

Processor Architecture I: ISA & Logic Design

Introduction to Computer Systems
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Part A

Instruction Set Architecture

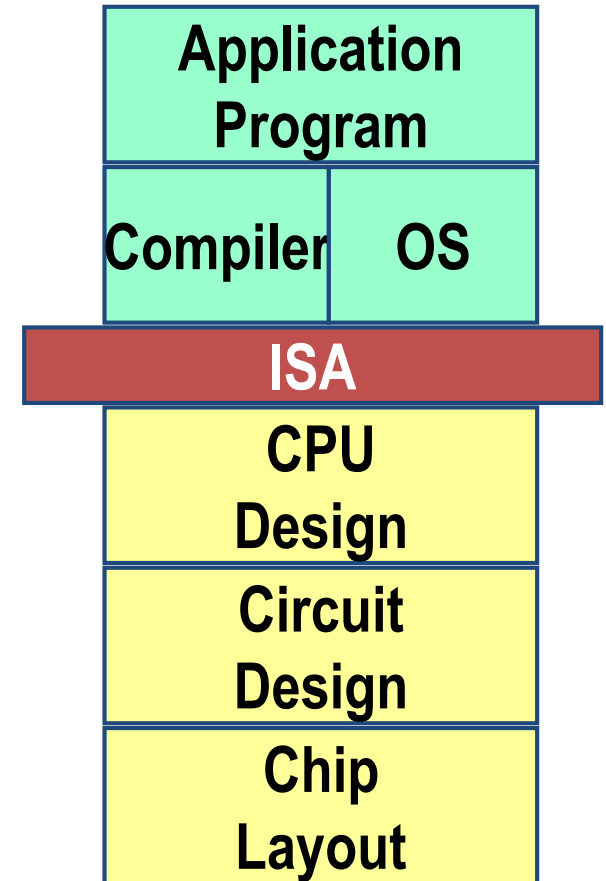
Instruction Set Architecture

■ Assembly Language View

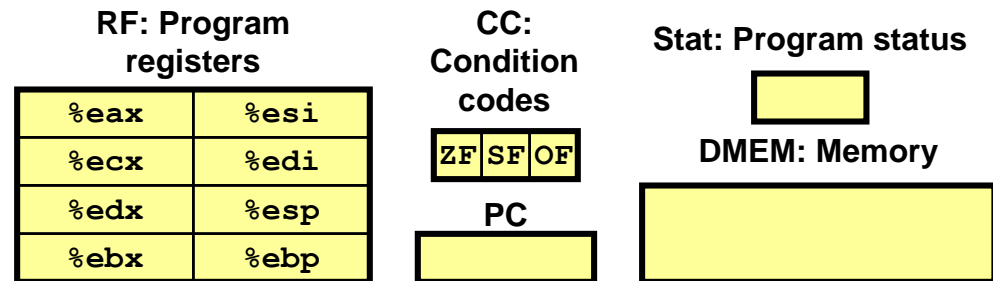
- Processor state
 - Registers, memory, ...
- Instructions
 - `addl, pushl, ret, ...`
 - How instructions are encoded as bytes

■ Layer of Abstraction

- Above: how to program machine
 - Processor executes instructions in a sequence
- Below: what needs to be built
 - Use variety of tricks to make it run fast
 - E.g., execute multiple instructions simultaneously



Y86 Processor State



- Program Registers
 - Same 8 as with IA32. Each 32 bits
- Condition Codes
 - Single-bit flags set by arithmetic or logical instructions
 - ZF: Zero, SF: Negative, OF: Overflow
- Program Counter
 - Indicates address of next instruction
- Program Status
 - Indicates either normal operation or some error condition
- Memory
 - Byte-addressable storage array
 - Words stored in little-endian byte order

Y86 Instruction Set #1

Byte	0	1	2	3	4	5
halt	0	0				
nop	1	0				
cmovXX rA, rB	2	fn	rA	rB		
irmovl V, rB	3	0	F	rB	V	
rmmovl rA, D(rB)	4	0	rA	rB	D	
mrmovl D(rB), rA	5	0	rA	rB	D	
OpI rA, rB	6	fn	rA	rB		
jXX Dest	7	fn	Dest			
call Dest	8	0	Dest			
ret	9	0				
pushl rA	A	0	rA	F		
popl rA	B	0	rA	F		

Y86 Instructions

■ Format

- 1–6 bytes of information read from memory
 - Can determine instruction length from first byte
 - Not as many instruction types, and simpler encoding than with IA32
- Each accesses and modifies some part(s) of the program state

Y86 Instruction Set #2

Byte	0	1	2	3	4	5	
halt	0	0					
nop	1	0					
cmovXX rA, rB	2	fn	rA	rB			rrmovl 2 0
irmovl V, rB	3	0	F	rB	V		cmovle 2 1
rmmovl rA, D(rB)	4	0	rA	rB	D		cmovl 2 2
mrmovl D(rB), rA	5	0	rA	rB	D		cmove 2 3
Op1 rA, rB	6	fn	rA	rB			cmovne 2 4
jXX Dest	7	fn	Dest				cmovge 2 5
call Dest	8	0	Dest				cmovg 2 6
ret	9	0					
pushl rA	A	0	rA	F			
popl rA	B	0	rA	F			

Y86 Instruction Set #3

Byte	0	1	2	3	4	5	
halt	0	0					
nop	1	0					
cmovXX rA, rB	2	fn	rA	rB			
irmovl V, rB	3	0	F	rB	V		
rmmovl rA, D(rB)	4	0	rA	rB	D		
mrmovl D(rB), rA	5	0	rA	rB	D		
OpI rA, rB	6	fn	rA	rB			
jXX Dest	7	fn	Dest				
call Dest	8	0	Dest				
ret	9	0					
pushl rA	A	0	rA	F			
popl rA	B	0	rA	F			

addl	6	0
subl	6	1
andl	6	2
xorl	6	3

Y86 Instruction Set #4

Byte	0	1	2	3	4	5
halt	0	0				
nop	1	0				
rrmovl rA, rB	2	fn	rA	rB		
irmovl V, rB	3	0	F	rB	V	
rmmovl rA, D(rB)	4	0	rA	rB	D	
mrmovl D(rB), rA	5	0	rA	rB	D	
Op1 rA, rB	6	fn	rA	rB		
jXX Dest	7	fn	Dest			
call Dest	8	0	Dest			
ret	9	0				
pushl rA	A	0	rA	F		
popl rA	B	0	rA	F		

jmp	7	0
jle	7	1
jl	7	2
je	7	3
jne	7	4
jge	7	5
jpg	7	6

Encoding Registers

- Each register has 4-bit ID

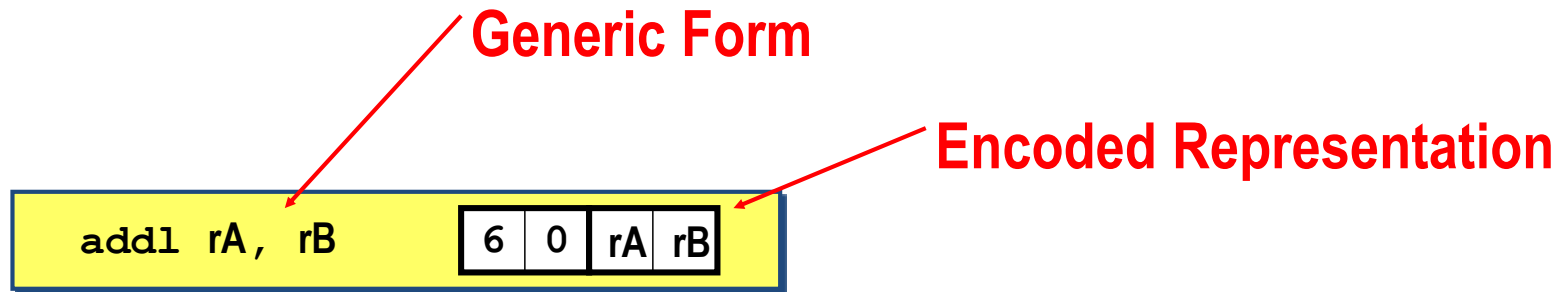
%eax	0
%ecx	1
%edx	2
%ebx	3

%esi	6
%edi	7
%esp	4
%ebp	5

- Same encoding as in IA32
- **Register ID 15 (0xF) indicates “no register”**
 - Will use this in our hardware design in multiple places

