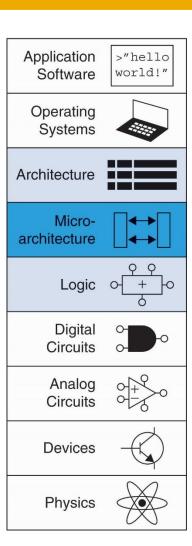
## Digital Design & Computer Architecture

**Sarah Harris & David Harris** 

## Chapter 7: Microarchitecture

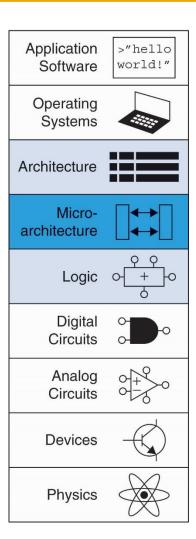
## Chapter 7 :: Topics

- Introduction
- Performance Analysis
- Single-Cycle Processor
- Multicycle Processor
- Pipelined Processor
- Advanced Microarchitecture



### Introduction

- Microarchitecture: how to implement an architecture in hardware
- Processor:
  - Datapath: functional blocks
  - Control: control signals



#### Microarchitecture

- Multiple implementations for a single architecture:
  - Single-cycle: Each instruction executes in a single cycle
  - Multicycle: Each instruction is broken up into series of shorter steps
  - Pipelined: Each instruction broken up into series of steps & multiple instructions execute at once

#### **Processor Performance**

#### Program execution time

**Execution Time = (#instructions)(cycles/instruction)(seconds/cycle)** 

- Definitions:
  - CPI: Cycles/instruction
  - clock period: seconds/cycle
  - IPC: instructions/cycle = IPC
- Challenge is to satisfy constraints of:
  - Cost
  - Power
  - Performance

## RISC-V Processor

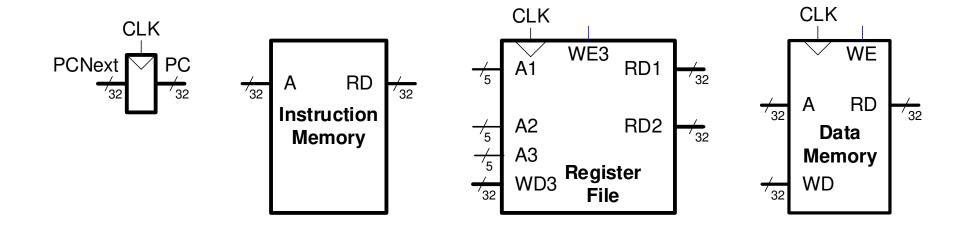
- Consider subset of RISC-V instructions:
  - R-type ALU instructions:
    - add, sub, and, or, slt
  - Memory instructions:
    - lw, sw
  - Branch instructions:
    - beq

### **Architectural State Elements**

Determines everything about a processor:

- Architectural state:
  - 32 registers
  - PC
  - Memory

### RISC-V Architectural State Elements



## Chapter 7: Microarchitecture

## Single-Cycle RISC-V Processor

## Single-Cycle RISC-V Processor

- Datapath
- Control

## Example Program

- Design datapath
- View example program executing

#### **Example Program:**

Address	Instruction	Type	e Fields Ma		chine Language			
0x1000 L7:	lw x6, -4(x9)	I	<b>imm<sub>11:0</sub></b> 11111111110	<b>rs1</b> 0 01001	<b>f3</b> 010	<b>rd</b> 00110	<b>op</b> 0000011	FFC4A303
0x1004	sw x6, 8(x9)	S	<b>imm</b> <sub>11:5</sub> <b>rs2</b> 0000000 001	<b>rs1</b> 10 01001	<b>f3</b> 010	<b>imm<sub>4:0</sub></b> 01000	<b>op</b> 0100011	0064A423
0x1008	or x4, x5, x6	5 <b>R</b>	<b>funct7</b> rs2	<b>rs1</b> 10 00101	<b>f3</b> 110	<b>rd</b> 00100	<b>op</b> 0110011	0062E233
0x100C	beq x4, x4, L7	7 <b>B</b>	imm <sub>12,10:5</sub> rs2 1111111 001	<b>rs1</b> 00 00100	<b>f3</b> 000	<b>imm<sub>4:1,11</sub></b> 10101	<b>op</b> 1100011	FE420AE3

