Inf2C - Computer Systems
Lecture 10-11
Processor Design – Single Cycle

Boris Grot

School of Informatics

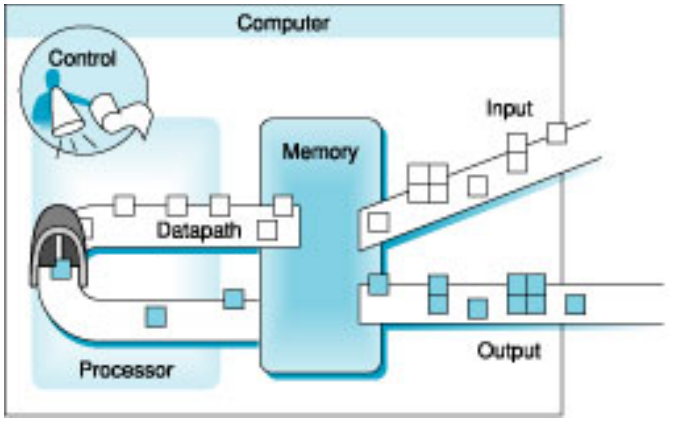
University of Edinburgh

Previous lectures

- Combinational circuits
  - Combinations of gates (INV, AND, OR, NOR..)
  - Output: function of the input only (memory-less)
- Sequential circuits
  - Output: function of the input and prev inputs
  - Basic memory element: SR-latch (cross-coupled NORs)
  - Clock: synchronizes the operation of the circuit
  - Operation: current states + inputs go through combinational logic. Next states stored in a register on a rising clock edge.
- Hardware Finite State Machines (FSMs)
  - Registers for states + comb'l logic for transitions & outputs

Lecture 9: Processor design – single cycle

- Motivation:
  - Learn how to design a simple processor
- Two main parts:
  - Datapath: performs the data operations as commanded by the program instructions
  - Control: controls the datapath, memory and I/O according to the program instructions
- Using:
  - Combinational and sequential circuits described in previous lectures



Design steps / Lecture outline

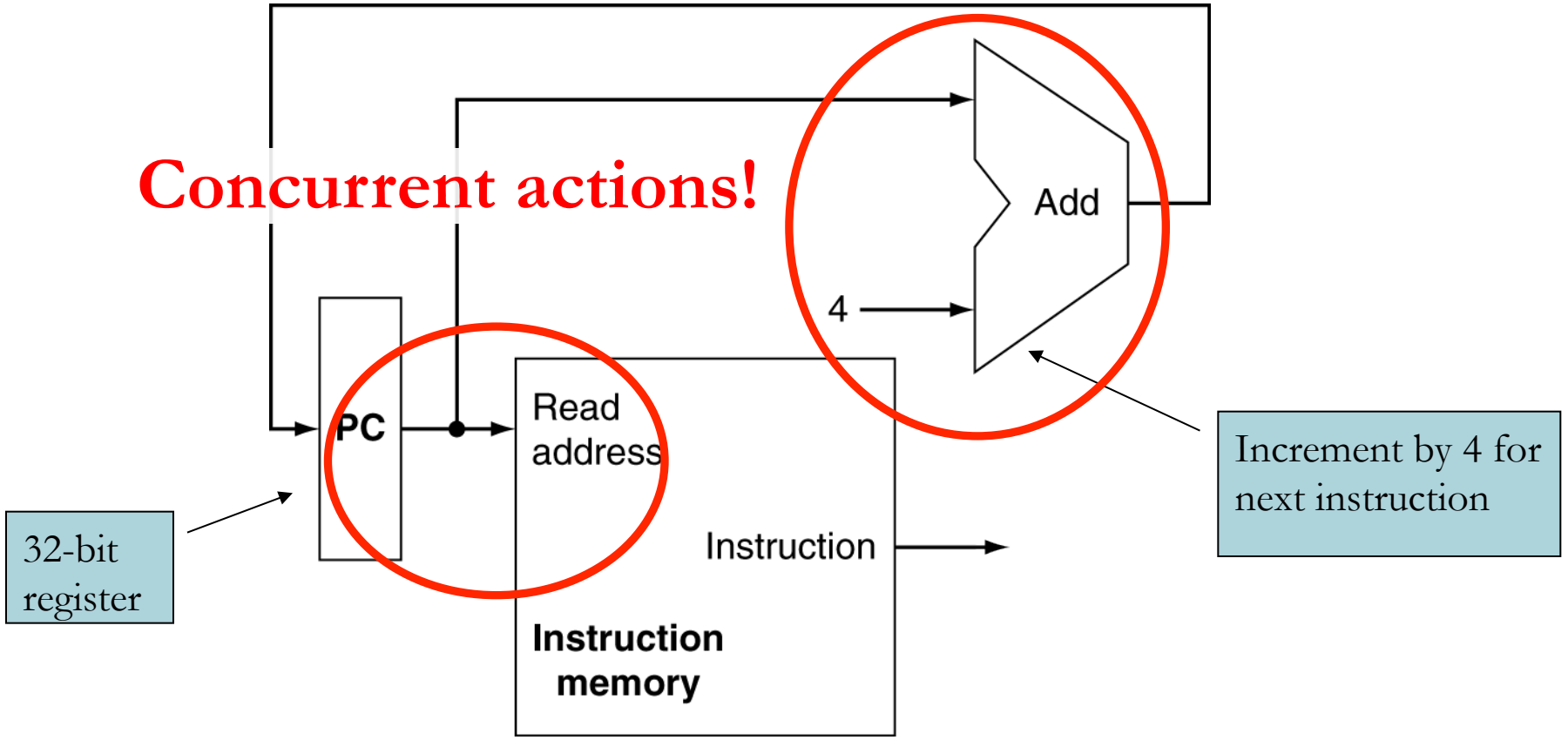
- Step 1: Determine the components required by understanding main processor functions
- Step 2: Build the datapath
- Step 3: Build the control

- Show the execution of a few instructions on the designed machine

Main processor functions

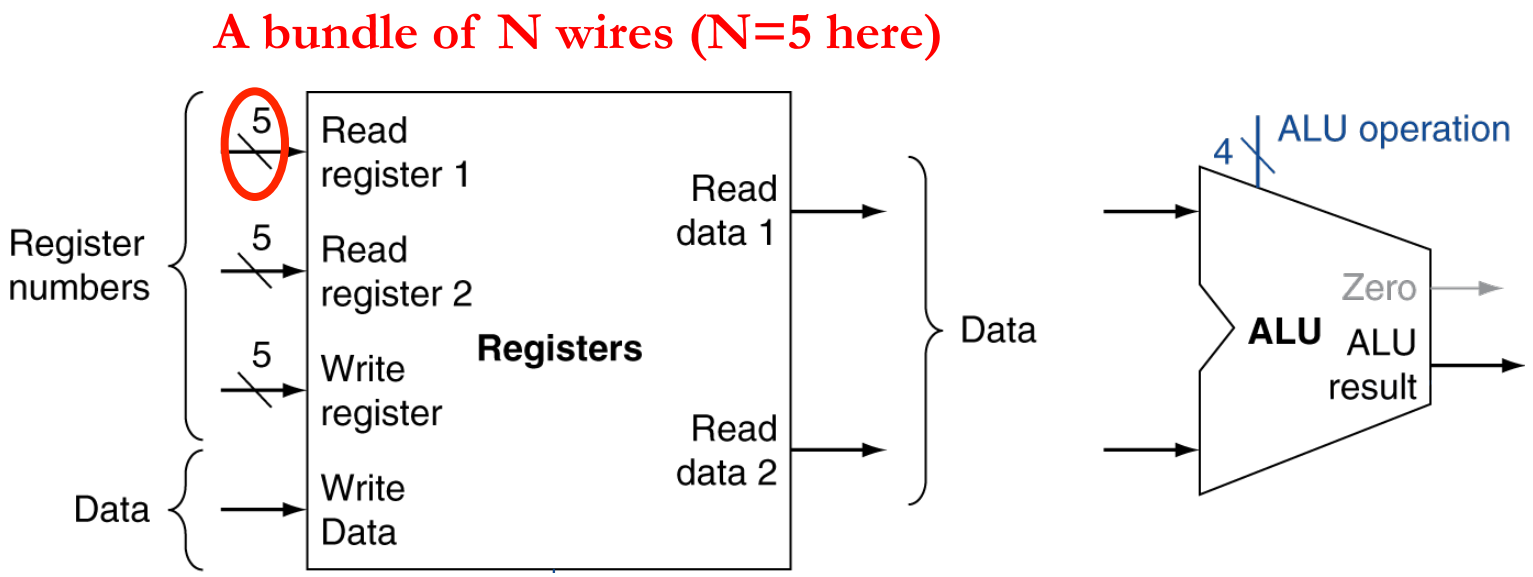
- **Fetch** instruction from instruction memory
- Read the register operands
- Use the ALU for computation
  - Arithmetic, memory address, branch target address
- Access data memory for load/store
- Store the result of computation or loaded data into the destination register
- Update the Program Counter (PC)

