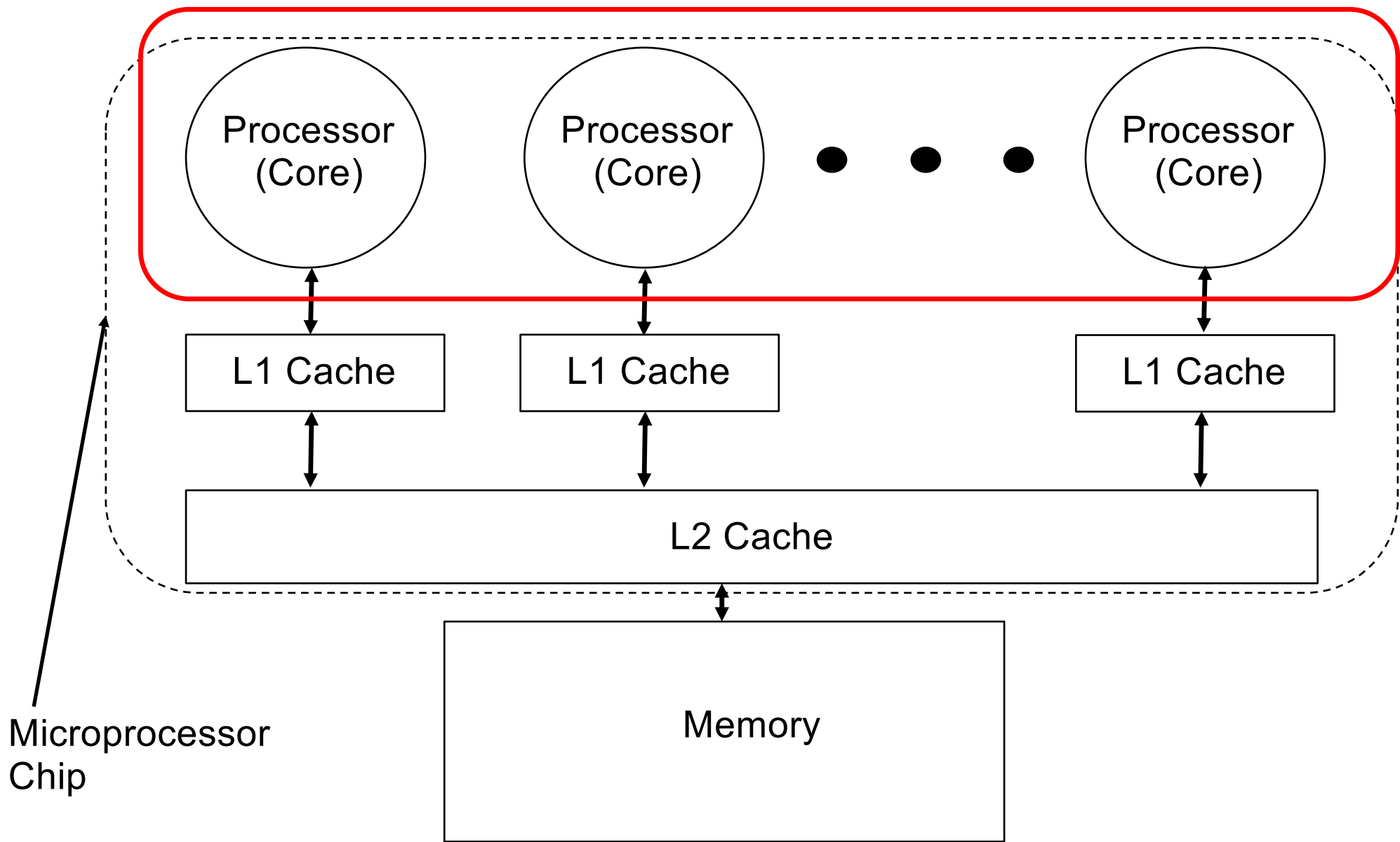
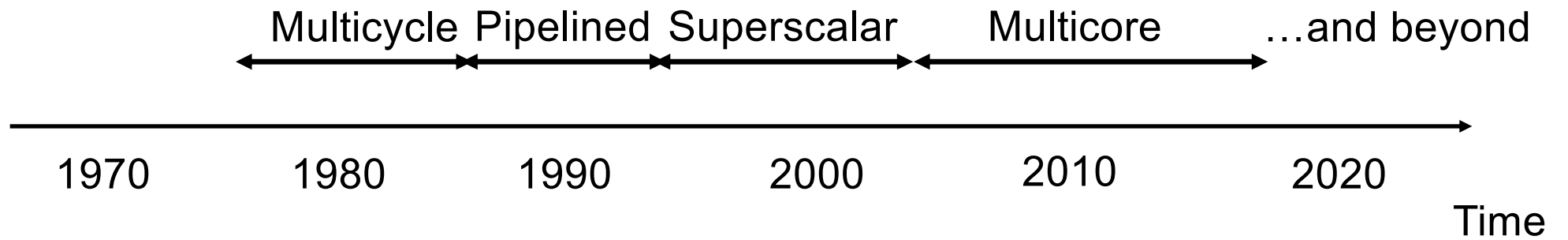


