

# Chapter 04: Instruction Sets and the Processor organizations

## Lesson 09: Processor Instructions - Part 2

# Objective

- Learn Instructions
- Subroutine Call and Return
- Logic Instructions
- Add, subtract, Test and Comparison

# Subroutine call and return

# Subroutine

- A subroutine is also called routine
- Called function in c or C++
- Called method in Java
- A set of instructions or sub-program
- For a specific purpose
- At last instruction in subroutine, there is RET instruction for return to the calling program

# Examples of Subroutine call

1. Delay according to some parameter and the parameter passed as input to the routine
2. Cube of a parameter and the parameter passed as input to the routine
3. Sum of N- numbers in a table with the values of N and table start address passed as inputs to the routine

# CALL

- Subroutine call **CALL**— Save the next instruction PC (IP) on to stack-top or on to a register called link register (LR) and set the PC equal to the value of its input operand for the called routine address

# RET

- Return from the subroutine RET Retrieve the next instruction PC (IP) from stack-top or from the LR (link register) and set the PC equal to the next instruction address of the routine calling program

# Example

- StepK: (instruction k);  
(instruction k + 1);  
(instruction k + 2);
- CALL SBR\_X;
- StepL:
- .....
- SBR\_X: (instruction 1)....

# Operation

- PC for StepL saves at stack-top or at LR
- PC gets the address of SBR\_X after the CALL instruction

# Subroutine SBR\_X

SBR\_X: (instruction 1)

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RET

PC for gets the address of StepL from the stack-top or from the LR after the RET

# Addition and Subtraction

# Addition and Subtraction Instructions

- Simple arithmetic operations are addition and subtraction, which are provided in all processors
- They generally take one or two inputs, and generate one output
- In general, arithmetic operations read their input operands from and write their outputs to the register file

# Add, FADD and ADC

- **Addition—Add** Add its second integer operand to its first
- **Floating Point Add—FAdd** Add its second floating point operand to its first
- **Addition with carry—ADC** Add previous carry and its second integer operand to its first

# SUB, FSUB

- **Subtraction—SUB** Subtract its second integer operand from its first
- **Floating Point subtraction—FSUB** Subtract its second floating point operand from its first
- **Subtract with borrow—SUBB** Subtract previous borrow (in carry flag) and its second integer operand from its first

# INC, DEC

- **Increment— INC** Increment the operand input by 1
- **Decrement— DEC** Decrement the operand input by 1

# Logic, test and comparison Instructions

# Complement, OR, AND and XOR

- **Logical NOT—CPL** Complement its operand
- **Logical OR—OR** OR its second operand to its first
- **Logical AND—AND** AND its second operand to its first
- **Logical XOR—XOR** XOR its second operand to its first

# Test and Compare for Equality

- **Test—Test** Test its two operands whether they are equal by a hypothetical logical AND
- **Equality—EQ** Test its two integer operands whether they are equal by a hypothetical subtraction

# Compare GT and NEQ

- **Greater— GT** Test its two integer operands or whether first is greater by a hypothetical subtraction
- **Not Equality — NEQ** Test its two integer operands whether they are not equal by a hypothetical subtraction

# Compare LT and GEQ

- **Lesser—LT** Test its two integer operands or whether first is lesser by a hypothetical subtraction
- **Greater or Equality—GEQ** Test its two integer operands whether first is greater by a hypothetical subtraction or whether they are equal by a hypothetical subtraction

# Compare LEQ

- **Lesser or Equality—LEQ** Test its two integer operands whether first is lesser by a hypothetical subtraction or whether they are equal by a hypothetical subtraction

# Summary

## We learnt

- Instructions for Subroutine Call and RET
- Logical AND, OR, XOR, NOT
- Add
- Subtract
- Test
- Comparison Instructions

End of Lesson 09 on  
**Processor Instructions - Part 2**