

CH4-Processor Architecture

4.1 Introducing to Y86

Y86-64 Processor State

- **program registers**

Each register has 4-bit ID

%rax	0	%rsi	6	%r8	8	%r12	C
%rcx	1	%rdi	7	%r9	9	%r13	D
%rdx	2	%rsp	4	%r10	A	%r14	E
%rbx	3	%rbp	5	%r11	B	None	F

- Same encoding as in x86-64, except %r15

其中一个为空，这样就可以使用4个bits来表示寄存器

- **program counter**(也就是PC)
- **condition codes**(也就是CC:OF,ZF,SF)
- **status code**

程序正常执行或发生事件

分为：

- 1(AOK):正常执行
- 2(HLT):halt指令
- 3(ADR):非法地址（取指或内存）
- 4(INS):非法指令

- **memory**

Y86-64 Instructions

一共有12条变长指令，通过其编号就可以判断其长度

格式：icode+ifun+rA+rB+valC

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
rrmovq rA, rB	2	0	rA	rB						
irmovq V, rB	3	0	F	rB					V	
rmmovq rA, D(rB)	4	0	rA	rB					D	
mrmmovq D(rB), rA	5	0	rA	rB					D	
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn							Dest	
cmovXX rA, rB	2	fn	rA	rB						
call Dest	8	0							Dest	
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

其中cmovXX是rrmovq的子集

- **Arithmetic and Logical Operations**

这会设置CC

```

addq rA,rB    #ifun = 0
subq rA,rB    #ifun = 1
andq rA,rB    #ifun = 2
xorq rA,rB    #ifun = 3

```

- **Move Operations**

注意到这些指令都要通过寄存器作为媒介，所以会缺失一些x86的指令

- **Conditional Move Operations**

其ifun类似于jXX，其中rrmovq对应的ifun = 0

- **Jump Instructions**

```

jmp Dest      #ifun = 0
jle Dest      #ifun = 1
jl  Dest      #ifun = 2
je  Dest      #ifun = 3
jne Dest      #ifun = 4
jge Dest      #ifun = 5
jg  Dest      #ifun = 6

```

- **Stack Operations**

y86的栈基本类似于x86

一些trick:

```
pushq %rsp -> save old %rsp
popq %rsp -> movq (%rsp) %rsp
```

- **Subroutine Call and Return**

- **Miscellaneous Instructions**

nop不做任何事情

halt中止执行指令

Y86-64 Programs

```

1  # Execution begins at address 0
2      .pos 0                                # assembler directives,告诉汇编器从地址0产生代码
3      irmovq      stack, %rsp              # Set up stack pointer,可以认为这里的stack类似于宏
4      call                main              # Execute main program
5      halt                                # Terminate program
6
7  # Array of 4 elements
8      .align 8                              # 同为伪指令, 指出8字节对齐
9  array:                                  # 声明一个数组
10     .quad 0x000d000d000d
11     .quad 0x00c000c000c0
12     .quad 0x0b000b000b00
13     .quad 0xa000a000a000
14
15  main:
16     irmovq      array,%rdi
17     irmovq      $4,%rsi
18     call                sum                # sum(array, 4)
19     ret
20

```

```

21  # long sum(long *start, long count)
22  # start in %rdi, count in %rsi
23  sum:
24      irmovq    $8,%r8                # Constant 8
25      irmovq    $1,%r9                # Constant 1
26      xorq      %rax,%rax              # sum = 0,相当于置零
27      andq      %rsi,%rsi              # Set CC,判断count是否为零, 同时不改变其值
28      jmp       test                  # Goto test
29  loop:
30      mrmovq    (%rdi),%r10            # Get *start
31      addq      %r10,%rax              # Add to sum
32      addq      %r8,%rdi               # start++
33      subq      %r9,%rsi               # count--. Set CC
34  test:
35      jne       loop                  # Stop when 0
36      ret
37
38  # Stack starts here and grows to lower addresses
39      .pos 0x200
40  stack:                                # 指明栈从0x200开始

```

通过观察每条指令执行后的状态码来debug

ISA(Instruction Set Architecture)

