

Lecture 8

The Processor

Outline

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

Introduction

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

- 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

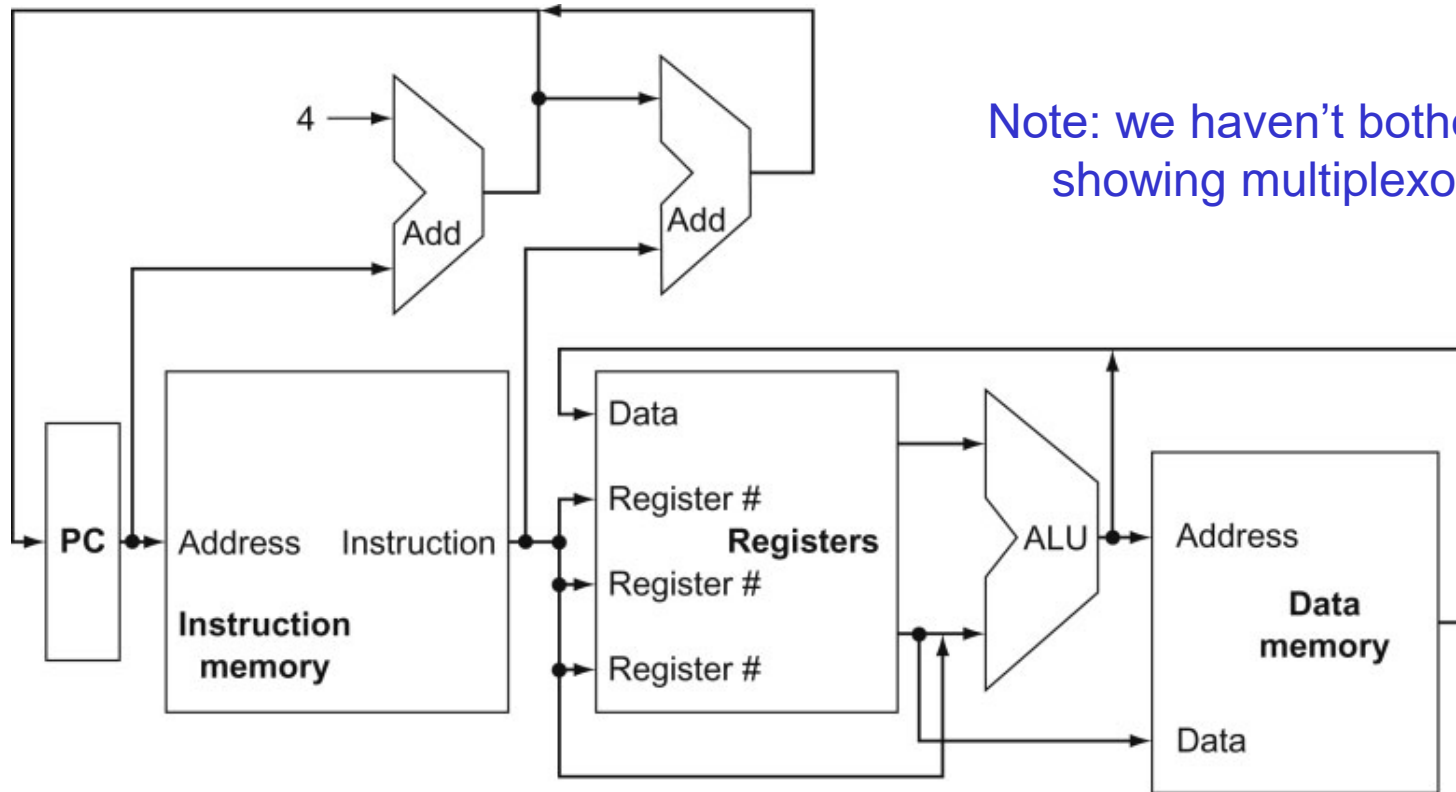
Basic MIPS Architecture

- 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

- 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

- 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

Source: H&P textbook

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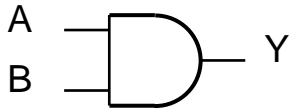
Logic Design Basics

- 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

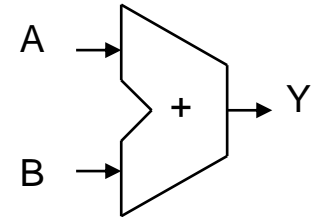
- And gate

- $Y = A \& B$



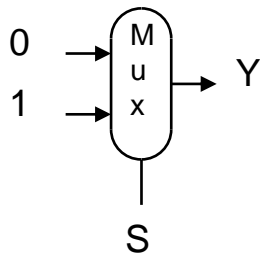
- Adder

- $Y = A + B$



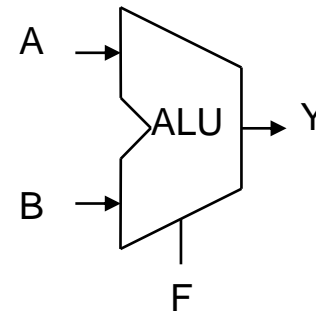
- Multiplexer

- $Y = S ? 1 : 0$



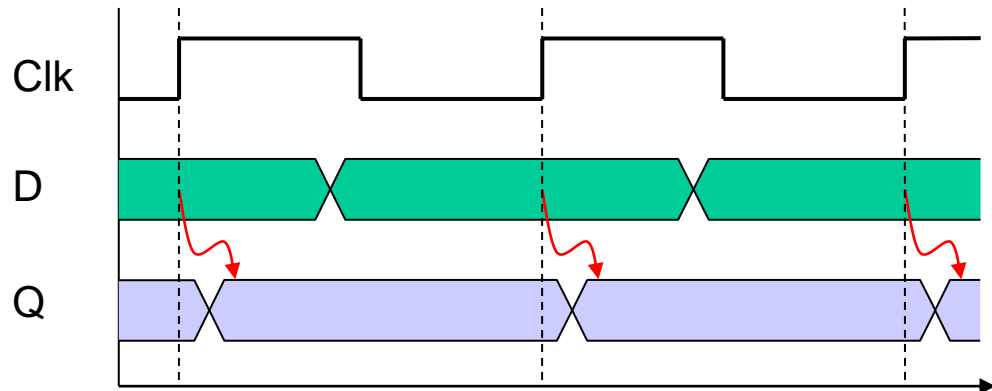
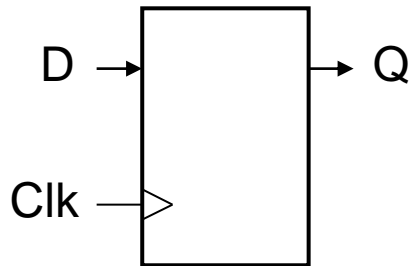
- Arithmetic/Logic Unit

