

## 1 Pre-Check

This section is designed as a conceptual check for you to determine if you conceptually understand and have any misconceptions about this topic. Please answer true/false to the following questions, and include an explanation:

- 1.1 The single cycle datapath makes use of all hardware units for each instruction.

False. All units are active in each cycle, but their output may be ignored (gated) by control signals.

- 1.2 It is possible to execute the stages of the single cycle datapath in parallel to speed up execution of a single instruction.

False. Each stage depends on the value produced by the stage before it (e.g., instruction decode depends on the instruction fetched).

- 1.3 If the delay of reading from IMEM is reduced, then any (non-empty) program using the single cycle datapath will speed up.

True. Since every instruction must read from IMEM during the instruction fetch stage, making the IMEM faster will speed up every single instruction.

- 1.4 The control signals used throughout all datapath stages to guide a correct 'execution line' all come from decoding an instruction's unique binary encoding only.

False. PCSel is used to determine what instruction will be executed next, which is not immediately known for a branch instruction. This is discovered in the Branch Comparator after the register values are retrieved from the RegFile. The comparator then produces the BrEq (branch equal) and BrLt (branch less than) flags, which are used in the control logic with the instruction encoding to produce the PCSel signal.

- 1.5 Storing instructions and loading instructions are the only instructions that require input/output from DMEM.

True. For all other instructions, we don't need to read the data that is read out from DMEM, and thus don't need to wait for the output of the MEM stage.

- 1.6 It is possible to use both the output of the immediate generator and the value in register rs2.

False. You may only use *either* the immediate generator or the value in register rs2. Notice in our datapath, there is a mux with a signal (BSel) that decides whether we use the output of the immediate generator or the value in rs2.

## 2 Single-Cycle CPU

2.1 For this worksheet, we will be working with the single-cycle CPU datapath provided the last page.

- (a) Explain what happens in each datapath stage, and which hardware units in the datapath are used.

**IF** Instruction Fetch

Send address to the instruction memory (IMEM), and read IMEM at that address.

Hardware units: PC register, +4 adder, PCSel mux, IMEM

**ID** Instruction Decode

Generate control signals from the instruction bits, generate the immediate, and read registers from the RegFile.

Hardware units: RegFile, ImmGen

**EX** Execute

Perform ALU operations, and do branch comparison.

Hardware units: ASel mux, BSel mux, branch comparator, ALU

**MEM** Memory

Read from or write to the data memory (DMEM).

Hardware units: DMEM

**WB** Writeback

Write back either  $PC + 4$ , the result of the ALU operation, or data from memory to the RegFile.

Hardware units: WBSel mux, RegFile

- (b) On the datapath, fill in each **round** box with the name of the datapath component, and each **square** box with the name of the control signal.

See last page.

- (c) List all possible values that each control signal may take on for the single cycle datapath, then briefly describe what each value means for each signal.

Signal Name	Values	Signal Name	Values
PCSel		RegWEn	
ImmSel		BrEq	
BrLt		ALUSel	
MemRW		WBSel	

**PCSel:** 0: OldPC + 4 is next PC; 1: ALU value (for branches, jumps, etc...)

**RegWEn:** 0: WB value is not written to register; 1: WB is written

**ImmSel:** 0-4 used for I, B, S, J, U type immediates; 5-7 unused

**BrEq:** 0 when inputs not equal; 1 when inputs equal

**BrLt:** 0 when  $rs1$  is not less than  $rs2$ ; 1 when it is less than

**ALUSel:** note, this is using the same design reference 61C does; may differ based on CPU design; you do **not** have to memorise all of these!

