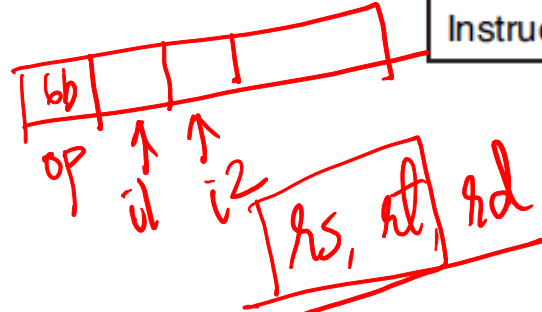


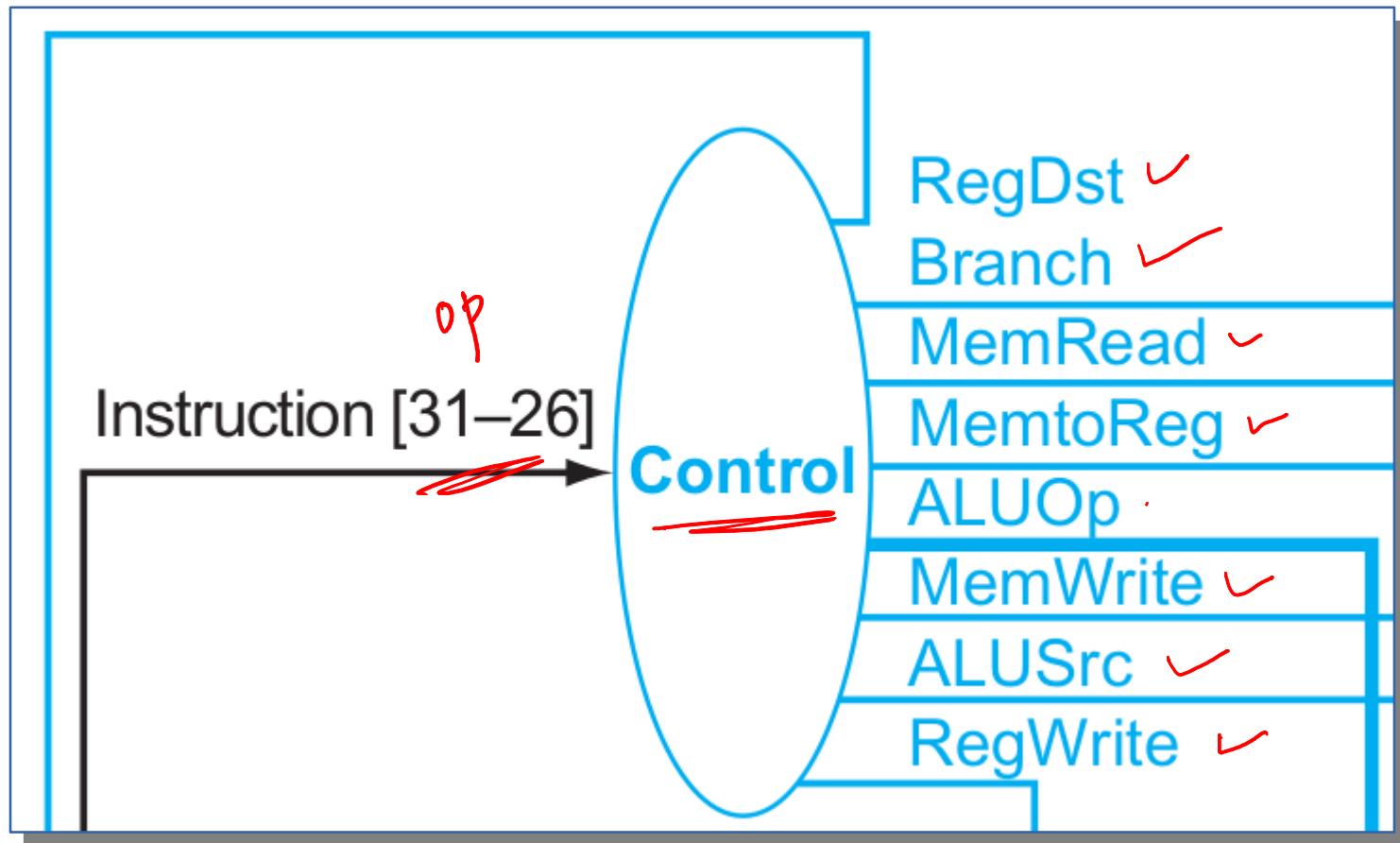
The MIPS Processor Datapath

Module Outline

- MIPS datapath implementation
 - Register File, Instruction memory, Data memory
- Instruction interpretation and execution.
- Combinational control
- Assignment: Datapath design and Control Unit design using SystemC.

