

Computer Architecture (计算机体系结构)



**Lecturer
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Lecture 20 **CPU design (of a single-cycle CPU)**

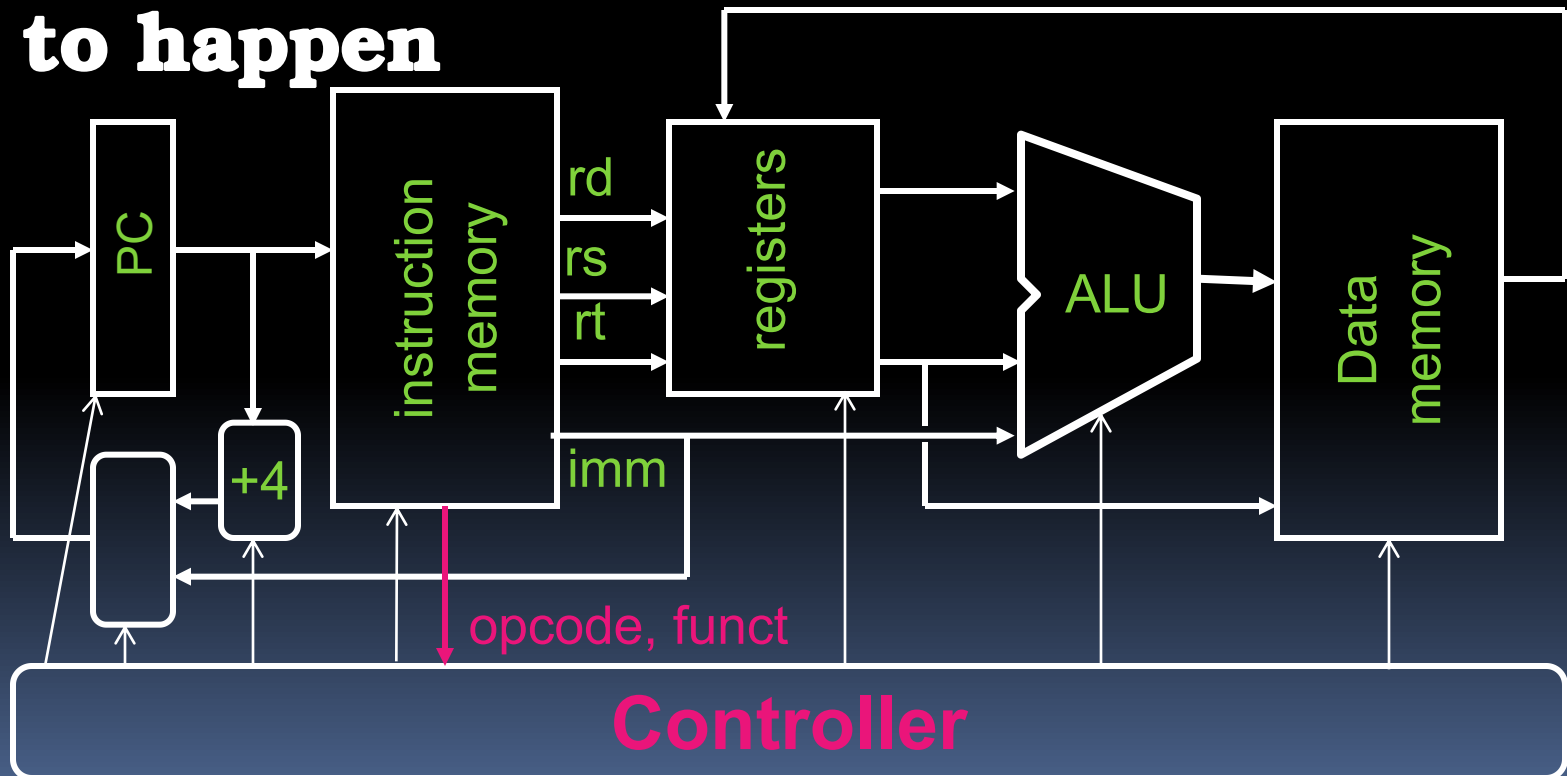
2020-10-16

Review

- **CPU design involves Datapath, Control**
 - **Datapath in MIPS involves 5 CPU stages**
 1. **Instruction Fetch**
 2. **Instruction Decode & Register Read**
 3. **ALU (Execute)**
 4. **Memory**
 5. **Register Write**

