

Processor Architecture I: ISA & Logic Design

Introduction to Computer Systems
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Part A

Instruction Set Architecture

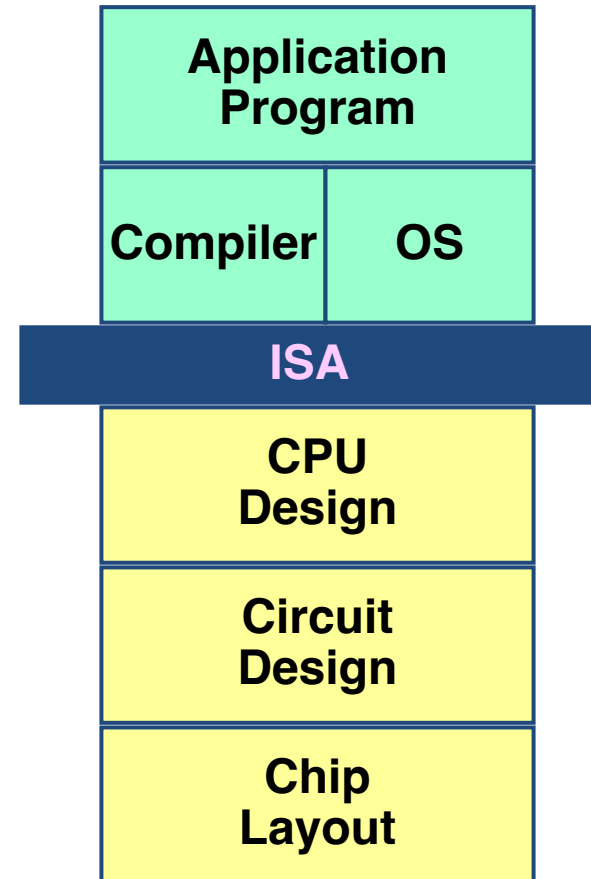
Instruction Set Architecture

■ Assembly Language View

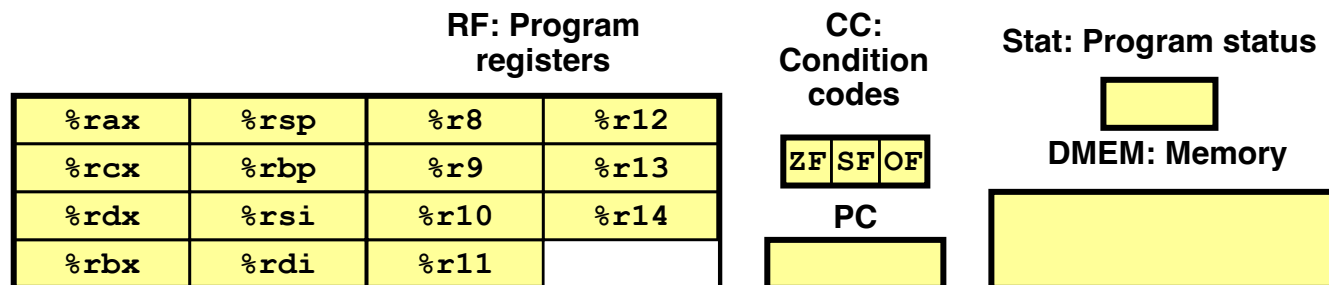
- Processor state
 - Registers, memory, ...
- Instructions
 - `addq, pushq, ret, ...`
 - How instructions are encoded as bytes

■ Layer of Abstraction

- Above: how to program machine
 - Processor executes instructions in a sequence
- Below: what needs to be built
 - Use variety of tricks to make it run fast
 - E.g., execute multiple instructions simultaneously



Y86-64 Processor State



■ Program Registers

- 15 registers (omit %r15). Each 64 bits

■ Condition Codes

- Single-bit flags set by arithmetic or logical instructions

» ZF: Zero SF: Negative OF: Overflow

■ Program Counter

- Indicates address of next instruction

■ Program Status

- Indicates either normal operation or some error condition

■ Memory

- Byte-addressable storage array
- Words stored in little-endian byte order

Y86-64 Instruction Set #1

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
rrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest							
call Dest	8	0	Dest							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

Y86-64 Instructions

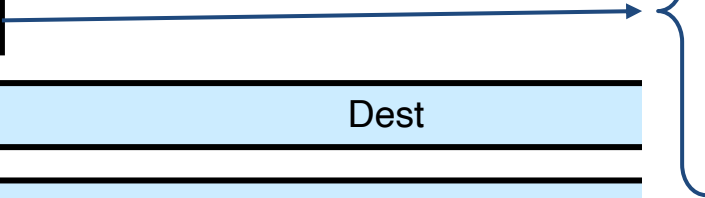
■ Format

- 1–10 bytes of information read from memory
 - Can determine instruction length from first byte
 - Not as many instruction types, and simpler encoding than with x86-64
- Each accesses and modifies some part(s) of the program state

Y86-64 Instruction Set #2

Byte	0	1	2	3	4	5	6	
halt	0	0						
nop	1	0						
cmovXX rA, rB	2	fn	rA	rB				rrmovq 2 0
irmovq V, rB	3	0	F	rB			V	cmovle 2 1
rmmovq rA, D(rB)	4	0	rA	rB			D	cmovl 2 2
rmovq D(rB), rA	5	0	rA	rB			D	cmove 2 3
OPq rA, rB	6	fn	rA	rB				cmovne 2 4
jXX Dest	7	fn					Dest	cmovge 2 5
call Dest	8	0					Dest	cmovg 2 6
ret	9	0						
pushq rA	A	0	rA	F				
popq rA	B	0	rA	F				

Y86-64 Instruction Set #3

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest							
call Dest	8	0	Dest							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

addq 6 0

subq 6 1

andq 6 2

xorq 6 3

Y86-64 Instruction Set #4

Byte	0	1	2	3	4	5	6	7		
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
rrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest							
call Dest	8	0	Dest							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

jmp	7	0
jle	7	1
j1	7	2
je	7	3
jne	7	4
jge	7	5
jg	7	6

Encoding Registers

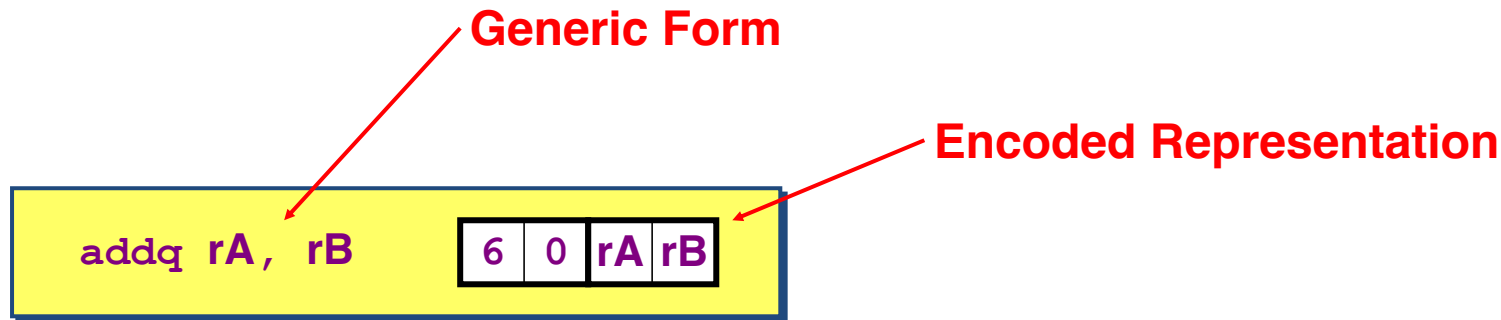
- Each register has 4-bit ID

%rax	0	%r8	8
%rcx	1	%r9	9
%rdx	2	%r10	A
%rbx	3	%r11	B
%rsp	4	%r12	C
%rbp	5	%r13	D
%rsi	6	%r14	E
%rdi	7	No Register	F

- Same encoding as in x86-64
- Register ID 15 (0xF) indicates “no register”
 - Will use this in our hardware design in multiple places

Instruction Example

■ Addition Instruction



- Add value in register rA to that in register rB
 - Store result in register rB
 - Note that Y86-64 only allows addition to be applied to register data
- Set condition codes based on result
- e.g., `addq %rax,%rsi` Encoding: `60 06`
- Two-byte encoding
 - First indicates instruction type
 - Second gives source and destination registers

Arithmetic and Logical Operations

Instruction Code

Function Code

Add

`addq rA, rB`



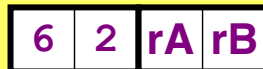
Subtract (rA from rB)

`subq rA, rB`



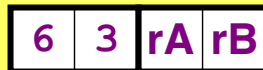
And

`andq rA, rB`



Exclusive-Or

`xorq rA, rB`



- Refer to generically as “OPq”
- Encodings differ only by “function code”
 - Low-order 4 bytes in first instruction word
- Set condition codes as side effect

Move Operations

Register → Register

`rrmovq rA, rB`



Immediate → Register

`irmovq V, rB`



Register → Memory

`rmmovq rA, D(rB)`



Memory → Register

`mrmovq D(rB), rA`



- Like the x86-64 `movq` instruction
- Simpler format for memory addresses
- Give different names to keep them distinct

Move Instruction Examples

X86-64

```
movq $0xabcd, %rdx
```

Encoding: 30 f2 cd ab 00 00 00 00 00 00

```
movq %rsp, %rbx
```

Encoding: 20 43

```
movq -12(%rbp), %rcx
```

Encoding: 50 15 f4 ff ff ff ff ff ff ff

```
movq %rsi, 0x41c(%rsp)
```

Encoding: 40 64 1c 04 00 00 00 00 00 00

Y86-64

```
irmovq $0xabcd, %rdx
```

```
rrmovq %rsp, %rbx
```

```
mrmovq -12(%rbp), %rcx
```

```
rmmovq %rsi, 0x41c(%rsp)
```

Conditional Move Instructions

Move Unconditionally

`rrmovq rA, rB`



Move When Less or Equal

`cmovle rA, rB`



Move When Less

`cmovl rA, rB`



Move When Equal

`cmove rA, rB`



Move When Not Equal

`cmovne rA, rB`



Move When Greater or Equal

`cmovge rA, rB`



Move When Greater

`cmovg rA, rB`



- Refer to generically as “`cmovXX`”
- Encodings differ only by “function code”
- Based on values of condition codes
- Variants of `rrmovq` instruction
 - (Conditionally) copy value from source to destination register

Jump Instructions

Jump (Conditionally)



- Refer to generically as “jxx”
- Encodings differ only by “function code” fn
- Based on values of condition codes
- Same as x86-64 counterparts
- Encode full destination address
 - Unlike PC-relative addressing seen in x86-64

