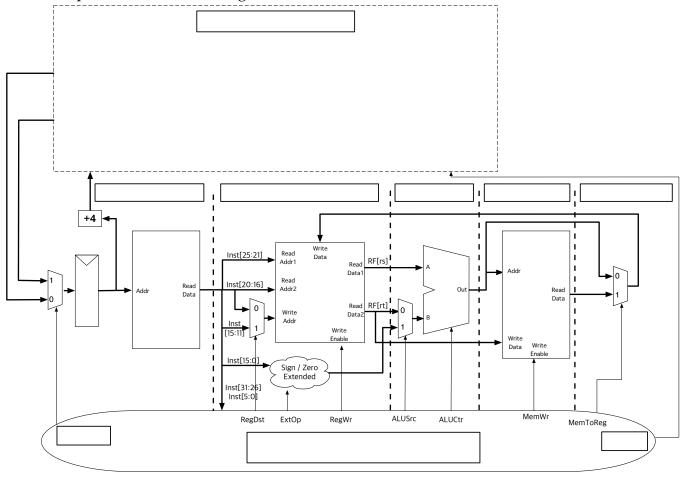
## Single Cycle CPU Design

Here we have a single cycle CPU diagram. Answer the following questions:

- 1. Name each component.
- 2. Name each datapath stage and explain its functionality.

Functionality

- 3. Provide data inputs and control signals to the next PC logic.
- 4. Implement the next PC logic.



## **Single Cycle CPU Control Logic**

Fill out the values for the control signals from the previous CPU diagram.

Instrs.	Control Signals								
			RegDst	ExtOp	ALUSrc	ALUCtr	MemWr	MemtoReg	RegWr
add									
ori									
lw									
sw									
beq									
j	_								·

This table shows the ALUCtr values for each operation of the ALU:

Operation	AND	OR	ADD	SUB	SLT	NOR
ALUCtr	0000	0001	0010	0110	0111	1100

## **Clocking Methodology**

- The input signal to each state element must stabilize before each rising edge.
- Critical path: Longest delay path between state elements in the circuit.
- $t_{clk} \ge t_{clk-to-q} + t_{CL} + t_{setup}$ , where  $t_{CL}$  is the critical path in the combinational logic.
- If we place registers in the critical path, we can shorten the period by reducing the amount of logic between registers.

## Single Cycle CPU Performance Analysis

The delays of circuit elements are given as follows:

Element	Register clk-to-q	Register Setup	MUX	ALU	Mem Read	Mem Write	RegFile Read	RegFile Setup
Parameter	$t_{clk\text{-to-}q}$	$t_{ m setup}$	t <sub>mux</sub>	$t_{ m ALU}$	$t_{\mathrm{MEMread}}$	$t_{\mathrm{MEMwrite}}$	$t_{RFread}$	$T_{RFsetup}$
Delay(ps)	30	20	25	200	250	200	150	20

- 1. Give an instruction that exercises the critical path.
- 2. What is the critical path in the single cycle CPU?
- 3. What are the minimum clock cycle,  $t_{clk}$ , and the maximum clock frequency,  $f_{clk}$ ? Assume the  $t_{clk-to-q} > hold$  time.
- 4. Why is a single cycle CPU inefficient?
- 5. How can you improve its performance? What is the purpose of pipelining?