

## Lecture 8

### The Processor

# Outline

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- Implementation overview
- Logic design basics
- Detailed implementation for every instruction

# Introduction

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$$\text{CPU Time} = \text{Instruction Count} \times \text{CPI} \times \text{Clock Cycle Time}$$

- CPU performance factors
  - Instruction count
    - Determined by ISA and compiler
  - CPI and Cycle time
    - Determined by CPU hardware
- We will examine two MIPS implementations
  - A simplified version
  - A more realistic pipelined version

# Basic MIPS Architecture

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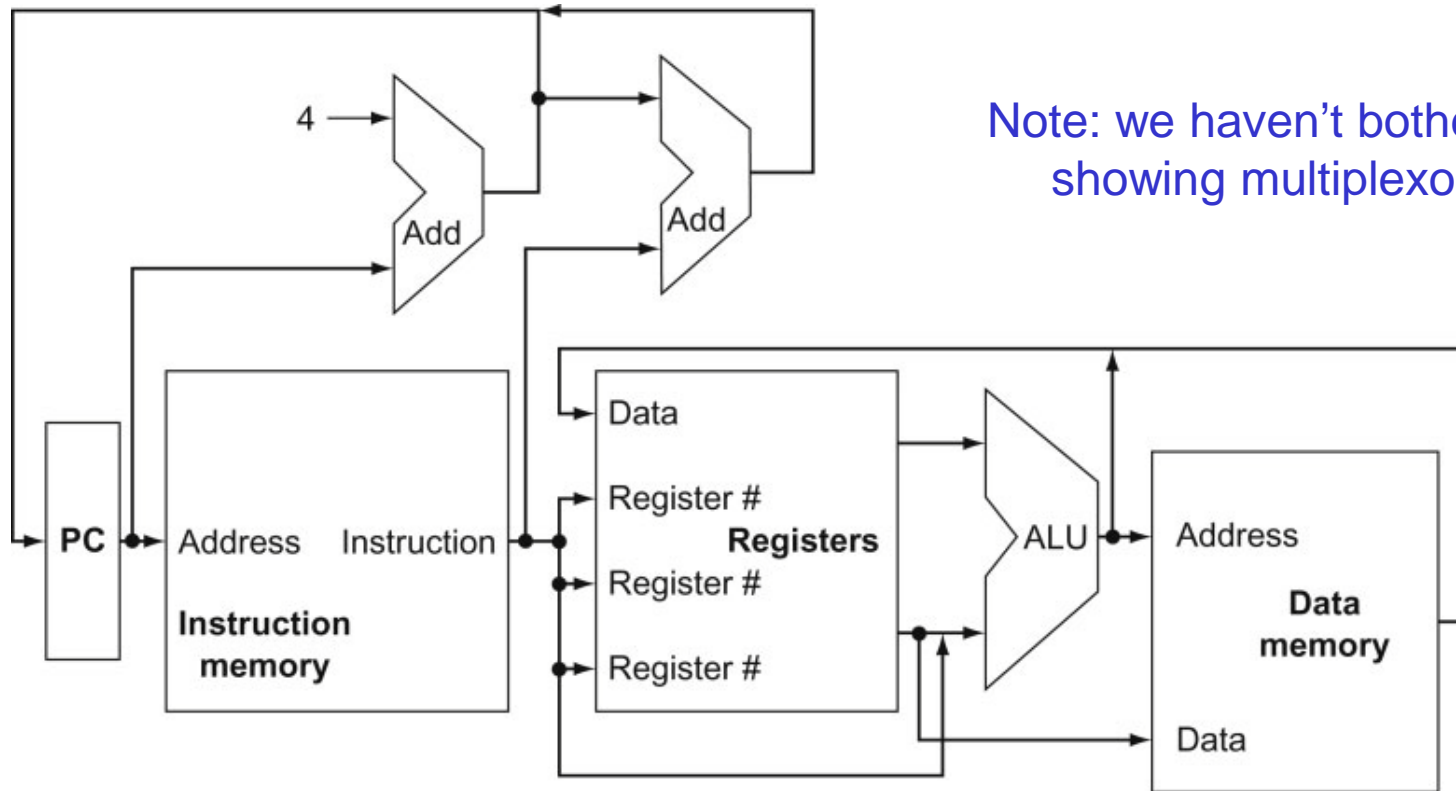
- We have known the instructions a CPU should execute, we'll design a simple CPU that executes:
  - basic math (add, sub, and, or, slt)
  - memory access (lw and sw)
  - branch and jump instructions (beq and j)

