



VLSI SYSTEMS AND ARCHITECTURE

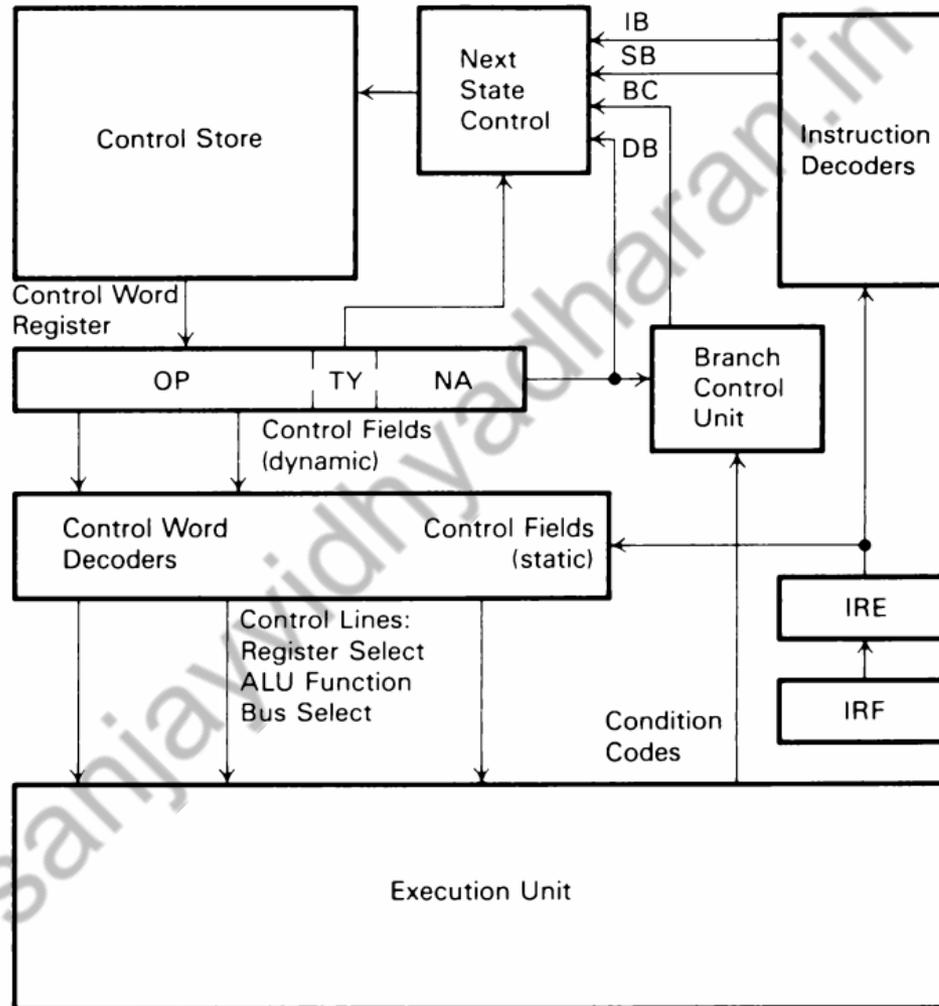
2021-22

Lecture 9

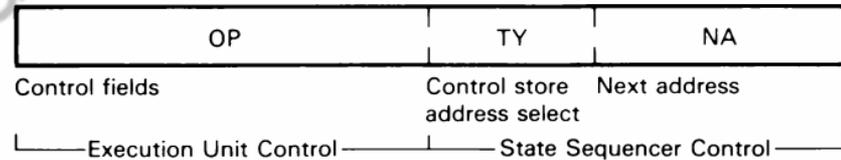
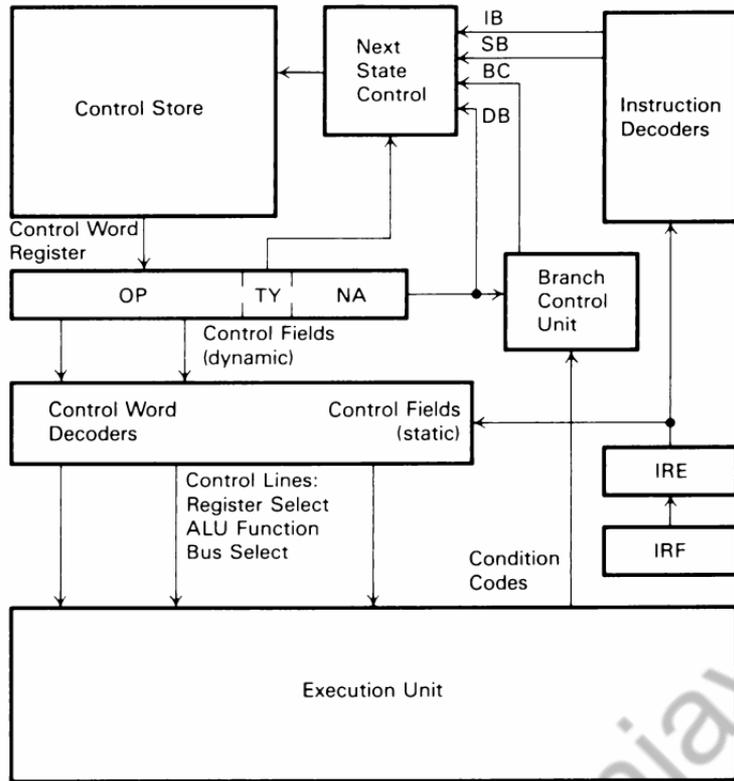
Flowcharts to Datapath Control Design

