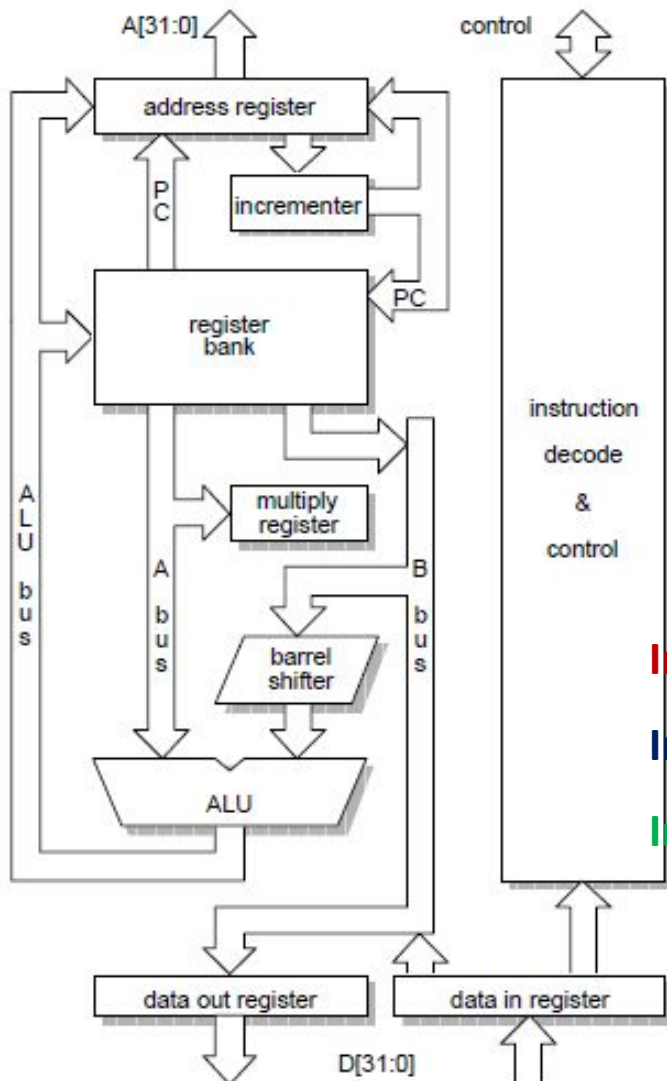


Embedded Systems

Dr. Sajesh Kumar U.

