Single Cycle Processor Design

COE 233

Logic Design and Computer Organization

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Presentation Outline

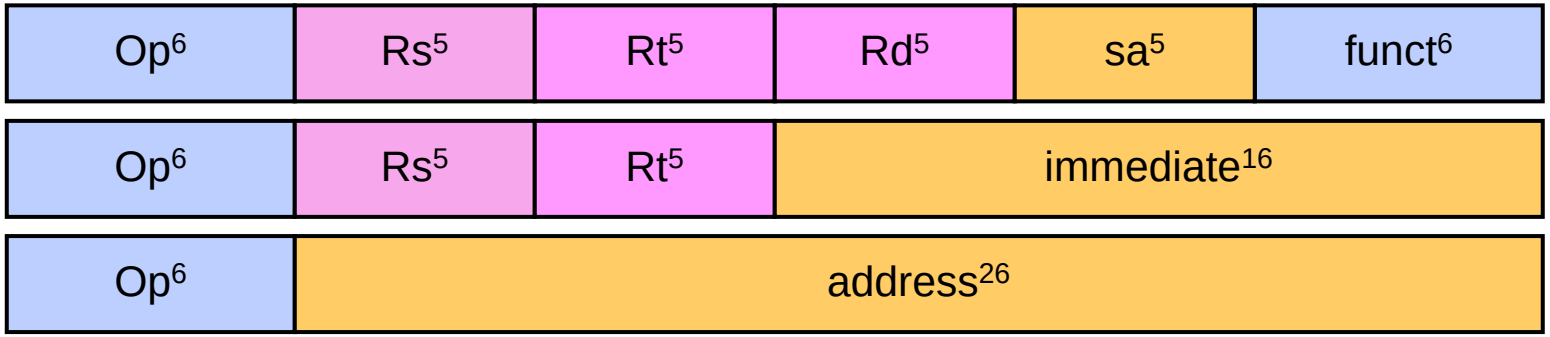
- **Designing a Processor: Step-by-Step**
- Datapath Components and Clocking
- Assembling an Adequate Datapath
- Controlling the Execution of Instructions
- Main, ALU, and PC Control

Designing a Processor: Step-by-Step

1. Analyze instruction set => datapath requirements
   - ✧ The meaning of each instruction is given by the register transfers
   - ✧ Datapath must include storage elements for ISA registers
   - ✧ Datapath must support each register transfer
2. Select datapath components and clocking methodology
3. Assemble datapath meeting the requirements
4. Analyze implementation of each instruction
   - ✧ Determine the setting of control signals for register transfer
5. Assemble the control logic

Review of MIPS Instruction Formats

- All instructions are 32-bit wide
- Three instruction formats: R-type, I-type, and J-type



- Op^6: 6-bit opcode of the instruction
- Rs^5, Rt^5, Rd^5: 5-bit source and destination register numbers
- sa^5: 5-bit shift amount used by shift instructions
- $funct^6$: 6-bit function field for R-type instructions
- $immediate^{16}$: 16-bit immediate constant or PC-relative offset
- $address^{26}$: 26-bit target address of the jump instruction

MIPS Subset of Instructions

- Only a subset of the MIPS instructions is considered
  - ALU instructions (R-type): **add, sub, and, or, xor, slt**
  - Immediate instructions (I-type): **addi, slti, andi, ori, xori**
  - Load and Store (I-type): **lw, sw**
  - Branch (I-type): **beq, bne**
  - Jump (J-type): **j**
- This subset does not include all the integer instructions
- But sufficient to illustrate design of datapath and control
- Concepts used to implement the MIPS subset are used to construct a broad spectrum of computers

Details of the MIPS Subset

Instruction		Meaning	Format					
add	rd, rs, rt	addition	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x20
sub	rd, rs, rt	subtraction	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x22
and	rd, rs, rt	bitwise and	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x24
or	rd, rs, rt	bitwise or	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x25
xor	rd, rs, rt	exclusive or	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x26
slt	rd, rs, rt	set on less than	$op^6 = 0$	rs^5	rt^5	rd^5	0	0x2a
addi	rt, rs, imm^{16}	add immediate	0x08	rs^5	rt^5	imm^{16}		
slti	rt, rs, imm^{16}	slt immediate	0x0a	rs^5	rt^5	imm^{16}		
andi	rt, rs, imm^{16}	and immediate	0x0c	rs^5	rt^5	imm^{16}		
ori	rt, rs, imm^{16}	or immediate	0x0d	rs^5	rt^5	imm^{16}		
xori	rt, imm^{16}	xor immediate	0x0e	rs^5	rt^5	imm^{16}		
lw	rt, imm^{16}(rs)	load word	0x23	rs^5	rt^5	imm^{16}		
sw	rt, imm^{16}(rs)	store word	0x2b	rs^5	rt^5	imm^{16}		
beq	rs, rt, $offset^{16}$	branch if equal	0x04	rs^5	rt^5	$offset^{16}$		
bne	rs, rt, $offset^{16}$	branch not equal	0x05	rs^5	rt^5	$offset^{16}$		
j	$address^{26}$	jump	0x02	$address^{26}$				

Instruction Fetch/Execute

- **R-type**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Reg(rt)
Execute operation:	ALU_result ← func(data1, data2)
Write ALU result:	Reg(rd) ← ALU_result
Next PC address:	PC ← PC + 4

- **I-type**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Extend(imm^{16})
Execute operation:	ALU_result ← op(data1, data2)
Write ALU result:	Reg(rt) ← ALU_result
Next PC address:	PC ← PC + 4

- **BEQ**

Fetch instruction:	Instruction ← MEM[PC]
Fetch operands:	data1 ← Reg(rs), data2 ← Reg(rt)
Equality:	zero ← subtract(data1, data2)
Branch:	if (zero) PC ← PC + 4 + 4×sign_ext($offset^{16}$)
	else PC ← PC + 4

Instruction Fetch/Execute – cont'd

- **LW**

Fetch instruction:	Instruction ← MEM[PC]
Fetch base register:	base ← Reg(rs)
Calculate address:	address ← base + sign_extend(imm^{16})
Read memory:	data ← MEM[address]
Write register Rt:	Reg(rt) ← data
Next PC address:	PC ← PC + 4

- **SW**

Fetch instruction:	Instruction ← MEM[PC]
Fetch registers:	base ← Reg(rs), data ← Reg(rt)
Calculate address:	address ← base + sign_extend(imm^{16})
Write memory:	MEM[address] ← data
Next PC address:	PC ← PC + 4

- **Jump**

Fetch instruction:	Instruction ← MEM[PC]
Target PC address:	target ← { PC[31:28] , $address^{26}$, 00 }
Jump:	PC ← target

concatenation

Requirements of the Instruction Set

- Memory
  - Instruction memory where instructions are stored
  - Data memory where data is stored
- Registers
  - 31 × 32-bit general purpose registers, R0 is always zero
  - Read source register Rs
  - Read source register Rt
  - Write destination register Rt or Rd
- Program counter PC register and Adder to increment PC
- Sign and Zero extender for immediate constant
- ALU for executing instructions

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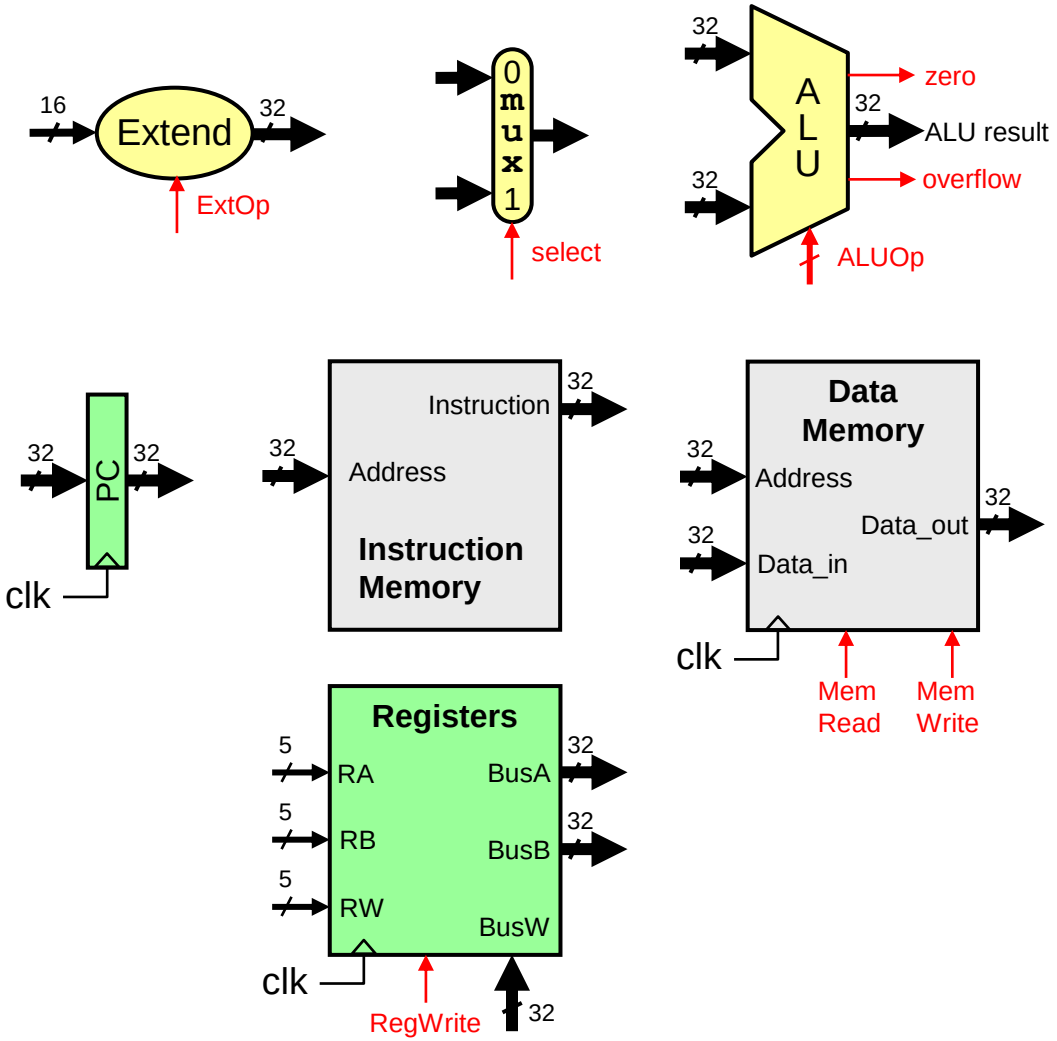
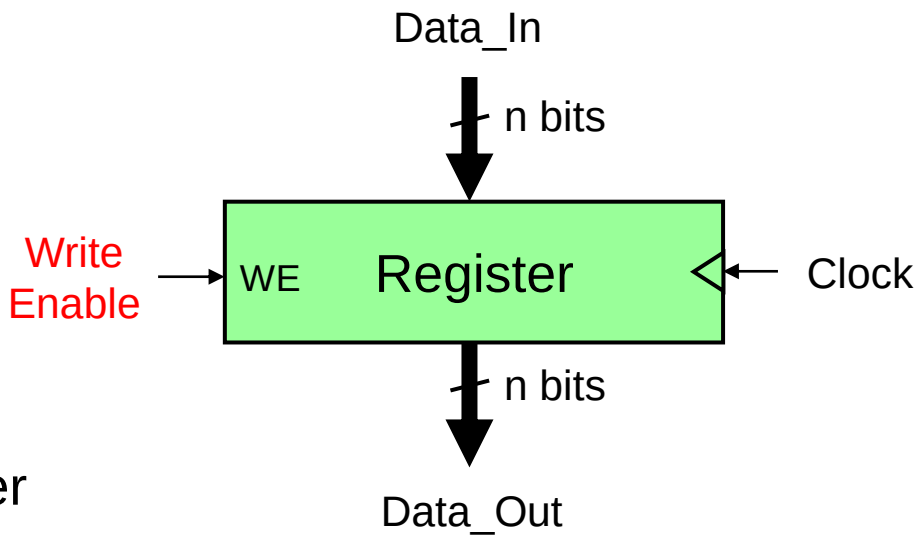
Components of the Datapath

