

# CENG3420 Computer Organization & Design

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### **Abstract**

This is a note for **CENG3420 Computer Organization & Design**.

Contents are adapted from the lecture notes of CENG3420, prepared by **Bei Yu**, as well as some online resources.

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# Chapter 1

## Introduction

This course is about how computers work.

### 1.1 The Manufacturing Process of Integrated Circuit

For this chapter, only a few calculations need to be considered:

1. Yield = The proportion of working dies per wafer.
2. Cost per die =  $\frac{\text{Cost per wafer}}{\text{Dies per wafer} \times \text{Yield}}$
3. Dies per wafer  $\approx \frac{\text{Wafer area}}{\text{Die area}}$  (since wafers are circle)
4. Yield =  $\frac{1}{\left[1 + \left(\frac{\text{Defects per area} \times \text{Die area}}{2}\right)\right]^2}$

**Remark.** Note that the defects on average = Defects per unit area  $\times$  Die area.

### 1.2 Power

$$\text{Power} = \text{Capacitive load} \times \text{Voltage}^2 \times \text{Frequency}$$

**Example.** For a simple processor, the capacitive load is reduced by 15%, voltage is reduced by 15%, and the frequency remains the same. Then, how much power consumption can be reduced?

**Solution:**

$$1 - (1 - 15\%) \times (1 - 15\%) \times 1 = 27.75\%$$

Thus, 27.75% of the power consumption can be reduced.

## Chapter 2

# Instruction Set Architecture (ISA)

### 2.1 Organization

Computer components include the processor, input, output, memory, and network. The primary focus of this course is on the processor and its interaction with the memory system. However, it is impossible to understand their operation by examining each transistor individually due to their enormous quantity. Therefore, abstraction is necessary.

Both the control unit and datapath need circuitry to manipulate instructions — for example, deciding the next instruction, decoding, and executing instructions.

There is also system software, such as the operating system and compiler, which translate programs written in high-level languages into machine instructions.

For example, after a program is written in a high-level language (like C), the compiler translates it into assembly language. Then, the assembler converts the assembly code into machine code (object code). The machine code is stored in memory, and the processor's control unit fetches an instruction from memory, decodes it to determine the operation, and signals the datapath to execute the instruction. The processor then fetches the next instruction from memory, and this cycle repeats.

### 2.2 Instruction Set Architecture

The instruction set architecture (ISA) is the bridge between hardware and software. It is the interface that separates software from hardware and includes all the information necessary to write a machine language program, such as instructions, registers, memory access, I/O, etc.

To put it simple, ISA is a formal specification of the instruction set that is implemented in the machine hardware. It defines how software can control the hardware by specifying the instructions, registers, memory addressing modes, and I/O operations that the processor can execute.

Assembly language instructions are the language of the machine. We aim to design an ISA that makes it easy to build hardware and compilers while maximizing performance and minimizing cost. Therefore, in this course, we focus on the RISC-V ISA.

In a Reduced Instruction Set Computer (RISC), we have fixed instruction lengths, a load-store instruction set, and a limited number of addressing modes and operations. Thus, it is optimized for speed.

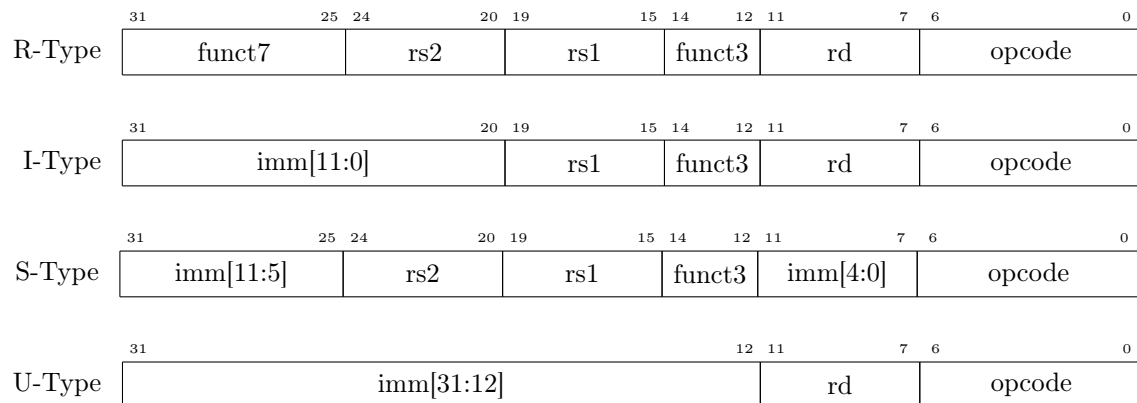
There are four design principles in RISC-V:

1. Simplicity favours regularity.
2. Smaller is faster.
3. Make the common case fast.
4. Good design demands good compromises.

## 2.3 RISC-V

There are five Instruction Categories:

1. Load and Store instruction
2. Bitwise instructions
3. Arithmetic instructions
4. Control transfer instructions
5. Pseudo instructions



Register names	ABI Names	Description
x0	zero	Hard-Wired Zero
x1	ra	Return Address
x2	sp	Stack Pointer
x3	gp	Global Pointer
x4	tp	Thread Pointer
x5	t0	Temporary / Alternate Link Register
x6-7	t1 - t2	Temporary Register
x8	s0 / fp	Saved Register / Frame Pointer
x9	s1	Saved Register
x10-11	a0 - a1	Function Argument / Return Value Registers
x12-17	a2 - a7	Function Argument Registers
x18-27	s2 - s11	Saved Register
x28-31	t3 - t6	Temporary Register

## Chapter 3

# Arithmetic Instructions

### 3.1 Introduction to RISC-V

Previously, we had the RV32I Unprivileged Integer Register table:

Register names	ABI Names	Description
x0	zero	Hard-Wired Zero
x1	ra	Return Address
x2	sp	Stack Pointer
x3	gp	Global Pointer
x4	tp	Thread Pointer
x5	t0	Temporary / Alternate Link Register
x6-7	t1 - t2	Temporary Register
x8	s0 / fp	Saved Register / Frame Pointer
x9	s1	Saved Register
x10-11	a0 - a1	Function Argument / Return Value Registers
x12-17	a2 - a7	Function Argument Registers
x18-27	s2 - s11	Saved Register
x28-31	t3 - t6	Temporary Register

There are some important registers to note:

Return address (ra): Used to save the function return address, usually  $PC + 4$ .

Stack pointer (sp): Holds the base address of the stack. It must be aligned to 4 bytes.

Global pointer (gp): Holds the base address of the location where global variables reside.

Argument registers (a0-a7): Used to pass arguments to functions.

Also, we have the RV32I base types:

R-Type	<div> <div>31</div> <div>25 24</div> <div>20 19</div> <div>15 14</div> <div>12 11</div> <div>7 6</div> <div>0</div> </div> <div> <div>funct7</div> <div>rs2</div> <div>rs1</div> <div>funct3</div> <div>rd</div> <div>opcode</div> </div>
I-Type	<div> <div>31</div> <div>20 19</div> <div>15 14</div> <div>12 11</div> <div>7 6</div> <div>0</div> </div> <div> <div>imm[11:0]</div> <div>rs1</div> <div>funct3</div> <div>rd</div> <div>opcode</div> </div>
S-Type	<div> <div>31</div> <div>25 24</div> <div>20 19</div> <div>15 14</div> <div>12 11</div> <div>7 6</div> <div>0</div> </div> <div> <div>imm[11:5]</div> <div>rs2</div> <div>rs1</div> <div>funct3</div> <div>imm[4:0]</div> <div>opcode</div> </div>
U-Type	<div> <div>31</div> <div>12 11</div> <div>7 6</div> <div>0</div> </div> <div> <div>imm[31:12]</div> <div>rd</div> <div>opcode</div> </div>



---

Here, the opcode (7 bits) specifies the operation. rs1 (5 bits) is the register file address of the first source operand. rs2 (5 bits) is the register file address of the second source operand. rd (5 bits) is the register file address of the destination for the result. imm (12 bits or 20 bits) is the immediate value field. funct (3 bits or 10 bits) is the function code that augments the opcode.