# Implementation Overview

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- We need memory
  - to store instructions
  - to store data
  - for now, let's make them separate units
- We need registers, ALU, and a whole lot of control logic
- CPU operations common to all instructions:
  - use the program counter (PC) to pull instruction out of instruction memory
  - read register values

# View from 30,000 Feet



Note: we haven't bothered showing multiplexors

Source: H&P textbook

- What is the role of the Add units?
- Explain the inputs to the data memory unit
- Explain the inputs to the ALU
- Explain the inputs to the register unit

# Outline

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- Implementation overview
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- Detailed implementation for every instruction

# Logic Design Basics

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- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses
- Combinational element
  - Operate on data
  - Output is a function of input
- State (sequential) elements
  - Store information

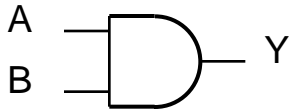


# Combinational Elements

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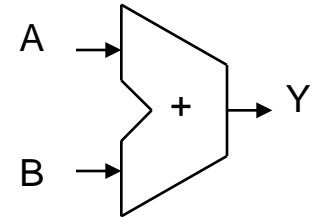
- And gate

- $Y = A \& B$



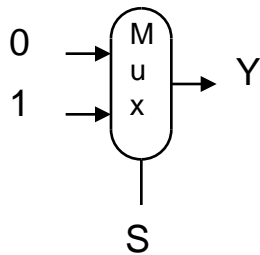
- Adder

- $Y = A + B$



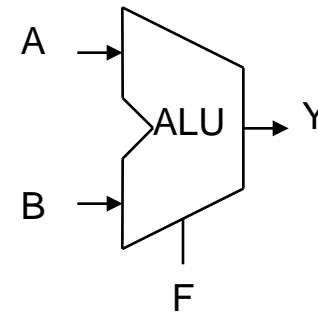
- Multiplexer

- $Y = S ? 1 : 0$



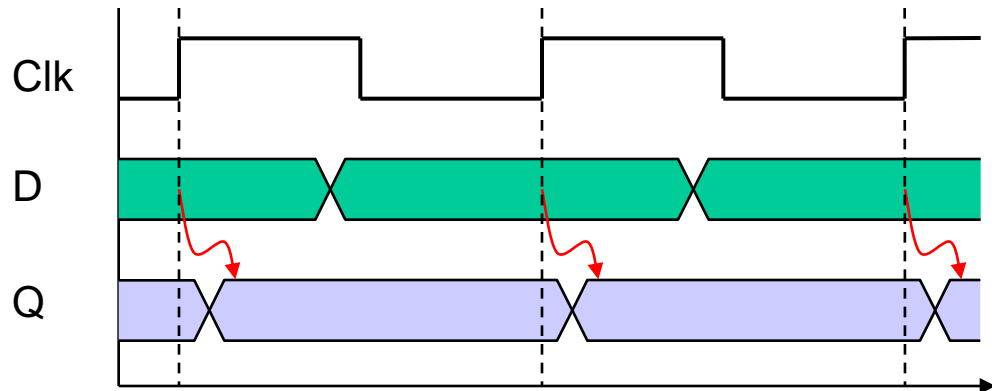
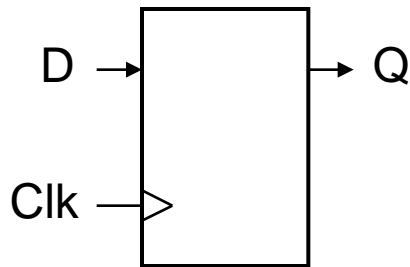
- Arithmetic/Logic Unit

