

MICROPROGRAMMED CONTROL

- **Control Memory**
- **Sequencing Microinstructions**
- **Microprogram Example**
- **Design of Control Unit**
- **Microinstruction Format**
- **Nanostorage and Nanoprogram**

✓ Control Unit Organization

- +
 - Hardwired Control Unit
 - Microprogrammed Control Unit

Hardwired Control Unit

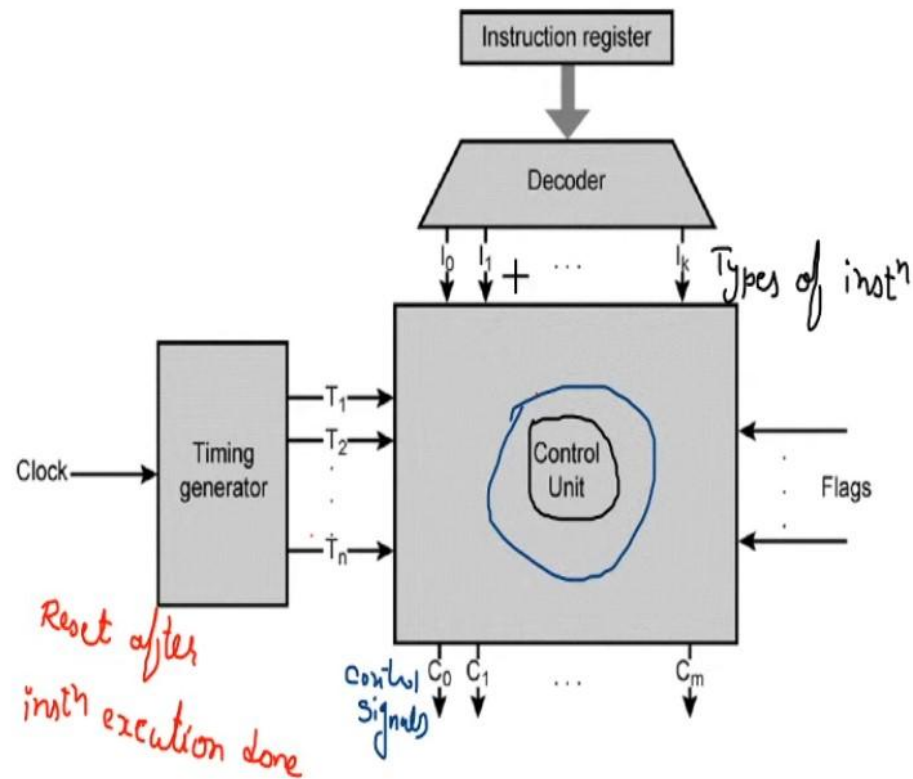
Control logic is implemented with Gates, flip-flops, decoders and other digital circuits.

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Advantage: Can be optimized to produce a faster mode of operation.

Disadvantage: Rearranging the wires among various components is difficult.

Hardwired Control Unit



Micro-Programmed Control Unit

Control logic is implemented with micro-programs.

Advantage: Updating the control logic is easy.

Disadvantage: Slower than hardwired control unit.

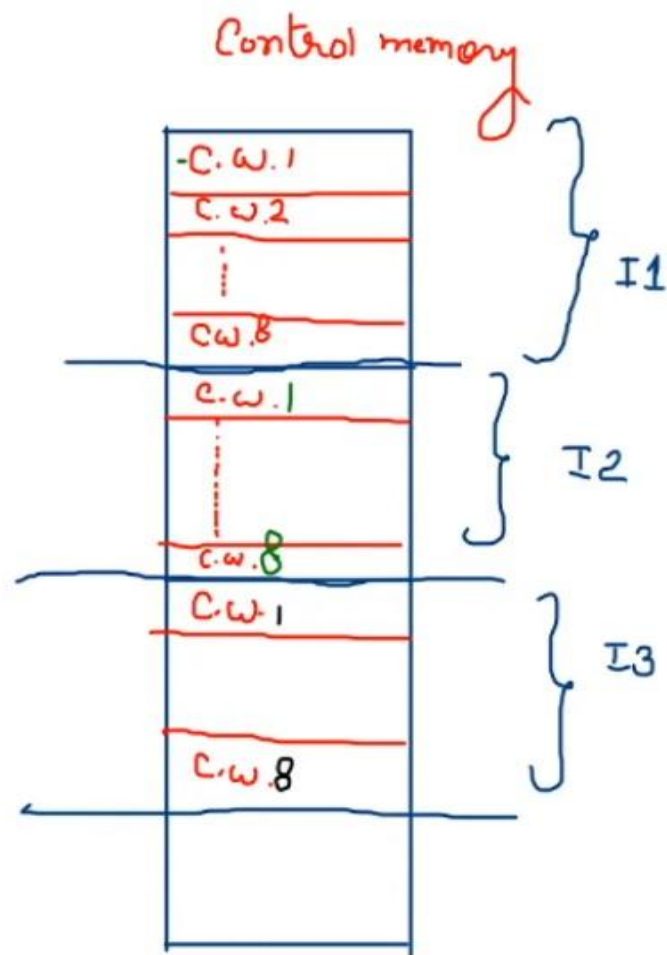
All possible control words are stored in a memory. (control memory)
& based on the requirements, the specific control word is
fetched from memory.