Note that the rs1 and rs2 fields are kept in the same place, which causes the imm field in S-type instructions to be separated into two parts.

## 3.2 Arithmetic and Logical Instructions

Here, we introduce some simple arithmetic and logical instructions.

### 3.2.1 Arithmetic Instructions

In RISC-V, each arithmetic instruction performs a single operation and specifies exactly three operands, all of which are contained in the datapath's register file.

For example, we have:

#### Code 3.2.1.

```
add t0, a1, a2    # t0 = a1 + a2
sub t0, a1, a2    # t0 = a1 - a2
```

which can be understood as:

`destination = source1 op source2`

These instructions follow the R-type format.

### 3.2.2 Immediate Instructions

Small constants are often used directly in typical assembly code to avoid load instructions. RISC-V provides special instructions that contain constants. For example:

#### Code 3.2.2.

```
addi sp, sp, 4    # sp = sp + 4
slti t0, s2, 15    # t0 = 1 if s2 < 15
```

These instructions follow the I-type format. The constants are embedded within the instructions, limiting their values to the range from  $-2^{11}$  to  $2^{11} - 1$ .

#### Example.

```
1  .global _start
2
3  .text
4  _start:
5      li a1, 20
6      li a2, 23
7      add t0, a1, a2
8      sub t1, a1, a2
```

This will give the result:  
`t0 = 0x2b, t1 = 0xffffffff`

**Note.** The calculation of t1 involves two's complement, which will be introduced later.

If we want to load a 32-bit constant into a register, we must use two instructions:

### Code 3.2.3.

```
lui t0, 1010 1010 1010 1010 1010b
ori t0, t0, 1010 1010 1010b
```

Here, `lui` loads the upper 20 bits with an immediate value, and `ori` sets the lower 12 bits using an immediate value.

If a number is signed, then `1000 0000 ...` represents the most negative value, and `0111 1111 ...` represents the most positive value, since the first bit is used to distinguish between signed and unsigned values.

### 3.2.3 Shift Operations

We need operations to pack and unpack 8-bit characters into a 32-bit word, and we can achieve this by using shift operations. We can shift all the bits left or right:

### Code 3.2.4.

```
slli t2, s0, 8    # t2 = s0 << 8 bits
srli t2, s0, 8    # t2 = s0 >> 8 bits
```

These instructions follow the I-type format. The above shifts are called logical because they fill the vacancy with zeros. Notice that a 5-bit `shamt` field is enough to shift a 32-bit value  $2^5 - 1$  or 31 bit positions.

### Example.

```
1  .global _start
2
3  .text
4  _start:
5      li a1, 20
6      li a2, 23
7      slli t0, a1, 2
8      srli t1, a1, 1
```

Line 7: 10100 -> 1010000    # after slli 2 bits  
Line 8: 10111 -> 01011       # after srli 1 bits

### 3.2.4 Logical Operations

There are numbers of bitwise logical operations in RISC-V ISA. For example:

R format:

### Code 3.2.5.

```
and t0, t1, t2    # t0 = t1 & t2
or  t0, t1, t2    # t0 = t1 | t2
xor t0, t1, t2    # t0 = t1 & (not t2) + (not t1) & t2
```

I format:

### Code 3.2.6.

```
andi t0, t1, 0xFF00 # t0 = t1 & 0xFF00
ori  t0, t1, 0xFF00 # t0 = t1 | 0xFF00
```

#### Example.

```
1 .global _start
2
3 .text
4 _start:                                a1 = 10100, a2 = 10111
5     li a1, 20                          Line 7:  t0 = 10100 & 10111 -> 10100
6     li a2, 23                          Line 8:  t1 = 10100 | 10111 -> 10111
7     and t0, a1, a2                     Line 9:  t2 = 10100 ^ 10111 -> 00011
8     or t1, a1, a2                      Line 10: t3 = 10100 & 10010 -> 10000
9     xor t2, a1, a2                     Line 11: t4 = 10111 100001 -> 110111
10    andi t3, a1, 0x12
11    ori t4, a2, 0x21
```

### 3.3 Data Transfer Instruction

There are two basic data transfer instructions for accessing data memory:

#### Code 3.3.1.

```
lw t0, 4(s3)    # load word from memory to register
sw t0, 8(s3)    # store word from register to memory
```

The data is loaded or stored using a 5-bit address. The memory address is formed by adding the contents of the base address register to the offset value.

#### Example.

```
1 .global _start
2
3 .data
4 a: .word 1 2 3 4 5
5
6 .text
7 _start:
8     la a1, a
9     lw t0, 0(a1)
10    lw t1, 4(a1)
11    lw t2, 8(a1)
12    lw t3, 12(a1)
13    lw t4, 16(a1)
14    addi t4, t4, 1
15    sw t4, 20(a1)
16    lw t5, 20(a1)
```

t0 = 0x01, t1 = 0x02  
t2 = 0x03, t3 = 0x04  
t4 = 0x06, t5 = 0x06

**Remark.** Address is byte-base, thus the increment is 4 when accessing **a1**.

These instructions follow the I-type format.

Since 8-bit bytes are useful, most architectures address individual bytes in memory.

Note that in byte addressing, we have Big Endian, where the leftmost byte is the word address, and the rightmost byte is the word address for Little Endian. In RISC-V, we use Little Endian, where the leftmost byte is the least significant byte.

We also have loading and storing byte operations:

---

**Code 3.3.2.**

```
lb t0, 1(s3)    # load byte from memory
sb t0, 6(s3)    # store byte to memory
```

Here, `lb` places the byte from memory into the rightmost 8 bits of the destination register and performs signed extension. `sb` then takes the byte from the rightmost 8 bits of a register and writes it to memory.

**Example.** Assume that in memory, we have:

```
0xFFFFFFFF      4
0x009012A0       0
```

Now, we have the following operation:

```
add s3, zero, zero
lb t0, 1(s3)
sb t0, 6(s3)
```

What is the value left in `t0`? What word is changed in memory and to what? What if the machine was Big Endian?

**Solution:**

1. `t0 = 0x00000012`

2. New memory:

```
0xFF12FFFF      4
0x009012A0       0
```

3. `t0 = 0x00000090`, New memory:

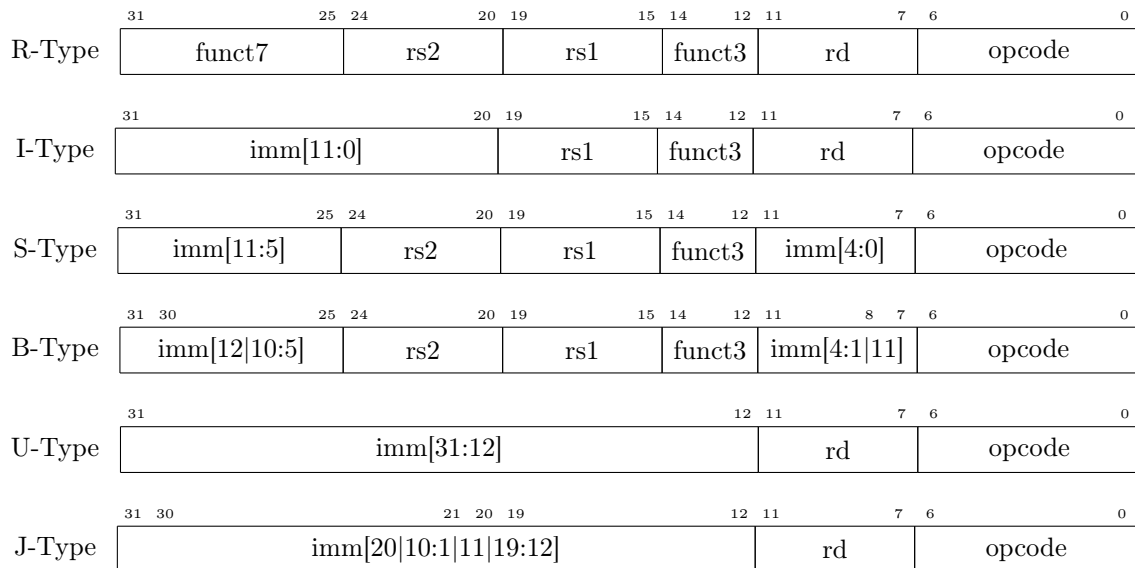
```
0xFFFF90FF      4
0x009012A0       0
```

# Chapter 4

## Control Instruction

### 4.1 Introduction to Register

Previously we have take a look on the instruction fields of RISC-V. Now, we can take a closer look on it.



There are a total of five instruction categories, including

1. Load and Store instruction
2. Bitwise instructions
3. Arithmetic instructions
4. Control transfer instructions
5. Pseudo instructions

The RISC-V register file holds 32 32-bit general-purpose registers, with two read ports and one write port. Thus, there are at most three operands. Registers are faster than main memory, and they are easier for the compiler to use. However, register files with more locations are slower.

### 4.2 Control Instructions

In RISC-V, we have control flow instructions. For example, we have conditional branch instructions:

#### Code 4.2.1.

```
bne s0, s1, Lbl    # go to Lbl if s0 != s1
beq s0, s1, Lbl    # go to Lbl if s0 == s1
```

These instructions follow the B-format.

#### Example.

```
1  .global _start
2
3  .text
4  _start:
5      li a0, 1
6      li a1, 1
7      li t0, 20
8      li t1, 23
9      bne t0, t1, inst1
10     addi a0, a0, 1
11     beq t0, t1, inst2
12     inst1: addi a0, a0, 2
13     bne t0, zero, end
14     inst2: addi a0, a0, 3
15     end:   sub a0, a0, a1
```

Line 5: a0 = 1  
Line 6: a1 = 1  
Line 7: t0 = 20  
Line 8: t1 = 23  
Line 9: t0 != t1 -> goto inst1  
Line 10 & 11 -> ignored  
Line 12: a0 = 3  
Line 13: t0 != 0 -> goto end  
Line 14 -> ignored  
Line 15: a0 = 2

We need some extra instructions to support branch instructions. For example, we can use `slt` to support the branch-if-less-than instruction.

#### Code 4.2.2.

```
slt t0, s0, s1      # if s0 < s1, then t0 = 1; else, t0 = 0
slti t0, s0, 25     # if s0 < 25, then t0 = 1; else, t0 = 0 (signed)
sltu t0, s0, s1     # if s0 < s1, then t0 = 1; else, t0 = 0 (unsigned)
sltiu t0, s0, 25    # if s0 < 25, then t0 = 1; else, t0 = 0 (immediate unsigned)
```

This instruction follows R format or I format.

#### Example.

```
1  .global _start
2
3  .text
4  _start:
5      li a0, 1
6      li t0, 20
7      li t1, 23
8      slt a1, t0, t1
9      beq a0, a1, inst1
10     addi a0, a0, 2
11     inst1: addi a0, a0, 3
```

Line 5: a0 = 1  
Line 6: t0 = 20  
Line 7: t1 = 23  
Line 8: t0 < t1 -> a1 = 1  
Line 9: a0 == a1 -> goto inst1  
Line 10: ignored  
Line 11: a0 = 4

We can then use these instructions to create other conditions. We can also check for boundaries using these instructions. For example, with `slt` and `bne`, we can implement a branch-if-less-than:

#### Code 4.2.3.

```
slt t0, s1, s2      # t0 set to 1 if s1 < s2
bne t0, zero, Label
```

Treating signed numbers as if they were unsigned provides a low-cost way to perform these checks. For example:

#### Code 4.2.4.

```
sltu t0, s1, t2      # t0 = 0 if s1 > t2 (max)
                    # or s1 < 0 (min)
beq t0, zero, I00B   # go to I00B if t0 = 0
```

Since negative numbers in 2's complement look like very large numbers in unsigned notation, it checks both if `t0` is less than or equal to zero and greater than `t2`.

There are also unconditional branch instructions:

#### Code 4.2.5.

```
jal zero, Label      # go to Label, Label can be immediate value
j Label              # go to Label and discard return address
```

These instructions follow J format.

#### Example.

```
1  .global _start
2
3  .text
4  _start:                                Line 5:  a0 = 1
5      li a0, 1                           Line 6:  t0 = 20
6      li t0, 20                           Line 7:  jump to Line 9
7      jal ra, loop                        Line 9:  a0 = 2, 3, ...
8  loop:                                Line 10: a0 != t0
9      addi a0, a0, 1                       Line 11: keep looping
10     beq a0, t0, end                     Line 13: a0 = 21
11     j loop
12 end:
13     addi a0, a0, 1
```

If the branch destination is further away than can be captured in 12 bits, we can use the following to perform a jump:

```
bne s0, s1, L2
j L1
L2: ...
```

#### Example.

How a while-loop in C is compiled? For example

```
while (save[i] == k) i += 1;
```

Assume that `i` and `k` correspond to registers `s3` and `s5`, and the base of the array `save` is in `s6`.

#### Solution:

```
Loop: slli t1, s3, 2      # shift left 4 bytes (array operation)
      add t1, t1, s6      # t1 = address of save[i]
      lw t0, 0(t1)        # Temp reg t0 = save[i]
      bne t0, s5, Exit    # go to Exit if save[i] != k
      addi s3, s3, 1      # i = i + 1
      j Loop              # go to Loop
Exit:
```

**Remark.** Left shifting `s3` is used to align the word address (4 bytes), and it is increased by 1 in `addi`. Thus, each time it is increased by 4.

Address of `save[i]` = save array address + shift address ( $i \times 4$ ).

## 4.3 Accessing Procedures

Other than `jal`, we have branch instructions that return to the original location.

### Code 4.3.1.

```
jal ra, label    # jump and link
jalr x0, 0(ra)   # return
```

Here, `jal` saves `PC + 4` by default into `ra`, so that when the procedure returns, it proceeds to the next instruction. `jalr` then uses the return address to return to the next procedure.

### Example.

1	.global _start	
2		
3	.text	
4	_start:	Line 5: a0 = 20
5	li a0, 20	Line 6: a1 = 23
6	li a1, 23	Line 7: jump to Line 11
7	jal ra, add_two_numbers	Line 11: a3 = 20
8	addi t1, a2, 0	Line 12: a4 = 23
9	j end	Line 13: a2 = 43
10	add_two_numbers:	Line 14: jump to Line 8
11	mv a3, a0	Line 8: t1 = 43
12	mv a4, a1	Line 9: jump to Line 16
13	add a2, a3, a4	Line 16: t1 = 44
14	jalr zero, 0(ra)	
15	end:	
16	addi t1, t1, 1	

However, the number of registers is not enough for some operations. Thus, we use the stack, which is a last-in-first-out (LIFO) data structure. We use `sp` to address the stack, and it grows from high address to low address. To push data onto the stack, we use `sp = sp - 4`. To pop data from the stack, we use `sp = sp + 4`.

To allocate space on the stack, we have a frame pointer (`fp`) that points to the first word of the frame of a procedure, providing a stable base register for the procedure. `fp` is initialized using `sp` on a call, and `sp` is restored using `fp` on a return.