- Combinational Elements
  - ALU, Adder
  - Immediate extender
  - Multiplexers
- Storage Elements
  - Instruction memory
  - Data memory
  - PC register
  - Register file
- Clocking methodology
  - Timing of writes



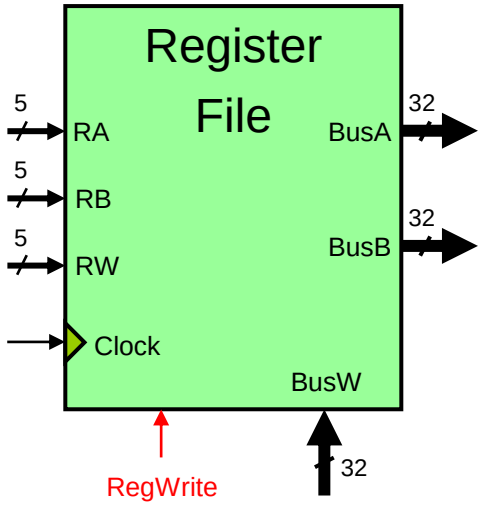
Register Element

- Register
  - Similar to the D-type Flip-Flop
- n-bit input and output
- Write Enable (WE):
  - Enable / disable writing of register
  - Negated (0): Data_Out will not change
  - Asserted (1): Data_Out will become Data_In after clock edge
- Edge triggered Clocking
  - Register output is modified at clock edge

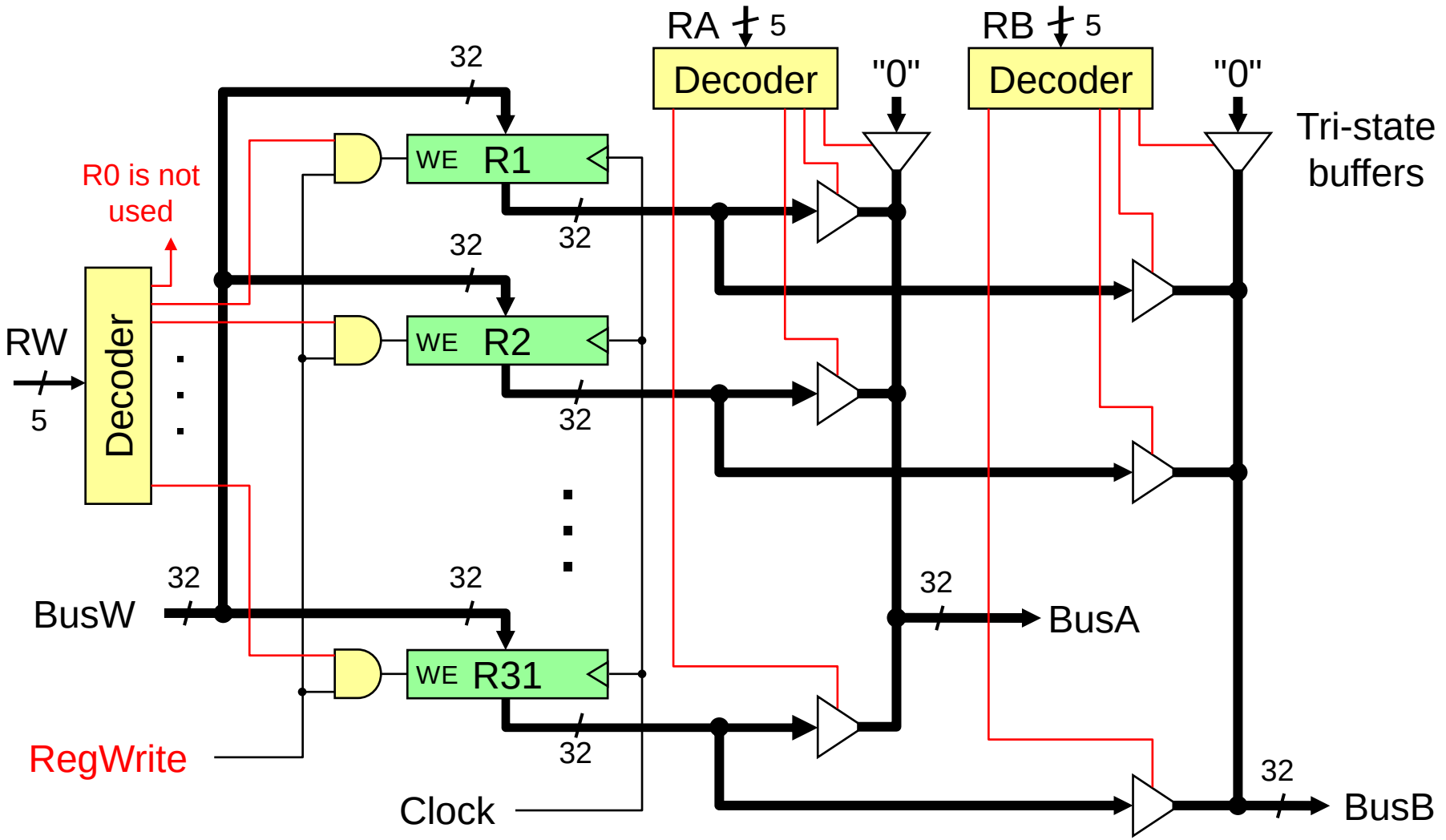


MIPS Register File

- Register File consists of 31 × 32-bit registers
  - BusA and BusB: 32-bit output busses for reading 2 registers
  - BusW: 32-bit input bus for writing a register when RegWrite is 1
  - Two registers read and one written in a cycle
- Registers are selected by:
  - RA selects register to be read on BusA
  - RB selects register to be read on BusB
  - RW selects the register to be written
- Clock input
  - The clock input is used ONLY during write operation
  - During read, register file behaves as a combinational logic block
    - RA or RB valid => BusA or BusB valid after access time



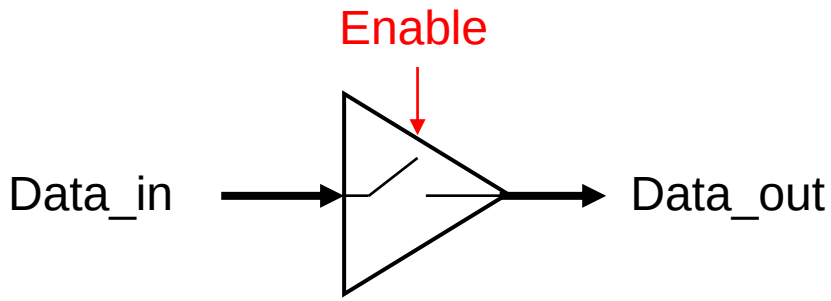
Details of the Register File



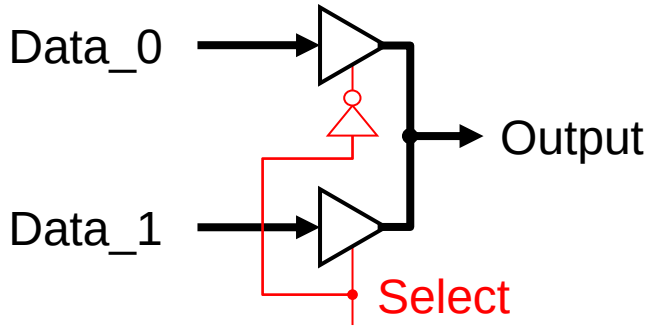
Tri-State Buffers

- Allow multiple sources to drive a single bus
- Two Inputs:
  - Data_in
  - Enable (to enable output)
- One Output: Data_out
  - If (Enable) Data_out = Data_in

