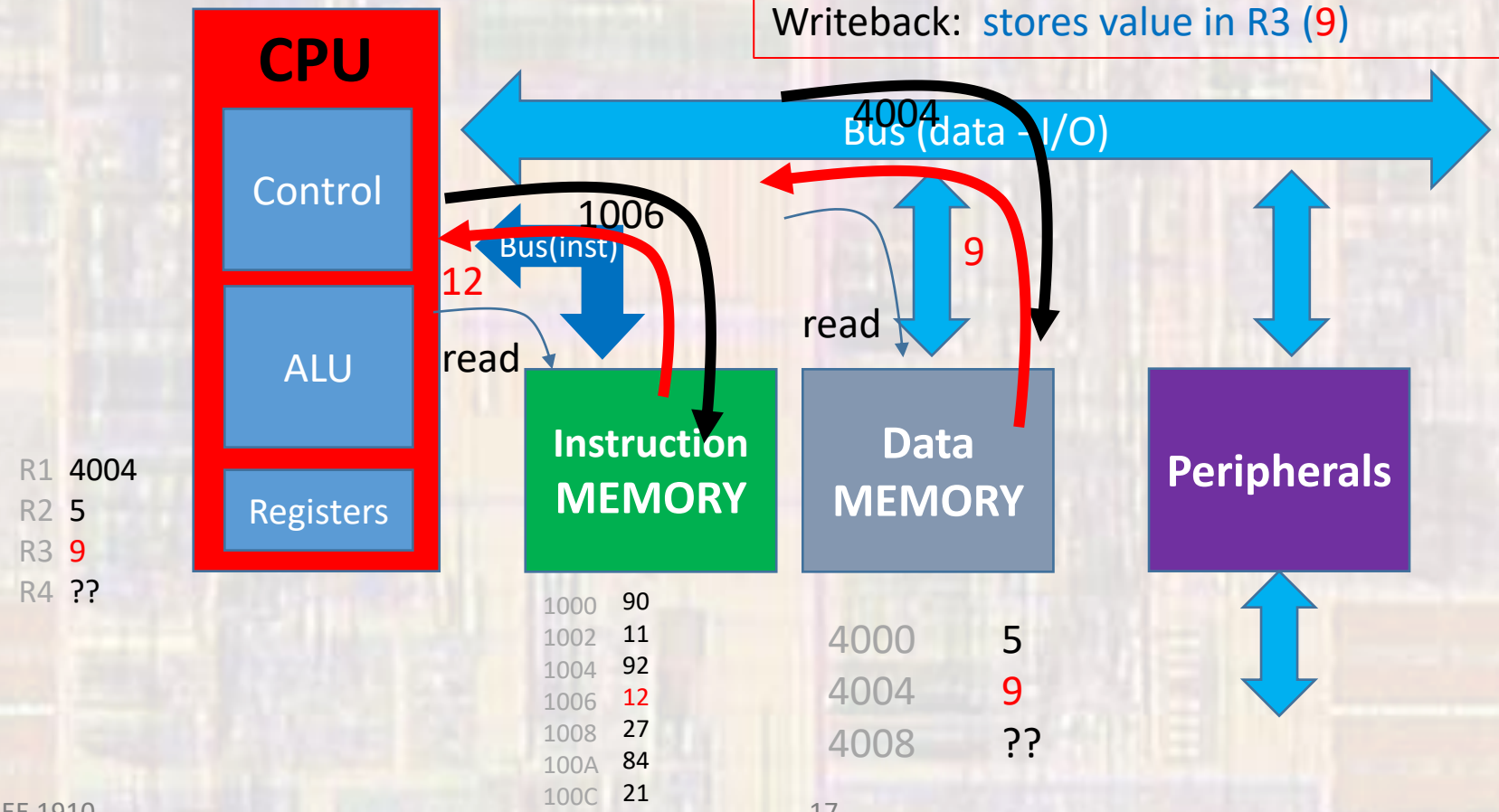
Fetch: → 1004 ← 92
Decode: 92 → ldi R1, 4004
Execute: idle
MEM: idle
Writeback: stores value in R1 (4004)



Program Execution

- PC advances (1006)