- 0: add ( $rd = rs1 + rs2$ )
- 1: sll ( $rd = rs1 \ll rs2$ )
- 2: slt ( $rd = (rs1 < rs2 \text{ (signed)}) ? 1 : 0$ )
- 3: unused
- 4: xor ( $rd = rs1 \wedge rs2$ )
- 5: srl ( $rd = (\text{unsigned}) A \gg B$ )
- 6: or ( $rd = rs1 | rs2$ )
- 7: and ( $rd = rs1 \& rs2$ )
- 8: mul ( $rd = (\text{signed}) (rs1 * rs2)[31:0]$ )
- 9: mulh ( $rd = (\text{signed}) (rs1 * rs2) [63:32]$ )
- 10: unused
- 11: mulhu ( $rd = (\text{unsigned}) (rs1 * rs2) [63:32]$ )
- 12: sub ( $rd = rs1 - rs2$ )
- 13: sra ( $rd = (\text{signed}) rs1 \gg rs2$ )
- 14: unused
- 15: bsel ( $rd = rs2$ )

**MemRW:** 0 for all non-write-to-memory operations; 1 to enable writing to main memory

**WBSel:** 0 for PC + 4; 1 for ALU output; 2 for main memory read output; 3 unused

- 2.2 Fill out the following table with the control signals for each instruction based on the datapath on the last page. If the value of the signal does not affect the execution of an instruction, use the \* (don't care) symbol to indicate this. If the value of the signal **does** affect the execution, but can be different depending on the program, list all possible values (for example, for a signal with possible values of 0 and 1, write 0/1).

	BrEq	BrLT	PCSel	ImmSel	BrUn	ASel	BSel	ALUSel	MemRW	RegWEn	WBSel
add	*	*	0 (PC + 4)	*	*	0 (Reg)	0 (Reg)	add	0	1	1 (ALU)
ori	*	*	0	I	*	0 (Reg)	1 (Imm)	or	0	1	1 (ALU)
lw	*	*	0	I	*	0 (Reg)	1 (Imm)	add	0	1	2 (MEM)
sw	*	*	0	S	*	0 (Reg)	1 (Imm)	add	1	0	*
beq	0/1	*	0/1	B	*	1 (PC)	1 (Imm)	add	0	0	*
jal	*	*	1 (ALU)	J	*	1 (PC)	1 (Imm)	add	0	1	0 (PC + 4)
blt	*	0/1	0/1	B	0	1 (PC)	1 (Imm)	add	0	0	*

## 2.3 Clocking Methodology

- A **state element** is an element connected to the clock (denoted by a triangle at the bottom). The **input signal** to each state element must stabilize before each **rising edge**.
- The **critical path** is the longest delay path between state elements in the circuit. The circuit cannot be clocked faster than this, since anything faster would mean that the correct value is not guaranteed to reach the state element in the allotted time. If we place registers in the critical path, we can shorten the period by **reducing the amount of logic between registers**.

For this exercise, assume the delay for each stage in the datapath is as follows:

IF: 200 ps      ID: 100 ps      EX: 200 ps      MEM: 200 ps      WB: 100 ps

- (a) Mark the stages of the datapath that the following instructions use and calculate the total time needed to execute the instruction.

	IF	ID	EX	MEM	WB	Total Time
add	X	X	X		X	600 ps
ori	X	X	X		X	600 ps
lw	X	X	X	X	X	800 ps
sw	X	X	X	X		700 ps
beq	X	X	X			500 ps
jal	X	X	X		X	600 ps
bltu	X	X	X			500 ps

- (b) Which instruction(s) exercise the critical path?

Load word (lw), which uses all 5 stages.

- (c) What is the fastest you could clock this single cycle datapath?

