ECE745: PROJECT1: LC3 INSTRUCTION SET ARCHITECTUE

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Disclaimer

All the contents in this presentation have been repeated (in large part) with permission from ECE406 Notes for Spring 2007, ECE NCSU (Dr Rhett Davis, Dr Xun Liu).

LC-3 Instruction Set Architecture

- 16-bit wide memory
  - Each word is 2-bytes wide
  - The memory space has 2^{16} words
- 8 general purpose registers (Register File)
  - Can be a source/destination
- Data type: 2s complement integers
- 15 instructions

  [✓ a) ALU] b) Control [✓ c) Memory]
- Status register:
  - 3-bit **NZP**: **N**egative **Z**ero **P**ositive
    Captures the nature of latest entry in register file
- PC: Program Counter: Points to instruction memory *i.e.* instruction = InstrMem[PC]

LC-3 Instruction Set Architecture

- Opcode: unique for each instruction
  - `IR[15:12]; IR` = instr. register = `InstrMem[PC]`
- Addressing mode
  - Immediate (with sign extension) `([DR] ← [SR1] & signextend(Imm))`
  - Register (SR1 SR2) `([DR] ← [SR1] + [SR2])`
  - Memory:
    - PC relative `Mem[PC + signextend(Offset)]`
    - Indirect `Mem[Mem[PC + signextend(Offset)]]`
    - Base register +offset `Mem[BaseR + signextend(Offset)]`

ALU Operation Instructions

	15 12	11 9	8 6	5	4 3	2 0
ADD	0 0 **0** **1**	DR	SR1	0	0 0	SR2
	0 0 **0** **1**	DR	SR1	1	imm5	
AND	0 1 **0** **1**	DR	SR1	0	0 0	SR2
	0 1 **0** **1**	DR	SR1	1	imm5	
NOT	1 0 **0** **1**	DR	SR1	111111		

ALU Operation Instructions

- Also called “Operate” Instructions
- AND `IR[15:12] = 0101`
  - `AND DR, SR1, SR2` **`;IR[5]=0;`** `([DR]←[SR1]&[SR2])`
  - `AND DR, SR1, Imm` **`;IR[5]=1;`** `([DR]←[SR1]& Imm)`
- ADD `IR[15:12] = 0001`
  - `ADD DR, SR1, SR2` **`;IR[5]=0;`** `([DR]←[SR1]+[SR2])`
  - `ADD DR, SR1, Imm` **`;IR[5]=1;`** `([DR]←[SR1]+ Imm)`
- NOT `IR[15:12] = 1001`
  - `NOT DR, SR1` `([DR] ← ~[SR1])`

Note: `Imm` is going to be sign extended to 16 bits for all computation.

Memory Operations

	15 12	11 9	8 6	5 4 3 2 0
LD	0 0 **1 0**	DR	PCoffset9	
LDR	0 1 **1 0**	DR	BaseR	Offset6
LDI	1 0 **1 0**	DR	PCoffset9	
LEA	1 1 **1 0**	DR	PCoffset9	
ST	0 0 **1 1**	SR	PCoffset9	
STR	0 1 **1 1**	SR	BaseR	Offset6
STI	1 0 **1 1**	SR	PCoffset9	

Memory Operations

- Load Effective Address
  - LEA DR, `Offset`   `([DR] ← PC+1+Offset)`

    `Offset = sxt(PCOffset9)`
- Load/Store (PC relative addressing mode)
  - LD DR, `Offset` `([DR] ←` **`MEM`**`[PC+1+Offset])`
  - ST SR, `Offset` `(`**`MEM`**`[PC+1+ Offset] ← [SR])`

    `Offset = sxt(PCOffset9)`
- Load/Store Register (Base+Offset addressing mode)
  - LDR DR, BaseR, `Offset`

    `([DR] ←` **`MEM`**`[BaseR+Offset])`
  - STR SR, BaseR, `Offset`

    `(`**`MEM`**`[BaseR+Offset] ← [SR])`

  `Offset = sxt(PCOffset6)`

Memory Operations

- Load/Store Indirect (indirect addressing mode)
  - LDI DR, `Offset`

    (DR ← **MEM**[**MEM**[PC+1+Offset]])
  - STI SR, `Offset`

    (**MEM**[**MEM**[PC+1+Offset]] ← SR)

`Offset = sxt(PCOffset9)`

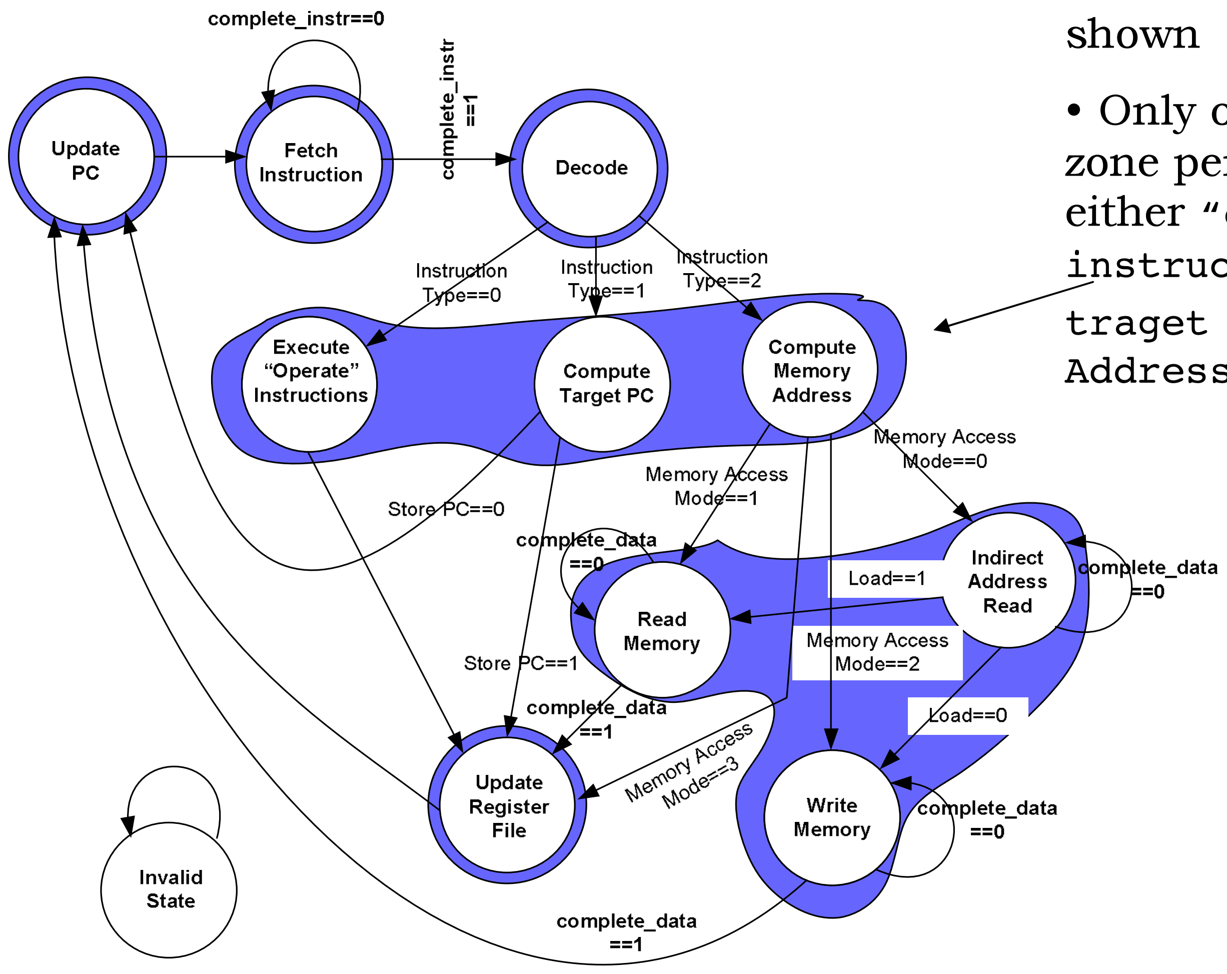
Project1 Specifics

- Subset of instructions
  - ALU (ADD, NOT, AND) ; LEA
  - All instructions take 5 clock cycles
- Block level inputs and outputs
  - Some inputs and outputs invalid: Will become clear in next project(s)
- LC3 is unpipelined
  - Each instruction goes through the 5 cycles

```
Fetch → Decode → Execute → Writeback → UpdatePC
```

  - No typical pipeline issues like control and data dependence .. FOR NOW !!

