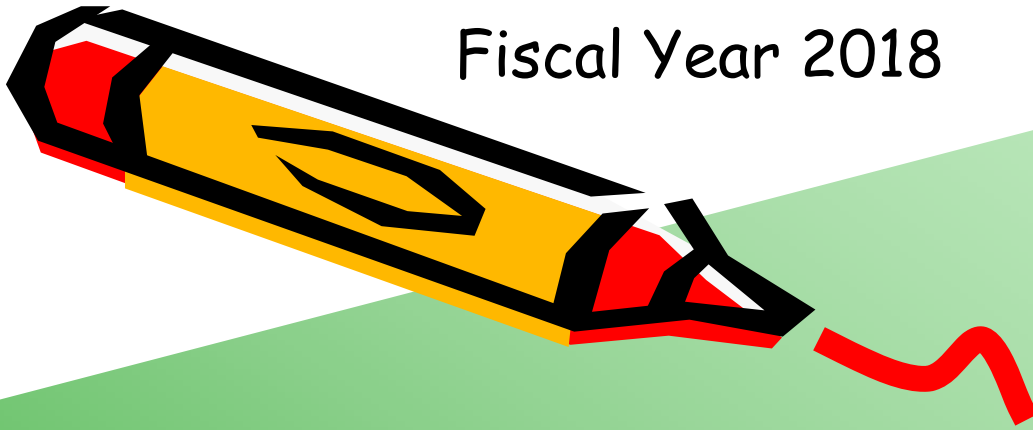


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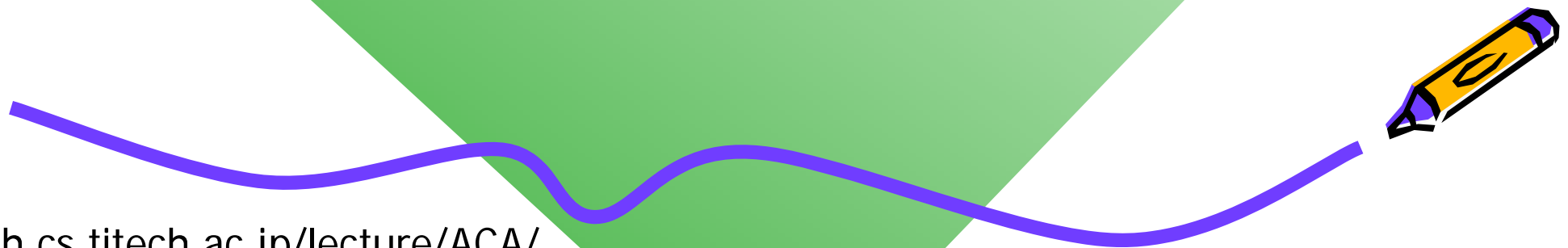
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Course number: CSC.T433  
School of Computing,  
Graduate major in Computer Science

# Advanced Computer Architecture

## 2. Instruction Set Architecture



[www.arch.cs.titech.ac.jp/lecture/ACA/](http://www.arch.cs.titech.ac.jp/lecture/ACA/)  
Room No.W936  
Mon 13:20-14:50, Thr 13:20-14:50

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# MIPS R3000 Instruction Set Architecture (ISA)

- Instruction Categories

- Computational
- Load/Store
- Jump and Branch
- Floating Point
  - coprocessor
- Memory Management
- Special

## Registers

R0 - R31

PC

HI

LO

## 3 Instruction Formats: **all 32 bits wide**

OP	rs	rt	rd	shamt	funct	R format
OP	rs	rt	immediate			I format
OP	jump target (immediate)					J format

# MIPS Register Convention and ABI

Name	Register Number	Usage	Preserve on call?
\$zero	0	<b>constant 0 (hardware)</b>	n.a.
\$at	1	<b>reserved</b> for assembler	n.a.
\$v0 - \$v1	2-3	returned values	no
\$a0 - \$a3	4-7	<b>arguments</b>	<b>yes</b>
\$t0 - \$t7	8-15	temporaries	no
\$s0 - \$s7	16-23	saved values	<b>yes</b>
\$t8 - \$t9	24-25	temporaries	no
\$gp	28	global pointer	<b>yes</b>
\$sp	29	stack pointer	<b>yes</b>
\$fp	30	frame pointer	<b>yes</b>
\$ra	31	return addr (hardware)	<b>yes</b>

ABI (Application Binary Interface)

# MIPS Arithmetic Instructions

- MIPS assembly language arithmetic statement

add \$t0, \$s1, \$s2

sub \$t0, \$s1, \$s2

- Each arithmetic instruction performs only **one** operation
- Each arithmetic instruction fits in 32 bits and specifies exactly **three** operands