The Evolution of Microprocessors

Per Stenström

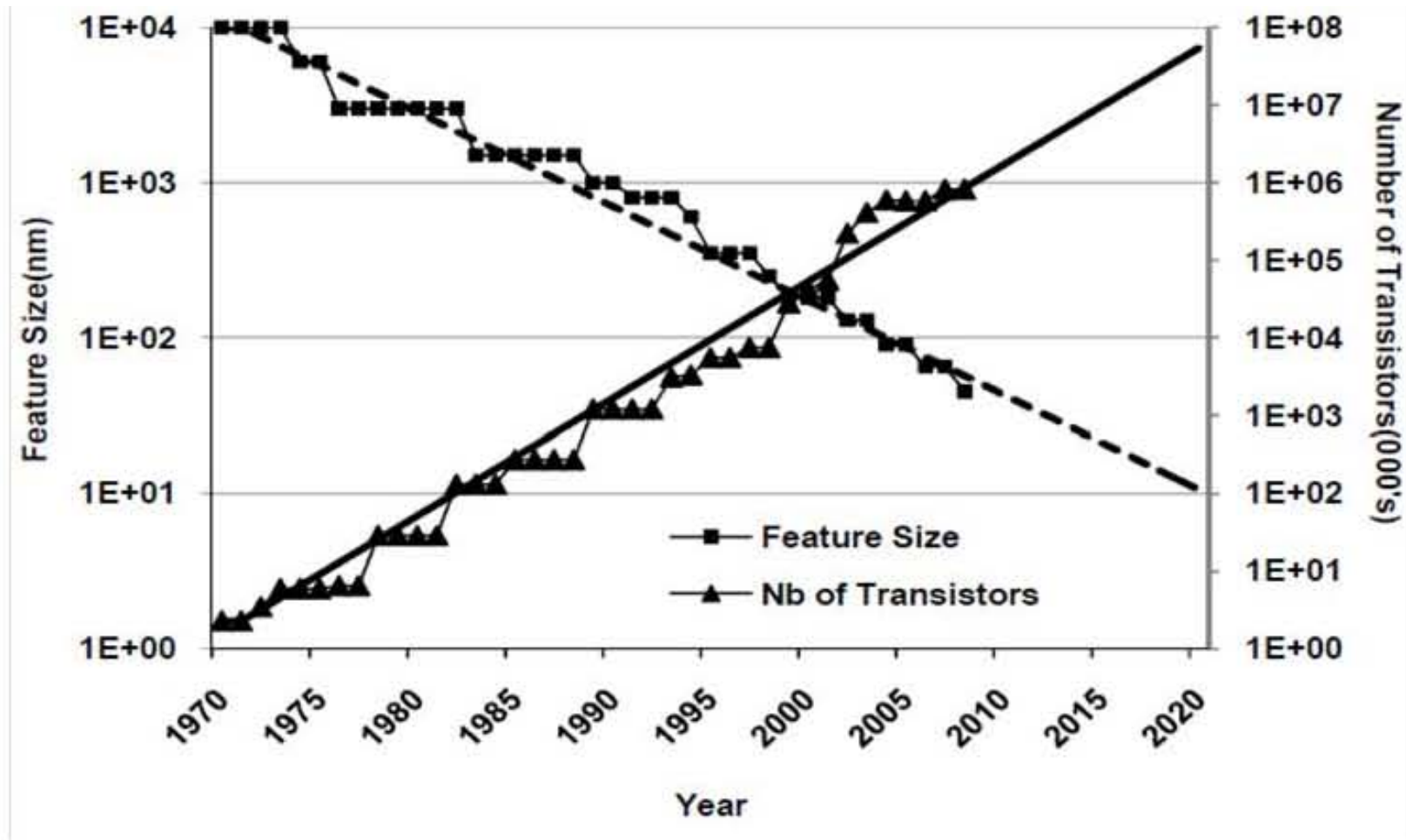


Evolution of Microprocessors

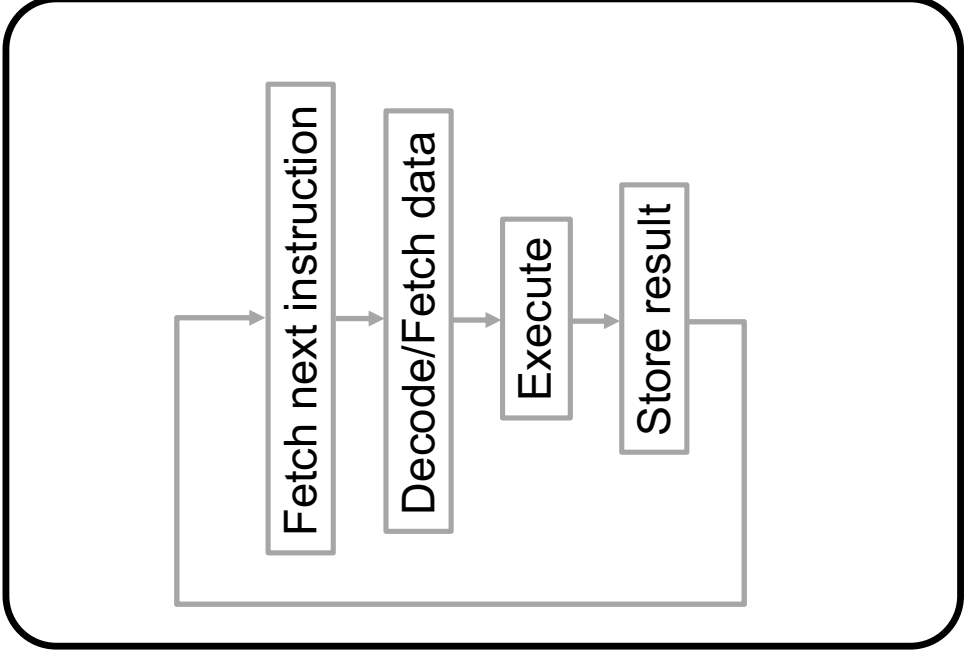


Key driver: Moore's Law

Moore's Law at Work



Multicycle Computers



Instruction Category 1: ALU Instructions

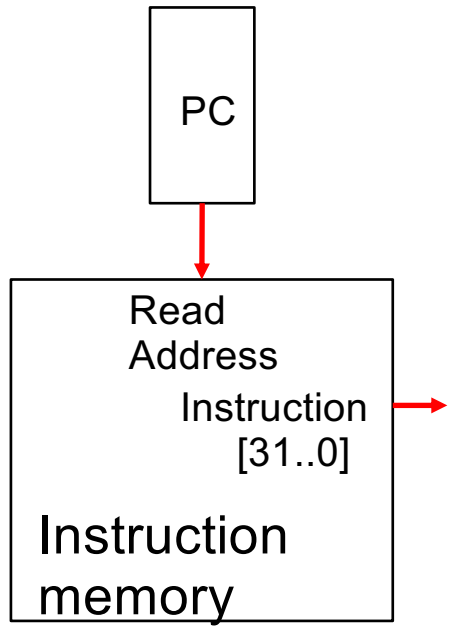
Opcode	Assembly code	Meaning	Comments
ADD, SUB,	ADD R1,R2,R3	$R1 = (R2) + (R3)$	Integer operations
ADDI, SUBI	ADDI R1,R2,#3	$R1 = (R2) + 3$	Immediate
AND, OR, XOR	AND R1,R2,R3	$R1 = (R2).AND.(R3)$	bit-wise logical AND, OR, XOR
SLT	SLT R1,R2,R3	If $(R2) < (R3)$ then $R1 = 1$ else $R1 = 0$	Test R2, R3 outcome in R1
ADD.D, SUB.D, MUL.D, DIV.D	ADD.D F1,F2,F3	$F1 = (F2) + (F3)$	Floating-point operations

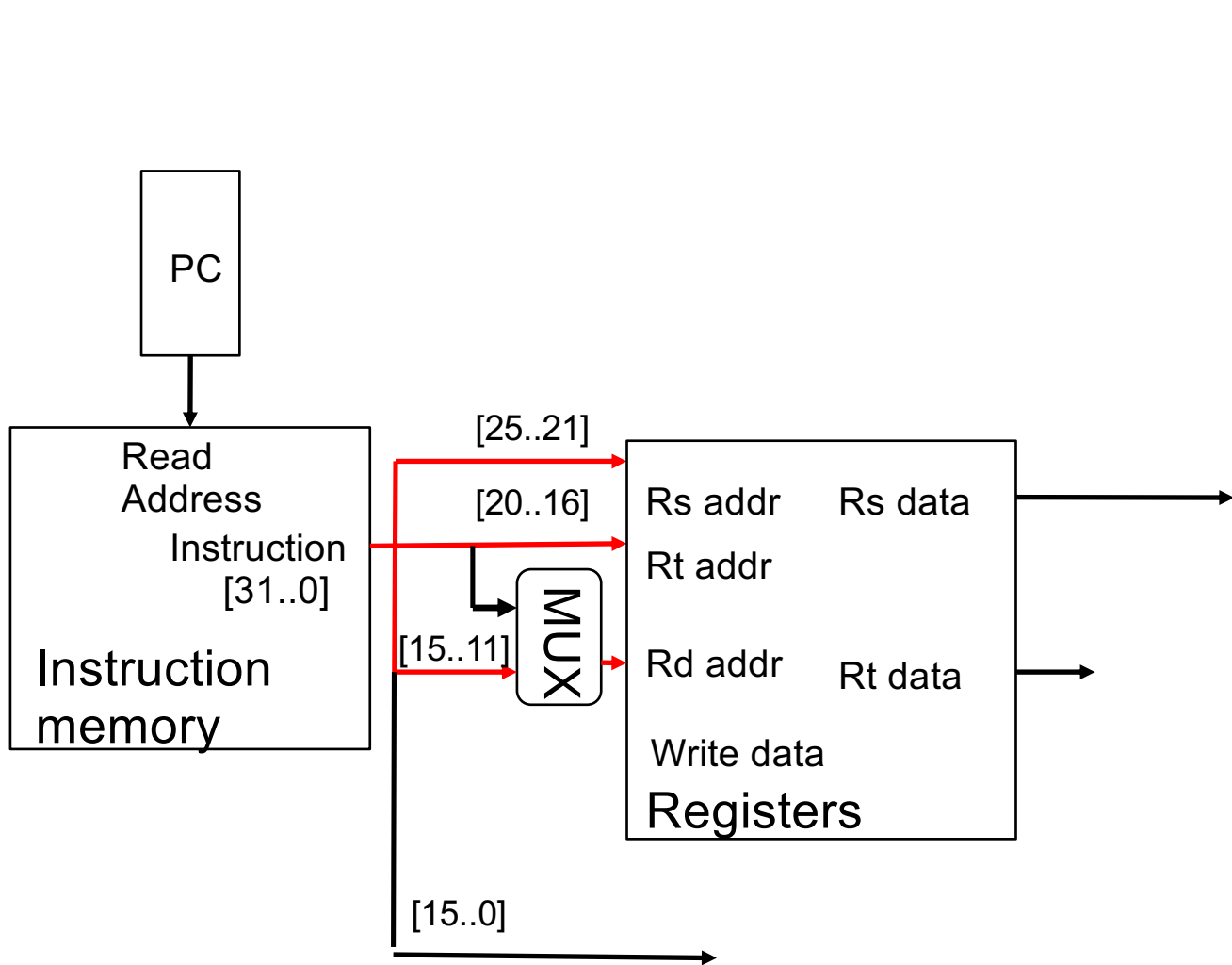
Instruction Category 2: Memory Instructions

Opcode	Assembly code	Meaning	Comments
LB,LH,LW,LD	LW R1,#20(R2)	R1=MEM[20+(R2)]	For bytes, half-words, words and double words
SB,SH,SW,SD	SW R1,#20(R2)	MEM[20+(R2)]=R1	
L.S, L.D	L.S F0,#20(R2)	F0=MEM[20+(R2)]	Single/double float load
S.S, S.D	S.S F0,#20(R2)	MEM[20+(R2)]=F0	Single/double float store

Instruction Category 3: Control Instructions

Opcode	Assembly code	Meaning	Comments
BEQZ, BNEZ	BEQZ R1,Label	If (R1)=0 then PC=Label	Conditional branch-equal 0/not equal 0
BEQ, BNE	BEQ R1,R2,Label	If (R1)=(R2) PC=Label	Conditional branch- equal/not equal
J	J Target	PC=Target	Target is an immediate field
JR	JR R1	PC=(R1)	Target is in register
JAL	JAL Target	R31 = PC + 4; PC = Target	Jump to target and save return address in R31

