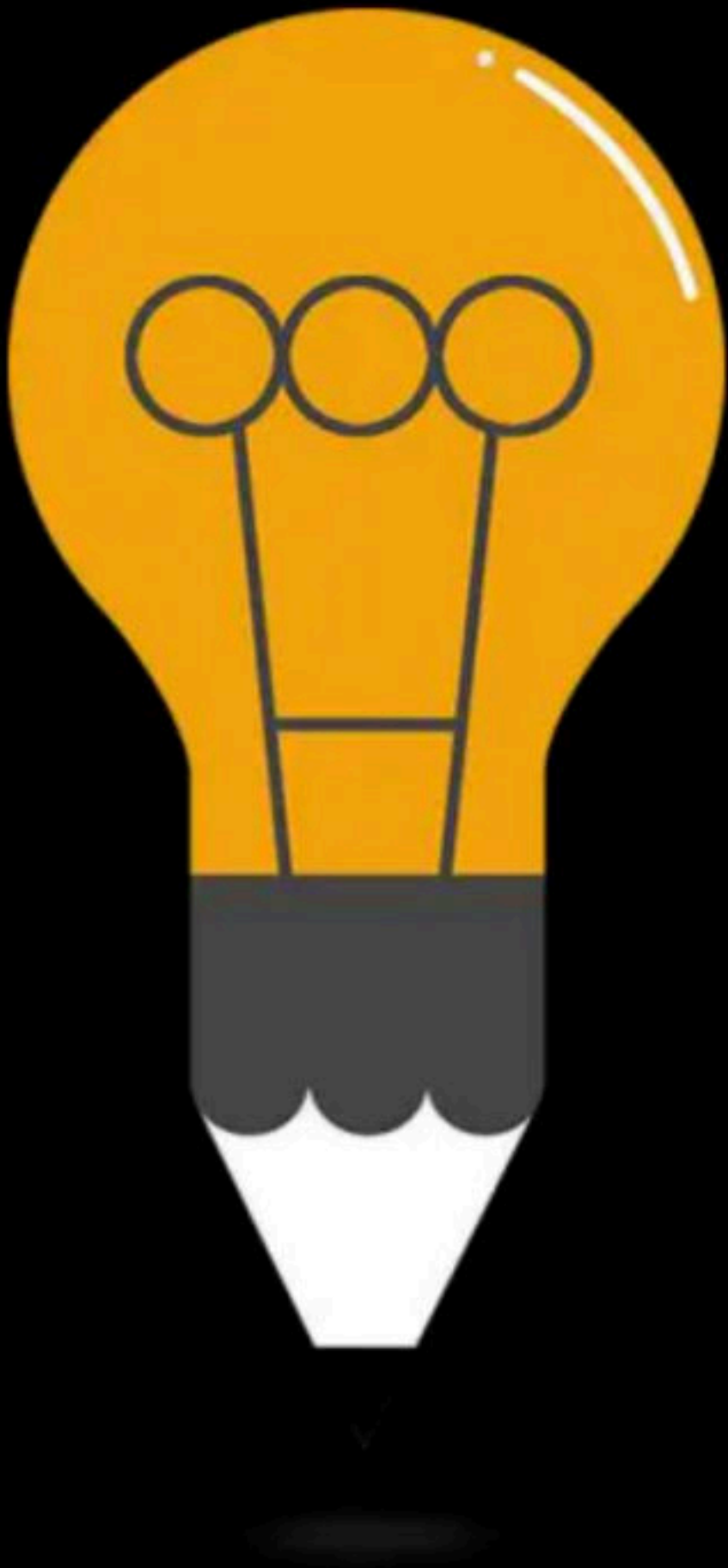




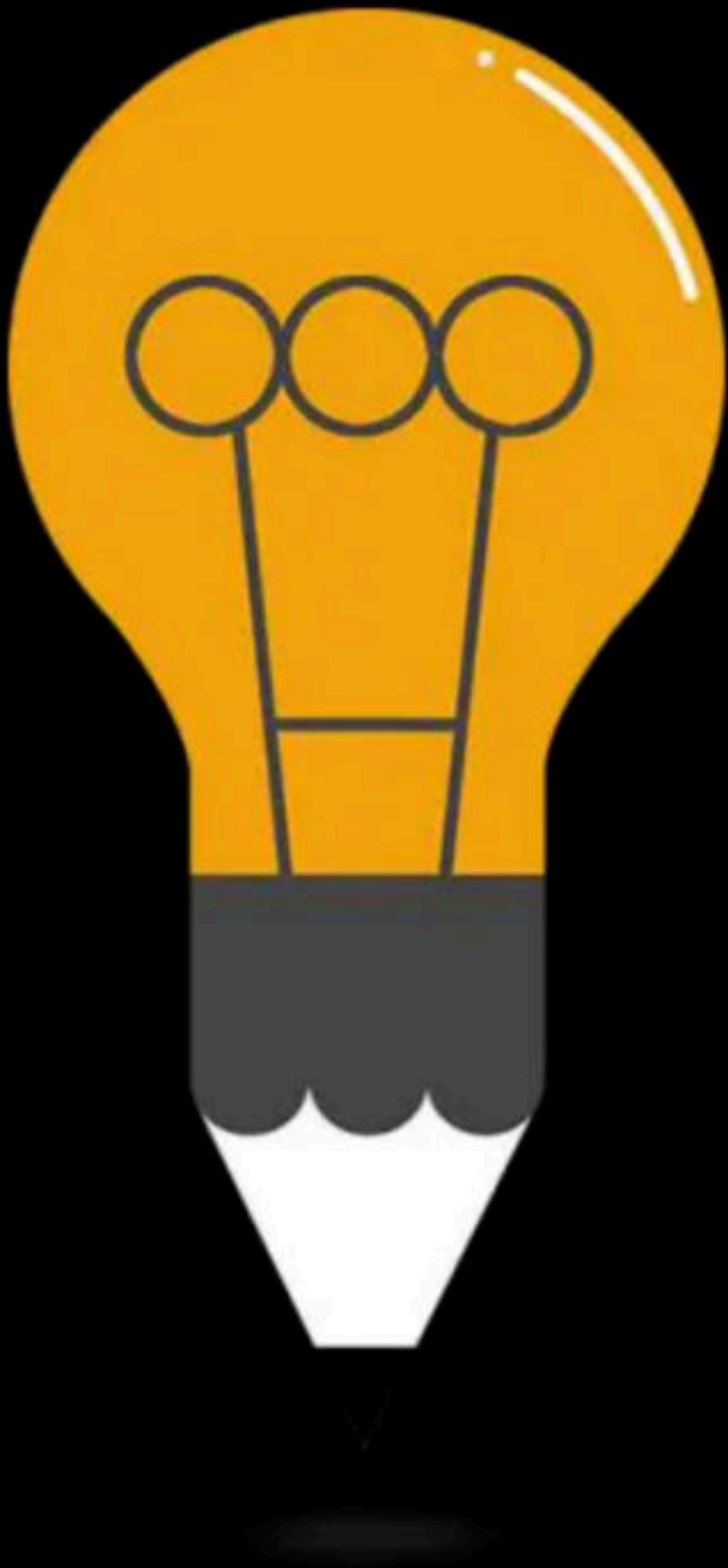
# CPU: Part I

Complete Course on Computer Organization & Architecture for GATE 2024  
& 2025



# CPU & Data Path

By: **Vishvadeep Gothi**



# CPU

By: Vishvadeep Gothi

# CPU

1. CPU Cycle:- time in which cpu can perform smallest micro-operat<sup>n</sup>
2. CPU Clock rate or CPU frequency =  $\frac{1}{\text{cycle time}}$
3. CPI (cycles per instruction)  $\Rightarrow$  no. of CPU cycles to execute an inst<sup>n</sup>
4. Execution Time

$$1 \text{ inst}^n \text{ execution time} = \text{CPI}_{avg} * \text{cycle time}$$

$$n \text{ inst}^n \text{ execution time} = n * \text{CPI}_{avg} * \text{CPU cycle time}$$

$$n \text{ instr execution time} = \frac{n * CPI}{\text{clock rate}}$$



$k = 10^3$	milli (m) = $10^{-3}$
$M = 10^6$	micro ( $\mu$ ) = $10^{-6}$
$G = 10^9$	nano (n) = $10^{-9}$
	pico (p) = $10^{-12}$

