CS 61C: Great Ideas in Computer Architecture (Machine Structures)
Lecture 28: Single-Cycle CPU
Datapath Control Part 1

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Review

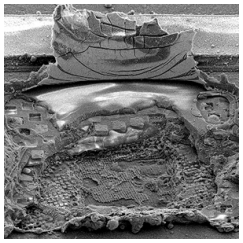
- CPU design involves Datapath, Control
  - 5 Stages for MIPS Instructions
    1. Instruction Fetch
    2. Instruction Decode & Register Read
    3. ALU (Execute)
    4. Memory
    5. Register Write
- Datapath timing: single long clock cycle or one short clock cycle per stage

www.technologyreview.com/news/512776/microchip-adapts-to-severe-damage/

Technology In the News

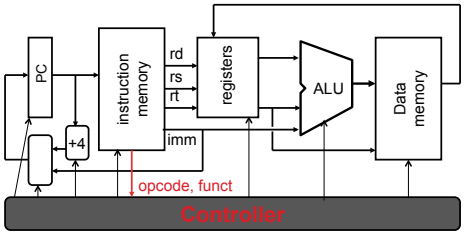
Microchip works after damage by routing around it

Researchers at CalTech have developed an integrated circuit (IC) that can continue to perform in the face of structural damage. "It doesn't physically repair flaws, it uses a second processor to come up with new ways to perform a task in spite of the damage. It can also be programmed to prioritize energy savings or speed". In some sense, like the Internet, that can "route around" trouble spots.



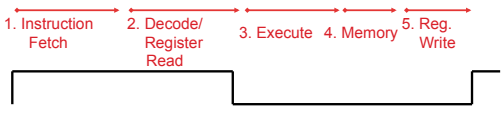
Datapath and Control

- Datapath based on data transfers required to perform instructions
- Controller causes the right transfers to happen



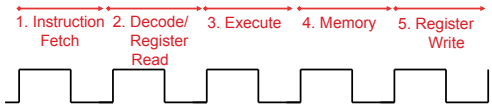
CPU Clocking (1/2)

- For each instruction, how do we control the flow of information though the datapath?
- Single Cycle CPU: All stages of an instruction completed within one long clock cycle
  - Clock cycle sufficiently long to allow each instruction to complete all stages without interruption within one cycle



CPU Clocking (2/2)

- Alternative multiple-cycle CPU: only one stage of instruction per clock cycle
  - Clock is made as long as the slowest stage

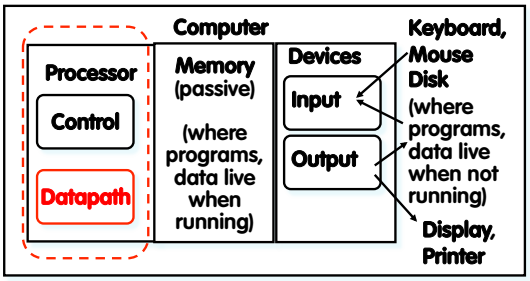


  - Several significant advantages over single cycle execution: Unused stages in a particular instruction can be skipped OR instructions can be pipelined (overlapped)

Agenda

- Stages of the Datapath
- Datapath Instruction Walkthroughs
- Datapath Design

Five Components of a Computer



Processor Design: 5 steps

Step 1: Analyze instruction set to determine datapath requirements
- Meaning of each instruction is given by register transfers
- Datapath must include storage element for ISA registers
- Datapath must support each register transfer

Step 2: Select set of datapath components & establish clock methodology

Step 3: Assemble datapath components that meet the requirements

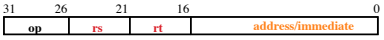
Step 4: Analyze implementation of each instruction to determine setting of control points that realizes the register transfer

Step 5: Assemble the control logic

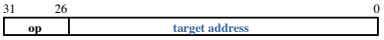
The MIPS Instruction Formats

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

  - I-type



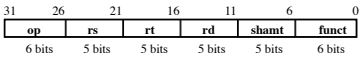
  - J-type



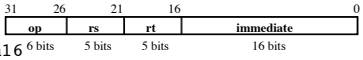
- The different fields are:
  - op: operation ("opcode") of the instruction
  - rs, rt, rd: the source and destination register specifiers
  - shamt: shift amount
  - funct: selects the variant of the operation in the "op" field
  - address / immediate: address offset or immediate value
  - target address: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

The MIPS-lite Subset

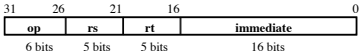
- ADDU and SUBU



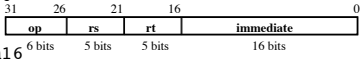
  - `addu rd,rs,rt`
  - `subu rd,rs,rt`
- OR Immediate:



  - `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)