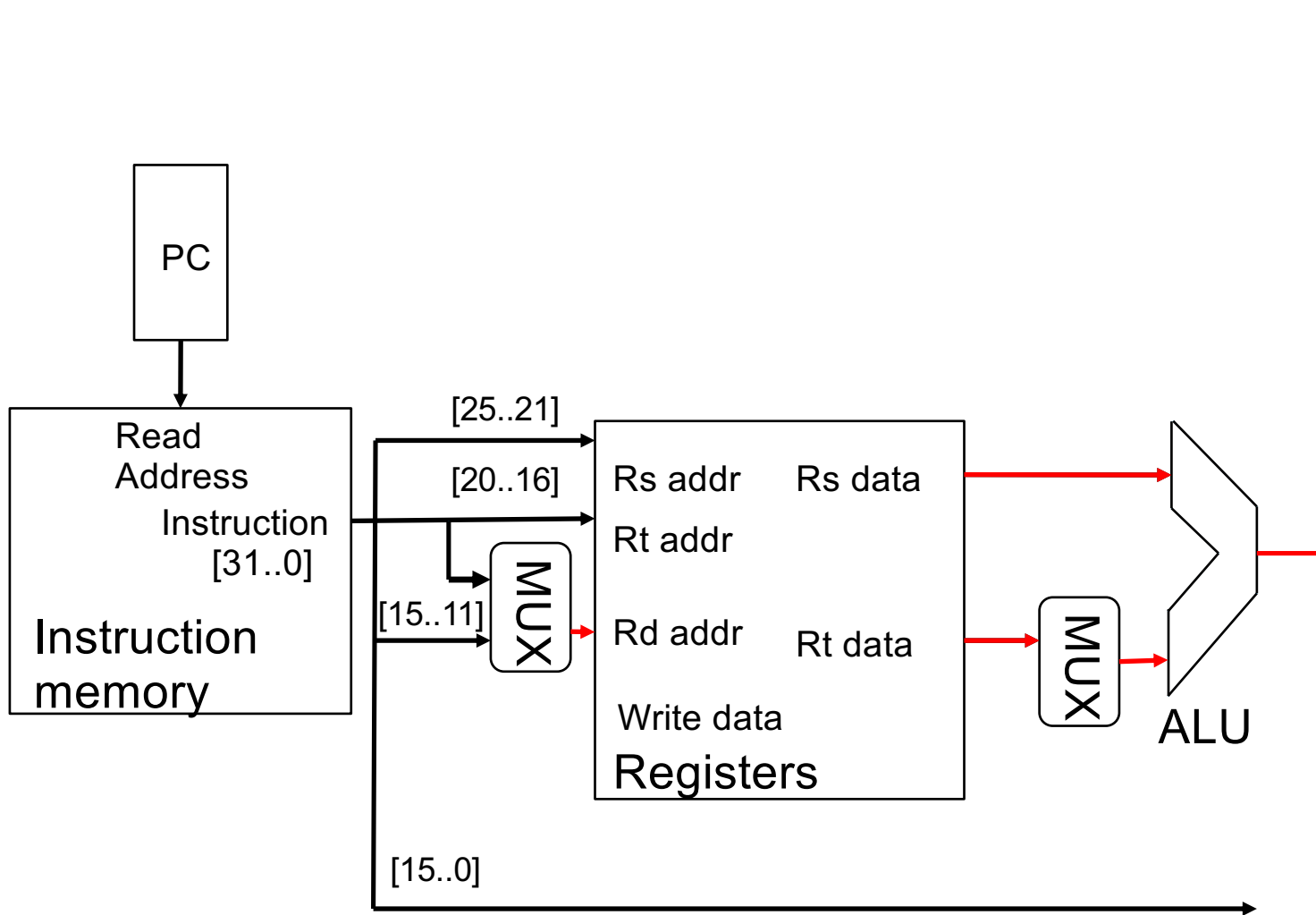




ALU

Memory transfer

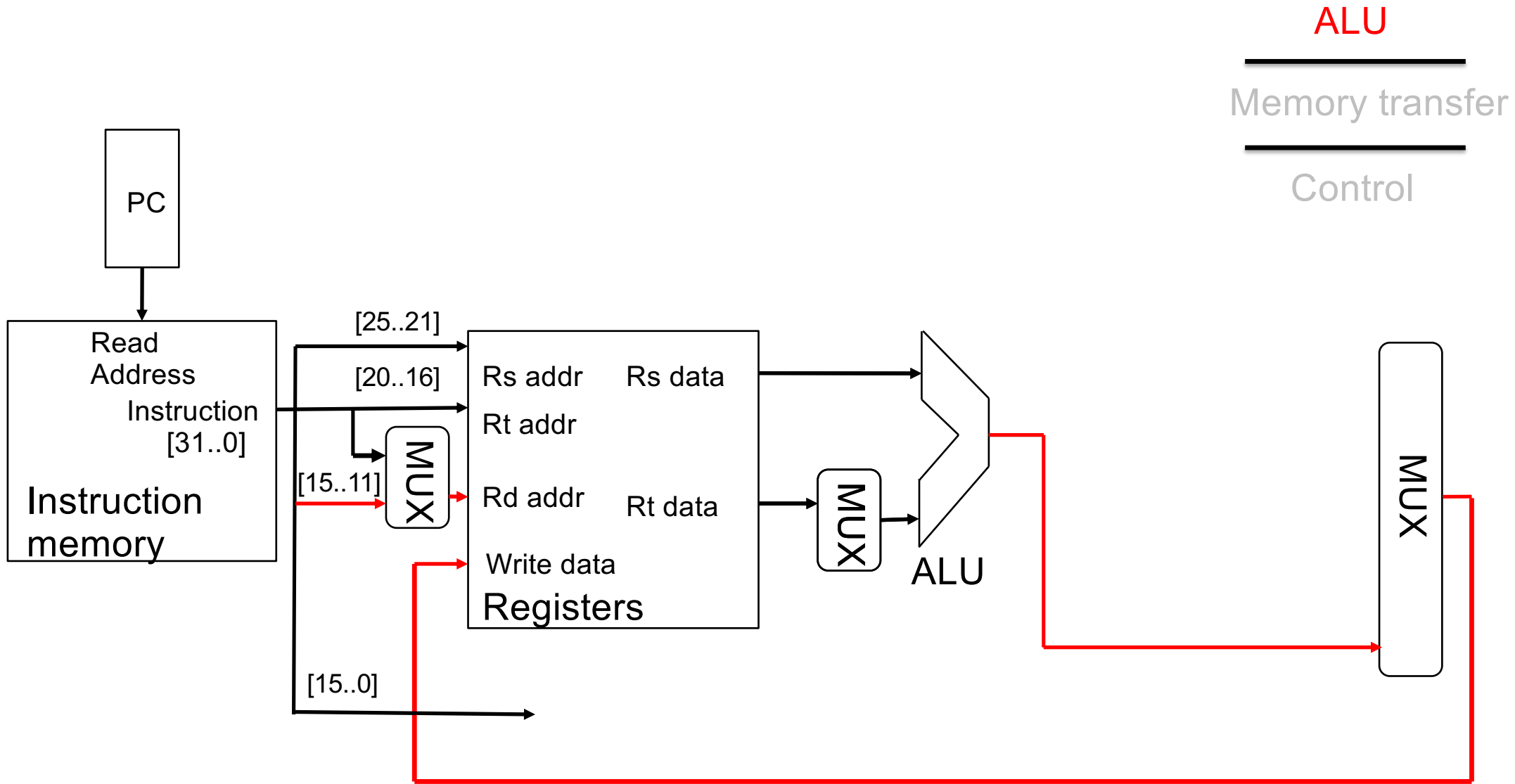
Control

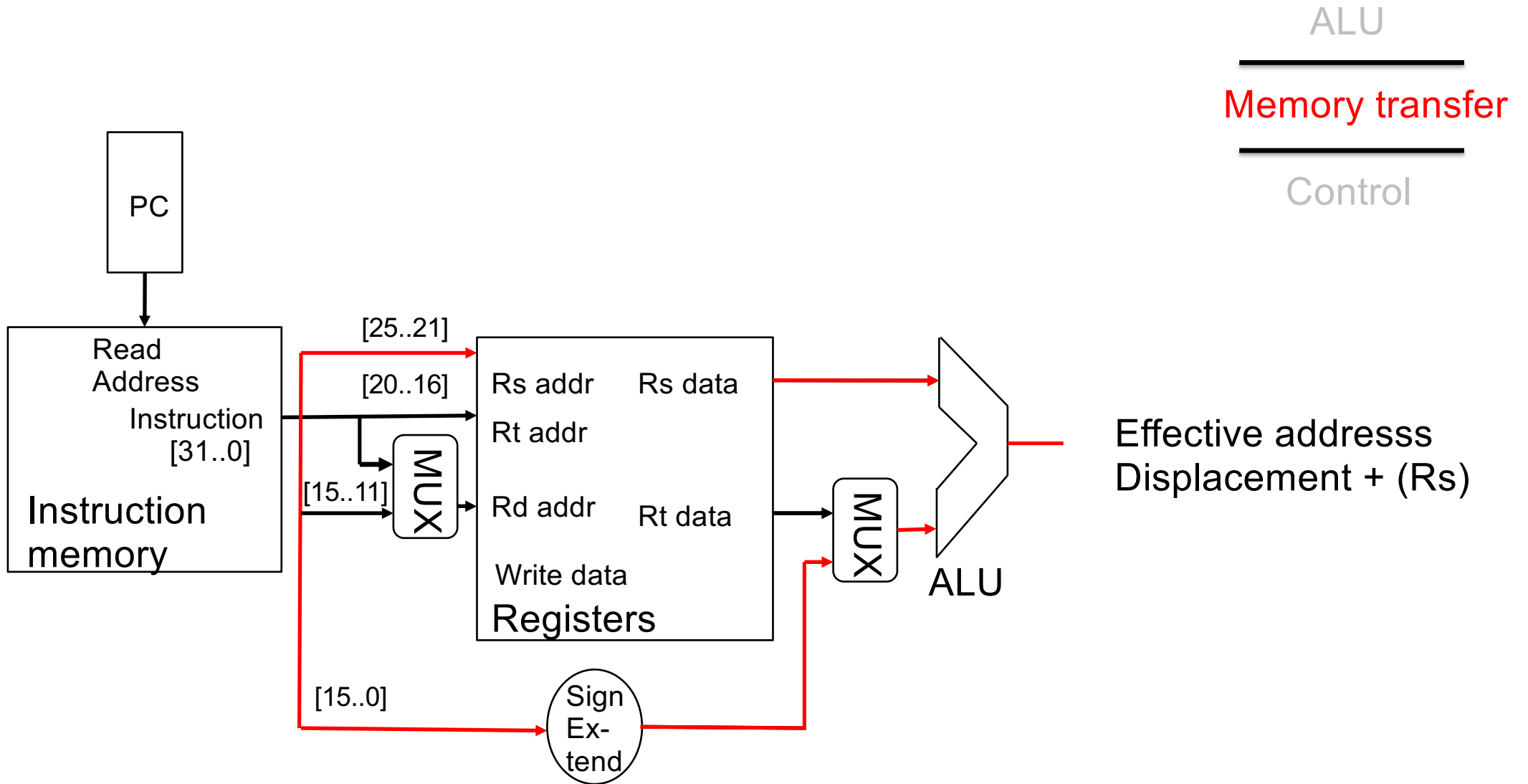


