

Assignment Project Exam Help


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L11_1 LC2K-Datapath

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EECS 370 – Introduction to Computer Organization – Fall 2020

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Learning Objectives

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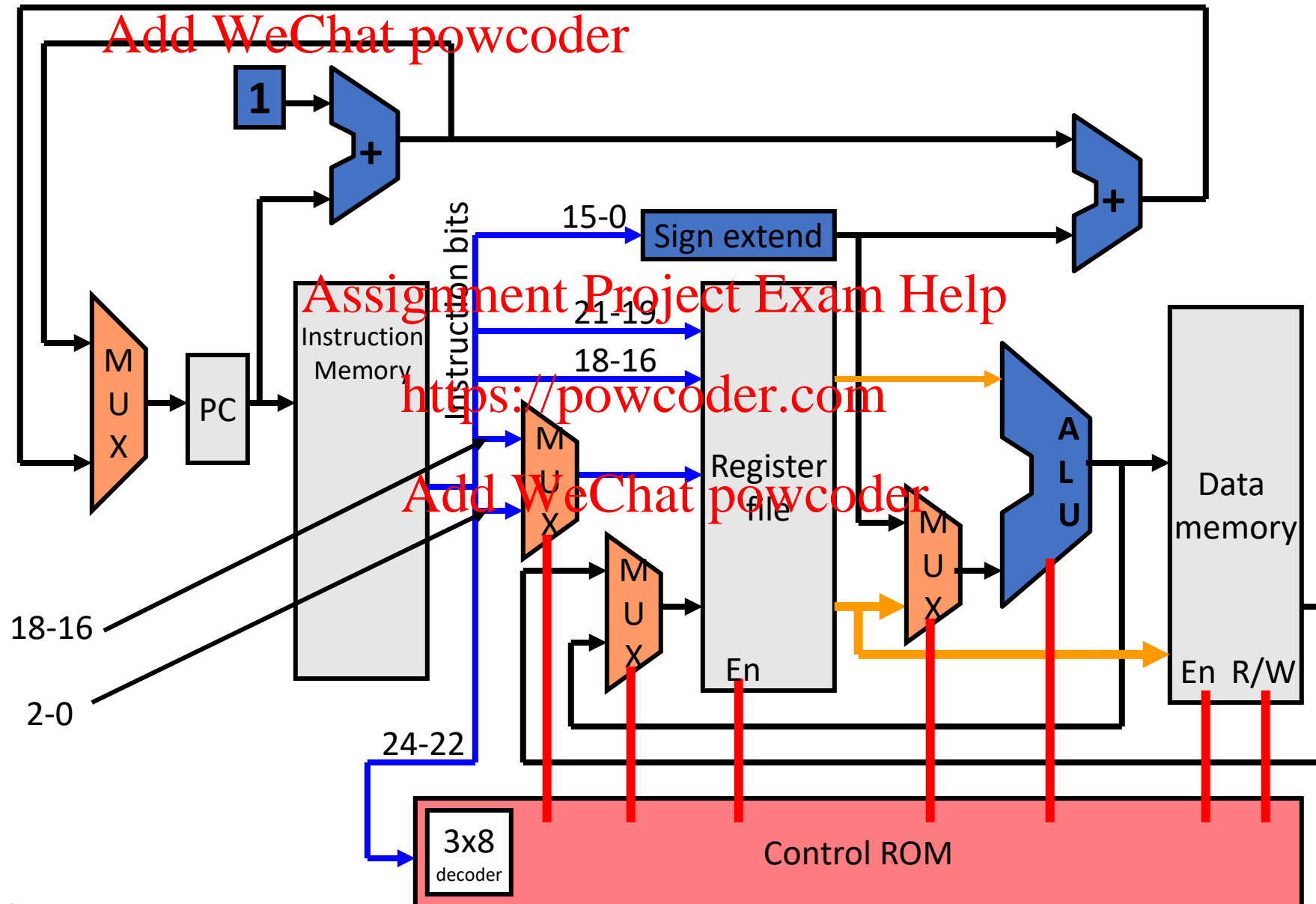
- Ability to trace and explain the flow of data in a single-cycle processor diagram, using the blocks from the previous lecture.
- Identify the timing and operation of control circuit for a single-cycle processor.

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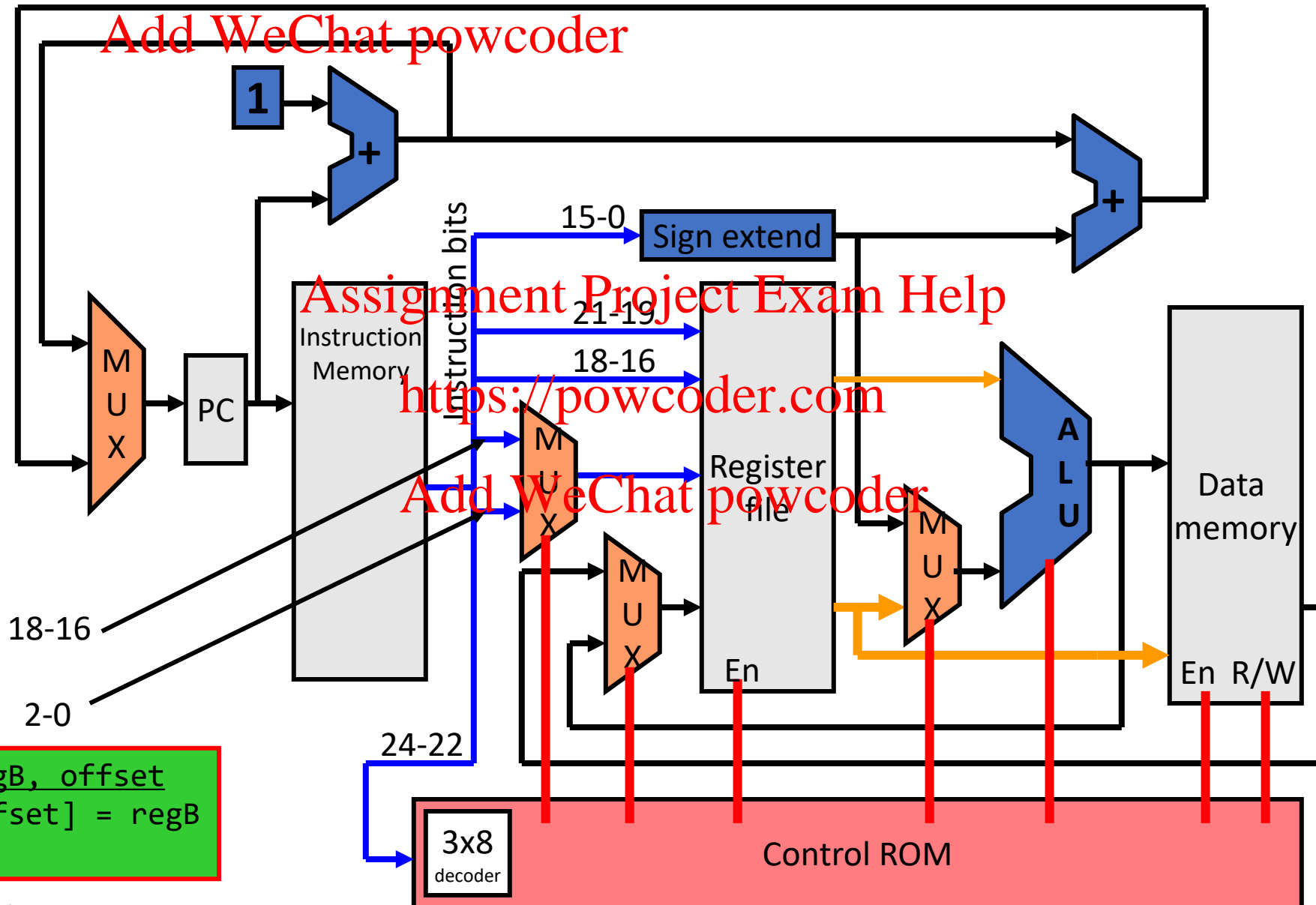
LC2Kx Datapath Implementation

Single-Cycle Review



Executing an SW Instruction

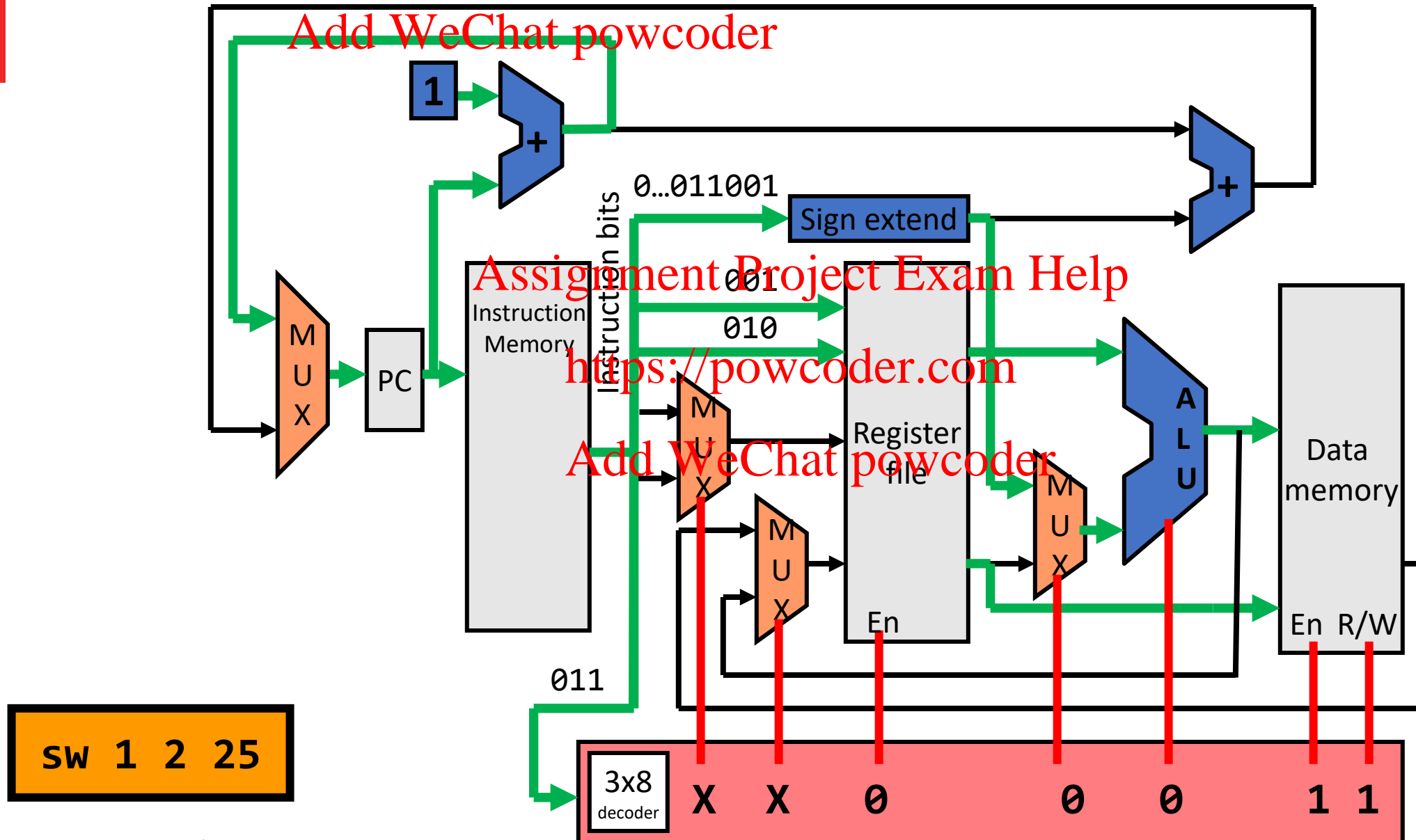
Single-Cycle



`sw regA, regB, offset`
 $M[\text{regA} + \text{offset}] = \text{regB}$
 $\text{PC} = \text{PC} + 1$

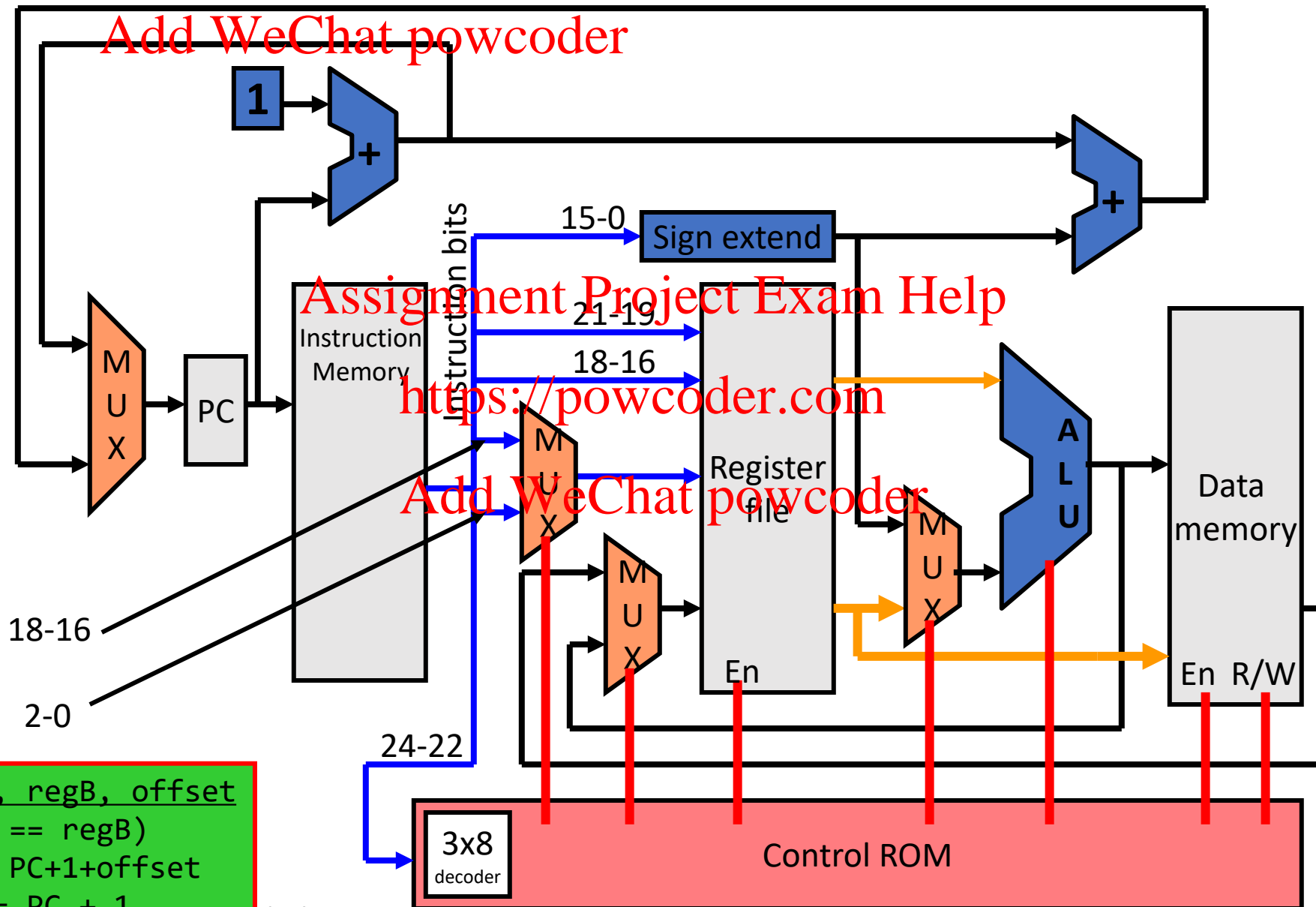
Executing an SW Instruction

Single-Cycle



Executing a BEQ Instruction

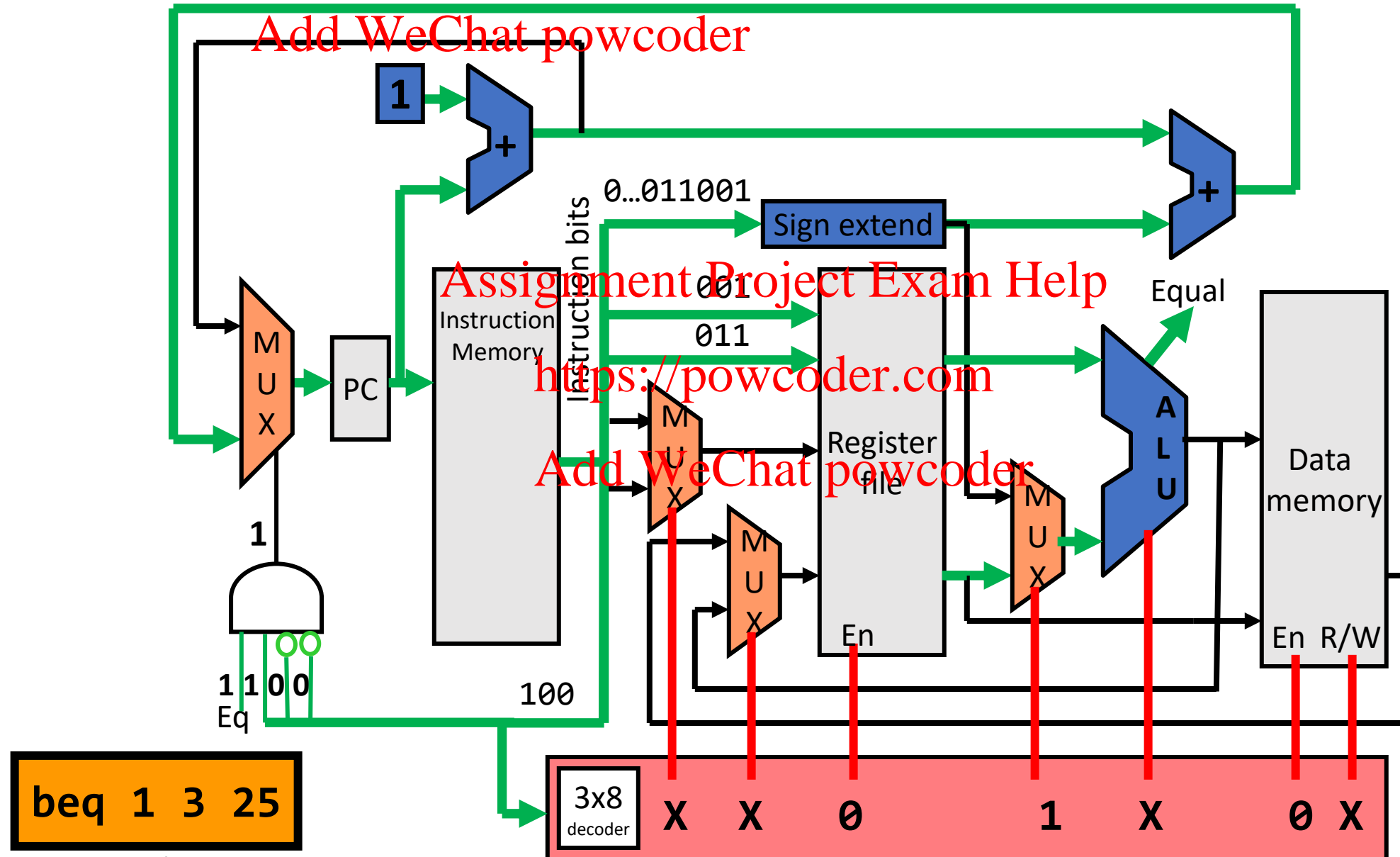
Single-Cycle



```
beq regA, regB, offset
if (regA == regB)
    PC = PC + 1 + offset
else PC = PC + 1
```


Executing "taken" BEQ Instruction

Single-Cycle





So Far, So Good

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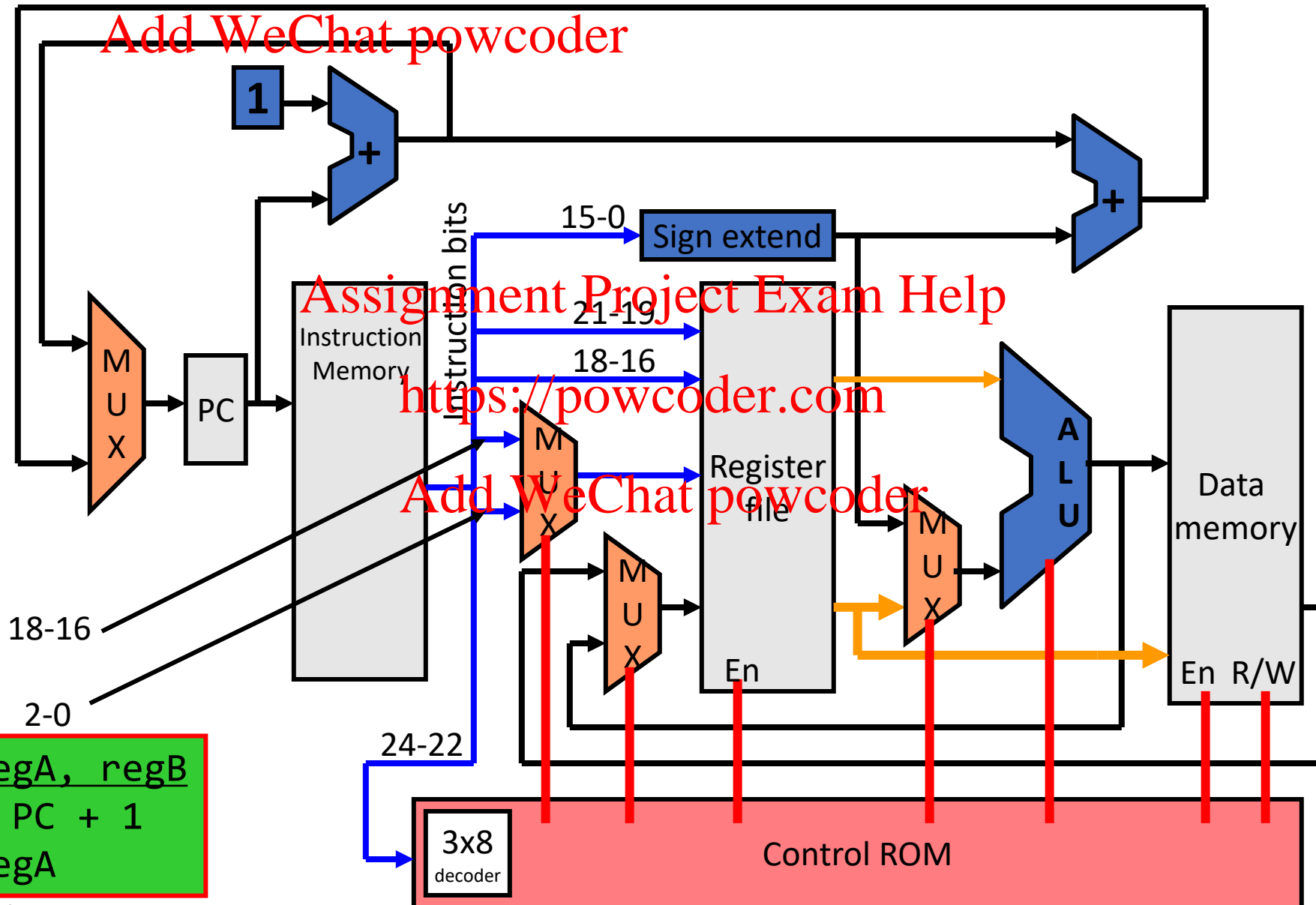
- Every architecture seems to have at least one ugly instruction.
 - JALR doesn't fit into our nice clean datapath

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- To implement JALR we need to <https://powcoder.com>
 - Write PC+1 into regB
 - Move regA into PC
 - Right now there is:
 - No path to write PC+1 into a register
 - No path to write a register to the PC
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Executing a JALR Instruction

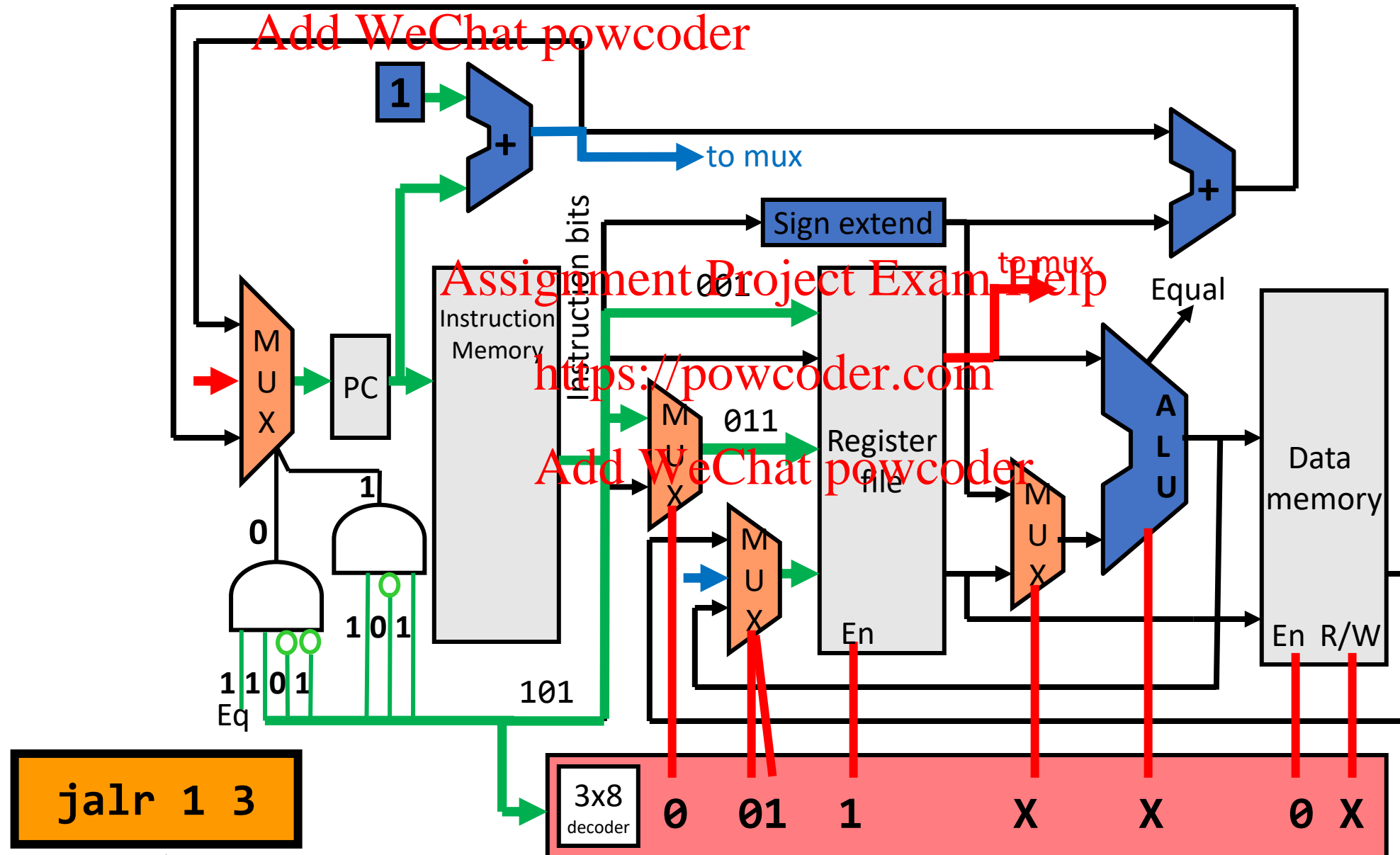
Single-Cycle



```
jalr regA, regB  
regB = PC + 1  
PC = regA
```

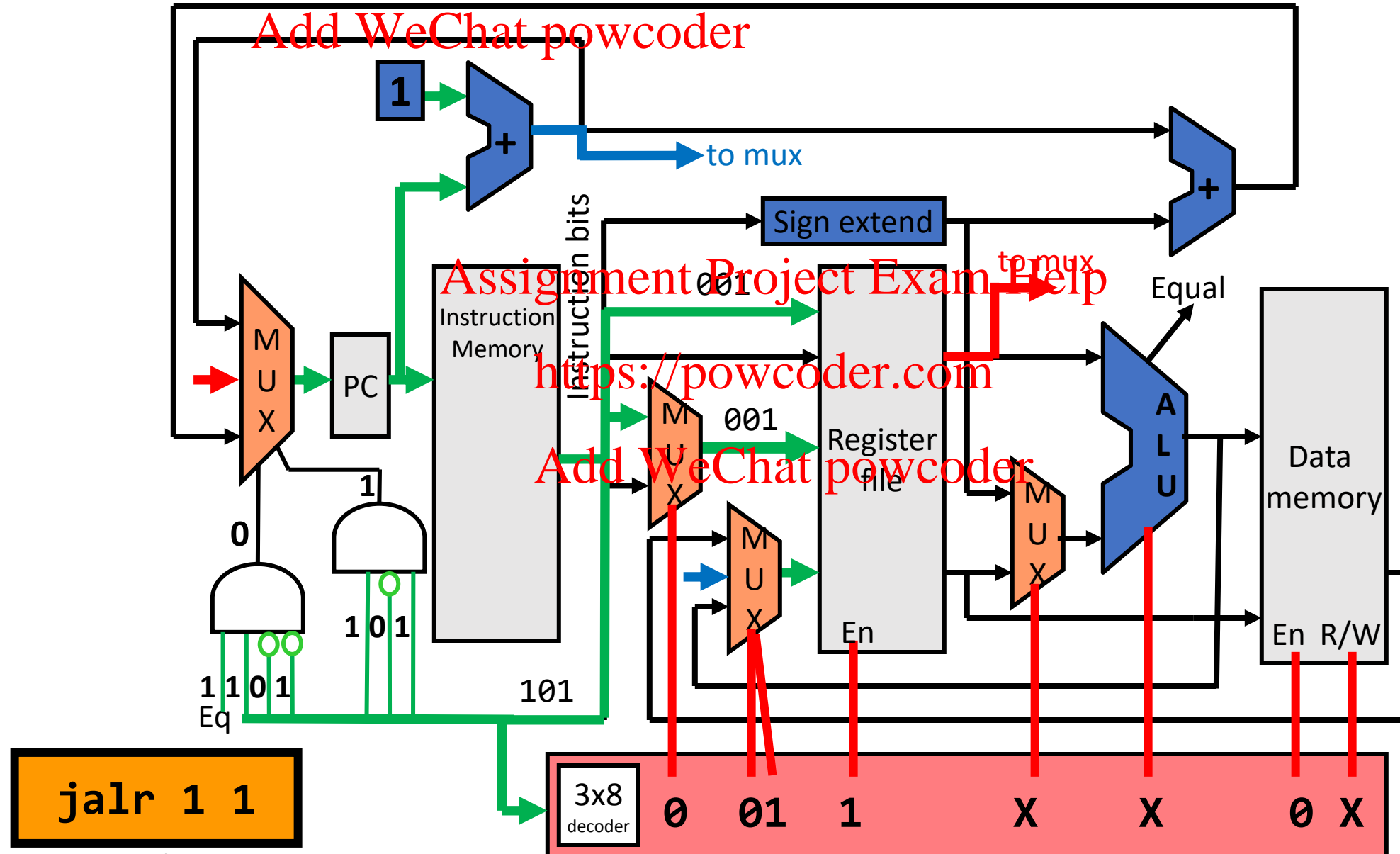
Executing a JALR Instruction

Single-Cycle



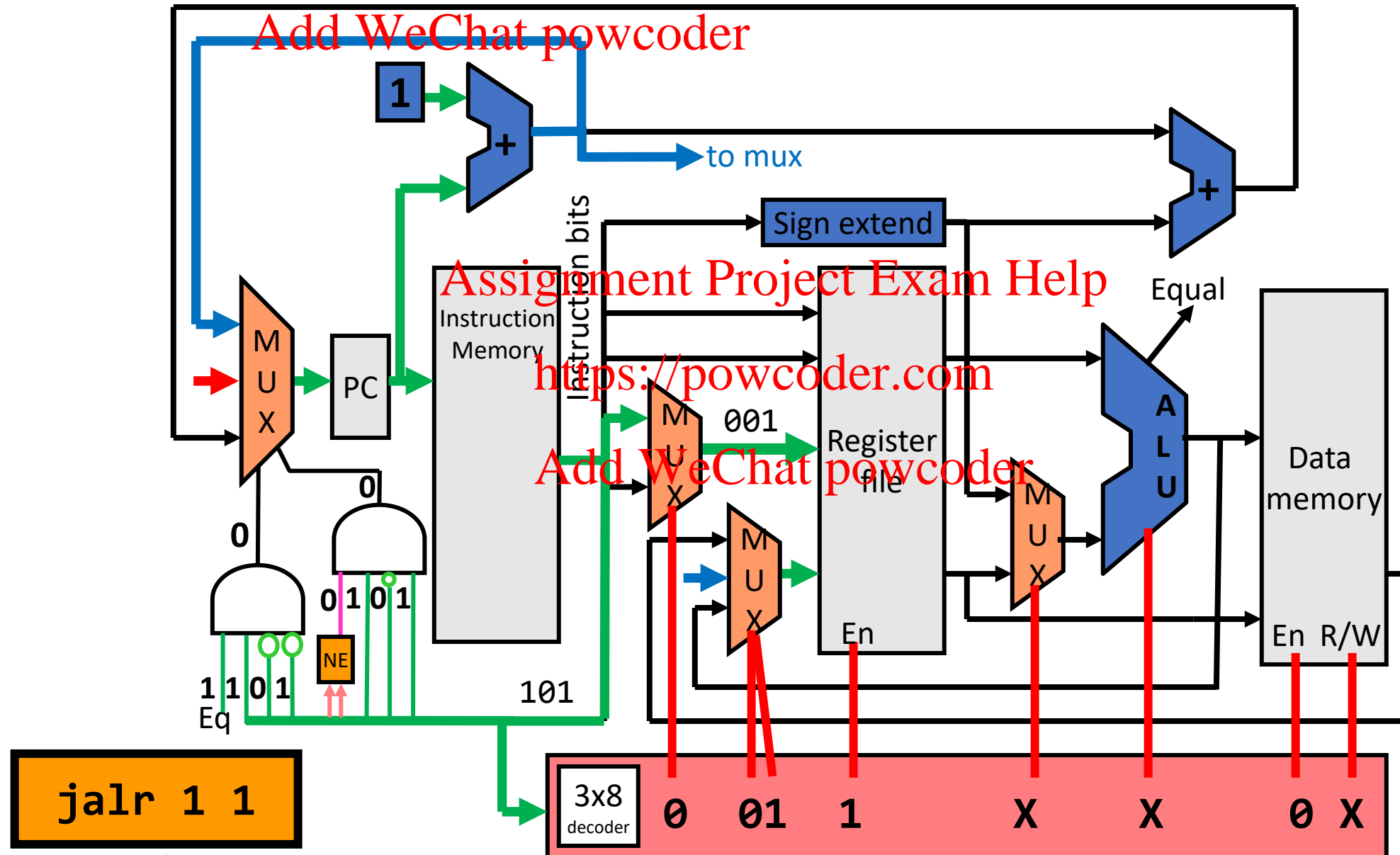
What If $\text{regA} = \text{regB}$ for a **JALR** ?

Single-Cycle



Changes for a JALR 11 Instruction

Single-Cycle



What is Wrong with Single Cycle?

- **All instructions run at the speed of the slowest instruction.**
- Adding a long instruction can hurt performance
 - What if you wanted to include multiply?
- You cannot reuse any parts of the processor
 - We have 3 different adders to calculate $PC+1$, $PC+1+offset$ and the ALU
- No benefit in making the common case fast
 - Since every instruction runs at the slowest instruction speed
 - This is particularly important for loads as we will see later

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Single Cycle Timing

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Single-Cycle

Problem: What is latency for LC2K instruction execution?

Latencies:

1 ns – Register read/write time

2 ns – ALU/adder

2 ns – memory access (read or write)

0 ns – MUX, PC access, sign extend, ROM, wires

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Inst.	get instr	read register	ALU operation	memory read/write	write register	total
add						
beq						
sw						
lw						

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Single Cycle Timing

Single-Cycle

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Problem: What is latency for LC2K instruction execution?

Latencies:

1 ns – Register read/write time

2 ns – ALU/adder

2 ns – memory access (read or write)

0 ns – MUX, PC access, sign extend, ROM, wires

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Inst.	get instr	read register	ALU operation	memory read/write	write register	total
add	2 ns	1 ns	2 ns		1 ns	6 ns
beq	2 ns	1 ns	2 ns			5 ns
sw	2 ns	1 ns	2 ns	2 ns		7 ns
lw	2 ns	1 ns	2 ns	2 ns	1 ns	8 ns

Computing Execution Time

Single-Cycle

Assume: 100 instructions executed

25% of instructions are loads,

10% of instructions are stores,

45% of instructions are adds, and

20% of instructions are branches.

Inst.	total
add	6 ns
beq	5 ns
sw	7 ns
lw	8 ns

Single-cycle execution:

??

Optimal execution:

??

Computing Execution Time

Single-Cycle

Assume: 100 instructions executed

25% of instructions are loads,

10% of instructions are stores,

45% of instructions are adds, and

20% of instructions are branches.

Inst.	total
add	6 ns
beq	5 ns
sw	7 ns
lw	8 ns

Single-cycle execution:

$$100 * 8\text{ns} = \underline{800} \text{ ns}$$

Optimal execution:

$$25*8\text{ns} + 10*7\text{ns} + 45*6\text{ns} + 20*5\text{ns} = \underline{640} \text{ ns}$$



Logistics

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- There are 3 videos for lecture 11
 - L11_1 – LC2K-Datapath_Single-Cycle
 - L11_2 – Multi-Cycle_0
 - L10_3 – Multi-Cycle_1
- There is one worksheet for lecture 10
 1. L11 worksheet

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L11_2 Multi-Cycle

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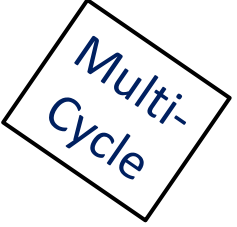
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Learning Objectives

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- Identify the patterns seen in single-cycle LC2K processor.
- Mapping to the datapath to enable different execution times for different instructions.
- Ability to trace and explain the flow of data in a multi-cycle processor diagram and the timing and operation of the control circuit for a multi-cycle processor.

Multiple-Cycle Execution



- Each instruction takes multiple cycles to execute
 - Cycle time is reduced
 - Slower instructions take more cycles
 - Faster instructions take fewer cycles
 - We can start next instruction earlier, rather than just waiting
 - Can reuse datapath elements each cycle
- What is needed to make this work?
 - Since you are re-using elements for different purposes, you need more and/or wider MUXes.
 - You may need extra registers if you need to remember an output for 1 or more cycles.
 - Control is more complicated since you need to send new signals on each cycle.

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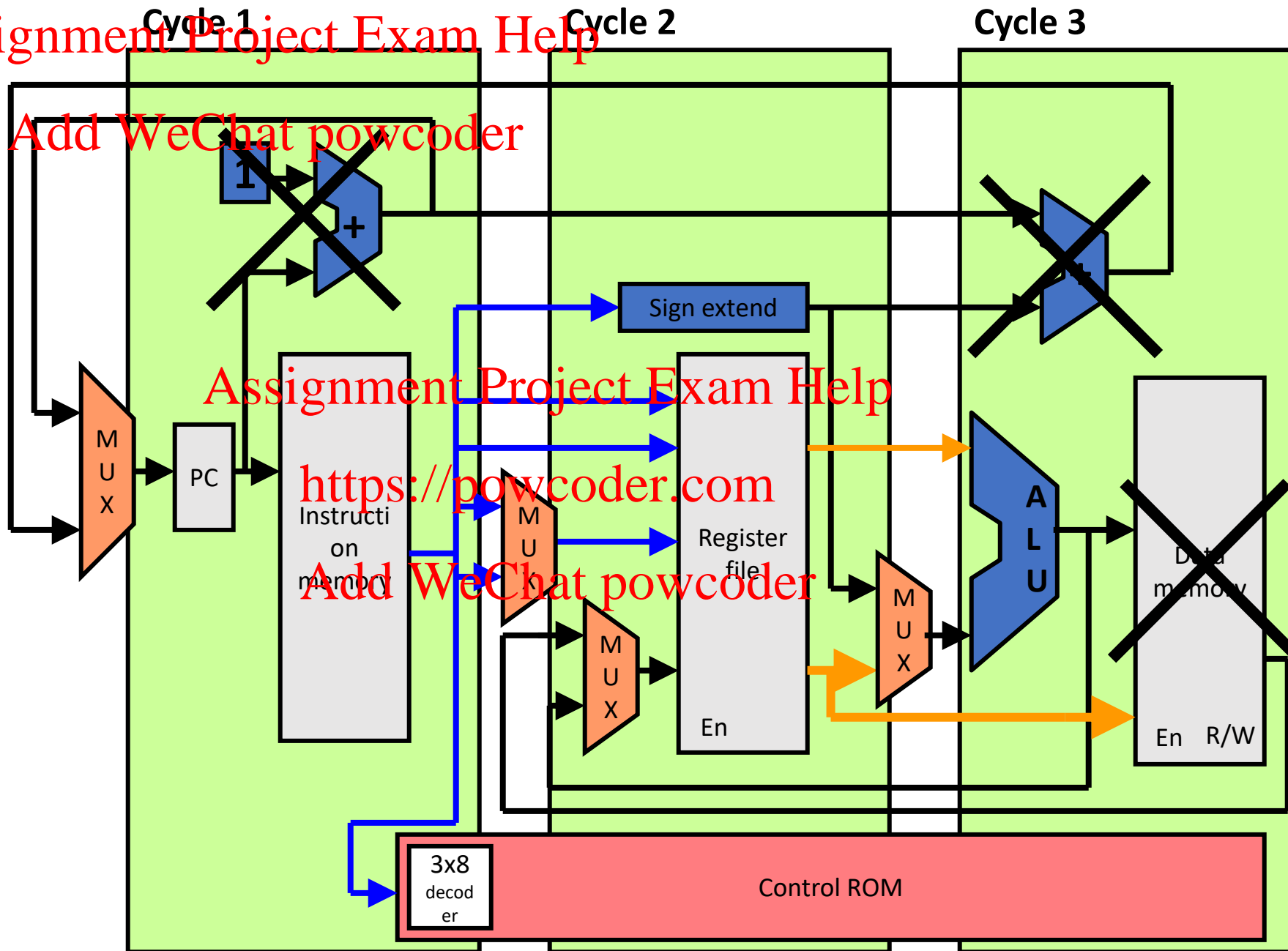
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Multi-Cycle

add instruction will take 4 cycles (but cycles will be shorter). Only use the # of shorter cycles needed for the instruction