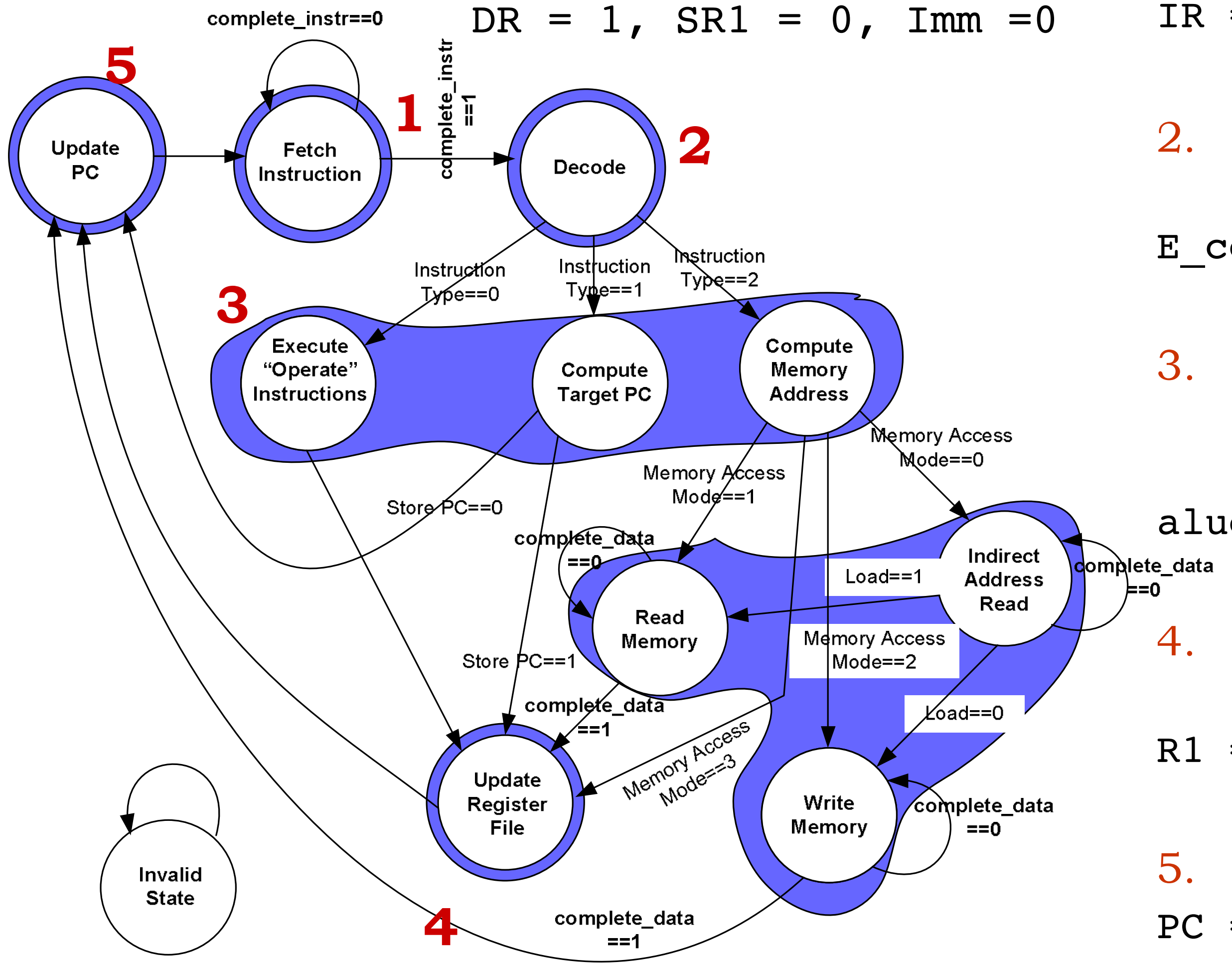
LC-3 Components (Base States)



- 5 base pipeline "zones" + memory shown
- Only one of the operations in a zone performed in a clock cycle eg. either "execute operate instruction" OR "compute traget PC" OR "Compute Memory Address"

