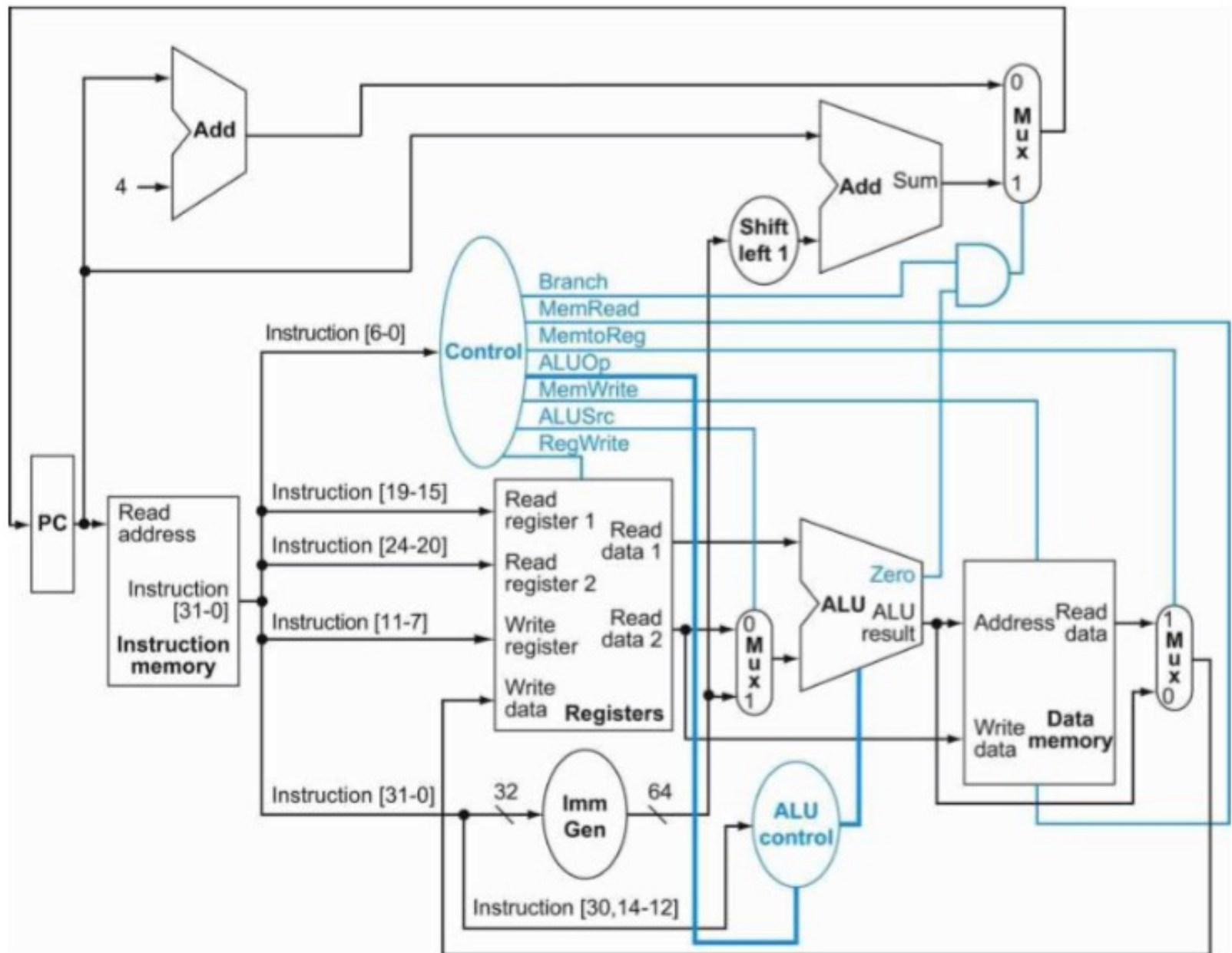


Lecture 6:

Building Single-Cycle Datapath and Control Unit



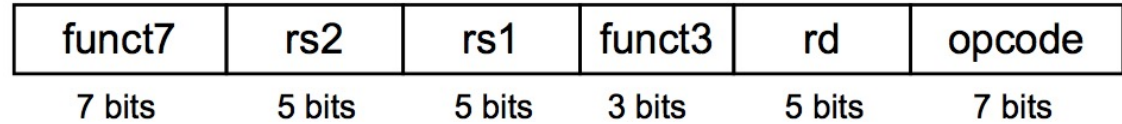
How to Design a Processor: step-by-step

- 1. Analyze instruction set => datapath requirements
 - the meaning of each instruction is given by the *register transfers*
 - datapath must include storage element for ISA registers
 - datapath must support each register transfer
- 2. Select set of datapath components and establish clocking methodology
- 3. Assemble datapath meeting the requirements
- 4. Analyze implementation of each instruction to determine setting of control points that effect the register transfer.
- 5. Assemble the control logic

Step 1: The RISC-V Subset for today

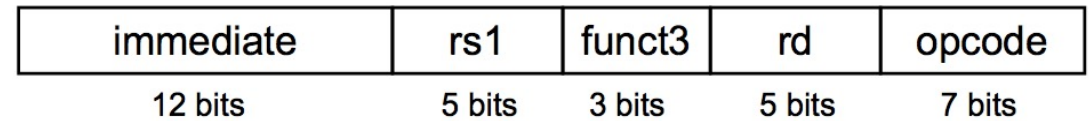
■ ADD and SUB

- add rd, rs1, rs2
- sub rd, rs1, rs2



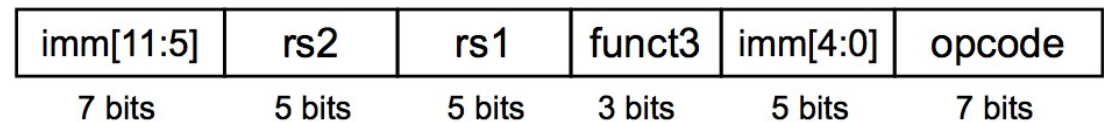
■ OR Immediate:

- ori rd, rs, imm12



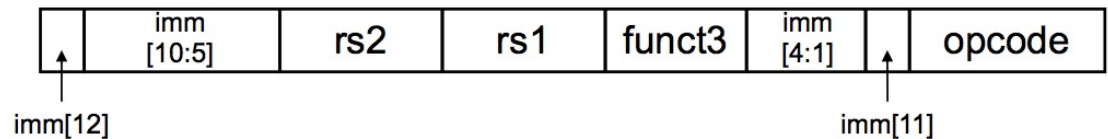
■ LOAD and STORE

- ld rd, imm12(rs1)
- sd rs2, imm12(rs1)

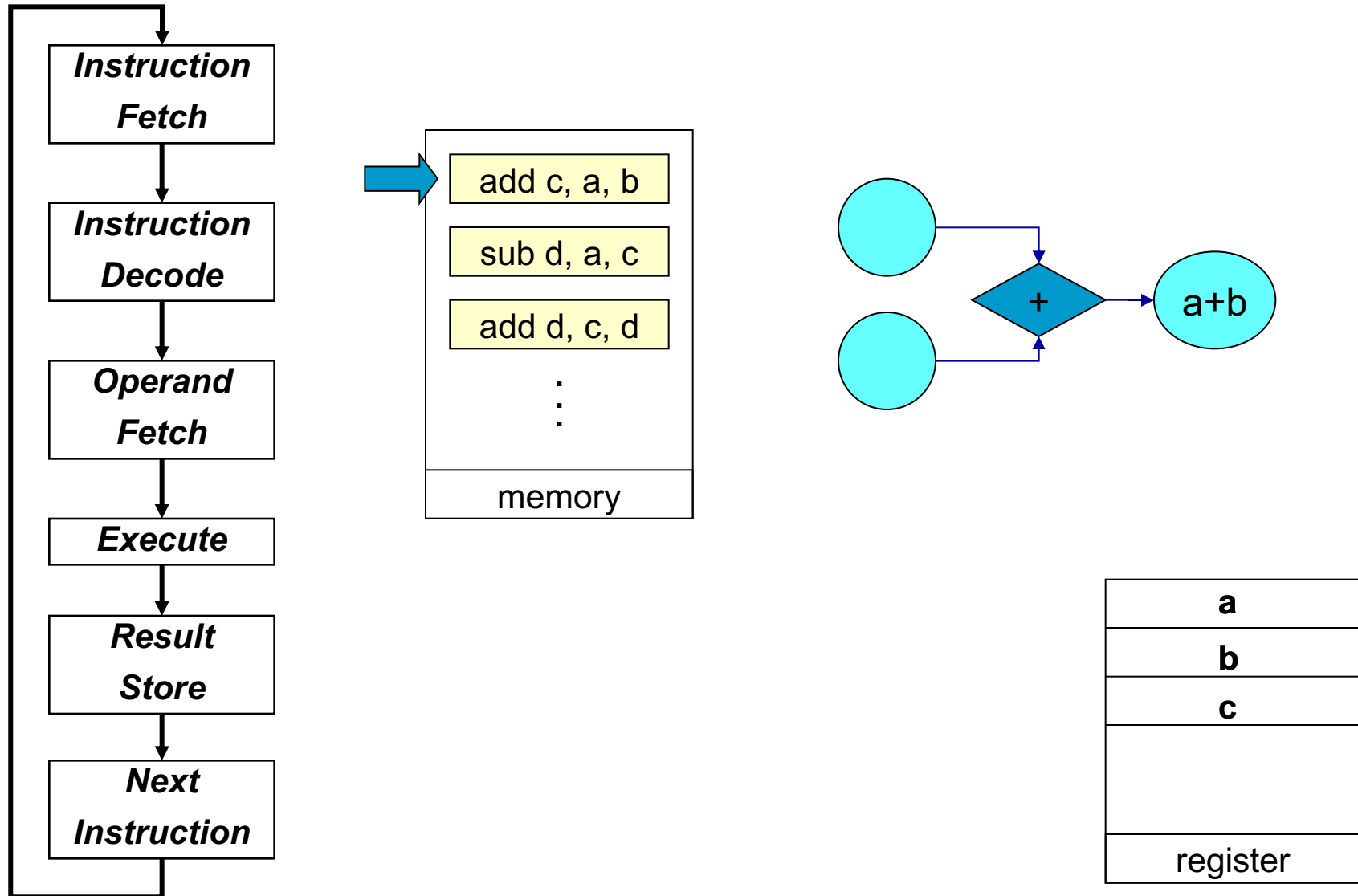


■ BRANCH:

- beq rs1, rs2, imm12



Execution Flow



Instruction \Leftrightarrow Register Transfers

- RTL (Register Transfer Languages) gives the meaning of the instructions
- All start by fetching the instruction

<u>inst</u>	<u>Register Transfers</u>
ADD	$R[rd] \leftarrow R[rs1] + R[rs2]; \quad PC \leftarrow PC + 4$
SUB	$R[rd] \leftarrow R[rs1] - R[rs2]; \quad PC \leftarrow PC + 4$
ORi	$R[rd] \leftarrow R[rs] + \text{sign_ext}(\text{Imm12}); \quad PC \leftarrow PC + 4$
LOAD	$R[rd] \leftarrow \text{MEM}[R[rs1] + \text{sign_ext}(\text{Imm12})]; \quad PC \leftarrow PC + 4$
STORE	$\text{MEM}[R[rs1] + \text{sign_ext}(\text{Imm16})] \leftarrow R[rs2]; \quad PC \leftarrow PC + 4$
BEQ	$\text{if } (R[rs1] == R[rs2]) \text{ then } PC \leftarrow PC + \text{sign_ext}(\text{Imm12}) \ll 2$ $\text{else } PC \leftarrow PC + 4$

Step 1: Requirements of the Instruction Set

- Memory

- instruction & data

- Registers (32 x 64)

- read RS1
 - read RS2
 - Write RD

- PC

- Extender

- Add and Sub register or extended immediate

- Add 4 or extended immediate to PC

Step 2: Components of the Datapath

■ Combinational Elements

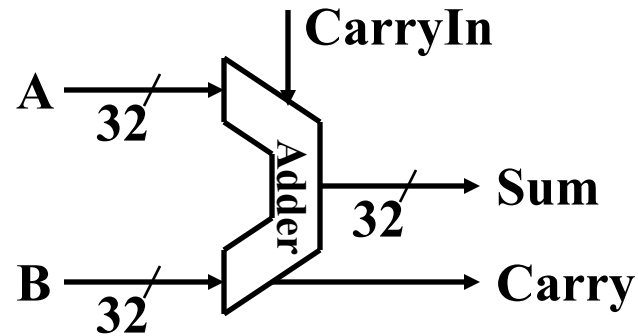
- The outputs only depend on the current inputs.
- Example: ALU

■ Storage Elements (state element)