### Example.

1	.global _start	
2		
3	.text	
4	_start:	Line 5: a0 = 20
5	li a0, 20	Line 6: a1 = 23
6	li a1, 23	Line 7: jump to Line 11
7	jal ra, add_two_numbers	Line 11: assign 8 bytes in stack (from high to low)
8	addi t1, a2, 0	Line 12: save argument in stack 4(sp)
9	j end	Line 13: save argument in stack 0(sp)
10	add_two_numbers:	Line 14: a2 = 43
11	addi sp, sp, -8	Line 15: load argument from stack 4(sp)
12	sw a0, 4(sp)	Line 16: load argument from stack 0(sp)
13	sw a1, 0(sp)	Line 17: free stack
14	add a2, a0, a1	Line 18: jump to Line 8
15	lw a0, 4(sp)	Line 8: t1 = 43
16	lw a1, 0(sp)	Line 9: jump to Line 16
17	addi sp, sp, 8	Line 16: t1 = 44
18	jalr zero, 0(ra)	
19	end:	
20	addi t1, t1, 1	

**Example.** Leaf procedures are ones that do not call other procedures. Give the RISC-V assembler code for the follows.

```
int leaf_ex (int g, int h, int i, int j)
{
    int f;
    f = (g + h) - (i + j);
    return f;
}
```

**Solution:** Suppose g, h, i, and j are in a0, a1, a2, a3:

```
leaf_ex:
    addi sp, sp, -8    # initialize stack room
    sw t1, 4(sp)      # save t1 on stack
    sw t0, 0(sp)      # save t0 on stack
    add t0, a0, a1
    add t1, a2, a3
    sub s0, t0, t1
    lw t0, 0(sp)      # restore t0
    lw t1, 4(sp)      # restore t1
    addi sp, sp, 8     # free stack
    jalr zero, 0(ra)
```

For nested procedures, we can store the return address on the stack so that, at the end, we can return to the original return address. For example, to find the factorial of a number, we can use:

---

### Code 4.3.2.

```
fact:
    addi sp, sp, -8      # initialize stack pointer
    sw ra, 4(sp)         # save return address
    sw a0, 0(sp)         # save argument n
    slti t0, a0, 1       # test for n < 1
    beq t0, zero, L1     # if n >= 1, go to L1
    addi s0, zero, 1     # else return 1 in s0
    addi sp, sp, 8       # adjust stack pointer
    jalr zero, 0(ra)     # return to caller

L1:
    addi a0, a0, -1      # n >= 1, so decrement n
    jal ra, fact         # call fact with (n-1)
                        # this is where fact returns

bk_f:
    lw a0, 0(sp)         # restore argument n
    lw ra, 4(sp)         # restore return address
    addi sp, sp, 8       # free stack pointer
    mul s0, a0, s0       # s0 = n * fact(n-1)
    jalr zero, 0(ra)     # return to caller
```

# Chapter 5

## Logic basis

### 5.1 Numeral System

In common we use decimal, binary, octal and hexadecimal number systems. radix or base of the number system is the total number of digits allowed in the number system.

The conversion from a decimal integer to another number system is simple: divide the decimal number by the radix and save the remainder. Keep repeating the steps until the quotient is zero. The result is the reverse order of the remainders.

As shown in the previous chapter, we need to deal with signed integers. The original notation is simple, where we use the first bit of the binary string to represent the sign. For example,  $1001_2$  represents -1 and  $0001_2$  represents 1, which is called 1's complement. However, this leads to the situation where there are two types of zero: negative zero and positive zero.

Thus, we use 2's complement. We first complement all the bits and then add 1. For example, if we have -6 and want to represent it in binary notation, we have:

$$6_{10} = 0000\ 0000 \dots 0110_2 \Rightarrow 1111\ 1111 \dots 1001_2 + 1 \Rightarrow 1111\ 1111 \dots 1010 = -6$$

For an  $n$ -bit signed binary numeral system, the largest positive number is  $2^{n-1} - 1$ , and the smallest negative number is  $-2^{n-1}$ .

There are two types of signals: analog and digital. For an analog signal, it varies smoothly over time. For a digital signal, it maintains a constant level and then changes to another constant level at regular intervals. We can use 0 and 1 to represent a digital signal, with 1 being High/True/On/... and 0 being Low/False/Off/....

### 5.2 Logic Gates

Logic gates can produce different outputs for the same input signal. We can use a truth table to describe how the logic circuit's output depends on the logic levels of the inputs. For example, here is the truth table for an AND gate:

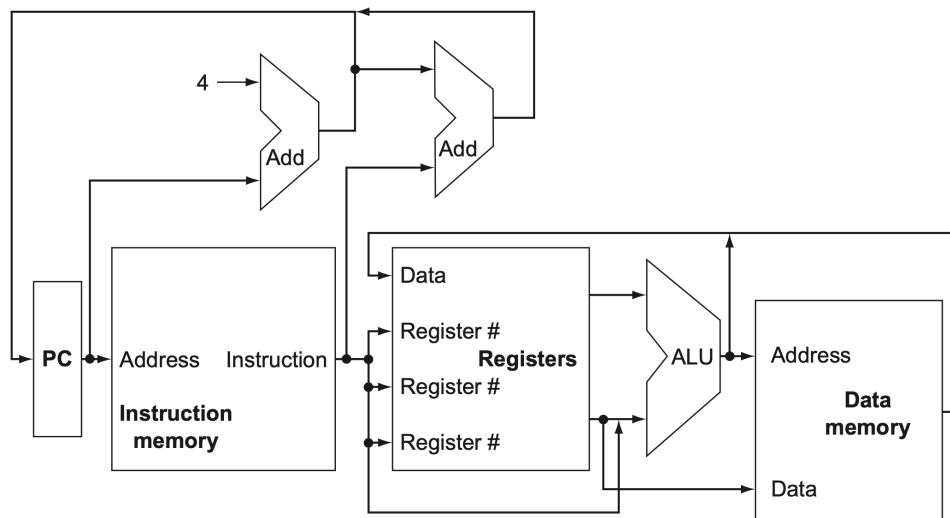
$A$	$B$	Output ( $A$ AND $B$ )
0	0	0
0	1	0
1	0	0
1	1	1

## Chapter 6

# Arithmetic and Logic Unit

### 6.1 Overview

We can use the following to understand the abstract implementation:



Here, the ALU (Arithmetic Logic Unit) is responsible for performing arithmetic and logical operations. It receives instructions from the registers or instruction memory.

Before we dive into this topic, we can take a look on VHDL. VHDL is a hardware description language used to model and simulate the behavior of electronic systems, particularly digital circuits. It allows designers to describe the structure and functionality of a circuit at different levels of abstraction, from the behavioral to the structural level.

In the basic structure of VHDL, we design entity-architecture descriptions. The entity defines the system's interface, including externally visible characteristics such as ports and generic parameters. The architecture describes the system's internal behavior or structure, including internal signals and how the components interact. VHDL uses a time-based execution model to simulate and model the concurrent operations of digital systems.

For example, the assignment of  $A + B$  to result in the context of a Carry-Save Adder (CSA) would typically be part of the architecture description, as it defines the internal behavior and computation of the system.

For machine number representation, we use binary number integers. However, we need to consider storage limitations (overflow) and the representation of negative numbers.

In 32-bit signed numbers, the range is from  $2^{31} - 1$  to  $-2^{31}$ . However, if the bit string represents an address, we only need to deal with unsigned integers, which range from 0 to  $2^{32} - 1$ .

To perform extension, we need to consider sign extension. Sign extension copies the most significant bit into the other bits to preserve the sign of the number. For example, to extend 0010, we have 0000 0010, and for 1010, we have 1111 1010.

Then, let's take a look at some arithmetic units.

