Hardwired, Non-pipelined ISA Implementation

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Instruction Set Architecture (ISA) versus Implementation

- ISA is the hardware/software interface
  - Defines set of programmer visible state
  - Defines data types
  - Defines instruction semantics (operations, sequencing)
  - Defines instruction format (bit encoding)
  - Examples: *MIPS, Alpha, x86, IBM 360, VAX, ARM, JVM*
- Many possible implementations of one ISA
  - 360 implementations: model 30 (c. 1964), zEnterprise196 (c. 2010)
  - x86 implementations: *8086 (c. 1978), 80186, 286, 386, 486, Pentium, Pentium Pro, Pentium-4, Core i7, AMD Athlon, AMD Opteron, Transmeta Crusoe, SoftPC*
  - MIPS implementations: *R2000, R4000, R10000, ...*
  - JVM: *HotSpot, PicoJava, ARM Jazelle, ...*

Processor Performance

$$\frac{\text{Time}}{\text{Program}} = \frac{\text{Instructions}}{\text{Program}} * \frac{\text{Cycles}}{\text{Instruction}} * \frac{\text{Time}}{\text{Cycle}}$$

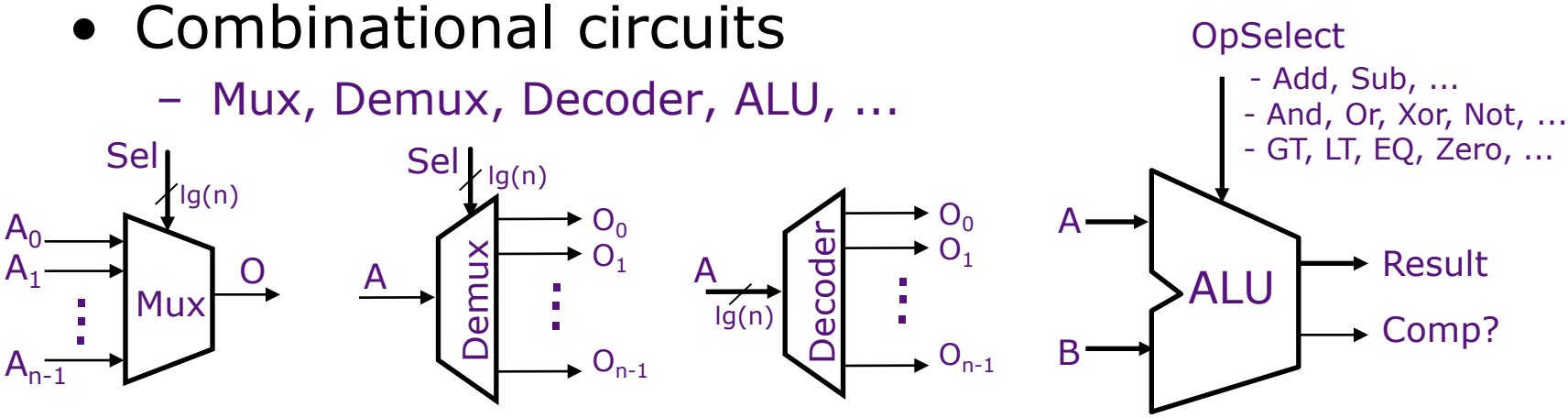
- Instructions per program depends on source code, compiler technology and ISA
- Cycles per instructions (CPI) depends upon the ISA and the microarchitecture
- Time per cycle depends upon the microarchitecture and the base technology

this lecture →

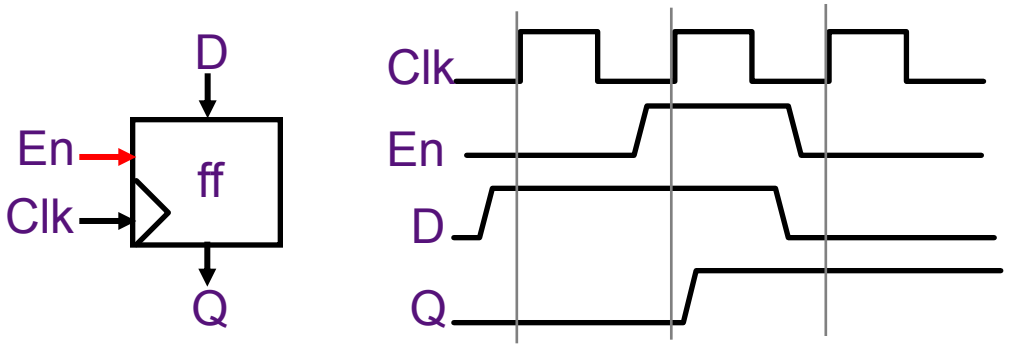
Microarchitecture	CPI	cycle time
Microcoded	>1	short
Single-cycle unpipelined	1	long
Pipelined	1	short

Hardware Elements

- Combinational circuits
  - Mux, Demux, Decoder, ALU, ...

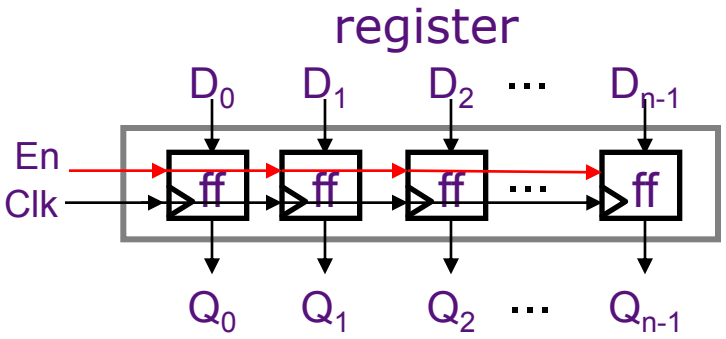


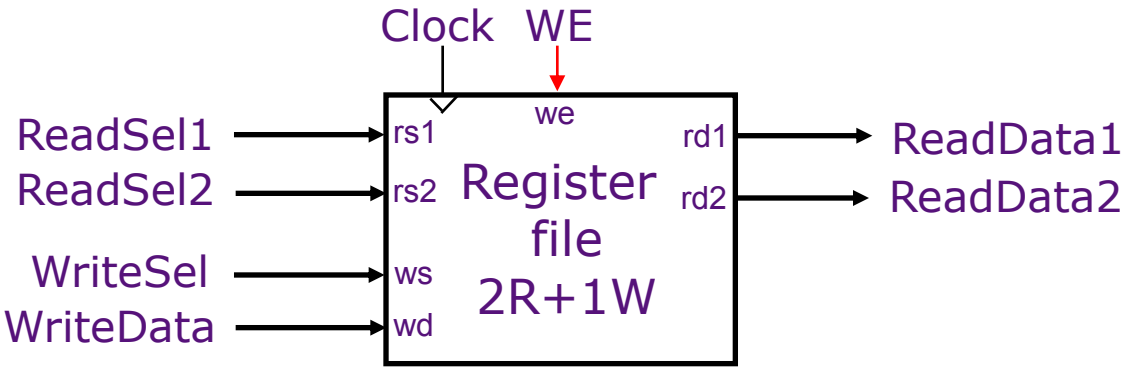
- Synchronous state elements
  - Flipflop, Register, Register file, SRAM, DRAM