Instruction Fetch: common to all insts



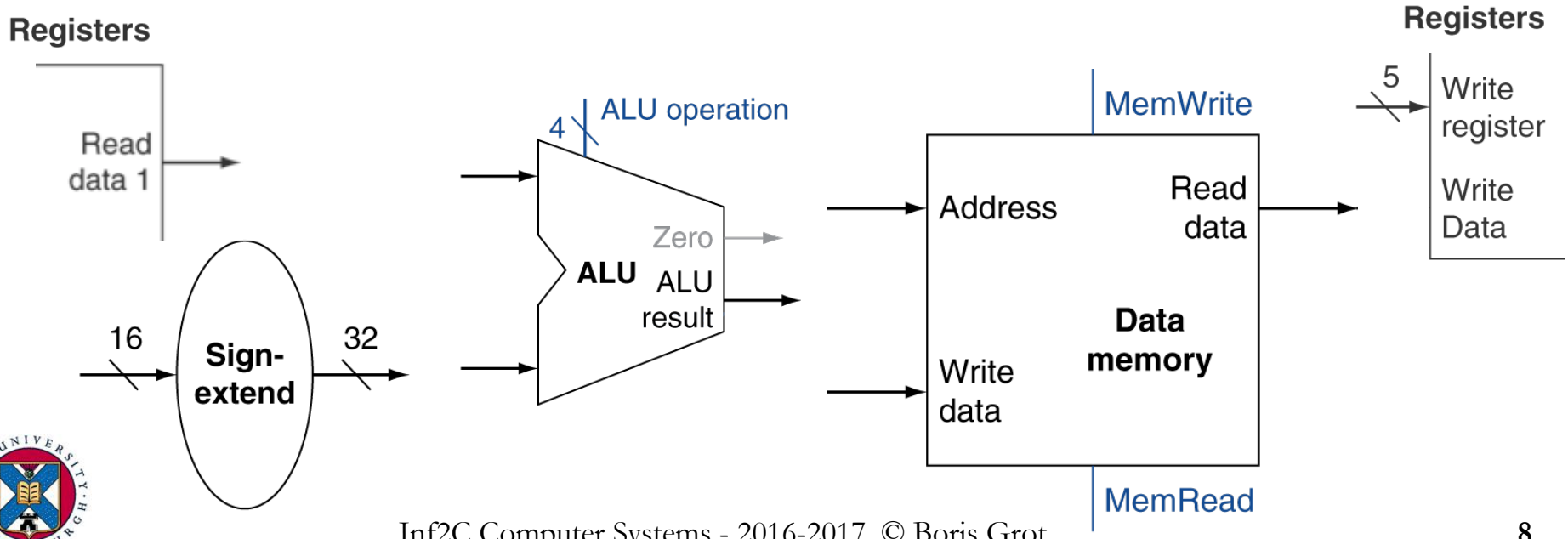
R-Format Instructions

1. Read two register operands
2. Perform arithmetic/logical operation
3. Write register result



Load/Store Instructions

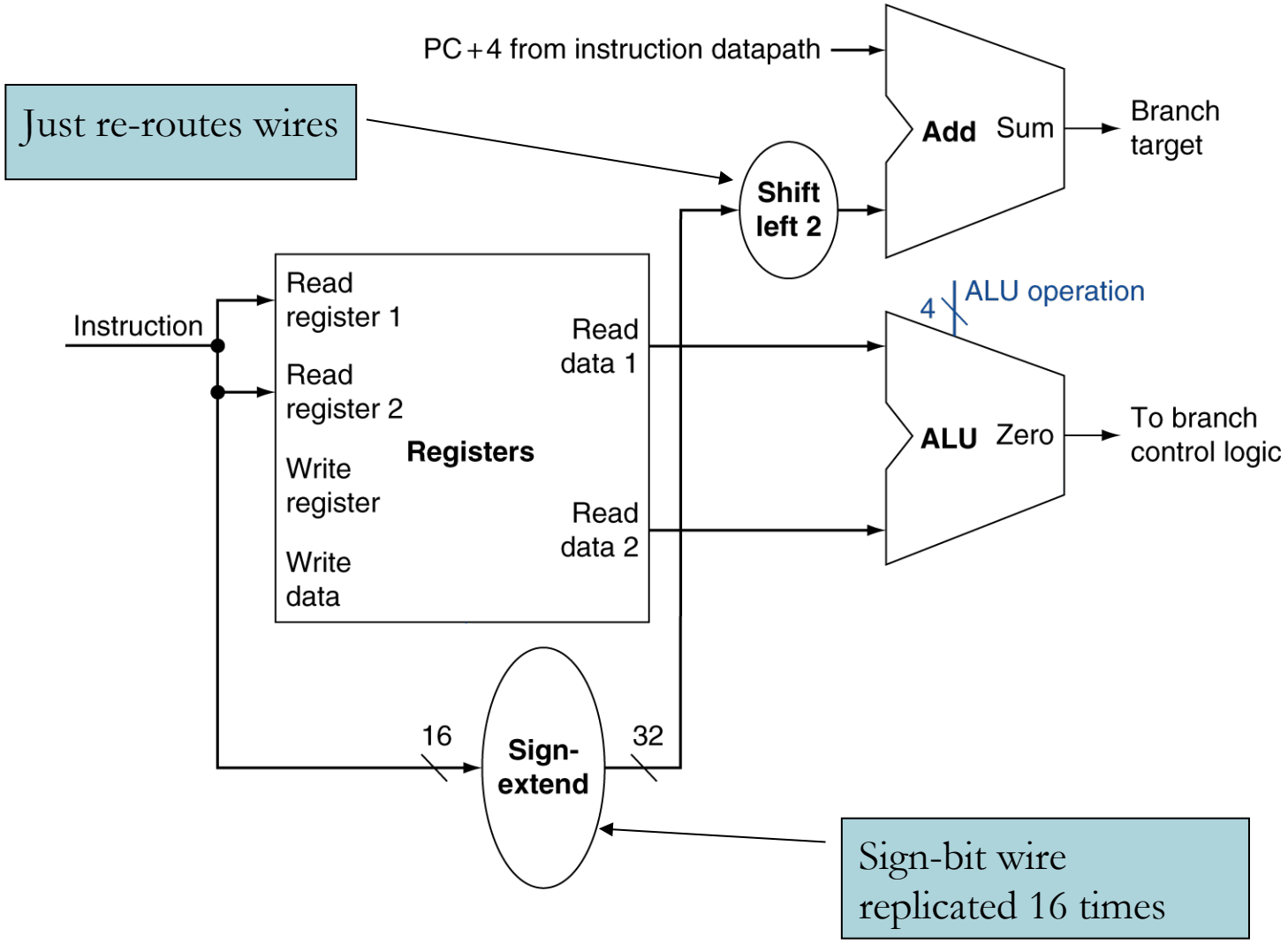
1. Read register operands
2. Calculate address using 16-bit offset
   - Use ALU, but sign-extend offset
3. Read (for load) or write (for store) the memory
4. Load only: update destination register



