

# PS9 Final Micro Processor

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## PLA

Truth table:

| opcode | Assembly | subtract | mux_ctrl | drv_enable | mem_write | mem_read | shift_bypass | load_bus | store_bus |
|--------|----------|----------|----------|------------|-----------|----------|--------------|----------|-----------|
| 000    | NOP      | 0        | 001      | 0          | 0         | 0        | 1            | 0        | 0         |
| 001    | LOAD     | 0        | 001      | 0          | 1         | 0        | 1            | 1        | 0         |
| 010    | STORE    | 0        | 001      | 0          | 0         | 1        | 1            | 0        | 1         |
| 011    | GET      | 0        | 100      | 0          | 0         | 1        | 1            | 0        | 0         |
| 100    | PUT      | 0        | 001      | 1          | 1         | 0        | 1            | 0        | 0         |
| 101    | ADD      | 0        | 010      | 0          | 0         | 1        | 1            | 0        | 0         |
| 110    | SUB      | 1        | 010      | 0          | 0         | 1        | 1            | 0        | 0         |
| 111    | SHIFT    | 0        | 001      | 0          | 0         | 0        | 0            | 0        | 0         |

Espresso script:

```
.i 3
.o 10
.ilb op2 op1 op0
.ob subtract mux2 mux1 mux0 drv_enable mem_write mem_read shift_bypass load_bus store_bus

# opcode 000 → NOP
0 0 0 0 0 0 1 0 0 0 0 1 0 0

# opcode 001 → LOAD
0 0 1 0 0 0 1 0 1 0 1 1 0

# opcode 010 → STORE
0 1 0 0 0 0 1 0 0 1 1 0 1

# opcode 011 → GET
0 1 1 0 1 0 0 0 0 0 1 1 0 0

# opcode 100 → PUT
1 0 0 0 0 0 1 1 1 0 1 0 0

# opcode 101 → ADD
1 0 1 0 0 1 0 0 0 0 1 1 0 0

# opcode 110 → SUB
1 1 0 1 0 1 0 0 0 0 1 1 0 0

# opcode 111 → SHIFT
1 1 1 0 0 0 1 0 0 0 0 0 0 0

.e
```

After running espresso ps9.pla, the output of the min truth table is shown as follows:

```

.i 3
.o 10
.ilb op2 op1 op0
.ob subtract mux2 mux1 mux0 drv_enable mem_write mem_read shift_bypass load_bus store_bus
.p 8
111 0001000000
010 0000001001
011 0100001100
101 0010001100
100 0001110100
001 0001010110
110 1010001100
0-0 0001000100
.e

```

### SOP results:

```

# opcode 000 → NOP
# opcode 001 → LOAD
# opcode 010 → STORE
# opcode 011 → GET
# opcode 100 → PUT
# opcode 101 → ADD
# opcode 110 → SUB
# opcode 111 → SHIFT
subtract = (op2&op1&!op0);

mux2 = (!op2&op1&op0);

mux1 = (op2&!op1&op0) | (op2&op1&!op0);

mux0 = (op2&op1&op0) | (op2&!op1&!op0) | (!op2&!op1&op0) | (!op2&!op0);

drv_enable = (op2&!op1&!op0);

mem_write = (op2&!op1&!op0) | (!op2&!op1&op0);

mem_read = (!op2&op1&!op0) | (!op2&op1&op0) | (op2&!op1&op0) | (op2&op1
&!op0);

shift_bypass = (!op2&op1&op0) | (op2&!op1&op0) | (op2&!op1&!op0) | (!op2
&!op1&op0) | (op2&op1&!op0) | (!op2&!op0);

load_bus = (!op2&!op1&op0);

store_bus = (!op2&op1&!op0);

```

// 1. subtract (Active only for P\_110)

subtract' = ( (op2' + op1' + op0)' )'

i

// 2. mux2 (Active only for P\_011)

mux2' = ( (op2 + op1' + op0)' )'

// 3. mux1 (Active for P\_101, P\_110)

mux1' = ( (op2' + op1+ op0)' + (op2' + op1' + op0)' )'

// 4. mux0 (Active for P\_111, P\_001, P\_x00, P\_010)

mux0' = ( (op2' + op1' + op0)' + (op2 + op1 + op0)' + (op2 + op0)' + (op2 + op1' + op0)' )'

// 5. drv\_enable (Active for P\_100)

$\text{drv\_enable}' = ( (\text{op2}' + \text{op1} + \text{op0})' )'$

// 6. mem\_write (Active for P\_100, P\_001)

$\text{mem\_write}' = ( (\text{op2}' + \text{op1} + \text{op0})' + (\text{op2} + \text{op1} + \text{op0}')' )'$

// 7. mem\_read (Active for P\_011, P\_101, P\_110, P\_010)

$\text{mem\_read}' = ( (\text{op2} + \text{op1}' + \text{op0}')' + (\text{op2}' + \text{op1} + \text{op0}')' + (\text{op2}' + \text{op1}' + \text{op0})' + (\text{op2} + \text{op1}' + \text{op0}')' )'$

// 8. shift\_bypass (Active for P\_011, P\_101, P\_001, P\_110, P\_x00, P\_010)

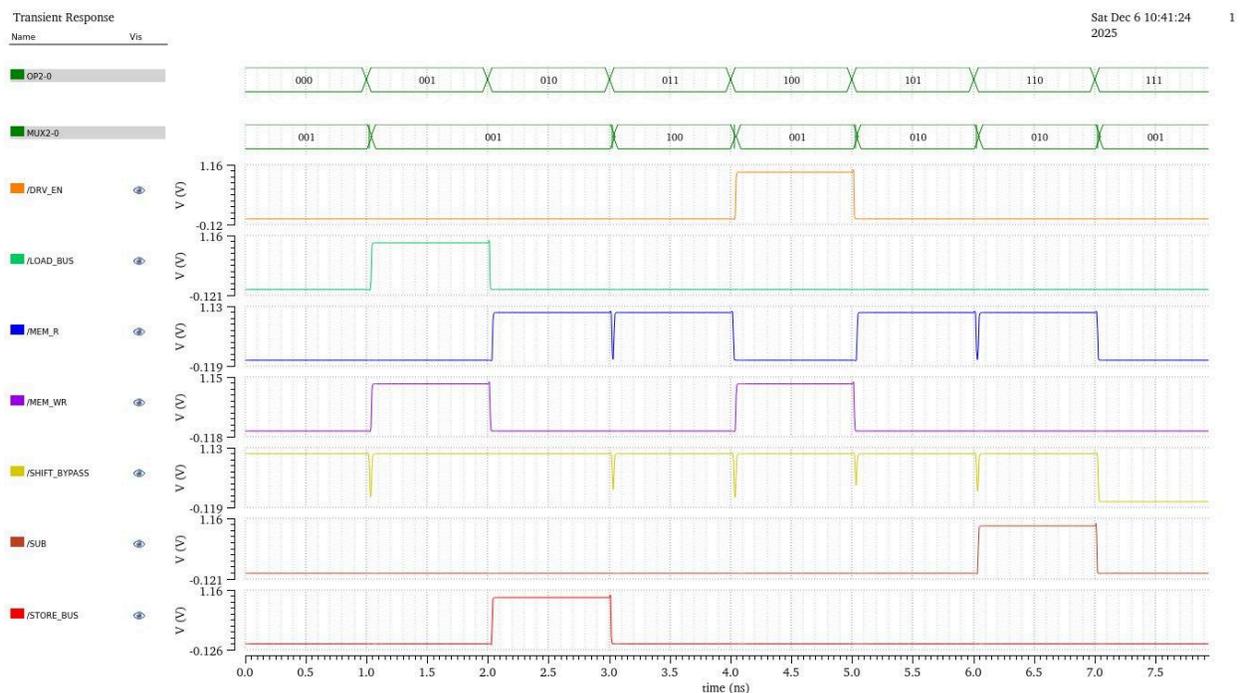
$\text{shift\_bypass}' = ( (\text{op2} + \text{op1}' + \text{op0}')' + (\text{op2}' + \text{op1} + \text{op0}')' + (\text{op2} + \text{op1} + \text{op0}')' + (\text{op2}' + \text{op1}' + \text{op0})' + (\text{op2} + \text{op0}')' + (\text{op2} + \text{op1}' + \text{op0}')' )'$

