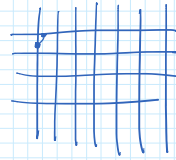
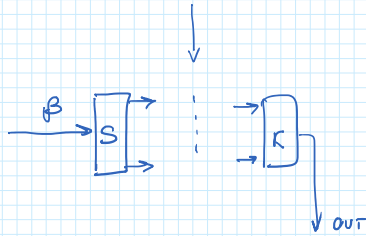


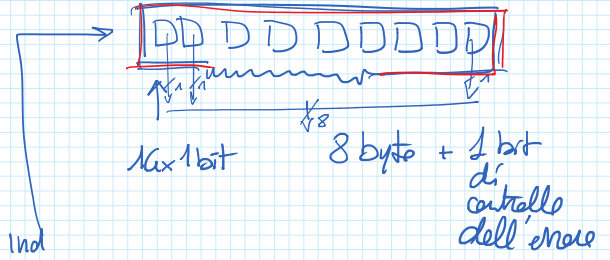
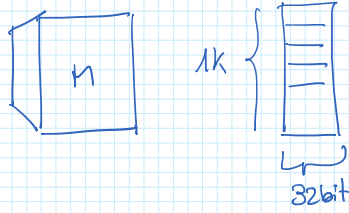
MEMORIA MODULARE

venerdì 21 ottobre 2016 11:12



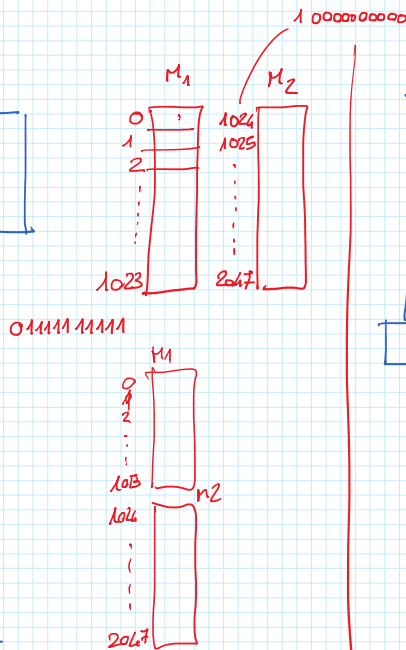
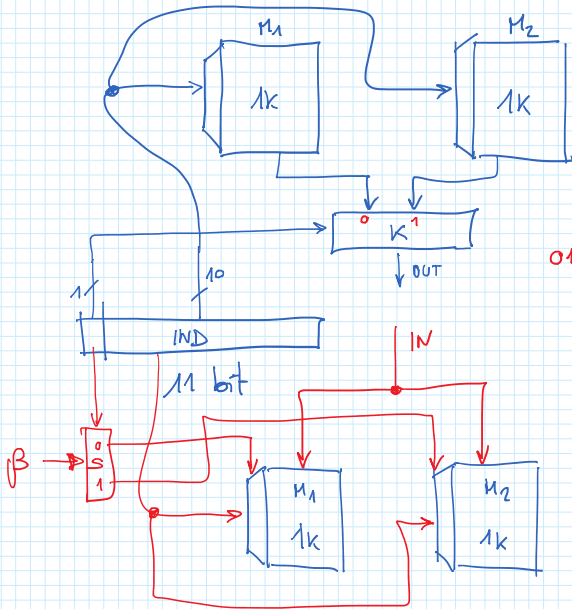
1G x 1bit
1G x 32bit

Componenti: 1k x 1 parola (32 bit)

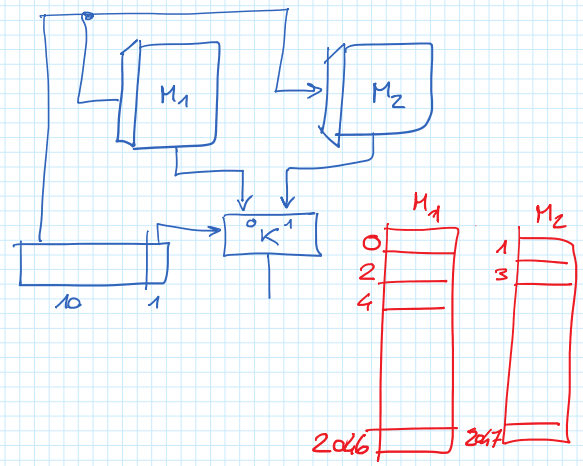


2 componenti: 2k x 32bit?

