

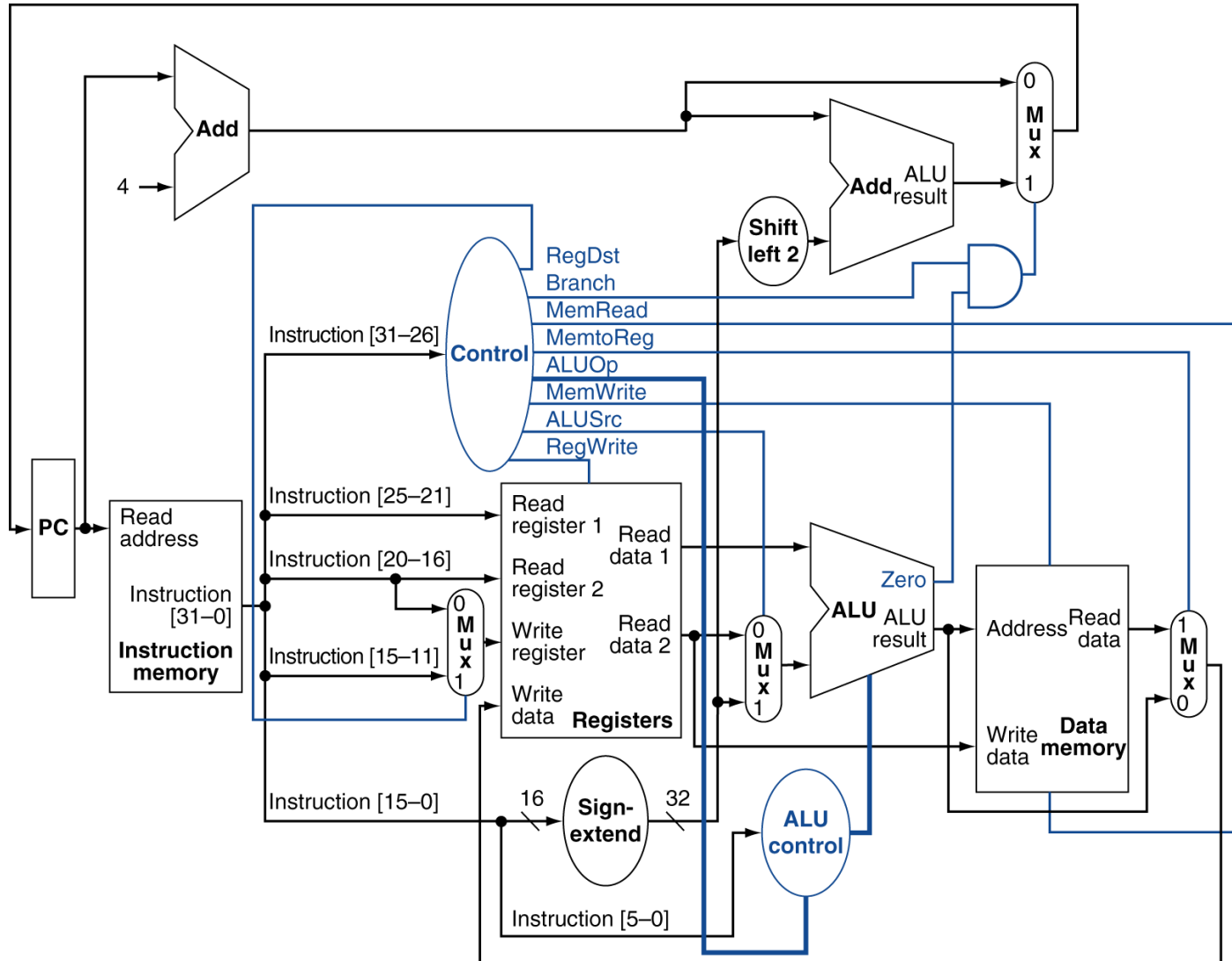
FU05 Computer Architecture

8. Controlpath (制御パス)