Datapath Summary

- **The datapath based on data transfers required to perform instructions**
- **A controller causes the right transfers to happen**



How to Design a Processor: step-by-step

1. Analyze instruction set architecture (ISA)

⇒ datapath requirements

1. meaning of each instruction is given by the register transfers
2. datapath must include storage element for ISA registers
3. datapath must support each register transfer

2. Select set of datapath components and establish clocking methodology

3. Assemble datapath meeting requirements

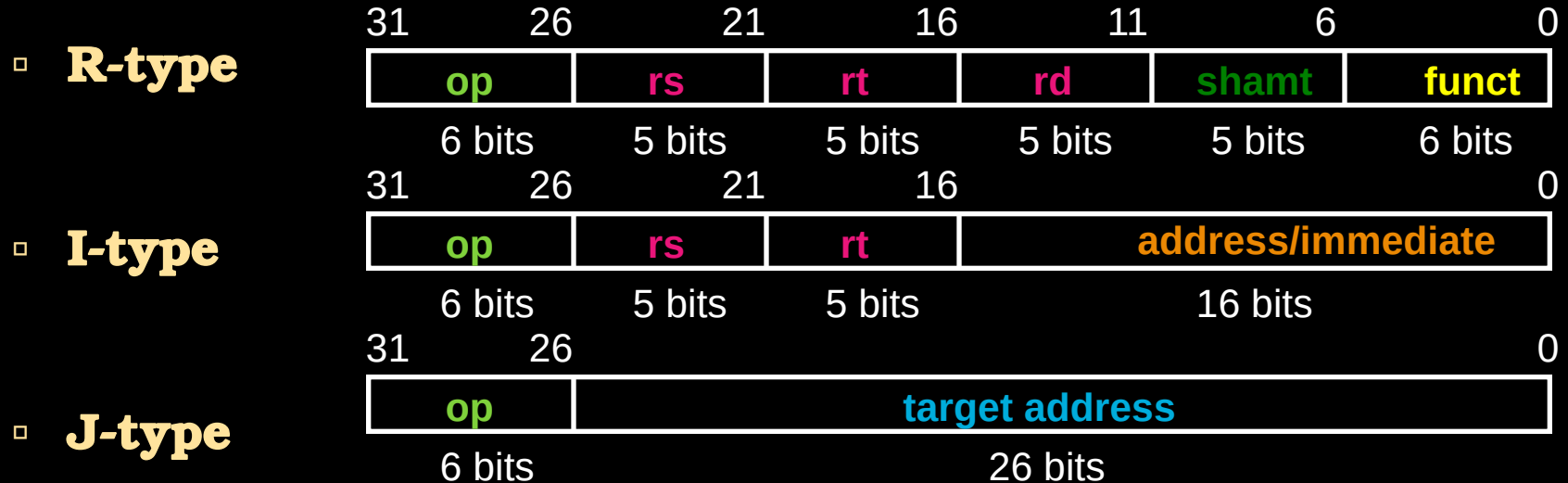
4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.

