



Module 5: **Single-cycle processor design**

Introduction to computers II

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Outline

- ✓ Introduction.
- ✓ Reduced architecture RISC-V.
- ✓ Data path design.
- ✓ Controller design.

- ✓ Technology.

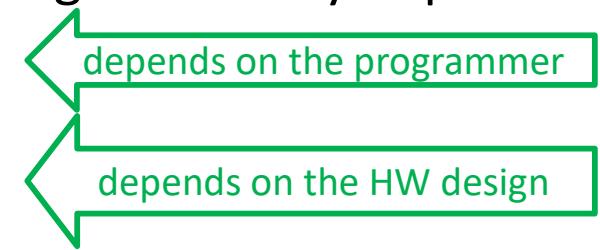
These slides are based on:

- S.L. Harris and D. Harris. *Digital Design and Computer Architecture. RISC-V Edition.*
- D.A. Patterson and J.L. Hennessy. *Computer Organization and Design. RISC-V Edition.*



Introduction

- The most reliable method to know the performance of a computer is **to measure the time that a program takes to execute**.
 - The faster the program execution, the higher the performance.
- Given an architecture, the execution time of a program mainly depends on:
 - **Number of instructions** of the program.
 - **Number of cycles** that each instruction needs.
 - **Cycle time (clock frequency)**.
- Usually, **the number of cycles and the cycle time are inverse magnitudes**:
 - **Single-cycle processor**: 1 cycle per instruction, with long cycle time.
 - **Multicycle processor**: several cycles per instruction, with short cycle time.



Introduction



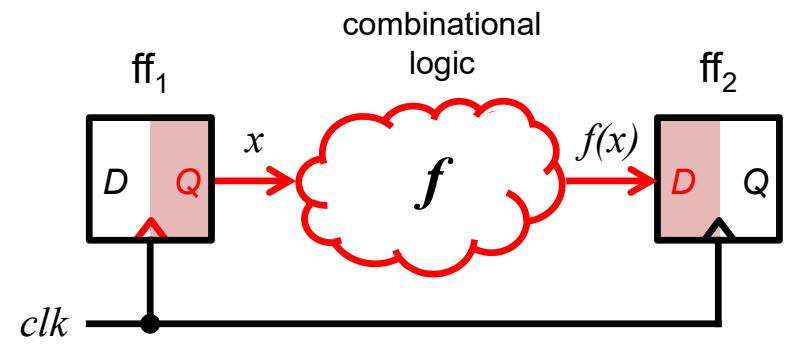
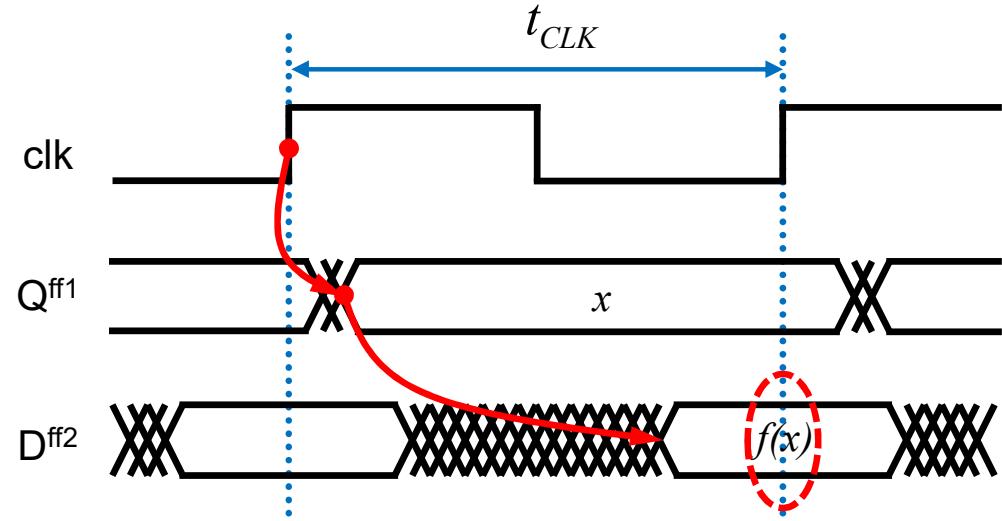
- In order to **design** a processor, **algorithm design techniques** are used, where the **specification** of the circuit is its architecture.
- The processor is formed by 2 elements:
 - **Data path**: performs operations and stores results.
 - At least, it has to include as many **storage elements** as defined in the architecture (visible to programmers).
 - It has to include the **functional elements** that are needed to perform all the **operations** of the instruction set.
 - **Controller**: sequences the transfers between registers that are defined for each instruction in the set.
- Depending on the chosen **design strategy**, we will have:
 - **Single-cycle processors**: all transfers between registers that happen in an instruction are performed in a **single clock cycle**.
 - **Multicycle processors**: all transfers between registers that happen in an instruction are distributed among **several consecutive clock cycles**.



Introduction



- Processors are designed according to the global clock (rising) **edge synchronous timing model**:
 - The clock arrives at all the flip-flops of the system, and all them **change their state simultaneously at the (rising) clock edge**.
 - The new **values propagate through the combinational networks** until they get at the flip-flop inputs.
 - This process repeats in each clock cycle.
 - The **clock cycle time must be long enough** so that all combinational systems can reach their **steady state**.



Reduced architecture RISC-V



Instruction set (i)

- A microarchitecture will be designed, able to execute a **subset** of the RISCV32 instruction set (which operates with 32-bit data only).
- Memory access instructions

lw <i>rd</i> , <i>imm</i> _{12b} (<i>rs1</i>)	$rd \leftarrow \text{Mem}[rs1 + sExt(\text{imm})]$	I-type
sw <i>rs2</i> , <i>imm</i> _{12b} (<i>rs1</i>)	$\text{Mem}[rs1 + sExt(\text{imm}_{12b})] \leftarrow rs2$	S-type

- Arithmetic-logic with both operands in registers

add <i>rd</i> , <i>rs1</i> , <i>rs2</i>	$rd \leftarrow rs1 + rs2$	R-type
sub <i>rd</i> , <i>rs1</i> , <i>rs2</i>	$rd \leftarrow rs1 - rs2$	R-type
and <i>rd</i> , <i>rs1</i> , <i>rs2</i>	$rd \leftarrow rs1 \& rs2$	R-type
or <i>rd</i> , <i>rs1</i> , <i>rs2</i>	$rd \leftarrow rs1 rs2$	R-type
slt <i>rd</i> , <i>rs1</i> , <i>rs2</i>	$rd \leftarrow \text{if} (rs1 <_S rs2) \text{ then } (1) \text{ else } (0)$	R-type

Reduced architecture RISC-V



Instruction set (ii)

■ Arithmetic-logic with one immediate operand

addi <i>rd</i> , <i>rs1</i> , <i>imm</i> _{12b}	$rd \leftarrow rs1 + sExt(imm)$,	I-type
andi <i>rd</i> , <i>rs1</i> , <i>imm</i> _{12b}	$rd \leftarrow rs1 \& sExt(imm)$	I-type
ori <i>rd</i> , <i>rs1</i> , <i>imm</i> _{12b}	$rd \leftarrow rs1 sExt(imm)$	I-type
slti <i>rd</i> , <i>rs1</i> , <i>imm</i> _{12b}	$rd \leftarrow if (rs1 <_S sExt(imm)) then (1) else (0)$	I-type

■ Conditional branch instructions

beq <i>rs1</i> , <i>rs2</i> , <i>imm</i> _{13b}	$PC \leftarrow if (rs1 = rs2)$ $then (PC + sExt(imm_{12:1} \ll 1)) else (PC+4)$	B-type
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■ Branch to function instruction

jal <i>rd</i> , <i>imm</i> _{21b}	$PC \leftarrow PC + sExt(imm_{20:1} \ll 1)$, $rd \leftarrow PC+4$	J-type
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Reduced architecture RISC-V

Instruction format



- The instruction formats and field encoding will be the **same** as in the complete architecture.

31	25 24	20 19	15 14	12 11	7 6	0	
funct7	rs2	rs1	funct3	rd	op		<i>R-type</i>
imm _{11:0}		rs1	funct3	rd	op		<i>I-type</i>
imm _{11:5}	rs2	rs1	funct3	imm _{4:0}	op		<i>S-type</i>
imm _{12,10:5}	rs2	rs1	funct3	imm _{4:1,11}	op		<i>B-type</i>
	imm _{20,10:1,11,19:12}			rd	op		<i>J-type</i>

Reduced architecture RISC-V

Instruction format: field encoding



Instruction	Type	funct7 bits 31:25	funct3 bits 14:12	op bits 6:0
lw	I	–	010	0000011
sw	S	–	010	0100011
add	R	0000000	000	
sub	R	0100000	000	
slt	R	0000000	010	0110011
or	R	0000000	110	
and	R	0000000	111	
addi	I	–	000	
slti	I	–	010	0010011
ori	I	–	110	
andi	I	–	111	
beq	B	–	000	1100011
jal	J	–	–	1101111

Data path design

Storage elements (i)



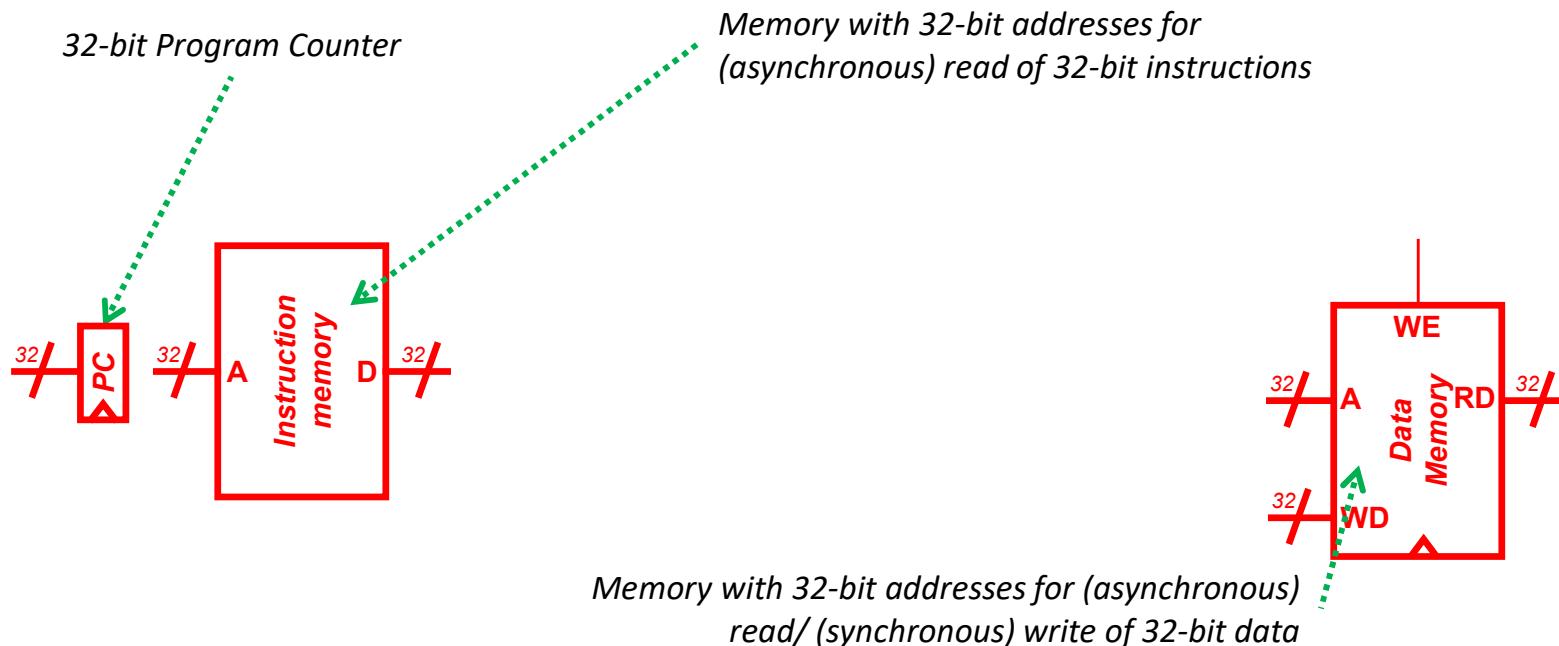
- The storage elements are those that are visible to programmers: **Memory, PC** and **32 general purpose registers**.
- The **Memory** will have an **idealized behavior**:
 - Integrated in the processor.
 - Byte-addressable, but able to accept/offer **4 bytes per access**.
 - Access time lower than the processor cycle time.
 - Split in two, because instructions must be read from memory in the same **clock cycle** in which data are read/written.
 - **Instruction memory**: it will behave as a combinational ROM.
 - **Data memory**: it will behave as a large Register File, with double data port for separate input and output.
- The **Program Counter** will be an **array of D flip-flops**:
 - Since instructions are executed in a single cycle, the PC **must be updated in all the cycles** and does not require a signal to control its load.

Data path design

Storage elements (ii)



- The storage elements are those that are visible to programmers: Memory, PC and 32 general purpose registers.

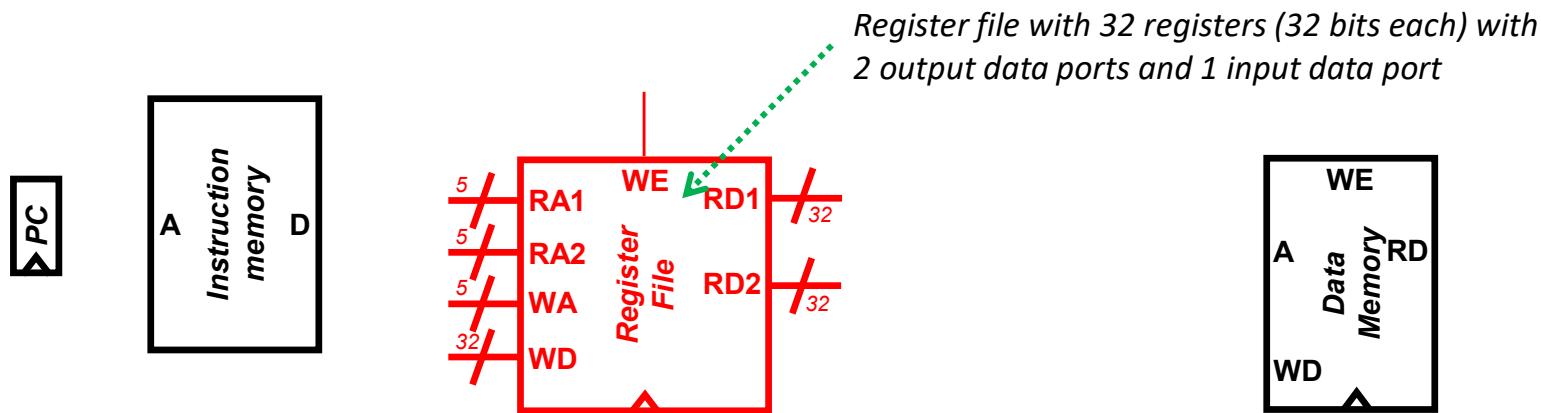


Data path design

Storage elements (iii)



- The storage elements are those that are visible to programmers: Memory, PC and 32 general purpose registers.



- The 32 registers are organized in a 3-port Register File:
 - In a single-cycle processor, R-type instructions read 2 registers and write 1 register from the Register File **in the same clock cycle**.

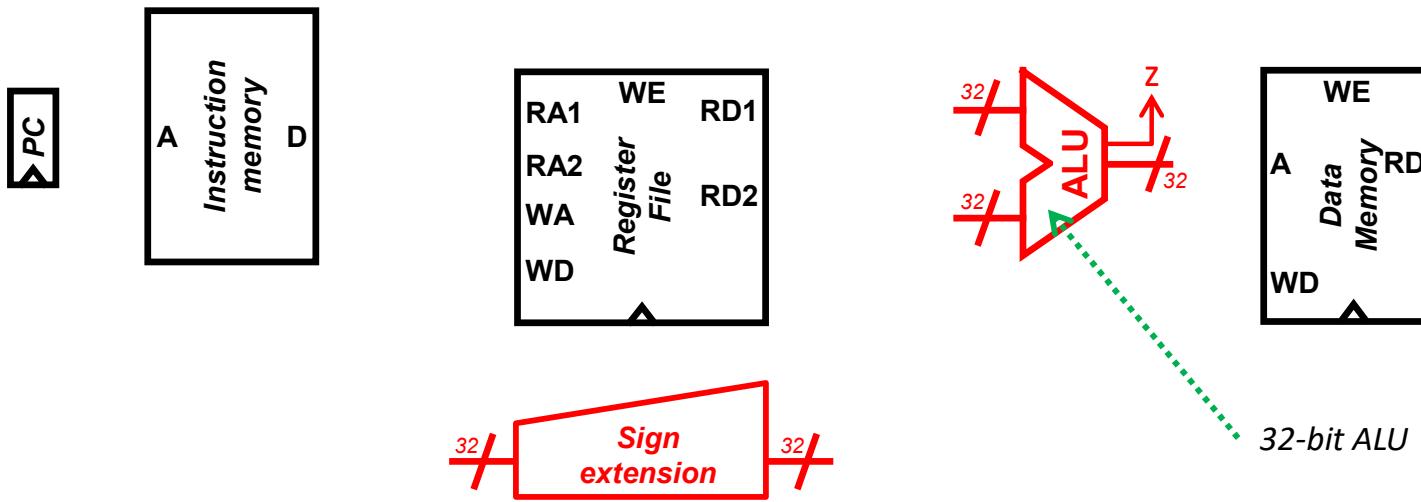
add rd, rs1, rs2 RF[rd] ← RF[rs1] + RF[rs2], PC ← PC+4

Data path design

Functional elements (i)



- It will have an **ALU** and a **Sign Extension** module, both combinational:
 - The **ALU** will perform **all the arithmetic-logic operations** of the ISA.
 - With a **Z flag**, to perform the equality **condition** of **breq** instructions by means of a **subtraction**.
 - The **Sign Extension** module will build the **32-bit immediate operand** based on the imm fields (with a smaller width) of the instructions.

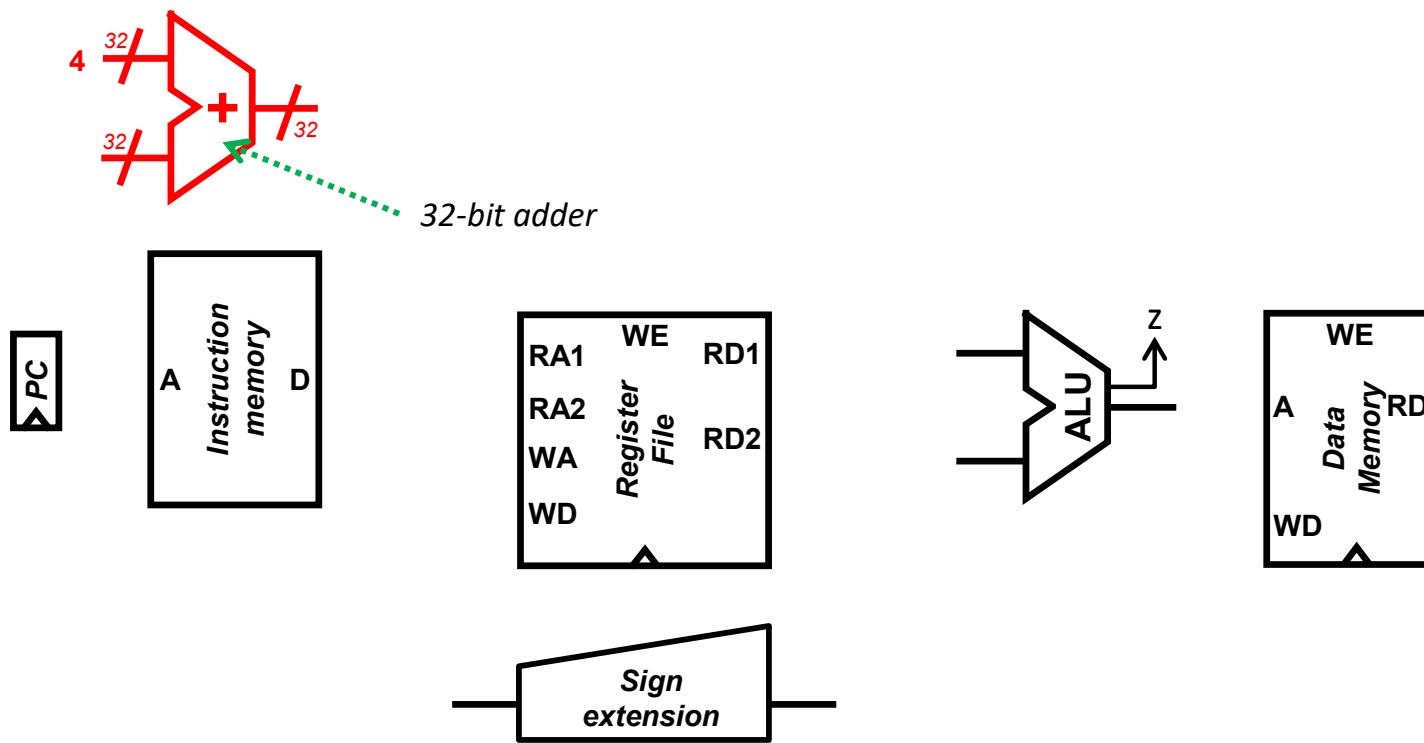




Data path design

Functional elements (ii)

- It will have an additional adder to increment the PC
 - In a single-cycle processor, the PC is updated with the address of the following instruction in the same clock cycle in which the ALU works.



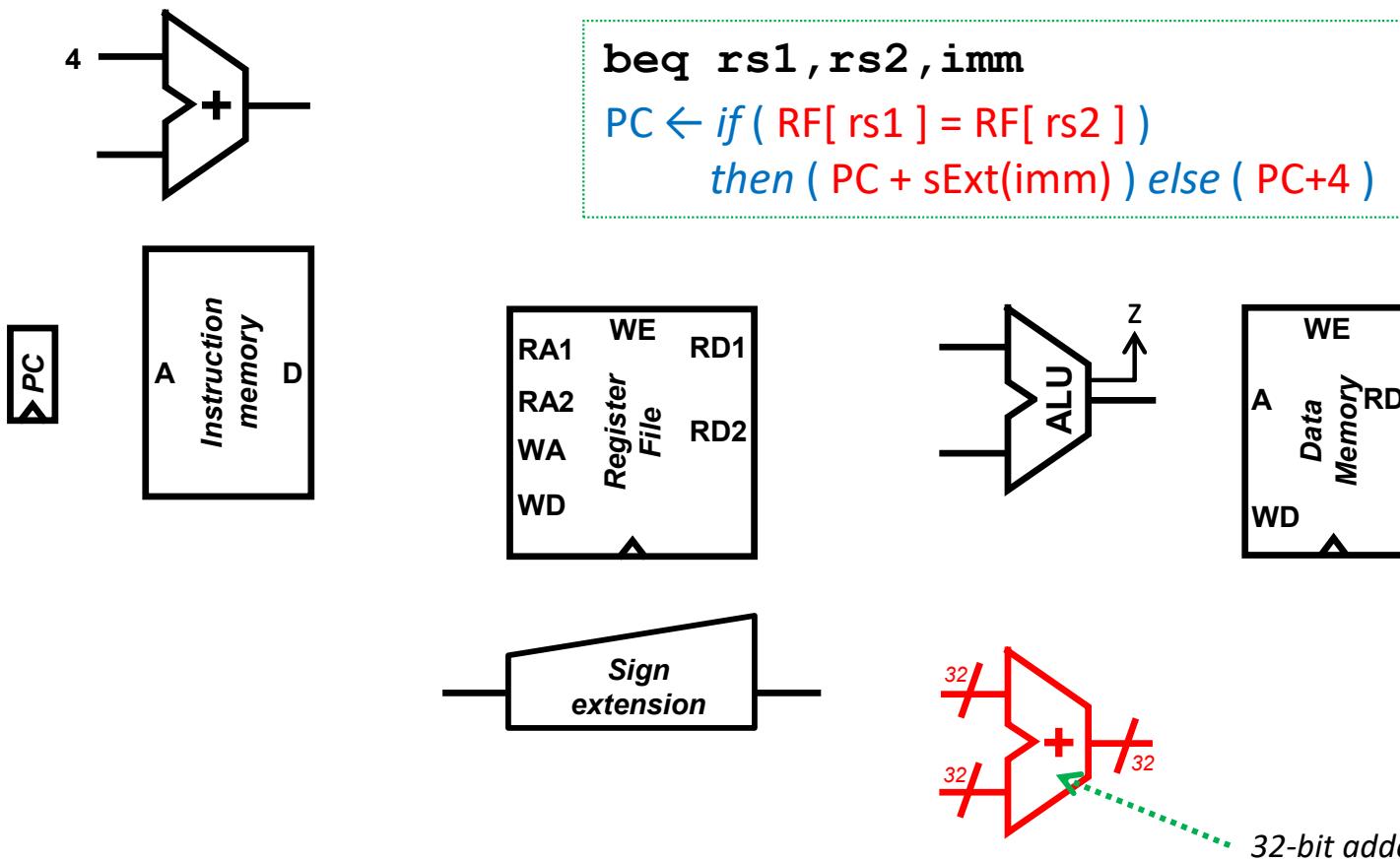
- It always adds +4 because the Memory is byte-addressable, and all the instructions take 32 bits (4 bytes).

Data path design

Functional elements (iii)



- It will have an additional adder to calculate branch addresses
 - In a single-cycle processor, `beq` instructions operate in the ALU, calculate $PC+4$ and calculate the branch address in the same clock cycle.

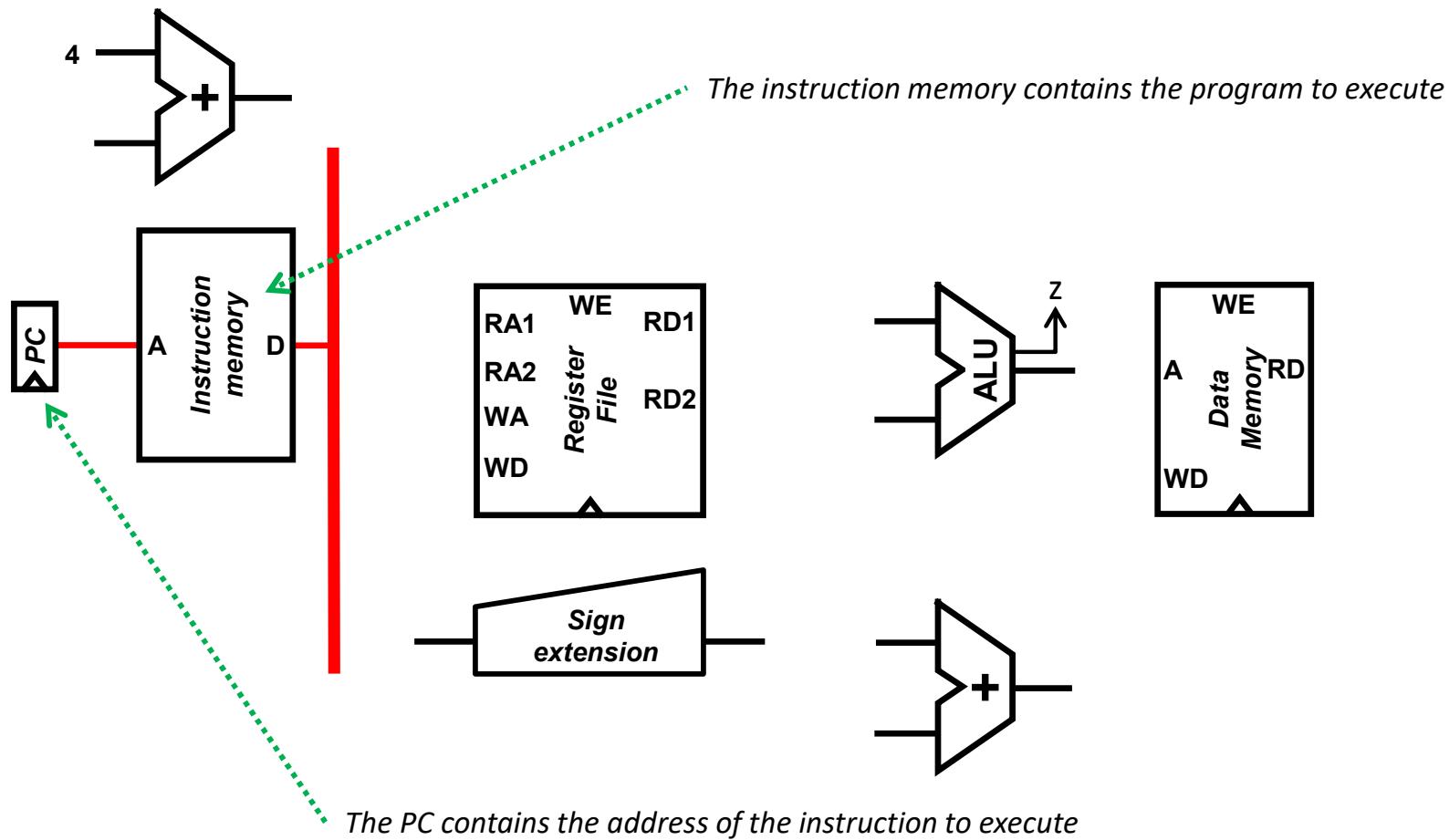


Data path design

Instruction fetch



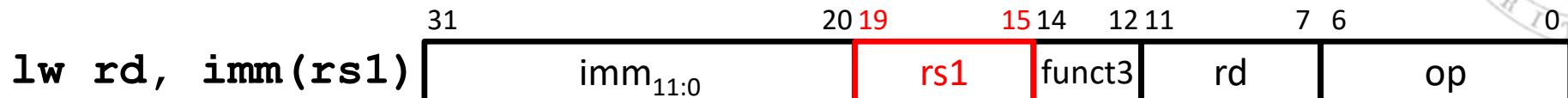
- The execution of an instruction starts by reading it from memory (fetch).
 - The PC and the Instruction Memory are connected to read the instruction to execute (the one whose address is stored in the PC).



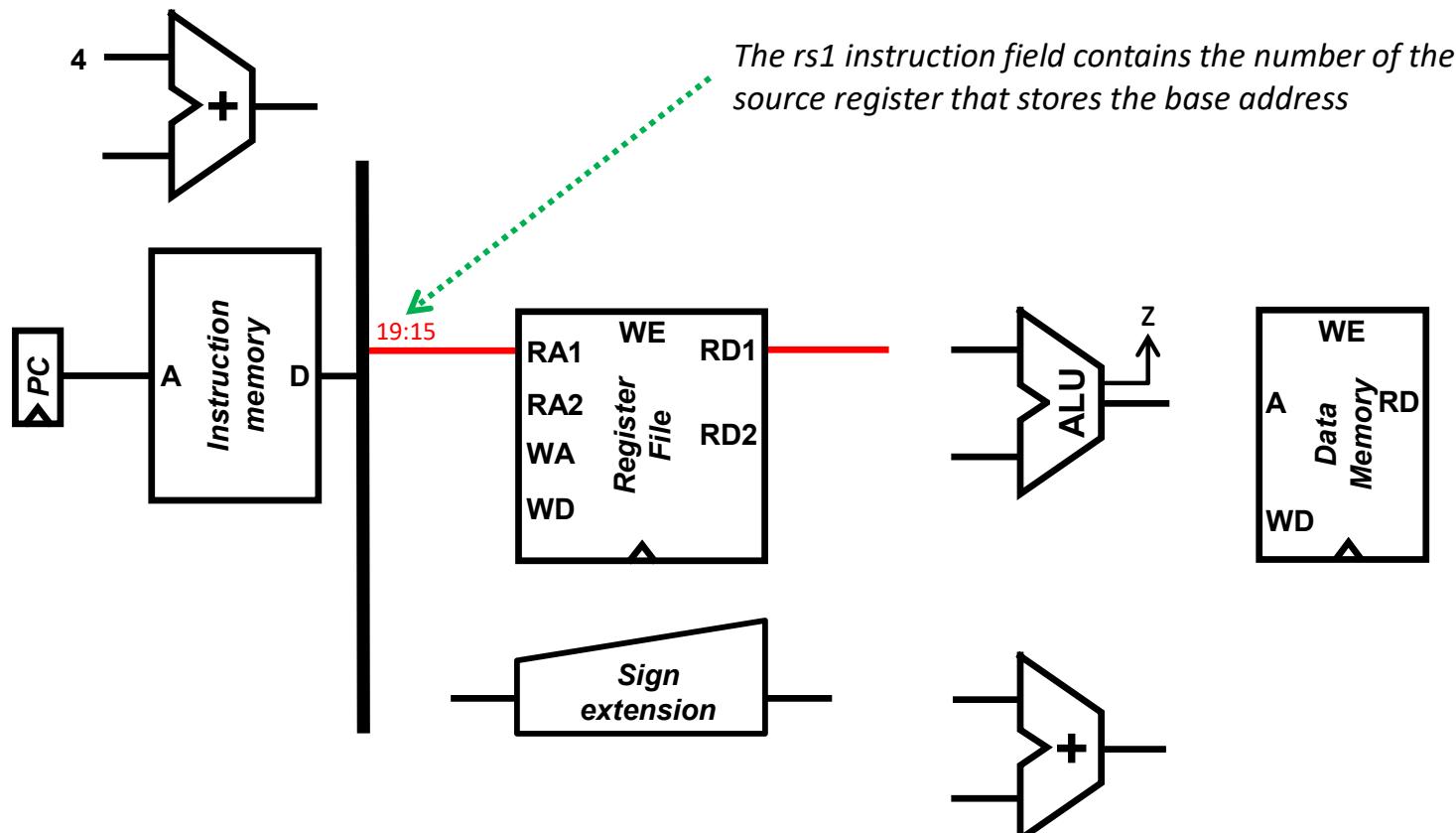


Data path design

lw instruction: reading the base register



$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)], PC \leftarrow PC+4$

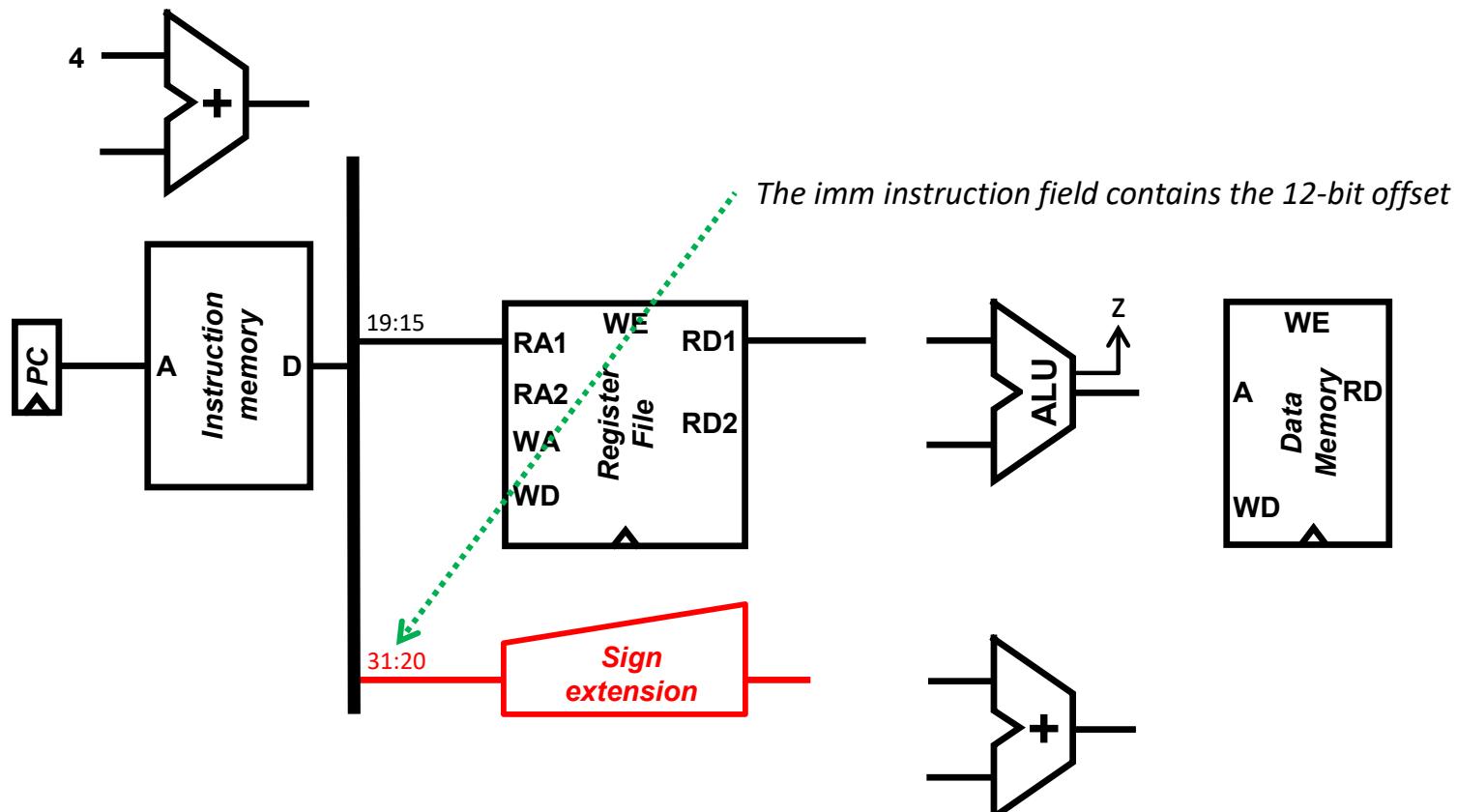


- The **Instruction Memory** and the **Register File** are connected to read the base address contained in register *rs1*.



Data path design

lw instruction: calculating the offset

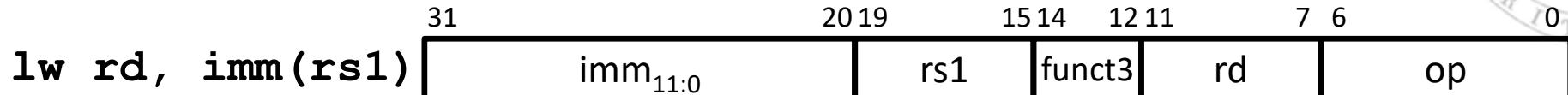


- The Instruction Memory and the Sign Extension module are connected to extend the 12-bit instruction offset to 32 bits.

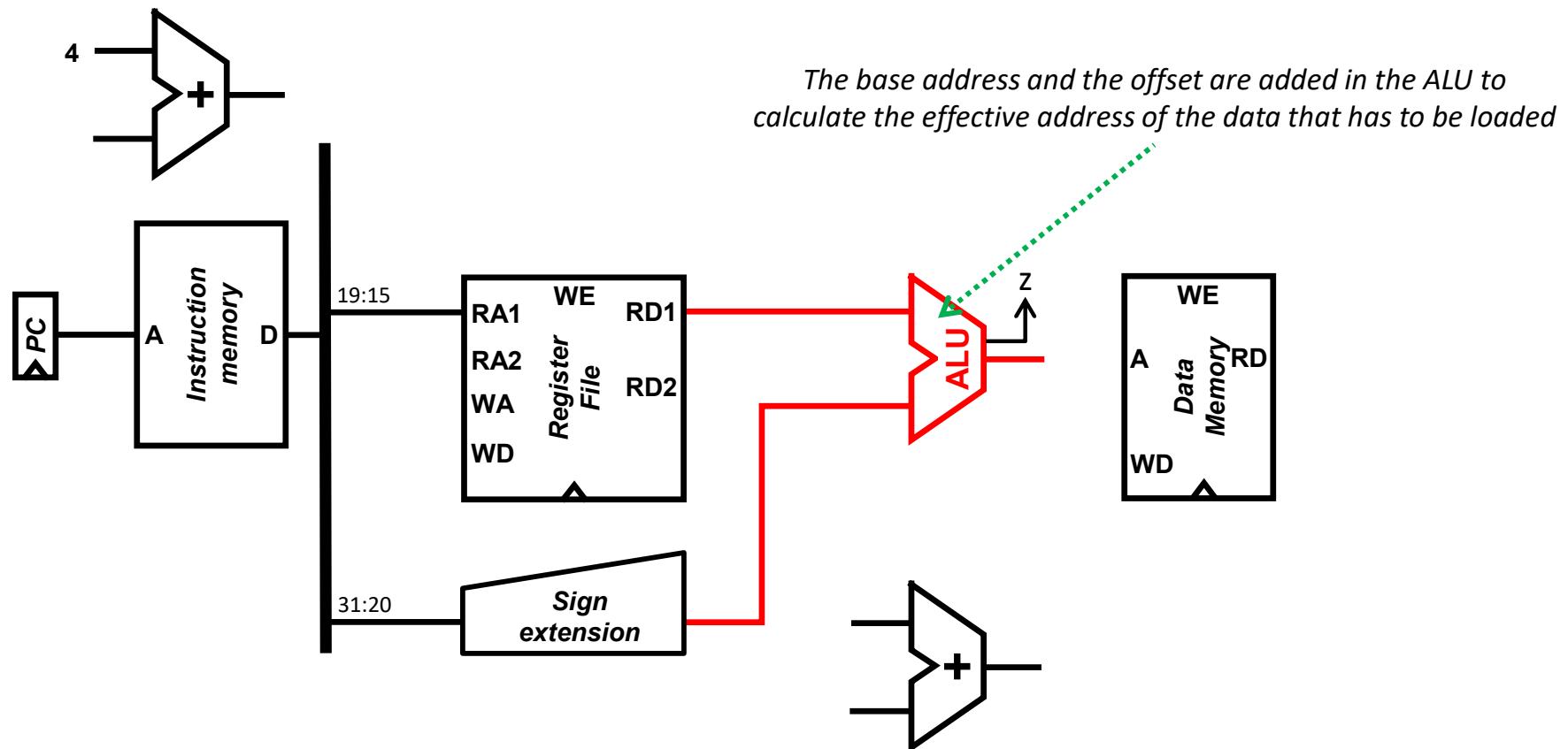


Data path design

lw instruction: calculating the effective address



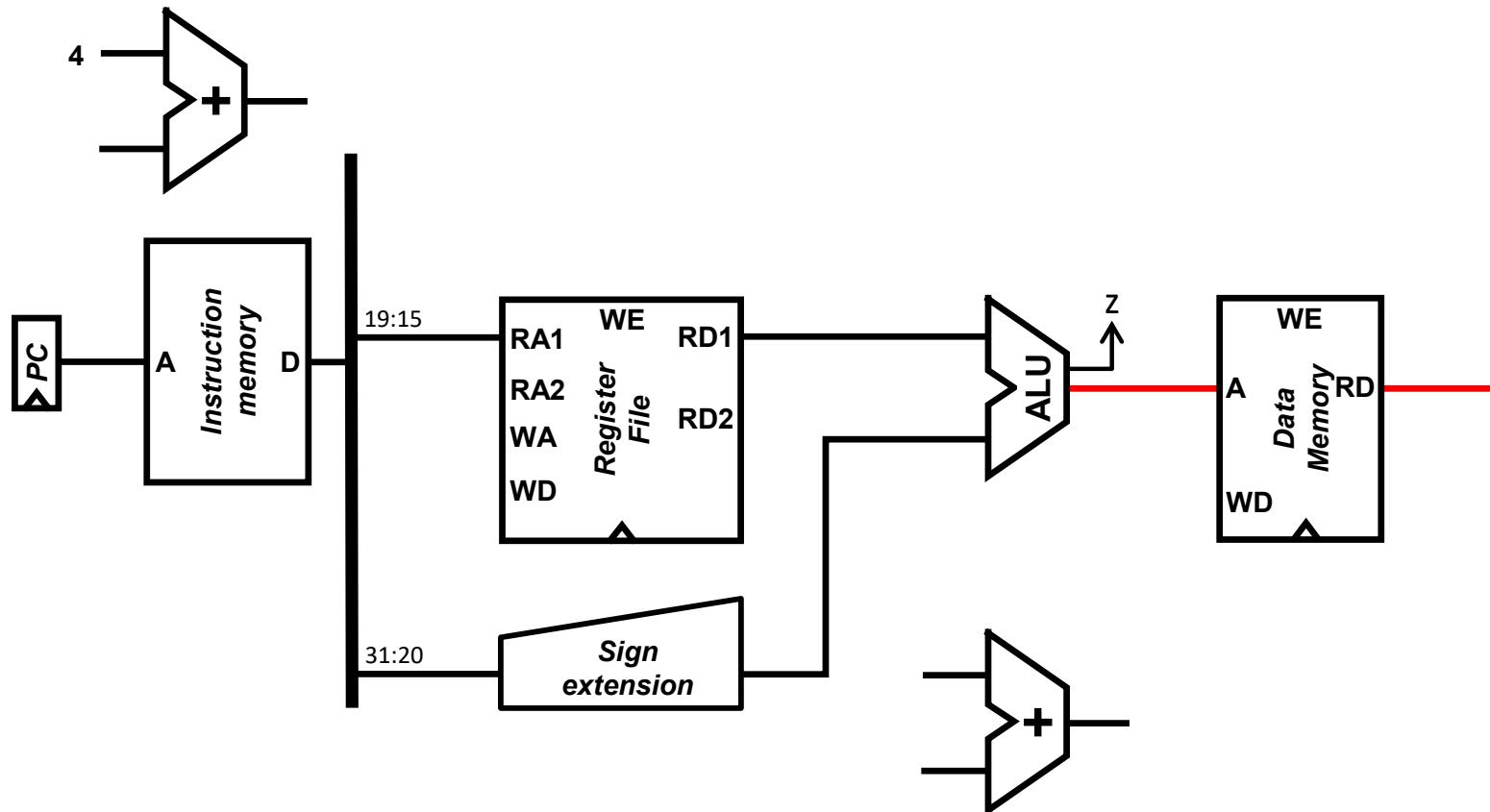
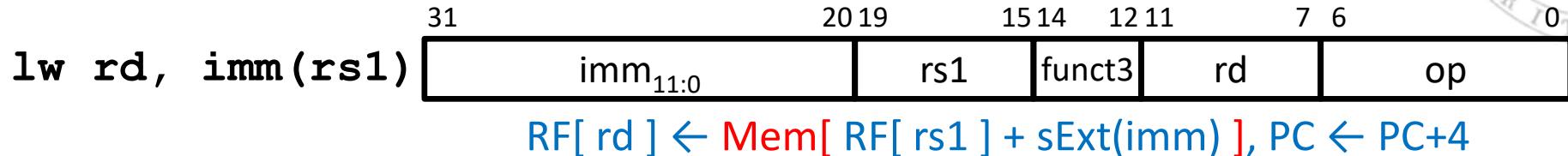
$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)], PC \leftarrow PC+4$





Data path design

lw instruction: reading the operand

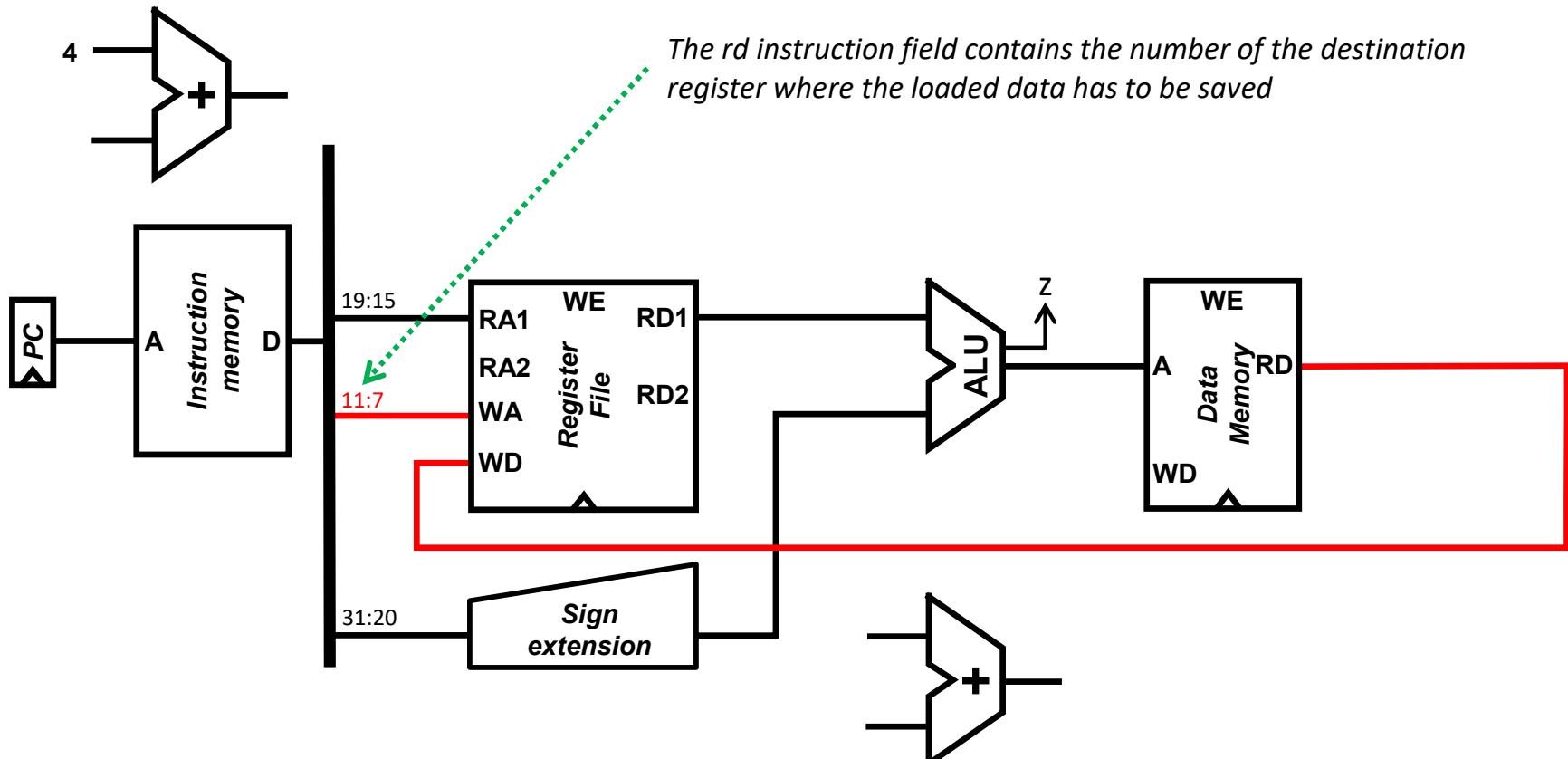
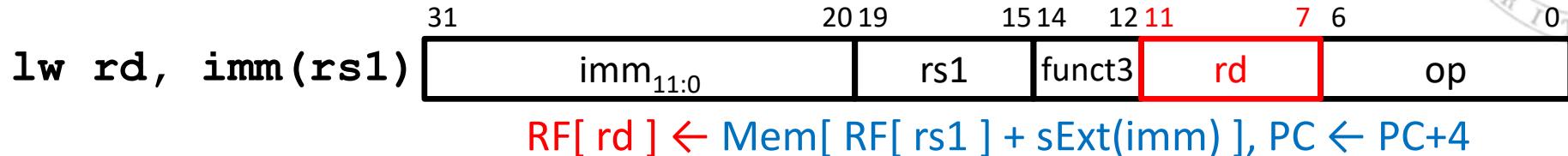


