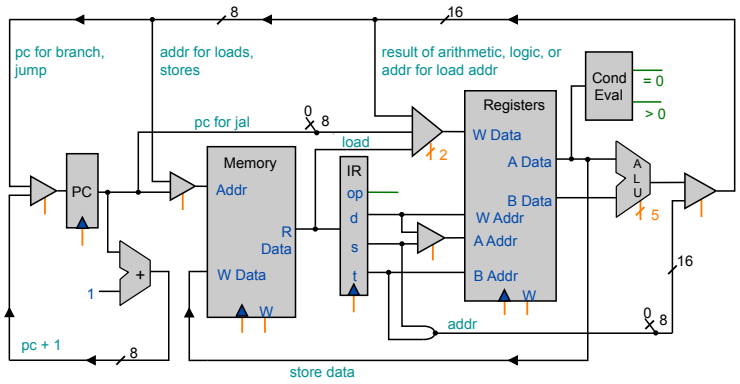
6.3: TOY Machine Architecture



The TOY Machine

TOY machine.

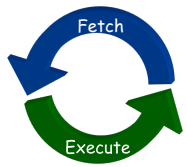
- 256 16-bit words of memory.
- 16 16-bit registers.
- 1 8-bit program counter.
- 16 instructions types.

What we've done.

- Written programs for the TOY machine.
- Software implementation of fetch-execute cycle.
  - TOY simulator.

Our goal today.

- Hardware implementation of fetch-execute cycle.
  - TOY computer.



Designing a Processor

How to build a microprocessor?

- Develop instruction set architecture (ISA).
  - 16-bit words, 16 TOY machine instructions
- Determine major components.
  - ALU, memory, registers, program counter
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  - "flow" of bits
- Establish clocking methodology.
  - 2-cycle design: fetch, execute
- Analyze how to implement each instruction.
  - determine settings of control signals

Instruction Set Architecture

Instruction set architecture (ISA).

- 16-bit words, 256 words of memory, 16 registers.
- Determine set of primitive instructions.
  - too narrow ⇒ cumbersome to program
  - too broad ⇒ cumbersome to build hardware
- TOY machine: 16 instructions.

Instructions	
0:	halt
1:	add
2:	subtract
3:	and
4:	xor
5:	shift left
6:	shift right
7:	load address

Instructions	
8:	load
9:	store
A:	load indirect
B:	store indirect
C:	branch zero
D:	branch positive
E:	jump register
F:	jump and link

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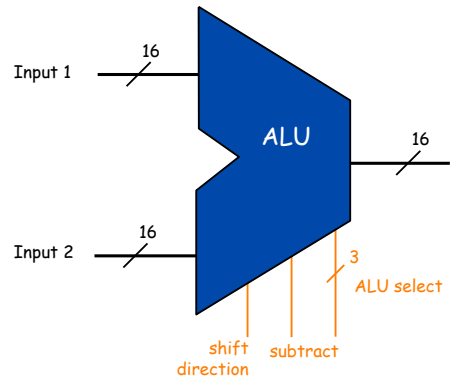
Arithmetic Logic Unit

TOY ALU.

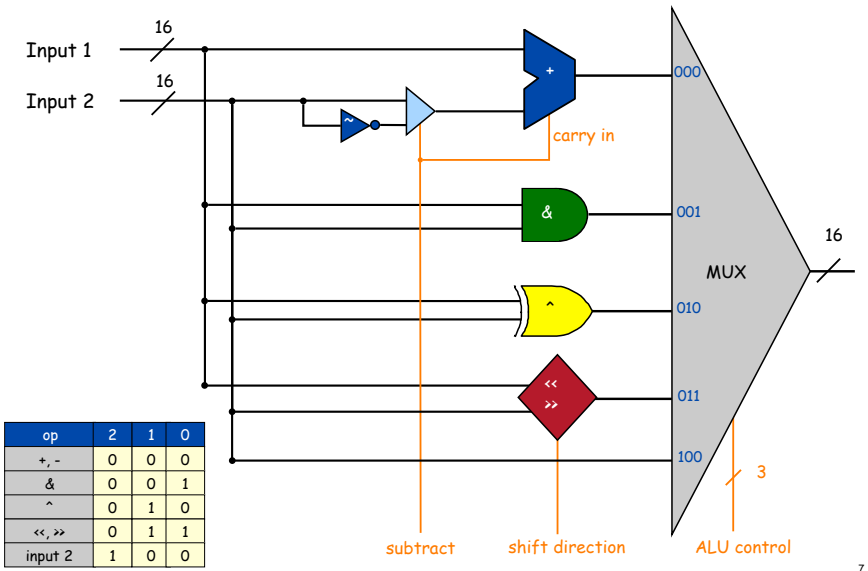
- Big combinational circuit.
- 16-bit bus.
- Add, subtract, and, xor, shift left, shift right, copy input 2.