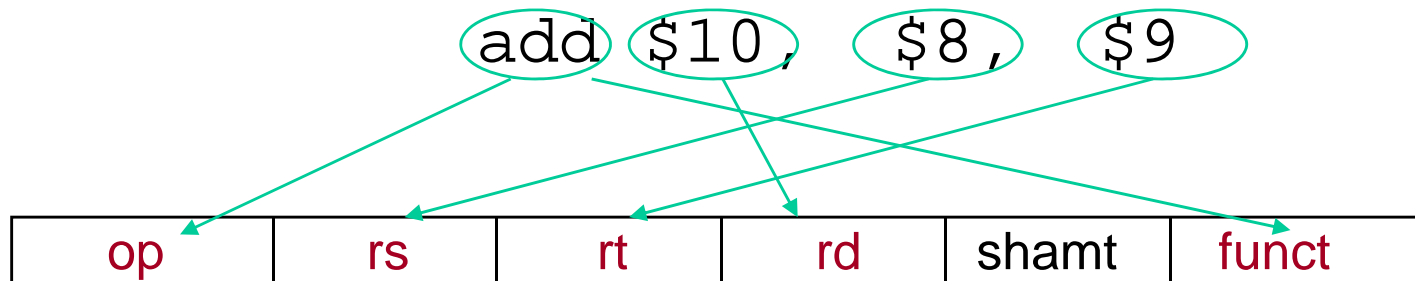
destination ← source1 **op** source2

- Operand order is fixed (destination first)
- Those operands are **all** contained in the datapath's **register file** (\$t0, \$s1, \$s2) – indicated by \$



# Machine Language - Add Instruction

- Instructions, like registers and words, are 32 bits long
- Arithmetic Instruction Format (**R** format):



op 6-bits **o**PCODE that specifies the operation

rs 5-bits **r**EGISTER file address of the first **s**OURCE operand

rt 5-bits **r**EGISTER file address of the second source operand

rd 5-bits **r**EGISTER file address of the result's **d**ESTINATION

shamt 5-bits **s**HIFT **a**MOUNT (for shift instructions)

funct 6-bits **f**UNCTION code augmenting the opcode

{6'h0, 5'd8, 5'd9, 5'd10, 5'd0, 6'h20} for **add \$10, \$8, \$9**



# Exercise

- Compiling a C assignment Using Registers
- $f = (g + h) - (i + j);$
- The variables  $f, g, h, i,$  and  $j$  are assigned to the registers  $\$s0, \$s1, \$s2, \$s3,$  and  $\$s4,$  respectively. What is the compiled MIPS code?



# MIPS Immediate Instructions

- Small constants are used often in typical code
- Possible approaches?
  - put “typical constants” in memory and load them
  - create hard-wired registers (like \$zero) for constants like 1
  - have special instructions that contain constants !

**addi \$sp, \$sp, 4    # \$sp = \$sp + 4**

slti \$t0, \$s2, 15    # \$t0 = 1 if \$s2 < 15

- Machine format (**I** format):



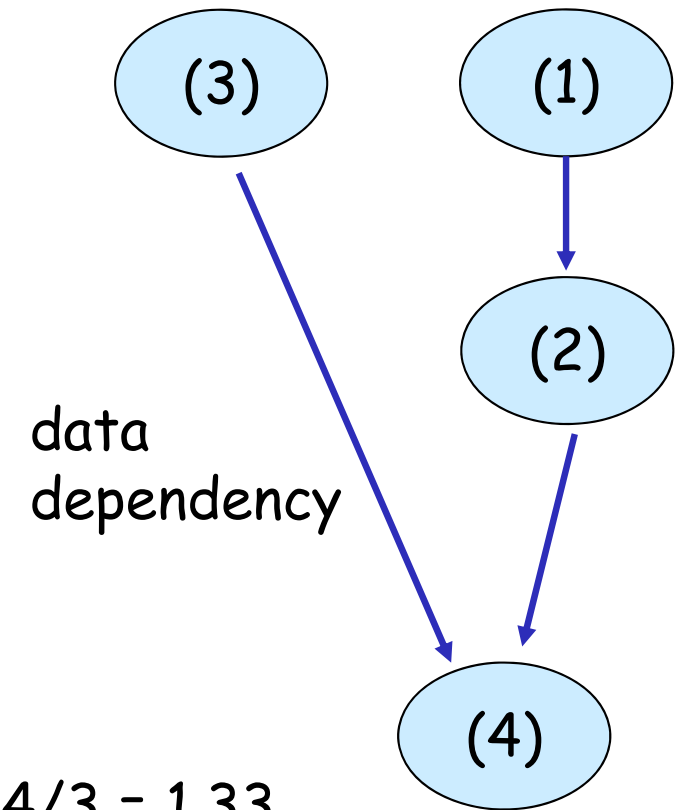
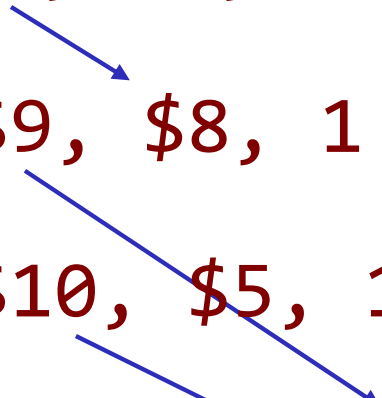
- The constant is kept **inside** the instruction itself!
  - Immediate format **limits** values to the range  $+2^{15}-1$  to  $-2^{15}$