By Dr. Sanjay Vidhyadharan

MIN execution unit block diagram



Control Word Format



OP: Control Fields

Small fields of bits are decoded (by the control word logic decoders) to drive control lines in the execution unit and controller.

TY: Control Store Address Select

Next address (type) select

BC: Branch Conditionally—next control store address is NA modified by a condition code from the execution unit

DB: Direct Branch—next control store address is NA

IB: Instruction Branch—next control store address is from the control word decoders using IRE (for the next instruction)

SB: Sequence Branch—next control store address is from the control word decoders using IRE (for the next sequence to help execute the current instruction)

NA: Next Address
Next state (direct) address

5/21/2022

Execution Sequences for Register-to-Register

PC Control

LOAD

ry → a → alu, rx 0 → alu	edb → irf pc → a → alu, ao + 1 → alu
	irf → ire t1 → a → pc

STORE

rx → a → alu, ry 0 → alu	edb → irf pc → a → alu, ao + 1 → alu
	irf → ire t1 → a → pc

ADD

rx → a → alu ry → b → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → ry	irf → ire t1 → a → pc

SUB

rx → a → alu ry → b → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → ry	irf → ire t1 → a → pc

Execution Sequences with a Memory Operand Reference

PC Control

ADD

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

AND

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

SUB

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

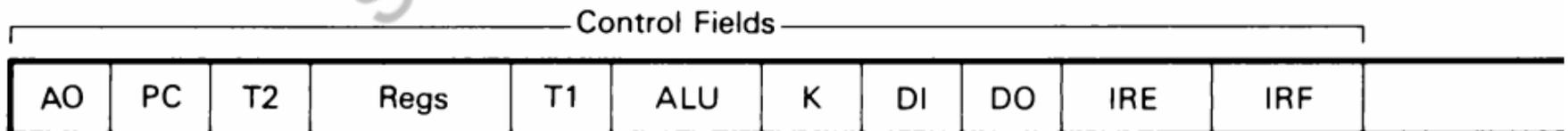
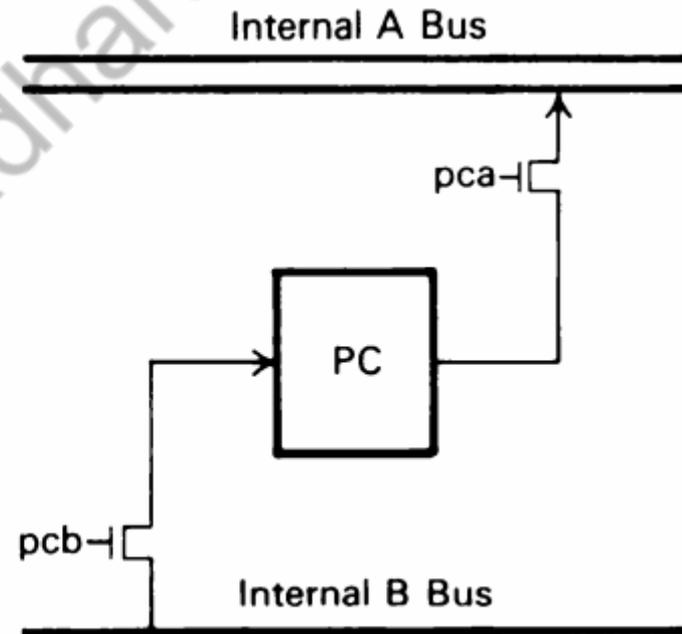
OP CODE

PC Control

pc → a
a → pc
b → pc
none

WE could just as easily write to PC using the B bus, so I can eliminate a → pc, thus simplifying the control log

		pca	
		0	1
pcb	0	none	pc → a
	1	b → pc	x



OP CODE

T2 Control

Execution Sequences with a Memory Operand Reference

ADD

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

AND

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

SUB

di → b → alu rx → a → alu	edb → irf pc → a → alu, ao + 1 → alu
t1 → a → do t2 → b → ao	irf → ire t1 → b → pc