ADD/NOT/AND Base States

Example:
IR = 5220 (AND R1, R0,#0)
DR = 1, SR1 = 0, Imm =0



1. Fetch Unit loads instruction from memory

`IR = IMem[PC] = 5220`

2. Decode Unit determines the operands using `IR`

`E_control, W_Control created`

3. Execute Unit applies operands to ALU using `E_Control`

`aluout = R0 & 0`

4. Result stored in Register File

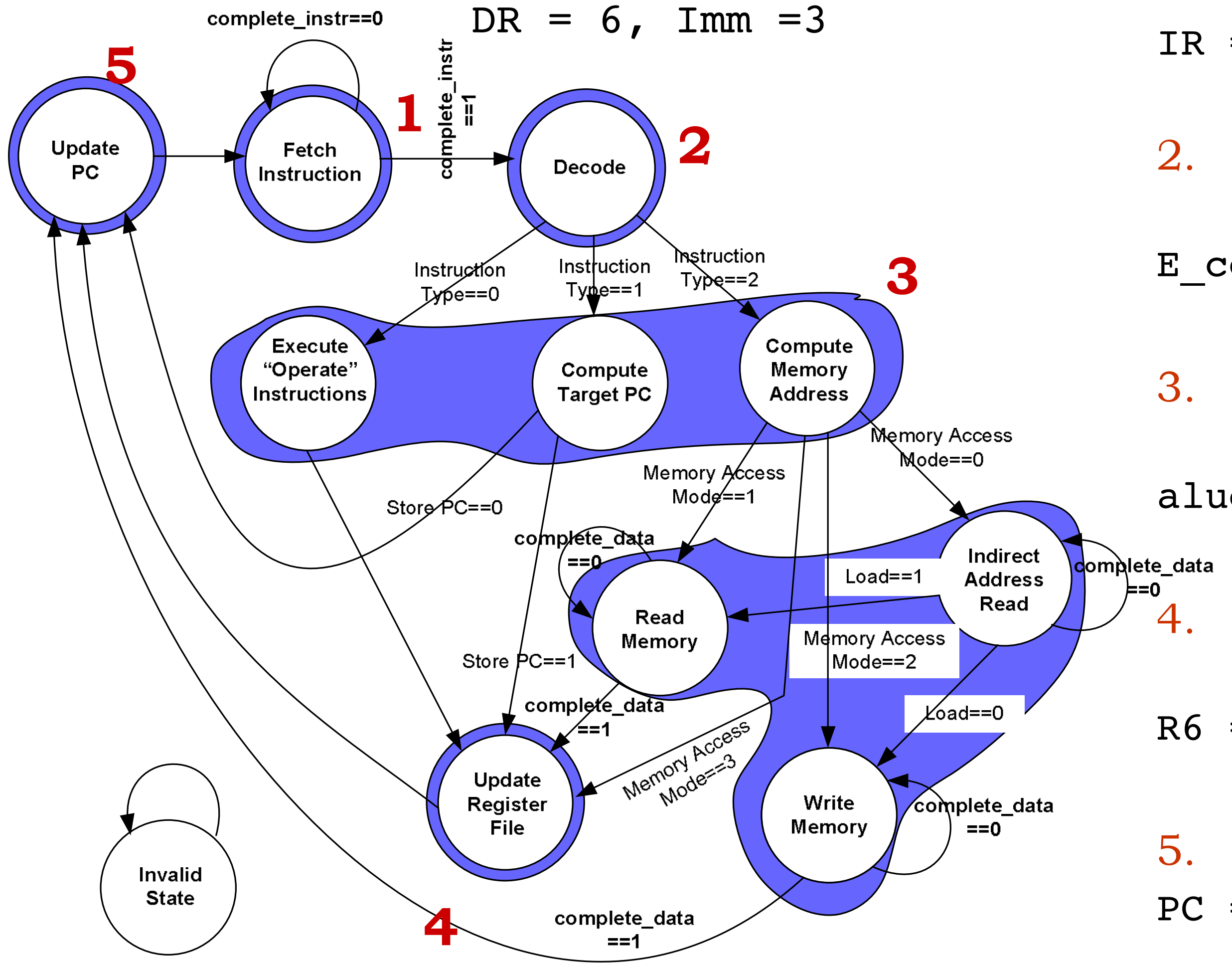
`R1 = aluout`

5. PC incremented

`PC = PC + 1`

LEA Base States

```
Example:
IR = EC08 (LEA R6,#8)
DR = 6, Imm =3
```



1. Fetch Unit loads instruction from memory

`IR = IMem[PC] = EC08`

2. Decode Unit determines the operands

`E_control, W_Control etc.`

3. Compute Memory Address with Offset

`aluout = PC+1+8`

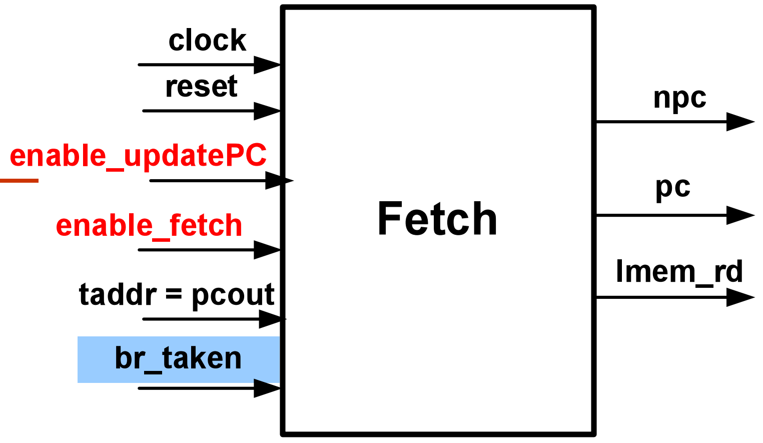
4. Write Memory Address to Reg File

`R6 = aluout`

5. PC incremented

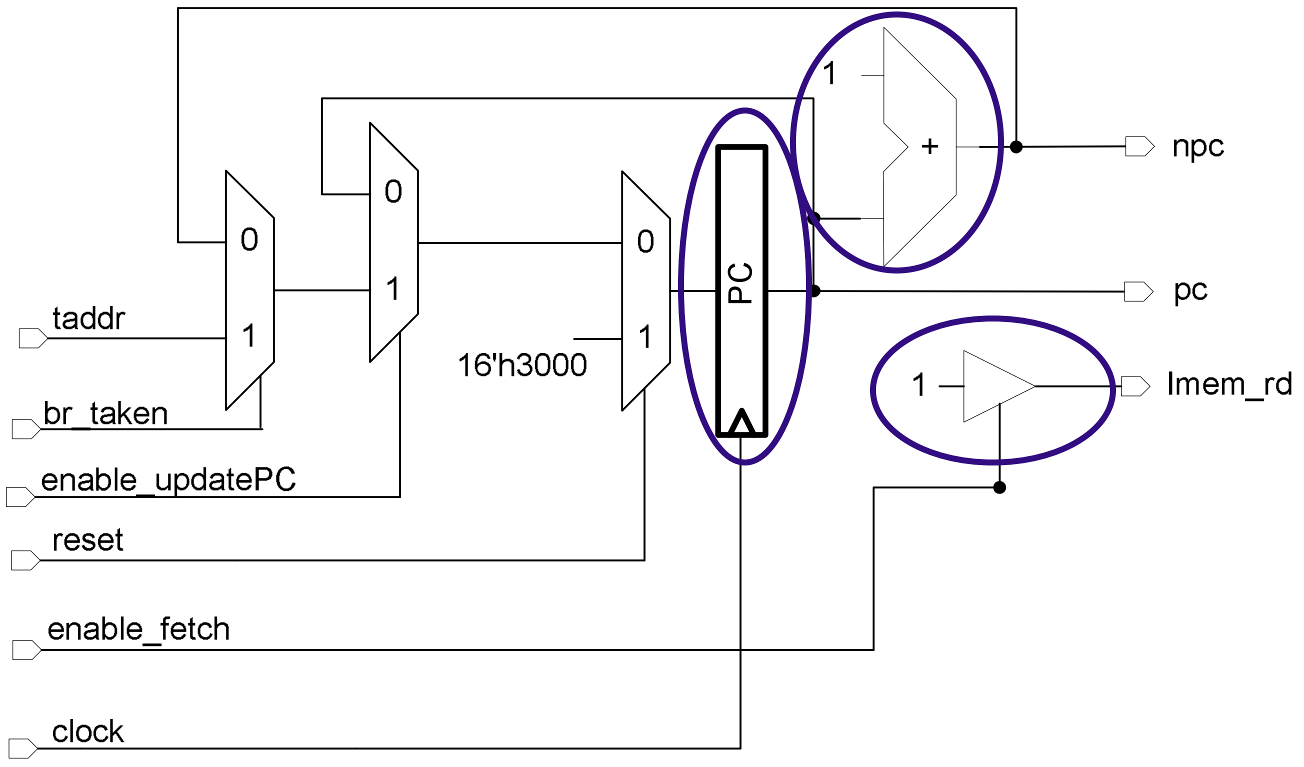
`PC = PC + 1`

LC3 Internals FETCH

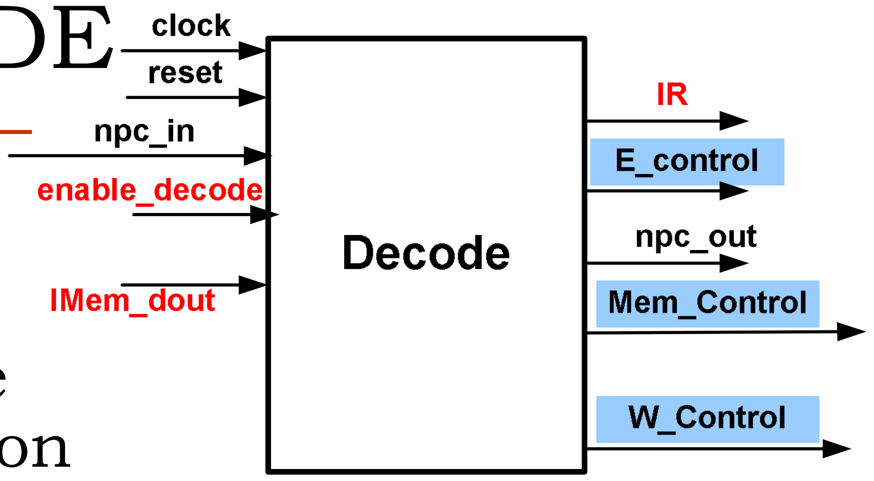


- On reset: pc =3000; npc =3001;
- Signals of Importance
  - enable_fetch and enable_updatePC
  - PC = Program Counter of instruction being fetched
  - npc = PC + 1
  - Imem_rd = enable for Instruction Mem Read
- Ignore
  - br_taken = if 1 PC = taddr else PC = PC+1
  - taddr = new PC if branch is taken
- if enable_fetch=1 Imem_rd=1 asynchronously else Imem_rd=Z (HIGH IMPEDANCE)
- PC, npc, Imem_rd updated only when enable_updatePC=1

LC3 Internals FETCH



LC3 Internals DECODE



- Creates relevant control signals using `IMem_dout`
- Controls uniquely configure datapath for given instruction
- Signals of Importance
  - `enable_decode`: master enable
