

# CSCI 210: Computer Architecture

## Lecture 27: Control Path

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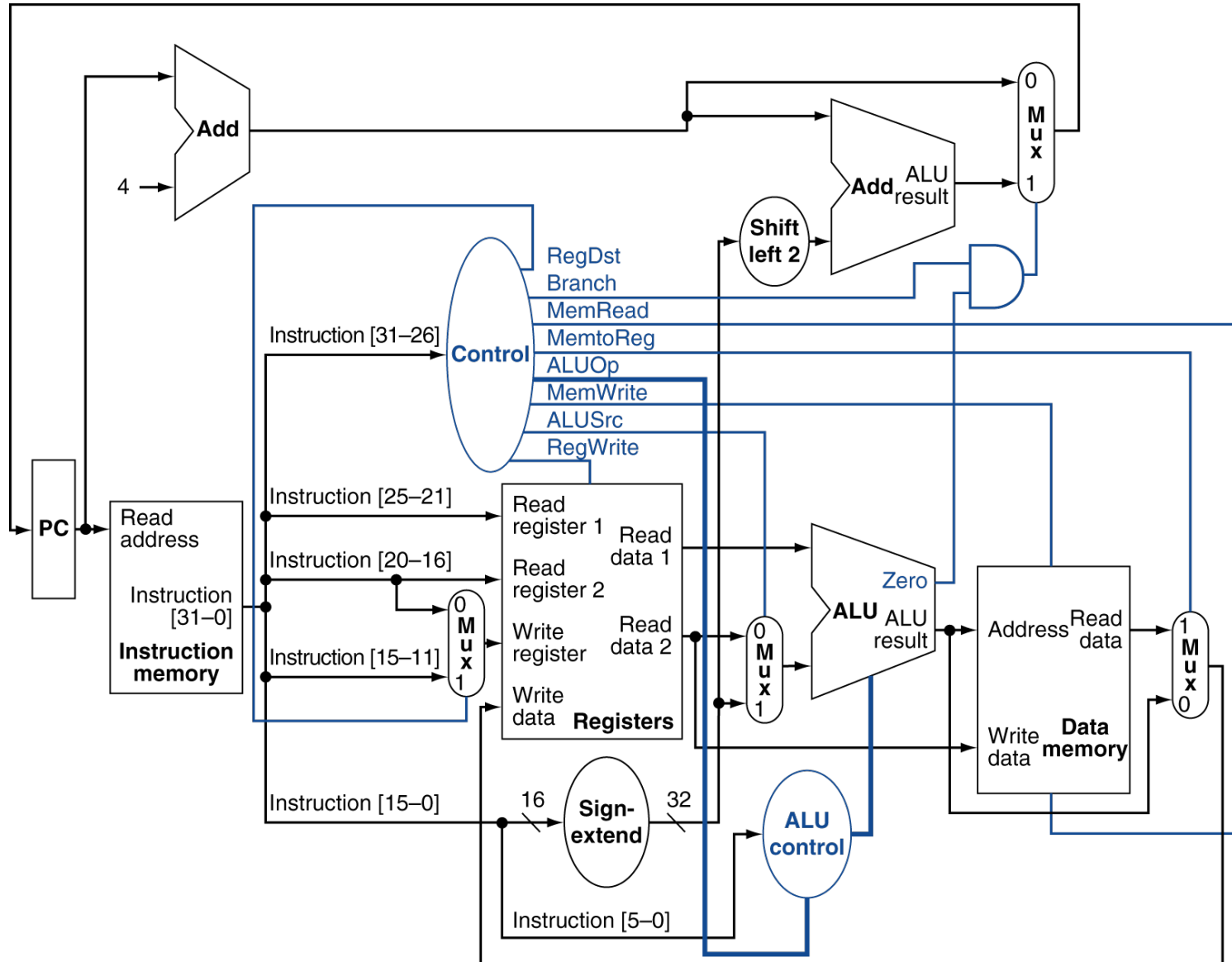
Apr. 29, 2022

