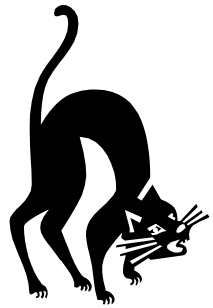
inst.eecs.berkeley.edu/~cs61c

CS61C : Machine Structures



Lecture #17
Single Cycle CPU Datapath

CPS today!

2005-10-31

There is one handout today at the front and back of the room!

Lecturer PSOE, new dad Dan Garcia

www.cs.berkeley.edu/~ddgarcia

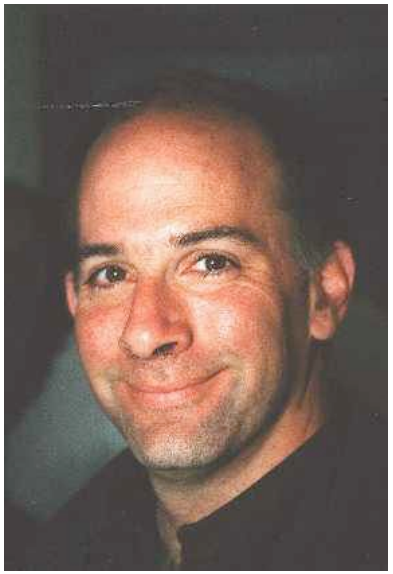
Halloween plans? ⇒ Try the Castro, SF!

Today 2005-10-31, from 7pm-mid ($5 donation) go at least once…

halloweeninthecastro.com

Happy Halloween, everyone!

Wed's talk : Jim Larus, μsoft (Cal Ph.D.)



"An Overview of the Singularity Project"

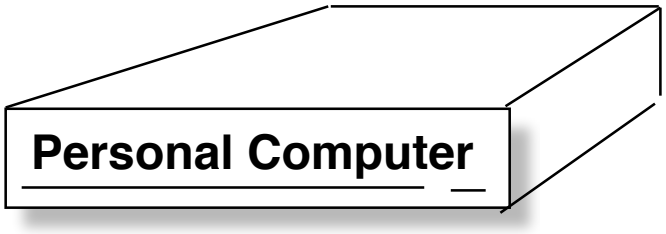
- 306 Soda Hall, Wed 2005-11-02 @ 4-5pm
- Dr. Larus is the author of SPIM!
- `ftp://ftp.research.microsoft.com/pub/tr/TR-2005-135.pdf`

"Singularity is a research project in Microsoft Research that started with the question: what would a software platform look like if it was designed from scratch with the primary goal of dependability? Singularity is working to answer this question by building on advances in programming languages and tools to develop a new system architecture and operating system (named Singularity), with the aim of producing a more robust and dependable software platform. Singularity demonstrates the practicality of new technologies and architectural decisions, which should lead to the construction of more robust and dependable systems."

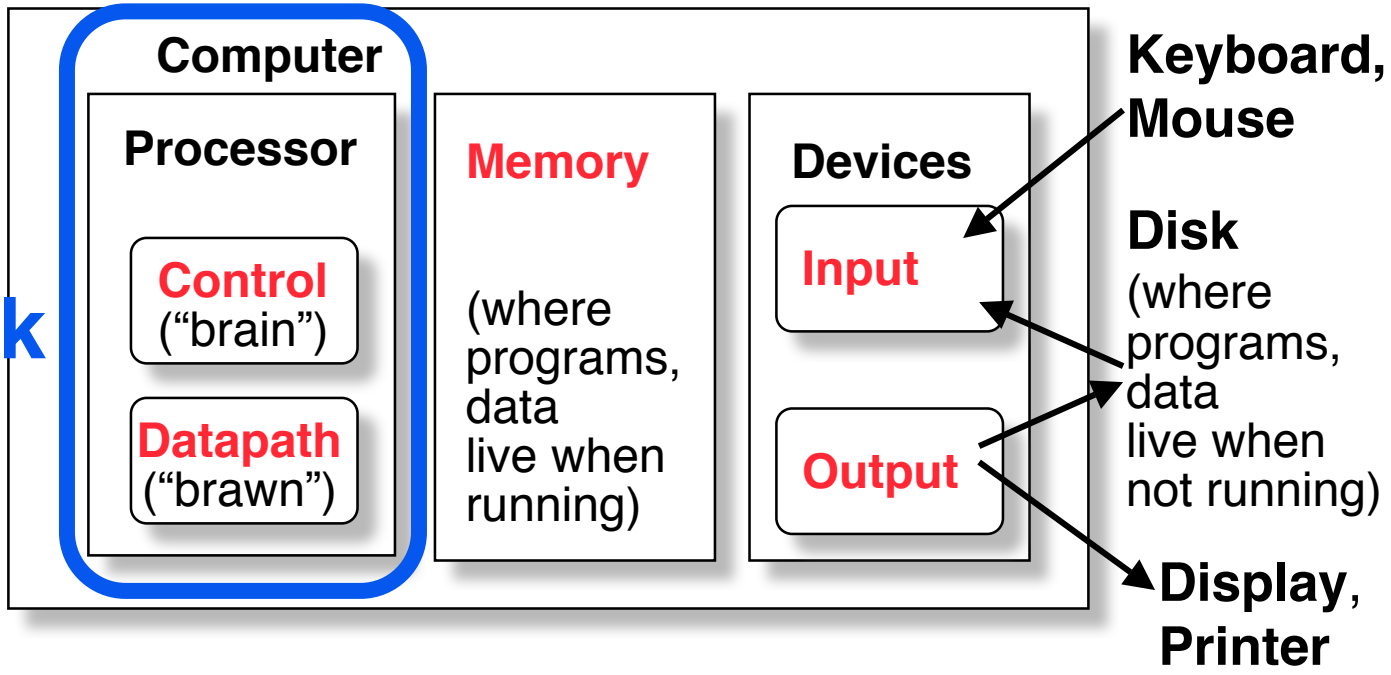
Review

- Use muxes to select among input
  - S input bits selects 2^S inputs
  - Each input can be n-bits wide, indep of S
- Implement muxes hierarchically
- ALU can be implemented using a mux
  - Coupled with basic block elements
- N-bit adder-subtractor done using N 1-bit adders with XOR gates on input
  - XOR serves as conditional inverter
- Programmable Logic Arrays are often used to implement our CL

Anatomy: 5 components of any Computer



This week and next



Outline of Today's Lecture

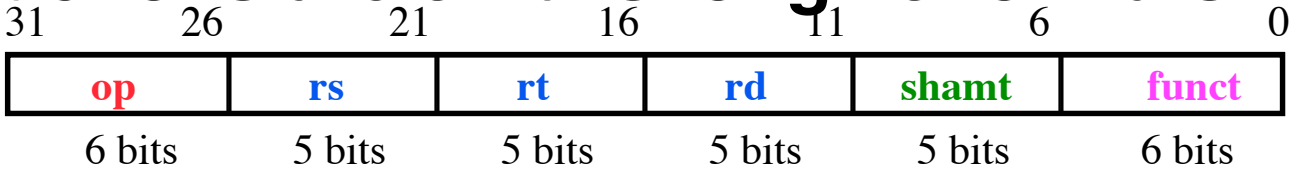
- Design a processor: step-by-step
- Requirements of the Instruction Set
- Hardware components that match the instruction set requirements

