# **OpenRISC Instruction Set Architecture Extensions**

Master Thesis

Zurich, May 2015

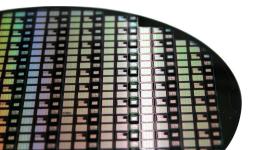
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**ETH** zürich

Integrated Systems Laboratory



# **Outline**

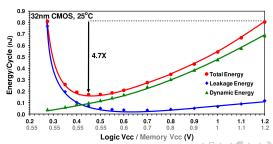
- 1 Motivation
- 2 Vectorial ALU
- 3 Improved MAC Unit
- 4 Bit Counting
- 5 Results
- 6 Conclusion



## **Motivation**

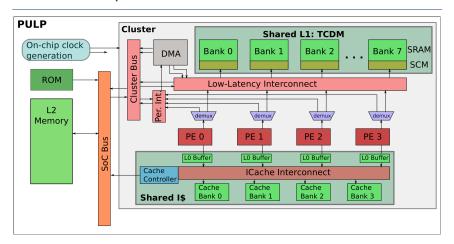
#### **Ultra-Low-Power Computing**

- Todays embedded devices need a vast amount of computing power Internet of things, wearable devices, sensors, smartphones, . . .
- Need to be energy efficient
  Operate digital circuits near the threshold voltage
- Use parallelization to recover performance
  Turn off unused processing elements



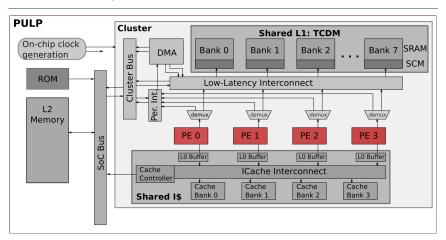
### **PULP**

#### Parallel Ultra-Low power Processor



## **PULP**

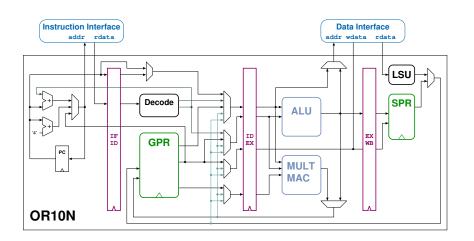
#### Parallel Ultra-Low power Processor



■ My work is focused on the PE

# PE: OR10N

#### In-order 4-stage OpenRISC CPU



# **Goals**

Higher energy efficiency



## **Goals**

- Higher energy efficiency
- Doing more computations per cycle ⇒ ISA extensions
  - Hardware loops
  - Auto-incrementing load/stores
  - Vectorial instructions
  - Improved MAC
  - Bit counting instructions

# **Goals**

- Higher energy efficiency
- Doing more computations per cycle ⇒ ISA extensions
  - Hardware loops
  - Auto-incrementing load/stores
  - Vectorial instructions
  - Improved MAC
  - Bit counting instructions
- No increase in clock cycle time



## **Goals**

- Higher energy efficiency
- Doing more computations per cycle ⇒ ISA extensions
  - Hardware loops
  - Auto-incrementing load/stores
  - Vectorial instructions
  - Improved MAC
  - Bit counting instructions
- No increase in clock cycle time
- Extensions supported by compiler
  New instructions generated automatically



# **Vectorial ALU**

#### Use subword parallelism

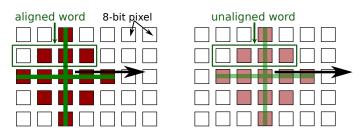
- Re-use existing ALU and data path
- Segment the data path dynamically into 2/4 parts
- No separate register file needed



# **Vectorial ALU**

#### Use subword parallelism

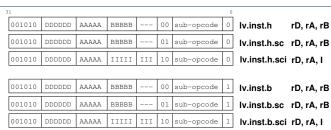
- Re-use existing ALU and data path
- Segment the data path dynamically into 2/4 parts
- No separate register file needed
- Unaligned memory access



Vectorial ALU

# Vectorial ALU

#### **Encoding**



- Sub-opcodes
  - ADD SUB
- MIN
- SRI

- OR
- AND
- INS

AVG

- MAX
- SRA

XOR

**EXT** 

- ABS
- SII

# **Vectorial ALU**

#### Comparisons

- lv.cmp\_\* Vectorial comparison
- lv.all\_\* Set flag if all comparisons evaluate to true
- lv.any\_\* Set flag if any comparison evaluates to true

#### Iv.cmp\_ge.b rD, rA, rB

- A 11011110 10101101 10111110 10101111
- rB | 10110001 | 01101011 | 00000000 | 10110101
- = = = = = rD 11111111 00000000 00000000 111111111