Edge-triggered: Data is sampled at the rising edge

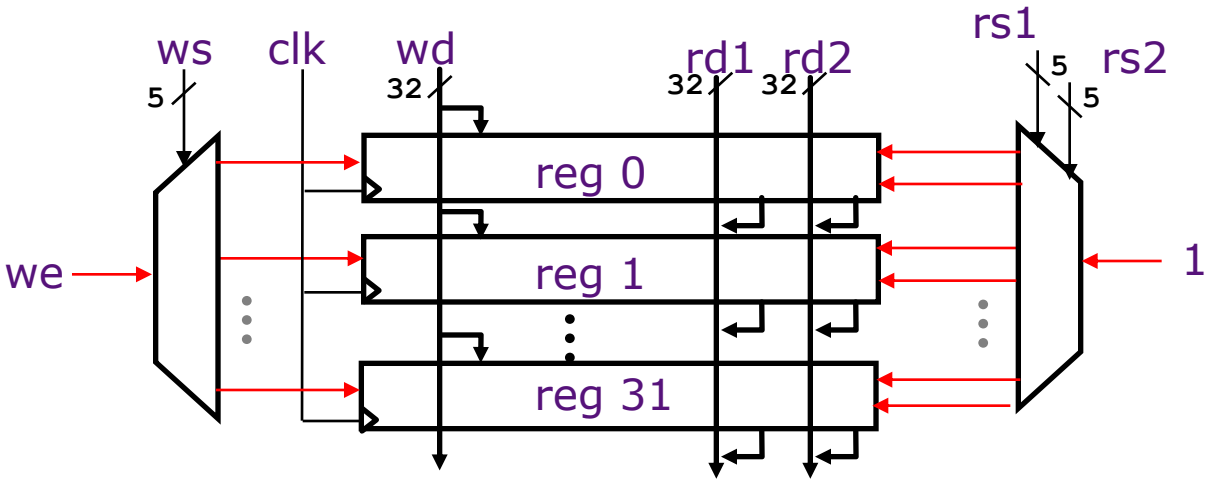
Register Files





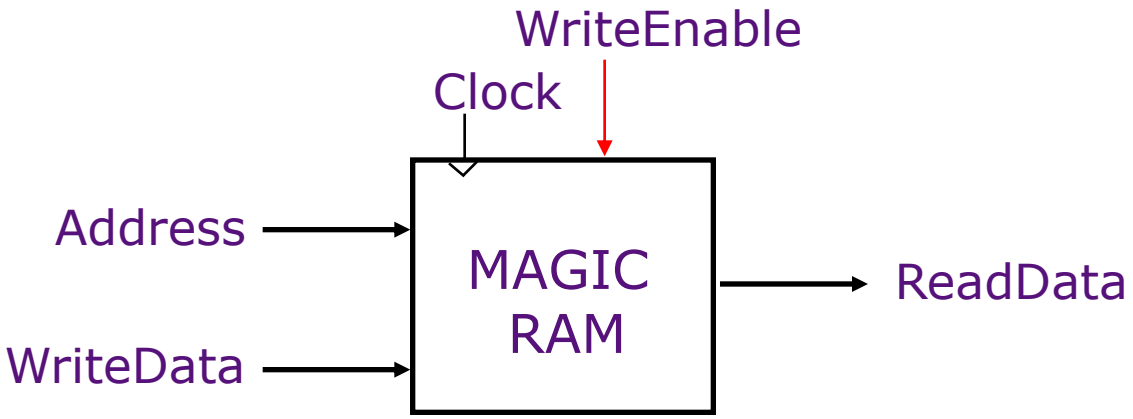
No timing issues in reading a selected register

Register File Implementation



- Register files with a large number of ports are difficult to design
  - Area scales with ports^2
  - Almost all Alpha instructions have exactly 2 register source operands
  - *Intel's Itanium GPR File has 128 registers with 8 read ports and 4 write ports!!!*

A Simple Memory Model



- Reads and writes are always completed in one cycle
  - A Read can be done any time (i.e., combinational)
  - If enabled, a Write is performed at the rising clock edge (*the write address and data must be stable at the clock edge)*

Later in the course we will present a more realistic model of memory

Implementing MIPS:

Single-cycle per instruction datapath & control logic

The MIPS ISA

Processor State

- 32 32-bit GPRs, R0 always contains a 0
- 32 single precision FPRs, may also be viewed as
  16 double precision FPRs
- FP status register, used for FP compares & exceptions
- PC, the program counter
- Some other special registers

Data types

- 8-bit byte, 16-bit half word
- 32-bit word for integers
- 32-bit word for single precision floating point
- 64-bit word for double precision floating point

Load/Store style instruction set

- Data addressing modes: immediate & indexed
- Branch addressing modes: PC relative & register indirect
- Byte addressable memory, big endian mode