if assume,
CPU has = 16 inst^{ns} ↑ I1 to I16

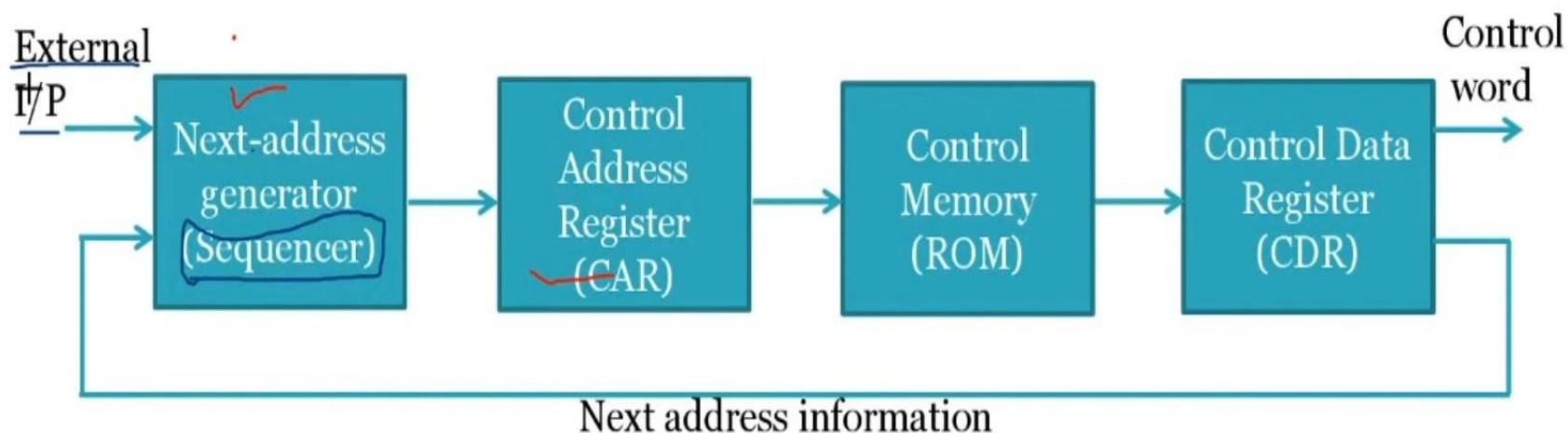
for each instⁿ
= 8 micro-ops

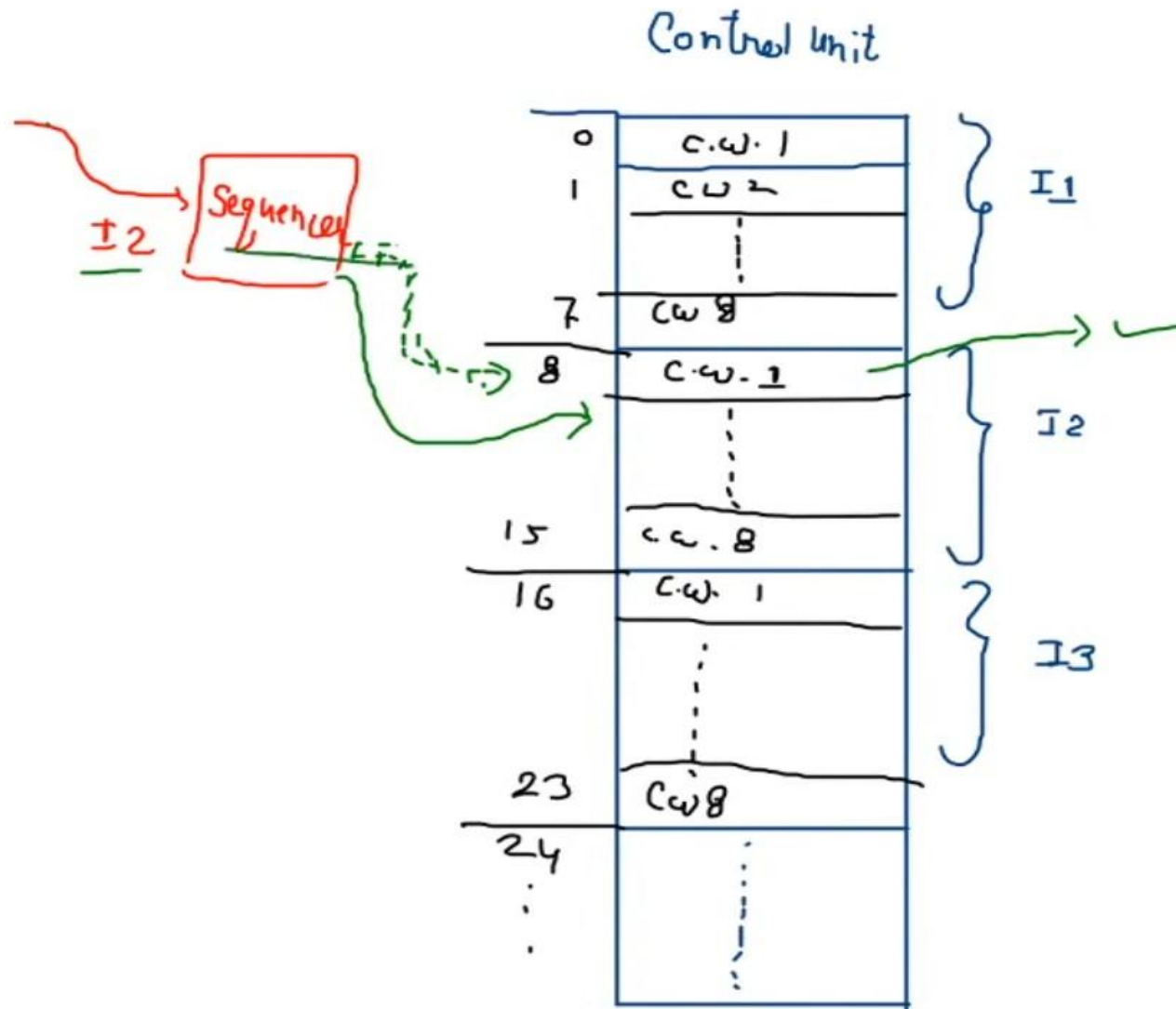
Total C.W^s in
memory = $16 * 8$
= $2^7 = 128$

