Lecture 16: Basic CPU Design

- Today's topics:
  - Single-cycle CPU
  - Multi-cycle CPU

Basic MIPS Architecture

- Now that we understand clocks and storage of states, we'll design a simple CPU that executes:
  - basic math (add, sub, and, or, slt)
  - memory access (lw and sw)
  - branch and jump instructions (beq and j)

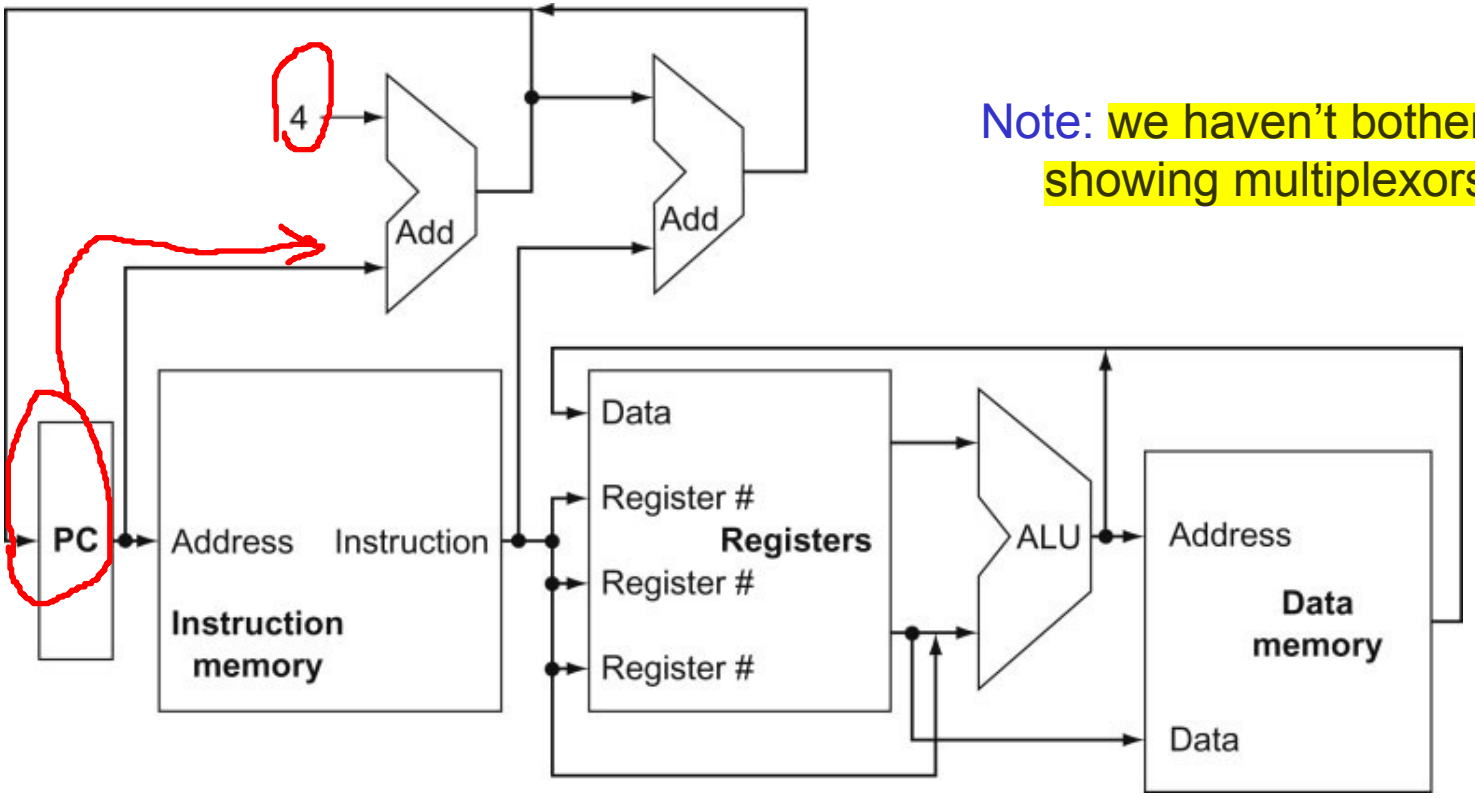
Implementation Overview

- We need memory
  - to store instructions
  - to store data
  - for now, let's make them separate units

