

Chapter 7: Microarchitecture

Multicycle RISC-V Processor

Single- vs. Multicycle Processor

- **Single-cycle:**
 - + simple
 - cycle time limited by longest instruction (1_w)
 - separate memories for instruction and data
 - 3 adders/ALUs
- **Multicycle processor** addresses these issues by breaking instruction into **shorter steps**
 - shorter instructions take fewer steps
 - can re-use hardware
 - cycle time is faster

Single- vs. Multicycle Processor

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- **Multicycle:**

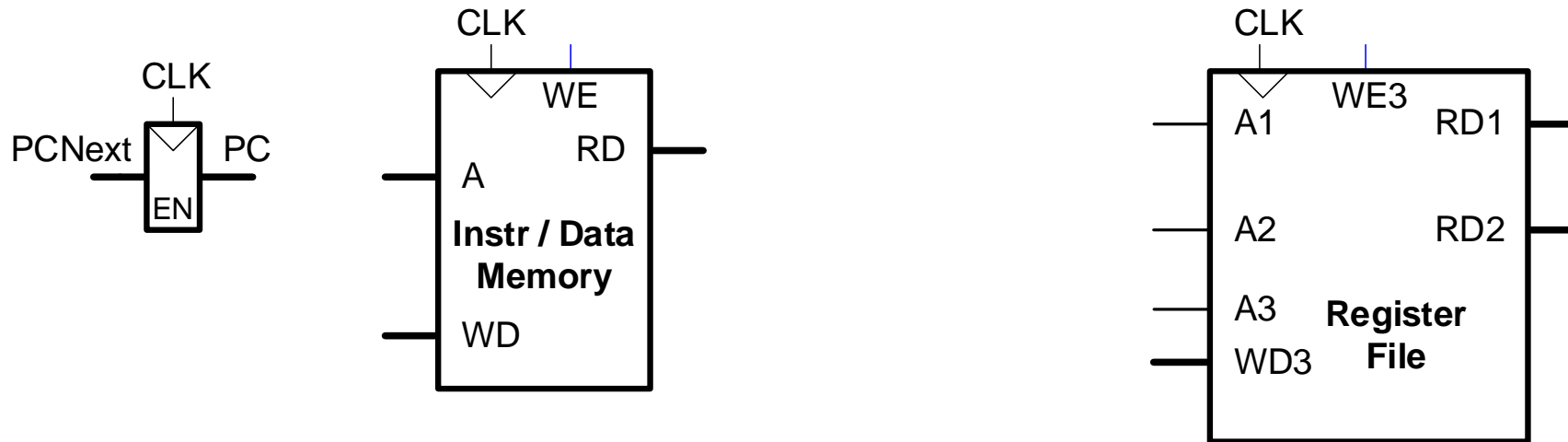
- + higher clock speed
- + simpler instructions run faster
- + reuse expensive hardware on multiple cycles
- sequencing overhead paid many times

**Same design steps
as single-cycle:**

- **first datapath**
- **then control**

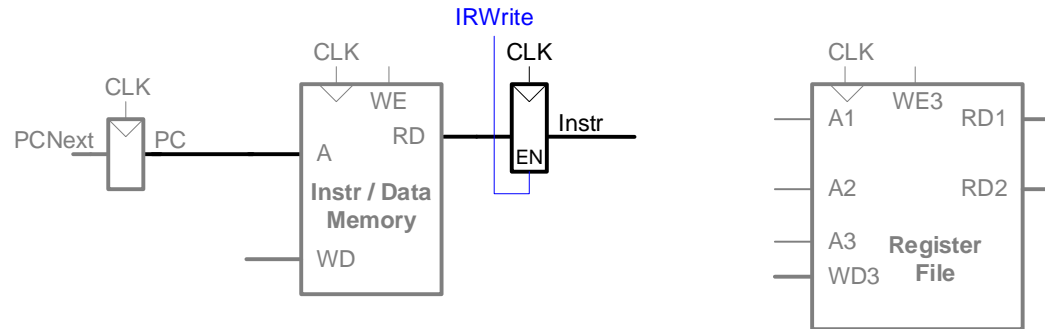
Multicycle State Elements

Replace separate Instruction and Data memories with a **single unified memory** – more realistic



