CS4100: 計算機結構

Designing a Single-Cycle Processor

國立清華大學資訊工程學系
一零零學年度第二學期

國立清華大學
National Tsing Hua University

Outline

- Introduction to designing a processor
- Analyzing the instruction set
- Building the datapath
- A single-cycle implementation
- Control for the single-cycle CPU
  - Control of CPU operations
  - ALU controller
  - Main controller

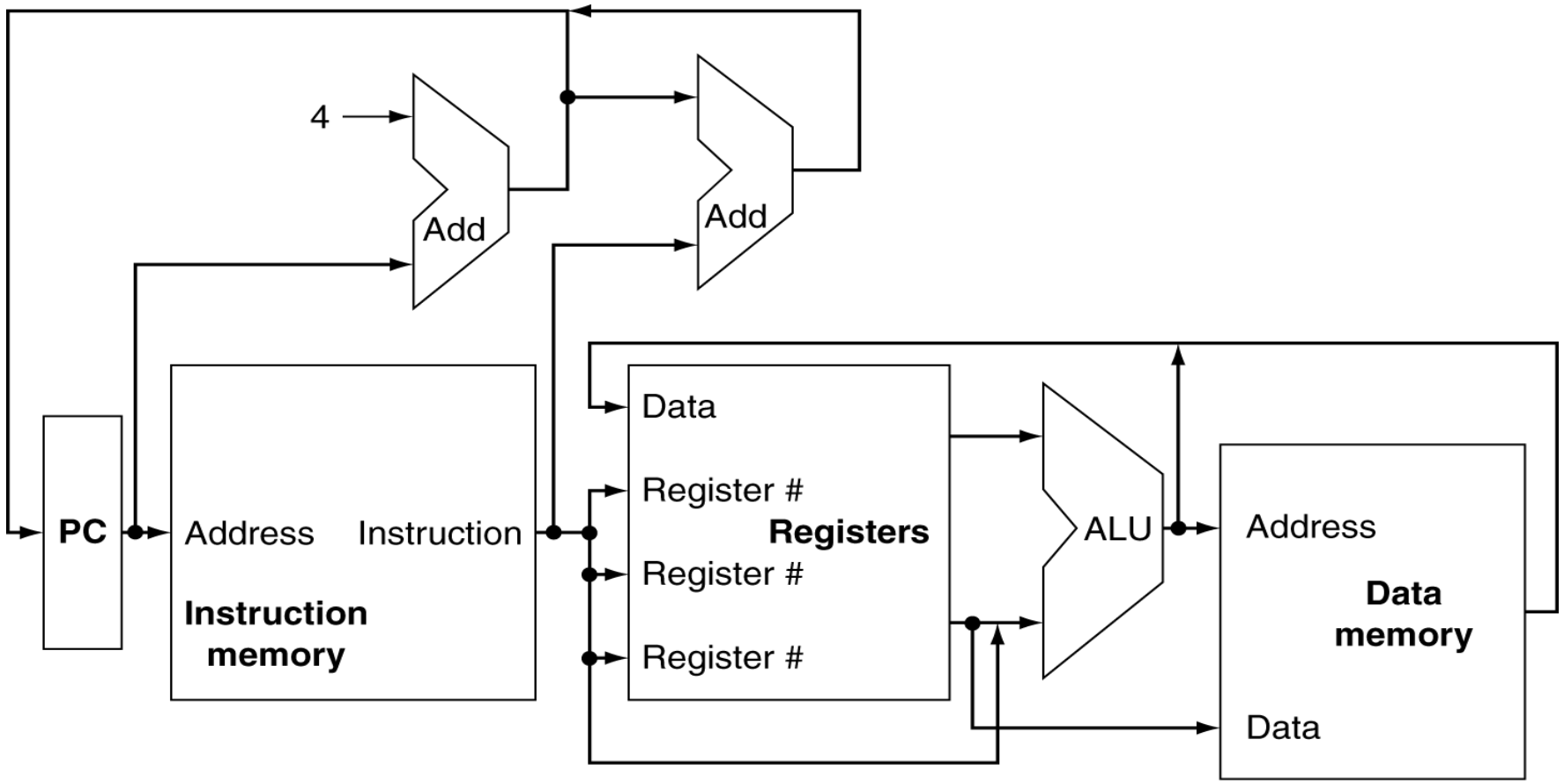
Introduction

- CPU performance factors
  - Instruction count
    - Determined by ISA and compiler
  - CPI and Cycle time
    - Determined by CPU hardware
- We will examine two MIPS implementations
  - A simplified version
  - A more realistic pipelined version
- Simple subset, shows most aspects
  - Memory reference: `lw`, `sw`
  - Arithmetic/logical: `add`, `sub`, `and`, `or`, `slt`
  - Control transfer: `beq`, `j`

Instruction Execution

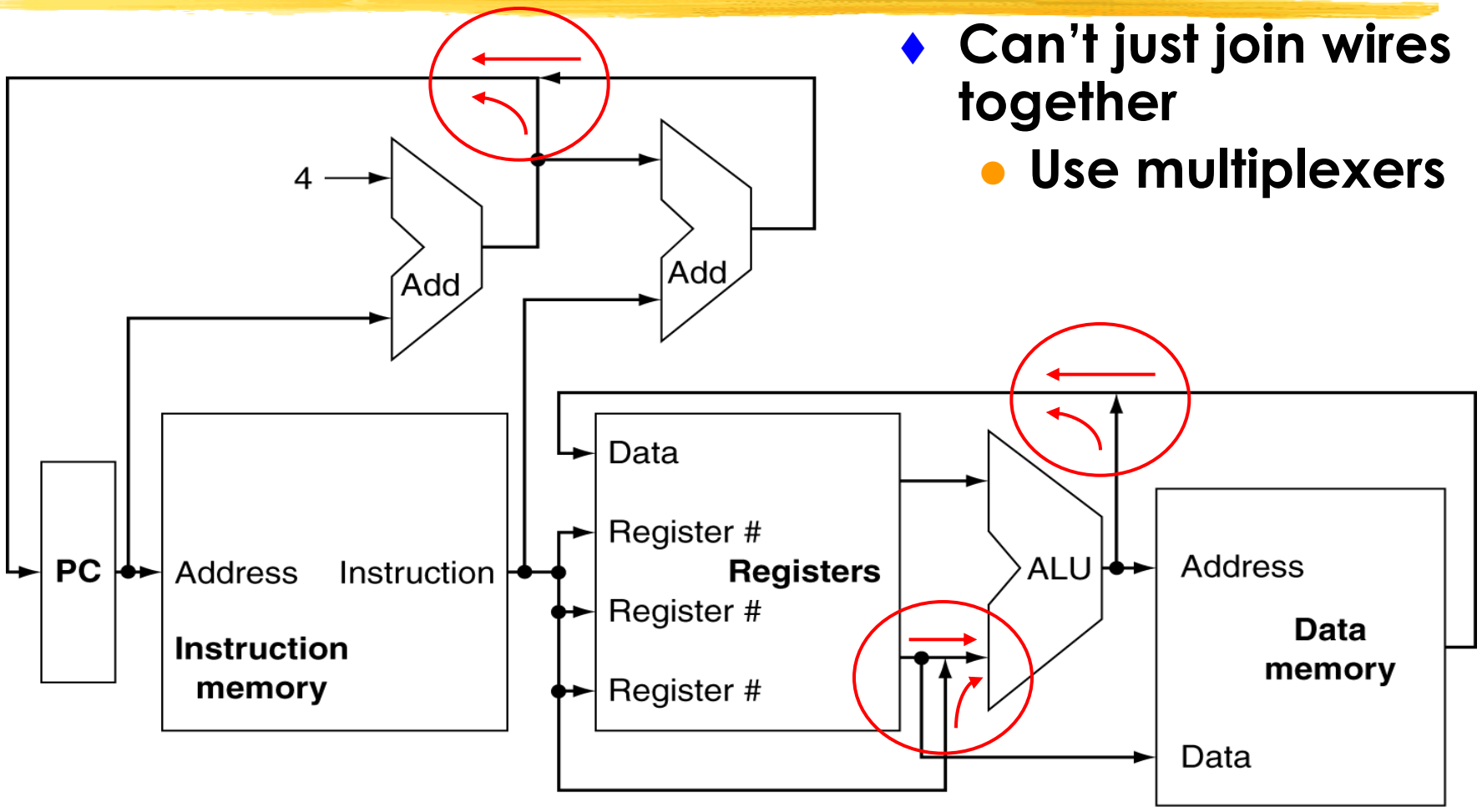
- PC → instruction memory, fetch instruction
- Register numbers → register file, read registers
- Depending on instruction class
  - Use ALU to calculate
    - Arithmetic result
    - Memory address for load/store
    - Branch target address
  - Access data memory for load/store
  - PC ← target address or PC + 4

CPU Overview

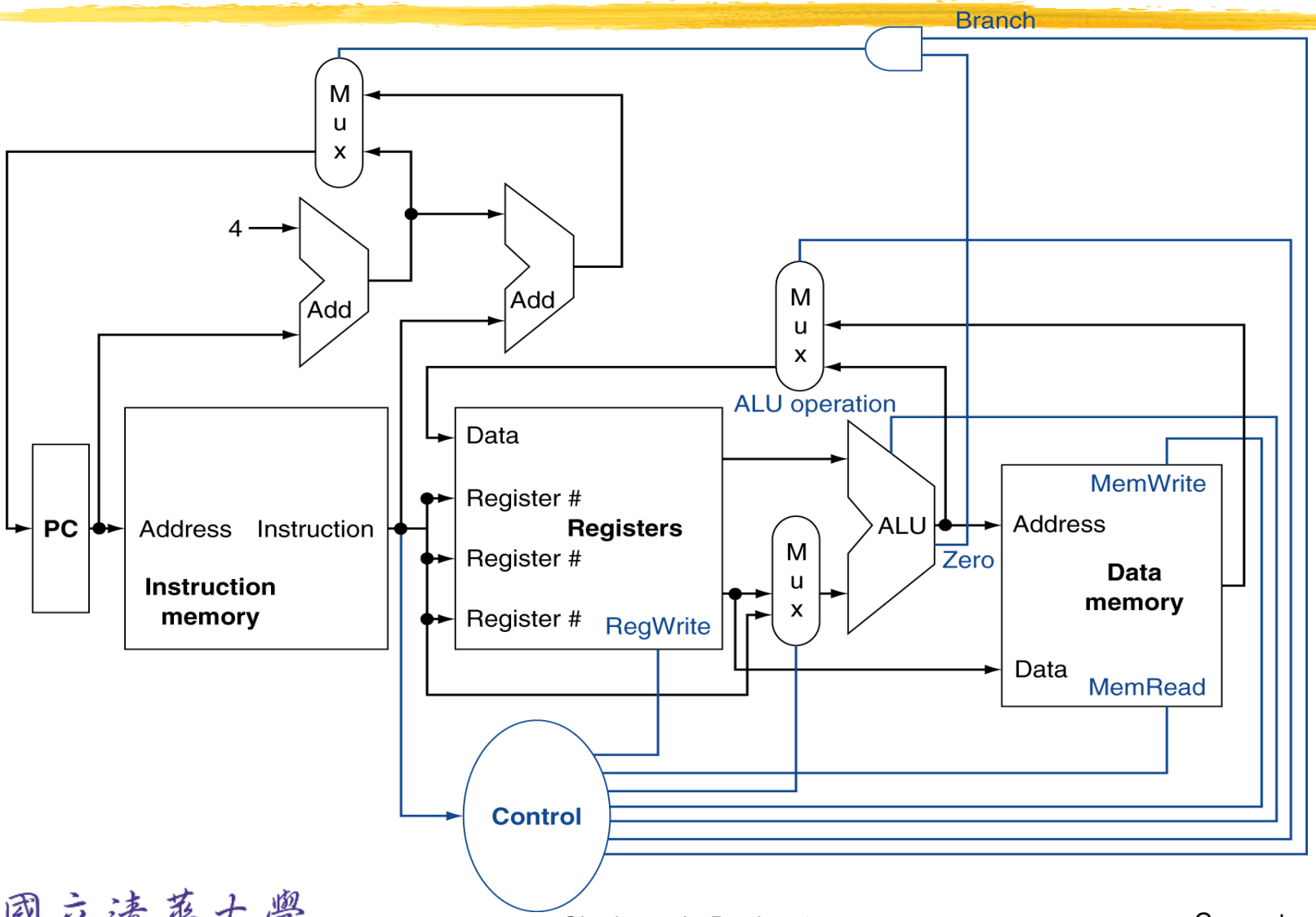


Multiplexers

- Can't just join wires together
  - Use multiplexers



Control

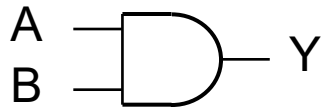

Branch
M
u
x
4
Add
Add
M
u
x
ALU operation
PC
Address
Instruction
Instruction
memory
Data
Register #
Registers
Register #
Register #
RegWrite
M
u
x
ALU
Zero
MemWrite
Address
Data
memory
Data
MemRead
Control

Logic Design Basics

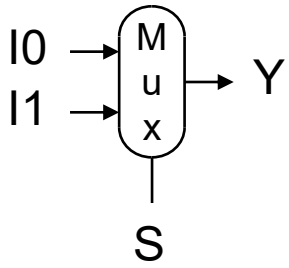
- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses
- Combinational element
  - Operate on data
  - Output is a function of input
- State (sequential) elements
  - Store information

Combinational Elements

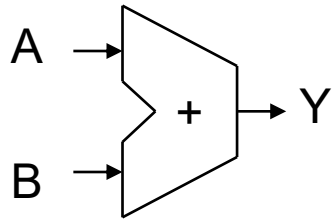
- AND-gate
  - Y = A & B



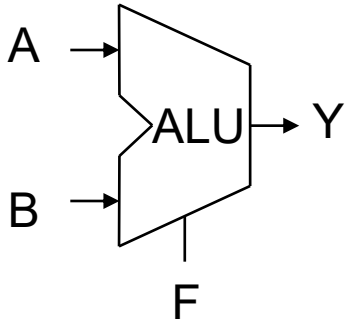
- Multiplexer
  - Y = S ? I1 : I0



- Adder
  - Y = A + B

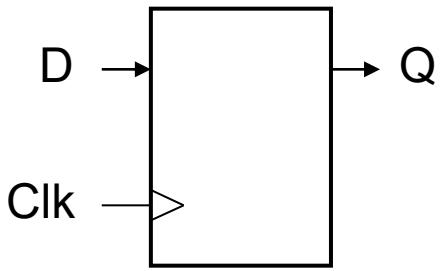


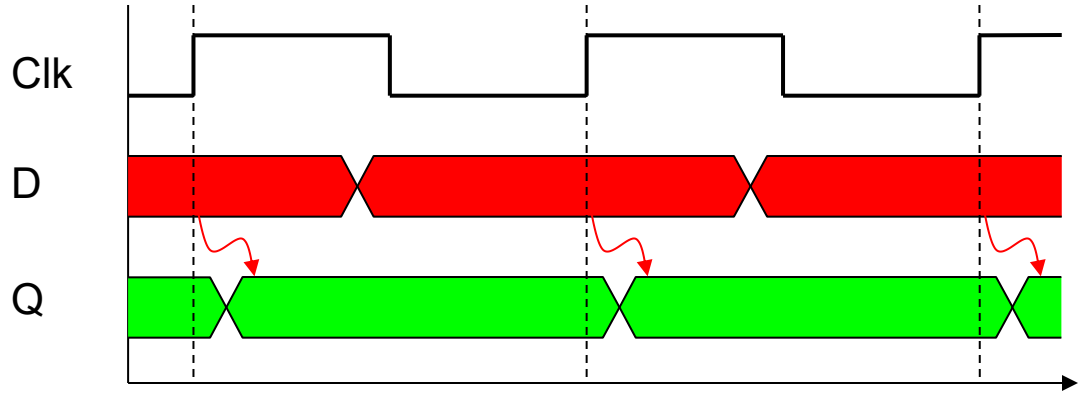
- Arithmetic/Logic Unit
  - Y = F(A, B)



Sequential Elements

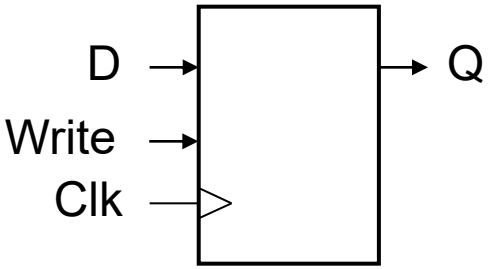
- Register: stores data in a circuit
  - Uses a clock signal to determine when to update the stored value
  - Edge-triggered: update when Clk changes from 0 to 1

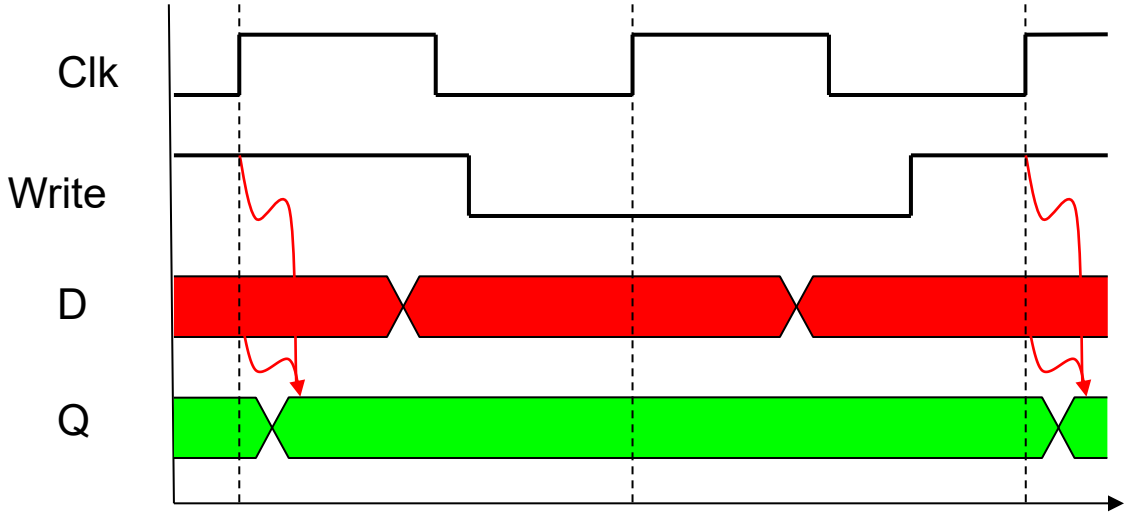




Sequential Elements

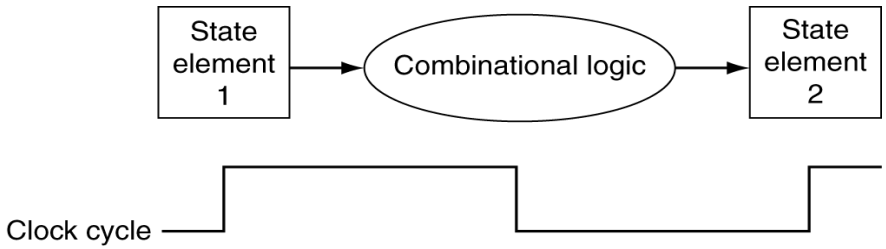
- Register with write control
  - Only updates on clock edge when write control input is 1
  - Used when stored value is required later

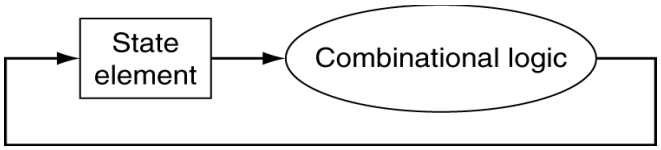




Clocking Methodology

- Combinational logic transforms data during clock cycles
  - Between clock edges
  - Input from state elements, output to state element
  - Longest delay determines clock period





How to Design a Processor?

