Processor Architecture I: ISA & Logic Design

Introduction to Computer Systems
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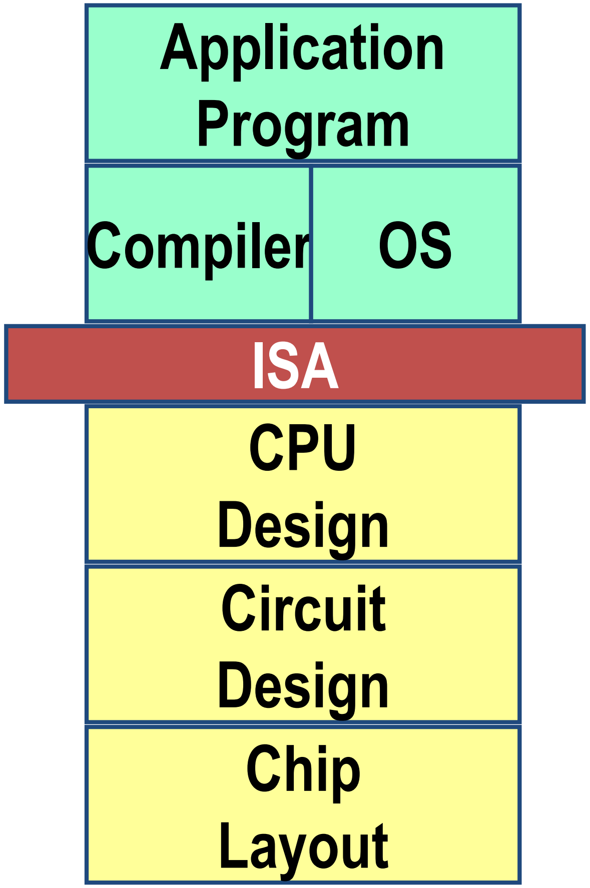
Part A

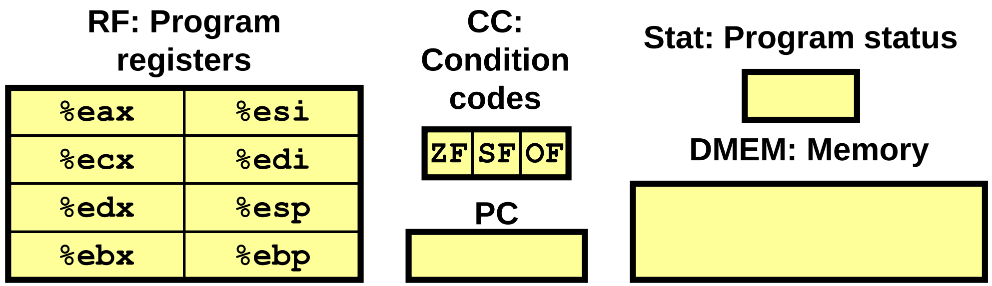
Instruction Set Architecture

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			
`OPl` 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				
`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			
`OPl 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				

`rrmovl`	2 0
`cmovle`	2 1
`cmovl`	2 2
`cmove`	2 3
`cmovne`	2 4
`cmovge`	2 5
`cmovg`	2 6

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			
`OPl` 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			
`OPl` 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				

jXX	Encoding
`jmp`	7 0
`jle`	7 1
`jl`	7 2
`je`	7 3
`jne`	7 4
`jge`	7 5
`jg`	7 6

Encoding Registers

- **Each register has 4-bit ID**

`%eax`	0		`%esi`	6
`%ecx`	1		`%edi`	7
`%edx`	2		`%esp`	4
`%ebx`	3		`%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**

Generic Form

Encoded Representation

`addl rA, rB`

6	0	rA	rB

  - 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

`addl rA, rB`

6	0	rA	rB

Subtract (rA from rB)

`subl rA, rB`

6	1	rA	rB

And

`andl rA, rB`

6	2	rA	rB

Exclusive-Or

`xorl rA, rB`

6	3	rA	rB

- Refer to generically as "`OPl`"
- 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	2	0	rA	rB			Register --> Register
`irmovl` V, rB	3	0	F	rB	V		Immediate --> Register
`rmmovl` rA, D(rB)	4	0	rA	rB	D		Register --> Memory
`mrmovl` D(rB), rA	5	0	rA	rB	D		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
`movl $0xabcd, %edx`	`irmovl $0xabcd, %edx`	30 F2 cd ab 00 00
`movl %esp, %ebx`	`rrmovl %esp, %ebx`	20 43
`movl -12(%ebp),%ecx`	`mrmovl -12(%ebp),%ecx`	50 15 f4 ff ff ff
`movl %esi,0x41c(%esp)`	`rmmovl %esi,0x41c(%esp)`	40 64 1c 04 00 00

`movl $0xabcd, (%eax)`	—
`movl %eax, 12(%eax,%edx)`	—
`movl (%ebp,%eax,4),%ecx`	—