{6'h8, 5'd0, 5'd8, 16'd3} for addi \$8, \$0, 3



# Instruction Level Parallelism (ILP)

add	\$8, \$3, \$5	(1)
addi	\$9, \$8, 1	(2)
addi	\$10, \$5, 1	(3)
add	\$11, \$10, \$9	(4)



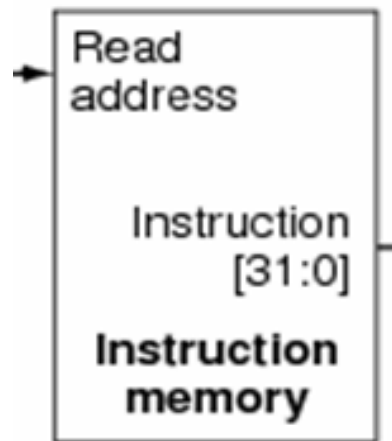
$$\text{ILP} = 4/3 = 1.33$$



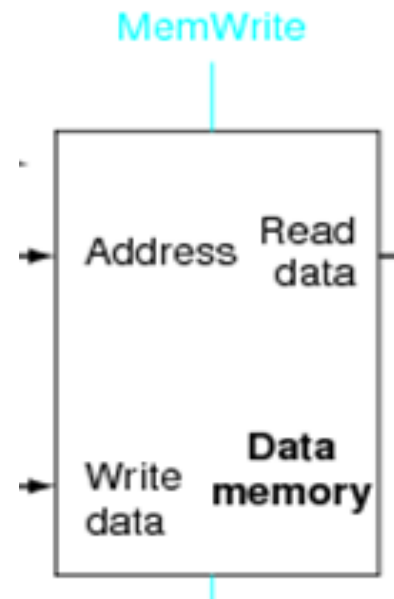


# Computer Memory

- Read-only memory (ROM)
- Random-access memory (RAM)

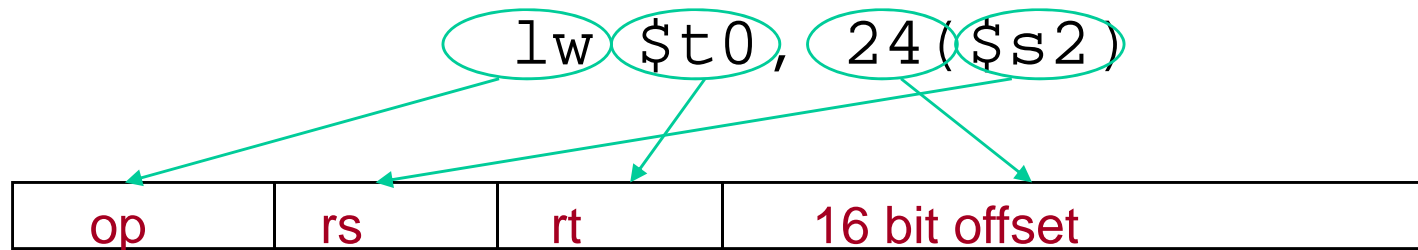


We use 8K word memory.