- $Y = F(A, B)$



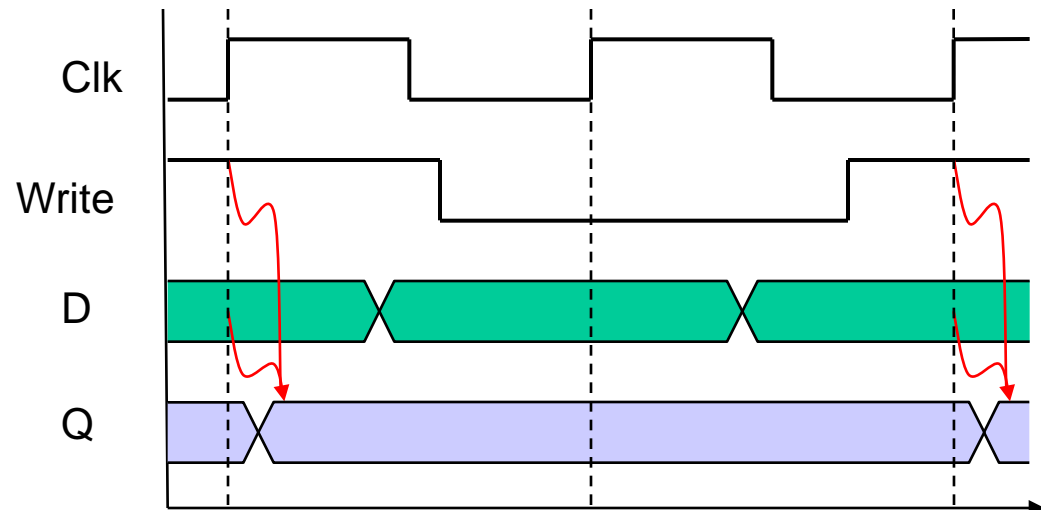
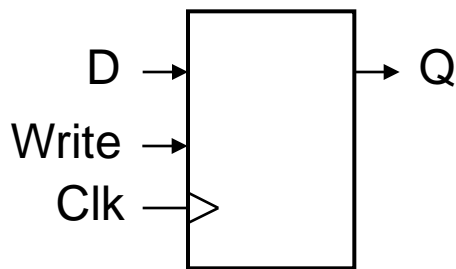
# State Elements (sequential elements)

- State element
  - The state element has a pre-stored state
  - It has some internal storage
  - Has at least two inputs and one output (e.g. D-type flip-flop):
    - The data to be written into the element
    - The clock which determines when the data is written
    - The output: the value that was written in earlier cycle
  - Examples: register and memory



# Sequential Elements

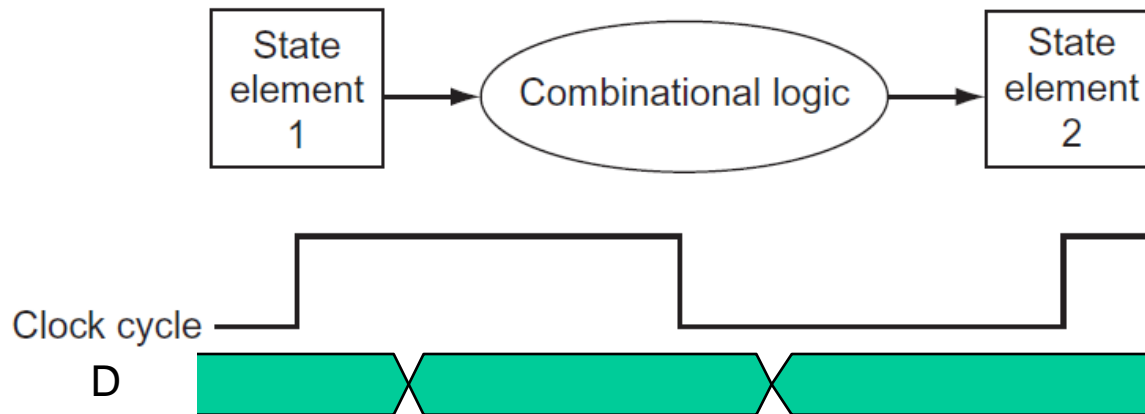
- Register without write control (e.g. program counter)
  - Uses a clock signal to determine when to update
  - Edge-triggered: update when Clk changes from 0 to 1
- Register with write control (e.g. data memory/register)
  - Only updates on clock edge when write control input is 1
  - Used when stored value is required later



