EC-252: COMPUTER ARCHITECTURE AND MICROPROCESSORS

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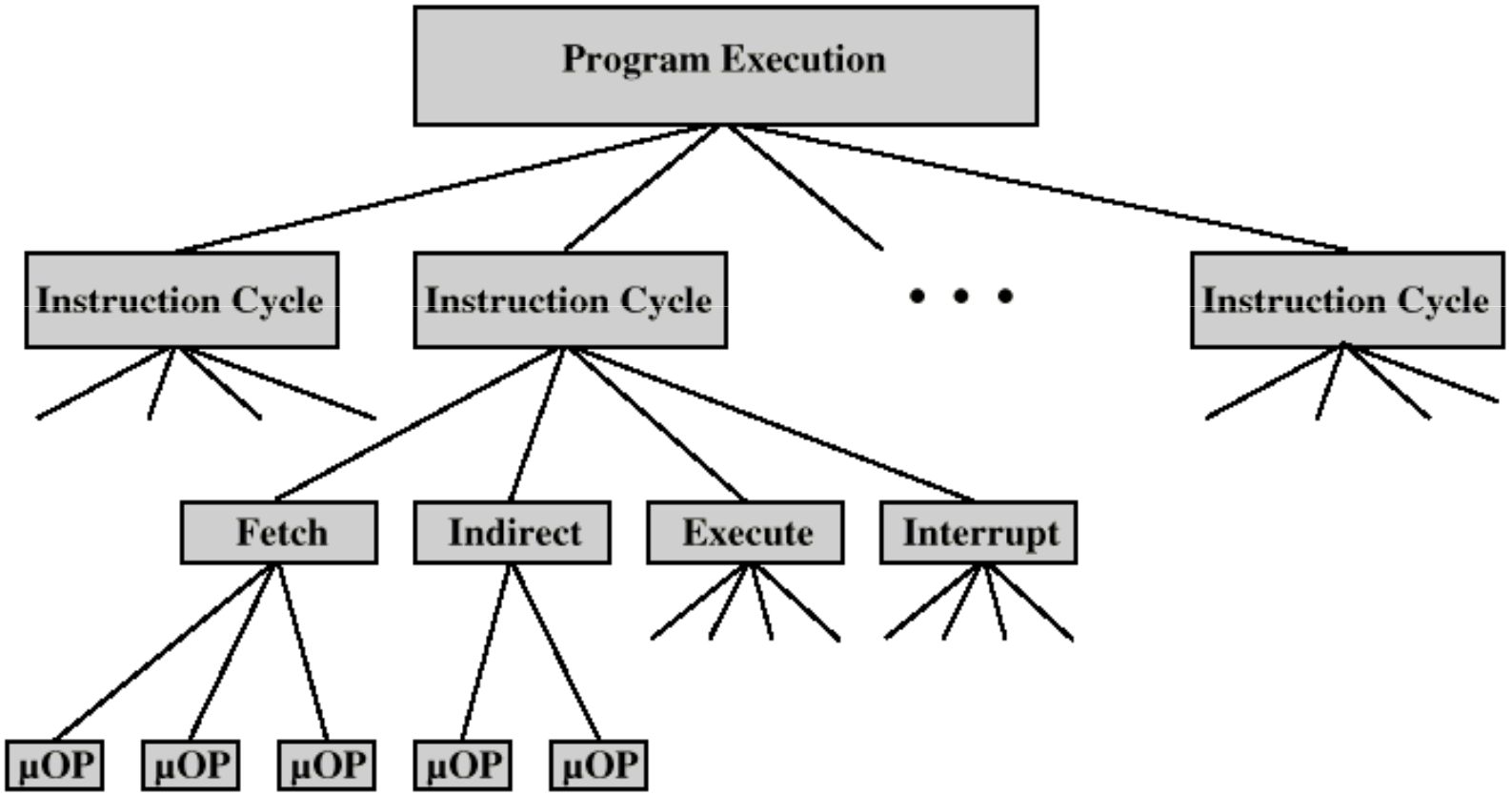
Micro-Operations

- A computer executes a program
- Fetch/execute cycle
- Each cycle has a number of steps
  - see pipelining
- Called micro-operations
- Each step does very little
- Atomic operation of CPU