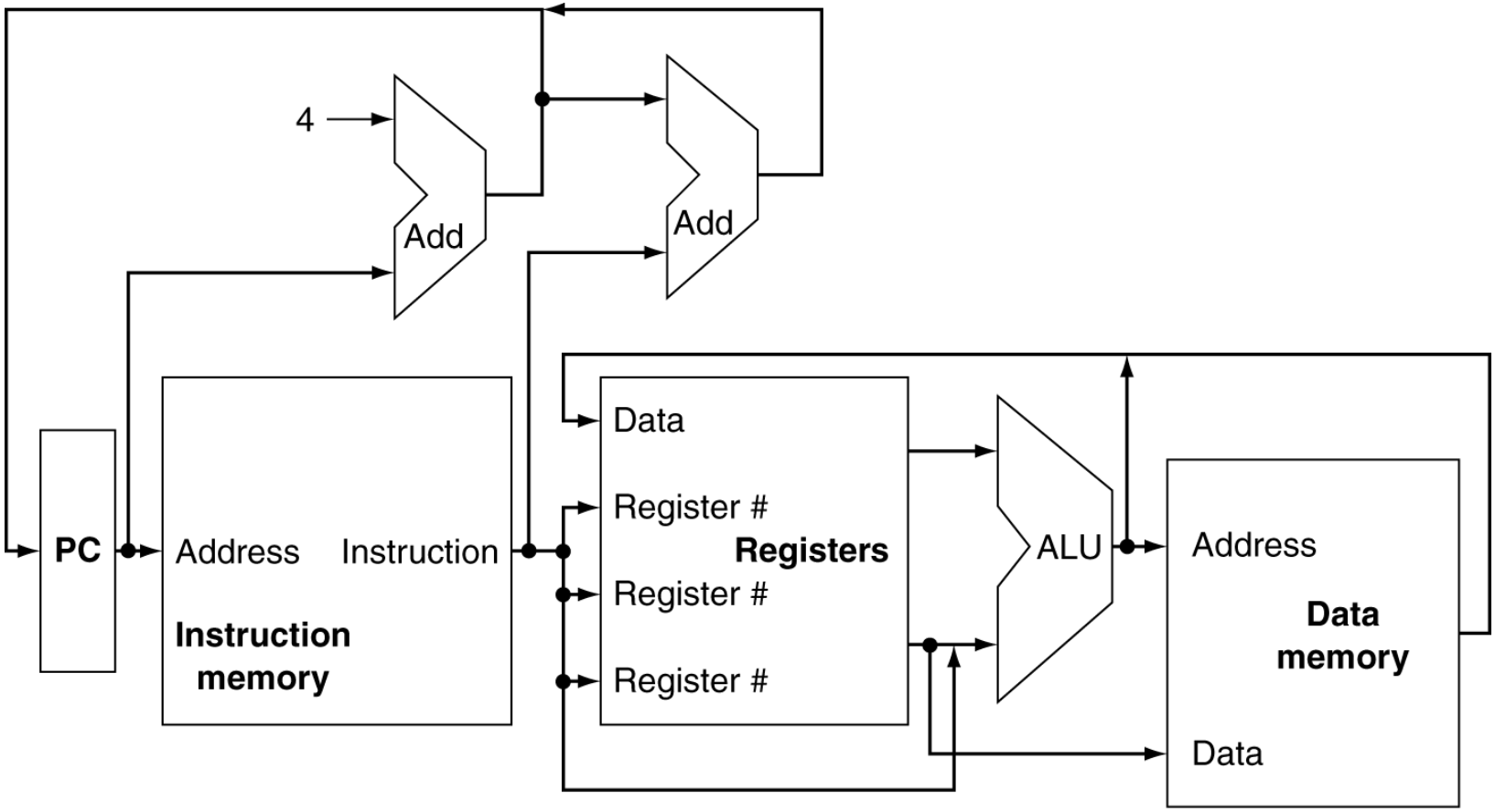
Branch Instructions

1. Read register operands
2. Compare operands
   - Use ALU, subtract and check Zero output
3. Calculate target address
   - Sign-extend the immediate (offset)
   - Shift left 2 places (word align)
   - Add to PC + 4
     - Already calculated by instruction fetch

