



Multicycle implementation in MIPS

- Why multicycle?
- drawbacks of single cycle datapath impl. of MIPS
 - a low latency instruction such as "Jmp"
 - would've computed the result early during clock cycle
 - but long wait until end of clock cycle

- Harvard improvisation
 - discretize time into smaller duration clock cycles
 - faster frequency clock signal
 - different instructions would require different number of such short clock cycles
 - eg "load word" — 5 clock cycles
 - "jump" — 2 clock cycles

Edge-triggered synchronous sequential
circuit to implement MIPS ⁽³⁾

- talking in terms of clock cycles
- updates of 'state' of computation

Only happening at the
end of the clock cycle
(at the triggering edge of
clock)

- 'state of computation' is stored
in registers, memory blocks...

④

FSM + datapath

- multicycle MIPS

- case study of FSM + Data path

Instruction cycle : sequ. of clock cycles ~~to~~ during which an instruction is getting processed

Instruction-subcycle : individual clock cycles of instr.-cycle.

Instruction - subcycle

⑤

- suboperations

- fetch

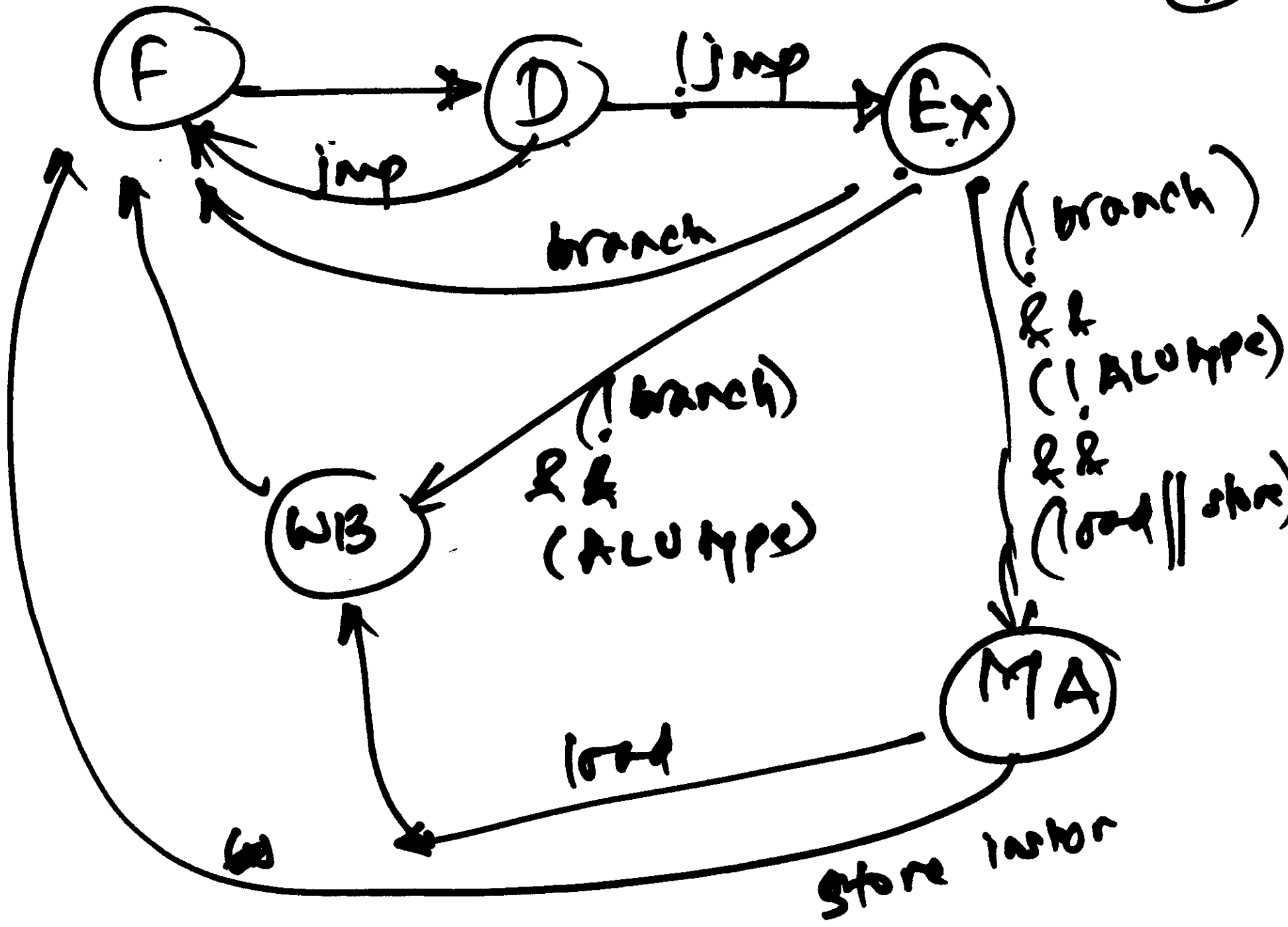
- Decoding & reading operands
from Reg File

- Arith & logic execution

- Memory access

- Write Back

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Datapath for multicycle implem. (8)

Which datapath components of MMIPS?

- PC

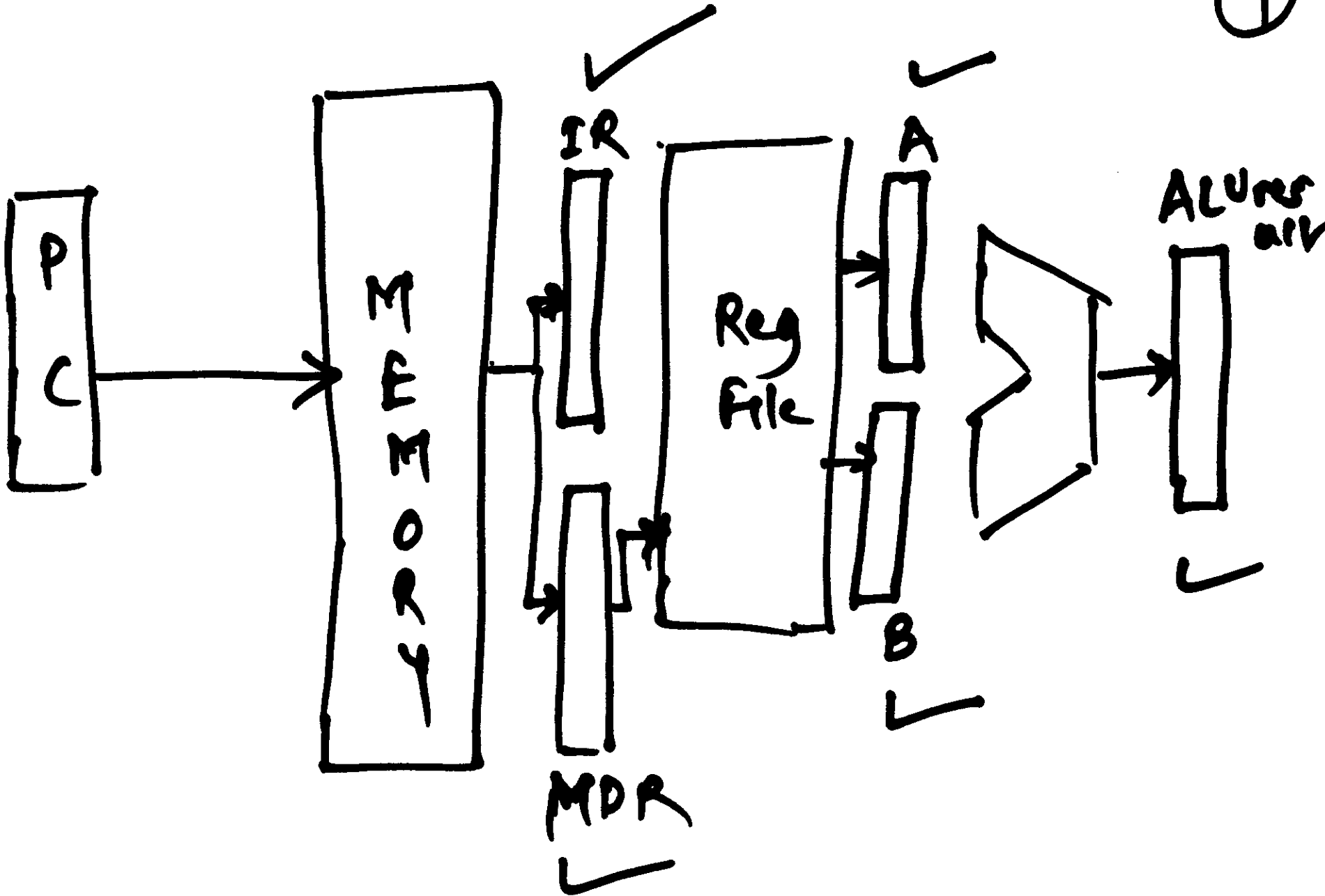
- ALU

- Memory (we'll see that single memory for I + Data)

- Reg File

- ? what more ? - for storing results of suboperations

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More registers for multicycle MIPS: (10)

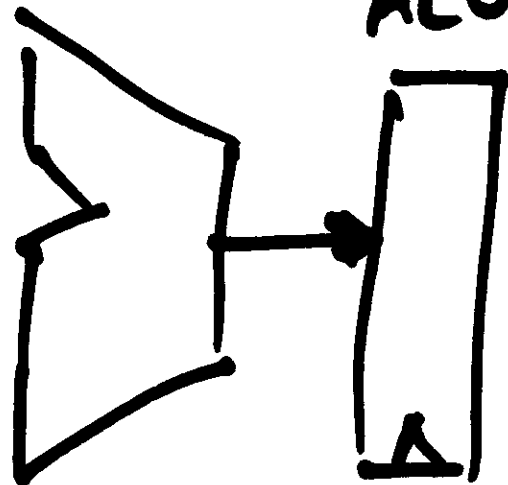
- IR : for storing/registering
the result of ~~F~~stuck
Fetch subcycle

- MDR (memory data register)
: storing result of
suboperation MemAccess
during instruction cycle
of "load word"
instruction