All instructions are 32 bits

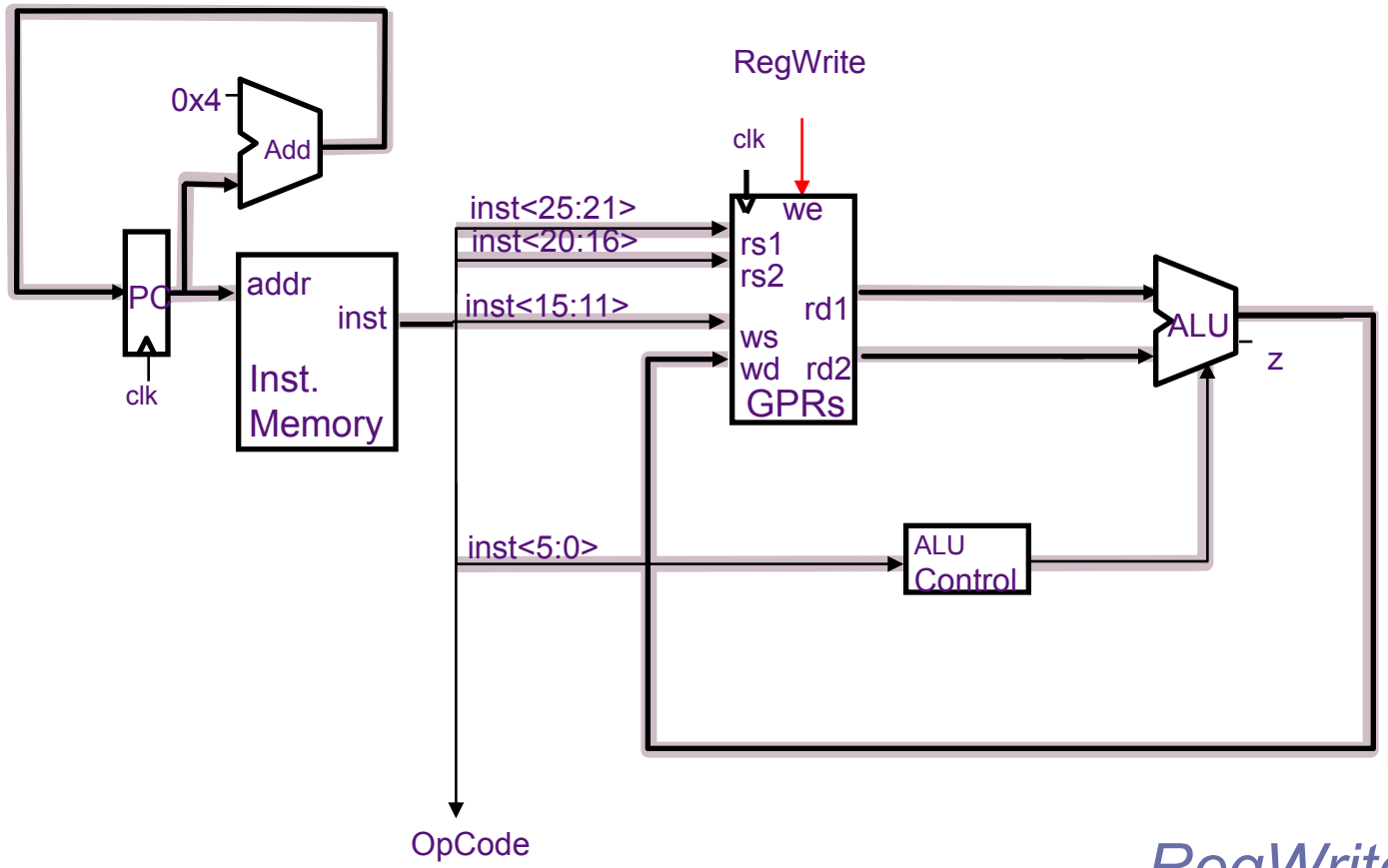
Instruction Execution

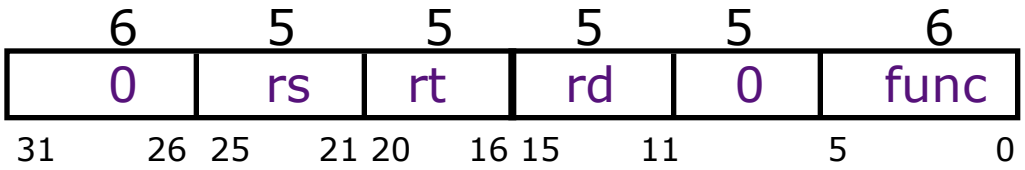
Execution of an instruction involves

1. Instruction fetch
2. Decode
3. Register fetch
4. ALU operation
5. Memory operation (optional)
6. Write back

And computing the address of the *next instruction (next PC)*

Datapath: Reg-Reg ALU Instructions

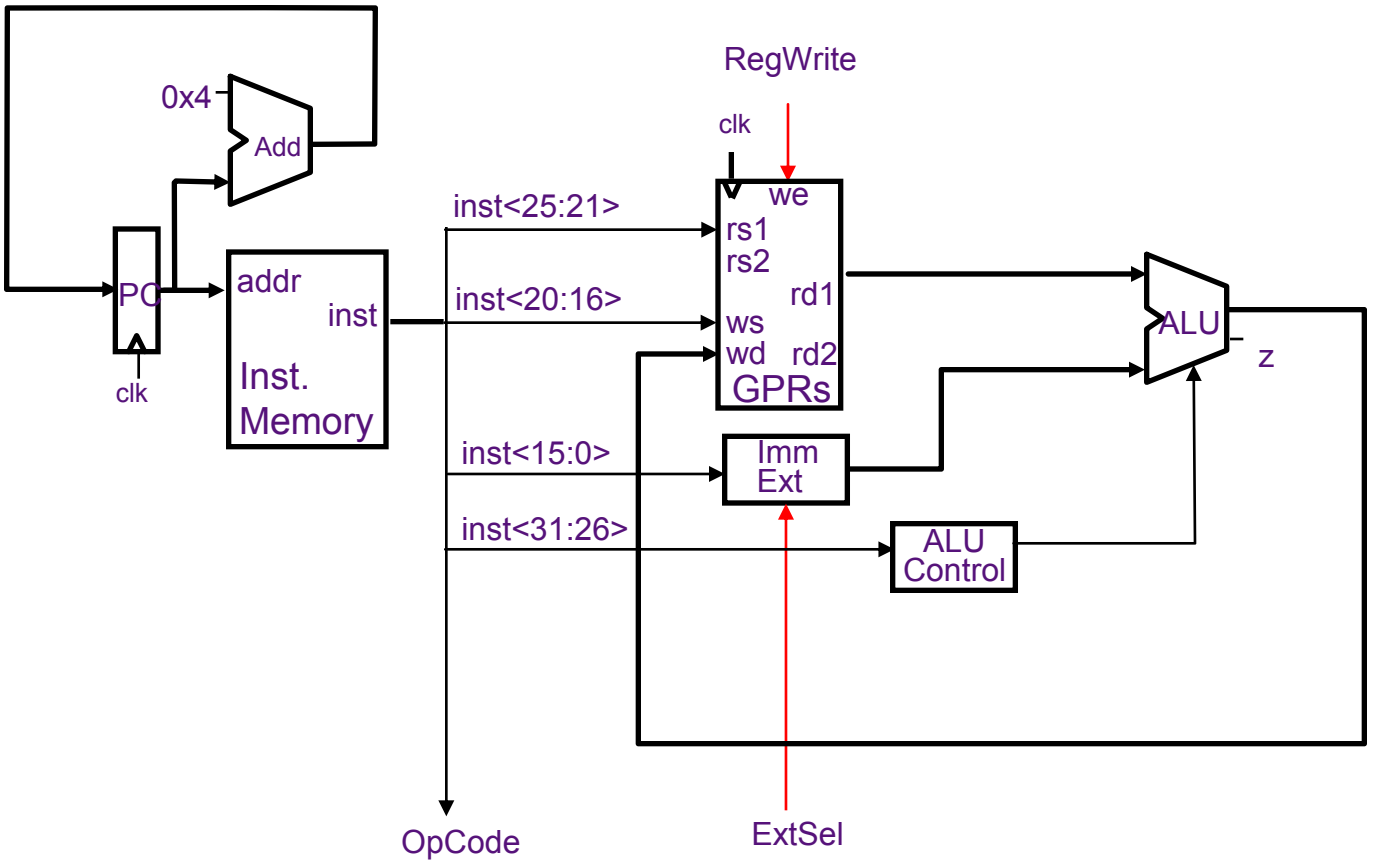


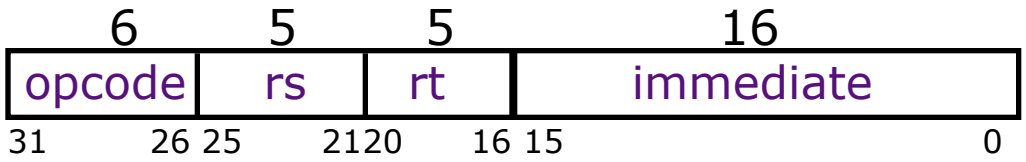


RegWrite Timing?

rd ← (rs) func (rt)

