Lecture 7: Datapath

COS / ELE 375

Computer Architecture and Organization

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Princeton University
Fall 2015

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Prof. David August

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Datapath

Datapath

"The component of the processor that performs arithmetic operations" – P&H

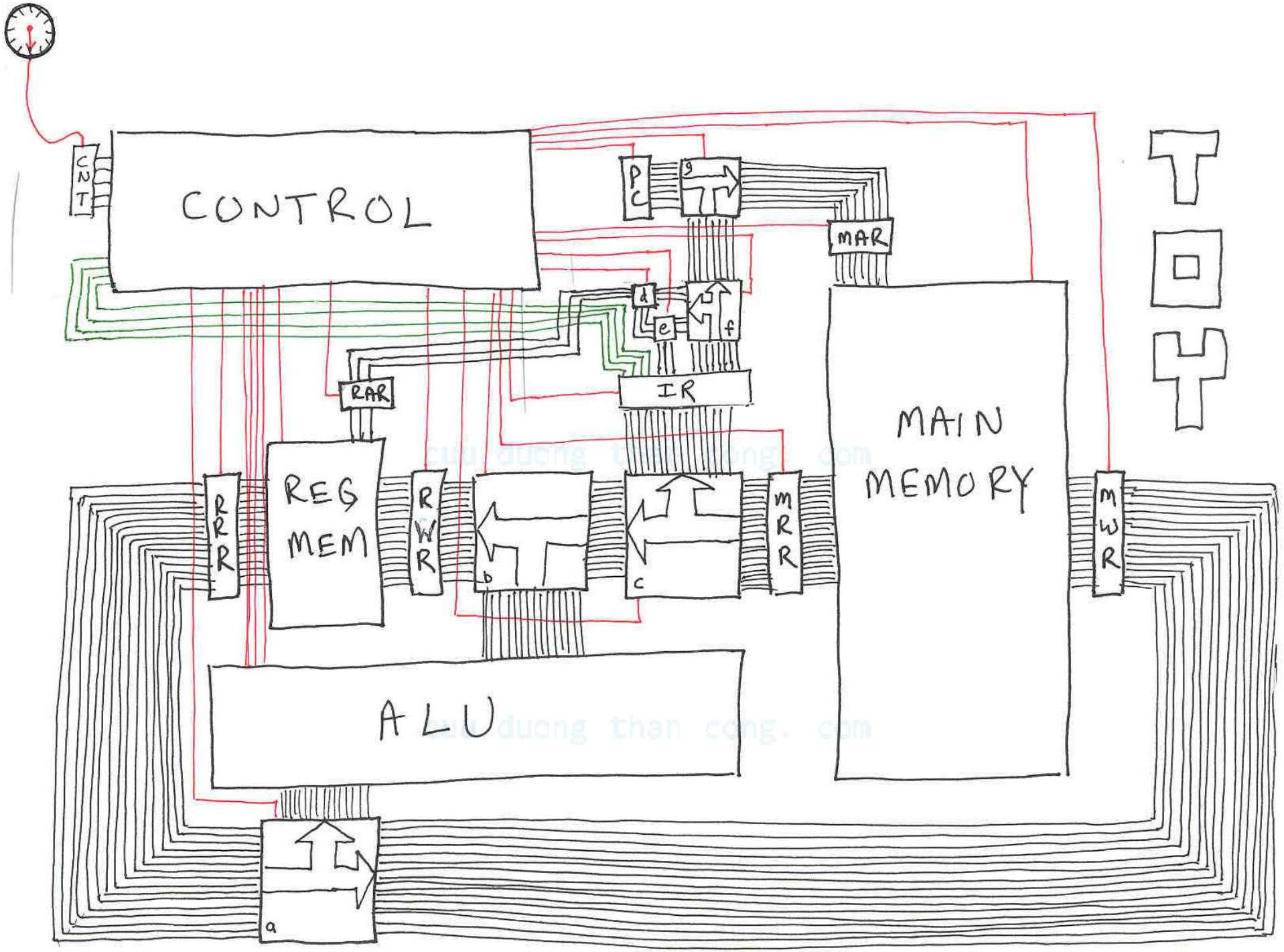
Datapath

The collection of state elements, computation elements, and interconnections that together provide a conduit for the flow and transformation of data in the processor during execution. - DIA

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Datapath - Part of the Microarchitecture



Architecture

- The ISA - the programmer's view of the machine
- Implementation independent, an interface

Microarchitecture



- The lower-level implementation of the ISA
- Design specific, an implementation

Example use of terminology

- Architectural state: Register r5
- Microarchitectural state: Carry bit on the 5th 1-bit ALU

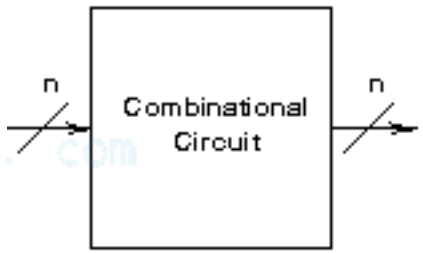
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Datapath Elements

- ALUs are just one datapath building block
- What about the other elements?

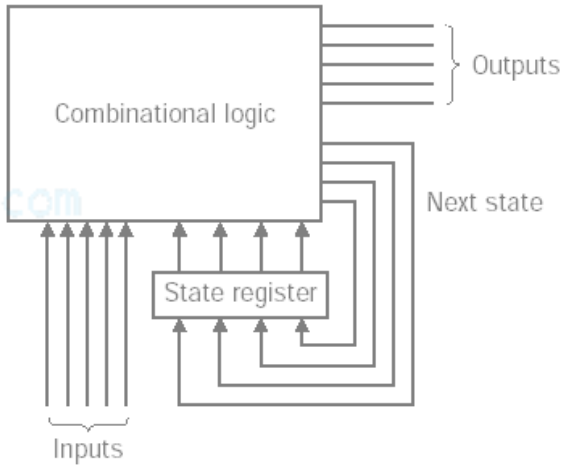
Computational Elements

- Combination Circuits
- Outputs follow inputs
- Familiar Example: ALU



State Elements

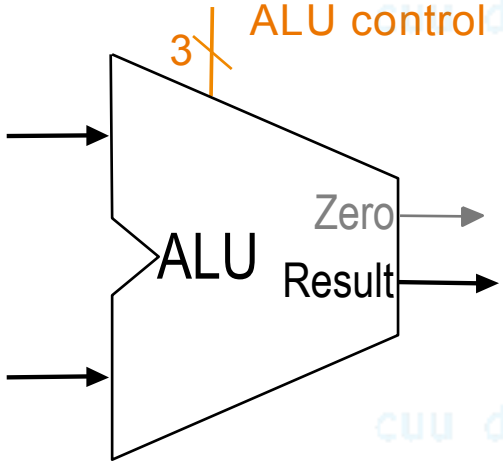
- Sequential Circuits
- Outputs change on clock edge
- Familiar Example: A Register



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Computation Element: ALU

- Combinational - you had better know how to design it by now!!!
- Refine for MIPS
  - Zero equality test on all results - why?
  - Set on less than for **`slt`** instruction

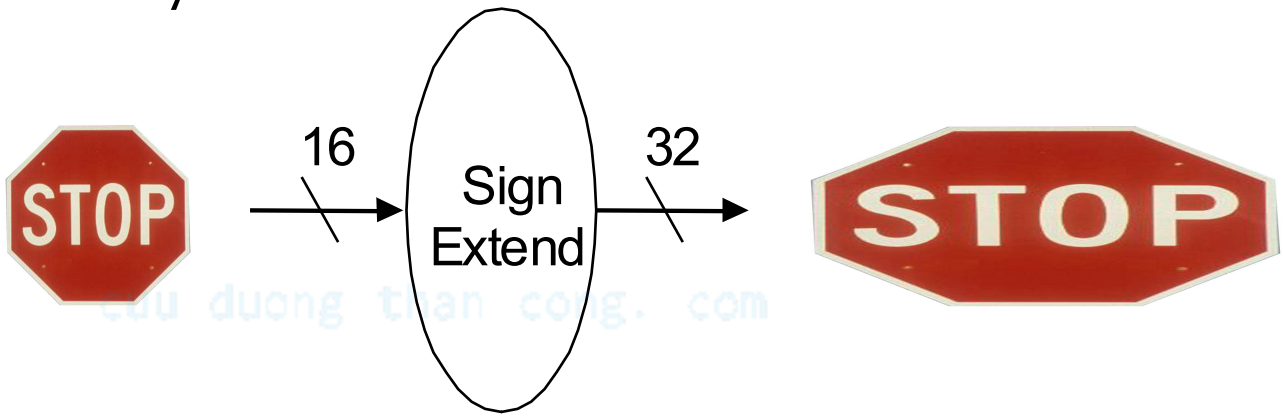


ALU Control	Function
000	AND
001	OR
010	add
110	subtract
111	set on less than

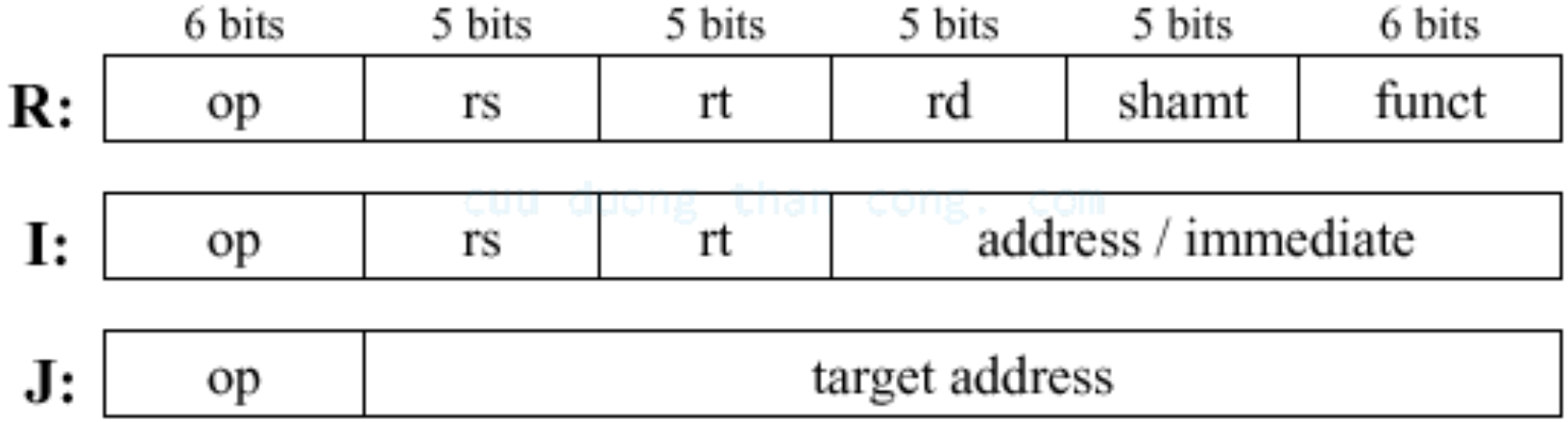
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Computation Element: Sign Extender

- 16 → 32 bit Sign extender
- Why is this necessary in MIPS?



- Hint:

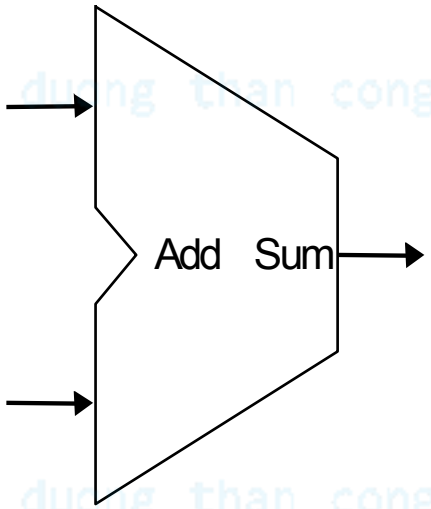


Implementation?