technical hack

op	2	1	0
+, -	0	0	0
&	0	0	1
^	0	1	0
<<, >>	0	1	1
input 2	1	0	0



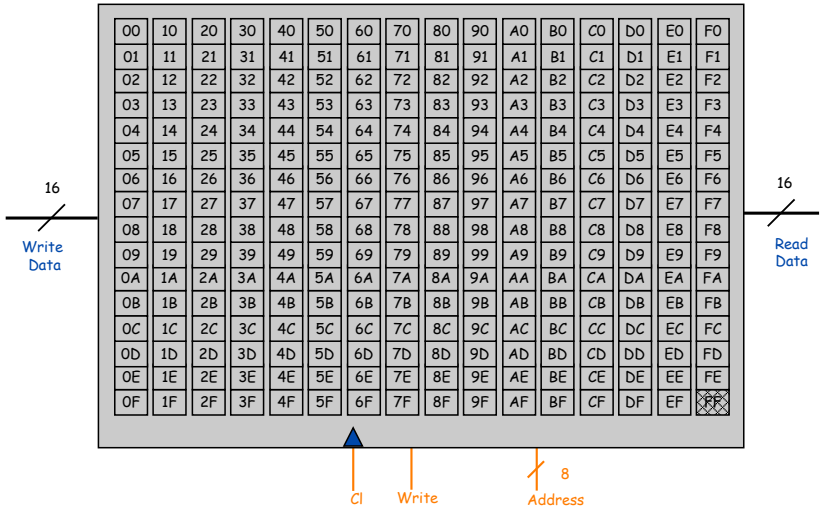
Arithmetic Logic Unit: Implementation



op	2	1	0
+, -	0	0	0
&	0	0	1
^	0	1	0
<<, >>	0	1	1
input 2	1	0	0

Main Memory

TOY main memory: 256 x 16-bit register file.

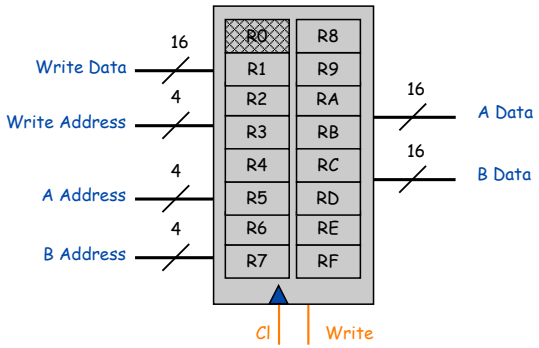


00	10	20	30	40	50	60	70	80	90	A0	B0	C0	D0	E0	F0
01	11	21	31	41	51	61	71	81	91	A1	B1	C1	D1	E1	F1
02	12	22	32	42	52	62	72	82	92	A2	B2	C2	D2	E2	F2
03	13	23	33	43	53	63	73	83	93	A3	B3	C3	D3	E3	F3
04	14	24	34	44	54	64	74	84	94	A4	B4	C4	D4	E4	F4
05	15	25	35	45	55	65	75	85	95	A5	B5	C5	D5	E5	F5
06	16	26	36	46	56	66	76	86	96	A6	B6	C6	D6	E6	F6
07	17	27	37	47	57	67	77	87	97	A7	B7	C7	D7	E7	F7
08	18	28	38	48	58	68	78	88	98	A8	B8	C8	D8	E8	F8
09	19	29	39	49	59	69	79	89	99	A9	B9	C9	D9	E9	F9
0A	1A	2A	3A	4A	5A	6A	7A	8A	9A	AA	BA	CA	DA	EA	FA
0B	1B	2B	3B	4B	5B	6B	7B	8B	9B	AB	BB	CB	DB	EB	FB
0C	1C	2C	3C	4C	5C	6C	7C	8C	9C	AC	BC	CC	DC	EC	FC
0D	1D	2D	3D	4D	5D	6D	7D	8D	9D	AD	BD	CD	DD	ED	FD
0E	1E	2E	3E	4E	5E	6E	7E	8E	9E	AE	BE	CE	DE	EE	FE
0F	1F	2F	3F	4F	5F	6F	7F	8F	9F	AF	BF	CF	DF	EF	FF

Registers

TOY registers: fancy 16 x 16-bit register file.

