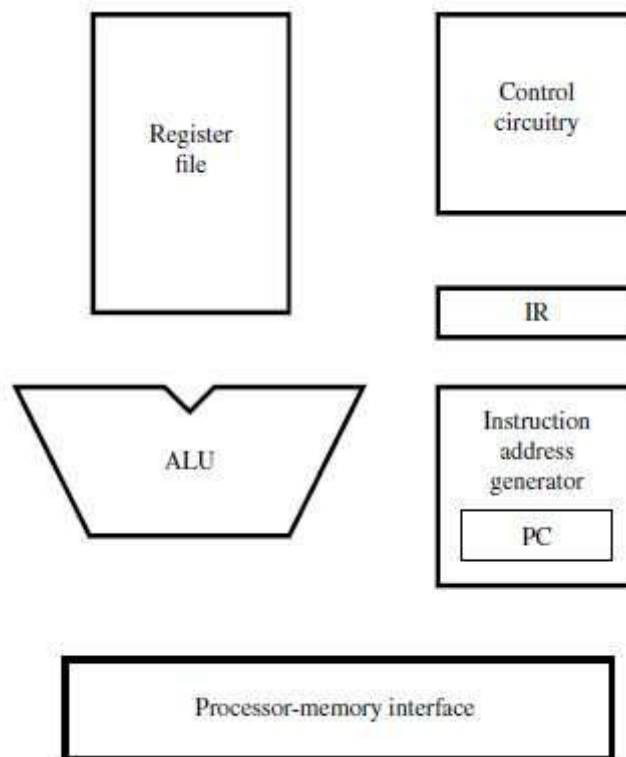


## **MODULE 5: BASIC PROCESSING UNIT**

### **SOME FUNDAMENTAL CONCEPTS**

- To execute an instruction, processor has to perform following 3 steps:
  - 1) Fetch contents of memory-location pointed to by PC. Content of this location is an instruction to be executed. The instructions are loaded into IR, Symbolically, this operation is written as:  
 $IR \leftarrow [[PC]]$
  - 2) Increment PC by 4.
  - 3) Carry out the actions specified by instruction (in the IR).
- The first 2 steps are referred to as **Fetch Phase**.
- The operation specified by an instruction can be carried out by performing one or more of the following actions:
  - 1) Read the contents of a given memory-location and load them into a register.
  - 2) Read data from one or more registers.
  - 3) Perform an arithmetic or logic operation and place the result into a register.
  - 4) Store data from a register into a given memory-location.
- The hardware-components needed to perform these actions are shown in Figure 5.1.



**Figure 5.1** Main hardware components of a processor.

## COMPUTER ORGANIZATION

### SINGLE BUS ORGANIZATION

- ALU and all the registers are interconnected via a **Single Common Bus** (Figure 7.1).
- Data & address lines of the external memory-bus is connected to the internal processor-bus via MDR & MAR respectively. (MDR → Memory Data Register, MAR → Memory Address Register).
- **MDR** has 2 inputs and 2 outputs. Data may be loaded
  - into MDR either from memory-bus (external) or
  - from processor-bus (internal).
- **MAR**'s input is connected to internal-bus;
- **Instruction Decoder & Control Unit** is responsible for
  - issuing the control-signals to all the units inside the processor.
  - implementing the actions specified by the instruction (loaded in the IR).
- Register R0 through R(n-1) are the **Processor Registers**.
- Only processor can access 3 registers **Y**, **Z** & **Temp** for temporary storage during program-execution. The programmer cannot access these 3 registers.
- In **ALU**, 1) „A“ input gets the operand from the output of the multiplexer (MUX).
  - 2) „B“ input gets the operand directly from the processor-bus.
- There are 2 options provided for „A“ input of the ALU.
- MUX is used to select one of the 2 inputs.
- **MUX** selects either
  - output of Y or
  - constant-value 4( which is used to increment PC content).

