

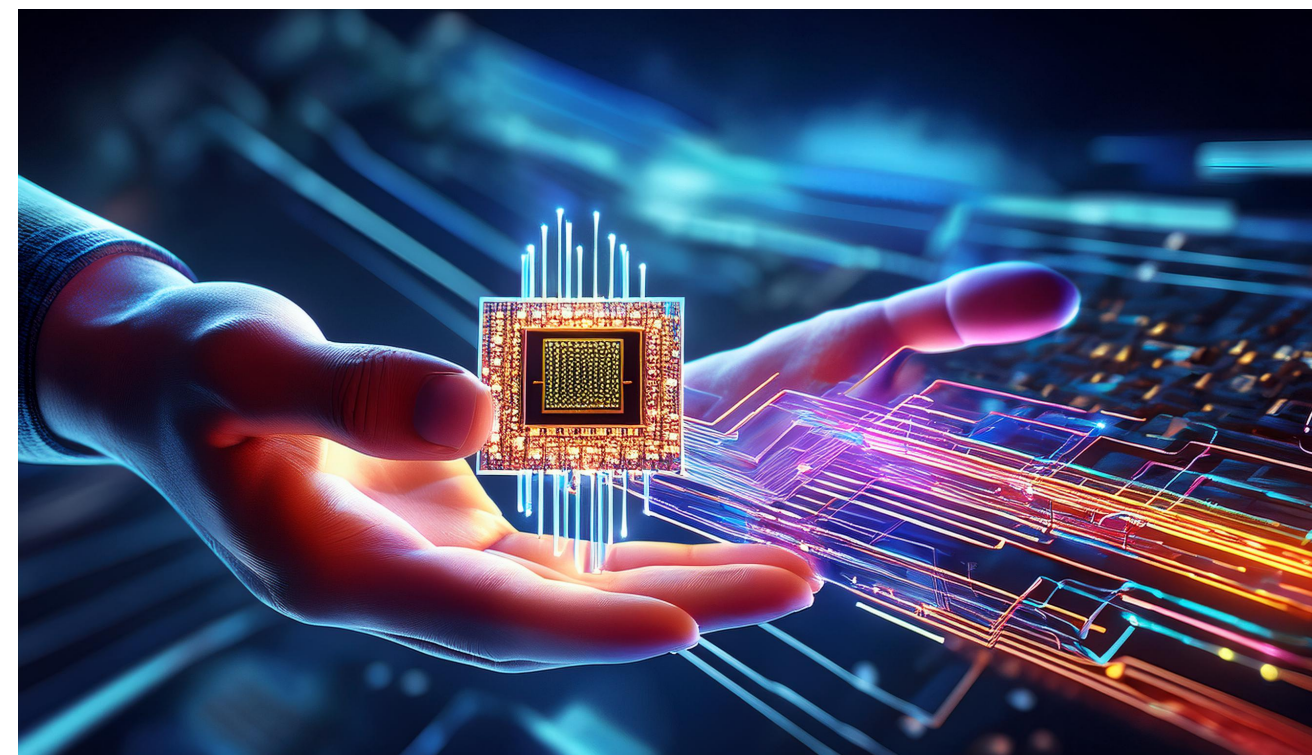


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CSCI 250

Introduction to Computer Organisation

Lecture 3: CPU Architecture VI



Jetic Gū

Overview

- Focus: Course Introduction
- Architecture: CPU and Computer Architecture
- Core Ideas:

1. Supplement: Intel 8086 CPU

1. <https://intranetssn.github.io/www.ssn.net/twiki/pub/CseIntranet/CseAEC6504/8086PinDiagram.pdf>
2. https://ece-research.unm.edu/jimp/310/slides/8086_chipset.html
3. <https://www.righto.com/2023/02/8086-interrupt.html>
4. <https://drsunbeam.wordpress.com/wp-content/uploads/2021/04/8086-pin-functions-au-2021-2.pdf>
5. https://archive.org/details/The_8086_Book_Russell_Rector_George_Alexy

