

Week 7, part F: Datapath control



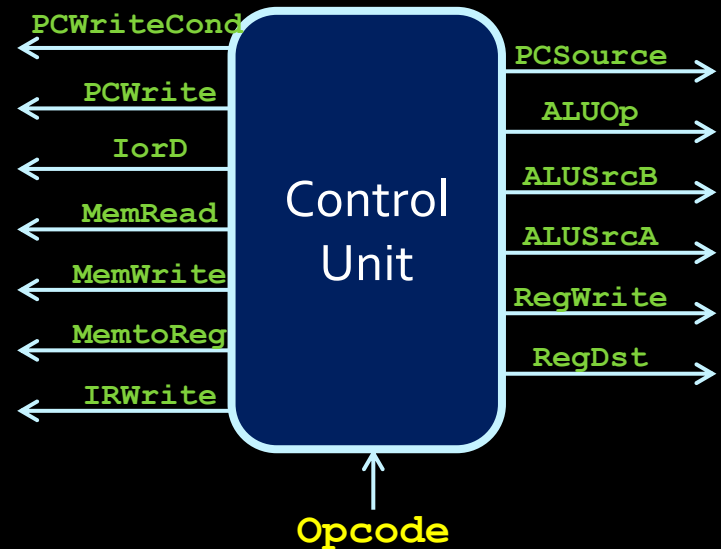
Controlling the Datapath

- Instructions are executed by turning various parts of the datapath on and off, to direct the flow of data from the correct source to the correct destination.
- The control unit needs to turn on these various components at the correct times.

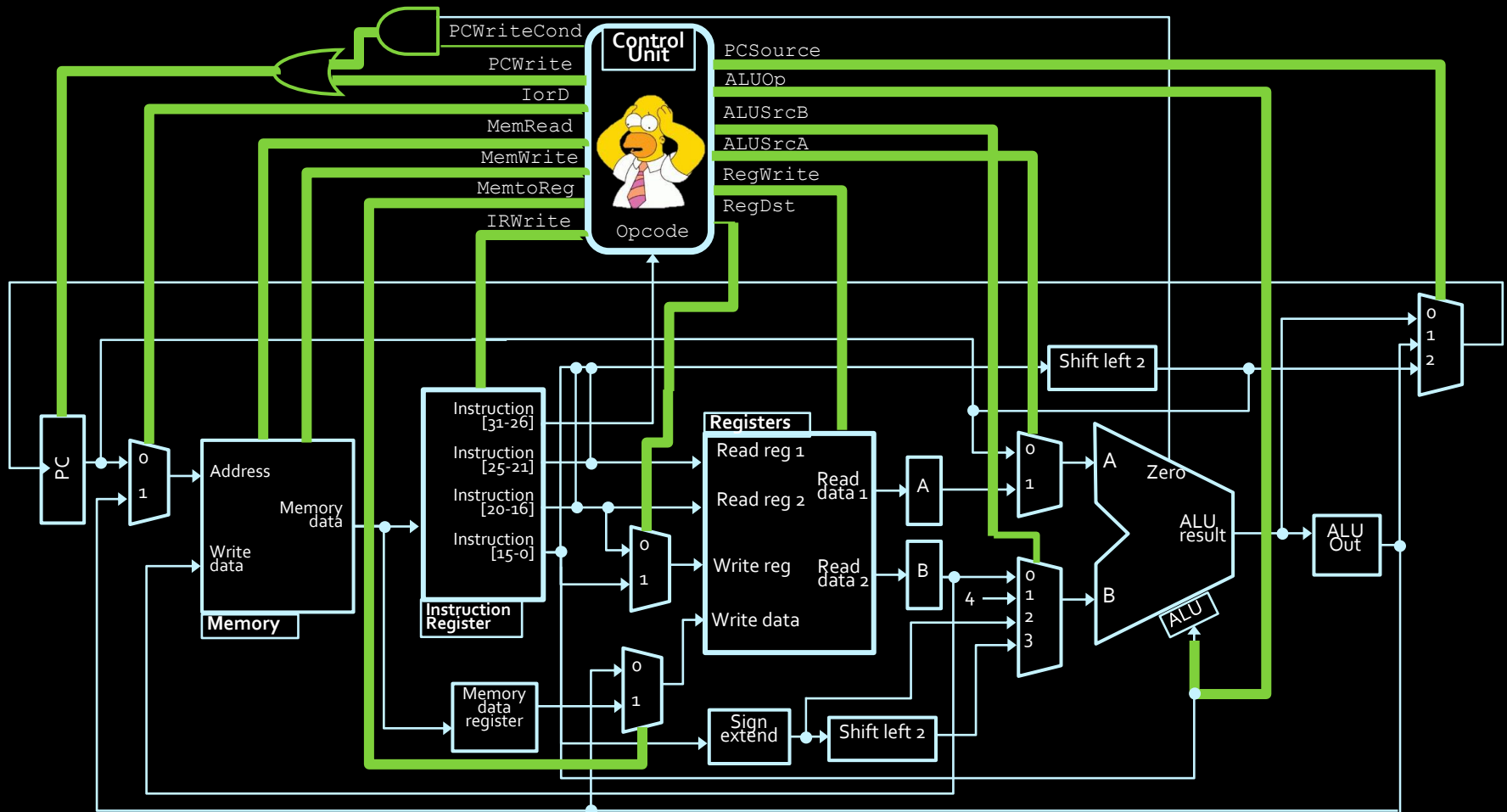


Control unit

- The control unit takes in the **opcode** from the current instruction, and sends **signals** to the rest of the processor.
- Within the control unit is a **finite state machine** that can take multiple clock cycles for a single instruction.
 - ▣ The control unit sends out different signals on each clock cycle, to make the overall operation happen.