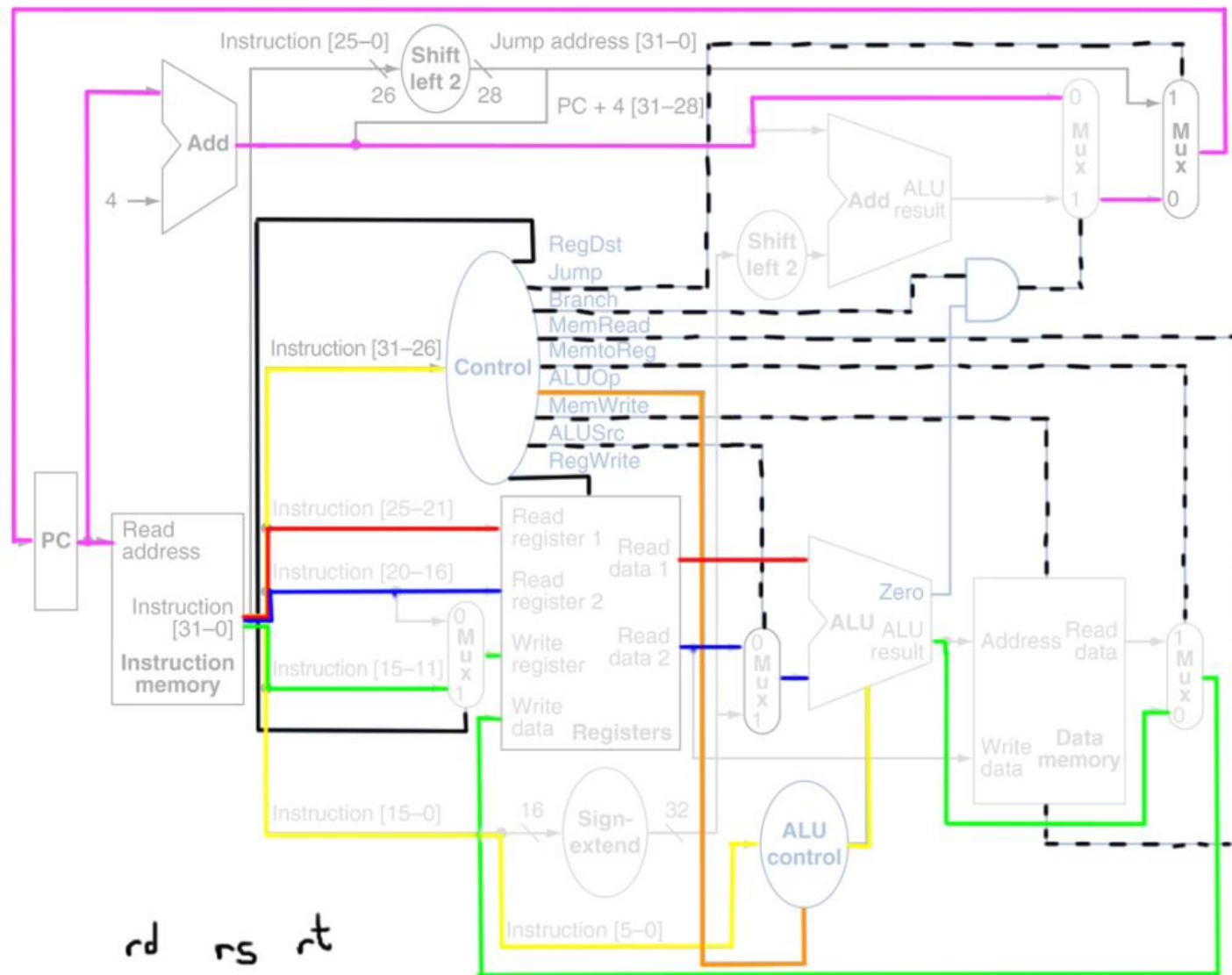
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Datapath With Control

