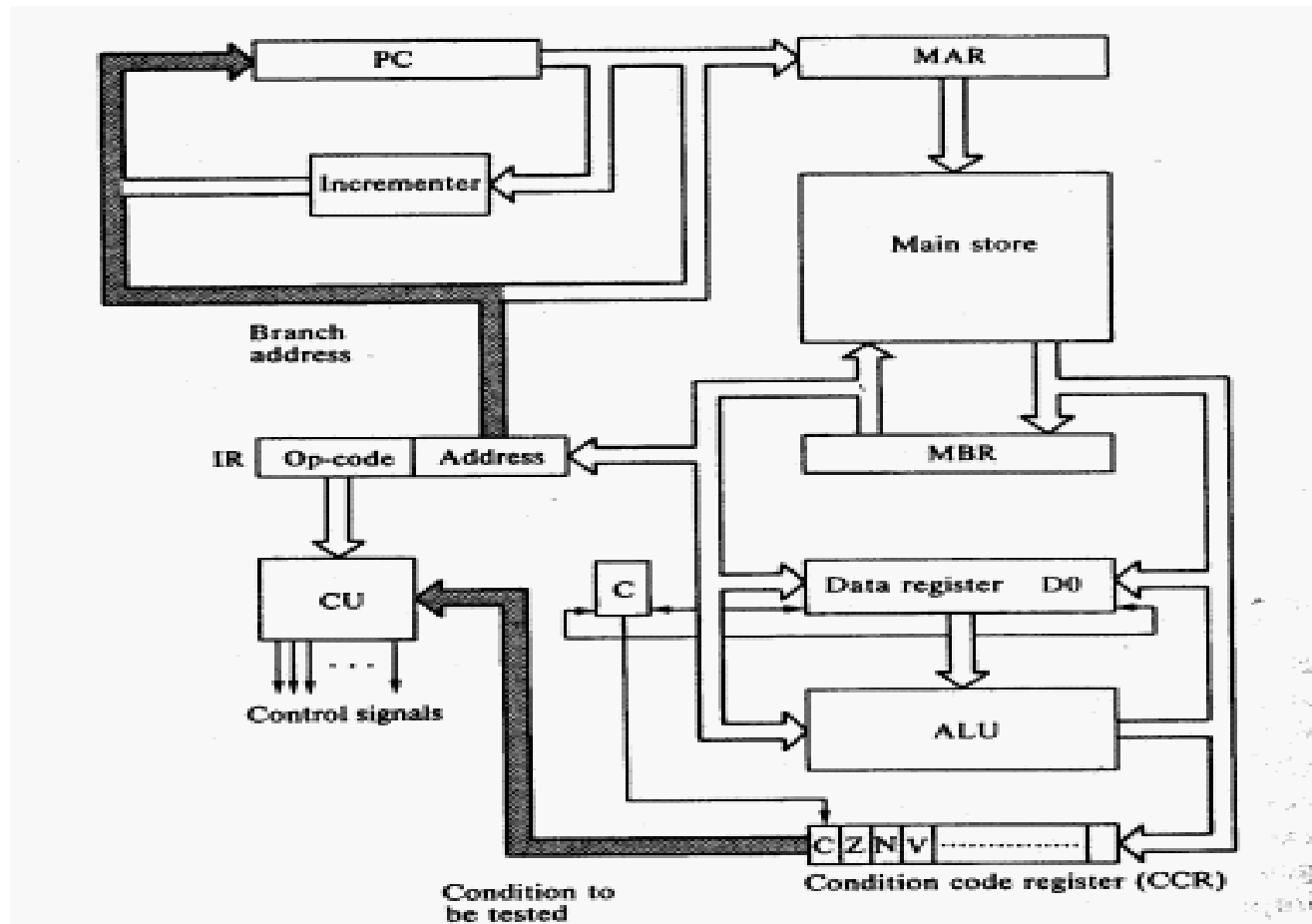


# Prinzipielle Struktur der CPU



## Operand 1 + Operand 2 = Result

0000011 + 00000100 = 00000111  
 11111111 + 00000001 = 00000000  
 01100110 + 00110010 = 10011000  
 11001001 + 10100000 = 01101001

