

Processor Architecture II: SEQ: Sequential Implementation

Introduction to Computer Systems
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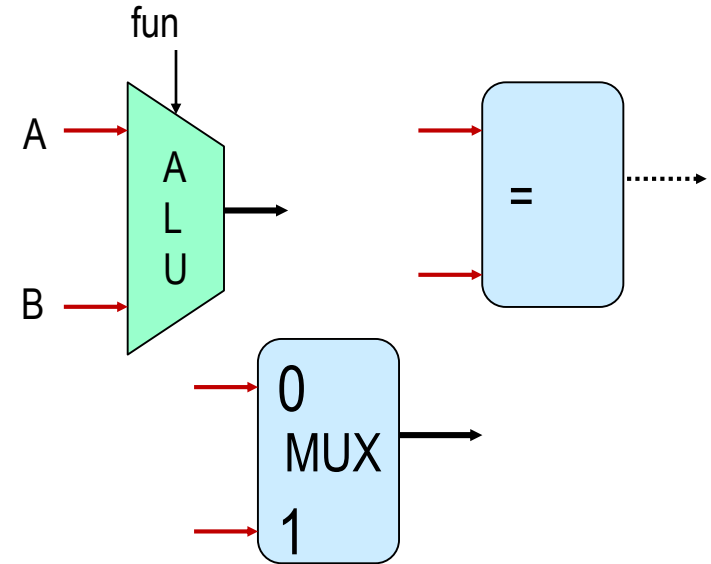
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Building Blocks

