

Figure B1. Register File details.

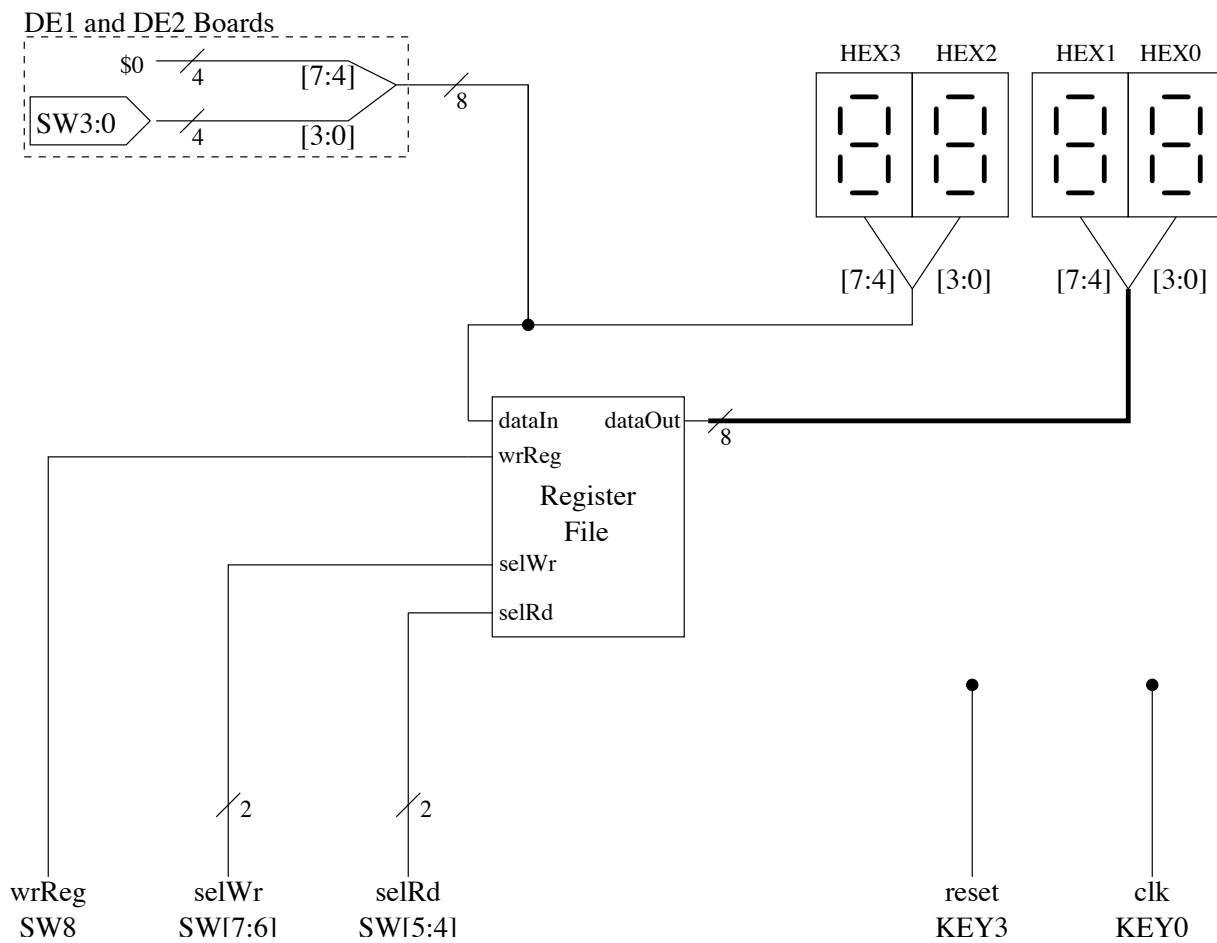


Figure B2. Register File circuit.

## Implementing (mapping) RTN onto a Specific Datapath Circuit

- Rules:
- ① data flows from Q to D
  - ② each wire takes on only 1 value in a clock cycle
  - ③ each (simple)  $\mu$ -op takes only 1 cycle
  - ④ each  $\mu$ -op must "fit" the datapath
  - ⑤ each register can get 1 new value in a clock cycle

- Examples
- ①  $R0 \leftarrow \$00$
  - ②  $R3 \leftarrow \$01$
  - ③  $R3 \leftarrow R3 + \$01$  } desired operation
  - i)  $A \leftarrow \$01$  } required  $\mu$ -ops
  - ii)  $B \leftarrow R3$
  - iii)  $R3 \leftarrow A+B$

to find these, start with the original operation " $R3 \leftarrow$ " and see that it requires a complex value on the Bus " $R3 + \$01$ " which must come from the ALU. then, you notice the ALU can only operate on A and B, so these registers must first take on their needed values (constant  $\$01$  and R3)

- ⑤ try:  
 $R3 \leftarrow 2+1$
- ⑥ try:  
 $R3 \leftarrow 7*9$

- ④  $R2 \leftarrow R2 + R2$
- i)  $A \leftarrow R2$  ;  $B \leftarrow R2$  }  $\mu$ -ops we can do 2 at once!
- ii)  $R2 \leftarrow A+B$