5. Assemble the control logic

Review: The MIPS Instruction

Formats

All MIPS instructions are 32 bits long. 3 formats:



■ The different fields are:

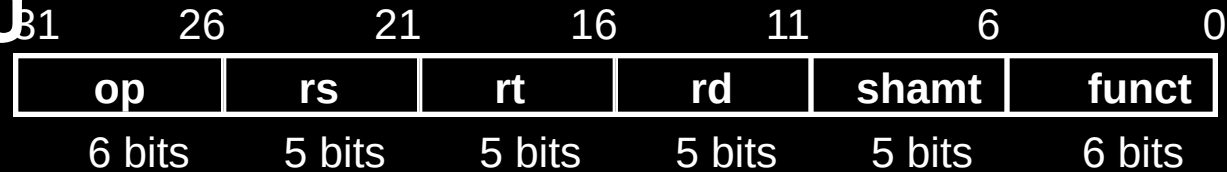
- **op**: operation (“opcode”) of the instruction
- **rs, rt, rd**: the source and destination register specifiers
- **shamt**: shift amount
- **funct**: selects the variant of the operation in the “op” field
- **address / immediate**: address offset or immediate value
- **target address**: target address of jump instruction

Step 1a: The MIPS-lite Subset for today

■ ADDU and SUBU

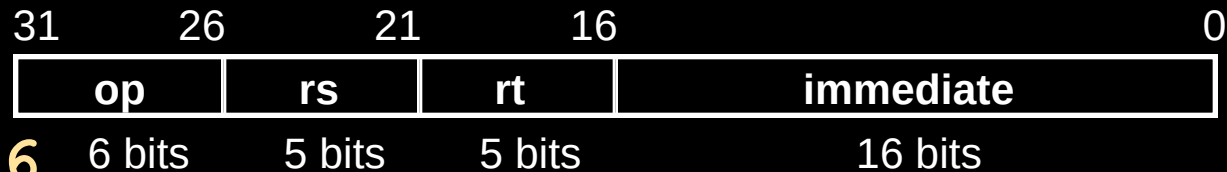
▫ `addu rd,rs,rt`

▫ `subu rd,rs,rt`



■ OR Immediate:

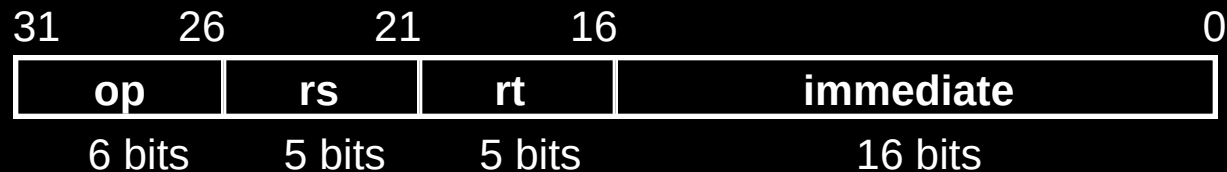
▫ `ori rt,rs,imm16`



■ LOAD and STORE Word

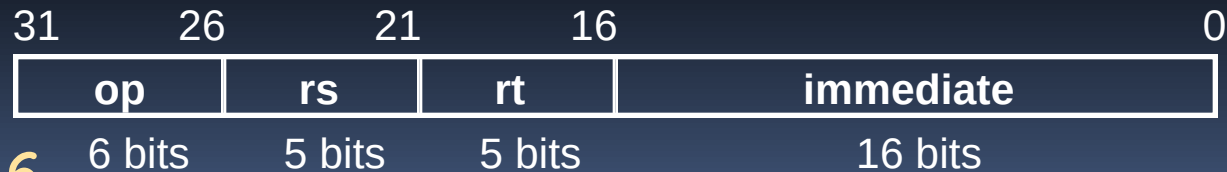
▫ `lw rt,rs,imm16`

▫ `sw rt,rs,imm16`



■ BRANCH:

▫ `beq rs,rt,imm16`



Register Transfer Language (RTL)

