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

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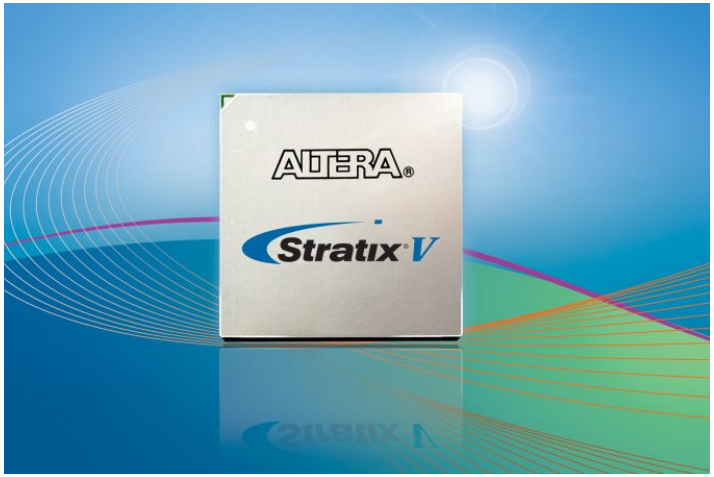
http://inst.eecs.berkeley.edu/~cs61c/

http://research.microsoft.com/apps/pubs/default.aspx?id=212001

Technology In the News

Microsoft "Catapult", ISCA 2014

FPGAs are "programmable" hardware used by computer architects and digital circuit designers, lie somewhere between CPUs and custom chips (ASICs).



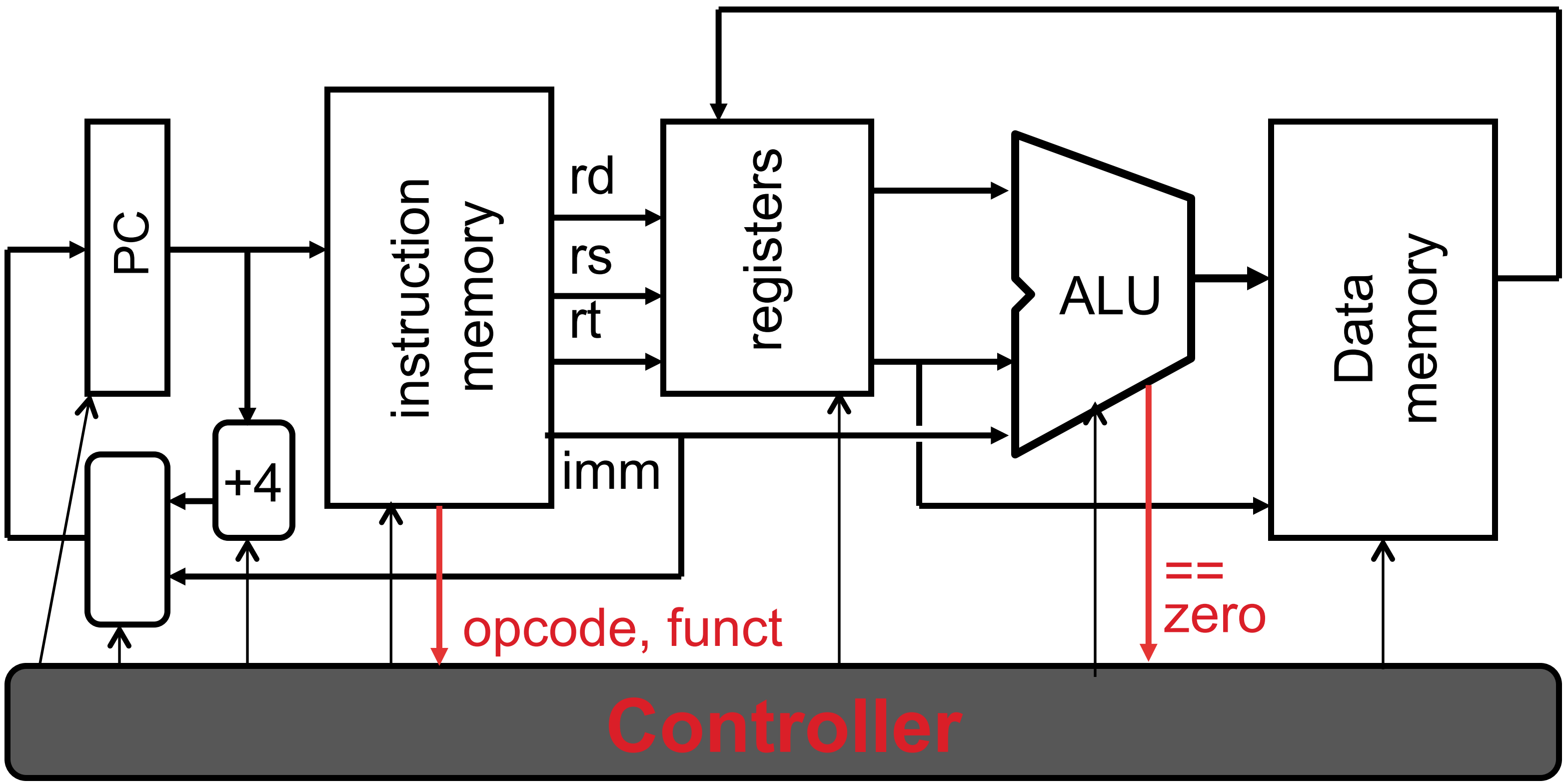
"Microsoft published a paper at ISCA about using FPGAs in datacenters for page ranking processing for Bing. In a test deployment, MS reported up to 95% more throughput for only 10% more power. The added TCO was less than 30%. Microsoft used Altera Stratix V FPGAs in a PCIe form-factor with 8GB of DDR3 RAM on each board. The FPGAs were connected using a 10Gb SAS network." - AnandTech