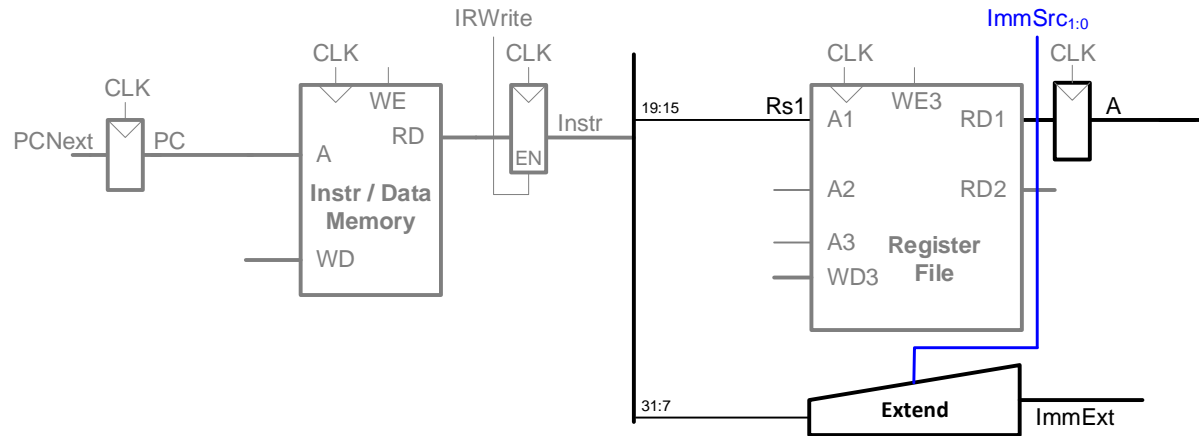
Multicycle Datapath: Instruction Fetch

STEP 1: Fetch instruction



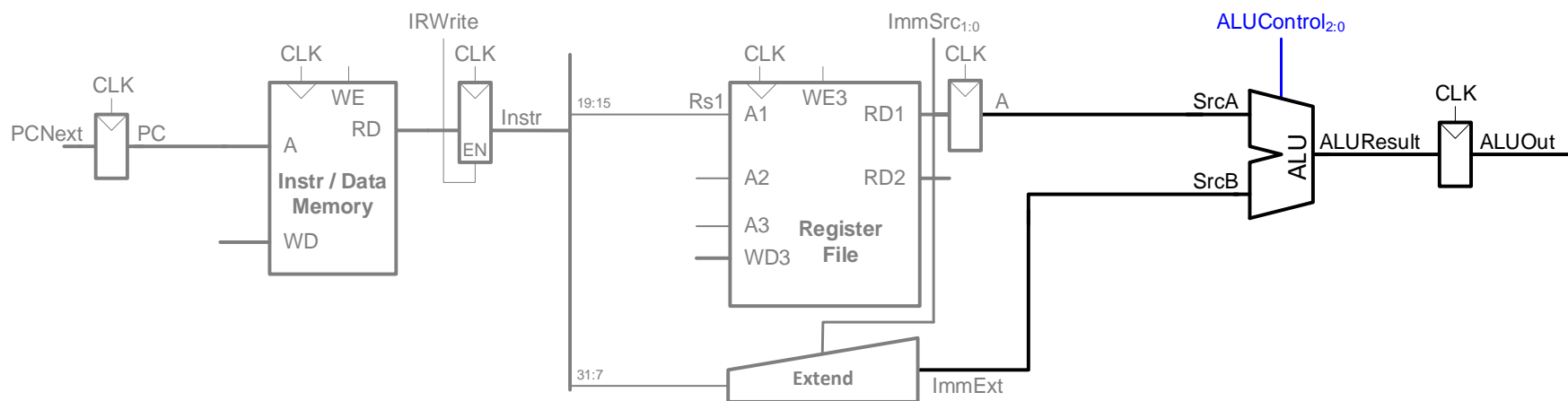
Multicycle Datapath: 1w Get Sources

STEP 2: Read source operand from RF and extend immediate



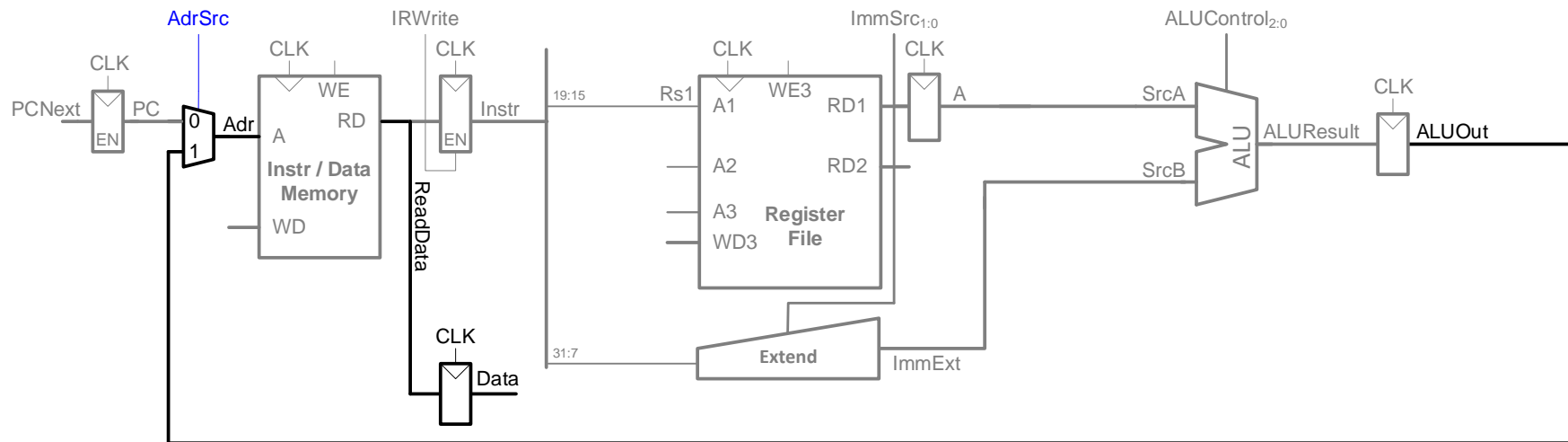