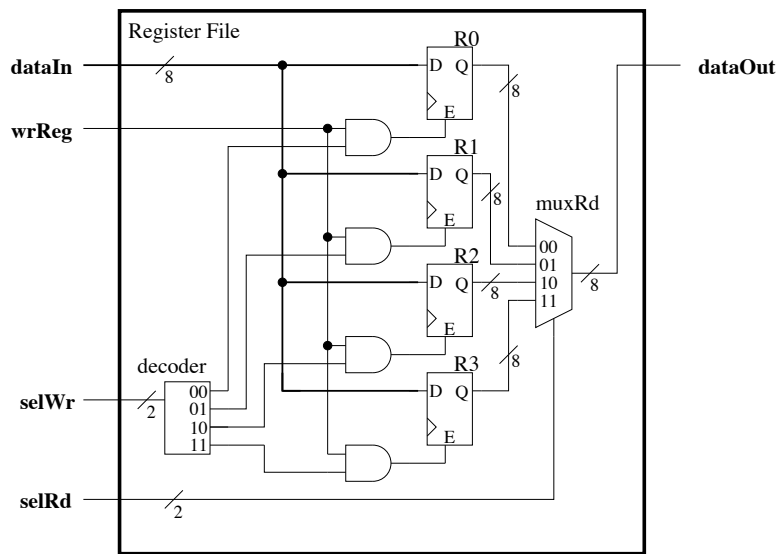


Figure C1. Register File details (same as Figure B1).

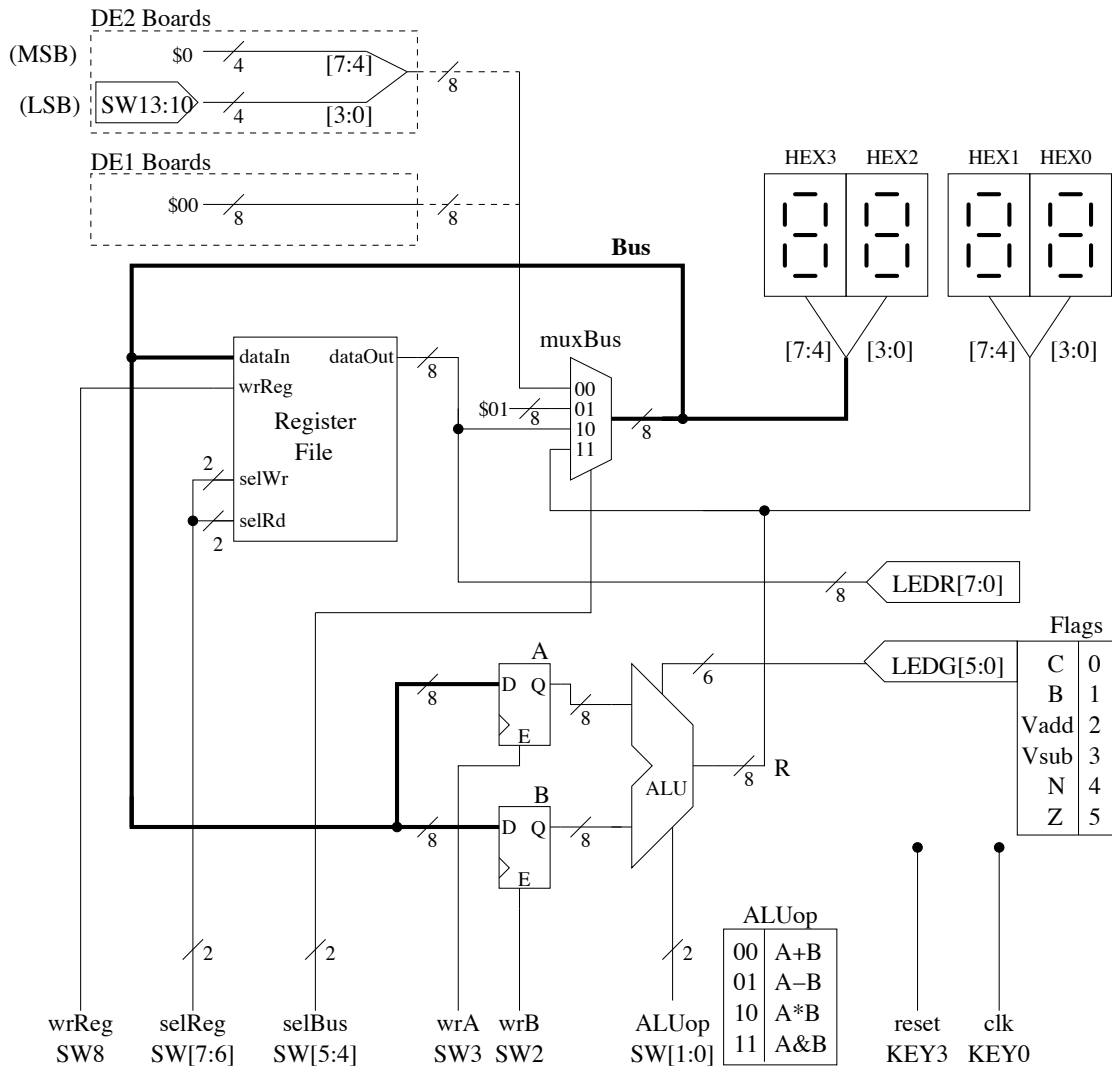


Figure C2. Computational Datapath circuit.

