COMP3211 03S2 Lecture 20

Single Cycle Datapath Control

Adapted from

CS152: Computer Architecture and Engineering
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Recap: Summary from last time

° **5 steps to design a processor**
- **1. Analyze instruction set => datapath requirements**
- **2. Select set of datapath components & establish clock methodology**
- **3. Assemble datapath meeting the requirements**
- **4. Analyze implementation of each instruction to determine setting of control points that affect the register transfer.**
- **5. Assemble the control logic**

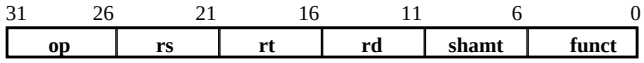
° **MIPS makes it easier**
- **Instructions same size**
- **Source registers always in same place**
- **Immediates same size, location**
- **Operations always on registers/immediates**

° **Single cycle datapath => CPI=1, CCT => long**

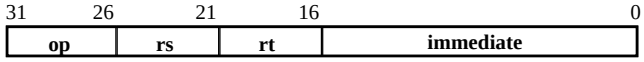
Recap: The MIPS Instruction Formats

° **All MIPS instructions are 32 bits long. The three instruction formats:**

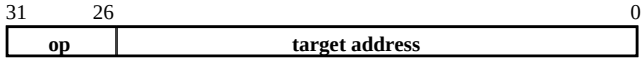
- **R-type**



- **I-type**



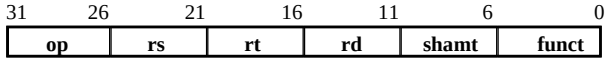
- **J-type**



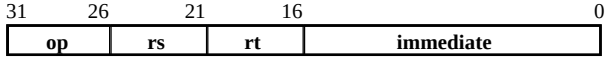
° **The different fields are:**
- **op: operation of the instruction**
- **rs, rt, rd: the source and destination registers specifier**
- **shamt: shift amount**
- **funct: selects the variant of the operation in the "op" field**
- **address / immediate: address offset or immediate value**
- **target address: target address of the jump instruction**

Recap: The MIPS Subset

° **ADD and subtract**
- **add rd, rs, rt**
- **sub rd, rs, rt**



° **OR Imm:**
- **ori rt, rs, imm16**



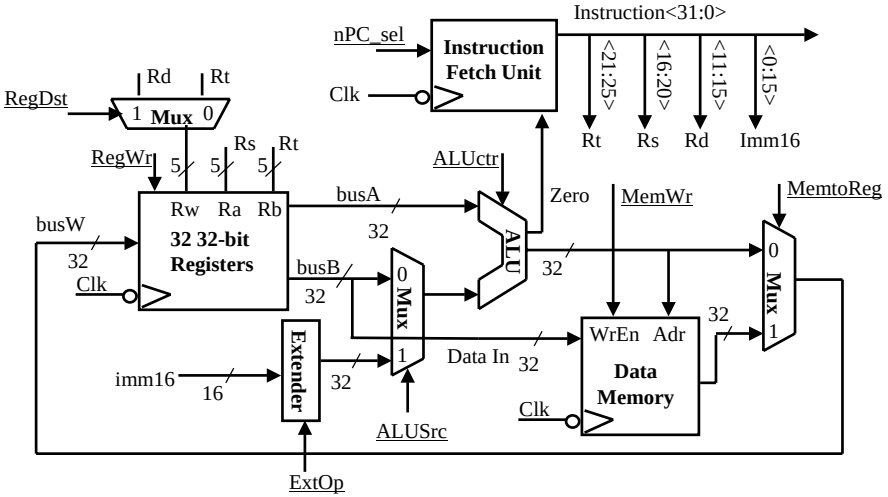
° **LOAD and STORE**
- **lw rt, rs, imm16**
- **sw rt, rs, imm16**

° **BRANCH:**
- **beq rs, rt, imm16**

Recap: A Single Cycle Datapath

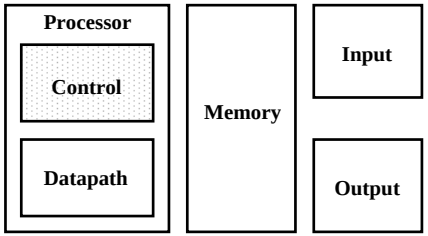
° We have everything except control signals (underline)

Today's lecture will show you how to generate the control signals



The Big Picture: Where are We Now?

° The Five Classic Components of a Computer



° Today's Topic: Designing the Control for the Single Cycle Datapath

Outline of Today's Lecture

° Recap and Introduction

° Control for Register-Register & Or Immediate instructions

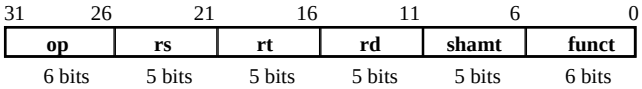
° Control signals for Load, Store, Branch, & Jump