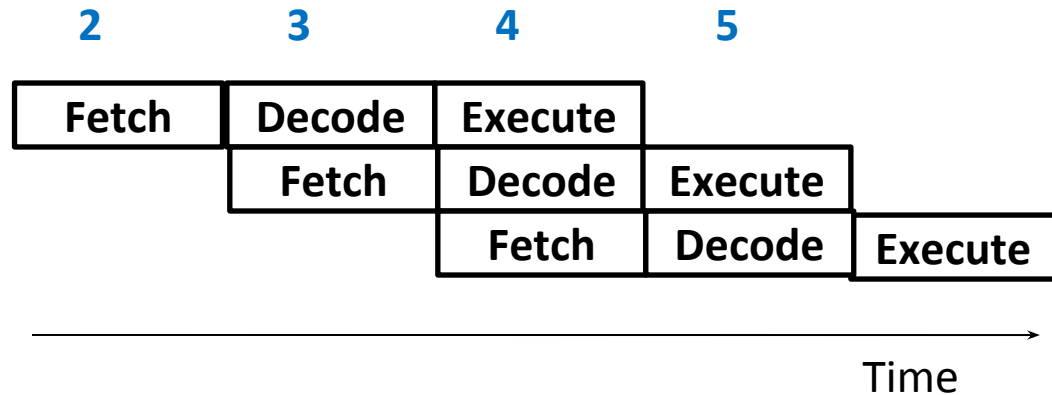
ARM 3 Stage Pipeline



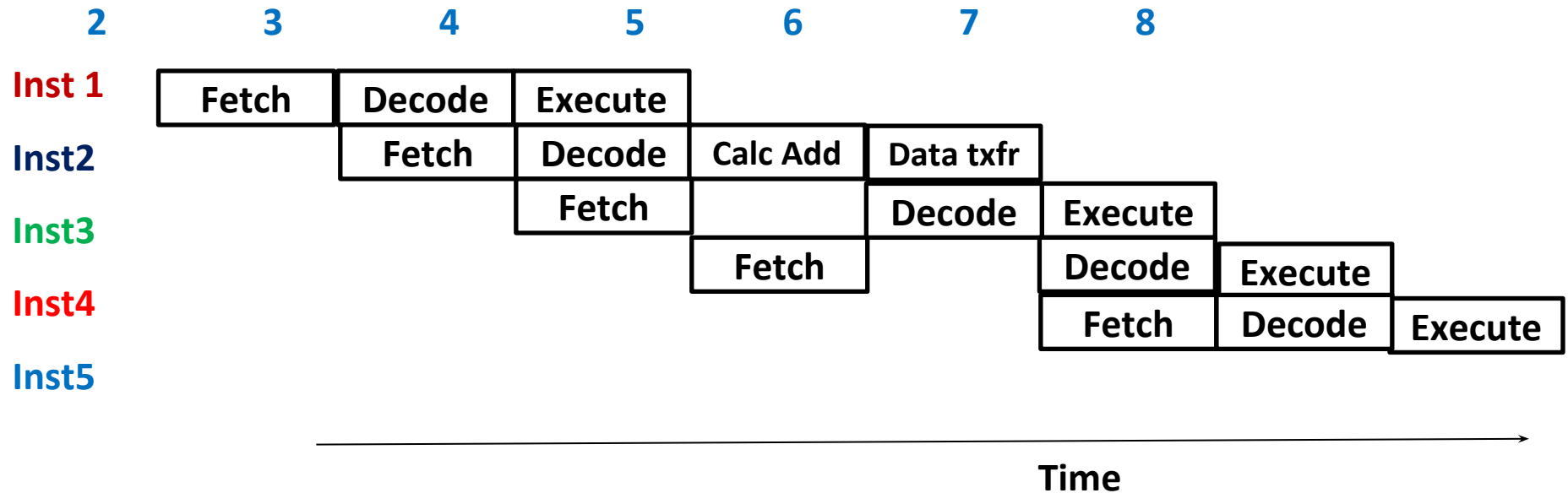
Inst 1

Inst2

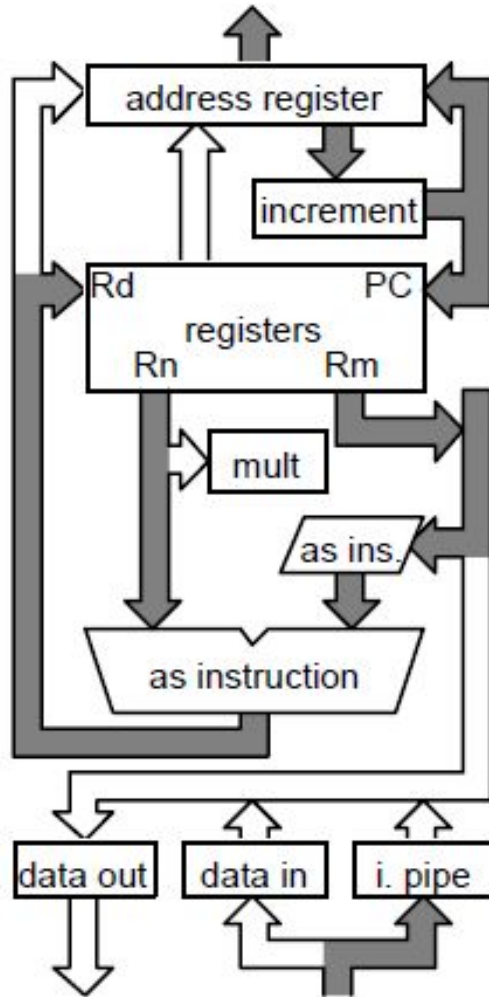
Inst3



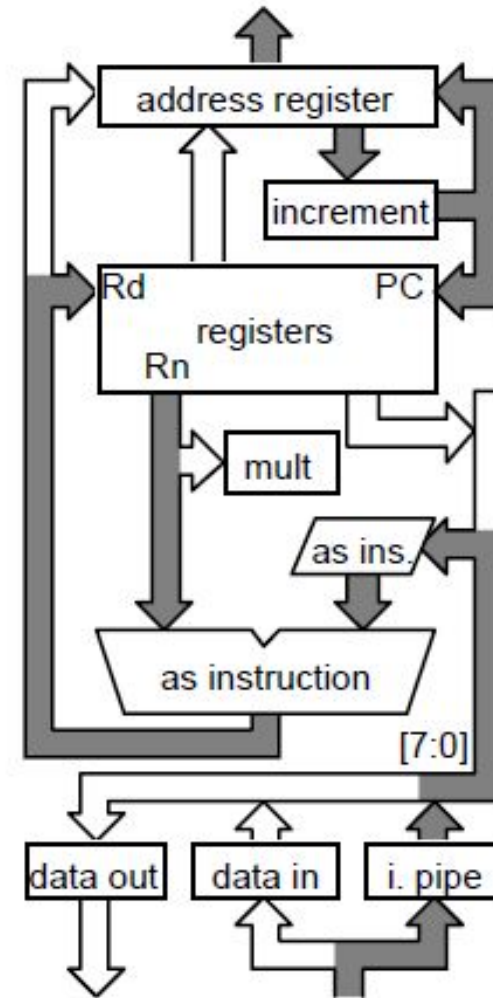
Multi cycle instruction in 3 stage pipeline



