Processor

Anne Bracy

CS 3410

Computer Science

Cornell University

The slides are the product of many rounds of teaching CS 3410 by Professors Weatherspoon, Bala, Bracy, and Sirer.

See P&H Chapter: 2.16-2.20, 4.1-4.4, Appendix B

Goal for Today

Understanding the basics of a processor

We now have the technology to build a CPU!

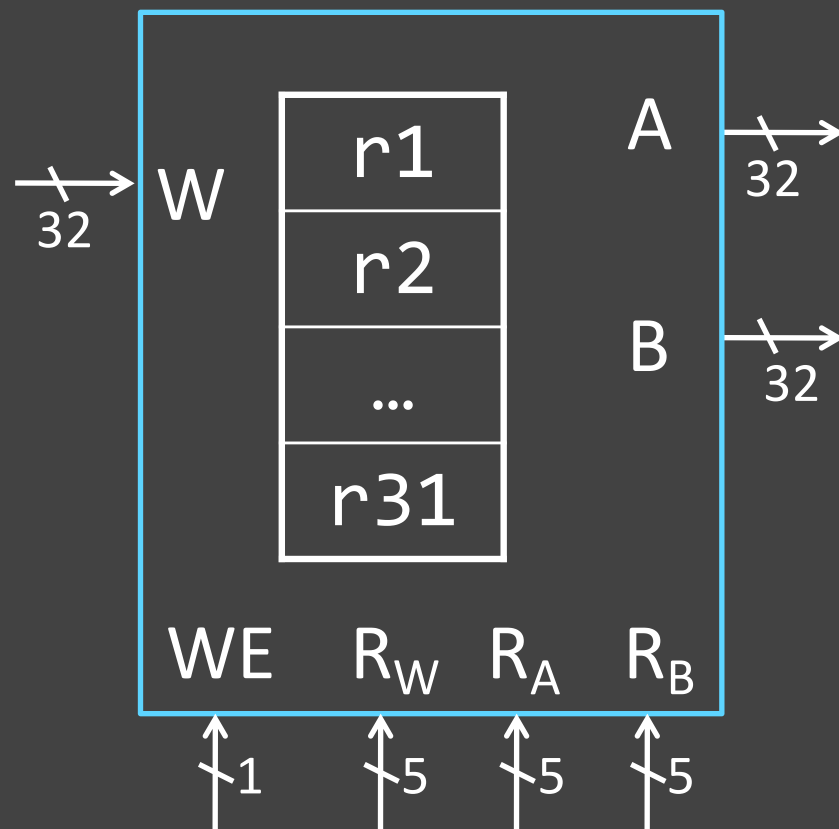
Putting it all together:

- Arithmetic Logic Unit (ALU)—Lab0 & 1, Lecture 2 & 3
- Register File—Lecture 4 and 5
- Memory—Lecture 5
  - SRAM: cache
  - DRAM: main memory
- MIPS Instructions & how they are executed

MIPS Register file

MIPS register file

- 32 x 32-bit registers
- r0 wired to zero
- Write port indexed via R_W
  - on falling edge when WE=1
- Read ports indexed via R_A, R_B



Registers

- Numbered from 0 to 31.
- Can be referred by number: $0, $1, $2, … $31
- Convention, each register also has a name:
  - $16 - $23 → $s0 - $s7, $8 - $15 → $t0 - $t7

[P&H p105]

iClicker Question

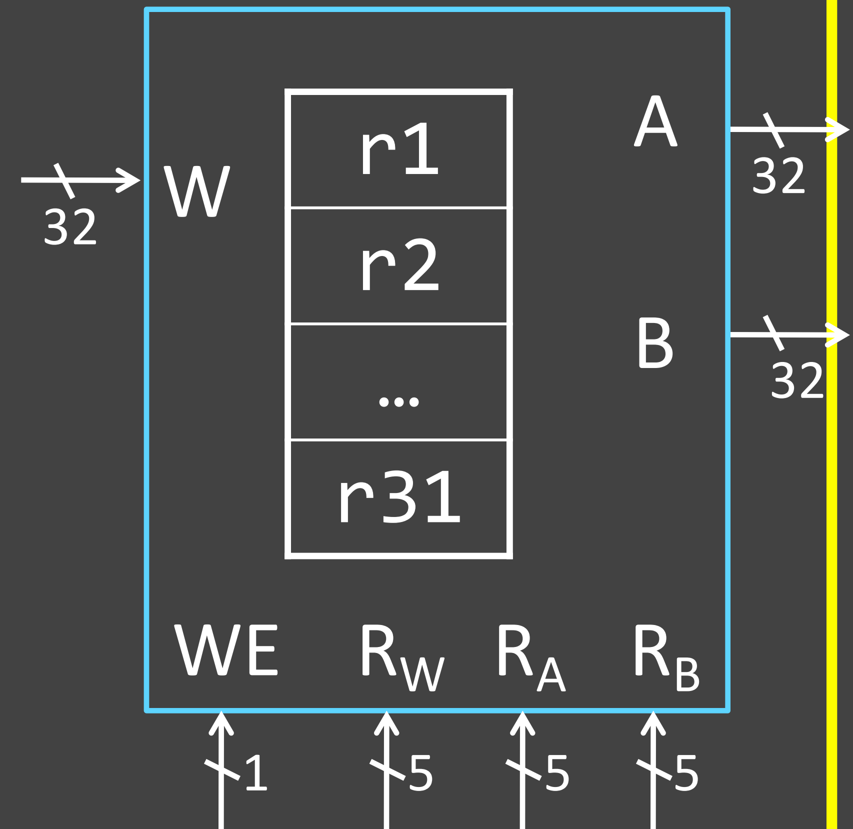
If we wanted to support 64 registers, what would change?

(A) W,A,B 32 → 64

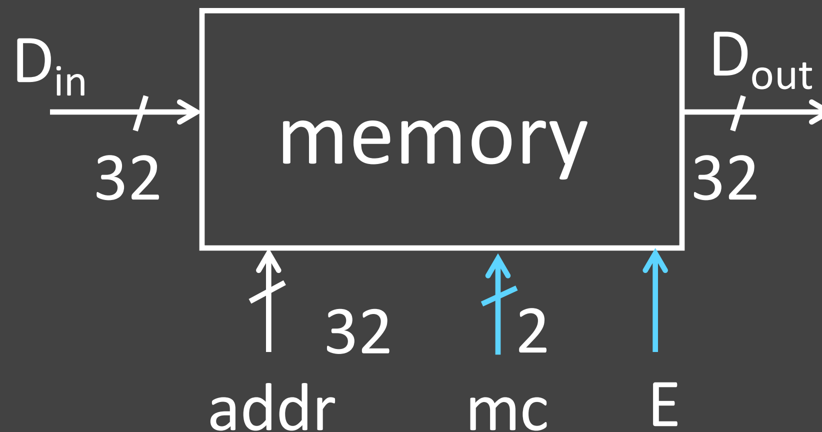
(B) R_w,R_a,R_b 5 → 6

(C) W 32→ 64, R_w 5 → 6

(D) A & B only



MIPS Memory



- 32-bit address
- 32-bit data (but byte addressed)
- Enable + 2 bit memory control (mc)

00: read word (4 byte aligned)

01: write byte

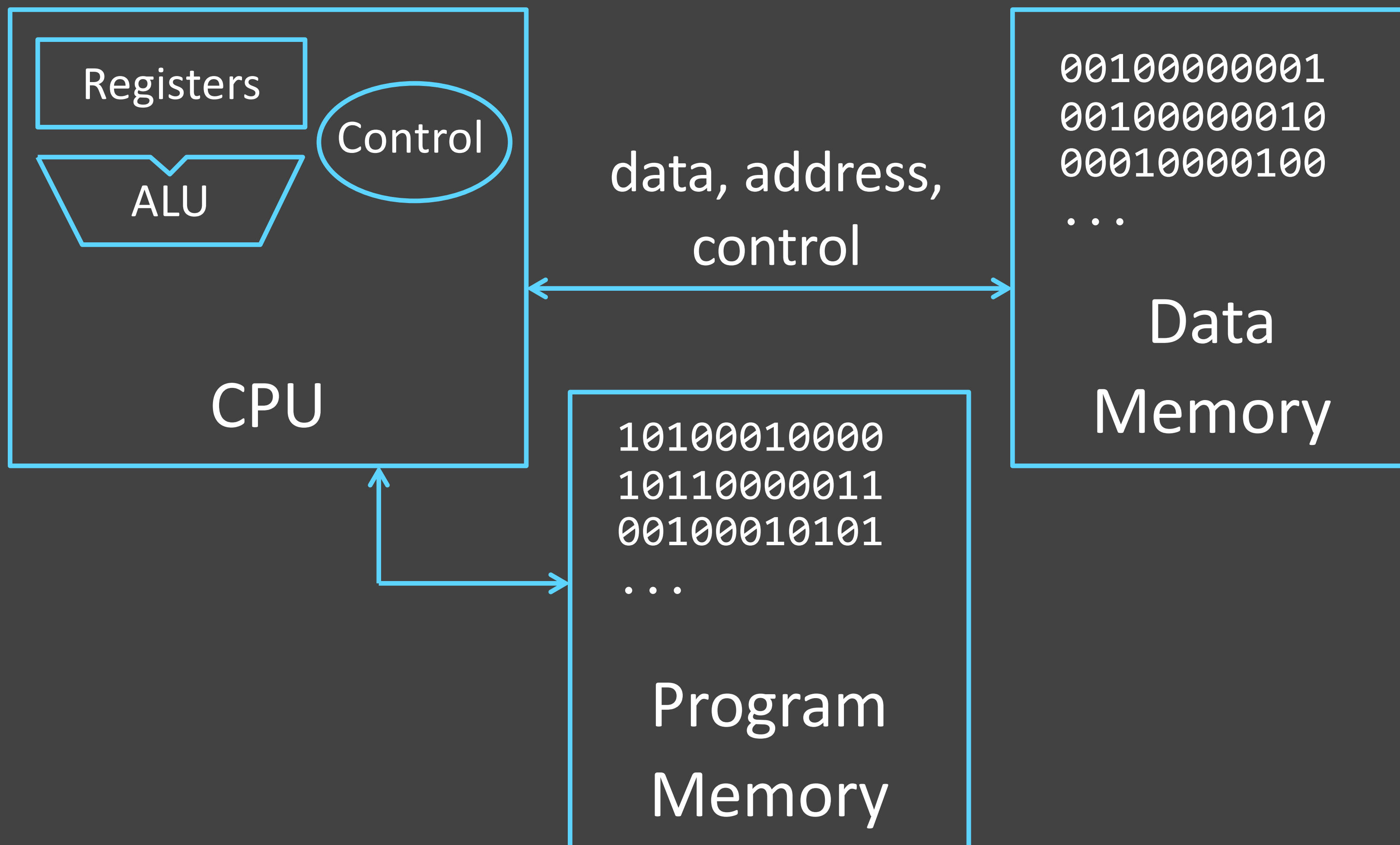
10: write halfword (2 byte aligned)

11: write word (4 byte aligned)

