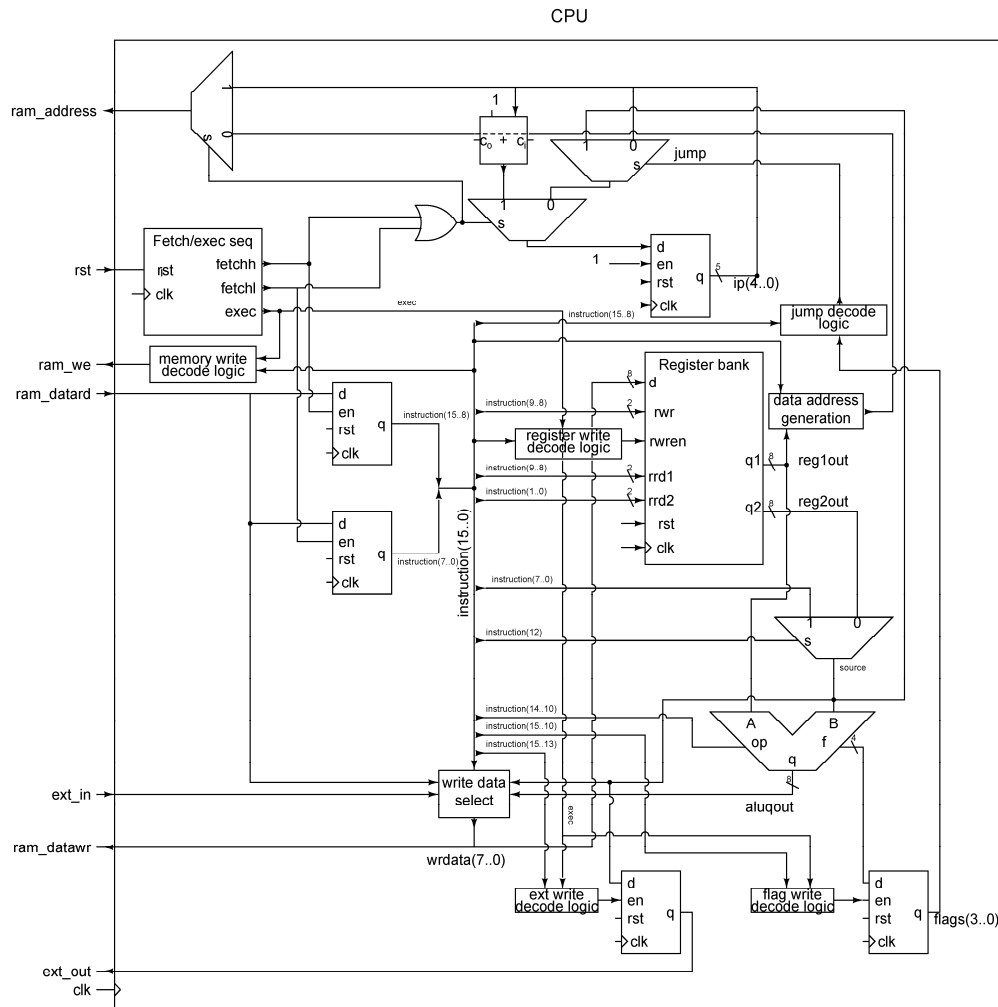


# UoS educational processor - Architecture

## UoS Educational CPU Architecture

### CPU



- Jump decode logic**  

$$\text{instr}(15..13)=101 \text{ and } (\text{instr}(11..8)=0000 \text{ or } (\text{instr}(11..8)=0001 \text{ and } zf=1) \text{ or } (\text{instr}(11..8)=1001 \text{ and } zf=0))$$
- Register write decode logic**  

$$\text{execute}=1 \text{ and } ((\text{instr}(15..13)=000 \text{ and } \text{instr}(11)=0) \text{ or } \text{instr}(15..13)=001 \text{ or } (\text{instr}(15..13)=010 \text{ and } \text{instr}(11..10) \neq 01)) \text{ and } \text{instr}(15..13)=011$$
- Memory write decode logic**  

$$\text{execute}=1 \text{ and } \text{instr}(15..10)=000X10$$
- External write decode logic**  

$$\text{execute}=1 \text{ and } \text{instr}(15..13)=110$$
- Flag write decode logic**  