- Want to be able to read two registers, and write to a third in the same instructions: `R1 ← R2 + R3`.
- 3 address inputs, 1 data input, 2 data outputs.
- Add decoders and muxes for additional ports.



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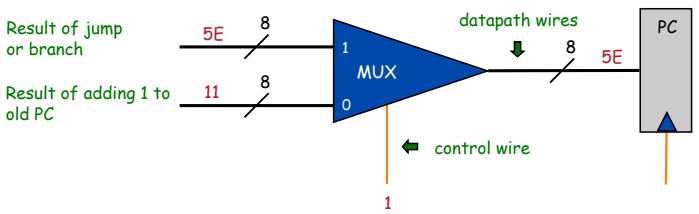
Datapath and Control

Datapath.

- Layout and interconnection of components.
- Must accommodate all instruction types.

Control.

- Choreographs the "flow" of information on the datapath.
- Depending on instruction, different control wires are turned on.



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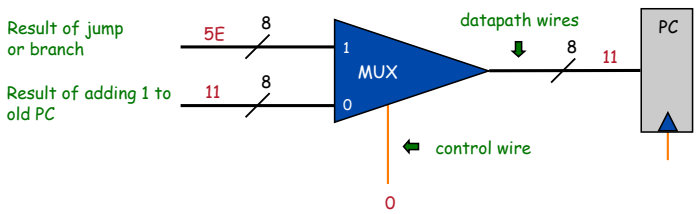
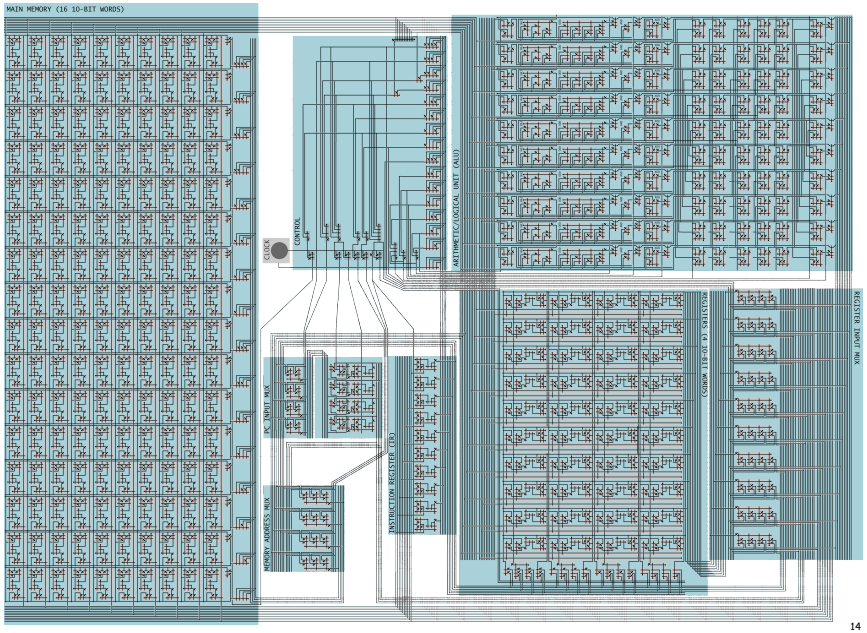
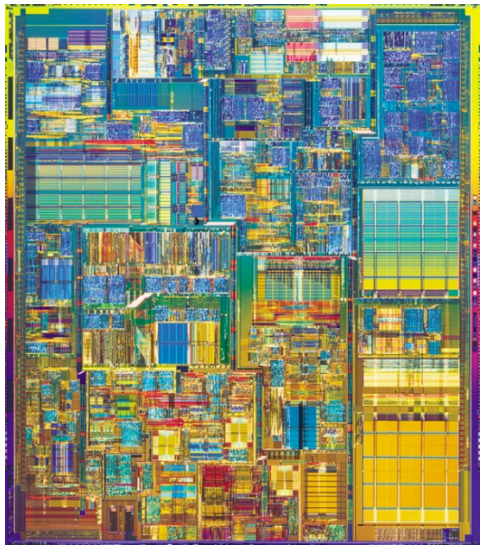
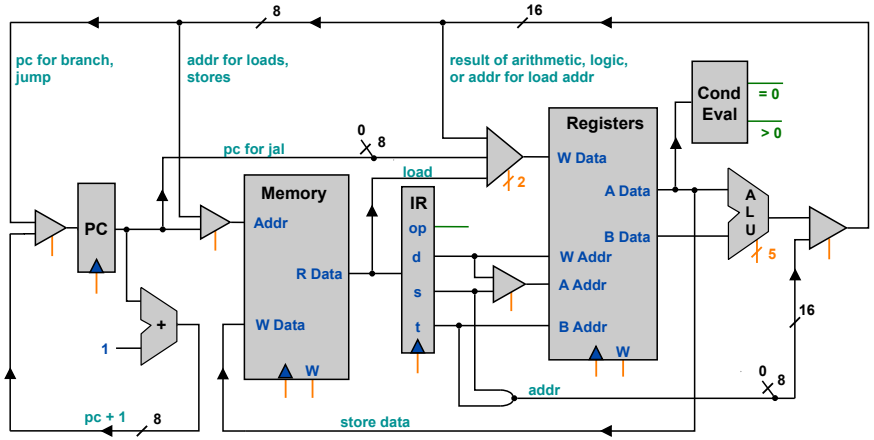