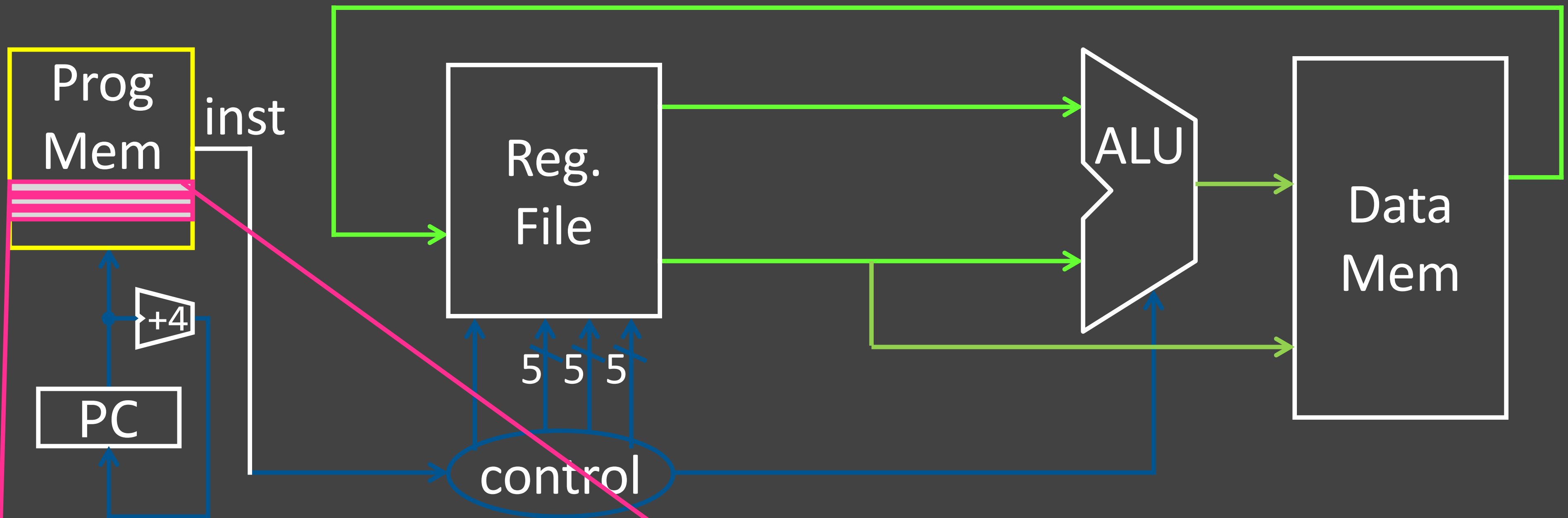
Basic Processor

A MIPS CPU with a (modified) Harvard architecture

- Modified: insns & data in common addr space
- Not von Neumann: ours access insn & data in parallel



Instruction Processing



Instructions:

stored in memory, encoded in binary

00100000000000100000000000001010
00100000000000010000000000000000
00000000001000100001100000101010

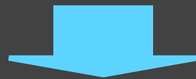
A basic processor

- fetches
- decodes
- executes

one instruction at a time

Levels of Interpretation: Instructions

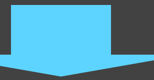
```
for (i = 0; i < 10; i++)
        printf("go cucs");
```



High Level Language

- C, Java, Python, Ruby, …
- Loops, control flow, variables

```
main: addi r2, r0, 10
      addi r1, r0, 0
loop: slt r3, r1, r2
      ...
```

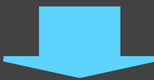


Assembly Language

- No symbols (except labels)
- One operation per statement
- "human readable machine language"

op=addi r0 r2 10

```
001000 00000 00010 0000000000001010
00100000000000010000000000000000
00000000001000100001100000101010
```



Machine Language

- Binary-encoded assembly
- Labels become addresses
- **The language of the CPU**

Instruction Set Architecture

ALU, Control, Register File, …

Machine Implementation (Microarchitecture)

Instruction Set Architecture (ISA)

Different CPU architectures specify different instructions

Two classes of ISAs

- Reduced Instruction Set Computers (RISC)
  IBM Power PC, Sun Sparc, MIPS, Alpha
- Complex Instruction Set Computers (CISC)
  Intel x86, PDP-11, VAX

Another ISA classification: Load/Store Architecture

- Data must be in registers to be operated on
  For example: array[x] = array[y] + array[z]
  1 add ? OR 2 loads, an add, and a store ?
- Keeps HW simple → many RISC ISAs are load/store

iClicker Question

What does it mean for an architecture to be called a load/store architecture?

(A) Load and Store instructions are supported by the ISA.

(B) Load and Store instructions can also perform arithmetic instructions on data in memory.

(C) Data must first be loaded into a register before it can be operated on.

(D) Every load must have an accompanying store at some later point in the program.

Five Stages of MIPS Datapath

Prog. Mem

inst

Reg. File

ALU

Data Mem

+4

PC

5 5 5

control

Fetch Decode Execute Memory WB

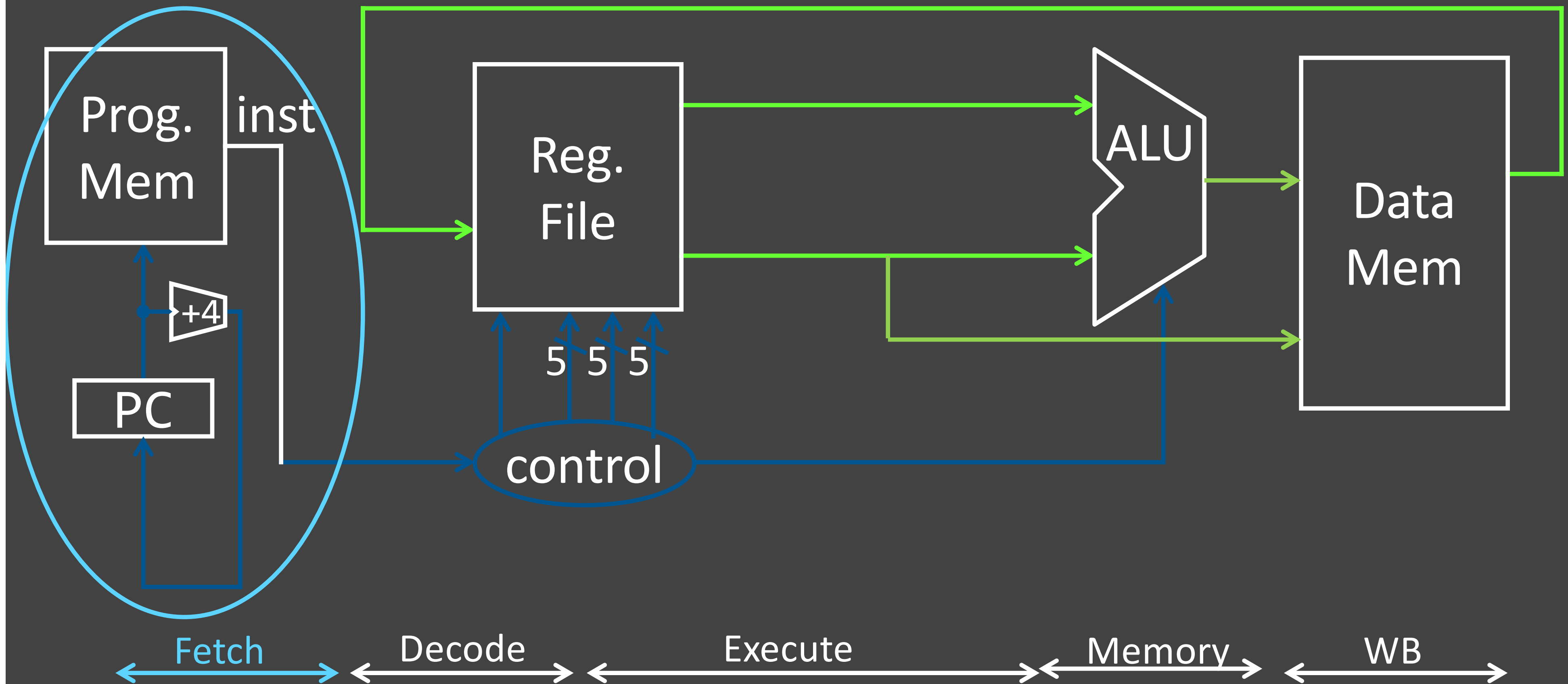
A Single cycle processor – this diagram is not 100% spatial

Five Stages of MIPS datapath

Basic CPU execution loop

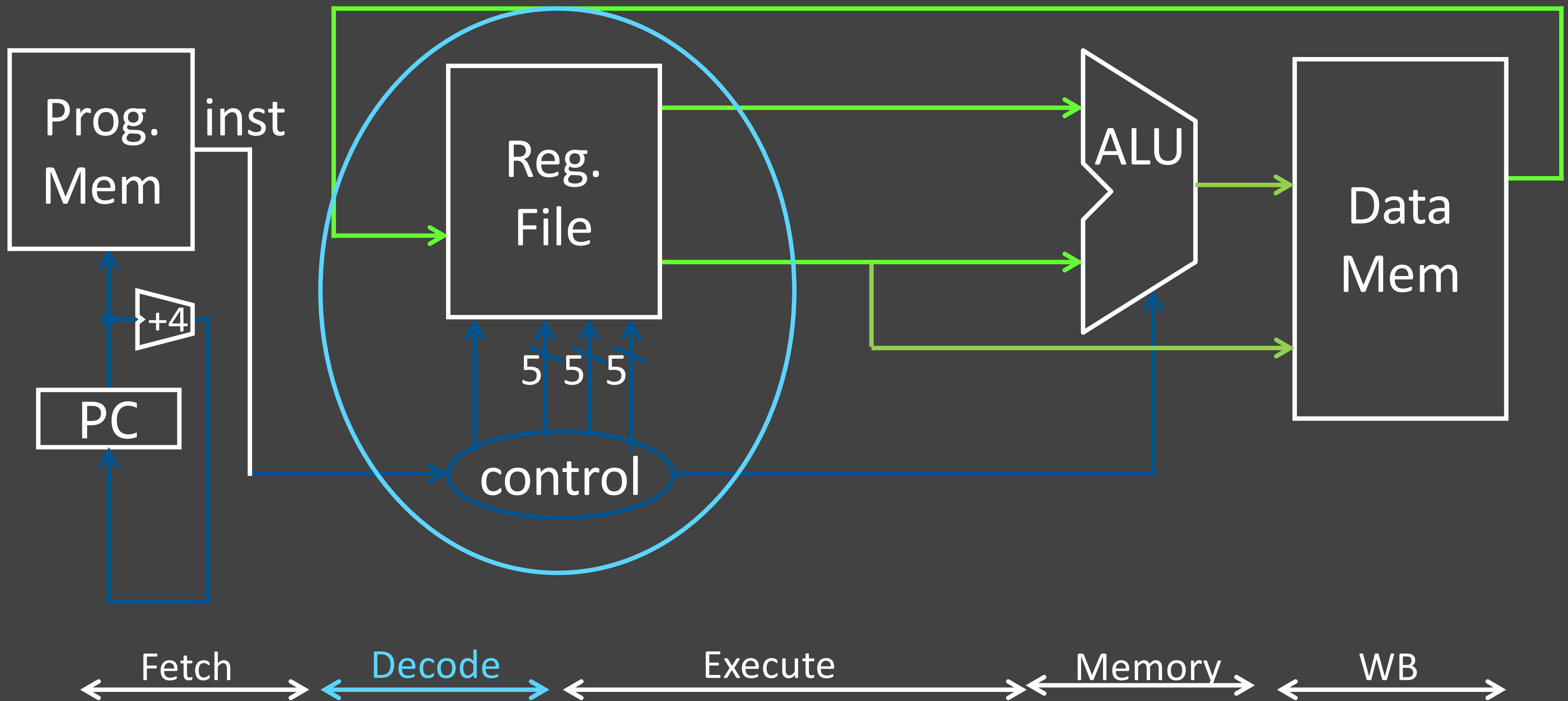
1. Instruction Fetch
2. Instruction Decode
3. Execution (ALU)
4. Memory Access
5. Register Writeback