Background

- Intel 4004: one of the first consumer microprocessor CPU, 4bit
- Intel 8008: 1972, 8bit, up to 16KB memory, 500-800kHz
- Intel 8080: 1974, 8bit, up to 64KB memory, 2-3.125MHz
- Intel 8086: 1978, 16bit, up to 1MB Memory, 5-10MHz
 - Used in the original IBM PC (Personal Computer)
 - x86-16 instruction set, the 64bit version of which still used today

Intel 8086

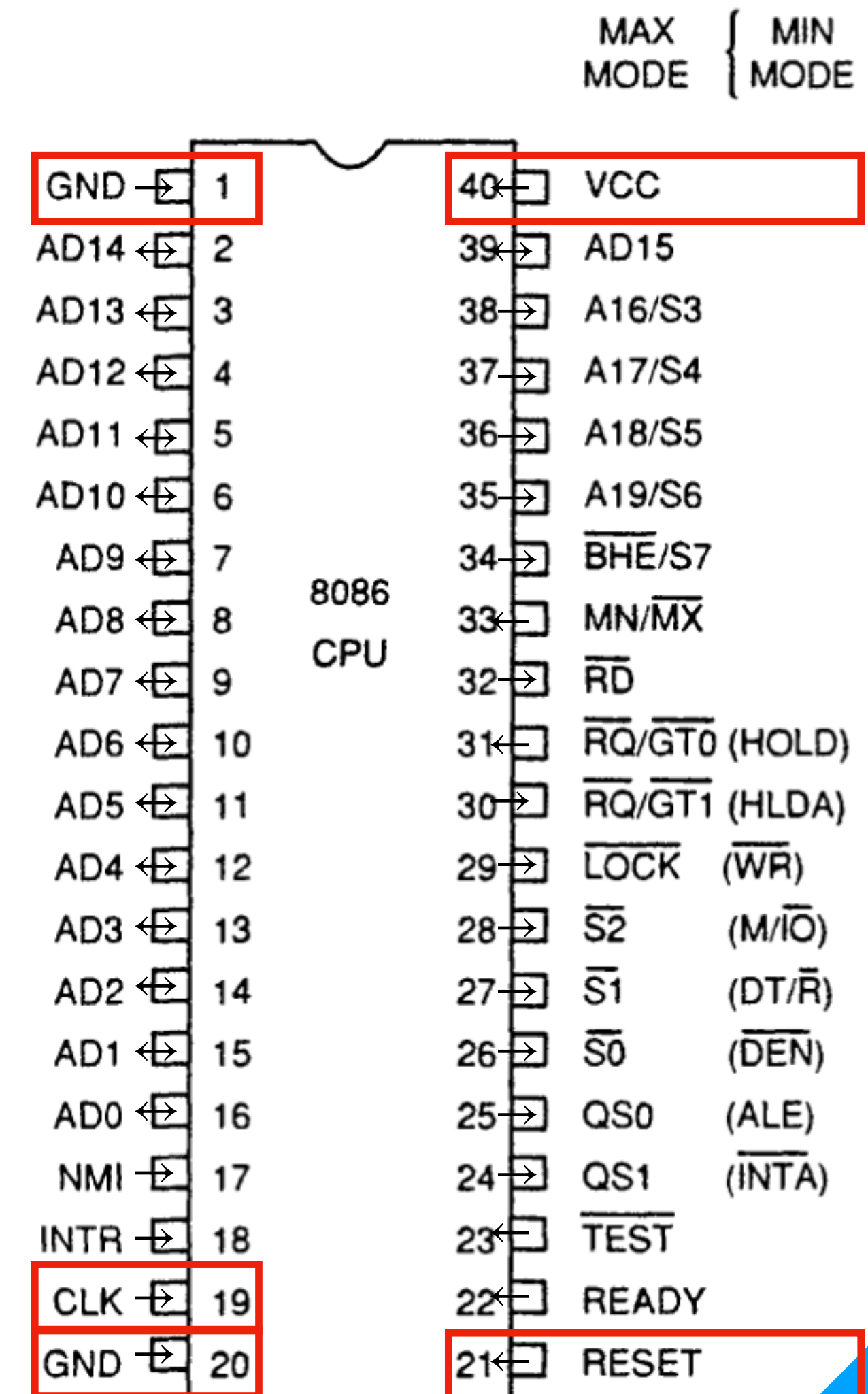
- Complex Instruction Set Computing (CISC)
- 20bit Multiplexed Address Bus
 - Address pins are also data pins
 - Address/Data? Controlled by a multiplexer
- Not really comprehensible Opcodes
- 8 General(-ish) Purpose Registers, PC not included
- 40pins



