Processor Architecture II: SEQ: Sequential Implementation

Introduction to Computer Systems
10th Lecture, Oct 19, 2016

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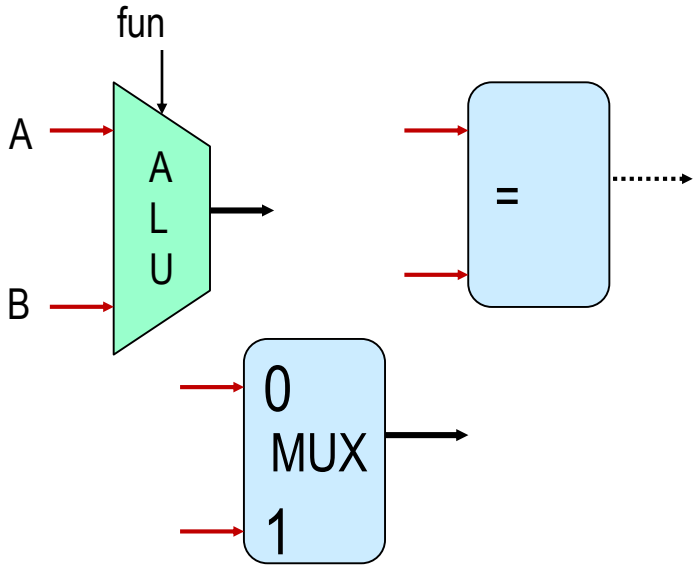
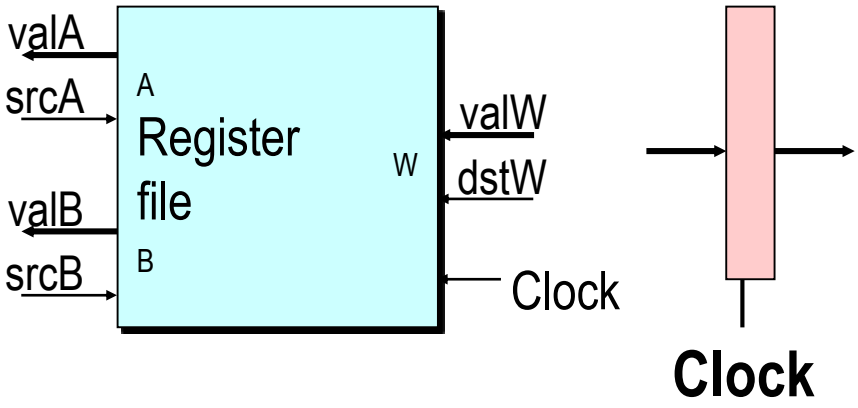
Building Blocks

- **Combinational Logic**
  - Compute Boolean functions of inputs
  - Continuously respond to input changes
  - Operate on data and implement control

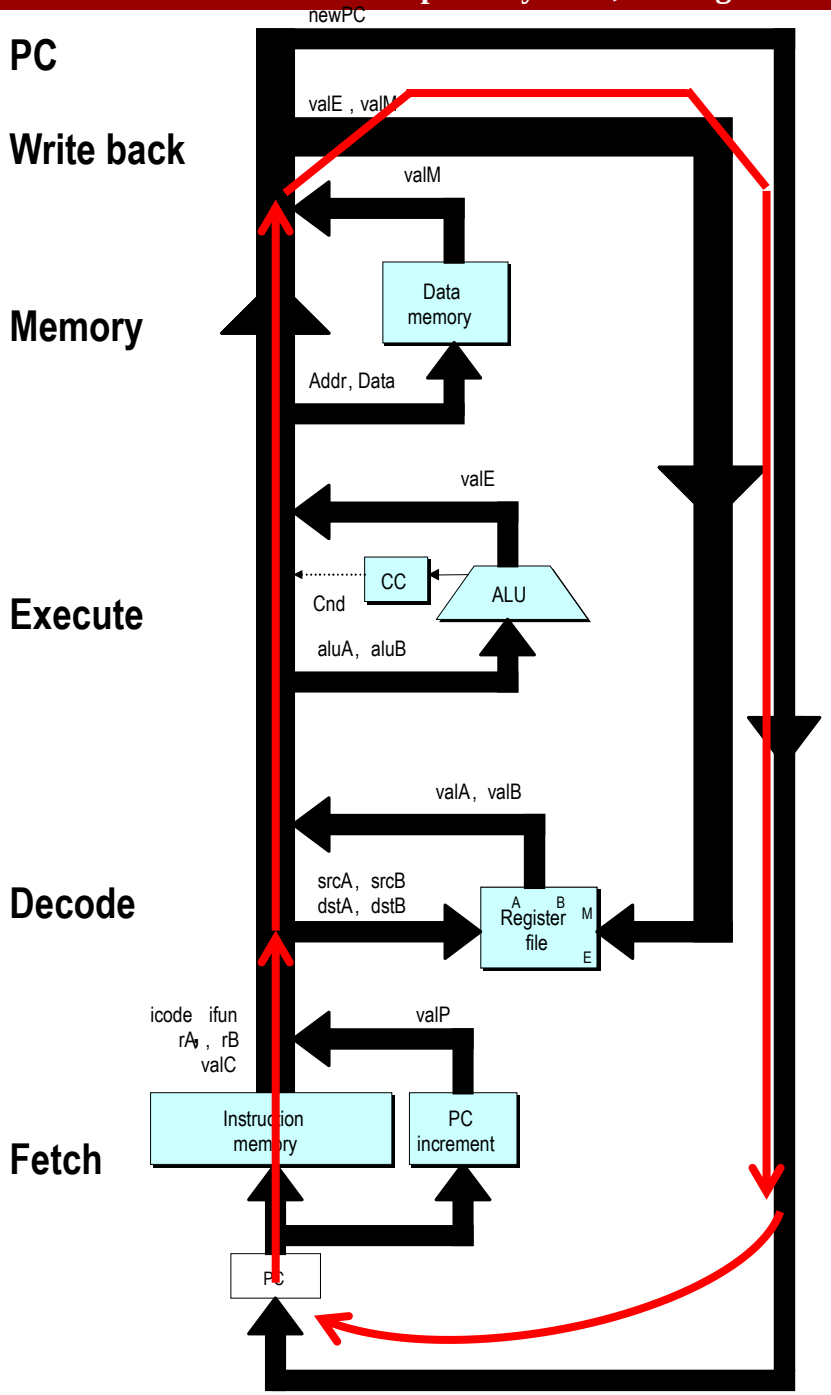


- **Storage Elements**
  - Store bits
  - Addressable memories
  - Non-addressable registers
  - Loaded only as clock rises



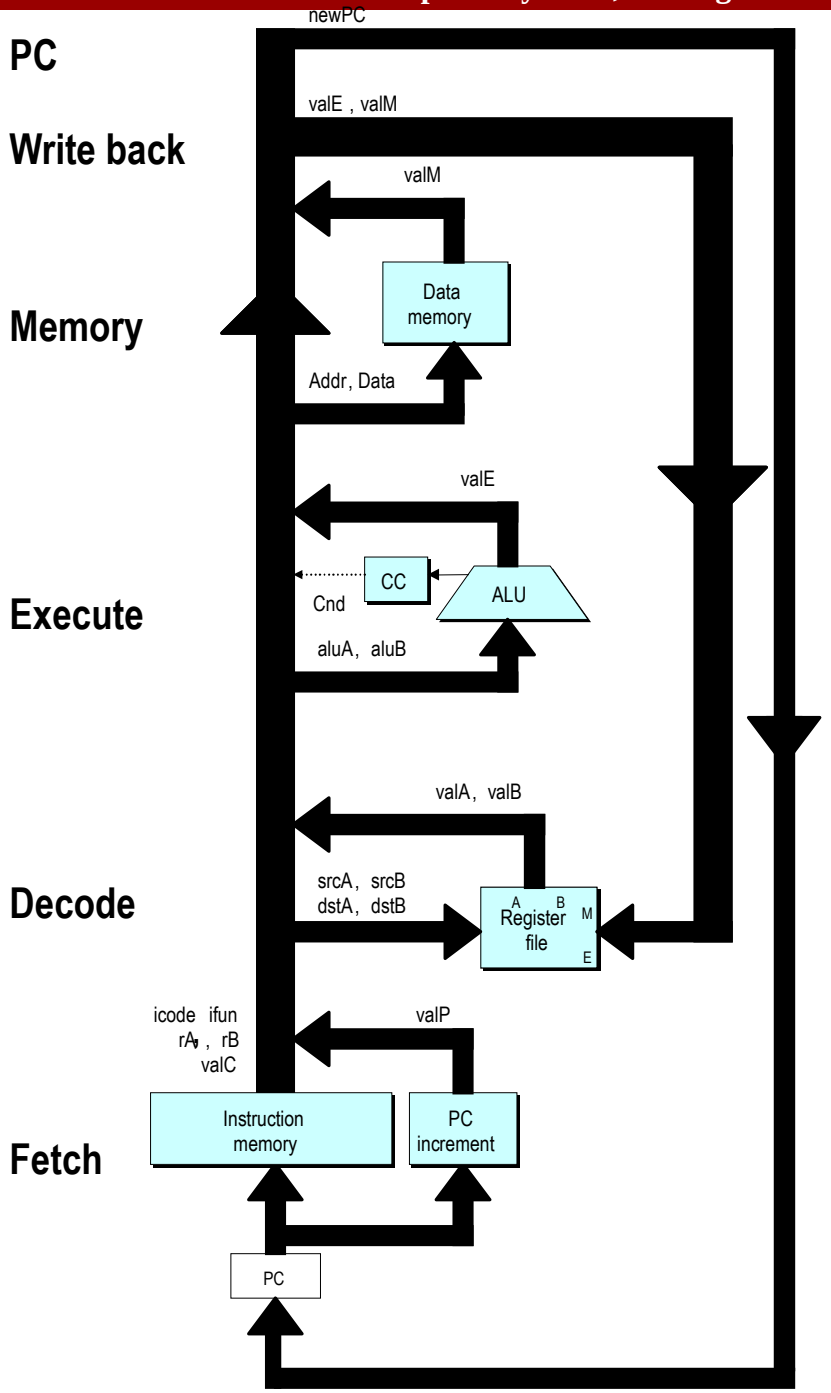
SEQ Hardware Structure

- **State**
  - Program counter register (PC)
  - Condition code register (CC)
  - Register File
  - Memories
    - Access same memory space
    - Data: for reading/writing program data
    - Instruction: for reading instructions
- **Instruction Flow**
  - Read instruction at address specified by PC
  - Process through stages
  - Update program counter