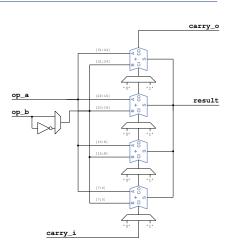
# **Vectorial ALU**

Simple Example: Vectorial ADD/SUB

■ For SUB: Invert operand b

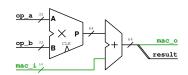
■ Four slices chained together

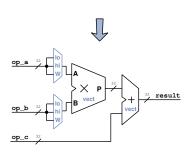
Suppress carries where neededo for ADD1 for SUB



# Improved MAC Unit

- Use only 32-bit multiplication result
- Put accumulator in GPR
  Multiple accumulerators in GPR
  Instead of one in SPR
- Vectorial MACOffers same parallelism as ALU
- 16-bit subword selection Accelerates 64-bit multiplication
- Single-cycle execution
  No pipeline stalls
  Two-cycles with old MAC

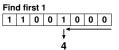




# **Bit Counting**

- Population Count: Number of bits set to 1
- Count leading bits
- Find first/last 1 in a word
- Not automatically generated by compiler
  Need to use builtins
- Applications
  - Runtimes
  - Normalization
- Core area increase by 0.8%

# 



## Mia Wallace

#### PULP chip with 4 cores in 65 nm



■ Max. Frequency: 333 MHz @ 1.08V

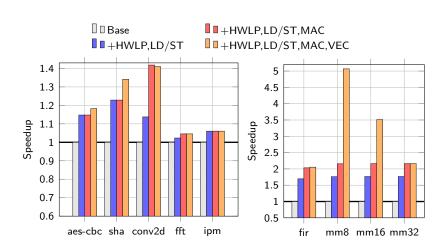
■ L2 Memory: 256 kB

■ TCDM: 64 + 8 kB



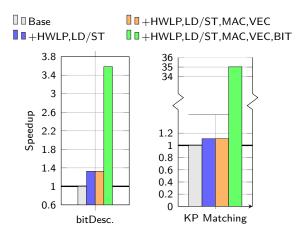
# Performance: MAC and Vectorial

Increased up to 5x



# **Performance: Bit Count**

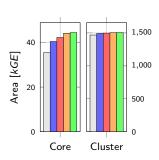
Increased up to 35x



# Area & Timing

Area increase by 25%

Feature	Area	
■ Baseline	35.5 kGE	
I HWLP	3.0 kGE	+8.5%
Reg. File Add.	3.7 kGE	+10.4%
New MAC	1.2 kGE	+3.3%
■ Vectorial ALU	1.9 kGE	+5.3%
Bit Count	0.2 kGE	+0.8%
Total	44.5 kGE	

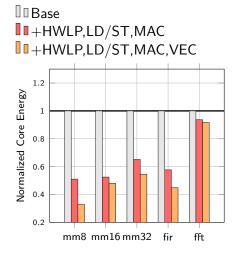


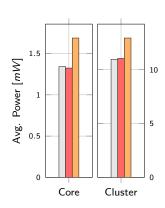
■ No increase in critical path



# **Energy**

45% more energy efficient on average





# **Conclusion**

- Vectorial unit and new MAC cost only ~9% core area Less than 1% cluster area increase
- Up to 5x speedup compared to base OpenRISC on vectorial code Instructions can be generated automatically by the compiler
- Up to 35x speedup with bit counting instructions
- No increase in critical path
- 45% more energy efficient



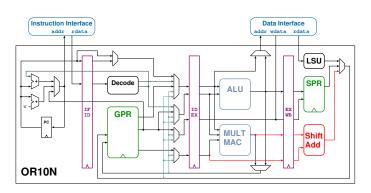
# **Backup Slides**

# **Outlook**

Look into fractional support

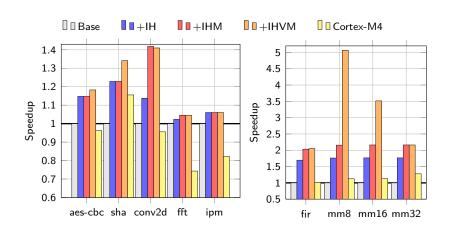
$$rD = (rD \gg 16) + (rA[31:16] \cdot rB[31:16]) \ll 1$$

Redesign multiplier



# Performance: MAC and Vectorial

Increased up to 5x



# **Area Multiplier**

in 28nm

Design	Features	Area OR10N	Area Mult.	Timing
Baseline		20125	5950	7.57 ns
Vec. Booth Mult.	MAC	18925	5230	7.83 ns
Vec. Booth Mult.	MAC, subword	18850	5451	7.83 ns
Shared Segmentation	MAC	19518	6687	7.77 ns
Shared Segmentation	MAC, subword	18854	5125	7.84 ns
Behavioral	MAC	18900	4202	7.58 ns
Behavioral	MAC, subword	18884	4287	7.64 ns

# **Vectorial Booth Multiplier**