Technical

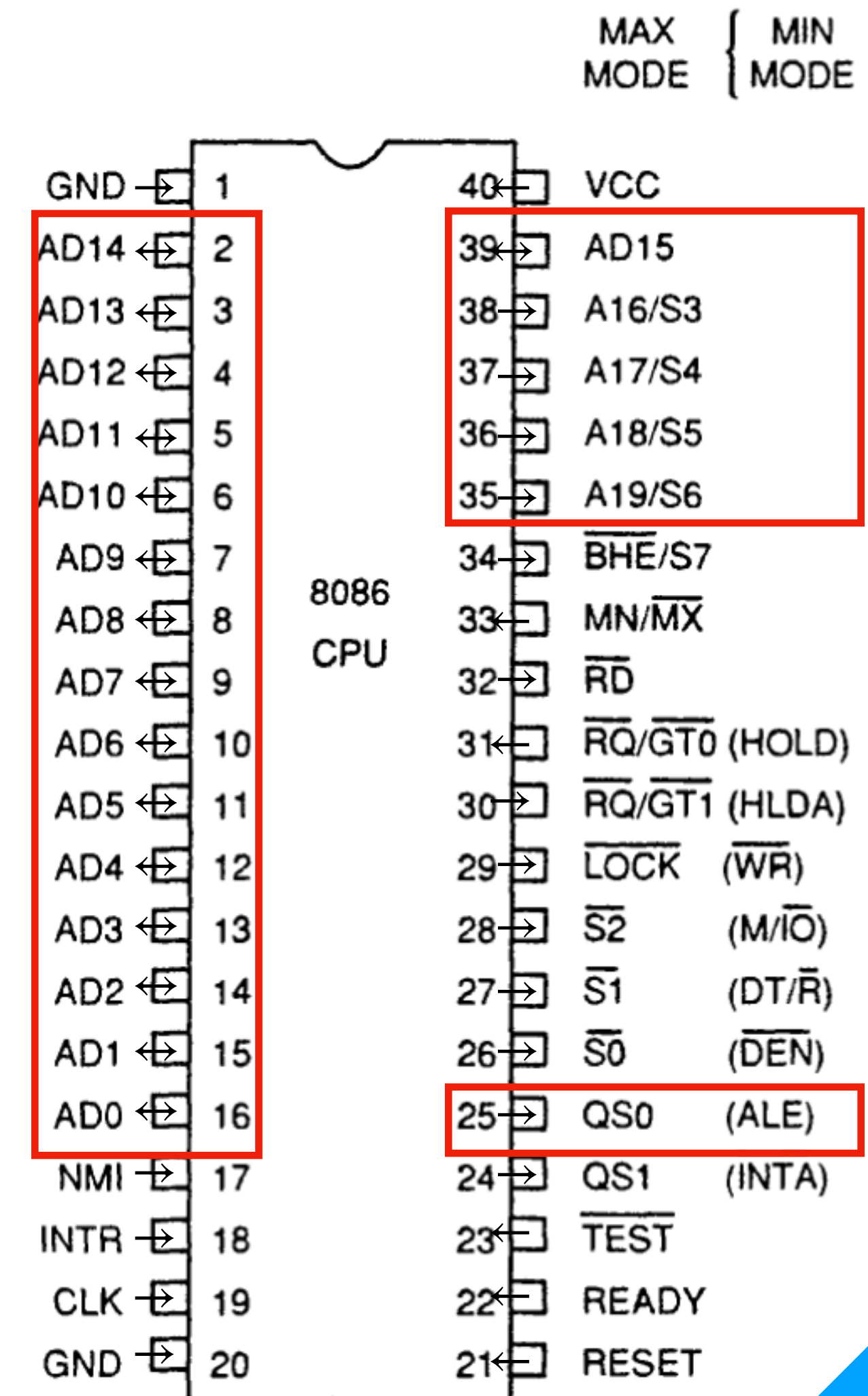
Power

- 5v (+-10%) Vcc
- 2 x GND pins
- Reset
 - Resets all registers, including PC
- CLK
 - 4 CLKs per machine cycle
 - Memory Read/Write takes 1 machine cycle
 - One instruction takes multiple machine cycles