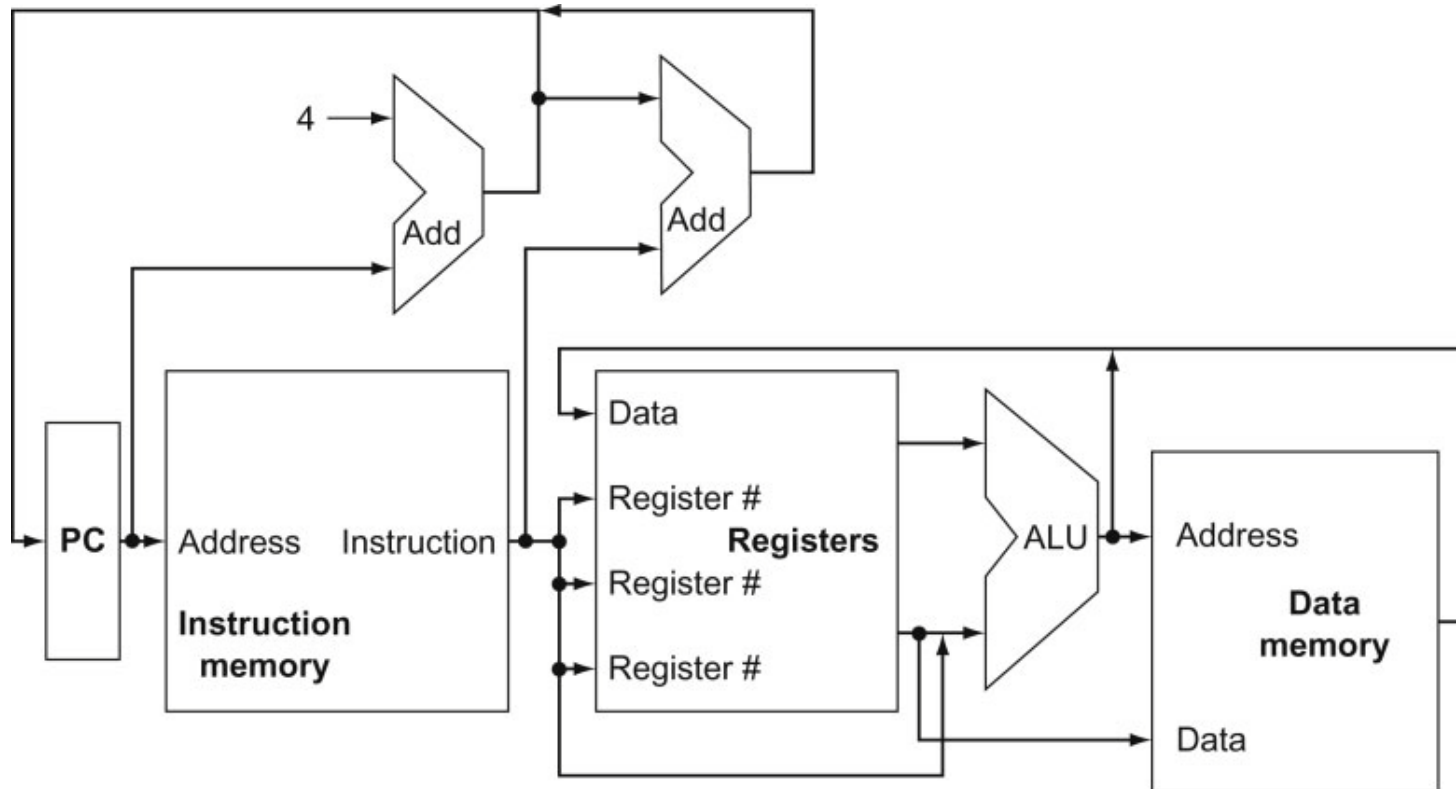
# Clocking Methodology

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- Defines when signals can be read and when they can be written
- Edge-triggered clocking: all state changes occur on a clock edge.
- Clock time > the time needed for signals to propagate from SE1 through combinatorial element to SE2



# Clocking Methodology



Source: H&P textbook

- Which of the above units need a clock?
  - What is being saved (latched) on the rising edge of the clock?
- Keep in mind that the latched value remains there for an entire cycle

