Gradnja enostavnega procesorja MIPS

Digitalna vezja

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Procesor MIPS16

Lotili se bomo izvedbe enostavnega procesorja MIPS s 16-bitnimi ukazi in 16-bitnimi pomnilniškimi besedami

MIPS (Microprocessor without Interlocked Pipelined Stages)

Družina RISC (Reduced Instruction Set Computer)

Bolj znane 32- in 64-bitne izvedbe

Procesor MIPS16

Prilagoditev (poenostavitev) 32-bitne arhitekture na 16-bitno

Izvedba ukazov v eni urini periodi (single-cycle processor)

Ukazi ne gredo čez stopnje, urina perioda mora biti prilagojena najpočasnejšemu ukazu

Harvardov model: ukazni pomnilnik je ločen od podatkovnega; pisanje v ukazni pomnilnik bo onemogočeno

Ukazi

Procesor bo podpiral sledeče ukaze

add

sub

and

or

beq

bne

lw

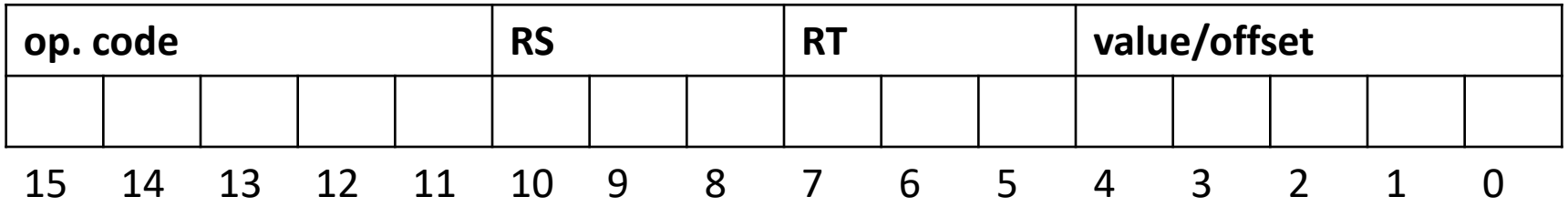
sw

addi

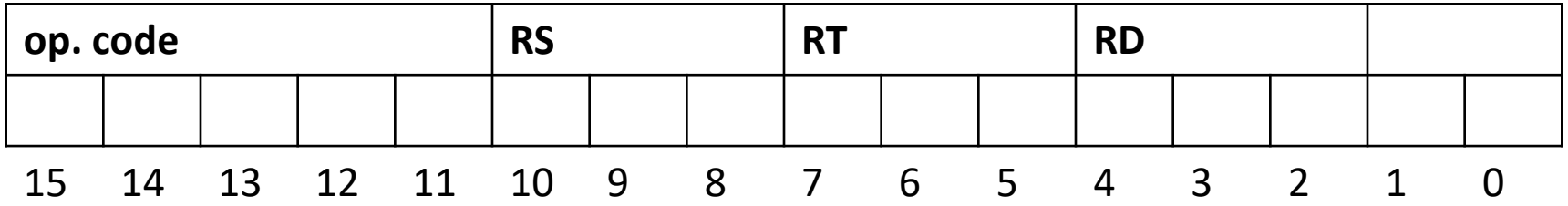
subi

Ukazi: 2 formata ukazov

I format: 2 registra in konstanta



R format: 3 registri



I format ukazov

2 registra in konstanta (operand)

op. code					**RS**			**RT**			**(unsigned) value**				
1	0	1	0	x											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

addi $RT, $RS, value $RT ← $RS + value

subi $RT, $RS, value $RT ← $RS – value

I format ukazov

2 registra in konstanta (odmik)

op. code					**RS**			**RT**			**offset**				
1	0	0	0	x											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

lw $RT, offset($RS)

sw $RT, offset($RS)

$RT ← MEM[$RS + offset]

MEM[$RS + offset] ← $RT

I format ukazov

2 registra in konstanta (odmik)

op. code					**RS**			**RT**			**offset**				
0	1	0	0	0											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

beq $RS, $RT, offset

if $RS == $RT:

$PC ← $PC + offset

else:

$PC ← $PC + 1

I format ukazov

2 registra in konstanta (odmik)

op. code					**RS**			**RT**			**offset**				
0	1	0	0	1											
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

bne $RS, $RT, offset

if $RS != $RT:

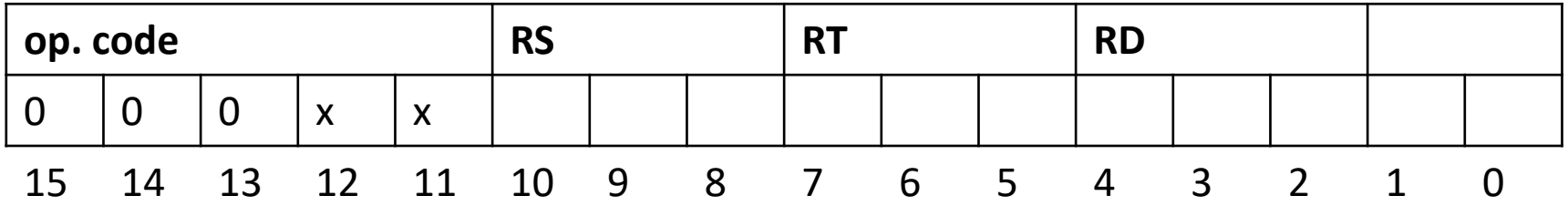
$PC ← $PC + offset

else:

$PC ← $PC + 1

R format ukazov

3 registri



add $RD, $RS, $RT — $RD ← $RS + $RT

sub $RD, $RS, $RT — $RD ← $RS – $RT

and $RD, $RS, $RT — $RD ← $RS & $RT

or $RD, $RS, $RT — $RD ← $RS | $RT

Ukazi: Operacijske kode

	15	14	13	12	11
ukaz	**op. code**				
add	0	0	0	0	0
sub	0	0	0	0	1
and	0	0	0	1	0
or	0	0	0	1	1
beq	0	1	0	0	0
bne	0	1	0	0	1
lw	1	0	0	0	0
sw	1	0	0	0	1
addi	1	0	1	0	0
subi	1	0	1	0	1

Komponente procesorja

Ukazni pomnilnik (ROM)

Programski števec (Program Counter)

Kontrolna enota (Control Unit)

Registri

Aritmetično-logična enota (Arhithmetic logic unit)

Podatkovni pomnilnik (RAM)

Ostalo: multiplekserji, logična vrata, dodaten seštevalnik (za skoke)…

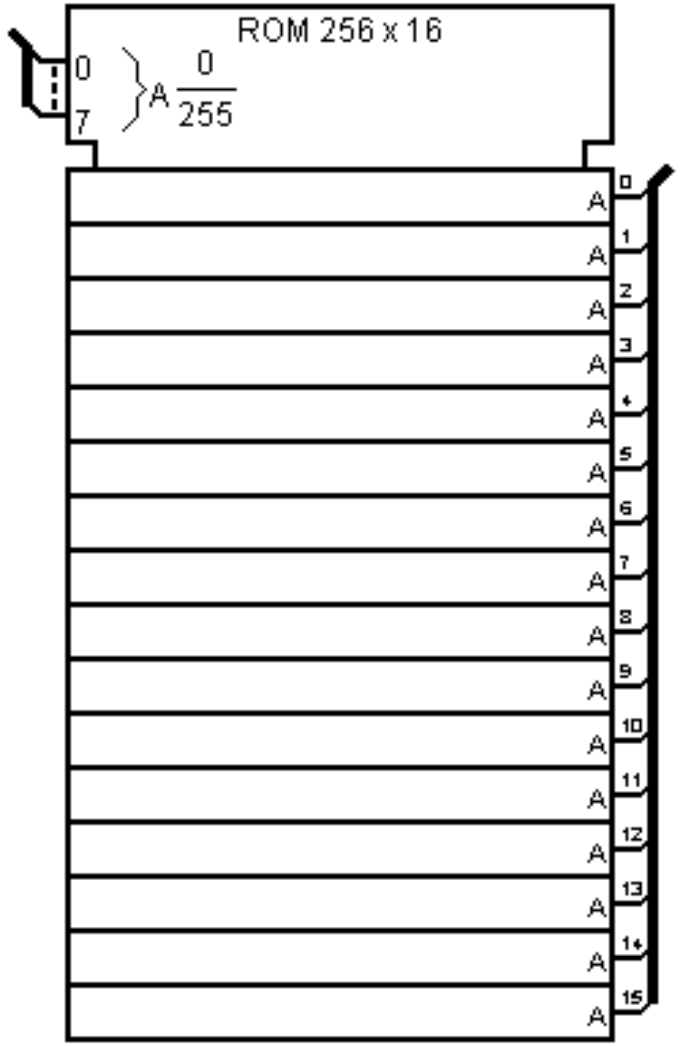
Ukazni pomnilnik (ROM 256 x 16)

Vhod:

- Address (8 bit)

Izhod:

- Data (16 bit)



Podatkovni pomnilnik (RAM 64k x 16)

Vhodi:

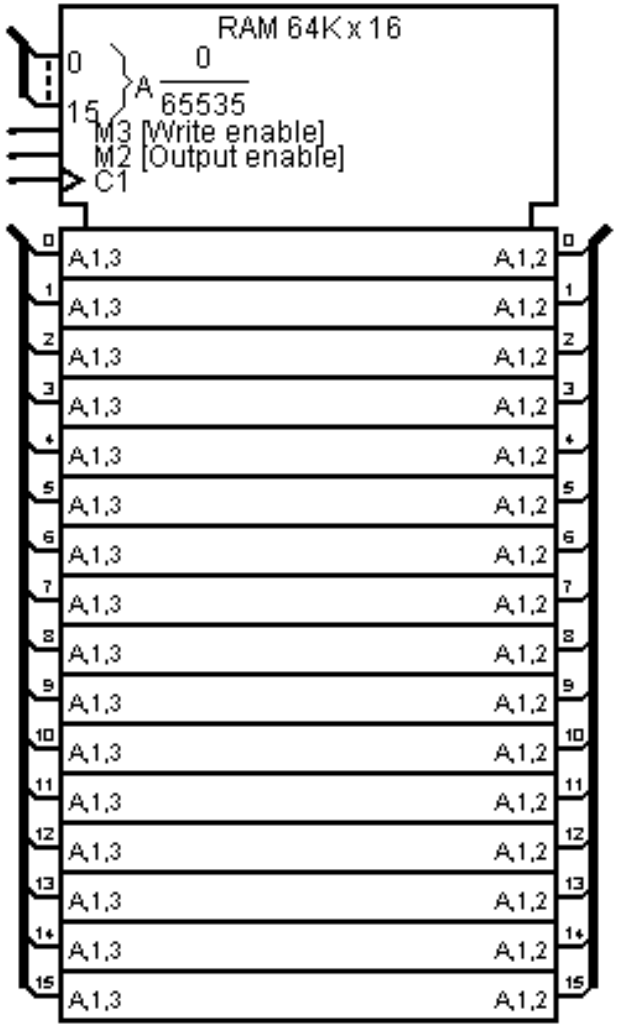
- Address (16 bit)
- Store (Write Enable)
- Load (Output Enable)
- Clock (pisanje na pozitivno fronto ure)
- Input (DATA_in, 16 bit)

Izhodi

- Output (DATA_out, 16 bit)

Dodatno

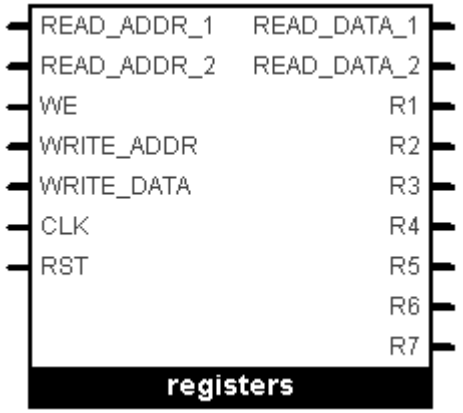
Asynchronous read: Yes



Polje registrov (8 registrov)

Vhodi:

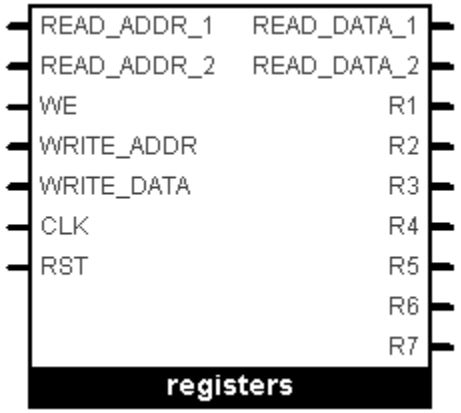
- READ_ADDR_1, READ_ADDR_2 (naslov za branje, 3 bit)
- WE (1 bit)
- WRITE_ADDR (naslov za pisanje, 3 bit)
- WRITE_DATA (podatki za pisanje
- CLK
- RST

