第六讲
Computer Architecture
ISA Tradeoffs（I）

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ISA vs. Microarchitecture Level Tradeoff

- A similar tradeoff (control vs. data-driven execution) can be made at the microarchitecture level

- ISA: Specifies how the programmer sees instructions to be executed
  - Programmer sees a sequential, control-flow execution order vs.
  - Programmer sees a data-flow execution order

- Microarchitecture: How the underlying implementation actually executes instructions
  - Microarchitecture can execute instructions in any order as long as it obeys the semantics specified by the ISA when making the instruction results visible to software
    - Programmer should see the order specified by the ISA

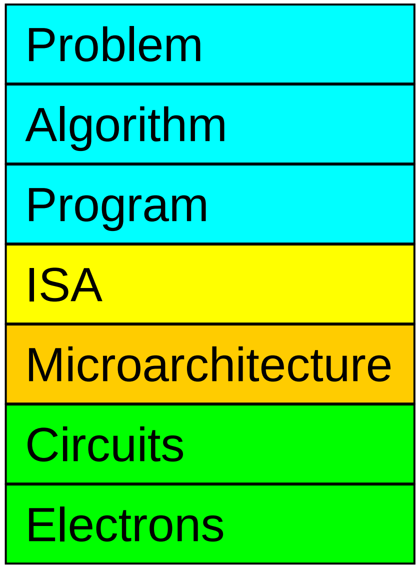
Property of ISA vs. Uarch?

- ADD instruction's opcode
- Number of general purpose registers
- Number of ports to the register file
- Number of cycles to execute the MUL instruction
- Whether or not the machine employs pipelined instruction execution

- Remember
  - Microarchitecture: Implementation of the ISA under specific design constraints and goals

Design Point

- A set of design considerations and their importance
  - leads to tradeoffs in both ISA and uarch
- Considerations
  - Cost
  - Performance
  - Maximum power consumption
  - Energy consumption (battery life)
  - Availability
  - Reliability and Correctness
  - Time to Market

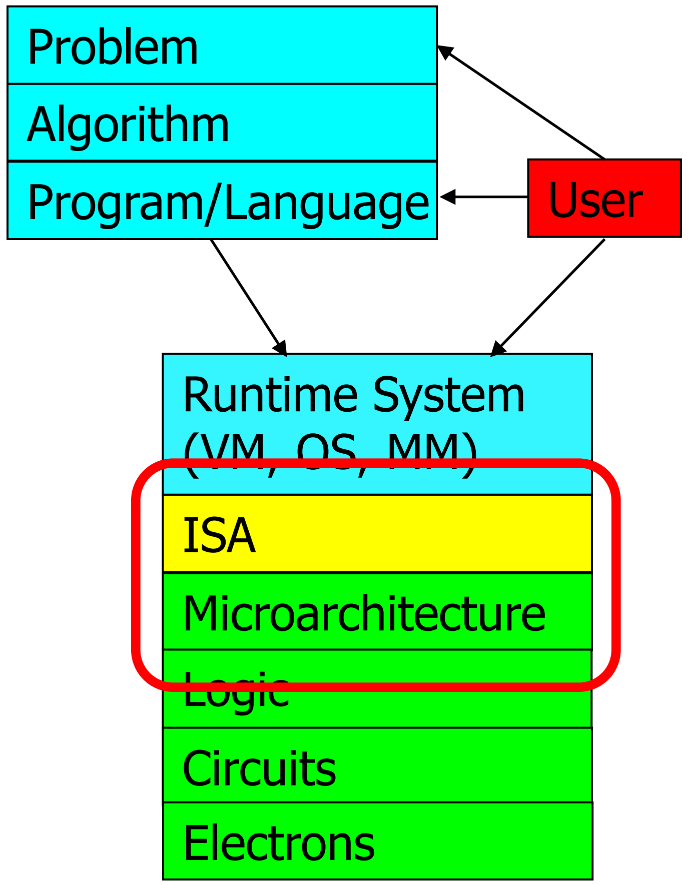


- Design point determined by the “Problem” space (application space)