Slides from Cynthia Taylor

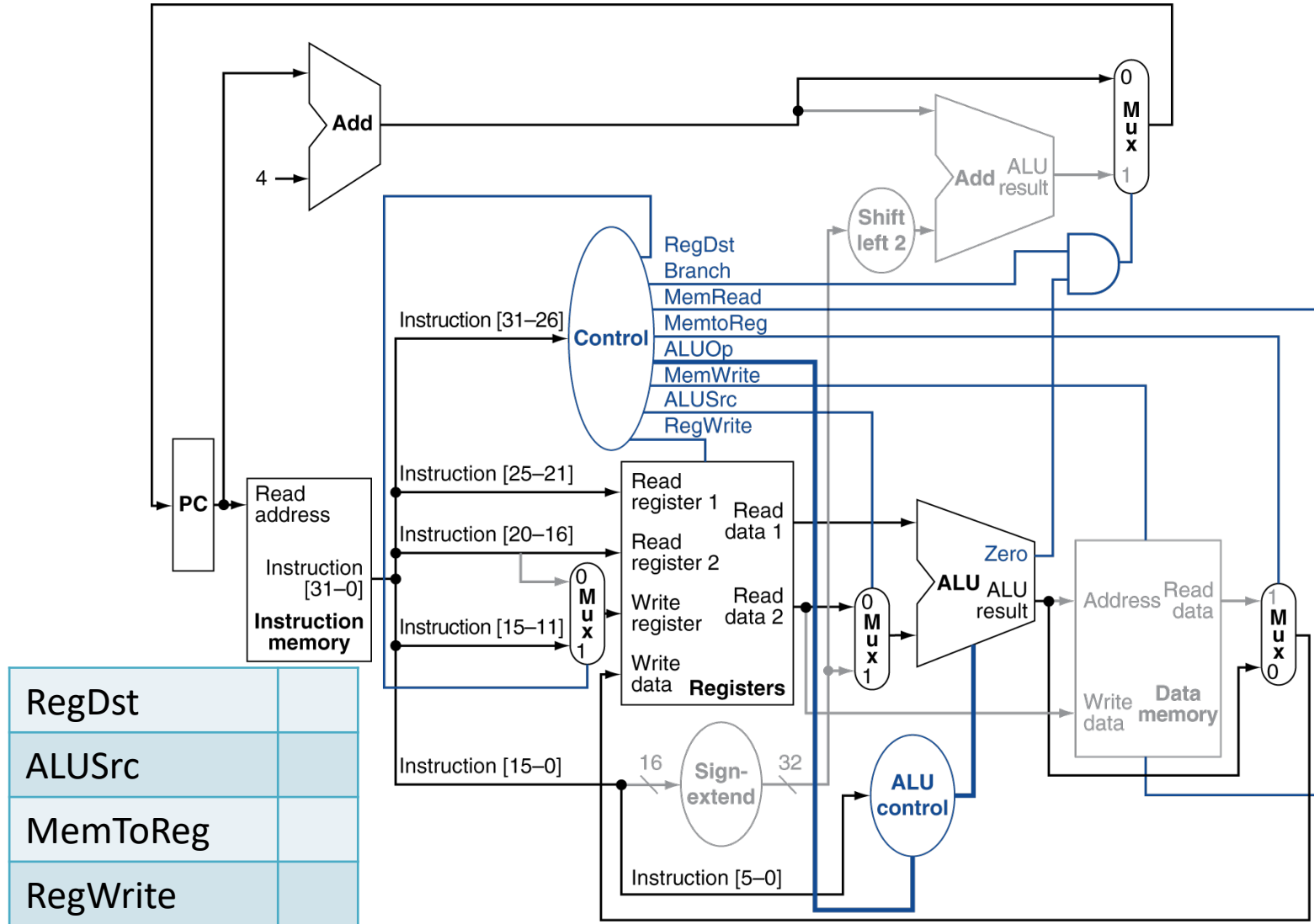
# Announcements

- Problem Set 8 due today
- Lab 7 due Monday
- Office Hours today 13:30 – 14:30