  - `E_Control` = Execute Block Control
  - `W_Control` = Writeback Block Control
  - `IR` = Instruction Register: Reflects contents of `Imem_dout`
  - `npc_out`: reflects contents of `npc_in`
- Ignore
  - `Mem_Control` = Control signals for memory related operations
- All outputs created synchronously when `enable_decode=1`
- On reset, all outputs go to 0

LC3 Internals DECODE

- `W_Control`
  - 2 bits
  - Control for Writeback
  - Function of `IR[15:12]`
  - Enables choice between `aluout`, `memout`, `pcout` for writes to register file
  - We shall focus only on ALU and LEA instructions `W_control` either `0` (ALU) or `2` (LEA)

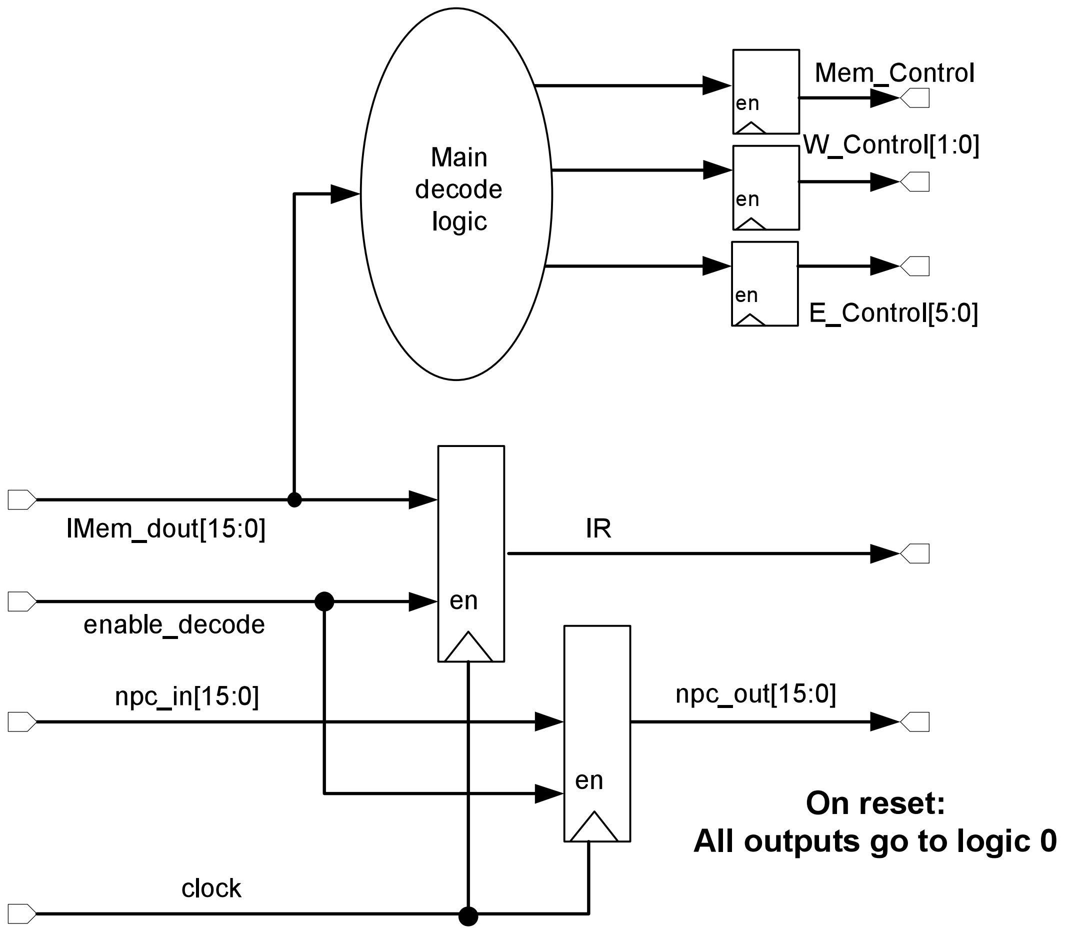
Operation	mode	**W_Control**
ADD	0	**0(aluout)**
	1	**0(aluout)**
AND	0	**0(aluout)**
	1	**0(aluout)**
NOT		**0(aluout)**
BR		0
JMP		0
LD		**1(memout)**
LDR		**1(memout)**
LDI		**1(memout)**
LEA		**2(pcout)**
ST		0
STR		0
STI		0

LC3 Internals DECODE

- `E_Control:{alu_control, pcselect1, pcselect2, op2select}`

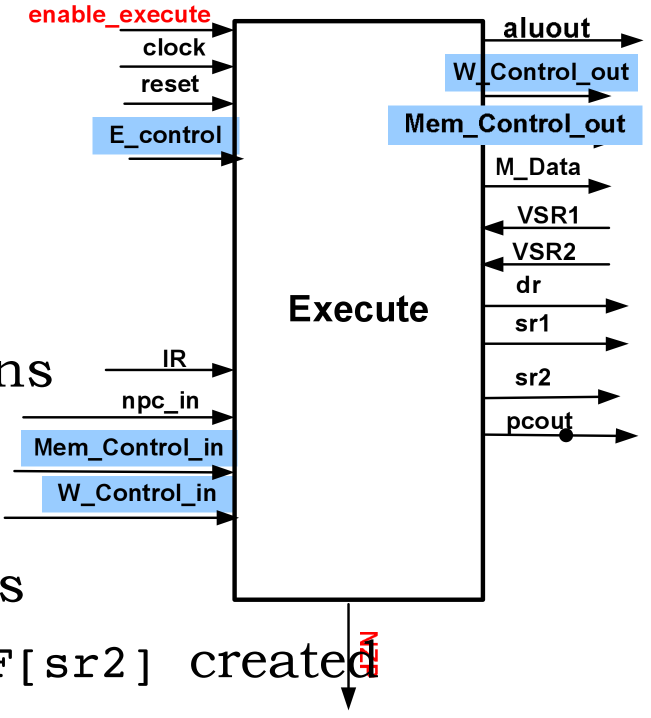
IR[15:12]	IR[5]	E_Control alu_control [2]	 pcselect1 [2]	 pcselect2 [1]	 op2select [1]
ADD	0	**0**	-	-	VSR2 **(1)**
	1	**0**	-	-	imm5 **(0)**
AND	0	**1**	-	-	VSR2 **(1)**
	1	**1**	-	-	imm5 **(0)**
NOT		**2**	-	-	-
BR		-	offset9 **(1)**	npc **(1)**	-
JMP		-	0 **(3)**	VSR1 **(0)**	-
LD		-	offset9 **(1)**	npc **(1)**	-
LDR		-	offset6 **(2)**	VSR1 **(0)**	-
LDI		-	offset9 **(1)**	npc **(1)**	-
LEA		-	offset9 **(1)**	npc **(1)**	-
ST		-	offset9 **(1)**	npc **(1)**	-
STR		-	offset6 **(2)**	VSR1 **(0)**	-
STI		-	offset9 **(1)**	npc **(1)**	-

