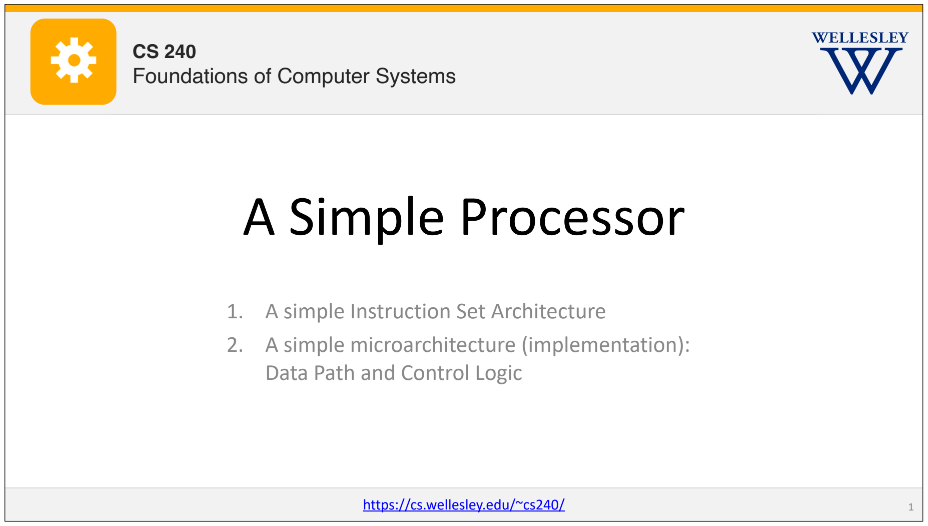


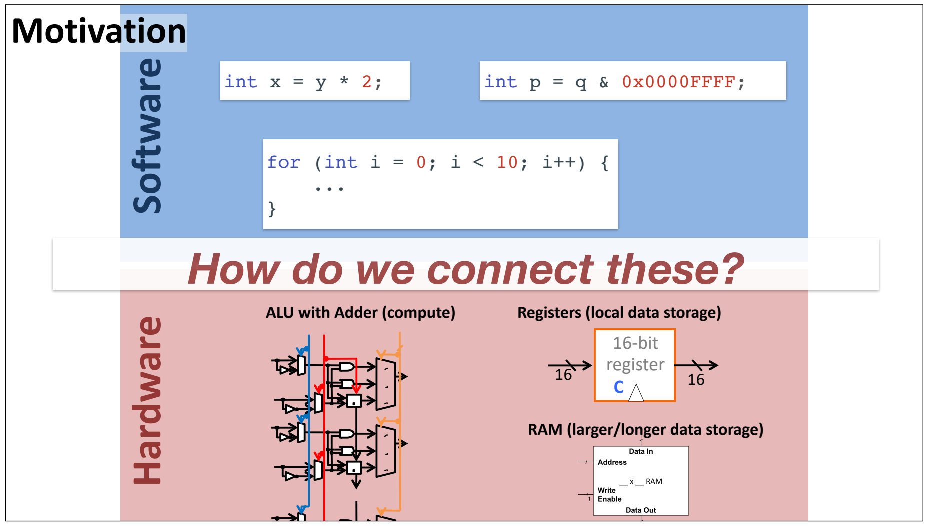
CS 240
Foundations of Computer Systems

WELLESLEY

A Simple Processor

1. A simple Instruction Set Architecture
2. A simple microarchitecture (implementation): Data Path and Control Logic

https://cs.wellesley.edu/~cs240/



Motivation

Software

```
int x = y * 2;
```

```
int p = q & 0x0000FFFF;
```

```
for (int i = 0; i < 10; i++) {
    ...
}
```