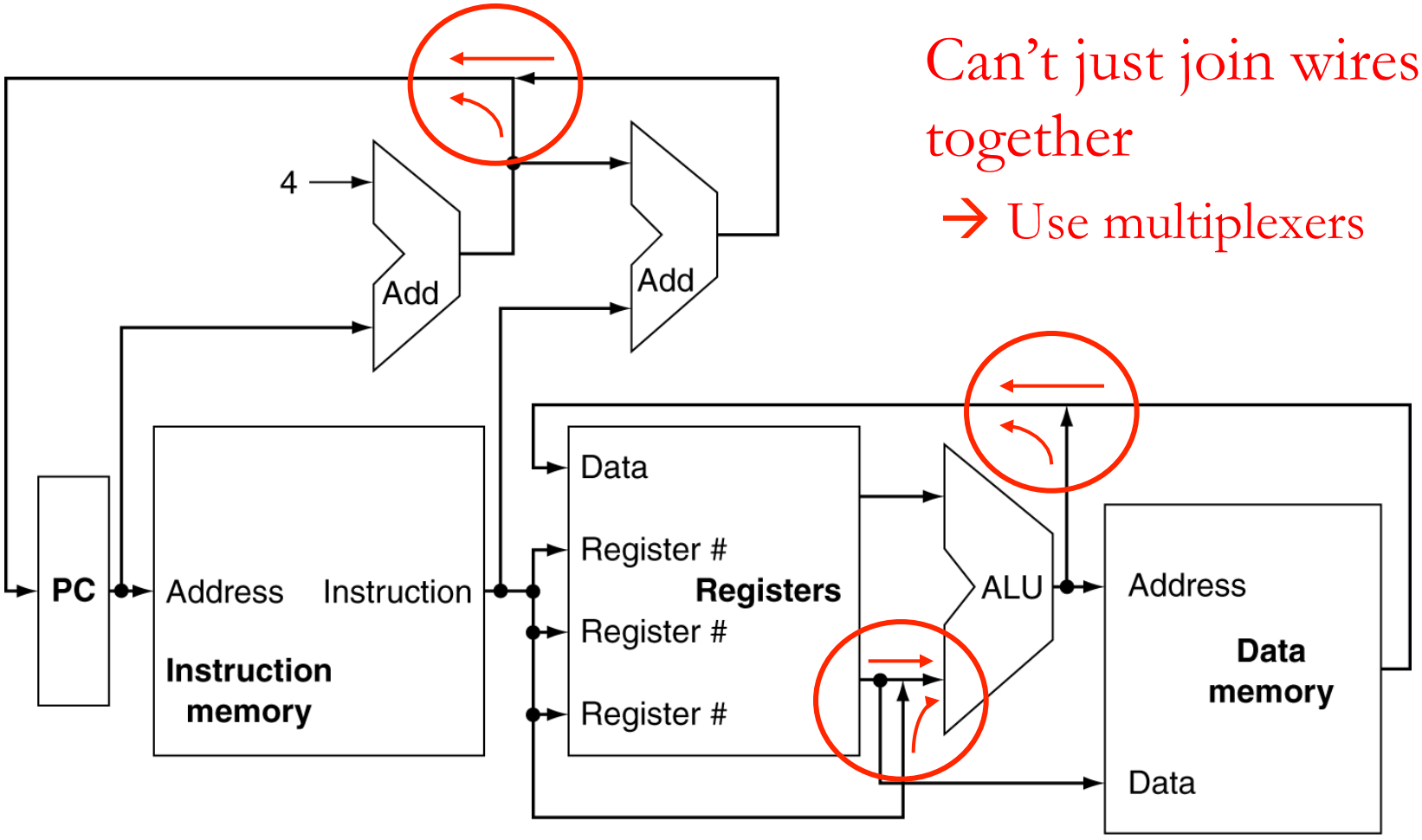
Branch Instructions



Putting It Together: Simplified Datapath



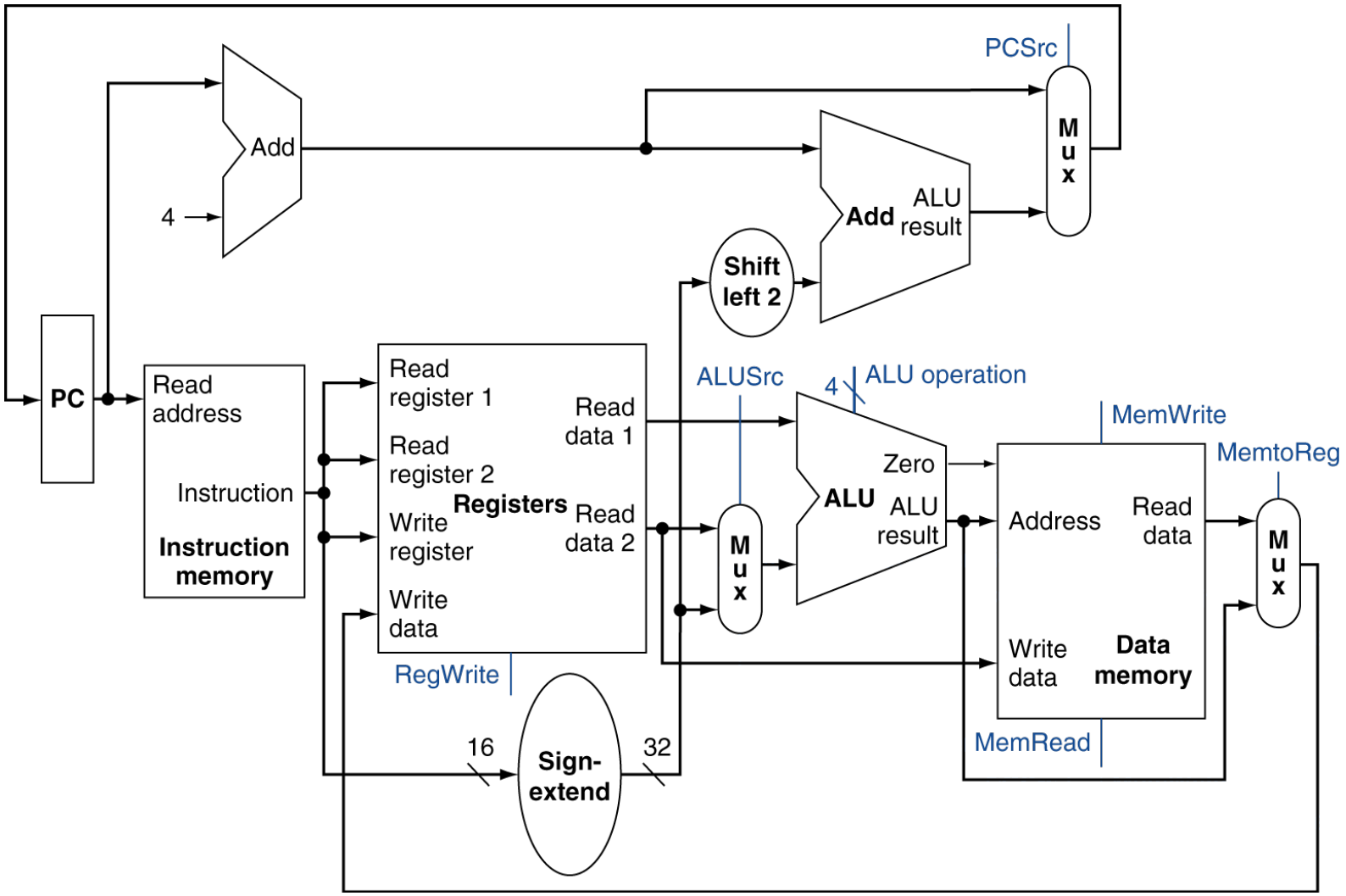
Simplified Datapath



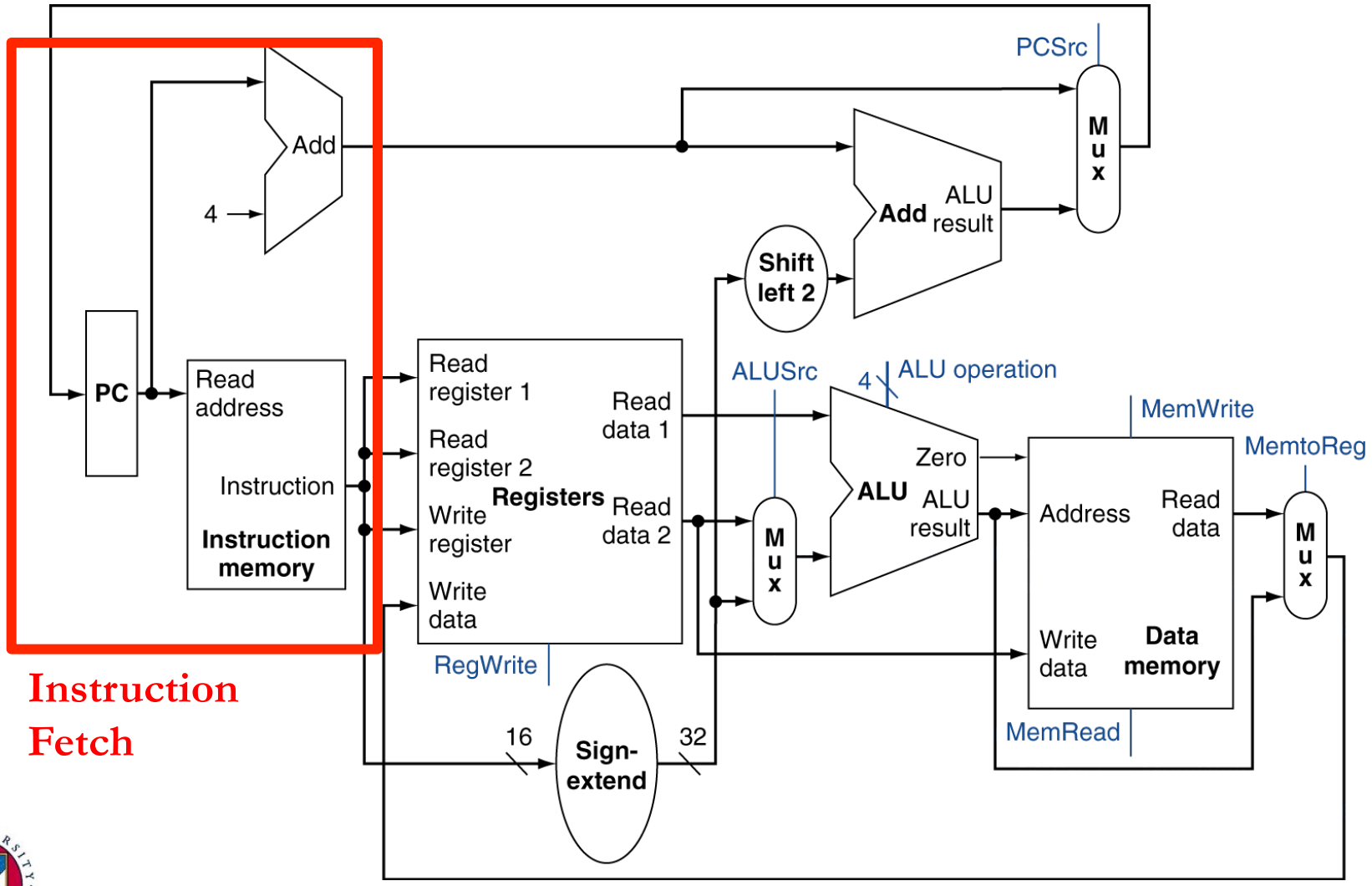
Can't just join wires together

→ Use multiplexers

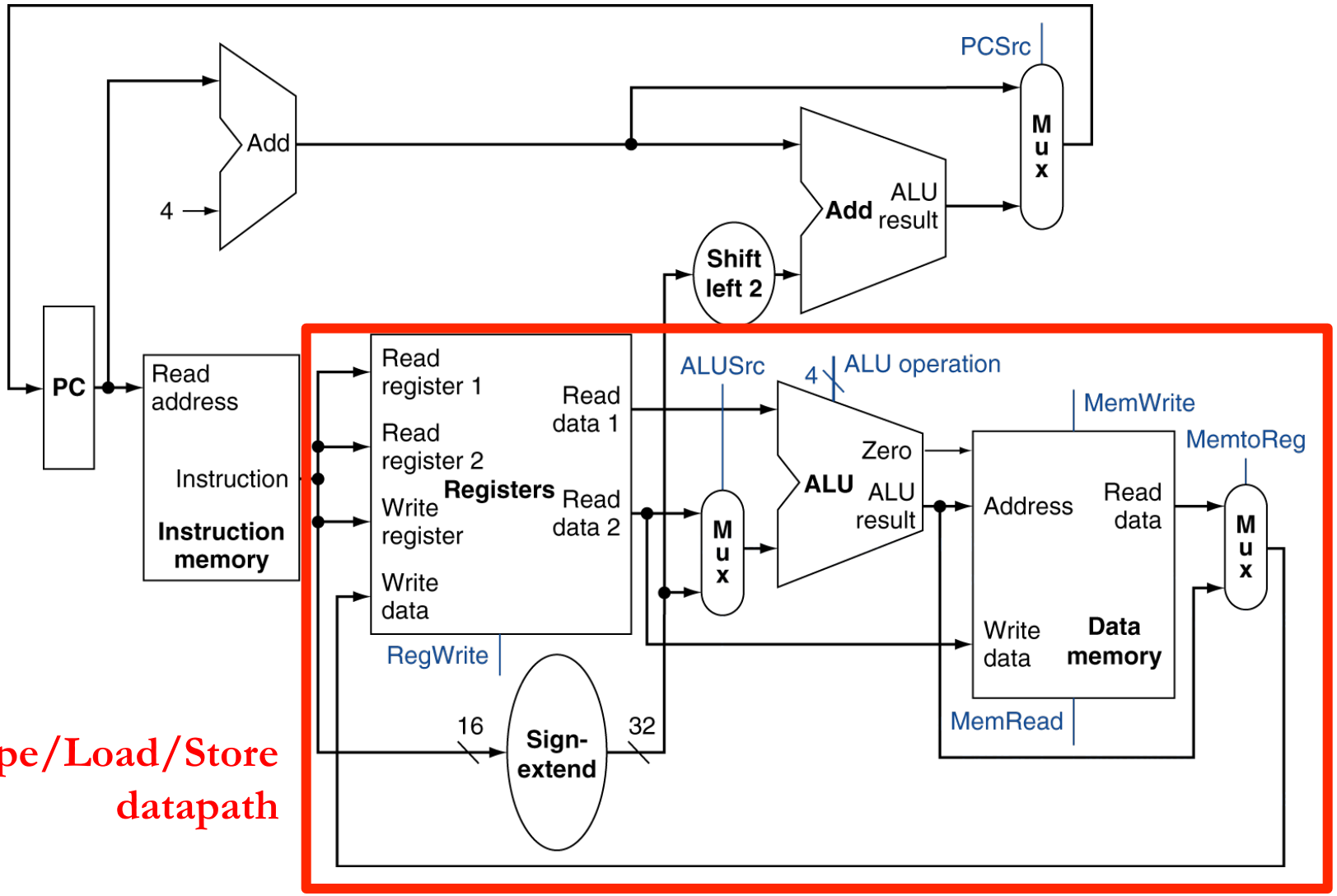