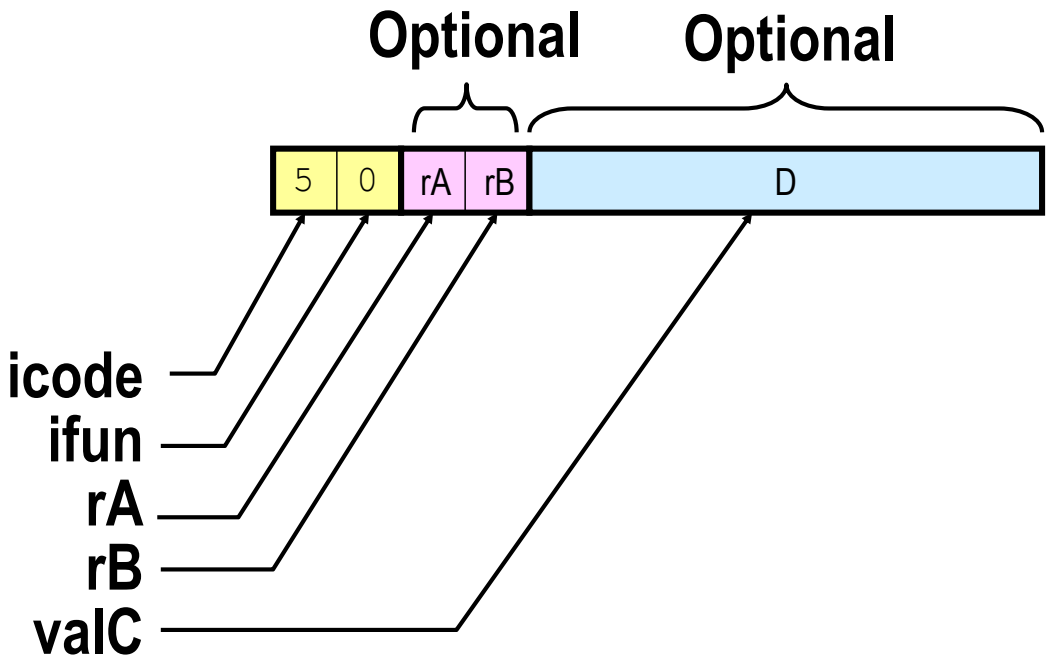


SEQ Stages

- **Fetch**
  - Read instruction from instruction memory
- **Decode**
  - Read program registers
- **Execute**
  - Compute value or address
- **Memory**
  - Read or write data
- **Write Back**
  - Write program registers
- **PC**
  - Update program counter

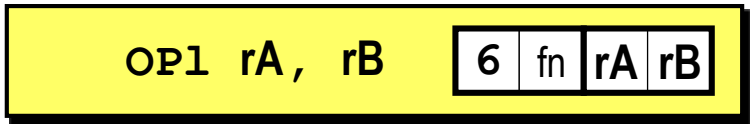


Instruction Decoding



- **Instruction Format**
  - Instruction byte — icode:ifun
  - Optional register byte — rA:rB
  - Optional constant word — valC

Executing Arith./Logical Operation



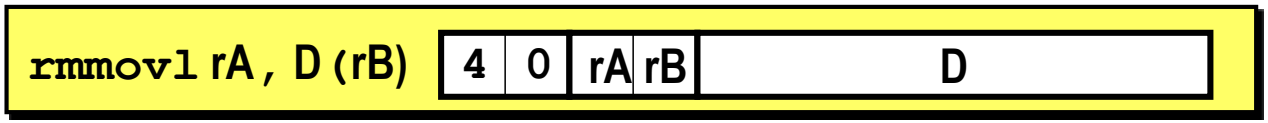
- **Fetch**
  - Read 2 bytes
- **Decode**
  - Read operand registers
- **Execute**
  - Perform operation
  - Set condition codes
- **Memory**
  - Do nothing
- **Write back**
  - Update register
- **PC Update**
  - Increment PC by 2

Stage Computation: Arith/Log. Ops

	OPl rA, rB	
Fetch	icode:ifun ← M_1[PC] rA:rB ← M_1[PC+1] valP ← PC+2	Read instruction byte Read register byte Compute next PC
Decode	valA ← R[rA] valB ← R[rB]	Read operand A Read operand B
Execute	valE ← valB OP valA Set CC	Perform ALU operation Set condition code register
Memory		
Write back	R[rB] ← valE	Write back result
PC update	PC ← valP	Update PC

- Formulate instruction execution as sequence of simple steps
- Use same general form for all instructions

Executing `rmmovl (store)`



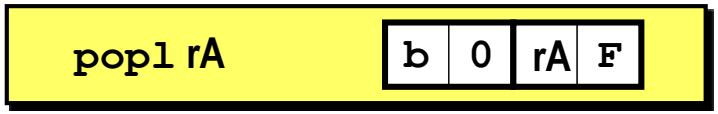
- **Fetch**
  - Read 6 bytes
- **Decode**
  - Read operand registers
- **Execute**
  - Compute effective address
- **Memory**
  - Write to memory
- **Write back**
  - Do nothing
- **PC Update**
  - Increment PC by 6

Stage Computation: `rmmovl`

	`rmmovl` rA, D(rB)	
Fetch	icode:ifun ← M1[PC] rA:rB ← M1[PC+1] valC ← M4[PC+2] valP ← PC+6	Read instruction byte Read register byte Read displacement D Compute next PC
Decode	valA ← R[rA] valB ← R[rB]	Read operand A Read operand B
Execute	valE ← valB + valC	Compute effective address
Memory	M4[valE] ← valA	Write value to memory
Write back		
PC update	PC ← valP	Update PC

- Use ALU for address computation

Executing `popl`



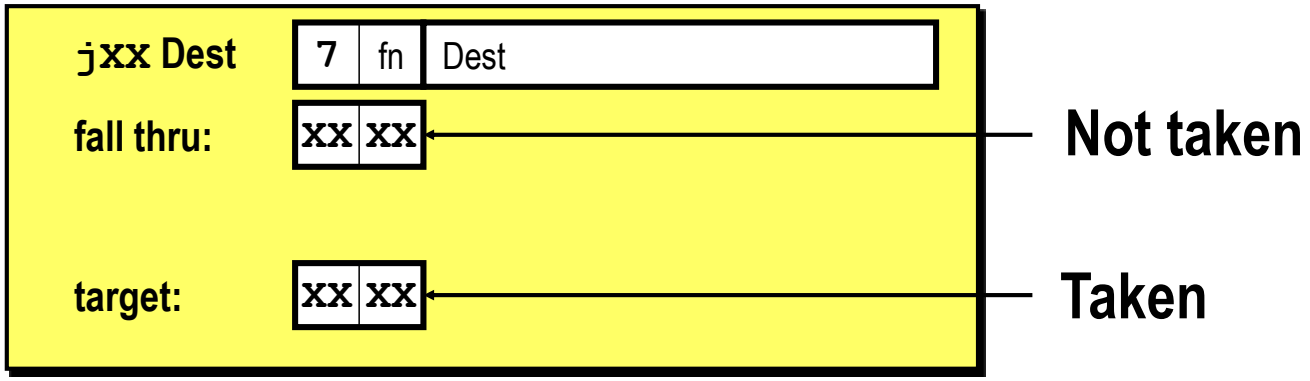
- **Fetch**
  - Read 2 bytes
- **Decode**
  - Read stack pointer
- **Execute**
  - Increment stack pointer by 4
- **Memory**
  - Read from old stack pointer
- **Write back**
  - Update stack pointer
  - Write result to register
- **PC Update**
  - Increment PC by 2

Stage Computation: `popl`

	`popl rA`	
Fetch	icode:ifun ← M1[PC] rA:rB ← M1[PC+1] valP ← PC+2	Read instruction byte Read register byte Compute next PC
Decode	valA ← R[%esp] valB ← R [%esp]	Read stack pointer Read stack pointer
Execute	valE ← valB + 4	Increment stack pointer
Memory	valM ← M1[valA]	Read from stack
Write back	R[%esp] ← valE R[rA] ← valM	Update stack pointer Write back result
PC update	PC ← valP	Update PC

- Use ALU to increment stack pointer
- Must update two registers
  - Popped value
  - New stack pointer

Executing Jumps



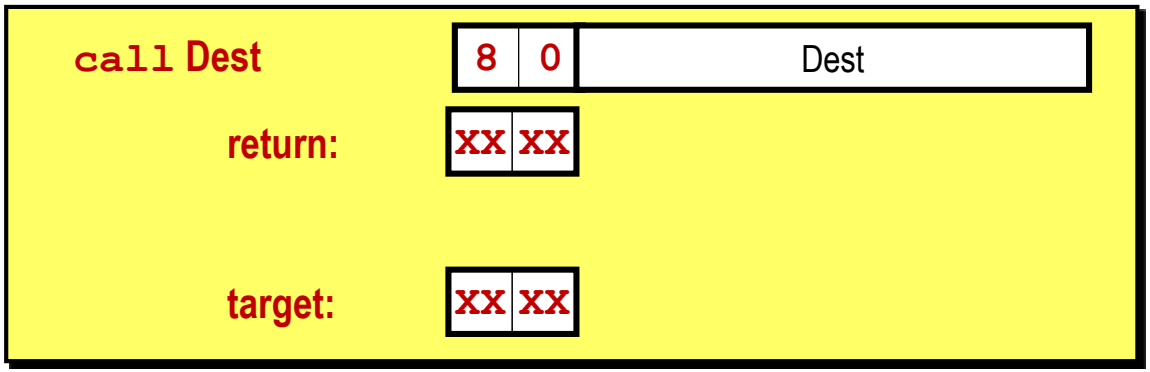
- **Fetch**
  - Read 5 bytes
  - Increment PC by 5
- **Decode**
  - Do nothing
- **Execute**
  - Determine whether to take branch based on jump condition and condition codes
- **Memory**
  - Do nothing
- **Write back**
  - Do nothing
- **PC Update**
  - Set PC to Dest if branch taken or to incremented PC if not branch

Stage Computation: Jumps

	iXX Dest	
Fetch	icode:ifun ← M1[PC] valC ← M4[PC+1] valP ← PC+5	Read instruction byte Target address Fall through address
Decode		
Execute	Cnd ← Cond(CC,ifun)	Take branch?
Memory		
Write back		
PC update	PC ← Cnd ? valC : valP	Update PC

- Compute both addresses
- Choose based on setting of condition codes and branch condition

Executing `call`



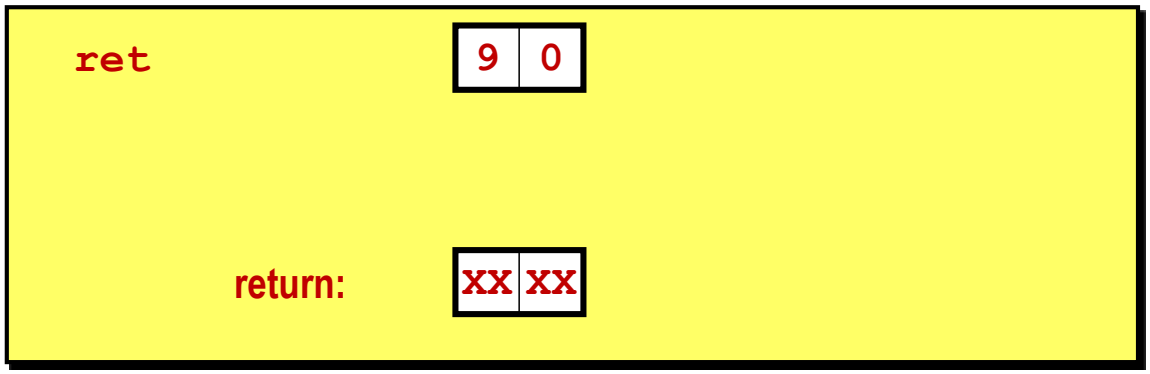
- **Fetch**
  - Read 5 bytes
  - Increment PC by 5
- **Decode**
  - Read stack pointer
- **Execute**
  - Decrement stack pointer by 4
- **Memory**
  - Write incremented PC to new value of stack pointer
- **Write back**
  - Update stack pointer
- **PC Update**
  - Set PC to Dest

