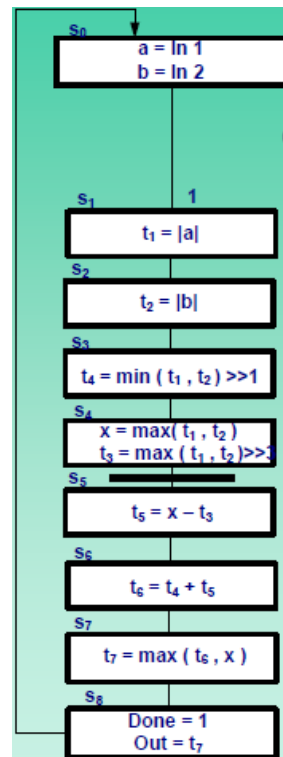
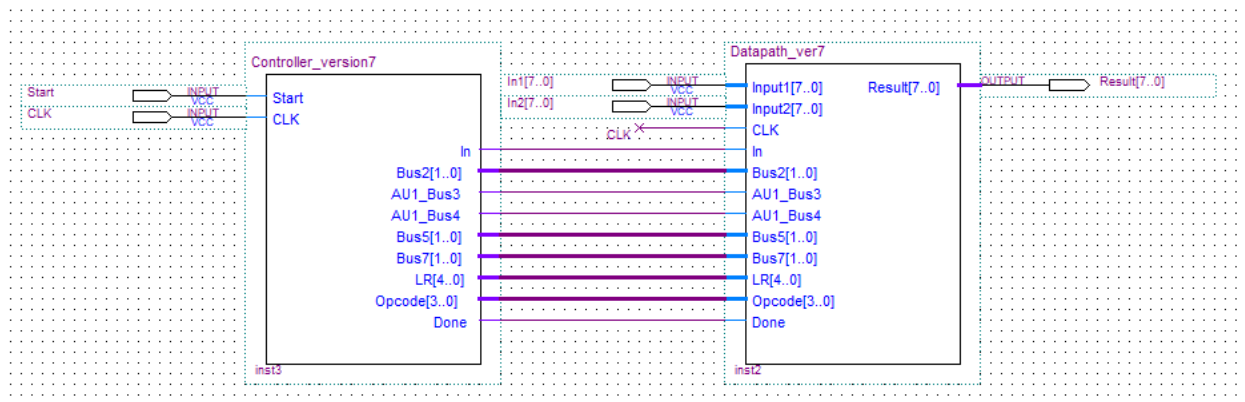


Datapath pipeline with pipelined functional units

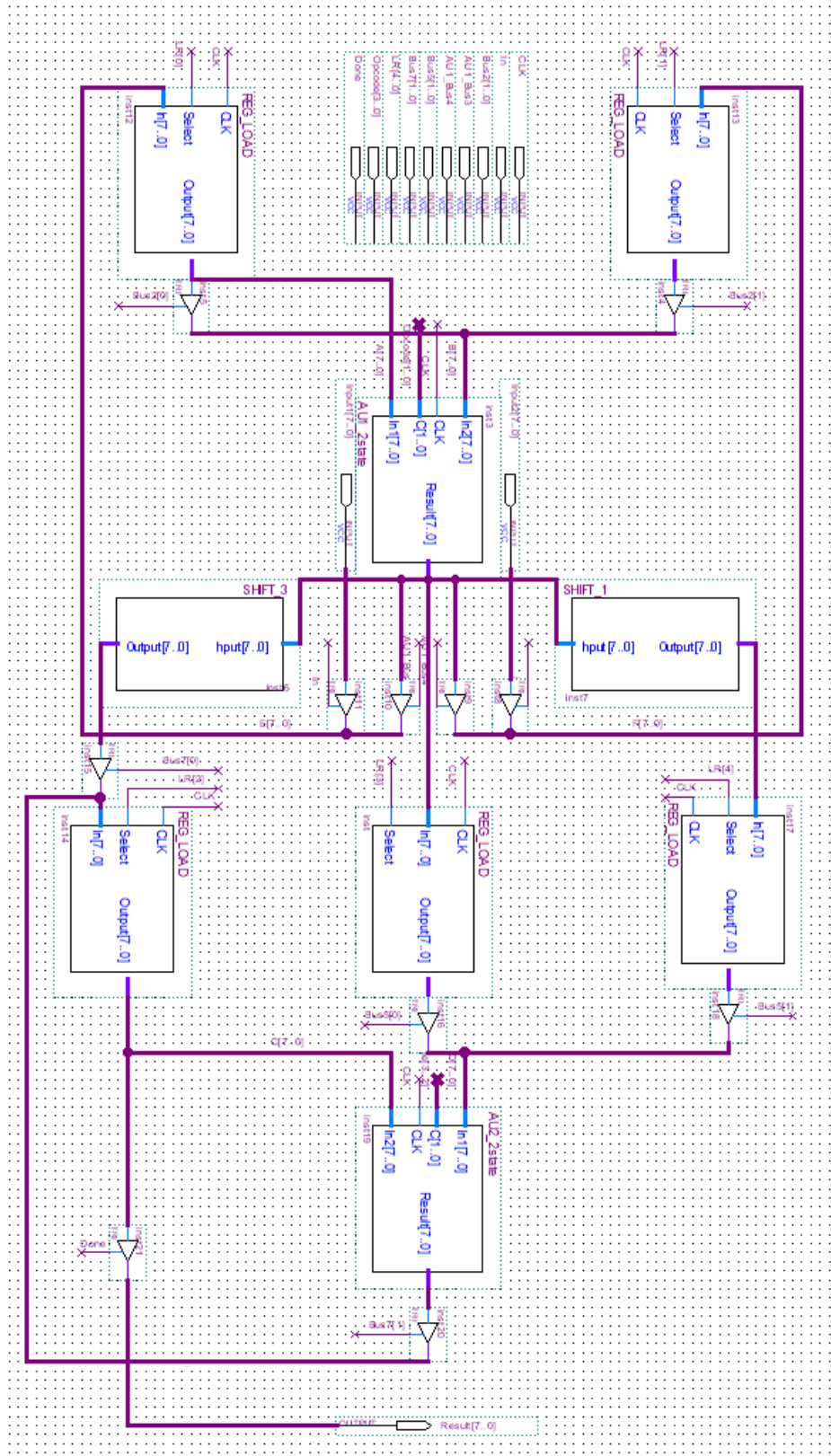
Algorithm:



Circuit (includes controller and datapath):



