CISC Design

Implementation

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FE-309: Microprocessors



CADSL

Control Word Format

Control words

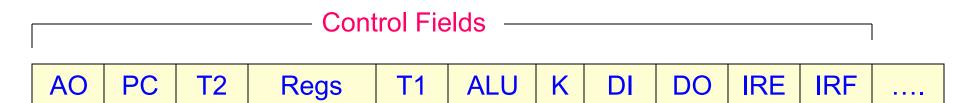
- Operation section (OP) is composed of the fields for Datapath control
- Next state section, containing TY and NA, contains the field for state sequencer control
- ➤ If two macro in the Datapath are never used at the same time, you might consider sharing the control field

OP	TY	NA
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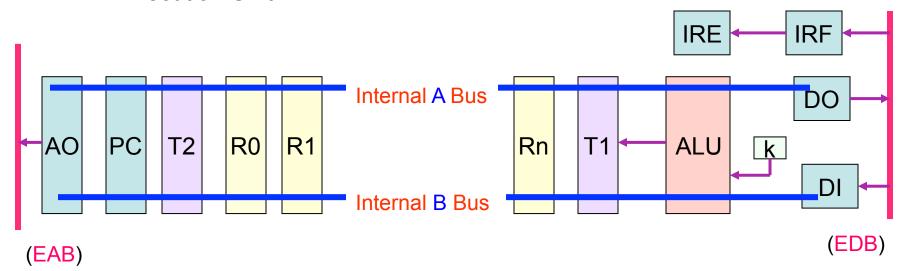




MIN Control Word



MIN Execution Unit







- How many bits each control needs?
- Procedure
 - 1. List uses of the macro
 - 2. Allocate bits
 - 3. Use a Karnaugh map to assign bit patterns

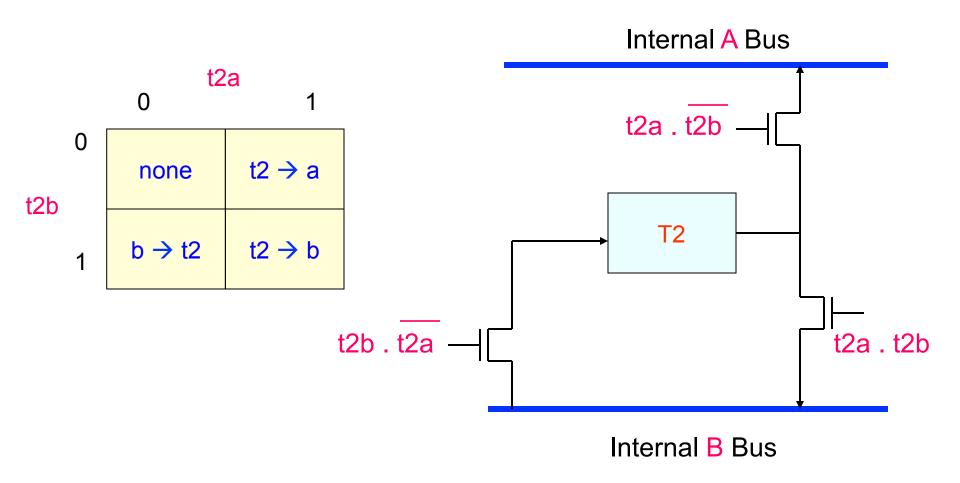
- Collect all the occurrences (PC, T2, RX ...)
- * Assign no. of bits to control fields



- T2 Control
 - T2 occurrences
 - $t2 \rightarrow a$
 - $t2 \rightarrow b$
 - a \rightarrow t2 (only one occurrence abdm4)
 - b \rightarrow t2
 - None
 - Assign two bits (4 occurrences)