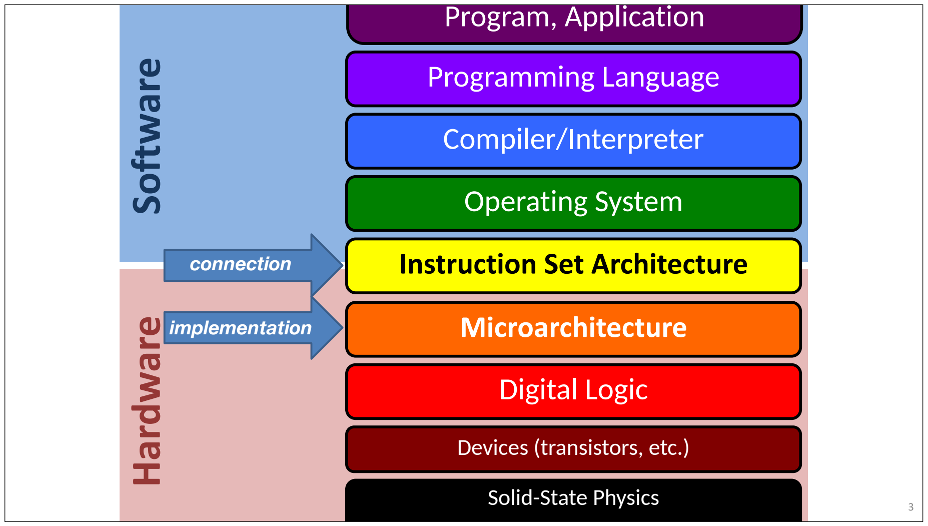
How do we connect these?

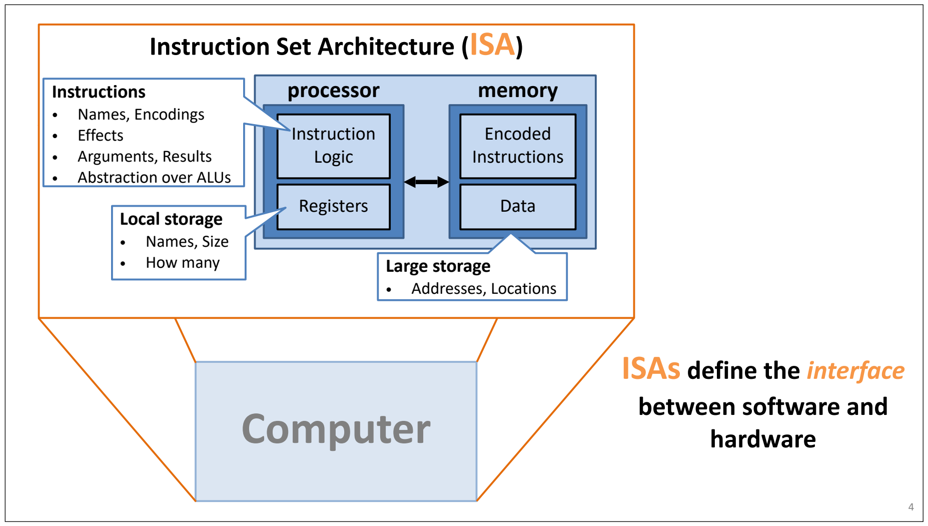
Hardware

ALU with Adder (compute)

Registers (local data storage)

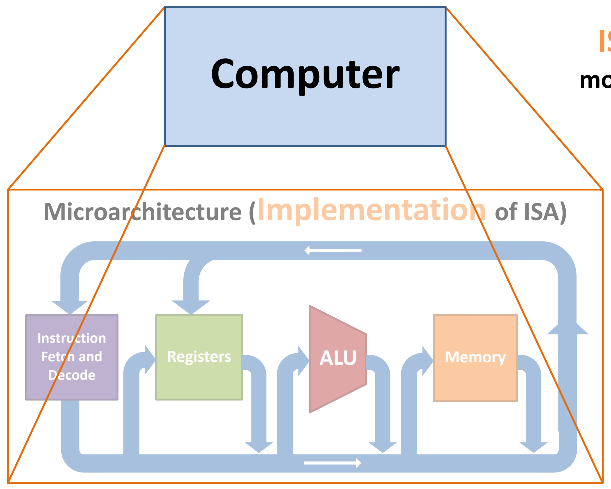
RAM (larger/longer data storage)





Instruction Set Architecture (ISA)

ISAs define the *interface* between software and hardware


Computer
Microarchitecture (Implementation of ISA)
Instruction Fetch and Decode
Registers
ALU
Memory

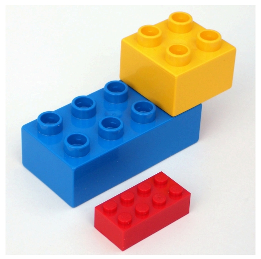
ISAs are an abstract model of the underlying hardware.