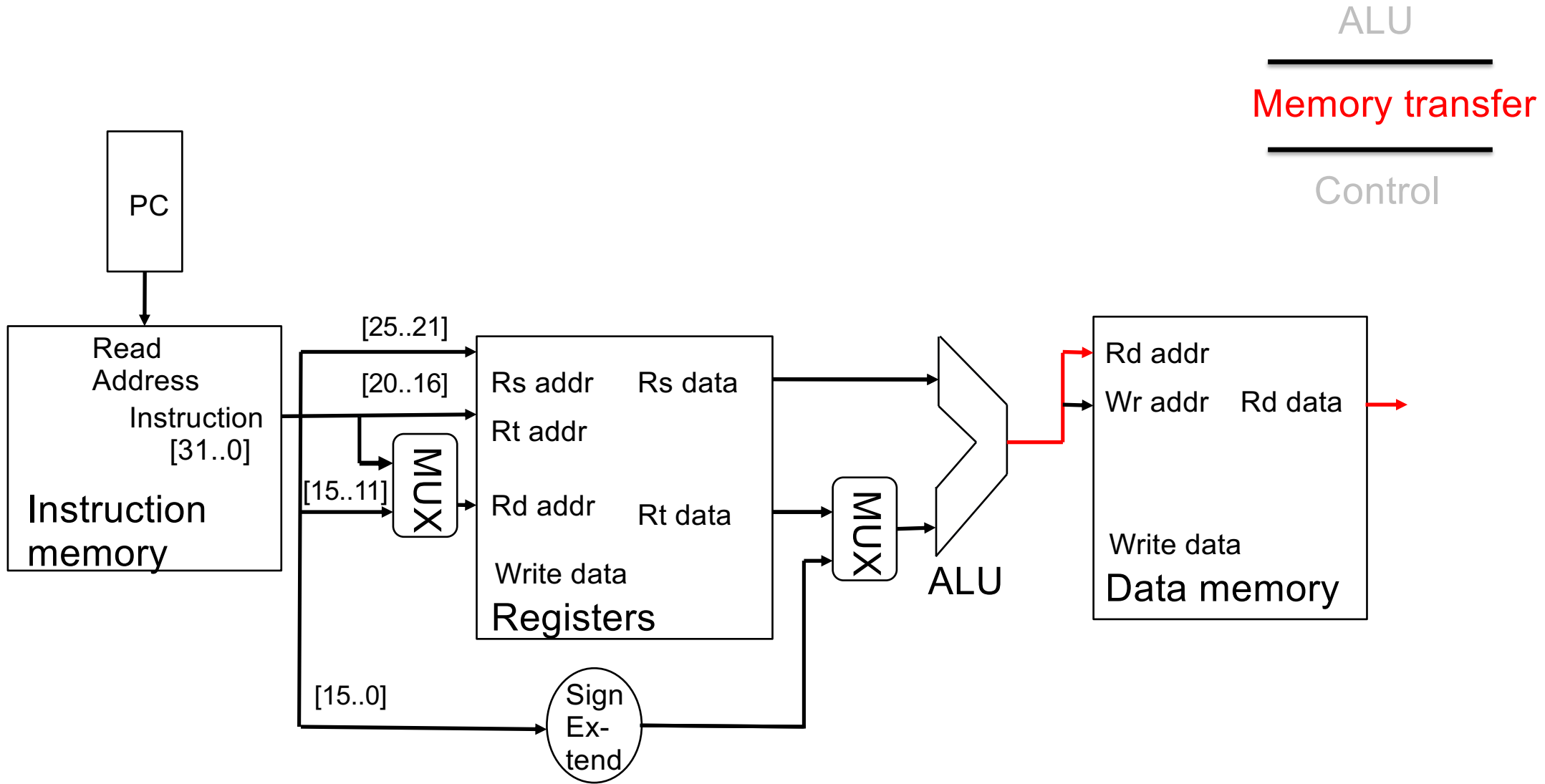
ALU

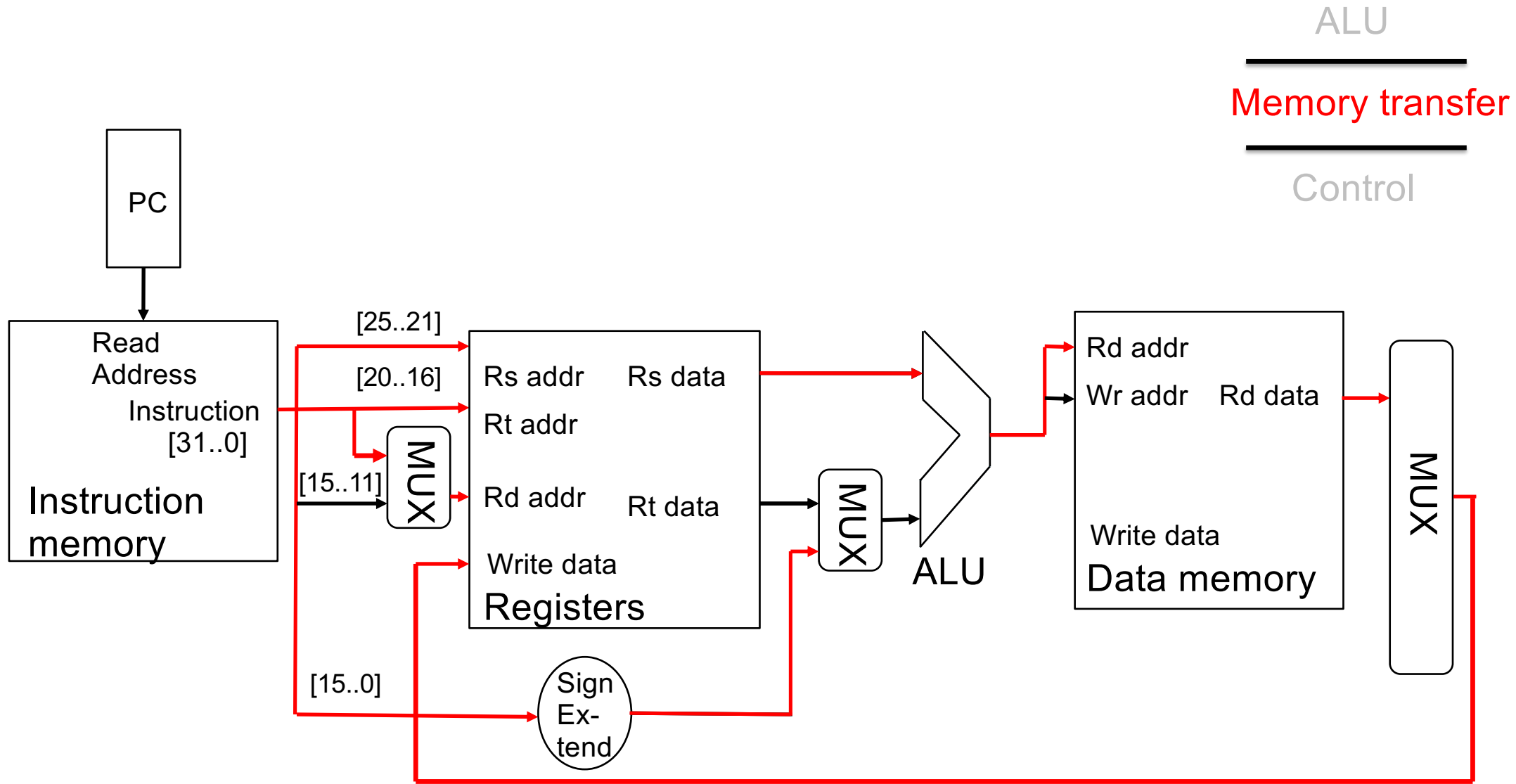
Memory transfer

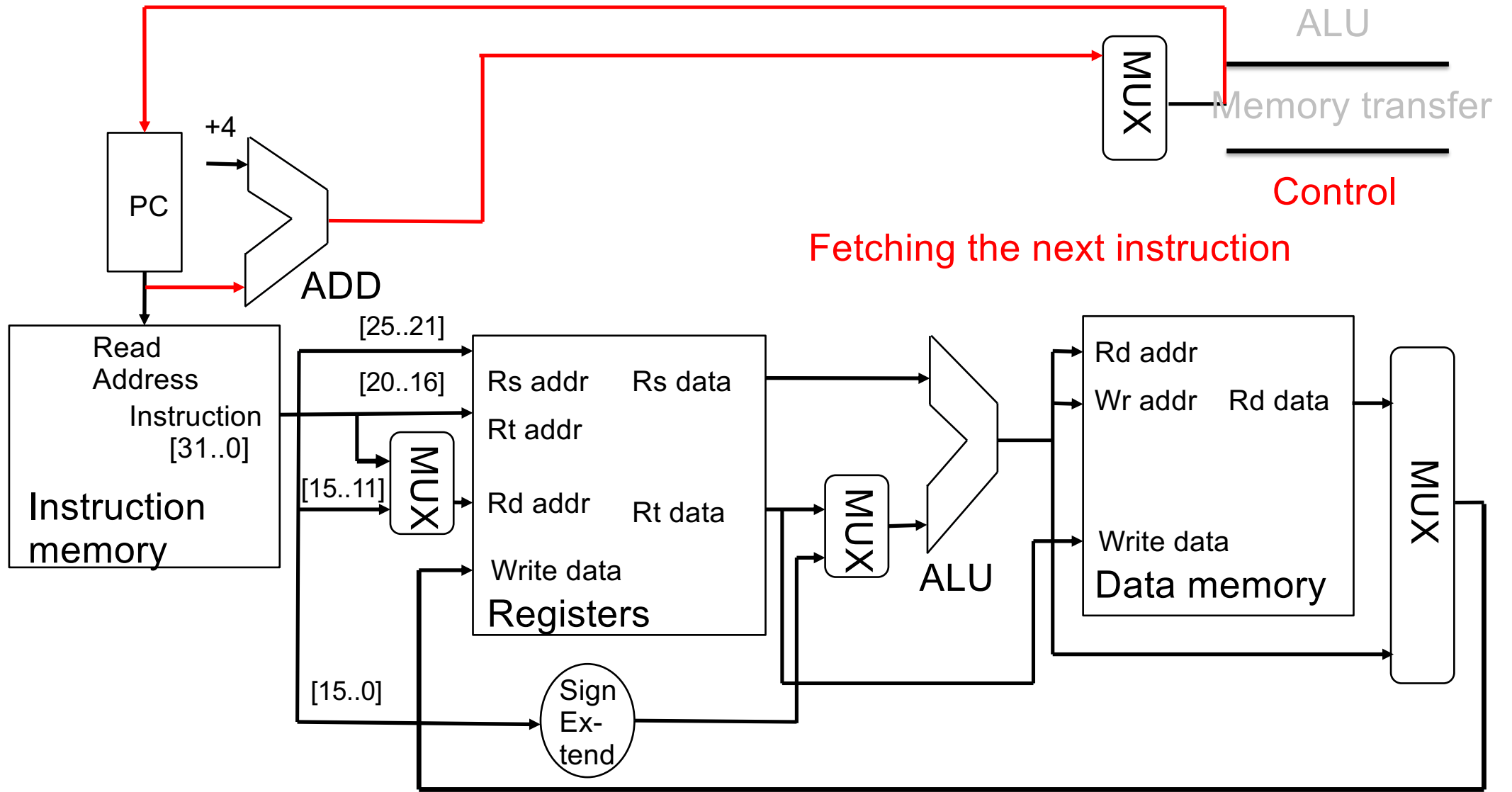