# Outline

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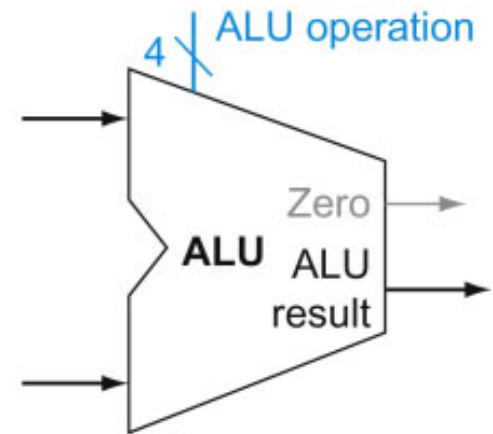
- Implementation overview
- Logic design basics
- Detailed implementation for every instruction
  - R-type
  - Load/store-type
  - J-type

# Implementing R-type Instructions

- Instructions of the form `add $t1, $t2, $t3`
- Explain the role of each signal



a. Registers

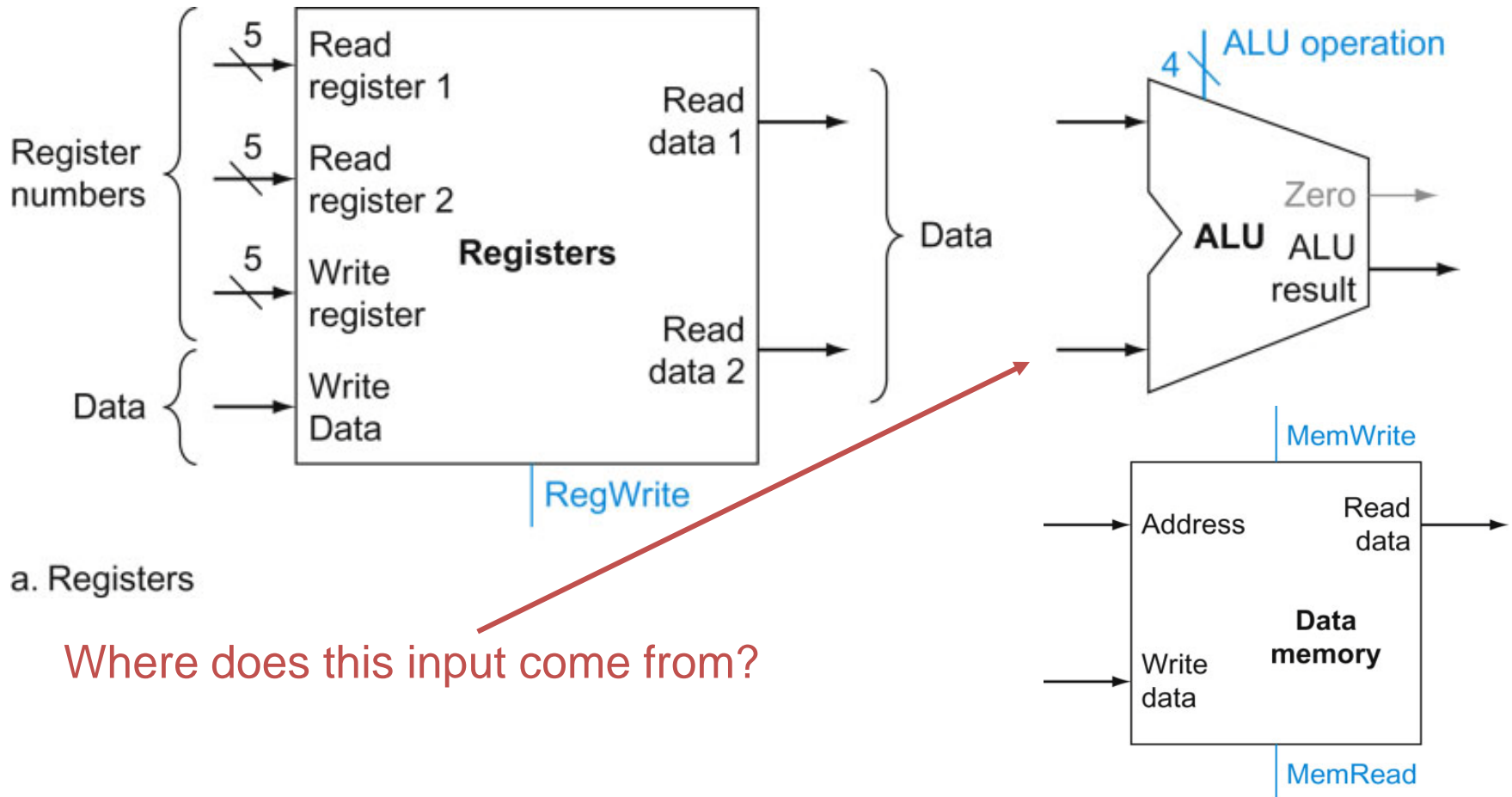


b. ALU

Source: H&P textbook

# Implementing Loads/Stores

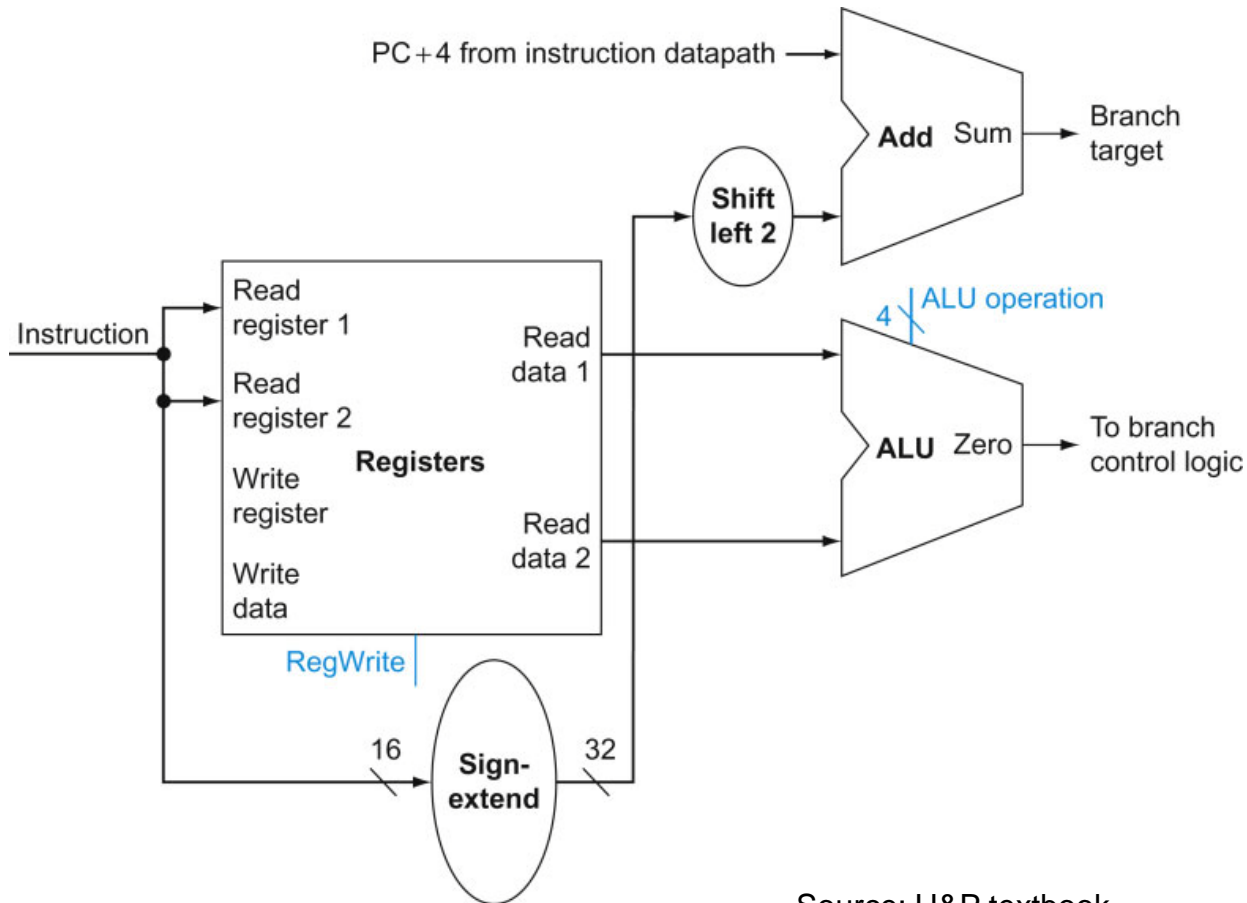
- Instructions of the form `lw $t1, 8($t2)` and `sw $t1, 8($t2)`