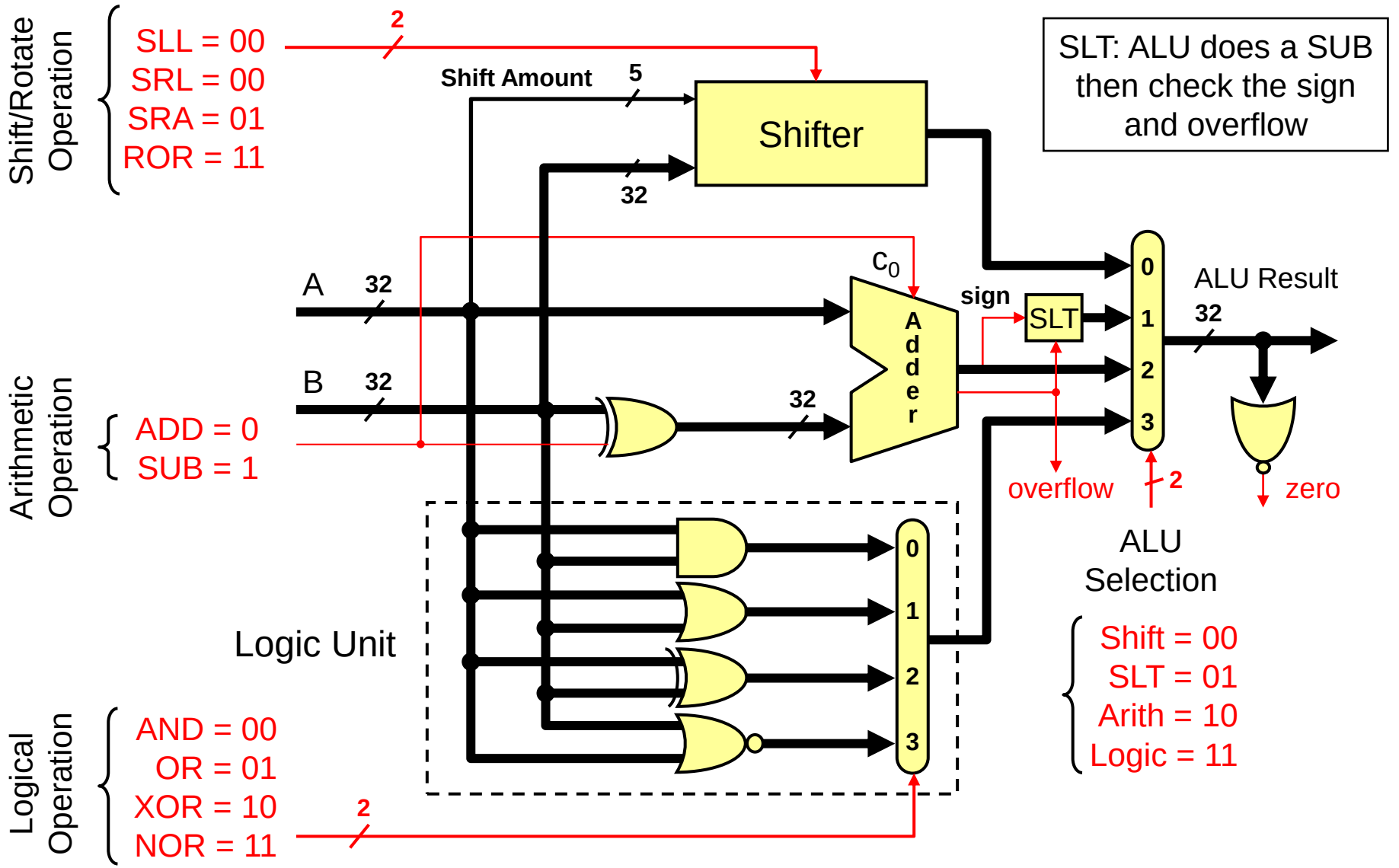
    else Data_out = High Impedance state (output is disconnected)



- Tri-state buffers can be used to build multiplexors

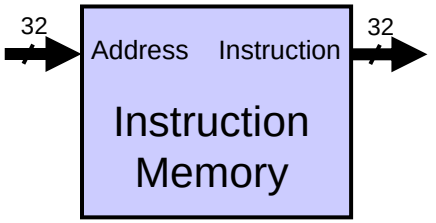


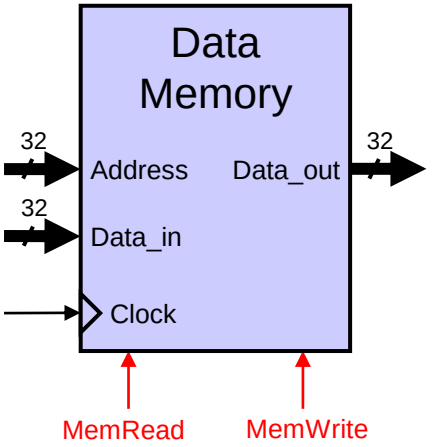
Building a Multifunction ALU



Instruction and Data Memories

- Instruction memory needs only provide read access
  - Because datapath does not write instructions
  - Behaves as combinational logic for read
  - Address selects Instruction after access time
- Data Memory is used for load and store
  - MemRead: enables output on Data_out
    - Address selects the word to put on Data_out
  - MemWrite: enables writing of Data_in
    - Address selects the memory word to be written
    - The Clock synchronizes the write operation
- Separate instruction and data memories
  - Later, we will replace them with caches





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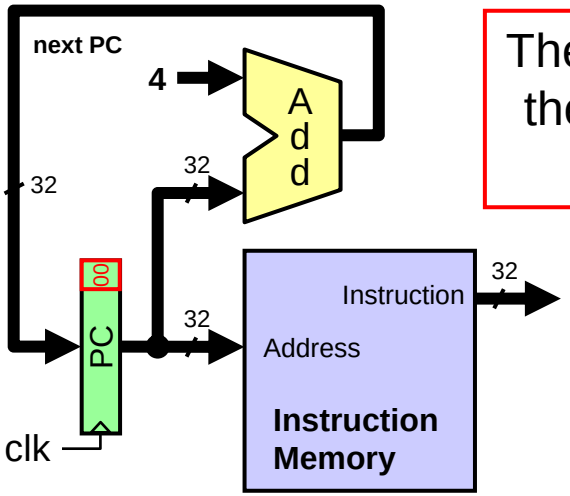
Instruction Fetching Datapath

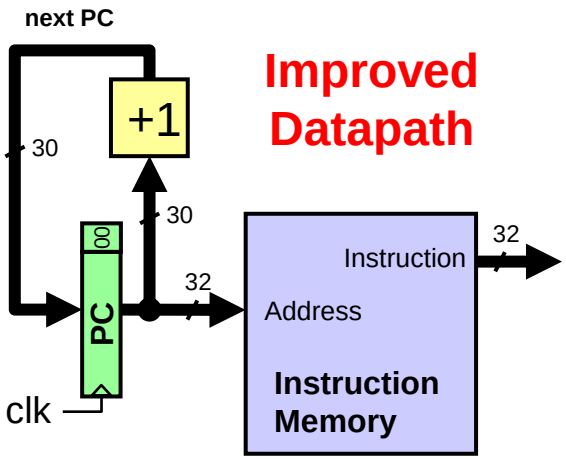
- We can now assemble the datapath from its components
- For instruction fetching, we need …
  - Program Counter (PC) register
  - Instruction Memory
  - Adder for incrementing PC



The least significant 2 bits of the PC are ‘00’ since PC is a multiple of 4

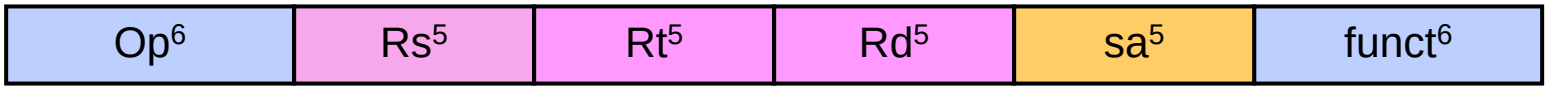
Datapath does not handle branch or jump instructions

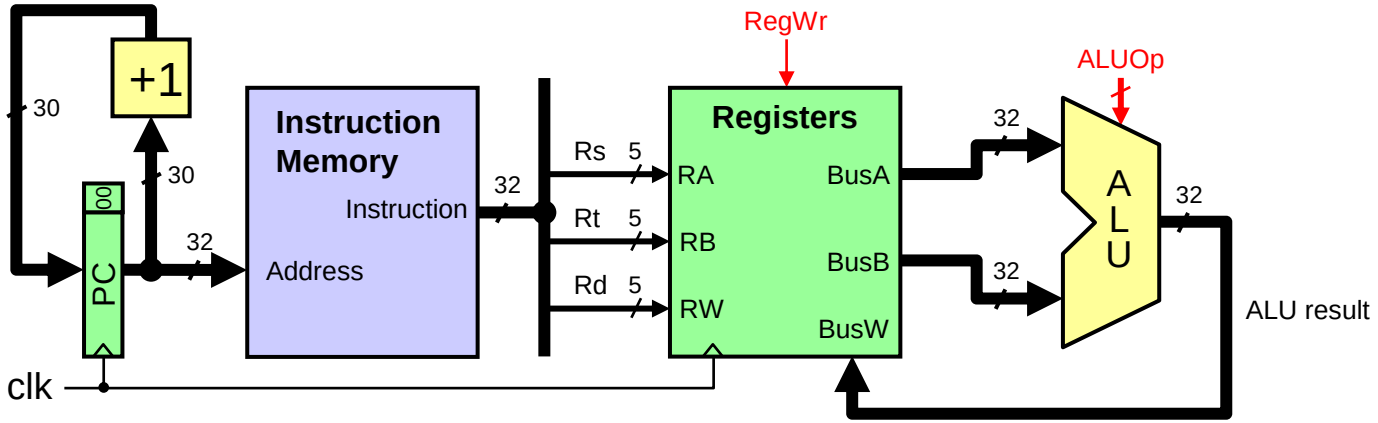
Improved datapath increments upper 30 bits of PC by 1



Improved Datapath

Datapath for R-type Instructions





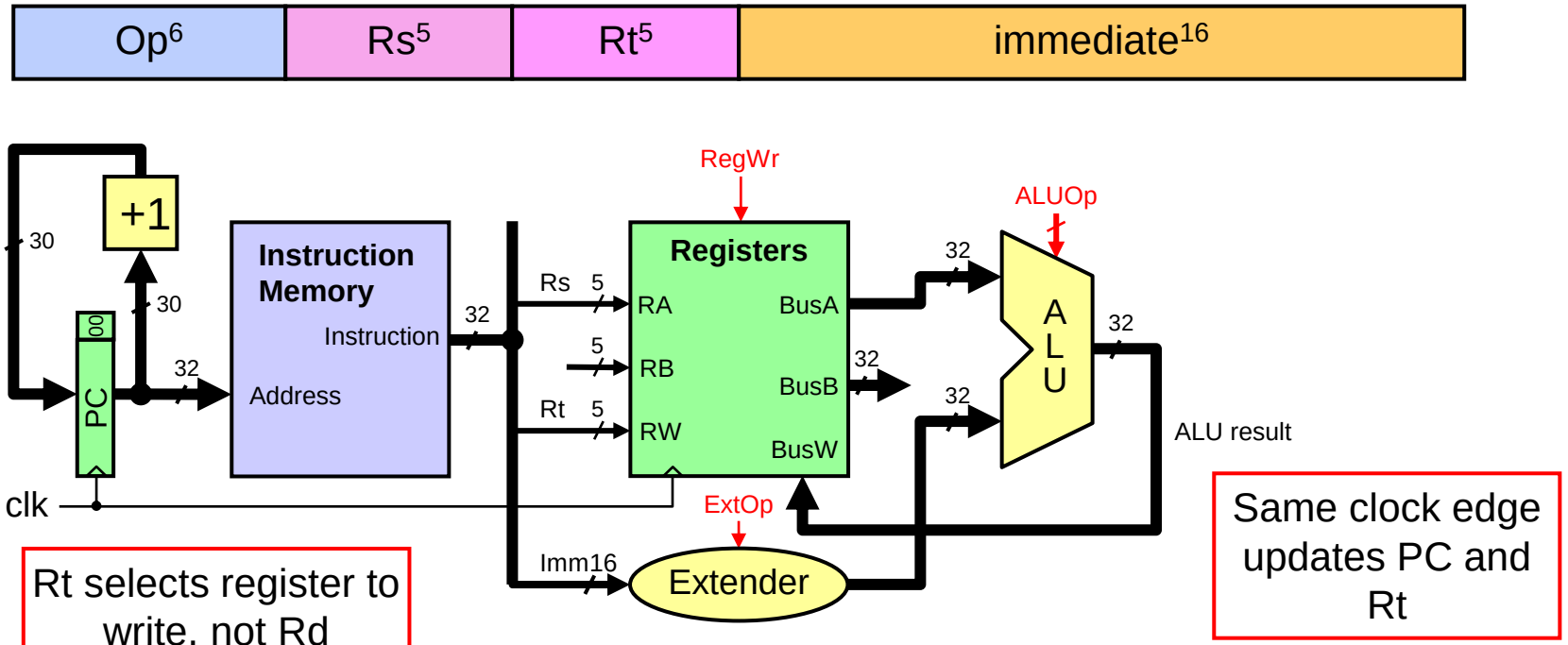
Rs and Rt fields select two registers to read. Rd field selects register to write