## Single-Cycle RISC-V Processor

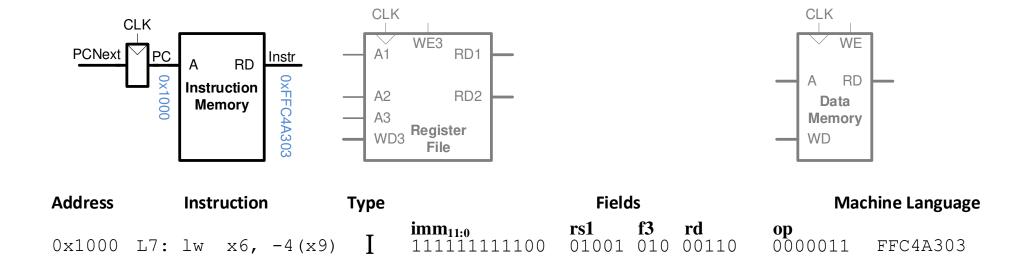
Datapath: start with 1w instruction

• Example: 
$$lw x6$$
,  $-4(x9)$   $lw rd$ ,  $imm(rs1)$ 

#### **I-Type** 14:12 19:15 6:0 31:20 11:7 funct3 rs1 $imm_{11:0}$ rd op 12 bits 5 bits 3 bits 5 bits 7 bits

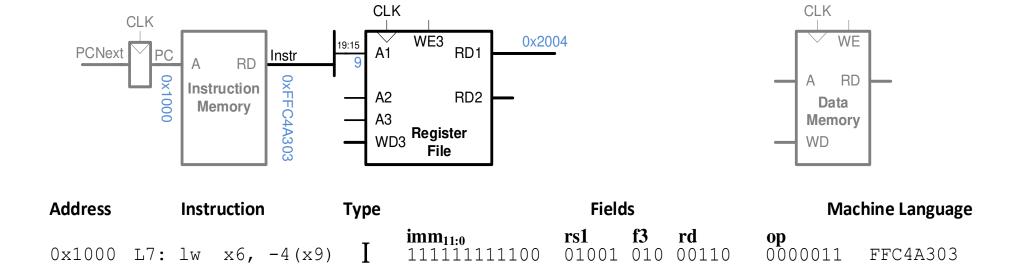
## Single-Cycle Datapath: 1w fetch

#### **STEP 1:** Fetch instruction



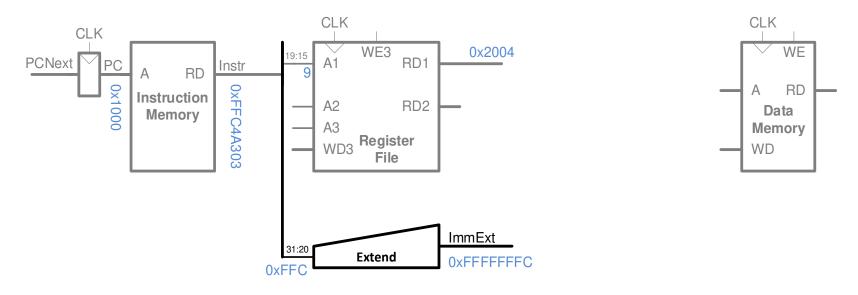
## Single-Cycle Datapath: 1w Reg Read

#### **STEP 2:** Read source operand (**rs1**) from RF



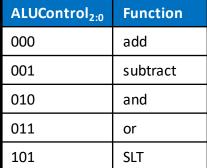
## Single-Cycle Datapath: 1w Immediate

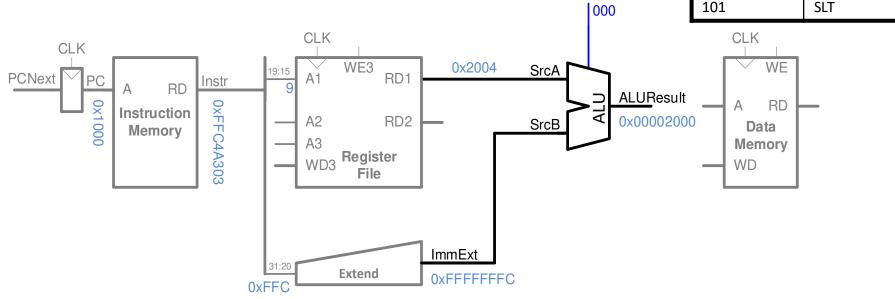
#### **STEP 3:** Extend the immediate



## Single-Cycle Datapath: 1w Address

**STEP 4:** Compute the memory address



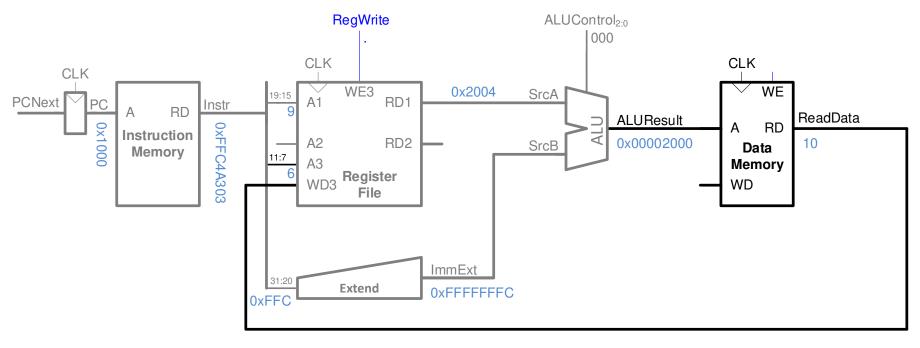


