CS2100 COMPUTER ORGANISATION

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Lecture #12

The Processor: Control

NUS National University of Singapore | School of Computing

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Lecture #12: Processor: Control

1. Identified Control Signals
2. Generating Control Signals: Idea
3. The Control Unit
4. Control Signals
5. ALU Control Signal
6. Instruction Execution

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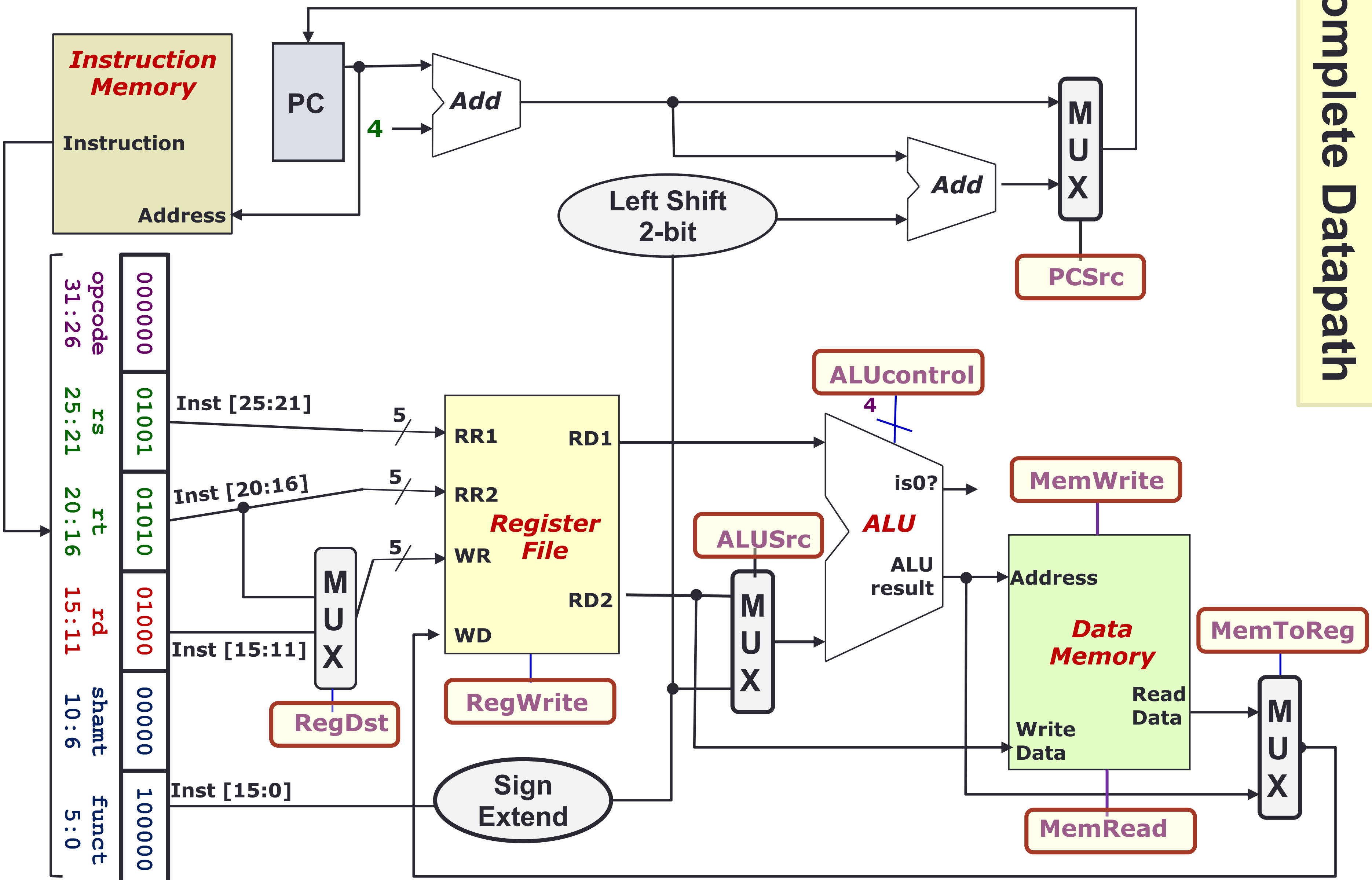
Complete Datapath



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1. Identified Control Signals

Control Signal	Execution Stage	Purpose
`RegDst`	Decode/Operand Fetch	Select the destination register number
`RegWrite`	Decode/Operand Fetch RegWrite	Enable writing of register
`ALUSrc`	ALU	Select the 2nd operand for ALU
`ALUcontrol`	ALU	Select the operation to be performed
`MemRead` / `MemWrite`	Memory	Enable reading/writing of data memory
`MemToReg`	RegWrite	Select the result to be written back to register file
`PCSrc`	Memory/RegWrite	Select the next PC value

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2. Generating Control Signals: Idea

- The control signals are generated based on the instruction to be executed:
  - Opcode ➔ Instruction Format
  - Example:
    - R-Format instruction ➔ `RegDst` = 1 (use `Inst[15:11]`))
  - R-Type instruction has additional information:
    - The 6-bit "`funct`" (function code, `Inst[5:0]`) field
- **Idea:**
  - Design a combinational circuit to generate these signals based on Opcode and possibly Function code
    - A **control unit** is needed (a draft design is shown next)

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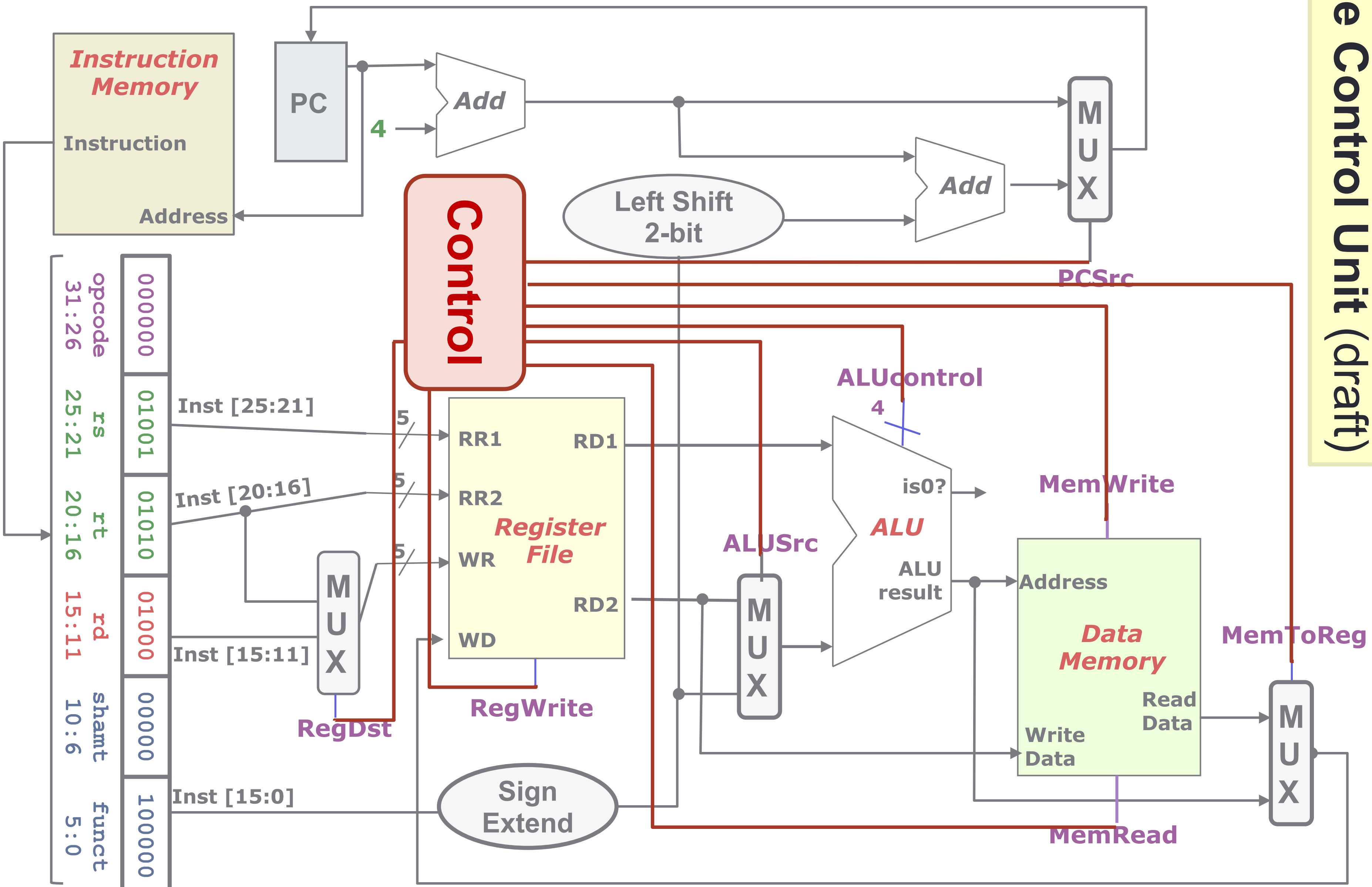
The Control Unit (draft)



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3. Let’s Implement the Control Unit!

