Hardwired Control Unit
Ch 16

Micro-operations
Controlling Execution
Hardwired Control

What is Control (2)

- So far, we have shown what happens inside CPU
  - execution of instructions
    - opcodes, addressing modes, registers
    - I/O & memory interface, interrupts
- Now, we show how CPU controls these things that happen
  - how to control what gate or circuit should do at any given time
    - control wires transmit control signals
    - control unit decides values for those signals

Micro-operations (2)

(mikro-operaatio)

- Basic operations on which more complex instructions are built

Fig. 16.1 (Fig. 14.1 [Stal99])

  - each execution phase (e.g., fetch) consists of one or more sequential micro-ops
  - each micro-op executed in one clock cycle in some subsection of the processor circuitry
  - each micro-op specifies what happens in some area of cpu circuitry
  - system cycle time determined by longest micro-op!
- Many micro-ops (for successive instructions) can be executed simultaneously
  - if non-conflicting, independent areas of circuitry

Instruction Fetch Cycle (10)

- 4 registers involved
  - MAR, MBR, PC, IR

Fig. 12.6 (Fig. 11.7 [Stal99])

- What happens?

	micro-ops?
Address of next instruction is in PC	
Address (MAR) is placed on address bus	MAR ← (PC)
READ command given to memory	READ
Result (from memory) appears on data bus	
Data from data bus copied into MBR	MBR ← (mem)
PC incremented by 1	PC ← (PC) +1
New instruction moved from MBR to IR	IR ← (MBR)
MBR available for new work	

Instruction Fetch Micro-ops (2)

- 4 micro-ops
  - can not change order, can do some ops at the same time
  - s2 must be done after s1
  - s3 can be done simultaneously with s2
  - s4 can be done with s3, but must be done after s2

s1: MAR ← (PC), READ
s2: MBR ← (mem)
s3: PC ← (PC) +1
s4: IR ← (MBR)

implicit READ

t1: MAR ← (PC)
t2: MBR ← (mem)
PC ← (PC) +1
t3: IR ← (MBR)

⇒ Need 3 ticks:

assume: mem read in one cycle

Micro-op Grouping (4)

- Must maintain proper sequence (semantics)

t1: MAR ← (PC)
t2: MBR ← (mem)

- No conflicts
  - no write to/read from with same register (set?) at the same time

t2: MBR ← (mem)
t3: IR ← (MBR)

  - each circuitry can be used by only one micro-op at a time
    - E.g., ALU or some bus

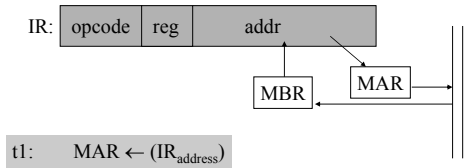
t2: PC ← (PC) + 1
t3: R1 ← (R1) + (MBR)

Micro-op Types (4)

- Transfer data from one reg to another
- Transfer data from reg to external area
  - memory
  - I/O
- Transfer data from external to register
- ALU or logical operation between registers

Indirect Cycle

- Instruction contains address of an operand, instead of direct operand address



t1: MAR ← ($IR_{address}$)
t2: MBR ← (mem)
t3: $IR_{address}$ ← (MBR)

(Replace indirect address by direct address)

Interrupt Cycle

- After execution cycle, test for interrupts
- If interrupt bits on, then
  - save PC to memory
  - jump to interrupt handler
  - or, find out first correct handler for this type of interrupt and then jump to that (need more micro-ops)
  - context saved by interrupt handler

t1: MBR ← (PC)
t2: MAR ← save-address
PC ← routine-address
t3: mem ← (MBR)

implicit - just wait?

Execute Cycle (4)

- Different for each op-code

t1: ALU1 ← (R2)
ALU2 ← (R3)
t2: ALUout ← "+"
t3: R1 ← ALUout

ADD R1, X

t1: MAR ← ($IR_{address}$)
t2: MBR ← (memory)
t3: R1 ← (R1) + (MBR)

ADD R1, R2, R3

t1: R1 ← (R2) + (R3)

?

JMP LOOP

t1: PC ← ($IR_{address}$)

Was this updated in indirect cycle?

BZER R1, LOOP

t1: if ((R1)=0) then
PC ← ($IR_{address}$)

Can this be done in one cycle?

Execute Cycle (contd) (1)

Branch and Save Address (subroutine call instruction)

BSA MySub

MySub: DC
LOAD …
…..
RET MySub

t1: MAR ← ($IR_{address}$)
MBR ← (PC)
t2: PC ← ($IR_{address}$)
memory ← (MBR)
t3: PC ← (PC) + 1

1st instruction in MySub+1

Return address stored here

Instruction Cycle (3)

- Decomposed to micro-ops
- State machine for processor
  - state: execution phase
  - sub-state: current group of micro-ops executable in one clock cycle (tick)

(Fig. 14.3 [Stal99])
Fig. 16.3

- In each sub-state the control signals have specific values dependent
  - on that sub-state
  - on IR register fields and on flags
    - including control signals from the bus
    - including values (flags) produced by previous sub-state

(Fig. 14.4 [Stal99])
Fig. 16.4

Control State Machine (2)

- Each state defines current control signal values
  - Control execution
  - determines what happens in next clock cycle
- Current state and current register/flag values determine next state
  - Control sequencing

Control Signal Types

- Control data flow from one register to another
- Control signals to ALU
  - ALU does also all logical ops
- Control signals to memory or I/O devices
  - via control bus

Control Signal Example (5)

- Accumulator architecture (Fig. 14.5 [Stal99]) Fig. 16.5
- Control signals for given micro-ops cause micro-ops to be executed Table 16.1 (Tbl 14.1 [Stal99])
  - setting C_2 makes value stored in PC to be copied to MAR in next clock cycle
    - C_2 controls Input Data Strobe for MAR (see Fig. A.30 for register circuit)
  - setting C_R & C_5 makes memory perform a READ and value in data bus copied to MBR in next clock cycle
  - micro-op = collection of control signals?

