Chapter 4 The Processor

4.1 – 4.4: Designing a Single-Cycle Processor

Chapter Topics

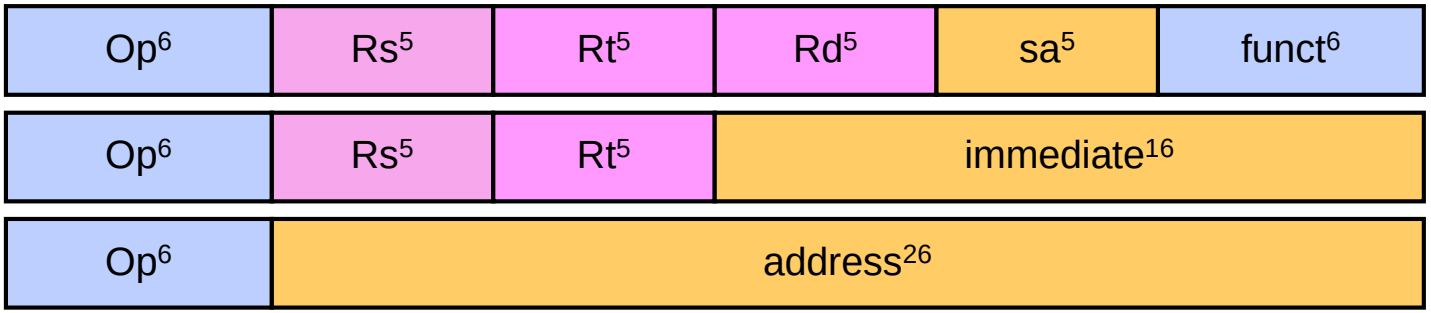
- Two MIPS implementations
  - Single-cycle implementation
  - Pipelined implementation
- The implementation includes a subset of the core MIPS instruction set:
  - Memory reference: `lw`, `sw`
  - Arithmetic/logical: `add`, `sub`, `and`, `or`, `slt`
  - Control transfer: `beq`, `j`
- Illustrates the key principles to create a datapath and design the control unit.

Designing a Processor: Step-by-Step

1. Analyze MIPS ISA => major datapath components to execute each class of MIPS instructions.
   - The meaning of each instruction is given by the register transfers
   - Datapath must include storage elements for ISA registers
   - Datapath must support each register transfer
2. Select datapath components and clocking methodology
3. Assemble datapath meeting the requirements
4. Analyze implementation of each instruction
   - Determine the setting of control signals for register transfer
5. Assemble the control logic

Review of MIPS Instruction Formats

- All instructions are 32-bit wide
- Three instruction formats: R-type, I-type, and J-type



  - Op^6: 6-bit opcode of the instruction
  - Rs^5, Rt^5, Rd^5: 5-bit source and destination register numbers
  - sa^5: 5-bit shift amount used by shift instructions
  - $funct^6$: 6-bit function field for R-type instructions
  - $immediate^{16}$: 16-bit immediate constant or PC-relative offset
  - $address^{26}$: 26-bit target address of the jump instruction

MIPS Subset of Instructions

- Only a subset of the MIPS instructions is considered
  - ALU instructions (R-type): **add, sub, and, or, xor, slt**
  - Immediate instructions (I-type): **addi, slti, andi, ori, xori**
  - Load and Store (I-type): **lw, sw**
  - Branch (I-type): **beq, bne**
  - Jump (J-type): **j**
- This subset does not include all the integer instructions
- But sufficient to illustrate design of datapath and control
- Concepts used to implement the MIPS subset are used to construct a broad spectrum of computers

Details of the MIPS Subset

Instruction		Meaning	Format					
add	rd, rs, rt	addition	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x20
sub	rd, rs, rt	subtraction	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x22
and	rd, rs, rt	bitwise and	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x24
or	rd, rs, rt	bitwise or	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x25
xor	rd, rs, rt	exclusive or	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x26
slt	rd, rs, rt	set on less than	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x2a
addi	rt, rs, imm^{16}	add immediate	0x08	rs^5	rt^5	imm^{16}		
slti	rt, rs, imm^{16}	slt immediate	0x0a	rs^5	rt^5	imm^{16}		
andi	rt, rs, imm^{16}	and immediate	0x0c	rs^5	rt^5	imm^{16}		
ori	rt, rs, imm^{16}	or immediate	0x0d	rs^5	rt^5	imm^{16}		
xori	rt, imm^{16}	xor immediate	0x0e	rs^5	rt^5	imm^{16}		
lw	rt, imm^{16}(rs)	load word	0x23	rs^5	rt^5	imm^{16}		
sw	rt, imm^{16}(rs)	store word	0x2b	rs^5	rt^5	imm^{16}		
beq	rs, rt, $offset^{16}$	branch if equal	0x04	rs^5	rt^5	$offset^{16}$		
bne	rs, rt, $offset^{16}$	branch not equal	0x05	rs^5	rt^5	$offset^{16}$		
j	$address^{26}$	jump	0x02	$address^{26}$				

Register Transfer Level (RTL)

- RTL is a description of data flow between registers
- RTL gives a meaning to the instructions
- All instructions are fetched from memory at address PC

Instruction	RTL Description	
ADD	Reg(rd) ← Reg(rs) + Reg(rt);	PC ← PC + 4
SUB	Reg(rd) ← Reg(rs) – Reg(rt);	PC ← PC + 4
ORI	Reg(rt) ← Reg(rs) | zero_ext(imm^{16});	PC ← PC + 4
LW	Reg(rt) ← MEM[Reg(rs) + sign_ext(imm^{16})];	PC ← PC + 4
SW	MEM[Reg(rs) + sign_ext(imm^{16})] ← Reg(rt);	PC ← PC + 4
BEQ	if (Reg(rs) == Reg(rt)) PC ← PC + 4 + 4 × sign_ext($offset^{16}$) else PC ← PC + 4	

Instruction Fetch/Execute

- **R-type**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Reg(rt)
Execute operation:	ALU_result ← func(data1, data2)
Write ALU result:	Reg(rd) ← ALU_result
Next PC address:	PC ← PC + 4

- **I-type**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Extend(imm^{16})
Execute operation:	ALU_result ← op(data1, data2)
Write ALU result:	Reg(rt) ← ALU_result
Next PC address:	PC ← PC + 4

- **BEQ**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Reg(rt)
Equality:	zero ← subtract(data1, data2)
Branch:	if (zero) PC ← PC + 4 + 4×sign_ext($offset^{16}$)
	else PC ← PC + 4

Instruction Fetch/Execute – cont'd

- **LW**

Fetch instruction:	Instruction ← MEM[PC]
Fetch base register:	base ← Reg(rs)
Calculate address:	address ← base + sign_extend(imm^{16})
Read memory:	data ← MEM[address]
Write register Rt:	Reg(rt) ← data
Next PC address:	PC ← PC + 4

- **SW**

Fetch instruction:	Instruction ← MEM[PC]
Fetch registers:	base ← Reg(rs), data ← Reg(rt)
Calculate address:	address ← base + sign_extend(imm^{16})
Write memory:	MEM[address] ← data
Next PC address:	PC ← PC + 4

concatenation

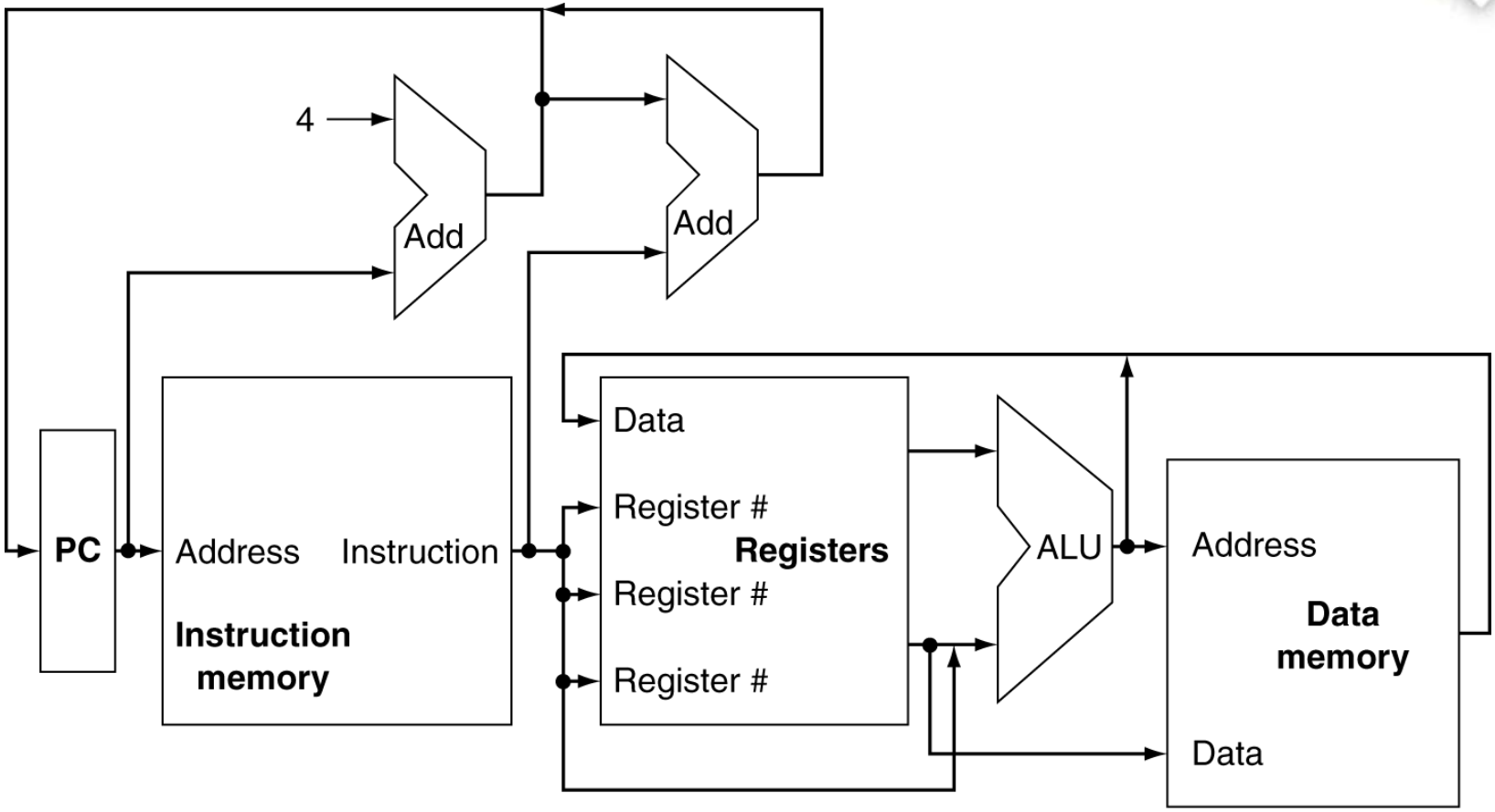
- **Jump**

Fetch instruction:	Instruction ← MEM[PC]
Target PC address:	target ← PC[31:28] || $address^{26}$ || '00'
Jump:	PC ← target

Instruction Execution

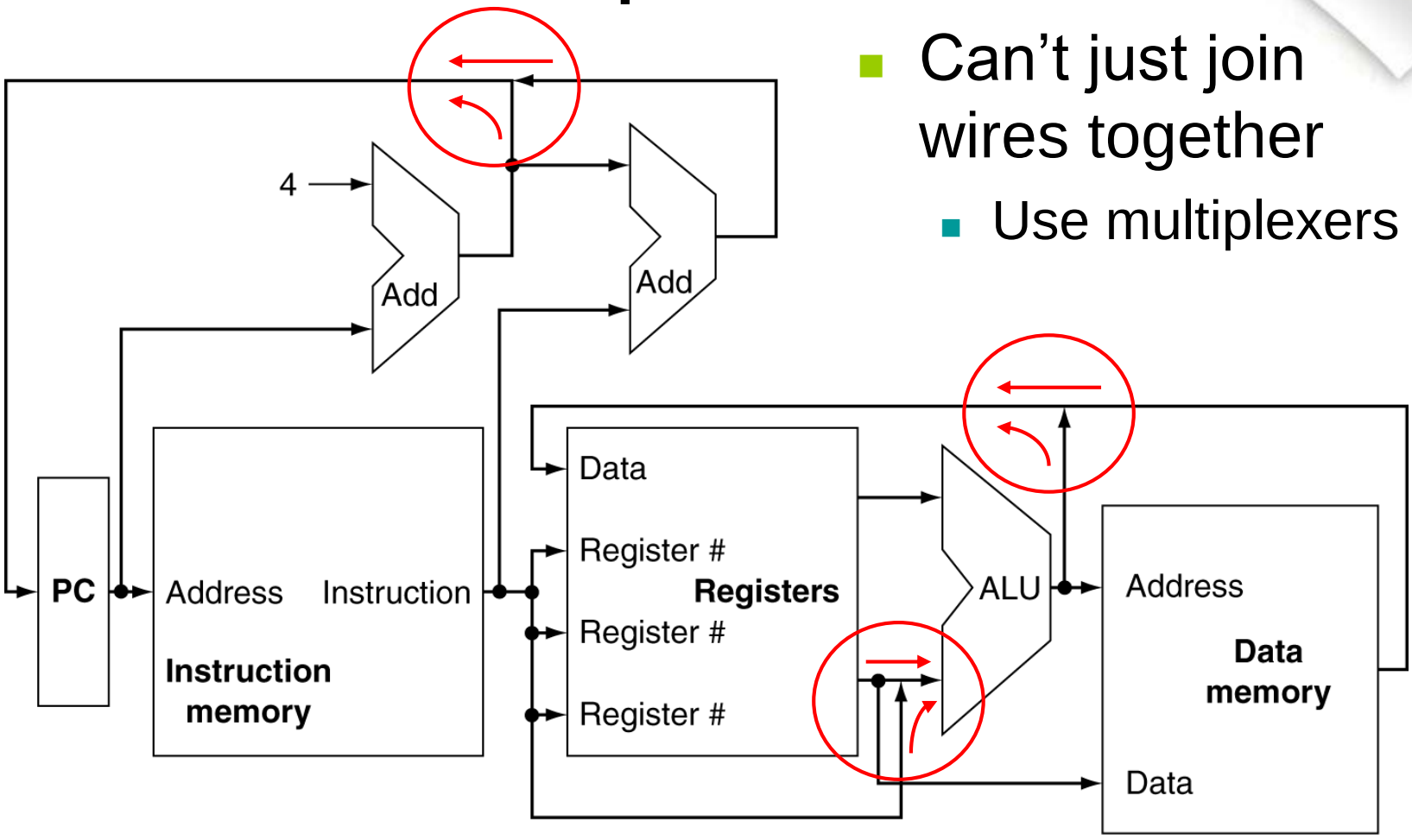
- Fetch instruction
  - ➢ PC → Instruction memory
- Decode
  - ➢ Decoder (part of control unit)
- Execution
  - – Register numbers → register file, read registers
  - – Depending on instruction class
    - Use ALU to calculate
      - – Arithmetic result
      - – Memory address for load/store
      - – Branch target address
    - Access data memory for load/store
- PC ← target address or PC + 4
  - – Adder