- The ALU and the Data Memory are connected to read the data



Data path design

lw instruction: loading the operand

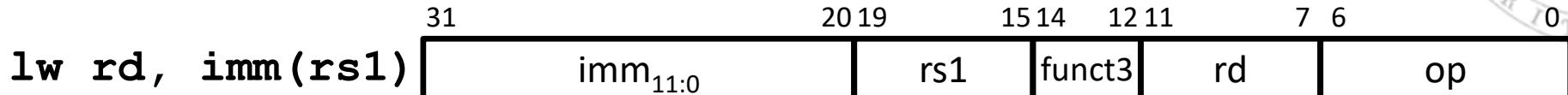


- The Data Memory and the Register File are connected to load the data into the rd register

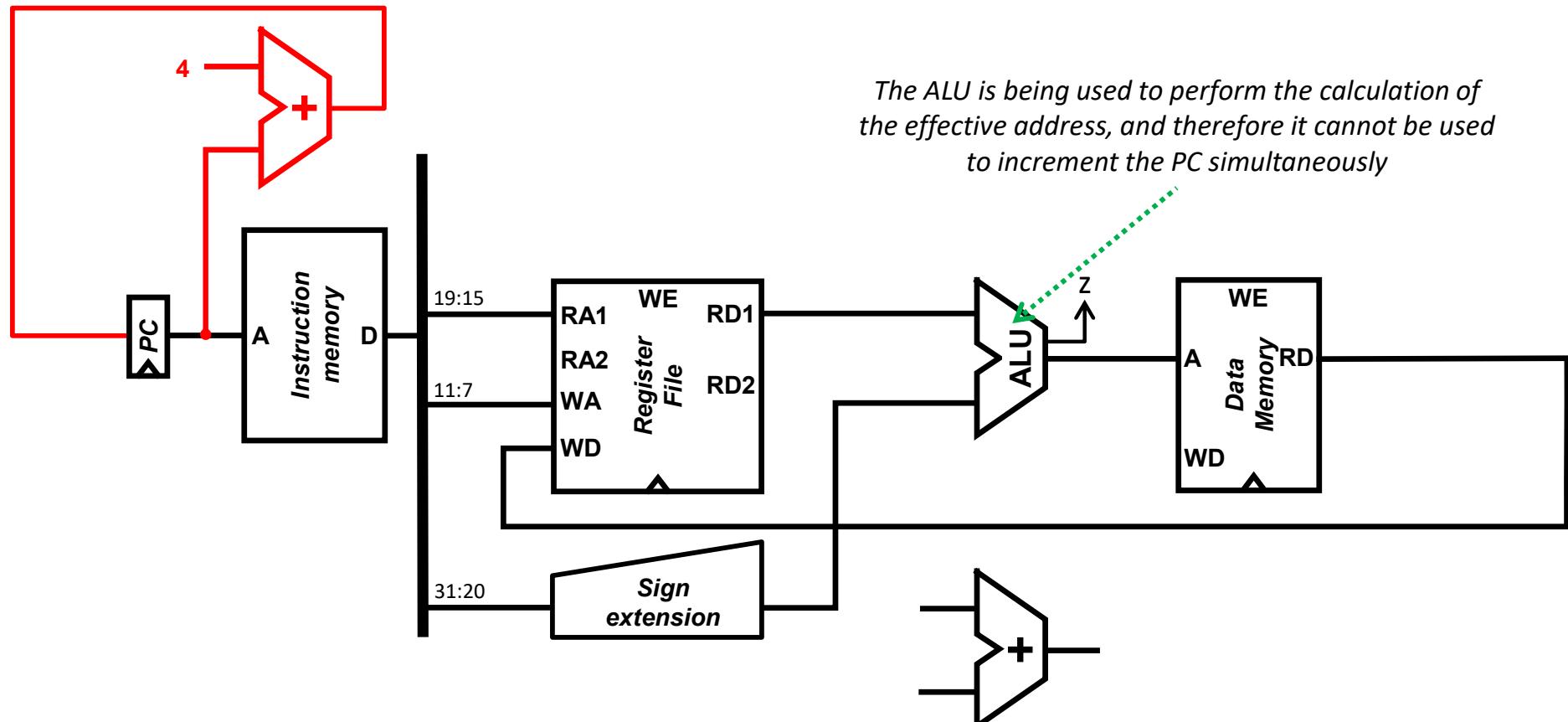


Data path design

lw instruction: incrementing the PC



$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)], PC \leftarrow PC+4$

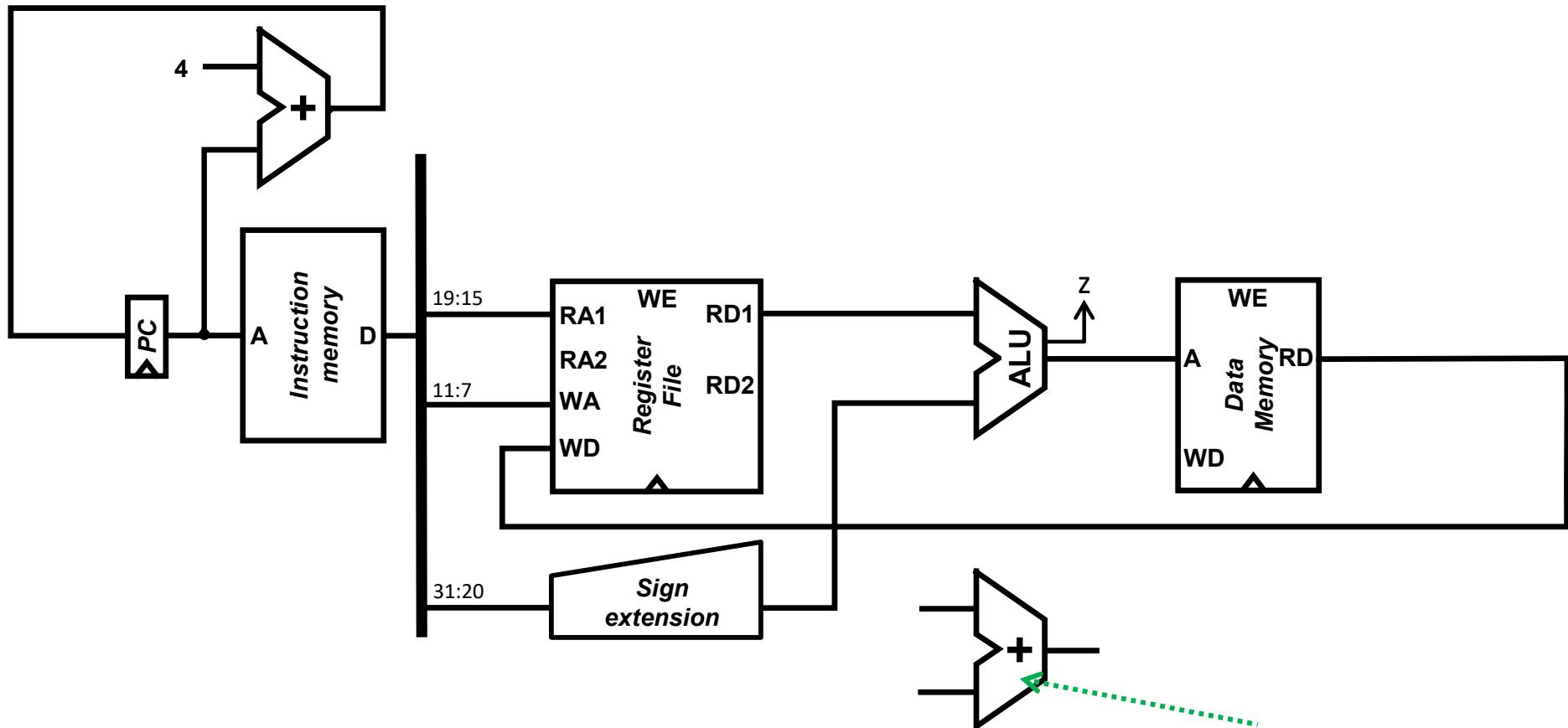


Data path design

Data path for `lw` instructions



- This data path can execute any sequence of `lw` instructions. It will be expanded in order to execute others.

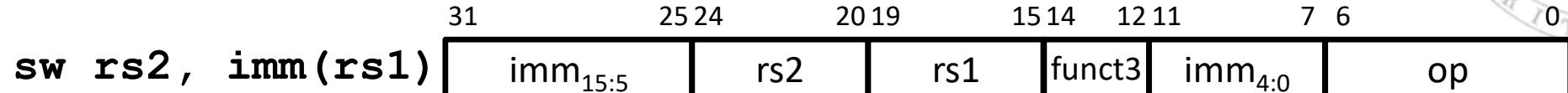


This adder is only used to calculate branch addresses in `jal/beq` instructions

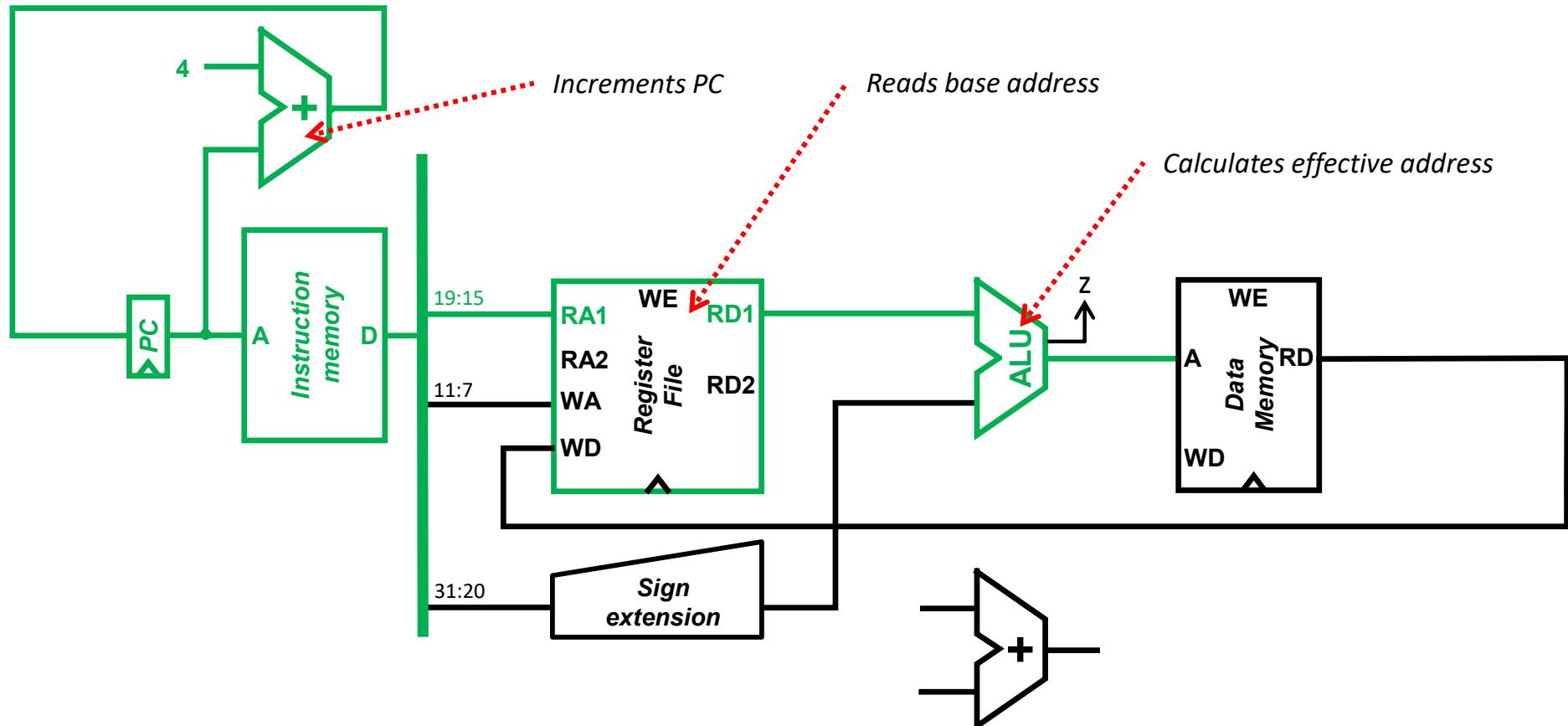


Data path design

Data path for **sw** instructions



Mem[RF[rs1] + sExt(imm)] \leftarrow RF[rs2], PC \leftarrow PC+4

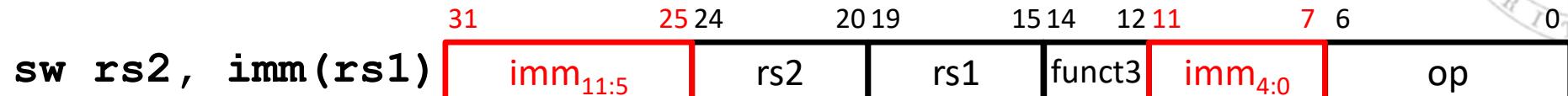


- Part of this data path can be reused to execute **sw** instructions

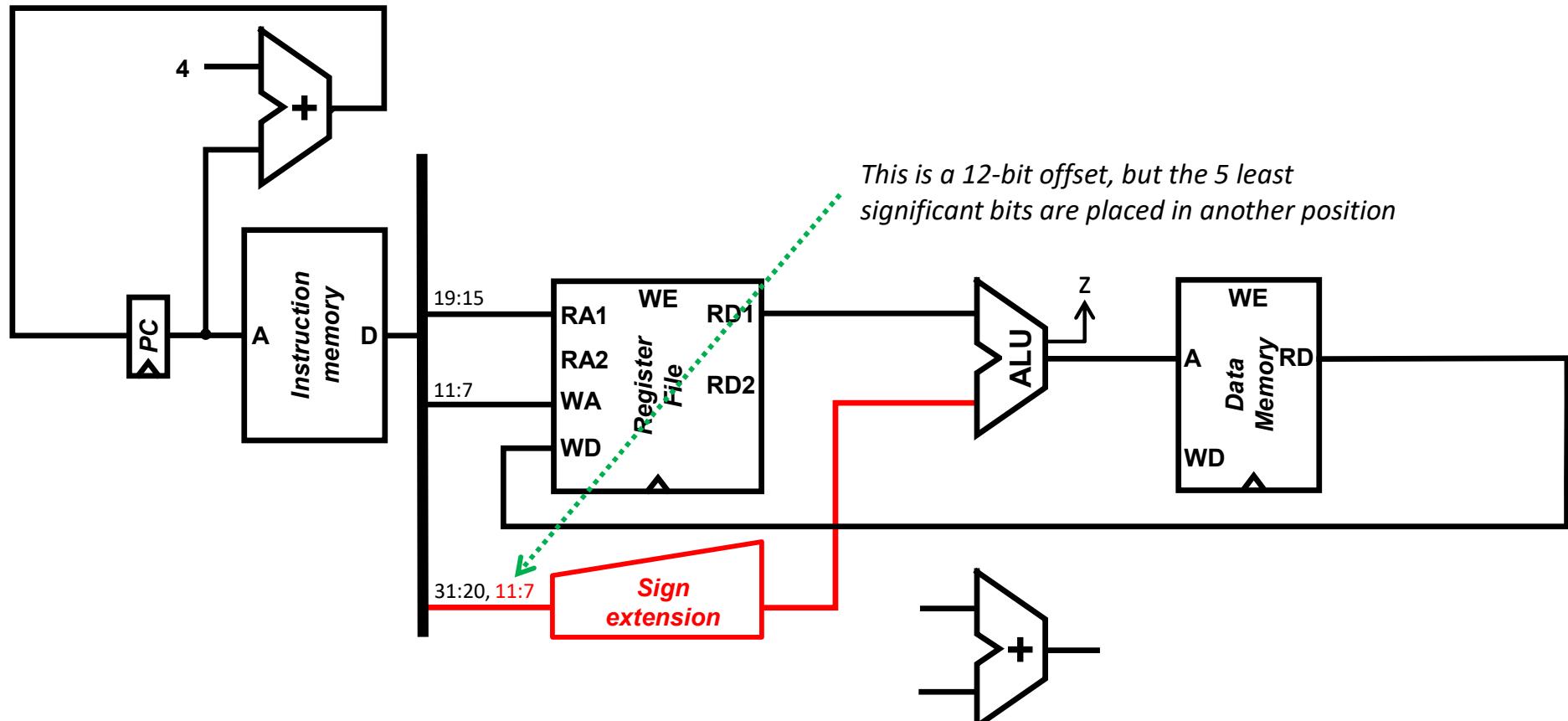


Data path design

sw instruction: calculating the offset



$\text{Mem}[\text{RF}[\text{rs1}] + \text{sExt}(\text{imm})] \leftarrow \text{RF}[\text{rs2}], \text{PC} \leftarrow \text{PC}+4$



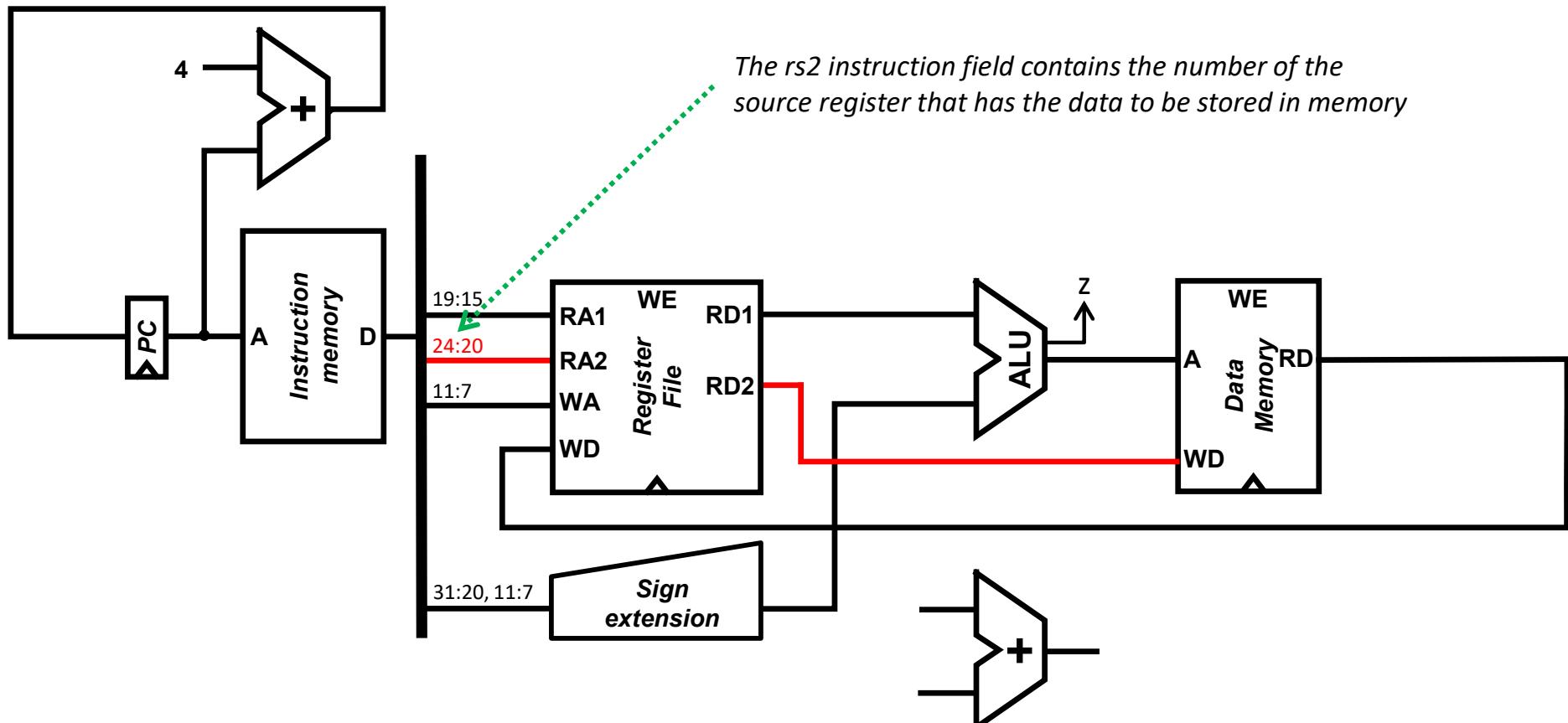


Data path design

sw instruction: storing the data



Mem[RF[rs1] + sExt(imm)] ← RF[rs2], PC ← PC+4

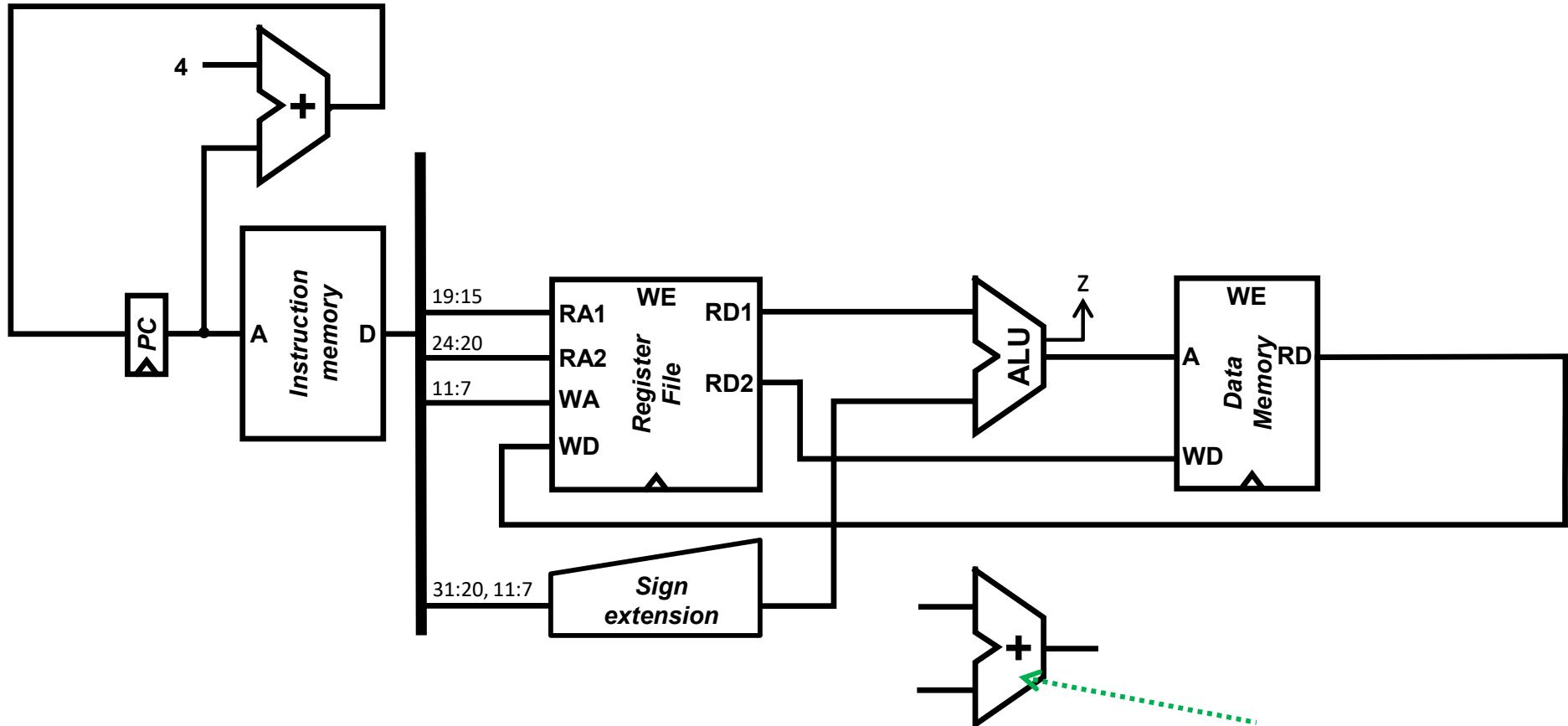


Data path design

Data path for **lw/sw** instructions



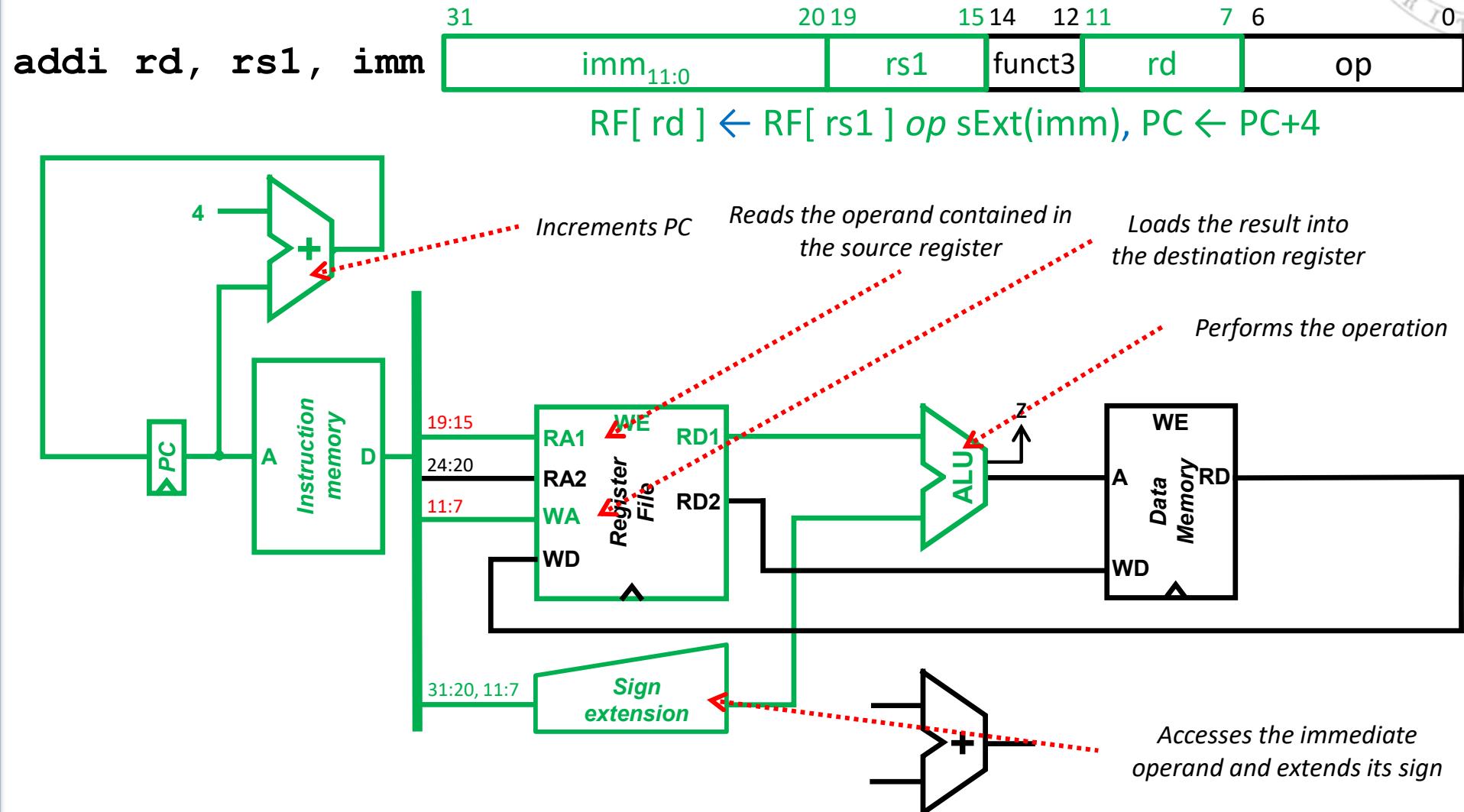
- This data path can execute any sequence of **lw** and/or **sw** instructions. It will be further expanded.



This adder is only used to calculate branch addresses in **jal/beq** instructions

Data path design

Data path for **addi**-like instructions



- Part of this data path can be reused to execute **addi/andi/ori/slti** instructions

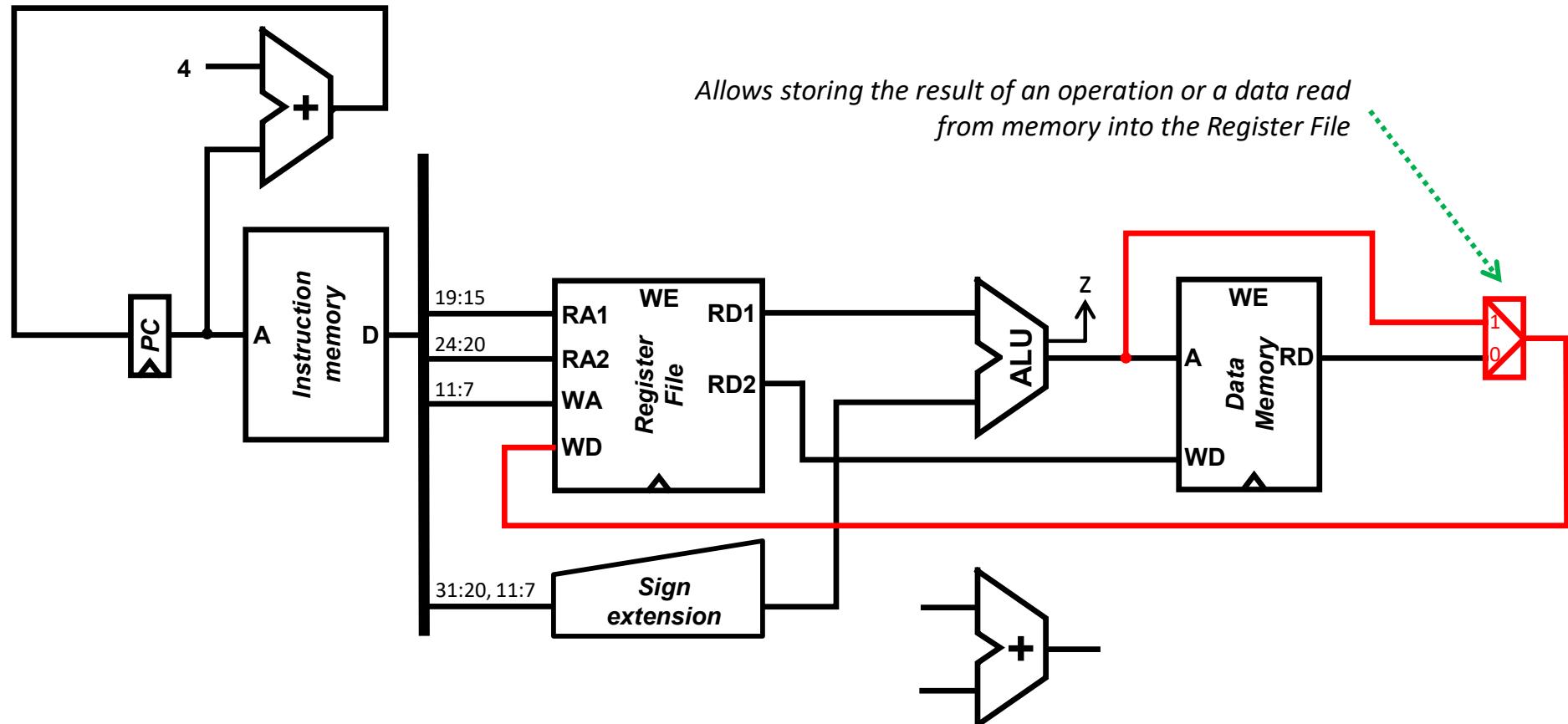


Data path design

addi-like instructions: storing the result



RF[rd] ← RF[rs1] op sExt(imm), PC ← PC+4

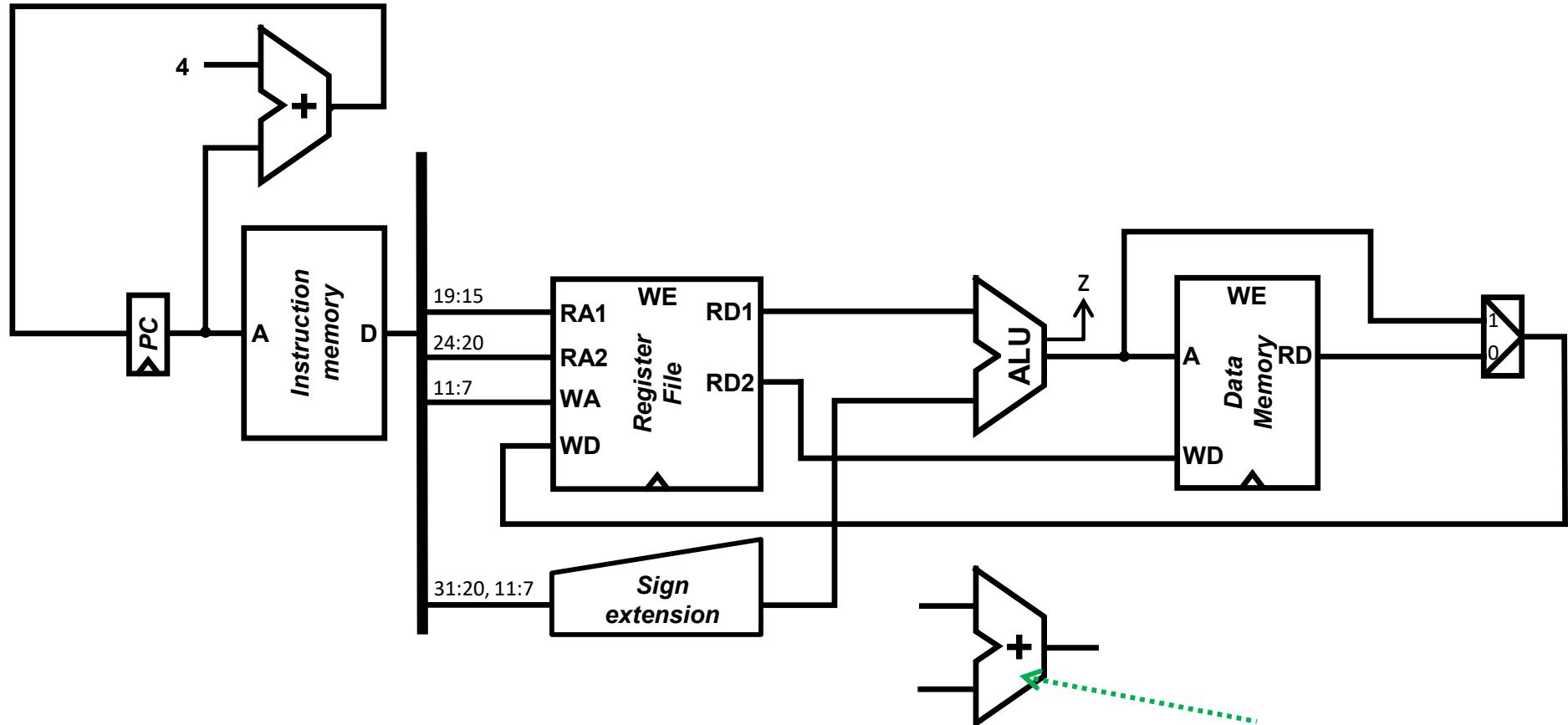


Data path design

Data path for **lw/sw/addi** instructions



- This data path can execute any sequence of **lw**, **sw**, and/or **arithmetic-logic with immediate operand** instructions.

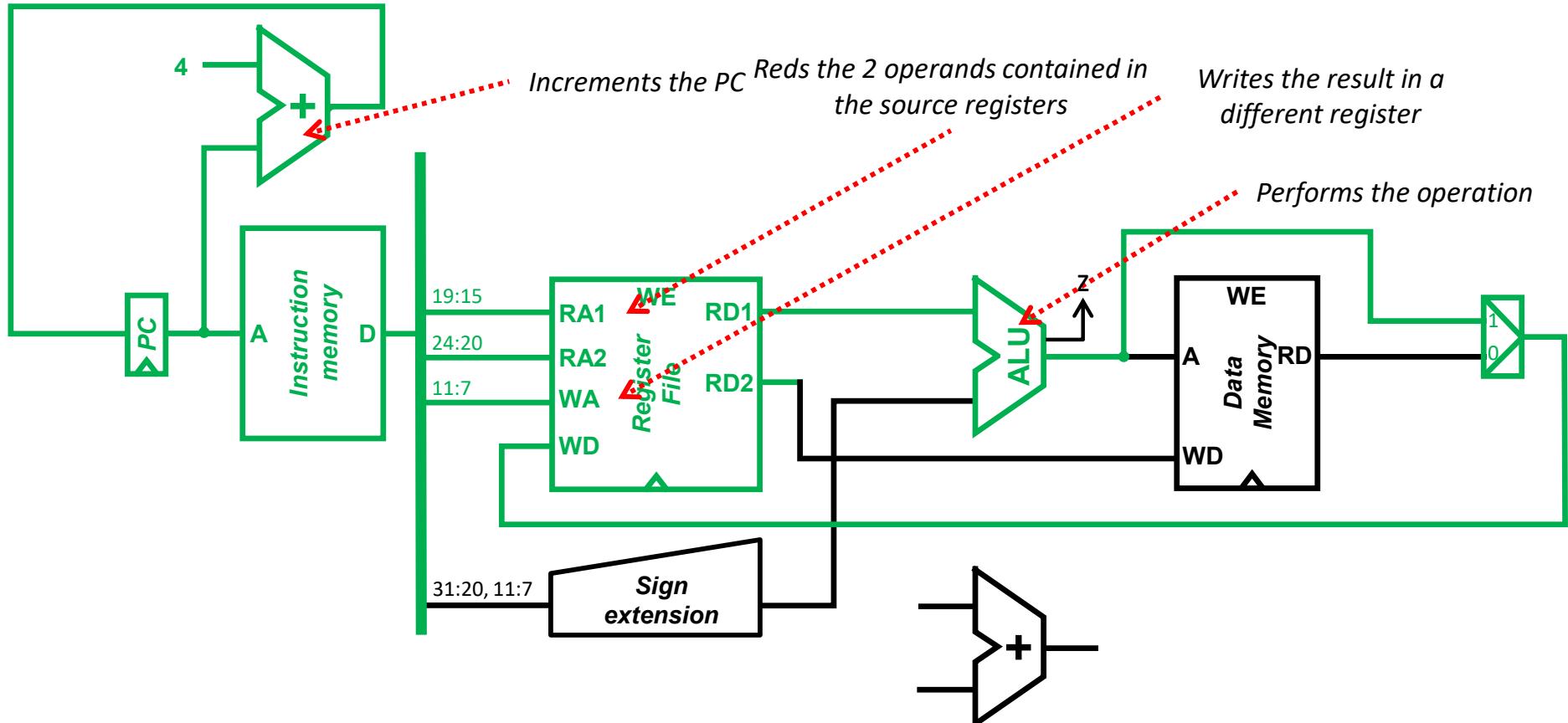
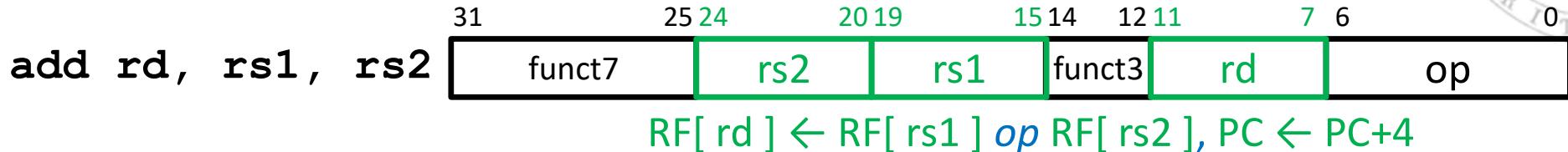


This adder is only used to calculate branch addresses in **jal/beq** instructions



Data path design

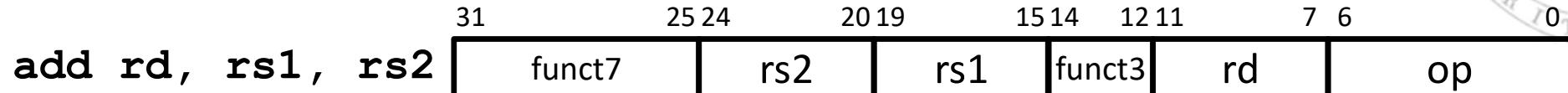
Data path for add-like instructions



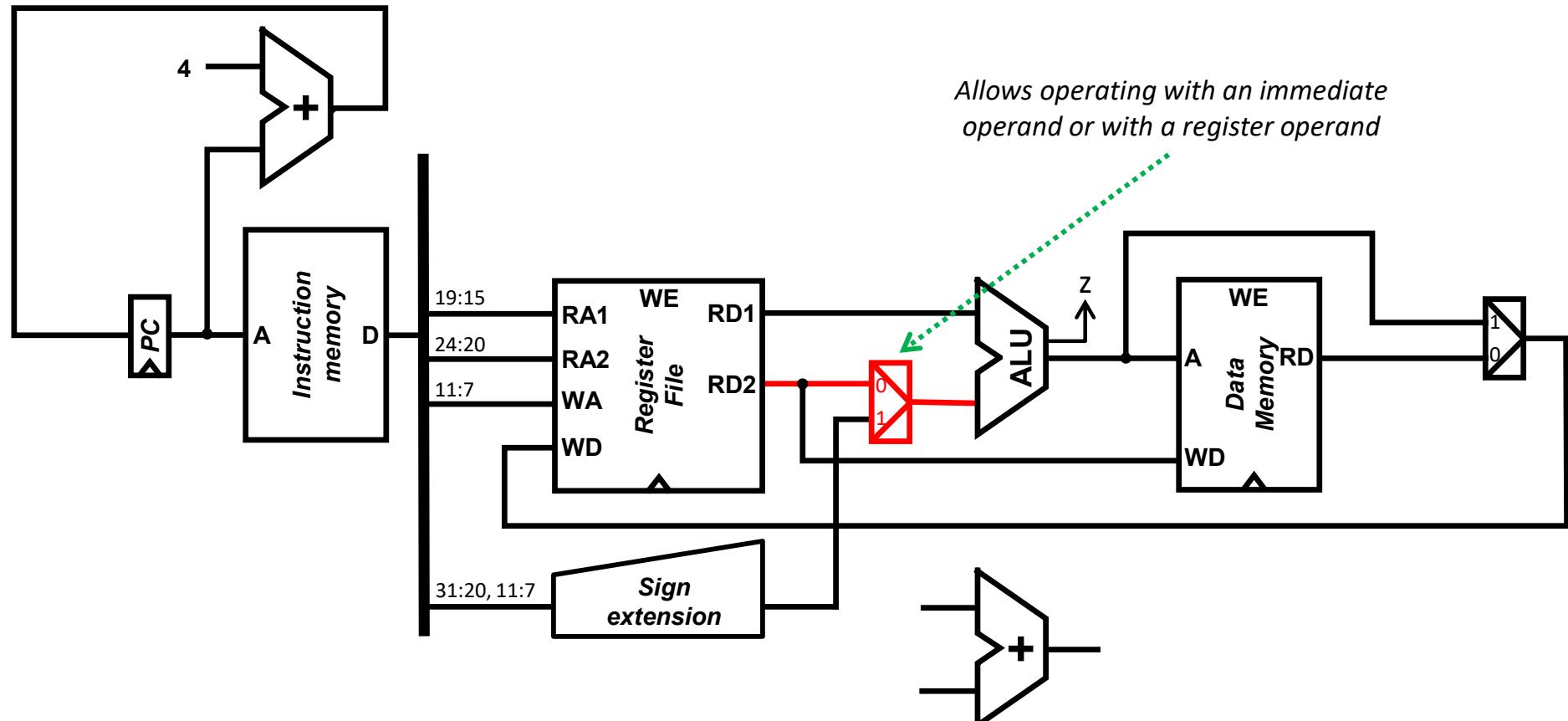


Data path design

addi-like instructions: calculating the operation



$RF[rd] \leftarrow RF[rs1] op RF[rs2], PC \leftarrow PC+4$



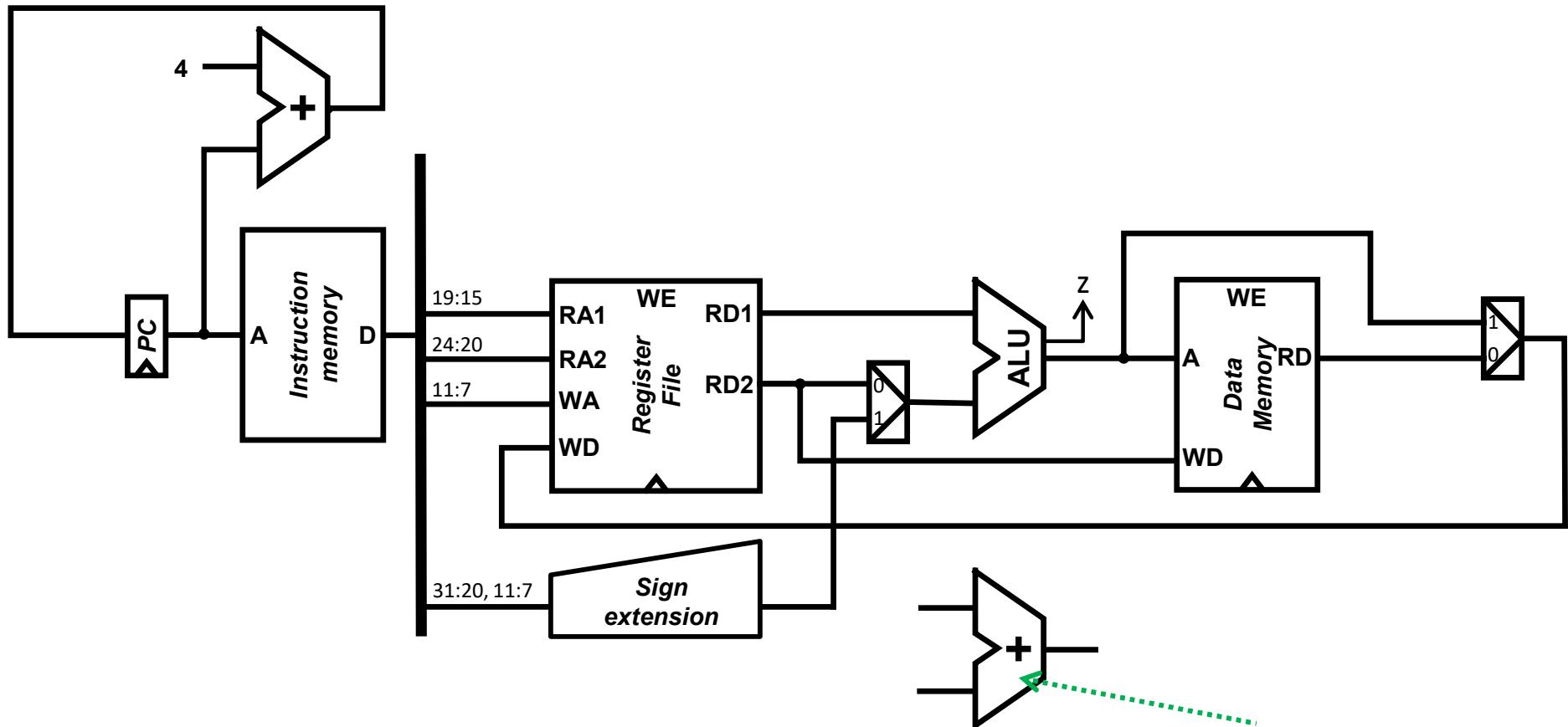
- A **multiplexer is added** in order to reuse the ALU to perform arithmetic-logic operations with 2 registers

Data path design

Data path for **lw/sw/addi/add** instructions



- This data path can execute any sequence of **lw**, **sw**, and/or **arithmetic-logic** instructions.