Control

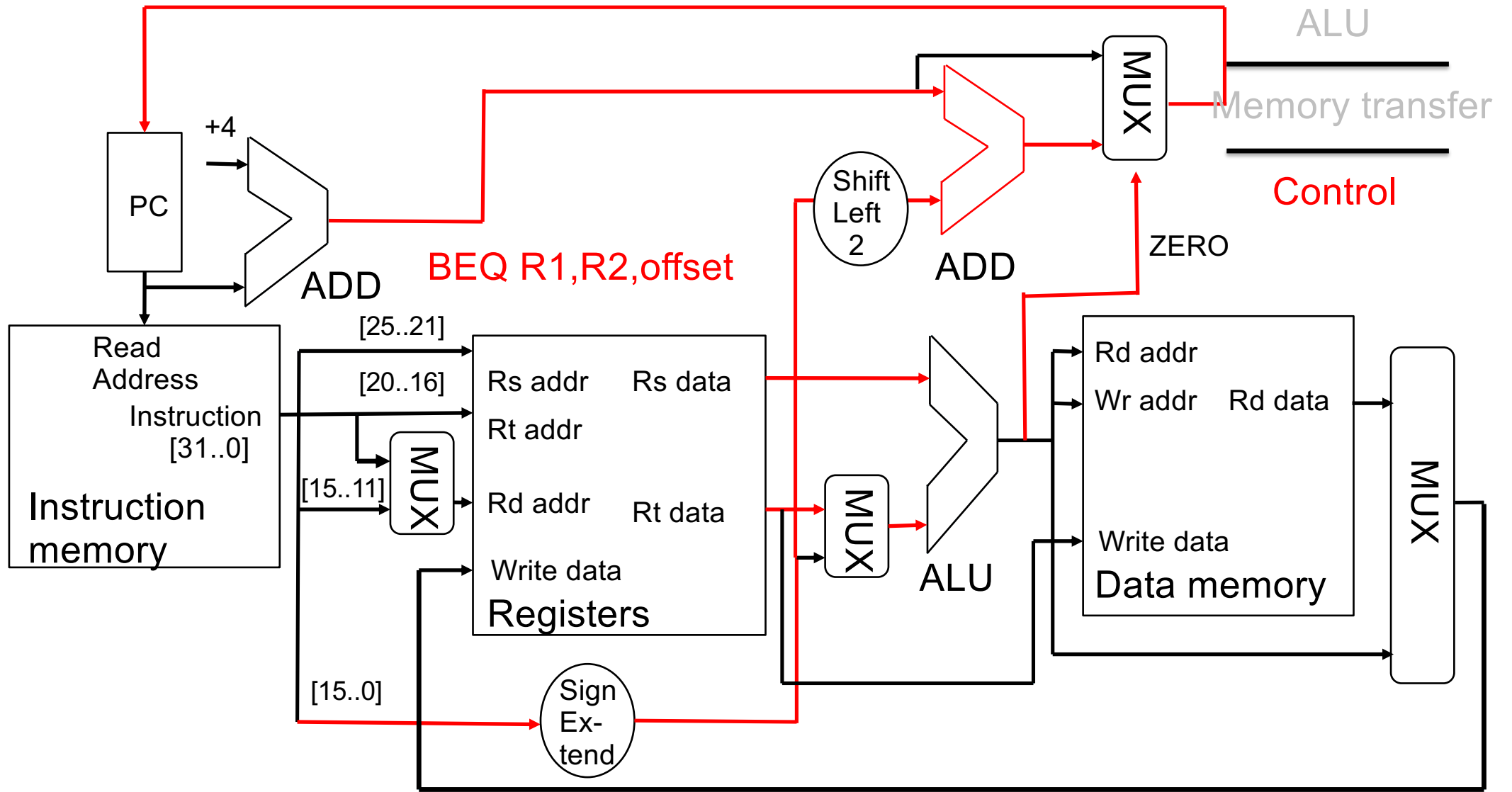


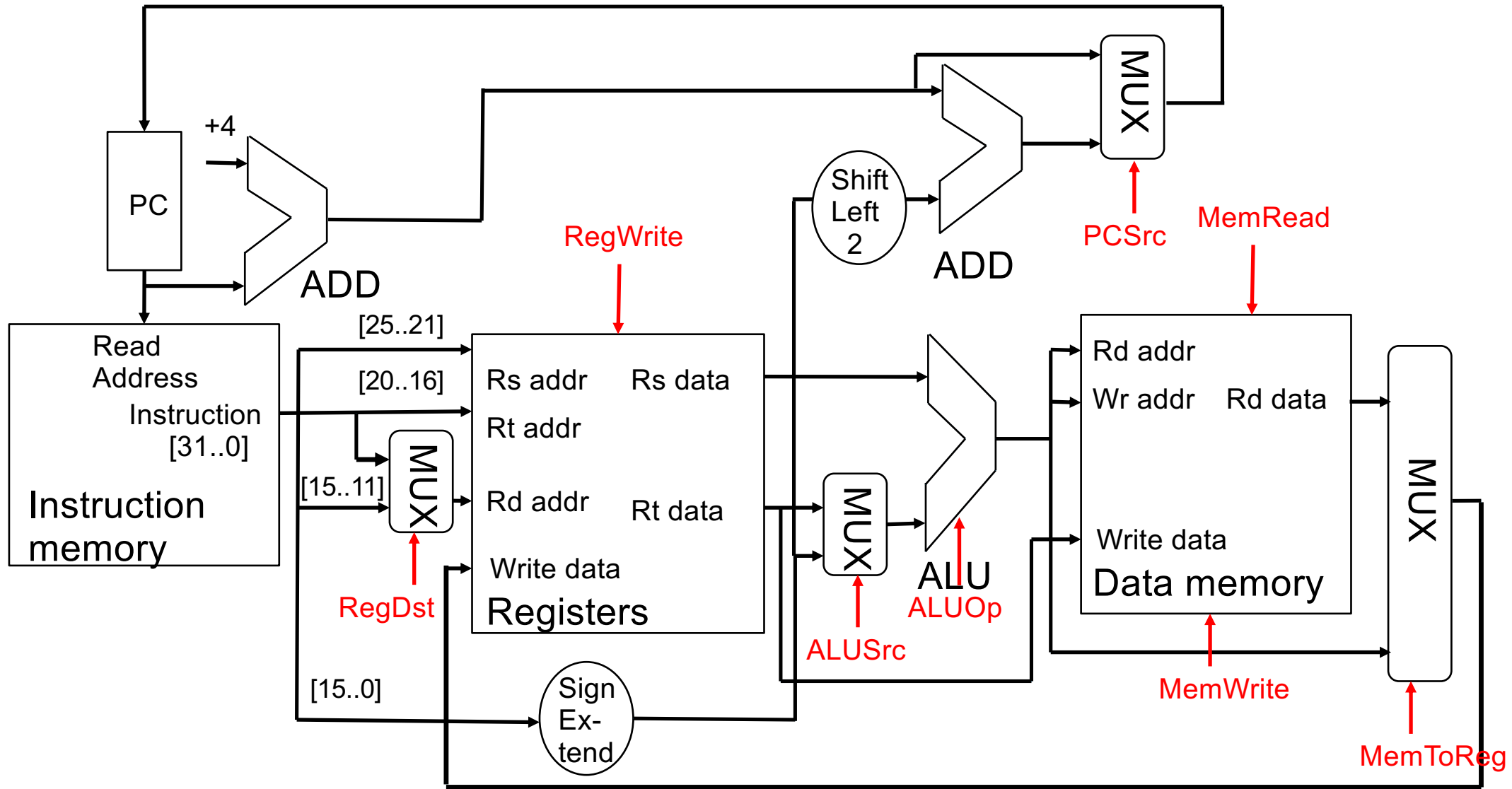


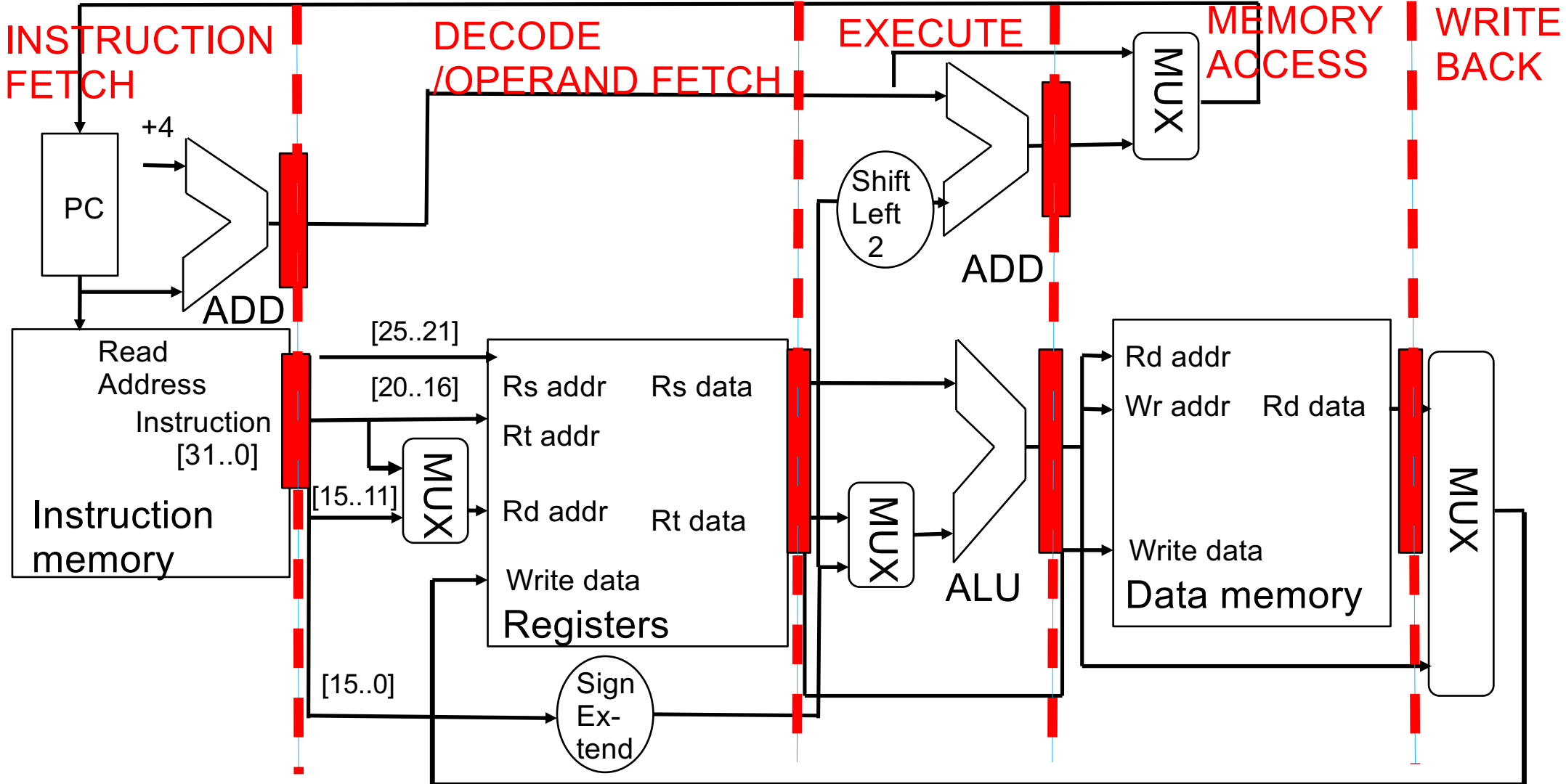