- **RTL gives the meaning of the instructions**

$\{op, rs, rt, rd, shamt, funct\} \leftarrow MEM[PC]$

$\{op, rs, rt, Imm16\} \leftarrow MEM[PC]$

- **All start by fetching the instruction**
- inst Register Transfers

ADDU $R[rd] \leftarrow R[rs] + R[rt];$ $PC \leftarrow PC + 4$

SUBU $R[rd] \leftarrow R[rs] - R[rt];$ $PC \leftarrow PC + 4$

ORI $R[rt] \leftarrow R[rs] | \text{zero_ext}(Imm16);$ $PC \leftarrow PC + 4$

LOAD $R[rt] \leftarrow MEM[R[rs] + \text{sign_ext}(Imm16)];$ $PC \leftarrow PC + 4$

STORE $MEM[R[rs] + \text{sign_ext}(Imm16)] \leftarrow R[rt];$ $PC \leftarrow PC + 4$

BEQ if ($R[rs] == R[rt]$) then
 $PC \leftarrow PC + 4 + (\text{sign_ext}(Imm16) || 00)$
 else $PC \leftarrow PC + 4$

Step 1: Requirements of the Instruction Set

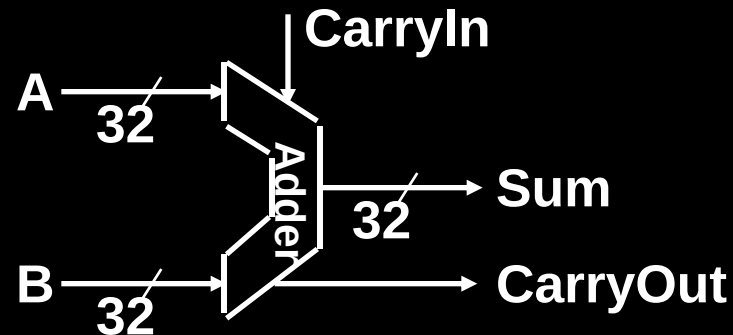
- **Memory (MEM)**
 - **instructions & data (will use one for each)**
- **Registers (R: 32 x 32)**
 - **read RS**
 - **read RT**
 - **Write RT or RD**
- **PC**
- **Extender (sign/zero extend)**
- **Add/Sub/OR unit for operation on register(s) or extended immediate**
- **Add 4 (+ maybe extended immediate) to PC**
- **Compare registers?**

Step 2: Components of the Datapath

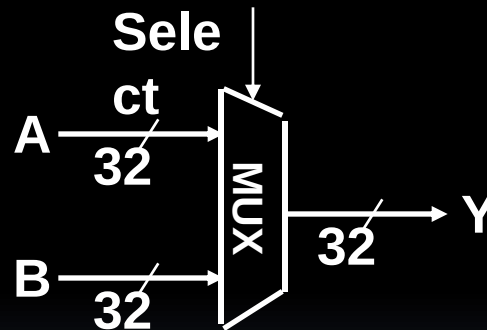
- **Combinational Elements**
- **Storage Elements**
 - **Clocking methodology**

Combinational Logic Elements (Building Blocks)

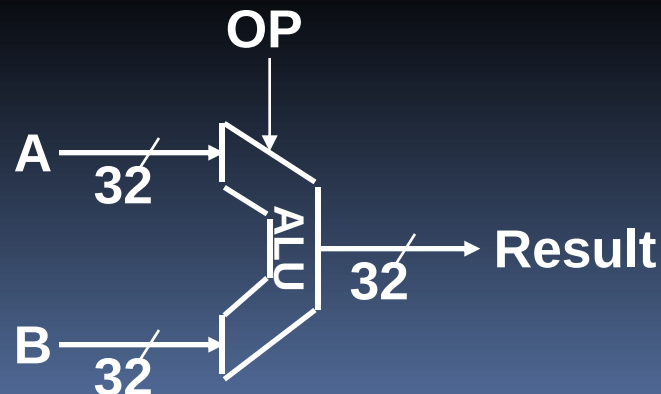
- **Adder**



- **MUX**



- **ALU**



ALU Needs for MIPS-lite + Rest of MIPS

- **Addition, subtraction, logical OR, ==:**

`ADDU` `R[rd] = R[rs] + R[rt]; ...`

`SUBU` `R[rd] = R[rs] - R[rt]; ...`

`ORI` `R[rt] = R[rs] |`
 `zero_ext(Imm16) ...`

`BEQ` `if (R[rs] == R[rt]) ...`

- **Test to see if output == 0 for any ALU operation gives == test. How?**
- **P&H also adds AND,
Set Less Than (1 if $A < B$, 0 otherwise)**
- **ALU follows chap 5**

