Problem 2

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:

Instruction	Action	Instruction format						
JACL ra, imm	if AC < imm then PC \leftarrow (R[ra])[7:0]	Opcode 1 1 1 1 1 1	ra	imm				
SUBd ra, dir	AC←R[ra] - M(dir)	Opcode 1 1 1 1 1 0	ra	dir				
ORd ra, dir	M(dir)←R[ra] OR AC	Opcode 1 1 1 1 0 0	ra	dir				

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

- Minimising the number of elements; only the given instructions have to be handled.
- Give clearly the bus widths; not all elements have the same number of bits

Description of the provided hardware elements

Registers (PC, AC):

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

Register file:

- 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

Instruction memory:

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

Data memory:

- Read = $1 \rightarrow$ 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

ALU:

- $OP[1:0] = 00 \rightarrow OUT[15:0] = A[15:0] + B[15:0]$ (arithmetic sum)
- $OP[1:0] = 01 \rightarrow OUT[15:0] = A[15:0] B[15:0]$ (arithmetic subtract)
- $OP[1:0] = 10 \rightarrow OUT[15:0] = A[15:0]$ AND B[15:0] (bitwise AND)
- $OP[1:0] = 11 \rightarrow OUT[15:0] = A[15:0] OR B[15:0] (bitwise OR)$
- 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

Control Table

	Control signals											
Instruction												
JACL												
SUBd												
ORd												