- We need registers, ALU, and a whole lot of control logic

- CPU operations common to all instructions:
  - use the program counter (PC) to pull instruction out of instruction memory
  - read register values

View from 30,000 Feet

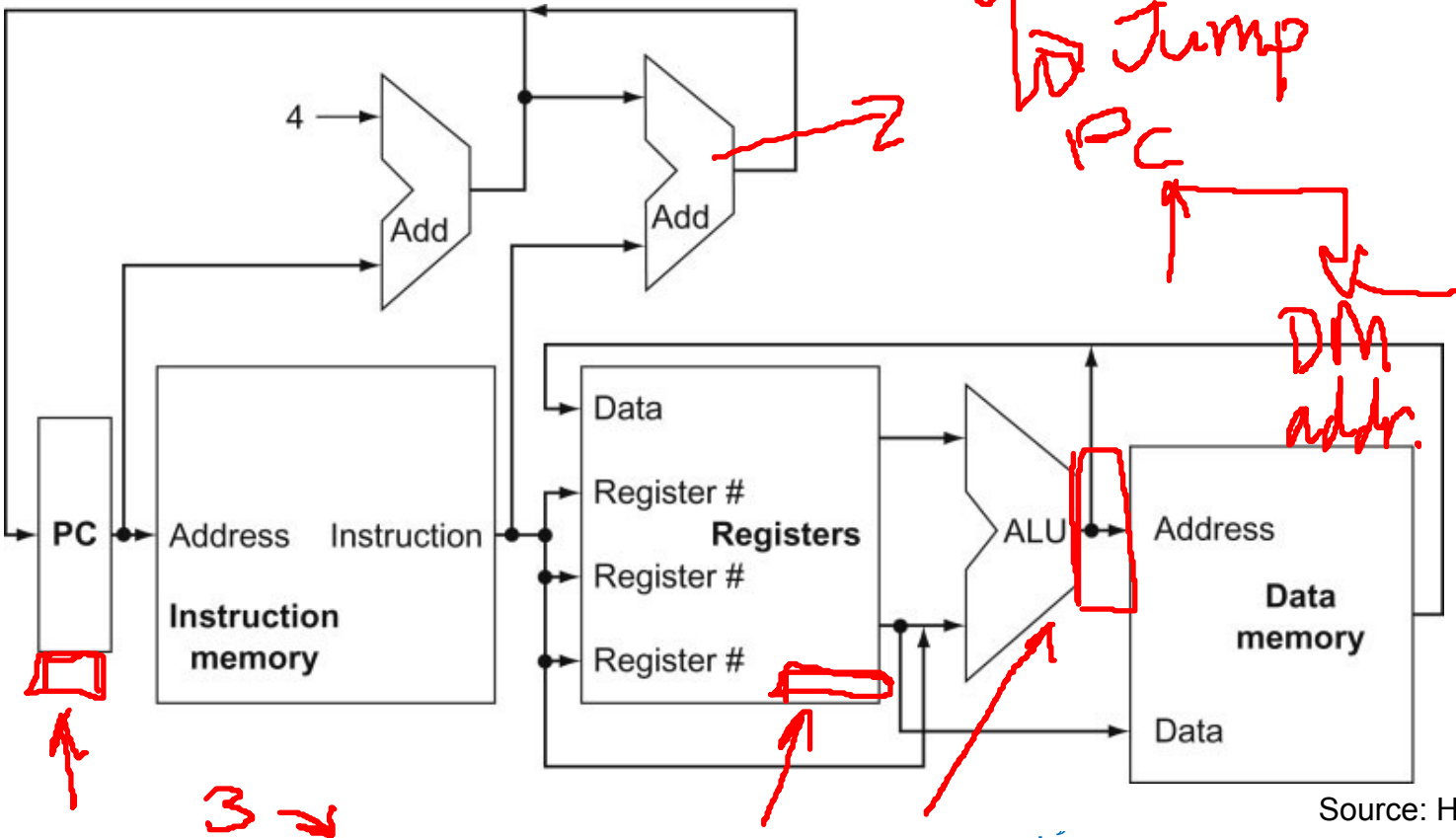


Note: we haven't bothered showing multiplexors

Source: H&P textbook

- What is the role of the Add units? ไว้เพิ่ม PC กับ Jump