- $Y = F(A, B)$



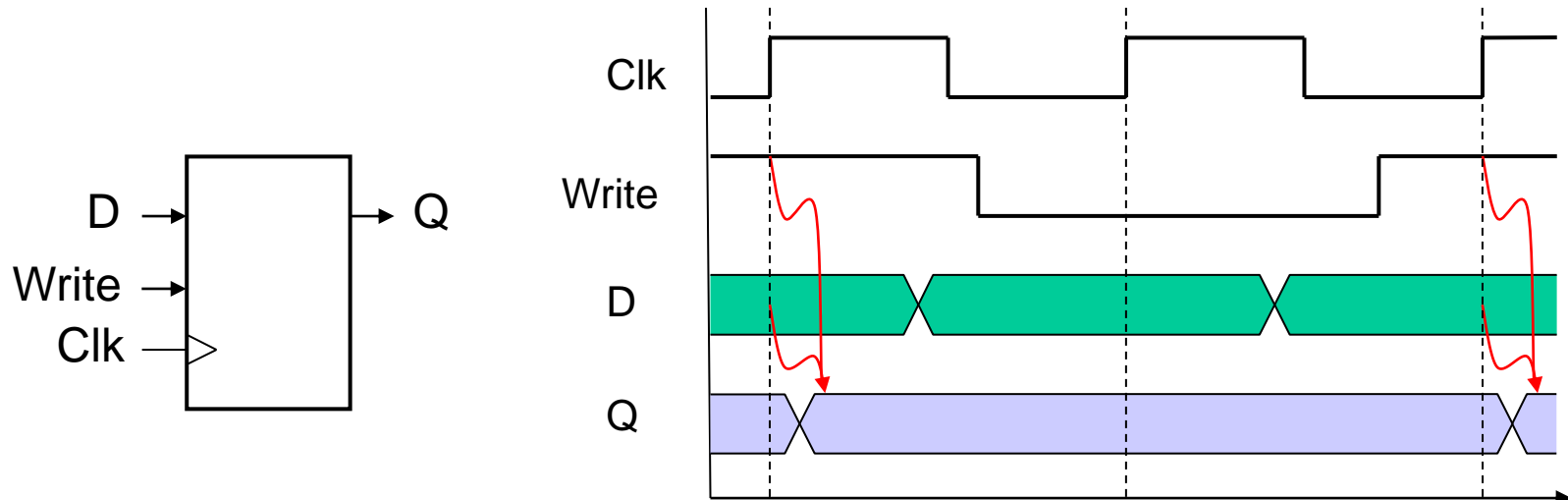
State Elements (sequential elements)

- 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



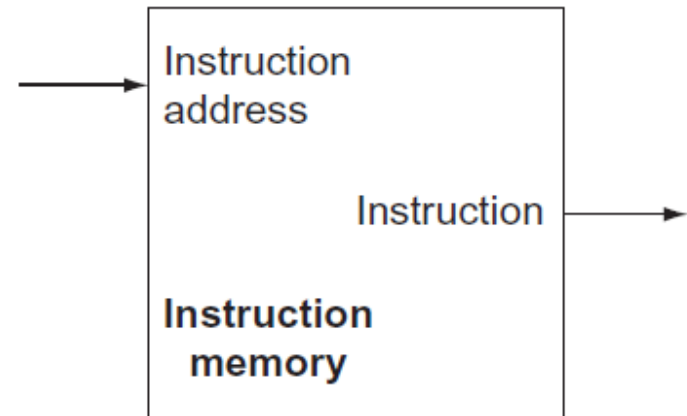
State Elements with write control

- 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



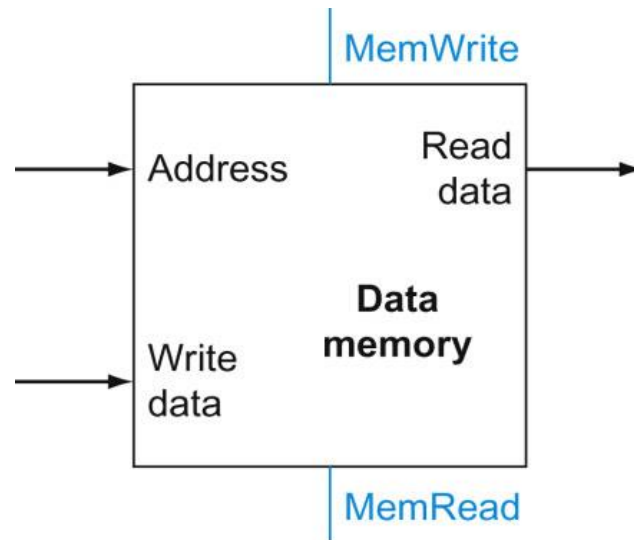
Instruction Memory

- A state element with
- Input: InstructionAddress (32-bit), clock
- Output: Instructions (32-bit)
- State: the instructions stored in the memory ($n \times 32$ -bit)
- Why no control signals?
 - No write operation
 - Every clock read an instruction