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

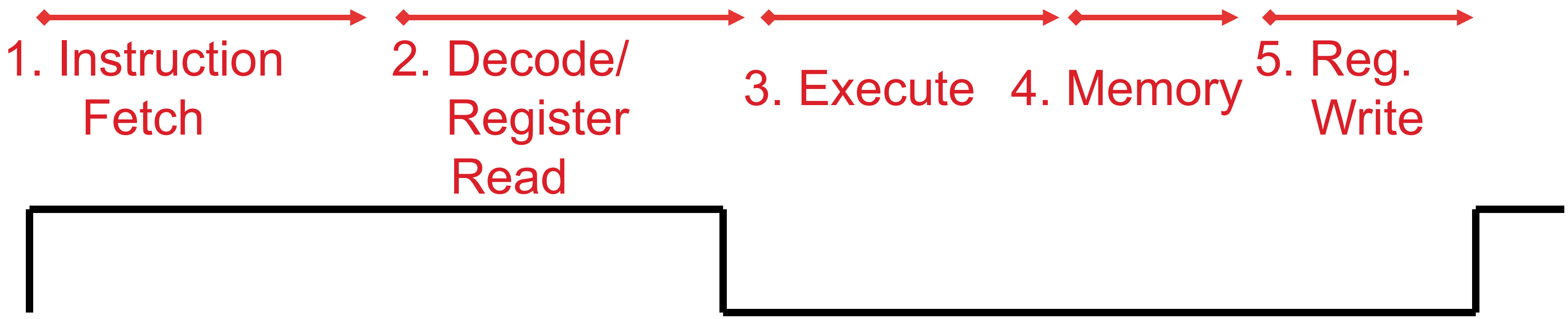
Datapath and Control

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



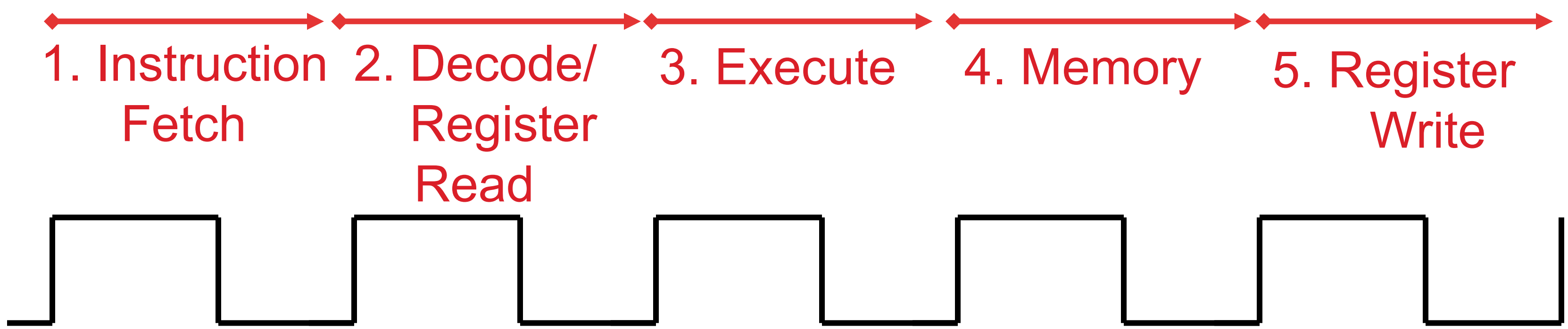
CPU Clocking (1/2)