T2 Control





- Register control
 - RX and RY occurrences

$$ry \rightarrow a$$

$$b \rightarrow rx$$

$$ry \rightarrow b$$
; $b \rightarrow rx$

$$rx \rightarrow a$$

$$rx \rightarrow b$$
; $b \rightarrow ry$

$$rx \rightarrow a$$
; $ry \rightarrow b$

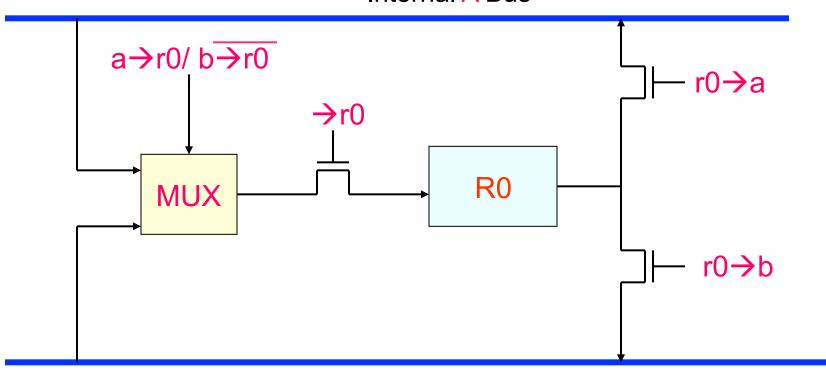
$$b \rightarrow rx; a \rightarrow ry$$

$$rx \rightarrow a; b \rightarrow ry$$

none

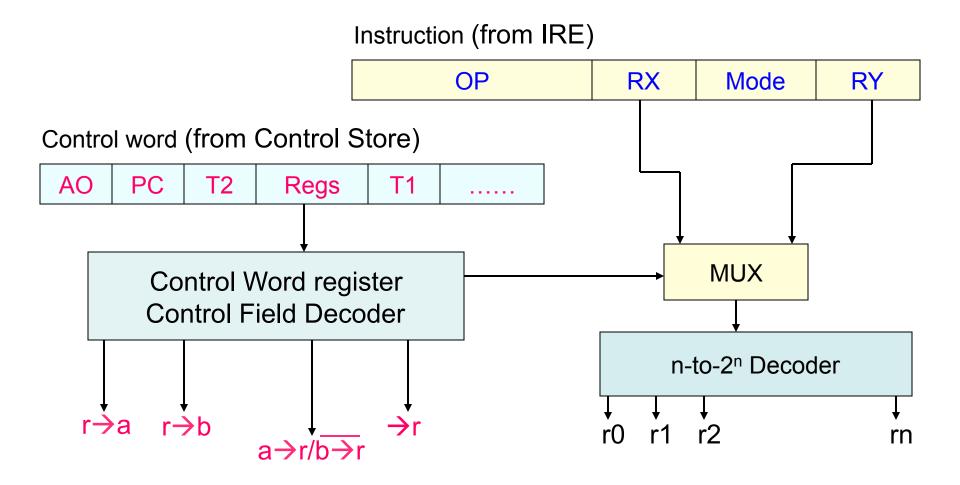


Internal A Bus

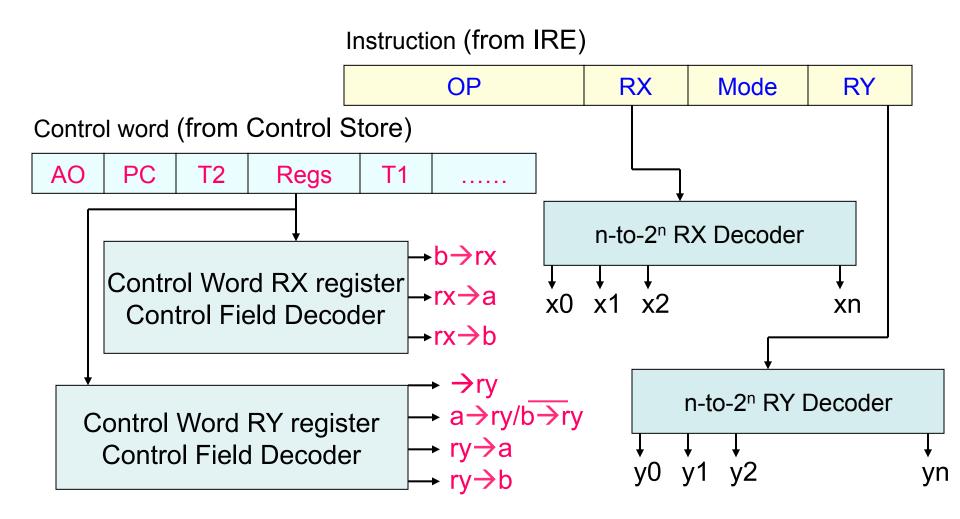


Internal B Bus











Register control

$$\Rightarrow$$
 r0 = (b \Rightarrow rx).x0 + (\Rightarrow ry). y0 load r0
a \Rightarrow r0 = (b \Rightarrow rx).x0 + ((a \Rightarrow ry)/(b \Rightarrow ry)'). y0 load from A
r0 \Rightarrow a = (rx \Rightarrow a).x0 + (ry \Rightarrow a). y0 to A
r0 \Rightarrow b = (rx \Rightarrow b).x0 + (ry \Rightarrow b). y0