Full Datapath



Full Datapath

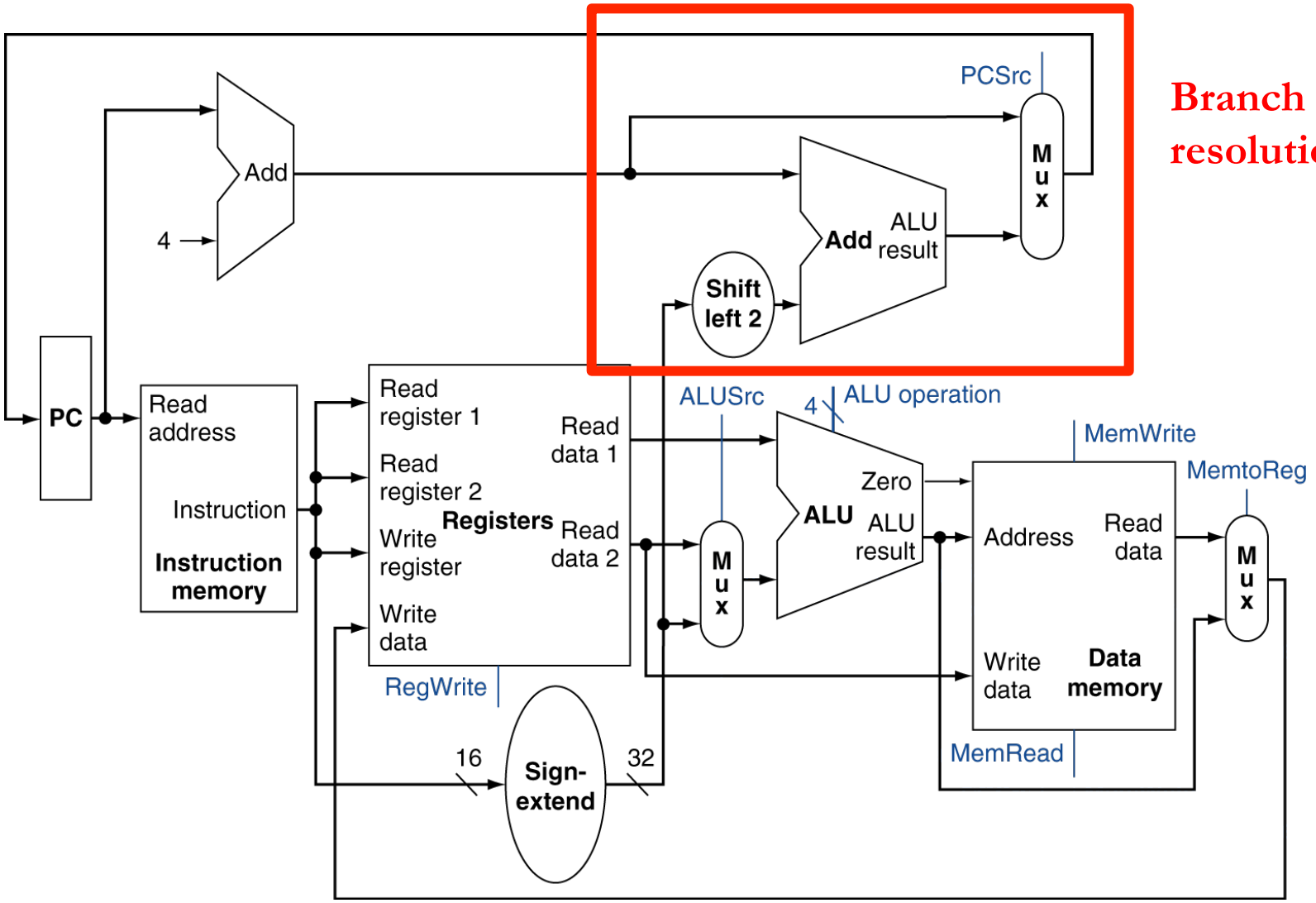


Full Datapath



R-type/Load/Store datapath

Full Datapath

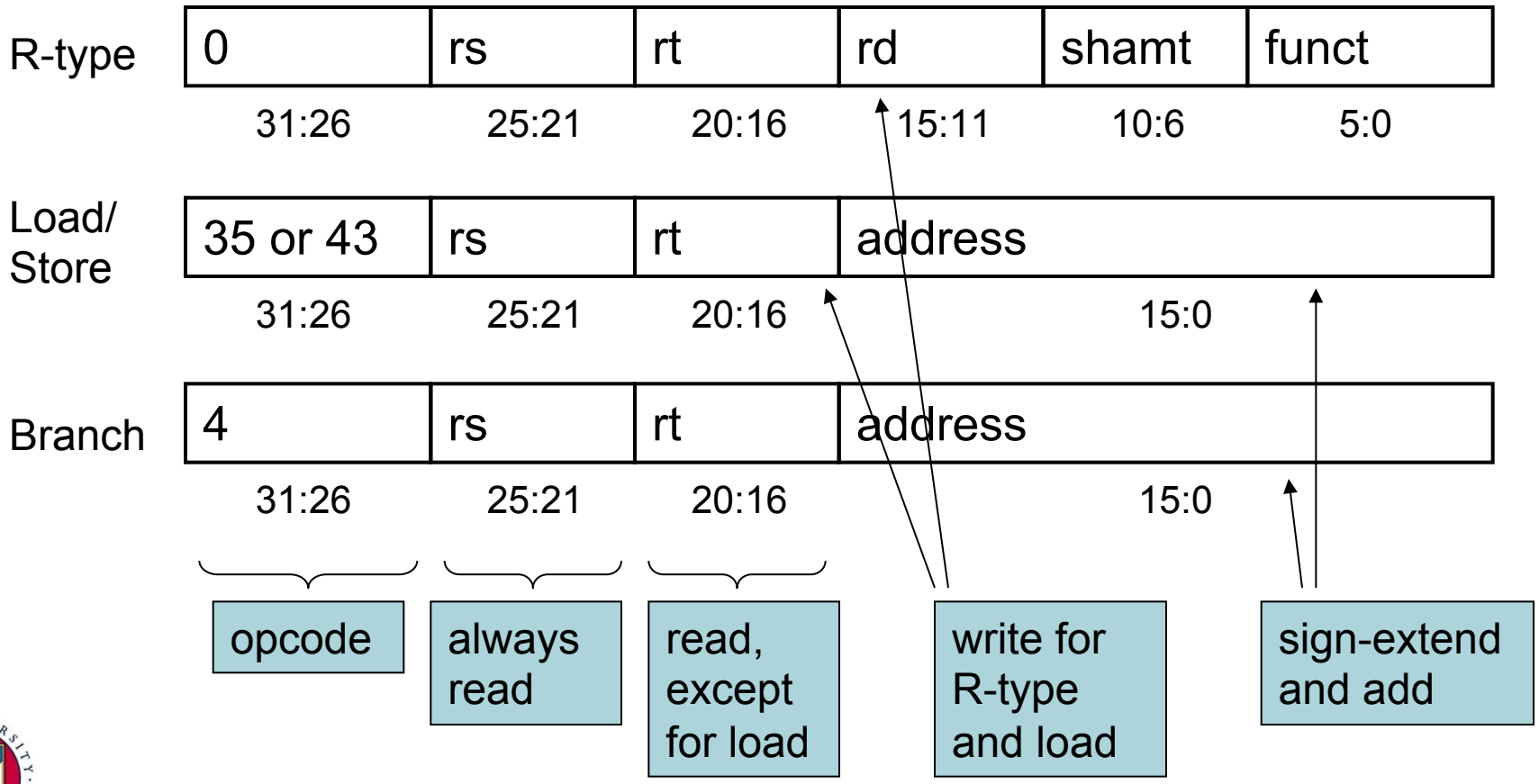


How to design the control part

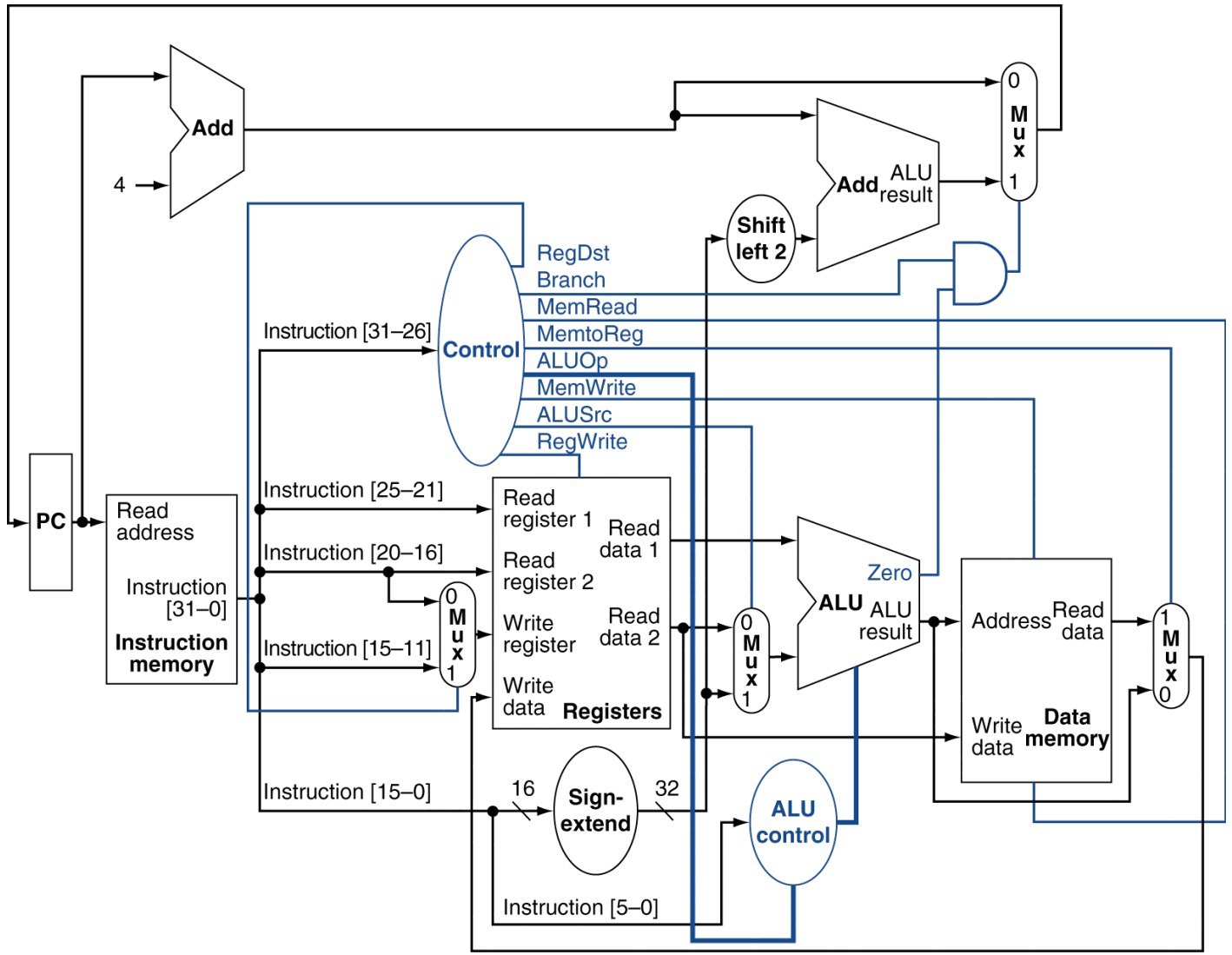