How to Design a Processor: step-by-step

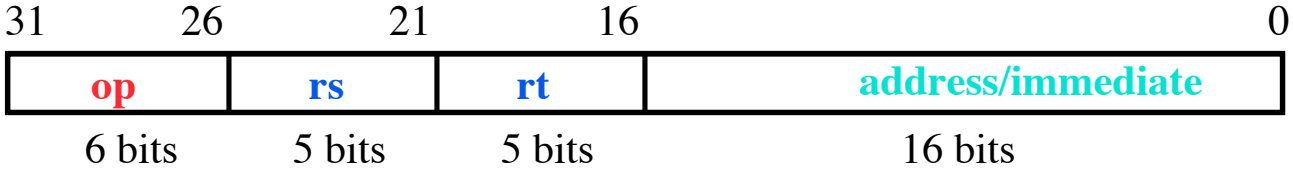
- 1. Analyze instruction set architecture (ISA) ⇒ datapath requirements
  - meaning of each instruction is given by the *register transfers*
  - datapath must include storage element for ISA registers
  - datapath must support each register transfer
- 2. Select set of datapath components and establish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

Review: The MIPS Instruction Formats

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



  - I-type

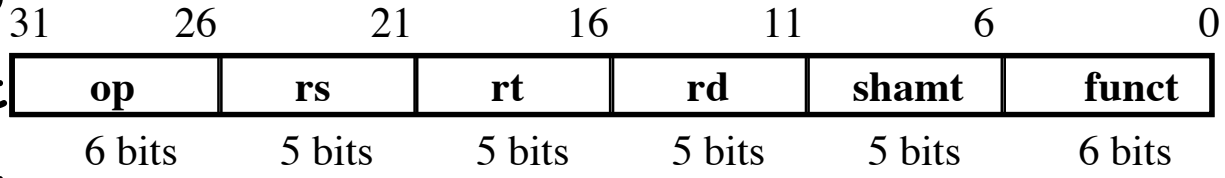


  - J-type

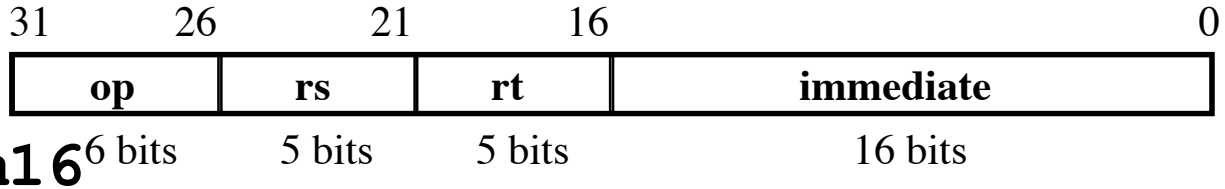
- The different fields are:
  - op: operation ("opcode") of the instruction
  - rs, rt, rd: the source and destination register specifiers
  - shamt: shift amount
  - funct: selects the variant of the operation in the "op" field
  - address / immediate: address offset or immediate value
  - target address: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

Step 1a: The MIPS-lite Subset for today

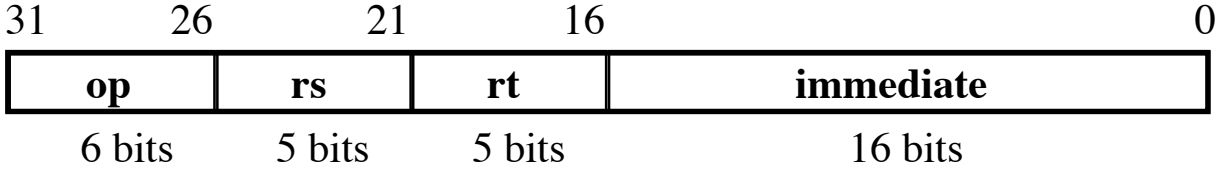
- **ADDU and SUBU**
  - `addu rd,rs,rt`
  - `subu rd,rs,rt`



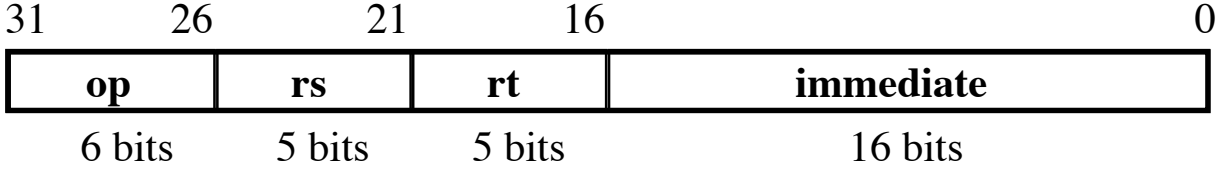
- **OR Immediate:**
  - `ori rt,rs,imm16`



- **LOAD and STORE Word**
  - `lw rt,rs,imm16`
  - `sw rt,rs,imm16`



- **BRANCH:**
  - `beq rs,rt,imm16`



Register Transfer Language

- RTL gives the meaning of the instructions

{op , rs , rt , rd , shamt , funct} = MEM[PC]

{op , rs , rt , Imm16} = MEM[PC]

- All start by fetching the instruction

inst	Register Transfers	
ADDU	R[rd] = R[rs] + R[rt];	PC = PC + 4
SUBU	R[rd] = R[rs] – R[rt];	PC = PC + 4
ORI	R[rt] = R[rs] | zero_ext(Imm16);	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
BEQ	if (R[rs] == R[rt]) then PC = PC + 4 + (sign_ext(Imm16) || 00) else PC = PC + 4	

Step 1: Requirements of the Instruction Set

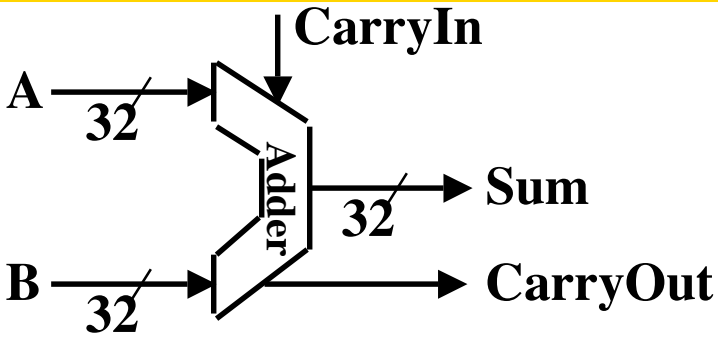
- Memory (MEM)
  - instructions & data
- Registers (R: 32 x 32)
  - read RS
  - read RT
  - Write RT or RD
- PC
- Extender (sign extend)
- Add and Sub register or extended immediate
- Add 4 or extended immediate to PC

Step 2: Components of the Datapath

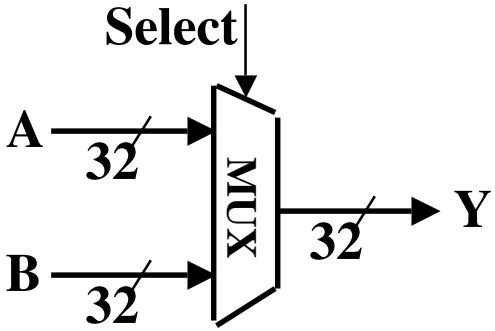
- Combinational Elements
- Storage Elements
  - Clocking methodology

Combinational Logic Elements (Building Blocks)