° Building a local controller: ALU Control

° The main controller

° Summary

RTL: The Add Instruction

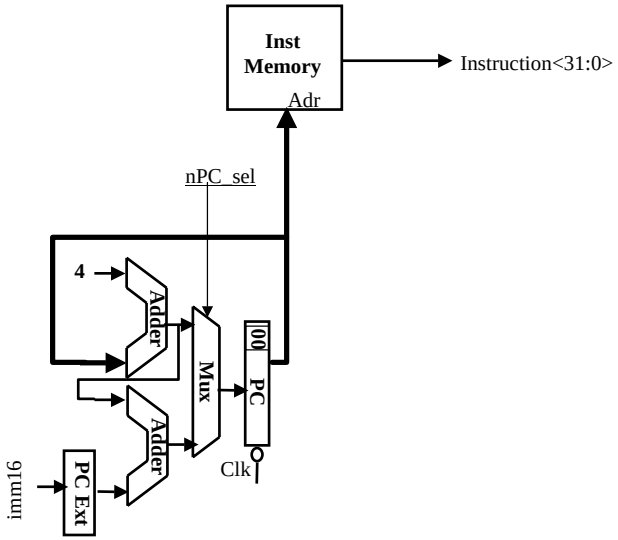


° add rd, rs, rt

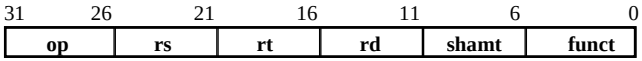
- mem[PC] — Fetch the instruction from memory
- R[rd] <- R[rs] + R[rt] — The actual operation
- PC <- PC + 4 — Calculate the next instruction's address

Instruction Fetch Unit at the Beginning of Add

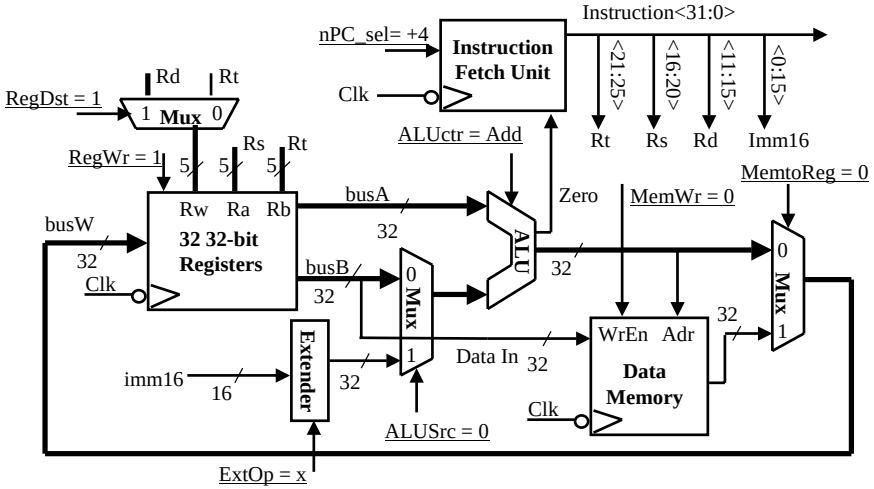
° Fetch the instruction from Instruction memory: Instruction <- mem[PC]
  • This is the same for all instructions



The Single Cycle Datapath during Add

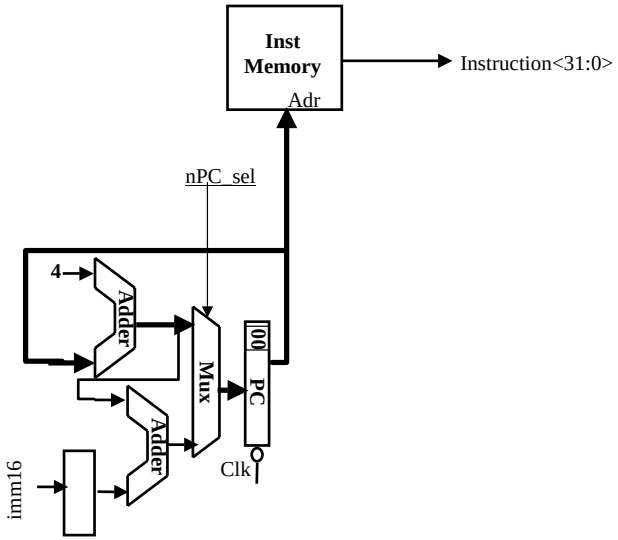


° R[rd] <- R[rs] + R[rt]

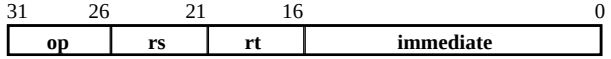


Instruction Fetch Unit at the End of Add

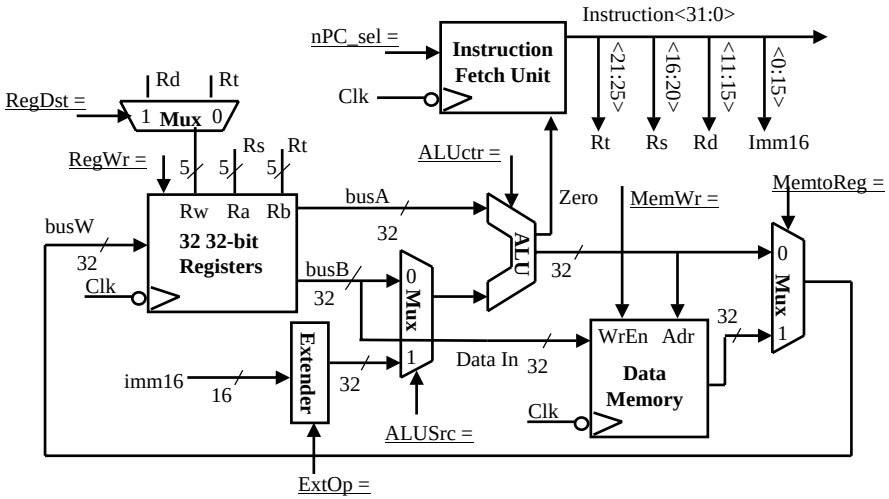
° PC <- PC + 4
  • This is the same for all instructions except: Branch and Jump