# Data & Control Path

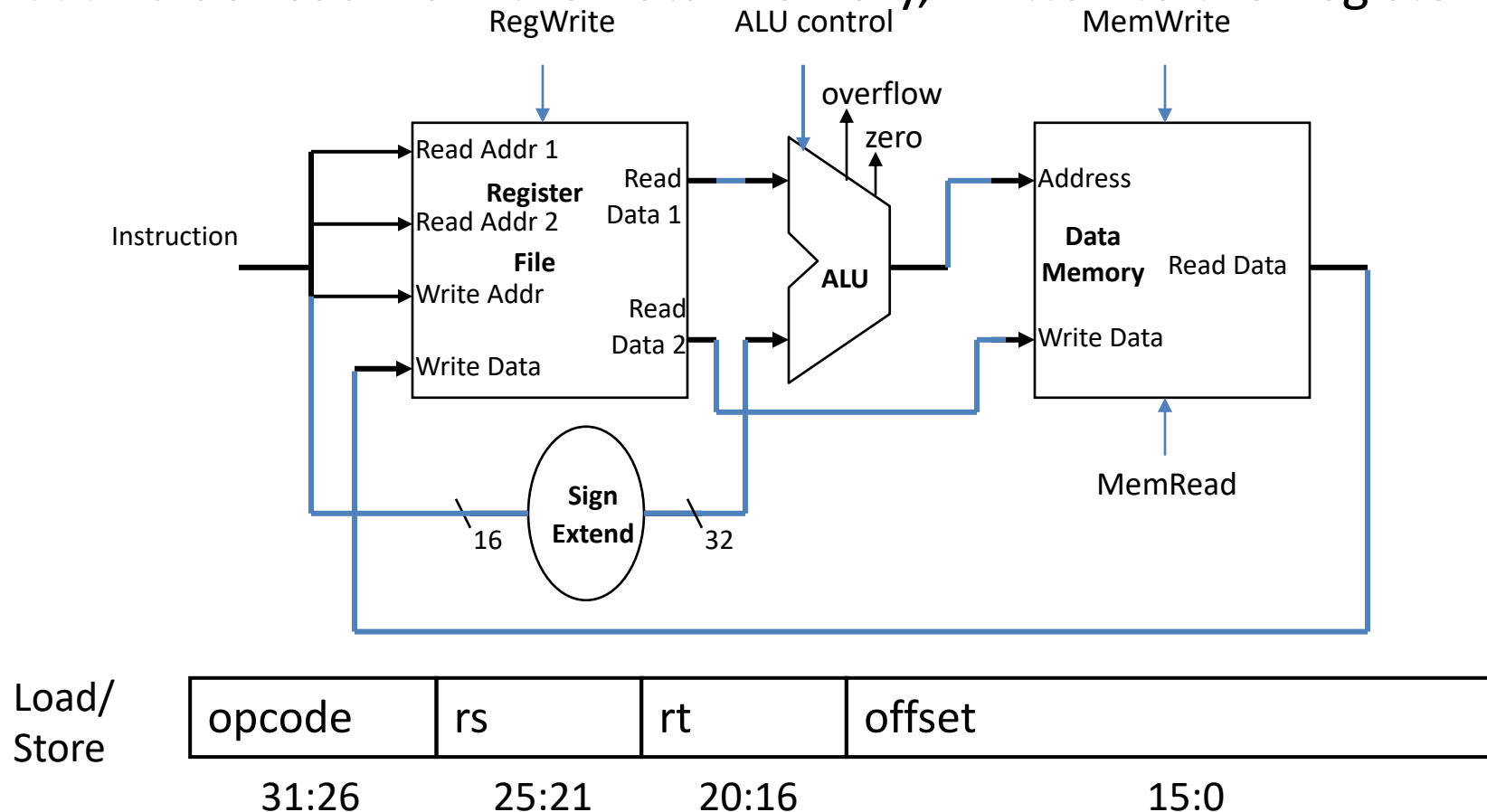


# R-Type Instruction

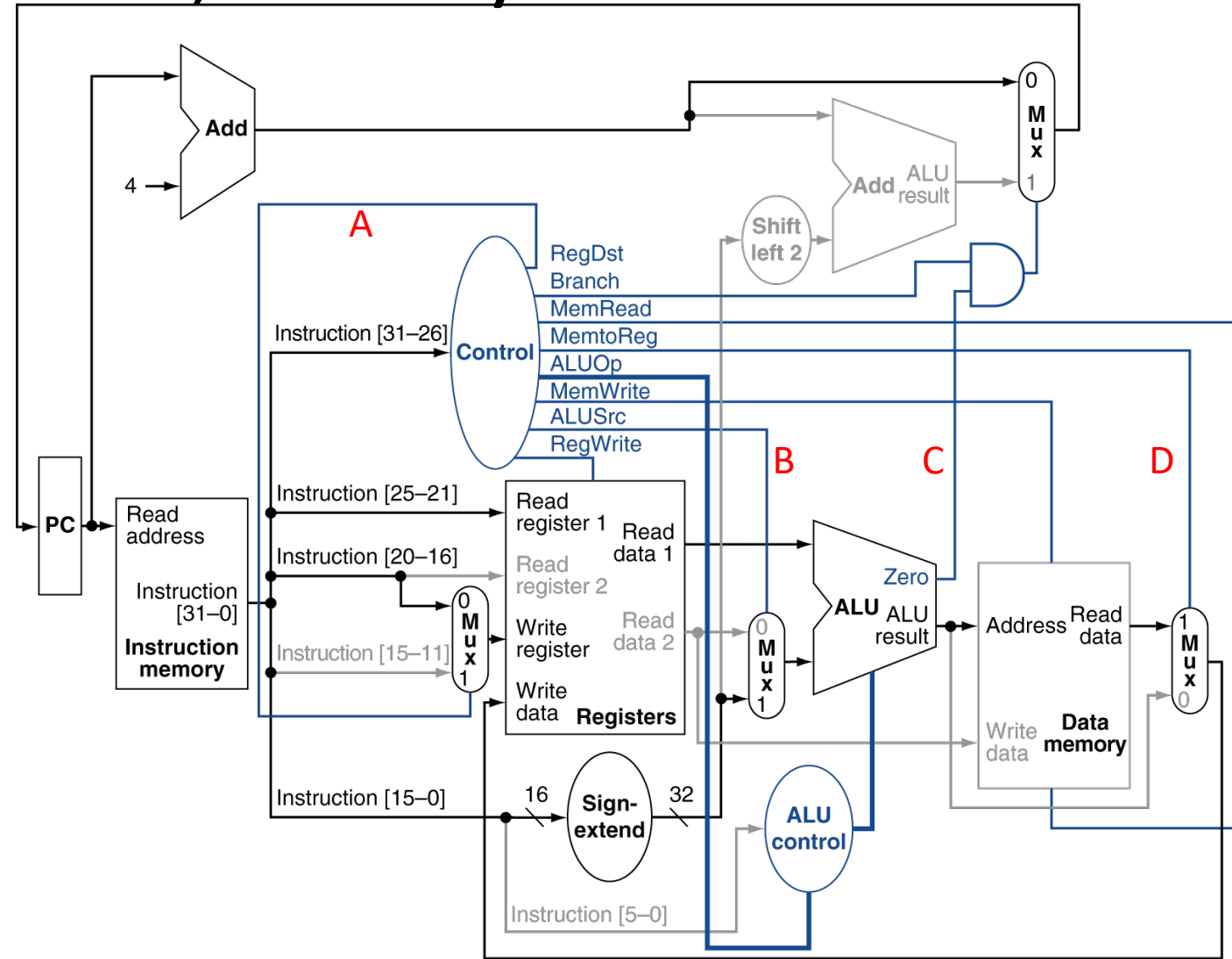


# Executing Load and Store Operations

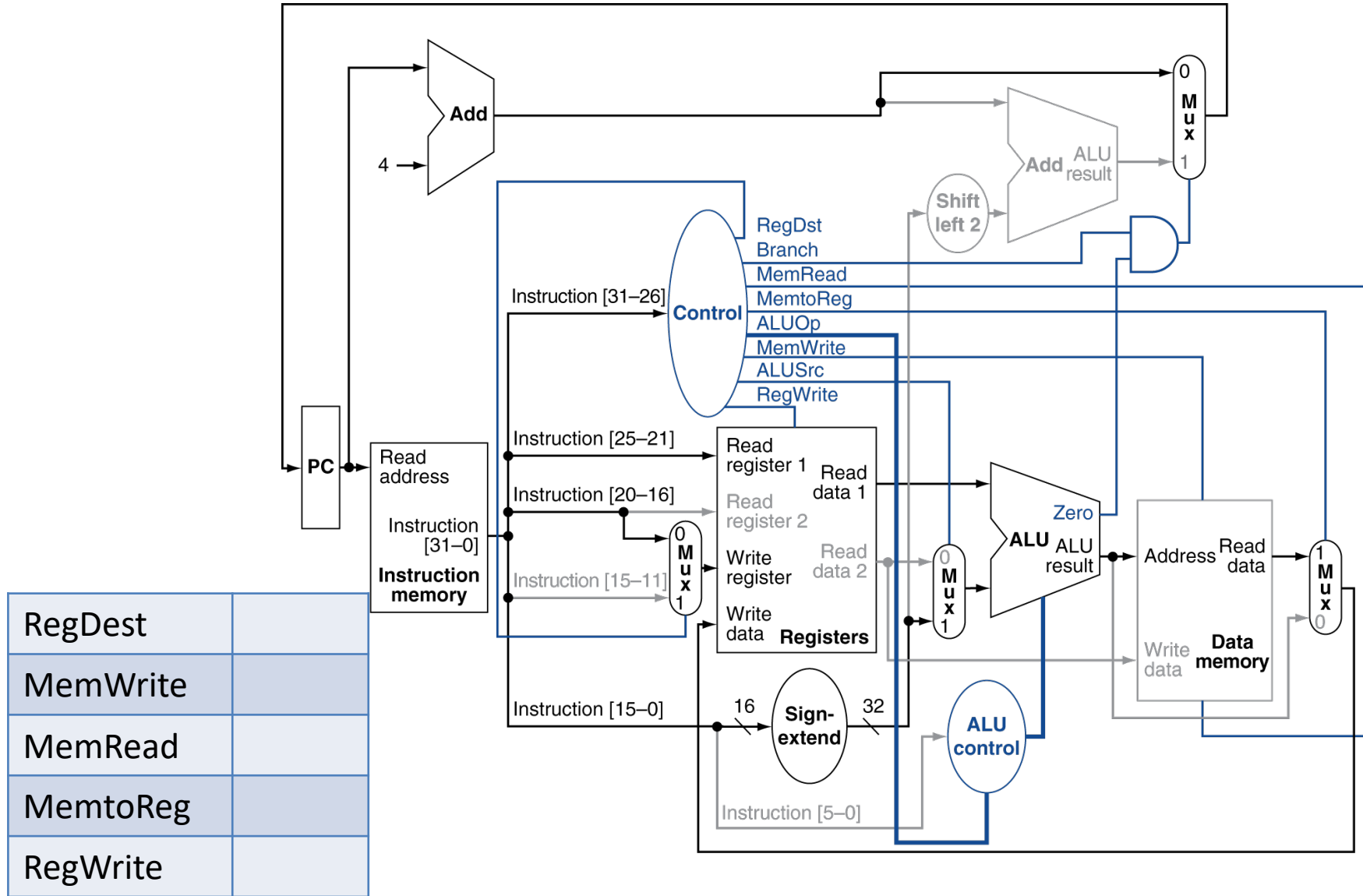
- compute memory address by adding base register to 16-bit sign-extended offset field
- **store** value written to the Data Memory
- **load** value read from the Data Memory, written to the Register File