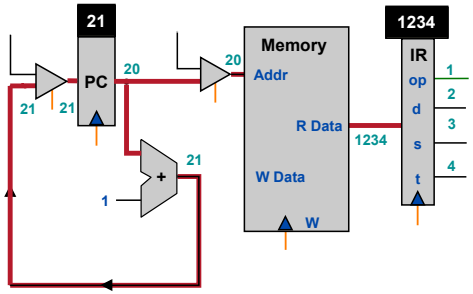
Real Microprocessor Chip (Pentium P4)



The TOY Datapath



The TOY Datapath: Add



Before fetch:

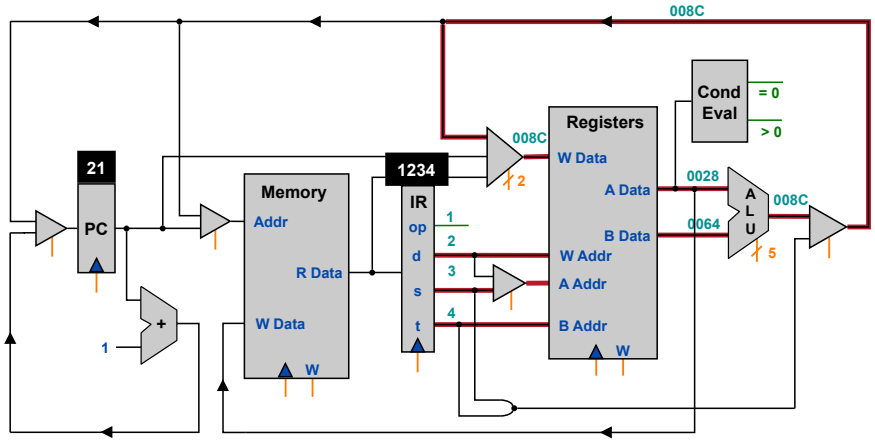
`pc = 20, mem[20] = 1234`

After fetch:

`pc = 21`

`IR = 1234: R[2] ← R[3] + R[4]`

The TOY Datapath: Add



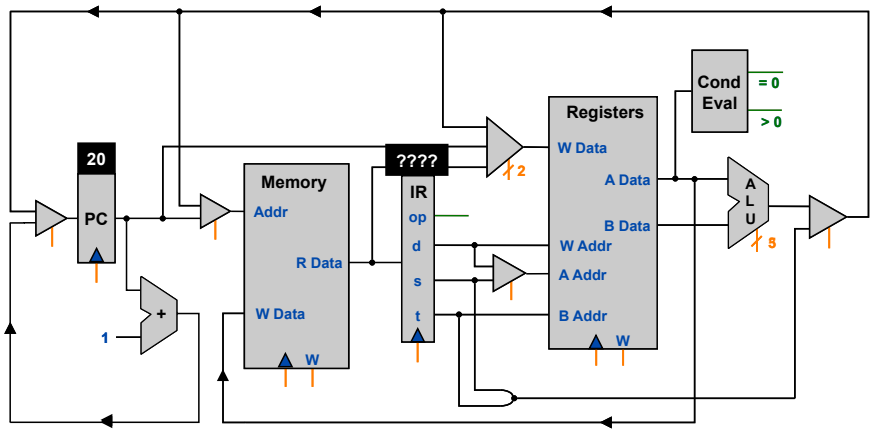
Before execute:

```
pc = 21
IR = 1234: R[2] ← R[3] + R[4]
R[3] = 0028, R[4] = 0064
```

