Tiny CPU – Implementation

Copyright (c) 2014 - 2016 Young W. Lim.
Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".
Please send corrections (or suggestions) to youngwlim@hotmail.com.
This document was produced by using OpenOffice and Octave.

FSM I

Control Path (2C)

```
Addr. Machine Codes
0.0
      60
                          CLA
                                       ;Clear Acc and then add the operand is
      20 22
                          ADD $GDAT
01
                                       ; equivalent to move the operand to Acc
03
      40 FF
                          STR $IOP
      60
05
                          CLA
      20 25
                          ADD $ONE
06
0.8
      20 FF
                          ADD $IOP
0 A
      A0 0E
                          JNZ $FG
                                       ; checking fast/slow input
0C
      60
                          CLA
                          CLA
      60
0D
0E
      60
                   FG:
                          CLA
0 F
      20 23
                          ADD $YDAT
                          STR $IOP
11
      40 FF
13
      60
                          CLA
      20 24
                          ADD $RDAT
14
16
      40 FF
                          STR $IOP
18
      60
                          CLA
      20 25
                          ADD $ONE
19
1в
      20 FF
                          ADD $IOP
      A0 21
                          JNZ $RG
                                       ; checking fast/slow input
1D
1F
      60
                          CLA
                          CLA
20
      60
21
                                       ; jump back to addr. 00
      E0
                   RG:
                          RST
22
      FΕ
                   GDAT: DAT
                                1111 1110
                                              ;Constant to turn on Green LED
                                1111 1101
23
      FD
                   YDAT: DAT
                                              ; Constant for Yellow LED
24
                                1111 1011
      FB
                   RDAT: DAT
                                              :Constant for Red LED
25
                                              ;Constant 1
      01
                   ONE:
                          DAT
                                0000 0001
                    IOP:
                          EQU
                                 $FF
```

Based on http://www.ele.uri.edu/Courses/ele306/f01/Tinydoc.pdf

References

- [1] http://en.wikipedia.org/
- [2] https://en.wikiversity.org/wiki/The_necessities_in_SOC_Design
- [3] https://en.wikiversity.org/wiki/The_necessities_in_Digital_Design
- [4] https://en.wikiversity.org/wiki/The_necessities_in_Computer_Design
- [5] https://en.wikiversity.org/wiki/The_necessities_in_Computer_Architecture
- [6] https://en.wikiversity.org/wiki/The_necessities_in_Computer_Organization
- [7] https://en.wikiversity.org/wiki/Understanding Embedded Software
- [8] Digital Systems, Hill, Peterson, 1987
- [9] http://en.wikipedia.org/
- [10] http://www.ele.uri.edu/Courses/ele306/f01/Tinydoc.pdf