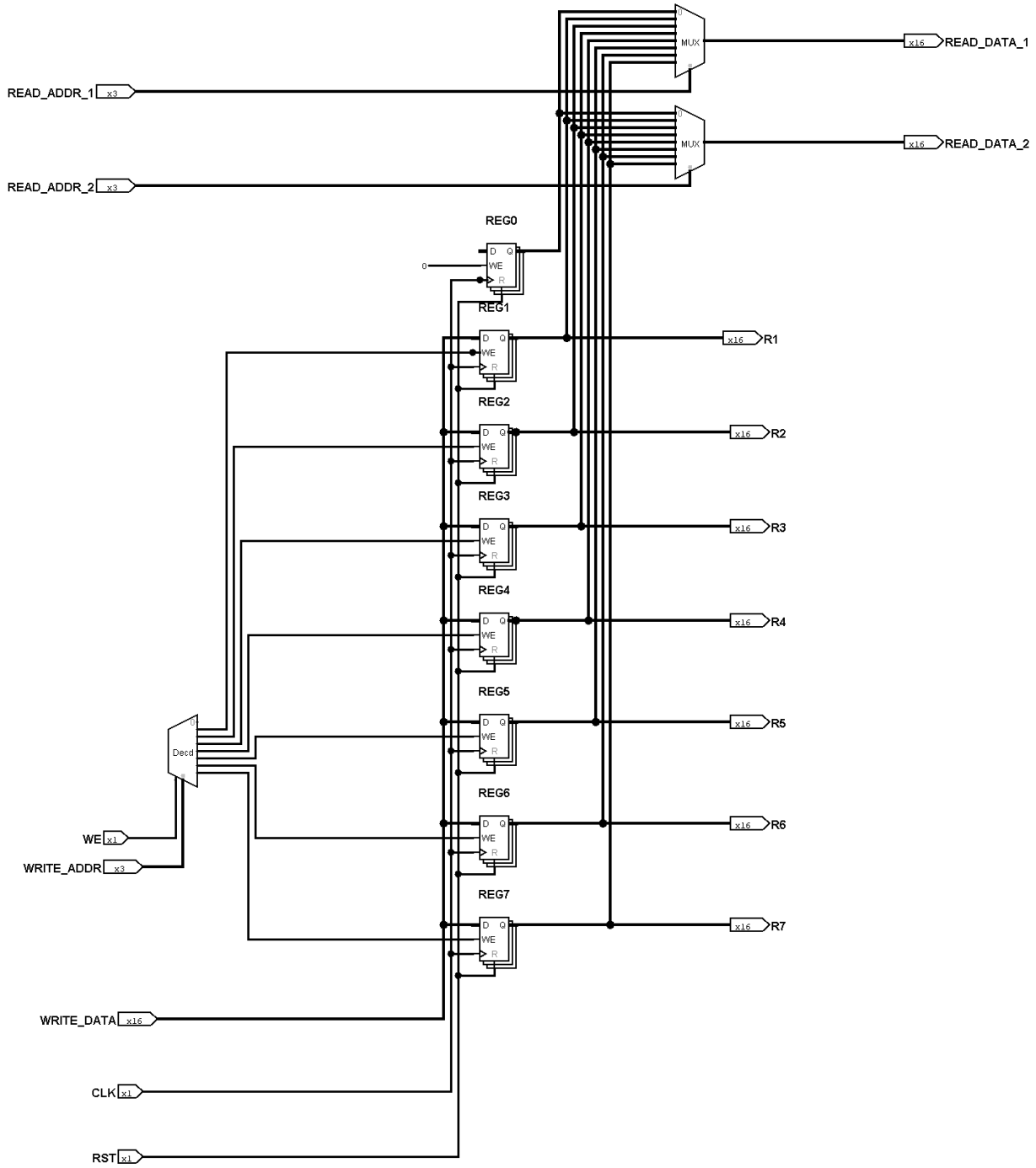


Izhodi:

- READ_DATA_1, READ_DATA_2 (prebrani podatki, 16 bit)
- R1…R7 (debug izhodi, 16 bit)

Polje registrov

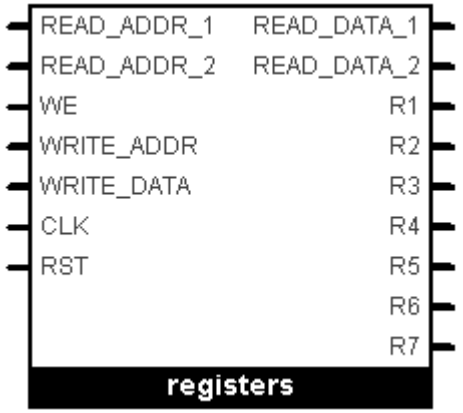




Polje registrov (8 registrov)

Vhodi:

- READ_ADDR_1, READ_ADDR_2 (naslov za branje, 3 bit)
- WE (1 bit)
- WRITE_ADDR (naslov za pisanje, 3 bit)
- WRITE_DATA (podatki za pisanje
- CLK
- RST



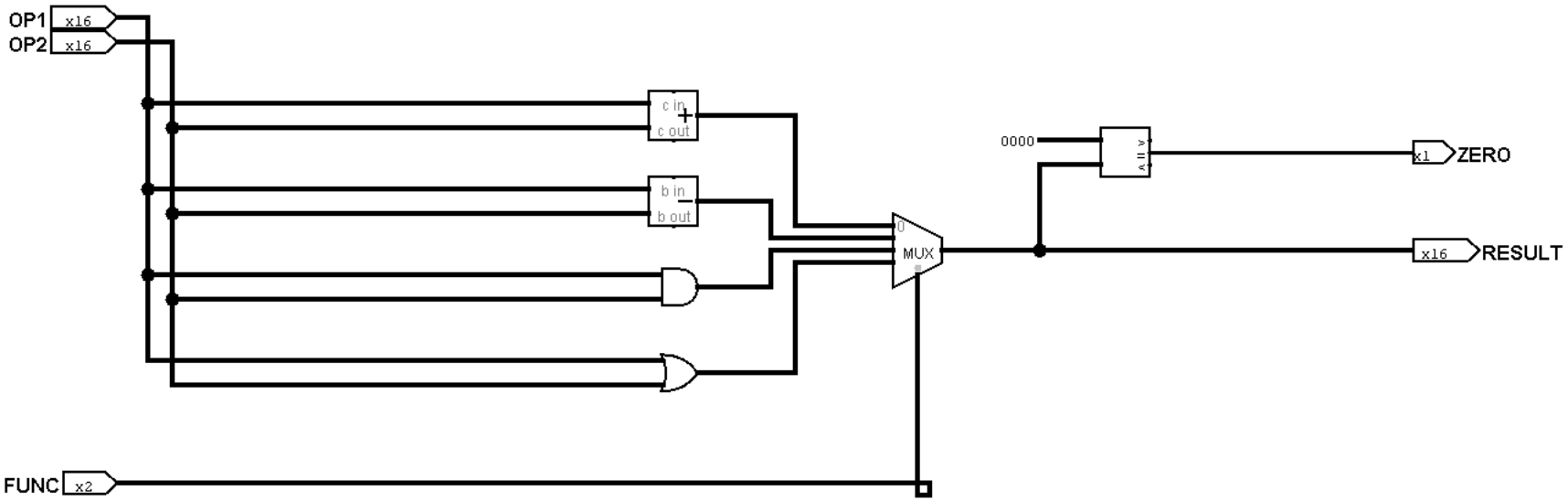
Izhodi:

- READ_DATA_1, READ_DATA_2 (prebrani podatki, 16 bit)
- R1…R7 (debug izhodi, 16 bit)

Aritmetično logična enota

Vhodi:

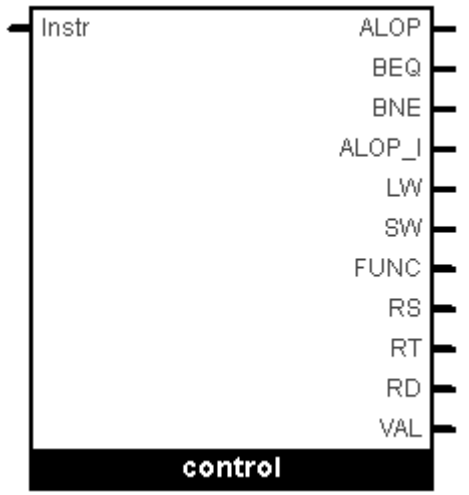
- operand1 (16 bit)
- operand2 (16 bit)
- func (2 bit):
  - 00 – ADD
  - 01 – SUB
  - 10 – AND
  - 11 – OR



Izhodi:

- result (16 bit)
- zero (1 bit)

Kontrolna enota



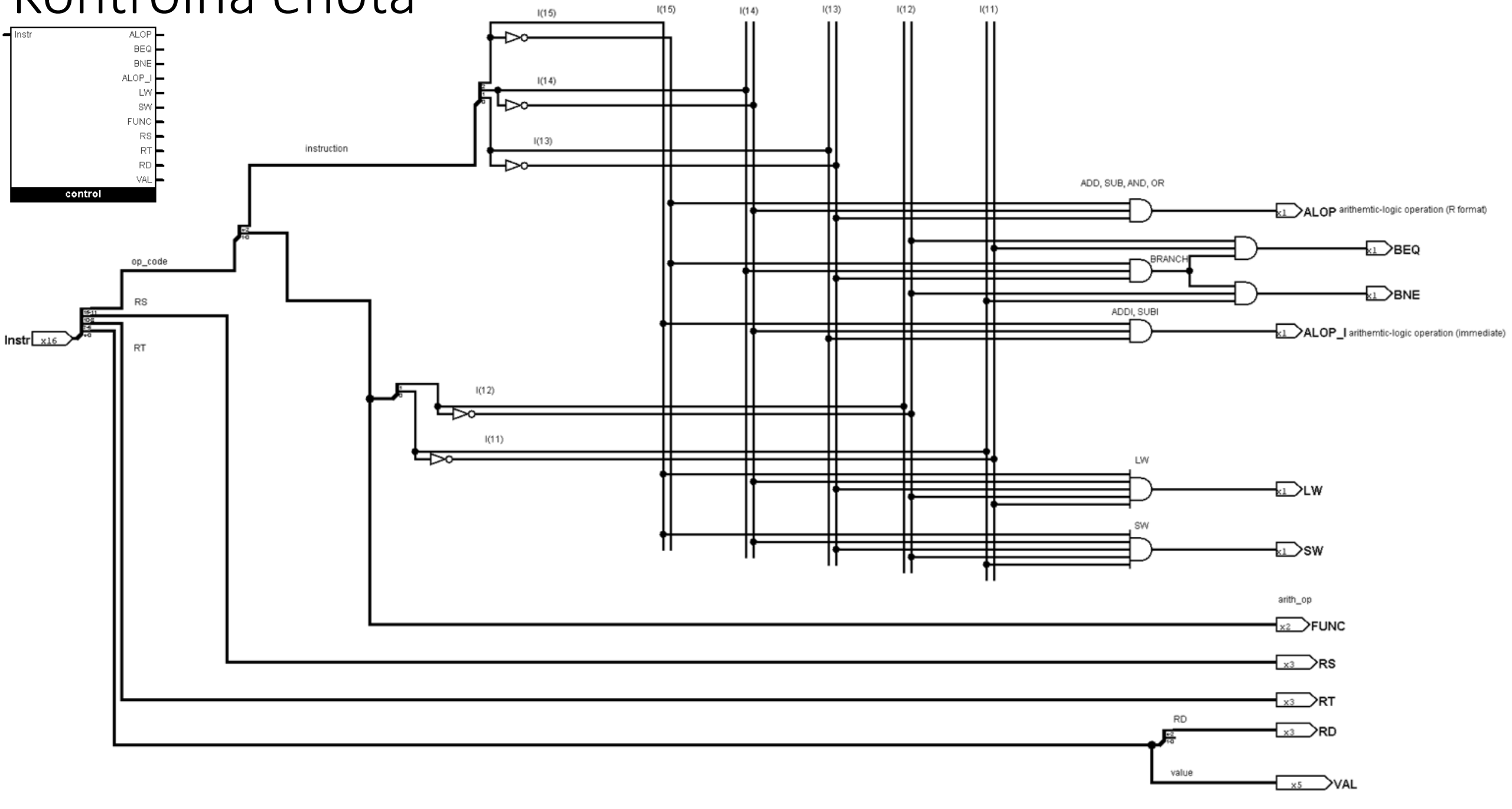
Vhod:

- Instr (16 bit)

Izhodi:

- ALOP, BEQ, BNE, ALOP_I, LW, SW (ukaz / tip ukaza, 1 bit)
- FUNC (AL funkcija, 2 bit)
- RS, RT, RD (naslovi registrov, 3 biti)
- VAL (value/offset, 5 bitov)

Kontrolna enota

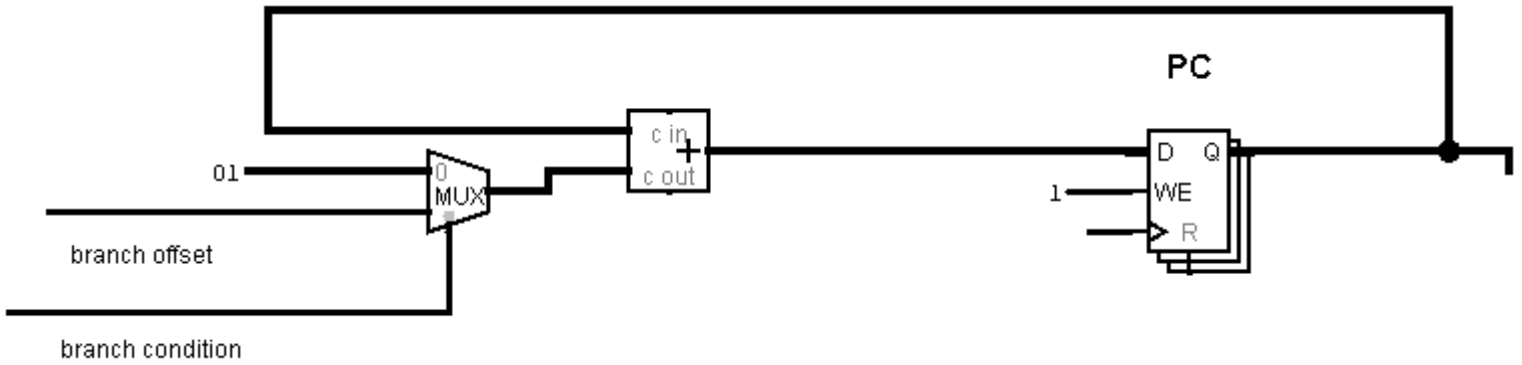


Programski števec

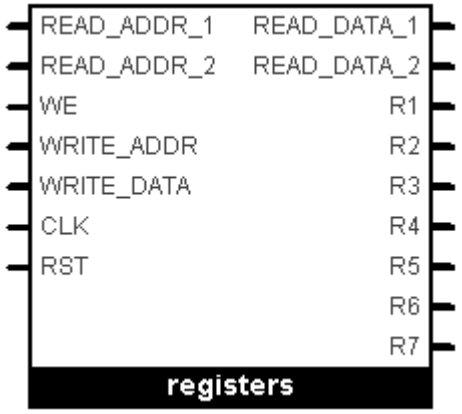
8 bitni števec

Delovanje:

- PC ← PC + offset if branch else PC + 1



Povezovanje – registri



- READ_ADDR_1 ← control_RS
- READ_ADDR_2 ← control_RT

- WE = control_ALOP or control_ALOP_I or control_LW
- WRITE_ADDR ← control_RD if (control_ALOP = 1) else control_RT
- WRITE_DATA ← RAM_output if (control_LW = 1) else ALU_results

- CLK ← CLK
- RST ← RST

Povezovanje – ALE

operand1 ← registers_READ_DATA_1 (register RS)

