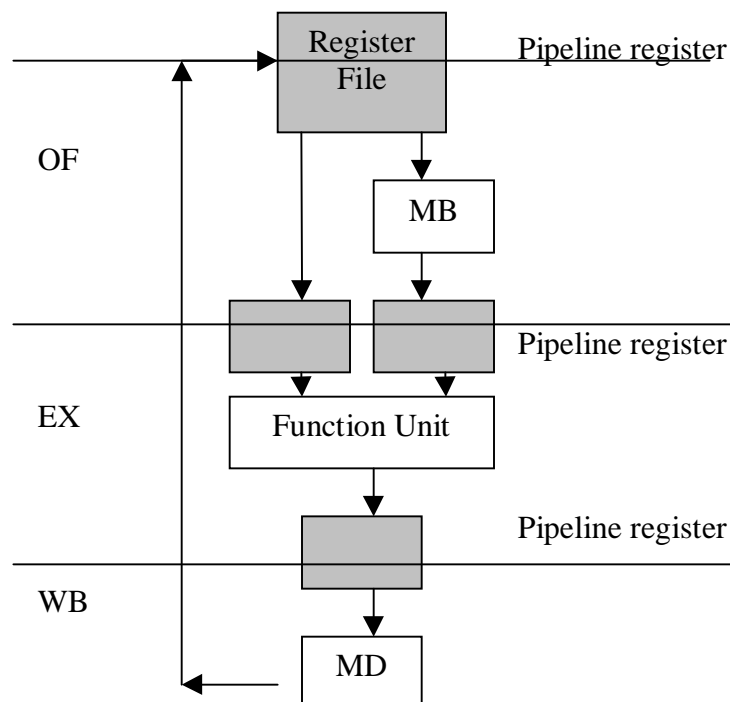


Other Choices

- Hardwired multiple cycle control
- More control memory
 - o We had 128 opcode & 256 possible microinstructions
 - o More control memory would allow more complicated micro-programs
 - o We would need to use a wider CAR
 - o More private registers
 - We had only one (R8)
 - Eg. The multiplier needs two
 - Would allow micro program that do more
 - o The single-cycle CPU could have used microprogramming
 - Instead of the decoder
 - o More advanced control select eg. Branch if less than needs $N \text{ XOR } V$

Pipelining

- In order to do an operation with the data path we created, we have a long propagation delay
 - o The calculation must propagate through the register file, multiplexers & function unit
 - o So we need a low clock frequency
 - o We could split a micro-op across several cycles & increase the clock speed
 - Each part of the data path will do its part in one cycle
 - The parts will be separated by registers & can work independently
 - So several operations can be in progress at a time
 - Eg. Our single cycle data path with 3 stages:



- The data path has been split into 3 stages:
 - o OF: operand fetch
 - o EX: execute
 - o WB: write back
- Each stage can be working on a different operation.
 - o So we can still finish one micro op per cycle
 - o If the stages are even, we can triple the clock speed (almost)
 - So the processor can do ~ 3 times as many instructions in a given time
- A little propagation delay is introduced by the pipelining registers.
 - o So the best possible improvement will be <3 times
- We complete one result per cycle, but each one takes 3 cycles to finish,
 - o So you can't use the result of a calculation for 3 cycles

Pipelined control

- We must make the control unit follow the timing in the data path
 - o We must time the control signals so they are sent correctly
- We can add some registers to hold the control signals until needed
- Another stage will also be added" IF, instruction fetch