1. Analyze instruction set (datapath requirements)
   - The meaning of each instruction is given by the *register transfers*
   - Datapath must include storage element
   - Datapath must support each register transfer
2. Select set of datapath components and establish clocking methodology
3. Assemble datapath meeting the requirements
4. Analyze implementation of each instruction to determine setting of control points effecting register transfer
5. Assemble the control logic

Outline

- Introduction to designing a processor
- Analyzing the instruction set (step 1)
- Building the datapath
- A single-cycle implementation
- Control for the single-cycle CPU
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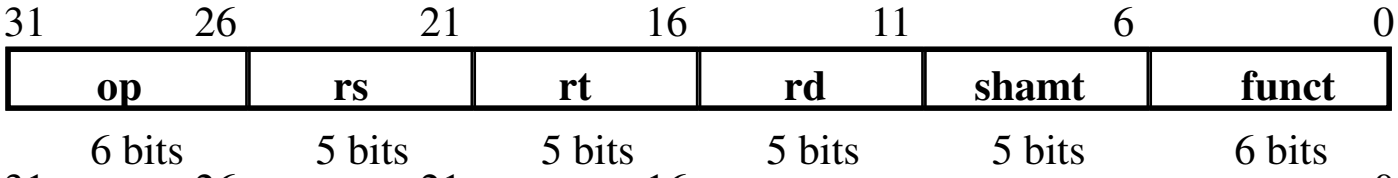
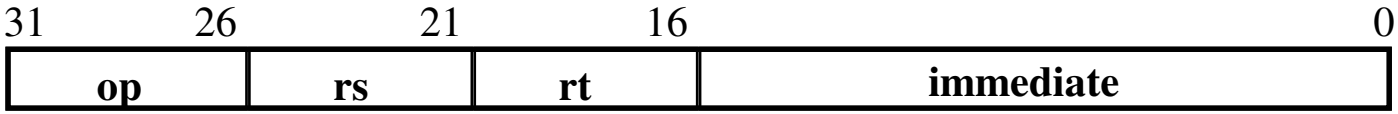
  - ALU controller
  - Main controller

Step 1: Analyze Instruction Set

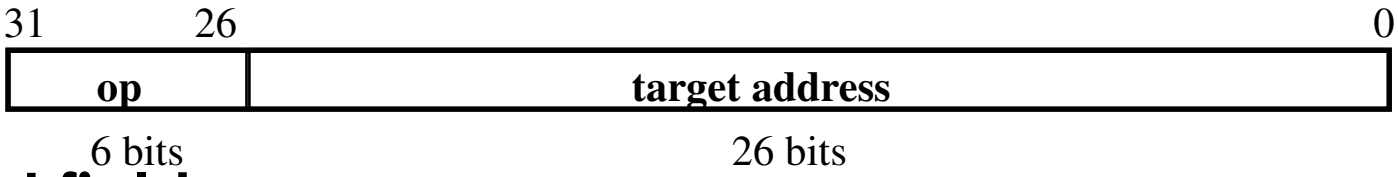
- All MIPS instructions are 32 bits long with 3 formats:
  - R-type:



  - I-type:



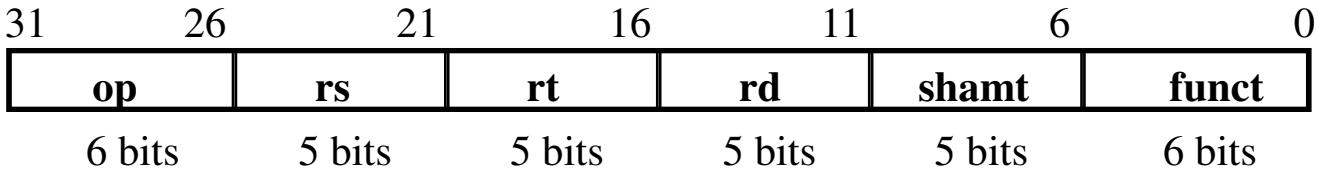
  - J-type:

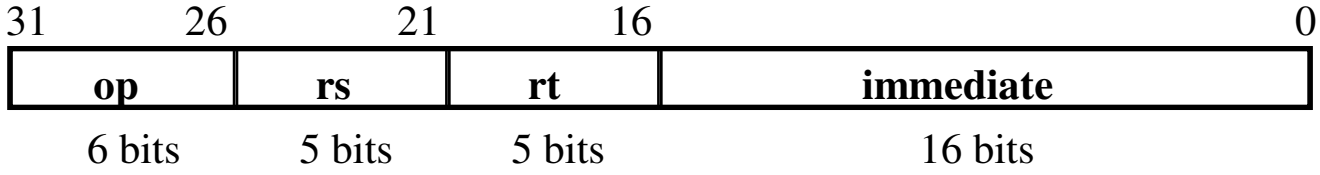


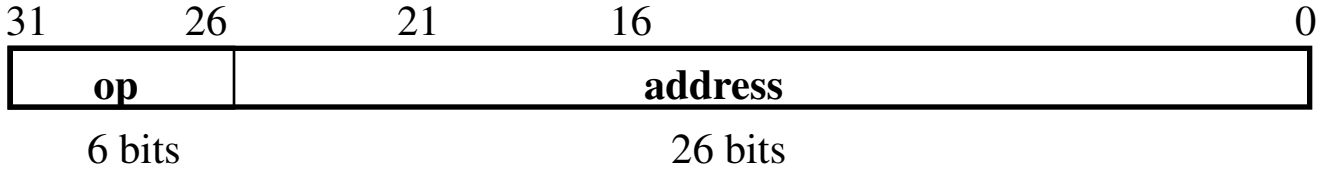
- The different fields are:
  - op: operation of the instruction
  - rs, rt, rd: source and destination register
  - shamt: shift amount
  - funct: selects variant of the "op" field
  - address / immediate
  - target address: target address of jump

Our Example: A MIPS Subset

- R-Type:
  - add rd, rs, rt
  - sub rd, rs, rt
  - and rd, rs, rt
  - or rd, rs, rt
  - slt rd, rs, rt
- Load/Store:
  - lw rt,rs,imm16
  - sw rt,rs,imm16
- Imm operand:
  - addi rt,rs,imm16
- Branch:
  - beq rs,rt,imm16
- Jump:
  - j target







Logical Register Transfers

- RTL gives the meaning of the instructions
- All start by fetching the instruction, read registers, then use ALU => simplicity and regularity help

MEM[PC] = op | rs | rt | rd | shamt | funct
or = op | rs | rt | Imm16
or = op | Imm26 (added at the end)

Inst	Register transfers
ADD	R[rd] <- R[rs] + R[rt]; PC <- PC + 4
SUB	R[rd] <- R[rs] - R[rt]; PC <- PC + 4
LOAD	R[rt] <- MEM[R[rs] + sign_ext(Imm16)]; PC <- PC + 4
STORE	MEM[R[rs] + sign_ext(Imm16)] <-R[rt]; PC <- PC + 4
ADDI	R[rt] <- R[rs] + sign_ext(Imm16)]; PC <- PC + 4
BEQ	if (R[rs] == R[rt]) then PC <- PC + 4 + sign_ext(Imm16)] || 00 else PC <- PC + 4

Requirements of Instruction Set

After checking the register transfers, we can see that datapath needs the followings:

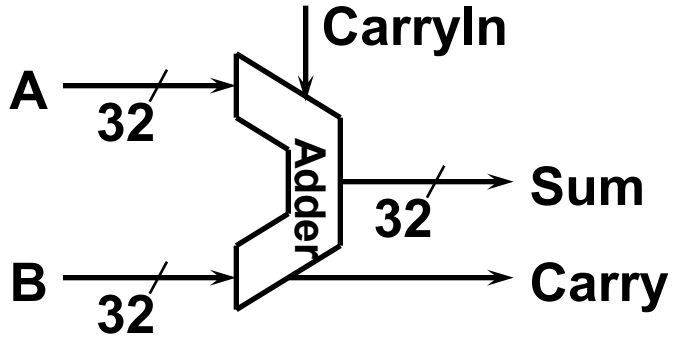
- Memory
  - store instructions and data
- Registers (32 x 32)
  - read RS
  - read RT
  - Write RT or RD
- PC
- Extender for zero- or sign-extension
- Add and sub register or extended immediate (ALU)
- Add 4 or extended immediate to PC

Outline

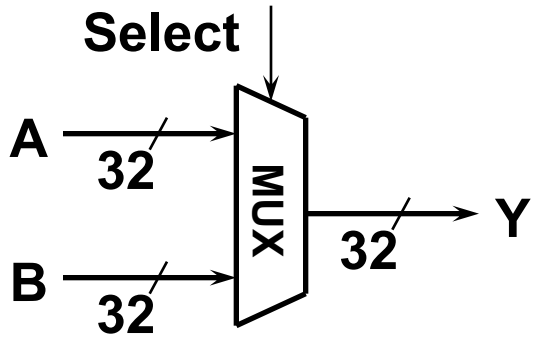
- Introduction to designing a processor
- Analyzing the instruction set
- Building the datapath (steps 2, 3)
- A single-cycle implementation
- Control for the single-cycle CPU
  - Control of CPU operations
  - ALU controller
  - Main controller

Step 2a: Datapath Components

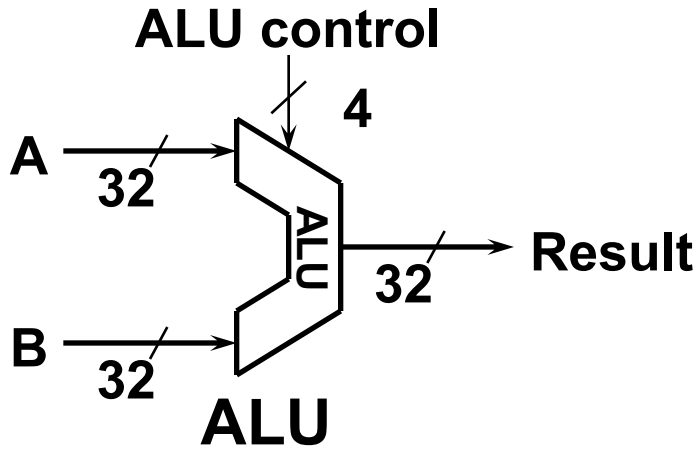
- Basic building blocks of combinational logic elements :



Adder



MUX

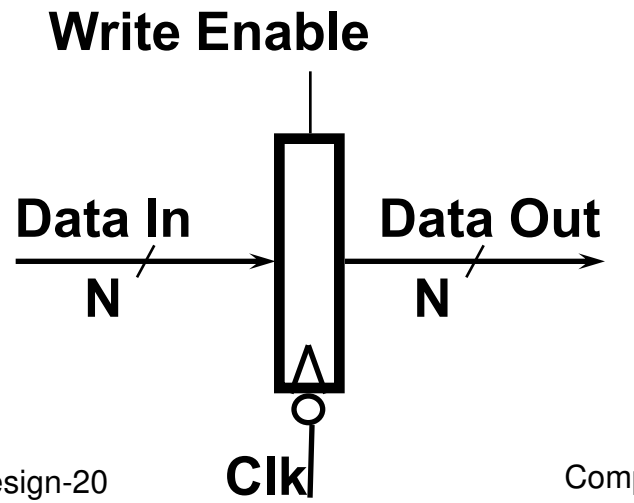


ALU

Step 2b: Datapath Components

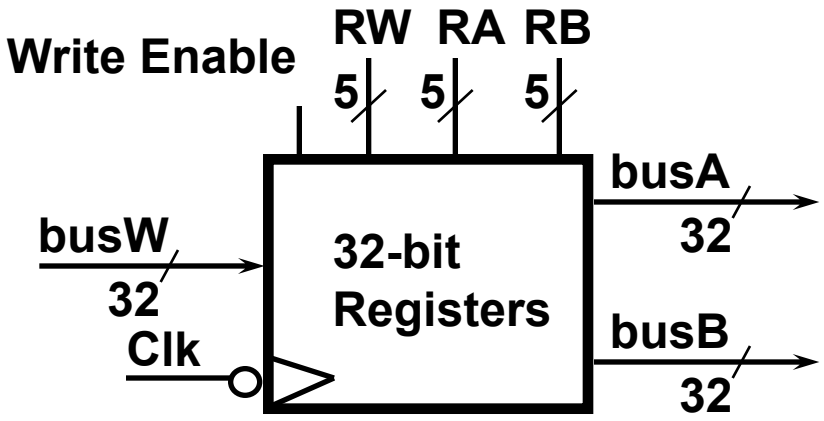
Storage elements:

- **Register:**
  - Similar to the D Flip Flop except
    - N-bit input and output
    - Write Enable input
  - Write Enable:
    - negated (0): Data Out will not change
    - asserted (1): Data Out will become Data In



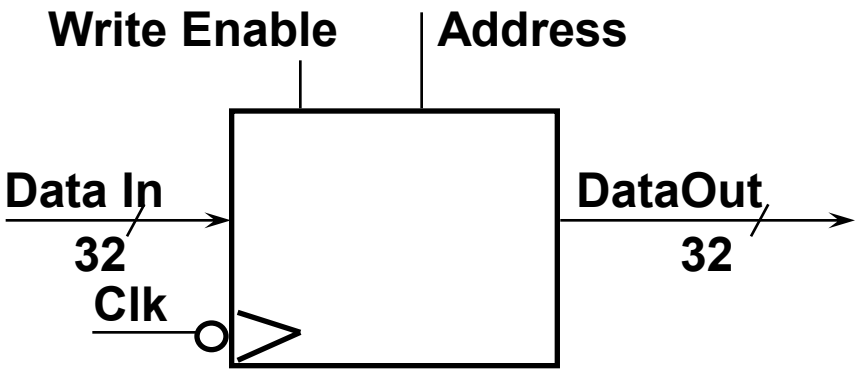
Storage Element: Register File

- Consists of 32 registers:
  - Appendix B.8
  - Two 32-bit output busses: busA and busB
  - One 32-bit input bus: busW
- Register is selected by:
  - RA selects the register to put on busA (data)
  - RB selects the register to put on busB (data)
  - RW selects the register to be written via busW (data) when Write Enable is 1
- Clock input (CLK)
  - The CLK input is a factor ONLY during write operation
  - During read, behaves as a combinational circuit



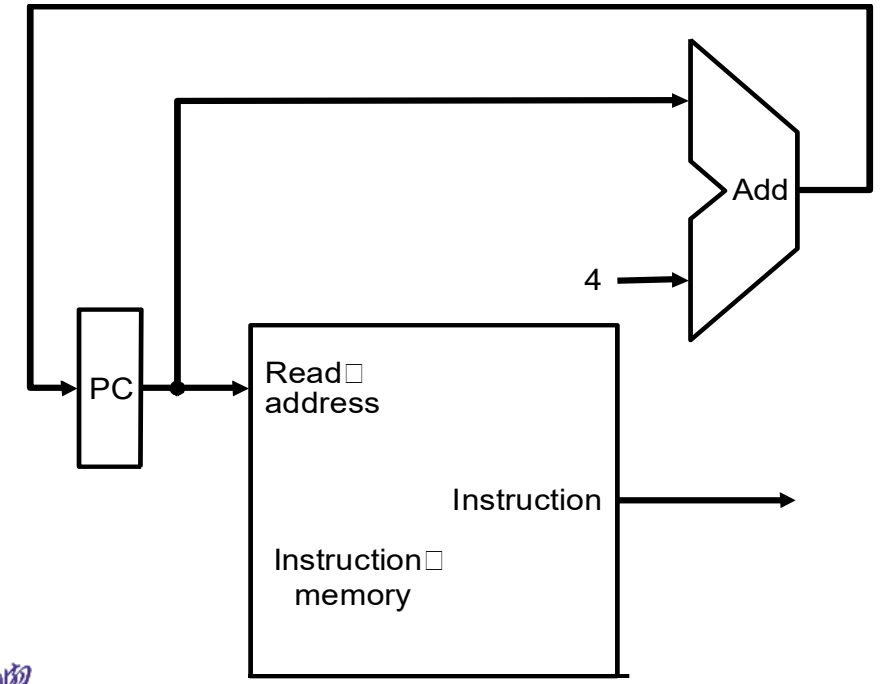
Storage Element: Memory

- Memory (idealized)
  - Appendix B.8
  - One input bus: Data In
  - One output bus: Data Out
- Word is selected by:
  - Address selects the word to put on Data Out
  - Write Enable = 1: address selects the memory word to be written via the Data In bus
- Clock input (CLK)
  - The CLK input is a factor ONLY during write operation
  - During read operation, behaves as a combinational logic block:
    - Address valid => Data Out valid after access time
    - No need for read control