Tradeoffs: Soul of Computer Architecture

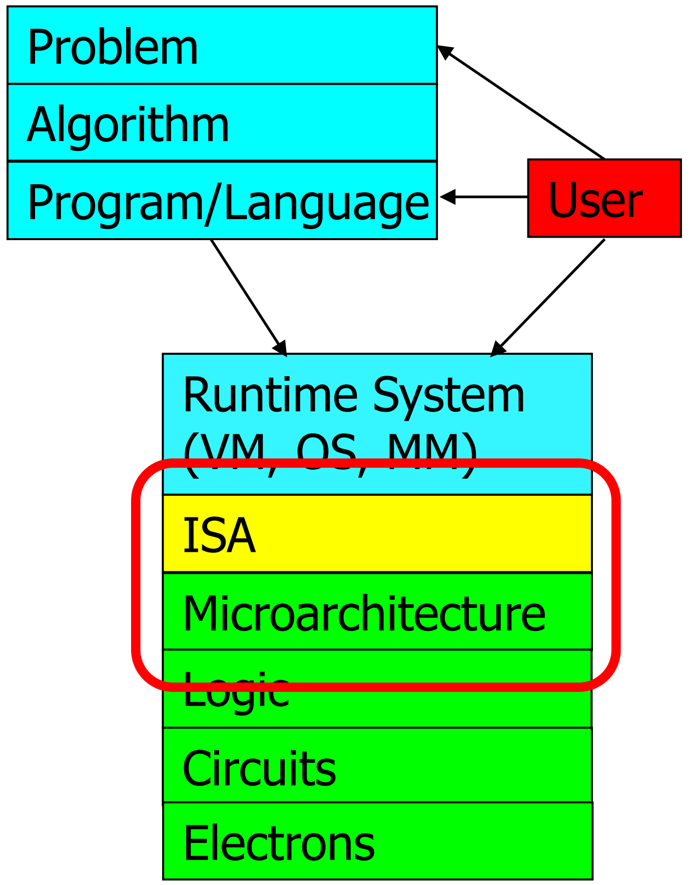
- ISA-level tradeoffs
- Microarchitecture-level tradeoffs
- System and Task-level tradeoffs
  - How to divide the labor between hardware and software
- *Computer architecture is the science and art of making the appropriate trade-offs to meet a design point*
  - *Why art?*

Why Is It (Somewhat) Art?



- We do not (fully) know the future (applications, users, market)

Why Is It (Somewhat) Art?



- And, the future is not constant (it changes)!

ISA Principles and Tradeoffs

Many Different ISAs Over Decades

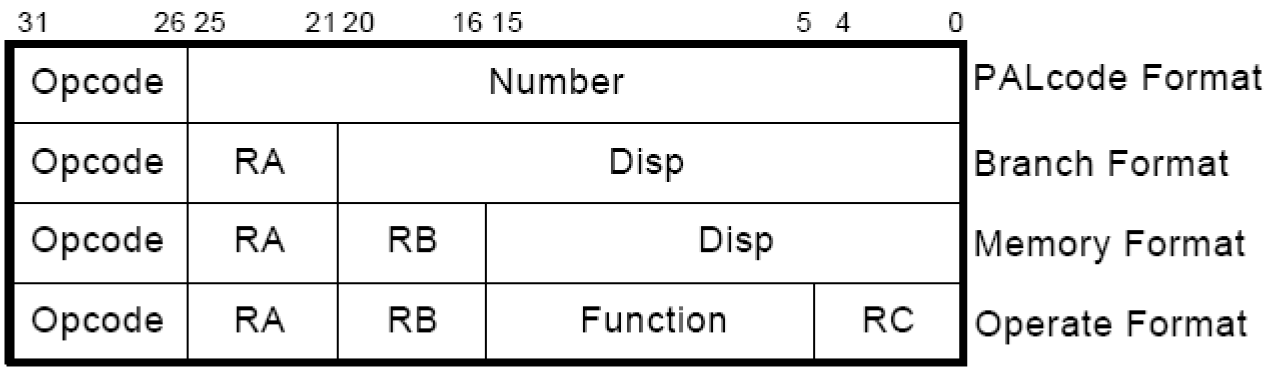
- x86
- PDP-x: Programmed Data Processor (PDP-11)
- VAX
- IBM 360
- CDC 6600
- SIMD ISAs: CRAY-1, Connection Machine
- VLIW ISAs: Multiflow, Cydrome, IA-64 (EPIC)
- PowerPC, POWER
- RISC ISAs: Alpha, MIPS, SPARC, ARM