ISA提供了软件与硬件之间的概念抽象层

CISC vs.RISC

RISC:ARM,CISC:X86

CISC	早期的 RISC
指令数量很多。Intel 描述全套指令的文档[51]有1200 多页。	指令数量少得多。通常少于 100 个。
有些指令的延迟很长。包括将一个整块从内存的一个部分复制到另一部分的指令，以及其他一些将多个寄存器的值复制到内存或从内存复制到多个寄存器的指令。	没有较长延迟的指令。有些早期的 RISC 机器甚至没有整数乘法指令，要求编译器通过一系列加法来实现乘法。
编码是可变长度的。x86-64 的指令长度可以是 1~15 个字节。	编码是固定长度的。通常所有的指令都编码为 4 个字节。
指定操作数的方式很多样。在 x86-64 中，内存操作数指示符可以有許多不同的组合，这些组合由偏移量、基址和变址寄存器以及伸缩因子组成。	简单寻址方式。通常只有基址和偏移量寻址。
可以对内存和寄存器操作数进行算术和逻辑运算。	只能对寄存器操作数进行算术和逻辑运算。允许使用内存引用的只有 load 和 store 指令，load 是从内存读到寄存器，store 是从寄存器写到内存。这种方法被称为 load/store 体系结构。
对机器级程序来说实现细节是不可见的。ISA 提供了程序和如何执行程序之间的清晰的抽象。	对机器级程序来说实现细节是可见的。有些 RISC 机器禁止某些特殊的指令序列，而有些跳转要到下一条指令执行完了以后才会生效。编译器必须在这些约束条件下进行性能优化。
有条件码。作为指令执行的副产品，设置了一些特殊的标志位，可以用于条件分支检测。	没有条件码。相反，对条件检测来说，要用明确的测试指令，这些指令会将测试结果放在一个普通的寄存器中。
栈密集的过程链接。栈被用来存取过程参数和返回地址。	寄存器密集的过程链接。寄存器被用来存取过程参数和返回地址。因此有些过程能完全避免内存引用。通常处理器有更多的(最多的有 32 个)寄存器。

现在的ISA综合了CISC和RISC的优点

4.2 Logical Design & HCL

Combinational Circuits

- Bit Equal
- Bit-level Multiplexor(Bit MUX)

HCL Representation

使用case expression表示,由多个select:expr组合而成，输出为第一个select为1的expr

```
Out = [
  s : A;
  1 : B;
]
```

这里的1可以认为是default

- Arithmetic Logic Unit

Storage(Sequential Circuits)

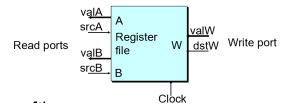
Clocked Registers

在clock呈现上升沿时，才根据input改变output

- **Register File**

可同时支持读两个程序寄存器的值，同时更新第三个寄存器的状态

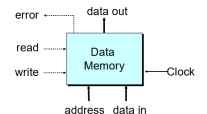
- 读：根据src的寄存器ID，一段延迟后输出对应的val
- 写：输入val和dst，在clock上升沿时写入