Hz = per second

clock rate  $\Rightarrow 5 \text{ GHz}$

$$\text{cycle time} = \frac{1}{5 \text{ GHz}}$$

$$= \frac{1}{5} \text{ nsec}$$

$$= 0.2 \text{ nsec}$$

**MIPS** (Million Inst<sup>ns</sup> Per Second)

metric to measure CPU's performance

in  $t$  seconds, no. of inst<sup>ns</sup> executed =  $n$

in 1 second, ———— =  $\frac{n}{t}$

=  $n * \text{clock rate}$

$n * CPI$

=  $\frac{\text{clock rate}}{CPI}$

$$MIPS = \frac{\text{clock rate}}{CPI \times 10^6}$$



# Average CPI

Consider computing the overall CPI for a machine A for which the following performance measures were recorded when executing a set of benchmark programs. Assume that the clock rate of the CPU is 200 MHz

Instruction Category	Number of Instructions	No. of cycles per Instruction
ALU	48	1
Load & Store	10	3
Branch	39	4
Other	3	5

cycles needed

$$48 * 1 = 48$$

$$10 * 3 = 30$$

$$39 * 4 = 156$$

$$3 * 5 = 15$$

total

249

Total = 100 inst's

$$CPI_{avg} = \frac{249}{100} = 2.49$$

Ans = 1.6

## Question GATE-2014

Consider two processors P1 and P2 executing the same instruction set. Assume that under identical conditions, for the same input, a program running on P2 takes 25% less time but incurs 20% more CPI (clock cycles per instruction) as compared to the program running on P1. If the clock frequency of P1 is 1GHz, then the clock frequency of P2 (in GHz) is \_\_\_\_\_?

	P1	P2	$n_1 = n_2$
no. of inst's	$n_1$	$n_2$	
time	$t_1$	$t_2 = 0.75 t_1$	
CPI	$C_1$	$C_2 = 1.2 C_1$	
freq.	$f_1 = 1 \text{ GHz}$	$f_2 =$	

$$\text{time } (t) = \frac{n * CPI}{\text{clock rate}}$$

$$n = \frac{t * \text{clock rate}}{CPI}$$

$$n_1 = n_2$$

$$\frac{t_1 * f_1}{C_1} = \frac{t_2 * f_2}{C_2}$$

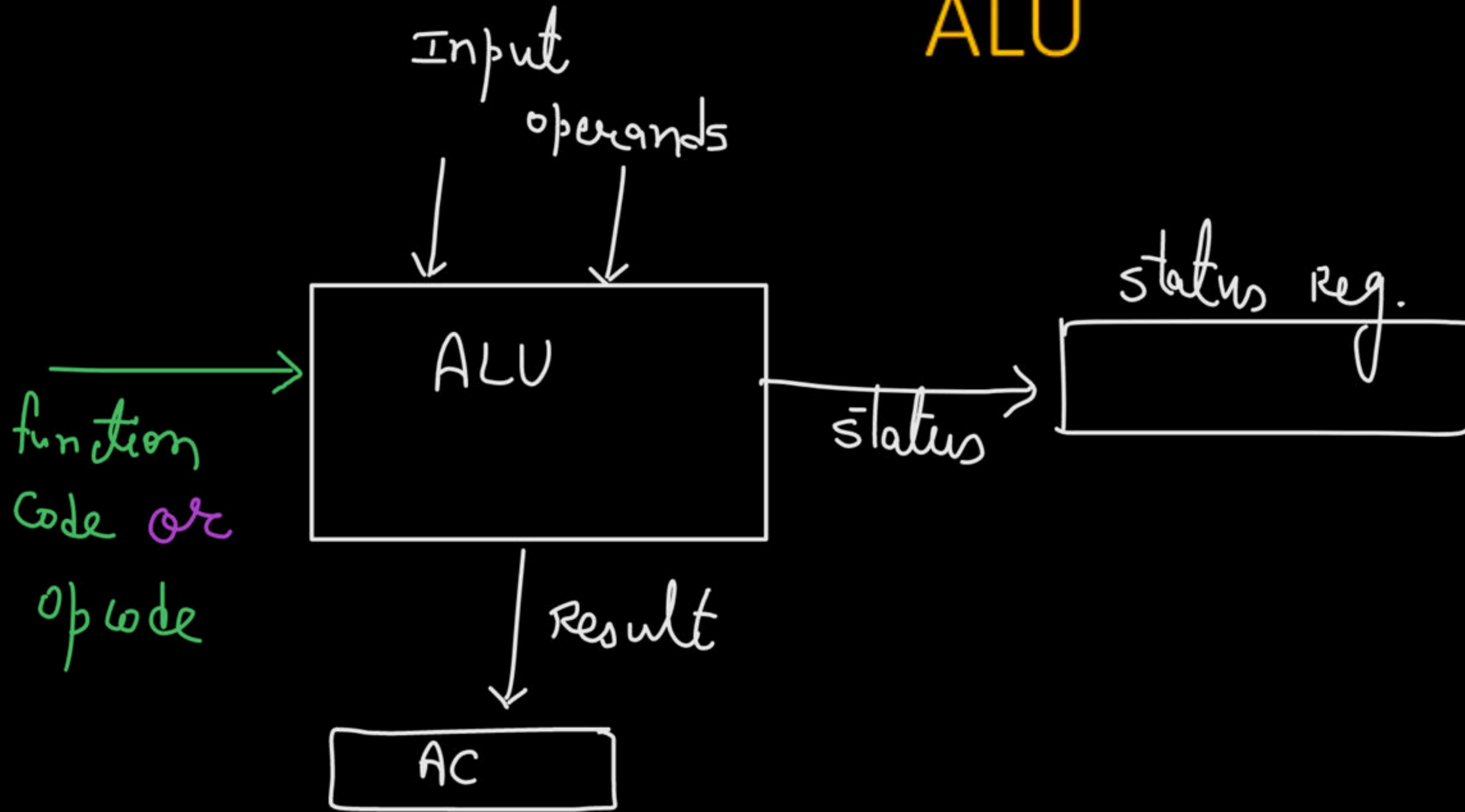
$$\frac{\cancel{t_1} * 1 \text{ GHz}}{\cancel{C_1}} = \frac{0.75 \cancel{t_1} * f_2}{1.2 \cancel{C_1}}$$

