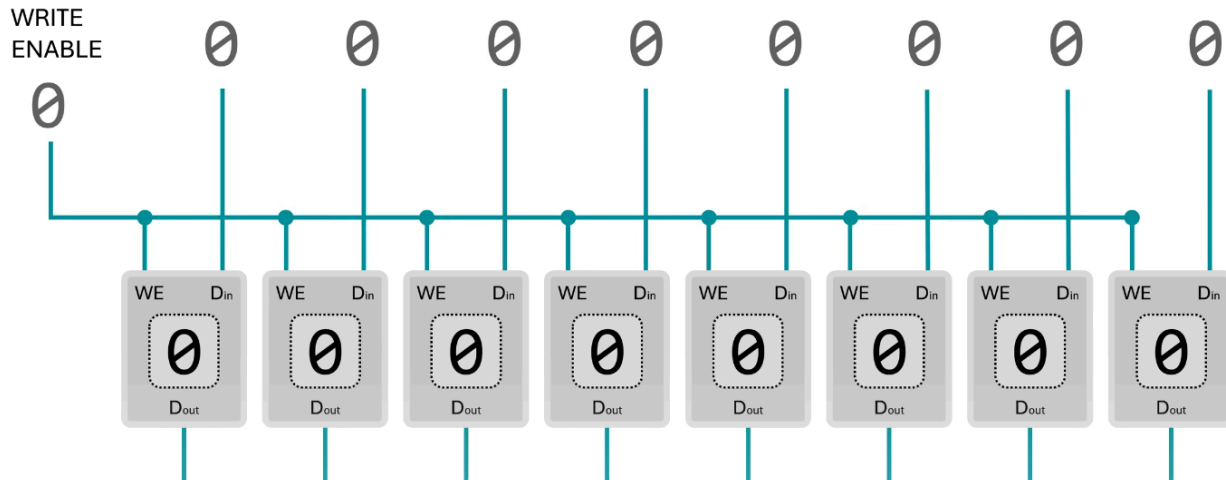
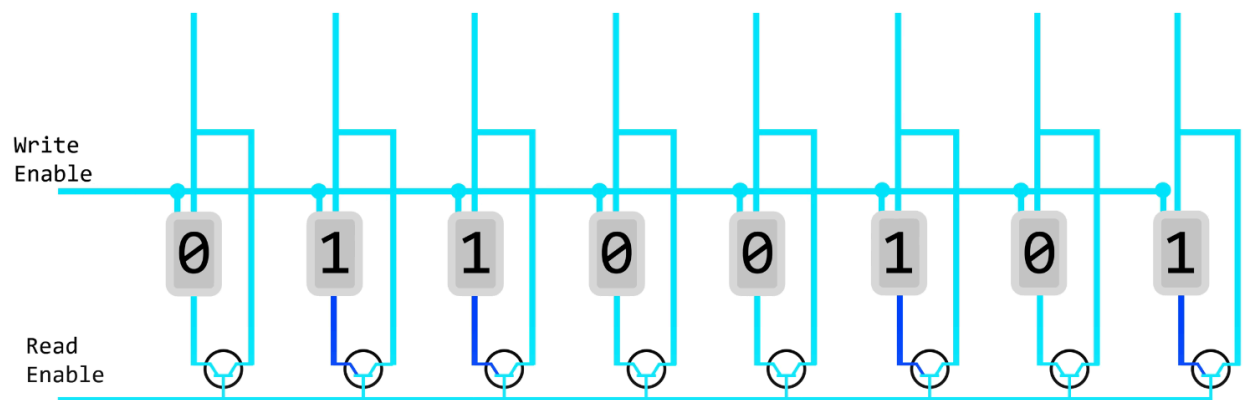


Chapter 3 - Simple CPU

Now that we have two of the core components understood from a transistor level - the RAM and the ALU, we are well on our way to build a minimal CPU. First, let's remind ourselves of the register structure that we came up with in the last chapter.

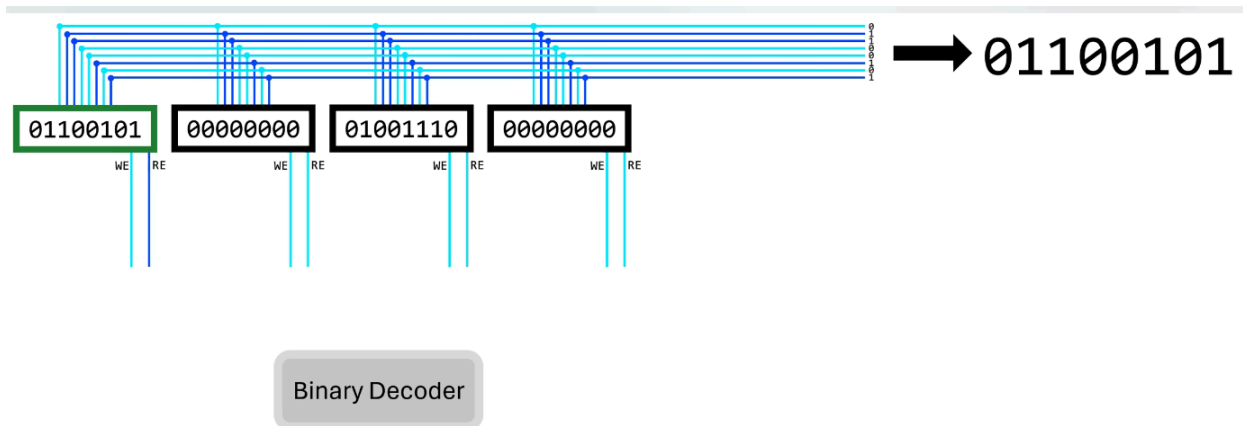


We can modify this in the same way we did the SRAM gated latches, by combining the data in and data out lines, and adding a read enable line.



This enables us with the same advantages as SRAM - we can write to and read from individual registers by using one data line and controlling which register it

reaches by using a decoder. The decoder does this by controlling the 'write-enable' and 'read-enable' lines on every register.



Now, let's look at implementing some assembly instructions - in particular let's look at load and store. These two instructions are in the following format:

- Load Register_Name Address (Ex: Load R1 1101) - loads the data stored in the memory pointed by the address into the register
- Store Register_Name Address (Ex: Store R1 1101) - stores the data in the register into the memory pointed by the address

Assembly instruction is machine code in a format that is easier for us to understand. Both load and store instructions are in binary format in their simplest form. This means that we can implement these instructions easily by using decoders in the following format:

- First stage decoder would be for the load/store part. The decoder would take in this code and if it receives store, would set write enable high and if it receives load, would set read enable high.
- Second stage decoder would be to access the registers. We only want to read/write from one register at a time and this decoder would be connected to write enable and read enable lines. This is the same decoder as the one drawn above.

Both decoders can be connected in the following manner to achieve implementation of these assembly instructions.