control memory
add. size = 7-bits

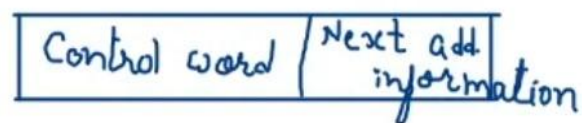


Control Word Sequencing



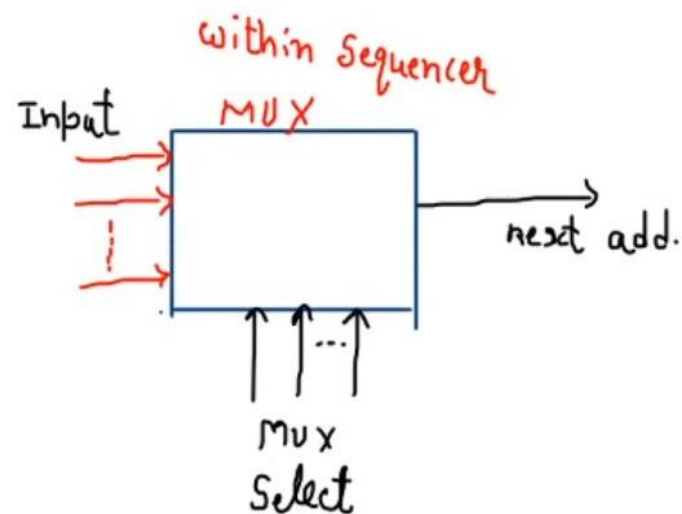


on each location in control mem:-



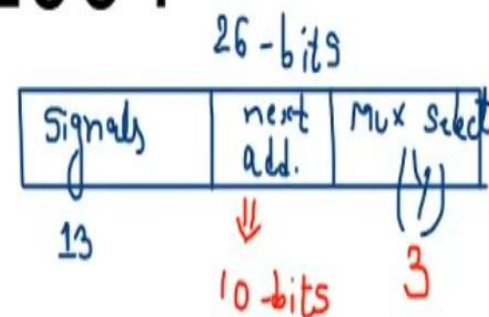
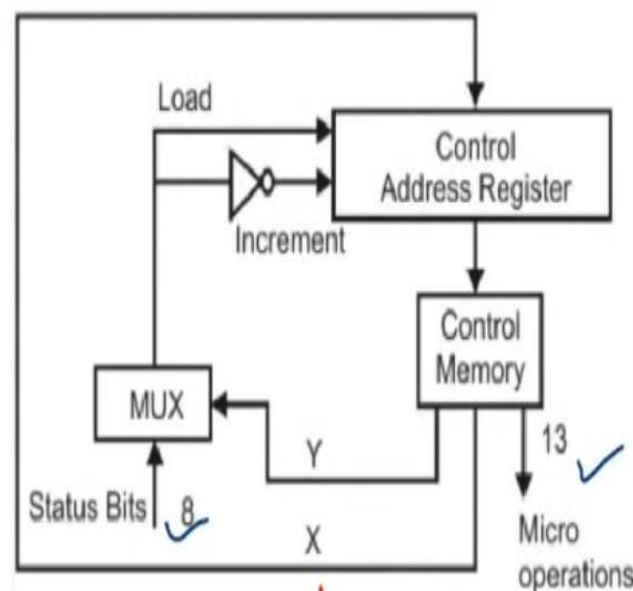
← micro-instruction →

standard format of micro-instruction



Question GATE-2004

The microinstructions stored in the control memory of a processor have a width of 26 bits. Each microinstruction is divided into three fields: a micro-operation field of 13 bits, a next address field (X), and a MUX select field (Y). There are 8 status bits in the inputs of the MUX.



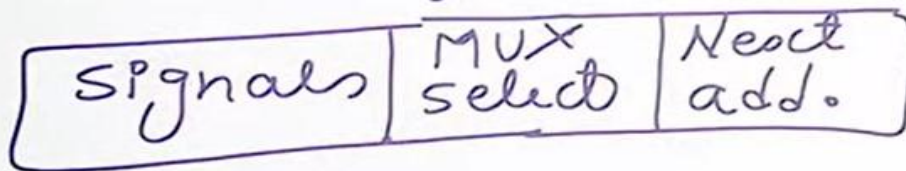
How many bits are there in the X and Y fields, and what is the size of the control memory in number of words?

- (A) 10, 3, 1024
- (B) 8, 5, 256
- (C) 5, 8, 2048
- (D) 10, 3, 512

no. of add. = 2^{10}

Ques) Consider a CPU :-

1. 120 control signal bits
2. micro-program C.O. microinstruction



3. 16 inputs MUX
4. 16 distinct inst^{ns} supported by CPU
64 micro-operations per instruction.

Solⁿ

Total no. of
micro-inst^{ns} = $16 * 64 = 2^{10}$

Address = 10-bits

Control
memory size = $1024 * 134\text{-bits}$
= 134 K bits

Ques) CPU has 64 distinct instructions
Each instruction takes 8 microoperation

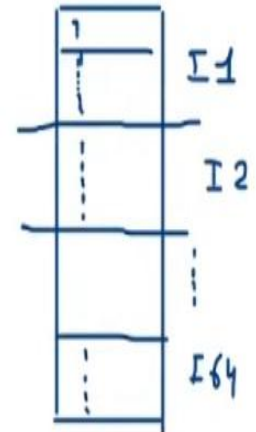
Micro-instruction:-
(i) Signals (128 bits)
(ii) Mux Select [16 mux inputs]
(iii) Address

Size of control memory?

$$\text{Control memory} = 2^9 * 141\text{-bits}$$

$$\begin{aligned} \text{Total micro-operations} &= 64 * 8 \\ &= 2^9 \end{aligned}$$

memory add. = 9-bits



Signals	MUX Select	Add.
128	4	9

= 141-bits

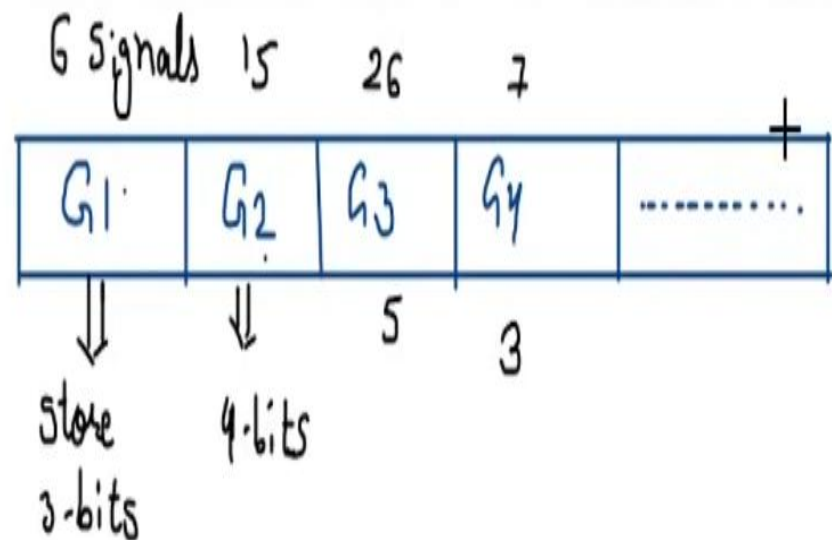
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Types of Micro-programmed Control Unit

Horizontal

Vertical

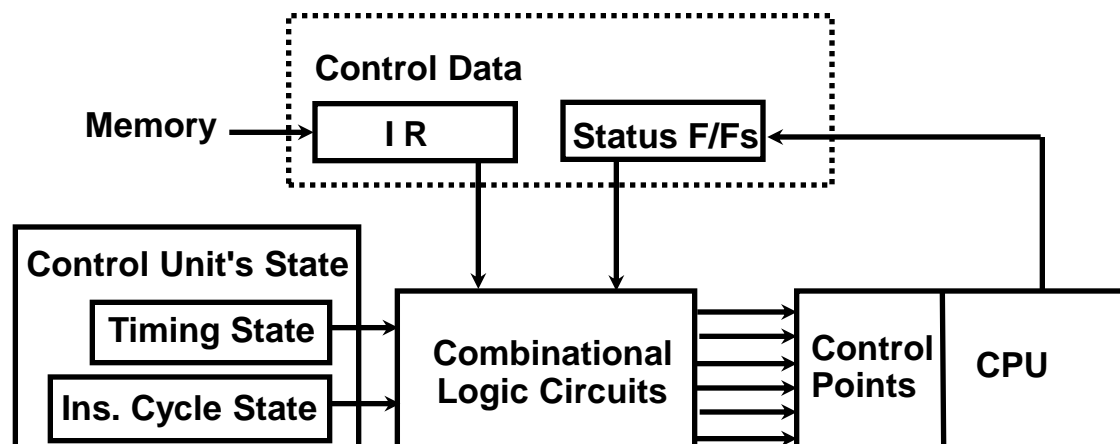
for each signal 1 bit is stored.