- For all control signals determine which value selects what operation, input, etc.
- Make truth table of control signal values for each instruction, or instruction group
- Convert table to combinational circuit

Designing the Main Control Unit

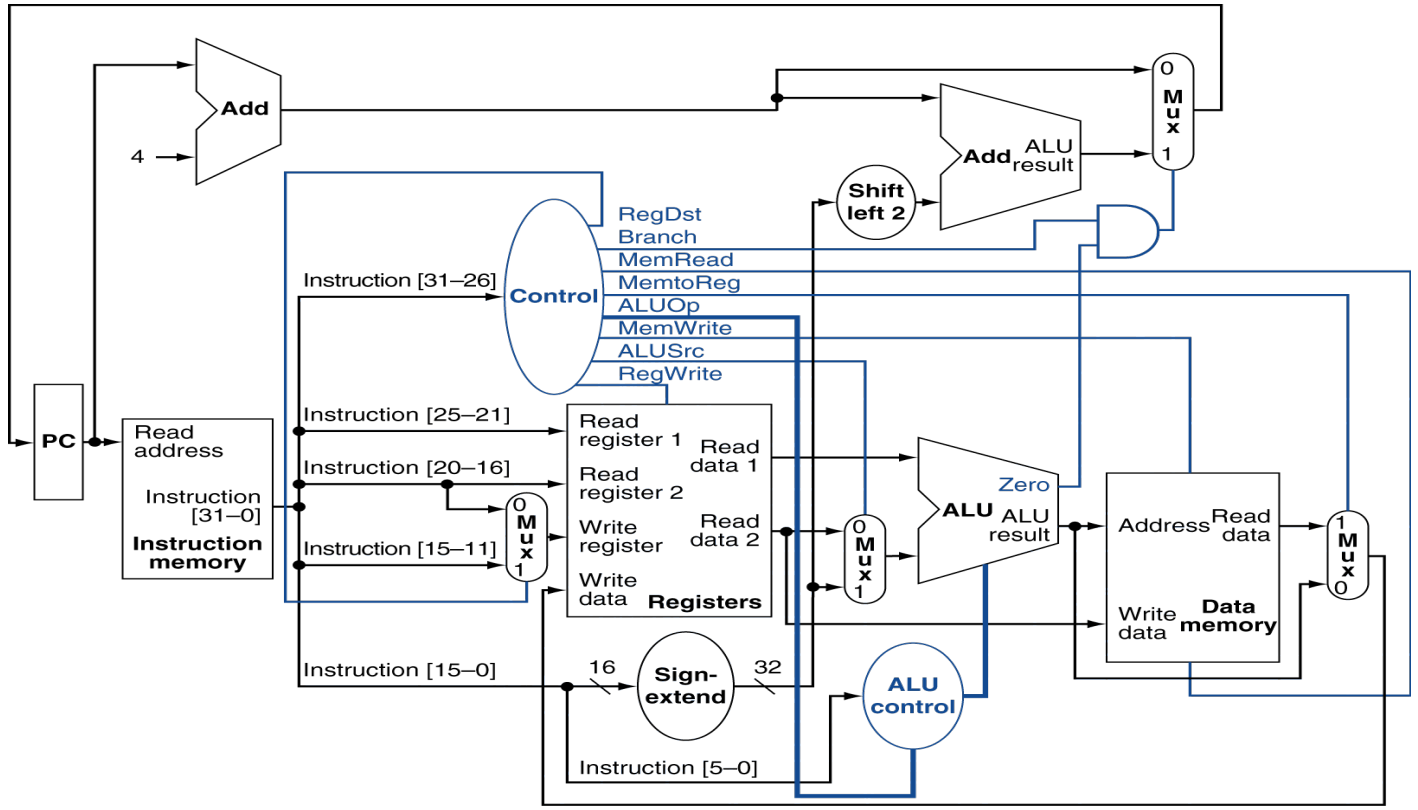
Control signals derived from instruction fields