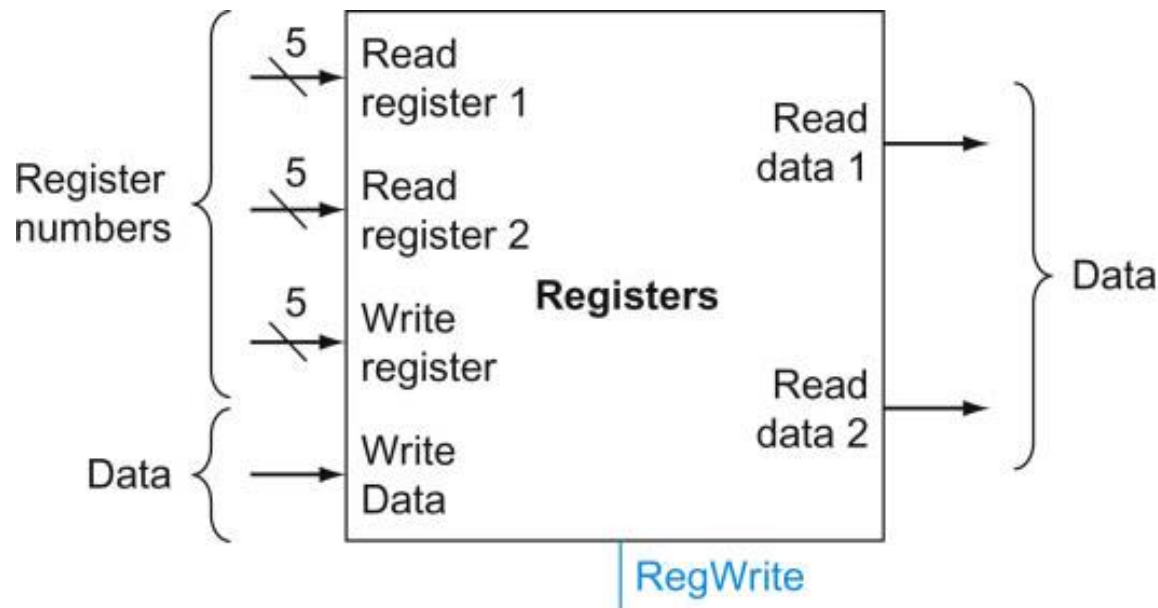
Data Memory

- A state element with
- Input: Address (32-bit), Write-in data (32-bit), MemWrite (1-bit), MemRead (1-bit), clock
- Output: Read-out data (32-bit)
- State: the data stored in the memory ($n \times 32$ -bit)



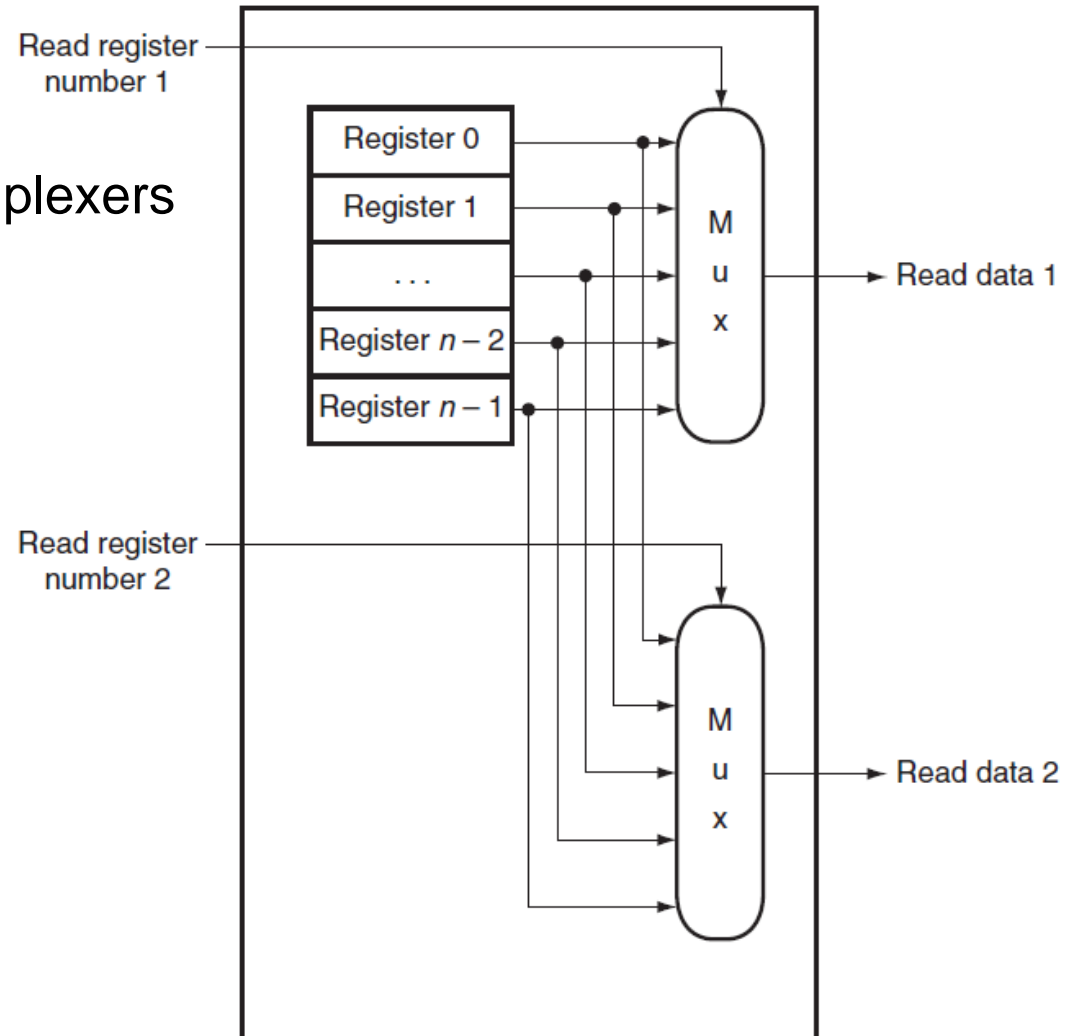
Registers

- State element
- Input: three register numbers (5-bit *3), write-in data (32-bit), RegWrite (1-bit)
- Output: readdata1 (32-bit), readdata 2 (32-bit)
- State: 32 * 32-bit data