- What are the fundamental differences?
  - E.g., how instructions are specified and what they do
  - E.g., how complex are the instructions

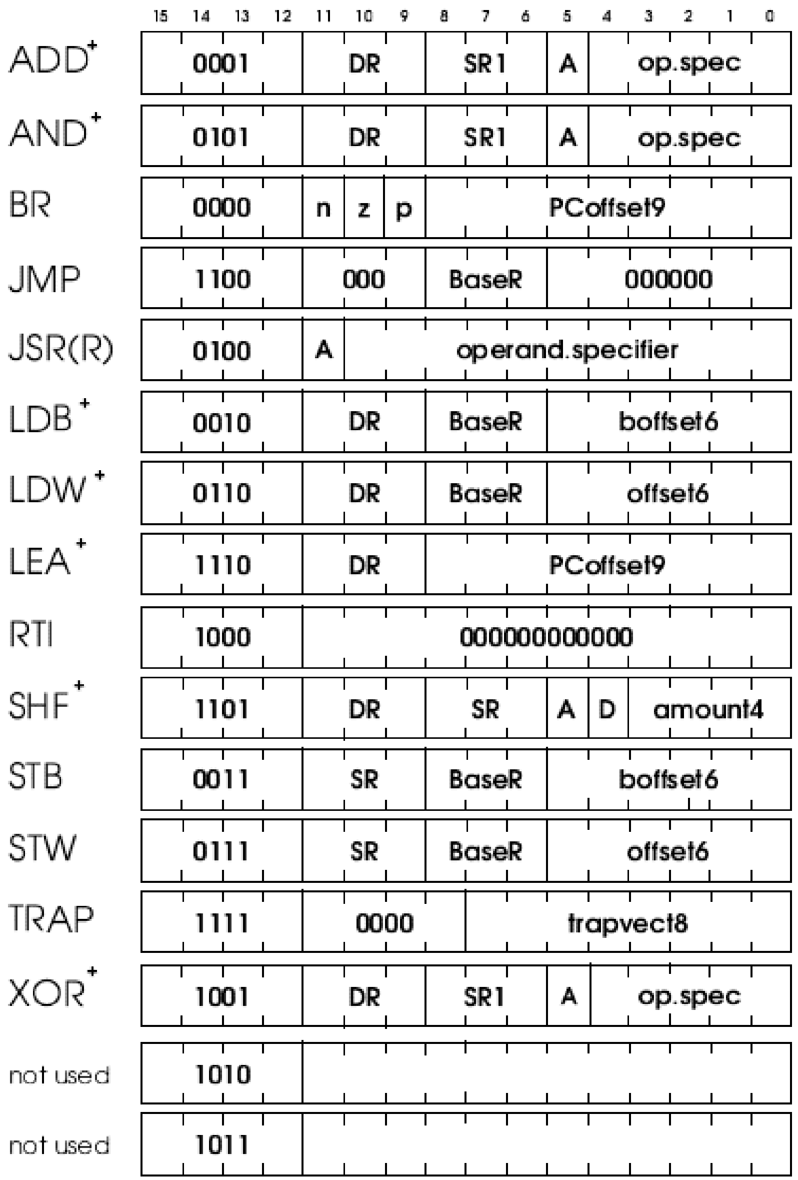
Instruction

- Basic element of the HW/SW interface
- Consists of
  - opcode: what the instruction does
  - operands: who it is to do it to

  - Example from Alpha ISA:



Set of Instructions, Encoding, and Spec

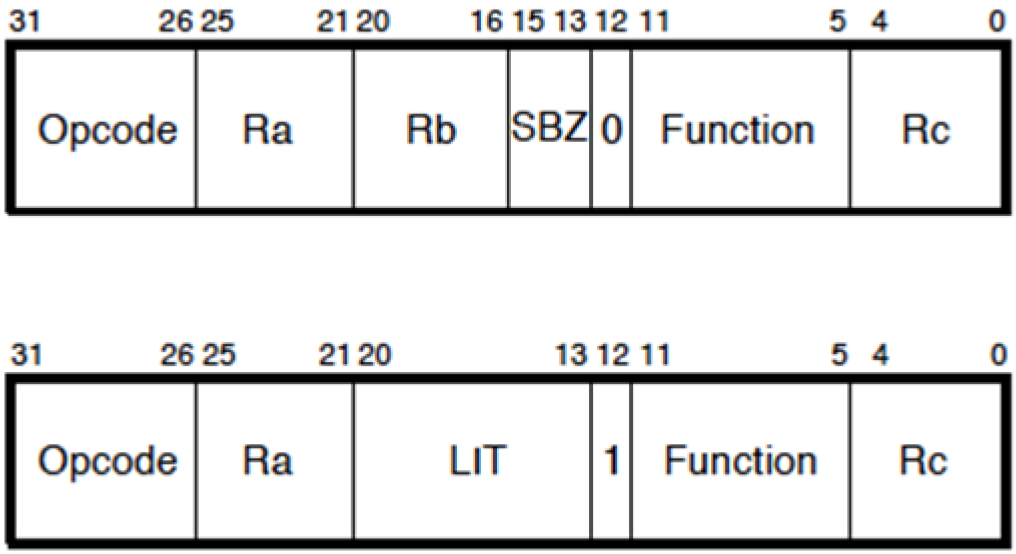


	15–12					
ADD+	0001	DR	SR1	A	op.spec	
AND+	0101	DR	SR1	A	op.spec	
BR	0000	n	z	p	PCoffset9	
JMP	1100	000	BaseR	000000		
JSR(R)	0100	A	operand.specifier			
LDB+	0010	DR	BaseR	boffset6		
LDW+	0110	DR	BaseR	offset6		
LEA+	1110	DR	PCoffset9			
RTI	1000	000000000000				
SHF+	1101	DR	SR	A	D	amount4
STB	0011	SR	BaseR	boffset6		
STW	0111	SR	BaseR	offset6		
TRAP	1111	0000	trapvect8			
XOR+	1001	DR	SR1	A	op.spec	
not used	1010					
not used	1011					

- Example from LC-3b ISA
  - http://www.ece.utexas.edu/~patt/11s.460N/handouts/new_byte.pdf
- x86 Manual
- Aside: concept of "bit steering"
  - A bit in the instruction determines the interpretation of other bits
- Why unused instructions?

Bit Steering in Alpha

Figure : Operate Instruction Format



If bit <12> of the instruction is 0, the Rb field specifies a source register operand.

If bit <12> of the instruction is 1, an 8-bit zero-extended literal constant is formed by bits <20:13> of the instruction. The literal is interpreted as a positive integer between 0 and 255 and is zero-extended to 64 bits.

What Are the Elements of An ISA?

- Instruction sequencing model
  - Control flow vs. data flow
  - Tradeoffs?

- Instruction processing style
  - Specifies the number of “operands” an instruction “operates” on and how it does so
  - 0, 1, 2, 3 address machines
    - 0-address: stack machine (push A, pop A, op)
    - 1-address: accumulator machine (ld A, st A, op A)
    - 2-address: 2-operand machine (one is both source and dest)
    - 3-address: 3-operand machine (source and dest are separate)
  - Tradeoffs?
    - Larger operate instructions vs. more executed operations
    - Code size vs. execution time vs. on-chip memory space

An Example: Stack Machine

+ Small instruction size (no operands needed for operate instructions)

- Simpler logic
- Compact code

+ Efficient procedure calls: all parameters on stack

- No additional cycles for parameter passing

-- Computations that are not easily expressible with "postfix notation" are difficult to map to stack machines

- Cannot perform operations on many values at the same time (only top N values on the stack at the same time)
- Not flexible
- (a+b)*c   逆波兰表示 ab+c*

An Example: Stack Machine (II)

