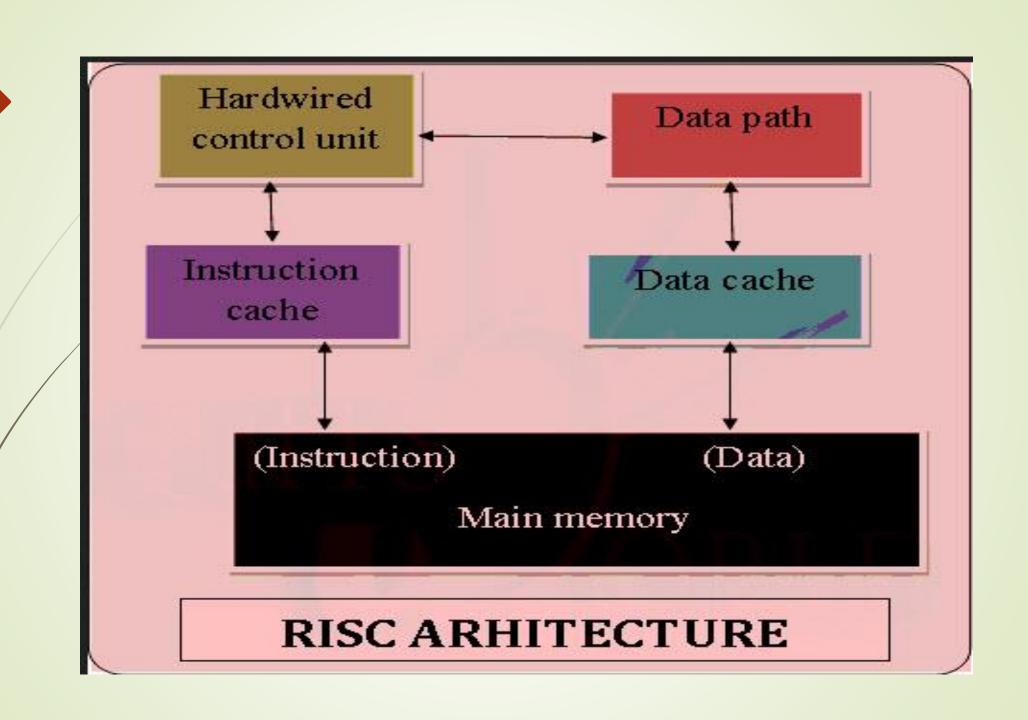
# RISC Processors

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## **RISC**

## Reduced Instruction Set Computer Processor

- The main idea behind this is to make hardware simpler by using an instruction set composed of a few basic steps for loading, evaluating, and storing operations just like a load command will load data, a store command will store the data.
- It is built to minimize the instruction execution time by optimizing and limiting the number of instructions.
- each instruction cycle requires only one clock cycle, and each cycle contains three parameters: fetch, decode and execute
- ► RISC chips require several transistors, making it cheaper to design and reduce the execution time for instruction.
- Examples: SUN's SPARC, PowerPC, Microchip PIC processors, RISC-V.