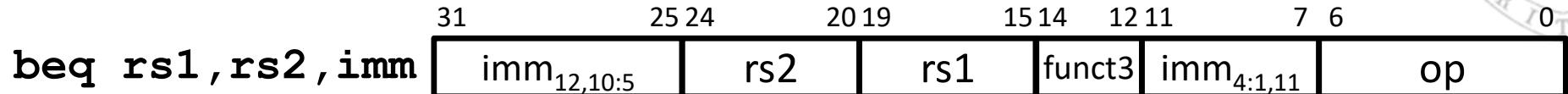


This adder is only used to calculate branch addresses in **jal/beq** instructions

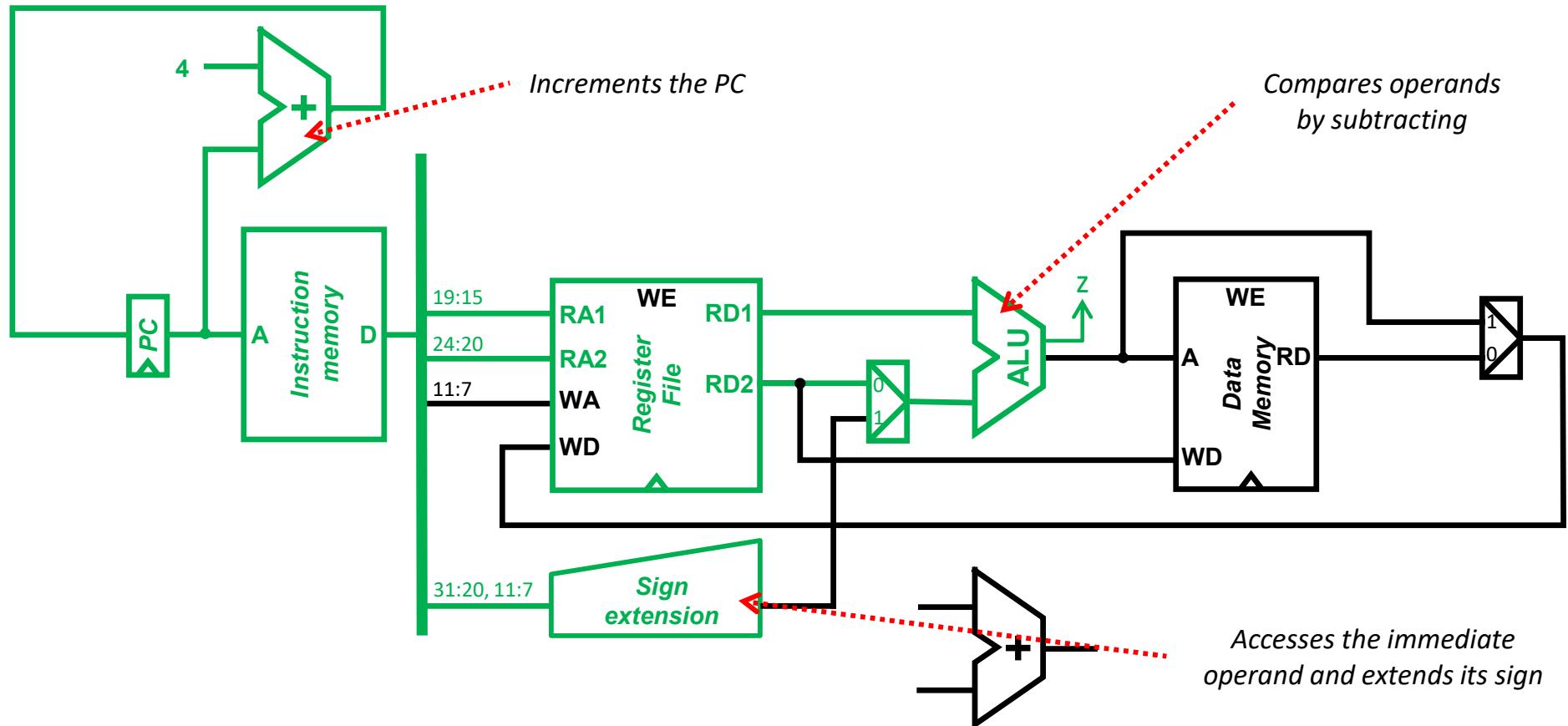


Data path design

Data path for **beq** instructions



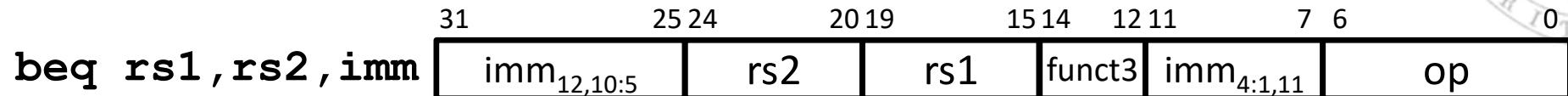
$PC \leftarrow if (RF[rs1] = RF[rs2]) then (PC + sExt(imm)) else (PC+4)$



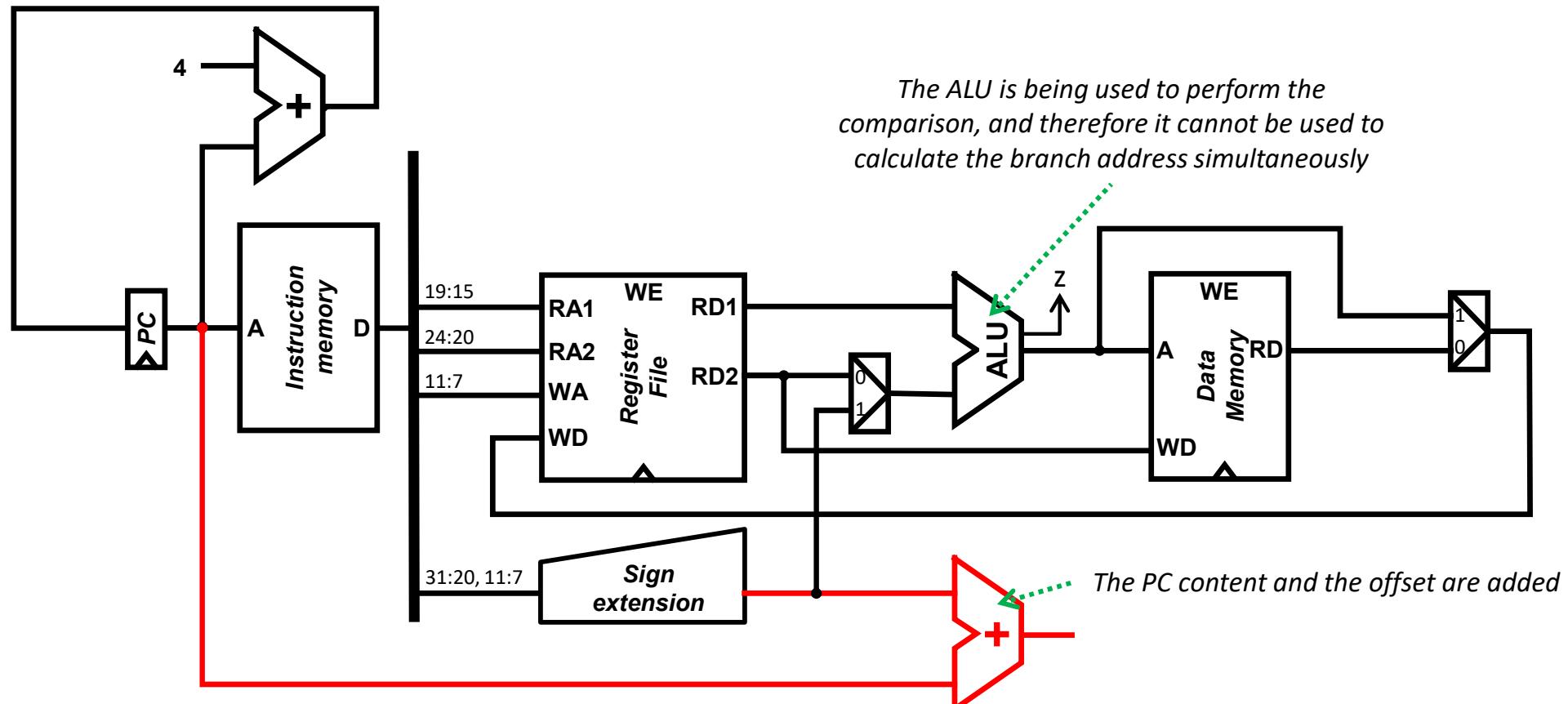


Data path design

beq instructions: calculating the branch address



$PC \leftarrow if (RF[rs1] = RF[rs2]) then (PC + sExt(imm)) else (PC+4)$

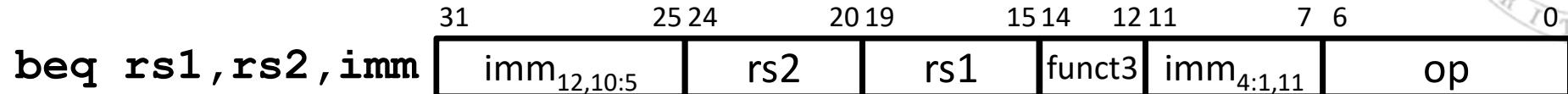


- The **PC**, the **Sign Extension module** and the **Adder** are connected to calculate the branch address.

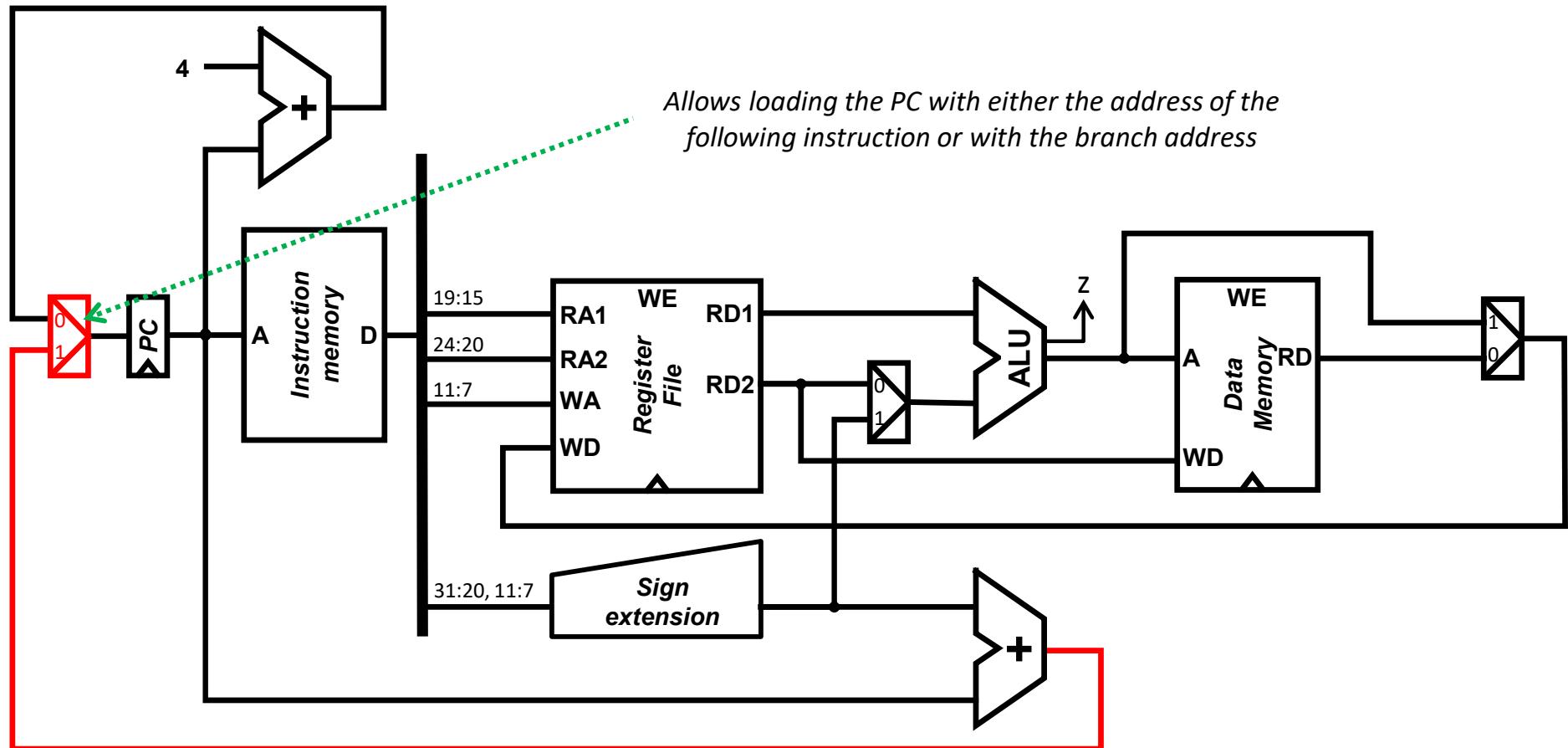


Data path design

beq instructions: updating the PC



$PC \leftarrow if (RF[rs1] = RF[rs2]) then (PC + sExt(imm)) else (PC+4)$

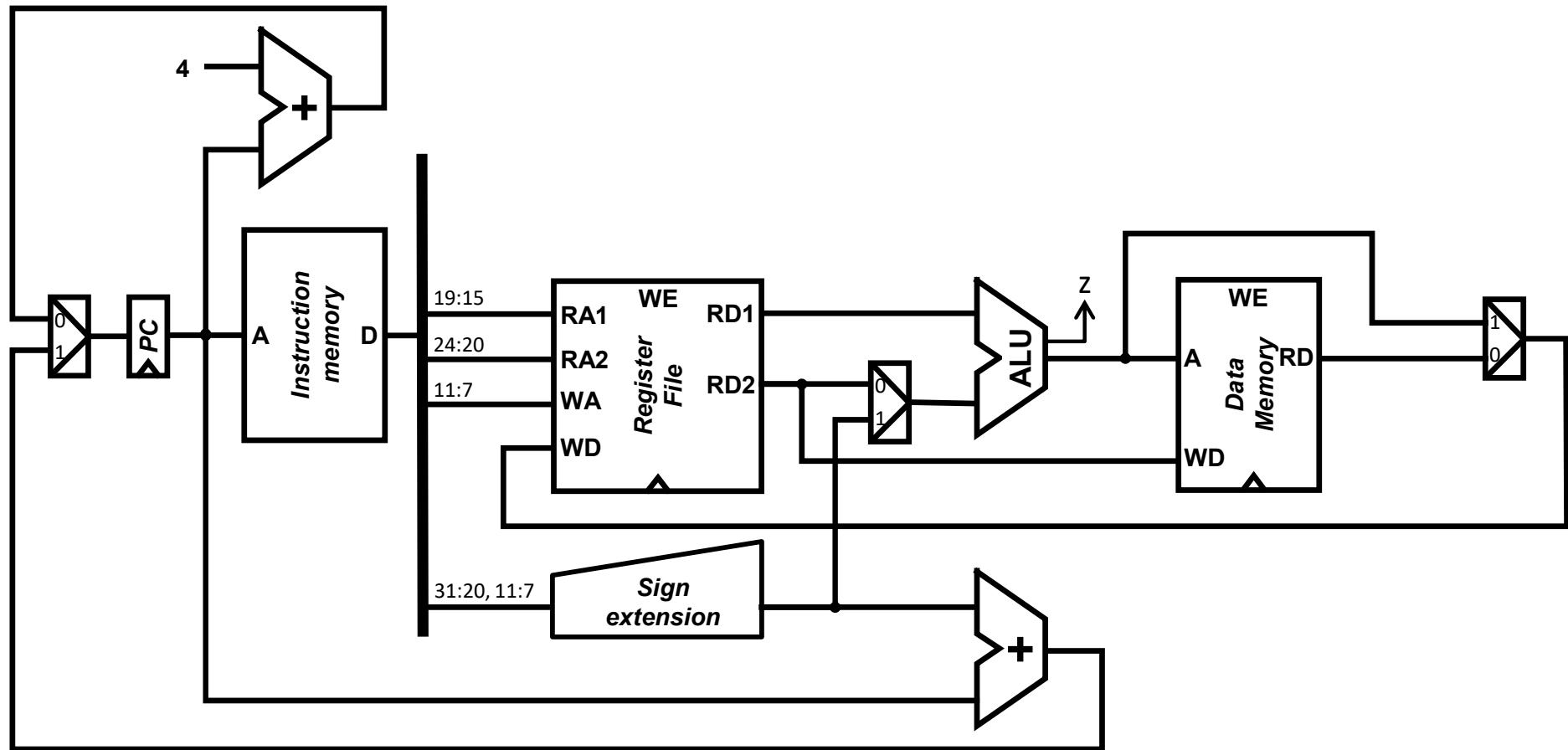


Data path design

Data path for **lw/sw/addi/add/beq** instructions



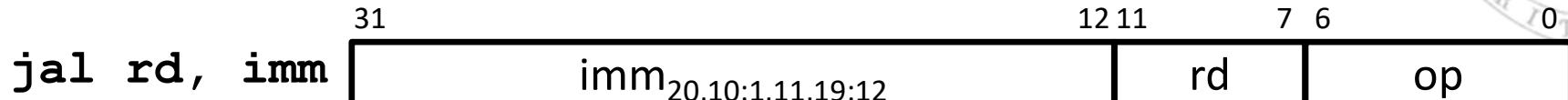
- This data path can execute any sequence of **lw**, **sw**, arithmetic-logic and/or **conditional branch** instructions.



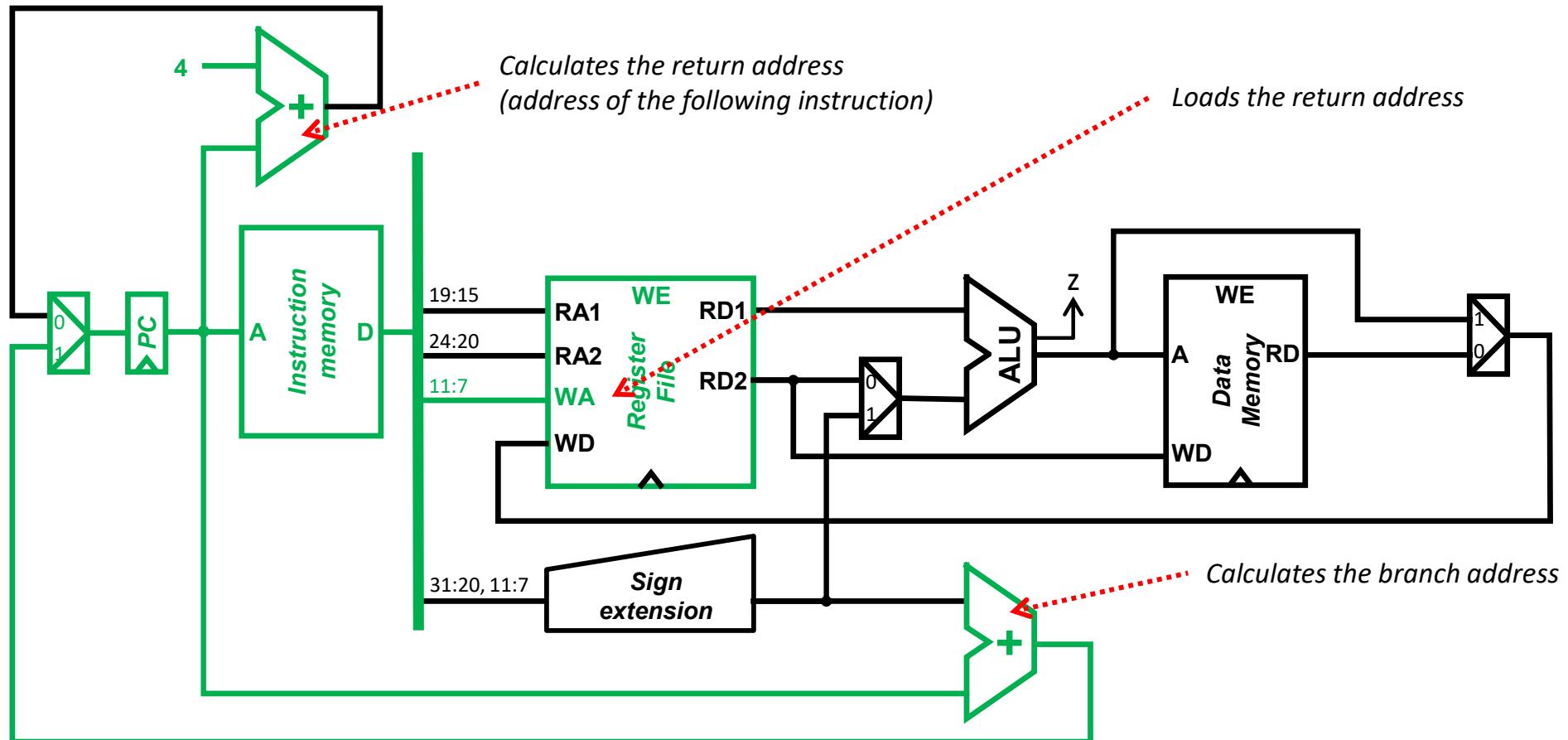


Data path design

Data path for `jal` instructions



$\text{PC} \leftarrow \text{PC} + \text{sExt}(\text{imm})$, $\text{RF}[\text{rd}] \leftarrow \text{PC} + 4$

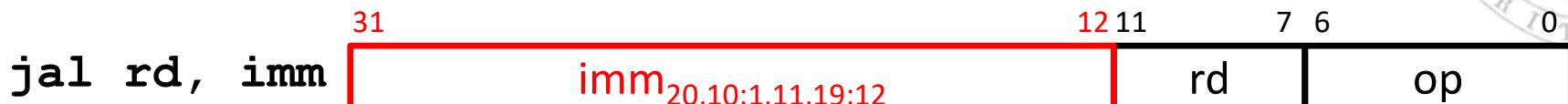


- Part of this data path can be reused to execute `jal` instructions

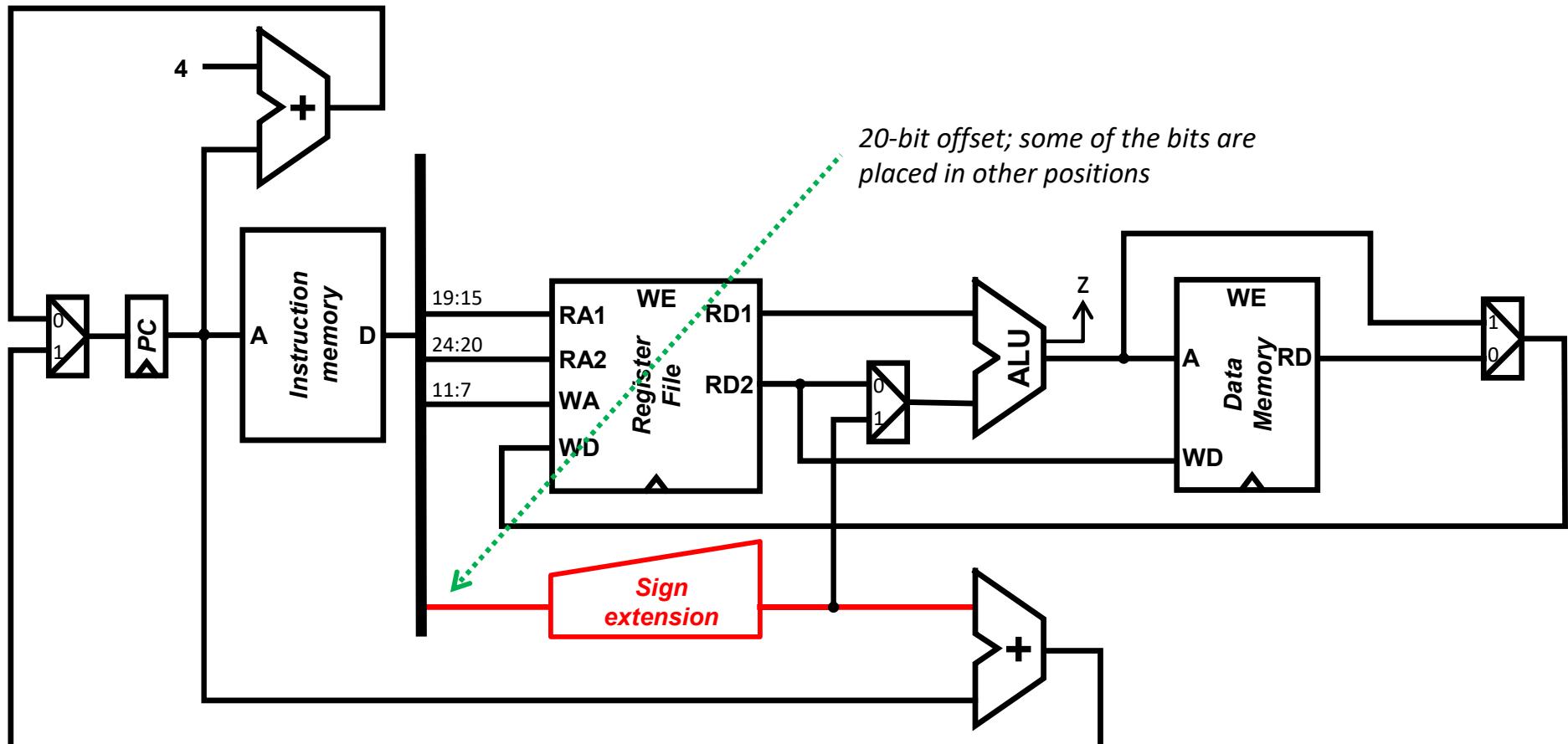


Data path design

jal instructions: calculating the branch address



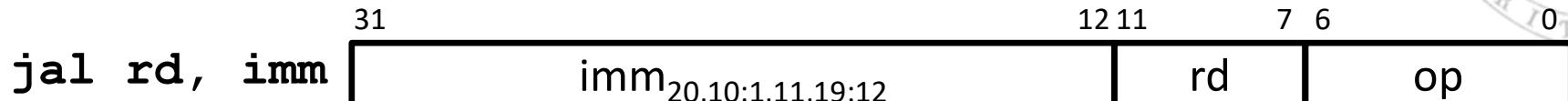
$PC \leftarrow PC + sExt(imm)$, $RF[rd] \leftarrow PC+4$



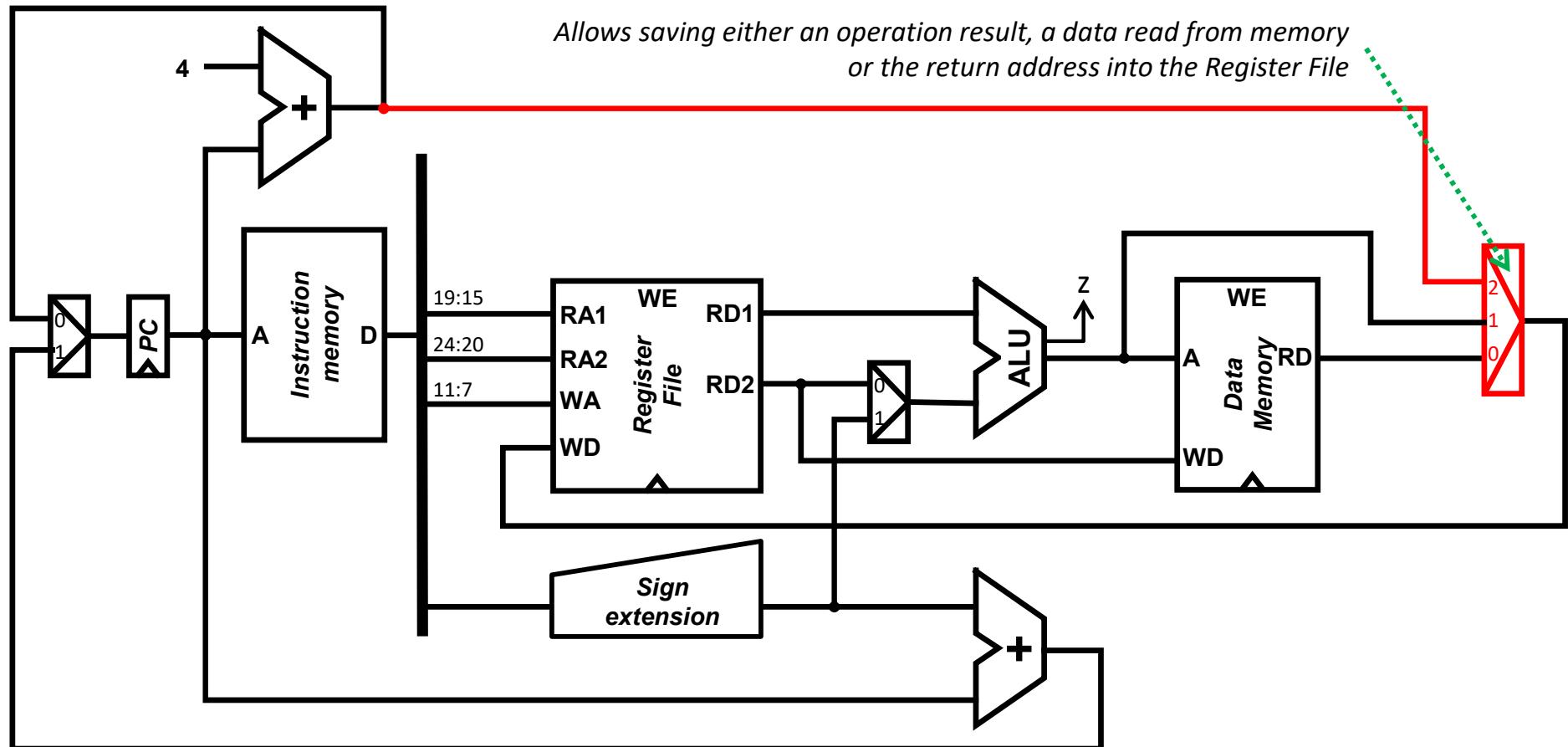


Data path design

jal instructions: saving the return address



$PC \leftarrow PC + sExt(imm)$, $RF[rd] \leftarrow PC+4$



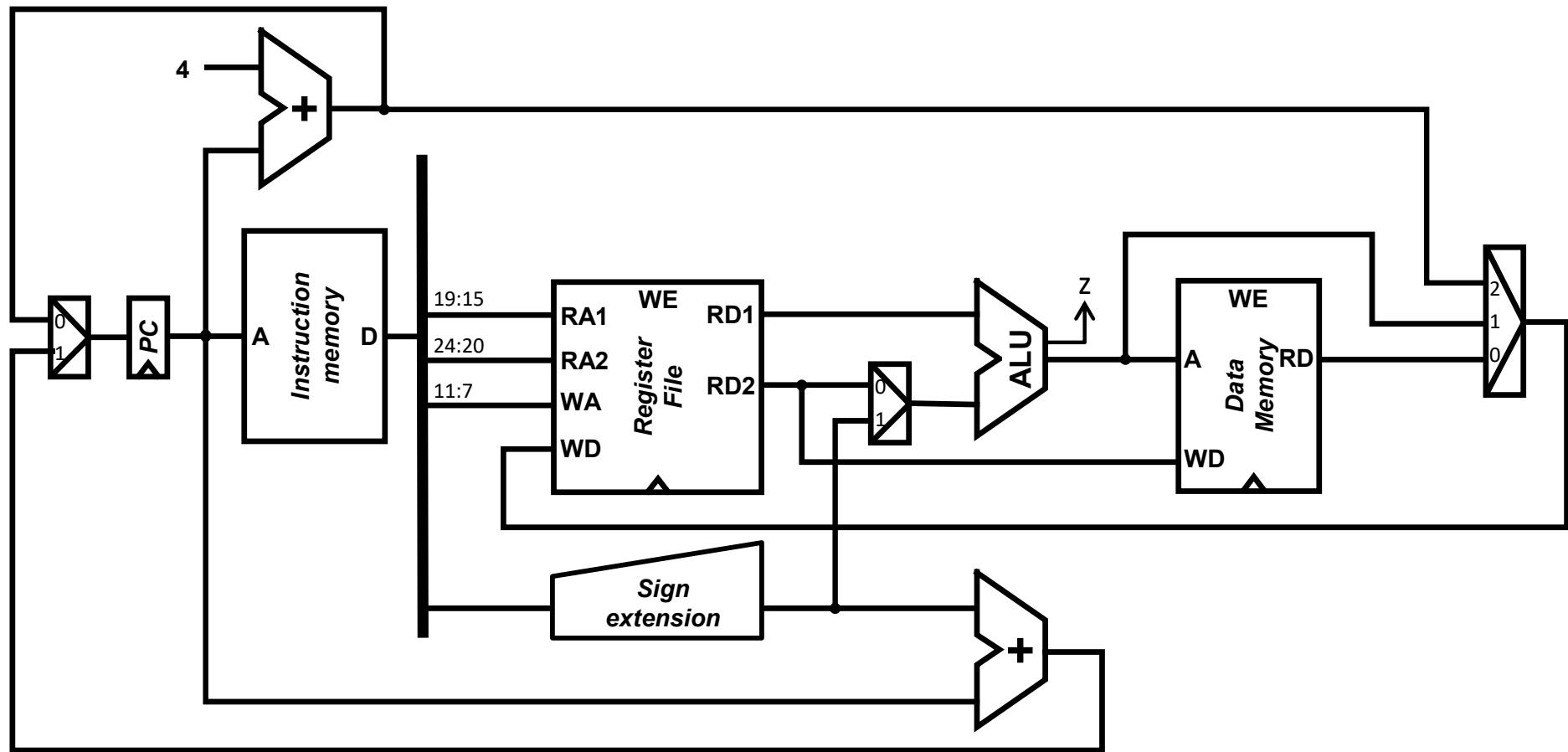
- The multiplexer is extended to be able to save the return address into rd.

Data path design

Reduced RISC-V data path



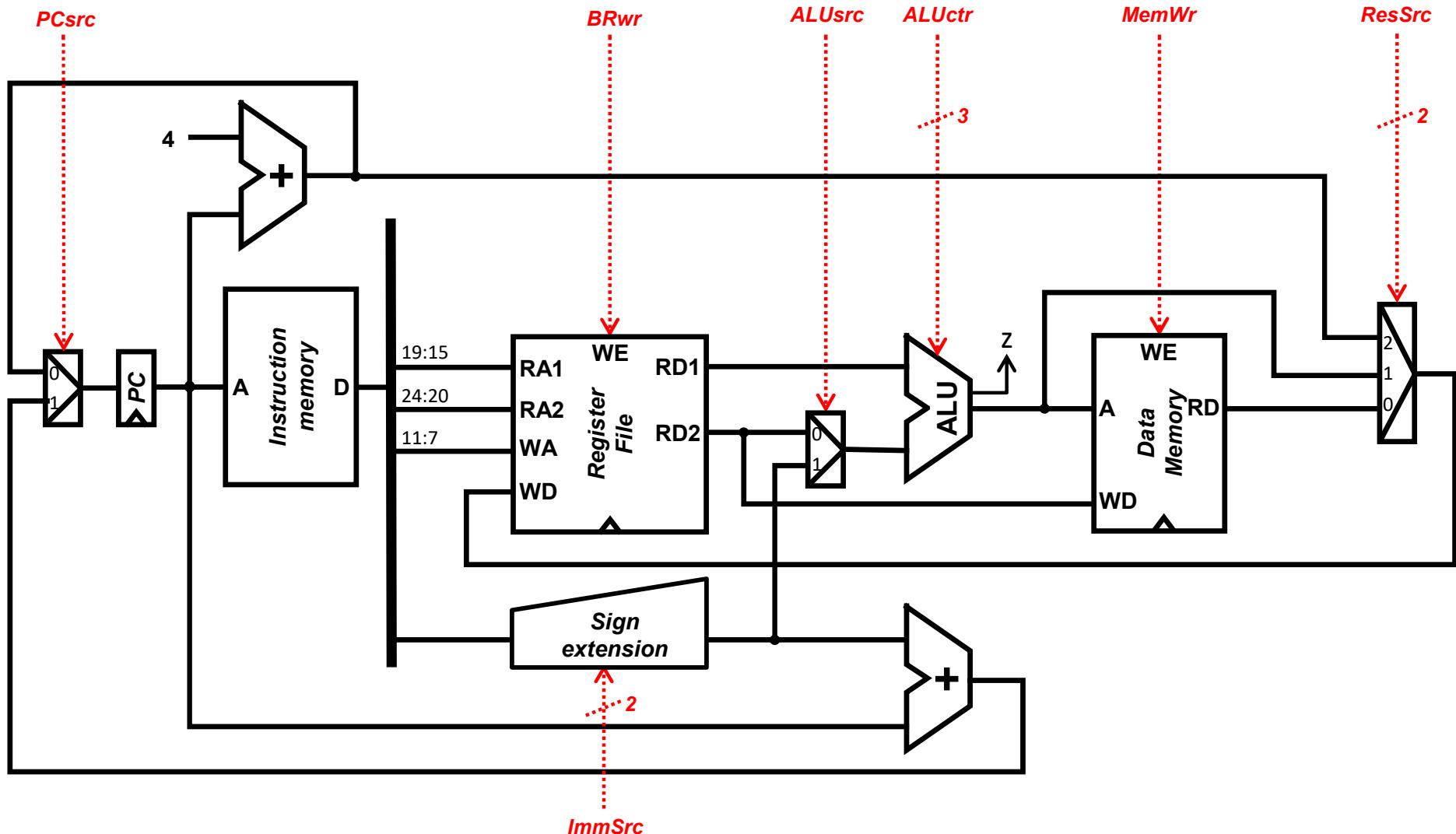
- This data path can execute any sequence of instructions of the **RISC-V reduced ISA**.





Data path design

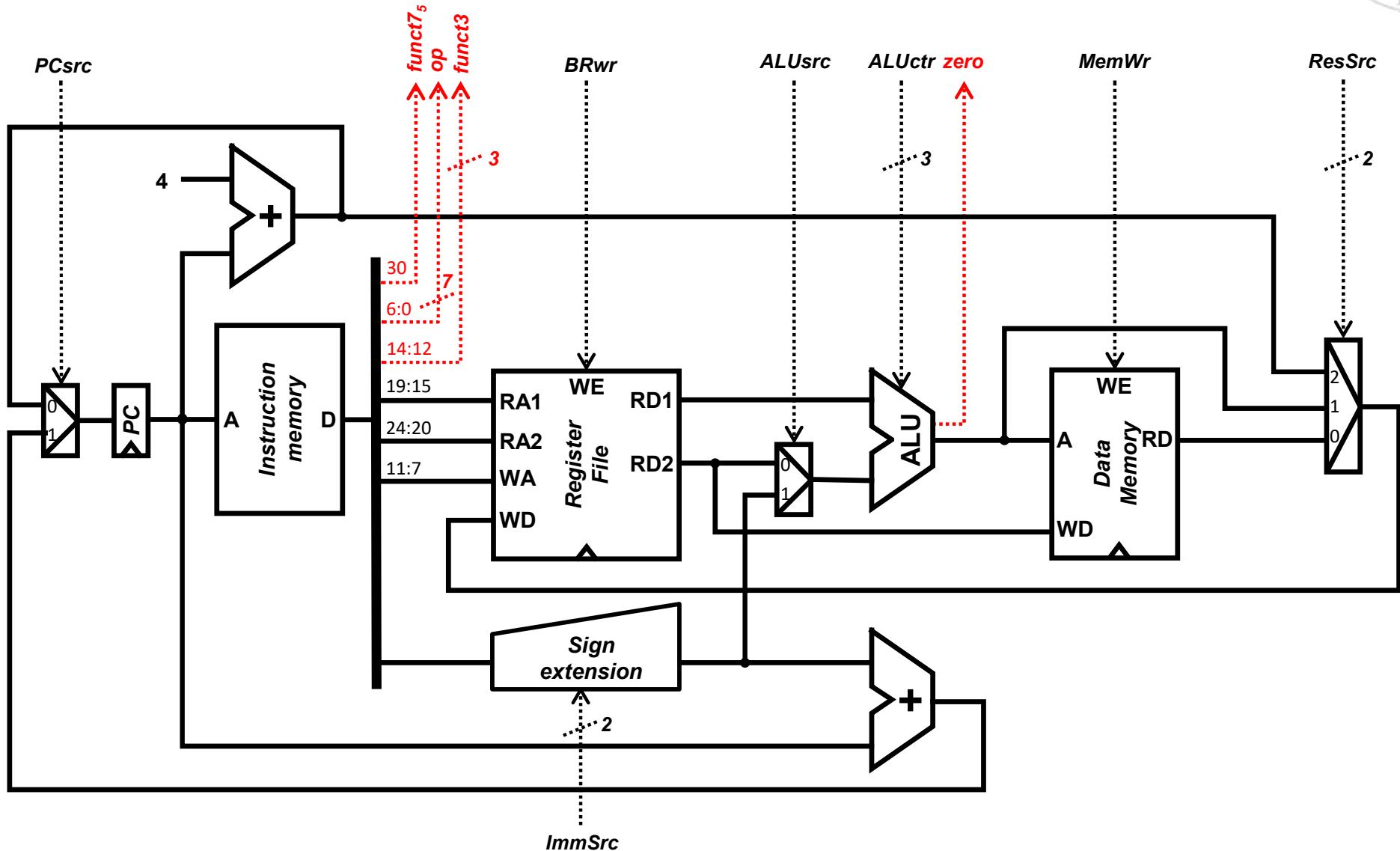
Control signals





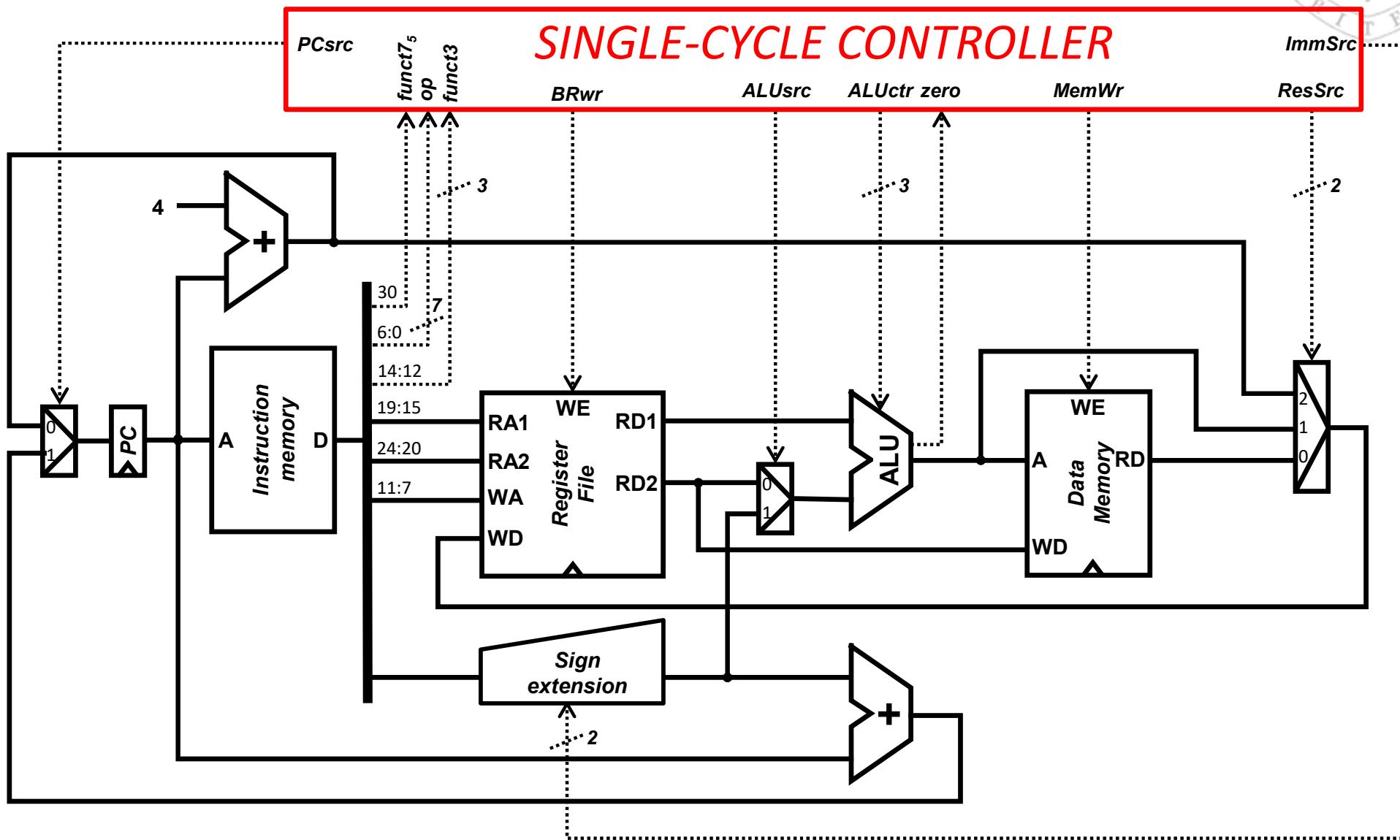
Data path design

Status signals



Data path design

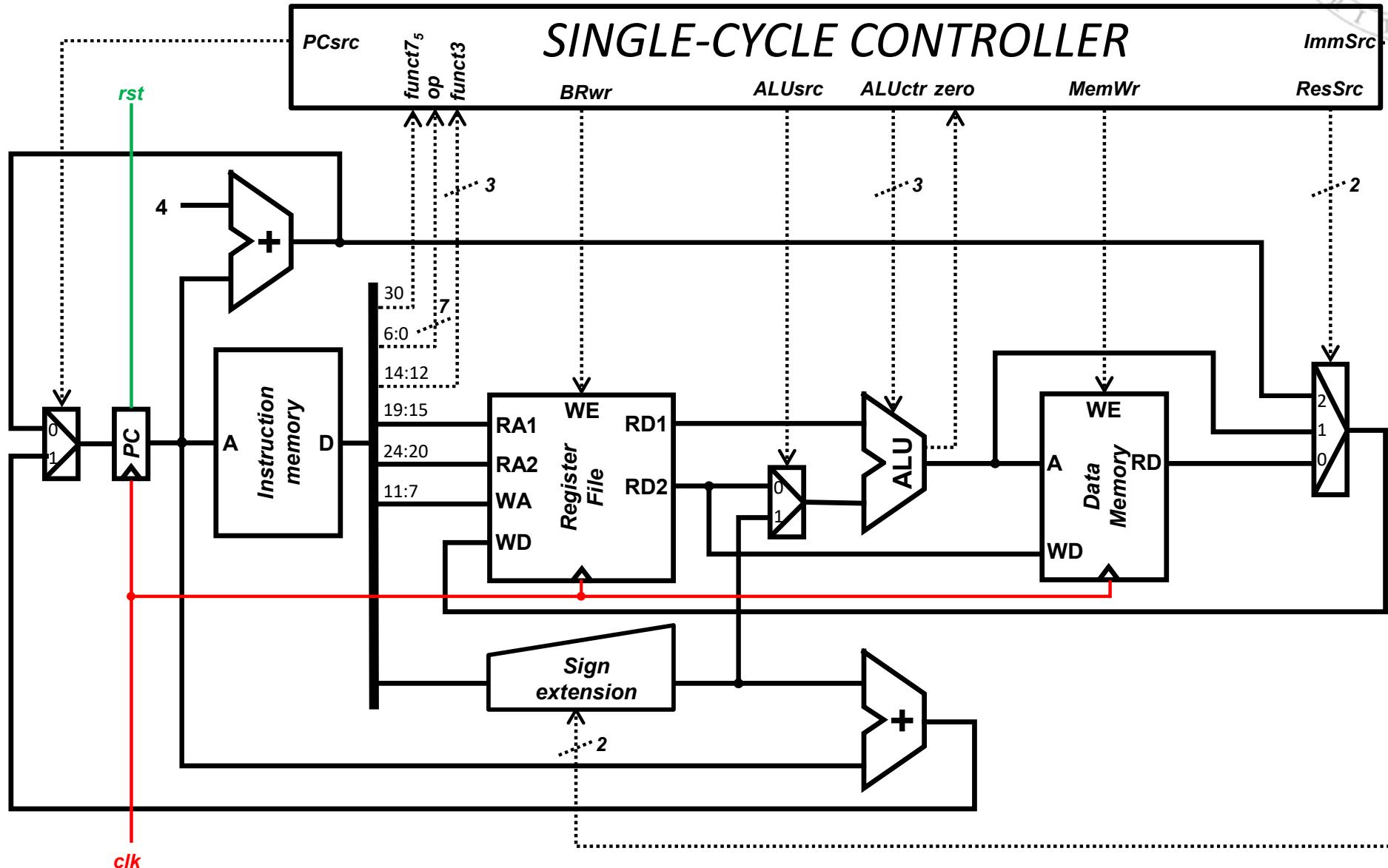
Connection with the controller





Data path design

Connection with the clock and reset





Data path design

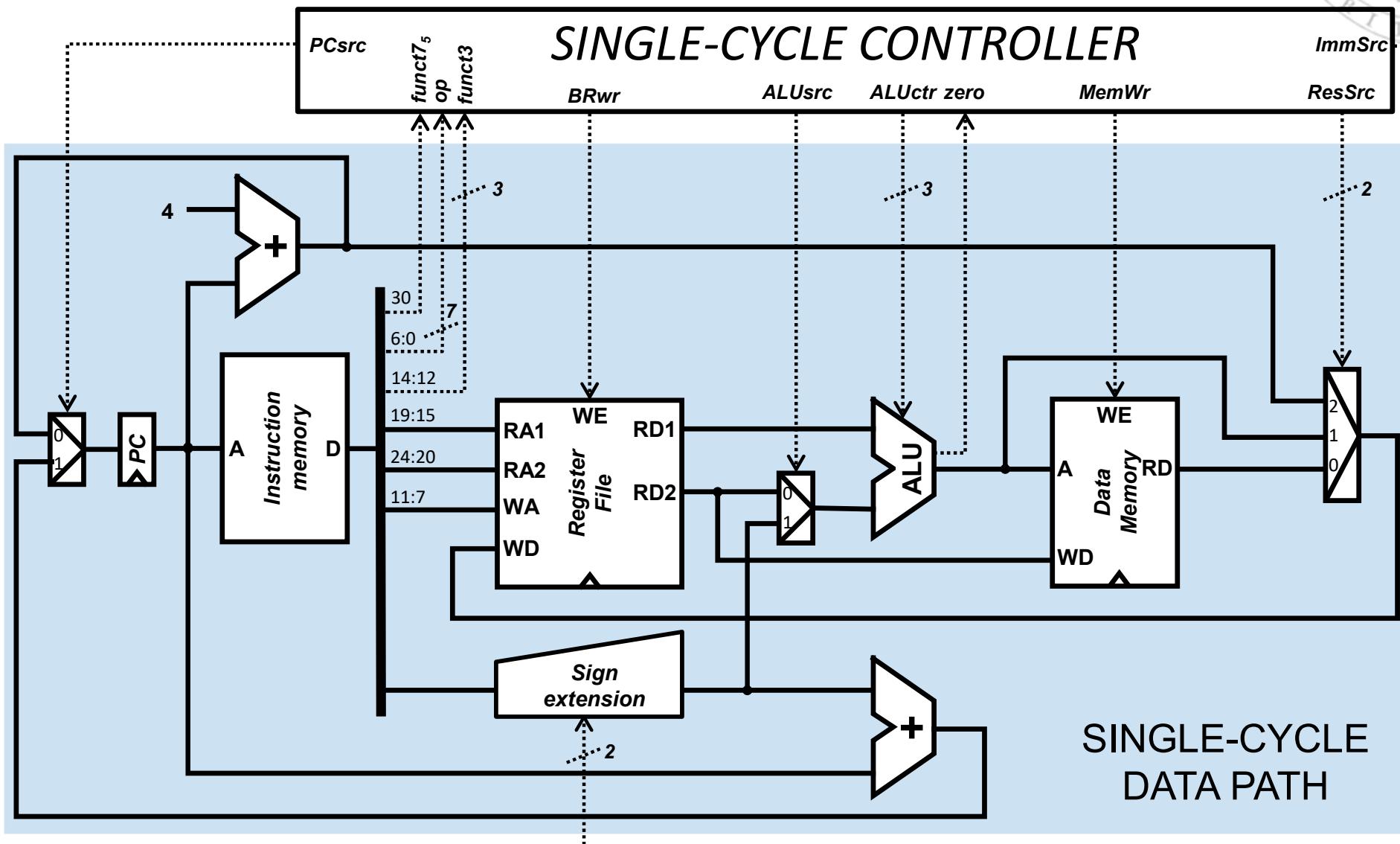
Full system

31/10/23 version

module 5:
single-cycle processor design

FC-2

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Controller design

Controller structure (i)



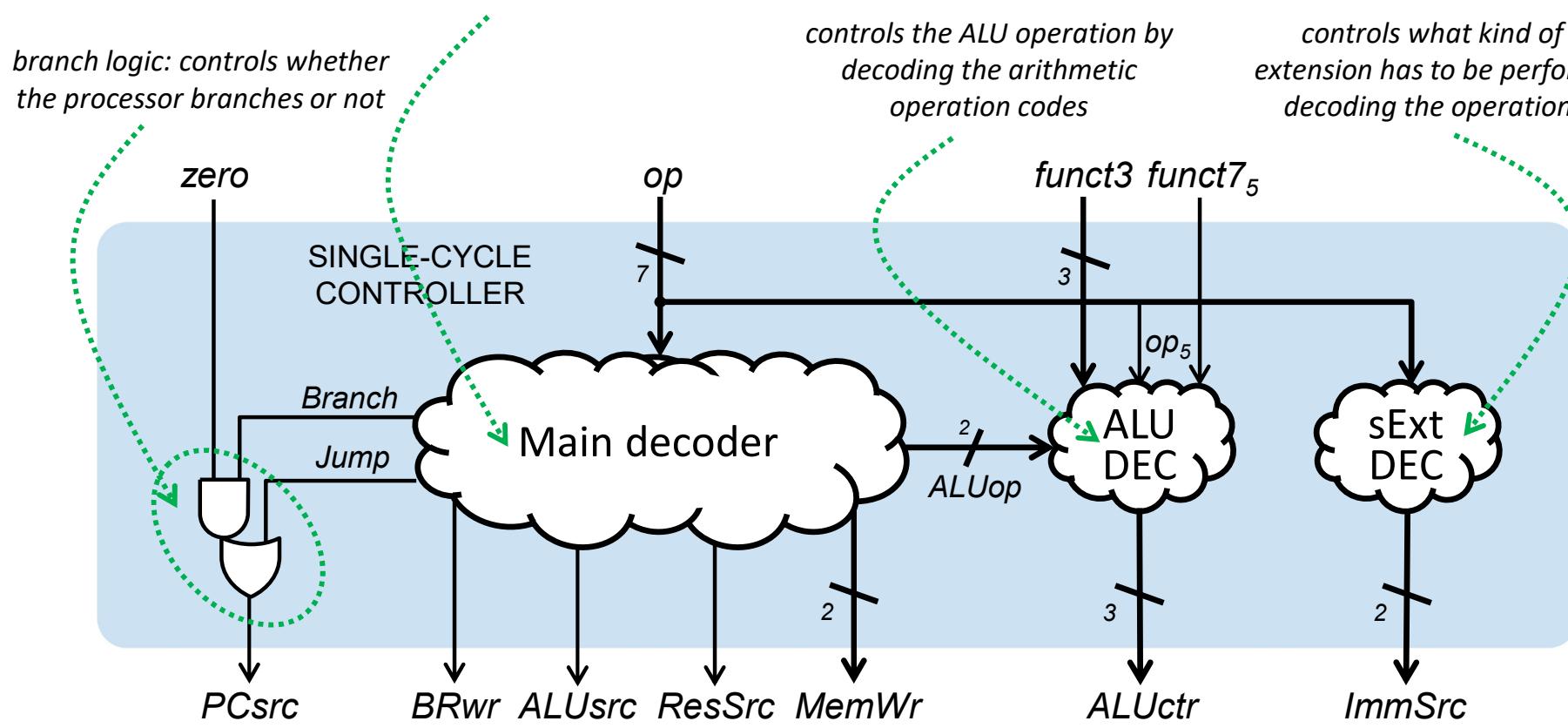
- In the **single-cycle processor**, the controller is a **combinational circuit**:
 - It is composed of **4 subcircuits** to facilitate its design:

controls the global activity of the data path by decoding the operation code

branch logic: controls whether the processor branches or not

controls the ALU operation by decoding the arithmetic operation codes

controls what kind of sign extension has to be performed by decoding the operation code