Instruction Example

■ Addition Instruction

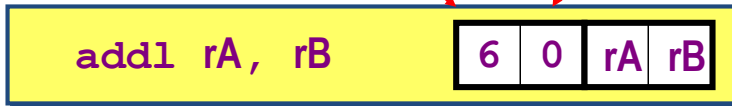


- Add value in register rA to that in register rB
 - Store result in register rB
 - Note that Y86 only allows addition to be applied to register data
- Set condition codes based on result
- e.g., `addl %eax, %esi` Encoding: `60 06`
- Two-byte encoding
 - First indicates instruction type
 - Second gives source and destination registers

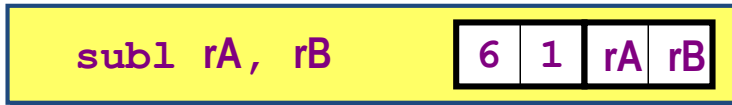
Arithmetic and Logical Operations

Instruction Code **Function Code**

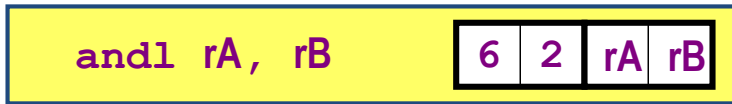
Add



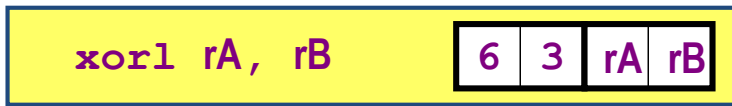
Subtract (rA from rB)



And



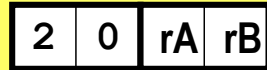
Exclusive-Or



- Refer to generically as “OP1”
- Encodings differ only by “function code”
 - Low-order 4 bytes in first instruction word
- Set condition codes as side effect

Move Operations

`rrmovl rA, rB`



Register --> Register

`irmovl V, rB`



Immediate --> Register

`rmmovl rA, D(rB)`



Register --> Memory

`mrmovl D(rB), rA`



Memory --> Register

- Like the IA32 `movl` instruction
- Simpler format for memory addresses
- Give different names to keep them distinct

Move Instruction Examples

IA32

Y86

Encoding

<code>movl \$0xabcd, %edx</code>	<code>irmovl \$0xabcd, %edx</code>	30 F2 cd ab 00 00
<code>movl %esp, %ebx</code>	<code>rrmovl %esp, %ebx</code>	20 43
<code>movl -12(%ebp), %ecx</code>	<code>mrmovl -12(%ebp), %ecx</code>	50 15 f4 ff ff ff
<code>movl %esi, 0x41c(%esp)</code>	<code>rmmovl %esi, 0x41c(%esp)</code>	40 64 1c 04 00 00

<code>movl \$0xabcd, (%eax)</code>	—
<code>movl %eax, 12(%eax, %edx)</code>	—
<code>movl (%ebp, %eax, 4), %ecx</code>	—

Conditional Move Instructions

Move Unconditionally

`rrmovl rA, rB`

2	0	rA	rB
---	---	----	----

Move When Less or Equal

`cmovle rA, rB`

2	1	rA	rB
---	---	----	----

Move When Less

`cmovl rA, rB`

2	2	rA	rB
---	---	----	----

Move When Equal

`cmove rA, rB`

2	3	rA	rB
---	---	----	----

Move When Not Equal

`cmovne rA, rB`

2	4	rA	rB
---	---	----	----

Move When Greater or Equal

`cmovge rA, rB`

2	5	rA	rB
---	---	----	----

Move When Greater

`cmovg rA, rB`

2	6	rA	rB
---	---	----	----

- Refer to generically as “`cmovXX`”
- Encodings differ only by “function code”
- Based on values of condition codes
- Variants of `rrmovl` instruction
 - (Conditionally) copy value from source to destination register

Jump Instructions

Jump Unconditionally



Jump When Less or Equal



Jump When Less



Jump When Equal



Jump When Not Equal



Jump When Greater or Equal

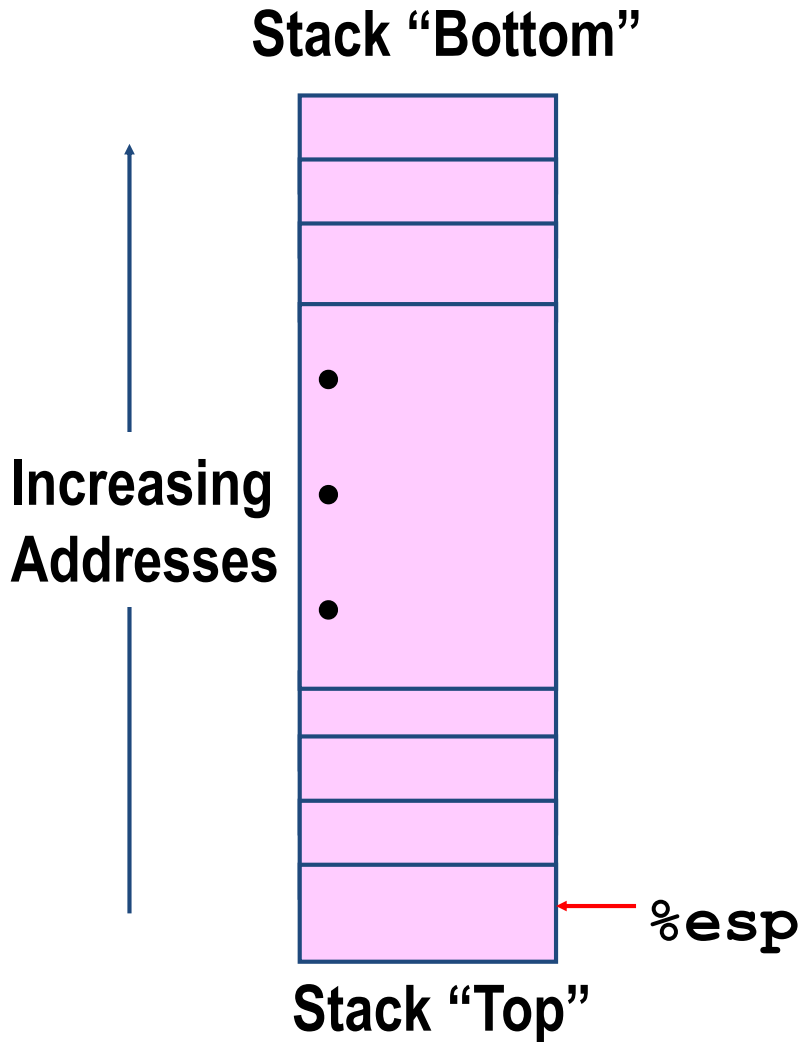


Jump When Greater



- Refer to generically as “jXX”
- Encodings differ only by “function code”
- Based on values of condition codes
- Same as IA32 counterparts
- Encode full destination address
 - Unlike PC-relative addressing seen in IA32