$$f_2 = \frac{1.2}{0.75} * 1 \text{ GHz}$$

$$= 1.6 \text{ GHz}$$



# ALU

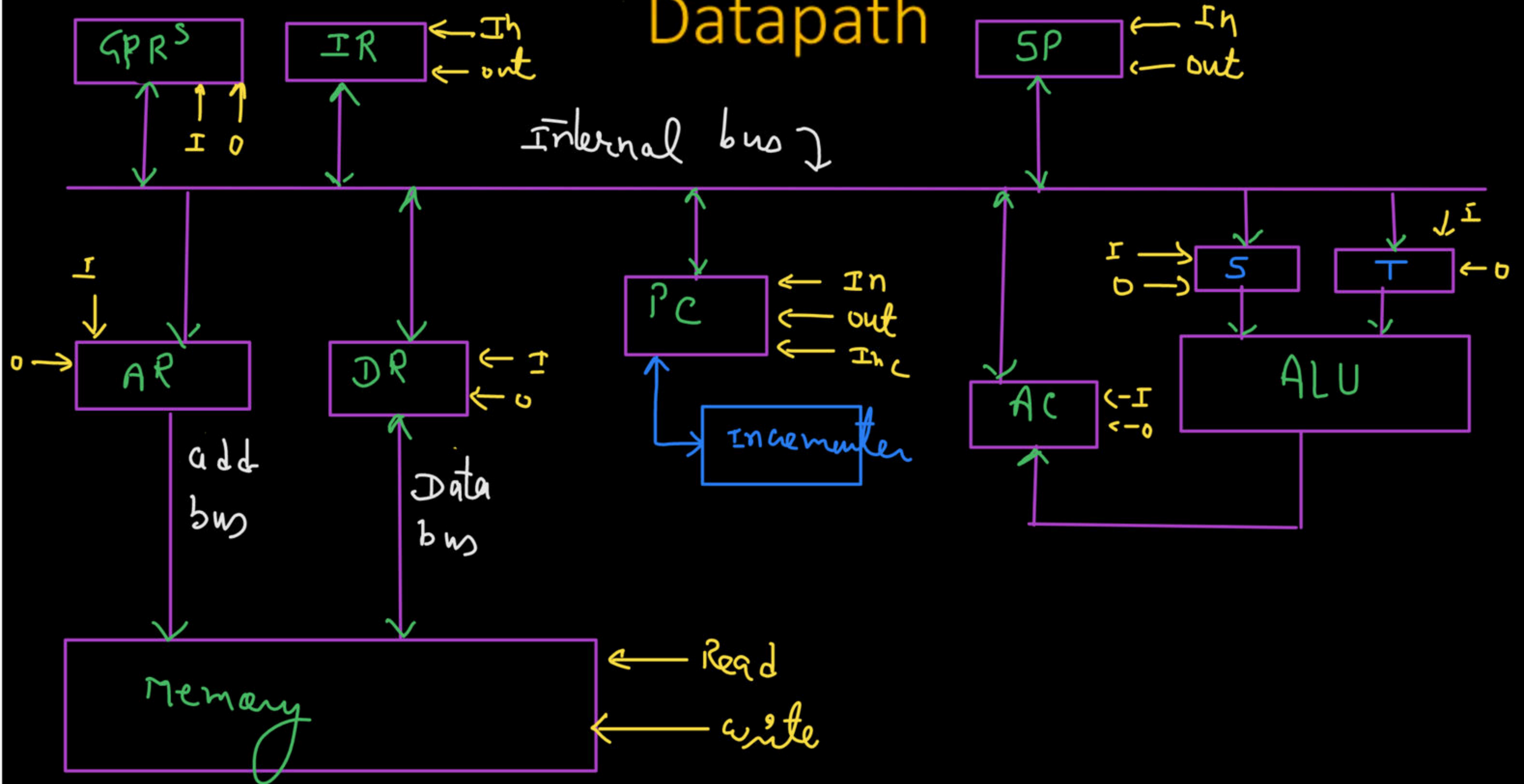


# Datapath

Collection of functional units such as arithmetic logic units or multipliers  
Perform data processing operations