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Computation Element: Adder

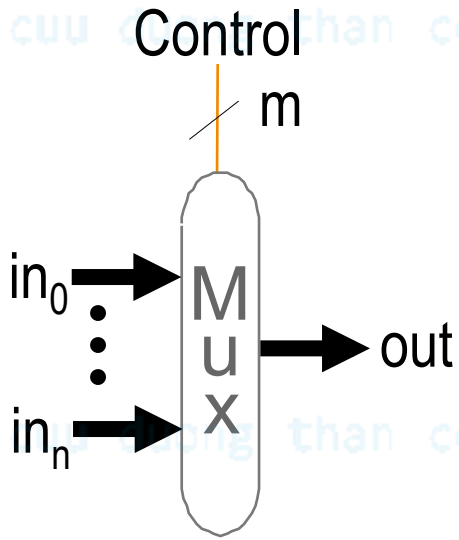
- Not an ALU, just add
- Why would we need this in MIPS to execute instructions?



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Computational Element: The Magical Mux

- Mux is short for Multiplexer (Think: selector)
- n input lines (of any common width)
- m control wires to select
- $n = 2^m$



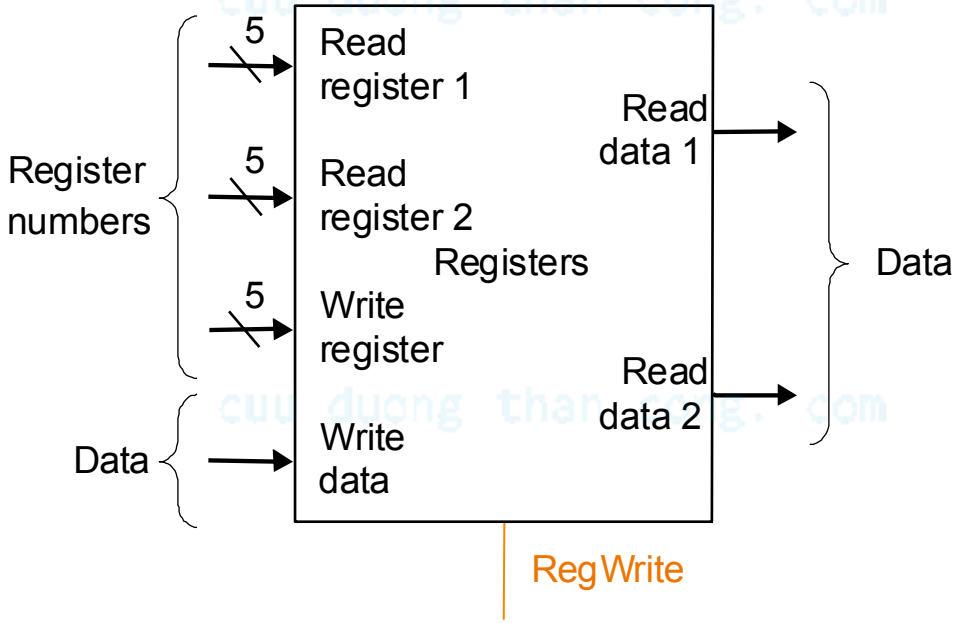
Implementation?

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State Element: Register File

- Microarchitecture to implement architectural state
- Built using D flip-flops
- MIPS:
  - Need to be able to read two operands at once
  - 2 source operands per instruction

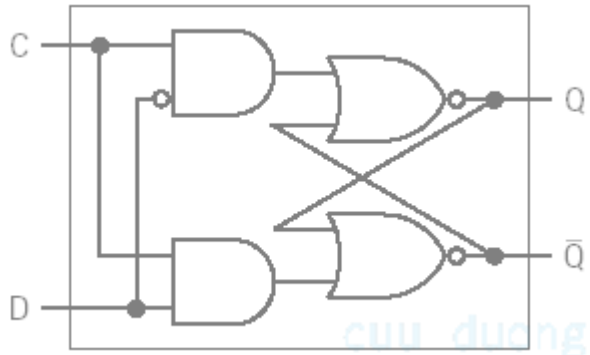




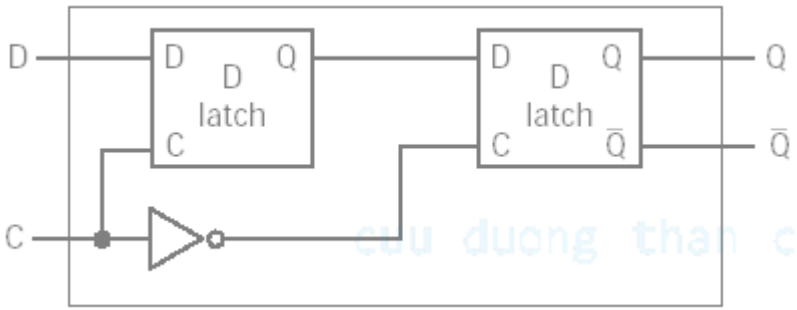
5-bits? 2 Reads? 1 Write?

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State Element: Register File
Register Implementation



D latch

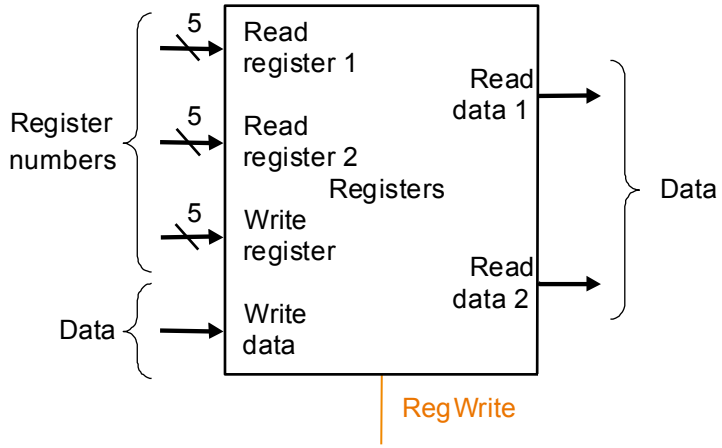


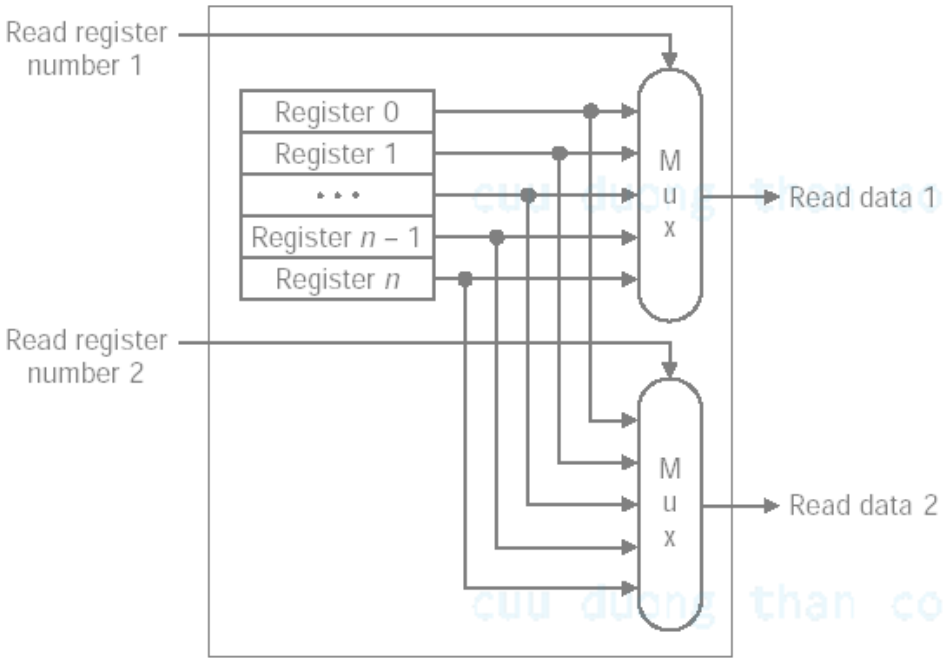
Falling edge triggered D flip-flop

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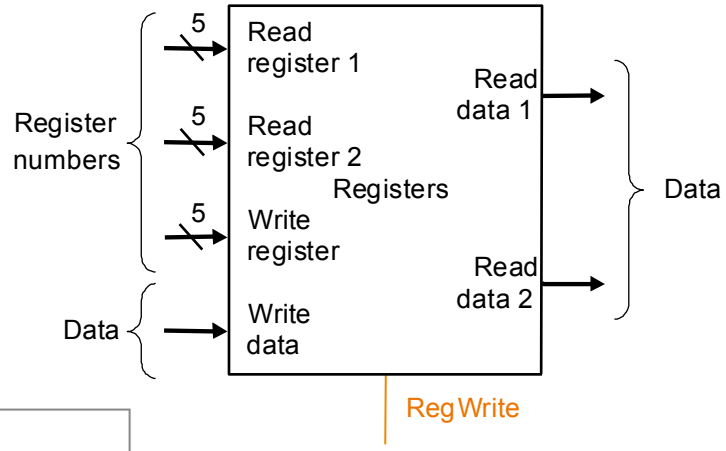
State Element: Register File
Read Implementation

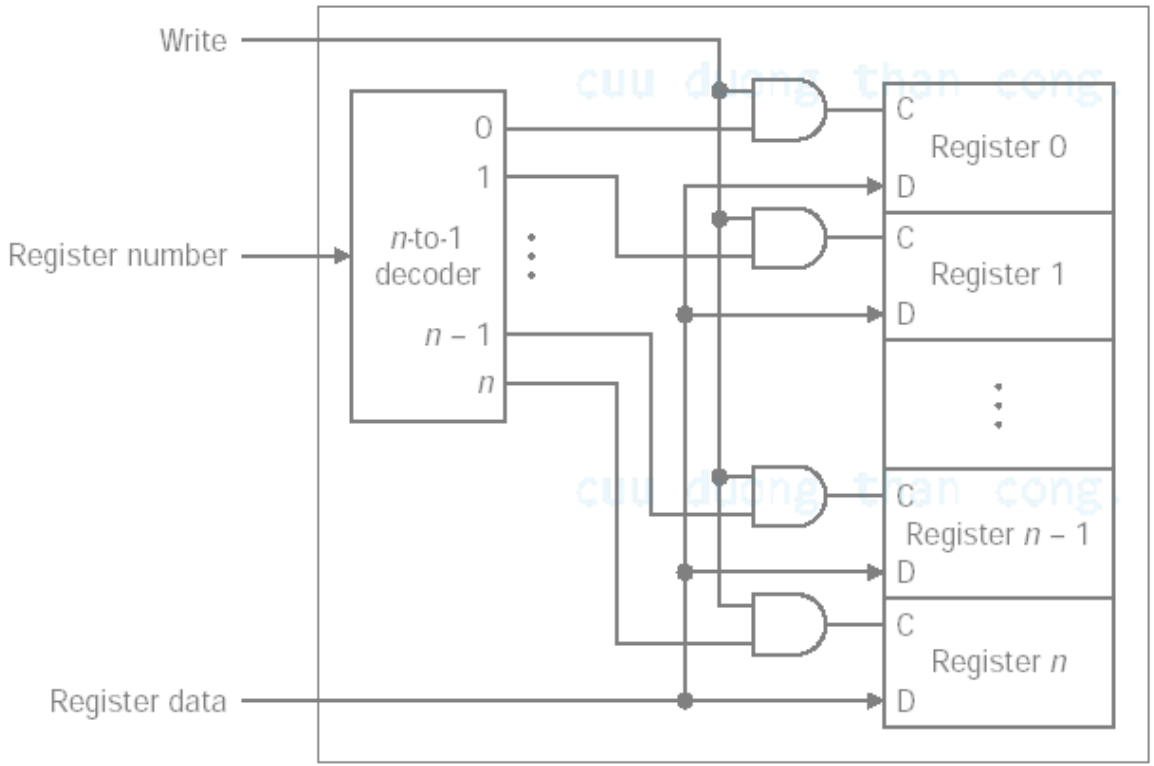




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State Element: Register File
Write Implementation