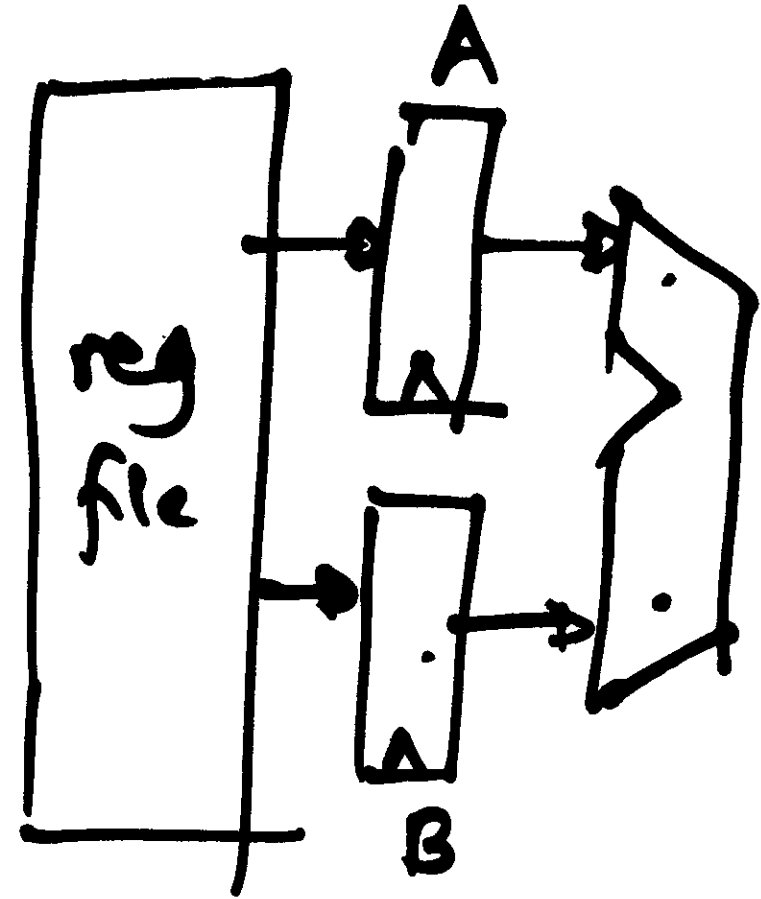
A register

B - register

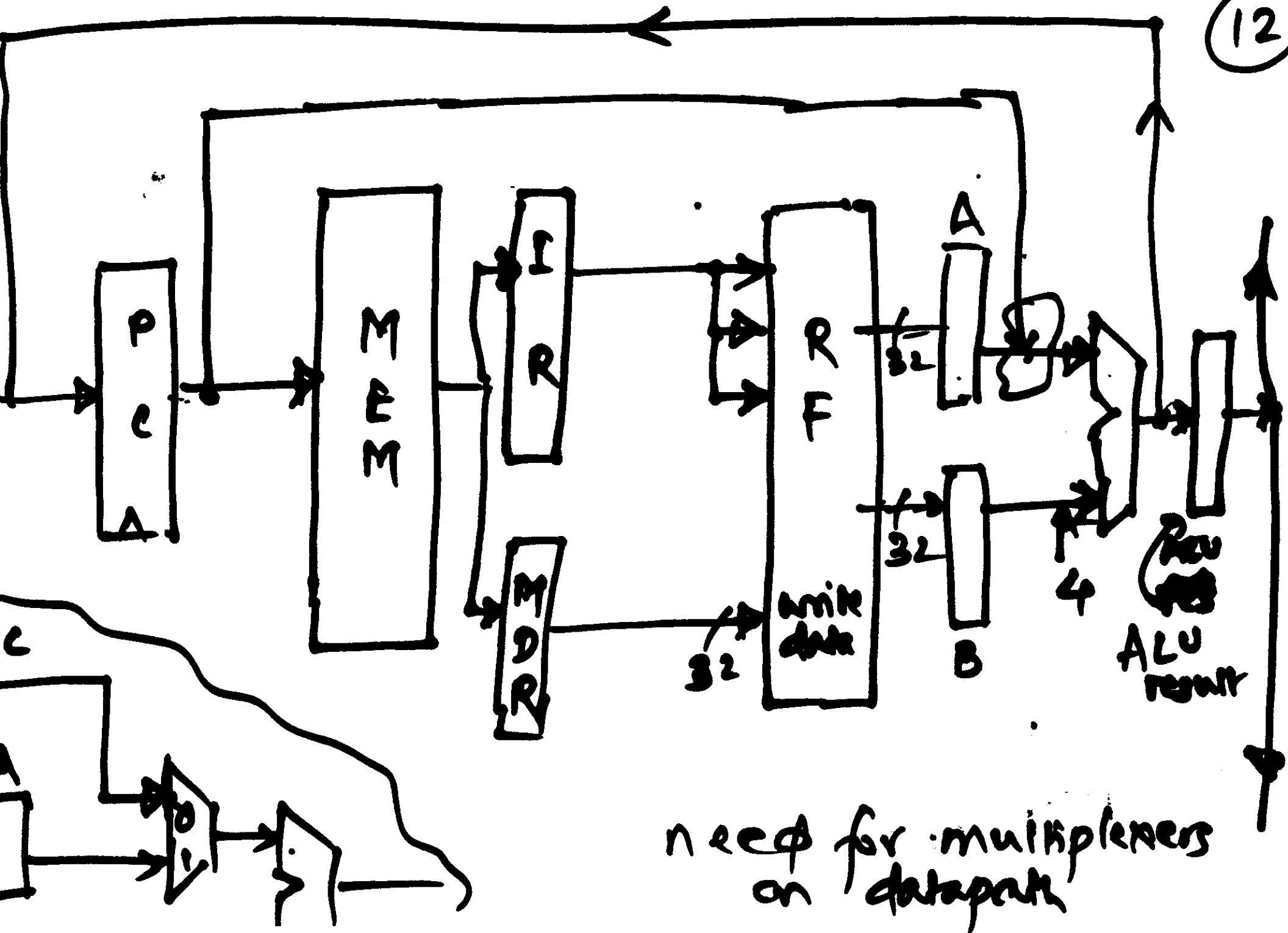
ALU result



ALU result



: to store result of Ex suboperation



need for multiplexers on datapath