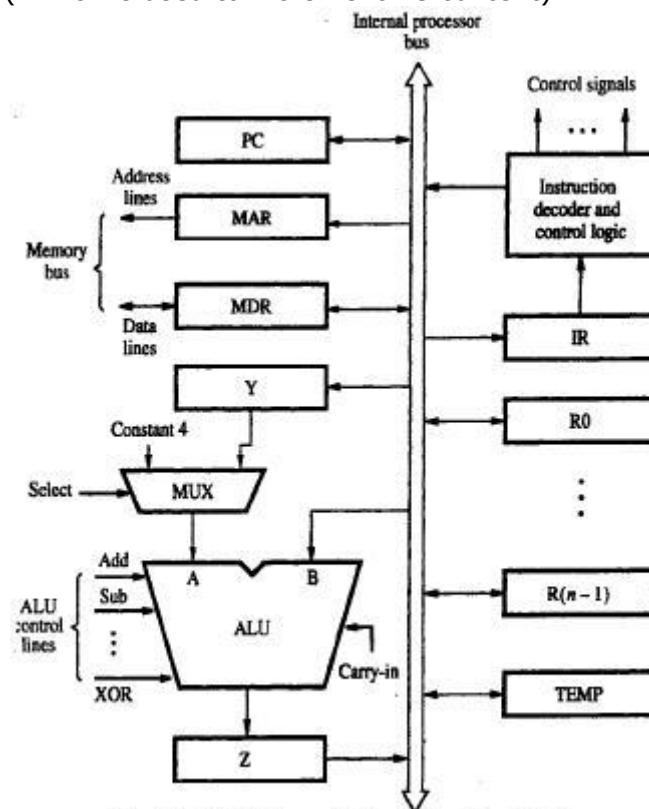


Figure 7.1 Single-bus organization of the datapath inside a processor.

- An instruction is executed by performing one or more of the following operations:
  - 1) Transfer a word of data from one register to another or to the ALU.
  - 2) Perform arithmetic or a logic operation and store the result in a register.
  - 3) Fetch the contents of a given memory-location and load them into a register.
  - 4) Store a word of data from a register into a given memory-location.
- **Disadvantage:** Only one data-word can be transferred over the bus in a clock cycle.
- **Solution:** Provide multiple internal-paths. Multiple paths allow several data-transfers to take place in parallel.

## COMPUTER ORGANIZATION

### REGISTER TRANSFERS

- Instruction execution involves a sequence of steps in which data are transferred from one register to another.
- For each register, two control-signals are used:  $R_{i\text{in}}$  &  $R_{i\text{out}}$ . These are called **Gating Signals**.
- $R_{i\text{in}}=1 \rightarrow$  data on bus is loaded into  $R_i$ .
- For example, *Move R1, R2*; This transfers the contents of register R1 to register R2. This can be accomplished as follows:
  - 1) Enable the output of registers R1 by setting  $R1_{\text{out}}$  to 1 (Figure 7.2). This places the contents of R1 on processor-bus.
  - 2) Enable the input of register R2 by setting  $R2_{\text{in}}$  to 1.
- All operations and data transfers within the processor take place within time-periods defined by the **processor-clock**.
- The control-signals that govern a particular transfer are asserted at the start of the clock cycle.

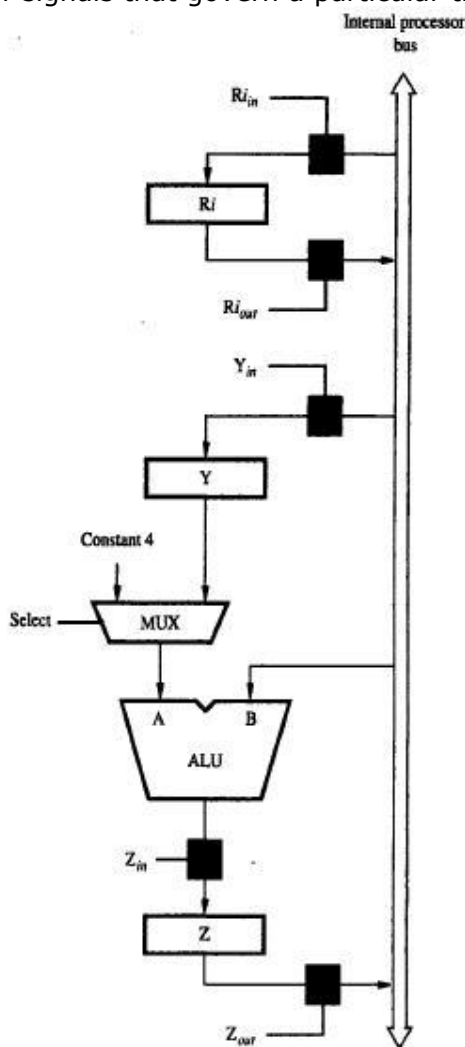


Figure 7.2 Input and output gating for the registers in Figure 7.1.

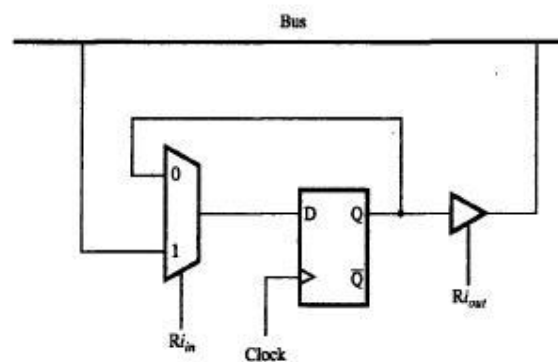


Figure 7.3 Input and output gating for one register bit.