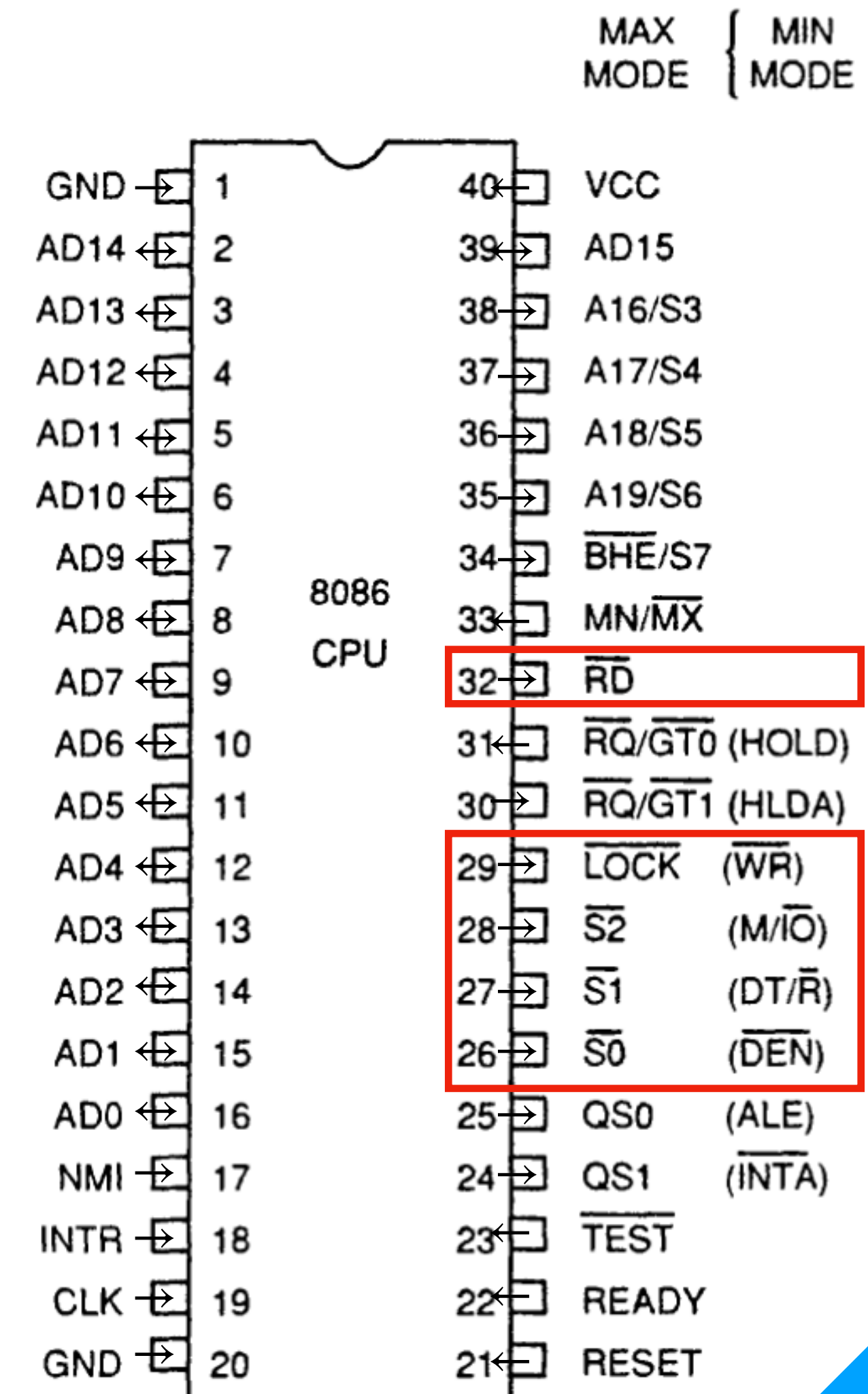
Address/Data bus

- If $ALE = 1$; $A(0:19)$ for Address ($\rightarrow$)
- If $ALE = 0$; $D(0:15)$ for Data ($\leftrightarrow$)
S3-S6 for status ($\rightarrow$)
 - S6 (when not used for address) is always 0