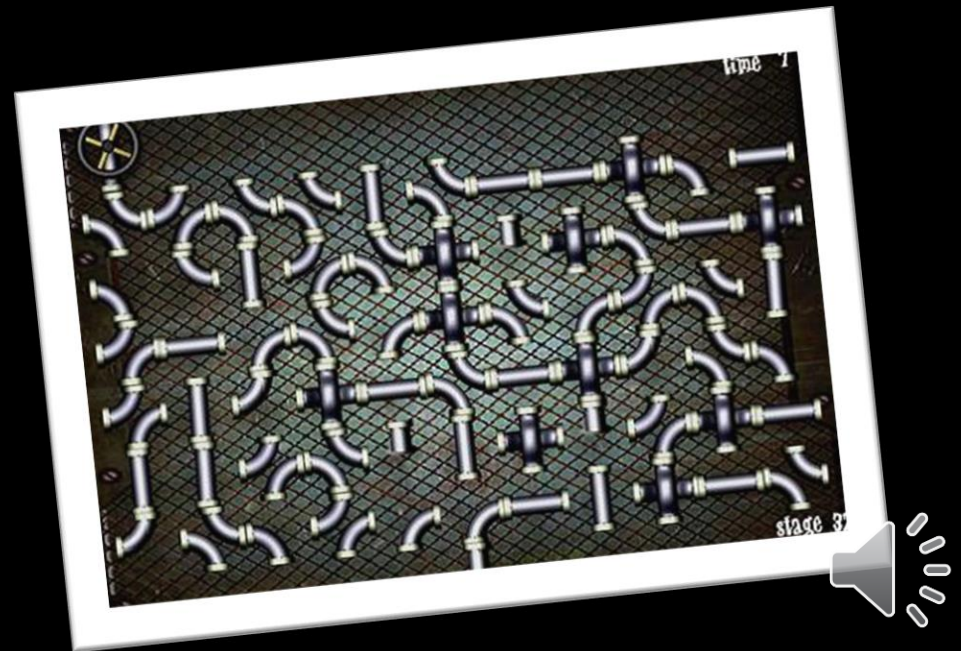


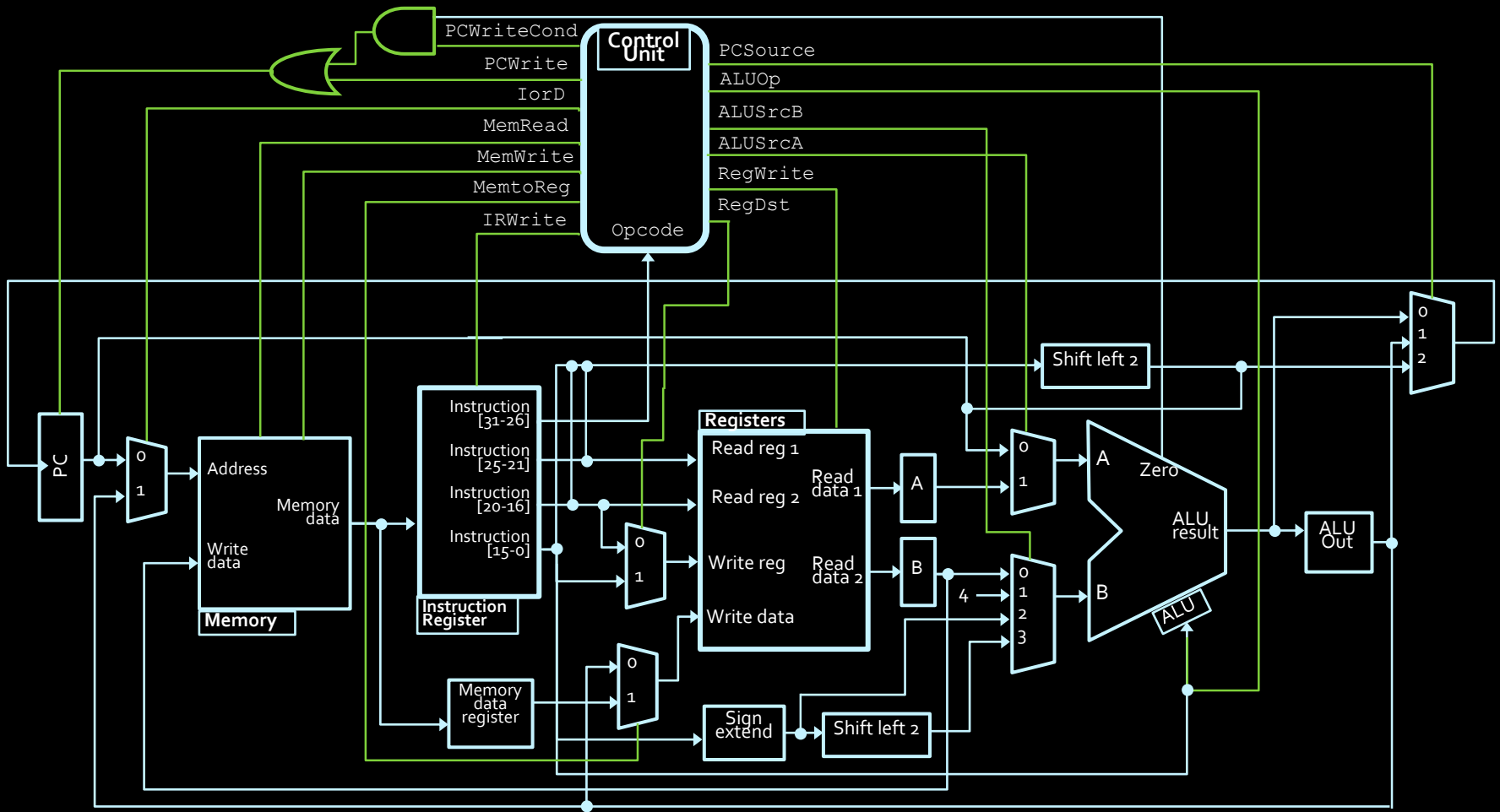
- The control unit sends signals (green lines) to various processor components to enact all possible operations.



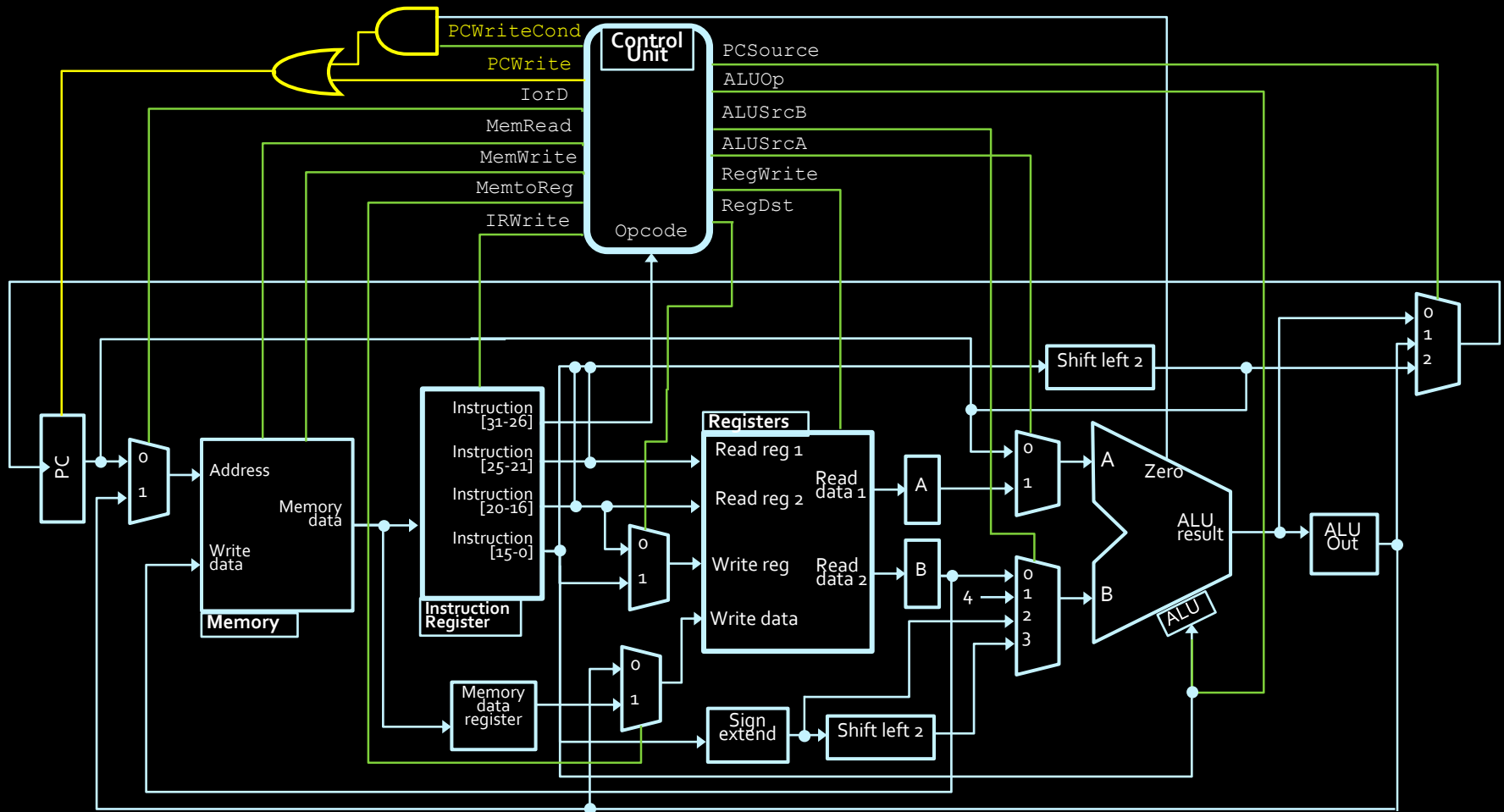
Signals → instructions

- A certain combination of signals will make data flow from some source to some destination.
- Just need to figure out what signals produce what behaviour.