- 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

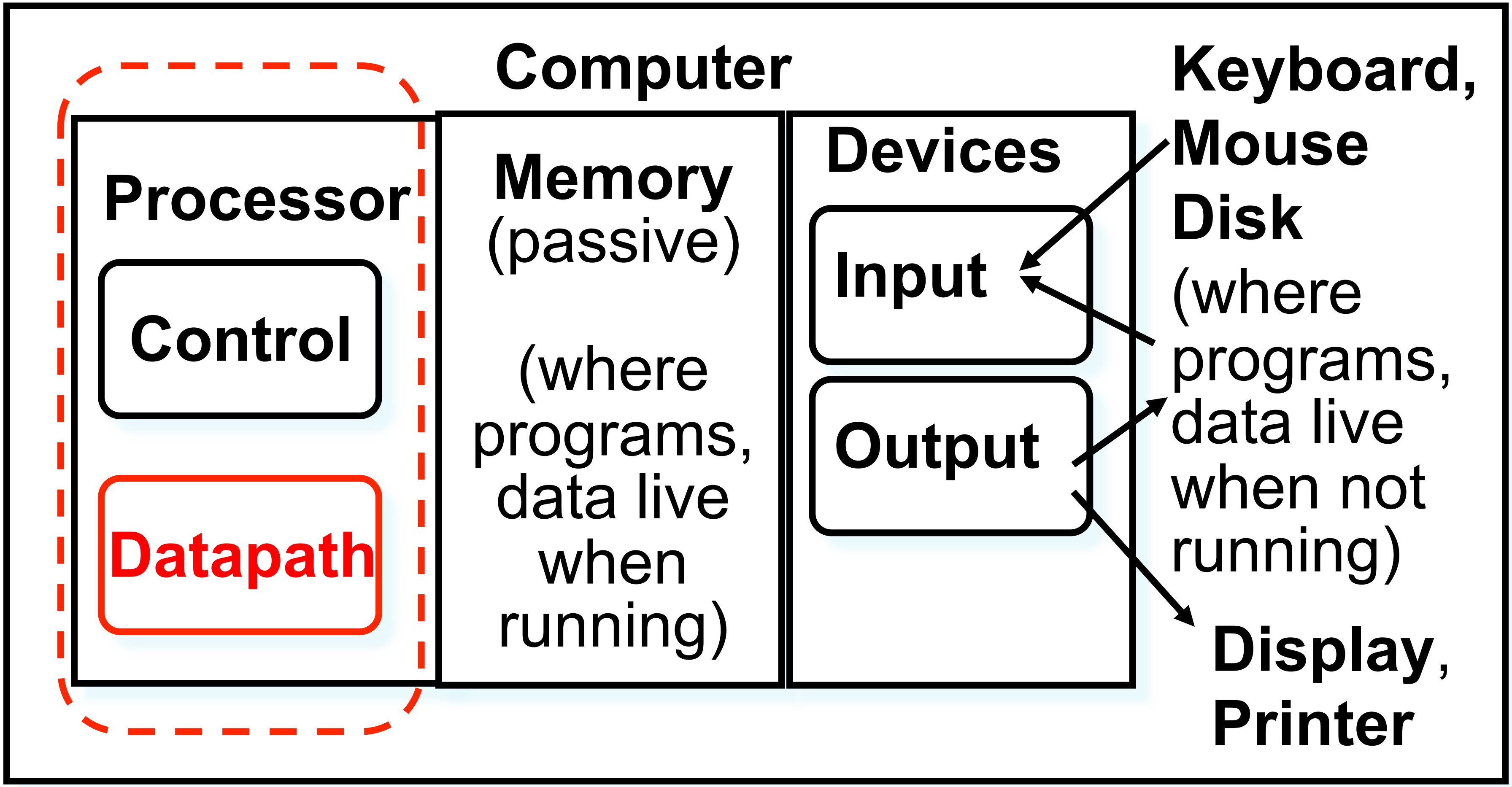


  - Several significant advantages over single cycle execution: Unused stages in a particular instruction can be skipped OR instructions can be pipelined (overlapped)

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

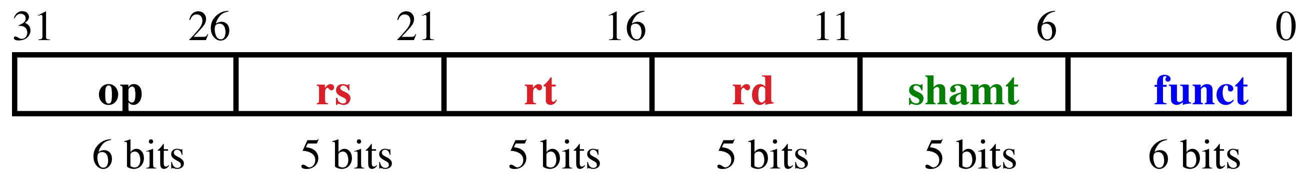
Step 3: Assemble datapath components that meet the requirements