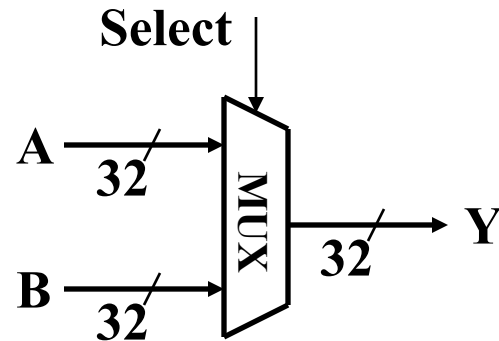
- The outputs depend on both their inputs and the contents of the internal state.
- At least two inputs and one output
 - Inputs – input data and **clock (clocking methodology)**
 - Output – the value stored in a state element
- Example: D Flip-Flop, register and memory

Combinational Logic Elements (Basic Building Blocks)

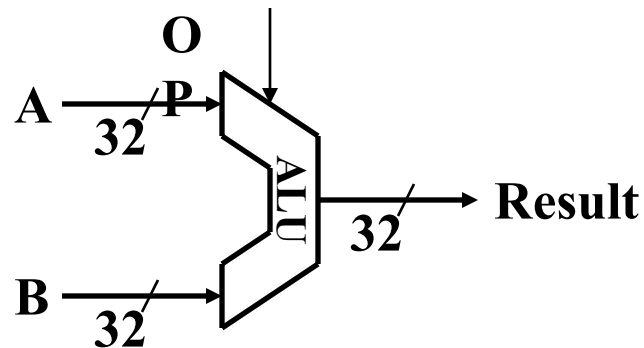
■ Adder



■ MUX

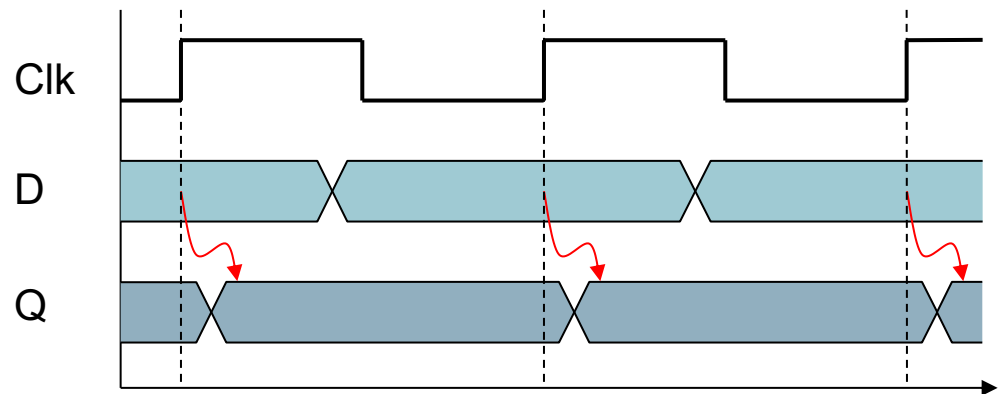
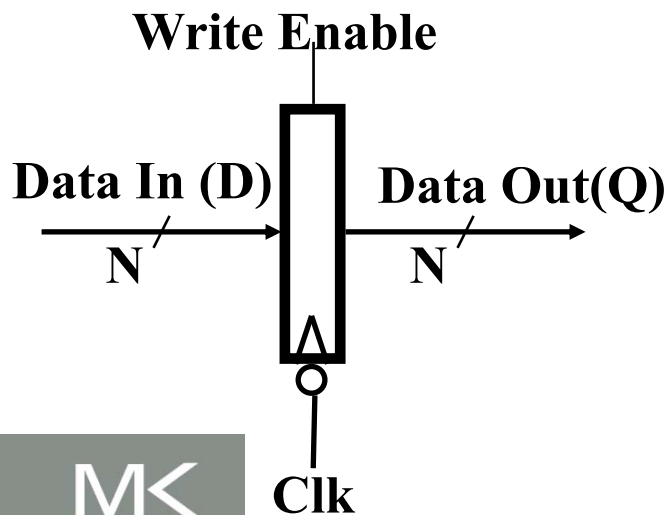


■ ALU



Storage Element: Register (Basic Building Block)

- Register: stores data in a circuit
 - Uses a clock signal to determine when to update the stored value
 - Edge-triggered: update when Clk changes from 0 to 1
 - Write Enable:
 - Asserted -> update the register contents



Storage Element: Register File

- Register File consists of 32 registers:

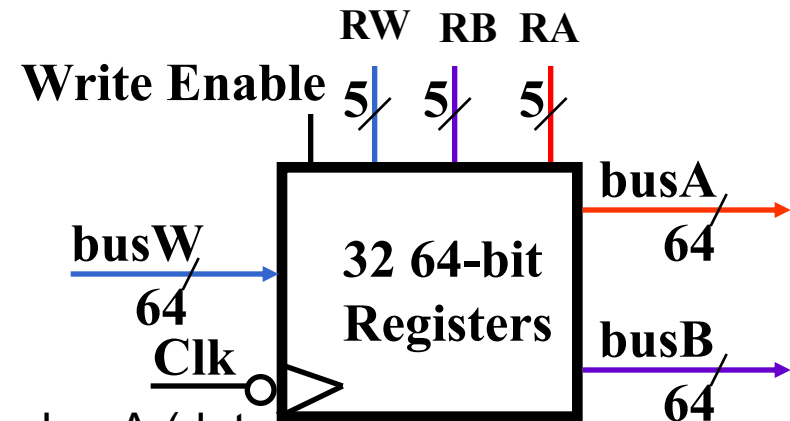
- Two 64-bit output busses:
busA and busB
- One 64-bit input bus: busW

- Register is selected by:

- RA (number) selects the register to put on busA (data)
- RB (number) selects the register to put on busB (data)
- RW (number) selects the register to be written via busW (data) when Write Enable is 1

- Clock input (CLK)

- The CLK input is a factor ONLY during write operation
- During read operation, behaves as a combinational logic block:
 - RA or RB valid => busA or busB valid after “access time.”



Storage Element: Memory

■ Memory

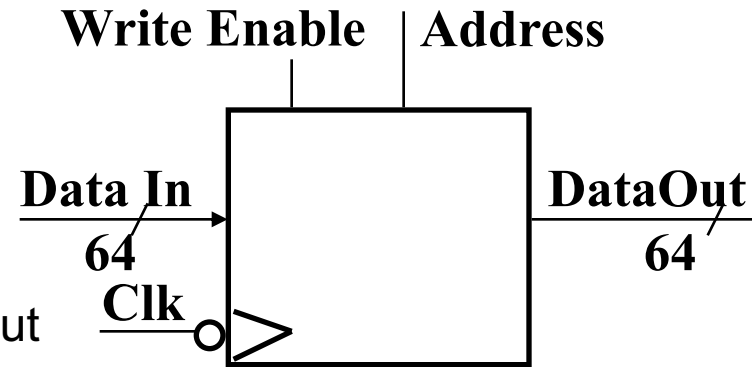
- One input bus: Data In
- One output bus: Data Out

■ Memory word is selected by:

- Address selects the word to put on Data Out
- Write Enable = 1: address selects the memory word to be written via the Data In bus

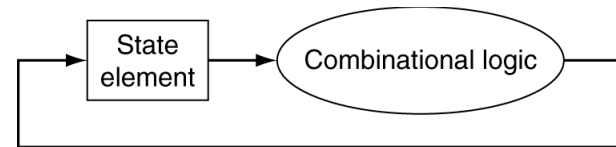
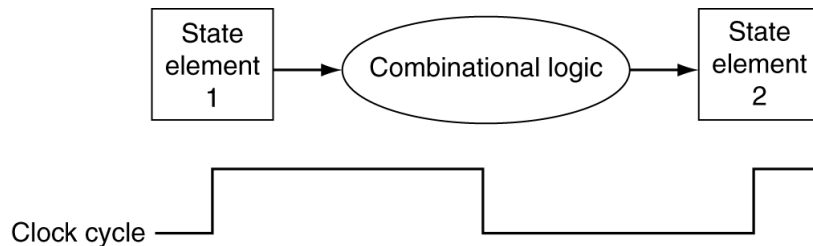
■ Clock input (CLK)

- The CLK input is a factor ONLY during write operation
- During read operation, behaves as a combinational logic block:
 - Address valid => Data Out valid after “access time.”



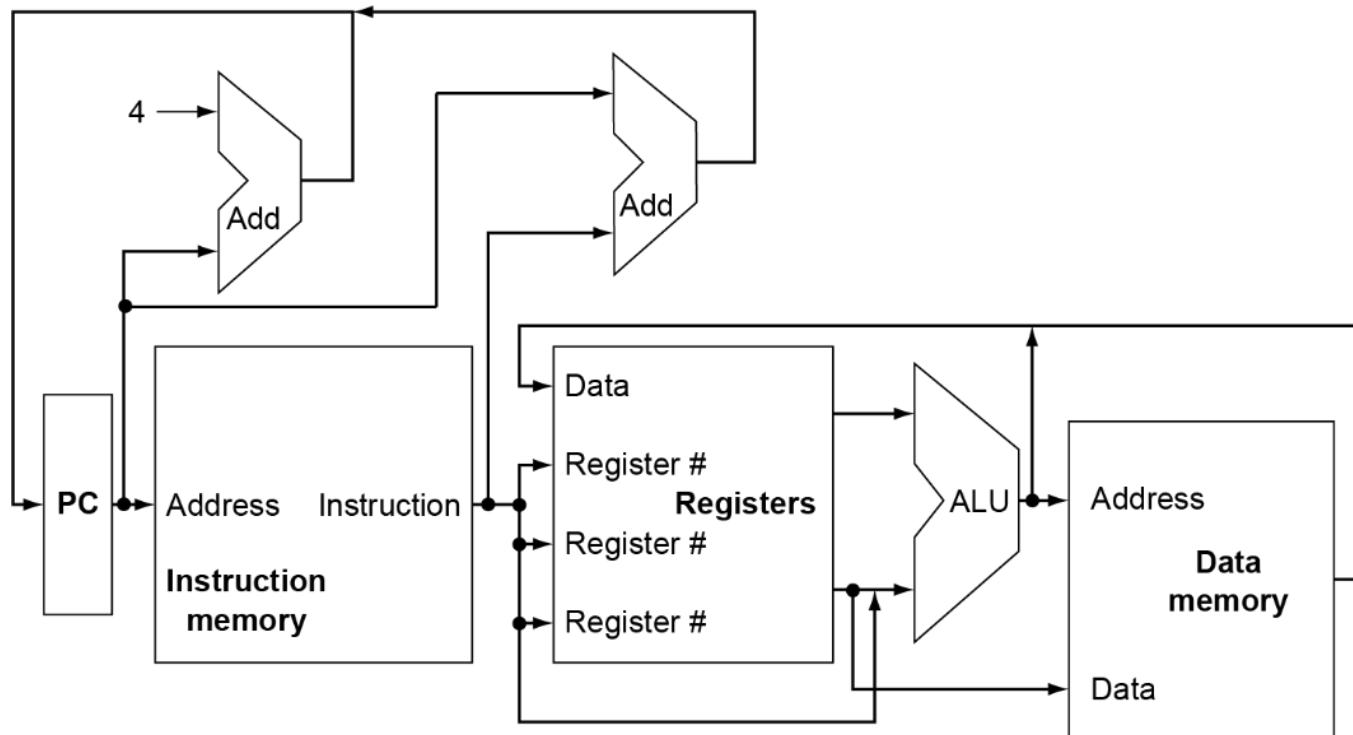
Clocking Methodology

- Combinational logic transforms data during clock cycles
 - Between clock edges
 - Input from state elements, output to state element
 - Longest delay determines clock period



Step 3 : Assemble Datapath

- Register Transfer Requirements → Datapath Assembly
 - Instruction Fetch
 - Read Operands and Execute Operation
 - Memory Read/Write
 - Register Update



3a: Instruction Fetch Unit

■ Instruction fetch unit: common operations

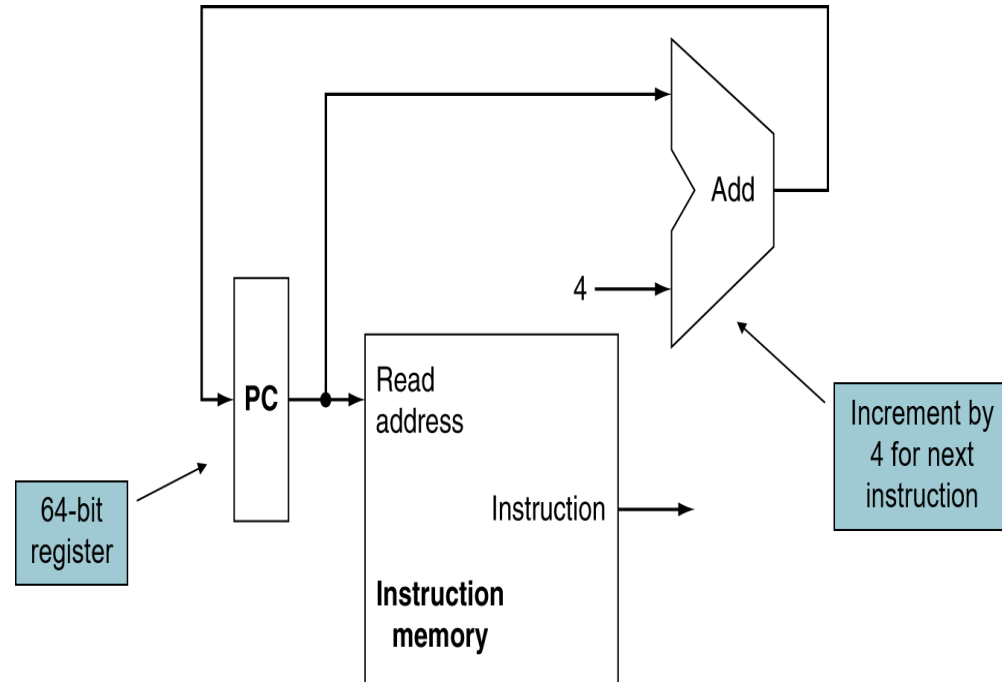
- Fetch the instruction:
 $\text{mem}[\text{PC}]$
- Update the program
counter:

Sequential code

$\text{PC} \leftarrow \text{PC} + 4$

Branch and Jump (later)

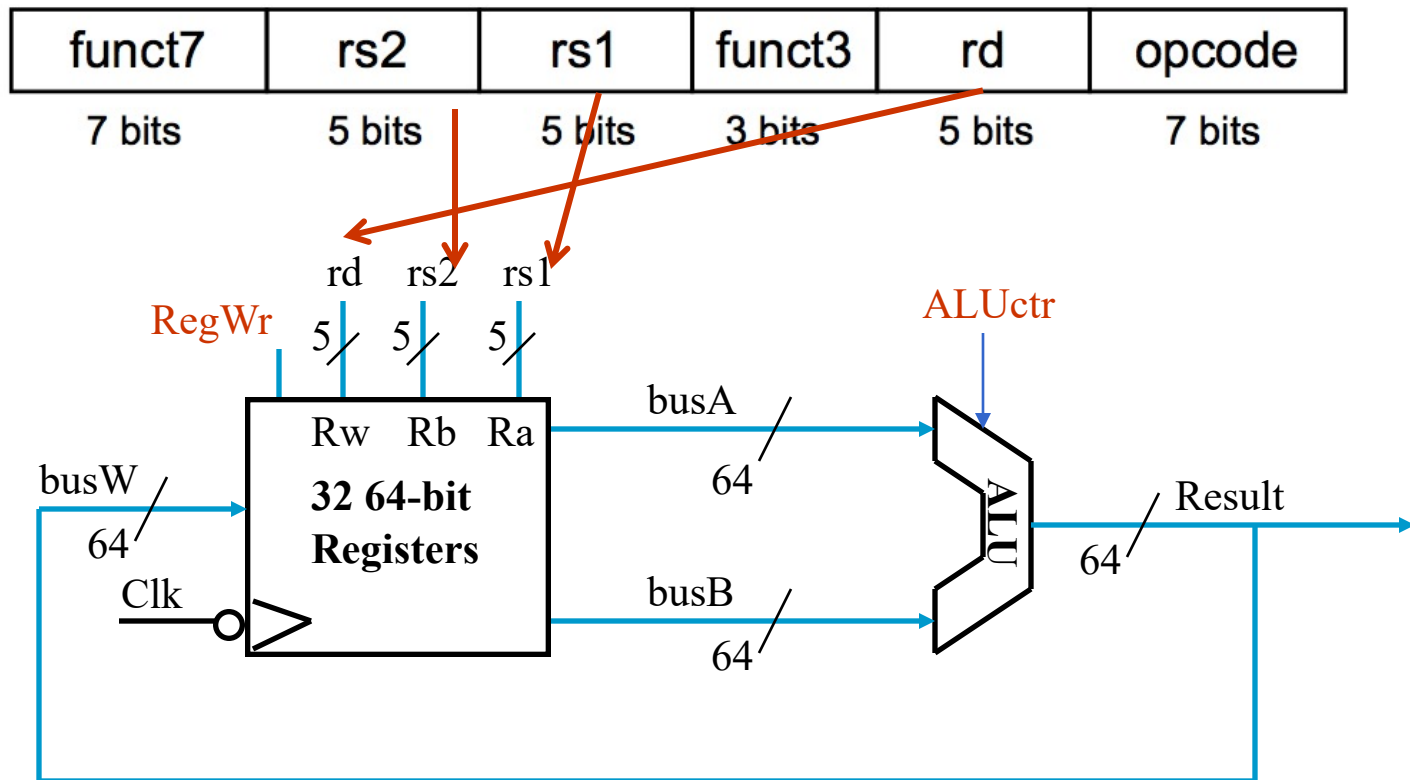
$\text{PC} \leftarrow \text{Target addr.}$



3b: Add & Subtract

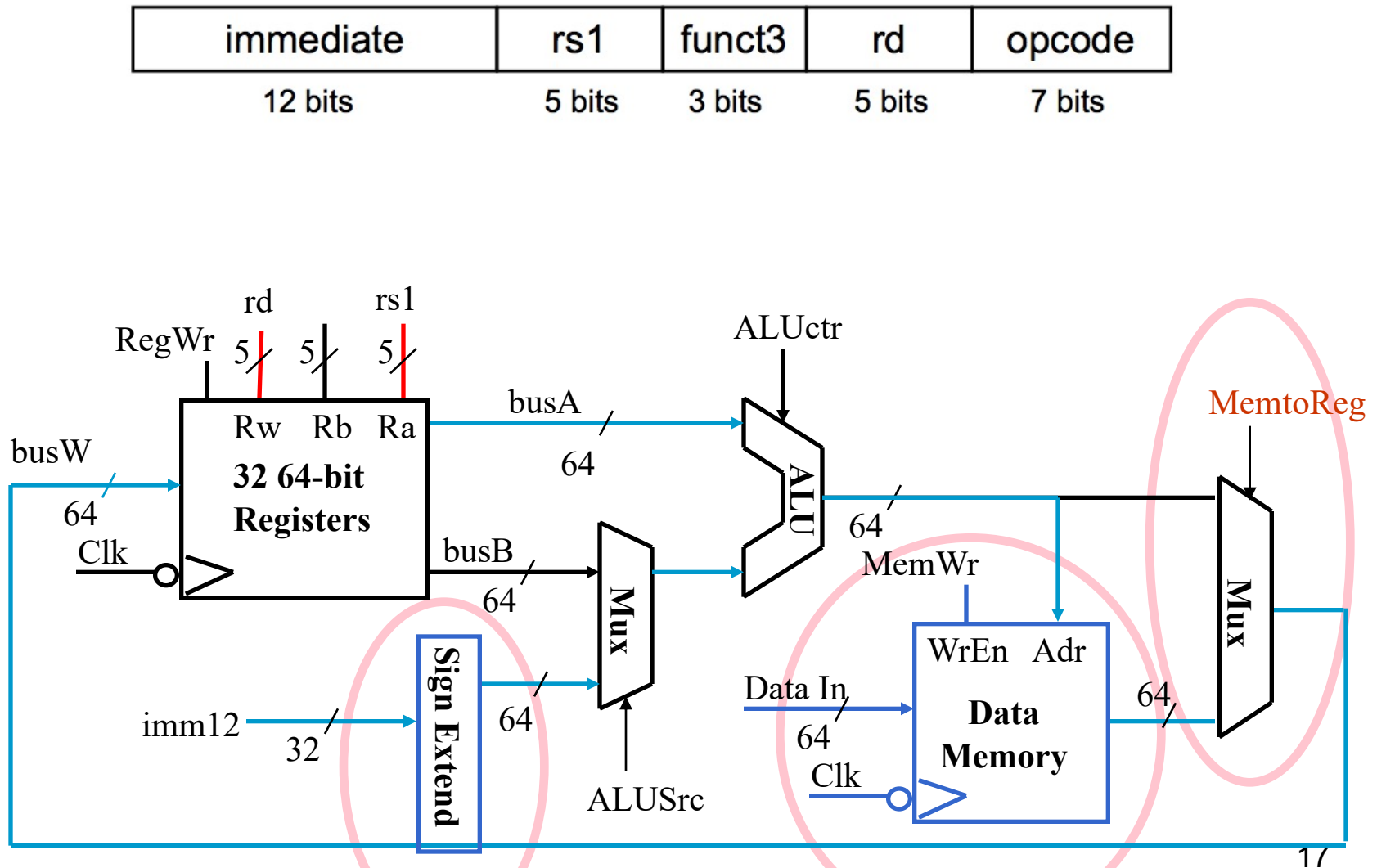
$R[rd] \leftarrow R[rs1] \text{ op } R[rs2]$ Example: `add rd, rs1, rs2`

- Ra, Rb, and Rw come from instruction's rs1, rs2, and rd fields
- ALUctr and RegWr: control logic after decoding the instruction



3c: Load Operations

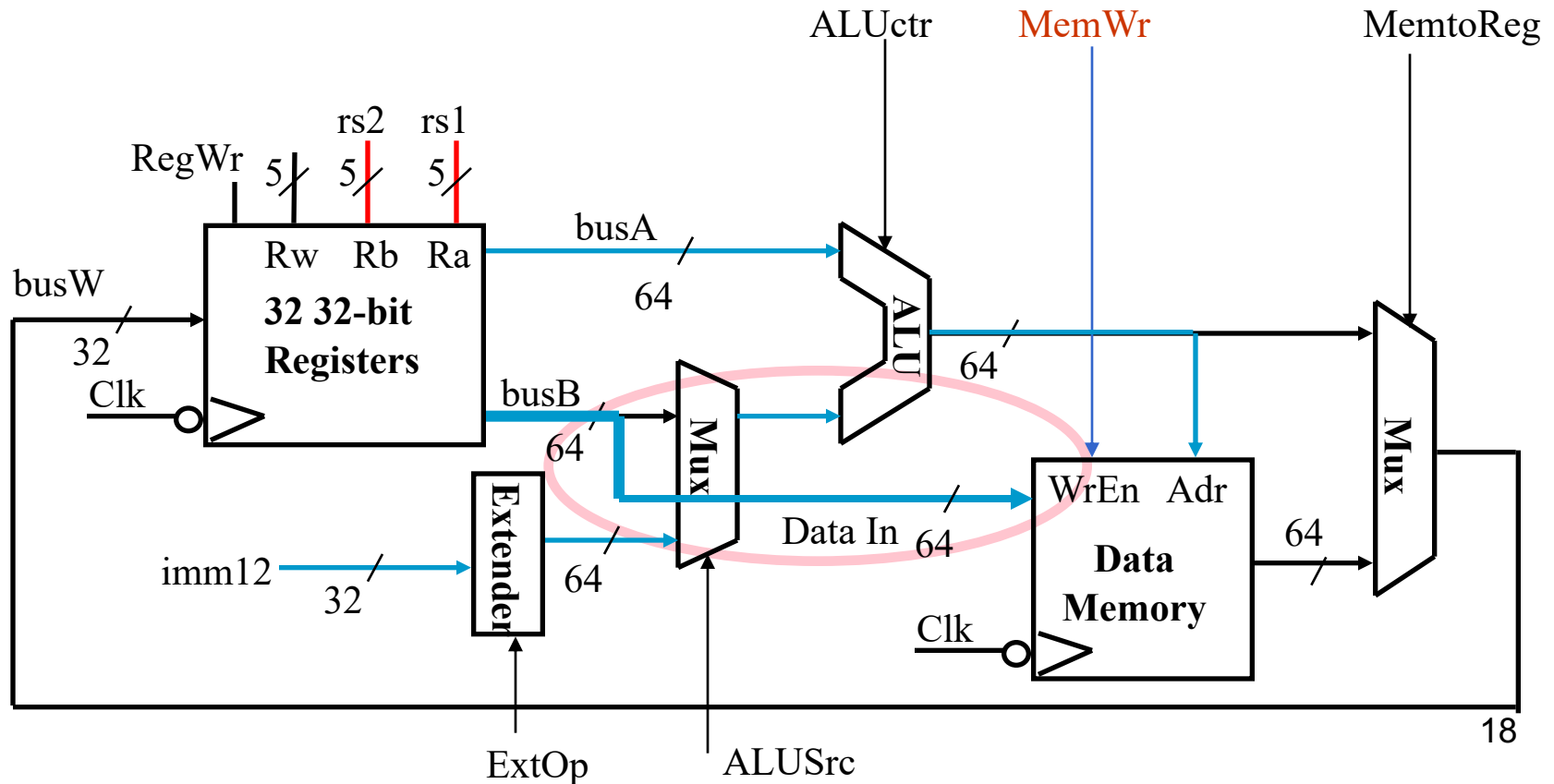
```
R[rd] <- Mem[R[rs1] + SignExt[imm12]] # ld rd, imm12(rs1)
```



3d: Store Operations

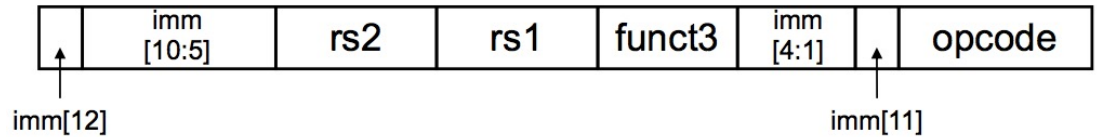
$\text{Mem}[R[\text{rs1}] + \text{SignExt}[\text{imm12}]] \leftarrow R[\text{rs2}] \quad \#sd \quad \text{rs2, imm12(rs1)}$

imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode
7 bits	5 bits	5 bits	3 bits	5 bits	7 bits