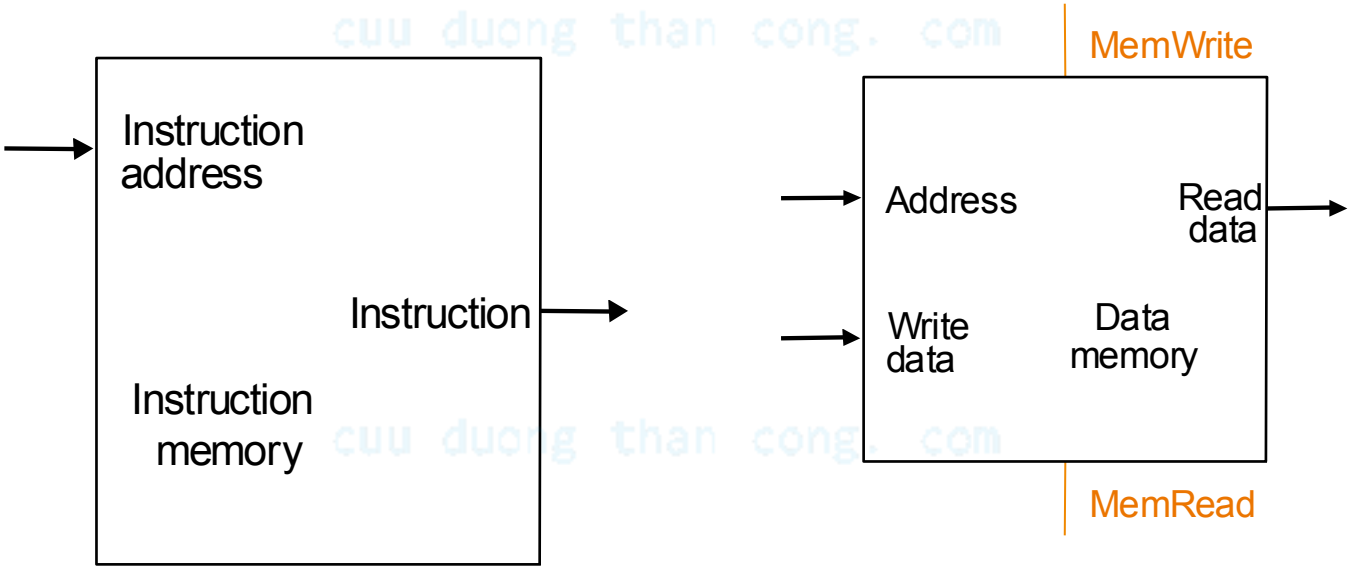
Know decoders

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State Element: Data and Instruction Memory

- Microarchitectural element to hold the architectural memory state
- See Appendix B for implementation details



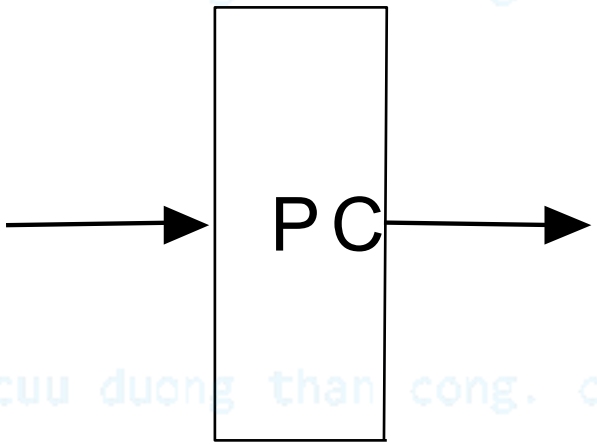


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State Element: The Program Counter

- To hold the architectural PC state
- Just like a single register

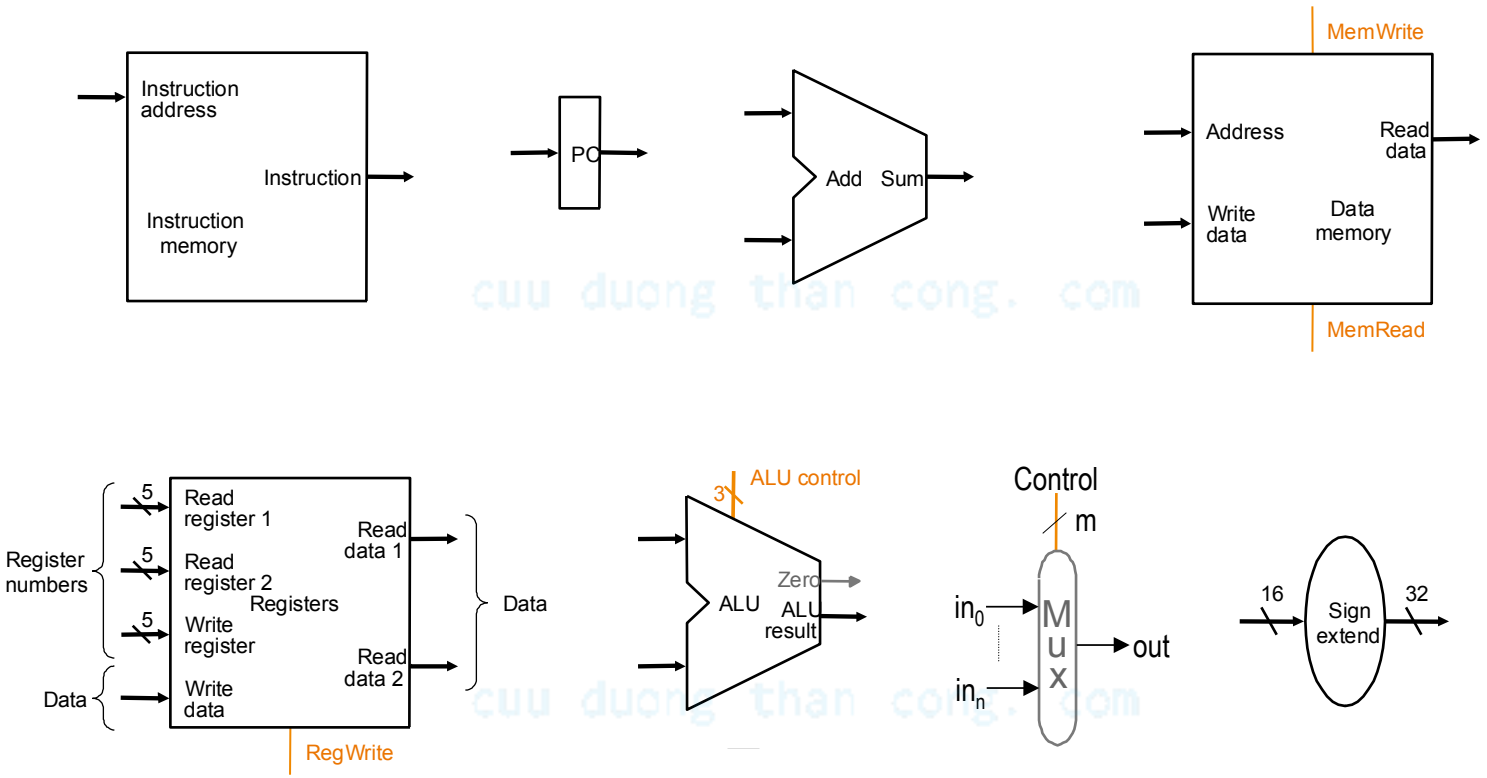


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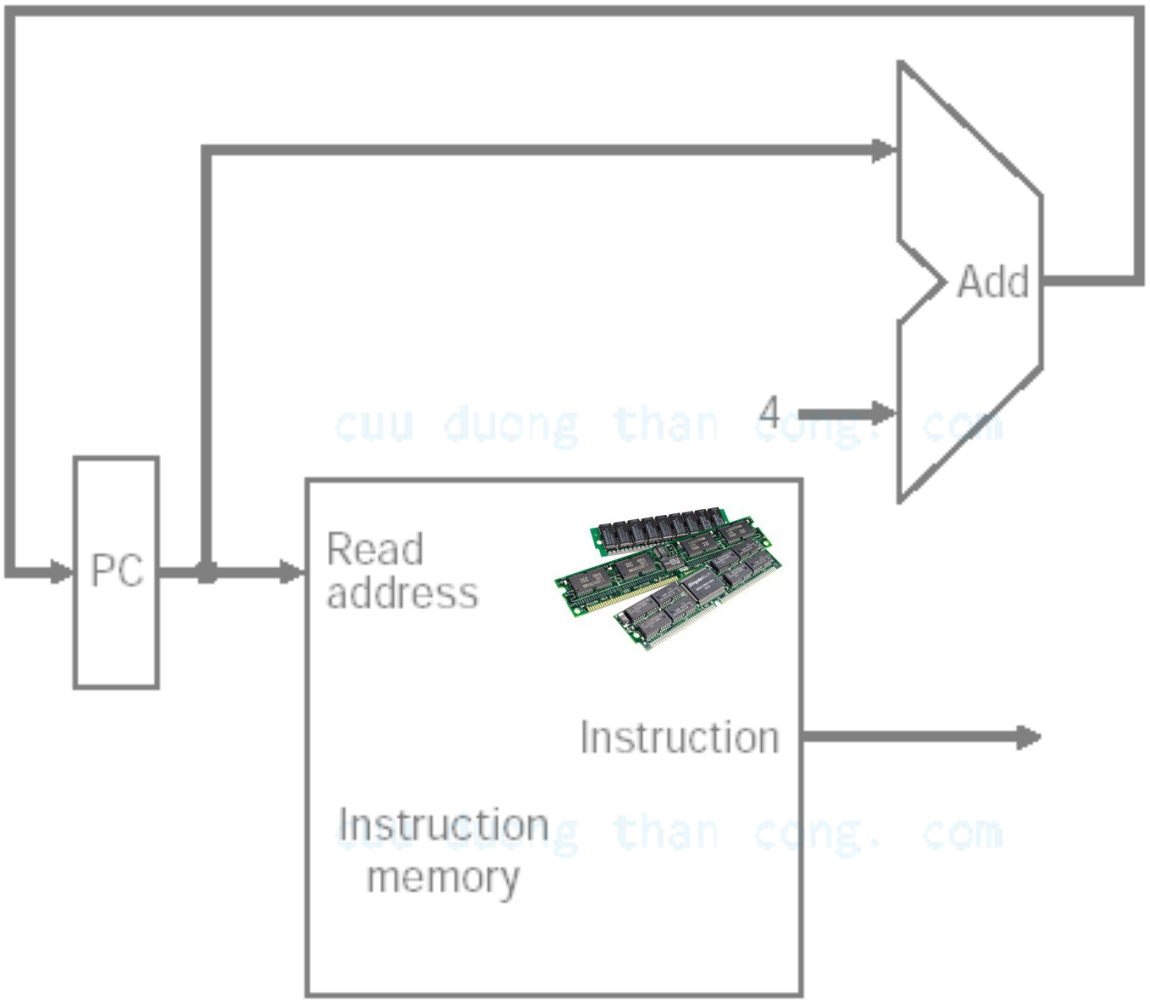
Our Complete Line of Products!