- Explain the inputs to the data memory unit ไว้ชี้ตำแหน่ง Address ที่จะเก็บ
- Explain the inputs to the ALU ใช้รับคำสั่งคำนวน
- Explain the inputs to the register unit 3 Register ไว้เขียน 1 Data ไว้ Load

Clocking Methodology



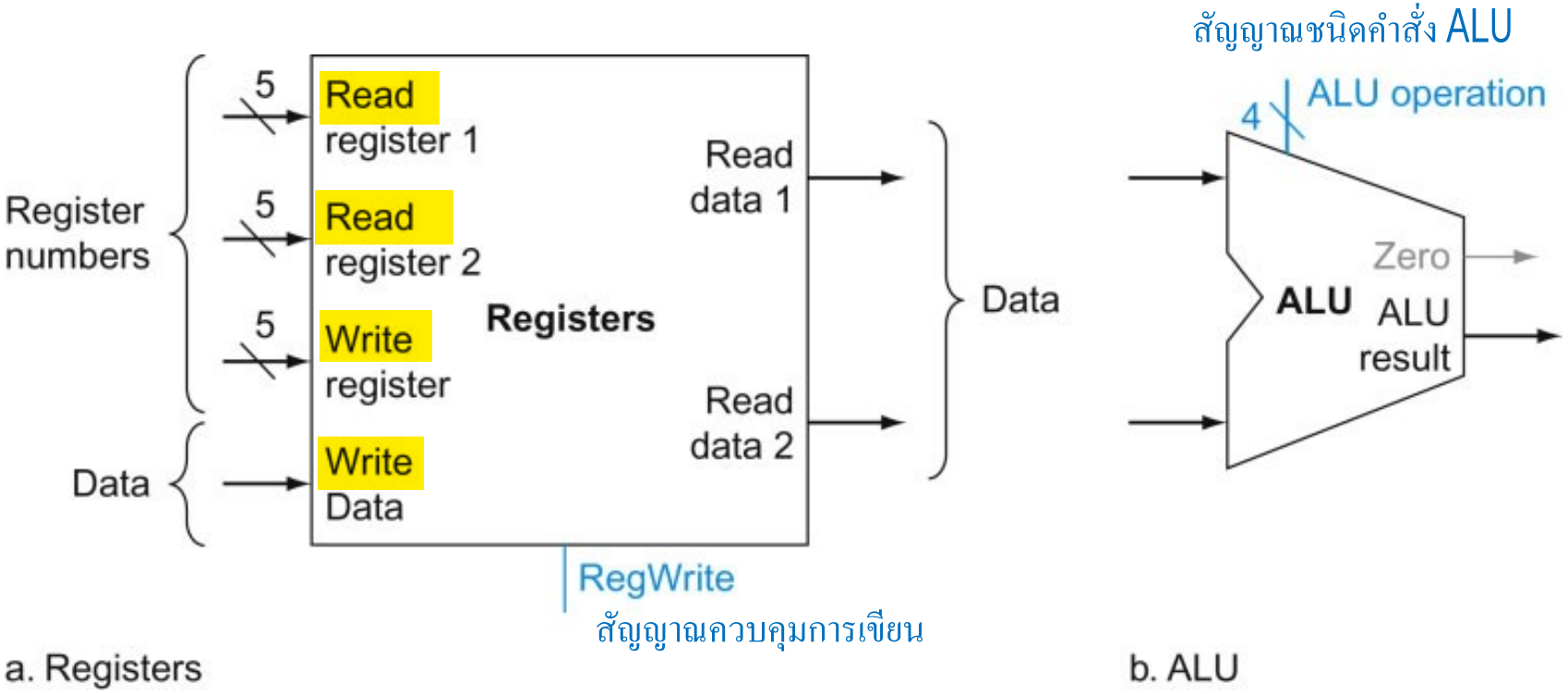
Source: H&P textbook

- Which of the above units need a clock?
- What is being saved (latched) on the rising edge of the clock?