LC3 Internals DECODE



On reset:
All outputs go to logic 0

LC3 Internals EXECUTE



- Closely coupled with the Writeback Block which provides all the relevant data values for register related operations
- Signals of importance
  - `sr1 & sr2` = source register addresses
  - `VSR1 & VSR2` = values of `RF[sr1] & RF[sr2]` created asynchronously in Writeback
  - `aluout` = result of alu operation (ADD, NOT, AND)
  - `pcout` = result of pc related operation (BR,JMP,LEA)
  - `dr` = destination register address
  - `W_control_out`: reflects synchrously `W_control_in`
- Ignore
  - `M_Data` = RF value to be written to memory
  - `Mem_control_in, NZP, Mem_control_out`

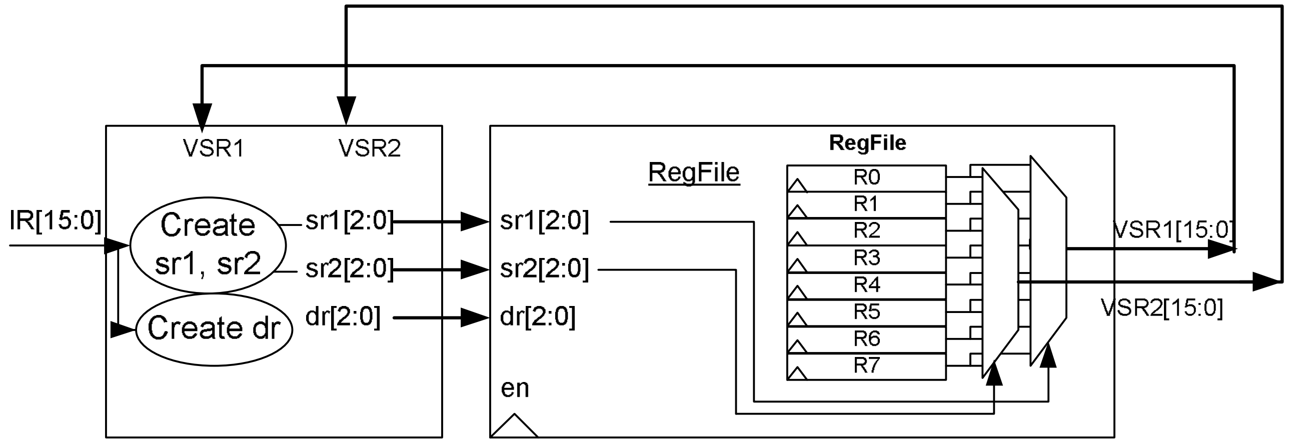
LC3 Internals EXECUTE

([DR]←[SR1] **aluop** [SR2])

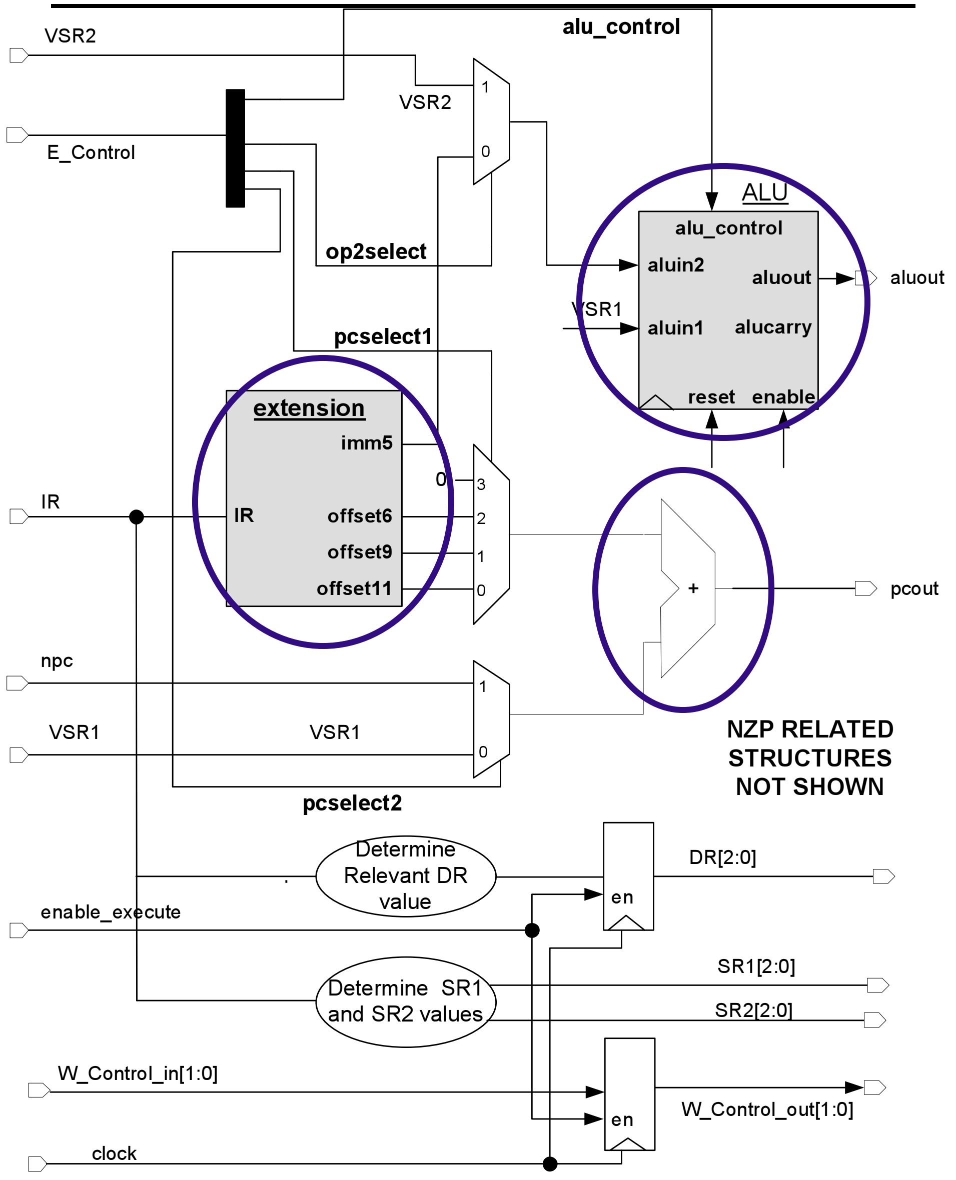
([DR]←[SR1] **aluop sxt**(Imm))

LEA ([DR] ← PC+1+**sxt**(PCOffset9))