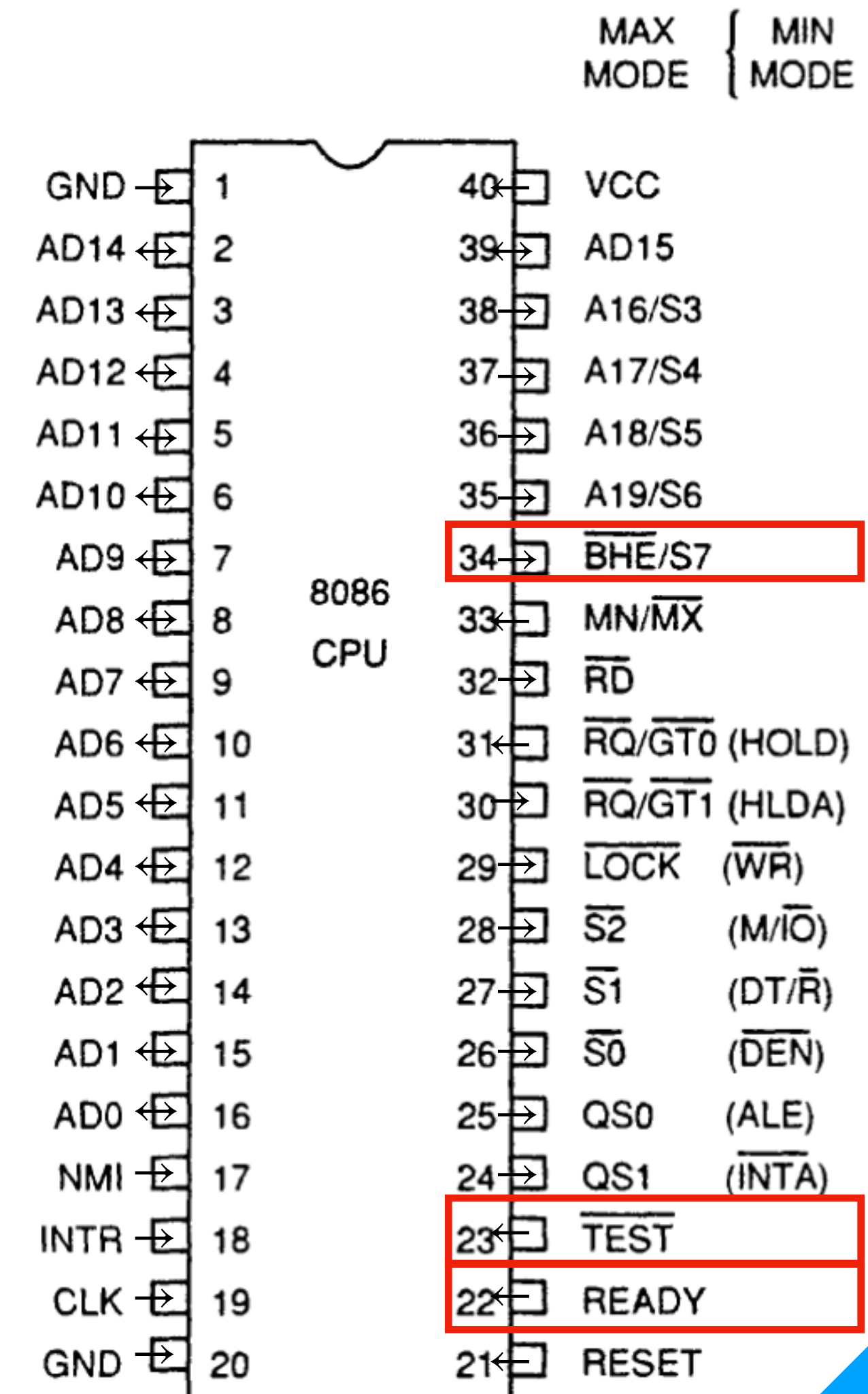
Control Signals

- → RD = Read Signal
Read to Memory or IO
- → WR (LOCK) = Write Signal
Write to Memory or IO
- → M/IO = Memory or IO
1: memory operation; 0: IO operation
- → DT/R = Data Transmission / Receive
1: data goes out; 0: data comes in
- → DEN = Data Bus Enable
Enables/Disables Transreceiver 8286
a device used to separate data from the address/data bus