## 6.2 Addition Unit

To build a 1-bit binary adder, we can use the XOR gate. Here's the truth table for the 1-bit adder:

A	B	Carry in	Carry out	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

Where:

-  $S = A \oplus B \oplus \text{Carry in}$

-  $\text{Carry out} = (A \& B) | (A \& \text{Carry in}) | (B \& \text{Carry in})$

To build a 32-bit adder, we can connect the carry-out of the least significant bit from the previous adder to the carry-in of the next least significant bit, and connect all 32 adders in sequence. This is called the Ripple Carry Adder. However, it is slow and involves a lot of glitching.

Glitching refers to the invalid and unpredictable output that can be read by the next stage, potentially resulting in incorrect behavior. This can be interpreted as a delay, where the outputs are not stable in time to be used in the subsequent operations.

The critical path (the longest sequence of dependent operations) is  $n \times CP$ , where  $n$  is the number of bits and  $CP$  is the time required for one full operation. This makes the Ripple Carry Adder slow because each bit's carry-out depends on the previous bit's carry-in, leading to a cumulative delay.

With the control unit, we can use the same structure to implement both an adder and a subtractor.

By tailoring the ALU, we can support various instructions in the ISA, including logic operations, branch operations, and others.

For example, after performing subtraction, we mark the result as 1 if the subtraction yields a negative result, and 0 otherwise. Then, we tie the most significant bit to the low-order bit of the input. This way, we complete a `slt` operation.

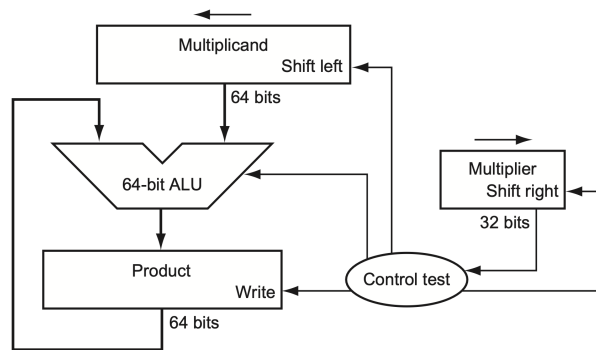
Overflow occurs when the result is too large to be represented. For example, adding two positive numbers yields a negative, adding two negative numbers gives a positive, subtracting a negative from a positive gives a negative, or subtracting a positive from a negative gives a positive. This leads to an exception. To fix this, we can modify the most significant bit to determine the overflow output setting.

## 6.3 Multiplication and Division

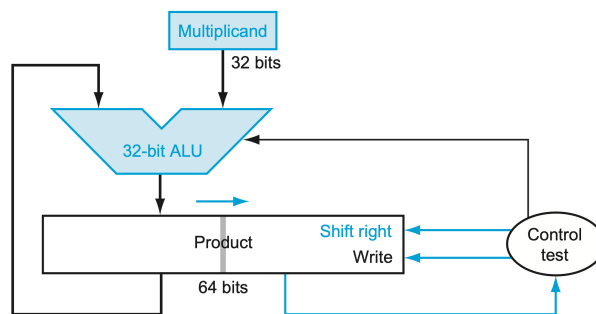
### 6.3.1 Multiplication

Multiplication is more complicated than addition. It can be accomplished by shifting and adding. For an  $n$ -bit  $\times$   $m$ -bit multiplication, we must have  $n + m$  bits to cover all possible products.

The first version of multiplication needs a  $2n$ -bit adder for the multiplication of an  $n$ -bit and  $n$ -bit number, starting from the right half.



The refined version simplifies this by requiring only an  $n$ -bit adder for the same operation.



For example, when calculating  $0010_2 \times 0011_2$ , we have

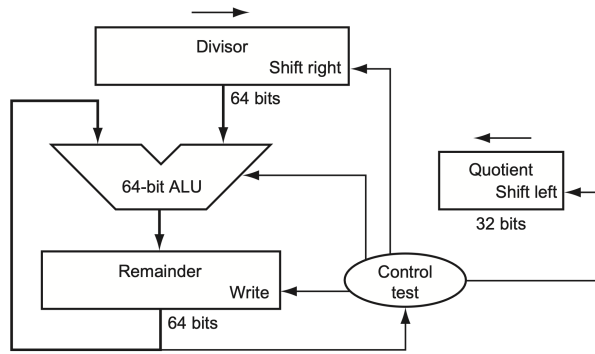
0010 × 0011				
Iteration	Step	Multiplier	Multiplicand	Product
0	Initial values	001 <u>1</u>	0000 0010	0000 0000
1	1a: $1 \Rightarrow \text{Prod} = \text{Prod} + \text{Mcand}$	0011	0000 0010	0000 0010
	2: Shift left Multiplicand	0011	0000 0100	0000 0010
	3: Shift right Multiplier	000 <u>1</u>	0000 0100	0000 0010
2	1a: $1 \Rightarrow \text{Prod} = \text{Prod} + \text{Mcand}$	0001	0000 0100	0000 0110
	2: Shift left Multiplicand	0001	0000 1000	0000 0110
	3: Shift right Multiplier	000 <u>0</u>	0000 1000	0000 0110
3	1: $0 \Rightarrow$ No operation	0000	0000 1000	0000 0110
	2: Shift left Multiplicand	0000	0001 0000	0000 0110
	3: Shift right Multiplier	000 <u>0</u>	0001 0000	0000 0110
4	1: $0 \Rightarrow$ No operation	0000	0001 0000	0000 0110
	2: Shift left Multiplicand	0000	0010 0000	0000 0110
	3: Shift right Multiplier	000 <u>0</u>	0010 0000	0000 0110

`mul` performs a 32-bit  $\times$  32-bit multiplication and places the lower 32 bits in the destination register. `mulh`, `mulhu`, and `mulhsu` perform the same multiplication but return the upper 32 bits of the full 64-bit product.

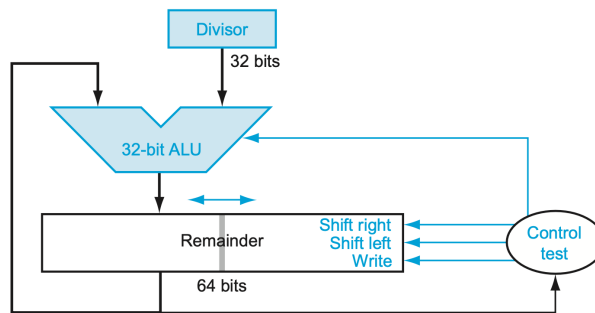
### 6.3.2 Division

Division is just a series of quotient digit guesses, left shifts, and subtractions.

In the first version of division, the 32-bit divisor starts in the left half of the divisor register and is shifted right 1 bit each iteration.



The refined version combines the Quotient register with the right half of the Remainder register.



`div` generates the remainder in `hi` and the quotient in `lo`. It performs a 32-bit by 32-bit signed integer division of `rs1` by `rs2`, rounding towards zero. `div` and `divu` perform signed and unsigned integer division of 32 bits by 32 bits. `rem` and `remu` provide the remainder of the corresponding division operation.

## 6.4 Shifter

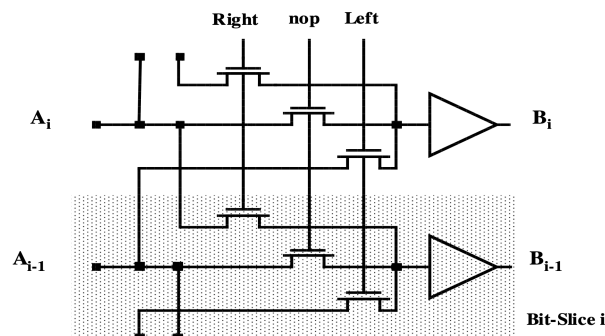
Shifts by a constant are encoded as a specialization of the I-type format. The operand to be shifted is in `rs1`, and the shift amount is encoded in the lower 5 bits of the I-immediate field.