# Which wire, if always 1 would break lw?



# Load Instruction

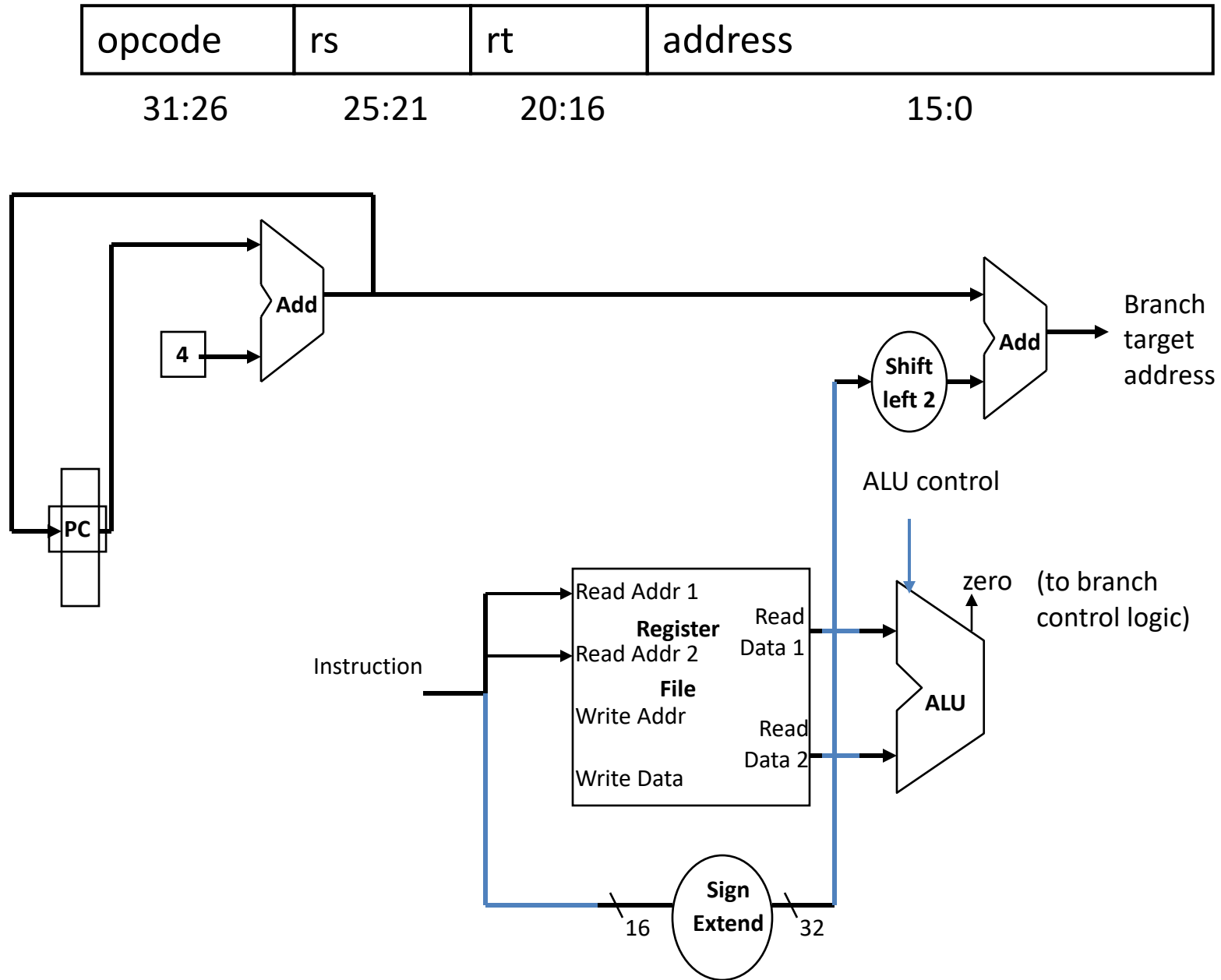


# Executing Branch Operations

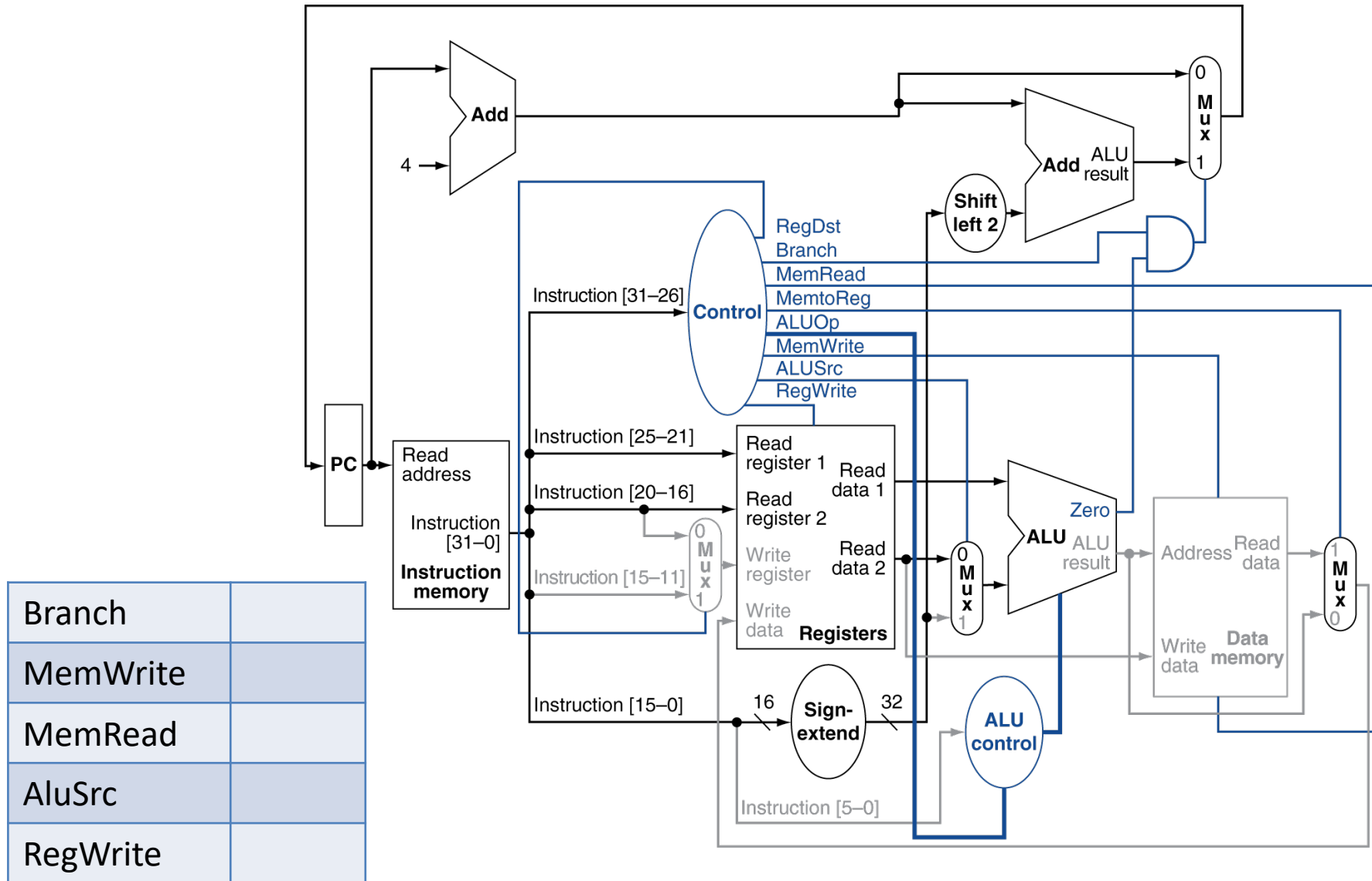
- compare the operands read from the Register File during decode for equality (zero ALU output)
- compute the branch target address by adding the updated PC to the 16-bit sign-extended offset field in the instruction