BusA & BusB provide data input to ALU. ALU result is connected to BusW

Same clock updates PC and Rd register

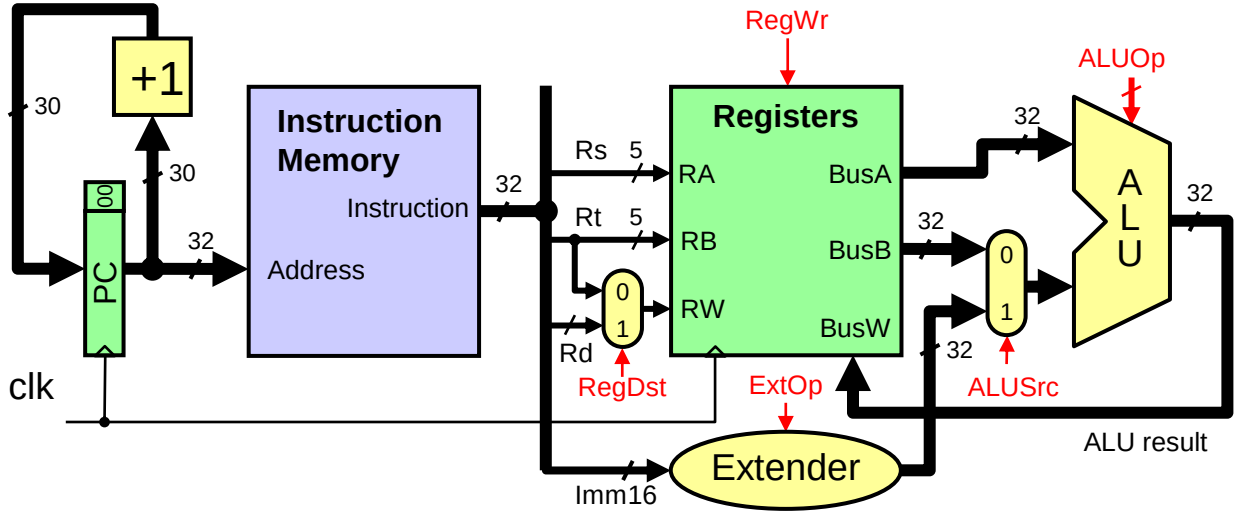
- Control signals
  - ALUOp is the ALU operation as defined in the funct field for R-type
  - RegWr is used to enable the writing of the ALU result

Datapath for I-type ALU Instructions



- Control signals
  - ALUOp is derived from the Op field for I-type instructions
  - RegWr is used to enable the writing of the ALU result
  - ExtOp is used to control the extension of the 16-bit immediate

Combining R-type & I-type Datapaths

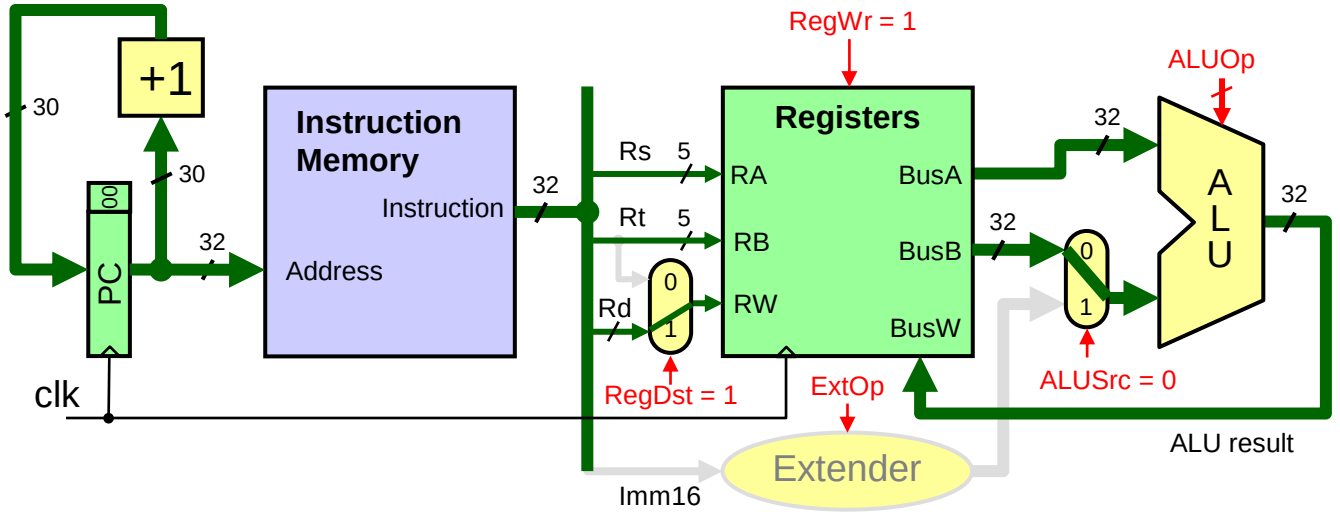


A mux selects RW as either Rt or Rd

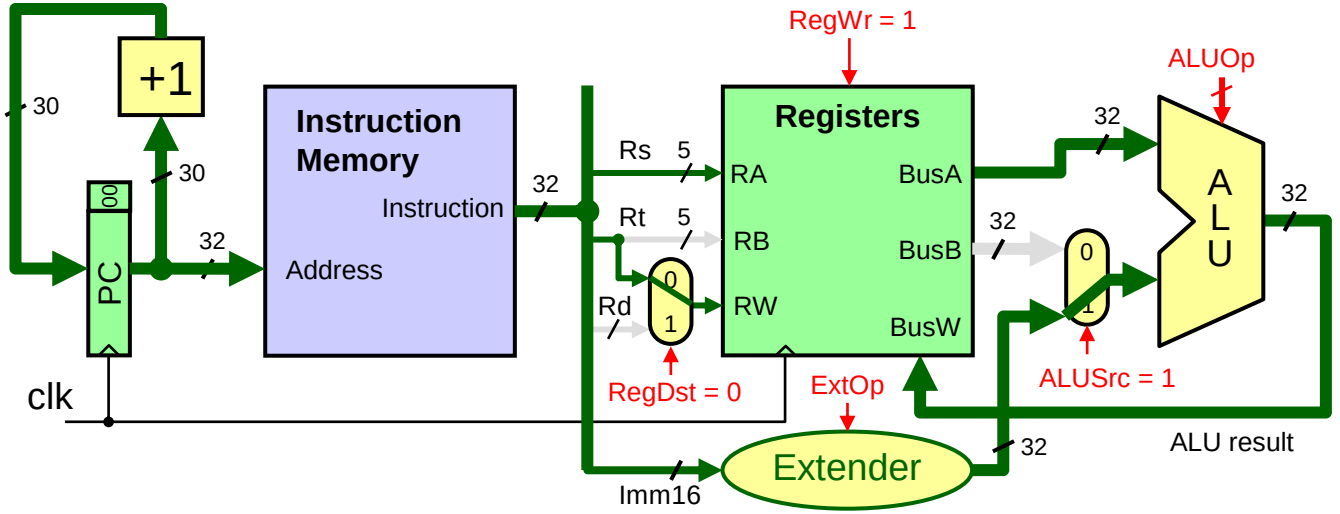
Another mux selects 2nd ALU input as either data on BusB or the extended immediate

- Control signals
  - ALUOp is derived from either the Op or the funct field
  - RegWr enables the writing of the ALU result
  - ExtOp controls the extension of the 16-bit immediate
  - RegDst selects the register destination as either Rt or Rd
  - ALUSrc selects the 2nd ALU source as BusB or extended immediate

Controlling ALU Instructions



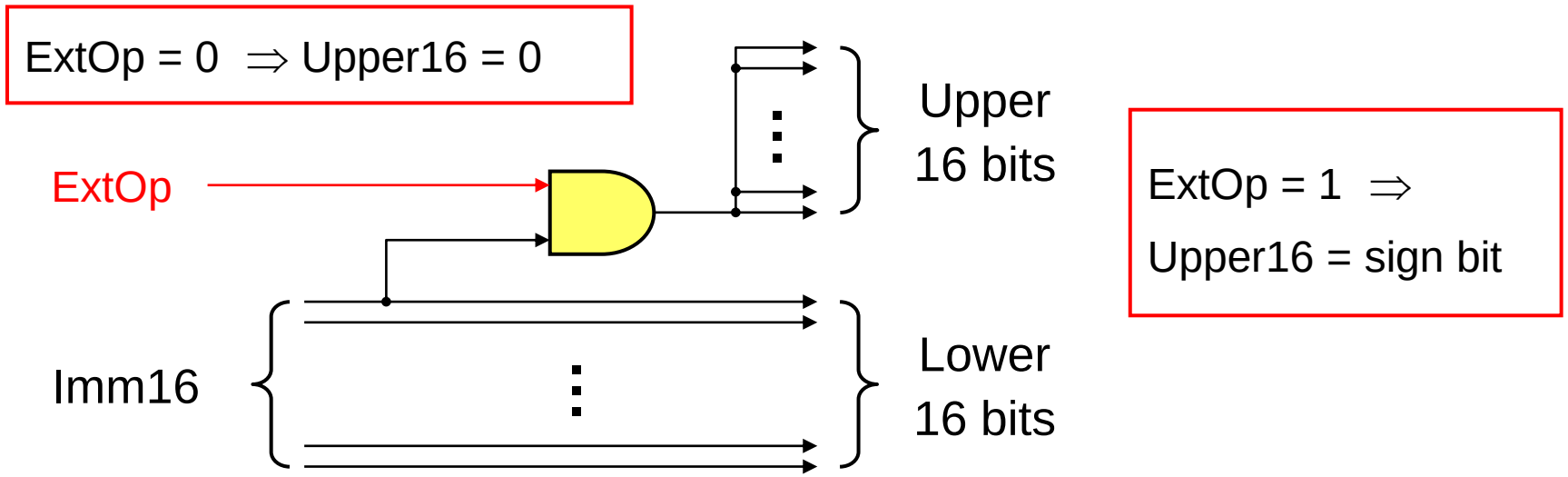
For R-type ALU instructions, RegDst is '1' to select Rd on RW and ALUSrc is '0' to select BusB as second ALU input. The active part of datapath is shown in **green**



