

Multiple-Cycle Design

- ▶ The Multiple-Cycle Implementation demonstrates the use of a single memory for:

- ▶ Data

- ▶ Instruction

Assignment Project Exam Help

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- ▶ This design is also used to show the implementation of more complex instructions

Memory M Address

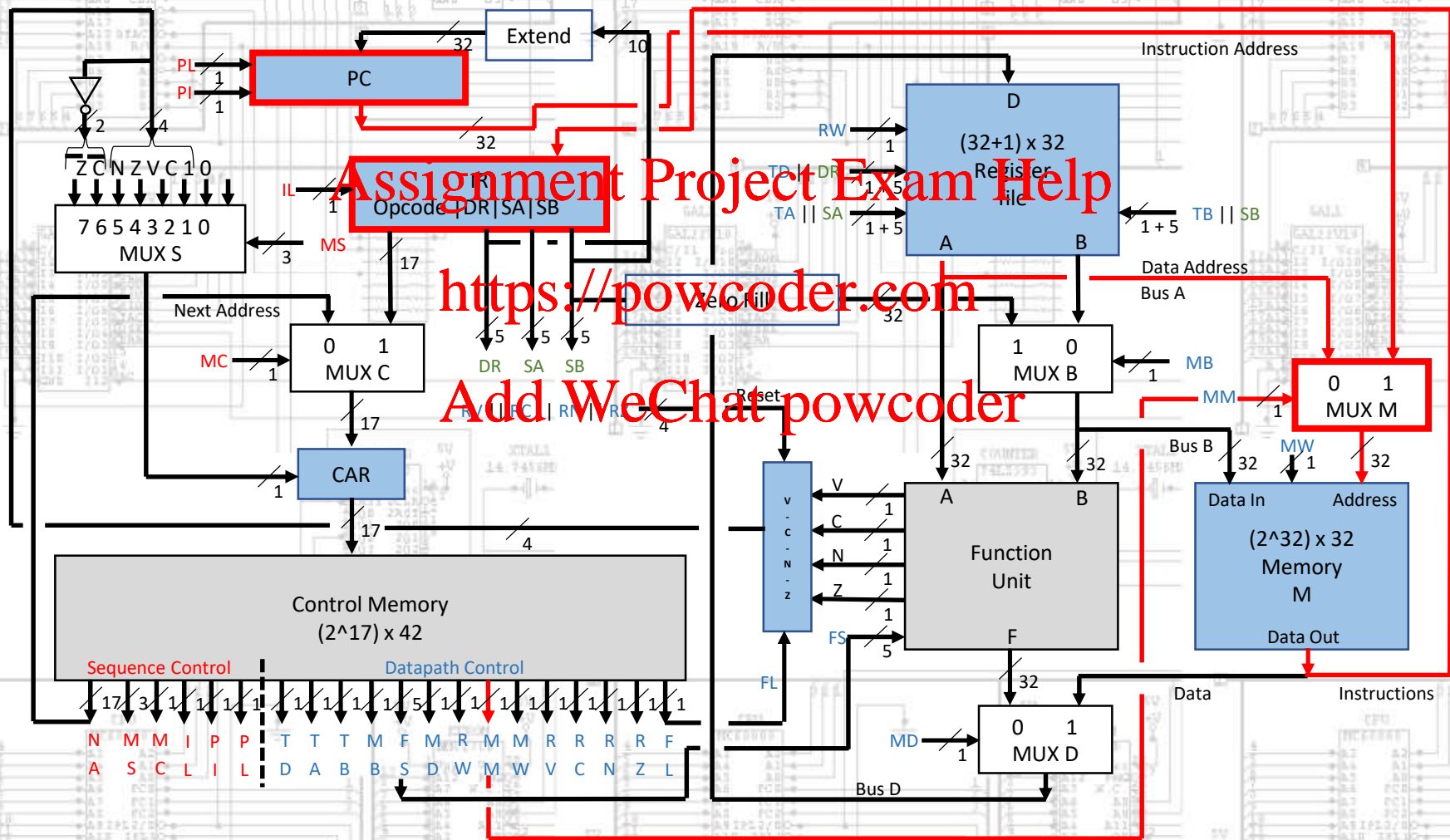
4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1	0		
1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0										
Next Address												MS		M	I	P	P	T	T	T	M	FS				M	R	M	M	R	R	R	R	F							
														CL	LL	L	L	D	A	B	B					D	W	M	W	V	C	N	Z	L							