This week:

HW ISA

An *example ISA* and *hardware implementation* for CS240!

Basic building block of an ISA:
the instruction!



ISAs are an abstract model of the underlying hardware.

This week:

HW ISA

An *example ISA* and *hardware implementation* for CS240!

HW ISA **Summary (details to follow)**

Word size = 16 bits (2 bytes)

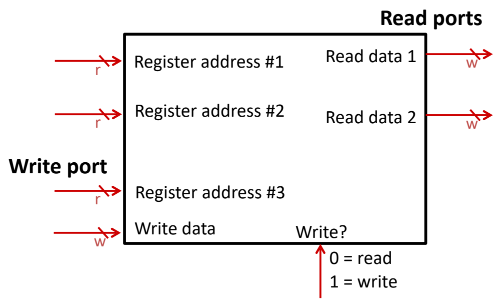
Registers
- Register size = 16 bits
- Number of registers = 16
- R0 always holds 0
- R1 always holds 1.

ALU
- ALU computes on 16-bit values.

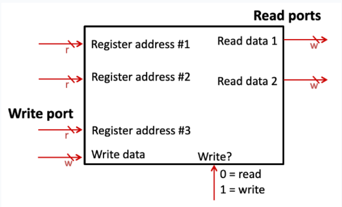
Memory
- Access 16 bits at once
- Byte-addressable (new address every 8 bits)

Instruction Fetch and Decode
- Instructions are 16 bits in size
- Stored in separate memory
- **Program counter (PC)** register holds address of next instruction

HW ISA **R:** Register File



Using your understanding of powers of 2 needed to make selections, how many bits should be on the labeled busses?



ex

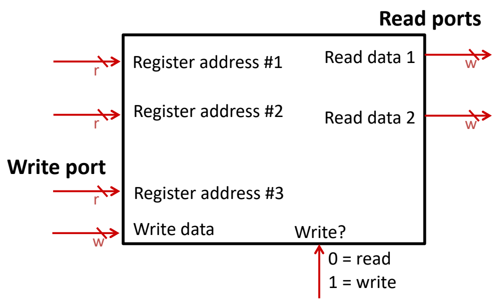
Word size = 16 bits, # registers = 16

```
r = ?
w = ?
```

- r = 8, w = 8
- r = 16, w = 16
- r = 4, w = 16
- r = 16, w = 4
- None of the above

HW ISA **R:** Register File

Abstraction!



We'll think of the register file like this:

R0 always holds hardcoded 0

R1 always holds hardcoded 1

R2 – R15: general purpose

(instructions can use them to hold anything)

Reg	Contents
R0	0x0000
R1	0x0001
R2	
R3	
R4	
R5	
R6	
R7	
R8	
R9	
R10	
R11	
R12	
R13	
R14	
R15	

ex

Word size = 16 bits, # registers = 16

```
r = ?
w = ?
```

HW ISA **M:** Data Memory

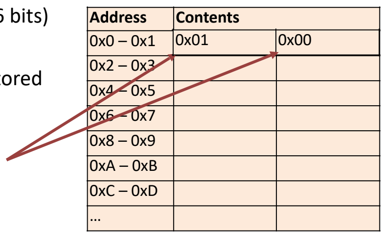
Abstraction!

We'll think of the data memory like this:

Memory is byte-addressable, accesses full words (16 bits)

Memory is "Little Endian": the "little" (low) byte is stored at the lower address.

Example: storing 1 at address 0x0 yields



Address	Contents	
0x0 – 0x1	0x01	0x00
0x2 – 0x3		
0x4 – 0x5		
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

What is the full word stored at address 0x2?

0

Address	Contents	
0x0 – 0x1	0x01	0x00
0x2 – 0x3	0x23	0x45
0x4 – 0x5	0x67	0xab
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

- 0x2345
- 0x4523
- 0x2300
- 0x0023
- 0x2367

HW ISA **IM:** Instruction Memory

Instructions are 1 word in size.

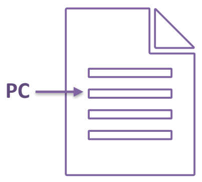
Separate *instruction memory*.