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

`jmp` Dest	7	0	Dest

Jump When Less or Equal

`jle` Dest	7	1	Dest

Jump When Less

`jl` Dest	7	2	Dest

Jump When Equal

`je` Dest	7	3	Dest

Jump When Not Equal

`jne` Dest	7	4	Dest

Jump When Greater or Equal

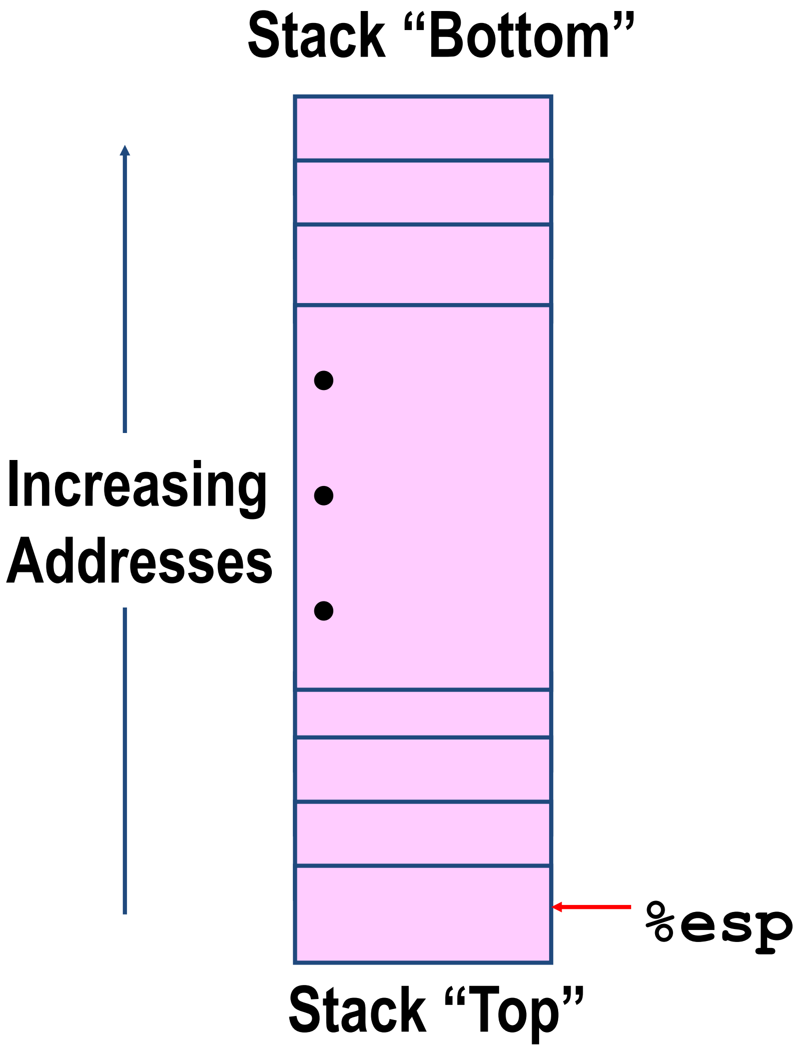
`jge` Dest	7	5	Dest

Jump When Greater

`jg` Dest	7	6	Dest

- 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

`nop`	1	0

- Don’t do anything

`halt`	0	0

- 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

- Normal operation

Mnemonic	Code
HLT	2

- Halt instruction encountered

Mnemonic	Code
ADR	3

- Bad address (either instruction or data) encountered

Mnemonic	Code
INS	4

- Invalid instruction encountered

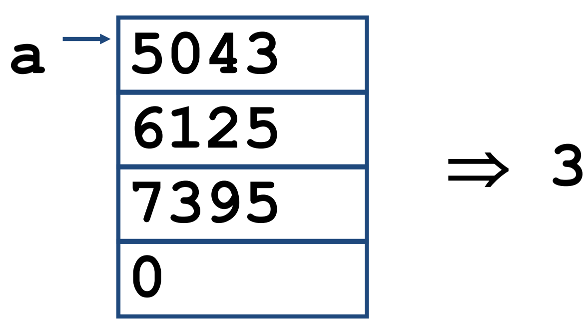
Desired Behavior

- 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;
}
```

- Compile with `gcc34 -O1 -S`

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
```

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
```

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

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
```

- 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

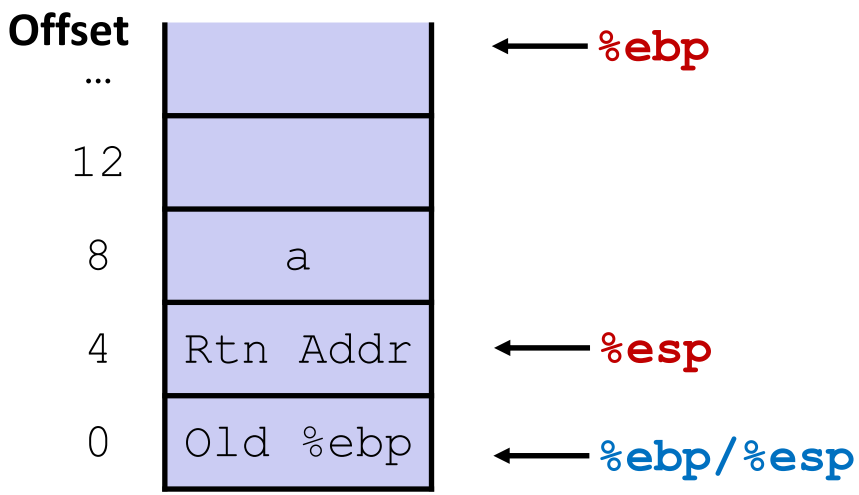
- Finish

```
.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.ys
```