Y86 Program Stack



- Region of memory holding program data
- Used in Y86 (and IA32) for supporting procedure calls
- Stack top indicated by `%esp`
 - Address of top stack element
- Stack grows toward lower addresses
 - Top element is at highest address in the stack
 - When pushing, must first decrement stack pointer
 - After popping, increment stack pointer

Stack Operations

pushl rA

A	0	rA	F
---	---	----	---

- Decrement `%esp` by 4
- Store word from `rA` to memory at `%esp`
- Like IA32

popl rA

B	0	rA	F
---	---	----	---

- Read word from memory at `%esp`
- Save in `rA`
- Increment `%esp` by 4
- Like IA32

Subroutine Call and Return

`call Dest`

8	0	Dest
---	---	------

- Push address of next instruction onto stack
- Start executing instructions at Dest
- Like IA32

`ret`

9	0
---	---

- Pop value from stack
- Use as address for next instruction
- Like IA32

Miscellaneous Instructions



- Don't do anything



- Stop executing instructions
- IA32 has comparable instruction, but can't execute it in user mode
- We will use it to stop the simulator
- Encoding ensures that program hitting memory initialized to zero will halt

Status Conditions

Mnemonic	Code
AOK	1

Mnemonic	Code
HLT	2

Mnemonic	Code
ADR	3

Mnemonic	Code
INS	4

- Normal operation
- Halt instruction encountered
- Bad address (either instruction or data) encountered
- Invalid instruction encountered

Desired Behavior

- If AOK, keep going
- Otherwise, stop program execution

Writing Y86 Code

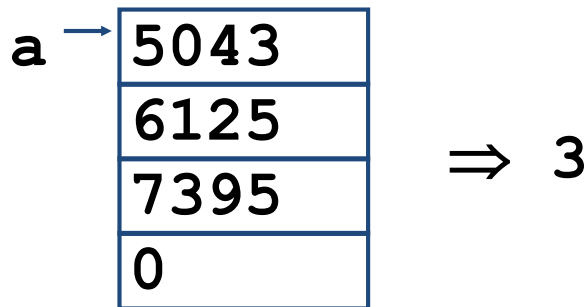
■ Try to Use C Compiler as Much as Possible

- Write code in C
- Compile for IA32 with `gcc34 -O1 -S`
 - Newer versions of GCC do too much optimization
 - Use `ls /usr/bin/gcc*` to find what versions are available
- Transliterate into Y86

■ Coding Example

- Find number of elements in null-terminated list

```
int len1(int a[]);
```



Y86 Code Generation Example

■ First Try

- Write typical array code

```
/* Find number of elements in
   null-terminated list */
int len1(int a[])
{
    int len;
    for (len = 0; a[len]; len++)
        ;
    return len;
}
```

■ Problem

- Hard to do array indexing on Y86
 - Since don't have scaled addressing modes

L5:

```
incl    %eax
cmpl    $0, (%edx,%eax,4)
jne     L5
```

- Compile with `gcc34 -O1 -S`

Y86 Code Generation Example #2

■ Second Try

- Write with pointer code

```
/* Find number of elements in
   null-terminated list */
int len2(int a[])
{
    int len = 0;
    while (*a++)
        len++;
    return len;
}
```

■ Result

- Don't need to do indexed addressing

```
.L11:
    incl    %ecx
    movl    (%edx), %eax
    addl    $4, %edx
    testl   %eax, %eax
    jne .L11
```

- Compile with `gcc34 -O1 -S`

Y86 Code Generation Example #3

■ IA32 Code

■ Setup

```
len2:
    pushl %ebp
    movl %esp, %ebp

    movl 8(%ebp), %edx
    movl $0, %ecx
    movl (%edx), %eax
    addl $4, %edx
    testl %eax, %eax
    je .L13
```

■ Y86 Code

■ Setup

```
len2:
    pushl %ebp           # Save %ebp
    rrmovl %esp, %ebp    # New FP
    pushl %esi           # Save
    irmovl $4, %esi      # Constant 4
    pushl %edi           # Save
    irmovl $1, %edi      # Constant 1
    mrmovl 8(%ebp), %edx  # Get a
    irmovl $0, %ecx       # len = 0
    mrmovl (%edx), %eax   # Get *a
    addl %esi, %edx       # a++
    andl %eax, %eax       # Test *a
    je Done              # If zero, goto Done
```

- Need constants 1 & 4
- Store in callee-save registers

- Use andl to test register

Y86 Code Generation Example #4

■ IA32 Code

- Loop

```
.L11:
    incl %ecx
    movl (%edx), %eax
    addl $4, %edx
    testl %eax, %eax
    jne .L11
```

■ Y86 Code

- Loop

```
Loop:
    addl %edi, %ecx      # len++
    mrmovl (%edx), %eax  # Get *a
    addl %esi, %edx      # a++
    andl %eax, %eax      # Test *a
    jne Loop             # If !0, goto Loop
```

Y86 Code Generation Example #5

■ IA32 Code

■ Finish

```
.L13:
    movl %ecx, %eax

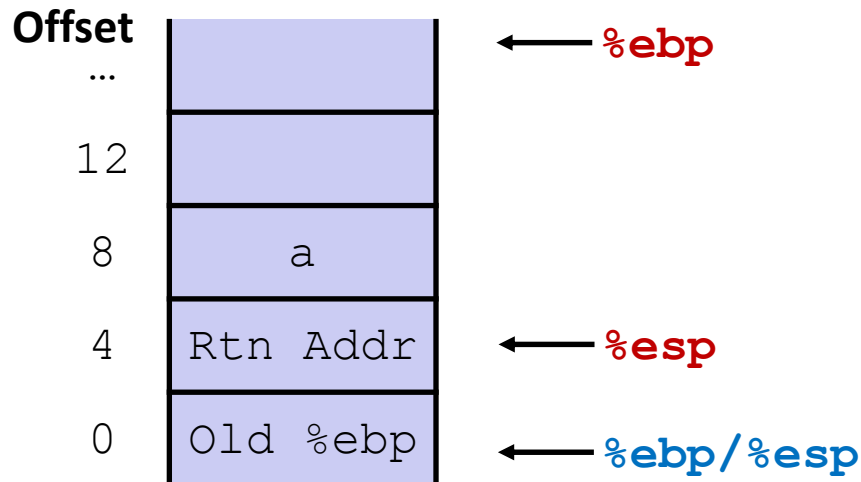
    leave

    ret
```

■ Y86 Code

■ Finish

```
Done:
    rrmovl %ecx, %eax # return len
    popl %edi        # Restore %edi
    popl %esi        # Restore %esi
    rrmovl %ebp, %esp # Restore SP
    popl %ebp        # Restore FP
    ret
```



```
rrmovl %ebp, %esp
popl %ebp
```

Y86 Sample Program Structure #1

```

init:                                # Initialization
    . . .
    call Main
    halt

    .align 4                          # Program data
array:
    . . .

Main:                                # Main function
    . . .
    call len2
    . . .

len2:                                # Length function
    . . .

    .pos 0x100                        # Placement of stack
Stack:

```

- Program starts at address 0
- Must set up stack
 - Where located
 - Pointer values
 - Make sure don't overwrite code!
- Must initialize data

Y86 Program Structure #2

```
init:
    irmovl Stack, %esp    # Set up SP
    irmovl Stack, %ebp    # Set up FP
    call Main              # Execute main
    halt                  # Terminate

# Array of 4 elements + terminating
# 0
    .align 4
array:
    .long 0x000d
    .long 0x00c0
    .long 0x0b00
    .long 0xa000
    .long 0
```

- Program starts at address 0
- Must set up stack
- Must initialize data
- Can use symbolic names

Y86 Program Structure #3

Main:

```
pushl %ebp
rrmovl %esp,%ebp
irmovl array,%edx
pushl %edx          # Push array
call len2           # Call len2(array)
rrmovl %ebp,%esp
popl %ebp
ret
```