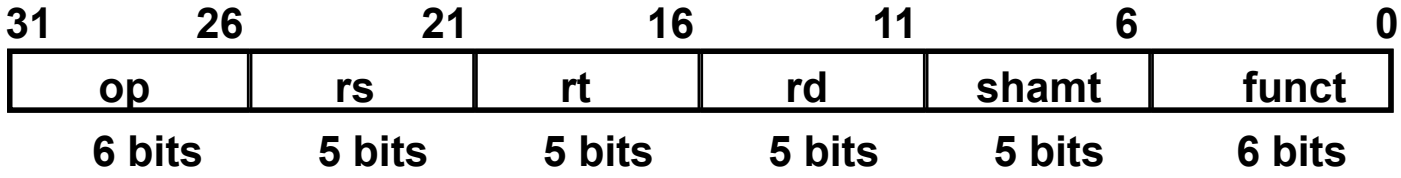
Step 3a: Datapath Assembly

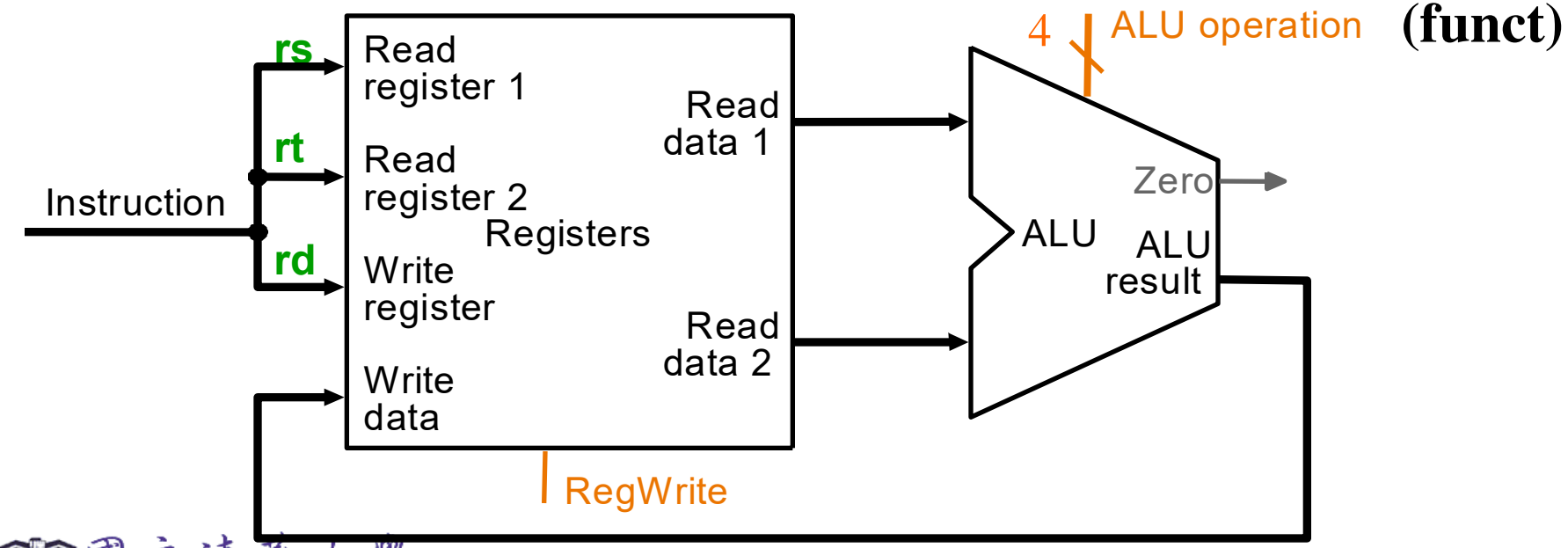
- Instruction fetch unit: common operations
  - Fetch the instruction: mem[PC]
  - Update the program counter:
    - Sequential code: PC <- PC + 4
    - Branch and Jump: PC <- "Something else"



Step 3b: Add and Subtract

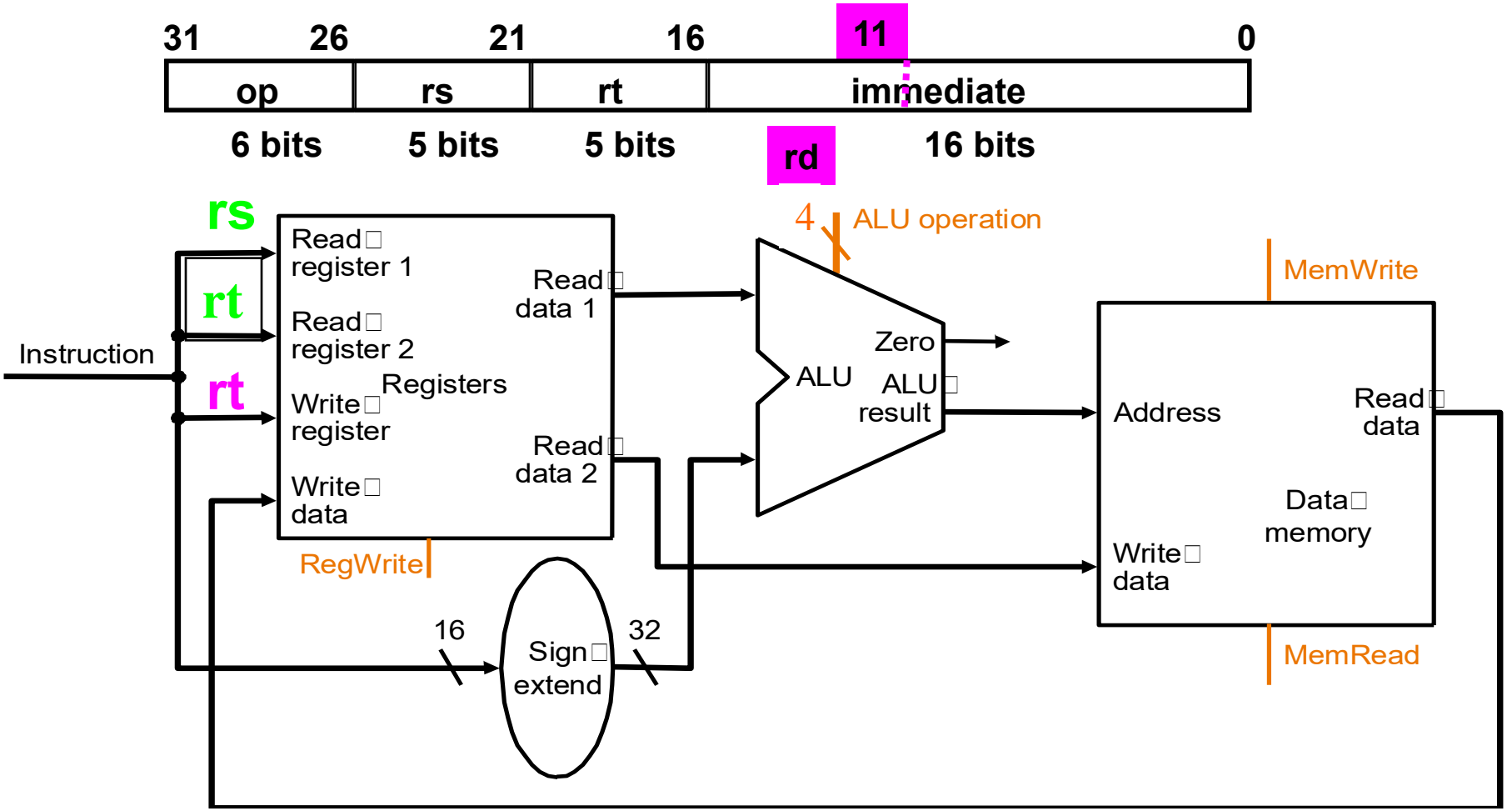
- R[rd] <- R[rs] op R[rt] Ex: add rd, rs, rt
  - Ra, Rb, Rw come from inst.'s rs, rt, and rd fields
  - ALU and RegWrite: control logic after decode



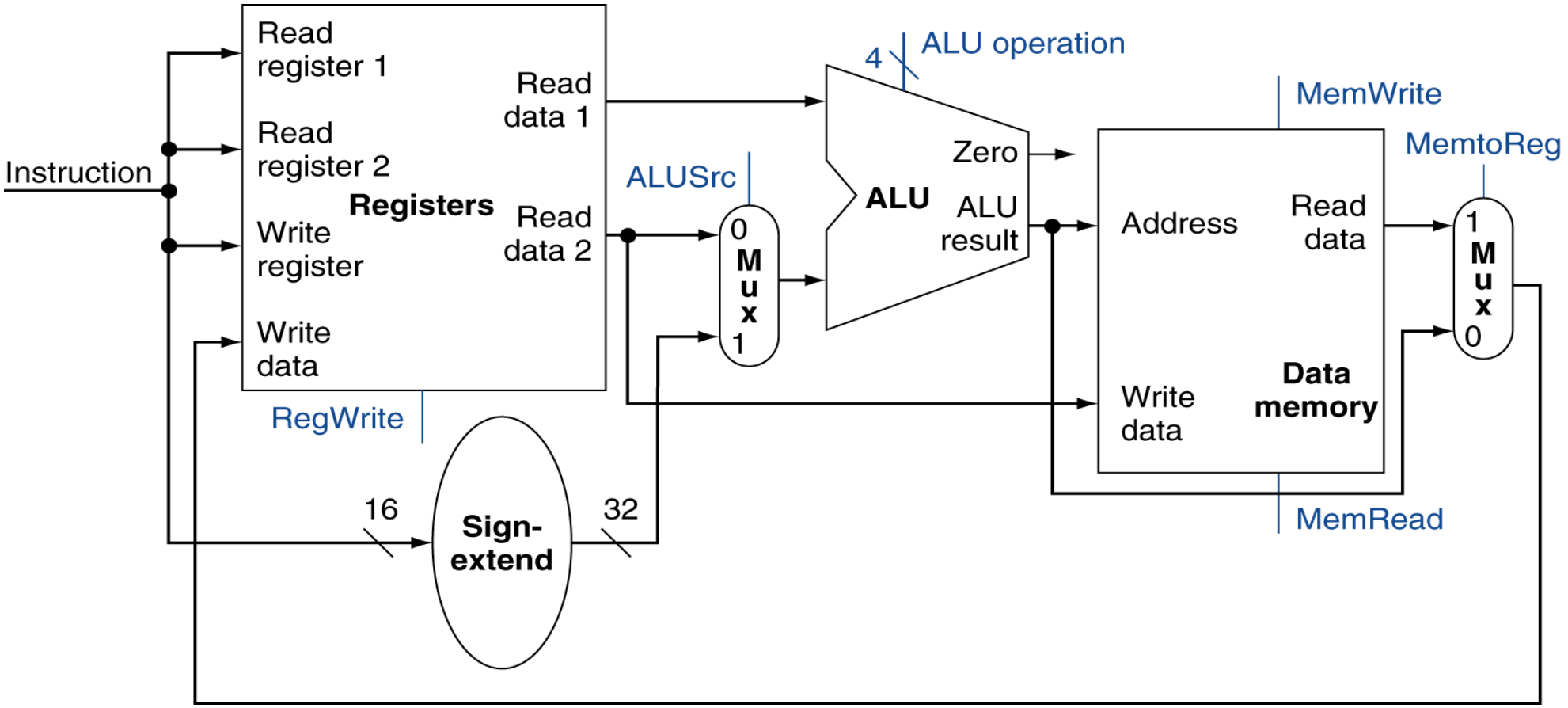


Step 3c: Store/Load Operations

- R[rt]<-Mem[R[rs]+SignExt[imm16]] Ex: lw rt,rs,imm16



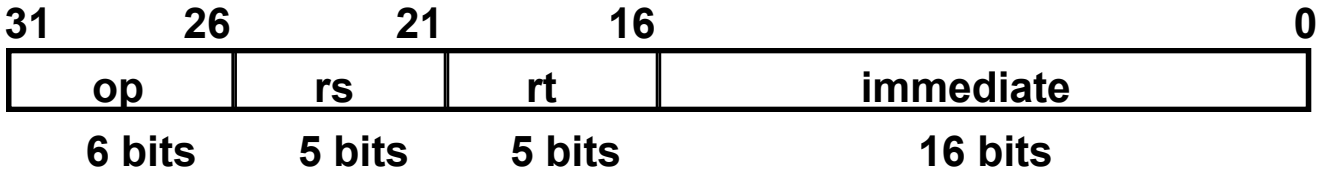
R-Type/Load/Store Datapath



Step 3d: Branch Operations

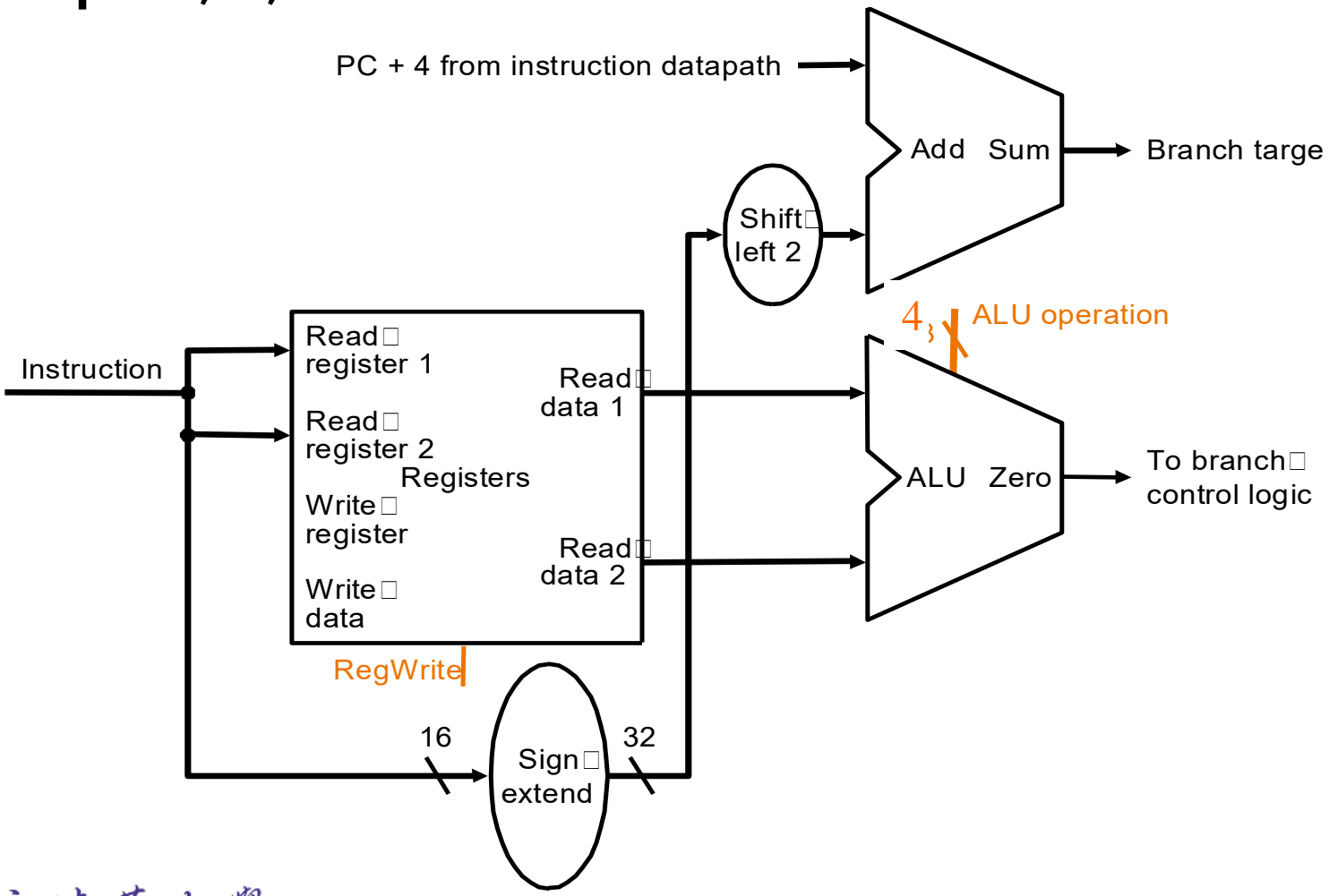
- beq rs, rt, imm16

```
mem[PC]                    Fetch inst. from memory

Equal <- R[rs] == R[rt]    Calculate branch condition

if (COND == 0)             Calculate next inst. address
    PC <- PC + 4 + ( SignExt(imm16) x 4 )
else
    PC <- PC + 4
```