- Approach:
  - Take note of the instruction subset to be implemented:
    - Opcode and Function Code (if applicable)
  - Go through each signal:
    - Observe how the signal is generated based on the instruction opcode and/or function code
  - Construct truth table
  - Design the control unit using logic gates

3. MIPS Instruction Subset (Review)

	opcode 31	25	20	15	shamt 10	funct 5
add	0_{16}	rs	rt	rd	0	20_{16}
sub	0_{16}	rs	rt	rd	0	22_{16}
and	0_{16}	rs	rt	rd	0	24_{16}
or	0_{16}	rs	rt	rd	0	25_{16}
slt	0_{16}	rs	rt	rd	0	$2A_{16}$

R-type

	31	25	20	15
lw	23_{16}	rs	rd	offset
sw	$2B_{16}$	rs	rd	offset
beq	4_{16}	rs	rd	offset

I-type

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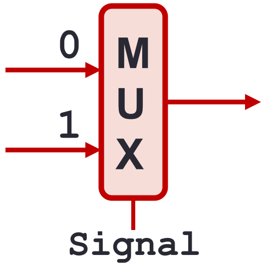
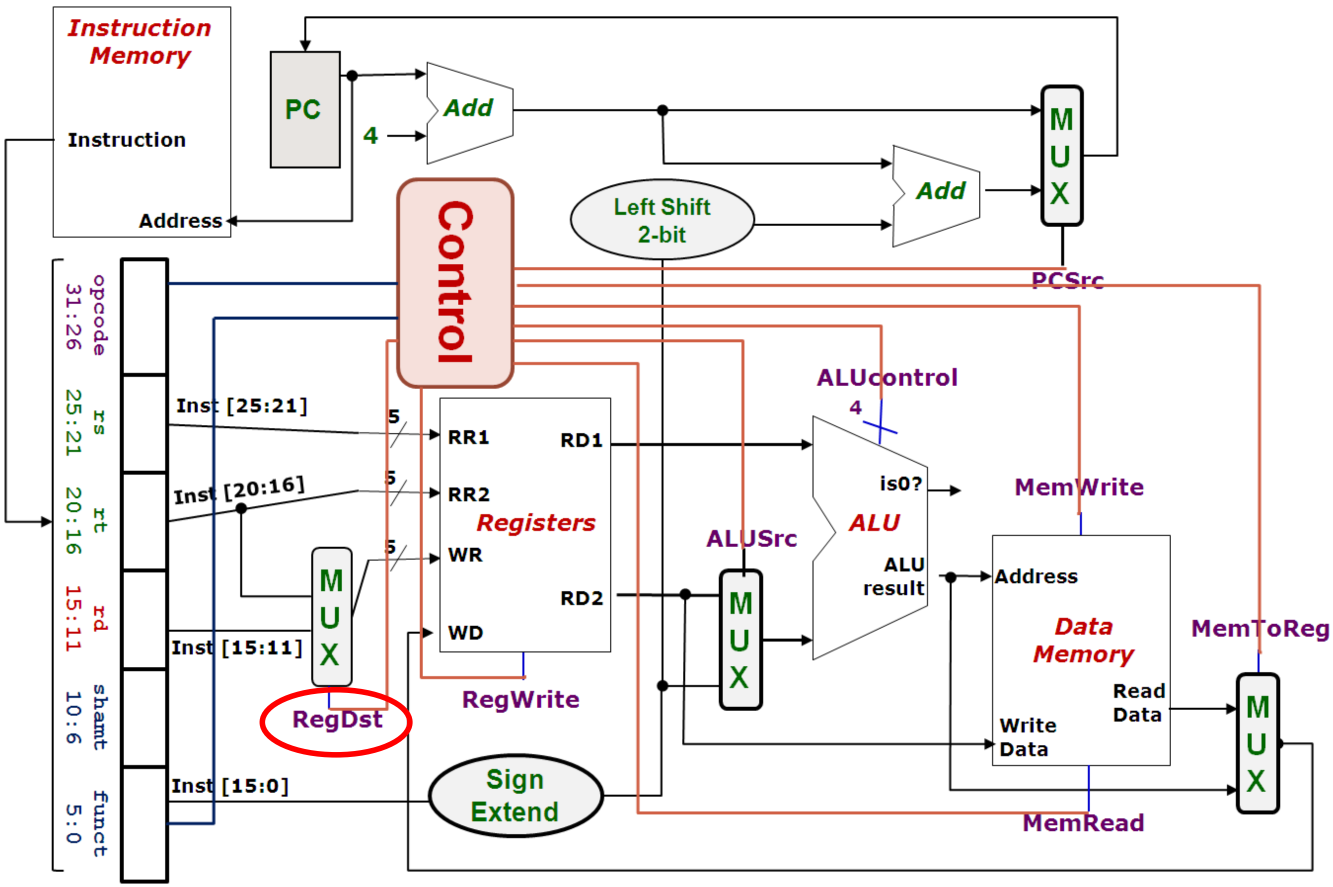
4. Control Signal: RegDst

- **False (0):** Write register = Inst[20:16]
- **True (1):** Write register = Inst[15:11]





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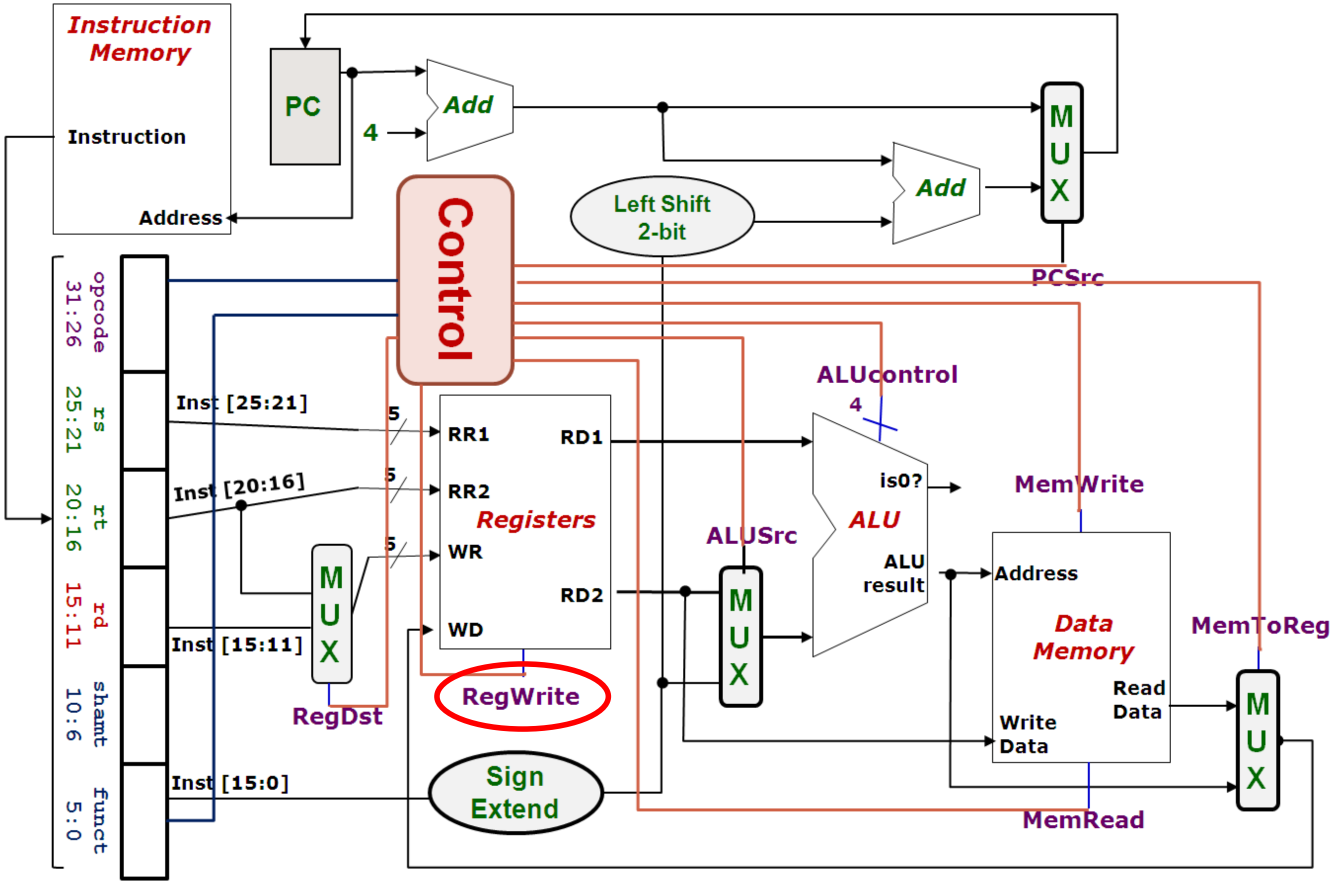
4. Control Signal: RegWrite

- **False (0):** No register write
- **True (1):** New value will be written



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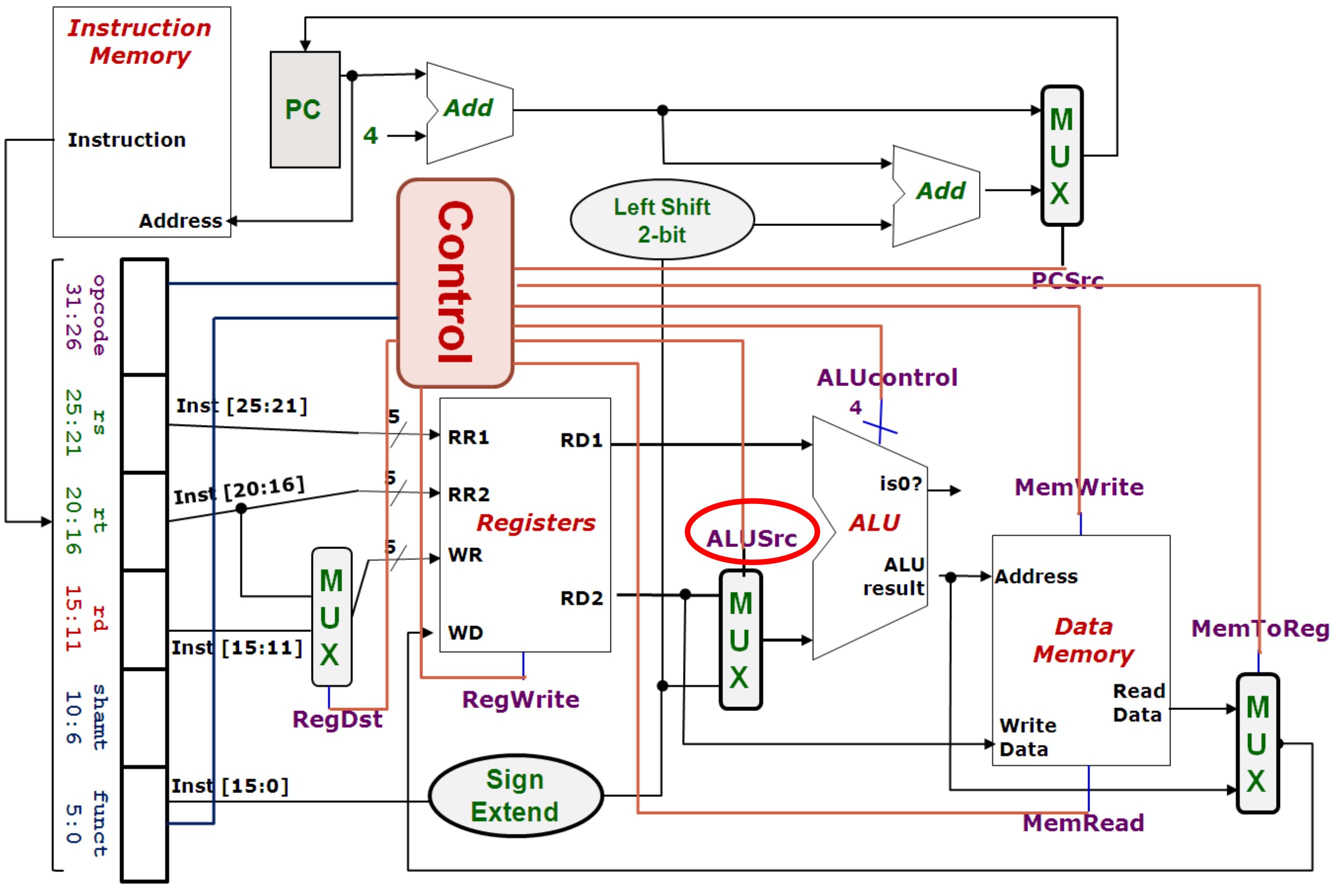
4. Control Signal: ALUSrc