Control Word States

$$ry \rightarrow a$$

$$b \rightarrow rx$$

$$ry \rightarrow b$$
; $b \rightarrow rx$

$$Rx \rightarrow a$$

$$Rx \rightarrow b$$
; $b \rightarrow ry$

$$rx \rightarrow a; ry \rightarrow b$$

$$b \rightarrow ry$$

$$b \rightarrow rx$$
; $a \rightarrow ry$

$$rx \rightarrow a$$
; $b \rightarrow ry$

none

Control Lines

$$ry \rightarrow a$$

$$b \rightarrow rx; \rightarrow rx$$

$$ry \rightarrow b; \rightarrow rx; b \rightarrow rx$$

$$rx \rightarrow a$$

$$rx \rightarrow b$$
; $\rightarrow ry$; $b \rightarrow ry$

$$rx \rightarrow a; ry \rightarrow b$$

$$b \rightarrow ry; \rightarrow ry$$

$$b \rightarrow rx; \rightarrow ry; a \rightarrow ry; \rightarrow ry$$

$$rx \rightarrow a; \rightarrow ry; b \rightarrow ry$$

none





Control Lines

```
rx \rightarrow a
ry \rightarrow a
rx \rightarrow b
ry \rightarrow b
ry \rightarrow rx
ry \rightarrow ry
ry \rightarrow ry
ry \rightarrow ry
ry \rightarrow ry
```



	00	01	11	10	
00	o none	$\begin{array}{c} 1 \\ b \rightarrow rx \end{array}$	3 rx → a	2 ry → a	
01	4 b → ry	5	7 $rx \rightarrow a$ $b \rightarrow ry$	$ \begin{array}{c} $	b → ry
11	12	$ \begin{array}{c} 13 \\ b \rightarrow rx \\ a \rightarrow ry \end{array} $	15	14	\rightarrow ry a \rightarrow ry
10	8	$ \begin{array}{c} b \rightarrow rx \\ ry \rightarrow b \end{array} $	11 $rx \rightarrow a$ $ry \rightarrow b$	10	
		$b \rightarrow rx$ $\rightarrow rx$	rx → a		



Control Word States Control Bit Assignment

None

$$b \rightarrow rx$$

$$ry \rightarrow a$$

$$rx \rightarrow a$$

$$b \rightarrow ry$$

$$rx \rightarrow b; b \rightarrow ry$$

$$rx \rightarrow a; b \rightarrow ry$$

$$ry \rightarrow b; b \rightarrow rx$$

$$rx \rightarrow a; ry \rightarrow b$$

$$b \rightarrow rx; a \rightarrow ry$$



Control Lines
Decoder Patterns

```
rx \rightarrow a \Rightarrow xx11

ry \rightarrow a \Rightarrow 0010

rx \rightarrow b \Rightarrow 0110

ry \rightarrow b \Rightarrow 10xx

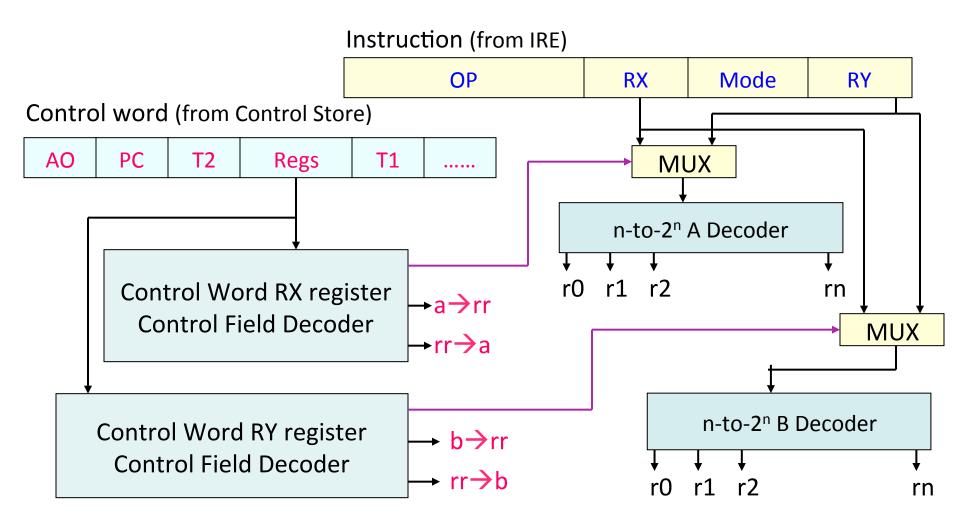
\Rightarrow rx \Rightarrow xx01

\Rightarrow ry \Rightarrow x1xx

a \rightarrow ry \Rightarrow 11xx

b \rightarrow ry \Rightarrow 01xx
```