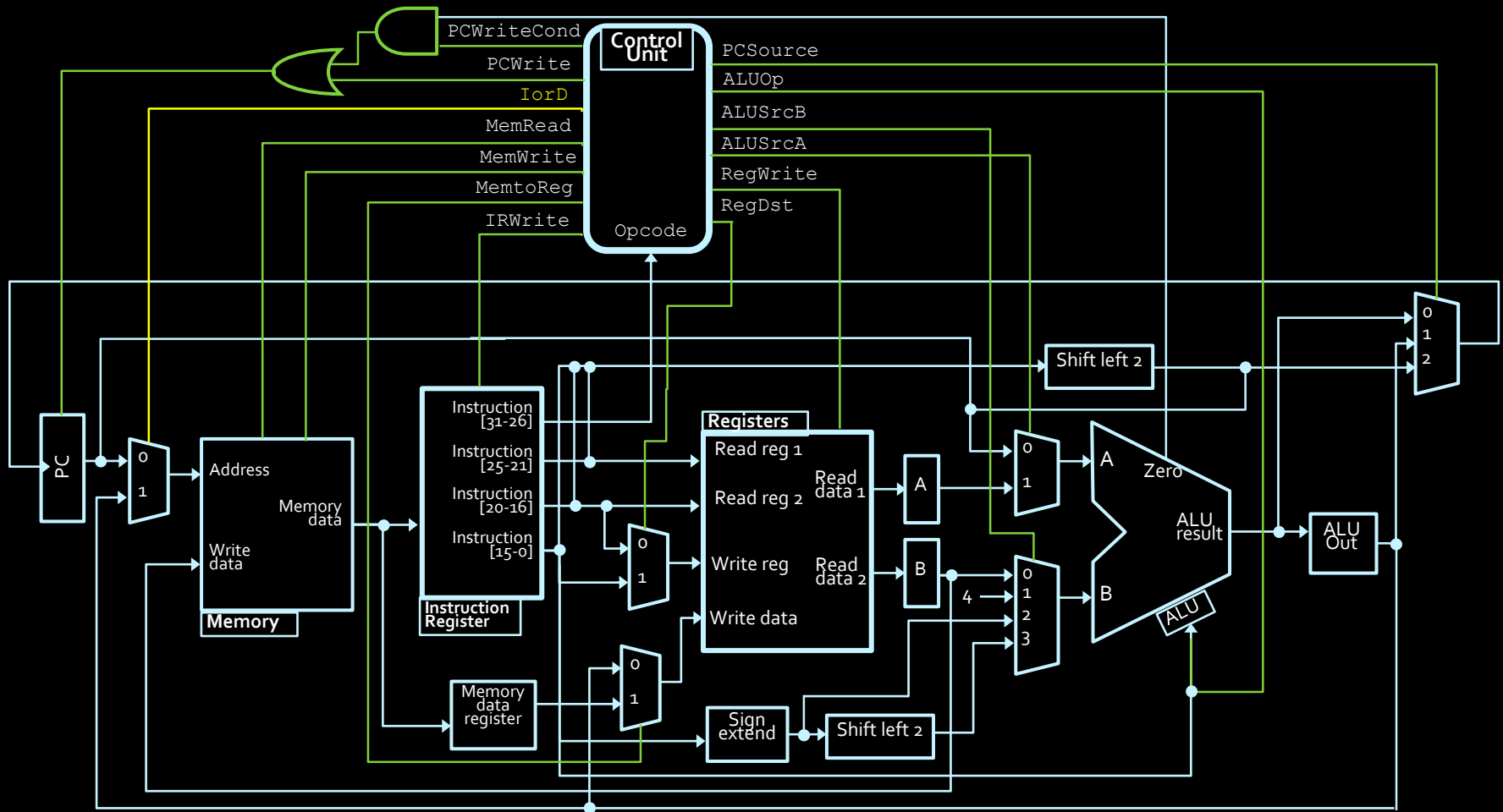




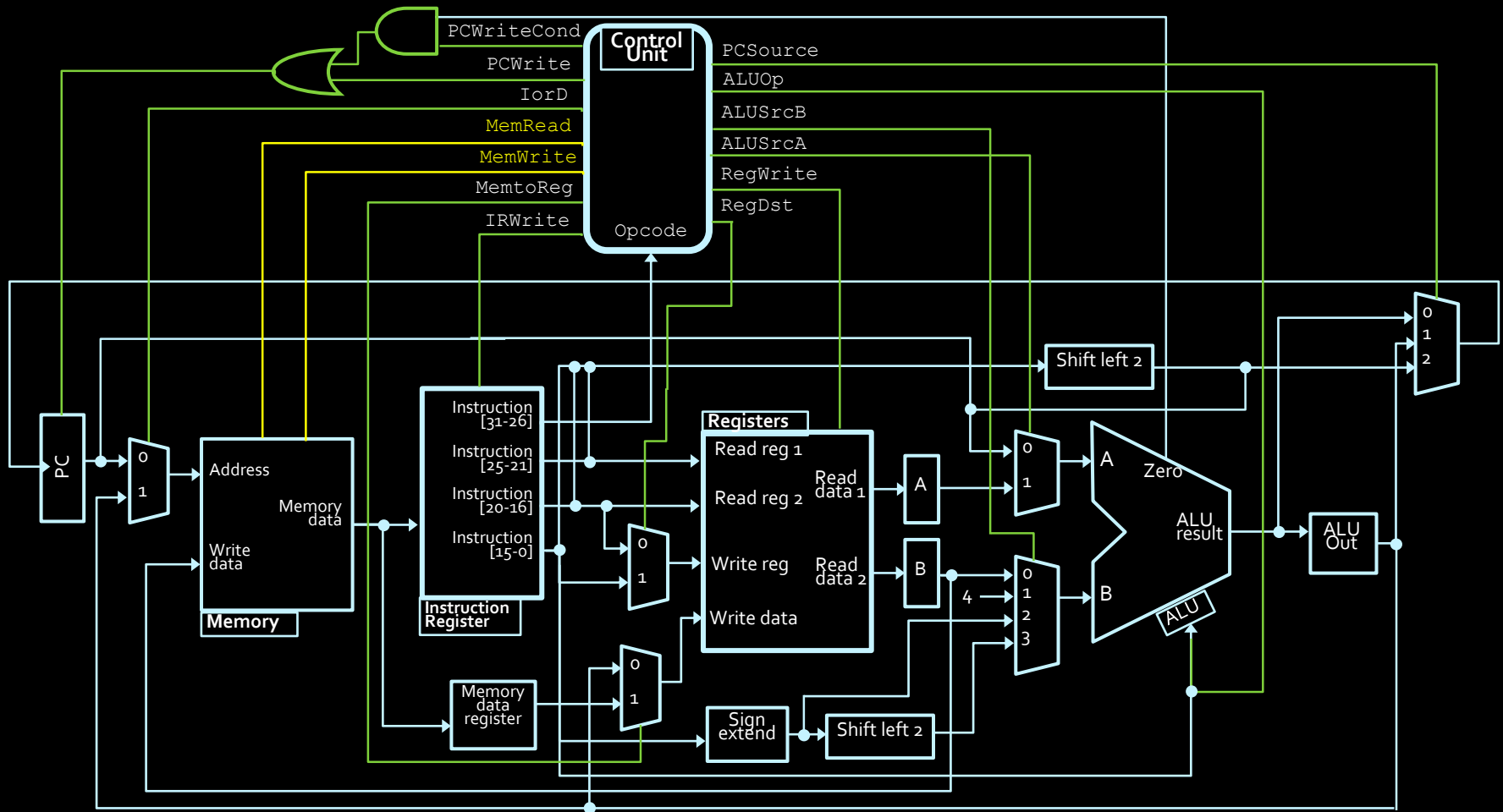
- **PCWrite**: Write the ALU output to the PC.
- **PCWriteCond**: Write the ALU output to the PC, only if the Zero condition has been met.