- **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	
\$24	\$t8	Caller Save Temp
\$25	\$t9	
\$26	\$k0	Reserved for Operating Sys
\$27	\$k1	
\$28	\$gp	Global Pointer
\$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 << 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

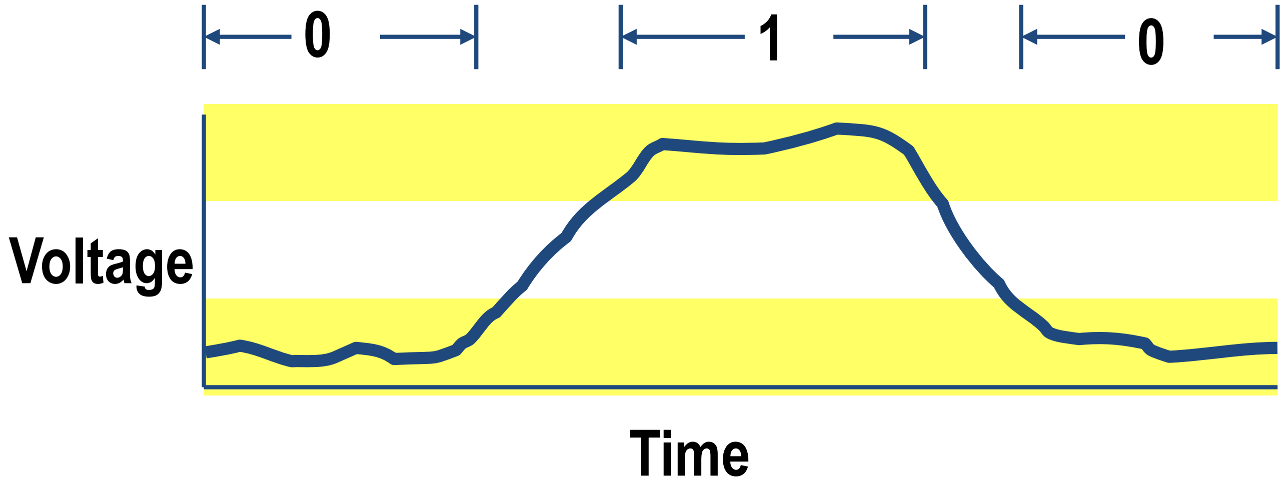
Part B

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

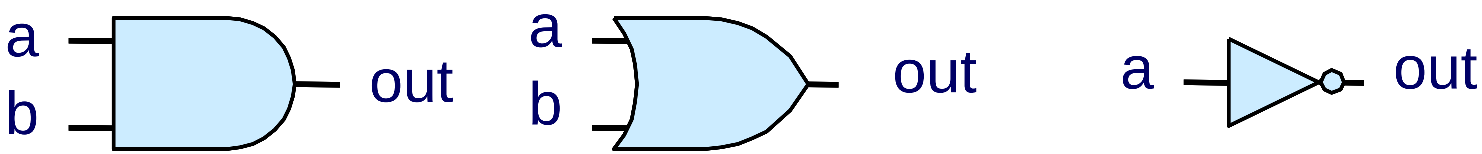
Digital Signals



- 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