### Input & Output Gating for one Register Bit

- A 2-input multiplexer is used to select the data applied to the input of an edge-triggered D flip-flop.
- $R_{i\text{in}}=1 \rightarrow$  mux selects data on bus. This data will be loaded into flip-flop at rising-edge of clock.
- Q output of flip-flop is connected to bus via a tri-state gate.
  - $R_{i\text{out}}=0 \rightarrow$  gate's output is in the high-impedance state.
  - $R_{i\text{out}}=1 \rightarrow$  the gate drives the bus to 0 or 1, depending on the value of Q.

## COMPUTER ORGANIZATION

### PERFORMING AN ARITHMETIC OR LOGIC OPERATION

- The ALU performs arithmetic operations on the 2 operands applied to its A and B inputs.
- One of the operands is output of MUX;
- The result (produced by the ALU) is stored temporarily in register Z.
- The sequence of operations for  $[R3] \leftarrow [R1] + [R2]$  is as follows:
  - 1)  $R1_{out}, Y_{in}$
  - 2)  $R2_{out}, SelectY, Add, Z_{in}$
  - 3)  $Z_{out}, R3_{in}$
- Instruction execution proceeds as follows:
  - Step 1 --> Contents from register R1 are loaded into register Y.
  - Step 2 --> Contents from Y and from register R2 are applied to the A and B inputs of ALU;  
Addition is performed &  
Result is stored in the Z register.
  - Step 3 --> The contents of Z register is stored in the R3 register.
- The signals are activated for the duration of the clock cycle corresponding to that step. All other signals are inactive.

### CONTROL-SIGNALS OF MDR

- The MDR register has 4 control-signals (Figure 7.4):
  - 1)  $MDR_{in}$  &  $MDR_{out}$  control the connection to the internal processor data bus &
  - 2)  $MDR_{inE}$  &  $MDR_{outE}$  control the connection to the memory Data bus.
- MAR register has 2 control-signals.
  - 1)  $MAR_{in}$  controls the connection to the internal processor address bus &
  - 2)  $MAR_{out}$  controls the connection to the memory address bus.

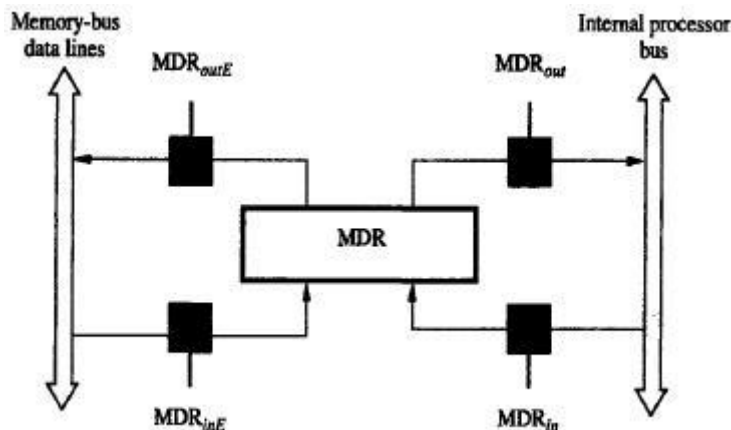


Figure 7.4 Connection and control signals for register MDR.

## COMPUTER ORGANIZATION

### FETCHING A WORD FROM MEMORY

- To fetch instruction/data from memory, processor transfers required address to MAR. At the same time, processor issues Read signal on control-lines of memory-bus.
- When requested-data are received from memory, they are stored in MDR. From MDR, they are transferred to other registers.
- The response time of each memory access varies (based on cache miss, memory-mapped I/O). To accommodate this, MFC is used. (MFC → Memory Function Completed).
- MFC is a signal sent from addressed-device to the processor. MFC informs the processor that the requested operation has been completed by addressed-device.
- Consider the instruction Move (R1),R2. The sequence of steps is (Figure 7.5):
  - 1) R1<sub>out</sub>, MAR<sub>in</sub>, Read ;desired address is loaded into MAR & Read command is issued.
  - 2) MDR<sub>inE</sub>, WMFC ;load MDR from memory-bus & Wait for MFC response from memory.
  - 3) MDR<sub>out</sub>, R2<sub>in</sub> ;load R2 from MDR.

where WMFC=control-signal that causes processor's control. circuitry to wait for arrival of MFC signal.