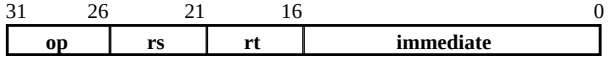
The Single Cycle Datapath during Or Immediate



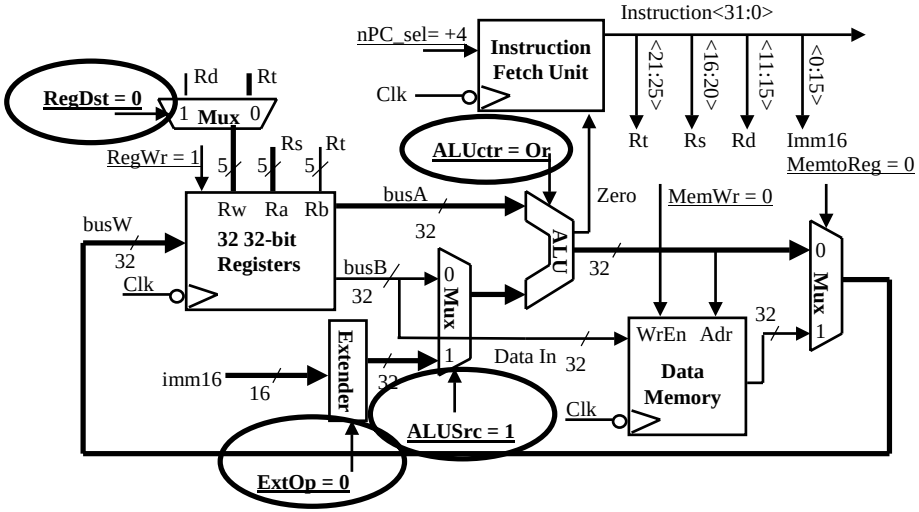
° R[rt] <- R[rs] or ZeroExt[Imm16]



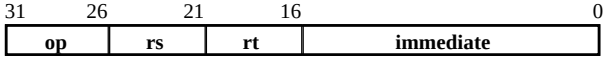
The Single Cycle Datapath during Or Immediate



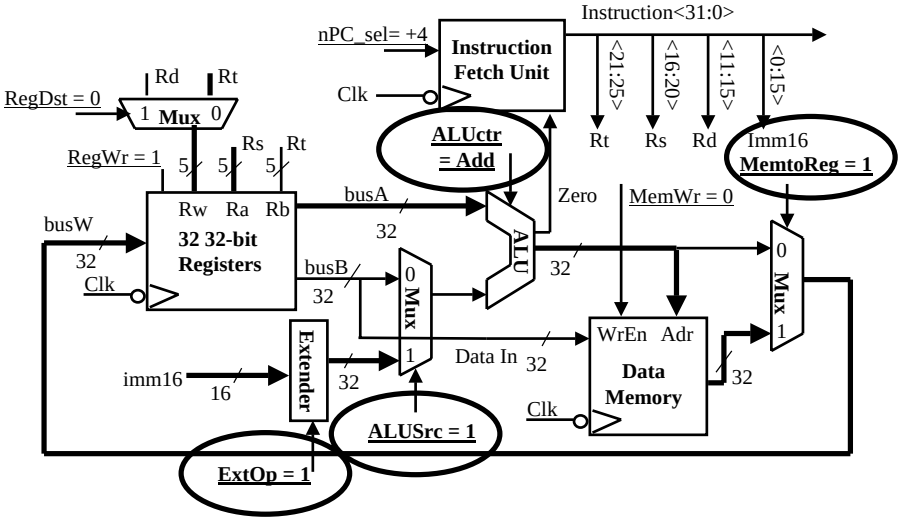
° R[rt] <- R[rs] or ZeroExt[Imm16]



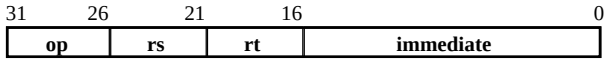
The Single Cycle Datapath during Load



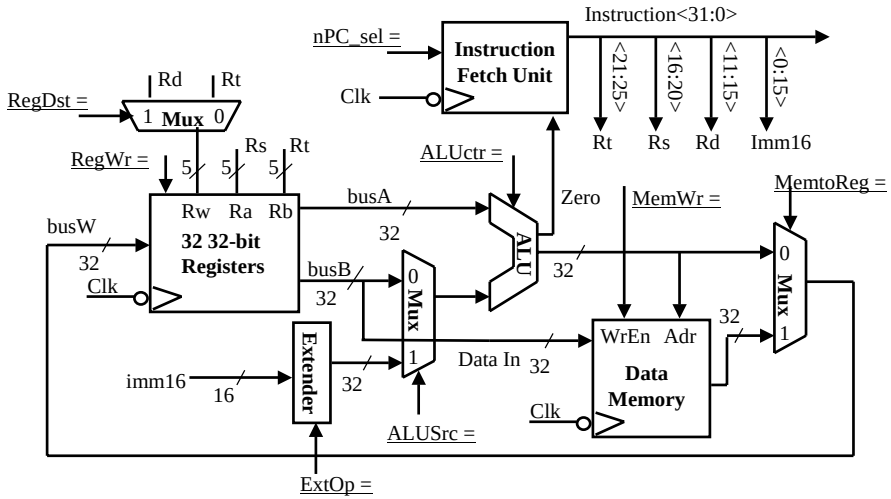
° R[rt] <- Data Memory {R[rs] + SignExt[imm16]}