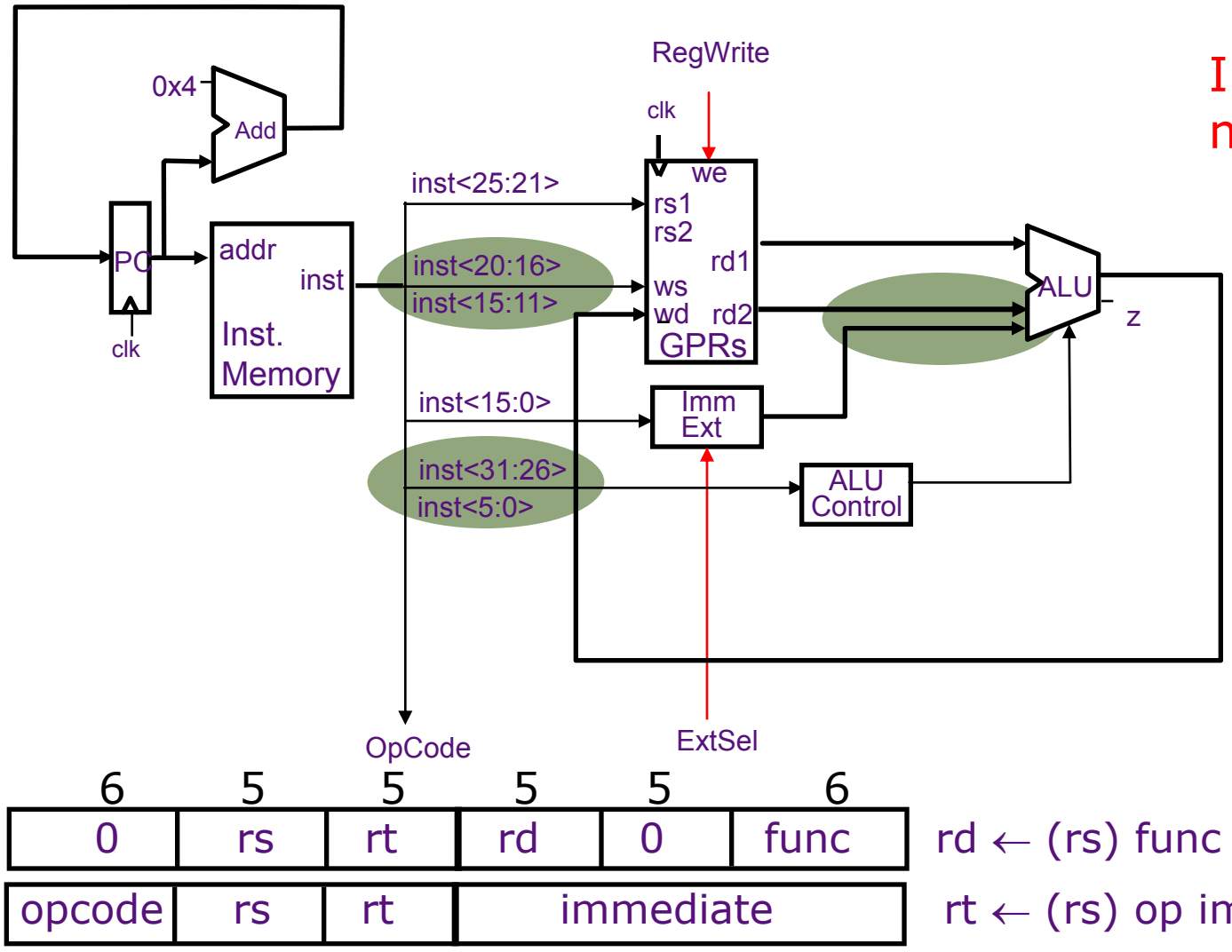
Datapath: Reg-Imm ALU Instructions





rt ← (rs) op immediate

Conflicts in Merging Datapath

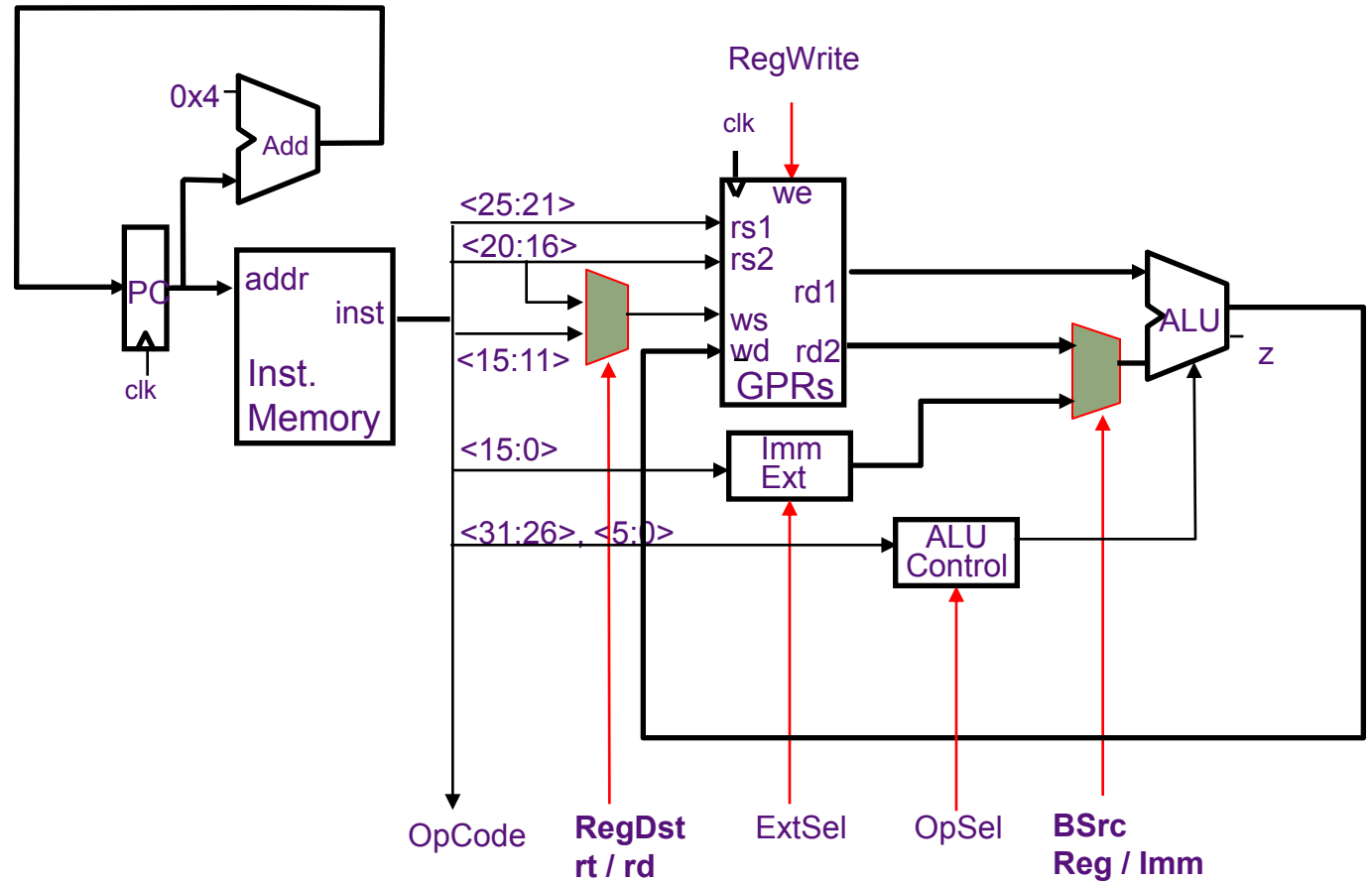


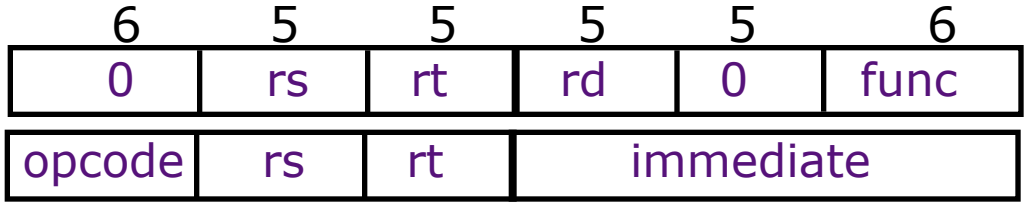
Introduce muxes

rd ← (rs) func (rt)

rt ← (rs) op immediate

Datapath for ALU Instructions





rd ← (rs) func (rt)

rt ← (rs) op immediate

Datapath for Memory Instructions

Should program and data memory be separate?

Harvard style: separate (Aiken and Mark 1 influence)
- read-only program memory
- read/write data memory

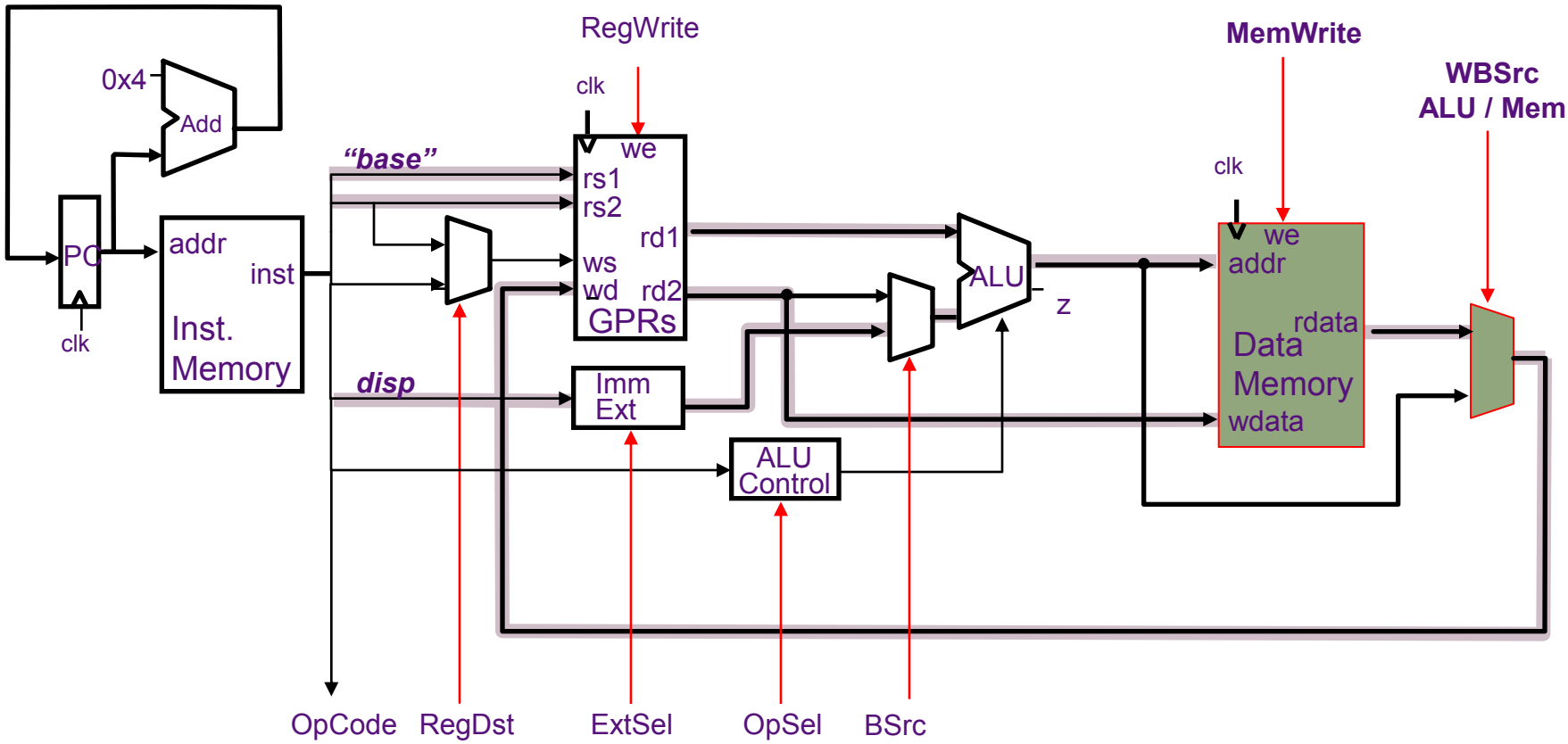
- Note:
  There must be a way to load the program memory

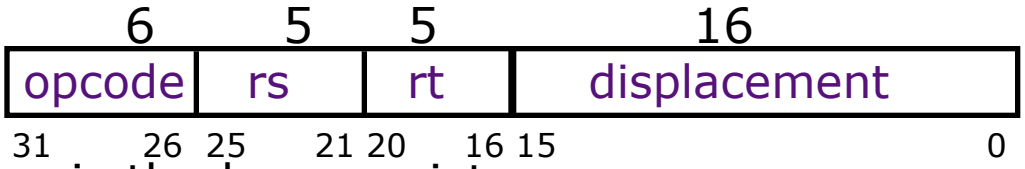
Princeton style: the same (von Neumann's influence)
- single read/write memory for program and data

- Note:
  Executing a Load or Store instruction requires accessing the memory more than once

