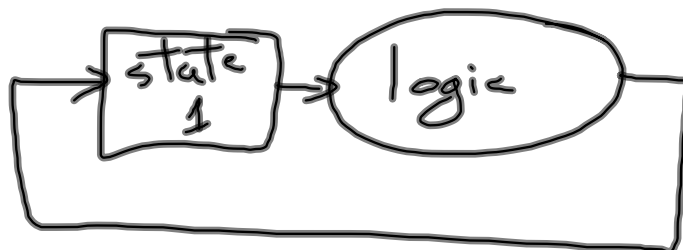
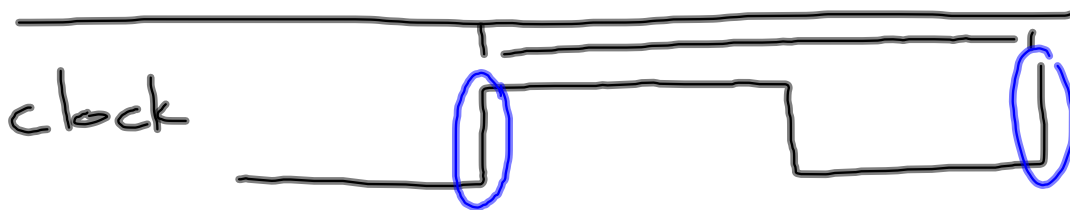

state devices - sequential
(memory, latches, registers)

logic devices - combinational
(circuits from truth tables)



CPU



Instruction Execution

1. Fetch instr. from mem.
 - addr. in PC
2. Decode instr.
 - examine opcode/funct.
 - get registers ready for read/write
 - get operands
3. Execute
 - ALU does calculation
4. Memory access
5. Write result to reg (if any)