Datapath for Branch Operations

- beq rs, rt, imm16



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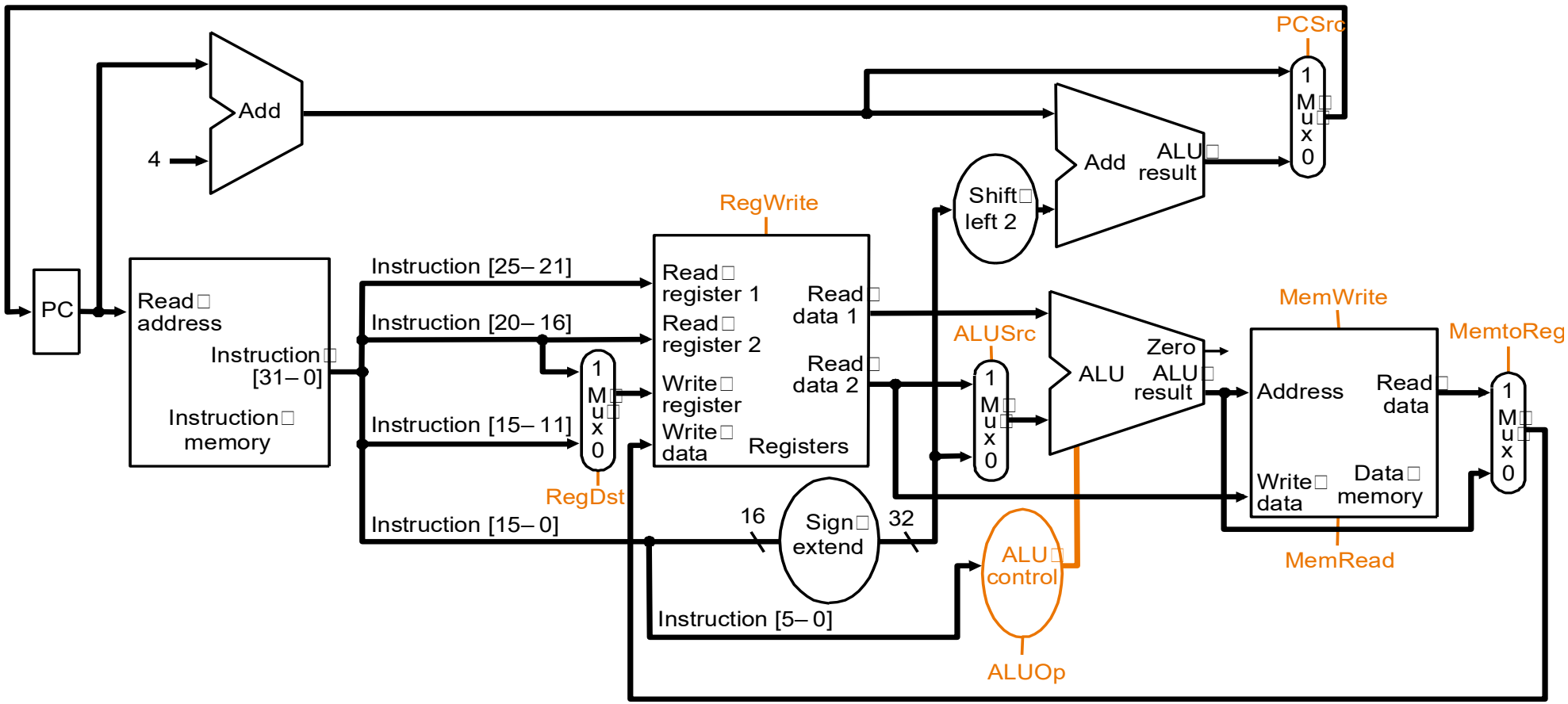
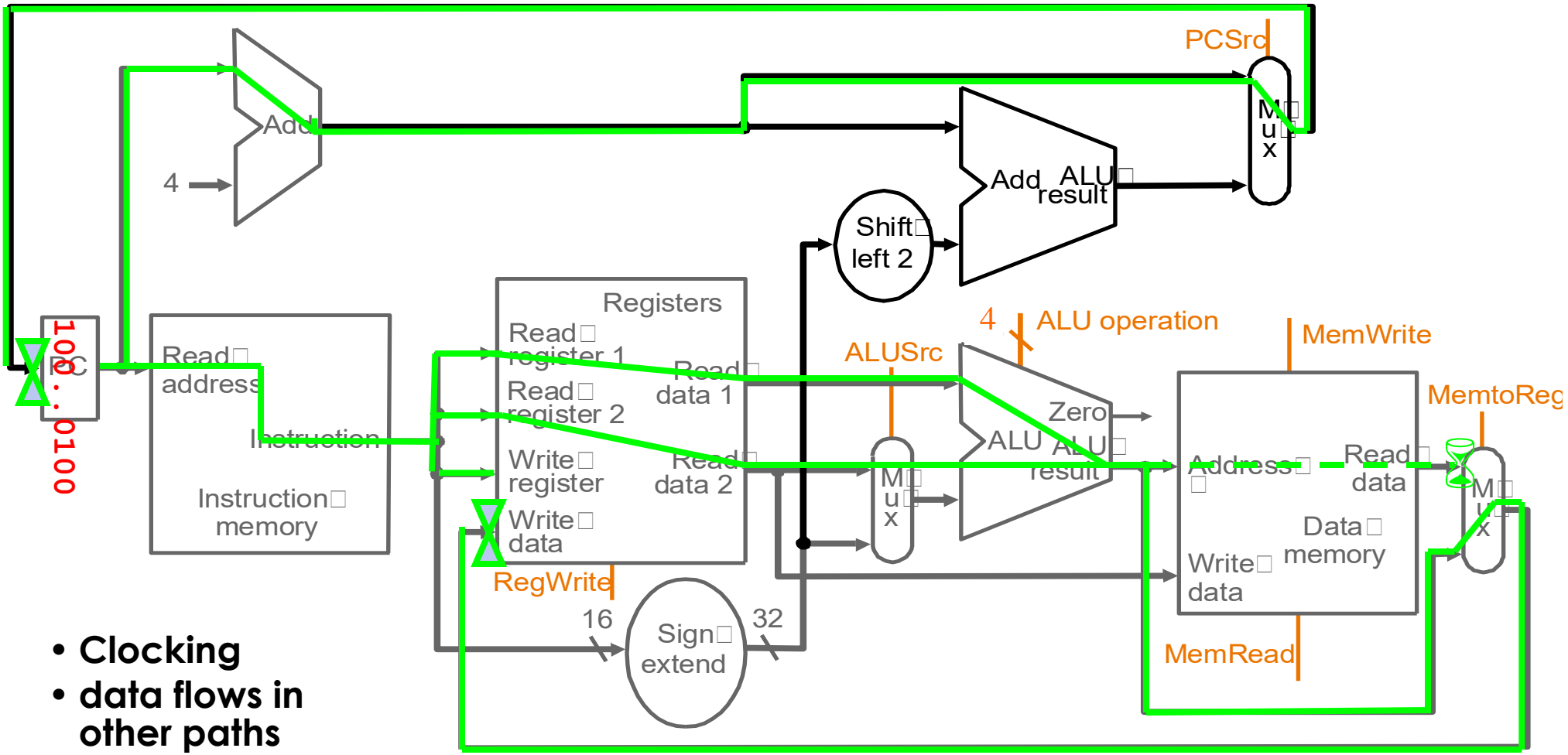
A Single Cycle Datapath



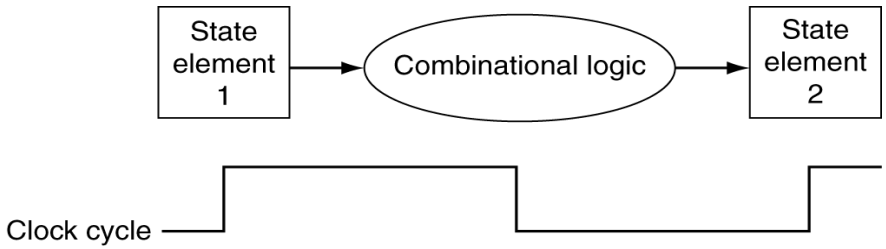
Data Flow during add

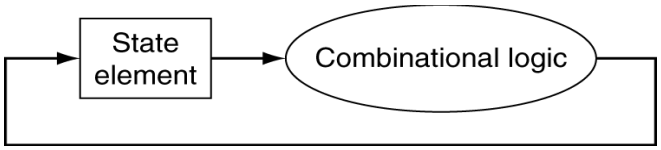


- **Clocking**
- **data flows in other paths**

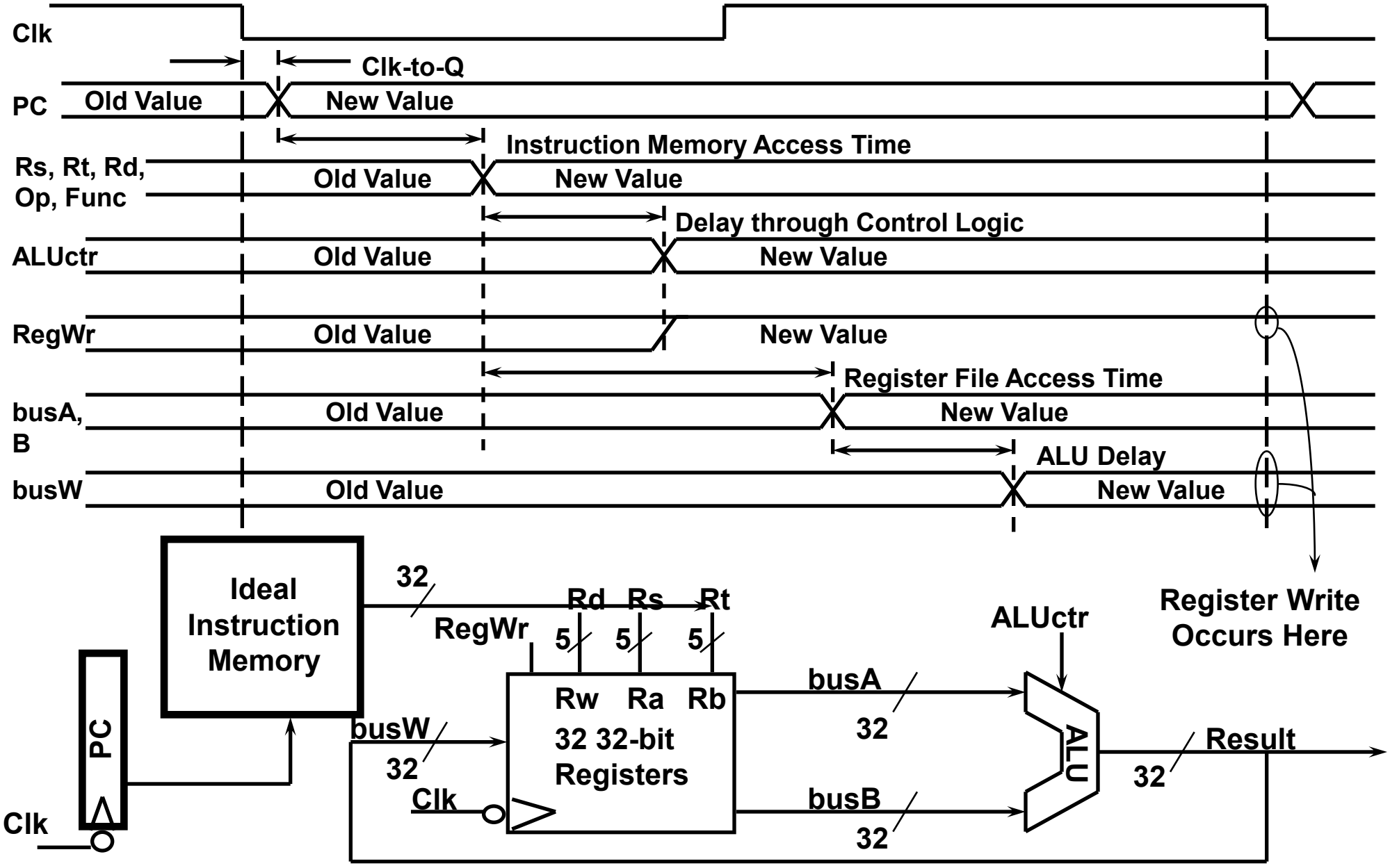
Clocking Methodology

- Combinational logic transforms data during clock cycles
  - Between clock edges
  - Input from state elements, output to state element
  - Longest delay determines clock period



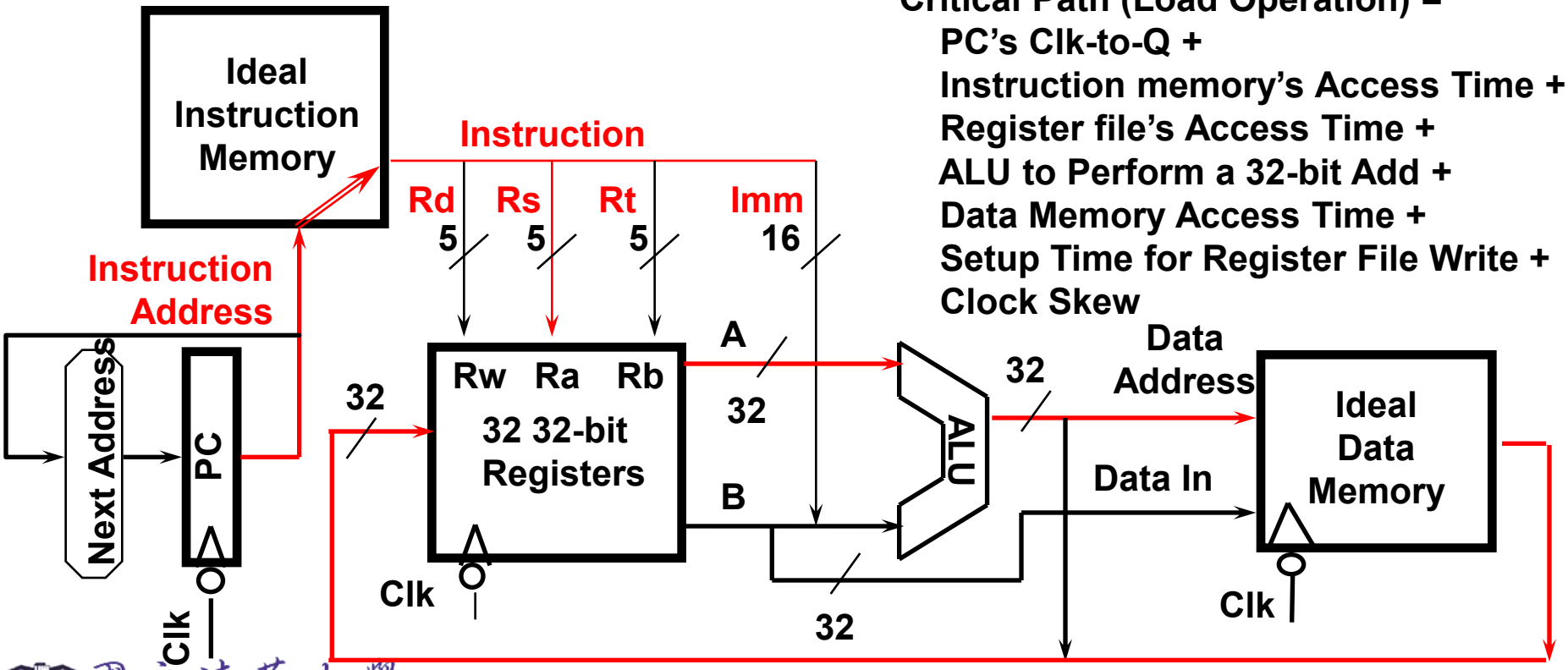


Register-Register Timing



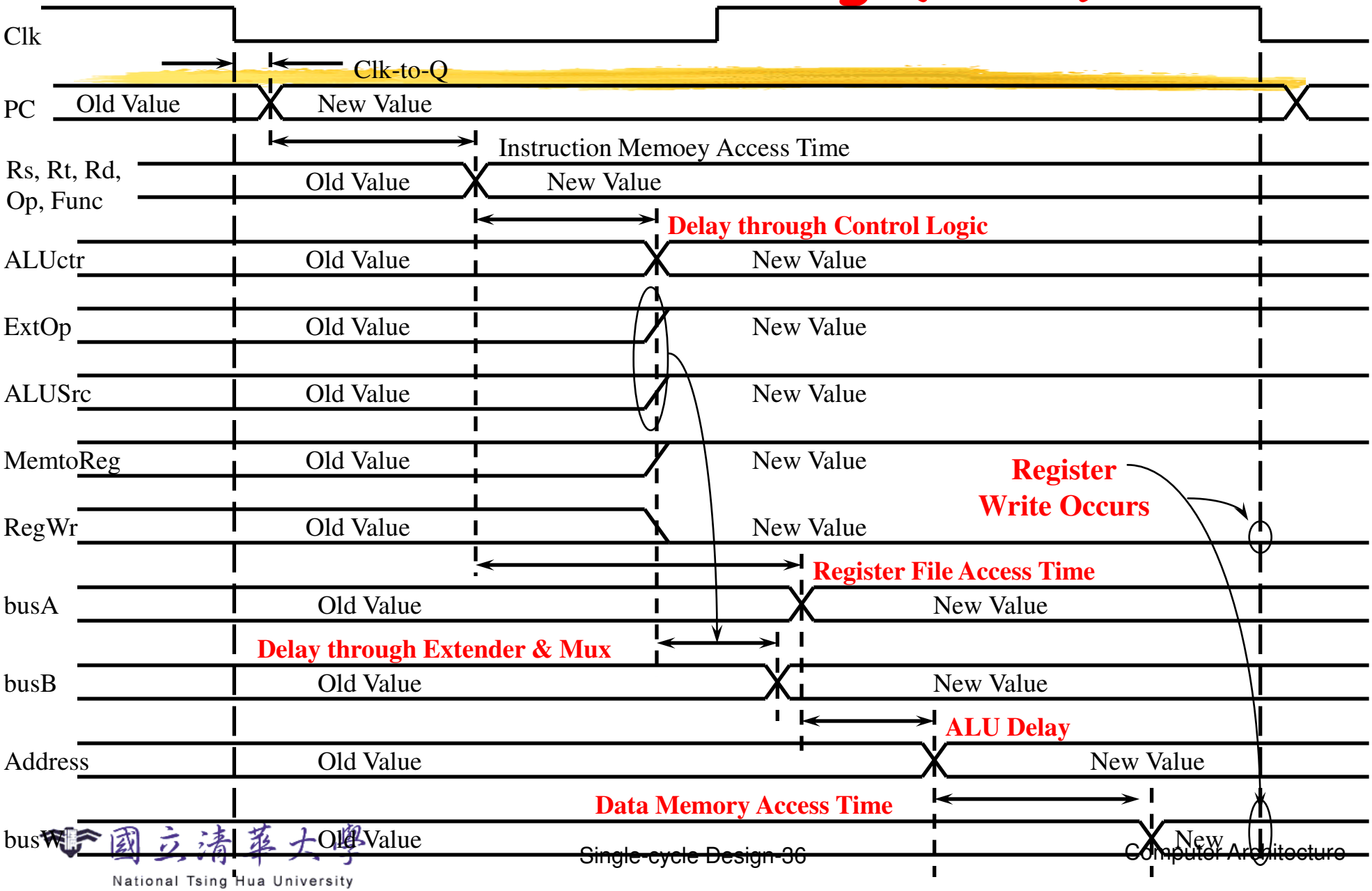
The Critical Path

- Register file and ideal memory:
  - During read, behave as combinational logic:
    - Address valid => Output valid after access time