CPU Overview

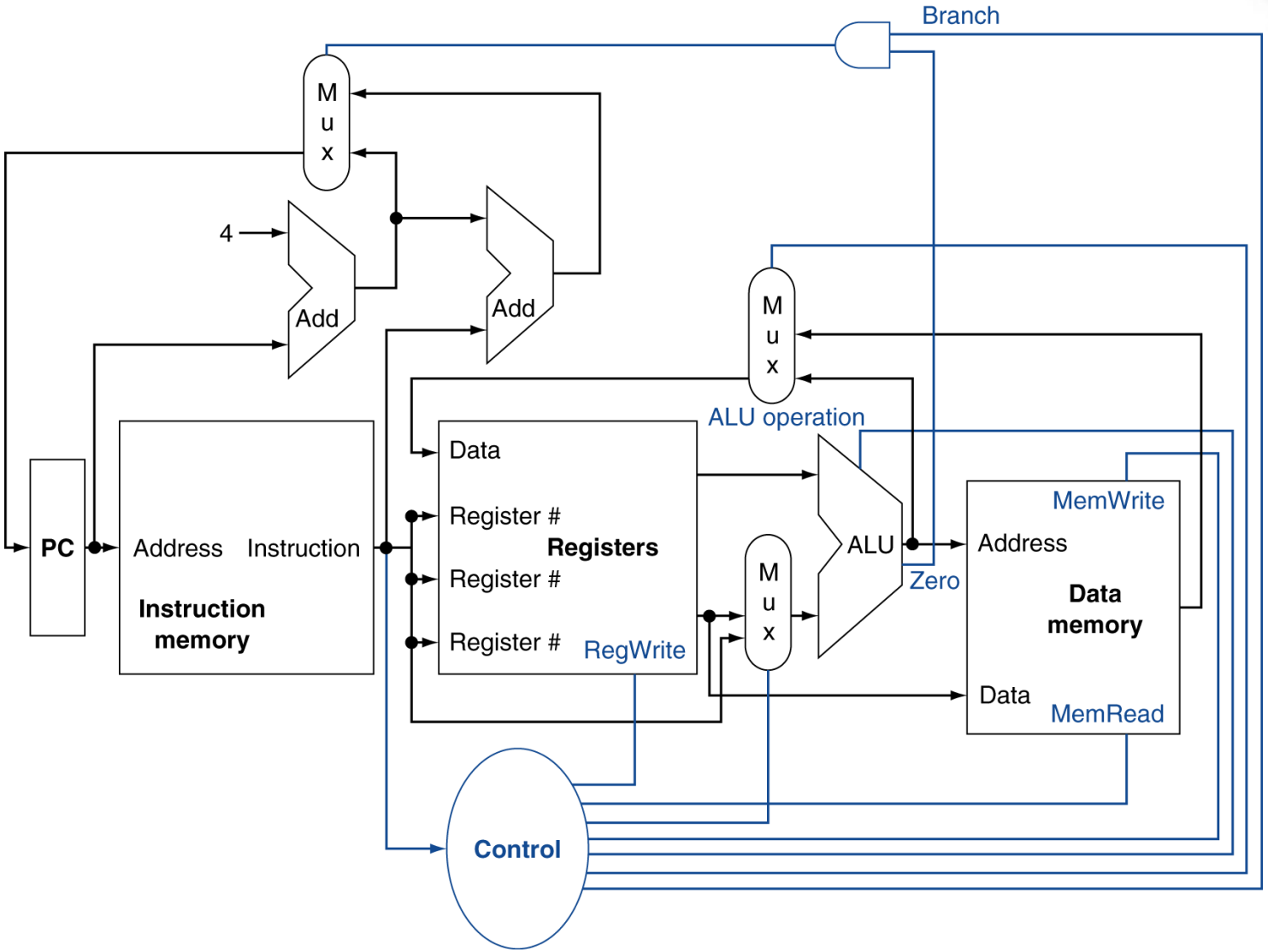


Multiplexers

- Can't just join wires together
  - Use multiplexers



Control


Branch
M
u
x
4
Add
Add
M
u
x
ALU operation
PC
Address
Instruction
Instruction
memory
Data
Register #
Registers
Register #
Register #
RegWrite
M
u
x
ALU
Zero
MemWrite
Address
Data
memory
Data
MemRead
Control

Building a Datapath

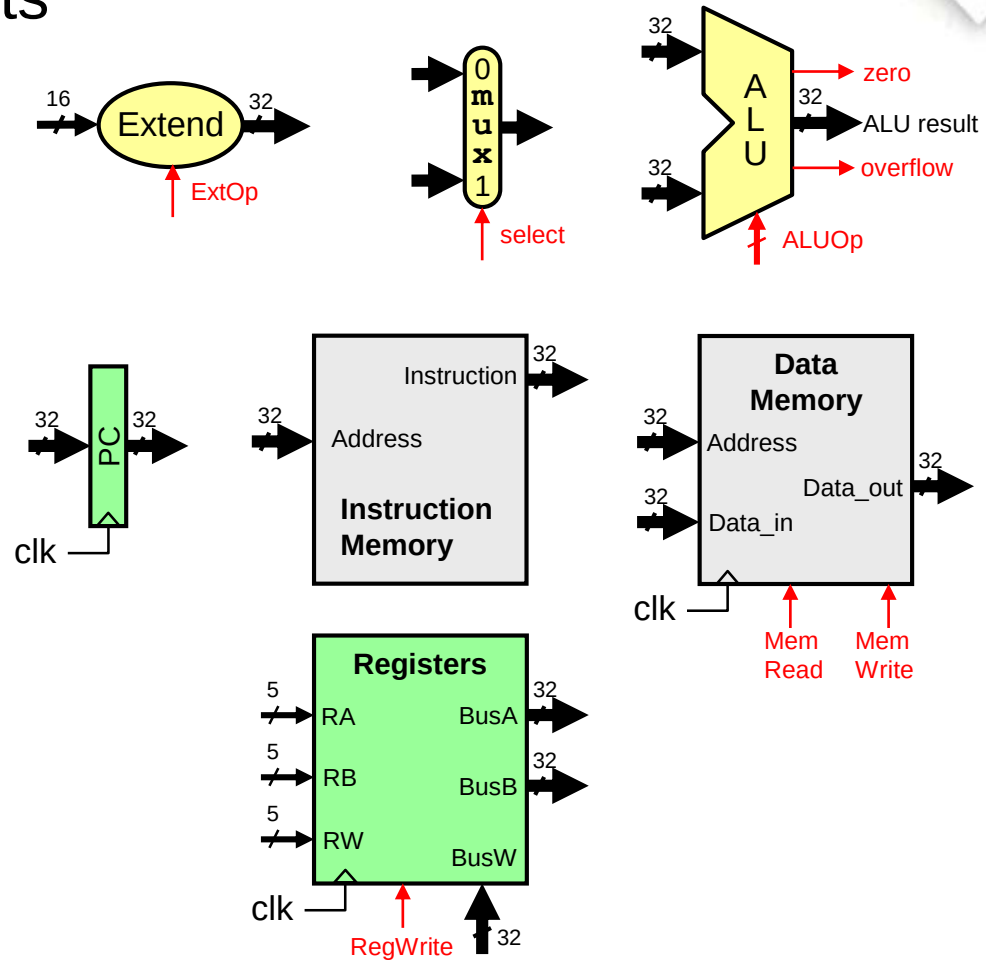
- Datapath
  - Elements that process data and addresses in the CPU
    - Registers, ALUs, mux's, memories, …
- We will build a MIPS datapath incrementally
  - Refining the overview design

Requirements of the Instruction Set

- Memory
  - Instruction memory where instructions are stored
  - Data memory where data is stored
- Registers
  - 31 × 32-bit general purpose registers, R0 is always zero
  - Read source register Rs
  - Read source register Rt
  - Write destination register Rt or Rd
- Program counter PC register and Adder to increment PC
- Sign and Zero extender for immediate constant
- ALU for executing instructions

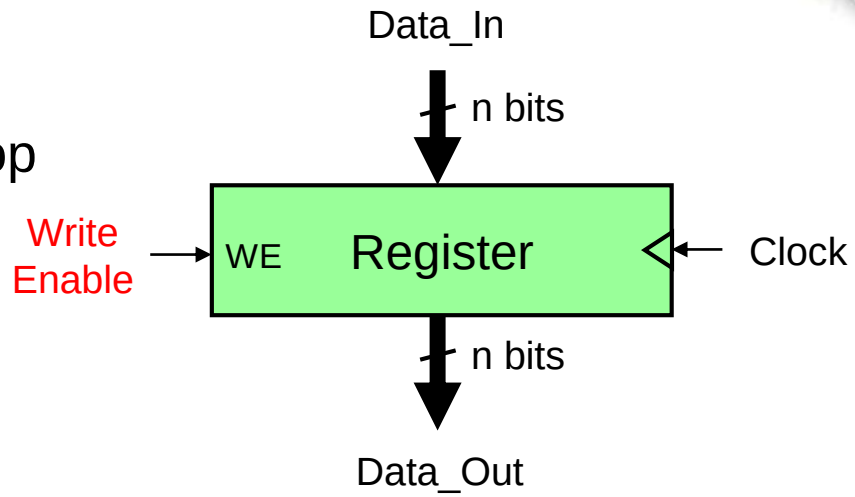
Components of the Datapath

- Combinational Elements
  - ALU, Adder
  - Immediate extender
  - Multiplexers
- Storage Elements
  - Instruction memory
  - Data memory
  - PC register
  - Register file
- Clocking methodology
  - Timing of writes



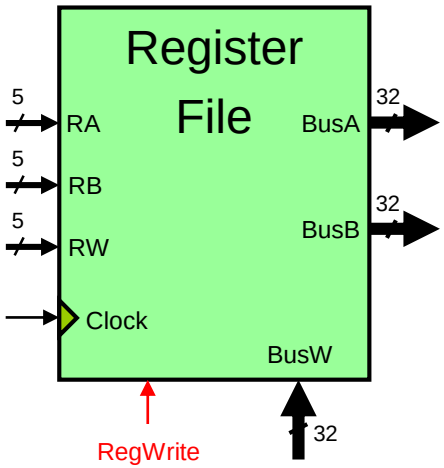
Register Element

- Register
  - Similar to the D-type Flip-Flop
- n-bit input and output
- Write Enable (WE):
  - Enable / disable writing of register
  - Negated (0): Data_Out will not change
  - Asserted (1): Data_Out will become Data_In after clock edge
- Edge triggered Clocking
  - Register output is modified at clock edge

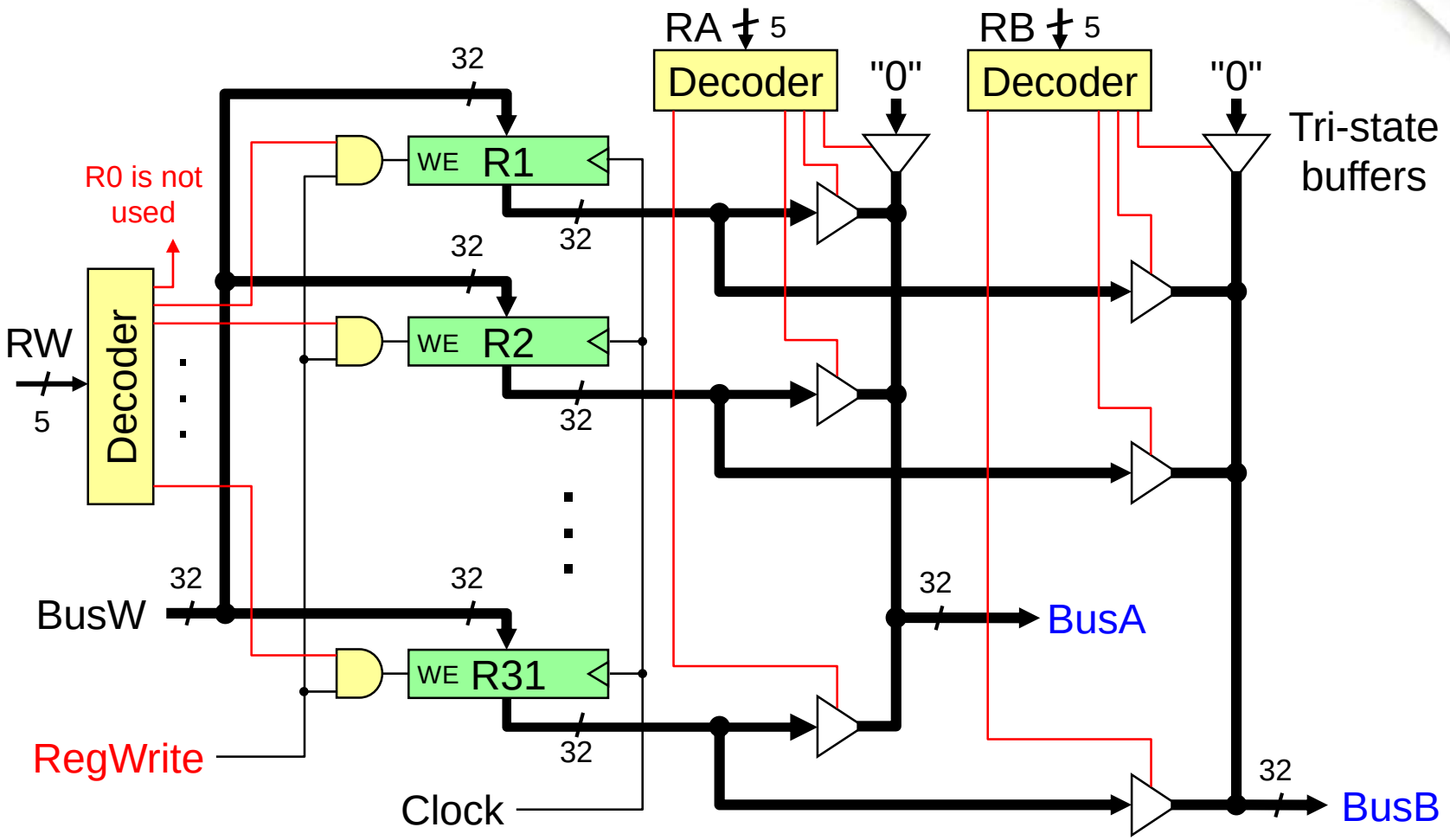


MIPS Register File

- Register File consists of 31 × 32-bit registers
  - BusA and BusB: 32-bit output busses for reading 2 registers
  - BusW: 32-bit input bus for writing a register when RegWrite is 1
  - Two registers read and one written in a cycle
- Registers are selected by:
  - RA selects register to be read on BusA
  - RB selects register to be read on BusB
  - RW selects the register to be written
- Clock input
  - The clock input is used ONLY during write operation
  - During read, register file behaves as a combinational logic block
    - RA or RB valid => BusA or BusB valid after access time

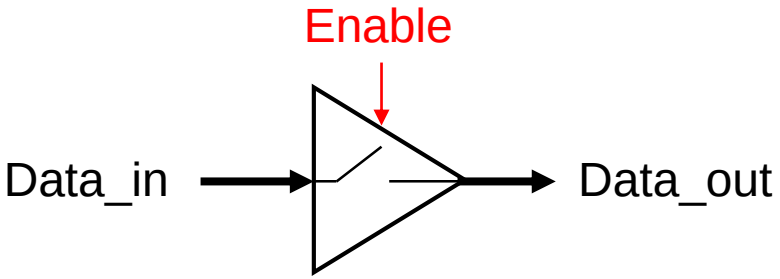


Details of the Register File



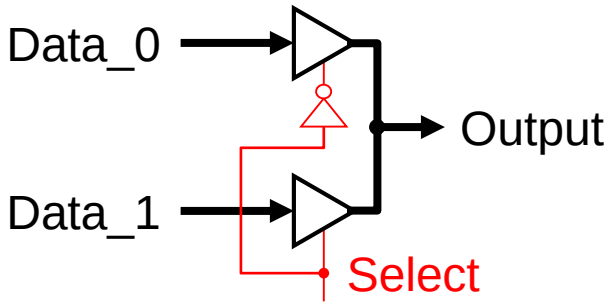
Tri-State Buffers

- Allow multiple sources to drive a single bus
- Two Inputs:
  - Data_in
  - Enable (to enable output)

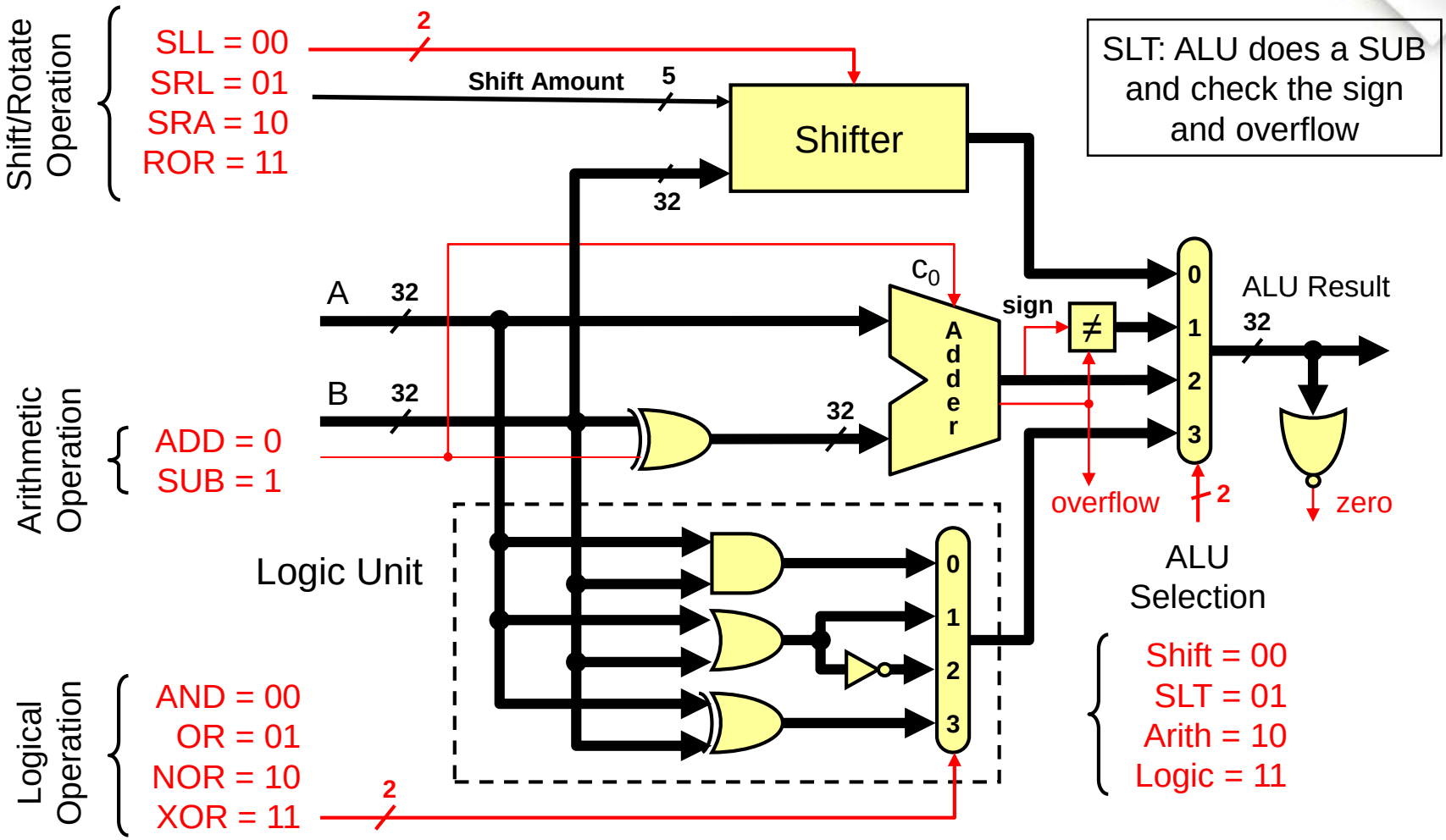


- One Output: Data_out
  - If (Enable) Data_out = Data_in
    else Data_out = High Impedance state (output is disconnected)