DR: IR[11:9] (synchronous)
SR1: IR[8:6] (asynchronous)
SR2: IR[2:0] (asynchronous)



LC3 Internals EXECUTE



imm5 = {11{IR[4], IR[4:0]}}

offset6 = {10{IR[5], IR[5:0]}}

offset9 = {7{IR[8], IR[8:0]}}

offset11 = {5{IR[10], IR[10:0]}}

On reset,

aluout, pcout, W_control_out, dr **go to 0**

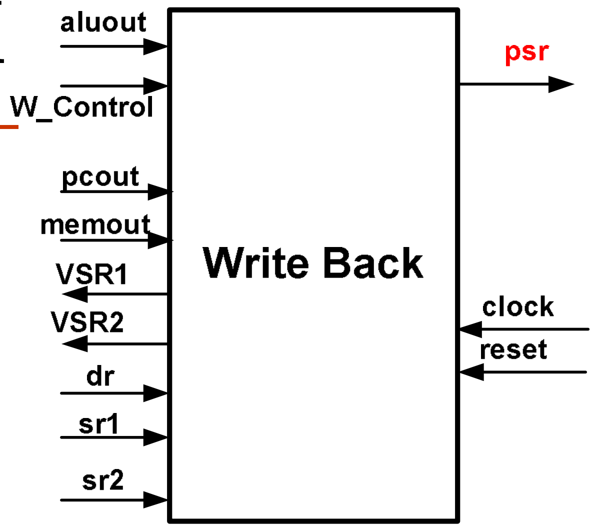
ALU Operation Instructions

	15 12	11 9	8 6	5	4 3	2 0
ADD	0 0 **0** **1**	DR	SR1	0	0 0	SR2
	0 0 **0** **1**	DR	SR1	1	imm5	
AND	0 1 **0** **1**	DR	SR1	0	0 0	SR2
	0 1 **0** **1**	DR	SR1	1	imm5	
NOT	1 0 **0** **1**	DR	SR1	111111		

Memory Operations

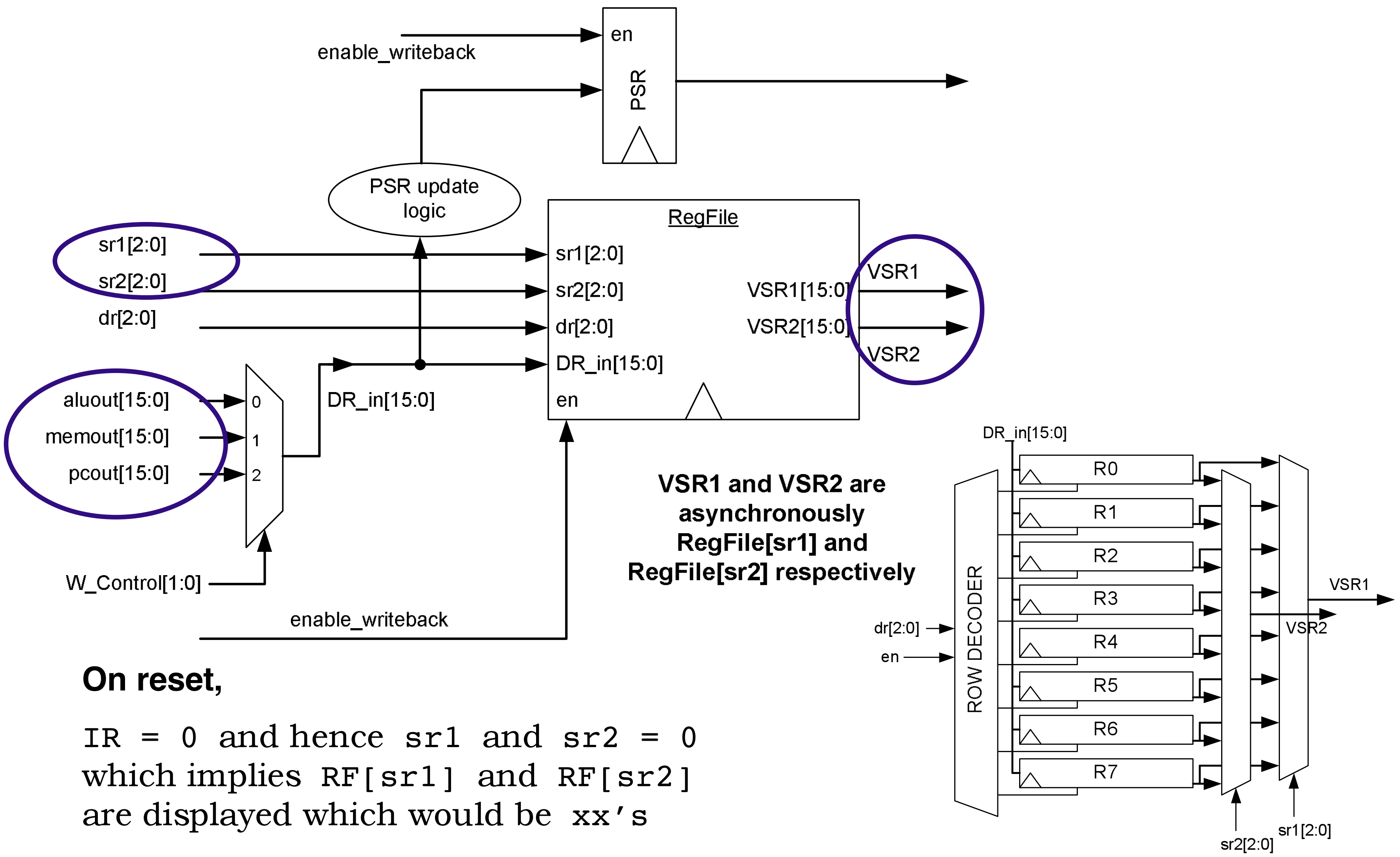
	15 12	11 9	8 6	5 4 3 2 0
LD	0 0 **1 0**	DR	PCoffset9	
LDR	0 1 **1 0**	DR	BaseR	Offset6
LDI	1 0 **1 0**	DR	PCoffset9	
LEA	1 1 **1 0**	DR	PCoffset9	
ST	0 0 **1 1**	SR	PCoffset9	
STR	0 1 **1 1**	SR	BaseR	Offset6
STI	1 0 **1 1**	SR	PCoffset9	

LC3 Internals WRITEBACK



- Contains register file (RF/RegFile)
  - Addressed using `sr1, sr2` and `dr`
  - Writes either `aluout, pcout OR memout` based on `W_control_in` value
  - Synchronous Writes to RF with `dr`
    `RegFile[dr] = DR_in`
  - Asynchronous Reads from RF using `sr1&sr2`
- Important Signals:
  - `enable_writeback`: master enable
  - `aluout, pcout, memout:`
  - `W_Control`
  - `sr1, sr2, dr, VSR1, VSR2`
- Ignore:
  - PSR: Program Status Register