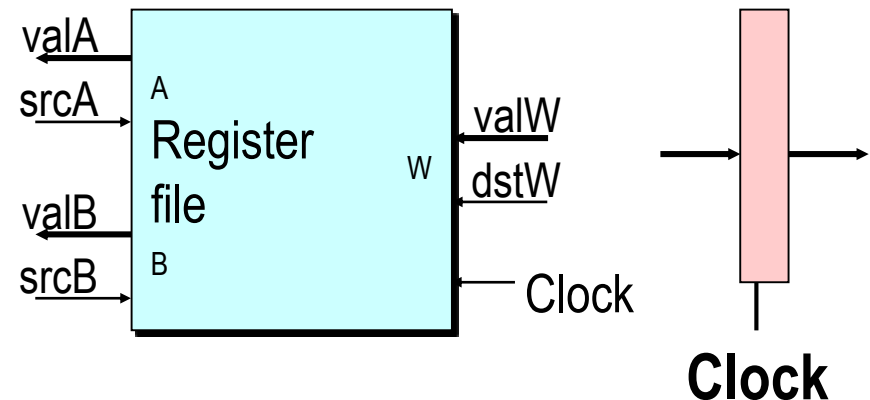
■ Combinational Logic

- 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



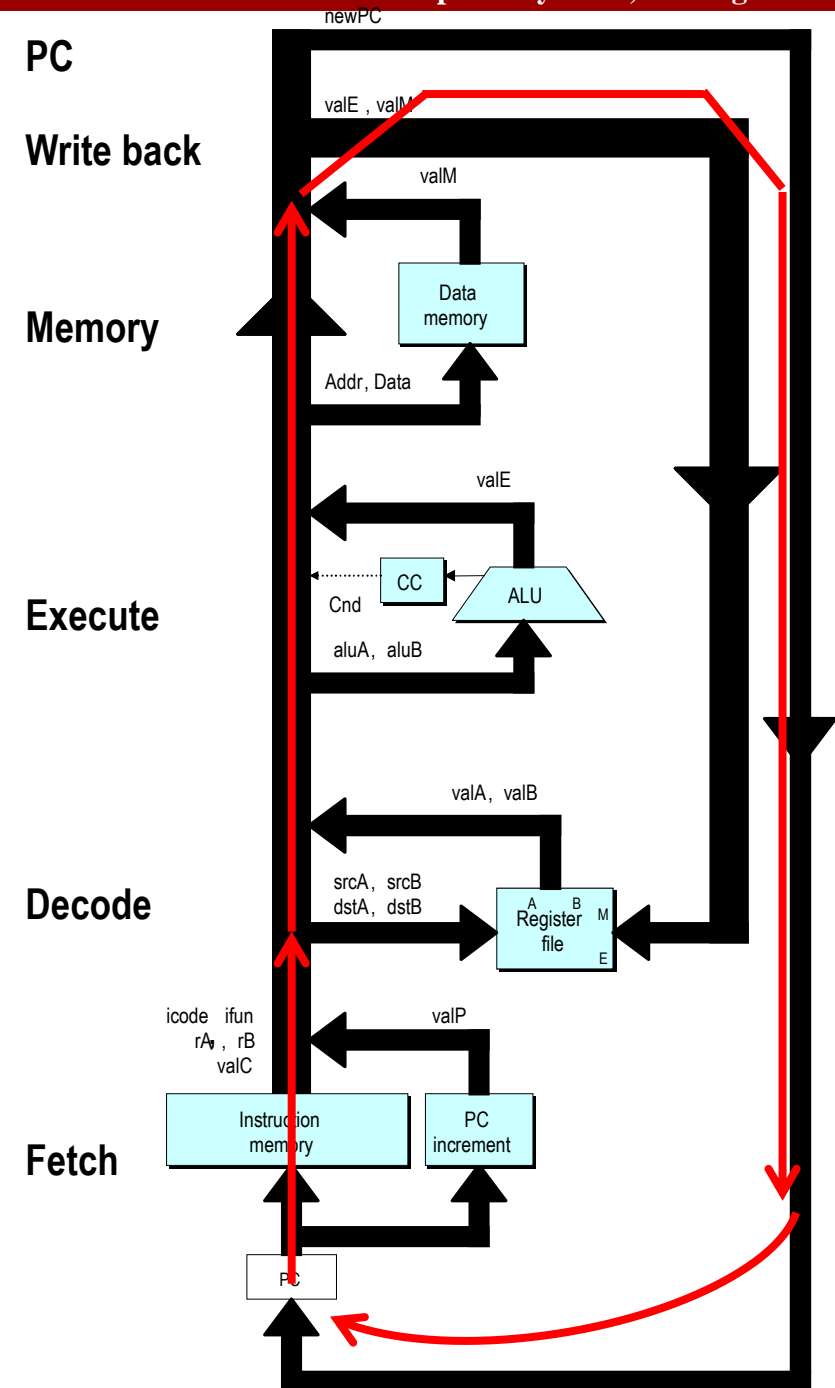
SEQ Hardware Structure

■ 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

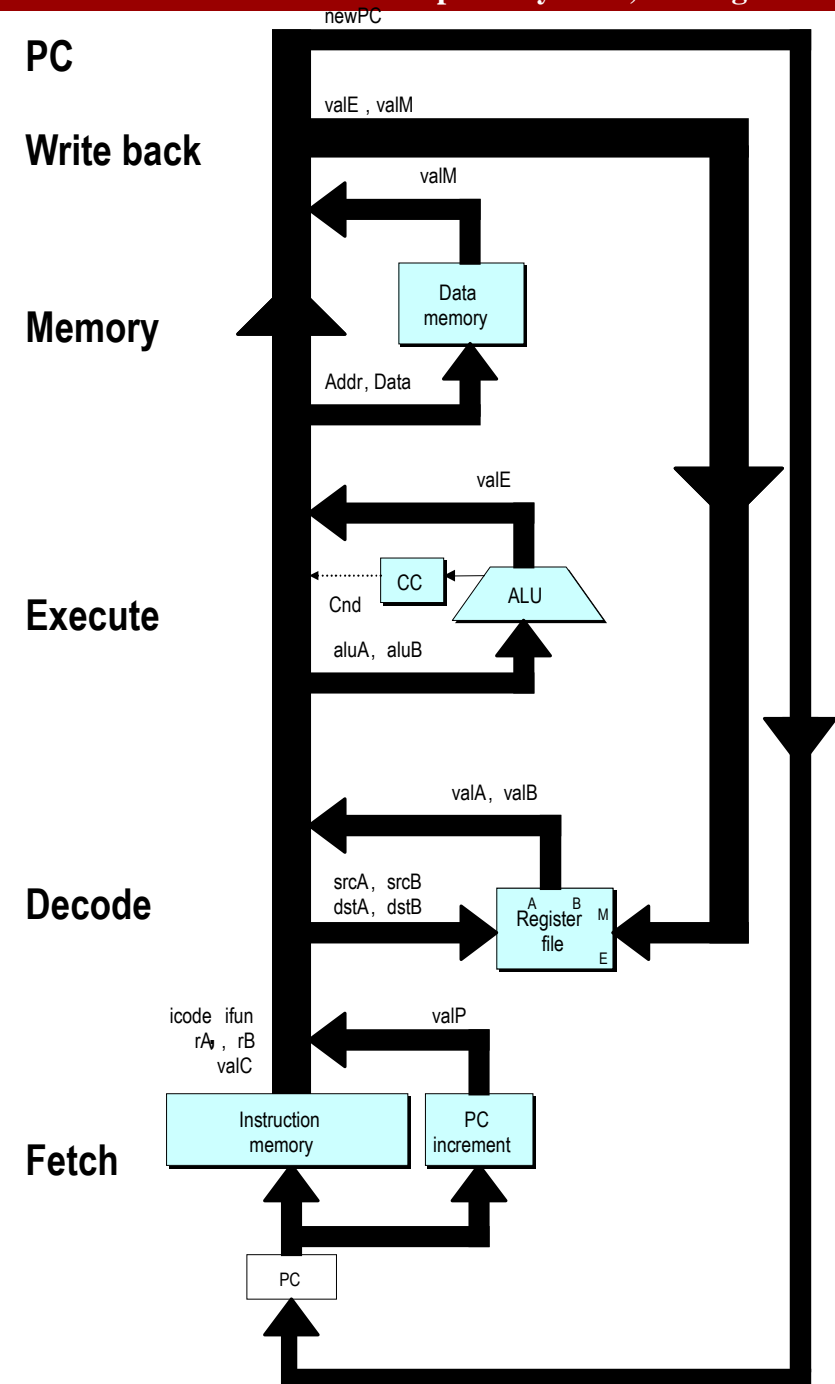
- Read or write data

■ Write Back

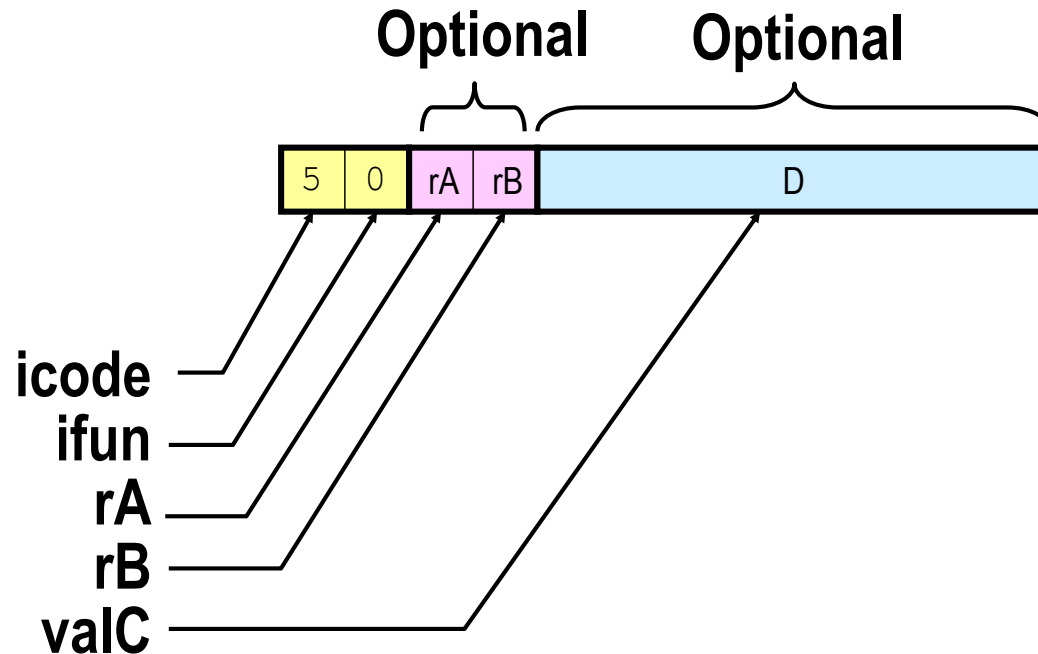
- Write program registers

■ PC

- Update program counter



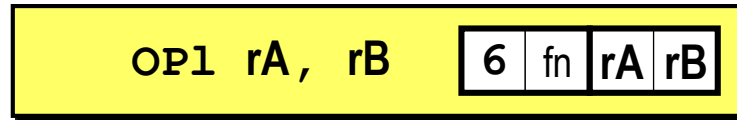
Instruction Decoding



■ 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

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

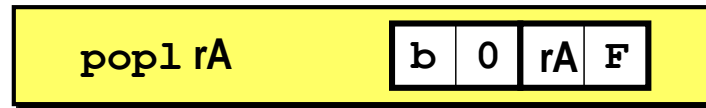
- Increment PC by 6

Stage Computation: `rmmovl`

	<code>rmmovl rA, D(rB)</code>	
Fetch	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$ $\text{rA:rB} \leftarrow M_1[\text{PC}+1]$ $\text{valC} \leftarrow M_4[\text{PC}+2]$ $\text{valP} \leftarrow \text{PC}+6$	Read instruction byte Read register byte Read displacement D Compute next PC
Decode	$\text{valA} \leftarrow R[\text{rA}]$ $\text{valB} \leftarrow R[\text{rB}]$	Read operand A Read operand B
Execute	$\text{valE} \leftarrow \text{valB} + \text{valC}$	Compute effective address
Memory	$M_4[\text{valE}] \leftarrow \text{valA}$	Write value to memory
Write back		
PC update	$\text{PC} \leftarrow \text{valP}$	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

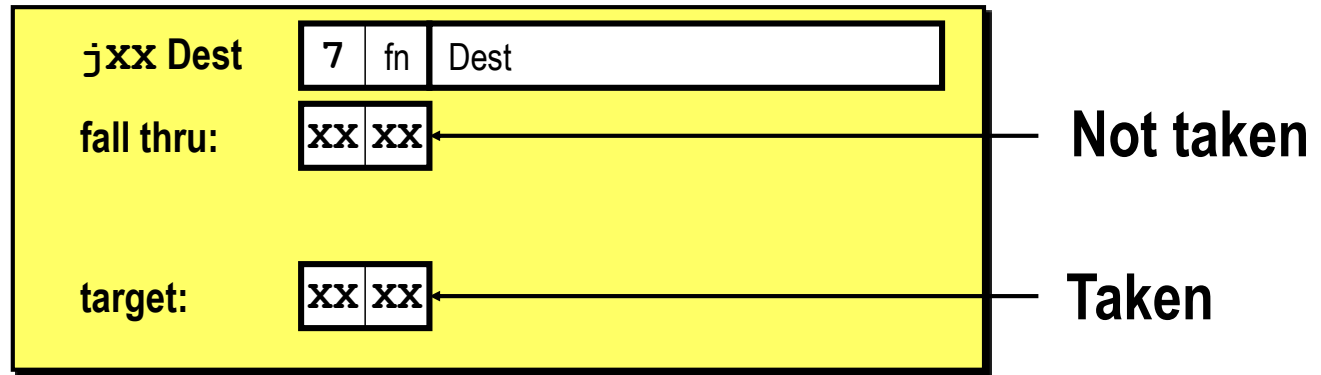
- Increment PC by 2

Stage Computation: popl

	popl rA	
Fetch	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$ $\text{rA:rB} \leftarrow M_1[\text{PC}+1]$	Read instruction byte Read register byte
Decode	$\text{valP} \leftarrow \text{PC}+2$ $\text{valA} \leftarrow R[\%esp]$ $\text{valB} \leftarrow R[\%esp]$	Compute next PC Read stack pointer Read stack pointer
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer
Memory	$\text{valM} \leftarrow M_1[\text{valA}]$	Read from stack
Write back	$R[\%esp] \leftarrow \text{valE}$ $R[\text{rA}] \leftarrow \text{valM}$	Update stack pointer Write back result
PC update	$\text{PC} \leftarrow \text{valP}$	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