For I-type ALU instructions, RegDst is '0' to select Rt on RW and ALUSrc is '1' to select Extended immediate as second ALU input. The active part of datapath is shown in **green**

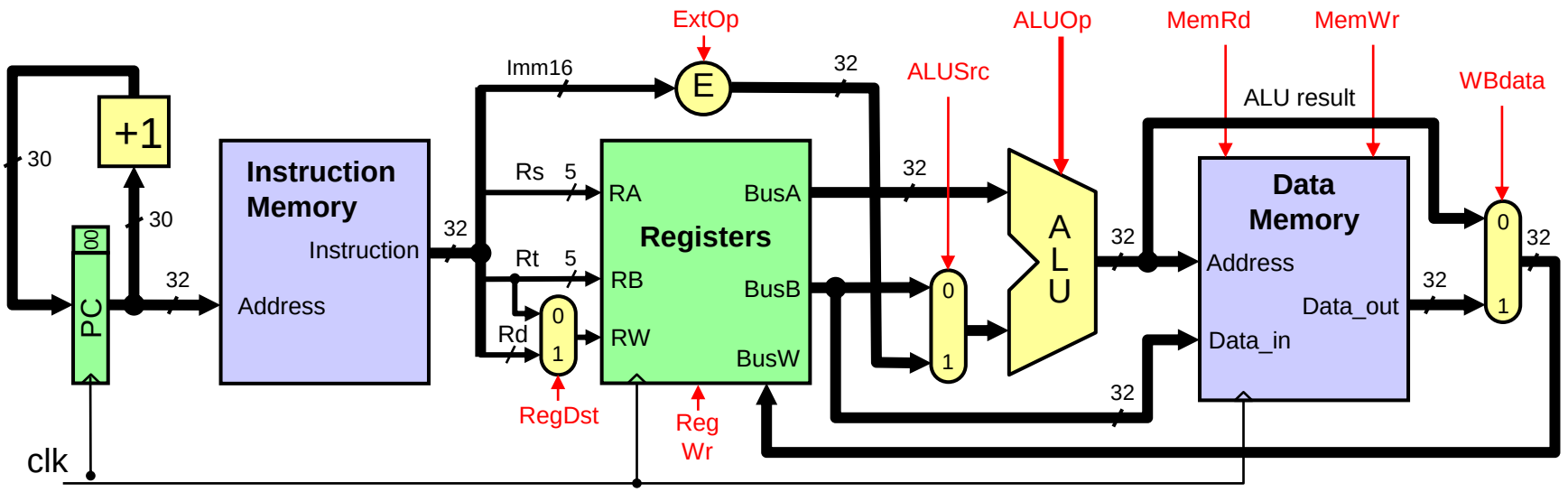
Details of the Extender

- Two types of extensions
  - Zero-extension for unsigned constants
  - Sign-extension for signed constants
- Control signal ExtOp indicates type of extension
- Extender Implementation: wiring and one AND gate



Adding Data Memory to Datapath

- A data memory is added for load and store instructions



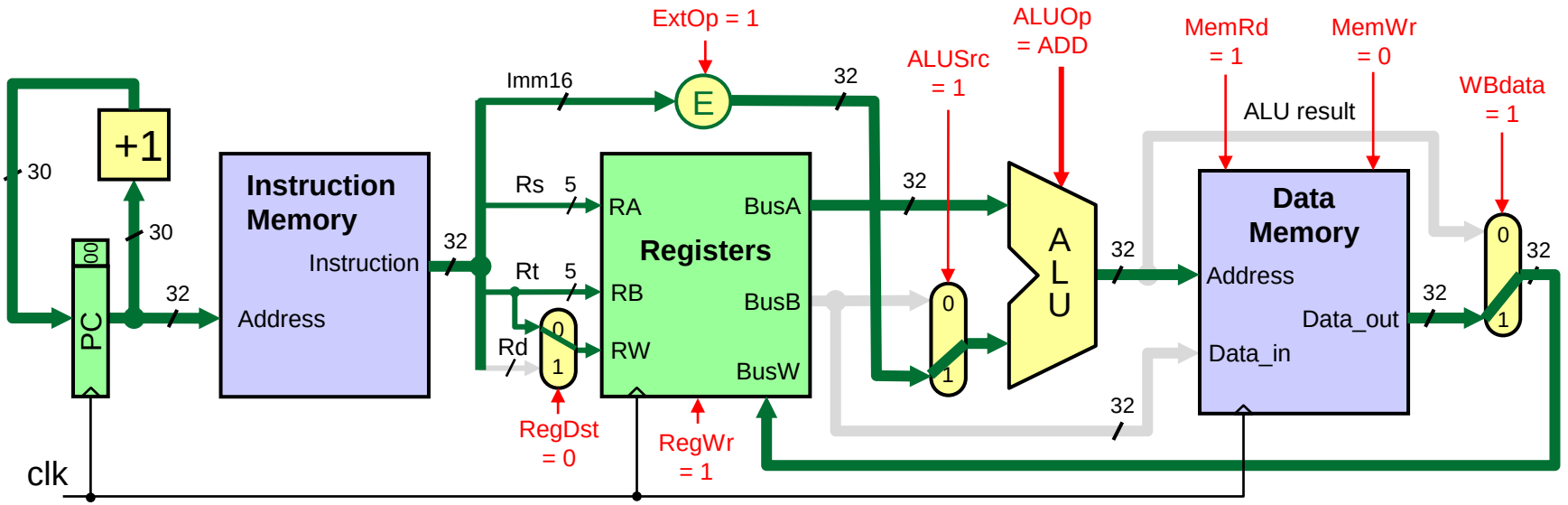
ALU calculates data memory address

A 3rd mux selects data on BusW as either ALU result or memory data_out

- Additional Control signals
  - MemRd for load instructions
  - MemWr for store instructions
  - WBdata selects data on BusW as ALU result or Memory Data_out

BusB is connected to Data_in of Data Memory for store instructions

Controlling the Execution of Load



RegDst = '0' selects Rt as destination register

RegWr = '1' to enable writing of register file

ExtOp = 1 to sign-extend Immmediate16 to 32 bits

ALUSrc = '1' selects extended immediate as second ALU input

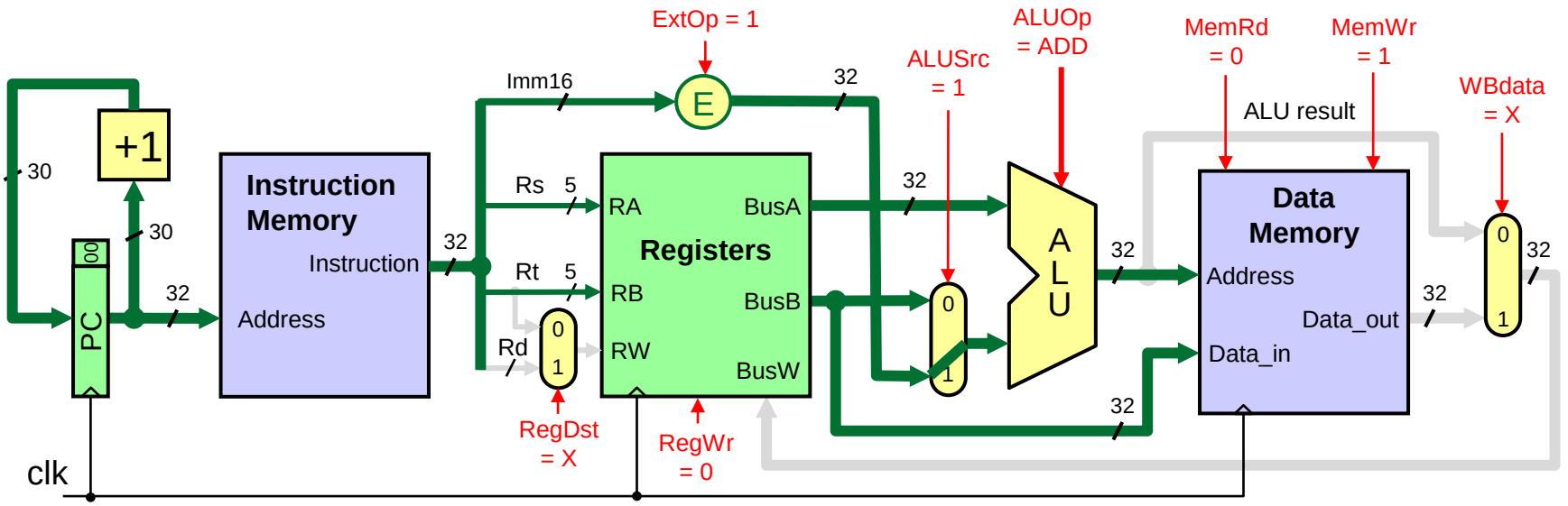
ALUOp = 'ADD' to calculate data memory address as Reg(Rs) + sign-extend(Imm16)

