

Levels in Processor Design

Circuit design

- build gates (AND, OR, NAND, NOR, etc.), flip-flops, etc. from transistors

Logical design

- put gates together to form registers, adders, etc. (CSE370)

Register transfer level

- describes the execution of instructions by showing how information is transferred and manipulated between adders, registers, etc.
 - combinational: the output is a function of the input, e.g., an adder
 - sequential: state is remembered, e.g., registers

Architectural description

- ISA, software conventions

System description

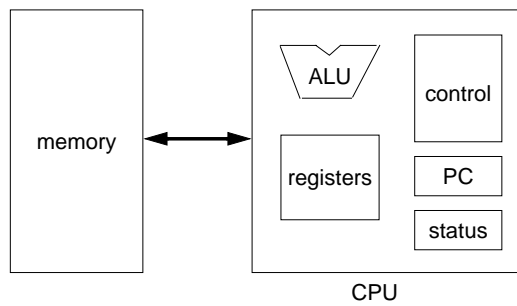
- memory hierarchy, I/O, number of processors, etc.

Execution Cycle

What happens when an instruction executes

- (1) **fetch**
 - sent the PC to memory
 - transfer an instruction from memory to the CPU
 - increment the PC
- (2) **decode** & read the ALU source
 - registers
 - immediate from the instruction
- (3) **execute**
 - an ALU operation
 - **effective address** calculation
 - address to memory
 - memory access
 - data to memory (if a store)
 - data from memory (if a load)
 - branch target calculation
 - condition check
 - change the PC
 - save the return address on a `jal`
- (4) **store** the result
 - from the ALU
 - from memory

Processor Datapath & Control Unit



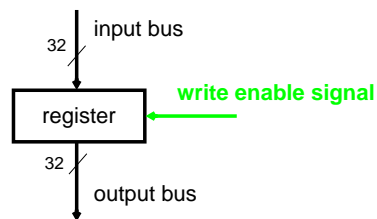
Datapath:

- **combinational** & **sequential** logic
- hardware that implements the operations: ALU, incrementer
- storage for the program (**processor state**): GPRs, PC, status
- wires & buses: data flow between the components

Control

- sends signals to the datapath elements
- specifies what operations to perform, what data to move, when to move it, where to move it

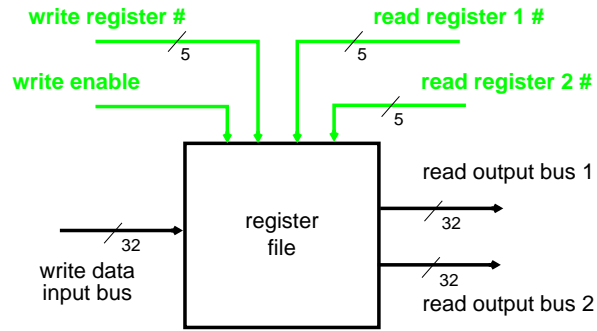
Datapath Building Blocks: Sequential



Register

- holds 32 bits
- can be read or written

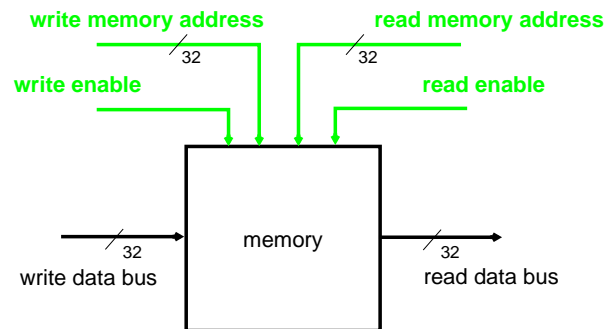
Datapath Building Blocks: Sequential



Register File

- always reads
- writes controlled by enable
- can both read and write in the same cycle
 - write first, read second
- can read two register values in the same cycle

Datapath Building Block: Sequential



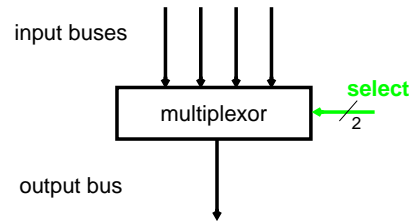
Memory

- can only read or write one location in a cycle

Datapath Building Block: Combinational

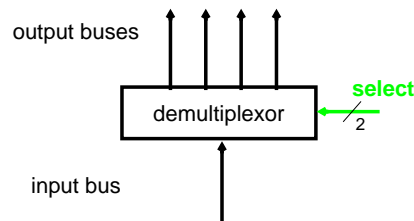
Multiplexor (MUX):

- selects one of its inputs for output
- input selected depends on **select** signal



Demultiplexor (selector)

- routes the input to one of the outputs
- the output chosen depends **select**

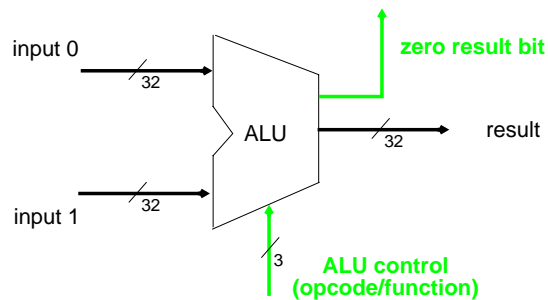


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Datapath Building Block: Combinational



ALU

- Computes arithmetic & logical functions

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8

Single-cycle Datapath

No hardware can be reused by the same instruction

(memory units not really on the CPU)