Program Counter (PC) register

- holds address of next instruction to execute.

Abstraction!

We'll think of the instruction memory like this:



Program Counter

PC 0x0

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Address	Contents
0x0 – 0x1	
0x2 – 0x3	
0x4 – 0x5	
0x6 – 0x7	
0x8 – 0x9	
…	

HW ISA

Abstraction!

Abstract Machine

M: Data Memory

Address	Contents	
0x0 – 0x1		
0x2 – 0x3		
0x4 – 0x5		
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

R: Register File

Reg	Contents
R0	0x0000
R1	0x0001
R2	
R3	
R4	
R5	
R6	
R7	
R8	
R9	
R10	
R11	
R12	
R13	
R14	
R15	

PC: Program Counter

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

IM: Instruction Memory

Address	Contents
0x0 – 0x1	
0x2 – 0x3	
0x4 – 0x5	
0x6 – 0x7	
0x8 – 0x9	
…	

HW ISA **Instructions**

MSB **16-bit Encoding** LSB

Assembly Syntax	Meaning (R = register file, M = data memory)	Opcode	Rs	Rt	Rd	
ADD Rs, Rt, Rd	R[*d*] ← R[*s*] + R[*t*]	0010	*s*	*t*	*d*	Arithmetic
SUB Rs, Rt, Rd	R[*d*] ← R[*s*] - R[*t*]	0011	*s*	*t*	*d*	
AND Rs, Rt, Rd	R[*d*] ← R[*s*] & R[*t*]	0100	*s*	*t*	*d*	
OR Rs, Rt, Rd	R[*d*] ← R[*s*] | R[*t*]	0101	*s*	*t*	*d*	
LW Rt, *offset*(Rs)	R[*t*] ← M[R[*s*] + *offset*]	0000	*s*	*t*	*offset*	Memory
SW Rt, *offset*(Rs)	M[R[*s*] + *offset*] ← R[*t*]	0001	*s*	*t*	*offset*	
BEQ Rs, Rt, *offset*	If R[*s*] == R[*t*] then PC ← PC + 2 + *offset**2	0111	*s*	*t*	*offset*	Control flow
JMP *offset*	PC ← *offset**2	1000		*offset*		
HALT	Stops program execution	1111				

JMP offset is *unsigned*
All other offsets are *signed*

HW ISA **IM:** Instruction Memory

Instructions are 1 word in size.

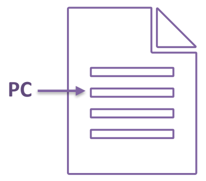
Separate *instruction memory*.

Program Counter (PC) register

- holds address of next instruction to execute.

Abstraction!

We'll think of the instruction memory like this:



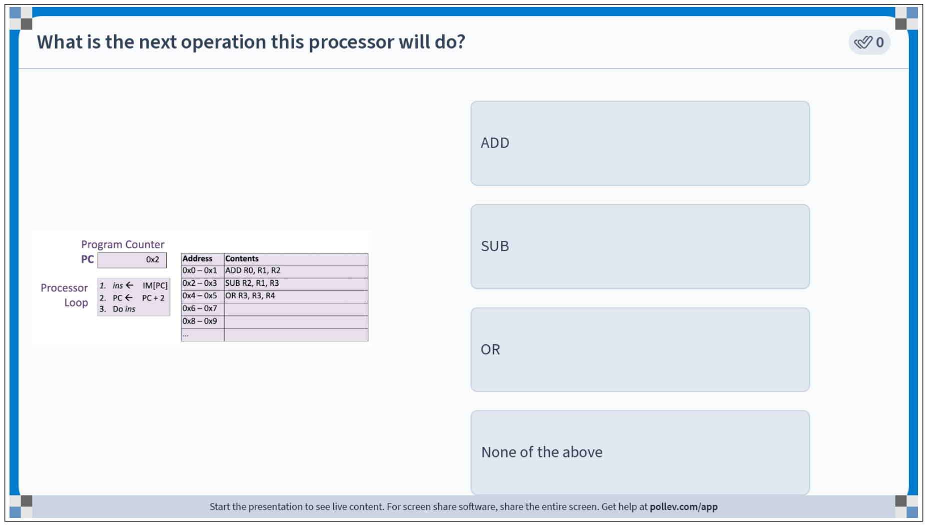
Program Counter

PC 0x2

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Address	Contents
0x0 – 0x1	ADD R0, R1, R2
0x2 – 0x3	SUB R2, R1, R3
0x4 – 0x5	OR R3, R3, R4
0x6 – 0x7	
0x8 – 0x9	
…	



What is the next operation this processor will do?

