**CSCE 312 Lab manual**

**Project description**

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In the lab-4 you learnt the basics of designing circuits that sit around a microprocessor. These peripheral circuits connect the processor to the rest of the system and thereby allow the processor to do something useful in conjunction with other sub-systems (like memory, IO, etc.). In this chapter you will learn what really happens inside a microprocessor, by actually designing a very simple processor yourself. In doing that you will also learn how programs actually execute inside processors. Processor internals are commonly termed as “computer architecture” where as “computer organization” deals with the sub-systems that are external to the processor. However these technology domains are very much interrelated, therefore to develop a comprehensive understanding in each of these, it is necessary to know both of these areas sufficiently.

Basic processor operations: To understand how a processor works, we should observe Jack, who is a diligent and obedient worker (Fig. 1). Jack is provided with a list of tasks that he should do. Jack looks at each task in the list, does the work in a way exactly as mentioned in the list. After completion, he delivers the work, and then goes back to the list to check the next task that he has to do. Jack does this cycle till he completes all the tasks in the given list.

Reads the list, understands what to do

(“Fetch and decode”)

Executes the task

(“Execute”)

Delivers the result

(“Write”)



**Fig. 1: The story about Jack: the fetch-decode-execute-write cycle inside the processor**

Quite some time back, even before when geeks kept sideburns, (i.e. 1960s), processor designers had decided that processor circuits should work the same way as Jack. For example to execute the following “C” statement –

a = b + c+ d ;

the processor would execute the following operations in sequence, one operation at a time –

Opr. 1: Get the value from memory location that corresponds to “C” variable “b”

Opr. 2: Get the value from memory location that corresponds to “c”

Opr. 3: Add these two values

Opr. 4: Store the intermediate result to the location corresponding to “a”.

Opr. 5: Get the value from memory location that corresponds to “d”

Opr. 6: Add the intermediate result at “a” with the value retrieved from “d”

Opr. 7: Store the final result to memory location “a”

For every “C” variable a certain memory location/address is reserved. Later you will learn who does this and how this is achieved. These operations (Opr. 1 to 7) belong to either one of the four standard class of operations: fetch (Opr. 1, 2), decode (not shown as a task), execute (Opr. 3) and write (Opr. 7). All computations inside a computer are performed using these four basic primitive class of operations. The fetch, execute and write operations are easy to understand. The decode operation is explained in subsequent paragraphs.

Why processor needs memory ?: Before we attempt to understand the decode operation, we need to appreciate multiple role of memory. When Jack is working he needs to remember the small details of the present work, he needs a work bench to hold his incomplete work, he also needs sheets of paper to hold his task list. Similarly the processor needs memory to store input data, intermediate and final results.

Stored program “Von Neumann” computer: The list of tasks or operations is also stored in the memory. This sort of computer system is known as “stored program computer” where the same memory is used to store the input, output, intermediate data and also the task list, as opposed to the calculator, where the user has to define every task using the push buttons. The advantage of this “stored program computer” is that it can literally be the “Jack of all trades”. This computer can be reused to do a variety of work simply by storing a different list of task in the memory for each variety of work. Moreover this allows the stored program computer to do more complicated tasks compared to the calculator. This scheme of processor operation was conceived by Von Neumann, and most of the modern processors today are derived from this kind of “Von Neumann architecture” or scheme of operation. The operation of this architecture (Fig. 2) is explained over subsequent paragraphs.

**Fig. 2: Von Neumann stored program architecture**

Memory

Control

unit

Arithmetic Logic Unit

I/O devices

Register to hold 1st operand

Instruction, instruction set, ISA, code, application: The trick behind successful designing of a generic hardware to a variety of applications, depends on two things. First, a standard set of primitive operations has to be decided, and then a right kind of task list has to be concocted which when executed will finally deliver a specific machine behavior. A couple of low level tasks/operations, like Opr.1 to 4 in the previous example, are packed into a binary encoded format which is known as “instruction” (analogous to each task item in Jack’s list). An instruction word will be “w” bit wide, where “w” can be anywhere between 8 to 64 bits (Fig. 3).

Instruction word

Bit 0

Bit 15

**Fig. 3: A 16 bit instruction word**

A single instruction may be decoded (broken down) to generate a list of few memory read/write and ALU operations. The set of standard instructions is called as “instruction set” or “instruction set architecture (ISA)”. This is because a certain processor architecture design is considered to be defined by the given set of instructions. By “Micro-architecture” we mean the actual architecture of the processor internals which implements the given instruction set. Whereas, the art of constructing the instruction list is known as coding/ programming. An application is actually a long list of instructions.

