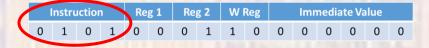
Last updated 7/18/23

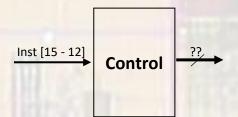
Instruction Format

Instruction		Reg 1	Reg 2	W Reg	Immediate Value
or and nor nand add sub slt	0000 0001 0010 0011 0100 0101 0110		> Reg/Re	eg	Wreg ← Reg1 fn Reg2
ld st ldi	1000 1001 1100		> MEM		Wreg ← MEM(Reg1) MEM(Reg1) ← Reg2
nop	1111		- IMM		Wreg ← "imm value"

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

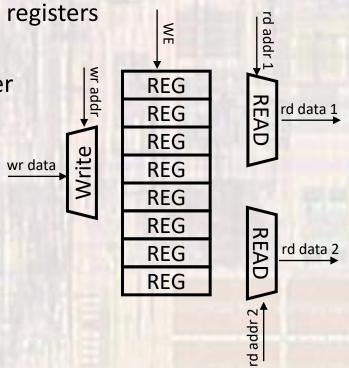


Create logic to drive control signals to other blocks



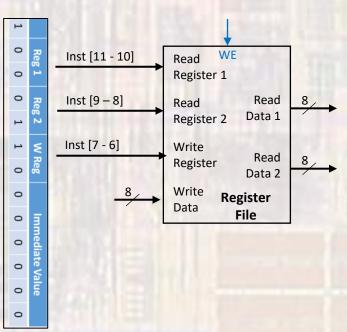
Decode / Register Access

- 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)



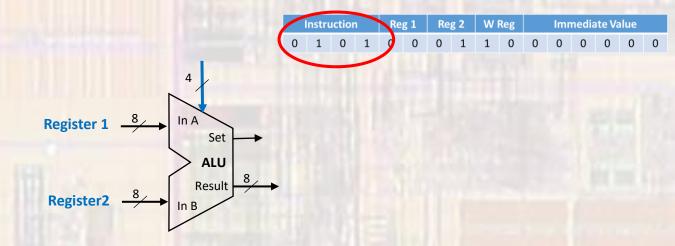
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- Decode / Register Access
 - Register File implementation comments
 - Instruction bit mapping to select registers
 - Wire specific bits from the instruction to the address ports of the register file.
 - 4 registers → 2 bits of address
 - Each register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

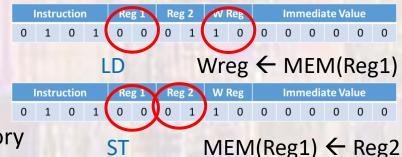


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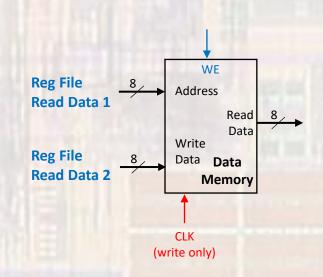
- Execute
 - ALU executes all arithmetic and logical instructions
 - Inputs are Register outputs
 - Control is decoded from instructions



- Memory Access
 - Load / Store Instructions
 - R/W from registers to data memory

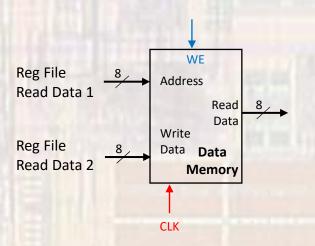


- Address
 - Pre-stored in one of the registers
 - Accessed from reg file "Read Data 1"
 - Added to the immediate value in the instruction (zeros)
- Write Data
 - Pre-stored in one of the registers
 - Accessed from reg file "Read Data 2"
 - Synchronous
- Read Data
 - Asynchronous read



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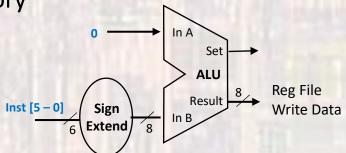
- Memory Access
 - Data memory implementation comments
 - Inferred RAM
 - ?? in a x8 configuration
 - → asynchronous address
 - → asynchronous read
 - → synchronous write



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

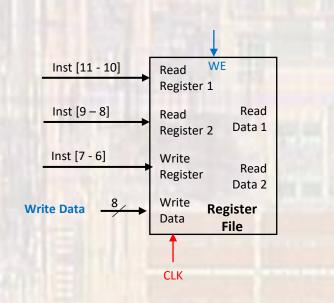


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Write Back



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



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

Full Data path

Replace with sequencer