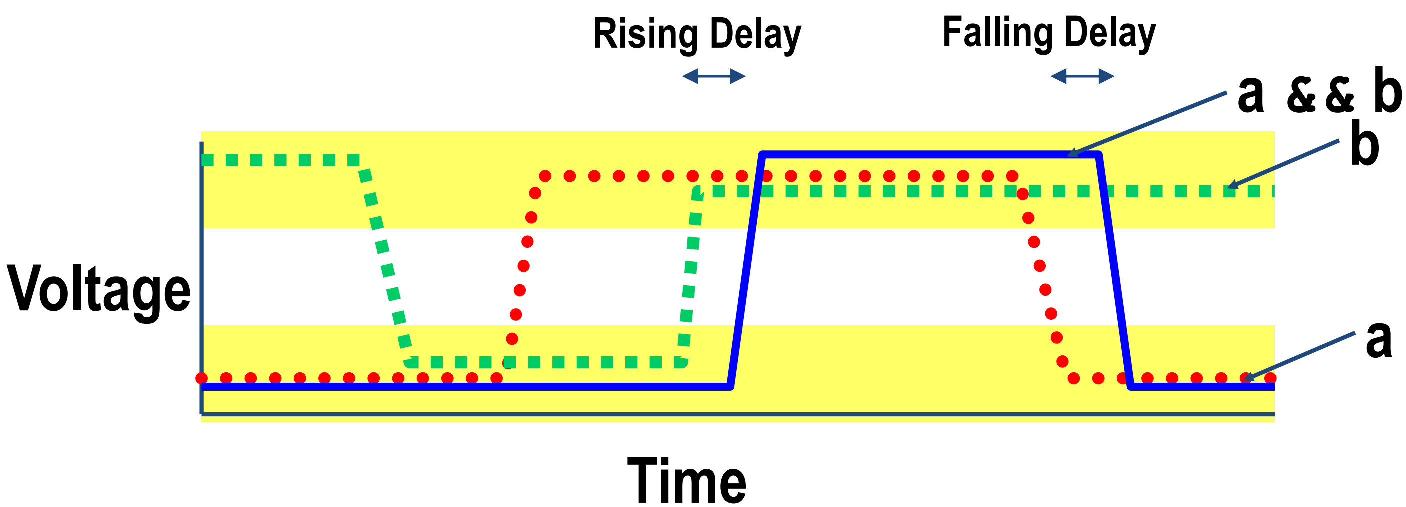
Computing with Logic Gates

And | Or | Not

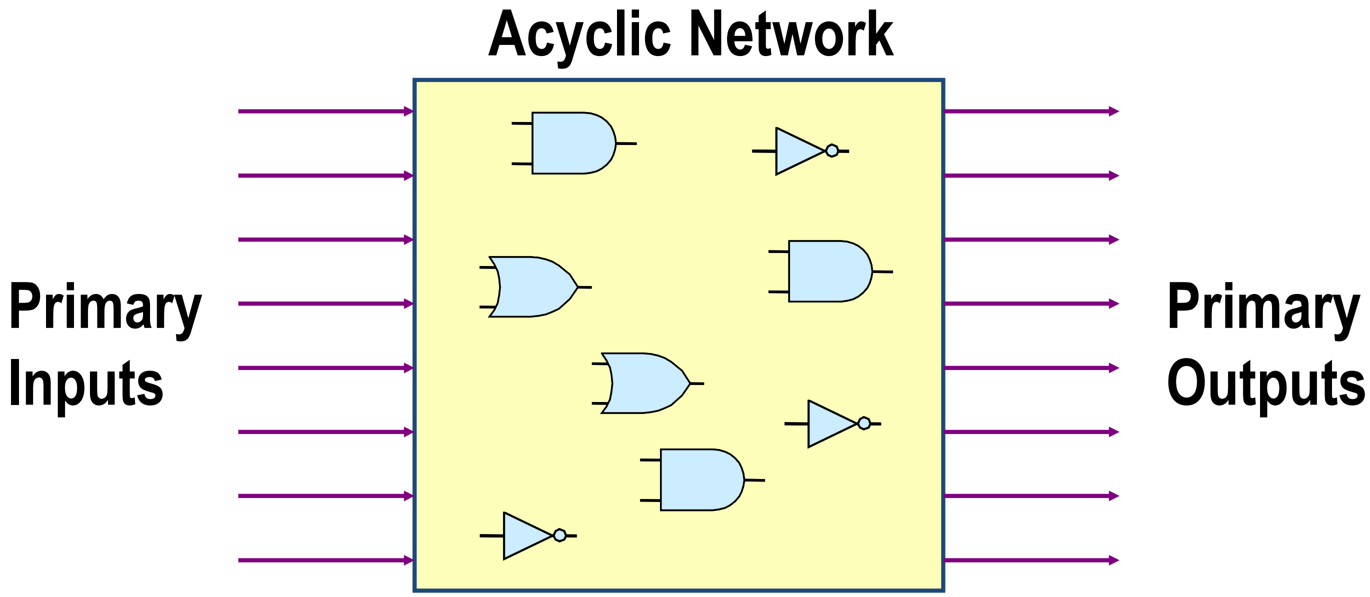


out = a && b   out = a || b   out = !a

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

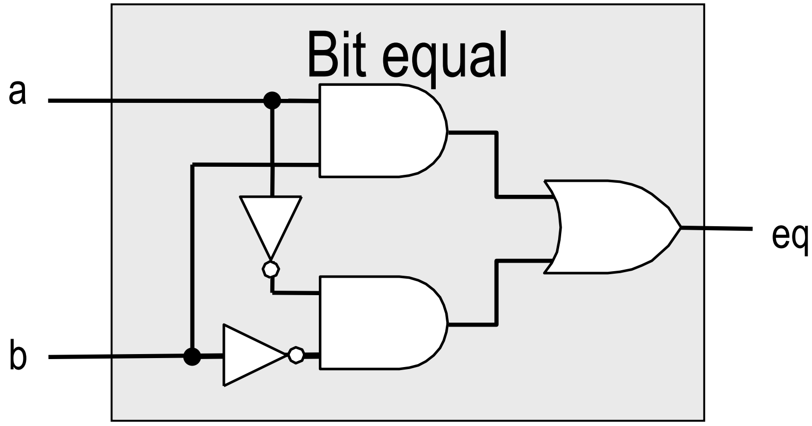


Combinational Circuits



- **Acyclic Network of Logic Gates**
  - Continously responds to changes on primary inputs
  - Primary outputs become (after some delay) Boolean functions of primary inputs