After execute:

```
pc = 21
R[2] = 008C
```

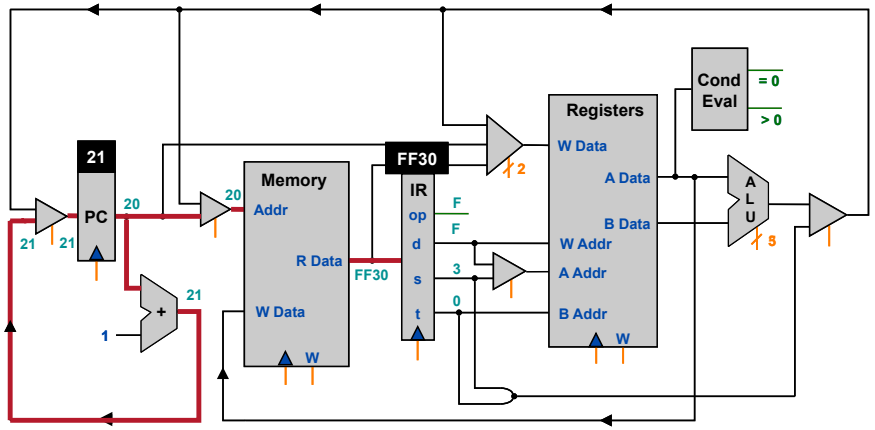

The TOY Datapath: Jump and Link



Before fetch:

```
pc = 20
mem[20] = FF30
```


The TOY Datapath: Jump and Link



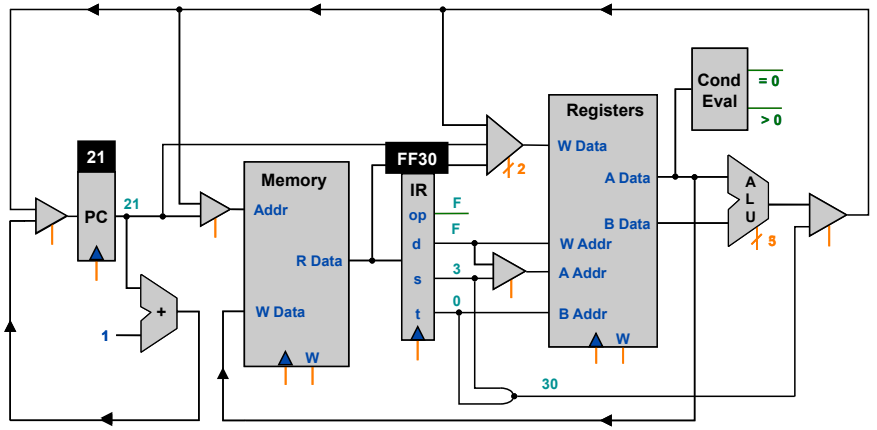
Before fetch:

```
pc = 20
mem[20] = FF30
```