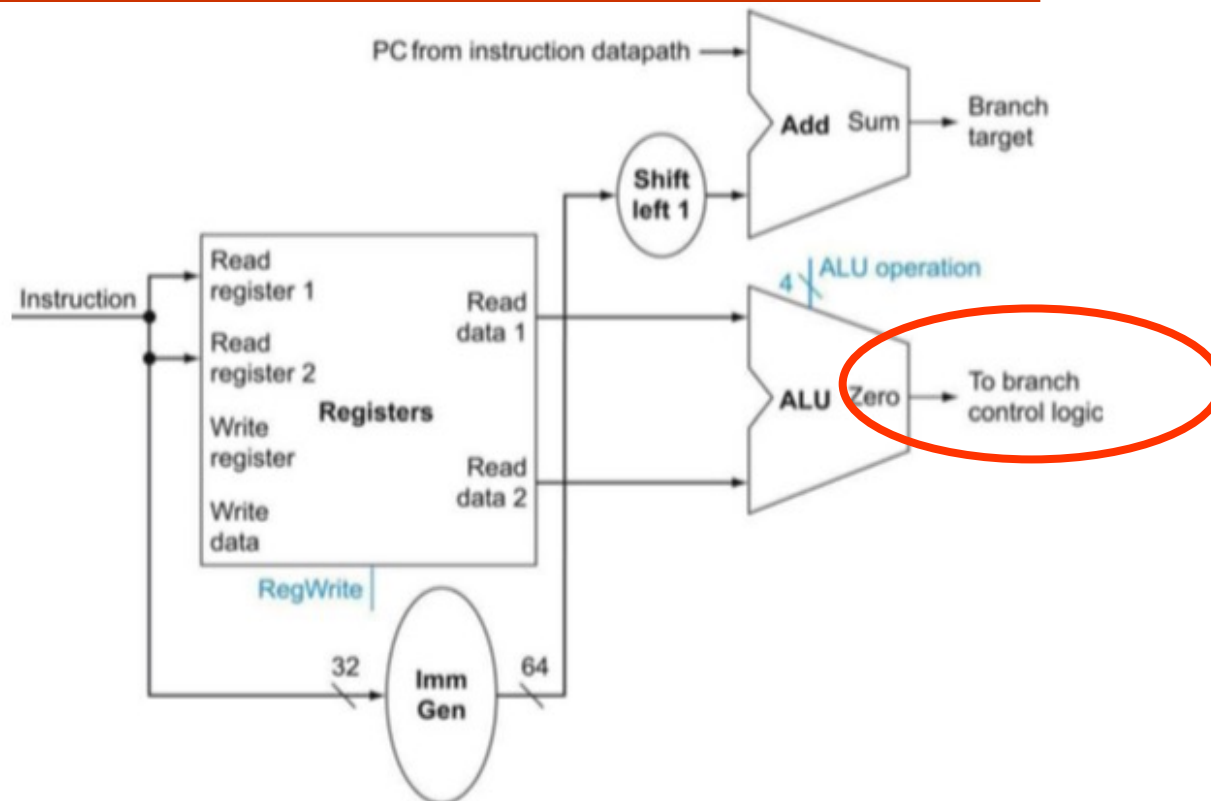


3e: Branch Operations

beq rs, rt, imm12

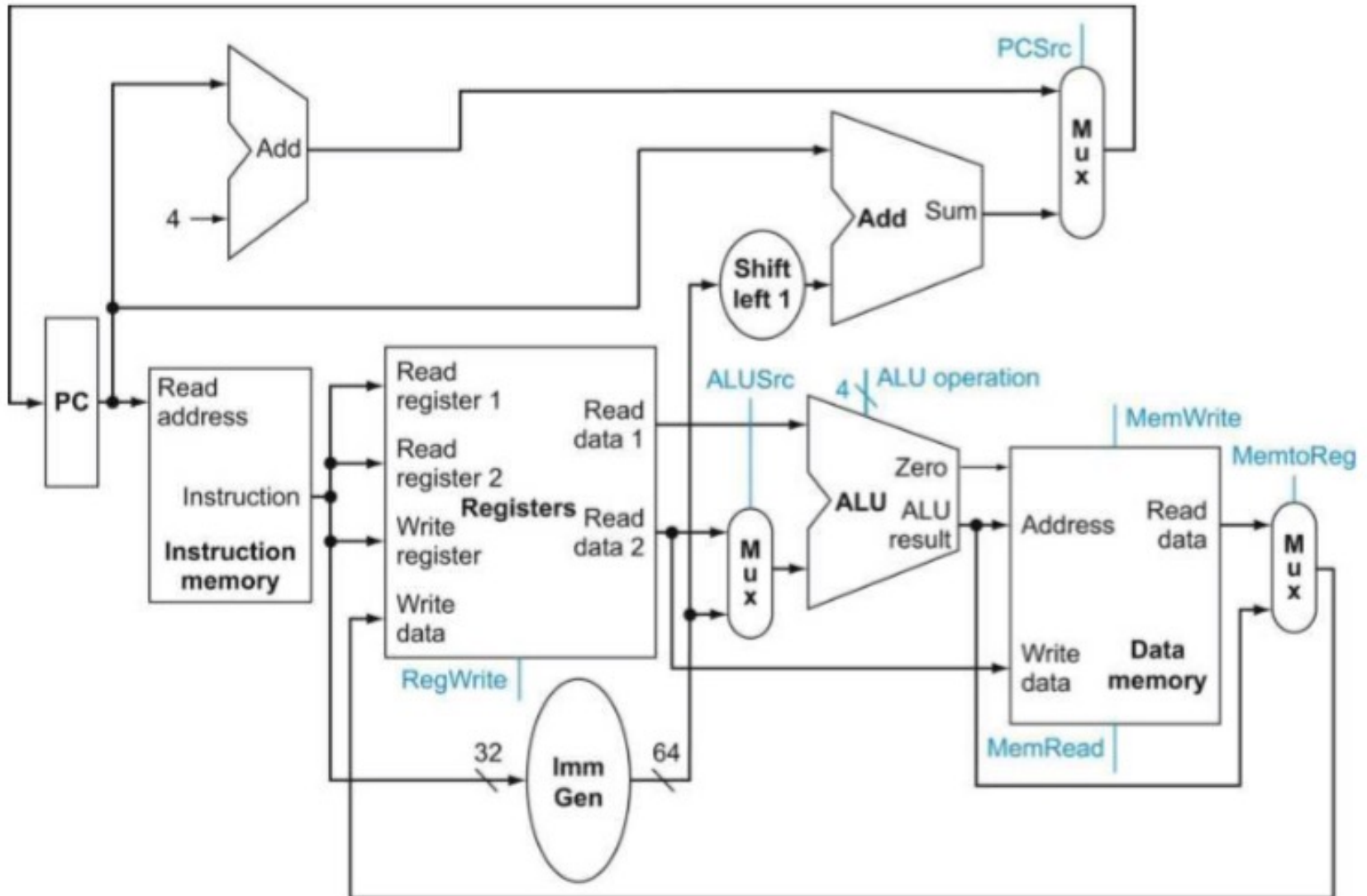


if (rs == rt)
 PC <- PC + (SignExt(imm12) x 2)
Else
 PC <- PC + 4

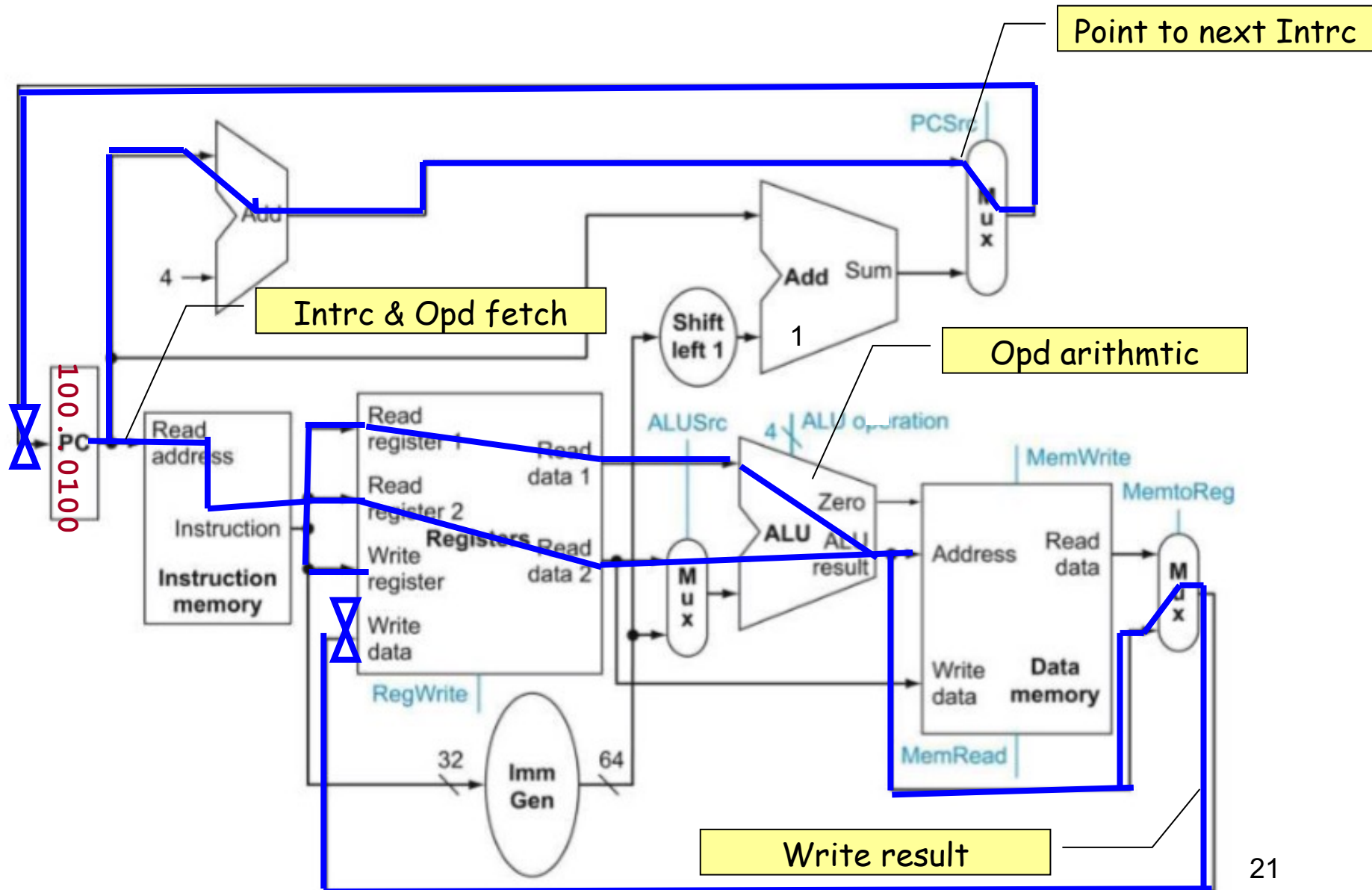


Single-Cycle Datapath

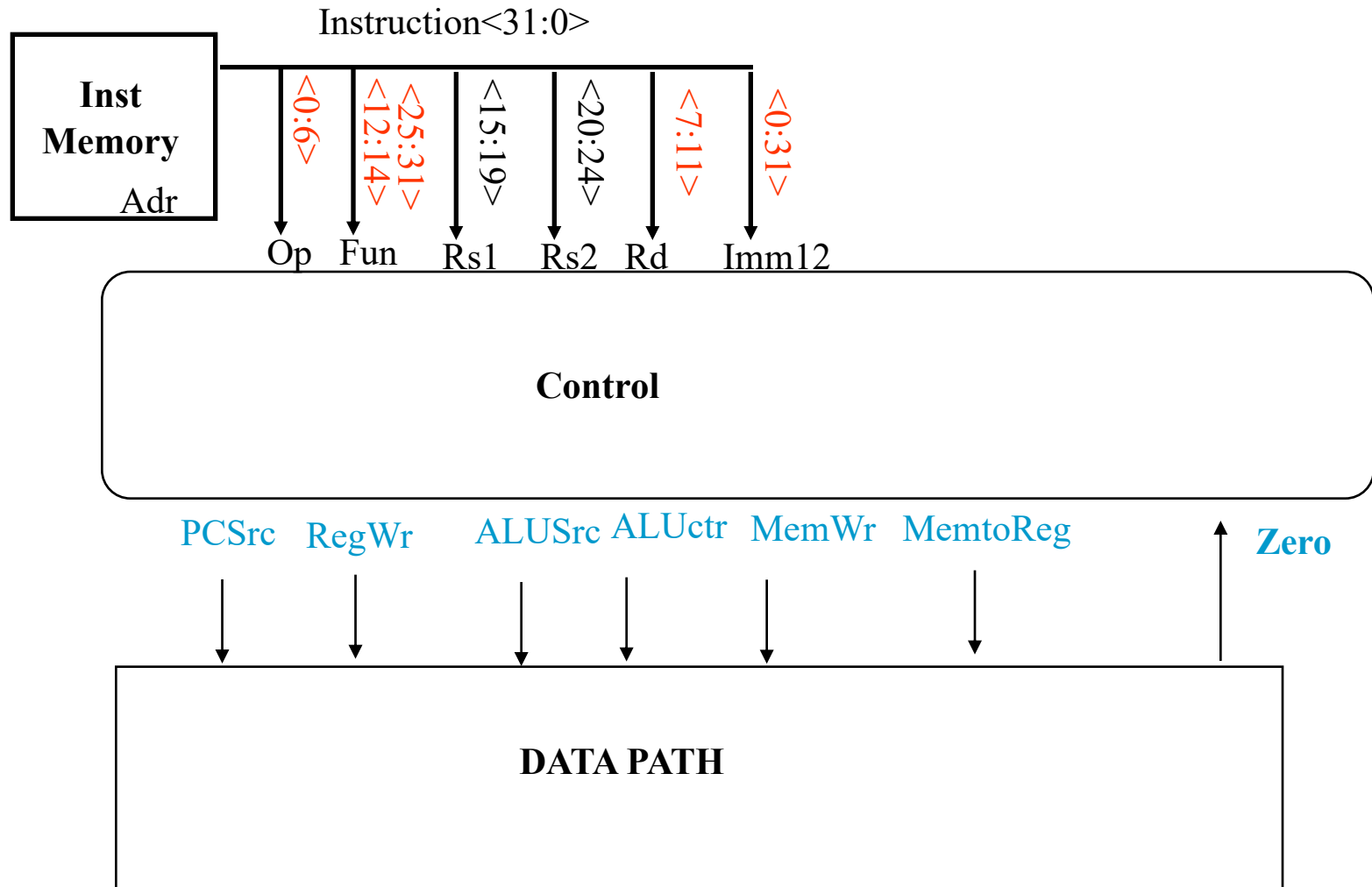
- Attempt to execute all instructions in one clock-cycle.



Data Flow of *add* Instruction



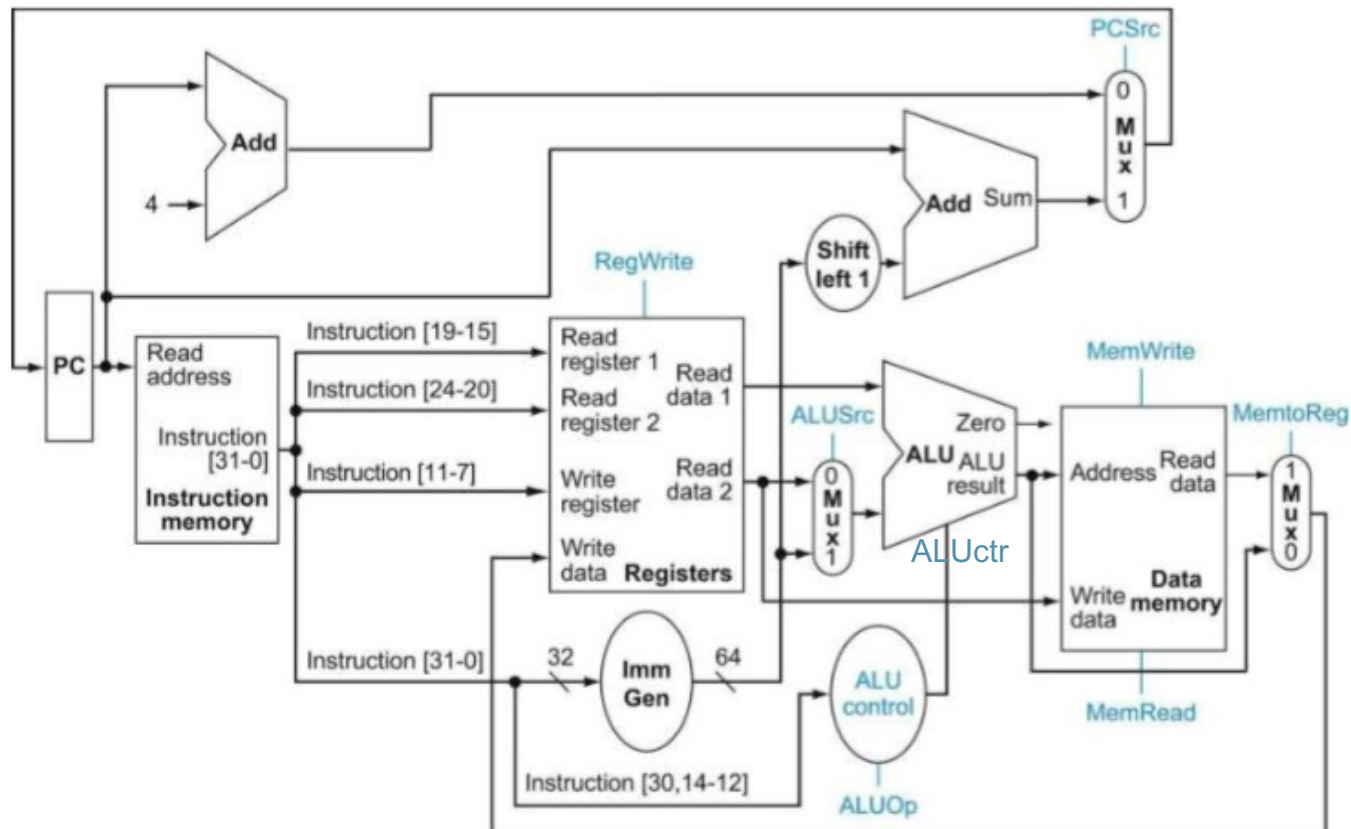
Step 4: Given Datapath: RTL -> Control



- Rs1, Rs2, Rd and Imed12 hardwired into datapath