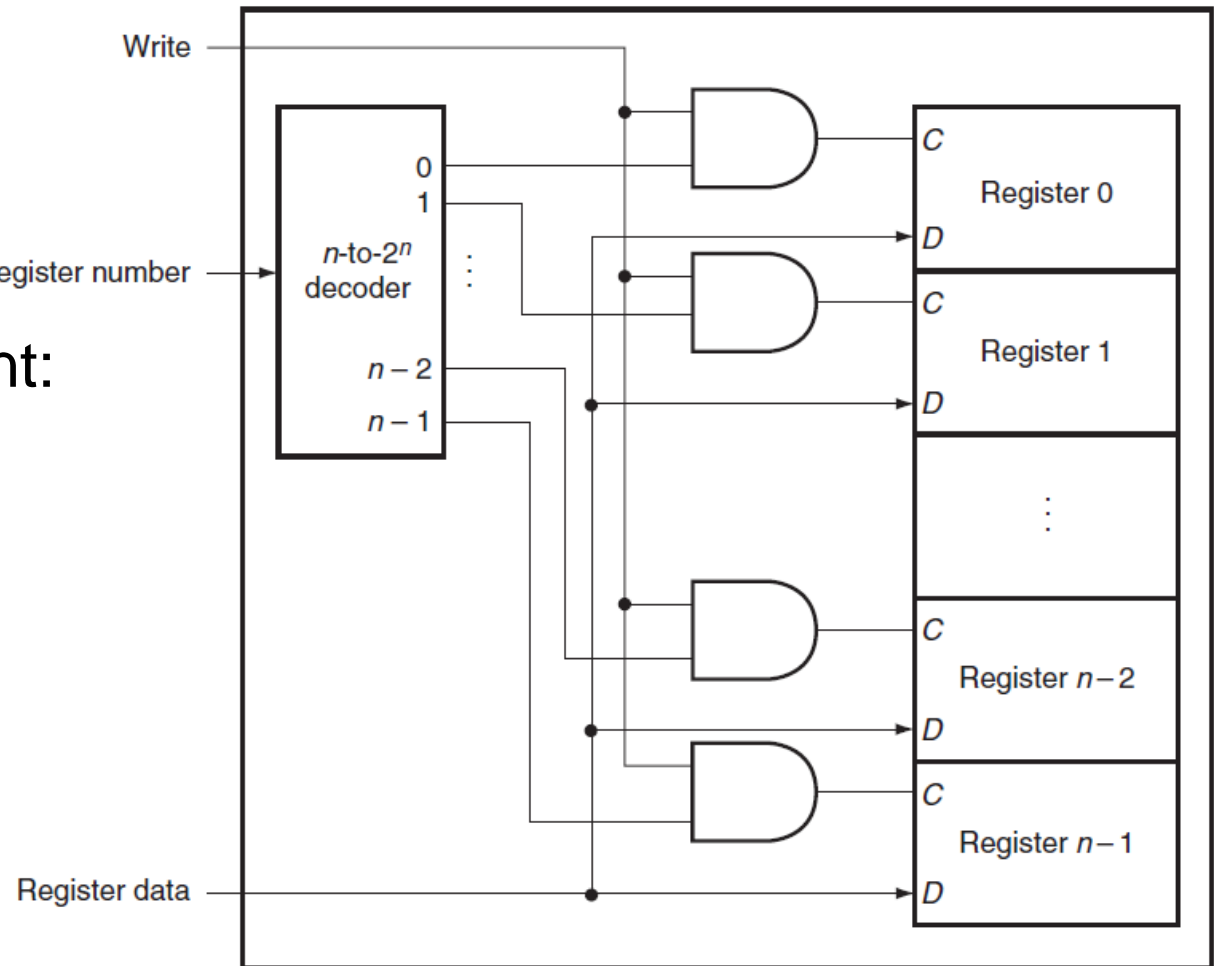
Register Read

- Input: two addresses
- Output: two data
- Key component: two multiplexers



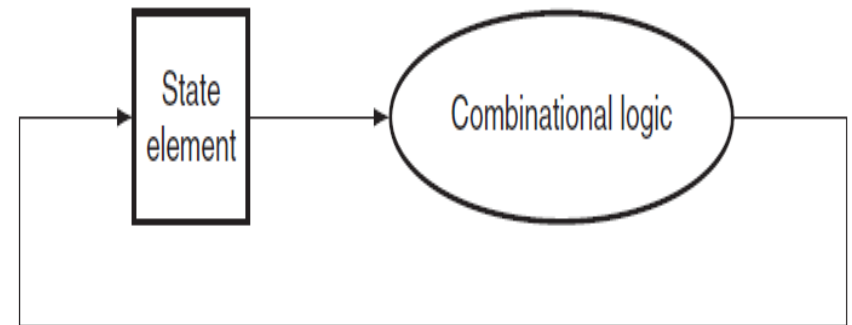
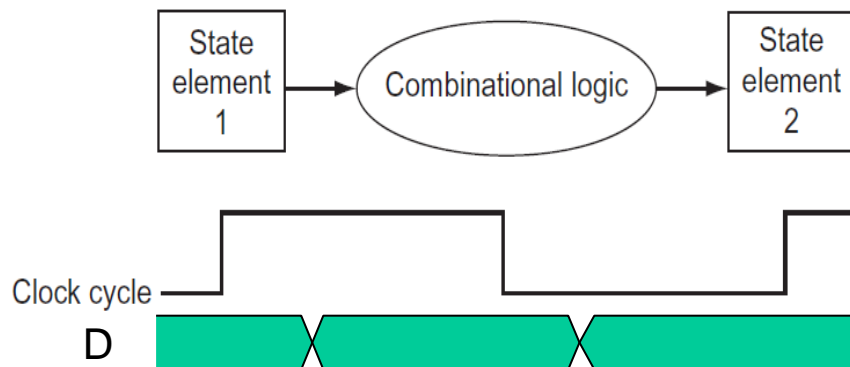
Register Write

