# Outline

- Représentation des nombres
- Circuits logiques
- Unité Arithmétique et Logique
- Notions de temps et de mémorisation
- Contrôle et jonction des composants
- Evolution des ordinateurs – Historique
- **A simple microprocessor**
- Programmation d'un microprocesseur
- Système complet
- Les microprocesseurs actuels
- Exploitation de la performance des microprocesseurs

# RISC Processors

- Architectures and complex instruction sets:
  - ⇒ Long design time (control circuit,…)
  - ⇒ Fast evolution of technology not fully taken advantage of
  - ⇒ Operands in memory → long access time
  - ⇒ More complex compilers
- RISC (*Reduced Instruction Set Computer*):
  - Few instructions, few addressing modes, few data formats, fixed instruction size.
  - Operands in registers only for fast access.
  - Instructions decomposed into pipeline stages
  - ⇒ More simple design, low cycle time.

# Instruction Sets

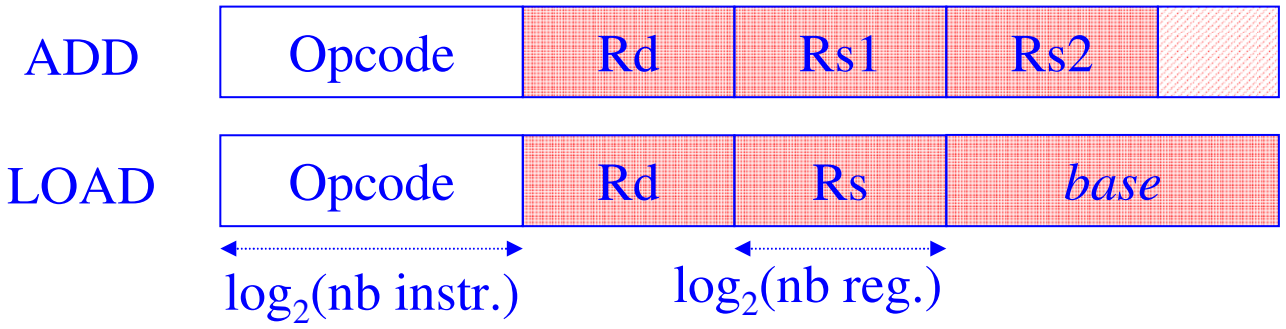
- The instruction set describes an abstract version of a processor (*ISA: Instruction Set Architecture*).
- An instruction set can correspond to many different implementations.
  - Example: x86 ISA and Intel processors.
- The instruction set must be able to:
  - Access memory
  - Perform arithmetic and logic operations
  - Control the program flow (branching)

# Designing a Simple Processor

## « Speficifactions » of the LC-2

- Use a 16-bit word:
  - Circuit size and speed constraints
  - Memory size
- A RISC processor (load/store, register operands, fixed-size instructions)
- Minimum ISA:
  - ALU: addition and minimum number of logic operations; operands: either registers, or immediate;
  - Memory: absolute addressing, index addressing
  - Control: unconditional branches, procedure calls, conditional branches (possible tests: zero, positive, negative); system calls; direct and indexed addressing
- Questions:
  - What ISA format ?
  - What implementation for the processor ?

# Instruction Set




- Instructions size = balance between
  - Number of instructions/operands
  - Number of registers
  - Memory size
  - Control circuit complexity
- Example: 16 bits for data word/instructions:
  - 16 instructions → 4 opcode bits.
  - 12 bits for operands (3 registers for ALU instructions; example: ADD Rd←Rs1,Rs2)
    - ⇒ maximum 4 bits per register number (16 registers)
  - *base* size (LOAD Rd←Rs1,*base*)
    - ⇒ depends on register size (4 bits for 16 registers, 6 bits for 8 registers)
- Predict the most important characteristics of upcoming architectures:
  - Adding new instructions
  - Increasing the number of registers
  - Facilitate memory access (large base size)
  - ...