Assignment Project Exam Help

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- ▶ The following address sources are used to fetch:
 - ▶ Instructions -> PC Program Counter Register (32bit)
 - ▶ Data -> Bus A (32bit)
- ▶ MUX M selects between the two address sources through the MM control signal

PC - Bus A - MM



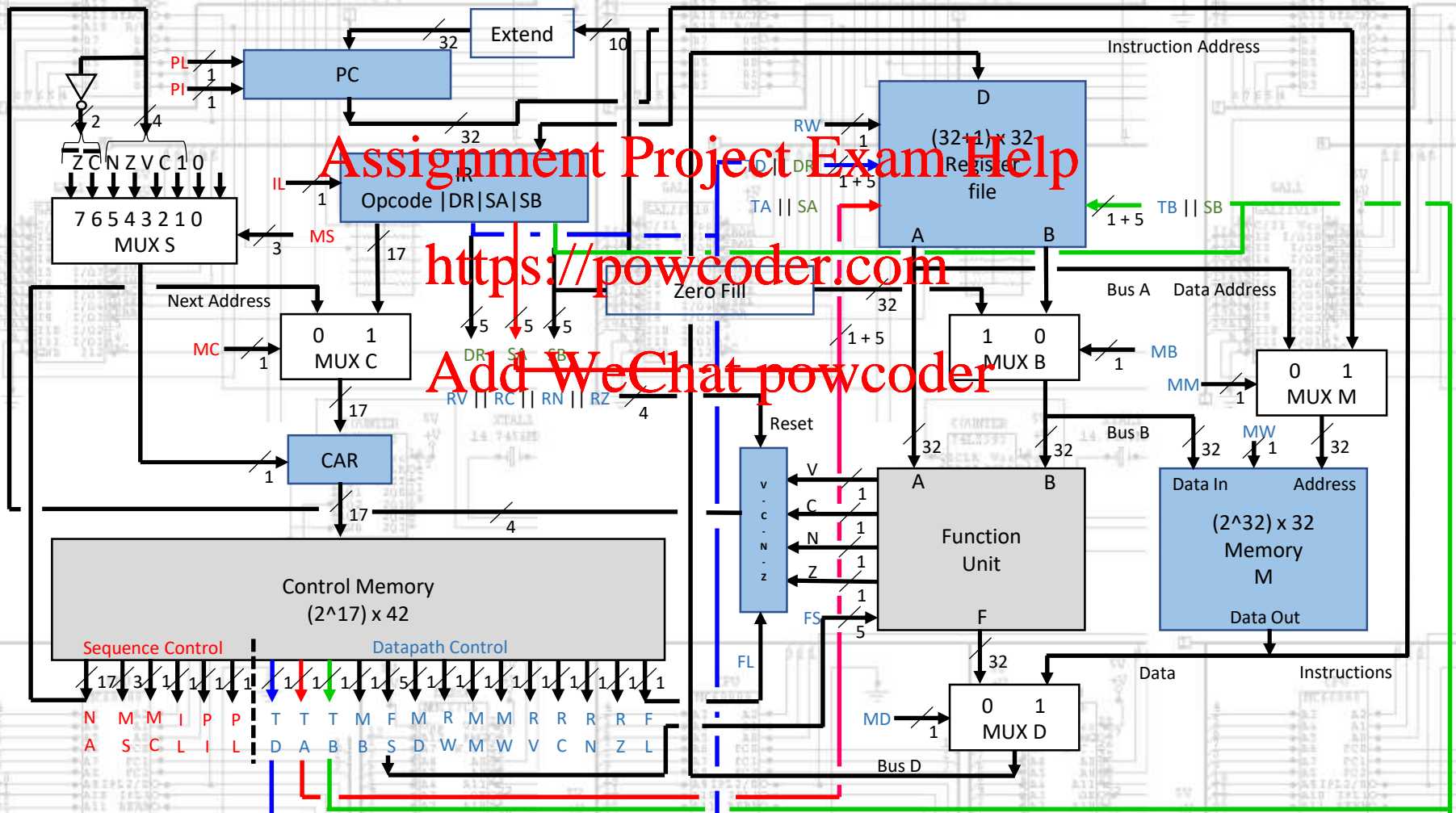
Temp Register

4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
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Assignment Project Exam Help