Instruction and data memory: For stored program computer operation, the common memory address space is partitioned into two parts – “instruction space” and “data space”. An example is shown in Fig. 4. The proportion of partitioning is arbitrary, but often based on system requirement and design outlook.

Entire memory address space

**Fig. 4: Instruction and data memory address space partitions in a stored program computer**

0x00000000

Instruction memory space

Data memory space

0x0000afff

0xffffffff

A 32 bit address space example

The processor fetches instructions from the “instruction memory” one by one, decodes and executes them. Some of the operations, like Opr. 1,2,5 in the previous example, will require that the processor also fetch data from the “data memory” and write results back into the data memory (Opr. 7) as a part of the execution operation. Quite often computers are dedicated to execute only one application therefore it will have only one single list of instructions in the instruction memory for its entire life time. An example is your mobile phone, which is a dedicated embedded system in contrast to your multi-purpose desk top computer. In dedicated systems, the instruction memory might be a ROM, because the computer has to only read from the instruction memory, whereas the data memory would be a RAM so that data can be both read from and written into it.

Instruction, operation, clock cycles, multi and single cycle processors: Execution of an entire instruction will require several cycles of operations and clock pulses (Fig.5).

“ith” instruction

“(i+1)th” instruction

Instruction

decode

Instruction

fetch

Execute

in ALU

Fetch

data

Write results

Inst.

Fetch

Execute

Write

Decode

Data

fetch

**Instruction cycles**

**Operation cycles**

**Clock cycles**

**Fig. 5: Relationship between instruction, operations, and clock cycles in a multi-cycle processor**

On the other hand a single operation cycle may require several clock cycles to complete. For example a single memory read/write or floating point ALU or integer multiplication/division operation require multiple clock cycles. The multiple operation and clock cycles which materialize execution of a single instruction, together are called as an instruction cycle. Therefore an instruction cycle actually means an entire set of fetch-decode-execute-write operation cycle. A simplistic processor may carry out these operations one at a time, and therefore it might need multiple operational cycles to implement one instruction cycle, in that case it is called as a “multi-cycle processor”. Whereas a more complex and advanced processor may overlap multiple operation cycles from different but consecutive instruction cycles, those are called single cycle processors. We will mostly discuss a basic multi-cycle processor in this course.

Overview of the processor circuitry: The Von Neumann processor has circuits to do three things: (1) to either fetch an instruction or a data from memory one at a time (“fetch” operation); (2) to interpret or understand the task description (“decode” operation); and (3) to carry out the task (“execution” operation).

The instruction fetch circuit: The processor has a counter called “program counter” (PC). The program counter points to the address location which contains the next instruction to execute. Therefore in each instruction cycle, the program counter content is taken and place on the address bus to read the instruction memory location. Once the instruction is fetched, decoded and executed, the program counter is either incremented or set to a jump location based on the current instruction’s execution operation. This prepares the processor for the next instruction fetch cycle. Setting the PC to a jump location is needed to implement the if-then-else, while/for loops, and switch statements, which are known as program control statements.

The decoder and control circuitry/unit: To appreciate the decoding operation you will need to understand bit level encoding of instructions. The “C’ source code is compiled to generate a list of instructions in machine language (binary format), which is understood by the processor. During the stone age of computers (1940s and 50s), real life programs used to be written in binary format by people. To ease program comprehension and trouble shooting, people decided to represent the same code in more intelligible form with English literals, which became known as assembly code. Each assembly code statement has a corresponding binary form (machine language) representation, so conversion between them is straight forward. But generation of machine format code from “C” source code is not always simple. For example a single “C” statement -

a = b + c+ d ;

will be compiled to two assembly code or binary format (which are not Y86) instructions as below -

|  |  |  |
| --- | --- | --- |
| **Assembly** | **Meaning** | **Machine/Binary form** |
| addl b, c, a | get value from memory “b” (address = 0x2) and “c” (address= 0x3), add them and store the result to location “a” ( address = 0x4) | 0010 0010 0011 0100 |
| addl d, a, a | Get “d” ( address = 0x1), add with “a” and store result in “a” | 0010 0001 0100 0100 |

A much simpler assembly and machine language syntax is introduced here instead of more sophisticated Y86, so that you could design processor hardware for it. Once you get comfortable with the simpler schemes, we will explain you why more sophisticated ISA, assembly or binary format instructions are required at present. After that we will explain how and where Y86 fits in to what we are discussing, and in what way Y86 is much more sophisticated. Now lets continue with the simple scheme which we were discussing.