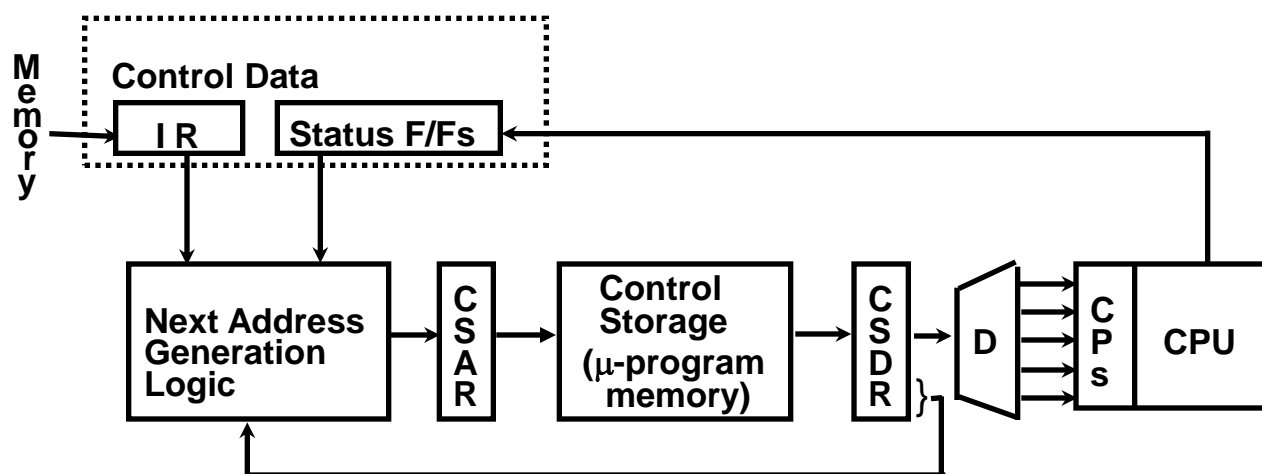
COMPARISON OF CONTROL UNIT IMPLEMENTATIONS

Control Unit Implementation

Combinational Logic Circuits (Hard-wired)



Microprogram



TERMINOLOGY

Microprogram

- Program stored in memory that generates all the control signals required to execute the instruction set correctly
- Consists of microinstructions

Microinstruction

- Contains a control word and a sequencing word
 - Control Word - All the control information required for one clock cycle
 - Sequencing Word - Information needed to decide the next microinstruction address
- Vocabulary to write a microprogram

Control Memory(Control Storage: CS)

- Storage in the microprogrammed control unit to store the microprogram

Writeable Control Memory(Writeable Control Storage:WCS)

- CS whose contents can be modified
 - > Allows the microprogram can be changed
 - > Instruction set can be changed or modified

Dynamic Microprogramming

- Computer system whose control unit is implemented with a microprogram in WCS
- Microprogram can be changed by a systems programmer or a user

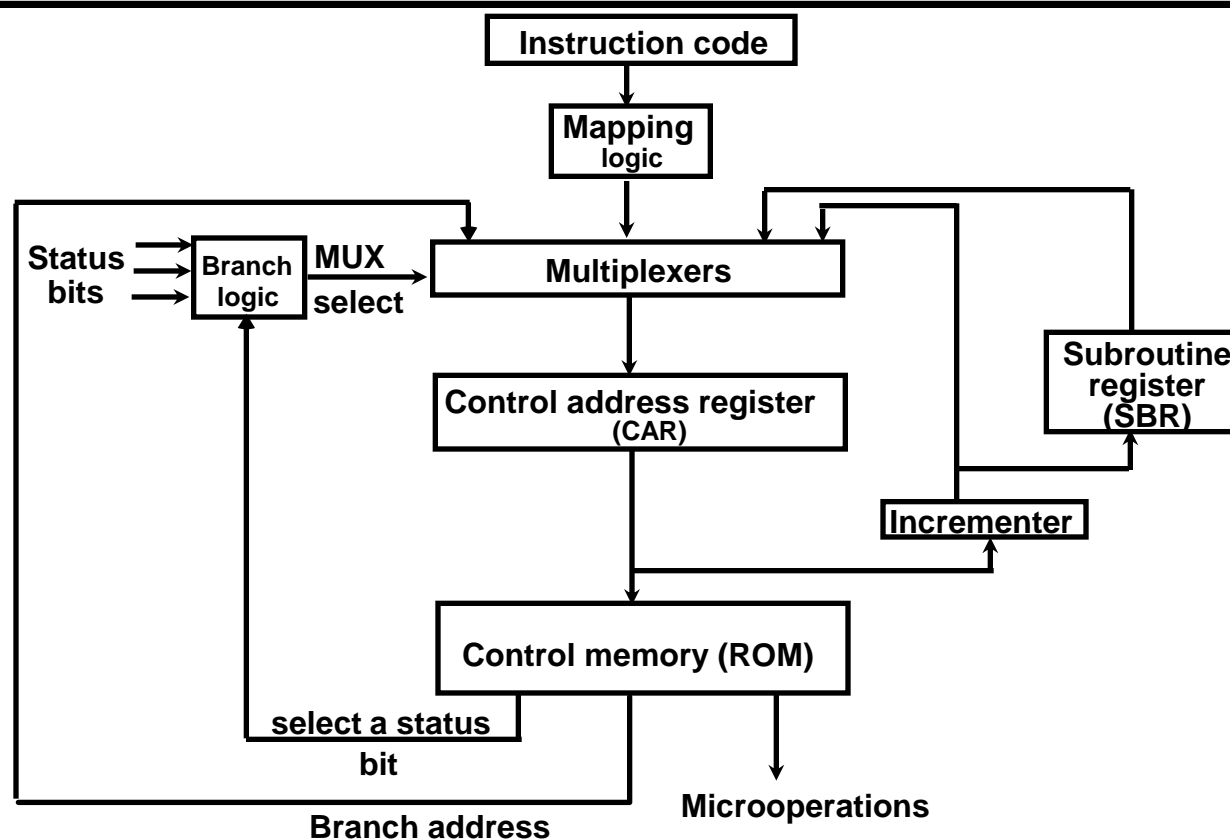
TERMINOLOGY

Sequencer (Microprogram Sequencer)

