

# Control Signal Syntax

## ① ALU

Using 7 control bits

~~Input~~ Input:

alu-a, alu-b

i) alu-a-max:

alu-a-1	alu-a-2	input	
0	0	PC	0
0	1	T1	1
1	0	T2	1
1	1	ir-0-8	→ SE9

ii) alu-b-max:

alu-b-1	alu-b-2	alu-b-3	input	
0	0	0	0	
0	0	1	1	
0	1	0	t <sub>2</sub>	
0	1	1	t <sub>3</sub>	
1	0	0	<del>ir-0-5</del>	→ SE6
1	0	1	ir-0-8	→ SE9

Operation

aluop-1	aluop-2	operation
0	0	Add
0	1	Subtract
1	0	NAND

$$2 + 3 + 2 = 7 \text{ bits}$$

## ② Register File

Using 10 control bits

i/p :  $rf\_a1$ ,  $rf\_a2$ ,  $rf\_a3$ ,  $rf\_d3$

$rf\_en$  (active high)

$rf\_en-1$	$rf\_en-2$	$mux\_rf-7$ o/p
0	0	$rf\_d3$
0	1	PC
1	0	$t2$
1	1	alu-out

$rf\_a1$  input:

$rf\_a11$	$rf\_a12$	$mux\_rf\_a1$ o/p
0	0	$in-9-11$
0	1	111
1	0	$t4$
1	1	X

$rf\_a3$  input:

$rf\_a31$	$rf\_a32$	$rf\_a33$	$mux\_rf\_a3$ o/p
0	0	1	$in-3-5$
0	1	0	111
0	1	1	$in-6-8$
1	0	0	$in-9-11$
1	0	1	$t4$

rf-d3 input

rf-d31	rf-d32	max-rf-a1 o/n
0	0	t1
0	1	in_0-8 → Lshift 7
1	0	t3
1	1	X

### ③ Memory

Using 5 control bits

mem-write-bar

mem-read-bar

mem-a-mux:

mem-a1	mem-a2	mem-a-mux o/n
0	0	PC
0	1	t1
1	0	t2
1	1	X

mem-d (when write bar is 0)

mem-d1 : 0 → t1

01 → t3

### ④ Reg T1 : 3 control bits

en-t1 : Active High

t1-1	t1-2	t1-mux (o/n)
0	0	rf-d1
0	1	alu-out
1	0	mem-d
1	1	X



### ⑤ Reg-T2

Using 4 control bits

en-t2 : Active High

t2-1	t2-2	rf-t2-mem o/p
0	0	rf-d2
0	1	alu-out
1	0	in-08 → SE9
1	1	T2-update (from PE)

### ⑥ Reg T3

Using 2 control bits

en-t3 : Active High

t3-1 : 0 → mem-d  
1 → rf-d1

### ⑦ Reg T4:

Using 1 control bit

en-t4 : Active High

### ⑧ Flag Register

Using 2 bits

flag z-en : Active High

flag c-en : Active High

⑨ PC : Using 4 control bits

PC-en : Active High

pc-1      pc-2      pc-3

max-pc o/n

ake-out

rf-di

t1

t2

t3

ir-0-8 → LSHIFT 7

0	0	1
0	1	0
0	1	1
1	0	0
1	0	1

⑩ IR : 1 control bit

ir-en : Active High