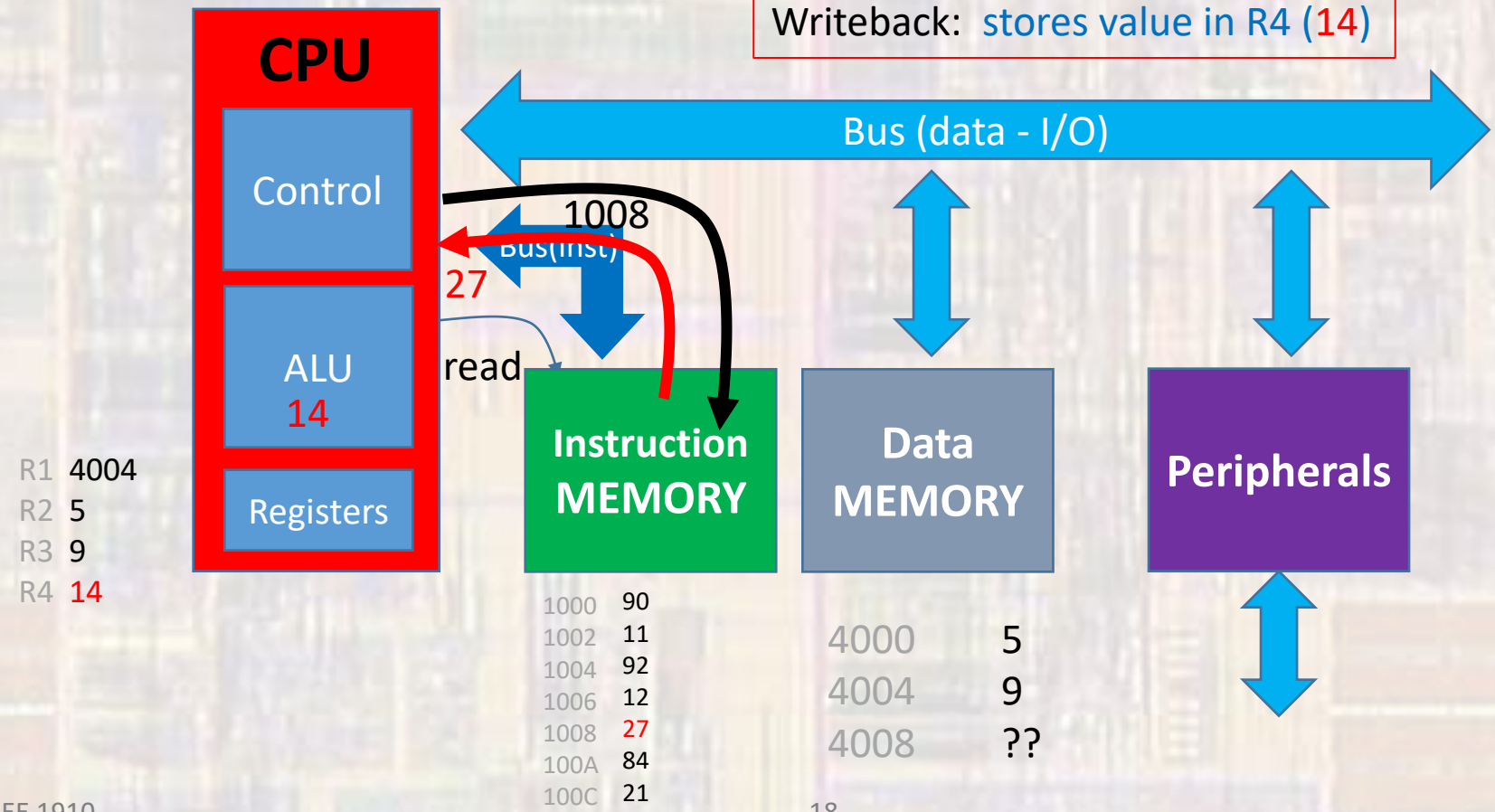
Fetch: → 1006 ← 12
Decode: 12 → ld R3, mem(R1)
Execute: idle
MEM: value at location in R1(4004) ← (9)
Writeback: stores value in R3 (9)



Program Execution

- PC advances (1008)