# Instruction Set Design

- Arithmetic and logic instructions:
  - Be able to write any logic expression.
  - Be able to make any arithmetic computation.
  - Two addressing modes:
    - Immediate
    - Direct

- `ADD Rd←Rs1,Rs2`
  - `Rd←Rs1+Rs2`
- `AND Rd←Rs1,Rs2`
  - `Rd←ET(Rs1,Rs2)`
- `ADD Rd←Rs,valeur`
  - `Rd←Rs+valeur`
- `AND Rd←Rs,valeur`
  - `Rd←ET(Rs,valeur)`
- `NOT Rd←Rs`
  - `Rd←NOT(Rs)`

# Instruction Set Design

- Memory access:
  - Load
  - Store
  - 3 addressing modes:
    - Direct
    - Indexed
    - Immediate

- LD Rd←*M(adresse)*
- ST Rs→*M(adresse)*
  - Direct addressing
  - Address = PC[15:9],offset[8:0]
- LDR Rd←Rs,*index*
  - Direct addressing
  - Address = Rs + index
- STR Rs2→Rs1,*index*
  - Direct addressing
  - Address = Rs1 + index
- LEA Rd←*adresse*
  - Direct addressing
  - Rd←PC[15:9],offset[8:0]

# Instruction Set Design

- Control:
  - Unconditional branch
  - Conditional branch
  - Procedure call and return
  - System call
- Condition bits:
  - 1-bit registers for conditional branches
  - Updated by instructions upon writing into registers
  - **N** (Negative), **P** (Positive), **Z** (Zéro).

- `JMP/JSR L,`*`offset`*
  - Direct addressing
  - If L=1 R7←PC
  - PC←PC[15:9],offset[8:0]
- `JMPR/JSRR L,Rs,`*`base`*
  - Indexed addressing
  - If L=1 R7←PC
  - PC←Rs + base
- `BR nzp `*`offset`*
  - Direct addressing
  - PC←PC[15:9],offset[8:0]
  - Test condition registers if n,z and/or p bit is 1
    - ✓ Condition value = N&n | P&p | Z&z
- `RET`
  - PC←R7
- `TRAP `*`trapvect8`*
  - Call a system subroutine
  - R7←PC
  - PC←@(00000000trapvec8)

# Instruction Set Format


| Opcode | Instruction |
|---|---|
| 0000 | **BR** |
| 0100 | **JMP/JSR** |
| 1100 | **JMPR/JSRR** |
| 1111 | **TRAP** |
| 1101 | **RET** |

*Contrôle*

| Opcode | Instruction |
|---|---|
| 0010 | **LD** |
| 0110 | **LDR** |
| 1110 | **LEA** |
| 0011 | **ST** |
| 0111 | **STR** |

*Mémoire*

| Opcode | Instruction |
|---|---|
| 0001 | **ADD** |
| 0101 | **AND** |
| 1001 | **NOT** |

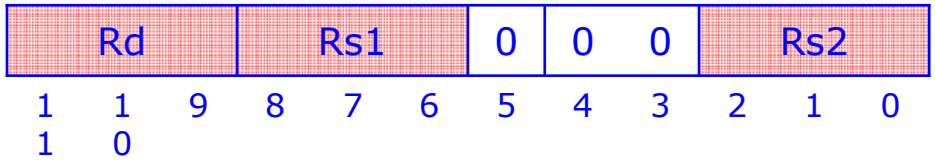
*ALU*

- $\leq$ 16 instructions $\rightarrow$ 4 opcode bits.
- Opcode:
  - Simplify control circuit
  - Possible ISA extensions

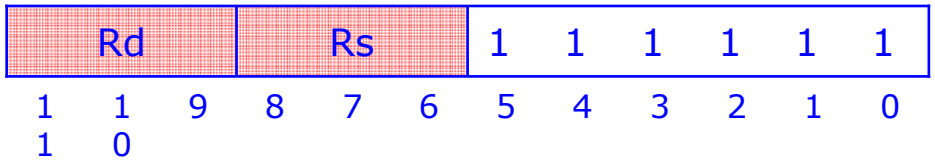
# Instruction Set Format

- 8 registers → 3 bits.