# Datapath



Instruction fetch:-

$$AR \leftarrow PC$$

$$DR \leftarrow M[AR]$$

$$IR \leftarrow DR, \quad PC \leftarrow PC + 1$$

Inst<sup>n</sup>  $\Rightarrow$   $RO \leftarrow R1 + R2$

micro-operat<sup>ns</sup>  $\Rightarrow$

$$S \leftarrow R1$$

$$T \leftarrow R2$$

$$AC \leftarrow S + T$$

$$RO \leftarrow AC$$

Inst<sup>n</sup>  $\Rightarrow$

$$R1 \leftarrow R1 + 1$$

Micro-operations  $\Rightarrow$

$$S \leftarrow R1$$

$$AC \leftarrow S + 1$$

$$R1 \leftarrow AC$$

Copy PC value on memory stack :-

$S \leftarrow SP$

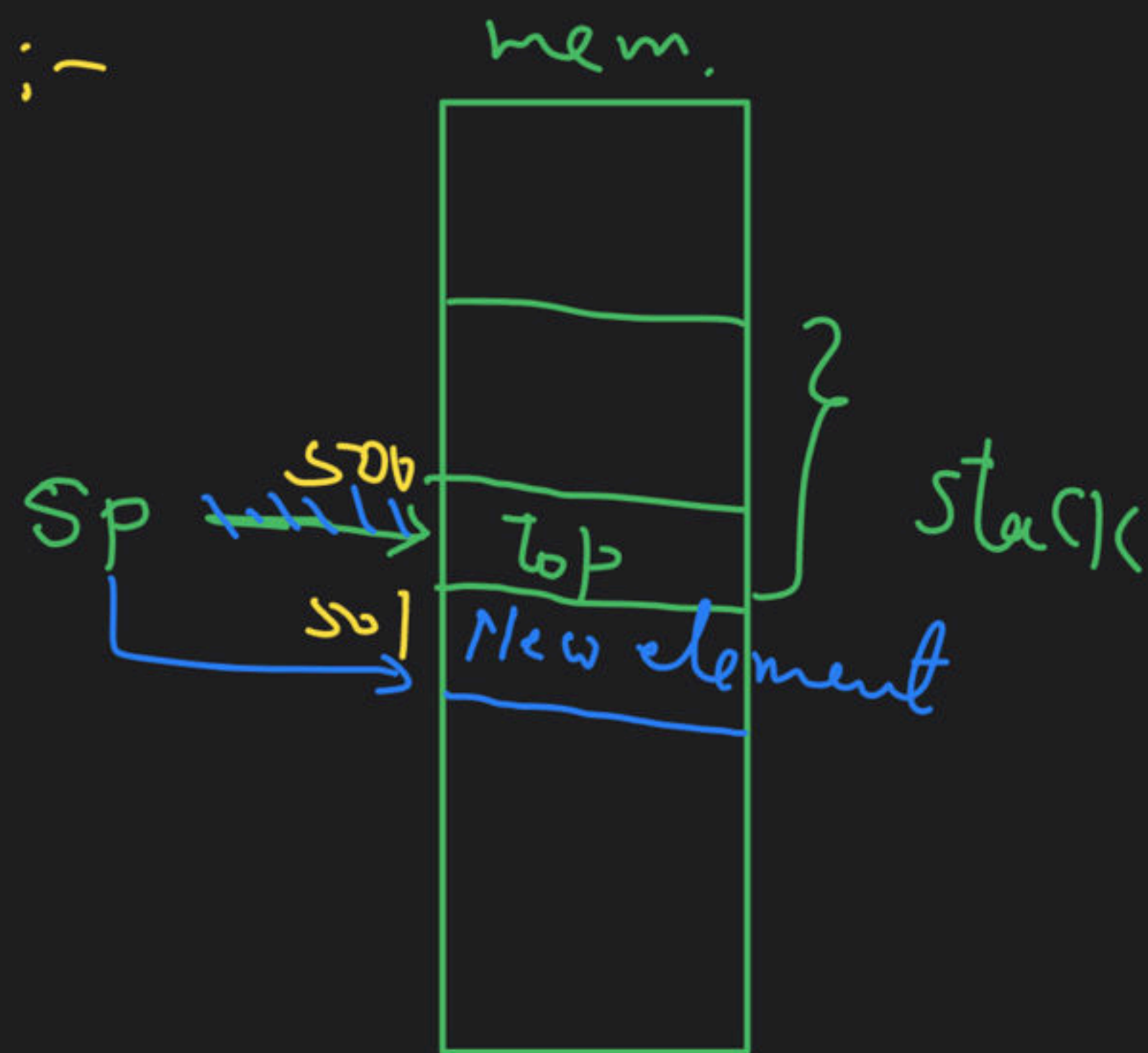
$AC \leftarrow S + 1$

$SP \leftarrow AC$