Each machine language statement is represented with a “w” bit wide word. Each of the bits of this instruction word has specific meaning. For an example 16 bit computer (w =16), the binary instruction word may have the following form (bits 0 to 15 are shown as B0 to B15):-

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
| (Instruction type field)  Defines the operations | | | | (Operand 1 field)  Defines address for operand 1 (direct addressing) | | | | (Operand 2 field)  Address for operand 2  (direct addressing) | | | | (Result/Destination field)  Defines destination address to store results | | | |
| Example -  0010 – Add  0011 – Subtract  0100 – Shift left | | | | Limitations –  The 4 bit address space only supports 16 locations, not enough | | | | Limitations –  Inadequate memory addressing | | | | Limitations –  Inadequate memory addressing | | | |

In the above table B15 to B12 are used to define the type of operation, B15 to B12 = 0010 means that the instruction is an add instruction. For this two example instruction, the decoder circuitry reads this entire 16 bit word, it recognizes them (in this example) to be “add” instructions with two operands, and one destination location. Based on the 16 bits of the instruction word the decoder circuitry excites three control circuits (Fig. 6).

Instruction decoder block

Instruction word

Bit 0

Bit 15

Bit 12

Decoder sub-block

Control lines to ALU

To address bus

**Fig. 6: Instruction decoding process**

The first control circuit enables the fetch circuitry to fetch the values from two memory locations to get the operands. The second control circuit selectively enables the adder, subtractor, etc. of the arithmetic logic unit (ALU) to suitably execute the add/sub instructions. Finally the third control circuit enables the data path to route the result from the ALU to the destination memory location.

ALU circuitry: The portion of the circuit which actually executes the task is the ALU. ALU does the arithmetic and logical operations like: add, subtract, bit shift, AND, OR, compare etc. To do this the ALU has to interact with the memory, where the data is stored.

Memory read/write circuitry: The bidirectional data bus, address bus, data and address routing mechanisms constitutes this circuitry. Address is routed from PC or other address generating sources and placed on the address bus for memory read/write operations. For our simple processor, the decoder block with address registers acts as sources for data memory addresses when operand data is read from memory and result is written to it. However for more advanced processor alternate address generators are used, which you will learn later. PC always acts as the address generator for instruction memory addressing. Normally there is one single address bus for both instruction and data memory addressing.

Instruction is routed from memory to the decoder block in the instruction fetch operation cycle. Operand data is routed from memory to the ALU in the data memory read cycle. The result data is routed from ALU to the memory in the data write cycle. A register holds the first operand in place while the second operand is fetched (Fig. 2). Generally there is one single bidirectional data bus to do both read and write operations. Therefore the data path utilizes lot of mux/demux to implement the routing mechanism.

The memory-ALU speed gap: Large RAM sizes require larger silicon die area so they were traditionally kept outside the processor and integrated as separate IC chips (hope you have read something about device fabrication in the earlier chapters). The other rationale was that as RAM consumed more power, so for better heat dissipation (and cooling) it was packaged as a separate IC and kept away from the ALU, which is another source of heat. As the device and IC fabrication process became sophisticated we realized that we were able to make faster ALUs, but couldn’t make faster and larger RAMs to match the speed of the ALUs. This gave rise to the ever increasing speed gap between ALU and memory. The ALU operations took 1 to 20 clock cycles, whereas the memory read write operations took 100 to 400 clock cycles. The sluggish RAM was slowing down the entire system. This is because we can’t build both faster and larger RAM at the same time due to engineering limitations. Moreover the electrical bus lines, called interconnects, which connected the processor and RAM was another bottleneck. Actually these electrical bus lines started radiating radio waves and lost power when those are driven any faster.

Registers: Therefore to increase system speed, designers decided to build a small but faster memory inside processor. These memories could match the ALU speed. The rationale was that the processor seemed to reuse the same data in consecutive instruction cycles, so there was no need to write data all the way down the RAM and again bring it back from RAM to the processor for next instruction. These small memories are called registers. The ALU used them to store intermediate results which were used over consecutive instruction cycles. Typically there are 8 to 128 registers in such a processor (Fig.7).

Instruction fetch block

External Address bus

Program Counter

Instruction decoder

Control block

%edx

%ebx

%eax

%ecx

%esp

%ebp

%esi

%edi

Internal data bus and Data router

ALU

Registers

External Data bus

Internal Data bus

Internal

Data bus

**Fig. 7: A block diagram of simple multi-cycle load-store processor**

In such a processor, operand data are first brought into the registers from memory (“Load” operation) before using them in the ALU. These registers feed operand data to the ALU. After execution ALU writes the result into one of the registers. Later the final result is transferred from register to the required memory (“Store” operation).