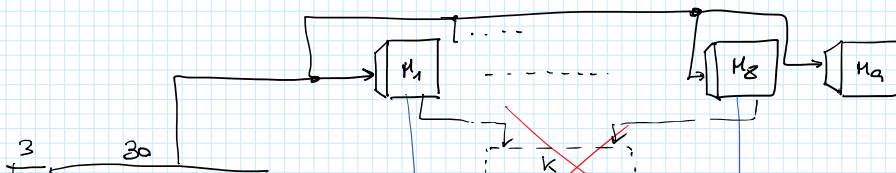
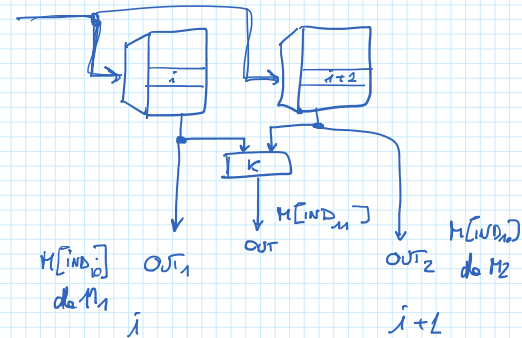
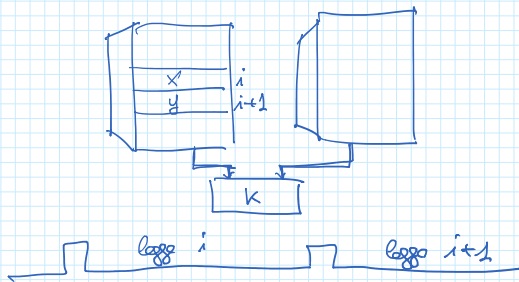
SOLUZIONE 1

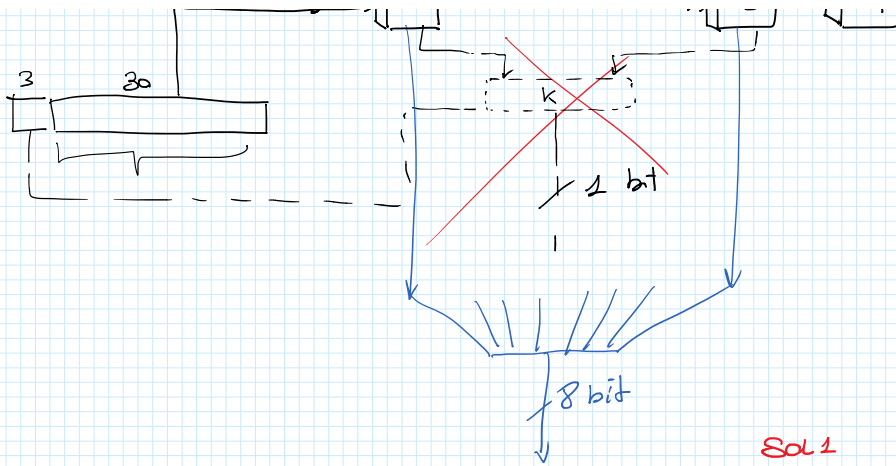


SOLUZIONE 2



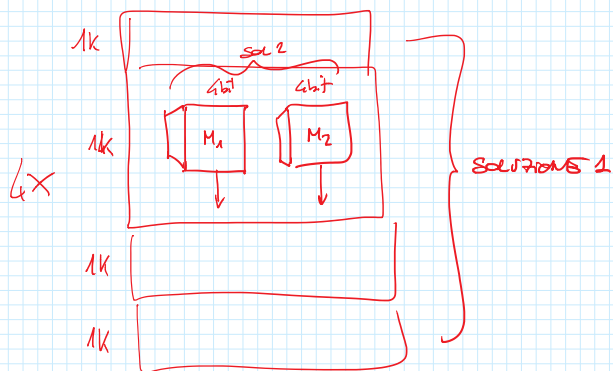
Supponiamo che l'operazione sia la lettura delle celle di memoria (i, i+1) con i pari