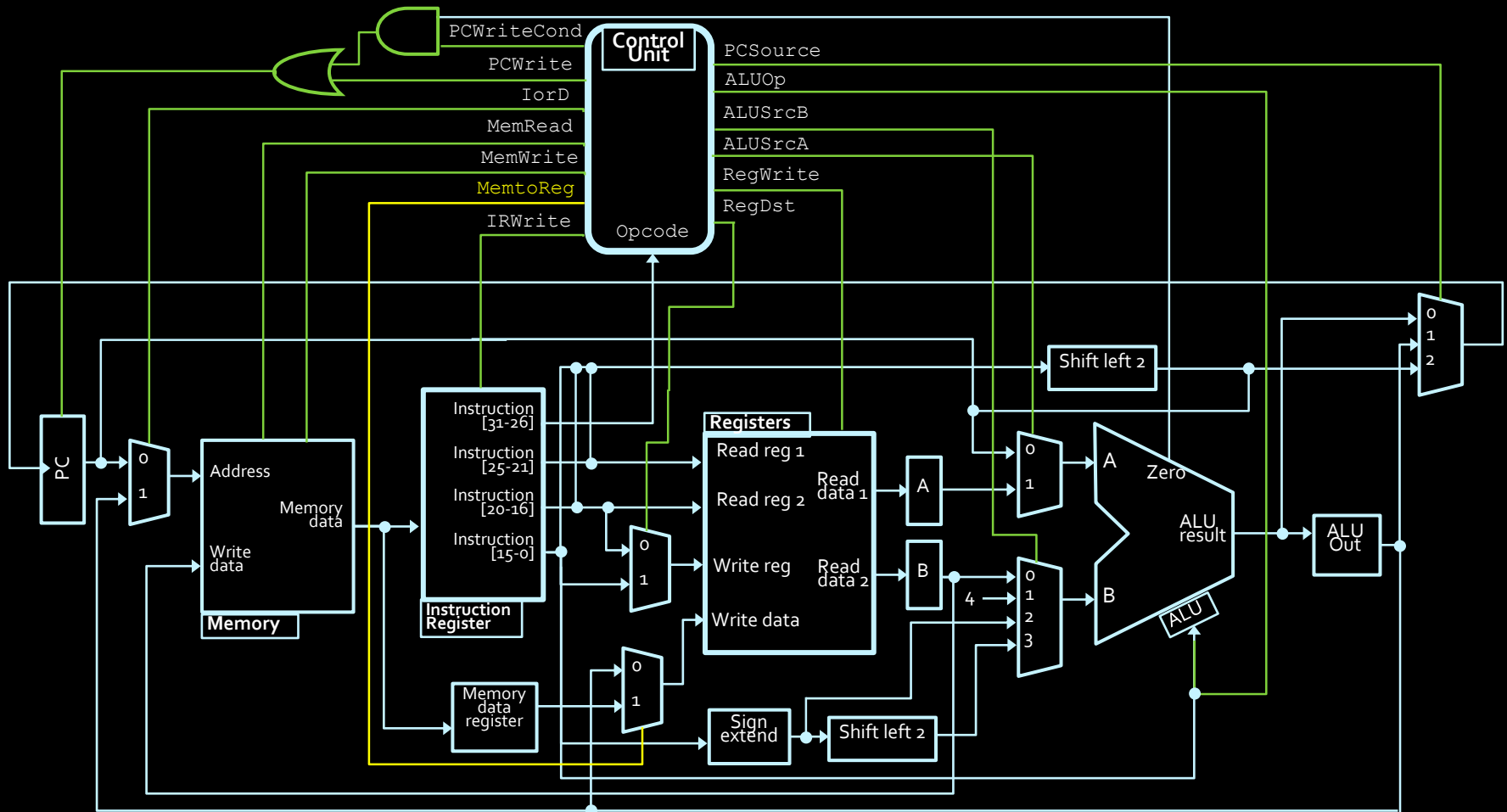
- **IorD**: For memory access; short for “Instruction or Data”. Signals whether the memory address is being provided by the PC (for instructions) or an ALU operation (for data).



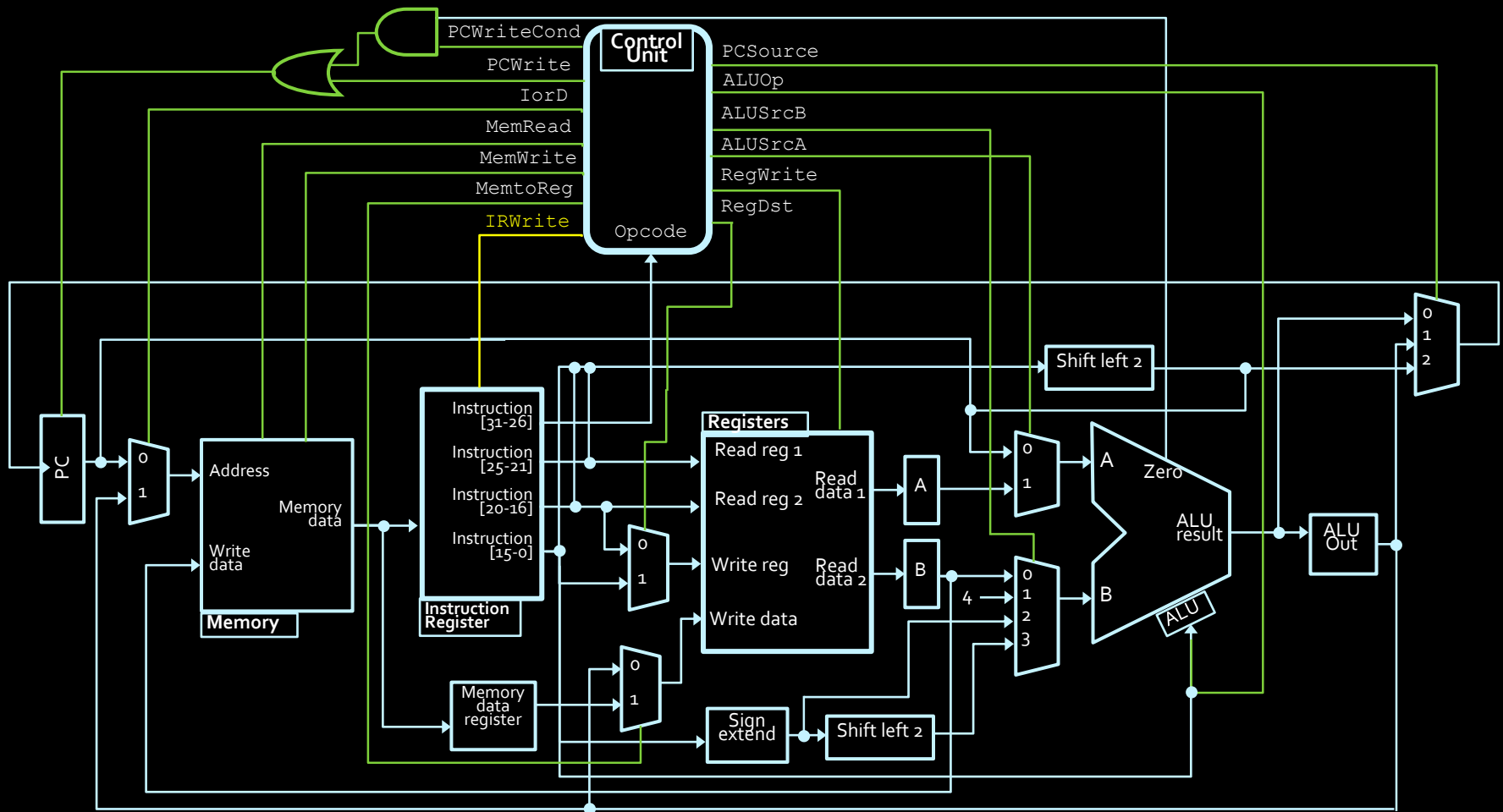
- **MemRead**: The processor is reading from memory.
- **MemWrite**: The processor is writing to memory.