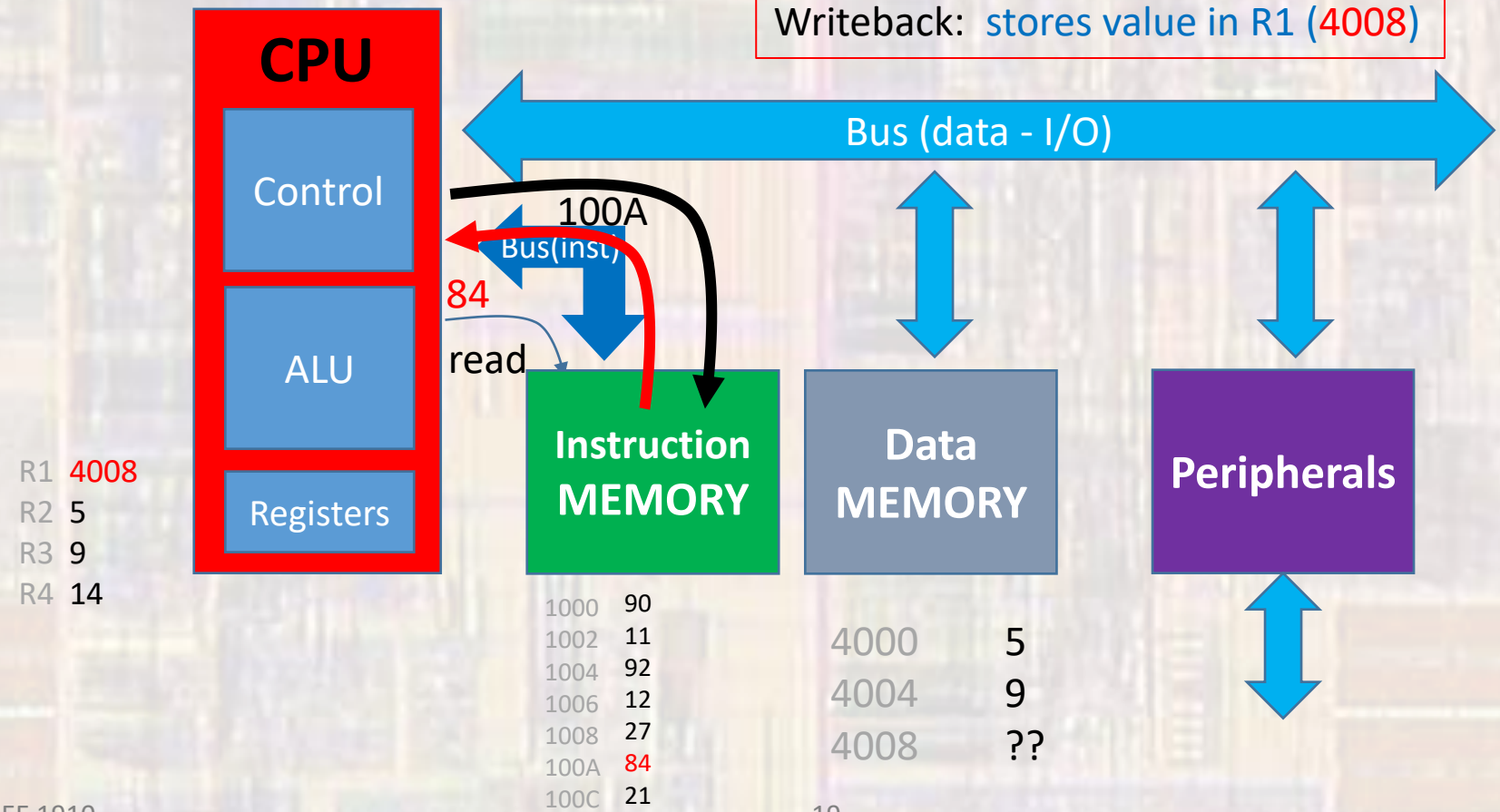
Fetch: → 1008 ← 27
Decode: 27 → add R2, R3, R4
Execute: adds R2 + R3 → 14
MEM: idle
Writeback: stores value in R4 (14)



Program Execution

- PC advances (100A)

Fetch: → 100A ← 84
Decode: 84 → ldi R1, 4008
Execute: idle
MEM: idle
Writeback: stores value in R1 (4008)



Program Execution

- PC advances (100C)

Fetch: → 100C ← 21
Decode: 21 → st mem(R1), R4
Execute: idle
MEM: R4(14) → location in R1(4008)
Writeback: idle