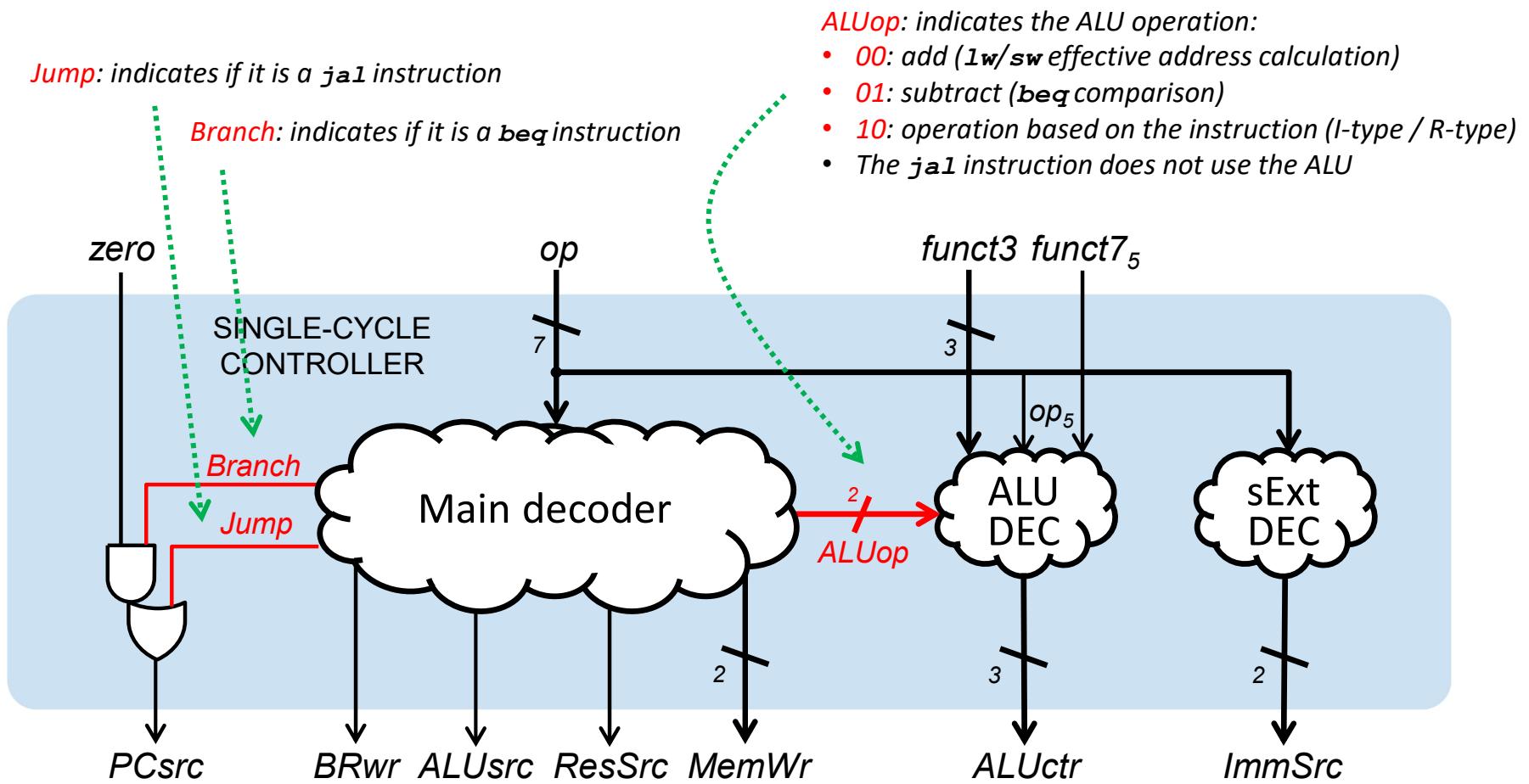


Controller design

Controller structure (ii)



- In the **single-cycle processor**, the controller is a **combinational circuit**:
 - It is composed of **4 subcircuits** to facilitate its design:





Controller design

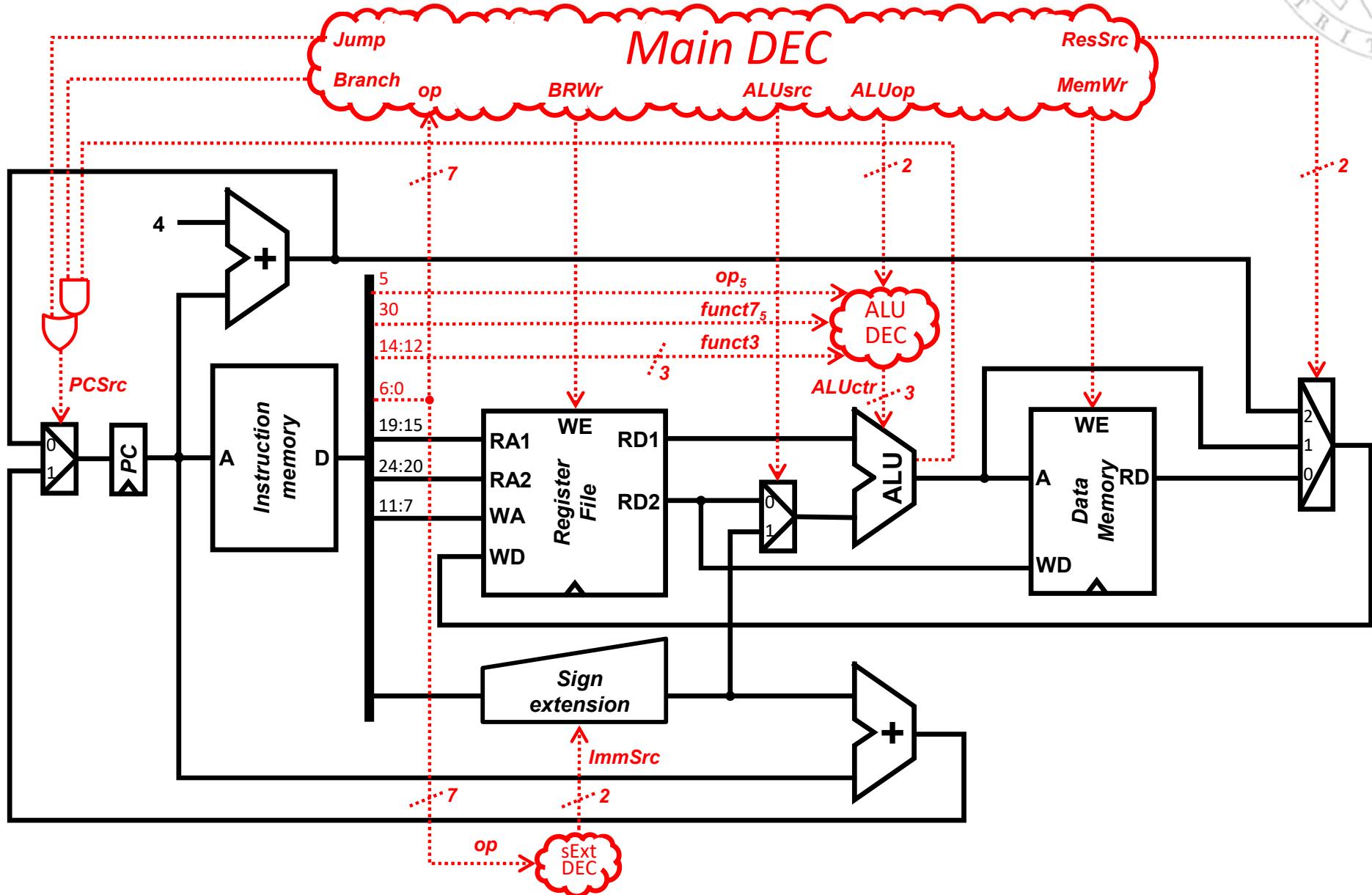
Controller structure (iii)

31/10/23 version

module 5:
single-cycle processor design

FC-2

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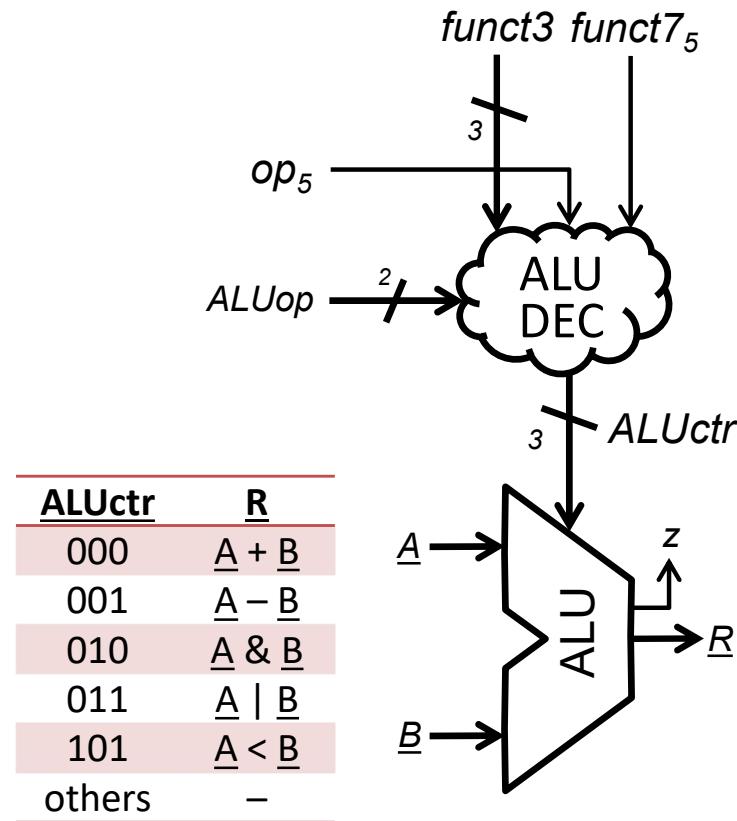




Controller design

Controller design: ALU local DEC

- This circuit indicates what type of operation is performed by the ALU.
 - Adapts the instruction operation encoding to the ALU operation encoding



Truth table

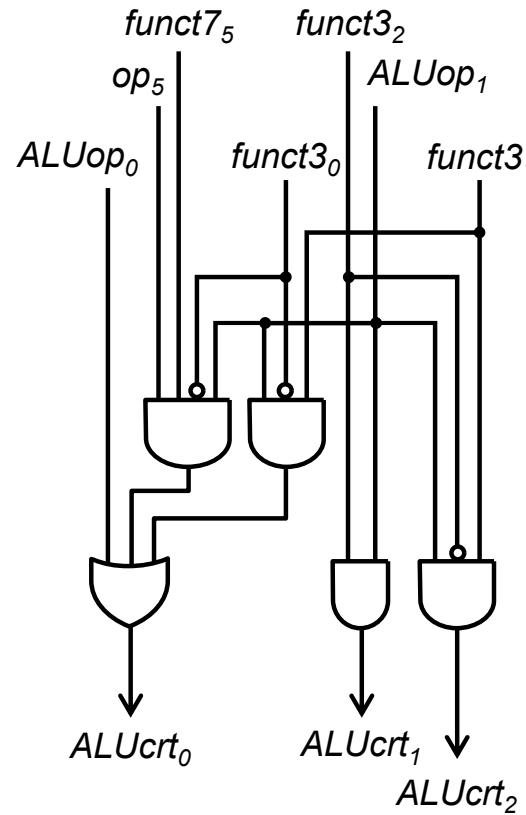
ALUop	op_5	$funct7_5$	$funct3$	$ALUctr$
00 ^(add)	X	X	XXX	000 ^(A + B)
01 ^(subtract)	X	X	XXX	001 ^(A - B)
10 ^(operate)	0	X	000 ^(addi)	000 ^(A + B)
10 ^(operate)	1	0	000 ^(add)	000 ^(A + B)
10 ^(operate)	1	1	000 ^(sub)	001 ^(A - B)
10 ^(operate)	X	X	010 ^(slt/slti)	101 ^(A < B)
10 ^(operate)	X	X	110 ^(or/ori)	011 ^(A B)
10 ^(operate)	X	X	111 ^(and/andi)	010 ^(A & B)

Controller design

Controller design: ALU local DEC



- This circuit indicates what type of operation is performed by the ALU.
 - Adapts the instruction operation encoding to the ALU operation encoding



Truth table

ALUop	op_5	$funct7_5$	$funct3$	$ALUctr$
00 ^(add)	X	X	XXX	000 ^(A + B)
01 ^(subtract)	X	X	XXX	001 ^(A - B)
10 ^(operate)	0	X	000 ^(addi)	000 ^(A + B)
10 ^(operate)	1	0	000 ^(add)	000 ^(A + B)
10 ^(operate)	1	1	000 ^(sub)	001 ^(A - B)
10 ^(operate)	X	X	010 ^(slt/slti)	101 ^(A < B)
10 ^(operate)	X	X	110 ^(or/ori)	011 ^(A B)
10 ^(operate)	X	X	111 ^(and/andi)	010 ^(A & B)

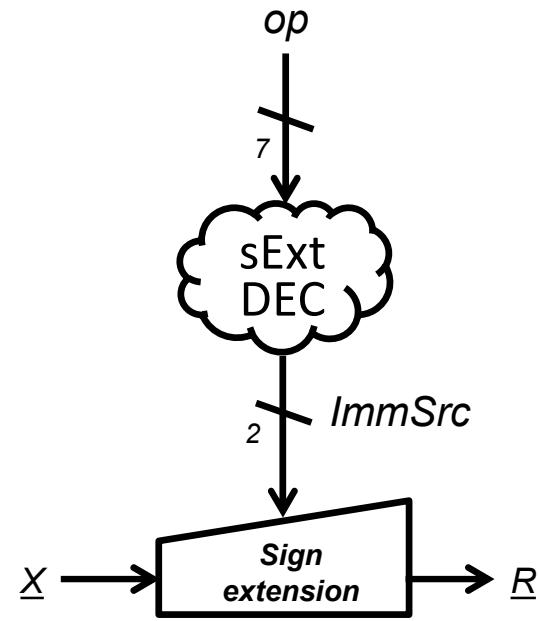


Controller design

Controller design: Sign Extension local DEC

- This circuit indicates what type of extension is performed by the Sign Extension module.

<u>ImmSrc</u>	<u>R</u>
00	$sExt(\underline{X})$ I-type
01	$sExt(\underline{X})$ S-type
10	$sExt(\underline{X})$ B-type
11	$sExt(\underline{X})$ J-type



Truth table

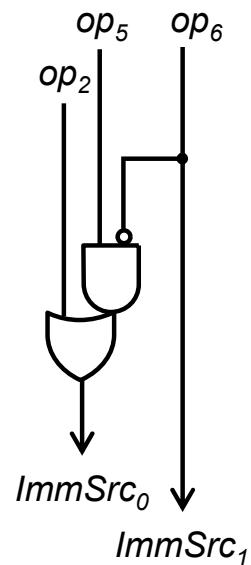
Op	ImmSrc
0000011 ^(lw)	00 ^(I-type)
0100011 ^(sw)	01 ^(S-type)
0010011 ^(I-type)	00 ^(I-type)
0110011 ^(R-type)	—
1100011 ^(beq)	10 ^(B-type)
1101111 ^(jal)	11 ^(I-type)

Controller design

Controller design: Sign Extension local DEC



- This circuit indicates what type of extension is performed by the Sign Extension module.



Truth table

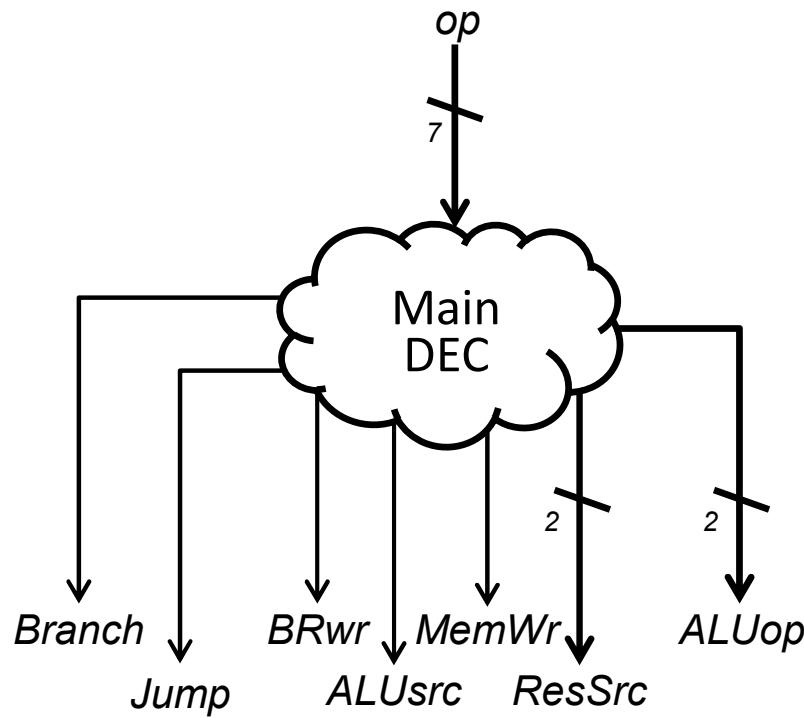
Op	ImmSrc
0000011 ^(lw)	00 ^(I-type)
0100011 ^(sw)	01 ^(S-type)
0010011 ^(I-type)	00 ^(I-type)
0110011 ^(R-type)	—
1100011 ^(beq)	10 ^(B-type)
1101111 ^(jal)	11 ^(I-type)

Controller design

Controller design: main DEC



- This subcircuit rules the general behavior of the processor.



Truth table

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)							
0100011 ^(sw)							
0010011 ^(l-type)							
0110011 ^(R-type)							
1100011 ^(beq)							
1101111 ^(jal)							

Controller design

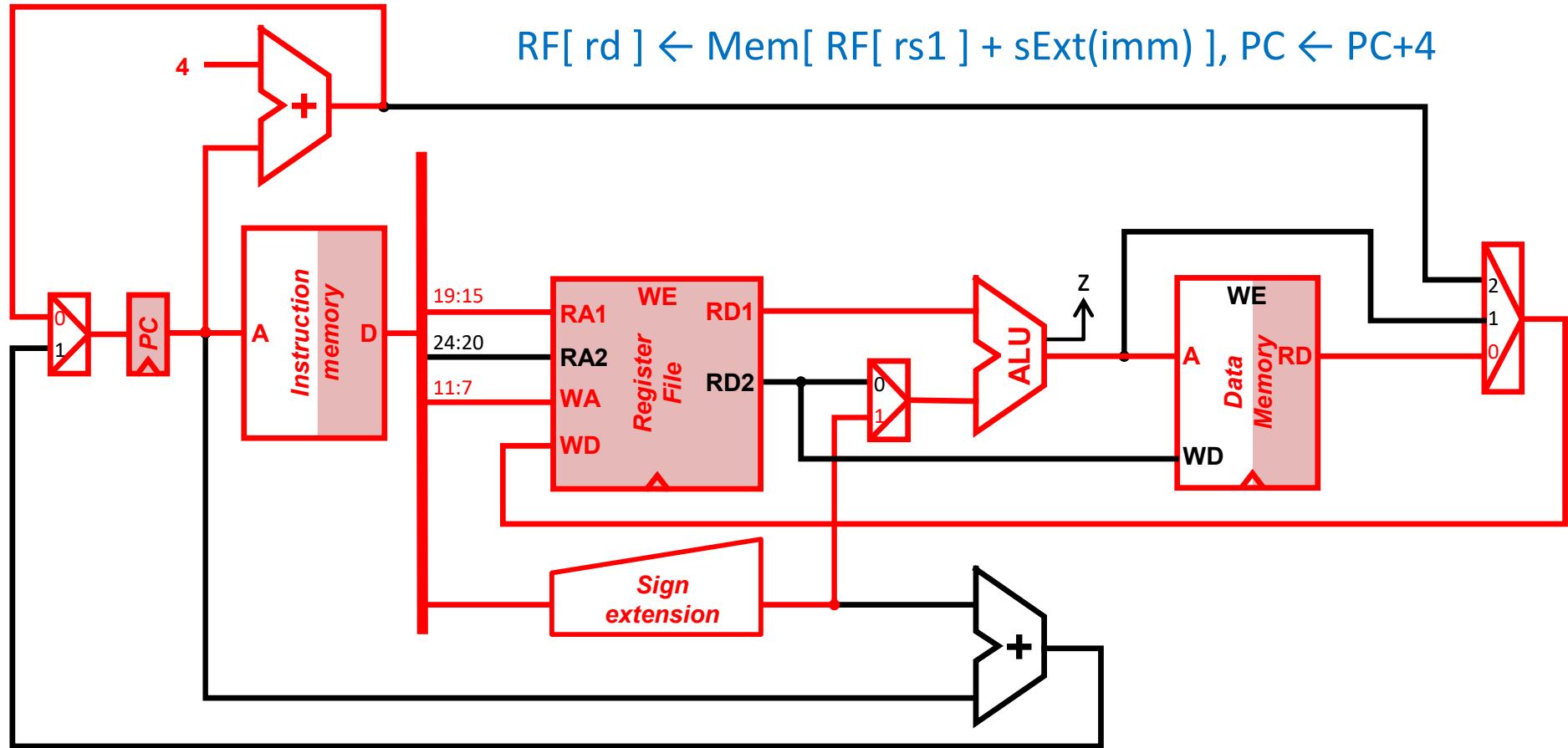
Controller design: main DEC



`lw rd, imm(rs1)`

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)							

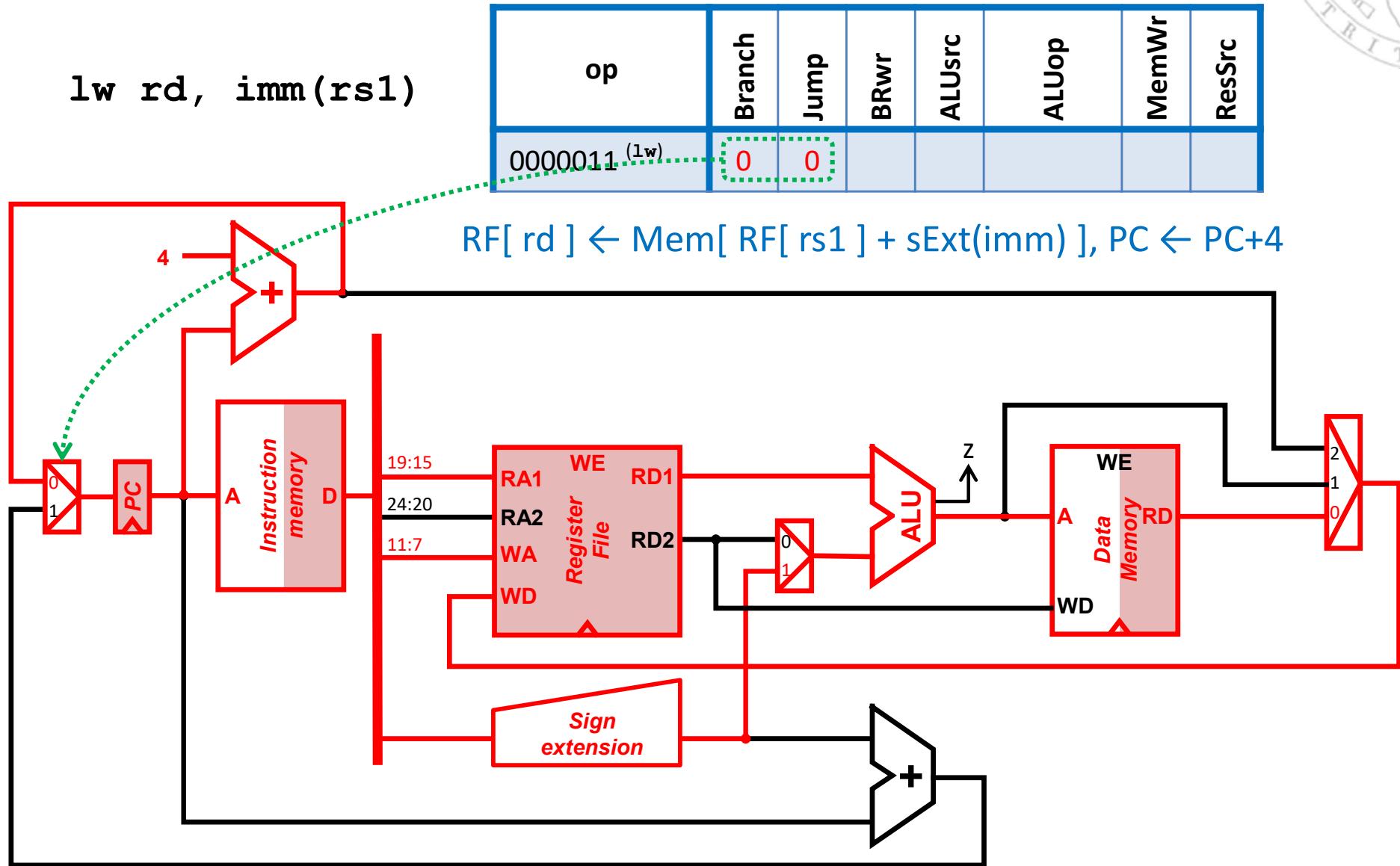
$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)], PC \leftarrow PC+4$





Controller design

Controller design: main DEC





Controller design

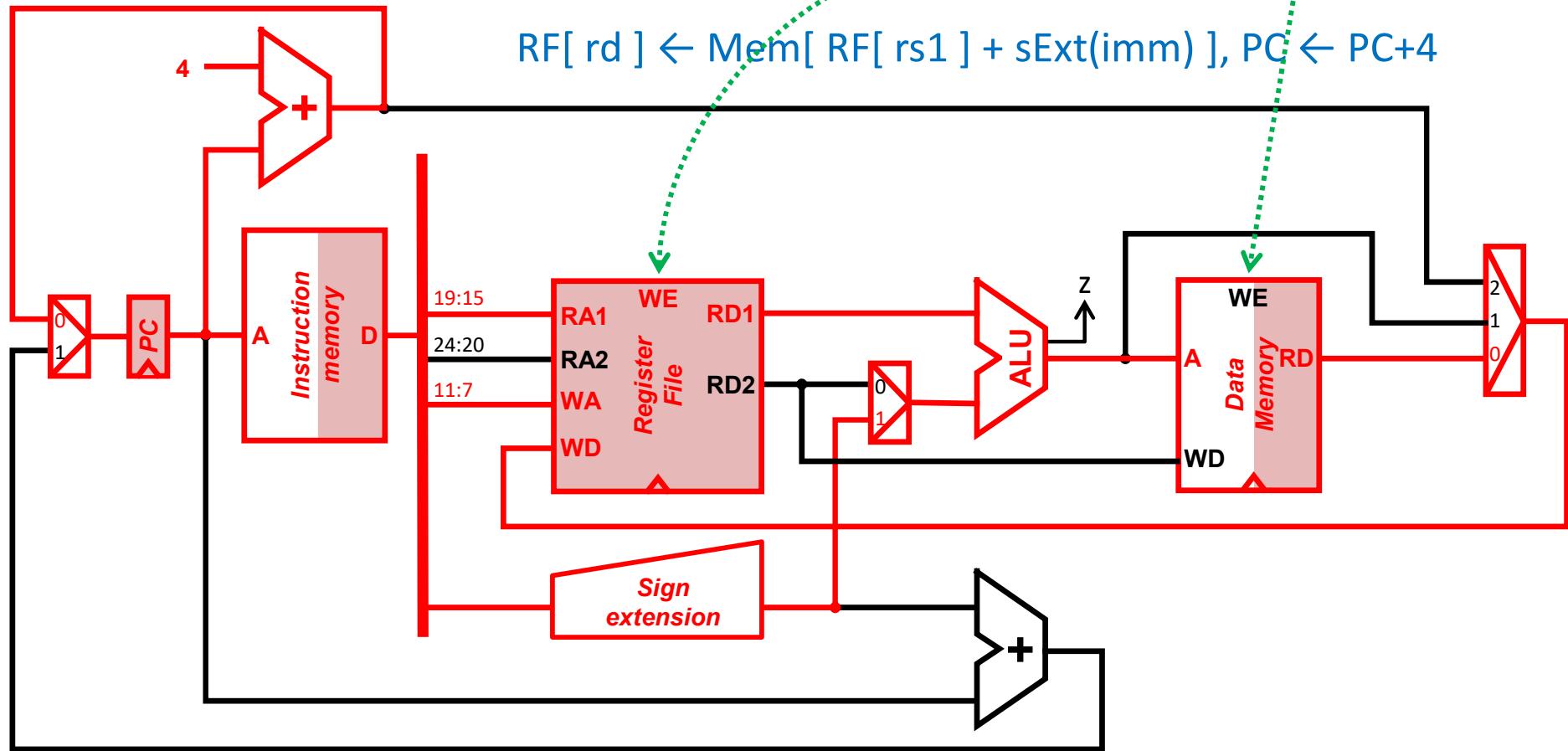
Controller design: main DEC

31/10/23 version

`lw rd, imm(rs1)`

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 (<code>lw</code>)	0	0	1			0	

$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)]$, $PC \leftarrow PC+4$





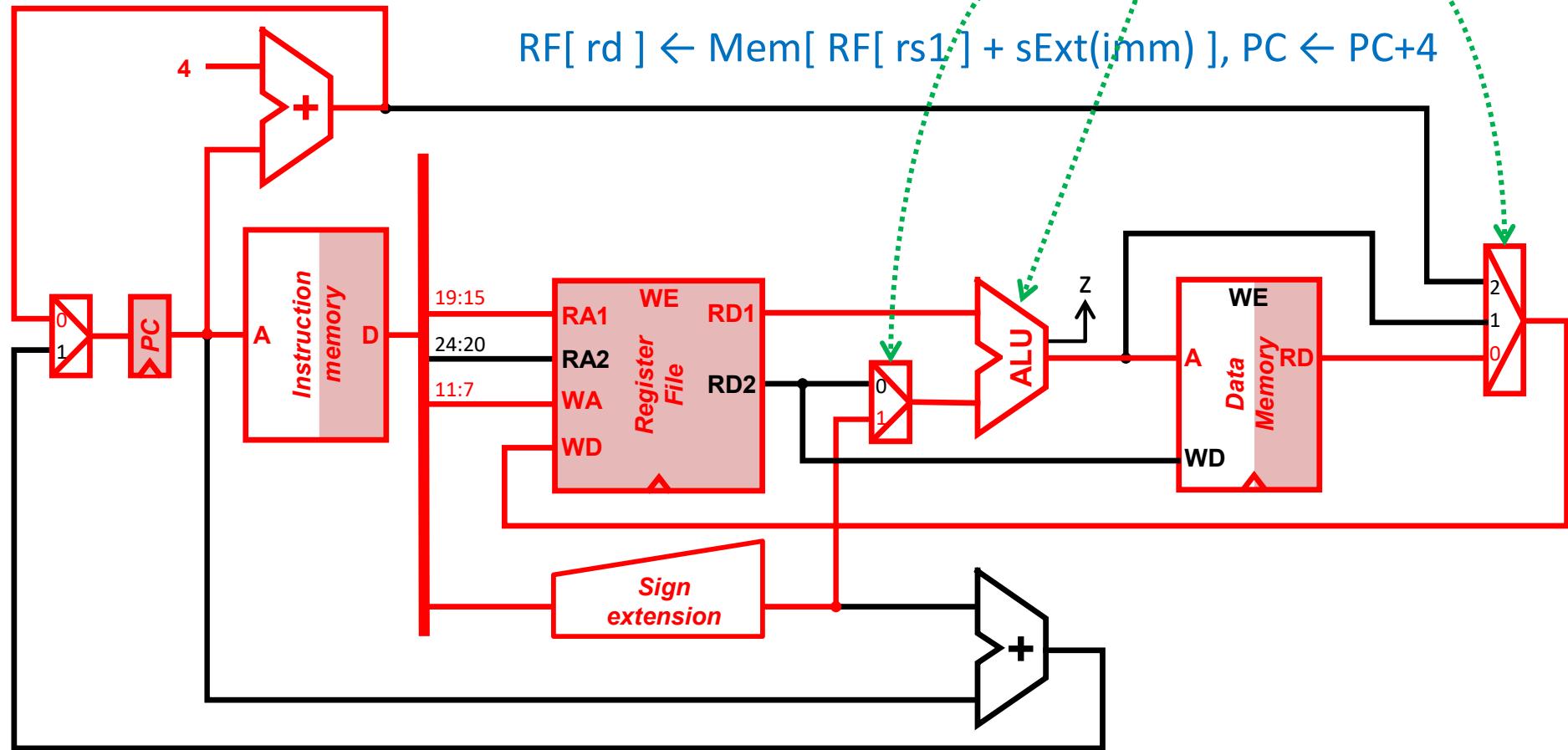
Controller design

Controller design: main DEC

`lw rd, imm(rs1)`

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)	0	0	1	1 ^(add)	00 ^(add)	0	00

$RF[rd] \leftarrow Mem[RF[rs1] + sExt(imm)], PC \leftarrow PC+4$

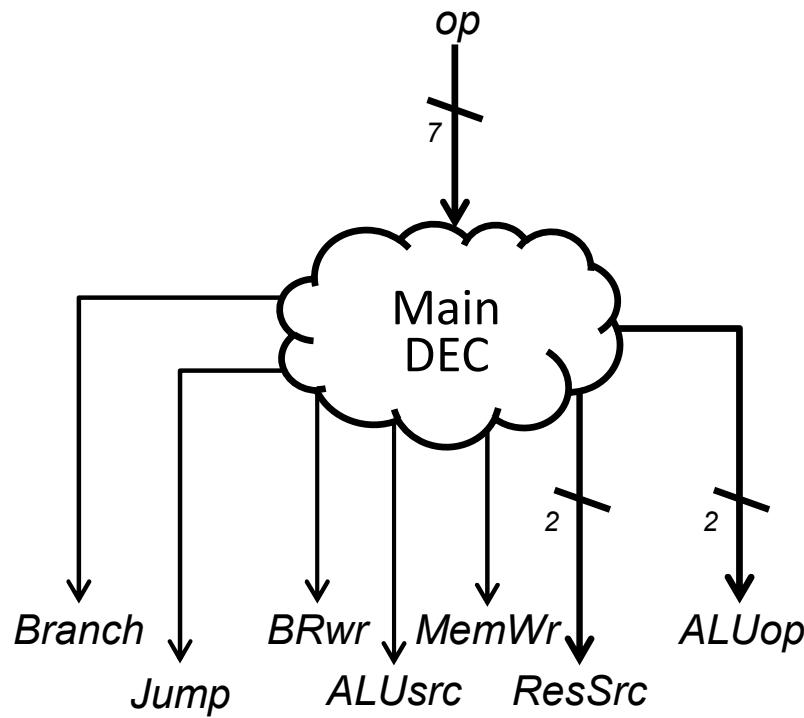


Controller design

Controller design: main DEC



- This subcircuit rules the general behavior of the processor.



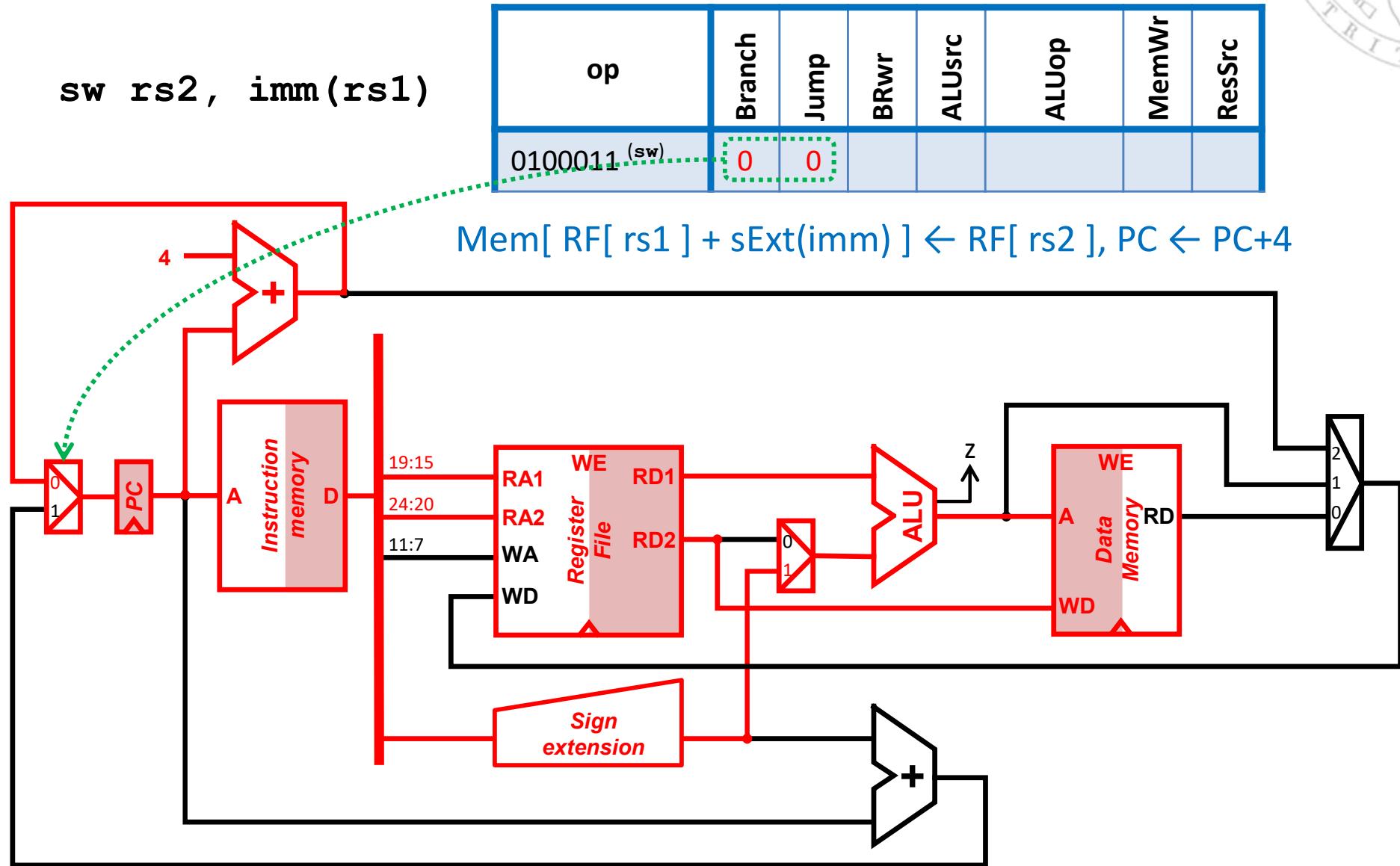
Truth table

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)	0	0	1	1	00 ^(add)	0	00
0100011 ^(sw)							
0010011 ^(l-type)							
0110011 ^(R-type)							
1100011 ^(beq)							
1101111 ^(jal)							



Controller design

Controller design: main DEC





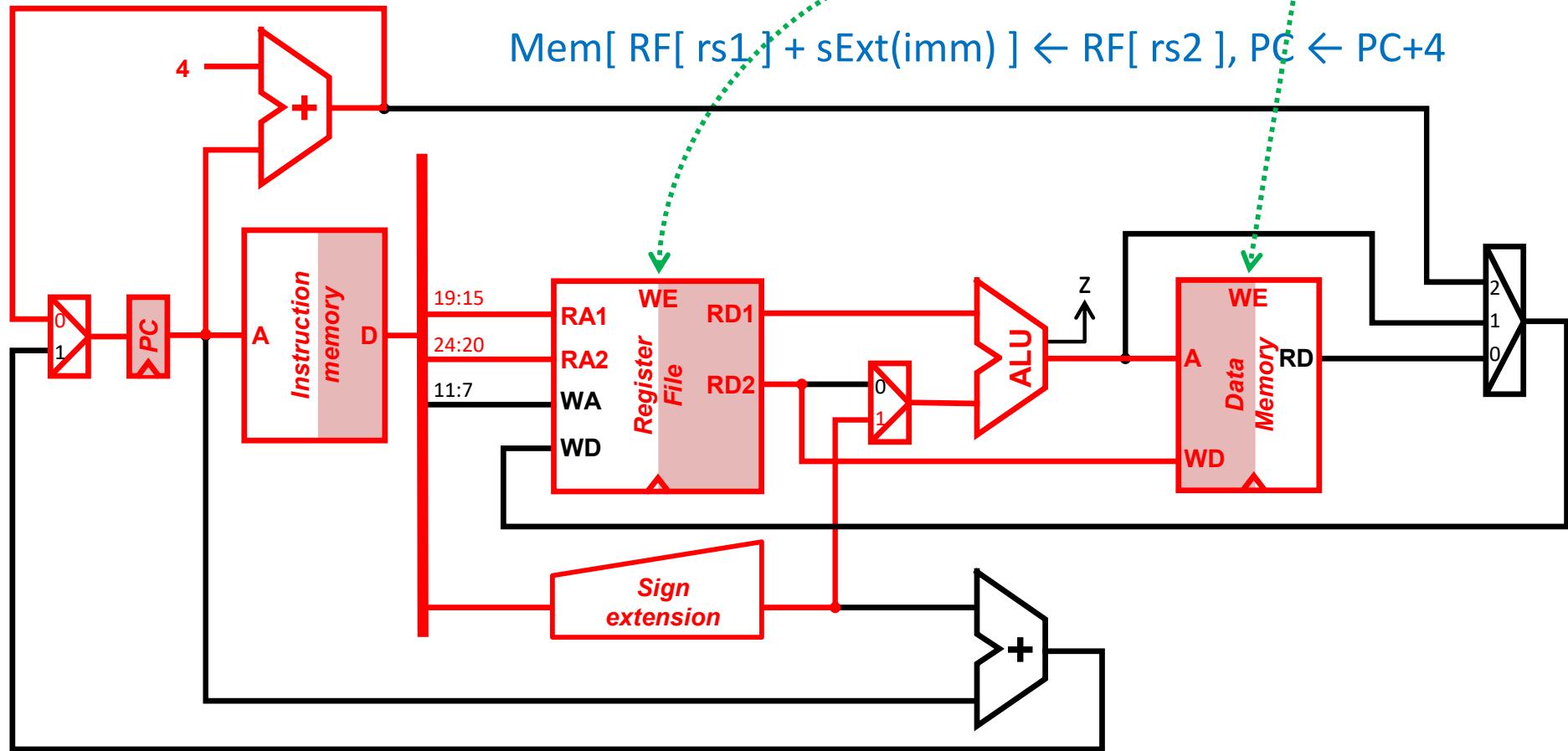
Controller design

Controller design: main DEC

`sw rs2, imm(rs1)`

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0100011 ^(sw)	0	0	0			1	

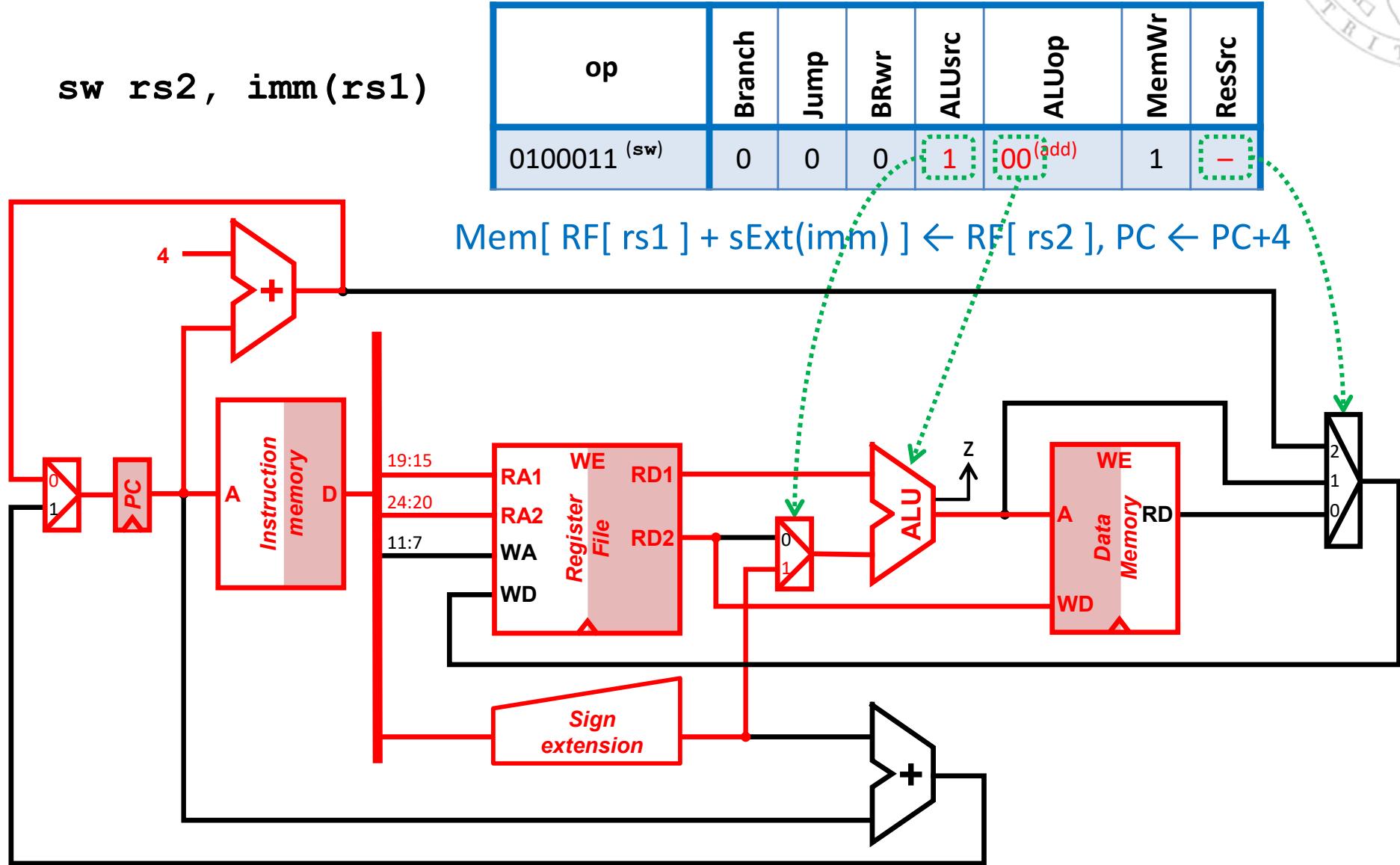
Mem[RF[rs1] + sExt(imm)] \leftarrow RF[rs2], PC \leftarrow PC+4





Controller design

Controller design: main DEC

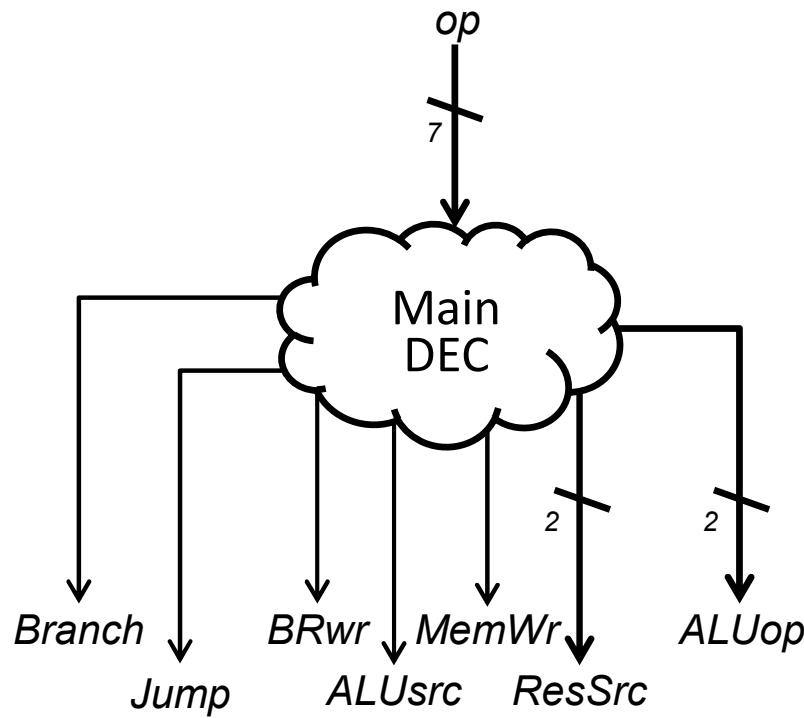


Controller design

Controller design: main DEC



- This subcircuit rules the general behavior of the processor.