// 9. load\_bus (Active for P\_001)

$\text{load\_bus}' = ( (\text{op2} + \text{op1} + \text{op0}')' )'$

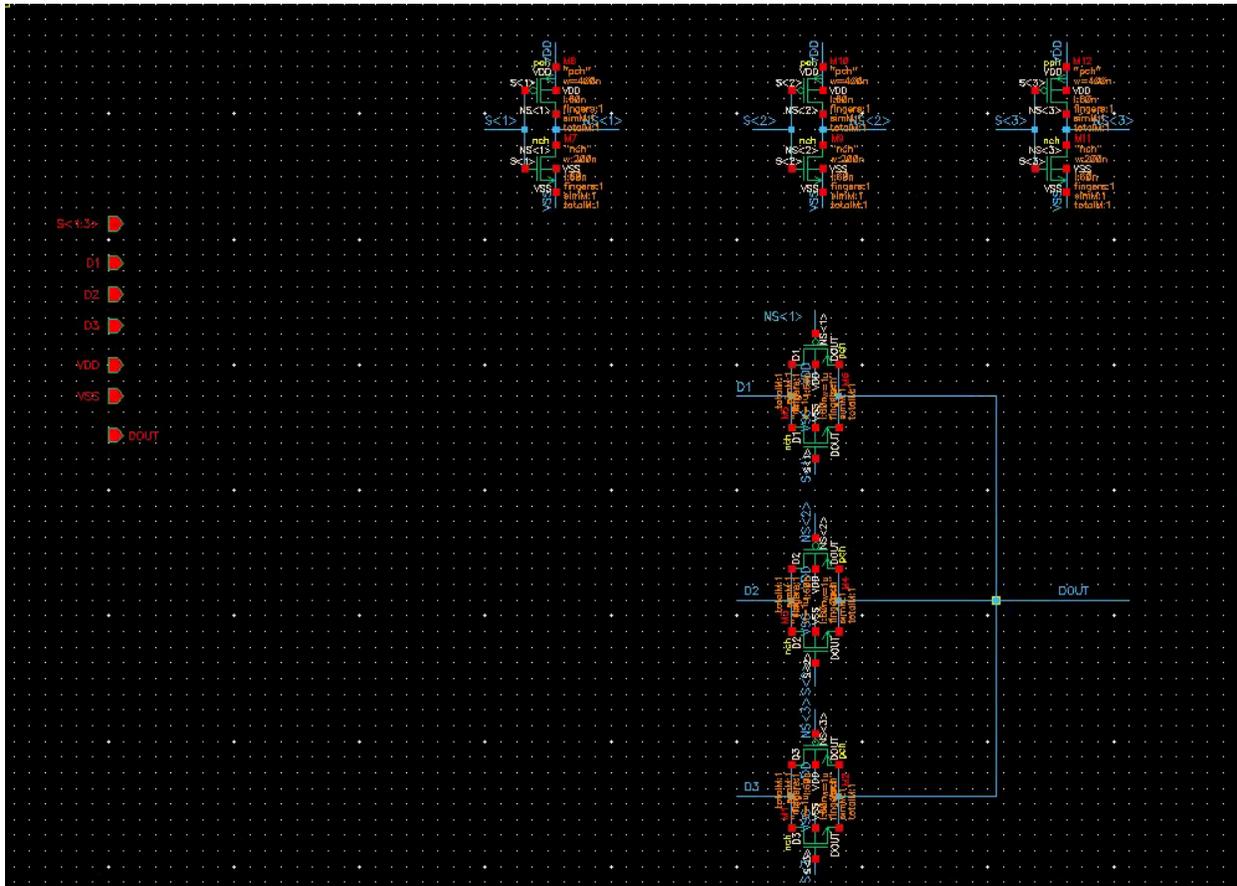
// 10. store\_bus (Active for P\_010)

$\text{store\_bus}' = ( (\text{op2} + \text{op1}' + \text{op0}')' )'$



# MUX

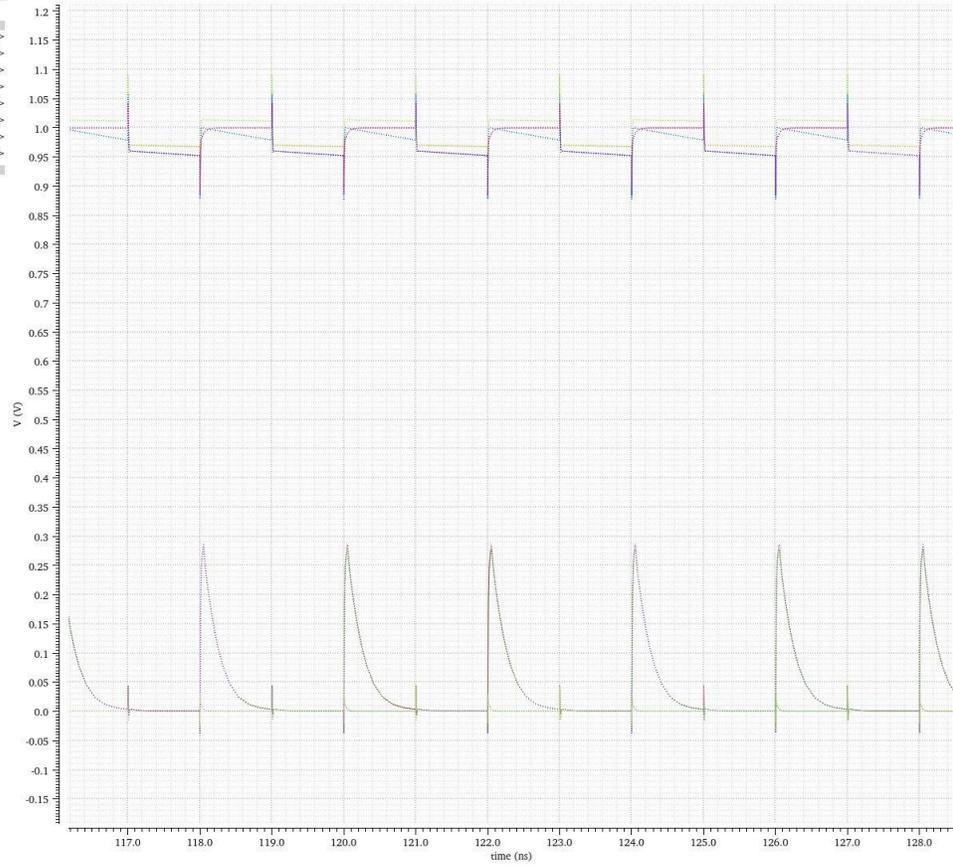
This is an 8-bit with 3-input MUX, which chooses one out of three signals, from SRAM, Adder or Shifter.