- ▶ Instructions are executed over multiple clock cycles
- ▶ This requires an additional register
 - ▶ R32 for temporary storage
- ▶ This register should be selected through an additional bit control signals:
 - ▶ TD, TA, TB
- ▶ The overwrite:
 - ▶ SA, SB, DR

TD||DR - TA||SA - TB||SB



IR Instruction Register

4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1	0												
1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0										
Next Address												MS		M		I		P		P		T		T		T		M		FS				M		R		M		M		R		R		R		R		F	
																																D		W		M		W		V		C		N		Z		L			

- ▶ Instructions must be held in a register during the execution of multiple micro-ops
- ▶ The **IR** is only loaded if an instruction is fetched from memory **M**
 - ▶ The **IR** has a load enable control signal **IL**
 - ▶ This signal is part of the control word

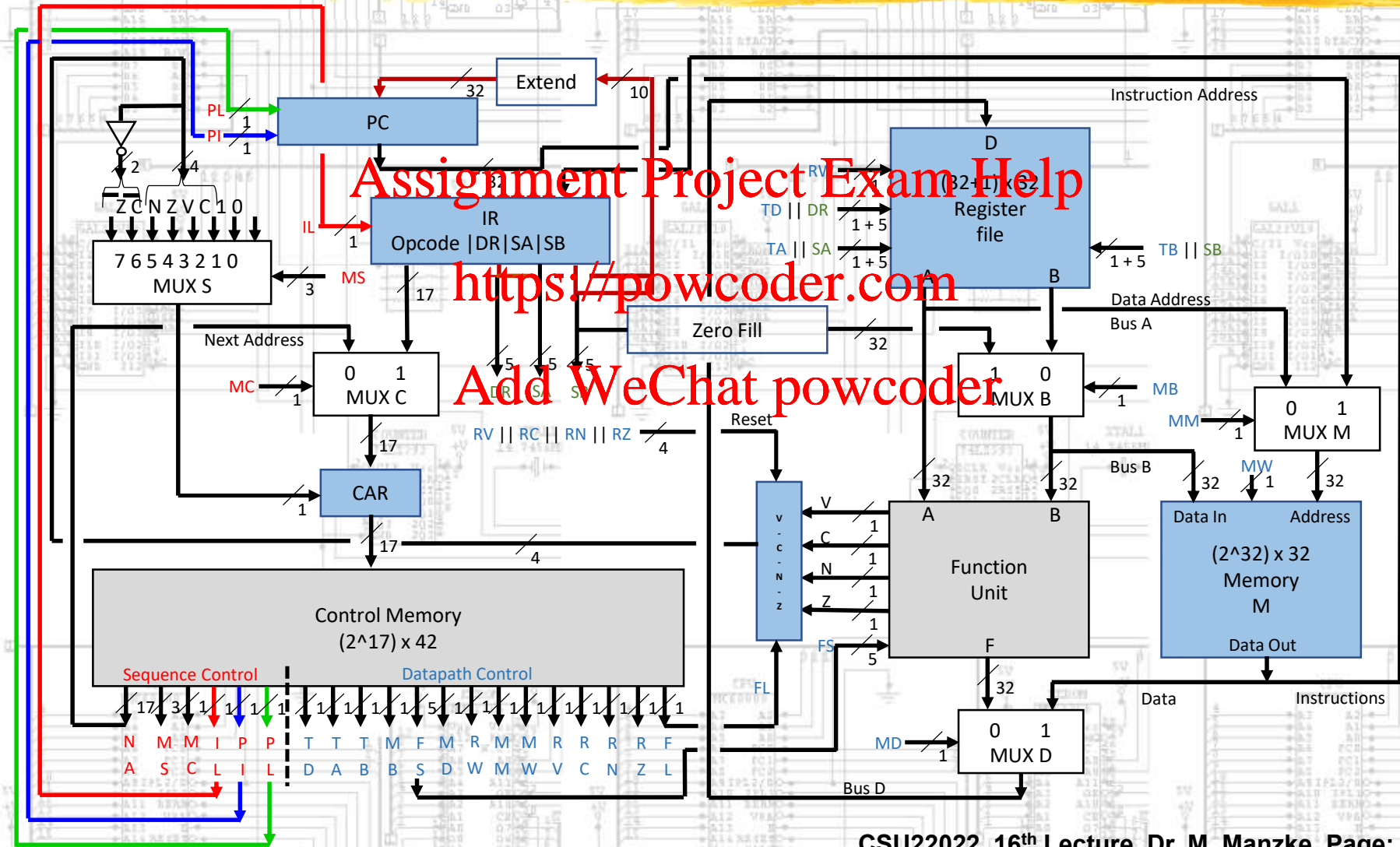
PC Program Counter Register

4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1	0	
1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0
Next Address												MS		M	I	P	P	T	T	T	M	FS							M	R	M	M	R	R	R	R	F				
													CL	I	L	L	D	A	B	B								D	W	M	W	V	C	N	Z	L					

Assignment Project Exam Help

- ▶ The PC only increments if an instruction is fetched from memory M
- ▶ The control word has two bits that determine the PC modifications:
 - ▶ PI - increment enable signal
 - ▶ $PC \leftarrow PC + 1$
 - ▶ PL – PC load signal
 - ▶ $PC \leftarrow PC + se AD$

IR - IL; PC - PI - PL



Next Address Logic



Assignment Project Exam Help

- ▶ The **CAR** Control Address Register selects the control word in the 256 x 42 control memory
- ▶ The next logic (**MUX S**) determines whether **CAR** is incremented on loaded.
 - ▶ Controlled with **MS**
- ▶ The source (Opcode or NA) of the loaded address is determined by **MUX C**
 - ▶ Selected by **MC**

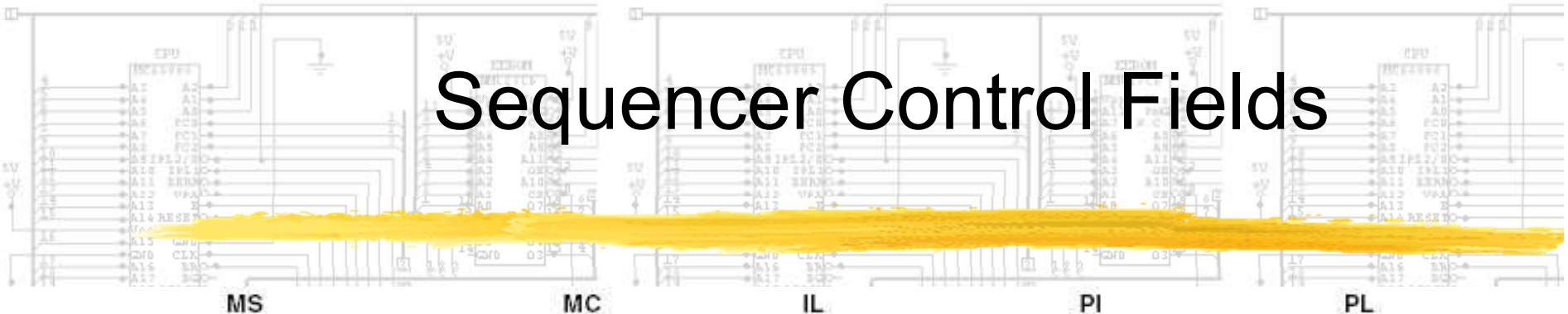
Next Address Field

4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	9	8	7	6	5	4	3	2	1	0			
1	0	9	8	7	6	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0																				
Next Address																	MS		M	I	P	P	T	T	T	M	FS					M	R	M	M	R	R	R	R	F	
																		C	L	I	L	D	A	B	B						D	W	M	W	V	C	N	Z	L		

Assignment Project Exam Help

- ▶ The sources for the multiplexer can be:
 - ▶ Contents of the 17 bit **NA** Next Address field
 - ▶ 17 bit from the opcode field in the **IP**
- ▶ An opcode loaded into the **CAR** points to:
 - ▶ Microprogram in Control Memory
 - ▶ This program implements the instruction through the execution of a sequence of micro-operations
- ▶ MUX S determines whether the **CAR** is:
 - ▶ Incremented
 - ▶ Loaded