1. Datapath:

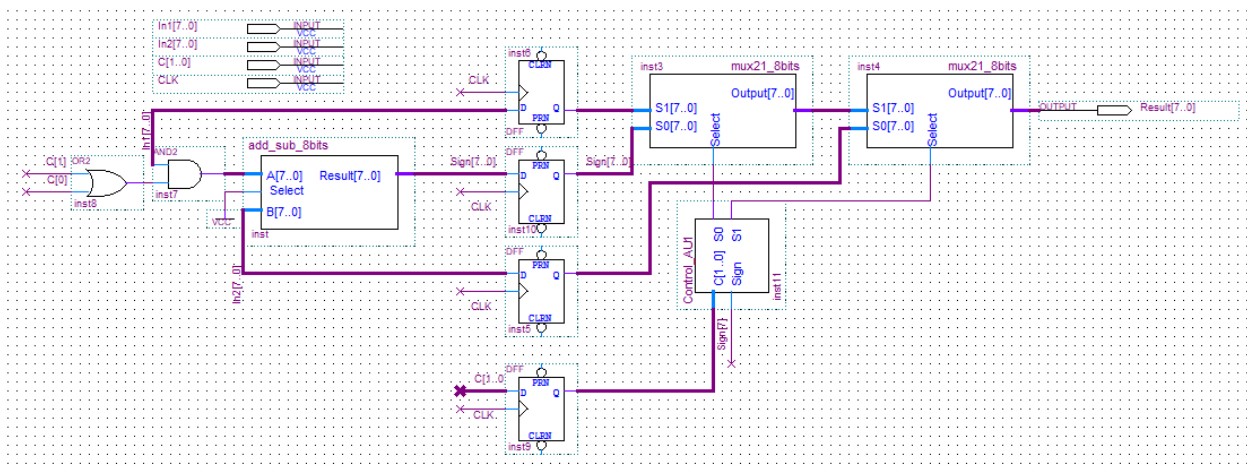


- The datapath has 22 inputs and 1 output, of which 2 inputs (8 bits) transmit the number to be calculated, the remaining 20 inputs are control signals (opcodes of AU blocks, read/write signals of registers, tries, CLK), the output for the final result.
- The datapath consists of 5 registers and 2 AU blocks, “Shift3” block and “Shift1” block. “AU1” and “AU2” are controlled by 4 bit opcodes (Opcode[3..2] control AU2, Opcode[1..0] control AU1), the registers store the following values, “AU1” and “AU2” perform the following funtions:

$R1 = [a, t1]$ $R3 = [t3, t5, t6, t7]$
 $R2 = [b, t2]$ $R4 = [x]$
 $AU1 = [abs/min/max]$ $R5 = [t4]$
 $AU2 = [+/-/max]$

(About AU, we divide each calculation into 2 states to reduce the time each state)

- **AU1 (is used to calculating abs/min/max and controlled by Opcode[1..0]):**



AU1	
Opcode	Function
00	abs
01	max
10	min
11	min

- Use 4 D-FF to divide each calculation into 2 states, the first D-FF save Input1, the 2nd D-FF save result of “Add_sub” Block, the highest bit of it is sign bit, the 3rd save Input2 and the last D-FF save control signal (C[1..0]).
- Connect Select of “Add_sub” Block to always calculate A-B.
- In A[7..0] of “Add_sub” Block, we connect with ((C[1] + C[0]).In1), so only C[1] = C[0] = 0 => A[7..0] = 0. Then result of “Add_sub” Block is 0-B, we use Result[7] as a sign bit to control 2 Mux Block following.
- “Control” Block:

		Control AU1						Output of AU1
		Input			Output			
		Sign	C[1]	C[0]	S1	S0	Funtion	
A>B	0	0	0		1	0	abs	Result
	0	0	1		1	1	max	A
	0	1	0		0	x	min	B
	0	1	1		0	x	min	B
A<B	1	0	0		0	x	abs	B
	1	0	1		0	x	max	B
	1	1	0		1	1	min	A
	1	1	1		1	1	min	A

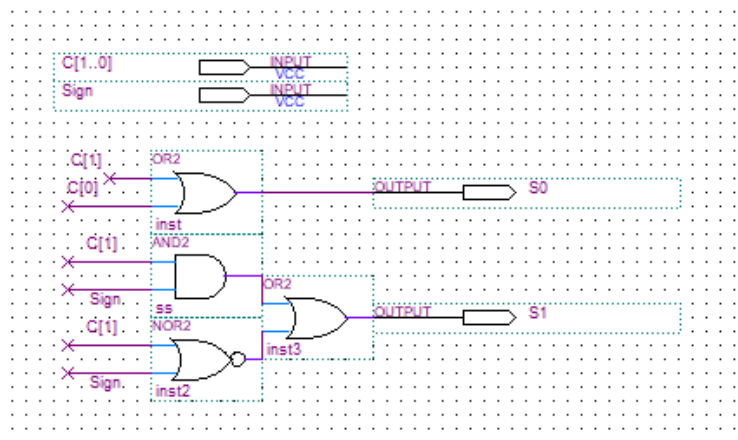
S1		C[1..0]			
		00	01	11	10
Sign	0	1	1		
	1			1	1