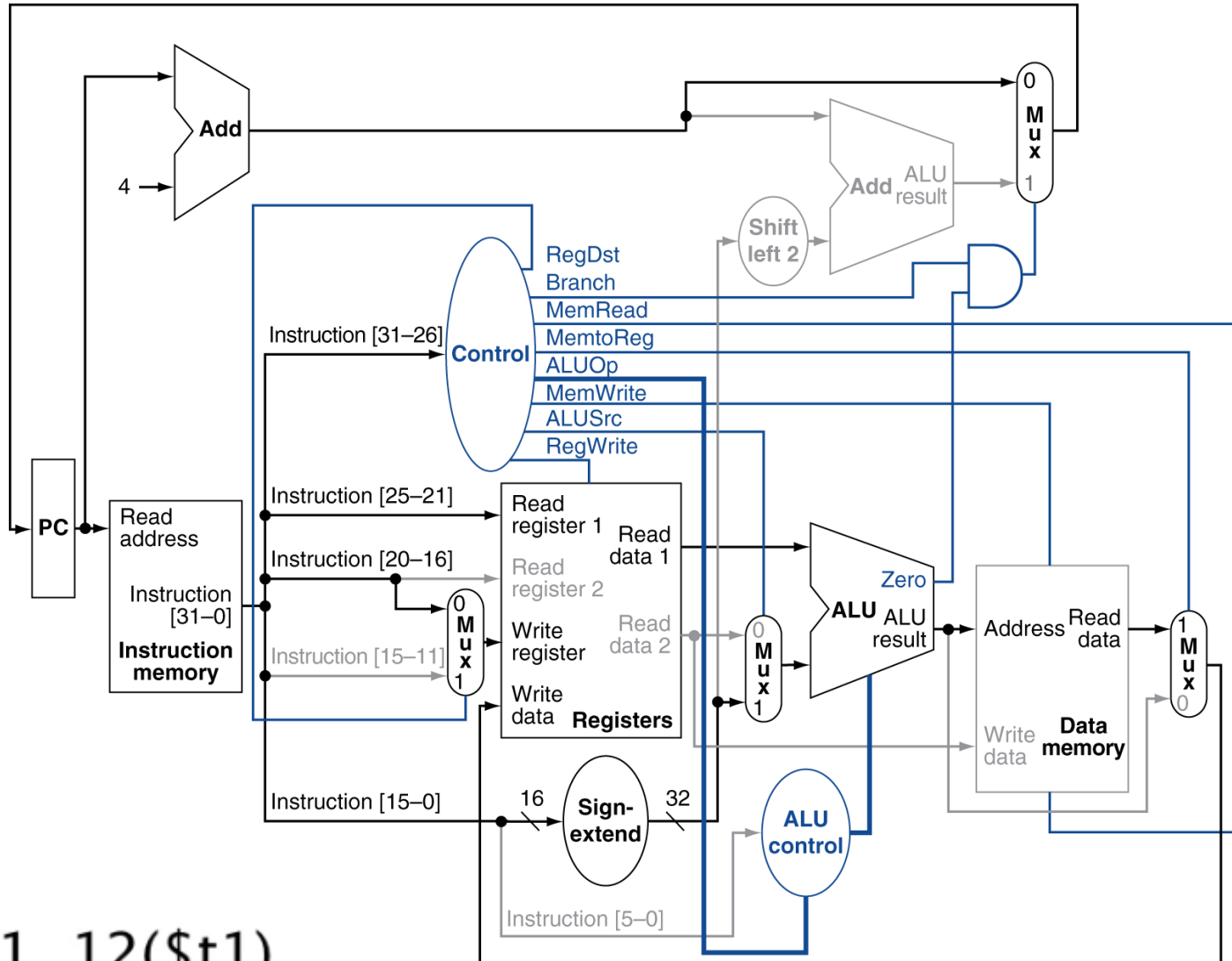


R-Type Instruction



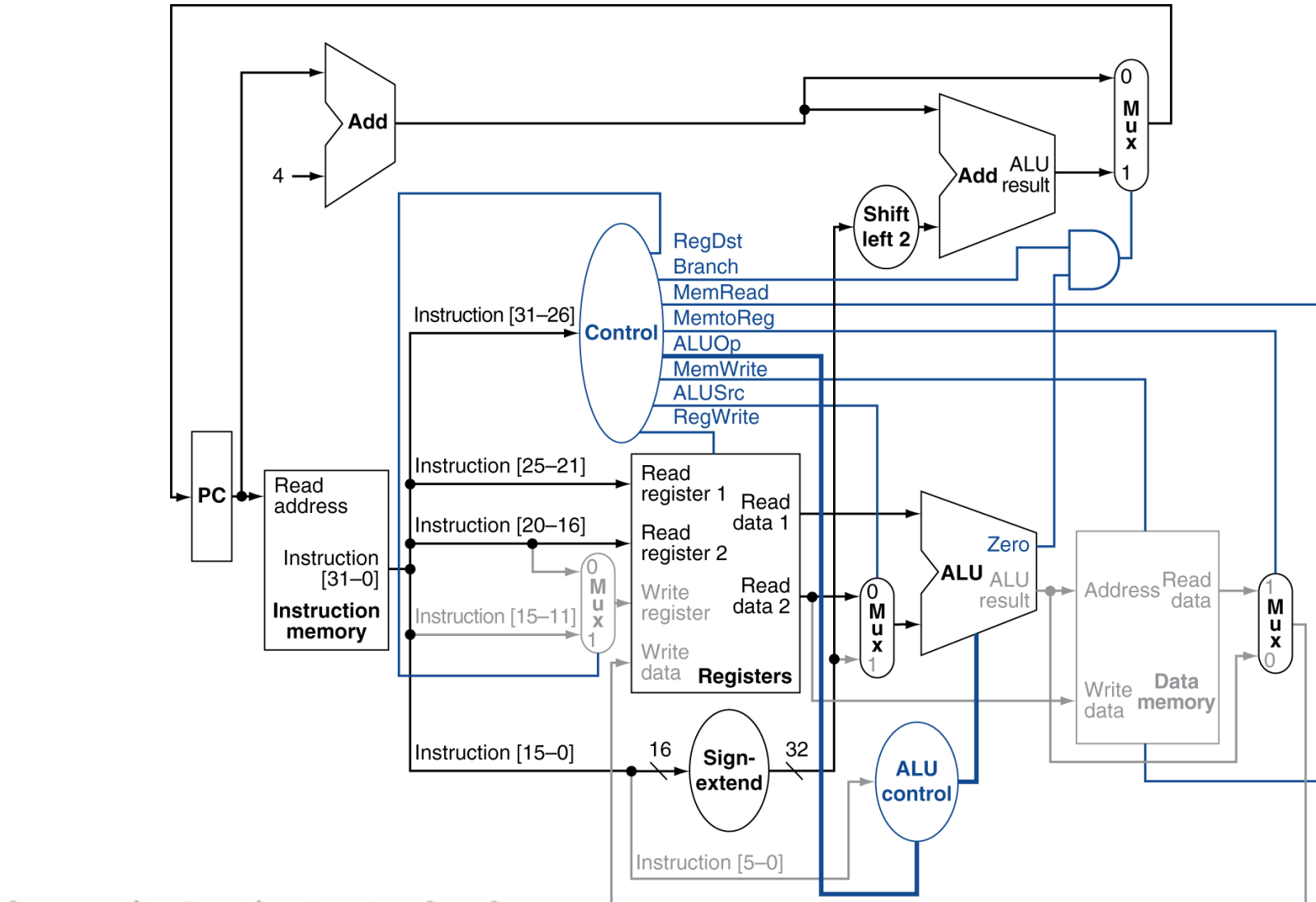
rd rs rt