Data Processing Instruction-Data path Activity

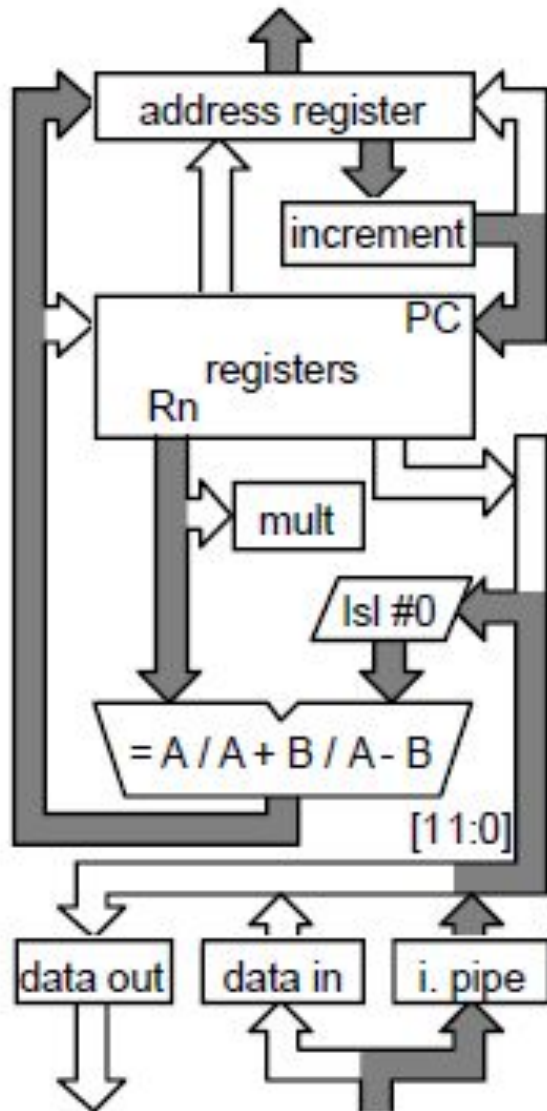


(a) register - register operations

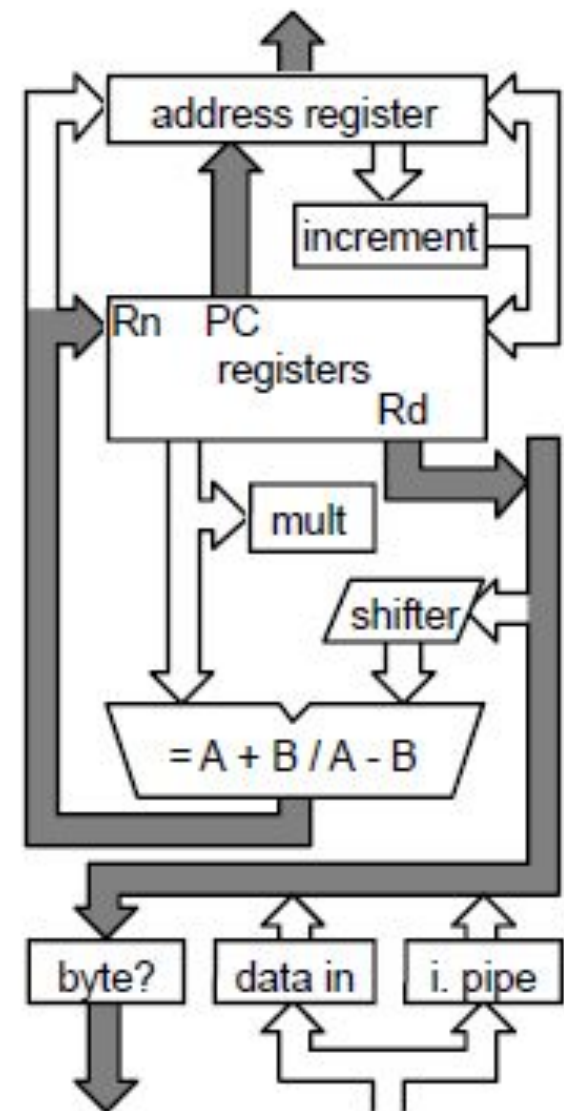


(b) register - immediate operations

Store Instruction- Data path activity

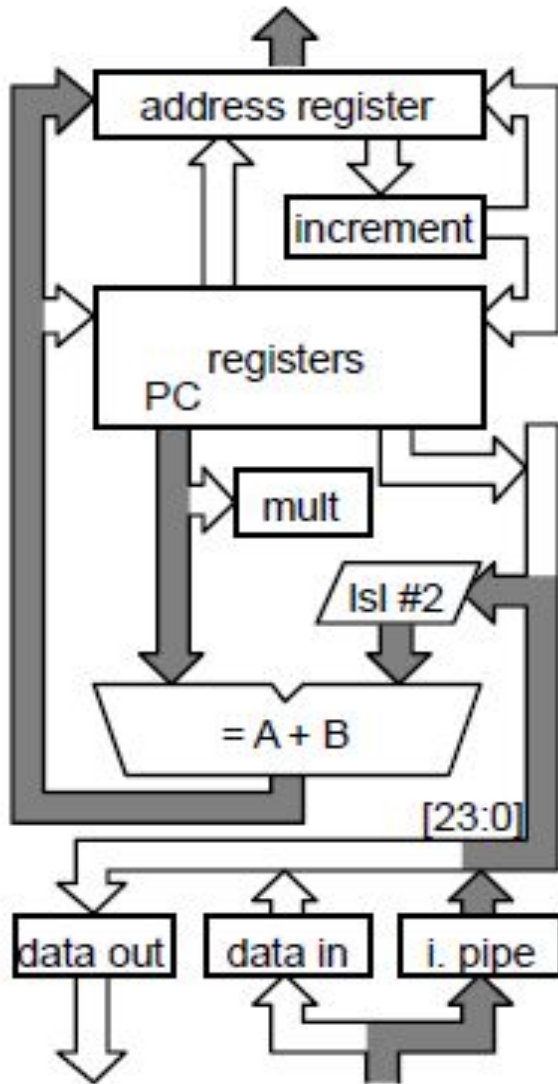


(a) 1st cycle - compute address

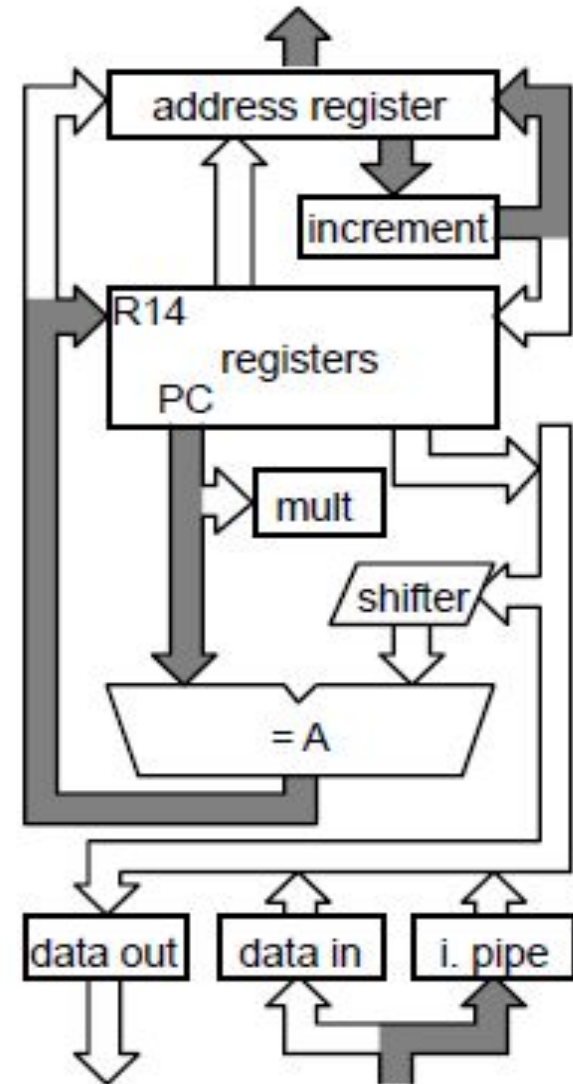


(b) 2nd cycle - store data & auto-index

Branch Instruction –Data path activity



(a) 1st cycle - compute branch target



(b) 2nd cycle - save return address

5 Stage Pipeline

Clock cycle number								
instr	1	2	3	4	5	6	7	8
load	IF	ID	EX	MEM	WB			
Instr 1		IF	ID	EX	MEM	WB		
Instr 2			IF	ID	EX	MEM	WB	
Instr 3				IF	ID	EX	MEM	WB

ARM 5 stage Pipeline Architecture

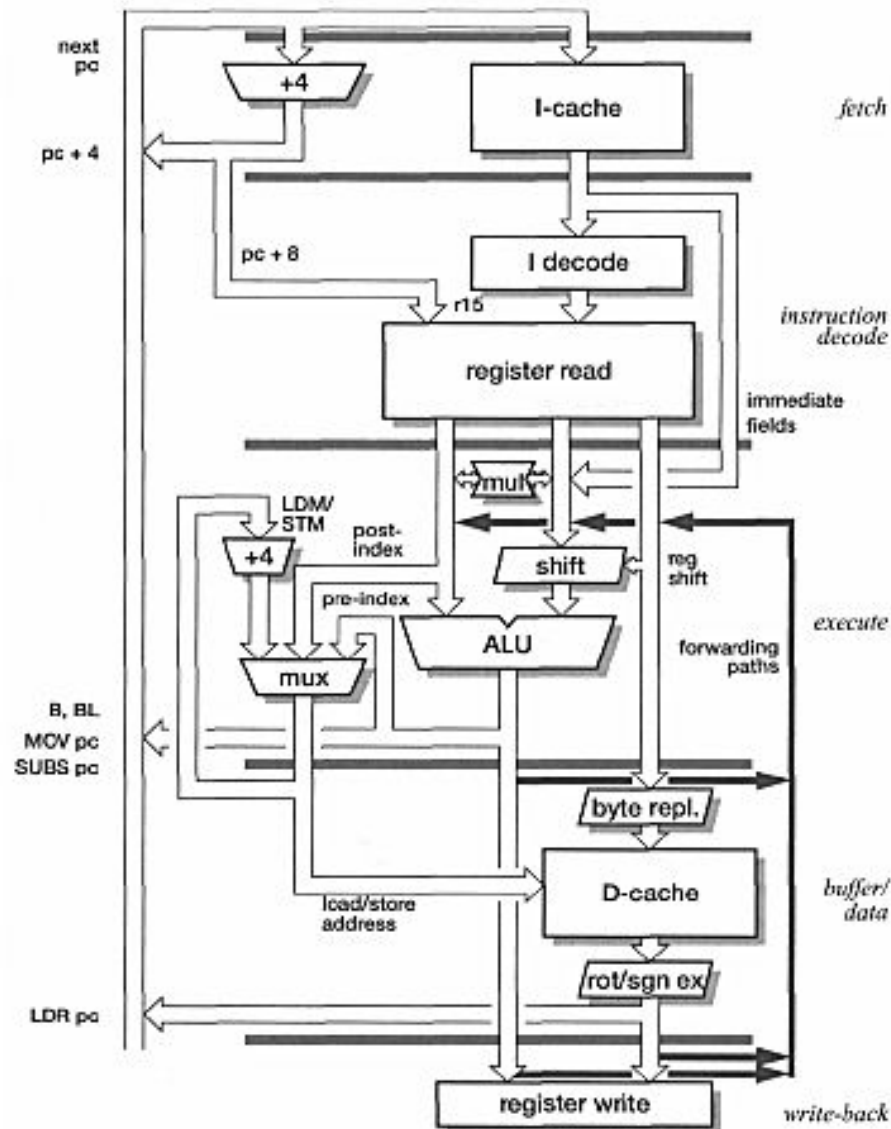


Figure 4.4 ARM9TDMI 5-stage pipeline organization.