A Microprogram Control Unit that determines the Microinstruction Address to be executed in the next clock cycle

- In-line Sequencing**
- Branch**
- Conditional Branch**
- Subroutine**
- Loop**
- Instruction OP-code mapping**

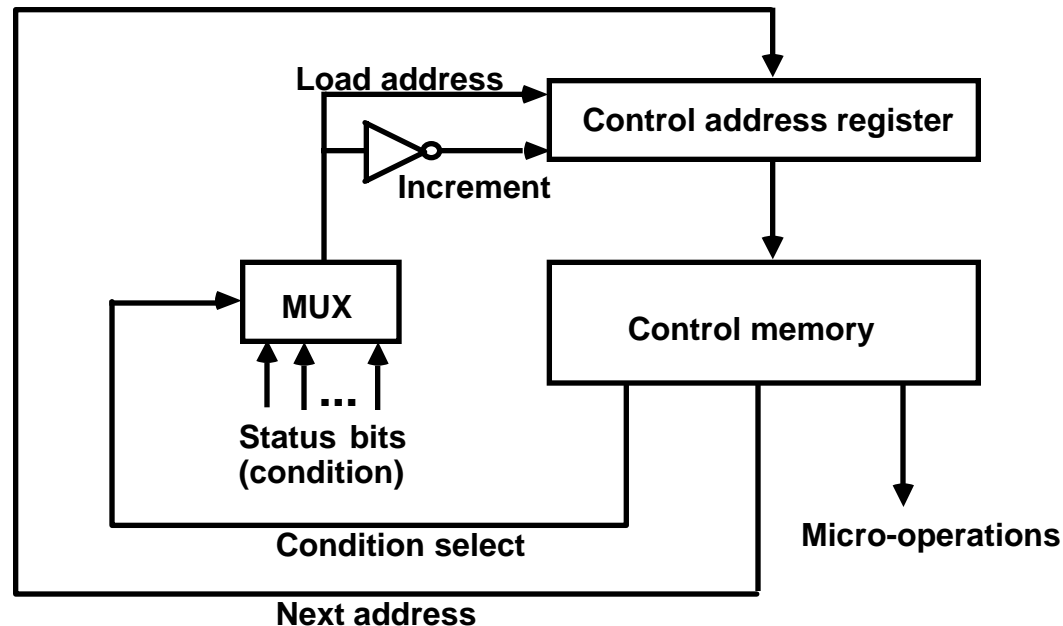
MICROINSTRUCTION SEQUENCING



Sequencing Capabilities Required in a Control Storage

- Incrementing of the control address register
- Unconditional and conditional branches
- A mapping process from the bits of the machine instruction to an address for control memory
- A facility for subroutine call and return

CONDITIONAL BRANCH



Conditional Branch

If *Condition* is true, then *Branch* (address from the next address field of the current microinstruction)
else *Fall Through*

Conditions to Test: O(overflow), N(negative),
Z(zero), C(carry), etc.

Unconditional Branch

Fixing the value of one status bit at the input of the multiplexer to 1

MAPPING OF INSTRUCTIONS

Direct Mapping

OP-codes of Instructions

ADD 0000
AND 0001
LDA 0010
STA 0011
BUN 0100

⋮

Address

0000
0001
0010
0011
0100

ADD Routine
AND Routine
LDA Routine
STA Routine
BUN Routine
Control Storage

Mapping Bits

↓
10 xxxx 010

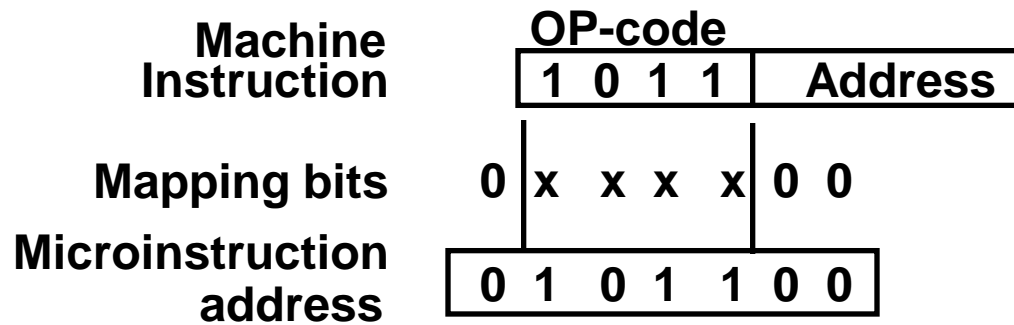
Address

10 0000 010
10 0001 010
10 0010 010
10 0011 010
10 0100 010

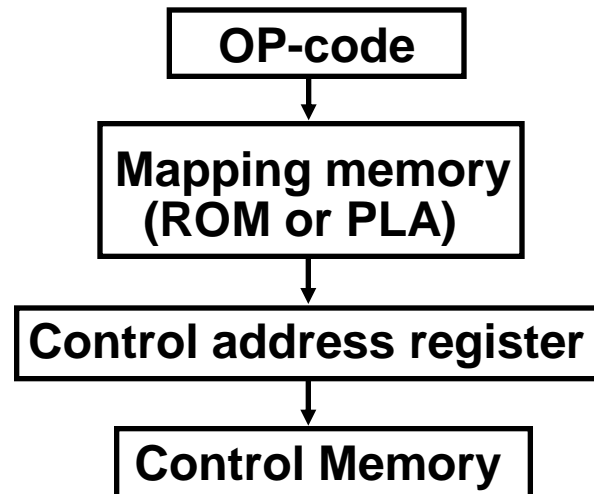
ADD Routine
⋮
AND Routine
⋮
LDA Routine
⋮
STA Routine
⋮
BUN Routine
⋮

MAPPING OF INSTRUCTIONS TO MICROROUTINES

Mapping from the OP-code of an instruction to the address of the Microinstruction which is the starting microinstruction of its execution microprogram