## CCR status bits

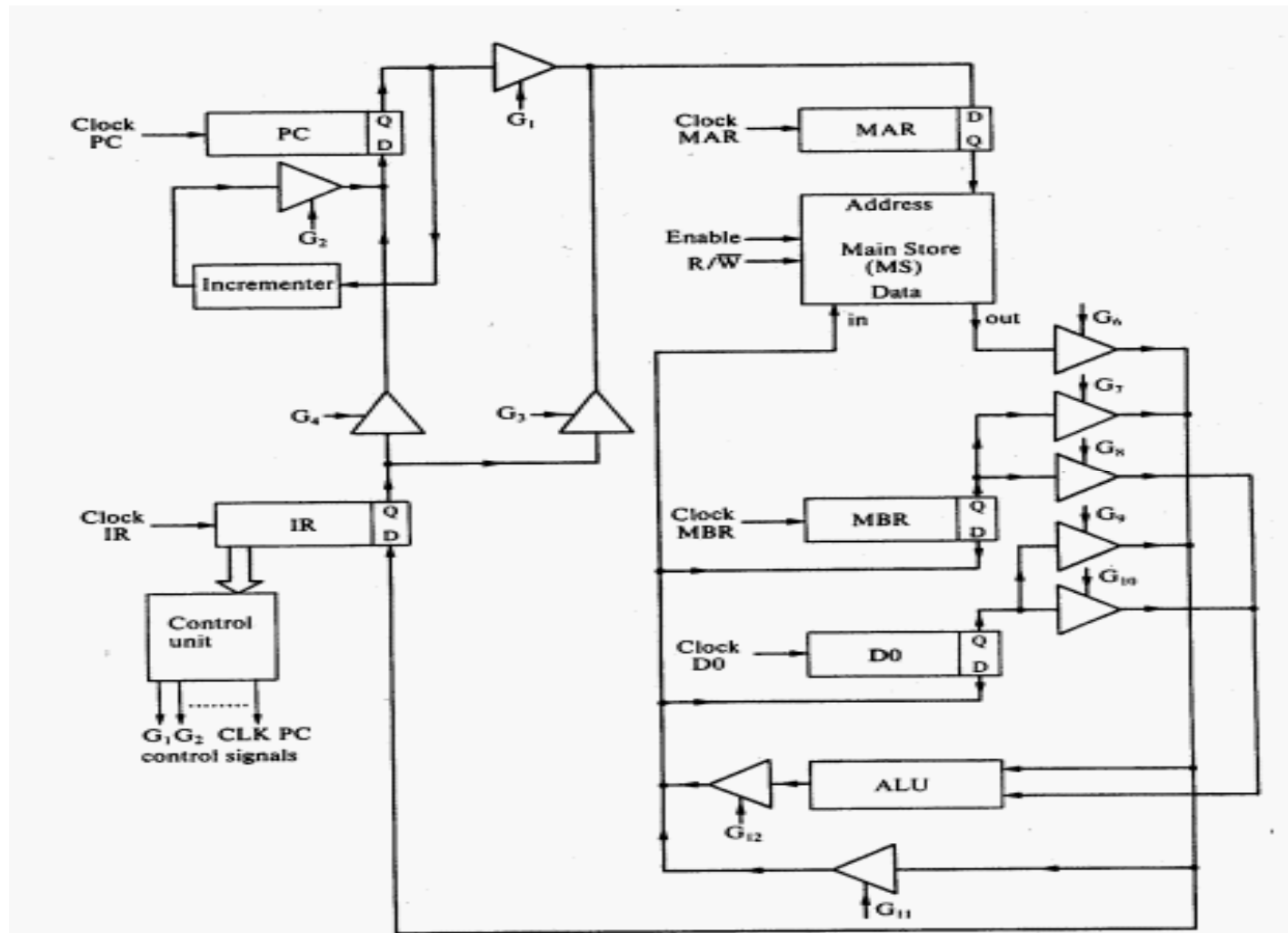
C=0, Z=0, N=0, V=0  
 C=1, Z=1, N=0, V=0  
 C=0, Z=0, N=1, V=1  
 C=1, Z=0, N=0, V=1

# Struktur der CPU (6)

## Die Kontrolleinheit (CU):

- Mikroprogrammsteuerwerk
- Steuerschaltnetz

Funktionsweise der CU am Beispiel einer einfachen CPU:



## Struktur der CPU (7)

Übersetzung eines HOLEN-AUSFÜHREN-Zyklus in RTL:

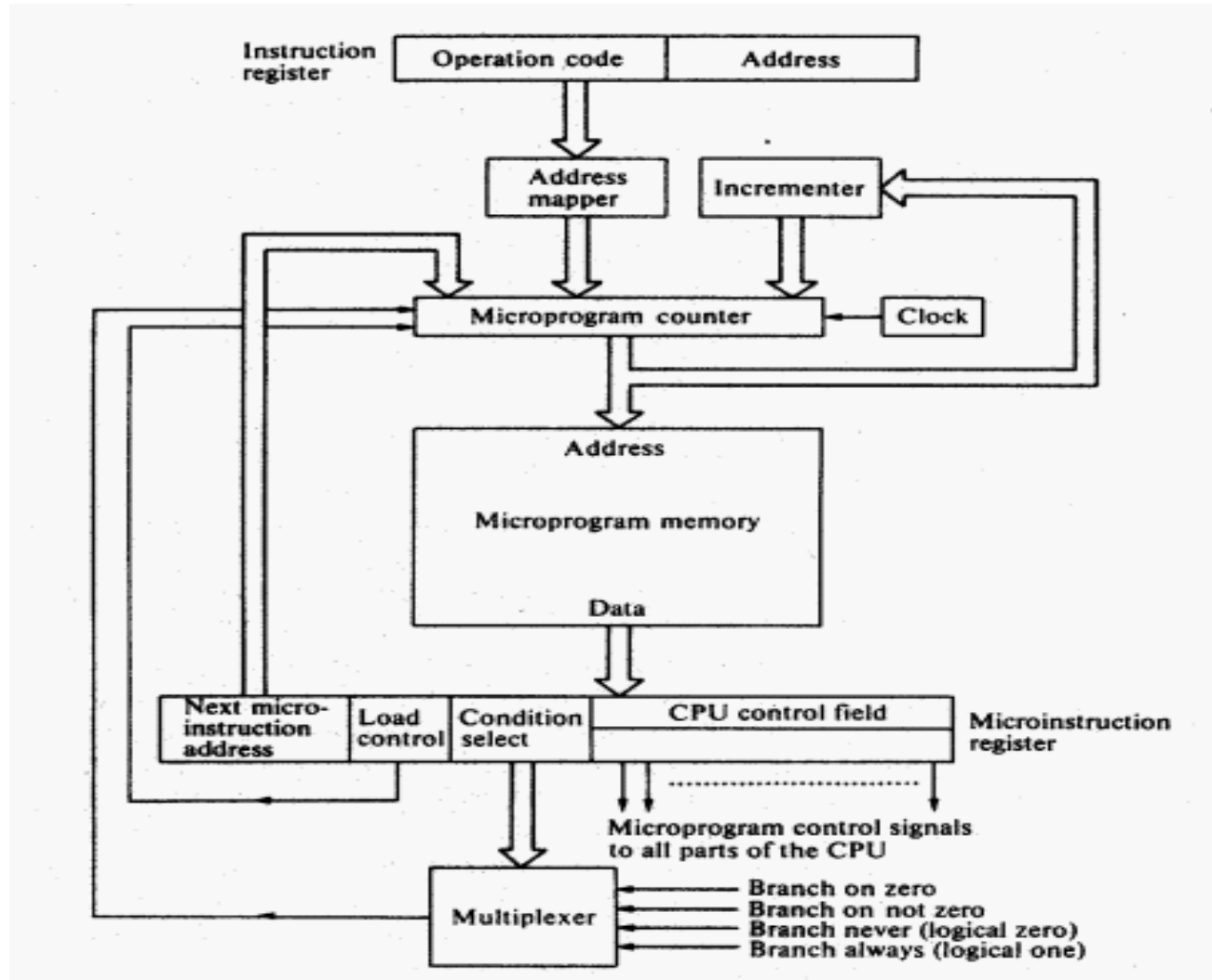
Step	Register-transfer language	Operations required
1	[MAR] ← [PC]	enable G <sub>1</sub> , clock MAR
1a	INC ← [PC]	
2	[PC] ← INC	enable G <sub>2</sub> , clock PC
3	[MBR] ← [MS([MAR])]	enable MS, R/ $\overline{W}$ =1, enable G <sub>6</sub> enable G <sub>11</sub> , clock MBR
4	[IR] ← [MBR]	enable G <sub>7</sub> , clock IR
4a	CU ← [IR(op-code)]	
5	[MAR] ← [IR(address)]	enable G <sub>3</sub> , clock MAR
6	[MBR] ← [MS([MAR])]	enable MS, R/ $\overline{W}$ =1, enable G <sub>6</sub> , enable G <sub>11</sub> , clock MBR
7	ALU ← [MBR]	enable G <sub>7</sub>
7a	ALU ← [DO]	enable G <sub>10</sub>
8	[DO] ← ALU	enable G <sub>12</sub> , clock data register