Address	Instruction	Type	Fields			Ma	chine Language	
0x1000 L7:	lw x6, -4(x9)	I	<b>imm<sub>11:0</sub></b> 111111111100	<b>rs1</b> 01001	<b>f3</b> 010	<b>rd</b> 00110	<b>op</b> 0000011	FFC4A303

ALUControl<sub>2:0</sub>

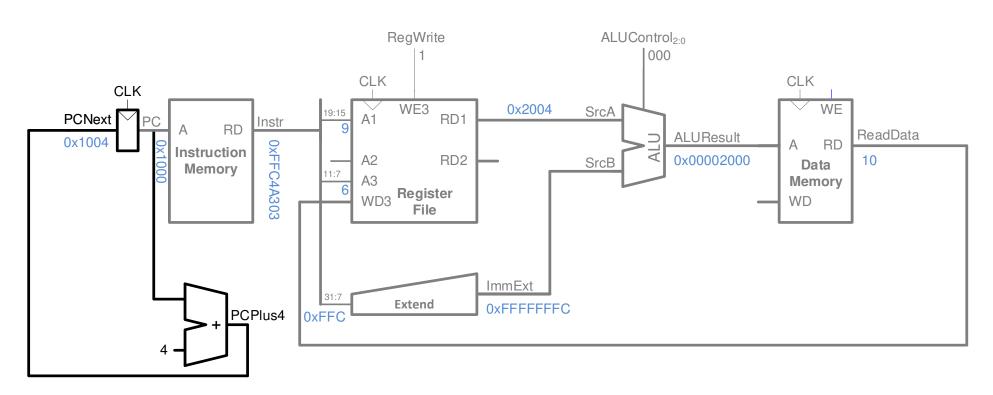
## Single-Cycle Datapath: 1w Mem Read

## **STEP 5:** Read data from memory and write it back to register file



## Single-Cycle Datapath: PC Increment

#### **STEP 6:** Determine address of next instruction



## Chapter 7: Microarchitecture

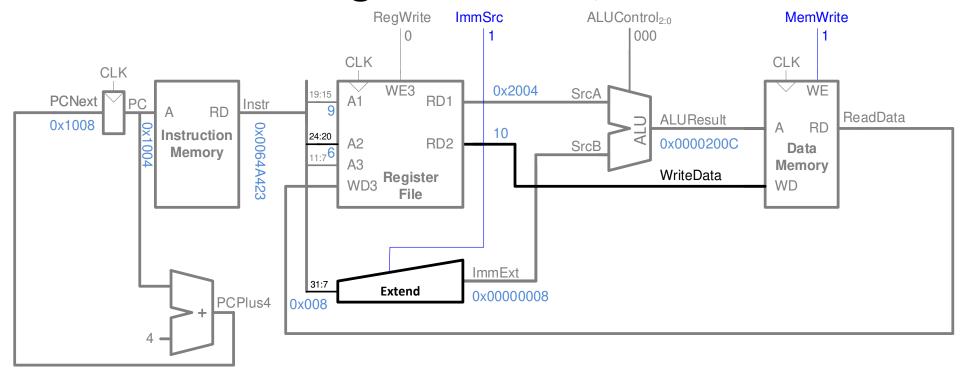
Single-Cycle

Datapath: Other

Instructions

## Single-Cycle Datapath: sw

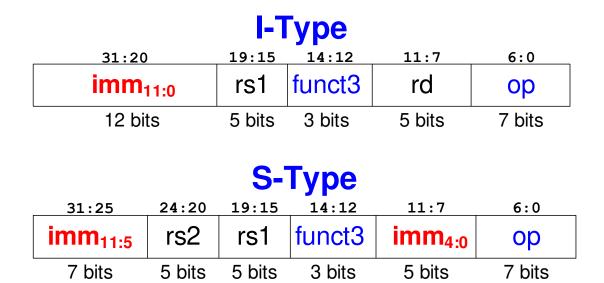
- **Immediate:** now in {instr[31:25], instr[11:7]}
- Add control signals: ImmSrc, MemWrite