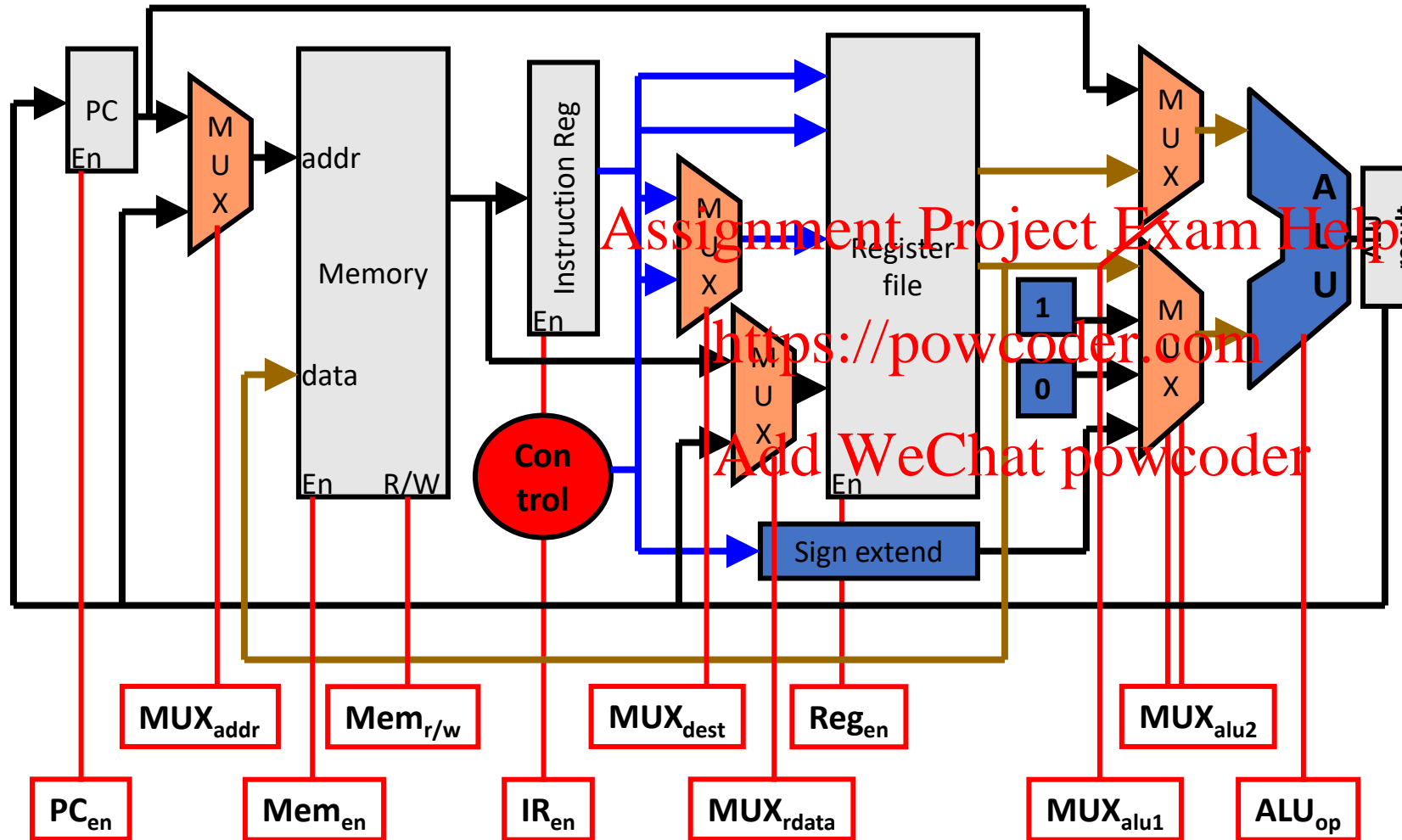


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Multicycle LC2K Datapath

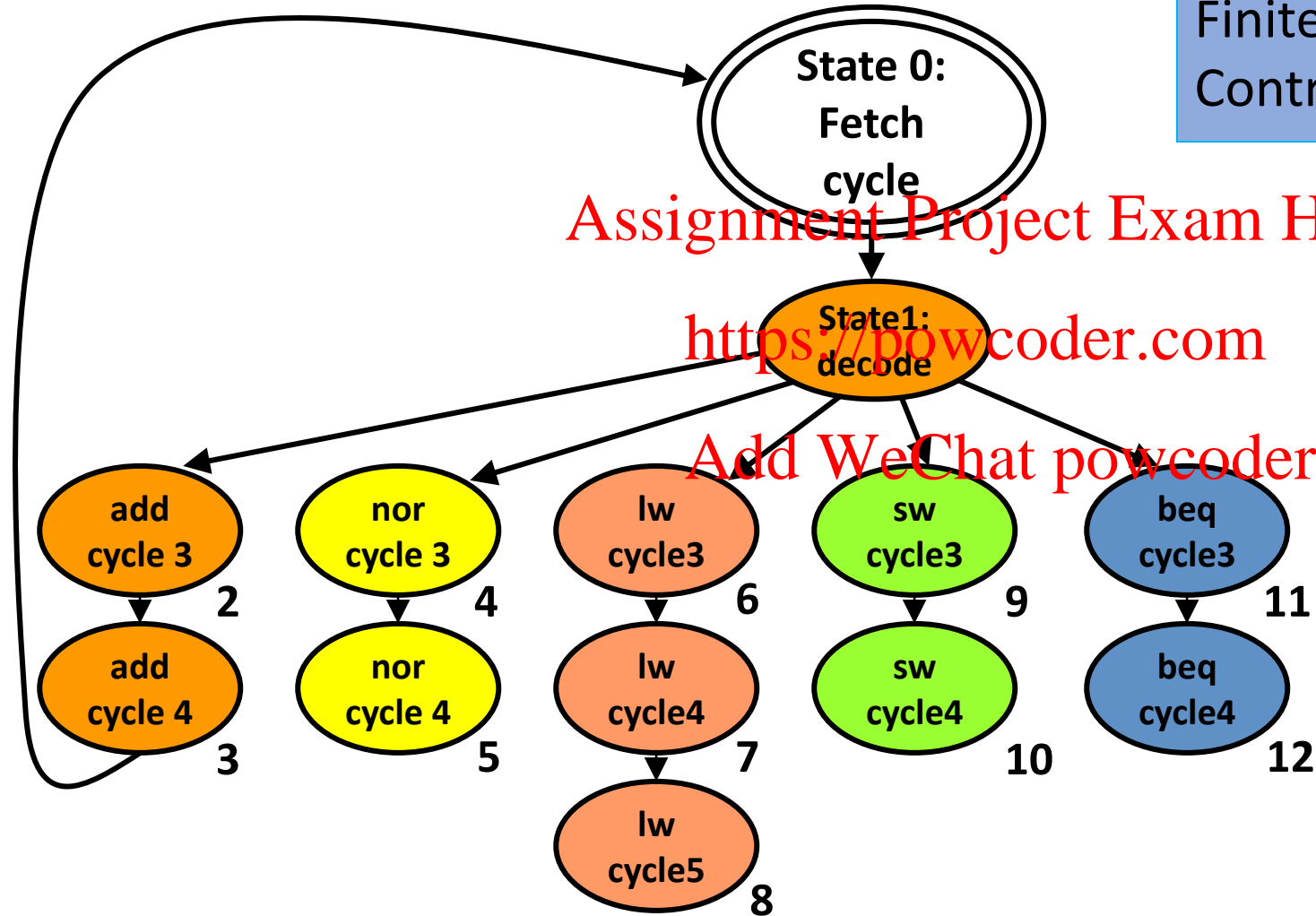
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Multi-Cycle



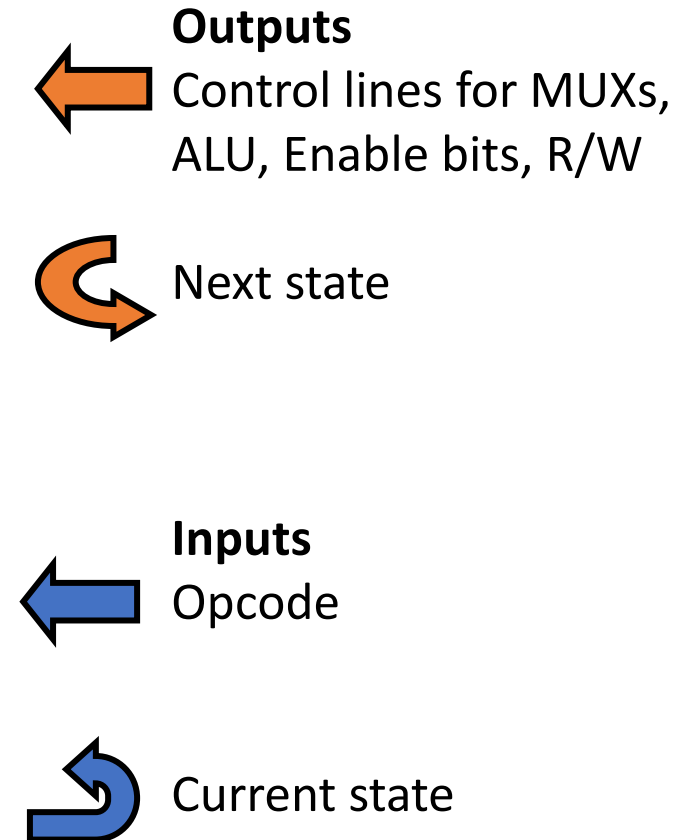
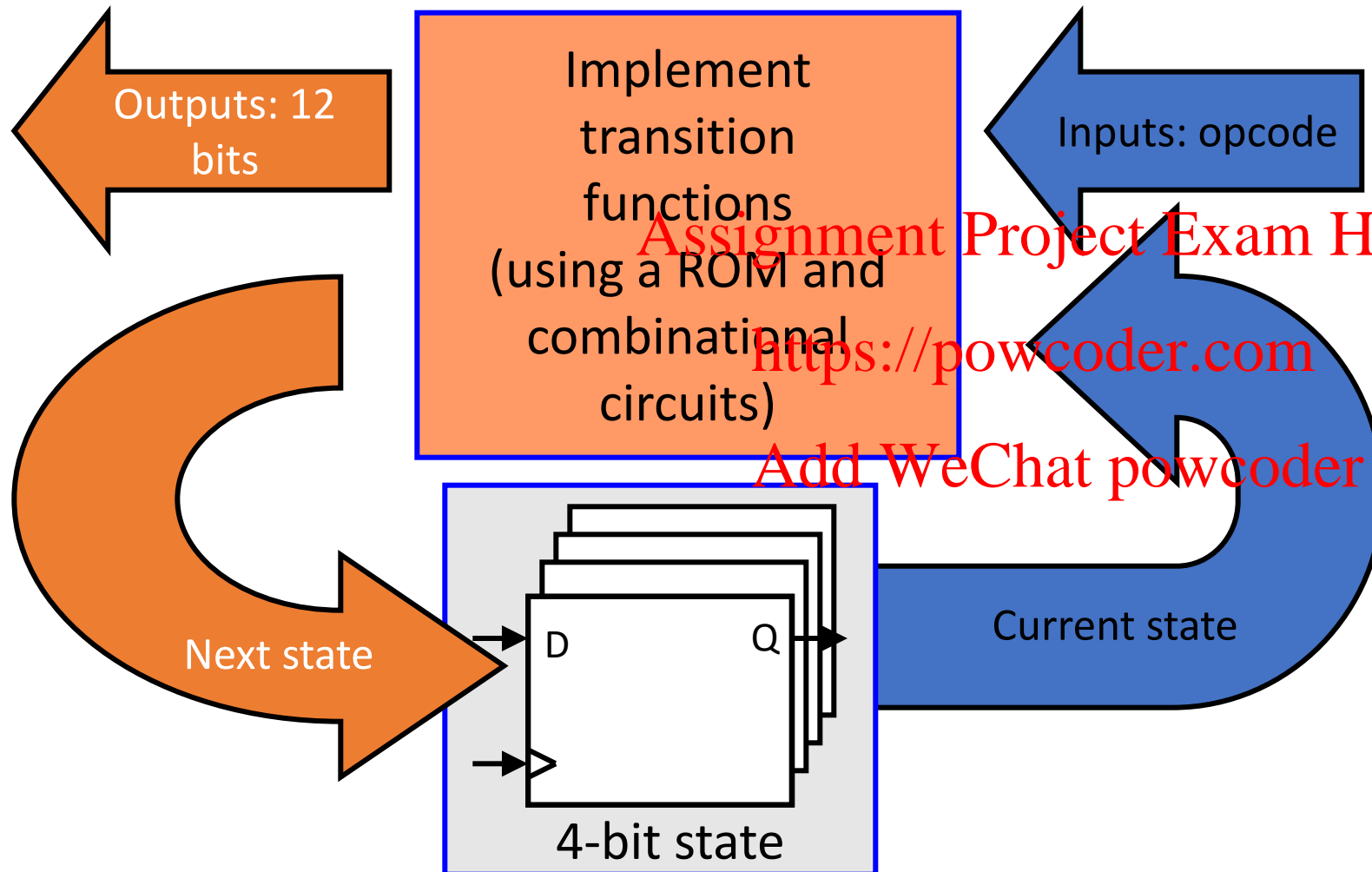
FSM – Multi-Cycle Control Signals

Finite State Machine
Control signals (transition functions)

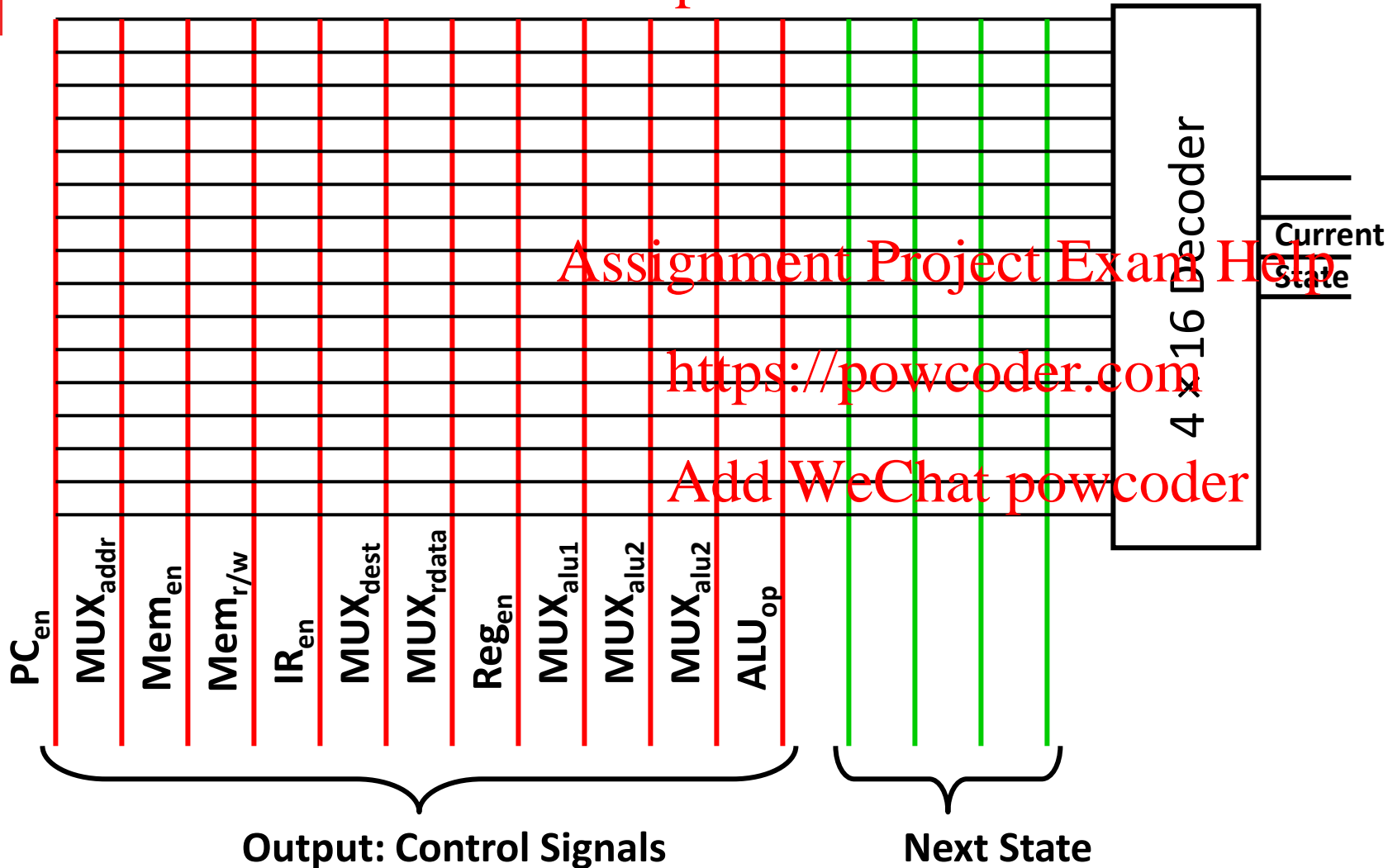


Implementing FSM

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Building the Control ROM



Decoder Input:
What happened to
opcode???

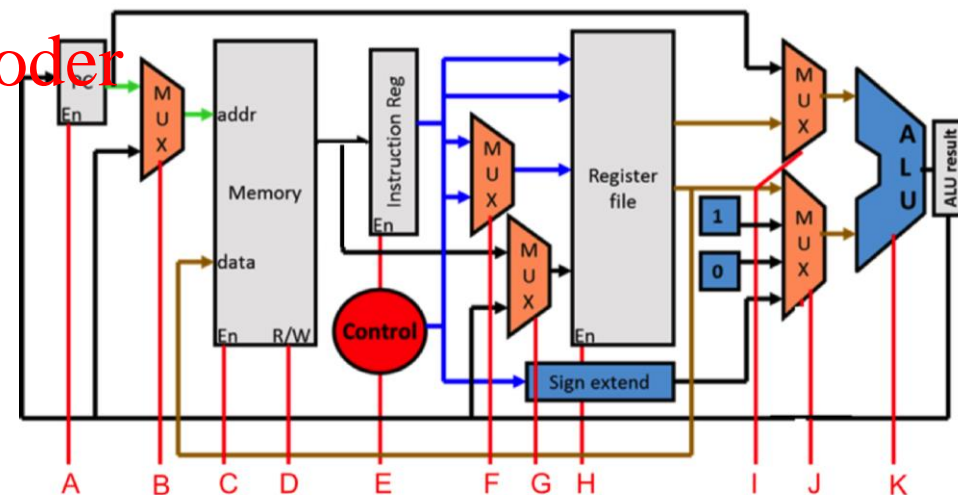
Optimization using
combinational logic.
We will see it later,
but opcode will *not*
be input to the
decoder

First Cycle (State 0) Fetch Instruction

What operations need to be done in the first cycle of executing any instruction?

- Read memory[PC] and store into instruction register.
 - Must select PC in memory address MUX ($MUX_{addr} = 0$) – B in diagram
 - Enable memory operation ($Mem_{en} = 1$) – C in diagram
 - R/W should be (read) ($Mem_{r/w} = 0$) – D in diagram
 - Enable Instruction Register write ($IR_{en} = 1$) – H in diagram
- Calculate PC + 1
 - Send PC to ALU ($MUX_{alu1} = 0$) – I in diagram
 - Send 1 to ALU ($MUX_{alu2} = 01$) – J in diagram
 - Select ALU add operation ($ALU_{op} = 0$) – K in diagram
- $PC_{en} = 0$; $Reg_{en} = 0$; MUX_{dest} and $MUX_{rdata} = X$
 - A, E, F, G in diagram, respectively

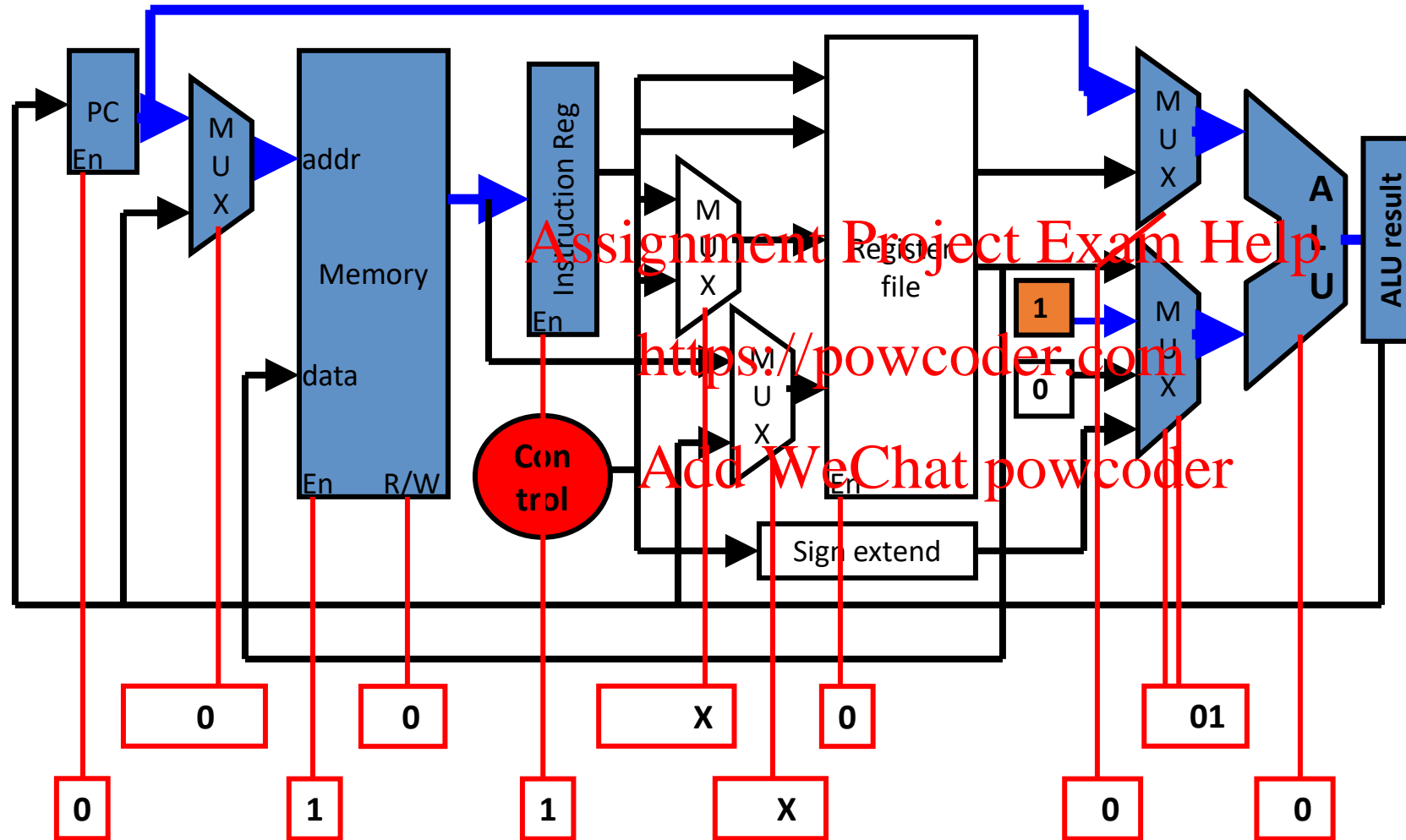
Next State: Decode Instruction



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First Cycle (State 0) Operation

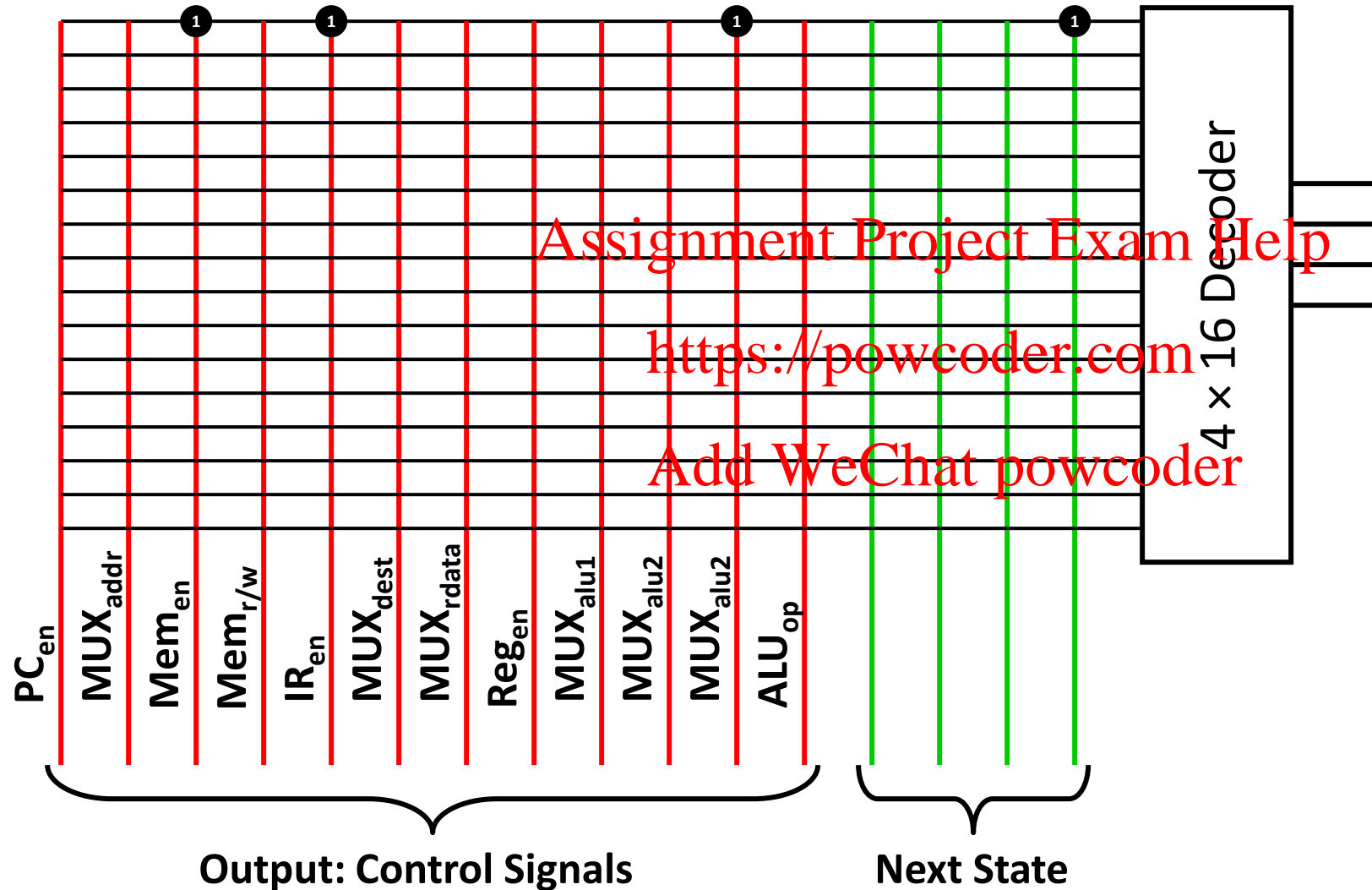
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This is the same for all instructions, i.e., any opcode.

We do not know what the instruction is before decoding.

Building the Control ROM – State 0

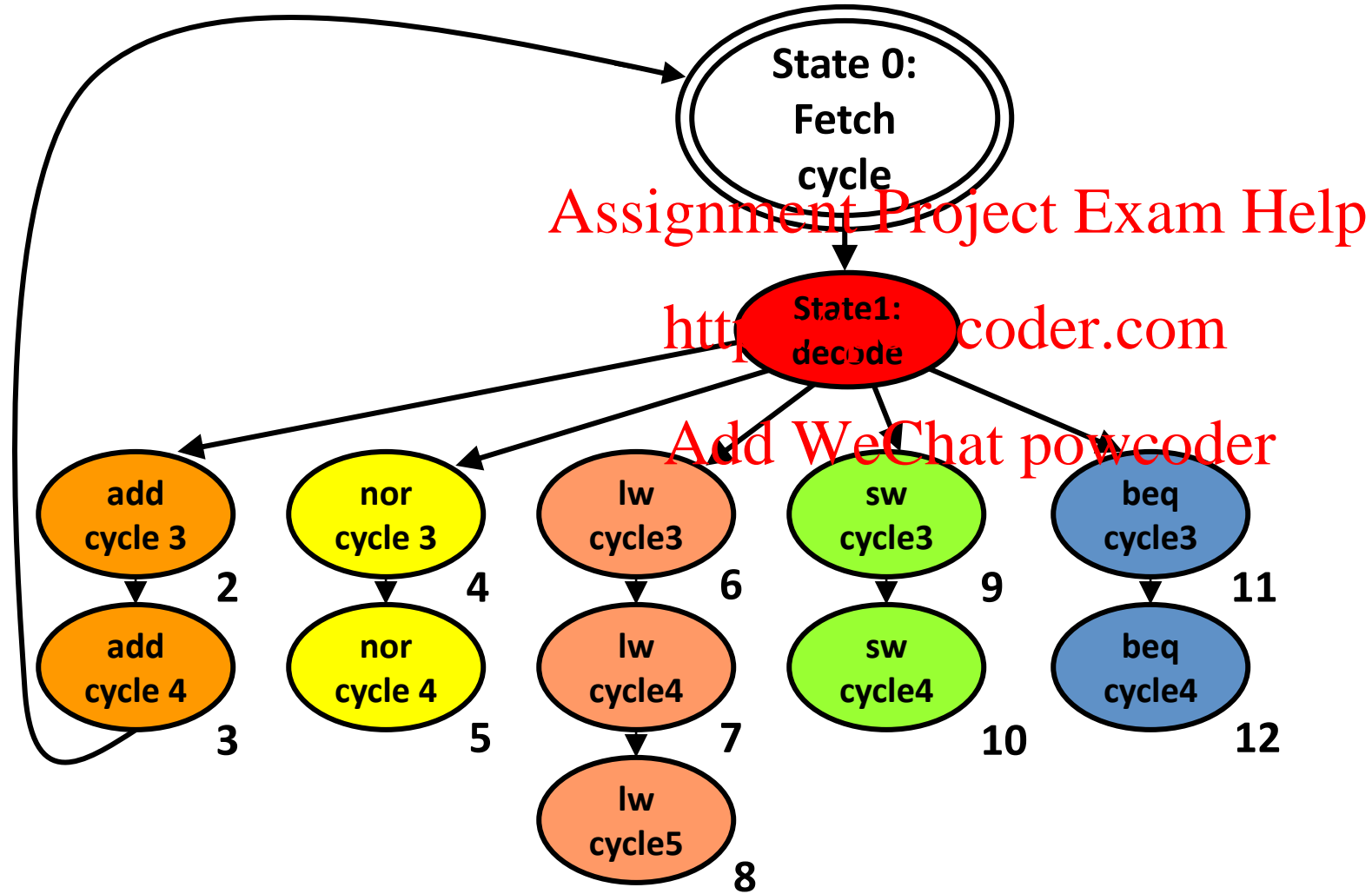


- 1 Represents ROM memory for state.
- Marks output lines (vertical) that will be 1 when that line in the decoder (horizontal) is selected by the input

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State 1: Instruction Decode

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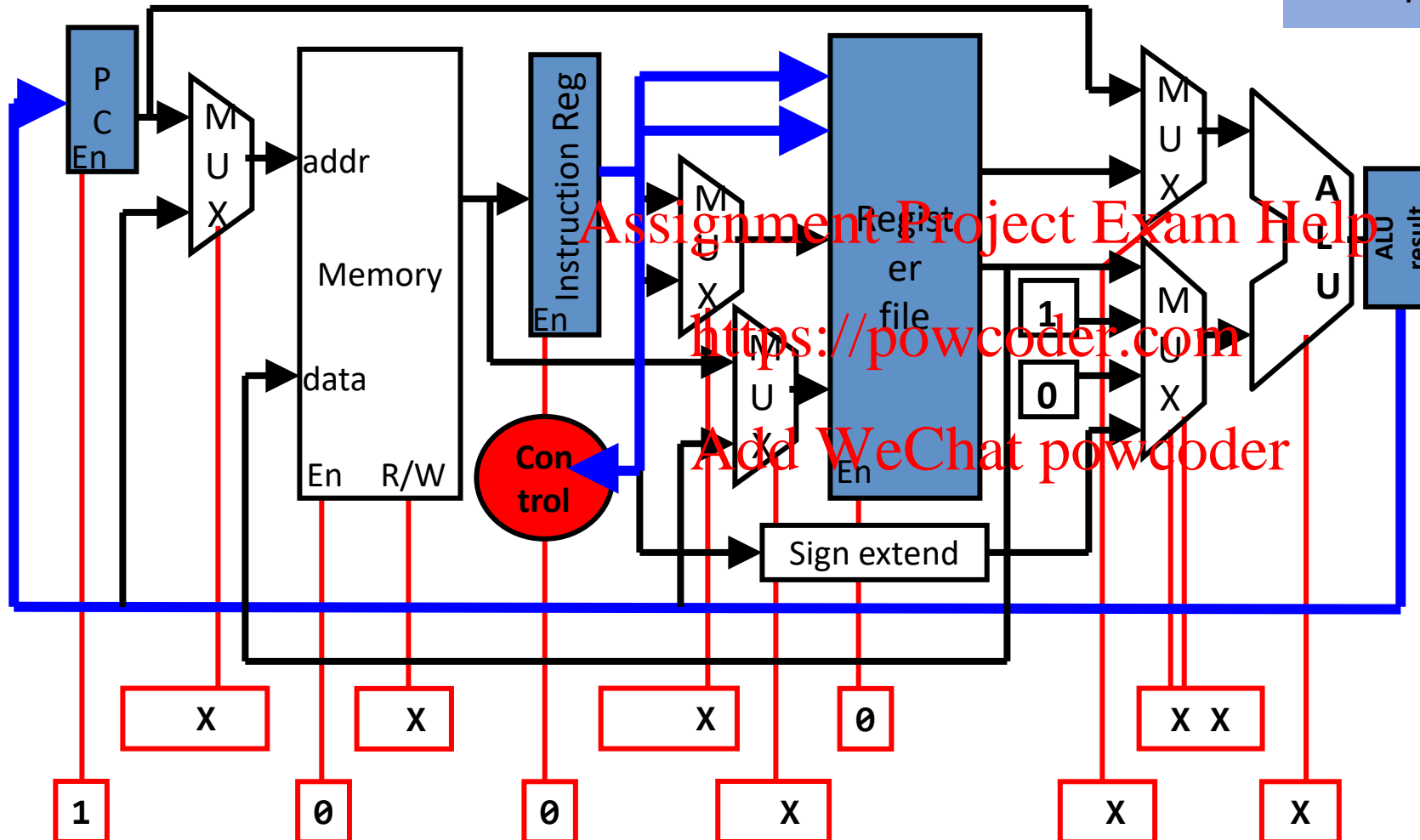
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State 1: Output Function

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Multi-Cycle

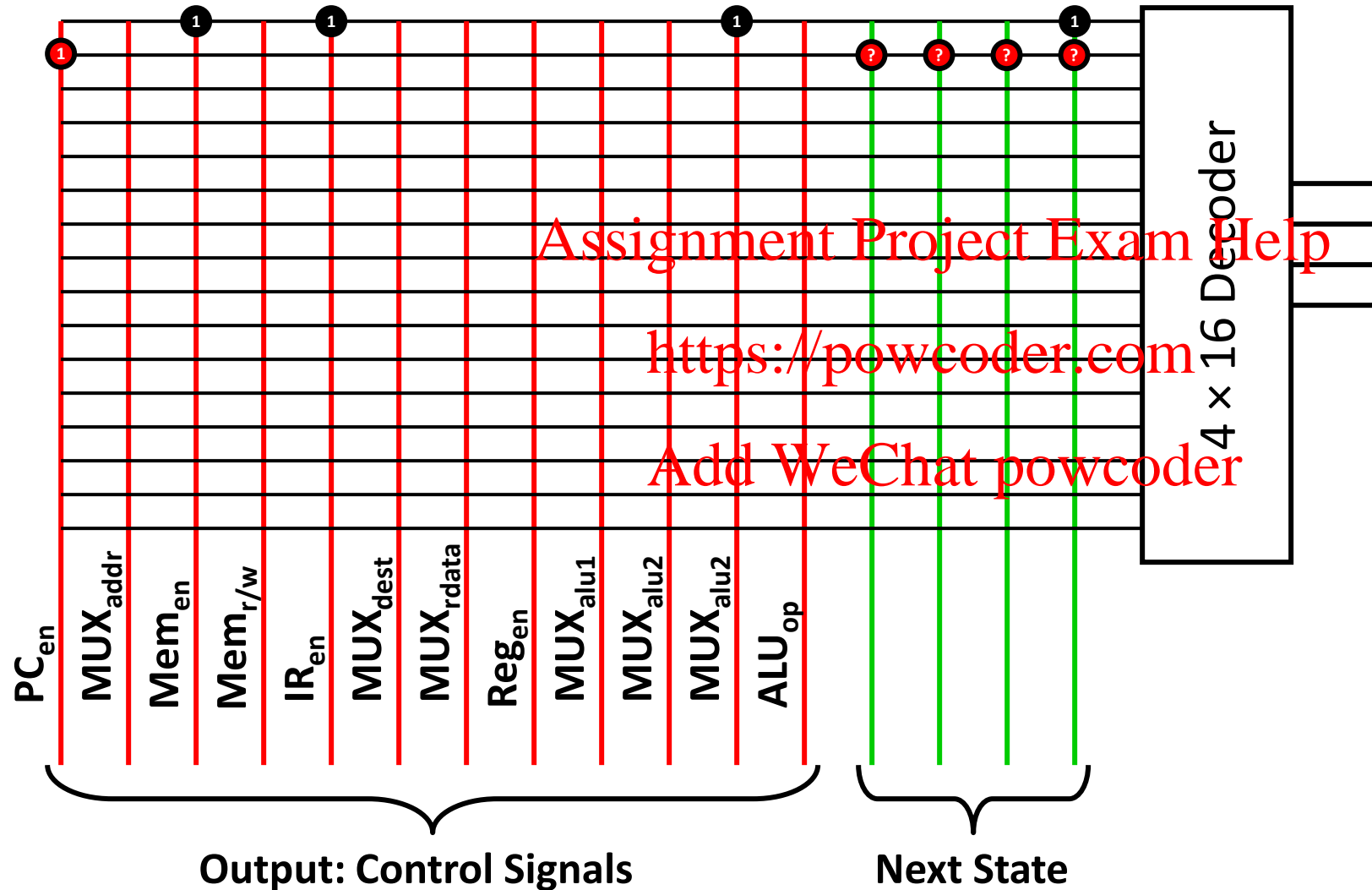
Update PC
Read registers (regA and regB)
Use opcode to determine next state



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Building the Control ROM – State 1

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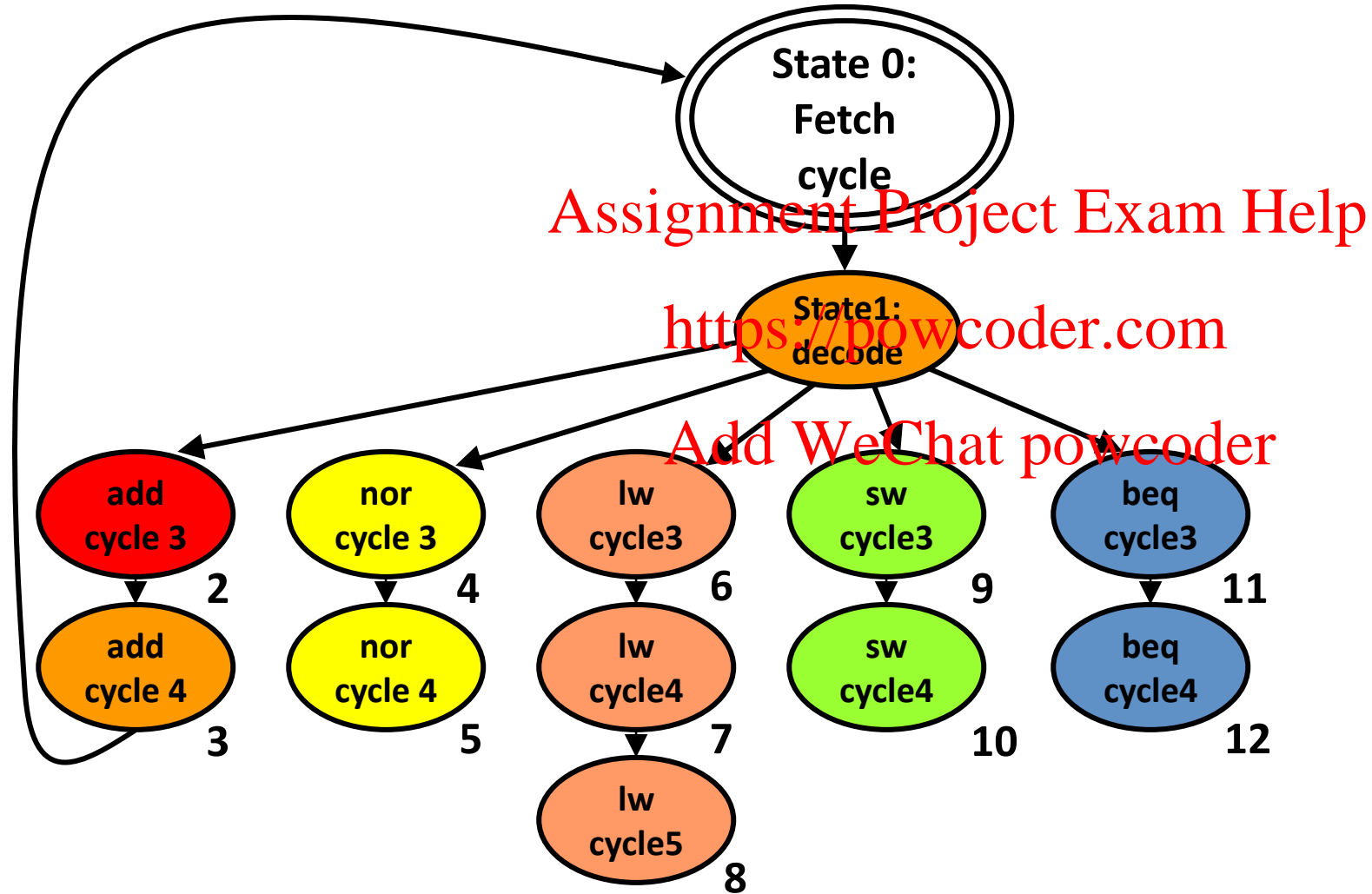
? How will this be set?

We will revisit this later...

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State 2: Add Cycle 3

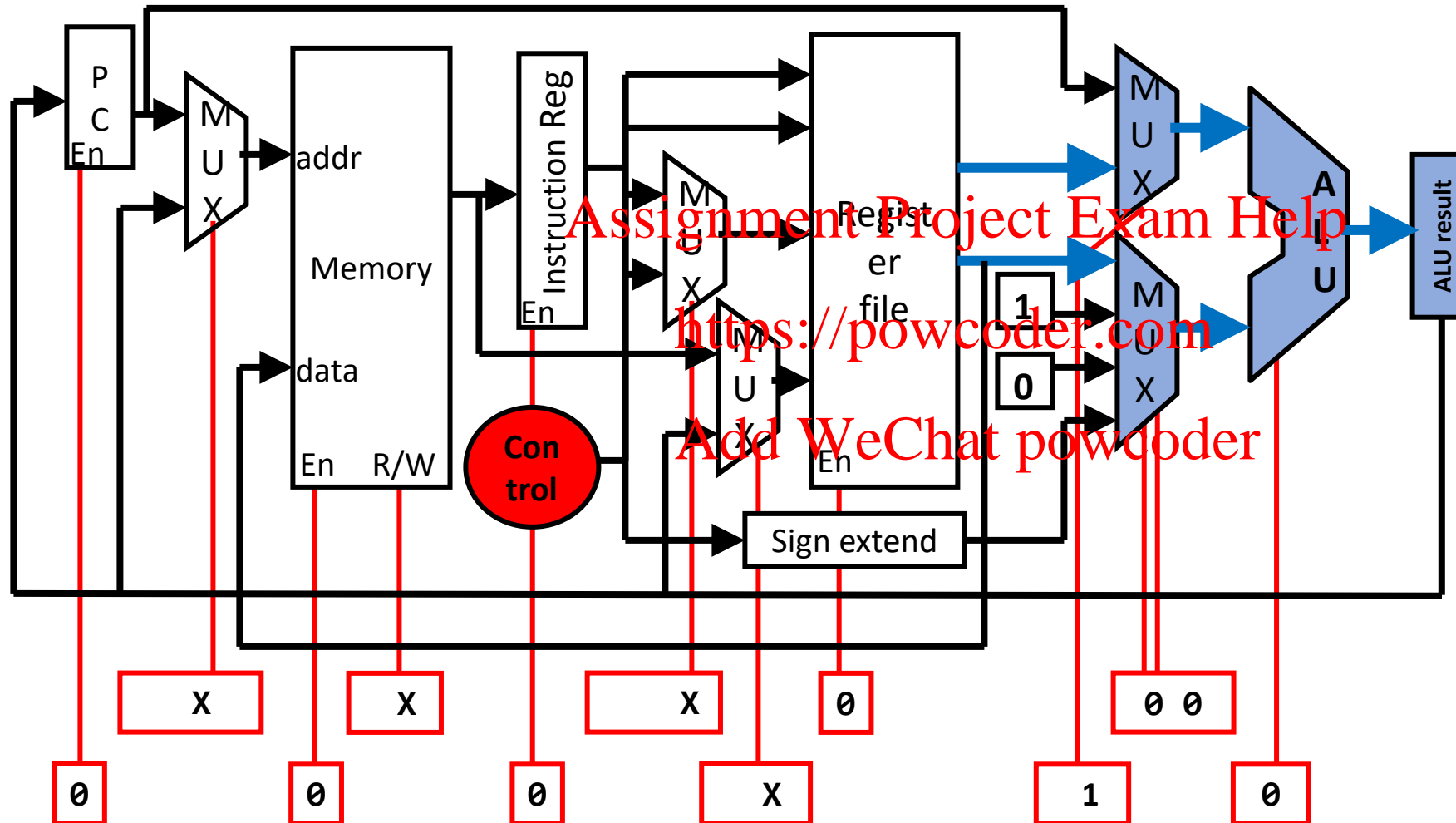
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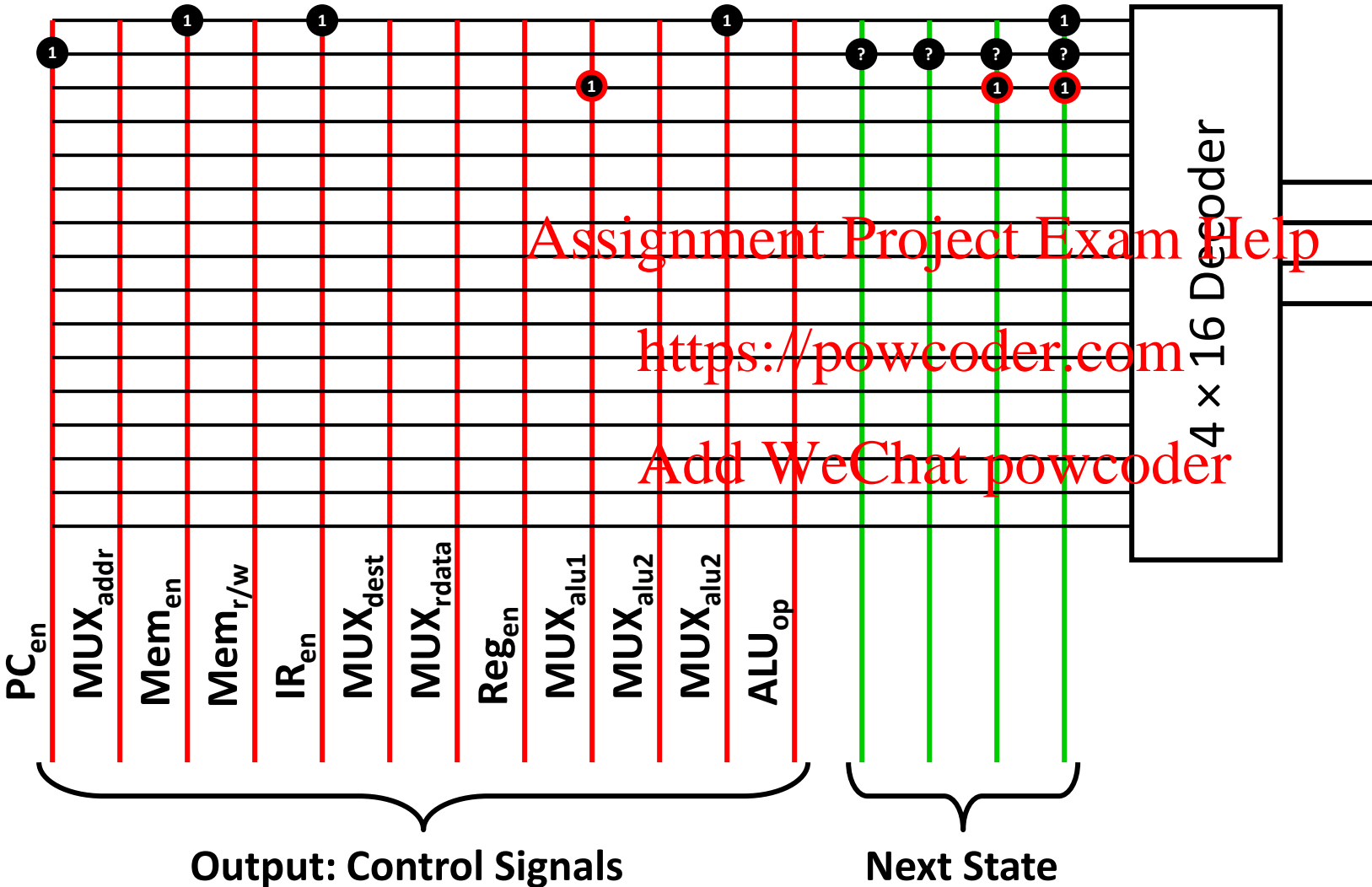
State 2: Add Cycle 3 Operation