ALU Control

Control Word state

$$a \rightarrow alu; +1 \rightarrow alu; add-n; alu \rightarrow t1$$

$$a \rightarrow alu$$
; $b \rightarrow alu$; $add-n$; $alu \rightarrow t1$

$$a \rightarrow alu; 0 \rightarrow alu; add-s; alu \rightarrow t1$$

$$a \rightarrow alu$$
; $b \rightarrow alu$; op-s; $alu \rightarrow t1$

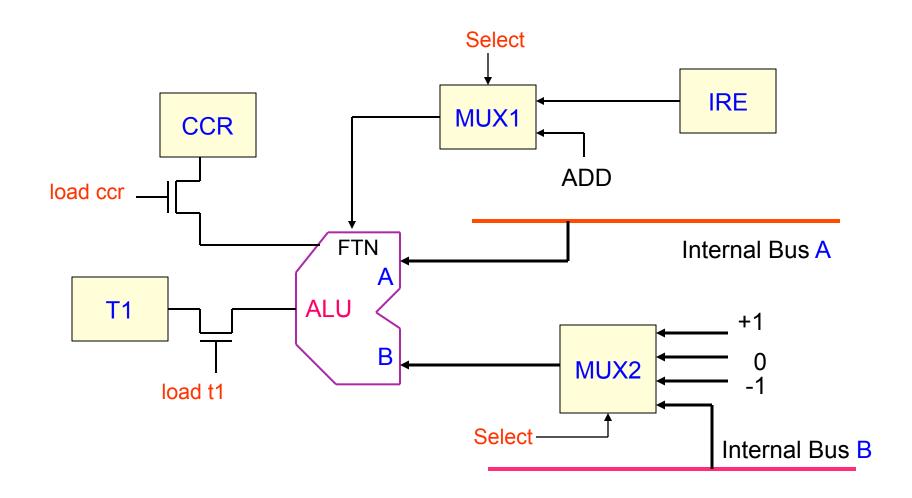
$$a \rightarrow alu; -1 \rightarrow alu; add-n; alu \rightarrow t1$$

Control Lines

- ➤ load t1
- > load ccr
- ➤ add/op select
- > alu-b input select



ALU Control (1/4)





ALU Control (2/4)

	00	01	11	10	1
0	0 none	1	3	2 b→alu add-n	
1	4 0 → alu add-s	5 +1 → alu add-n	7 -1 → alu add-n	6 b → alu op-s	

Karnaugh map for ALU control assignment





ALU Control (3/4)

Control Word state

$$a \rightarrow alu; +1 \rightarrow alu; add-n; alu \rightarrow t1$$

$$a \rightarrow alu$$
; $b \rightarrow alu$; $add-n$; $alu \rightarrow t1$

$$a \rightarrow alu; 0 \rightarrow alu; add-s; alu \rightarrow t1$$

$$a \rightarrow alu$$
; $b \rightarrow alu$; op-s; $alu \rightarrow t1$

$$a \rightarrow alu; -1 \rightarrow alu; add-n; alu \rightarrow t1$$

none

Control Field bit assignment

- **>** 101
- ▶ 010
- **>** 100
- **> 110**
- **> 111**
- **>** 000 **>**



ALU Control (3/4)

Control Lines

Decoder Patterns

load t1

> xxx | 000 (all except 000)

load ccr

> 1x0

add/op select

> 110

alu-b input select

> x10

00

01

11

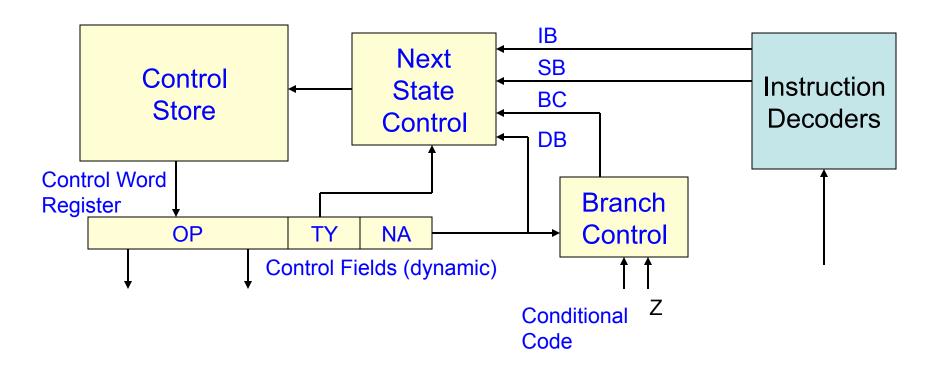
10

0 none	1	3	2 b→alu add-n
4	5	7	6
0 → alu	+1 → alu	-1 → alu	b → alu
add-s	add-n	add-n	op-s





Next State Logic





Thank You



