

EE 231 Prelab 8

Computer Control Unit

1. Introduction

You are on the path to design your first computer. A conceptual block diagram of a simple computer is shown in Figure 1. In previous labs you have already designed the DATA MUX, the ALU, and the required registers. In this lab you will design the computer control unit. The control unit is a finite state machine. Its inputs are the instruction register, the carry, a clock pulse, and RESET. The control unit's outputs are control signals that direct the operation of the rest of the computer. The control unit can be in one of four states: RESET, FETCH, EX1 and EX2:

- RESET is the reset state. The computer gets into this state when the RESET input is low and stays in this state until the RESET input goes high.
- FETCH is the fetch cycle. The computer program is stored in memory. During the fetch cycle the next instruction is fetched from memory and loaded into the instruction register (INST).
- EX1 is the first execution cycle. Once an instruction has been loaded into INST, the control unit determines the required course of action to take based on the value of INST and the current state of the control unit.
- EX2 is the second execution cycle. Some instructions only require one execution cycle (EX1) while others require two (EX1, and EX2).

1.Prelab

1.1.The output of the control unit depends on both the present state and the input. **What type of state machine is this?**

1.2.Draw the state diagram for the control unit.

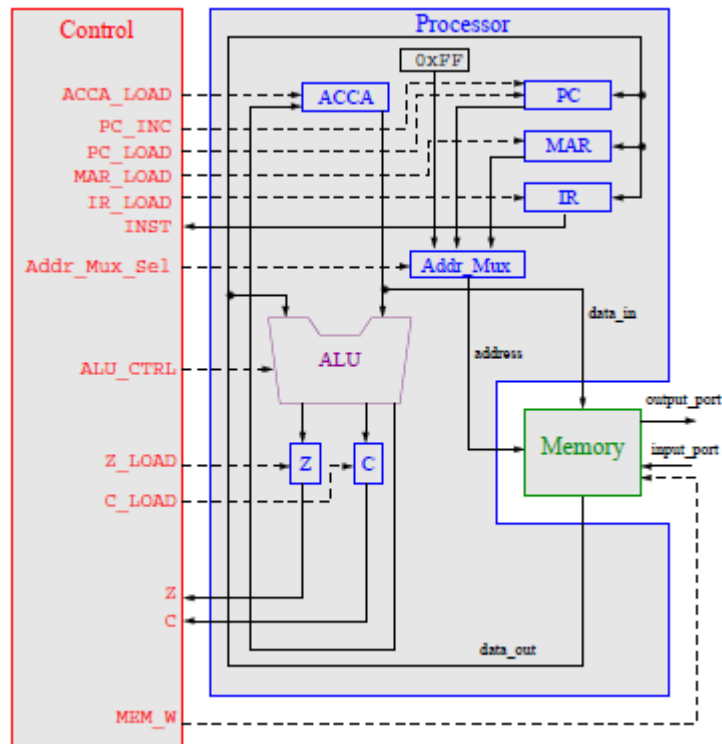


Figure 1: Simple Computer

	Mnemonic	Operation
0	LDAA addr (load ACCA from memory)	Loads ACCA with the value in memory at address addr. C stays the same, Z changes
1	LDAA_IMM #num (load ACCA with an immediate)	Loads ACCA with num, the value in memory at the address immediately following the LDAA #num command. C stays the same, Z changes
2	STAA addr (store ACCA in memory)	Stores the value in ACCA at memory address addr. C stays the same, Z changes
3	ADDA addr (add ACCA and value in memory)	Adds the value in memory location addr to the value in ACCA and saves the result in ACCA. C and Z change
4	SUBA addr (subtract value in memory from ACCA)	Subtracts the value in memory location addr from the value in ACCA and saves the result in ACCA. C and Z change
5	ANDA addr (logical AND of ACCA and value in memory)	Perform a logical AND of the value in memory location addr with the value in ACCA. Save the result in ACCA. C stays the same, Z changes

6	ORAA addr (logical OR of ACCA and value in memory)	Perform a logical OR of the value in memory location addr with the value in ACCA. Save the result in ACCA. C stays the same, Z changes
7	CMPA addr (Compares ACCA to the value in addr)	Compare ACCA to value in addr. This is done by subtracting the value in addr from ACCA. ACCA does not change. C and Z change
8	COMA (Complement ACCA)	Replace the value in ACCA with its one's complement. C is set to 1 and Z changes
9	INCA (INCA ACCA)	Increment value in ACCA. C stays the same and Z changes
A	LSLA (logical shift left ACCA)	Logical shift left of ACCA. C and Z change
B	LSRA (logical shift right ACCA)	Logical shift right of ACCA. C and Z change
C	ASRA (Arithmetic shift right ACCA)	Arithmetic shift right of ACCA. C and Z change
D	JMP addr (jump)	Jumps to the instruction stored in address addr. The PC is replaced with addr. C and Z stay the same
E	JCS addr (jump if carry set)	Jumps to the instruction stored in address addr if C=1. If C is not set, continue with next instruction. C and Z stay the same
F	JCC addr (jump if carry not set)	Jumps to the instruction stored in address addr if C=0. If C is set, continue with next instruction. C and Z stay the same
10	JEQ addr (jump if Z set)	Jumps to the instruction stored in address addr if Z=1. If Z is not set, continue with next instruction. C and Z stay the same

Table 1: Computer Instructions

The outputs of the control unit are the control signals shown on the block diagram above. Except for ALU_CTRL and MEM_SEL, all of these signals are active low. In your Verilog code you will activate the appropriate signals at the correct times to implement the instruction the control unit is executing.