MemRd = '1' to read data memory

WBdata = '1' places the data read from memory on BusW

Clock edge updates PC and Register Rt

Controlling the Execution of Store



RegDst = ‘X’ because no register is written

RegWr = ‘0’ to disable writing of register file

ExtOp = 1 to sign-extend Immmediate16 to 32 bits

ALUSrc = ‘1’ selects extended immediate as second ALU input

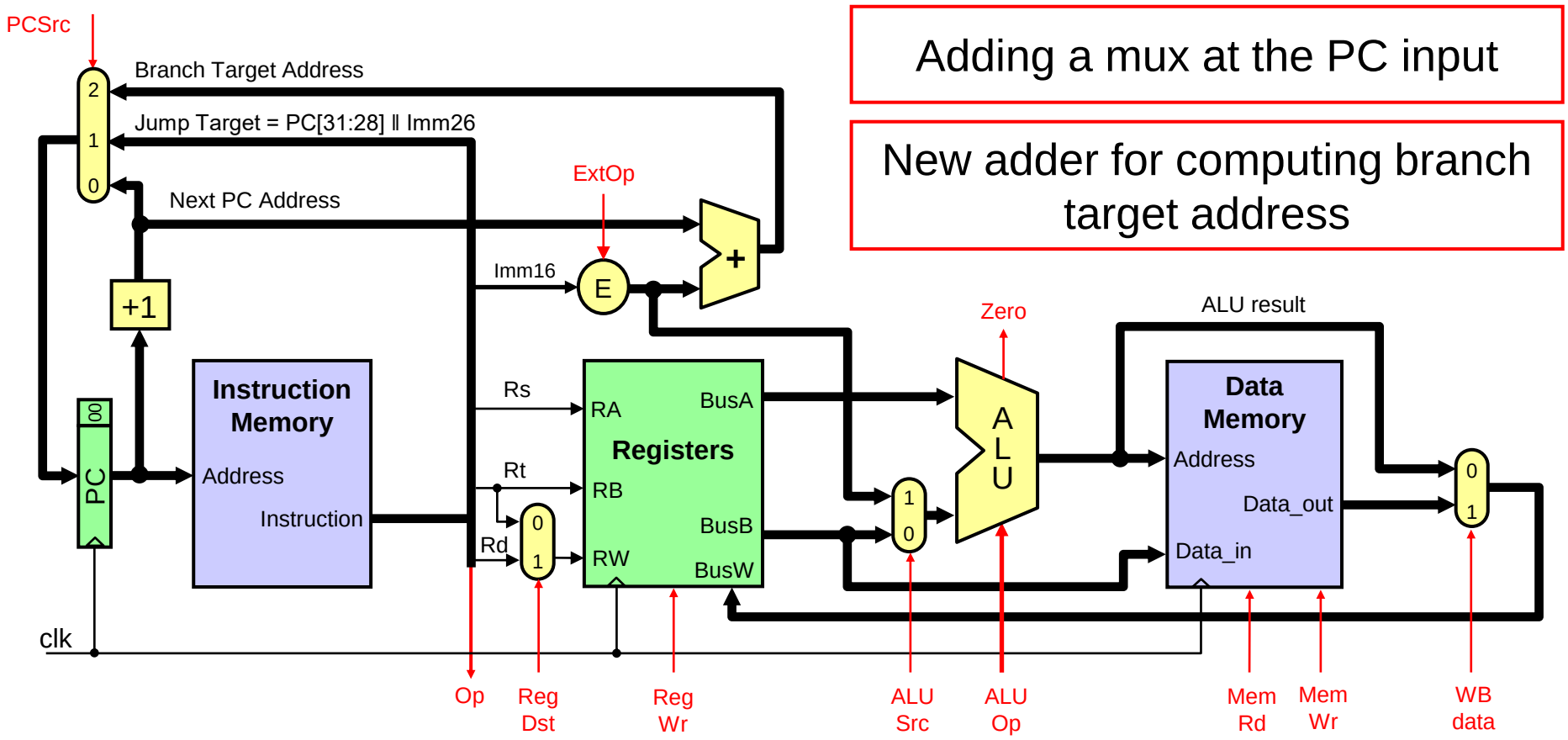
ALUOp = ‘ADD’ to calculate data memory address as Reg(Rs) + sign-extend(Imm16)

MemWr = ‘1’ to write data memory

WBdata = ‘X’ because don’t care what data is put on BusW

Clock edge updates PC and Data Memory

Adding Jump and Branch to Datapath

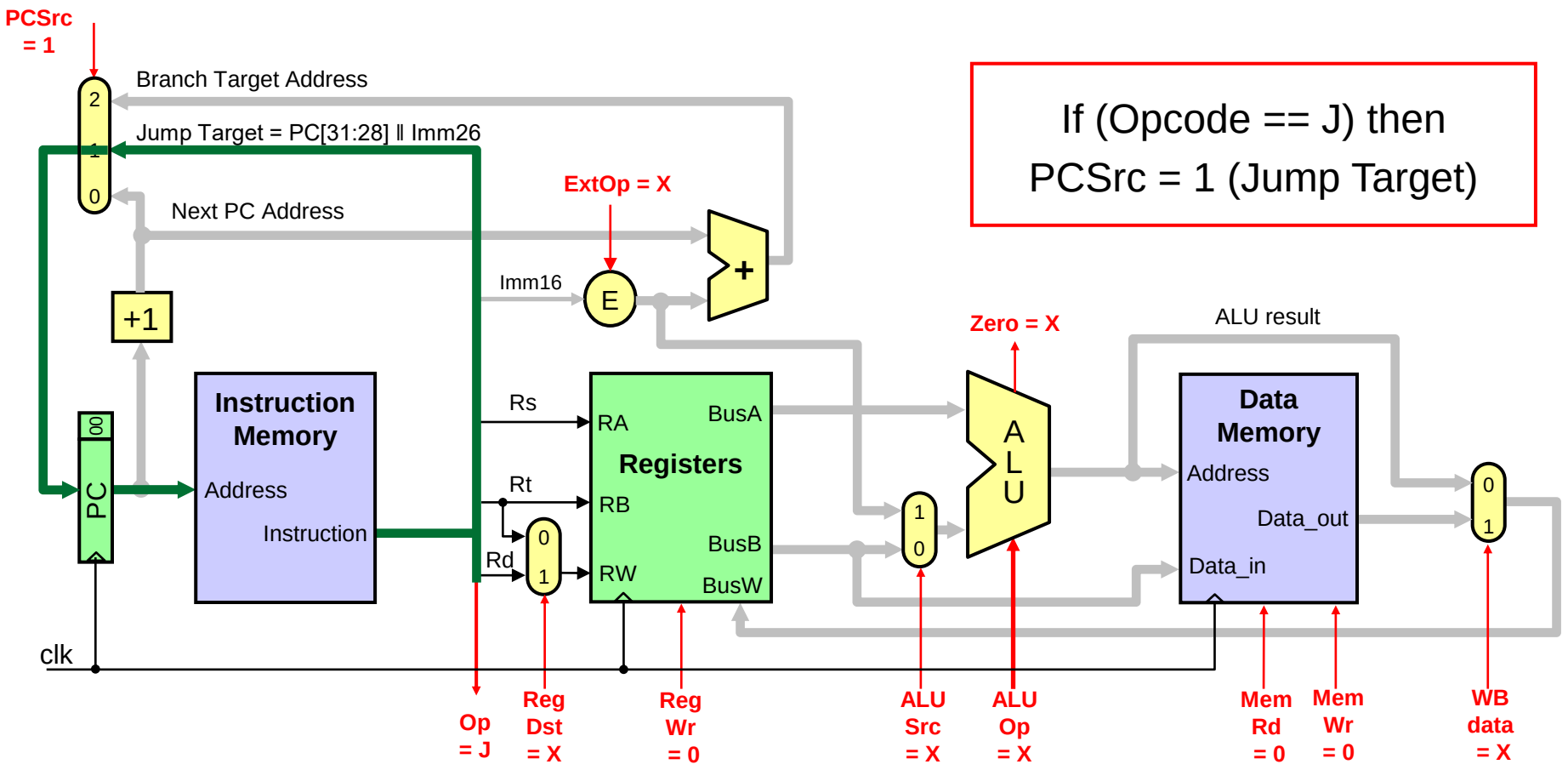


Adding a mux at the PC input

New adder for computing branch target address

- Additional Control Signals
  - PCSrc for PC control: **1** for a jump and **2** for a taken branch
  - Zero flag for branch control: whether branch is taken or not

Controlling the Execution of a Jump

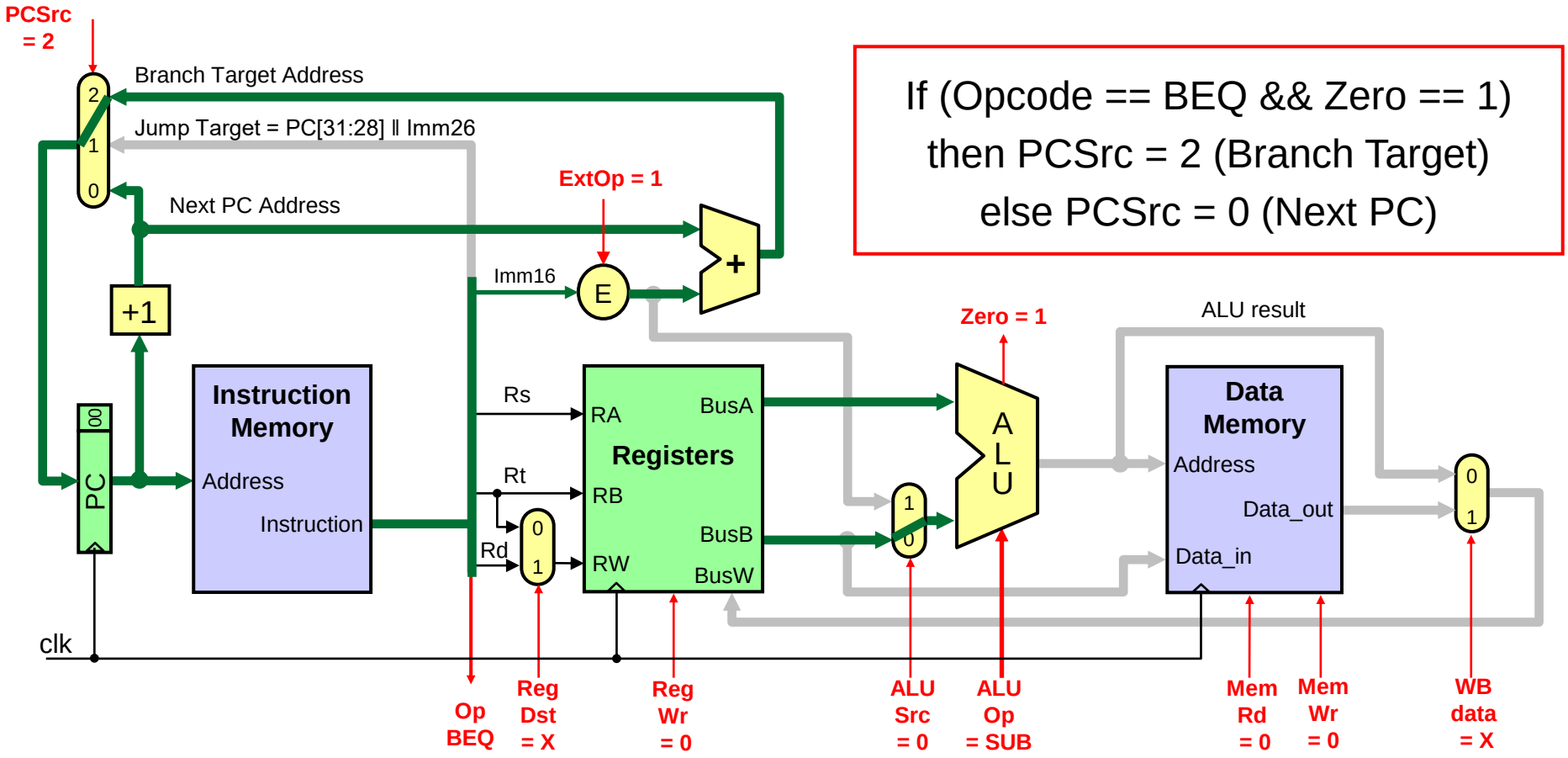


If (Opcode == J) then
PCSrc = 1 (Jump Target)