Load/Store Instructions

Harvard Datapath





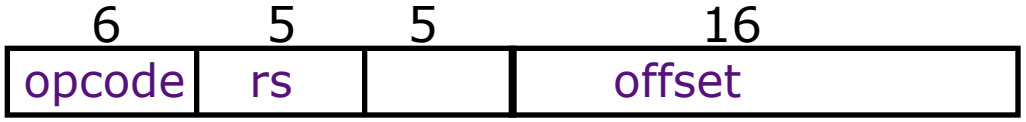
addressing mode
(rs) + displacement

rs is the base register

rt is the destination of a Load or the source for a Store

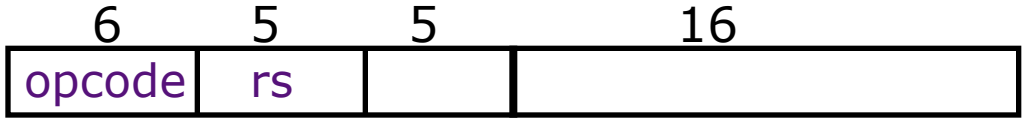
MIPS Control Instructions

Conditional (on GPR) PC-relative branch



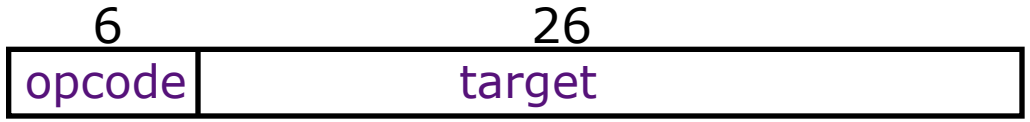
BEQZ, BNEZ

Unconditional register-indirect jumps



JR, JALR

Unconditional absolute jumps

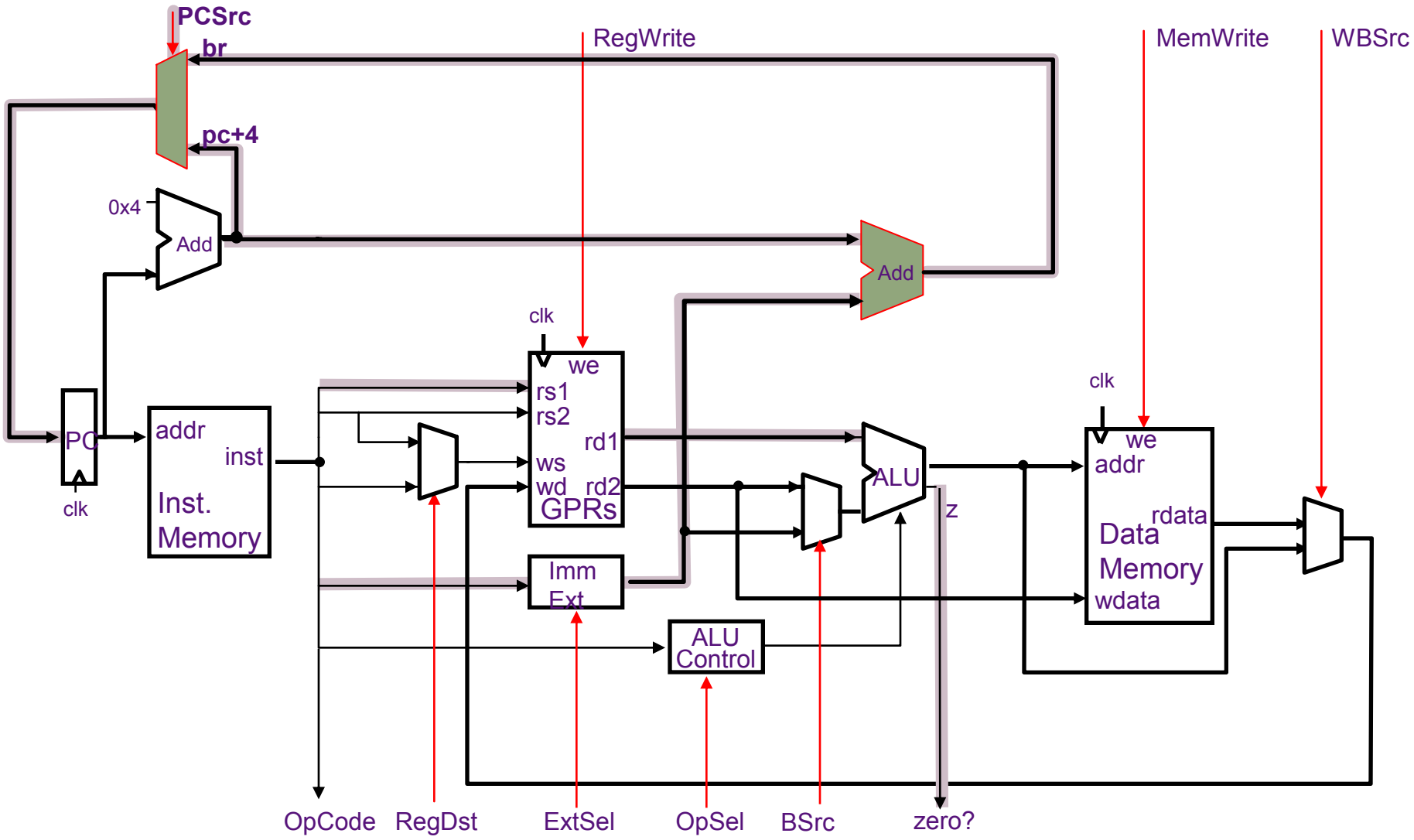


J, JAL

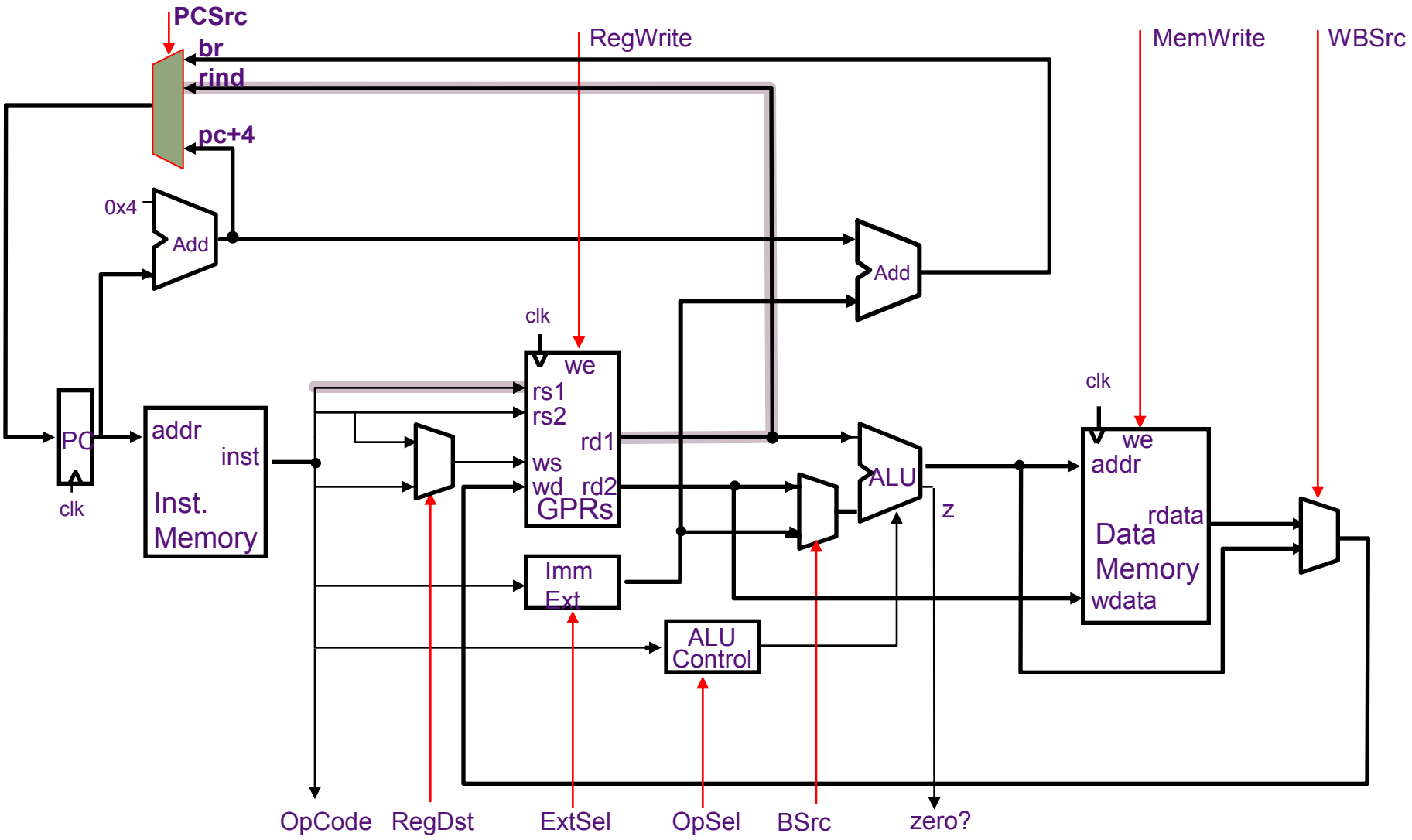
- PC-relative branches add offset×4 to PC+4 to calculate the target address (offset is in words): ±128 KB range
- Absolute jumps append target×4 to PC<31:28> to calculate the target address: 256 MB range
- Jump-&-link stores PC+4 into the link register (R31)
- Control transfers are not delayed

  we will worry about the branch delay slot later

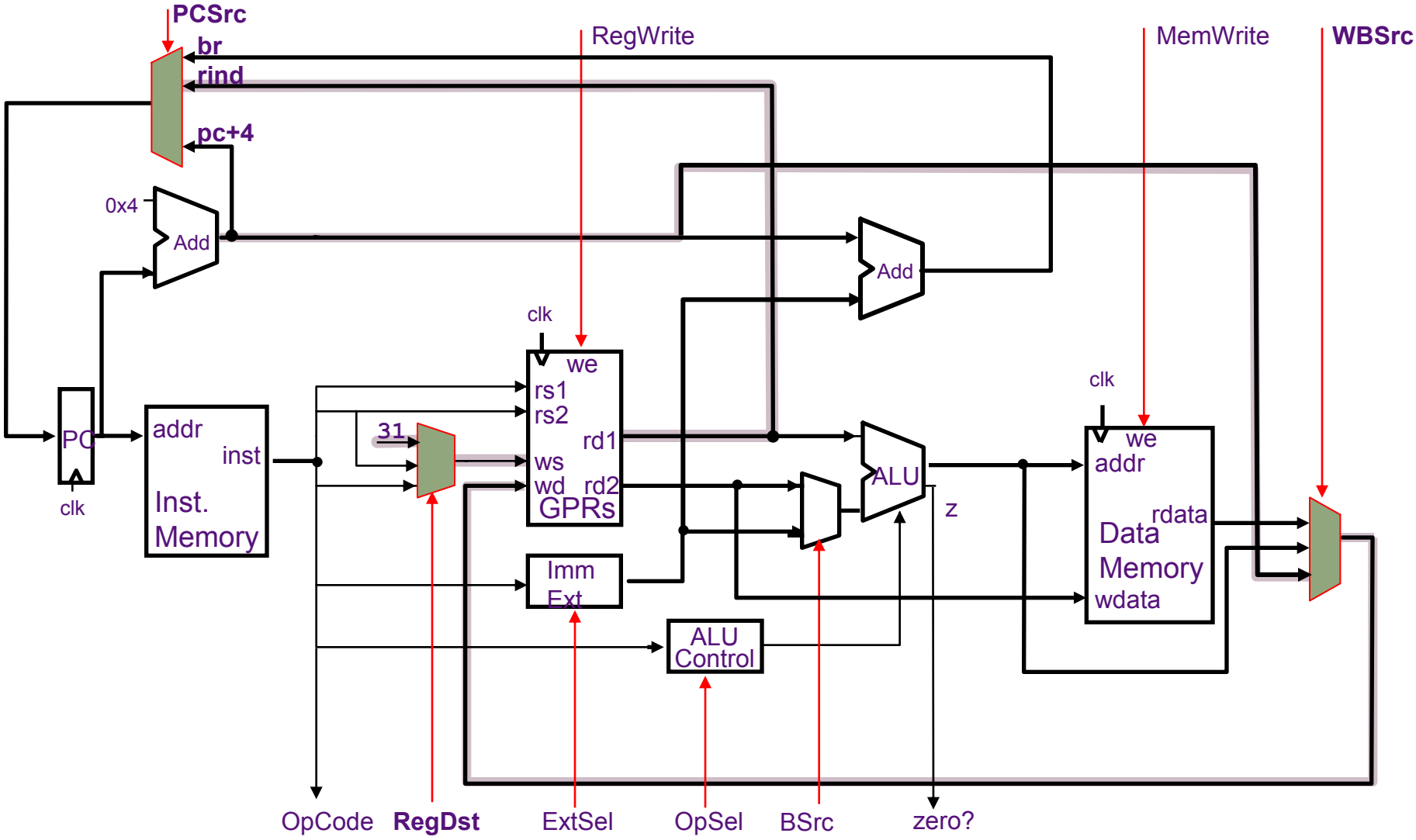
Conditional Branches (BEQZ, BNEZ)