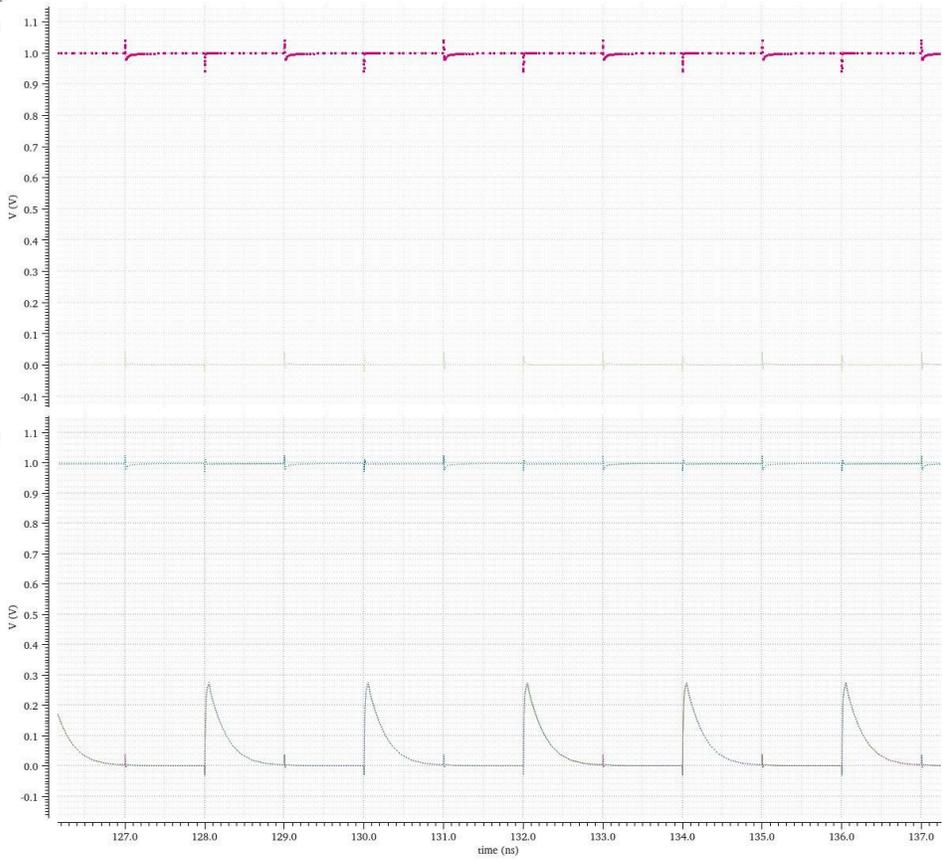
For the sizing, as the following figures showed, we swept through 200nm to 2um and found out that sizing the pass transistor to 1um and the inverter to 400nm/20nm has the best minimal rise/fall time.

Transient Response

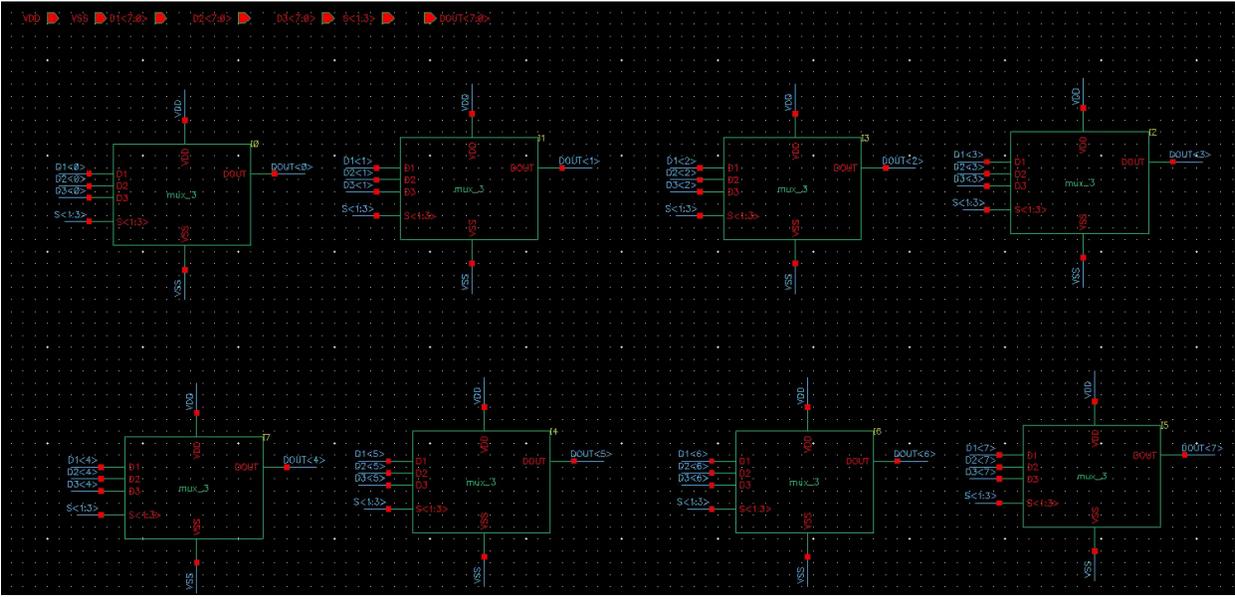
| Name            | bit |
|-----------------|-----|
| /MUX_DOUT<7>    |     |
| /MUX_DOUT<6>    |     |
| /MUX_DOUT<5>    |     |
| /MUX_DOUT<4>    |     |
| /MUX_DOUT<3>    |     |
| /MUX_DOUT<2>    |     |
| /MUX_DOUT<1>    |     |
| /MUX_DOUT<0>    |     |
| /LATCH_OUT<0-7> |     |



| Name            | bit |
|-----------------|-----|
| /AATCH_OUT<0-7> |     |
| /AATCH_OUT<0>   |     |
| /AATCH_OUT<1>   |     |
| /AATCH_OUT<2>   |     |
| /AATCH_OUT<3>   |     |
| /AATCH_OUT<4>   |     |
| /AATCH_OUT<5>   |     |
| /AATCH_OUT<6>   |     |
| /AATCH_OUT<7>   |     |