There may be others, but this is good for MIPS



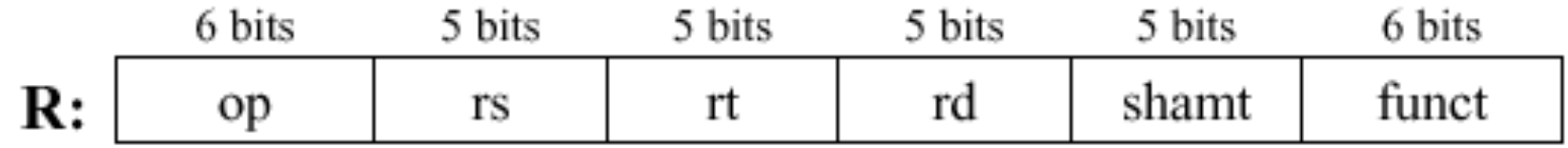
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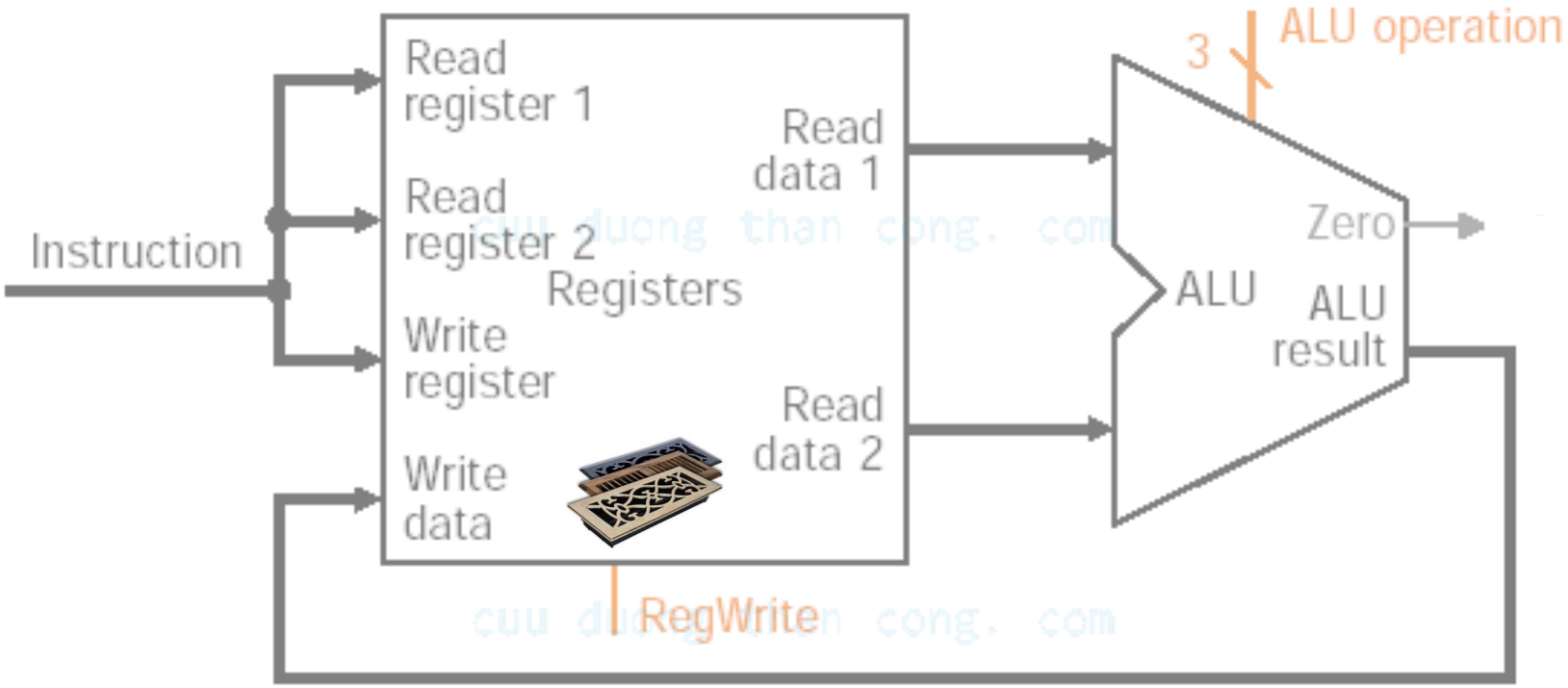
Fetching Instructions (no branching)



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The ALU (R-Type) Instructions

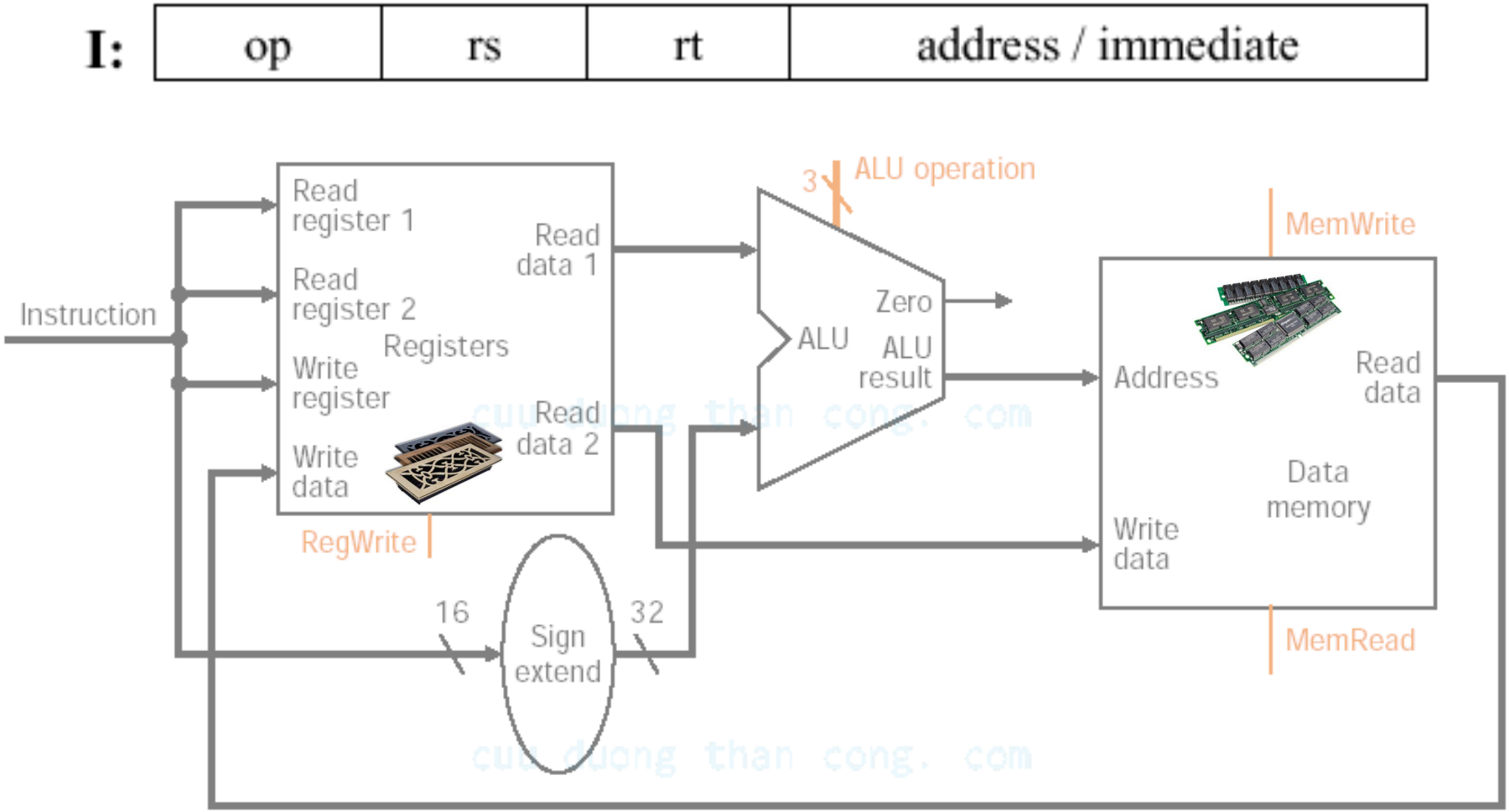




Consider: r1 = r2 - r3

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Load and Store Instructions

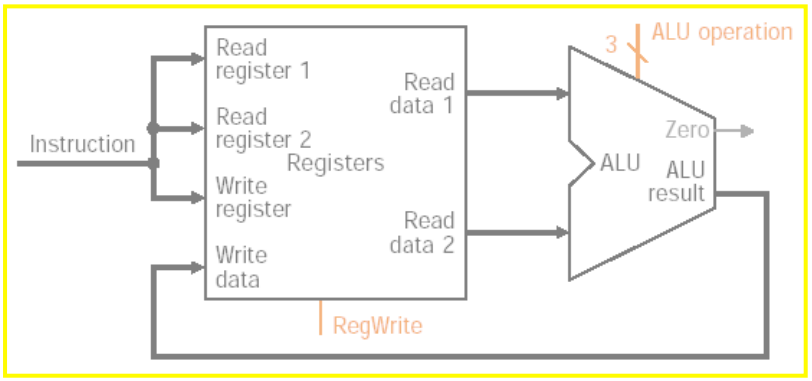


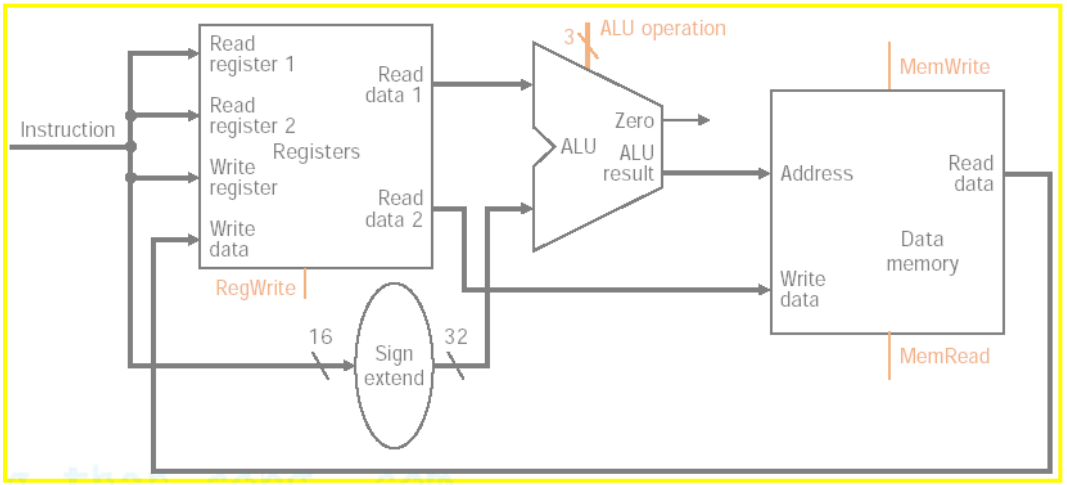
Consider: r1 = M[r2 - 3]