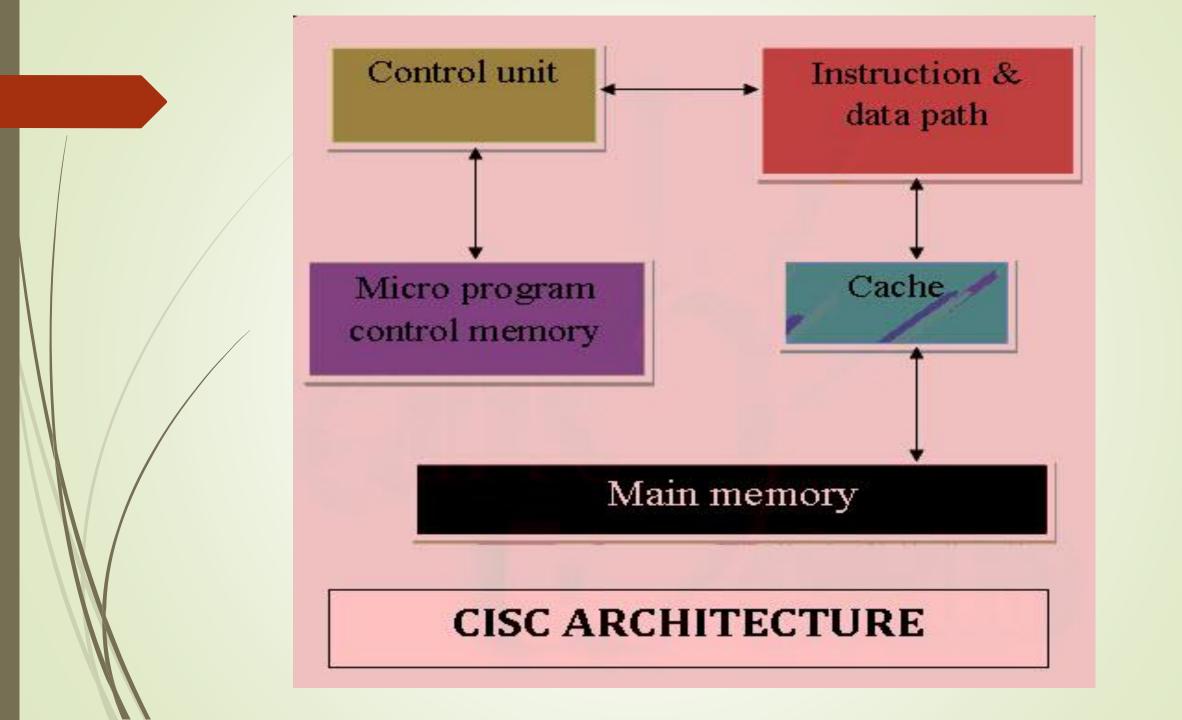
## Characteristic of RISC -

- 1. Simpler instruction, hence simple instruction decoding.
- 2. Instruction comes under size of one word.
- 3. Instruction takes a single clock cycle to get executed.
- 4. More general-purpose registers.
- 5. Simple Addressing Modes.
- 6. Fewer Data types.
- 7. A pipeline can be achieved.
- 8. Fixed length instruction format

## **CISC**

## Complex Instruction Set Architecture

- The main idea is that a single instruction will do all loading, evaluating, and storing operations just like a multiplication command will do stuff like loading data, evaluating, and storing it, hence it's complex.
- ► CISC approaches reducing the number of instruction on each program and ignoring the number of cycles per instruction
- It emphasizes to build complex instructions directly in the hardware because the hardware is always faster than software.
- CISC chips are relatively slower as compared to RISC chips
- Examples: VAX, AMD, Intel x86 and the System/360.

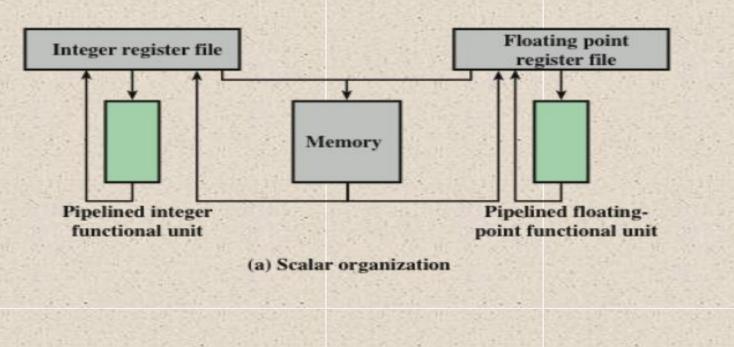


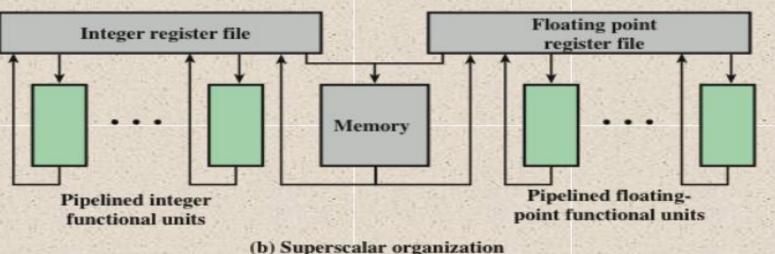
## Characteristic of CISC -

- 1. Complex instruction, hence complex instruction decoding.
- 2. Instructions are larger than one-word size.
- 3. Instruction may take more than a single clock cycle to get executed.
- 4. Less number of general-purpose registers as operations get performed in memory itself.
- 5. Complex Addressing Modes.
- 6. More Data types.
- 7. Variable length instruction format