- Tri-state buffers can be used to build multiplexors

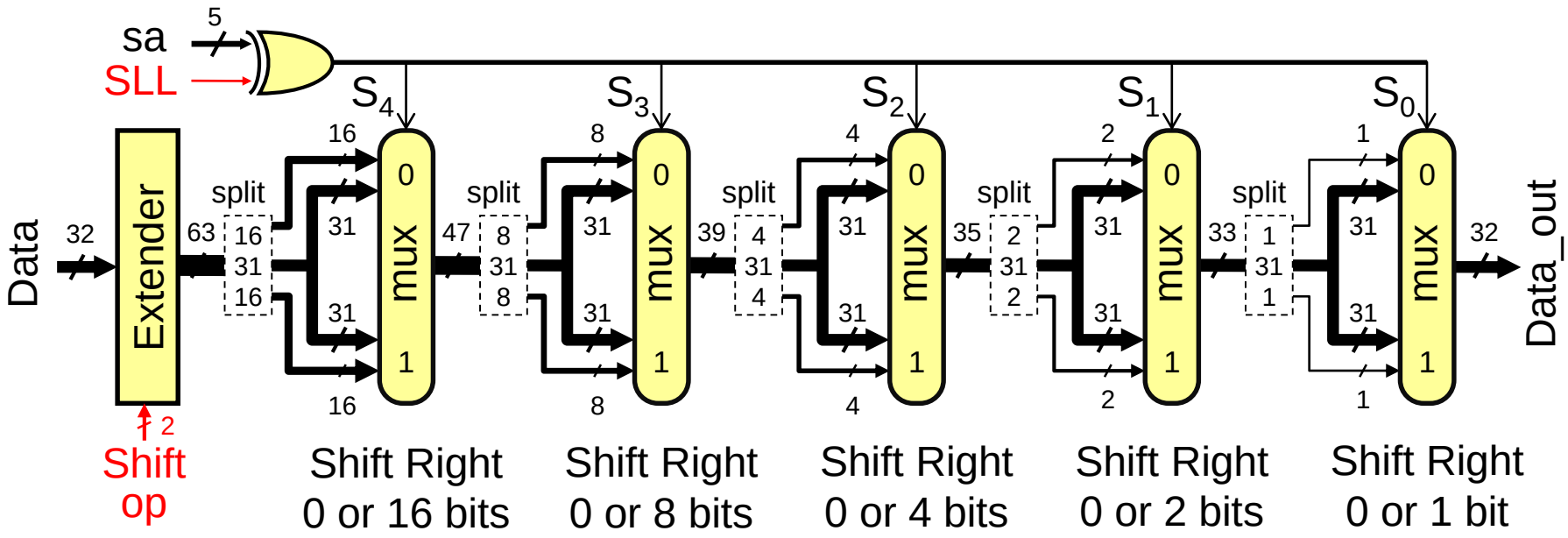


Building a Multifunction ALU



Details of the Shifter

- Implemented with multiplexers and wiring
- Shift Operation can be: SLL, SRL, SRA, or ROR
- Input Data is extended to 63 bits according to Shift Op
- The 63 bits are shifted right according to $S_4S_3S_2S_1S_0$



Details of the Shifter – cont'd

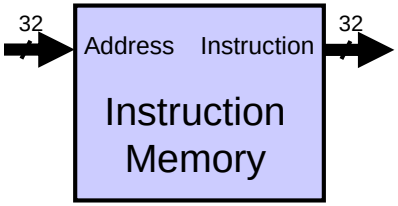
- Input data is extended from 32 to 63 bits as follows:
  - If shift op = SRL then ext_data[62:0] = 0^{31} || data[31:0]
  - If shift op = SRA then ext_data[62:0] = data[31]^{31} || data[31:0]
  - If shift op = ROR then ext_data[62:0] = data[30:0] || data[31:0]
  - If shift op = SLL then ext_data[62:0] = data[31:0] || 0^{31}
- For SRL, the 32-bit input data is zero-extended to 63 bits
- For SRA, the 32-bit input data is sign-extended to 63 bits
- For ROR, 31-bit extension = lower 31 bits of data
- Then, shift right according to the shift amount
- As the extended data is shifted right, the upper bits will be: 0 (SRL), sign-bit (SRA), or lower bits of data (ROR)

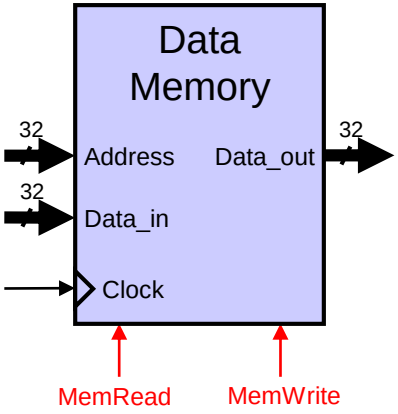
Implementing Shift Left Logical

- The wiring of the above shifter dictates a right shift
- However, we can convert a left shift into a right shift
- For SLL, 31 zeros are appended to the right of data
  - To shift left by 0 is equivalent to shifting right by 31
  - To shift left by 1 is equivalent to shifting right by 30
  - To shift left by 31 is equivalent to shifting right by 0
  - Therefore, for SLL use the 1's complement of the shift amount
- ROL is equivalent to ROR if we use (32 – rotate amount)
- ROL by 10 bits is equivalent to ROR by (32–10) = 22 bits
- Therefore, software can convert ROL to ROR

Instruction and Data Memories

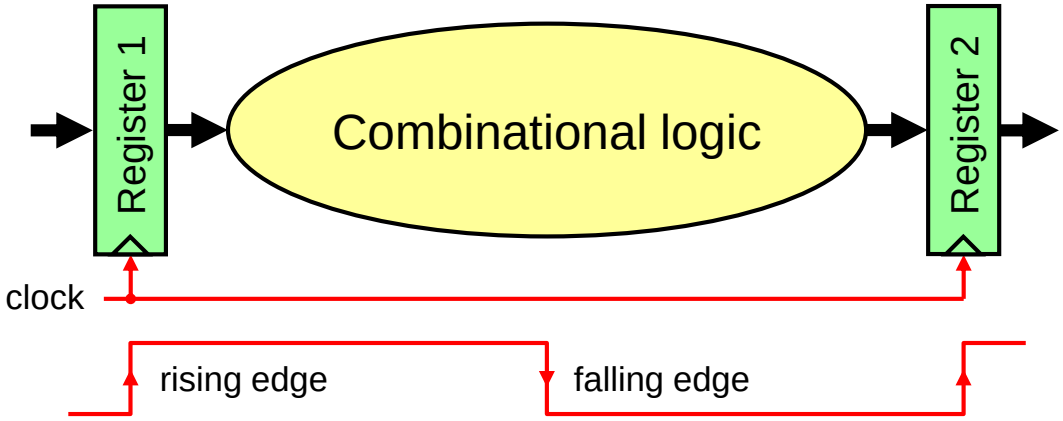
- Instruction memory needs only provide read access
  - Because datapath does not write instructions
  - Behaves as combinational logic for read
  - Address selects Instruction after access time
- Data Memory is used for load and store
  - MemRead: enables output on Data_out
    - Address selects the word to put on Data_out
  - MemWrite: enables writing of Data_in
    - Address selects the memory word to be written
    - The Clock synchronizes the write operation
- Separate instruction and data memories
  - Later, we will replace them with caches





Clocking Methodology

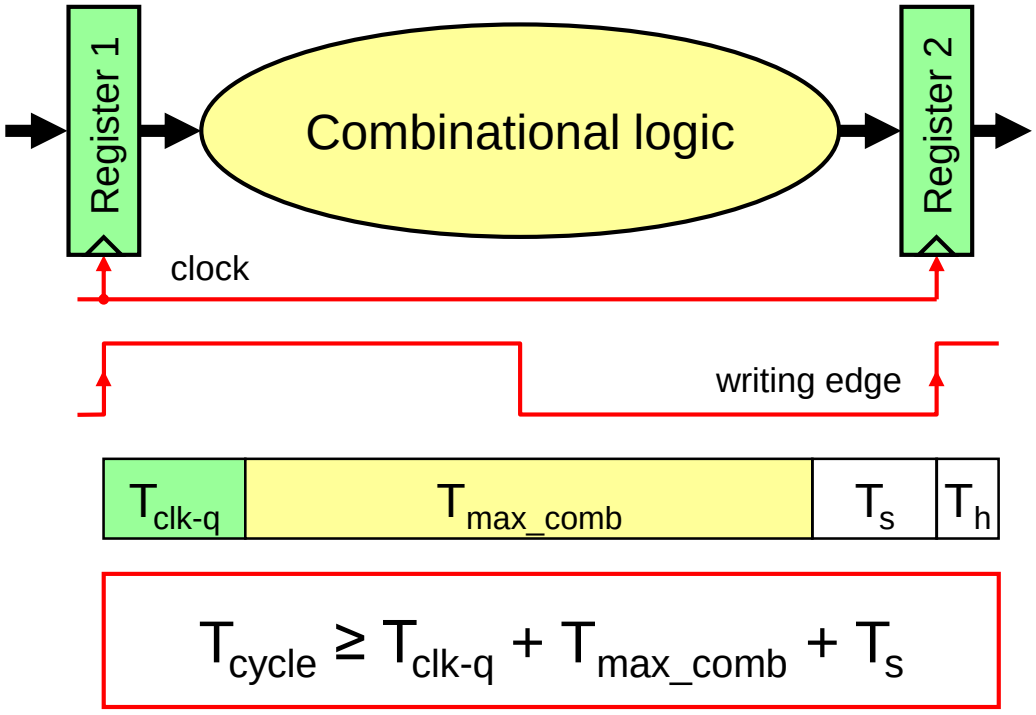
- Clocks are needed in a sequential logic to decide when a state element (register) should be updated
- To ensure correctness, a clocking methodology defines when data can be written and read



- We assume edge-triggered clocking
- All state changes occur on the same clock edge
- Data must be valid and stable before arrival of clock edge
- Edge-triggered clocking allows a register to be read and written during same clock cycle

Determining the Clock Cycle

- With edge-triggered clocking, the clock cycle must be long enough to accommodate the path from one register through the combinational logic to another register



- T_{clk-q} : clock to output delay through register
- T_{max_comb} : longest delay through combinational logic
- T_s : setup time that input to a register must be stable before arrival of clock edge
- T_h: hold time that input to a register must hold after arrival of clock edge
- Hold time (T_h) is normally satisfied since $T_{clk-q} > T_h$

Clock Skew

- Clock skew arises because the clock signal uses different paths with slightly different delays to reach state elements
- Clock skew is the difference in absolute time between when two storage elements see a clock edge
- With a clock skew, the clock cycle time is increased

$$T_{cycle} \geq T_{clk\text{-}q} + T_{max\_combinational} + T_{setup} + T_{skew}$$

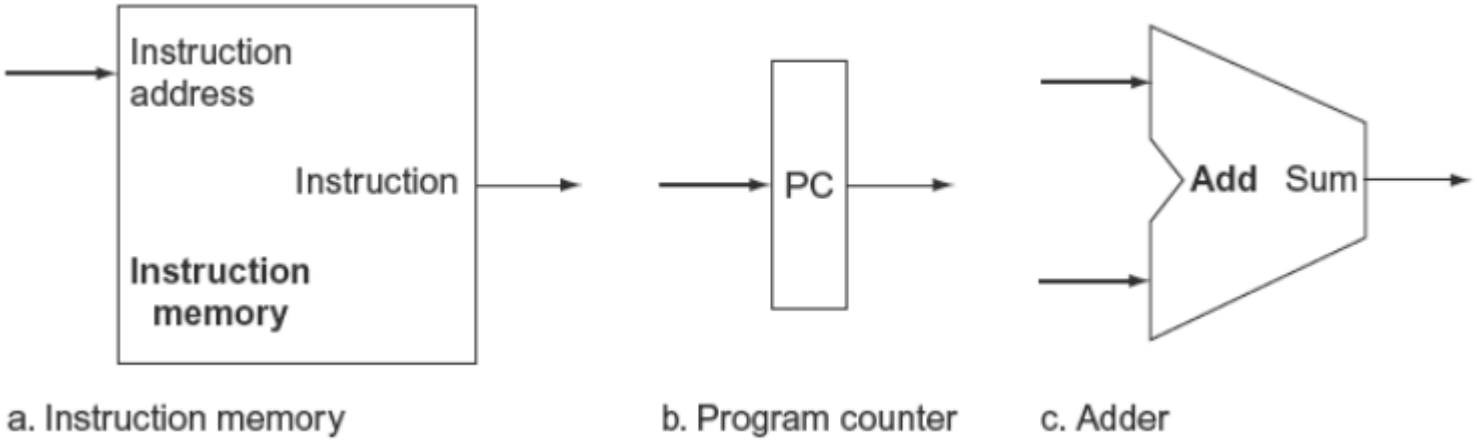
Next . . .

- Designing a Processor: Step-by-Step
- Datapath Components and Clocking
- **Assembling an Adequate Datapath**
- **Controlling the Execution of Instructions**
- Main, ALU, and PC Control

Instruction Fetch

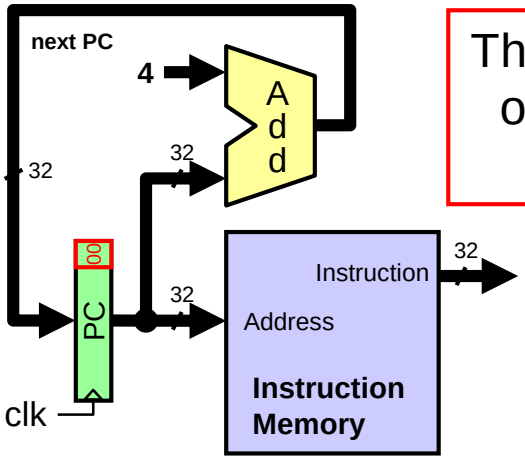
For instruction fetching, we need …

- Program Counter (PC) register
- Instruction Memory
- Adder for incrementing PC



Instruction Fetching Datapath

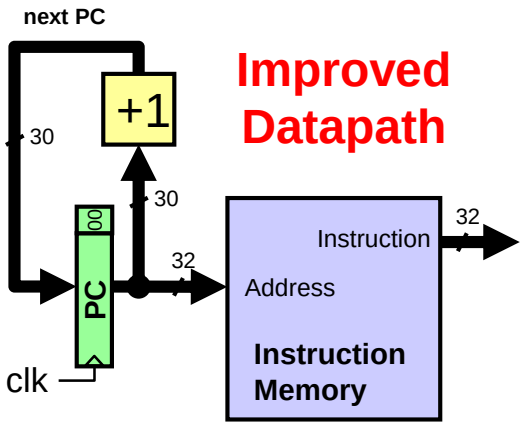
- We can now assemble the datapath from its components
- For instruction fetching, we need …
  - Program Counter (PC) register
  - Instruction Memory
  - Adder for incrementing PC