Stage 1: Instruction Fetch



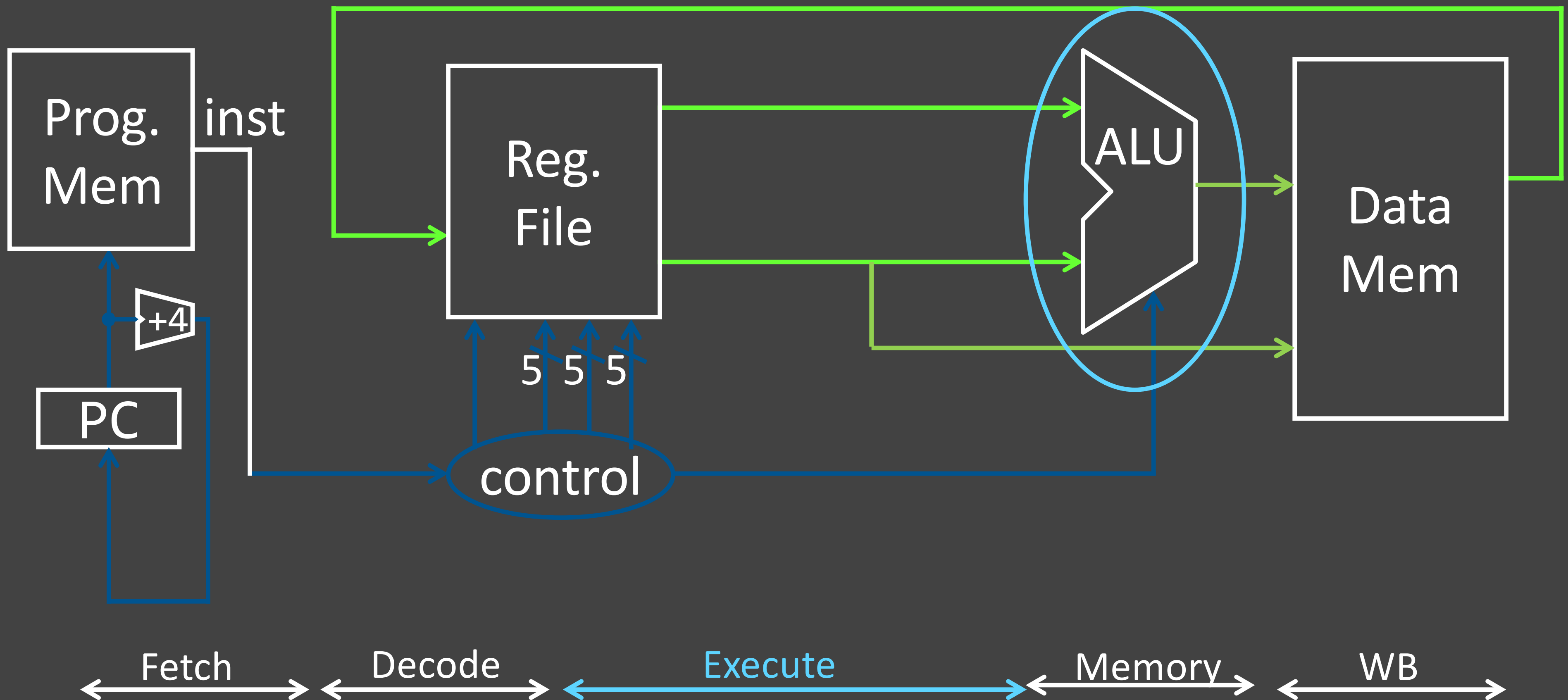
- Fetch 32-bit instruction from memory
- Increment PC = PC + 4

Stage 2: Instruction Decode



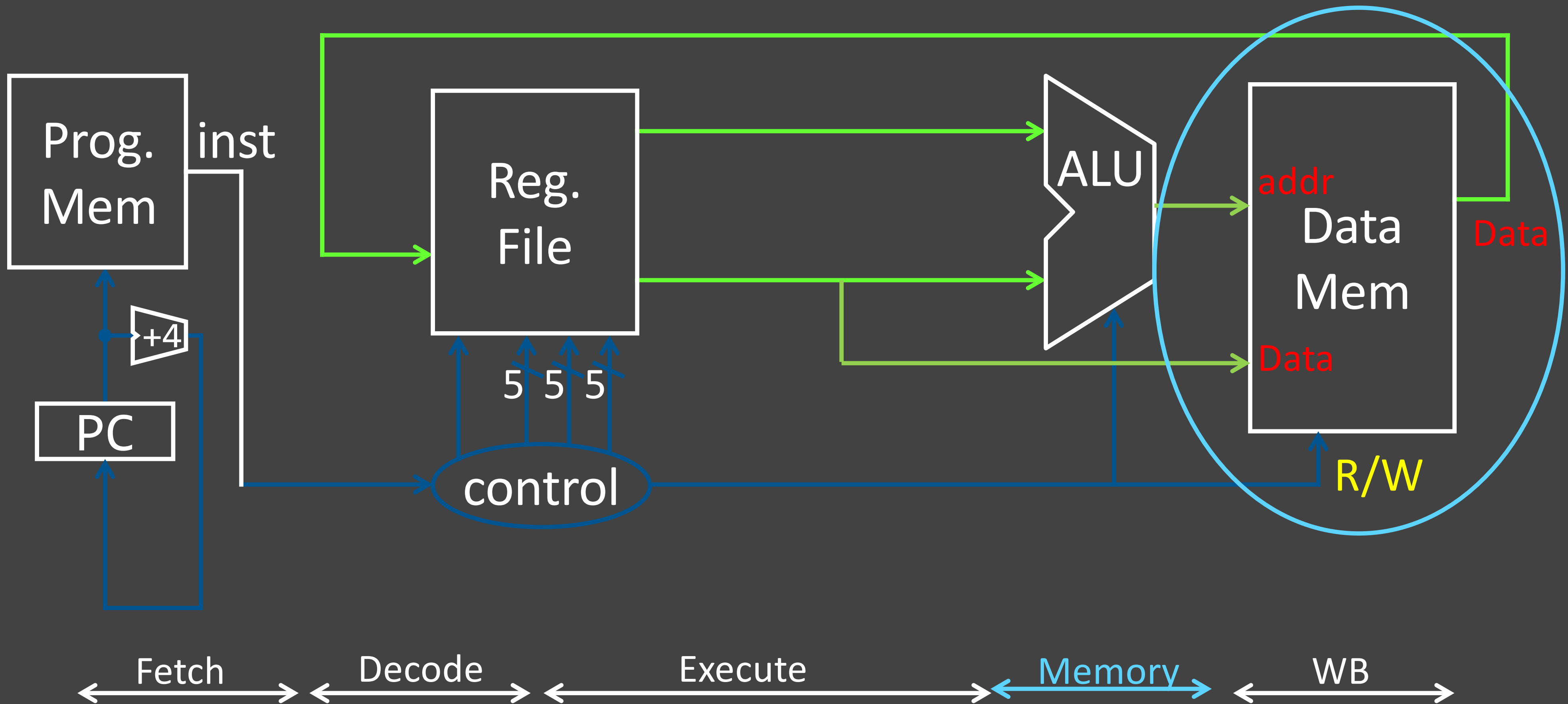
- Gather data from the instruction
- Read opcode; determine instruction type, field lengths
- Read in data from register file
  (0, 1, or 2 reads for `jump`, `addi`, or `add`, respectively)

Stage 3: Execution (ALU)



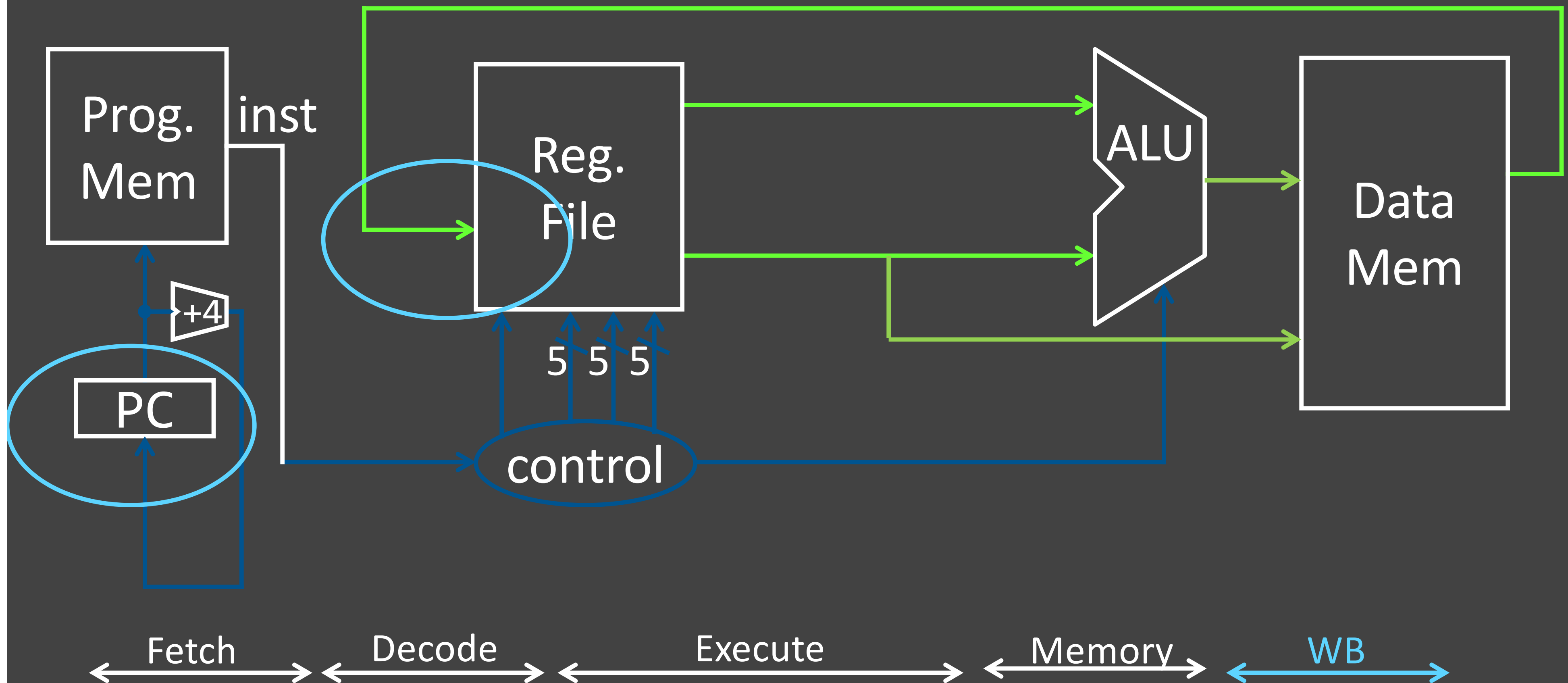
- Useful work done here (+, -, *, /), shift, logic operation, comparison (slt)
- Load/Store? lw $t2, 32($t3) → Compute address

Stage 4: Memory access



- Used by load and store instructions only
- Other instructions will skip this stage

Stage 5: Writeback



- Write to register file
  - For arithmetic ops, logic, shift, etc, load. What about stores?
- Update PC
  - For branches, jumps

iClicker Question

Which of the following statements is true?

(A) All instructions require an access to Program Memory.

(B) All instructions require an access to Data Memory.

(C) All instructions write to the register file.

(D) Some MIPS instructions are shorter than 32 bits.

