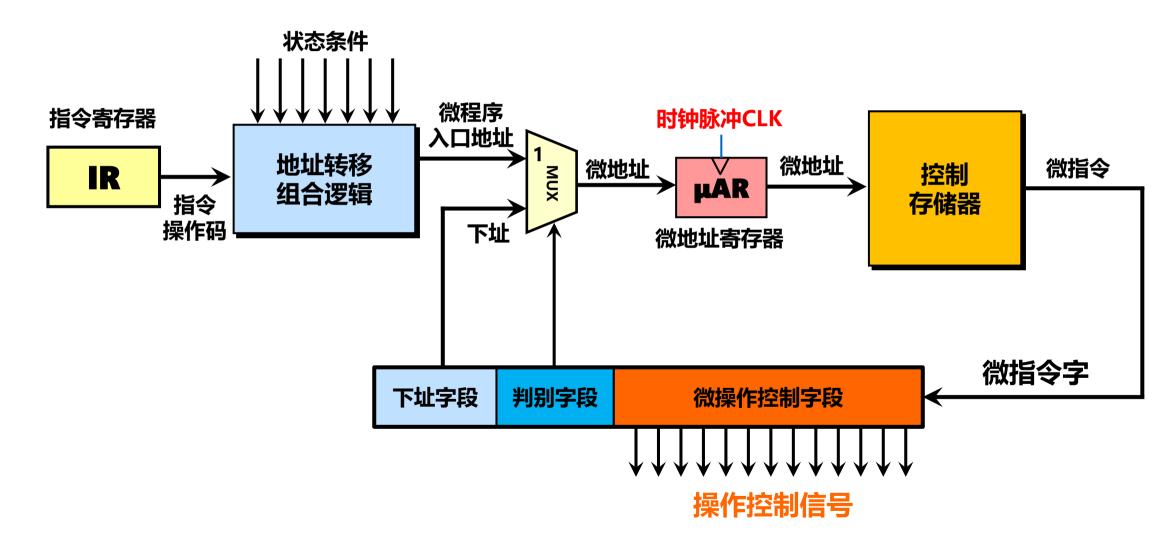
## 计算机组成原理

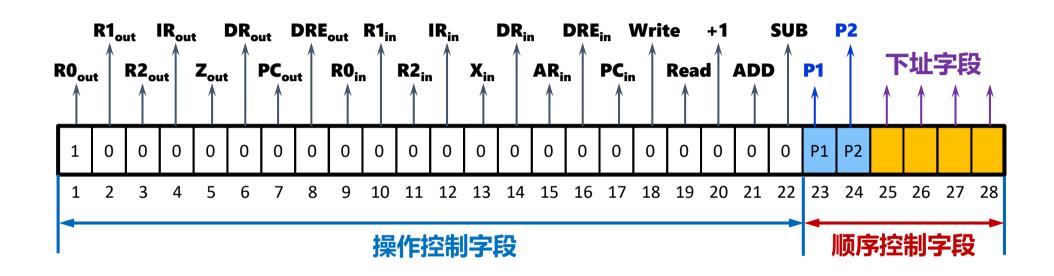
第六章 中央处理器

6.11 微程序设计

1 微程序控制器组成原理框图



2 微指令格式



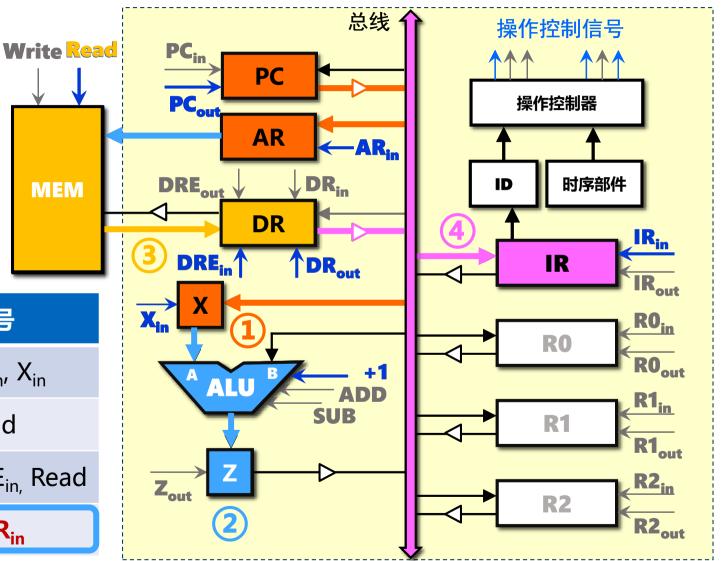
- 一条微指令对应一个时钟周期
- 微指令操作控制字段的信号在该时钟周期内有效
- 指令需要多少时钟周期就包括多少微指令