Sequencer Control Fields



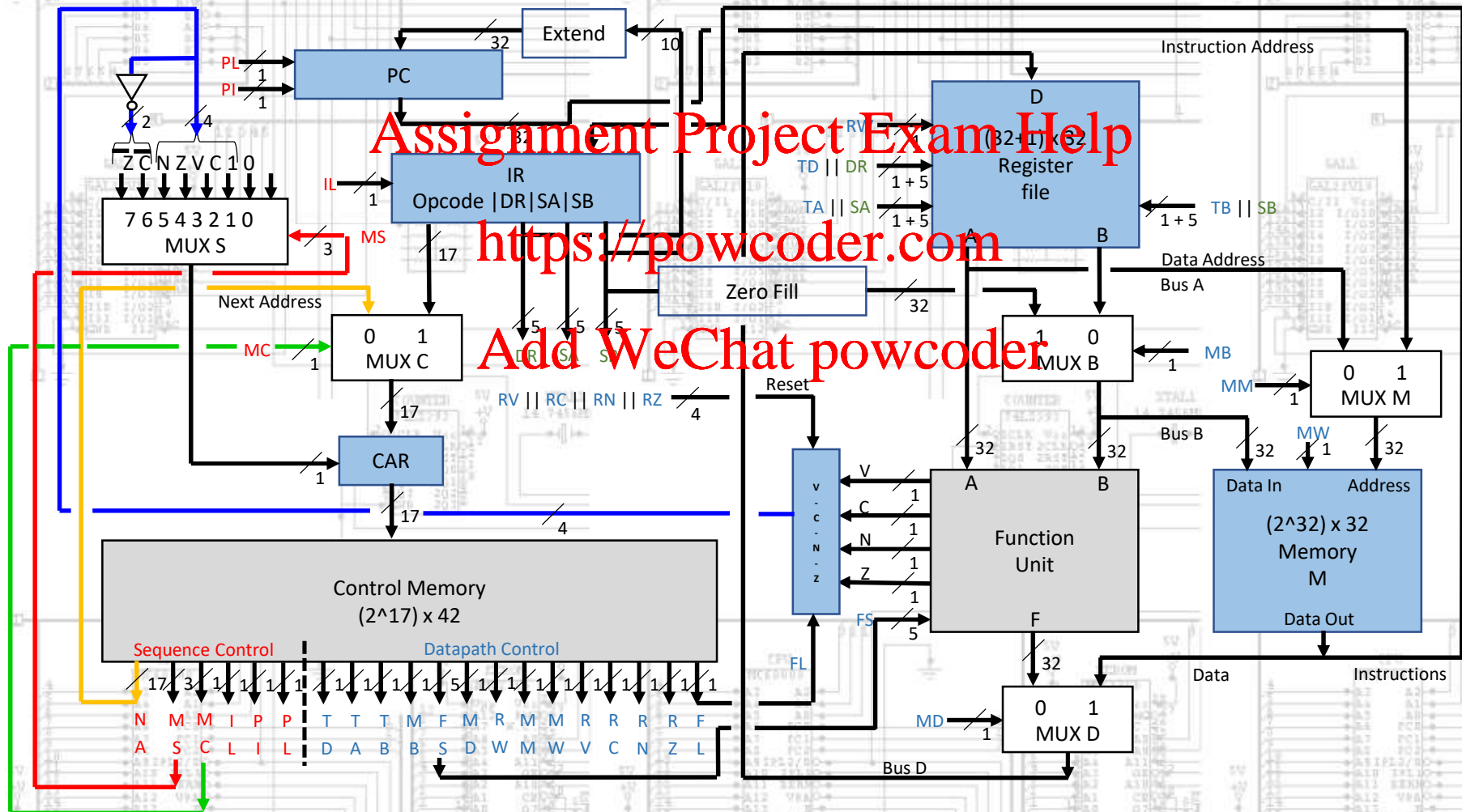
Action	Symbolic Notation	Code	Select	Symbolic Notation	Action	Symbolic Notation	Action	Symbolic Notation	Action	Symbolic Notation	Code	
Increment <i>CAR</i>	CNT	000	000	NLA	No load	NLI	No load	NLP	No load	NLP	0	
Load <i>CAR</i>	NXT	001	001	Opcode	OPC	Load instr.	LDI	Increment PC	INP	Load PC	LDP	1
If <i>C</i> = 1, load <i>CAR</i> ; else increment <i>CAR</i>	BC	010										
If <i>V</i> = 1, load <i>CAR</i> ; else increment <i>CAR</i>	BV	011										
If <i>Z</i> = 1, load <i>CAR</i> ; else increment <i>CAR</i>	BZ	100										
If <i>N</i> = 1, load <i>CAR</i> ; else increment <i>CAR</i>	BN	101										
If <i>C</i> = 0, load <i>CAR</i> ; else increment <i>CAR</i>	BNC	110										
If <i>Z</i> = 0, load <i>CAR</i> ; else increment <i>CAR</i>	BNZ	111										