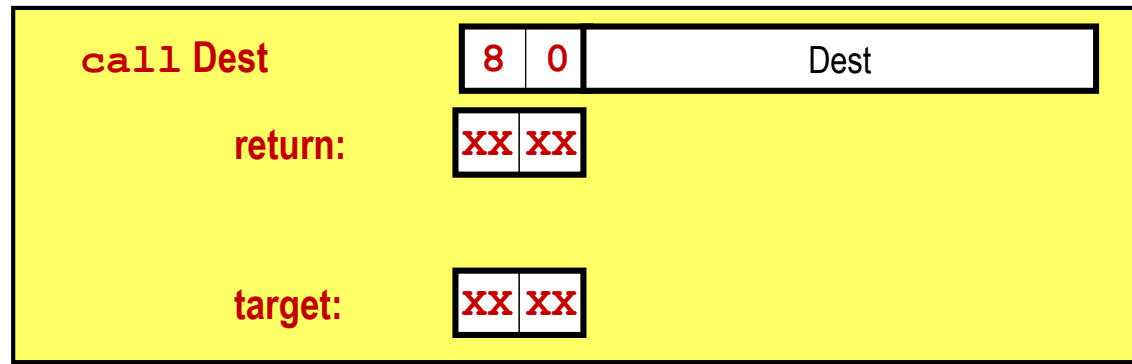
- Set PC to Dest if branch taken or to incremented PC if not branch

Stage Computation: Jumps

	iXX Dest	
Fetch	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$ $\text{valC} \leftarrow M_4[\text{PC}+1]$ $\text{valP} \leftarrow \text{PC}+5$	Read instruction byte Target address Fall through address
Decode		
Execute	$\text{Cnd} \leftarrow \text{Cond}(\text{CC.ifun})$	Take branch?
Memory		
Write back		
PC update	$\text{PC} \leftarrow \text{Cnd} ? \text{valC} : \text{valP}$	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

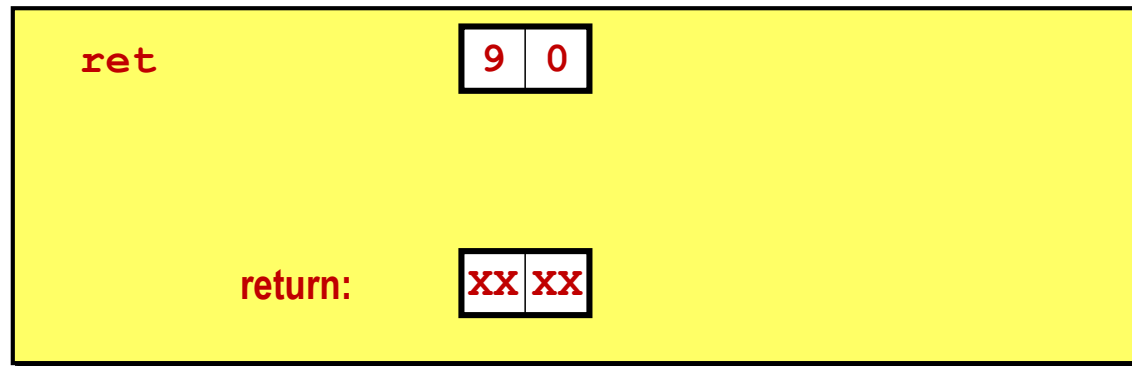
- Set PC to Dest

Stage Computation: `call`

	<code>call</code> Dest	
Fetch	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$ $\text{valC} \leftarrow M_1[\text{PC}+1]$ $\text{valP} \leftarrow \text{PC}+5$	Read instruction byte Target address Return address
Decode	$\text{valB} \leftarrow R[\%esp]$	Read stack pointer
Execute	$\text{valE} \leftarrow \text{valB} + -4$	Decrement stack pointer
Memory	$M_4[\text{valE}] \leftarrow \text{valP}$	Write return value on stack
Write back	$R[\%esp] \leftarrow \text{valE}$	Update stack pointer
PC update	$\text{PC} \leftarrow \text{valC}$	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`

<code>ret</code>		
Fetch	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$	Read instruction byte
Decode	$\text{valA} \leftarrow R[\%esp]$ $\text{valB} \leftarrow R[\%esp]$	Read operand stack pointer Read operand stack pointer
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer
Memory	$\text{valM} \leftarrow M_4[\text{valA}]$	Read return address
Write back	$R[\%esp] \leftarrow \text{valE}$	Update stack pointer
PC update	$\text{PC} \leftarrow \text{valM}$	Set PC to return address

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

Computation Steps

		OPI rA, rB
Fetch	icode,ifun	$\text{icode:ifun} \leftarrow M_1[\text{PC}]$
	rA,rB	$\text{rA:rB} \leftarrow M_1[\text{PC}+1]$
	valC	
	valP	$\text{valP} \leftarrow \text{PC}+2$
Decode	valA, srcA	$\text{valA} \leftarrow R[\text{rA}]$
	valB, srcB	$\text{valB} \leftarrow R[\text{rB}]$
Execute	valE	$\text{valE} \leftarrow \text{valB OP valA}$
	Cond code	Set CC
Memory	valM	
Write back	dstE	$R[\text{rB}] \leftarrow \text{valE}$
	dstM	
PC update	PC	$\text{PC} \leftarrow \text{valP}$

Read instruction byte
 Read register byte
 [Read constant word]
 Compute next PC
 Read operand A
 Read operand B
 Perform ALU operation
 Set condition code register
 [Memory read/write]
 Write back ALU result
 [Write back memory result]
 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 $\leftarrow M_1[PC]$
	rA,rB	
	valC	valC $\leftarrow M_4[PC+1]$
	valP	valP $\leftarrow PC+5$
Decode	valA, srcA	
	valB, srcB	valB $\leftarrow R[\%esp]$
Execute	valE	valE $\leftarrow valB + -4$
	Cond code	
Memory	valM	$M_4[valE] \leftarrow valP$
Write back	dstE	$R[\%esp] \leftarrow valE$
	dstM	
PC update	PC	PC $\leftarrow valC$

Read instruction byte
 [Read register byte]
 Read constant word
 Compute next PC
 [Read operand A]
 Read operand B
 Perform ALU operation
 [Set condition code reg.]
 [Memory read/write]
 [Write back ALU result]
 Write back memory result
 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