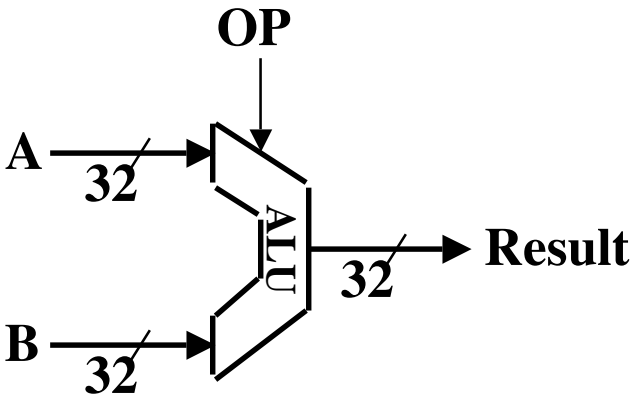
- **Adder**



- **MUX**



- **ALU**



ALU Needs for MIPS-lite + Rest of MIPS

- **Addition, subtraction, logical OR, ==:**

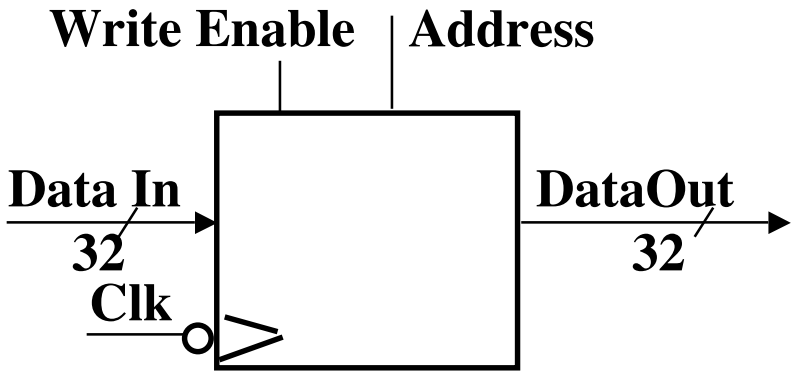
```
ADDU  R[rd] = R[rs] + R[rt]; ...

SUBU  R[rd] = R[rs] - R[rt]; ...

ORI  R[rt] = R[rs] | zero_ext(Imm16)...

BEQ   if ( R[rs] == R[rt] )...
```

- **Test to see if output == 0 for any ALU operation gives == test. How?**
- **P&H also adds AND, Set Less Than (1 if A < B, 0 otherwise)**
- **ALU follows chap 5**

Administrivia

- Project 2 graded
  - You have a week (2005-11-07) to regrade
- My wed OH this week moved to Fri @ 2p
- Final Exam location TBA (exam grp 14)
  - Sat, 2005-12-17, 12:30–3:30pm
  - ALL students are required to complete ALL of the exam (even if you aced the midterm)
  - Same format as the midterm
    - 3 Hours
    - Closed book, except for 2 study sheets + green
    - Leave your backpacks, books at home

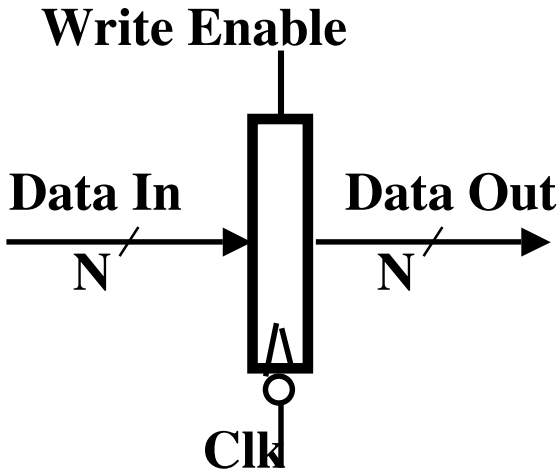
Storage Element: Idealized Memory



- Memory (idealized)
  - One input bus: Data In
  - One output bus: Data Out
- Memory 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."

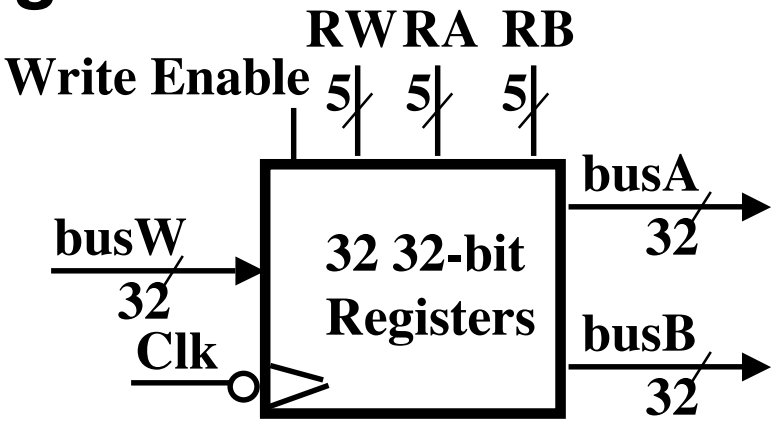
Storage Element: Register (Building Block)

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



Storage Element: Register File

- Register File consists of 32 registers:
  - Two 32-bit output busses: busA and busB
  - One 32-bit input bus: busW



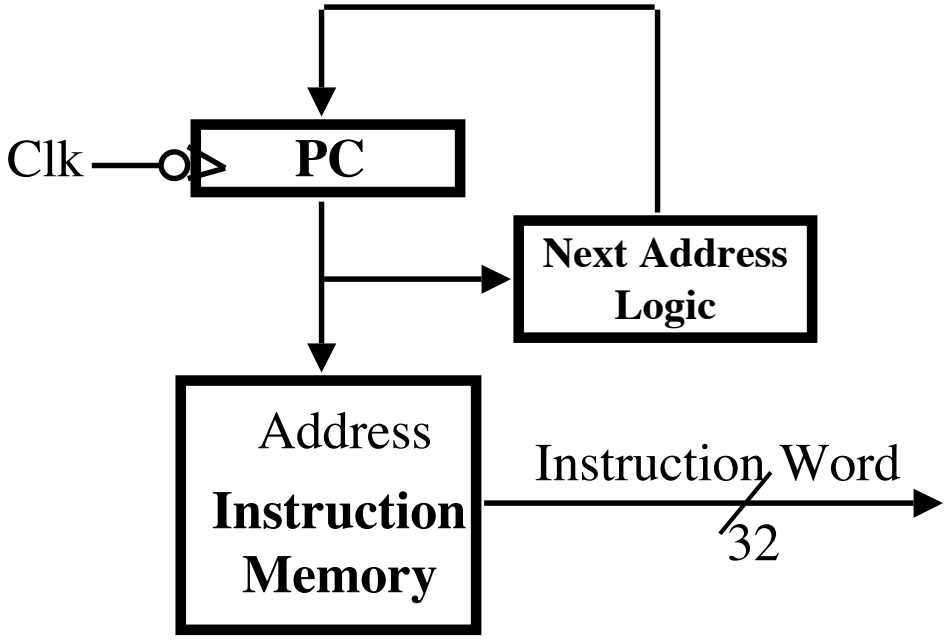
- Register is selected by:
  - RA (number) selects the register to put on busA (data)
  - RB (number) selects the register to put on busB (data)
  - RW (number) selects the register to be written via busW (data) when Write Enable is 1
- Clock input (CLK)
  - The CLK input is a factor ONLY during write operation
  - During read operation, behaves as a combinational logic block:
    - RA or RB valid => busA or busB valid after "access time."