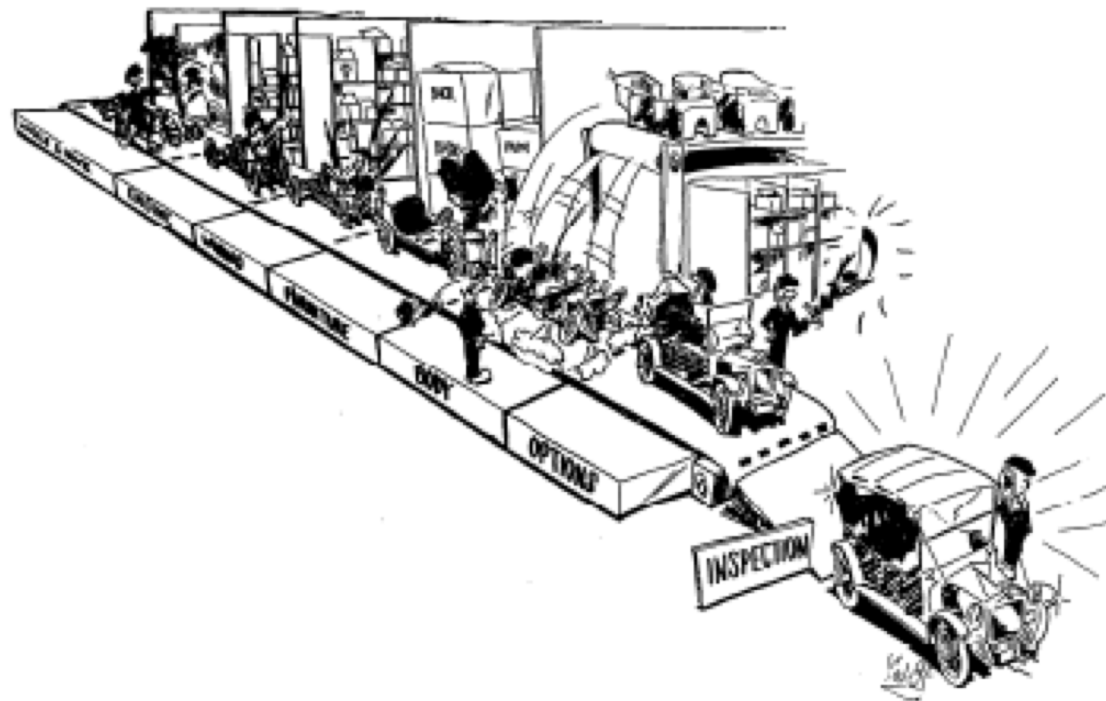


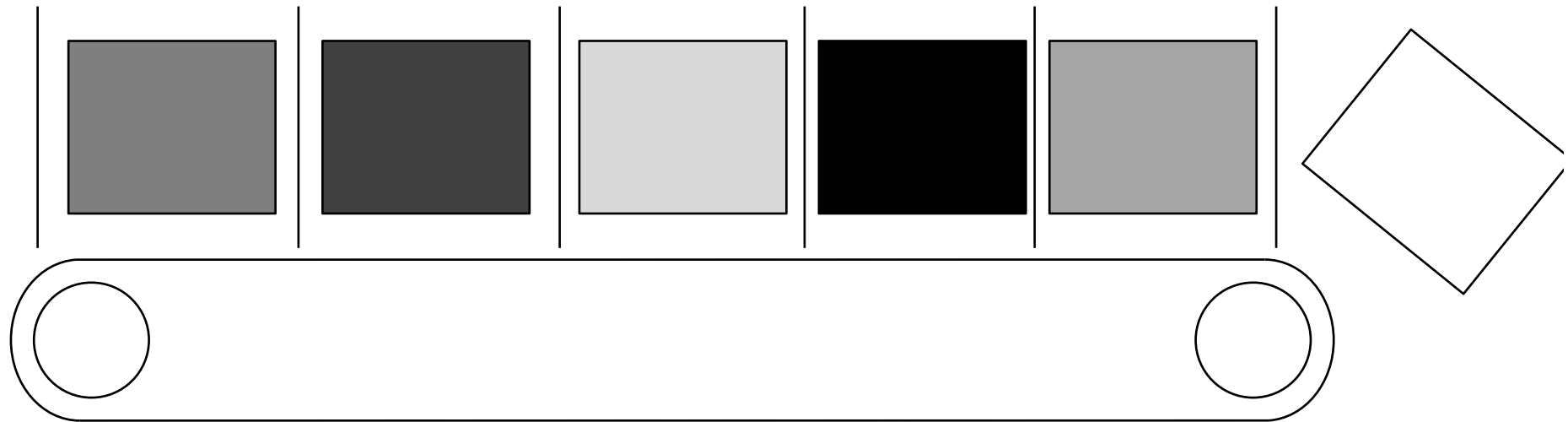


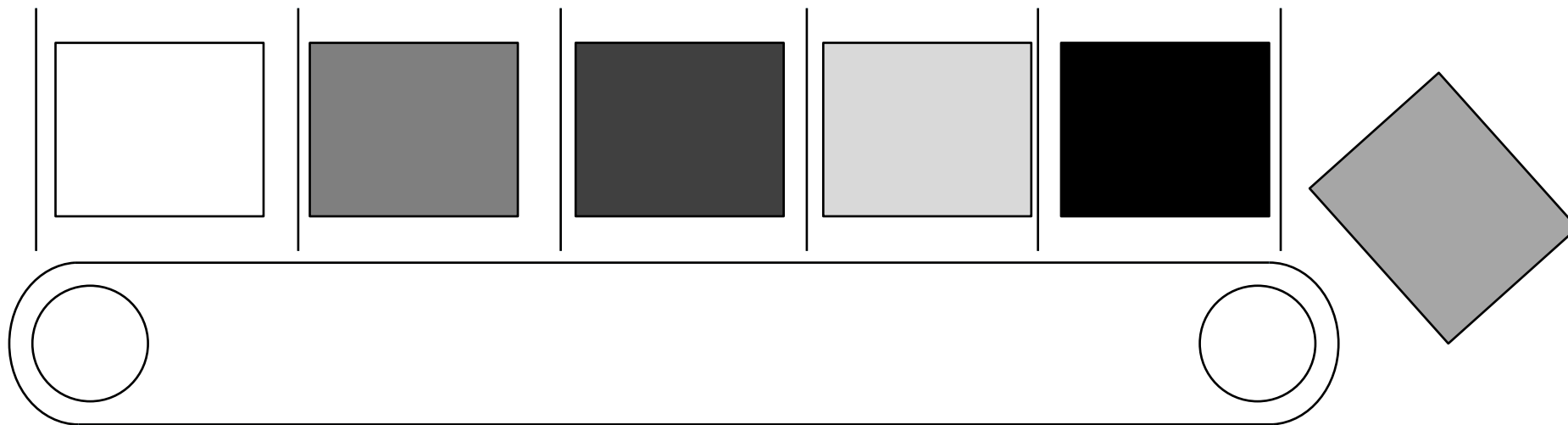


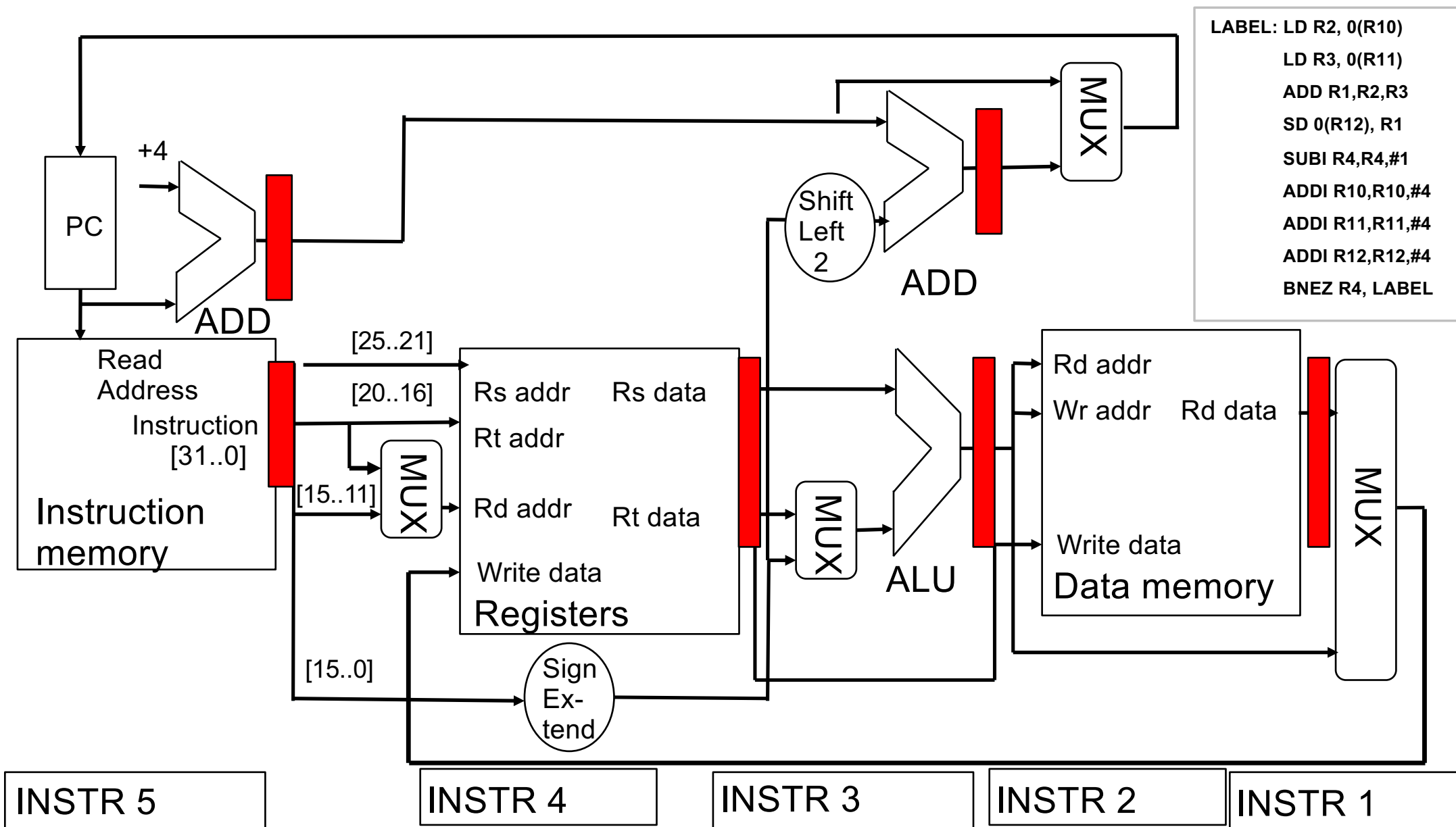