■ Set up call to len2

- Follow IA32 procedure conventions
- Push array address as argument

Assembling Y86 Program

```
unix> yas len.yas
```

- Generates “object code” file `len.yo`
 - Actually looks like disassembler output

```

0x000:          | .pos 0
0x000: 30f400010000 | init:  irmovl Stack, %esp  # Set up stack pointer
0x006: 30f500010000 |      irmovl Stack, %ebp   # Set up base pointer
0x00c: 8028000000    |      call Main           # Execute main program
0x011: 00           |      halt                # Terminate program
                        |
                        | # Array of 4 elements + terminating 0
0x014:          |      .align 4
0x014:          | array:
0x014: 0d000000     |      .long 0x000d
0x018: c0000000     |      .long 0x00c0
0x01c: 000b0000     |      .long 0x0b00
0x020: 00a00000     |      .long 0xa000
0x024: 00000000     |      .long 0

```

Simulating Y86 Program

```
unix> yis len.yo
```

■ Instruction set simulator

- Computes effect of each instruction on processor state
- Prints changes in state from original

Stopped in 50 steps at PC = 0x11. Status 'HLT', CC Z=1 S=0 O=0

Changes to registers:

%eax:	0x00000000	0x00000004
%ecx:	0x00000000	0x00000004
%edx:	0x00000000	0x00000028
%esp:	0x00000000	0x00000100
%ebp:	0x00000000	0x00000100

Changes to memory:

0x00ec:	0x00000000	0x000000f8
0x00f0:	0x00000000	0x00000039
0x00f4:	0x00000000	0x00000014
0x00f8:	0x00000000	0x00000100
0x00fc:	0x00000000	0x00000011

CISC Instruction Sets

- Complex Instruction Set Computer
- Dominant style through mid-80's
- **Stack-oriented instruction set**
 - Use stack to pass arguments, save program counter
 - Explicit push and pop instructions
- **Arithmetic instructions can access memory**
 - `addl %eax, 12(%ebx, %ecx, 4)`
 - requires memory read and write
 - Complex address calculation
- **Condition codes**
 - Set as side effect of arithmetic and logical instructions
- **Philosophy**
 - Add instructions to perform “typical” programming tasks

RISC Instruction Sets

- Reduced Instruction Set Computer
- Internal project at IBM, later popularized by Hennessy (Stanford) and Patterson (Berkeley)
- **Fewer, simpler instructions**
 - Might take more to get given task done
 - Can execute them with small and fast hardware
- **Register-oriented instruction set**
 - Many more (typically 32) registers
 - Use for arguments, return pointer, temporaries
- **Only load and store instructions can access memory**
 - Similar to Y86 `mrmovl` and `rmmovl`

MIPS Registers

\$0	\$0	Constant 0
\$1	\$at	Reserved Temp.
\$2	\$v0	Return Values
\$3	\$v1	
\$4	\$a0	Procedure arguments
\$5	\$a1	
\$6	\$a2	
\$7	\$a3	
\$8	\$t0	Caller Save Temporaries: May be overwritten by called procedures
\$9	\$t1	
\$10	\$t2	
\$11	\$t3	
\$12	\$t4	
\$13	\$t5	
\$14	\$t6	
\$15	\$t7	

\$16	\$s0	Callee Save Temporaries: May not be overwritten by called procedures
\$17	\$s1	
\$18	\$s2	
\$19	\$s3	
\$20	\$s4	
\$21	\$s5	
\$22	\$s6	
\$23	\$s7	Caller Save Temp
\$24	\$t8	
\$25	\$t9	Reserved for Operating Sys
\$26	\$k0	
\$27	\$k1	Global Pointer
\$28	\$gp	
\$29	\$sp	Stack Pointer
\$30	\$s8	Callee Save Temp
\$31	\$ra	Return Address

MIPS Instruction Examples

R-R

Op	Ra	Rb	Rd	00000	Fn
----	----	----	----	-------	----

`addu $3,$2,$1` # Register add: $\$3 = \$2 + \$1$

R-I

Op	Ra	Rb	Immediate
----	----	----	-----------

`addu $3,$2, 3145` # Immediate add: $\$3 = \$2 + 3145$

`sll $3,$2,2` # Shift left: $\$3 = \$2 \ll 2$

Branch

Op	Ra	Rb	Offset
----	----	----	--------

`beq $3,$2,dest` # Branch when $\$3 = \2

Load/Store

Op	Ra	Rb	Offset
----	----	----	--------

`lw $3,16($2)` # Load Word: $\$3 = M[\$2 + 16]$

`sw $3,16($2)` # Store Word: $M[\$2 + 16] = \3

CISC vs. RISC

■ Original Debate

- Strong opinions!
- CISC proponents---easy for compiler, fewer code bytes
- RISC proponents---better for optimizing compilers, can make run fast with simple chip design

■ Current Status

- For desktop processors, choice of ISA not a technical issue
 - With enough hardware, can make anything run fast
 - Code compatibility more important
- For embedded processors, RISC makes sense
 - Smaller, cheaper, less power
 - Most cell phones use ARM processor

Summary

■ Y86 Instruction Set Architecture

- Similar state and instructions as IA32
- Simpler encodings
- Somewhere between CISC and RISC

■ How Important is ISA Design?

- Less now than before for desktops
 - With enough hardware, can make almost anything go fast
- But very important for mobile devices
- Intel has evolved from IA32 to x86-64
 - Uses 64-bit words (including addresses)
 - Adopted some features found in RISC
 - More registers (16)
 - Less reliance on stack
 - RISC micro-ops

Part B

Logic Design

Overview of Logic Design

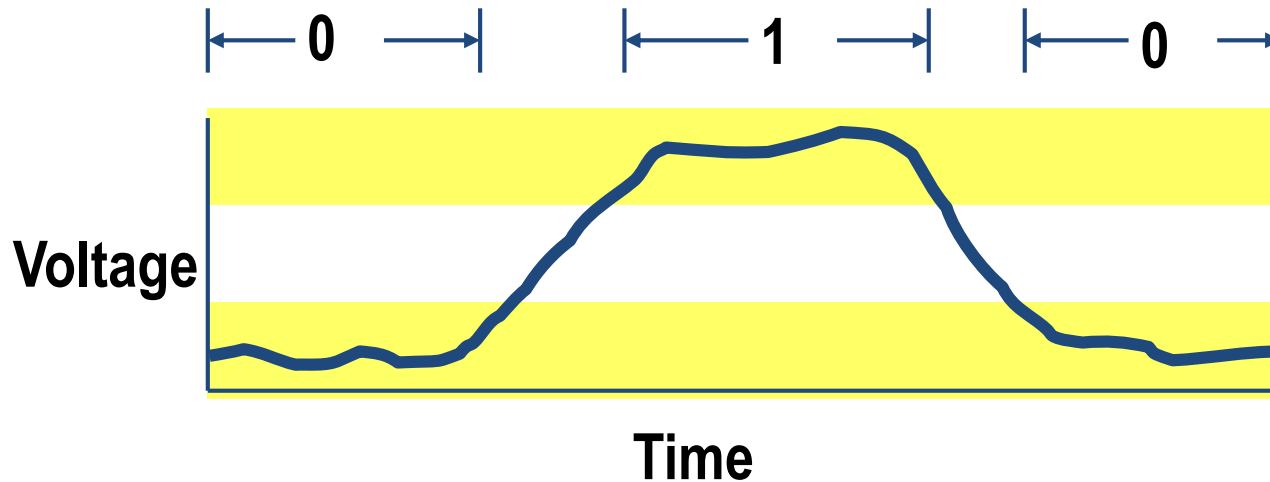
■ Fundamental Hardware Requirements

- Communication
 - How to get values from one place to another
- Computation
- Storage