0

Program Counter

PC 0x2

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Address	Contents
0x0 – 0x1	ADD R0, R1, R2
0x2 – 0x3	SUB R2, R1, R3
0x4 – 0x5	OR R3, R3, R4
0x6 – 0x7	
0x8 – 0x9	
…	

ADD

SUB

OR

None of the above

Start the presentation to see live content. For screen share software, share the entire screen. Get help at **pollev.com/app**

ex

Exercise 0

HW ISA

Fill in the rest of the machine state based on this initial state

M: Data Memory

Address	Contents	
0x0 – 0x1	0x0F	0x00
0x2 – 0x3	0x04	0x01
0x4 – 0x5		
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

R: Register File

Reg	Contents
R0	0x0000
R1	0x0001
R2	
R3	
R4	
R5	
R6	
R7	
R8	
R9	
R10	
R11	
R12	
R13	
R14	
R15	

PC: Program Counter

IM: Instruction Memory

Address	Contents
0x0 – 0x1	ADD R1, R1, R2
0x2 – 0x3	SW R2, 4(R0)
0x4 – 0x5	HALT
0x6 – 0x7	
0x8 – 0x9	
…	

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Execution Table for *Exercise #0* (shows step-by-step execution)

Solutions

ex

PC	Instr	State Changes
0x0	ADD R1, R1, R2	R[2] ← R[*1*] & R[*1*] = 1 + 1 = $\boxed{\text{0x0002}}$; PC ← PC+2 = 0+2 = 2
0x2	SW R2, 4(R0)	M[R[0] + 4] = M[4] ← R[2] = $\boxed{\text{0x0002;}}$ PC ← PC+2 = 6+2 = 8
0x4	HALT	*Program execution stops*

Reminder: the two bytes will are stored in **Little Endian** order when we store them to memory **M**.

That is, the byte 0x02 will be stored in the "little" end of the word—the lower address of the pair of addresses that store the word. 0x00 will be stored at the higher address.

ex

Exercise 0

Solutions

HW ISA

M: Data Memory

Address	Contents	
0x0 – 0x1	0x0F	0x00
0x2 – 0x3	0x04	0x01
0x4 – 0x5	0x02	0x00
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

R: Register File

Reg	Contents
R0	0x0000
R1	0x0001
R2	0x0002
R3	
R4	
R5	
R6	
R7	
R8	
R9	
R10	
R11	
R12	
R13	
R14	
R15	

PC: Program Counter

IM: Instruction Memory

Address	Contents
0x0 – 0x1	ADD R1, R1, R2
0x2 – 0x3	SW R2, 4(R0)
0x4 – 0x5	HALT
0x6 – 0x7	
0x8 – 0x9	
…	

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

ex Exercise 1

HW ISA

Fill in the rest of the machine state based on this initial state

M: Data Memory

Address	Contents	
0x0 – 0x1	0x0F	0x00
0x2 – 0x3	0x04	0x01
0x4 – 0x5		
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

R: Register File

Reg	Contents
R0	0x0000
R1	0x0001
R2	
R3	
R4	
R5	
R6	
R7	
R8	
R9	
R10	
R11	
R12	
R13	
R14	
R15	

PC: Program Counter

IM: Instruction Memory

Address	Contents
0x0 – 0x1	LW R3, 0(R0)
0x2 – 0x3	LW R4, 2(R0)
0x4 – 0x5	AND R3, R4, R5
0x6 – 0x7	SW R5, 4(R0)
0x8 – 0x9	HALT
…	

Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Execution Table for *Exercise #1* (shows step-by-step execution) ex

PC	Instr	State Changes
0x0	LW R3 0(R0)	

ex Exercise 2

HW ISA

Fill in the rest of the machine state based on this initial state

M: Data Memory

Address	Contents	
0x0 – 0x1	0x0F	0x00
0x2 – 0x3	0x04	0x01
0x4 – 0x5		
0x6 – 0x7		
0x8 – 0x9		
0xA – 0xB		
0xC – 0xD		
…		