LC3 Internals WRITEBACK

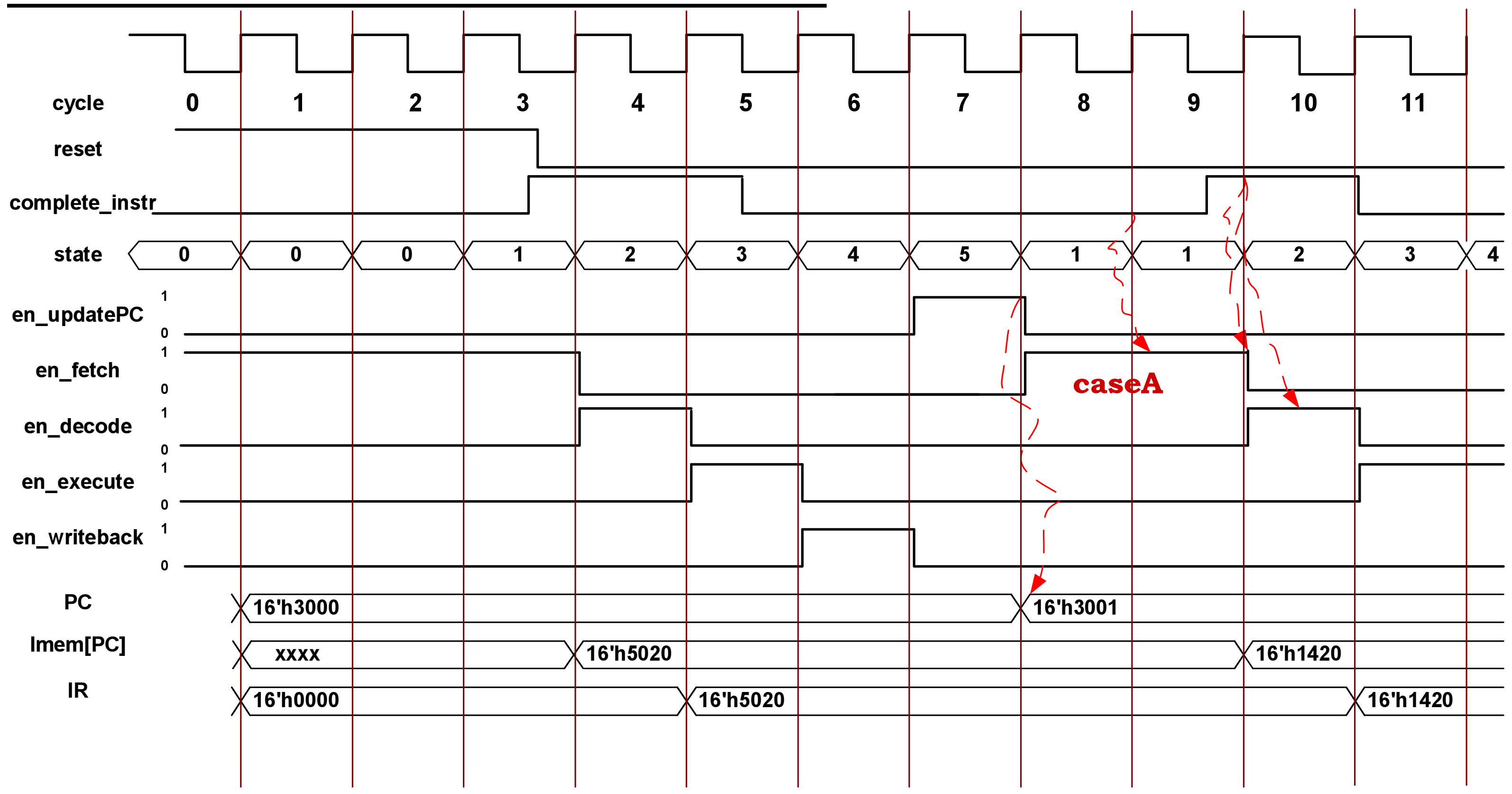


VSR1 and VSR2 are asynchronously RegFile[sr1] and RegFile[sr2] respectively

On reset,

IR = 0 and hence sr1 and sr2 = 0 which implies RF[sr1] and RF[sr2] are displayed which would be xx's

LC3 Internals CONTROL



@3000: 5020 (**AND** R0 R0 #0); **@3001: 1420** (**ADD** R2 R0 #0)

- Sensitvity to `complete_instr` signal only:
  transition from `state: 1→2` only when `complete_instr == 1` at posedge of clock
- `PC` = Program Counter ; `IR` = Instruction Register ; `IMem` = Instruction Memory ;

Detailed Timing Example

```
@3000: 5020 (AND R0 R0 #0);    @3001: 1422 (ADD R2 R0 #2)
@3002: 1820 (ADD R1 R2 R0);    @3003: EC03 (LEA R6 #-2)

FETCH (after reset has gone to 0)
in: enable_fetch = 1 ; pc = 3000 ; npc = 3001 ;
out: IMem_rd = 1 ;

DECODER
in: IMem_dout = IMem[3000] = 5020 ;  npc_in  = 3001 ;
    enable_decoder = 1 ;
out: npc_out = 3001; IR = 5020 ; W_Control = 0 (aluout) ;
     alu_control = 1; pcselect1 = 0; pcselect2 = 0; op2select = 0 (imm5)
     => E_Control = [6'b01_0000]

EXECUTE
in: E_Control = [6'b01_0000]; W_Control_in = 0 ; npc_in = 3001 ;
    IR = 5020 ; enable_execute = 1 ;
    VSR1 = R0 = xxx ; VSR2 = R0 = xxx ;
out: sr1 = 0; sr2 = 0 ;
    dr = 0 ; W_Control_out = 0 ; aluout = VSR1 & sxt(Imm5) = R0&0  = 0

WRITEBACK
in: dr = 0 ; W_Control = 0 ; aluout = 0 ; enable_writeback = 1 ;
out: RegFile[dr] = aluout = 0 => R0 = 0

UPDATEPC
in: enable_updatePC = 1 ; out: pc = 3001 ; npc = 3002
```

Detailed Timing Example

@3000: 5020 (AND R0 R0 #0); **@3001: 1422 (ADD** R2 R0 #2)

@3002: 1820 (ADD R1 R2 R0); **@3003: EC03 (LEA** R6 #-2)

FETCH
in: enable_fetch = 1 ; pc = **3001** ; npc = **3002** ;
out: IMem_rd = 1 ;

DECODER
in: IMem_dout = IMem[3001] = **1420** ; npc_in = **3002** ;
enable_decoder = 1 ;
out: npc_out = **3002;** IR = **1420** ; W_Control = **0** (aluout) ;
alu_control = **0;** pcselect1 = 0; pcselect2 = 0; op2select = **0** (imm5)
=> E_Control = **[6'b01_0000]**

EXECUTE
in: E_Control = **[6'b01_0000];** W_Control_in = 0 ; npc_in = **3002** ;
IR = **1420** ; enable_execute = 1 ;
VSR1 = **R0 = 0** ; VSR2 = **R0 = 0** ;
out: sr1 = 0; sr2 = 0 ;
dr = 0 ; W_Control_out = 0 ; aluout = **VSR1 + sxt(Imm5) = 0 + 2 = 2**

WRITEBACK
in: dr = **2** ; W_Control = 0 ; aluout = 0 ; enable_writeback = 1 ;
out: RegFile[dr] = aluout = 2 => **R2 = 2**

