William Stallings Computer Organization and Architecture

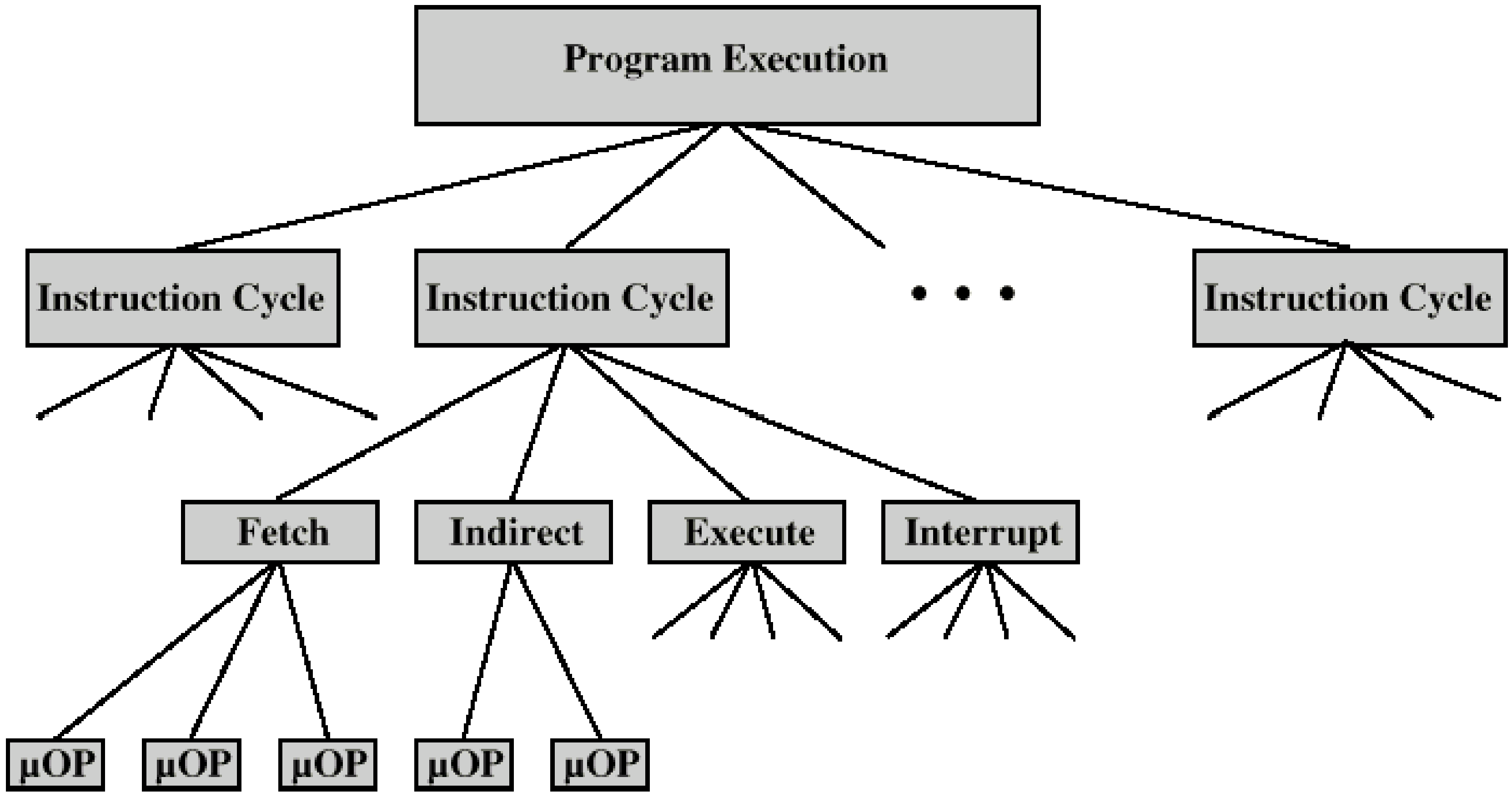
Chapter 14

Control Unit Operation

Micro-Operations

- A computer executes a program
- Fetch/execute cycle
- Each cycle has a number of steps
  - see pipelining
- Called micro-operations
- Each step does very little
- Atomic operation of CPU

Constituent Elements of Program Execution



Fetch - 4 Registers

- Memory Address Register (MAR)
  - Connected to address bus
  - Specifies address for read or write op
- Memory Buffer Register (MBR)
  - Connected to data bus
  - Holds data to write or last data read
- Program Counter (PC)
  - Holds address of next instruction to be fetched
- Instruction Register (IR)
  - Holds last instruction fetched

Fetch Sequence

- ⌘ Address of next instruction is in PC
- ⌘ Address (MAR) is placed on address bus
- ⌘ Control unit issues READ command
- ⌘ Result (data from memory) appears on data bus
- ⌘ Data from data bus copied into MBR
- ⌘ PC incremented by 1 (in parallel with data fetch from memory)
- ⌘ Data (instruction) moved from MBR to IR
- ⌘ MBR is now free for further data fetches