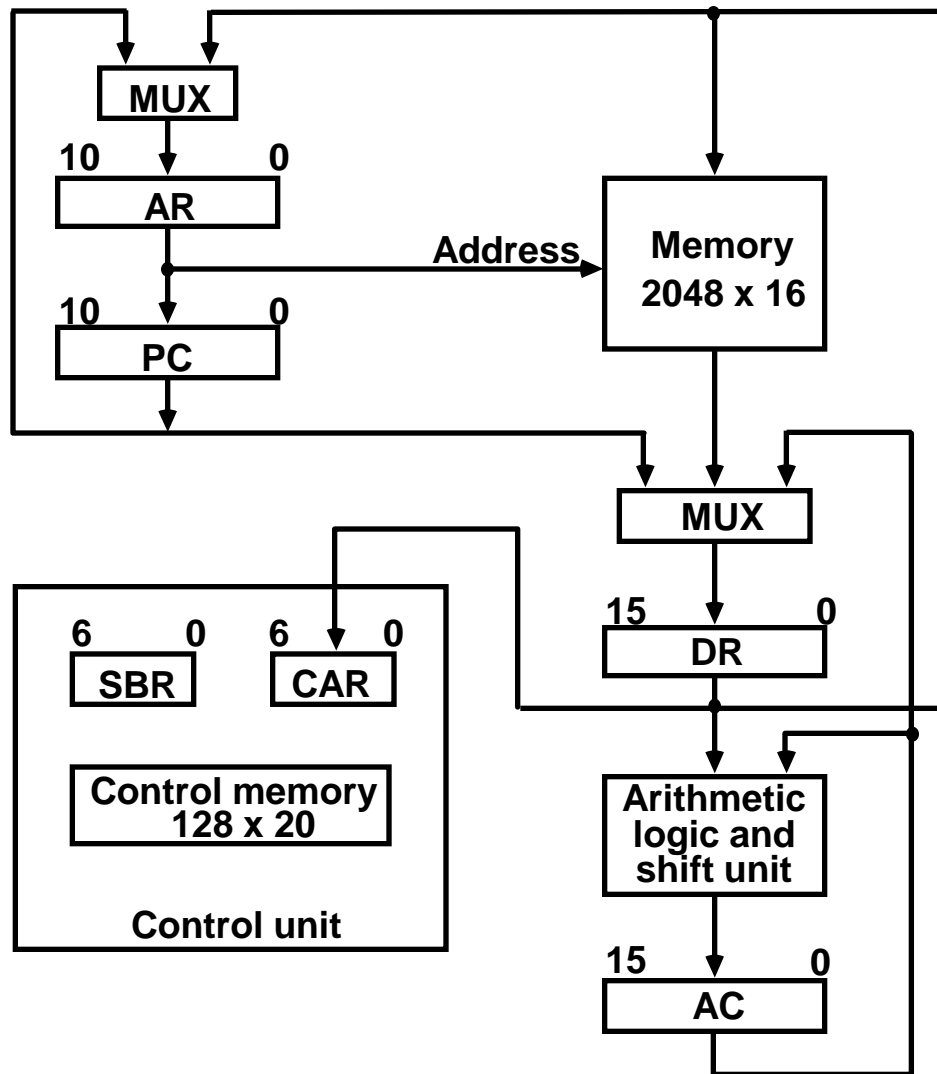


Mapping function implemented by ROM or PLA



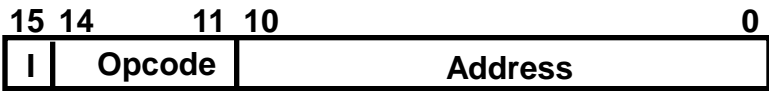
MICROPROGRAM EXAMPLE

Computer Configuration



MACHINE INSTRUCTION FORMAT

Machine instruction format

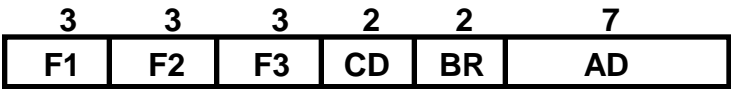


Sample machine instructions

Symbol	OP-code	Description
ADD	0000	$AC \leftarrow AC + M[EA]$
BRANCH	0001	if $(AC < 0)$ then $(PC \leftarrow EA)$
STORE	0010	$M[EA] \leftarrow AC$
EXCHANGE	0011	$AC \leftarrow M[EA], M[EA] \leftarrow AC$

EA is the effective address

Microinstruction Format



F1, F2, F3: Microoperation fields
CD: Condition for branching
BR: Branch field
AD: Address field

MICROINSTRUCTION FIELD DESCRIPTIONS - F1,F2,F3

F1	Microoperation	Symbol
000	None	NOP
001	$AC \leftarrow AC + DR$	ADD
010	$AC \leftarrow 0$	CLRAC
011	$AC \leftarrow AC + 1$	INCAC
100	$AC \leftarrow DR$	DRTAC
101	$AR \leftarrow DR(0-10)$	DRTAR
110	$AR \leftarrow PC$	PCTAR
111	$M[AR] \leftarrow DR$	WRITE

F2	Microoperation	Symbol
000	None	NOP
001	$AC \leftarrow AC - DR$	SUB
010	$AC \leftarrow AC \vee DR$	OR
011	$AC \leftarrow AC \wedge DR$	AND
100	$DR \leftarrow M[AR]$	READ
101	$DR \leftarrow AC$	ACTDR
110	$DR \leftarrow DR + 1$	INCDR
111	$DR(0-10) \leftarrow PC$	PCTDR

F3	Microoperation	Symbol
000	None	NOP
001	$AC \leftarrow AC \oplus DR$	XOR
010	$AC \leftarrow AC'$	COM
011	$AC \leftarrow \text{shl } AC$	SHL
100	$AC \leftarrow \text{shr } AC$	SHR
101	$PC \leftarrow PC + 1$	INCPC
110	$PC \leftarrow AR$	ARTPC
111	Reserved	

MICROINSTRUCTION FIELD DESCRIPTIONS - CD, BR

CD	Condition	Symbol	Comments
00	Always = 1	U	Unconditional branch
01	DR(15)	I	Indirect address bit
10	AC(15)	S	Sign bit of AC
11	AC = 0	Z	Zero value in AC

BR	Symbol	Function
00	JMP	$CAR \leftarrow AD$ if condition = 1 $CAR \leftarrow CAR + 1$ if condition = 0
01	CALL	$CAR \leftarrow AD$, $SBR \leftarrow CAR + 1$ if condition = 1 $CAR \leftarrow CAR + 1$ if condition = 0
10	RET	$CAR \leftarrow SBR$ (Return from subroutine)
11	MAP	$CAR(2-5) \leftarrow DR(11-14)$, $CAR(0,1,6) \leftarrow 0$

SYMBOLIC MICROINSTRUCTIONS

- Symbols are used in microinstructions as in assembly language
- A symbolic microprogram can be translated into its binary equivalent by a microprogram assembler.