# Executing Branch Operations



# Branch-on-Equal Instruction



# Control Truth Table

Main control takes the 6 opcode bits and produces the control signals using combinatorial logic

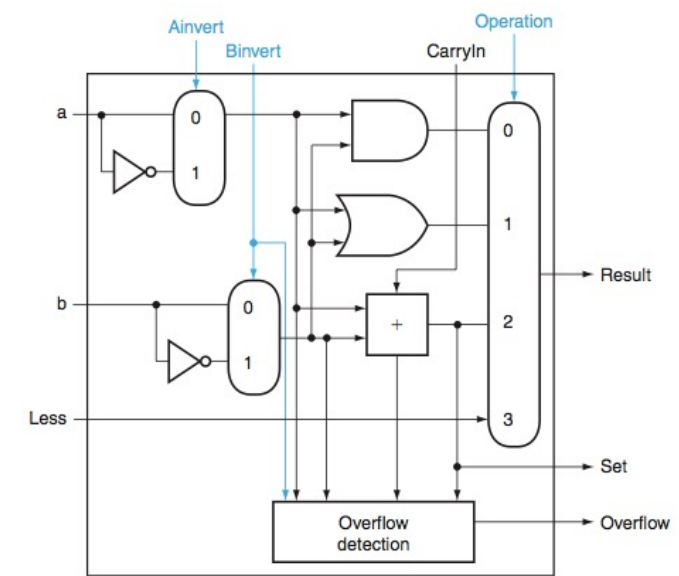
		<b>R-format</b>	<b>lw</b>	<b>sw</b>	<b>beq</b>
<b>Opcode</b>		000000	100011	101011	000100
Outputs	RegDst	1	0	x	x
	ALUSrc	0	1	1	0
	MemtoReg	0	1	x	x
	RegWrite	1	1	0	0
	MemRead	0	1	0	0
	MemWrite	0	0	1	0
	Branch	0	0	0	1
	ALUOp1	1	0	0	0
	ALUOp0	0	0	0	1

# Recall: PLAs

- Derived from truth table using sum of products
- Allow us to encode arbitrary functions
- Used to derive control signals in the datapath
  - Each control signal is a function of the 6 opcode bits

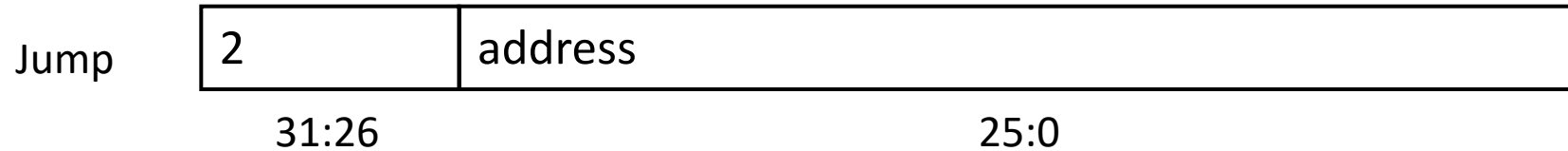
# ALU Control

Takes as input 2-bit ALUOp (derived from opcode) and 6-bit funct field; outputs 4 bits