1k x 4bit

4k byte



Sol 1

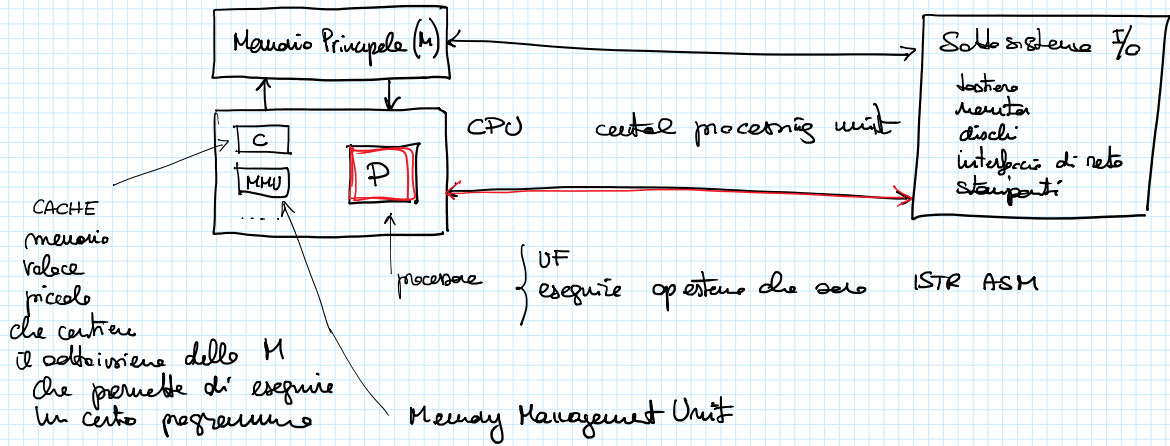
MODULARE SEQUENZIALE

Sol 2

MODULARE INTERALLACCIATA

MACCHINA ASSEMBLER

venerdì 21 ottobre 2016 11:43



P :: while (true) {

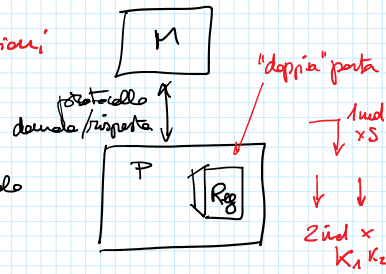
- legge l'istruzione che si trova all'indirizzo **IC** (PC)
- decodifica l'istruzione
- esegue l'istruzione
- aggiorna il **IC**
- gestisce delle interruzioni / eccezioni

Istruzione asm

operano

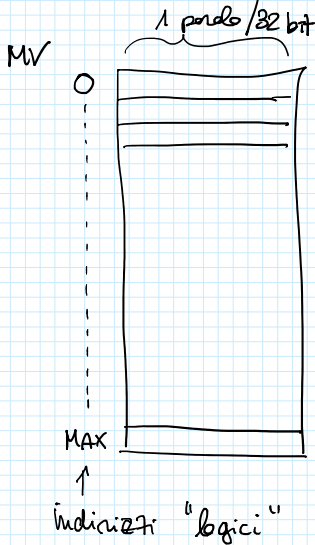
Registri generali { pochi
lunghe uno parole
relazionati

Località di Memoria { molto
lente
lunghe 1 parola



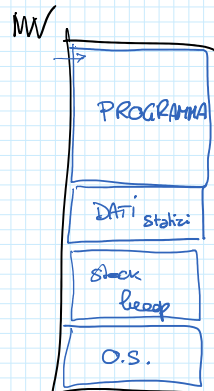
tipi di istruzione

- "operative" $op_1 \quad op_x \quad op_{n-1} \rightarrow op_n$
- "accesso alla memoria" $lettura / scrittura \quad M \rightarrow Reg$
 $Reg \rightarrow M$
- "salti" $\left\{ \begin{array}{l} \text{condizionali (cond on Reg)} \\ \text{ incondizionali} \end{array} \right.$