Address	Instruction	Type	Fields			Ma	chine Language
0x1004	sw x6, 8(x9)	S	<b>imm</b> <sub>11:5</sub> <b>rs2</b> 0000000 001:	rs1 f	<b>f3 imm</b> <sub>4:0</sub> 010 0100	<b>op</b> 0100011	0064A423

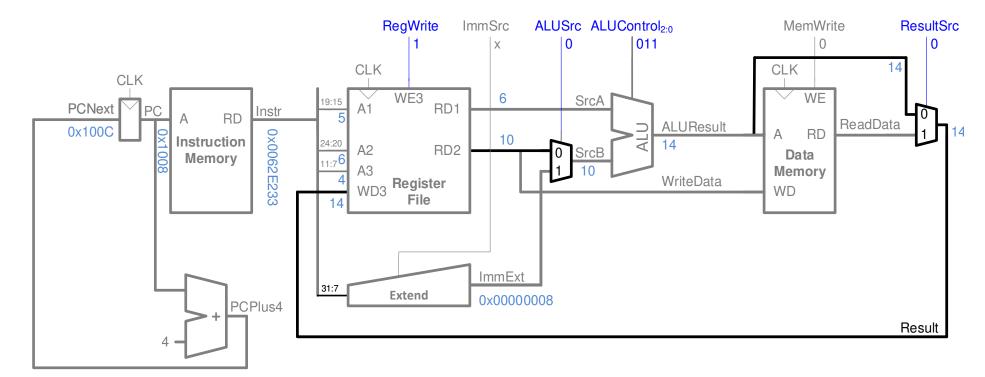
## Single-Cycle Datapath: Immediate

ImmSrc	ImmExt	<b>Instruction Type</b>
0	{{20{instr[31]}}, instr[31:20]}	I-Type
1	{{20{instr[31]}}, instr[31:25], instr[11:7]}	S-Type



## Single-Cycle Datapath: R-type

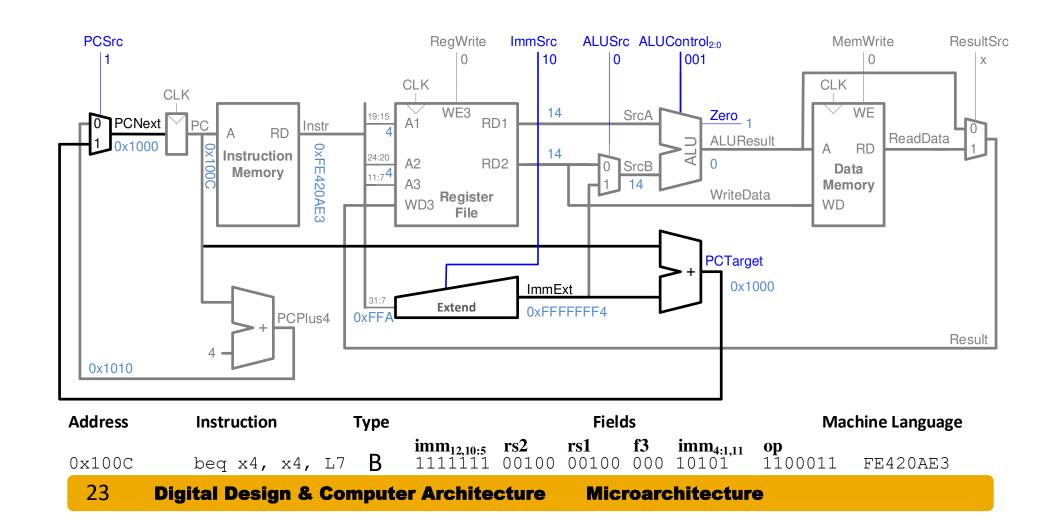
- Read from rs1 and rs2 (instead of imm)
- Write ALUResult to rd



Address	Instruction	Type	Fields			Ma	chine Language
			funct7 rs2	rs1	f3 rd	ор	
0x1008	or $x4, x5,$	x6 <b>R</b>	0000000 001	10 00101	110 00100	0110011	0062E233