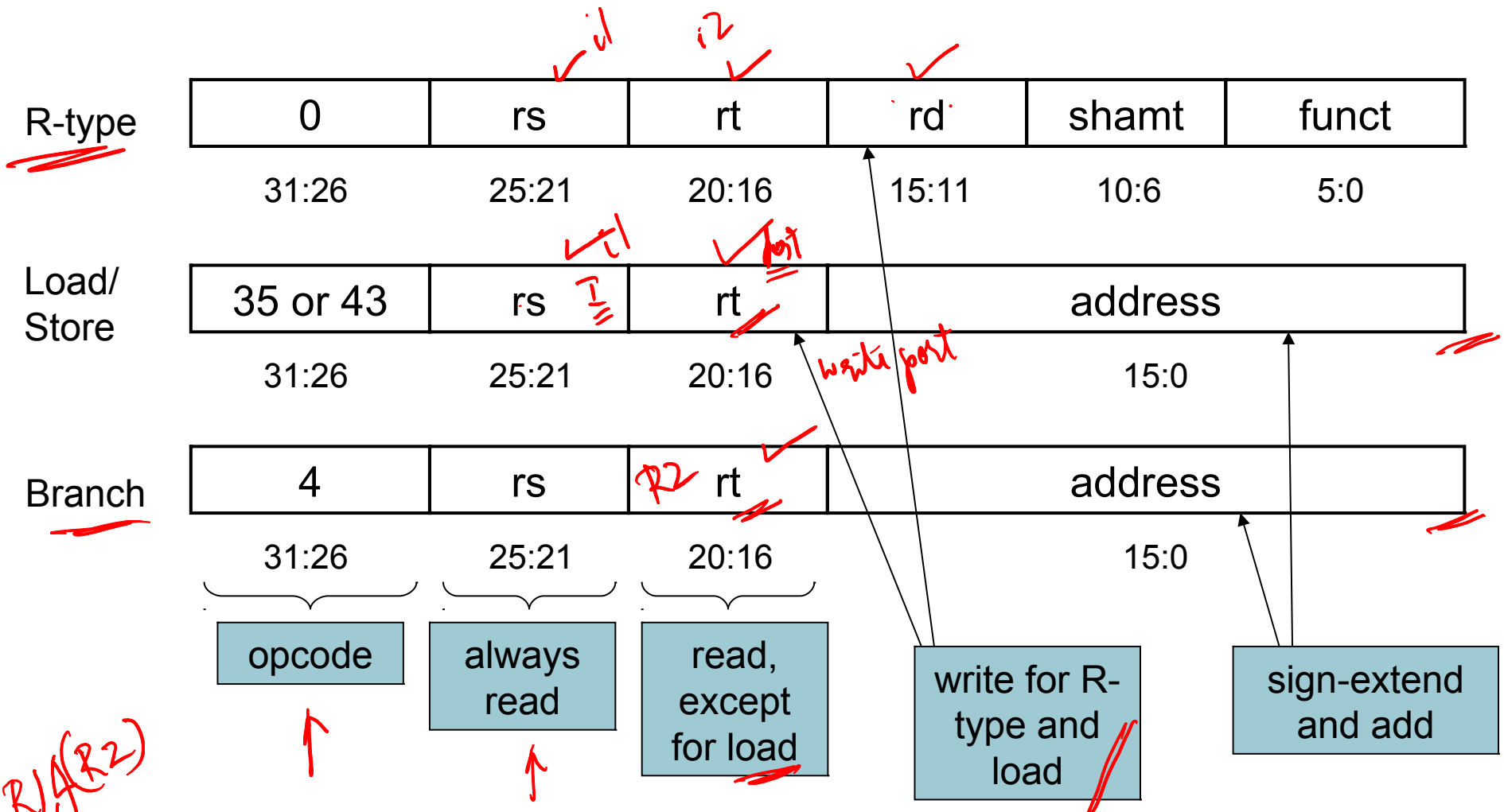


Control Unit



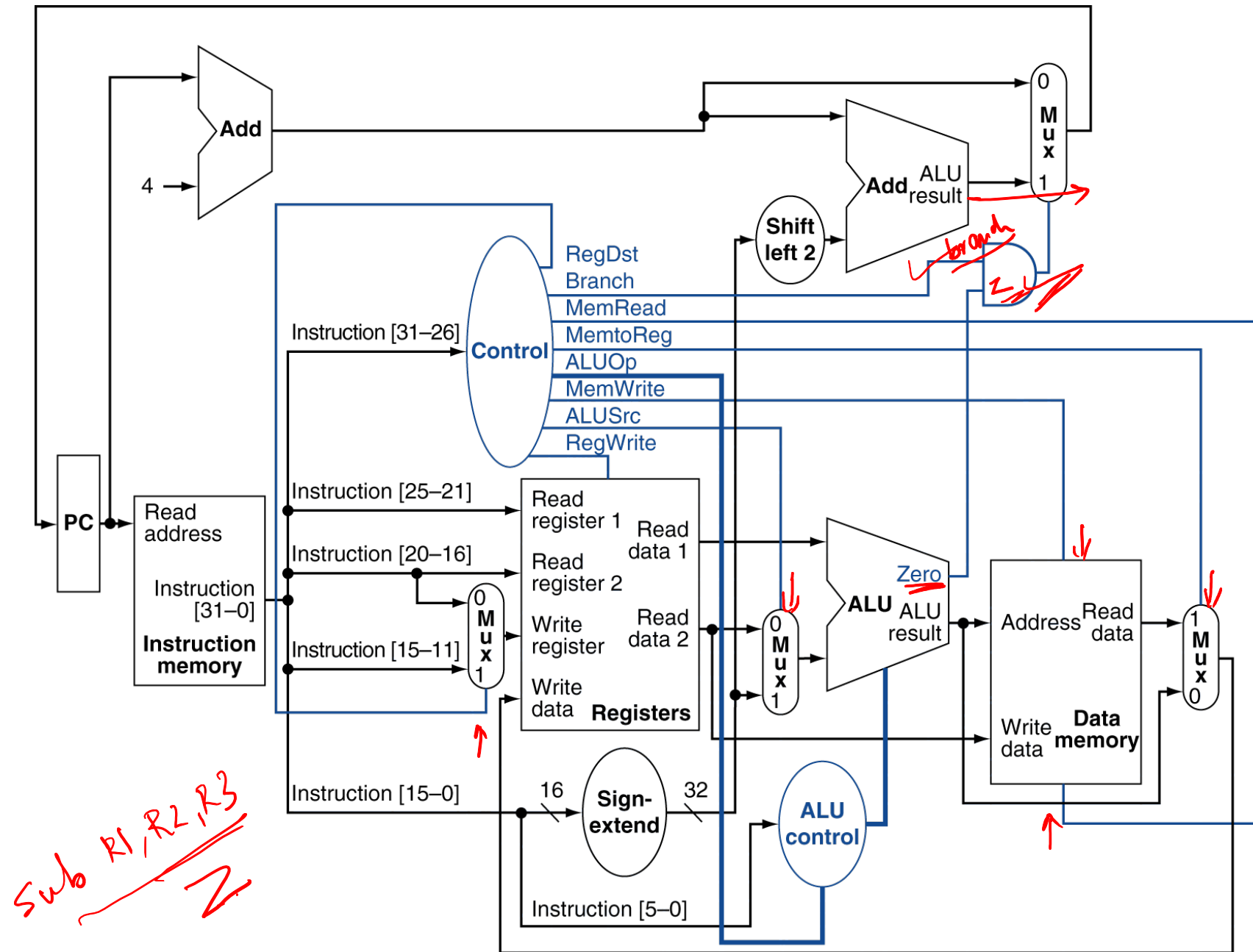
The Main Control Unit