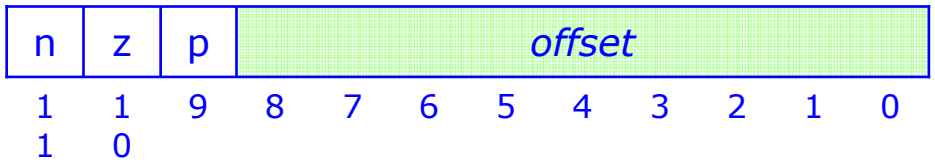
- ADD, AND:



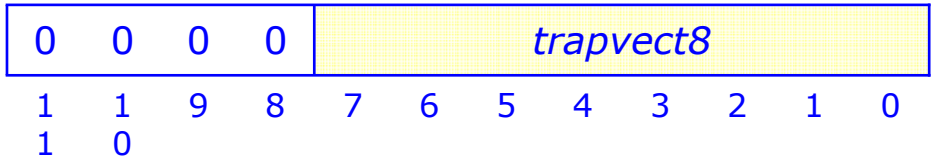

- NOT:



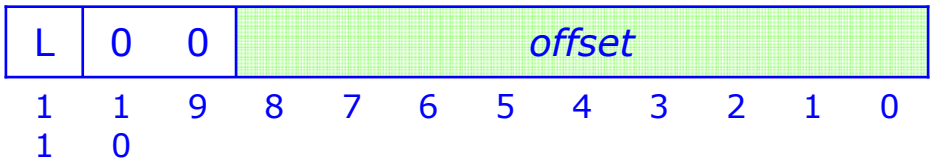

- BR:



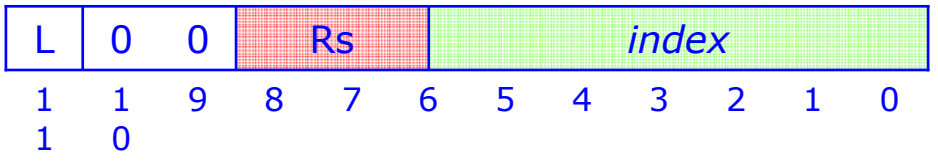

- TRAP:



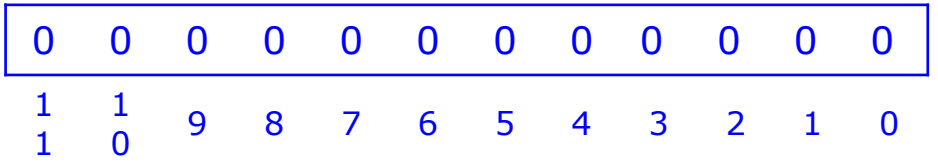

- JSR/JMP:



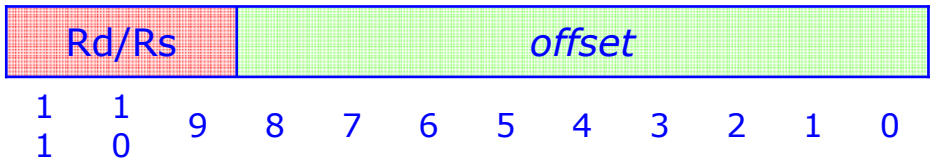

- JSRR/JMPR:



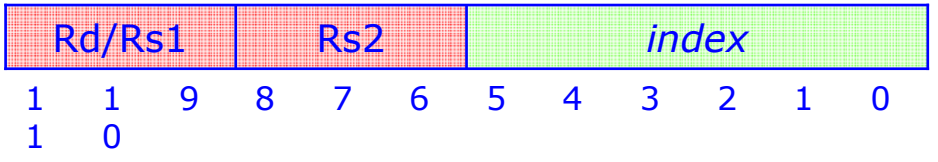

- RET:



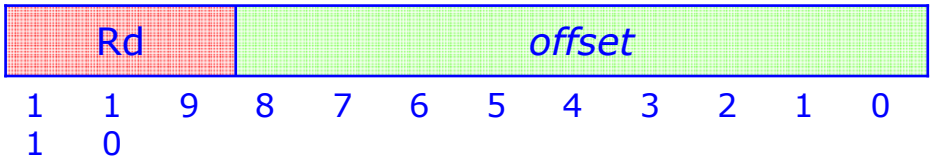

- LD/ST:




- LDR/STR:

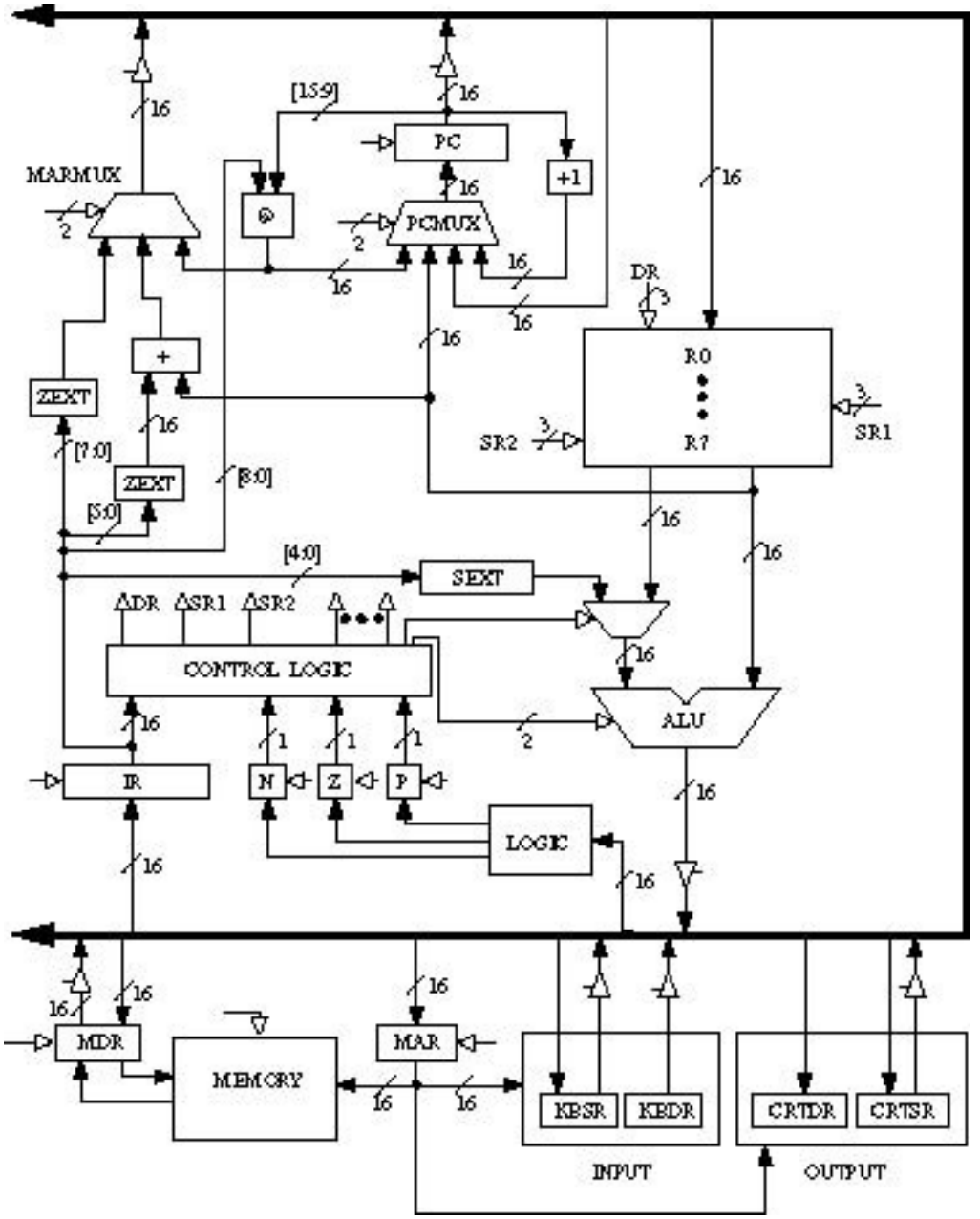



- LEA:



# Processor Architecture

- Instruction execution stages (1 stage = 1 processor cycle):
  1. Send instruction address
  2. Fetch instruction
  3. Store instruction
  4. Decode (fetch operands)
  5. Compute address
  6. Fetch operands from memory
  7. Execution
  8. Write result




ADD R5, R4, #3