Step 3: Assemble DataPath meeting requirements

- Register Transfer Requirements
  ⇒ Datapath Assembly
- Instruction Fetch
- Read Operands and Execute Operation

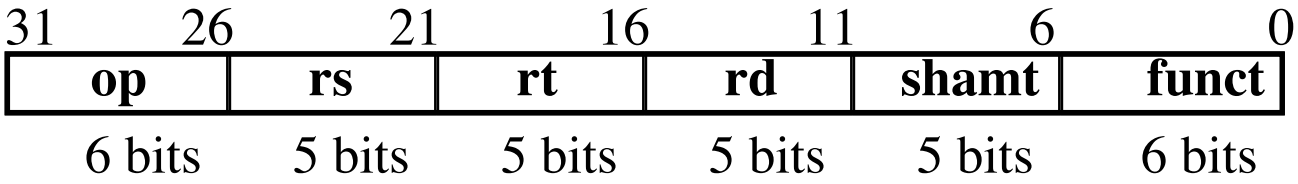
3a: Overview of the Instruction Fetch Unit

- The common RTL operations
  - Fetch the Instruction: mem[PC]
  - Update the program counter:
    - Sequential Code: PC = PC + 4
    - Branch and Jump: PC = "something else"

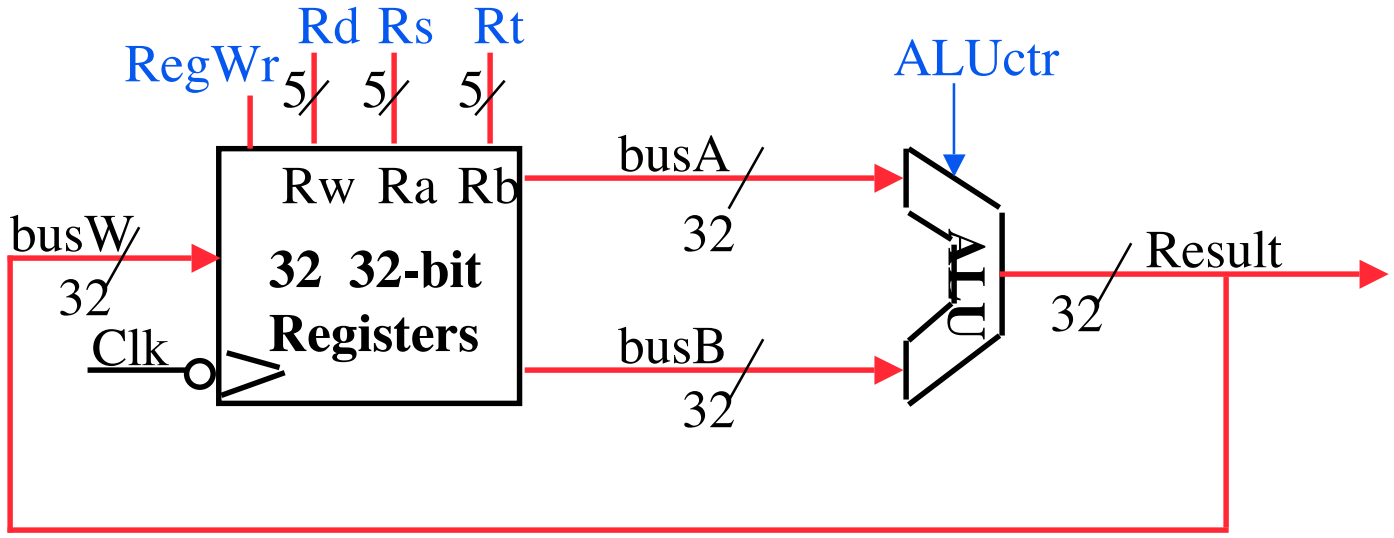


3b: Add & Subtract

- R[rd] = R[rs] op R[rt] Ex.: `addU rd,rs,rt`
  - Ra, Rb, and Rw come from instruction's Rs, Rt, and Rd fields

