Lecture 15: Basic CPU Design

• Today’s topics:
  - Single-cycle CPU
  - Multi-cycle CPU
Basic MIPS Architecture

• Now that we understand clocks and storage of states, we’ll design a simple CPU that executes:
  - basic math (add, sub, and, or, slt)
  - memory access (lw and sw)
  - branch and jump instructions (beq and j)
Implementation Overview

• We need memory
  ▪ to store instructions
  ▪ to store data
  ▪ for now, let’s make them separate units

• We need registers, ALU, and a whole lot of control logic

• CPU operations common to all instructions:
  ▪ use the program counter (PC) to pull instruction out of instruction memory
  ▪ read register values
View from 30,000 Feet

• What is the role of the Add units?
• Explain the inputs to the data memory unit
• Explain the inputs to the ALU
• Explain the inputs to the register unit

Note: we haven’t bothered showing multiplexors

Source: H&P textbook
Clocking Methodology

- Which of the above units need a clock?
- What is being saved (latched) on the rising edge of the clock? Keep in mind that the latched value remains there for an entire cycle.
Implementing R-type Instructions

- Instructions of the form `add $t1, $t2, $t3`
- Explain the role of each signal

Source: H&P textbook
Implementing Loads/Stores

• Instructions of the form \texttt{lw \$t1, 8(\$t2)} and \texttt{sw \$t1, 8(\$t2)}

Where does this input come from?
Implementing J-type Instructions

- Instructions of the form `beq $t1, $t2, offset`

Source: H&P textbook
View from 10,000 Feet

Source: H&P textbook
View from 5,000 Feet

Source: H&P textbook
Title

• Bullet