# CPU16 Datapath and Control

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## 1 Administrivia

Announcements

Assignment

From Last Time

CPU16 architecture.

### Outline

- 1. CPU16 datapath.
- 2. CPU16 control.

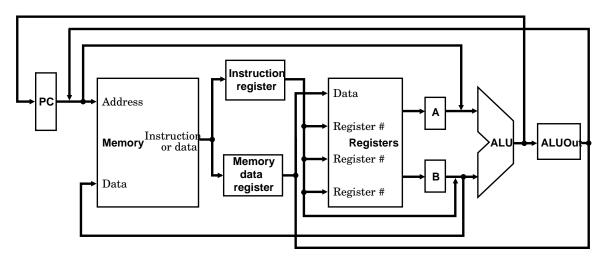
## Coming Up

CPU16 implementation.

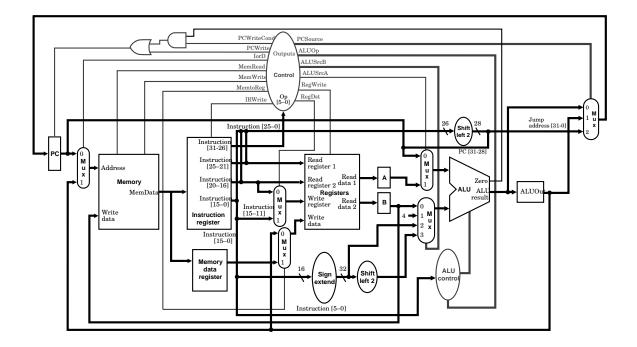
## 2 CPU16 Datapath

(To be modified according to our architecture.)

High-level block diagram:



3 The Complete Datapath



Control signals:

- 1. RegDst, RegWrite.
- 2. ALUSrcA: Choose between PC and Rs.
- 3. MemRead, MemWrite, MemtoReg.
- 4. IorD: Choose between PC and ALUOut for memory address.
- 5. PCWrite: Load a new value into PC.
- 6. PcWriteCond: Load a new value into PC if zero is active.
- 7. ALUOp.
- 8. ALUSrcB: Choose between Rt/Rd, 4, sign-extended immediate, sign-extended shifted immediate.
- 9. PCSource: Choose between PC + 4, ALUOut (branch target address), jump address

## 4 CPU16 Control

### 4.1 The Instruction Cycle

- 1. Steps: Fetch, decode, execution/completion.
- 2. Instructions: R-format, memory reference, conditional branch, jump.

#### 4.1.1 Fetch

Common to all instructions.

- 1. Load IR.
- 2. Increment PC.

#### 4.1.2 Decode

Common to all instructions.

- 1. Load A (rs field) and B (rt field) from register file.
- 2. Load ALUOut with branch target.

These are "optimistic" optimizations which *do no harm*, even if they are not needed/do not make sense for the current instruction.

#### 4.1.3 Execution, Memory Address Computation, Branch Completion

Instruction classes go their own way.

- 1. R-format:
  - (a) Perform ALU operation, loading ALUOut.

#### 2. Memory reference:

- (a) Use ALU to compute sum of base & offset, loading ALUOut.
- 3. Conditional branch:
  - (a) If zero load PC with computed branch target in ALUOut.

This instruction has completed.

#### 4. Jump:

(a) Load PC with jump address.

This instruction has completed.

#### 4.1.4 R-Format Completion, Memory Access

Just two instruction classes remaining.

- 1. R-format:
  - (a) Load register file (rd field) from ALUOut.

This instruction has completed.

- 2. Memory reference:
  - (a) sw: Memory location specified by address in ALUout written with value stored in B.

This instruction has completed.

(b) lw: MDR loaded from memory location specified by address in ALUOut.

#### 4.1.5 LW completion

1. Load register file (rt field) from MDR.

### 4.2 Designing the Control Unit

Design the state machine necessary for controlling the datapath.