RTL gives the meaning of the instructions
All start by fetching the instruction

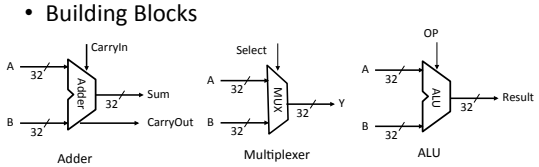
```
{op , rs , rt , rd , shamt , funct} ← MEM[ PC ]
{op , rs , rt ,   Imm16} ← MEM[ PC ]
Inst  Register Transfers
ADDU   R[rd] ← R[rs] + R[rt]; PC ← PC + 4
SUBU   R[rd] ← R[rs] – R[rt]; PC ← PC + 4
ORI    R[rt] ← R[rs] | zero_ext(Imm16); PC ← PC + 4
LOAD   R[rt] ← MEM[ R[rs] + sign_ext(Imm16)]; PC ← 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 (will use one for each)
- Registers (R: 32 x 32)
  - Read RS
  - Read RT
  - Write RT or RD
- PC
- Extender (sign/zero extend)
- Add/Sub/OR unit for operation on register(s) or extended immediate
- Add 4 (+ maybe extended immediate) to PC
- Compare registers?

Step 2: Components of the Datapath

- Combinational Elements
- Storage Elements + Clocking Methodology
- Building Blocks



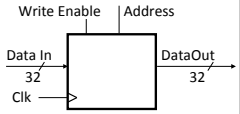
ALU Needs for MIPS-lite + Rest of MIPS

- 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] )...
```

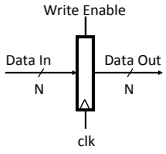
- Test to see if output == 0 for any ALU operation gives == test. How?
- P&H also adds AND, Set Less Than (1 if A < B, 0 otherwise)
- ALU follows Chapter 5

Storage Element: Idealized Memory



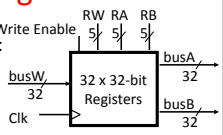
- Memory (idealized)
  - One input bus: Data In
  - One output bus: Data Out
- Memory word is found by:
  - Address selects the word to put on Data Out
  - Write Enable = 1: address selects the memory word to be written via the Data In bus
- Clock input (CLK)
  - CLK input is a factor ONLY during write 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 on positive edge of clock

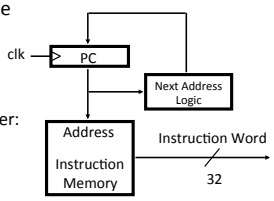
Storage Element: Register File



- 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)
  - 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."

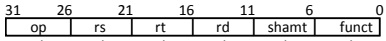
Step 3a: Instruction Fetch Unit

- Register Transfer Requirements ⇒ Datapath Assembly
- Instruction Fetch
- Read Operands and Execute Operation
- Common RTL operations
  - Fetch the Instruction: mem[PC]
  - Update the program counter:
    - Sequential Code: PC ← PC + 4
    - Branch and Jump: PC ← "something else"

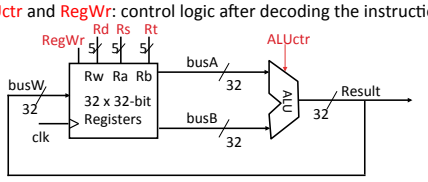


Step 3b: Add & Subtract

- `R[rd] = R[rs] op R[rt] (addu rd,rs,rt)`
  - Ra, Rb, and Rw come from instruction's Rs, Rt, and Rd fields

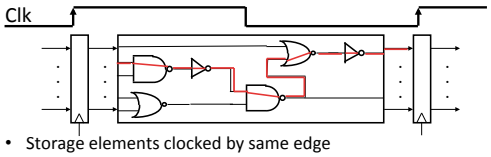


  - ALUctr and RegWr: control logic after decoding the instruction



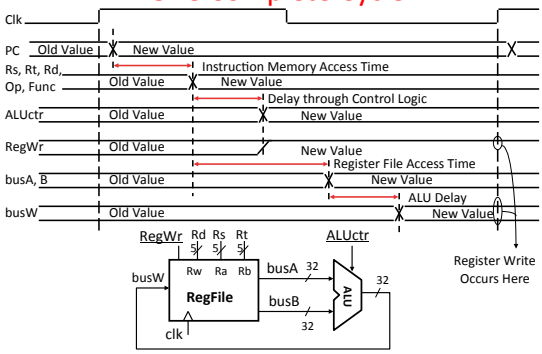
- … Already defined the register file & ALU

Clocking Methodology

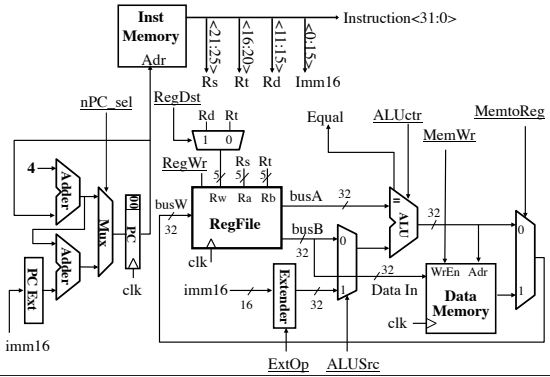


- Storage elements clocked by same edge
- Flip-flops (FFs) and combinational logic have some delays
  - Gates: delay from input change to output change
  - Signals at FF D input must be stable before active clock edge to allow signal to travel within the FF (set-up time), and we have the usual clock-to-Q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

Register-Register Timing: One Complete Cycle



Putting it All Together:A Single Cycle Datapath



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