MIPS Instruction Types

Arithmetic/Logical

- R-type: result and two source registers, shift amount
- I-type: 16-bit immediate with sign/zero extension

Memory Access

- I-type
- load/store between registers and memory
- word, half-word and byte operations

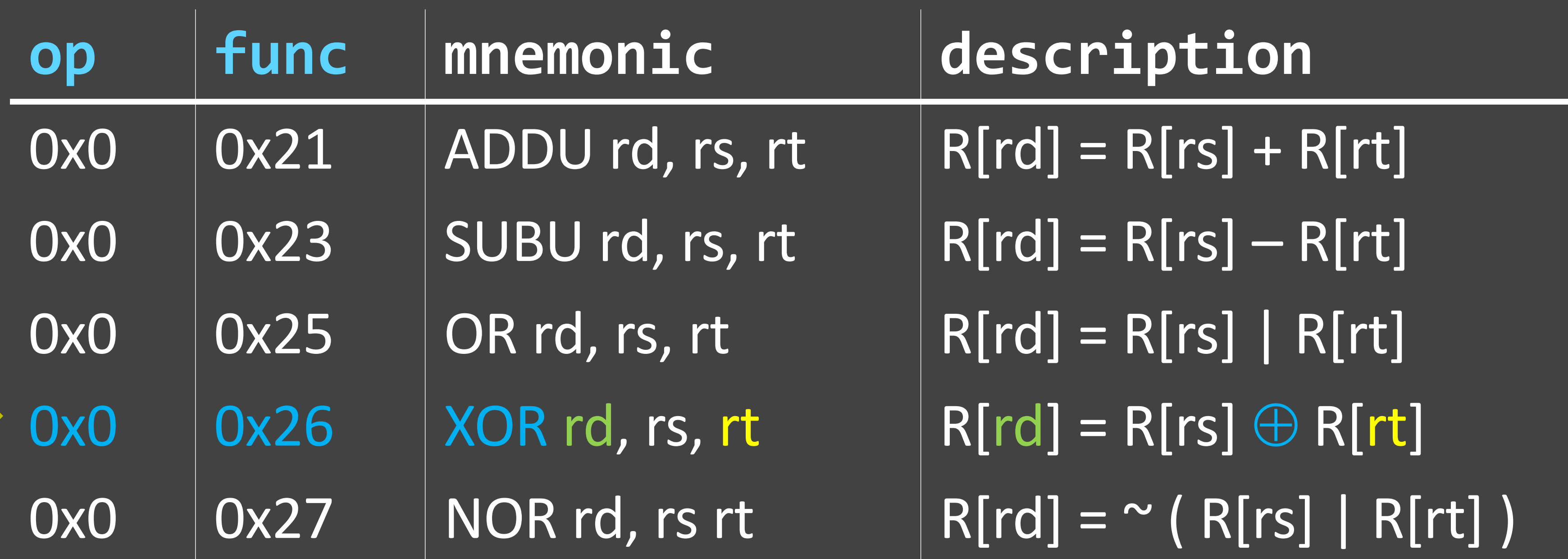
Control flow

- J-type: fixed offset jumps, jump-and-link
- R-type: register absolute jumps
- I-type: conditional branches: pc-relative addresses

R-Type (1): Arithmetic and Logic

00000001000001100010000000100110

op	rs	rt	rd	-	func
000000	01000	00110	00100	00000	100110
6	5	5	5	5	6 bits

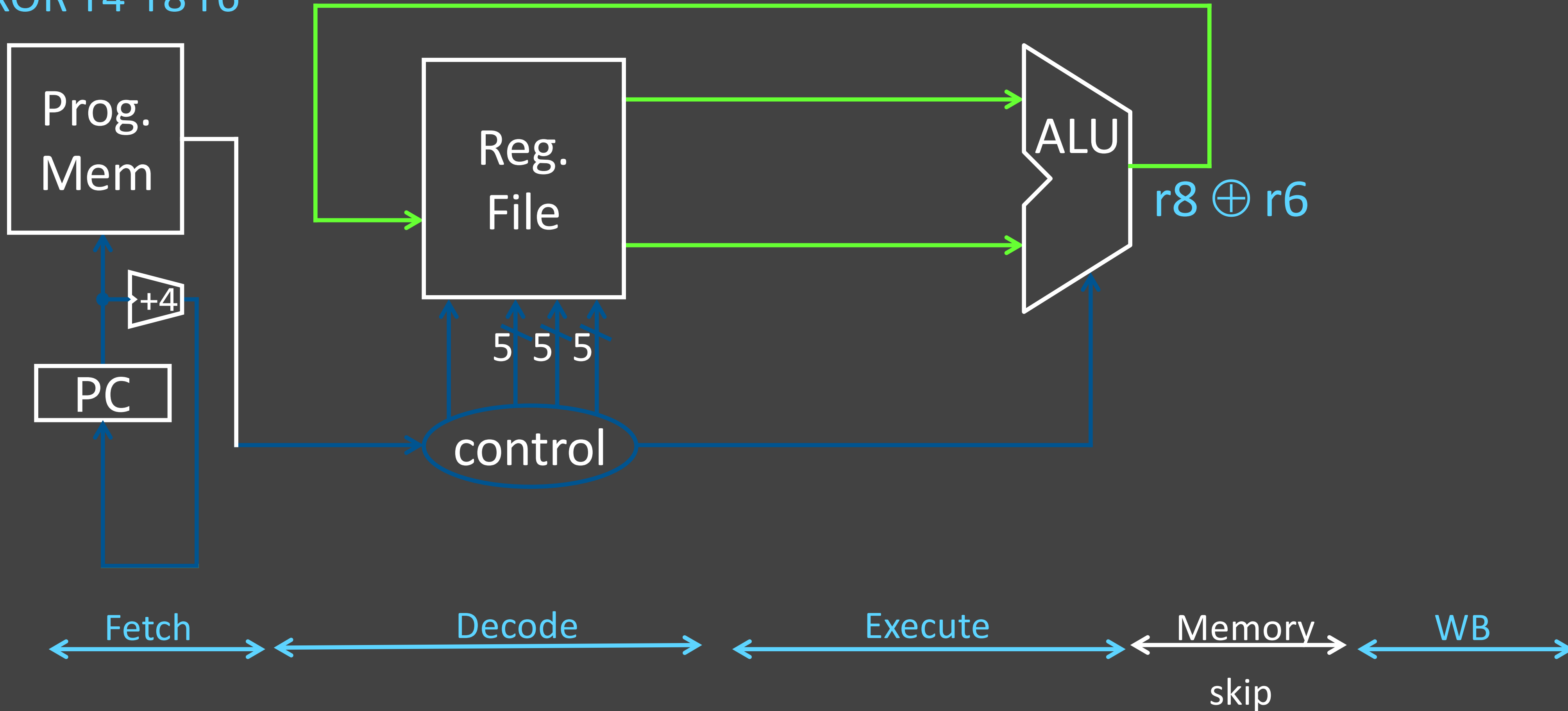


op	func	mnemonic	description
0x0	0x21	ADDU rd, rs, rt	R[rd] = R[rs] + R[rt]
0x0	0x23	SUBU rd, rs, rt	R[rd] = R[rs] – R[rt]
0x0	0x25	OR rd, rs, rt	R[rd] = R[rs] | R[rt]
0x0	0x26	XOR rd, rs, rt	R[rd] = R[rs] ⊕ R[rt]
0x0	0x27	NOR rd, rs rt	R[rd] = ~ (R[rs] | R[rt])

example: r4 = r8 ⊕ r6 # XOR r4, r8, r6

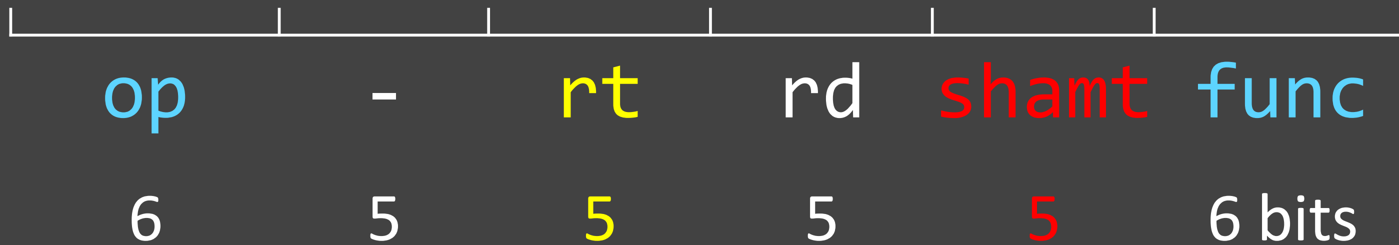
rd, rs, rt

Arithmetic and Logic



Example: r4 = r8 ⊕ r6 # XOR r4, r8, r6

R-Type (2): Shift Instructions



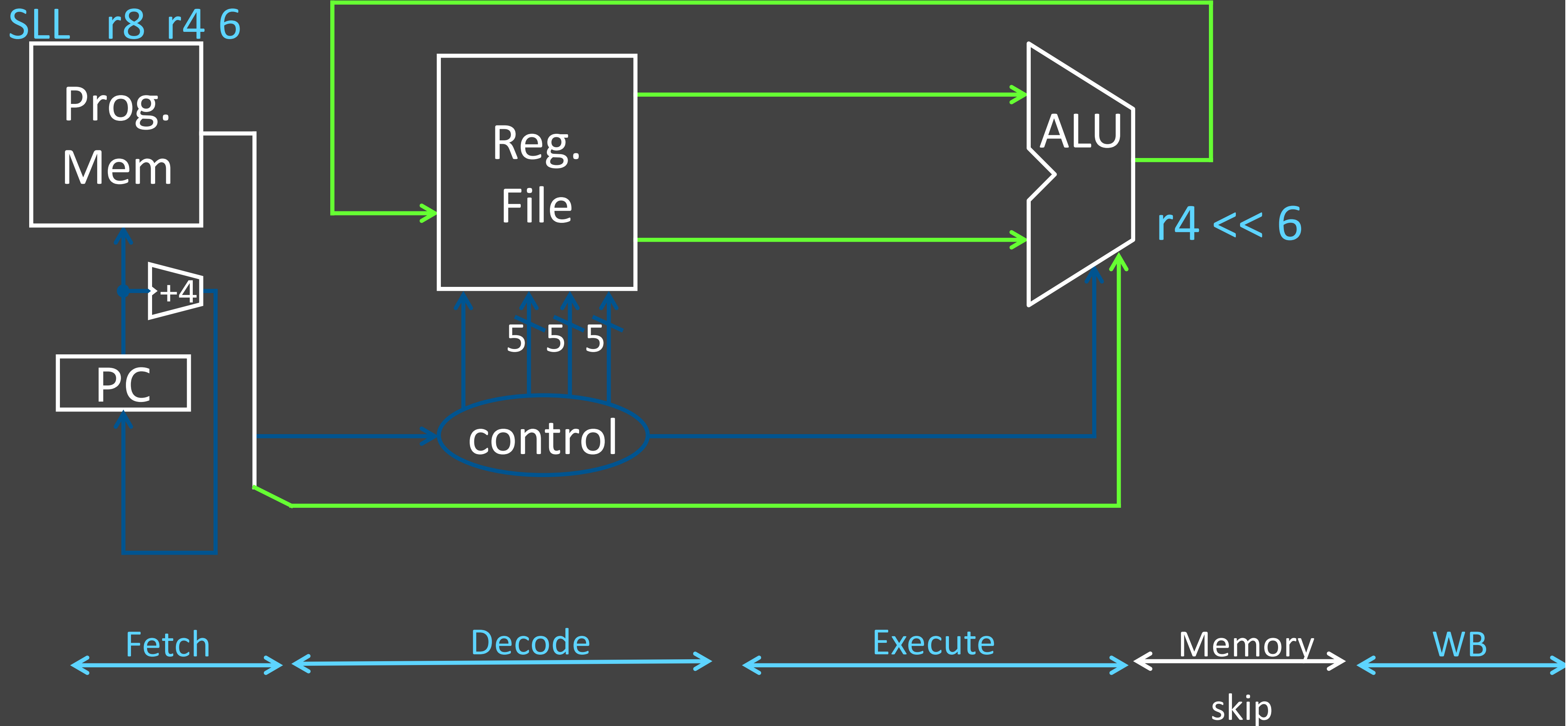
6	5	5	5	5	6 bits

op	func	mnemonic	description
0x0	0x0	SLL rd, rt, shamt	R[rd] = R[rt] << shamt
0x0	0x2	SRL rd, rt, shamt	R[rd] = R[rt] >>> shamt (zero ext.)
0x0	0x3	SRA rd, rt, shamt	R[rd] = R[rt] >> shamt (sign ext.)

example: r8 = r4 * 64 # SLL r8, r4, 6

r8 = r4 << 6

Shift



Example: r8 = r4 * 64 # SLL r8, r4, 6

r8 = r4 << 6

I-Type (1): Arithmetic w/immediates

```
001001 00101 00101 0000000000000101
```

op	rs	rd	immediate
6	5	5	16 bits

op	mnemonic	description
0x9	ADDIU rd, rs, imm	R[rd] = R[rs] + sign_extend(imm)
0xc	ANDI rd, rs, imm	R[rd] = R[rs] & zero_extend(imm)
0xd	ORI rd, rs, imm	R[rd] = R[rs] | zero_extend(imm)

example: r5 = r5 + 5 # ADDIU r5, r5, 5

r5 += 5

What if immediate is negative?

r5 += -1 r5 += 65535

Unsigned means no overflow detection.
The immediate *can* be negative!