Instruction Fetch

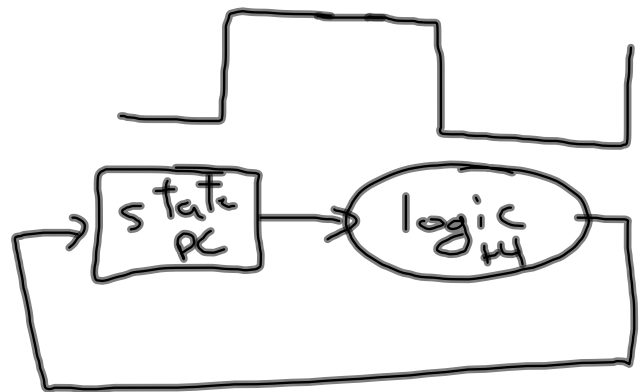
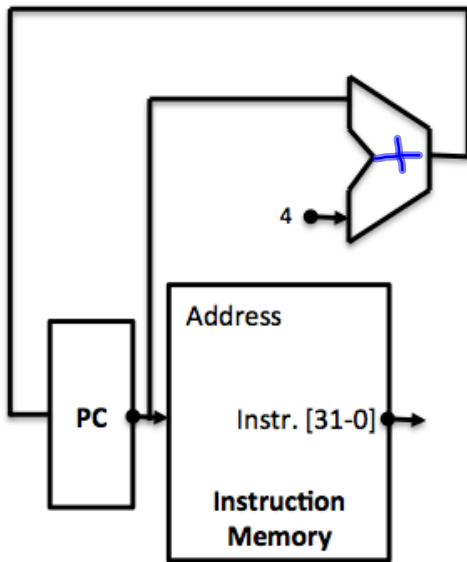
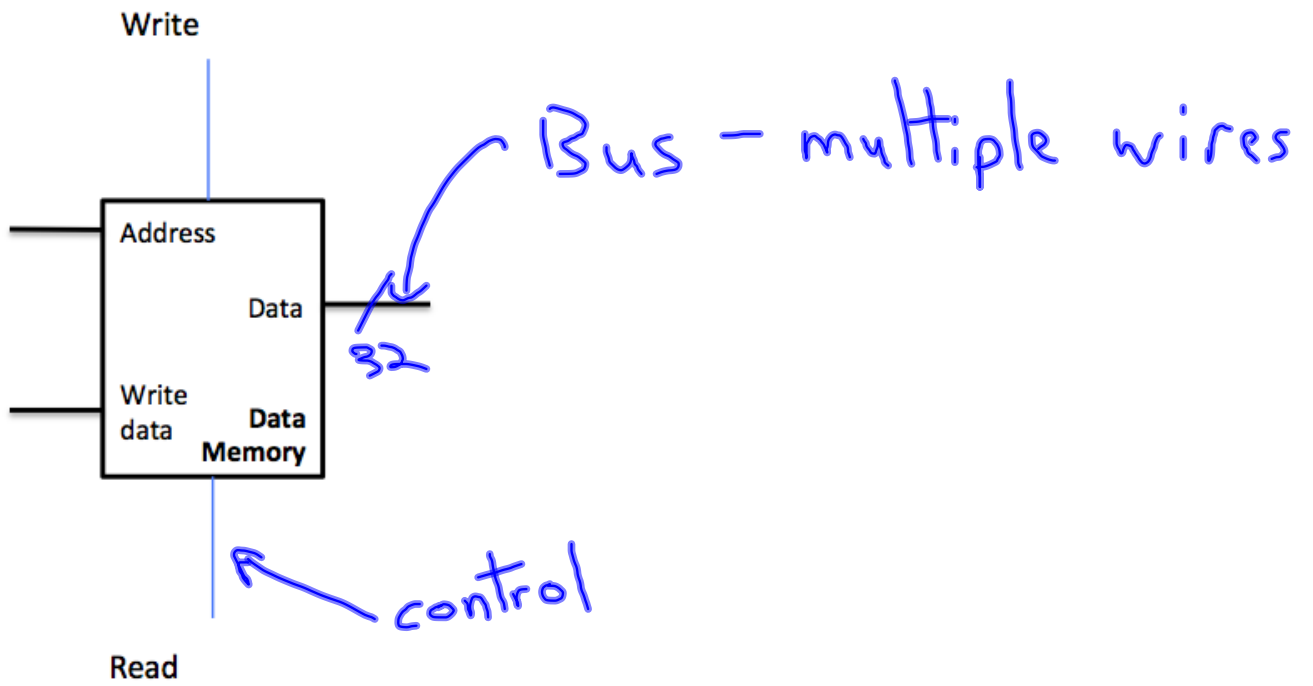
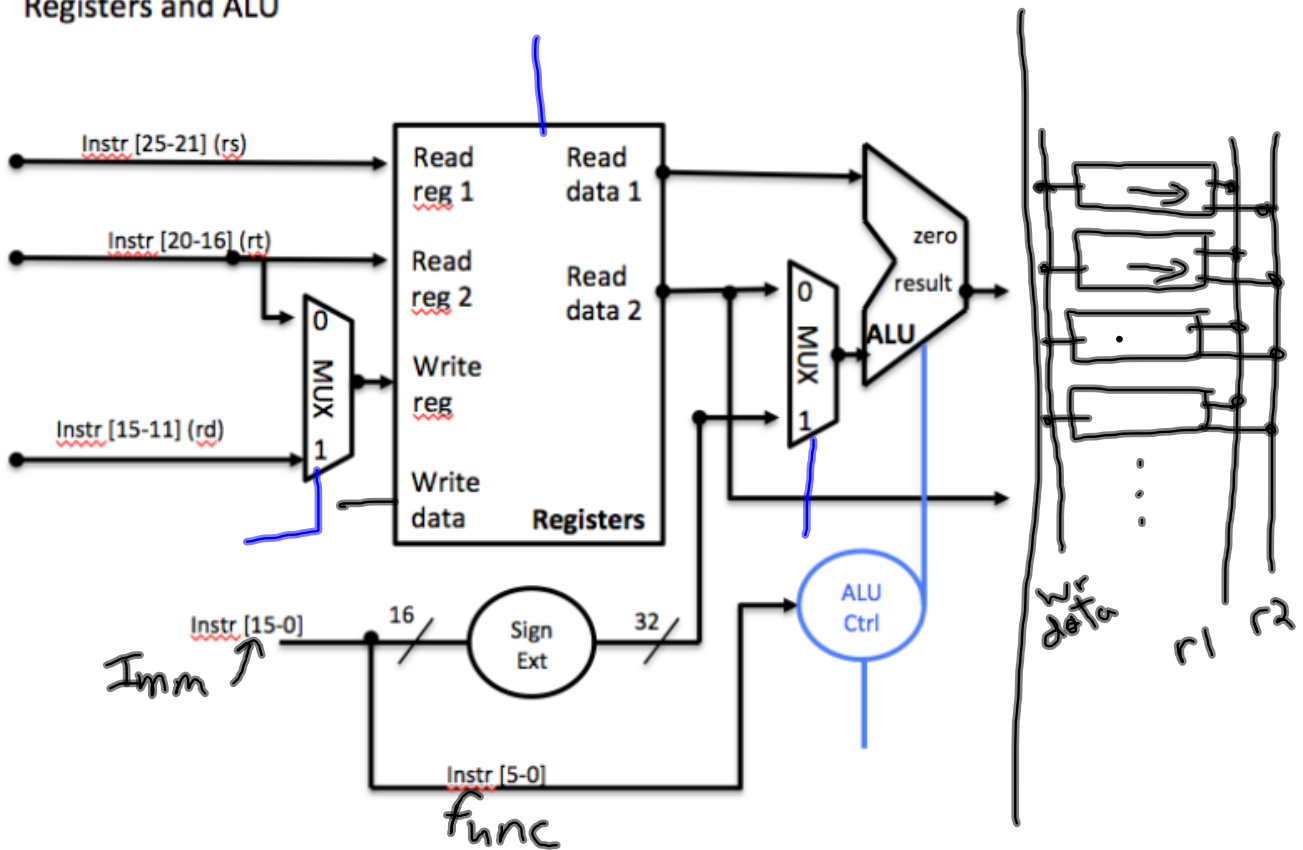