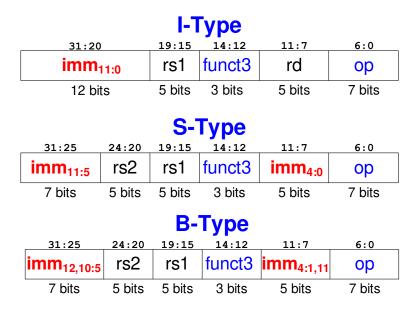
## Single-Cycle Datapath: beq

#### Calculate target address: PCTarget = PC + imm

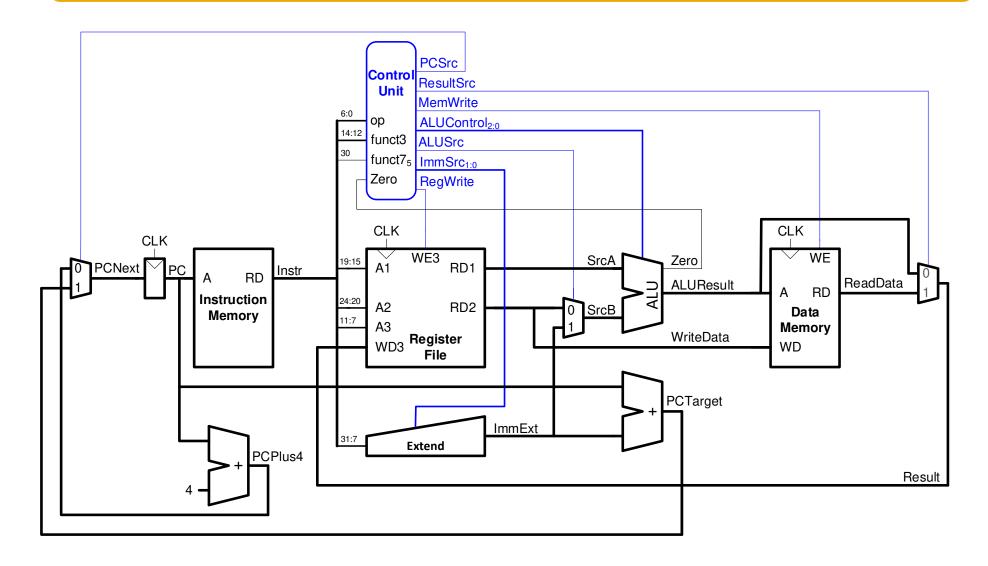


## Single-Cycle Datapath: ImmExt

ImmSrc <sub>1:0</sub>	ImmExt	<b>Instruction Type</b>
00	{{20{instr[31]}}, instr[31:20]}	I-Type
01	{{20{instr[31]}}, instr[31:25], instr[11:7]}	S-Type
10	{{19{instr[31]}}, instr[31], instr[7], instr[30:25], instr[11:8], 1'b0}	B-Type



## Single-Cycle RISC-V Processor



## Chapter 7: Microarchitecture

## Single-Cycle Control

## Single-Cycle Control

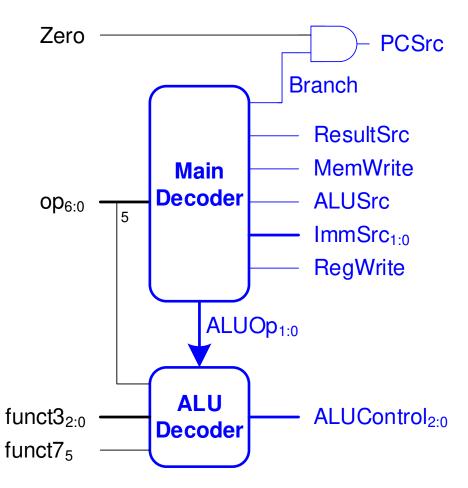
#### **High-Level View**

# Instr 6:0 Control Unit PCSrc ResultSrc MemWrite Op ALUControl<sub>2:0</sub> ALUSrc ALUSrc

funct7<sub>5</sub>

Zero

#### **Low-Level View**



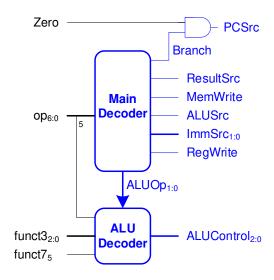
Zero

ImmSrc<sub>1:0</sub>

RegWrite

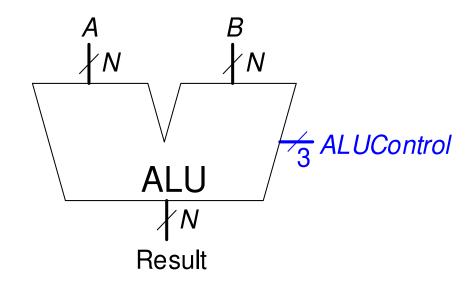
## Single-Cycle Control: Main Decoder

ор	Instr.	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp
3	lw							
35	sw							
51	R-type							-
99	beq							



