The Processor: Datapath & Control

- READING: 4.1 – 4.4
- We're ready to look at an implementation of the MIPS
- Simplified to contain only:
  - memory-reference instructions: lw, sw
  - arithmetic-logical instructions: add, sub, and, or, slt
  - control flow instructions: beq, j
- Generic Implementation:
  - use the program counter (PC) to supply instruction address
  - get the instruction from memory
  - read registers
  - use the instruction to decide exactly what to do
- All instructions use an ALU after reading the registers – why?
  - memory-reference?
  - arithmetic?
  - control flow?
Our Timing Methodology

- An edge triggered methodology
- Typical execution:
  - read contents of some state elements,
  - send values through some combinational logic
  - write results to one or more state elements

![Diagram showing clock cycle, state element 1, combinational logic, state element 2.]

Single Cycle Implementation

First, Datapath
Later, Control
Simplified View of Datapath

Our Simple Implementation

- Let’s start putting our pieces together to form our single-cycle implementation.
- Our pieces include:
  - 1. Fetching the instruction
  - 2. Performing an operation (R-type)
  - 3. Loading and storing data
  - 4. Branching

- We will discuss one piece at a time.
Partial Datapath #1 – for fetching

Partial Datapath #2 – for R-type instructions
Partial Datapath #3 – for load and store (#1)

Partial Datapath #3 – for load and store (#2)
Partial Datapath #4 – for branch

How do we tie them together?

• Strategy: