第4章 处理器体系结构

Y86-64指令集

- ISA(Instruction-Set Architecture): 一个处理器支持的指令和指令的字节级编码
- 程序员可见的状态
 - o 15 registers: %rax, %rcx, %rdx, %rbx, %rsp, %rbp, %rsi, %rdi, %r8-%r14
 - 。 CC(Condition codes): ZF(是否为0), SF(负数), OF(无符号溢出)
 - OPq指令会设置CC
 - PC(Program counter)
 - o memory
 - o Stat: 表明程序正常运行,或是出现某种异常

value	name	含义		
1	AOK	正常操作		
2	HLT	执行halt指令		
3	ADR	遇到非法地址		
4	INS	遇到非法指令		

出现异常时,处理器会调用exception handler

- Y86-64指令及编码
 - 。 详见Computer Systems-A programmer's perspective P357-P359
- CISC v.s. RISC

CISC	指令种类少,但编译出来指令多			
指令种类多				
实现细节不可见	实现细节可见			
	流水化作业			
编码长度可变	编码固定长度			
有条件码	无条件码			

栈用来存取过程参数和返回地址 寄存器被用来存取过程参数和返回地址

- directive伪指令
 - o .data: .byte .word .long .quad
 - o .pos
 - o .align
- convension
 - o pushq压入%rsp的原始值
 - o popq取出%rsp栈中的值

HCL(Hardware Control Language)

• HCL表达硬件设计的控制部分,已经开发有将HCL直接翻译成Verilog的工具,将这个代码与Verilog结合起来就能产生HDL,再据此就可以合成微处理器

- Logic Gates: AND&& OR|| NOT!
- Combinational Circuits and HCL Boolean Expressions bool eq = (a && b) || (!a && !b) bool mux = (s && a) || (!s && b)
- Word-Level Combinational Circuits and HCL Integer Expressions bool Eq = (A == B)

- Set Membership bool s = code in { 1, 3 }
- Memory and Clocking
 - o register file
 - o random access memory

Sequential Y86-64

- 指令六个阶段
 - o fetch: icode:ifun [rA:rB] [valC] valP
 - decode: [valA] [valB] (%rsp)
 - o execute: (只有OPq设CC)
 - valE <- valB/0 + valA/valC/8/-8
 - Set CC / Cnd <- Cond(CC, ifun)</p>
 - o memory: <valM, valA, valE, valP>
 - o write back: <valE, valM>
 - PC update: <valP, valC, valM>
- SEQ硬件结构
 - o 详见Computer Systems-A programmer's perspective P397-P400
- SEQ时序
 - o 组合逻辑: Instruction memory可以视作组合逻辑
 - o 存储器设备
 - clocked register(PC, CC)
 - RAM(register file, instruction memory, data memory)
 - o 原则: No reading back
- SEQ Stage 实现
 - o Fetch Stage bool imem_error = ... bool instr_valid = icode in {...} bool
 need_regids = icode in { IRRMOVQ, IOPQ, IPUSHQ, IPOPQ, IIRMOVQ, IRMMOVQ,
 IMRMOVQ }; bool need_valC = icode in { IIRMOVQ, IRMMOVQ, IMRMOVQ, IJXX, ICALL}
 - Decode and Write-Back Stages

```
word srcA = [
  icode in { IRRMOVQ, IRMMOVQ, IOPQ, IPUSHQ } : rA;
  icode in { IPOPQ, IRET } : RRSP;
  1 : RNONE;
];
```

```
word srcB = [
  icode in { IOPQ, IRMMOVQ, IMRMOVQ } : rB;
  icode in { IPUSHQ, IPOPQ, ICALL, IRET } : RRSP;
  1 : RNONE;
];
```

```
word dstE = [
   icode in { IRRMOVQ } : rB;
   icode in { IIRMOVQ, IOPQ } : rB;
   icode in { IPUSHQ, IPOPQ, ICALL, IRET } : RRSP;
   1 : RNONE;
];
```

```
word dstM = [
   icode in { IMRMOVQ, IPOPQ } : rA;
   1 : RNONE;
]
```

Execute Stage

```
word aluA = [
   icode in { IRRMOVQ, IOPQ } : valA;
   icode in { IIRMOVQ, IRMMOVQ, IMRMOVQ } : valC;
   icode in { ICALL, IPUSHQ } : -8;
   icode in { IRET, IPOPQ } : 8;
];
```

```
word aluB = [
    icode in { IRMMOVQ, IMRMOVQ, IOPQ, ICALL, IPUSHQ, IRET, IPOPQ } :
valB;
    icode in { IRRMOVQ, IIRMOVQ } : 0;
];
```

```
word alufun = [
   icode == IOPQ : ifun;
   1 : ALUADD;
];
```

bool set_cc = icode in { IOPQ };