Mux	
Select	Result
0	S0
1	S1

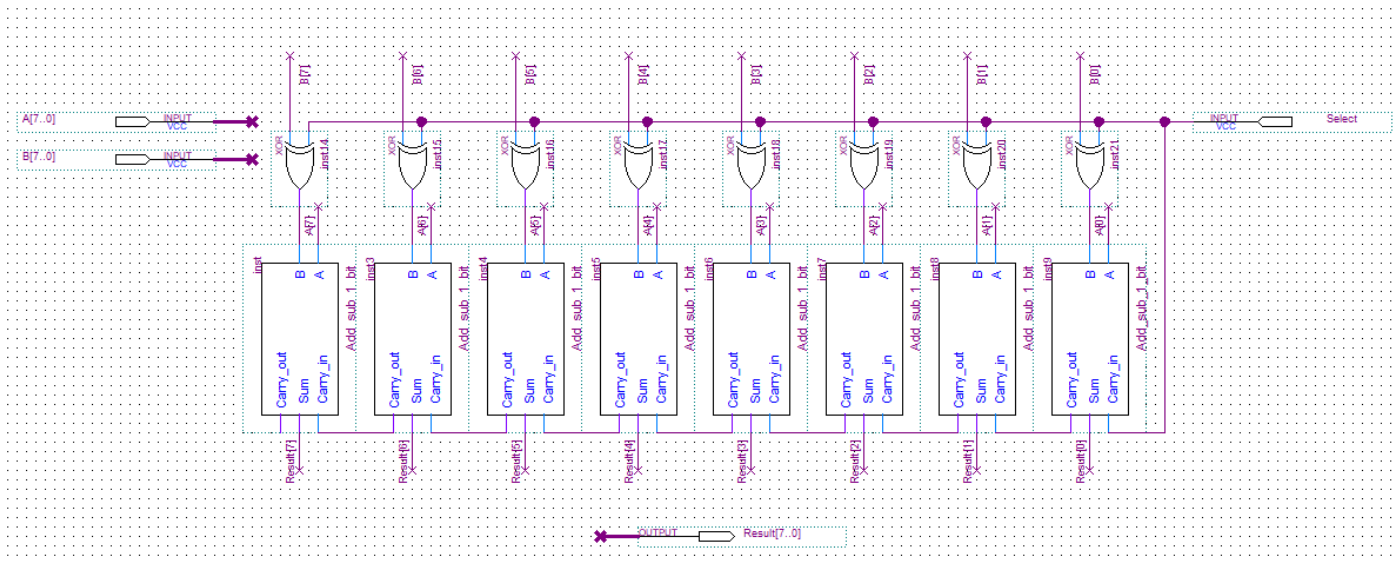
S0		C[1..0]			
		00	01	11	10
Sign	0	0	1	x	x
	1	x	x	1	1

$$S1 = C[1] + C[0]$$

$$S0 = \text{Sign}.C[1] + \text{Sign}'.C[0]'$$

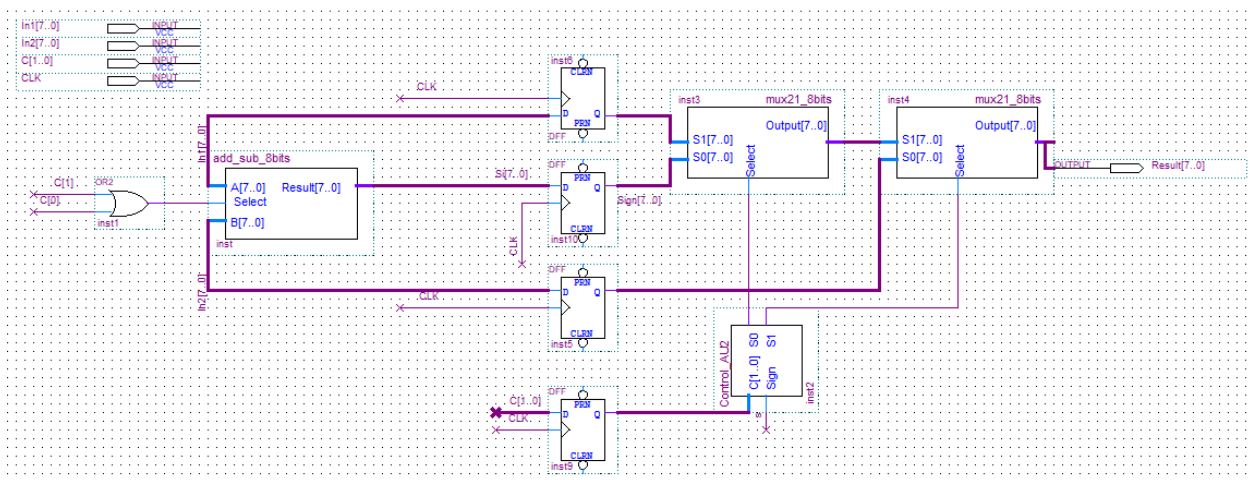


Add_sub:



Select	Function
0	Add
1	Sub

- AU2 (is used to calculating add/sub/max and controlled by Opcode[3..2]):



AU2	
Opcode	Function
00	Add
01	Sub
10	Max
11	Sub

- The same as AU1, only different “Control” block and the Select of “Add_sub” Block:
- “Control” Block:

		Control AU1						Output of AU1	
		Input			Output				
Sign	C[1]	C[0]	S1	S0	Select	Funtion			
A>B	0	0	0	1	0	0	Add	Result of Add_sub	
	0	0	1	1	0	1	Sub	Result of Add_sub	
	0	1	0	1	1	1	Max	A	
	0	1	1	1	0	1	Sub	Result of Add_sub	
A<B	1	0	0	1	0	0	Add	Result of Add_sub	
	1	0	1	1	0	1	Sub	Result of Add_sub	
	1	1	0	0	x	1	Max	B	
	1	1	1	1	0	1	Sub	Result of Add_sub	

S1		C[1..0]			
		00	01	11	10
Sign	0	1	1	1	1
	1	1	1	0	1

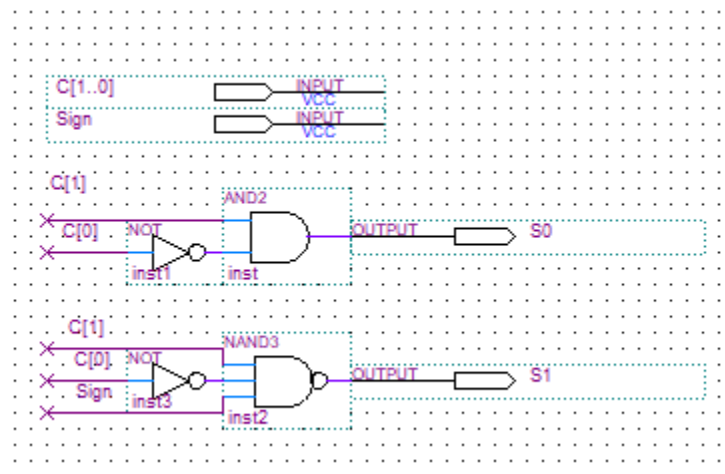
Select		C[1..0]			
		00	01	11	10
Sign	0	0	1	1	1
	1	0	1	1	1