Arithmetic w/immediates

ADDIU r5 r5 5

Prog. Mem

Reg. File

ALU

r5 + 5

+4

PC

5 5 5

control

imm

16

extend

32

shamt

Example: r5 = r5 + 5 # ADDIU r5, r5, 5

iClicker Question

Are you coming to the Homework 1 Review Session?

(A) Yes, I’m coming tonight (Tuesday).
(B) Yes, I’m coming tomorrow (Wednesday).
(C) Yes, but I don’t know which night.
(D) Not sure yet.
(E) I won’t be attending either.

I-Type (2): "Load" Upper Immediate

001111 00000 00101 0000000000000101

op	-	rd	immediate
6	5	5	16 bits

WORST NAME EVER!

op	mnemonic	description
0xF	LUI rd, imm	R[rd] = imm << 16

example: r5 = 0x50000 # LUI r5, 5

Example:
```
LUI r5, 0xdead
ORI r5, r5 0xbeef
```

What does r5 = ?

Load Upper Immediate

LUI r5 5

Prog. Mem

PC

+4

Reg. File

ALU

control

5 5 5

0x50000

16

imm

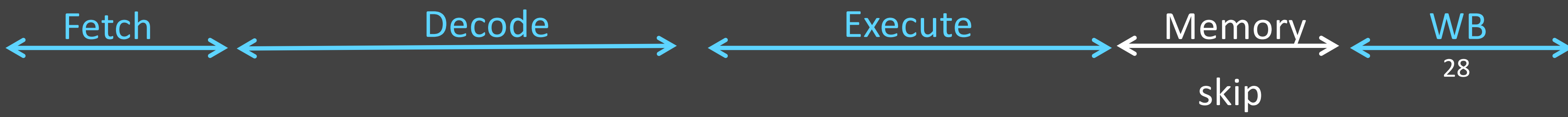
16

extend

32

shamt

Example: r5 = 0x50000 # LUI r5, 5



MIPS Instruction Types

Arithmetic/Logical

- R-type: result and two source registers, shift amount
- I-type: 16-bit immediate with sign/zero extension

Memory Access

- I-type
- load/store between registers and memory
- word, half-word and byte operations

Control flow

- J-type: fixed offset jumps, jump-and-link
- R-type: register absolute jumps
- I-type: conditional branches: pc-relative addresses

Memory Layout Options

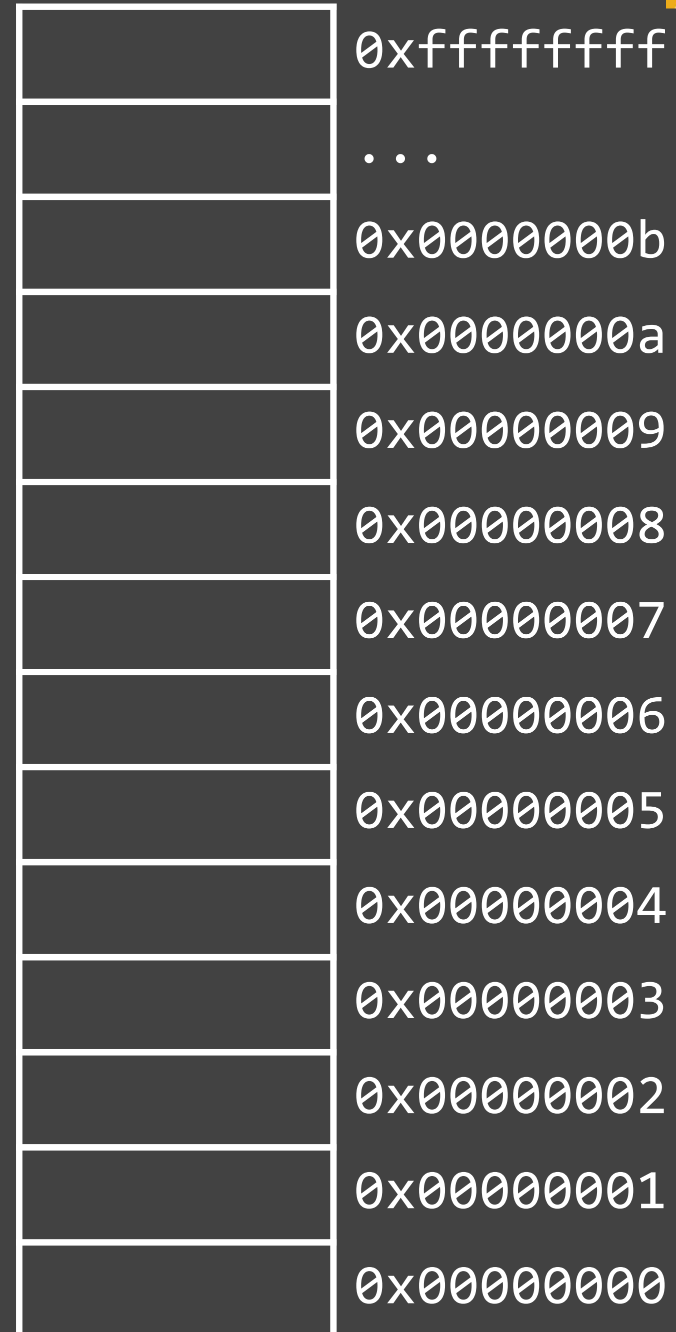
r5 contains 5 (0x00000005)

SB r5, 0(r0)

SB r5, 2(r0)

SW r5, 8(r0)

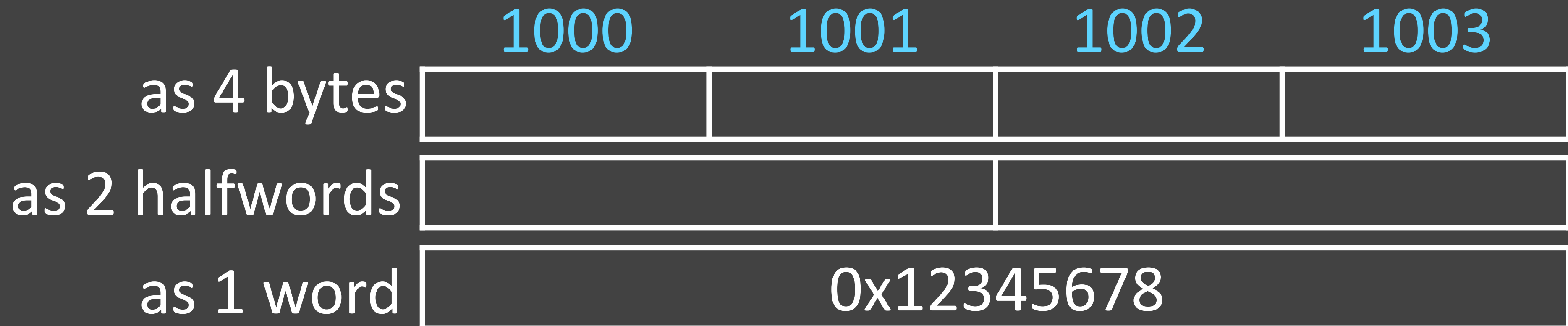
Two ways to store a word in memory.



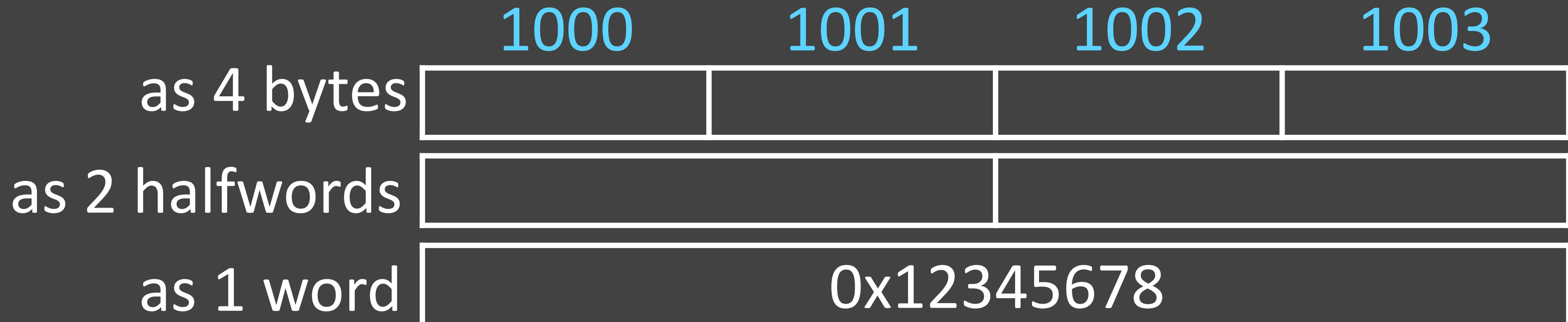
Endianness

Endianness: Ordering of bytes within a memory word

Little Endian = least significant part first (MIPS, x86)



Big Endian = most significant part first (MIPS, networks)



Endianness

Endianness: Ordering of bytes within a memory word

Little Endian = least significant part first (MIPS, x86)

	1000	1001	1002	1003
as 4 bytes	0x78	0x56	0x34	0x12
as 2 halfwords	0x5678		0x1234	
as 1 word	0x12345678			

Big Endian = most significant part first (MIPS, networks)

	1000	1001	1002	1003
as 4 bytes	0x12	0x34	0x56	0x78
as 2 halfwords	0x1234		0x5678	
as 1 word	0x12345678			

Big Endian Memory Layout

r5 contains 5 (0x00000005)