- Input:
 - write control
 - address
 - writing data
- Key component:
 - decoder

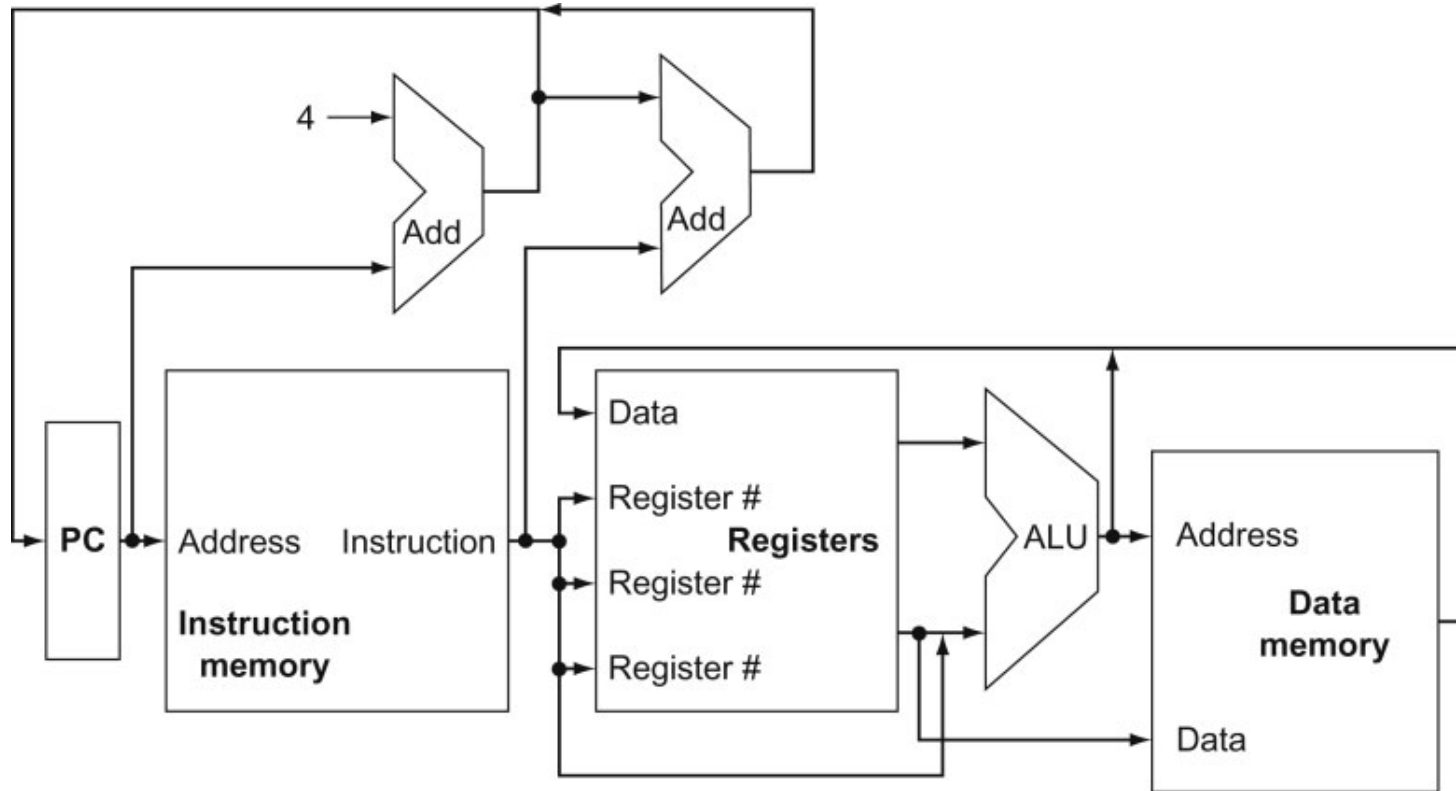


Clocking Methodology

- 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
- A state element can be read and written in the same clock cycle without creating a race, but the clock cycle should be long enough



Clocking Methodology



Source: H&P textbook

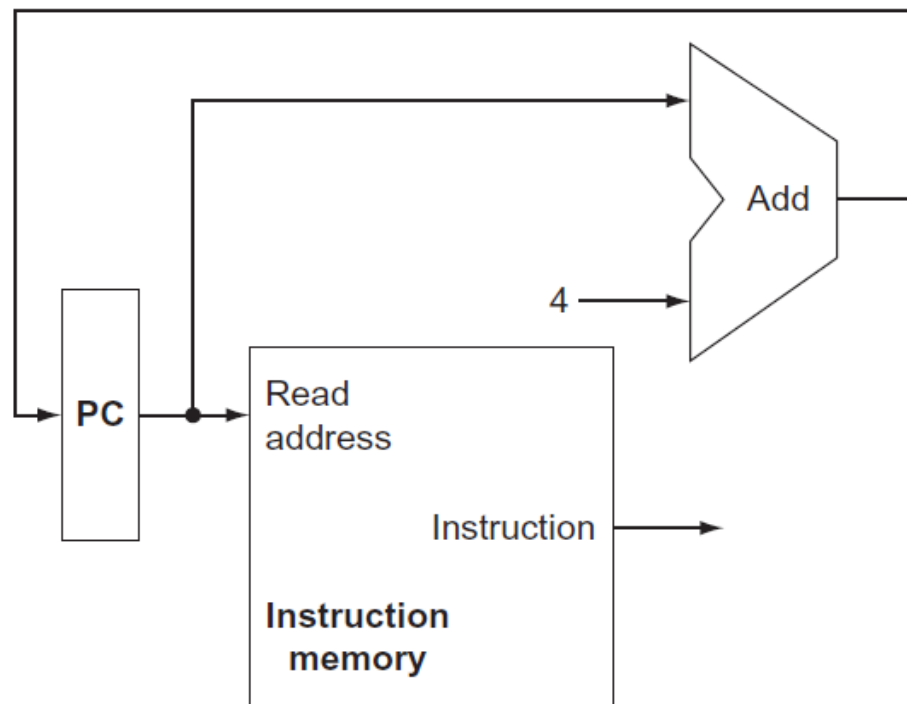
- Which of the above units need a clock?
 - What is being saved (latched) on the rising edge of the clock?
- Keep in mind that the latched value remains there for an entire cycle