After fetch:

```
pc = 21
IR = FF30: R[F] ← 21; pc ← 30
```

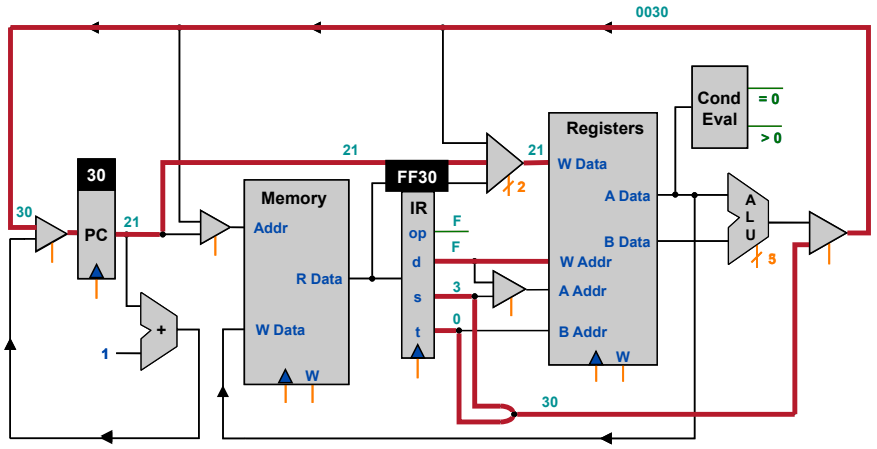

The TOY Datapath: Jump and Link



Before execute:

```
pc = 21
IR = FF30: R[F] ← 21; pc ← 30
```

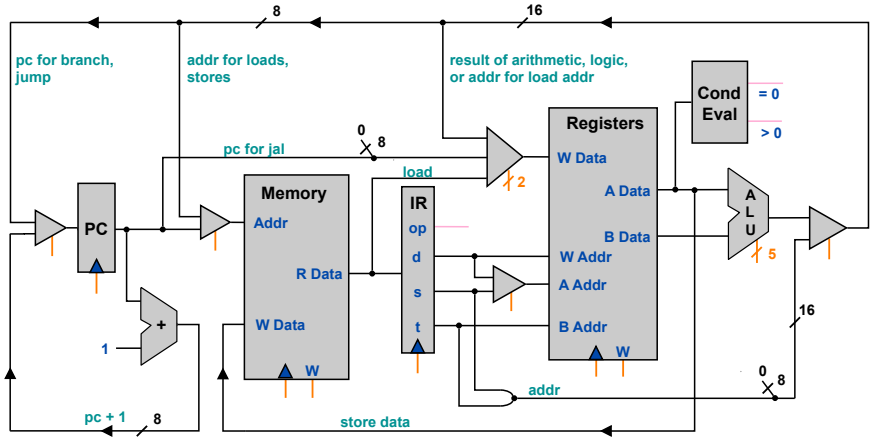
The TOY Datapath: Jump and Link



Before execute:
`pc = 21`
`IR = FF30: R[F] ← 21; pc ← 30`

After execute:
`pc = 30`
`R[F] = 21`

Do Try This At Home



Trace the flow of some other instructions through the datapath picture.

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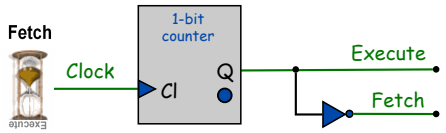
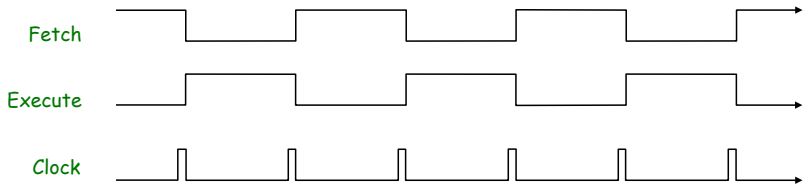
Clocking Methodology

Two cycle design (fetch and execute).

- Use 1-bit counter to distinguish between 2 cycles.
- Use two cycles since fetch and execute phases each access memory and alter program counter.

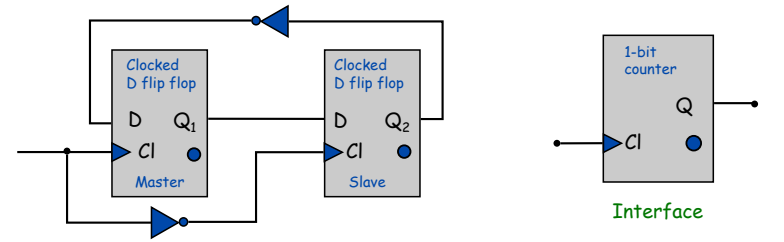


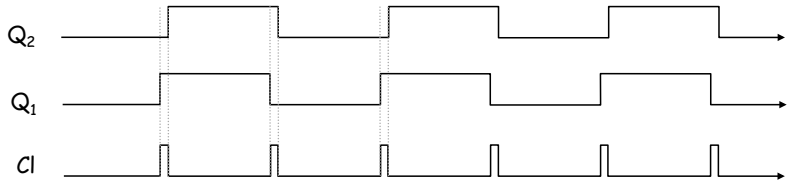


1-Bit Counter

1-bit counter.

- Circuit that oscillates between 1 and 0.





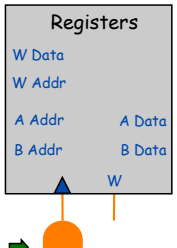
Clocking Methodology

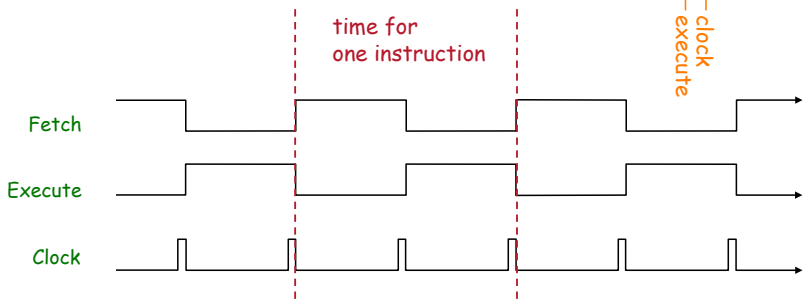
4 distinguishable epochs.