Jump Instructions

Jump Unconditionally

jmp Dest	7	0	Dest
-----------------	---	---	------

Jump When Less or Equal

jle Dest	7	1	Dest
-----------------	---	---	------

Jump When Less

jl Dest	7	2	Dest
----------------	---	---	------

Jump When Equal

je Dest	7	3	Dest
----------------	---	---	------

Jump When Not Equal

jne Dest	7	4	Dest
-----------------	---	---	------

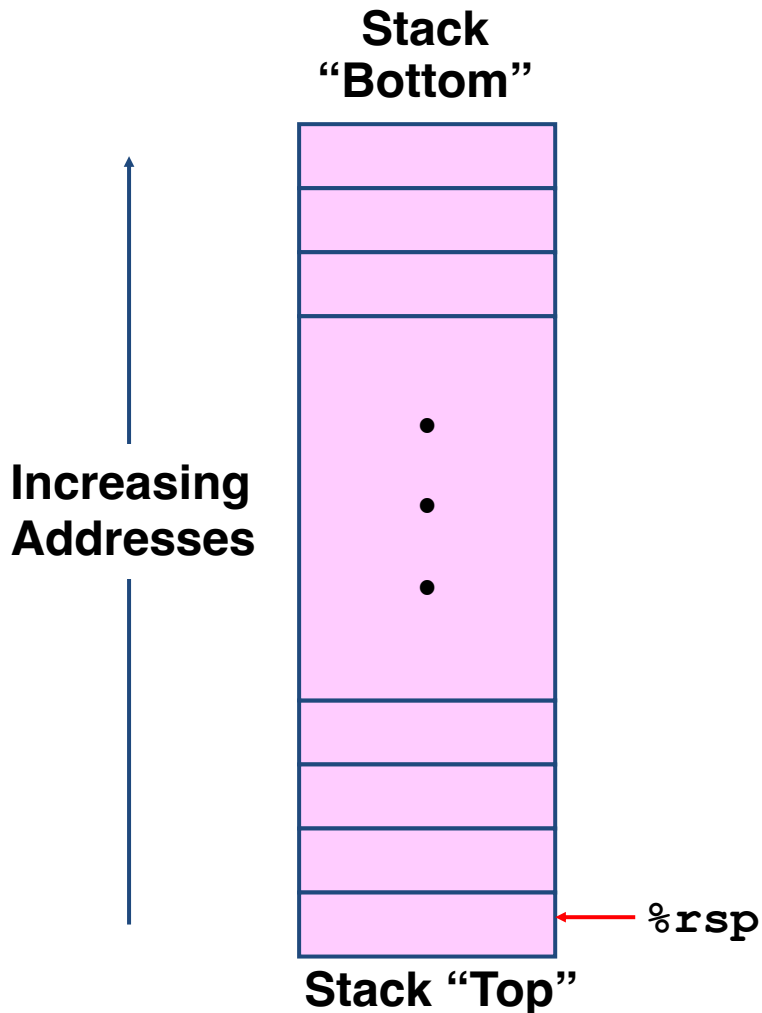
Jump When Greater or Equal

jge Dest	7	5	Dest
-----------------	---	---	------

Jump When Greater

jg Dest	7	6	Dest
----------------	---	---	------

Y86-64 Program Stack



- Region of memory holding program data
- Used in Y86-64 (and x86-64) for supporting procedure calls
- Stack top indicated by `%rsp`
 - Address of top stack element
- Stack grows toward lower addresses
 - Top element is at highest address in the stack
 - When pushing, must first decrement stack pointer
 - After popping, increment stack pointer

Stack Operations

pushq rA

A	0	rA	F
---	---	----	---

- Decrement $\%rsp$ by 8
- Store word from rA to memory at $\%rsp$
- Like x86-64

popq rA

B	0	rA	F
---	---	----	---

- Read word from memory at $\%rsp$
- Save in rA
- Increment $\%rsp$ by 8
- Like x86-64

Subroutine Call and Return

call Dest

8

0

Dest

- Push address of next instruction onto stack
- Start executing instructions at Dest
- Like x86-64

ret

9

0

- Pop value from stack
- Use as address for next instruction
- Like x86-64

Miscellaneous Instructions

`nop`

1	0
---	---

- Don't do anything

`halt`

0	0
---	---

- Stop executing instructions
- x86-64 has comparable instruction, but can't execute it in user mode
- We will use it to stop the simulator
- Encoding ensures that program hitting memory initialized to zero will halt

Status Conditions

Mnemonic	Code
AOK	1

- Normal operation

Mnemonic	Code
HLT	2

- Halt instruction encountered

Mnemonic	Code
ADR	3

- Bad address (either instruction or data) encountered

Mnemonic	Code
INS	4

- Invalid instruction encountered

- **Desired Behavior**

- If AOK, keep going
- Otherwise, stop program execution

Writing Y86-64 Code

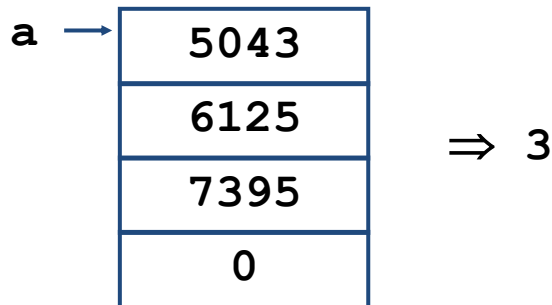
■ Try to Use C Compiler as Much as Possible

- Write code in C
- Compile for x86-64 with `gcc -Og -S`
- Transliterate into Y86-64
- *Modern compilers make this more difficult*

■ Coding Example

- Find number of elements in null-terminated list

```
int len1(int a[]);
```



Y86-64 Code Generation Example

■ First Try

- Write typical array code

```
/* Find number of elements in
   null-terminated list */
long len(long a[])
{
    long len;
    for (len = 0; a[len]; len++)
        ;
    return len;
}
```

- Compile with `gcc -Og -S`

■ Problem

- Hard to do array indexing on Y86-64
 - Since don't have scaled addressing modes

L3:

```
addq $1,%rax
cmpq $0, (%rdi,%rax,8)
jne L3
```


Y86-64 Code Generation Example #2

■ Second Try

- Write C code that mimics expected Y86-64 code

```
long len2(long *a)
{
    long ip = (long) a;
    long val = *(long *) ip;
    long len = 0;
    while (val) {
        ip += sizeof(long);
        len++;
        val = *(long *) ip;
    }
    return len;
}
```

■ Result

- Compiler generates exact same code as before!
- Compiler converts both versions into same intermediate form

Y86-64 Code Generation Example #3

```

len:
    irmovq $1, %r8          # Constant 1
    irmovq $8, %r9          # Constant 8
    irmovq $0, %rax         # len = 0
    mrmovq (%rdi), %rdx     # val = *a
    andq %rdx, %rdx         # Test val
    je Done                 # If zero, goto Done

Loop:
    addq %r8, %rax          # len++
    addq %r9, %rdi          # a++
    mrmovq (%rdi), %rdx     # val = *a
    andq %rdx, %rdx         # Test val
    jne Loop                # If !0, goto Loop

Done:
    ret

```

Register	Use
%rdi	a
%rax	len
%rdx	val
%r8	1
%r9	8

Y86-64 Sample Program Structure #1

```

init:                                # Initialization
    . . .
    call Main
    halt

    .align 8                          # Program data
array:
    . . .

Main:                                # Main function
    . . .
    call len    . . .

len:                                  # Length function
    . . .

    .pos 0x100                        # Placement of stack
Stack:

```

- Program starts at address 0
- Must set up stack
 - Where located
 - Pointer values
 - Make sure don't overwrite code!
- Must initialize data

Y86-64 Program Structure #2

```
init:
    # Set up stack pointer
    irmovq Stack, %rsp
    # Execute main program
    call Main
    # Terminate
    halt

# Array of 4 elements + terminating 0
    .align 8
Array:
    .quad 0x000d000d000d000d
    .quad 0x00c000c000c000c0
    .quad 0x0b000b000b000b00
    .quad 0xa000a000a000a000
    .quad 0
```

- Program starts at address 0
- Must set up stack
- Must initialize data
- Can use symbolic names

Y86-64 Program Structure #3

```
Main:
    irmovq array,%rdi
    # call len(array)
    call len
    ret
```

- Set up call to len
 - Follow x86-64 procedure conventions
 - Push array address as argument

Assembling Y86-64 Program

```
unix> yas len.ys
```

- Generates “object code” file `len.yo`
 - Actually looks like disassembler output

```
0x054:          | len:
0x054: 30f8010000000000000000 |    irmovq $1, %r8          # Constant 1
0x05e: 30f9080000000000000000 |    irmovq $8, %r9          # Constant 8
0x068: 30f0000000000000000000 |    irmovq $0, %rax          # len = 0
0x072: 5027000000000000000000 |    mrmovq (%rdi), %rdx      # val = *a
0x07c: 6222          |    andq %rdx, %rdx          # Test val
0x07e: 73a0000000000000000000 |    je Done                  # If zero, goto Done
0x087:          | Loop:
0x087: 6080          |    addq %r8, %rax           # len++
0x089: 6097          |    addq %r9, %rdi           # a++
0x08b: 5027000000000000000000 |    mrmovq (%rdi), %rdx      # val = *a
0x095: 6222          |    andq %rdx, %rdx          # Test val
0x097: 7487000000000000000000 |    jne Loop                 # If !0, goto Loop
0x0a0:          | Done:
0x0a0: 90             |    ret
```

Simulating Y86-64 Program

```
unix> yis len.yo
```

■ Instruction set simulator

- Computes effect of each instruction on processor state
- Prints changes in state from original

```
Stopped in 33 steps at PC = 0x13.  Status 'HLT', CC Z=1 S=0 O=0
```

```
Changes to registers:
```

%rax:	0x0000000000000000	0x0000000000000004
%rsp:	0x0000000000000000	0x0000000000000100
%rdi:	0x0000000000000000	0x0000000000000038
%r8:	0x0000000000000000	0x0000000000000001
%r9:	0x0000000000000000	0x0000000000000008

```
Changes to memory:
```

0x00f0:	0x0000000000000000	0x0000000000000053
0x00f8:	0x0000000000000000	0x0000000000000013

CISC Instruction Sets

- Complex Instruction Set Computer
 - IA32 is example
- Stack-oriented instruction set
 - Use stack to pass arguments, save program counter
 - Explicit push and pop instructions
- Arithmetic instructions can access memory
 - `addq %rax, 12(%rbx,%rcx,8)`
 - requires memory read and write
 - Complex address calculation
- Condition codes
 - Set as side effect of arithmetic and logical instructions
- Philosophy
 - Add instructions to perform “typical” programming tasks