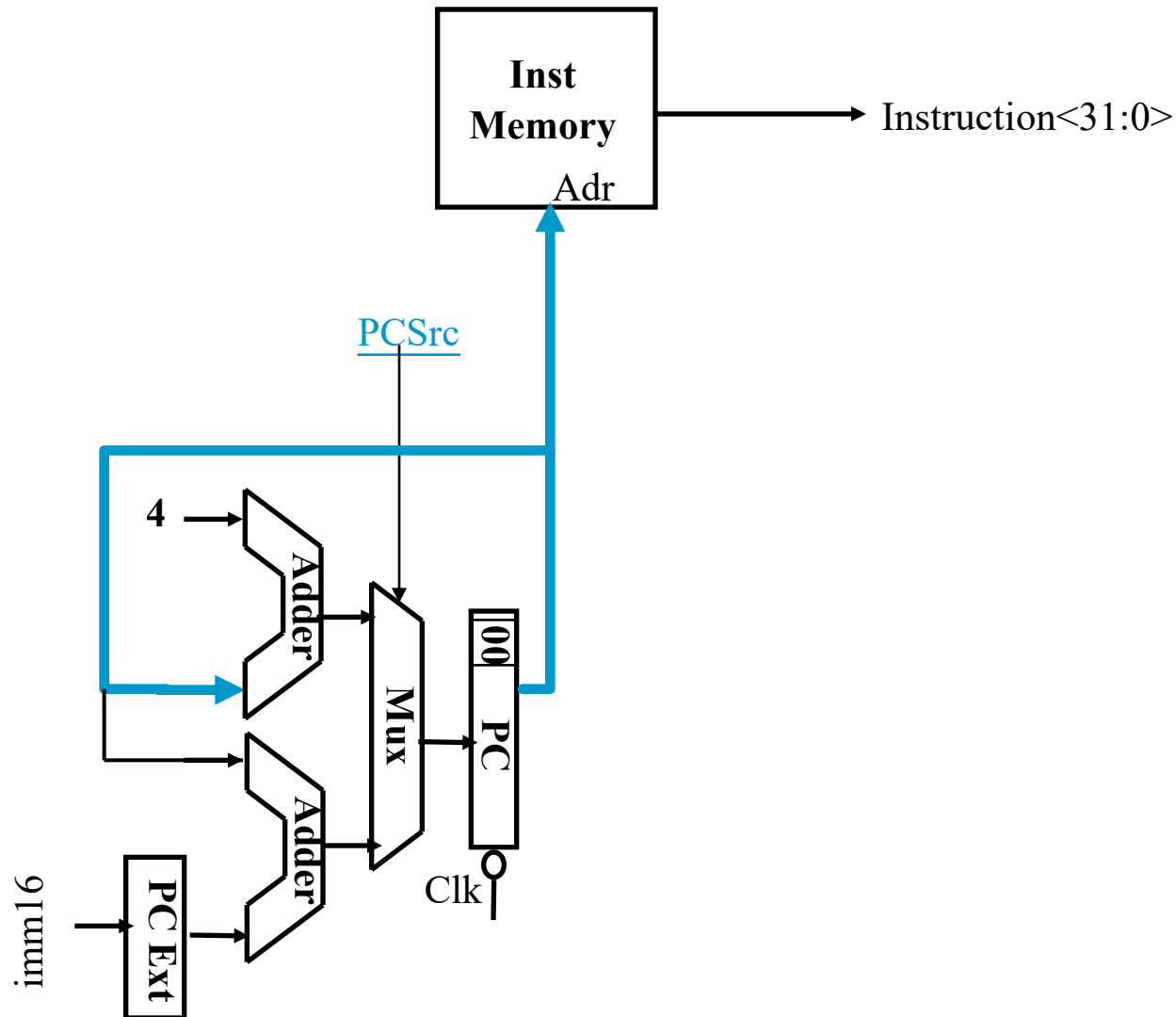
Meaning of Control Signals

- **MemWr:** write memory
- **MemRd:** read memory
- **MemtoReg:** 0 => ALU output 1 => Mem
- **RegWr:** write dest register
- **ALUsrc:** 0=> regB; 1=>immed
- **ALUctr:** “add”, “sub”, “or”, “and”
- **PCSrc:** 0=> PC = PC + 4; 1=> PC = branch target address



Examine control signals: **Add**

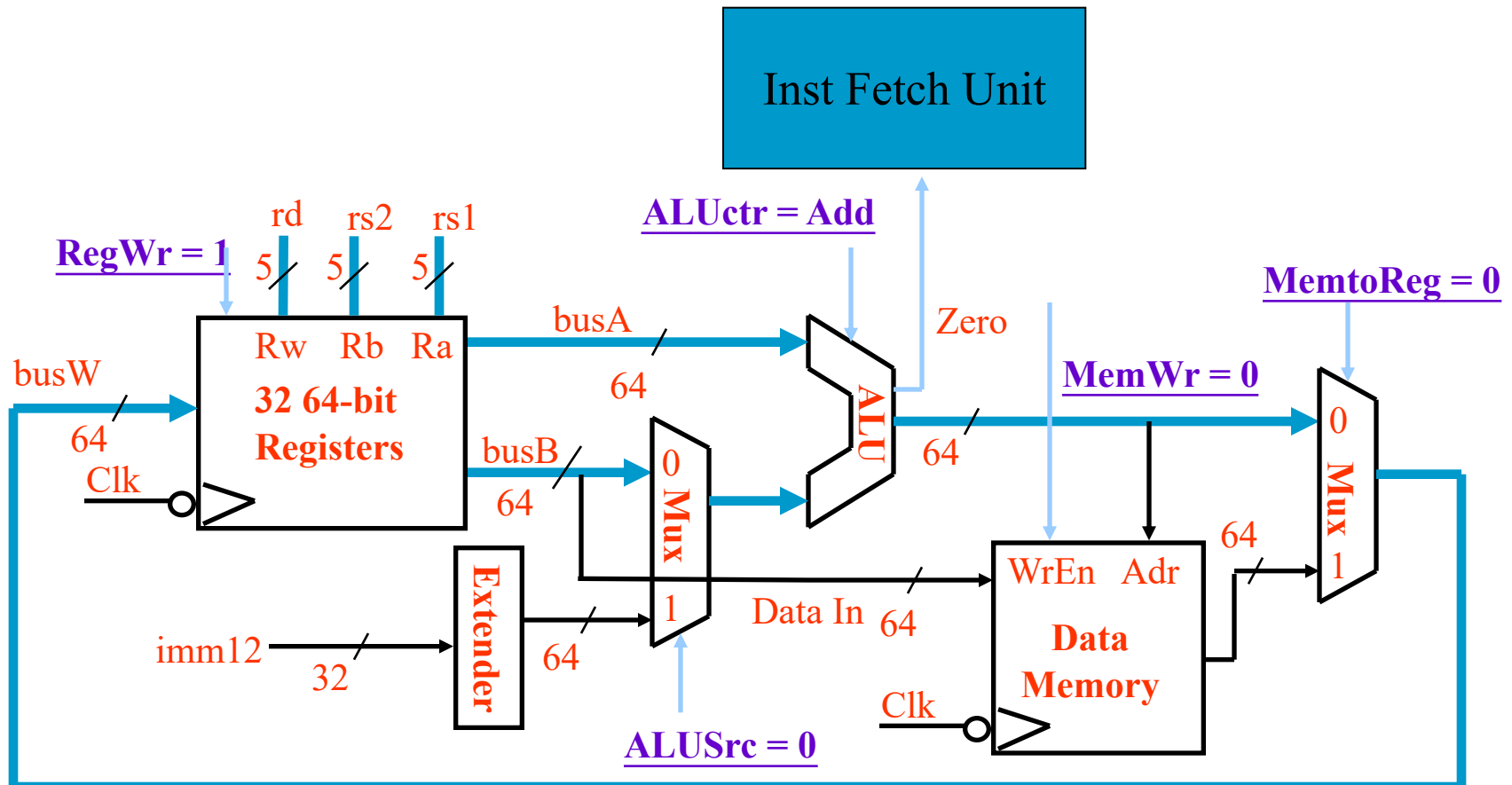
- Fetch the instruction from Instruction memory: $\text{Instruction} \leftarrow \text{mem}[\text{PC}]$
 - This is the same for all instructions



