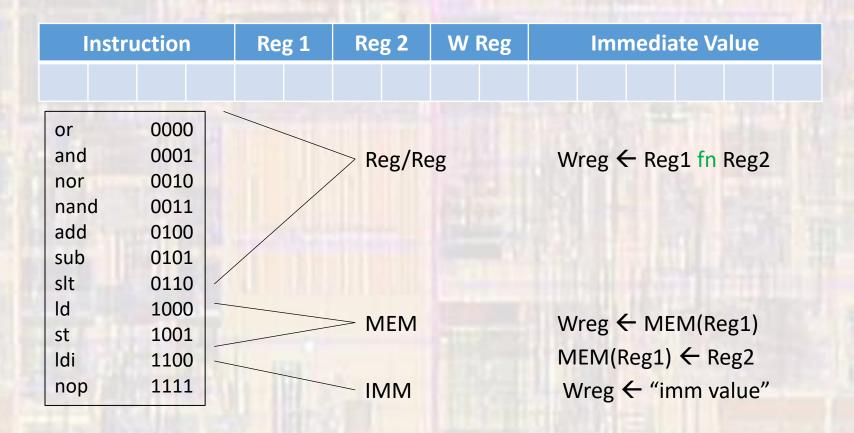
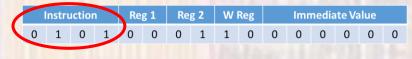
#### Last updated 4/14/21

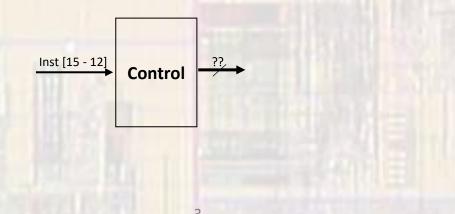
#### Instruction Format



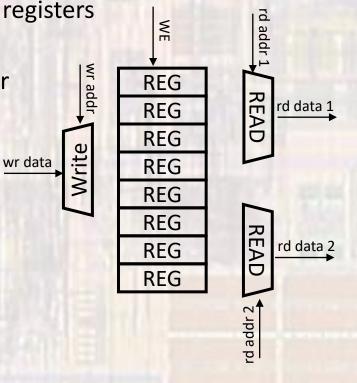
- Decode / Register Access
  - Instruction Decode
    - Logic to decode the instruction
    - Pull off the relevant bits from the instruction



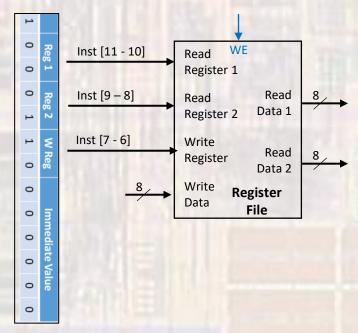
Create logic to drive control signals to other blocks



- Decode / Register Access
  - Register File
    - Series of registers
    - 2 read multiplexors to select one of the registers for one of 2 outputs
    - Write multiplexor to choose one register to write to
    - Write data input
    - Write enable (or WE\_b)

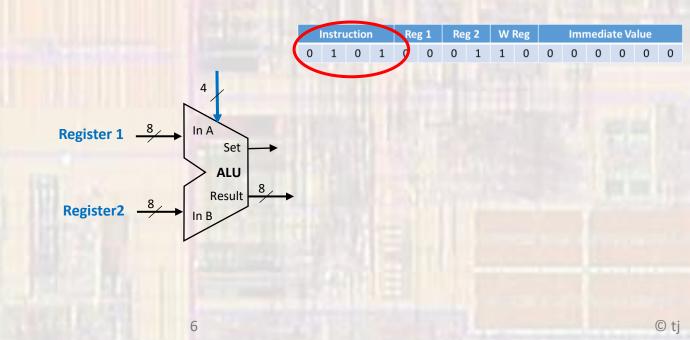


- Decode / Register Access
  - Register File implementation comments
    - Instruction bit mapping to select registers
      - Wire specific bits from the instruction to the address ports of the register file.
    - 4 registers → 2 bits of address
    - Each register 8 bits wide
    - No rstb signal



Execute

- ALU executes all arithmetic and logical instructions
- Inputs are Register outputs
- Control is decoded from instructions



Instruction

1 0

Instruction

1

0

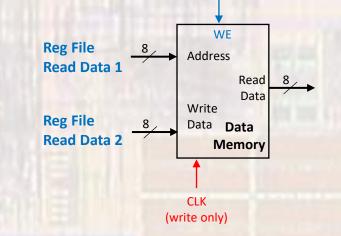
ST

Reg 2

0

0

- Memory Access
  - Load / Store Instructions
    - R/W from registers to data memory
  - Address
    - Pre-stored in one of the registers
    - Accessed from reg file "Read Data 1"
    - Added to the immediate value in the instruction (zeros)
  - Write Data
    - Pre-stored in one of the registers
    - Accessed from reg file "Read Data 2"
    - Synchronous
  - Read Data
    - Asynchronous read



**Immediate Value** 

Immediate Value

0

 $MEM(Reg1) \leftarrow Reg2$ 

0

0

0

0 0

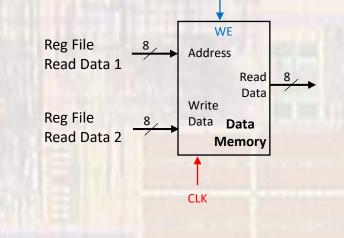
0

W Reg

0 0 0

8

- Memory Access
  - Data memory implementation comments
    - Inferred RAM
      - ?? in a x8 configuration
      - → asynchronous address
      - → asynchronous read
      - $\rightarrow$  synchronous write



Instruction

0 1

IMM

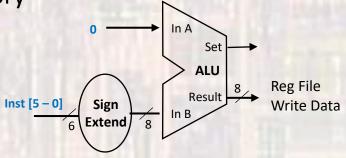
0 0

0 1

0 0 0 0 0

0 0

- Memory Access
  - Load Immediate Instruction
    - Load a register from the program memory
  - Value
    - Stored in the instruction
    - Sign-extended from 6 bits to 8 bits
    - OR'd with zero in the ALU
    - Uses the writeback mechanism to store the value in a register



Wreg 
"imm value"

• Write Back

W Reg

**Immediate Value** 

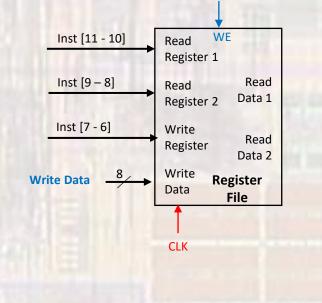
0

Reg 2

Reg 1

Instruction

- Write results or memory value back to a register
- Write data
  - Comes from ALU (result or Idi)
    - or
  - Comes from data memory (ld)
- Synchronous



- Missing Pieces
  - Program control elements
    - Branches
    - Jumps
    - Hazards

#### • Full Data path

Replace with sequencer