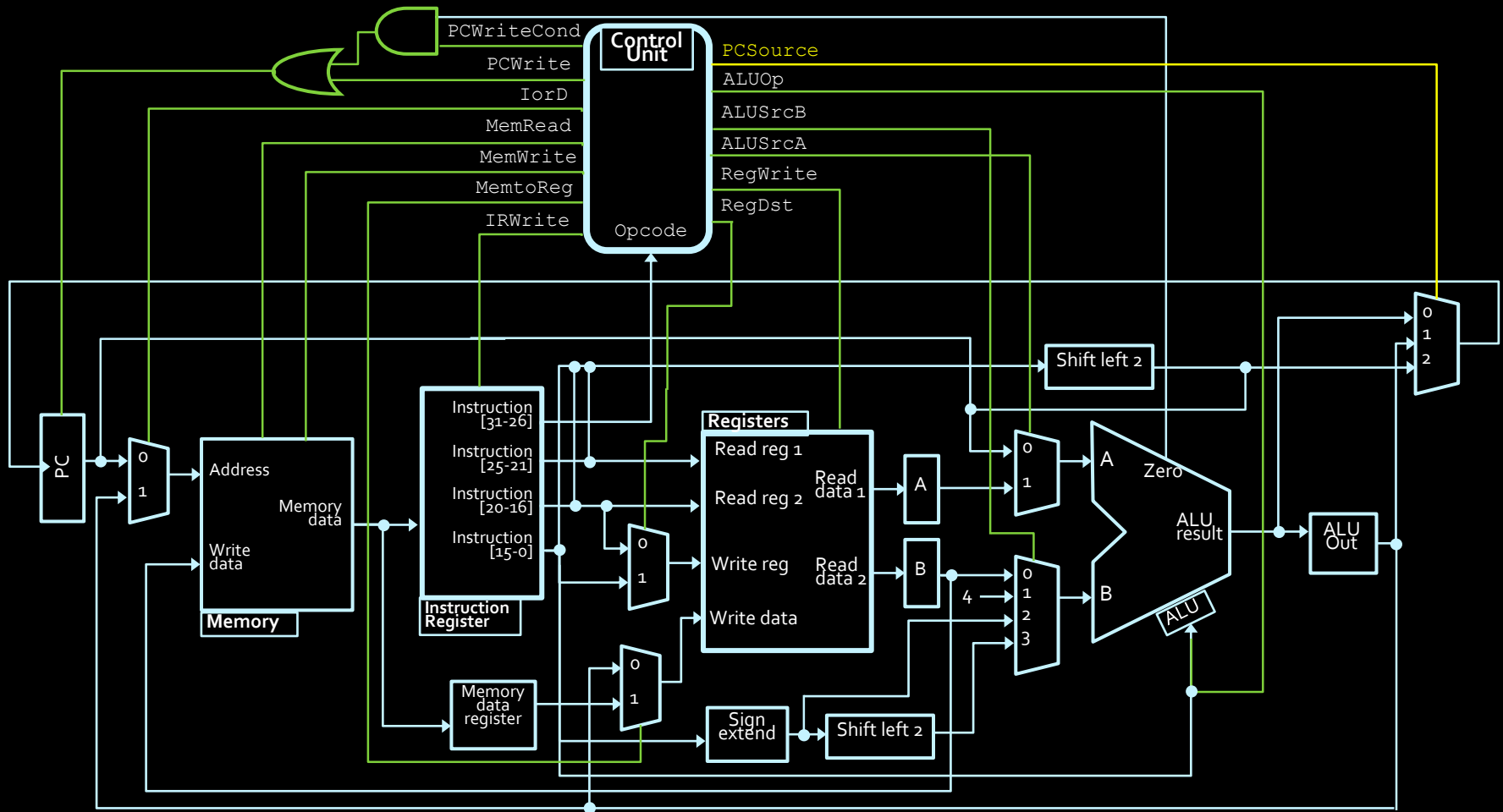
- **MemToReg**: The register file is receiving data from memory, not from the ALU output.



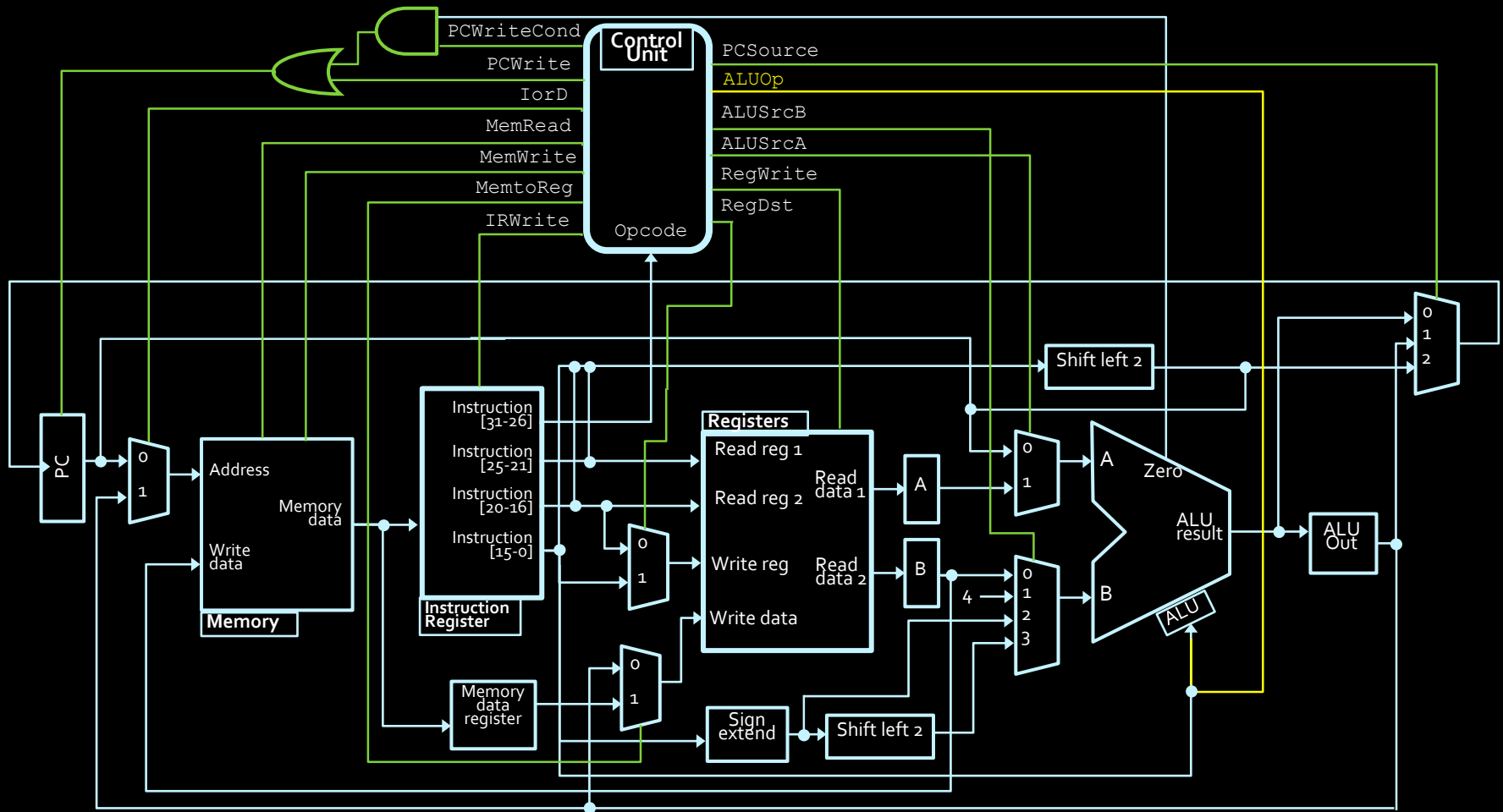
- **IRWrite**: The instruction register is being filled with a new instruction from memory.