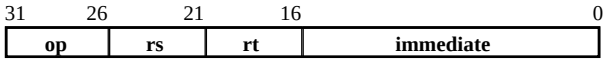
The Single Cycle Datapath during Store



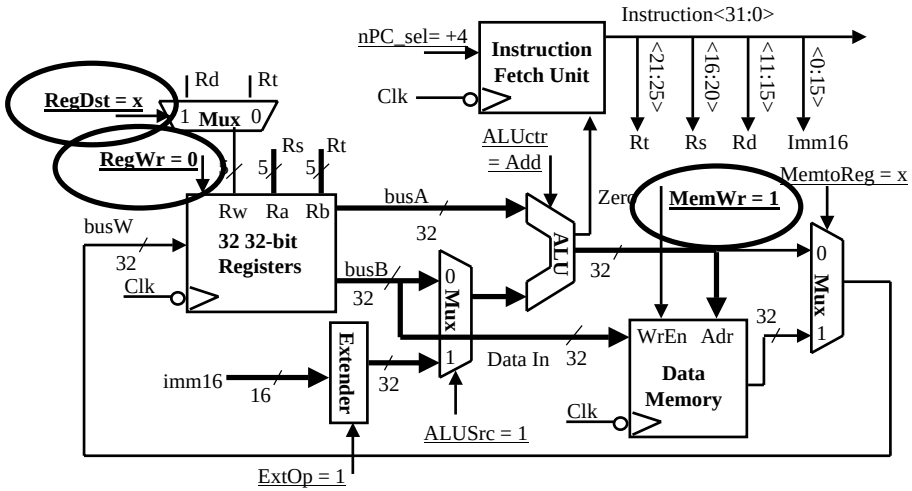
° Data Memory {R[rs] + SignExt[imm16]} <- R[rt]



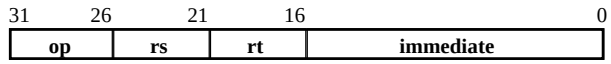
The Single Cycle Datapath during Store



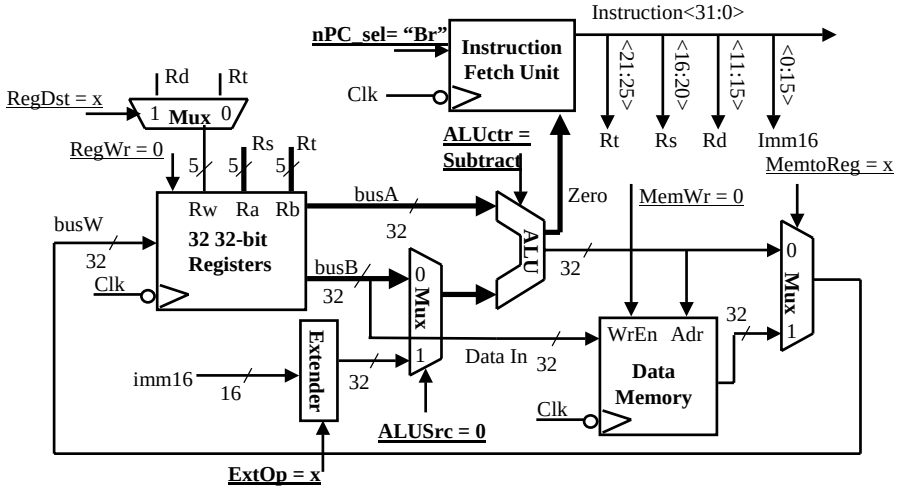
° Data Memory {R[rs] + SignExt[imm16]} <- R[rt]



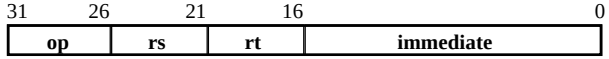
The Single Cycle Datapath during Branch



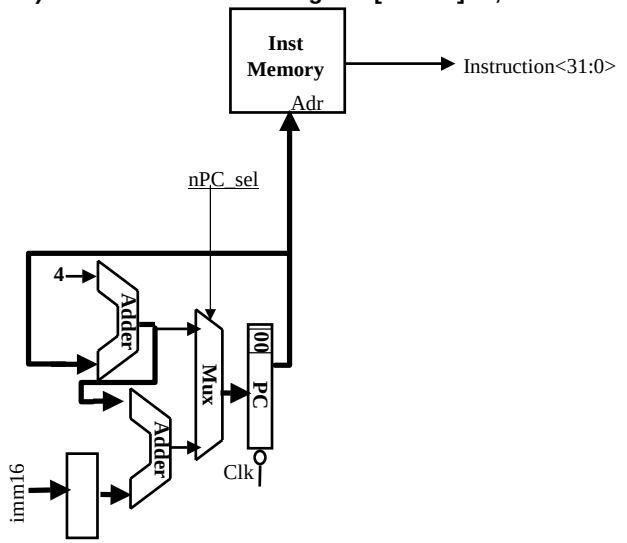
° if (R[rs] - R[rt] == 0) then Zero <- 1 ; else Zero <- 0