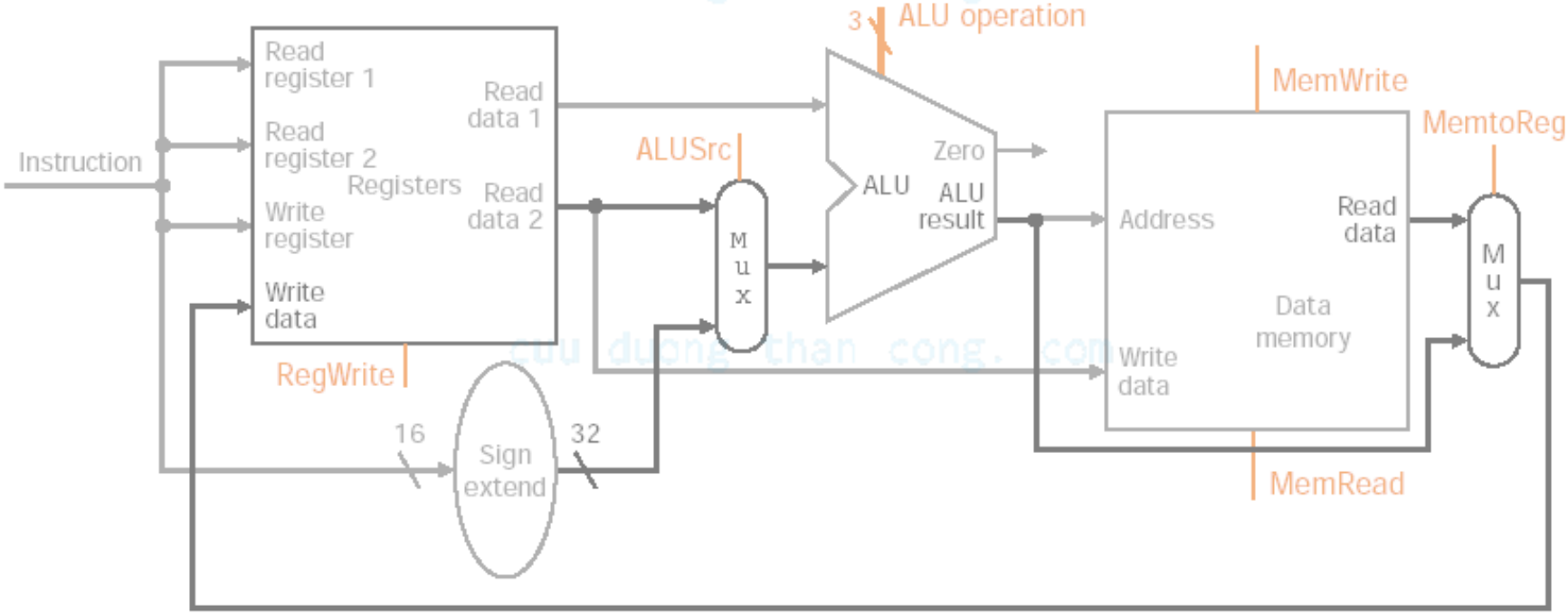
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Composition of Memory and R-Type Datapath

The Magic of the Mux

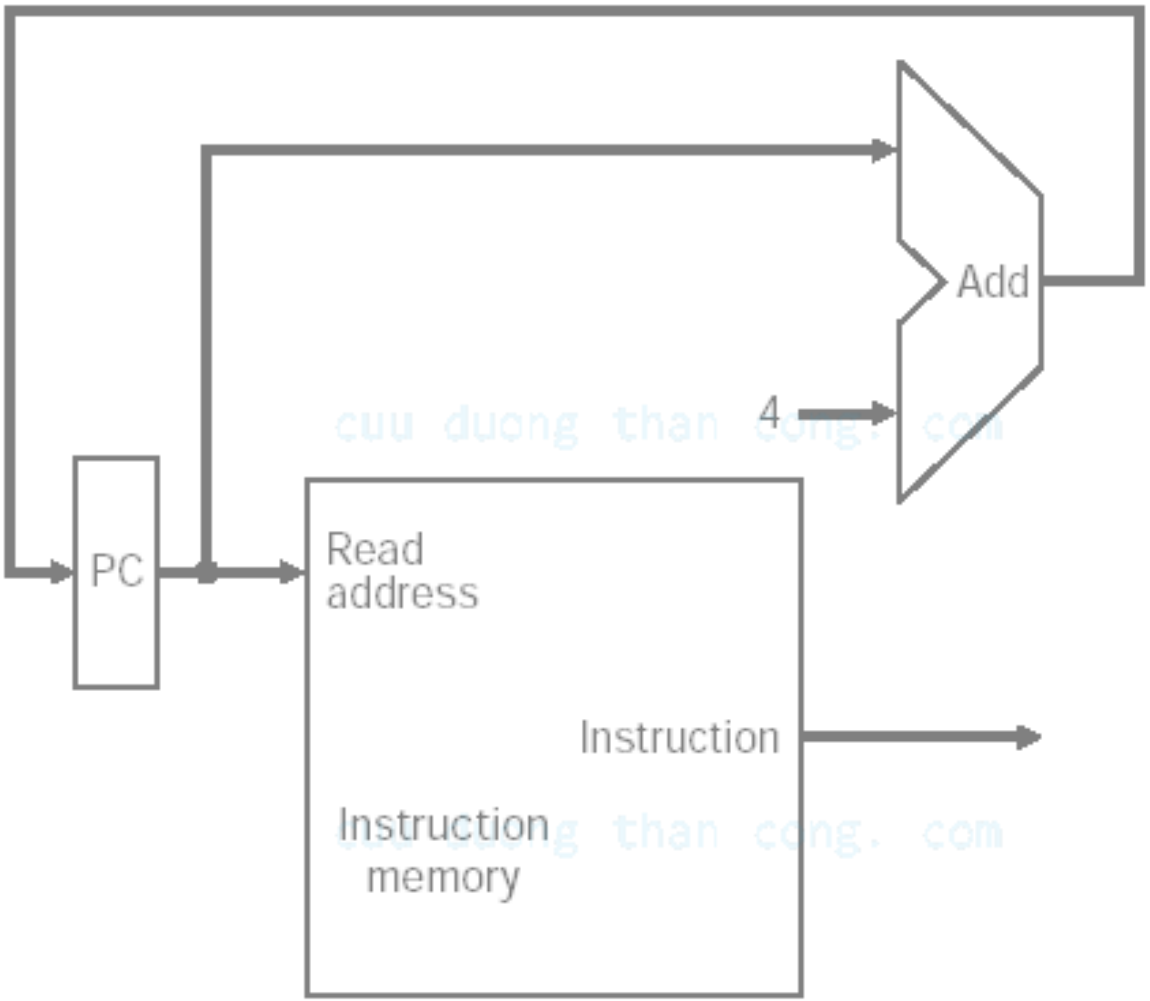






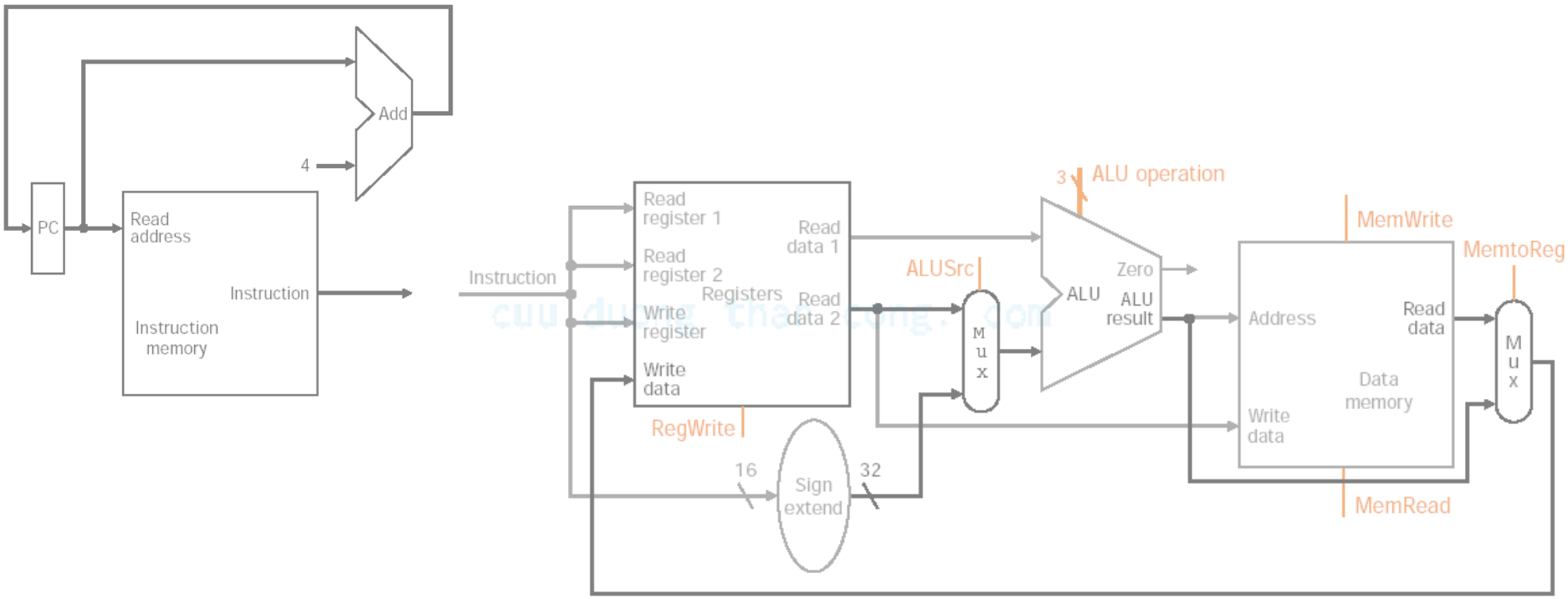
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Recall Fetch



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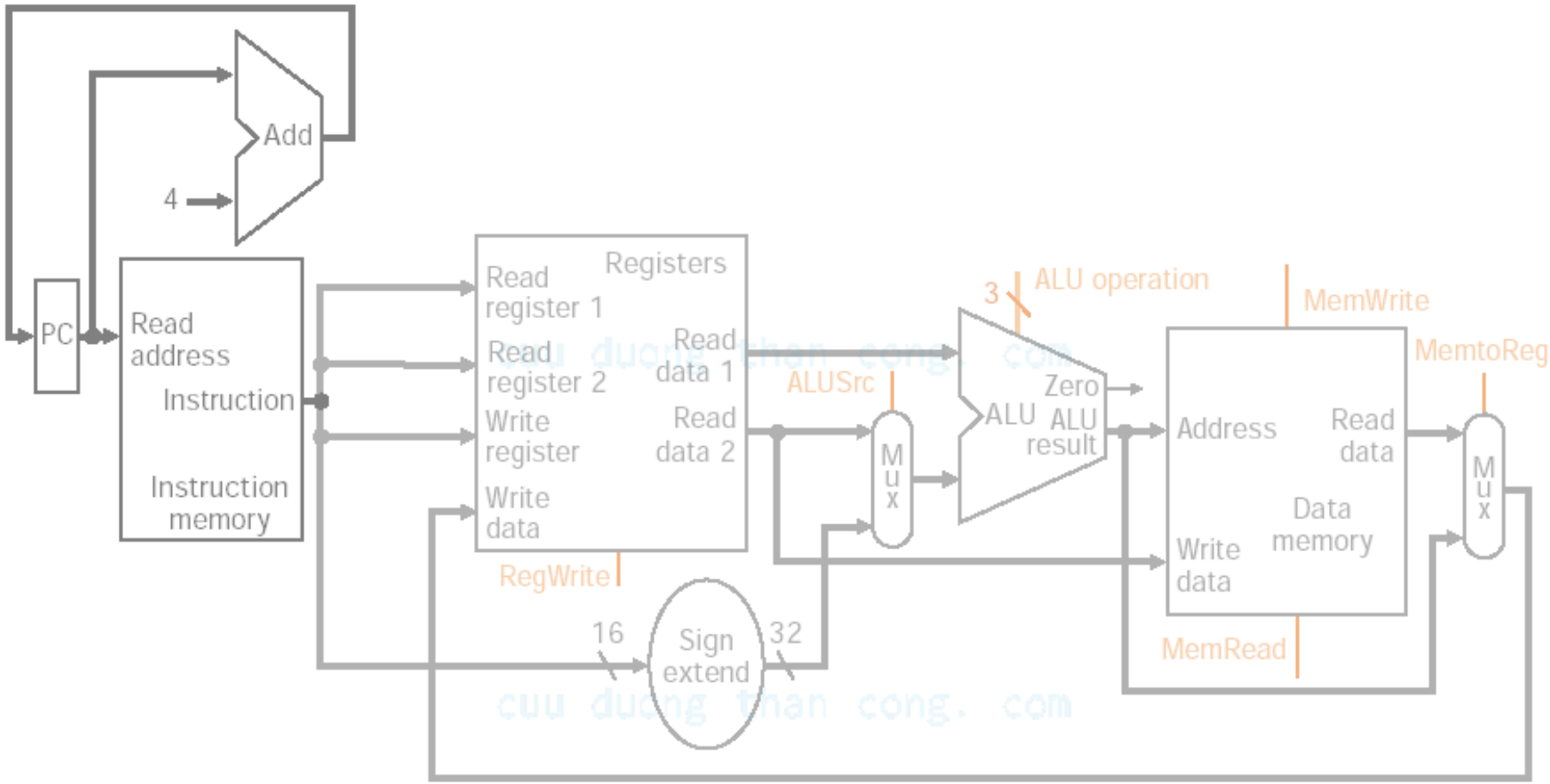
Now Add Instruction Fetch