RISC Instruction Sets

- Reduced Instruction Set Computer
- Internal project at IBM, later popularized by Hennessy (Stanford) and Patterson (Berkeley)
- Fewer, simpler instructions
 - Might take more to get given task done
 - Can execute them with small and fast hardware
- Register-oriented instruction set
 - Many more (typically 32) registers
 - Use for arguments, return pointer, temporaries
- Only load and store instructions can access memory
 - Similar to Y86-64 `mrmovq` and `rmmovq`
- No Condition codes
 - Test instructions return 0/1 in register

MIPS Registers

\$0	\$0	Constant 0
\$1	\$at	Reserved Temp.
\$2	\$v0	Return Values
\$3	\$v1	
\$4	\$a0	Procedure arguments
\$5	\$a1	
\$6	\$a2	
\$7	\$a3	
\$8	\$t 0	Caller Save Temporaries: May be overwritten by called procedures
\$9	\$t 1	
\$10	\$t 2	
\$11	\$t 3	
\$12	\$t 4	
\$13	\$t 5	
\$14	\$t 6	
\$15	\$t 7	

\$16	\$s0	Callee Save Temporaries: May not be overwritten by called procedures
\$17	\$s1	
\$18	\$s2	
\$19	\$s3	
\$20	\$s4	
\$21	\$s5	
\$22	\$s6	
\$23	\$s7	Caller Save Temp
\$24	\$t 8	
\$25	\$t 9	
\$26	\$k0	Reserved for Operating Sys
\$27	\$k1	
\$28	\$gp	Global Pointer
\$29	\$sp	Stack Pointer
\$30	\$s8	Callee Save Temp
\$31	\$ra	Return Address

MIPS Instruction Examples

R-R

Op	Ra	Rb	Rd	00000	Fn
----	----	----	----	-------	----

`addu $3,$2,$1` # Register add: $\$3 = \$2 + \$1$

R-I

Op	Ra	Rb	Immediate
----	----	----	-----------

`addu $3,$2, 3145` # Immediate add: $\$3 = \$2 + 3145$

`sll $3,$2,2` # Shift left: $\$3 = \$2 \ll 2$

Branch

Op	Ra	Rb	Offset
----	----	----	--------

`beq $3,$2,dest` # Branch when $\$3 = \2

Load/Store

Op	Ra	Rb	Offset
----	----	----	--------

`lw $3,16($2)` # Load Word: $\$3 = M[\$2 + 16]$

`sw $3,16($2)` # Store Word: $M[\$2 + 16] = \3

CISC vs. RISC

■ Original Debate

- Strong opinions!
- CISC proponents---easy for compiler, fewer code bytes
- RISC proponents---better for optimizing compilers, can make run fast with simple chip design

■ Current Status

- For desktop processors, choice of ISA not a technical issue
 - With enough hardware, can make anything run fast
 - Code compatibility more important
- x86-64 adopted many RISC features
 - More registers; use them for argument passing
- For embedded processors, RISC makes sense
 - Smaller, cheaper, less power
 - Most cell phones use ARM processor

Summary

■ Y86-64 Instruction Set Architecture

- Similar state and instructions as x86-64
- Simpler encodings
- Somewhere between CISC and RISC

■ How Important is ISA Design?

- Less now than before
 - With enough hardware, can make almost anything go fast

Part B

Logic Design

Overview of Logic Design

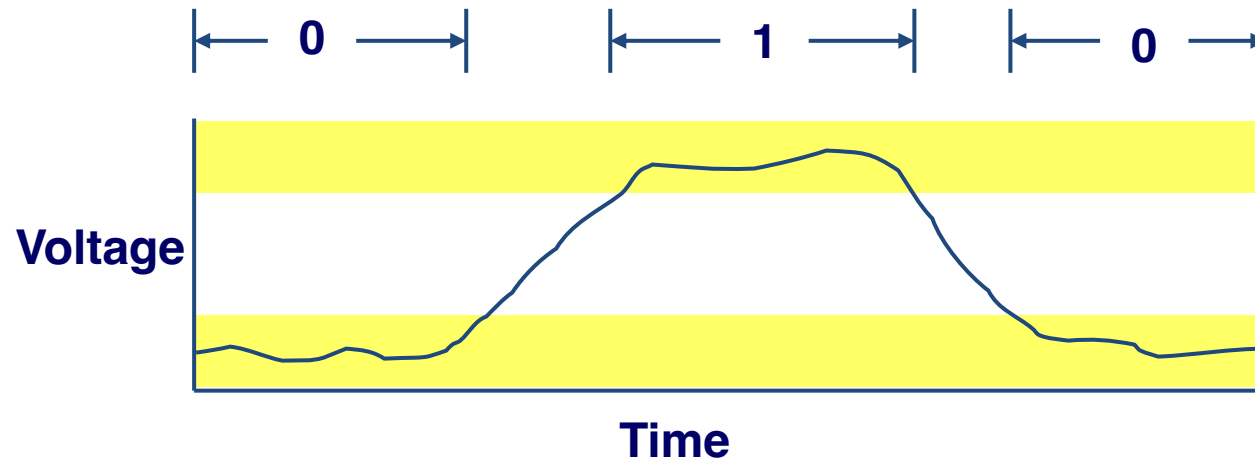
■ Fundamental Hardware Requirements

- Communication
 - How to get values from one place to another
- Computation
- Storage

■ Bits are Our Friends

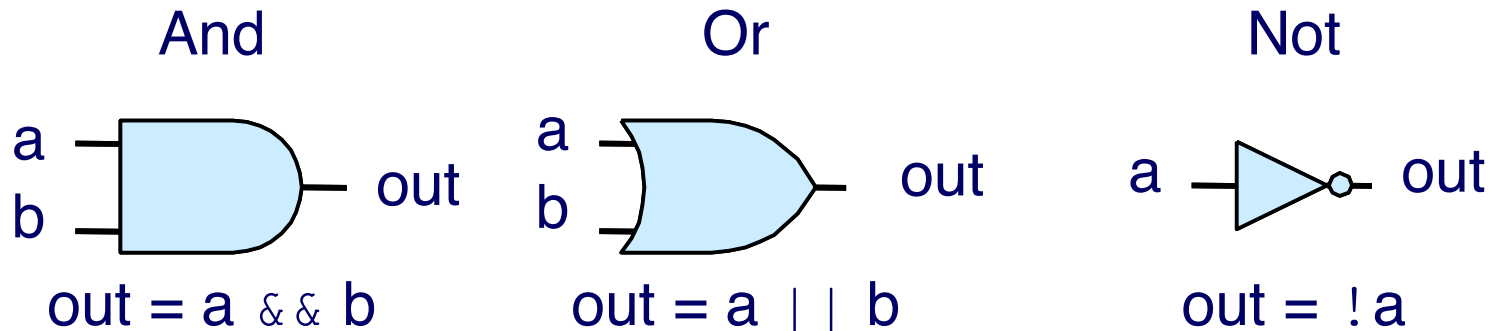
- Everything expressed in terms of values 0 and 1
- Communication
 - Low or high voltage on wire
- Computation
 - Compute Boolean functions
- Storage
 - Store bits of information

Digital Signals

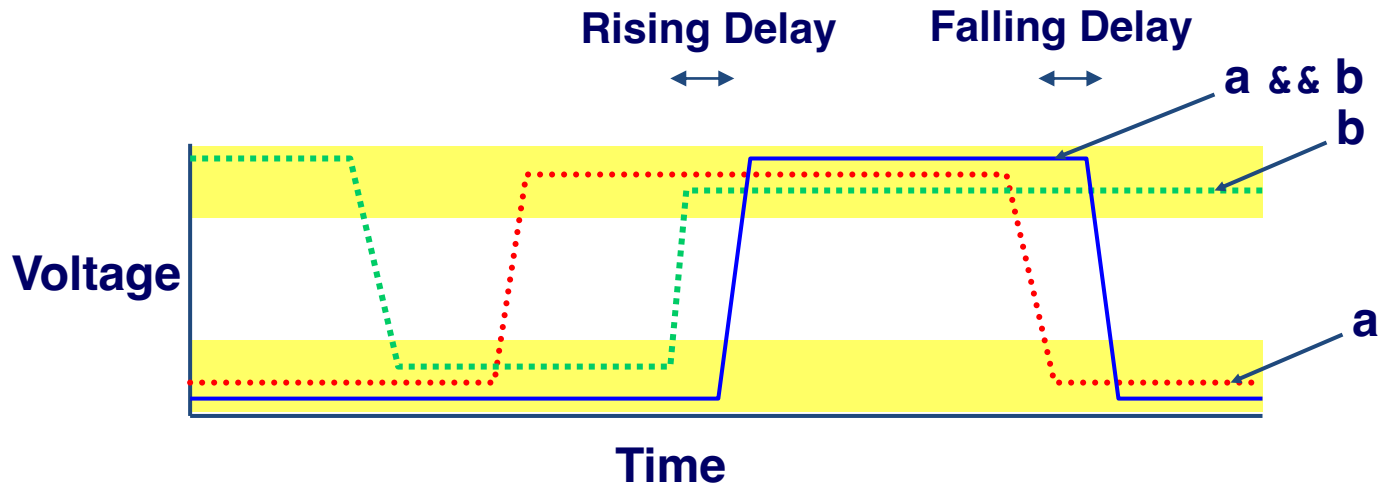


- Use voltage thresholds to extract discrete values from continuous signal
- Simplest version: 1-bit signal
 - Either high range (1) or low range (0)
 - With guard range between them
- Not strongly affected by noise or low quality circuit elements
 - Can make circuits simple, small, and fast