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

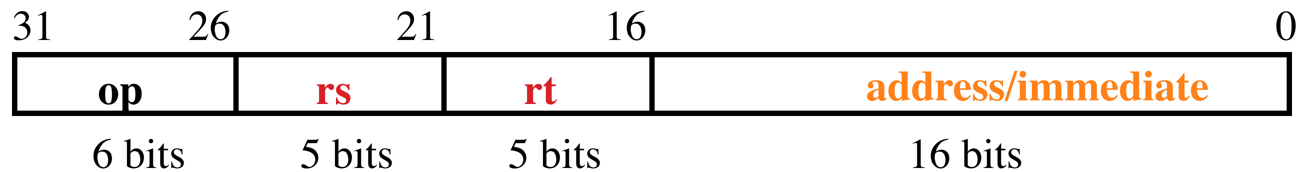
Step 5: Assemble the control logic

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`

31 26 21 16 11 6 0

op	rs	rt	rd	shamt	funct
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits

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

31 26 21 16 0

op	rs	rt	immediate
6 bits	5 bits	5 bits	16 bits

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

31 26 21 16 0

op	rs	rt	immediate
6 bits	5 bits	5 bits	16 bits

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

31 26 21 16 0

op	rs	rt	immediate
6 bits	5 bits	5 bits	16 bits

Register Transfer Level (RTL)

- Colloquially called "Register Transfer Language"
- RTL gives the <u>meaning</u> of the instructions
- All start by fetching the instruction itself

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

{op , rs , rt ,   Imm16} ← MEM[ PC ]
```

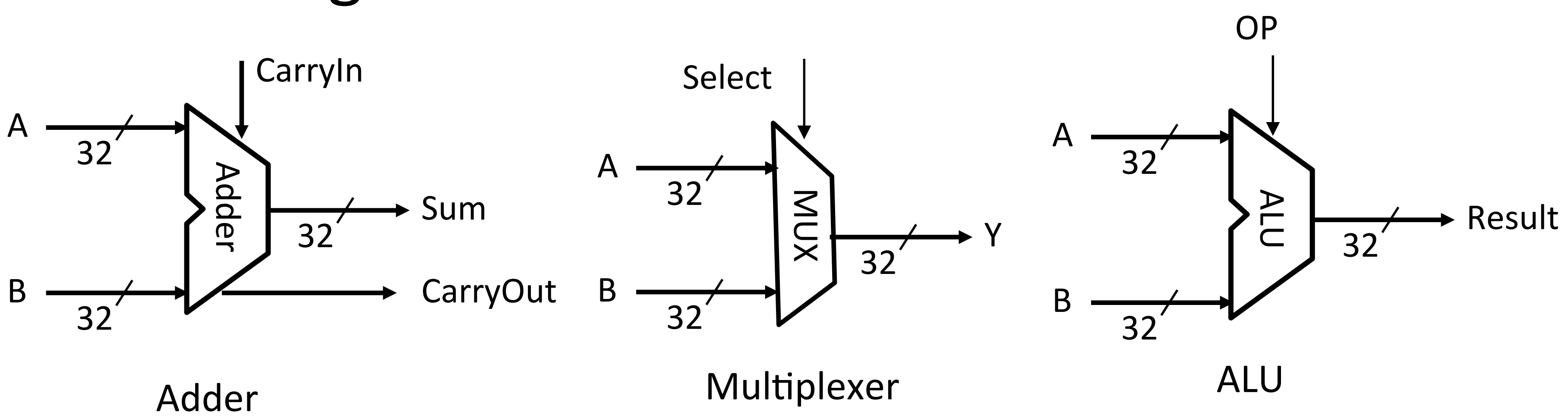
```
Inst   Register Transfers