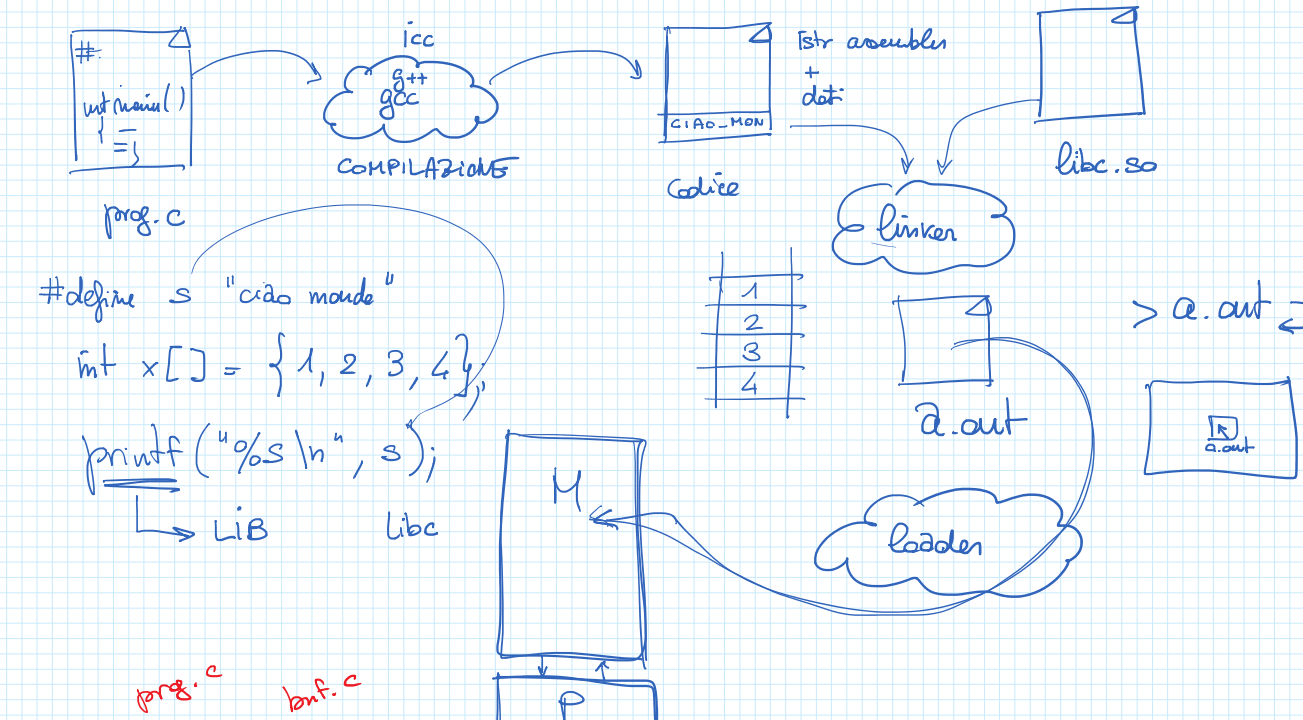


∇ programma ASM

vede uno spazio di indirizzamento "logico"
MEMORIA VIRTUALE (MV)