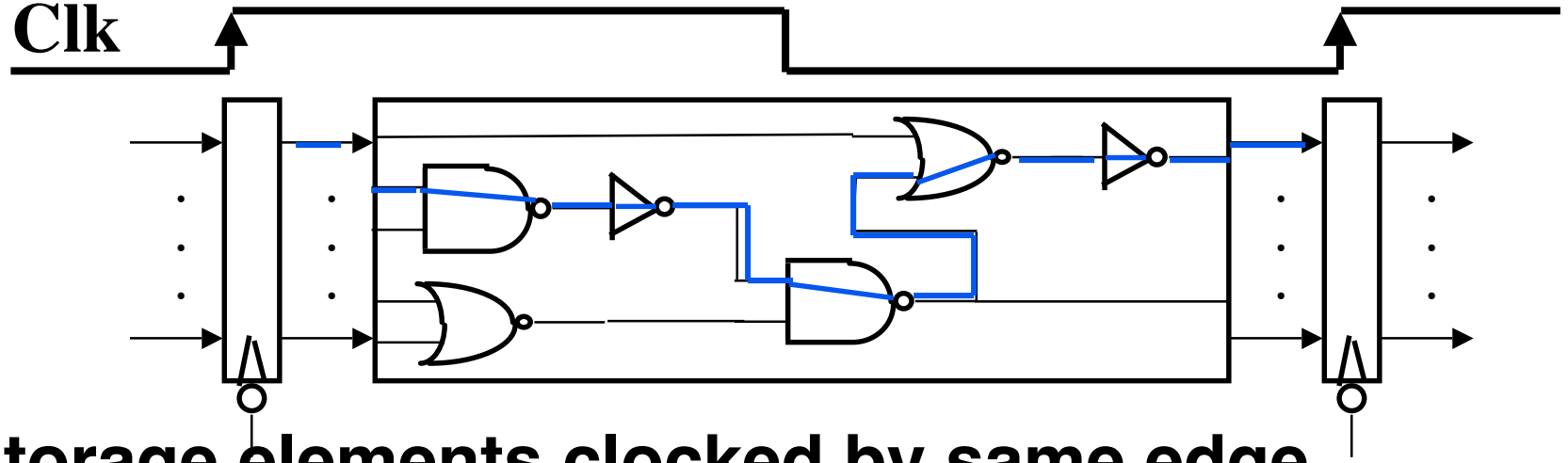


  - ALUctr and RegWr: control logic after decoding the instruction



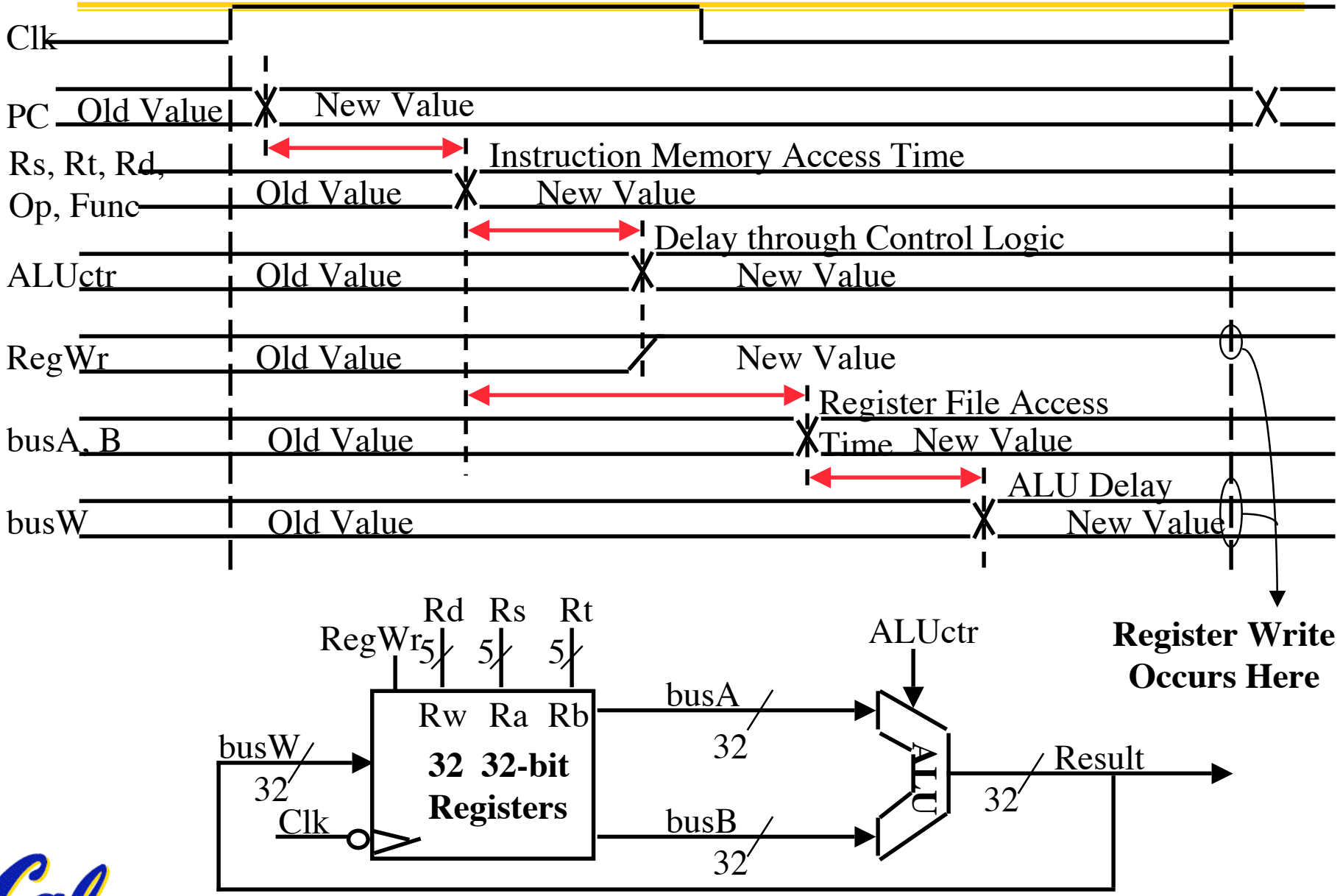
- Already defined register file, ALU

Clocking Methodology



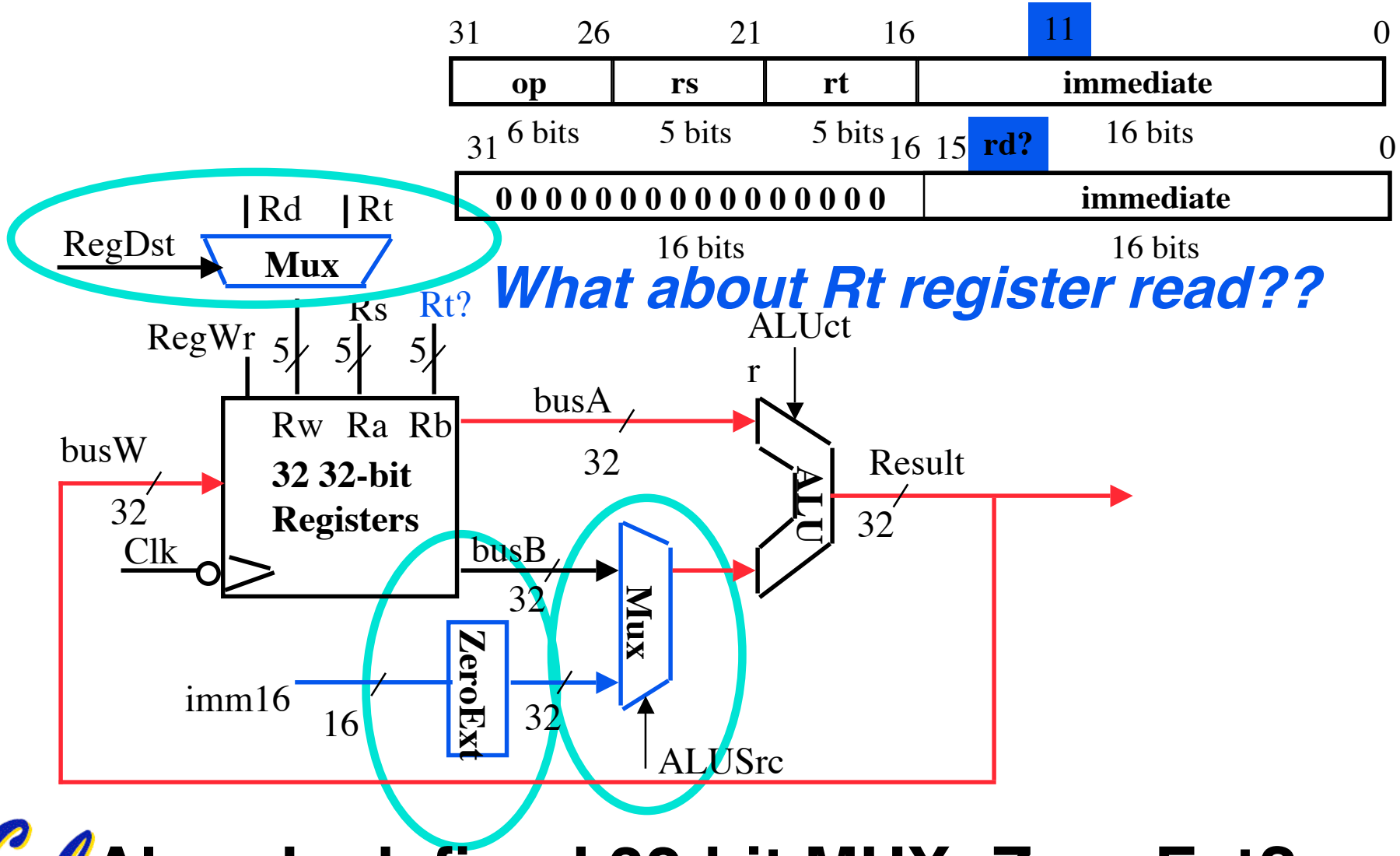
- Storage elements clocked by same edge
- Being physical devices, flip-flops (FF) and combinational logic have some delays
  - Gates: delay from input change to output change
  - Signals at FF D input must be stable before active clock edge to allow signal to travel within the FF, and we have the usual clock-to-Q delay
- "Critical path" (longest path through logic) determines length of clock period