■ Bits are Our Friends

- Everything expressed in terms of values 0 and 1
- Communication
 - Low or high voltage on wire
- Computation
 - Compute Boolean functions
- Storage
 - Store bits of information

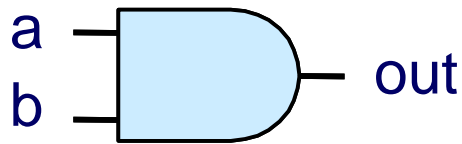
Digital Signals



- Use voltage thresholds to extract discrete values from continuous signal
- Simplest version: 1-bit signal
 - Either high range (1) or low range (0)
 - With guard range between them
- Not strongly affected by noise or low quality circuit elements
 - Can make circuits simple, small, and fast

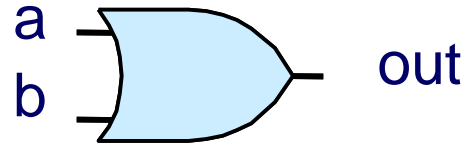
Computing with Logic Gates

And



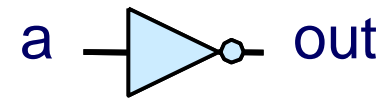
$$\text{out} = a \ \&\& \ b$$

Or



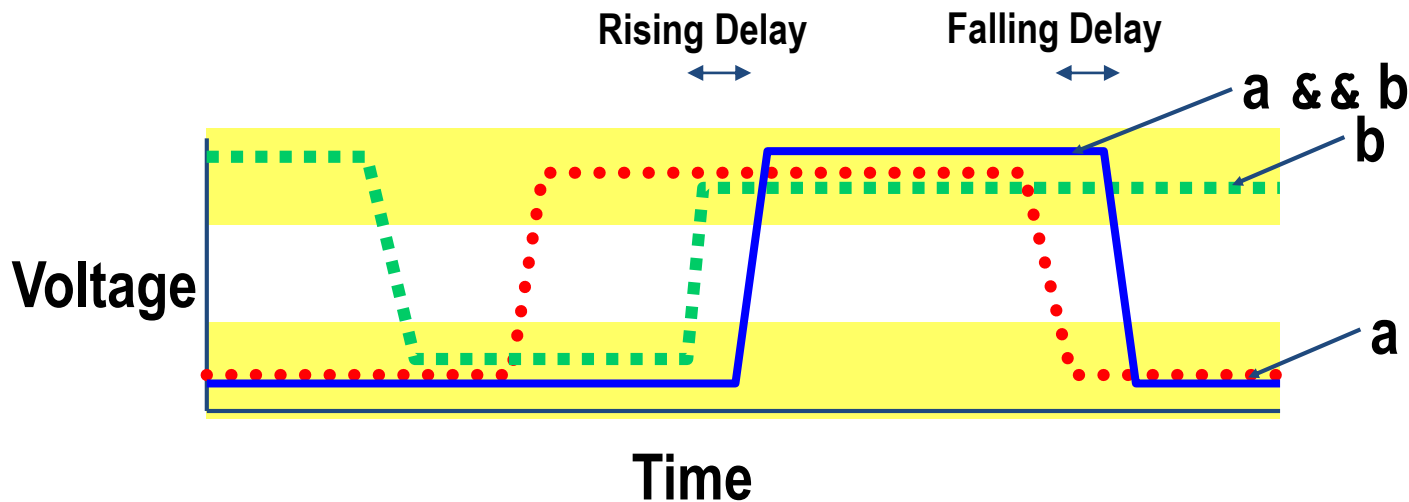
$$\text{out} = a \ || \ b$$

Not

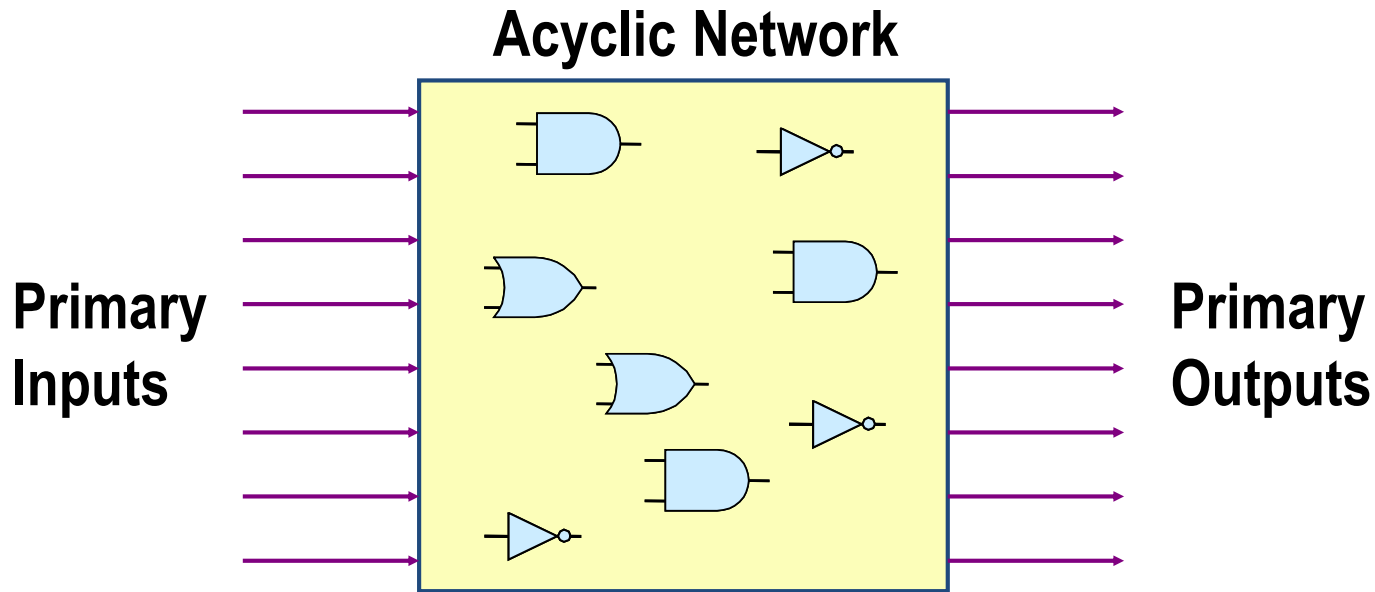


$$\text{out} = !a$$

- Outputs are Boolean functions of inputs
- Respond continuously to changes in inputs
 - With some, small delay



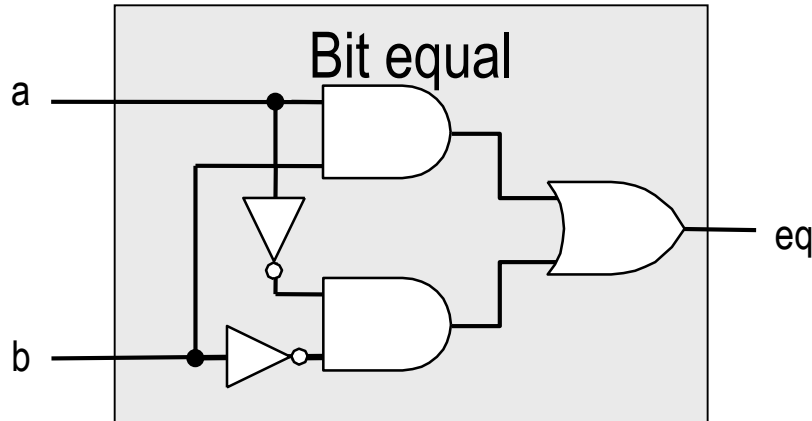
Combinational Circuits



■ Acyclic Network of Logic Gates

- Continuously responds to changes on primary inputs
- Primary outputs become (after some delay) Boolean functions of primary inputs