Sample Format

five fields: label; micro-ops; CD; BR; AD

Label: may be empty or may specify a symbolic address terminated with a colon

Micro-ops: consists of one, two, or three symbols separated by commas

CD: one of {U, I, S, Z}, where U: Unconditional Branch
 I: Indirect address bit
 S: Sign of AC
 Z: Zero value in AC

BR: one of {JMP, CALL, RET, MAP}

AD: one of {Symbolic address, NEXT, empty}

SYMBOLIC MICROPROGRAM - FETCH ROUTINE

During FETCH, Read an instruction from memory and decode the instruction and update PC

Sequence of microoperations in the fetch cycle:

AR \leftarrow PC
DR \leftarrow M[AR], PC \leftarrow PC + 1
AR \leftarrow DR(0-10), CAR(2-5) \leftarrow DR(11-14), CAR(0,1,6) \leftarrow 0

Symbolic microprogram for the fetch cycle:

```
      ORG 64
FETCH: PCTAR      U JMP NEXT
      READ, INCPC U JMP NEXT
      DRTAR      U MAP
```

Binary equivalents translated by an assembler

Binary address	F1	F2	F3	CD	BR	AD
1000000	110	000	000	00	00	1000001
1000001	000	100	101	00	00	1000010
1000010	101	000	000	00	11	0000000

SYMBOLIC MICROPROGRAM

- Control Storage: 128 20-bit words
- The first 64 words: Routines for the 16 machine instructions
- The last 64 words: Used for other purpose (e.g., fetch routine and other subroutines)
- Mapping: OP-code XXXX into 0XXXX00, the first address for the 16 routines are 0(0 0000 00), 4(0 0001 00), 8, 12, 16, 20, ..., 60

Partial Symbolic Microprogram

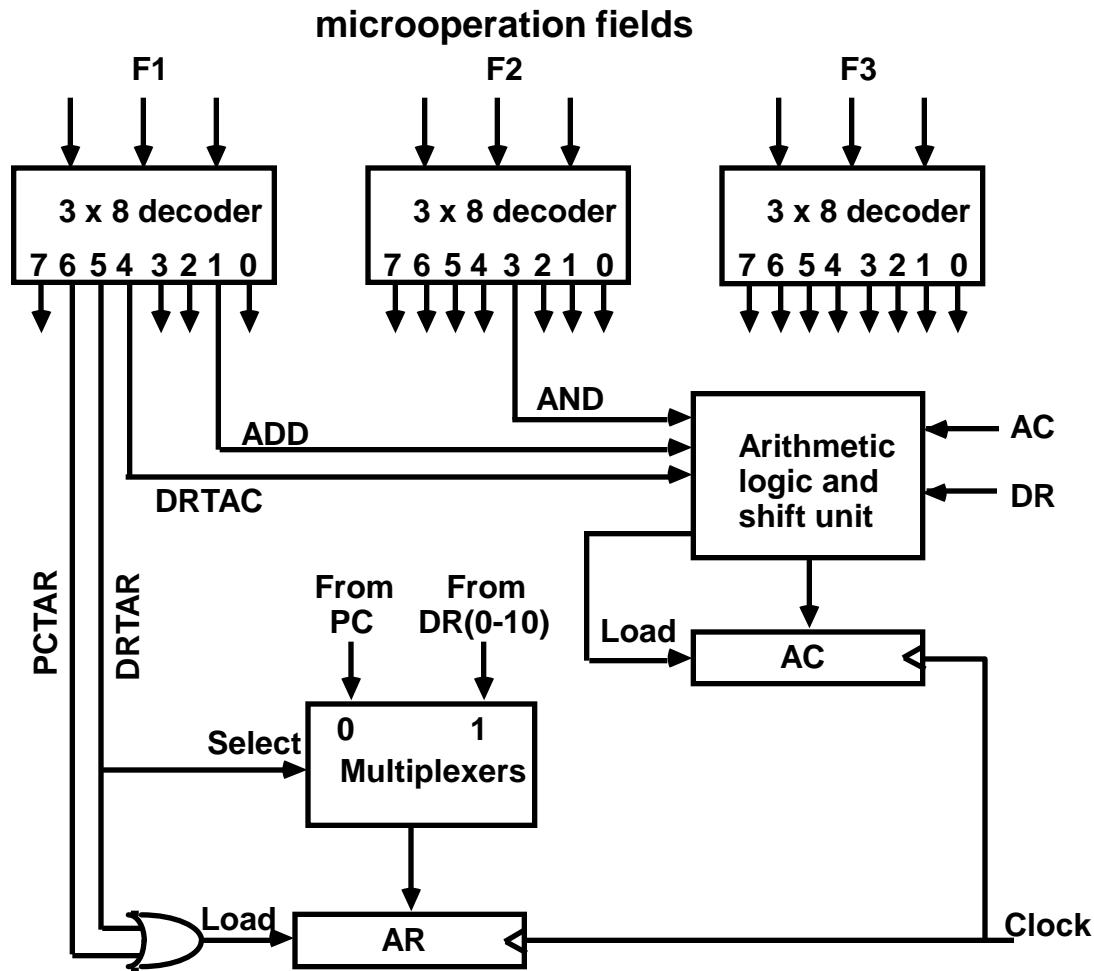
Label	Microops	CD	BR	AD
ADD:	ORG 0			
	NOP	I	CALL	INDRCT
	READ	U	JMP	NEXT
	ADD	U	JMP	FETCH
BRANCH:	ORG 4			
	NOP	S	JMP	OVER
	NOP	U	JMP	FETCH
OVER:	NOP	I	CALL	INDRCT
	ARTPC	U	JMP	FETCH
STORE:	ORG 8			
	NOP	I	CALL	INDRCT
	ACTDR	U	JMP	NEXT
	WRITE	U	JMP	FETCH
EXCHANGE:	ORG 12			
	NOP	I	CALL	INDRCT
	READ	U	JMP	NEXT
	ACTDR, DRTAC	U	JMP	NEXT
	WRITE	U	JMP	FETCH
FETCH:	ORG 64			
	PCTAR	U	JMP	NEXT
	READ, INCPC	U	JMP	NEXT
	DRTAR	U	MAP	
INDRCT:	READ	U	JMP	NEXT
	DRTAR	U	RET	

BINARY MICROPROGRAM

Micro Routine	Address		Binary Microinstruction					
	Decimal	Binary	F1	F2	F3	CD	BR	AD
ADD	0	0000000	000	000	000	01	01	1000011
	1	0000001	000	100	000	00	00	0000010
	2	0000010	001	000	000	00	00	1000000
	3	0000011	000	000	000	00	00	1000000
BRANCH	4	0000100	000	000	000	10	00	0000110
	5	0000101	000	000	000	00	00	1000000
	6	0000110	000	000	000	01	01	1000011
	7	0000111	000	000	110	00	00	1000000
STORE	8	0001000	000	000	000	01	01	1000011
	9	0001001	000	101	000	00	00	0001010
	10	0001010	111	000	000	00	00	1000000
	11	0001011	000	000	000	00	00	1000000
EXCHANGE	12	0001100	000	000	000	01	01	1000011
	13	0001101	001	000	000	00	00	0001110
	14	0001110	100	101	000	00	00	0001111
	15	0001111	111	000	000	00	00	1000000
FETCH	64	1000000	110	000	000	00	00	1000001
	65	1000001	000	100	101	00	00	1000010
	66	1000010	101	000	000	00	11	0000000
	67	1000011	000	100	000	00	00	1000100
INDRCT	68	1000100	101	000	000	00	10	0000000