S0		C[1..0]			
		00	01	11	10
Sign	0	0	0	0	1
	1	0	0	0	x

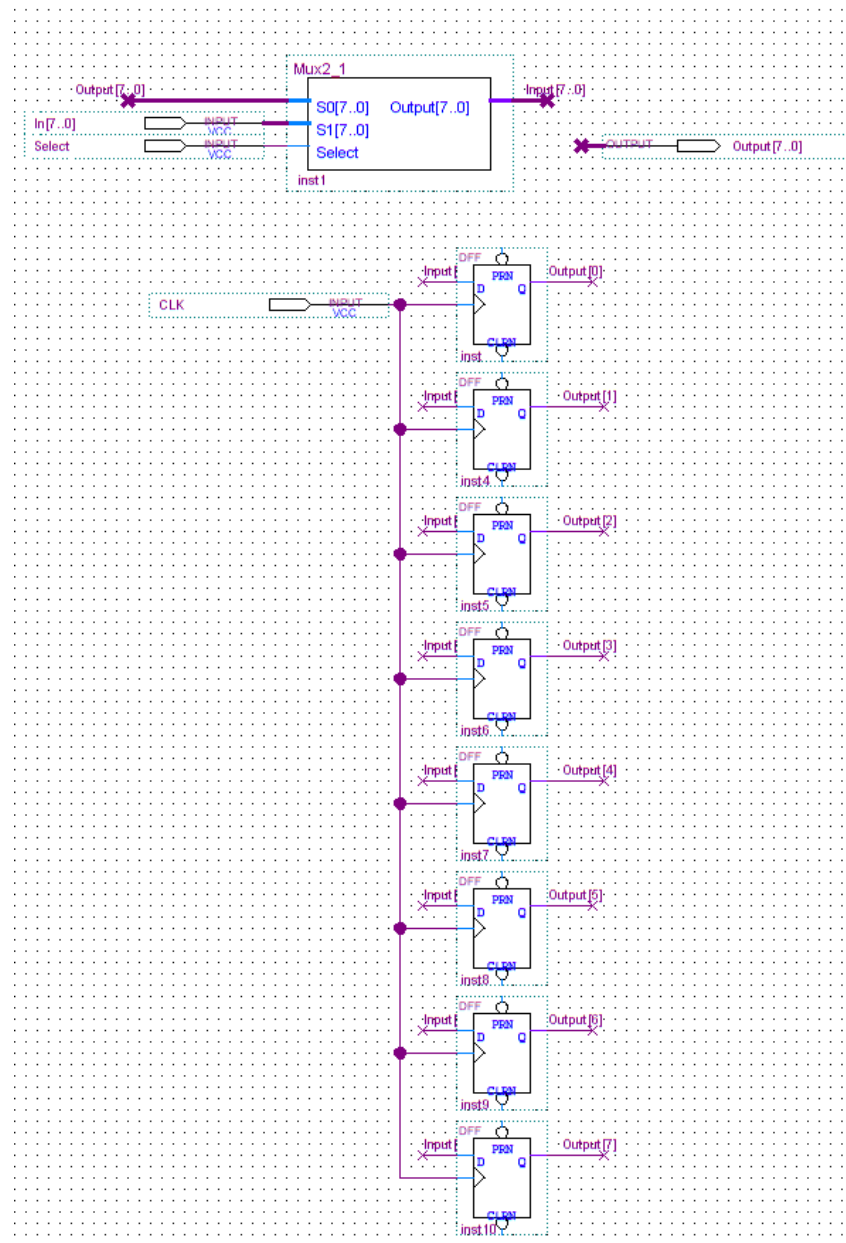
$$S1 = (C[1].C[0]'.Sign)'$$

$$Select = C[1] + C[0]$$

$$S0 = C[1].C[0]'$$

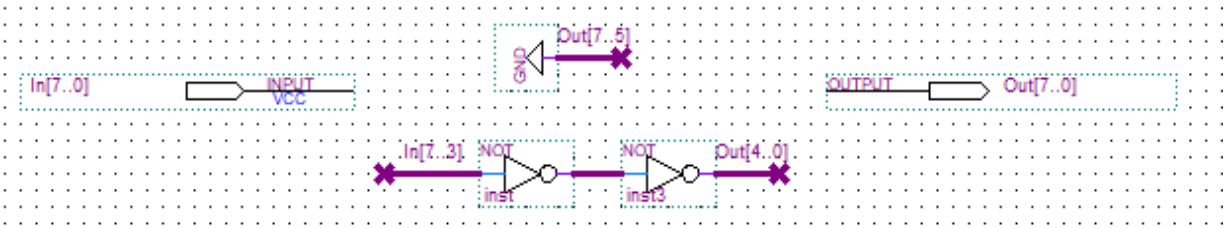


- **Register:**



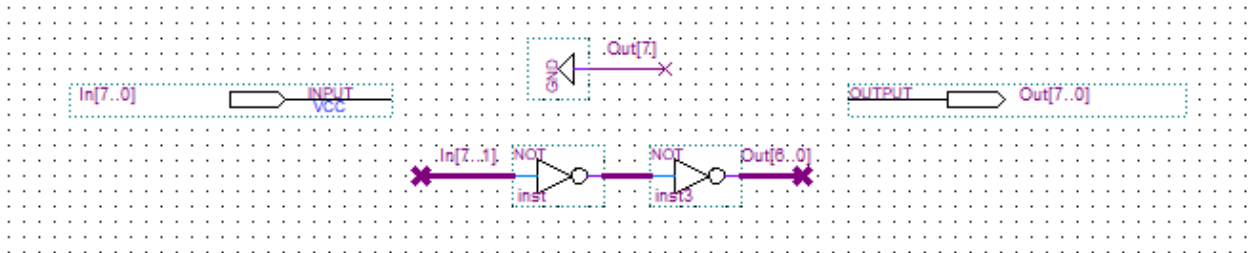
- Register is created by 8 D-FF and “Mux2_1”.
- The input Select decides that the register loads new value or not. If Select = 0 => no load new value and put previous value (S0) into D-FF so it can store value, otherwise, Select = 1 => load new value (S1).

- **Shift 3 (8 bits):**



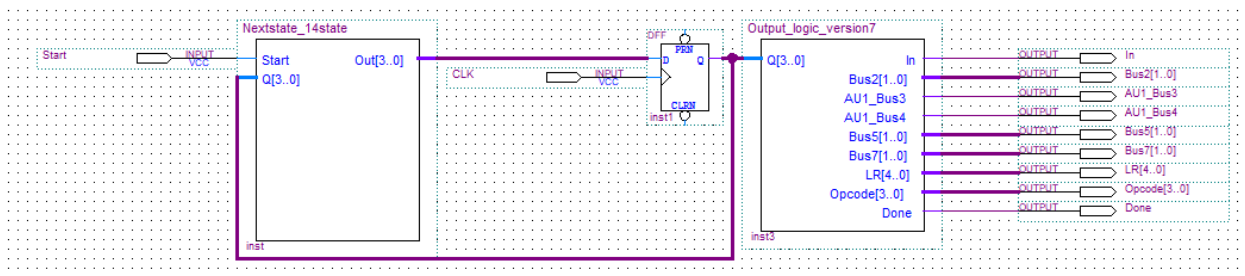
Connect bits [7..3] of input to bits[4..0] of output, remaining bits of output are GND.