Bit Equality

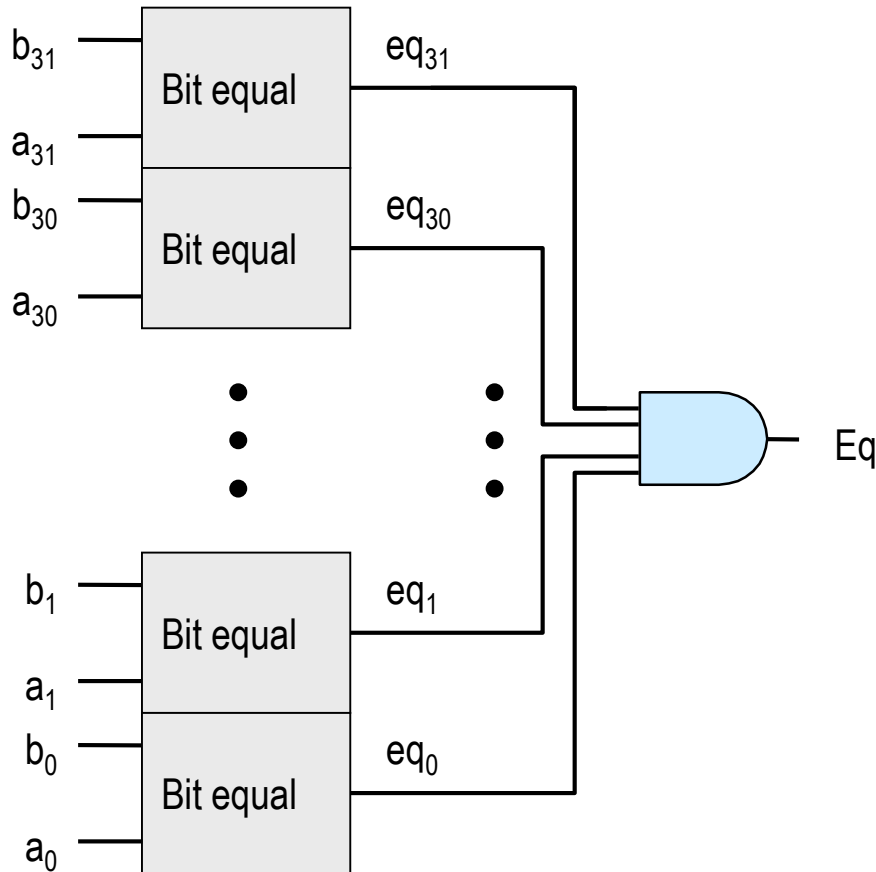


HCL Expression

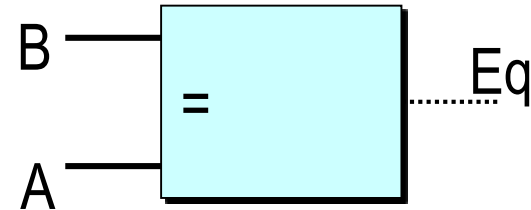
```
bool eq = (a&&b) || (!a&&!b)
```

- Generate 1 if a and b are equal
- **Hardware Control Language (HCL)**
 - Very simple hardware description language
 - Boolean operations have syntax similar to C logical operations
 - We'll use it to describe control logic for processors

Word Equality



Word-Level Representation

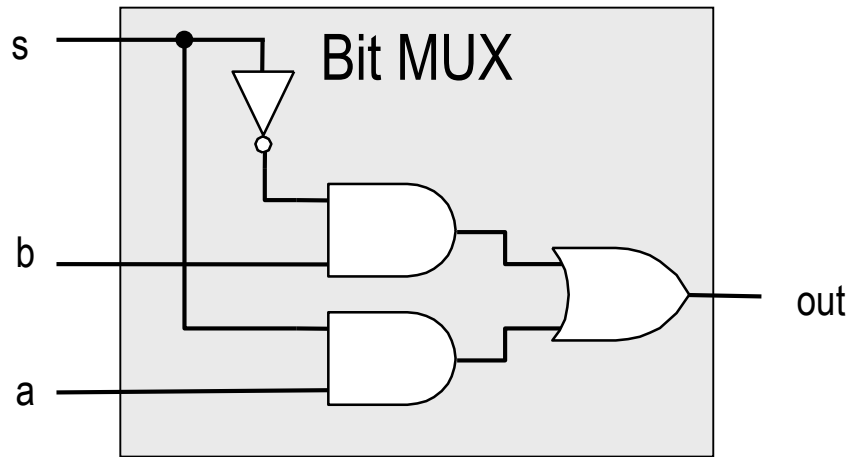


HCL Representation

`bool Eq = (A == B)`

- 32-bit word size
- HCL representation
 - Equality operation
 - Generates Boolean value