OP CODE

T2 Control

$t2 \rightarrow a$

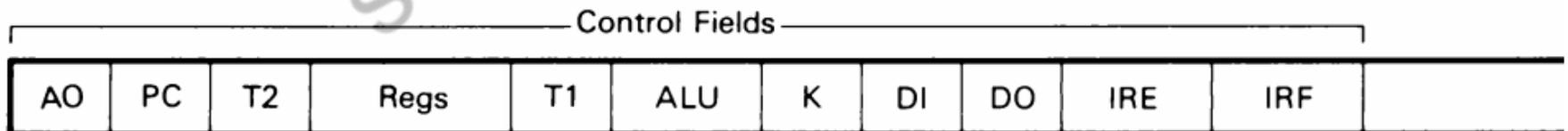
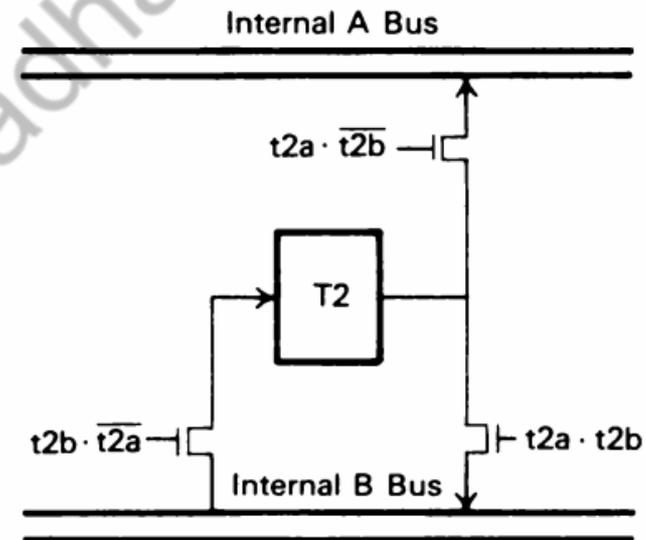
$t2 \rightarrow b$

$a \rightarrow t2$ (only one occurrence of this one)

$b \rightarrow t2$

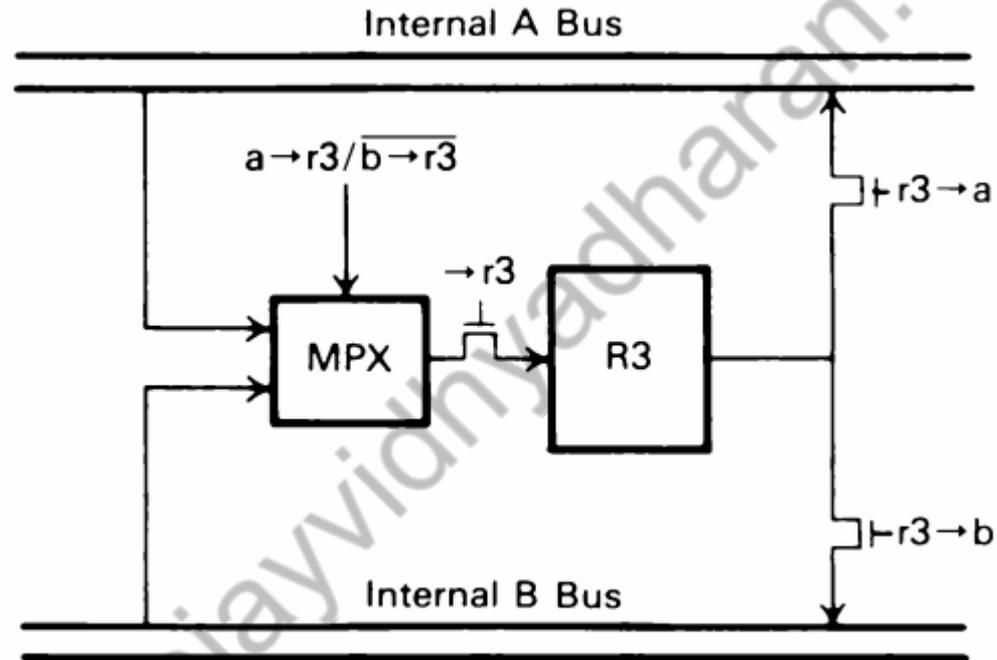
none

		t2a	
		0	1
t2b	0	none	$t2 \rightarrow a$
	1	$b \rightarrow t2$	$t2 \rightarrow b$