Constituent Elements of Program Execution



Fetch Sequence

- Address of next instruction is in PC
- Address (MAR) is placed on address bus
- Control unit issues READ command
- Result (data from memory) appears on data bus
- Data from data bus copied into MBR
- PC incremented by 1 (in parallel with data fetch from memory)
- Data (instruction) moved from MBR to IR
- MBR is now free for further data fetches

Fetch Sequence (symbolic)

- t1: MAR ← (PC)
- t2: MBR ← (memory)
- PC ← (PC) +1
- t3: IR ← (MBR)
- (tx = time unit/clock cycle)
- or
- t1: MAR ← (PC)
- t2: MBR ← (memory)
- t3: PC ← (PC) +1
- IR ← (MBR)

Rules for Clock Cycle Grouping

- Proper sequence must be followed
  - MAR ← (PC) must precede MBR ← (memory)
- Conflicts must be avoided
  - Must not read & write same register at same time
  - MBR ← (memory) & IR ← (MBR) must not be in same cycle
- Also: PC ← (PC) +1 involves addition
  - Use ALU
  - May need additional micro-operations

Indirect Cycle

- MAR ← ($IR_{address}$) - address field of IR
- MBR ← (memory)
- $IR_{address}$ ← ($MBR_{address}$)

- MBR contains an address
- IR is now in same state as if direct addressing had been used

Interrupt Cycle

- t1: MBR ←(PC)
- t2: MAR ← save-address
- PC ← routine-address
- t3: memory ← (MBR)
- This is a minimum
  - May be additional micro-ops to get addresses
  - N.B. saving context is done by interrupt handler routine, not micro-ops

Execute Cycle (ADD)

- Different for each instruction
- e.g. ADD R1,X - add the contents of location X to Register 1 , result in R1
- t1: MAR $\leftarrow$ ($IR_{address}$)
- t2: MBR $\leftarrow$ (memory)
- t3: R1 $\leftarrow$ R1 + (MBR)
- Note no overlap of micro-operations

Execute Cycle (ISZ)

- ISZ X - increment and skip if zero
  - t1: MAR ← ($IR_{address}$)
  - t2: MBR ← (memory)
  - t3: MBR ← (MBR) + 1
  - t4: memory ← (MBR)
  - if (MBR) == 0 then PC ← (PC) + 1
- Notes:
  - if is a single micro-operation
  - Micro-operations done during t4