Pipelined "Single-Cycle" Computer

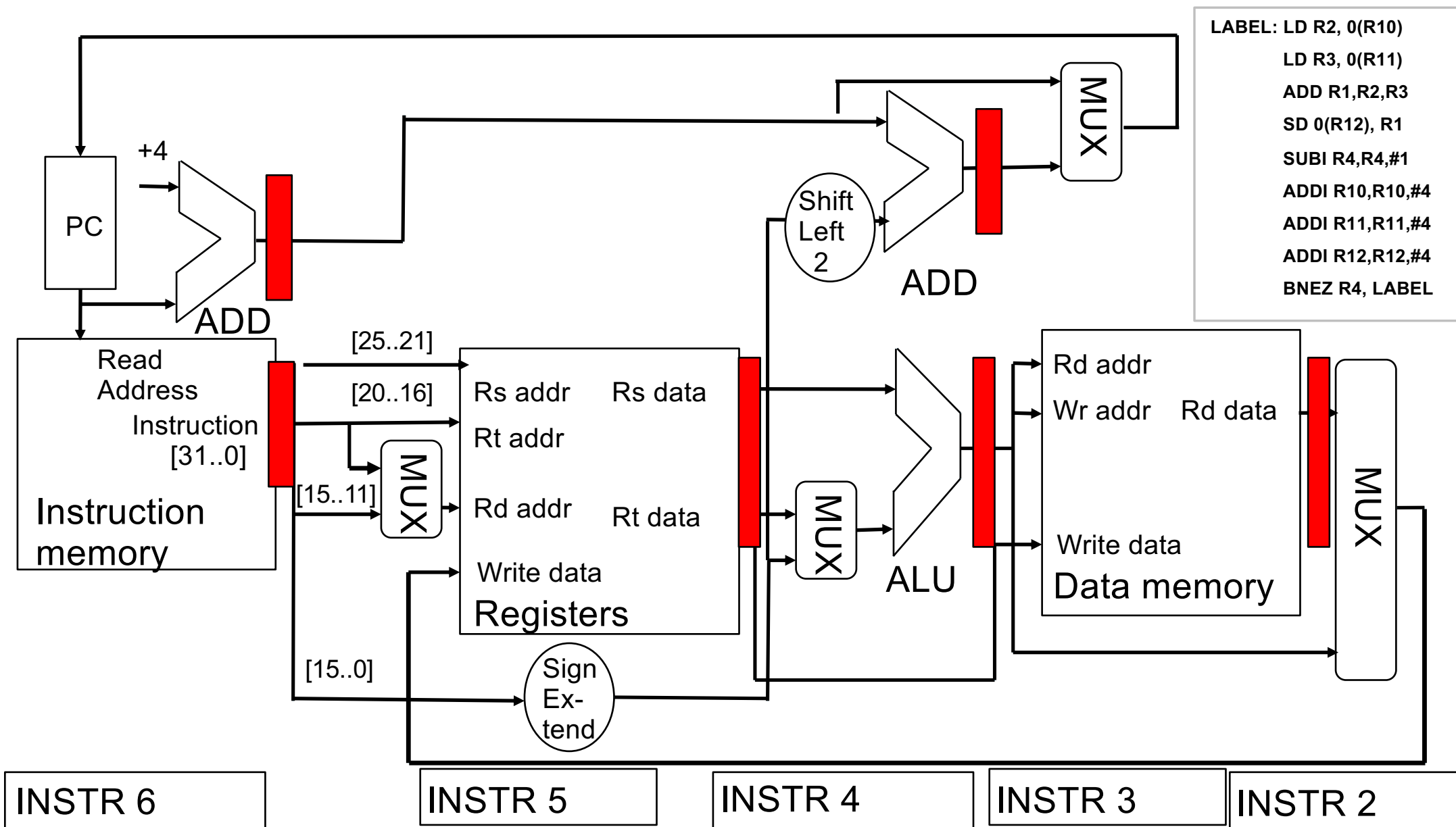
The Conveyor Belt

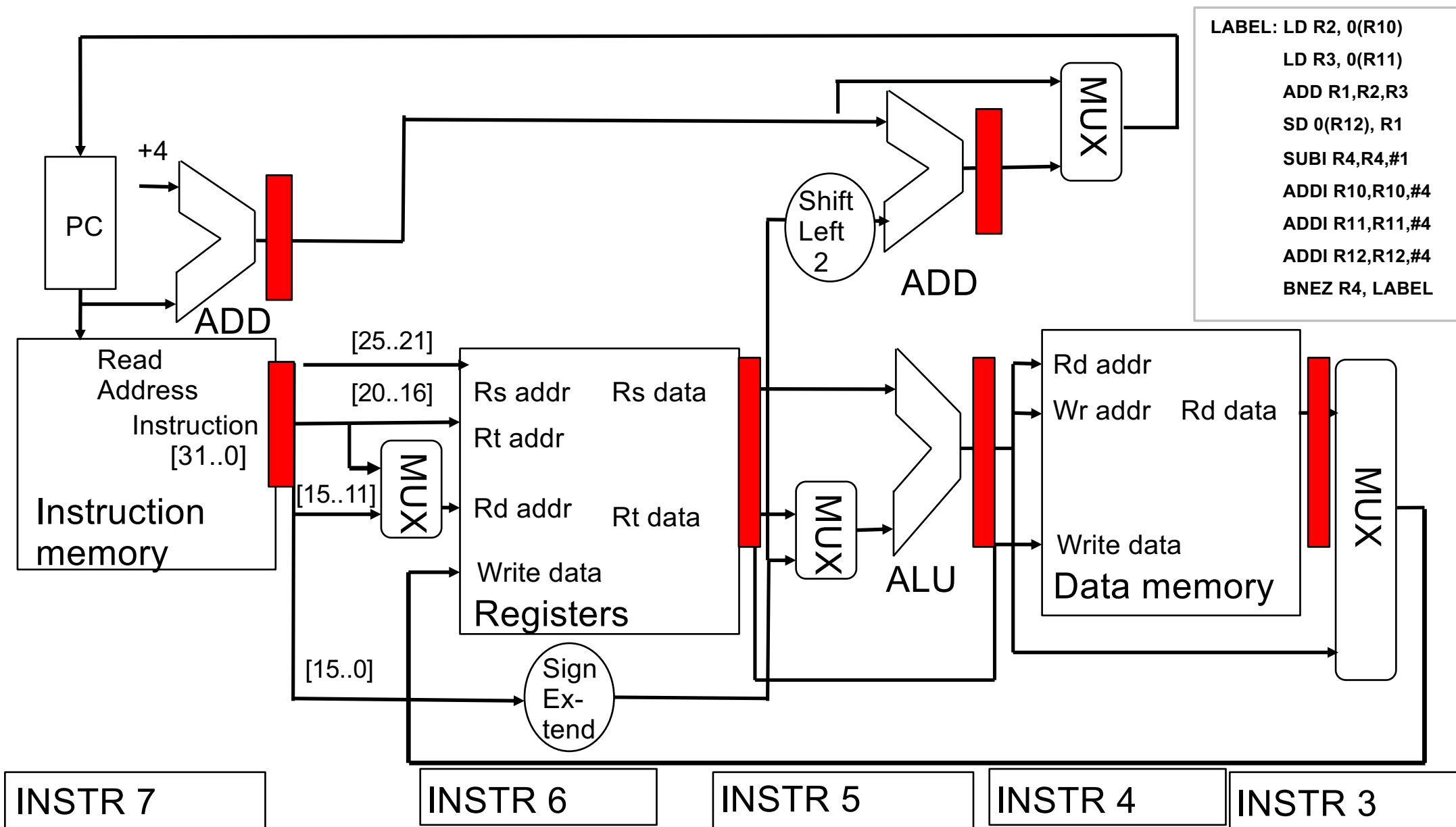