- **False (0):** Operand2 = Register Read Data 2
- **True (1):** Operand2 = SignExt(Inst[15:0])



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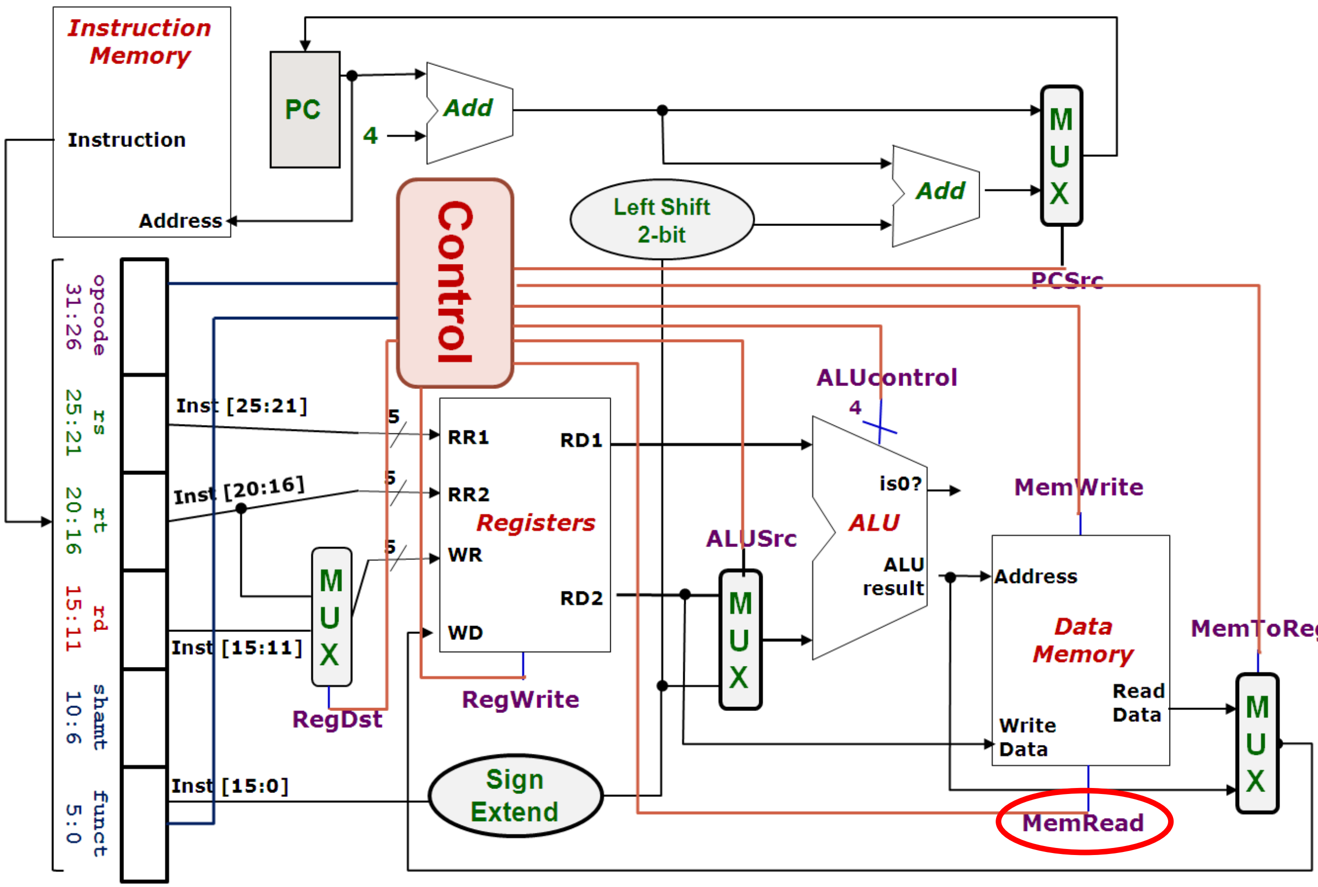
4. Control Signal: MemRead

- **False (0)**: Not performing memory read access
- **True (1)**: Read memory using ***Address***



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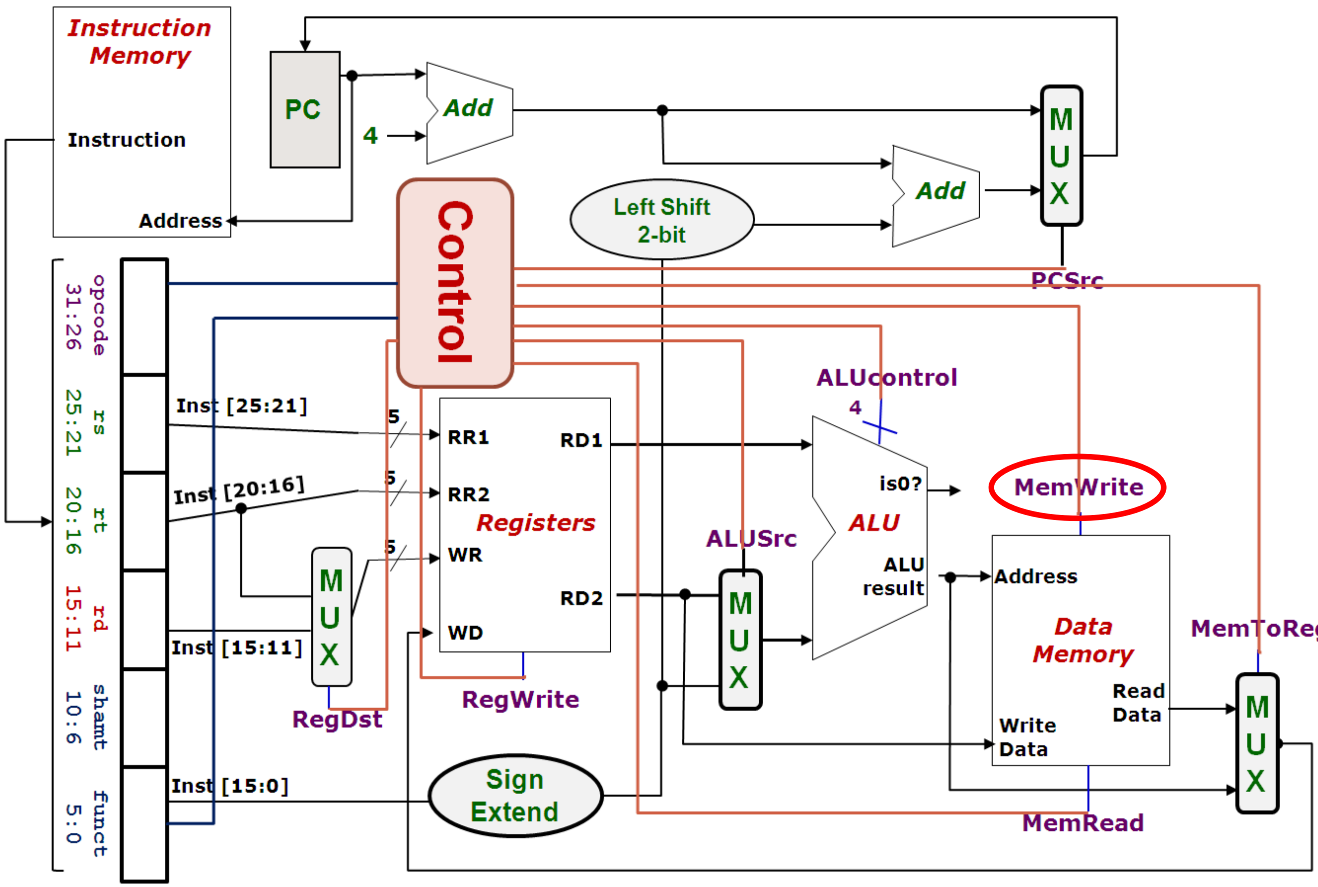
4. Control Signal: `MemWrite`

- **False (0):** Not performing memory write operation
- **True (1):** memory[***Address***] ← Register Read Data 2