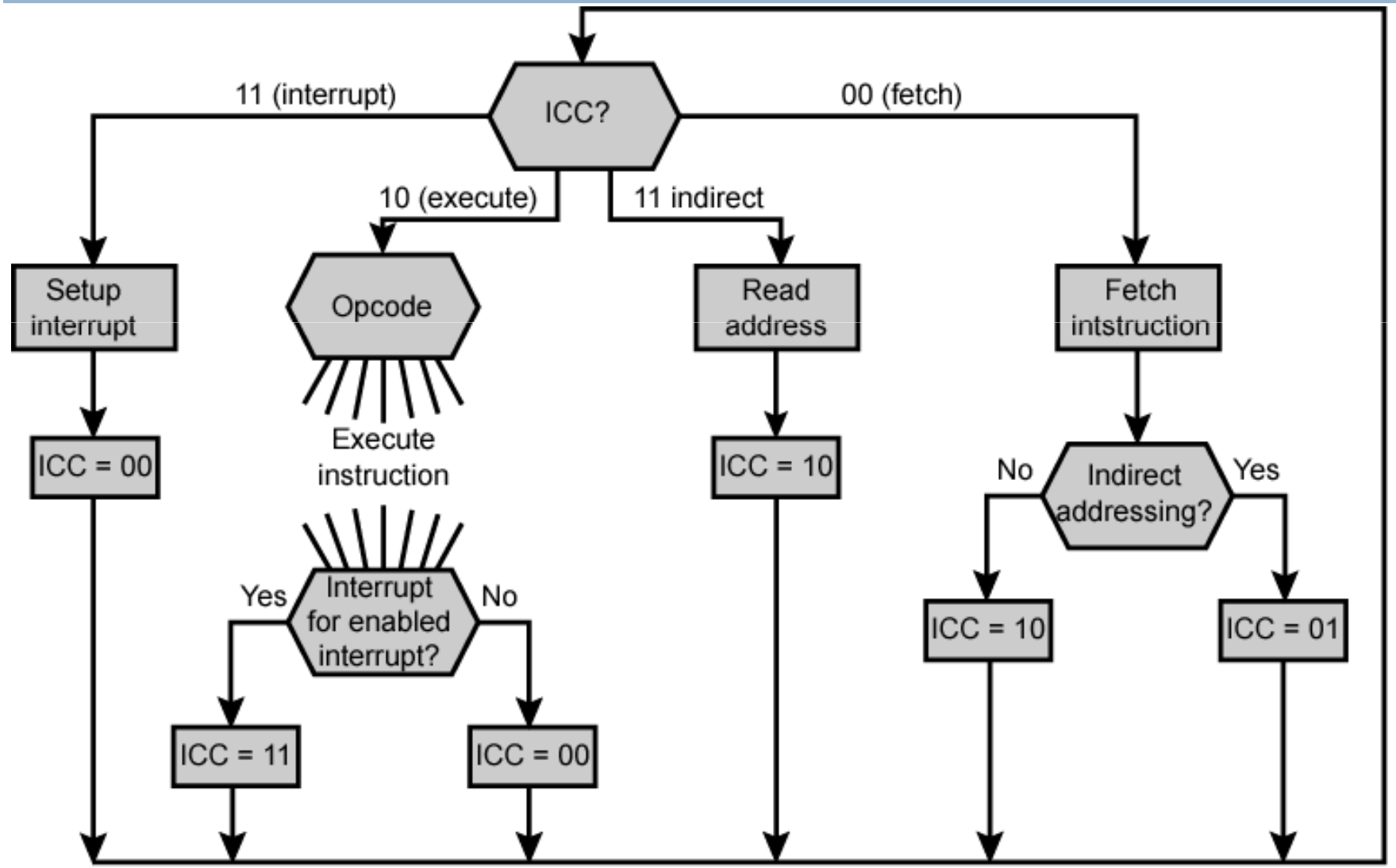
Execute Cycle (BSA)

- BSA X - Branch and save address
  - Address of instruction following BSA is saved in X
  - Execution continues from X+1
  - t1: $MAR \leftarrow (IR_{address})$
  - $MBR \leftarrow (PC)$
  - t2: $PC \leftarrow (IR_{address})$
  - $memory \leftarrow (MBR)$
  - t3: $PC \leftarrow (PC) + 1$

Instruction Cycle

- Each phase decomposed into sequence of elementary micro-operations
  - E.g. fetch, indirect, and interrupt cycles
- Execute cycle
  - One sequence of micro-operations for each opcode
- Need to tie sequences together
- Assume new 2-bit register
  - Instruction cycle code (ICC) designates which part of cycle processor is in
    - 00: Fetch
    - 01: Indirect
    - 10: Execute
    - 11: Interrupt

Flowchart for Instruction Cycle



Functional Requirements

- Define basic elements of processor
- Describe micro-operations processor performs
- Determine functions control unit must perform

Basic Elements of Processor

- ALU
- Registers
- Internal data paths
- External data paths
- Control Unit

Types of Micro-operation

- Transfer data between registers
- Transfer data from register to external
- Transfer data from external to register
- Perform arithmetic or logical ops