## Difference between the RISC and CISC Processors

| RISC  | CISC   |
|---|--|
| It emphasizes on software to optimize the instruction set.  | It emphasizes on hardware to optimize the instruction set.                                 |
| It requires multiple register sets to store the instruction.  | It requires a single register set to store the instruction.                                |
| RISC has simple decoding of instruction.  | CISC has complex decoding of instruction.  |
| Uses of the pipeline are simple in RISC.  | Uses of the pipeline are difficult in CISC.  |
| It uses a limited number of instruction that requires less time to execute the instructions.                              | It uses a large number of instruction that requires more time to execute the instructions. |
| The execution time of RISC is very short.   | The execution time of CISC is longer.  |
| RISC architecture can be used with high-end applications like telecommunication, image processing, video processing, etc. |  |
| It has fixed format instruction.  | It has variable format instruction.  |
| The program written for RISC architecture needs to take more space in memory.   | Program written for CISC architecture tends to take less space in memory.                  |
| Example of RISC: ARM, PA-RISC, Power Architecture, Alpha, AVR, ARC and the SPARC.   | Examples of CISC: VAX, Motorola 68000 family, System/360, AMD and the Intel x86 CPUs.      |

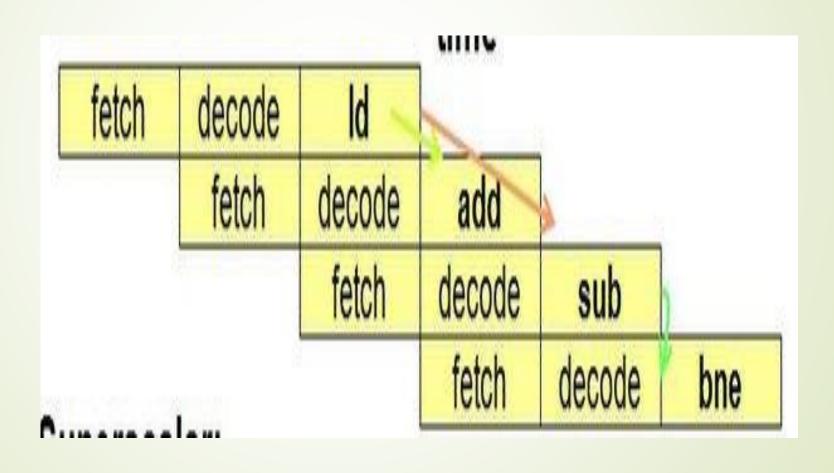




Superscalar
Organization
Compared to
Ordinary
Scalar
Organization