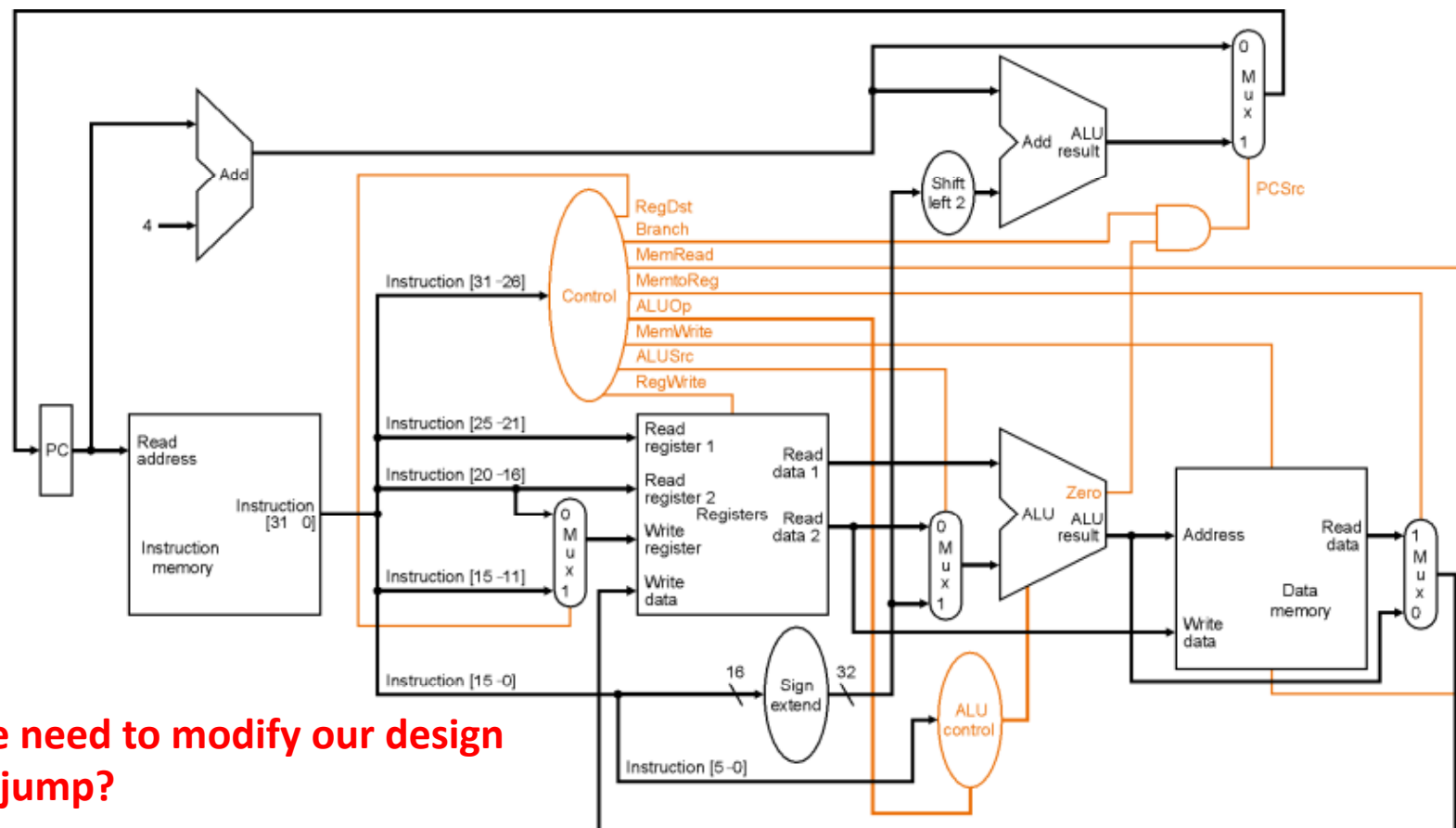


Instruction	ALUOp	funct	ALU function	Ainvert	Binvert	ALU operation
load word	00 (add)	XXXXXX	add	0	0	10 (add)
store word	00 (add)	XXXXXX	add	0	0	10 (add)
branch equal	01 (subtract)	XXXXXX	subtract	0	1	10 (add)
add	10 (r-type)	100000	add	0	0	10 (add)
subtract		100010	subtract	0	1	10 (add)
AND		100100	AND	0	0	00 (and)
OR		100101	OR	0	0	01 (or)
NOR		100111	NOR	1	1	00 (and)
set-on-less-than		101010	set-on-less-than	0	1	11 (less)

# Implementing Jumps



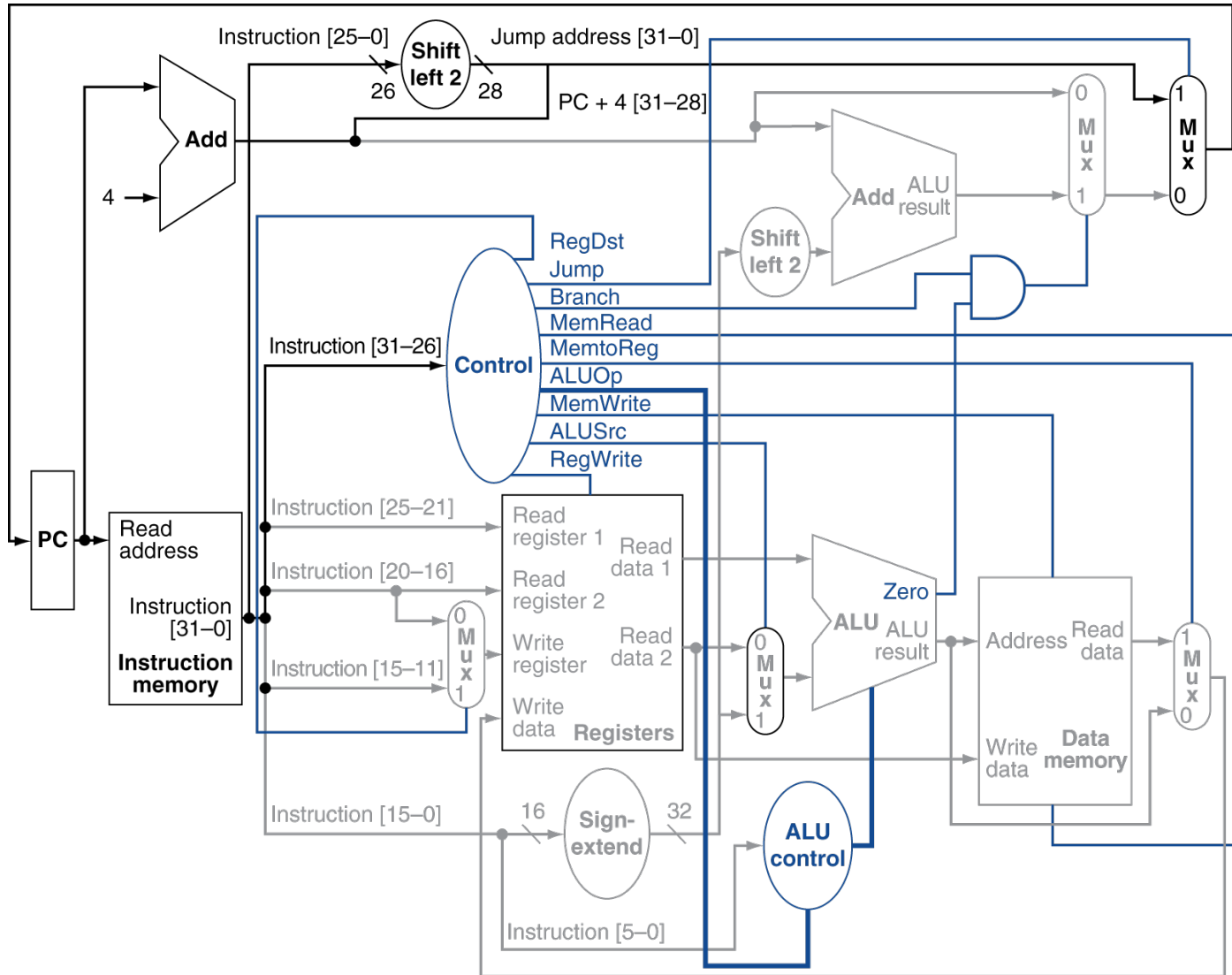
- Jump uses word address
- Update PC with concatenation of
  - Top 4 bits of PC + 4
  - 26-bit jump address
  - 00