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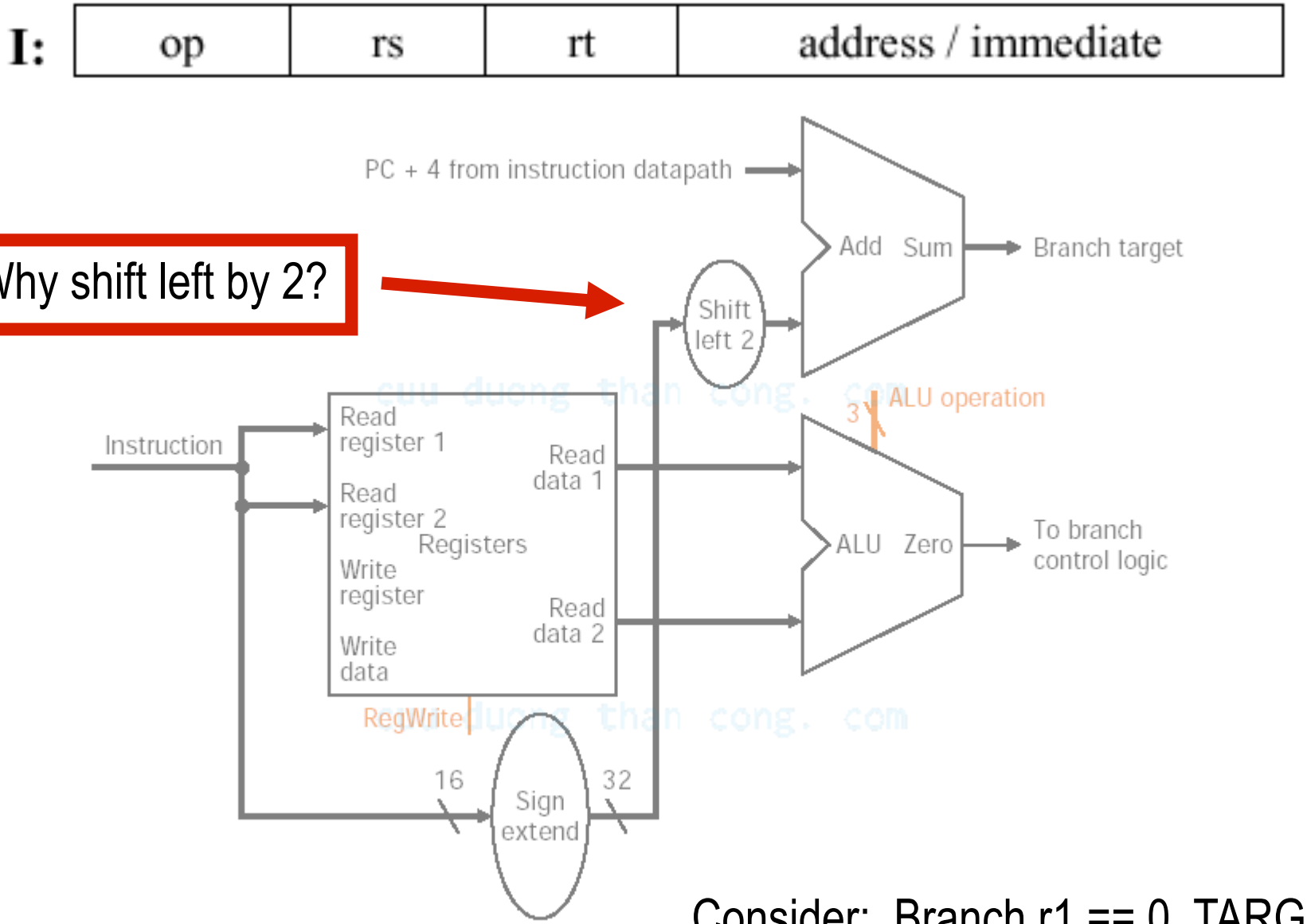
Now Add Instruction Fetch (ALU + MEM + Fetch)



Data and Instruction memory?

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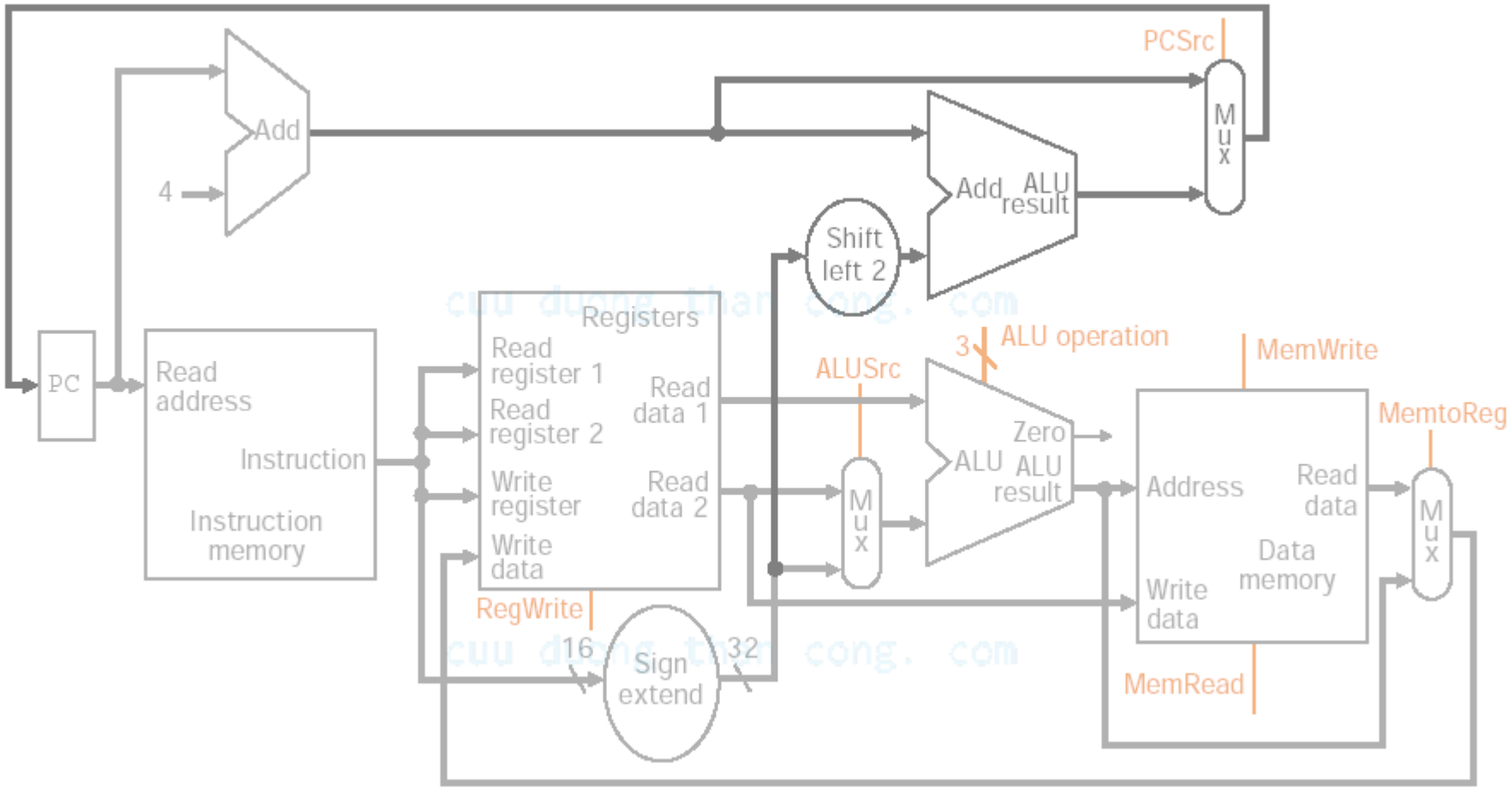
Branch Instructions



Consider: Branch r1 == 0, TARGET

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Add Branch to Datapath (ALU + MEM + Fetch + Branch)



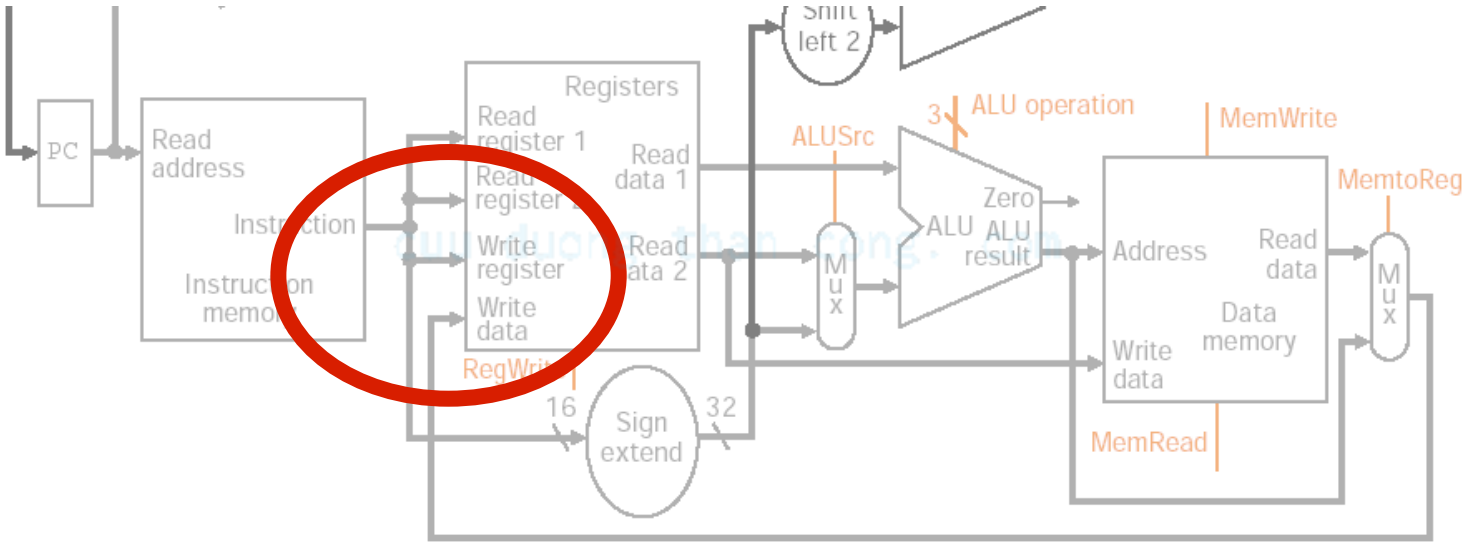
What will zero be connected to?