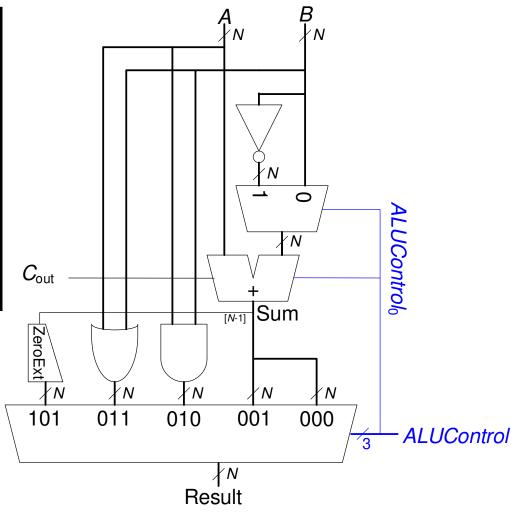
## Review: ALU

ALUControl <sub>2:0</sub>	Function
000	add
001	subtract
010	and
011	or
101	SLT

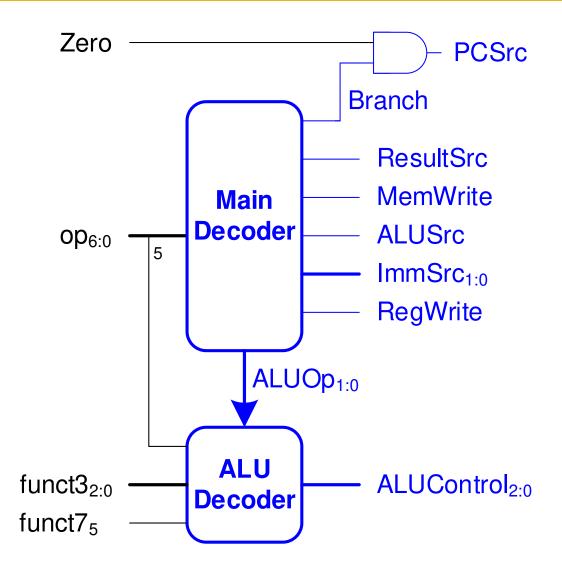


## Review: ALU

ALUControl <sub>2:0</sub>	Function
000	add
001	subtract
010	and
011	or
101	SLT

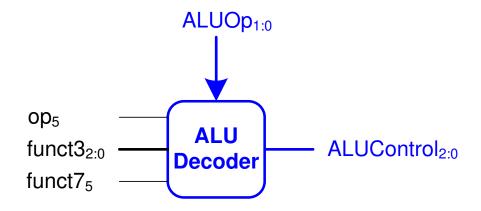


## Single-Cycle Control: ALU Decoder



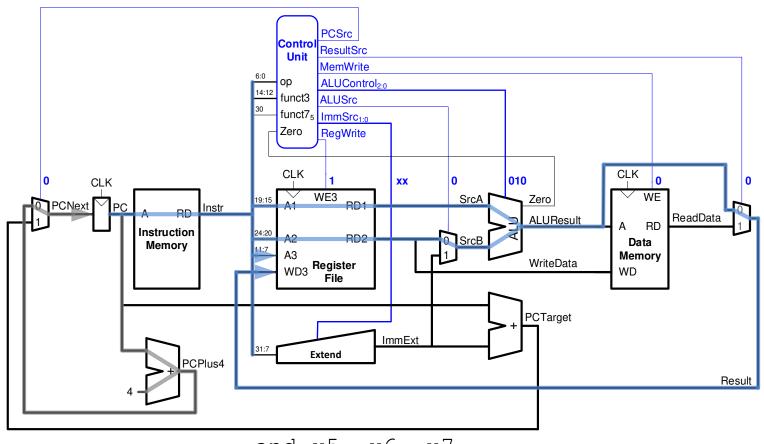
## Single-Cycle Control: ALU Decoder

ALUOp	funct3	op <sub>5</sub> , funct7 <sub>5</sub>	Instruction	ALUControl <sub>2:0</sub>
00	х	х	lw, sw	000 (add)
01	x	х	beq	001 (subtract)
10	000	00, 01, 10	add	000 (add)
	000	11	sub	001 (subtract)
	010	х	slt	101 (set less than)
	110	х	or	011 (or)
	111	х	Slt	010 (and)



## Example: and

ор	Instruct	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp
51	R-type	1	XX	0	0	0	0	10



and x5, x6, x7

## Chapter 7: Microarchitecture

Extending the Single-Cycle Processor

## **Extended Functionality: I-Type ALU**

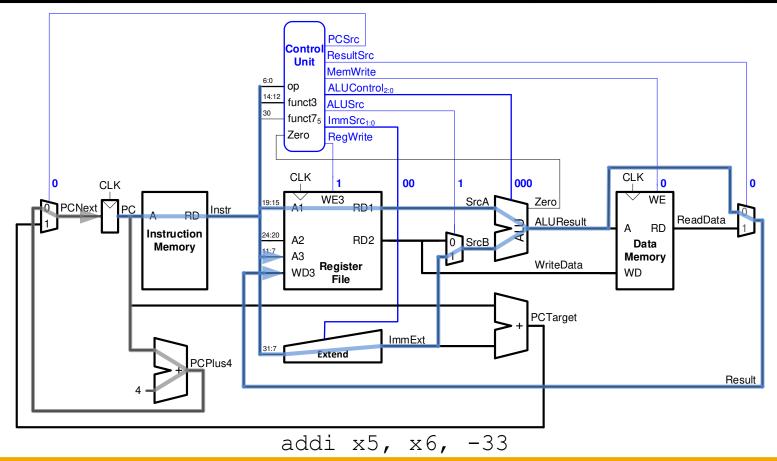
Enhance the single-cycle processor to handle I-Type ALU instructions: addi, andi, ori, and slti