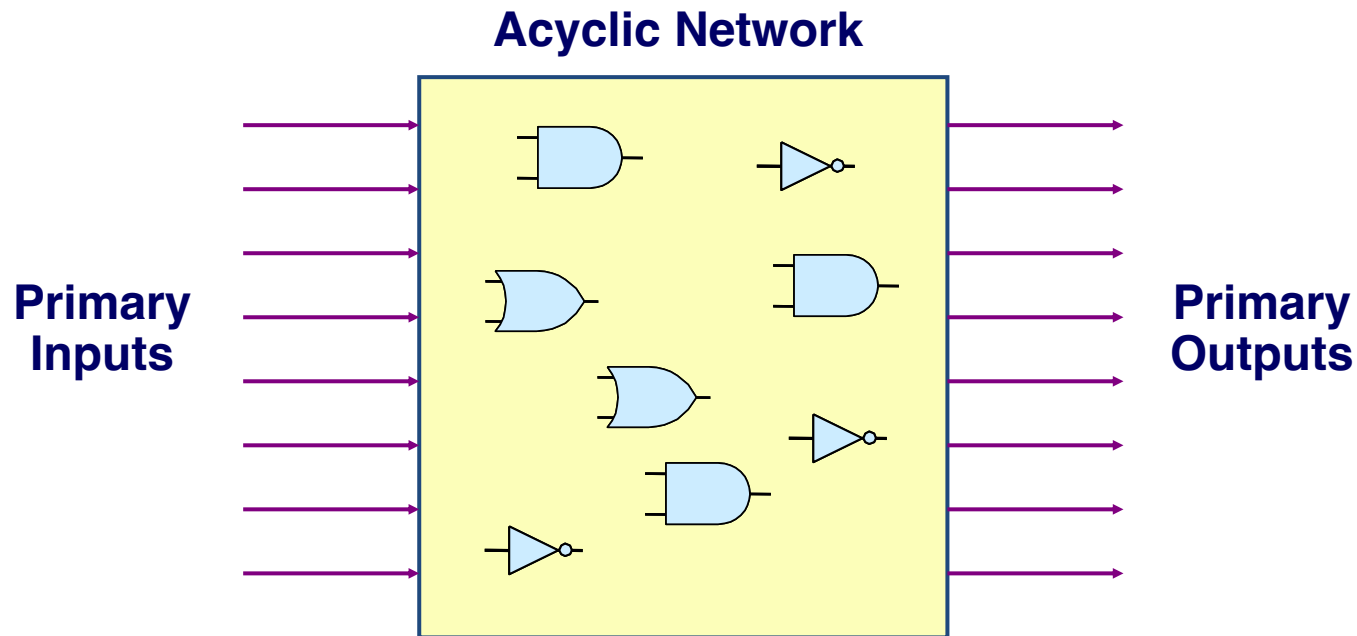
Computing with Logic Gates



- Outputs are Boolean functions of inputs
- Respond continuously to changes in inputs
 - With some, small delay



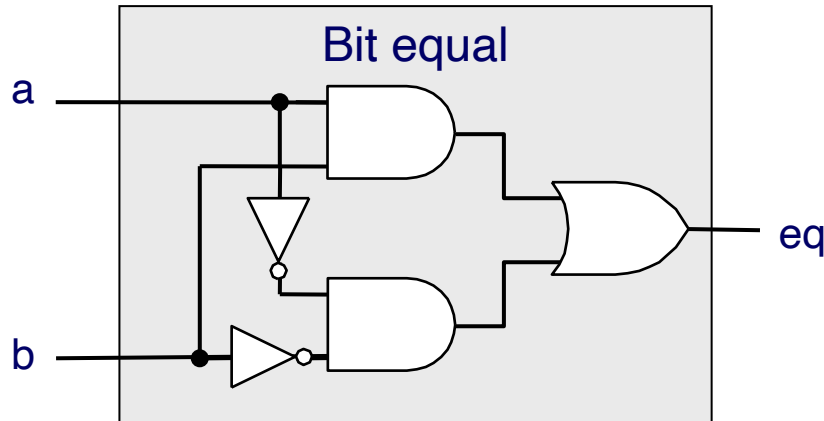
Combinational Circuits



■ Acyclic Network of Logic Gates

- Continuously responds to changes on primary inputs
- Primary outputs become (after some delay) Boolean functions of primary inputs

Bit Equality

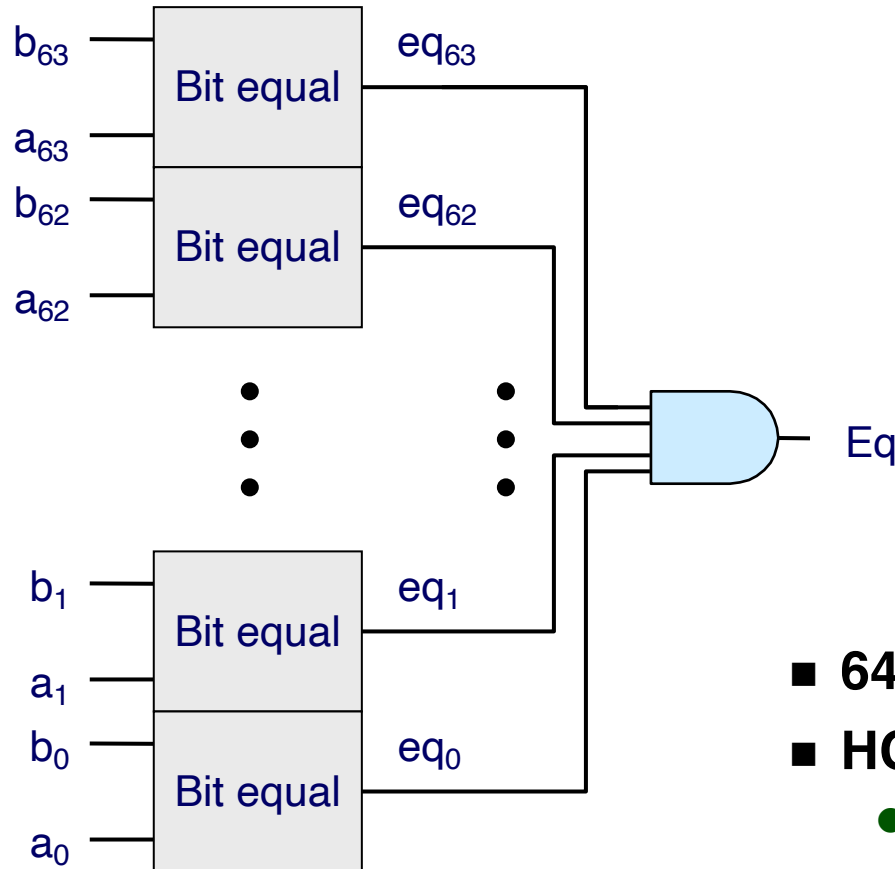


HCL Expression

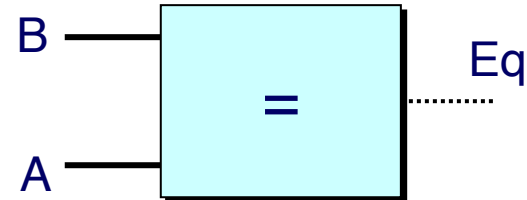
```
bool eq = (a&&b) || (!a&&!b)
```

- Generate 1 if a and b are equal
- **Hardware Control Language (HCL)**
 - Very simple hardware description language
 - Boolean operations have syntax similar to C logical operations
 - We'll use it to describe control logic for processors

Word Equality



Word-Level Representation

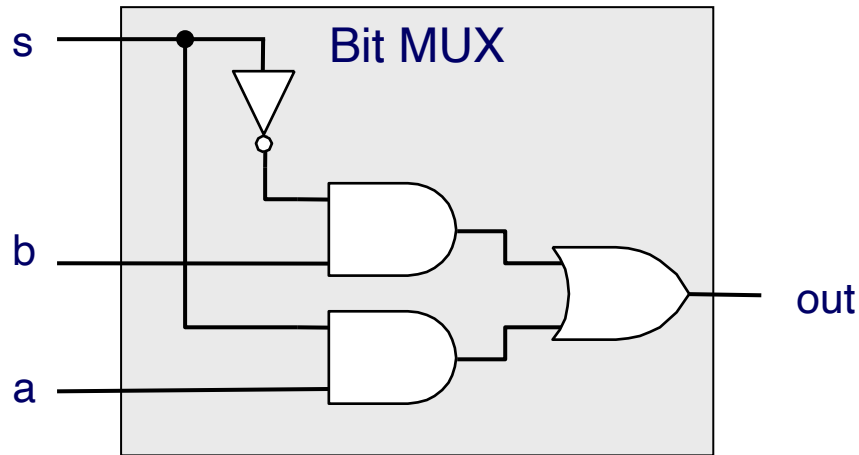


HCL Representation

```
bool Eq = (A == B)
```

- 64-bit word size
- HCL representation
 - Equality operation
 - Generates Boolean value

Bit-Level Multiplexor

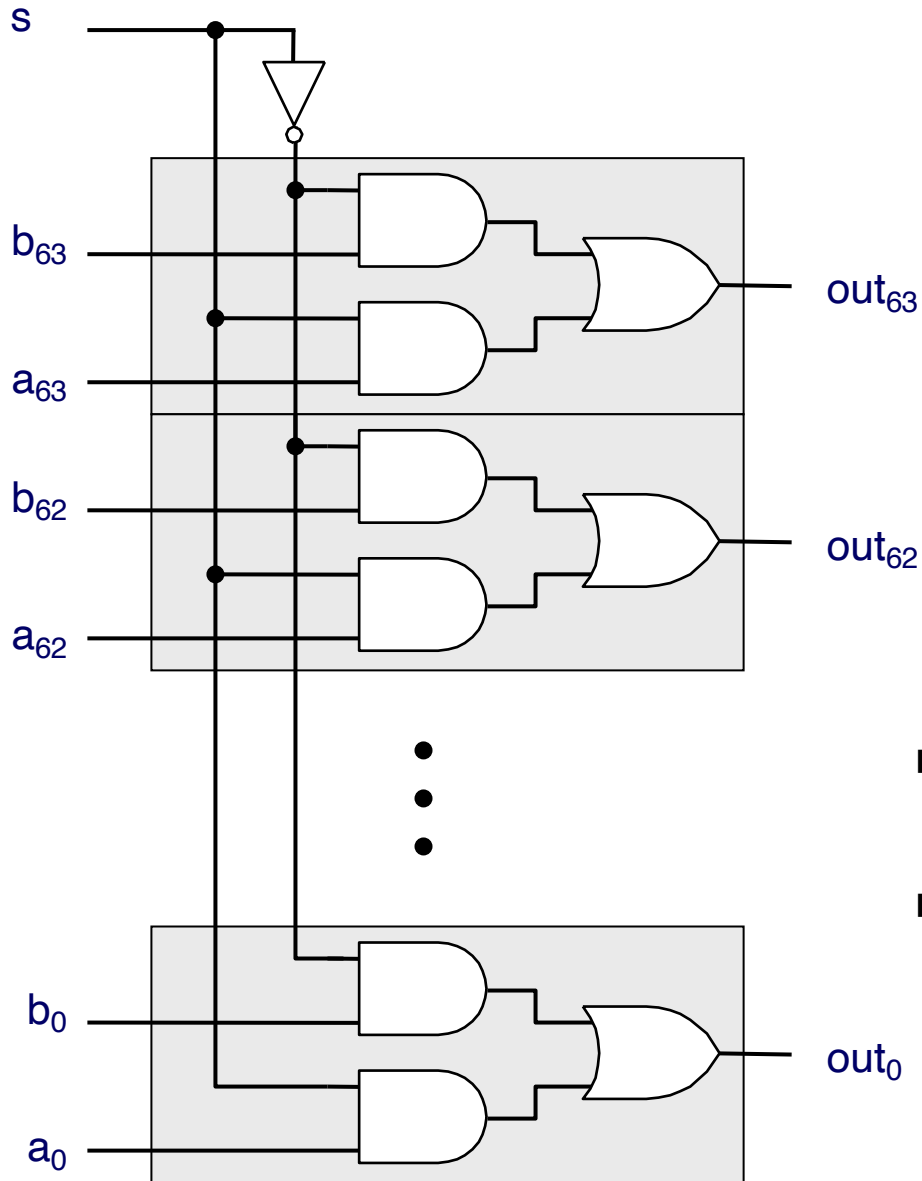


HCL Expression

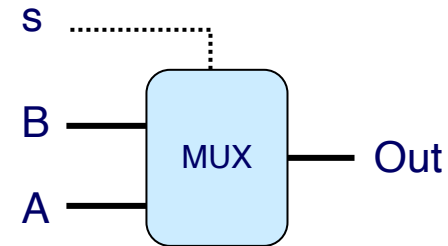
```
bool out = (s&&a) || (!s&&b)
```

- Control signal *s*
- Data signals *a* and *b*
- Output *a* when *s*=1, *b* when *s*=0