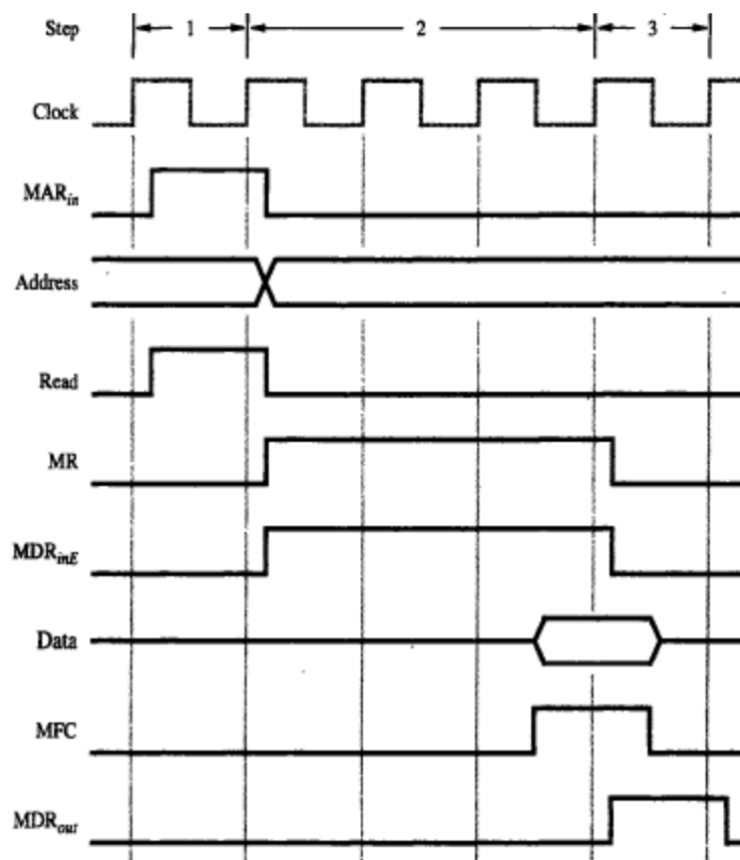


Figure 7.5 Timing of a memory Read operation.

### Storing a Word in Memory

- Consider the instruction Move R2,(R1). This requires the following sequence:
  - 1) R1<sub>out</sub>, MAR<sub>in</sub> ;desired address is loaded into MAR.
  - 2) R2<sub>out</sub>, MDR<sub>in</sub>, Write ;data to be written are loaded into MDR & Write command is issued.
  - 3) MDR<sub>outE</sub>, WMFC ;load data into memory-location pointed by R1 from MDR.

## COMPUTER ORGANIZATION

### EXECUTION OF A COMPLETE INSTRUCTION

• Consider the instruction *Add (R3),R1* which adds the contents of a memory-location pointed by R3 to register R1. Executing this instruction requires the following actions:

- 1) Fetch the instruction.
- 2) Fetch the first operand.
- 3) Perform the addition &
- 4) Load the result into R1.

Step	Action
1	$PC_{out}, MAR_{in}, Read, Select4, Add, Z_{in}$
2	$Z_{out}, PC_{in}, Y_{in}, WMFC$
3	$MDR_{out}, IR_{in}$
4	$R3_{out}, MAR_{in}, Read$
5	$R1_{out}, Y_{in}, WMFC$
6	$MDR_{out}, SelectY, Add, Z_{in}$
7	$Z_{out}, R1_{in}, End$

**Figure 7.6** Control sequence for execution of the instruction *Add (R3),R1*

• Instruction execution proceeds as follows:

- loading contents of PC into MAR &
- sending a Read request to memory.

The Select signal is set to Select4, which causes the Mux to select constant 4. This value is added to operand at input B (PC's content), and the result is stored in Z.

Step2--> Updated value in Z is moved to PC. This completes the PC increment operation and PC will now point to next instruction.

Step3--> Fetched instruction is moved into MDR and then to IR.

The step 1 through 3 constitutes the **Fetch Phase**.

At the beginning of step 4, the instruction decoder interprets the contents of the IR. This enables the control circuitry to activate the control-signals for steps 4 through 7.

The step 4 through 7 constitutes the **Execution Phase**.

Step4--> Contents of R3 are loaded into MAR & a memory read signal is issued.

Step5--> Contents of R1 are transferred to Y to prepare for addition.

Step6--> When Read operation is completed, memory-operand is available in MDR, and the addition is performed.

Step7--> Sum is stored in Z, then transferred to R1. The End signal causes a new instruction fetch cycle to begin by returning to step1.