During the FETCH cycle, the control unit will fetch the next instruction from memory to determine what instruction it should execute. Thus, the FETCH cycle will be the same for all instructions where it will read the instruction from memory and latch it into the INST register. To do this, IR_LOAD and PC_INC should be low, and MEM_SEL should be set to select the address from the program counter PC. With the control lines set up like this the address to the

memory will be from the PC which is the address of the next instruction to execute, and the memory output enable line will be low (active). The memory will put the data at that address on its output lines, which are the input lines to the INST register. On the next clock edge, the data from memory will be latched into the INST register, and the PC will be incremented to the next memory address. What the control unit does next will depend on the data loaded into the INST register. Here are three sample codes of how you may structure your module.

Example 1

Consider the instruction LDAA addr where $\text{addr}=0 \times \text{F5}$. We will further assume that the instruction is in memory address 0×80 and 0×81 , and that the code for LDAA addr is 0×01 .

PC	Memory Address	Memory Data
→	80	01
	81	F5
	82	Next instruction

INST = ??
MAR = ??

FETCH: During the fetch cycle the instruction register must be loaded with the instruction op code, 0×01 . To do this the Addr MUX Sel must select the PC as the address source and the memory address 0×80 must be read which causes its value to be placed on the DATA lines. The value on the DATA lines must be latched into IR, and the PC must be incremented. Thus during FETCH you should have PC_INC, INST_LOAD and Addr_Mux_Sel.

PC	Memory Address	Memory Data
	80	01
→	81	F5
	82	Next instruction

INST = 01 (LDAA addr op code)
MAR = ??

EX1: During EX1, you must read the memory address that the PC is pointing at. By reading address 0×81 the value $0 \times \text{F5}$ is placed on the DATA line. Then $0 \times \text{F5}$ needs to be stored in the MAR register. Finally, the program counter should be incremented. Thus during EX1 you should have PC_INC and MAR_LOAD active, and Addr_Mux_SEL set to PC. After these steps the situation should be as shown below

PC	Memory Address	Memory Data
	80	01
	81	F5
→	02	Next instruction

INST = 01 (LDAA addr op code)
MAR = F5

EX2: Now that MAR contains the value $0 \times F5$, the multiplexer should select MAR as the source of the address. This address should then be read which causes the memory contents of address $0 \times F5$ to be placed onto the DATA line. Then the ALU can load this value into ACCA. During EX2 you should have ACCA_LOAD active, Addr_Mux_SEL set to MAR, and ALU_CTL set to LOAD. When the control lines are set up like this, the value of $0 \times F5$ will be on the address lines of the memory unit, and the data lines out of the memory will contain the data in address $0 \times F5$. This data will be passed through the ALU to the input of ACCA.

On the next clock cycle, the value will be latched into ACCA. Note that you do not want PC_INC active because PC is already pointing to the next instruction to be executed.

Example 2

The next instruction in the program is LDAA #num where #num= $0 \times F5$. This instruction translates as “load accumulator ACCA with the value F5”. Assume the op code for LDAA # is 0×02 . Before the program begins, the situation is as below:

PC	Memory Address	Memory Data
→	82	02
	83	F5
	84	Next instruction

INST = ??
MAR = ??

FETCH: The fetch cycle is the same for this command as it was in Example 1. After the fetch cycle the situation should be:

PC	Memory Address	Memory Data
	82	02
→	83	F5
	84	Next instruction

INST = 02 (LDAA #num op code)
MAR = ??

EX1: During the EX1 cycle the PC is pointing at memory address 0×83 . By reading this address, the value $0 \times F5$ is placed on the DATA line. ACCA_LOAD and PC_INC, should be active, MEM SEL should be set to select PC, and the ALU_CTRL lines should select the function which loads ACCA. When the control lines are set up like this, the value 0×83 will be on the address lines of the memory unit, and the data lines out of the memory unit will contain the data in address 0×83 (which in this example is $0 \times F5$). This data will be passed through the ALU to the input of ACCA. On the next clock cycle the data will be latched into ACCA. There is no EX2 cycle.

Example 3

The next instruction in the program is **JMP** *addr* where *addr*=0×F5. Assume the op code for **JMP** *addr* is 0×12. Before the program begins, the situation is as below:

PC	Memory Address	Memory Data
→	84	12
	85	F5
	86	Next instruction

INST = ??
MAR = ??

FETCH: The fetch cycle is the same for this command as it was in Example 1. After the fetch cycle the situation should be:

PC	Memory Address	Memory Data
	84	12
→	85	F5
	86	Next instruction

INST = 12 (JMP *addr* op code)
MAR = ??

EX1: During the EX1 cycle the PC is pointing at memory address 0×05. By reading this address, the value 0×F5 is placed on the DATA line. **ACCA_LOAD** and **PC_LOAD**, should be active, and **MEM_SEL** should be set to select PC. When the control lines are set up like this, the value 0×85 will be on the address lines of the memory unit, and the data lines out of the memory unit will contain the data in address 0×85 (which in this example is 0×F5). This data will be on the input lines to PC. On the next clock cycle the data will be latched into PC. There is no EX2 cycle.