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Fetch, Decode, Execute

CS 2130: Computer Systems and Organization 1

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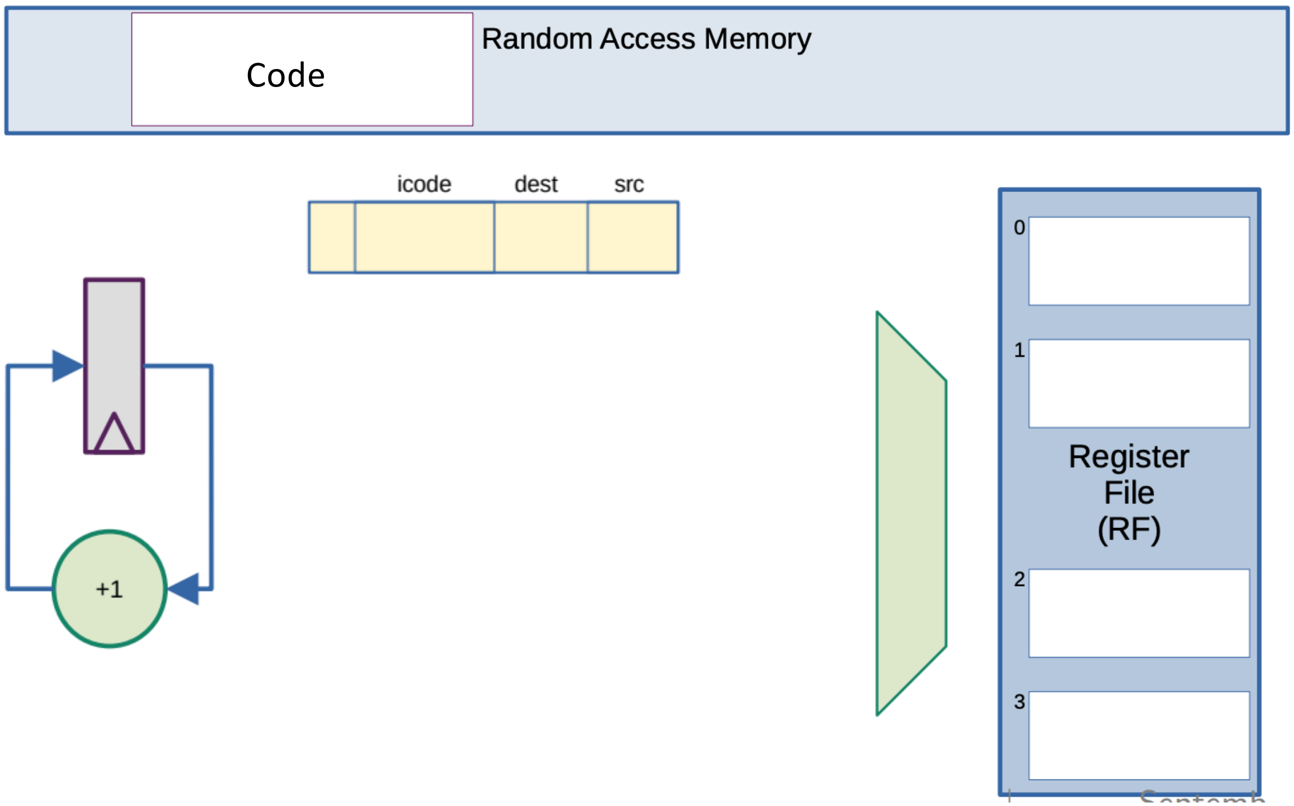
Building a Computer



Question

What happens if we get the 0-byte instruction? 00

Our Computer's Instructions

Toy ISA 3-bit icode

icode	meaning
0	`rA = rB`
1	`rA &= rB`
2	`rA += rB`
...	...
4	`rA` = read from memory at address `rB`
5	write `rA` to memory at address `rB`
...	...
7	Compare `rA` as 8-bit 2's-complement to 0 if `rA <= 0` set `pc = rB` else increment `pc` as normal