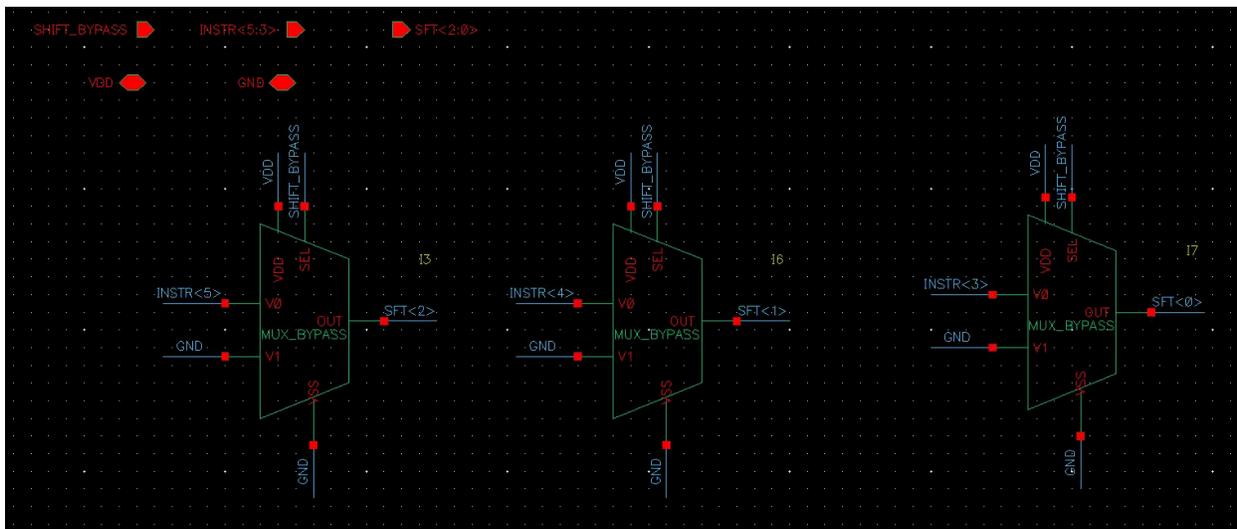
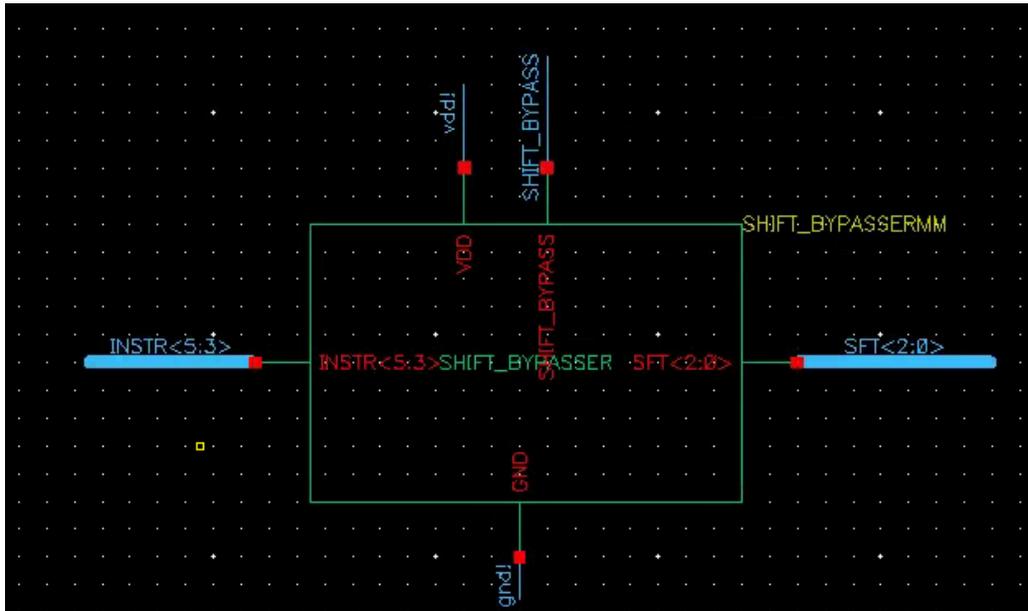


| /MUX_DOUT<0-7> | bit | /MUX_DOUT<0-7> |
|----------------|-----|----------------|
| /MUX_DOUT<0>   |     | /MUX_DOUT<7>   |
| /MUX_DOUT<1>   |     | /MUX_DOUT<6>   |
| /MUX_DOUT<2>   |     | /MUX_DOUT<5>   |
| /MUX_DOUT<3>   |     | /MUX_DOUT<4>   |
| /MUX_DOUT<4>   |     | /MUX_DOUT<3>   |
| /MUX_DOUT<5>   |     | /MUX_DOUT<2>   |
| /MUX_DOUT<6>   |     | /MUX_DOUT<1>   |
| /MUX_DOUT<7>   |     | /MUX_DOUT<0>   |



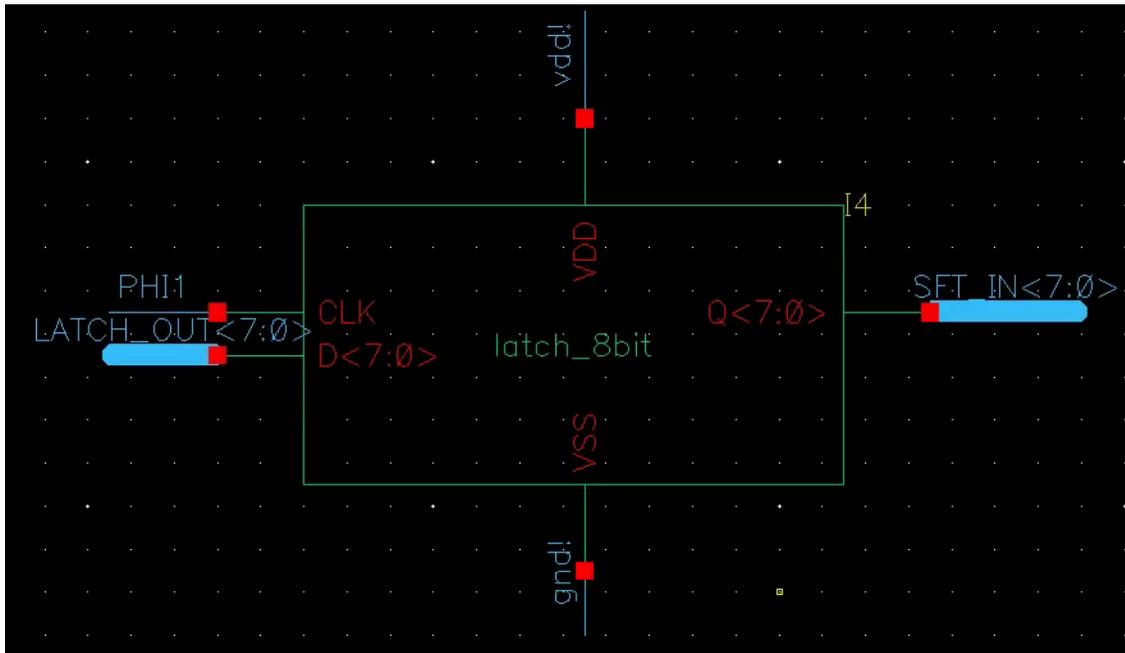
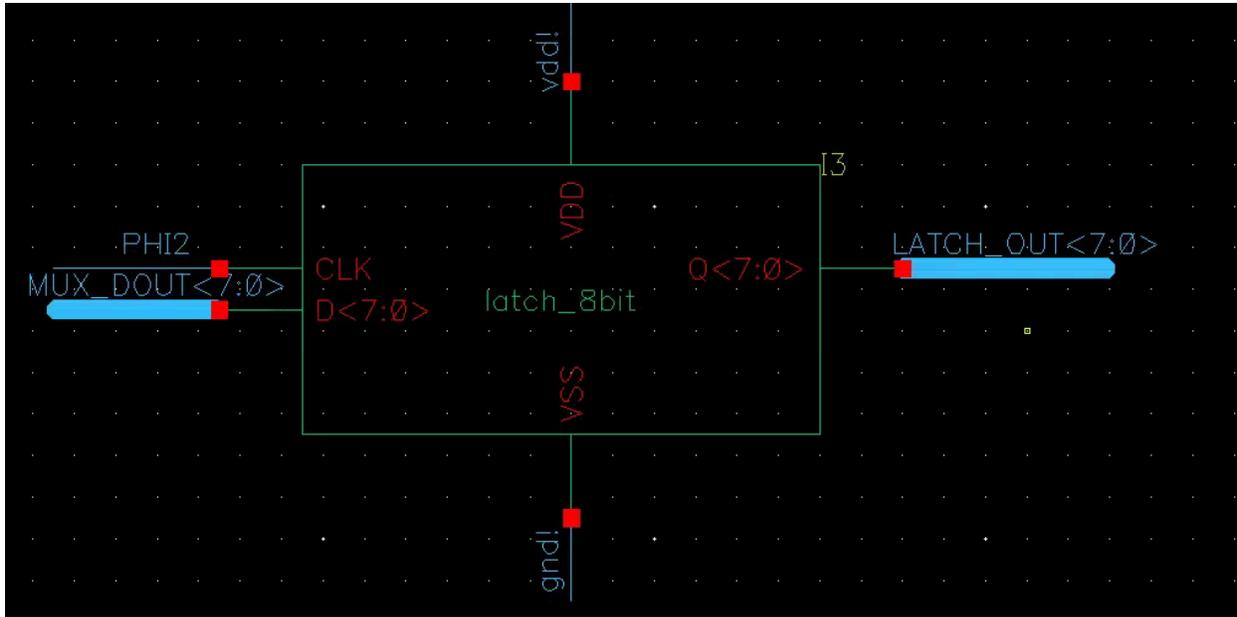
# Shift Bypasser