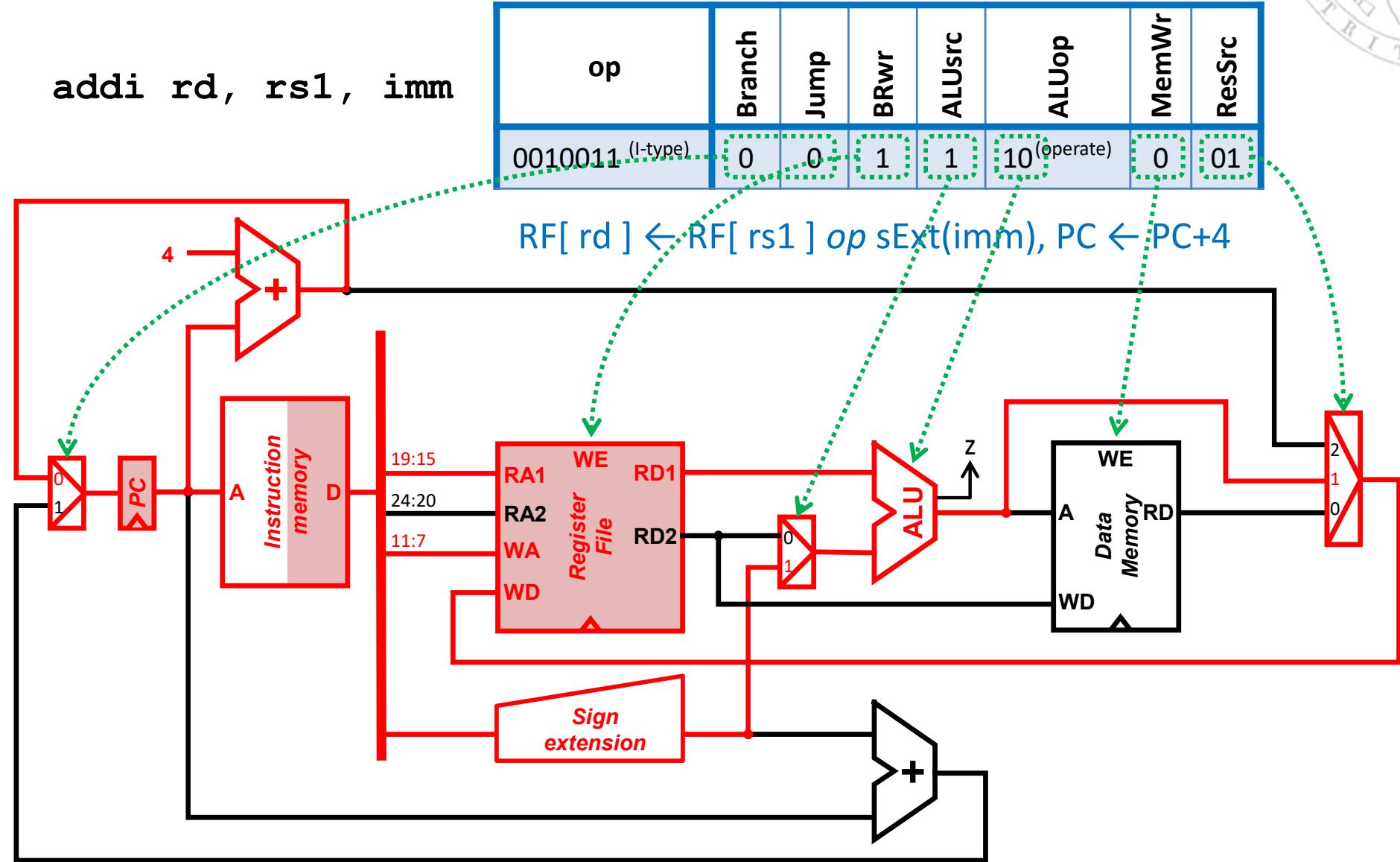
Truth table

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)	0	0	1	1	00 ^(add)	0	00
0100011 ^(sw)	0	0	0	1	00 ^(add)	1	-
0010011 ^(I-type)							
0110011 ^(R-type)							
1100011 ^(beq)							
1101111 ^(jal)							



Controller design

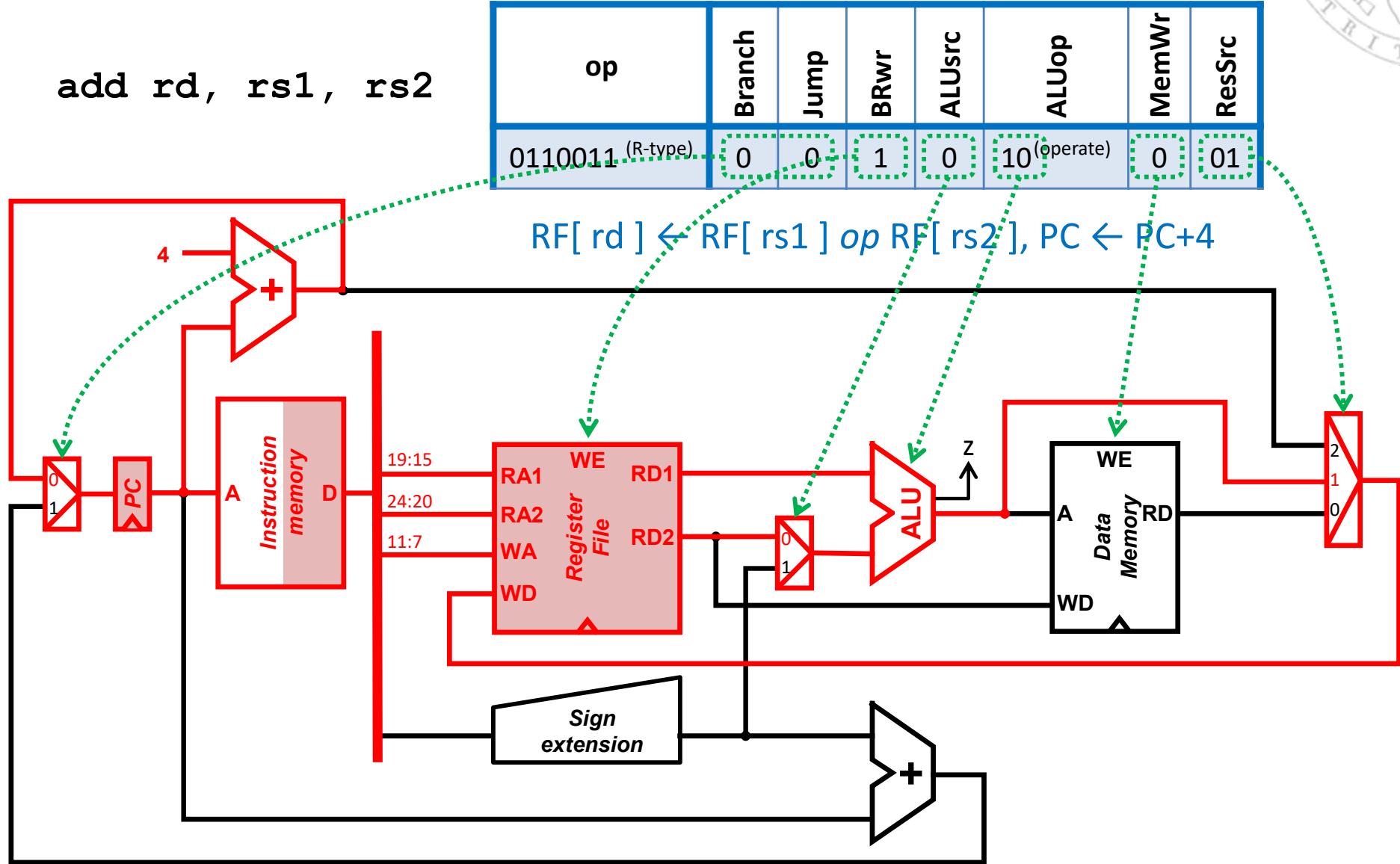
Controller design: main DEC





Controller design

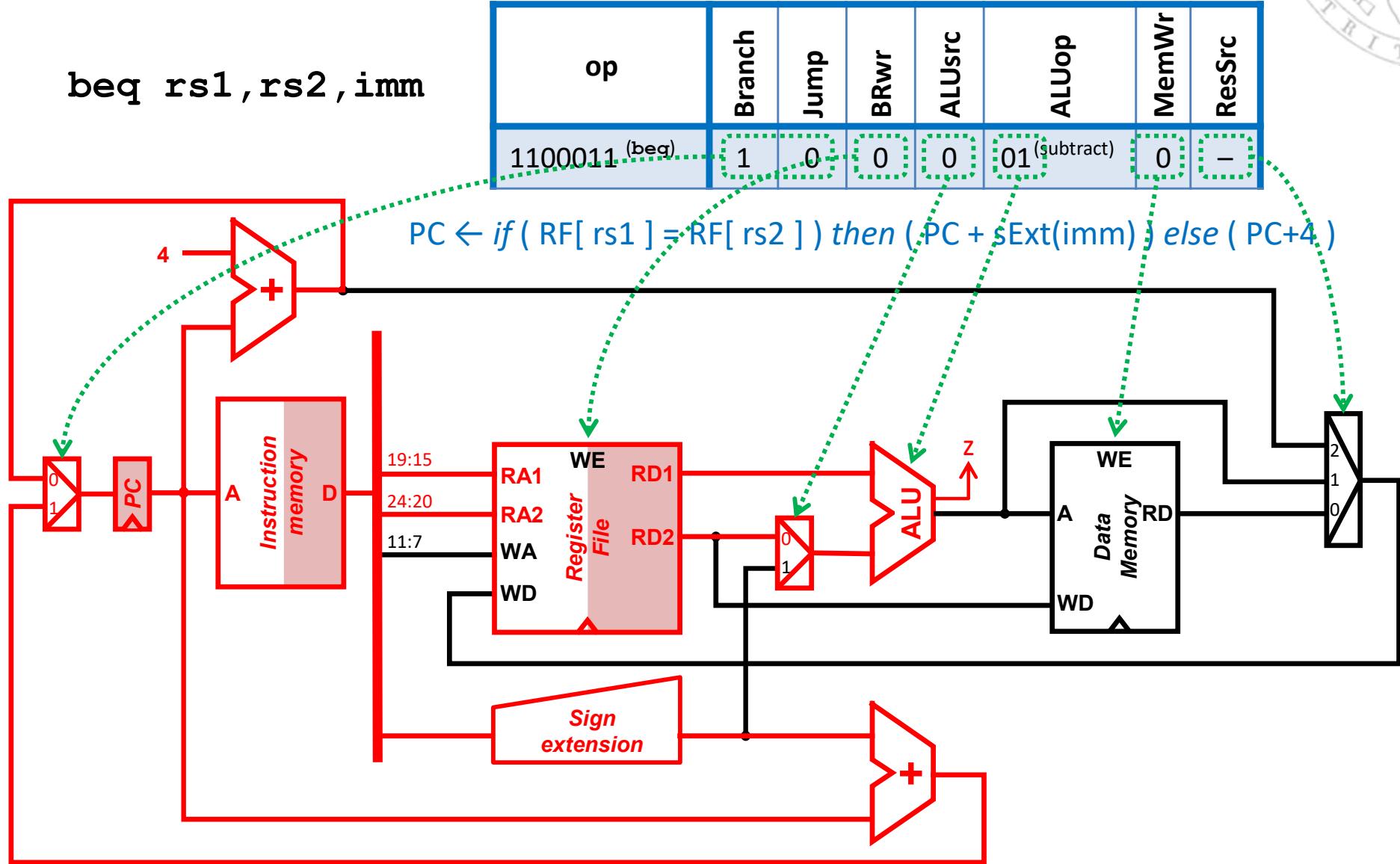
Controller design: main DEC





Controller design

Controller design: main DEC



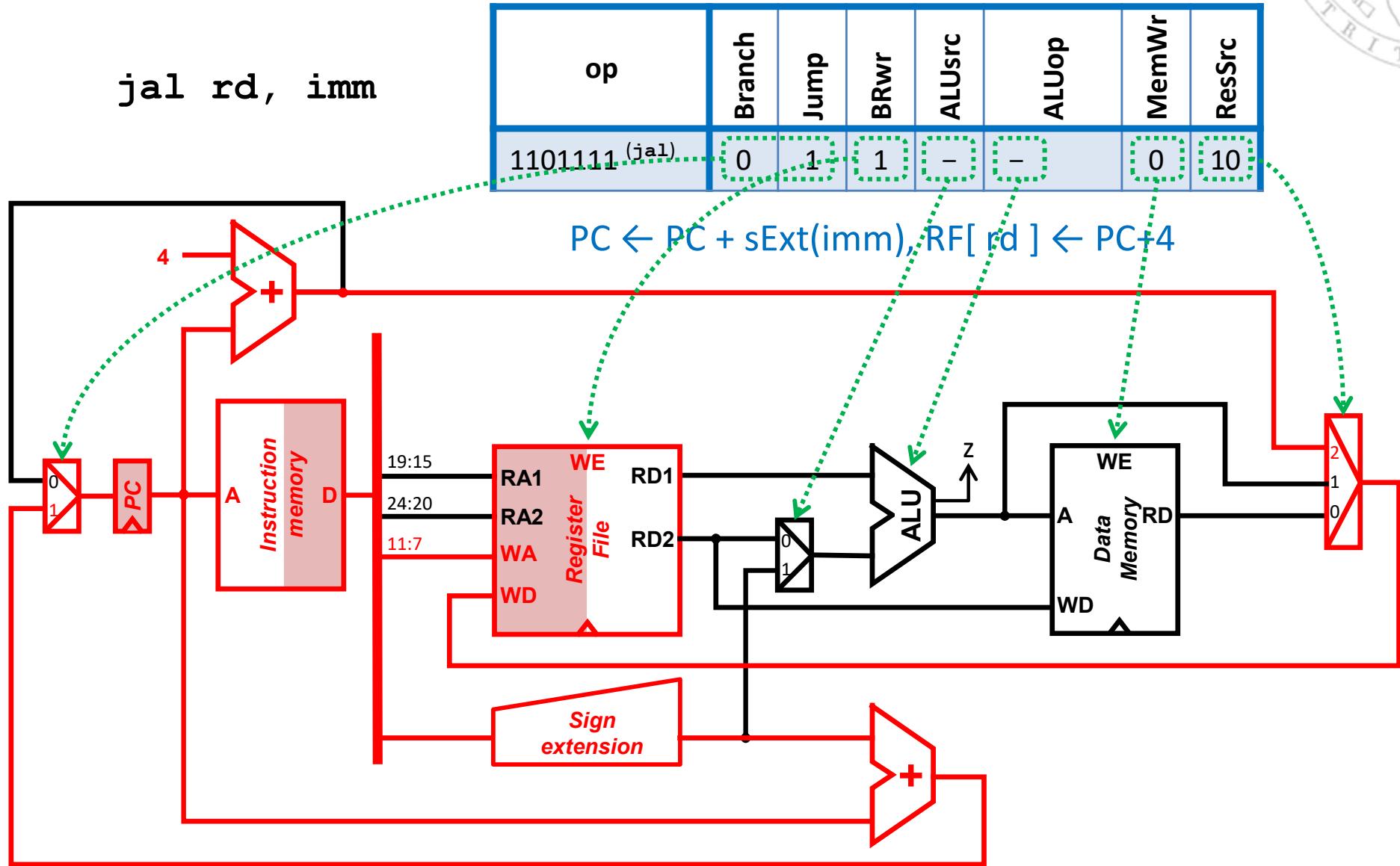


Controller design

Controller design: main DEC

jal rd, imm

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
1101111 (jal)	0	1	1	-	-	0	10

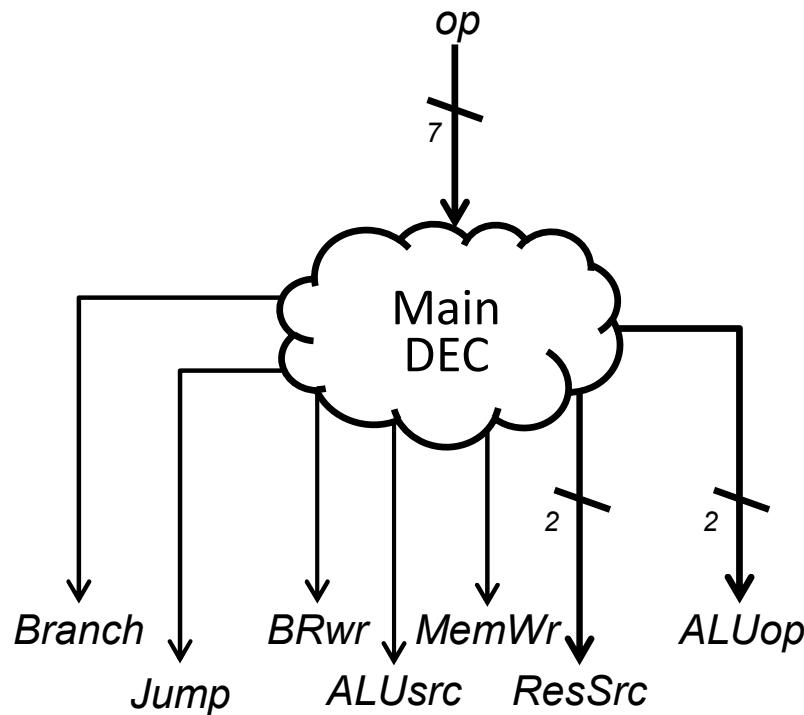


Controller design

Controller design: main DEC

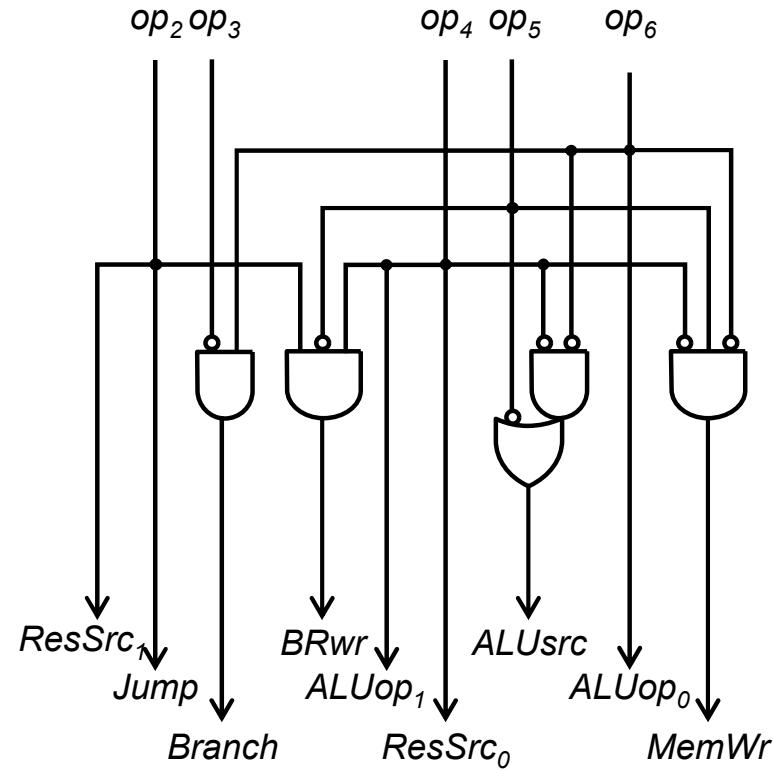


- This subcircuit rules the general behavior of the processor.



Truth table

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)	0	0	1	1	00 ^(add)	0	00
0100011 ^(sw)	0	0	0	1	00 ^(add)	1	-
0010011 ^(I-type)	0	0	1	1	10 ^(operate)	0	01
0110011 ^(R-type)	0	0	1	0	10 ^(operate)	0	01
1100011 ^(beq)	1	0	0	0	01 ^(subtract)	0	-
1101111 ^(jal)	0	1	1	-	-	0	10



Controller design

Controller design: main DEC



- This subcircuit rules the general behavior of the processor.

Truth table

op	Branch	Jump	BRwr	ALUsrc	ALUop	MemWr	ResSrc
0000011 ^(lw)	0	0	1	1	00 ^(add)	0	00
0100011 ^(sw)	0	0	0	1	00 ^(add)	1	-
0010011 ^(I-type)	0	0	1	1	10 ^(operate)	0	01
0110011 ^(R-type)	0	0	1	0	10 ^(operate)	0	01
1100011 ^(beq)	1	0	0	0	01 ^(subtract)	0	-
1101111 ^(jal)	0	1	1	-	-	0	10



Single-cycle processor

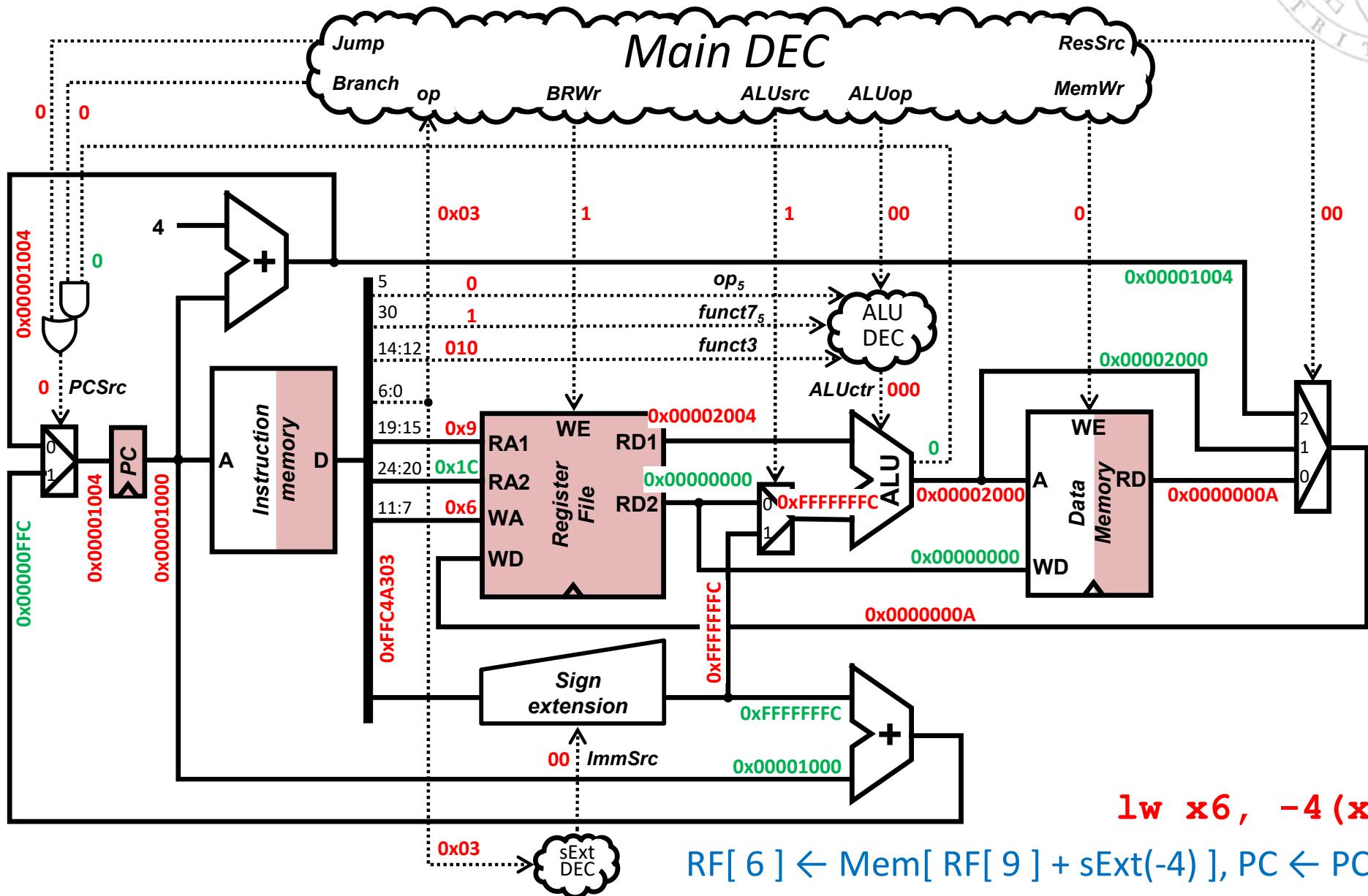
Simulation (i)

0x1000	...	L7:	lw x6, -4(x9)	sw x6, 8(x9)	or x4, x5, x6	beq x4, x4, L7	...	-12
0x1004	0xFFC4A303	0x0064A423	0x0062E233	0xFE420AE3	...	
0x1008	
0x100C	
x5	6	x9	0x2004	Mem[0x2000]	10	PC	0x1000	
imm _{11:0}	rs1	funct3	rd	op				
111111111100	01001	010	00110	0000011	0xFFC4A303			
imm _{11:5}	rs2	rs1	funct3	imm _{4:0}	op			
0000000	00110	01001	010	01000	0100011	0x0064A423		
funct7	rs2	rs1	funct3	rd	op			
0000000	00110	00101	110	00100	0110011	0x0062E233		
imm _{12,10:5}	rs2	rs1	funct3	imm _{4:1,11}	op			
1111111	00100	00100	000	10101	1100011	0xFE420AE3		



Single-cycle processor

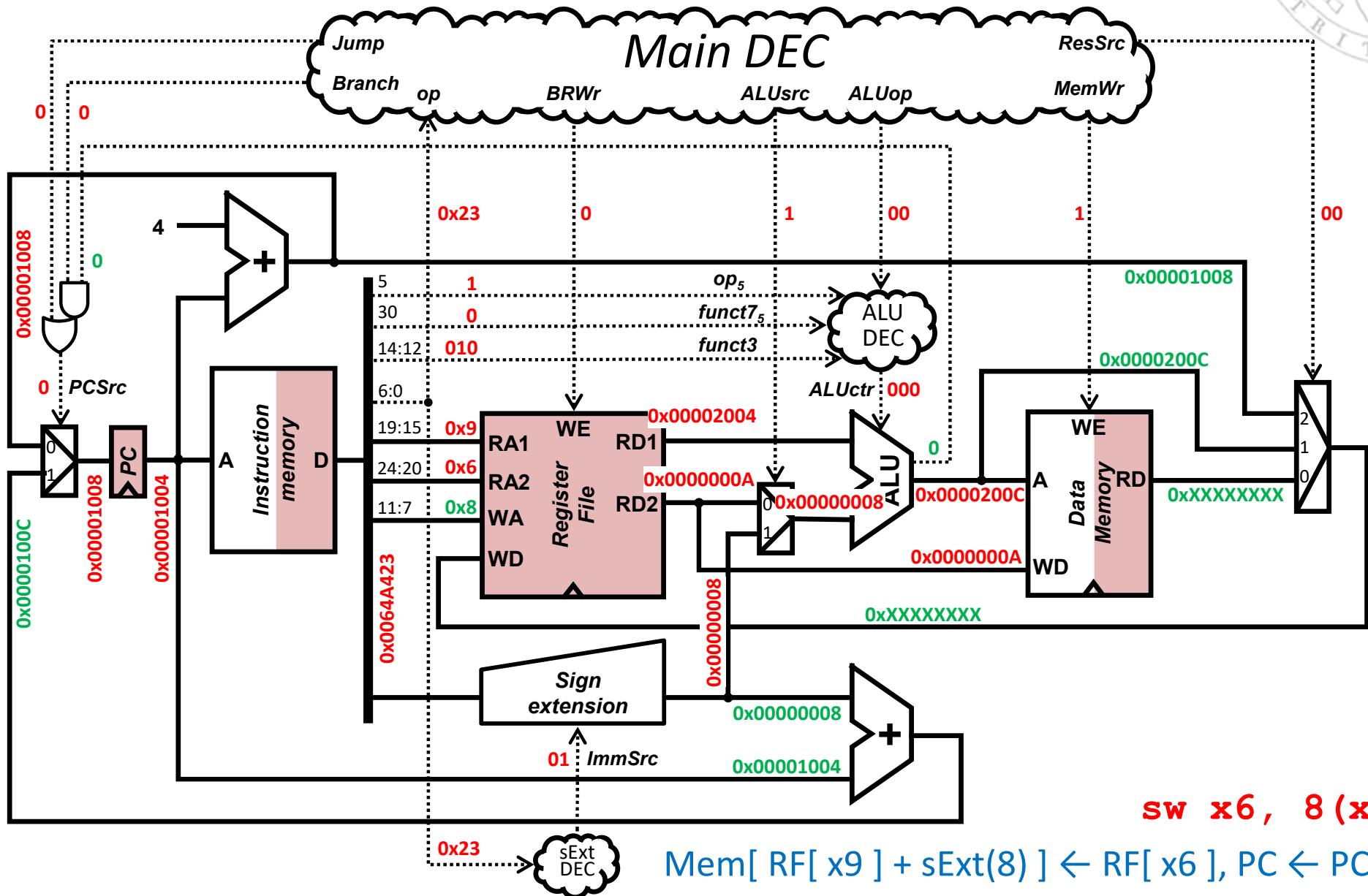
Simulation: 1st cycle





Single-cycle processor

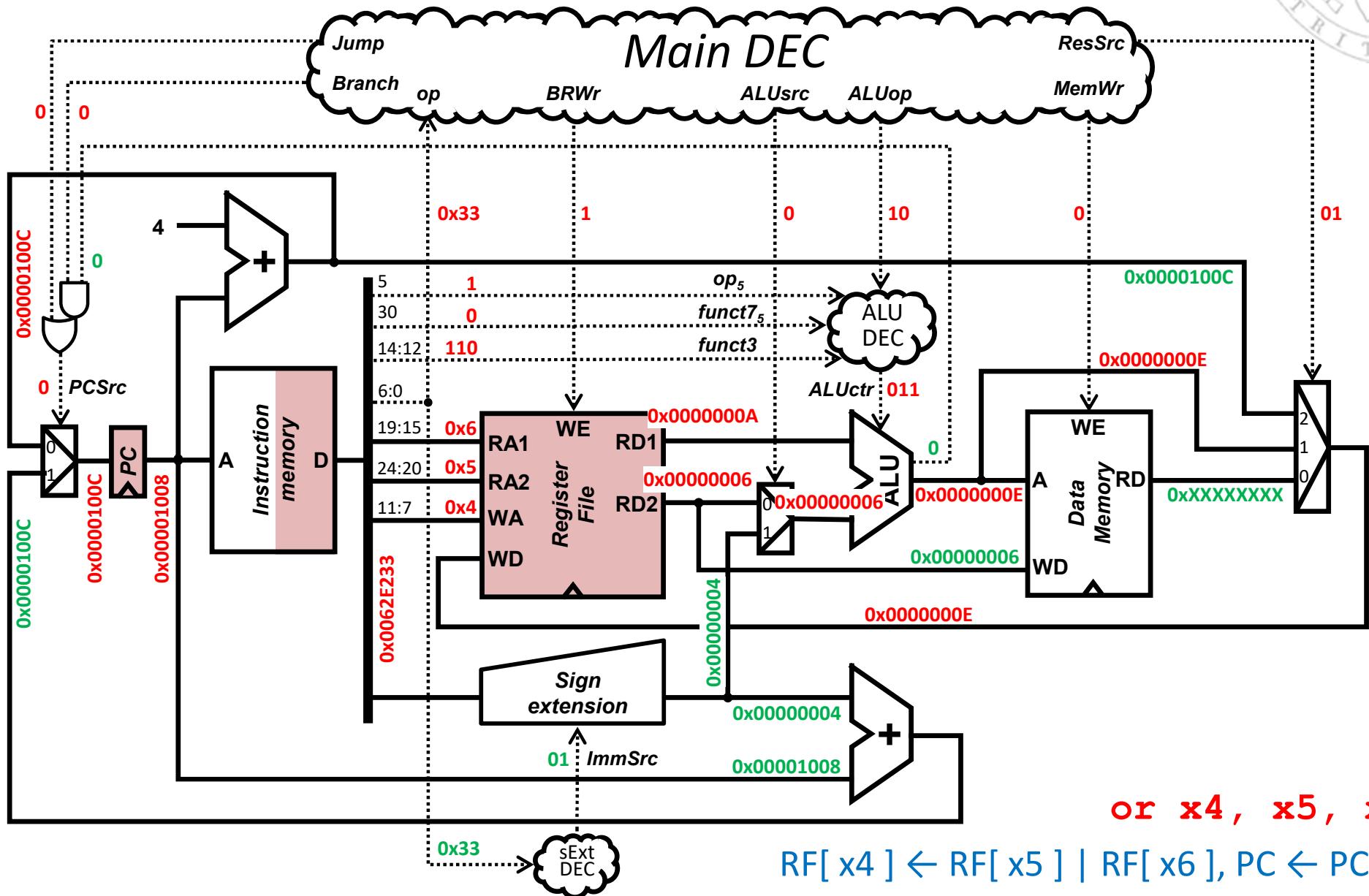
Simulation: 2nd cycle





Single-cycle processor

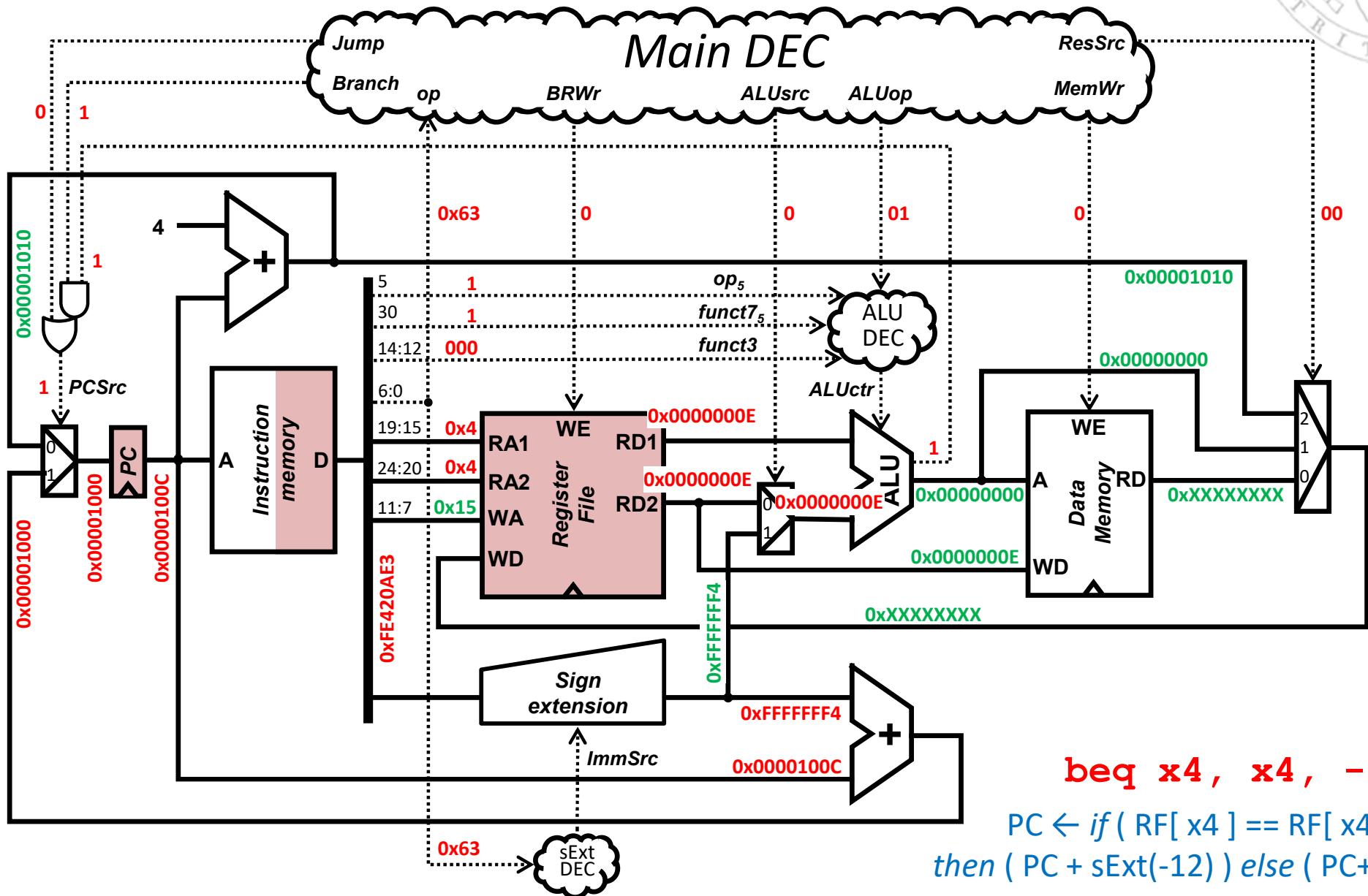
Simulation: 3rd cycle





Single-cycle processor

Simulation: 4th cycle



`beq x4, x4, -12`

$PC \leftarrow \begin{cases} if (RF[x4] == RF[x4]) \\ then (PC + sExt(-12)) else (PC+4) \end{cases}$



Single-cycle processor

Cost and cycle time (90 nm CMOS)

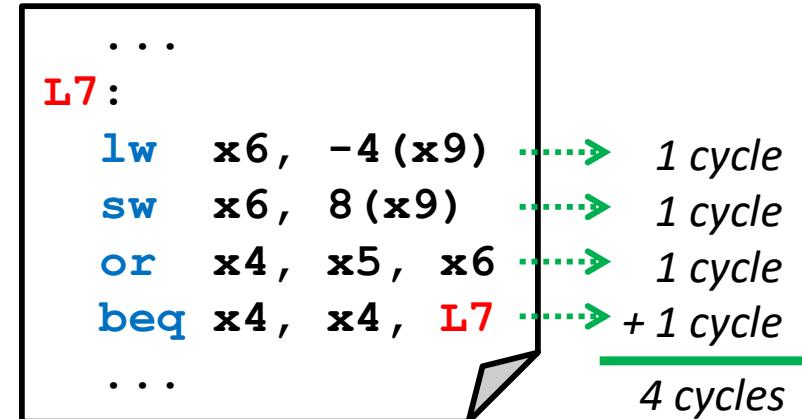


$$\text{area} = 59181 \mu\text{m}^2$$

$$t_{clk} = 27.6 \text{ ns}$$

$$f_{clk} = \frac{1}{t_{clk}} = \frac{1}{27.6 \cdot 10^{-9} \text{ s}} = 36.2 \text{ MHz}$$

register transfer	instr.	critical path
$\text{PC} \leftarrow \text{PC} + 4$	various	9,692 ps
$\text{RF}[\text{rd}] \leftarrow \text{Mem}[\text{RF}[\text{rs1}] + \text{sExt}(\text{imm})]$	lw	27,616 ps
$\text{Mem}[\text{RF}[\text{rs1}] + \text{sExt}(\text{imm})] \leftarrow \text{RF}[\text{rs2}]$	sw	26,661 ps
$\text{RF}[\text{rd}] \leftarrow \text{RF}[\text{rs1}] \text{ op } \text{sExt}(\text{imm})$	I-type	19,116 ps
$\text{RF}[\text{rd}] \leftarrow \text{RF}[\text{rs1}] \text{ op } \text{RF}[\text{rs2}]$	R-type	18,928 ps
$\text{PC} \leftarrow \text{if} (\text{RF}[\text{rs1}] = \text{RF}[\text{rs2}])$ <i>then</i> ($\text{PC} + \text{sExt}(\text{imm})$) <i>else</i> ($\text{PC} + 4$)	beq	18,547 ps
$\text{RF}[\text{rd}] \leftarrow \text{PC} + 4$	jal	10,073 ps
$\text{PC} \leftarrow \text{PC} + \text{sExt}(\text{imm})$		17,033 ps
	max.	27,616 ps



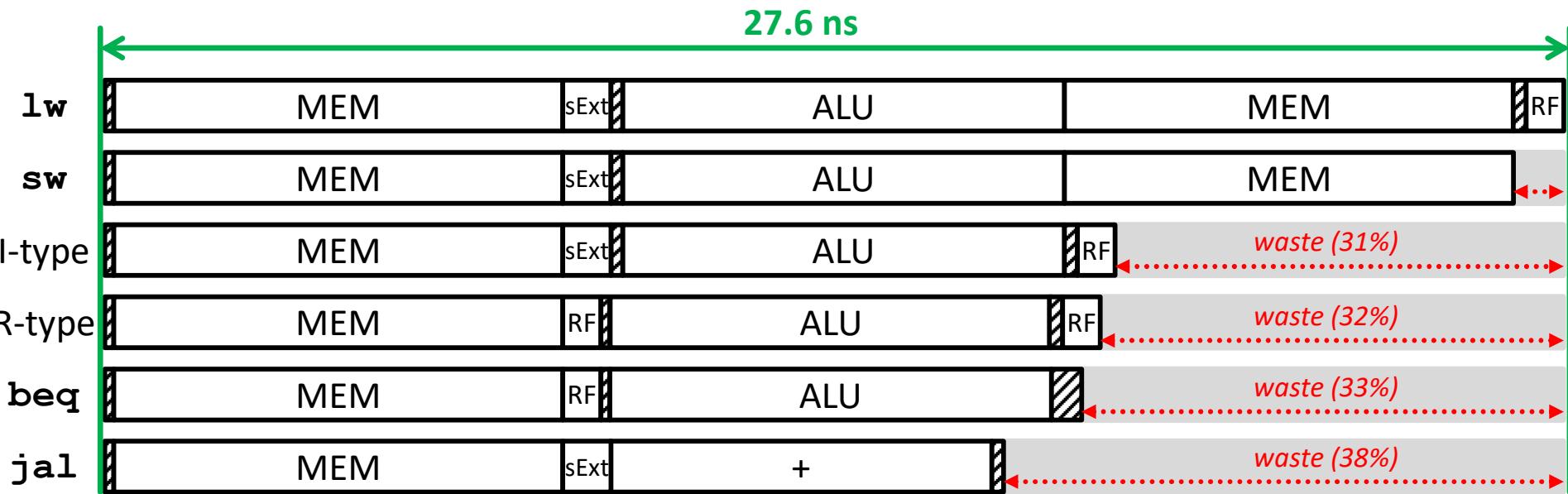
$$t_{exec} = 4 \times 27.6 \text{ ns} = 110.4 \text{ ns}$$



Single-cycle processor

Conclusions

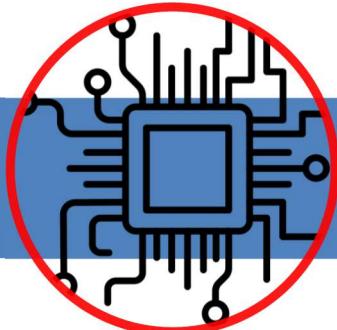
- The single-cycle implementation has some problems:
 - The **cycle time** is determined by the **slowest instruction**
 - All the instructions take the same time to execute regardless of its complexity: time is wasted in the execution of the faster instructions.
 - In real ISAs, there are some **very long instructions**: slow memories, complex arithmetic operations, complex addressing modes...
 - It is not possible to reuse hardware:
 - It requires one ALU and 2 adders, separate instruction and data memories...





- Register File design.
- Memory design.
- ALU design.
- Sign Extension module design.
- Cost calculation.
- Cycle time calculation.

Technology

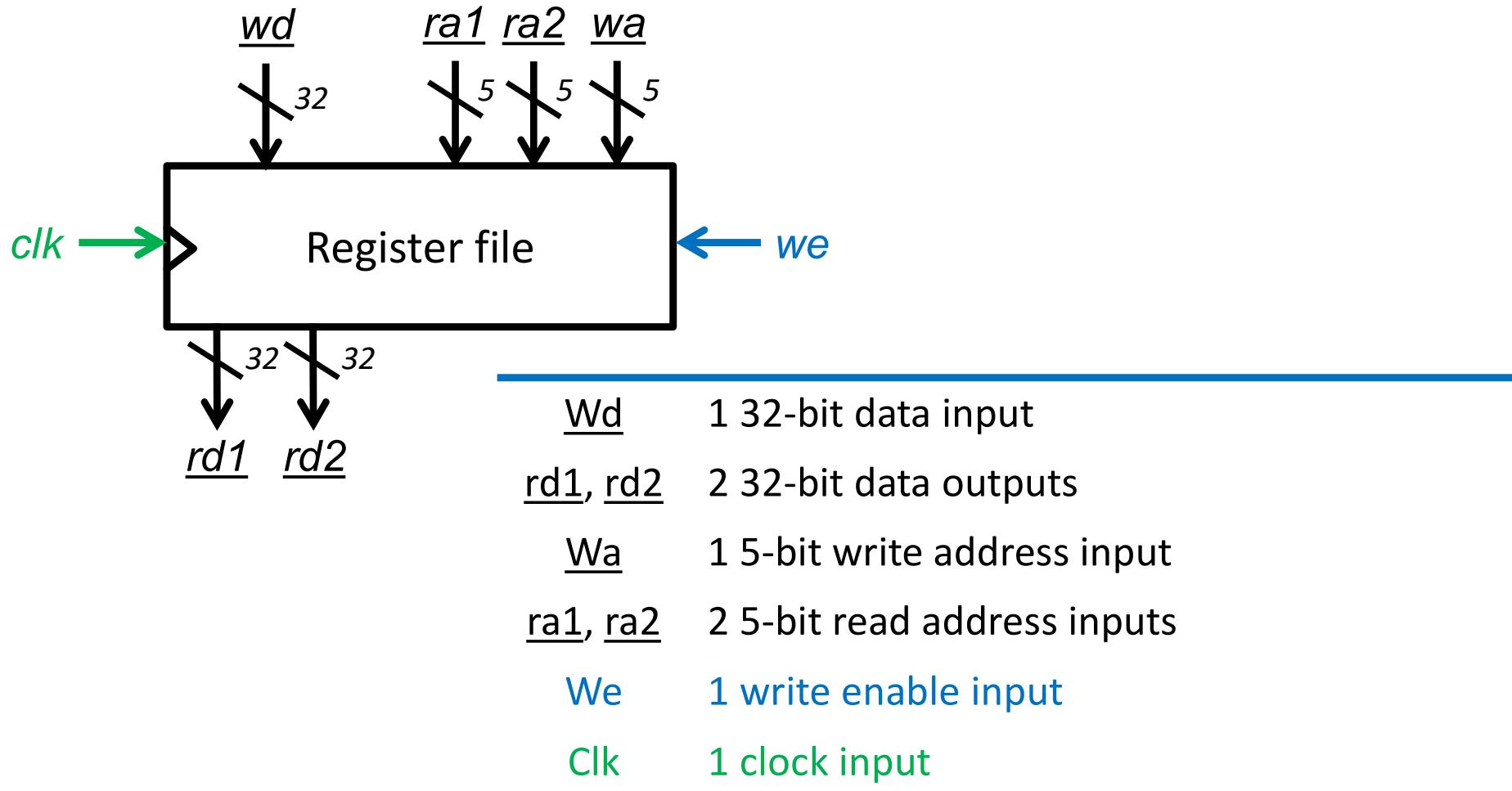




Register File design



- The Register File contains 32 data registers, each one with 32 bits.