Now looking from another perspective, we can say that the ALU can interact with the data memory in different alternative ways. The most primitive way was the direct ALU-memory interaction (called memory-memory architecture), which we had started with. In that memory-memory architecture the ALU read operands from memory and directly wrote the results to the memory. Stack and accumulator based processors were other two dominant historical processor types. Whereas having registers inside the processor and interacting with memory via registers is a modern design. Register based processors have two types of operations - register-memory or register-register/load-store operations. You can read more about all these alternatives from other sources (see the suggested readings of Chap 5). Register-register/load-store processor is the most modern version, so we will focus on the architecture, operations and assembly language for the load-store pattern.

Load-store assembly language: For this single “C” statement -

a = b + c+ d ;

the assembly code for a load-store architecture will look like (%eax to %edx are the registers which are used) –

|  |  |
| --- | --- |
| **Assembly** | **Meaning** |
| movl b, %eax | Load/move value from address “b” to %eax |
| movl c, %ecx | Load/move value from address “c” to %eax |
| movl d, %edx | Load/move value from address “d” to %eax |
| addl %eax , %ecx, %ecx | Add values from %eax and %ecx and store result in %ecx |
| addl %edx , %ecx, %ecx | Add values from %edx and %ecx and store result in %ecx |
| movl %ecx, a | Store or move value from %ecx to address “a” |

There is no specific technical reason that the registers have names %eax to %edx. The above assembly languages are still simpler ones compared to Y86.

Memory addressing methods: The memory addressing method which specifies memory addresses in the instruction itself, is known as “immediate memory addressing” (refer the discussion under “The decoder and control circuitry/unit” sub-section). The disadvantage of this simple method is that only a small number of bits can be reserved in the instruction word to specify the memory address (4 bits in the shown example). This limits the range of address that can be used. Alternate forms of addressing methods are used in advanced processor which can use the entire “w” or more bits to specify the data memory locations. Those methods allow the processor to use larger memory spaces. You will learn these later when you get deeper into more sophisticated ISA like Y86.

Y86: Y86 ISA is a subset of IA32 ISA. This specific subset has been particularly chosen for teaching purpose to avoid the complexities of IA32. As most desktops have Intel kind of chips which comply to IA32, therefore it is useful to learn IA32 kind of ISA (Y86) and assembly language. For the hardware design part of the course (project work, Lab manual Chap 6) we will use an ISA which uses immediate memory addressing. Where as for assembly coding part of the course you will learn and use Y86 and more sophisticated memory addressing schemes.

Input, Output, program loading, role of OS, BIOS, compilation and bootloader: The program input and output are retained in the memory. To provide input to the processor one has to insert the input values in a predetermined memory location (which has to be known to the processor before the execution starts). The processor stores the output in a pre-determined memory address. Therefore to make this machine useful additional mechanisms are required to transfer input values into the memory and transfer output values out of the memory. Input/Output hardware devices play a key role in this. However the processor itself is utilized to orchestrate this input/output (I/O) operations. This means even to do the I/O, the processor will need to have a code for that too (what a chicken-egg situation!).

A meaningful standalone program that delivers result to users, is actually the core code strapped with additional codes to orchestrate the I/O operations. You may have to write a part of the I/O code, but the rest of the required I/O code is eventually written by somebody else. The compiler and operating system (OS) work together to write the residual I/O code during the compilation process. This happens behind your back and under the hood. These are some of the roles of the compiler and the OS. The OS geeks (Linux/Windows kernel developers) wrote this code in assembly language.

Loading a program in the memory is basically a specialized I/O task. A code component called program loader, which is part of the OS, takes care of this specialized I/O (program loading). OS also dynamically partitions the available memory to instruction and data spaces. In fact the OS in your desktop have layers. The firmware code called Basic I/O system (BIOS) sit inside a ROM that comes with the motherboard. On top of that the Linux/Windows OS sit in a specific portion of the instruction memory space known as kernel memory. The BIOS treats the Linux/Windows OS as a program to load and execute, where as the Windows/Linux treats your program as a code to load and run on top of it. This stacking of codes is what was shown in Fig.1 in the previous Chap 5 of the manual.

In simpler embedded systems, instead of the BIOS, a specialized hardware chip is used which takes care of the initial program loading. This is hardware circuitry is known as bootloader circuit. Instead of using a bootloader, system developers sometimes use a simple trick. They program an “EPROM (electrically programmable ROM)” with the code by a process which is called as “burning an EPROM”. Then they plug that programmed EPROM in the “IC socket” connected to the rest of the circuit or “printed circuit board (PCB)” containing the processor and peripherals (refer tip # 3). Then they power up the entire circuit. Once powered up the processor will start reading from instruction memory location zero, and go on executing the entire program. Most processors have this behavior when they are either powered up or reset by enabling its reset pin.