The least significant 2 bits of the PC are '00' since PC is a multiple of 4

Datapath does not handle branch or jump instructions

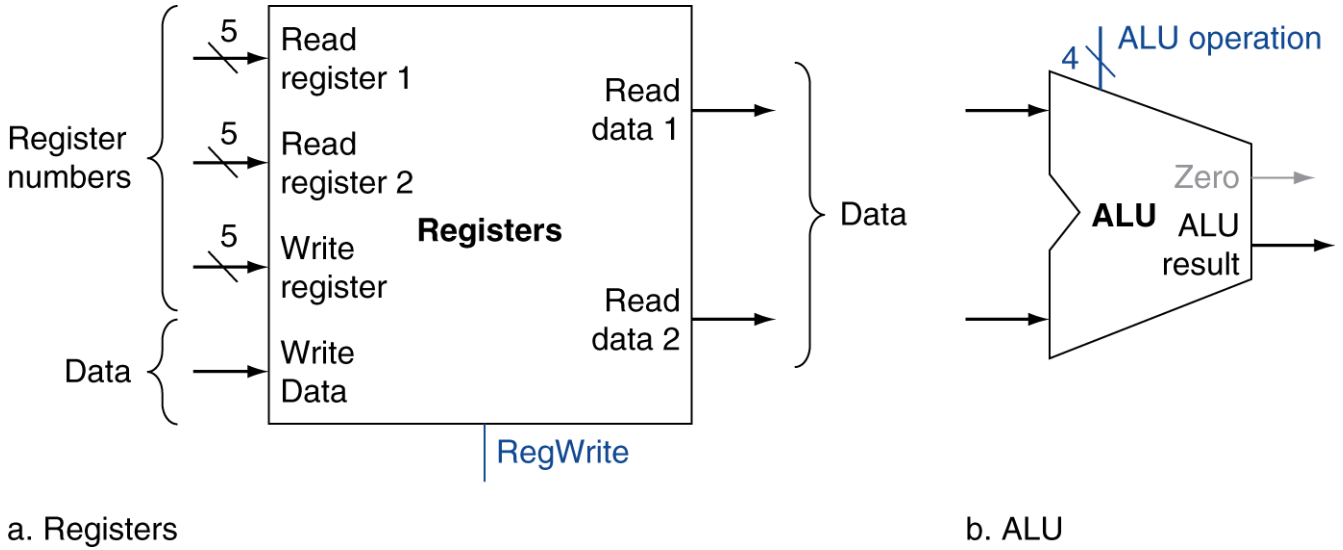
Improved datapath increments upper 30 bits of PC by 1



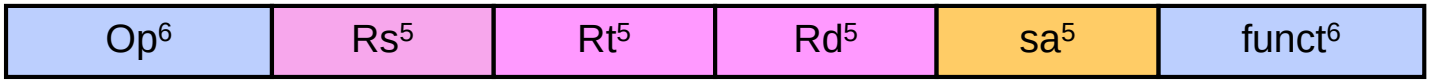
Improved Datapath

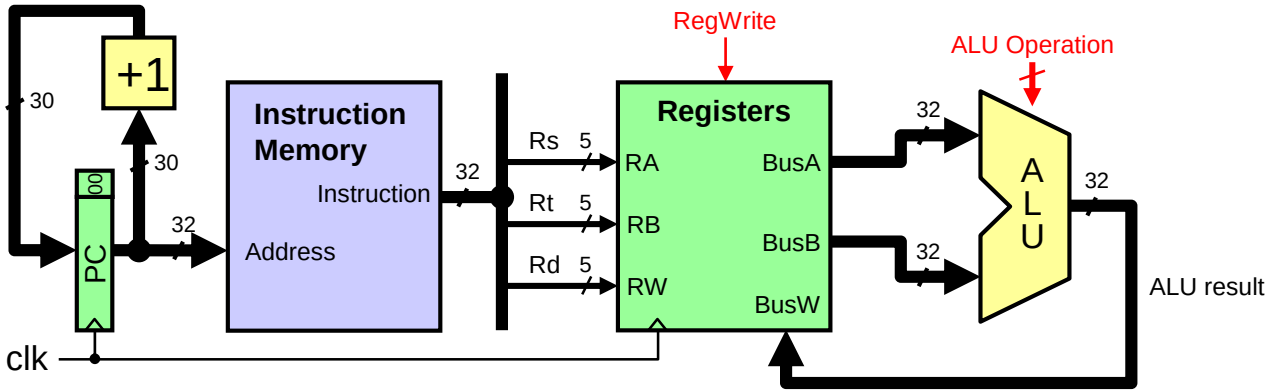
R-Format Instructions

- Read two register operands
- Perform arithmetic/logical operation
- Write register result



Datapath for R-type Instructions





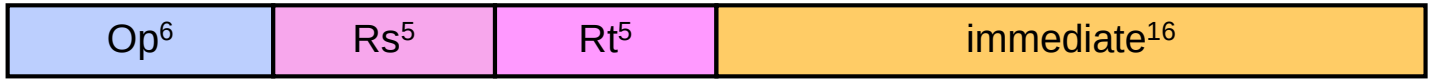
Rs and Rt fields select two registers to read. Rd field selects register to write

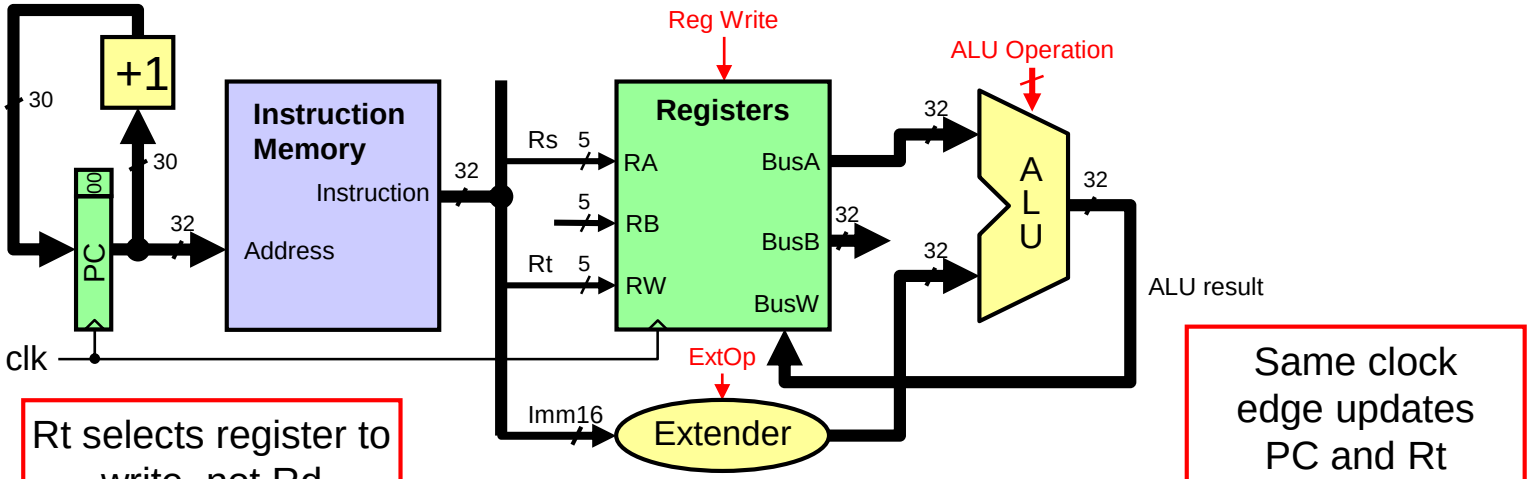
BusA & BusB provide data input to ALU. ALU result is connected to BusW

Same clock updates PC and Rd register

- Control signals
  - ALU Operation is the ALU operation as defined in the funct field for R-type
  - RegWrite is used to enable the writing of the ALU result

Datapath for I-type ALU Instructions





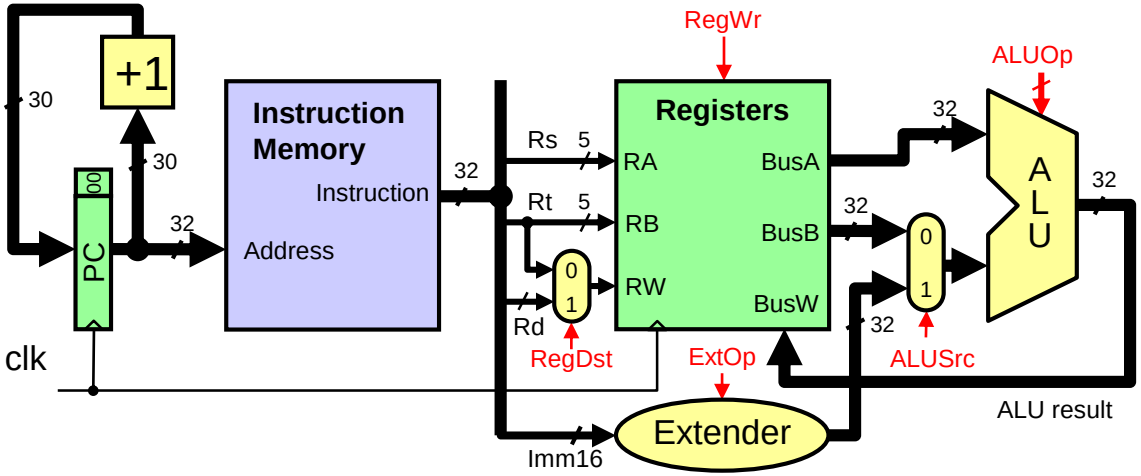
Rt selects register to write, not Rd

Same clock edge updates PC and Rt

Second ALU input comes from the extended immediate. RB and BusB are not used

- Control signals
  - ALU Operation is derived from the Op field for I-type instructions
  - RegWrite is used to enable the writing of the ALU result
  - ExtOp is used to control the extension of the 16-bit immediate

Combining R-type & I-type Datapaths

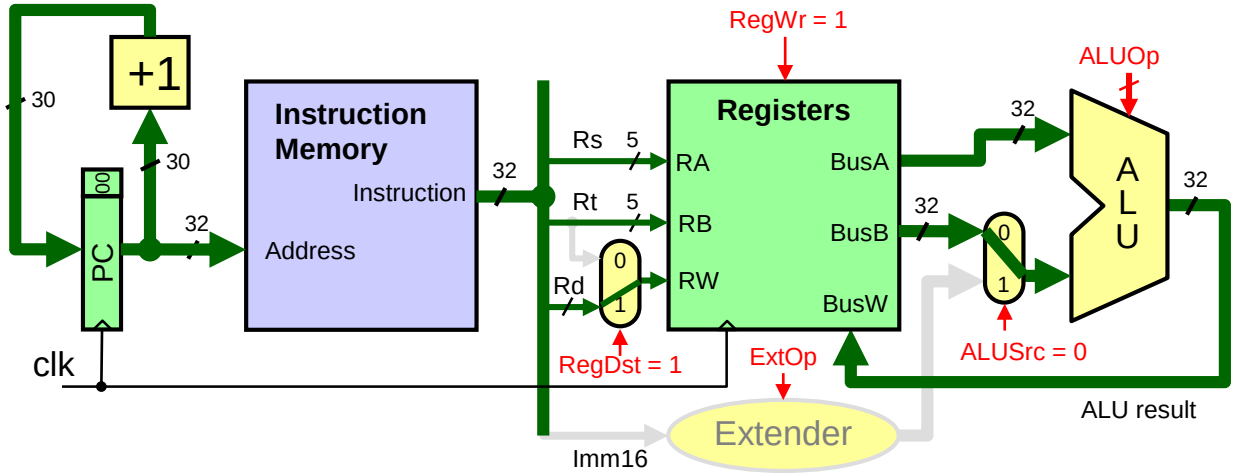


A mux selects RW as either Rt or Rd

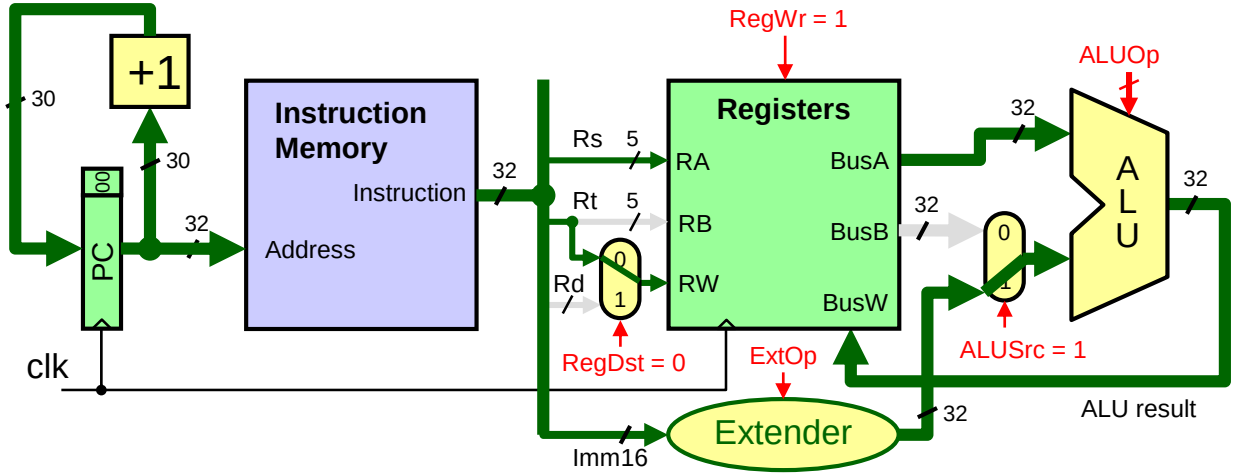
Another mux selects 2nd ALU input as either data on BusB or the extended immediate

- Control signals
  - ALUOp is derived from either the Op or the funct field
  - RegWr enables the writing of the ALU result
  - ExtOp controls the extension of the 16-bit immediate
  - RegDst selects the register destination as either Rt or Rd
  - ALUSrc selects the 2nd ALU source as BusB or extended immediate

Controlling ALU Instructions



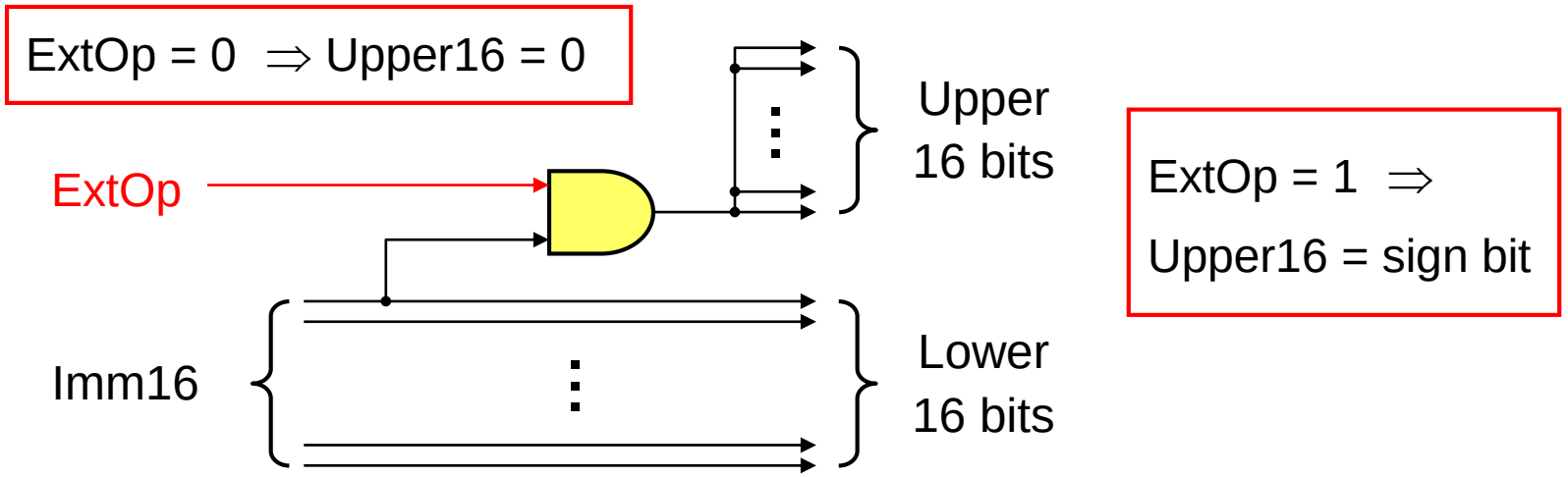
For R-type ALU instructions, RegDst is ‘1’ to select Rd on RW and ALUSrc is ‘0’ to select BusB as second ALU input. The active part of datapath is shown in **green**



For I-type ALU instructions, RegDst is ‘0’ to select Rt on RW and ALUSrc is ‘1’ to select Extended immediate as second ALU input. The active part of datapath is shown in **green**

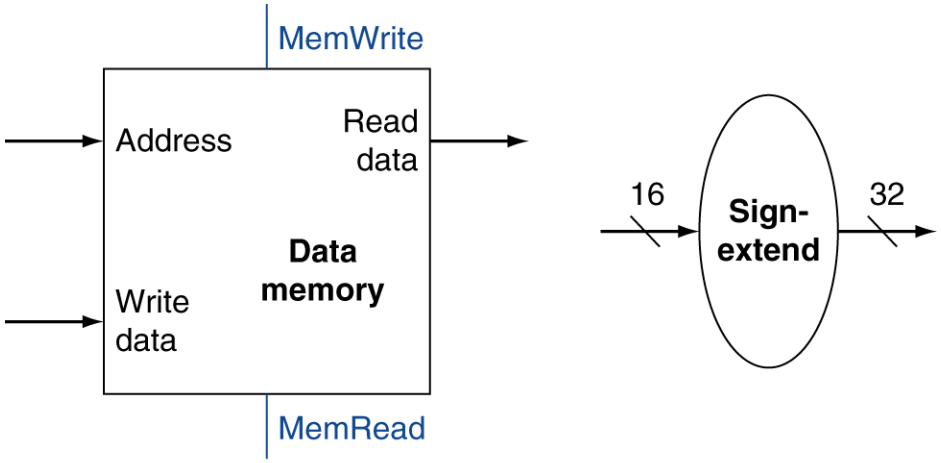
Details of the Extender

- Two types of extensions
  - Zero-extension for unsigned constants
  - Sign-extension for signed constants
- Control signal ExtOp indicates type of extension
- Extender Implementation: wiring and one AND gate