MemRd = MemWr = RegWr = 0, Don't care about other control signals

Clock edge updates PC register only

Controlling the Execution of a Branch



If (Opcode == BEQ && Zero == 1)
then PCSrc = 2 (Branch Target)
else PCSrc = 0 (Next PC)

ALUSrc = 0, ALUOp = SUB, ExtOp = 1, MemRd = MemWr = RegWr = 0

Clock edge updates PC register only

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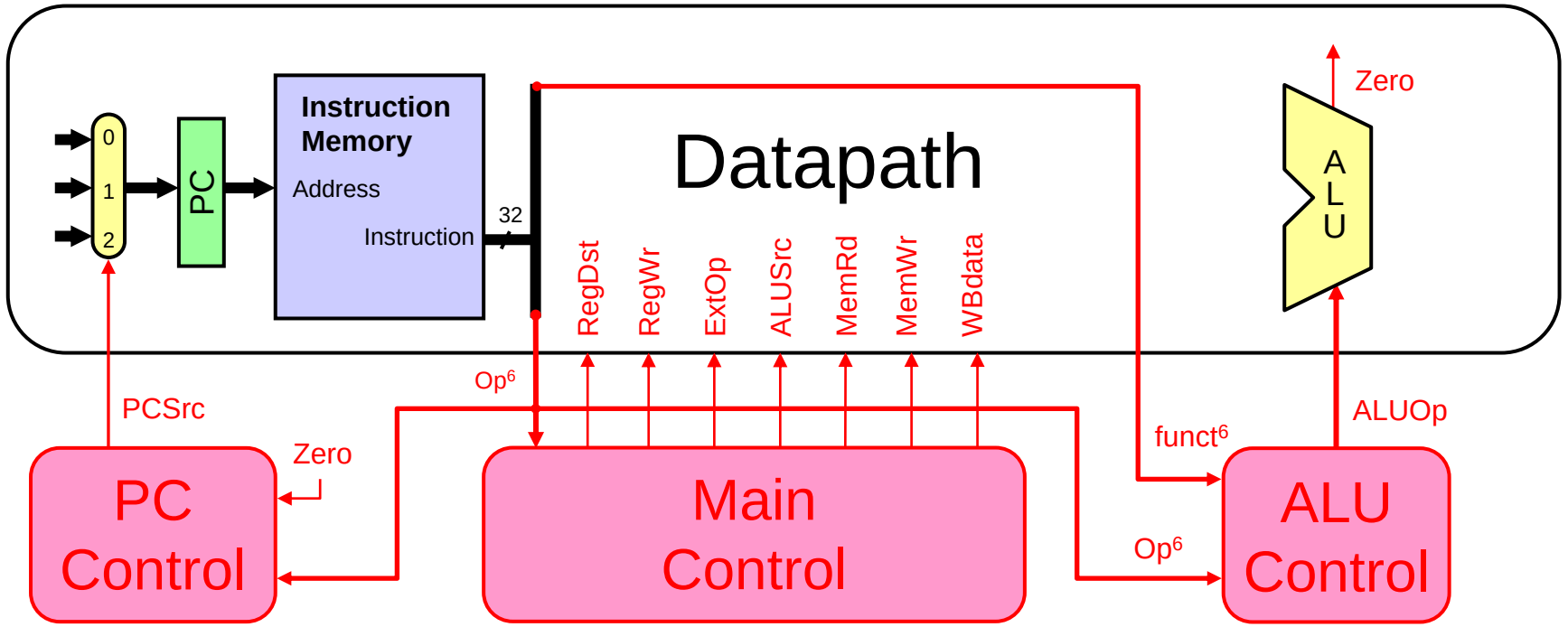
Main, ALU, and PC Control



PC Control Input
- 6-bit opcode
- ALU zero flag

PC Control Output
- PCSrc signal

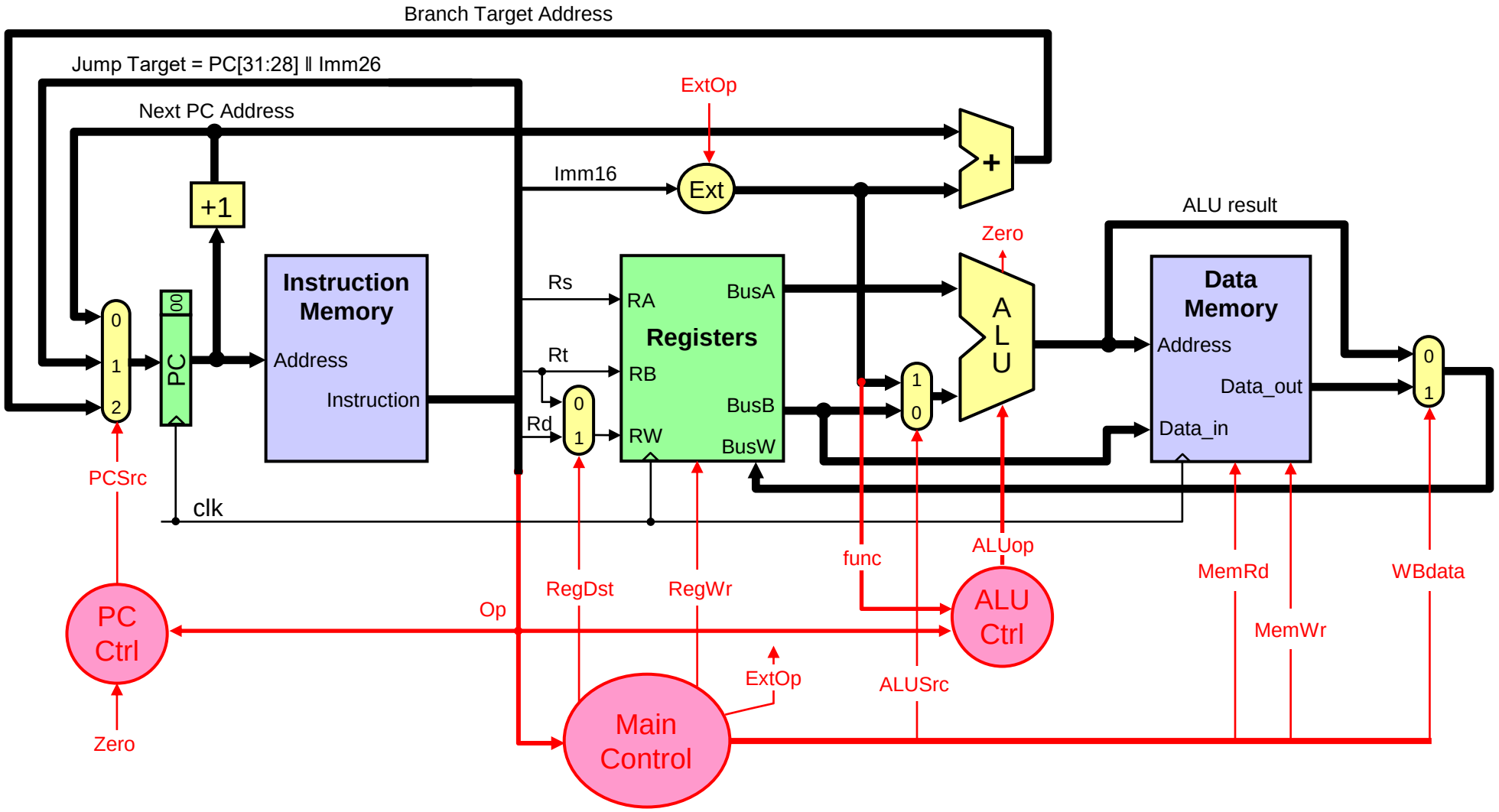
Main Control Input
- 6-bit opcode field

Main Control Output
- Main control signals

ALU Control Input
- 6-bit opcode field
- 6-bit function field

ALU Control Output
- ALUOp signal for ALU

Single-Cycle Datapath + Control



Main Control Signals

Signal	Effect when '0'	Effect when '1'
RegDst	Destination register = Rt	Destination register = Rd
RegWr	No register is written	Destination register (Rt or Rd) is written with the data on BusW
ExtOp	16-bit immediate is zero-extended	16-bit immediate is sign-extended
ALUSrc	Second ALU operand is the value of register Rt that appears on BusB	Second ALU operand is the value of the extended 16-bit immediate
MemRd	Data memory is NOT read	Data memory is read Data_out ← Memory[address]
MemWr	Data Memory is NOT written	Data memory is written Memory[address] ← Data_in
WBdata	BusW = ALU result	BusW = Data_out from Memory

Main Control Truth Table

Op	RegDst	RegWr	ExtOp	ALUSrc	MemRd	MemWr	WBdata
R-type	1 = Rd	1	X	0 = BusB	0	0	0 = ALU
ADDI	0 = Rt	1	1 = sign	1 = Imm	0	0	0 = ALU
SLTI	0 = Rt	1	1 = sign	1 = Imm	0	0	0 = ALU
ANDI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
ORI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
XORI	0 = Rt	1	0 = zero	1 = Imm	0	0	0 = ALU
LW	0 = Rt	1	1 = sign	1 = Imm	1	0	1 = Mem
SW	X	0	1 = sign	1 = Imm	0	1	X
BEQ	X	0	1 = sign	0 = BusB	0	0	X
BNE	X	0	1 = sign	0 = BusB	0	0	X
J	X	0	X	X	0	0	X