Critical Path (Load Operation) =
PC's Clk-to-Q +
Instruction memory's Access Time +
Register file's Access Time +
ALU to Perform a 32-bit Add +
Data Memory Access Time +
Setup Time for Register File Write +
Clock Skew

Worst Case Timing (Load)



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  - Control of CPU operations (step 4)
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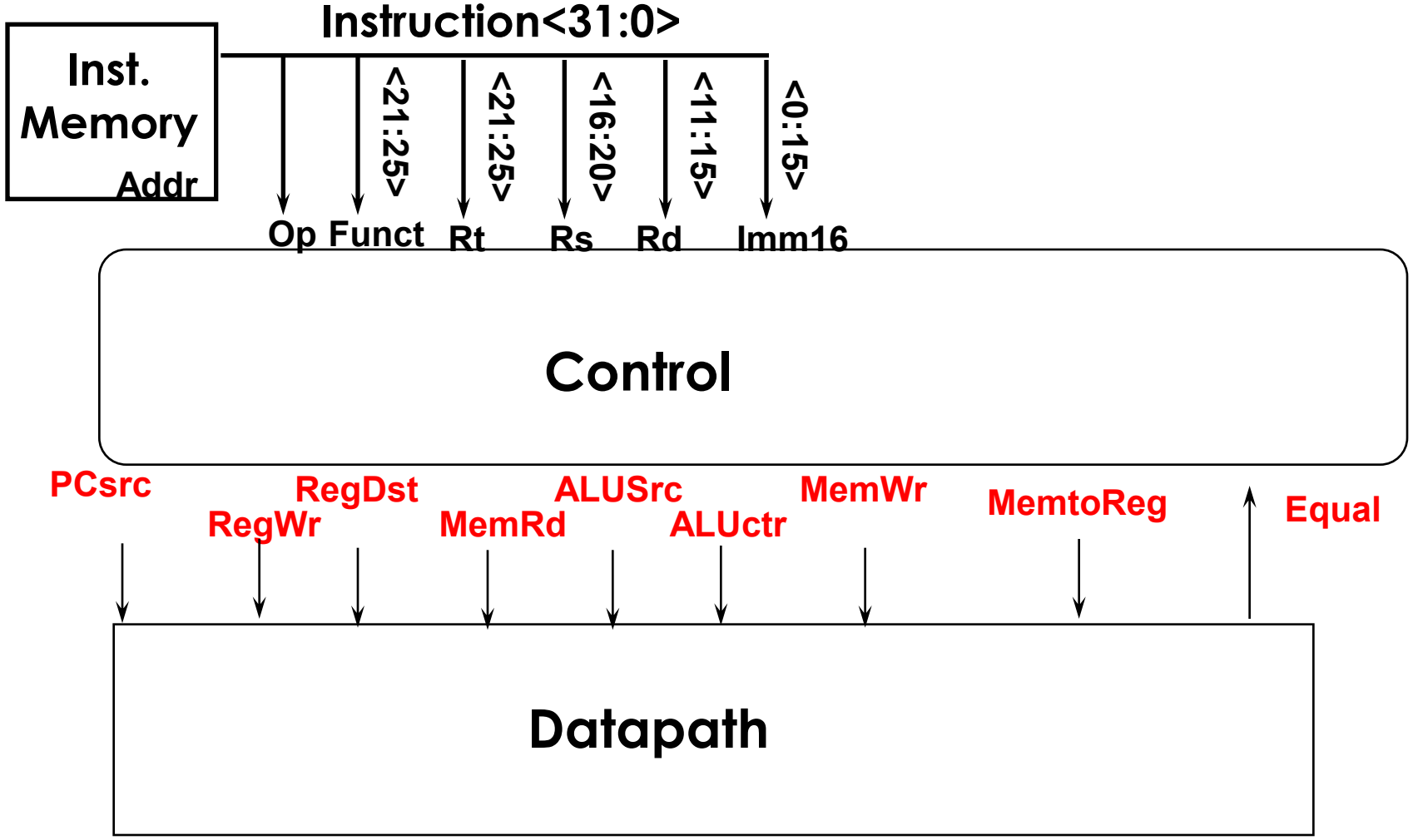
  - Main controller

Step 4: Control Points and Signals

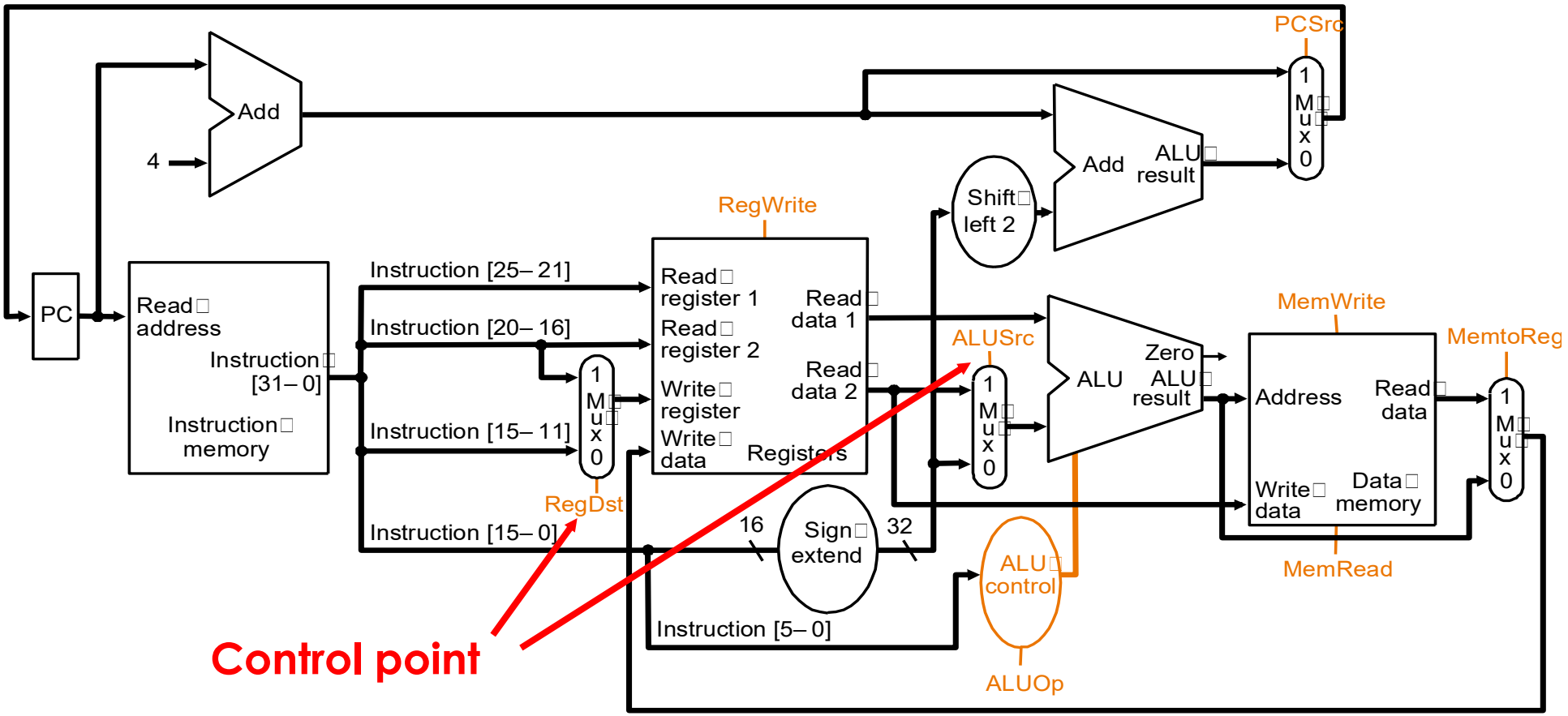


Designing Main Control

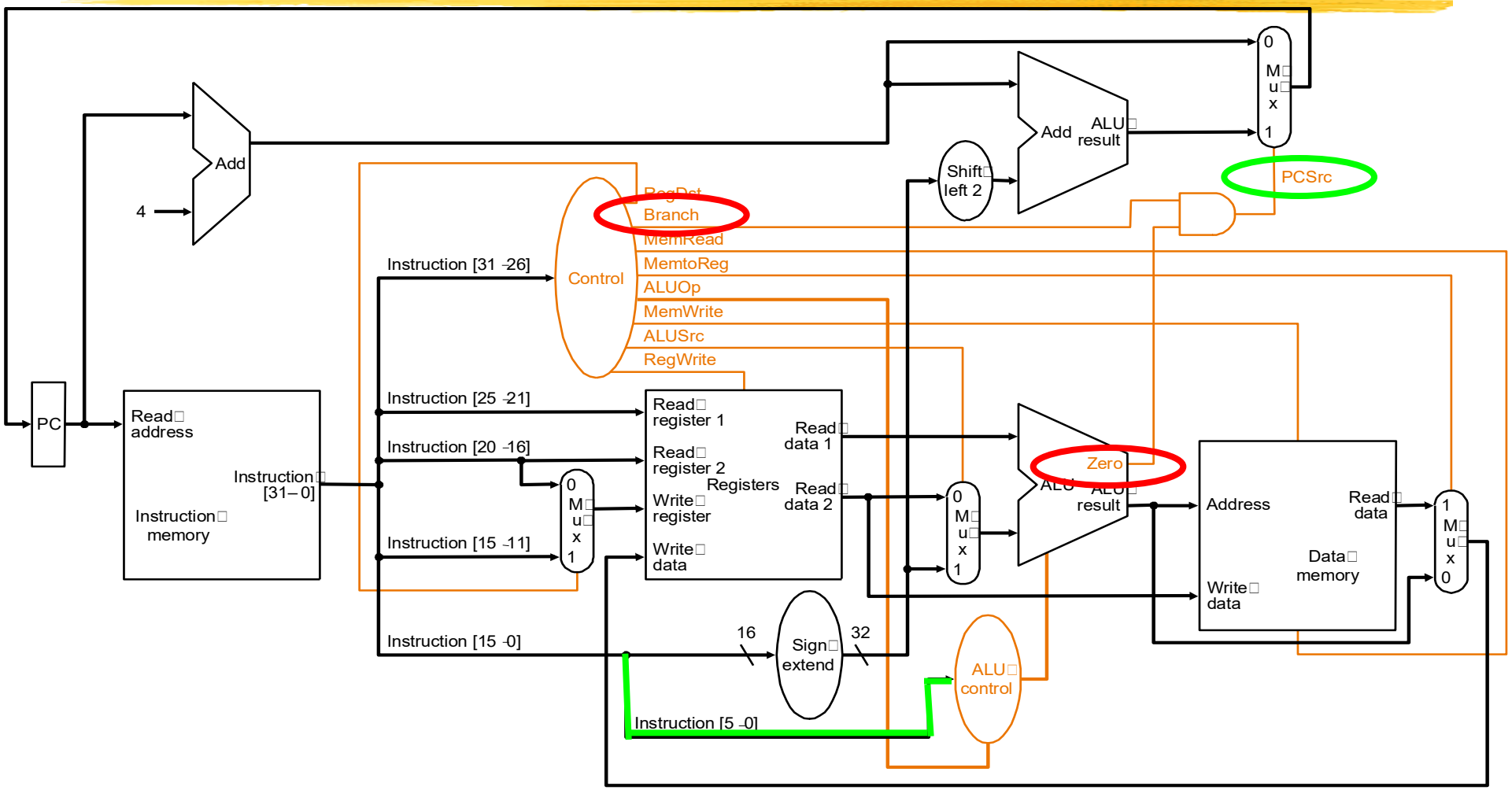
- Some observations:
  - opcode (Op[5-0]) is always in bits 31-26
  - two registers to be read are always in rs (bits 25-21) and rt (bits 20-16) (for R-type, beq, sw)
  - base register for lw and sw is always in rs (25-21)
  - 16-bit offset for beq, lw, sw is always in 15-0
  - destination register is in one of two positions:
    - lw: in bits 20-16 (rt)
    - R-type: in bits 15-11 (rd)