5 Stage Pipeline Execution and Instruction stalling-Structural Hazards

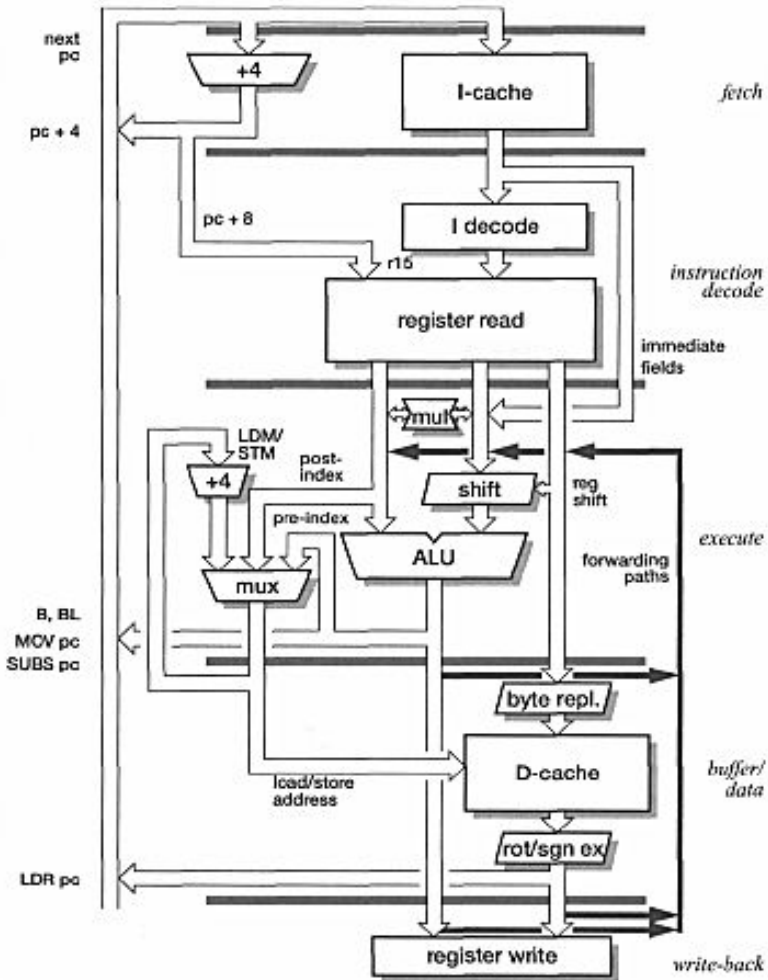
Clock cycle number								
instr	1	2	3	4	5	6	7	8
load	IF	ID	EX	MEM	WB			
Instr 1		IF	ID	EX	MEM	WB		
Instr 2			IF	ID	EX	MEM	WB	
Instr 3				IF	ID	EX	MEM	WB

Clock cycle number									
instr	1	2	3	4	5	6	7	8	9
load	IF	ID	EX	MEM	WB				
Instr 1		IF	ID	EX	MEM	WB			
Instr 2			IF	ID	EX	MEM	WB		
Instr 3				stall	IF	ID	EX	MEM	WB

Data Hazards

Clock cycle number										
		1	2	3	4	5	6	7	8	9
ADD	R1,R2,R3	IF	ID	EX	MEM	WB				
SUB	R4,R5,R1		IF	ID _{sub}	EX	MEM	WB			
AND	R6,R1,R7			IF	ID _{and}	EX	MEM	WB		
OR	R8,R1,R9				IF	ID _{or}	EX	MEM	WB	
XOR	R10,R1,R11					IF	ID _{xor}	EX	MEM	WB

Data forwarding mechanism



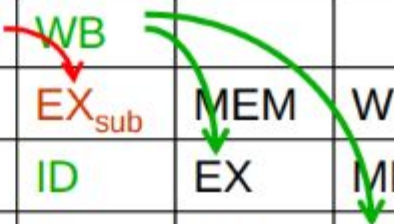
Clock cycle number								
		1	2	3	4	5	6	7
ADD	R1,R2,R3	IF	ID	EX	MEM	WB		
SUB	R4,R5,R1		IF	ID _{sub}	EX	MEM	WB	
AND	R6,R1,R7			IF	ID _{and}	EX	MEM	WB

		Clock cycle number								
		1	2	3	4	5	6	7	8	9
ADD	R1,R2,R3	IF	ID	EX	MEM	WB				
SUB	R4,R5,R1		IF	stall	stall	ID _{sub}	EX	MEM	WB	
AND	R6,R1,R7			stall	stall	IF	ID _{and}	EX	MEM	WB

Figure 4.4 ARM9TDMI 5-stage pipeline organization.

Memory Access and instruction Stall

		1	2	3	4	5	6	7	8	9
LDR	R1,@(R2)	IF	ID	EX	MEM	WB				
SUB	R4,R1,R5		IF	ID	stall	EX _{sub}	MEM	WB		
AND	R6,R1,R7			IF	stall	ID	EX	MEM	WB	
OR	R8,R1,R9				stall	IF	ID	EX	MEM	WB



Load Interlock

Cycle				1	2	3	4	5	6	7	8	9
Operation												
ADD	R1, R1, R2		F	D	E		W					
SUB	R3, R4, R1			F	D	E		W				
LDR	R4, [R7]				F	D	E	M	W			
ORR	R8, R3, R4					F	D	I	E		W	
AND	R6, R3, R1						F	I	D	E		W
EOR	R3, R1, R2							F	D	E		W

F - Fetch D - Decode E - Excute I - Interlock M - Memory
W - Writeback

Cycle		1	2	3	4	5	6	7	8	9
Operation										
ADD	R1, R1, R2	F	D	E		W				
SUB	R3, R4, R1		F	D	E		W			
LDR	R4, [R7]			F	D	E	M	W		
AND	R6, R3, R1			F	D	E		W		
ORR	R8, R3, R4				F	D	E		W	
EOR	R3, R1, R2					F	D	E		W

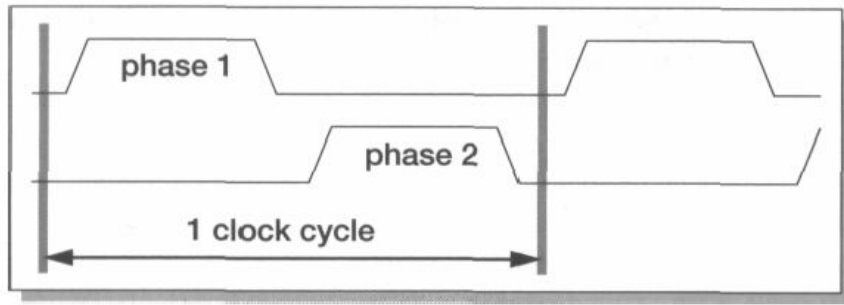
F - Fetch D - Decode E - Excute I - Interlock M - Memory
W - Writeback

LDM Interlock

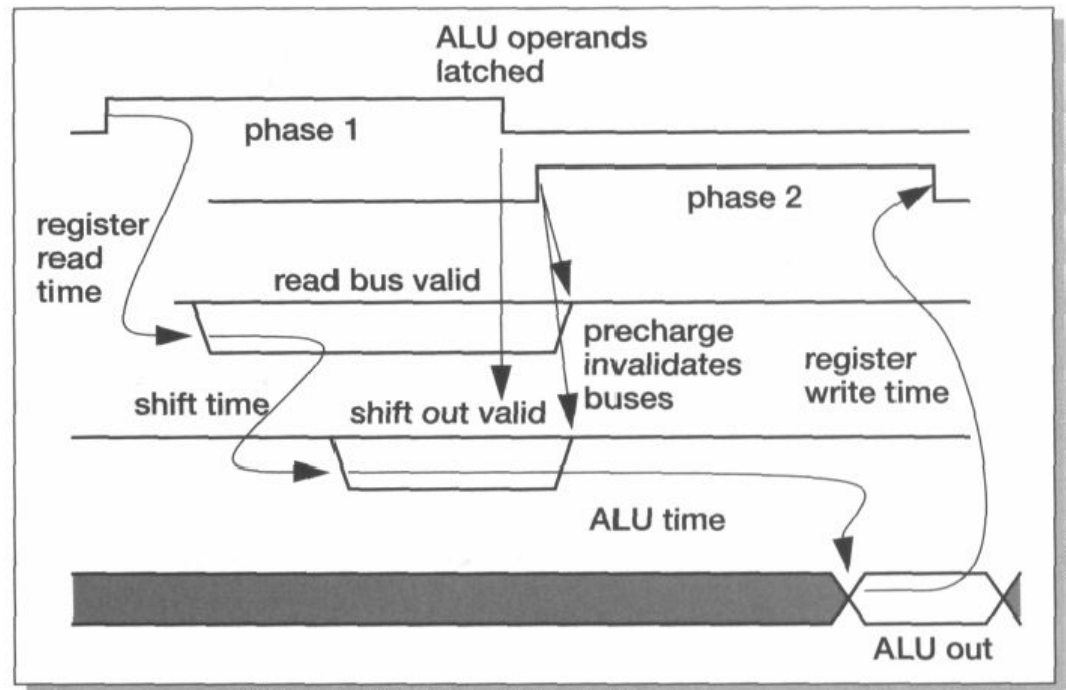
Cycle			1	2	3	4	5	6	7	8	9	10
Operation												
LDMLA	R13!, {R0-R3}	F	D	E	M	MW	MW	MW	W			
SUB	R9, R7, R2		F	D	I	I	I	E		W		
STR	R4, [R9]			F	I	I	I	D	E	M	W	
ORR	R8, R4, R3						F	D	E			W
AND	R6, R3, R1							F	D	E		W

