Control Unit

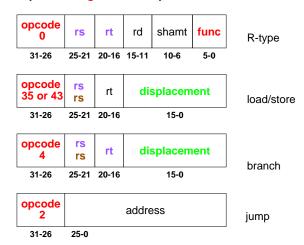
CPU hardware that controls instruction execution

- sends signals to the datapath to operate it
- specifies what operations to perform, what data to move, when to move it, where to move it

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Control Signals

Many control signals driven by the instruction



Regularity of the MIPS formats

- opcode always in bits 31-26 (Op[5-0])
- source registers are always rs & rt
- base register always rs
- branch offset always bits 15-0

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Our R2000 Control Signals

Register file

- register write signal: RegWrite asserted for R-type instructions & load
- register destination field: RegDst rt or rd
- results value: MemToReg loaded value or R-type instruction result
- all generated by the opcode

ALU

- type of the second operand: ALUSrc register or immediate
 - generated by the opcode
- ALU operation: ALUOp add, subtract, and, or, set-on-less-than
 - · generated by a small control unit
 - inputs: opcode & func field
 - output: ALU operation
 - examples: lw/sw ⇒ add beq ⇒ subtract R-type instruction ⇒ func value

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Our R2000 Control Signals

Memory

- read signal: MemReadwrite signal: MemWrite
 - both generated by the opcode

Branch control

- new PC value: PCSrc incremented PC or target address
 - · generated by the opcode AND'd with Zero

Jump control

- new PC value: Jump incremented PC or target address, or jump address
 - generated by the opcode

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Changing the Implementation

How should you approach a problem in which you had to redesign the implementation to include another instruction?

- What does the instruction do?
- What parts of the datapath does it need?
 - Can it use what is there already?
 - What new logic or registers does it need?
- How is the datapath activated?
 - · What control lines does it need
 - Where should the control lines come from?
 - Do we need a new control line?
 - Does an existing control line need to be enlarged?

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