Stage Computation: `call`

	`call` Dest	
Fetch	icode:ifun ← M_1[PC]	Read instruction byte
	valC ← M_4[PC+1]	Target address
	valP ← PC+5	Return address
Decode	valB ← R[%esp]	Read stack pointer
Execute	valE ← valB + –4	Decrement stack pointer
Memory	M_4[valE] ← valP	Write return value on stack
Write back	R[%esp] ← valE	Update stack pointer
PC update	PC ← valC	Set PC to destination

- Use ALU to decrement stack pointer
- Store incremented PC

Executing `ret`



- **Fetch**
  - Read 1 byte
- **Decode**
  - Read stack pointer
- **Execute**
  - Increment stack pointer by 4
- **Memory**
  - Read return address from old stack pointer
- **Write back**
  - Update stack pointer
- **PC Update**
  - Set PC to return address

Stage Computation: `ret`

	`ret`	
Fetch	icode:ifun ← M_1[PC]	Read instruction byte
Decode	valA ← R[%esp] valB ← R[%esp]	Read operand stack pointer Read operand stack pointer
Execute	valE ← valB + 4	Increment stack pointer
Memory	valM ← M_4[valA]	Read return address
Write back	R[%esp] ← valE	Update stack pointer
PC update	PC ← valM	Set PC to return address

- Use ALU to increment stack pointer
- Read return address from memory

Computation Steps

		OPl rA, rB	
Fetch	icode,ifun	icode:ifun ← M₁[PC]	Read instruction byte
	rA,rB	rA:rB ← M₁[PC+1]	Read register byte
	valC		[Read constant word]
	valP	valP ← PC+2	Compute next PC
Decode	valA, srcA	valA ← R[rA]	Read operand A
	valB, srcB	valB ← R[rB]	Read operand B
Execute	valE	valE ← valB OP valA	Perform ALU operation
	Cond code	Set CC	Set condition code register
Memory	valM		[Memory read/write]
Write back	dstE	R[rB] ← valE	Write back ALU result
	dstM		[Write back memory result]
PC update	PC	PC ← valP	Update PC

- All instructions follow same general pattern
- Differ in what gets computed on each step

Computation Steps

		`call` Dest	
Fetch	icode,ifun	icode:ifun ← M₁[PC]	Read instruction byte
	rA,rB		[Read register byte]
	valC	valC ← M₄[PC+1]	Read constant word
	valP	valP ← PC+5	Compute next PC
Decode	valA, srcA		[Read operand A]
	valB, srcB	valB ← R[%esp]	Read operand B
Execute	valE	valE ← valB + –4	Perform ALU operation
	Cond code		[Set condition code reg.]
Memory	valM	M₄[valE] ← valP	[Memory read/write]
Write back	dstE	R[%esp] ← valE	[Write back ALU result]
	dstM		Write back memory result
PC update	PC	PC ← valC	Update PC

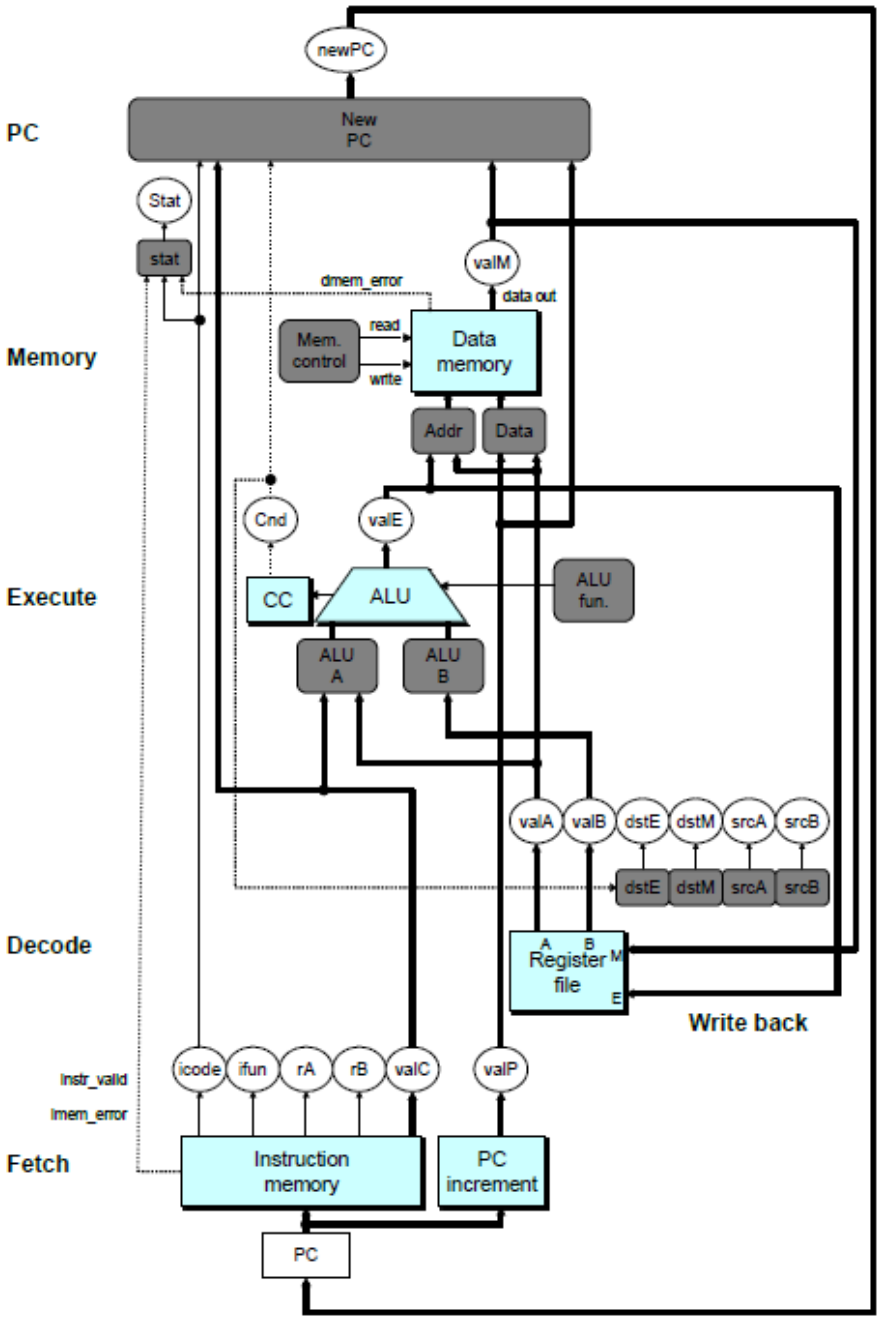
- All instructions follow same general pattern
- Differ in what gets computed on each step

Computed Values

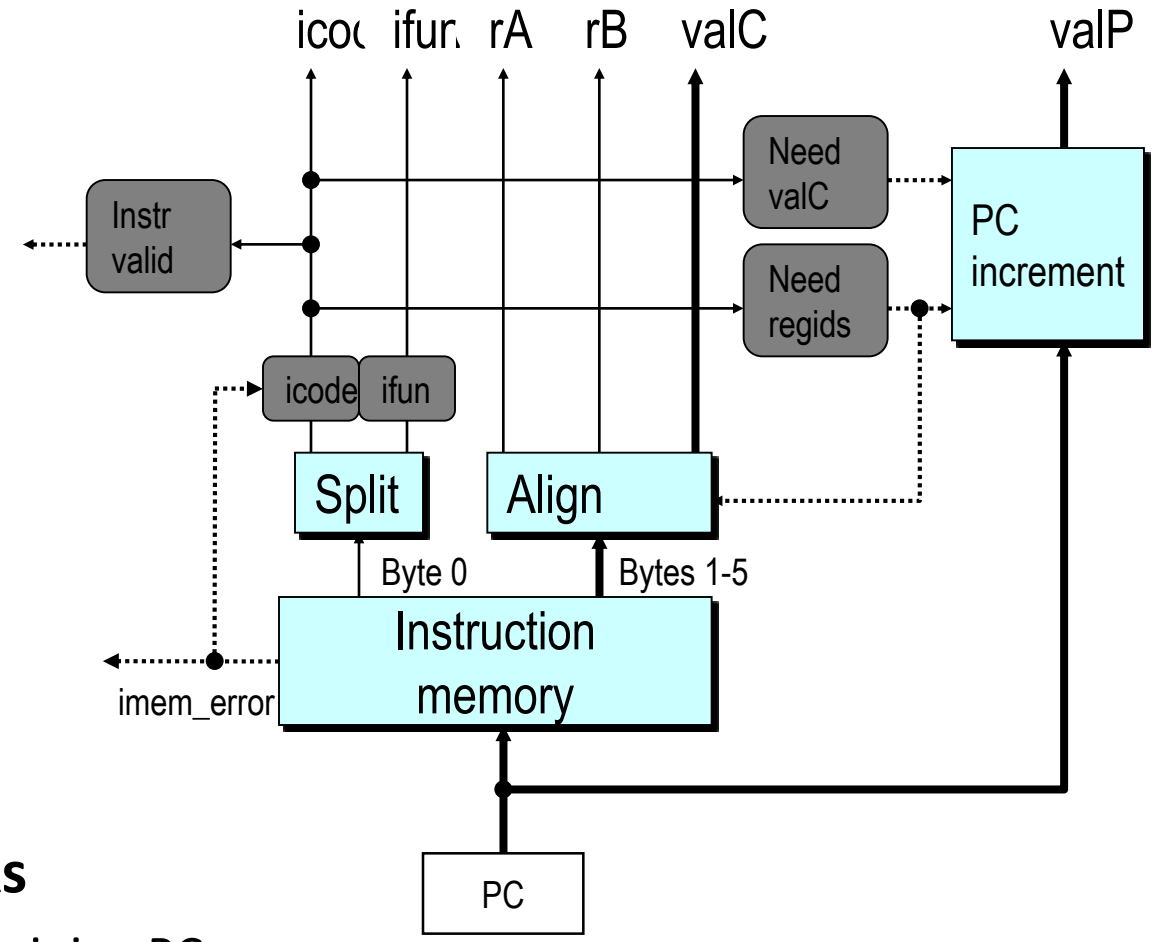
- **Fetch**
  - icode — Instruction code
  - ifun — Instruction function
  - rA — Instr. Register A
  - rB — Instr. Register B
  - valC — Instruction constant
  - valP — Incremented PC
- **Decode/Writeback**
  - srcA — Register ID A
  - srcB — Register ID B
  - dstE — Destination Register E
  - dstM — Destination Register M
  - valA — Register value A
  - valB — Register value B
- **Execute**
  - valE — ALU result
  - Cnd — Branch/move flag
- **Memory**
  - valM — Value from memory

SEQ Hardware

- **Key**
  - Blue boxes:
    predesigned hardware blocks
    - E.g., memories, ALU
  - Gray boxes:
    control logic
    - Describe in HCL
  - White ovals:
    labels for signals
  - Thick lines:
    32-bit word values
  - Thin lines:
    4-8 bit values
  - Dotted lines:
    1-bit values