- During fetch phase.
- At very end of execute phase.
- During execute phase.
- At very end of fetch phase.

Ex: can only write at very end of execute phase.

- `R1 ← R1 + R1`





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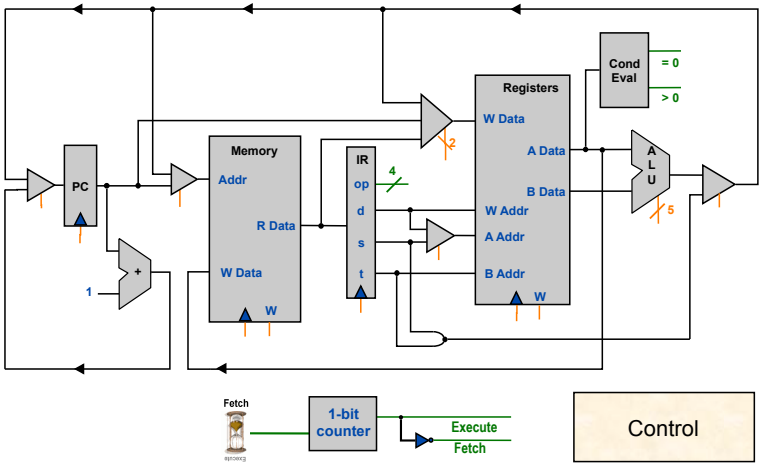
Control

Control: controls components, enables connections.

- Input: opcode, clock, conditional evaluation. (green)
- Output: control wires. (orange)



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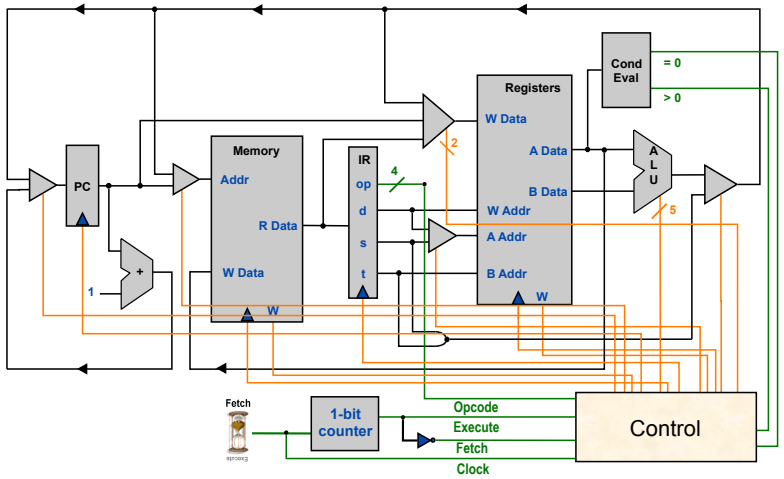
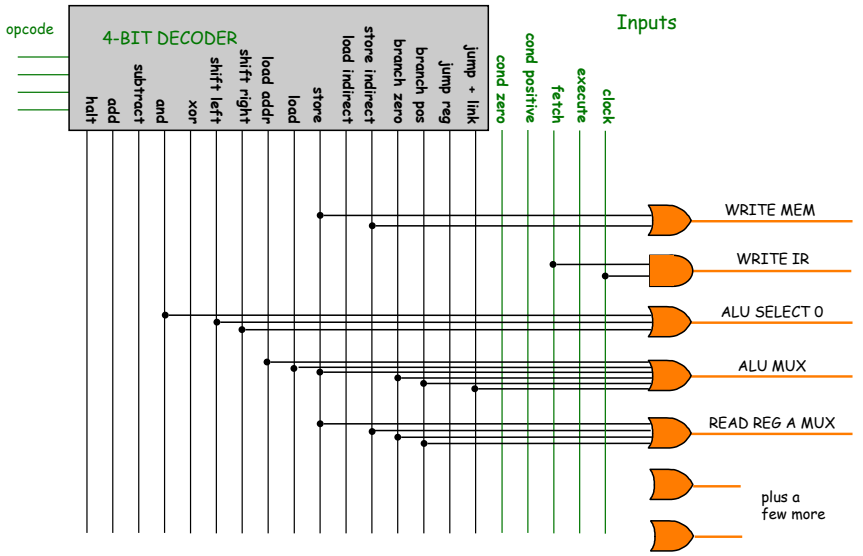
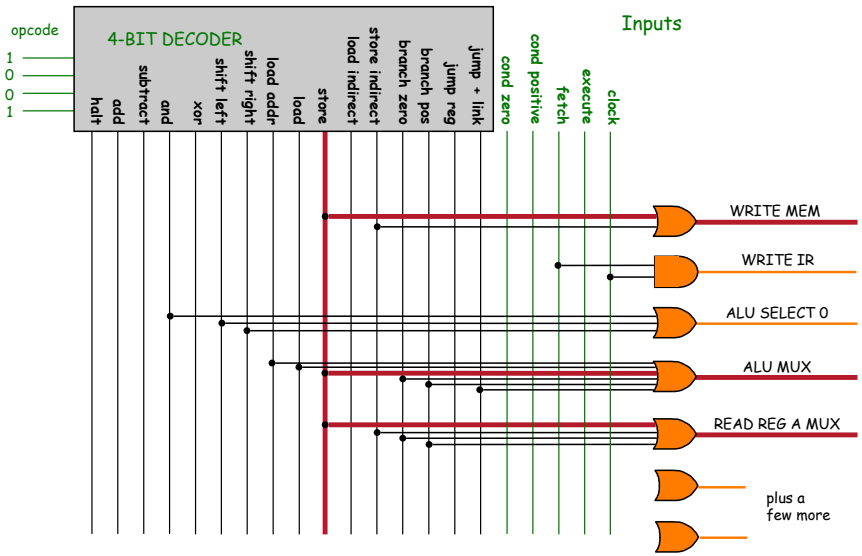