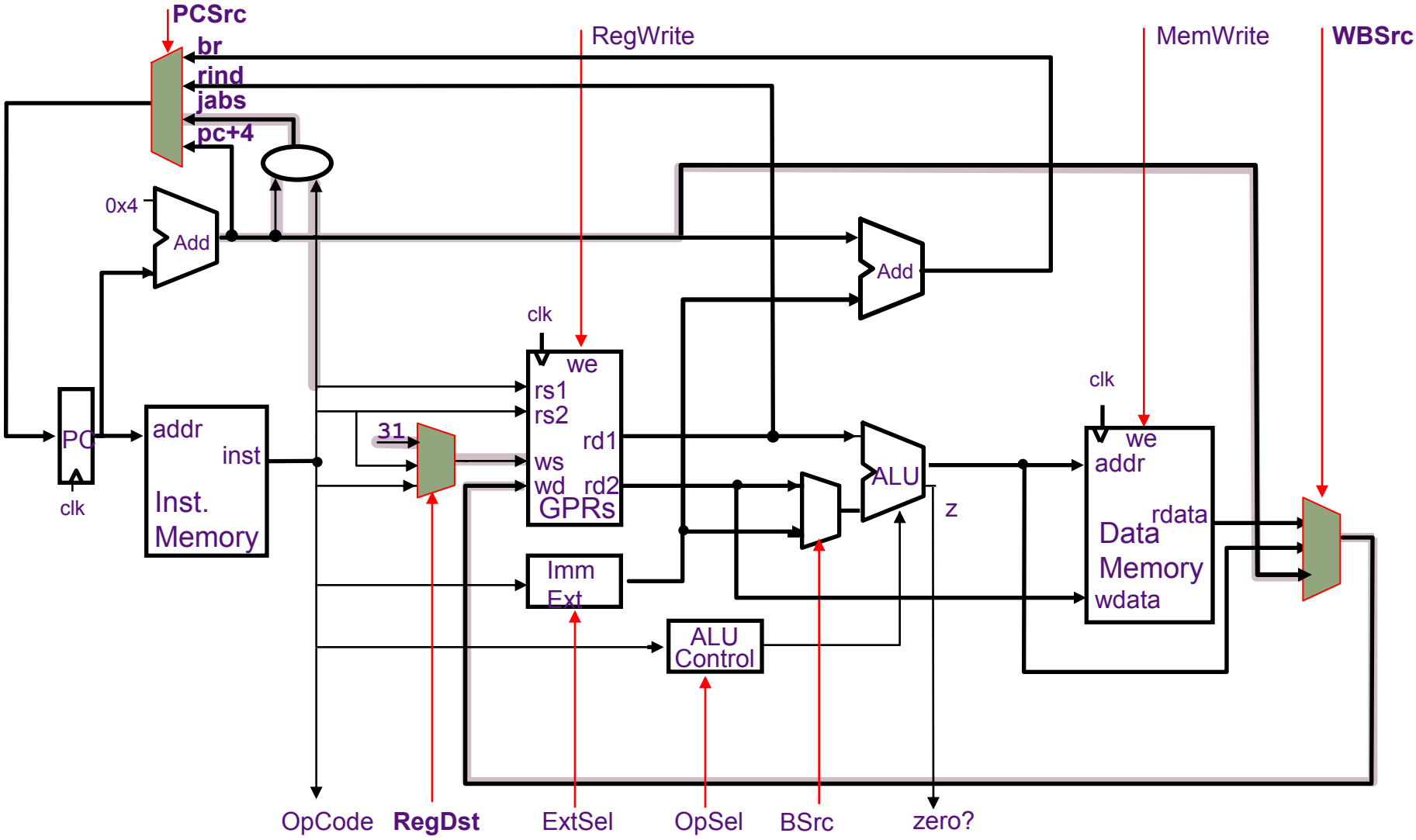
Register-Indirect Jumps (JR)



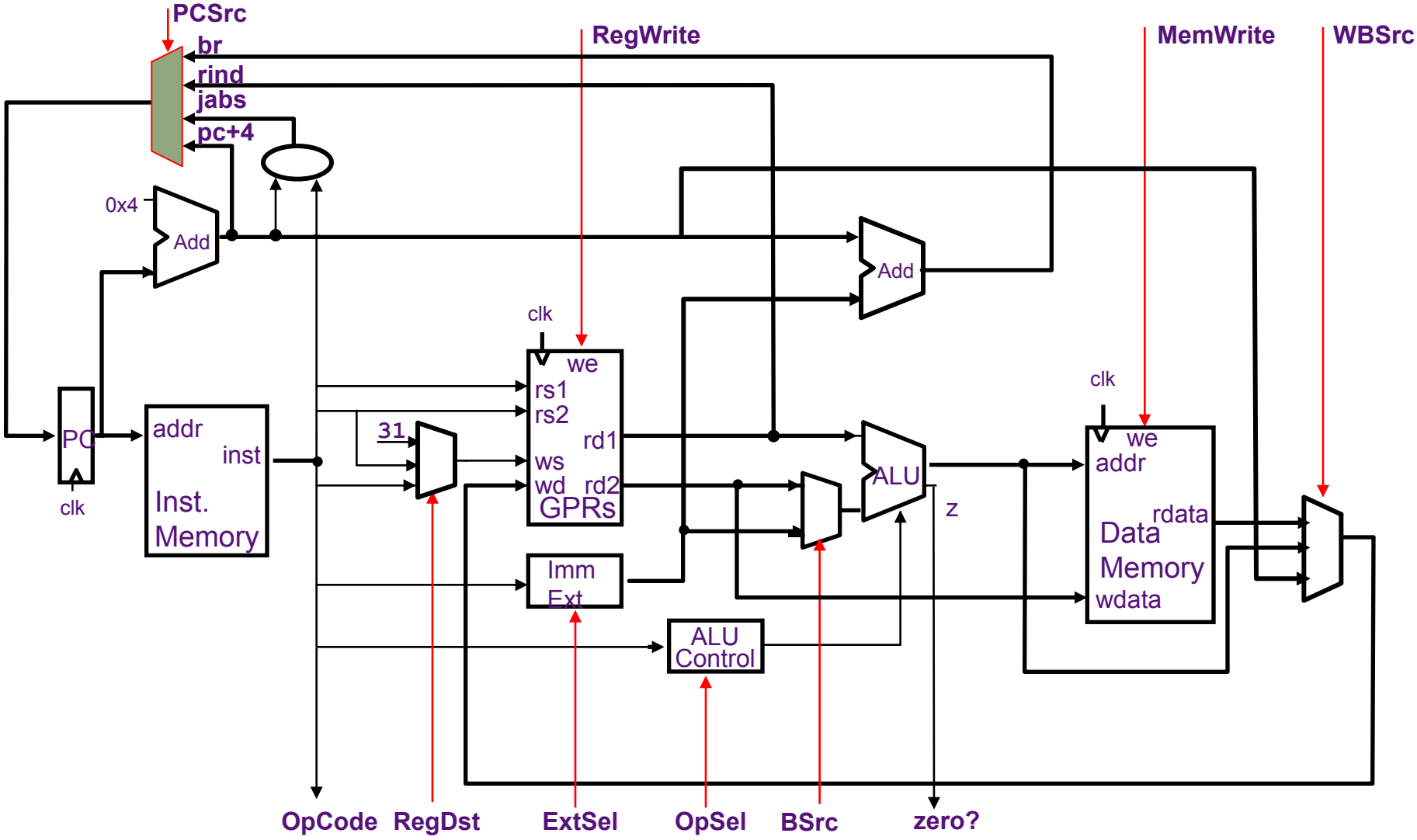
Register-Indirect Jump-&-Link (JALR)