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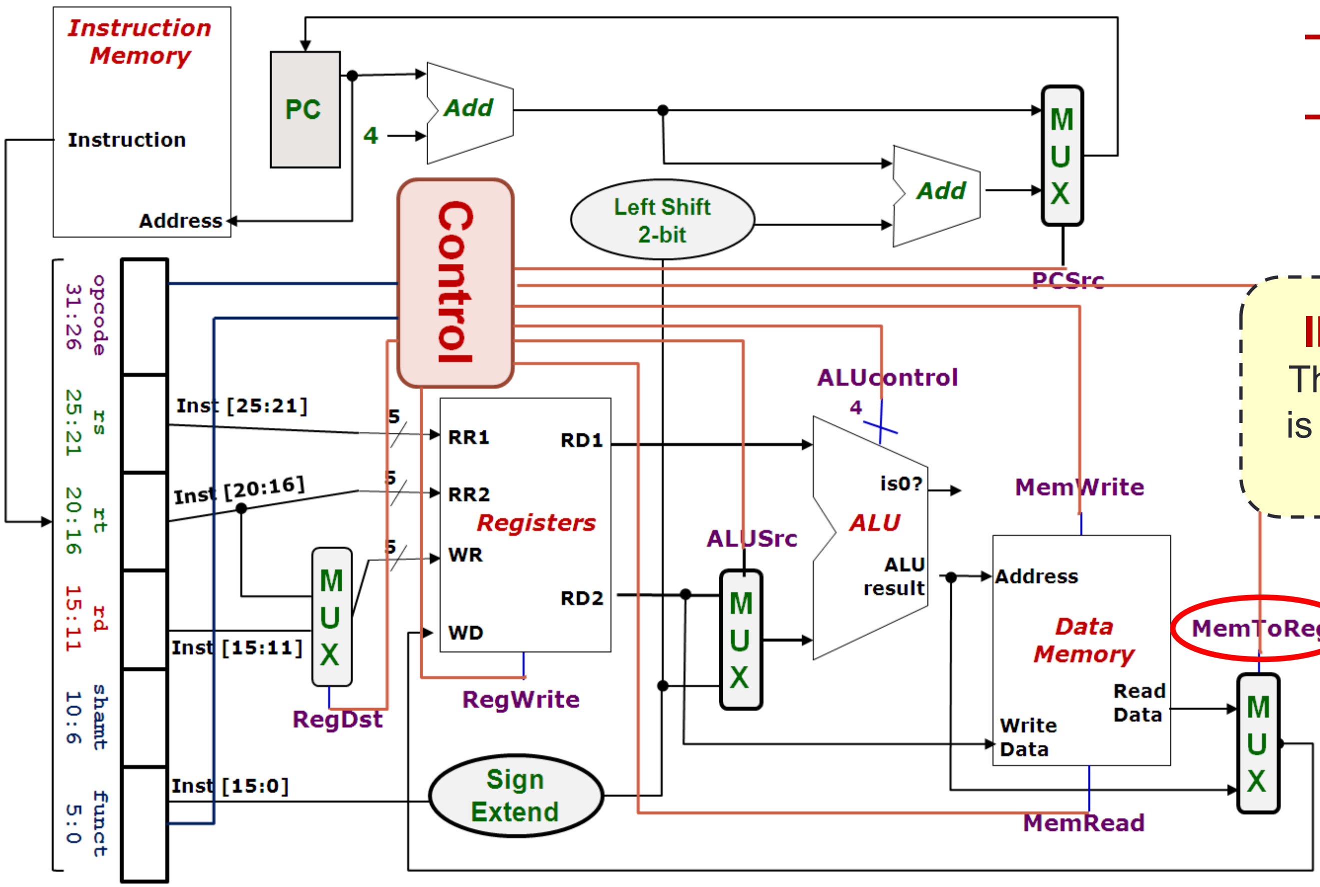
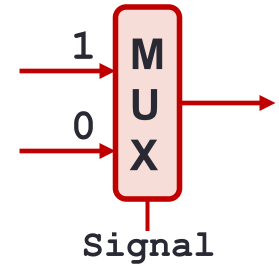
4. Control Signal: MemToReg

- **True (1):** Register write data = Memory read data
- **False (0):** Register write data = ALU result





IMPORTANT:
The input of MUX is swapped in this case

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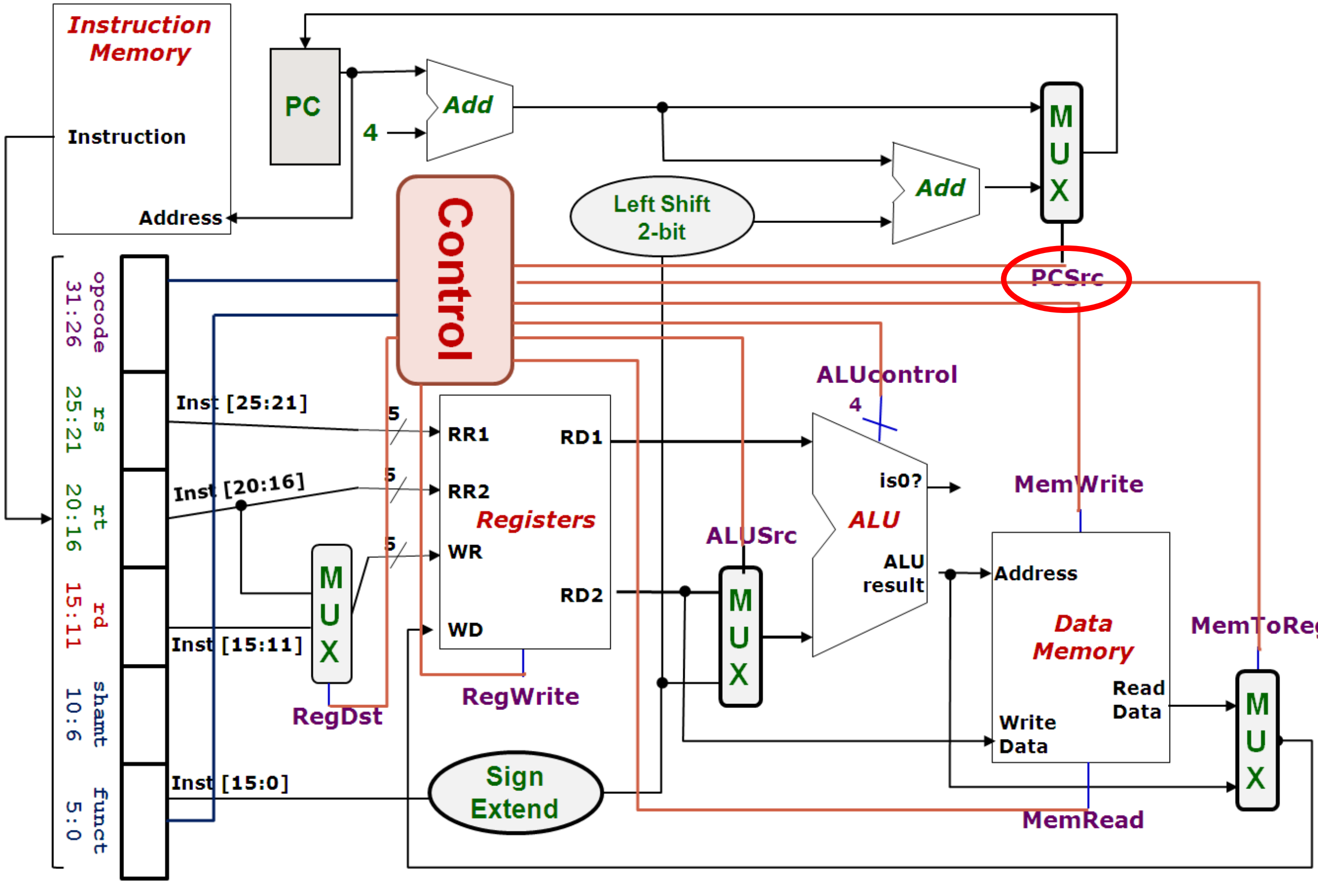
4. Control Signal: PCSrc (1/2)

- The "**isZero?**" signal from the ALU gives us the actual branch outcome (taken/not taken)
- **Idea:** "If instruction is a branch **AND** taken, then…"



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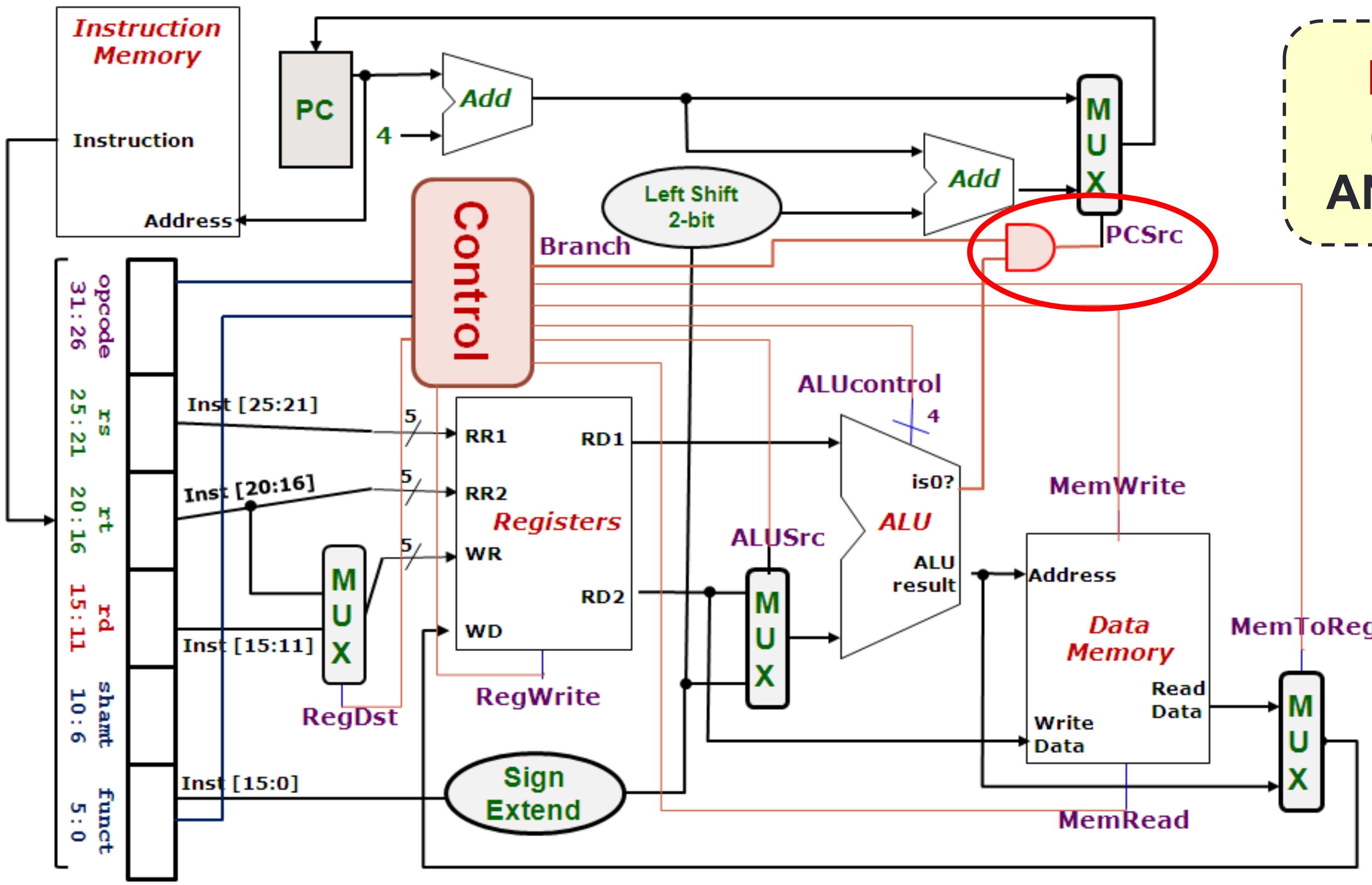
4. Control Signal: PCSrc (2/2)