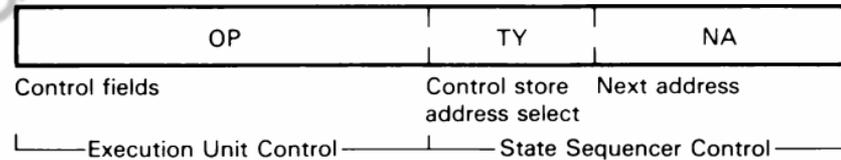
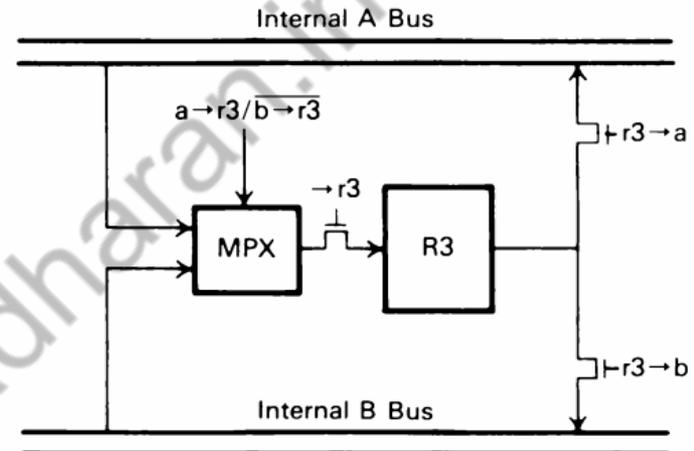
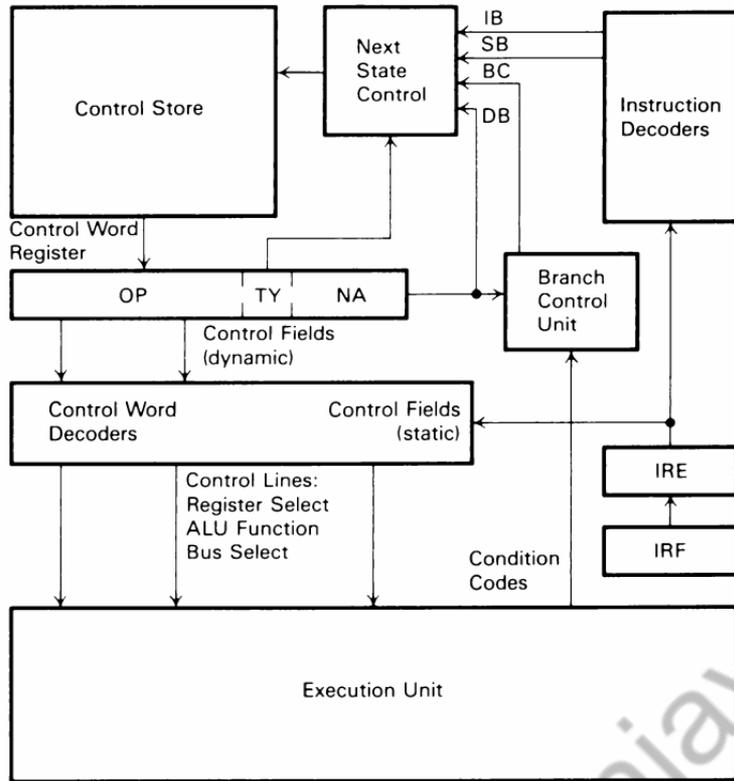


OP CODE

Register Control



Control Word Format



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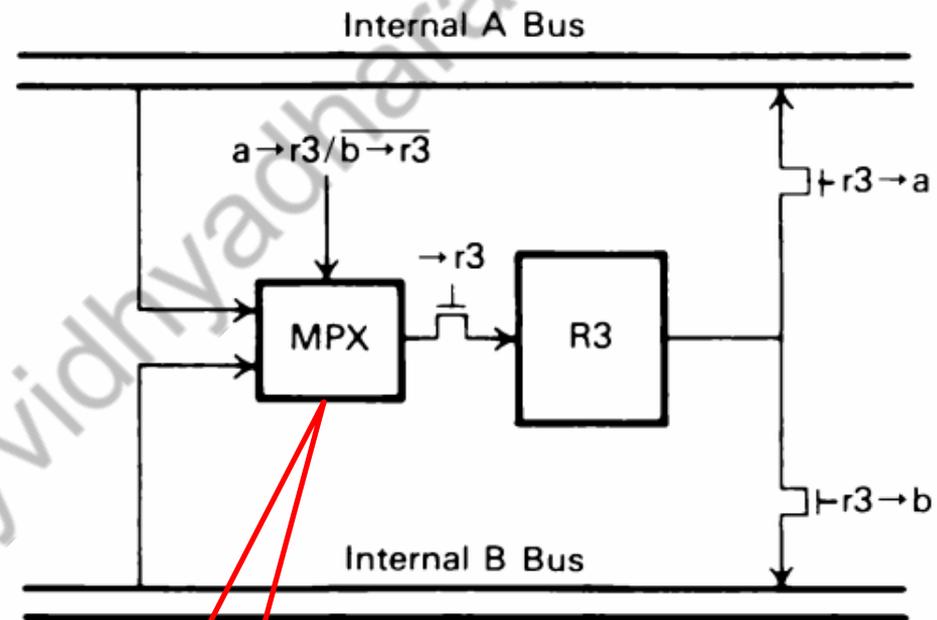
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OP CODE