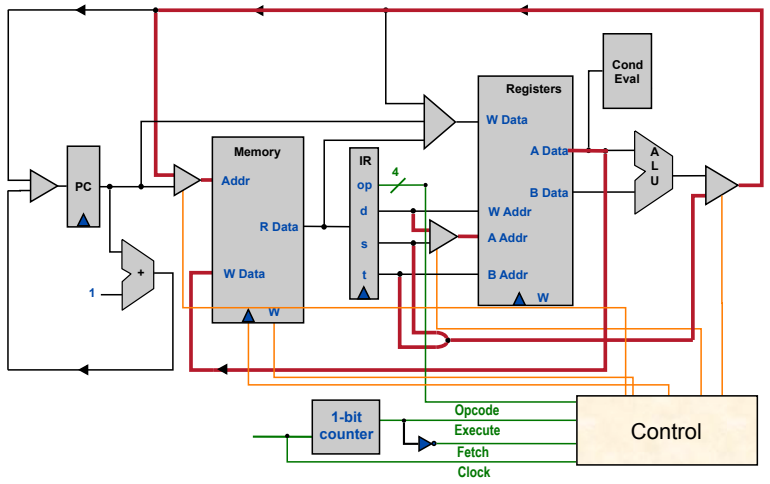
Implementation of Control



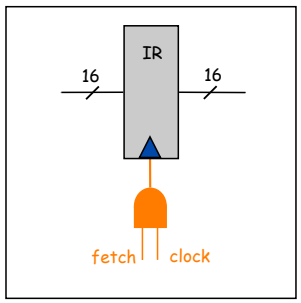
Implementation of Control: Store



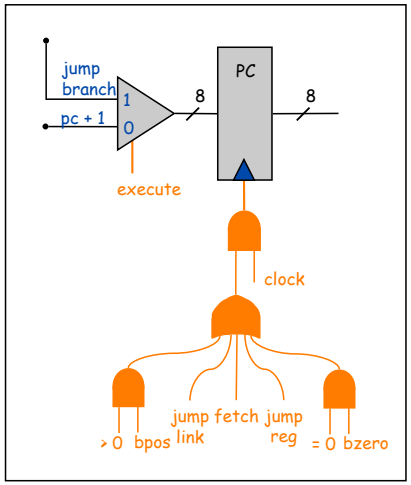
Control: Execute Phase of Store



Stand-Alone Registers



Instruction Register



Program Counter

Pipelining

Pipelining.

- At any instant, processor is either fetching instructions or executing them (and so half of circuitry is idle).
- Why not fetch next instruction while current instruction is executing?
  - Analogy: washer / dryer.

Issues.

- Jump and branch instructions change PC.
  - "Prefetch" next instruction.
- Fetch and execute cycles may need to access same memory.
  - Solution: use two memory "caches".

Result.

- Better utilization of hardware.
- Can double speed of processor.

Goodbye, TOY