Register-Register Timing: One complete cycle



3c: Logical Operations with Immediate

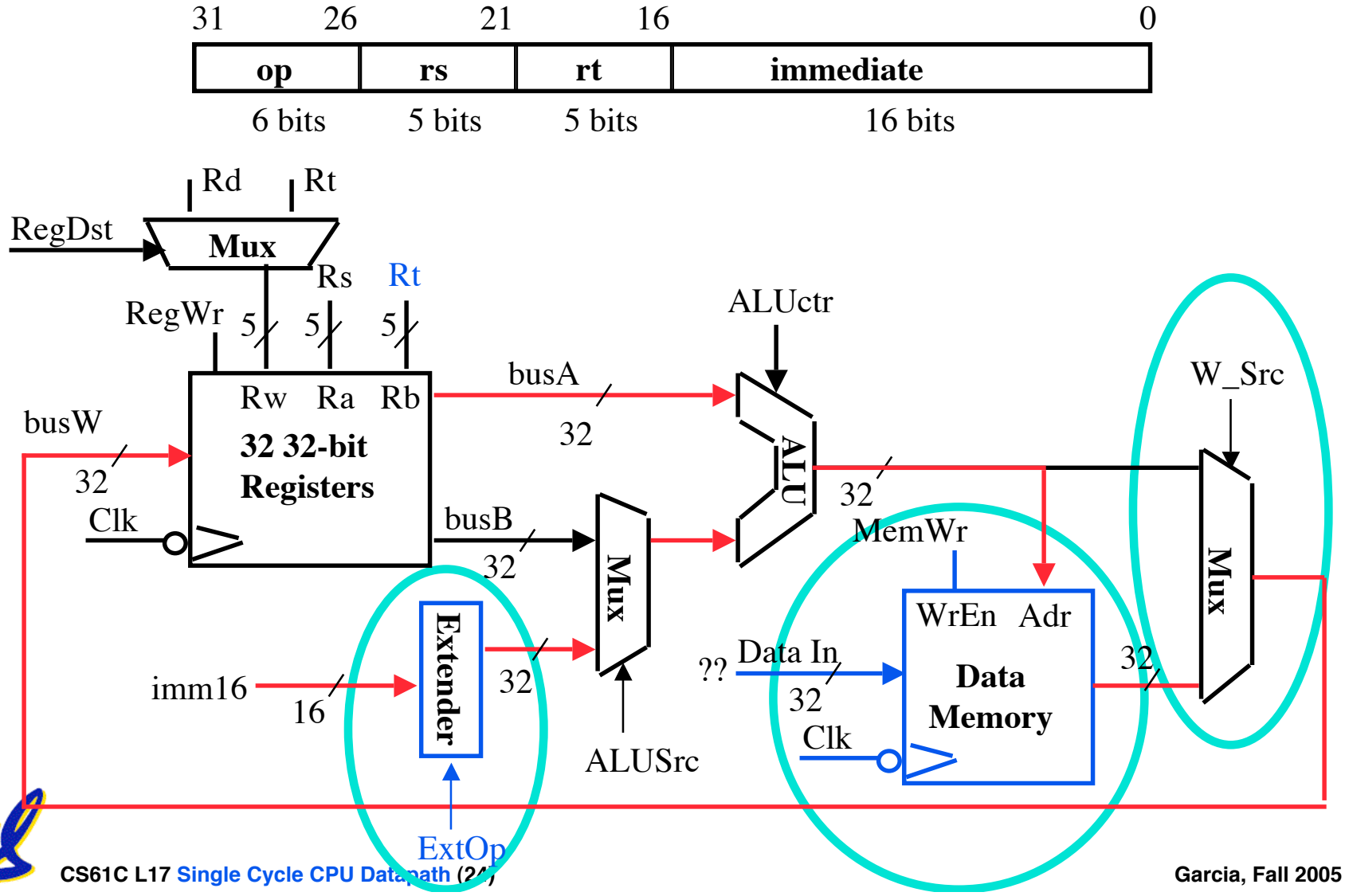
- R[rt] = R[rs] op ZeroExt[imm16]]



- Already defined 32-bit MUX; Zero Ext?