## COMPUTER ORGANIZATION

### BRANCHING INSTRUCTIONS

- Control sequence for an **unconditional branch instruction** is as follows:

Step	Action
1	$PC_{out}, MAR_{in}, Read, Select4, Add, Z_{in}$
2	$Z_{out}, PC_{in}, Y_{in}, WMFC$
3	$MDR_{out}, IR_{in}$
4	$Offset\text{-}field\text{-}of\text{-}IR_{out}, Add, Z_{in}$
5	$Z_{out}, PC_{in}, End$

**Figure 7.7** Control sequence for an unconditional Branch instruction.

- Instruction execution proceeds as follows:
  - Step 1-3--> The processing starts & the fetch phase ends in step3.
  - Step 4--> The offset-value is extracted from IR by instruction-decoding circuit.  
Since the updated value of PC is already available in register , the offset X is gated onto the bus, and an addition operation is performed.
  - Step 5--> the result, which is the branch-address, is loaded into the PC.
- The branch instruction loads the branch target address in PC so that PC will fetch the next instruction from the branch target address.
- The branch target address is usually obtained by adding the offset in the contents of PC.
- The offset X is usually the difference between the branch target-address and the address immediately following the branch instruction.
- In case of **conditional branch**,
  - we have to check the status of the condition-codes before loading a new value into the PC.
  - e.g.:  $Offset\text{-}field\text{-}of\text{-}IR_{out}, Add, Z_{in}$ , If  $N=0$  then nd
  - If  $N=0$ , processor returns to step 1 immediately after step 4.
  - If  $N=1$ , step 5 is performed to load a new value into PC.

## COMPUTER ORGANIZATION

### MULTIPLE BUS ORGANIZATION

• **Disadvantage of Single-bus organization:** Only one data-word can be transferred over the bus in a clock cycle. This increases the steps required to complete the execution of the instruction **Solution:** To reduce the number of steps, most processors provide multiple internal-paths. Multiple paths enable several transfers to take place in parallel.

- As shown in fig 7.8, three buses can be used to connect registers and the ALU of the processor.
- All general-purpose registers are grouped into a single block called the **Register File**.
- Register-file has 3 ports:
  - 1) Two output-ports allow the contents of 2 different registers to be simultaneously placed on buses A & B.
  - 2) Third input-port allows data on bus C to be loaded into a third register during the same clock-cycle.
- Buses A and B are used to transfer source-operands to A & B inputs of ALU.
- The result is transferred to destination over bus C.
- **Incrementer Unit** is used to increment PC by 4.

Step	Action
1	$PC_{out}, R=B, MAR_{in}, \text{Read}, \text{IncPC}$
2	WMFC
3	$MDR_{outB}, R=B, IR_{in}$
4	$R4_{outA}, R5_{outB}, \text{SelectA}, \text{Add}, R6_{in}, \text{End}$

Figure 7.9 Control sequence for the instruction Add R4,R5,R6

- Instruction execution proceeds as follows:

→ passed through ALU using R=B control-signal &

→ loaded into MAR to start memory Read operation. At the same time, PC is incremented by 4.

Step2--> Processor waits for MFC signal from memory.

Step3--> Processor loads requested-data into MDR, and then transfers them to IR.

Step4--> The instruction is decoded and add operation takes place in a single step.

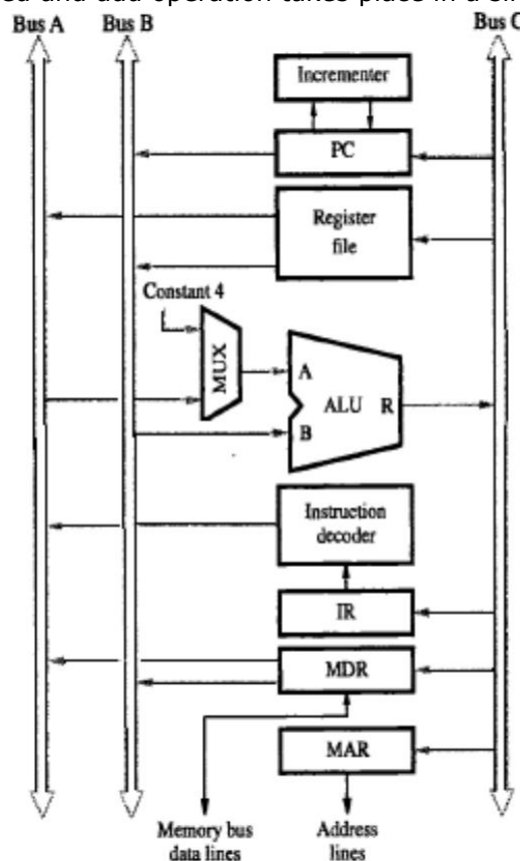


Figure 7.8 Three-bus organization of the datapath.