F - Fetch D - Decode E - Execute I - Interlock M - Memory
ME - Simultaneous Memory and Writeback W - Writeback

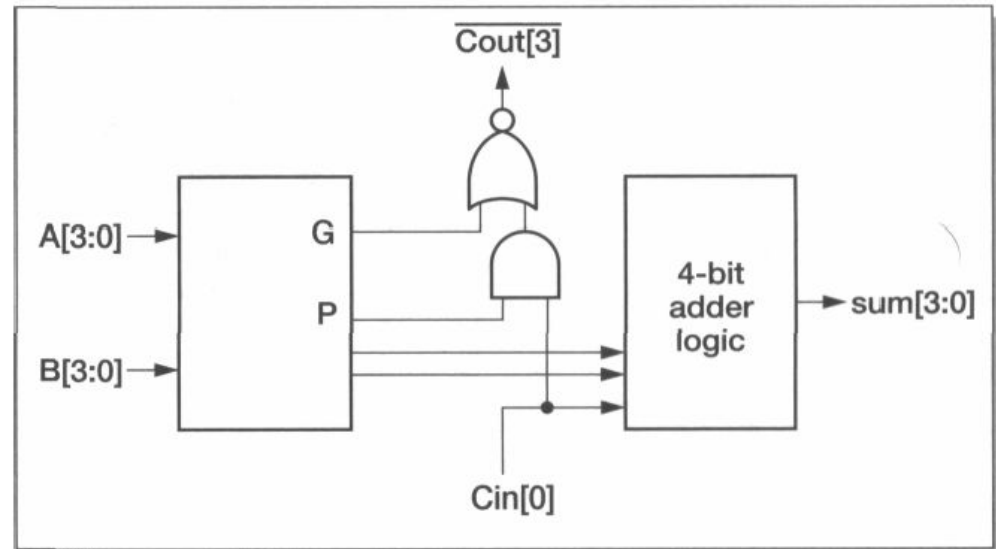
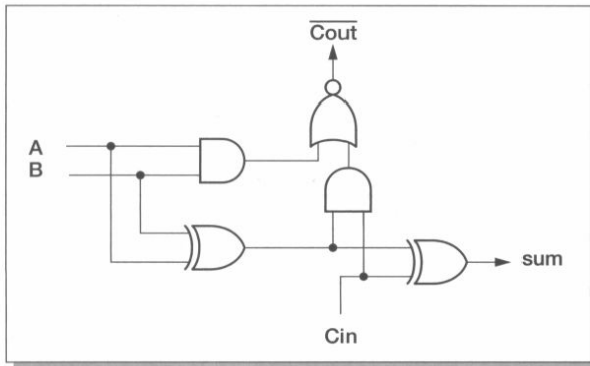
ARM Implementation



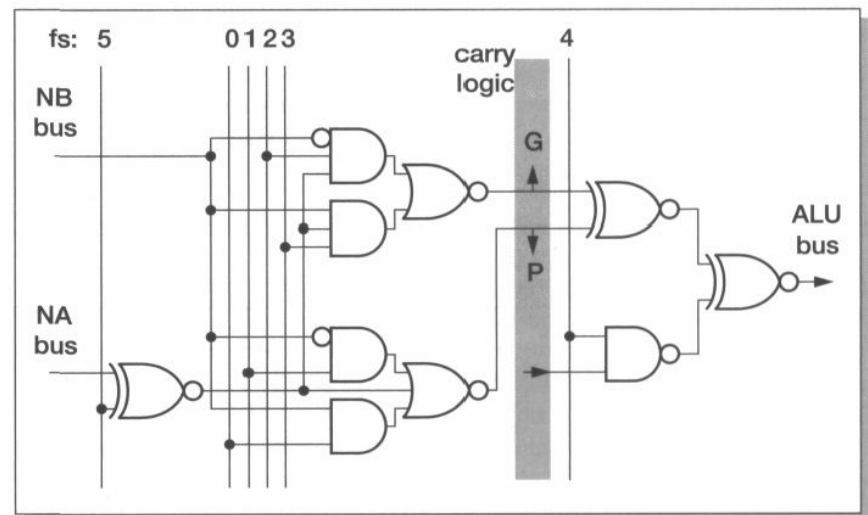
- Register read buses are dynamic
- Two phase non overlapping clock