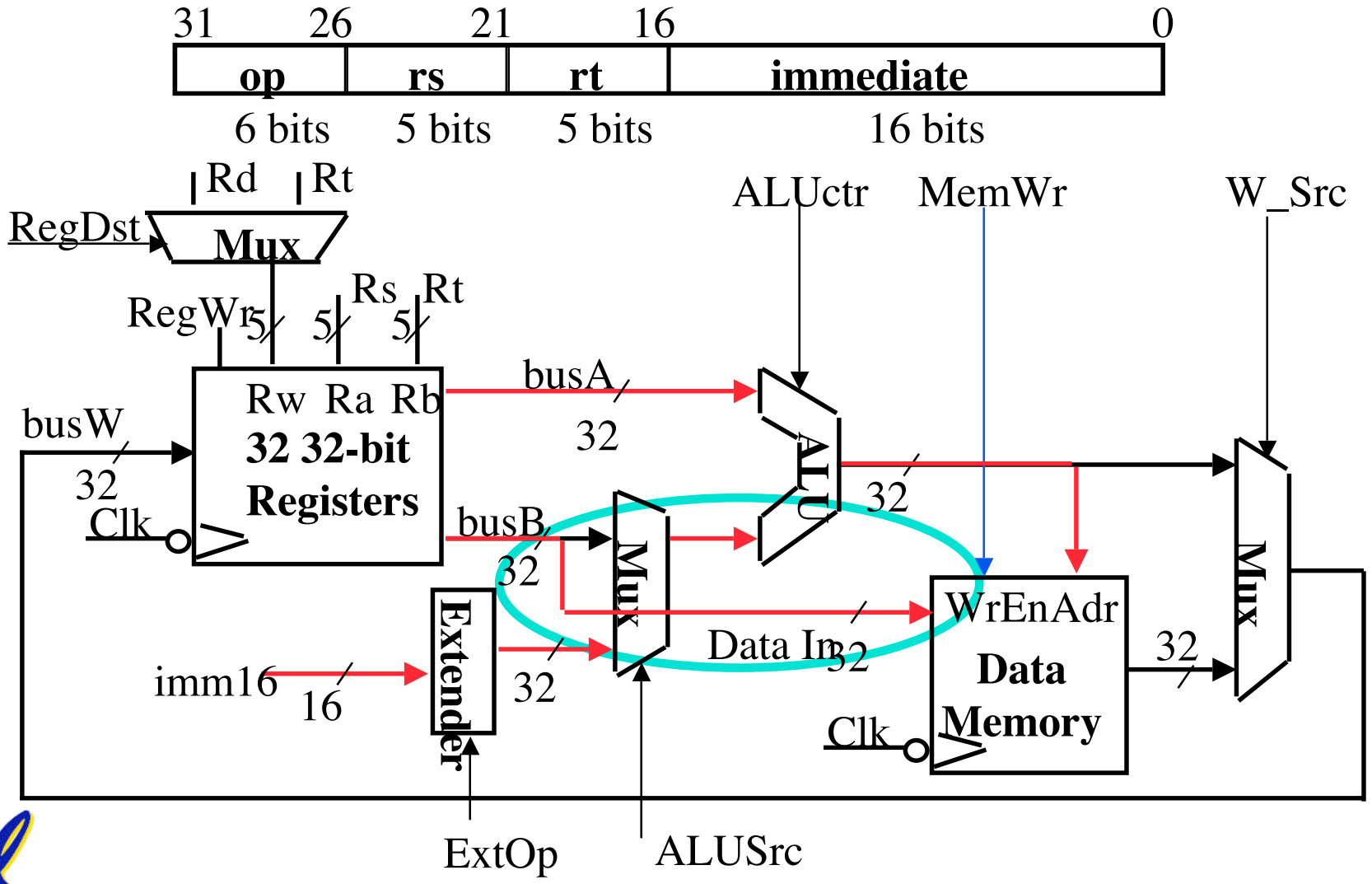
3d: Load Operations

- R[rt] = Mem[R[rs] + SignExt[imm16]]
  Example: `lw rt,rs,imm16`

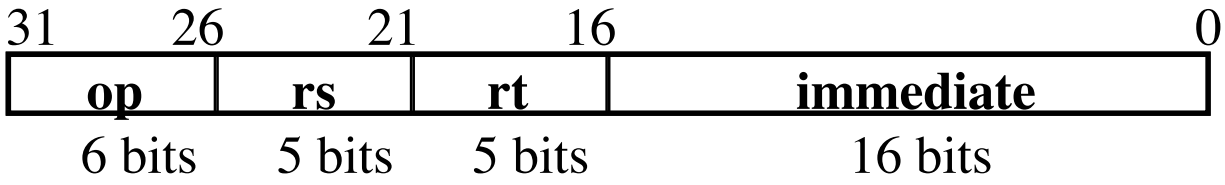


3e: Store Operations

- **Mem[R[rs] + SignExt[imm16]] = R[rt]**
  Ex.: `sw rt, rs, imm16`



3f: The Branch Instruction



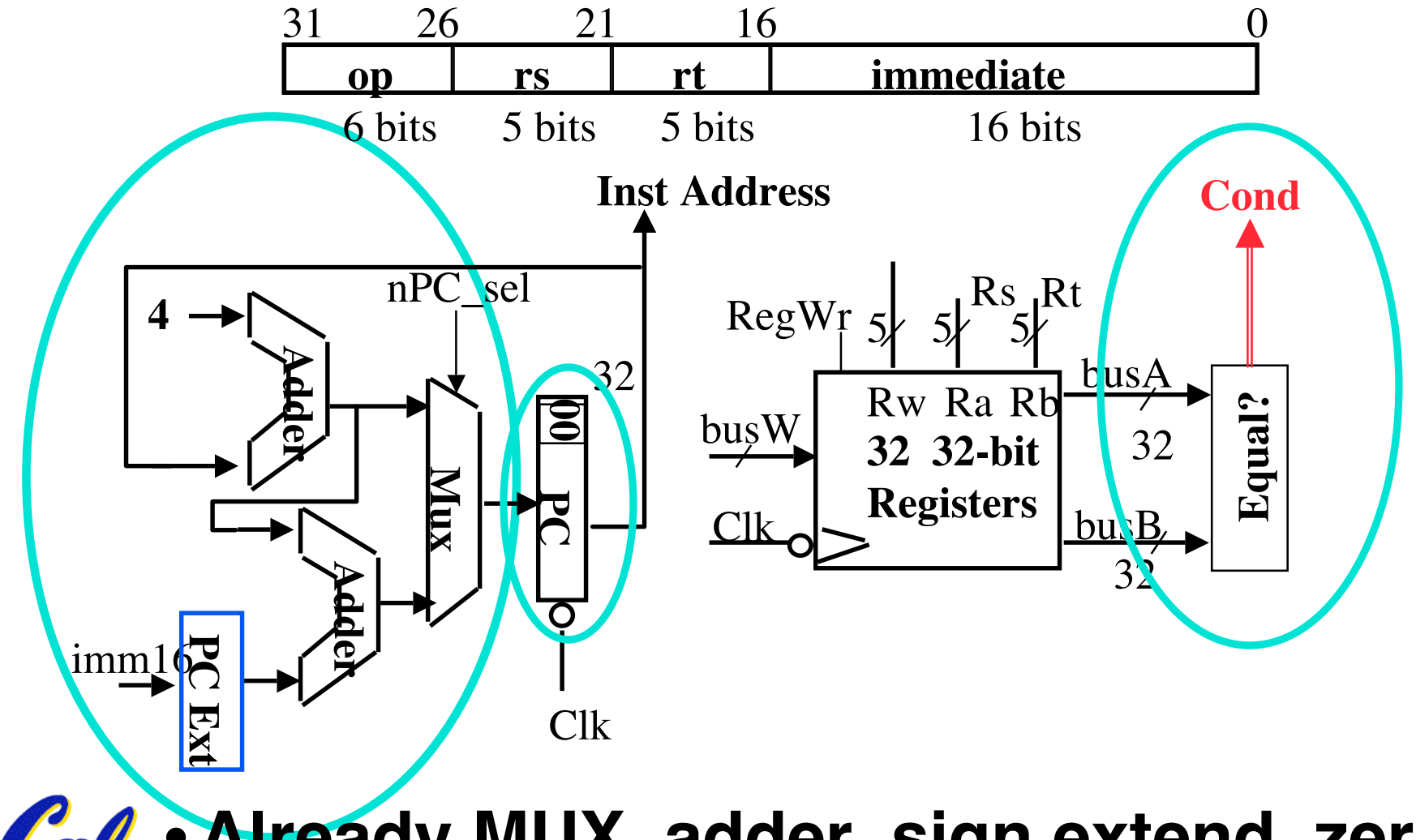
- `beq rs, rt, imm16`
  - mem[PC] Fetch the instruction from memory
  - Equal = R[rs] == R[rt] Calculate branch condition
  - if (Equal) Calculate the next instruction's address
    - PC = PC + 4 + (SignExt(imm16) x 4)