    => need a multiplex to select the address for written register

Datapath with Mux and Control

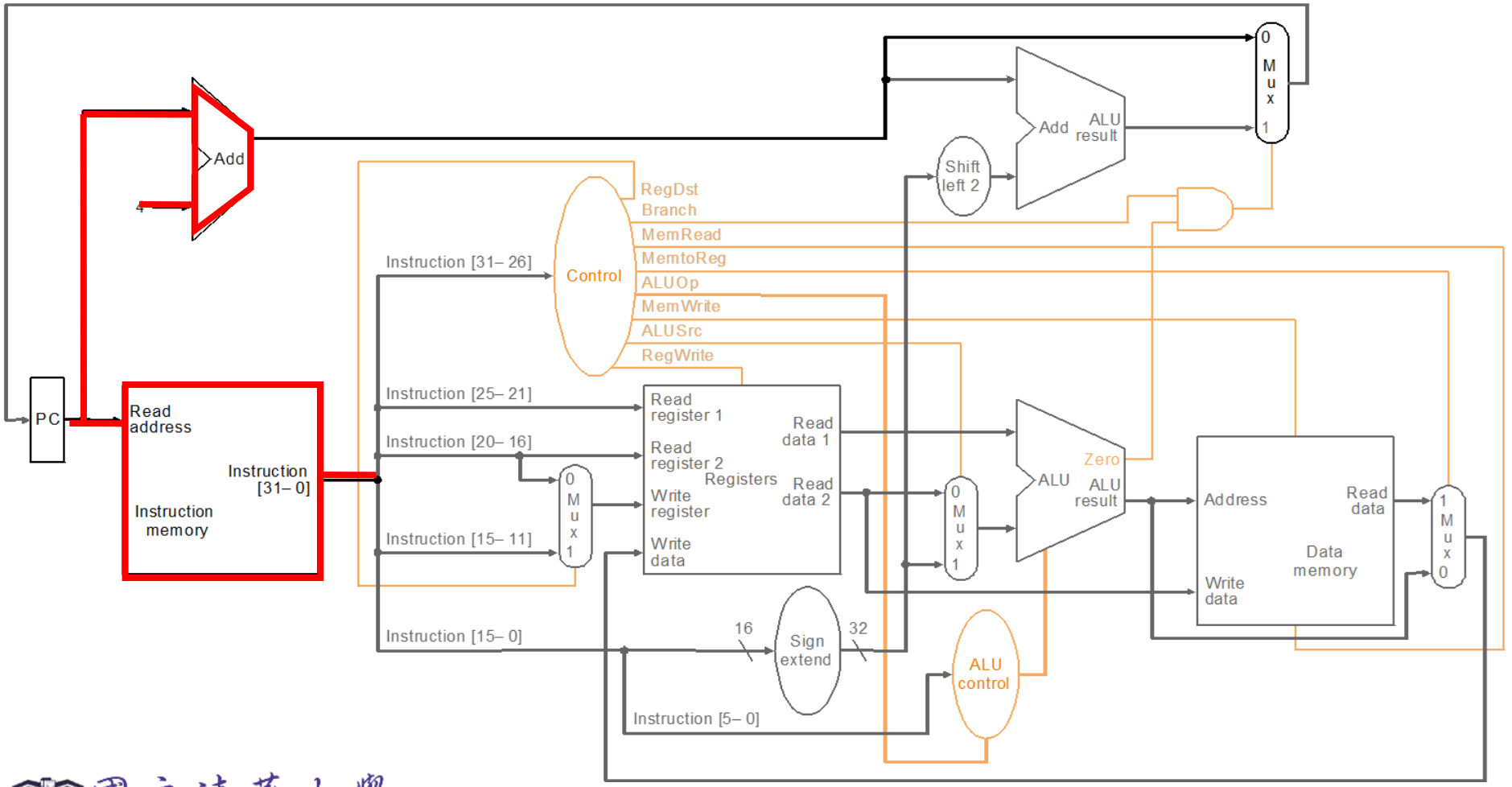


Datapath with Control Unit



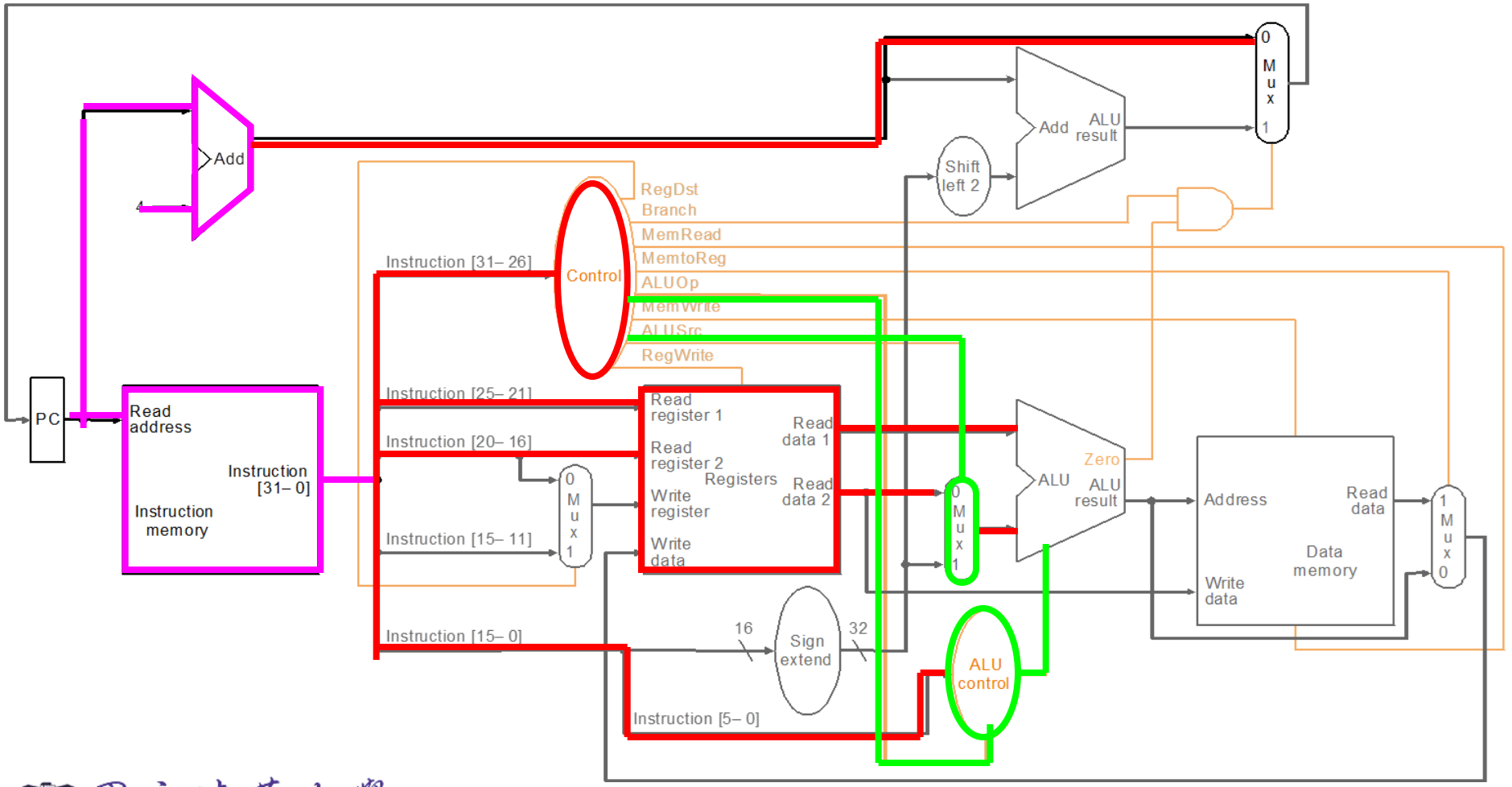
Instruction Fetch at Start of Add

- instruction <- mem[PC]; PC + 4



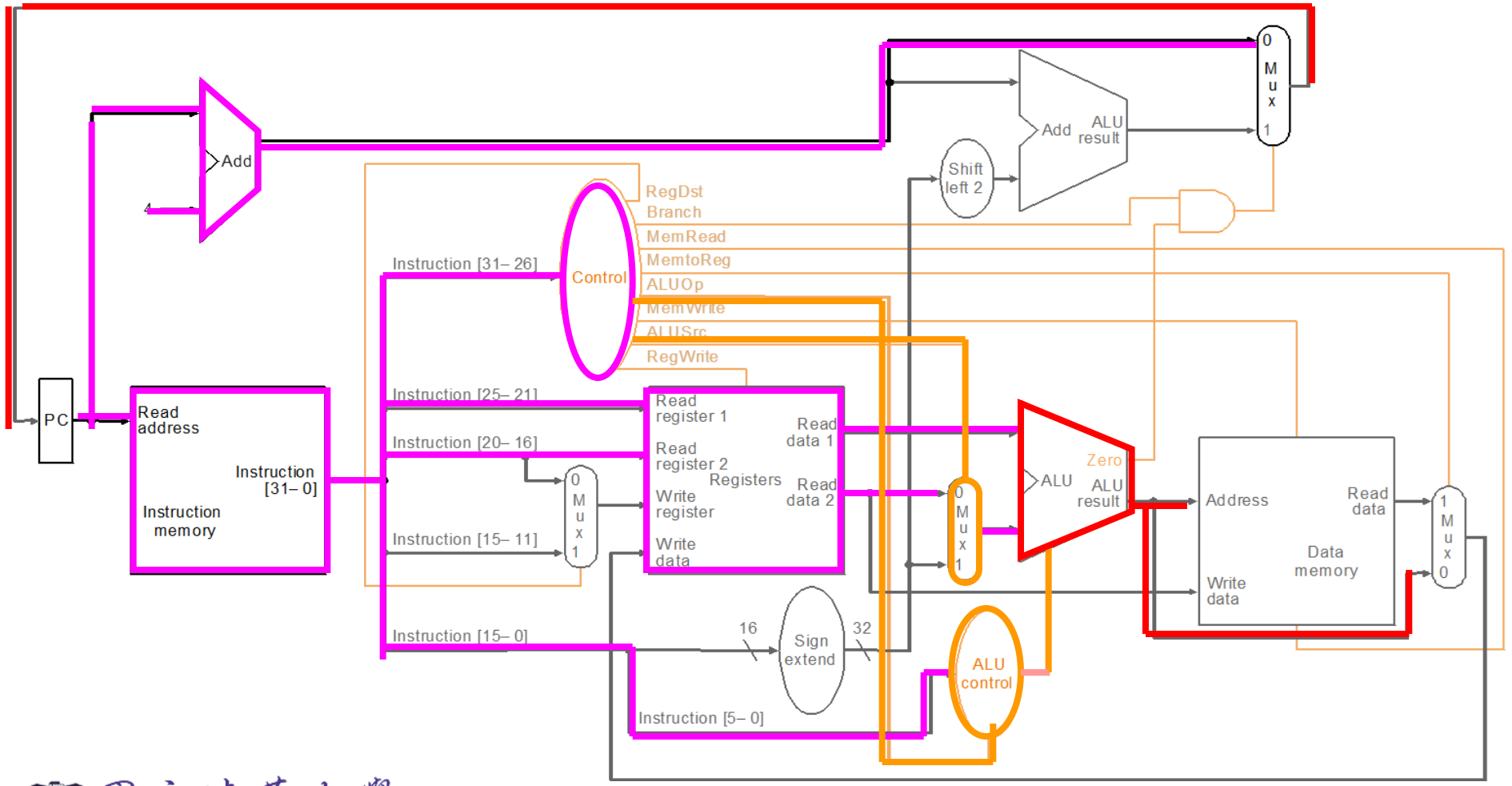
Instruction Decode of Add

- Fetch the two operands and decode instruction:



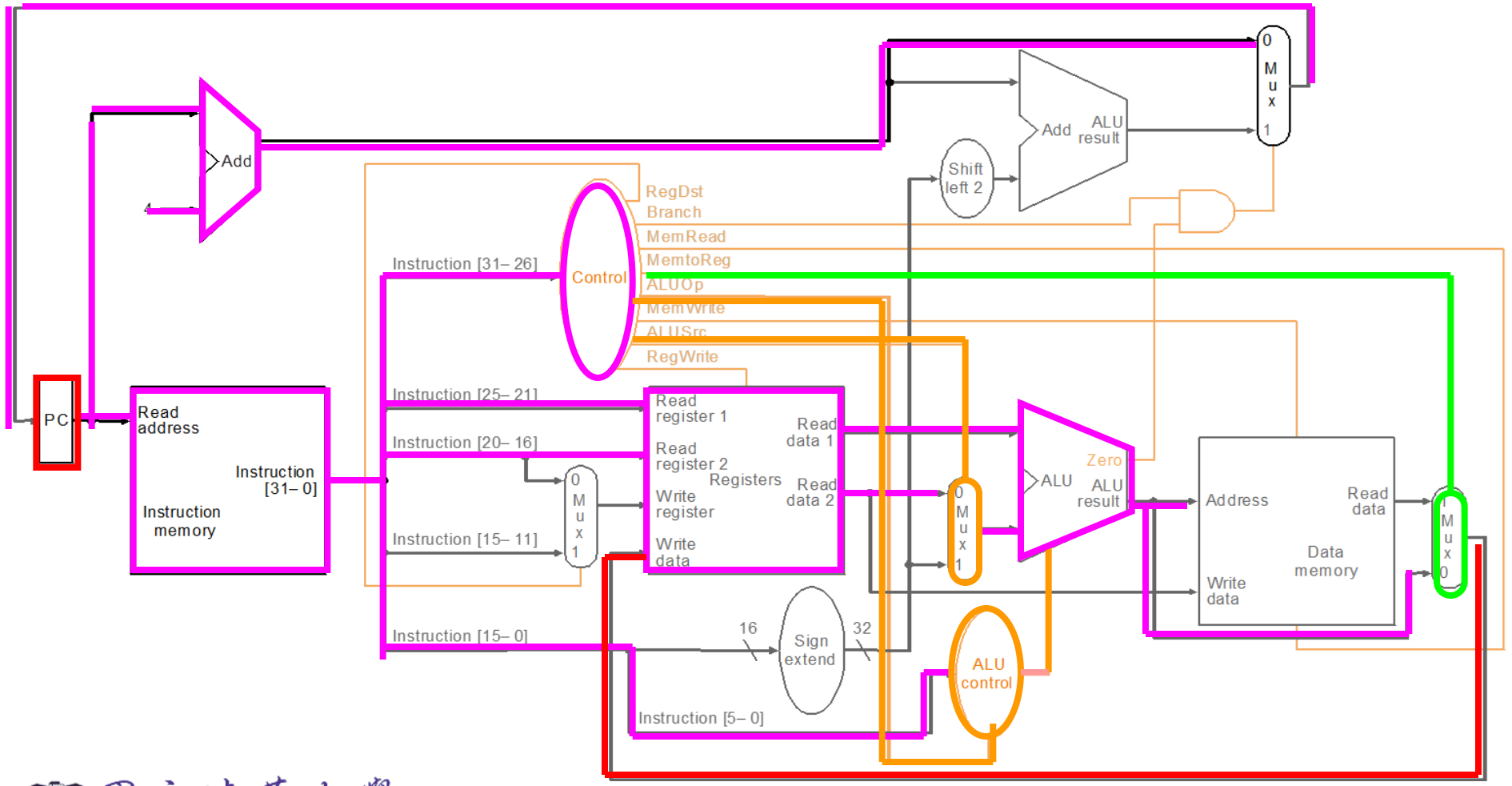
ALU Operation during Add

- R[rs] + R[rt]



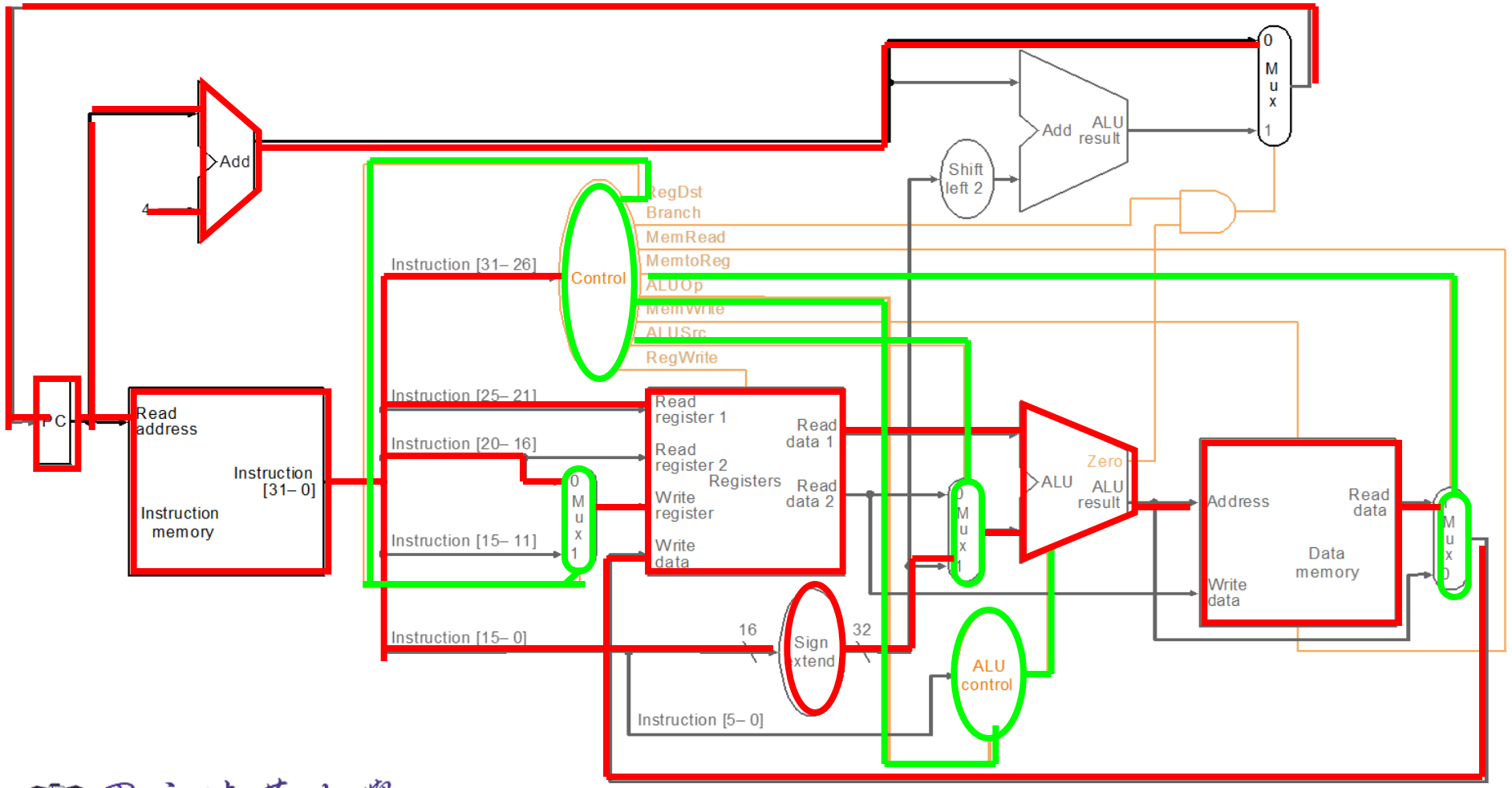
Write Back at the End of Add

- R[rd] <- ALU; PC <- PC + 4



Datapath Operation for `lw`

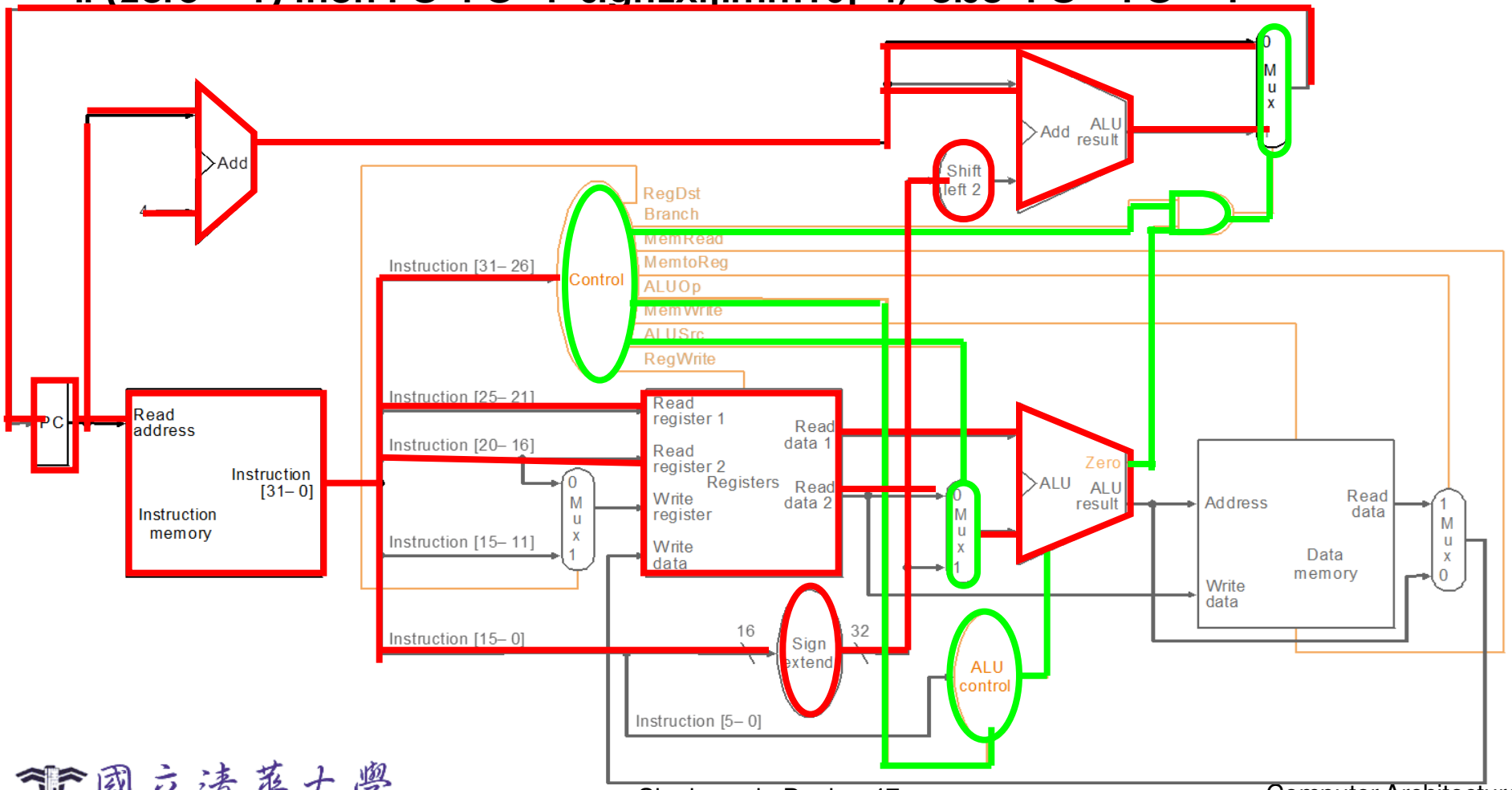
- R[rt] <- Memory {R[rs] + SignExt[imm16]}