Load/Store Instructions

- Read register operands
- Calculate address using 16-bit offset
  - Use ALU, but sign-extend offset
- Load: Read memory and update register
- Store: Write register value to memory



a. Data memory unit

b. Sign extension unit

Load and Store Word

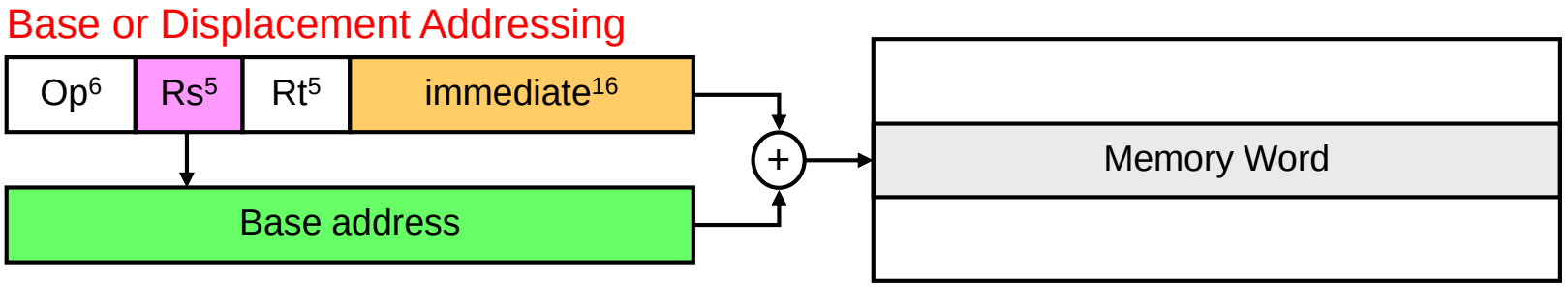
- Load Word Instruction (Word = 4 bytes in MIPS)

  `lw Rt, imm16(Rs)  # Rt ← MEMORY[Rs+imm16]`

- Store Word Instruction

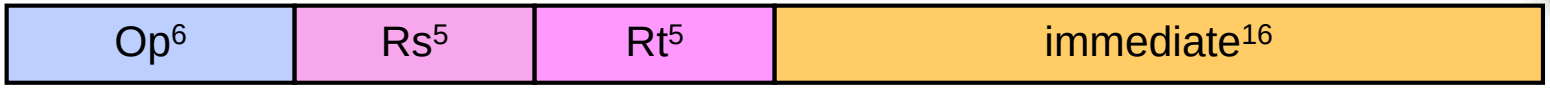
  `sw Rt, imm16(Rs)  # Rt → MEMORY[Rs+imm16]`

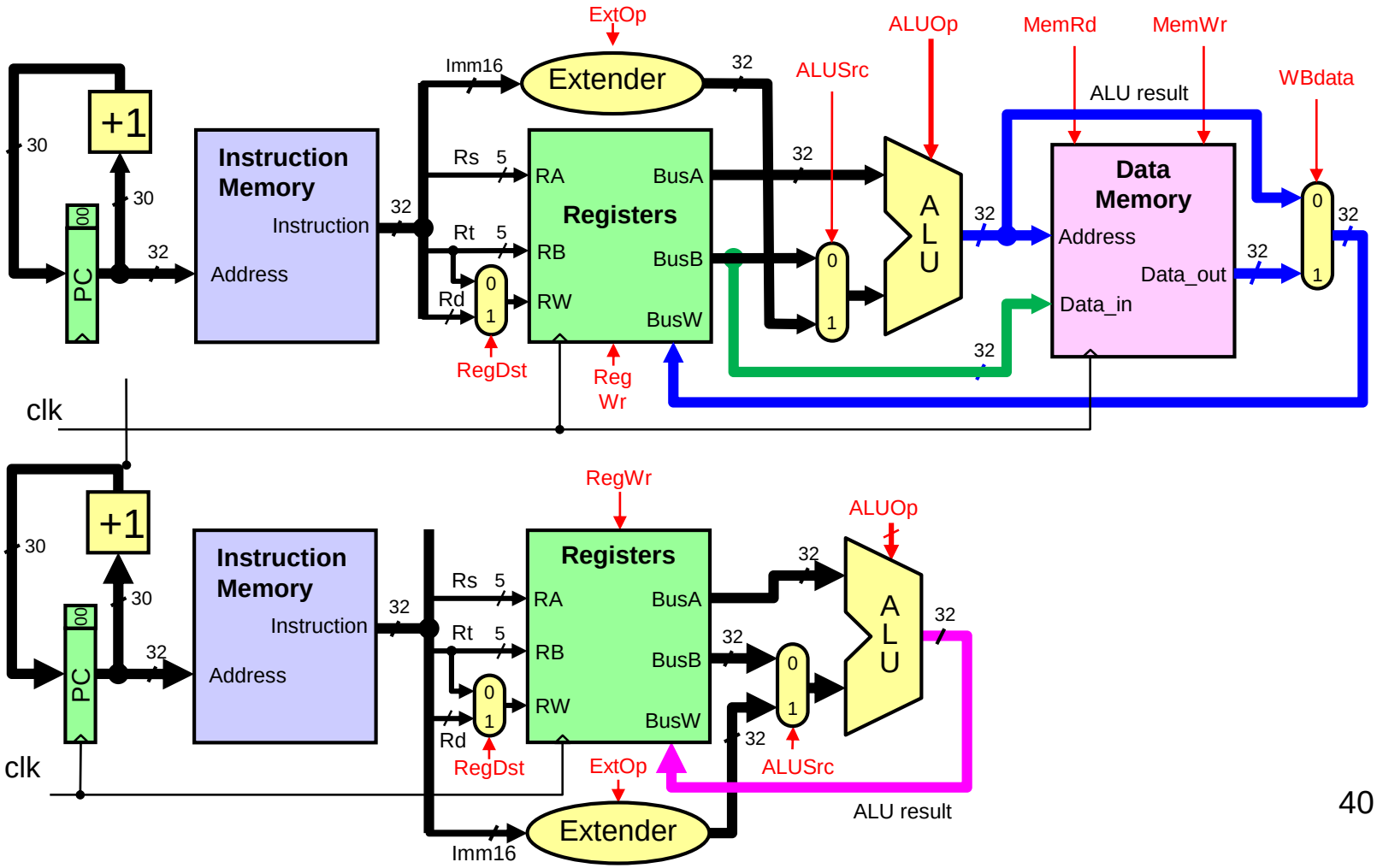
- Base or Displacement addressing is used
  - Memory Address = Rs (base) + Immediate^{16} (displacement)
  - Immediate^{16} is sign-extended to have a signed displacement



Adding Data Memory to Datapath

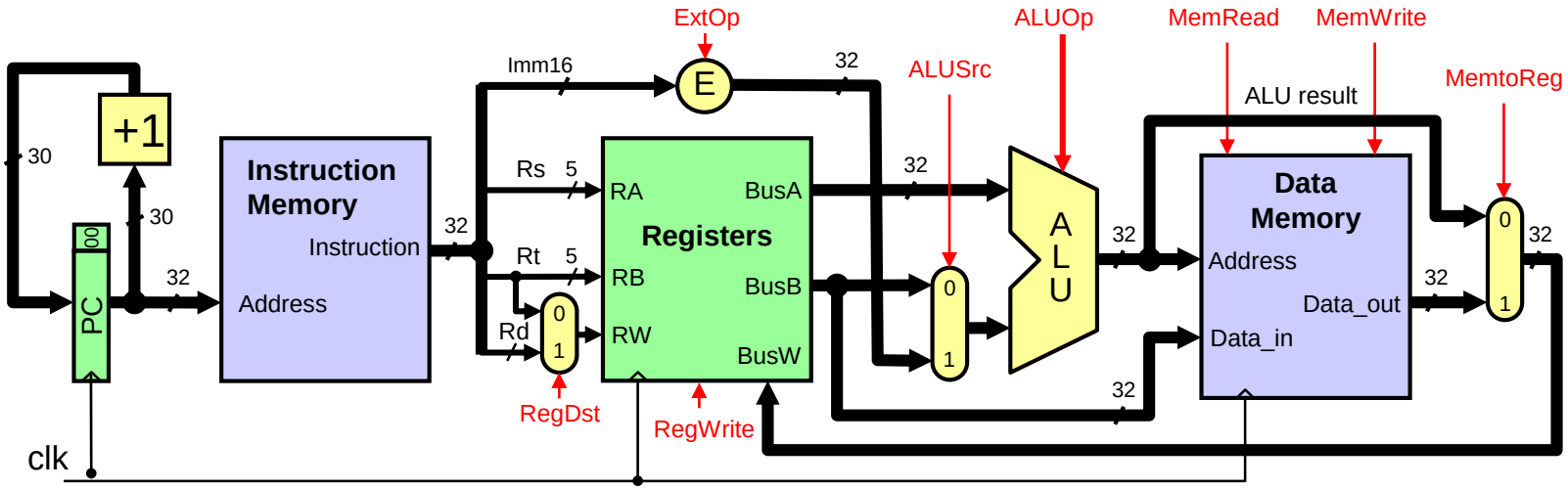
- A data memory is added for load and store instructions





Adding Data Memory to Datapath

- A data memory is added for load and store instructions



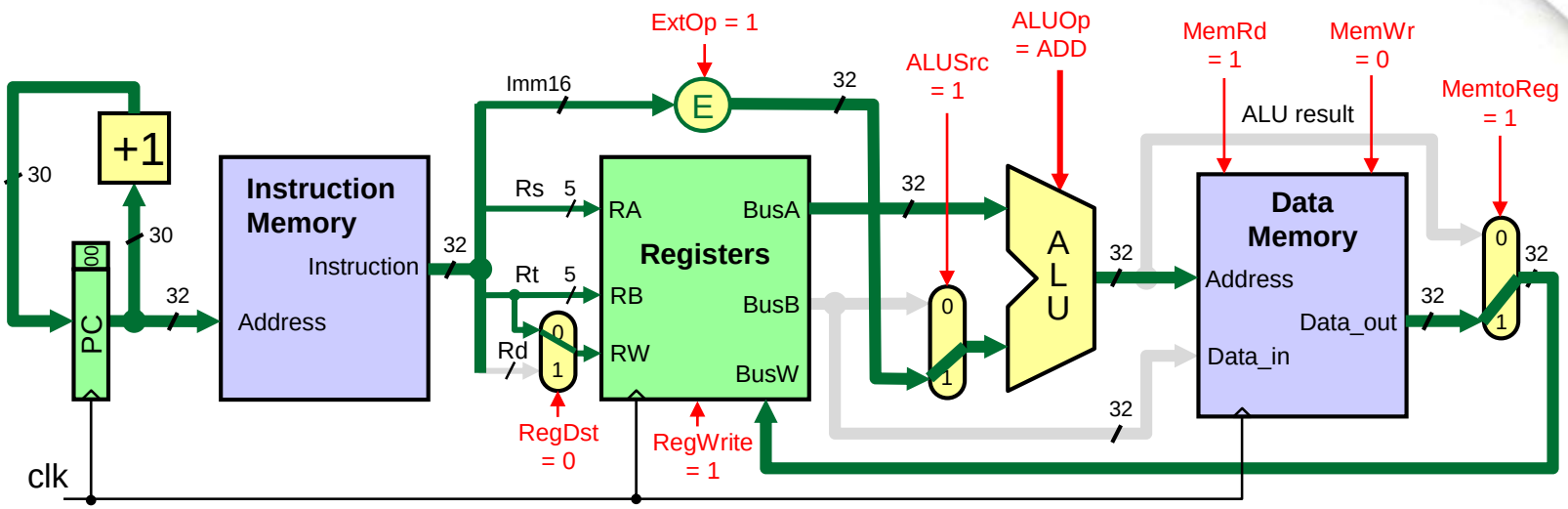
ALU calculates data memory address

A 3rd mux selects data on BusW as either ALU result or memory data_out

BusB is connected to Data_in of Data Memory for store instructions

- Additional Control signals
  - MemRd for load instructions
  - MemWr for store instructions
  - MemtoReg selects data on BusW as ALU result or Memory Data_out

Controlling the Execution of Load



RegDst = '0' selects Rt as destination register

RegWrite = '1' to enable writing of register file

ExtOp = 1 to sign-extend Immmediate16 to 32 bits

ALUSrc = '1' selects extended immediate as second ALU input

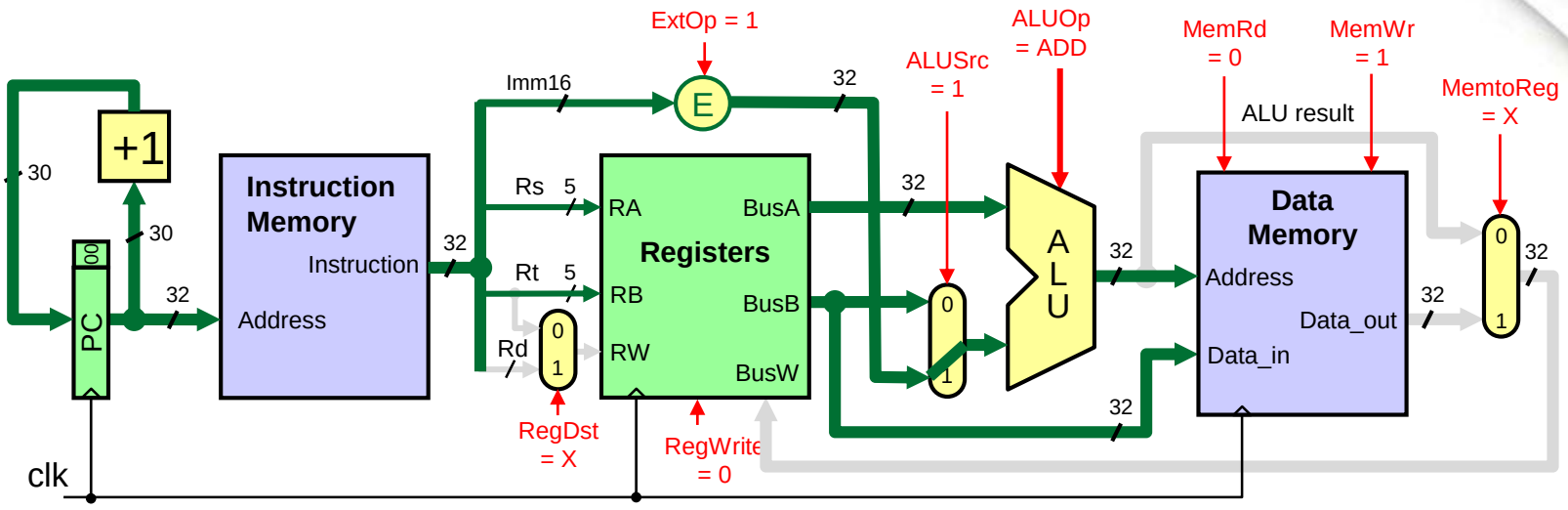
ALUOp = 'ADD' to calculate data memory address as Reg(Rs) + sign-extend(Imm16)