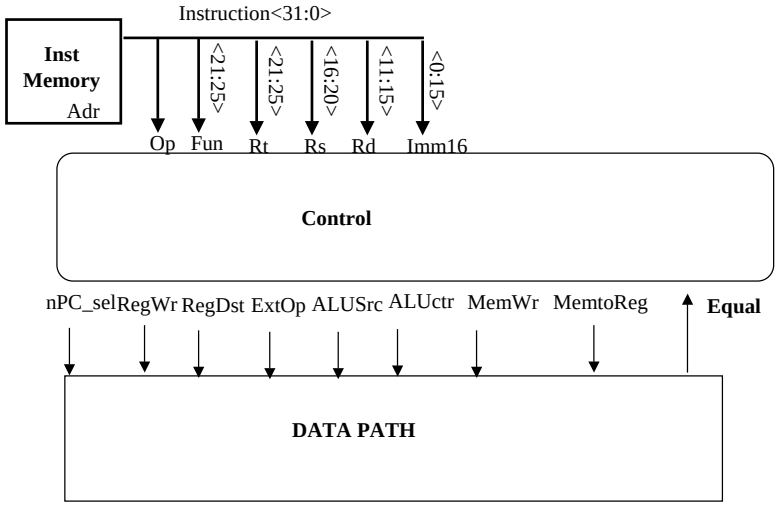
Instruction Fetch Unit at the End of Branch



° if (Zero == 1) then PC = PC + 4 + SignExt[imm16]*4 ; else PC = PC + 4



Step 4: Given Datapath: RTL -> Control



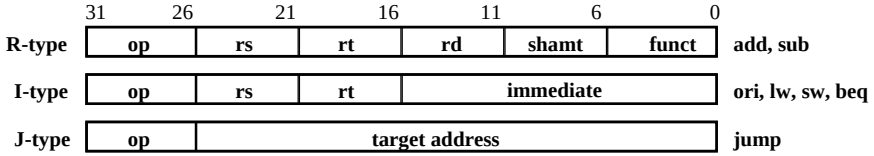
A Summary of Control Signals

inst	Register Transfer	
ADD	R[rd] <– R[rs] + R[rt];	PC <– PC + 4
	ALUsrc = RegB, ALUctr = "add", RegDst = rd, RegWr, nPC_sel = "+4"	
SUB	R[rd] <– R[rs] – R[rt];	PC <– PC + 4
	ALUsrc = RegB, ALUctr = "sub", RegDst = rd, RegWr, nPC_sel = "+4"	
ORi	R[rt] <– R[rs] + zero_ext(Imm16);	PC <– PC + 4
	ALUsrc = Im, Extop = "Z", ALUctr = "or", RegDst = rt, RegWr, nPC_sel = "+4"	
LOAD	R[rt] <– MEM[R[rs] + sign_ext(Imm16)];	PC <– PC + 4
	ALUsrc = Im, Extop = "Sn", ALUctr = "add", MemtoReg, RegDst = rt, RegWr,	nPC_sel = "+4"
STORE	MEM[R[rs] + sign_ext(Imm16)] <– R[rs];	PC <– PC + 4
	ALUsrc = Im, Extop = "Sn", ALUctr = "add", MemWr, nPC_sel = "+4"	
BEQ	if (R[rs] == R[rt]) then PC <– PC + sign_ext(Imm16)] || 00 else PC <– PC + 4	
	nPC_sel = "Br", ALUctr = "sub"	

A Summary of the Control Signals

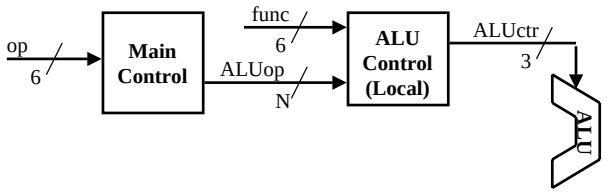
Predefined Codes (see Appendix A)

func	10 0000	10 0010	**We Don't Care :-)**				
op	00 0000	00 0000	00 1101	10 0011	10 1011	00 0100	00 0010
	add	**sub**	**ori**	**lw**	**sw**	**beq**	**jump**
RegDst	1	1	0	0	x	x	x
ALUSrc	0	0	1	1	1	0	x
MemtoReg	0	0	0	1	x	x	x
RegWrite	1	1	1	1	0	0	0
MemWrite	0	0	0	0	1	0	0
nPCsel	0	0	0	0	0	1	0
Jump	0	0	0	0	0	0	1
ExtOp	x	x	0	1	1	x	x
ALUctr<2:0>	Add	Subtract	Or	Add	Add	Subtract	xxx

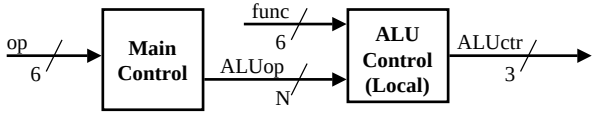


Local Decoding of ALU control signal

op	00 0000	00 1101	10 0011	10 1011	00 0100	00 0010
	R-type	**ori**	**lw**	**sw**	**beq**	**jump**
RegDst	1	0	0	x	x	x
ALUSrc	0	1	1	1	0	x
MemtoReg	0	0	1	x	x	x
RegWrite	1	1	1	0	0	0
MemWrite	0	0	0	1	0	0
Branch	0	0	0	0	1	0
Jump	0	0	0	0	0	1
ExtOp	x	0	1	1	x	x
ALUop<N:0>	"R-type"	Or	Add	Add	Subtract	xxx