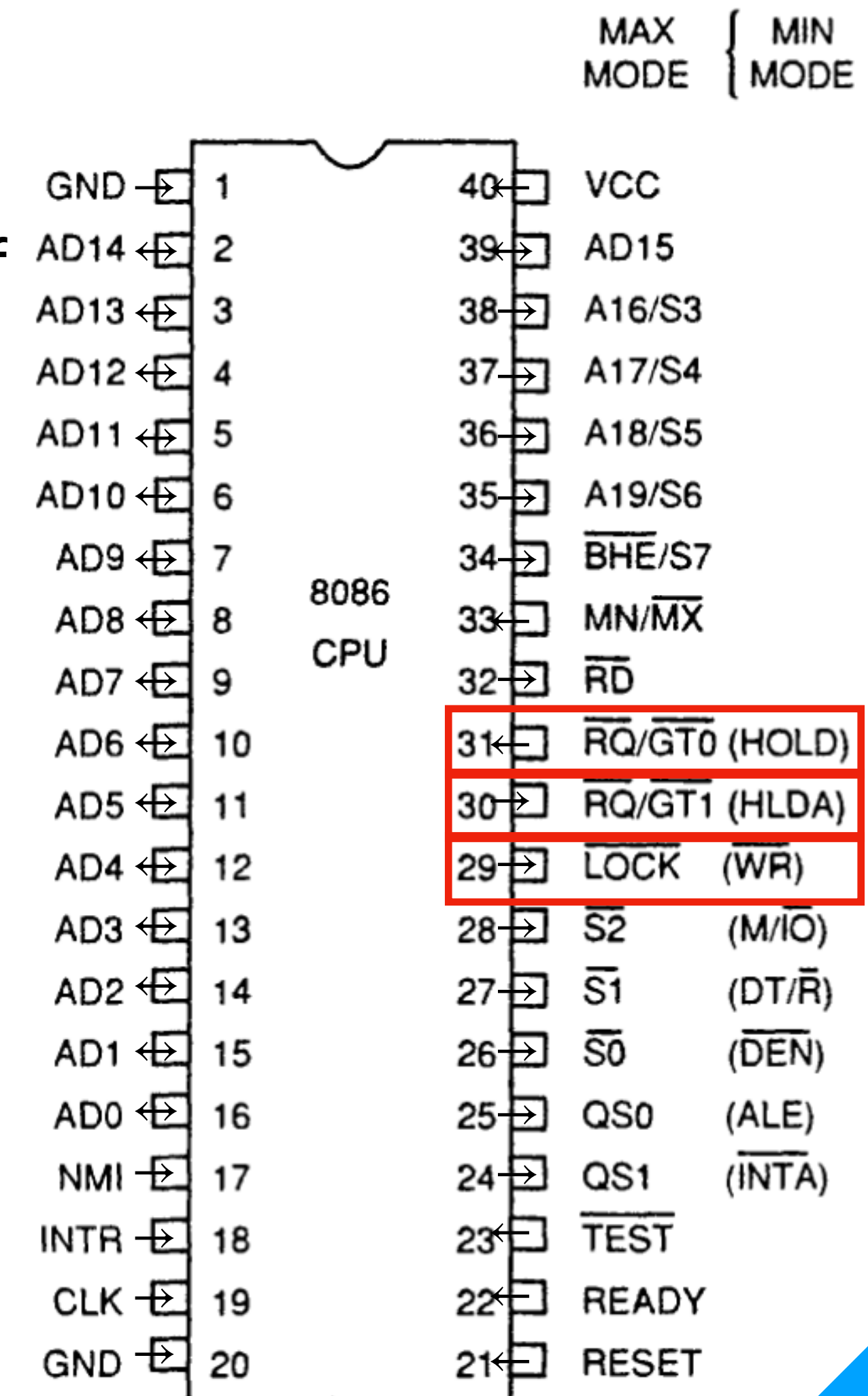
Control Signals

- TEST: Input used to test the CPU
CPU executing the WAIT instruction will wait for TEST to turn into 0, while doing nothing
- READY
READY = 1: CPU functions normally
READY = 0: CPU idles and wait for signal to turn back to 1
- BHE/S7
Outputs 0 during Read/Write/Interrupt Ack Cycles, in which data are transferred in AD (8 : 15)
Otherwise always 1