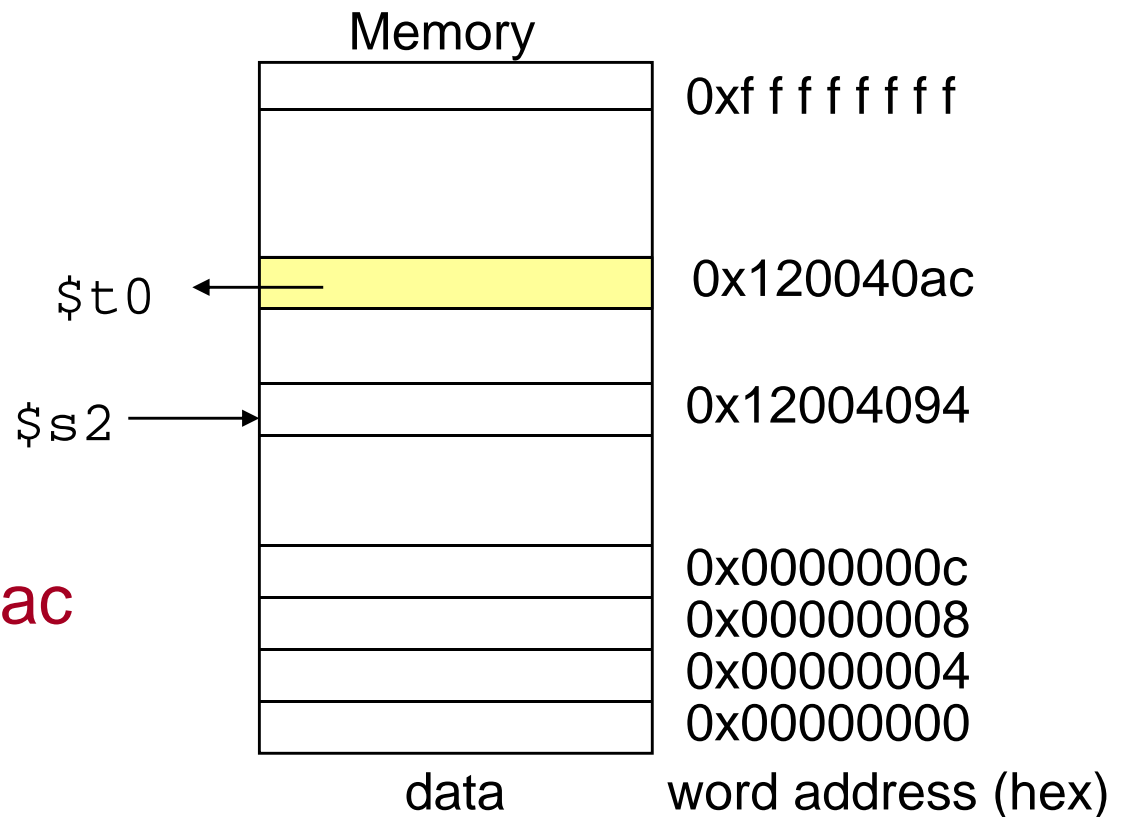


# Machine Language - **Load** Instruction

- Load/Store Instruction Format (**I** format):

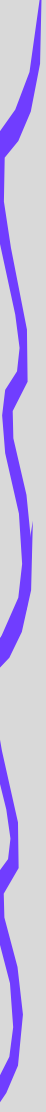


$$\begin{array}{r} 24_{10} + \$s2 = \\ \dots 0001\ 1000 \\ + \dots 1001\ 0100 \\ \hline \dots 1010\ 1100 = 0x120040ac \end{array}$$



# Exercise

- Compiling an Assignment When an Operand Is in Memory
- $g = h + A[8];$
- Let's assume that  $A$  is an array of 100 words and the compiler has associated the variable  $g$  and  $h$  with the registers  $\$s1$  and  $\$s2$  as before. Let's also assume that the starting address, or base address, of the array is in  $\$s3$ . Compile this C assignment statement.



# MIPS Memory Access Instructions

- MIPS has two basic **data transfer** instructions for accessing memory

lw \$t0, 4(\$s3) #load word from memory

sw \$t0, 8(\$s3) #store word to memory

- The data is loaded into (lw) or stored from (sw) a register in the register file – a 5 bit address
- The memory address – a 32 bit address – is formed by adding the contents of the **base address register** to the **offset** value
  - A 16-bit field meaning access is limited to memory locations within a region of  $\pm 2^{13}$  or 8,192 words ( $\pm 2^{15}$  or 32,768 bytes) of the address in the base register
  - Note that the offset can be positive or negative



# Exercise



- Compiling Using Load and Store
- $A[12] = h + A[8];$
- Assume variable  $h$  is associated with register  $\$s2$  and base address of the array  $A$  is in  $\$s3$ . What is the MIPS assembly code for the C assignment statement?



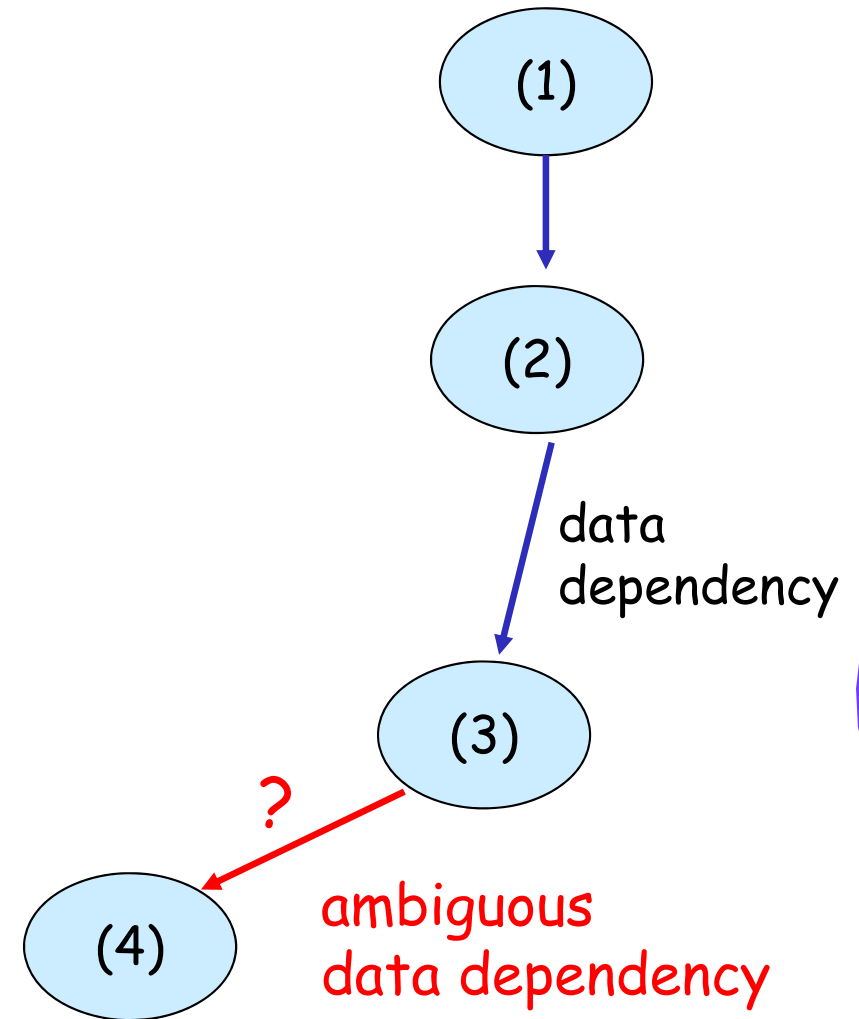
# Instruction Level Parallelism (ILP)