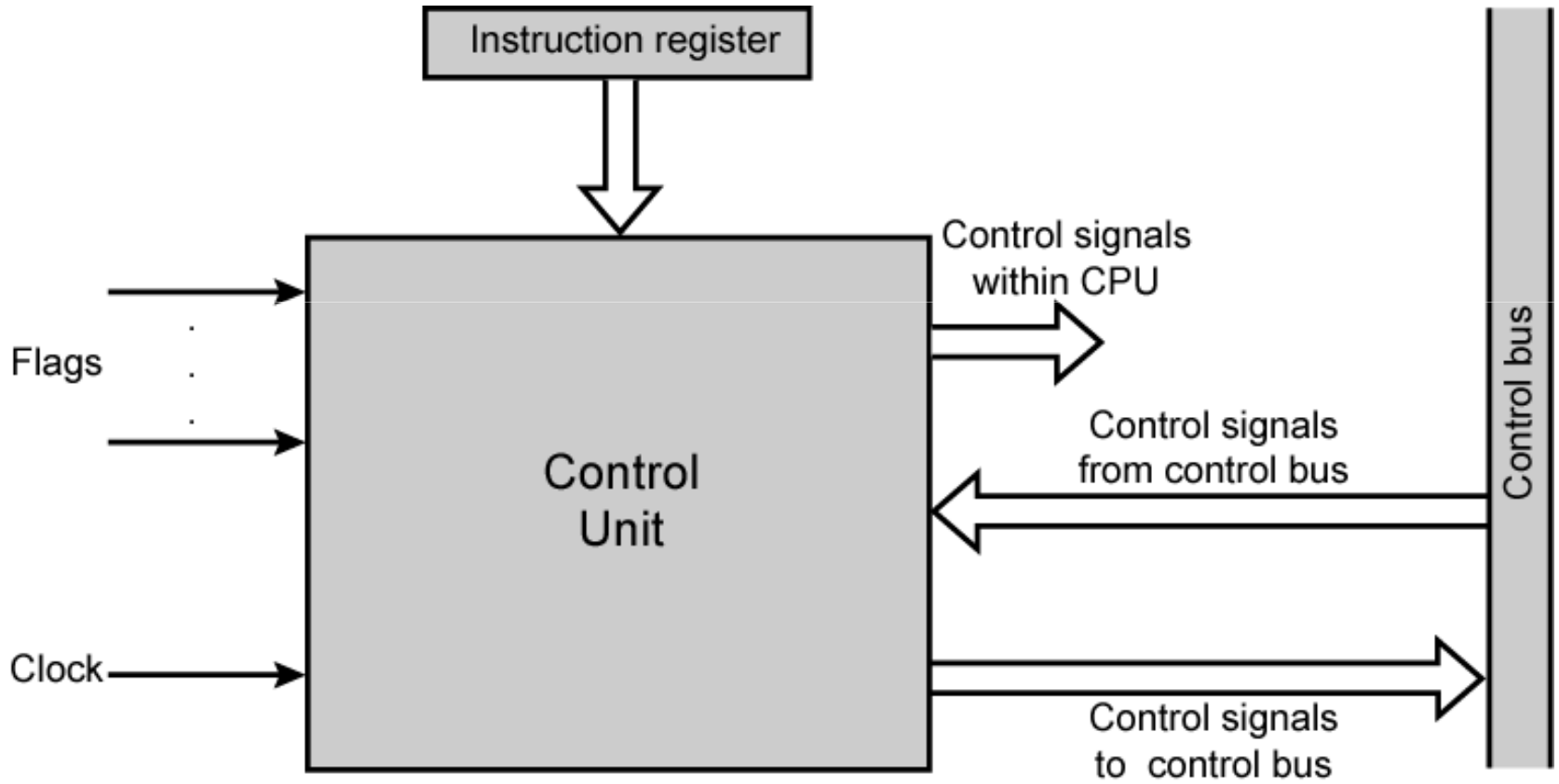
Functions of Control Unit

- Sequencing
  - Causing the CPU to step through a series of micro-operations
- Execution
  - Causing the performance of each micro-op
- This is done using Control Signals

Control Signals

- Clock
  - One micro-instruction (or set of parallel micro-instructions) per clock cycle
- Instruction register
  - Op-code for current instruction
  - Determines which micro-instructions are performed
- Flags
  - State of CPU
  - Results of previous operations
- From control bus
  - Interrupts
  - Acknowledgements

Model of Control Unit



Control Signals - output

- Within CPU
  - Cause data movement
  - Activate specific functions
- Via control bus
  - To memory
  - To I/O modules

Example Control Signal Sequence - Fetch

- MAR ← (PC)
  - Control unit activates signal to open gates between PC and MAR
- MBR ← (memory)
  - Open gates between MAR and address bus
  - Memory read control signal
  - Open gates between data bus and MBR