Bit Equality



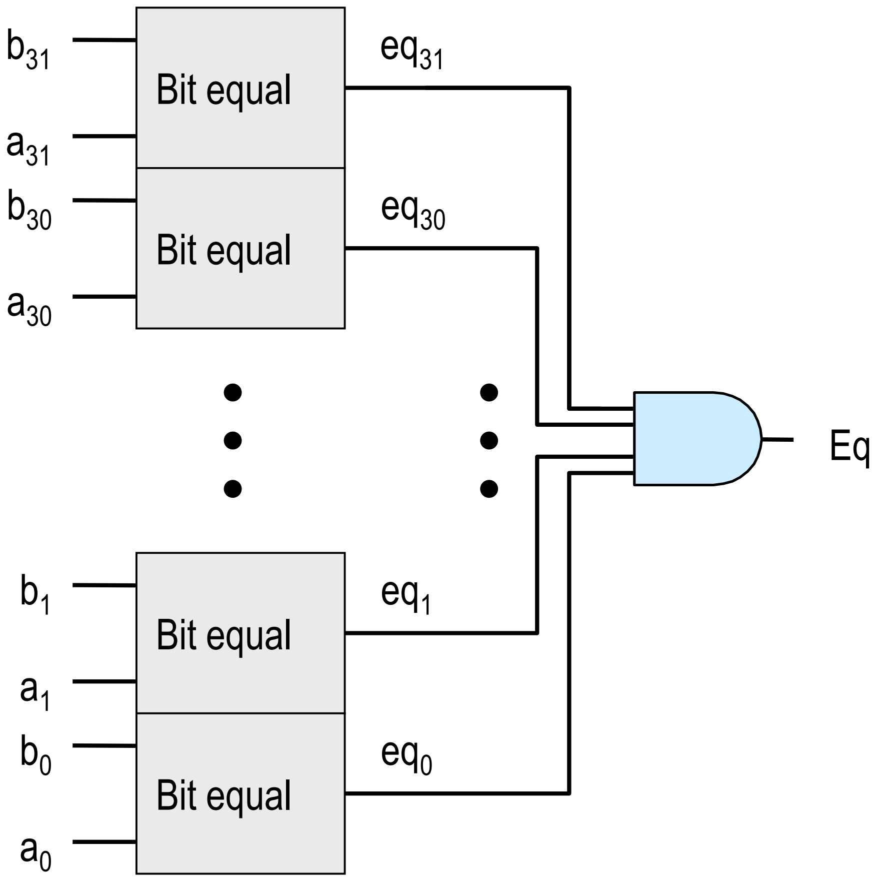
HCL Expression

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

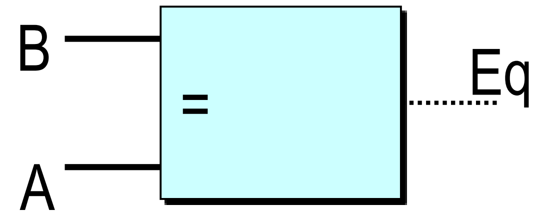
- Generate 1 if a and b are equal

- **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

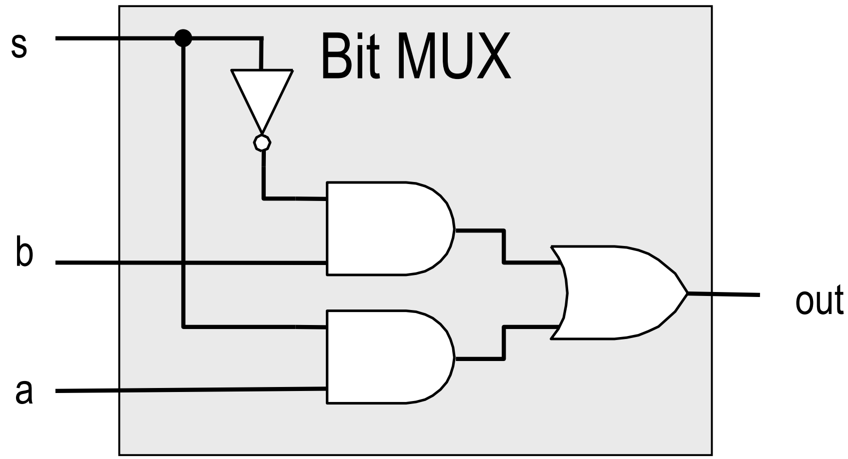


HCL Representation

```
bool Eq = (A == B)
```

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

Bit-Level Multiplexor