The Single Cycle Datapath during **Add**

funct7	rs2	rs1	funct3	rd	opcode
7 bits	5 bits	5 bits	3 bits	5 bits	7 bits

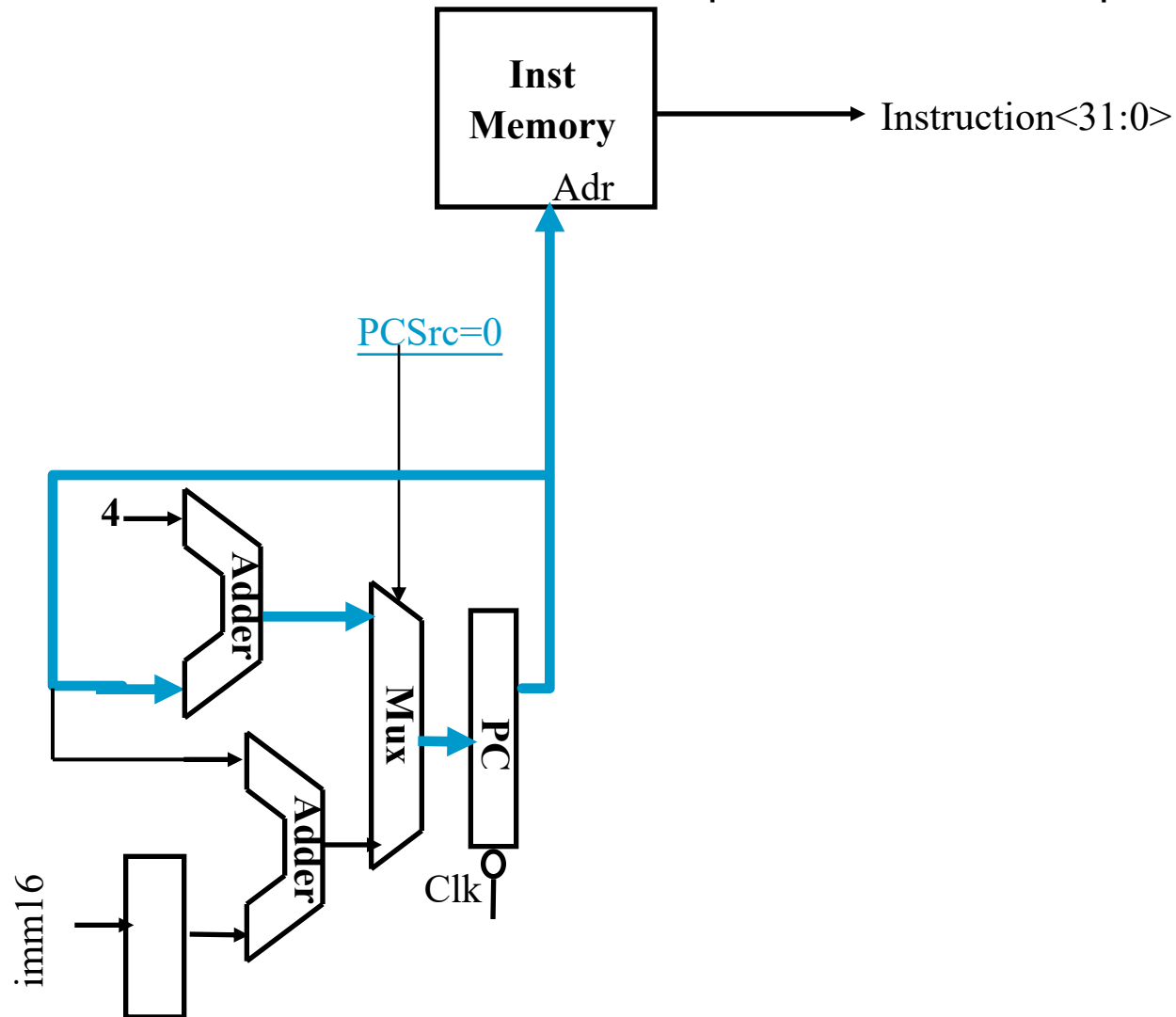
■ $R[rd] \leftarrow R[rs1] + R[rs2]$



Instruction Fetch Unit at the End of Add

■ $PC \leftarrow PC + 4$

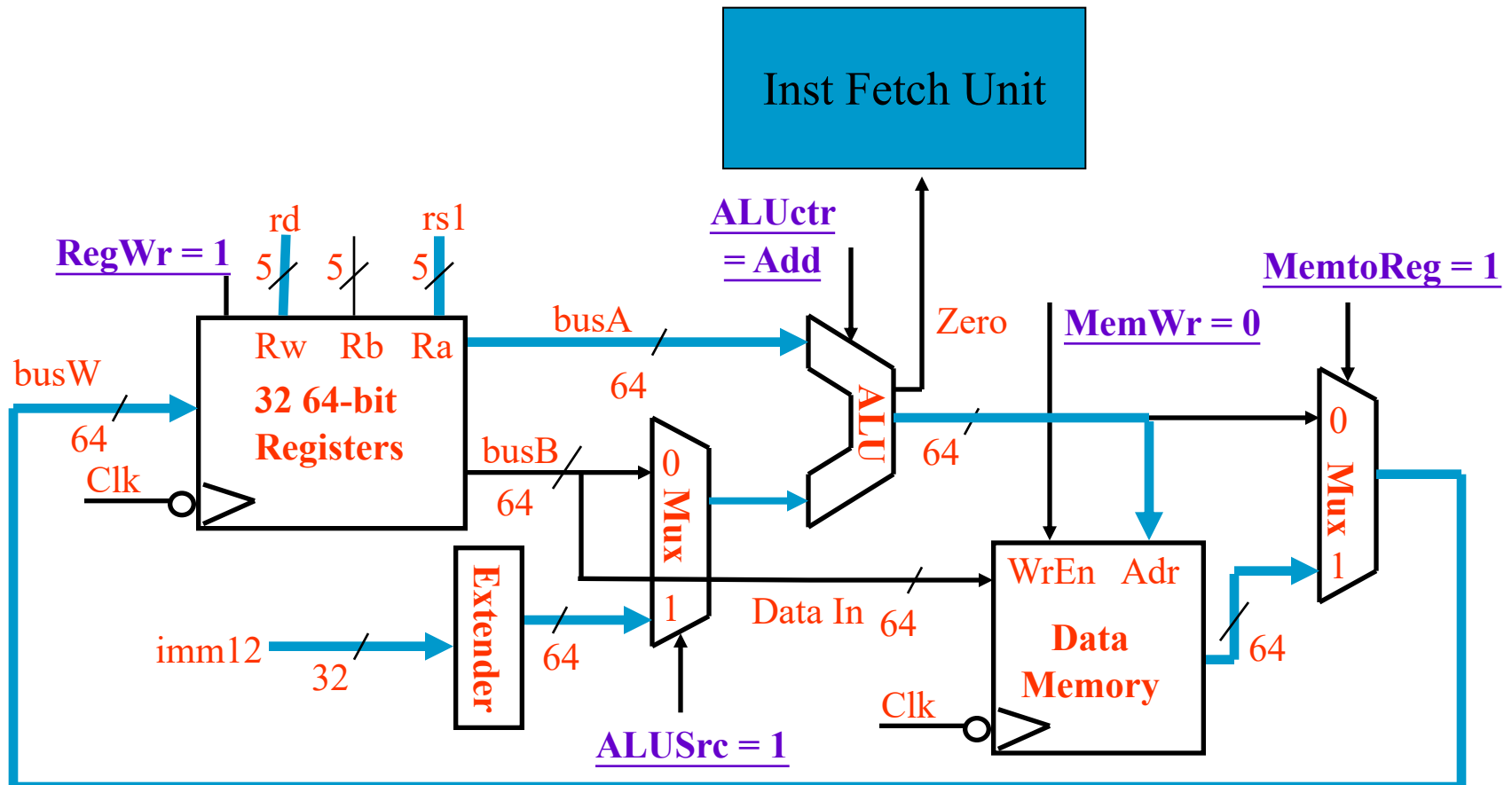
- This is the same for all instructions except: Branch and Jump



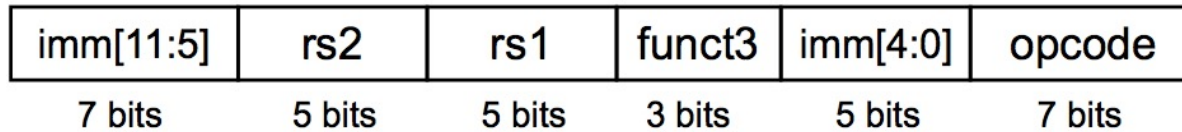
The Single Cycle Datapath during Load

immediate	rs1	funct3	rd	opcode
12 bits	5 bits	3 bits	5 bits	7 bits

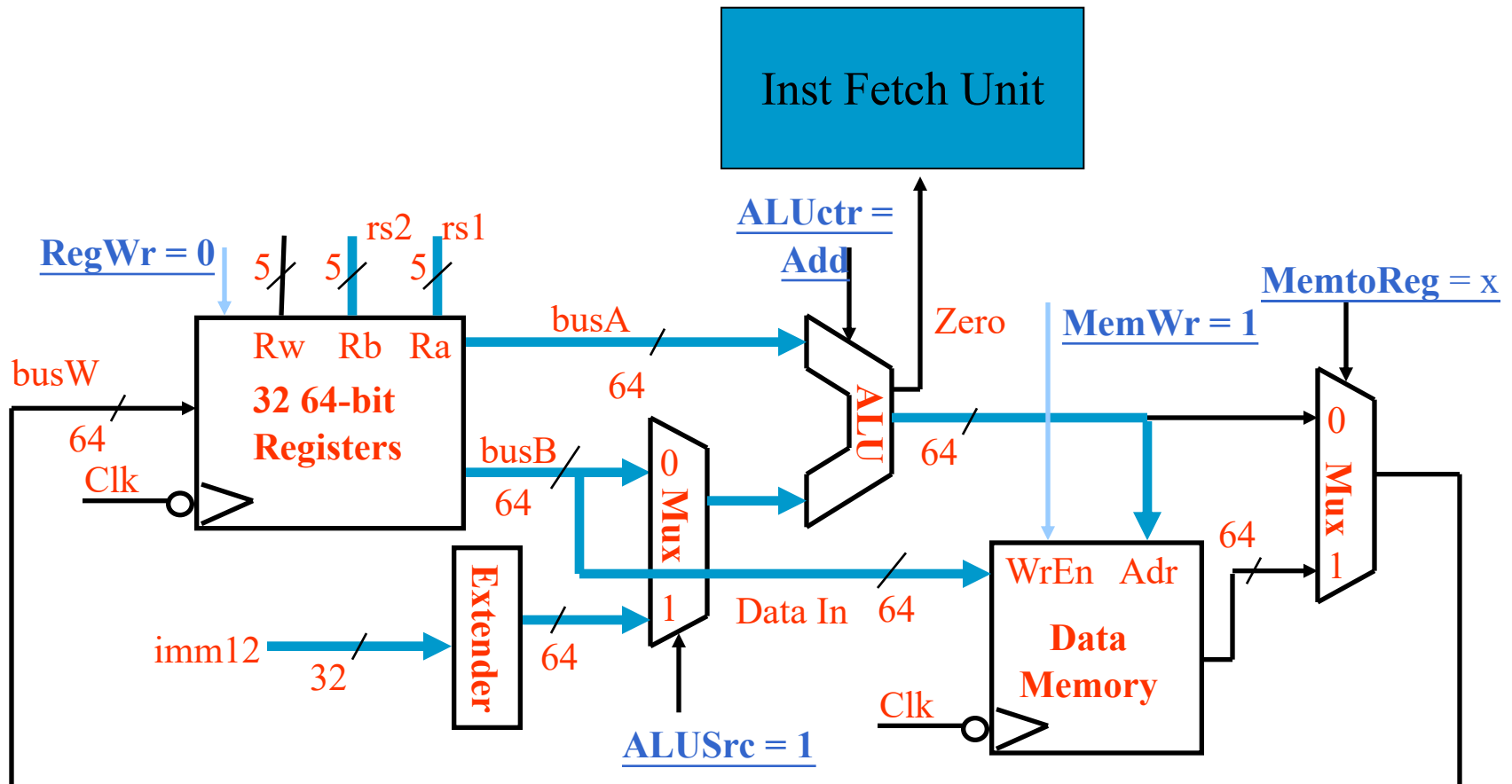
- $R[rd] \leftarrow \text{Data Memory} \{R[rs1] + \text{SignExt}[\text{imm12}]\}$



