

Friday, January 18, 2019 8:53 AM

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- Data path of a processor
- Controlling the data path
- Examples for Lab 2

control path

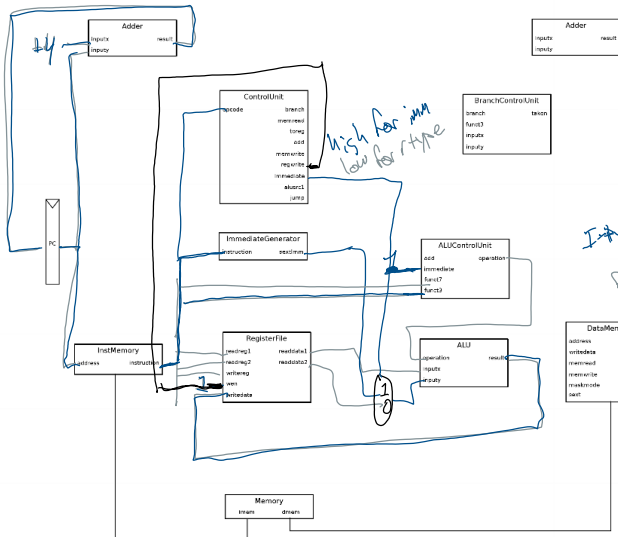
- chooses which data path components to use
- controls the processor

Finite state machine (opcode)  
Current state

table w/ state-signals

control signals  
next state

## I-Type



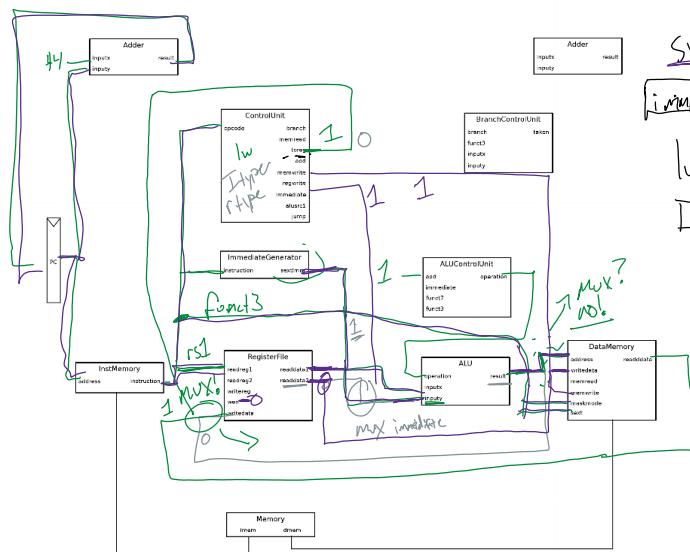
R-types  
I-type

$$\underline{R[rd]} = R[rs1] + imm$$

Integer | imm | rs1 | funct3 | rd | co(ool)

	opcode	immediate	reg write	to reg	write memory	read memory
ltype	0010011	1 <sup>use</sup> <sub>imm</sub>	1	0 <sup>from</sup> <sub>alu +</sub> <sub>pc + 4</sub>	0	0
Rtype	0110011	0 <sup>use</sup> <sub>read both</sub>	1	0	0	0
lw	0000011	1	1	1 <sup>from</sup> <sub>memory</sub>	0	1
sw	0100011	1	0	x	1	0

## lw/sw



$$\underline{SW} \quad M[R[rs]] + imp = Z[rs2]$$

imm | rs2 | rs1 | funct3 | imm | 0100011

$$I_w R[rd] = \underline{M}[R[rs]] + imm$$

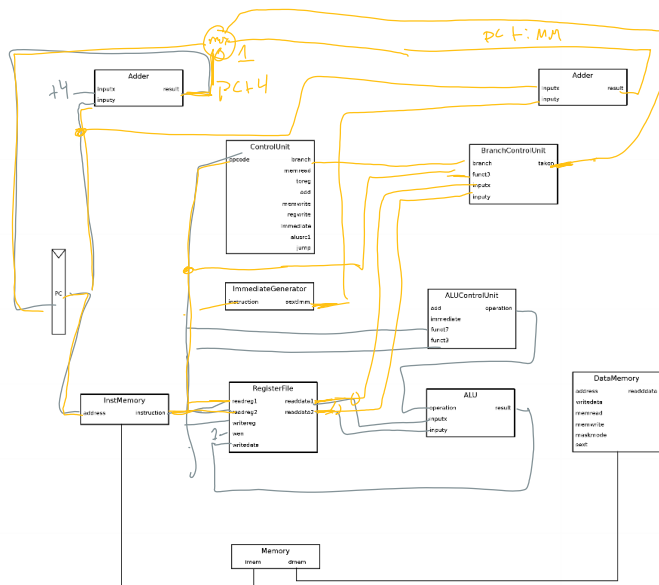
imm	rs1	<u>func3</u>	rd	ooooo
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↳ mask and sign extend

- 1b byte
- 1h halfword
- 1bu unsigned
- 1hu

[illegible]

## branch



branch  
beg if ( $R[rs1] == R[rs2]$ )  
 $PC = PC + imm \ll 1$   
imn sen  
does  
shift + for  
you

## jumps