Steuersignale während der HOLEN und AUSFÜHREN Phase eines arithm. Befehls:

Step	Gate control signals												MS control		Register clocks				
	G <sub>1</sub>	G <sub>2</sub>	G <sub>3</sub>	G <sub>4</sub>	G <sub>5</sub>	G <sub>6</sub>	G <sub>7</sub>	G <sub>8</sub>	G <sub>9</sub>	G <sub>10</sub>	G <sub>11</sub>	G <sub>12</sub>	ENABLE	R/ $\overline{W}$	PC	MAR	MBR	DO	IR
1	1	0	0	0	0	0	0	0	0	0	0	0	0	X	0	1	0	0	0
2	0	1	0	0	0	0	0	0	0	0	0	0	0	X	1	0	0	0	0
3	0	0	0	0	0	1	0	0	0	0	1	0	1	1	0	0	1	0	0
4	0	0	0	0	0	0	1	0	0	0	0	0	0	X	0	0	0	0	1
5	0	0	1	0	0	0	0	0	0	0	0	0	0	X	0	1	0	0	0
6	0	0	0	0	0	1	0	0	0	0	1	0	1	1	0	0	1	0	0
7	0	0	0	0	0	0	1	0	0	1	0	0	0	X	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	1	0	X	0	0	0	1	0

# Struktur der CPU (8)

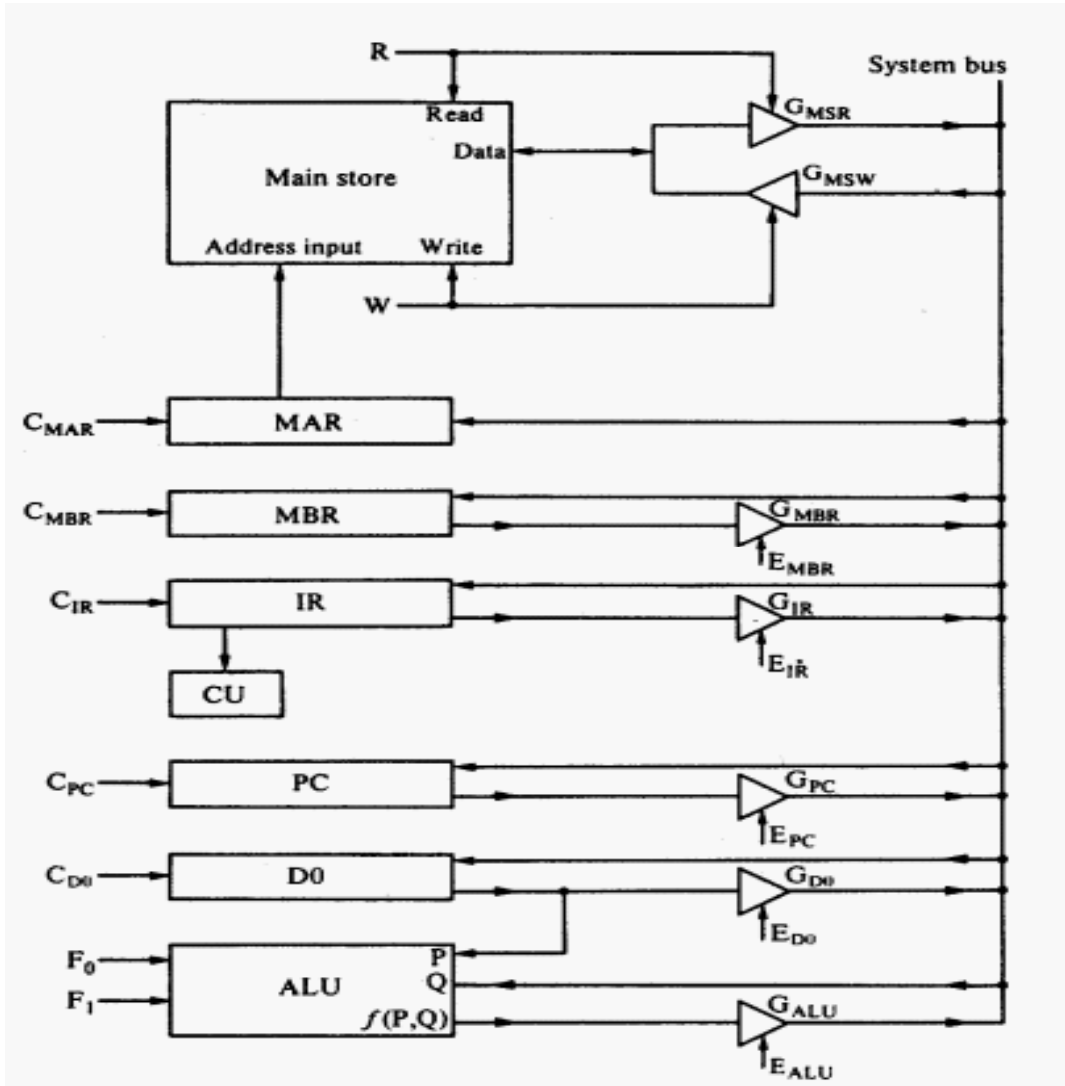
## Die mikroprogrammierbare Kontrolleinheit:



# Struktur der CPU (9)

## Die fest verdrahtete Kontrolleinheit (random logic CU)

Funktionsweise an Hand der Struktur einer noch einfacheren CPU:



## Struktur der CPU (10)

Dekodierung des Kontrollcodes der ALU:

troll code, $F_0, F_1$		
$F_1$	$F_0$	Function
0	0	add P to Q
0	1	subtract Q from P
1	0	increment Q
1	1	decrement Q

Ein einfacher Befehlssatz für die CPU:

Op-code	Mnemonic		Operation
000	LOAD	M	$[D0] \leftarrow [MS(M)]$
001	STORE	M	$[MS(M)] \leftarrow [D0]$
010	ADD	M	$[D0] \leftarrow [D0] + [MS(M)]$
011	SUB	M	$[D0] \leftarrow [D0] - [MS(M)]$
100	INC	M	$[MS(M)] \leftarrow [MS(M)] + 1$
101	DEC	M	$[MS(M)] \leftarrow [MS(M)] - 1$
110	BRA	M	$[PC] \leftarrow M$
111	BEQ	M	IF $Z=1$ THEN $[PC] \leftarrow M$

Note that M defines the memory location used by the instruction.

# Struktur der CPU (11)

Interpretation des Befehlssatzes:

Instruction	Op-code	Operations (RTL)	Control actions
Fetch	—	[MAR]←[PC] [IR]←[MS([MAR])] ALU←[PC] [PC]←ALU	$E_{PC}=1,$ $C_{MAR}$ $R=1,$ $C_{IR}$ $E_{PC}=1,$ $F_1, F_0=1,0$ $E_{ALU}=1,$ $C_{PC}$
LOAD	000	[MAR]←[IR] [DO]←[MS([MAR])]	$E_{IR}=1,$ $C_{MAR}$ $R=1,$ $C_{DO}$
STORE	001	[MAR]←[IR] [MS([MAR])] ←[DO]	$E_{IR}=1,$ $C_{MAR}$ $E_{DO}=1,$ $W=1$
ADD	010	[MAR]←[IR] [MBR]←[MS([MAR])] ALU←[MBR] [DO]←ALU	$E_{IR}=1,$ $C_{MAR}$ $R=1,$ $C_{MBR}$ $E_{MBR}=1,$ $F_1, F_0=0,0$ $E_{ALU}=1,$ $C_{DO}$
SUB	011	[MAR]←[IR] [MBR]←[MS([MAR])] ALU←[MBR] [DO]←ALU	$E_{IR}=1,$ $C_{MAR}$ $R=1,$ $C_{MBR}$ $E_{MBR}=1,$ $F_1, F_0=0,1$ $E_{ALU}=1,$ $C_{DO}$
INC	100	[MAR]←[IR] [MBR]←[MS([MAR])] [ALU]←[MBR] [MBR]←ALU [MS([MAR])] ←[MBR]	$E_{IR}=1,$ $C_{MAR}$ $R=1,$ $C_{MBR}$ $E_{MBR}=1,$ $F_1, F_0=1,0$ $E_{ALU}=1,$ $C_{MBR}$ $E_{MBR}=1,$ $W=1$
DEC	101	[MAR]←[IR] [MBR]←[MS([MAR])] ALU←[MBR] [MBR]←ALU [MS([MAR])] ←[MBR]	$E_{IR}=1,$ $C_{MAR}$ $R=1,$ $C_{MBR}$ $E_{MBR}=1,$ $F_1, F_0=1,1$ $E_{ALU}=1,$ $C_{MBR}$ $E_{MBR}=1,$ $W=1$
BRA	110	[PC]←[IR]	$E_{IR}=1,$ $C_{PC}$
BEQ	111	IF Z=1 THEN [PC]←[IR]	IF Z=1 THEN $E_{IR}=1,$ $C_{PC}$