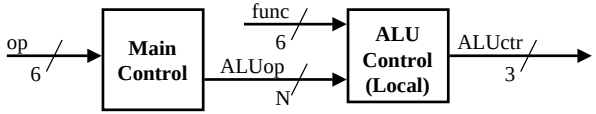
The Encoding of ALUop



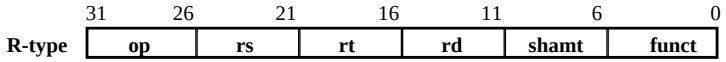
- **For the MIPS subset we consider here, ALUop has to be 2 bits wide to represent:**
  - **(1) "R-type" instructions**
  - **"I-type" instructions that require the ALU to perform:**
    - **(2) Or, (3) Add, and (4) Subtract**
- **To implement the full MIPS ISA, ALUop has to be 3 bits to represent:**
  - **(1) "R-type" instructions**
  - **"I-type" instructions that require the ALU to perform:**
    - **(2) Or, (3) Add, (4) Subtract, and (5) And (Example: andi)**

	R-type	**ori**	**lw**	**sw**	**beq**	**jump**
ALUop (Symbolic)	"R-type"	Or	Add	Add	Subtract	xxx
ALUop<2:0>	1 00	0 10	0 00	0 00	0 01	xxx

The Decoding of the "func" Field

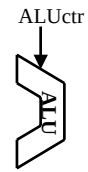


	R-type	**ori**	**lw**	**sw**	**beq**	**jump**
ALUop (Symbolic)	"R-type"	Or	Add	Add	Subtract	xxx
ALUop<2:0>	1 00	0 10	0 00	0 00	0 01	xxx



funct<5:0>	**Instruction Operation**
10 0000	add
10 0010	subtract
10 0100	and
10 0101	or
10 1010	set-on-less-than

ALU control as defined in Ch 4



ALUctr<2:0>	**ALU Operation**
000	And
001	Or
010	Add
110	Subtract
111	Set-on-less-than

The Truth Table for ALUctr

ALUop (Symbolic)	R-type	ori	lw	sw	beq
	"R-type"	Or	Add	Add	Subtract
ALUop<2:0>	1 00	0 10	0 00	0 00	0 01

funct<3:0>	Instruction Op.
0000	add
0010	subtract
0100	and
0101	or
1010	set-on-less-than

ALUop			func				ALU Operation	ALUctr		
bit<2>	bit<1>	bit<0>	bit<3>	bit<2>	bit<1>	bit<0>		bit<2>	bit<1>	bit<0>
0	0	0	x	x	x	x	Add	0	1	0
0	x	1	x	x	x	x	Subtract	1	1	0
0	1	x	x	x	x	x	Or	0	0	1
1	x	x	0	0	0	0	Add	0	1	0
1	x	x	0	0	1	0	Subtract	1	1	0
1	x	x	0	1	0	0	And	0	0	0
1	x	x	0	1	0	1	Or	0	0	1
1	x	x	1	0	1	0	Set on <	1	1	1

The Logic Equation for ALUctr<2>

ALUop			func				ALUctr<2>
bit<2>	bit<1>	bit<0>	bit<3>	bit<2>	bit<1>	bit<0>	
0	x	1	x	x	x	x	1
1	x	x	0	0	1	0	1
1	x	x	1	0	1	0	1

This makes func<3> a don't care

° **ALUctr<2> = !ALUop<2> & ALUop<0> +**
ALUop<2> & !func<2> & func<1> & !func<0>

The Logic Equation for ALUctr<1>

ALUop			func				ALUctr<1>
bit<2>	bit<1>	bit<0>	bit<3>	bit<2>	bit<1>	bit<0>	
0	0	0	x	x	x	x	1
0	x	1	x	x	x	x	1
1	x	x	0	0	0	0	1
1	x	x	0	0	1	0	1
1	x	x	1	0	1	0	1

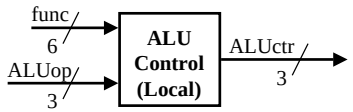
° **ALUctr<1> = !ALUop<2> & !ALUop<0> +**
ALUop<2> & !func<2> & !func<0>

The Logic Equation for ALUctr<0>

ALUop			func				ALUctr<0>
bit<2>	bit<1>	bit<0>	bit<3>	bit<2>	bit<1>	bit<0>	
0	1	x	x	x	x	x	1
1	x	x	0	1	0	1	1
1	x	x	1	0	1	0	1

° **ALUctr<0> = !ALUop<2> & ALUop<0>**
+ ALUop<2> & !func<3> & func<2> & !func<1> & func<0>
+ ALUop<2> & func<3> & !func<2> & func<1> & !func<0>

The ALU Control Block



° ALUctr<2> = !ALUop<2> & ALUop<0> +
ALUop<2> & !func<2> & func<1> & !func<0>

° ALUctr<1> = !ALUop<2> & !ALUop<0> +
ALUop<2> & !func<2> & !func<0>

° ALUctr<0> = !ALUop<2> & ALUop<0>
+ ALUop<2> & !func<3> & func<2> & !func<1> & func<0>
+ ALUop<2> & func<3> & !func<2> & func<1> & !func<0>

Step 5: Logic for each control signal

° nPC_sel <= if (OP == BEQ) then EQUAL else 0

° ALUsrc <= if (OP == “Rtype”) then “regB” else “immed”