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] )
           PC ← PC + 4 + {sign_ext(Imm16), 2'b00}
       else PC ← PC + 4
```

Step 1: Requirements of the Instruction Set

- Memory (MEM)
  - Instructions & data (will use one for each)
- Registers (R: 32, 32-bit wide registers)
  - Read RS
  - Read RT
  - Write RT or RD
- Program Counter (PC)
- Extender (sign/zero extend)
- Add/Sub/OR/etc unit for operation on register(s) or extended immediate (ALU)
- Add 4 (+ maybe extended immediate) to PC
- Compare registers?

Step 2: Components of the Datapath

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



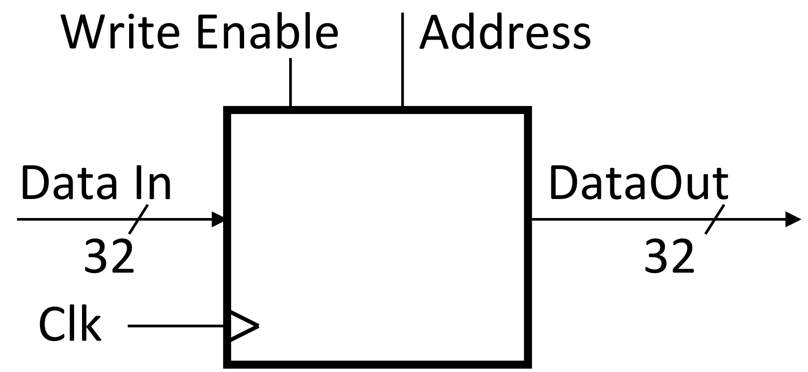
ALU Needs for MIPS-lite + Rest of MIPS

- 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

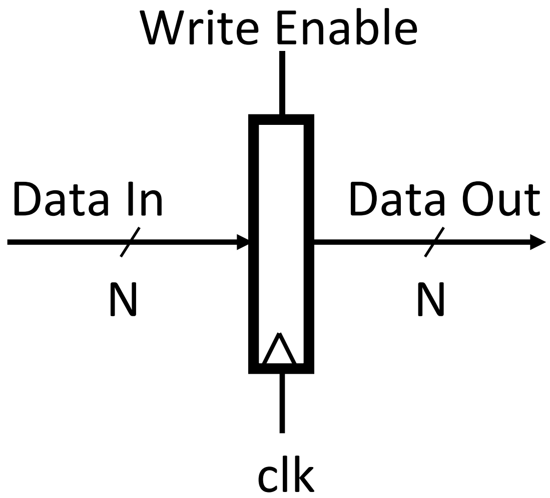