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MIPS Instruction Quirk

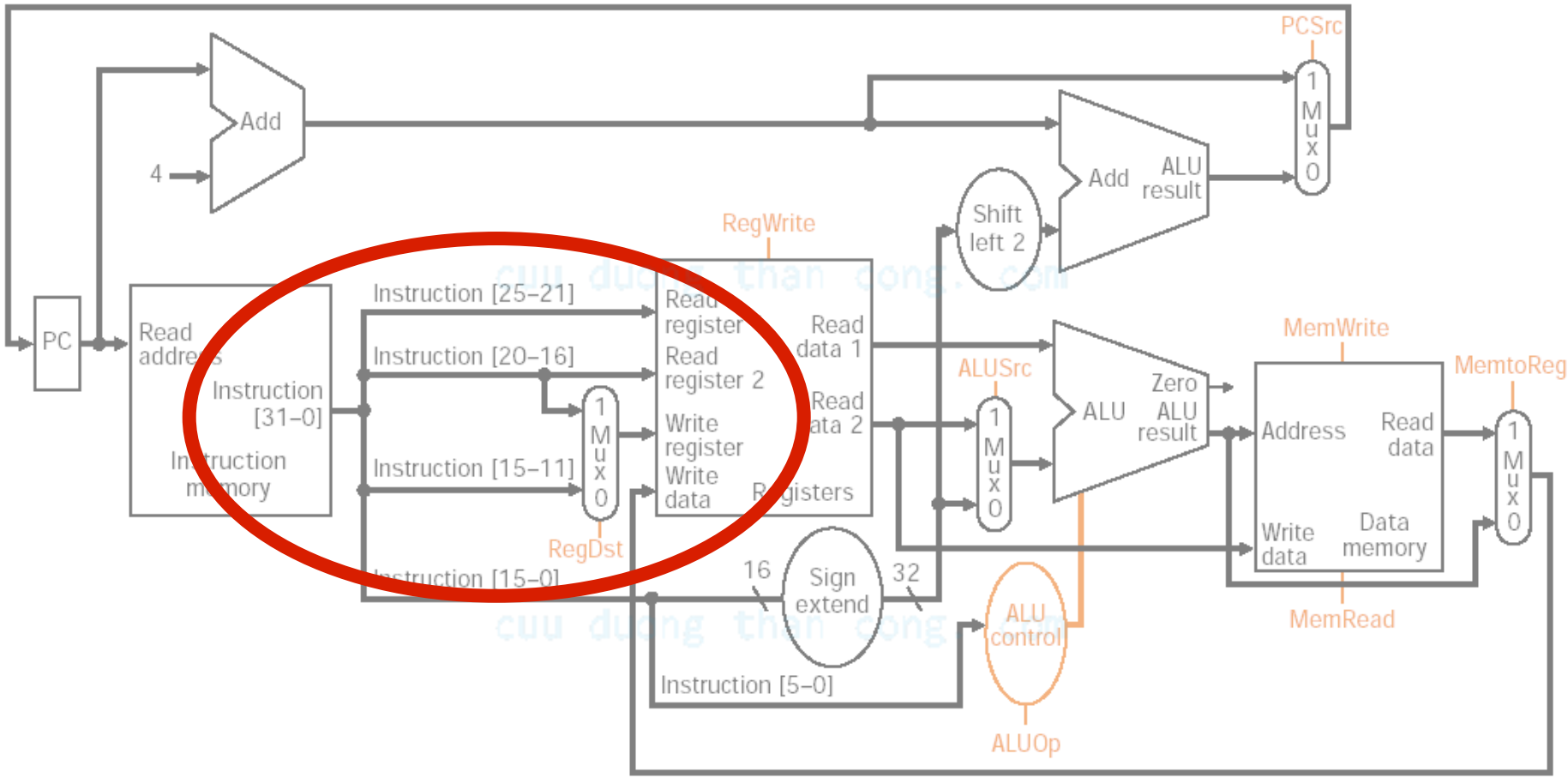
- The Destination Register may be in different locations
  - 11-15: Loads use rt
  - 16-20: All R-Types use rd

	6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
R:	op	rs	rt	rd	shamt	funct
I:	op	rs	rt	address / immediate		



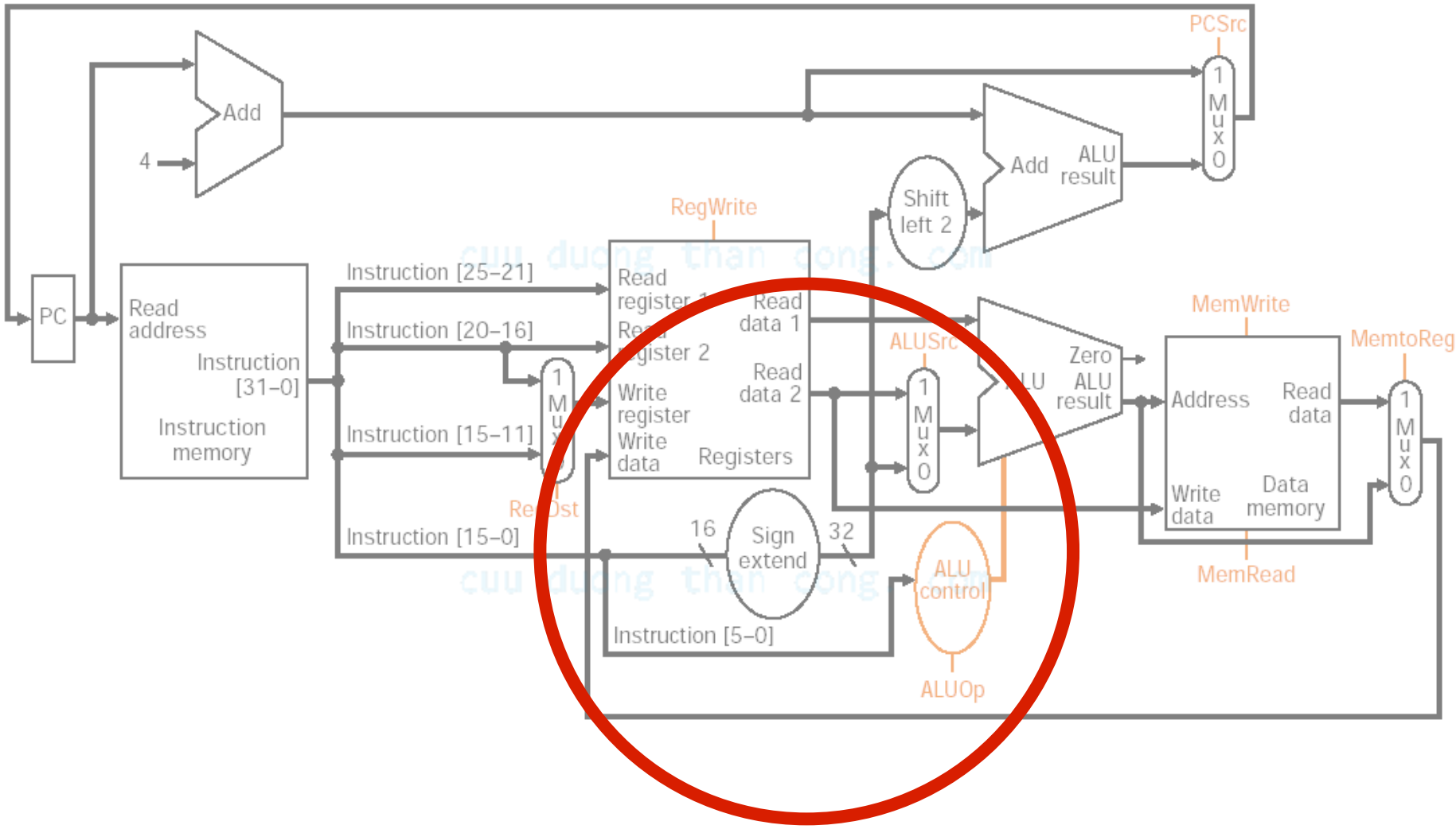
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Again, The Magic of the Mux!



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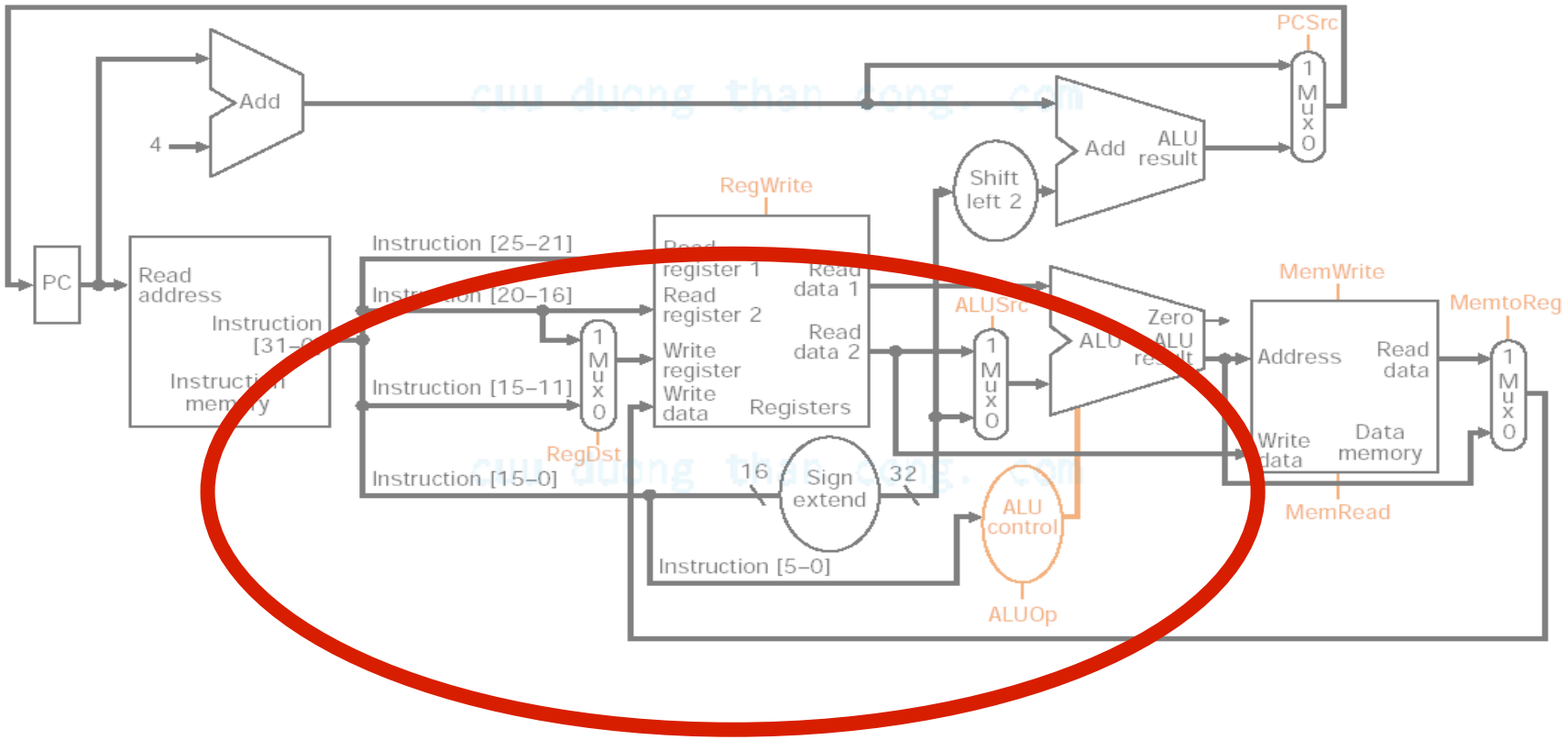
Ugh, what is going on here!?!