Datapath with Control



Datapath and control truth table



Instruction	RegDst	ALUSrc	Memto-Reg	Reg Write	Mem Read	Mem Write	Branch	ALUOp1	ALUOp0
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

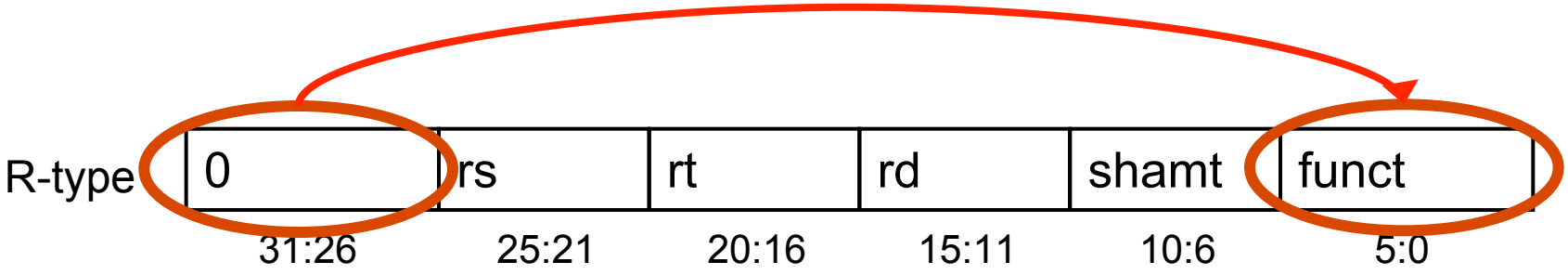
Don't Care

ALU control

ALU operation:

- Data transfers (ld/st) – add
- Branches – sub
- All other – determined by funct field, I[5:0]

derived from opcode



ALU control

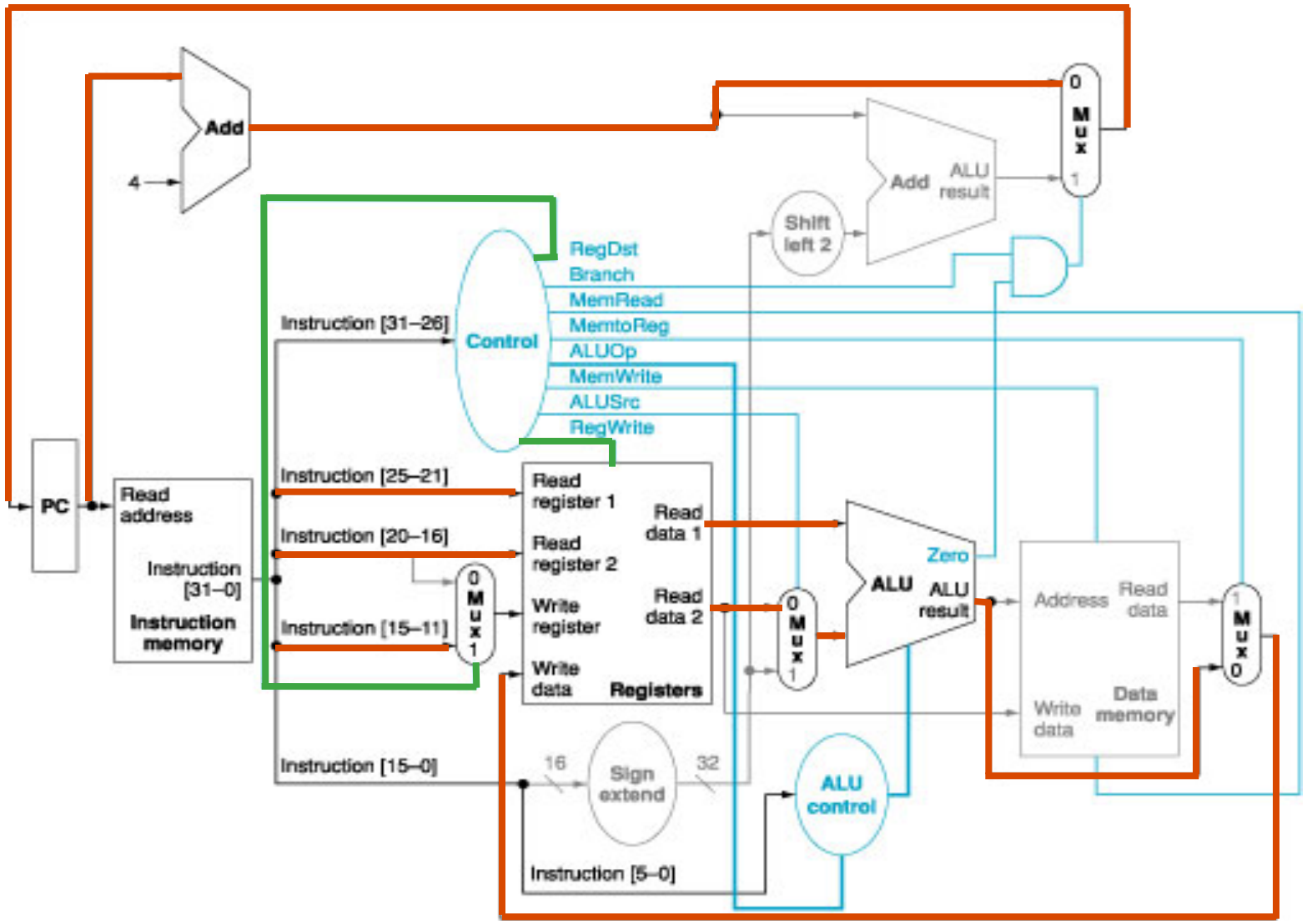
ALU control is hierarchical:

- Main control specifies which of the 3 op types
  - Add, Sub, or based on Funct bits
- Second level provides actual ALU control signal