- **False (0)**: Next PC = PC + 4
- **True (1)**: Next PC = SignExt(Inst[15:0]) << 2 + (PC + 4)



PCSrc = (Branch AND isZero)

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4. Midpoint Check

- We have gone through almost all of the signals:
  - Left with the more challenging **ALUcontrol** signal

Control Signal	Execution Stage	Purpose
RegDst	Decode/Operand Fetch	Select the destination register number
RegWrite	Decode/Operand Fetch RegWrite	Enable writing of register
ALUSrc	ALU	Select the 2nd operand for ALU
ALUcontrol	ALU	Select the operation to be performed
MemRead / **MemWrite**	Memory	Enable reading/writing of data memory
MemToReg	RegWrite	Select the result to be written back to register file
PCSrc	Memory/RegWrite	Select the next PC value

- Observation so far:
  - The signals discussed so far can be generated by *opcode* directly
    - Function code is not needed up to this point

→ A major part of the controller can be built based on *opcode* alone

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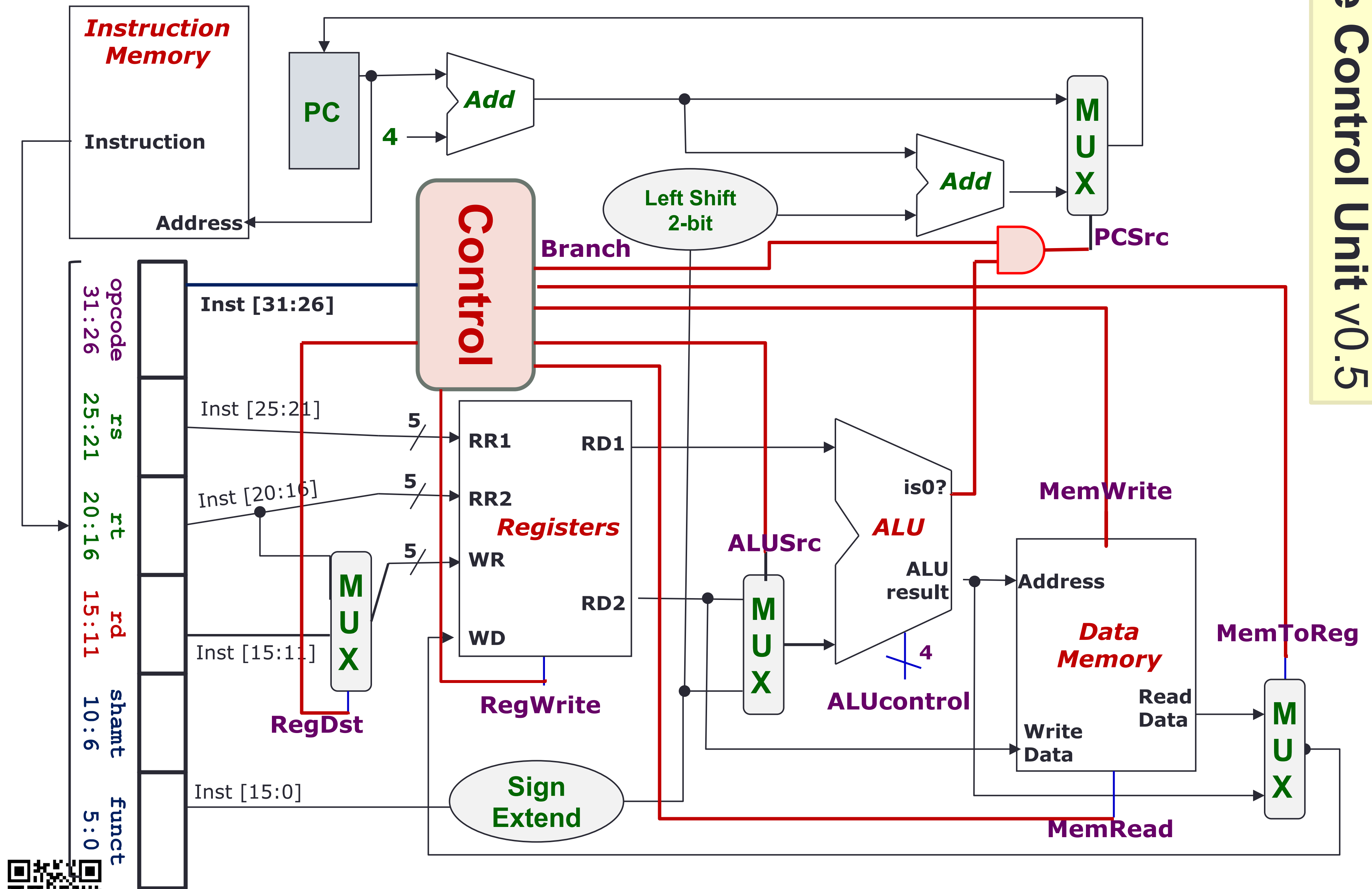
The Control Unit v0.5



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5. Closer Look at ALU

Note: We will cover combinational circuits after the recess.

- The ALU is a combinational circuit:
  - Capable of performing several arithmetic operations
- In Lecture #11:
  - We noted the required operations for the MIPS subset

- Question:
  - How is the **`ALUcontrol`** signal designed?

ALUcontrol	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	slt
1100	NOR

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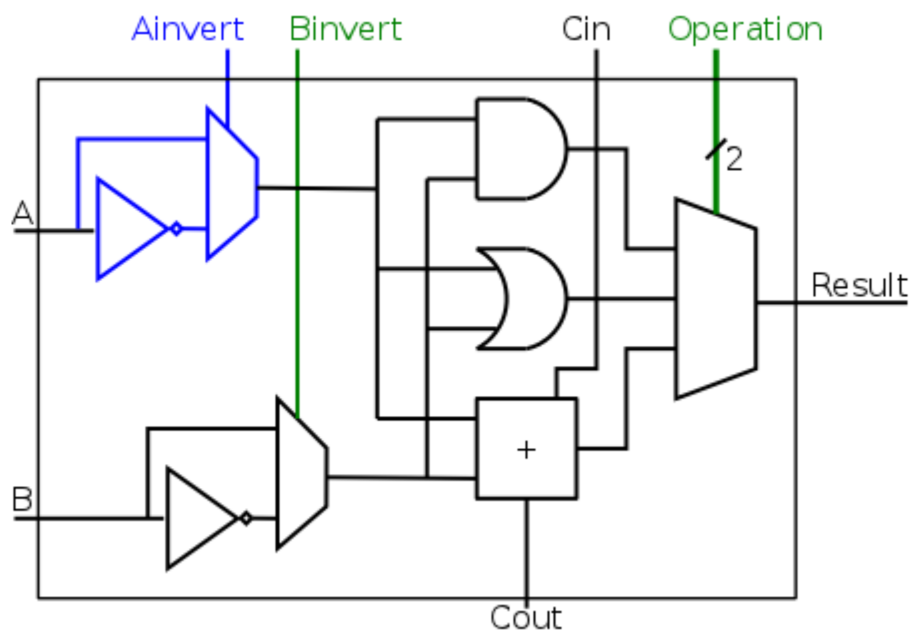
5. One Bit At A Time

Note: We will revisit this when we cover combinational circuits later.

- A simplified 1-bit MIPS ALU can be implemented as follows:

- 4 control bits are needed:
  - `Ainvert`:
    - 1 to invert input A
  - `Binvert:`
    - 1 to invert input B
  - `Operation` (2-bit)
    - To select one of the 3 results



Acknowledgement: Image taken from NYU Course CSCI-UA.0436

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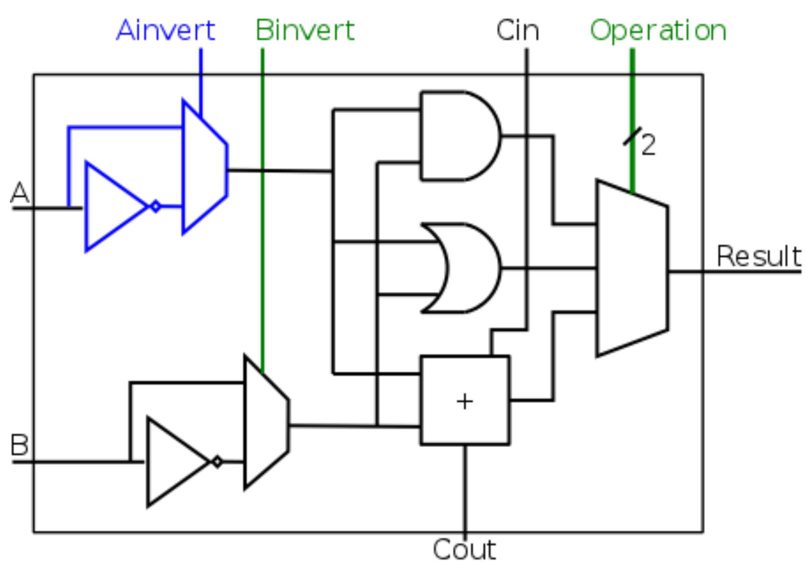
5. One Bit At A Time (Aha!)