$AR \leftarrow SP$

$DR \leftarrow PC$

$M[AR] \leftarrow DR$





All mem. access operat<sup>ns</sup>  $\Rightarrow$  3 CPU cycles  
Rest all — '1' —  $\Rightarrow$  1 CP cycle

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Inst<sup>n</sup> fetch  $\Rightarrow 1 + 3 + 1 = 5$  cycles

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Inst<sup>n</sup> fetch  $\Rightarrow$

$AR \leftarrow PC$

$PC_{out}, AR_{in}$

$DR \leftarrow M[AR]$

$AR_{out}, MemRead, DR_{in}$

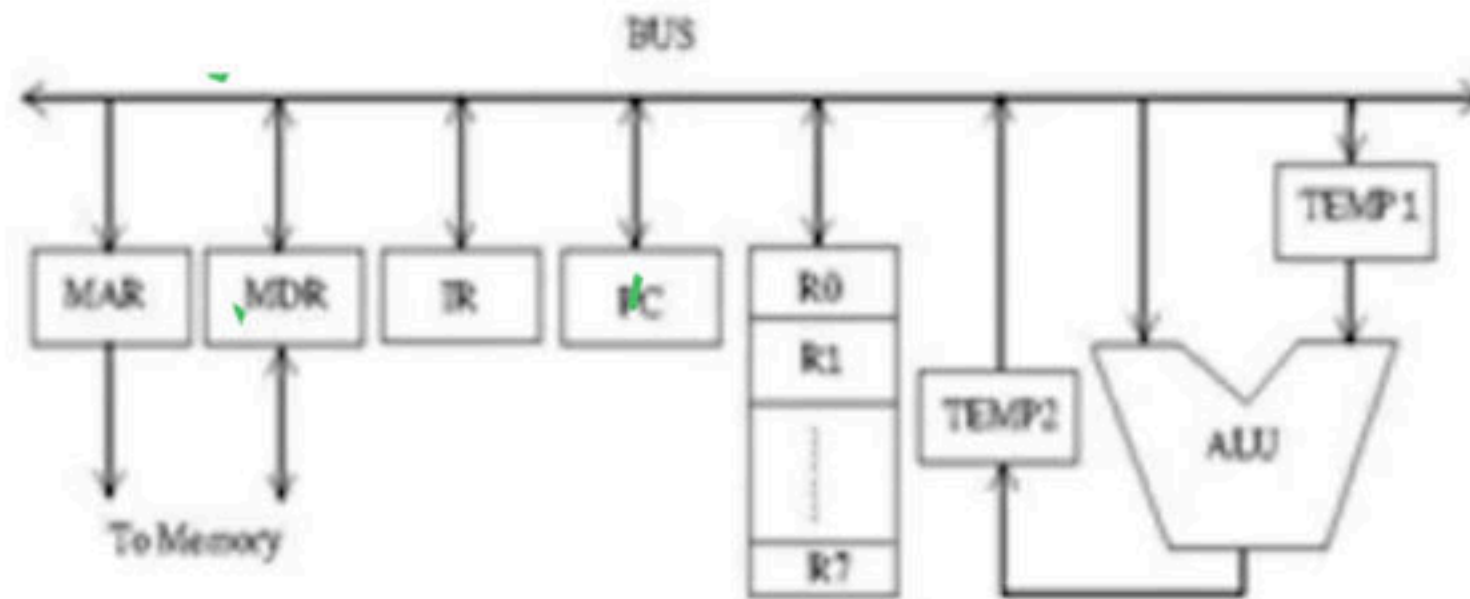
$IR \leftarrow DR, PC \leftarrow PC + \underline{1}$   $DR_{out}, IR_{in}, PC_{inc}$