Administrivia

- **Administrivia?**

What Hardware Is Needed? (1/2)

- **PC: a register which keeps track of memory addr of the next instruction**
- **General Purpose Registers**
 - **used in Stages 2 (Read) and 5 (Write)**
 - **MIPS has 32 of these**
- **Memory**
 - **used in Stages 1 (Fetch) and 4 (R/W)**
 - **cache system makes these two stages as fast as the others, on average**

What Hardware Is Needed? (2/2)

- **ALU**

- **used in Stage 3**
- **something that performs all necessary functions: arithmetic, logicals, etc.**
- **we'll design details later**

- **Miscellaneous Registers**

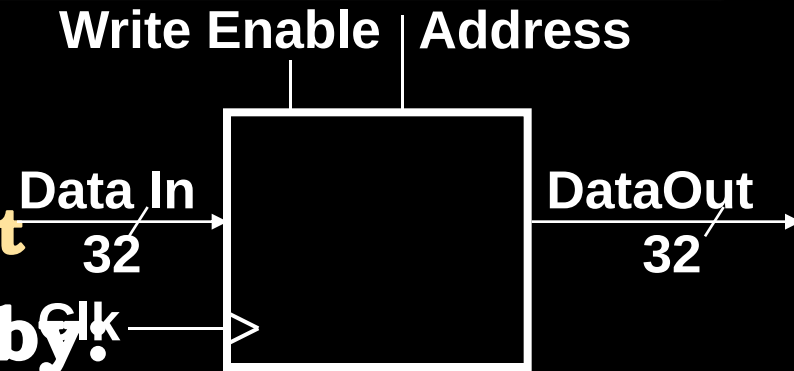
- **In implementations with only one stage per clock cycle, registers are inserted between stages to hold intermediate data and control signals as they travels from stage to stage.**
- **Note: Register is a general purpose term meaning something that stores bits. Not all registers are in the “register file”.**

Storage Element: Idealized

Memory

■ Memory (idealized)

- **One input bus: Data In**
- **One output bus: Data Out**
- **Memory word is found 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 \Rightarrow Data Out valid after “access”**



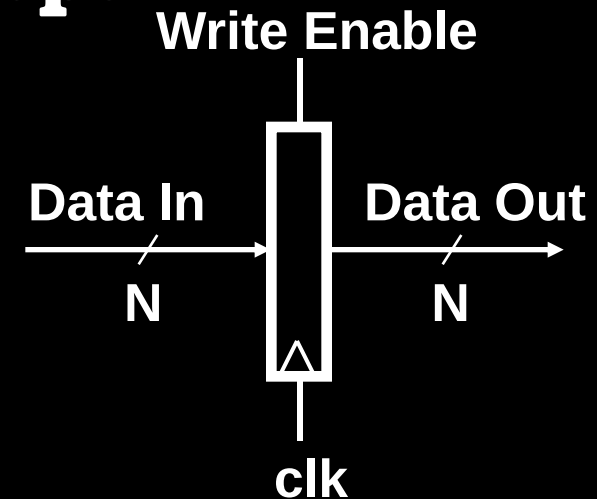
Storage Element: Register (Building Block)