Register Control

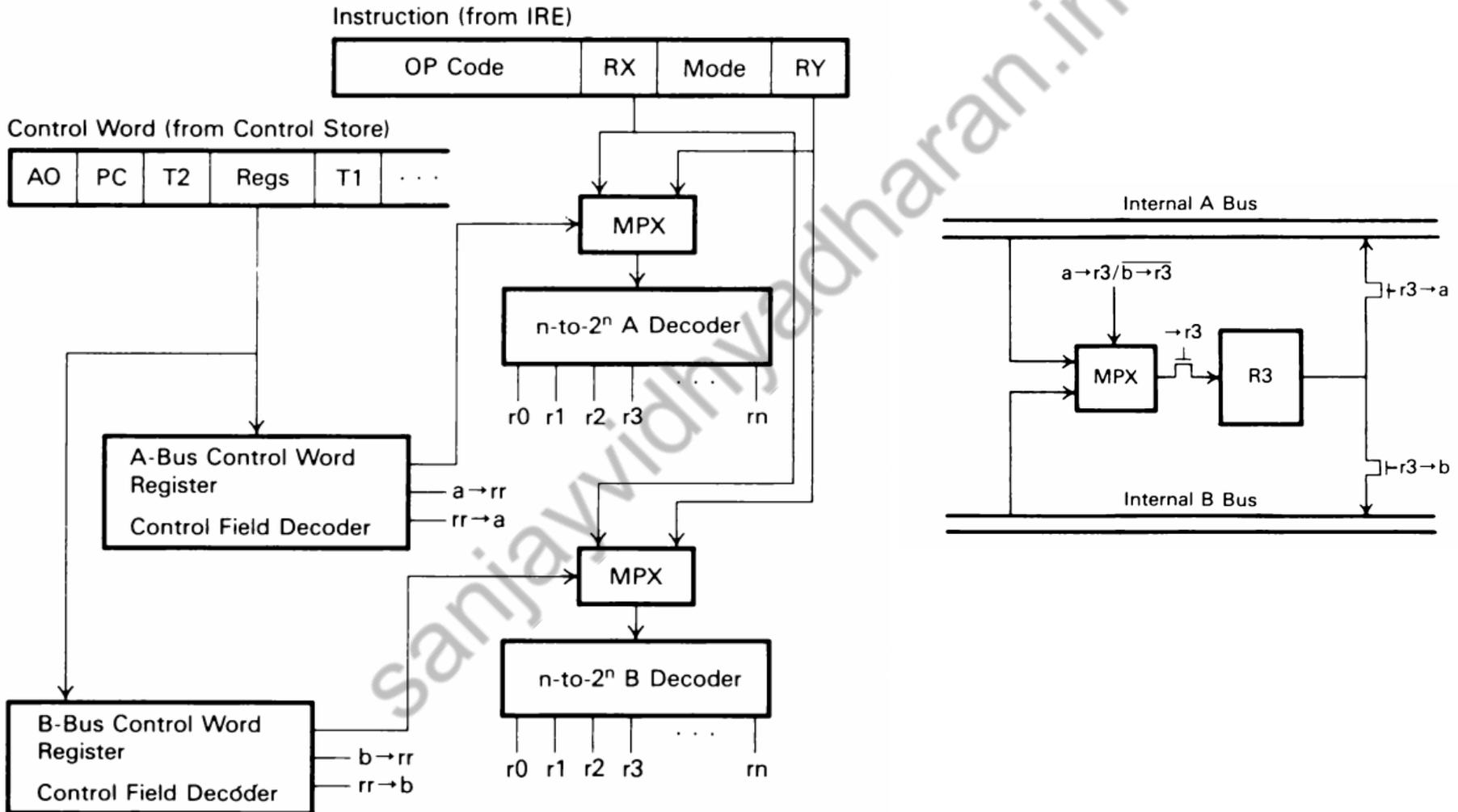
Control Word States
(What I see in the flowcharts)

$ry \rightarrow a$
 $b \rightarrow rx$
 $ry \rightarrow b; b \rightarrow rx$
 $rx \rightarrow a$
 $rx \rightarrow b; b \rightarrow ry$
 $rx \rightarrow a; ry \rightarrow b$
 $b \rightarrow ry$
 $b \rightarrow rx; a \rightarrow ry$
 $rx \rightarrow a; b \rightarrow ry$
none



OP CODE

Register Control



OP CODE

Register Control

Control Word States
(What I see in the flowcharts)

$ry \rightarrow a$
 $b \rightarrow rx$
 $ry \rightarrow b; b \rightarrow rx$
 $rx \rightarrow a$
 $rx \rightarrow b; b \rightarrow ry$
 $rx \rightarrow a; ry \rightarrow b$
 $b \rightarrow ry$
 $b \rightarrow rx; a \rightarrow ry$
 $rx \rightarrow a; b \rightarrow ry$
 none

	00	01	11	10	
00	0 none	1 $b \rightarrow rx$	3 $rx \rightarrow a$	2 $ry \rightarrow a$	
01	4 $b \rightarrow ry$	5	7 $rx \rightarrow a$ $b \rightarrow ry$	6 $rx \rightarrow b$ $b \rightarrow ry$	$b \rightarrow ry$ $\rightarrow ry$ $a \rightarrow ry$
11	C	D $b \rightarrow rx$ $a \rightarrow ry$	F	E	
10	8	9 $b \rightarrow rx$ $ry \rightarrow b$	B $rx \rightarrow a$ $ry \rightarrow b$	A	$ry \rightarrow b$
		$b \rightarrow rx$ $\rightarrow rx$	$rx \rightarrow a$		