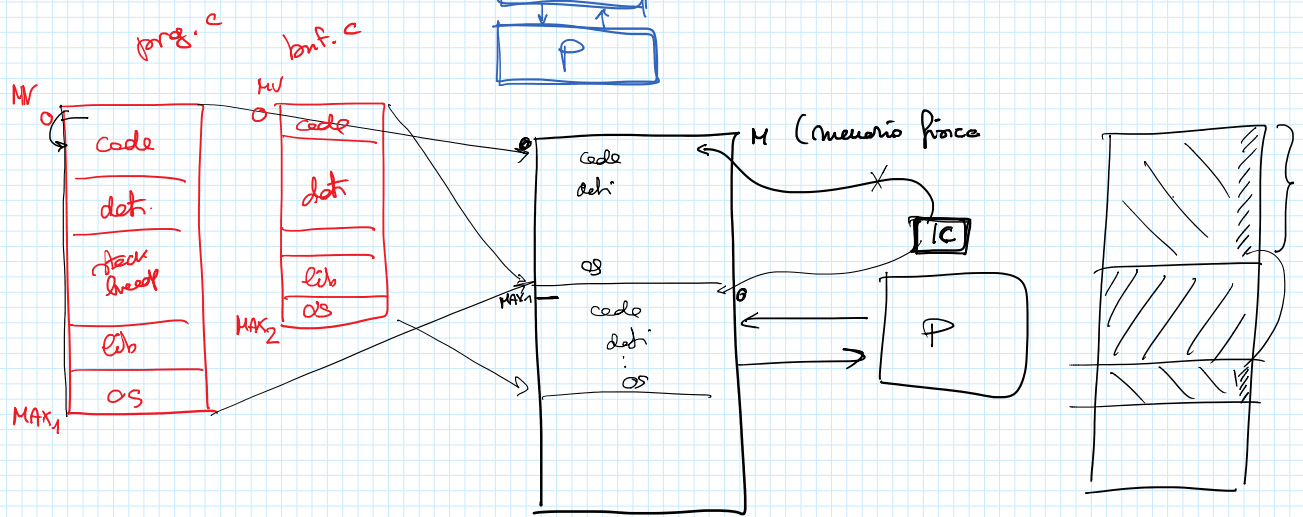


⇒ in esecuzione e diventa un processo

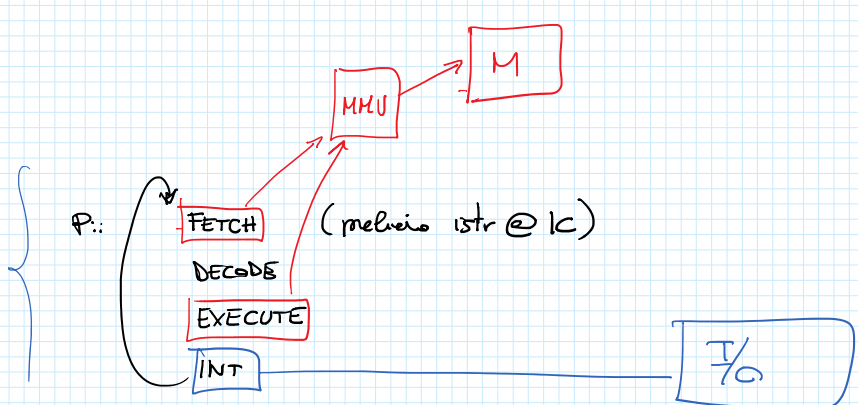
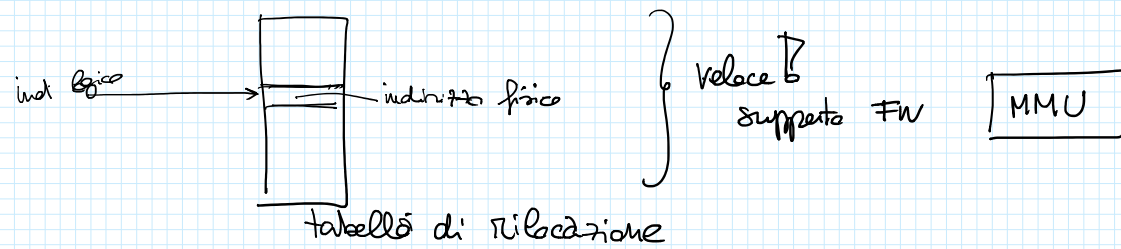


```
#define s "ciao mondo"
int x[] = {1, 2, 3, 4};
printf("%s\n", s);
```

LIB libc



traduzione degli indirizzi logici → indirizzi fisici



modo x esprimere dove si trova un operando (delle istr. asm)

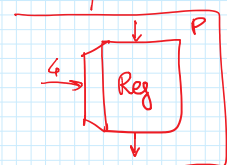
INC ⊗ incremento di un valore intero

Registro

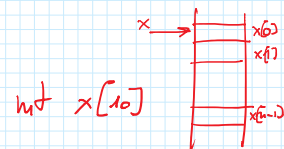
memoria

RG[4]

R4



- esattamente quale indirizzo di memoria (assoluto) $MEM[RG[i]]$
- (base + indice) $R_i(R_j) \quad MEM[RG[i] + RG[j]]$
- (relativo (al IC/PC)) $R_i \quad MEM[IC + RG[i]]$



Tipi istr asm	Operandi
operative	registro
memoria	base + indice
salto	assoluto relativo