- Control signals derived from instruction

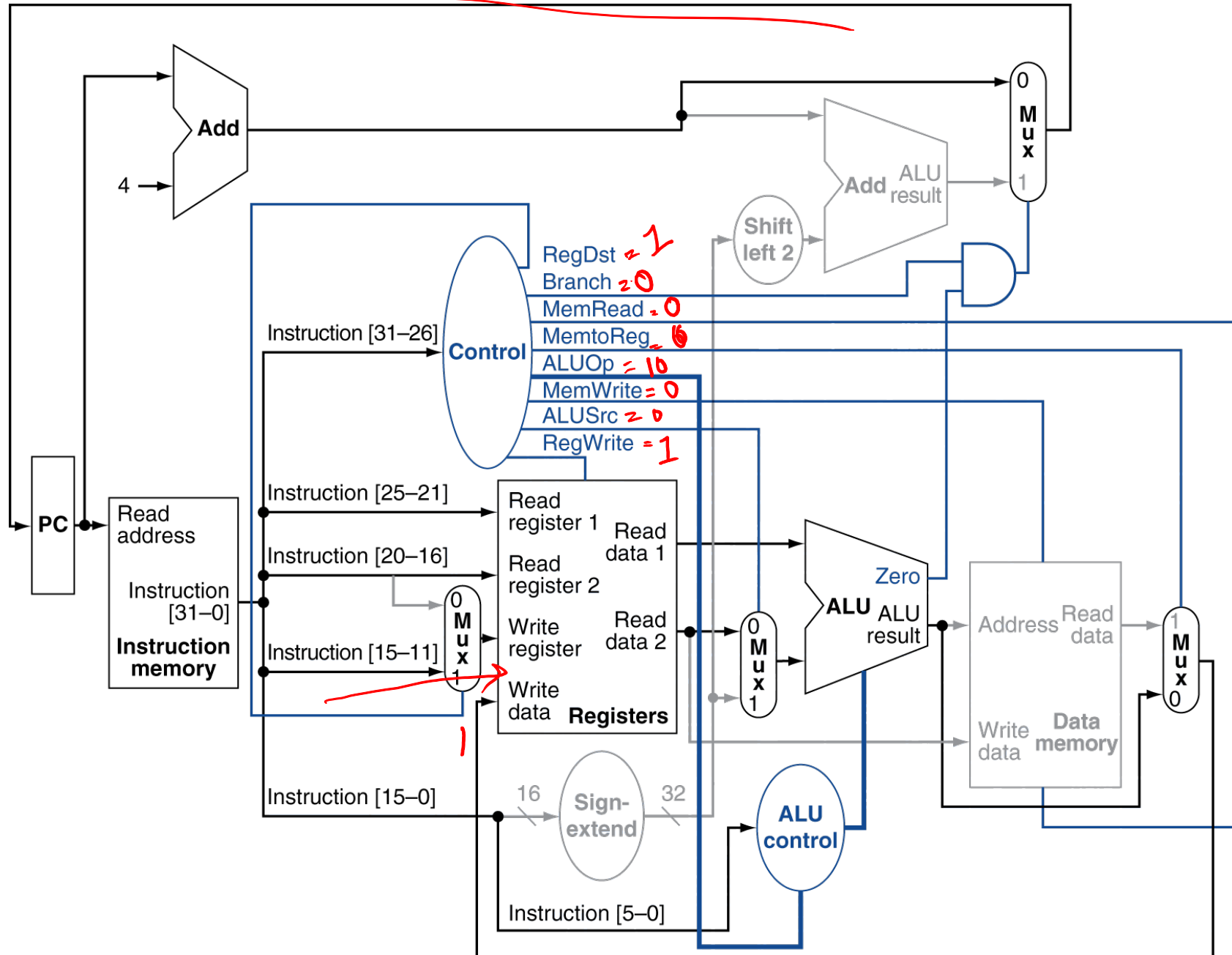


lw R1, R2

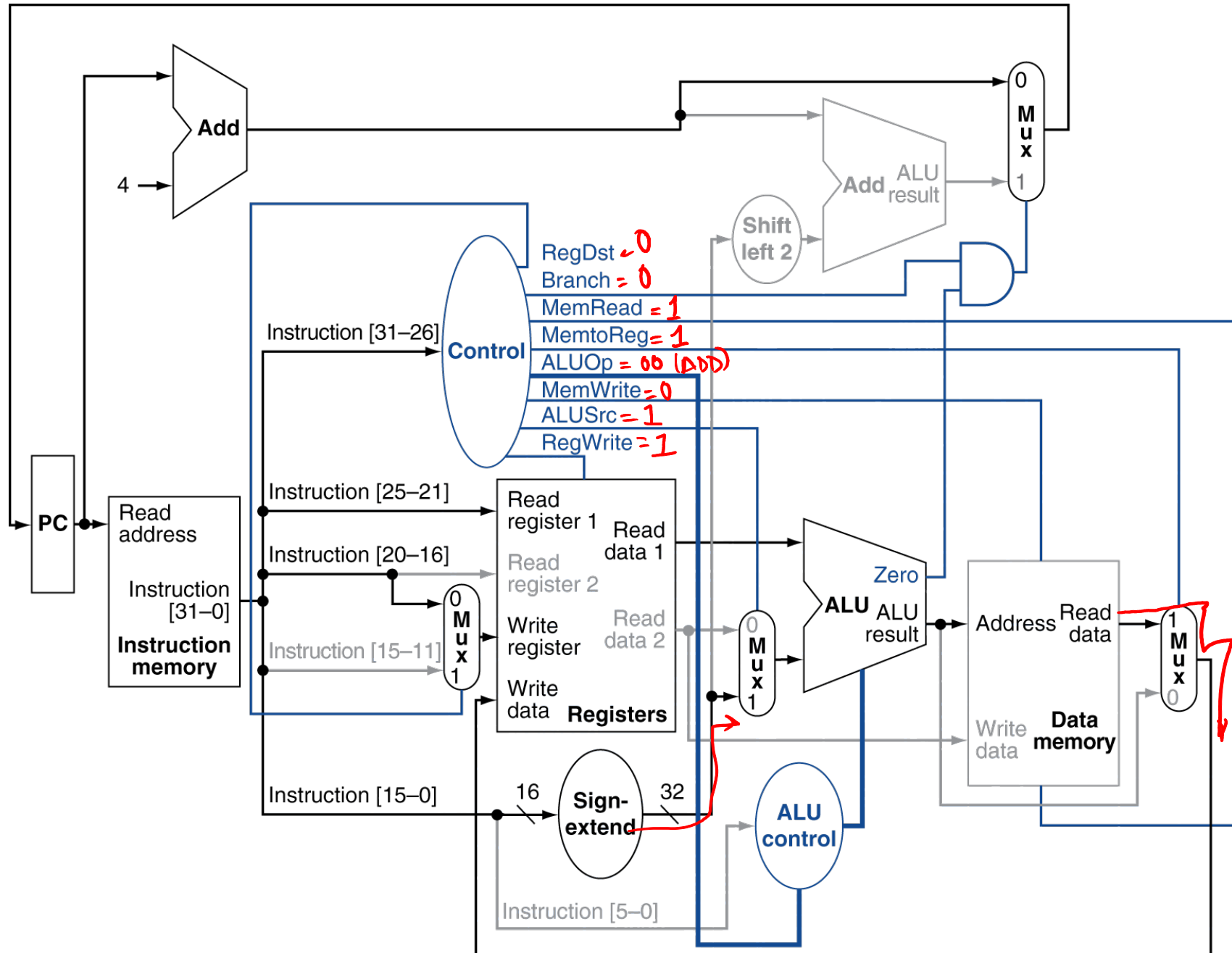
Datapath With Control