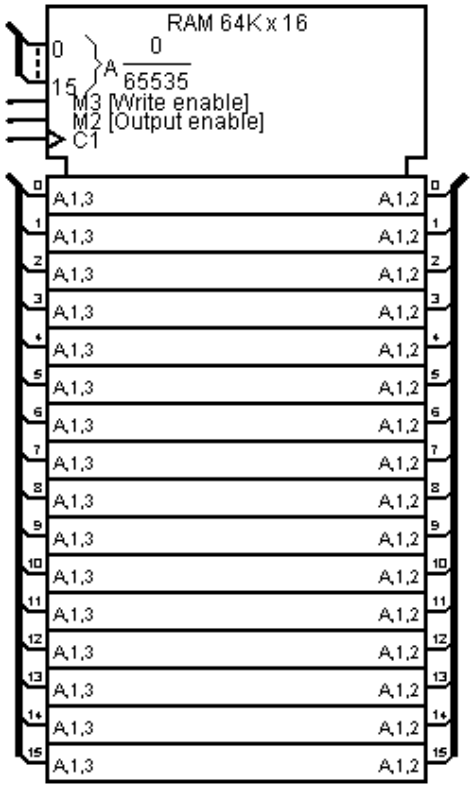
operand2 ← registers_READ_DATA_2 if (control_ALOP or control_BEQ or control_BNE) else extended_val

- extended_val ← 00…00 & control_VAL

FUNC ← 00 if (control_LW or control_SW) else 01 if (control_BEQ or control_BNE) else control_FUNC

- 00 = ADD
- 01 = SUB

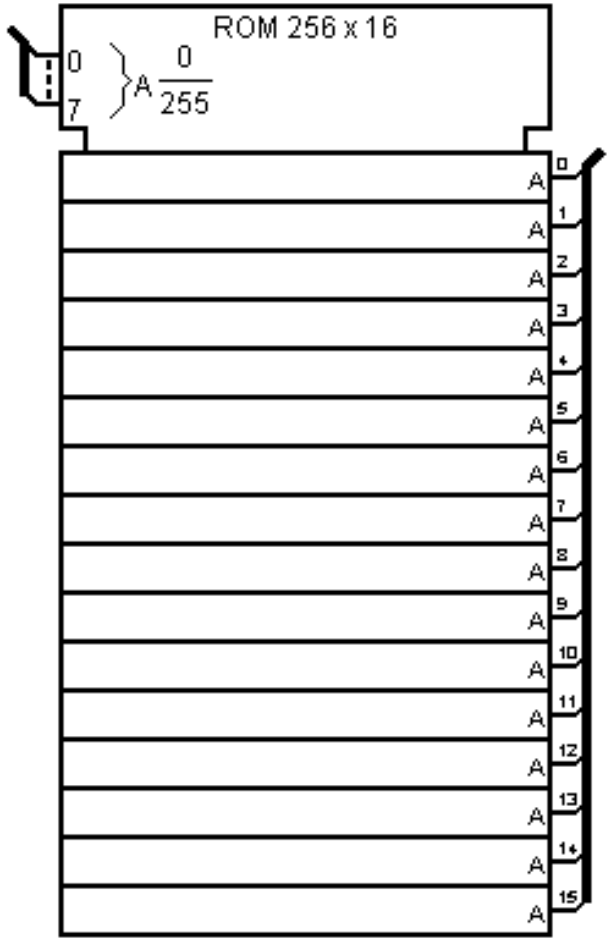
Povezovanje – RAM



- Address ← ALU_result
- Store ← control_SW
- Load ← control_LW
- Clock ← Clock
- Input ← registers_READ_DATA_2 (prvi register je za naslov)