MemRd = '1' to read data memory

MemtoReg = '1' places the data read from memory on BusW

Clock edge updates PC and Register Rt

Controlling the Execution of Store



RegDst = ‘X’ because no register is written

RegWrite = ‘0’ to disable writing of register file

ExtOp = 1 to sign-extend Immmediate16 to 32 bits

ALUSrc = ‘1’ selects extended immediate as second ALU input

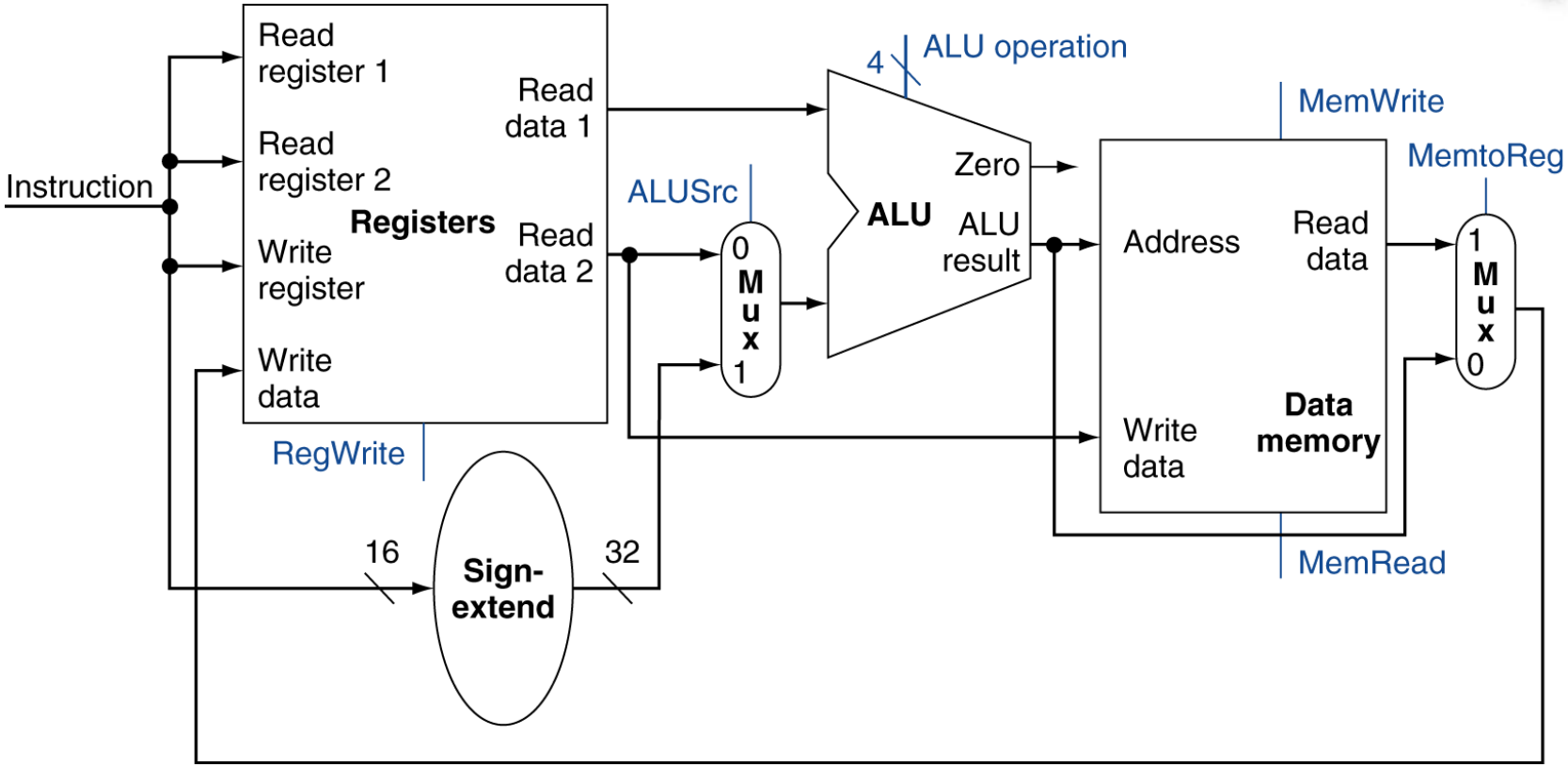
ALUOp = ‘ADD’ to calculate data memory address as Reg(Rs) + sign-extend(Imm16)

MemWr = ‘1’ to write data memory

MemtoReg = ‘X’ because don’t care what data is put on BusW

Clock edge updates PC and Data Memory

R-Type/I-Type/Load/Store Datapath

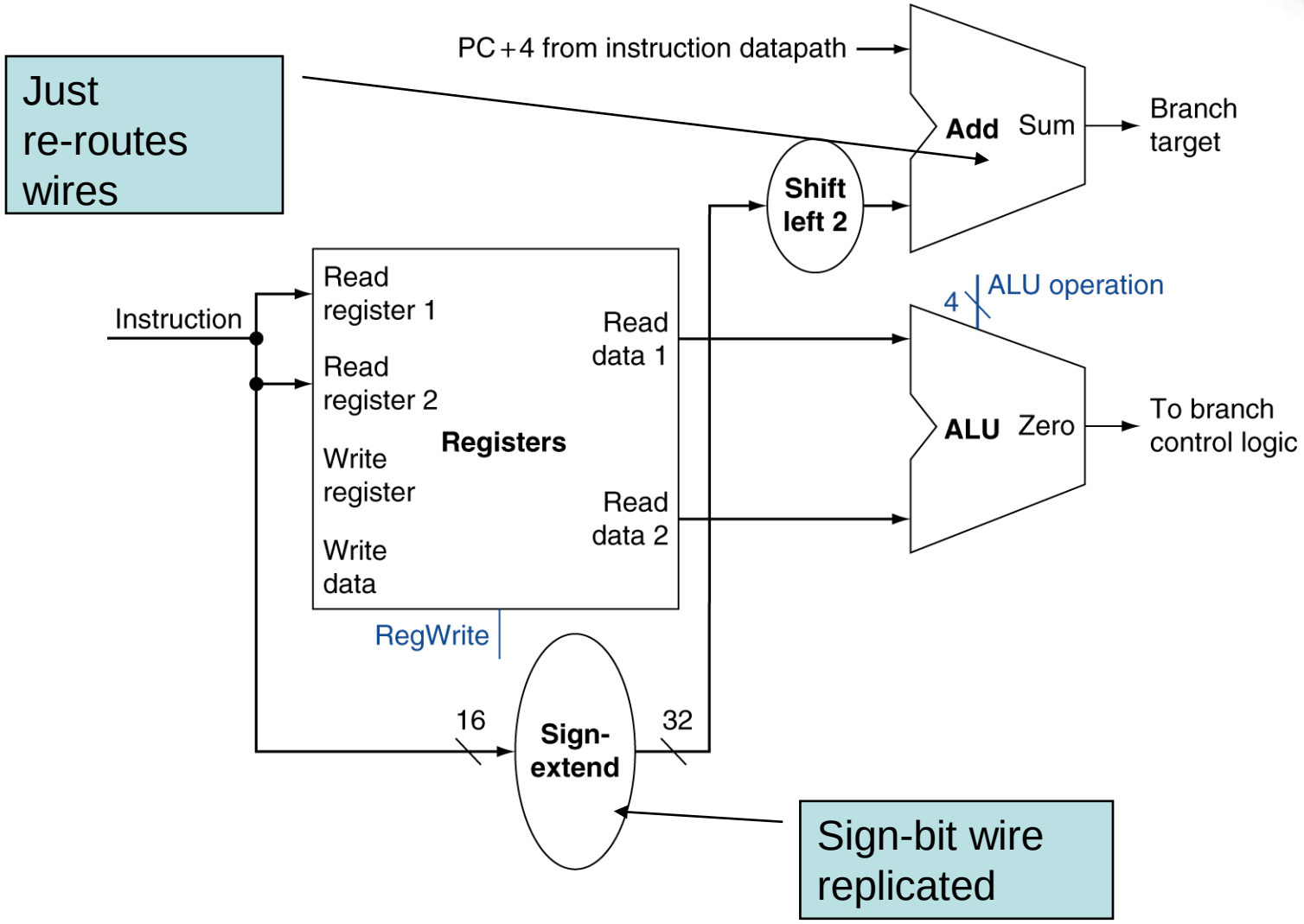


Branch Instructions

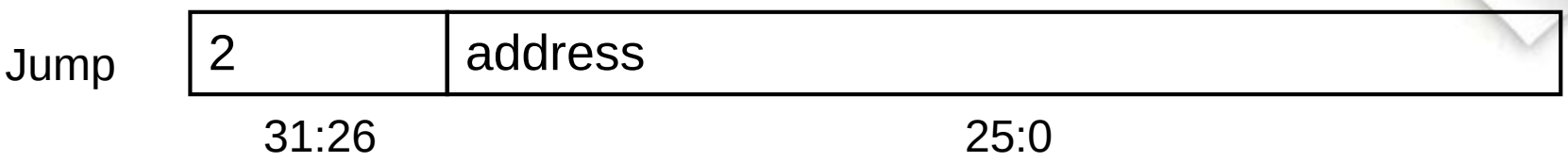
`beq Rs,Rt,label` branch to `label` if (`Rs == Rt`)
`bne Rs,Rt,label` branch to `label` if (`Rs != Rt`)

- Read register operands
- Compare operands
  - Use ALU, subtract and check Zero output
- Calculate target address
  - Sign-extend displacement
  - Shift left 2 places (word displacement)
  - Add to PC + 4
    - Already calculated by instruction fetch

Branch Instructions

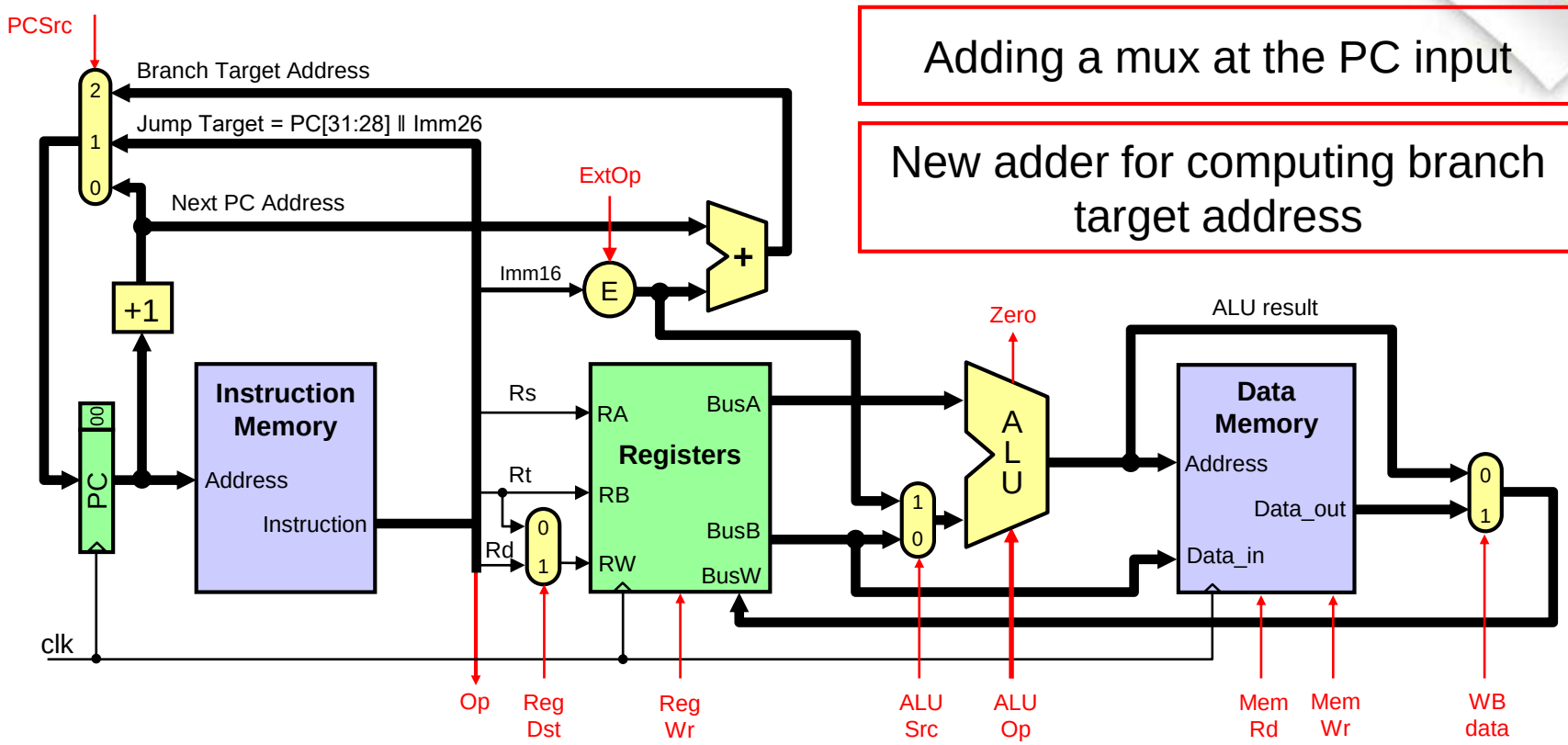


Implementing Jumps



- Jump uses word address
- Update PC with concatenation of
  - Top 4 bits of old PC
  - 26-bit jump address
  - 00
- Need an extra control signal decoded from opcode

Adding Jump and Branch to Datapath

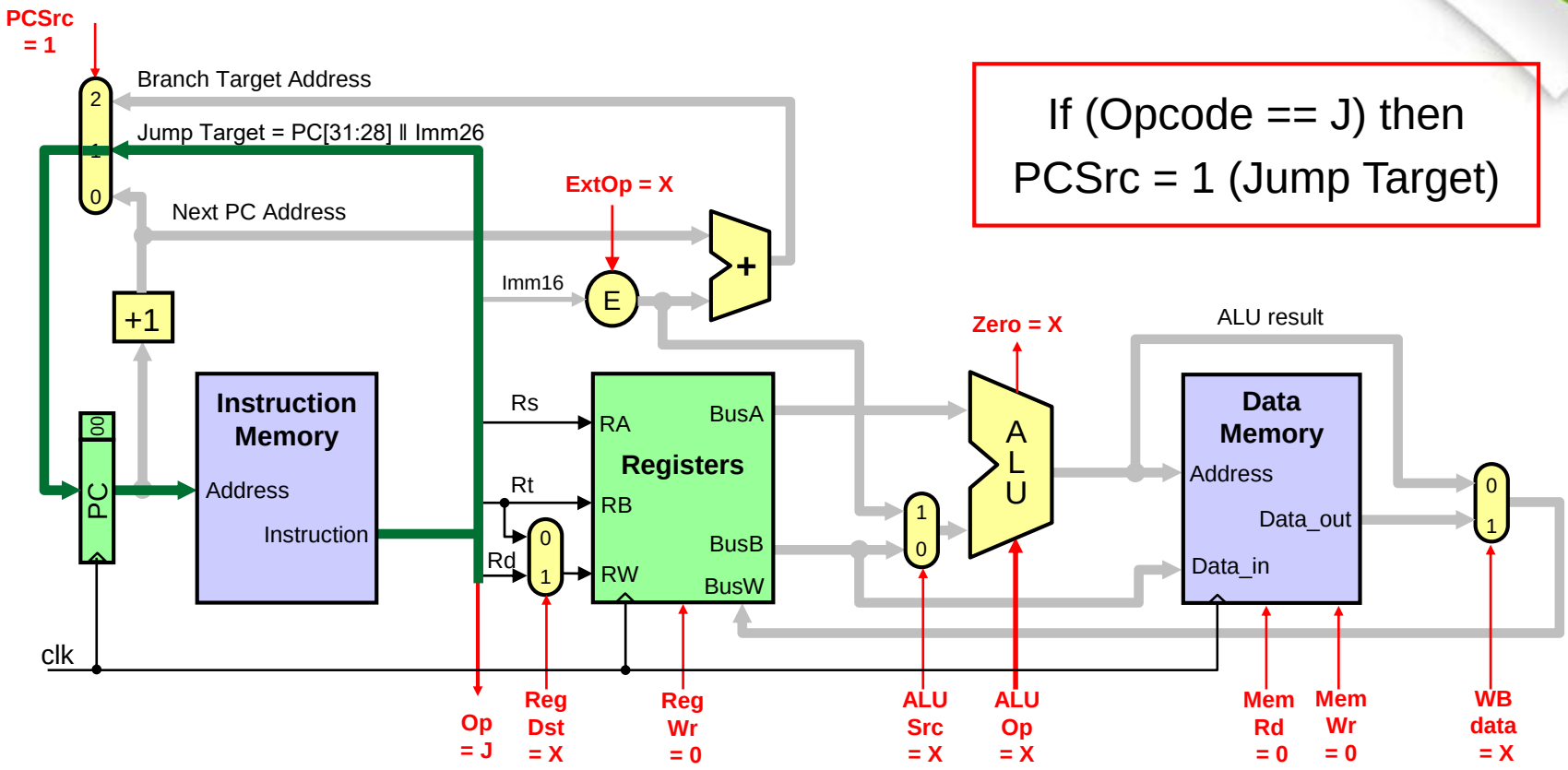


Adding a mux at the PC input

New adder for computing branch target address

- Additional Control Signals
  - PCSrc for PC control: **1** for a jump and **2** for a taken branch
  - Zero flag for branch control: whether branch is taken or not