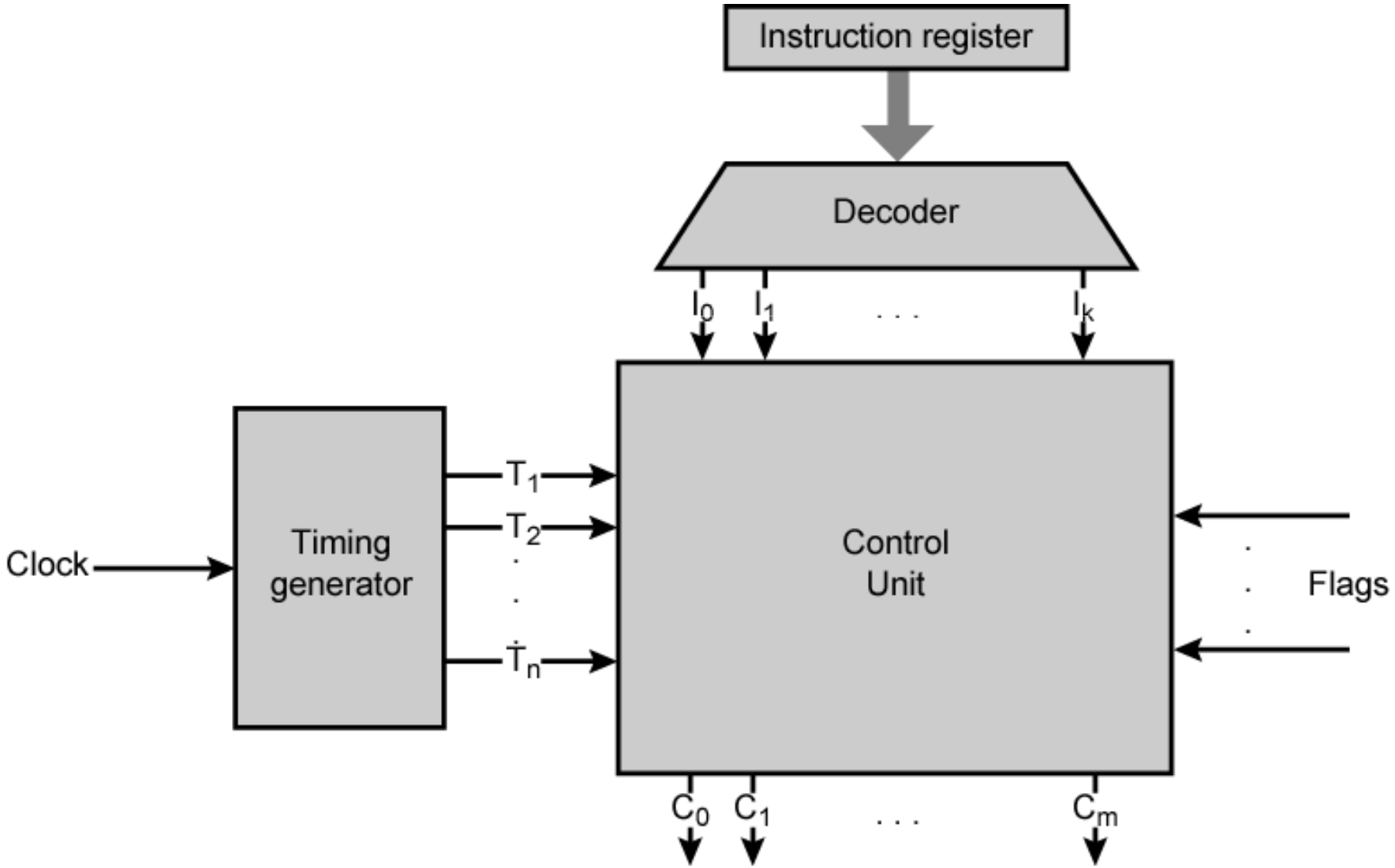
Hardwired Implementation (1)

- Control unit inputs
- Flags and control bus
  - Each bit means something
- Instruction register
  - Op-code causes different control signals for each different instruction
  - Unique logic for each op-code
  - Decoder takes encoded input and produces single output
  - *n* binary inputs and 2^n outputs

Hardwired Implementation (2)

- Clock
  - Repetitive sequence of pulses
  - Useful for measuring duration of micro-ops
  - Must be long enough to allow signal propagation
  - Different control signals at different times within instruction cycle
  - Need a counter with different control signals for t1, t2 etc.

Control Unit with Decoded Inputs



Problems With Hard Wired Designs

- Complex sequencing & micro-operation logic
- Difficult to design and test
- Inflexible design
- Difficult to add new instructions