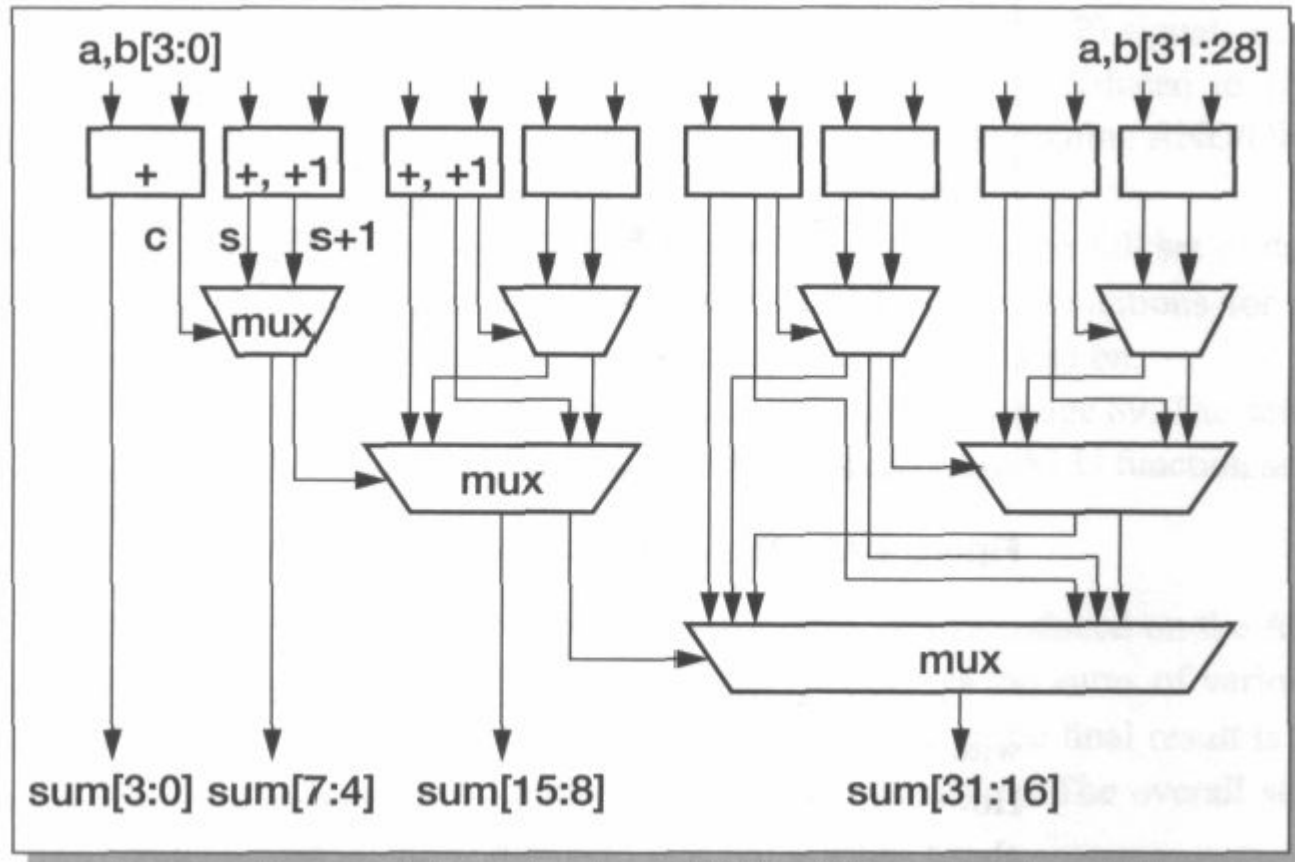
Adder Design



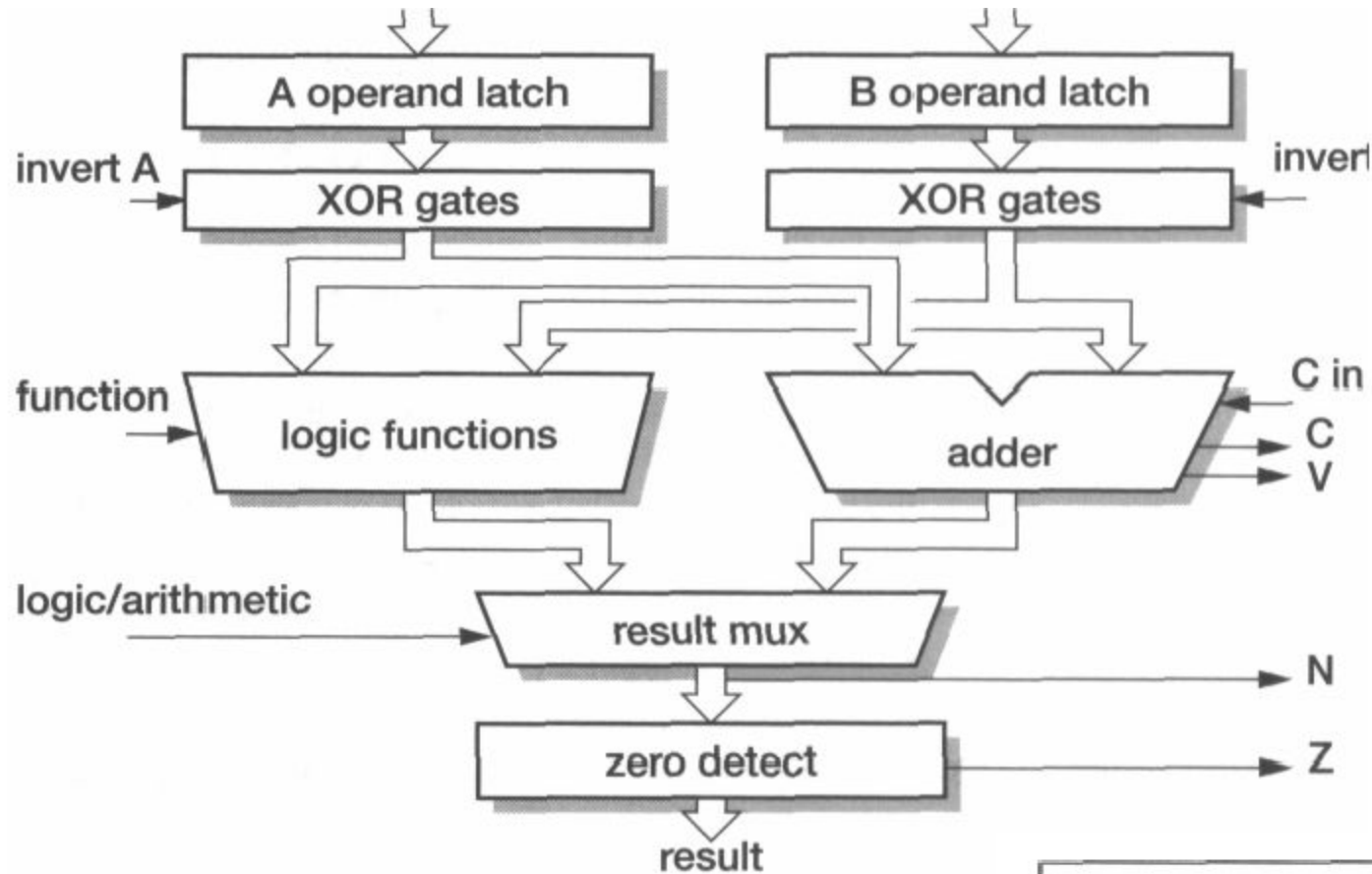
- **Ripple Carry Adder**
- **Carry Look Ahead Adder**
- **Carry Select Adder**
- **Carry Arbitration Adder**