### Code 6.4.1.

```
srli rd, rs1, imm[4:0]
srai rd, rs1, imm[4:0]
```

`slli` is a logical left shift, `srli` is a logical right shift, and `srai` is an arithmetic right shift. Logical shifts fill with zeros, while arithmetic right shifts fill with the sign bit. For example, a logical right shift of 1111 by 2 bits results in 0011, while an arithmetic right shift of 1111 by 2 bits results in 1111.

A simple shifter can be accomplished by using a series of multiplexers to shift the input data by a specified number of bit positions, either left or right.



---

For example, to do a right shift, let  $\text{Right} = 1$  and  $\text{nop} = \text{Left} = 0$ . Then,  $B_{i-1} = A_i$ , where  $B$  is the shifted output and  $A$  is the input.

In a parallel programmable shifter, we can use control signals to decide the shift amount, direction, and type. The control logic determines how many positions the data should be shifted, whether it should be shifted left or right, and whether the shift should be logical or arithmetic. This allows for flexible shifting operations based on the input values and the specified parameters.

A logarithmic shifter is a more complex shifter that can perform shifts based on logarithmic scaling. It involves specialized shifting mechanisms used for fast multiplication and division by powers of 2. With one shifter, we can perform a shift by 0 or 1 bit; with two shifters, we can perform shifts by 0, 1, 2, or 3 bits, and so on.



## Chapter 7

# Floating Numbers

We discussed the representation of integers in previous chapters, and the representation of floating-point numbers is more complex.

However, we can break a floating-point number into parts. For example, consider

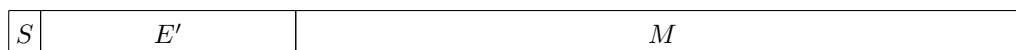
$$\underbrace{6.6254}_{\text{Mantissa (always positive)}} \times \underbrace{10}_{\text{Base}}^{\text{Exponent } -27}$$

We have:

1. Mantissa: A normalized number with a certain level of accuracy (e.g., 6.6254).
2. Exponent: A scale factor that determines the position of the decimal point (e.g.,  $10^{-27}$ ).
3. Sign bit: Indicates whether the number is positive or negative.

We normalize the mantissa to fall within the range  $[1, R)$ , where  $R$  is the base. For instance, in the case of a binary base, this range would be  $[1, 2)$ .

In IEEE Standard 754 Single Precision, we have



Here,  $S$  represents the sign bit, where 0 indicates a positive number and 1 indicates a negative number.  $E'$  is the 8-bit signed exponent, represented in excess-127 notation, ranging from  $-127$  to  $128$ .  $M$  is the 23-bit mantissa fraction. The value is thus represented as  $\pm 1.M \times 2^{E'-127}$ .

**Remark.** Minimum exponent =  $1 - 127 = -126$ ; Maximum exponent =  $254 - 127 = 127$

For double precision, we use 64 bits.  $E'$  is the 11-bit signed exponent, represented in excess-1023 notation, and  $M$  is the 52-bit mantissa fraction.

**Example.** What is the IEEE single precision number  $40C0000_{16}$  in decimal?

**Solution:** First, convert the hexadecimal number  $40C0000_{16}$  to binary:

$$40C0000_{16} = 0100 \ 0000 \ 1100 \ 0000 \ 0000 \ 0000 \ 0000 \ 0000_2$$

Sign bit (0): Positive (+)

Exponent:  $10000001_2 - 127 = 129 - 127 = 2$

Mantissa:  $1.100 \ 0000 \ 0000 \ 0000 \ 0000 \ 0000_2 = 1 + 1 \times 2^{-1} = 1.5$

Therefore, the result is:

$$1.5 \times 2^2 = 6_{10}$$

---

**Example.** What is  $-0.5_{10}$  in IEEE single precision binary floating-point format?

**Solution:** Sign bit: 1 (since the number is negative)

Mantissa:  $0.5_{10} = 1.0 \times 2^{-1} = 0.1_{2c}$

Exponent:  $127 - 1 = 126 = 01111110$

Thus, in binary:

$$-0.5_{10} = 1011\ 1111\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000_2$$

**Remark.** Exponents with all 0's or all 1's have special meanings in IEEE floating-point representation:

- $E = 0, M = 0$ : Represents 0.
- $E = 0, M \neq 0$ : Represents a denormalized number, which is  $\pm 0.M \times 2^{-126}$ .
- $E = 1 \dots 1, M = 0$ : Represents  $\pm\infty$ , depending on the sign.
- $E = 1 \dots 1, M \neq 0$ : Represents NaN (Not a Number).

## Chapter 8

# Datapath

Now we can take a closer look at the implementation of RISC-V.

### 8.1 Overview

In the implementation, we use the program counter (PC). After supplying the instruction address and fetching the instruction from memory, we update the PC. Then, we decode the instruction and execute it.

There are two types of functional units (logic elements). The first type is combinational (combinational elements), which operate on data values. The output of these functional units depends only on the current input, meaning there is no internal storage. The second type includes elements that contain state, called state elements. These elements have internal storage, which characterizes a computer. For example, instruction memory, register files, and data memory are sequential (state elements), while the ALU is combinational.

**Remark.** In instruction memory, instructions are placed one by one. In register files, there are 32 lines, and we only need 5 bits in the instruction to indicate the register file address.

To fetch instructions, the processor first reads the instructions from the instruction memory, then updates the PC to the address of the next instruction. The PC is updated every clock cycle (typically  $PC = PC + 4$  by default), and the instruction memory is read every clock cycle.

Note that the clock is edge-triggered, so the PC is updated only on the rising or falling edge of the clock.

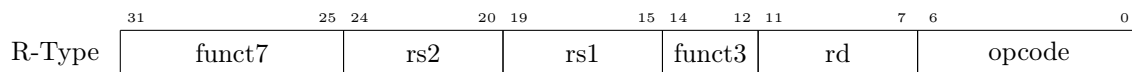
After the instructions are read, the processor decodes them. The fetched instruction's opcode and function field bits are sent to the control unit, which then generates control signals used in the future datapath. Next, two values are read from the Register File, with the register addresses contained in the instruction.

Regardless of whether the values are actually used, the Register File's read ports are active for all instructions during the decode cycle. In case the instruction requires values from the Register File, it reads the two source operands by default.

All instructions, except `j`, use the ALU after reading from the register. For memory-reference instructions, the ALU is used to compute addresses; for arithmetic instructions, the ALU performs the required arithmetic; for control instructions, the ALU computes branch conditions.

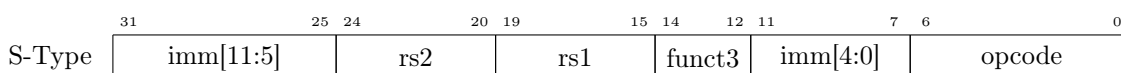
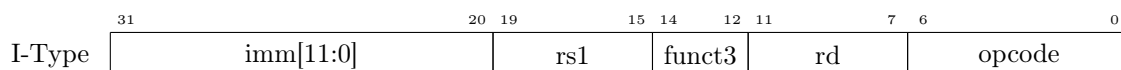
## 8.2 Operations

### 8.2.1 R Format Operations



R-type instructions perform operations on values in **rs1** and **rs2**, then store the result back into the Register File. Note that the Register File is not written every cycle, so a write control signal is needed for the Register File.