Outline

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

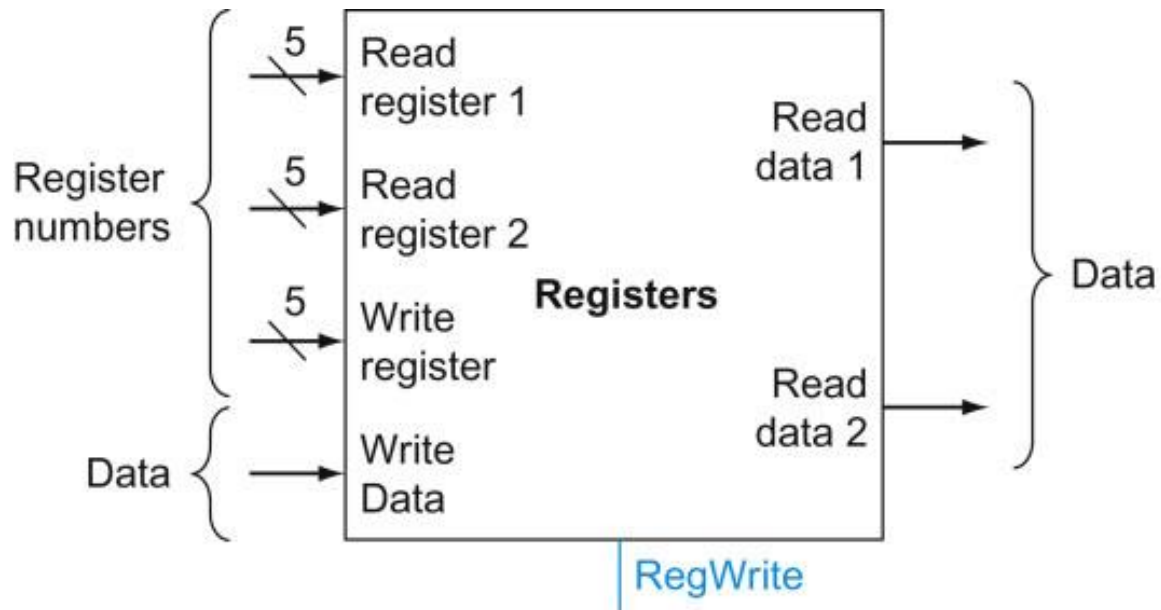
Fetch Instructions

- The instruction is fetched from I-mem and the PC is added by 4
- Components: program counter, instruction memory, adder
 - The PC is a 32-bit register, written at every positive edge of the clock, thus, it does not need write control signal.