R: Register File

Reg	Contents (time: →)
R0	0x0000
R1	0x0001
R2	
R3	
R4	
R5	
R6	
R7	
R8	
R9	0x0002
R10	0x0003
R11	
R12	
R13	
R14	
R15	

PC: Program Counter

IM: Instruction Memory

Address	Contents
0x0 – 0x1	SUB R8, R8, R8
0x2 – 0x3	BEQ R9, R0, 3
0x4 – 0x5	ADD R10, R8, R8
0x6 – 0x7	SUB R9, R1, R9
0x8 – 0x9	JMP 1
0xA – 0xB	HALT
…	

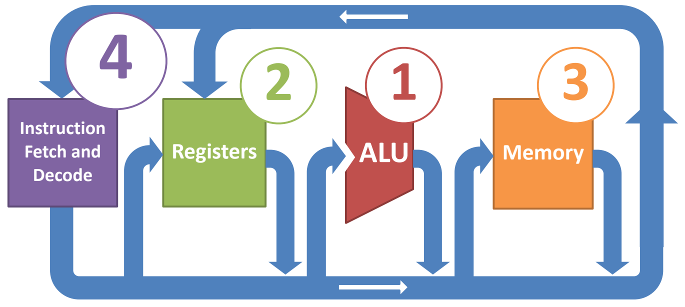
Processor Loop

1. *ins* ← IM[PC]
2. PC ← PC + 2
3. Do *ins*

Execution Table for *Exercise #2* (shows step-by-step execution) ex

PC	Instr	State Changes
0x0	SUB R8, R8, R8	

HW ARCH microarchitecture



One possible hardware implementation of the HW ISA

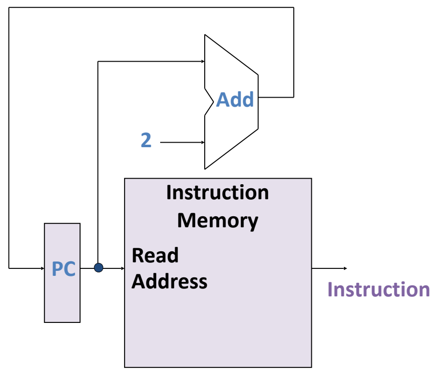
Instruction Fetch
(default, unless branch or jump)

Fetch instruction from memory.

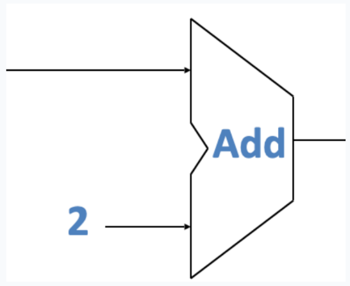
Increment program counter (PC) to point to the next instruction.

Processor Loop

```
1. ins ← IM[PC]
2. PC ← PC + 2
3. Do ins
```



Which of the following is used inside this unit? ✓0



- D-flip-flop
- Ripple-carry adder
- Encoder
- A & B
- B & C
- C & D

Instruction Encoding: 3 formats

All have 4-bit opcode in MSBs

Arithmetic instructions:
- 2 source register IDs (Rs,Rt)
- 1 destination register ID (Rd)

15:12	11:8	7:4	3:0
opcode	*Rs*	*Rt*	*Rd*

Memory/branch instructions:
- address/source register ID (Rs)
- data/source register ID (Rt)
- 4-bit offset

