

# CISC Design

## Hardware Flowchart

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*EE-309: Microprocessors*

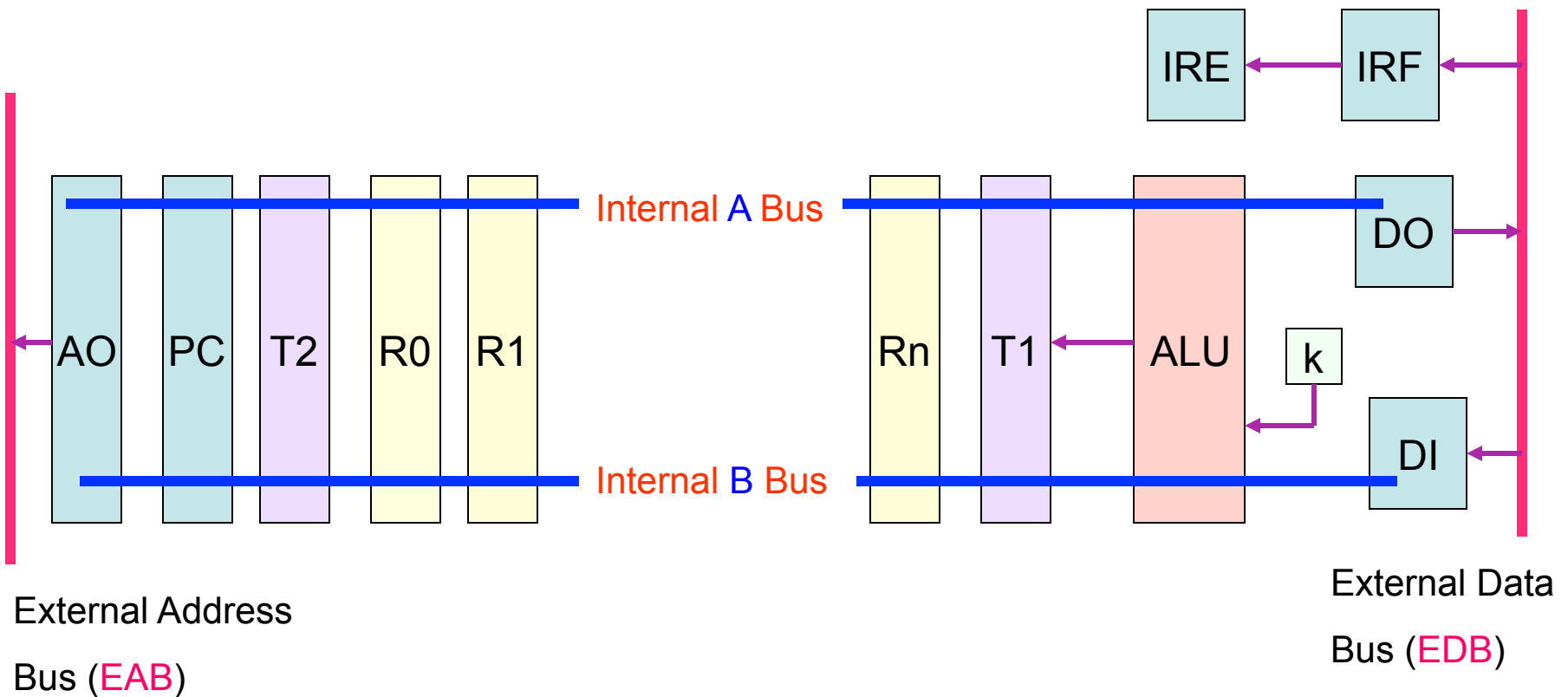
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Lecture 25 (22 Sep 2015)

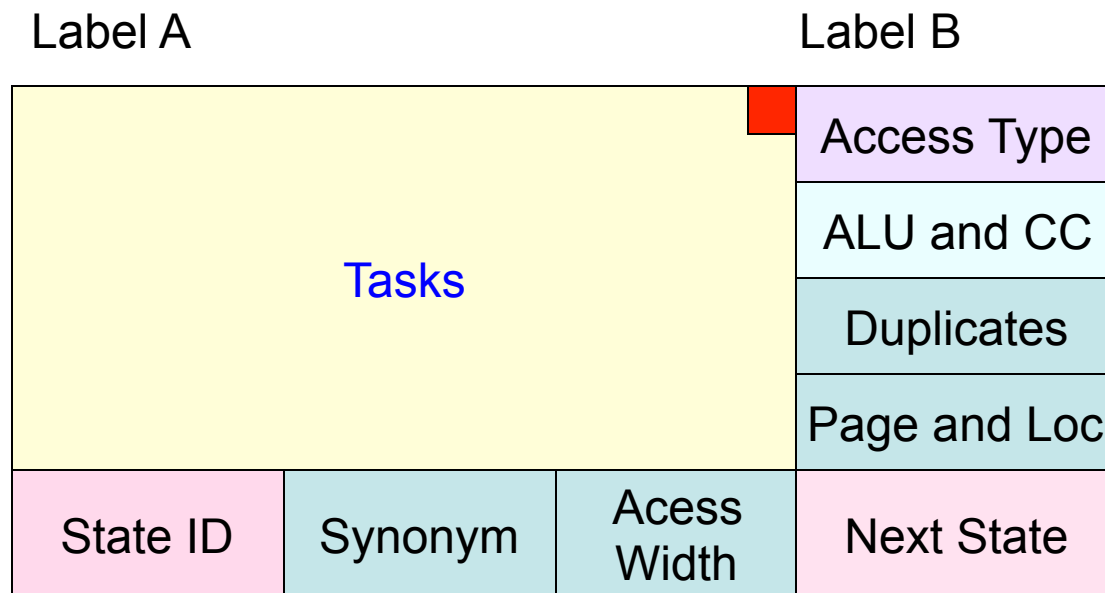
**CADSL**

# MIN Datapath



# Level 2 Flowcharts

## Format for Level 2 flowchart state



- DR Data Read
- DW – Data Write
- IR - Instruction Read
- NA – No access
- S – Set
- N – Not set
- X – Don't care
- BC – Branch conditionally
- IB – Instruction branch
- SB – Sequence branch
- StateID – Direct branch