Fig 4.6 p 309

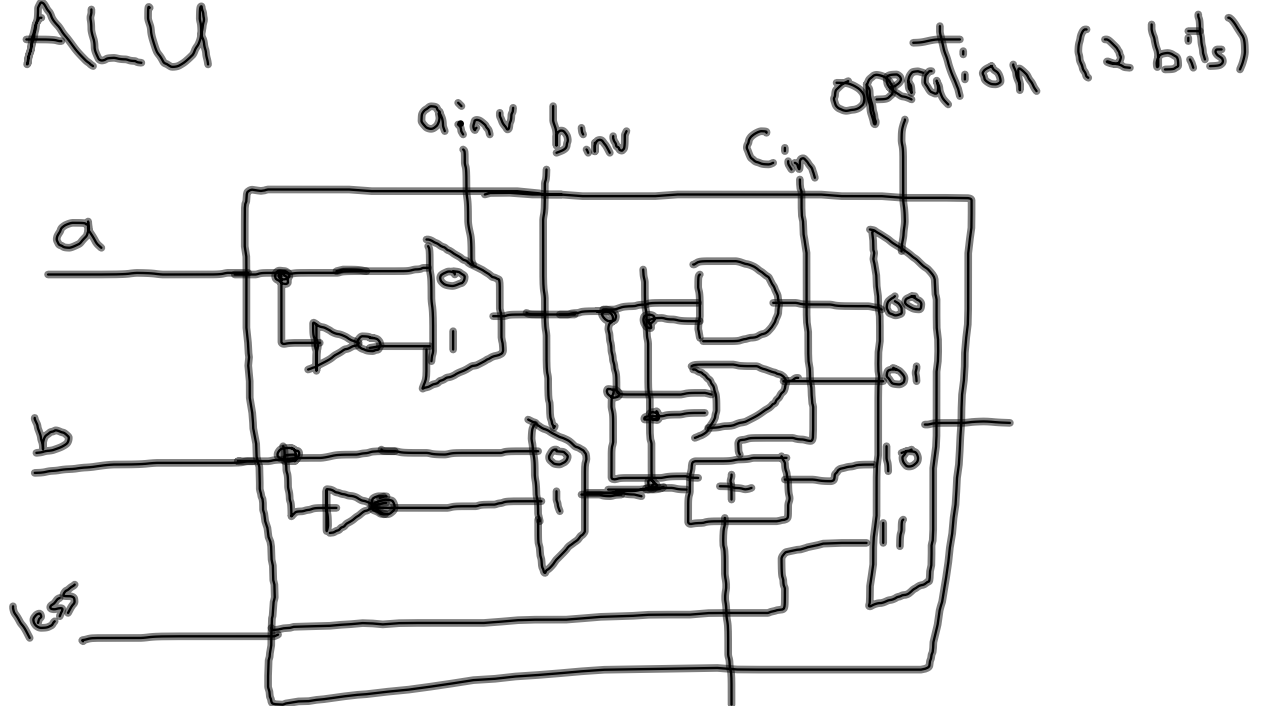


Registers and ALU



From figures 4.7, 4.8 pp 310-311.