° ALUctr <= if (OP == “Rtype”) then funct
elseif (OP == ORi) then “OR”
elseif (OP == BEQ) then “sub”
else “add”

° ExtOp <= _____

° MemWr <= _____

° MemtoReg <= _____

° RegWr: <=_____

° RegDst: <= _____

Step 5: Logic for each control signal

° nPC_sel <= if (OP == BEQ) then EQUAL else 0

° ALUsrc <= if (OP == “Rtype”) then “regB” else “immed”

° ALUctr <= if (OP == “Rtype”) then funct
elseif (OP == ORi) then “OR”
elseif (OP == BEQ) then “sub”
else “add”

° ExtOp <= if (OP == ORi) then “zero” else “sign”

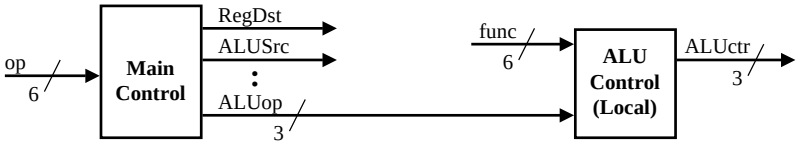
° MemWr <= (OP == Store)

° MemtoReg <= (OP == Load)

° RegWr: <= if ((OP == Store) || (OP == BEQ)) then 0 else 1

° RegDst: <= if ((OP == Load) || (OP == ORi)) then 0 else 1

The “Truth Table” for the Main Control



op	00 0000	00 1101	10 0011	10 1011	00 0100	00 0010
	R-type	**ori**	**lw**	**sw**	**beq**	**jump**
RegDst	1	0	0	x	x	x
ALUSrc	0	1	1	1	0	x
MemtoReg	0	0	1	x	x	x
RegWrite	1	1	1	0	0	0
MemWrite	0	0	0	1	0	0
Branch	0	0	0	0	1	0
Jump	0	0	0	0	0	1
ExtOp	x	0	1	1	x	x
ALUop (Symbolic)	“R-type”	Or	Add	Add	Subtract	xxx
ALUop <2>	1	0	0	0	0	x
ALUop <1>	0	1	0	0	0	x
ALUop <0>	0	0	0	0	1	x

The "Truth Table" for RegWrite

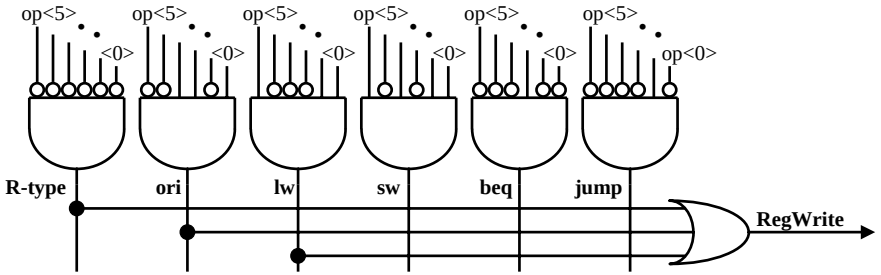
op	00 0000	00 1101	10 0011	10 1011	00 0100	00 0010
	R-type	**ori**	**lw**	**sw**	**beq**	**jump**
RegWrite	1	1	1	0	0	0

° **RegWrite = R-type + ori + lw**

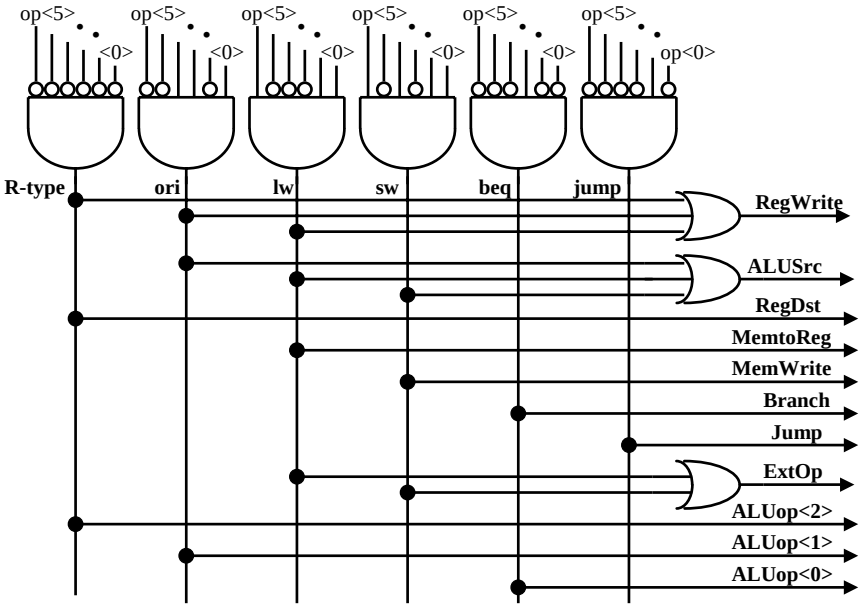
= !op<5> & !op<4> & !op<3> & !op<2> & !op<1> & !op<0> **(R-type)**