Assignment Project Exam Help

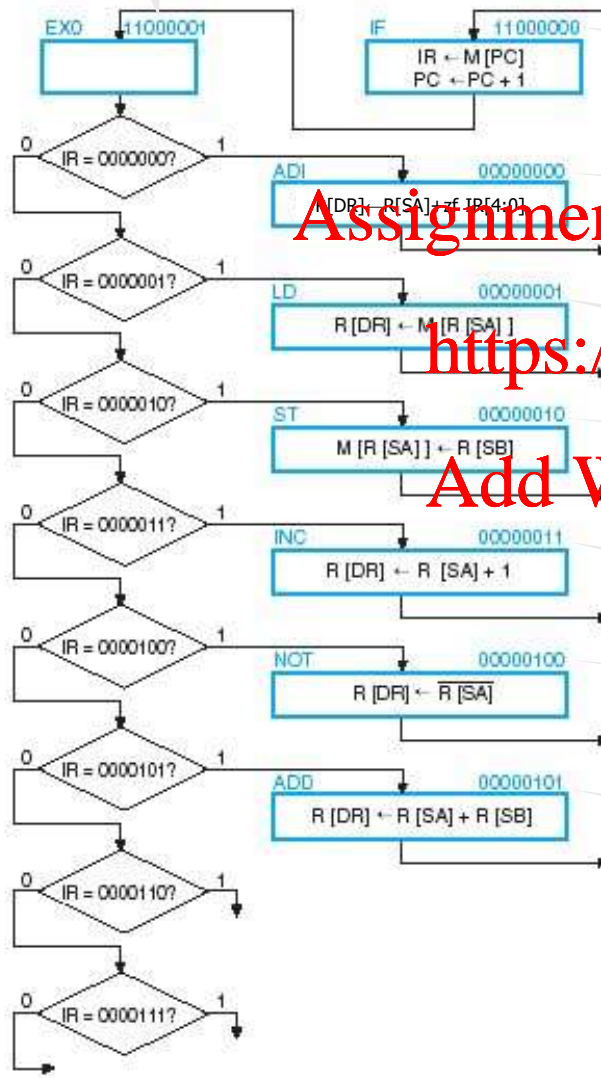
<https://powcoder.com>

Add WeChat powcoder

NA - MS - MC



C1₁₆



Assignment Project Exam Help

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03₁₆

04₁₆

05₁₆

Implementation on page14

Microprogram in Control Memory

$? = 0_2$ or $? = 1_2$

```
-- |41      25|24|23|22|21|20|19|18|17|16|15|14|13   9|8|7|6|5|4|3|2|1|0|
-- | Next Address | MS | M | I | P | P | T | T | T | M | FS |M|R|M|M|R|R|R|F|
-- | Next Address | MS | C | L | I | L | D | A | B | B | FS |D|W|M|W|V|C|N|Z|L|

-- ADI          R[DR]←R[SA]+zf IR[4:0]
"000000000????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 00
-- LD           R[DR]←M[R[SA]]
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 01
-- ST           M[R[SA]]←R[SB]
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 02
-- INC          R[DR]←R[SA]+1
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 03
-- NOT          R[DR]←NOT[R[SA]]
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 04
-- ADD          R[DR]←R[SA]+R[SB]
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- 05
...
-- IF          IR←M[PC], PC←PC+1
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- C0
-- EXO         CAR←IR[31:15]
"000000000??????? ? ? ? ? ? ? ? ? ? ? ? ? ? ",-- C1

variable addr : integer;
variable control out : std logic vector(41 downto 0);
```