3 取指令数据通路

 $Mem[PC++] \rightarrow IR$ 

- 4个时钟周期
- 四条微指令

节拍	数据通路	控制信号
T1	$(PC) \rightarrow AR, (PC) \rightarrow X$	PC <sub>out</sub> , AR <sub>in</sub> , X <sub>in</sub>
T2	$(X)+1 \rightarrow Z$	+1, Read
T3	(Z)→PC, Mem[AR]→DR	Z <sub>out</sub> , PC <sub>in</sub> , DRE <sub>in</sub> , Read
<b>T4</b>	(DR)→IR	DR <sub>out</sub> , IR <sub>in</sub>

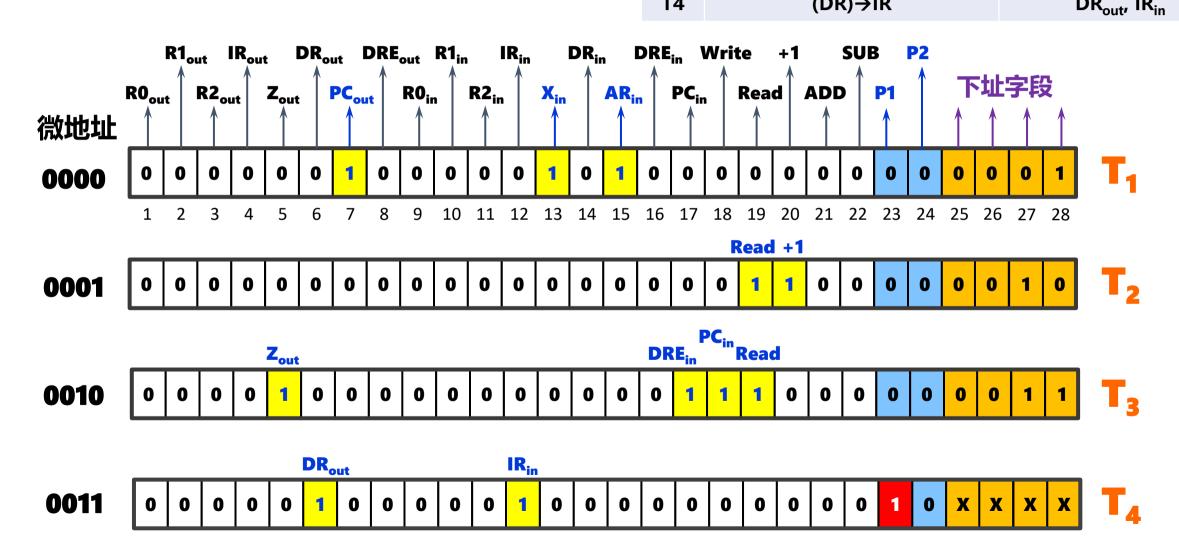


tele	•	
耜	11	早

节拍	取指令数据通路	控制信号
T1	$(PC) \rightarrow AR, (PC) \rightarrow X$	PC <sub>out</sub> , AR <sub>in</sub> , X <sub>in</sub>
T2	(X)+1 <b>→</b> Z	+1 <sub>,</sub> Read
Т3	(Z)→PC, Mem[AR]→DR	Z <sub>out</sub> , PC <sub>in</sub> , DRE <sub>in</sub> , Read
TΛ	(DD)7ID	DD ID

#### 4

#### 取指令微程序

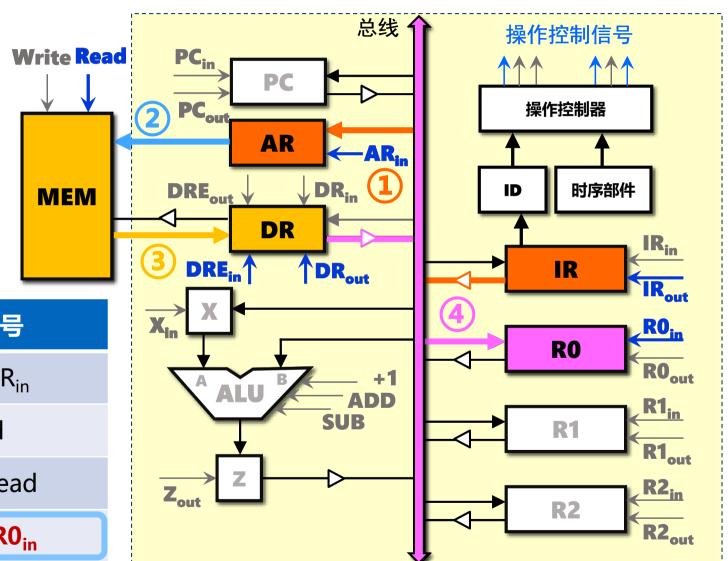


5 LOAD指令执行数据通路

**LOAD R0,6#** 

 $Mem[IR_A] \rightarrow Reg$ 

节拍	数据通路	控制信号
T1	$(IR_A) \rightarrow AR, (PC) \rightarrow X$	IR <sub>out</sub> , AR <sub>in</sub>
T2		Read
T3	Mem[AR]→DR	DRE <sub>in</sub> ,Read
<b>T4</b>	(DR)→R0	DR <sub>out</sub> , R0 <sub>in</sub>