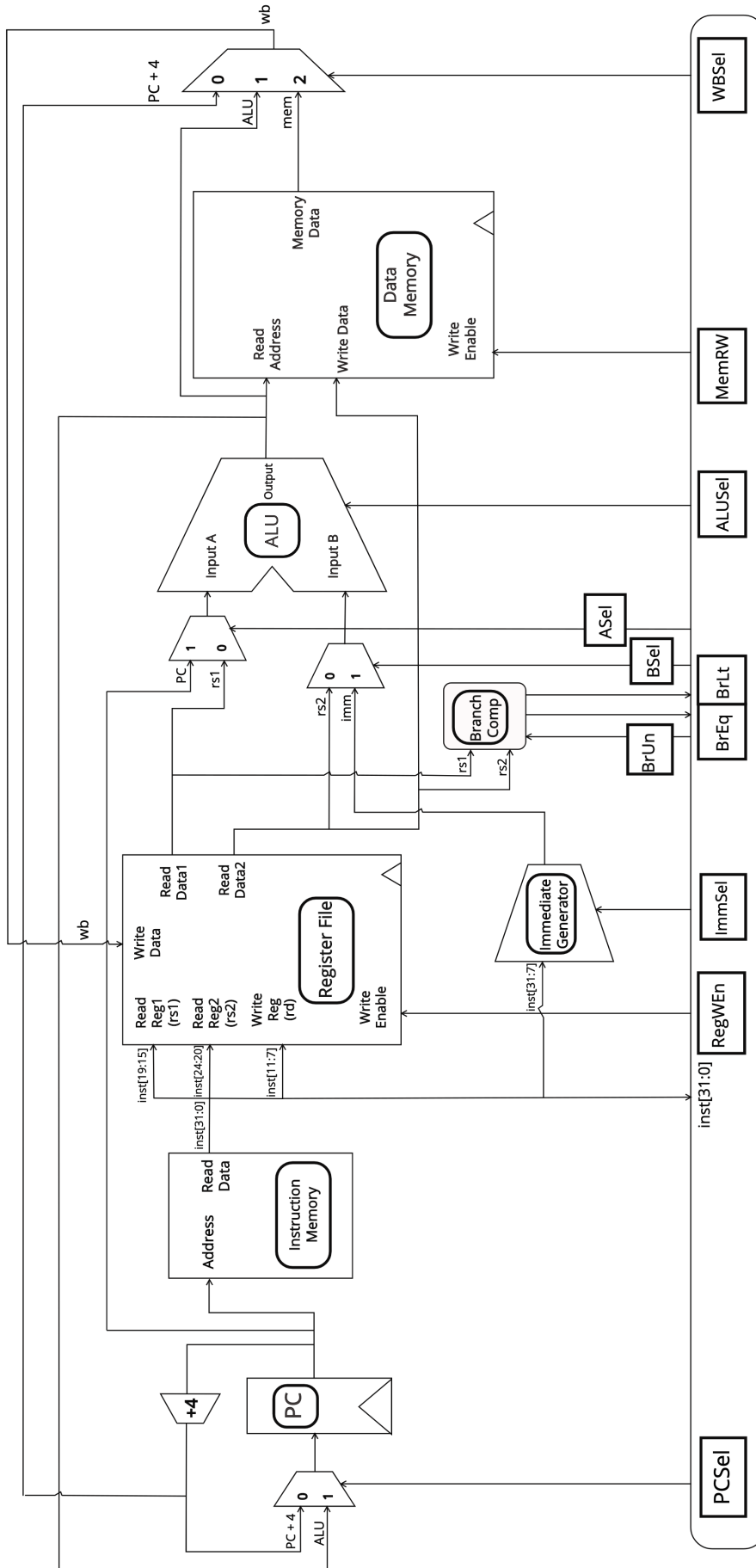
$$\frac{1}{800} \text{ picoseconds} = \frac{1}{800 * 10^{-12}} \text{ seconds} = 1,250,000,000s^{-1} = 1.25GHz$$

- (d) Why is the single cycle datapath inefficient?

At any given time, most of the parts of the single cycle datapath are sitting unused. Also, even though not every instruction exercises the critical path, the datapath can only be clocked as fast as the slowest instruction.

- (e) How can you improve its performance?

Performance can be improved with pipelining, or putting registers between stages so that the amount of combinational logic between registers is reduced, allowing for a faster clock time. We'll talk more about this next week!



Control Logic