Which one of the following is the correct order of execution of the above steps?

- (A) 2, 1, 4, 5, 3
- (B) 1, 2, 4, 3, 5
- (C) 3, 5, 2, 1, 4
- (D) 3, 5, 1, 2, 4

3, 5, 2, 1, 4

Consider the following data path diagram.



Consider an instruction:  $R0 \leftarrow R1 + R2$ . The following steps are used to execute it over the given data path. Assume that PC is incremented appropriately. The subscripts r and w indicate read and write operations, respectively.

1.  $R2_r, TEMP1_r, ALU_{add}, TEMP2_w$
2.  $R1_r, TEMP1_w$
3.  $PC_r, MAR_w, MEM_r$
4.  $TEMP2_r, R0_w$
5.  $MDR_r, IR_w$

GATE-2020



# Control Unit

# Control Unit Organization

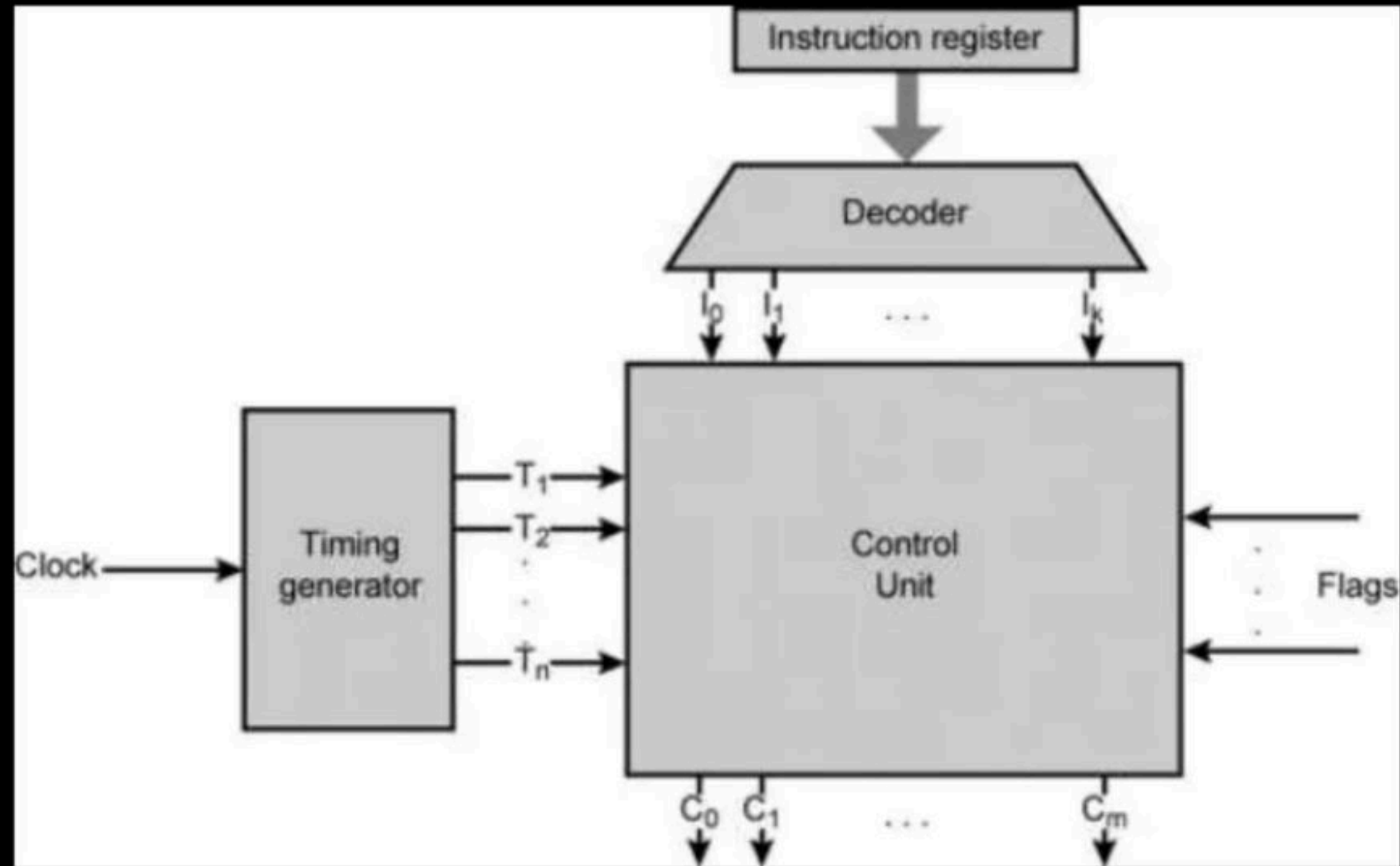
# Hardwired Control Unit

Control logic is implemented with Gates, flip-flops, decoders and other digital circuits.

Advantage: Can be optimized to produce a faster mode of operation.

Disadvantage: Rearranging the wires among various components is difficult.

# Hardwired Control Unit



# Question GATE-2005

A hardwired CPU uses 10 control signals  $S_1$  to  $S_{10}$ , in various time steps  $T_1$  to  $T_5$ , to implement 4 instructions  $I_1$  to  $I_4$  as shown below:

	<b>T1</b>	<b>T2</b>	<b>T3</b>	<b>T4</b>	<b>T5</b>
<b>I1</b>	$S_1, S_3, S_5$	$S_2, S_4, S_6$	$S_1, S_7$	$S_{10}$	$S_3, S_8$
<b>I2</b>	$S_1, S_3, S_5$	$S_8, S_9, S_{10}$	$S_5, S_6, S_7$	$S_6$	$S_{10}$
<b>I3</b>	$S_1, S_3, S_5$	$S_7, S_8, S_{10}$	$S_2, S_6, S_9$	$S_{10}$	$S_1, S_3$
<b>I4</b>	$S_1, S_3, S_5$	$S_2, S_6, S_7$	$S_5, S_{10}$	$S_6, S_9$	$S_{10}$

Which of the following pairs of expressions represent the circuit for generating control signals  $S_5$  and  $S_{10}$  respectively?

(A)

$$S_5 = T_1 + I_2 \cdot T_3 \text{ and}$$

$$S_{10} = (I_1 + I_3) \cdot T_4 + (I_2 + I_4) \cdot T_5$$

(B)  $S_5 = T_1 + (I_2 + I_4) \cdot T_3$  and

$$S_{10} = (I_1 + I_3) \cdot T_4 + (I_2 + I_4) \cdot T_5$$

(C)  $S_5 = T_1 + (I_2 + I_4) \cdot T_3$  and

$$S_{10} = (I_2 + I_3 + I_4) \cdot T_2 + (I_1 + I_3) \cdot T_4 + (I_2 + I_4) \cdot T_5$$

(D)  $S_5 = T_1 + (I_2 + I_4) \cdot T_3$  and

$$S_{10} = (I_2 + I_3) \cdot T_2 + I_4 \cdot T_3 + (I_1 + I_3) \cdot T_4 + (I_2 + I_4) \cdot T_5$$



# Happy Learning.!