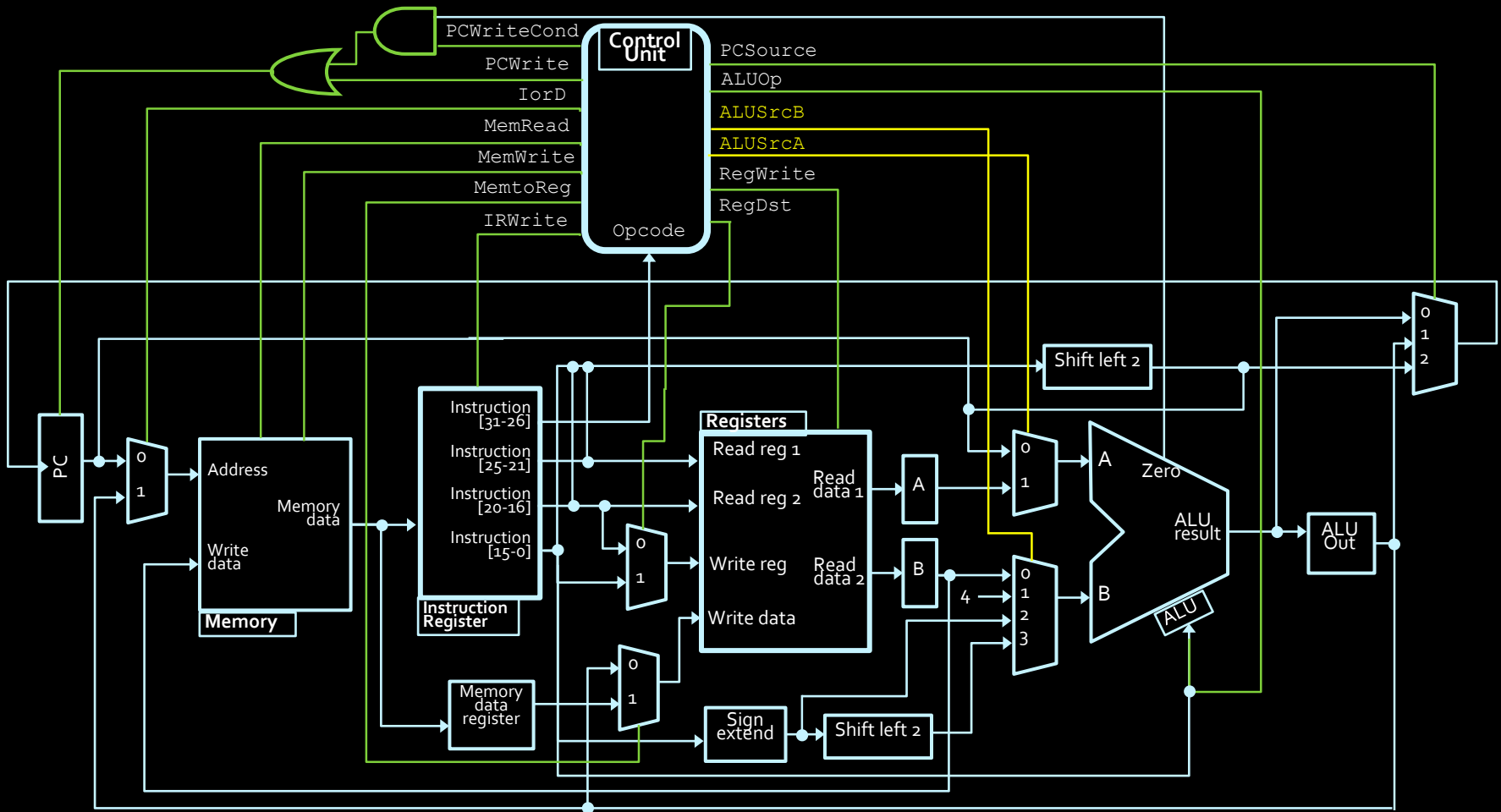
- **PCSource**: Signals whether the value of the PC resulting from a jump, or from an ALU operation.



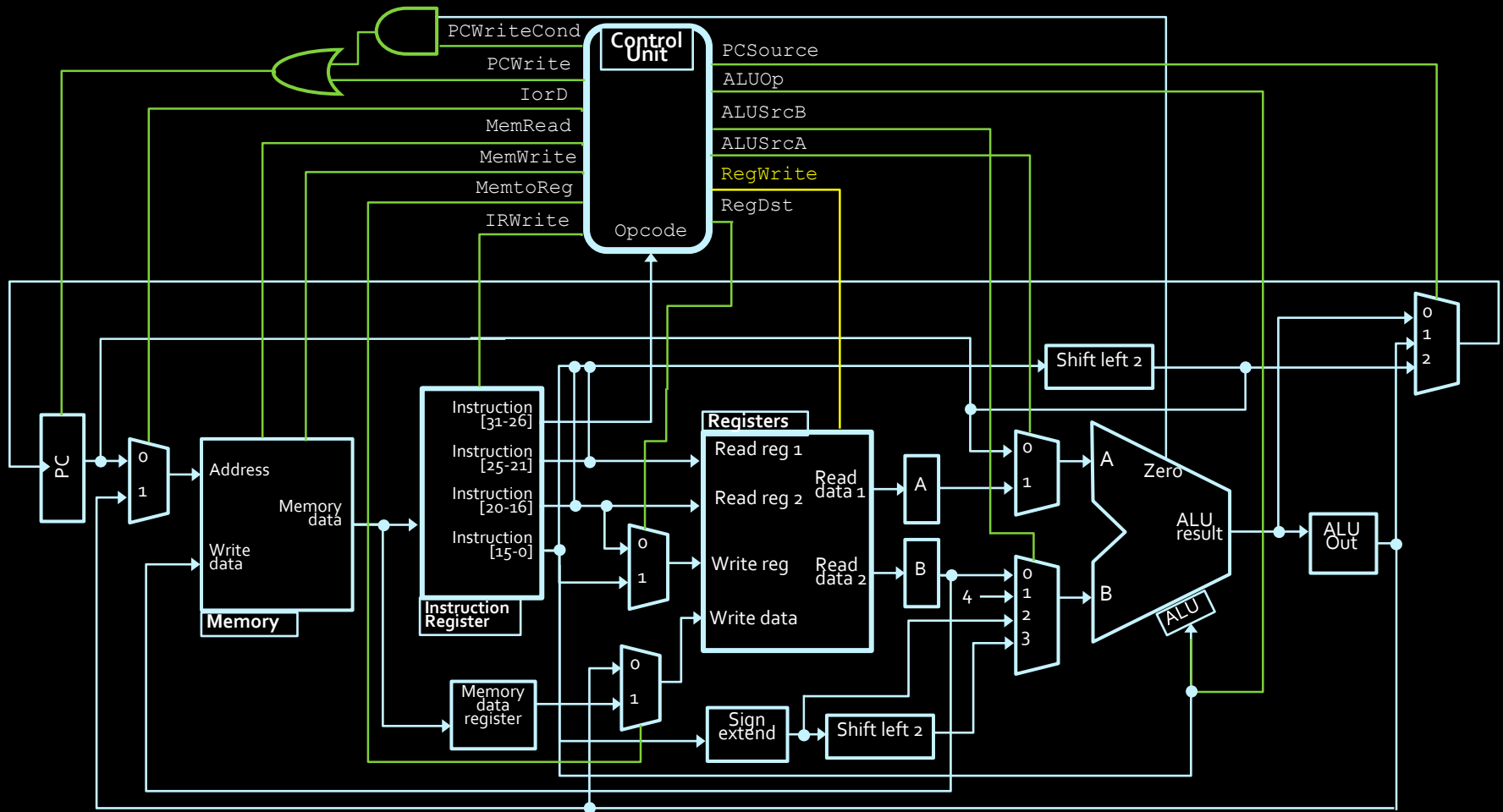
- **ALUOp** (multi-bit): Signals the execution of an ALU operation.