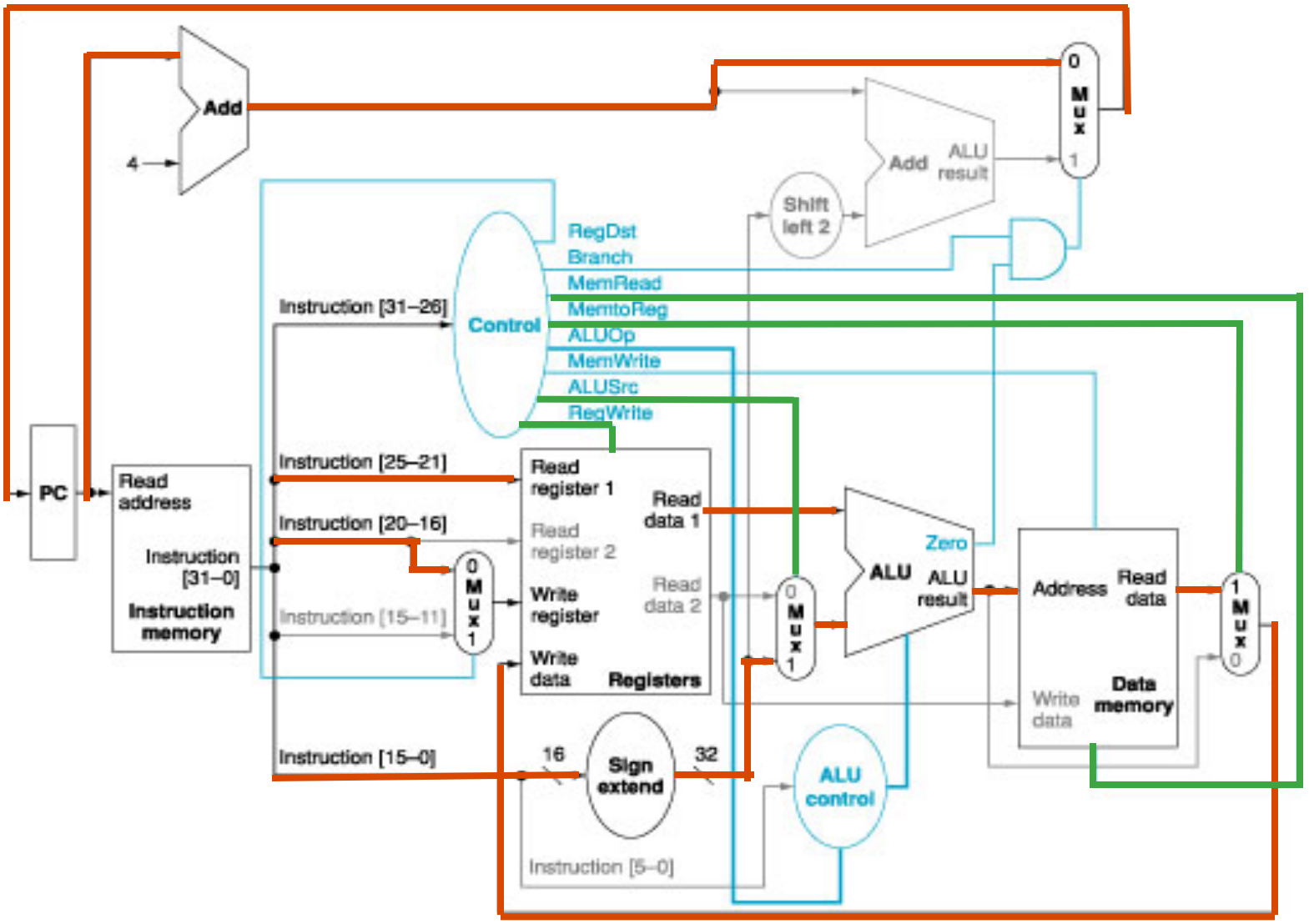
ALU operation	
0000	AND
0001	OR
0010	add
0110	subtract
0111	set-on-less than

actual **ALU Control** signals

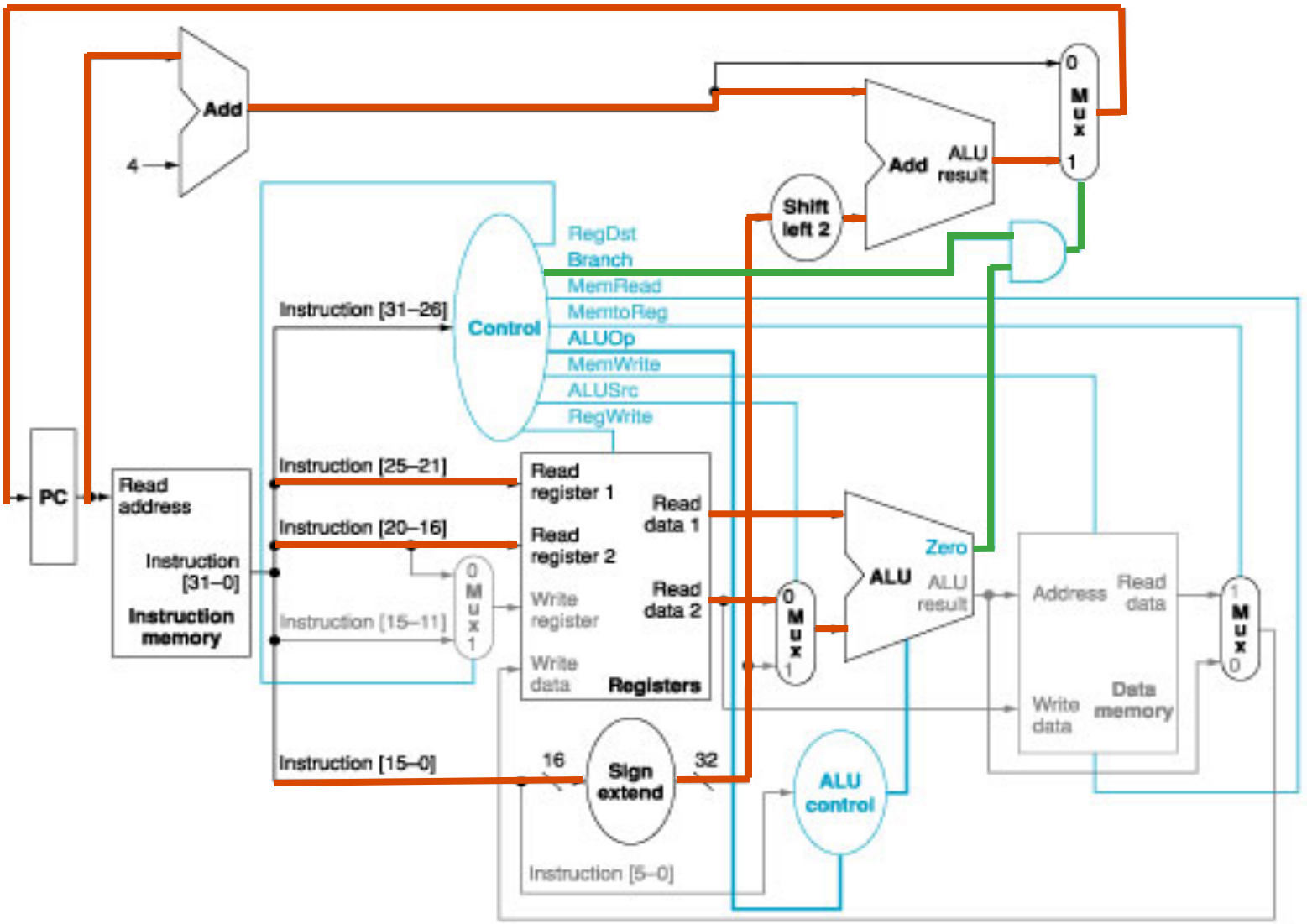
R-type instruction execution



lw execution

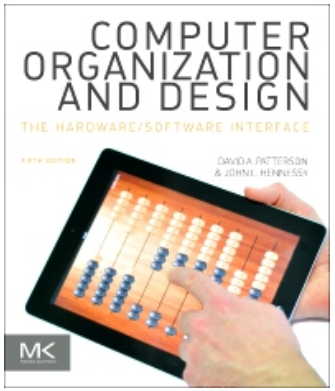


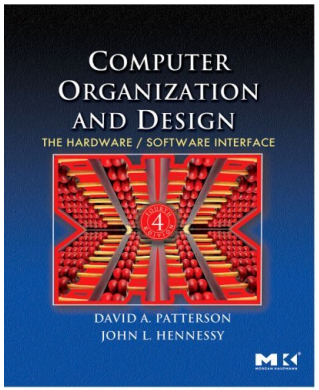
beq (taken) execution

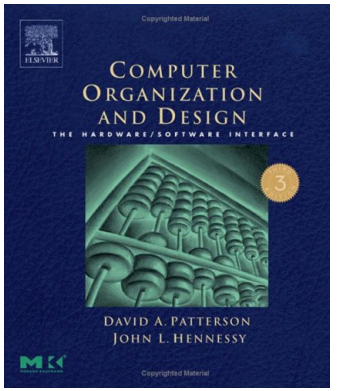


Don't fall behind!

- Read the textbook (Chapter 4 in 4/e & 5/e)







- Multi-cycle datapath (Tues): on Learn
- Tutorials next week