15:12	11:8	7:4	3:0
opcode	*Rs*	*Rt*	*offset*

Jump instruction:
- 12-bit offset

15:12	11:0
opcode	*offset*

Arithmetic Instructions

16-bit Encoding

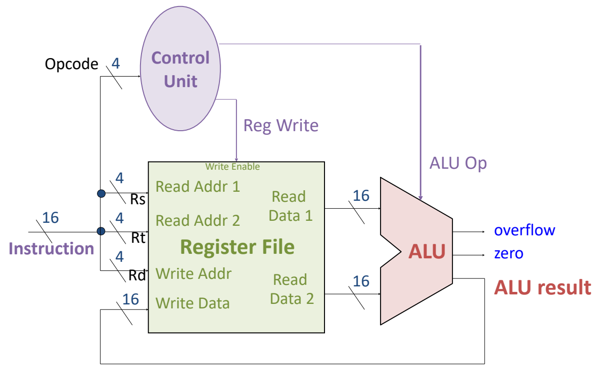
Instruction	Meaning	Opcode	Rs	Rt	Rd
ADD *Rs, Rt, Rd*	*R[d]* ← *R[s] + R[t]*	0010	*0-15*	*0-15*	*0-15*
SUB *Rs, Rt, Rd*	*R[d]* ← *R[s] – R[t]*	0011	*0-15*	*0-15*	*0-15*
AND *Rs, Rt, Rd*	*R[d]* ← *R[s] & R[t]*	0100	*0-15*	*0-15*	*0-15*
OR *Rs, Rt, Rd*	*Rd* ← *R[s] | R[t]*	0101	*0-15*	*0-15*	*0-15*
…					

Example encoding:

ADD R3, R6, R8

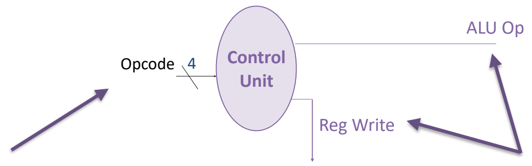
Opcode	Rs	Rt	Rd
0010	0011	0110	1000

Arithmetic Instructions: Instruction Decode, Register Access, ALU



The control unit

A large instantiation of a truth table that controls parts of the microarchitecture



Input: the opcode from the instructions

Output: many wires controlling decisions

You will implement the control unit on the **Arch** Assignment!

Memory Instructions

Instruction	Meaning	Op	Rs	Rt	Rd
LW *Rt, offset(Rs)*	*R[t]* ← *Mem[R[s] + offset]*	0000	*0-15*	*0-15*	*offset*
SW *Rt, offset(Rs)*	*Mem[R[s] + offset]* ← *R[t]*	0001	*0-15*	*0-15*	*offset*
…					

Example encoding:

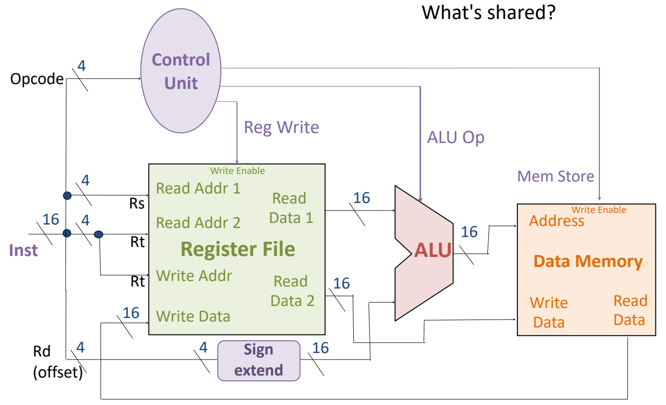
SW R6, -8(R3)

Opcode	Rs	Rt	Rd
0001	0011	0110	1000

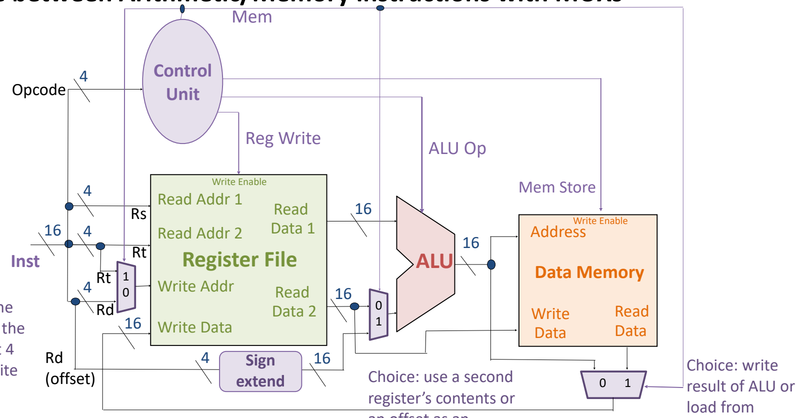
Memory Instructions:
Instruction Decode, Register/Memory Access, ALU

How can we support arithmetic **and** memory instructions?