- Can you see how the **ALUcontrol** (4-bit) signal controls the ALU?
  - Note: implementation for **slt** not shown

ALUcontrol			Function
Ainvert	Binvert	Operation	
0	0	00	AND
0	0	01	OR
0	0	10	add
0	1	10	subtract
0	1	11	slt
1	1	00	NOR



Acknowledgement: Image taken from NYU Course CSCI-UA.0436

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5. Multilevel Decoding

- Now we can start to design for `ALUcontrol` signal, which depends on:
  - Opcode (6-bit) field **and** Function Code (6-bit) field
- **Brute Force approach:**
  - Use Opcode and Function Code directly, i.e. finding expressions with 12 variables
- **Multilevel Decoding approach:**
  - Use some of the input to reduce the cases, then generate the full output
  - Simplify the design process, reduce the size of the main controller, potentially speedup the circuit

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5. Intermediate Signal: ALUop

- **Basic Idea:**
  1. Use Opcode to generate a 2-bit **ALUop** signal
     - Represents classification of the instructions:

Instruction type	ALUop
lw / sw	00
beq	01
R-type	10

  2. Use **ALUop** signal and Function Code field (for R-type instructions) to generate the 4-bit **ALUcontrol** signal

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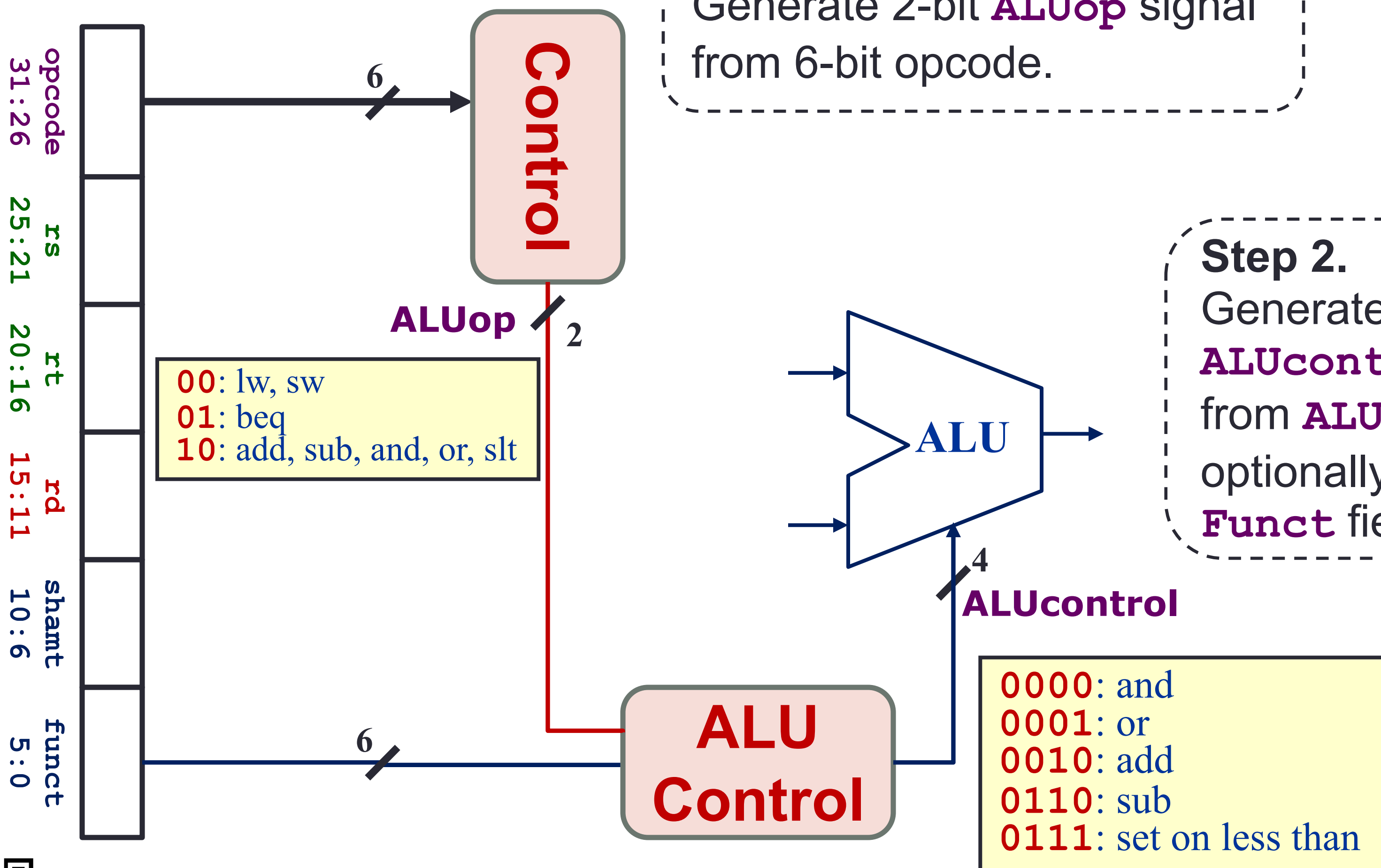
5. Two-level Implementation

Step 1.
Generate 2-bit **ALUop** signal from 6-bit opcode.



Step 2.
Generate **ALUcontrol** signal from **ALUop** and optionally 6-bit **Funct** field.

5. Generating ALUcontrol Signal

Opcode	ALUop	Instruction Operation	Funct field	ALU action	ALU control
lw		load word		add	
sw		store word		add	
beq		branch equal		subtract	
R-type		add		add	
R-type		subtract		subtract	
R-type		AND		AND	
R-type		OR		OR	
R-type		set on less than		set on less than	

Instruction Type	ALUop
lw / sw	00
beq	01
R-type	10

ALUcontrol	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	slt
1100	NOR

Generation of 2-bit **ALUop** signal will be discussed later

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5. Design of ALU Control Unit (1/2)

- Input: 6-bit **Funct** field and 2-bit **ALUop**
- Output: 4-bit **ALUcontrol**
- Find the simplified expressions

ALUcontrol3 = 0

ALUcontrol2 = ?

ALUop0 + ALUop1· F1

	ALUop		Funct Field (F[5:0] == Inst[5:0])						ALU control
	MSB	LSB	F5	F4	F3	F2	F1	F0	
lw									
sw									
beq									
add									
sub									
and									
or									
slt									

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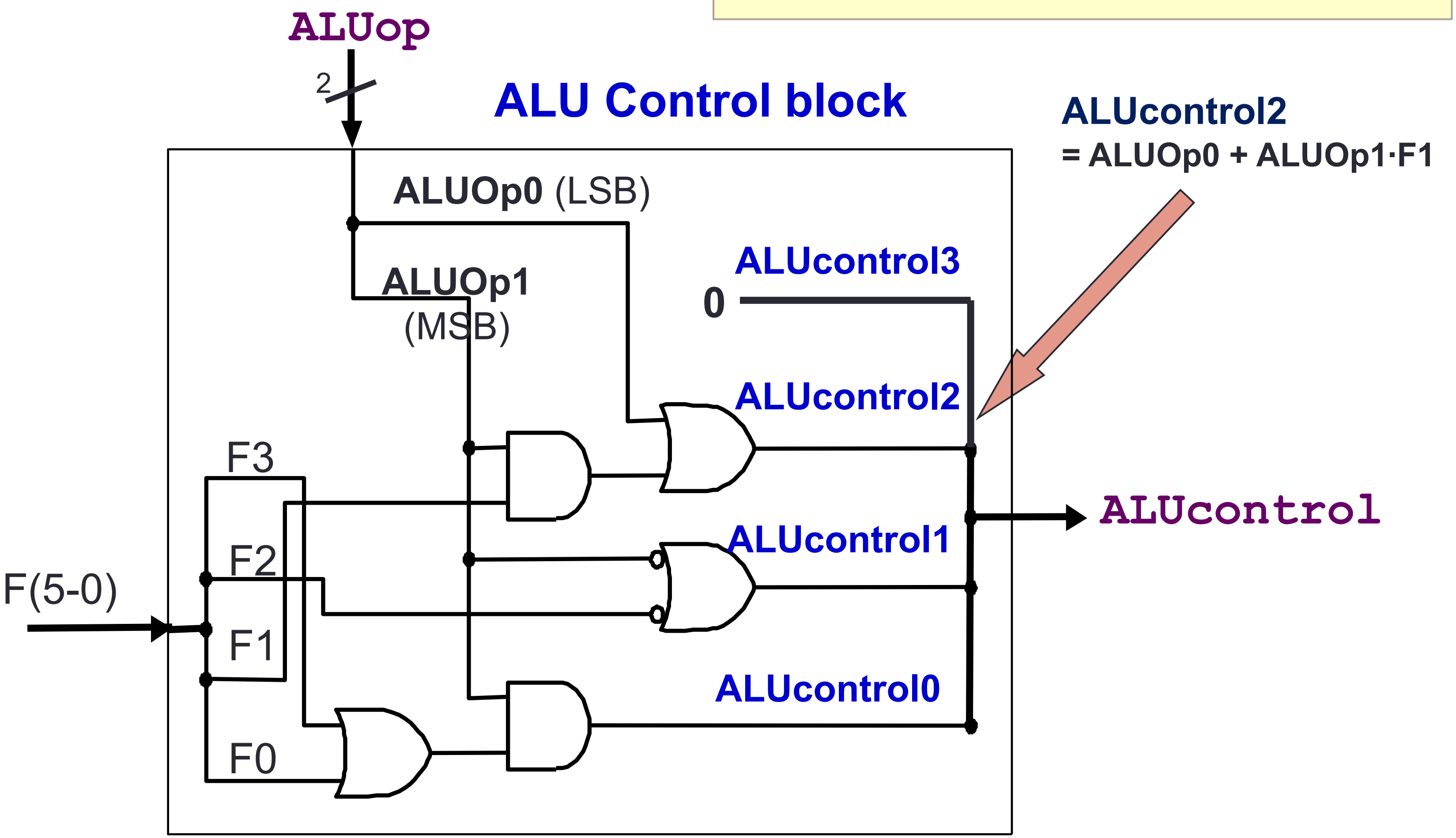
5. Design of ALU Control Unit (2/2)

- Simple combinational logic

Note: We will revisit this when we cover combinational circuits later.