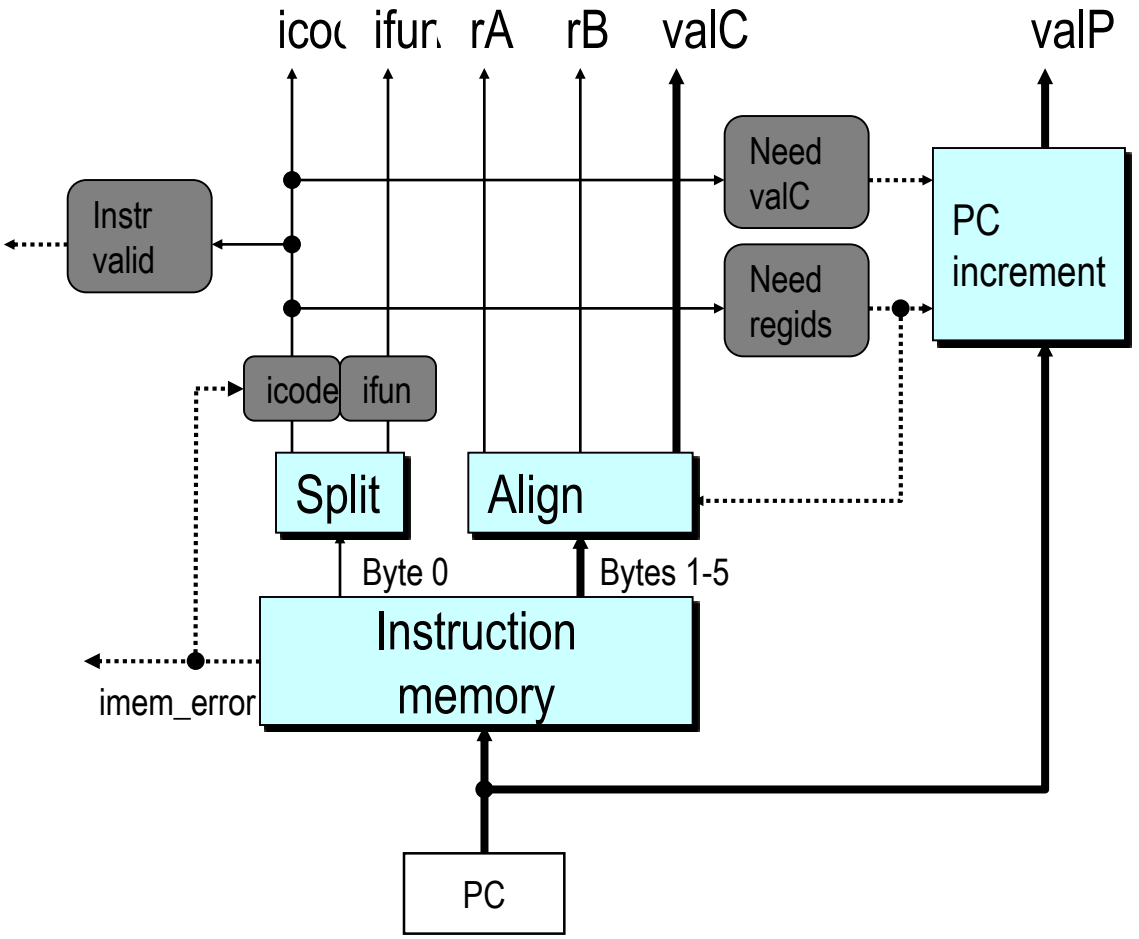


Fetch Logic



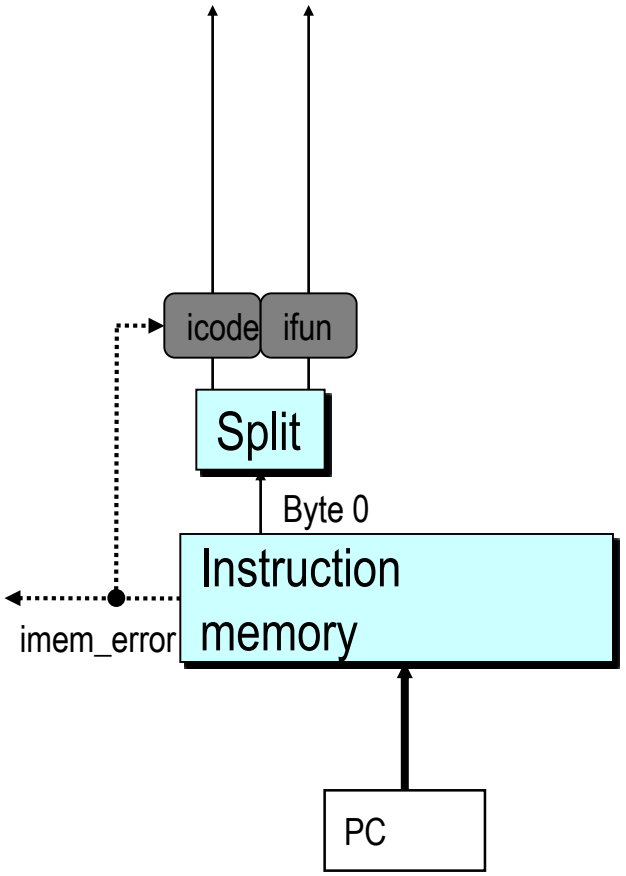
- **Predefined Blocks**
  - PC: Register containing PC
  - Instruction memory: Read 6 bytes (PC to PC+5)
    - Signal invalid address
  - Split: Divide instruction byte into icode and ifun
  - Align: Get fields for rA, rB, and valC

Fetch Logic



- **Control Logic**
  - Instr. Valid: Is this instruction valid?
  - icode, ifun: Generate no-op if invalid address
  - Need regids: Does this instruction have a register byte?
  - Need valC: Does this instruction have a constant word?

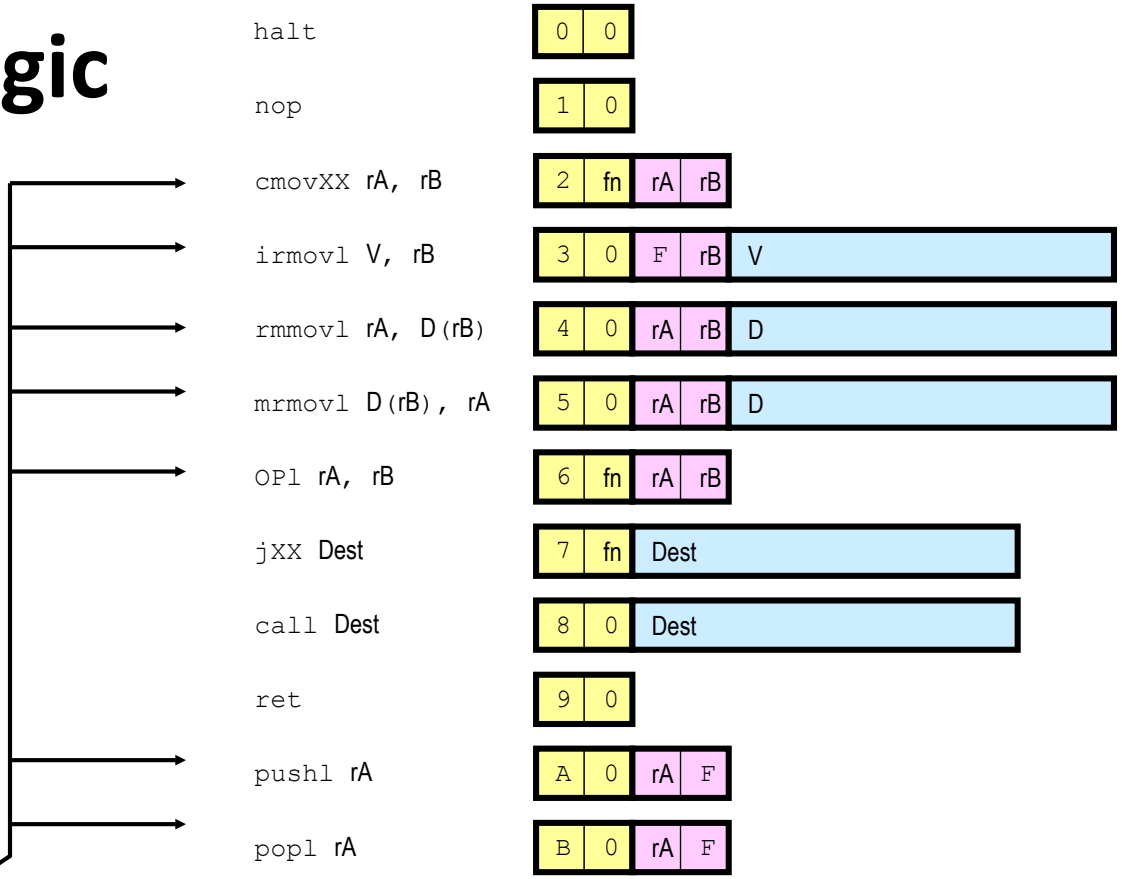
Fetch Control Logic in HCL




```
# Determine instruction code
int icode = [
        imem_error: INOP;
        1: imem_icode;
];

# Determine instruction function
int ifun = [
        imem_error: FNONE;
        1: imem_ifun;
];
```

Fetch Control Logic in HCL

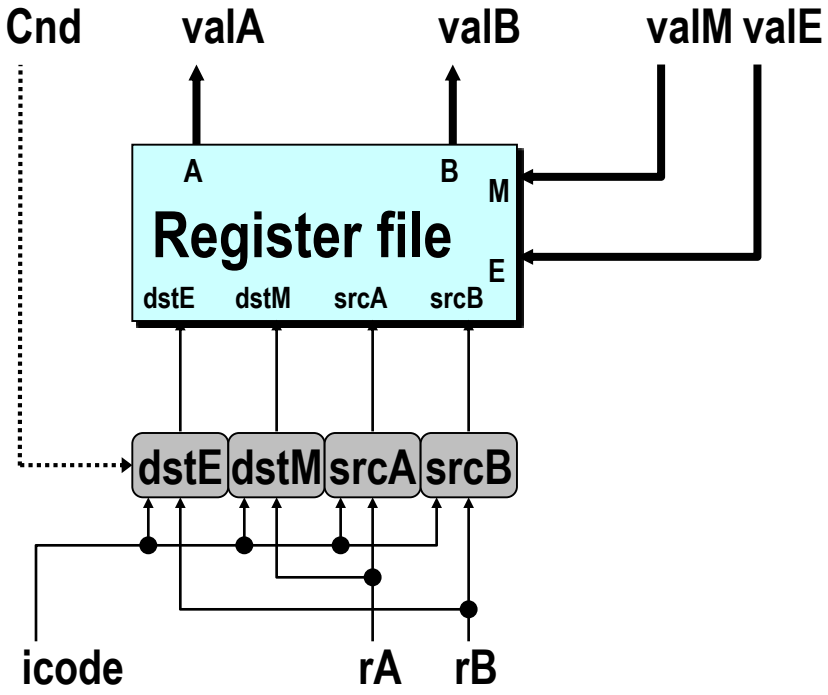



```
bool need_regids =
        icode in { IRRMOVL, IOPL, IPUSHL, IPOPL,
                   IIRMOVL, IRMMOVL, IMRMOVL };

bool instr_valid = icode in
        { INOP, IHALT, IRRMOVL, IIRMOVL, IRMMOVL, IMRMOVL,
          IOPL, IJXX, ICALL, IRET, IPUSHL, IPOPL };
```

Decode Logic

- **Register File**
  - Read ports A, B
  - Write ports E, M
  - Addresses are register IDs or 15 (0xF) (no access)