Storage Element: Idealized Memory



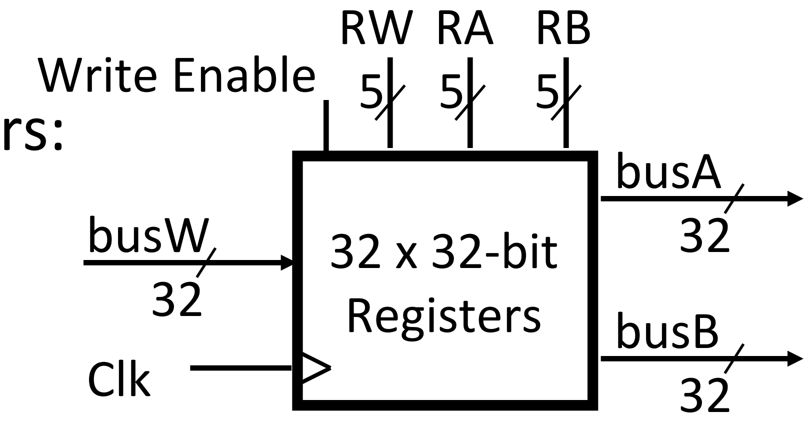
- "Magic" Memory
  - One input bus: Data In
  - One output bus: Data Out
- Memory word is found by:
  - For Read: Address selects the word to put on Data Out
  - For Write: Set Write Enable = 1: address selects the memory word to be written via the Data In bus
- Clock input (CLK)
  - CLK input is a factor ONLY during write operation
  - During read operation, behaves as a combinational logic block: Address valid $\Rightarrow$ 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



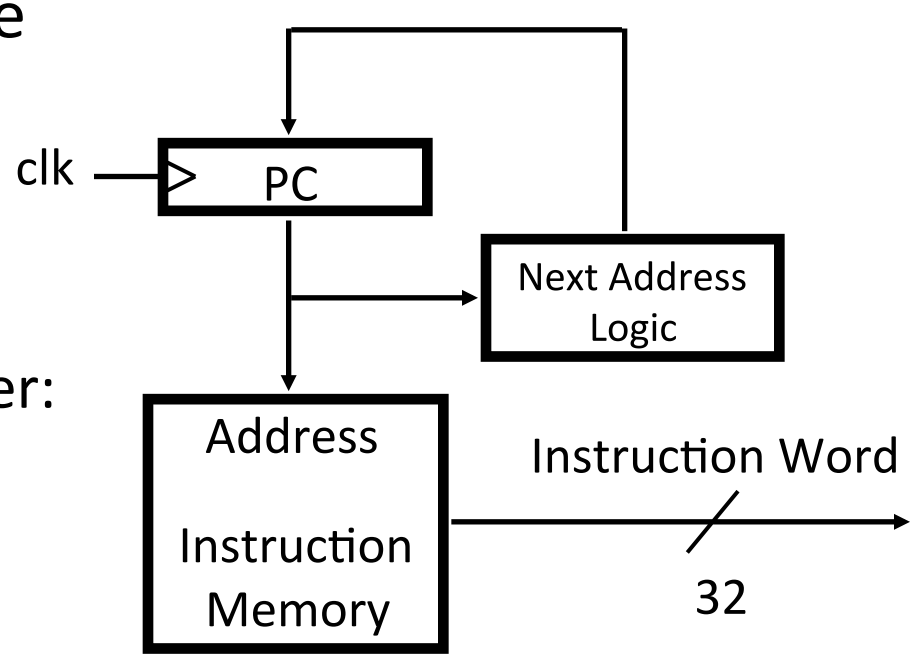
- Register File consists of 32 registers:
  - Two 32-bit output busses: busA and busB
  - One 32-bit input bus: busW
- Register is selected by:
  - RA (number) selects the register to put on busA (data)
  - RB (number) selects the register to put on busB (data)
  - RW (number) selects the register to 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."

Administrivia

- No classes on Tuesday – If you have discussion on Tuesday, go to a M/W discussion.
- Project 3-1 out Sunday
  - Free to choose new partners, but not forced
  - Start early!
- Heads Up: No Lab Thanksgiving Week

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"

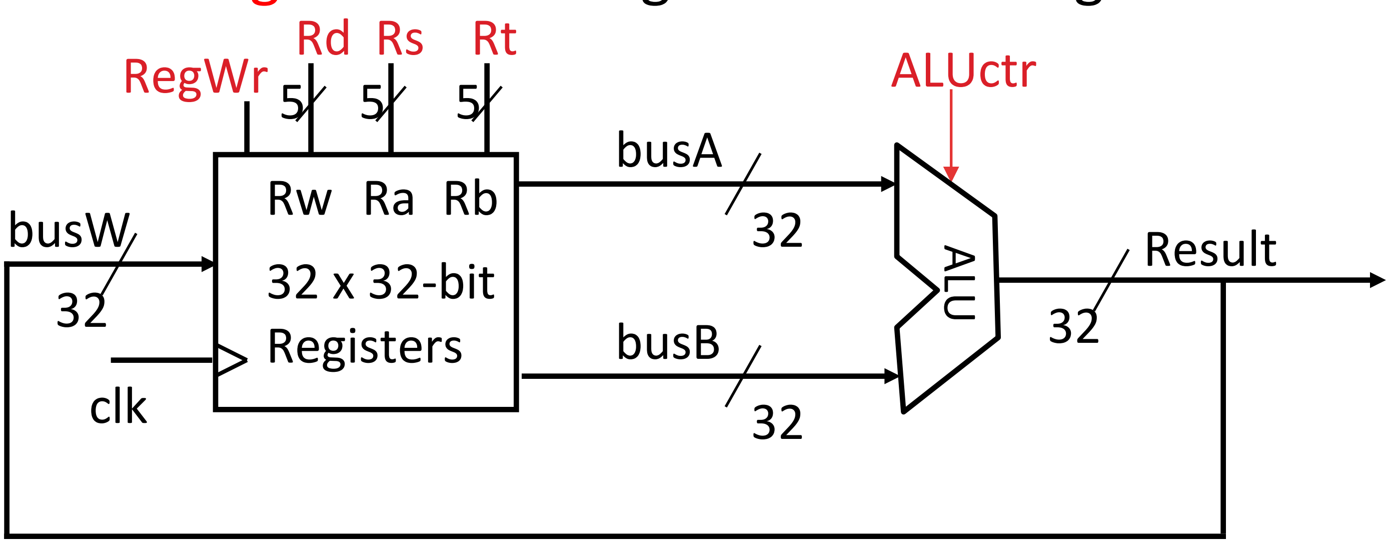


Step 3b: Add & Subtract

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

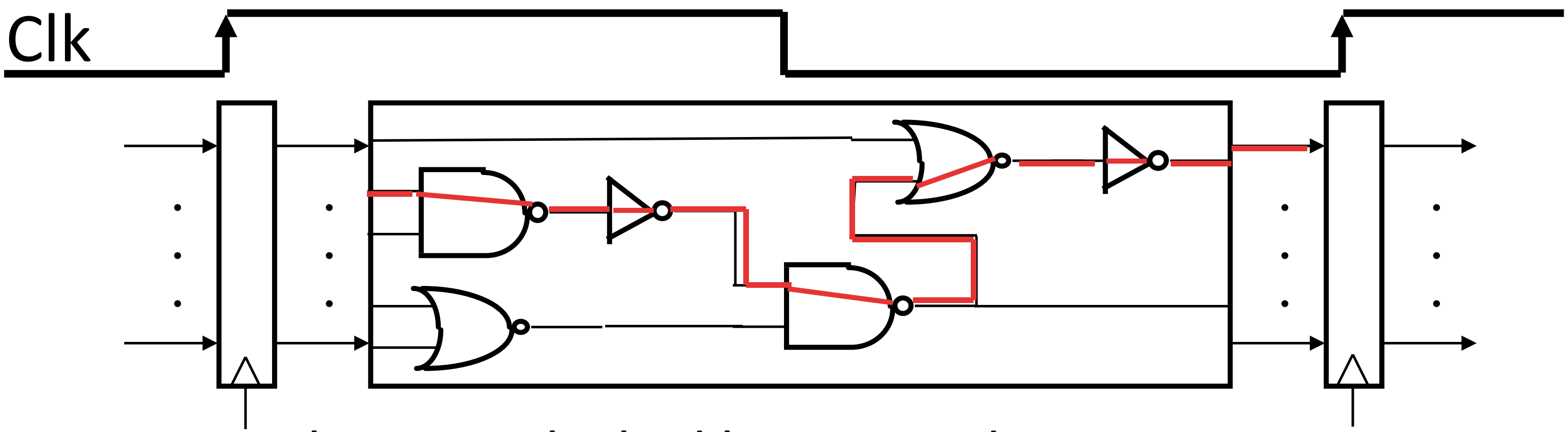
31	26	21	16	11	6	0
op	rs	rt	rd	shamt	funct	
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits	