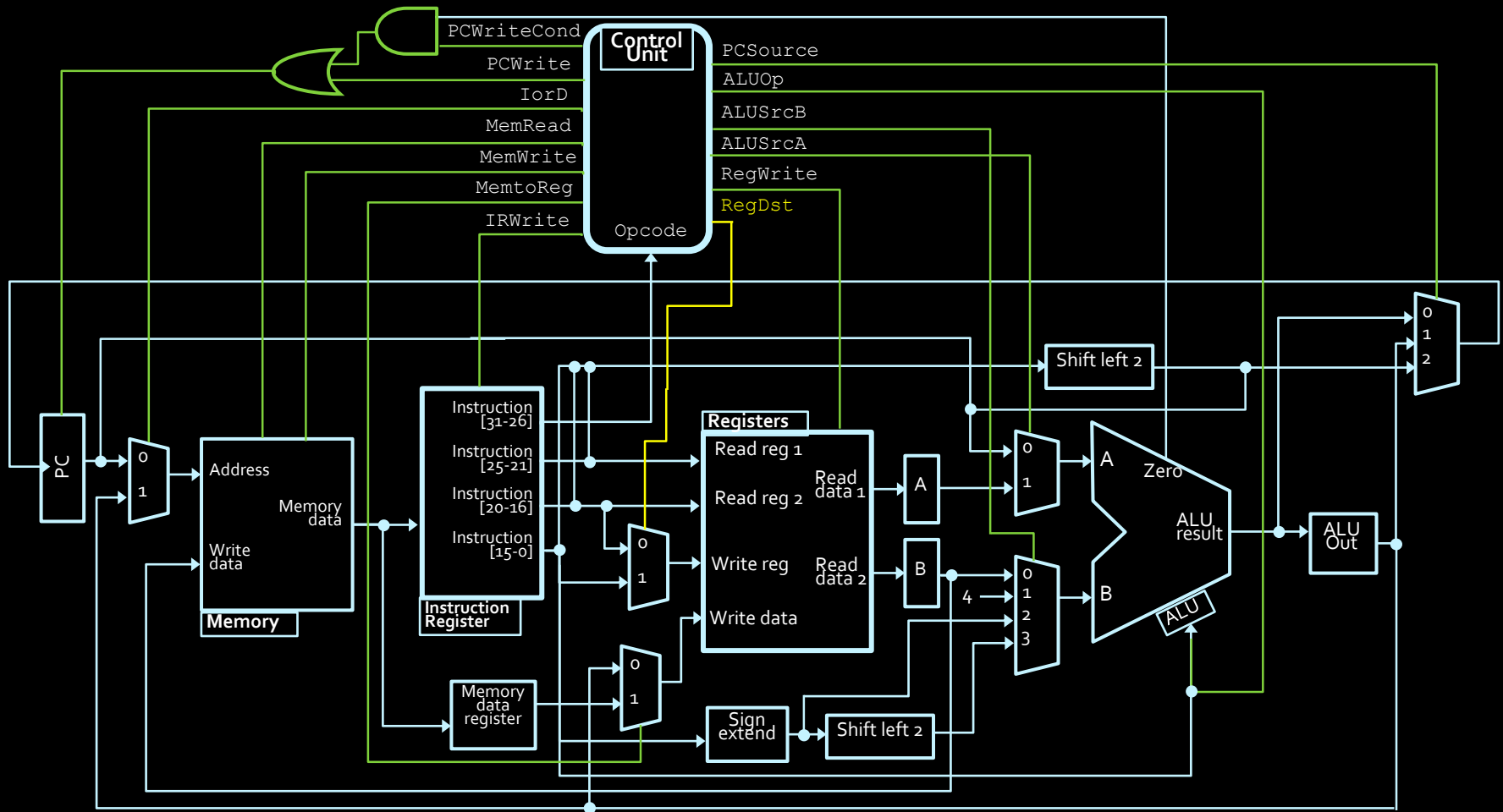
- **ALUSrcA**: Input A into the ALU is coming from the PC (0) or the register file (1).
- **ALUSrcB** (2 bits): Input B into the ALU is coming from the register file (0), a constant value of 4 (1), the instruction register (2), or the shifted instruction register (3).



- **RegWrite**: The processor is writing to the register file.



- **RegDst**: Which part of the instruction is providing the destination address for a register write (r_t versus r_d).