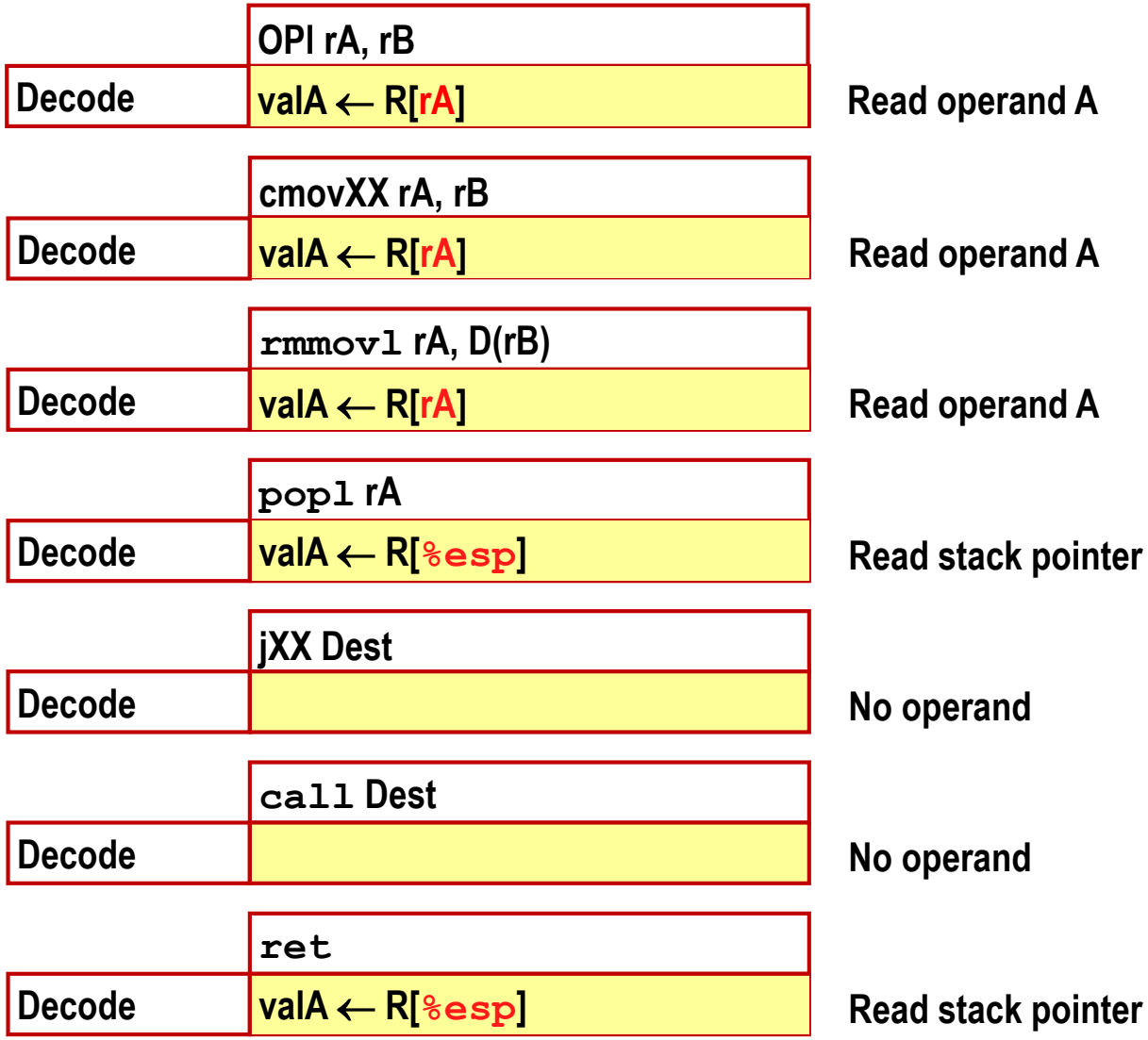
Control Logic

- **srcA, srcB: read port addresses**
- **dstE, dstM: write port addresses**

Signals

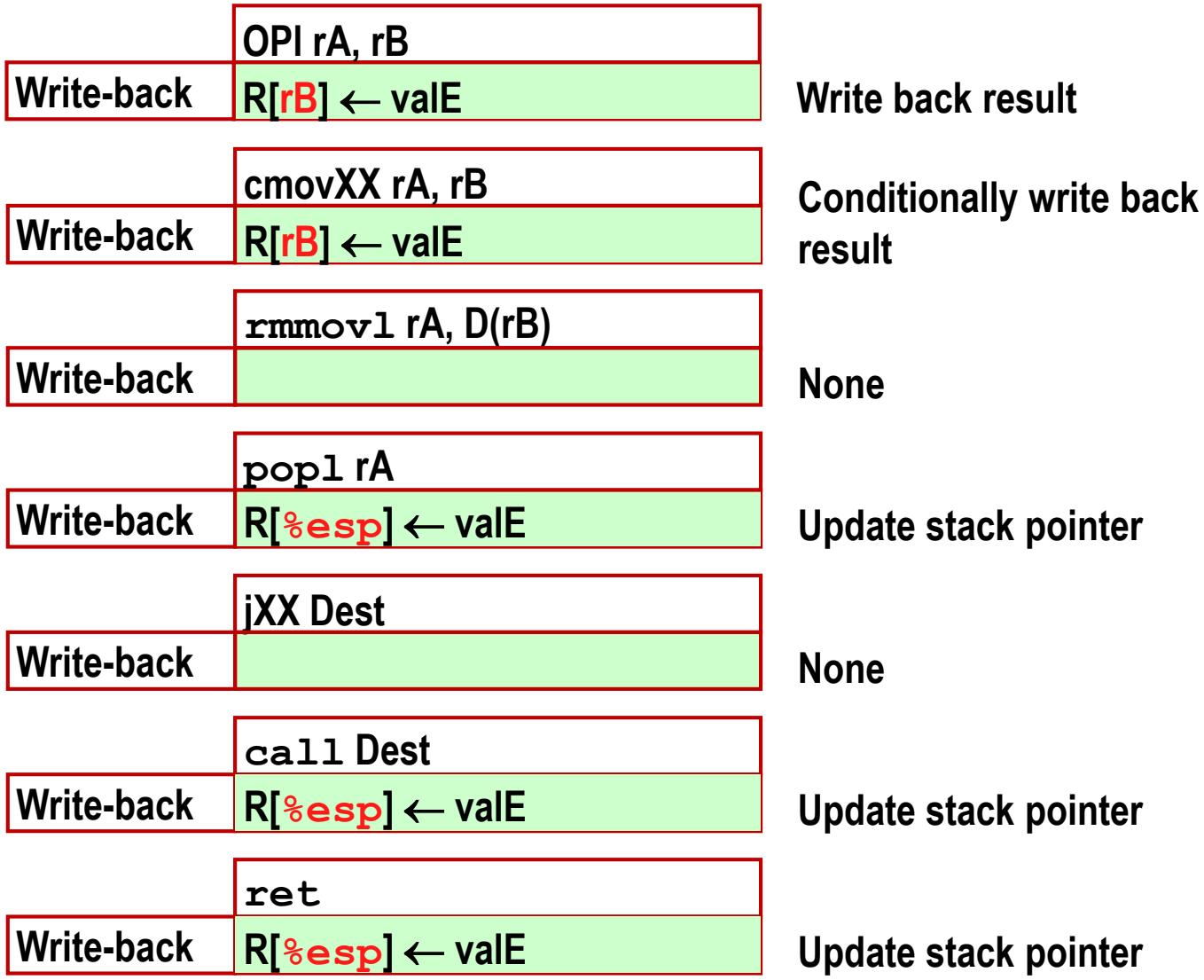
- **Cnd: Indicate whether or not to perform conditional move**
  - **Computed in Execute stage**

A Source




```
int srcA = [
        icode in { IRRMOVL, IRMMOVL, IOPL, IPUSHL  } : rA;
        icode in { IPOPL, IRET } : RESP;
        1 : RNONE; # Don't need register
];
```

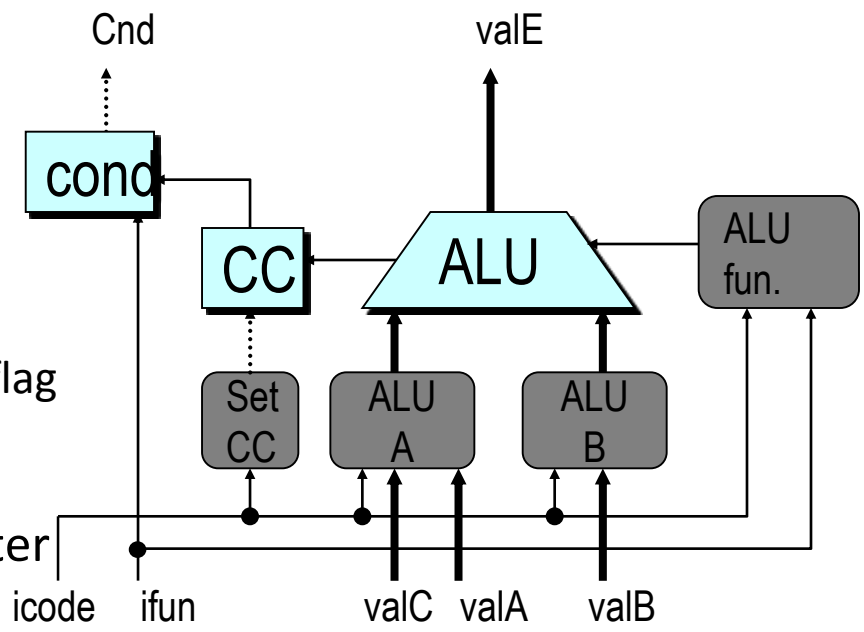
E Destination



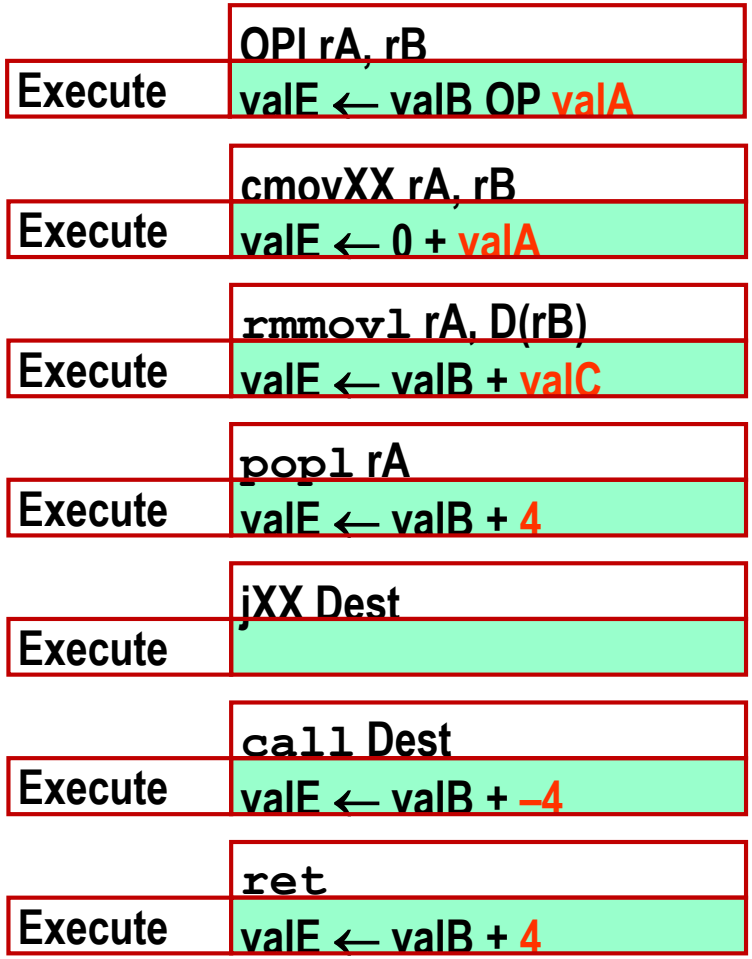

```
int dstE = [
        icode in { IRRMOVL } && Cnd : rB;
        icode in { IIRMOVL, IOPL} : rB;
        icode in { IPUSHL, IPOPL, ICALL, IRET } : RESP;
        1 : RNONE;  # Don't write any register
];
```

Execute Logic

- **Units**
  - ALU
    - Implements 4 required functions
    - Generates condition code values
  - CC
    - Register with 3 condition code bits
  - cond
    - Computes conditional jump/move flag
- **Control Logic**
  - Set CC: Should condition code register be loaded?
  - ALU A: Input A to ALU
  - ALU B: Input B to ALU
  - ALU fun: What function should ALU compute?