Controlling the Execution of a Jump

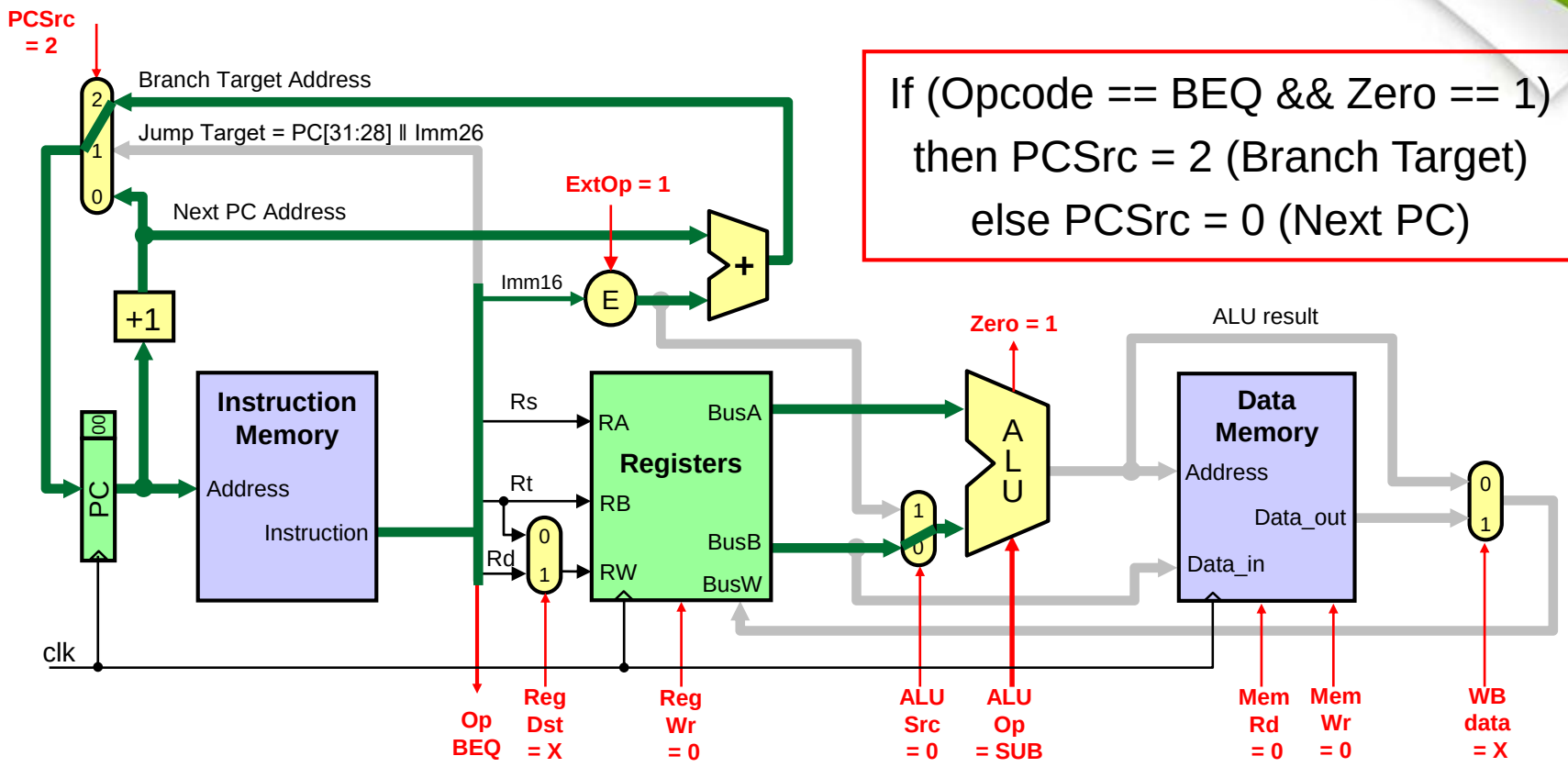


If (Opcode == J) then
PCSrc = 1 (Jump Target)

MemRd = MemWr = RegWr = 0, Don't care about other control signals

Clock edge updates PC register only

Controlling the Execution of a Branch

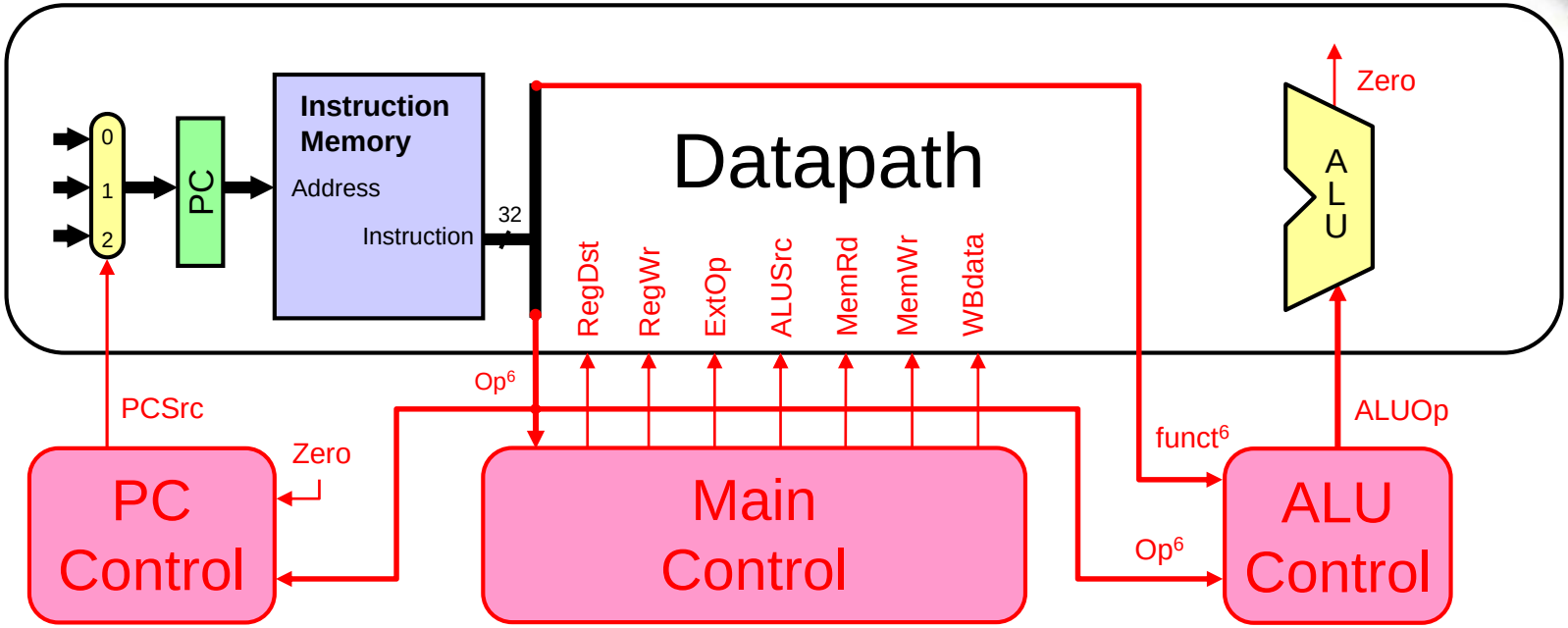


If (Opcode == BEQ && Zero == 1)
then PCSrc = 2 (Branch Target)
else PCSrc = 0 (Next PC)

ALUSrc = 0, ALUOp = SUB, ExtOp = 1, MemRd = MemWr = RegWr = 0

Clock edge updates PC register only

Main, ALU, and PC Control



PC Control Input
- ✧ 6-bit opcode
- ✧ ALU zero flag

PC Control Output
- ✧ PCSrc signal

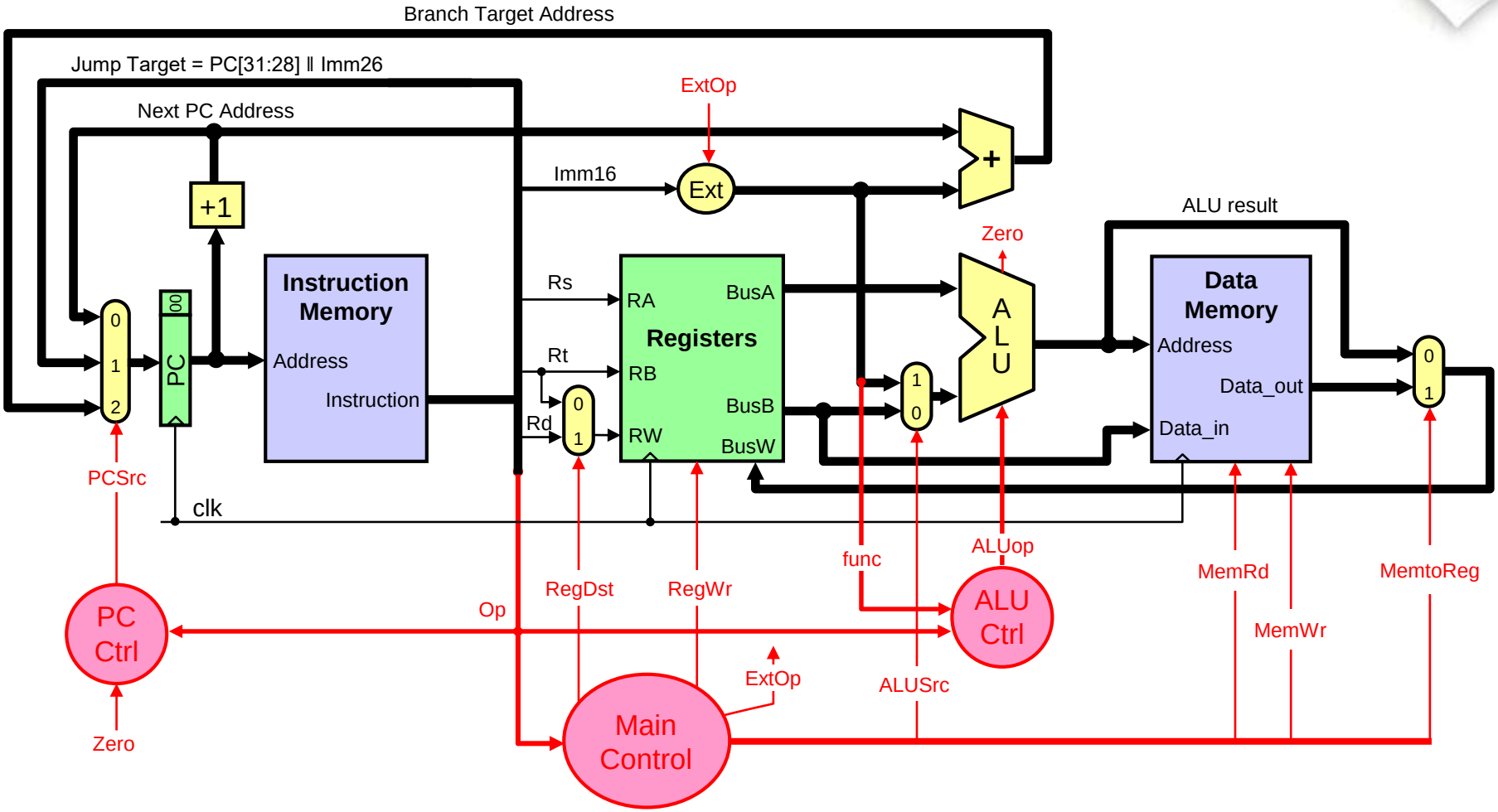
Main Control Input
- – 6-bit opcode field

Main Control Output
- – Main control signals

ALU Control Input
- ✧ 6-bit opcode field
- ✧ 6-bit function field

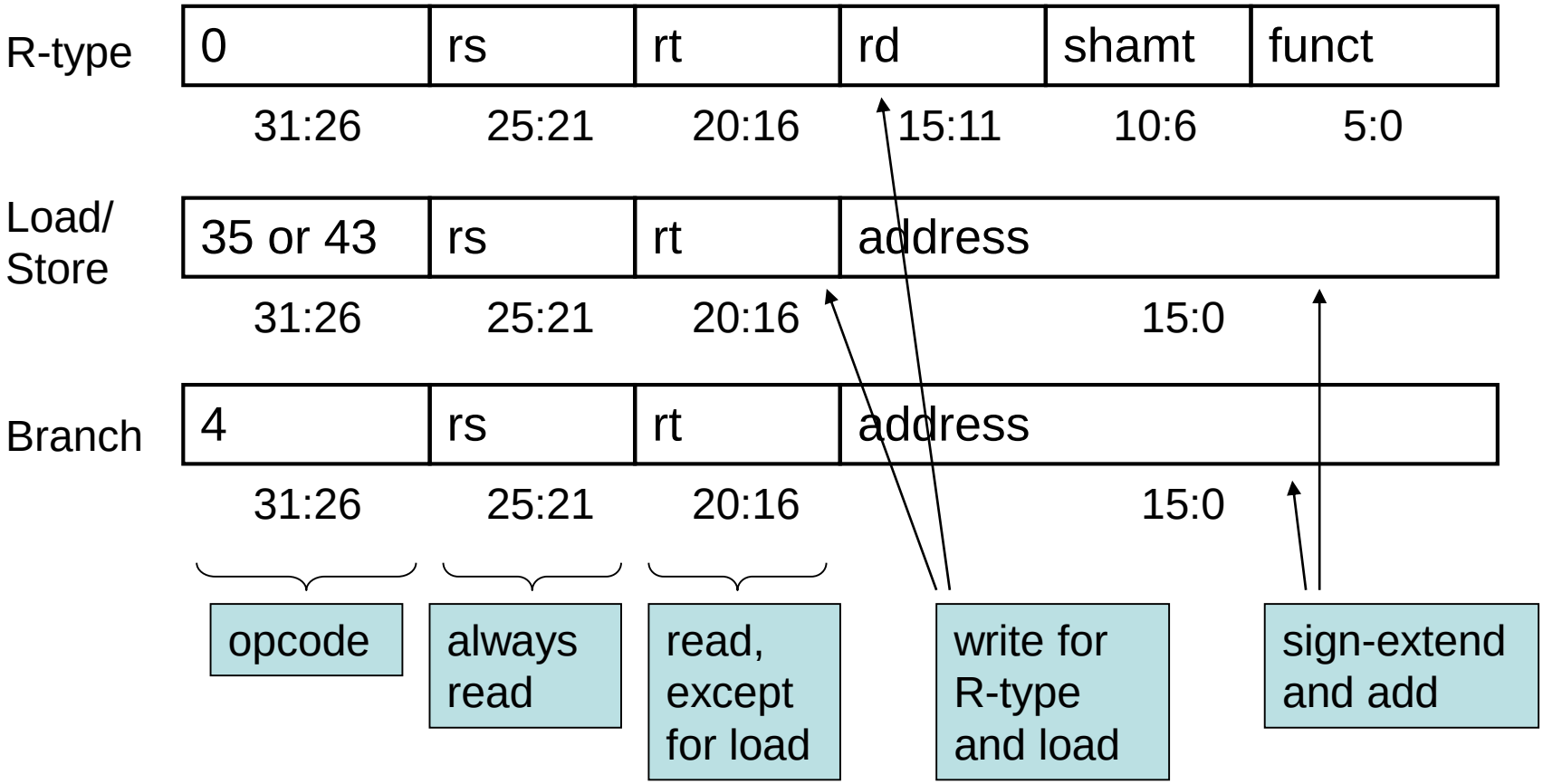
ALU Control Output
- ✧ ALUOp signal for ALU

Single-Cycle Datapath + Control



The Main Control Unit

- Control signals derived from instruction



Main Control Signals

Signal	Effect when ‘0’	Effect when ‘1’
RegDst	Destination register = Rt	Destination register = Rd
RegWr	No register is written	Destination register (Rt or Rd) is written with the data on BusW
ExtOp	16-bit immediate is zero-extended	16-bit immediate is sign-extended
ALUSrc	Second ALU operand is the value of register Rt that appears on BusB	Second ALU operand is the value of the extended 16-bit immediate
MemRd	Data memory is NOT read	Data memory is read Data_out ← Memory[address]
MemWr	Data Memory is NOT written	Data memory is written Memory[address] ← Data_in
MemtoReg	BusW = ALU result	BusW = Data_out from Memory

Main Control Truth Table

Op	RegDst	RegWr	ExtOp	ALUSrc	MemRd	MemWr	MemtoReg
R-type	1 = Rd	1	X	0 = BusB	0	0	0 = ALU
ADDI	0 = Rt	1	1 = sign	1 = Imm	0	0	0 = ALU
SLTI	0 = Rt	1	1 = sign	1 = Imm	0	0	0 = ALU
ANDI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
ORI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
XORI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
LW	0 = Rt	1	1 = sign	1 = Imm	1	0	1 = Mem
SW	X	0	1 = sign	1 = Imm	0	1	X
BEQ	X	0	1 = sign	0 = BusB	0	0	X
BNE	X	0	1 = sign	0 = BusB	0	0	X
J	X	0	X	X	0	0	X

X is a don’t care (can be 0 or 1), used to minimize logic

Logic Equations for Main Control Signals

RegDst = R-type

RegWrite = $\overline{(SW + BEQ + BNE + J)}$

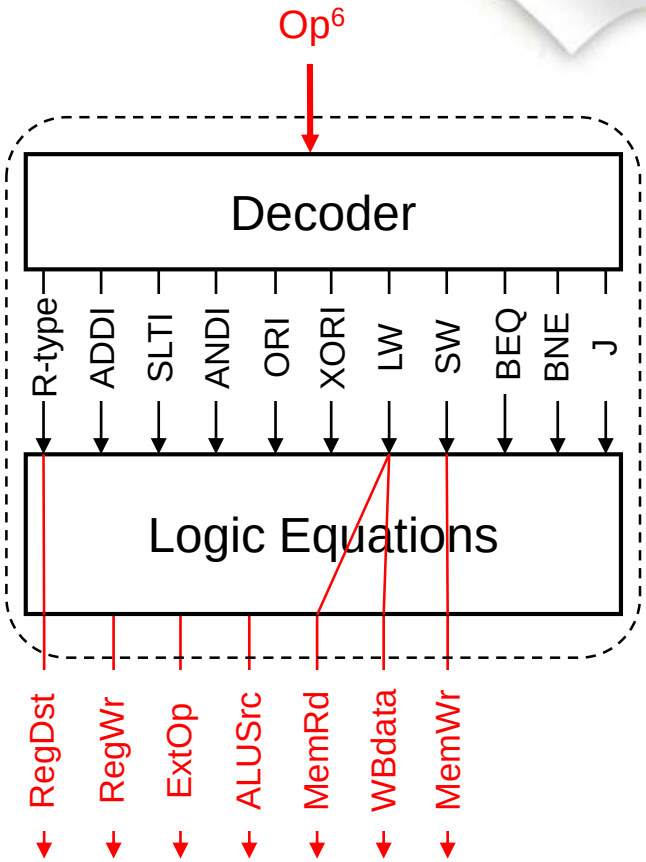
ExtOp = $\overline{(ANDI + ORI + XORI)}$

ALUSrc = $\overline{(R\text{-}type + BEQ + BNE)}$

MemRd = LW

MemWr = SW

MemtoReg = LW



ALU Control Truth Table

Op	funct	ALU function	4-bit Coding
R-type	AND	AND	0001
R-type	OR	OR	0010
R-type	XOR	XOR	0011
R-type	ADD	ADD	0100
R-type	SUB	SUB	0101
R-type	SLT	SLT	0110
ADDI	X	ADD	0100
SLTI	X	SLT	0110
ANDI	X	AND	0001
ORI	X	OR	0010
XORI	X	XOR	0011
LW	X	ADD	0100
SW	X	ADD	0100
BEQ	X	SUB	0101
BNE	X	SUB	0101
J	X	X	X

The 4-bit Coding defines the binary ALU operations.