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Send control signals to MUX to select values of regA and regB and control signal to ALU to add

Building the Control ROM – State 2



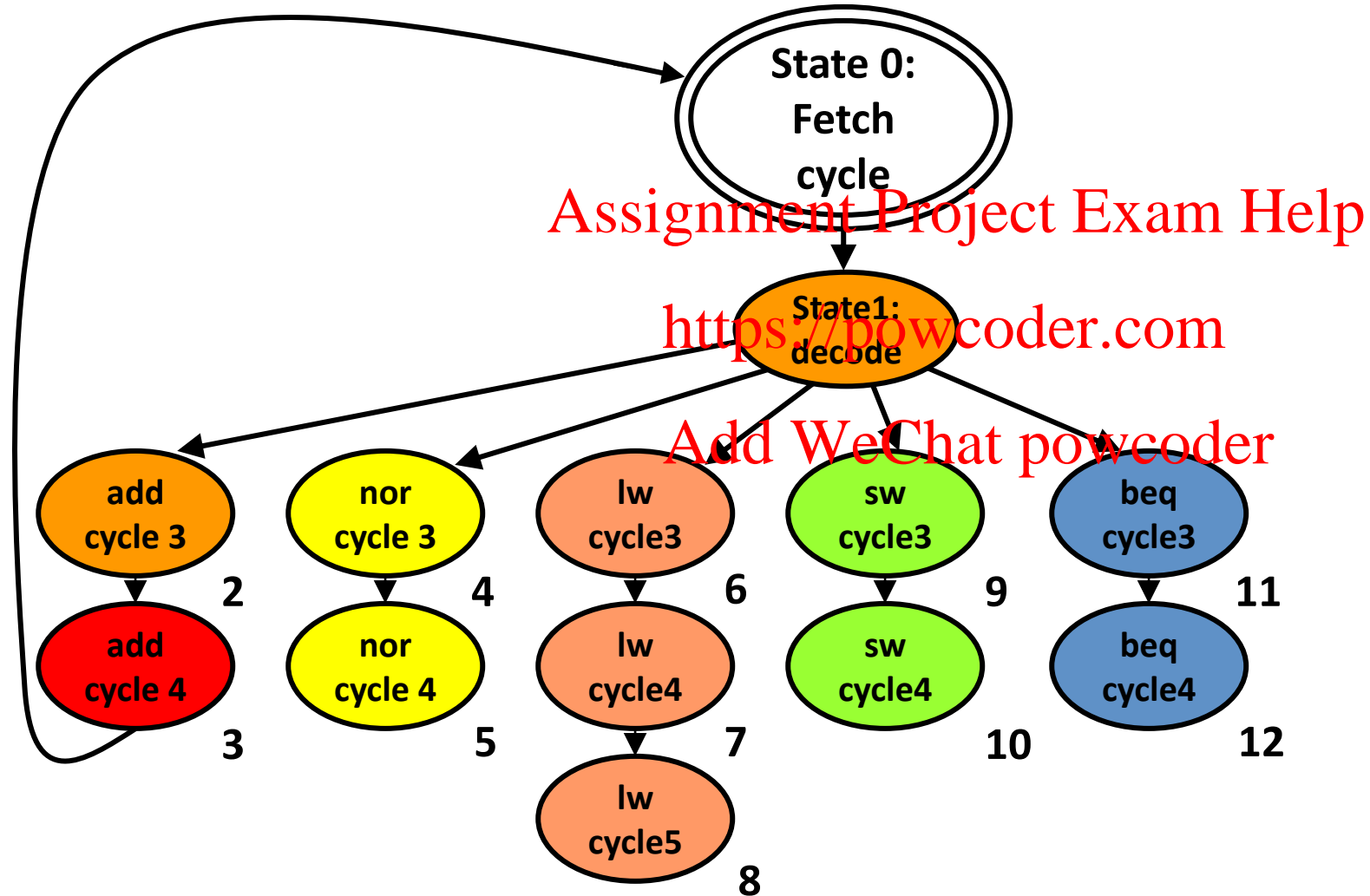
? How will this be set?

We will revisit this later...

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State 3: Add Cycle 4

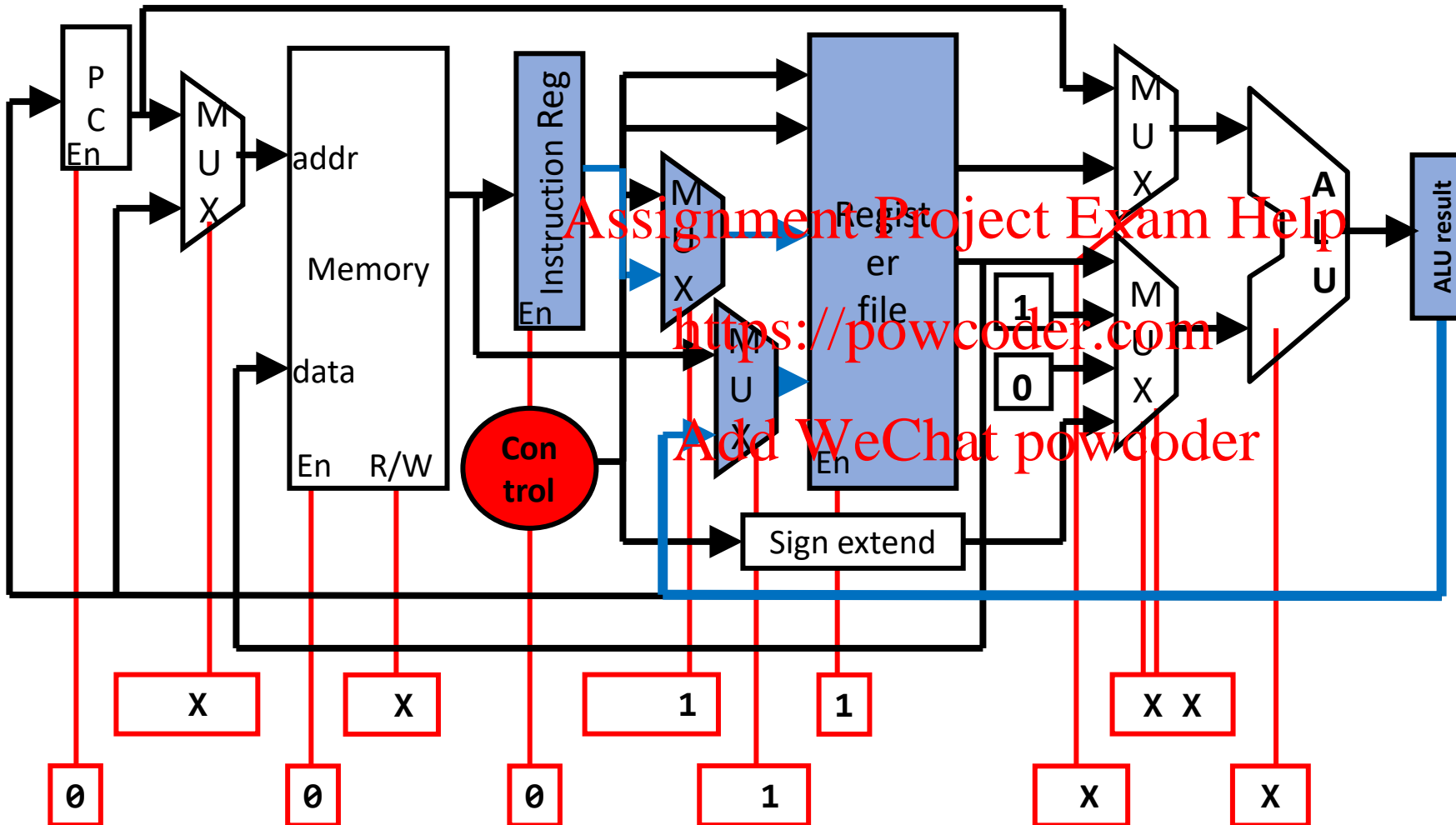
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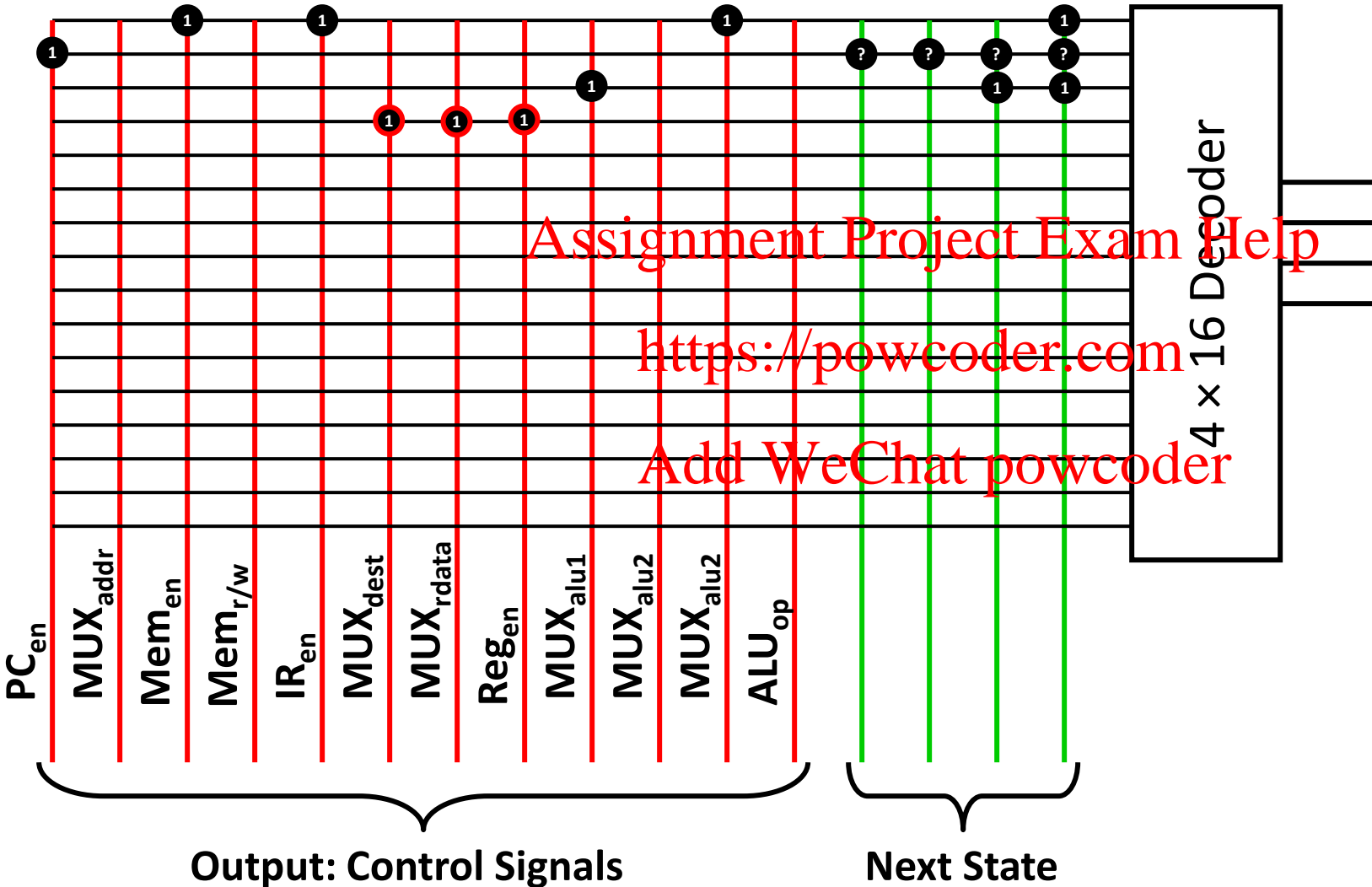
State 3: Add Cycle 4 Operation

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Send control signal to address MUX to select dest and to data MUX to select ALU output, then send write enable to register file.

Building the Control ROM – State 3



How will this be set?

We will revisit this later...

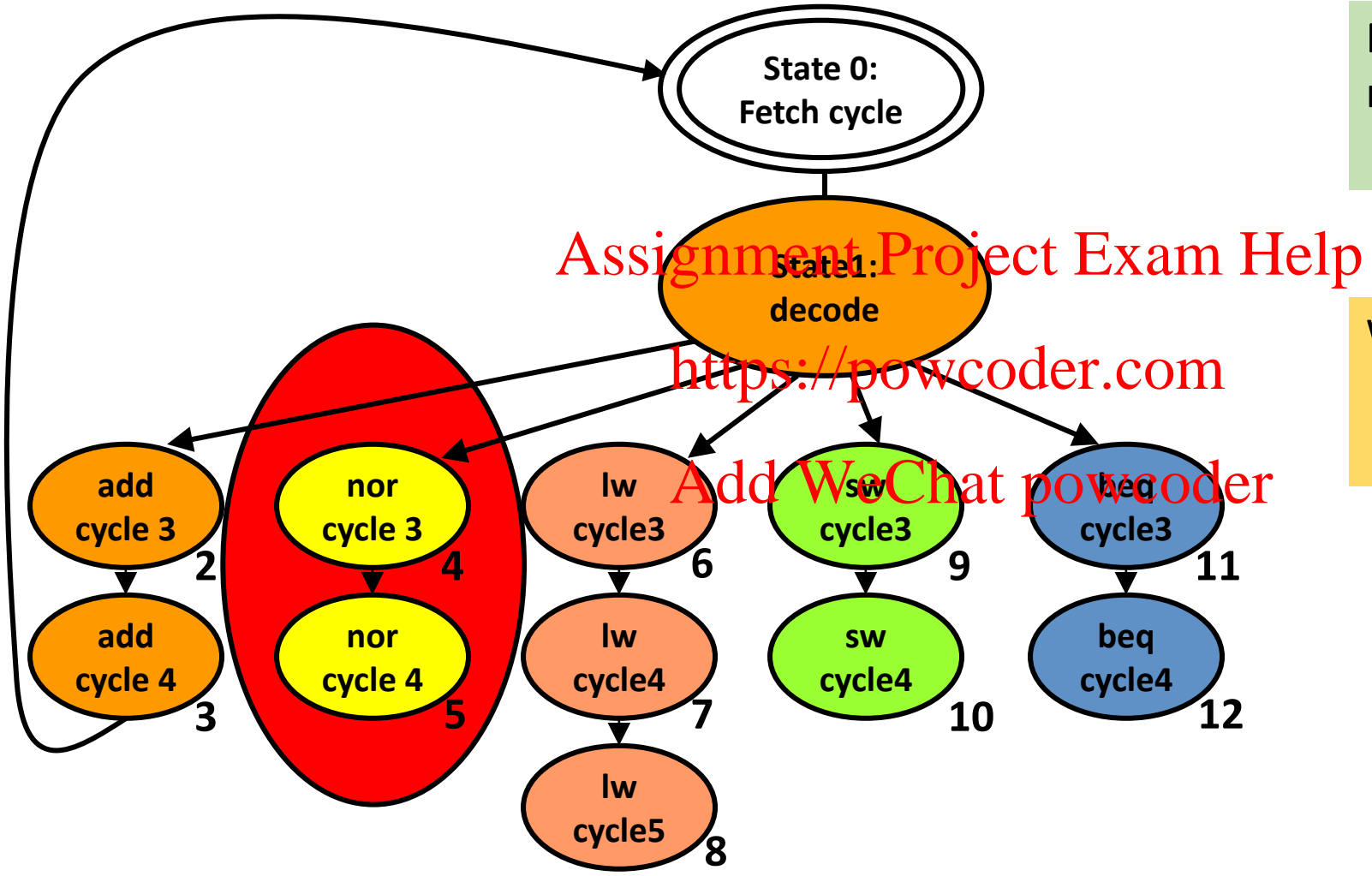
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Return to State 0

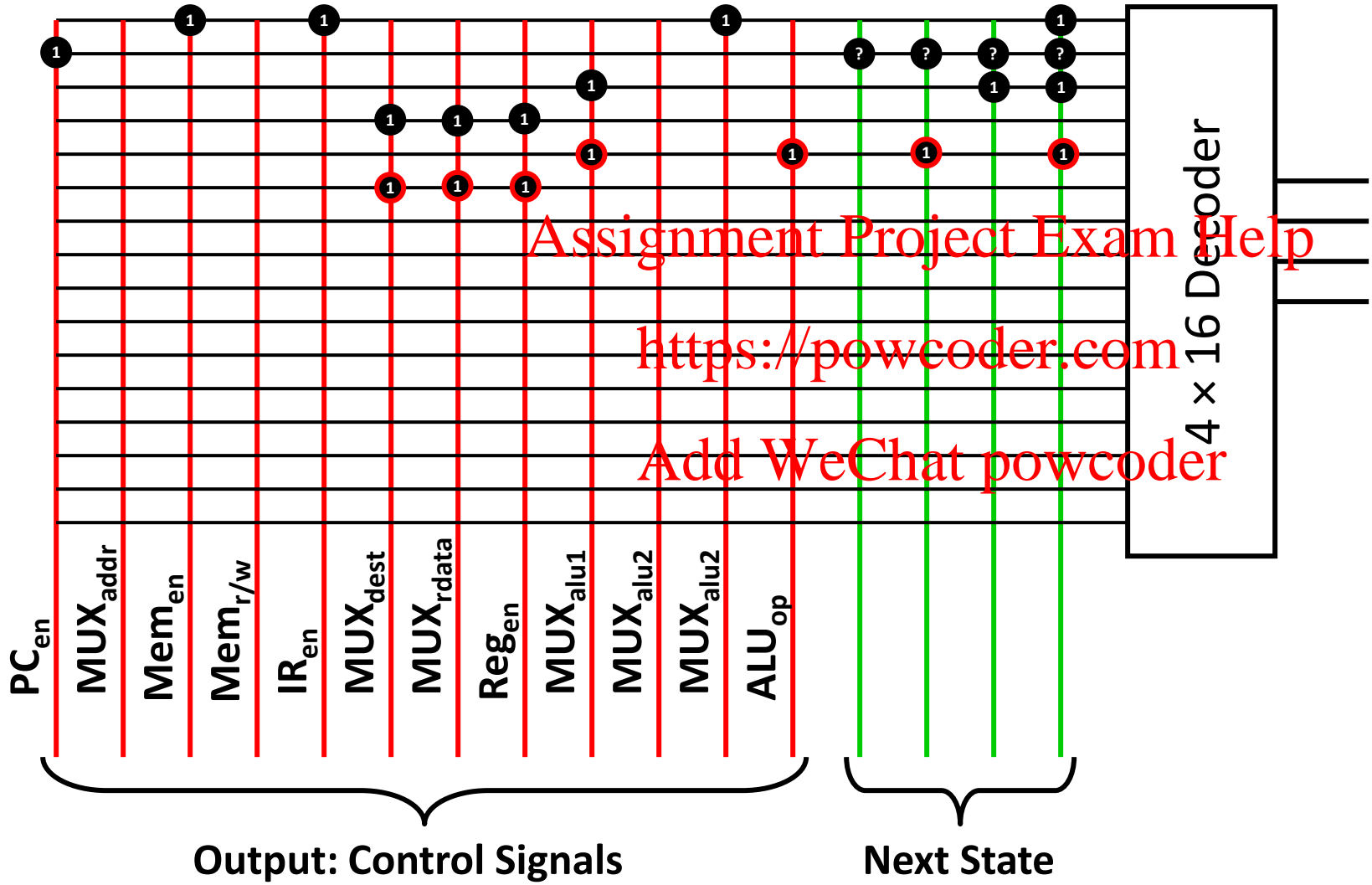
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Fetch cycle to execute next instruction

What about nor?