Multicycle Datapath: 1w Address

STEP 3: Compute the memory address



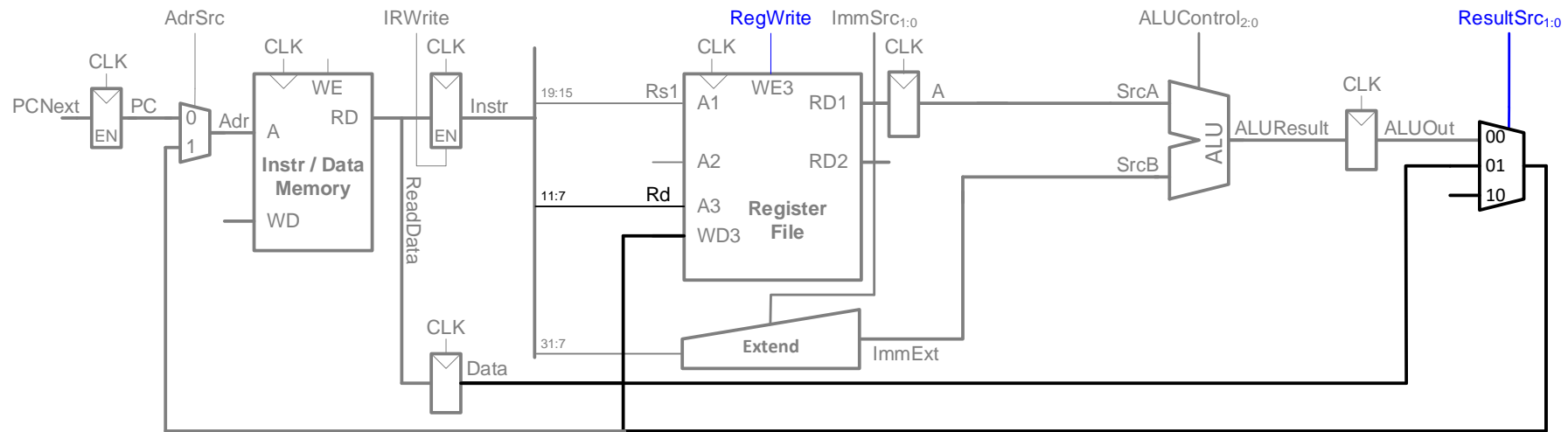
Multicycle Datapath: 1w Memory Read

STEP 4: Read data from memory



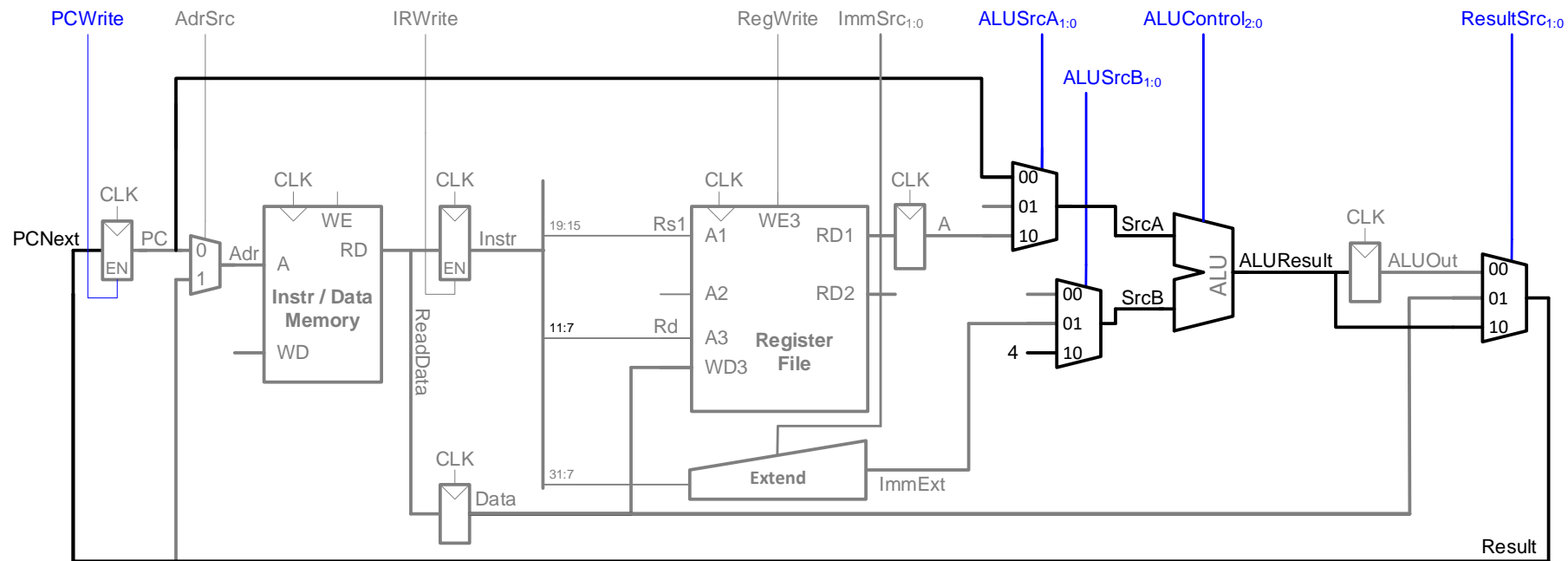
Multicycle Datapath: 1w Write Register