# Level 2 Flowchart: Address Mode Sequences

## Base Plus Displacement

(RY+d)@

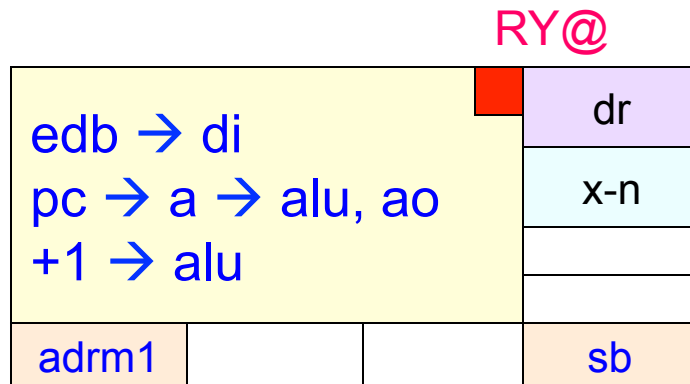
edb → di pc → a → alu, ao +1 → alu			dr
			add-n
abdm1			abdm2
t1 → a → pc			na
			x-n
abdm2			abdm3

di → b → alu ry → a → alu			na
			add-n
abdm3			abdm4
edb → di t1 → b → ao, t2			dr
			x-n
abdm4			sb

# Level 2 Flowchart: Address Mode Sequences

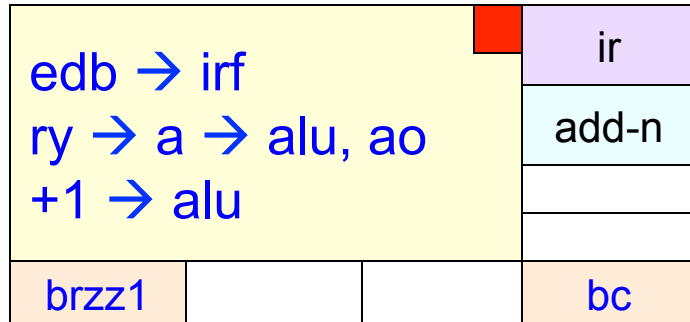
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## Register Indirect

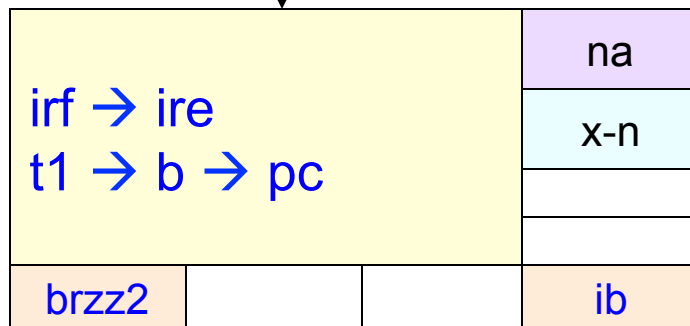


# Level 2 FC: Address Mode Sequences

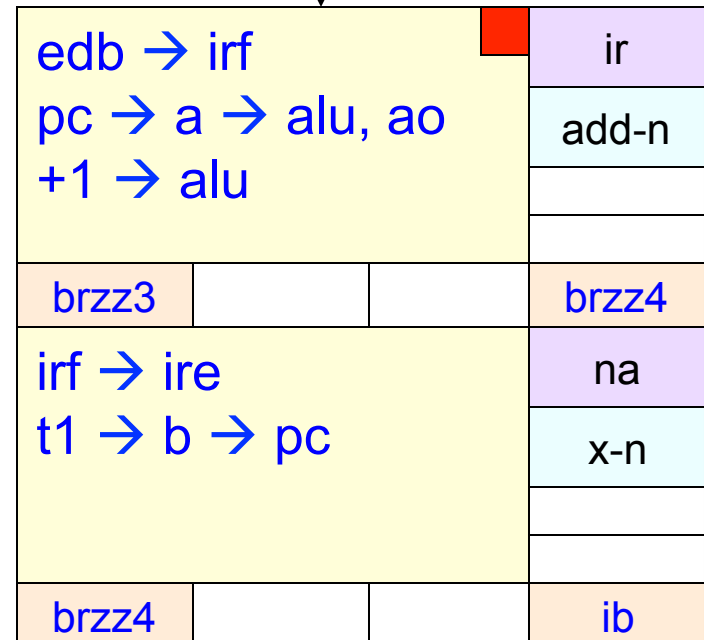
## Branch Instruction



Z = 1 (Branch)



Z = 0 (no branch)



# Level 2 Flowchart: Execution Sequences

Execution sequences with memory operand reference

Mem → RX			LOAD
di → b → rx, t2 edb → irf pc → a → alu, ao +1 → alu			ir
			add-x
ldrm1			ldrm2
irf → ire t1 → b → pc t2 → a → alu 0 → alu			na
			add-s
ldrm2			ib