  - ALUctr and RegWr: control logic after decoding the instruction



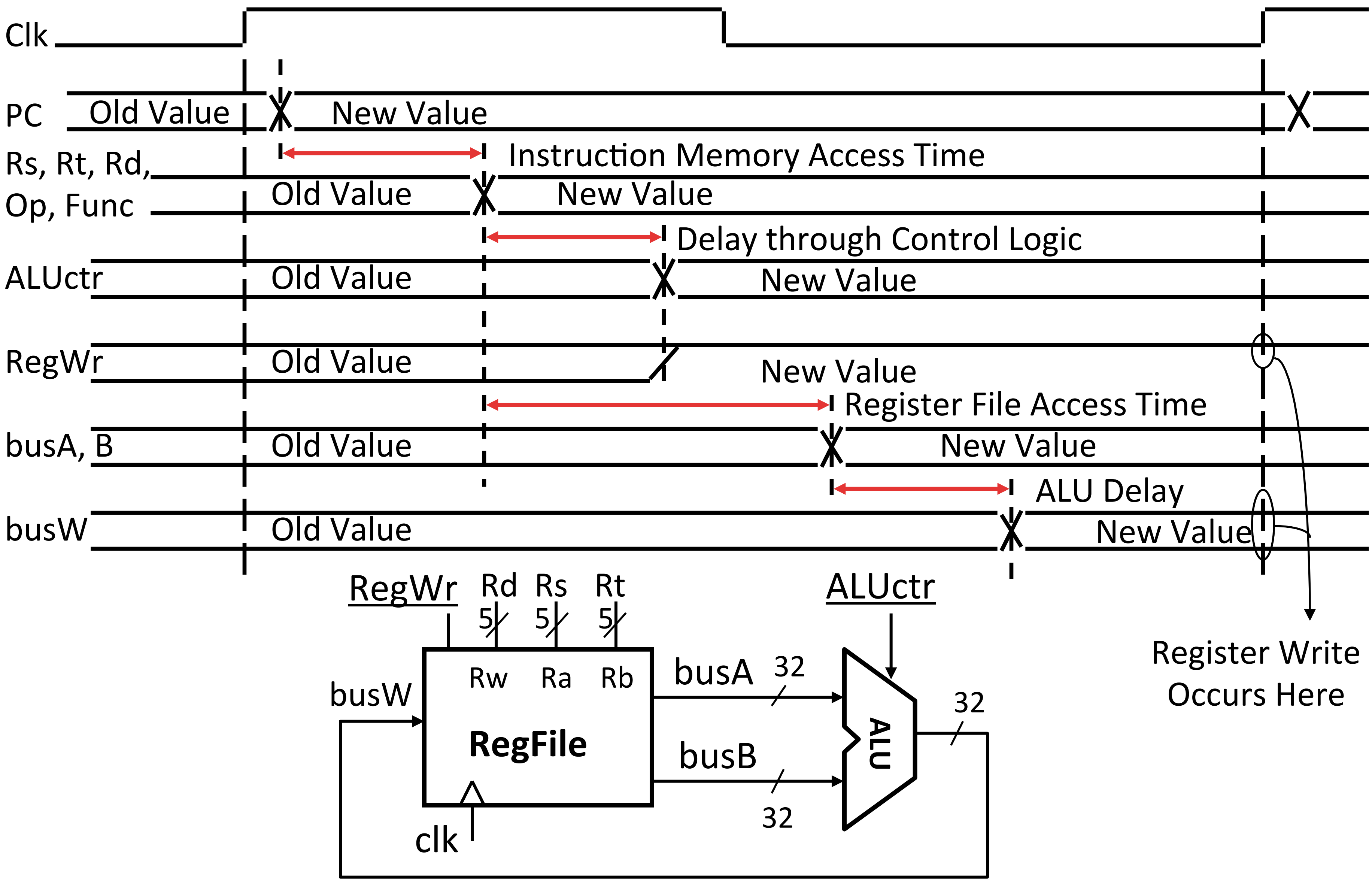
- … Already defined the register file & ALU

Clocking Methodology

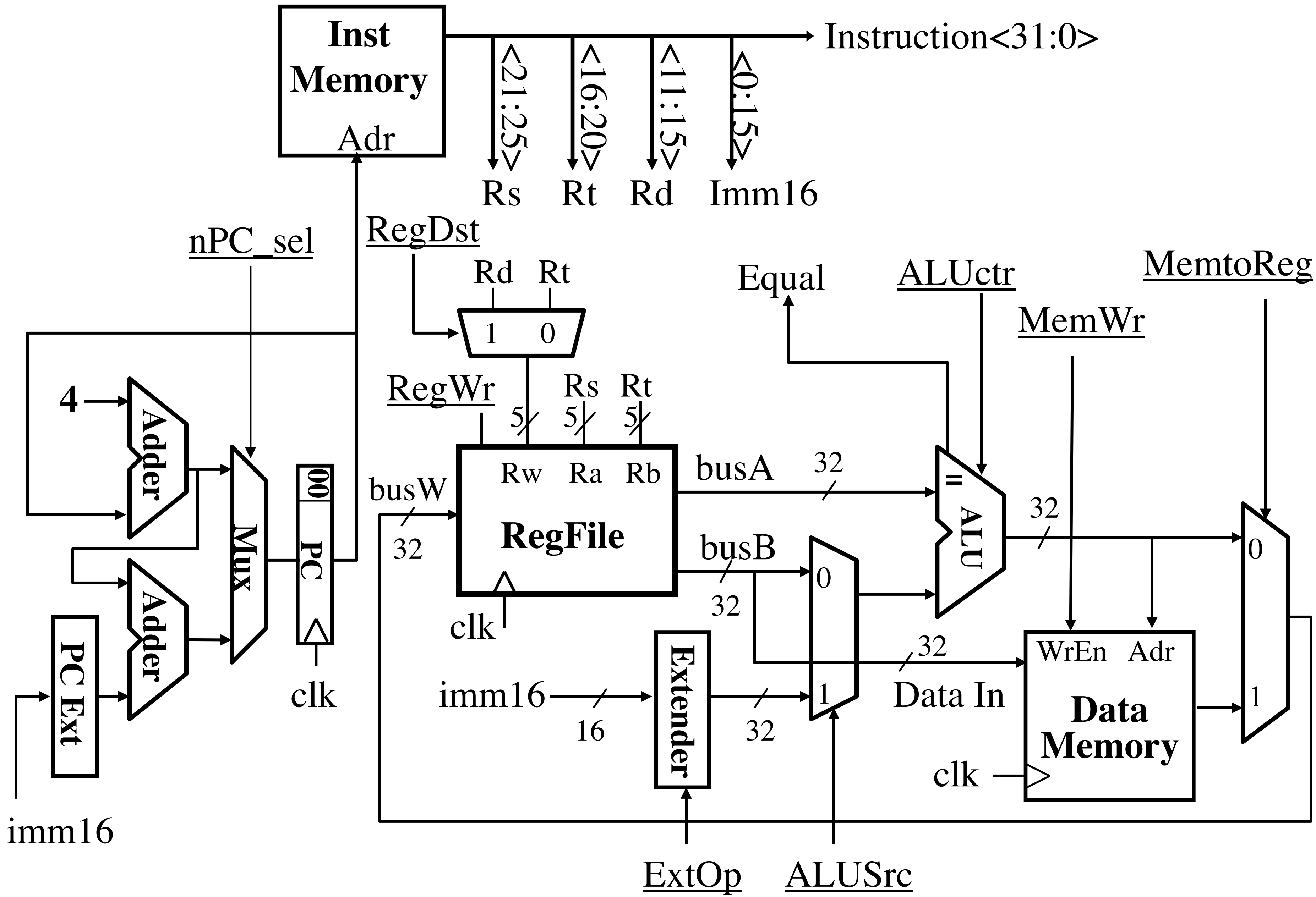


- Storage elements clocked by same edge
- Flip-flops (FFs) and combinational logic have some delays
  - Gates: delay from input change to output change
  - Signals at FF D input must be stable before active clock edge to allow signal to travel within the FF (set-up time), and we have the usual clock-to-Q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



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.

Option	1	2	3
A	F	F	F
A	T	T	T
B	F	T	F
C	F	T	T
C	T	F	F
D	T	F	T
E	T	T	F
E	F	F	T

Processor Design: 3 of 5 steps

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