ALU A Input




```
int aluA = [
        icode in { IRRMOVL, IOPL } : valA;
        icode in { IIRMOVL, IRMMOVL, IMRMOVL } : valC;
        icode in { ICALL, IPUSHL } : -4;
        icode in { IRET, IPOPL } : 4;
        # Other instructions don't need ALU
];
```

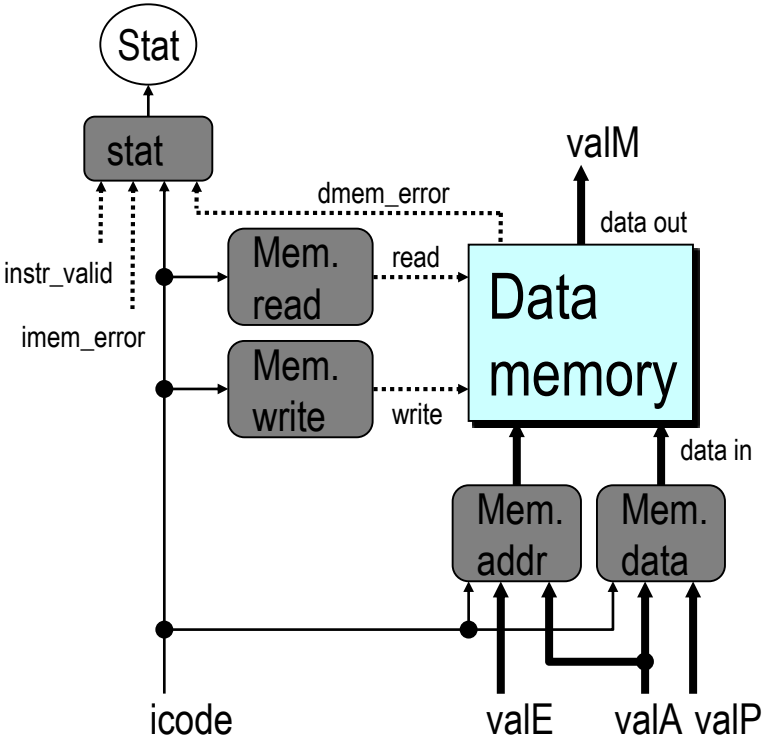
ALU Oper-ation

	OPl rA, rB	
Execute	valE ← valB OP valA	Perform ALU operation
	cmovXX rA, rB	
Execute	valE ← 0 + valA	Pass valA through ALU
	`rmmovl` rA, D(rB)	
Execute	valE ← valB + valC	Compute effective address
	`popl` rA	
Execute	valE ← valB + 4	Increment stack pointer
	jXX Dest	
Execute		No operation
	`call` Dest	
Execute	valE ← valB + –4	Decrement stack pointer
	`ret`	
Execute	valE ← valB + 4	Increment stack pointer

```
int alufun = [
        icode == IOPL : ifun;
        1 : ALUADD;
];
```

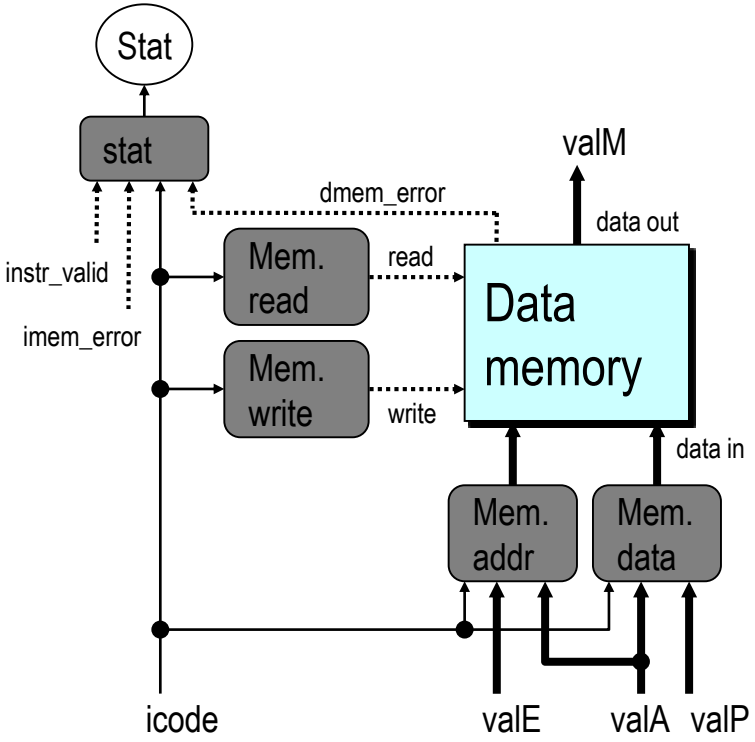
Memory Logic

- **Memory**
  - Reads or writes memory word
- **Control Logic**
  - stat: What is instruction status?
  - Mem. read: should word be read?
  - Mem. write: should word be written?
  - Mem. addr.: Select address
  - Mem. data.: Select data



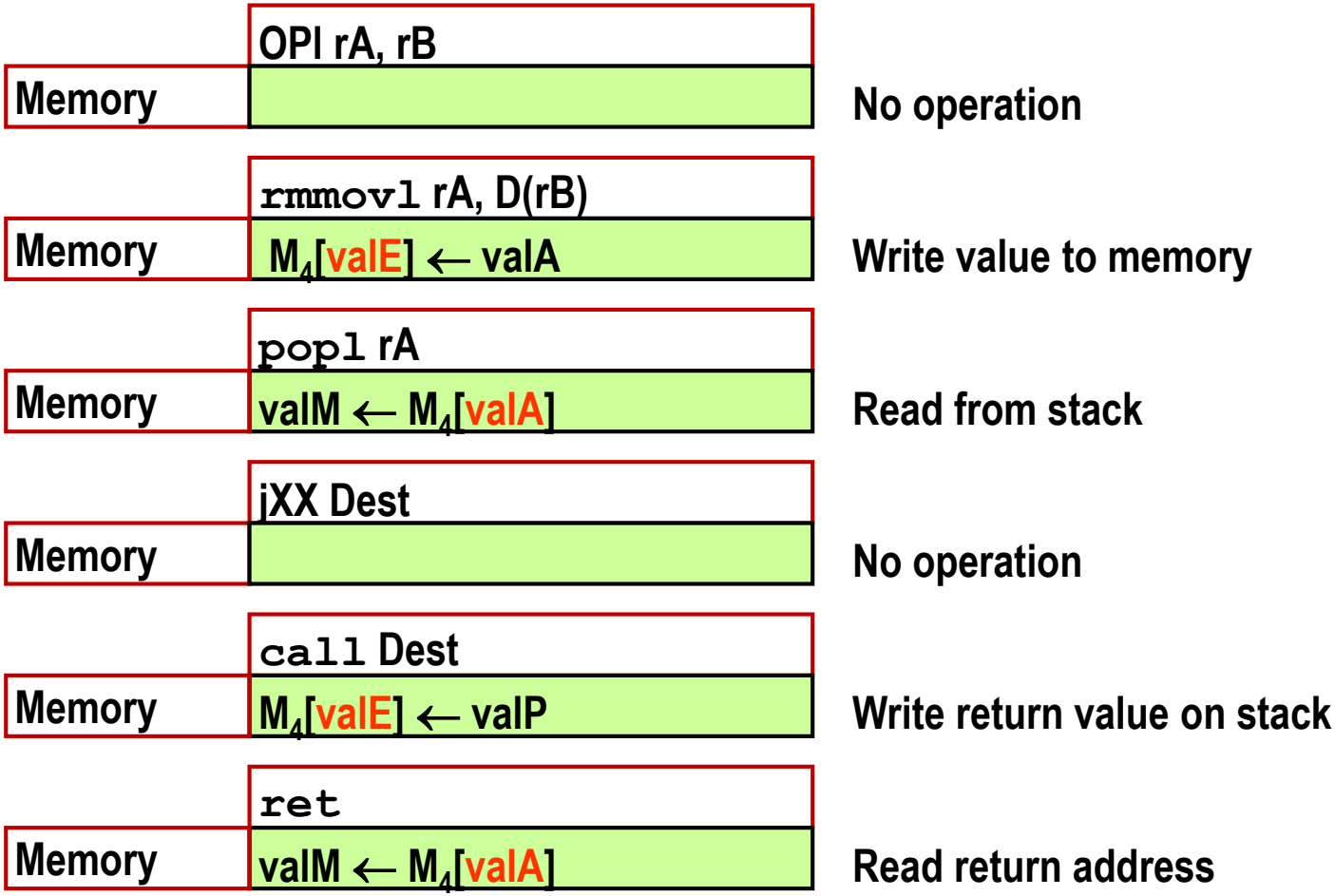
Instruction Status

- **Control Logic**
  - stat: What is instruction status?