Keep in mind that the latched value remains there for an entire cycle

Implementing R-type Instructions

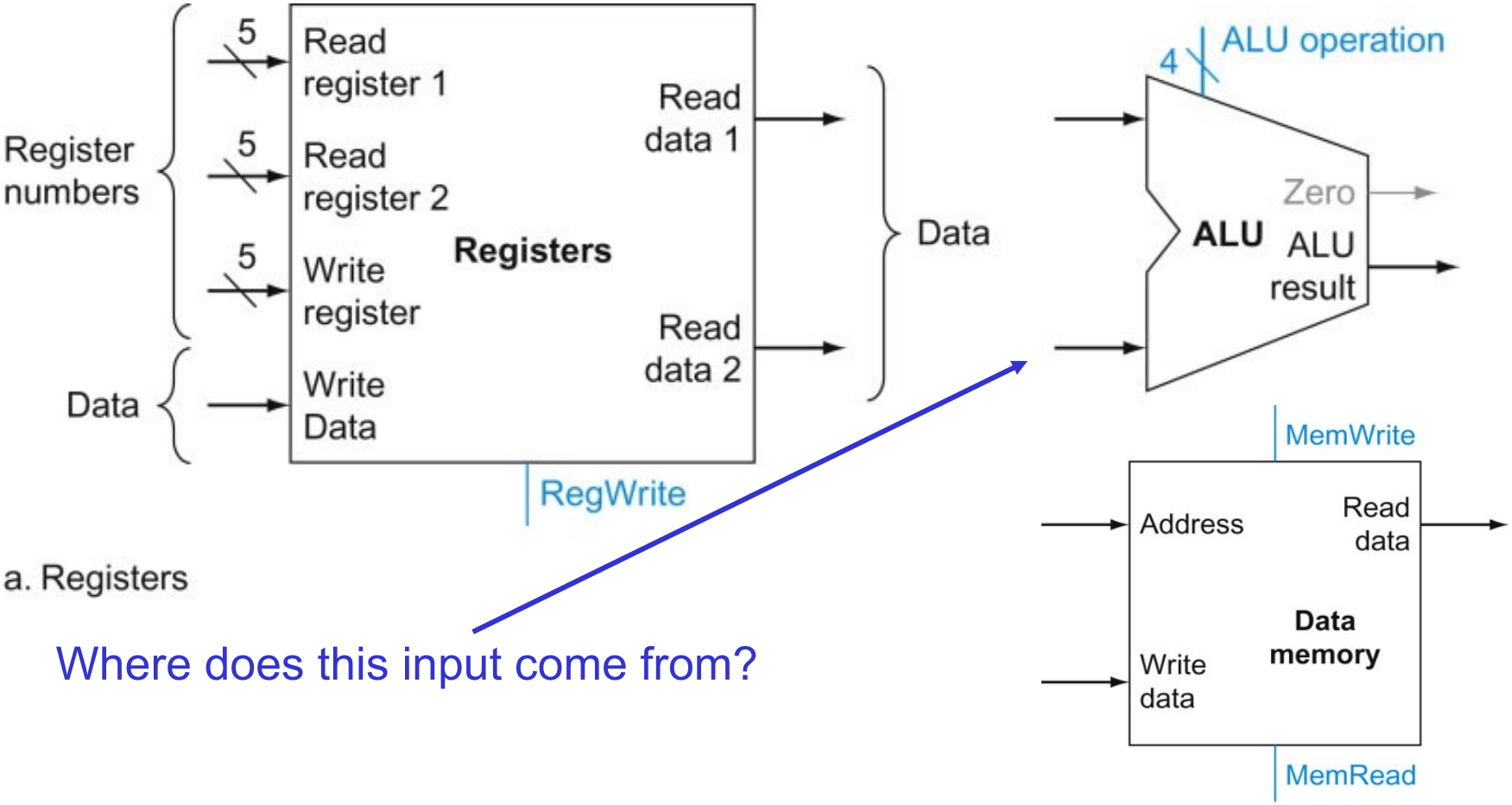
- Instructions of the form add $t1, $t2, $t3
- Explain the role of each signal