Bit-Level Multiplexor

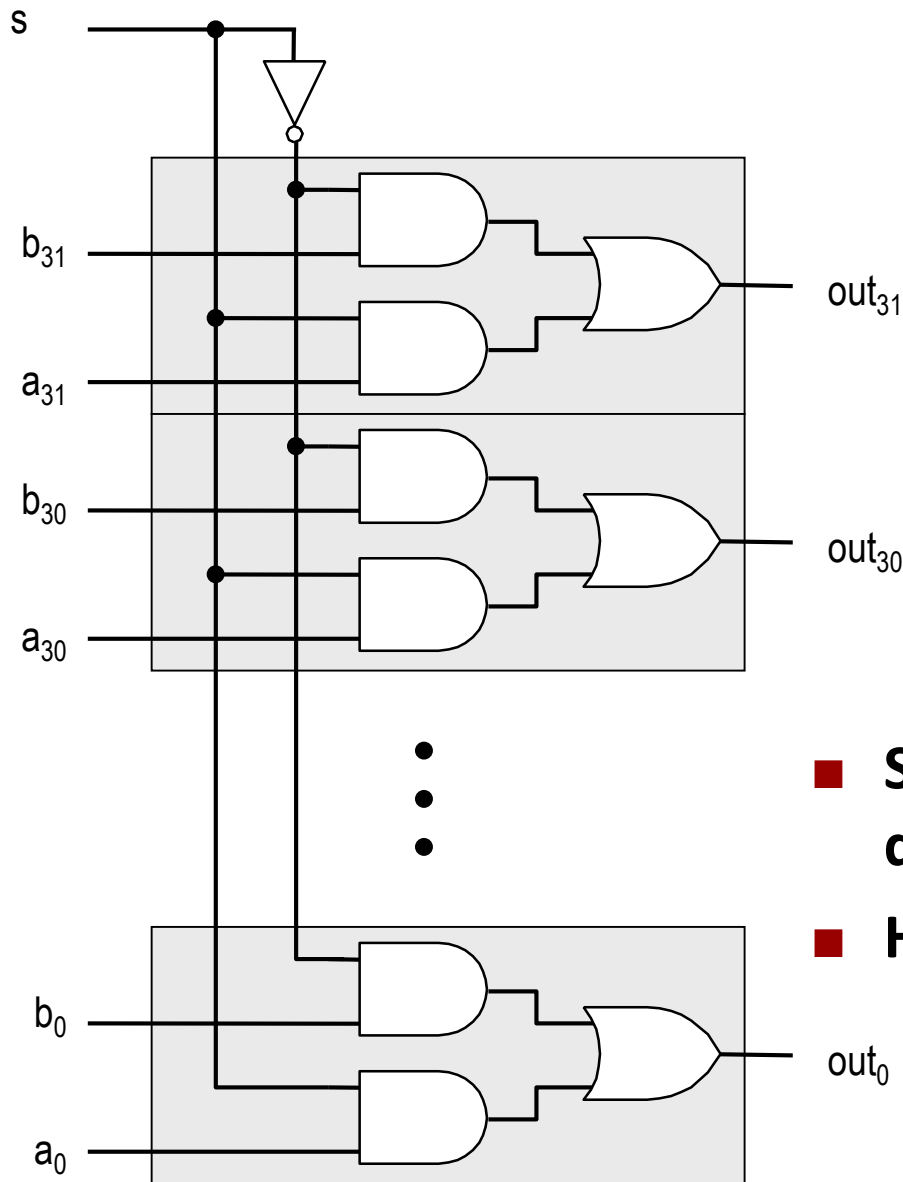


HCL Expression

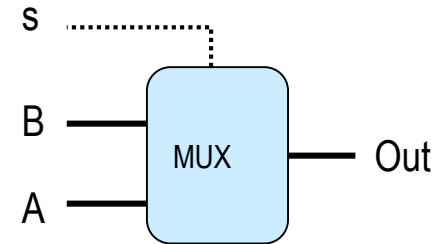
```
bool out = (s&&a) || (!s&&b)
```

- Control signal s
- Data signals a and b
- Output a when $s=1$, b when $s=0$

Word Multiplexor



Word-Level Representation



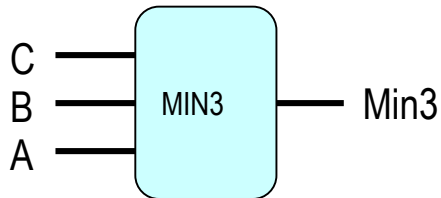
HCL Representation

```
int Out = [
    s : A;
    1 : B;
];
```

- Select input word A or B depending on control signal s
- HCL representation
 - Case expression
 - Series of test : value pairs
 - Output value for first successful test

HCL Word-Level Examples

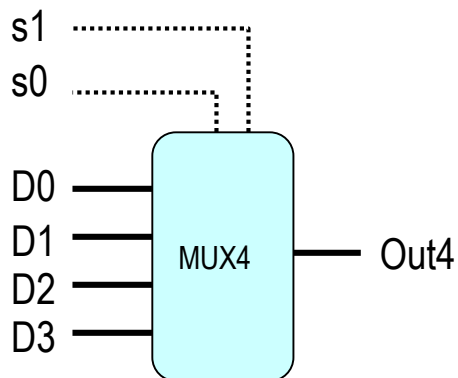
Minimum of 3 Words



```
int Min3 = [
    A<B && A<C : A;
    B<A && B<C : B;
    1          : C;
];
```

- Find minimum of three input words
- HCL case expression
- Final case guarantees match

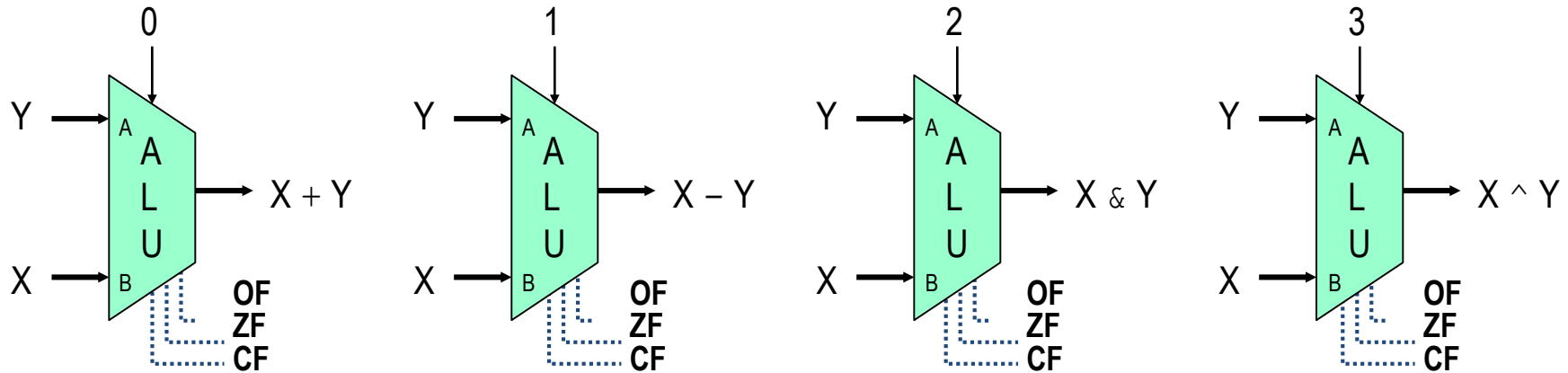
4-Way Multiplexor



```
int Out4 = [
    !s1 && !s0 : D0;
    !s1        : D1;
    !s0        : D2;
    1          : D3;
];
```

- Select one of 4 inputs based on two control bits
- HCL case expression
- Simplify tests by assuming sequential matching

Arithmetic Logic Unit



■ Combinational logic

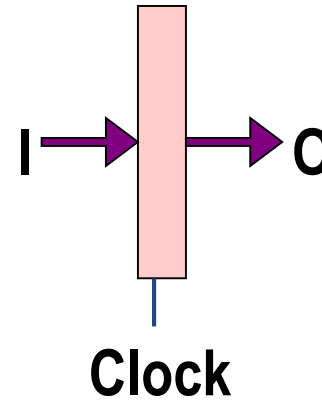
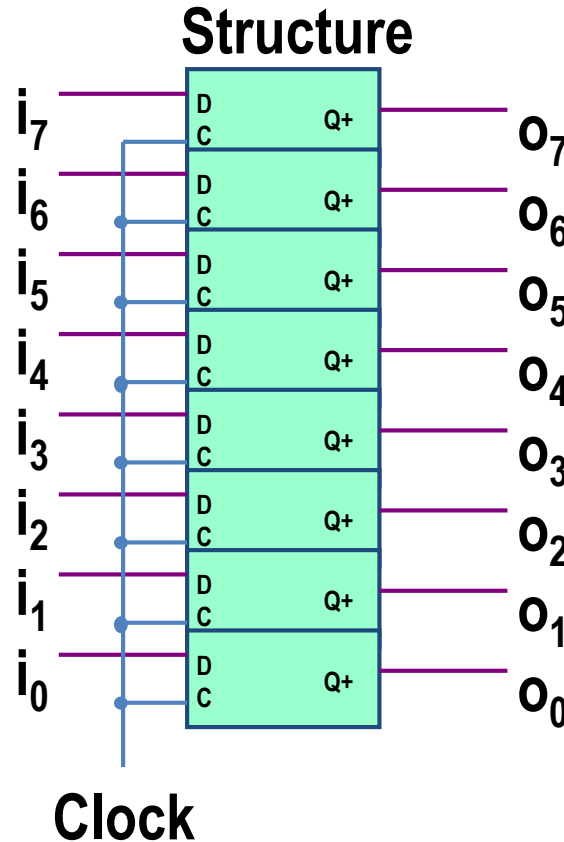
- Continuously responding to inputs