 add \$t1, \$s1, \$s2

Load Instruction



`lw $s1, 12($t1)`

Branch-on-Equal Instruction



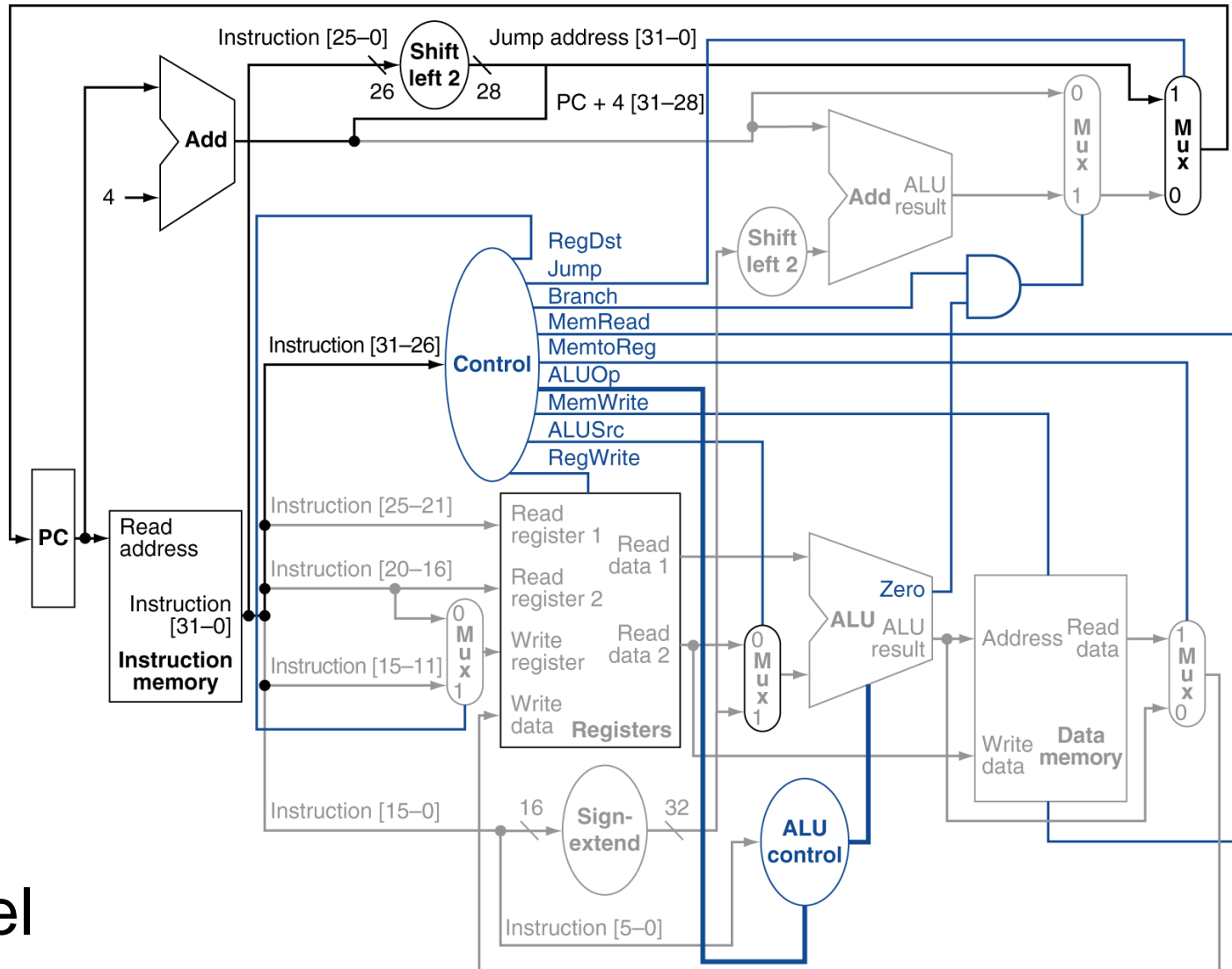
```