Word Multiplexor



Word-Level Representation



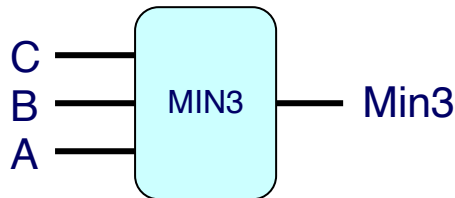
HCL Representation

```
int Out = [
    s : A;
    1 : B;
];
```

- Select input word **A** or **B** depending on control signal **s**
- HCL representation
 - Case expression
 - Series of test : value pairs
 - Output value for first successful test

HCL Word-Level Examples

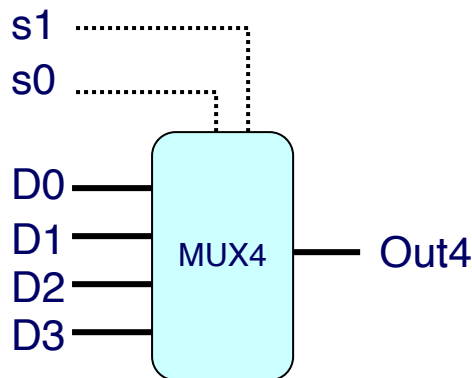
Minimum of 3 Words



```
int Min3 = [
    A < B && A < C : A;
    B < A && B < C : B;
    1               : C;
];
```

- Find minimum of three input words
- HCL case expression
- Final case guarantees match

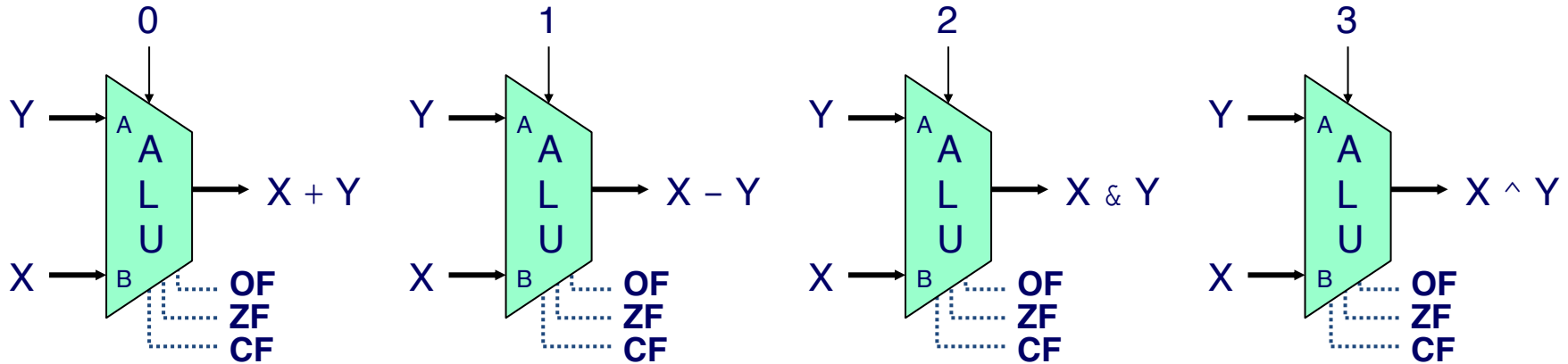
4-Way Multiplexor



```
int Out4 = [
    !s1 && !s0 : D0;
    !s1        : D1;
    !s0        : D2;
    1          : D3;
];
```

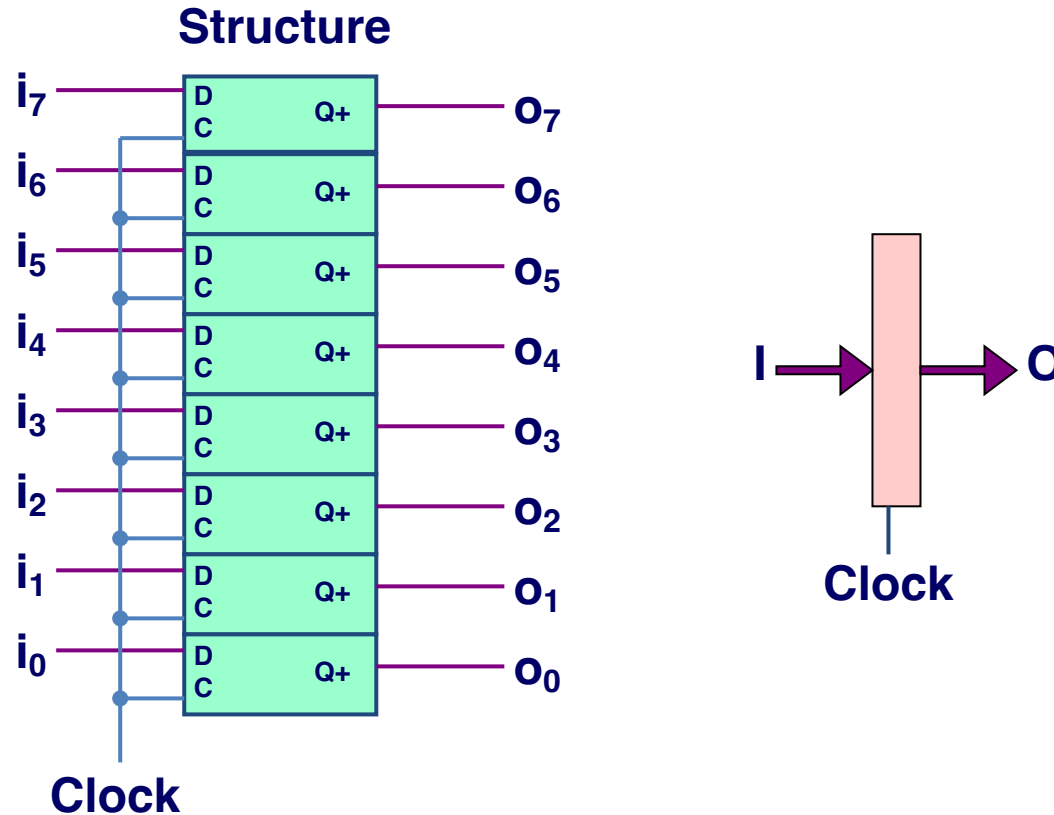
- Select one of 4 inputs based on two control bits
- HCL case expression
- Simplify tests by assuming sequential matching

Arithmetic Logic Unit



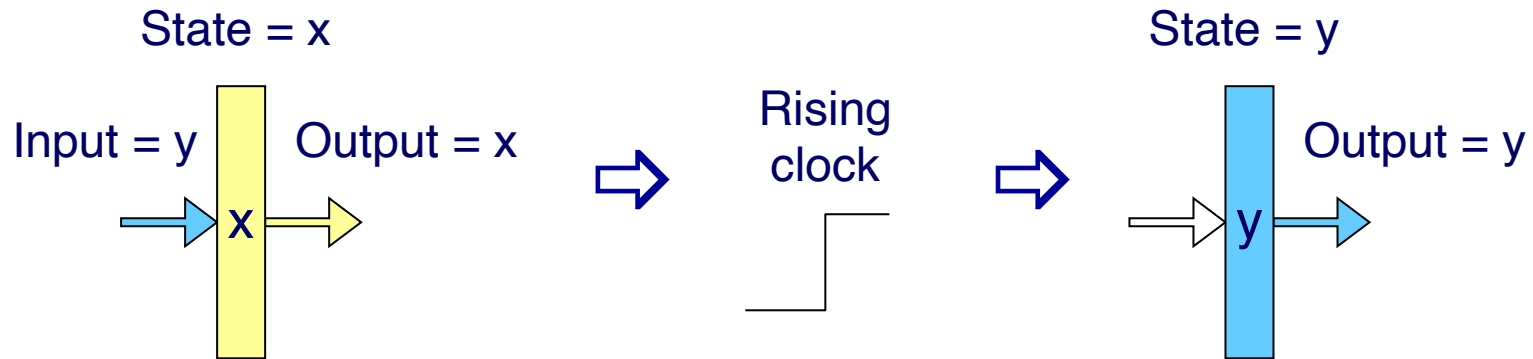
- **Combinational logic**
 - Continuously responding to inputs
- **Control signal selects function computed**
 - Corresponding to 4 arithmetic/logical operations in Y86-64
- **Also computes values for condition codes**