## COMPUTER ORGANIZATION

### COMPLETE PROCESSOR

- This has separate processing-units to deal with integer data and floating-point data. **Integer Unit** → To process integer data. (Figure 7.14).  
**Floating Unit** → To process floating -point data.
- **Data-Cache** is inserted between these processing-units & main-memory.
- **Instruction-Unit** fetches instructions
  - from an instruction-cache or
  - from main-memory when desired instructions are not already in cache.
- Processor is connected to system-bus & hence to the rest of the computer by means of a **Bus Interface**.
- Using separate caches for instructions & data is common practice in many processors today.
- A processor may include several units of each type to increase the potential for concurrent operations.
- The 80486 processor has 8-kbytes single cache for both instruction and data. Whereas the Pentium processor has two separate 8 kbytes caches for instruction and data.

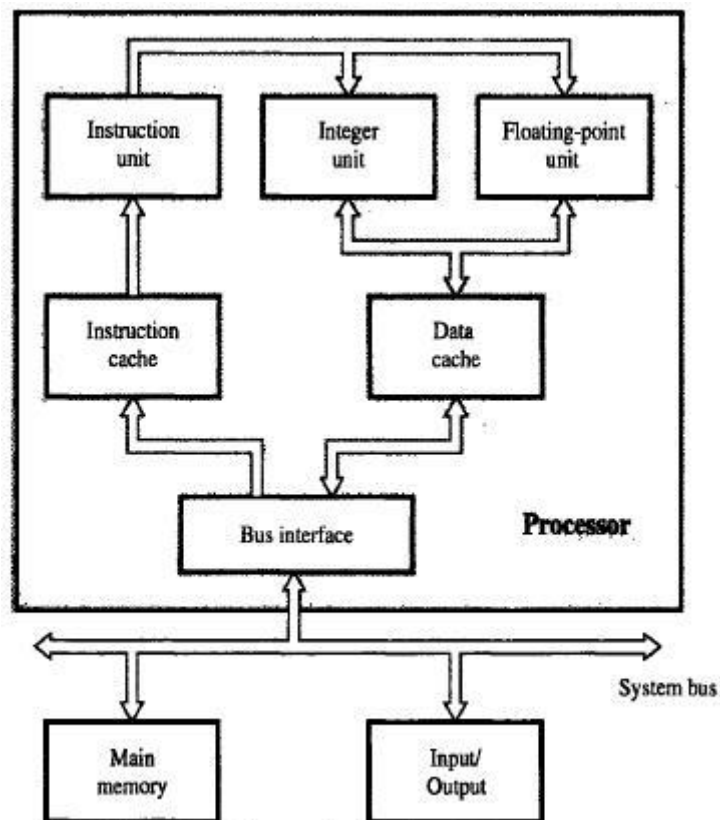


Figure 7.14 Block diagram of a complete processor.

### Note:

To execute instructions, the processor must have some means of generating the control-signals. There are two approaches for this purpose:

- 1) Hardwired control and 2) Microprogrammed control.



## COMPUTER ORGANIZATION

### HARDWIRED CONTROL VS MICROPROGRAMMED CONTROL

Attribute	Hardwired Control	Microprogrammed Control
<b>Definition</b>	Hardwired control is a control mechanism to generate control-signals by using gates, flip-flops, decoders, and other digital circuits.	Micro programmed control is a control mechanism to generate control-signals by using a memory called control store (CS), which contains the control-signals.
<b>Speed</b>	Fast	Slow
<b>Control functions</b>	Implemented in hardware.	Implemented in software.
<b>Flexibility</b>	Not flexible to accommodate new system specifications or new instructions.	More flexible, to accommodate new system specification or new instructions redesign is required.
<b>Ability to handle large or complex instruction sets</b>	Difficult.	Easier.
<b>Ability to support operating systems &amp; diagnostic features</b>	Very difficult.	Easy.
<b>Design process</b>	Complicated.	Orderly and systematic.
<b>Applications</b>	Mostly RISC microprocessors.	Mainframes, some microprocessors.
<b>Instructionset size</b>	Usually under 100 instructions.	Usually over 100 instructions.
<b>ROM size</b>	-	2K to 10K by 20-400 bit microinstructions.
<b>Chip area efficiency</b>	Uses least area.	Uses more area.
<b>Diagram</b>		

## COMPUTER ORGANIZATION

### MICROPROGRAMMED CONTROL

- Microprogramming is a method of control unit design (Figure 7.16).
- Control-signals are generated by a program similar to machine language programs.
- **Control Word(CW)** is a word whose individual bits represent various control-signals (like Add, PC<sub>in</sub>).
- Each of the control-steps in control sequence of an instruction defines a unique combination of 1s & 0s in CW.
- Individual control-words in microroutine are referred to as **microinstructions** (Figure 7.15).
- A sequence of CWs corresponding to control-sequence of a machine instruction constitutes the **microroutine**.
- The microroutines for all instructions in the instruction-set of a computer are stored in a special memory called the **Control Store (CS)**.
- Control-unit generates control-signals for any instruction by sequentially reading CWs of corresponding microroutine from CS.
- **μPC** is used to read CWs sequentially from CS. (μPC → Microprogram Counter).
- Every time new instruction is loaded into IR, o/p of **Starting Address Generator** is loaded into μPC.
- Then, μPC is automatically incremented by clock;  
causing successive microinstructions to be read from CS.  
Hence, control-signals are delivered to various parts of processor in correct sequence.