beq $t0, $t1, Label
```

Implementing Jumps



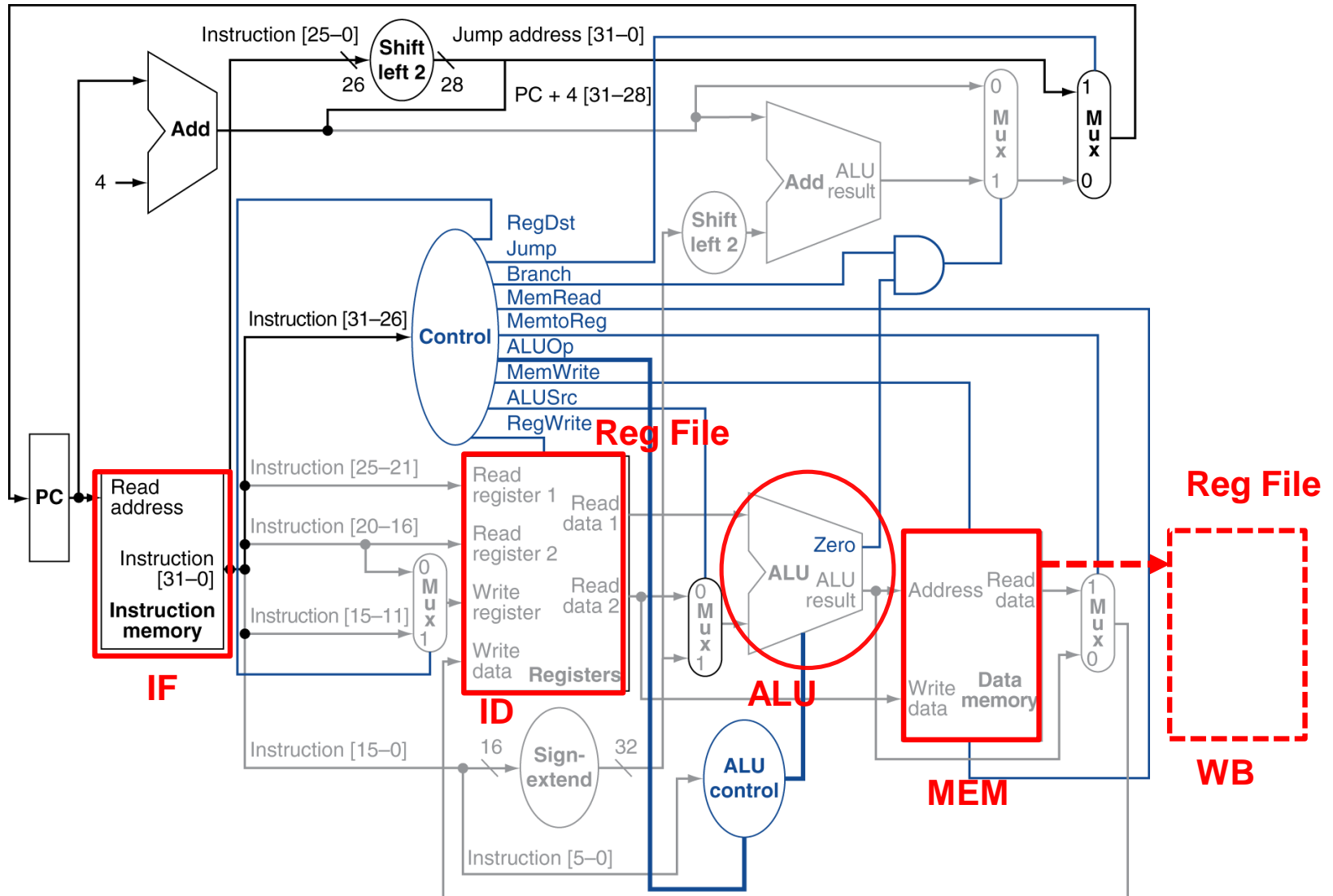
- Jump uses word address
- Update PC with concatenation of
 - Top 4 bits of old PC
 - 26-bit jump address
 - 00
- Need an extra control signal decoded from opcode