Registers



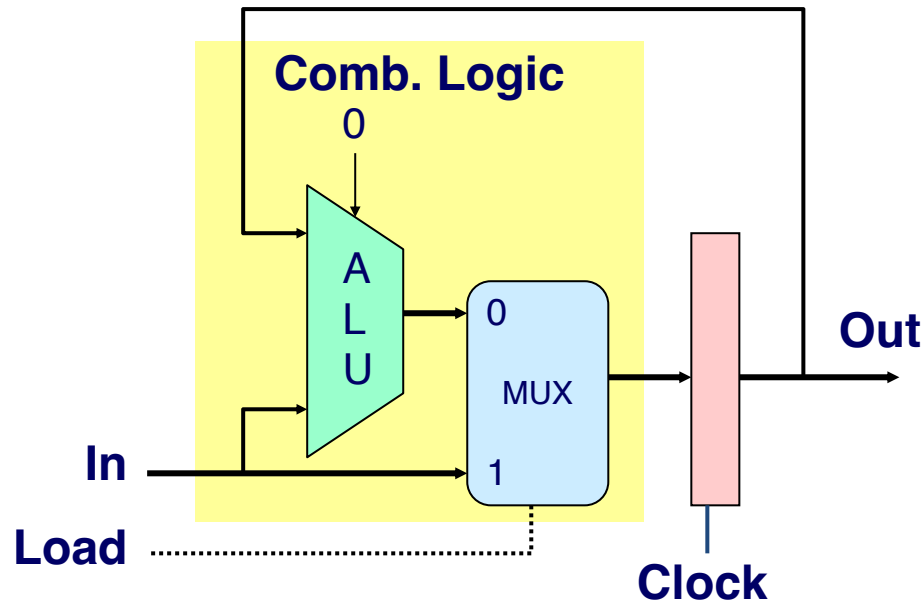
- Stores word of data
 - Different from *program registers* seen in assembly code
- Collection of edge-triggered latches
- Loads input on rising edge of clock

Register Operation

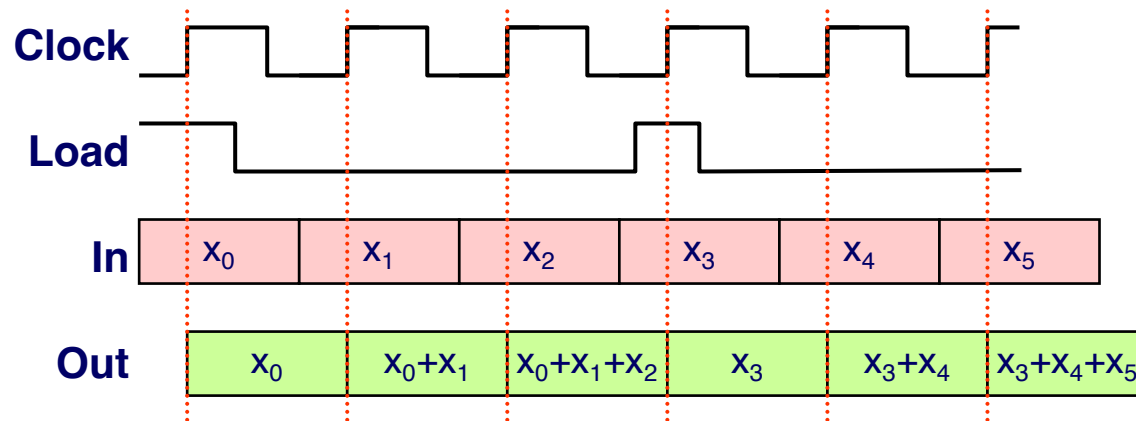


- Stores data bits
- For most of time acts as barrier between input and output
- As clock rises, loads input

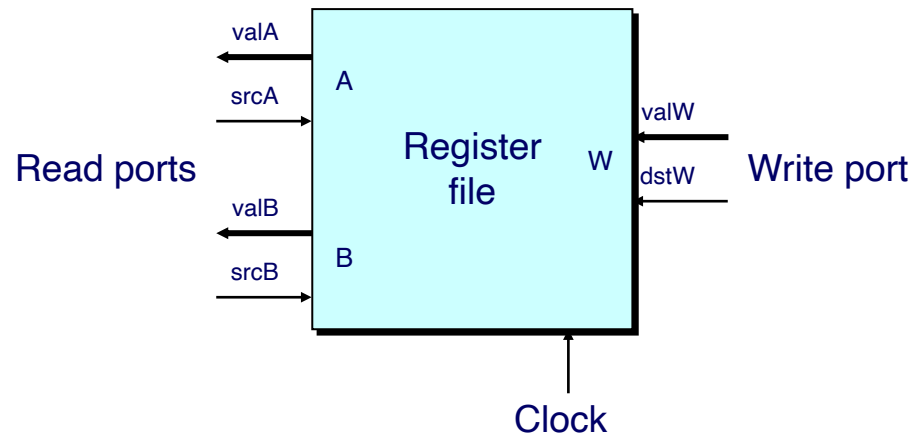
State Machine Example



- Accumulator circuit
- Load or accumulate on each cycle

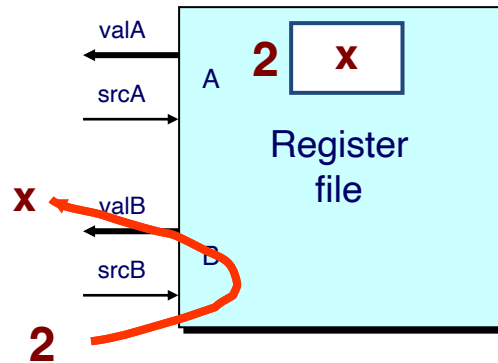


Random-Access Memory



- **Stores multiple words of memory**
 - Address input specifies which word to read or write
- **Register file**
 - Holds values of program registers
 - `%rax`, `%rsp`, etc.
 - Register identifier serves as address
 - » ID 15 (0xF) implies no read or write performed
- **Multiple Ports**
 - Can read and/or write multiple words in one cycle
 - » Each has separate address and data input/output

Register File Timing

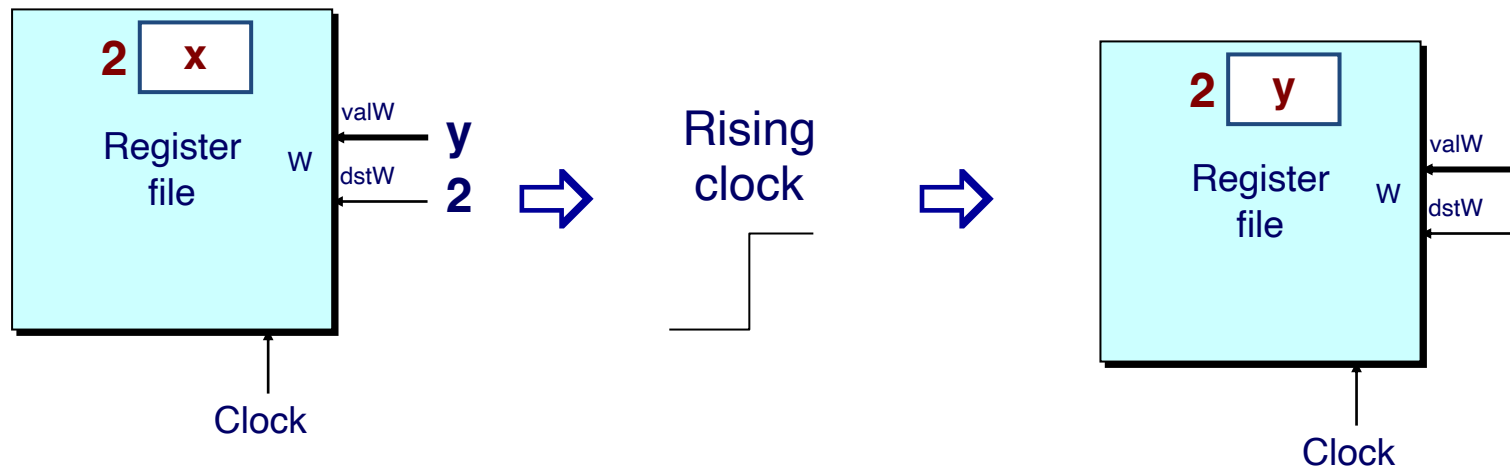


■ Reading

- Like combinational logic
- Output data generated based on input address
 - After some delay

■ Writing

- Like register
- Update only as clock rises



Hardware Control Language

- Very simple hardware description language
- Can only express limited aspects of hardware operation
 - Parts we want to explore and modify

■ Data Types

- `bool`: Boolean
 - `a`, `b`, `c`, ...
- `int`: words
 - `A`, `B`, `C`, ...
 - Does not specify word size---bytes, 64-bit words, ...

■ Statements

- `bool a = bool-expr ;`
- `int A = int-expr ;`

HCL Operations

- Classify by type of value returned

■ Boolean Expressions

- Logic Operations

- `a && b, a || b, !a`

- Word Comparisons

- `A == B, A != B, A < B, A <= B, A >= B, A > B`

- Set Membership

- `A in { B, C, D }`

» Same as `A == B || A == C || A == D`

■ Word Expressions

- Case expressions

- `[a : A; b : B; c : C]`
- Evaluate test expressions `a, b, c, ...` in sequence
- Return word expression `A, B, C, ...` for first successful test

Summary

■ Computation

- Performed by combinational logic
- Computes Boolean functions
- Continuously reacts to input changes

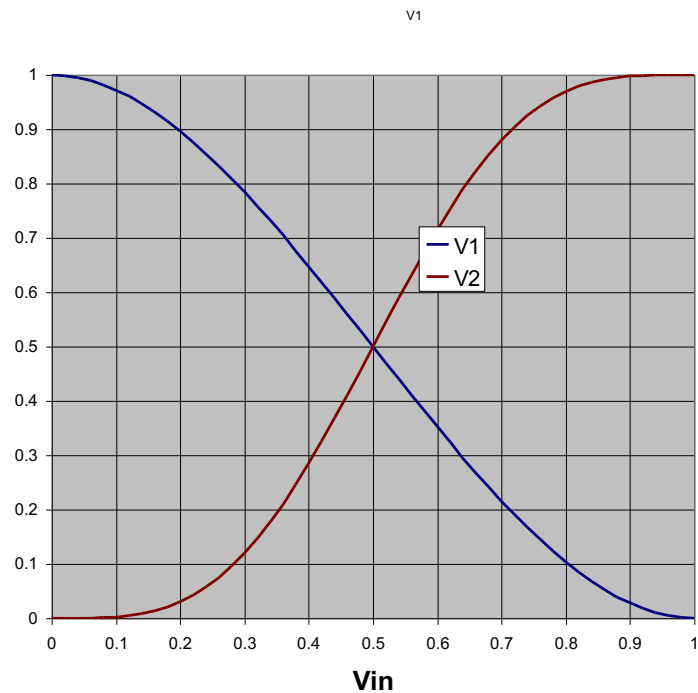
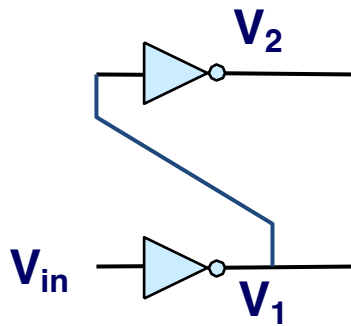
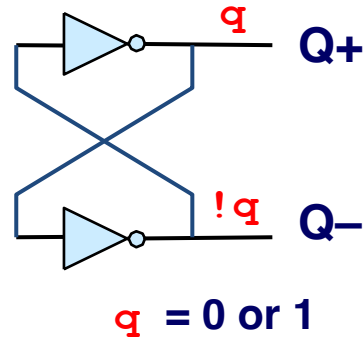
■ Storage

- Registers
 - Hold single words
 - Loaded as clock rises
- Random-access memories
 - Hold multiple words
 - Possible multiple read or write ports
 - Read word when address input changes
 - Write word as clock rises

Additional Slides

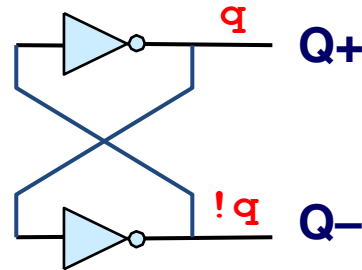
Storing 1 Bit

Bistable Element

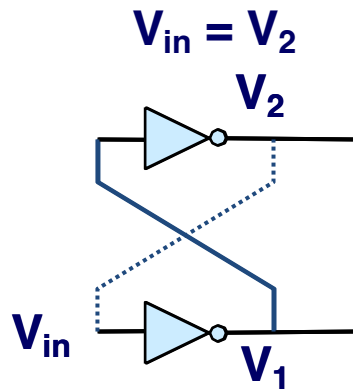


Storing 1 Bit (cont.)