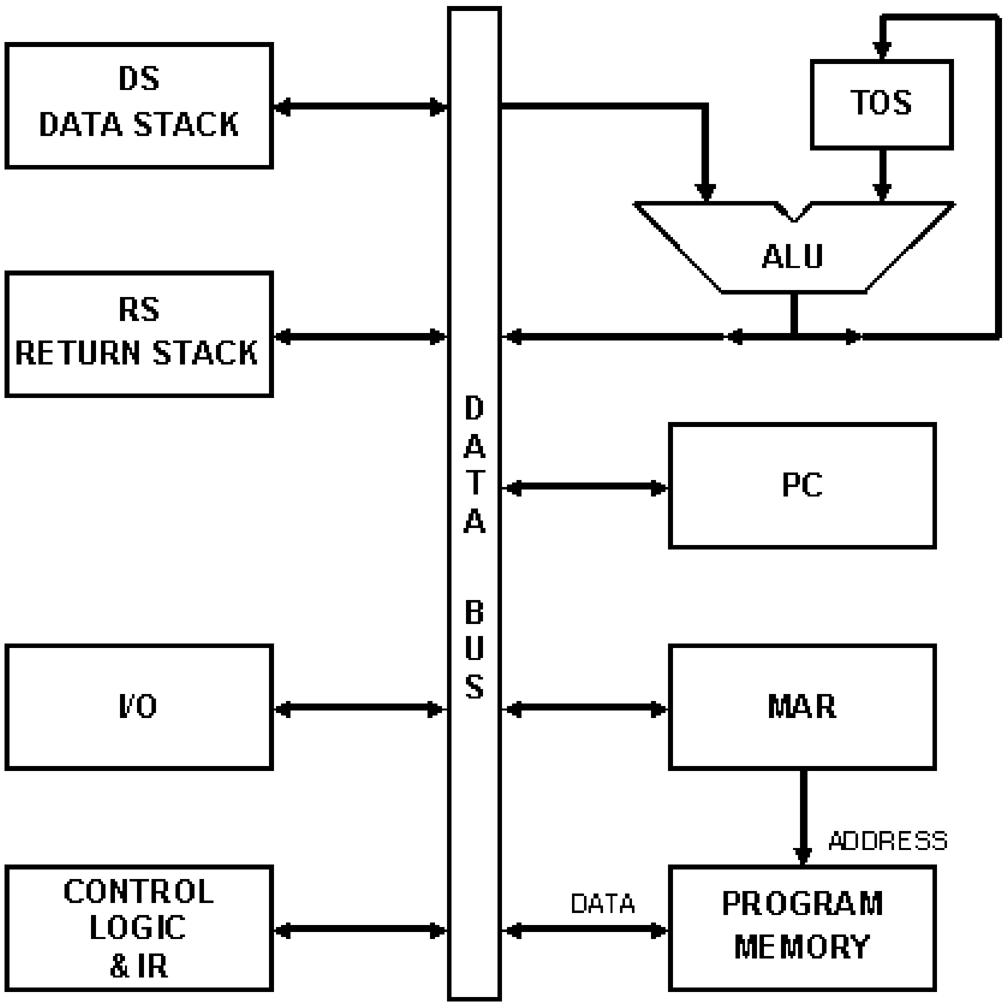


Figure 3.1 -- The canonical stack machine.

Koopman, "Stack Computers: The New Wave," 1989. http://www.ece.cmu.edu/~koopman/stack_computers/sec3_2.html