# Level 2 Flowchart: Execution Sequences

Execution sequences with memory operand reference

RX → Mem			STORE
rx → a → alu, do t2 → b → ao 0 → alu			dw
			add-s
strm1			strm2
edb → irf pc → a → alu, ao +1 → alu			ir
			add-n
strm1			strm3

irf → ire t1 → b → pc			na
			x-n
strm3			ib



# Level 2 Flowchart: Execution Sequences

Execution sequences with memory operand reference

RX OP Mem → Mem    ADD, AND, SUB

$di \rightarrow b \rightarrow alu$ $rx \rightarrow a \rightarrow alu$			na
			op-s
oprm1			oprm2
$t1 \rightarrow a \rightarrow do$ $t2 \rightarrow b \rightarrow ao$			dw
			x-s
oprm2			oprm3

$edb \rightarrow irf$ $pc \rightarrow a \rightarrow alu, ao$ $+1 \rightarrow alu$			ir
			add-n
oprm3			oprm3
$irf \rightarrow ire$ $t1 \rightarrow b \rightarrow pc$			na
			x-n
oprm4			ib

# Level 2 Flowchart: Execution Sequences

Execution sequences with memory operand reference

Mem → ALU			TEST
di → b → t2 edb → irf pc → a → alu, ao +1 → alu			ir
			add-s
test1			test2
irf → ire t1 → b → pc t2 → a → alu 0 → alu			na
			add-s
test2			ib

# Level 2 Flowchart: Execution Sequences

Execution sequences for Register-to-Register and special instructions

RX OP RY → RY    ADD, SUB, AND

$rx \rightarrow a \rightarrow alu$ $ry \rightarrow b \rightarrow alu$			na
			op-s
oprr1			oprr2
$edb \rightarrow irf$ $pc \rightarrow a \rightarrow alu, ao$ $t1 \rightarrow a \rightarrow ry$ $+1 \rightarrow alu$			ir
			add-n
oprr2			oprr3

$irf \rightarrow ire$ $t1 \rightarrow a \rightarrow pc$			na
			x-n
oprr3			ib



# Level 2 Flowchart: Execution Sequences

Execution sequences for Register-to-Register and special instructions

RX → RY			LOAD
edb → irf pc → a → alu, ao ry → a → rx, t2 +1 → alu			ir
			add-x
ldrr1			ldrr2
irf → ire t1 → b → pc t2 → a → alu 0 → alu			na
			add-s
ldrr2			ib

RX → RY			STORE
edb → irf pc → a → alu, ao rx → b → ry, t2 +1 → alu			ir
			add-x
strr1			strr2
irf → ire t1 → b → pc t2 → a → alu 0 → alu			na
			add-s
strr2			ib

# Level 2 Flowchart: Execution Sequences

Execution sequences for Register-to-Register and special instructions

$R\bar{Y}@ \rightarrow R\bar{X}$

$R\bar{Y}+1 \rightarrow R\bar{Y}$

POP

$edb \rightarrow di$ $ry \rightarrow a \rightarrow alu, ao$ $+1 \rightarrow alu$			dr
			add-n
popr1			popr2
$di \rightarrow b \rightarrow rx$ $t1 \rightarrow a \rightarrow ry$			na
			x-n
popr2			popr3

$edb \rightarrow irf$ $pc \rightarrow a \rightarrow alu, ao$ $+1 \rightarrow alu$			ir
			add-n
popr3			popr4
$irf \rightarrow ire$ $t1 \rightarrow a \rightarrow pc$			na
			x-n
popr4			ib



# Merged Level 2 Flowchart: Address Mode Sequences

## Base Plus Displacement

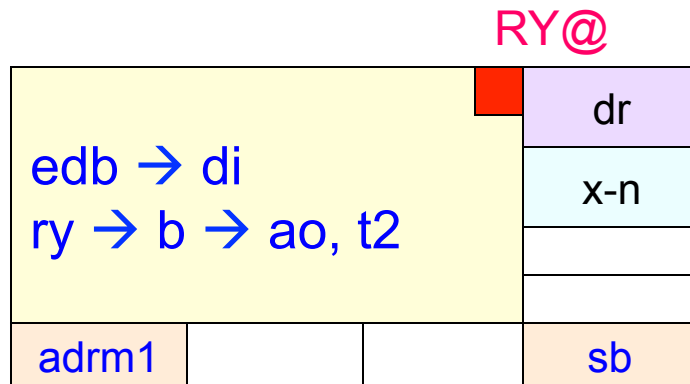
(RY+d)@

edb → di pc → a → alu, ao +1 → alu			ir
			add-n
abdm1			abdm2
t1 → a → pc			na
			x-n
abdm2			abdm3

di → b → alu ry → a → alu			na
			add-n
abdm3			abdm4
edb → di t1 → b → ao, t2			dr
			x-n
abdm4			sb

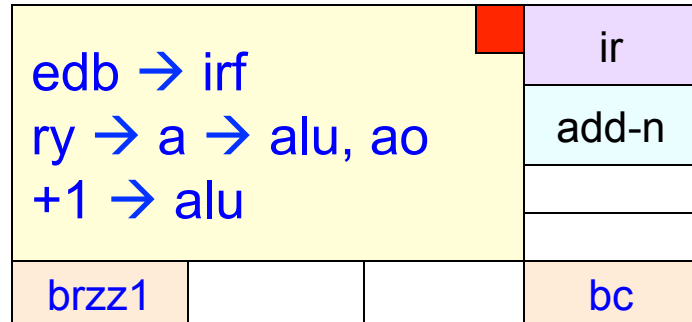
# Merged Level 2 Flowchart: Address Mode Sequences