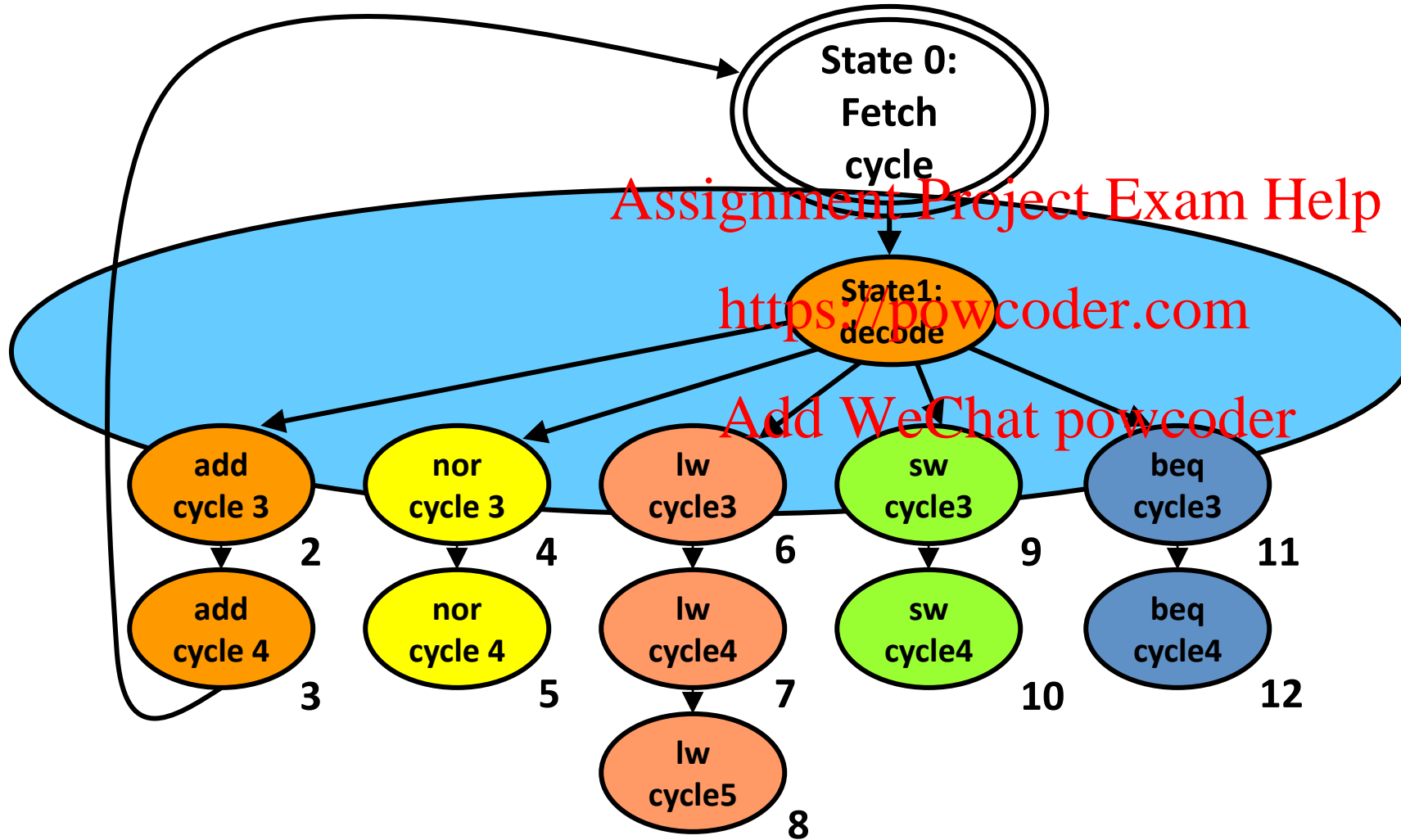
Building the Control ROM – nor (States 4,5)



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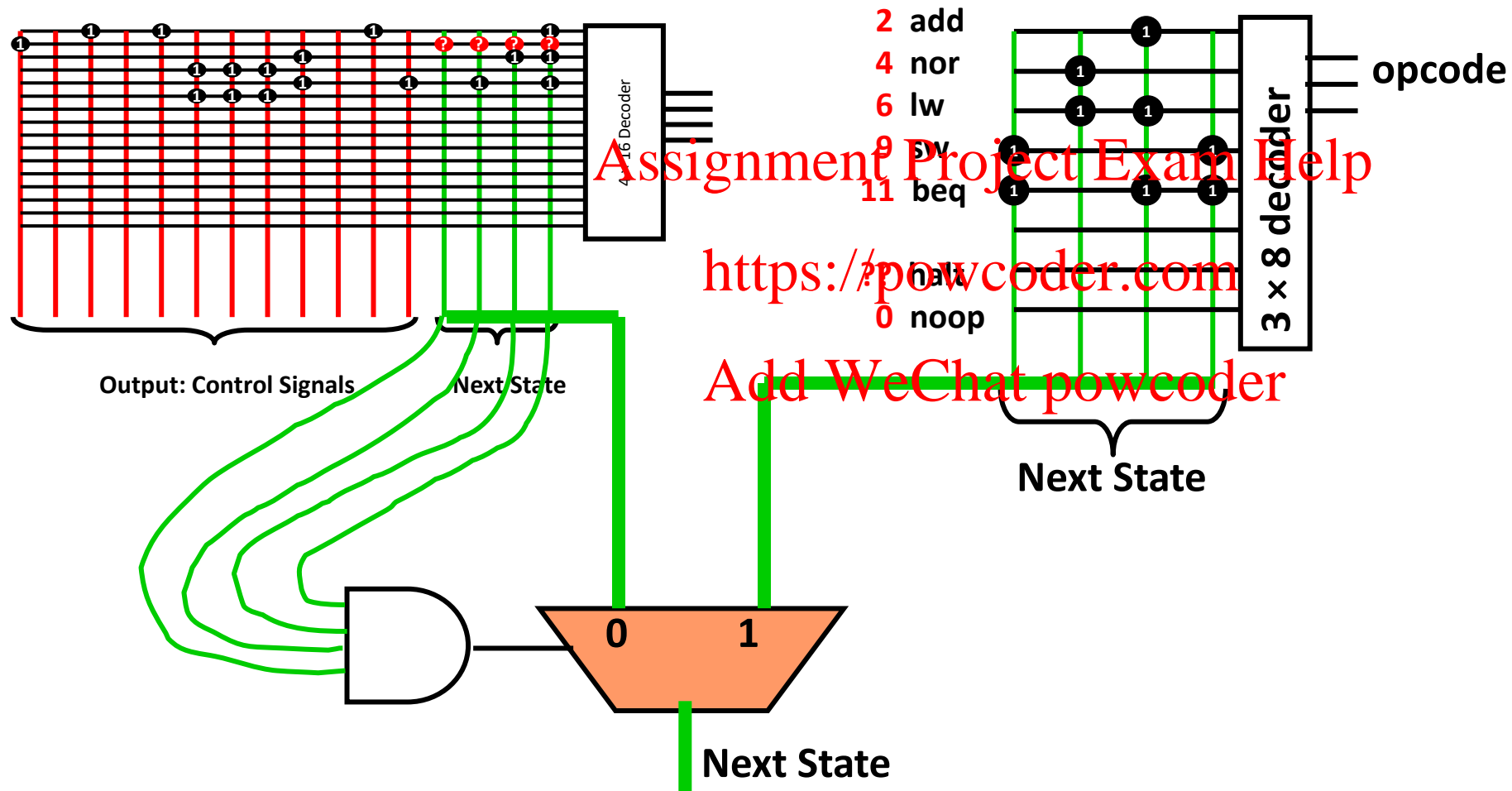
What About the Transition from State 1?

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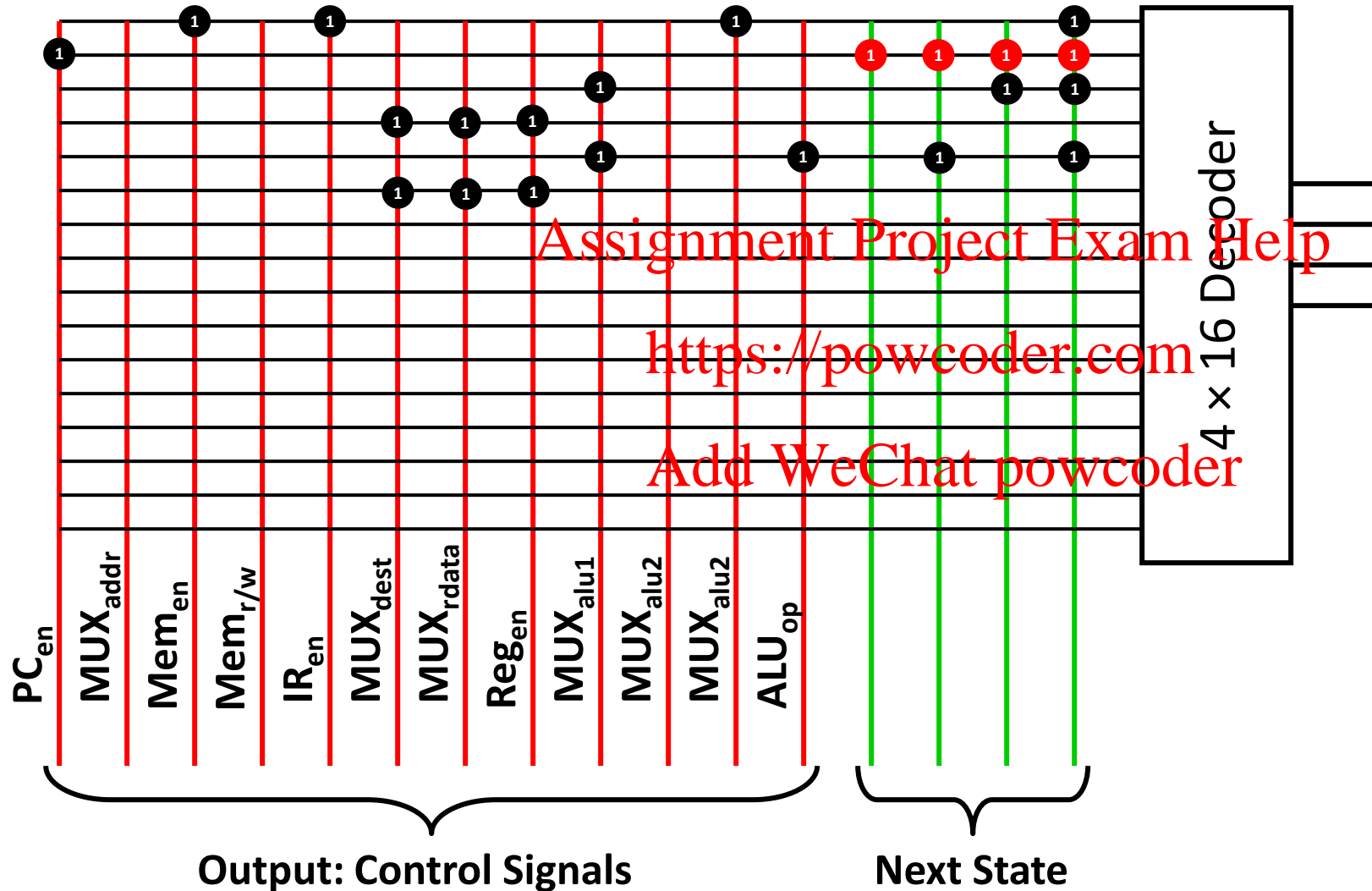


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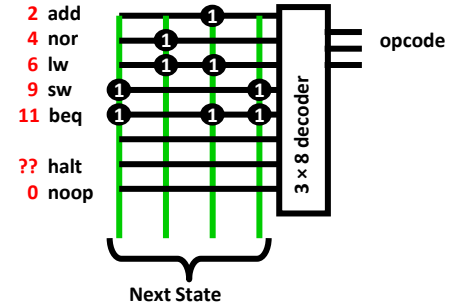
Building the Control ROM

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Multi-Cycle

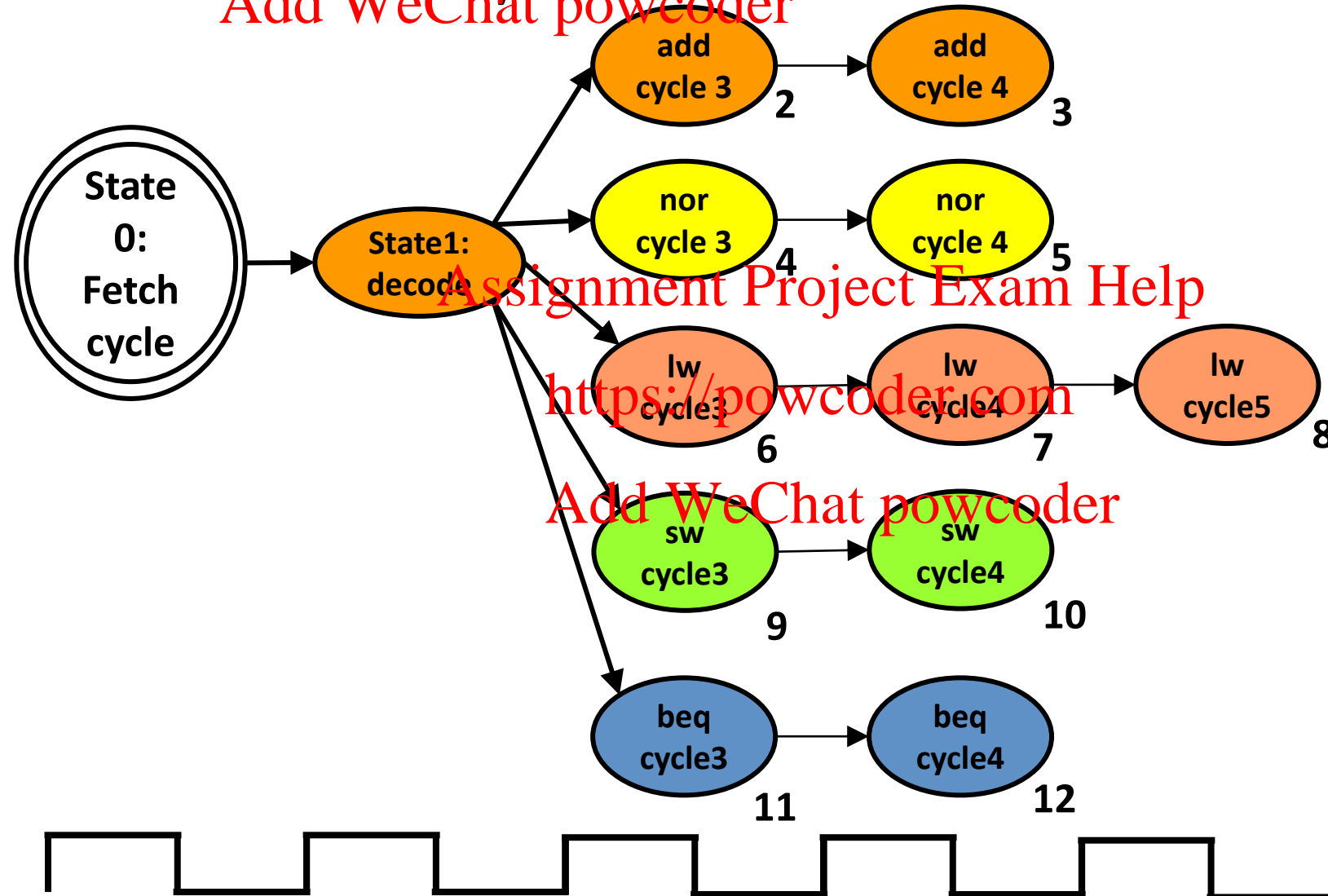


1 1111 state means "use the opcode to decide the next state"



FSM – Multi-Cycle Clock

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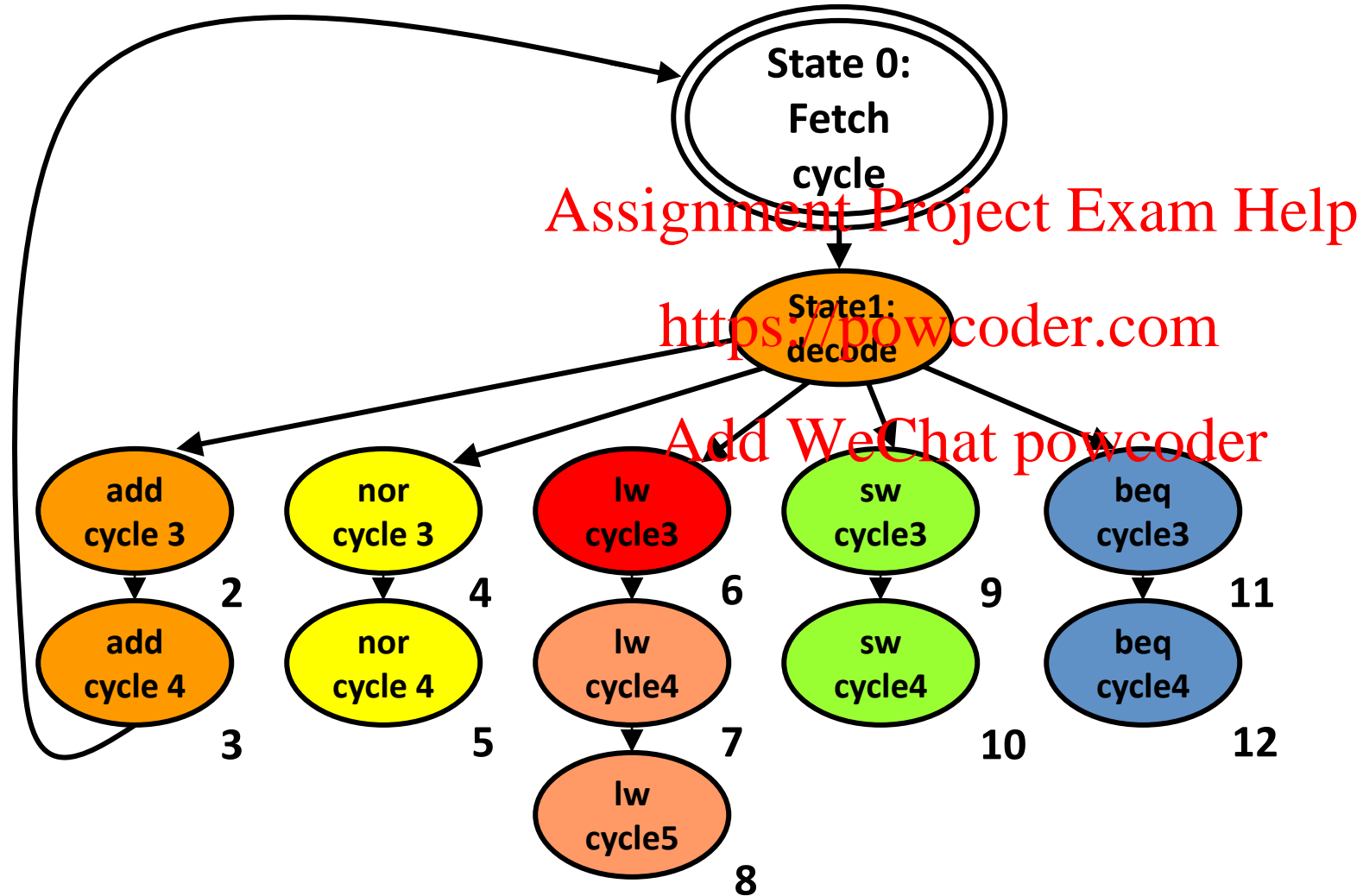
<https://powcoder.com>

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State 6: LW Cycle 3

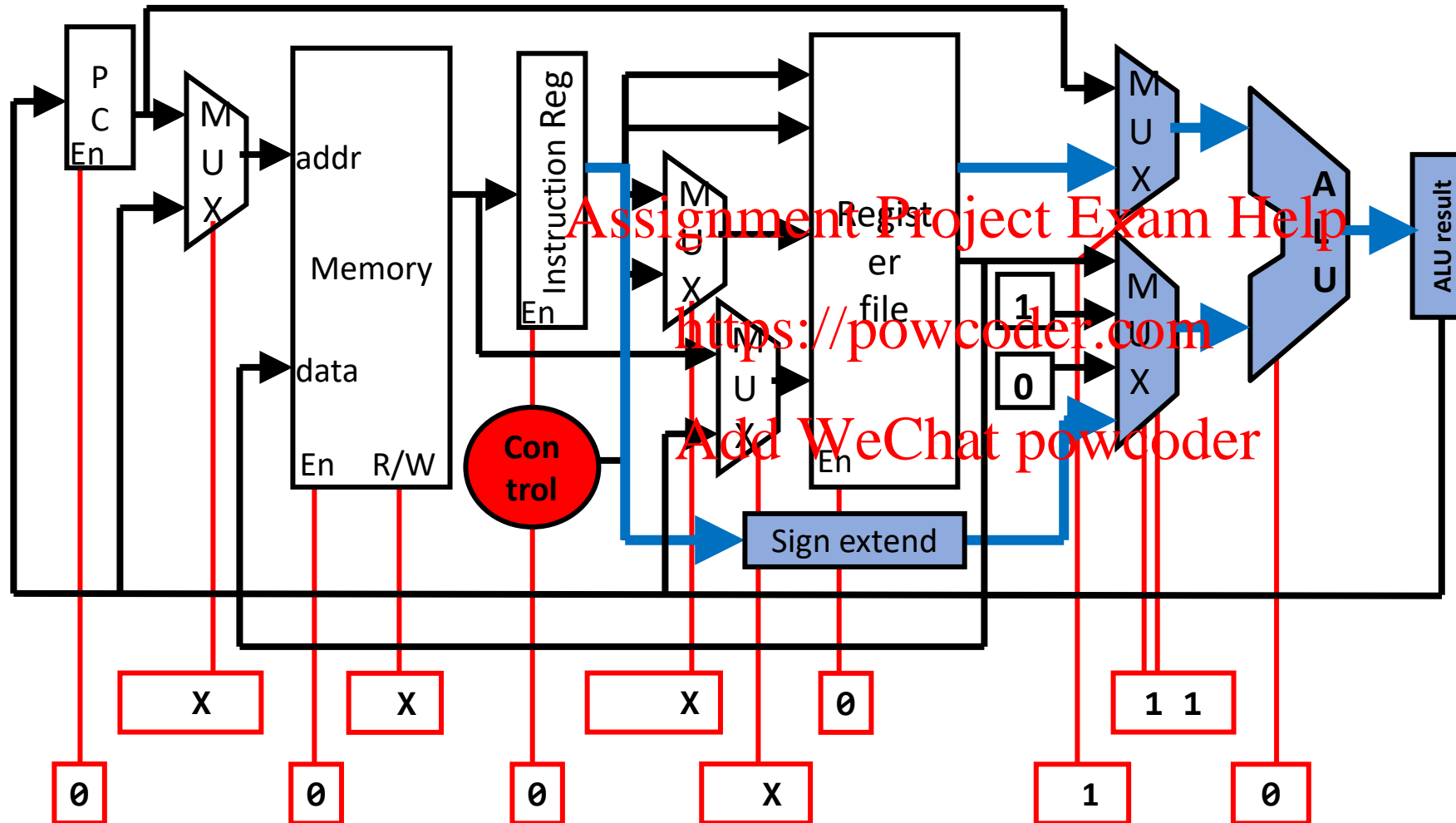
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State 6: LW Cycle 3 Operation