Povezovanje – ROM

- Address ← PC



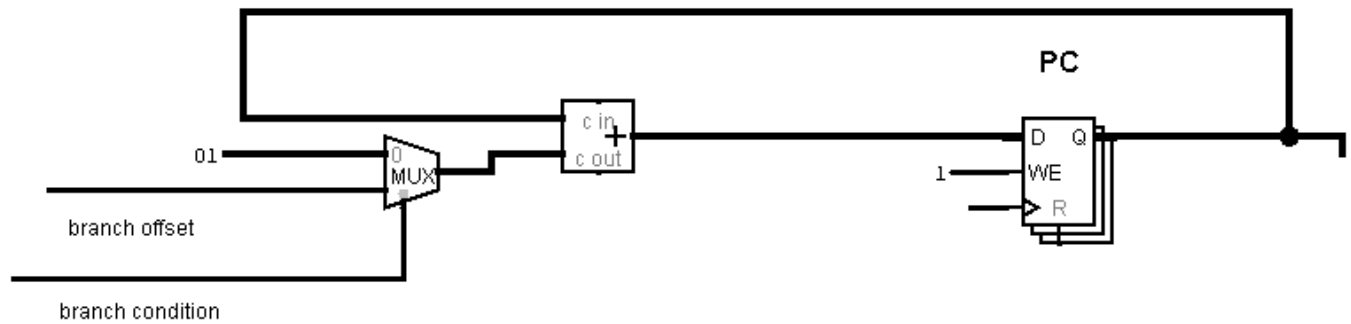
Povezovanje – PC

WE ← 1

D ← izhod PC seštevalnika

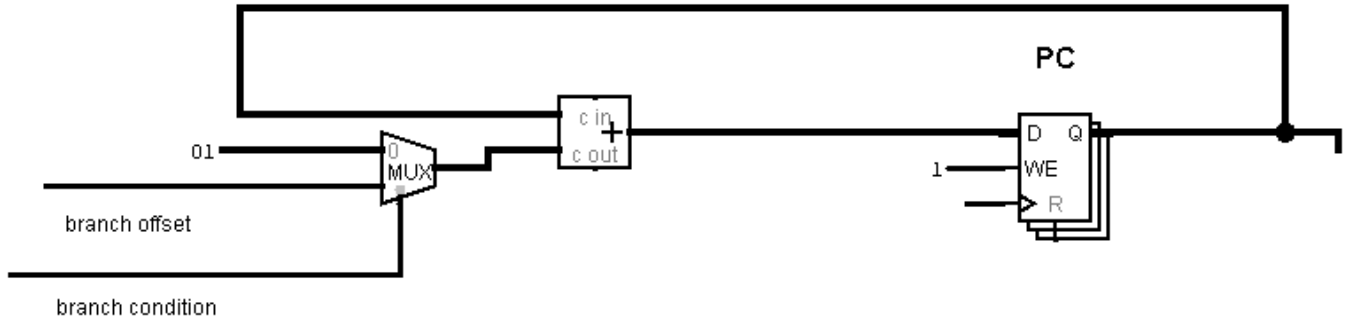
Clock ← Clock

Reset ← Reset



Povezovanje – PC seštevalnik

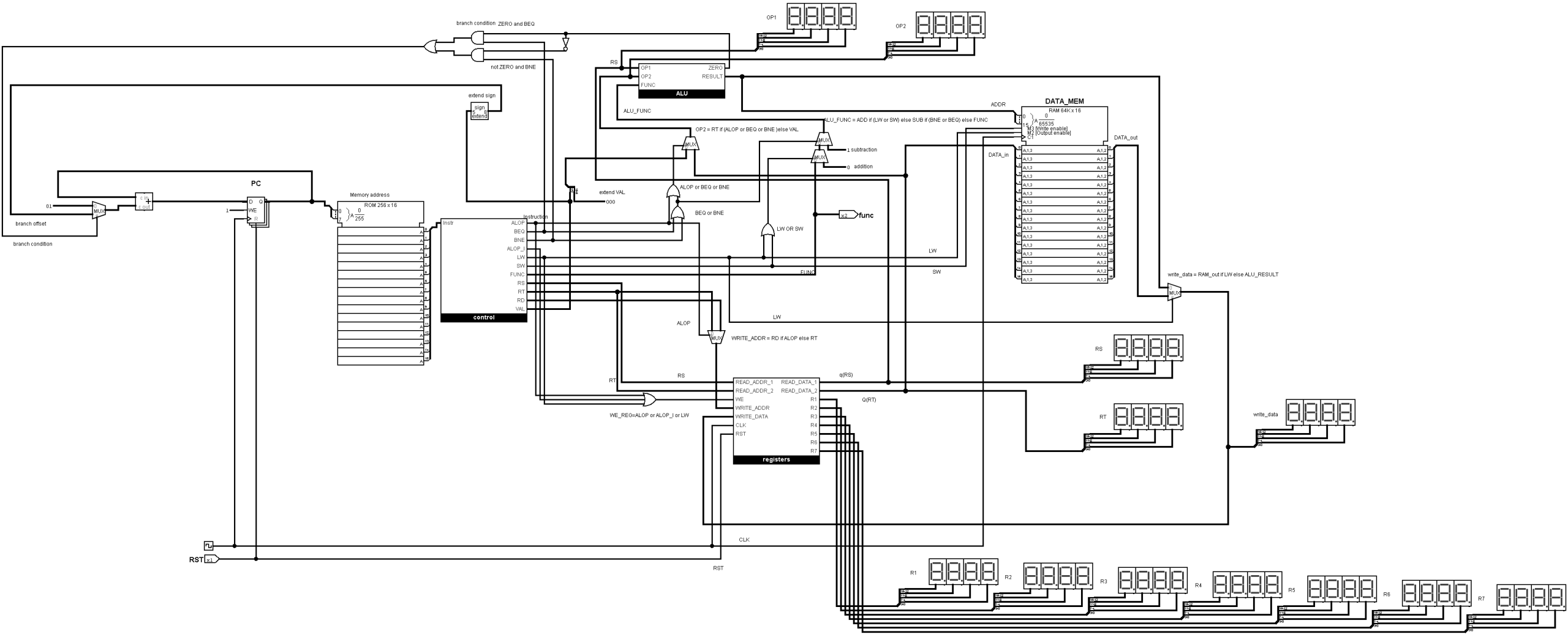
Input1 ← PC



Input2 ← 0x01 if (branch_condition = 1) else branch_offset

- branch_condition ← (control_BEQ and ALU_zero) or (control_BNE and not ALU_zero)
- branch_offset ← extended_sign(control_val)

Celotna izvedba procesorja



Celotna izvedba procesorja

Glej https://github.com/mmoskon/MIPS16