## Register Indirect

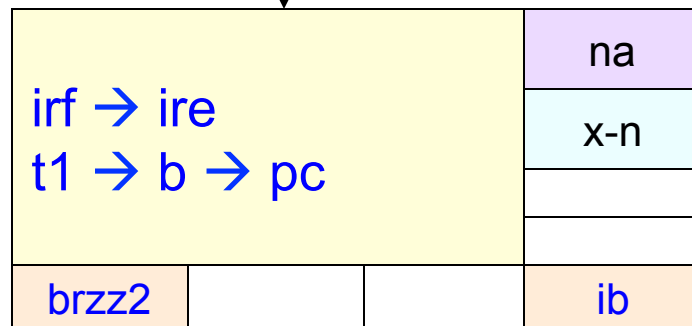


# How to Merge Level 2 FC?

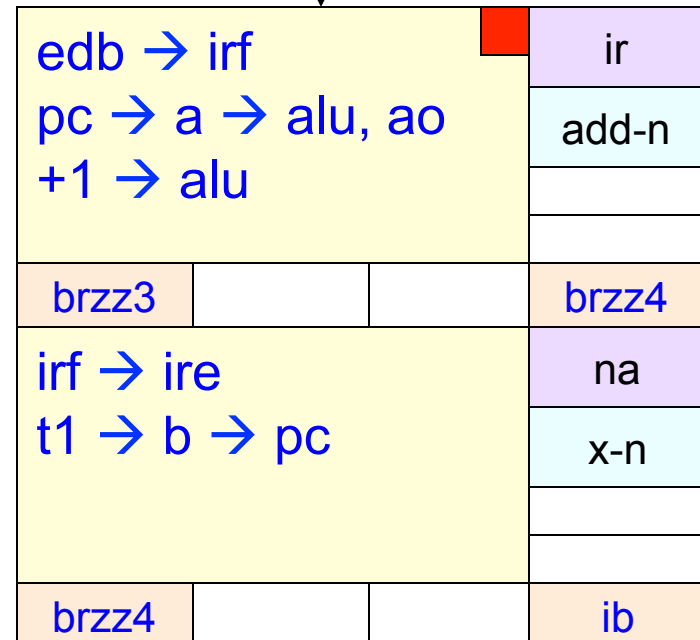
## Branch Instruction



Z = 1 (Branch)



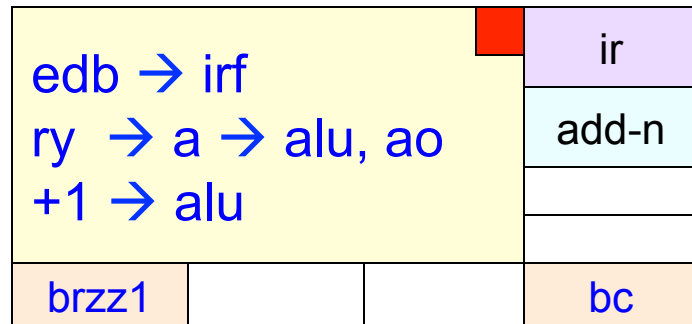
Z = 0 (no branch)



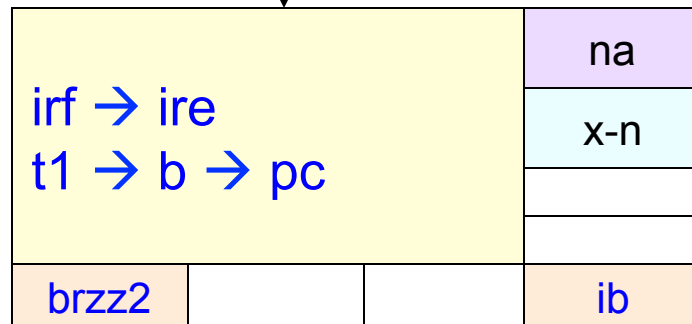


# Merged Level 2 Flowchart: Address Mode Sequences

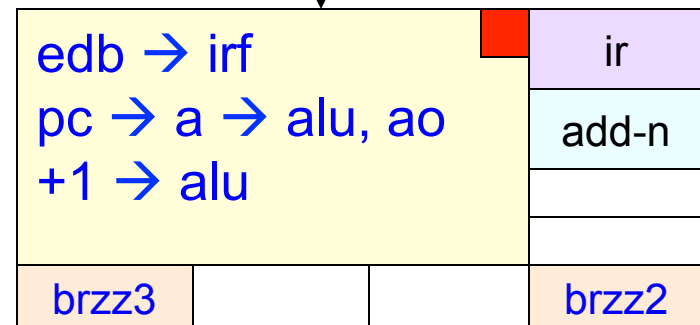
## Branch Instruction



Z = 1 (Branch)



Z = 0 (no branch)



# Merged Level 2 Flowchart: Execution Sequences

Execution sequences with memory operand reference

Mem → RX

LOAD

di → b → rx, t2 edb → irf pc → a → alu, ao +1 → alu			ir
			add-x
ldrm1			ldrm2
irf → ire t1 → b → pc t2 → a → alu 0 → alu			na
			add-s
ldrm2			ib

Mem → RX

STORE

rx → a → alu, do t2 → b → ao 0 → alu			dw
			add-s
strm1			brzz3



# Merged Level 2 Flowchart: Execution Sequences

## Execution sequences with memory operand reference

RX OP Mem → Mem    ADD, AND, SUB

di → b → alu rx → a → alu			na
			op-s
oprm1			oprm2
t1 → a → do t2 → b → ao			dw
			x-s
oprm2			brzz3

Mem → ALU

TEST

di → b → t2 edb → irf pc → a → alu, ao +1 → alu			ir
			add-x
test1			ldrm2



# Merged Level 2 Flowchart: Execution Sequences

Execution sequences for Register-to-Register and special instructions

RX OP RY → RY    ADD, SUB, AND

rx → a → alu ry → b → alu			na
			op-s
oprr1			oprr2
edb → irf pc → a → alu, ao t1 → a → ry +1 → alu			ir
			add-n
oprr2			brzz2

