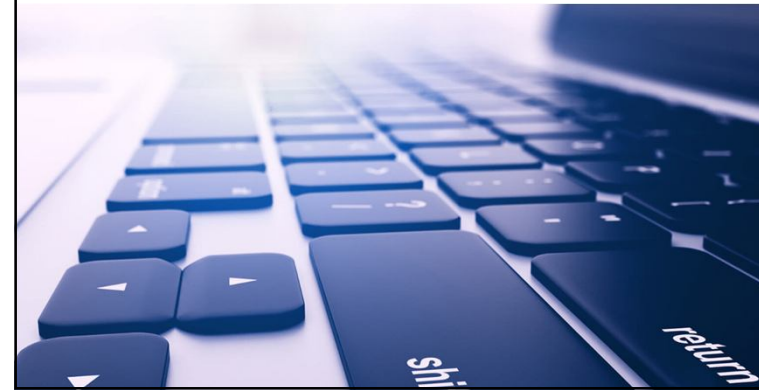


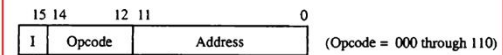


جلسه هفتم: بخش سوم طراحی کامپیوتر پایه  
فصل پنجم کتاب موريس مانو - طراحی و ساختار کامپیوتر پایه  
دستورات مراجعه به حافظه تا ابتدای وقفه

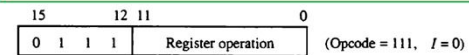


یادآوری: دستورات مراجعه به حافظه

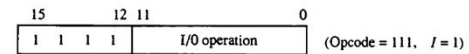
Figure 5-5 Basic computer instruction formats.



(a) Memory – reference instruction



(b) Register – reference instruction



(c) Input – output instruction

جدول دستورات مراجعه به حافظه

TABLE 5-4 Memory-Reference Instructions

Symbol	Operation decoder	Symbolic description
AND	$D_0$	$AC \leftarrow AC \wedge M[AR]$
ADD	$D_1$	$AC \leftarrow AC + M[AR], E \leftarrow C_{out}$
LDA	$D_2$	$AC \leftarrow M[AR]$
STA	$D_3$	$M[AR] \leftarrow AC$
BUN	$D_4$	$PC \leftarrow AR$
BSA	$D_5$	$M[AR] \leftarrow PC, PC \leftarrow AR + 1$
ISZ	$D_6$	$M[AR] \leftarrow M[AR] + 1,$ If $M[AR] + 1 = 0$ then $PC \leftarrow PC + 1$

دستورات ADD و AND

AND to AC

$D_0T_4: DR \leftarrow M[AR]$   
 $D_0T_5: AC \leftarrow AC \wedge DR, SC \leftarrow 0$

ADD to AC

$D_1T_4: DR \leftarrow M[AR]$   
 $D_1T_5: AC \leftarrow AC + DR, E \leftarrow C_{out}, SC \leftarrow 0$

دستورات بارگزاری و ذخیره سازی ACC

LDA: Load to AC

$D_2T_4: DR \leftarrow M[AR]$   
 $D_2T_5: AC \leftarrow DR, SC \leftarrow 0$

STA: Store AC

$D_3T_4: M[AR] \leftarrow AC, SC \leftarrow 0$

دستورات بارگزاری و ذخیره سازی ACC

LDA: Load to AC

$D_2T_4: DR \leftarrow M[AR]$   
 $D_2T_5: AC \leftarrow DR, SC \leftarrow 0$

STA: Store AC

$D_3T_4: M[AR] \leftarrow AC, SC \leftarrow 0$

دستورات پرش غیر شرطی و شرطی

**BUN: Branch Unconditionally**  
program branches (or jumps) unconditionally.  
 $D_4T_4: PC \leftarrow AR, SC \leftarrow 0$

**BSA: Branch and Save Return Address**  
subroutine or procedure.  
 $M[AR] \leftarrow PC, PC \leftarrow AR + 1$

$D_5T_4: M[AR] \leftarrow PC, AR \leftarrow AR + 1$   
 $D_5T_5: PC \leftarrow AR, SC \leftarrow 0$

مثال از دستور BSA

(a) Memory, PC, and AR at time  $T_4$

20	0	BSA	135
PC = 21	Next instruction		
AR = 135	Subroutine		
136	Subroutine		
1	BUN	135	

(b) Memory and PC after execution

20	0	BSA	135
21	Next instruction		
135	21	Subroutine	
PC = 136	Subroutine		
1	BUN	135	