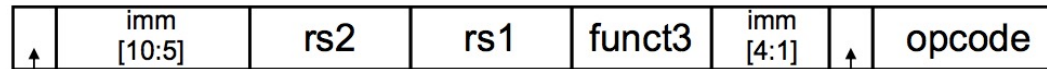
The Single Cycle Datapath during Store



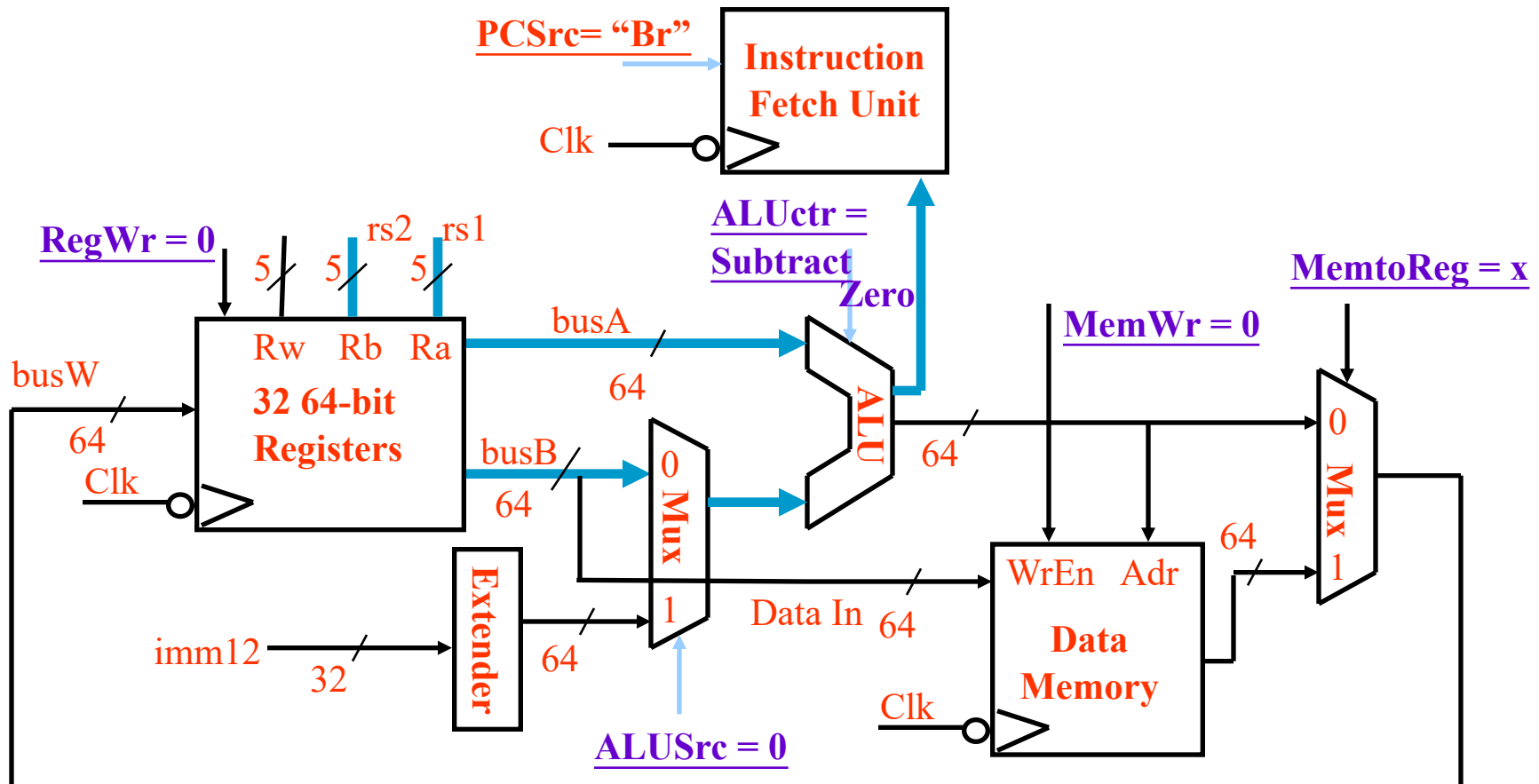
- Data Memory { $R[rs1] + \text{SignExt}[\text{imm12}]$ } $\leftarrow R[rs2]$



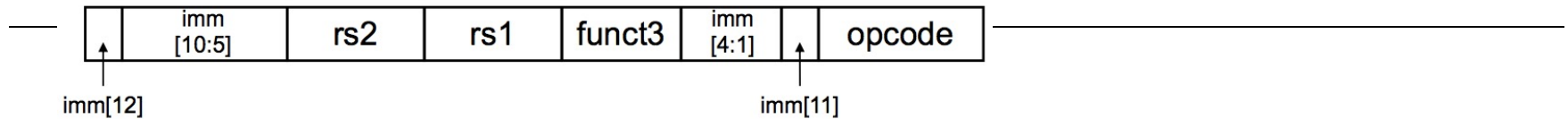
The Single Cycle Datapath during Branch (beq)



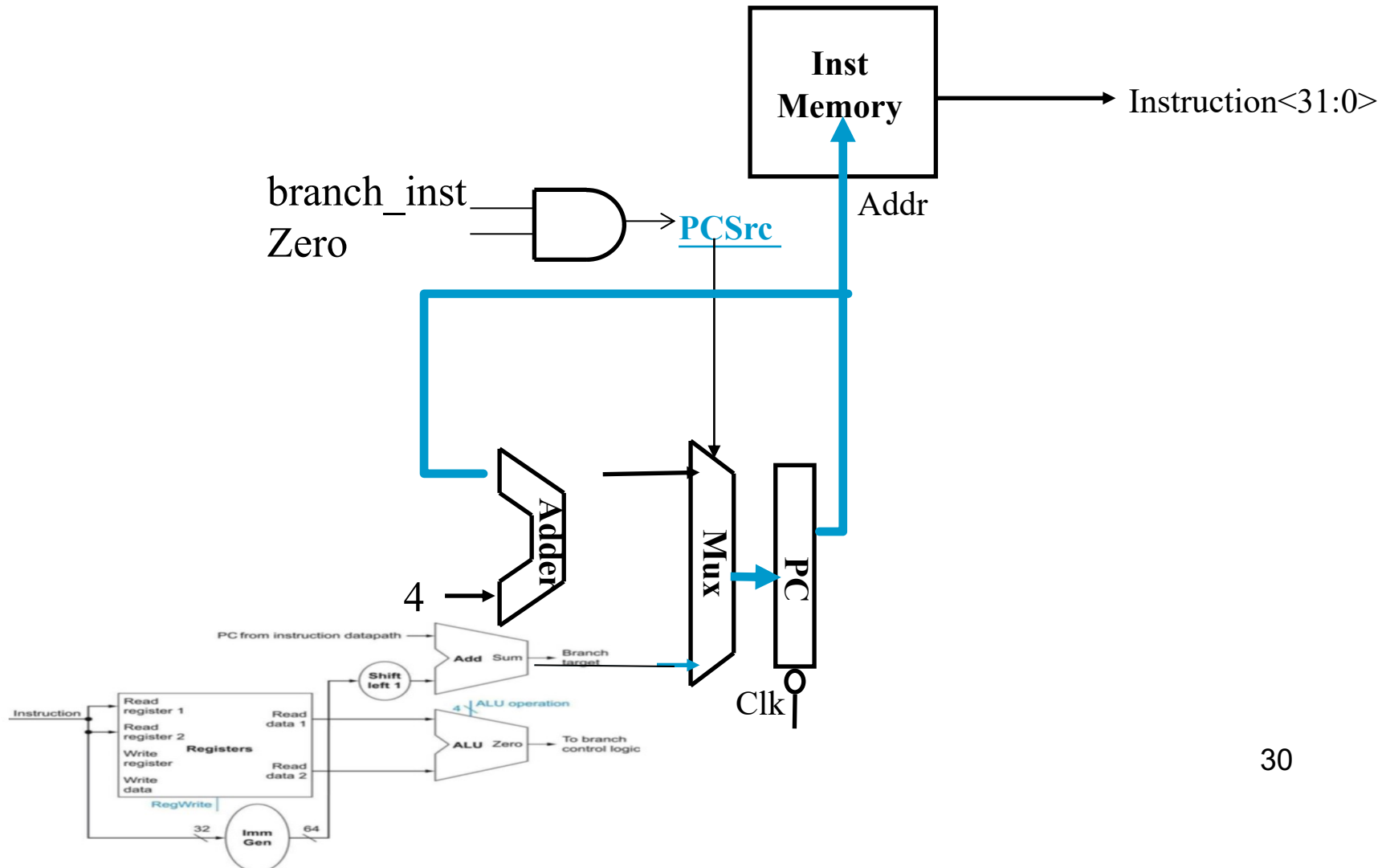
■ if $(R[rs1] - R[rs2] == 0)$ then Zero $\leftarrow 1$; else Zero $\leftarrow 0$



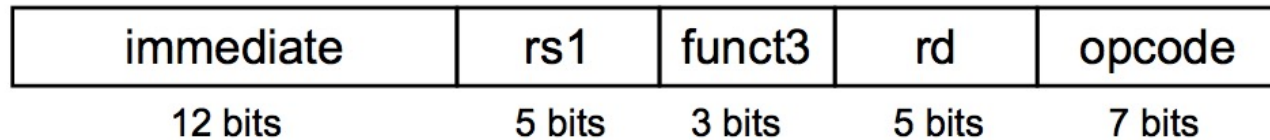
Instruction Fetch Unit at the End of



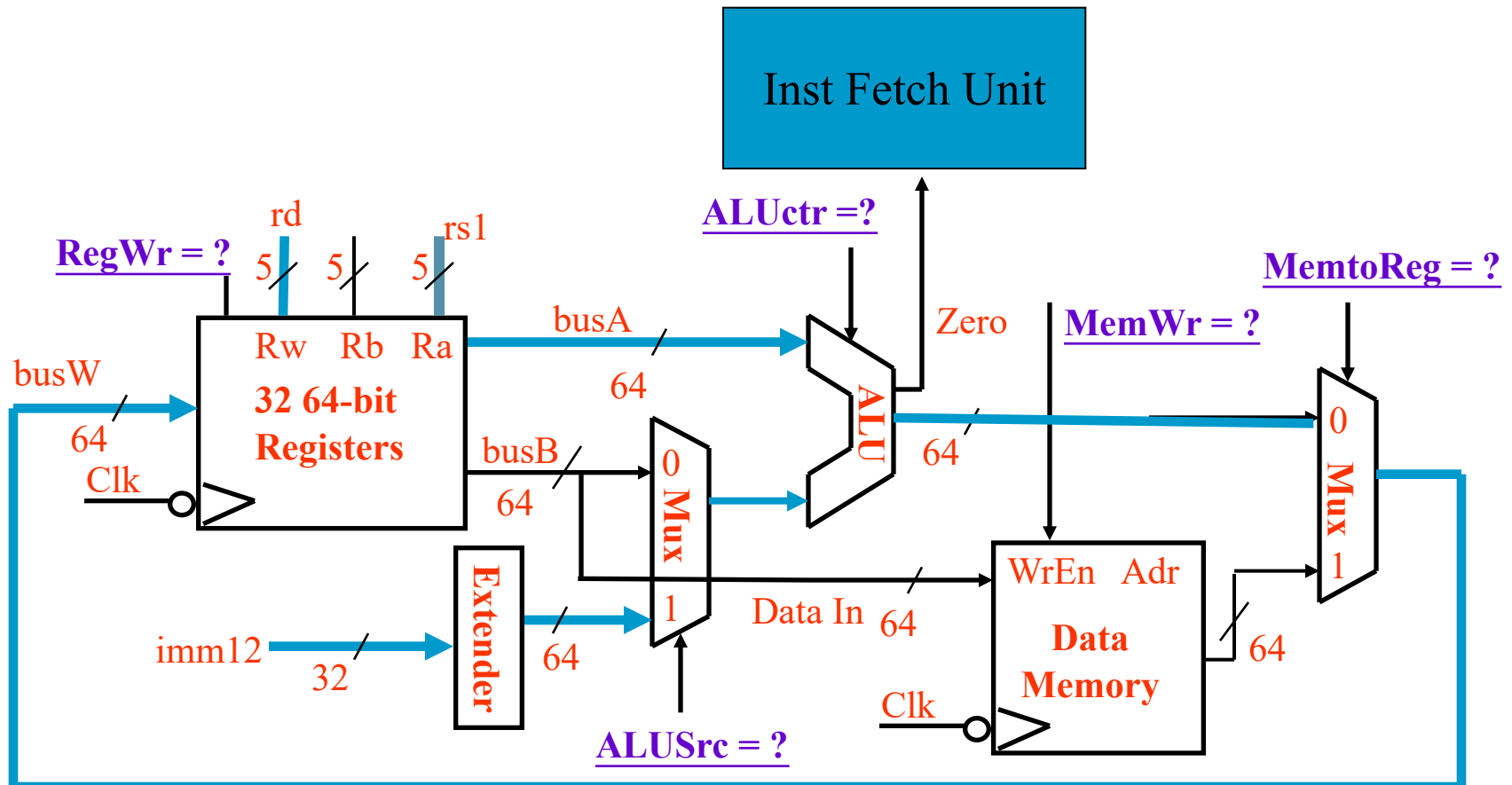
- if (Zero == 1) then $PC = PC + \text{SignExt}[\text{imm12}] * 2$; else $PC = PC + 4$