X is a don't care (can be 0 or 1), used to minimize logic

Logic Equations for Main Control Signals

$$RegDst = R\text{-}type$$

$$RegWrite = \overline{(SW + BEQ + BNE + J)}$$

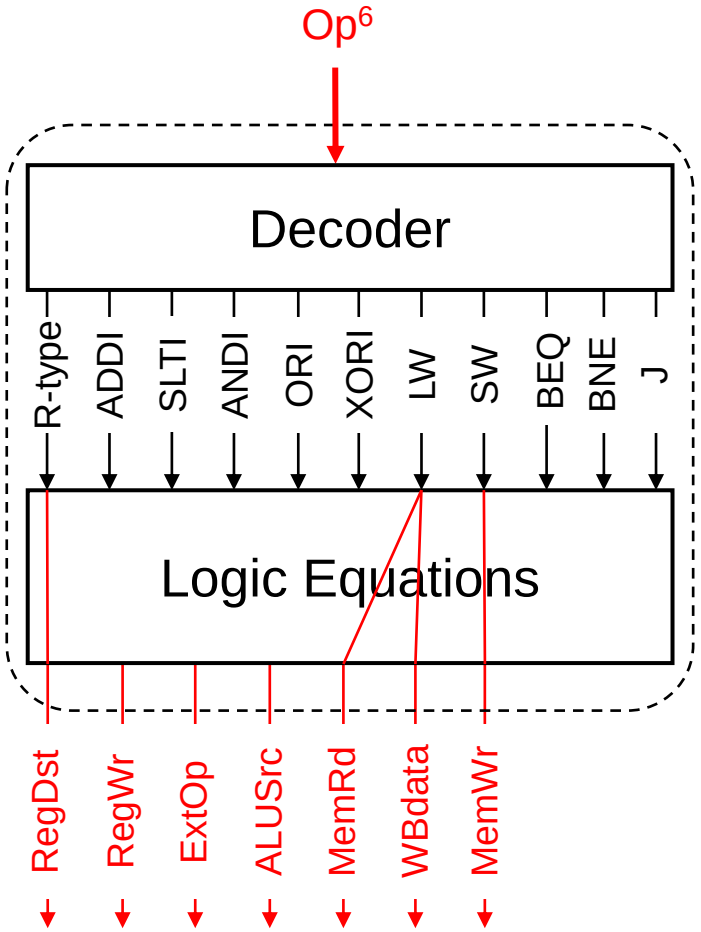
$$ExtOp = \overline{(ANDI + ORI + XORI)}$$

$$ALUSrc = \overline{(R\text{-}type + BEQ + BNE)}$$

$$MemRd = LW$$

$$MemWr = SW$$

$$WBdata = LW$$



ALU Control Truth Table

Op	funct	ALUOp	4-bit Code
R-type	AND	**AND**	**11 00**
R-type	OR	**OR**	**11 01**
R-type	XOR	**XOR**	**11 10**
R-type	ADD	**ADD**	**10 00**
R-type	SUB	**SUB**	**10 10**
R-type	SLT	**SLT**	**01 10**
ADDI	X	**ADD**	**10 00**
SLTI	X	**SLT**	**01 10**
ANDI	X	**AND**	**11 00**
ORI	X	**OR**	**11 01**
XORI	X	**XOR**	**11 10**
LW	X	**ADD**	**10 00**
SW	X	**ADD**	**10 00**
BEQ	X	**SUB**	**10 10**
BNE	X	**SUB**	**10 10**
J	X	**X**	**X**

The 4-bit codes define the binary ALU operations.

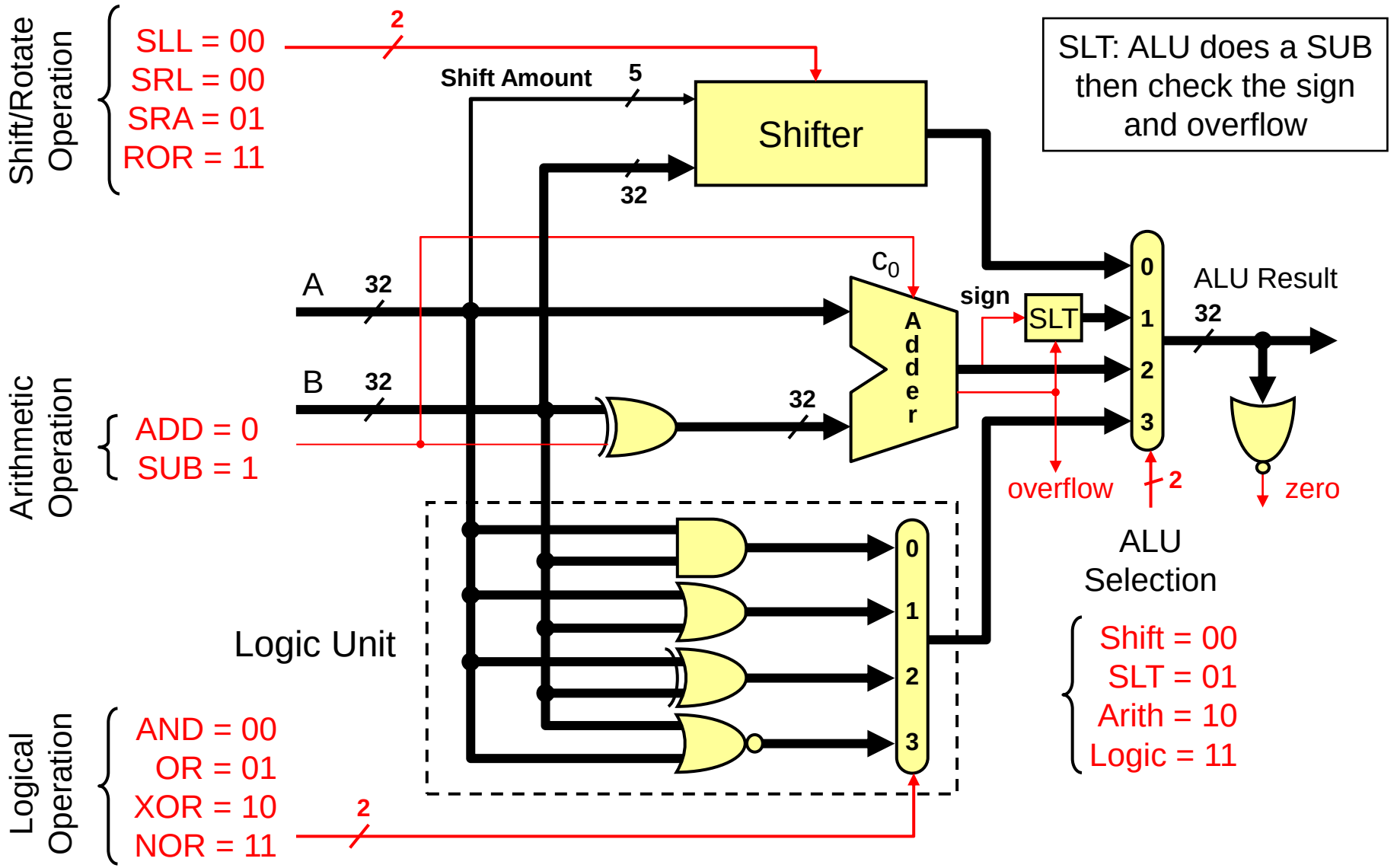
The 4-bit codes match the ALU implementation.

Upper 2 bits = ALU selection

Lower 2 bits = Logic or Arith op.

The 4-bit codes can be derived easily from the opcode and function code.

Multifunction ALU



PC Control Truth Table

Op	Zero flag	PCSrc
R-type	X	0 = Increment PC
J	X	1 = Jump Target Address
BEQ	0	0 = Increment PC
BEQ	1	2 = Branch Target Address
BNE	0	2 = Branch Target Address
BNE	1	0 = Increment PC
Other than Jump or Branch	X	0 = Increment PC

The ALU Zero flag is used by BEQ and BNE instructions

PC Control Logic

- The PC control logic can be described as follows:

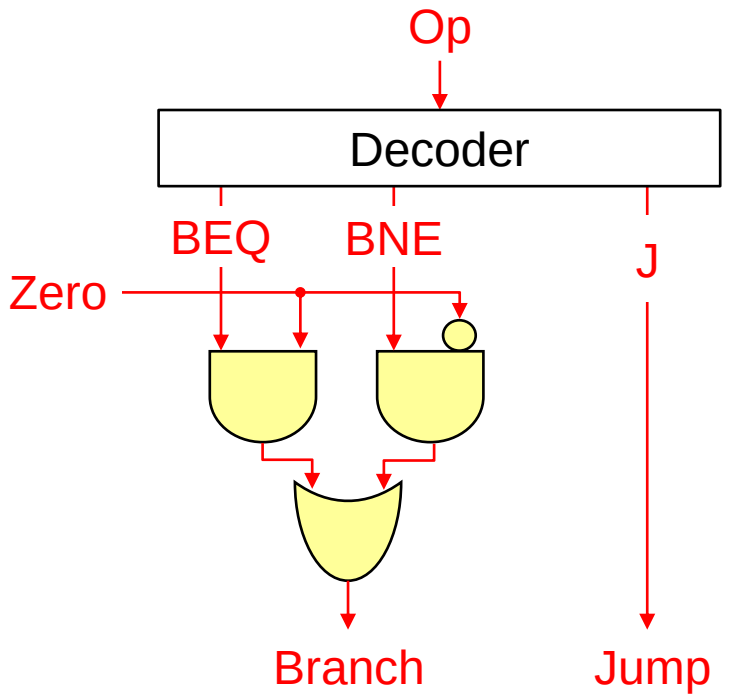
```
if (Op == J) PCSrc = 1;
else if ((Op == BEQ && Zero == 1) ||
         (Op == BNE && Zero == 0)) PCSrc = 2;
else PCSrc = 0;
```

$$Branch = (BEQ \cdot Zero) + (BNE \cdot \overline{Zero})$$

Branch = 1, Jump = 0 ➔ PCSrc = 2

Branch = 0, Jump = 1 ➔ PCSrc = 1

Branch = 0, Jump = 0 ➔ PCSrc = 0



Summary

- 5 steps to design a processor
  - Analyze instruction set => datapath requirements
  - Select datapath components & establish clocking methodology
  - Assemble datapath meeting the requirements
  - Analyze implementation of each instruction to determine control signals
  - Assemble the control logic
- MIPS makes Control easier
  - Instructions are of the same size
  - Source registers always in the same place
  - Immediate constants are of same size and same location
  - Operations are always on registers/immediates