Source: H&P textbook

Implementing Loads/Stores

- Instructions of the form lw $t1, 8($t2) and sw $t1, 8($t2)

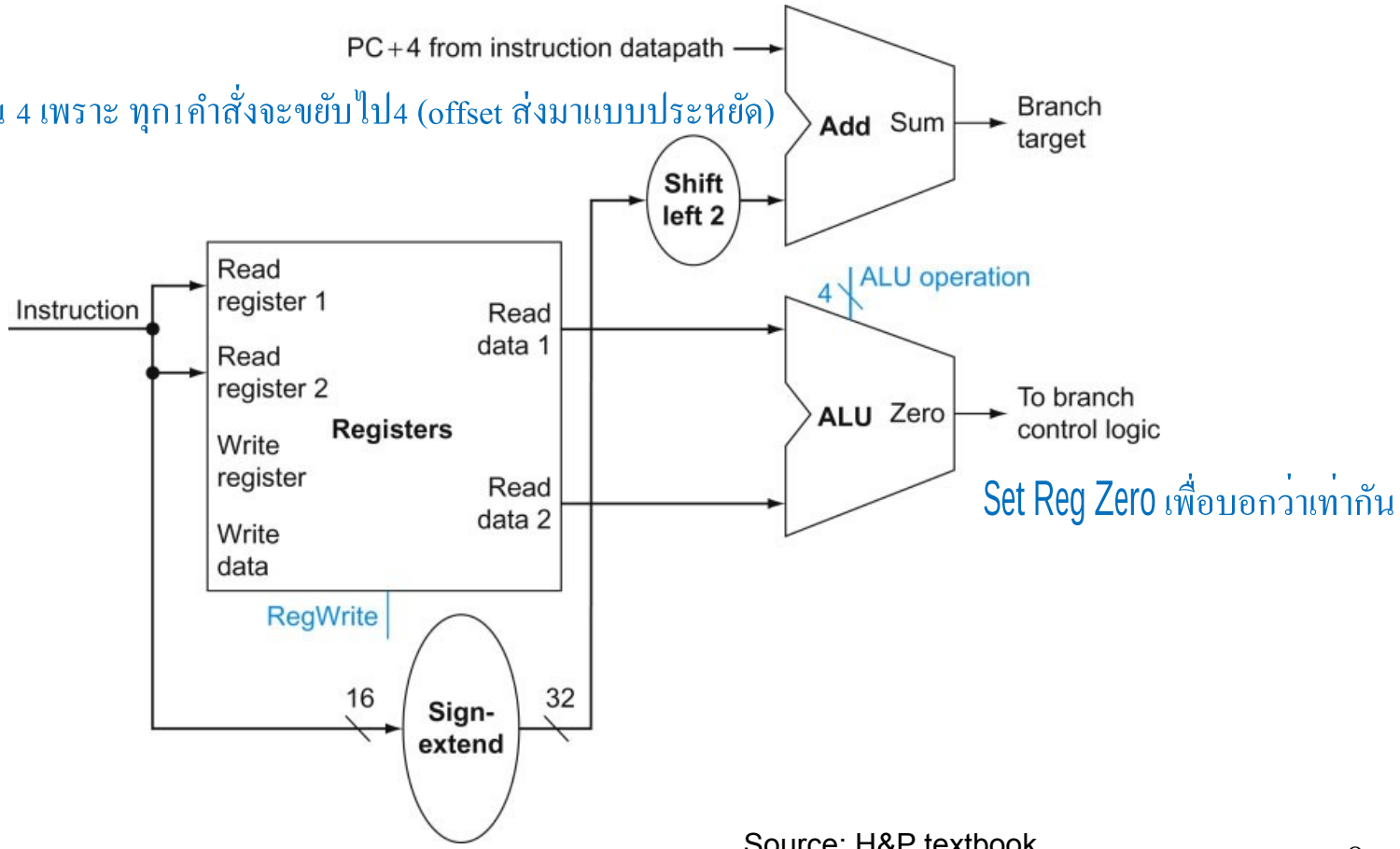