- **Memory**

数据处理器

类似的读与写，设置write为0或1，非法地址时，error设置为1



4.3 Sequential CPU Implementation

Instruction Execution Stages

- **Fetch**

读取指令

因为PC是clock register，所以在上升沿的时候增加PC

- **Decode**

读取register，使用register file

- **Execute**

执行指令，ALU用于算术/逻辑单元，可能修改或使用CC

- **Memory**

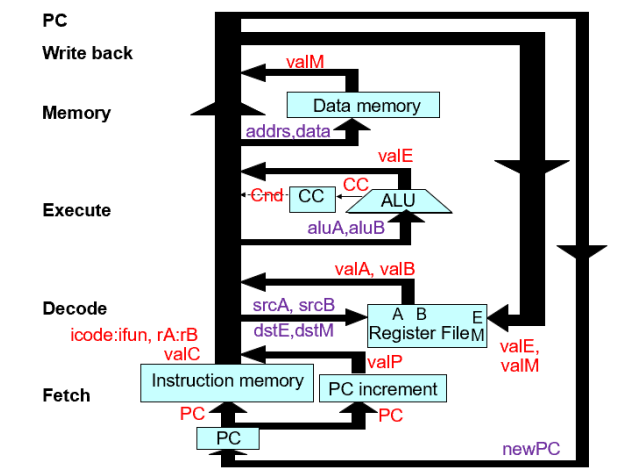
读写内存

- **Write Back**

对寄存器进行写操作

- **PC**

更新PC



当出现异常时（halt/非法指令/非法地址），processor loop停止

Computation Steps

		OPq rA, rB	call Dest
Fetch	icode,ifun	icode:ifun $\leftarrow M_1[PC]$	icode:ifun $\leftarrow M_1[PC]$
	rA,rB	rA:rB $\leftarrow M_1[PC+1]$	
	valC		valC $\leftarrow M_8[PC+1]$
	valP	valP $\leftarrow PC+2$	valP $\leftarrow PC+9$
Decode	valA, srcA	valA $\leftarrow R[rA]$	
	valB, srcB	valB $\leftarrow R[rB]$	valB $\leftarrow R[\%rsp]$
Execute	valE,aluA,aluB	valE $\leftarrow valB \text{ OP } valA$	valE $\leftarrow valB + -8$
	Cond code	Set CC	
Memory	valM,addr,data		$M_8[valE] \leftarrow valP$
Write Back	valE,dstE	$R[rB] \leftarrow valE$	$R[\%rsp] \leftarrow valE$
	valM,dstM		
PC update	PC, newPC	PC $\leftarrow valP$	PC $\leftarrow valC$

	cmovXX rA, rB	
Fetch	icode:ifun $\leftarrow M_1[PC]$	Read instruction byte
	rA:rB $\leftarrow M_1[PC+1]$	Read register byte
	valP $\leftarrow PC+2$	Compute next PC
Decode	valA $\leftarrow R[rA]$	Read operand A
Execute	valE $\leftarrow 0 + valA$	Perform ALU operation
	Cnd $\leftarrow \text{Cond}(CC, ifun)$	Take move?
Memory		
Write back	Cnd ? $R[rB] \leftarrow valE$: -	Write back result if move taken
PC update	PC $\leftarrow valP$	Update PC

具体的就看书吧

Values

- Determinate Values:**

Fetch: PC, icode, ifun, rA(寄存器编号), rB, valC(常量值), valP(增加后的PC值)

Decode: valA(寄存器存的值), valB

Execute: valE(ALU计算结果), CC, Cnd(之前的CC以判断情况)

Memory: valM(内存值)

Write Back: valE, valM

- Indeterminate Values:**

Decode: srcA(valA对应的位置, rA, %rsp), srcB(rB, %rsp)

Execute: aluA(valA, valC, +8, -8), aluB(valB, 0)

Memory: addr(valA, valE), data(valA, valP)

Write Back: dstE(rB, %rsp), dstM(rA, Cnd F)

PC: newPC(valP, valC, valM)