OP CODE

Register Control

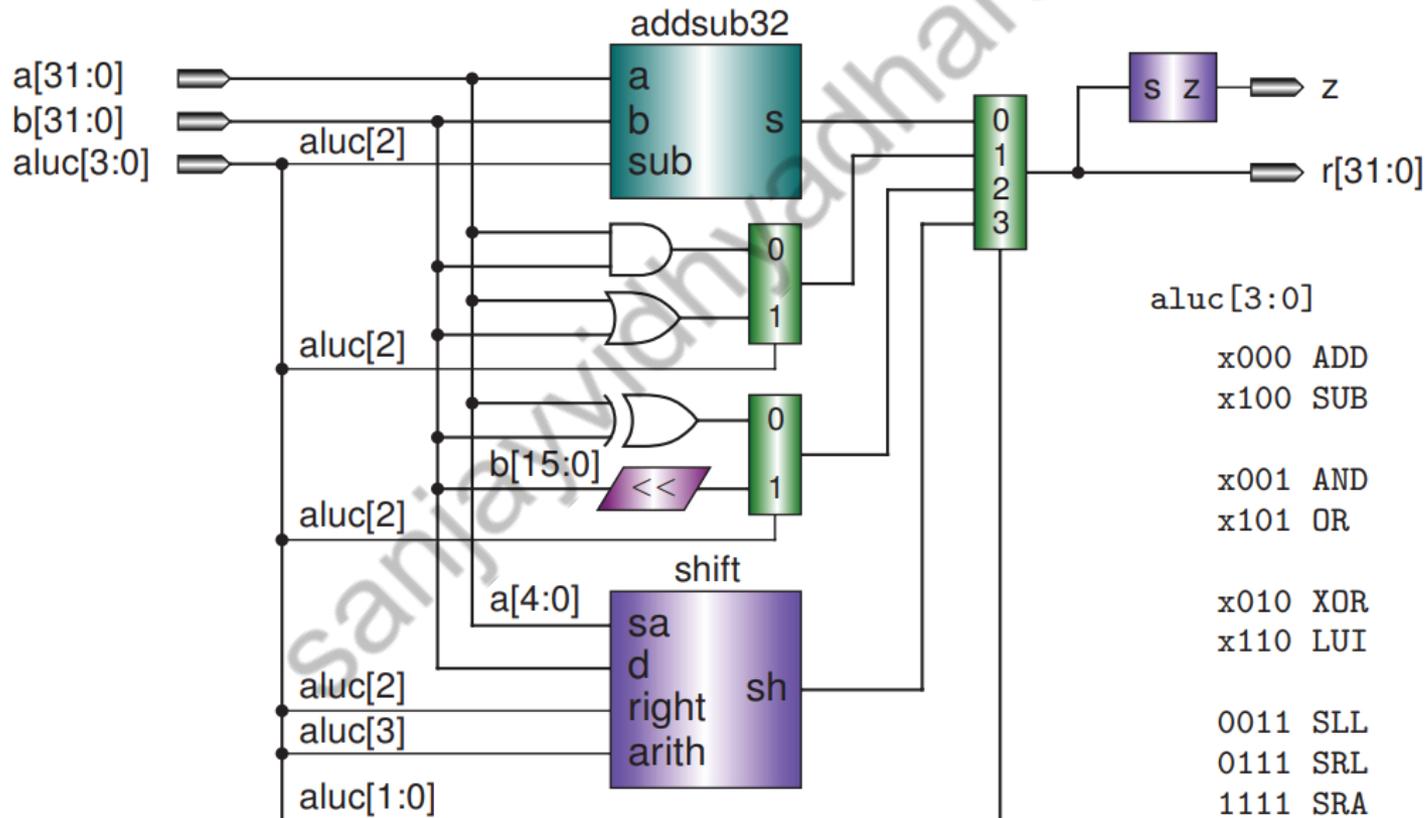
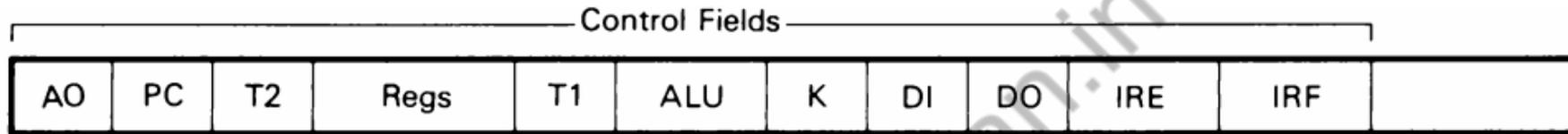
	00	01	11	10
00	0 none	1 b→rx	3 rx→a	2 ry→a
01	4 b→ry	5	7 rx→a b→ry	6 rx→b b→ry
11	C	D b→rx a→ry	F	E
10	8	9 b→rx ry→b	B rx→a ry→b	A

b→ry
 →ry
 a→ry
 ry→b
 b→rx rx→a
 →rx

Control Lines	Decoder Patterns (Control line is active any time the control field matches decoder pattern)
rx→a	xx11
ry→a	0010
rx→b	0110
ry→b	10xx
→rx	xx01
→ry	x1xx
a→ry	11xx
b→rx	xx01
b→ry	01xx