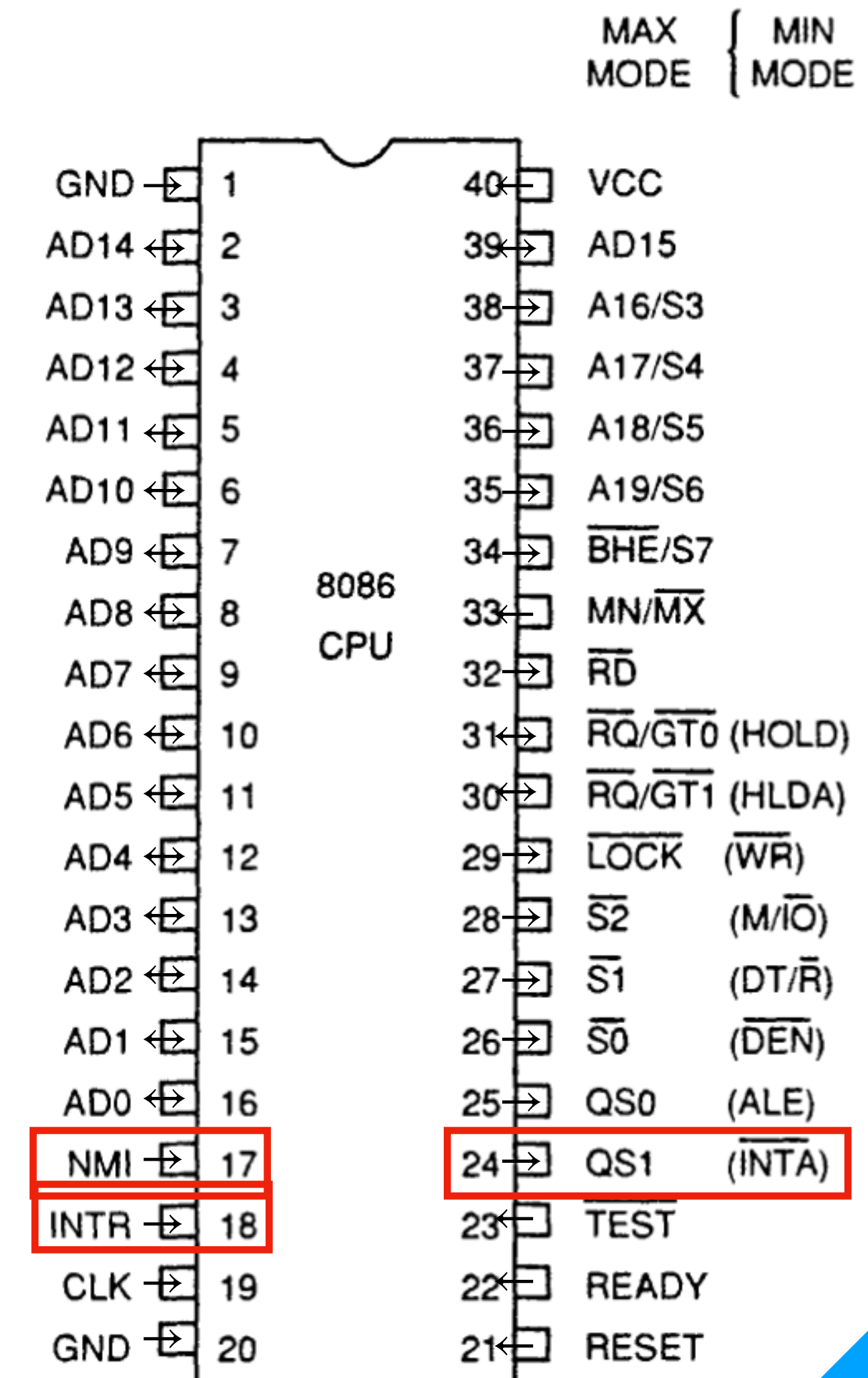
Bus Control (RQ: Request)

- ← HOLD
1: Another controller requests to take over the control of the AD bus. If granted, the CPU enters the HOLD state
0: CPU controls the data bus
- HLDA
Outputs 1 when CPU has entered the HOLD state, acknowledging transferring of control
- LOCK / WR
LOCK / WR can be used to prevent other bus controllers from taking over



Interrupt

- INTR
CPU receives interrupt if $INTR = 1$. If a special interrupt flag (IF flag) in the status register is also 1, CPU enters Interrupt Acknowledgement Cycle
- NMI
Interrupts without checking flags like INTR
- INTA
Signals that the CPU is in an Interrupt Acknowledgement Cycle



Interrupt Acknowledge Cycle

- **Review:** Interrupt means other controllers like IO wants the CPU to stop executing current instructions, and attend to them
- **Interrupt Acknowledgement Cycle (IAC)**
 - **1st machine cycle**
Interrupt Register in the CPU is zeroed out;
Outputs 1 at `INTA` (Interrupt Acknowledgement), sets `IF` to 1
 - **2nd machine cycle**
Interrupt number is fetched into the Interrupt Register, just like memory read
 - **3rd machine cycle onward**
CPU executes appropriate instructions depending on the interrupt number (Interrupt Service Routine), exits with `IRET` instruction (Interrupt Return)
 - **Exits IAC**, sets `IF` to 0