STEP 5: Write data back to register file



Multicycle Datapath: Increment PC

STEP 6: Increment PC: $PC = PC + 4$

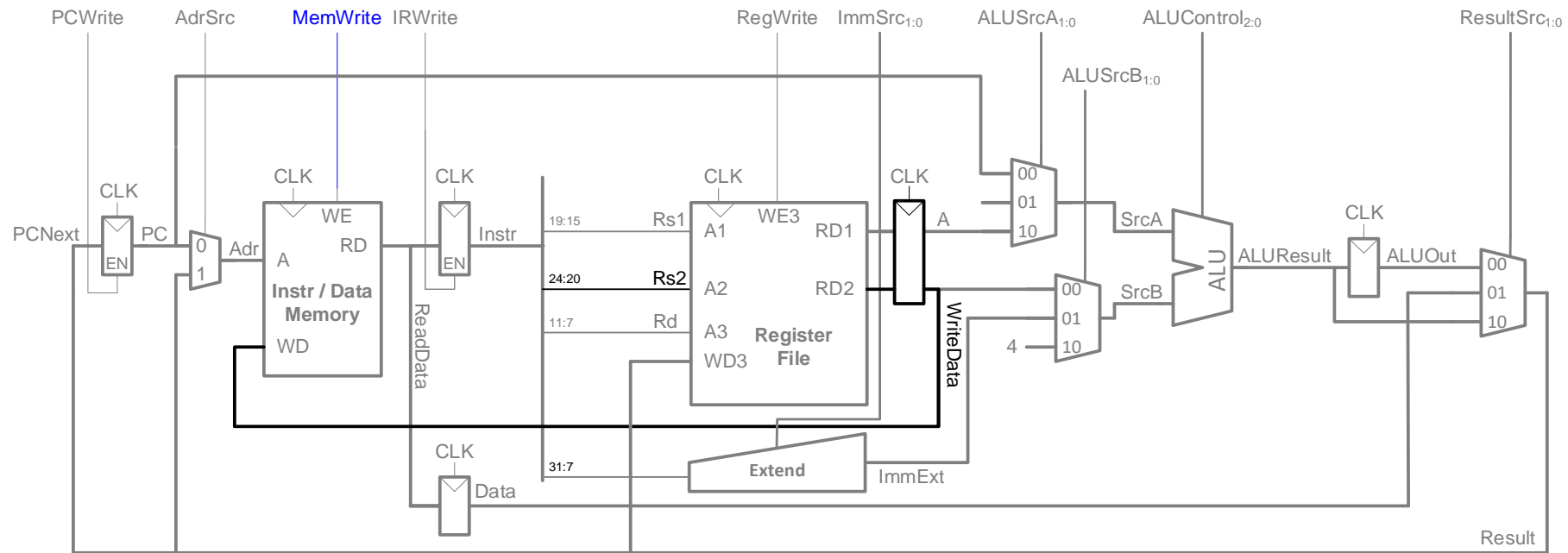


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Multicycle Datapath: Other Instructions