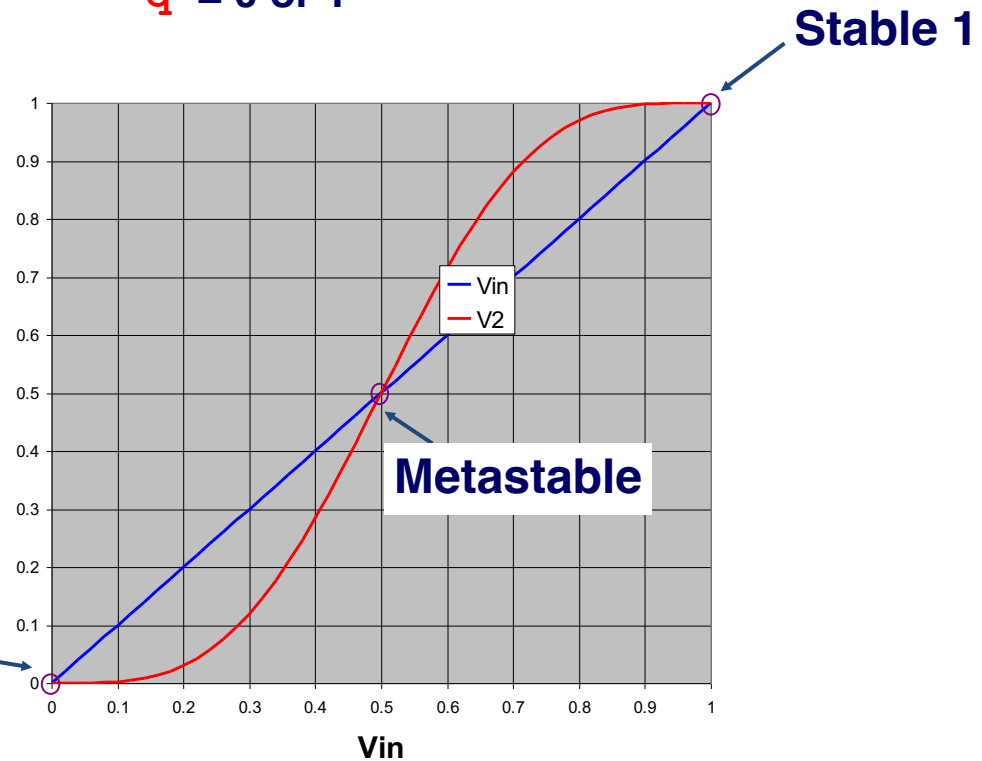
Bistable Element



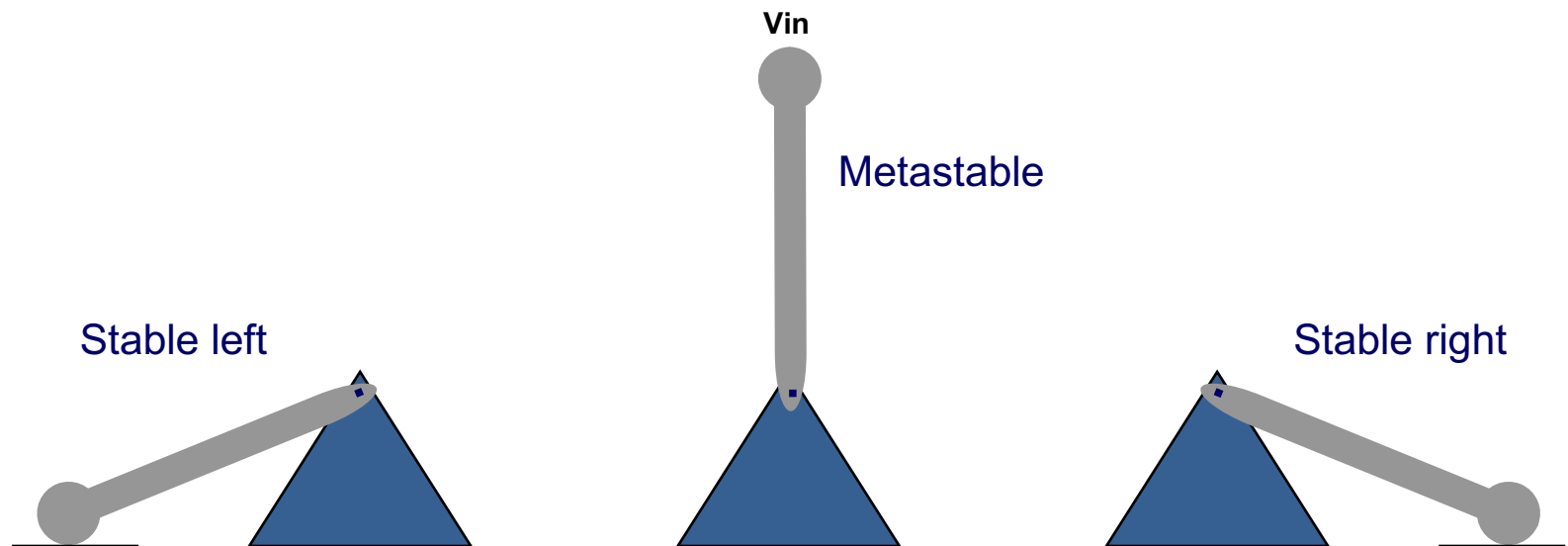
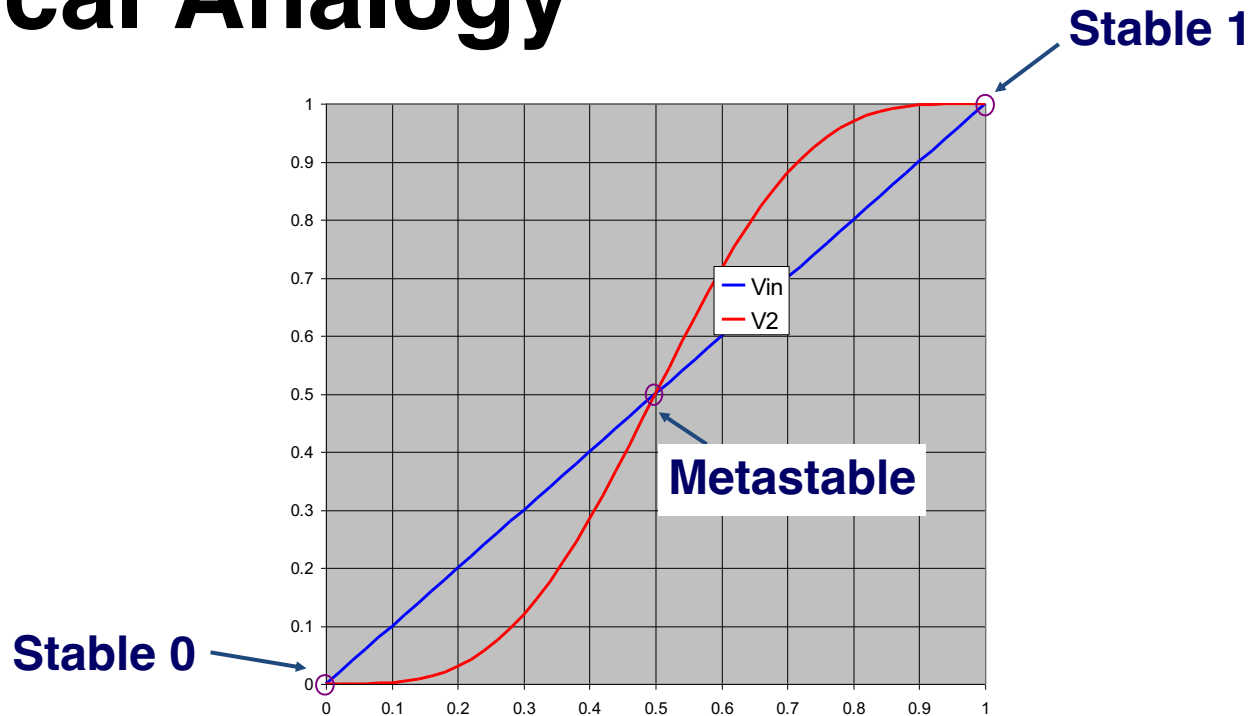
$q = 0 \text{ or } 1$