lw	\$t0, 32(\$s3)	(1)
add	\$t0, \$s2, \$t0	(2)
sw	\$t0, 48(\$s3)	(3)
lw	\$t1, 32(\$s4)	(4)

Diagram illustrating Instruction Level Parallelism (ILP) with four instructions and their dependencies:

- Instruction (1): `lw $t0, 32($s3)`
- Instruction (2): `add $t0, $s2, $t0` (depends on (1))
- Instruction (3): `sw $t0, 48($s3)` (depends on (2))
- Instruction (4): `lw $t1, 32($s4)` (depends on (3))

A red arrow with a question mark points from instruction (3) to instruction (4), indicating an ambiguous data dependency.



# MIPS Control Flow Instructions

- MIPS **conditional branch** instructions:

bne \$s0, \$s1, Lbl # go to Lbl if \$s0≠\$s1

beq \$s0, \$s1, Lbl # go to Lbl if \$s0=\$s1

- Ex: **if (i==j) h = i + j;**

bne \$s0, \$s1, Lbl1

add \$s3, \$s0, \$s1

Lbl1: ...

- Instruction Format (**I** format):



- How is the branch destination address specified?

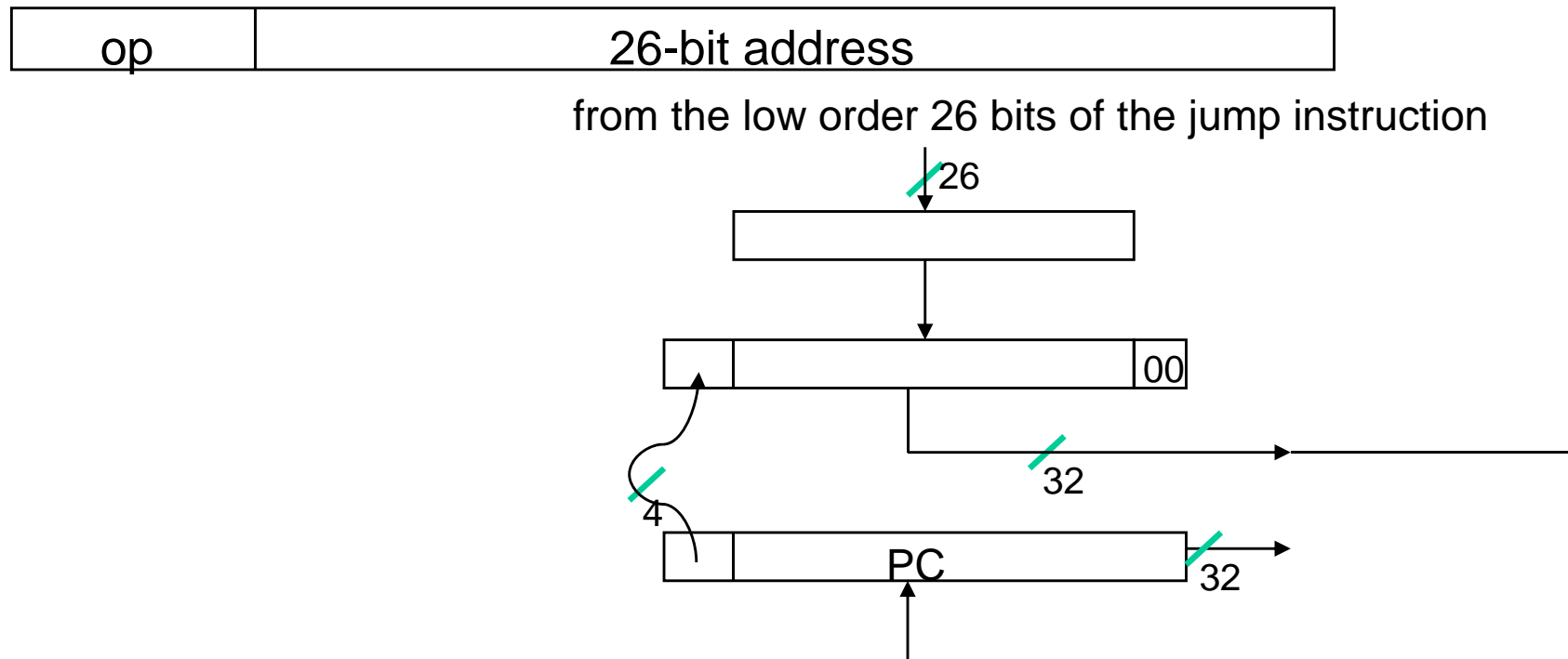


# Other Control Flow Instructions

- MIPS also has an **unconditional branch** instruction or **jump** instruction:

**j label      # go to label**

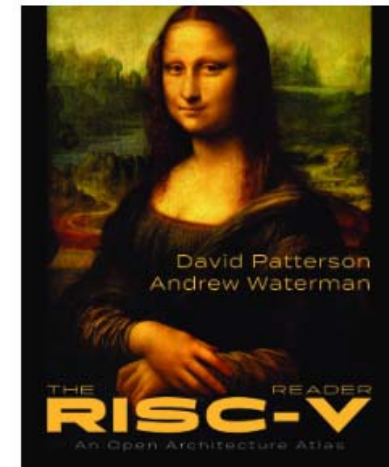
- Instruction Format (**J** Format):





# RISC - Reduced Instruction Set Computer

- RISC philosophy
  - fixed instruction lengths
  - load-store instruction sets
  - limited addressing modes
  - limited operations
- RISC-I, MIPS, DEC Alpha, **ARM**, **RISC-V**, ...



# CISC - Complex Instruction Set Computer



- CISC philosophy
  - ! fixed instruction lengths
  - ! load-store instruction sets
  - ! limited addressing modes
  - ! limited operations
- DEC VAX11, Intel 80x86, ...



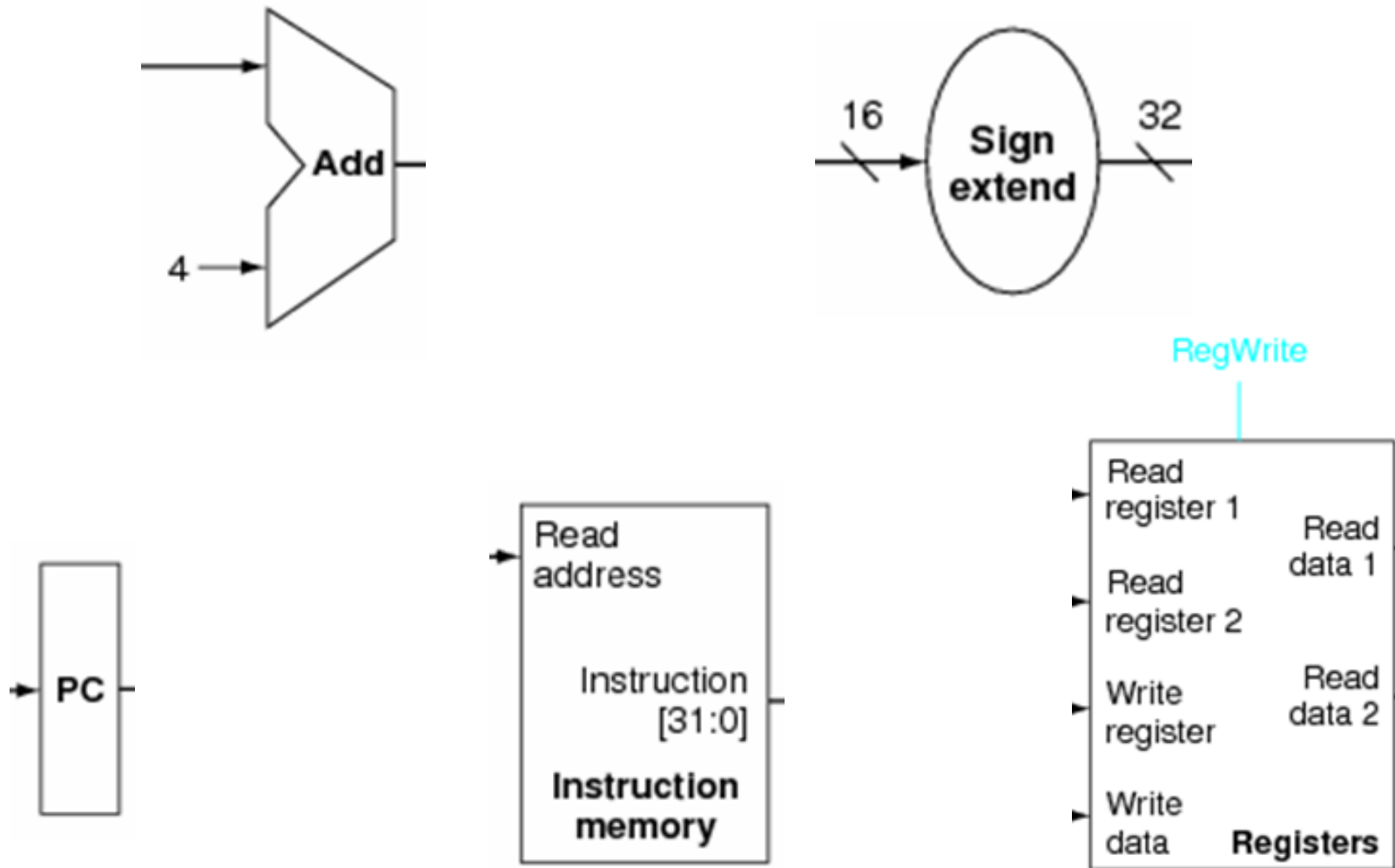
# Single-cycle implementation of processors