We designed a new component called 'Shift Bypasser' for this micro processor, which plays a role like a switch . When the signal SHIFT\_BYPASS is 0, the SFT<2:0> equals to INSTR<5:3> and passes to the shifter. When the signal SHIFT\_BYPASS is 1, the mux inside this component chooses GND and it shows to the shifter that it doesn't need to shift. The INSTR<5:3> then act as a pure MEM Address.



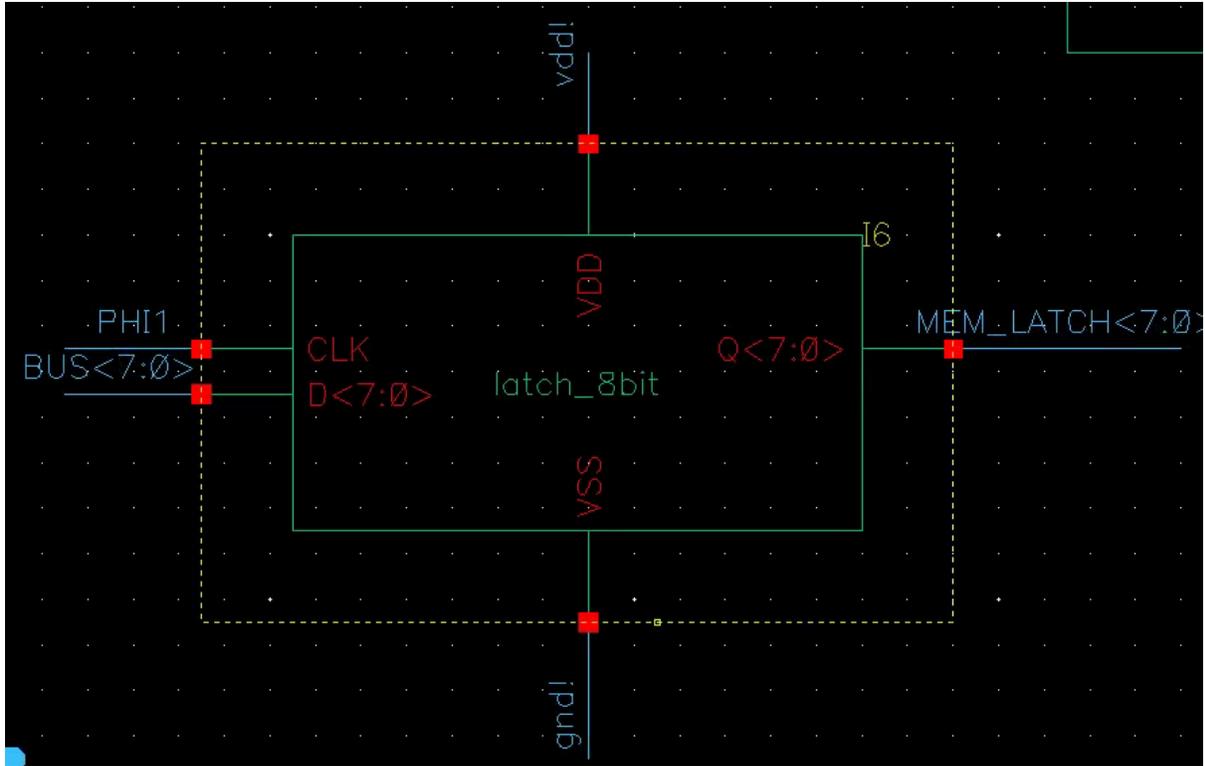
# Accumulator

Two latches act as a Flip-Flop and it's the accumulator in the micro processor.



## Mem Latch

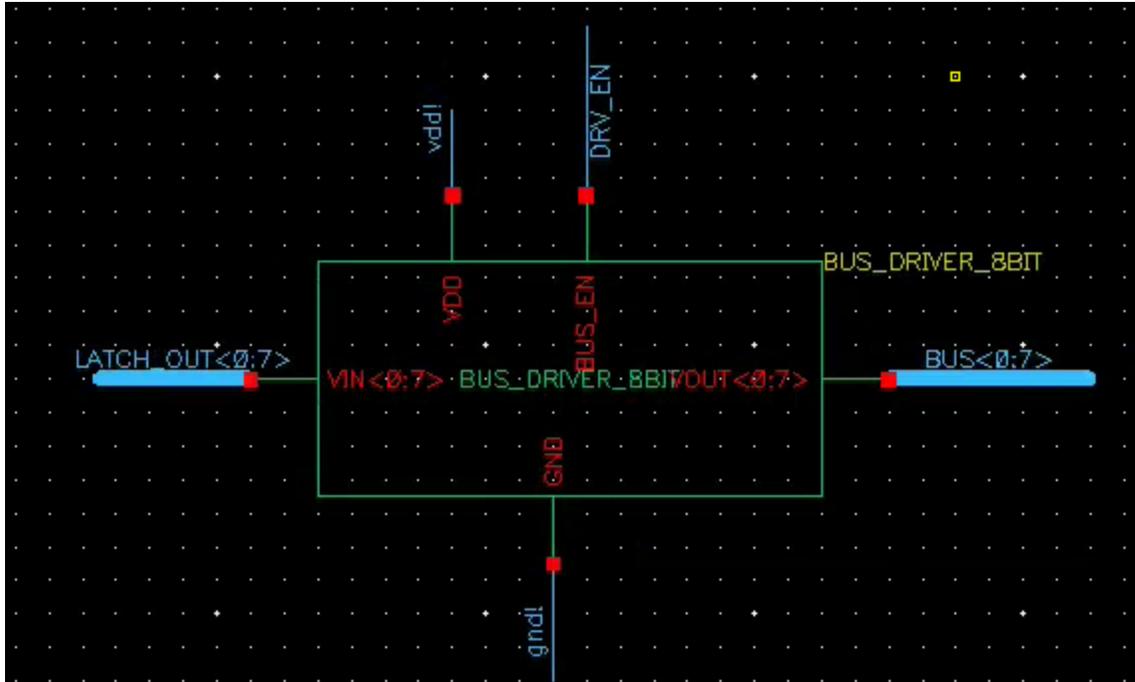
This latch is to make the BUS<7:0> stable and comes out as MEM\_LATCH<7:0>.