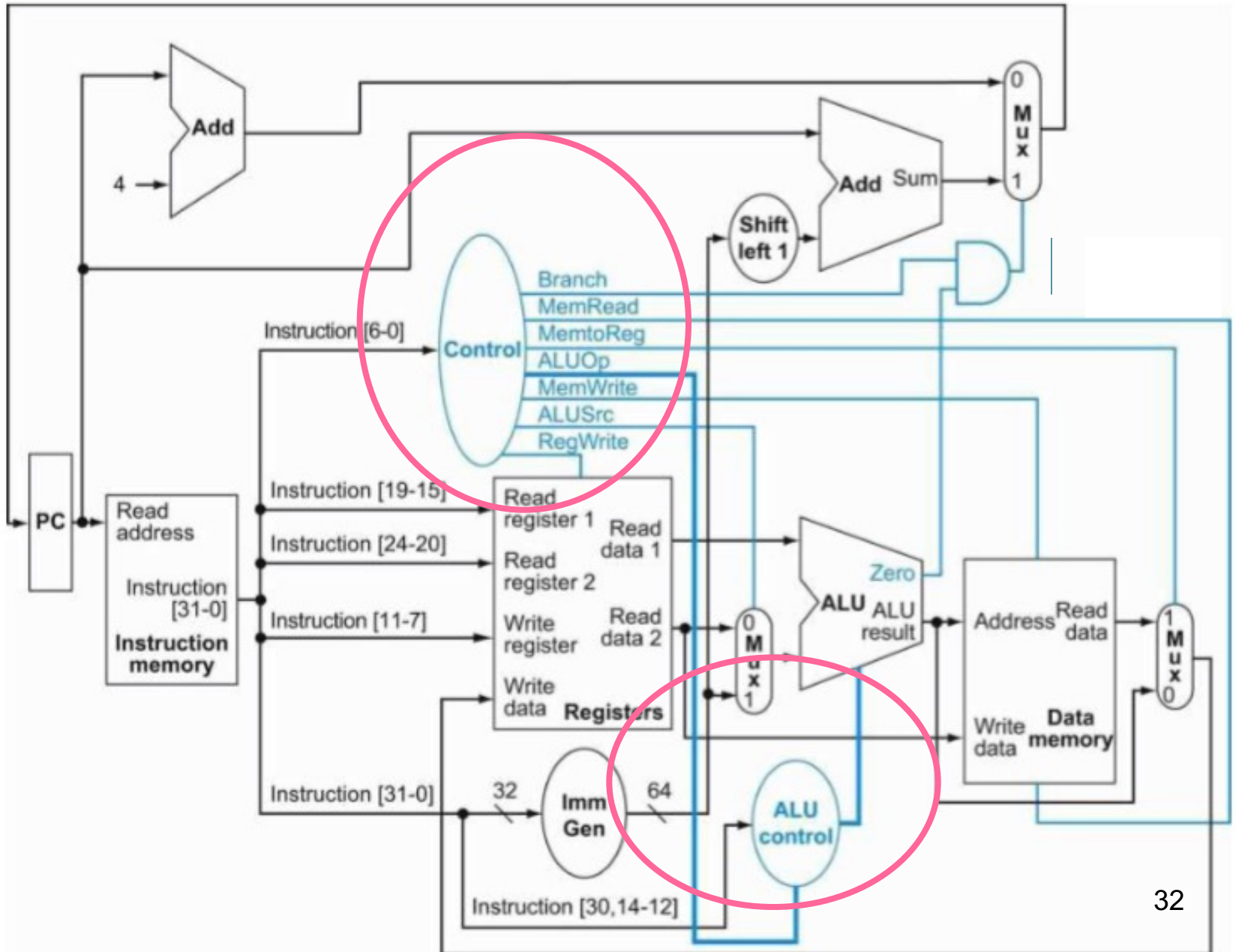
Exercise: The Single Cycle Datapath during Ori



■ $R[rd] \leftarrow R[rs1] \text{ or } \text{ZeroExt}[\text{imm12}]$



Step 5: Assemble the Control Unit



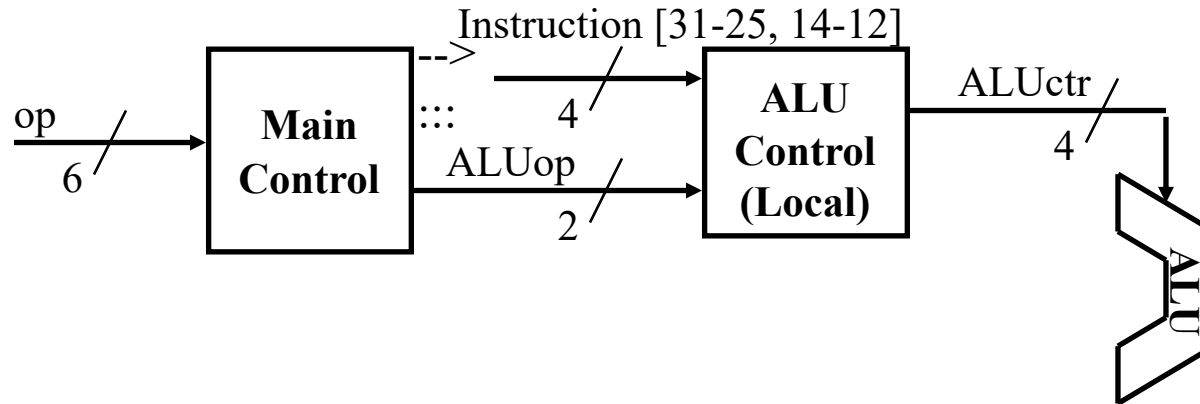
Combinational Elements

- Truth Table for input/output

Inputs			Outputs		
A	B	C	D	E	F
0	0	0	0	0	0
0	0	1	1	0	0
0	1	0	1	0	0
0	1	1	1	1	0
1	0	0	1	0	0
1	0	1	1	1	0
1	1	0	1	1	0
1	1	1	1	0	1

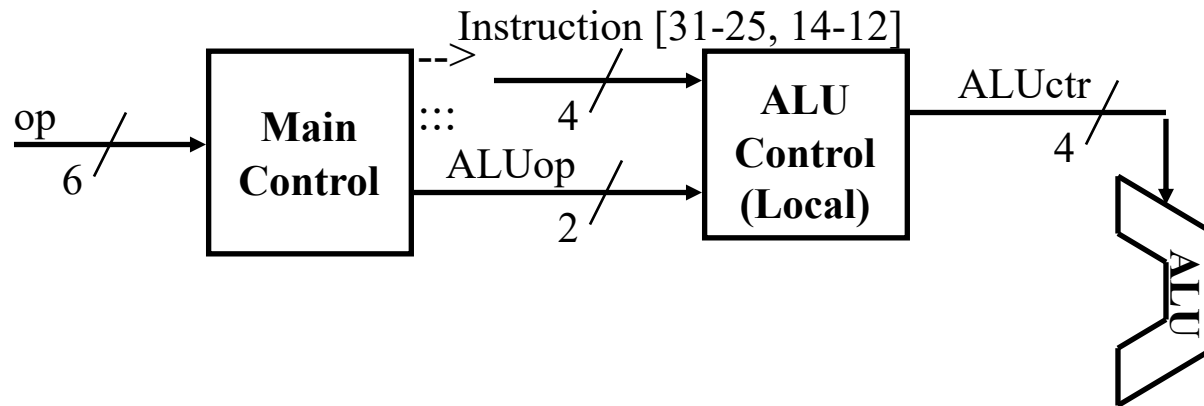


The Concept of Multi-level Decoding



Instruction opcode	ALUOp	Operation	Funct7 field	Funct3 field	Desired ALU action	ALU control input
ld 0000011	00	load doubleword	XXXXXXX	XXX	add	0010
sd 0100011	00	store doubleword	XXXXXXX	XXX	add	0010
beq 1100011	01	branch if equal	XXXXXXX	XXX	subtract	0110
R-type 0110011	10	add	0000000	000	add	0010
R-type 0110011	10	sub	0100000	000	subtract	0110
R-type 0110011	10	and	0000000	111	AND	0000
R-type 0110011	10	or	0000000	110	OR	0001

The Concept of Multi-level Decoding



Instruction opcode	ALUOp	Operation	Funct7 field	Funct3 field	Desired ALU action	ALU control input
ld	00	load doubleword	XXXXXXXX	XXX	add	0010
sd	00	store doubleword	XXXXXXXX	XXX	add	0010
beq	01	branch if equal	XXXXXXXX	XXX	subtract	0110
R-type	10	add	0000000	000	add	0010
R-type	10	sub	0100000	000	subtract	0110
R-type	10	and	0000000	111	AND	0000
R-type	10	or	0000000	110	OR	0001

The Truth Table for ALUctr

Instruction opcode	ALUOp	Operation	Funct7 field	Funct3 field	Desired ALU action	ALU control input
ld	00	load doubleword	XXXXXXX	XXX	add	0010
sd	00	store doubleword	XXXXXXX	XXX	add	0010
beq	01	branch if equal	XXXXXXX	XXX	subtract	0110
R-type	10	add	0000000	000	add	0010
R-type	10	sub	0100000	000	subtract	0110
R-type	10	and	0000000	111	AND	0000
R-type	10	or	0000000	110	OR	0001

Input

output

ALUOp		Funct7 field							Funct3 field			Operation
ALUOp1	ALUOp0	I[31]	I[30]	I[29]	I[28]	I[27]	I[26]	I[25]	I[14]	I[13]	I[12]	
0	0	X	X	X	X	X	X	X	X	X	X	0010
X	1	X	X	X	X	X	X	X	X	X	X	0110
1	X	0	0	0	0	0	0	0	0	0	0	0010
1	X	0	1	0	0	0	0	0	0	0	0	0110
1	X	0	0	0	0	0	0	0	1	1	1	0000
1	X	0	0	0	0	0	0	0	1	1	0	0001

Appendix A: Basics of Logic Design: how to turn true table to logic gates

Truth-Table for the Main Controller

Instruction	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	0	0	1	0	0	0	1	0
ld	1	1	1	1	0	0	0	0
sd	1	X	0	0	1	0	0	0
beq	0	X	0	0	0	1	0	1

Input or output	Signal name	R-format	ld	sd	beq
Inputs	I[6]	0	0	0	1
	I[5]	1	0	1	1
	I[4]	1	0	0	0
	I[3]	0	0	0	0
	I[2]	0	0	0	0
	I[1]	1	1	1	1
	I[0]	1	1	1	1
Outputs	ALUSrc	0	1	1	0
	MemtoReg	0	1	X	X
	RegWrite	1	1	0	0
	MemRead	0	1	0	0
	MemWrite	0	0	1	0
	Branch	0	0	0	1
	ALUOp1	1	0	0	0
	ALUOp0	0	0	0	1

Performance of Single-Cycle Machines

■ Assumption

- **Memory units: 200 ps**
- **ALU and adders: 100 ps**
- **Register file (read or write): 50 ps**
- **Instruction mix:**
 - **25% loads, 10% stores, 45% ALU instructions, 15% branches, and 5% jumps.**

■ Comparison

- **Every instruction operates in 1 clock cycle of a fixed length.**
- **Every instruction executes in 1 clock cycle using a variable-length clock.**

Instruction Class	Functional Units used by the instruction class				
R-Type	Inst Fetch	Register Access	ALU	Register Access	
Load Word	Inst Fetch	Register Access	ALU	Memory Access	Register Access
Store word	Inst Fetch	Register Access	ALU	Memory Access	
Branch	Inst Fetch	Register Access	ALU		
Jump	Inst Fetch				

Performance of Single-Cycle Machines (cont.)

- Recall

CPU execution time = Instruction count \times CPI \times Clock cycle time

Since CPI must be 1, we can simplify this to

CPU execution time = Instruction count \times Clock cycle time

- For fixed clock cycle implementation

- The clock cycle for each instruction is determined by the longest instruction, load, which is 600 ps (200+50+100+200+50).

- For variable clock cycle implementation

- The average time per instruction with a variable clock is
- $600 \times 25\% + 550 \times 10\% + 400 \times 45\% + 350 \times 15\% + 200 \times 5\% = 447.5$ ps

- The variable clock implementation would be faster by

$$\frac{600}{447.5} = 1.34$$