上述步骤同时在上升沿发生，status同时更新

SEQ CPU Implementation

4.4 Pipeline

Principles of Pipeline

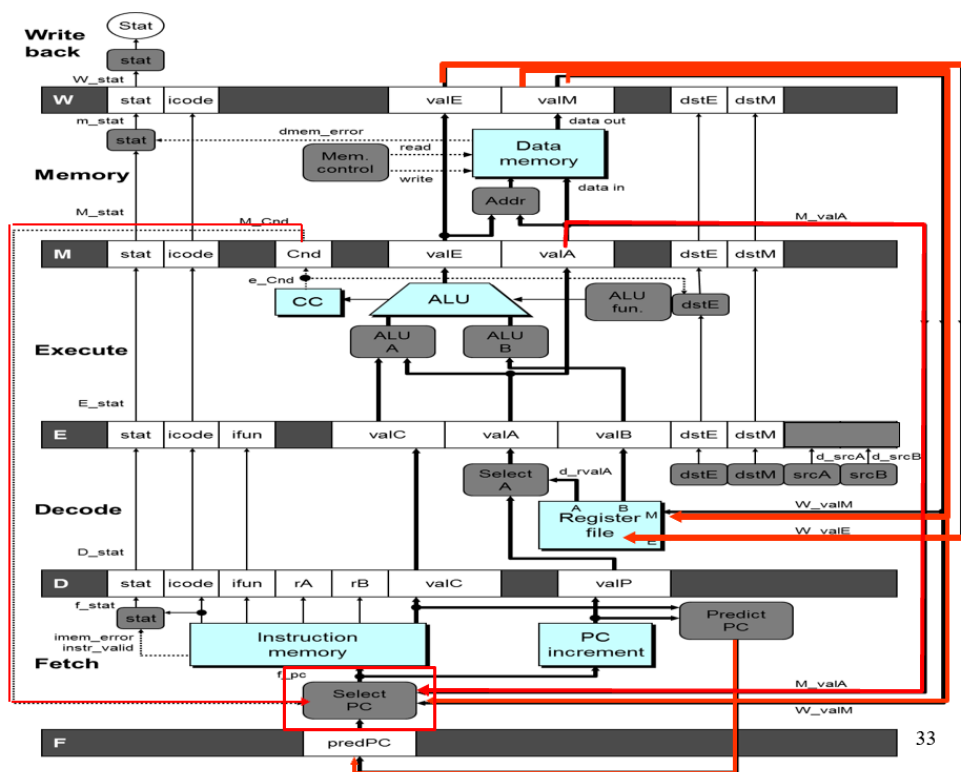
Limitations

1. 不均匀的划分：时钟周期必须等于最长阶段延迟加上寄存器延迟
2. 流水线过深，收益下降：每个阶段之间都要塞入流水线寄存器延迟，导致其占比大，单条指令延迟上升
3. 指令之间的依赖关系：数据依赖、控制依赖，这需要Hazard

Pipeline Implemetation

Pipeline Stages

五级流水线：合并Fetch和PC(相当于PC被放在一开始，用于计算本条指令的位置而非下一条指令了)



整个硬件框图。实际上大部分内容与SEQ+相比，是相当类似或者说相同的。

变化有：

1. 信号的重新组织与命名。在原有输入信号前面加上流水线寄存器名称（大写）以区分各自用到的信号。因为例如icode就在Decode、Execute、Memory和Write back阶段都存在，而且这些信号的内容还不同(因为属于不同的指令)，所以用流水线寄存器来加以区分。D_icode, E_icode, M_icode, and W_icode.
如果这些信号是某一阶段产生的，则以小写字母作前缀。例如valE是由Execute阶段产生的，所以在Execute阶段，他的名字叫e_valE。
2. 在Fetch阶段增加了Predict PC部件来预测下一条指令的地址。
3. 将valP和valA在Decode阶段合并为一个信号，所以多了一个Select A部件。书上P321。主要用处是减少控制信号和寄存器的数目。因为只有call指令会在memory阶段用到valP，只有jump指令会在execute阶段用到valP。这两种指令都不需要用到寄存器A。所以我们可以将这两个控制信号合并。这样，SEQ中的data部件就不需要了。因为在Fetch阶段本身就有Predict PC部件。这样valP在其他场合也不需要传播到Fetch阶段之外的场合去。

Predicting the PC

在上一条指令完成取指后开始猜测PC，使得马上执行下一条指令

- 大部分无控制指令：valP，总是能猜对
- call和无条件跳转：valC，总是能猜对
- conditional jumps：valC，可能猜错，使用Select PC判断正误，猜错了要进行补救
- return指令：无法猜测，使用Select PC得到正确的值

Hazards

由于指令之间的依赖关系，需要进行冒险，记住主要的四个就可以(ret,mispredicting jmp,load/use,exception)

Data Hazard

Stalling

使用bubble插入nop，一次插入一个；bubble在时钟上升沿时让某条指令及其之后的指令停在原处不进入下一级，从而实现一个nop(即修改icode)，副作用是后面的指令都重复执行某个阶段。

Bypass Paths

在Decode阶段，需要取得valA和valB，这要么来源于register file，要么来源于forward，从接下来的阶段提前取得

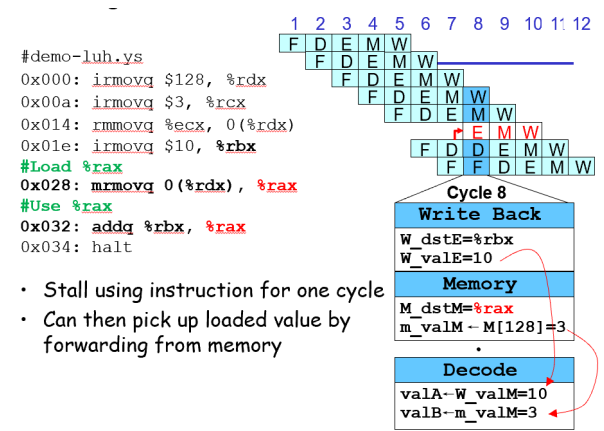
Forwarding Sources:

- *Execute:* e_valE
- *Memory:* M_valE,m_valM

- *Write Back*: W_valE, W_valM

优先取最近的阶段，register file优先级最低

一般来说都可以forwarding，从而不需要stall和插入bubble，但也有可能来不及(即load/use)，此时只能使用一次stall来在Execute阶段插入一个bubble



- Stall using instruction for one cycle
- Can then pick up loaded value by forwarding from memory

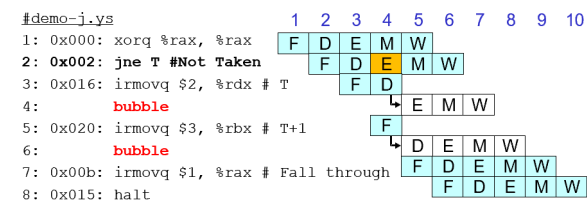
Control Hazard

```
int f_PC = [
#mispredicted branch. Fetch at incremented PC
    M_icode == IJXX && !M_Cnd : M_valA;
#completion of RET instrucion
    W_icode == IRET : W_valM;
#default: Use predicted value of PC
    1: F_predPC
];
```

一般来说都会选择TAKEN，即valP

Branch Misprediction

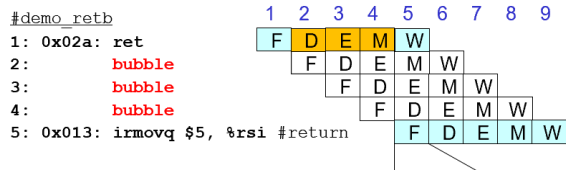
分别在Decode和Execute阶段插入两个bubble来及时阻止错误执行的两条指令，并把状态码改回来(所以会有M_Cnd写回的路径)



Return

下一条指令需要在fetch阶段stall并插入3个bubble，直到ret指令到达write back阶段，从而读到正确的W_valM

之所以没有在memory阶段就恢复，是因为pred PC在fetch最开始，而m_valM则是在memory阶段结尾获得的，这会使得fectedh阶段耗时翻倍，影响流水线性能，后面jump使用M_valA也是这个原因(用大写)



Exceptions

在每个阶段都加入状态码来传递，在Write Back阶段再集中顺序处理异常

PIPE CPU Implementation

PIPE Control Logic

Control Cases

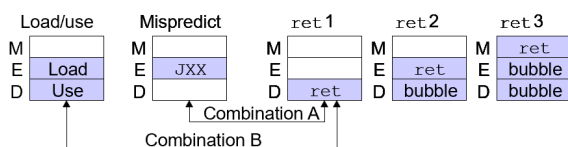
- **Detection:**

Condition	Trigger
Processing ret	IRET in { D_icode, E_icode, M_icode }
Load/Use Hazard	E_icode in { IMRMOVL, IPOPL } && E_dstM in { d_srcA, d_srcB }
Mispredicted Branch	E_icode = IJXX & !e_Cnd

- **Action:**

Condition	F	D	E	M	W
Processing ret	stall	bubble	normal	normal	normal
Load/Use Hazard	stall	stall	bubble	normal	normal
Mispredicted Branch	normal	bubble	bubble	normal	normal

Control Combinations



Combination A

jmp错误预测，此时也应当按照错误预测处理且stall在fetch，PC使用M_valA

Condition	F	D	E	M	W
Processing ret	stall	bubble	normal	normal	normal
Mispredicted Branch	normal	bubble	bubble	normal	normal
Combination	stall	bubble	bubble	normal	normal

Combination B

load的是%rsp，此时优先处理load/use，并将ret控制在decode阶段

Condition	F	D	E	M	W
Processing ret	stall	bubble	normal	normal	normal
Load/Use Hazard	stall	stall	bubble	normal	normal
Combination	stall	stall + bubble	bubble	normal	normal
Desired	stall	stall	bubble	normal	normal