Stable 0

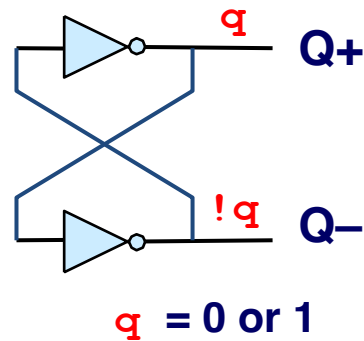


Physical Analogy

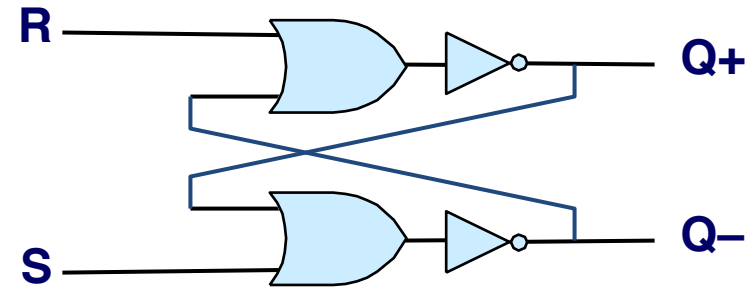


Storing and Accessing 1 Bit

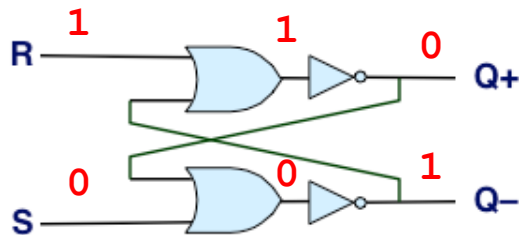
Bistable Element



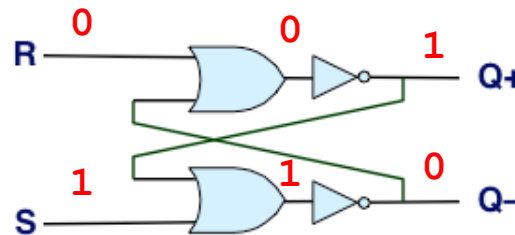
R-S Latch



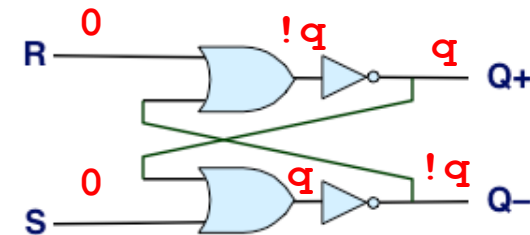
Resetting



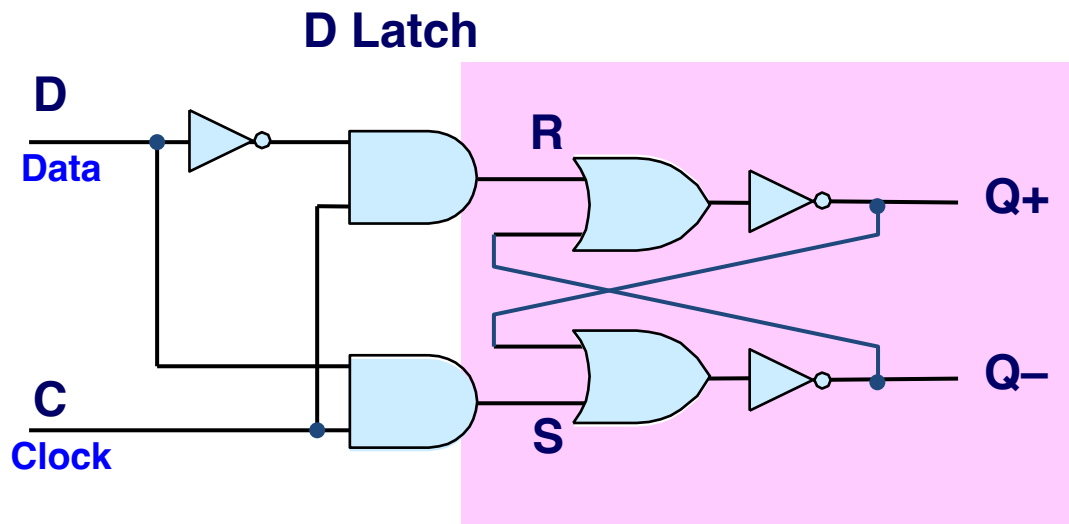
Setting



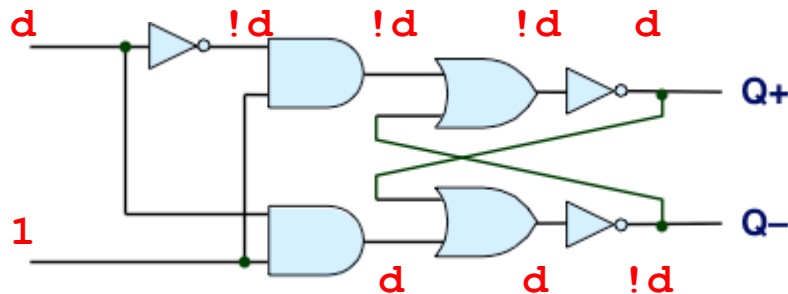
Storing



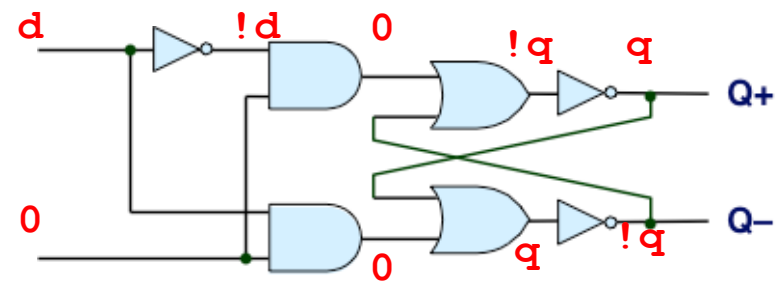
1-Bit Latch



Latching

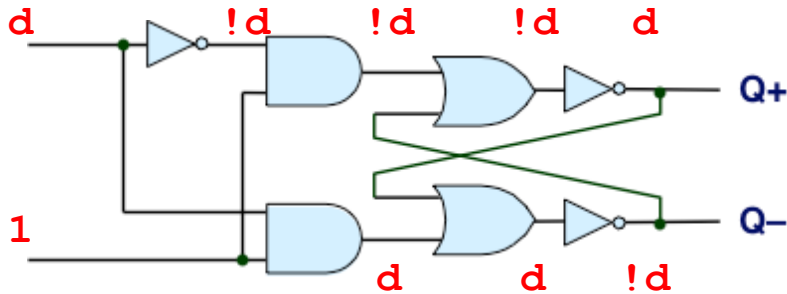


Storing

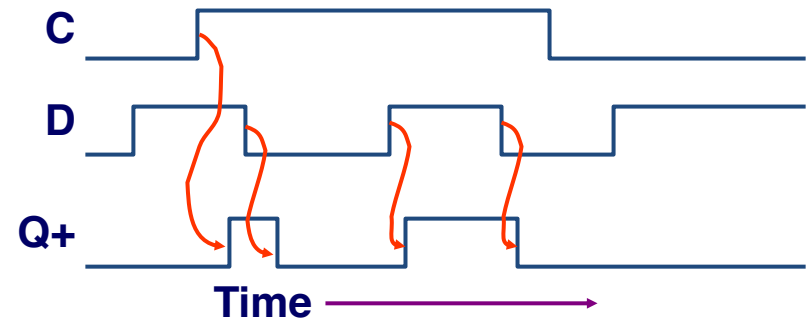


Transparent 1-Bit Latch

Latching

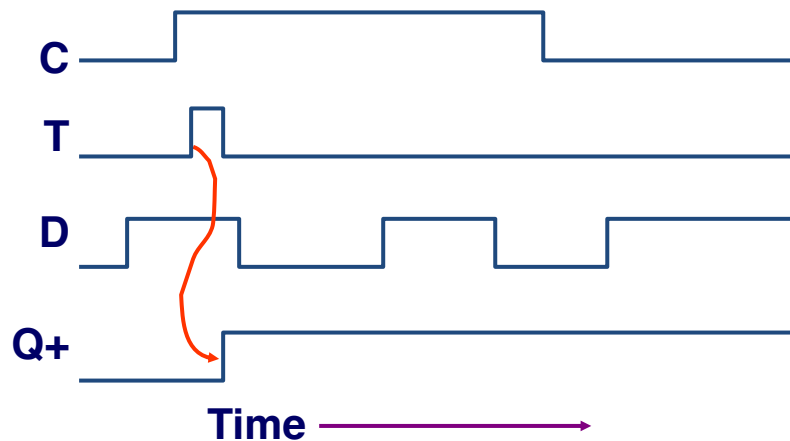
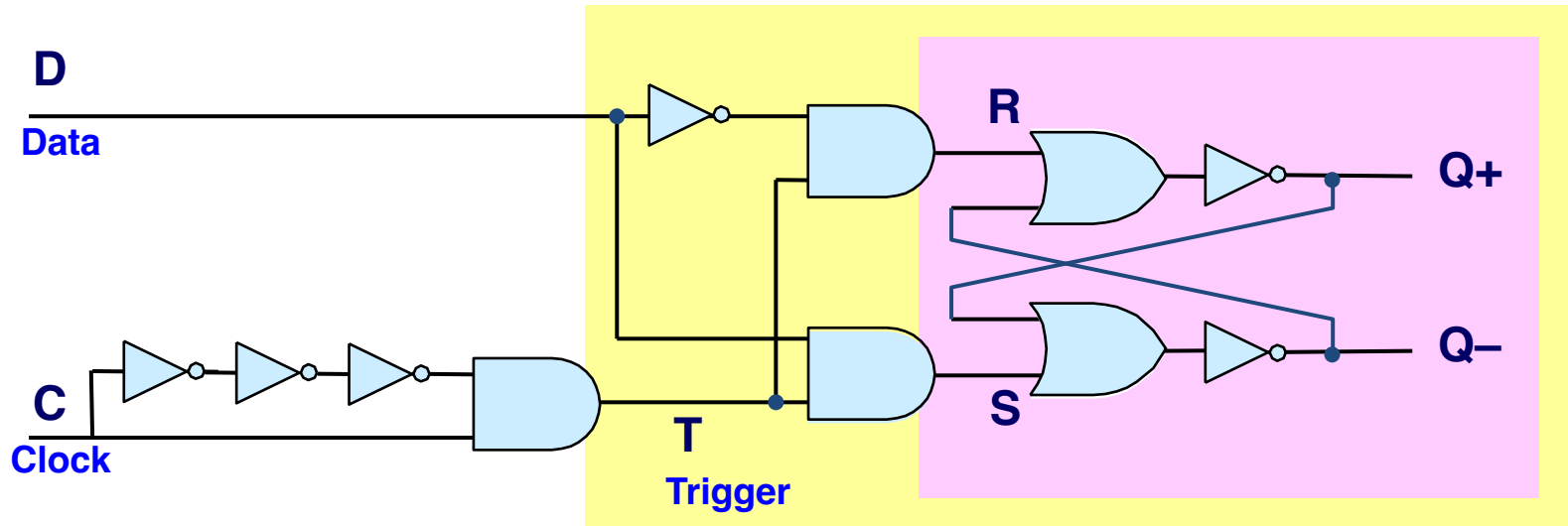


Changing D



- When in latching mode, combinational propagation from D to $Q+$ and $Q-$
- Value latched depends on value of D as C falls

Edge-Triggered Latch



- Only in latching mode for brief period
 - Rising clock edge
- Value latched depends on data as clock rises
- Output remains stable at all other times