Example: Intel 8085 (5)

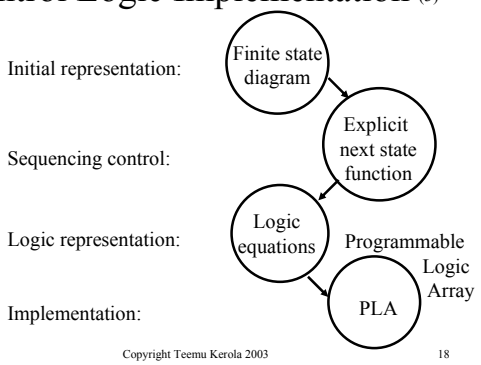
- Introduced 1976
- 3, 5, or 6 MHz, no cache Fig. 16.7 (Fig. 14.7 [Stal99])
- 8 bit data bus, 16 bit address bus
  - multiplexed
- One 8-bit accumulator

	opcode	address	
LDA MyNumber	0x3A	0x10A5	3 bytes
OUT #2	0x2B (opcode)	0x02 (port)	2 bytes

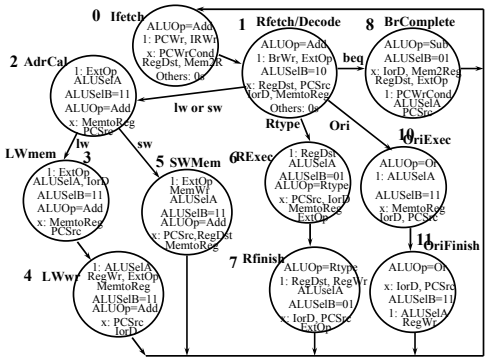
Example: i8085 (6)

- Instead of complex data path all data transfers within CPU go via internal bus (Fig. 14.7 [Stal99]) Fig. 16.7
  - may not be good approach for superscalar pipelined processor - bus should not be bottleneck
- External signals Table 16.2 (Tbl 14.2 [Stal99])
- Each instruction is 1-5 machine cycles
  - one external bus access per machine cycle
- Each machine cycle is 3-5 states
- Each state is one clock cycle (Fig. 14.9 [Stal99]) Fig. 16.9
- Example: OUT instruction

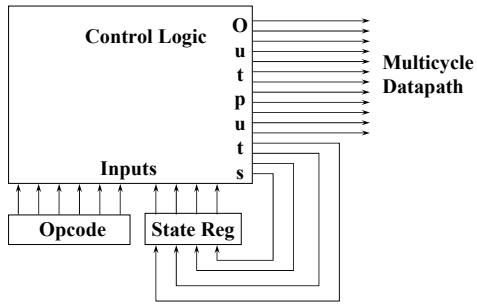
Hardwired Control Logic Implementation (3)



Finite State Diagram



Explicit Next State Function



Logic Equations (2)

Next state from current state
- State 0 -> State1
- State 1 -> S2, S6, S8, S10
- State 2 -> S5 or …
- State 3 -> S9 or …
- State 4 ->State 0
- State 5 -> State 0
- State 6 -> State 7
- State 7 -> State 0
- State 8 -> State 0
- State 9-> State 0
- State 10 -> State 11
- State 11 -> State 0

Alternatively,
prior state & condition

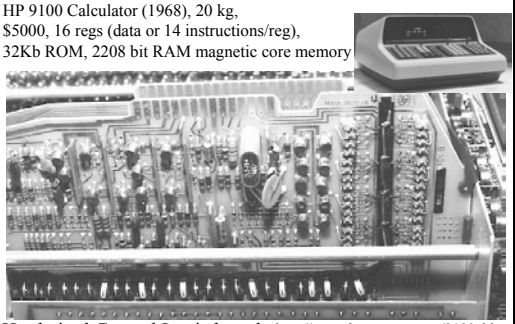
S4, S5, S7, S8, S9, S11	-> State0
_____	-> State1
_____	-> State 2
_____	-> State 3
_____	-> State 4
State2 & op = SW	-> State 5
_____	-> State 6
State 6	-> State 7
_____	-> State 8
State3 & op = JMP	-> State 9
_____	-> State 10
State 10	-> State 11

Hardwired Control Logic (3)

- Circuitry becomes very big and complex very soon
  - may be unnecessarily slow
  - simpler is smaller, and thus faster
- Many lines (states) exactly or almost similar
- Have methods to find similar lines (states) and combine them
  - not simple
  - save space, may lose in speed
  - must be redone after any modification

-- End of Chapter 16: Hardwired Control --

HP 9100 Calculator (1968), 20 kg,
$5000, 16 regs (data or 14 instructions/reg),
32Kb ROM, 2208 bit RAM magnetic core memory



Hardwired Control Logic board http://www.hpmuseum.org/9100cl.jpg