- Single-cycle implementation also called single clock cycle implementation is the implementation in which an instruction is executed in one clock cycle. While easy to understand, it is too slow to be practical.



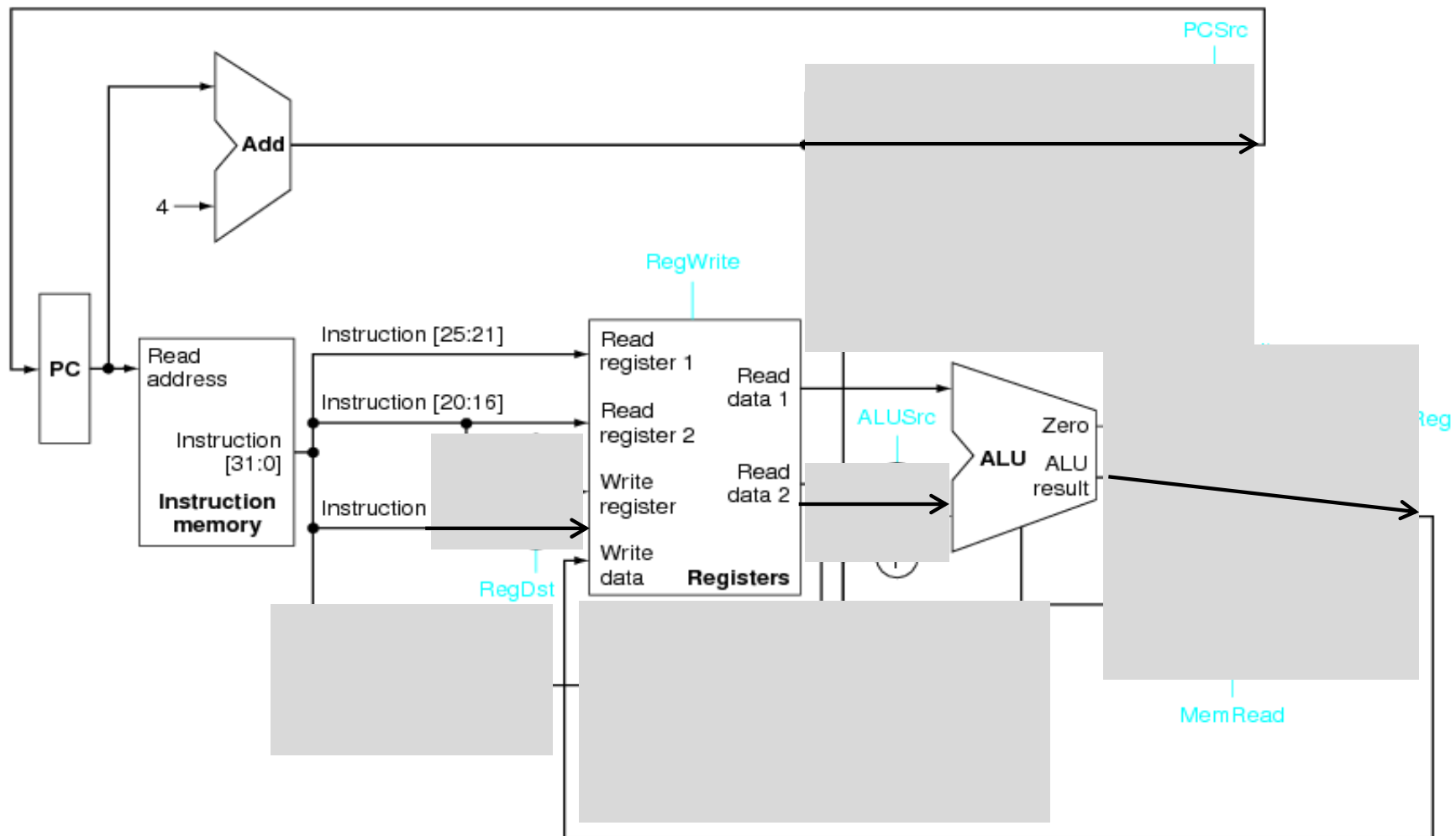
# Some building blocks of processor datapath



We use 8K word memory.