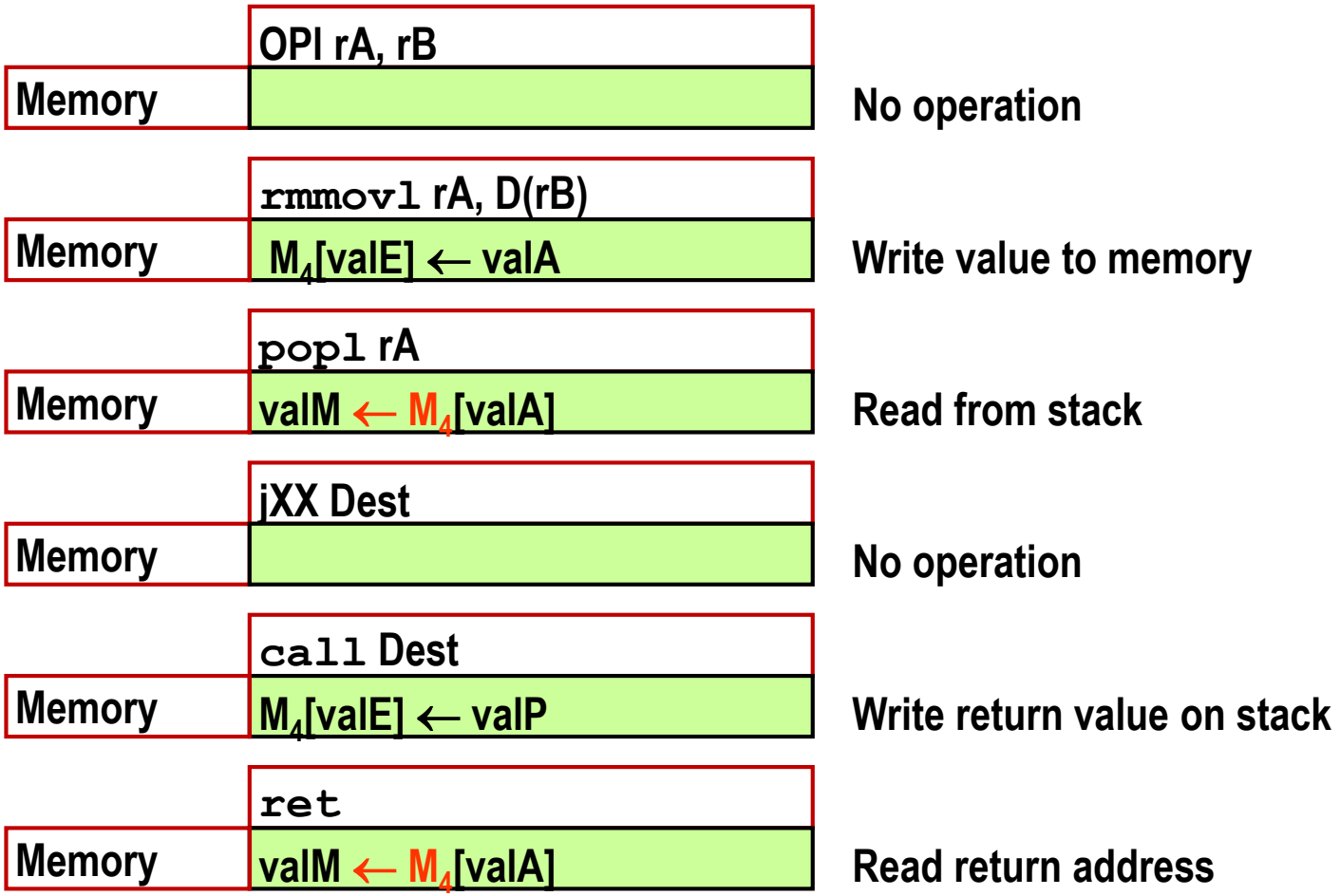

```
## Determine instruction status
int Stat = [
        imem_error || dmem_error : SADR;
        !instr_valid: SINS;
        icode == IHALT : SHLT;
        1 : SAOK;
];
```

Memory Address




```
int mem_addr = [
        icode in { IRMMOVL, IPUSHL, ICALL, IMRMOVL } : valE;
        icode in { IPOPL, IRET } : valA;
        # Other instructions don't need address
];
```

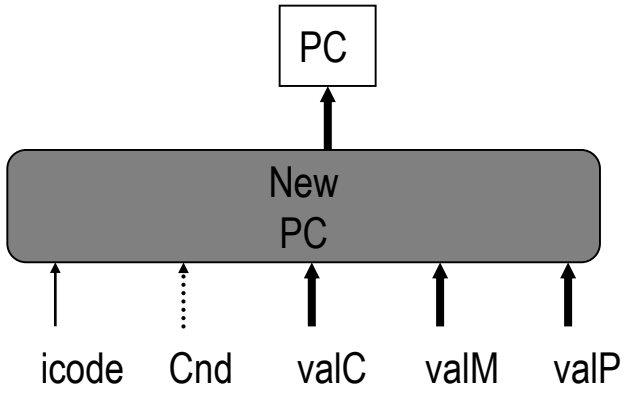
Memory Read



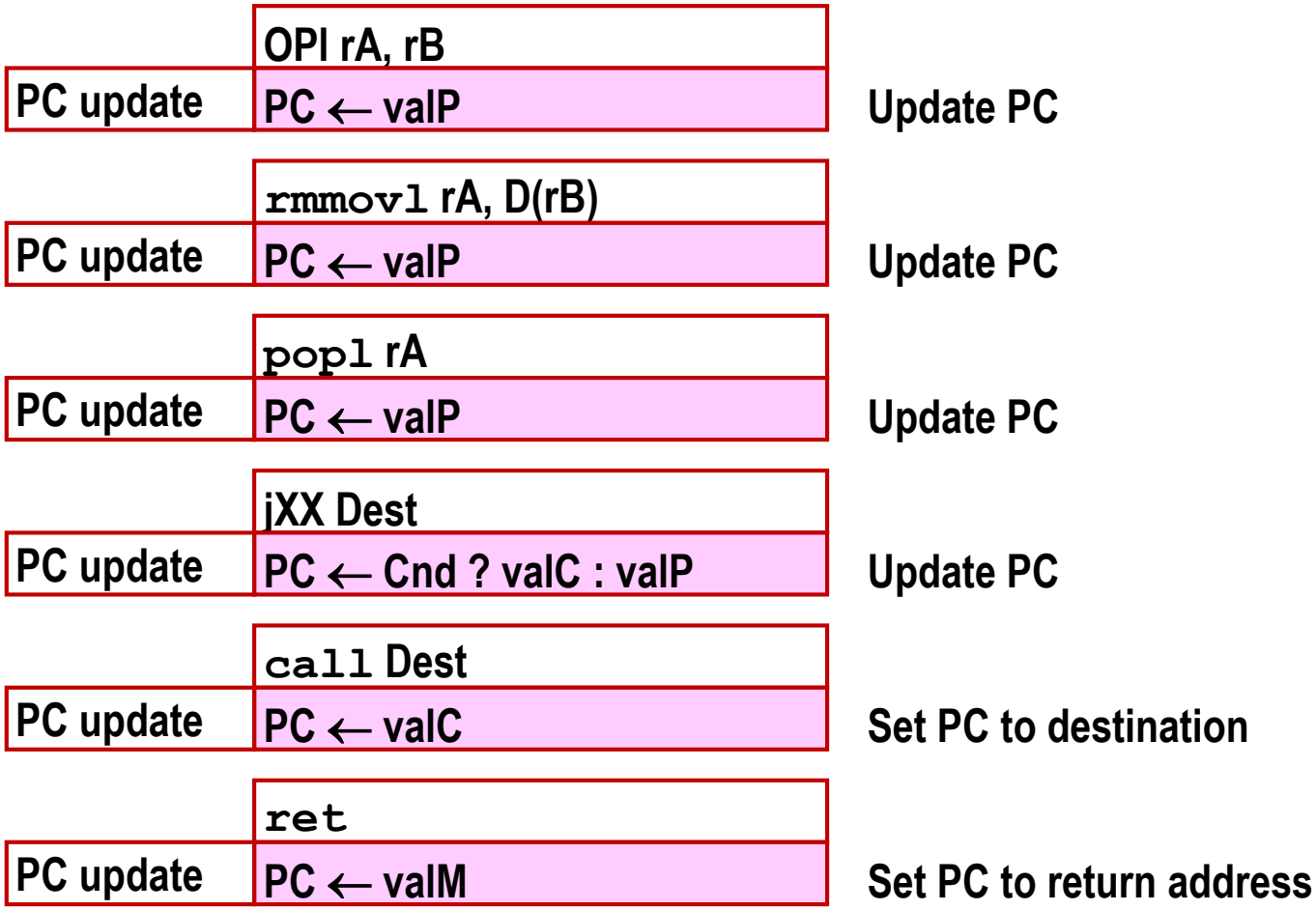

```
bool mem_read = icode in { IMRMOVL, IPOPL, IRET };
```

PC Update Logic

- **New PC**
  - Select next value of PC

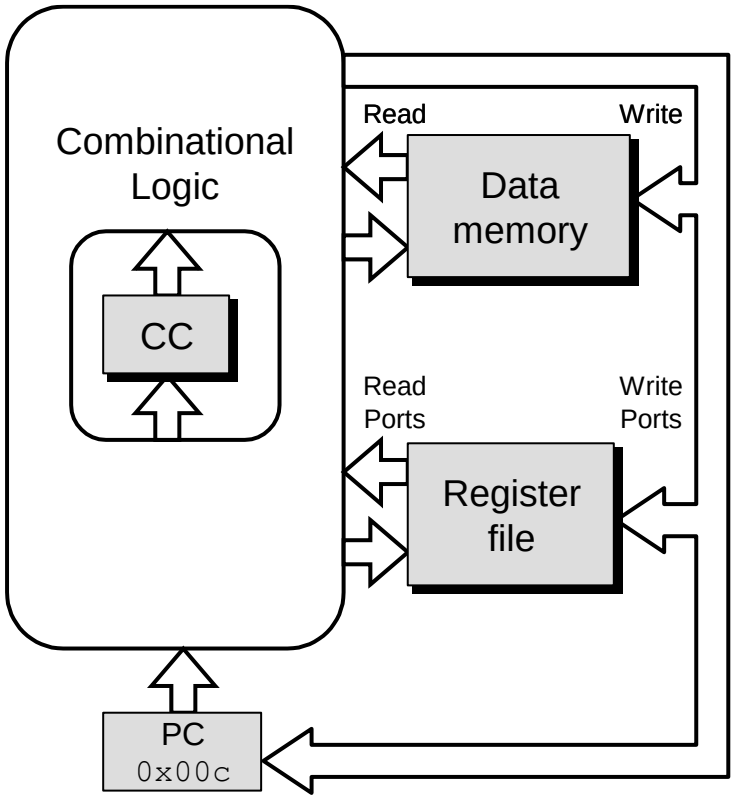


PC Update




```
int new_pc = [
        icode == ICALL : valC;
        icode == IJXX && Cnd : valC;
        icode == IRET : valM;
        1 : valP;
];
```

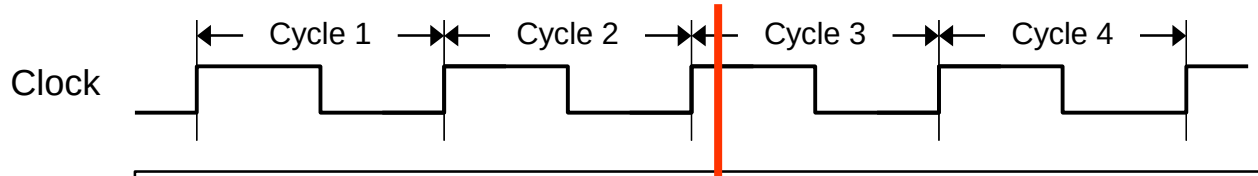
SEQ Operation



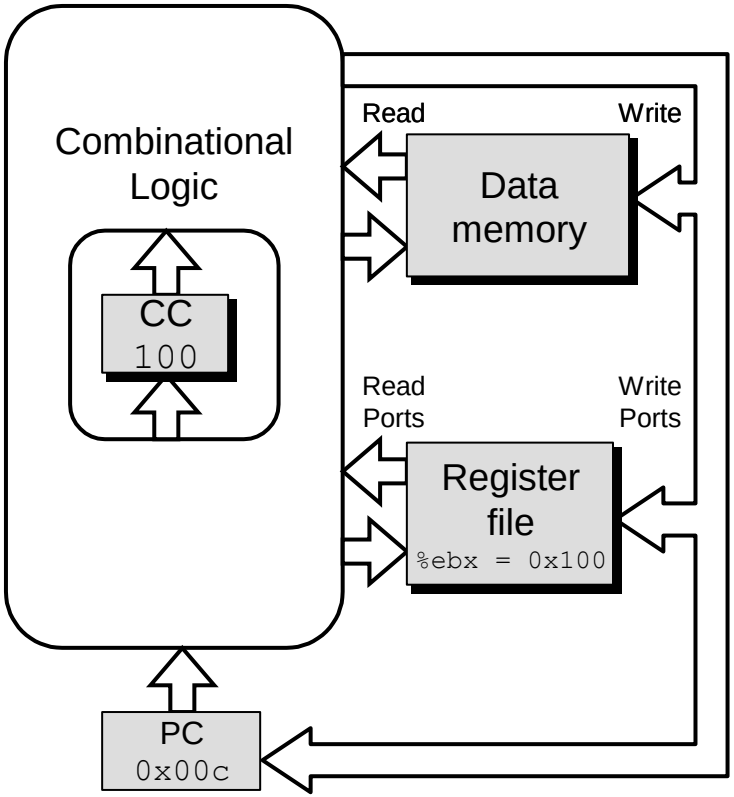
- **State**
  - PC register
  - Cond. Code register
  - Data memory
  - Register file