- **Shift 1 (8 bits):**



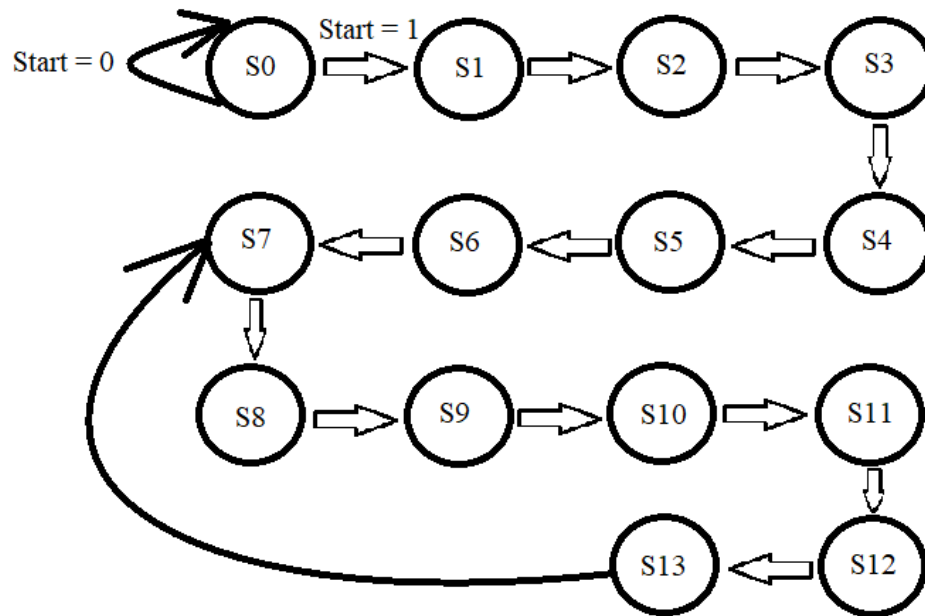
Connect bits [7..1] of input to bits[6..0] of output, remaining bit of output is GND.

2. Controller:



Controller includes “Next_state” block, Register always load new value and a block to decode from state into control signal to control datapath.

- Next state:



STATE	IN					OUT			
	Start	Q3	Q2	Q1	Q0	Q3+	Q2+	Q1+	Q0+
S0	0	0	0	0	0	0	0	0	0
S0	1	0	0	0	0	0	0	0	1
S1	X	0	0	0	1	0	0	1	0
S2	X	0	0	1	0	0	0	1	1
S3	X	0	0	1	1	0	1	0	0
S4	X	0	1	0	0	0	1	0	1
S5	X	0	1	0	1	0	1	1	0
S6	X	0	1	1	0	0	1	1	1
S7	X	0	1	1	1	1	0	0	0
S8	X	1	0	0	0	1	0	0	1
S9	X	1	0	0	1	1	0	1	0
S10	X	1	0	1	0	1	0	1	1
S11	X	1	0	1	1	1	1	0	0
S12	X	1	1	0	0	1	1	0	1
S13	X	1	1	0	1	0	1	1	1
S14	X	1	1	1	0	X	X	X	X
S15	X	1	1	1	1	X	X	X	X

Temporarily removed Start to easy to draw K_map, after that we or(+) Q_{0+} with Start.S₀, because Start = 1 only in case that input(Q3_Q2_Q1_Q0) = 0000 and output(Q3+_Q2+_Q1+_Q0+) = 0001:

Q3+		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01			1	
	11	1		X	X
	10	1	1	1	1

$$Q_{3+} = Q_3.Q_2' + Q_3.Q_0' + Q_2.Q_1.Q_0$$

Q2+		Q1_Q0			
		00	01	11	10
Q3_Q2	00			1	
	01	1	1		1
	11	1	1	X	X
	10			1	

$$Q_{2+} = (Q_2+Q_1) \times (Q_2+Q_0) \times (Q_2.Q_1.Q_0)'$$

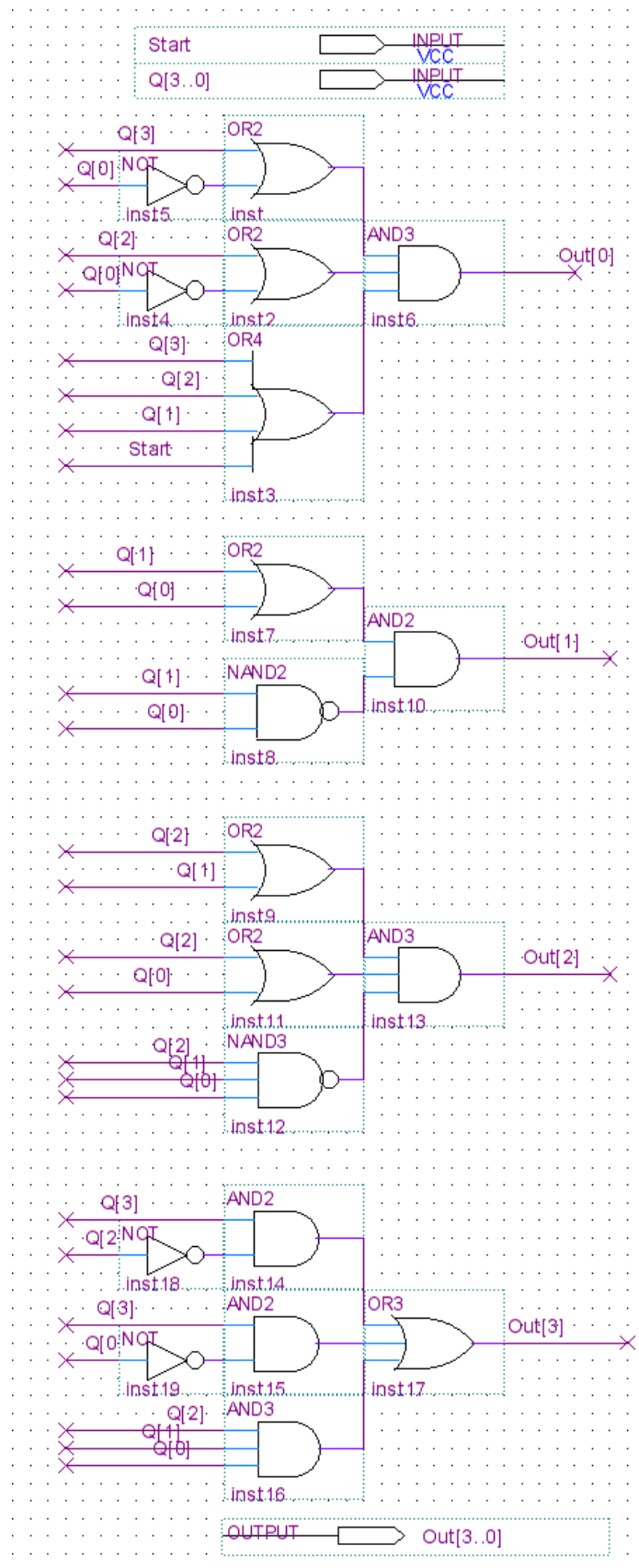
Q1+		Q1_Q0			
		00	01	11	10
Q3_Q2	00	1			1
	01		1		1
	11		1	X	X
	10		1		1