RX → RY

LOAD

edb → irf pc → a → alu, ao ry → a → rx, t2 +1 → alu			ir
			add-x
ldrr1			ldrm2

RX → RY

STORE

edb → irf pc → a → alu, ao rx → b → ry, t2 +1 → alu			ir
			add-x
strr1			ldrm2



# Merged Level 2 Flowchart: Execution Sequences

Execution sequences for Register-to-Register and special instructions

RY@ → RX  
RY+1 → RY

POP

edb → di ry → a → alu, ao +1 → alu			dr
			add-n
popr1			popr2
di → b → rx t1 → a → ry			na
			x-n
popr2			brzz3

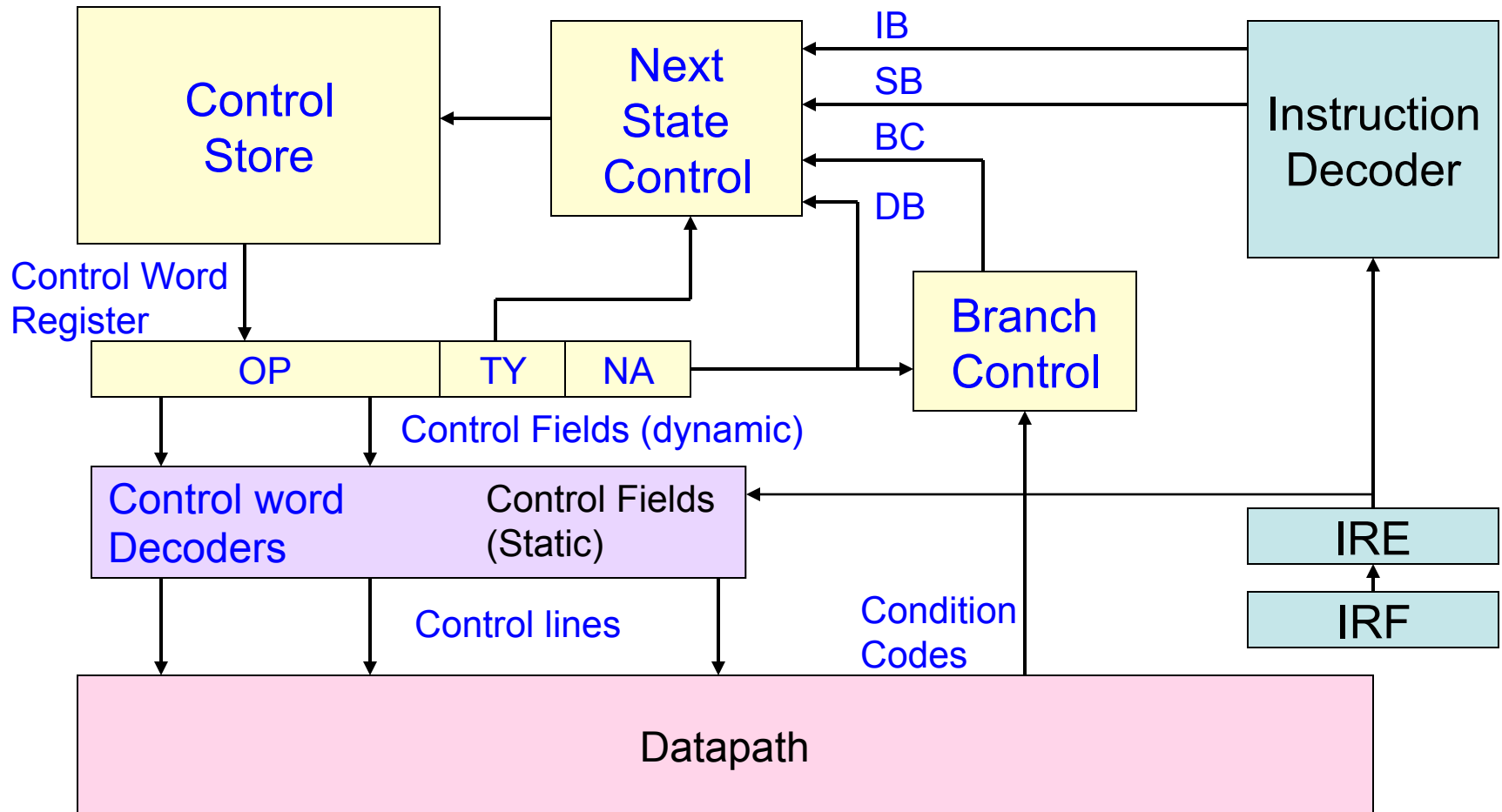
RY-1 → RY  
RY@ → RX

PUSH

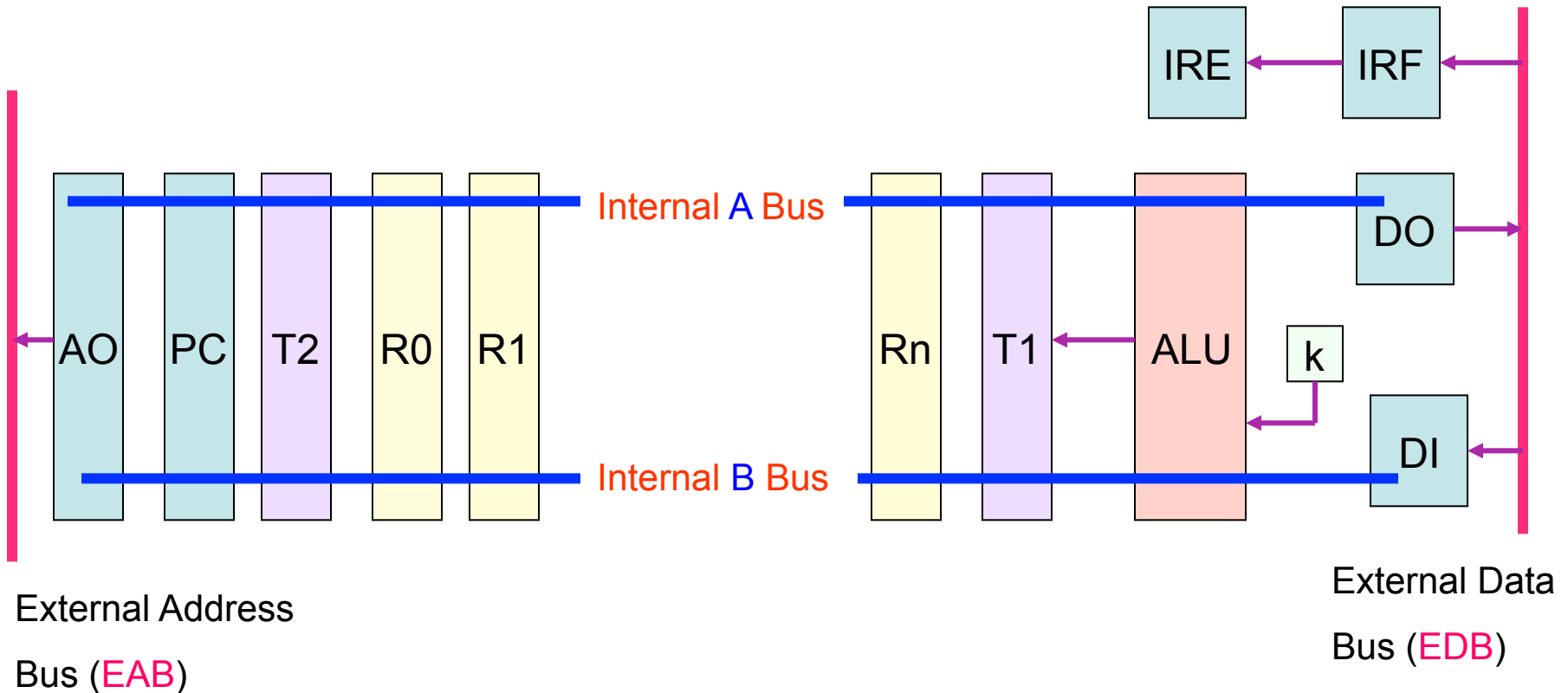
ry → a → alu -1 → alu			na
			add-n
push1			push2
rx → a → do t1 → b → ao, ry			dw
			x-n
push2			brzz3



# Processor Block Diagram



# MIN Datapath



# Implementation

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- ❖ Each state in Level 2 flowchart corresponds to one control word
- ❖ Transformation of flowcharts into control store bit patterns
  - The task become bits in the control fields (**OP**)
  - The next state becomes in the control store address select (**TY**) and next address (**NA**)
  - The **state ID** becomes the location of the control word in the control store





# Implementation

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## Relationship between Flowcharts and Hardware

- ❖ Flowchart – compact and precise description of hardware requirements
- ❖ Steps for implementing microcoded controller

### 1. Execution Unit

- ❖ Develop concurrently
- ❖ Add things as and when needed



# Implementation

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## 2. Instruction Decoders

- ❖ Translate an instruction bit pattern to the control store address for the execution sequence
- ❖ Two decoders are needed (for MIN)
- ❖ First, translates the instruction bit pattern into the control store address for the appropriate address mode sequence ([provide IB](#))
- ❖ Second, translates the instruction bit pattern into control store address for the execution sequence ([provide SB](#))



# Implementation

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## 3. Control word format

- Derived from flowcharts
- HFC can tell required capability of control word precisely

## 5. Control word decoders

- Combine control word (dynamic) control fields, the IRE (static) control fields, and timing signals, to provide the gate control signals for all transfers in the Datapath and the Controller