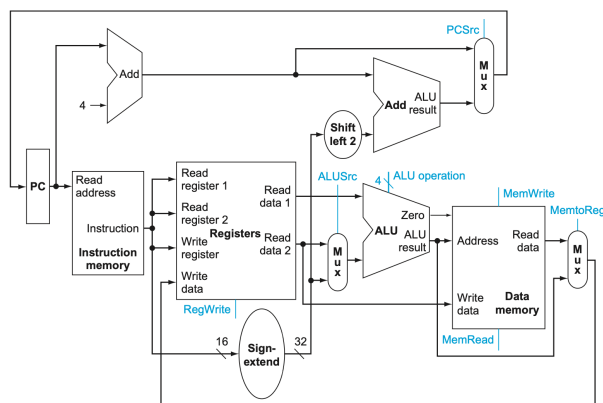
### 8.2.2 I and S Format Operations



For load and store operations, the memory address is computed by adding the base register to the 12-bit signed offset field in the instruction ( $\text{imm}[] + \text{rs1}$ ). The base register is read from the Register File during decode, and the offset value in the lower 12 bits of the instruction must be sign-extended to create a 32-bit signed value.

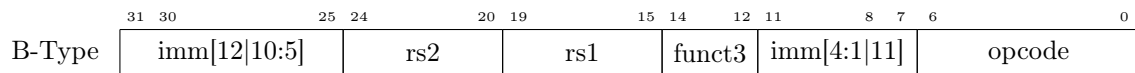
For store instructions, the value is read from the Register File during decode and written into the Data Memory. For load instructions, the value is read from the Data Memory and then stored into the Register File.

Also, note that the **lw** and **sw** instructions access data memory, not instruction memory.



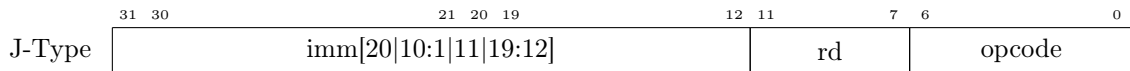
As shown above, after decoding, the sign is extended in the lower part. Above is the clock for the PC value, which executes the branch instruction. In the rightmost mux, it selects the source. It is activated only for **lw** instructions. Additionally, only for **sw**, the MemWrite signal will be 1 (High), which activates the write data port.

### 8.2.3 B Format Operations



For branch operations, it compares the operands read from the Register File during decode for equality. The 12-bit B-immediate encodes signed offsets in multiples of one byte. It is sign-extended and added to the address of the branch instruction to give the target address.

### 8.2.4 J Format Operations



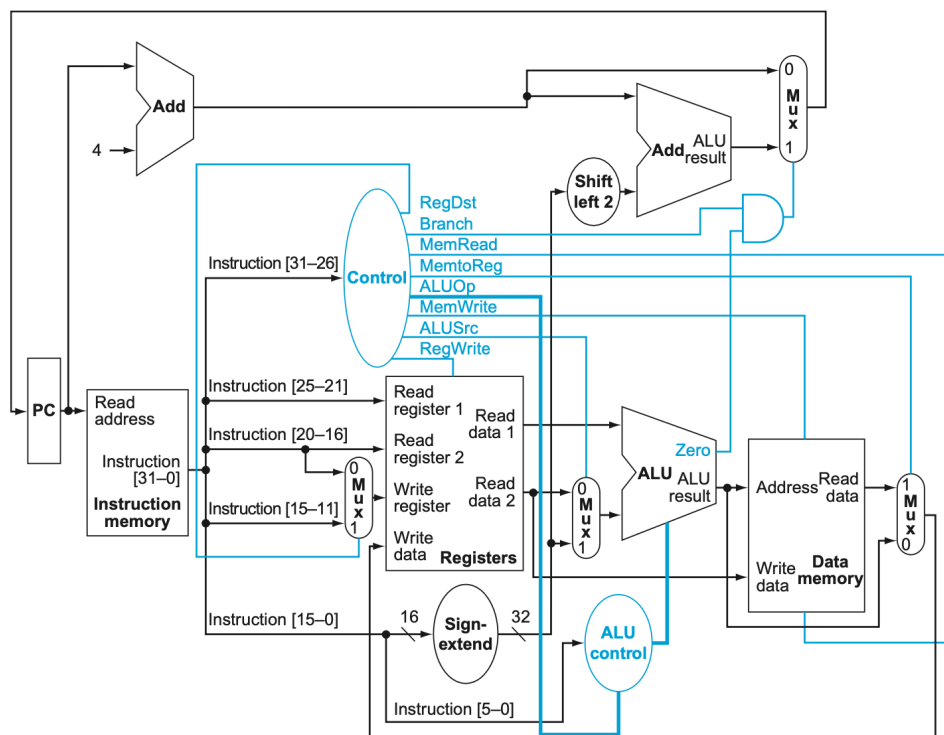
The J-immediate encodes a signed offset in multiples of 2 bytes. The offset is sign-extended and added to the address of the jump instruction to form the jump target address. Since `imm[0]` is always 0, we don't have it in the instruction.

The partition of `imm` field is designed to align the `imm` bits better with other instruction types, enabling a more efficient implementation of control units.

## 8.3 Datapath

By assembling the above datapath elements, adding control lines, and designing the control path, we can create a single datapath.

We need to fetch, decode, and execute each instruction in one clock cycle, which is called the single-cycle design. No datapath resource can be used more than once per instruction, so some components must be duplicated. Additionally, multiplexers are needed at the input of the shared elements with control lines to perform the selection, allowing datapath elements to be shared between different instructions.



---

Here, the MUX before the ALU determines the second ALU operand, and the MUX after the Data Memory decides whether to feed memory data to the register file. The system clock is edge-triggered and is determined by the length of the longest path. The ALU is used to compute the branch instruction, and its output can replace the PC when needed.

Memory and Register File reads are combinational. By using write signals along with the clock edge, we determine when to write to the sequential elements, such as the PC or Register File.

By adding the control as shown above, we can select the operations to perform, control the flow of data, and direct the information that comes from the 32-bit instruction.

**Remark.** The instruction is decoded in the path between the Instruction Memory and Register File.

For different operations, the control signals vary.

	add	lw	sw	beq
MUX after Reg	0	1	1	0
MUX after DataMem	0	1	/	/
MUX after Add	0	0	0	/
RegWrite	1	1	0	0
MemWrite	0	0	1	0
MemRead	0	1	0	0

When the MUX after Add = 0, the PC is updated as  $PC+ = 4$ . Both ALU inputs are from the Register File.

## Chapter 9

# Pipeline

### 9.1 Motivations

As discussed before, an instruction finishes within a single clock cycle. However, this can be inefficient since the clock cycle must be timed to accommodate the slowest instruction, meaning every instruction takes the same amount of time. This results in wasted area, as some functional units (e.g., adders) must be duplicated since they cannot be shared within a single clock cycle. Additionally, for simple instructions, the latter part of the clock cycle might be wasted.

**Example.** Calculate the cycle time assuming negligible delays (for muxes, control unit, sign extension, PC access, shift left by 2, wires) except for:

- Instruction fetch and update PC (IF), read/write data from/to data memory (MEM) (4 ns)
- Execute R-type; calculate memory address (EXE) (2 ns)
- Register fetch and instruction decode (ID), write the result data into the register file (WB) (1 ns)

**Solution:**

Instruction	IF	ID	EXE	MEM	WB	Total
R / I type	4	1	2		1	8
lw	4	1	2	4	1	12
sw	4	1	2	4		11
beq	4	1	2			7
jal	4	1	2		1	8
jalr	4	1	2		1	9

Therefore, we try to make it faster by fetching and executing the next instructions while the current instruction is running, and we introduce the concept of pipelining here. Under ideal conditions, with a large number of instructions, the speedup from pipelining is approximately equal to the number of pipeline stages. For example, a five-stage pipeline is nearly five times faster because the clock cycle is "nearly" five times faster.

Also, we have

$$\text{CPU time} = \text{CPI} \times \text{CC} \times \text{IC},$$

where CPI = cycles per instruction, CC = clock cycle time, and IC = instruction count.

By pipelining, it reduces the time spent on each clock cycle and decreases the CPU time.

