

Given the hardware ingredients ALU, register file (R), memories etc. on the next page. Design datapath, and control unit table of a 16 bits processor that can handle the instructions:

You may use additional hardware elements like registers, multiplexors etc. The memories are addressed on word level. Take care of:

- ## Description of the provided hardware elements

- The register content is constantly in gate OUT[:]
- LOAD = 1  $\rightarrow$  IN[:] is stored in the register on rising clock edge

- The content of register D[2:0] is continuously in gate OUT[15:0]
- Write = 1  $\rightarrow$  IN[15:0] is stored in register D[2:0] on rising clock edge

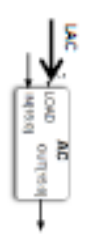
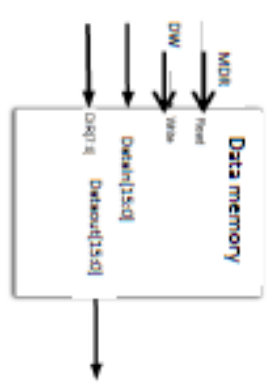
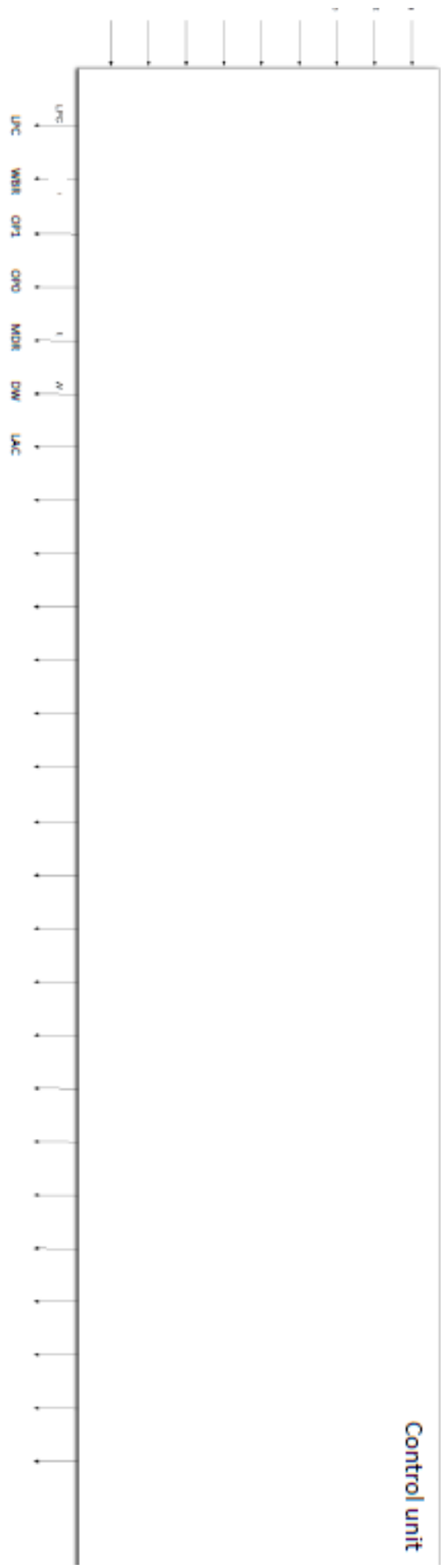
- The content of position DIR[7:0] is constantly in gate Dataout[15:0]

- Read = 1 → The content of position DIR[7:0] appears at gate Dataout[15:0]
- Write = 1 → Datain[15:0] is stored into memory position DIR[7:0] on rising clock edge
- If Read = 0 and Write = 0 → Dataout[15:0] is disconnected, no signal

- $OP[1:0] = 00 \rightarrow OUT[15:0] = A[15:0] + B[15:0]$  (arithmetic sum)
- $OP[1:0] = 01 \rightarrow OUT[15:0] = A[15:0] - B[15:0]$  (arithmetic subtract)
- $OP[1:0] = 10 \rightarrow OUT[15:0] = A[15:0] \text{ AND } B[15:0]$  (bitwise AND)
- $OP[1:0] = 11 \rightarrow OUT[15:0] = A[15:0] \text{ OR } B[15:0]$  (bitwise OR)
- N is enabled (=1) if  $OUT[15:0]$  is a negative number
- Z is enabled (=1) if  $OUT[15:0]$  is zero
- C is enabled (=1) if a carry out occurs from the operation performed by the ALU

[illegible]

Control unit



Data path