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Control vs. Datapath (Blurring the Line)

	6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
R:	op	rs	rt	rd	shamt	funct
I:	op	rs	rt	address / immediate		



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What is Control?

Control

"The component of the processor that commands the datapath, memory, and I/O devices according to the instructions of the program." – P&H

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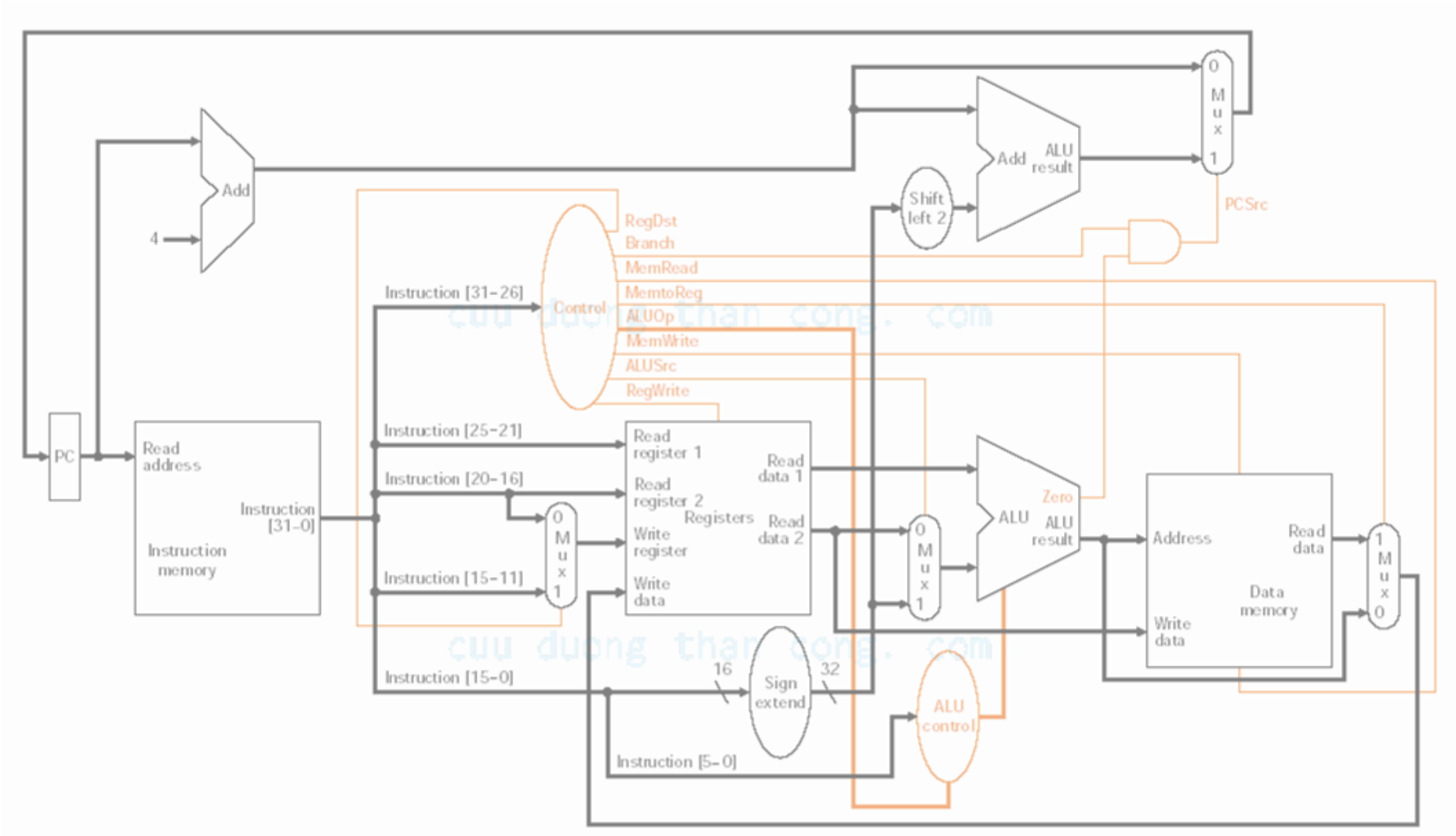
Control

The component of the processor that commands the datapath, memory, and I/O devices according to the instructions of the program. - DIA

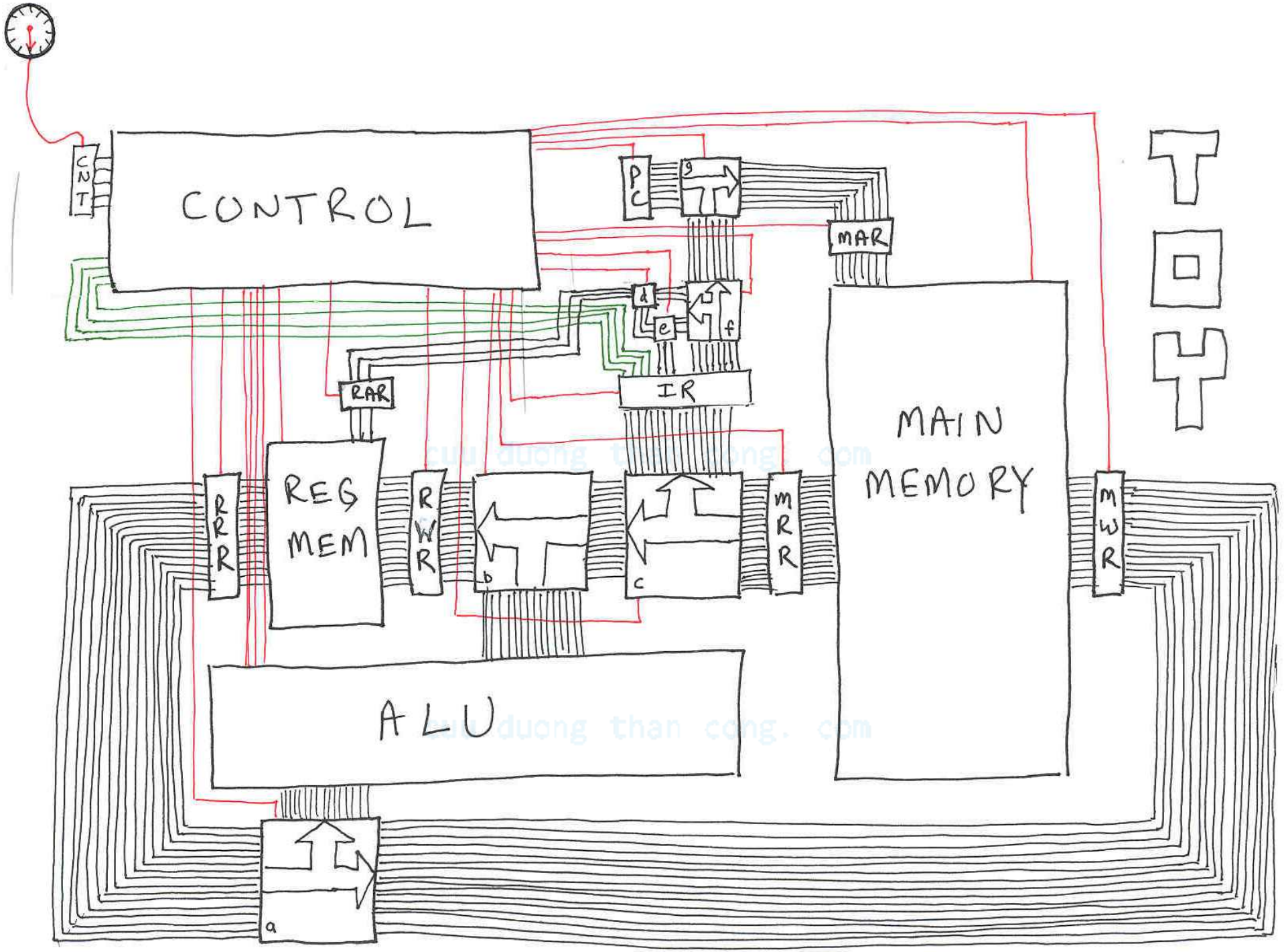
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Full Datapath with Control



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Summary and Next Steps

- The book doesn't define datapath well
- Computation and State elements compose datapath
- Look for reuse across instruction types
- Build minimal HW datapath with the magic of the mux

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Next Steps

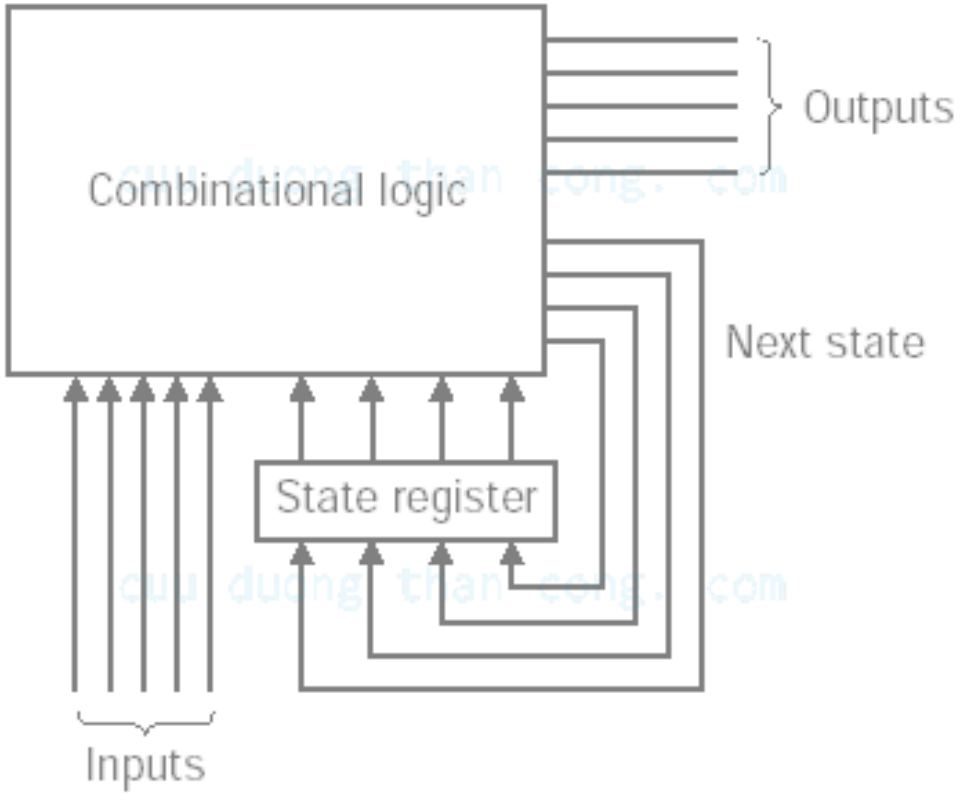
- Need to define control
- Understand Timing
  - Single cycle
  - Multi-cycle
- Understand how to implement control

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For Next Time

- Review finite state machines:



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