+ !op<5> & !op<4> & op<3> & op<2> & !op<1> & op<0> **(ori)**

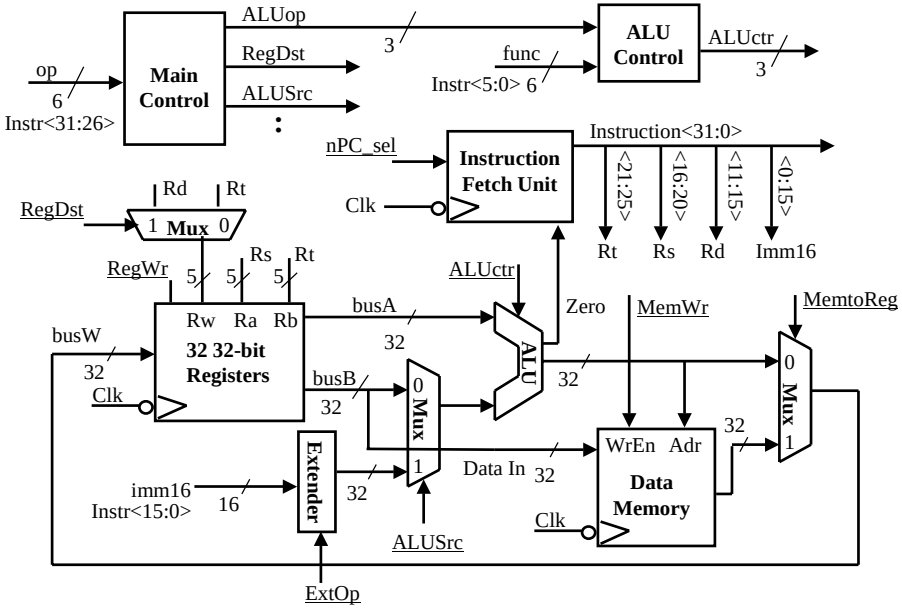
+ op<5> & !op<4> & !op<3> & !op<2> & op<1> & op<0> **(lw)**



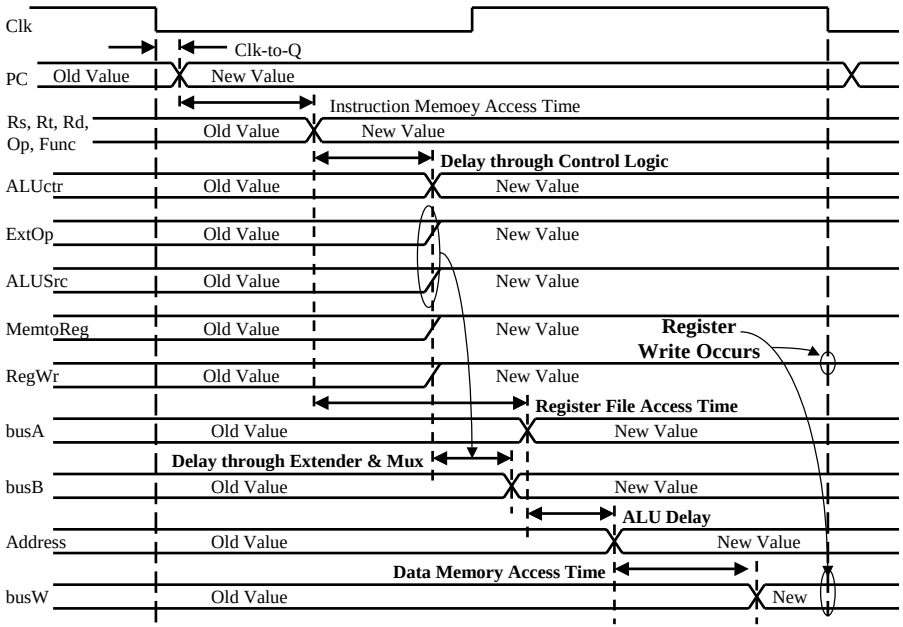
PLA Implementation of the Main Control



Putting it All Together: A Single Cycle Processor



Worst Case Timing (Load)



Drawback of this Single Cycle Processor

° Long cycle time:
  • Cycle time must be long enough for the load instruction:
    PC's Clock -to-Q +
    Instruction Memory Access Time +
    Register File Access Time +
    ALU Delay (address calculation) +
    Data Memory Access Time +
    Register File Setup Time +
    Clock Skew

° Cycle time for load is much longer than needed for all other instructions

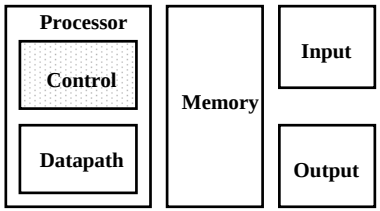
Summary

° Single cycle datapath => CPI=1, CCT => long

° 5 steps to design a processor
  • 1. Analyze instruction set => datapath requirements
  • 2. Select set of datapath components & establish clock methodology
  • 3. Assemble datapath meeting the requirements
  • 4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.
  • 5. Assemble the control logic

° Control is the hard part

° MIPS makes control easier
  • Instructions same size
  • Source registers always in same place
  • Immediates same size, location
  • Operations always on registers/immediates



Where to get more information?

° Chapter 5.1 to 5.3 of the text:
  • David Patterson and John Hennessy, "Computer Organization & Design: The Hardware / Software Interface," Second Edition, Morgan Kaufman Publishers, San Mateo, California, 1998.

° A good PhD thesis on processor design:
  • Manolis Katevenis, "Reduced Instruction Set Computer Architecture for VLSI," PhD Dissertation, EECS, U C Berkeley, 1982.

° For a reference on the MIPS architecture:
  • Gerry Kane, "MIPS RISC Architecture," Prentice Hall.