Fetch Sequence (symbolic)

- t1: MAR <- (PC)
- t2: MBR <- (memory)
-         PC <- (PC) +1
- t3: IR <- (MBR)
- (tx = time unit/clock cycle)
- or
- t1: MAR <- (PC)
- t2: MBR <- (memory)
- t3: PC <- (PC) +1
-         IR <- (MBR)

Rules for Clock Cycle Grouping

- Proper sequence must be followed
  - MAR <- (PC) must precede MBR <- (memory)
- Conflicts must be avoided
  - Must not read & write same register at same time
  - MBR <- (memory) & IR <- (MBR) must not be in same cycle
- Also: PC <- (PC) +1 involves addition
  - Use ALU
  - May need additional micro-operations

Indirect Cycle

- MAR <- ($IR_{address}$) - address field of IR
- MBR <- (memory)
- $IR_{address}$ <- ($MBR_{address}$)

- MBR contains an address
- IR is now in same state as if direct addressing had been used
- (What does this say about IR size?)

Interrupt Cycle

- t1: MBR <-(PC)
- t2: MAR <- save-address
-     PC <- routine-address
- t3: memory <- (MBR)
- This is a minimum
  - May be additional micro-ops to get addresses
  - N.B. saving context is done by interrupt handler routine, not micro-ops

Execute Cycle (ADD)

- Different for each instruction
- e.g. ADD R1,X - add the contents of location X to Register 1 , result in R1
- t1: MAR <- ($IR_{address}$)
- t2: MBR <- (memory)
- t3: R1 <- R1 + (MBR)
- Note no overlap of micro-operations

Execute Cycle (ISZ)

- ISZ X - increment and skip if zero
  - t1: MAR <- ($IR_{address}$)
  - t2: MBR <- (memory)
  - t3: MBR <- (MBR) + 1
  - t4: memory <- (MBR)
  - if (MBR) == 0 then PC <- (PC) + 1
- Notes:
  - if is a single micro-operation
  - Micro-operations done during t4

Execute Cycle (BSA)

- BSA X - Branch and save address
  - Address of instruction following BSA is saved in X
  - Execution continues from X+1
  - t1: MAR <- ($IR_{address}$)
  - MBR <- (PC)
  - t2: PC <- ($IR_{address}$)
  - memory <- (MBR)
  - t3: PC <- (PC) + 1

Functional Requirements

- ⌘Define basic elements of processor
- ⌘Describe micro-operations processor performs
- ⌘Determine functions control unit must perform

Basic Elements of Processor

- ALU
- Registers
- Internal data pahs
- External data paths
- Control Unit

Types of Micro-operation

- ⌘Transfer data between registers
- ⌘Transfer data from register to external
- ⌘Transfer data from external to register
- ⌘Perform arithmetic or logical ops

Functions of Control Unit

- Sequencing
  - Causing the CPU to step through a series of micro-operations
- Execution
  - Causing the performance of each micro-op
- This is done using Control Signals

Control Signals (1)

- Clock
  - One micro-instruction (or set of parallel micro-instructions) per clock cycle
- Instruction register
  - Op-code for current instruction
  - Determines which micro-instructions are performed

Control Signals (2)

- Flags
  - State of CPU
  - Results of previous operations
- From control bus
  - Interrupts
  - Acknowledgements

Control Signals - output

- Within CPU
  - Cause data movement
  - Activate specific functions
- Via control bus
  - To memory
  - To I/O modules

Example Control Signal Sequence - Fetch

- MAR <- (PC)
  - Control unit activates signal to open gates between PC and MAR
- MBR <- (memory)
  - Open gates between MAR and address bus
  - Memory read control signal
  - Open gates between data bus and MBR

Internal Organization

- ⌘Usually a single internal bus
- ⌘Gates control movement of data onto and off the bus
- ⌘Control signals control data transfer to and from external systems bus
- ⌘Temporary registers needed for proper operation of ALU

Hardwired Implementation (1)

- Control unit inputs
- Flags and control bus
    - Each bit means something
- Instruction register
    - Op-code causes different control signals for each different instruction
    - Unique logic for each op-code
    - Decoder takes encoded input and produces single output
    - *n* binary inputs and 2^n outputs

Hardwired Implementation (2)

- Clock
  - Repetitive sequence of pulses
  - Useful for measuring duration of micro-ops
  - Must be long enough to allow signal propagation
  - Different control signals at different times within instruction cycle
  - Need a counter with different control signals for t1, t2 etc.

Problems With Hard Wired Designs

- ⌘Complex sequencing & micro-operation logic
- ⌘Difficult to design and test
- ⌘Inflexible design
- ⌘Difficult to add new instructions

Required Reading

- Stallings chapter 14