Where does this input come from?

Source: H&P textbook

Implementing J-type Instructions

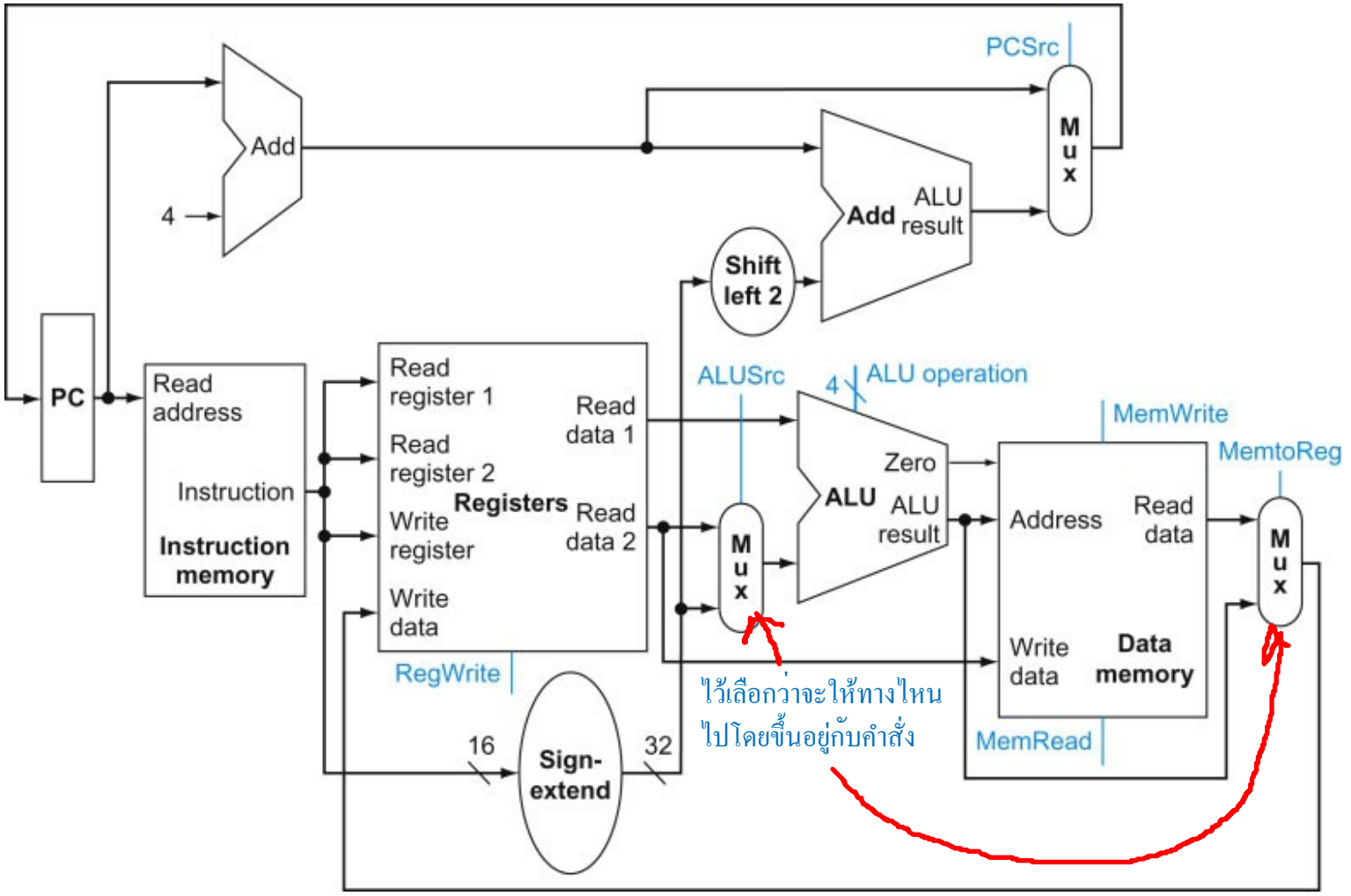
- Instructions of the form beq $t1, $t2, offset