## 6. Controller block diagram

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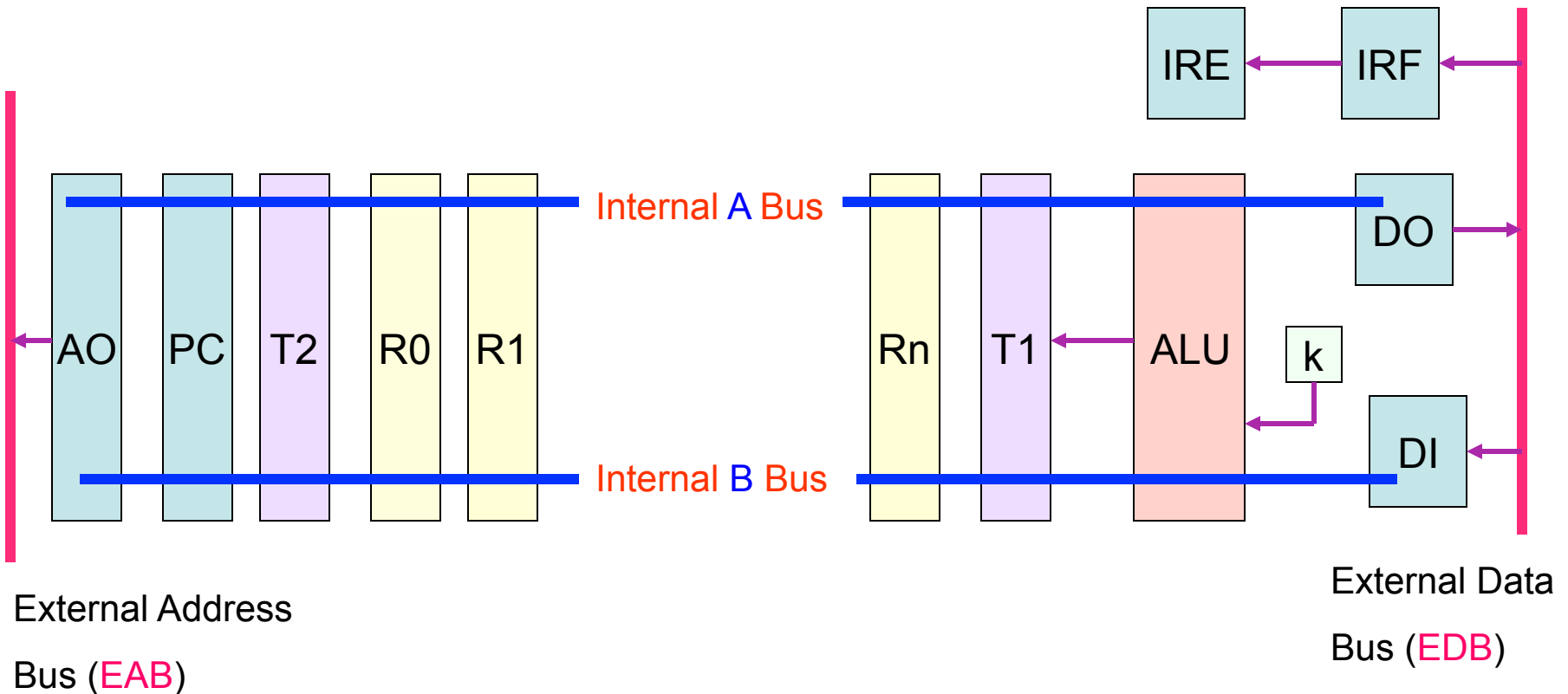
# Implementation

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## ❖ Design of flowchart

- Made some assumptions (buses, registers..)
- Collect the assumptions and implement

# MIN Datapath



# Instruction Decoders

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- ❖ Two decoders

- ❖ First Decoder (IB decoder)

- Points to the first control word in an address mode sequence (if there is one)
- The last state in any execution sequence is IB

- ❖ Second Decoder (SB decoder)

- Points to the first control word of the execution sequence
- The last sequence in addr. mode seq. is SB



# Instruction Execution Sequences

Instruction	Control Word Sequence	Next control word address	IB Instruction Decoder	SB Instruction Decoder
POP	popr1 popr2 brzz3 brzz2	popr2 brzz3 brzz2 ---	--- --- --- abdm1	--- --- --- oprm1
ADD RX(RY +d)@	abdm1 abdm2 abdm3 abdm4 oprm1 oprm2 brzz3 brzz2	abdm2 abdm3 abdm4 --- oprm2 brzz3 brzz2 ---	--- --- --- --- --- --- --- oprr1	oprm1 oprm1 oprm1 oprm1 --- --- --- ---



# Instruction Execution Sequences

Instruction	Control Word Sequence	Next control word address	IB Instruction Decoder	SB Instruction Decoder
SUB RX RY	oprr1 oprr2 brzz2	oprr2 brzz2 ---	--- --- adrm1	--- --- test1
TEST RY@	adrm1 test1 ldrm2	--- ldrm2 ---	adrm1 --- push1	test1 --- ---
PUSH				





# IB Instruction Decoder

IB Decoder Address	Instruction(s) or Address Mode	
abdm1	(RY+d)@	Address mode sequences
adrm1	RY@	
brzz1	BZ	Execution sequences (Instructions without separate address mode sequences)
ldrr1	LR	
strr1	STR	
oprr1	AR, SR, NR	
popr1	POP	
push1	PUSH	



# SB Instruction Decoder

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SB Decoder Address	Instruction(s) or Address Mode	
ldrm1	L	Execution sequences (Instructions with separate address mode sequences)
strm1	ST	
oprm1	A, S, N	
test1	T	

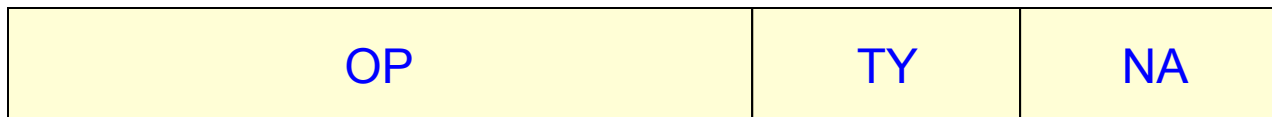


# Control Word Format

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## ❖ 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