FC-1

Register File design

31/10/23 version

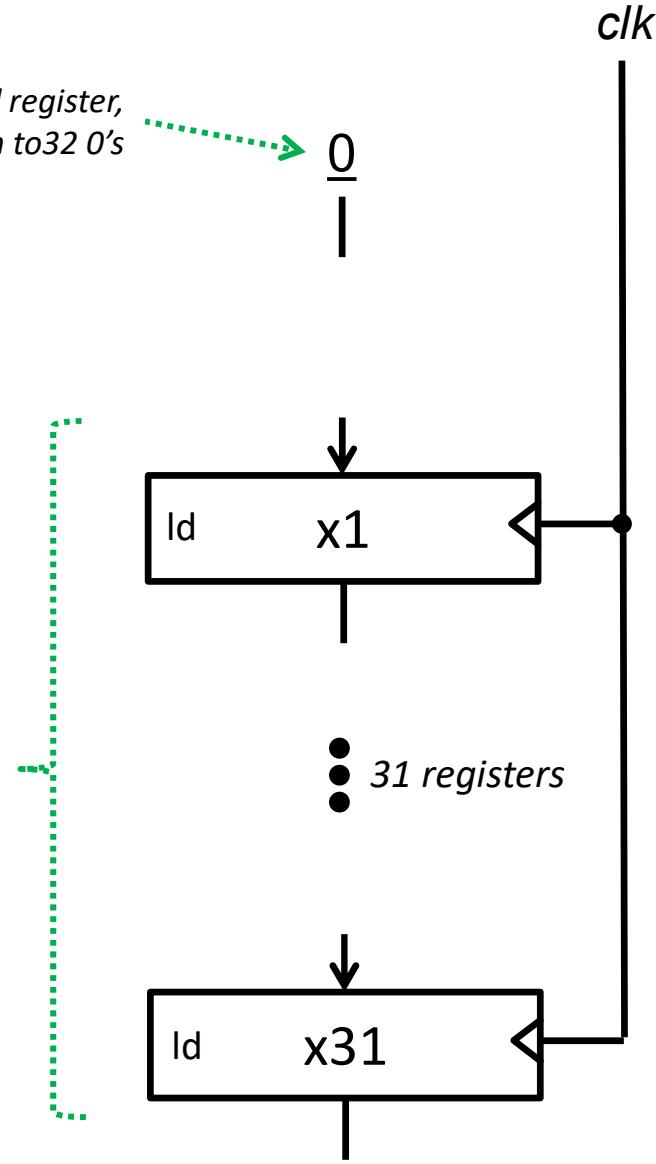
module 5:
single-cycle processor design

FC-2

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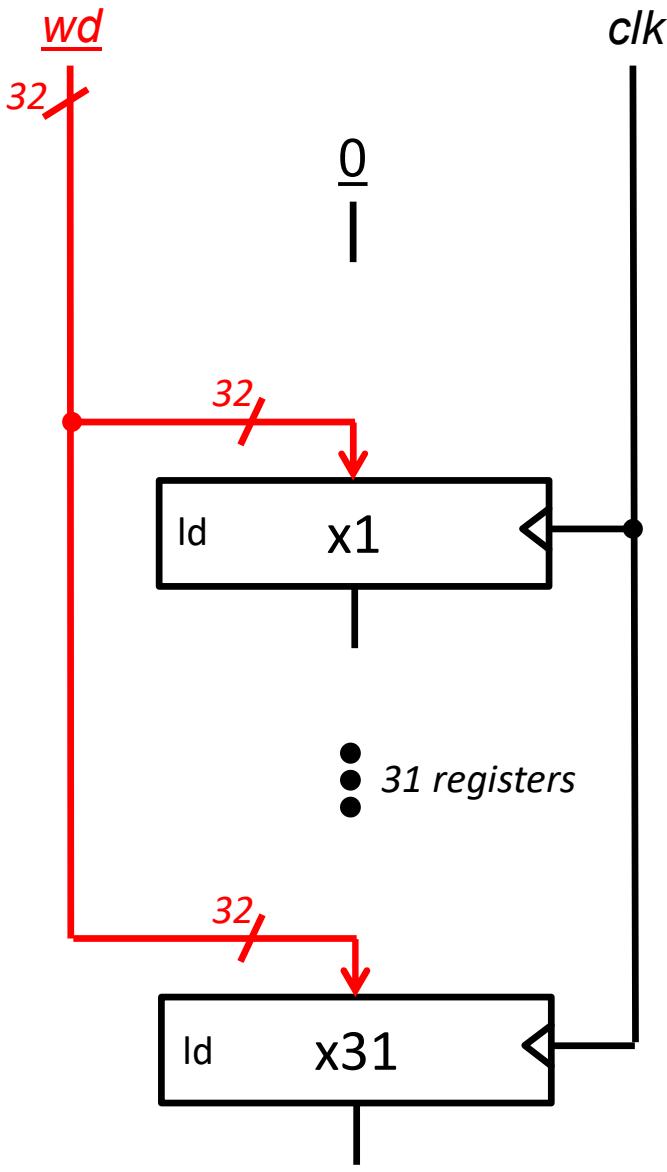
*Register x0 (zero) is not an actual register,
but a direct connection to 32 0's*

*The other 31 registers (x0-x31)
are actual registers*





Register File design





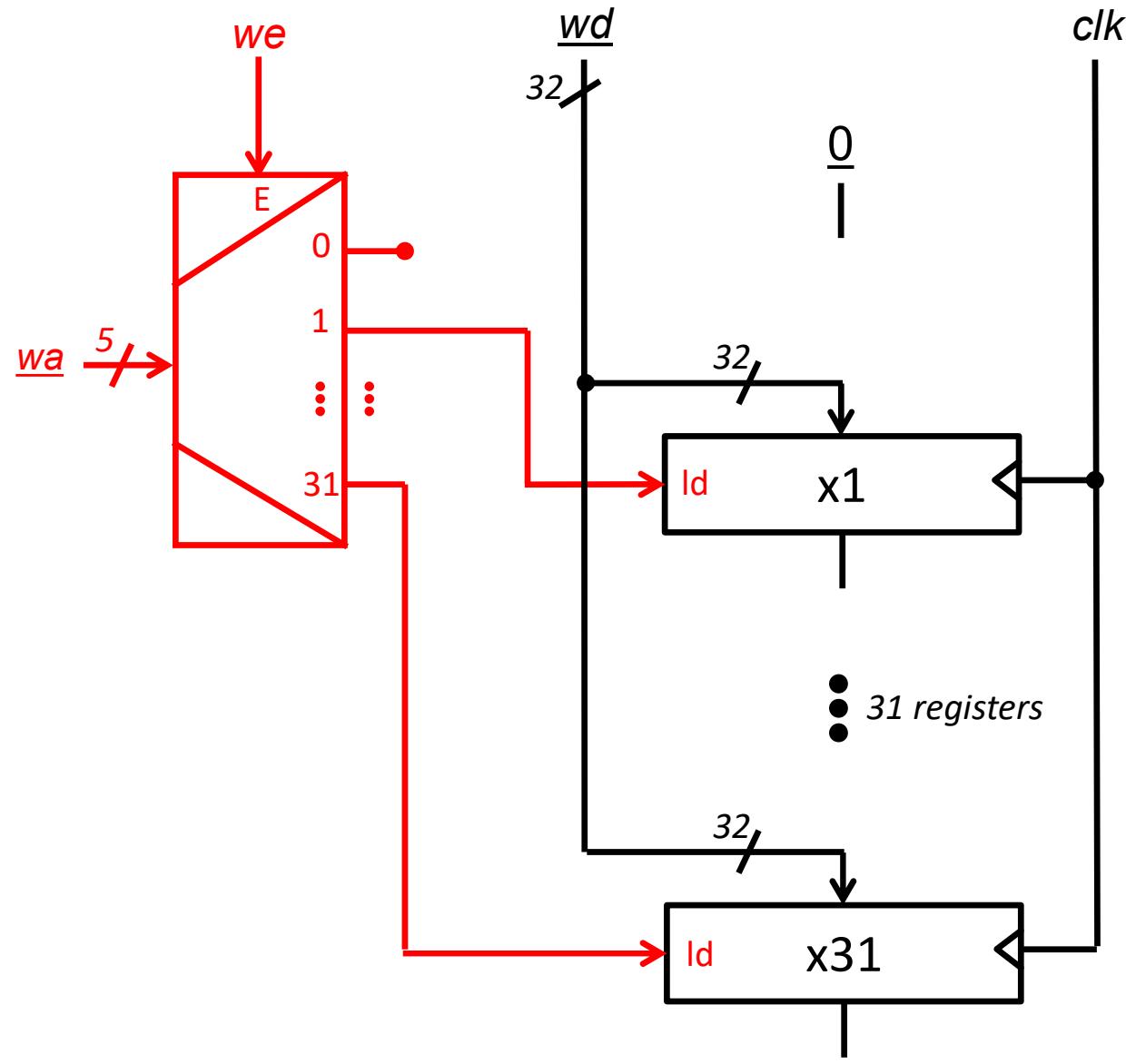
Register File design

31/10/23 version

module 5:
single-cycle processor design

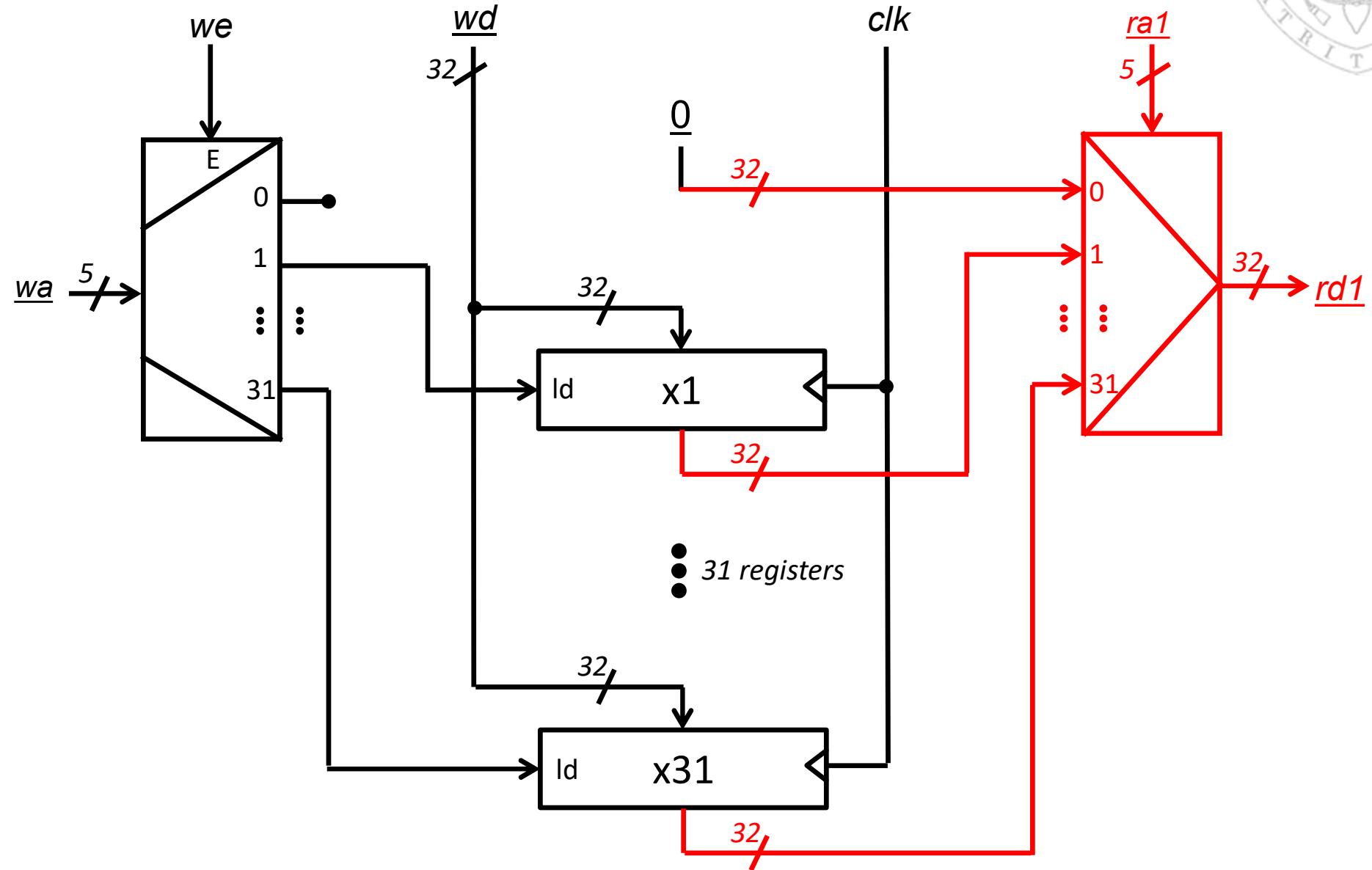
FC-2

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Register File design





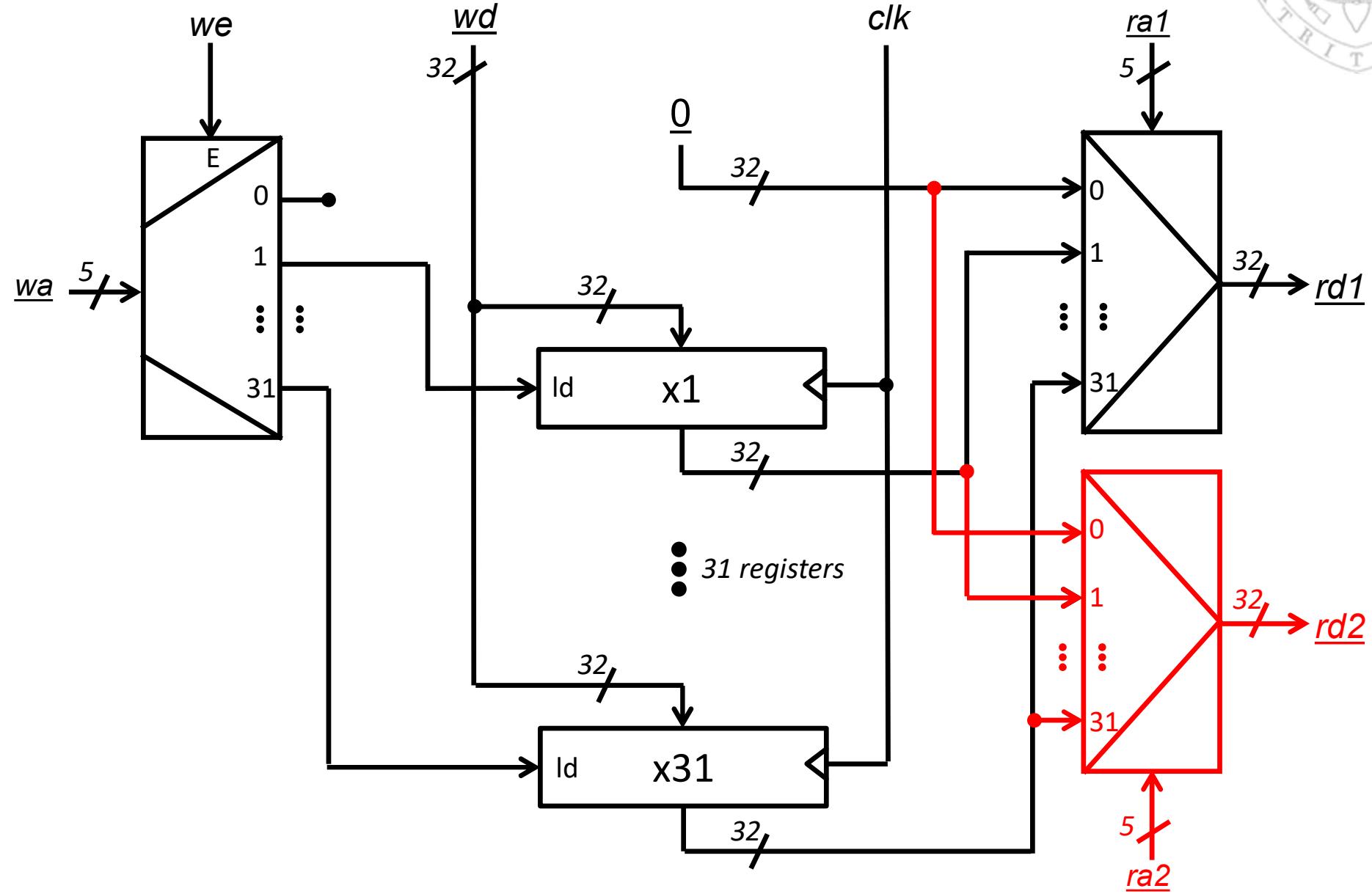
Register File design

31/10/23 version

module 5:
single-cycle processor design

FC-2

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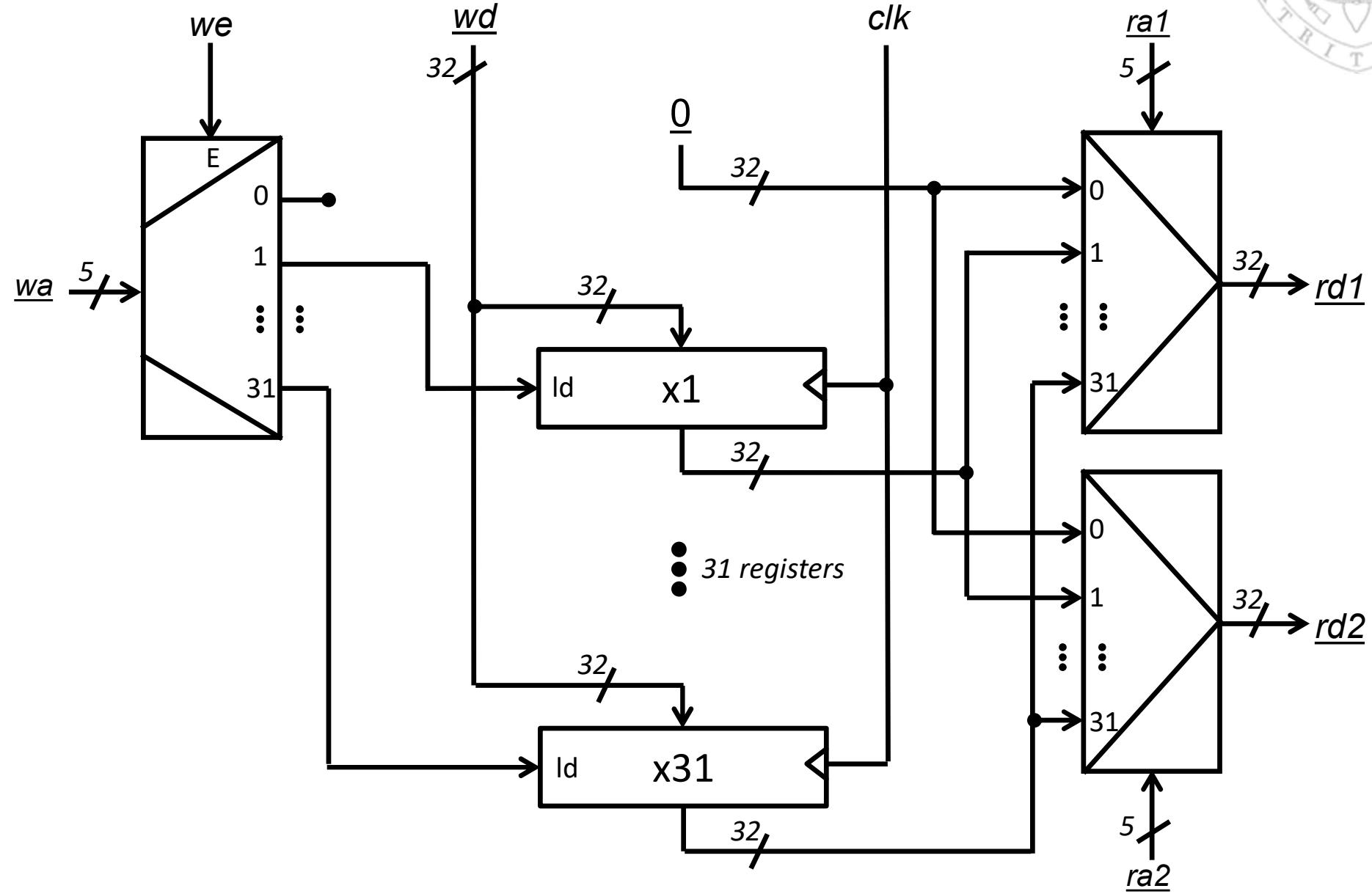
Register File design

31/10/23 version

module 5:
single-cycle processor design

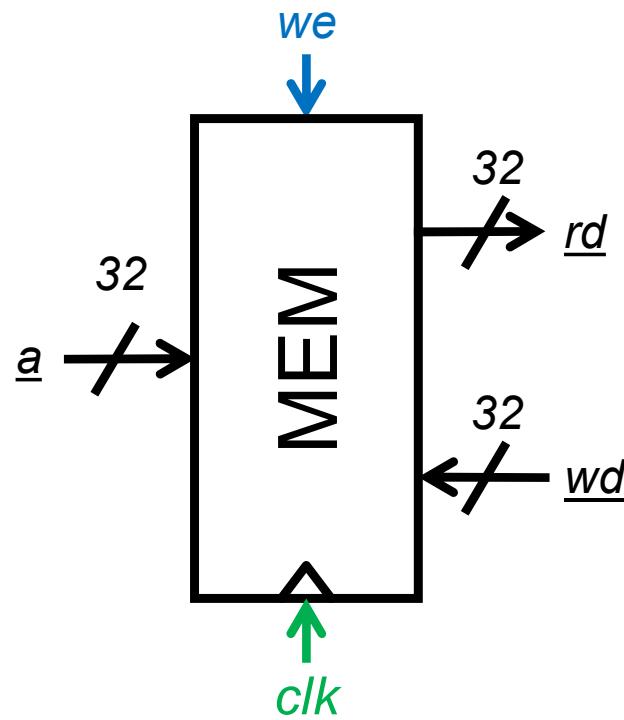
FC-2

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Memory design



$2^{32} \times 8$ RAM = $2^{30} \times 32$
(2^{30} words with 32 bits)

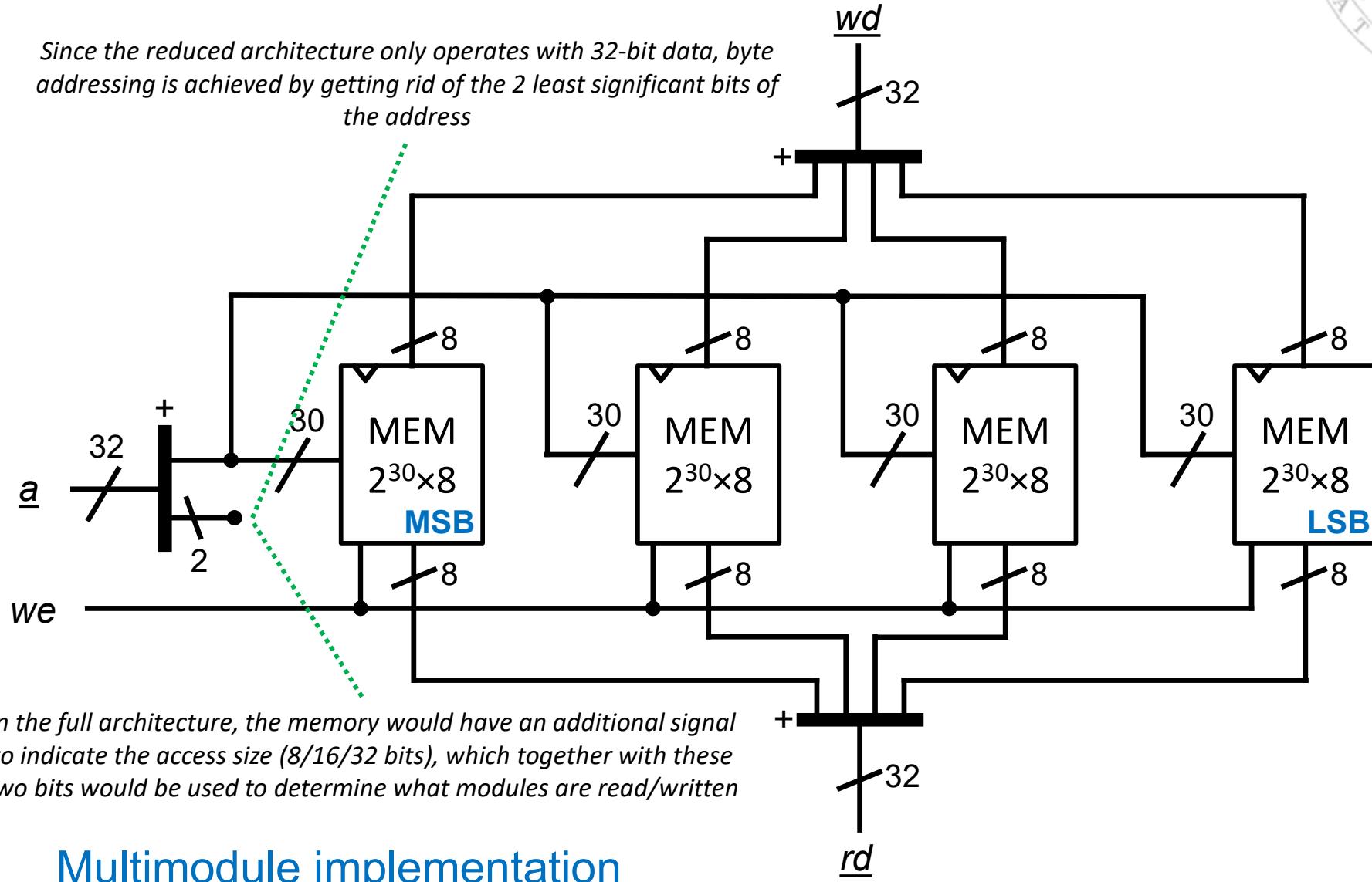
<u>wd</u>	1 32-bit data input
<u>rd</u>	1 32-bit data output
<u>a</u>	1 32-bit address input
<u>we</u>	1 write enable input
<u>clk</u>	1 clock input

*Memory with double data port, byte
addressable and with little-endian
organization*



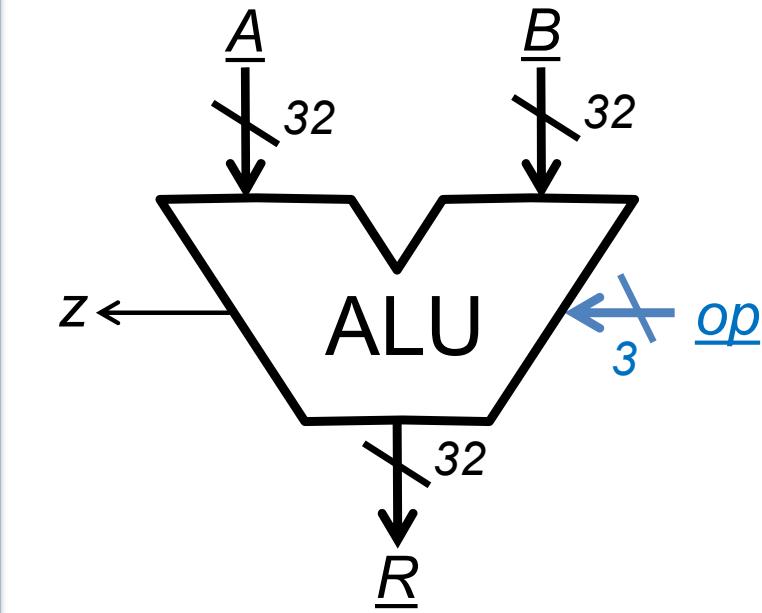
Memory design

Since the reduced architecture only operates with 32-bit data, byte addressing is achieved by getting rid of the 2 least significant bits of the address



Multimodule implementation

$2^{30} \times 32$ MEM (4 GiB) byte addressable using 4 $2^{30} \times 8$ MEM (1 GiB)



ALU design

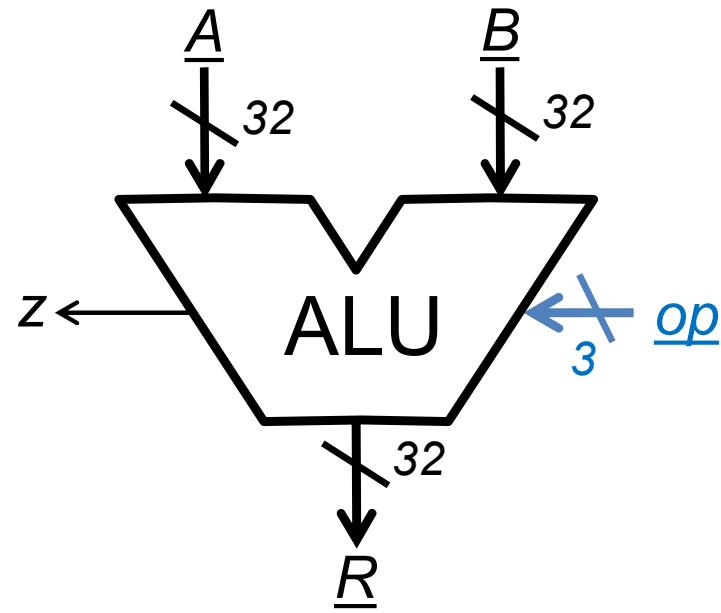


A, B	2 32-bit data inputs
op	1 operation selector input
R	1 32-bit data output
z	1 zero flag

- The ALU is a combination module that performs:
 - The **memory effective address calculation** in **lw/sw** instructions.
 - All **arithmetic-logic operations** in I-type / R-type instructions.
 - The **operand comparison** in **beq** instructions.
 - In the **multicycle data path**, it will also be used to **increment the PC** and perform the **branch address calculation** in **beq/jal** instructions.



ALU design



$\underline{A}, \underline{B}$ 2 32-bit data inputs
 $\underline{\text{op}}$ 1 operation selector input
 \underline{R} 1 32-bit data output
 z 1 zero flag

arithmetic operations

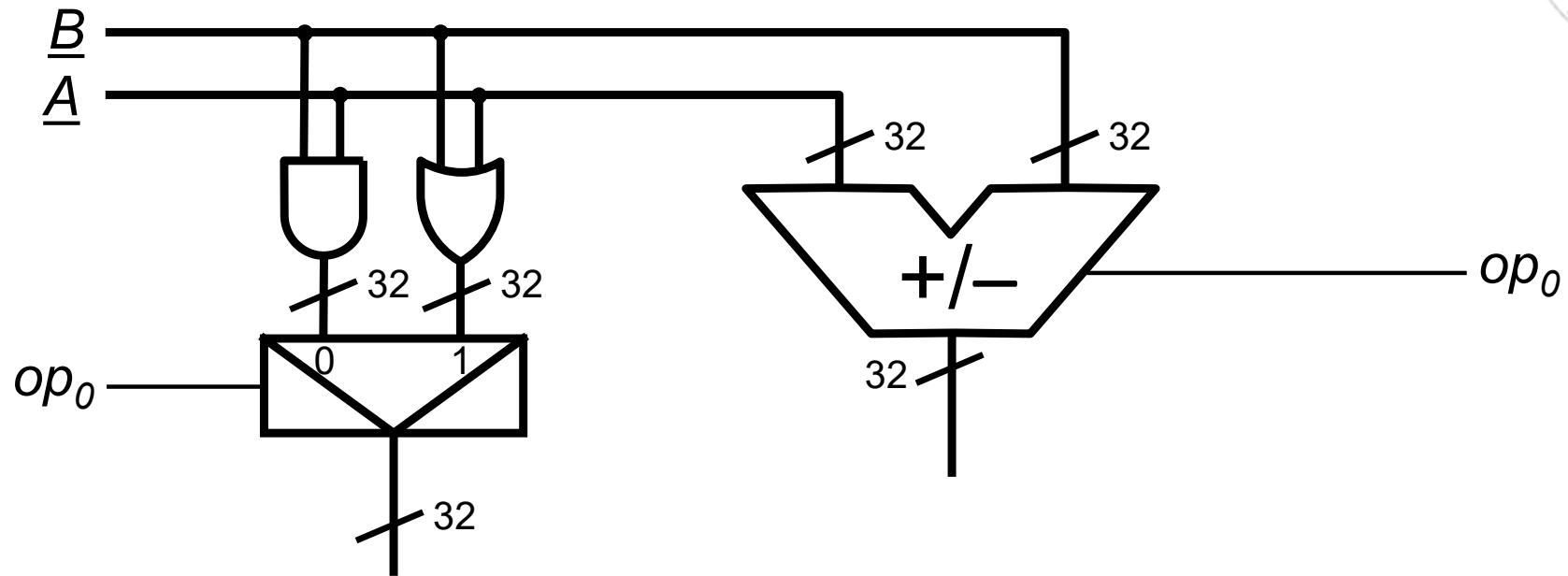
op_2	op_1	op_0	\underline{R}
0	0	0	$\underline{A} + \underline{B}$
0	0	1	$\underline{A} - \underline{B}$
1	0	0	-
1	0	1	$\text{if } (\underline{A} < \underline{B}) \text{ then } 1 \text{ else } 0$

logical operations

op_2	op_1	op_0	\underline{R}
0	1	0	$\underline{A} \& \underline{B}$
0	1	1	$\underline{A} \mid \underline{B}$
1	1	0	-
1	1	1	-



ALU design



arithmetic operations

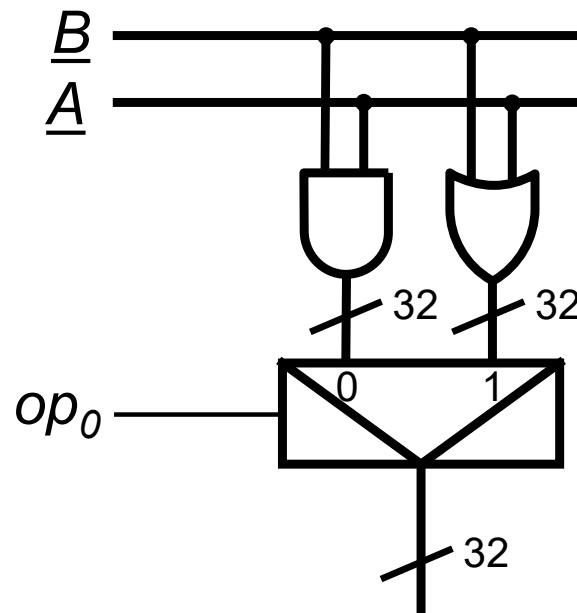
op_2	op_1	op_0	<u>R</u>
0	0	0	<u>A + B</u>
0	0	1	<u>A - B</u>
1	0	0	-
1	0	1	<i>if (<u>A < B</u>) then 1 else 0</i>

logical operations

op_2	op_1	op_0	<u>R</u>
0	1	0	<u>A & B</u>
0	1	1	<u>A B</u>
1	1	0	-
1	1	1	-

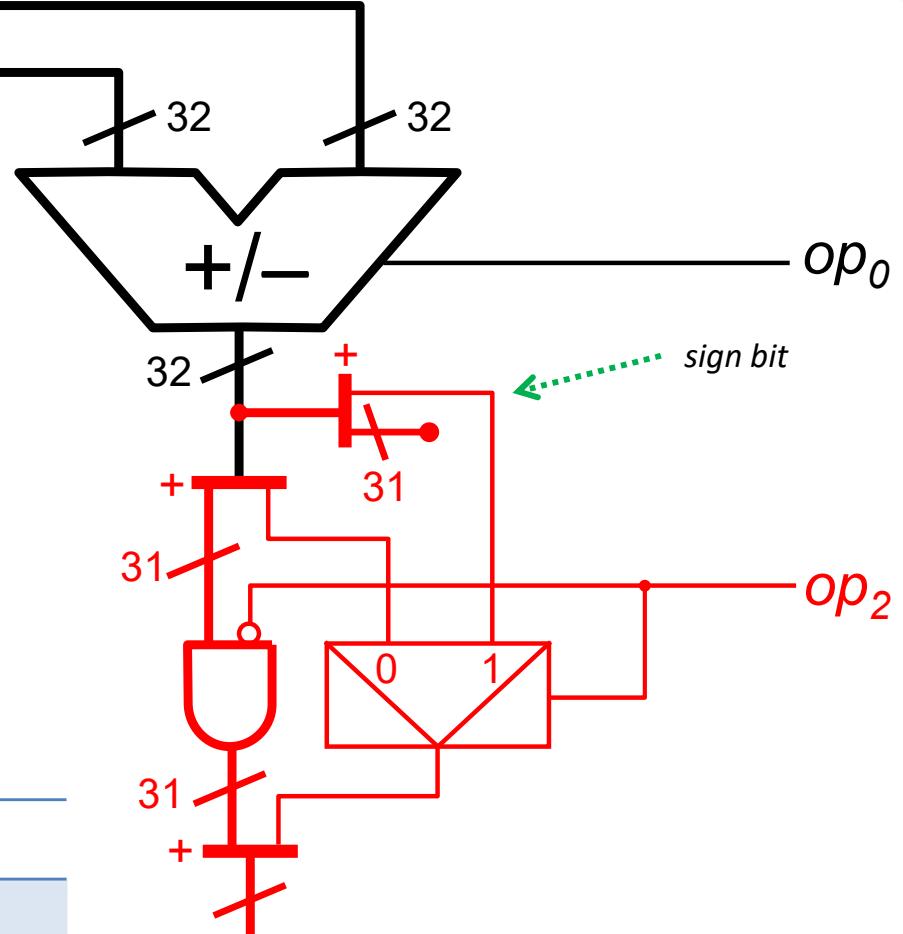


ALU design



arithmetic operations

op ₂	op ₁	op ₀	R
0	0	0	<u>A + B</u>
0	0	1	<u>A - B</u>
1	0	0	-
1	0	1	<i>if (<u>A < B</u>) then 1 else 0</i>



FC-1



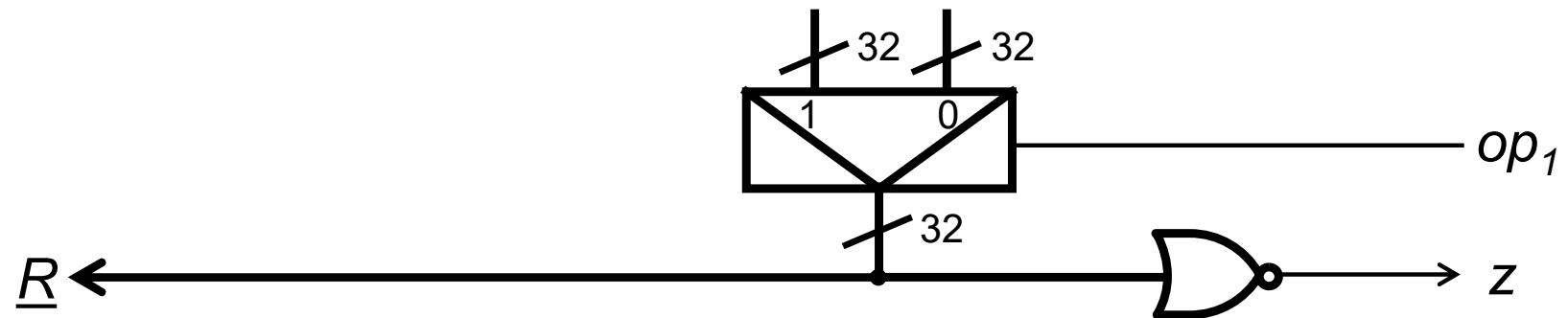
ALU design

arithmetic operations

op_2	op_1	op_0	R
0	0	0	$\underline{A} + \underline{B}$
0	0	1	$\underline{A} - \underline{B}$
1	0	0	-
1	0	1	if ($\underline{A} < \underline{B}$) then 1 else 0

logical operations

op_2	op_1	op_0	R
0	1	0	$\underline{A} \& \underline{B}$
0	1	1	$\underline{A} \mid \underline{B}$
1	1	0	-
1	1	1	-



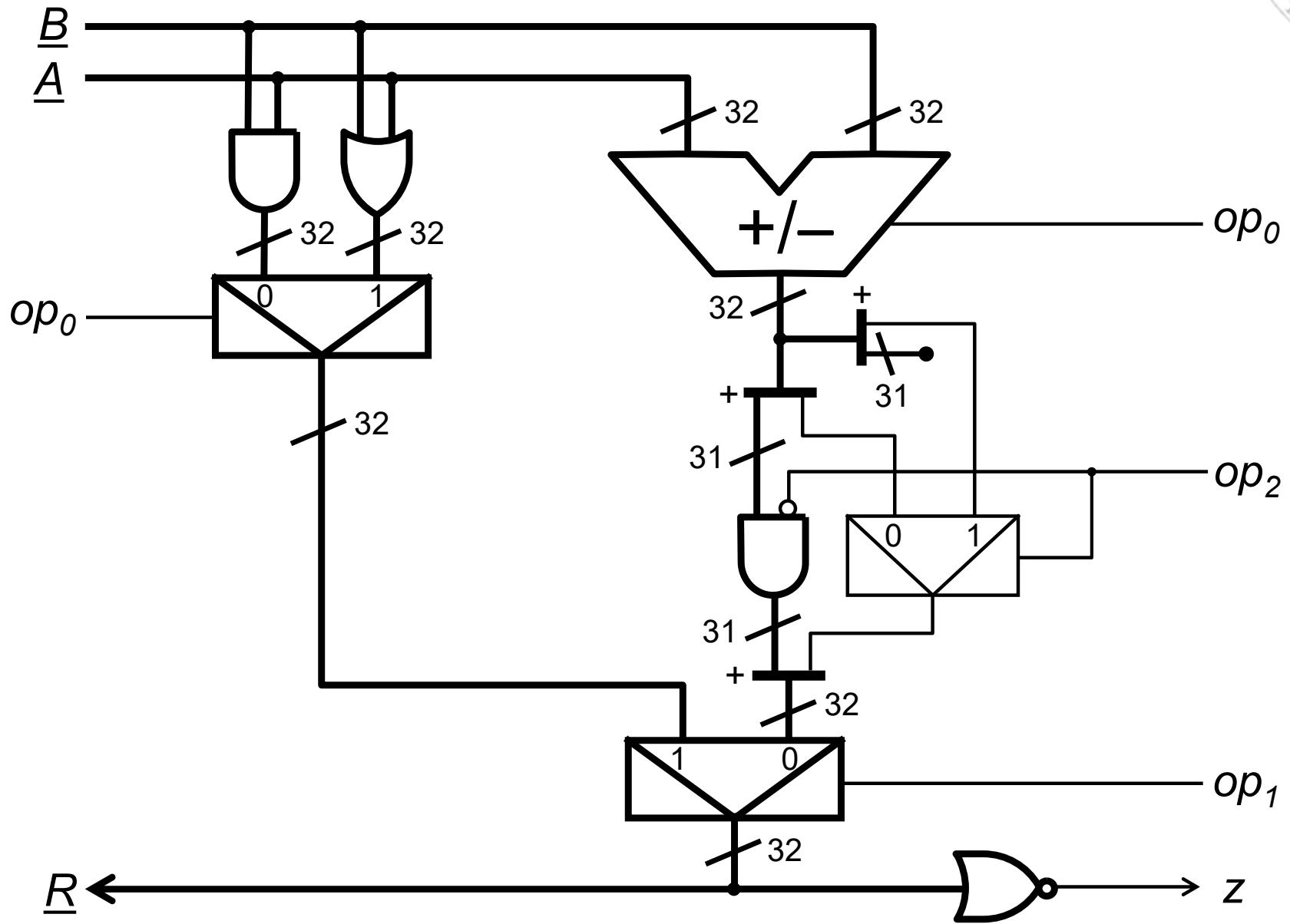


ALU design

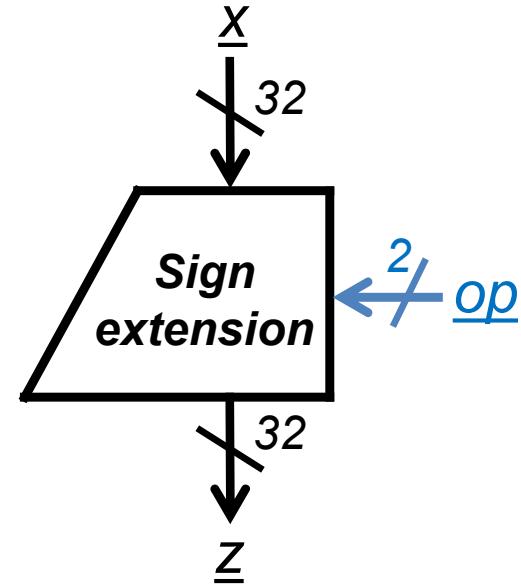
Single-cycle processor design
Module 3:

31/10/23 version

FC-1



FC-2

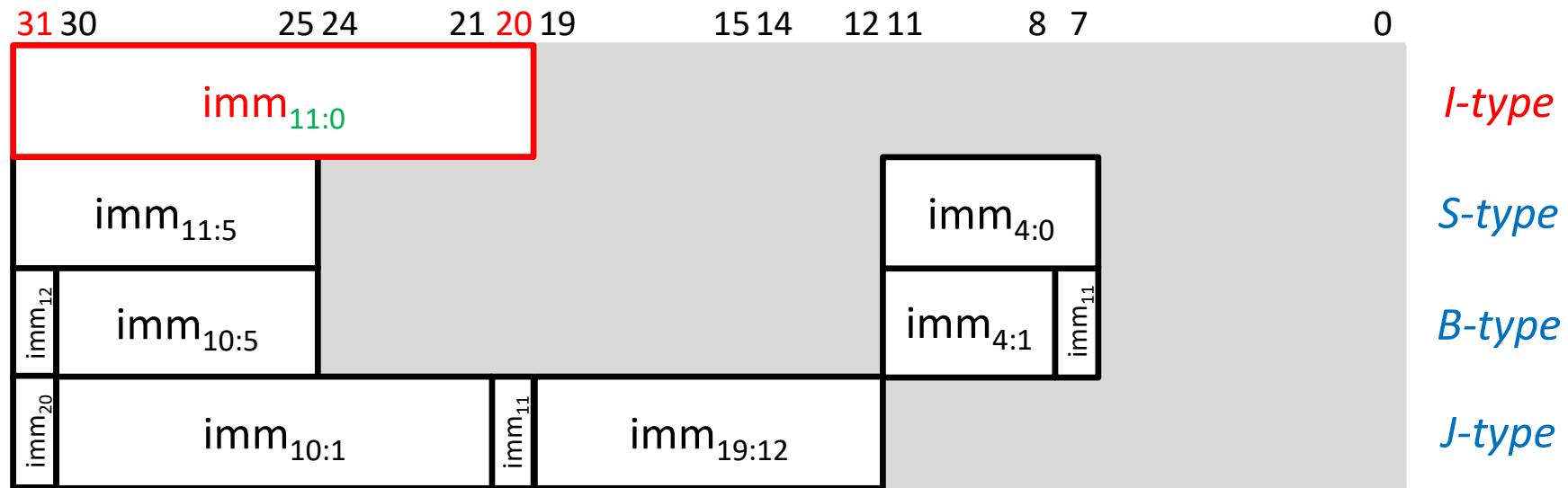


x	1 32-bit data input (instruction)
op	1 operation selector input
z	1 32-bit data output (immediate operand)

- The Sign Extension module is a combinational module that **builds the 32-bit immediate operand** based on the information contained in the imm fields of the instruction:
 - For each **instruction type**, the **imm field** has a **different size and position** within the instruction.
 - Therefore, apart from **extending the sign**, it must **reorder the bits** and **fill with 0** in the case of branch addresses.

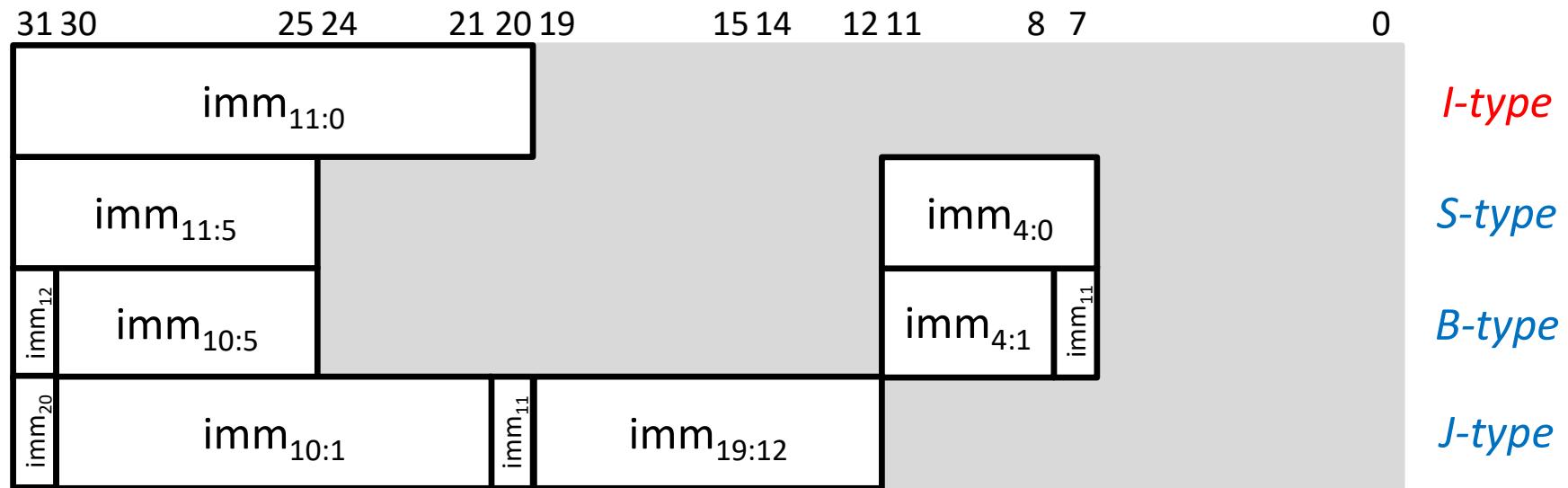


Sign Extension module design



op	$z_{31} z_{30} z_{29} z_{28} z_{27} z_{26} z_{25} z_{24} z_{23} z_{22} z_{21} z_{20} z_{19} z_{18} z_{17} z_{16} z_{15} z_{14} z_{13} z_{12}$ z_{11} z_{10} z_9 z_8 z_7 z_6 z_5 z_4 z_3 z_2 z_1 z_0
00	$x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} x_{20}$

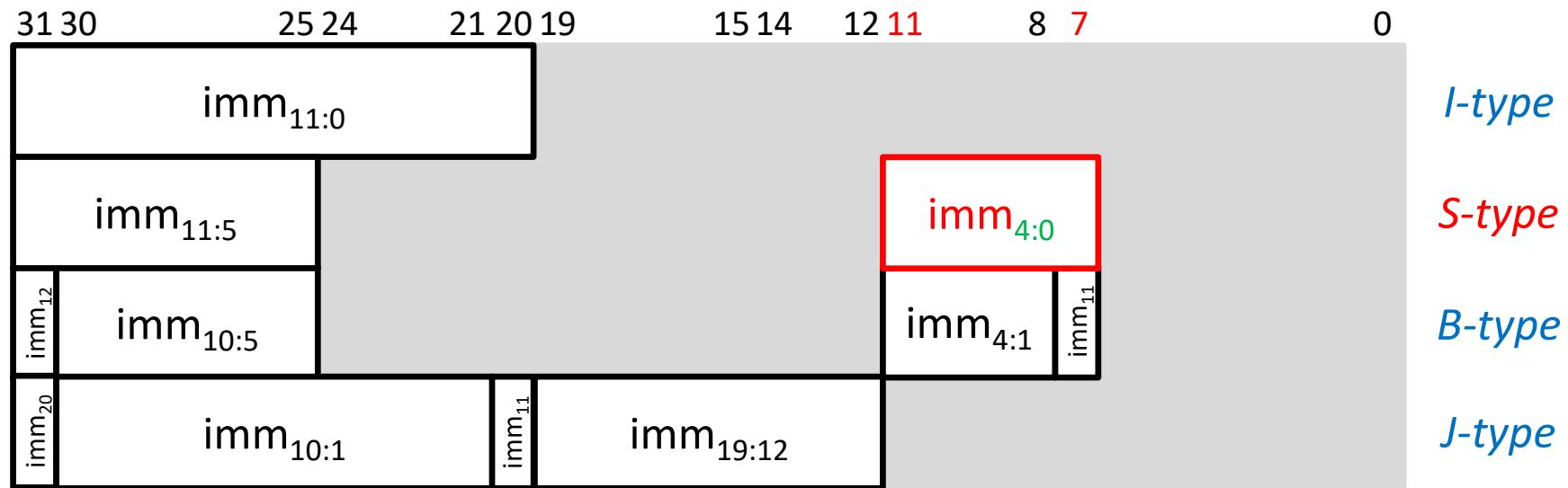
Sign Extension module design



op	$z_{31} z_{30} z_{29} z_{28} z_{27} z_{26} z_{25} z_{24} z_{23} z_{22} z_{21} z_{20} z_{19} z_{18} z_{17} z_{16} z_{15} z_{14} z_{13} z_{12} z_{11} z_{10} z_9 z_8 z_7 z_6 z_5 z_4 z_3 z_2 z_1 z_0$
00	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} x_{20}$



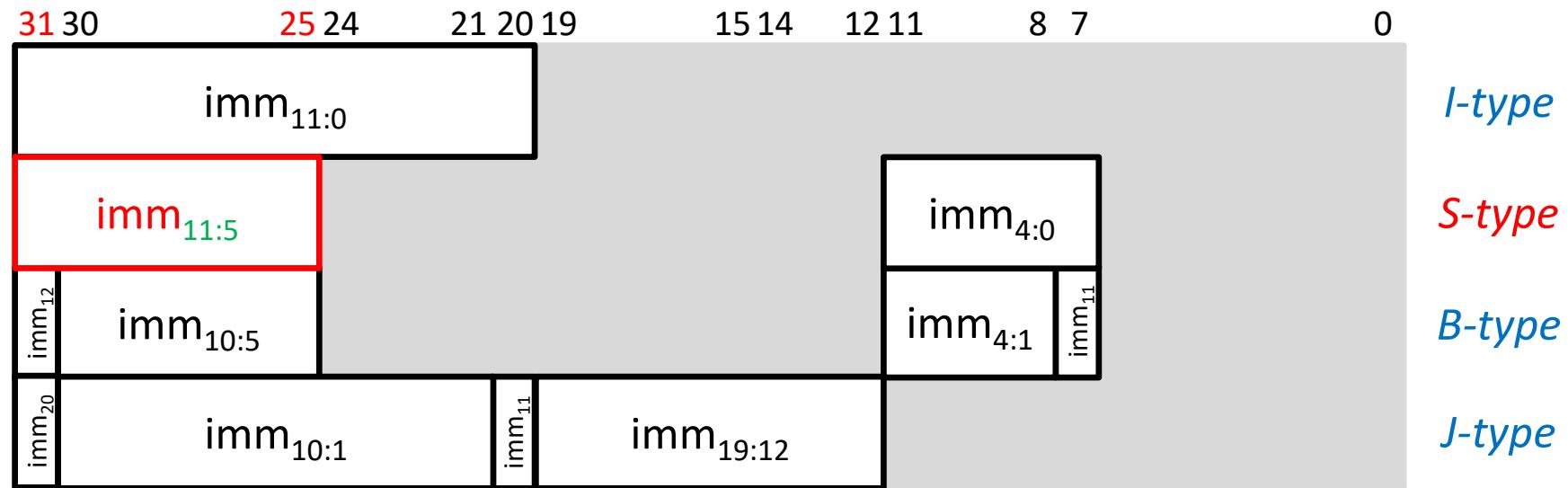
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₁₁ x ₁₀ x ₉ x ₈ x ₇



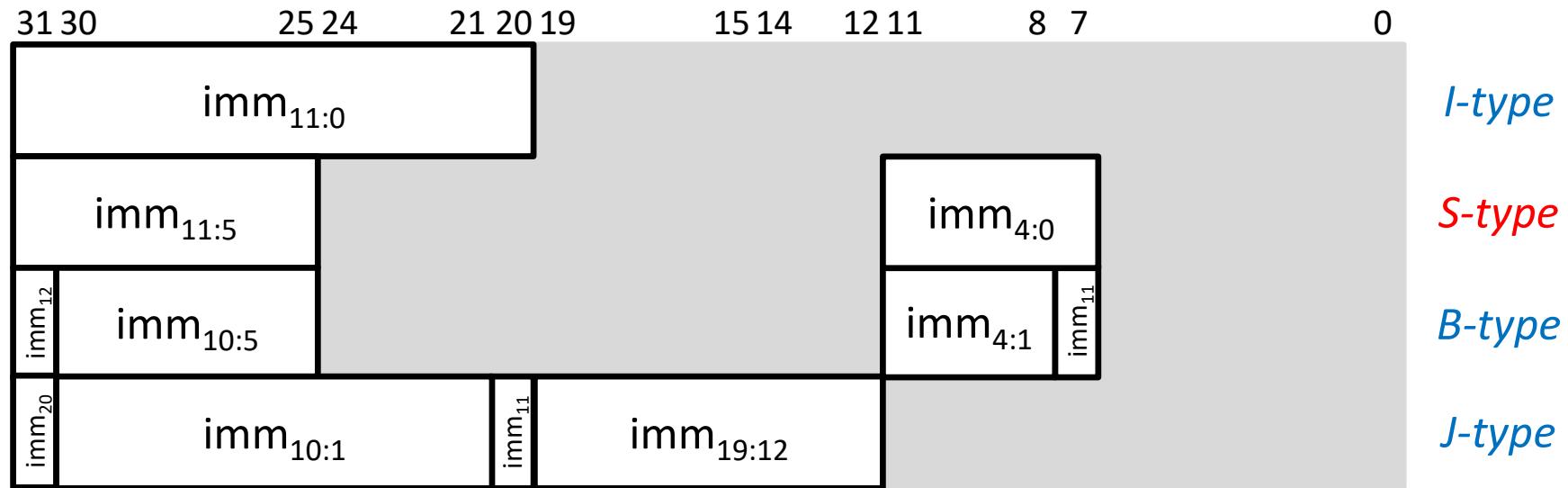
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇



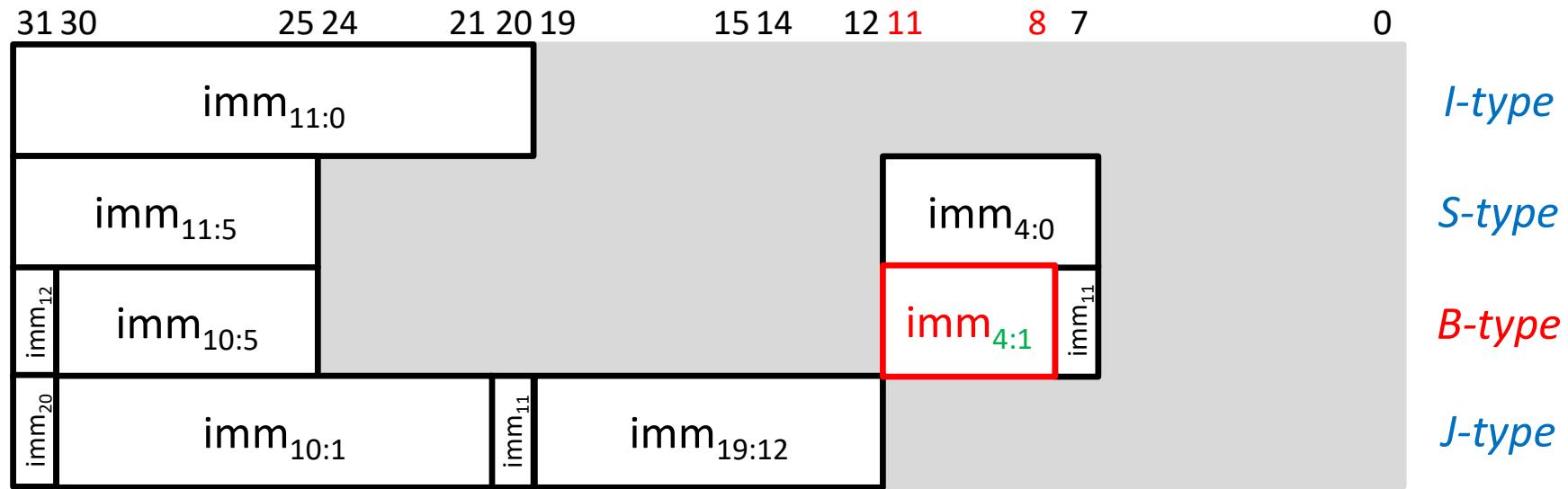
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇



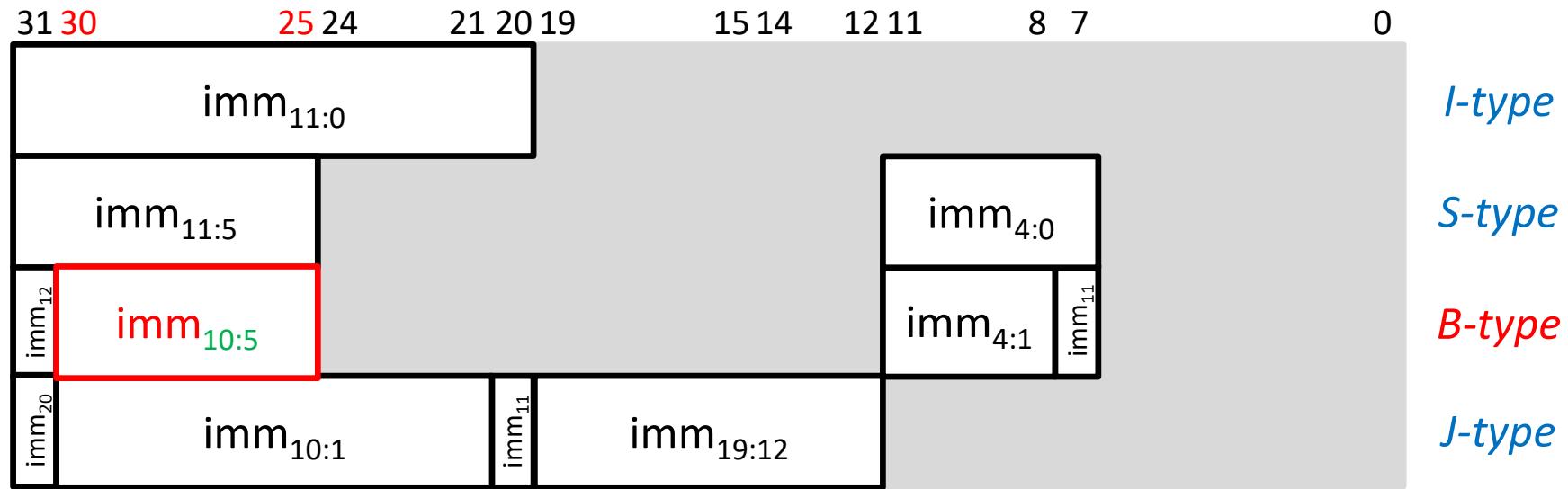
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	
	x ₁₁ x ₁₀ x ₉ x ₈



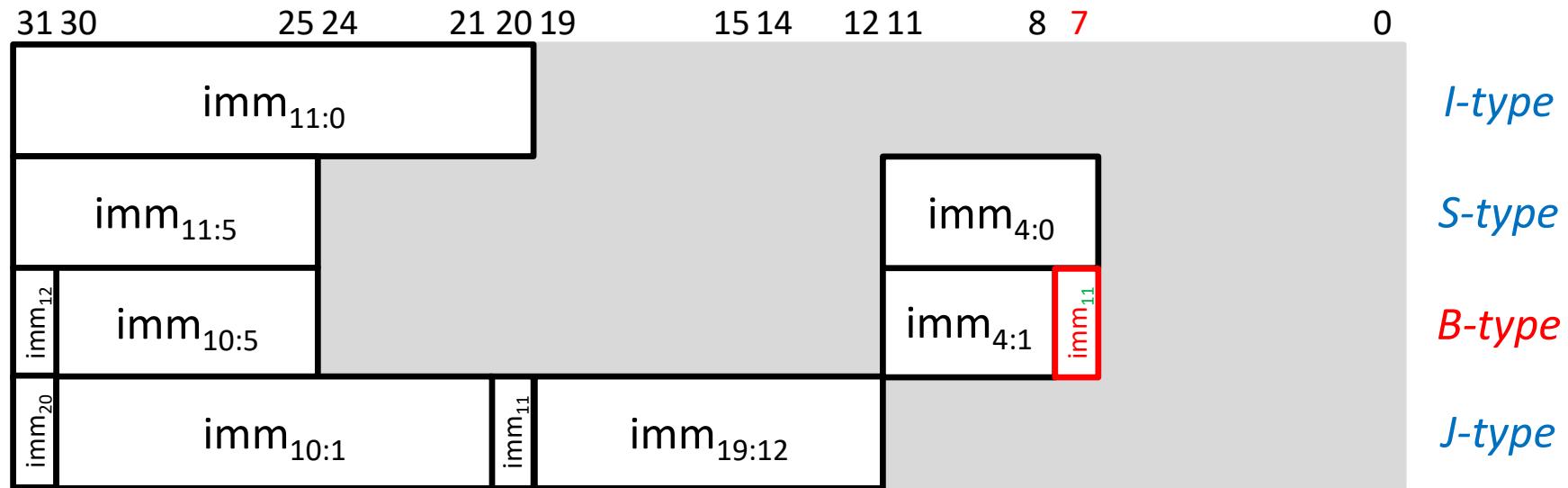
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	



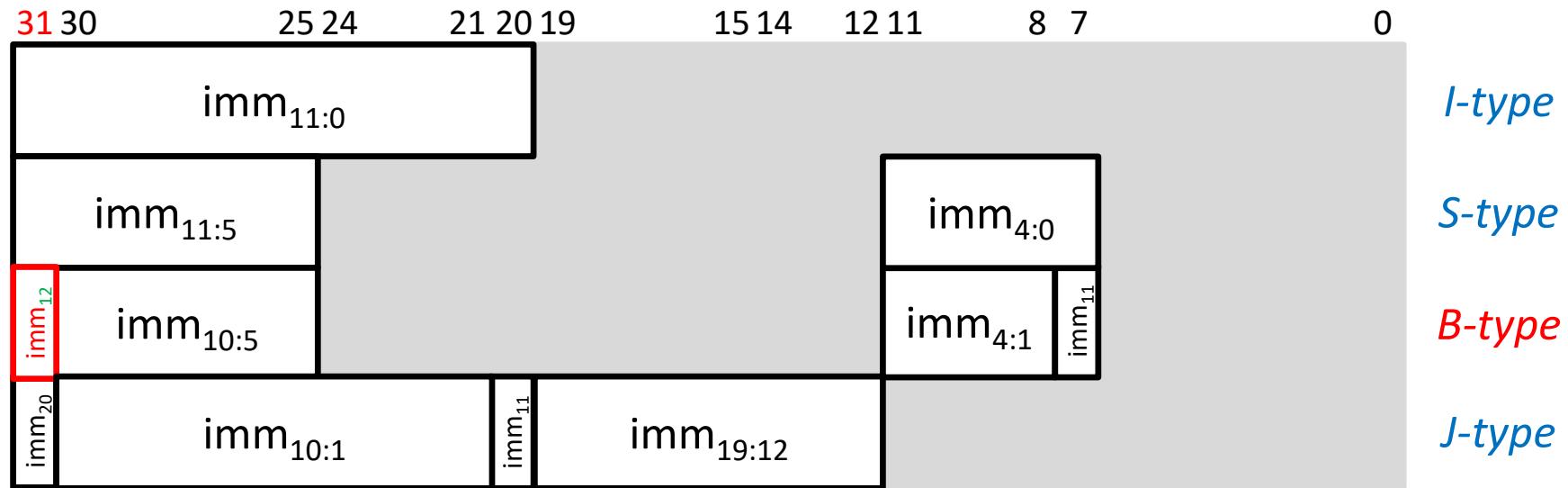
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	



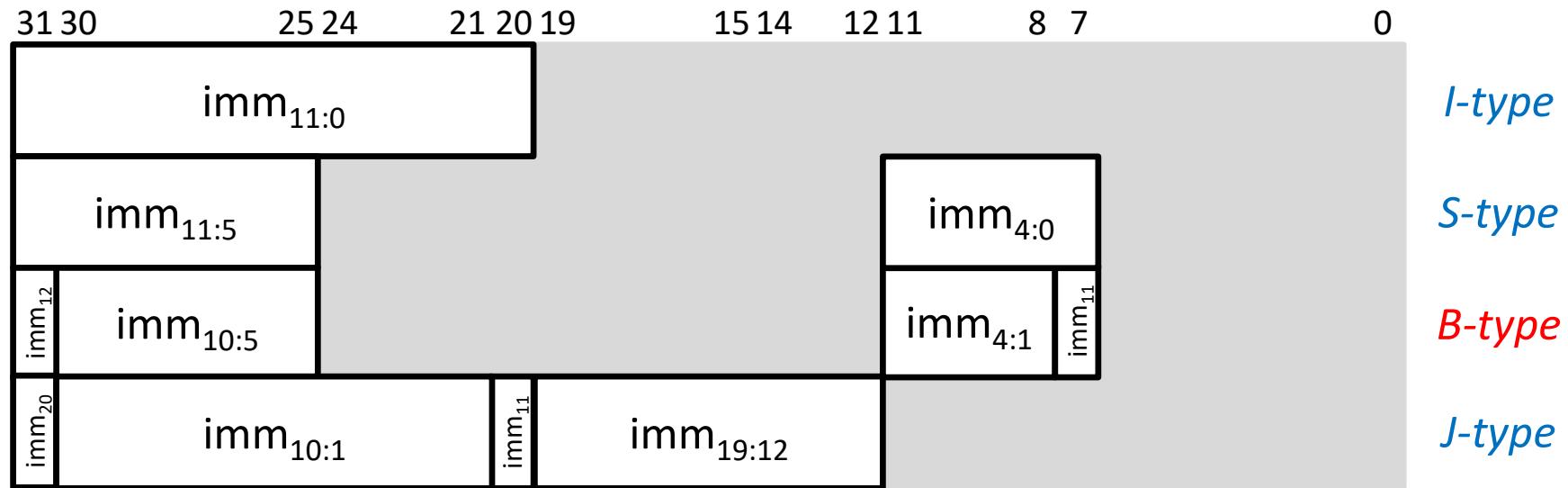
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	



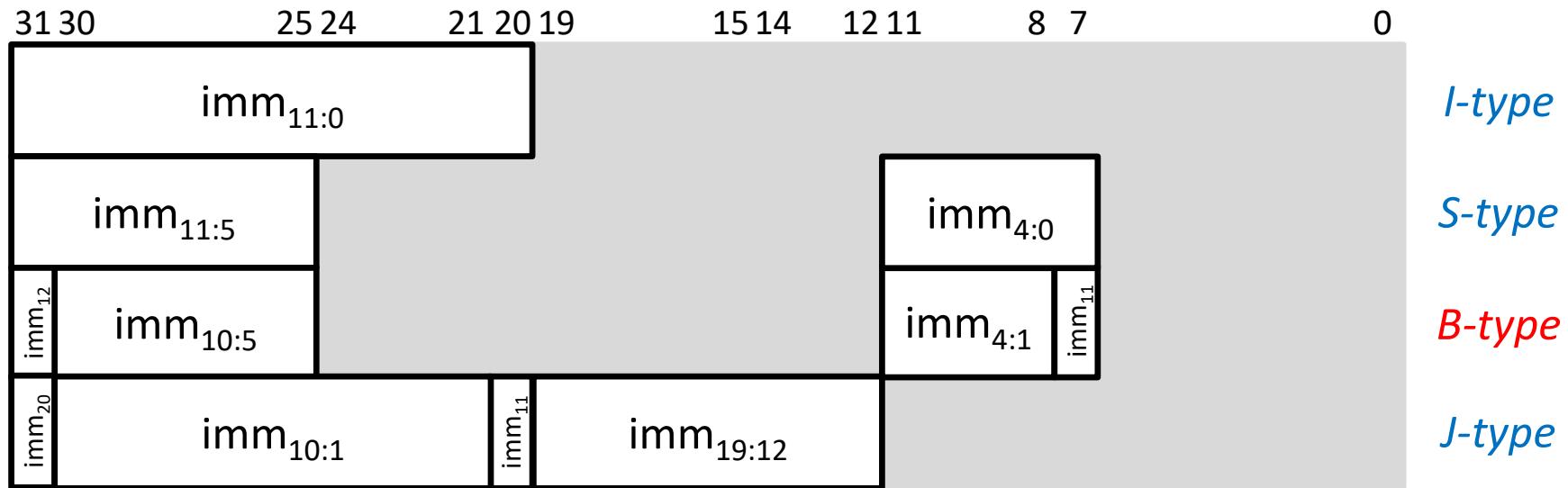
Sign Extension module design



op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	

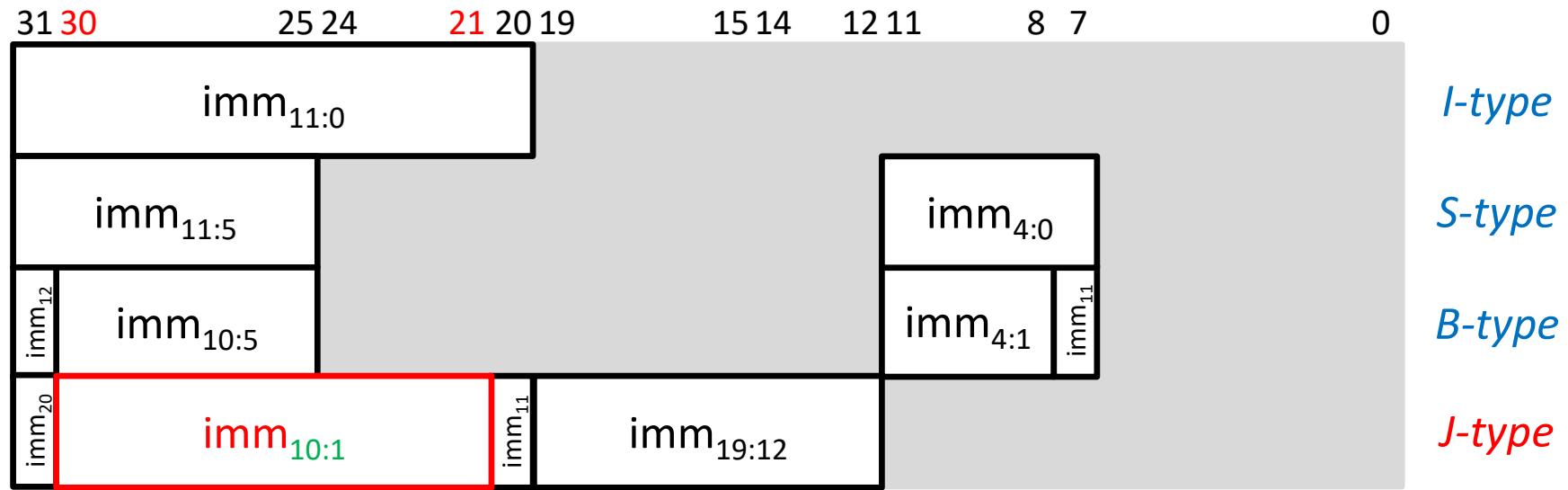


Sign Extension module design

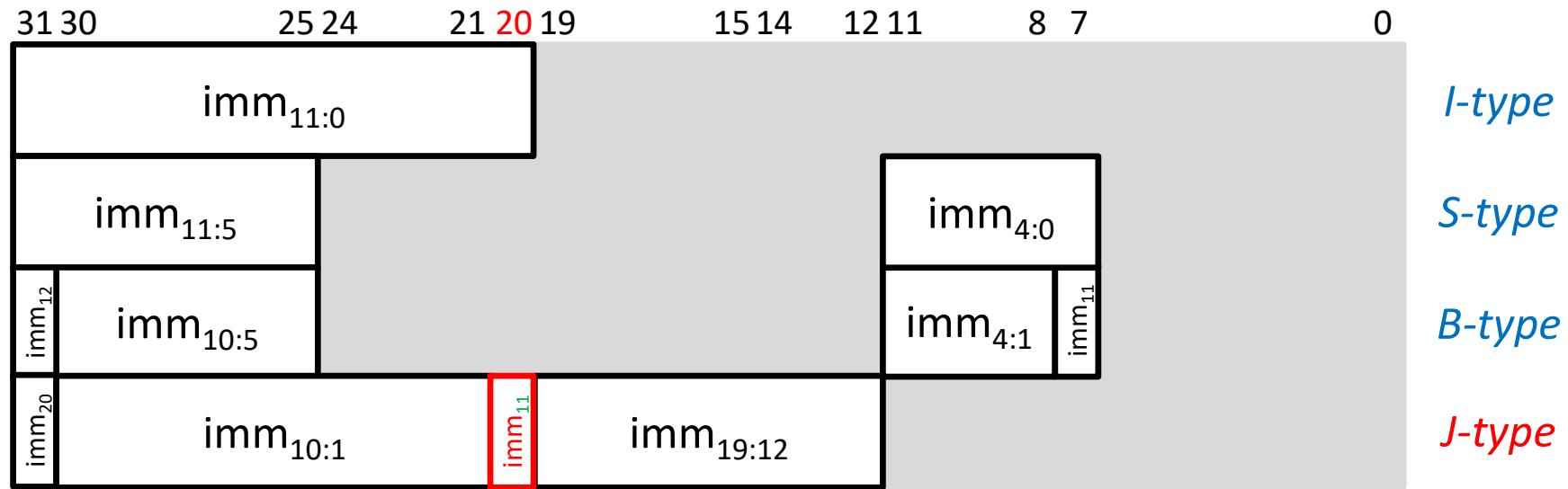


op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ 0

Sign Extension module design

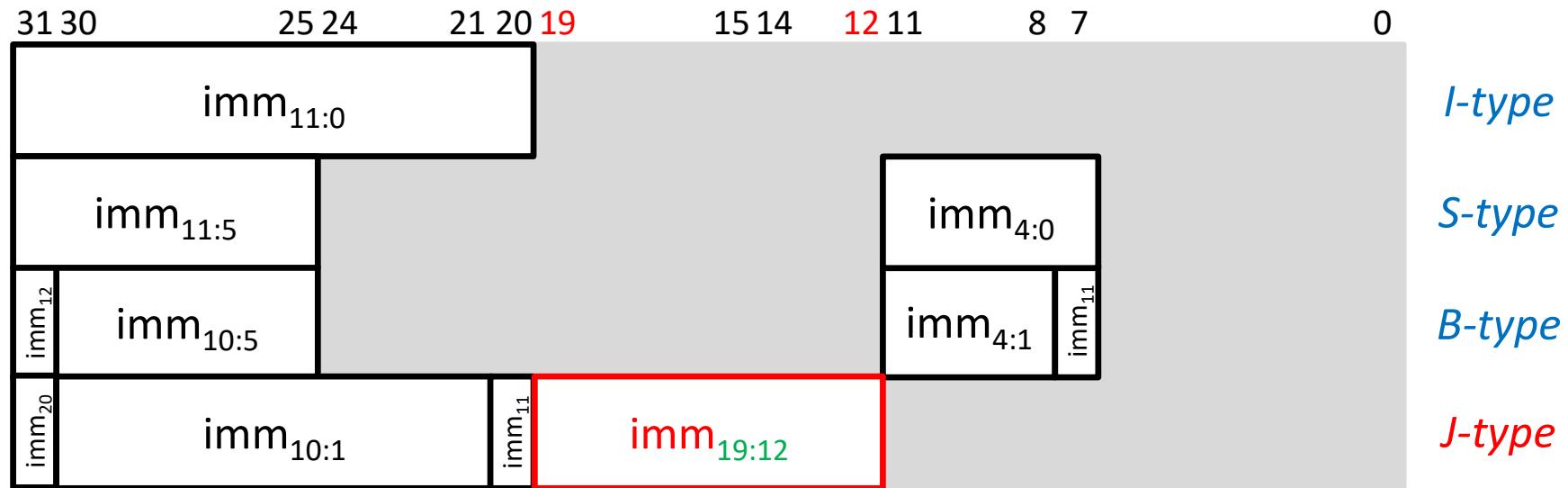


Sign Extension module design



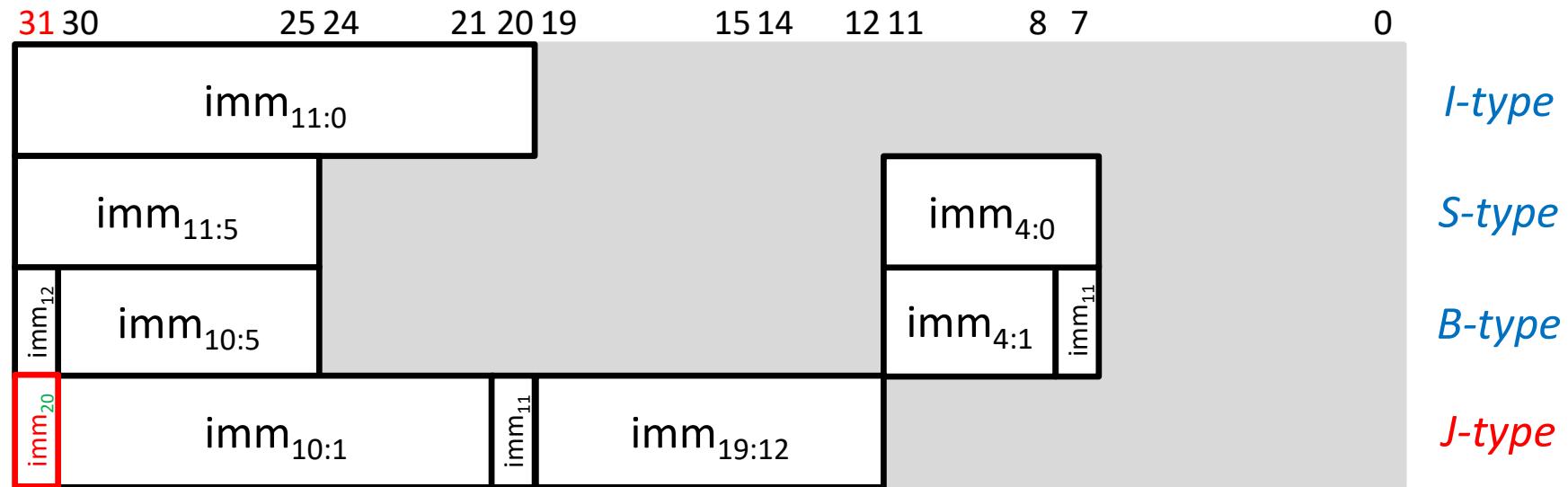
op	z_{31}	z_{30}	z_{29}	z_{28}	z_{27}	z_{26}	z_{25}	z_{24}	z_{23}	z_{22}	z_{21}	z_{20}	z_{19}	z_{18}	z_{17}	z_{16}	z_{15}	z_{14}	z_{13}	z_{12}	$\textcolor{red}{z}_{11}$	z_{10}	z_9	z_8	z_7	z_6	z_5	z_4	z_3	z_2	z_1	z_0	
00	x_{31}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{24}	x_{23}	x_{22}	x_{21}	x_{20}																					
01	x_{31}	x_{31}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{11}	x_{10}	x_9	x_8	x_7																				
10	x_{31}	x_7	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{11}	x_{10}	x_9	x_8	0																				
11																					$\textcolor{red}{x}_{20}$	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{24}	x_{23}	x_{22}	x_{21}		

Sign Extension module design



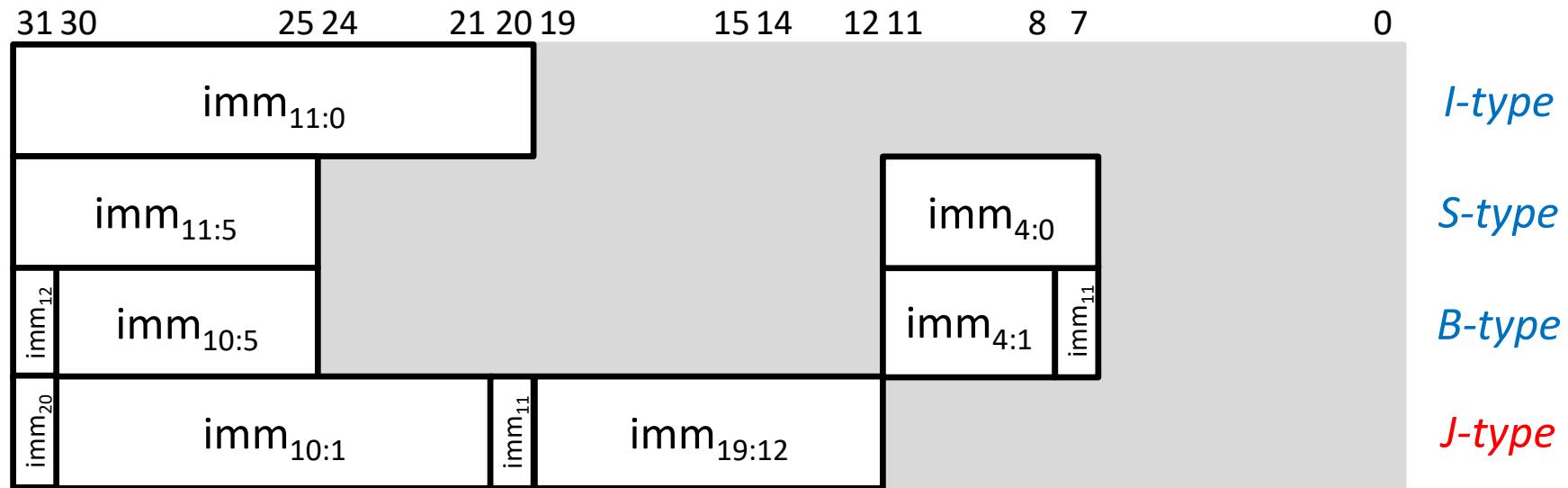


Sign Extension module design

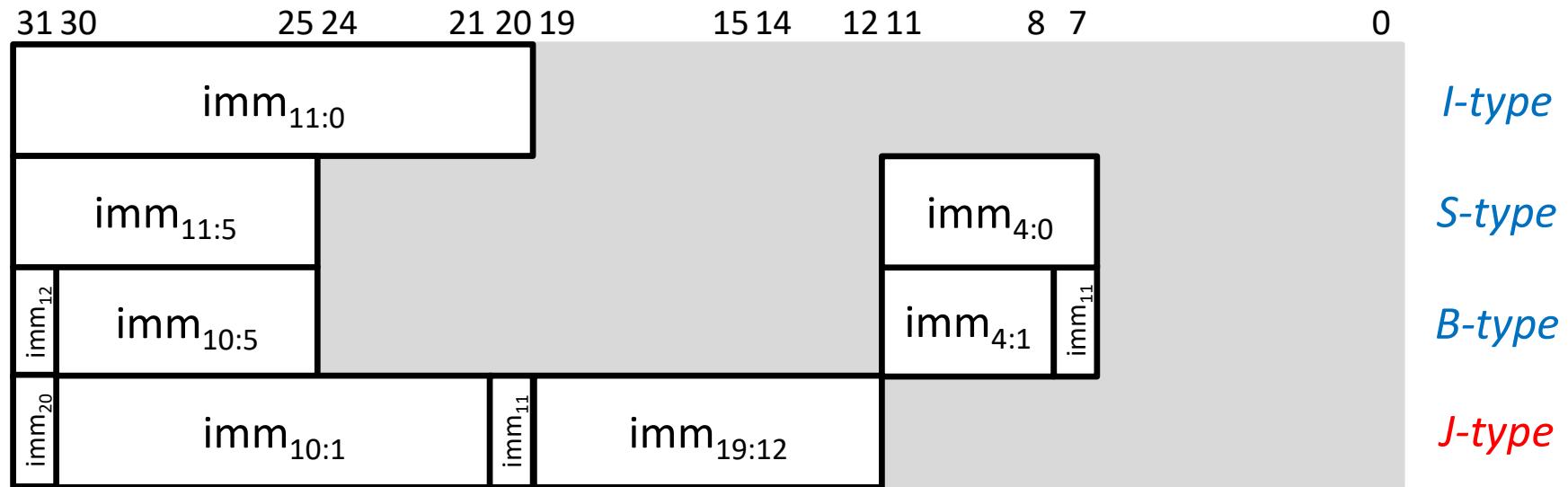


op	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ 0
11	x ₃₁ x ₁₉ x ₁₈ x ₁₇ x ₁₆ x ₁₅ x ₁₄ x ₁₃ x ₁₂ x ₂₀ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁

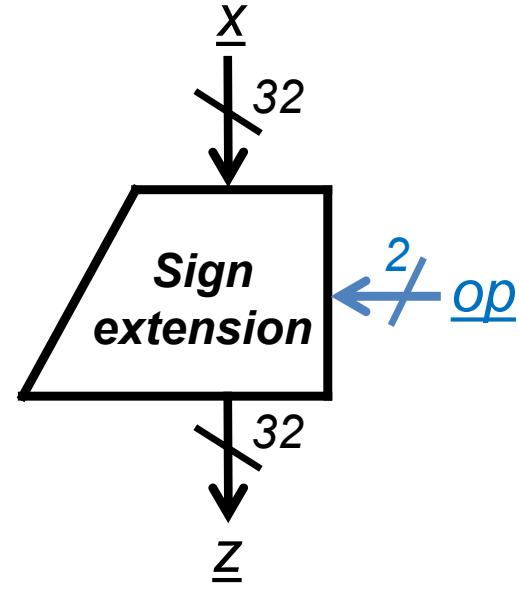
Sign Extension module design



Sign Extension module design



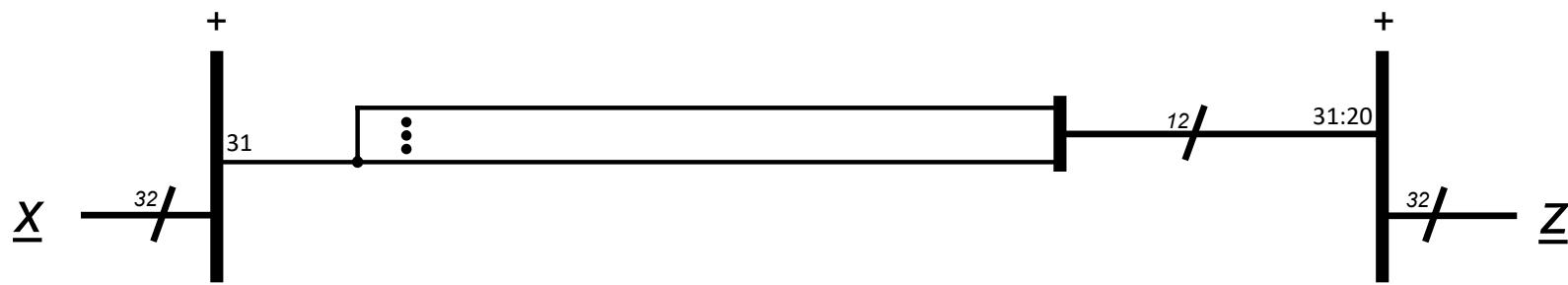
Sign Extension module design



<u>x</u>	1 32-bit data input (instruction)
<u>op</u>	1 operation selector input
<u>z</u>	1 32-bit data output (immediate operand)

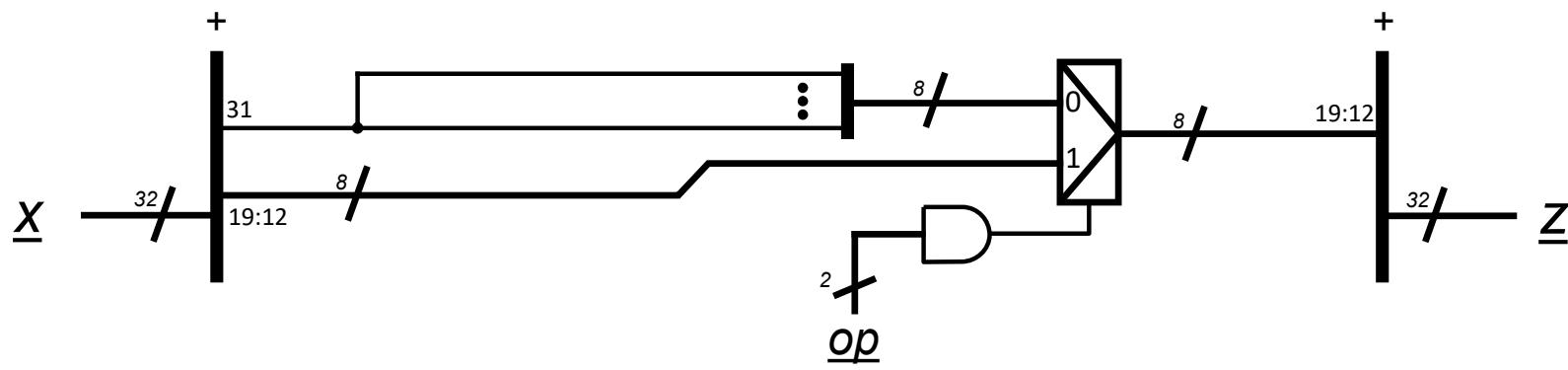
<u>op</u>	z ₃₁ z ₃₀ z ₂₉ z ₂₈ z ₂₇ z ₂₆ z ₂₅ z ₂₄ z ₂₃ z ₂₂ z ₂₁ z ₂₀ z ₁₉ z ₁₈ z ₁₇ z ₁₆ z ₁₅ z ₁₄ z ₁₃ z ₁₂ z ₁₁ z ₁₀ z ₉ z ₈ z ₇ z ₆ z ₅ z ₄ z ₃ z ₂ z ₁ z ₀
00	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ x ₂₀
01	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ x ₇
10	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₁₁ x ₁₀ x ₉ x ₈ 0
11	x ₃₁ x ₃₀ x ₂₉ x ₂₈ x ₂₇ x ₂₆ x ₂₅ x ₂₄ x ₂₃ x ₂₂ x ₂₁ 0

Sign Extension module design



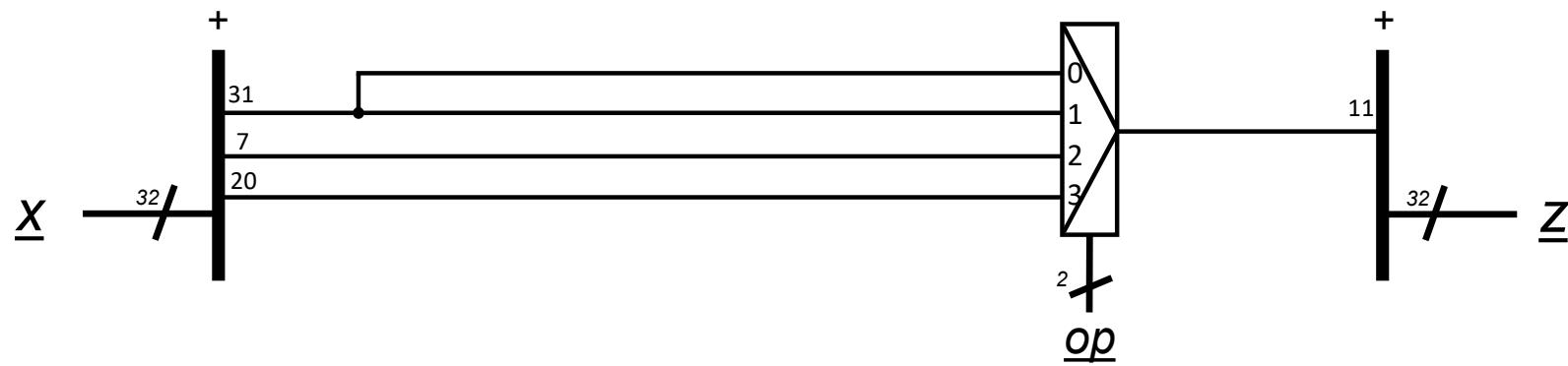
op	$z_{31} z_{30} z_{29} z_{28} z_{27} z_{26} z_{25} z_{24} z_{23} z_{22} z_{21} z_{20}$	$z_{19} z_{18} z_{17} z_{16} z_{15} z_{14} z_{13} z_{12} z_{11} z_{10} z_9 z_8 z_7 z_6 z_5 z_4 z_3 z_2 z_1 z_0$
00	$x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} x_{20}$
01	$x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{11} x_{10} x_9 x_8 x_7$
10	$x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{11} x_{10} x_9 x_8 0$
11	$x_{31} x_{31} x_{31}$	$x_{19} x_{18} x_{17} x_{16} x_{15} x_{14} x_{13} x_{12} x_{20} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} 0$

Sign Extension module design



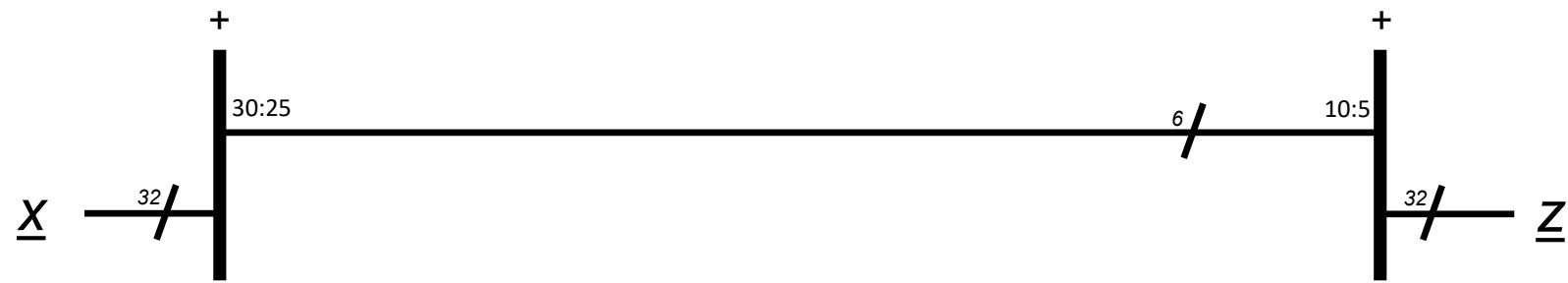
op	$z_{31} z_{30} z_{29} z_{28} z_{27} z_{26} z_{25} z_{24} z_{23} z_{22} z_{21} z_{20}$	$z_{19} z_{18} z_{17} z_{16} z_{15} z_{14} z_{13} z_{12}$	$z_{11} z_{10} z_9 z_8 z_7 z_6 z_5 z_4 z_3 z_2 z_1 z_0$
00	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} x_{20}$
01	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{11} x_{10} x_9 x_8 x_7$
10	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_7 x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{11} x_{10} x_9 x_8 0$
11	$x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31} x_{31}$	$x_{19} x_{18} x_{17} x_{16} x_{15} x_{14} x_{13} x_{12}$	$x_{20} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25} x_{24} x_{23} x_{22} x_{21} 0$

Sign Extension module design

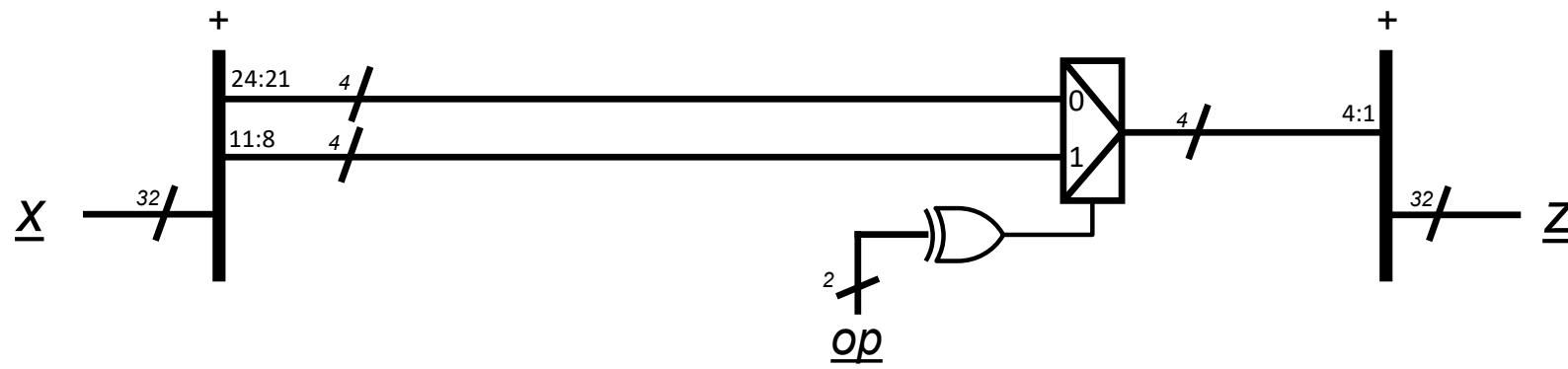


<u>op</u>	z_{31}	z_{30}	z_{29}	z_{28}	z_{27}	z_{26}	z_{25}	z_{24}	z_{23}	z_{22}	z_{21}	z_{20}	z_{19}	z_{18}	z_{17}	z_{16}	z_{15}	z_{14}	z_{13}	z_{12}	z_{11}	z_{10}	z_9	z_8	z_7	z_6	z_5	z_4	z_3	z_2	z_1	z_0		
00	x_{31}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{24}	x_{23}	x_{22}	x_{21}	x_{20}																						
01	x_{31}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{11}	x_{10}	x_9	x_8	x_7																						
10	x_{31}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{11}	x_{10}	x_9	x_8	0																						
11	x_{31}	x_{19}	x_{18}	x_{17}	x_{16}	x_{15}	x_{14}	x_{13}	x_{12}	x_{20}	x_{30}	x_{29}	x_{28}	x_{27}	x_{26}	x_{25}	x_{24}	x_{23}	x_{22}	x_{21}	0													

Sign Extension module design

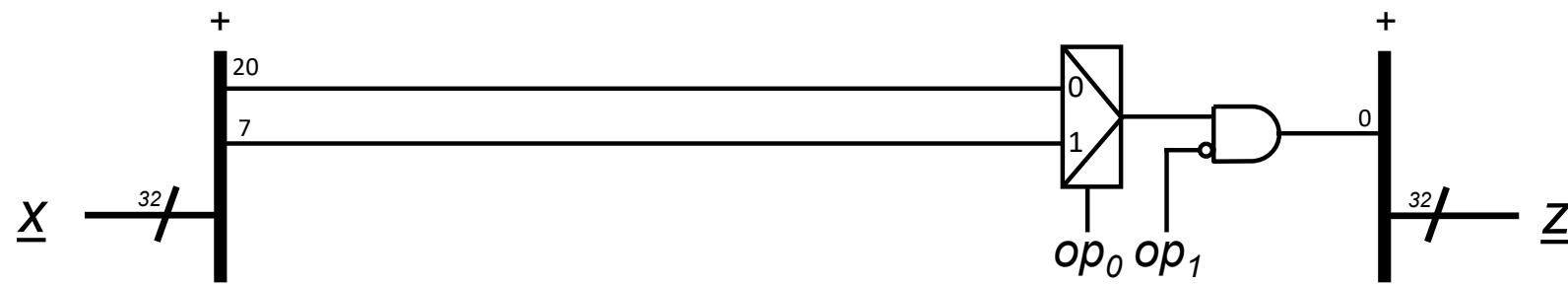


Sign Extension module design



<u>op</u>	$z_{31} z_{30} z_{29} z_{28} z_{27} z_{26} z_{25} z_{24} z_{23} z_{22} z_{21} z_{20} z_{19} z_{18} z_{17} z_{16} z_{15} z_{14} z_{13} z_{12} z_{11} z_{10} z_9 z_8 z_7 z_6 z_5$	$z_4 z_3 z_2 z_1$	z_0
00	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25}$	$x_{24} x_{23} x_{22} x_{21}$	x_{20}
01	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25}$	$x_{11} x_{10} x_9 x_8$	x_7
10	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25}$	$x_{11} x_{10} x_9 x_8$	0
11	$x_{31} x_{31} x_{30} x_{29} x_{28} x_{27} x_{26} x_{25}$	$x_{24} x_{23} x_{22} x_{21}$	0

Sign Extension module design



op	z_{31}	z_{30}	z_{29}	z_{28}	z_{27}	z_{26}	z_{25}	z_{24}	z_{23}	z_{22}	z_{21}	z_{20}	z_{19}	z_{18}	z_{17}	z_{16}	z_{15}	z_{14}	z_{13}	z_{12}	z_{11}	z_{10}	z_9	z_8	z_7	z_6	z_5	z_4	z_3	z_2	z_1	z₀
00	x ₃₁	x ₃₀	x ₂₉	x ₂₈	x ₂₇	x ₂₆	x ₂₅	x ₂₄	x ₂₃	x ₂₂	x ₂₁	x ₂₀																				
01	x ₃₁	x ₃₀	x ₂₉	x ₂₈	x ₂₇	x ₂₆	x ₂₅	x ₁₁	x ₁₀	x ₉	x ₈	x ₇																				
10	x ₃₁	x ₇	x ₃₀	x ₂₉	x ₂₈	x ₂₇	x ₂₆	x ₂₅	x ₁₁	x ₁₀	x ₉	x ₈	0																			
11	x ₃₁	x ₁₉	x ₁₈	x ₁₇	x ₁₆	x ₁₅	x ₁₄	x ₁₃	x ₁₂	x ₂₀	x ₃₀	x ₂₉	x ₂₈	x ₂₇	x ₂₆	x ₂₅	x ₂₄	x ₂₃	x ₂₂	x ₂₁	0											



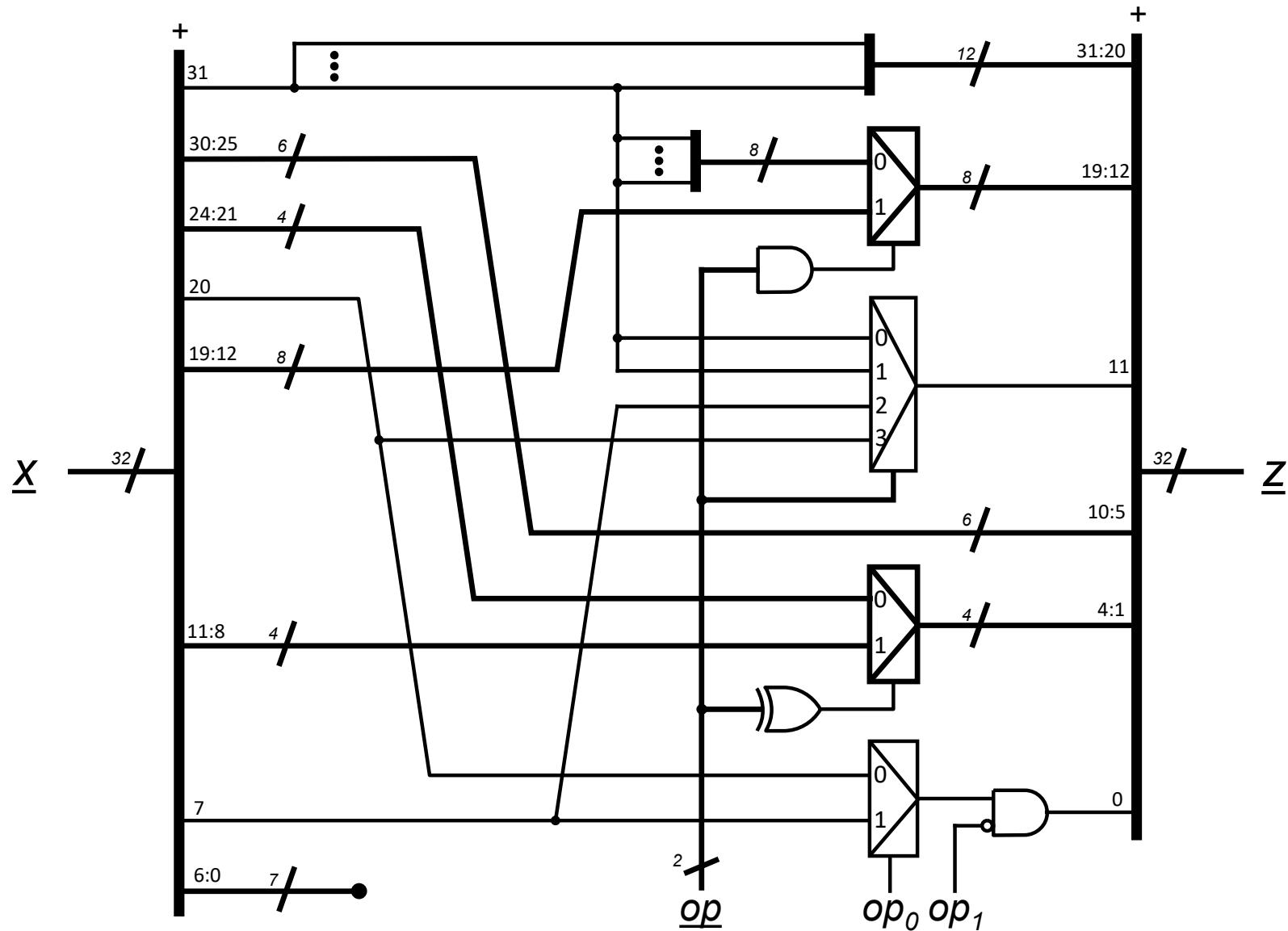
Sign Extension module design

31/10/23 version

module 5:
single-cycle processor design

FC-2

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Cost and cycle time calculation

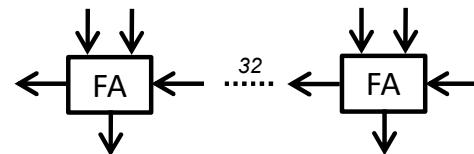
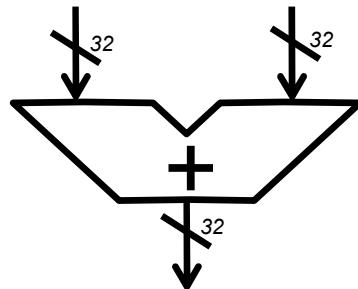


- The **processor cost** is the **addition of the costs** of each of the components that form it.
 - The **cost of each component** is calculated by adding the **cost of its cells**.
- The **processor cycle time** is the **maximum critical path** of the register transfers performed by the processor.
 - The **critical path** of a register transfer is **the data path with the largest delay** among all the paths involved in that transfer.
 - In the **single-cycle processor**, one instruction involving **1 or 2 register transfers** is executed per cycle: the PC update and the specific of each instruction.
- The **same cell library** (90nm CMOS) used in **FC-1** will be utilized for all the calculations.