Source: H&P textbook

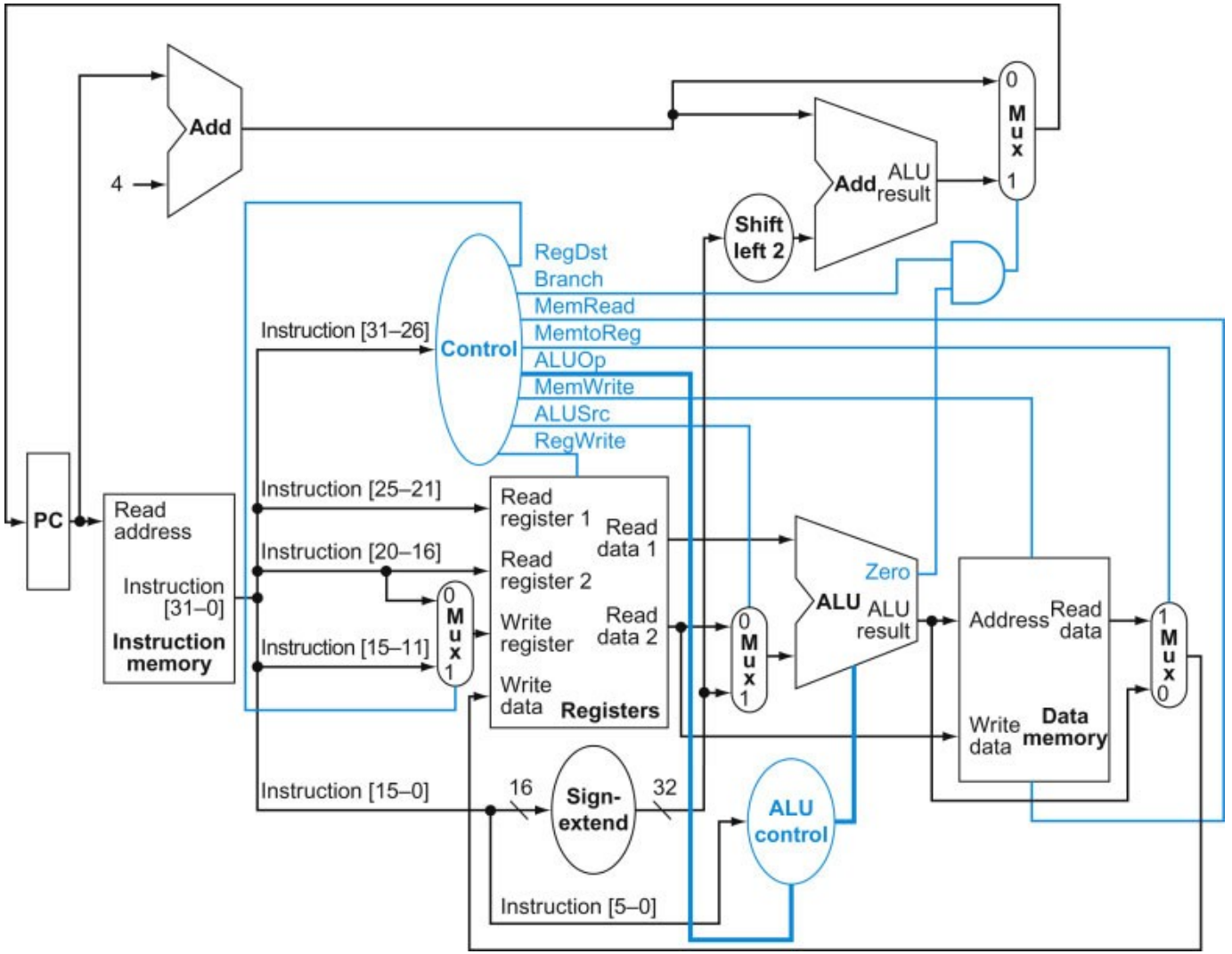
offset มัน 16 บิต แต่ Add รับ 32 บิต เลยขยาย โดยเอา MSB ซ้ำไปจนครบ 32