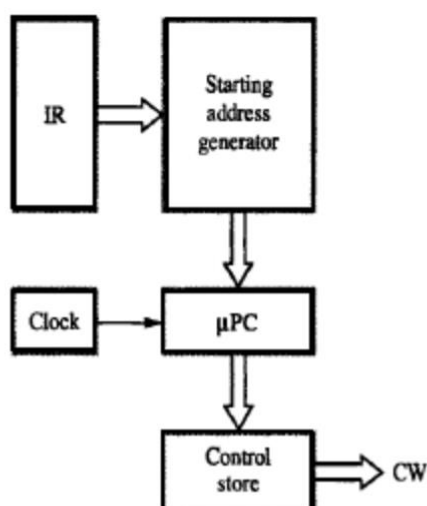


Figure 7.16 Basic organization of a microprogrammed control unit.

Micro-instruction	·	PC <sub>in</sub>	PC <sub>out</sub>	MAR <sub>in</sub>	Read	MDR <sub>out</sub>	IR <sub>in</sub>	Y <sub>in</sub>	Select	Add	Z <sub>in</sub>	Z <sub>out</sub>	R1 <sub>out</sub>	R1 <sub>in</sub>	R3 <sub>out</sub>	WMFC	End	·
1		0	1	1	1	0	0	0	1	1	1	0	0	0	0	0	0	
2		1	0	0	0	0	0	1	0	0	0	1	0	0	0	1	0	
3		0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	

Figure 7.15 An example of microinstructions for Figure 7.6.

### Advantages

- It simplifies the design of control unit. Thus it is both, cheaper and less error prone implement.
- Control functions are implemented in software rather than hardware.
- The design process is orderly and systematic.
- More flexible, can be changed to accommodate new system specifications or to correct the design errors quickly and cheaply.
- Complex function such as floating point arithmetic can be realized efficiently.
- A microprogrammed control unit is somewhat slower than the hardwired control unit, because time is required to access the microinstructions from CM.
- The flexibility is achieved at some extra hardware cost due to the control memory and its access circuitry.

## COMPUTER ORGANIZATION

### ORGANIZATION OF MICROPROGRAMMED CONTROL UNIT TO SUPPORT CONDITIONAL BRANCHING

- **Drawback of previous Microprogram control:**

- It cannot handle the situation when the control unit is required to check the status of the condition codes or external inputs to choose between alternative courses of action.

- Use conditional branch microinstruction.

- In case of conditional branching, microinstructions specify which of the external inputs, condition-codes should be checked as a condition for branching to take place.

- **Starting and Branch Address Generator Block** loads a new address into  $\mu$ PC when a microinstruction instructs it to do so (Figure 7.18).

- To allow implementation of a conditional branch, inputs to this block consist of
  - external inputs and condition-codes &
  - contents of IR.

- $\mu$ PC is incremented every time a new microinstruction is fetched from microprogram memory except in following situations:

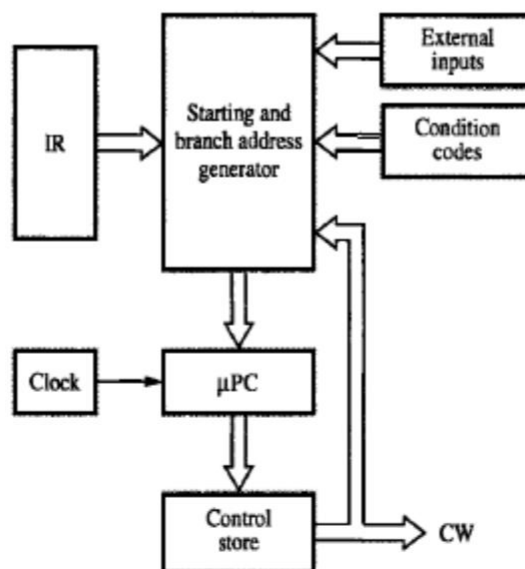
- 1) When a new instruction is loaded into IR,  $\mu$ PC is loaded with starting-address of microroutine for that instruction.

- 2) When a Branch microinstruction is encountered and branch condition is satisfied,  $\mu$ PC is loaded with branch-address.

- 3) When an End microinstruction is encountered,  $\mu$ PC is loaded with address of first CW in microroutine for instruction fetch cycle.