### 9.2 Pipeline Basis

Instructions are divided into five stages:

- IF: Instruction fetch and PC update
- ID: Instruction decode and register file read
- EXE: Execution or address calculation
- MEM: Data memory access
- WB: Write the result data back into the register file

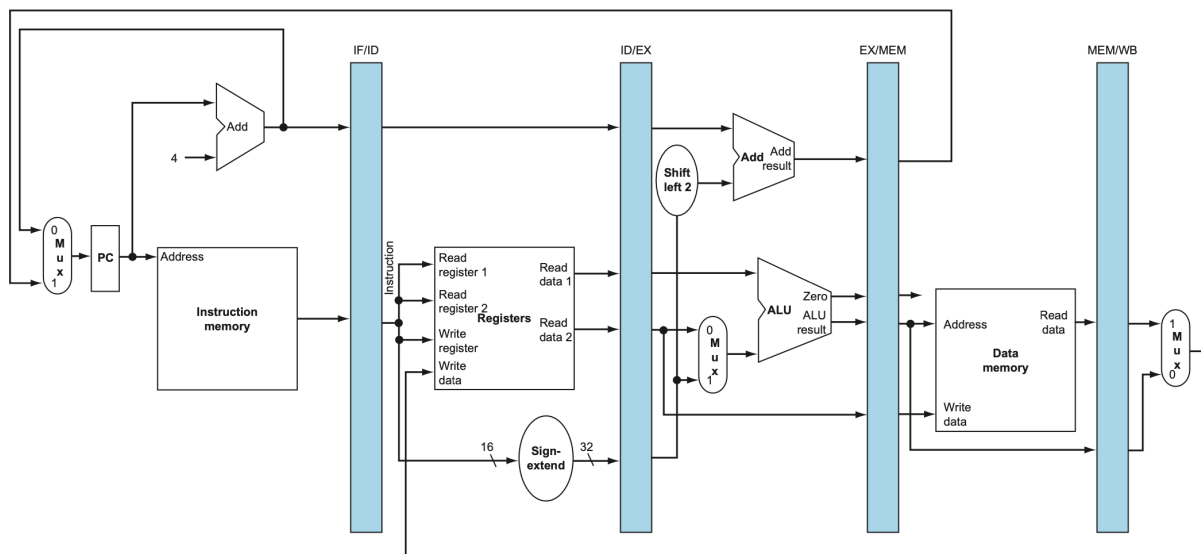
By dividing the stages, we can increase the total amount of work done in a given time. However, instruction latency, which is the time from the start of an instruction to its completion, is not reduced.

Similarly, the clock cycle is limited by the slowest stage, so some stages do not need the whole clock cycle.

This might lead to the situation where, for example, if we have  $IF = 100\text{ps}$ ,  $ID = 100\text{ps}$ ,  $EXE = 200\text{ps}$ ,  $MEM = 200\text{ps}$ , and  $WB = 100\text{ps}$ , the latency of an instruction takes  $1000\text{ps}$  in a pipelined case, while it takes  $700\text{ps}$  in a non-pipelined case. However, for more instructions, the overall speed is faster in the pipelined case than in the non-pipelined case.

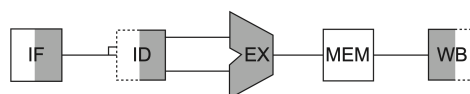
In RISC-V, the implementation of the pipeline is relatively simple for the following reasons:

1. All instructions have the same length.
2. There are few instruction formats with symmetry across formats.
3. Memory operations occur only in loads and stores.
4. Each instruction writes at most one result, and it does so in the last few pipeline stages.
5. Operands must be aligned in memory, so a single data transfer takes only one data memory access, which is accomplished in RISC-V fields.



State registers are placed between each pipeline stage to isolate them. Each register is a flip-flop, and data moves in at the rising edge. After the pipeline is fully utilized, we can complete one instruction per cycle.

To simplify, we use graphics to represent the RISC-V pipeline.



Other pipeline structures are also possible.

We use pipelines because they are better for performance. Once the pipeline is full, one instruction is completed per cycle, so the CPI (cycles per instruction) is 1.



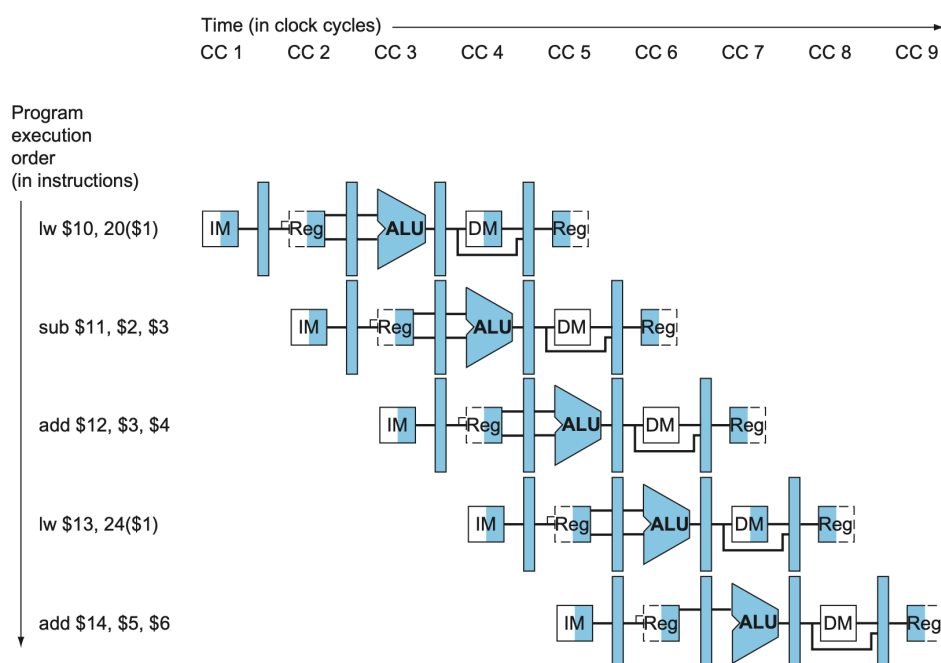
However, pipelines can cause issues, as they may introduce hazards. There are three possible pipeline hazards: structural hazards, caused by a busy resource; data hazards, where data is attempted to be used before it is ready; and control hazards, where control actions depend on the outcome of a previous instruction.

We typically resolve these hazards by allowing pipeline control to detect the hazards and take action to resolve them.

### 9.3 Structural Hazards

Structural hazards are caused by conflicts in the use of a resource. In a RISC-V pipeline with a single memory, it needs to access both data and instructions to load or store data and fetch new instructions. Therefore, the pipeline datapaths require separate instruction and data memories to avoid such conflicts.

To resolve a structural hazard, we can provide additional hardware components.



As mentioned above, by separating instruction and data memories, we can resolve the structural hazard. For example, in the diagram above, while the first `lw` is reading data from memory, the second `lw` is reading instructions from memory. Since the memories are separated, the issue is resolved.

In the diagram above, `sub` and the second `add` instructions are accessing the same register file, which could lead to a structural hazard. This can be fixed by performing reads in the second half of the cycle and writes in the first half. We use the clock edge to control the register writing and loading.

### 9.4 Clocking Methodology

Clocking methodology defines when signals can be read and when they can be written. The clock rate is given by:

$$\text{Clock rate} = \frac{1}{\text{Clock cycle time}}$$

This can be implemented using level-sensitive latches, master-slave flip-flops, or edge-triggered flip-flops.

The change of state is based on the clock. For latches, the output changes whenever the inputs change and the clock is asserted (level-sensitive methodology). For flip-flops, the output changes only on a clock edge (edge-triggered methodology).

## Chapter 10

# More on Pipeline

## Chapter 11

# Performance

## Chapter 12

# Memory

## Chapter 13

### Cache

## Chapter 14

# Cache Disc

## Chapter 15

# Virtual Machine

## Chapter 16

# Instruction-Level Parallelism