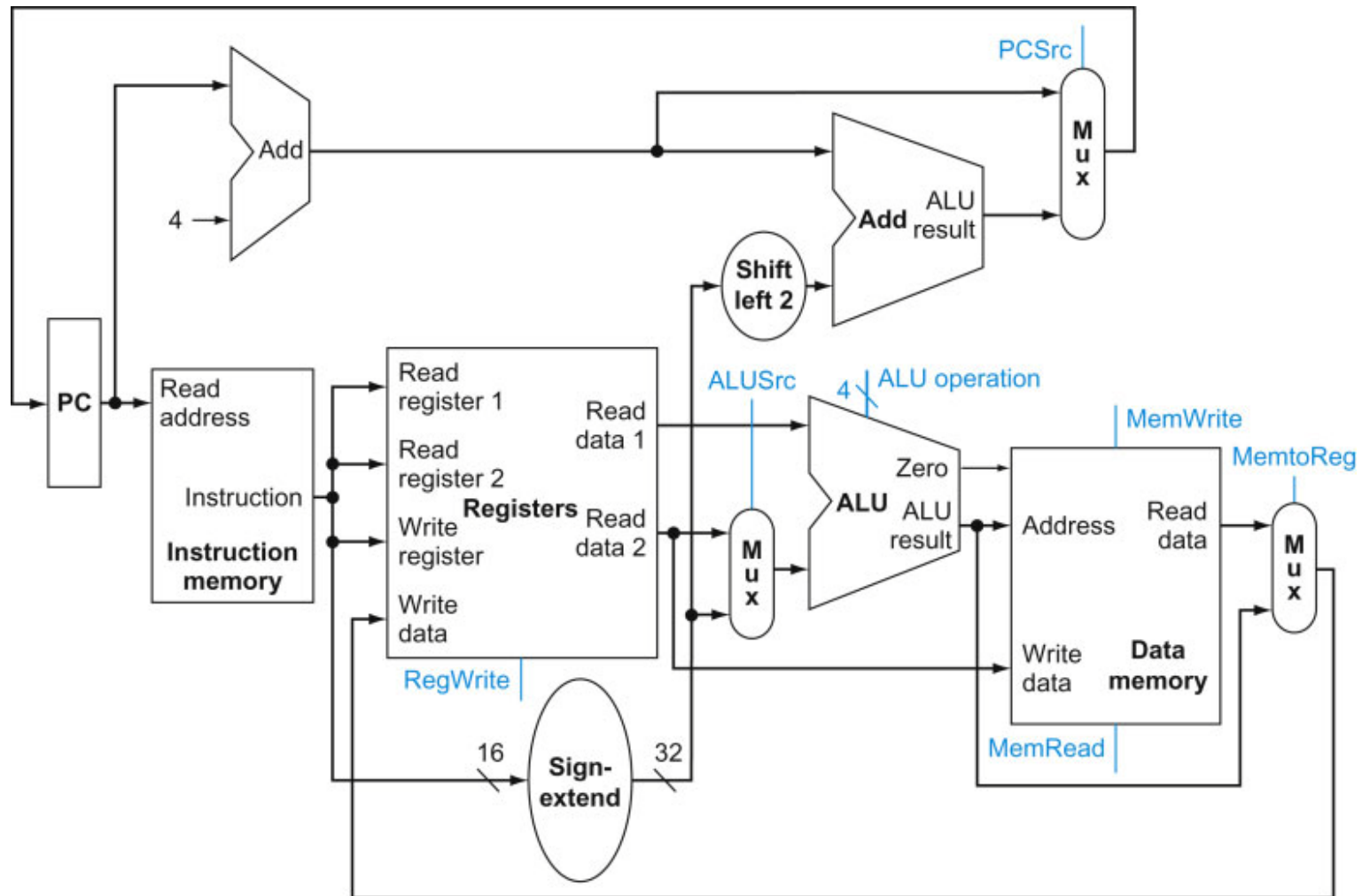
# Implementing J-type Instructions

- Instructions of the form `beq $t1, $t2, offset`

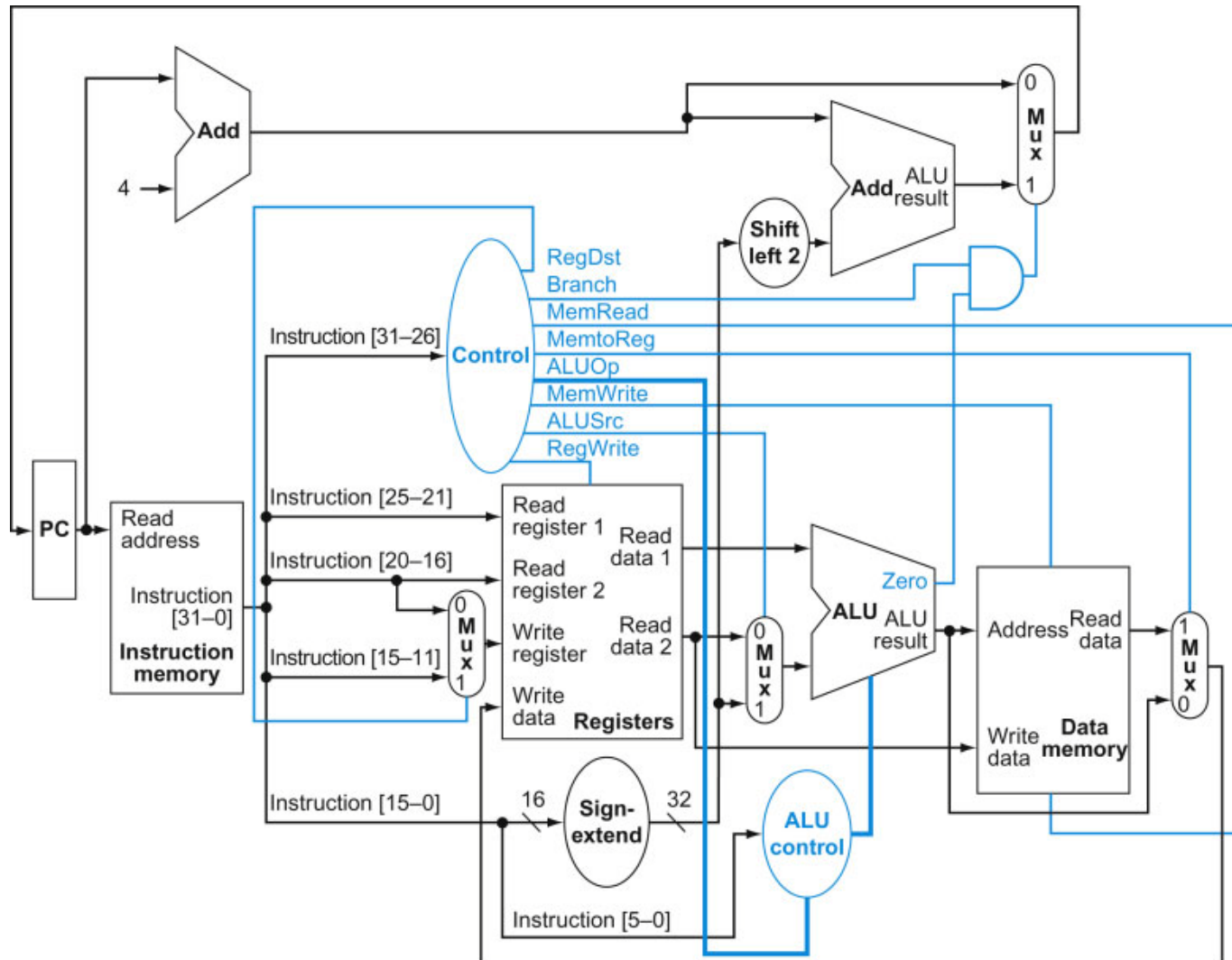


Source: H&P textbook

# View from 10,000 Feet



# View from 5,000 Feet



# Mid-term

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- Apr. 27th, Friday, 10:00-12:00 am
- Chapter 1 - Chapter 4.3
- Closed book exam, a reference sheet including MIPS instructions will be provided