Datapath Operation for beq

if (R[rs]-R[rt]==0) then Zero<-1 else Zero<-0

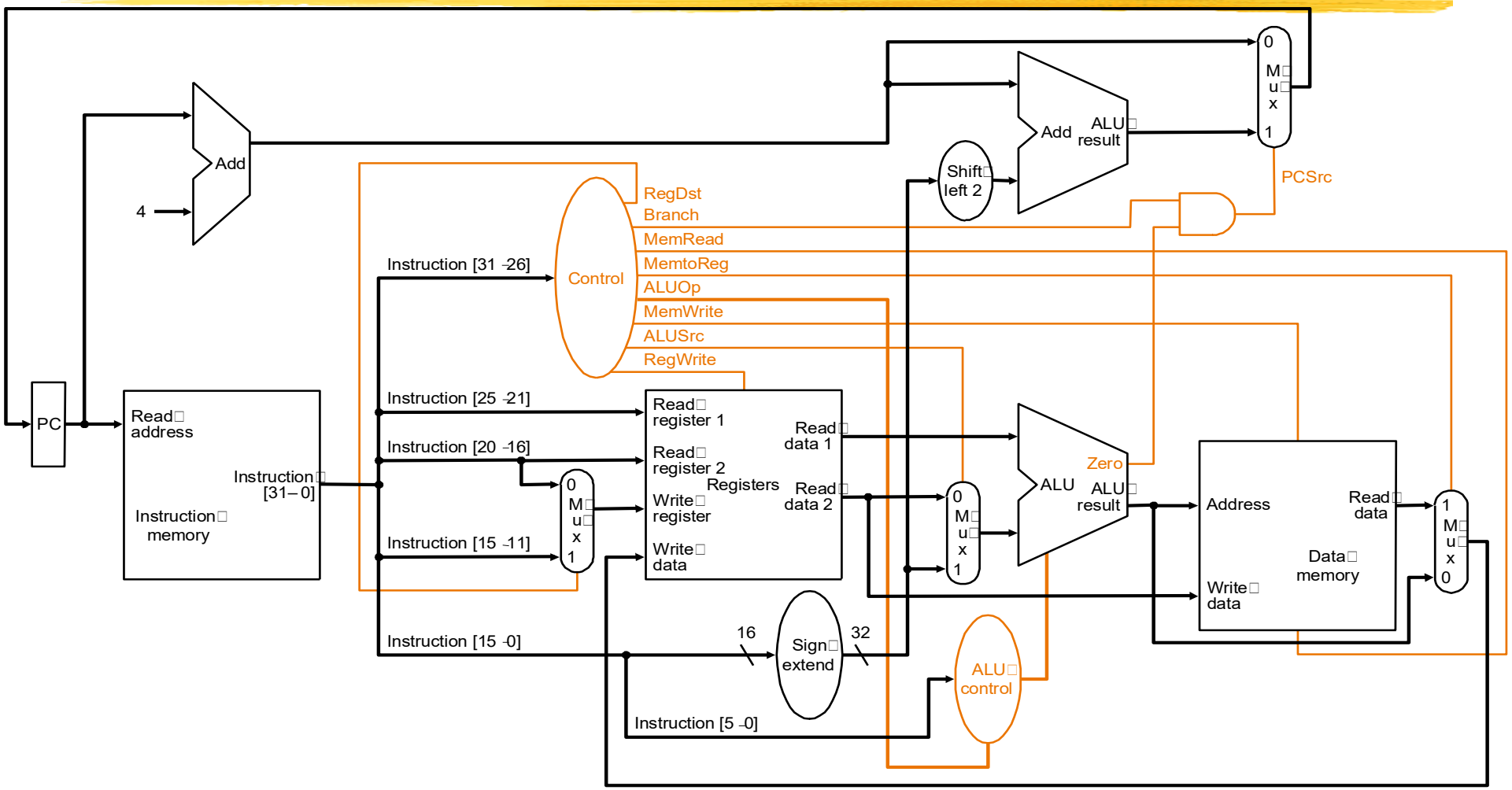
if (Zero==1) then PC=PC+4+signExt[imm16]*4; else PC = PC + 4



Outline

- Designing a processor
- Analyzing the instruction set
- Building the datapath
- A single-cycle implementation
- Control for the single-cycle CPU
  - Control of CPU operations
  - ALU controller (step 5a)
  - Main controller

Datapath with Control Unit

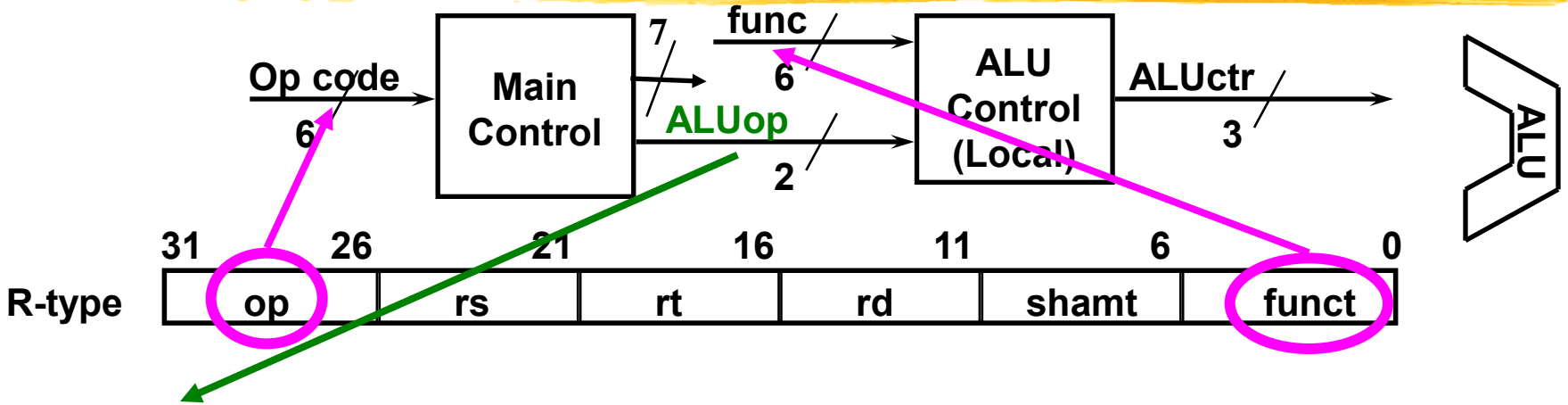


Step 5a: ALU Control

- ALU used for
  - Load/Store: F = add
  - Branch: F = subtract
  - R-type: F depends on funct field

ALU control	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	set-on-less-than
1100	NOR

Our Plan for the Controller



- **ALUop** is 2-bit wide to represent:
  - "I-type" requiring the ALU to perform:
    - (00) add for load/store and (01) sub for beq
  - "R-type" (10), need to reference `func` field

	R-type	lw	sw	beq	jump
ALUop (Symbolic)	"R-type"	Add	Add	Subtract	xxx
ALUop<1:0>	10	00	00	01	xxx

ALU Control

- Assume 2-bit ALUOp derived from opcode
  - Combinational logic derives ALU control

opcode	ALUOp	Operation	funct	ALU function	ALU control
lw	00	load word	XXXXXX	add	0010
sw	00	store word	XXXXXX	add	0010
beq	01	branch equal	XXXXXX	subtract	0110
R-type	10	add	100000	add	0010
		subtract	100010	subtract	0110
		AND	100100	AND	0000
		OR	100101	OR	0001
		set-on-less-than	101010	set-on-less-than	0111

Logic Equation for ALUctr

ALUop		func						ALUctr			
bit<1>	bit<0>	bit<5>	bit<4>	bit<3>	bit<2>	bit<1>	bit<0>	bit<3>	bit<2>	bit<1>	bit<0>
0	0	x	x	x	x	x	x	0	0	1	0
x	1	x	x	x	x	x	x	0	1	1	0
1	x	x	x	0	0	0	0	0	0	1	0
1	x	x	x	0	0	1	0	0	1	1	0
1	x	x	x	0	1	0	0	0	0	0	0
1	x	x	x	0	1	0	1	0	0	0	1
1	x	x	x	1	0	1	0	0	1	1	1

Logic Equation for ALUctr2

ALUop		func						
bit<1>	bit<0>	bit<5>	bit<4>	bit<3>	bit<2>	bit<1>	bit<0>	ALUctr<2>
x	1	x	x	x	x	x	x	1
1	x	x	x	0	0	1	0	1
1	x	x	x	1	0	1	0	1

This makes func<3> a don't care

ALUctr2 = ALUop0
+ ALUop1·func2'·func1·func0'

Logic Equation for ALUctr1

ALUop		func						
bit<1>	bit<0>	bit<5>	bit<4>	bit<3>	bit<2>	bit<1>	bit<0>	ALUctr<1>
0	0	x	x	x	x	x	x	1
x	1	x	x	x	x	x	x	1
1	x	x	x	0	0	0	0	1
1	x	x	x	0	0	1	0	1
1	x	x	x	1	0	1	0	1

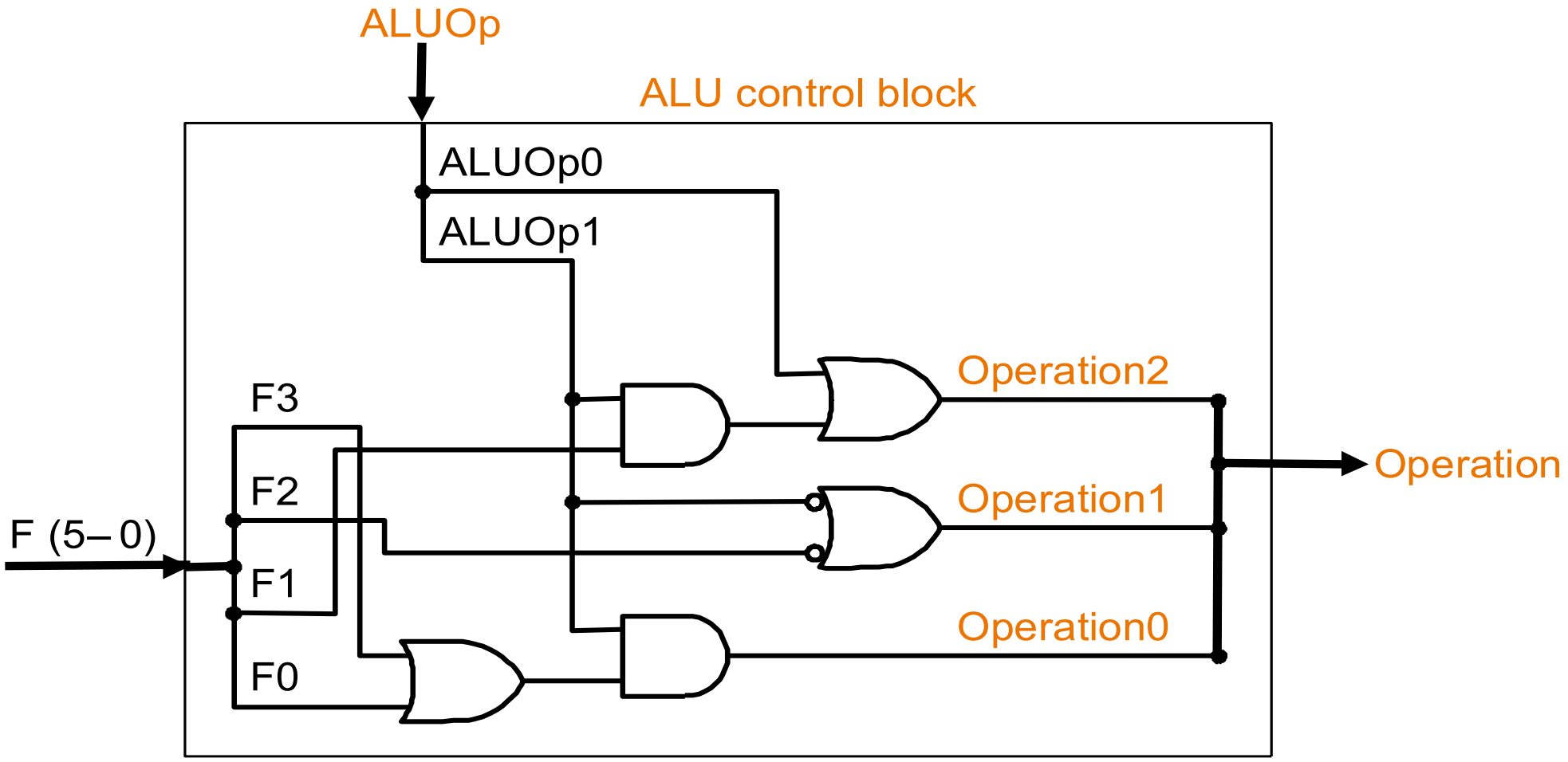
$$ALUctr1 = ALUop1' + ALUop1 \cdot func2' \cdot func0'$$

Logic Equation for ALUctr0

ALUop		func						
bit<1>	bit<0>	bit<5>	bit<4>	bit<3>	bit<2>	bit<1>	bit<0>	ALUctr<0>
1	x	x	x	0	1	0	1	1
1	x	x	x	1	0	1	0	1

ALUctr0 = ALUop1
·func3'·func2·func1'·func0
+ ALUop1'·func3
·func2'·func1·func0'

The Resultant ALU Control Block

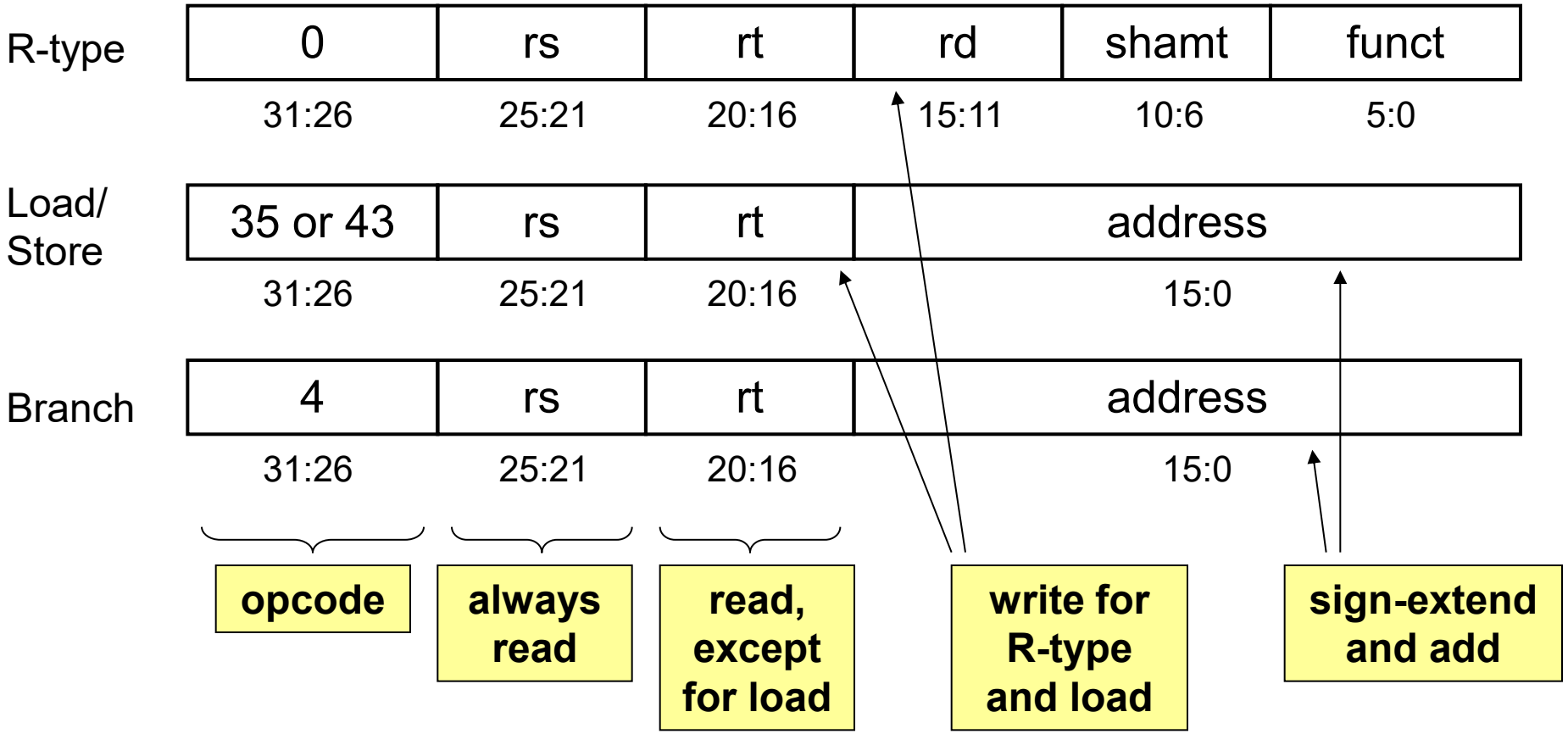


Outline

- Introduction to designing a processor
- Analyzing the instruction set
- Building the datapath
- A single-cycle implementation
- Control for the single-cycle CPU
  - Control of CPU operations
  - ALU controller
  - Main controller (step 5b)