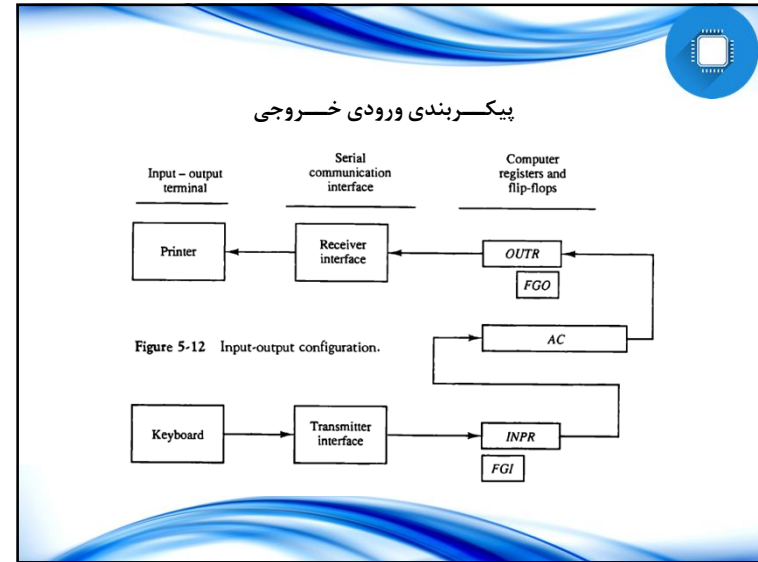
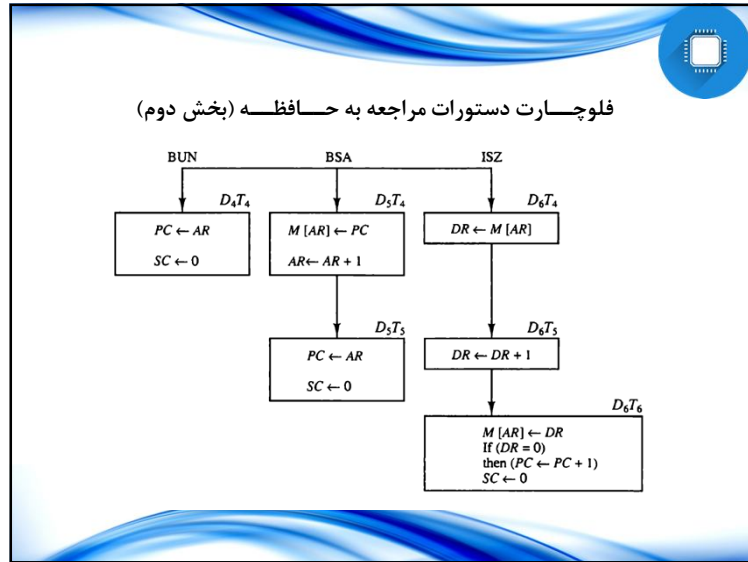
دستور افزایش و پرش در صورت صفر شدن

**ISZ: Increment and Skip if Zero**  
 $D_6T_4: DR \leftarrow M[AR]$   
 $D_6T_5: DR \leftarrow DR + 1$   
 $D_6T_6: M[AR] \leftarrow DR, \text{ if } (DR = 0)$   
then  $(PC \leftarrow PC + 1), SC \leftarrow 0$

فلوچارت دستورات مراجعه به حافظه (بخش اول)

```

    graph TD
        Root[Memory - reference instruction] --> AND[AND]
        Root --> ADD[ADD]
        Root --> LDA[LDA]
        Root --> STA[STA]
        
        AND --> AND_T4[D0T4: DR ← M[AR]]
        AND_T4 --> AND_T5[D0T5: AC ← AC ^ DR, SC ← 0]
        
        ADD --> ADD_T4[D1T4: DR ← M[MAR]]
        ADD_T4 --> ADD_T5[D1T5: AC ← AC + DR, E ← Cout, SC ← 0]
        
        LDA --> LDA_T4[D2T4: DR ← M[AR]]
        LDA_T4 --> LDA_T5[D2T5: AC ← DR, SC ← 0]
        
        STA --> STA_T4[D3T4: M[AR] ← AC, SC ← 0]
    
```



جدول دستورات ورودی خروجی

TABLE 5-5 Input-Output Instructions

$D_7T_3 = p$  (common to all input-output instructions)  
 $IR(i) = B_i$  [bit in  $IR(6-11)$  that specifies the instruction]

	$p$ :	$SC \leftarrow 0$	Clear SC
INP	$pB_{11}$ :	$AC(0-7) \leftarrow INPR, FGI \leftarrow 0$	Input character
OUT	$pB_{10}$ :	$OUTR \leftarrow AC(0-7), FGO \leftarrow 0$	Output character
SKI	$pB_9$ :	If $(FGI = 1)$ then $(PC \leftarrow PC + 1)$	Skip on input flag
SKO	$pB_8$ :	If $(FGO = 1)$ then $(PC \leftarrow PC + 1)$	Skip on output flag
ION	$pB_7$ :	$IEN \leftarrow 1$	Interrupt enable on
IOF	$pB_6$ :	$IEN \leftarrow 0$	Interrupt enable off