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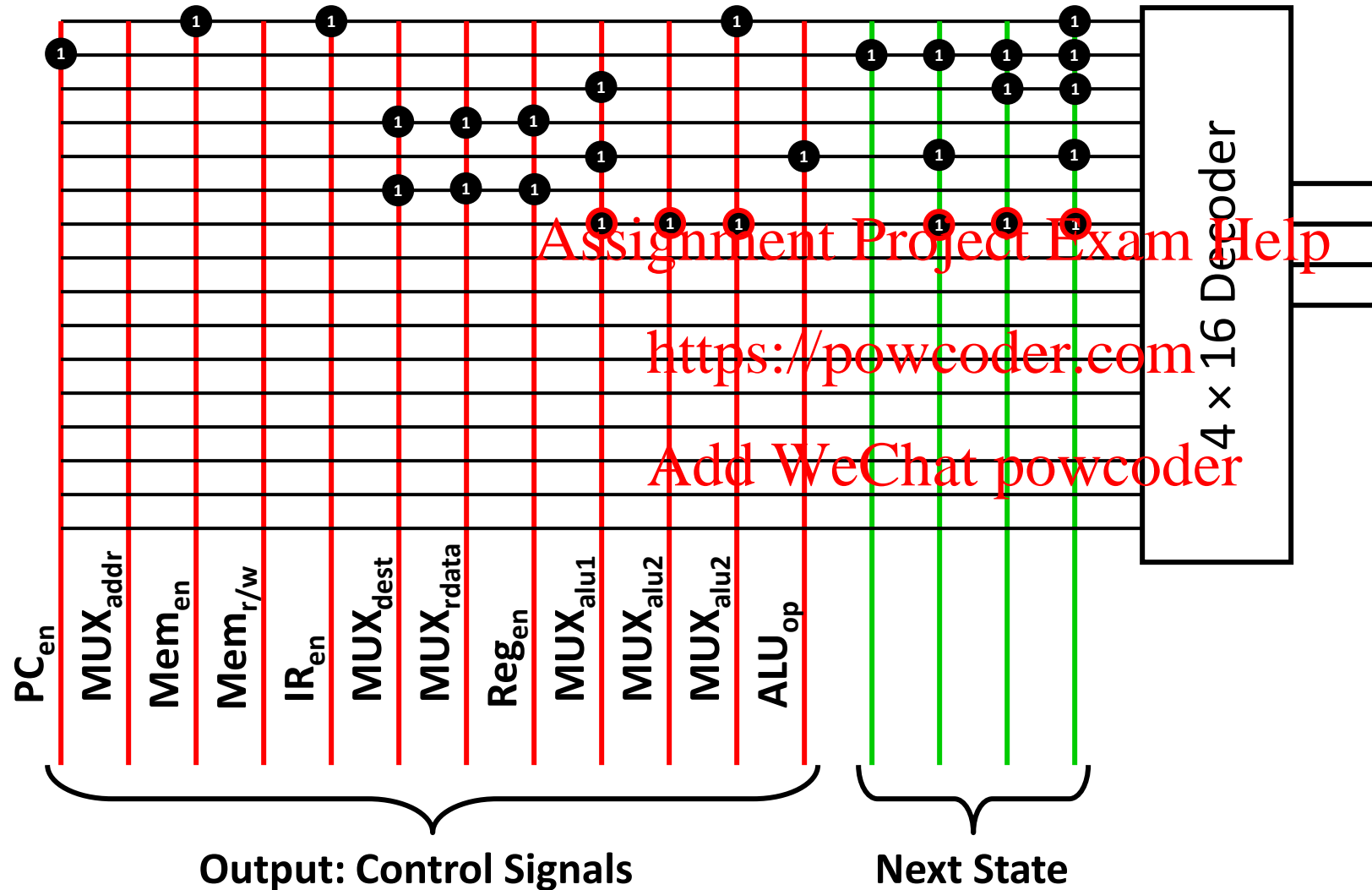


Calculate address for memory reference

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Building the Control ROM – State 6 1w

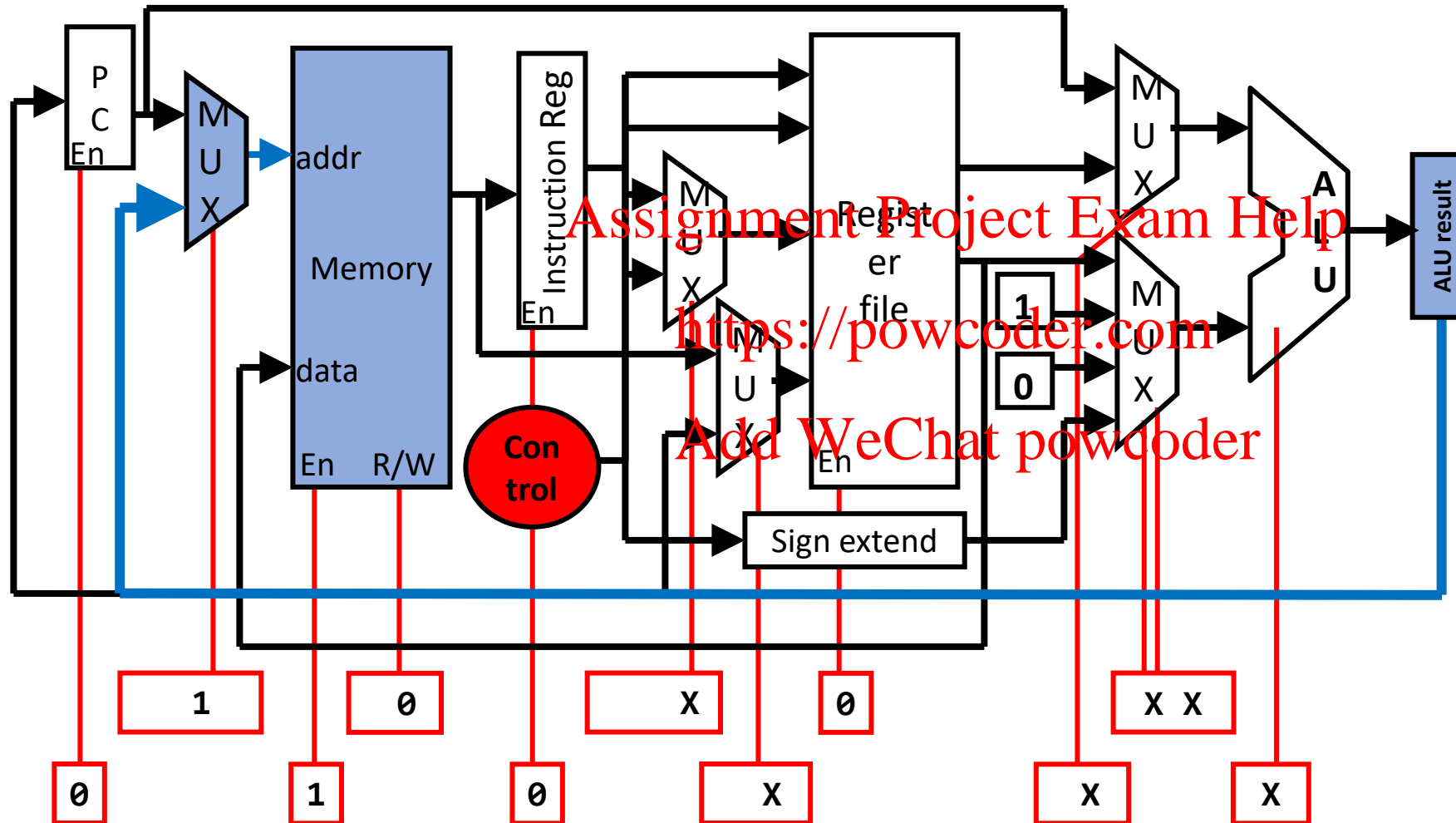
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State 7: LW Cycle 4 Operation

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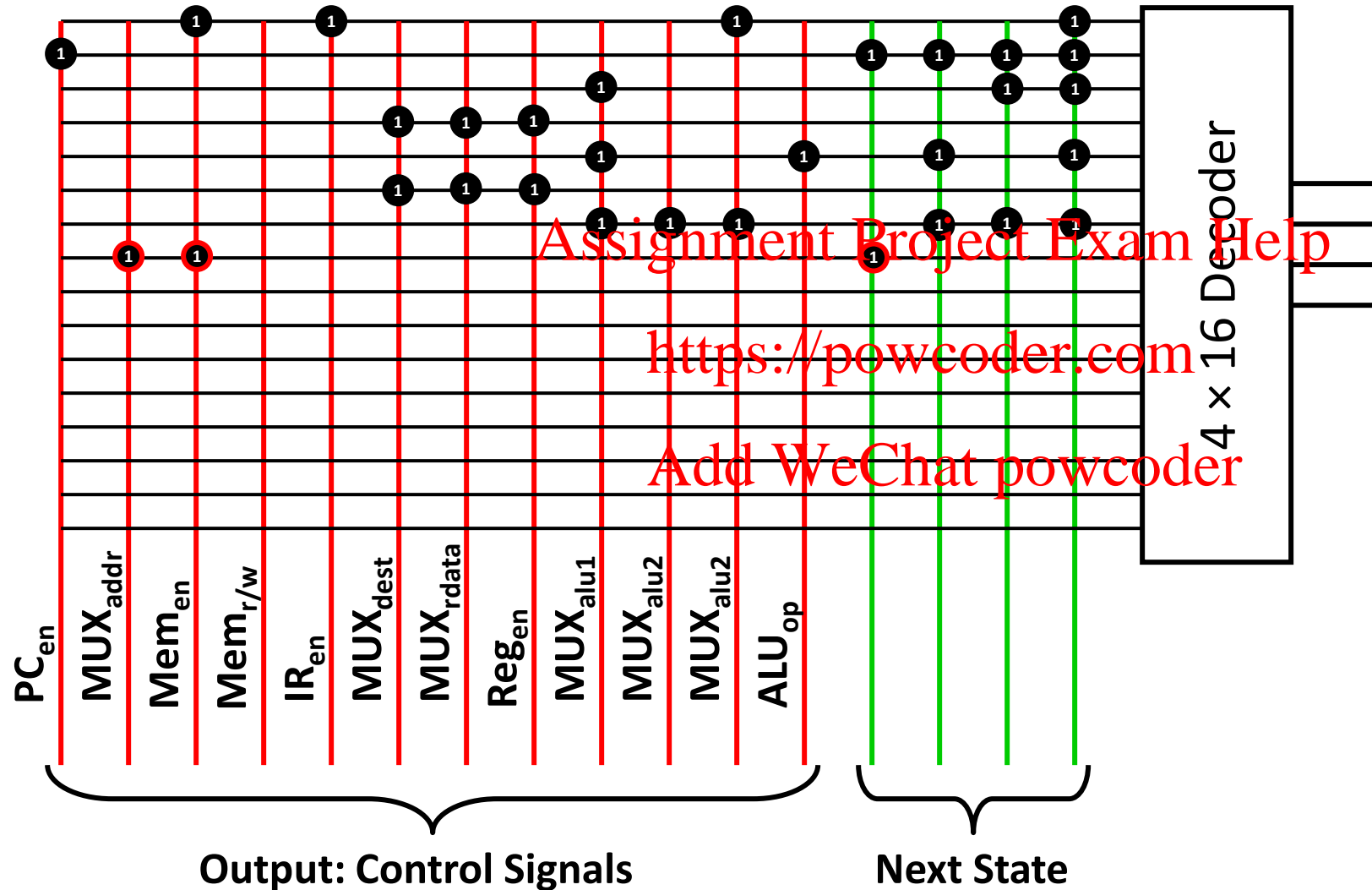


Read memory location

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Building the Control ROM – State 7 1w

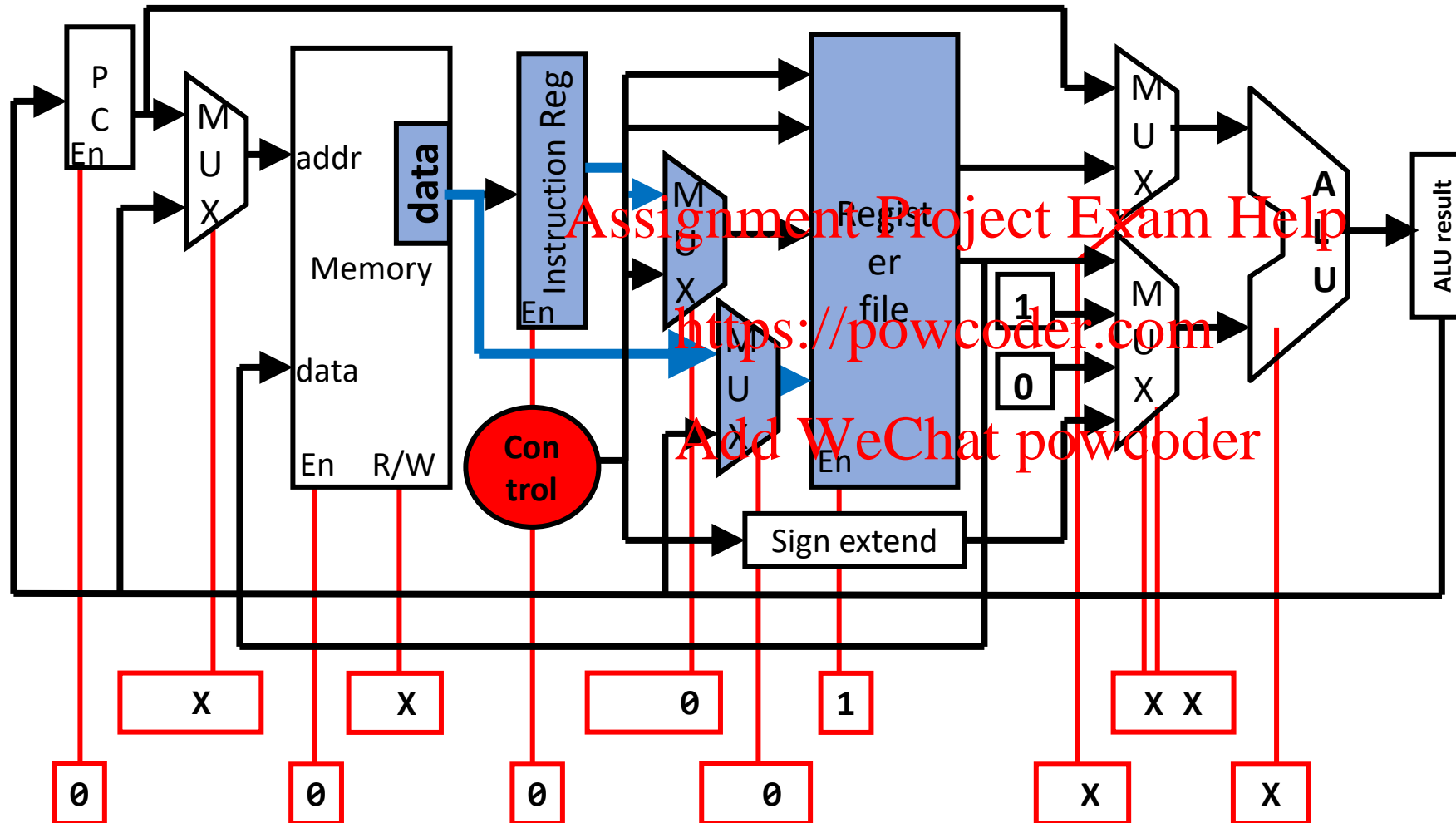
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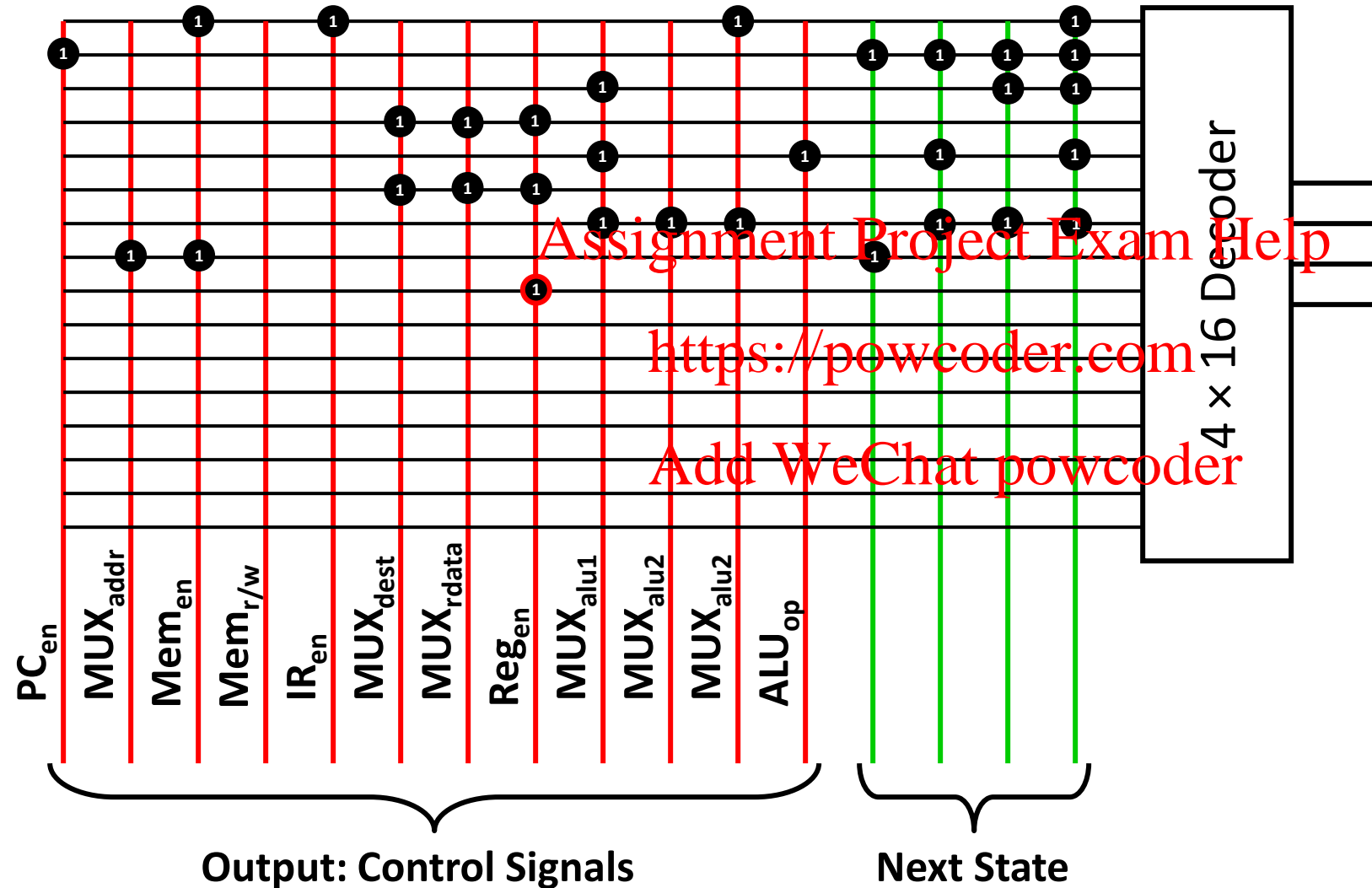
State 8: LW Cycle 5 Operation

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Write memory value to register file

Building the Control ROM – State 8 1w



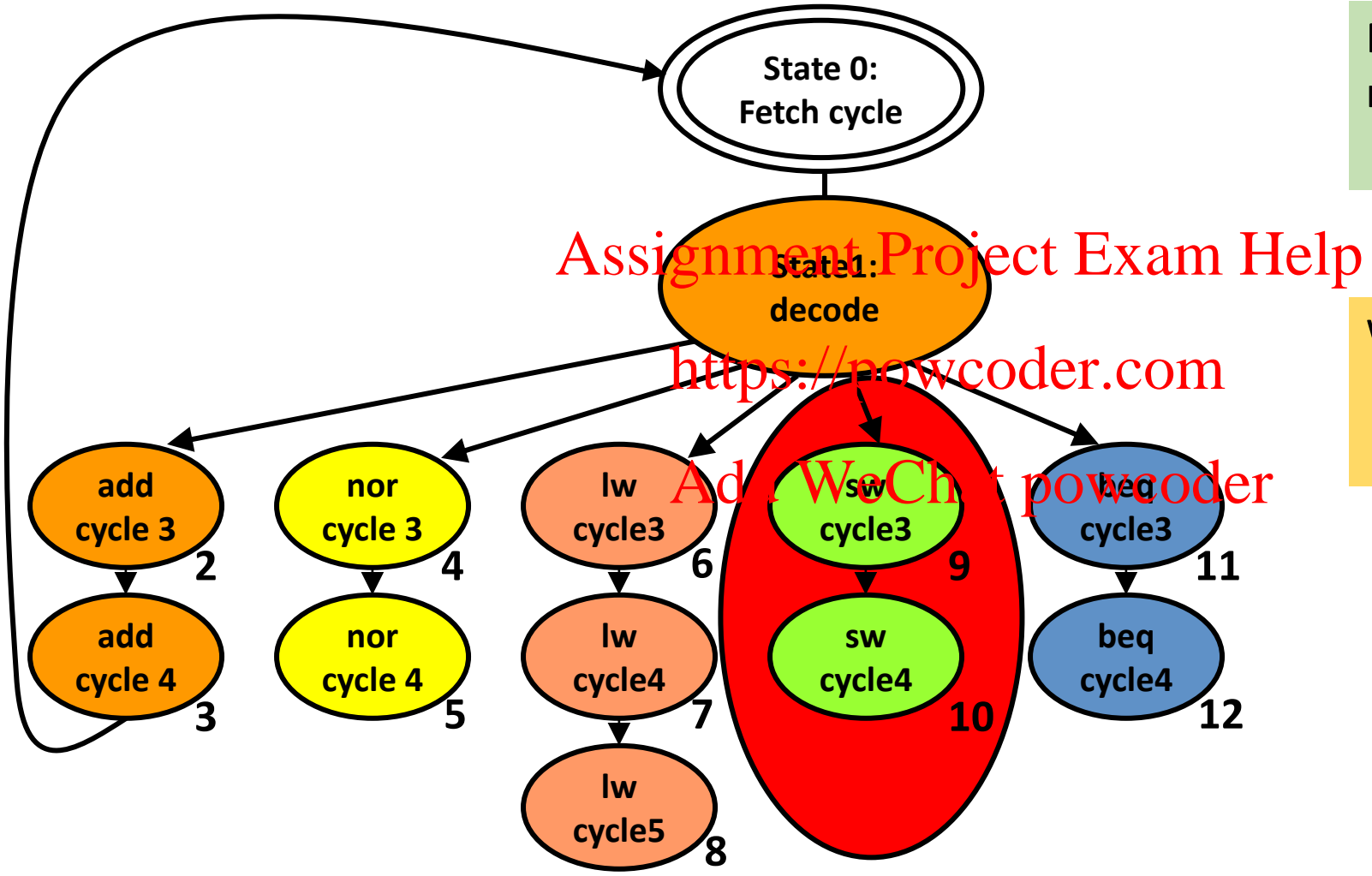
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Return to State 0

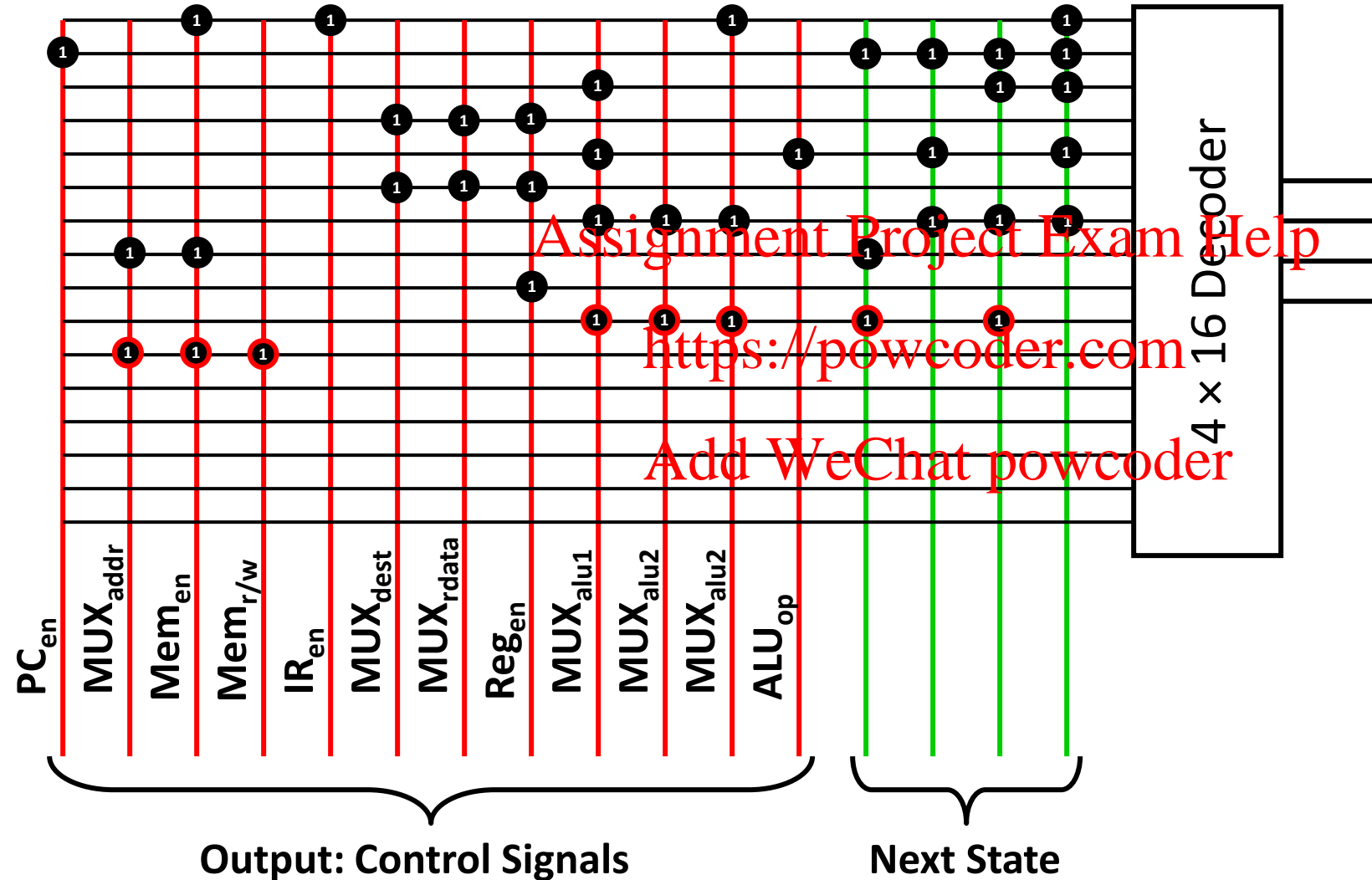
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Fetch cycle to execute next instruction

What about sw?