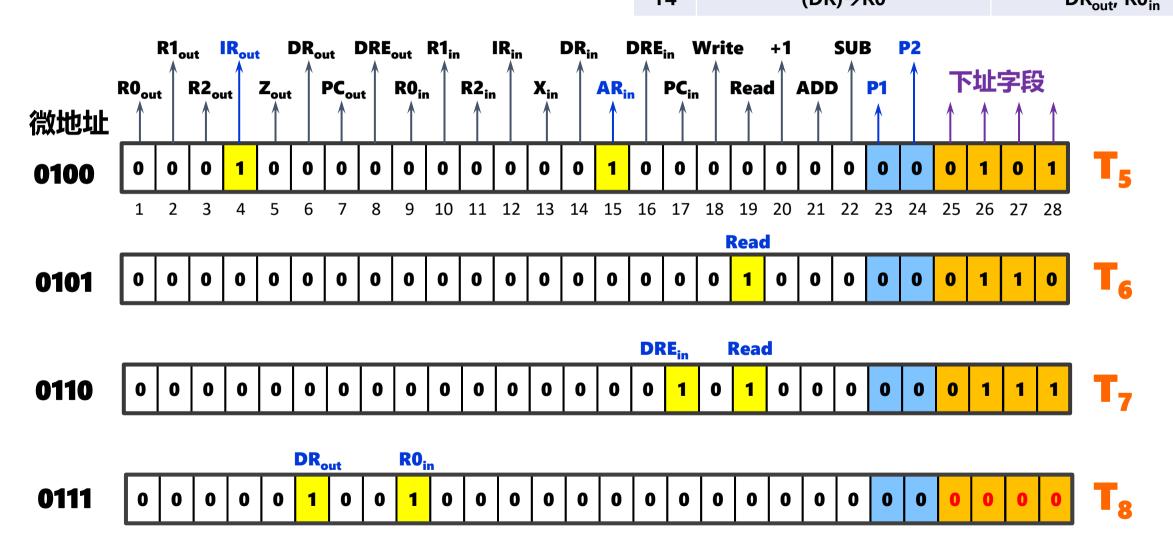


第六章

6.11 微程序设计

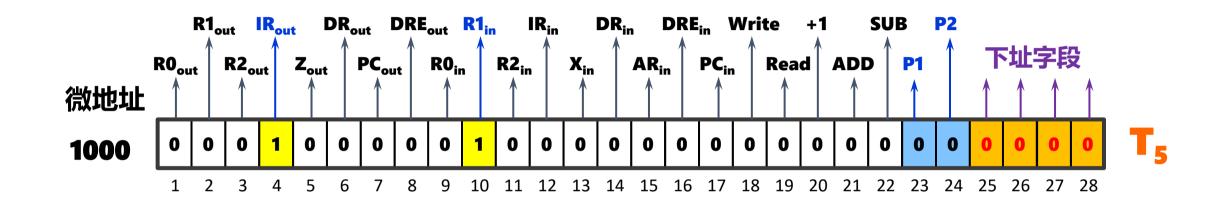
节拍	取指令数据通路	控制信号
T1	$(IR_A) \rightarrow AR, (PC) \rightarrow X$	IR <sub>out</sub> , AR <sub>in</sub>
T2		Read
Т3	Mem[AR]→DR	DRE <sub>in</sub> ,Read
T4	(DR)→R0	DR R0:-