Memory Stage

```
word mem_addr = [
   icode in { IRMMOVQ, IPUSHQ, ICALL, IMRMOVQ } : valE;
   icode in { IPOPQ, IRET } : valA;
];
```

```
word mem_data = [
   icode in { IRMMOVQ, IPUSHQ } : valA;
   icode == ICALL : valP;
]
```

bool mem_read = icode in { IMRMOVQ, IPOPQ, IRET }; bool mem_write = icode in {
IRMMOVQ, IPUSHQ, ICALL };

```
word Stst = [
   imem_error || dmem_error : SADR;
  !instr_valid : SINS;
  icode == IHALT : SHLT;
  1 : SAOK;
];
```

PC Update Stage

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

Pipeline

- Throughput: 每秒执行指令数,单位GIPS(每秒千兆条指令)
- latency: 从头到尾执行一条指令所需要的时间
- Limitations:

- 1. Nonuniform Partitioning 不一致的划分
- 2. Diminishing Returns of Deep Pipelining 流水线过深,收益反而下降
- Feedback:
 - o data dependency
 - o control dependency

Pipelined Y86-64 Implementations

- SEQ+移动PC Update,合并时钟
- PIPE- 增加5个pipeline registers
- FDEMW前缀是流水线寄存器,fdemw前缀是流水线阶段
- Next PC Prediction: 从valP和valC选择出predPC, jXX预测taken, ret不预测
- Hazard
 - o data hazard
 - o control hazard
 - o load/use hazard
- Avoiding
 - Stalling
 - Forwarding
- Exception Handling
 - 多个异常发生时应该报告流水线中最深的异常
 - 分支预测错误导致的异常应该能够取消
 - 出现异常后的指令不应该修改系统的部分状态
- PIPE
 - PC Selection and Fetch Stage

```
word f_pc = [
    M_icode == IJXX && !M_Cnd : M_valA;
    W_icode == IRET : W_valM;
    1 : F_predPC;
];
```

```
word f_predPC = [
    f_icode in { IJXX, ICALL } : f_valC;
    1 : f_valP;
]
```

```
word f_stat = [
   imem_error : SADR;
  !instr_valid : SINS;
  f_icode == IHALT : SHLT;
  1 : SAOK;
]
```

Decode and Write-Back Stage

```
word d_dstE = [
   D_icode in { IRRMOVQ, IIRMOVQ, IOPQ } : D_rB;
   D_icode in { IPUSHQ, IPOPQ, ICALL, IRET } : RRSP;
   1 : RNONE;
]
```

```
word d_valA = [
    D_icode in { ICALL, IJXX } : D_valP;
    d_srcA == e_dstE : e_valE;
    d_srcA == M_dstM : m_valM;
    d_srcA == M_dstE : M_valE;
    d_srcA == W_dstM : W_valM;
    d_srcA == W_dstE : W_valE;
    1 : d_rvalA;
]
```

```
word d_valB = [
    d_srcB == e_dstE : e_valE;
    d_srcB == M_dstM : m_valM;
    d_srcB == M_dstE : M_valE;
    d_srcB == W_dstM : W_valM;
    d_srcB == W_dstE : W_valE;
    1 : d_rvalB;
];
```

```
word Stat = [
     W_stat == SBUB : SAOK;
     1 : W_stat;
]
```

- Execute Stage
- Memory Stage

```
word m_stat = [
    dmem_error : SADR;
    1 : M_stat;
]
```

- Pipeline Control Logic
 - o Load/use harzard, 从内存读取和使用该值的指令之间必须暂停 1 cycle
 - E_icode in {IMRMOVQ, IPOPQ} && E_dstM in {d_srcA, d_srcB}
 - o Processing ret,必须stall直到ret到达write-back阶段
 - IRET in {D_icode, E_icode, M_icode}
 - o Mispredicted branche, 必须取消这些指令, 从新的指令开始
 - E_icode == IJXX && !e_Cnd
 - o Exception,禁止后面的指令更新状态,并在异常指令到达write-back时停止执行
 - m_stat in {SADR, SINS, SHLT} || W_stat in {SADR, SINS, SHLT}

Condition	F	D	E	М	W
Precessing ret	stall	bubble	normal	normal	normal
Load/use hazard	stall	stall	bubble	normal	normal
Mispredicted branch	normal	bubble	bubble	normal	normal

详见P460-462 bool F_stall = E_icode in { IMRMOVQ, IPOPQ } && E_dstM in { d_srcA, d_srcB } || IRET in { D_icode, E_icode, M_icode }; 其他代码详见P493-494

- 性能分析
 - CPI(Cycles Per Instruction) = 1 + lp + mp + rp