

## CPS311 - Computer Organization

### Addressing Modes

For the examples that follow, assume the registers and memory are set up as follows

Register 1 contains 3000

Memory Address	Contents
1000	Do something [ see below ]    <-- The instruction to be executed
...	
2000	4000
...	
3000	12
3004	73
...	
4000	1234
...	
5000	5678

Direct (Absolute) mode - the instruction contains the address of the operand

In the above example if the instruction contained 2000, we would use the value at 2000 -> 4000

Memory Indirect (Deferred) mode - the instruction contains the address of a location in memory that contains the address of the operand

In the above example if the instruction contained 2000, we would use the value at 4000 -> 1234

Register Indirect (Register deferred) mode - the instruction specifies a register that contains the address of the operand

In the above example, if the instruction specified register 1, we would use the value at 3000 -> 12

Register + Displacement - the instruction specifies a register and a displacement, and these are added to determine the address of the operand

In the above example, if the instruction specified register 1 with a displacement of 2000, we would use the value at (3000 + 2000) -> 5678

PC Relative - the instruction specifies a memory location relative to the value in the program counter (which points to the next instruction)

In the above example, if the instruction contained 2000, we would use the value at (1004 + 2000) -> 73

Register - the instruction specifies a register that contains the value to be used

In the above example, if the instruction specified register 1, we would use 3000

Immediate - the instruction contains the value to be used

In the above example, if the instruction contained 2000, we would use 2000