OP CODE

ALU Control



OP CODE

ALU Control

- All instructions use ALU for ADD to update PC
- ALU used for operand address calculation
- Arithmetic and logical instructions use ALU for the requisite operation

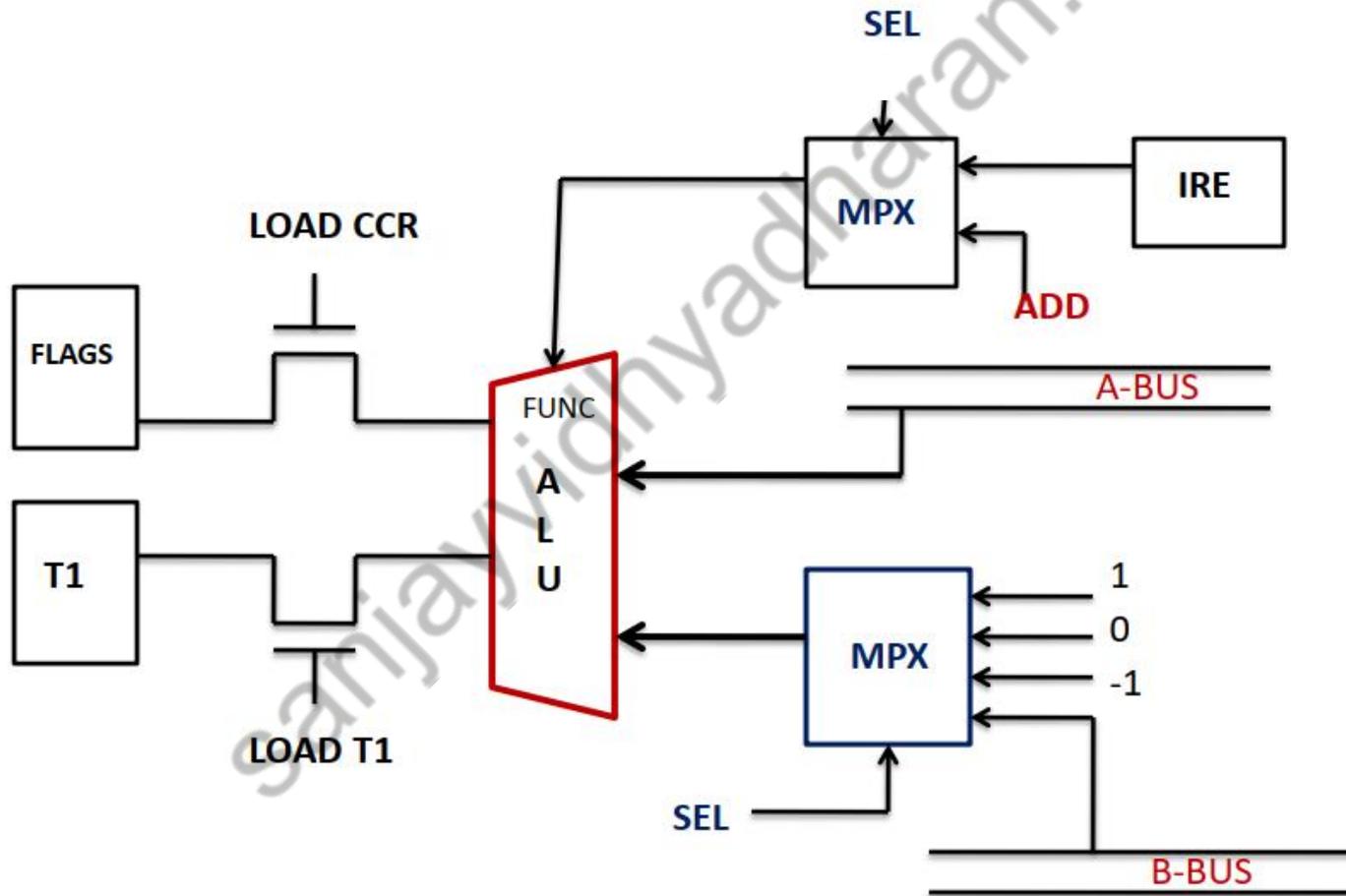
OP CODE

ALU Control

$a \rightarrow \text{alu} ; +1 \rightarrow \text{alu} ; \text{add-n} ; \text{alu} \rightarrow \text{t1}$	PC
$a \rightarrow \text{alu} ; b \rightarrow \text{alu} ; \text{add-n} ; \text{alu} \rightarrow \text{t1}$	$R_y + d$
$a \rightarrow \text{alu} ; 0 \rightarrow \text{alu} ; \text{add-s} ; \text{alu} \rightarrow \text{t1}$	Check Sign, Zero etc
$a \rightarrow \text{alu} ; b \rightarrow \text{alu} ; \text{op-s} ; \text{alu} \rightarrow \text{t1}$	ADD/AND etc
$a \rightarrow \text{alu} ; -1 \rightarrow \text{alu} ; \text{add-n} ; \text{alu} \rightarrow \text{t1}$	PUSH