Our Computer's Instructions

Toy ISA 3-bit icode

icode	b	action
3	0	`rA = ~rA`
	1	`rA = !rA`
	2	`rA = -rA`
	3	`rA = pc`
6	0	`rA` = read from memory at `pc + 1`
	1	`rA` &= read from memory at `pc + 1`
	2	`rA` += read from memory at `pc + 1`
	3	`rA` = read from memory at the address stored at `pc + 1`
		For icode 6, increase `pc` by 2 at end of instruction

High-level Instructions

In general, 3 kinds of instructions

- **moves** - move values around without doing "work"
- **math** - broadly doing "work"
- **jumps** - jump to a new place in the code

Moves

Few forms

- Register to register (icode 0), x = y
- Register to/from memory (icodes 4-5), x = M[b], M[b] = x

Memory

- Address: an index into memory.
  - Addresses are just (large) numbers
  - Usually we will not look at the number and trust it exists and is stored in a register

Moves

icode	b	action
0		`rA = rB`
3	3	`rA = pc`
4		`rA` = read from memory at address `rB`
5		write `rA` to memory at address `rB`
6	0	`rA` = read from memory at `pc + 1`
	3	`rA` = read from memory at the address stored at `pc + 1`

Math

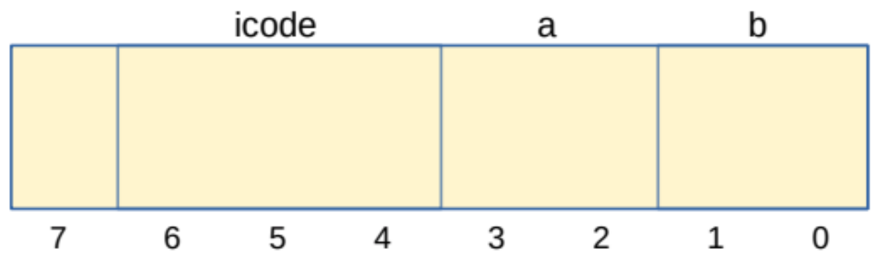
Broadly doing work

icode	b	meaning
1		`rA &= rB`
2		`rA += rB`
3	0	`rA = ~rA`
	1	`rA = !rA`
	2	`rA = -rA`
6	1	`rA` &= read from memory at `pc + 1`
	2	`rA` += read from memory at `pc + 1`

Note: We can implement other operations using these things!

icodes 3 and 6

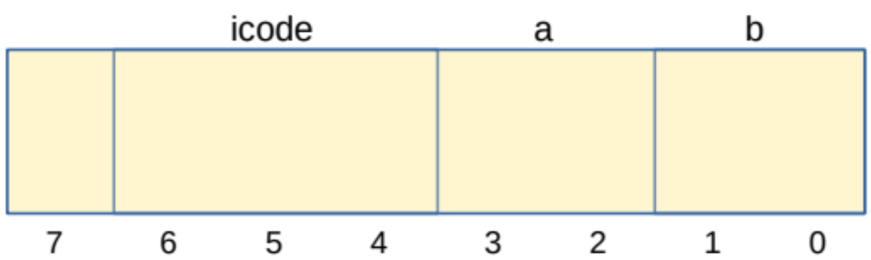
Special property of icodes 3 & 6: only one register used



icode	b	action
3	0	`rA = ~rA`
	1	`rA = !rA`
	2	`rA = -rA`
	3	`rA = pc`

icodes 3 and 6

Special property of icodes 3 & 6: only one register used

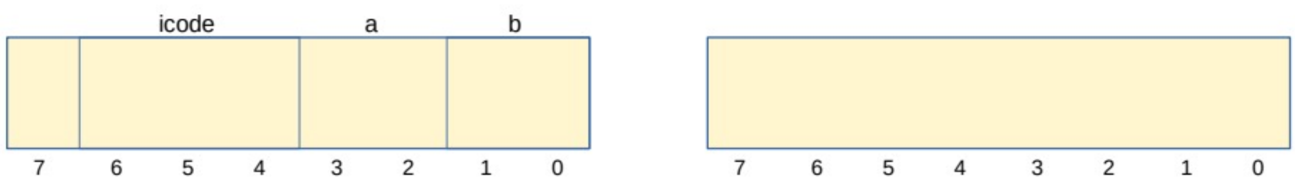


- Side effect: all bytes between 0 and 127 are valid instructions!
- As long as high-order bit is 0
- No syntax errors, any instruction given is valid