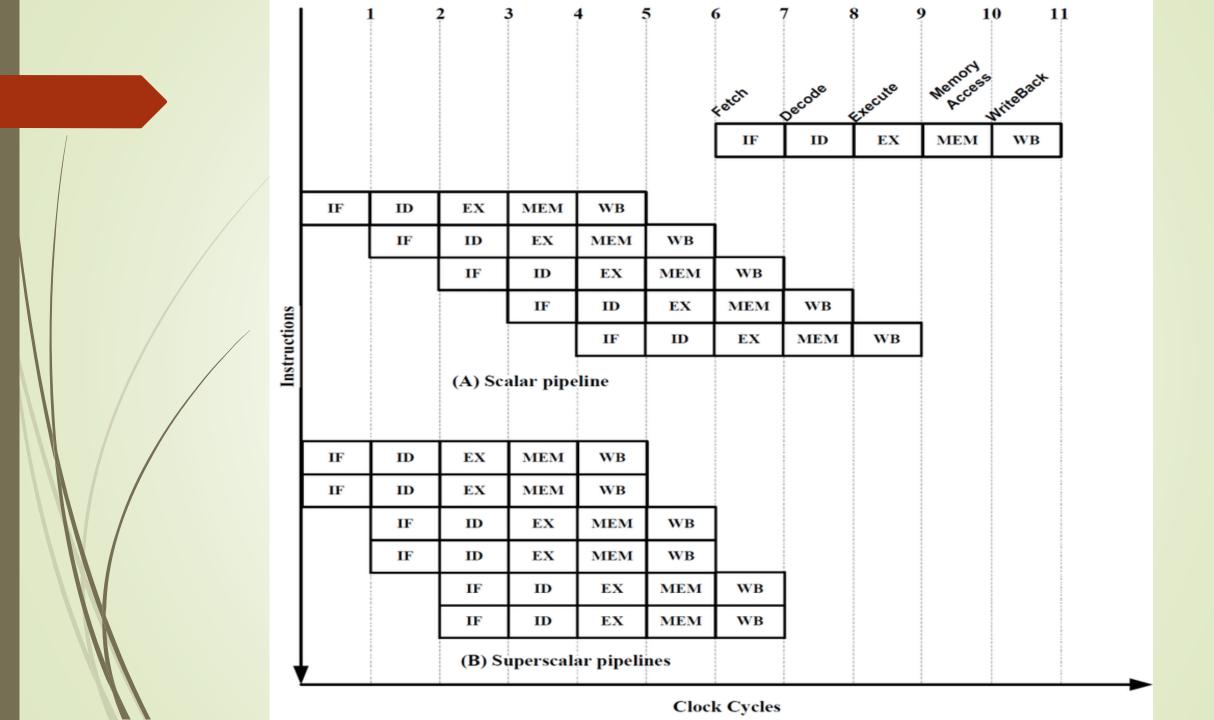
Figure 16.1 Superscalar Organization Compared to Ordinary Scalar Organization

A scalar processor is one where instructions are executed in a pipeline as below but only a single instruction can be fetched or decoded in a single cycle.



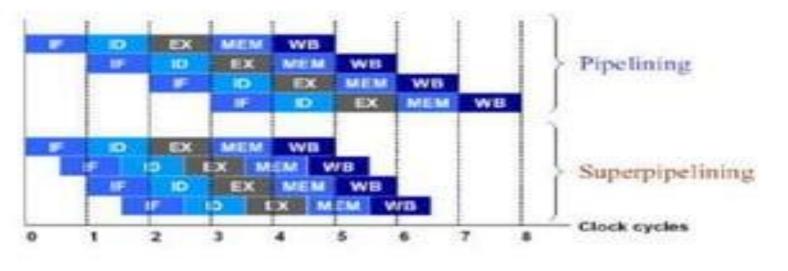
A super scalar processor on the other hand can have multiple parallel instruction pipelines. A 2-way super scalar processor can fetch two instructions per cycle and supports two parallel pipeline as below

| IF                  | ID | EX | MEM | WB  |     |     |     |    |
|---------------------|----|----|-----|-----|-----|-----|-----|----|
| IF                  | ID | EX | MEM | WB  |     |     |     |    |
| i                   | IF | ID | EX  | MEM | WB  |     |     |    |
| $t \longrightarrow$ | E  | D  | EX  | MEM | WB  |     | _   |    |
| <b>→</b>            |    | IF | ID  | EX  | MEM | WB  |     |    |
|                     |    | IF | ID  | EX  | MEM | WB  |     |    |
|                     |    |    | IF  | ID  | EX  | MEM | WB  |    |
|                     |    |    | IF  | ID  | EX  | MEM | WB  |    |
|                     |    |    |     | IF  | ID  | EX  | MEM | WB |
|                     |    |    |     | IF  | ID  | EX  | MEM | WB |



#### Super pipeline Performance

The performance is shown below in the figure:



It is capable of performing two pipeline stages per cycle

## Superscalar vs. Superpipelined



A comparison of a superpipelined and a superscalar approach to a base machine with an ordinary pipeline.