$$Q_{1+} = (Q_1+Q_0) \times (Q_1.Q_0)'$$

Q0+		Q1_Q0			
		00	01	11	10
Q3_Q2	00				1
	01	1			1
	11		1	X	X
	10	1			1

$$Q_{0+} = Q_1.Q_0' + Q_3'.Q_2.Q_0' + Q_3.Q_2'.Q_0' + Q_3.Q_2.Q_0$$

$$+ \text{Start}. Q_3'.Q_2'.Q_1'.Q_0'$$



- Decoder from state to control:

STATE	IN				OUT																			
	Q3	Q2	Q1	Q0	I1B3	I2B4	R1B2	R2B2	AU1B3	AU1B4	S3B7	R4B5	R5B5	AU2B7	LR1	LR2	LR3	LR4	LR5	OP[3]	OP[2]	OP[1]	OP[0]	DONE
S0	0	0	0	0	1	1									1	1						X	X	
S1	0	0	0	1			1															0	0	
S2	0	0	1	0				1	1						1							0	0	
S3	0	0	1	1				1		1						1						0	0	
S4	0	1	0	0															1			1	X	
S5	0	1	0	1				1											1			0	1	
S6	0	1	1	0							1						1	1				X	X	
S7	0	1	1	1	1	1						1			1	1				0	1	X	X	
S8	1	0	0	0			1							1			1					0	0	
S9	1	0	0	1				1	1				1		1					0	0	0	0	
S10	1	0	1	0						1				1		1	1					0	0	
S11	1	0	1	1				1				1								1	0	1	X	
S12	1	1	0	0				1						1			1		1			0	1	
S13	1	1	0	1							1						1	1				X	X	1
S14	1	1	1	0		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
S15	1	1	1	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

I1B3		Q1_Q0			
		00	01	11	10
Q3_Q2	00	1			
	01			1	
	11			X	X
	10				

I2B4		Q1_Q0			
		00	01	11	10
Q3_Q2	00	1			
	01			1	
	11			X	X
	10				

$$I1B3 = Q_3' \cdot Q_2' \cdot Q_1' \cdot Q_0' + Q_2 \cdot Q_1 \cdot Q_0$$

$$I2B4 = Q_3' \cdot Q_2' \cdot Q_1' \cdot Q_0' + Q_2 \cdot Q_1 \cdot Q_0$$

R1B2		Q1_Q0			
		00	01	11	10
Q3_Q2	00		1		
	01				
	11			X	X
	10	1			

R2B2		Q1_Q0			
		00	01	11	10
Q3_Q2	00	0	X	1	1
	01	1	1	X	X
	11	1	X	X	X
	10	0	1	1	X

$$R1B2 = Q_3' \cdot Q_2' \cdot Q_1' \cdot Q_0 + Q_3 \cdot Q_2' \cdot Q_1' \cdot Q_0'$$

$$R2B2 = Q_2 + Q_0 + Q_1$$

AU1B3		Q1_Q0			
		00	01	11	10
Q3_Q2	00				1
	01				
	11			X	X
	10		1		

AU1B4		Q1_Q0			
		00	01	11	10
Q3_Q2	00			1	
	01				
	11			X	X
	10				1

$$AU1B3 = Q_3' \cdot Q_2' \cdot Q_1 \cdot Q_0' + Q_3 \cdot Q_2' \cdot Q_1' \cdot Q_0$$

$$AU1B4 = Q_3 \cdot Q_1 \cdot Q_0' + Q_3' \cdot Q_2' \cdot Q_1 \cdot Q_0$$

S3B7		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				1
	11		1	X	X
	10				

$$\mathbf{S3B7} = Q_2.Q_1.Q_0' + Q_3.Q_2.Q_0$$

R4B5		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01			1	
	11			X	X
	10			1	

$$\mathbf{R4B5} = Q_3.Q_1.Q_0 + Q_2.Q_1.Q_0$$

R5B5		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				
	11			X	X
	10		1		

$$\mathbf{R5B5} = Q_3.Q_2'.Q_1'.Q_0$$

AU2B7		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				
	11	1		X	X
	10	1			1

$$\mathbf{AU2B7} = Q_3.Q_0'$$

LR1		Q1_Q0			
		00	01	11	10
Q3_Q2	00	1			1
	01			1	
	11			X	X
	10		1		

$$\mathbf{LR1} = Q_3'.Q_2'.Q_0' + Q_2.Q_1.Q_0 + Q_3.Q_2'.Q_1'.Q_0$$

LR2		Q1_Q0			
		00	01	11	10
Q3_Q2	00		1	1	
	01			1	
	11			X	X
	10				1

$$\mathbf{LR2} = Q_3'.Q_2'.Q_1 + Q_2.Q_1.Q_0 + Q_3.Q_1.Q_0'$$

LR3		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				1
	11	1	1	X	X
	10	1			1