Immediate values

icode 6 provides literals, **immediate** values

icode	b	action
6	0	`rA` = read from memory at `pc + 1`
	1	`rA` &= read from memory at `pc + 1`
	2	`rA` += read from memory at `pc + 1`
	3	`rA` = read from memory at the address stored at `pc + 1`
		For icode 6, increase `pc` by 2 at end of instruction



Encoding Instructions

Example 1: r1 += 19

Instructions

icode	b	meaning
0		`rA = rB`
1		`rA &= rB`
2		`rA += rB`
3	0	`rA = ~rA`
	1	`rA = !rA`
	2	`rA = -rA`
	3	`rA = pc`
4		`rA` = read from memory at address `rB`
5		write `rA` to memory at address `rB`
6	0	`rA` = read from memory at `pc + 1`
	1	`rA` &= read from memory at `pc + 1`
	2	`rA` += read from memory at `pc + 1`
	3	`rA` = read from memory at the address stored at `pc + 1`
		For icode 6, increase `pc` by 2 at end of instruction
7		Compare `rA` as 8-bit 2's-complement to 0
		if `rA <= 0` set `pc = rB`
		else increment `pc` as normal

Encoding Instructions

Example 2: M[0x82] += r3
Read memory at address 0x82, add r3, write back to memory at same address

Instructions

icode	b	meaning
0		rA = rB
1		rA &= rB
2		rA += rB
3	0	rA = ~rA
	1	rA = !rA
	2	rA = -rA
	3	rA = pc
4		rA = read from memory at address rB
5		write rA to memory at address rB
6	0	rA = read from memory at pc + 1
	1	rA &= read from memory at pc + 1
	2	rA += read from memory at pc + 1
	3	rA = read from memory at the address stored at pc + 1
		For icode 6, increase pc by 2 at end of instruction
7		Compare rA as 8-bit 2's-complement to 0
		if rA <= 0 set pc = rB
		else increment pc as normal

Jumps

- Moves and math are large portion of our code
- We also need **control constructs**
  - Change what we are going to do next
  - if, while, for, functions, ...
- Jumps provide mechanism to perform these control constructs
- We jump by assigning a new value to the program counter PC

Jumps

- For example, consider an if

Jumps

icode	meaning
7	Compare `rA` as 8-bit 2's-complement to 0 if `rA <= 0` set pc `= rB` else increment pc as normal

Instruction icode 7 provides a **conditional** jump

- Real code will also provide an **unconditional** jump, but a conditional jump is sufficient

Writing Code

We can now write any* program!

- When you run code, it is being turned into instructions like ours
- Modern computers use a larger pool of instructions than we have (we will get there)

*we do have some limitations, since we can only represent 8-bit values and some operations may be tedious.

Our code to this machine code

How do we turn our control constructs into jump statements?

if/else to jump

while to jump

Function Calls

Encoding Instructions

Example 3: if r0 < 9 jump to 0x42

Instructions

icode	b	meaning
0		`rA = rB`
1		`rA &= rB`
2		`rA += rB`
3	0	`rA = ~rA`
	1	`rA = !rA`
	2	`rA = -rA`
	3	`rA = pc`
4		`rA` = read from memory at address `rB`
5		write `rA` to memory at address `rB`
6	0	`rA` = read from memory at `pc + 1`
	1	`rA` &= read from memory at `pc + 1`
	2	`rA` += read from memory at `pc + 1`
	3	`rA` = read from memory at the address stored at `pc + 1`
		For icode 6, increase `pc` by 2 at end of instruction
7		Compare `rA` as 8-bit 2's-complement to 0
		if `rA <= 0` set `pc = rB`
		else increment `pc` as normal