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5. Finale: Control Design

- We have now considered all individual signals and their expected values
  - ➔ Ready to design the controller itself
- Typical digital design steps:
  - Fill in truth table
    - **Input:** Opcode
    - **Output:** Various control signals as discussed
  - Derive simplified expression for each signal

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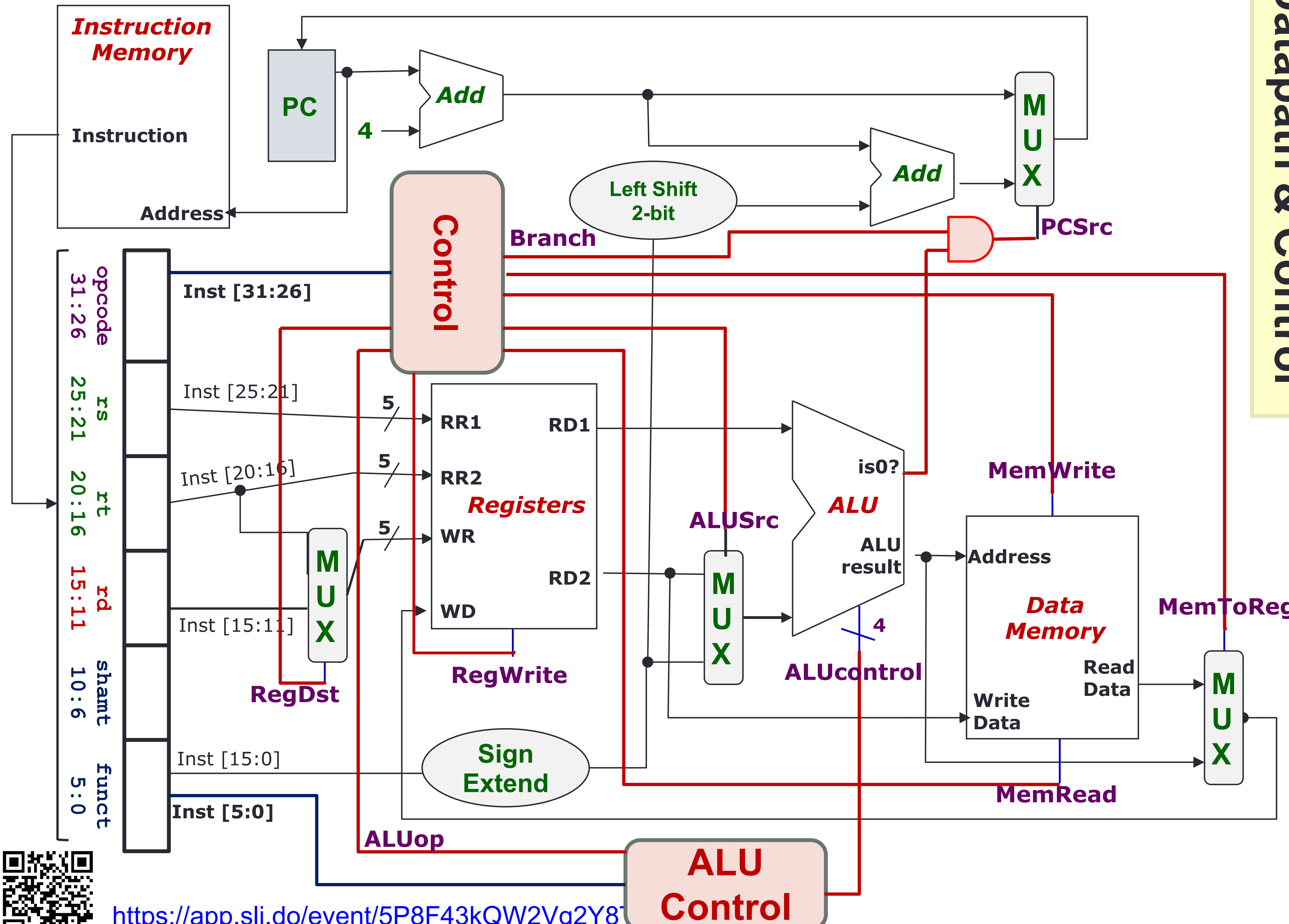
Datapath & Control



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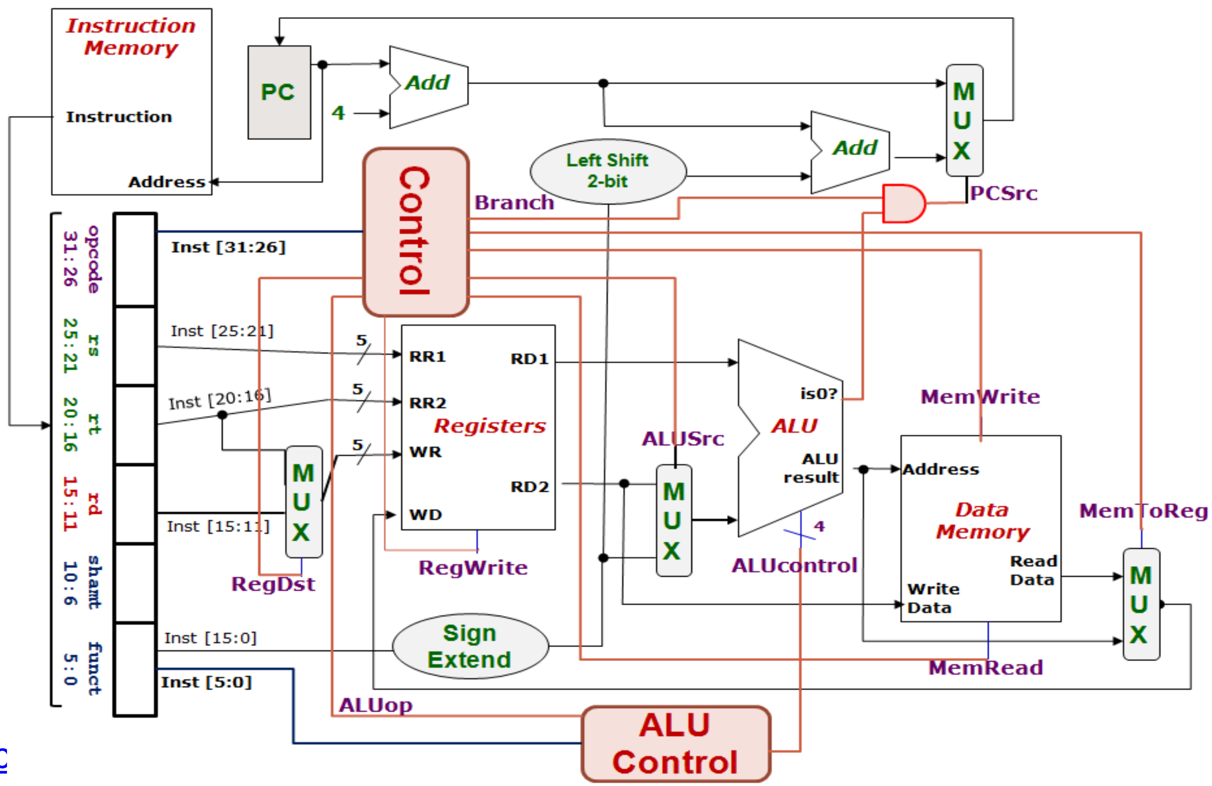
5. Control Design: **Outputs**

	RegDst	ALUSrc	MemToReg	RegWrite	MemRead	MemWrite	Branch	ALUop op1	ALUop op0
R-type	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



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5. Control Design: **Inputs**

	Opcode (`Op[5:0] == Inst[31:26]`)						
	Op5	**Op4**	**Op3**	**Op2**	**Op1**	**Op0**	Value in Hexadecimal
R-type	**0**	**0**	**0**	**0**	**0**	**0**	**0**
lw	**1**	**0**	**0**	**0**	**1**	**1**	**23**
sw	**1**	**0**	**1**	**0**	**1**	**1**	**2B**
beq	**0**	**0**	**0**	**1**	**0**	**0**	**4**