**Do we need to modify our design to do jump?**

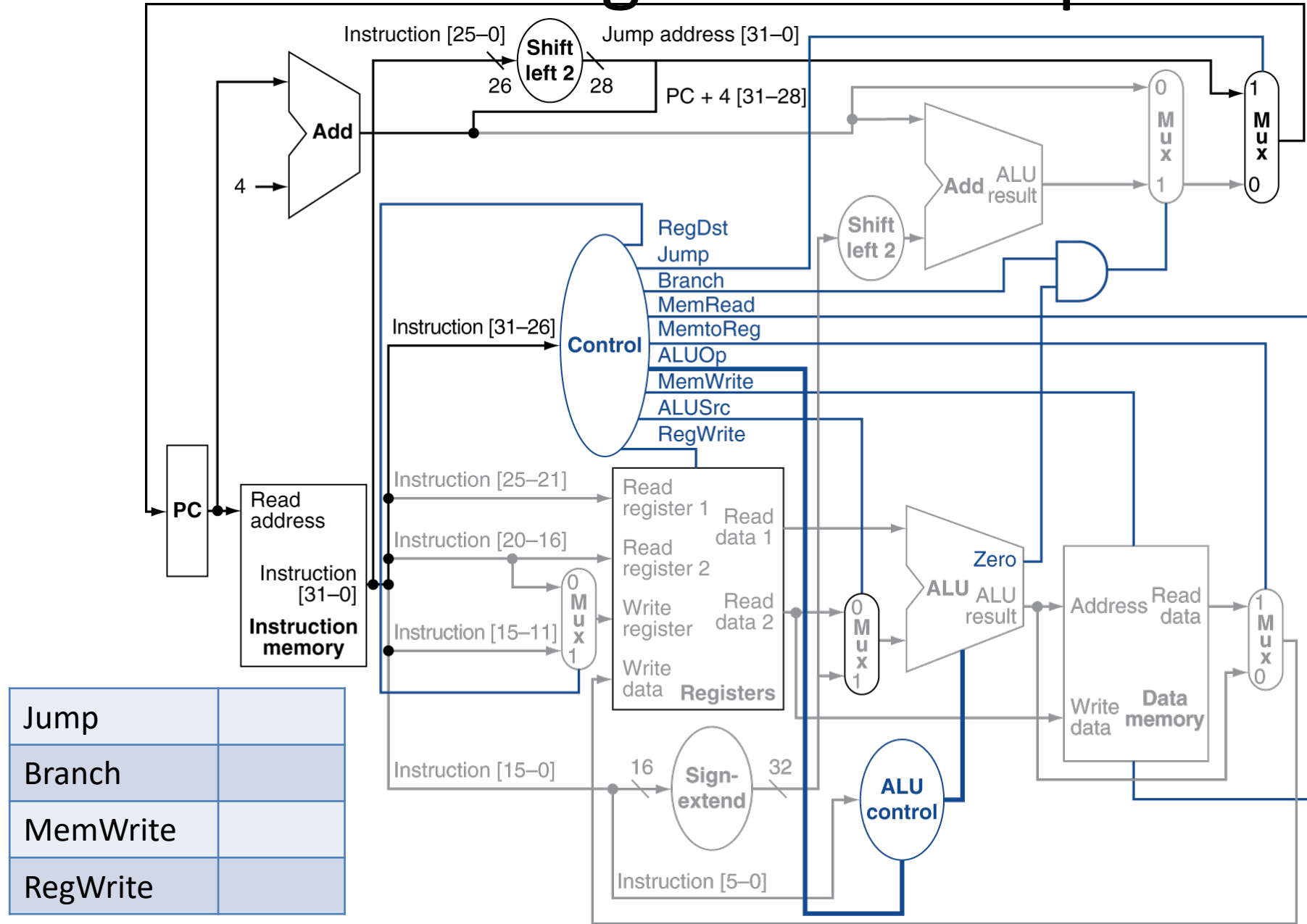
Select	Best Answer
A	Yes – we need both new control and datapath.
B	Yes – we need just datapath.
C	No – but we should for better performance.
D	No – just changing control signals is fine.
E	Single cycle can't do jump register.

# Datapath With Jumps Added





# What will the Signals for Jump be?



# Questions on the Data & Control Path?

# Reading

- Next lecture: Pipeline
  - Section 5.7