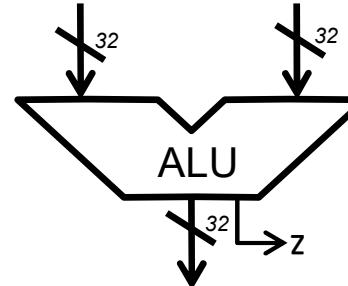


Cost and cycle time calculation

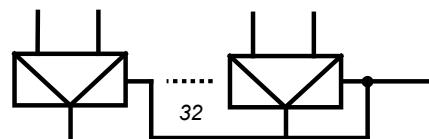
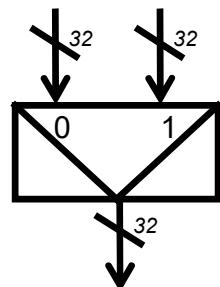
90 nm CMOS



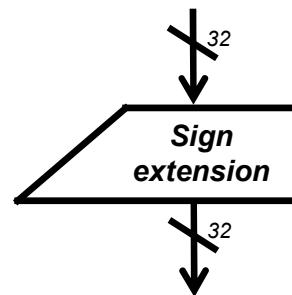
area: $32 \times 29.49 = 944 \mu\text{m}^2$
delay: $32 \times 226 = 7,232 \text{ ps}$



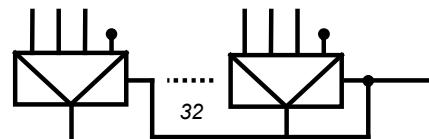
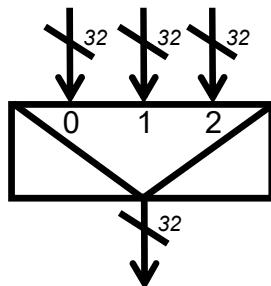
area: $3,052 \mu\text{m}^2$
delay: $8,360 \text{ ps}$



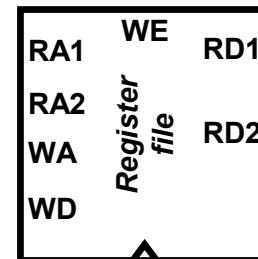
area: $32 \times 11.05 = 354 \mu\text{m}^2$
delay: 223 ps



area: $202 \mu\text{m}^2$
delay: 460 ps



area: $32 \times 23.04 = 737 \mu\text{m}^2$
delay: 250 ps



area: $51,405 \mu\text{m}^2$
read delay: 723 ps
write setup: 705 ps
 (due to the address DEC)

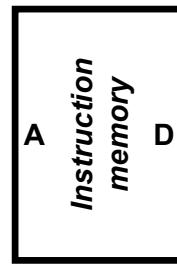


Cost and cycle time calculation

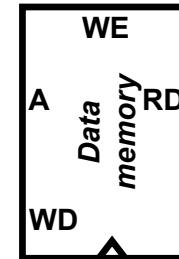
90 nm CMOS



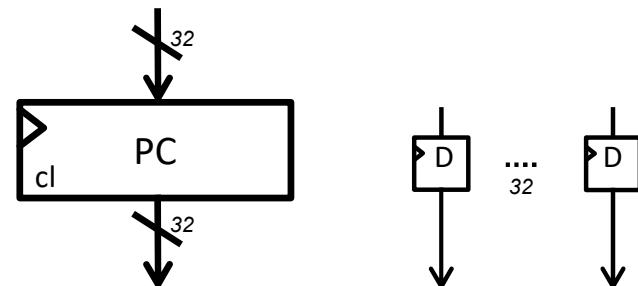
*Idealized behavior: delay comparable to the one of the ALU
(so that it can be read in one clock cycle)*



area: -
access time: 8,500 ps



area: -
access time: 8,500 ps



area: $32 \times 32.26 = 1,032 \mu\text{m}^2$
CLK → Q delay: $1 \times 167 = 167 \text{ ps}$
setup: 0 ps



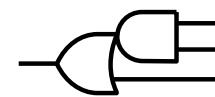
area: $56 \mu\text{m}^2$
delay: 490 ps



area: $65 \mu\text{m}^2$
delay: 451 ps



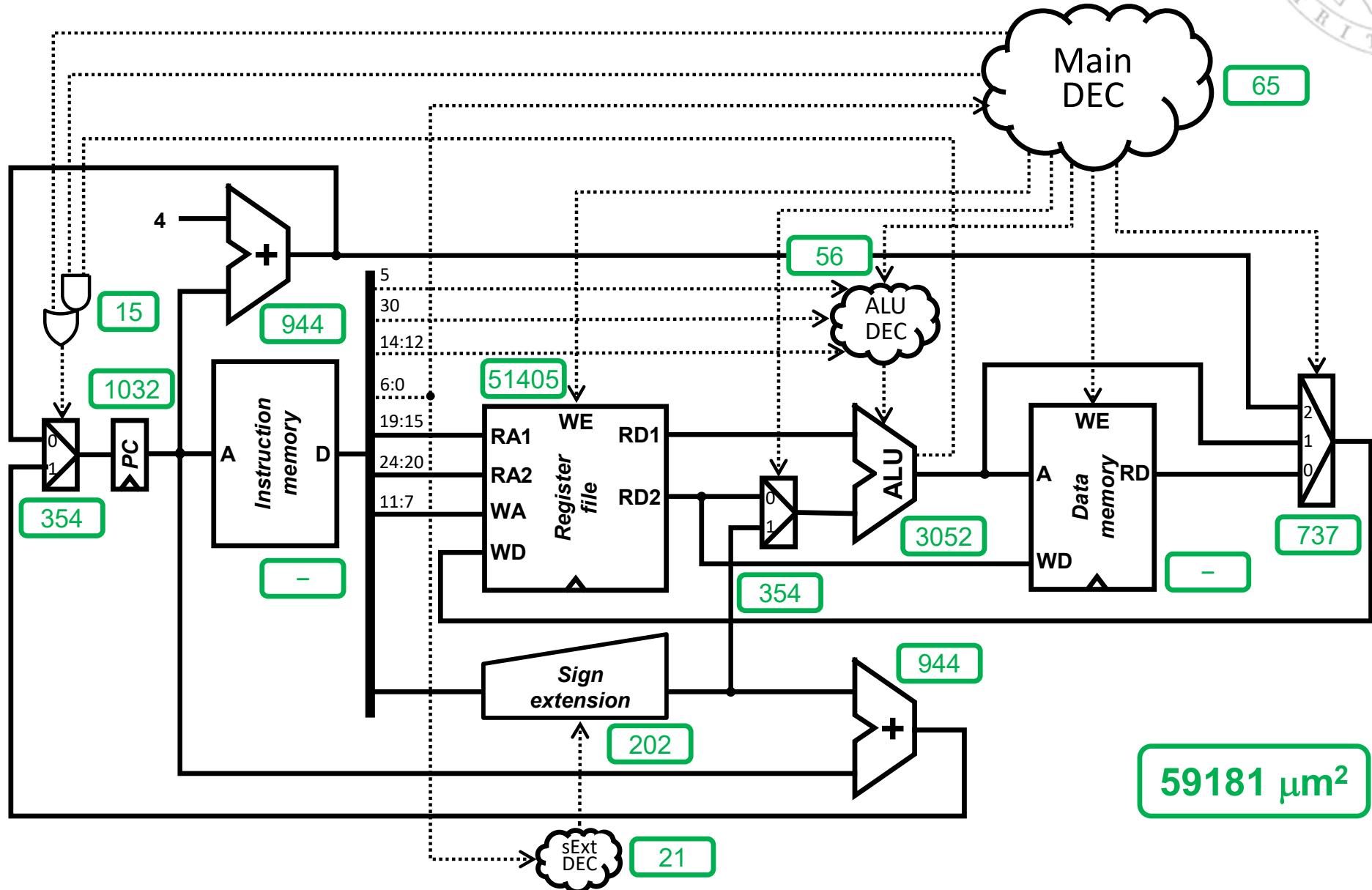
area: $21 \mu\text{m}^2$
delay: 451 ps



area: $15 \mu\text{m}^2$
delay: 351 ps



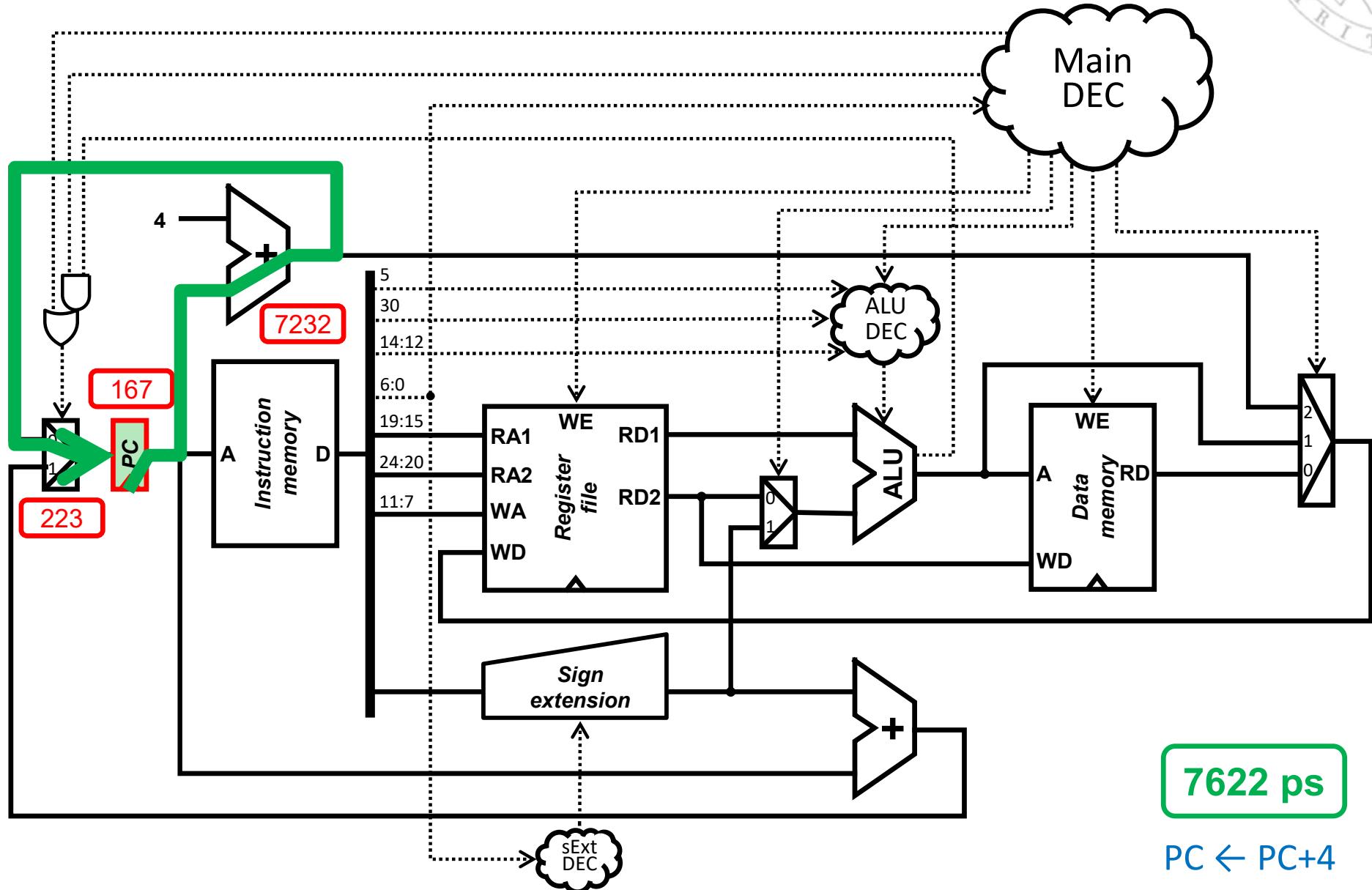
Cost calculation





Cycle time calculation

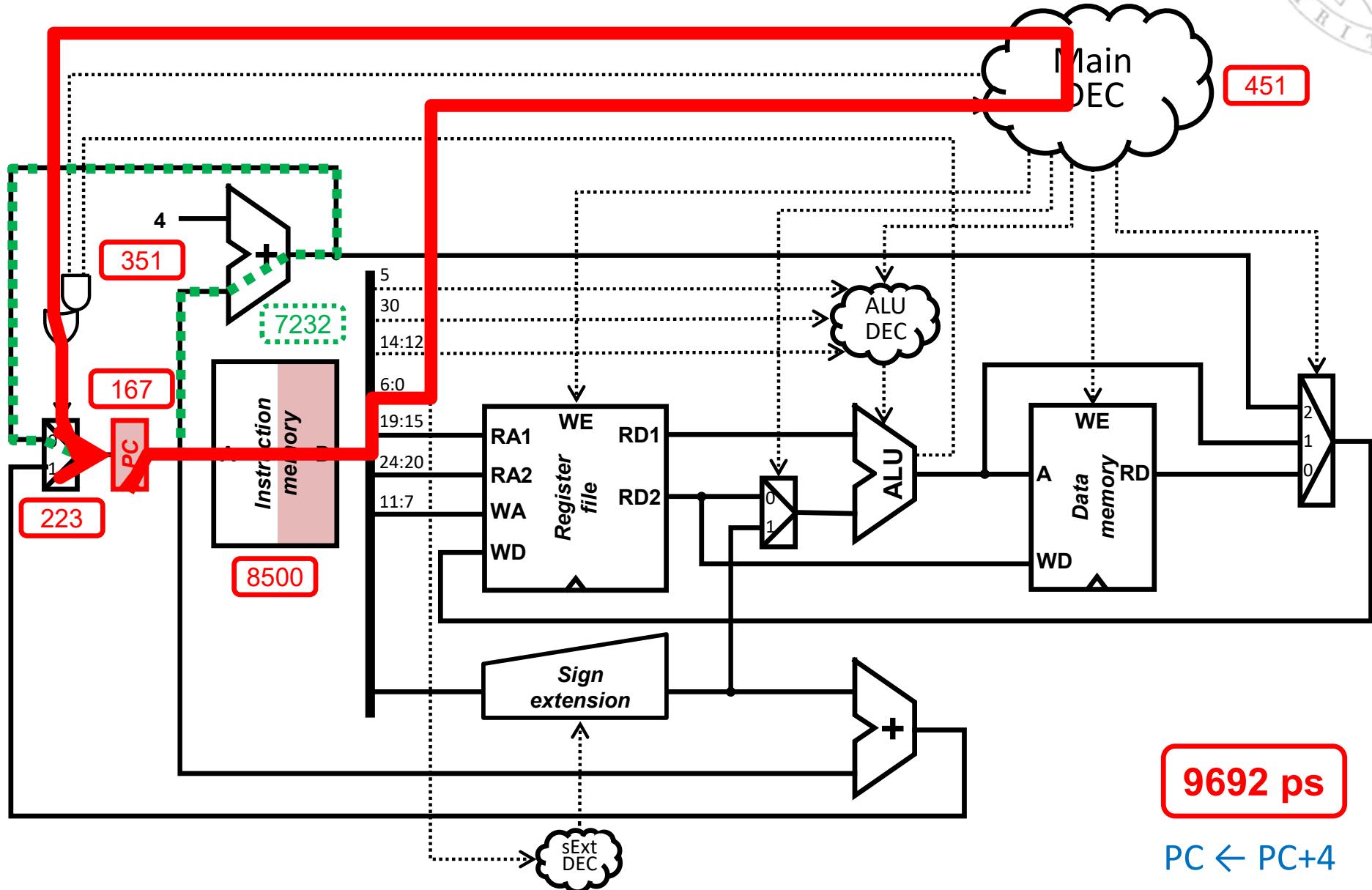
PC increment





Cycle time calculation

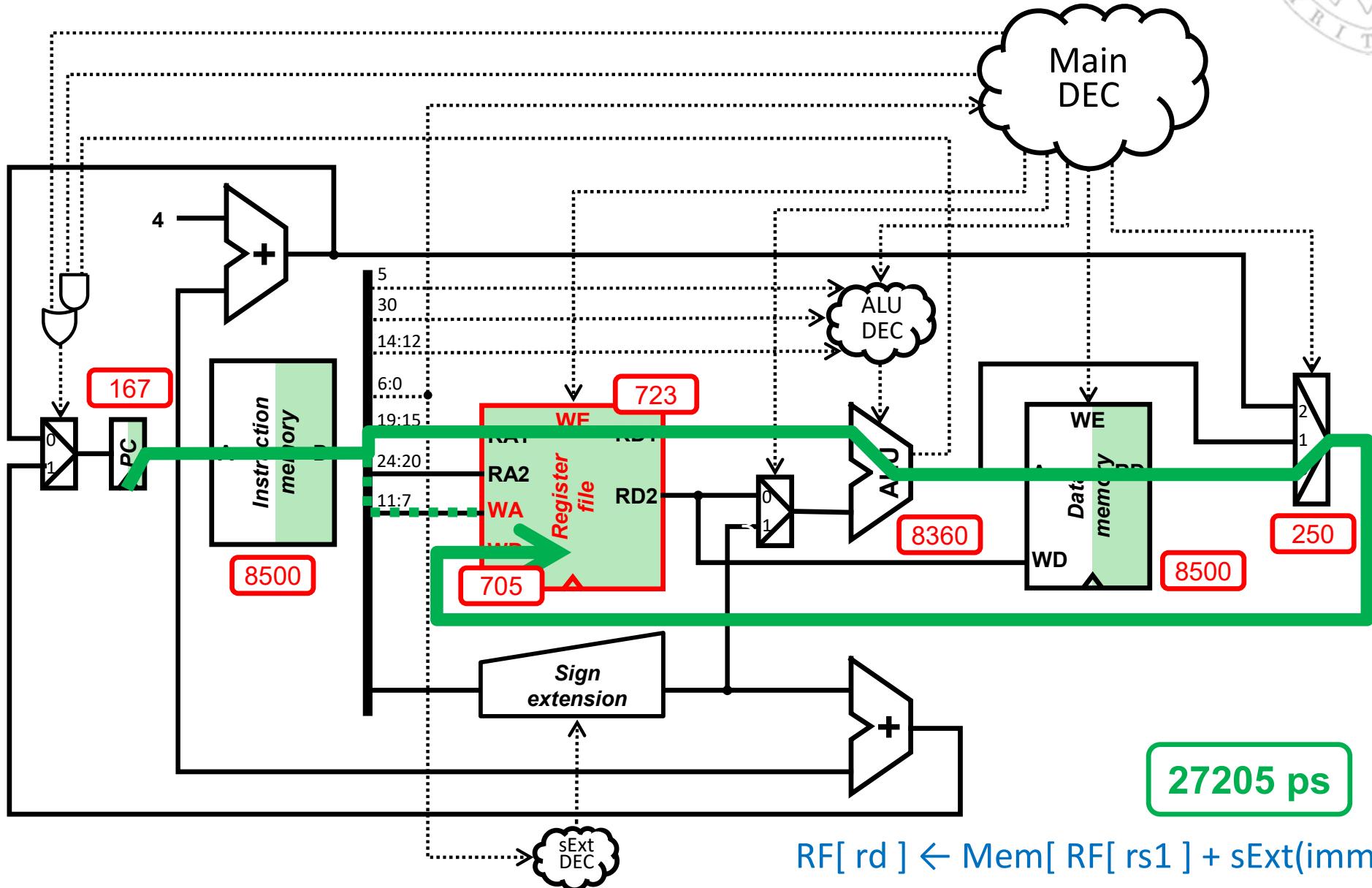
PC increment: critical path





Cycle time calculation

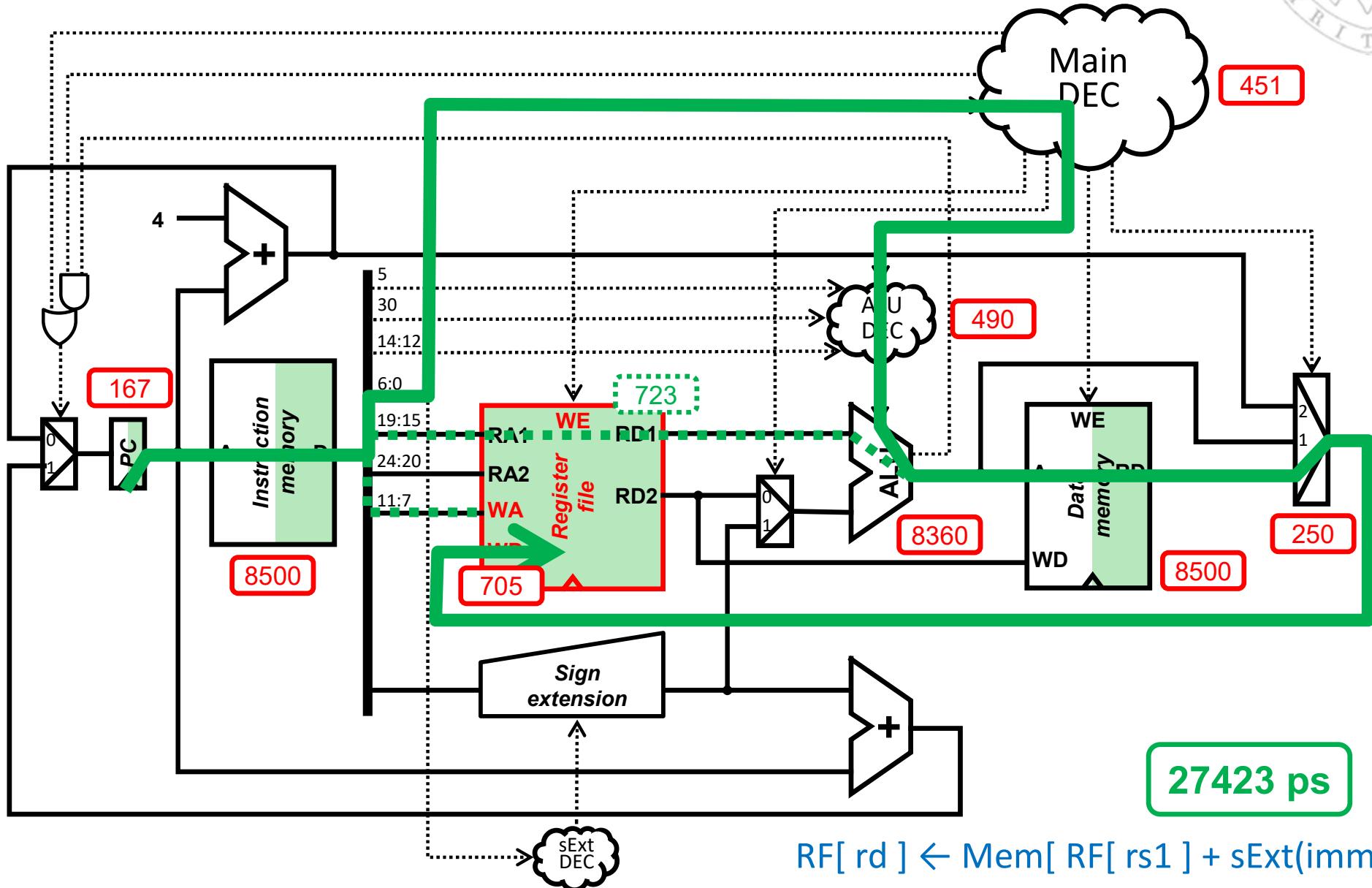
lw instruction (i)





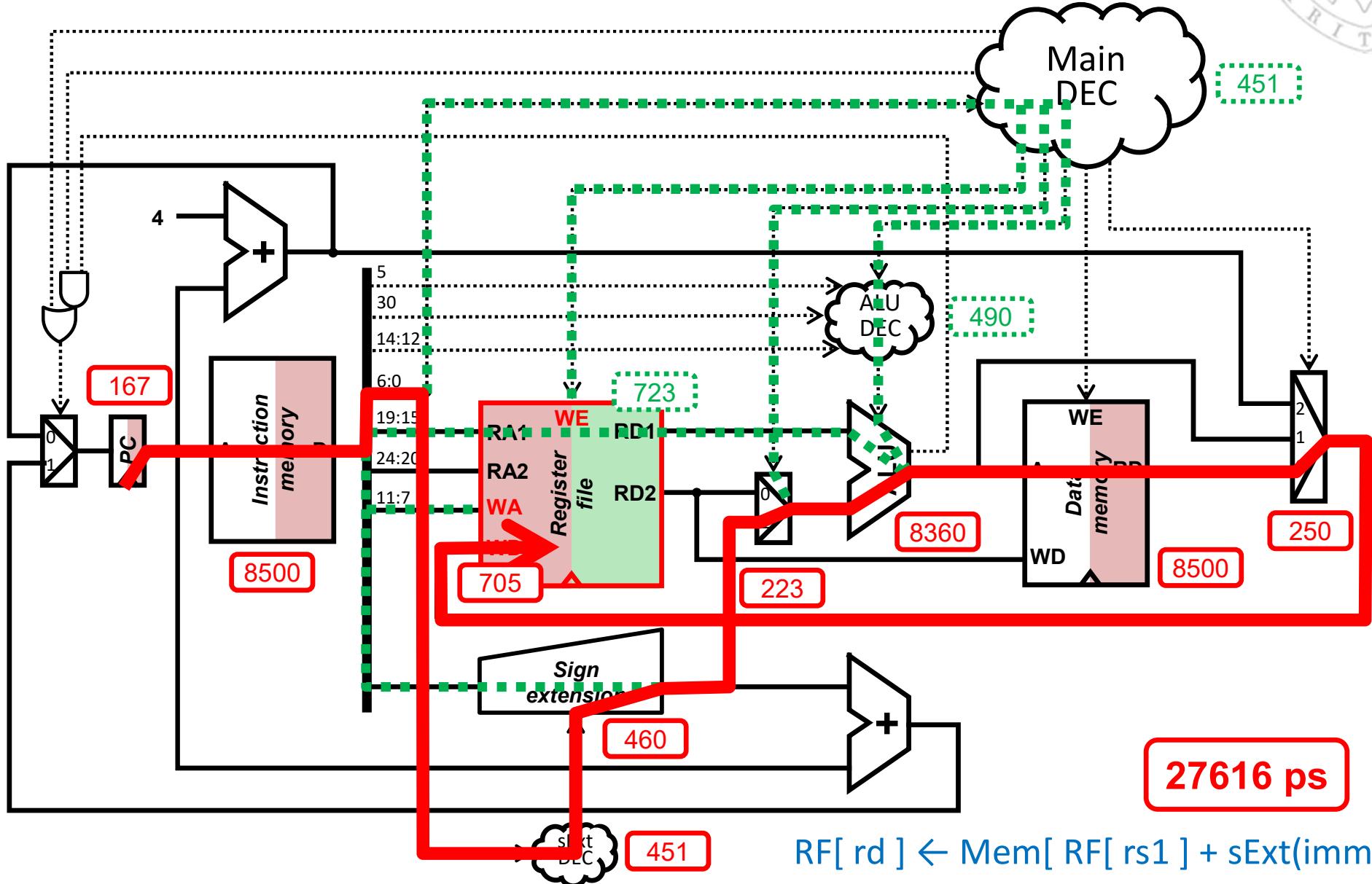
Cycle time calculation

lw instruction (ii)



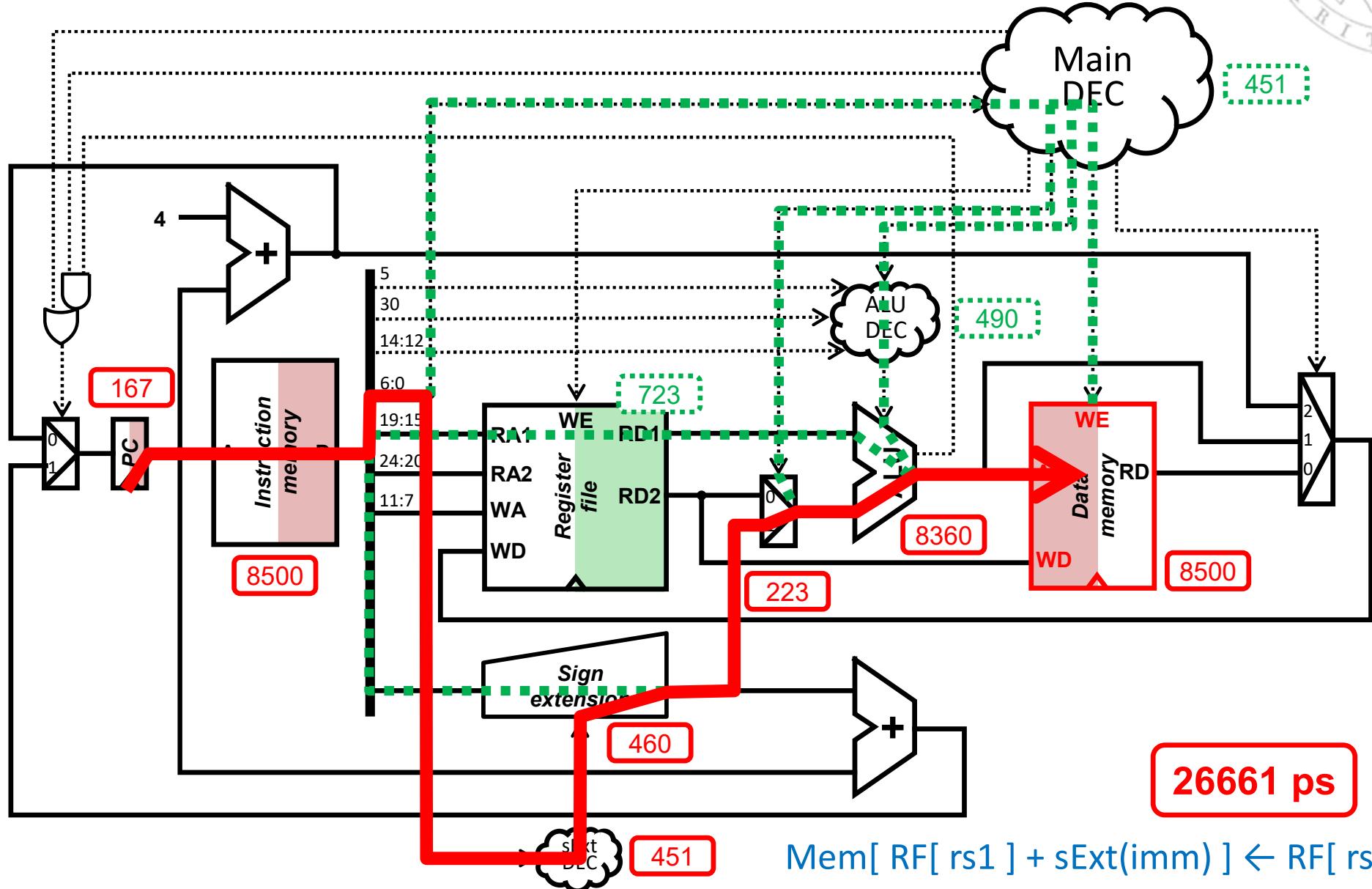
Cycle time calculation

1w instruction: critical path



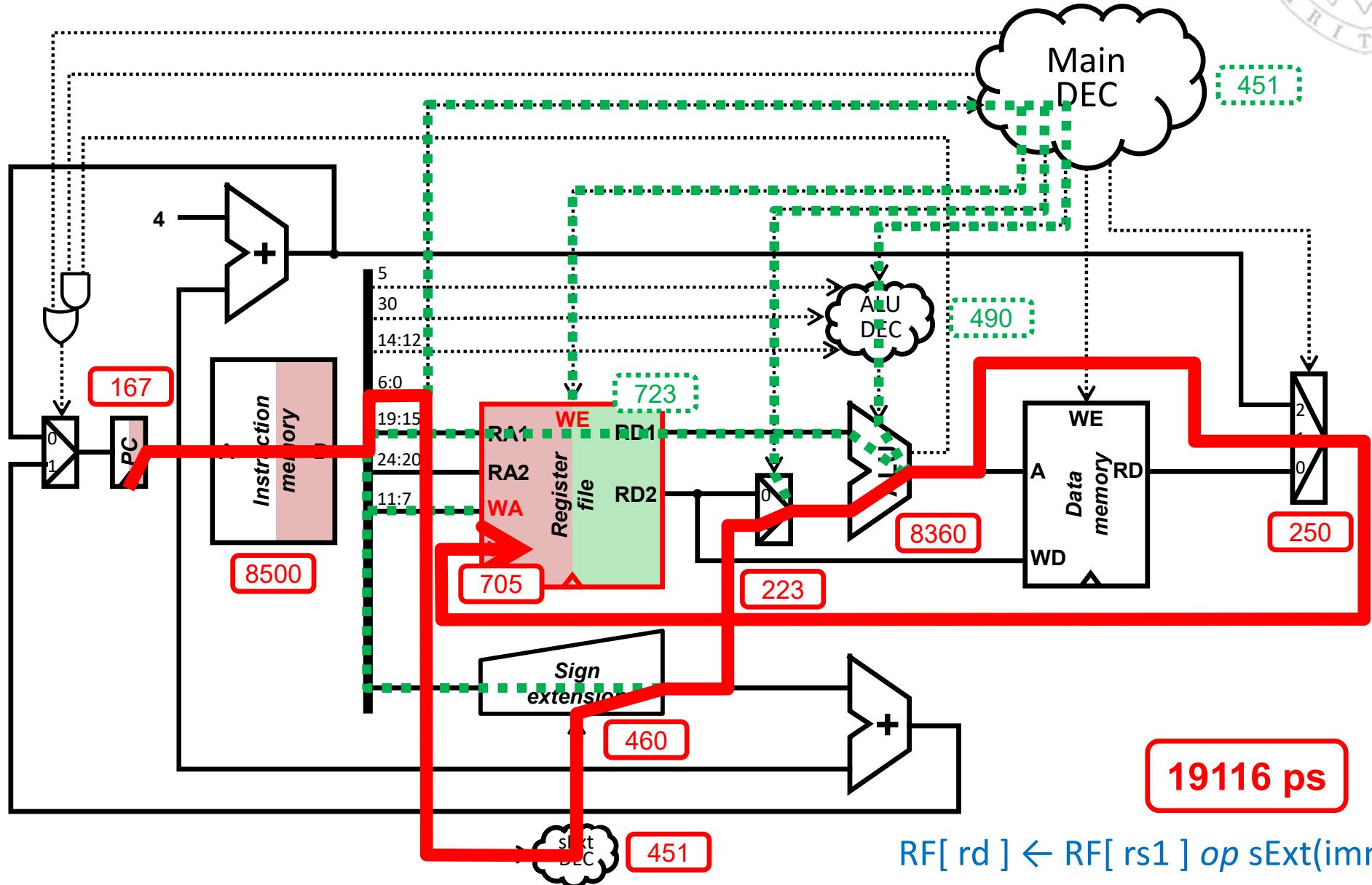
Cycle time calculation

sw instruction: critical path



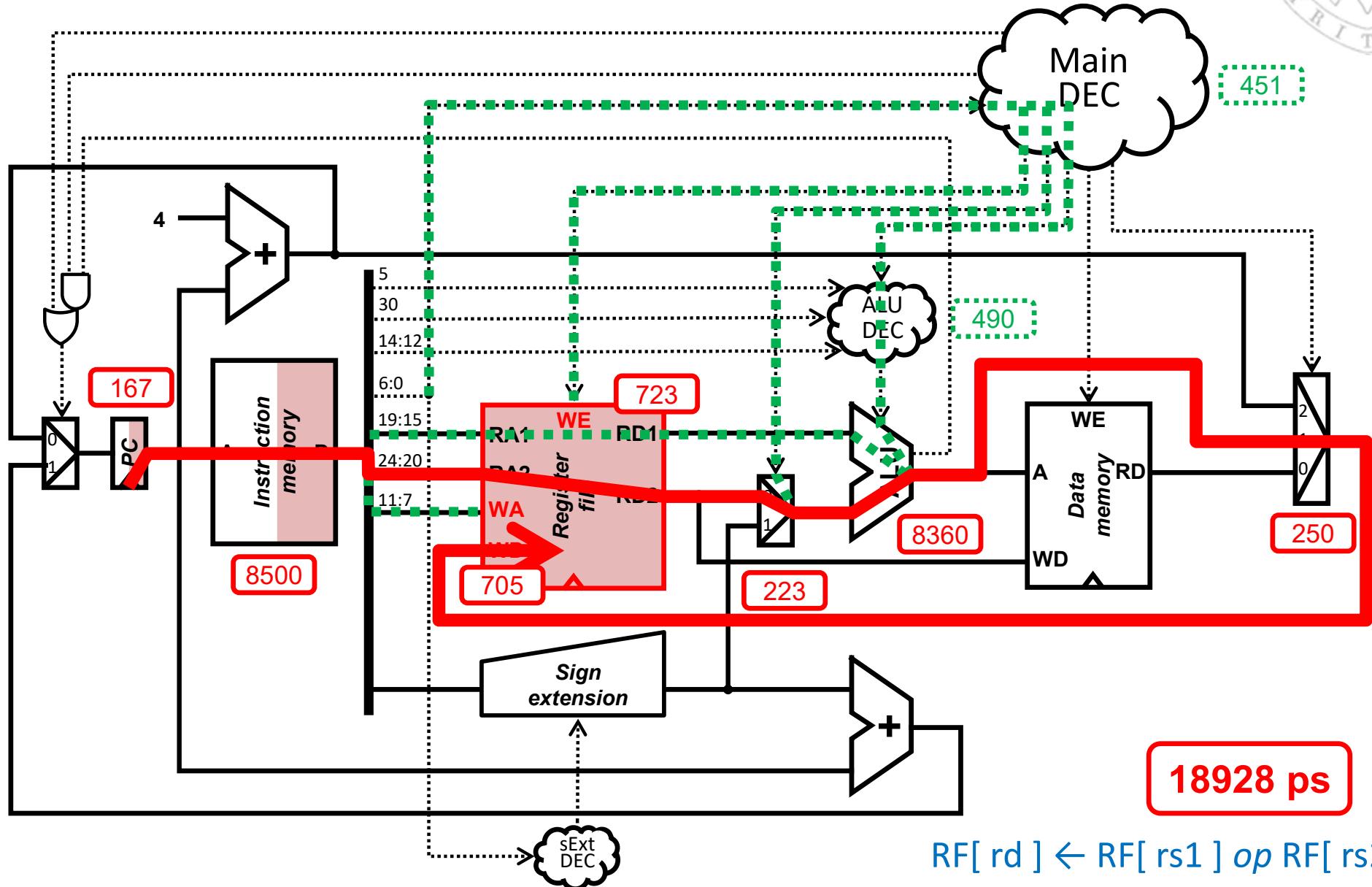
Cycle time calculation

addi-like instructions: critical path



Cycle time calculation

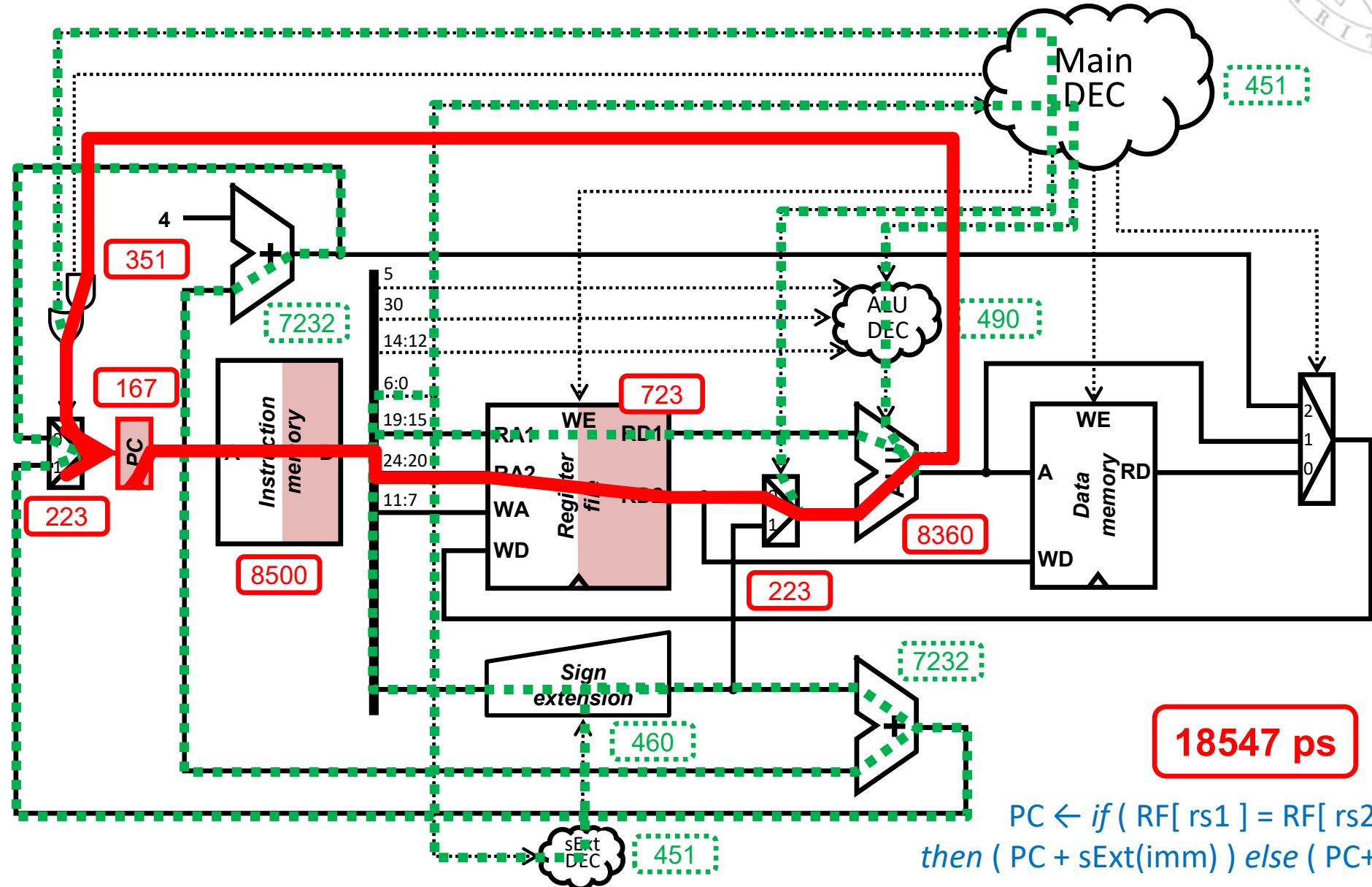
add-like instructions: critical path





Cycle time calculation

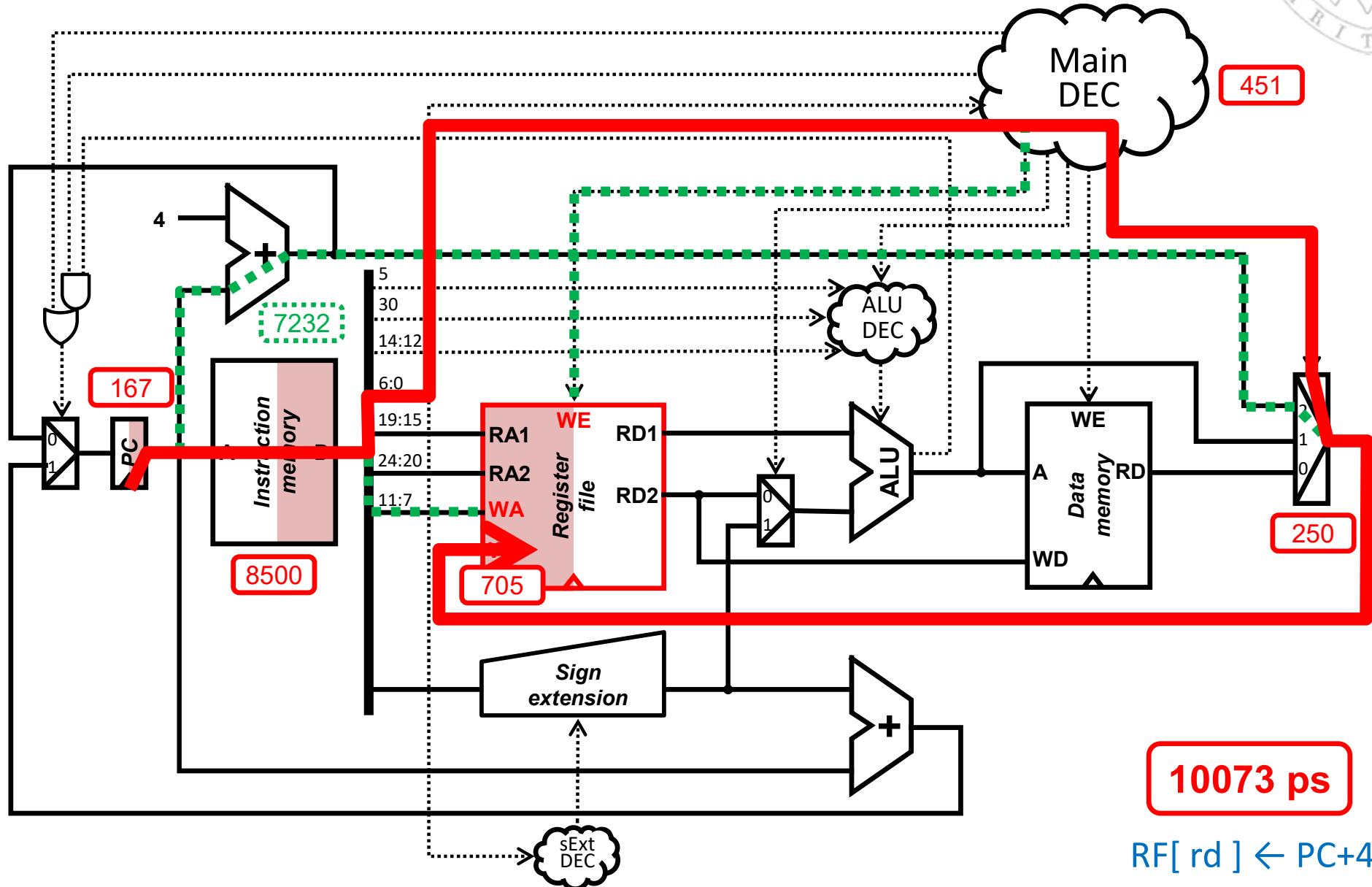
beq instruction: critical path





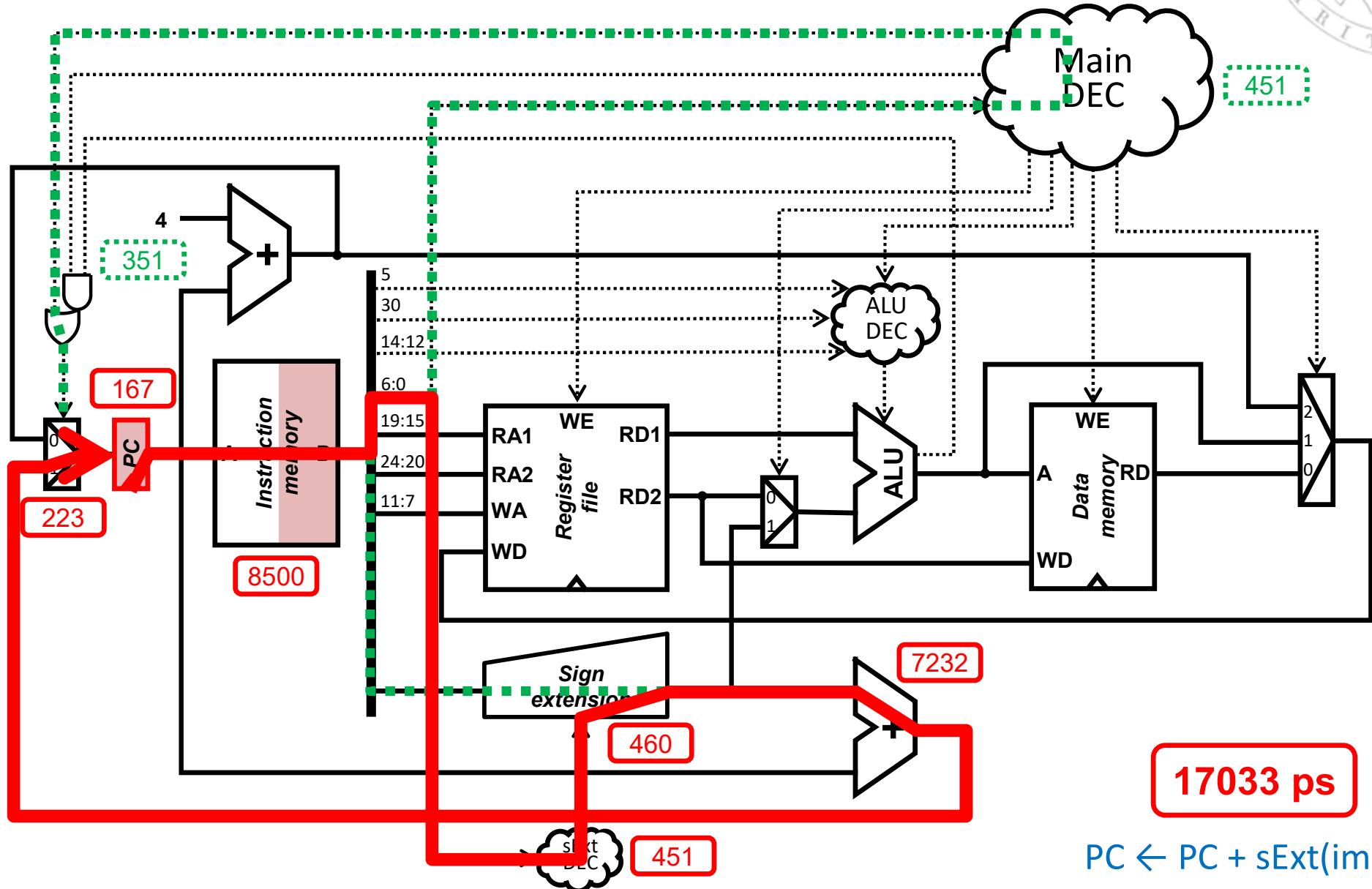
Cycle time calculation

jal instruction (return address store): critical path



Cycle time calculation

jal instruction (PC update): critical path



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