  else
    - PC = PC + 4

Datapath for Branch Operations

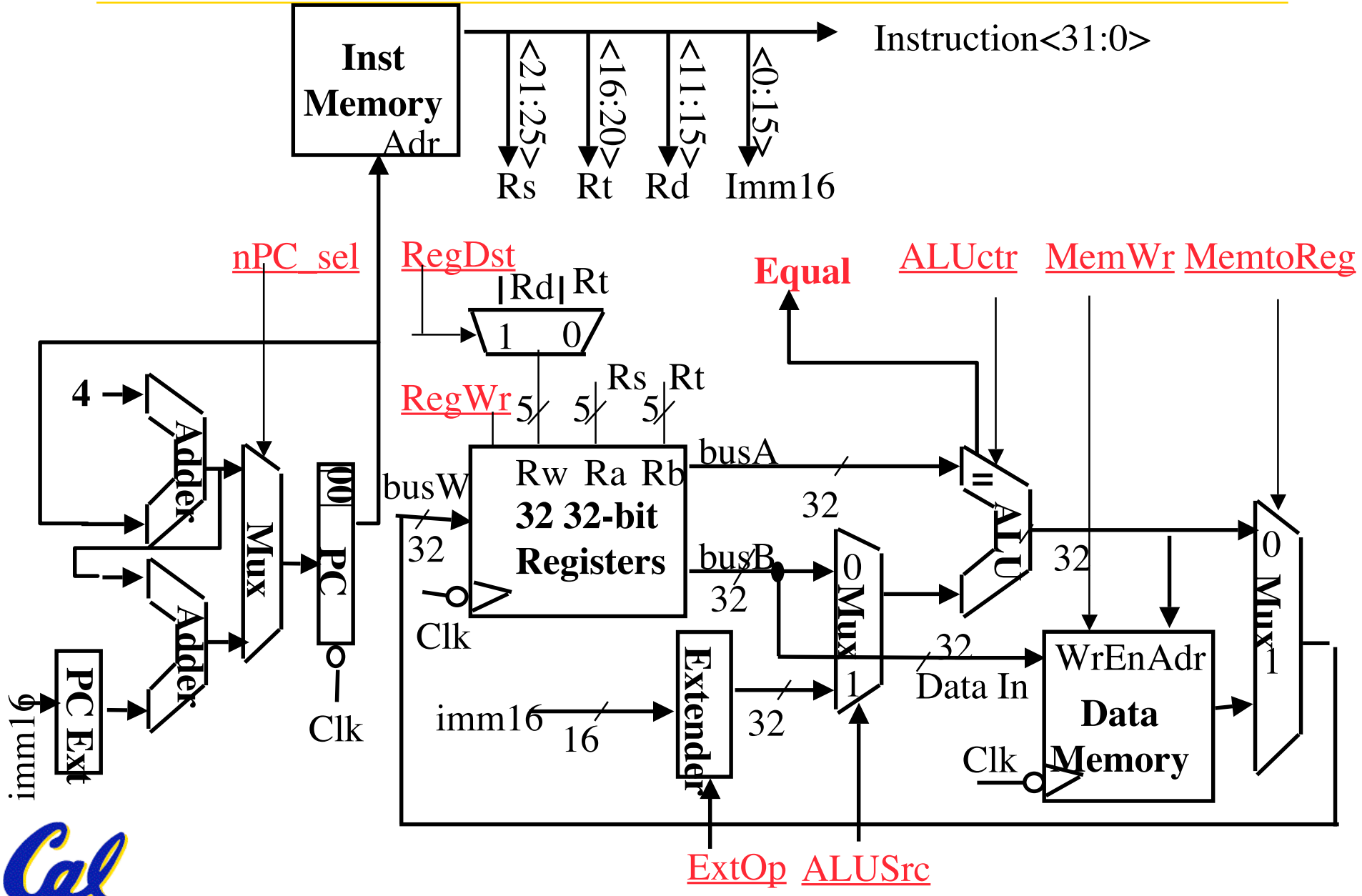
- beq rs, rt, imm16

Datapath generates condition (equal)

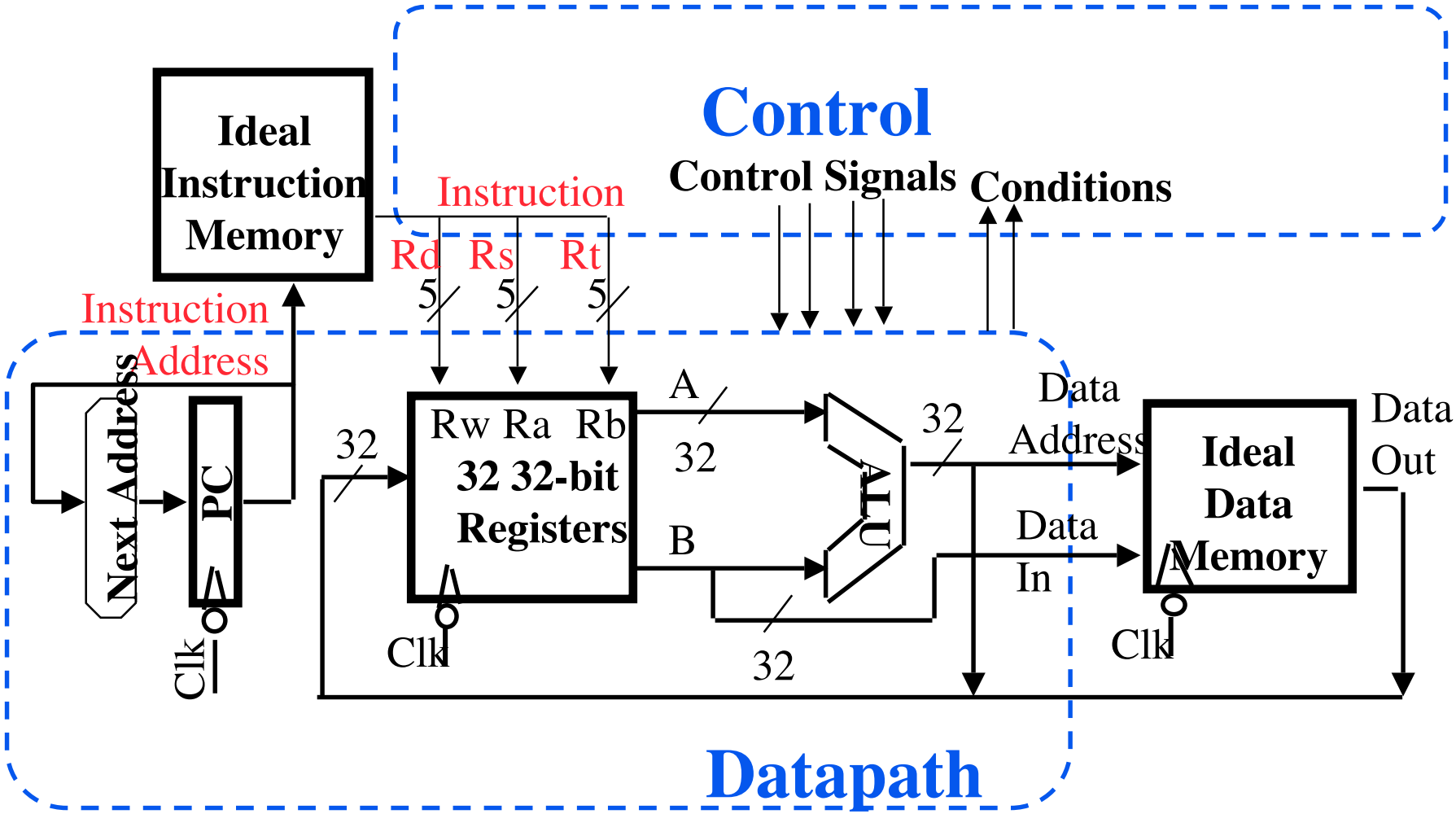


- Already MUX, adder, sign extend, zero

Putting it All Together:A Single Cycle Datapath



An Abstract View of the Implementation



Peer Instruction

A. If the destination reg is the same as the source reg, we could compute the incorrect value!

B. We're going to be able to read 2 registers and write a 3rd in 1 cycle

C. Datapath is hard, Control is easy

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Peer Instruction

A. Our ALU is a synchronous device

B. We should use the main ALU to compute PC=PC+4

C. The ALU is inactive for memory reads or writes.

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Peer Instruction

A. SW can peek at HW (past ISA abstraction boundary) for optimizations

B. SW can depend on particular HW implementation of ISA

C. Timing diagrams serve as a critical debugging tool in the EE toolkit

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Peer Instruction

A. $(a+b) \cdot (\overline{a}+b) = b$

B. N-input gates can be thought of cascaded 2-input gates. I.e.,
$(a \Delta b \Delta c \Delta d) = a \Delta (b \Delta (c \Delta d))$
where Δ is one of AND, OR, XOR, NAND

C. You can use NOR(s) with clever wiring to simulate AND, OR, & NOT

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Peer Instruction

A. Truth table for mux with 4-bits of signals has 2^4 rows

B. We could cascade N 1-bit shifters to make 1 N-bit shifter for sll, srl

C. If 1-bit adder delay is T, the N-bit adder delay would also be T

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Summary: Single cycle datapath

- 5 steps to design a processor
  - 1. Analyze instruction set ⇒ datapath requirements
  - 2. Select set of datapath components & establish clock methodology
  - 3. Assemble datapath meeting the requirements
  - 4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.
  - 5. Assemble the control logic
- Control is the hard part
- Next time!