What's shared?



Choose between Arithmetic/Memory instructions with MUXs



Choice: use the address from the middle or last 4 bits as the write address?

Choice: use a second register's contents or an offset as an argument to the ALU?

Choice: write result of ALU or load from memory?

Control-flow Instructions

16-bit Encoding

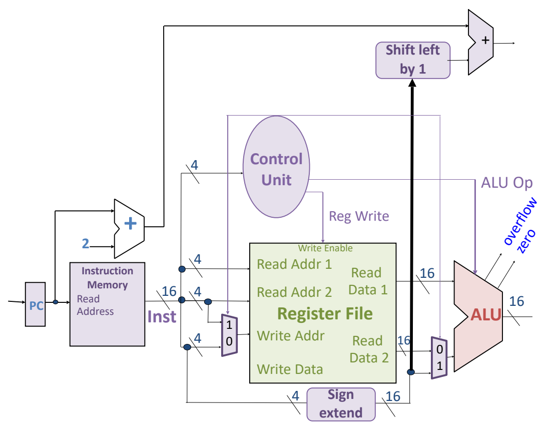
Instruction	Meaning	Op	Rs	Rt	Rd
BEQ *Rs, Rt, offset*	*If R[s] == R[t] then PC ← PC + 2 + offset*2*	0111	*0-15*	*0-15*	*offset*
...					

Example encoding:

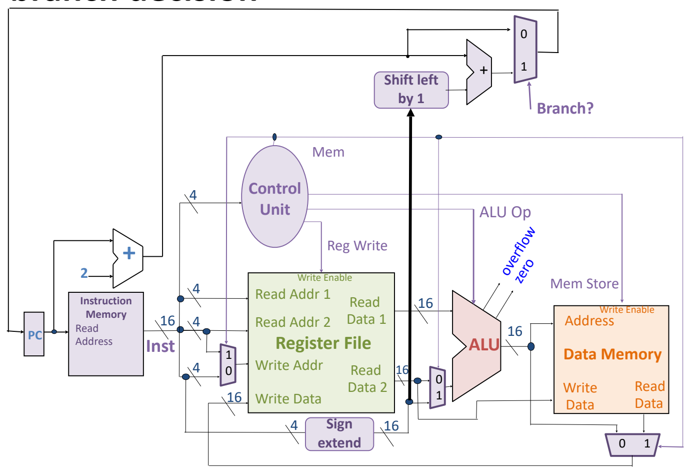
BEQ R1, R2, -2

Op	Rs	Rt	Rd
0111	0001	0010	1110

Compute branch target for BEQ



Make branch decision



What's missing from what we covered in lecture?

- Details of Control Unit
  - ALU op is **not** instruction opcode; some translation needed
  - `Reg Write` bit (for ADD, SUB, AND, OR, LW)
  - `Mem Store` bit (for SW)
  - `Mem` bit (arithmetic/memory MUX bit)
  - `Branch` bit (for BEQ)
- Implementation of JMP
- Implementation of HALT (basically stops the clock running the computer; we won't implement this)

See **Arch** Assignment!

HW ARCH not the only implementation

Single-cycle architecture

- Relatively simple, (barely!) fits on a slide (and in our heads).
- Every instruction takes one clock cycle each.
- Slowest instruction determines minimum clock cycle.
- Inefficient.

Could it be better?

- Performance, energy, debugging, security, reconfigurability, …
- Pipelining
- OoO: Out-of-order execution
- Caching
- … enormous, interesting design space of **Computer Architecture**

Conclusion of unit: Computational Building Blocks (HW)

Lectures
Digital Logic
Data as Bits
Integer Representation
Combinational Logic
Arithmetic Logic
Sequential Logic
A Simple Processor

Topics
Transistors, digital logic gates
Data representation with bits, bit-level computation
Number representations, arithmetic
Combinational and arithmetic logic
Sequential (stateful) logic
Computer processor architecture overview

Labs
1: Transistors to Gates
2: Data as Bits
3: Combinational Logic & Arithmetic
4: ALU & Sequential Logic
5: Processor Datapath (next week)

Assignments
Gates
Zero
Bits
Arch (out now!)

Mid-semester exam 1: HW
October 10