- With the input (opcode) and output (control signals), let's design the circuit

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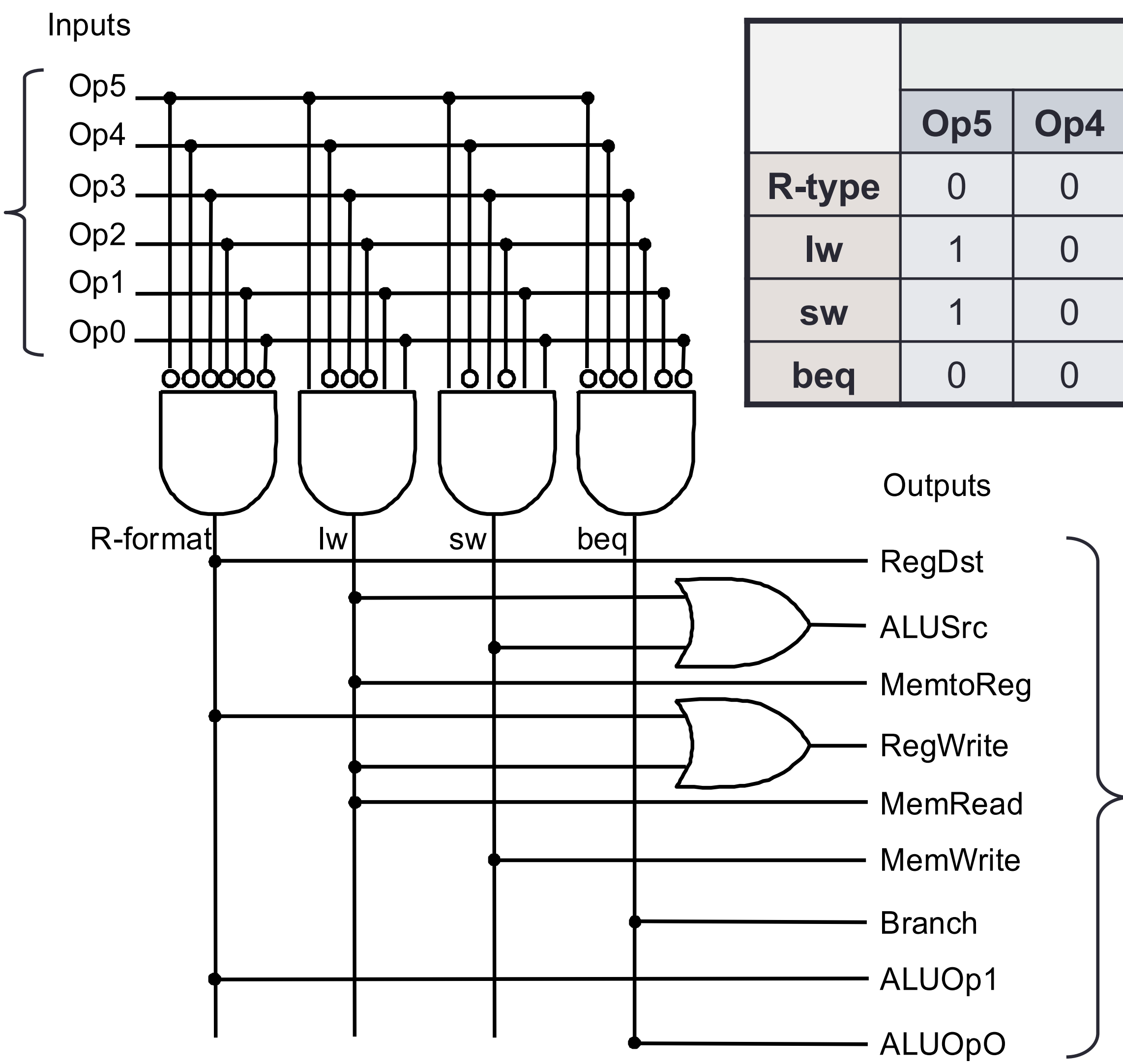
5. Combinational Circuit Implementation

Opcode



Control Signals

	Opcode					
	Op5	**Op4**	**Op3**	**Op2**	**Op1**	**Op0**
R-type	0	0	0	0	0	0
lw	1	0	0	0	1	1
sw	1	0	1	0	1	1
beq	0	0	0	1	0	0

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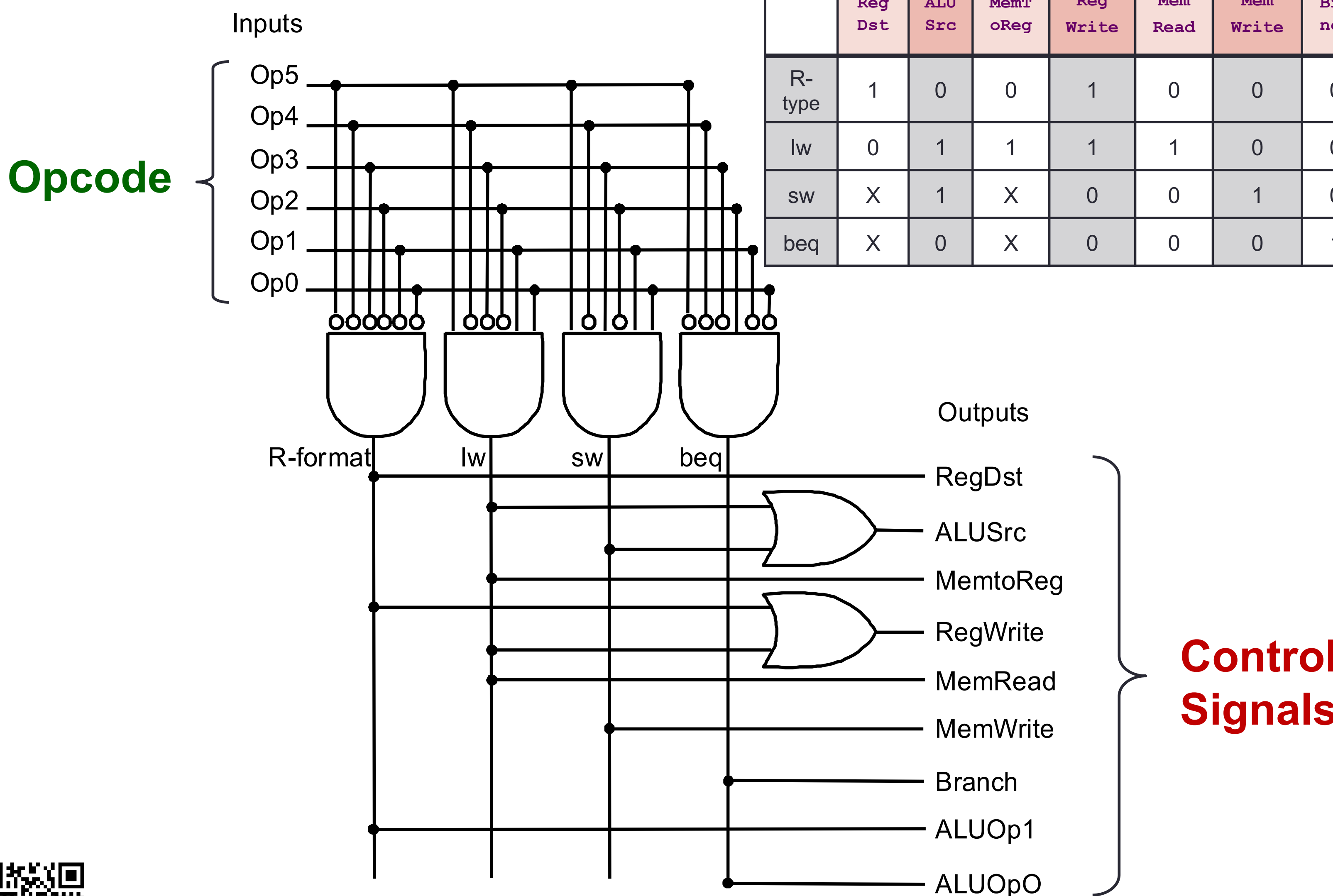
5. Combinational Circuit Implementation

	RegDst	ALUSrc	MemToReg	RegWrite	MemRead	MemWrite	Branch	ALUop	
								op1	op0
R-type	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



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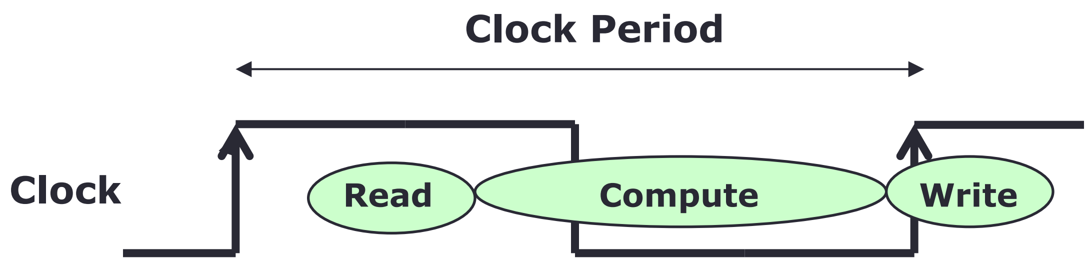
6. Big Picture: Instruction Execution

- Instruction Execution =
  1. Read contents of one or more storage elements (register/memory)
  2. Perform computation through some combinational logic
  3. Write results to one or more storage elements (register/memory)
- All these performed **within a clock period**



Don’t want to read a storage element when it is being written.

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6. Single Cycle Implementation: Shortcoming

- Calculate cycle time assuming negligible delays: memory (2ns), ALU/adders (2ns), register file access (1ns)

Instruction	Inst Mem	Reg read	ALU	Data Mem	Reg write	Total
ALU	2	1	2		1	**6**
lw	2	1	2	2	1	**8**
sw	2	1	2	2		**7**
beq	2	1	2			**5**

- All instructions take as much time as the slowest one (i.e., load)
  ➔ Long cycle time for each instruction

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6. Solution #1: Multicycle Implementation

- Break up the instructions into execution steps:
    1. Instruction fetch
    2. Instruction decode and register read
    3. ALU operation
    4. Memory read/write
    5. Register write
- Each execution step **takes one clock cycle**

  ➔ **Cycle time is much shorter, i.e., clock frequency is much higher**
- Instructions take variable number of clock cycles to complete execution
- Not covered in class:
    - See Section 5.5 of COD if interested

6. Solution #2: Pipelining

- Break up the instructions into execution steps one per clock cycle
- Allow <u>different instructions to be in different execution steps simultaneously</u>
- Covered in a later lecture

Summary

- A very simple implementation of MIPS datapath and control for a subset of its instructions
- Concepts:
  - An instruction executes in a single clock cycle
  - Read storage elements, compute, write to storage elements
  - Datapath is shared among different instructions types using MUXs and control signals
  - Control signals are generated from the machine language encoding of instructions

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Reading

- The Processor: Datapath and Control
  - COD Chapter 5 Sections 5.4 (3rd edition)
  - COD Chapter 4 Sections 4.4 (4th edition)

- Exploration:
  - ALU design and implementation:
    - 4th edition (MIPS): Appendix C
    - http://cs.nyu.edu/courses/fall11/CSCI-UA.0436-001/class-notes.html

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