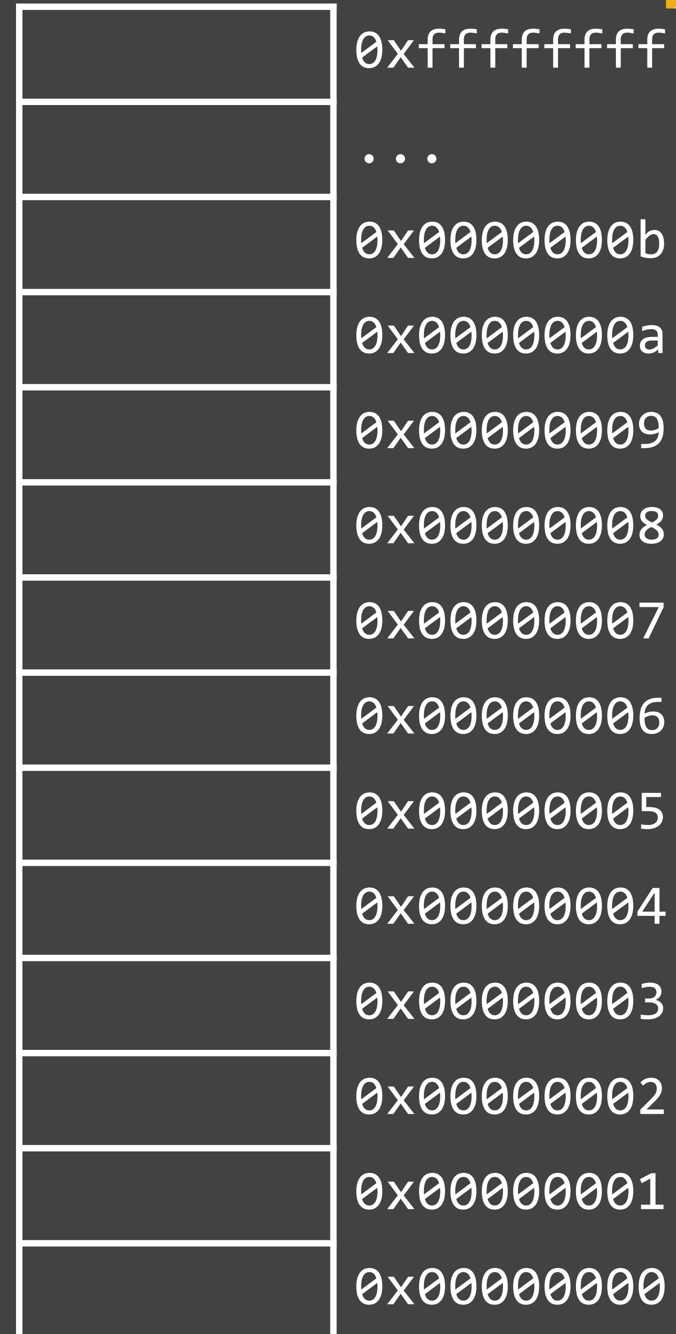
SB r5, 2(r0)

LB r6, 2(r0)

SW r5, 8(r0)

LB r7, 8(r0)

LB r8, 11(r0)



Big Endian Memory Layout

r5 contains 5 (0x00000005)

SB r5, 2(r0)

LB r6, 2(r0)

R[r6] = 0x05

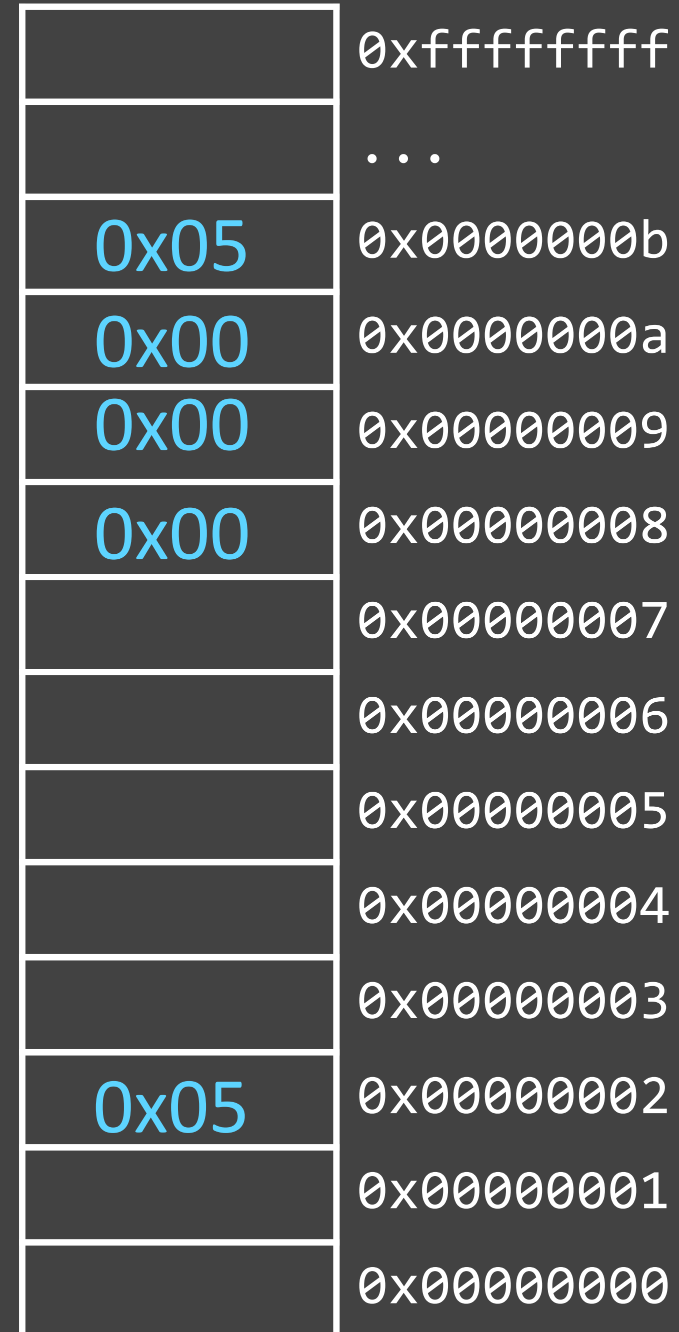
SW r5, 8(r0)

LB r7, 8(r0)

LB r8, 11(r0)

R[r7] = 0x00

R[r8] = 0x05



I-Type (3): Memory Instructions

```
101011 00101 00001 0000000000000100
  op     rs    rd       offset
  6      5     5        16 bits
```

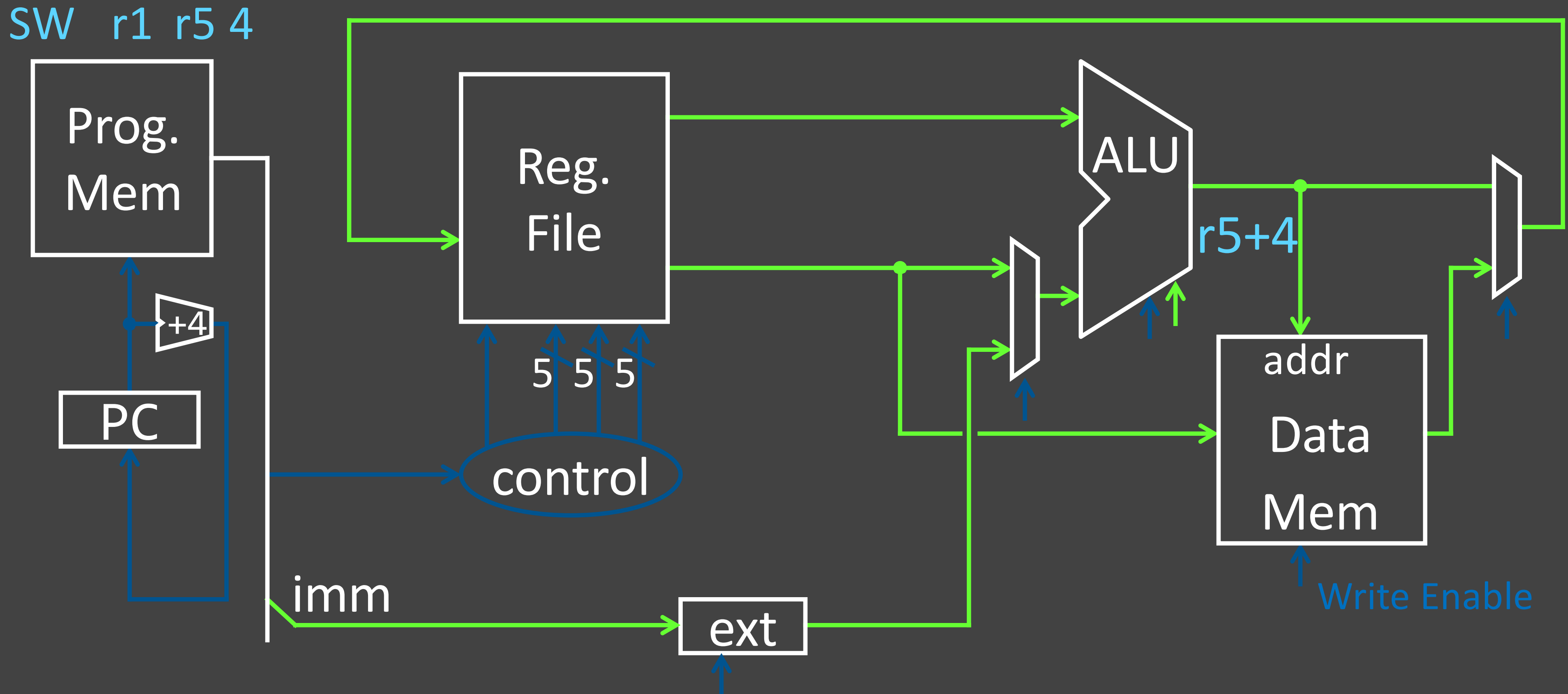
base + offset addressing

op	mnemonic	description
0x23	LW rd, offset(rs)	R[rd] = Mem[offset+R[rs]]
0x2b	SW rd, offset(rs)	Mem[offset+R[rs]] = R[rd]

signed offsets

Example: = Mem[4+r5] = r1 # SW r1, 4(r5)

Memory Operations



Example: = Mem[4+r5] = r1 # SW r1, 4(r5)

More Memory Instructions

101011	00101	00001	0000000000000100
op	rs	rd	offset
6	5	5	16 bits

op	mnemonic	description
0x20	LB rd, offset(rs)	R[rd] = sign_ext(Mem[offset+R[rs]])
0x24	LBU rd, offset(rs)	R[rd] = zero_ext(Mem[offset+R[rs]])
0x21	LH rd, offset(rs)	R[rd] = sign_ext(Mem[offset+R[rs]])
0x25	LHU rd, offset(rs)	R[rd] = zero_ext(Mem[offset+R[rs]])
0x23	LW rd, offset(rs)	R[rd] = Mem[offset+R[rs]]
0x28	SB rd, offset(rs)	Mem[offset+R[rs]] = R[rd]
0x29	SH rd, offset(rs)	Mem[offset+R[rs]] = R[rd]
0x2b	SW rd, offset(rs)	Mem[offset+R[rs]] = R[rd]

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- R-type: result and two source registers, shift amount
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Memory Access

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Control flow

- J-type: fixed offset jumps, jump-and-link
- R-type: register absolute jumps
- I-type: conditional branches: pc-relative addresses