Performance Analysis

计算CPI，理想情况下1.0

HCL of PIPE CPU

```
##### Fetch Stage #####
```

```
## What address should instruction be fetched at
```

```
word f_pc = [  
    # Mispredicted branch. Fetch at incremented PC  
    M_icode == IJXX && !M_Cnd : M_valA;  
    # Completion of RET instruction  
    W_icode == IRET : W_valM;  
    # Default: Use predicted value of PC  
    1 : F_predPC;  
];
```

```
## Determine icode of fetched instruction
```

```
word f_icode = [  
    imem_error : INOP;  
    1: imem_icode;  
];
```

```
# Determine ifun
```

```
word f_ifun = [  
    imem_error : FNONE;  
    1: imem_ifun;  
];
```

```
# Is instruction valid?
```

```
bool instr_valid = f_icode in  
    { INOP, IHALT, IRRMOVQ, IIRMOVQ, IRMMOVQ, IMRMVQ,  
      IOPQ, IJXX, ICALL, IRET, IPUSHQ, IPOPQ, IIADDQ };
```

```
# Determine status code for fetched instruction
```

```
word f_stat = [  
    imem_error: SADR;  
    !instr_valid : SINS;  
    f_icode == IHALT : SHLT;  
    1 : SAOK;  
];
```

```
# Does fetched instruction require a regid byte?
```

```
bool need_regids =  
    f_icode in { IRRMOVQ, IOPQ, IPUSHQ, IPOPQ,  
                IIRMOVQ, IRMMOVQ, IMRMVQ, IIADDQ };
```

```

# Does fetched instruction require a constant word?
bool need_valC =
    f_icode in { IIRMOVQ, IRMMOVQ, IMRMVQ, IJXX, ICALL, IIADDQ };

# Predict next value of PC
word f_predPC = [
    f_icode in { IJXX, ICALL } : f_valC;
    1 : f_valP;
];

##### Decode Stage #####

## What register should be used as the A source?
word d_srcA = [
    D_icode in { IRRMOVQ, IRMMOVQ, IOPQ, IPUSHQ } : D_rA;
    D_icode in { IPOPOPQ, IRET } : RRSP;
    1 : RNONE; # Don't need register
];

## What register should be used as the B source?
word d_srcB = [
    D_icode in { IOPQ, IRMMOVQ, IMRMVQ, IIADDQ } : D_rB;
    D_icode in { IPUSHQ, IPOPOPQ, ICALL, IRET } : RRSP;
    1 : RNONE; # Don't need register
];

## What register should be used as the E destination?
word d_dstE = [
    D_icode in { IRRMOVQ, IIRMOVQ, IOPQ, IIADDQ } : D_rB;
    D_icode in { IPUSHQ, IPOPOPQ, ICALL, IRET } : RRSP;
    1 : RNONE; # Don't write any register
];

## What register should be used as the M destination?
word d_dstM = [
    D_icode in { IMRMVQ, IPOPOPQ } : D_rA;
    1 : RNONE; # Don't write any register
];

## What should be the A value?
## Forward into decode stage for valA

```

```

word d_valA = [
    D_icode in { ICALL, IJXX } : D_valP; # Use incremented PC
    d_srcA == e_dstE : e_valE;    # Forward valE from execute
    d_srcA == M_dstM : m_valM;    # Forward valM from memory
    d_srcA == M_dstE : M_valE;    # Forward valE from memory
    d_srcA == W_dstM : W_valM;    # Forward valM from write back
    d_srcA == W_dstE : W_valE;    # Forward valE from write back
    1 : d_rvalA; # Use value read from register file
];

```

```

word d_valB = [
    d_srcB == e_dstE : e_valE;    # Forward valE from execute
    d_srcB == M_dstM : m_valM;    # Forward valM from memory
    d_srcB == M_dstE : M_valE;    # Forward valE from memory
    d_srcB == W_dstM : W_valM;    # Forward valM from write back
    d_srcB == W_dstE : W_valE;    # Forward valE from write back
    1 : d_rvalB; # Use value read from register file
];