OP CODE

ALU Control



OP CODE

ALU Control

load t1

load ccr

add / op select

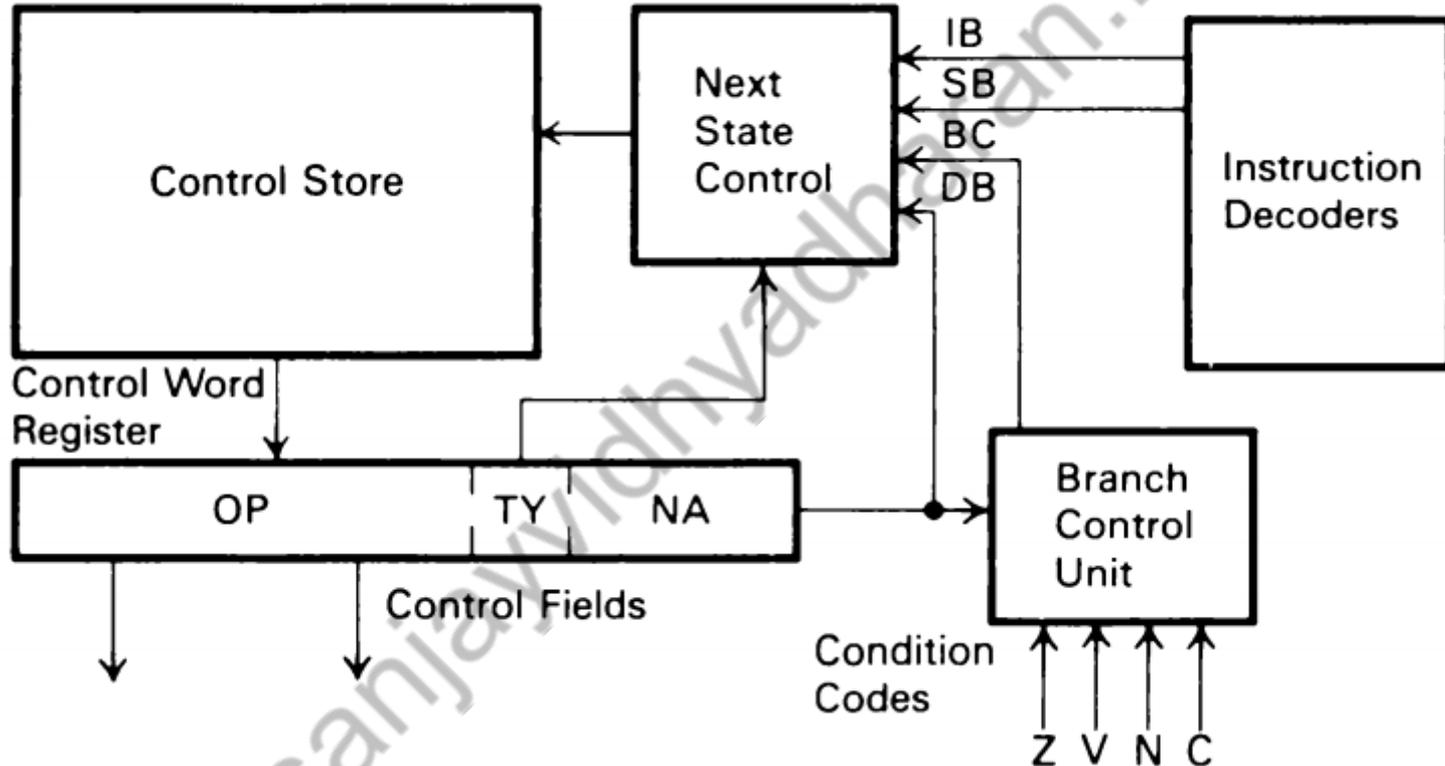
alu b input select (2 bits)

OP CODE

ALU Control

Control word states	decoder pattern		
a → alu ; +1 → alu ; add-n ; alu → t1	101	load t1	xxx i000
a → alu ; b → alu ; add-n ; alu → t1	010	load ccr	1x0
a → alu ; 0 → alu ; add-s ; alu → t1	100		
a → alu ; b → alu ; op-s ; alu → t1	110	add / op select	110
a → alu ; -1 → alu ; add-n ; alu → t1	111		
none	000	alu b input select (2 bits)	x10

State Sequencer



Thank you