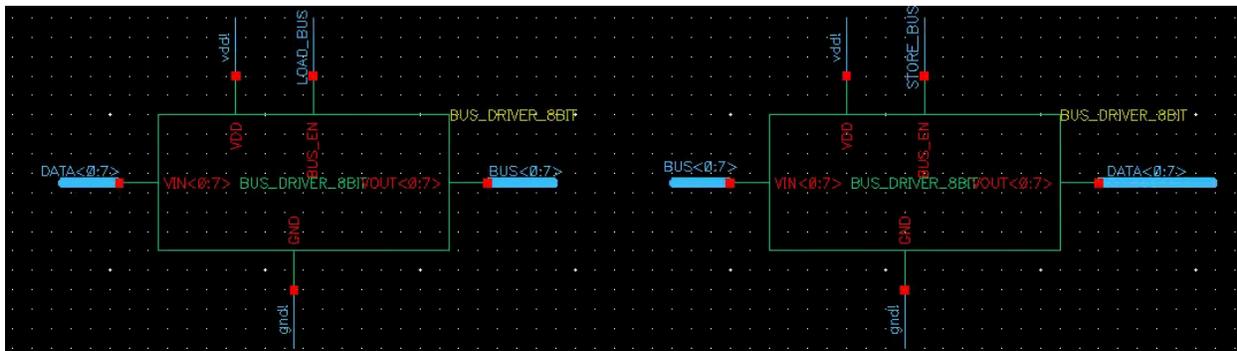
## Bus Driver

### Internal Bus Driver

This bus driver is the internal driver that is controlled by DRV\_EN if it can drive the inside data to outside BUS<0:7>.



## External Bus Driver

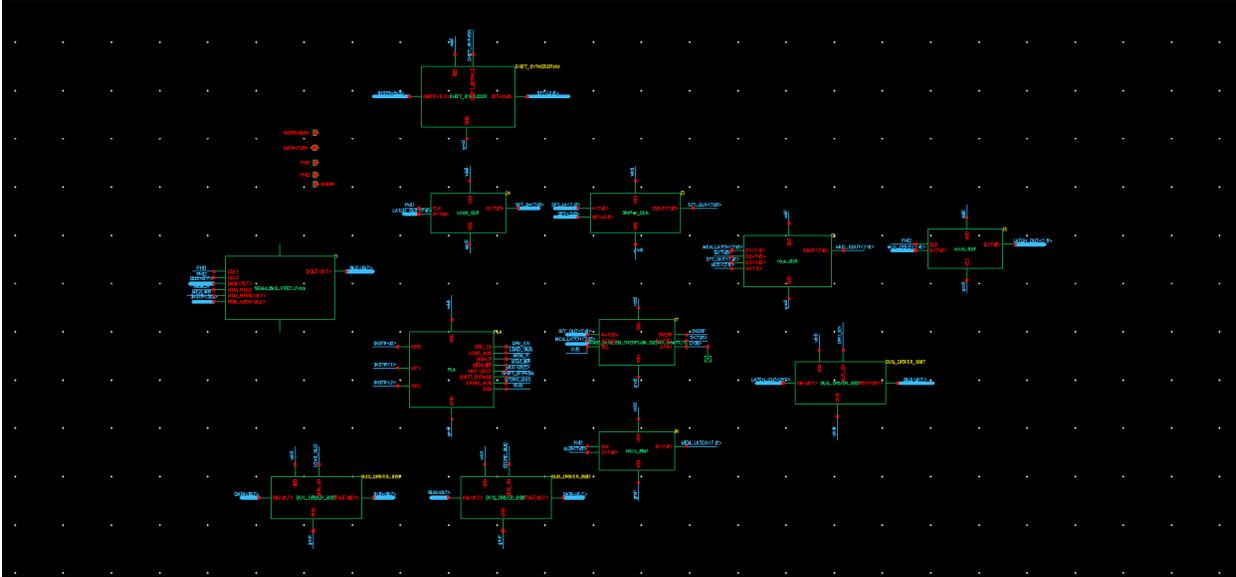


## Other Components

Shifter, Adder, MEM are drawn and specified in former reports.

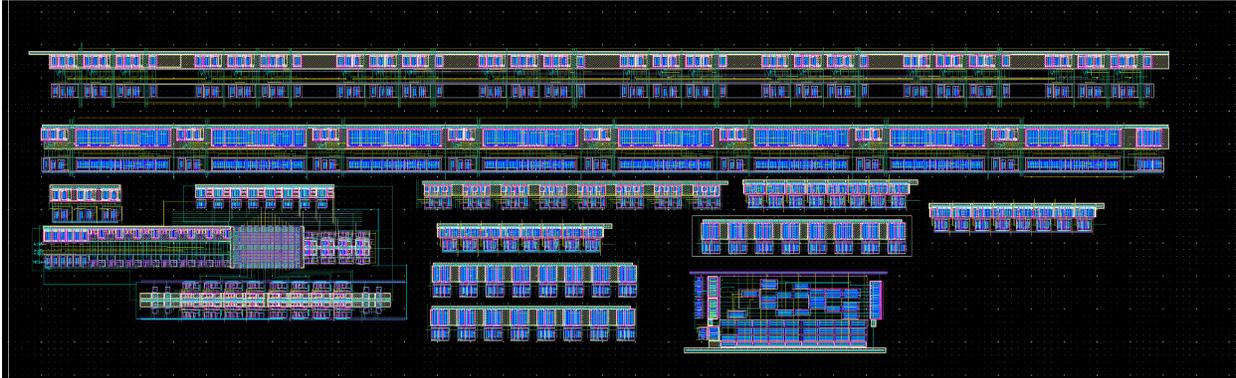
# Micro Processor

## Schematic



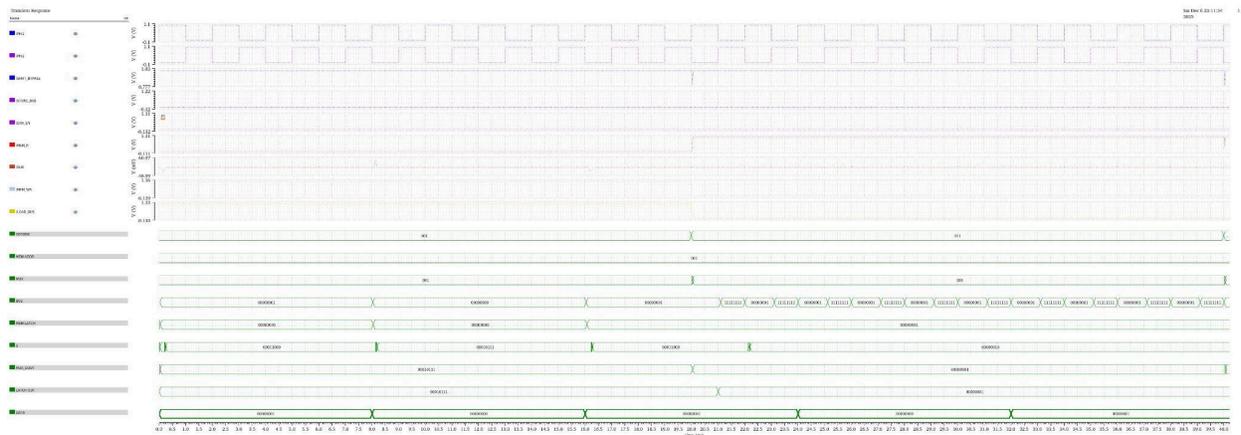
## LAYOUT

Before place and route



After Place and Route:

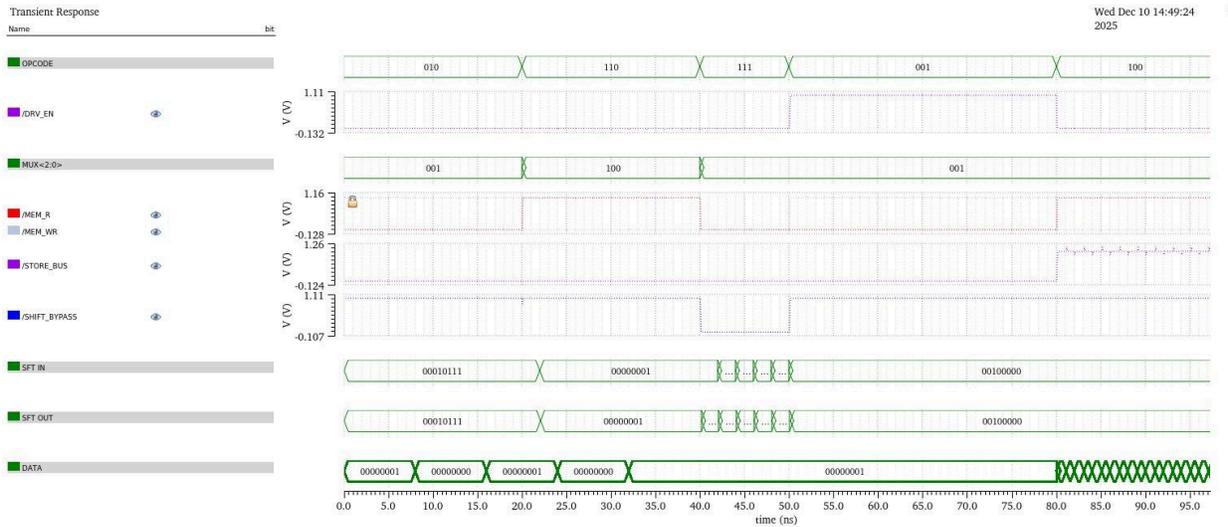


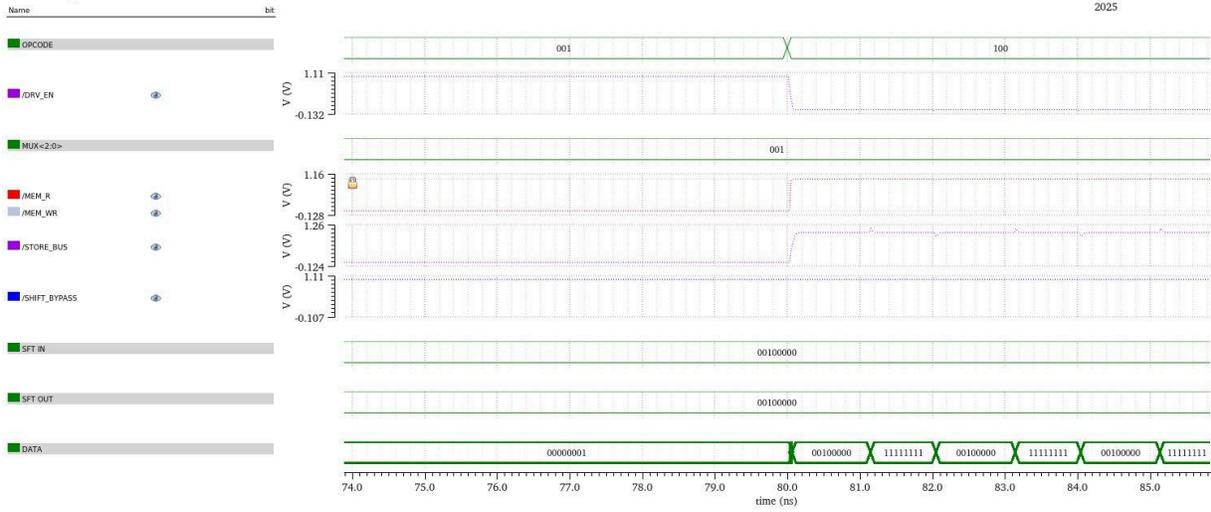




## 2. SHIFT

When setting the opcode to 010>110->111>001>100, it conducts shifting after loading from MEM[0], then stores the result back to MEM[1], and at last reads it out from the external BUS. As it's shown in the figure, after shifting, SFT\_OUT becomes 00100000, and finally DATA reads out correctly as 00100000 in the PUT stage.

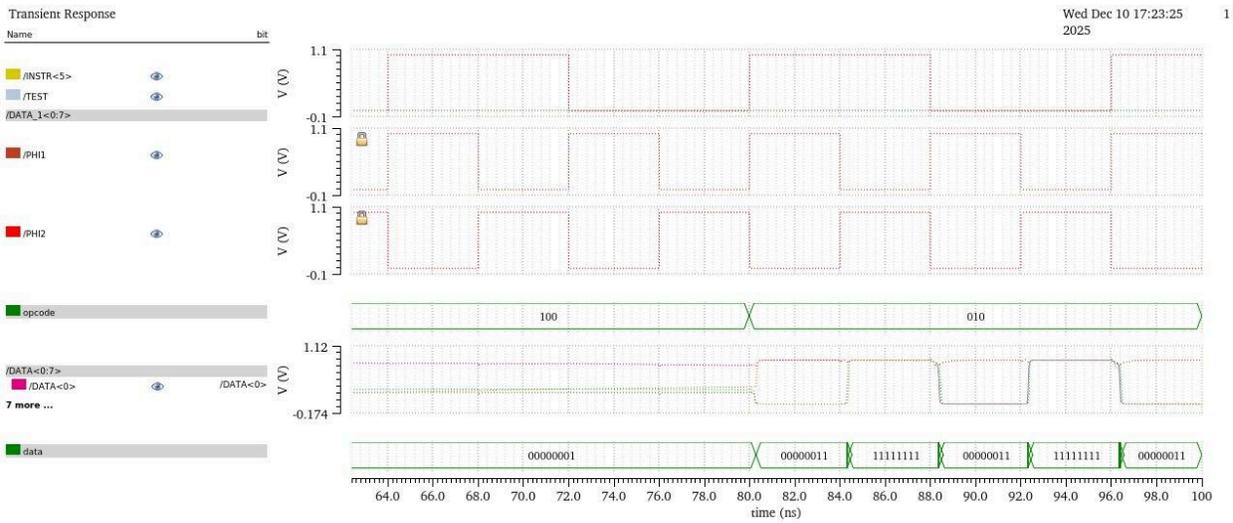
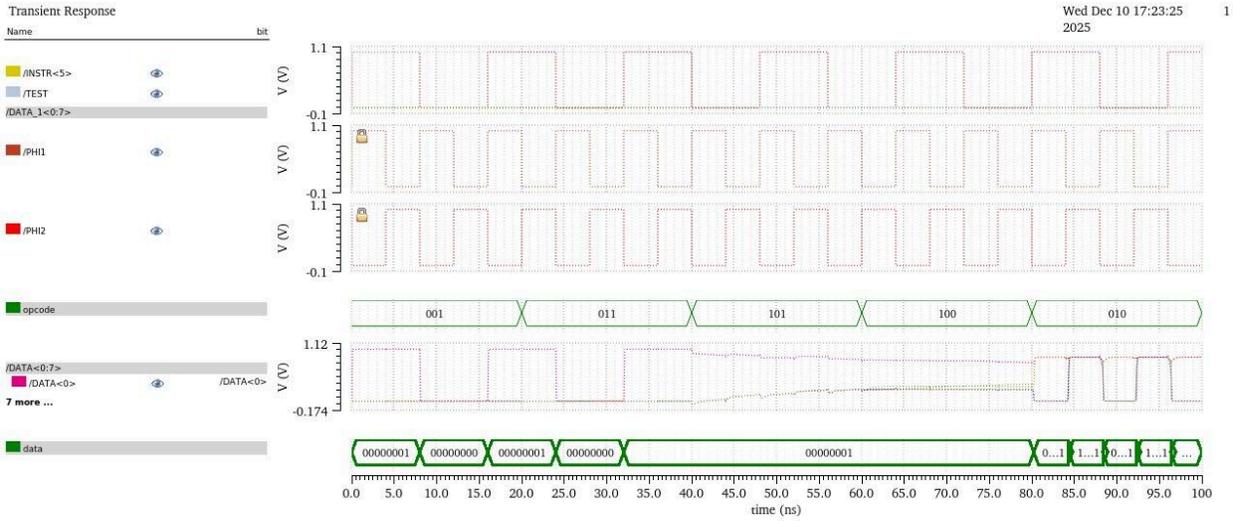




## Post-layout Simulation

### ADD:

To shorten the simulation time, we modify the clock cycle to 8ns, so the adding goes less and it adds to 0000\_0011. The final DATA results show the correct results.