  All updated as clock rises
- **Combinational Logic**
  - ALU
  - Control logic
  - Memory reads
    - Instruction memory
    - Register file
    - Data memory

SEQ Operation #2

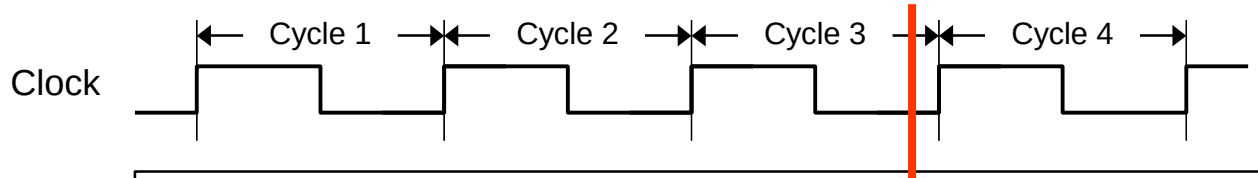


Cycle 1:	0x000:	irmovl $0x100,%ebx	# %ebx <-- 0x100
Cycle 2:	0x006:	irmovl $0x200,%edx	# %edx <-- 0x200
Cycle 3:	0x00c:	addl %edx,%ebx	# %ebx <-- 0x300 CC <-- 000
Cycle 4:	0x00e:	je dest	# Not taken

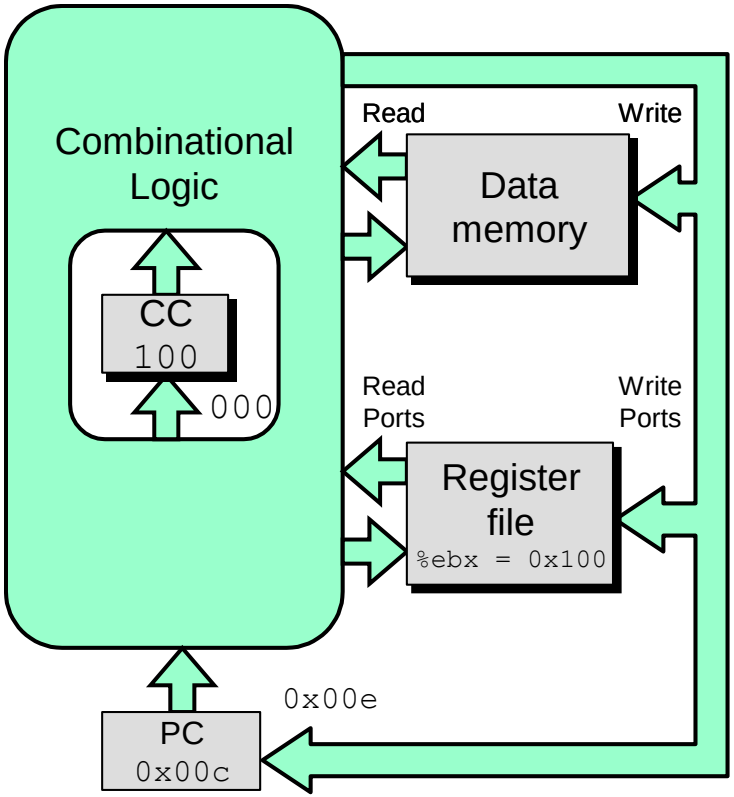


- state set according to second `irmovl` instruction
- combinational logic starting to react to state changes

SEQ Operation #3

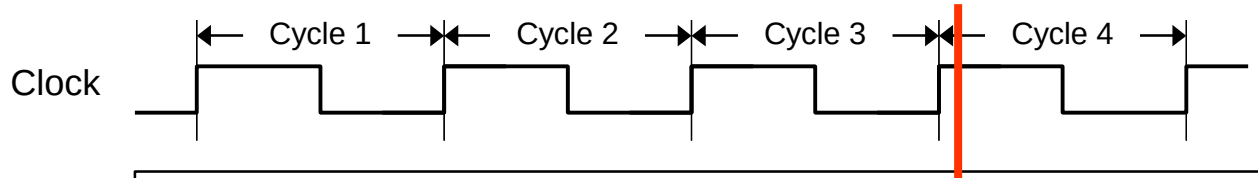


Cycle 1:	0x000: irmovl $0x100,%ebx	# %ebx <-- 0x100
Cycle 2:	0x006: irmovl $0x200,%edx	# %edx <-- 0x200
Cycle 3:	0x00c: addl %edx,%ebx	# %ebx <-- 0x300 CC <-- 000
Cycle 4:	0x00e: je dest	# Not taken

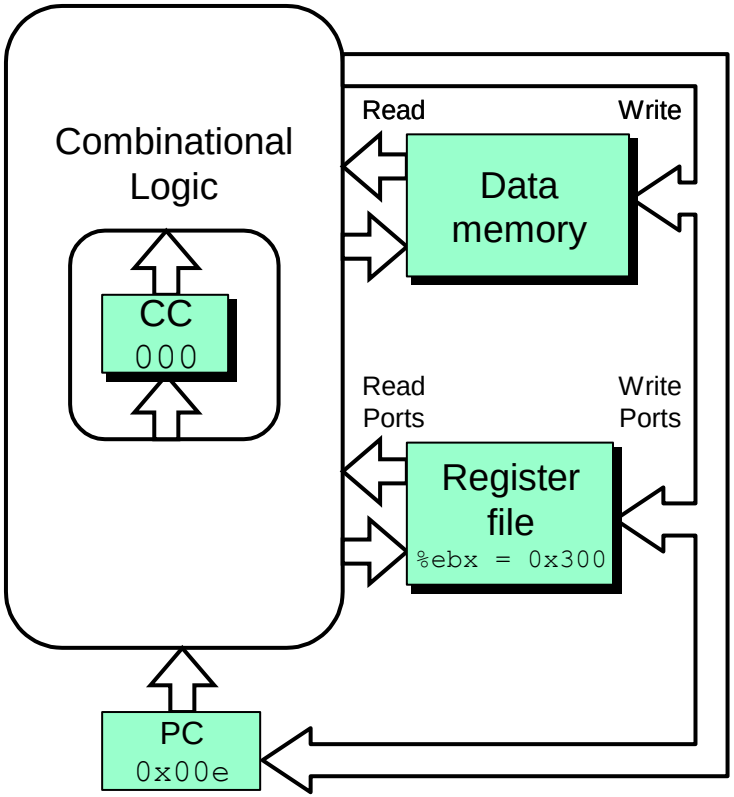


- state set according to second `irmovl` instruction
- combinational logic generates results for `addl` instruction

SEQ Operation #4

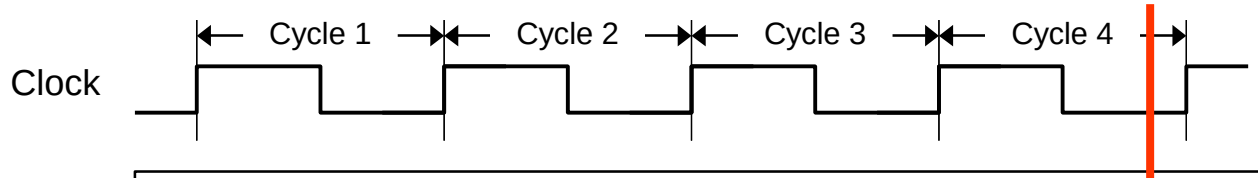


Cycle 1:	0x000:	irmovl $0x100,%ebx	# %ebx <-- 0x100
Cycle 2:	0x006:	irmovl $0x200,%edx	# %edx <-- 0x200
Cycle 3:	0x00c:	addl %edx,%ebx	# %ebx <-- 0x300 CC <-- 000
Cycle 4:	0x00e:	je dest	# Not taken

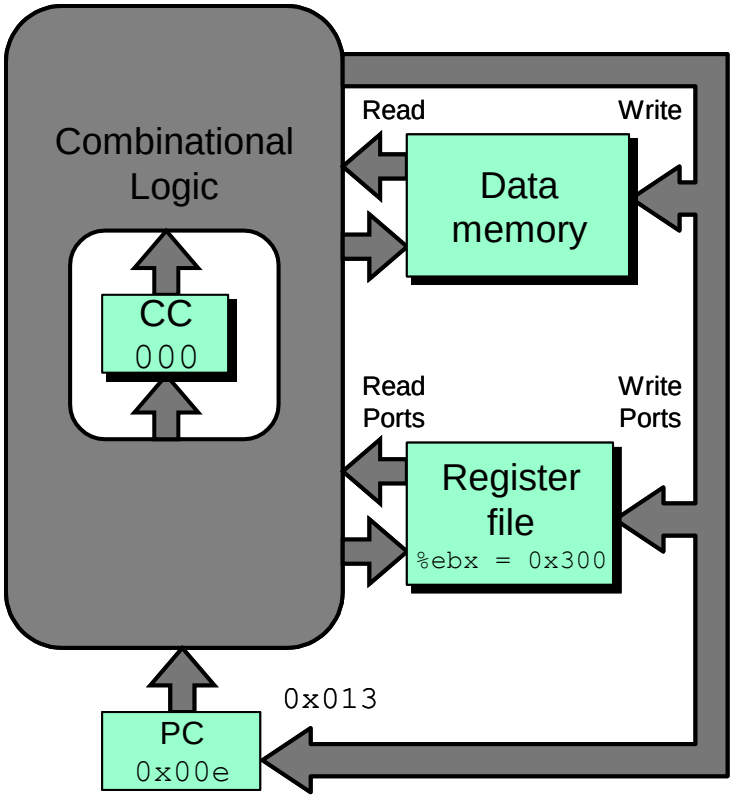


- state set according to `addl` instruction
- combinational logic starting to react to state changes

SEQ Operation #5



Cycle 1:	0x000: irmovl $0x100,%ebx	# %ebx <-- 0x100
Cycle 2:	0x006: irmovl $0x200,%edx	# %edx <-- 0x200
Cycle 3:	0x00c: addl %edx,%ebx	# %ebx <-- 0x300 CC <-- 000
Cycle 4:	0x00e: je dest	# Not taken



- state set according to `addl` instruction
- combinational logic generates results for `je` instruction

SEQ Summary

- **Implementation**
  - Express every instruction as series of simple steps
  - Follow same general flow for each instruction type
  - Assemble registers, memories, predesigned combinational blocks
  - Connect with control logic
- **Pros**
  - Simple but complete
  - Physically realizable
- **Cons**
  - Too slow to be practical
  - In one cycle, must propagate through instruction memory, register file, ALU, and data memory
  - Would need to run clock very slowly
  - Hardware units only active for fraction of clock cycle