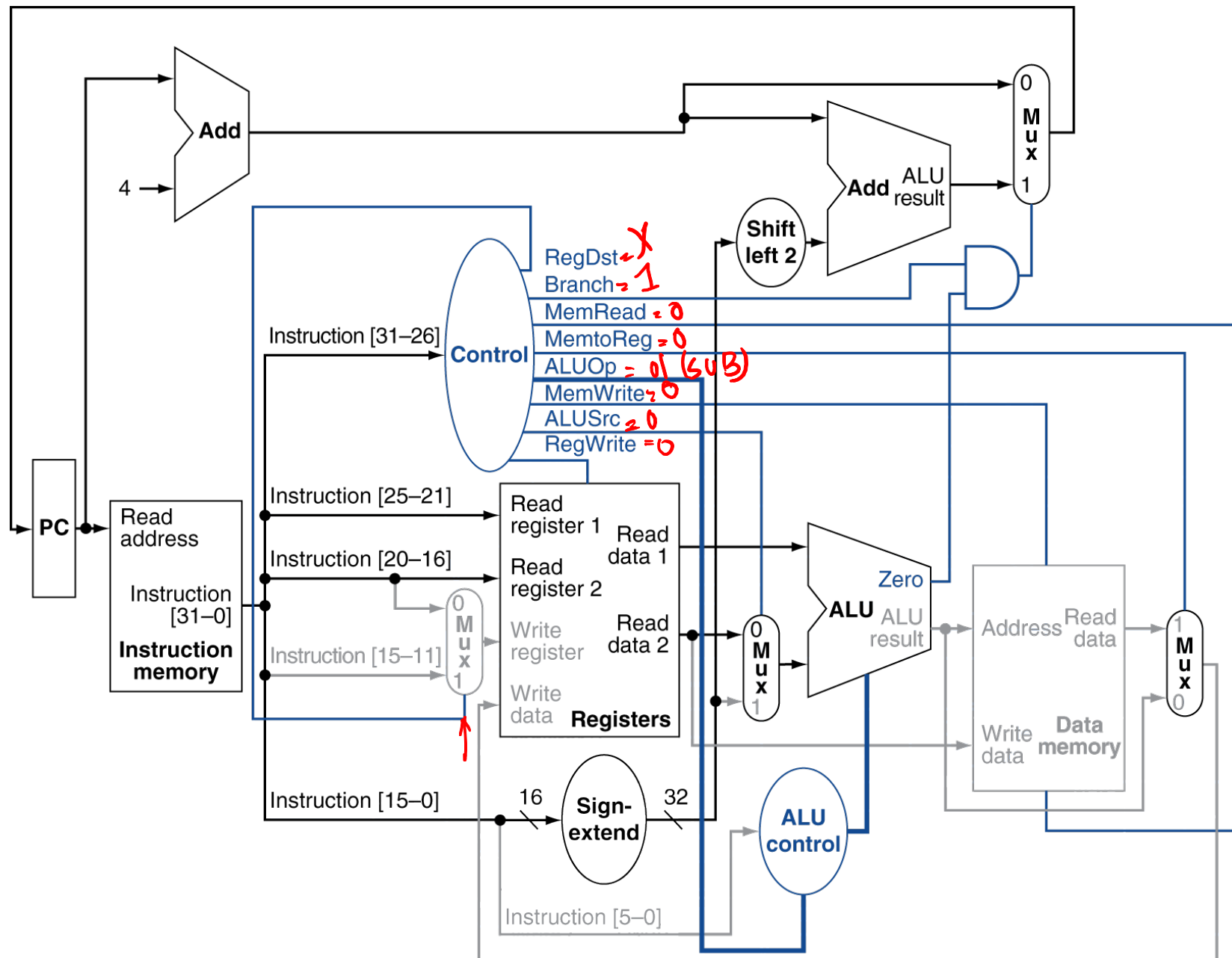
R-Type Instruction



Load Instruction



Branch-on-Equal Instruction



I Type – Control Signals

I-type ALU Instructions

RegWrite=1; ALUSrc=1; ALUoperation=ALUOp;
MemRead=X; MemWrite=X; MemToReg=0;

Load Instructions

RegWrite=1; ALUSrc=1; ALUoperation=ADD;
MemRead=1; MemWrite=0; MemToReg=1;

Store Instructions

RegWrite=0; ALUSrc=1; ALUoperation=ADD;
MemRead=0; MemWrite=1; MemToReg=X;