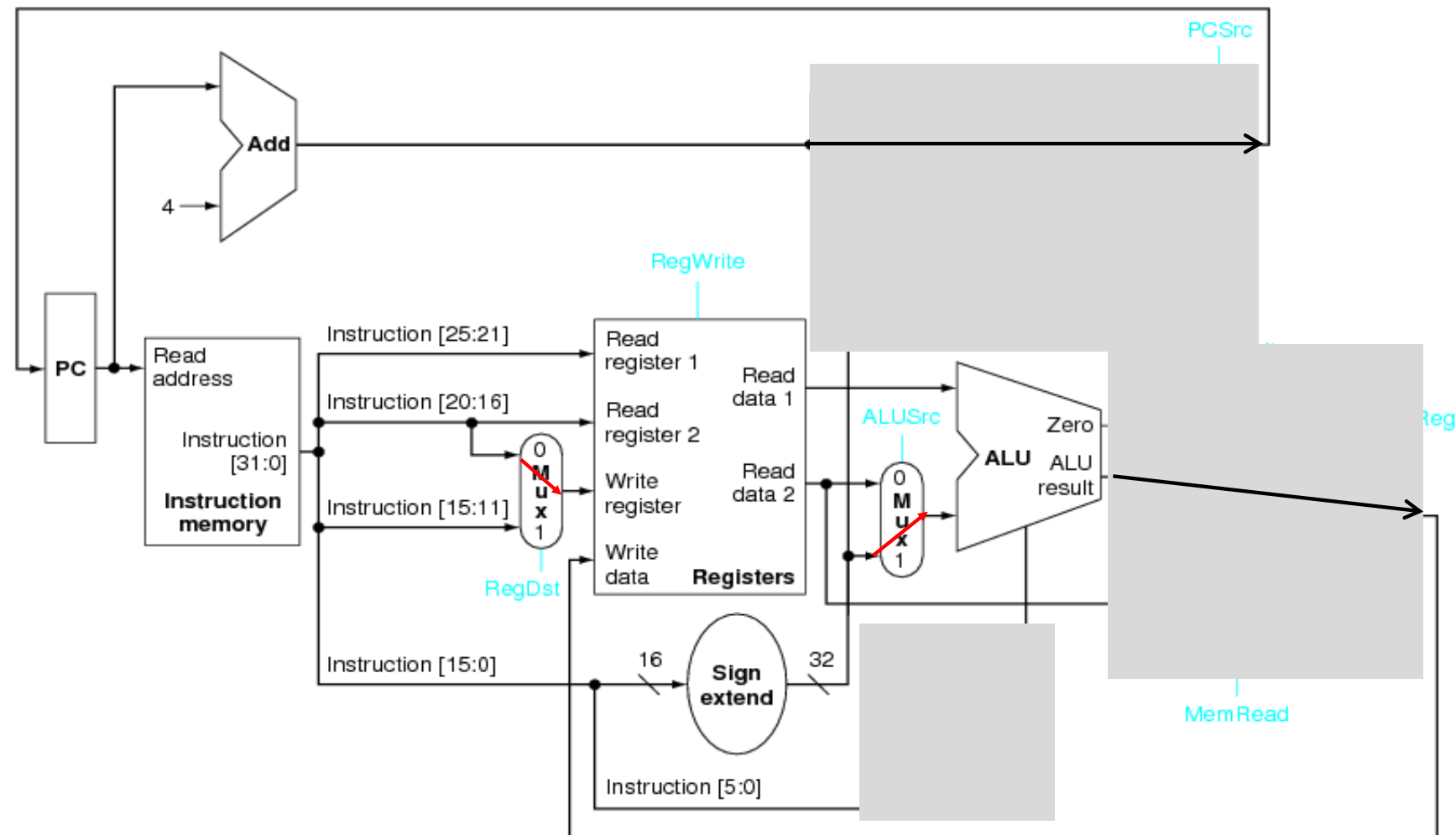
# Datapath of single-cycle processor supporting ADD

IR[25:21]		IR[20:16]		IR[15:11]	
op	rs	rt	rd	shamt	funct
0x800	add \$t0, \$s1, \$s2		[ add \$8, \$17, \$18 ]		



\$17 = 3  
\$18 = 4

# Datapath of processor supporting **ADD** and **ADDI**



\$8 = 7

# Homework 2

1. Design a single-cycle processor supporting MIPS add, addi instructions in Verilog HDL. Please download [proc01.v](#) from the support page and refer it.
2. Verify the behavior of designed processor using following assembly code
  - `add $0, $0, $0 # NOP {6'h0, 5'd0, 5'd0, 5'd0, 5'd0, 6'h20}`
  - `addi $t0, $zero, 3 # {6'h8, 5'd0, 5'd8, 16'd3}`
  - `addi $t1, $zero, 5 # {6'h8, 5'd0, 5'd9, 16'd5}`
  - `add $t2, $t0, $t1 # {6'h0, 5'd8, 5'd9, 5'd10, 5'd0, 6'h20}`
3. Submit **a report printed on A4 paper** at the beginning of the next lecture.
  - The report should include a block diagram, a source code in Verilog HDL, and obtained waveforms of your design.