- Similar to R-type instructions
- But second source comes from immediate
- Change ALUSrc to select the immediate
- And *ImmSrc* to pick the correct immediate

## **Extended Functionality: I-Type ALU**

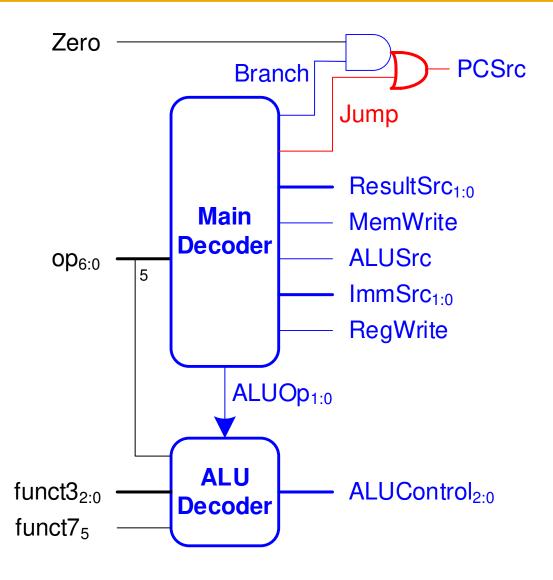
ор	Instruct.	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp
3	lw	1	00	1	0	1	0	00
35	sw	0	01	1	1	Х	0	00
51	R-type	1	XX	0	0	0	0	10
99	beq	0	10	0	0	Х	1	01
19	I-type	1	00	1	0	0	0	10

ор	Instruct.	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp
19	I-type	1	00	1	0	0	0	10



Enhance the single-cycle processor to handle jal

- Similar to beq
- But jump is always taken
  - PCSrc should be 1
- Immediate format is different
  - Need a new *ImmSrc* of 11
- And jal must compute PC+4 and store in rd
  - Take PC+4 from adder through ResultMux



# Extended Functionality: ImmExt

ImmSrc <sub>1:0</sub>	ImmExt	Instruction Type
00	{{20{instr[31]}}, instr[31:20]}	I-Type
01	{{20{instr[31]}}, instr[31:25], instr[11:7]}	S-Type
10	{{19{instr[31]}}, instr[31], instr[7], instr[30:25], instr[11:8], 1'b0}	B-Type
11	{{12{instr[31]}}, instr[19:12], instr[20], instr[30:21], 1'b0}	J-Type

#### **I-Type**

31:20	19:15	14:12	11:7	6:0
imm <sub>11:0</sub>	rs1	funct3	rd	op
12 bits	5 bits	3 bits	5 bits	7 bits

#### **B-Type**

31:25	24:20	19:15	14:12	11:7	6:0
imm <sub>12,10:5</sub>	rs2	rs1	funct3	imm <sub>4:1,11</sub>	op
7 bits	5 bits	5 bits	3 bits	5 bits	7 bits

#### **S-Type**

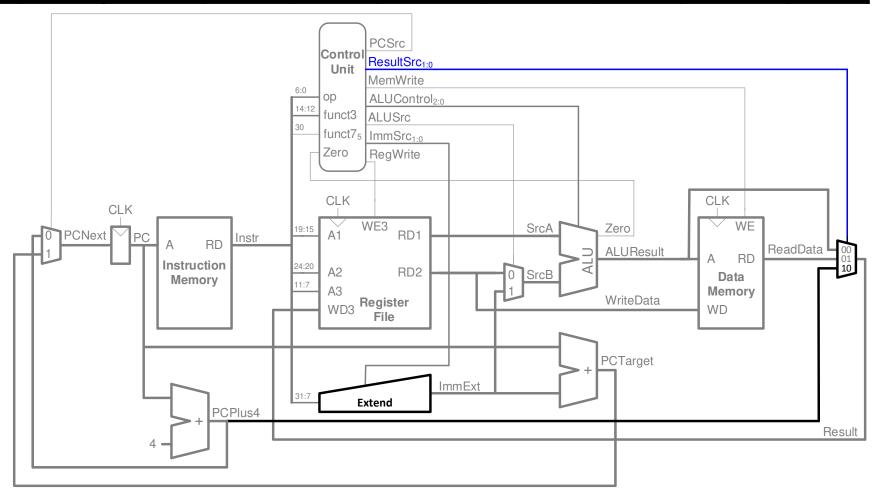
_	31:25	24:20	19:15	14:12	11:7	6:0
	imm <sub>11:5</sub>	rs2	rs1	funct3	imm <sub>4:0</sub>	op
	7 bits	5 bits	5 bits	3 bits	5 bits	7 bits

