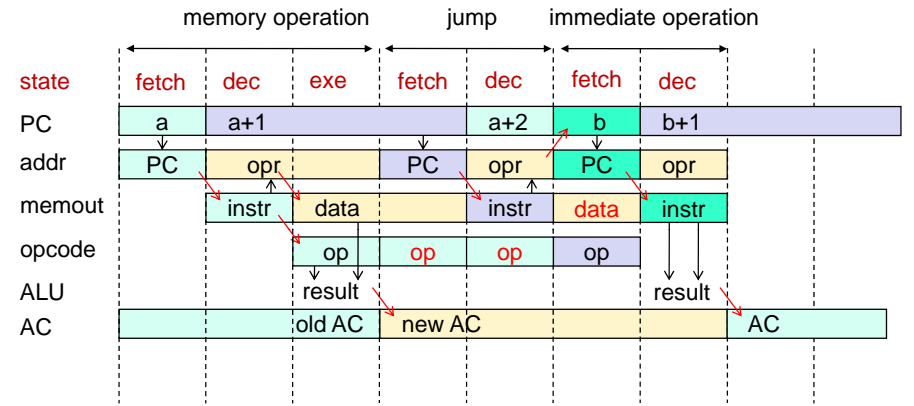


# CPU 설계

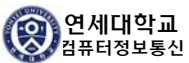
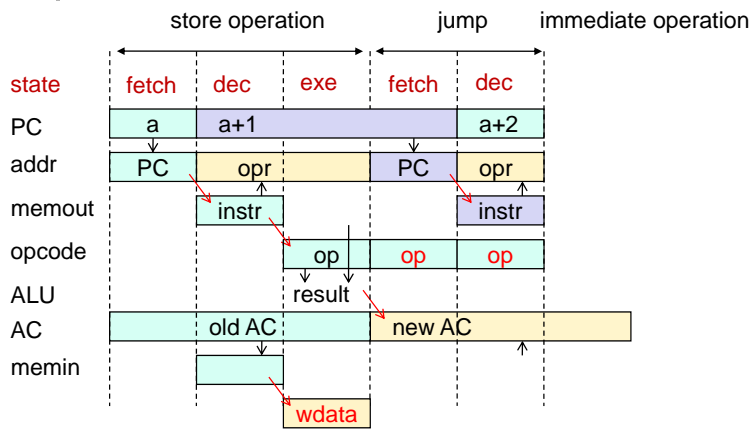
Design Example:  
CPU



# 타이밍

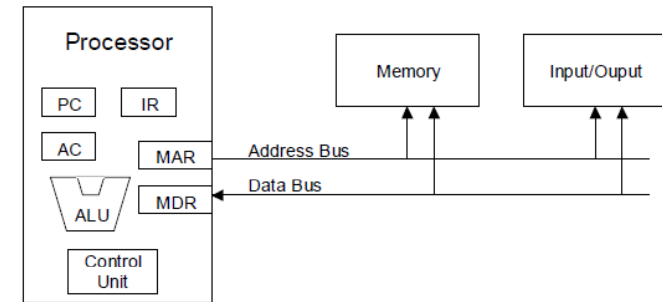


# 타이밍



# Simple Computer Design: $\mu P3$

## simple computer system의 구조



## $\mu P3$ processor

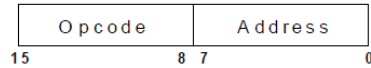
- accumulator 기반 프로세서



# μP3 Instructions and Instruction Format

## Instruction Format

- 16 bit length



## Instructions

| Instruction Mnemonic | Operation Performed                   | Opcode Value |
|----------------------|---------------------------------------|--------------|
| ADD <i>address</i>   | AC <= AC + contents of memory address | 00           |
| STORE <i>address</i> | contents of memory address <= AC      | 01           |
| LOAD <i>address</i>  | AC <= contents of memory address      | 02           |
| JUMP <i>address</i>  | PC <= address                         | 03           |
| JNEG <i>address</i>  | If AC < 0 Then PC <= address          | 04           |

# Example Program

## Computer Program for A = B + C

- 변수 A, B, C가 각각 메모리 10h, 11h, 12h번지에 저장됨

| Assembly Language | Machine Language |
|-------------------|------------------|
| LOAD B            | 0211             |
| ADD C             | 0012             |
| STORE A           | 0110             |

## Programmer visible registers

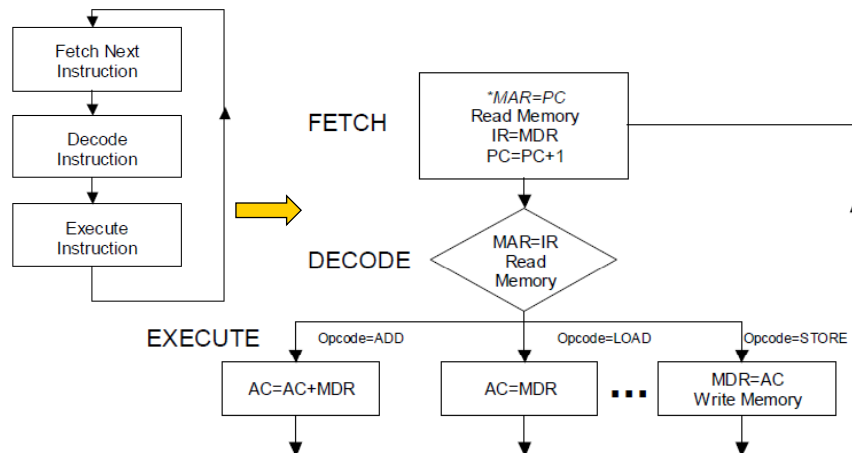
- AC (accumulator)
- PC (program counter)