$$\mathbf{LR3} = Q_3.Q_2 + Q_3.Q_0' + Q_2.Q_1.Q_0'$$

LR4		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				1
	11		1	X	X
	10				

$$\mathbf{LR4} = Q_3.Q_2.Q_0 + Q_2.Q_1.Q_0'$$

LR5		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01		1		
	11	1		X	X
	10				

$$\mathbf{LR5} = Q_3.Q_2.Q_0' + Q_3'.Q_2.Q_1'.Q_0$$

OP[3]		Q1_Q0			
		00	01	11	10
Q3_Q2	00	X	X	X	X
	01	X	X	0	X
	11	X	X	X	X
	10	X	0	1	X

$$\mathbf{OP[3]} = Q_3.Q_1$$

OP[2]		Q1_Q0			
		00	01	11	10
Q3_Q2	00	X	X	X	X
	01	X	X	1	X
	11	X	X	X	X
	10	X	0	0	X

$$\mathbf{OP[2]} = Q_3'$$

OP[0]		Q1_Q0			
		00	01	11	10
Q3_Q2	00	X	0	0	0
	01	X	1	X	X
	11	1	X	X	X
	10	0	0	X	0

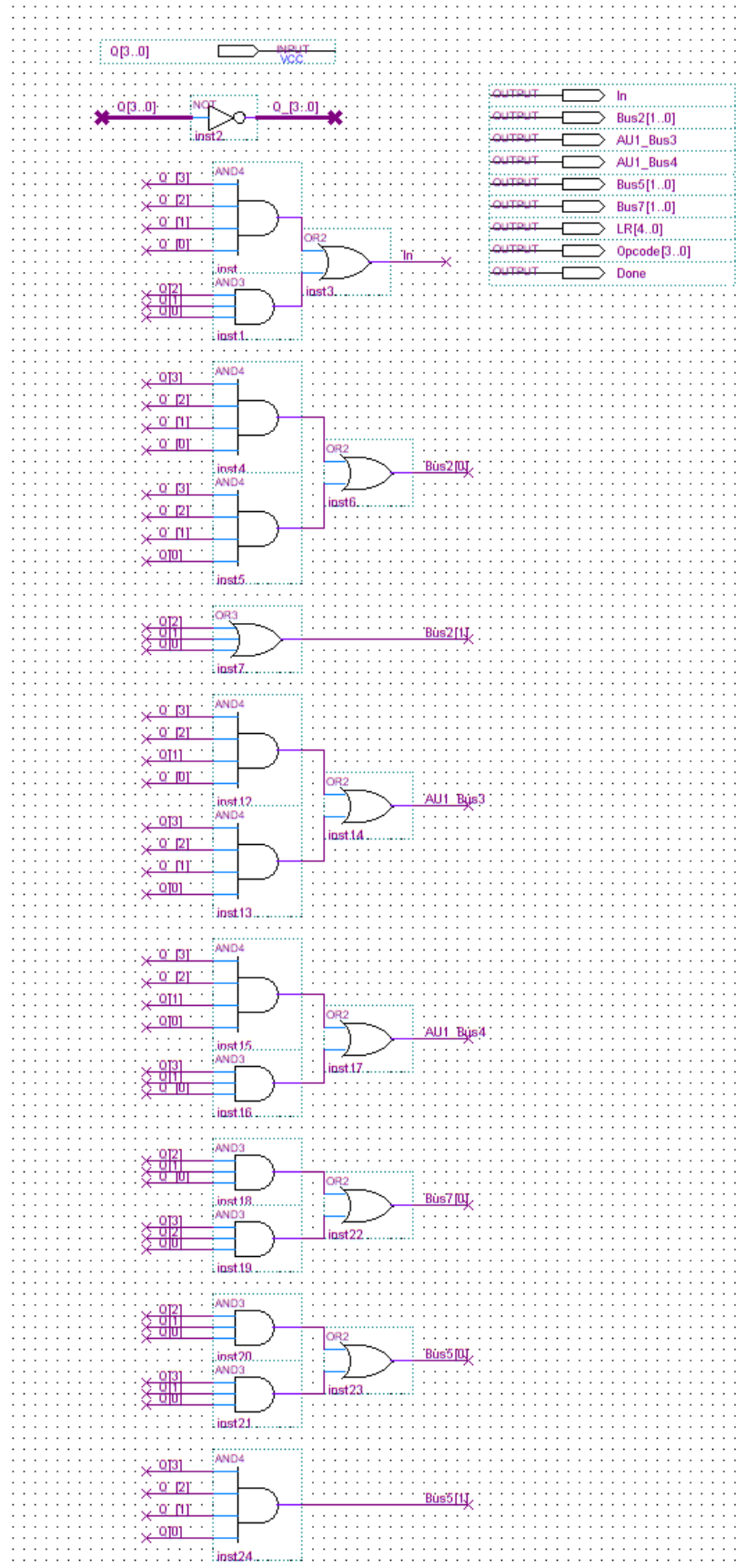
$$\mathbf{OP[0]} = Q_2$$

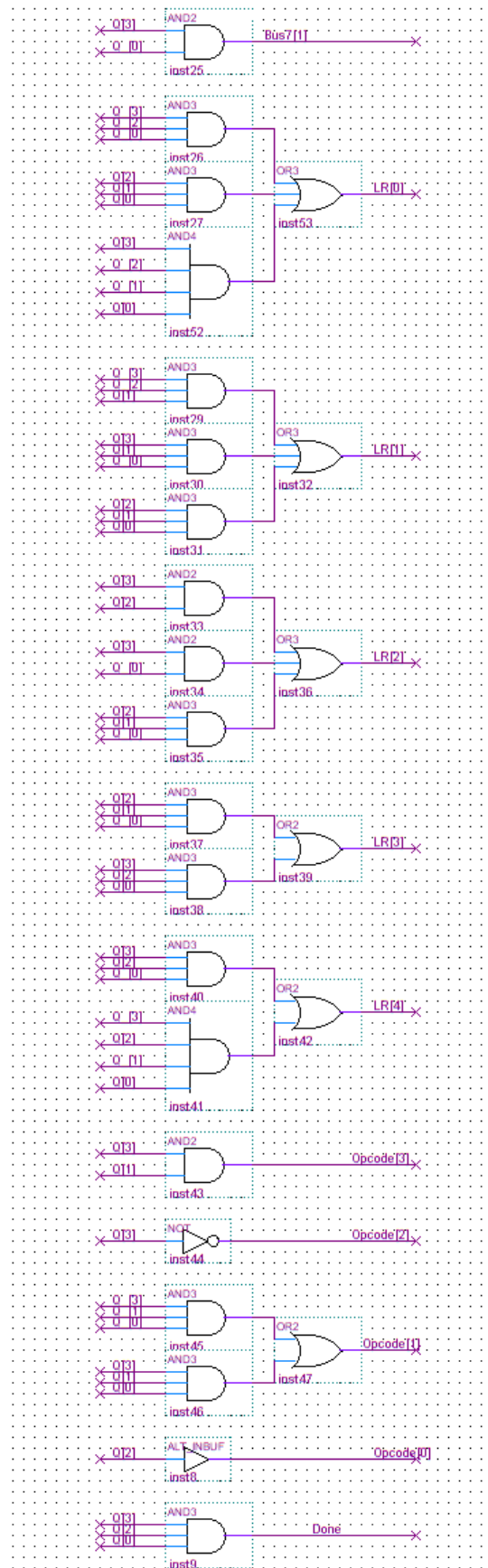
OP[1]		Q1_Q0			
		00	01	11	10
Q3_Q2	00	X	0	0	0
	01	1	0	X	X
	11	0	X	X	X
	10	0	0	1	0