Example instruction

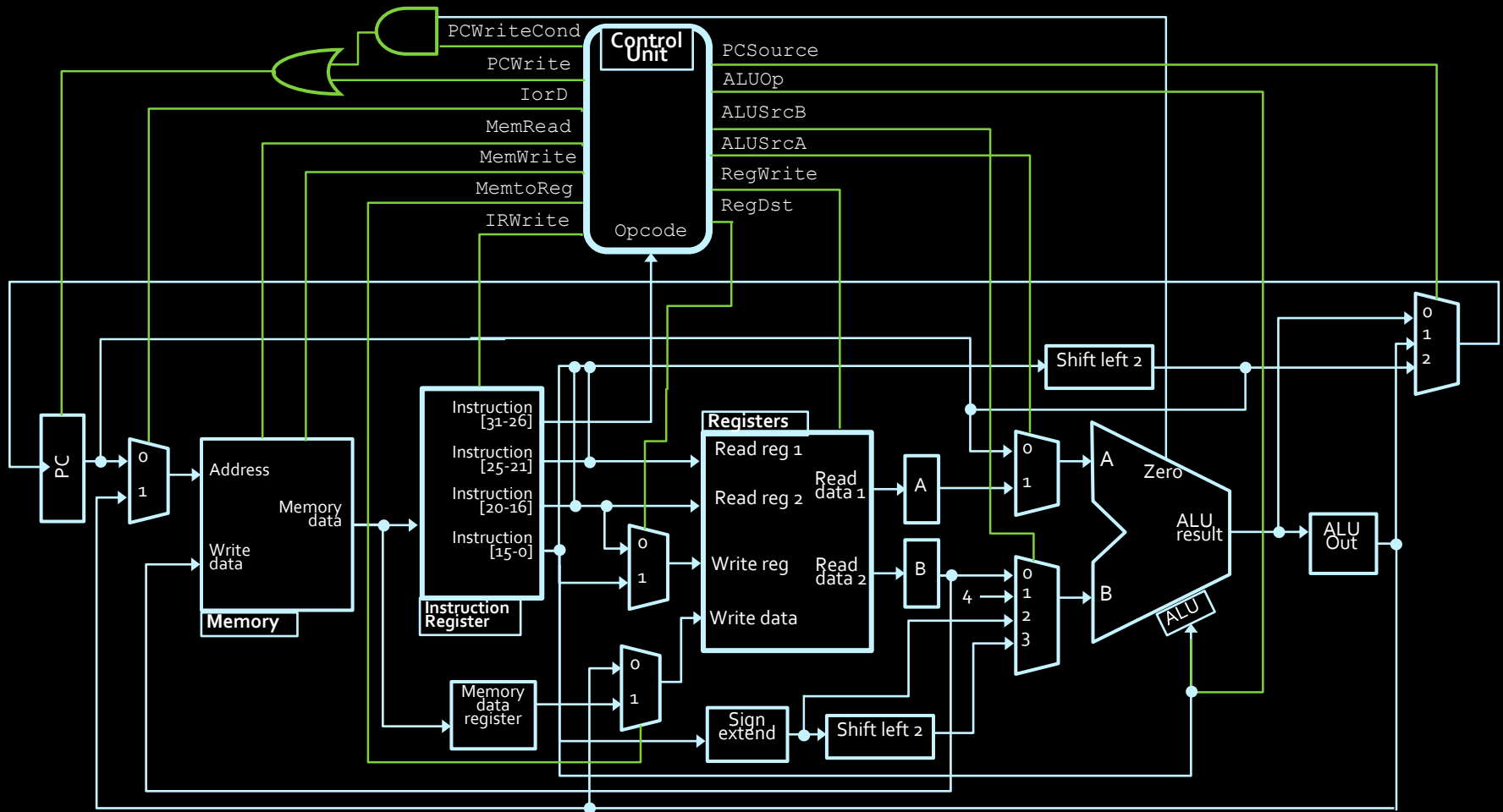


▪ **addi \$15, \$8, 42**

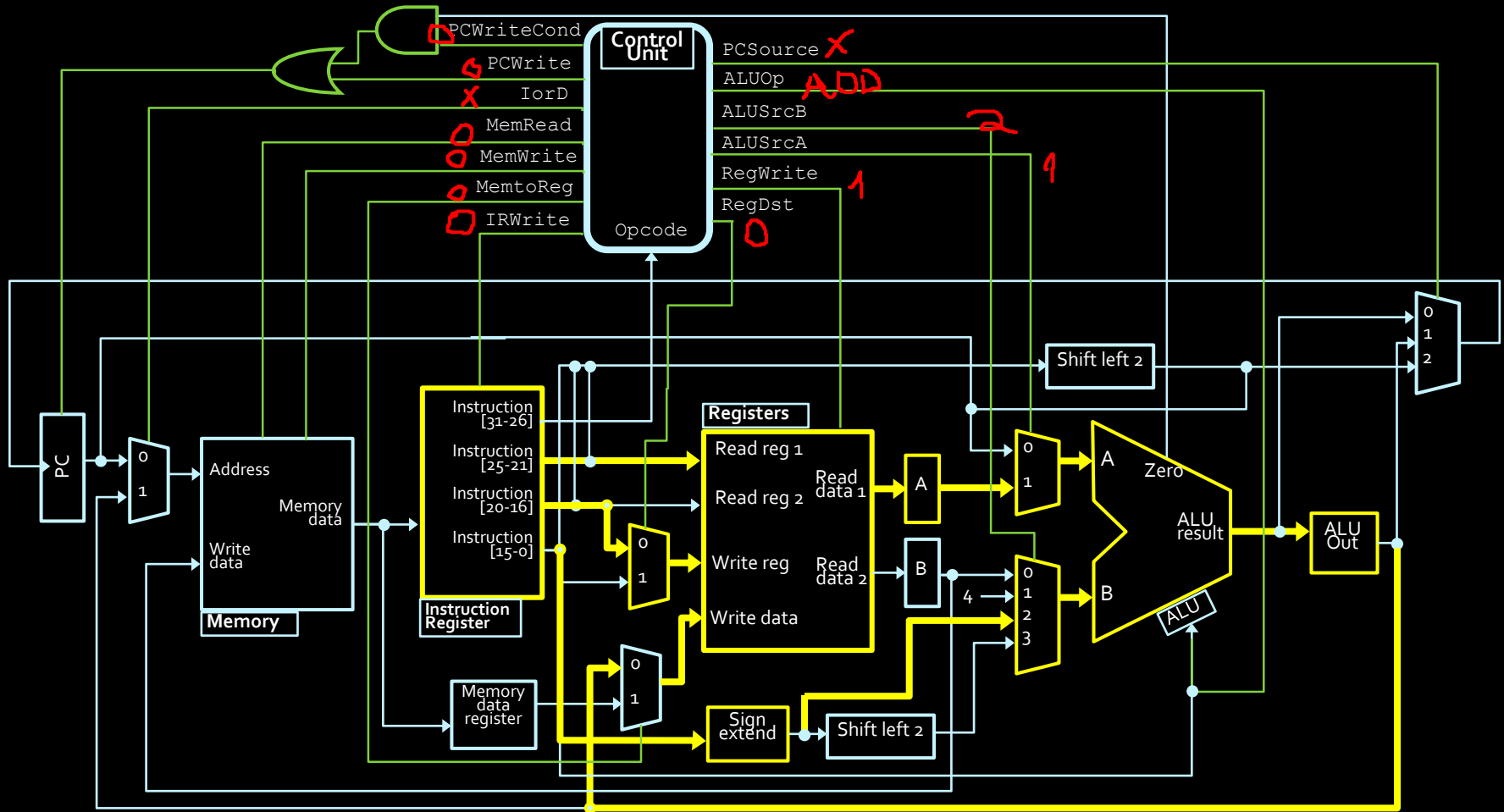
- PCWrite = ?
- PCWriteCond = ?
- IorD = ?
- MemWrite = ?
- MemRead = ?
- MemToReg = ?
- IRWrite = ?
- PCSource = ?
- ALUOp = ?
- ALUSrcA = ?
- ALUSrcB = ?
- RegWrite = ?
- RegDst = ?



addi \$15, \$8, 42



addi \$15, \$8, 42



Example instruction



▪ **addi \$15, \$8, 42**

- PCWrite = 0
- PCWriteCond = 0
- IorD = X
- MemWrite = 0
- MemRead = 0
- MemToReg = 0
- IRWrite = 0
- PCSource = X
- ALUOp = 001 (add)
- ALUSrcA = 1
- ALUSrcB = 10
- RegWrite = 1
- RegDst = 0



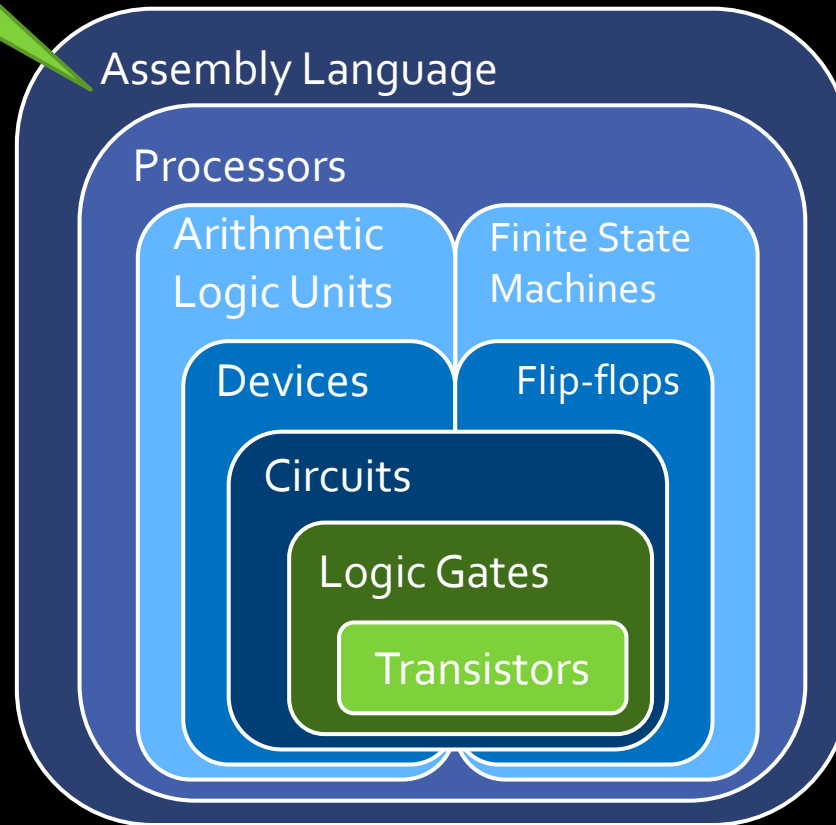
Example instruction

- `addi $15, $8, 42`
- `addi $t7, $t0, 42`

This is a line of assembly language



Started from the
bottom now
we're here



Tale of a program

- Programmer writes **code**
- **Compile** code into machine code instructions
- Save instructions in an **executable file**
- **Run** the executable file
- OS will **load** file into memory and set the **PC**
- CPU:
 - Loads instructions into **instruction register**
 - Control unit reads **opcode** and decodes it
 - Signals setup the **datapath**
 - **Billions** of transistors turning on/off...
 - **Trillions** of electrons start flowing...
- Resulting in...



Hello, World