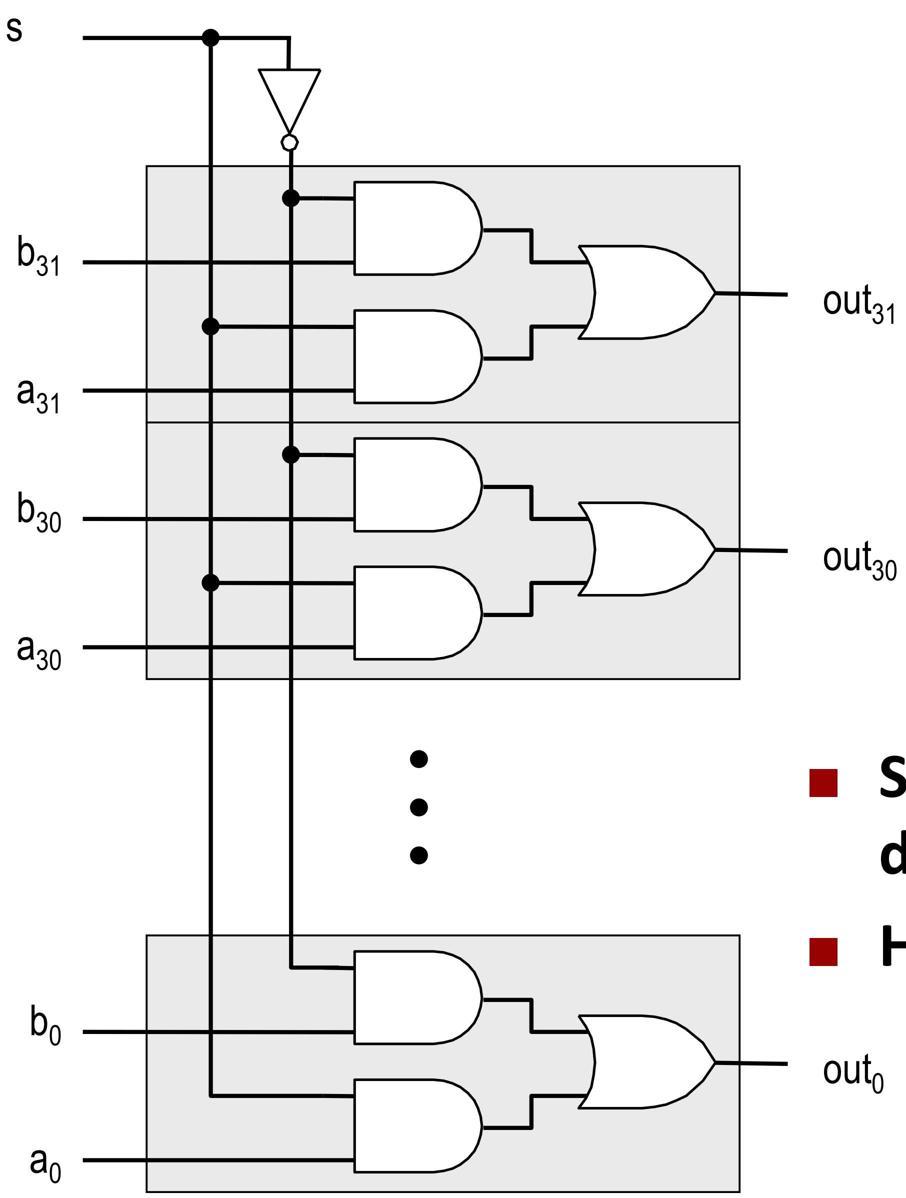


HCL Expression

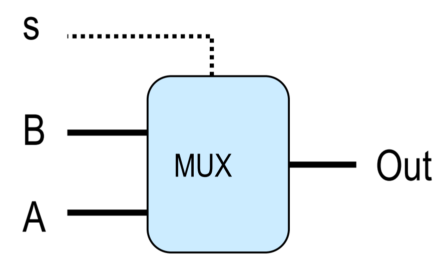
```
bool out = (s&&a)||(!s&&b)
```

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

Word Multiplexor



Word-Level Representation



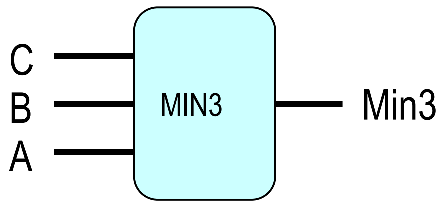
HCL Representation

```
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

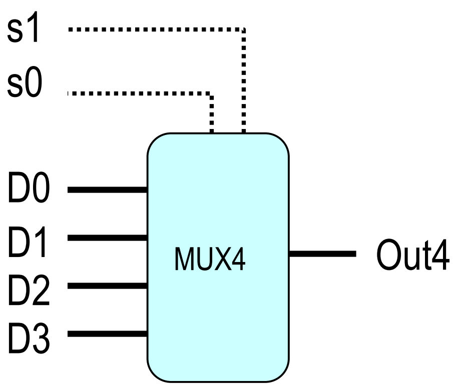
Minimum of 3 Words