Carry Select Adder



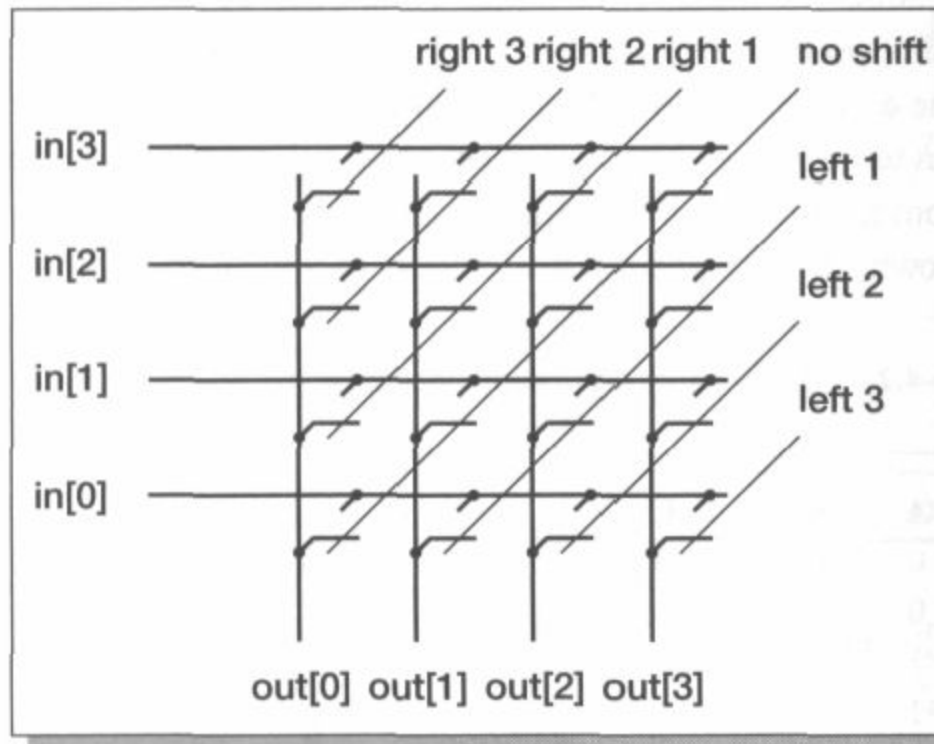
ALU Organization



- Carry Arbitration Adder

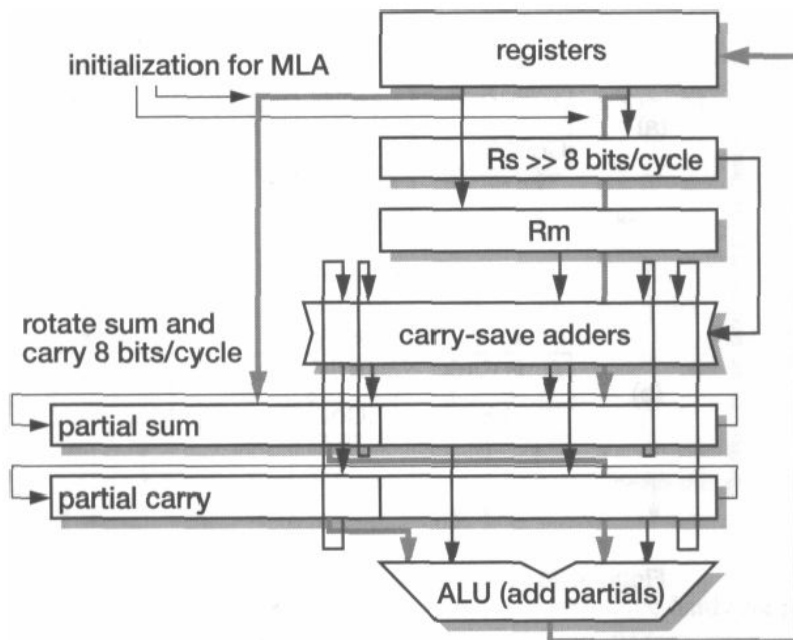
A	B	C	u	v
0	0	0	0	0
0	1	unknown	1	0
1	0	unknown	1	0
1	1	1	1	1

Barrel Shifter

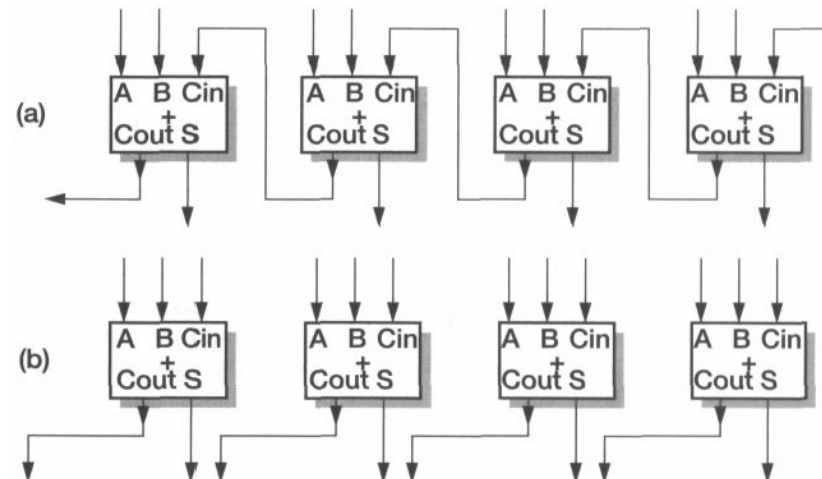


Multiplier

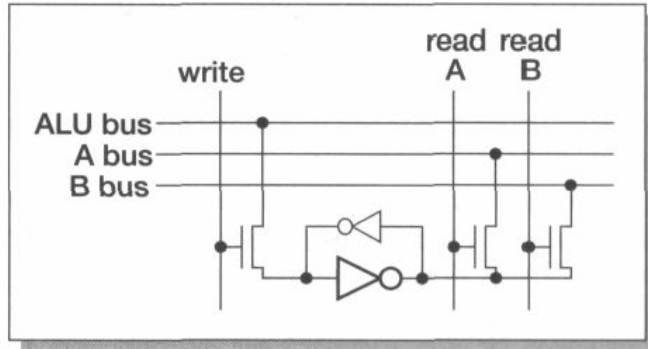
- Modified Booths Algorithm
- Carry Save adders



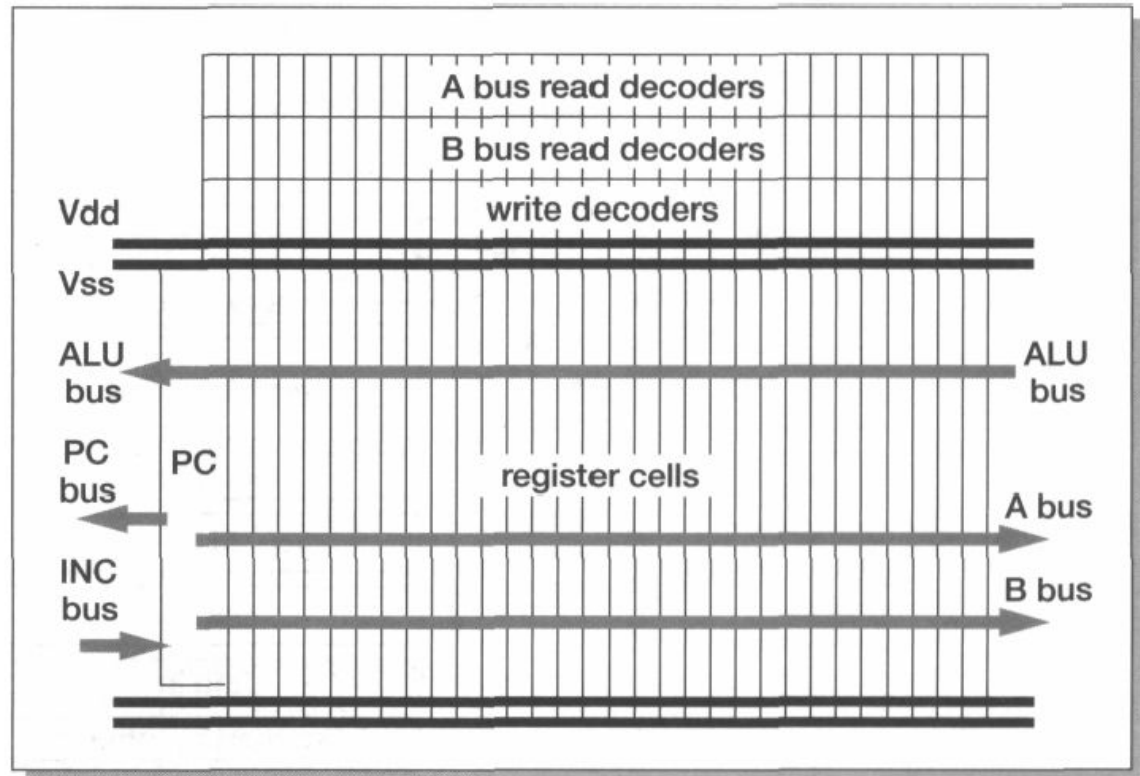
Carry-in	Multiplier	Shift	ALU	Carry-out
0	$\times 0$	LSL #2N	$A + 0$	0
	$\times 1$	LSL #2N	$A + B$	0
	$\times 2$	LSL #(2N + 1)	$A - B$	1
	$\times 3$	LSL #2N	$A - B$	1
1	$\times 0$	LSL #2N	$A + B$	0
	$\times 1$	LSL #(2N + 1)	$A + B$	0
	$\times 2$	LSL #2N	$A - B$	1
	$\times 3$	LSL #2N	$A + 0$	1