Datapath With Jumps Added



j Label

Datapath Overview



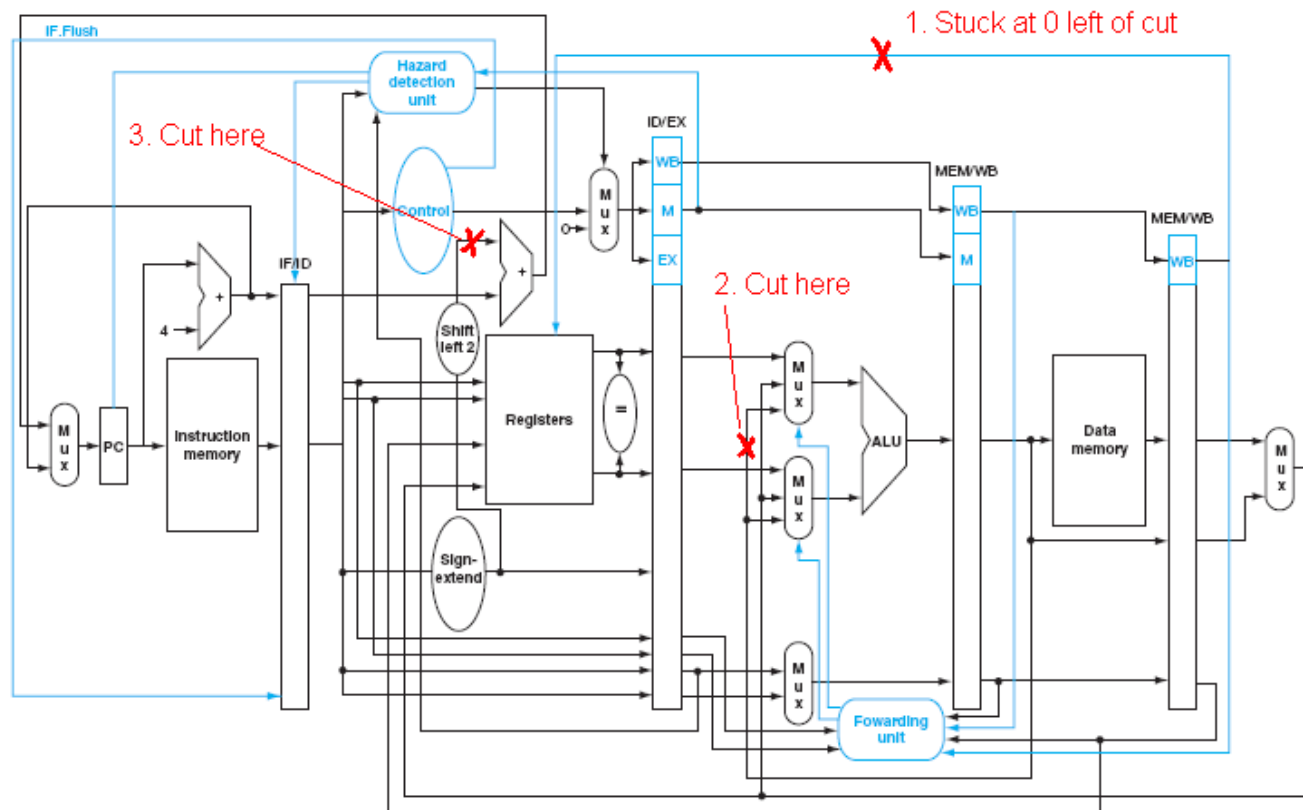
Performance Issues

- Longest delay determines clock period
 - Critical path: load instruction
 - Instruction memory → register file → ALU → data memory → register file
- Not feasible to vary period for different instructions
- Violates design principle
 - Making the common case fast
- We will improve performance by pipelining

Exercise

For the MIPS datapath shown below, several lines are marked with “X”. For each one:

- Describe in words the negative consequence of cutting this line relative to the working, unmodified processor.
- Provide a snippet of code that will fail
- Provide a snippet of code that will still work



Solution

(1) Cannot write to register file. This means that R-type and any instruction with write back to register file will fail. An example of code snippet that would fail is:

```
add $s1, $s2, $s3
```

An example of a code snippet that will not fail is:

```
sw $s1, 0($s2)
```

(2) Forwarding of the first operand fails. An example of code snippet that would fail is:

```
add $s1, $t0, $t1  
add $s1, $s1, $s1
```

An example of code snippet that will not fail is:

```
add $s1, $t0, $t1  
add $s1, $t2, $s1 # Here the second operand is forwarded correctly
```

(3) Jumping to a branch target does not work. Example of code that fails:

```
addi $s1, $zero, 2  
addi $s2, $zero, 2  
beq $s1, $s2, exit
```

Code that will still work:

```
addi $s1, $zero, 10  
addi $s2, $zero, 20  
beq $s1, $s2, exit
```