ALU



	a_{inv}	b_{inv}	C_{in}	cout	op
$a + b$	0	0	0		10
$a - b$	0	1	1		10
$a \text{ nor } b$	1	1	0		00

$$\overline{(a | b)} = \bar{a} \& \bar{b}$$

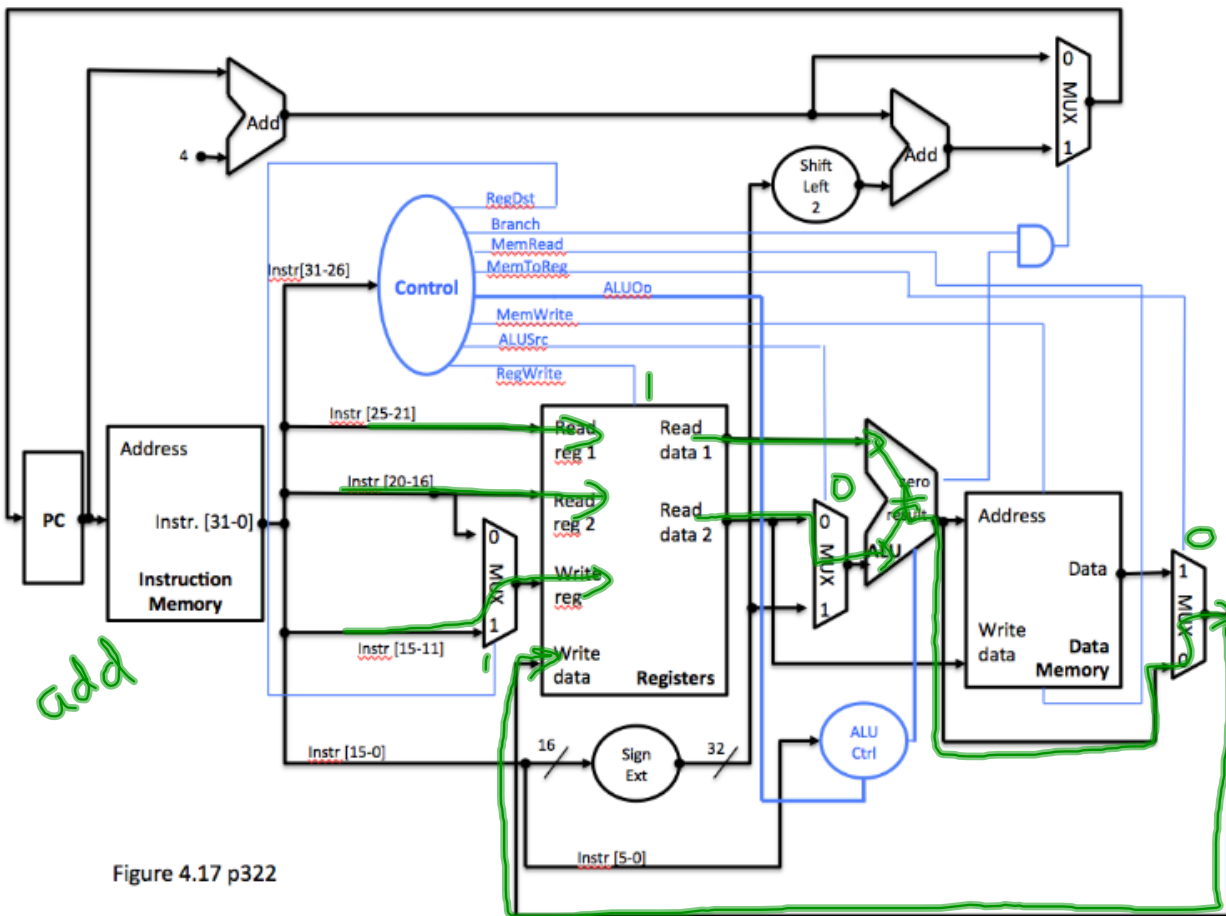


Figure 4.17 p322