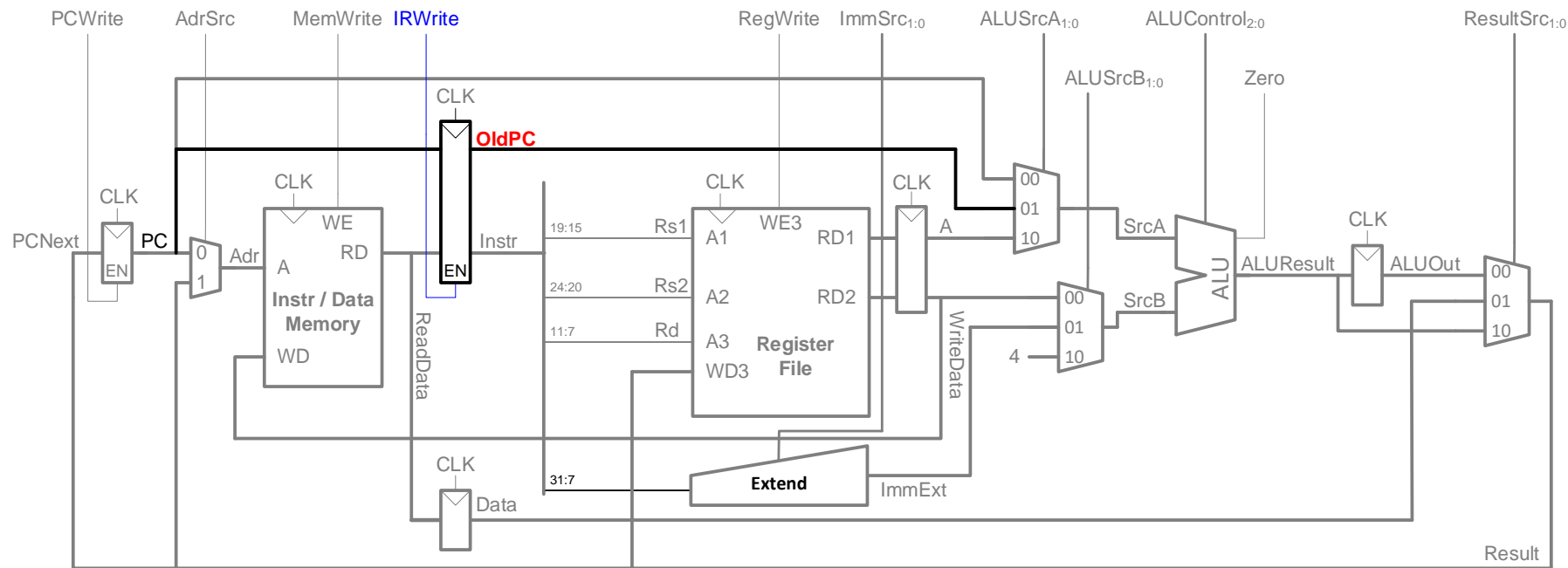
Multicycle Datapath: sw

Write data in **rs2** to memory



Multicycle Datapath: beq

Calculate branch target address:
 $BTA = PC + imm$



PC is updated in Fetch stage, so need to save **old (current) PC**

Multicycle RISC-V Processor