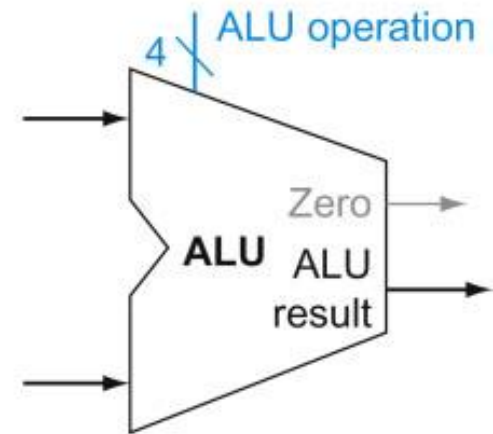


Implementing R-type Instructions

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



a. Registers

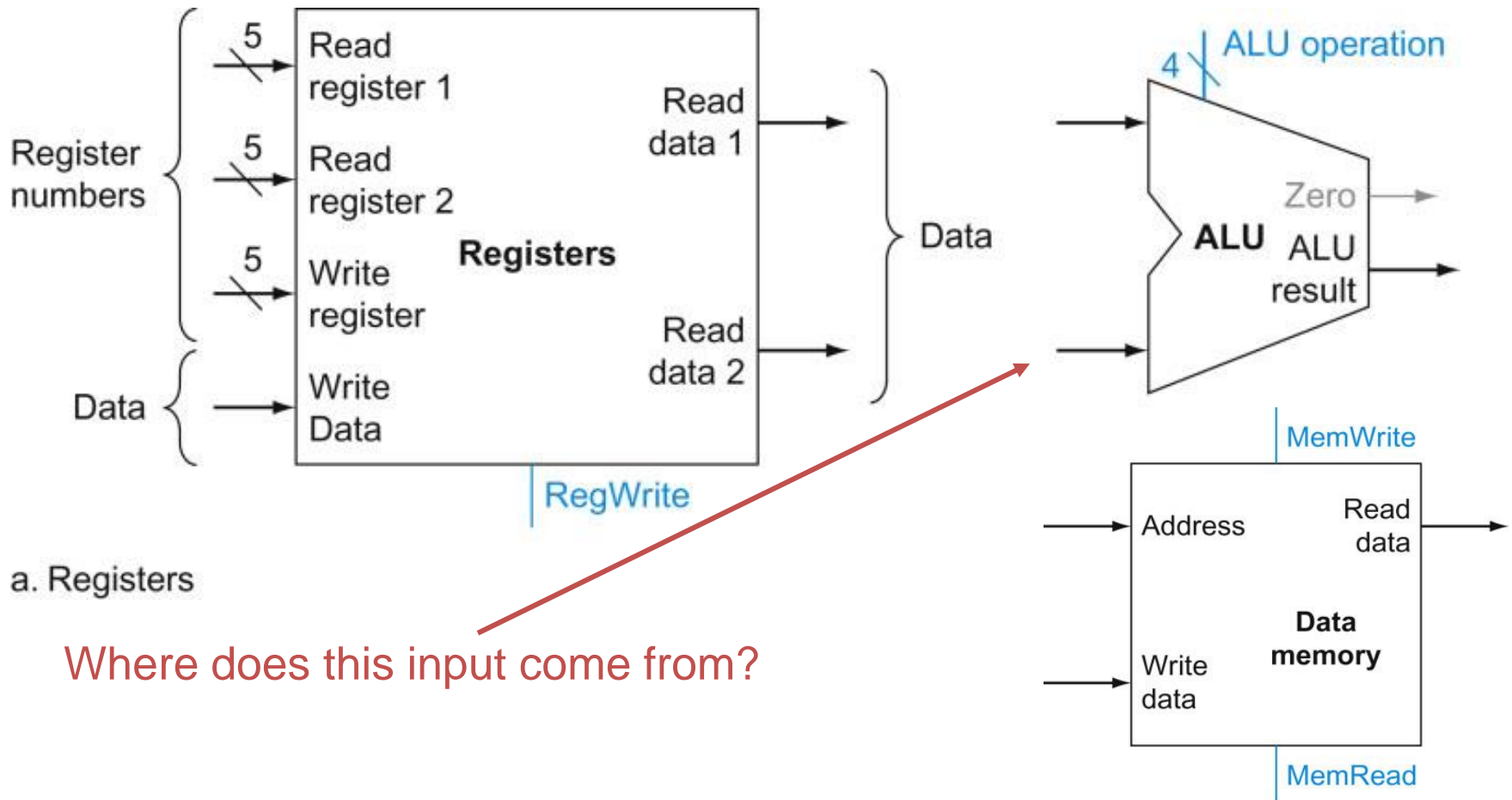


b. ALU

Source: H&P textbook

Implementing Loads/Stores

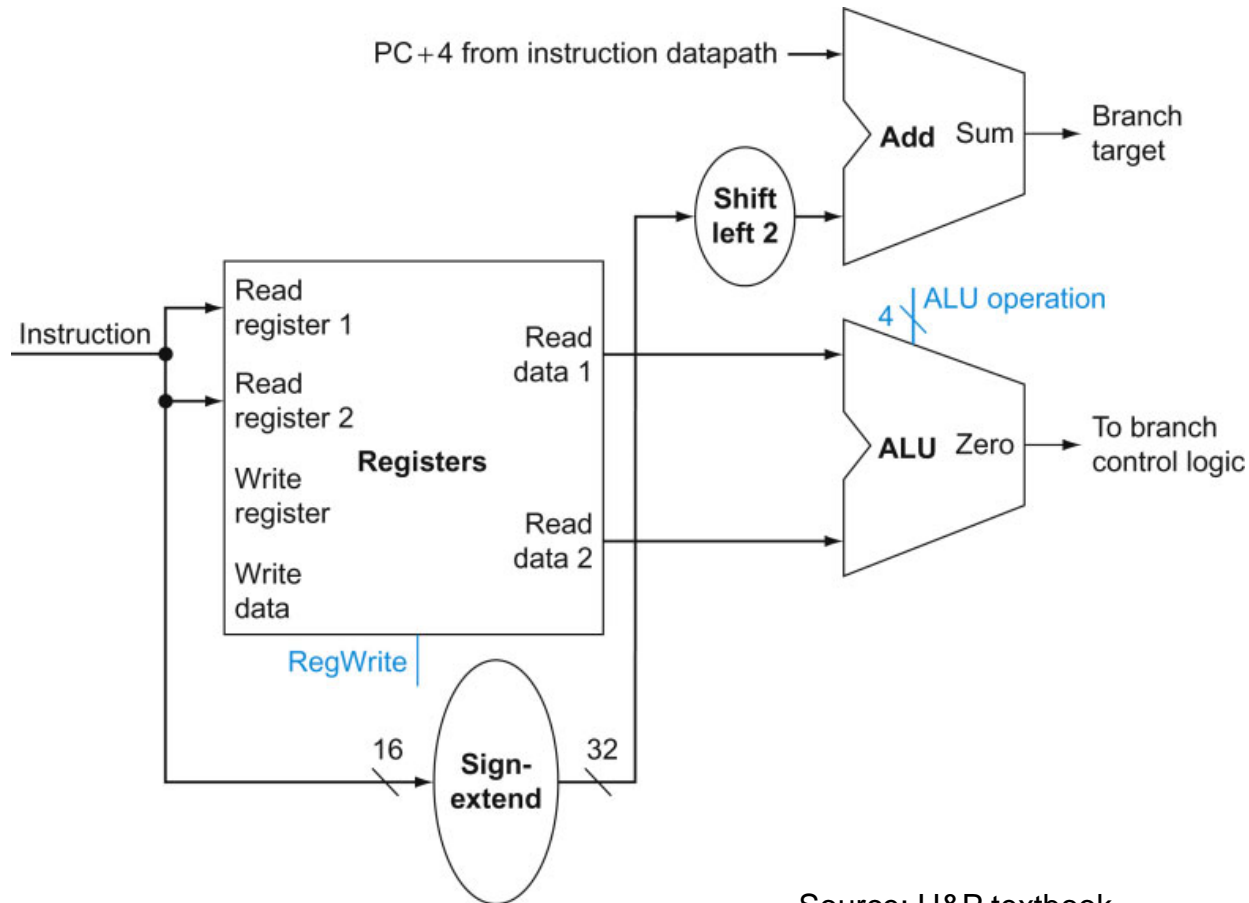
- Instructions of the form `lw $t1, 8($t2)` and `sw $t1, 8($t2)`



Where does this input come from?