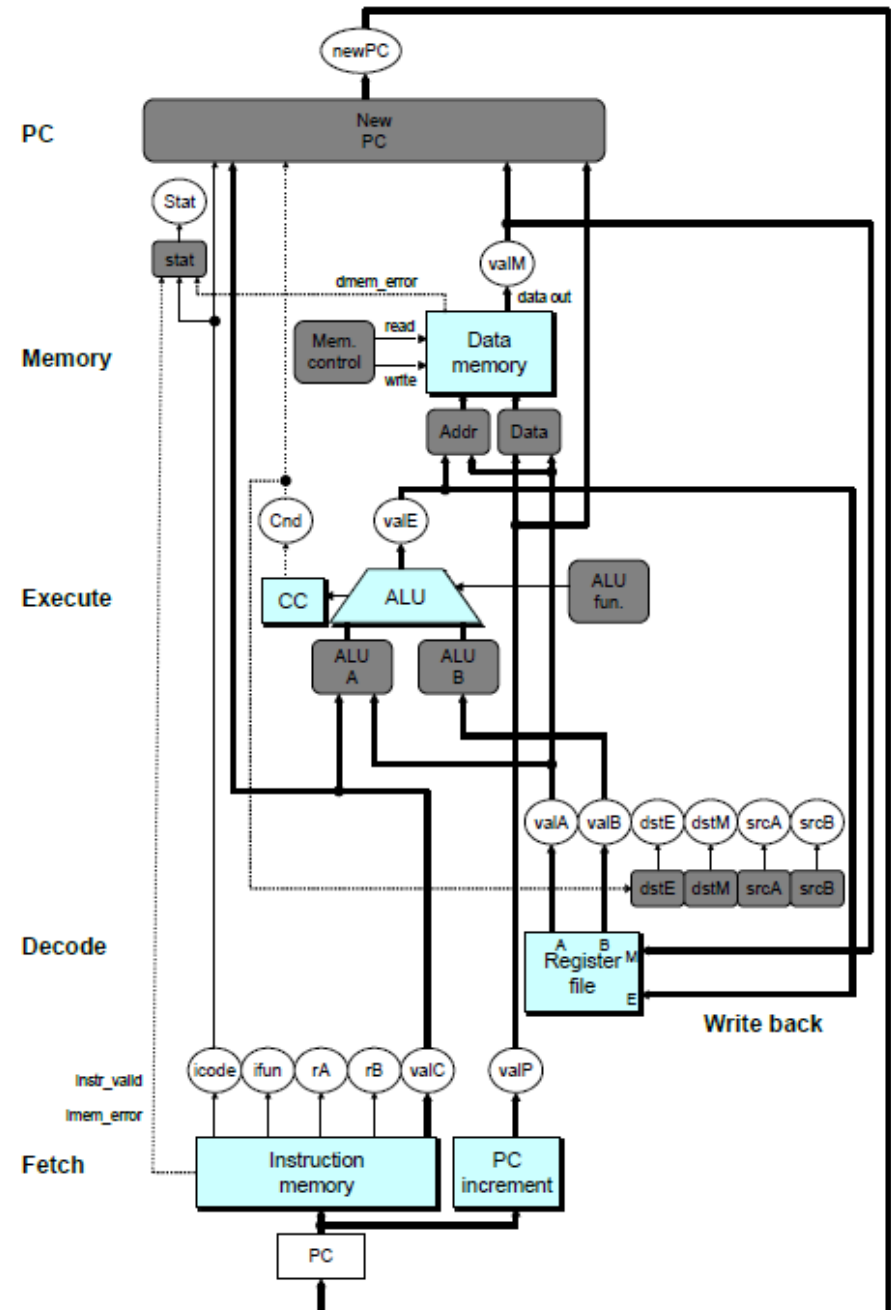
■ Memory

- valM Value from memory

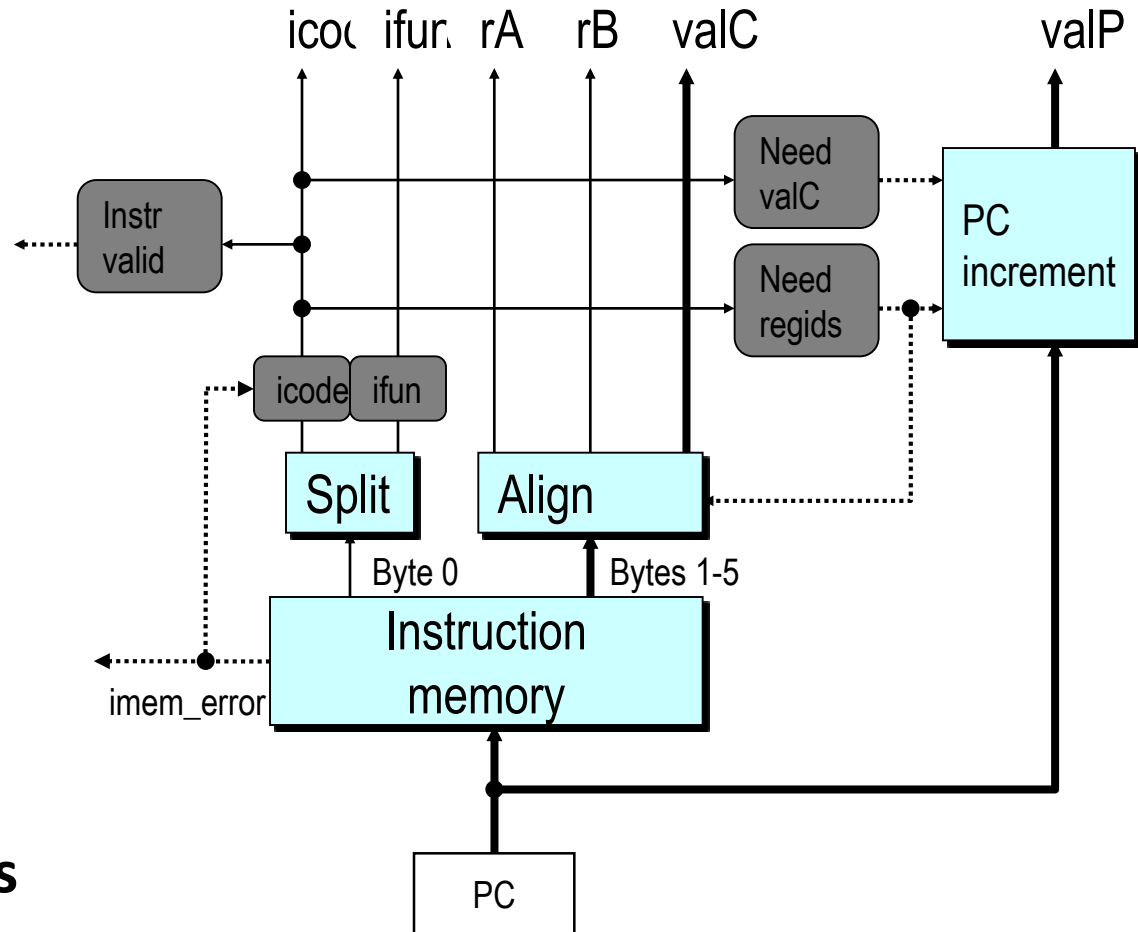
SEQ Hardware

■ 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



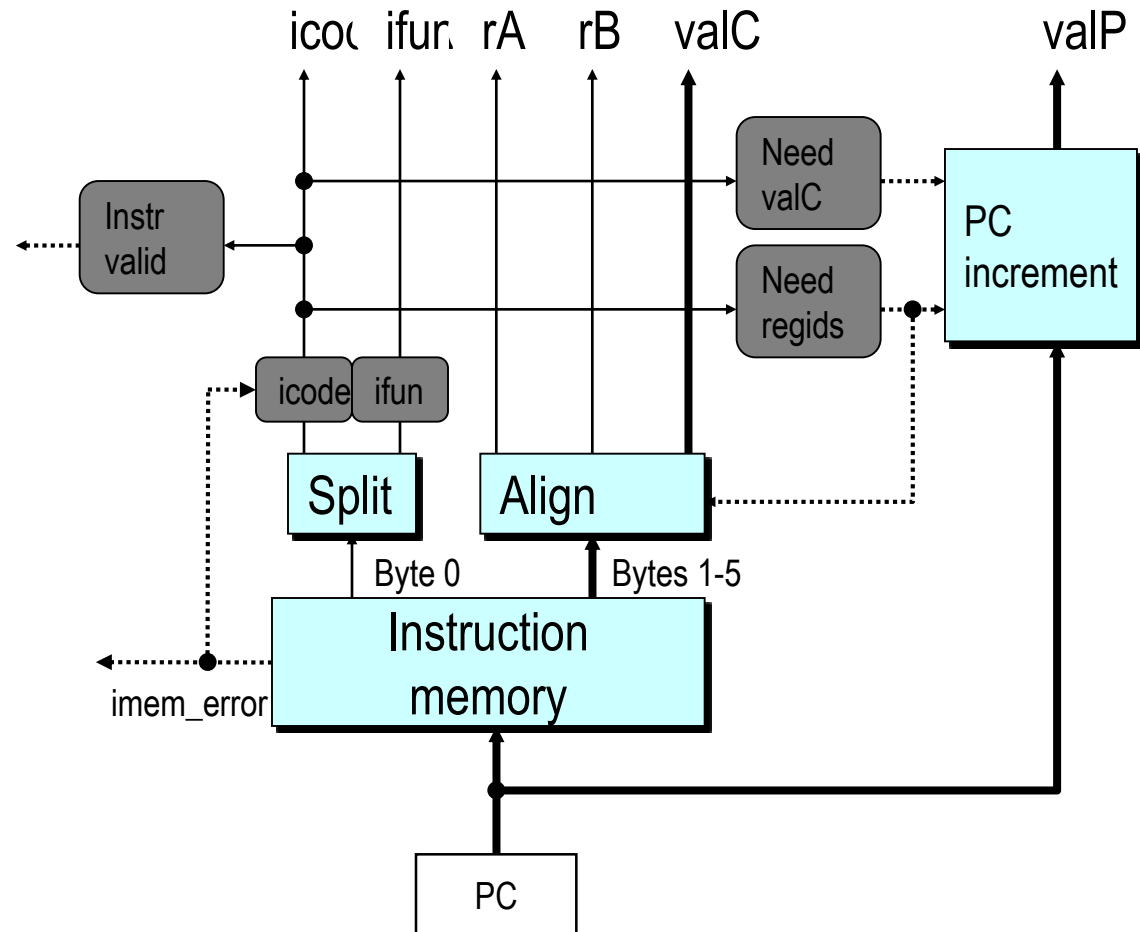
Fetch Logic



■ 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



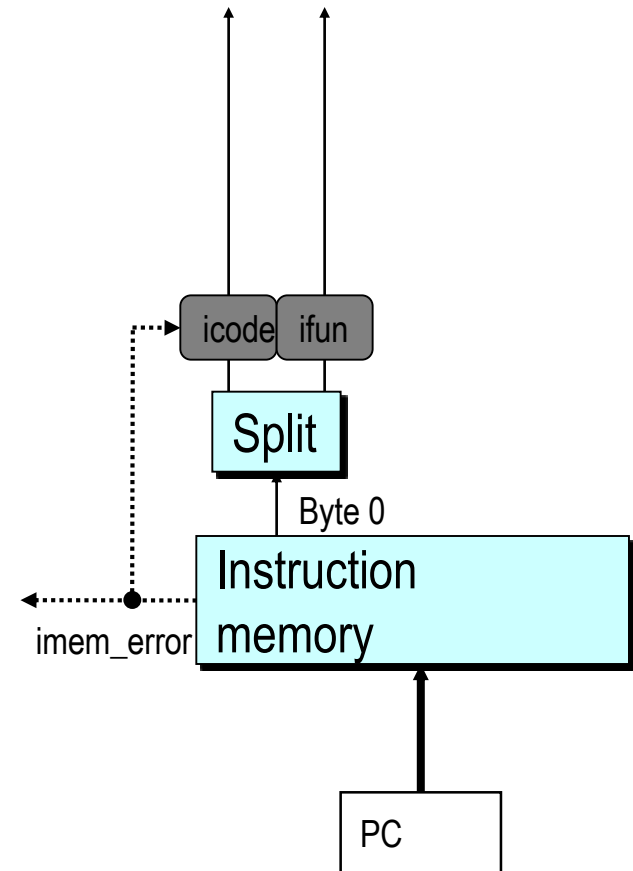
■ Control Logic

- 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?

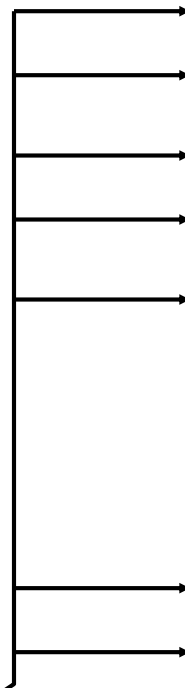
Fetch Control Logic in HCL

```
# 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



halt	0	0		
nop	1	0		
cmovXX rA, rB	2	fn	rA	rB
irmovl V, rB	3	0	F	rB
rmmovl rA, D(rB)	4	0	rA	rB
mrmmovl D(rB), rA	5	0	rA	rB
opl rA, rB	6	fn	rA	rB
jXX Dest	7	fn		Dest
call Dest	8	0		Dest
ret	9	0		
pushl rA	A	0	rA	F
popl rA	B	0	rA	F

```
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

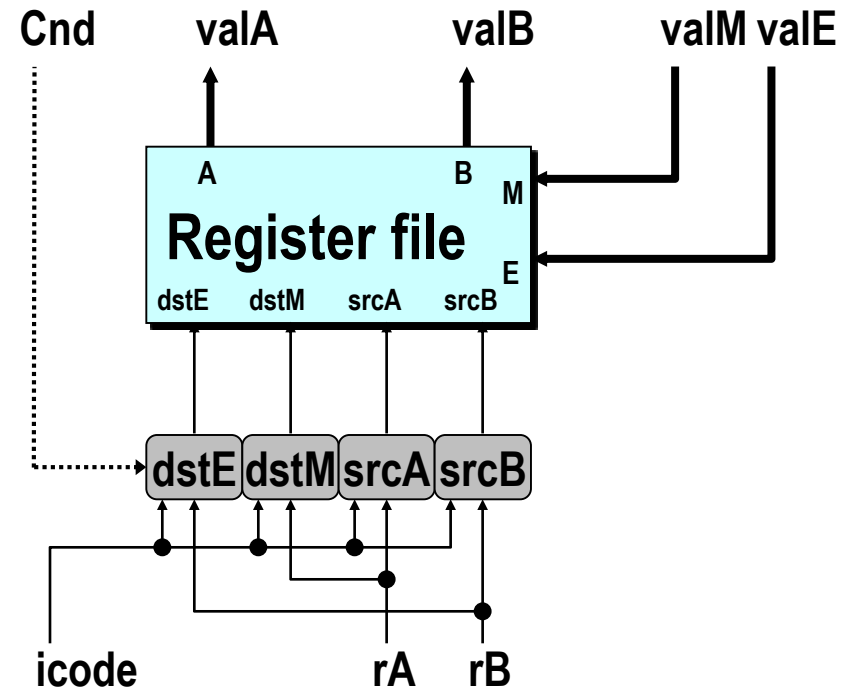
- Read ports A, B
- Write ports E, M
- Addresses are register IDs or 15 (0xF) (no access)

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

	OPl rA, rB	
Decode	$valA \leftarrow R[rA]$	Read operand A
	cmovXX rA, rB	
Decode	$valA \leftarrow R[rA]$	Read operand A
	rmmovl rA, D(rB)	
Decode	$valA \leftarrow R[rA]$	Read operand A
	popl rA	
Decode	$valA \leftarrow R[\%esp]$	Read stack pointer
	jXX Dest	
Decode		No operand
	call Dest	
Decode		No operand
	ret	
Decode	$valA \leftarrow R[\%esp]$	Read stack pointer

```

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

```

E Destination

	OPl rA, rB	
Write-back	$R[rB] \leftarrow valE$	Write back result
	cmovXX rA, rB	
Write-back	$R[rB] \leftarrow valE$	Conditionally write back result
	rmmovl rA, D(rB)	
Write-back		None
	popl rA	
Write-back	$R[\%esp] \leftarrow valE$	Update stack pointer
	jXX Dest	
Write-back		None
	call Dest	
Write-back	$R[\%esp] \leftarrow valE$	Update stack pointer
	ret	
Write-back	$R[\%esp] \leftarrow valE$	Update stack pointer

```

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
];