J-Type (1): Absolute Jump

000010 01000000000000000000000001

op	immediate
6	26 bits

“•“= concatenate

op	Mnemonic	Description
0x2	J target	PC = $(PC+4)_{31..28}$ • target • 00

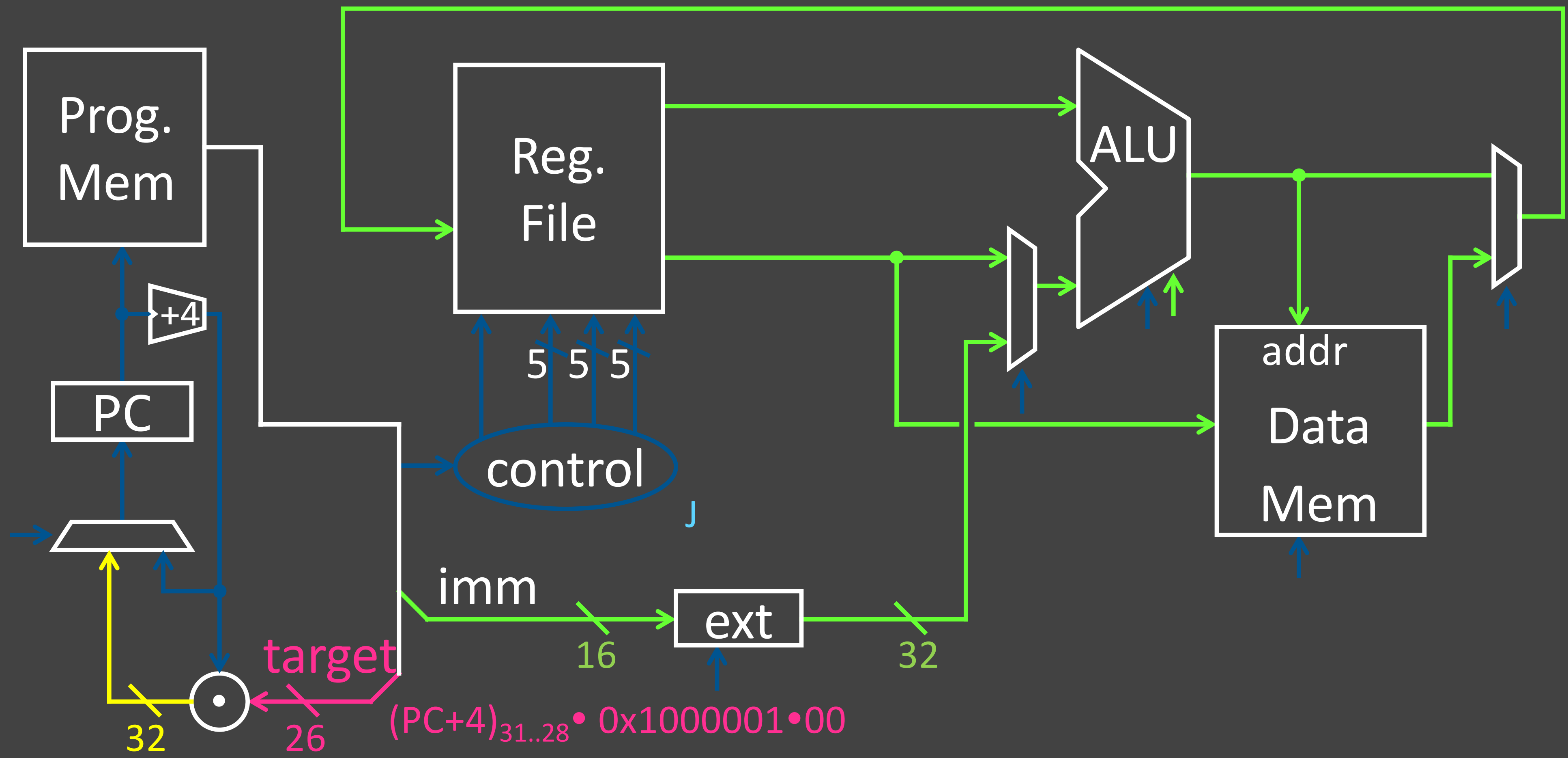
$(PC+4)_{31..28}$	target	00
4 bits	26 bits	2 bits

$(PC+4)_{31..28}$ 01000000000000000000000001 00

MIPS Quirk:

jump targets computed using *already incremented* PC

Absolute Jump



$(PC+4)_{31..28}$•0x4000004

Example: PC = $(PC+4)_{31..28}$ • target • 00 # J 0x1000001

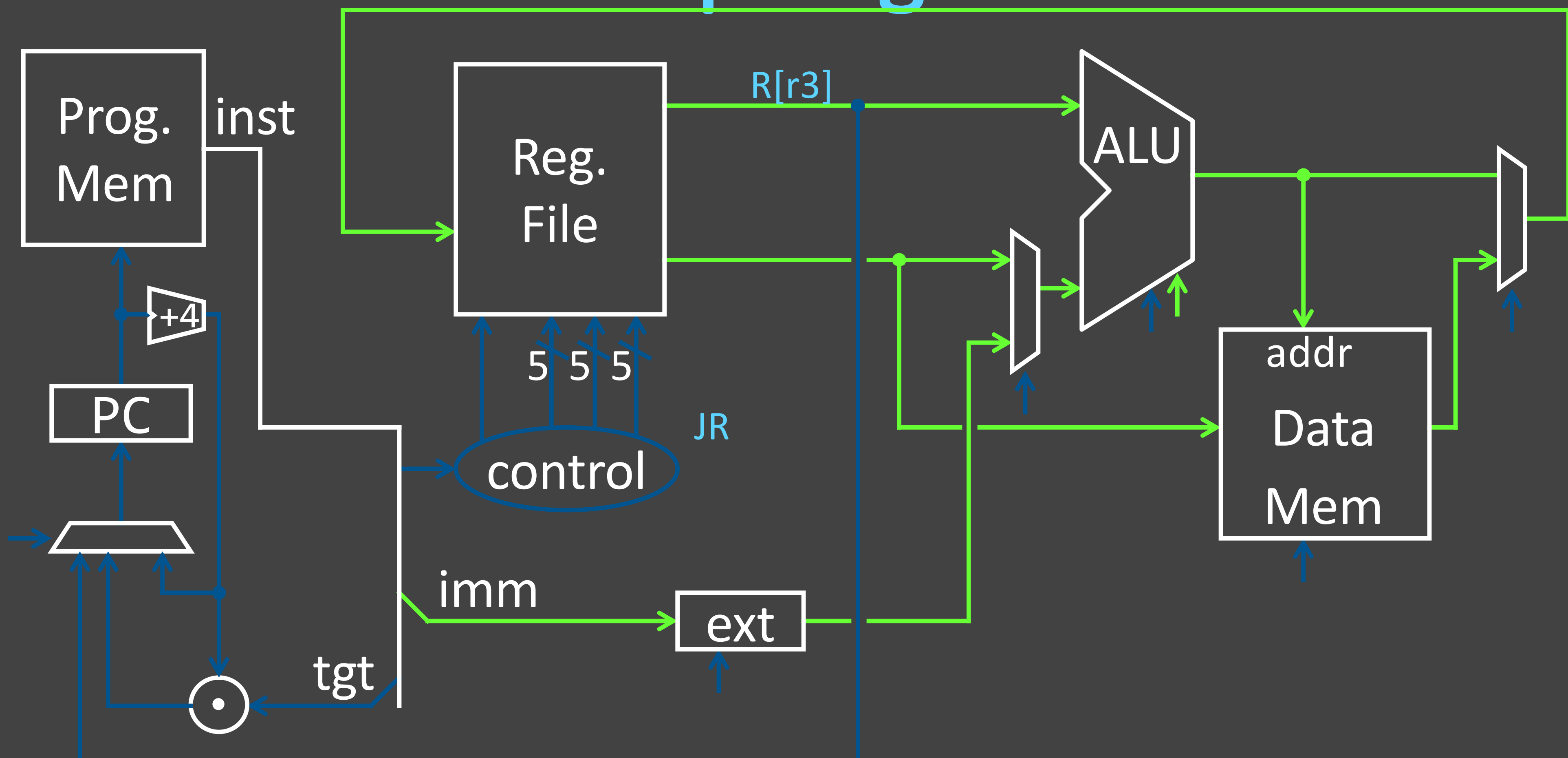
R-Type (3): Jump Register

```
00000000011000000000000000001000
op     rs    -    -    -    func
6      5     5    5    5    6 bits
```

op	func	mnemonic	description
0x0	0x08	JR rs	PC = R[rs]

Example: JR r3

Jump Register



ex: JR r3

op	func	mnemonic	description
0x0	0x08	JR rs	PC = R[rs]

iClicker Question

What is a good trait about the Jump Register instruction?

(A) Since registers are 32 bits, you can specify any address.
(B) The address you're jumping to is programmable. It doesn't have to be hard-coded in the instruction because it lives in a register.
(C) It allows you to jump to an instruction with an address ending in something other than 00, which is very useful.
(D) Both A and B.
(E) Both A and C.

Moving Beyond Jumps

Can use Jump or Jump Register instruction to jump to 0xabcd1234

What about a jump based on a condition?

assume 0 <= r3 <= 1

if (r3 == 0) jump to 0xdecafe00

else jump to 0xabcd1234

I-Type (4): Branches

```
00010000101000010000000000000011
```

op	rs	rd	offset
6	5	5	16 bits

signed (offset)

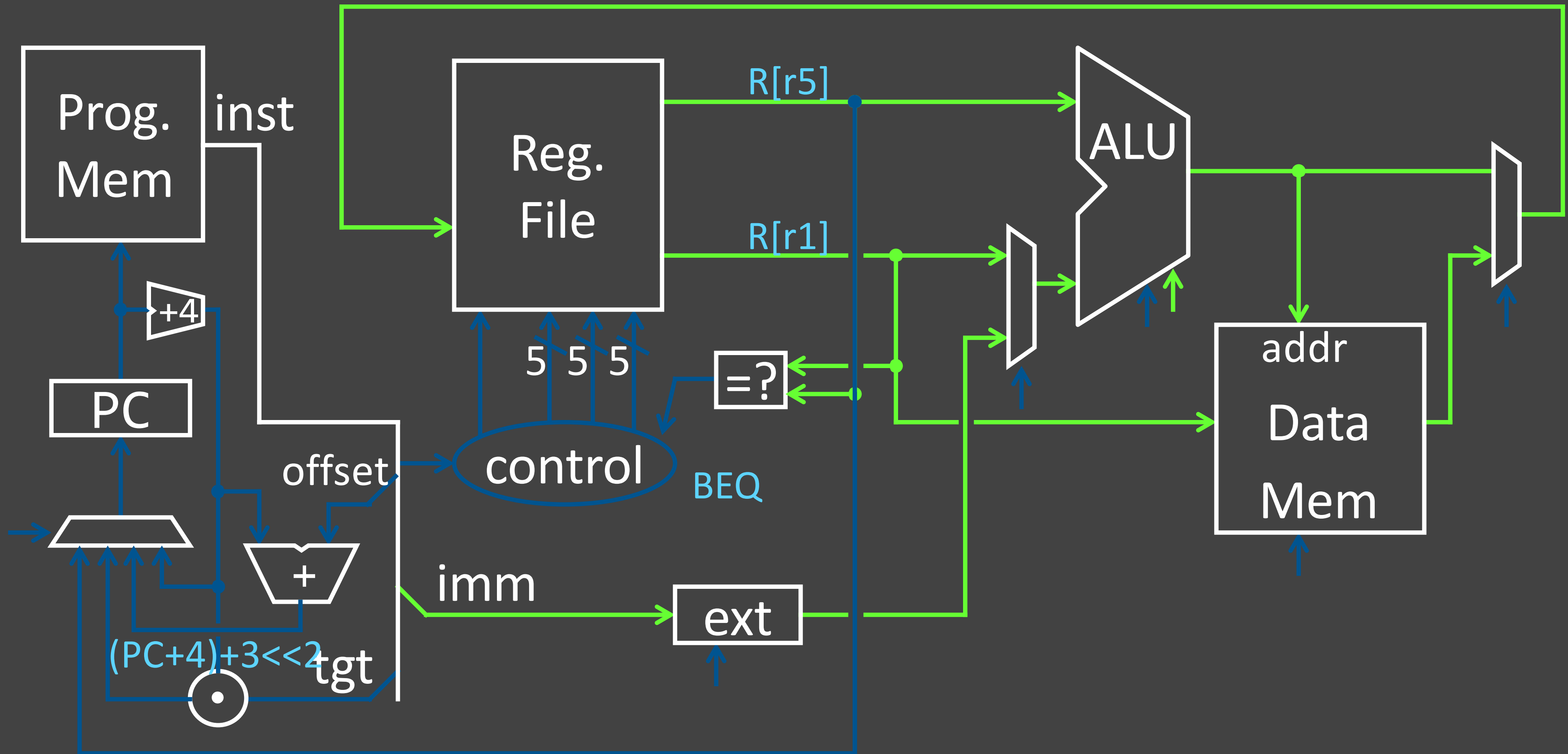
op	mnemonic	description
0x4	BEQ rs, rd, offset	if R[rs] == R[rd] then PC = PC+4 + (offset<<2)
0x5	BNE rs, rd, offset	if R[rs] != R[rd] then PC = PC+4 + (offset<<2)