An Example: Stack Machine Operation

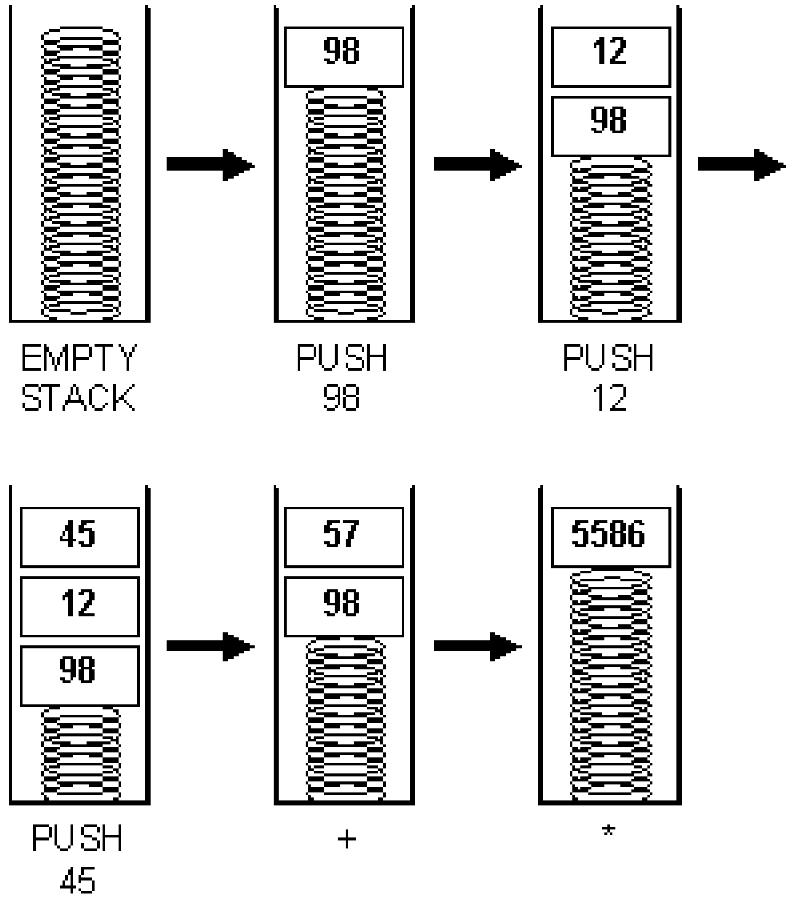


Figure 3.2 -- An example stack machine.

Koopman, "Stack Computers: The New Wave," 1989. http://www.ece.cmu.edu/~koopman/stack_computers/sec3_2.html

运算：

(45+12)*98　后缀表达式 45 12+98*

Other Examples

- PDP-11: A 2-address machine
  - PDP-11 ADD: 4-bit opcode, 2 6-bit operand specifiers

    ADD OPRD1,OPRD2
  - Why? Limited bits to specify an instruction
  - Disadvantage: One source operand is always clobbered with the result of the instruction
    - *How do you ensure you preserve the old value of the source?*

- X86: A 2-address (memory/memory) machine
- Alpha: A 3-address (load/store) machine
- MIPS?

What Are the Elements of An ISA?

- Instructions
  - Opcode
  - Operand specifiers (addressing modes)
    - How to obtain the operand? Why are there different addressing modes?
- Data types
  - Definition: Representation of information for which there are instructions that operate on the representation
  - Integer, floating point, character, binary, decimal, BCD
  - Doubly linked list, queue, string, bit vector, stack
    - VAX: INSQUEUE and REMQUEUE instructions on a doubly linked list or queue; FINDFIRST
    - Digital Equipment Corp., "VAX11 780 Architecture Handbook," 1977.
    - X86: SCAN opcode operates on character strings; PUSH/POP

Data Type Tradeoffs

- What is the benefit of having more or high-level data types in the ISA?
- What is the disadvantage?

- Think compiler/programmer vs. microarchitecture

- Concept of semantic gap
  - Data types coupled tightly to the semantic level, or complexity of instructions

- Example: Early RISC architectures vs. Intel 432
  - Early RISC: Only integer data type
  - Intel 432: Object data type, capability based machine

What Are the Elements of An ISA?

- Memory organization
  - Address space: How many uniquely identifiable locations in memory（内存中有多少唯一可识别的位置？）
  - Addressability: How much data does each uniquely identifiable location store（每个唯一可识别的位置能够存储多少数据？）
    - Byte addressable: most ISAs, characters are 8 bits
    - Bit addressable: Burroughs 1700.
    - 64-bit addressable: Some supercomputers.
    - 32-bit addressable: First Alpha
    - Food for thought
      - How do you add 2 32-bit numbers with only byte addressability?
      - How do you add 2 8-bit numbers with only 32-bit addressability?
      - Big endian vs. little endian? MSB at low or high byte.

  - Support for virtual memory

Big endian vs. little endian?

- 将一个32位的整数0x12345678存放到一个整型变量(int)(连续地址)中:

地址偏移	Big endian	Little endian
0x00	12 (MSB)	78
0x01	34	56
0x02	56	34
0x03	78	12 (MSB)

Some Historical Readings

- If you want to dig deeper

- Wilner, "Design of the Burroughs 1700," AFIPS 1972.