```

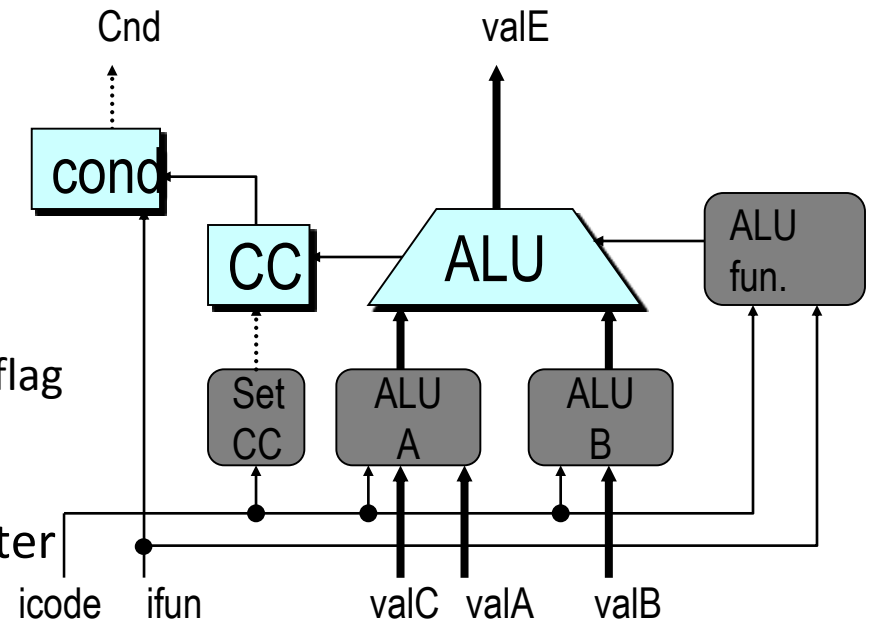
Execute Logic

■ 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

	OPl rA, rB	
Execute	$\text{valE} \leftarrow \text{valB} \text{ OP } \text{valA}$	Perform ALU operation
	cmovXX rA, rB	
Execute	$\text{valE} \leftarrow 0 + \text{valA}$	Pass valA through ALU
	rmmovl rA, D(rB)	
Execute	$\text{valE} \leftarrow \text{valB} + \text{valC}$	Compute effective address
	popl rA	
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer
	jXX Dest	
Execute		No operation
	call Dest	
Execute	$\text{valE} \leftarrow \text{valB} + -4$	Decrement stack pointer
	ret	
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer

```
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 Operation

	OPl rA, rB	
Execute	$\text{valE} \leftarrow \text{valB} \text{ OP } \text{valA}$	Perform ALU operation
	cmovXX rA, rB	
Execute	$\text{valE} \leftarrow 0 + \text{valA}$	Pass valA through ALU
	rmmovl rA, D(rB)	
Execute	$\text{valE} \leftarrow \text{valB} + \text{valC}$	Compute effective address
	popl rA	
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer
	jXX Dest	
Execute		No operation
	call Dest	
Execute	$\text{valE} \leftarrow \text{valB} + -4$	Decrement stack pointer
	ret	
Execute	$\text{valE} \leftarrow \text{valB} + 4$	Increment stack pointer

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

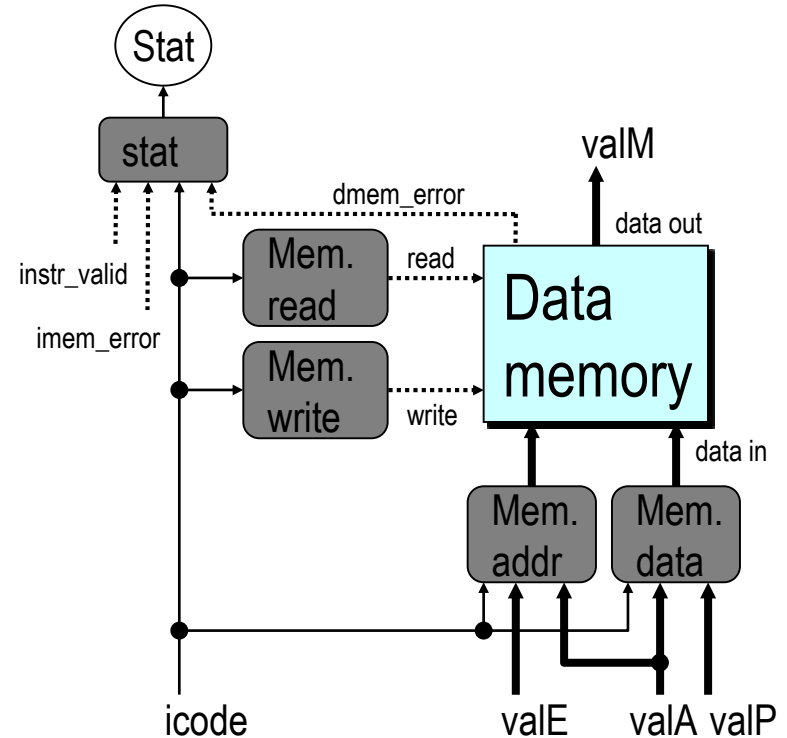
Memory Logic

■ Memory

- Reads or writes memory word

■ Control Logic

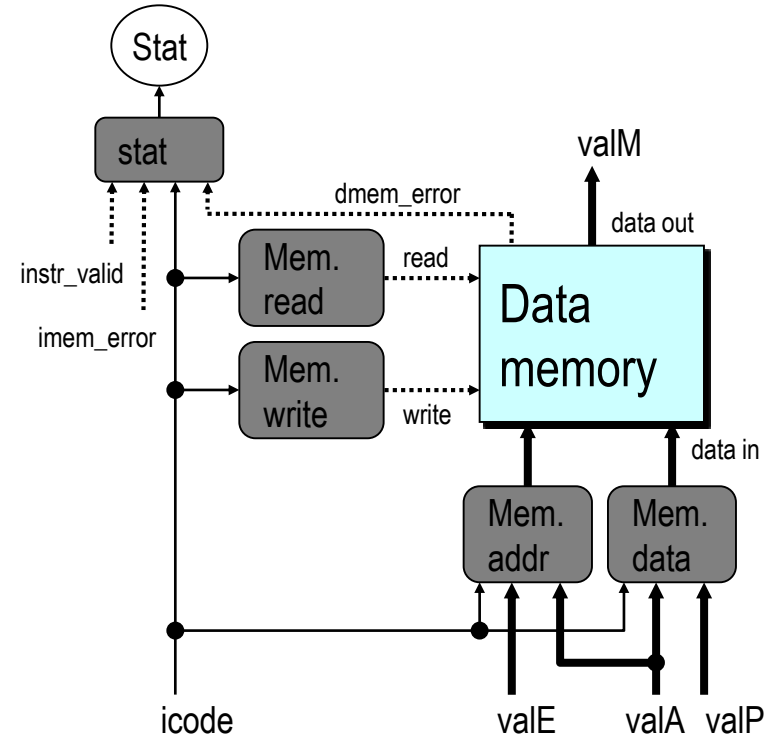
- stat: What is instruction status?
- Mem. read: should word be read?
- Mem. write: should word be written?
- Mem. addr.: Select address
- Mem. data.: Select data



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

	OPl rA, rB	
Memory		No operation
	rmmovl rA, D(rB)	
Memory	$M_4[\text{valE}] \leftarrow \text{valA}$	Write value to memory
	popl rA	
Memory	$\text{valM} \leftarrow M_4[\text{valA}]$	Read from stack
	jXX Dest	
Memory		No operation
	call Dest	
Memory	$M_4[\text{valE}] \leftarrow \text{valP}$	Write return value on stack
	ret	
Memory	$\text{valM} \leftarrow M_4[\text{valA}]$	Read return address

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

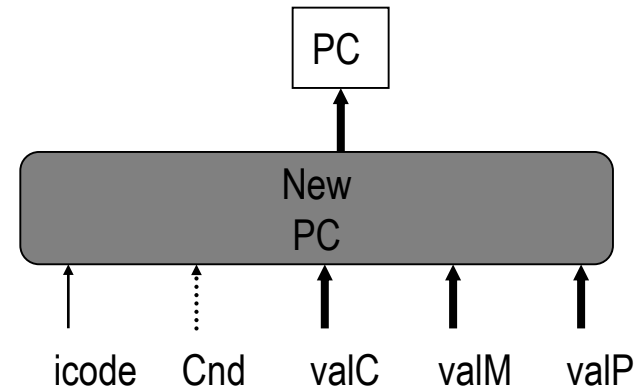
Memory Read

	OPl rA, rB	
Memory		No operation
	rmmovl rA, D(rB)	
Memory	$M_4[valE] \leftarrow valA$	Write value to memory
	popl rA	
Memory	$valM \leftarrow M_4[valA]$	Read from stack
	jXX Dest	
Memory		No operation
	call Dest	
Memory	$M_4[valE] \leftarrow valP$	Write return value on stack
	ret	
Memory	$valM \leftarrow M_4[valA]$	Read return address

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

PC Update Logic

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

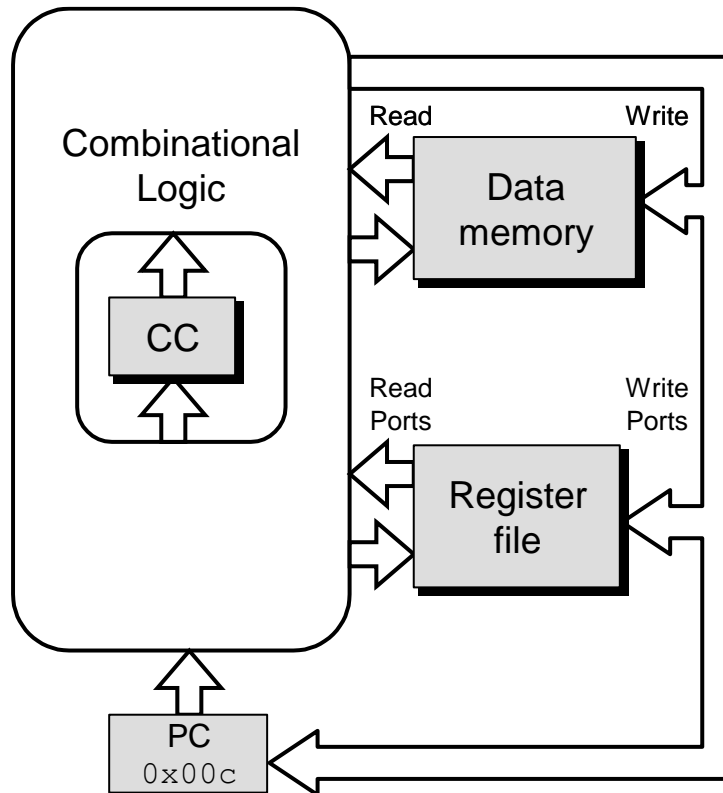


PC Update

	OPl rA, rB	
PC update	PC \leftarrow valP	Update PC
	rmmovl rA, D(rB)	
PC update	PC \leftarrow valP	Update PC
	popl rA	
PC update	PC \leftarrow valP	Update PC
	jXX Dest	
PC update	PC \leftarrow Cnd ? valC : valP	Update PC
	call Dest	
PC update	PC \leftarrow valC	Set PC to destination
	ret	
PC update	PC \leftarrow valM	Set PC to return address