```
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

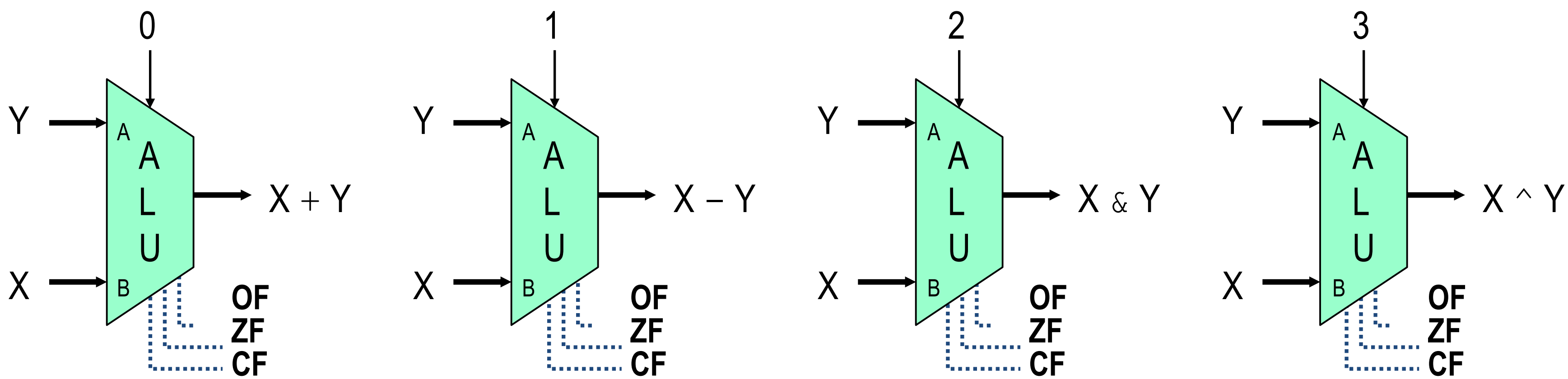
4-Way Multiplexor




```
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

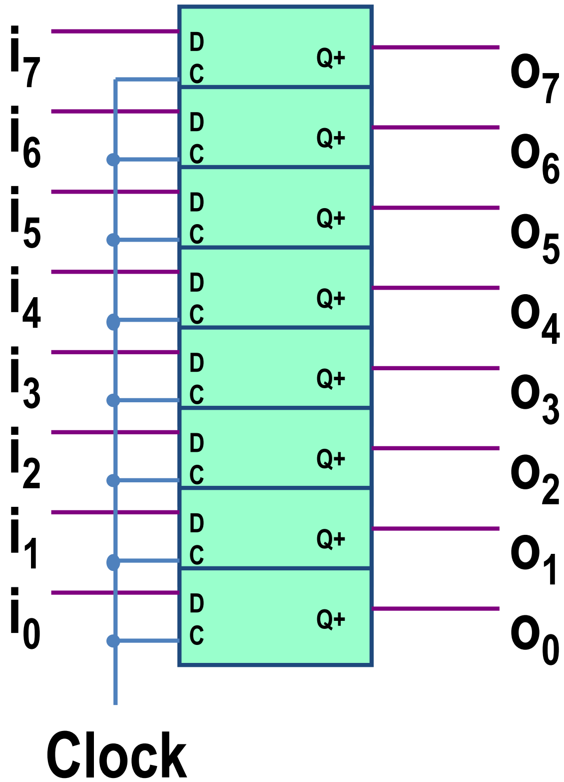
Arithmetic Logic Unit

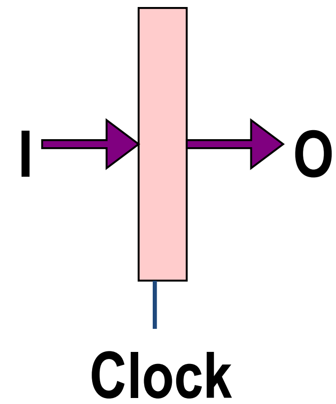


- **Combinational logic**
  - Continuously responding to inputs
- **Control signal selects function computed**
  - Corresponding to 4 arithmetic/logical operations in Y86
- **Also computes values for condition codes**

Registers

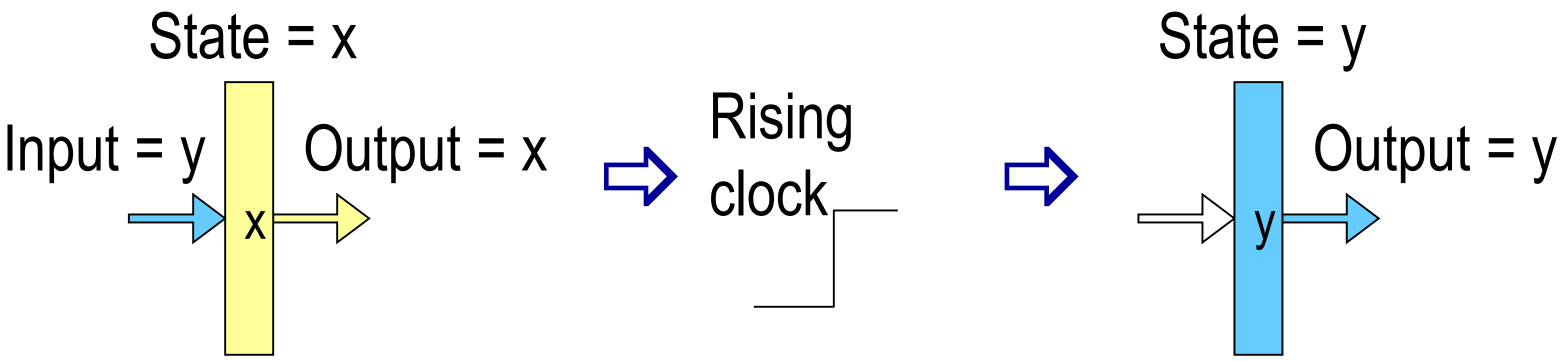
Structure





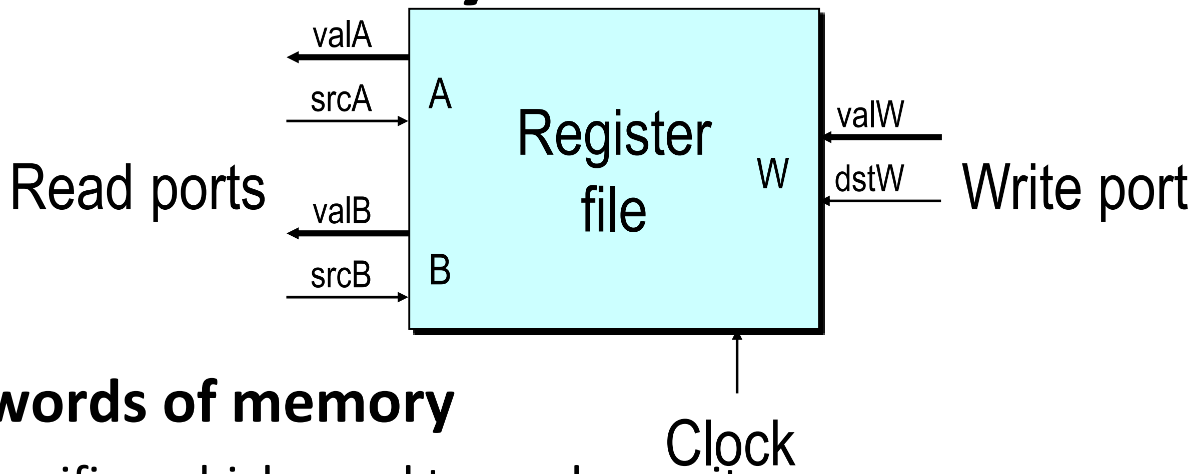
- **Stores word of data**
  - Different from *program registers* seen in assembly code