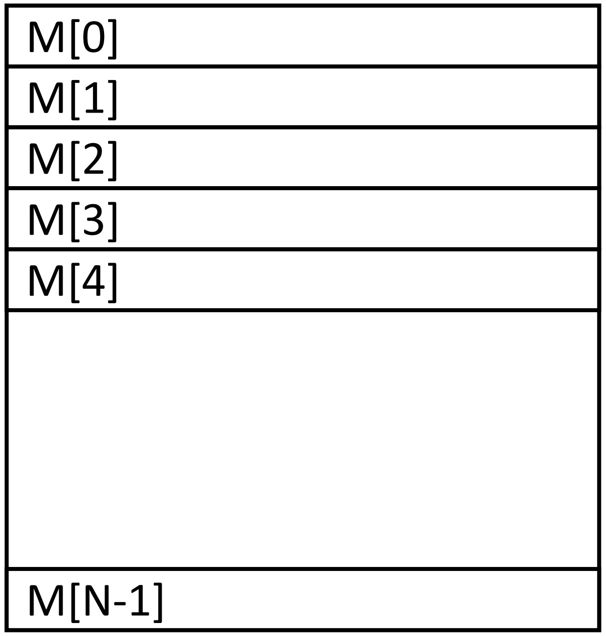
- Levy, "The Intel iAPX 432," 1981.
  - http://www.cs.washington.edu/homes/levy/capabook/Chapter9.pdf

What Are the Elements of An ISA?

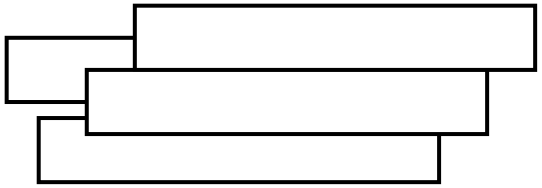
- Registers
  - How many
  - Size of each register

- Why is having registers a good idea?
  - Because programs exhibit a characteristic called data locality
  - A recently produced/accessed value is likely to be used more than once (temporal locality)
    - Storing that value in a register eliminates the need to go to memory each time that value is needed

Programmer Visible (Architectural) State



Memory
array of storage locations
indexed by an address



Registers
- given special names in the ISA (as opposed to addresses)
- general vs. special purpose

memory address of the current instruction

Instructions (and programs) specify how to transform the values of programmer visible state

Aside: Programmer Invisible State

- Microarchitectural state
- Programmer cannot access this directly

- E.g. cache state
- E.g. pipeline registers

Evolution of Register Architecture

- Accumulator
  - a legacy from the “adding” machine days

- Accumulator + address registers
  - need register indirection
  - initially address registers were special-purpose, i.e., can only be loaded with an address for indirection
  - eventually arithmetic on addresses became supported

- General purpose registers (GPR)
  - all registers good for all purposes
  - grew from a few registers to 32 (common for RISC) to 128 in Intel IA-64

Instruction Classes

- Operate instructions
  - Process data: arithmetic and logical operations
  - Fetch operands, compute result, store result
  - Implicit sequential control flow
- Data movement instructions
  - Move data between memory, registers, I/O devices
  - Implicit sequential control flow
- Control flow instructions
  - Change the sequence of instructions that are executed

What Are the Elements of An ISA?

- Load/store vs. memory/memory architectures
  - Load/store architecture: operate instructions operate only on registers
    - E.g., MIPS, ARM and many RISC ISAs
  - Memory/memory architecture: operate instructions can operate on memory locations
    - E.g., x86, VAX and many CISC ISAs

What Are the Elements of An ISA?

- Addressing modes specify how to obtain the operands
  - Absolute LW rt, 10000

    use immediate value as address
  - Register Indirect: LW rt, (r_{base})

    use GPR[r_{base}] as address
  - Displaced or based: LW rt, offset(r_{base})

    use offset+GPR[r_{base}] as address
  - Indexed: LW rt, (r_{base}, r_{index})

    use GPR[r_{base}]+GPR[r_{index}] as address
  - Memory Indirect LW rt ((r_{base}))

    use value at M[GPR[r_{base}]] as address
  - Auto inc/decrement LW Rt, (r_{base})

    use GRP[r_{base}] as address, but inc. or dec. GPR[r_{base}] each time

What Are the Benefits of Different Addressing Modes?

- Another example of programmer vs. microarchitect tradeoff

- Advantage of more addressing modes:
  - Enables better mapping of high-level constructs to the machine: some accesses are better expressed with a different mode → reduced number of instructions and code size
    - Think array accesses (autoincrement mode)
    - Think indirection (pointer chasing)
    - Sparse matrix accesses

- Disadvantage:
  - More work for the compiler
  - More work for the microarchitect

ISA Orthogonality

- Orthogonal ISA: （正交ISA:寻址模式x操作x数据类型)
  - All addressing modes can be used with all instruction types
  - Example: VAX
    - (~13 addressing modes) x (>300 opcodes) x (integer and FP formats)

- Who is this good for?
- Who is this bad for?