```

Execute Stage

Select input A to ALU

```

word aluA = [
    E_icode in { IRRMOVQ, IOPQ } : E_valA;
    E_icode in { IIRMOVQ, IRMMOVQ, IMRMVQ, IIADDQ } : E_valC;
    E_icode in { ICALL, IPUSHQ } : -8;
    E_icode in { IRET, IPOPQ } : 8;
    # Other instructions don't need ALU
];

```

Select input B to ALU

```

word aluB = [
    E_icode in { IRMMOVQ, IMRMVQ, IOPQ, ICALL,
                IPUSHQ, IRET, IPOPQ, IIADDQ } : E_valB;
    E_icode in { IRRMOVQ, IIRMOVQ } : 0;
    # Other instructions don't need ALU
];

```

Set the ALU function

```

word alufun = [
    E_icode == IOPQ : E_ifun;
    1 : ALUADD;
];

```

```

## Should the condition codes be updated?
bool set_cc = (E_icode == IOPQ || E_icode == IIADDQ) &&
    # State changes only during normal operation
    !m_stat in { SADR, SINS, SHLT } && !w_stat in { SADR, SINS, SHLT };

## Generate valA in execute stage
word e_valA = E_valA;    # Pass valA through stage

## Set dstE to RNONE in event of not-taken conditional move
word e_dstE = [
    E_icode == IRRMOVQ && !e_Cnd : RNONE;
    1 : E_dstE;
];

##### Memory Stage #####

## Select memory address
word mem_addr = [
    M_icode in { IRMMOVQ, IPUSHQ, ICALL, IMRMVQ } : M_valE;
    M_icode in { IPOPQ, IRET } : M_valA;
    # Other instructions don't need address
];

## Set read control signal
bool mem_read = M_icode in { IMRMVQ, IPOPQ, IRET };

## Set write control signal
bool mem_write = M_icode in { IRMMOVQ, IPUSHQ, ICALL };

/* $begin pipe-m_stat-hcl */
## Update the status
word m_stat = [
    dmem_error : SADR;
    1 : M_stat;
];
/* $end pipe-m_stat-hcl */

## Set E port register ID
word w_dstE = W_dstE;

## Set E port value
word w_valE = W_valE;

```



```

## Set M port register ID
word w_dstM = W_dstM;

## Set M port value
word w_valM = W_valM;

## Update processor status
word Stat = [
    W_stat == SBUB : SAOK;
    1 : W_stat;
];

##### Pipeline Register Control #####

# Should I stall or inject a bubble into Pipeline Register F?
# At most one of these can be true.
bool F_bubble = 0;
bool F_stall =
    # Conditions for a load/use hazard
    E_icode in { IMRMOVQ, IPOPOP } &&
    E_dstM in { d_srcA, d_srcB } ||
    # Stalling at fetch while ret passes through pipeline
    IRET in { D_icode, E_icode, M_icode };

# Should I stall or inject a bubble into Pipeline Register D?
# At most one of these can be true.
bool D_stall =
    # Conditions for a load/use hazard
    E_icode in { IMRMOVQ, IPOPOP } &&
    E_dstM in { d_srcA, d_srcB };

bool D_bubble =
    # Mispredicted branch
    (E_icode == IJXX && !e_Cnd) ||
    # Stalling at fetch while ret passes through pipeline
    # but not condition for a load/use hazard
    !(E_icode in { IMRMOVQ, IPOPOP } && E_dstM in { d_srcA, d_srcB }) &&
    IRET in { D_icode, E_icode, M_icode };

# Should I stall or inject a bubble into Pipeline Register E?
# At most one of these can be true.
bool E_stall = 0;

```

```

bool E_bubble =
    # Mispredicted branch
    (E_icode == IJXX && !e_Cnd) ||
    # Conditions for a load/use hazard
    E_icode in { IMRMOVQ, IPOPQ } &&
    E_dstM in { d_srcA, d_srcB};

# Should I stall or inject a bubble into Pipeline Register M?
# At most one of these can be true.
bool M_stall = 0;
# Start injecting bubbles as soon as exception passes through memory stage
bool M_bubble = m_stat in { SADR, SINS, SHLT } || w_stat in { SADR, SINS, SHLT };

# Should I stall or inject a bubble into Pipeline Register W?
bool W_stall = w_stat in { SADR, SINS, SHLT };
bool W_bubble = 0;
#/* $end pipe-all-hcl */

```