- **Similar to D Flip Flop except**

- **N-bit input and output**
- **Write Enable input**

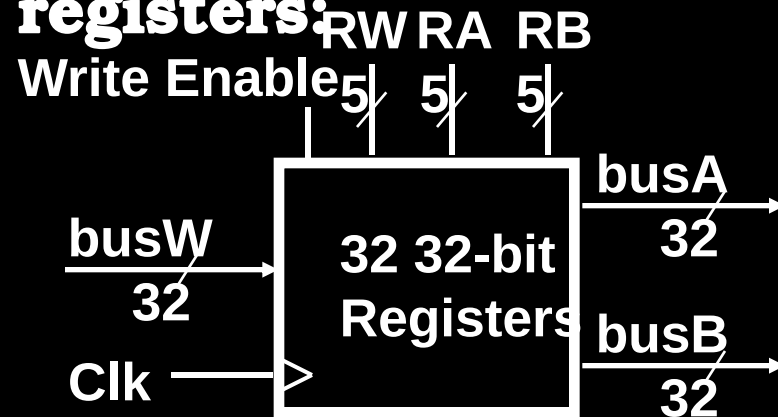
- **Write Enable:**

- **negated (or deasserted) (0):**
Data Out will not change
- **asserted (1):**
Data Out will become Data In on positive edge of clock



Storage Element: Register File

- **Register File consists of 32 registers:**
 - **Two 32-bit output busses:**
busA and busB
 - **One 32-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 \Rightarrow busA or busB valid after “access time.”**



Step 3: Assemble DataPath meeting requirements

- **Register Transfer Requirements**
 \Rightarrow **Datapath Assembly**
- **Instruction Fetch**
- **Read Operands and Execute Operation**