### 6 LOAD指令微程序



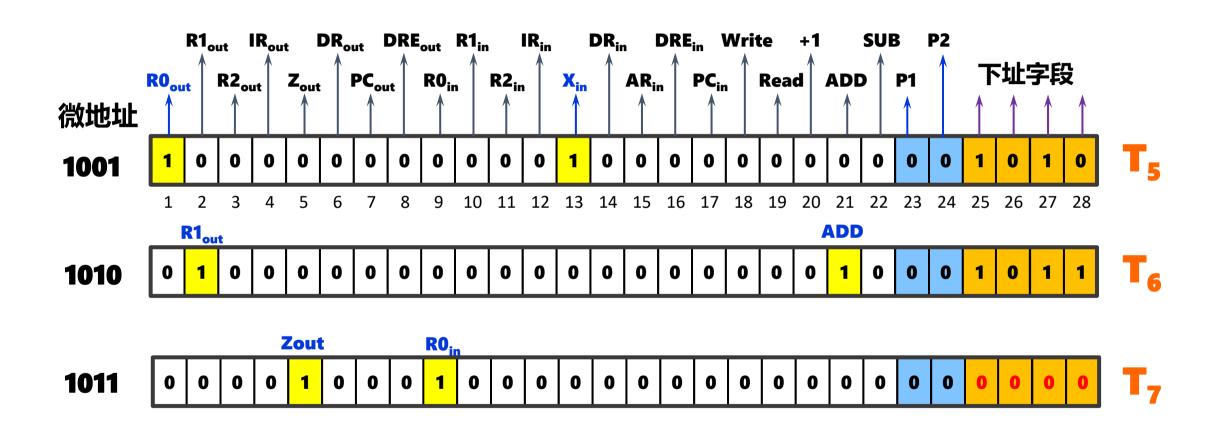
7

#### MOVE指令微程序



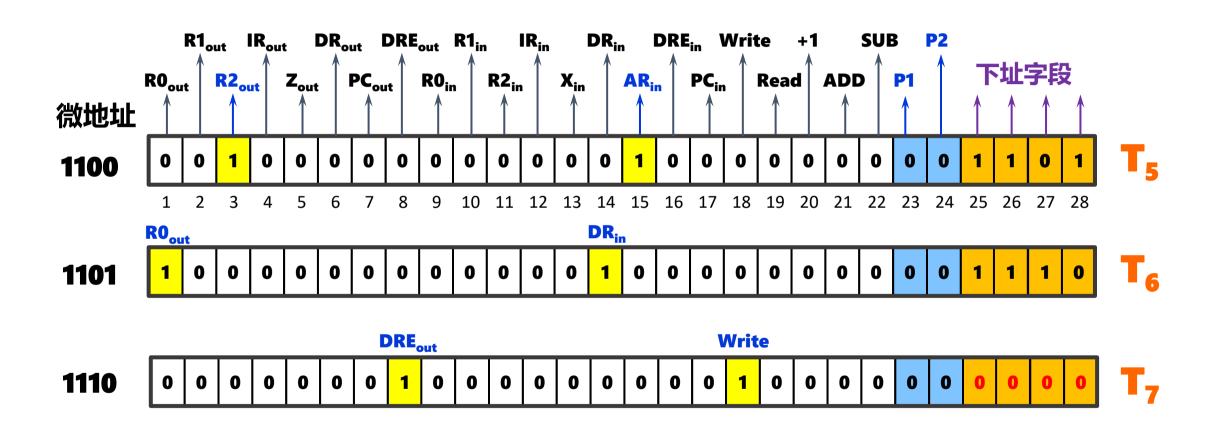
8

#### ADD指令微程序



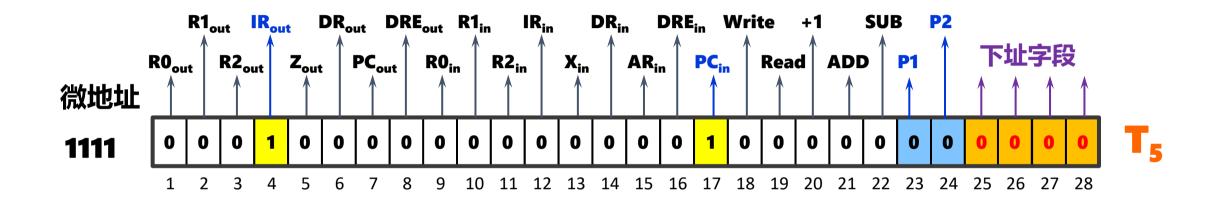
9

#### STORE指令微程序





#### JMP指令微程序



#### B单总线CPU微程序

状态	微地址	<u></u> #											操作控制字段														制	字段	1	
50	0000	0	0	0	0	0	0	1	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	
<b>S1</b>	0001	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	1	0	87七个处理点
<b>S2</b>	0010	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	1	1	取指令微程序
<b>S3</b>	0011	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	X	Х	Х	X	
<b>S4</b>	0100	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	1	
<b>S5</b>	0101	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	1	0	LOAD沙坦克
<b>S6</b>	0110	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	1	1	1	LOAD微程序
<b>S7</b>	0111	0	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
<b>S8</b>	1000	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	MOVE微程序
<b>S9</b>	1001	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	
<b>S10</b>	1010	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	1	1	ADD 微程序
<b>S11</b>	1011	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
<b>S12</b>	1100	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1	1	0	1	
<b>S13</b>	1101	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	1	1	0	STORE微程序
<b>S14</b>	1110	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	
<b>S15</b>	1111	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	JMP 微程序

# 谢谢!