## Critical Path

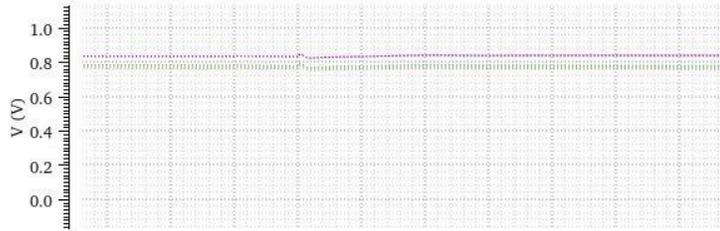
After testing, as is shown below, the delay of Adding is 224ps, while the delay of LOAD is 354ps. All other instructions has lower delay, making LOAD the critical path, which delay is 354ps.

Transient Response

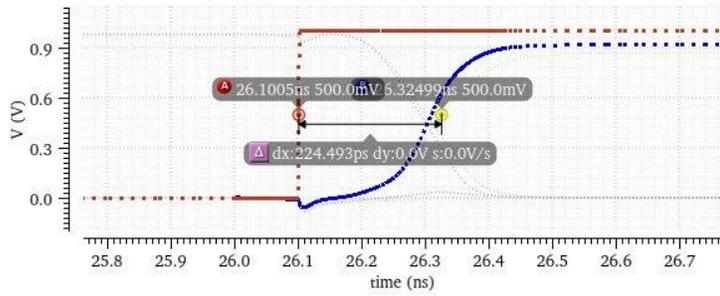
Wed Dec 10 18:32:28  
2025

1

| Name       | bit      |
|------------|----------|
| /DATA<0:7> |          |
| /DATA<0>   | /DATA<0> |
| /DATA<1>   | /DATA<1> |
| /DATA<2>   | /DATA<2> |
| /DATA<3>   | /DATA<3> |
| /DATA<4>   | /DATA<4> |
| /DATA<5>   | /DATA<5> |
| /DATA<6>   | /DATA<6> |
| /DATA<7>   | /DATA<7> |
| /INSTR     |          |



| v /185/MUX_DOUT<7:0>; tran (V) |                  |  |
|--------------------------------|------------------|--|
| /185/MUX_DOUT<7>               | /185/MUX_DOUT<7> |  |
| /185/MUX_DOUT<6>               | /185/MUX_DOUT<6> |  |
| /185/MUX_DOUT<5>               | /185/MUX_DOUT<5> |  |
| /185/MUX_DOUT<4>               | /185/MUX_DOUT<4> |  |
| /185/MUX_DOUT<3>               | /185/MUX_DOUT<3> |  |
| /185/MUX_DOUT<2>               | /185/MUX_DOUT<2> |  |
| /185/MUX_DOUT<1>               | /185/MUX_DOUT<1> |  |
| /185/MUX_DOUT<0>               | /185/MUX_DOUT<0> |  |
| /PH1                           |                  |  |

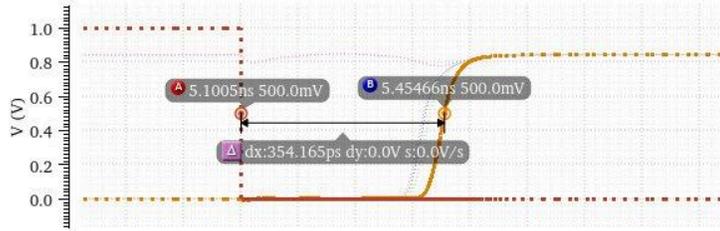


Transient Response

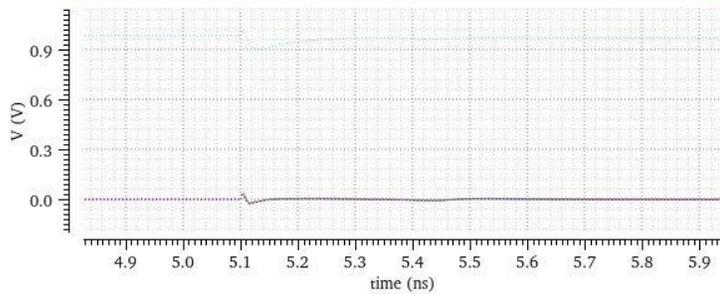
Wed Dec 10 18:32:28  
2025

1

| Name       | bit      |
|------------|----------|
| /DATA<0:7> |          |
| /DATA<0>   | /DATA<0> |
| /DATA<1>   | /DATA<1> |
| /DATA<2>   | /DATA<2> |
| /DATA<3>   | /DATA<3> |
| /DATA<4>   | /DATA<4> |
| /DATA<5>   | /DATA<5> |
| /DATA<6>   | /DATA<6> |
| /DATA<7>   | /DATA<7> |
| /PH1       |          |
| /INSTR     |          |



| v /185/MUX_DOUT<7:0>; tran (V) |                  |  |
|--------------------------------|------------------|--|
| /185/MUX_DOUT<7>               | /185/MUX_DOUT<7> |  |
| /185/MUX_DOUT<6>               | /185/MUX_DOUT<6> |  |
| /185/MUX_DOUT<5>               | /185/MUX_DOUT<5> |  |
| /185/MUX_DOUT<4>               | /185/MUX_DOUT<4> |  |
| /185/MUX_DOUT<3>               | /185/MUX_DOUT<3> |  |
| /185/MUX_DOUT<2>               | /185/MUX_DOUT<2> |  |
| /185/MUX_DOUT<1>               | /185/MUX_DOUT<1> |  |
| /185/MUX_DOUT<0>               | /185/MUX_DOUT<0> |  |



# Area

$$172.195 \text{ um} \times 42.205 \text{ um} = 7267.49 \text{ um}^2$$

# Power

When setting the clk cycle to 500ps, the power looks like:

The image shows a software interface with a top toolbar containing icons for file operations (open, save, print) and window management. Below the toolbar is a red header bar labeled "Browser" with standard window controls. A search bar contains the text "ppend". Below the search bar is a navigation bar with a path: "\_FINAL\_test/spectre/schematic/psf". The main area is a file browser showing a list of folders:

- I78<3>
- I78<4>
- I78<5>
- I78<6>
- I78<7>
- I85
- V15
- V16
- V32
- V34
- V83

At the bottom, there are tabs for "Signals" and "Search". The "Signals" tab is active, displaying a list of signals:

- $i(A) = -0.0041104622$
- $pwr(W) = -0.0041104622$
- $v(V) = 1$