- **Collection of edge-triggered latches**
- **Loads input on rising edge of clock**

Register Operation



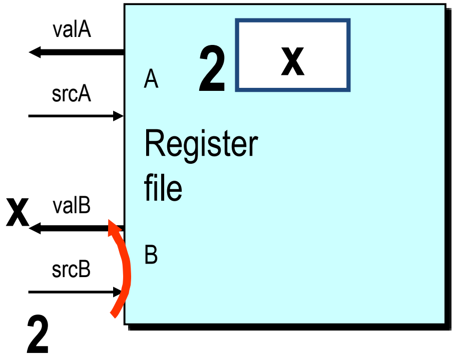
- Stores data bits
- For most of time acts as barrier between input and output
- As clock rises, loads input

Random-Access Memory

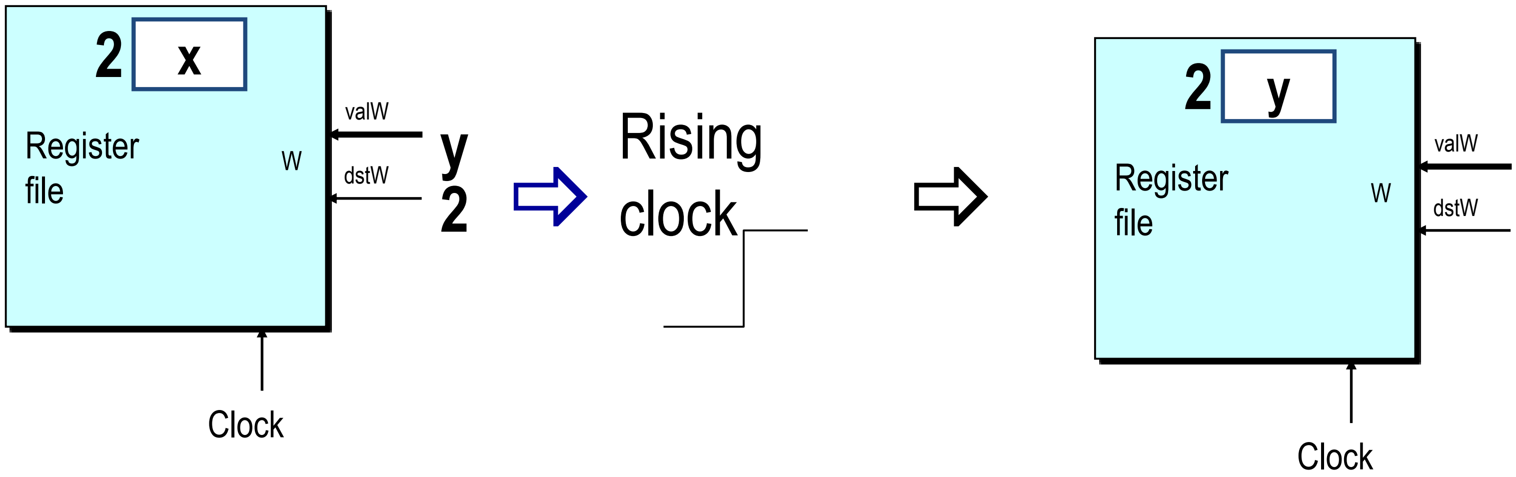


- **Stores multiple words of memory**
  - Address input specifies which word to read or write
- **Register file**
  - Holds values of program registers
  - `%eax`, `%esp`, etc.
  - Register identifier serves as address
    - ID 15 (0xF) implies no read or write performed
- **Multiple Ports**
  - Can 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