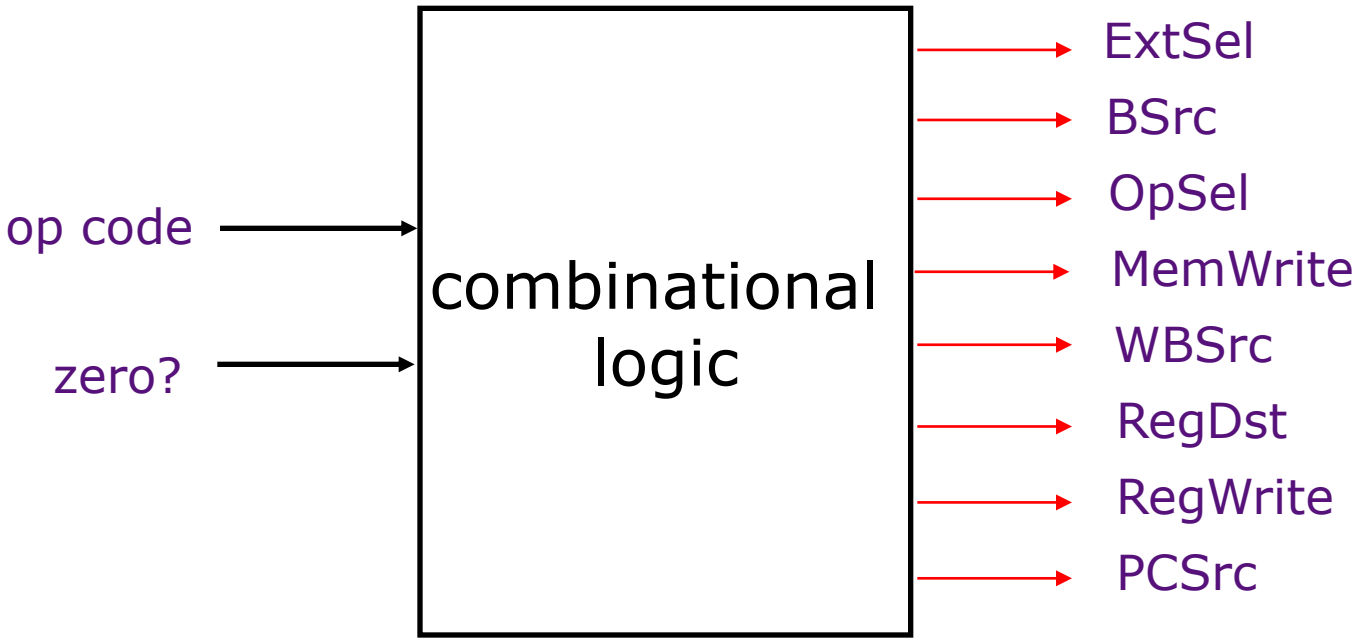
Absolute Jumps (J, JAL)



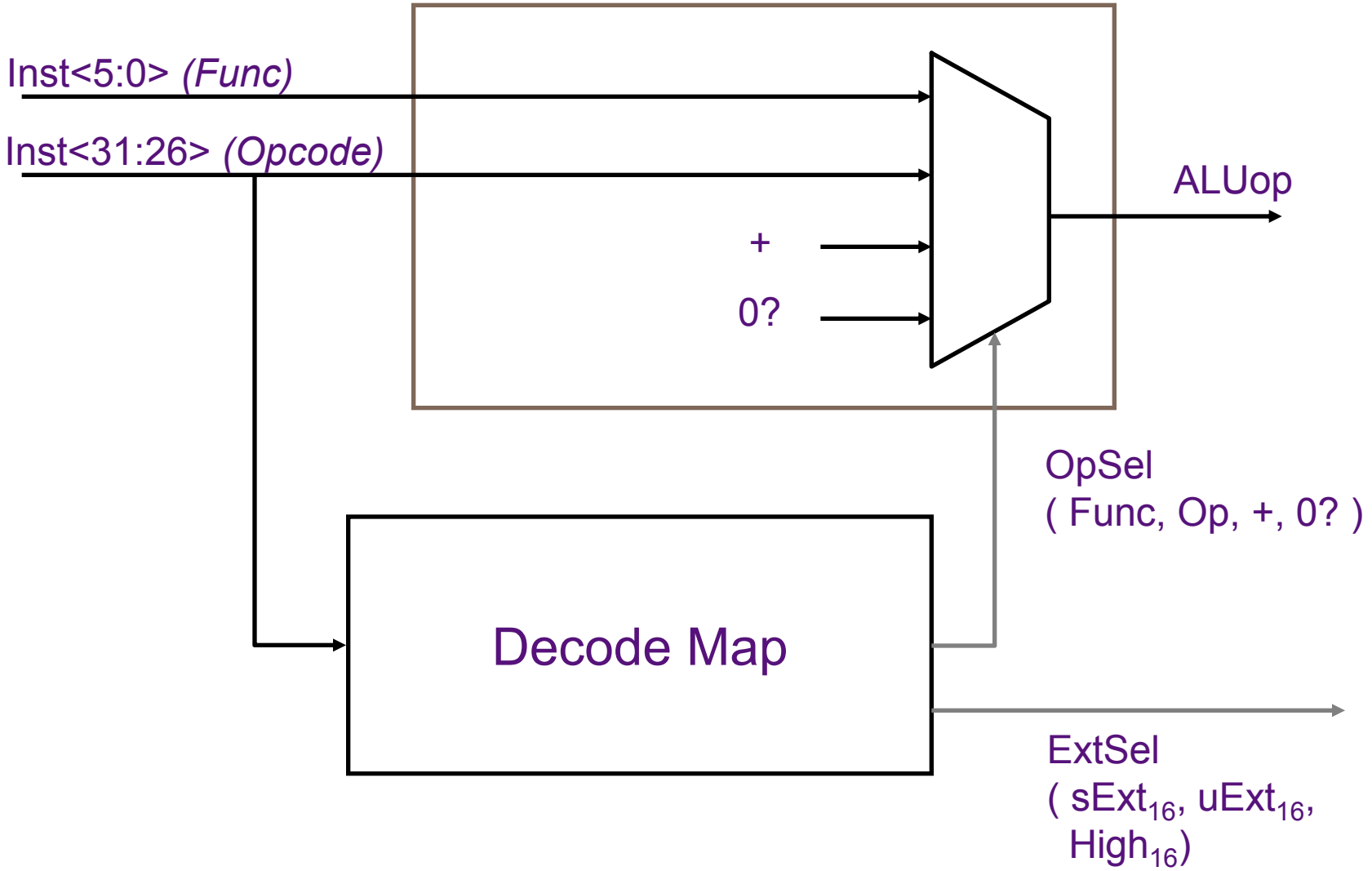
Harvard-Style Datapath for MIPS



Hardwired Control is pure Combinational Logic



ALU Control & Immediate Extension



Hardwired Control Table

Opcode	ExtSel	BSrc	OpSel	MemW	RegW	WBSrc	RegDst	PCSrc
ALU	*	Reg	Func	no	yes	ALU	rd	pc+4
ALUi	$sExt_{16}$	Imm	Op	no	yes	ALU	rt	pc+4
ALUiu	$uExt_{16}$	Imm	Op	no	yes	ALU	rt	pc+4
LW	$sExt_{16}$	Imm	+	no	yes	Mem	rt	pc+4
SW	$sExt_{16}$	Imm	+	yes	no	*	*	pc+4
$BEQZ_{z=0}$	$sExt_{16}$	*	0?	no	no	*	*	br
$BEQZ_{z=1}$	$sExt_{16}$	*	0?	no	no	*	*	pc+4
J	*	*	*	no	no	*	*	jabs
JAL	*	*	*	no	yes	PC	R31	jabs
JR	*	*	*	no	no	*	*	rind
JALR	*	*	*	no	yes	PC	R31	rind

BSrc = Reg / Imm
RegDst = rt / rd / R31

WBSrc = ALU / Mem / PC
PCSrc = pc+4 / br / rind / jabs

Single-Cycle Hardwired Control:
Harvard architecture

We will assume

- clock period is sufficiently long for all of the following steps to be "completed":

1. instruction fetch
2. decode and register fetch
3. ALU operation
4. data fetch if required
5. register write-back setup time

$$\Rightarrow t_C > t_{IFetch} + t_{RFetch} + t_{ALU} + t_{DMem} + t_{RWB}$$

- At the rising edge of the following clock, the PC, the register file and the memory are updated