ARM Register cell circuit and Layout

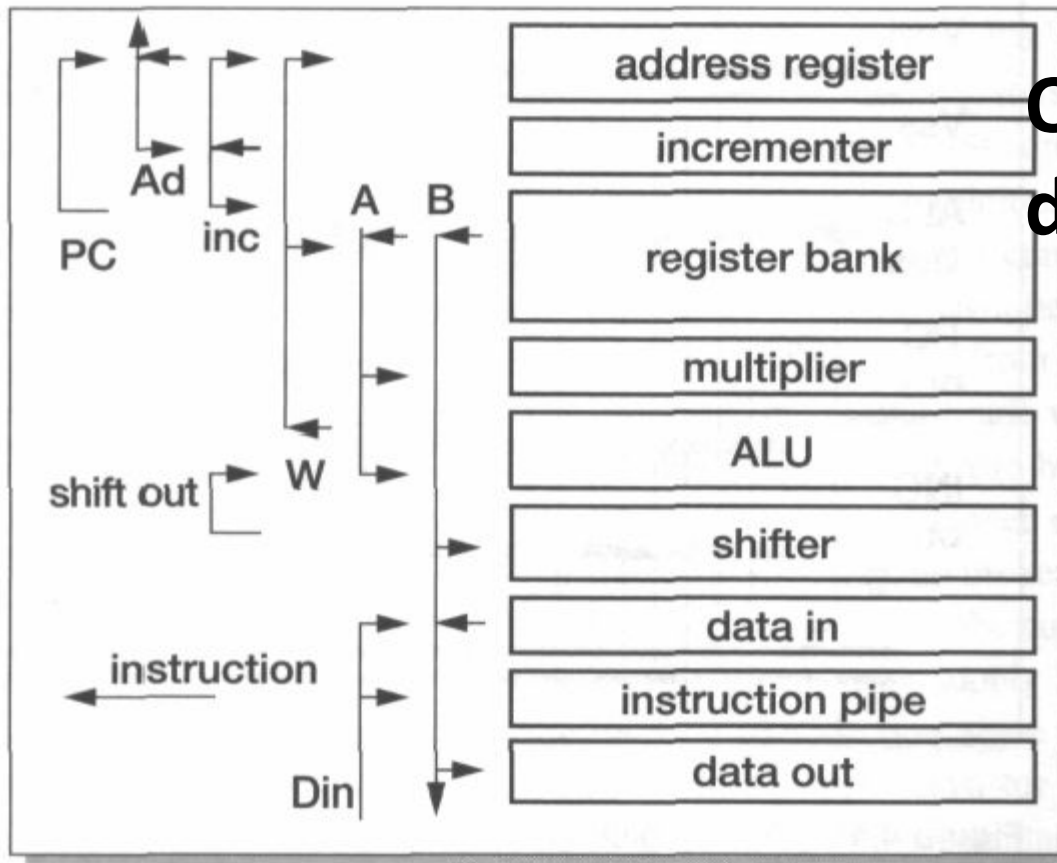


Register cell layout



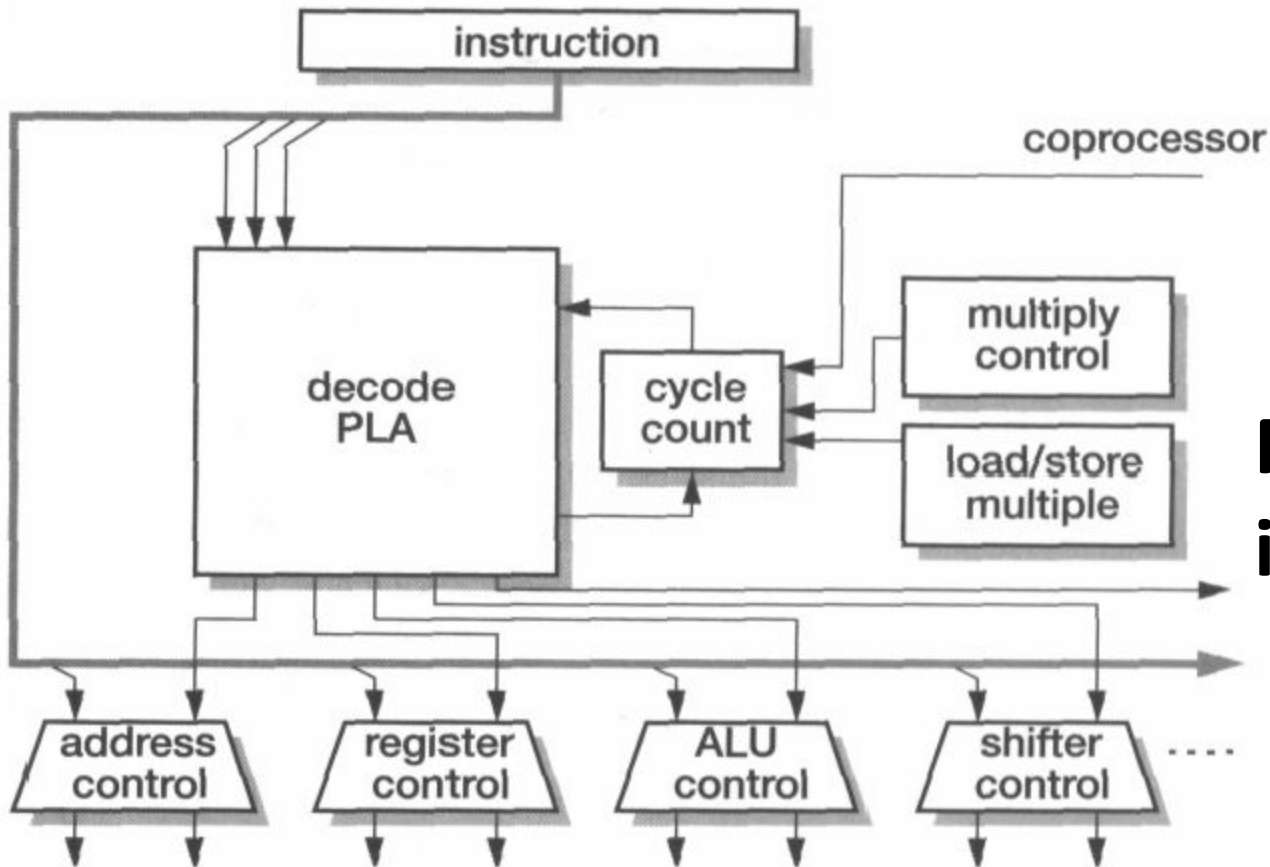
Register bank
and
ALU

Data Path Layout



**Optimized
data path layout**

ARM Control Structure



**Multi cycle
instructions**

Co Processor Interfacing

- 16 Logical coprocessors
- 16 registers not limited to 32 bit size
- Load store architecture
- CPI
- CPA
- CPB

Co Processor Instruction Execution

- ARM may decide not to execute it
- ARM decides to execute it, but no coprocessor available (CPA)
- ARM decides to execute it, coprocessor available, but busy (CPB)
- ARM decides to execute it, coprocessor accepts it for immediate execution