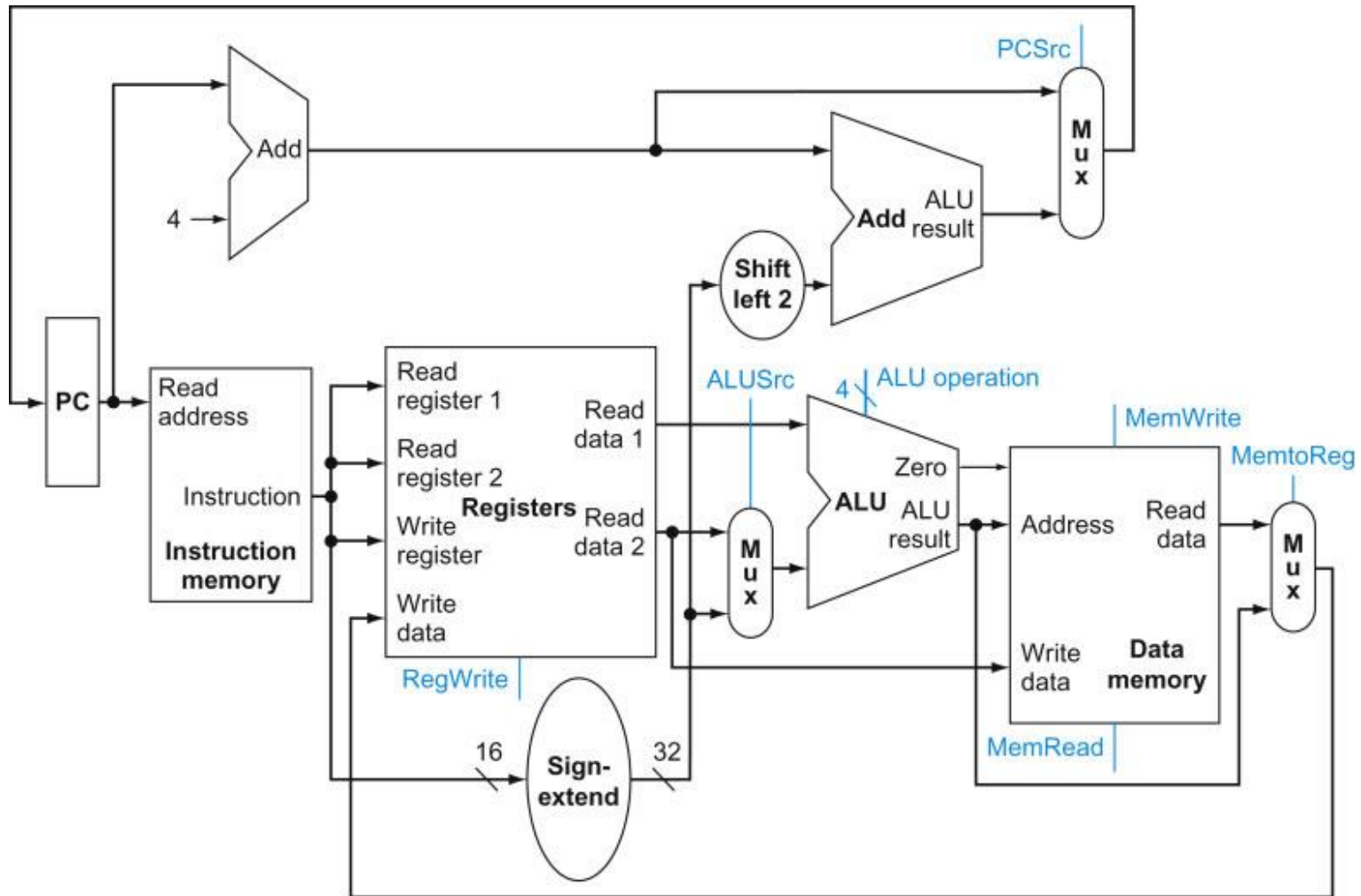
Implementing Cond-Branch Instructions

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

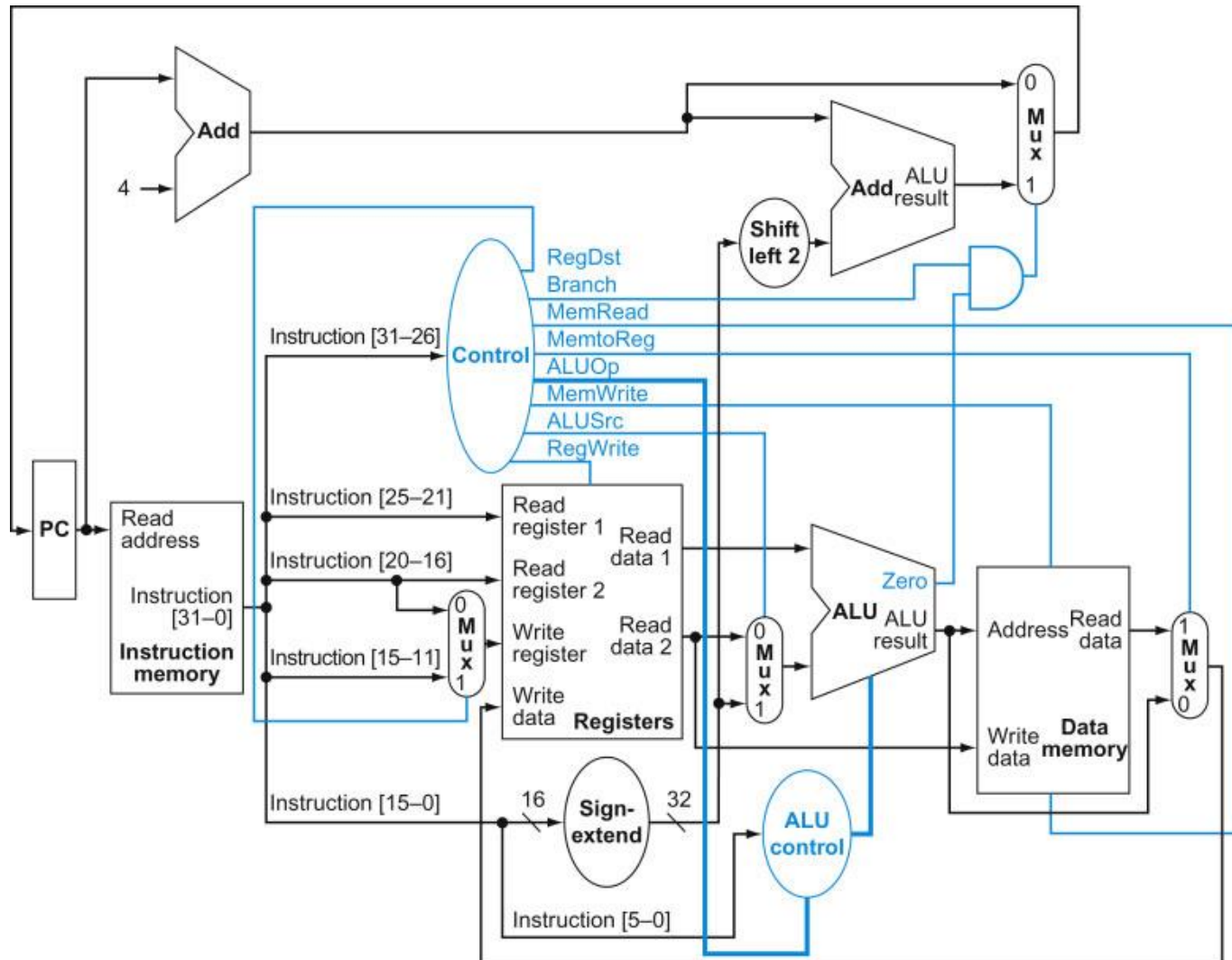


Source: H&P textbook

View from 10,000 Feet



View from 5,000 Feet



Practice and Midterm

- Practice: Textbook Problem 4.4 4.5 4.7
- Midterm Homework: Apr. 9 (Sat.) 2pm-4pm.
- Content: Section 1.1- 4.4.
- Q & A session: Apr. 8 (Fri.) 9-11pm