#### **J-Type**



ор	Instruct.	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp	Jump
3	lw	1	00	1	0	10	0	00	0
35	sw	0	01	1	1	XX	0	00	0
51	R-type	1	XX	0	0	01	0	10	0
99	beq	0	10	0	0	XX	1	01	0
19	I-type	1	00	1	0	01	0	10	0
111	jal	1	11	X	0	10	0	XX	1

ор	Instruct.	RegWrite	ImmSrc	ALUSrc	MemWrite	ResultSrc	Branch	ALUOp	Jump
111	jal	1	11	X	0	10	0	XX	1



#### Chapter 7: Microarchitecture

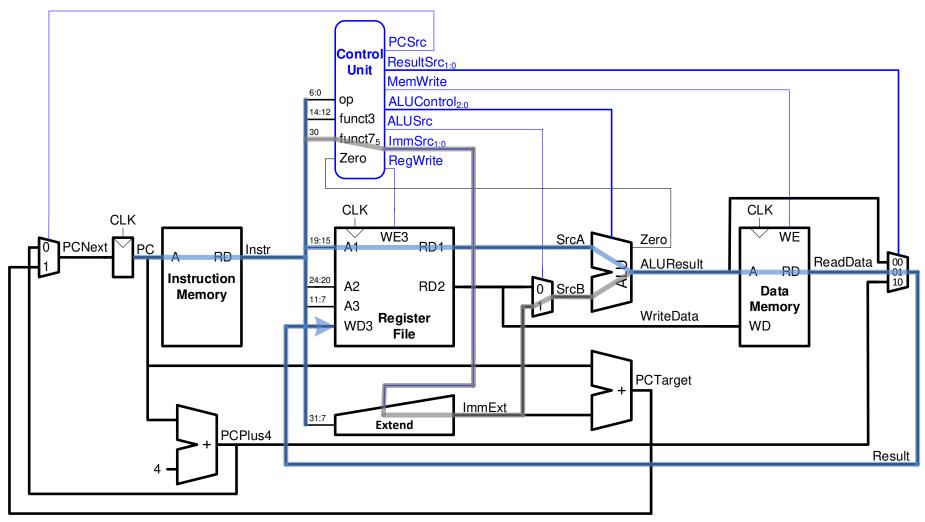
# Single-Cycle Performance

#### **Processor Performance**

#### **Program Execution Time**

- = (#instructions)(cycles/instruction)(seconds/cycle)
- = # instructions x CPI x  $T_C$

# Single-Cycle Processor Performance



 $T_C$  limited by critical path (1w)

### Single-Cycle Processor Performance

#### Single-cycle critical path:

$$T_{c\_single} = t_{pcq\_PC} + t_{mem} + \max[t_{RFread}, t_{dec} + t_{ext} + t_{mux}] + t_{ALU} + t_{mem} + t_{mux} + t_{RFsetup}]$$

#### Typically, limiting paths are:

- memory, ALU, register file

- So, 
$$T_{c\_single} = t_{pcq\_PC} + t_{mem} + t_{RFread} + t_{ALU} + t_{mem} + t_{mux} + t_{RFsetup}$$
  
=  $t_{pcq\_PC} + 2t_{mem} + t_{RFread} + t_{ALU} + t_{mux} + t_{RFsetup}$ 

### Single-Cycle Performance Example

Element	Parameter	Delay (ps)
Register clock-to-Q	$t_{pcq\_PC}$	40
Register setup	$t_{\text{setup}}$	50
Multiplexer	$t_{ m mux}$	30
AND-OR gate	$t_{ m AND-OR}$	20
ALU	$t_{ m ALU}$	120
Decoder (Control Unit)	$t_{ m dec}$	25
Extend unit	$t_{ m ext}$	35
Memory read	$t_{ m mem}$	200
Register file read	$t_{RF\text{read}}$	100
Register file setup	$t_{RF}$ setup	60

$$T_{c\_single} = t_{pcq\_PC} + 2t_{mem} + t_{RFread} + t_{ALU} + t_{mux} + t_{RFsetup}$$
=

# Single-Cycle Performance Example

Program with 100 billion instructions:

**Execution Time** = # instructions x CPI x  $T_C$