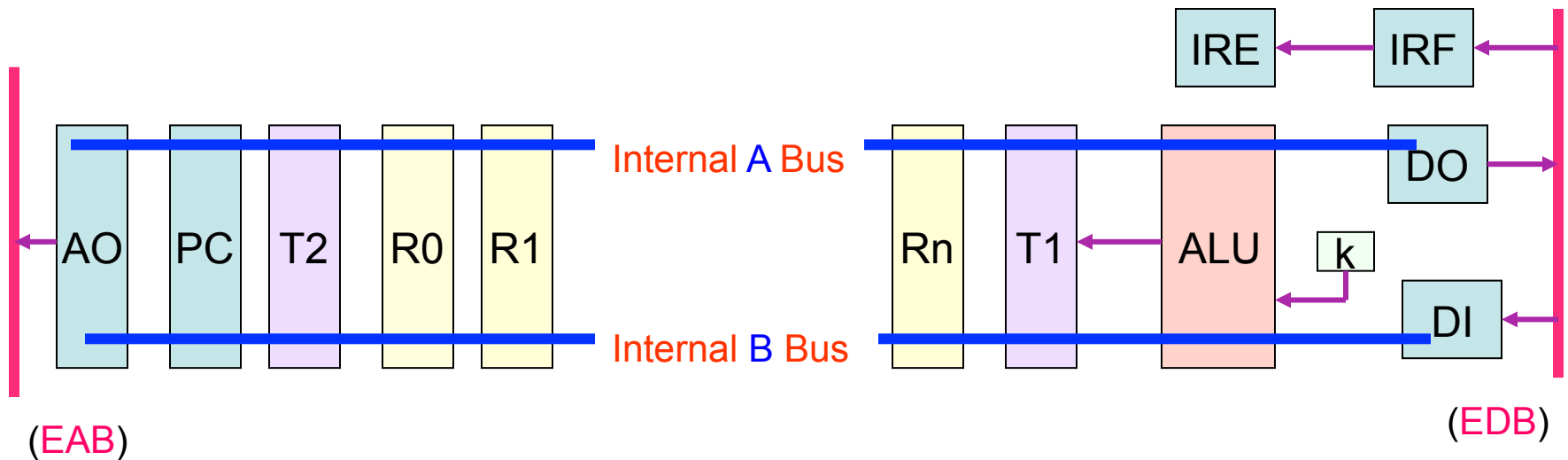


# MIN Control Word

## Control Fields

AO	PC	T2	Regs	T1	ALU	K	DI	DO	IRE	IRF	....
----	----	----	------	----	-----	---	----	----	-----	-----	------

## MIN Execution Unit



# Control Word Decoder

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- ❖ 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



# Control Word Decoder

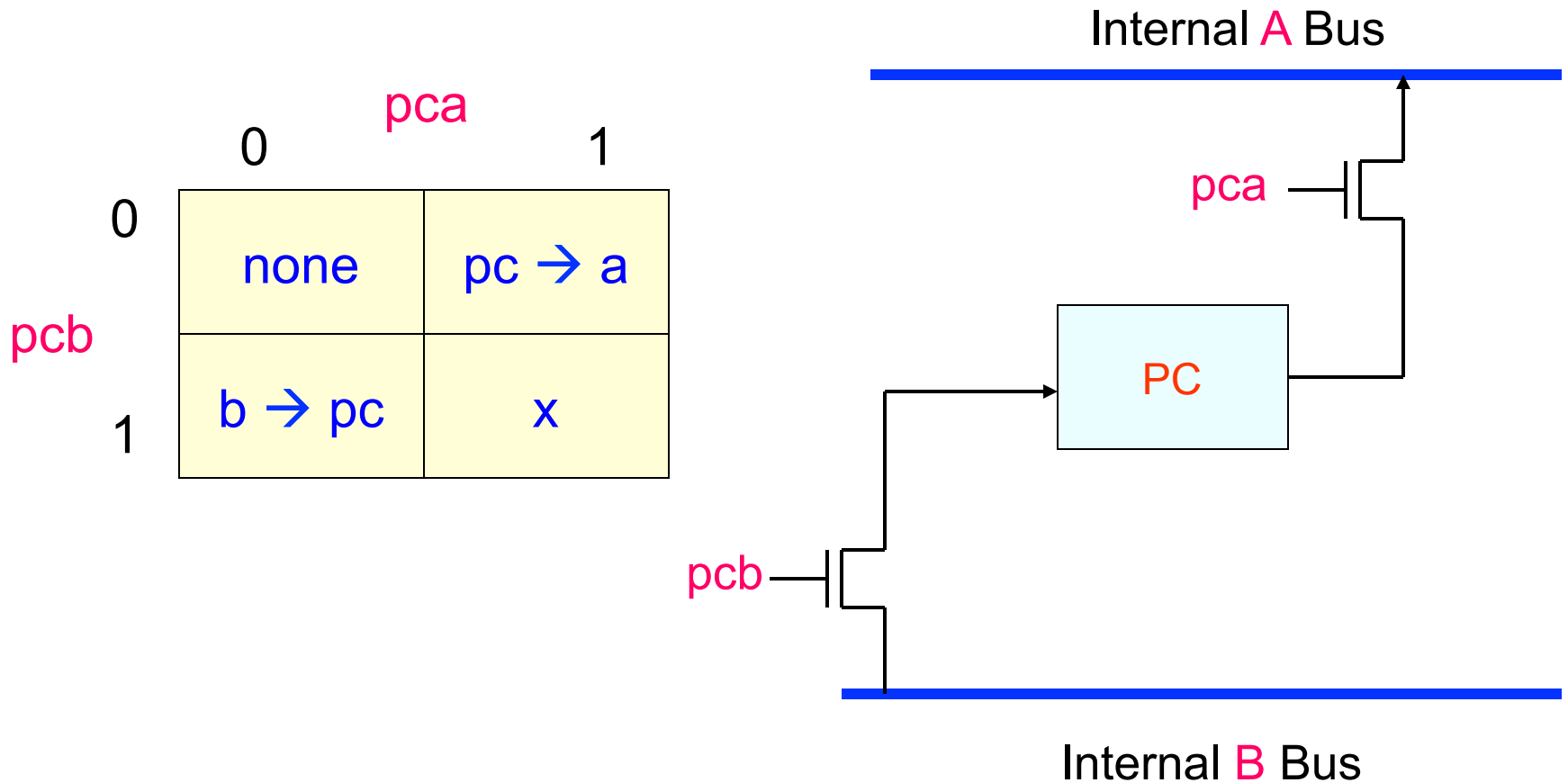
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## ❖ PC Control

### ➤ PC occurrences

- $pc \rightarrow a$
- $a \rightarrow pc$  (only one occurrence – [abdm2](#))
- $b \rightarrow pc$
- none

# PC Control



# Thank You