Logic equations are derived for the 4-bit coding.

ALU Control

opcode	ALUOp	Operation	funct	ALU function	ALU control
R-type	000	AND	100100	and	0001
		OR	100101	or	0010
		XOR	100110	xor	0011
		add	100000	add	0100
		subtract	100010	subtract	0101
		set-on-less-than	101010	set-on-less-than	0110
ADDI	100	ADD Immediate	XXXXXX	add	0100
SLTI	101	set-on-less-than immediate	XXXXXX	set-on-less-than	0110
ANDI	001	AND immediate	XXXXXX	and	0001
ORI	010	OR immediate	XXXXXX	or	0010
XORI	011	XOR immediate	XXXXXX	xor	0011
LW	100	load word	XXXXXX	add	0100
SW	100	store word	XXXXXX	add	0100
BEQ	101	branch equal	XXXXXX	subtract	0101
BNE	101	branch not equal	XXXXXX	subtract	0101

PC Control Truth Table

Op	Zero flag	PCSrc
R-type	X	0 = Increment PC
J	X	1 = Jump Target Address
BEQ	0	0 = Increment PC
BEQ	1	2 = Branch Target Address
BNE	0	2 = Branch Target Address
BNE	1	0 = Increment PC
Other than Jump or Branch	X	0 = Increment PC

The ALU Zero flag is used by BEQ and BNE instructions

PC Control Logic

- The PC control logic can be described as follows:

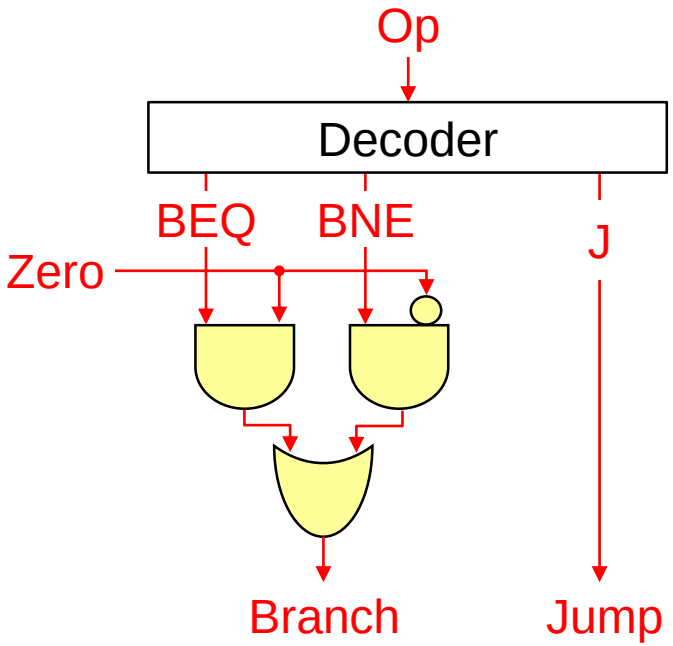
```
if (Op == J) PCSrc = 1;
else if ((Op == BEQ && Zero == 1) ||
         (Op == BNE && Zero == 0)) PCSrc = 2;
else PCSrc = 0;
```

Branch = (BEQ . Zero) + (BNE . $\overline{\text{Zero}}$)

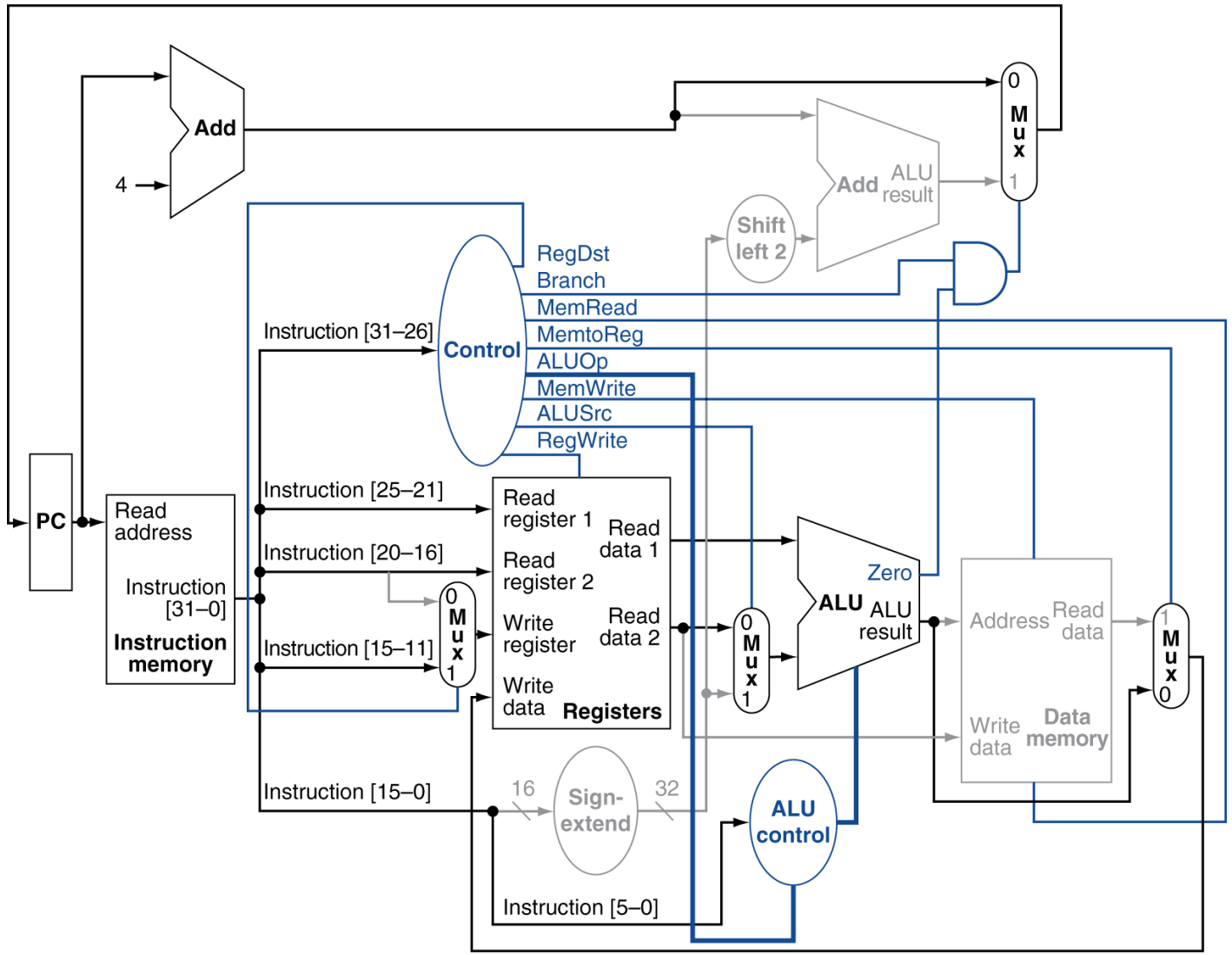
Branch = 1, Jump = 0 ➔ PCSrc = 2

Branch = 0, Jump = 1 ➔ PCSrc = 1

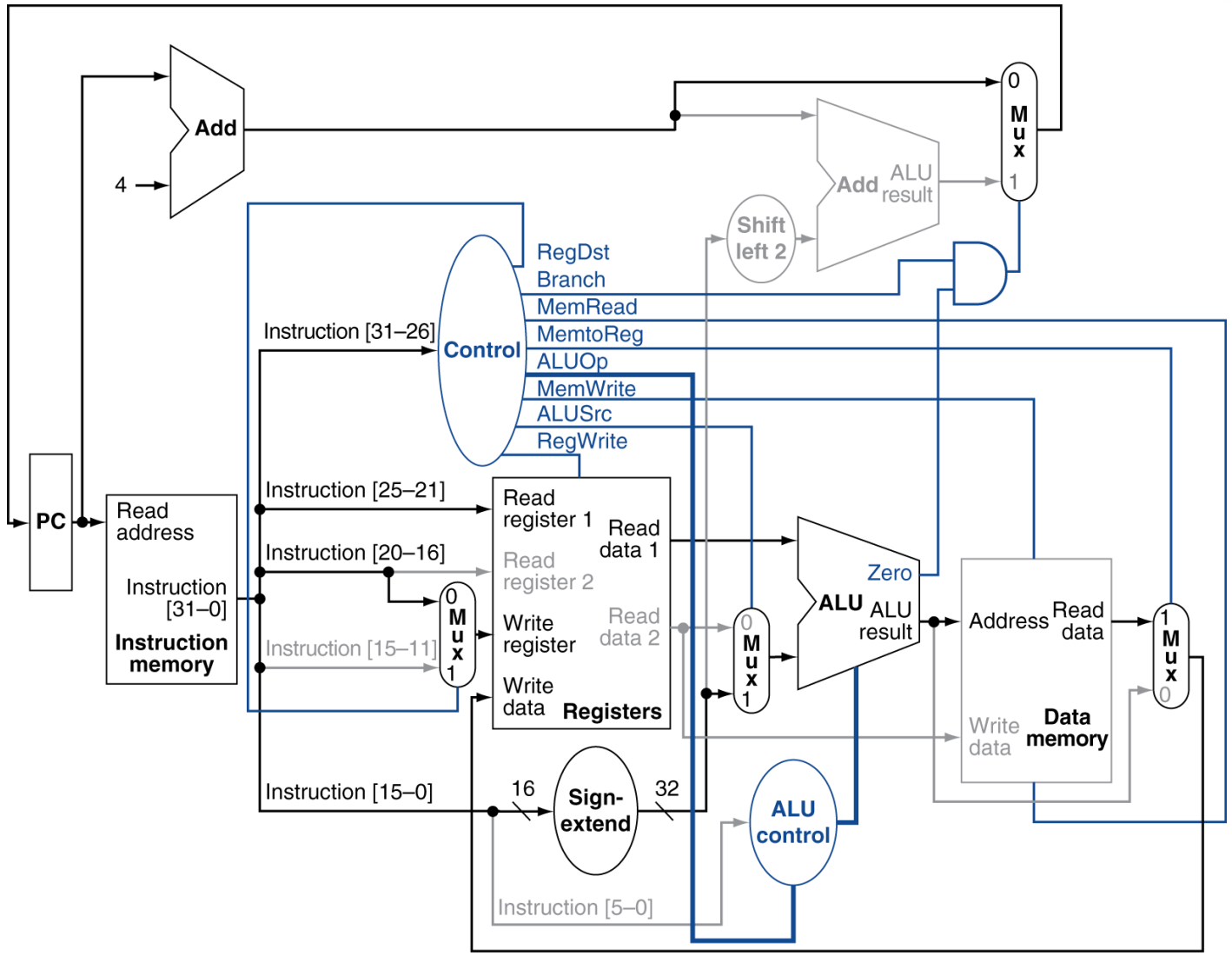
Branch = 0, Jump = 0 ➔ PCSrc = 0



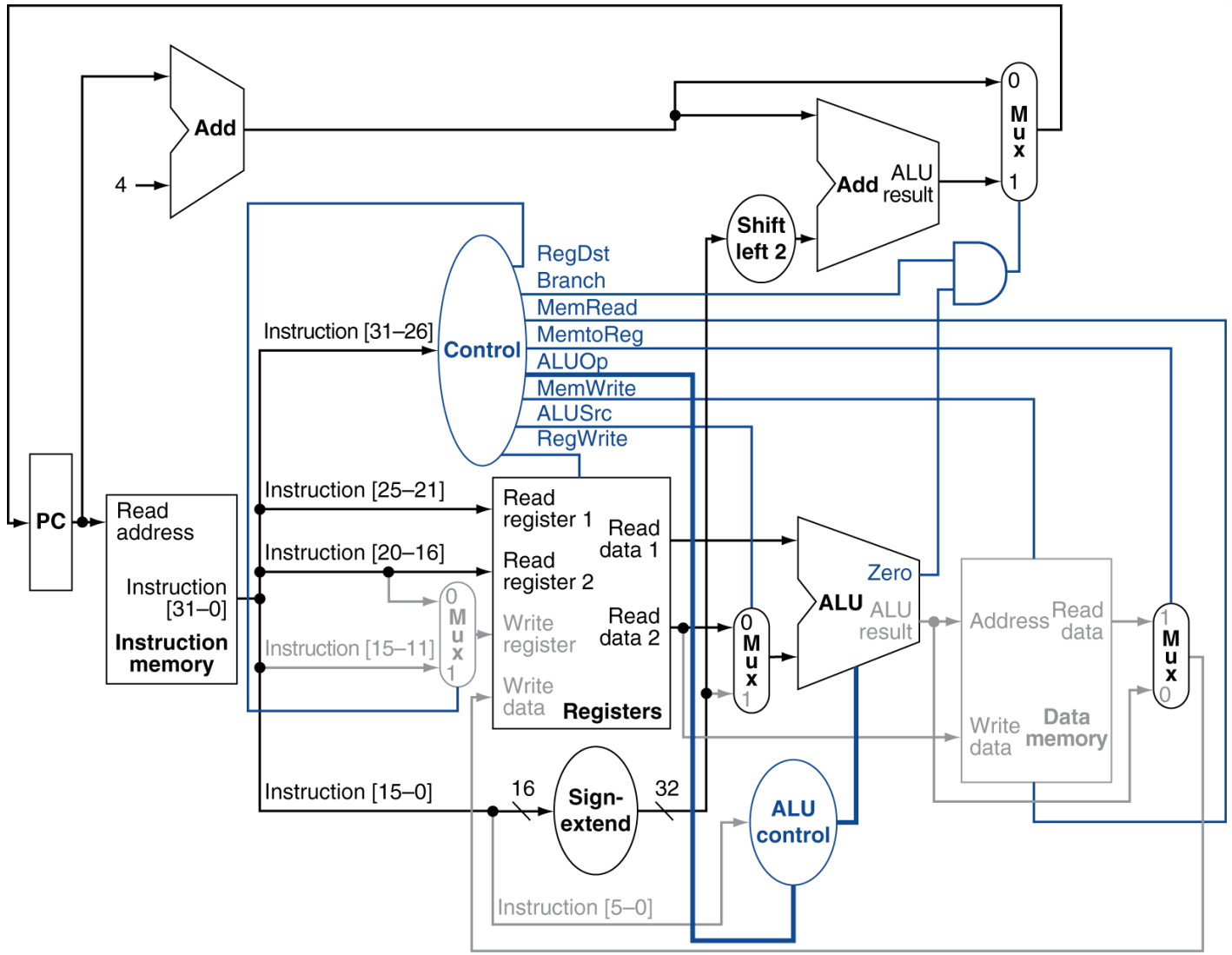
R-Type Instruction



Load Instruction



Branch-on-Equal Instruction



Datapath With Jumps Added