**1. Learning duration:** 4 weeks. **Required Tools:** Logisim 2.5.x or newer

**2. Group size:** This is a **group project work**. **Single person groups are not allowed without prior permission**

**3. Objective:** *To learn -*

Primary topics

1. Designing a scaled down version of an instruction set architecture.
2. Designing and verifying a simple scaled down version of the processor – instruction fetch, decoder, control, ALU, registers, data memory read-write and data path components.
3. How programs actually execute in a computer.

Secondary topics

1. Issues about program loading and boot-loading.

**4. Instructions:**

1. You can retain the same group for your project work, which you formed for the last lab. If you wish to change groups/team mates, please inform your TA.
2. Use Logisim to design and validate the designed processor. Create each processing block separately and validate their functionality. Once they are validated, integrate the components to implement the entire processor. Use sub-circuits to clearly demarcate the components.
3. Each group will submit a single common project report, but each member individually have to submit a single additional 1 page report. Use the same format for that 1 page report which you used in the Lab 4.

**5. Project Question:**

The computation of dot product is a key step in many mathematical processes. It involves the pairing up of corresponding unit vectors, multiplying their scalar coefficients and calculating the sum of products. For example, given two vectors and the dot-product of these two vectors is

Your task is to design and implement a processor that can compute the dot product of a pair of two-dimensional vectors and store the result in a RAM module.

*Activities to do-*

1. Design a minimal instruction set architecture (ISA) for an 8-bit load-store processor with appropriate binary encoding to perform the dot product computation. Describe the ISA in detail in the report with all your design assumptions and rationale.
2. Using the assembly language code that you designed in the previous step, create a program to perform the dot product computation. Ensure that you have optimized the assembly language program so that you do not have redundant instructions. *(Your code must meet the design requirements stated below)*
3. Plan the memory address space which will be suitable for loading and running this binary program. Illustrate your plan in the final report.
4. Encode the assembly program to binary form.
5. Design and verify a minimal processor that can execute the ISA designed in activity # 1. Only design the bare minimum circuits which are absolutely essential to execute the program that you created in assembly.
6. Design the peripheral input/output circuit(s) for this designed processor, which can interface with the RAM/ROM modules. You can do this by modifying the peripheral circuit which was you implemented in Lab 4.
7. Program/edit that ROM with the binary code that you developed in step 2, verify its correct execution on your processor.
8. Supposing you were to be asked to program the code that you wrote into a real ROM module - how would go about doing it? Describe a plan to load the program in the memory and run it. Do your own required research to identify a solution. There are plenty of existing solutions to pick from. (Note: “*Use a ROM programmer*” is NOT a valid answer to this question. You should at the least discuss/describe how to program a ROM module)
9. **Design Requirements**
10. You may store the initial values of the coefficients in either RAM or ROM. The instructions should be stored in ROM.
11. The final dot-product value must be stored RAM.
12. The values of will be 4 bit values. The resultant dot product value will be at most 8 bits wide.
13. You are building an 8-bit processor hence your data bus must be 8-bits wide.
14. You may have a maximum of 8 general purpose registers in your processor. A general purpose register is one that you can address through your program such as the eax-edx registers in Y86. This does not include internal system registers such as the program counter or status flags.
15. Since there are two multiplication operations, you must use a subroutine to perform the multiplication step. Perform the final addition in the main body of the program. Hence you must implement requisite call/return/push/pop instructions as required. (See pseudocode below.)
16. Your goal is to come up with a design that performs this computation in as few cycles as possible with minimal hardware blocks.

Pseudo-code for program to be executed on processor

main() {

read from memory values of a1,a2,b1,b2

c = compute\_product (a1,a2);

d = compute\_product (b1,b2);

result = c+d;

store result to memory

}

compute\_product (x,y) {

return x\*y ;

}

**Note:** As we come closer to the end of the semester, you will receive more detailed instructions regarding what is expected during the demo for the project and the format of the report and its layout.

**Tips:**

1. Read Byrant’s book section 4.1, 3.1 to 3.6, 4.3.2 to 4.3.5 (in the given sequence).
2. Complete reading all the suggested reading materials, tips and additional materials given in the previous chapter (Chap 5) of this lab manual.
3. This is how IC sockets, ROMS and PCBs look like -



**IC sockets**

**EPROM**



**µP**