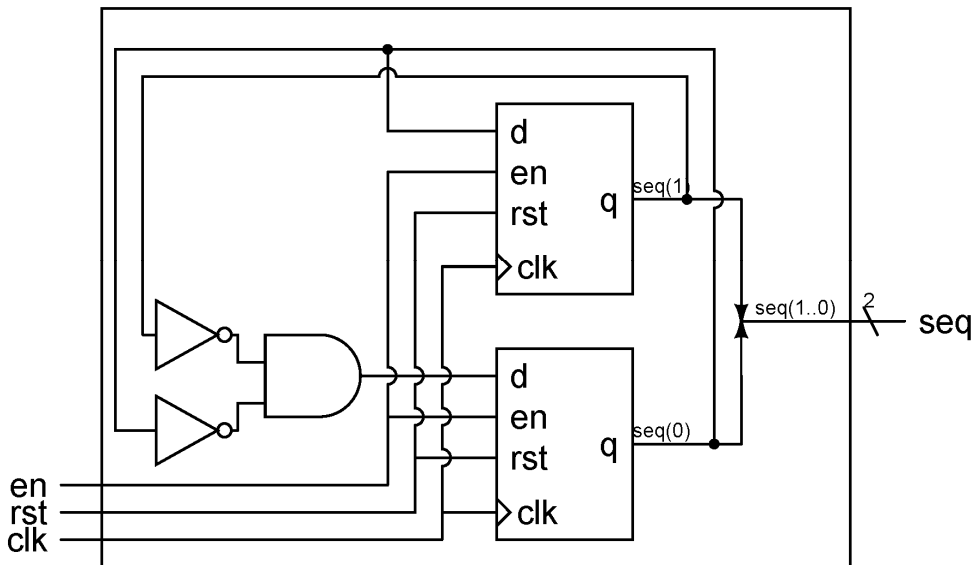
$$\text{execute}=1 \text{ and } \text{instr}(15..10)=010X01$$
- Write data select**  

$$\text{wrdata} = \begin{cases} \text{source} & \text{when } \text{instr}(15..10)=000X00 \\ \text{ram\_datard} & \text{when } \text{instr}(15..10)=000X01 \\ \text{aluqout} & \text{when } \text{instr}(15..13)=001 \\ \text{aluqout} & \text{when } \text{instr}(15..13)=010 \\ \text{aluqout} & \text{when } \text{instr}(15..13)=011 \\ \text{ext\_in} & \text{when } \text{instr}(15..10)=110X01 \end{cases}$$
- Data address generation**  

$$\text{address} = \begin{cases} \text{reg1out} & \text{when } \text{instr}(15..10)=000001 \\ \text{instr}(7..0) & \text{when } \text{instr}(15..10)=000101 \\ \text{reg1out} & \text{when } \text{instr}(15..10)=000010 \\ \text{reg1out} & \text{when } \text{instr}(15..10)=000110 \end{cases}$$