UPDATEPC
in: enable_updatePC = 1 ; **out:** pc = **3002** ; npc = **3003**

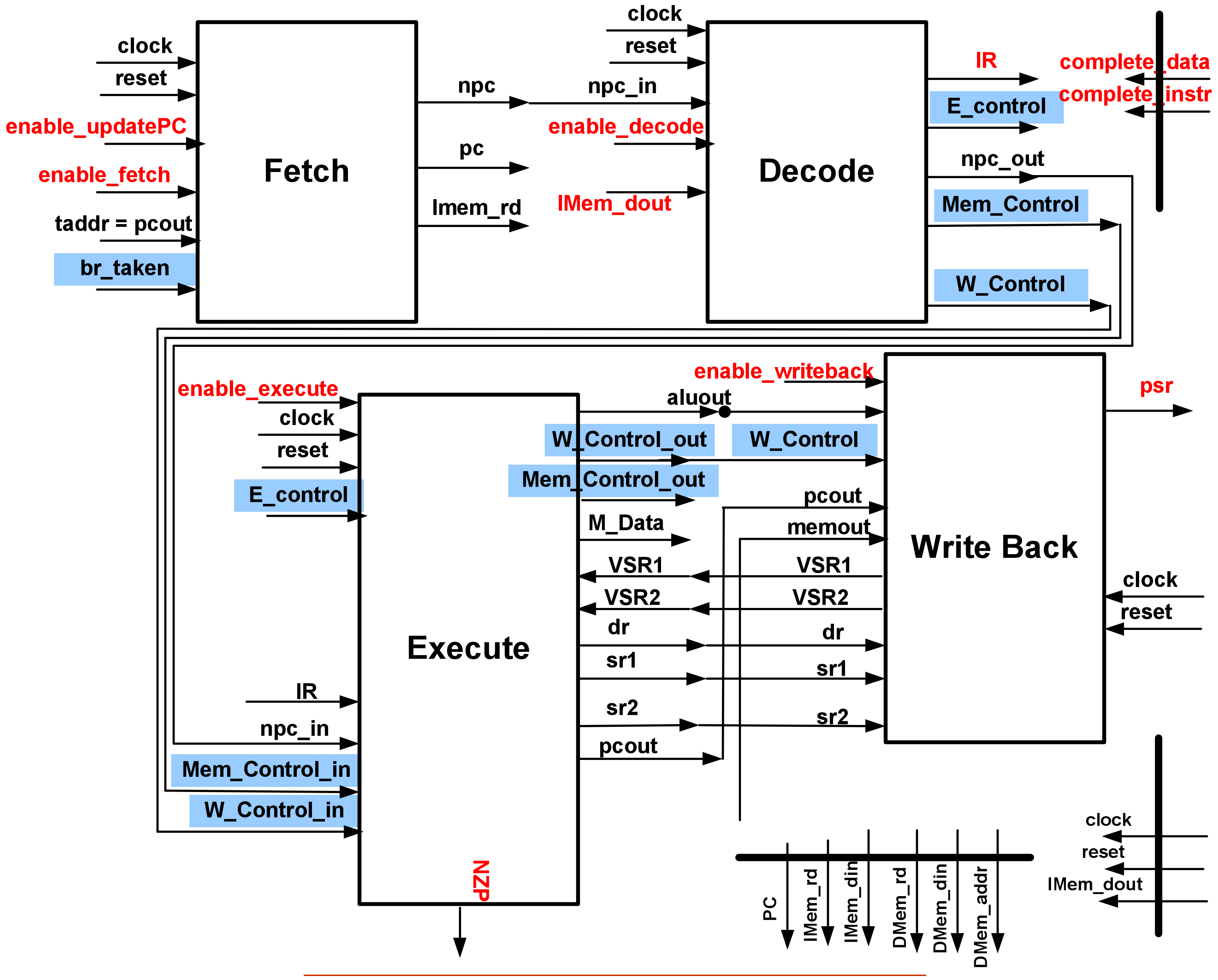
Detailed Timing Example

```
@3000: 5020 (AND R0 R0 #0);   @3001: 1422 (ADD R2 R0 #2)
@3002: 1820 (ADD R1 R2 R0);   @3003: EC03 (LEA R6 #-2)
```

```
FETCH
in: enable_fetch = 1 ; pc = 3002 ; npc = 3003 ;
out: IMem_rd = 1 ;

DECODER
in: IMem_dout = IMem[3001] = 1820 ;  npc_in  = 3003 ;
    enable_decoder = 1 ;
out: npc_out = 3003; IR = 1820 ; W_Control = 0 (aluout) ;
     alu_control = 0; pcselect1 = 0; pcselect2 = 0; op2select = 1 (VSR2)
     => E_Control = [6'b01_0001]

EXECUTE
in: E_Control = [6'b01_0001]; W_Control_in = 0 ; npc_in = 3003 ;
    IR = 1820 ; enable_execute = 1 ;
    VSR1 = R2 = 2 ; VSR2 = R0 = 0 ;
out: sr1 = 0; sr2 = 0 ;
    dr = 0 ; W_Control_out = 0 ; aluout = VSR1 + VSR2 = 2 + 0 = 2

WRITEBACK
in: dr = 1 ; W_Control = 0 ; aluout = 0 ; enable_writeback = 1 ;
out: RegFile[dr] = aluout = 0 => R1 = 2

UPDATEPC
in: enable_updatePC = 1 ; out: pc = 3003 ; npc = 3004
```

Detailed Timing Example

```
@3000: 5020 (AND R0 R0 #0);    @3001: 1422 (ADD R2 R0 #2)
@3002: 1820 (ADD R1 R2 R0);    @3003: EDFE (LEA R6 #-2)

FETCH
in: enable_fetch = 1 ; pc = 3003 ; npc = 3004 ;
out: IMem_rd = 1 ;

DECODER
in: IMem_dout = IMem[3001] = EDFE;  npc_in  = 3004 ;
    enable_decoder = 1 ;
out: npc_out = 3004 ; IR = EDFE; W_Control = 2 (pcout) ;
     alu_control=0; pcselect1 = 1(offset9); pcselect2 = 1(npc); op2select = 0
     => E_Control = [6'b01_0110]

EXECUTE
in: E_Control = [6'b01_0110]; W_Control_in = 2 ; npc_in = 3004 ;
    IR = EDFE; enable_execute = 1 ;
    VSR1 = R0 = 0 ; VSR2 = R0 = 0 ;
out: sr1 = 0; sr2 = 0 ;
    dr = 6 ; W_Control_out=2 ; aluout = npc + sxt(offset9) = 3004 + -2 = 3002

WRITEBACK
in: dr = 6 ; W_Control = 0 ; aluout = 0 ; enable_writeback = 1 ;
out: RegFile[dr] = aluout = 0 => R6 = 3002

UPDATEPC
in: enable_updatePC = 1 ; out: pc = 3002 ; npc = 3003
```


clock
reset
enable_updatePC
enable_fetch
taddr = pcout
br_taken
Fetch
npc
pc
Imem_rd
clock
reset
npc_in
enable_decode
IMem_dout
Decode
IR
E_control
npc_out
Mem_Control
W_Control
complete_data
complete_instr
enable_execute
clock
reset
E_control
IR
npc_in
Mem_Control_in
W_Control_in
Execute
NZP
aluout
W_Control_out
Mem_Control_out
M_Data
VSR1
VSR2
dr
sr1
sr2
pcout
enable_writeback
W_Control
pcout
memout
VSR1
VSR2
dr
sr1
sr2
Write Back
psr
clock
reset
PC
IMem_rd
IMem_din
DMem_rd
DMem_din
DMem_addr
clock
reset
IMem_dout

Testing Considerations

- Where Do you start?
  - Inputs and Outputs to the design & their constraints
  - Timing of instructions (5 cycles)
  - Understand controller timing

- Basic Checks
  - Reset Behavior (Each block has a particular behavior)
  - Completion of instructions and time taken
  - Operational Correctness i.e. results are right
  - Register File correctness

- Further issues
  - Smart use of data values: use inputs that give you maximum information
  - Sequence of instructions: ADD→NOT→AND→ADD with dr in one instruction being the sr1/2 in the next.