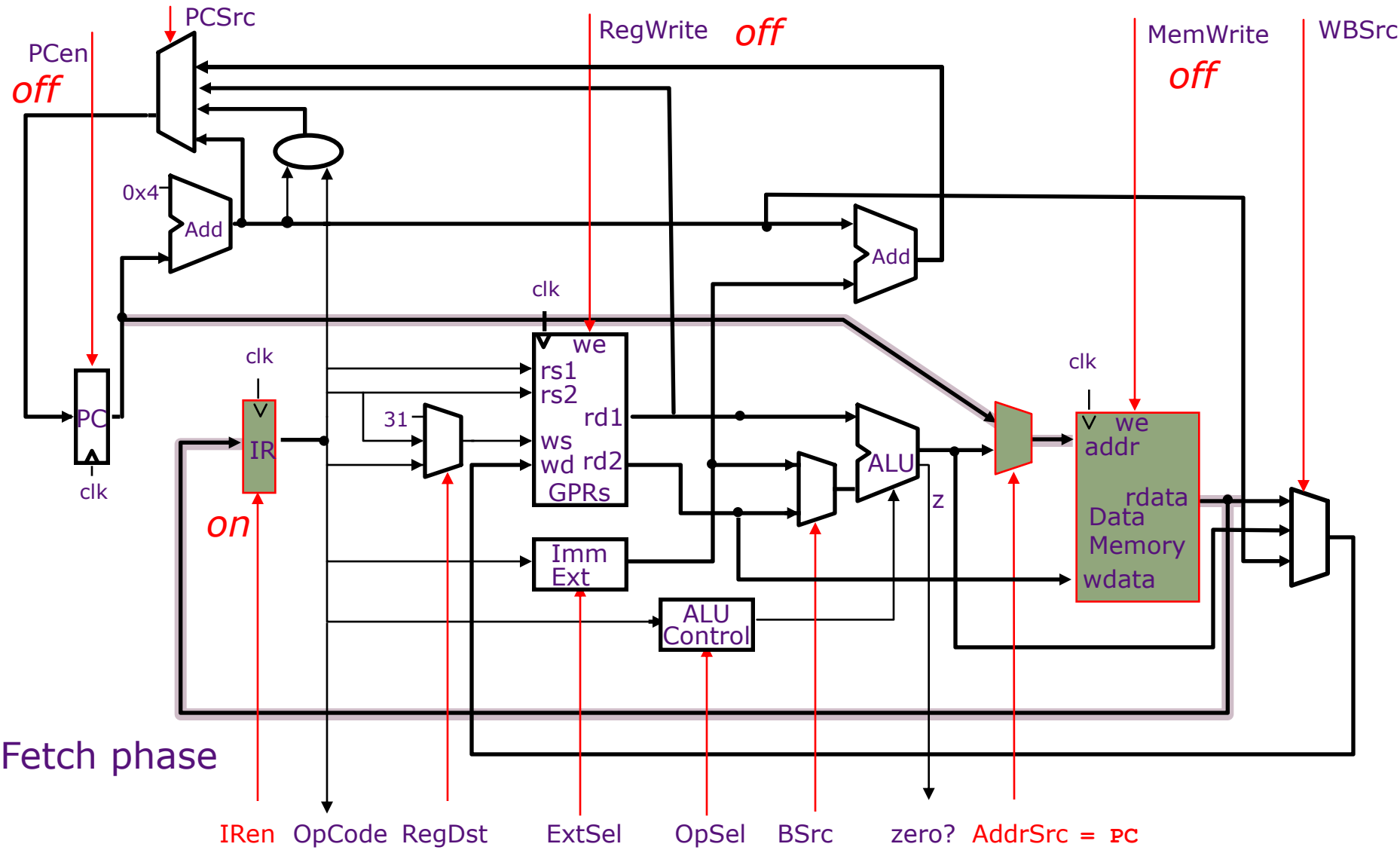
Princeton challenge

- What problem arises if instructions and data reside in the same memory?

At least the instruction fetch and a Load (or Store) cannot be executed in the same cycle

Structural hazard

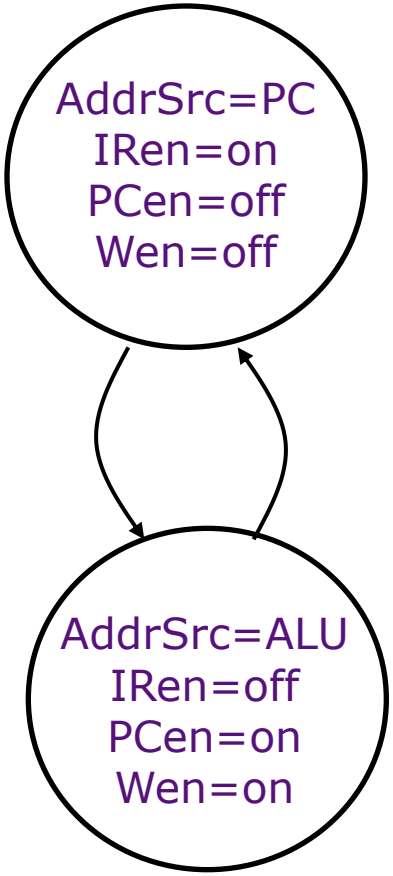
Princeton Microarchitecture
Datapath & Control



Two-State Controller:
Princeton Architecture

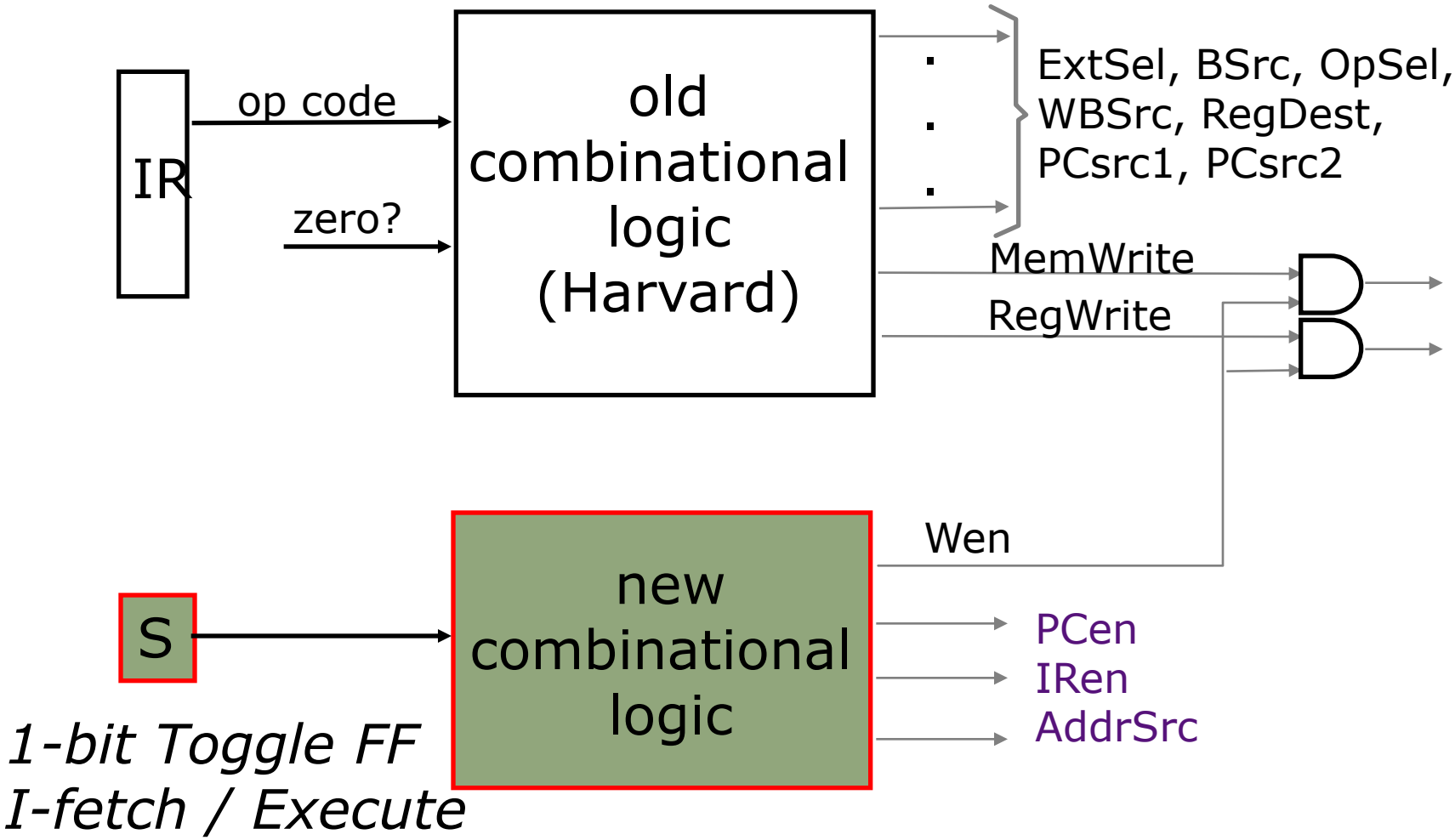
fetch phase

execute phase



A flipflop can be used to remember the phase

Hardwired Controller:
Princeton Architecture



Clock Period

$$t_{C\text{-}Princeton} > \max \{t_M , t_{RF} + t_{ALU} + t_M + t_{WB}\}$$
$$t_{C\text{-}Princeton} > t_{RF} + t_{ALU} + t_M + t_{WB}$$

while in the hardwired Harvard architecture

$$t_{C\text{-}Harvard} > t_M + t_{RF} + t_{ALU} + t_M + t_{WB}$$

which will execute instructions faster?

Clock Rate vs CPI

Suppose $t_M >> t_{RF} + t_{ALU} + t_{WB}$

$$t_{C\text{-}Princeton} = 0.5 * t_{C\text{-}Harvard}$$

$$CPI_{Princeton} = 2$$
$$CPI_{Harvard} = 1$$

No difference in performance!

Is it possible to design a controller for the Princeton architecture with CPI < 2 ?

Stay tuned!

CPI = Clock cycles Per Instruction