Step 5b: The Main Control Unit

- Control signals derived from instruction



Truth Table of Control Signals

See Appendix A → func / op

	10 0000 / 00 0000	10 0010 / 00 0000	We Don't Care :-)		
	add	**sub**	**lw**	**sw**	**beq**
RegDst	1	1	0	x	x
ALUSrc	0	0	1	1	0
MemtoReg	0	0	1	x	x
RegWrite	1	1	1	0	0
MemRead	0	0	1	0	0
MemWrite	0	0	0	1	0
Branch	0	0	0	0	1
ALUop1	1	1	0	0	0
ALUop0	0	0	0	0	1

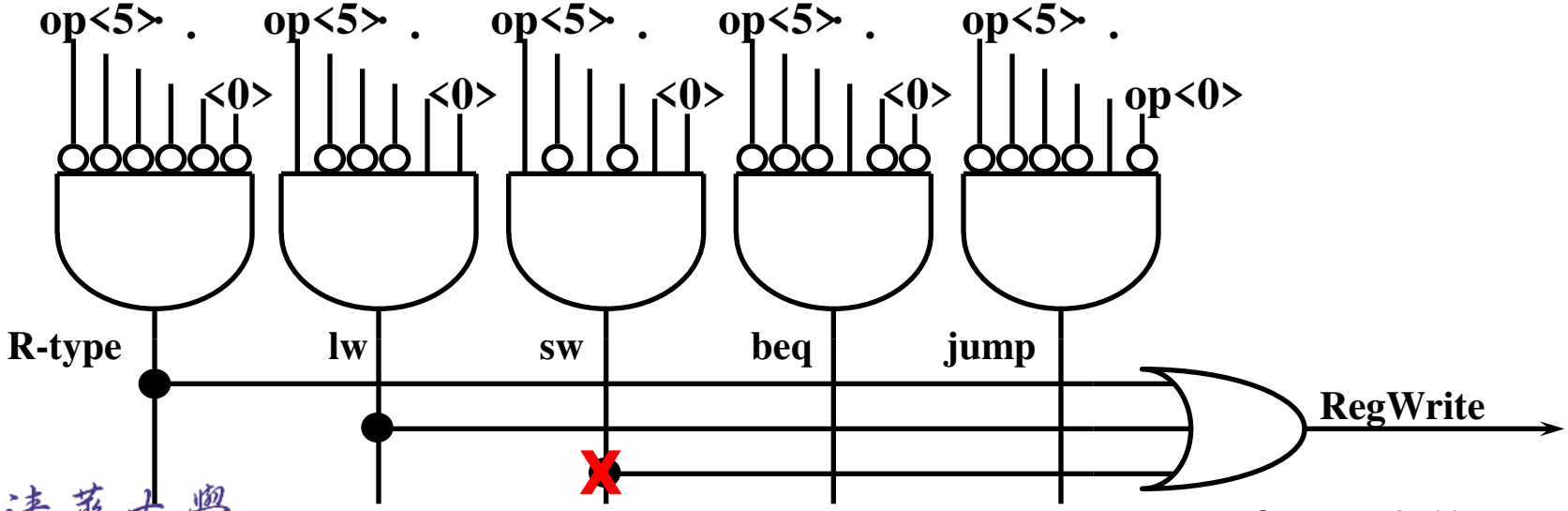
Truth Table for RegWrite

Op code	00 0000	10 0011	10 1011	00 0100
	R-type	lw	sw	beq
RegWrite	1	1	0	0

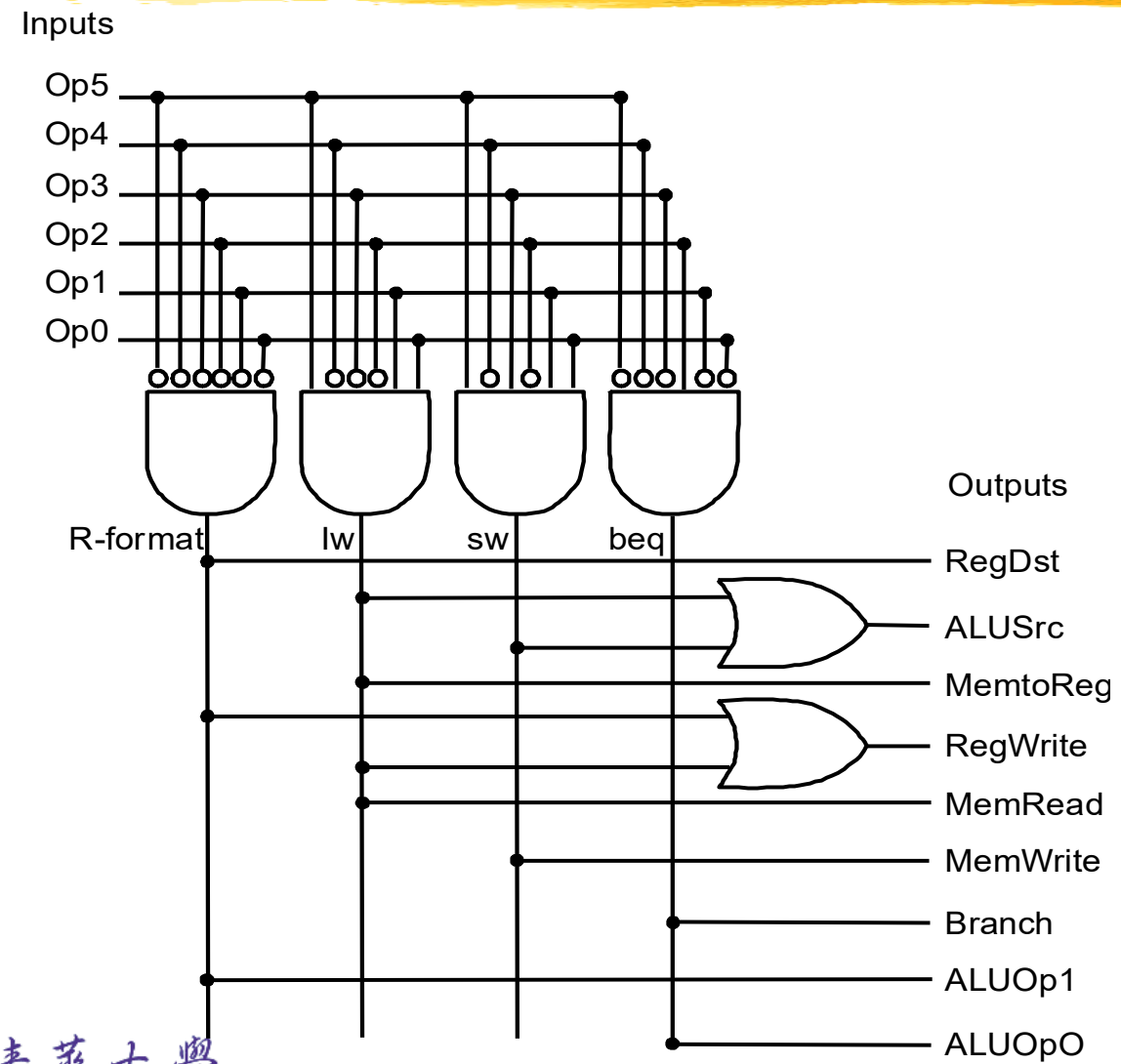
RegWrite = R-type + lw

= op5'·op4'·op3'·op2'·op1'·op0' (R-type)

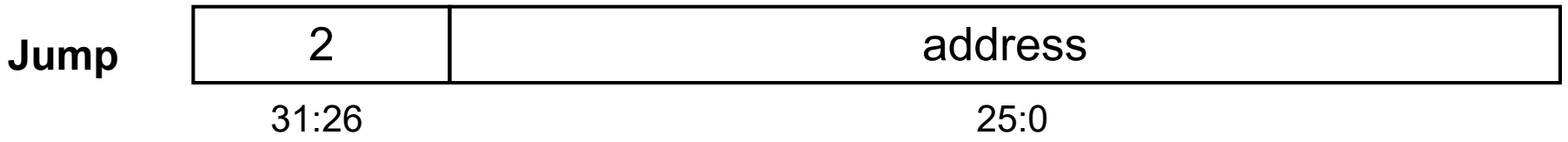
+ op5·op4'·op3'·op2'·op1· op0 (lw)



PLA Implementing Main Control

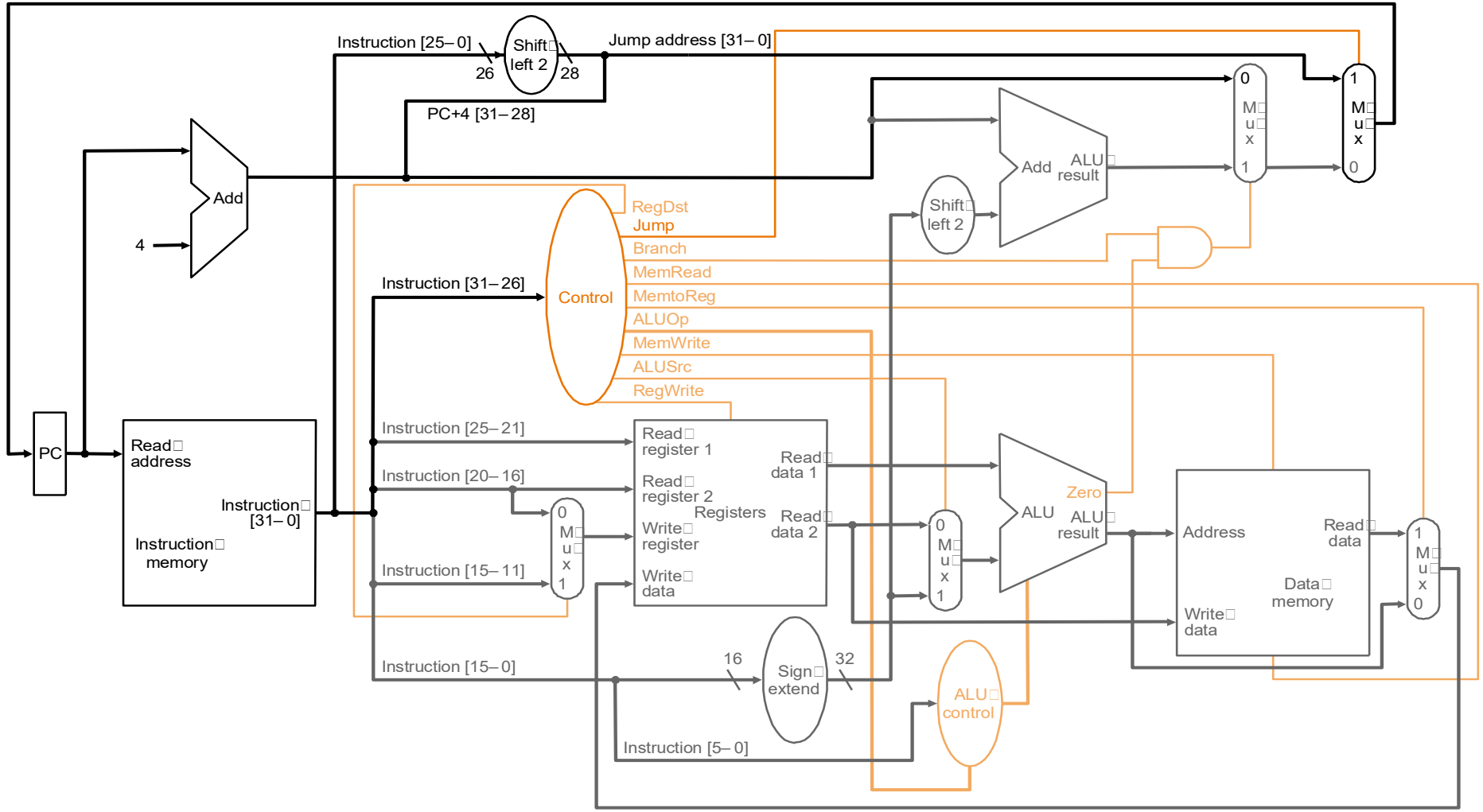


Implementing Jumps

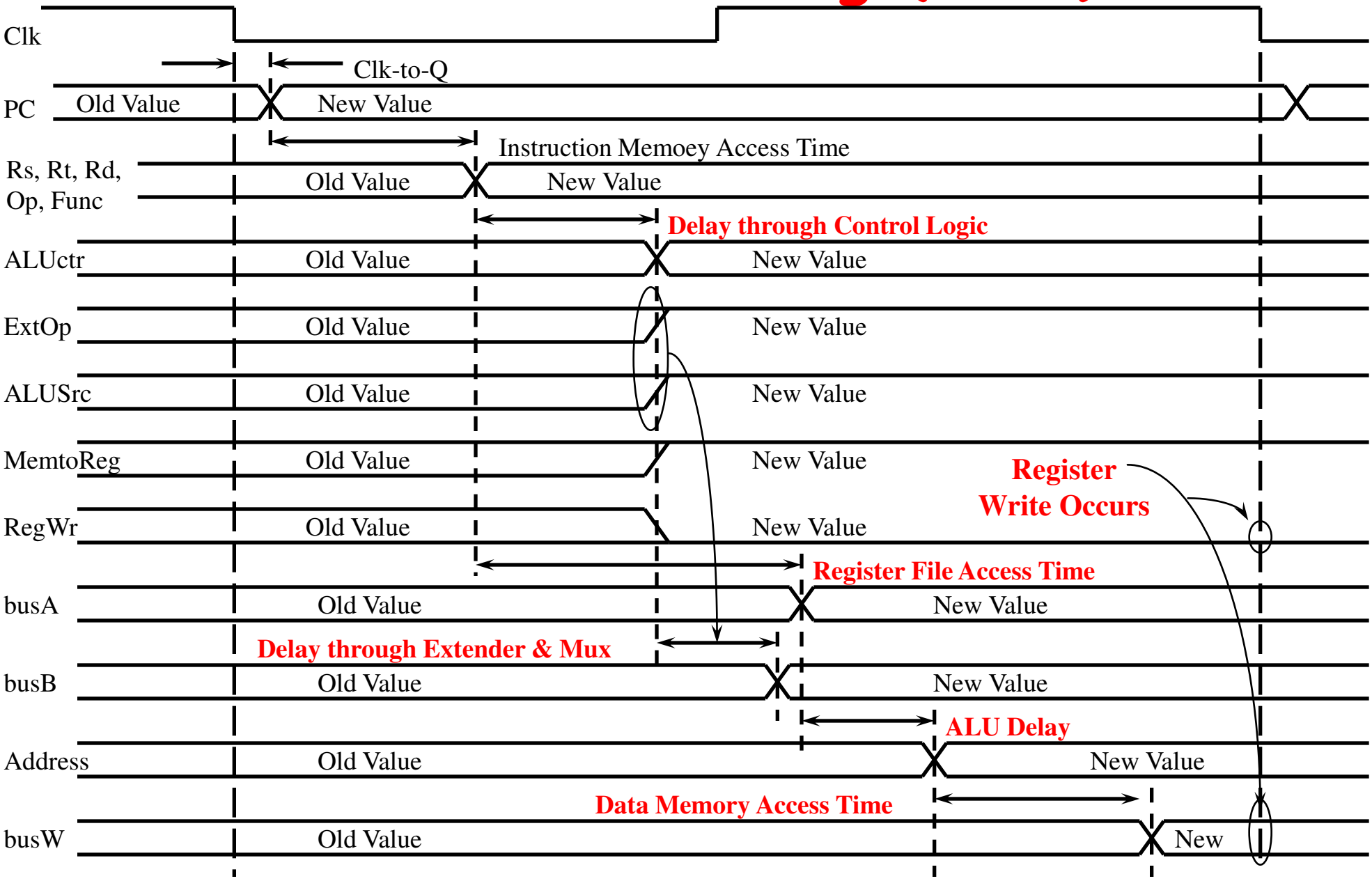


- Jump uses word address
- Update PC with concatenation of
  - Top 4 bits of old PC
  - 26-bit jump address
  - 00
- Need an extra control signal decoded from opcode

Putting it Altogether (+ jump instruction)



Worst Case Timing (Load)



Drawback of Single-Cycle Design

- Long cycle time:
  - Cycle time must be long enough for the load instruction:

    PC's Clock -to-Q +
    Instruction Memory Access Time +
    Register File Access Time +
    ALU Delay (address calculation) +
    Data Memory Access Time +
    Register File Setup Time +
    Clock Skew
- Cycle time for load is much longer than needed for all other instructions

Summary

- Single cycle datapath => CPI=1, Clock cycle time long
- MIPS makes control easier
  - Instructions same size
  - Source registers always in same place
  - Immediates same size, location
  - Operations always on registers/immediates