Control Signals

R-type, ALU Op Control Signals

**RegWrite=1; ALUSrc=0; ALUoperation=Funct bits;
MemRead=X; MemWrite=X; MemToReg=0;**

BEQ – Control Signals

**RegWrite=0; ALUSrc=0; ALUoperation=SUB; MemRead=X;
MemWrite=X; MemToReg=X; PCSrc=Condition**

Control Signals

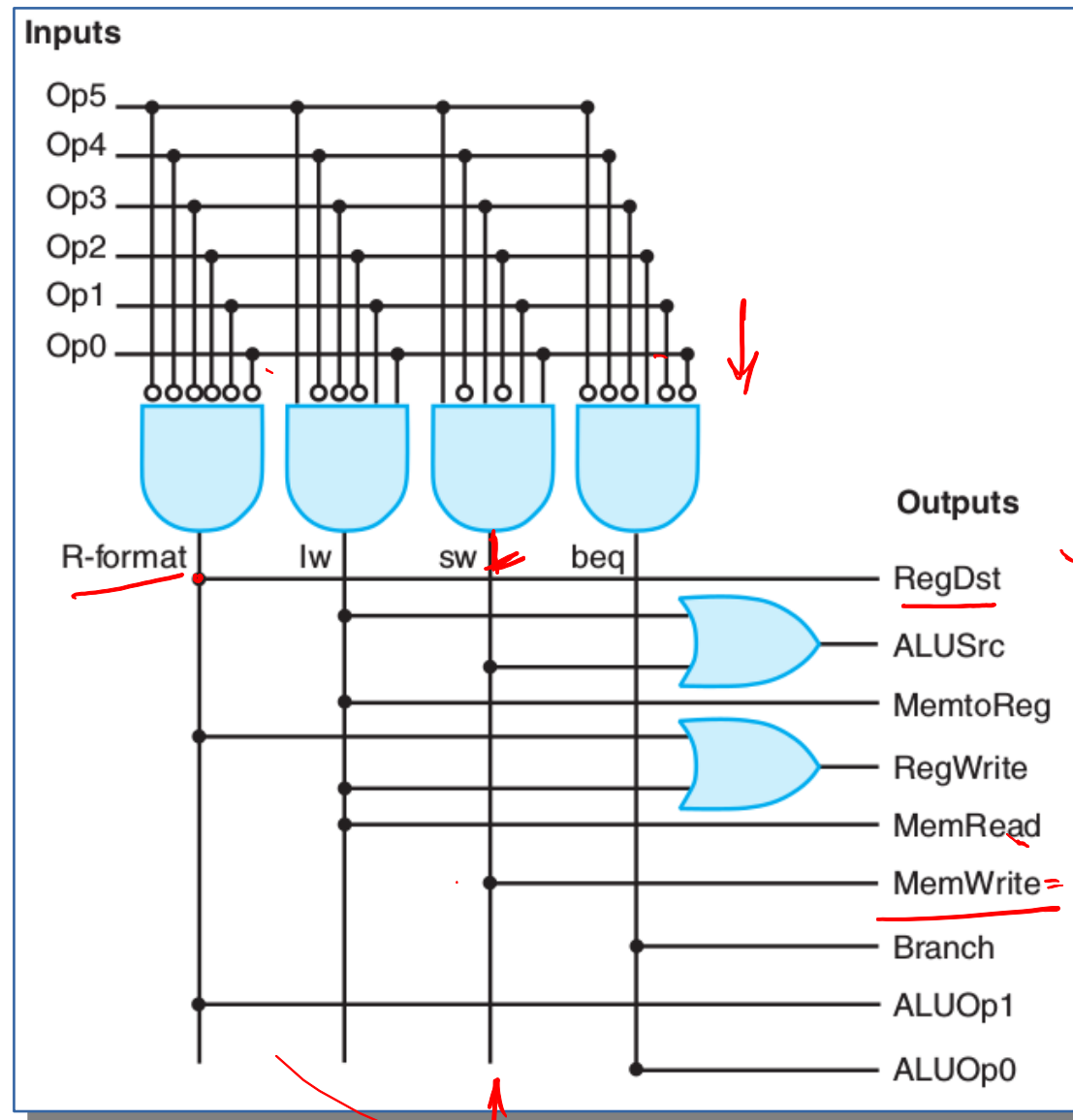
Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	<u>ALUOp1</u>	<u>ALUOp0</u>
R-format	1	0	0	1	0	0	0	1	0
lw	0	1	1	1	1	0	0	0	0
sw	X	1	X	0	0	1	0	0	0
beq	X	0	X	0	0	0	1	0	1

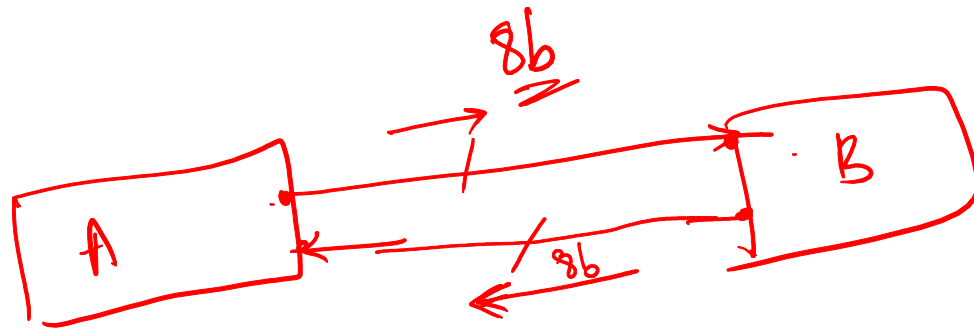


Control Signals

Input or output	Signal name	R-format	lw	sw	beq
Inputs <i>6 bits</i>	Op5	0	1	1	0
	Op4	0	0	0	0
	Op3	0	0	1	0
	Op2	0	0	0	1
	Op1	0	1	1	0
	Op0	0	1	1	0
Outputs <i>10 bits</i>	RegDst	1	0	X	X
	ALUSrc	0	1	1	0
	MemtoReg	0	1	X	X
	RegWrite	1	1	0	0
	MemRead	0	1	0	0
	MemWrite	0	0	1	0
	Branch	0	0	0	1
	ALUOp1	1	0	0	0
	ALUOp0	0	0	0	1