What Are the Elements of An ISA?

- How to interface with I/O devices
  - Memory mapped I/O
    - A region of memory is mapped to I/O devices
    - I/O operations are loads and stores to those locations
  - Special I/O instructions
    - IN and OUT instructions in x86 deal with ports of the chip
  - Tradeoffs?
    - Which one is more general purpose?

What Are the Elements of An ISA?

- Privilege modes
  - User vs supervisor（MIPS:核心态，超级用户态，用户态）
  - Who can execute what instructions?
- Exception and interrupt handling
  - What procedure is followed when something goes wrong with an instruction?
  - What procedure is followed when an external device requests the processor?
  - Vectored vs. non-vectored interrupts (early MIPS)
- Virtual memory
  - Each program has the illusion of the entire memory space, which is greater than physical memory
- Access protection

MIPS exceptions举例

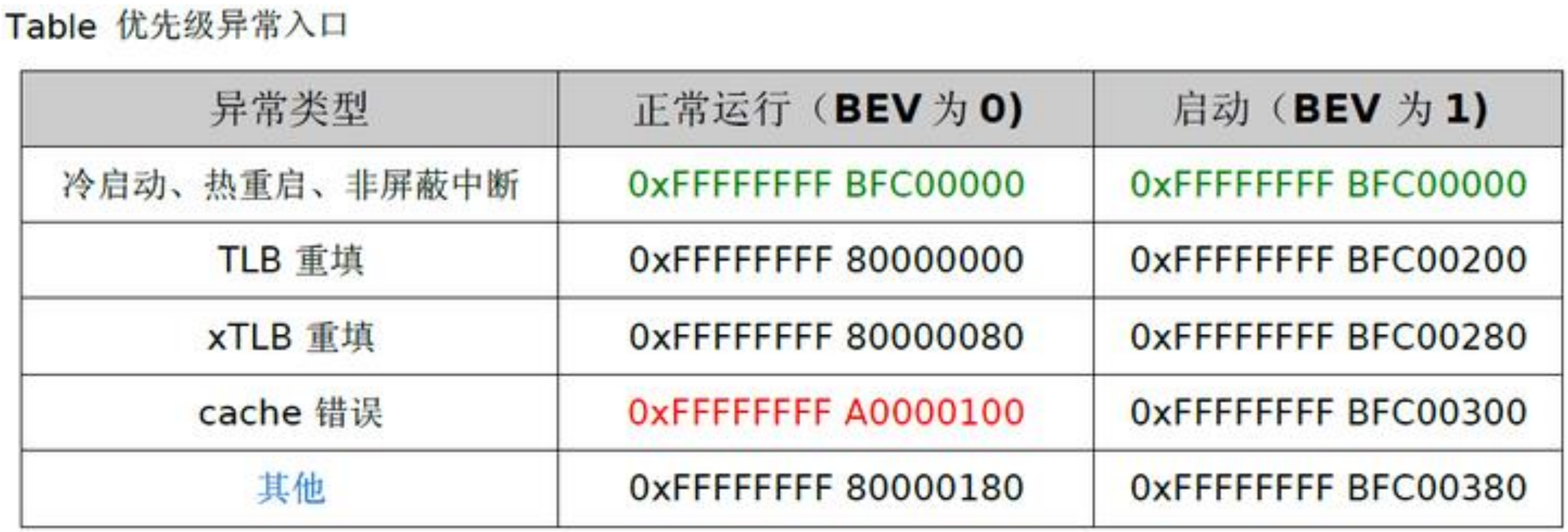


Table 优先级异常入口

异常类型	正常运行（**BEV 为 0)**	启动（**BEV 为 1)**
冷启动、热重启、非屏蔽中断	0xFFFFFFFF BFC00000	0xFFFFFFFF BFC00000
TLB 重填	0xFFFFFFFF 80000000	0xFFFFFFFF BFC00200
xTLB 重填	0xFFFFFFFF 80000080	0xFFFFFFFF BFC00280
cache 错误	0xFFFFFFFF A0000100	0xFFFFFFFF BFC00300
其他	0xFFFFFFFF 80000180	0xFFFFFFFF BFC00380