$$\mathbf{OP[1]} = Q_3'.Q_1'.Q_0' + Q_3.Q_1.Q_0$$

DONE		Q1_Q0			
		00	01	11	10
Q3_Q2	00				
	01				
	11		1	X	X
	10				

$$\mathbf{DONE} = Q_3.Q_2.Q_0$$

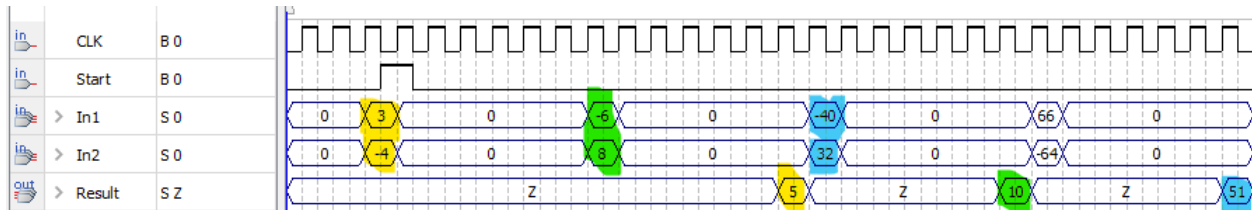




Note (according to datapath):

- I1B3: control tri allows transferring data from Input1 to Bus_3.
- AU1B3: control tri allows transferring data from AU1 to Bus_3.
(in the same time only Input1 or AU1 load data to Bus_3)
- R1B2 (Bus2[0]): control tri allows loading data from Register1 to Bus_2.
- R2B2 (Bus2[1]): control tri allows loading data from Register2 to Bus_2.
(in the same time only register1 or register2 load data to Bus_2)
- I2B4: control tri allows transferring data from Input2 to Bus_4.
- AU1B4: control tri allows transferring data from AU1 to Bus_4.
(in the same time only Input2 or AU1 load data to Bus_4)
- S3B7: control tri allows transferring data from Shift3 to Bus_7.
- AU2B7: control tri allows transferring data from AU2 to Bus_7.
(in the same time only Shift3 or AU2 load data to Bus_7)
- R4B5 (Bus5[0]): control tri allows transferring data from Register4 to Bus_5.
- R5B5 (Bus5[1]): control tri allows transferring data from Register5 to Bus_5.
(in the same time only Register4 or Register5 load data to Bus_5)
- LR1: Allows to load data to Register1.
- LR2: Allows to load data to Register2.
- LR3: Allows to load data to Register3.
- LR4: Allows to load data to Register4.
- LR5: Allows to load data to Register5.
(LR5-LR1 corresponding to LR[4..0])
- Opcode[3..0]: OP[3..2] control AU2, OP[1..0] control AU1.
- Done: when state is S8 (after successfully calculated final result we will have the output is result, in other states output is "X")

3. Waveform (input and output according to color respectively):



```

a = 3
b = -4
t1 = |a| = 3
t2 = |b| = 4
t4 = min(t1, t2)>>1 = 1
x = max(t1, t2) = 4
t3 = max(t1, t2)>>3 = 0
t5 = x - t3 = 4
t6 = t4 + t5 = 5
t7 = max(t6, x) = 5
Result = t7 = 5

```

```

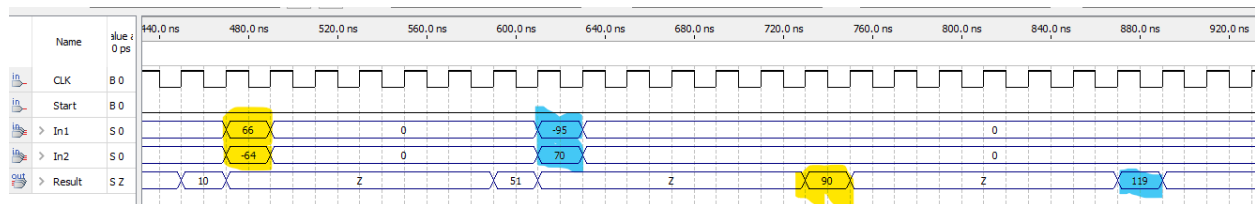
a = -6
b = 8
t1 = |a| = 6
t2 = |b| = 8
t4 = min(t1, t2)>>1 = 3
x = max(t1, t2) = 8
t3 = max(t1, t2)>>3 = 1
t5 = x - t3 = 7
t6 = t4 + t5 = 10
t7 = max(t6, x) = 10
Result = t7 = 10

```

```

a = -40
b = 32
t1 = |a| = 40
t2 = |b| = 32
t4 = min(t1, t2)>>1 = 16
x = max(t1, t2) = 40
t3 = max(t1, t2)>>3 = 5
t5 = x - t3 = 35
t6 = t4 + t5 = 51
t7 = max(t6, x) = 51
Result = t7 = 51

```



```

a = 66
b = -64
t1 = |a| = 66
t2 = |b| = 64
t4 = min(t1, t2)>>1 = 32
x = max(t1, t2) = 66
t3 = max(t1, t2)>>3 = 8
t5 = x - t3 = 58
t6 = t4 + t5 = 90
t7 = max(t6, x) = 90
Result = t7 = 90

```

```

a = -95
b = 70
t1 = |a| = 95
t2 = |b| = 70
t4 = min(t1, t2)>>1 = 35
x = max(t1, t2) = 95
t3 = max(t1, t2)>>3 = 11
t5 = x - t3 = 84
t6 = t4 + t5 = 119
t7 = max(t6, x) = 119
Result = t7 = 119

```