```
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

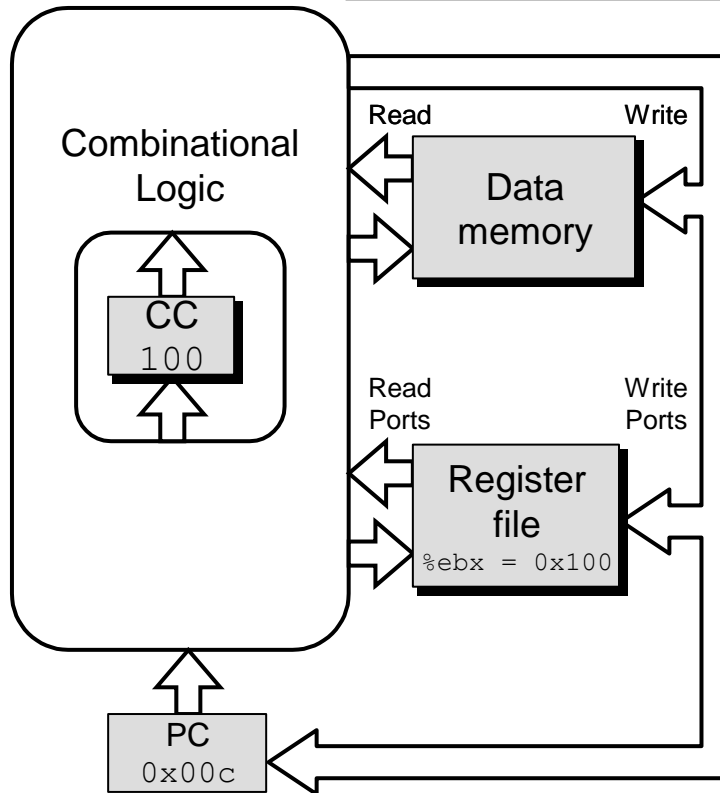
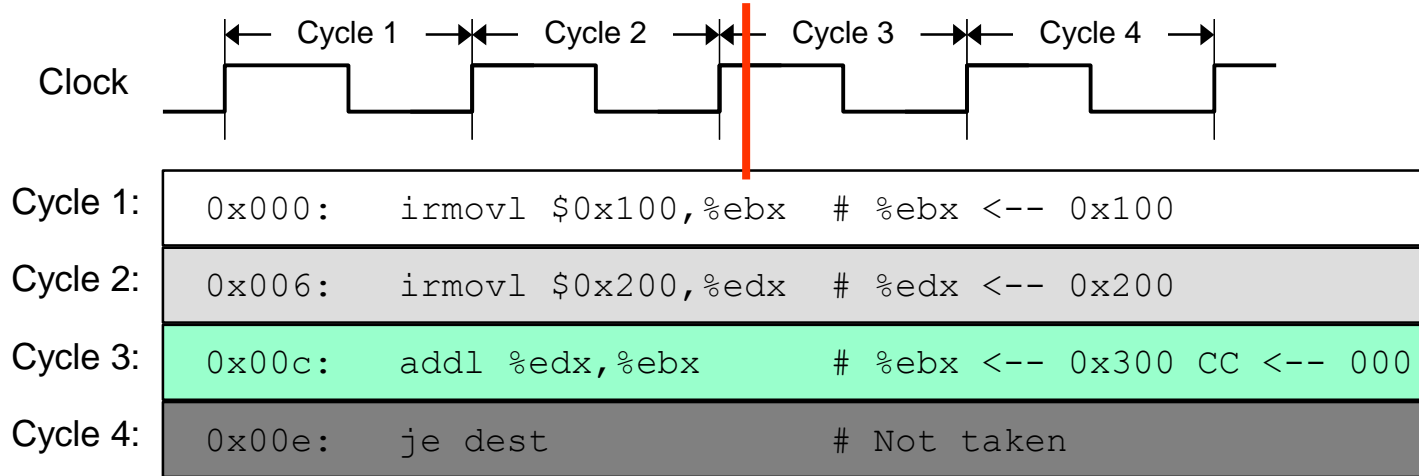
All updated as clock rises

■ Combinational Logic

- ALU
- Control logic
- Memory reads
 - Instruction memory
 - Register file
 - Data memory

SEQ

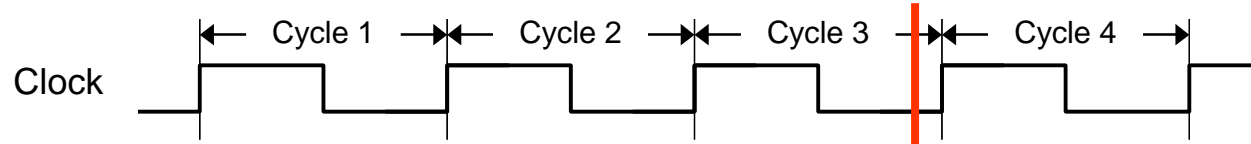
Operation #2



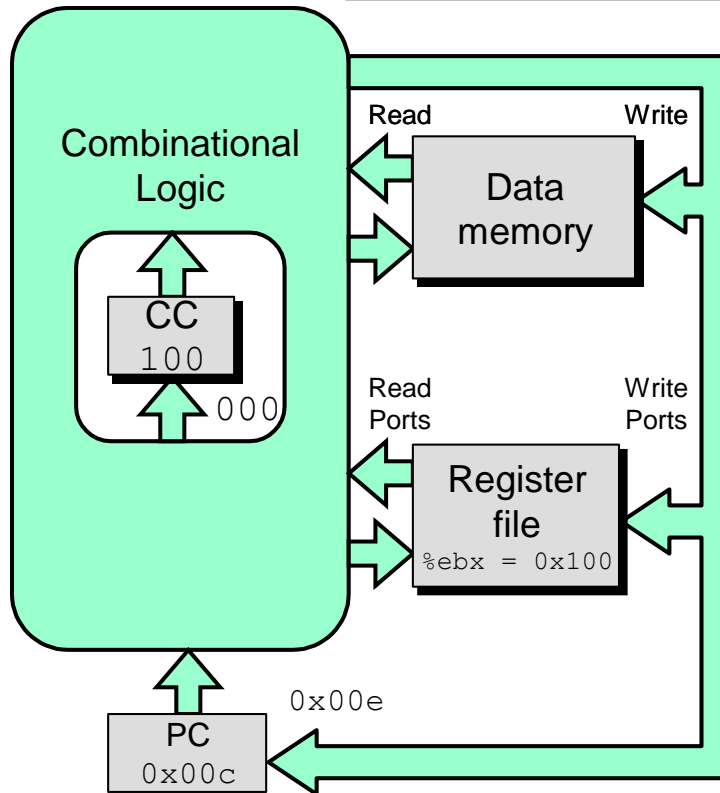
- state set according to second `irmovl` instruction
- combinational logic starting to react to state changes