Address	Microinstruction
0	$PC_{out}, MAR_{in}, Read, Select4, Add, Z_{in}$
1	$Z_{out}, PC_{in}, Y_{in}, WMFC$
2	$MDR_{out}, IR_{in}$
3	Branch to starting address of appropriate microroutine
25	If $N=0$ , then branch to microinstruction 0
26	Offset-field-of- $IR_{out}, SelectY, Add, Z_{in}$
27	$Z_{out}, PC_{in}, End$

**Figure 7.17** Microroutine for the instruction Branch < 0.



**Figure 7.18** Organization of the control unit to allow conditional branching in the microprogram.

## COMPUTER ORGANIZATION

### MICROINSTRUCTIONS

- A simple way to structure microinstructions is to assign one bit position to each control-signal required in the CPU.
- There are 42 signals and hence each microinstruction will have 42 bits.
- **Drawbacks of microprogrammed control:**
  - 1) Assigning individual bits to each control-signal results in long microinstructions because the number of required signals is usually large.
  - 2) Available bit-space is poorly used because only a few bits are set to 1 in any given microinstruction.
- **Solution:** Signals can be grouped because
  - 1) Most signals are not needed simultaneously.
  - 2) Many signals are mutually exclusive. E.g. only 1 function of ALU can be activated at a time. For ex: Gating signals: IN and OUT signals (Figure 7.19).  
Control-signals: Read, Write.  
ALU signals: Add, Sub, Mul, Div, Mod.
- Grouping control-signals into fields requires a little more hardware because decoding-circuits must be used to decode bit patterns of each field into individual control-signals.
- **Advantage:** This method results in a smaller control-store (only 20 bits are needed to store the patterns for the 42 signals).

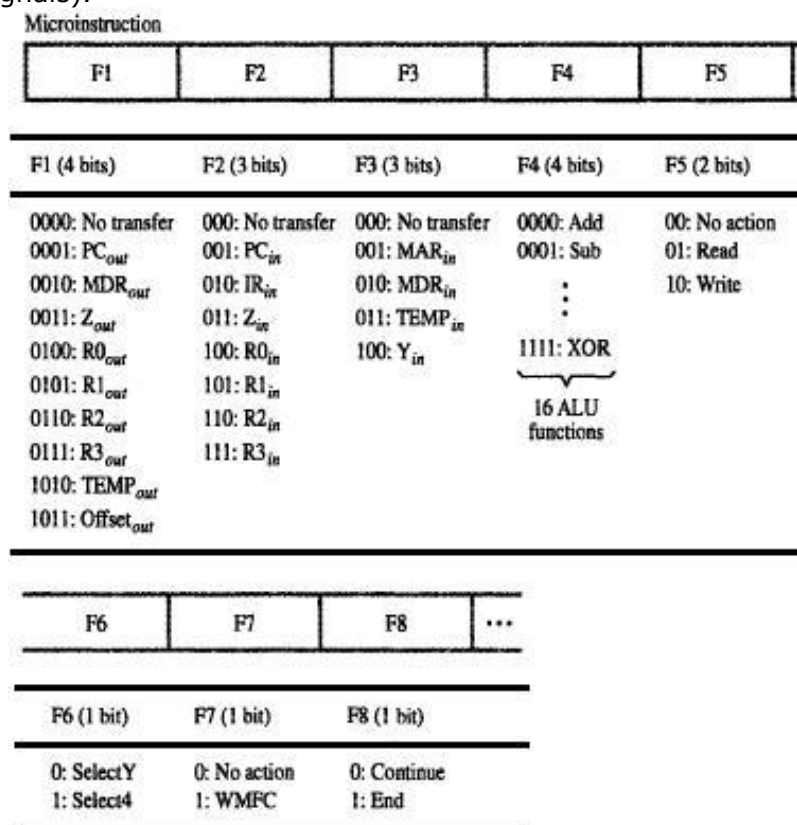


Figure 7.19 An example of a partial format for field-encoded microinstructions.

## **COMPUTER ORGANIZATION**

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### **TECHNIQUES OF GROUPING OF CONTROL-SIGNALS**

- The grouping of control-signal can be done either by using
  - 1) Vertical organization &
  - 2) Horizontal organisation.

<b>Vertical Organization</b>	<b>Horizontal Organization</b>
Highly encoded schemes that use compact codes to specify only a small number of control functions in each microinstruction are referred to as a vertical organization.	The minimally encoded scheme in which many resources can be controlled with a single microinstruction is called a Horizontal organization.
Slower operating-speeds.	Useful when higher operating-speed is desired.
Short formats.	Long formats.
Limited ability to express parallel microoperations.	Ability to express a high degree of parallelism.
Considerable encoding of the control information.	Little encoding of the control information.