View from 10,000 Feet



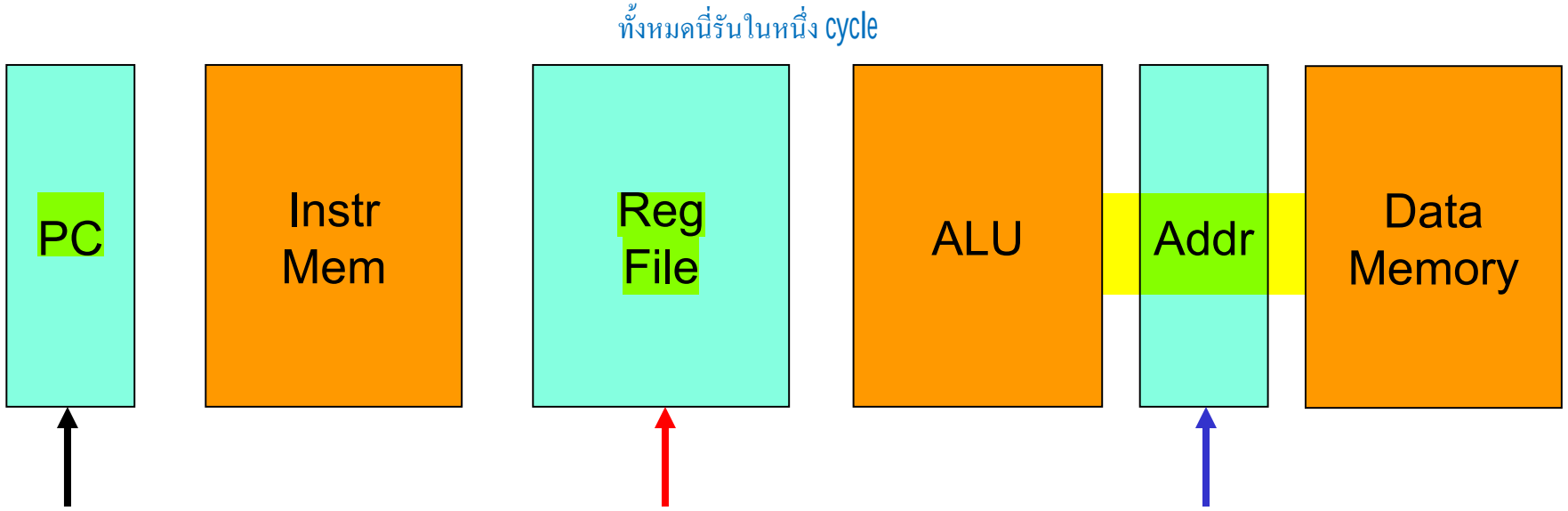
Source: H&P textbook

View from 5,000 Feet



Source: H&P textbook

Latches and Clocks in a Single-Cycle Design



- The entire instruction executes in a single cycle
- Green blocks are latches
- At the rising edge, a new PC is recorded
- At the rising edge, the result of the previous cycle is recorded
- At the falling edge, the address of LW/SW is recorded so we can access the data memory in the 2nd half of the cycle

Multi-Stage Circuit

- Instead of executing the entire instruction in a single cycle (a single stage), let's break up the execution into multiple stages, each separated by a latch