# Instruction Set Architecture Design and Implementation

### Learning Outcomes

At the end of this lab, you should be able to:

- 1. design and implement a simple ISA;
- 2. write a simple assembler

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#### 1 Resources

- Video: https://youtu.be/CzyXb T-xgU.
- Source Codes: https://git.io/JU3al
- Online VHDL Tool: https://www.edaplayground.com/home

### 2 Discussion

The **processor**(**CPU**) is composed of the **datapath** and **control**. In the previous labs, you learned that combinational and sequential circuit elements are used as building blocks to create the functional components of the datapath and control. Examples of these functional elements include the **ALU**, **Register File**, **Program Counter**, and **Memory**. You also learned that a **clock** drives the execution and control is implemented using a **finite state machine** for **fetch-decode-execute cycle**. One question that we can answer next is: *How do we program the CPU*?

### 2.1 Instruction Set Architecture

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Instruction Set Architecture (ISA) is an **abstraction** between the hardware and the lowest-level software. It includes anything programmers need to know to make a binary machine language program work correctly. Typically a documentation of the set of instructions that can be performed by the processor, number and name of available registers, memory addressing modes, I/O, interrupt processing, etc.

It allows computer designers to talk about functions indepedently from the hardware that performs them. This abstact interface enables many implementations (aka **microarchitectures**) of varying costs and performance to run identical software.

Examples of ISA include the **IA-32** and **x86-64** which are commonly used in desktop and laptops. Intel implements these ISA in their Intel Core i5 product as 8th Generation aka as **Kaby Lake Refresh**. AMD also implements these ISA in the Ryzen 5000 as 4th Gen aka **Zen 3**. There are other implementations that vary in their performance characteristics.

For mobile devices a popular ISA is the **ARMv8 A64**. MediaTek uses ARM's Cortex-A73 and Cortex-A53 implementation in their Helio P70. Qualcomm also uses the same implementations in their Kryo 240 Snapdragon SoC.

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
ENTITY clocker_tb IS

END clocker_tb;

ARCHITECTURE behavior OF clocker_tb IS

--100Mhz

CONSTANT frequency: integer := 100e6;

CONSTANT period : time := 1000 ms / frequency;

SIGNAL clk : std_logic := '0';

BEGIN

clk <= not clk after period / 2;

-- do some stuff here using clk as input

END ARCHITECTURE;
```

### 3 Summary

In this lab, you learned some of the sequential elements that are useful in the design of a processor as well as the importance of clocks. We also showed the design and implementation of a simple traffic light system using finite state machines since a simple truth table is not enough to characterize a sequential system.

You should now be able to tell whether a functional component of a datapath and control is composed of a combinational or sequential element.

# 4 Learning Activities

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Download the source codes for this lab then try experimenting by adding more test cases in the testbenches. Submit a PDF document that shows screenshots of your modifications and runs.

## 5 Self-Assessment Questions

- 1. What is the main purpose of clocks in sequential circuits?
- 2. What is the difference between a clocked latch and a flip-flop?
- 3. Why can't a multiplexer be used in RAM?
- 4. Why is SRAM more expensive than DRAM?
- 5. If my CPU is clocked at 800 MHz, what is the period?

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### 6 Deliverable

Your final deliverable for this lab is implement the RAM in Figure ??. Submit the VHDL code including a testbench as well as images of the waveforms. NOTE: Enable lines should be connected to the output of the decoder and the rightmost Din in the figure should be Din[0].

# 7 Further Reading

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• https://www.doulos.com/knowhow/vhdl/simple-ram-model/

### References

[1] David A. Patterson and John L. Hennessy. Computer Organization and Design: The Hardware/Software Interface, ARM Edition. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA, arm edition, 2017.