Building the Control ROM – sw (States 9,10)



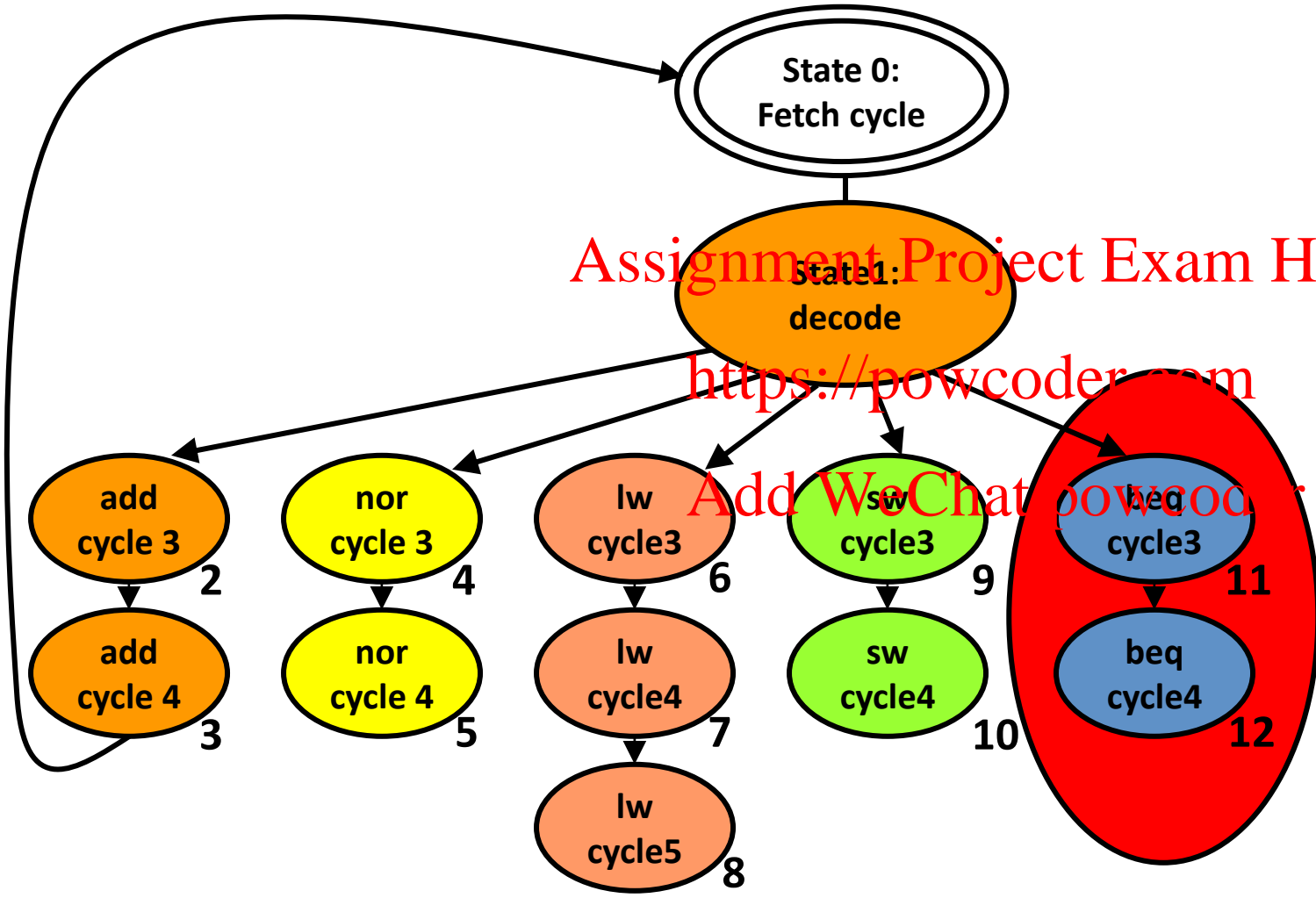
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Return to State 0

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Fetch cycle to execute next instruction

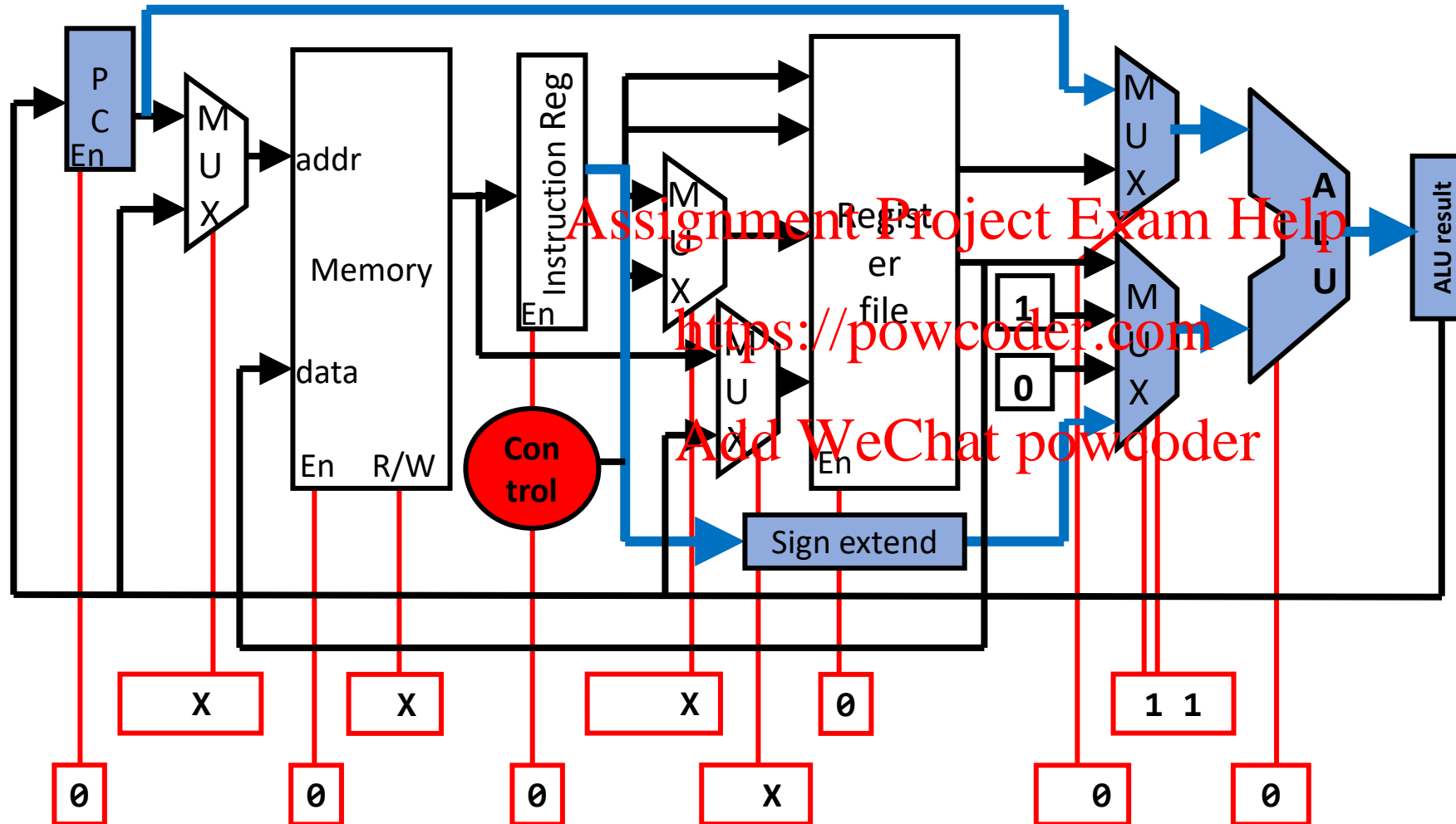
What about beq?



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State 11: BEQ Cycle 3 Operation

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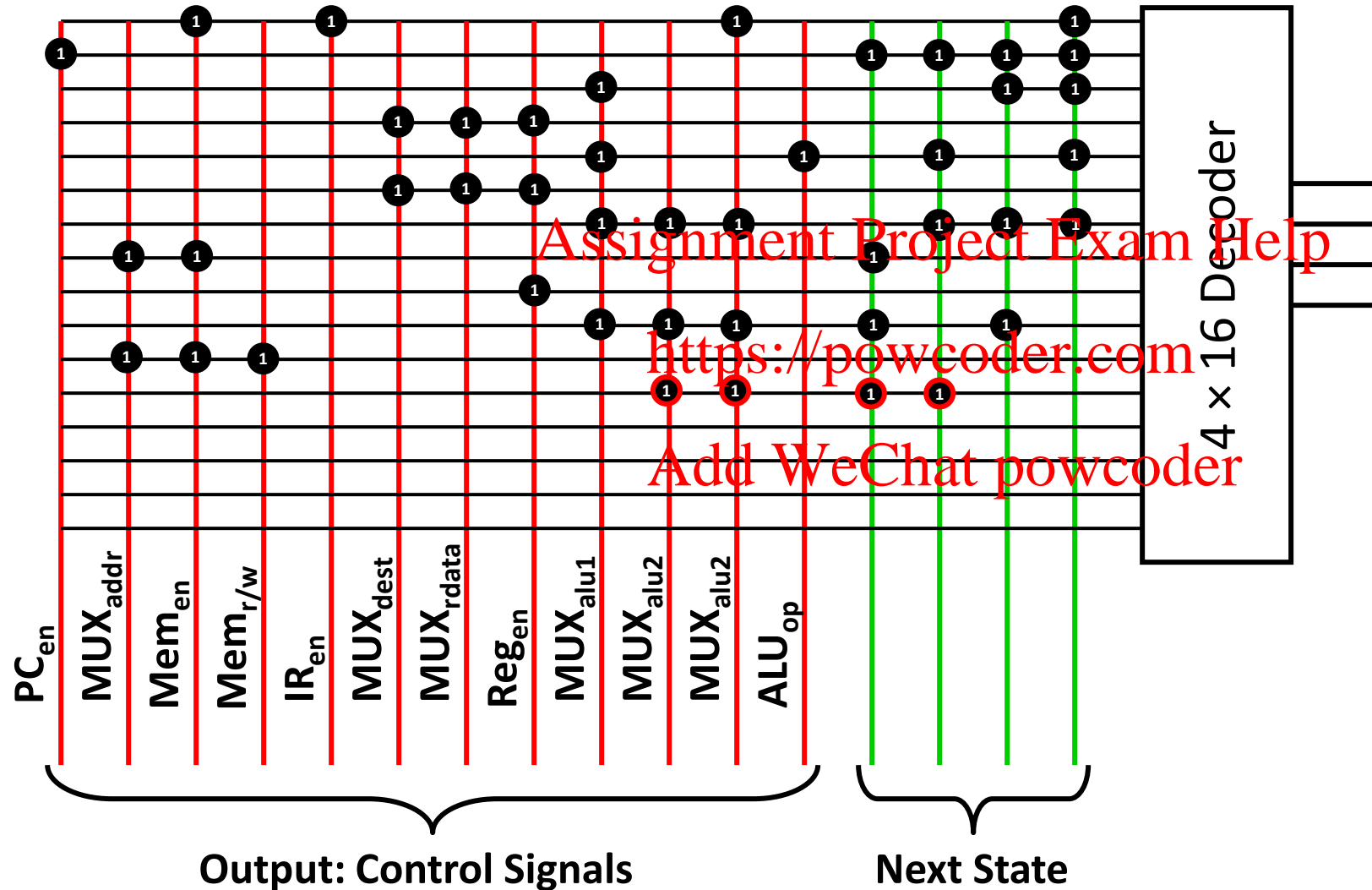


Calculate target address for branch

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Building the Control ROM State 11 – beq

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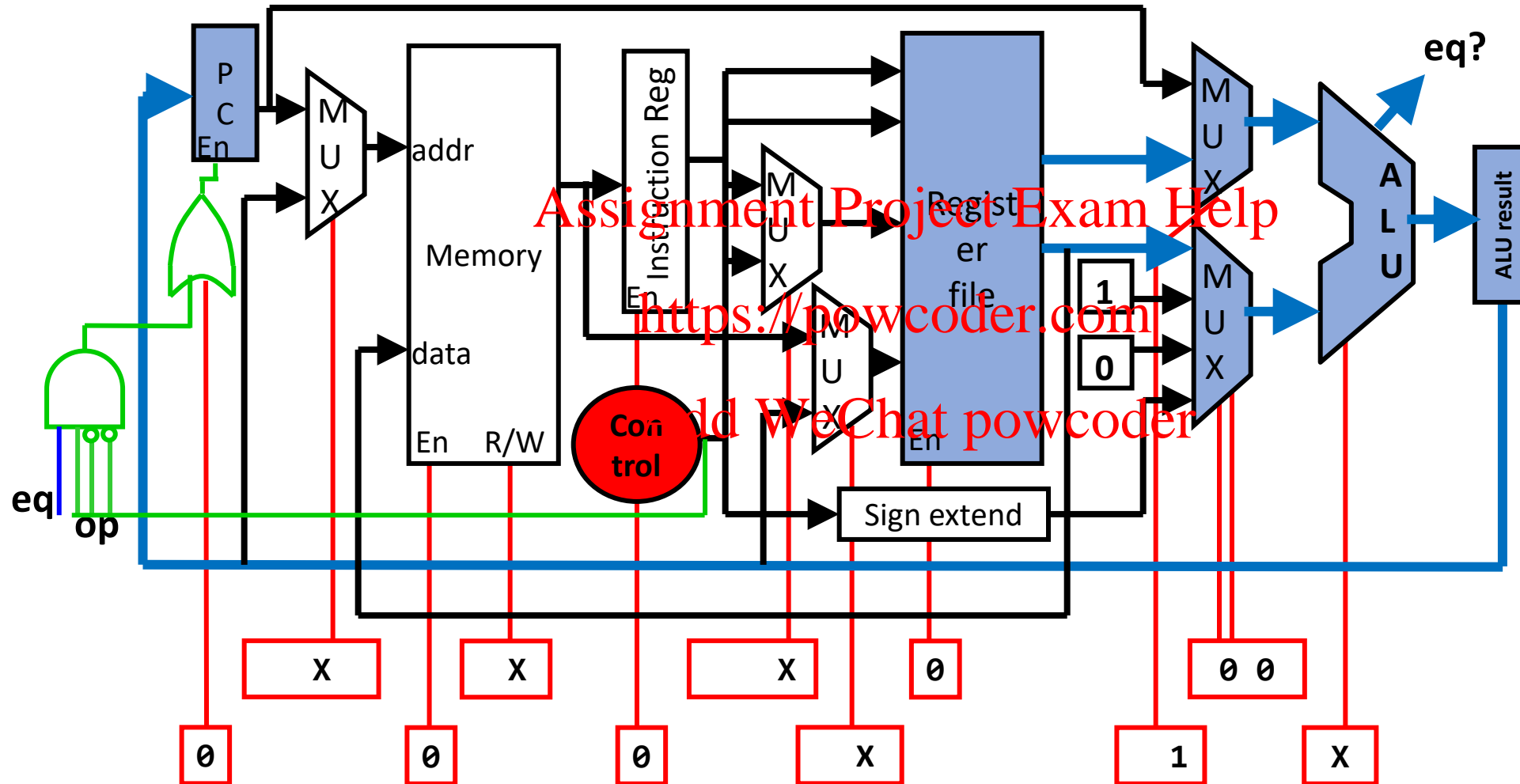


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State 12: BEQ Cycle 4 Operation

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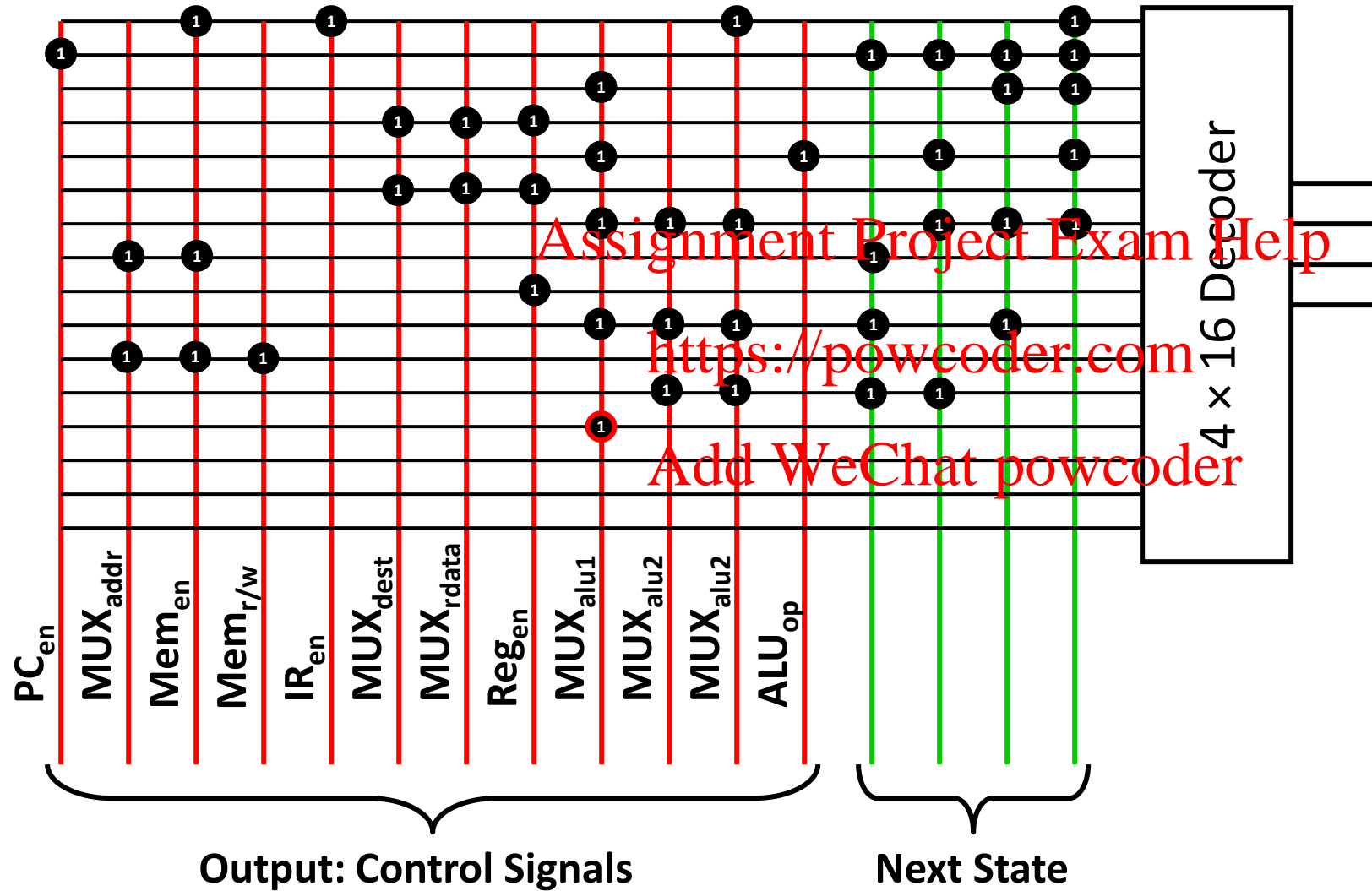
Write target address to PC
if ($\text{data}_{\text{regA}} == \text{data}_{\text{regB}}$)



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Building the Control ROM State 12 – beq

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Logistics

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- There are 3 videos for lecture 11
 - L11_1 – LC2K-Datapath_Single-Cycle
 - L11_2 – Multi-Cycle_0
 - L10_3 – Multi-Cycle_1
- There is one worksheet for lecture 10
 1. L11 worksheet

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