SEQ

Operation #3



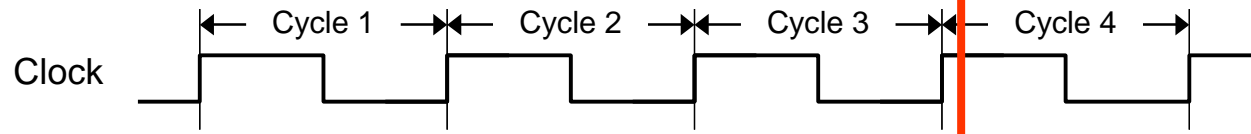
Cycle 1:	0x000: <code>irmovl \$0x100,%ebx</code> # <code>%ebx <-- 0x100</code>
Cycle 2:	0x006: <code>irmovl \$0x200,%edx</code> # <code>%edx <-- 0x200</code>
Cycle 3:	0x00c: <code>addl %edx,%ebx</code> # <code>%ebx <-- 0x300</code> CC <-- 000
Cycle 4:	0x00e: <code>je dest</code> # Not taken



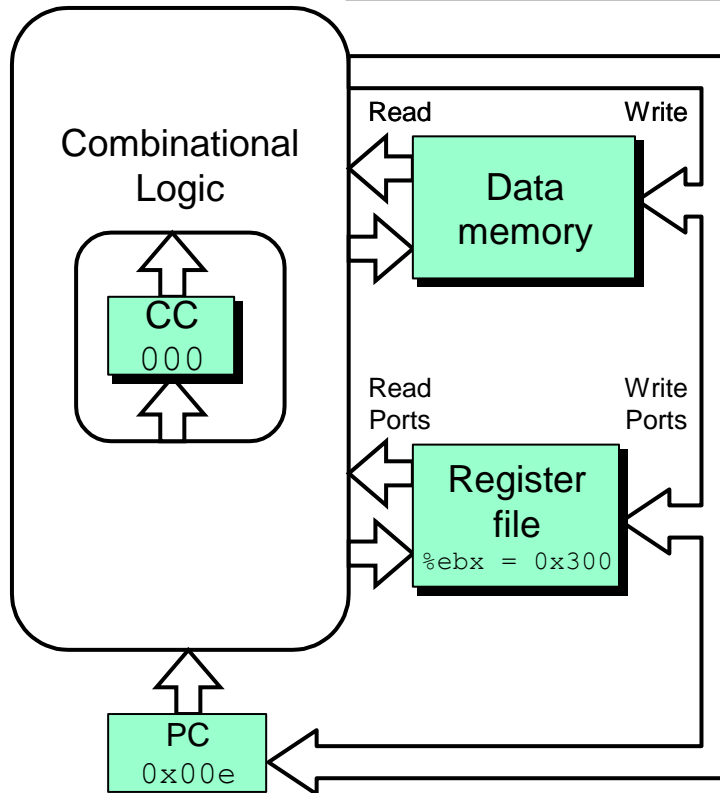
- state set according to second `irmovl` instruction
- combinational logic generates results for `addl` instruction

SEQ

Operation #4



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

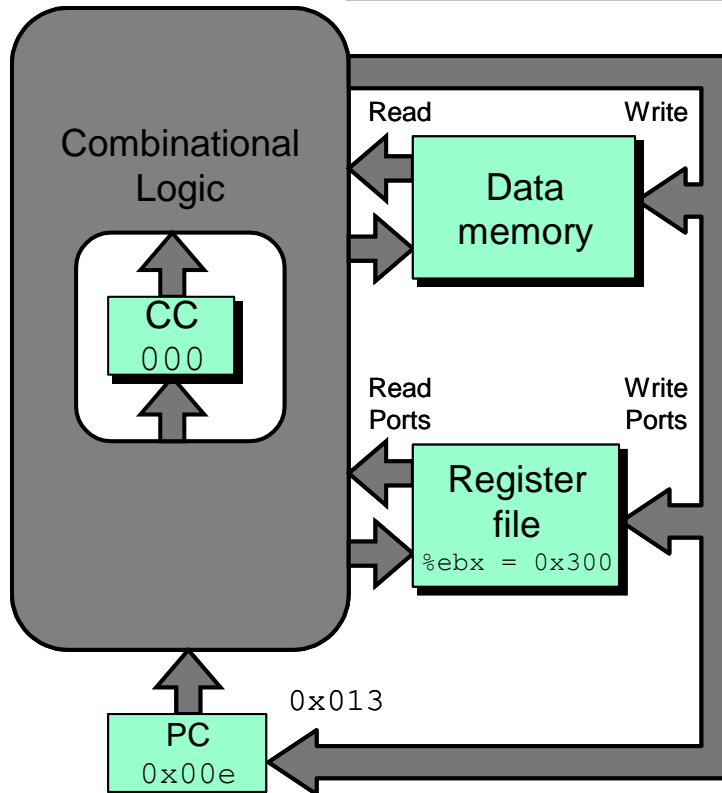
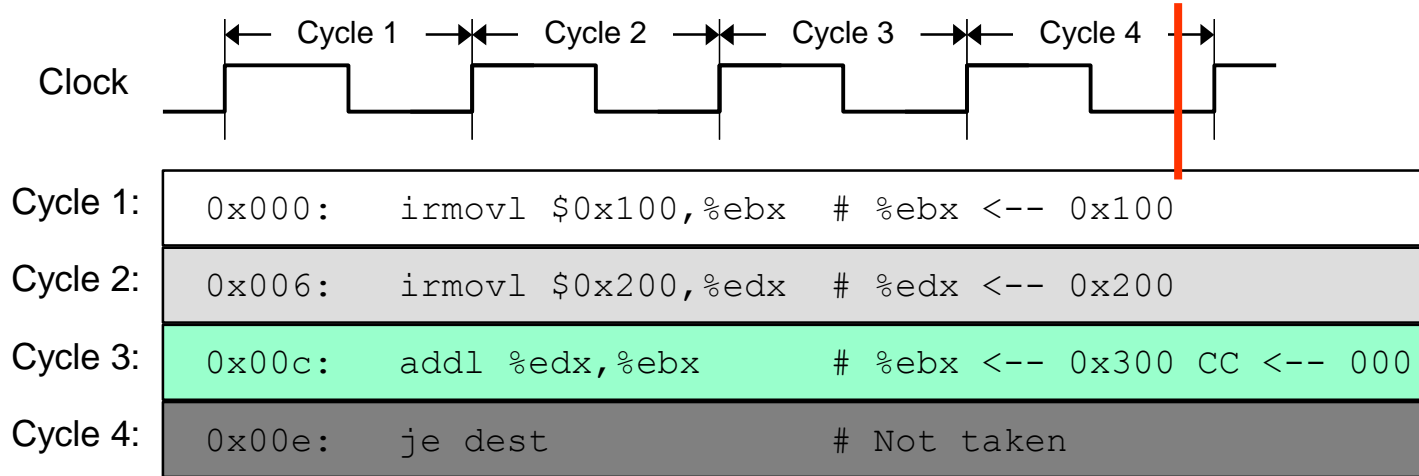


- **state set according to `addl` instruction**
- **combinational logic starting to react to state changes**

SEQ

Operation

#5



- 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