3a: Overview of the Instruction Fetch Unit

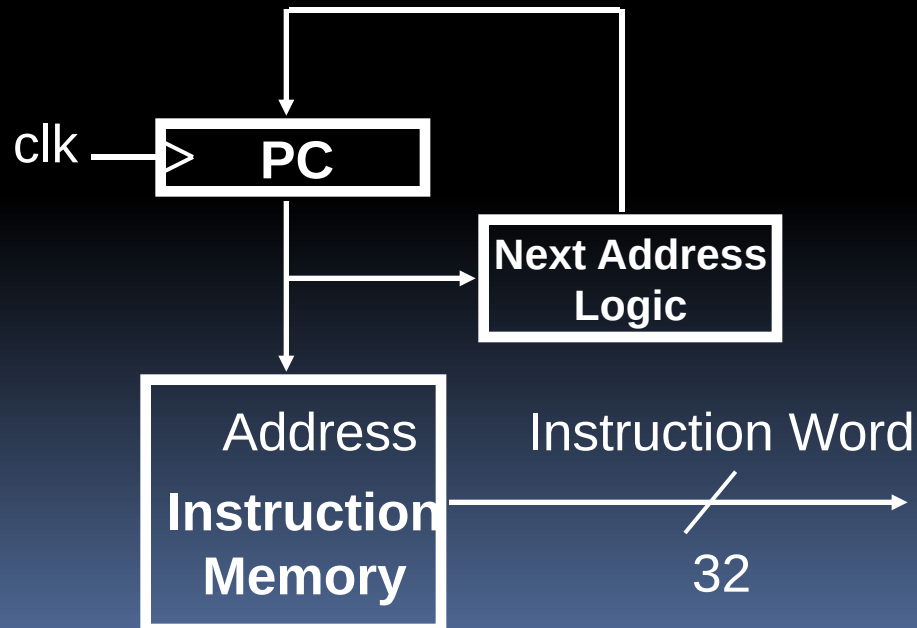
- **The common RTL operations**

- **Fetch the Instruction: $\text{mem}[\text{PC}]$**

- **Update the program counter:**

- **Sequential Code: $\text{PC} \leftarrow \text{PC} + 4$**

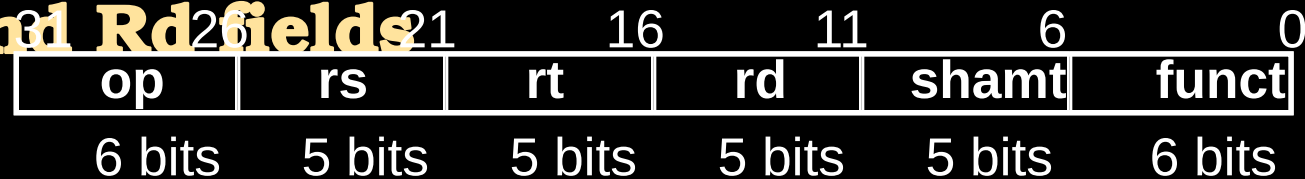
- **Branch and Jump: $\text{PC} \leftarrow \text{“something else”}$**



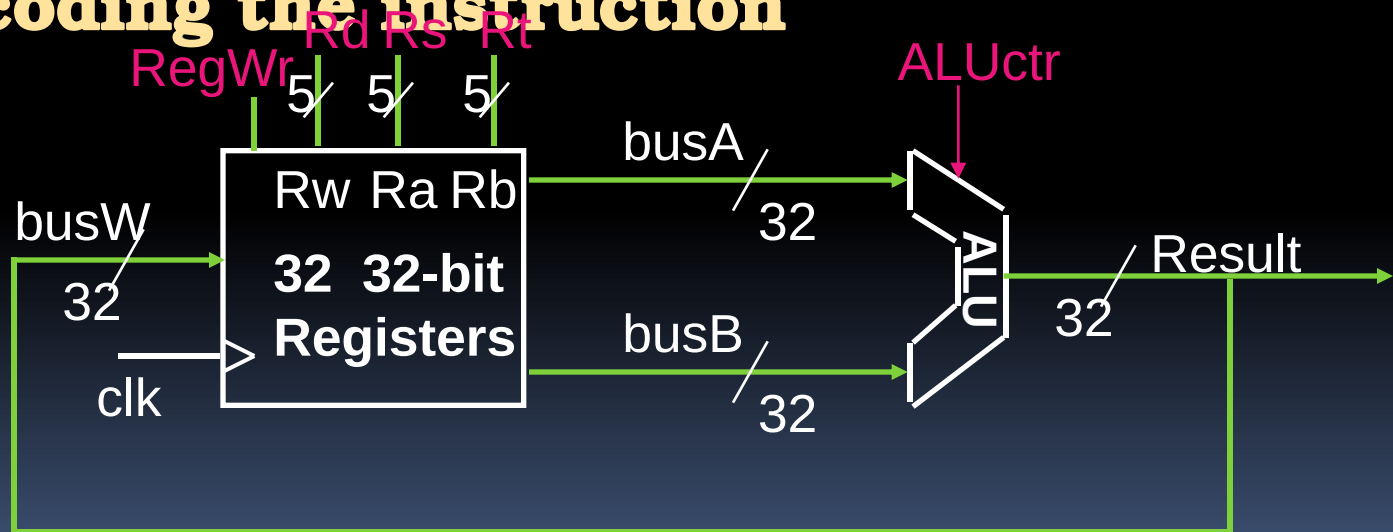
3b: Add & Subtract

▪ $R[rd] = R[rs] \text{ op } R[rt]$ (addu rd,rs,rt)

▫ **Ra, Rb, and Rw come from instruction's Rs, Rt, and Rd fields**



▫ **ALUctr and RegWr: control logic after decoding the instruction**



▪ ... Already defined the register file &

ALU

Peer Instruction

- 1) **We should use the main ALU to compute $PC=PC+4$**
- 2) **The ALU is inactive for memory reads or writes.**

	12
a)	FF
b)	FT
c)	TF
d)	TT

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- **2. Select set of datapath components and establish clocking methodology**
- **3. Assemble datapath meeting requirements**
- **4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.**
- **5. Assemble the control logic (hard part!)**