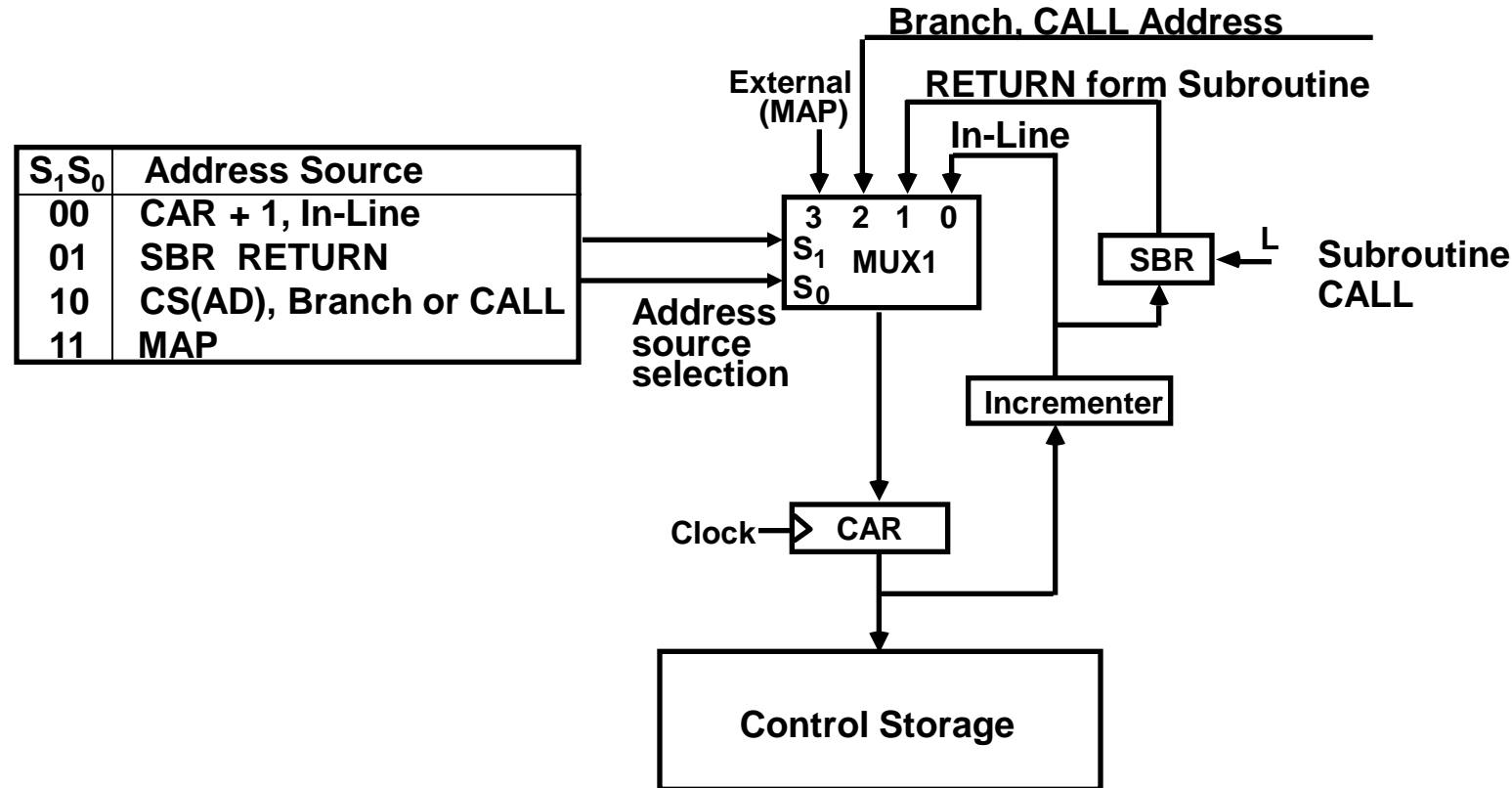
This microprogram can be implemented using ROM

DESIGN OF CONTROL UNIT
- DECODING ALU CONTROL INFORMATION -



MICROPROGRAM SEQUENCER

- NEXT MICROINSTRUCTION ADDRESS LOGIC -

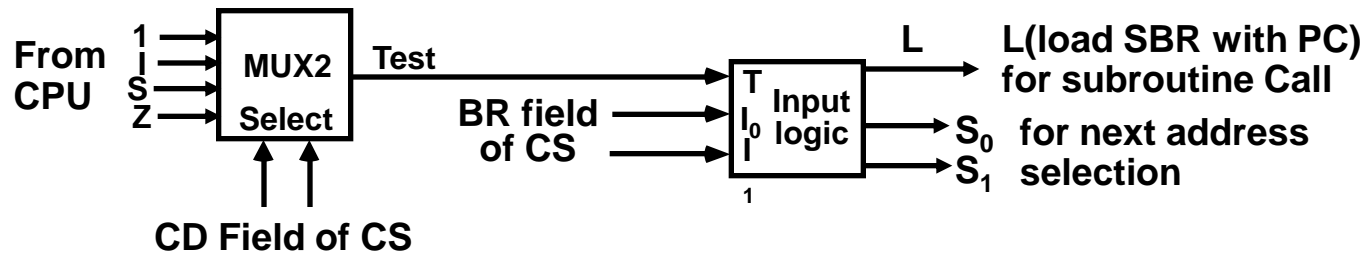


MUX-1 selects an address from one of four sources and routes it into a CAR

- In-Line Sequencing \rightarrow CAR + 1
- Branch, Subroutine Call \rightarrow CS(AD)
- Return from Subroutine \rightarrow Output of SBR
- New Machine instruction \rightarrow MAP

MICROPROGRAM SEQUENCER

- CONDITION AND BRANCH CONTROL -



Input Logic

I_0I_1T	Meaning	Source of Address	S_1S_0	L
000	In-Line	CAR+1	00	0
001	JMP	CS(AD)	10	0
010	In-Line	CAR+1	00	0
011	CALL	CS(AD) and SBR \leftarrow CAR+1	10	1
10x	RET	SBR	01	0
11x	MAP	DR(11-14)	11	0

$$\begin{aligned} S_0 &= I_0 \\ S_1 &= I_0I_1 + I_0'T \\ L &= I_0'I_1T \end{aligned}$$

MICROPROGRAM SEQUENCER