## CPU internal registers

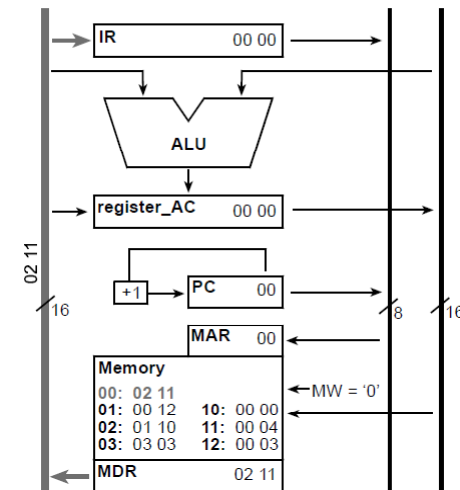
- IR (instruction register)
- MAR (memory address register)
- MDR (memory data register)

# Processor Cycles

## Processor Fetch, Decode, Execute Cycle

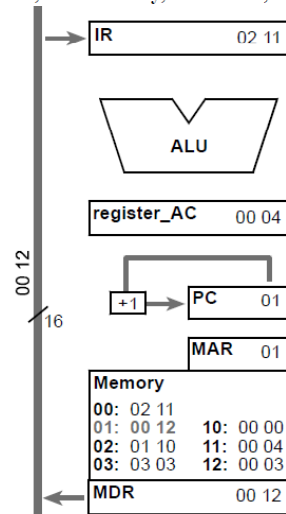


# Datapath after reset



## ADD instruction' Fetch state

MAR = PC prior to fetch, read memory, IR = MDR, PC = PC + 1

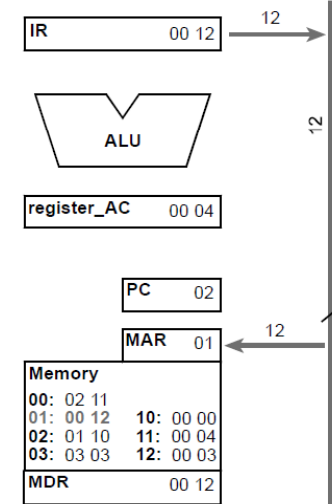


임베디드HW설계

9

## ADD instruction's Decode state

Decode Opcode to find Next State, MAR = IR, and start memory read

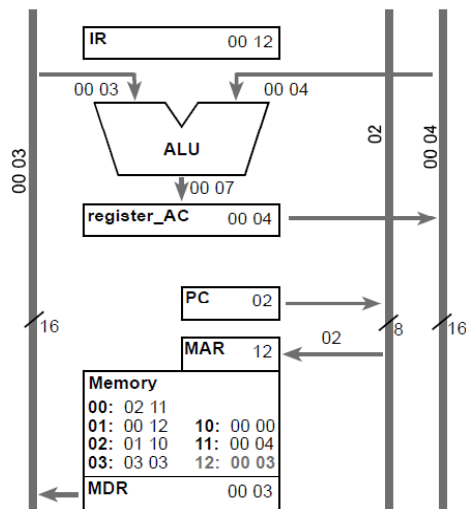


임베디드HW설계

10

## ADD instruction's Execute state

AC = AC + MDR, MAR = PC\*, and GOTO FETCH



임베디드HW설계

11

## Altera FPGA internal RAM 사용

```
// Use Altsyncram function for computer's memory (256 16-bit words)
altsyncram    altsyncram_component (
    .wren_a (memory_write_out),
    .clock0 (clock),
    .address_a (memory_address_register_out),
    .data_a (register_A),
    .q_a (memory_data_register));

defparam
    altsyncram_component.operation_mode = "SINGLE_PORT",
    altsyncram_component.width_a = 16,
    altsyncram_component.widthad_a = 8,
    altsyncram_component.outdata_reg_a = "UNREGISTERED",
    altsyncram_component.lpm_type = "altsyncram",
    // Reads in mif file for initial program and data values
    altsyncram_component.init_file = "program.mif",
    altsyncram_component.intended_device_family = "Cyclone";
```

임베디드HW설계

12



## SRAM 초기화 파일: program.mif

```
DEPTH = 256;           % Memory depth and width are required %  
WIDTH = 16;           % Enter a decimal number %
```

```
ADDRESS_RADIX = HEX;  % Address and value radices are optional %  
DATA_RADIX = HEX;     % Enter BIN, DEC, HEX, or OCT; unless %  
                      % otherwise specified, radices = HEX %
```

-- Specify values for addresses, which can be single address or range

```
CONTENT  
BEGIN  
  [00..FF] : 0000; % Range--Every address from 00 to FF = 0000 (Default) %  
  00 : 0210; % LOAD AC with MEM(10) %  
  01 : 0011; % ADD MEM(11) to AC %  
  02 : 0112; % STORE AC in MEM(12) %  
  03 : 0212; % LOAD AC with MEM(12) check for new value of FFFF %  
  04 : 0304; % JUMP to 04 (loop forever) %  
  10 : AAAA; % Data Value of B %  
  11 : 5555; % Data Value of C %  
  12 : 0000; % Data Value of A - should be FFFF after running program %  
END;
```