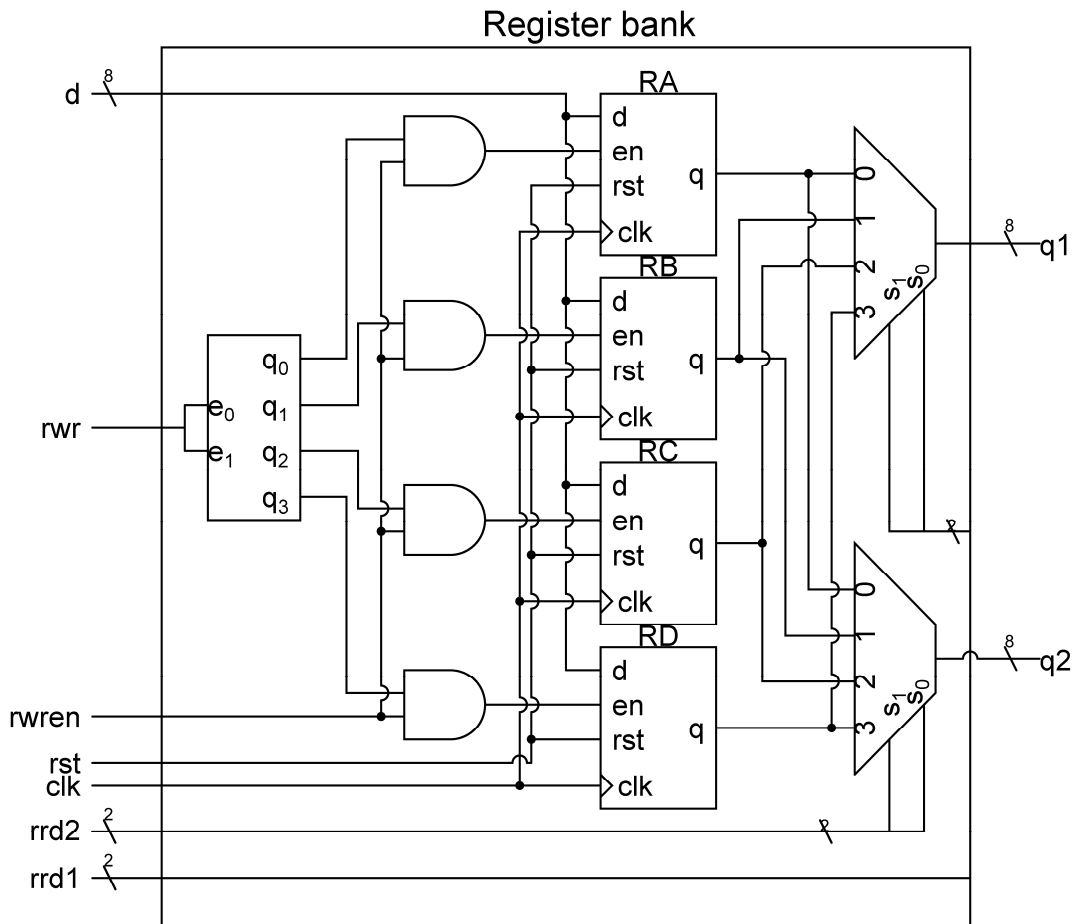
### Instruction fetch/execute state sequence

#### Instruction fetch/execute state sequence

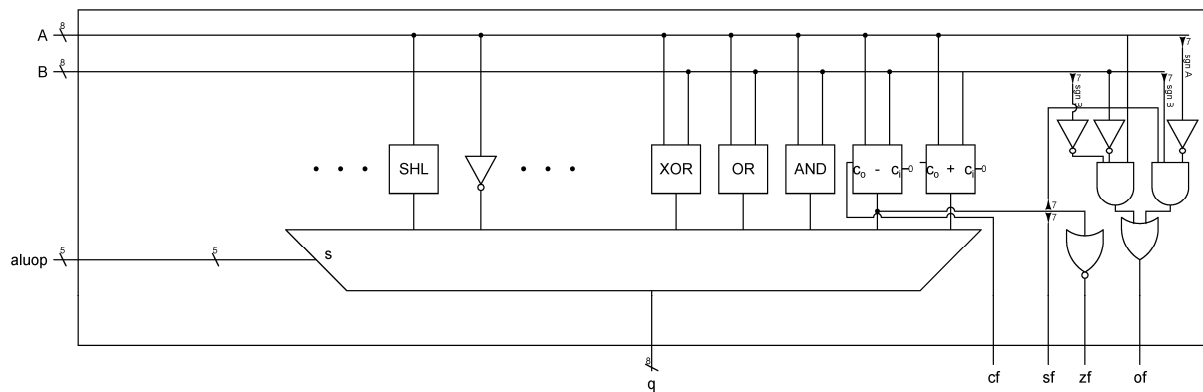


# UoS educational processor - Architecture

## Register bank



## ALU



Aluop are the 5-bit instruction(14 downto 10). The multiplexer is configured as follows:

aluop	Function
01X00	add
01X01	sub
01X10	and
01X11	or
10X00	xor
10X01	N/A
11000	not
11001	shr
11010	ror
11011	asr
11100	rl