Example: BEQ r5, r1, 3

```
if(R[r5]==R[r1])
     PC = PC+4 + 12  (i.e. 12 == 3<<2)
```

A word about all these +'s…

Control Flow: Branches



ex: BEQ r5, r1, 3

op	mnemonic	description
0x4	BEQ rs, rd, offset	if R[rs] == R[rd] then PC = PC+4 + (offset<<2)

I-Type (5): Conditional Jumps

```
000001 00101 00001 0000000000000010
op     rs    subop offset
6 bits 5 bits 5 bits 16 bits
```

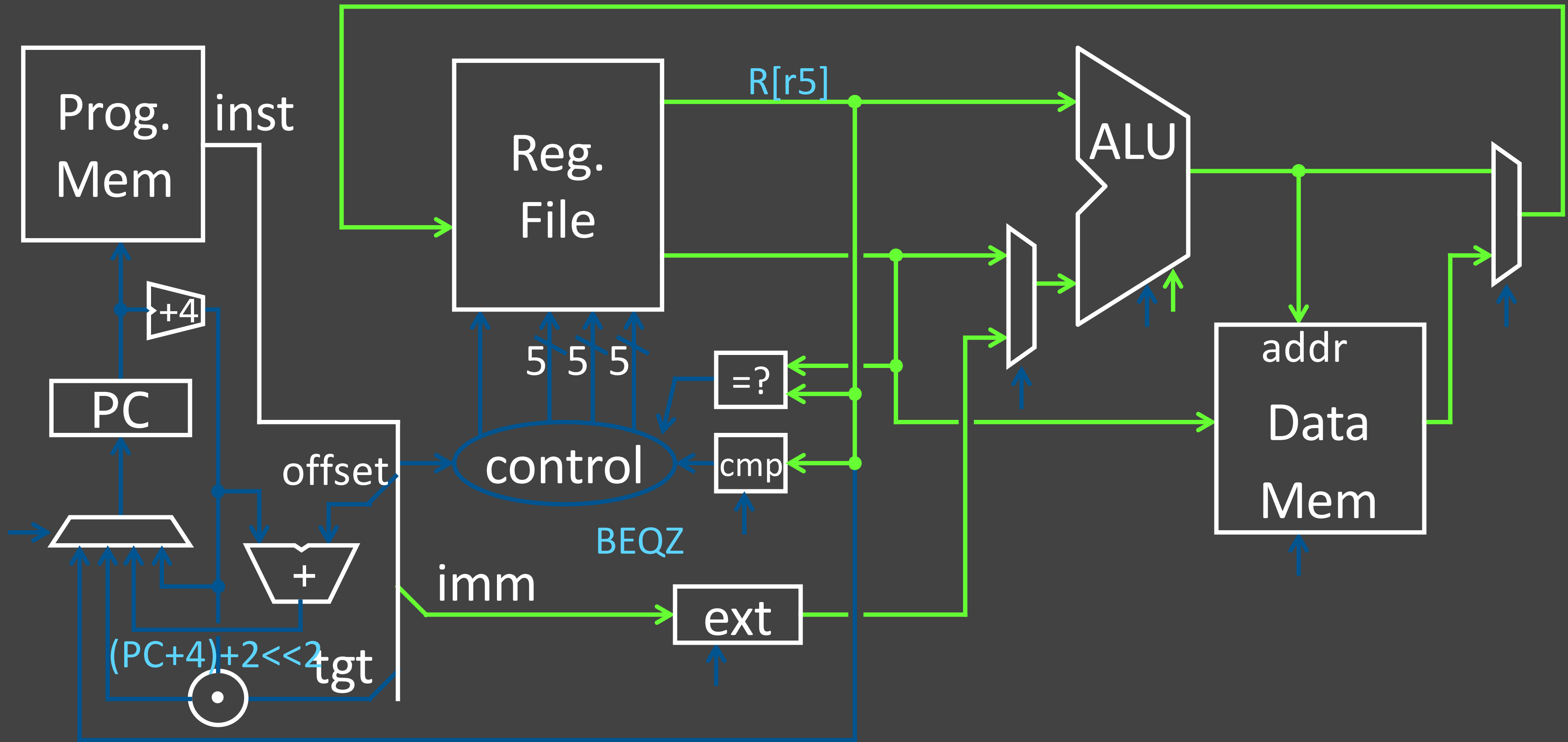
offset: signed

op	subop	mnemonic	description
0x1	0x0	BLTZ rs, offset	if R[rs] < 0 then PC = PC+4+ (offset<<2)
0x1	0x1	BGEZ rs, offset	if R[rs] ≥ 0 then PC = PC+4+ (offset<<2)
0x6	0x0	BLEZ rs, offset	if R[rs] ≤ 0 then PC = PC+4+ (offset<<2)
0x7	0x0	BGTZ rs, offset	if R[rs] > 0 then PC = PC+4+ (offset<<2)

Example: BGEZ r5, 2

```
if(R[r5] ≥ 0)
    PC = PC+4 + 8  (i.e. 8 == 2<<2)
```

Control Flow: More Branches



ex: BGEZ r5, 2

op	subop	mnemonic	description
0x1	0x1	BGEZ rs, offset	if R[rs] ≥ 0 then PC = PC+4+ (offset<<2)

J-Type (2): Jump and Link

000011 01000000000000000000000001

op — 6 bits

immediate — 26 bits

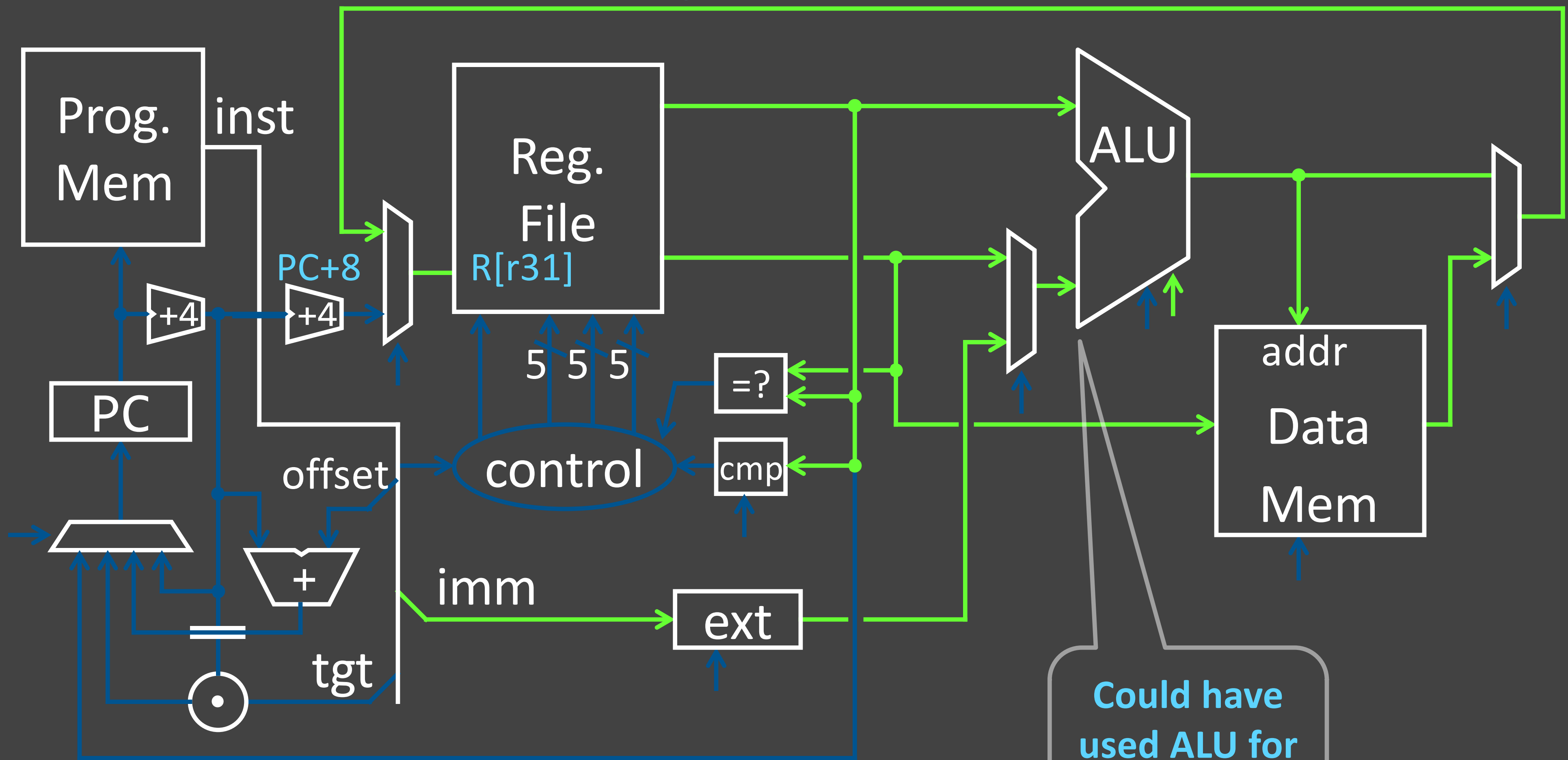
Discuss later

op	mnemonic	description
0x3	JAL target	r31 = PC+8 (+8 due to branch delay slot) PC = $(PC+4)_{31..28}$ • target • 00

Why?

Function/procedure calls

Jump and Link



ex: JAL 0x1000001   r31 = PC+8

PC = $(PC+4)_{31..28}$ • 0x4000004

op	mnemonic	description
0x3	JAL target	r31 = PC+8 (+8 due to branch delay slot) PC = $(PC+4)_{31..28}$ • (target << 2)

MIPS Instruction Types

✔ Arithmetic/Logical

- R-type: result and two source registers, shift amount
- I-type: 16-bit immediate with sign/zero extension

✔ Memory Access

- I-type
- load/store between registers and memory
- word, half-word and byte operations

✔ Control flow

- J-type: fixed offset jumps, jump-and-link
- R-type: register absolute jumps
- I-type: conditional branches: pc-relative addresses

Many other instructions possible:

- vector add/sub/mul/div, string operations
- manipulate coprocessor
- I/O

iClicker Question

What is the one topic you're most uncertain about at this point in the class?

(A) Gates & Logic
(B) Finite State Machines
(C) The MIPS Processor Design
(D) MIPS Assembly
(E) Something Else

Summary

We have all that it takes to build a processor!

- Arithmetic Logic Unit (ALU)
- Register File
- Memory

MIPS processor and ISA is an example of a Reduced Instruction Set Computers (RISC).

Simplicity is key, thus enabling us to build it!

We now know the data path for the MIPS ISA:

- register, memory and control instructions