■ Control signal selects function computed

- Corresponding to 4 arithmetic/logical operations in Y86

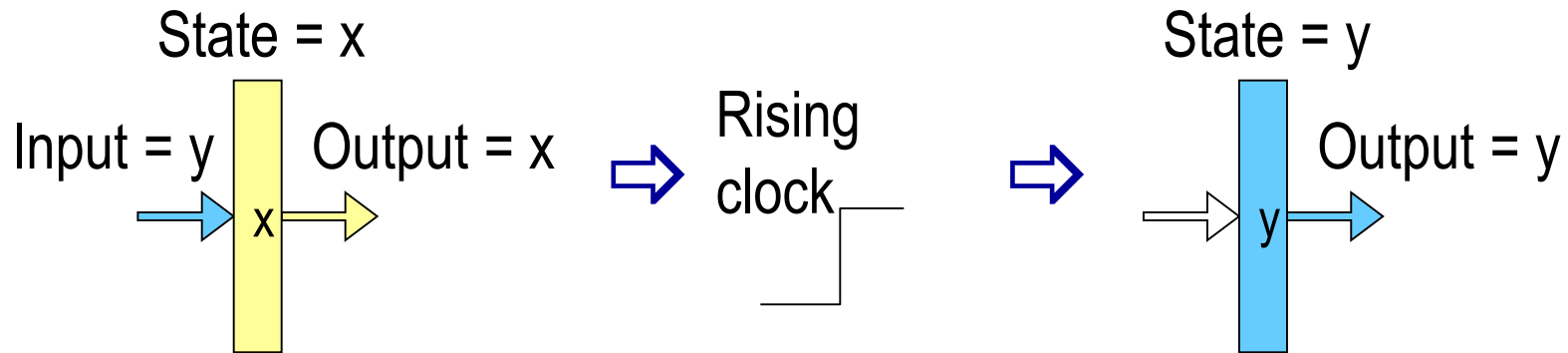
■ Also computes values for condition codes

Registers



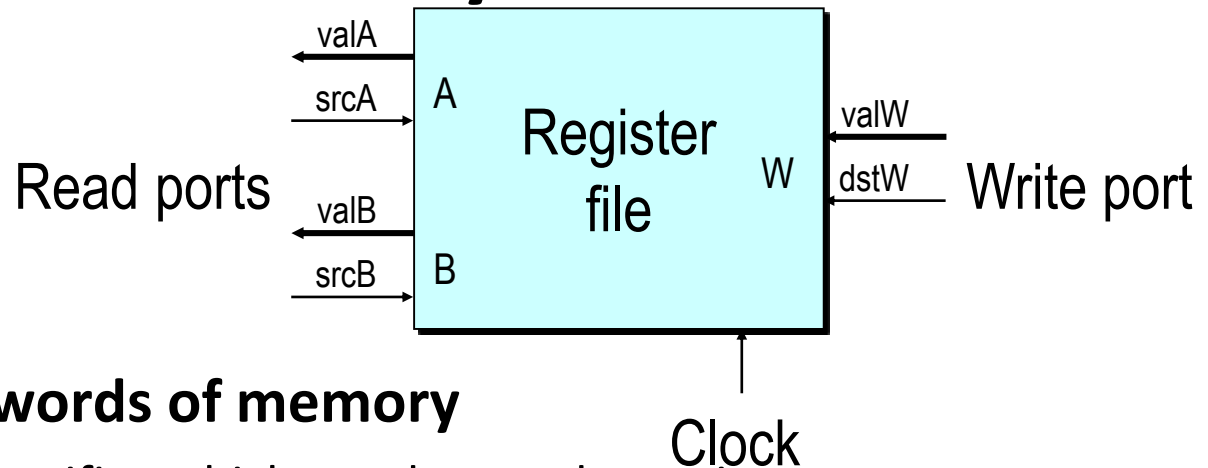
- **Stores word of data**
 - Different from *program registers* seen in assembly code
- **Collection of edge-triggered latches**
- **Loads input on rising edge of clock**

Register Operation



- Stores data bits
- For most of time acts as barrier between input and output
- As clock rises, loads input

Random-Access Memory



■ Stores multiple words of memory

- Address input specifies which word to read or write

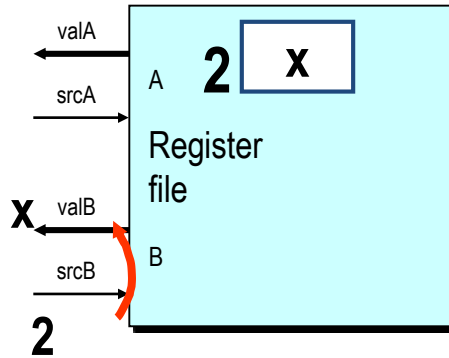
■ Register file

- Holds values of program registers
- `%eax`, `%esp`, etc.
- Register identifier serves as address
 - ID 15 (0xF) implies no read or write performed

■ Multiple Ports

- Can read and/or write multiple words in one cycle
 - Each has separate address and data input/output

Register File Timing

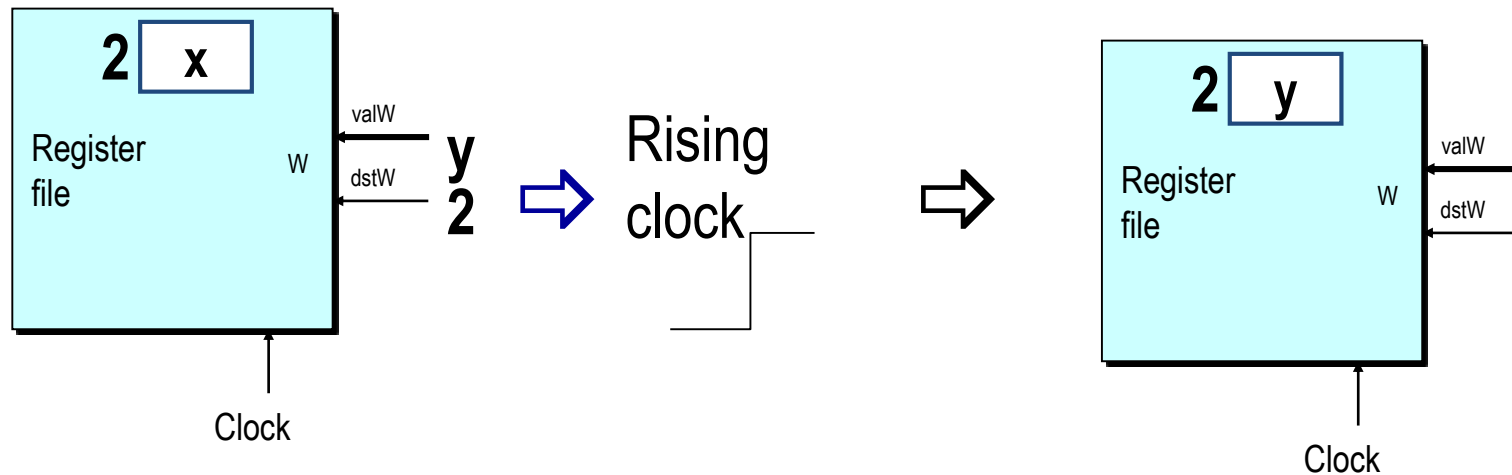


■ Reading

- Like combinational logic
- Output data generated based on input address
 - After some delay

■ Writing

- Like register
- Update only as clock rises



Hardware Control Language

- Very simple hardware description language
- Can only express limited aspects of hardware operation
 - Parts we want to explore and modify

■ Data Types

- `bool`: Boolean
 - `a, b, c, ...`
- `int`: words
 - `A, B, C, ...`
 - Does not specify word size---bytes, 32-bit words, ...

■ Statements

- `bool a = bool-expr ;`
- `int A = int-expr ;`

HCL Operations

- Classify by type of value returned

■ Boolean Expressions

- Logic Operations
 - `a && b, a || b, !a`
- Word Comparisons
 - `A == B, A != B, A < B, A <= B, A >= B, A > B`
- Set Membership
 - `A in { B, C, D }`
 - Same as `A == B || A == C || A == D`

■ Word Expressions

- Case expressions
 - `[a : A; b : B; c : C]`
 - Evaluate test expressions `a, b, c, ...` in sequence
 - Return word expression `A, B, C, ...` for first successful test

Summary

■ Computation

- Performed by combinational logic
- Computes Boolean functions
- Continuously reacts to input changes

■ Storage

- Registers
 - Hold single words
 - Loaded as clock rises
- Random-access memories
 - Hold multiple words
 - Possible multiple read or write ports
 - Read word when address input changes
 - Write word as clock rises