Control Unit Circuit





ASIC
FPGA
↑
programmable

MIPS-I Jump Instruction



	Mnemonics	Example	Meaning
Jump	J, JR	J target ₂₆ J 0x475	PC ← PC ₃₁₋₂₈ target ₂₆ 00

PC before J



PC after J



31 28 27

2 1 0

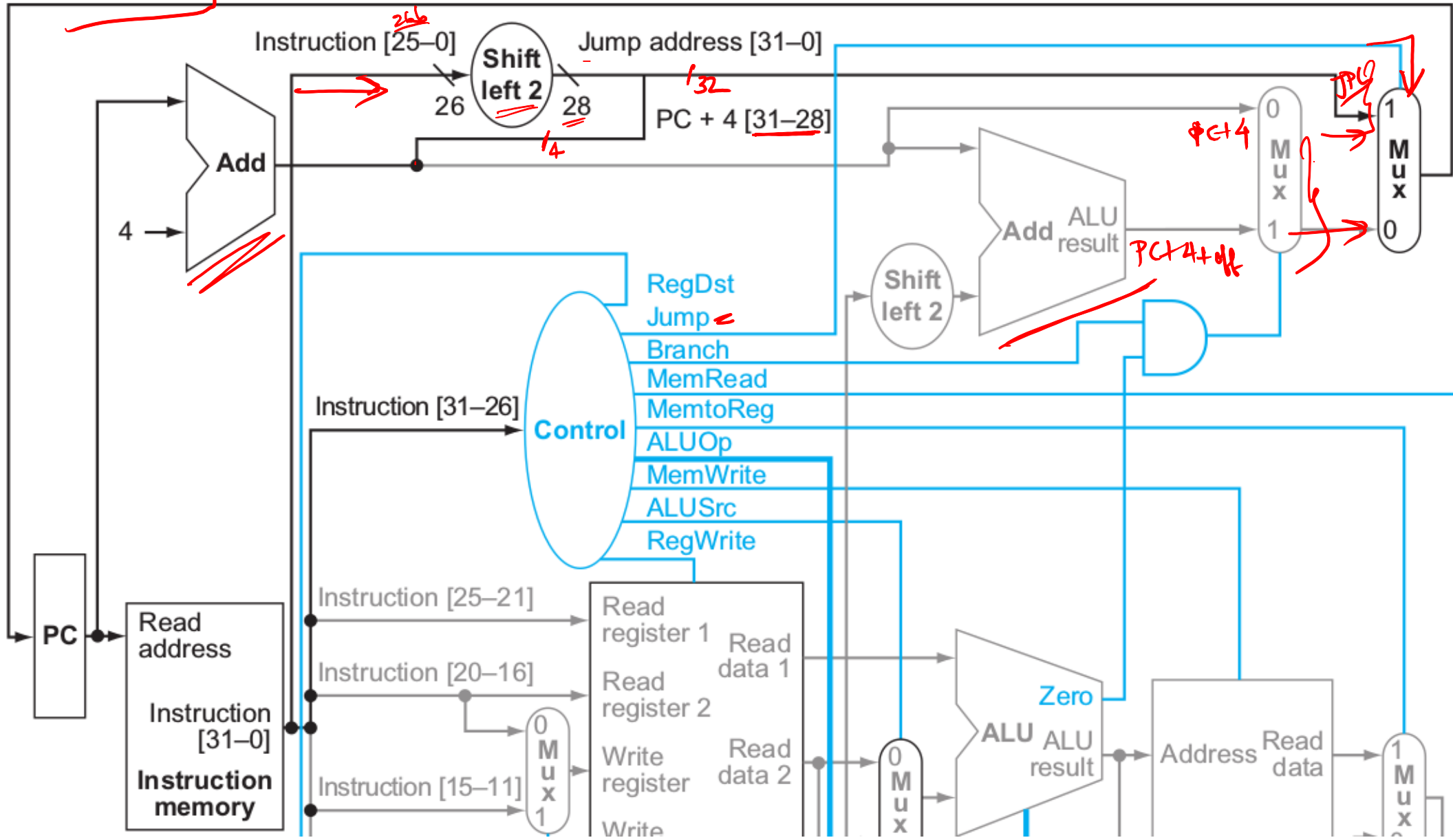
NPC



target 26



Jump Instruction



Outline

- MIPS datapath implementation
 - Register File, Instruction memory, Data memory
- Datapath design using SystemC.
- Instruction interpretation and execution.
- Combinational control
- Control Unit design using SystemC.

Verilog