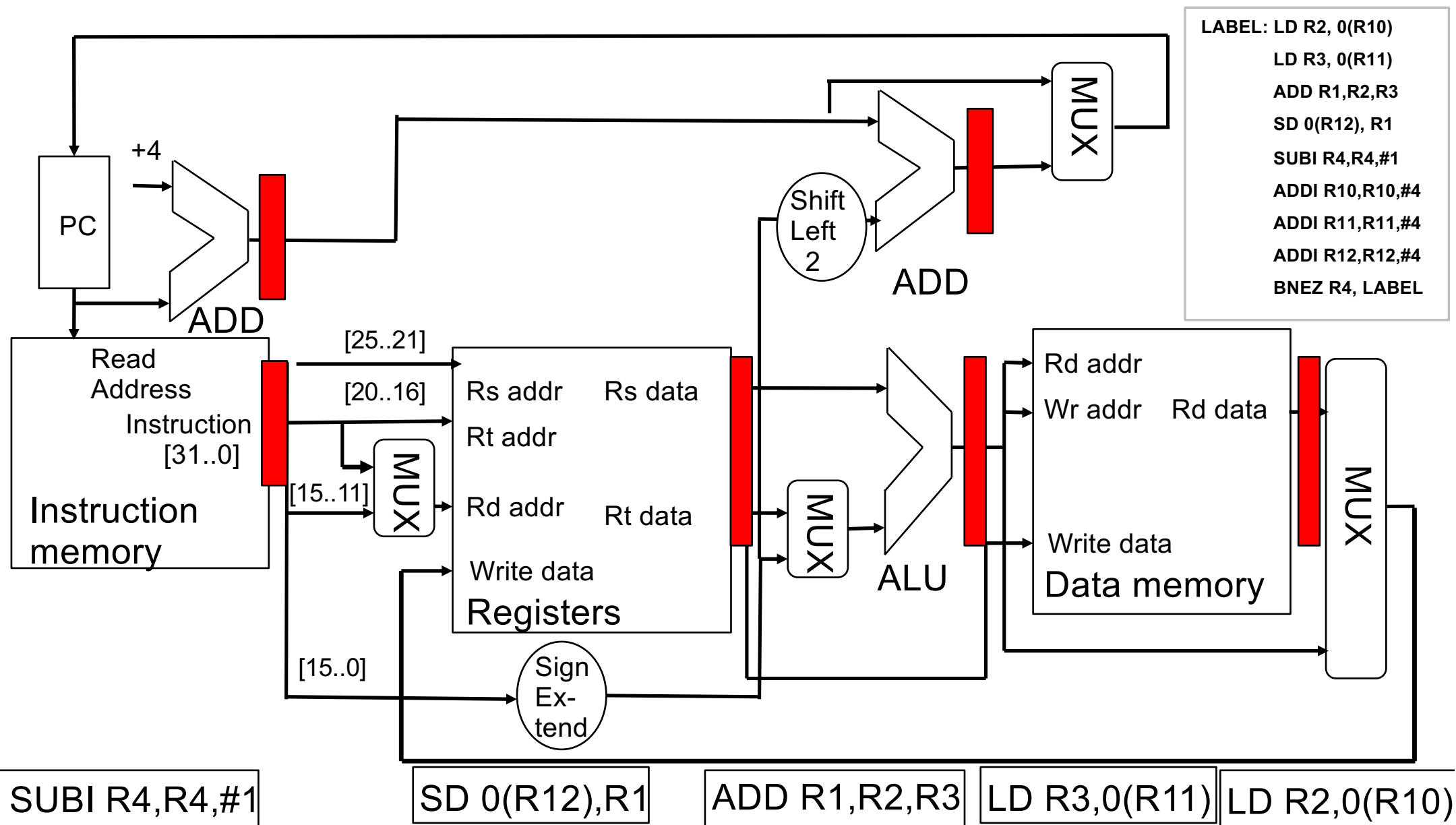


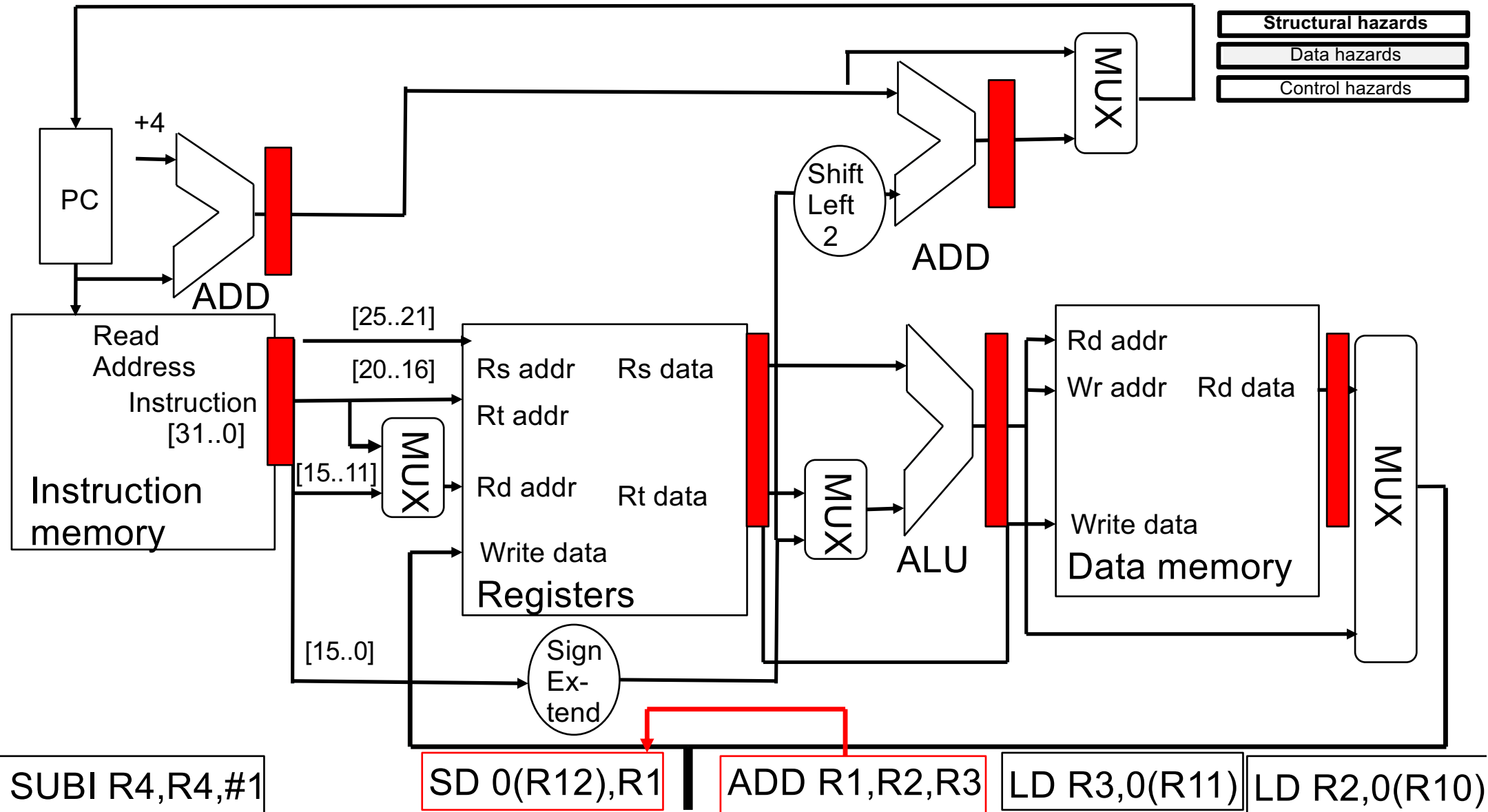


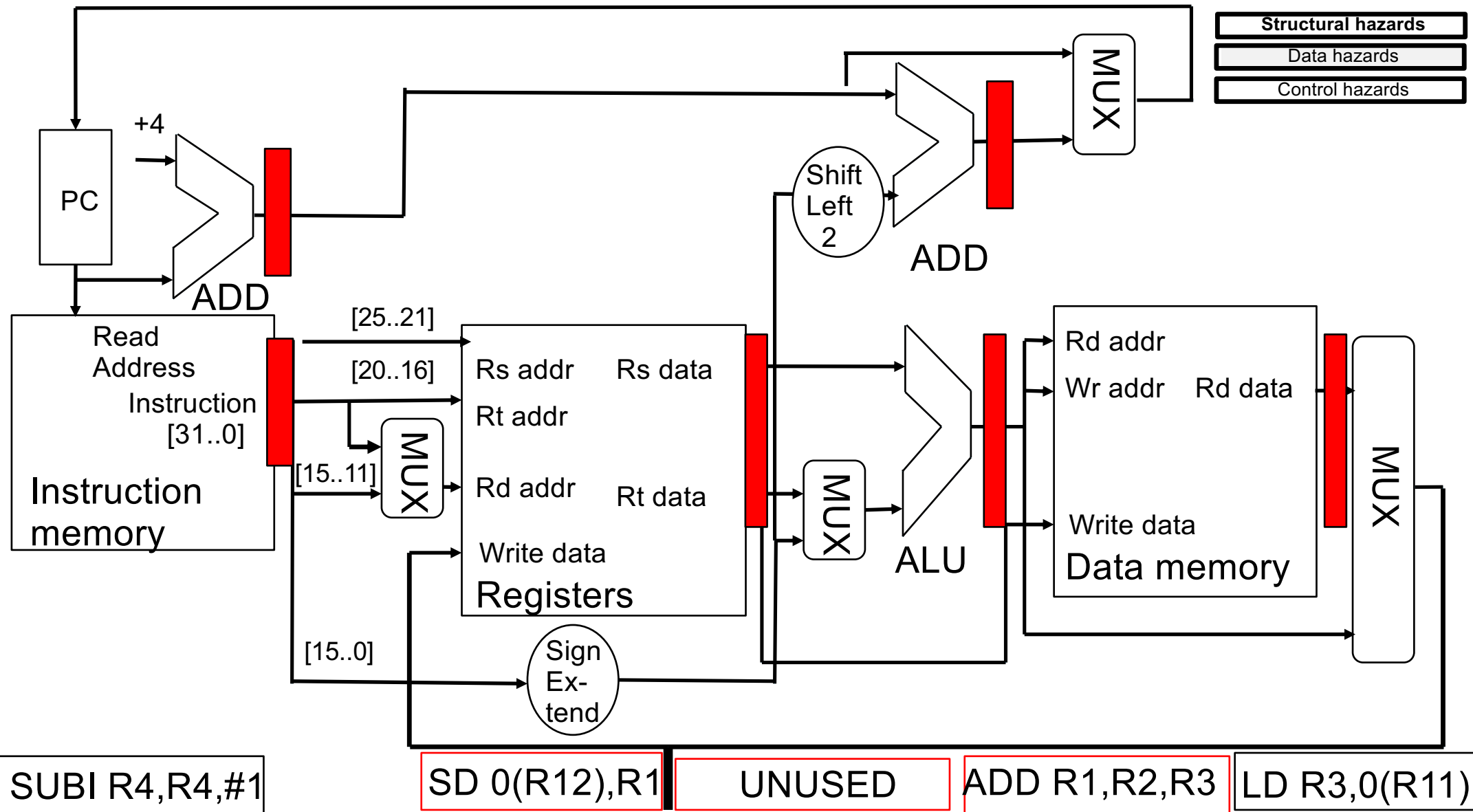


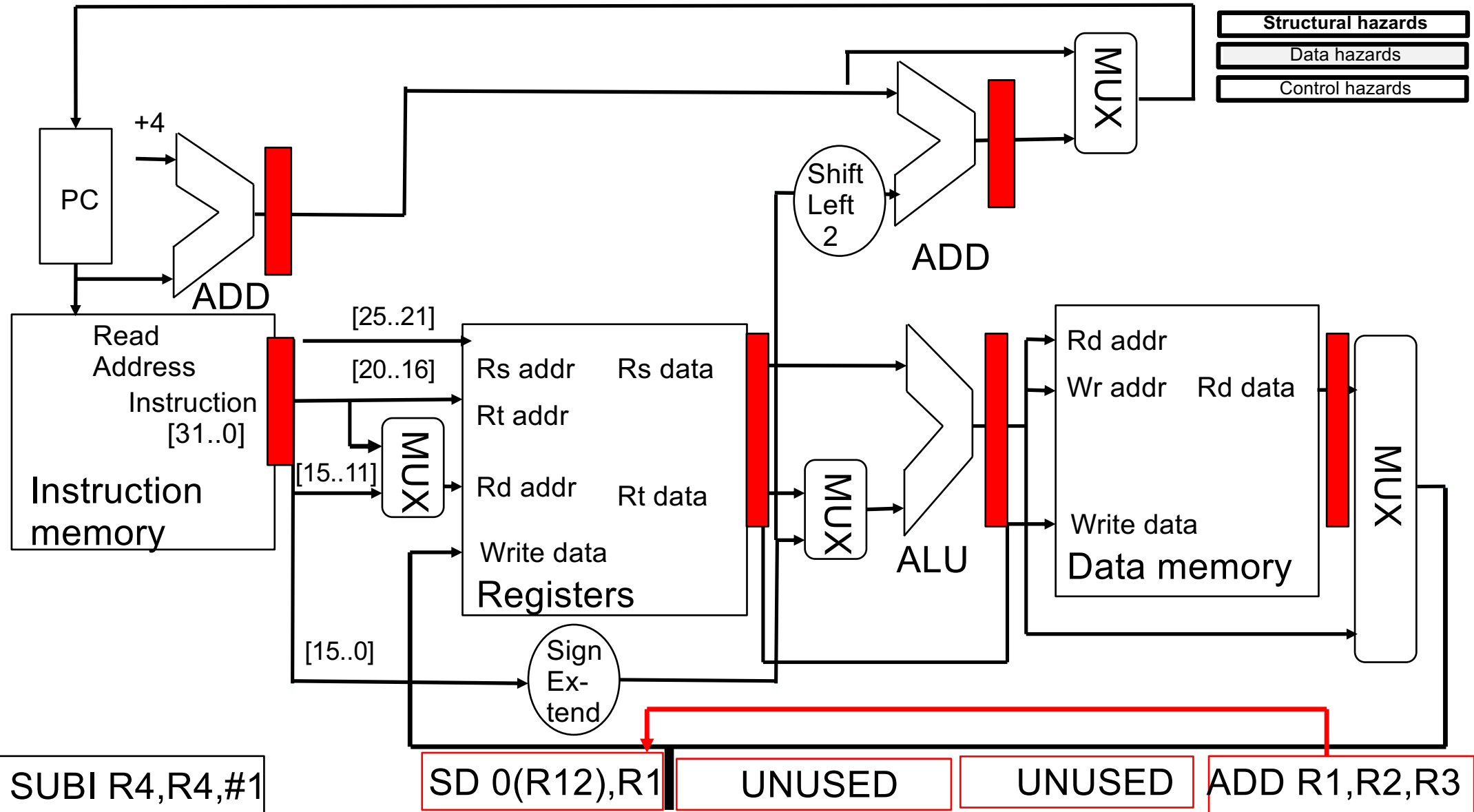


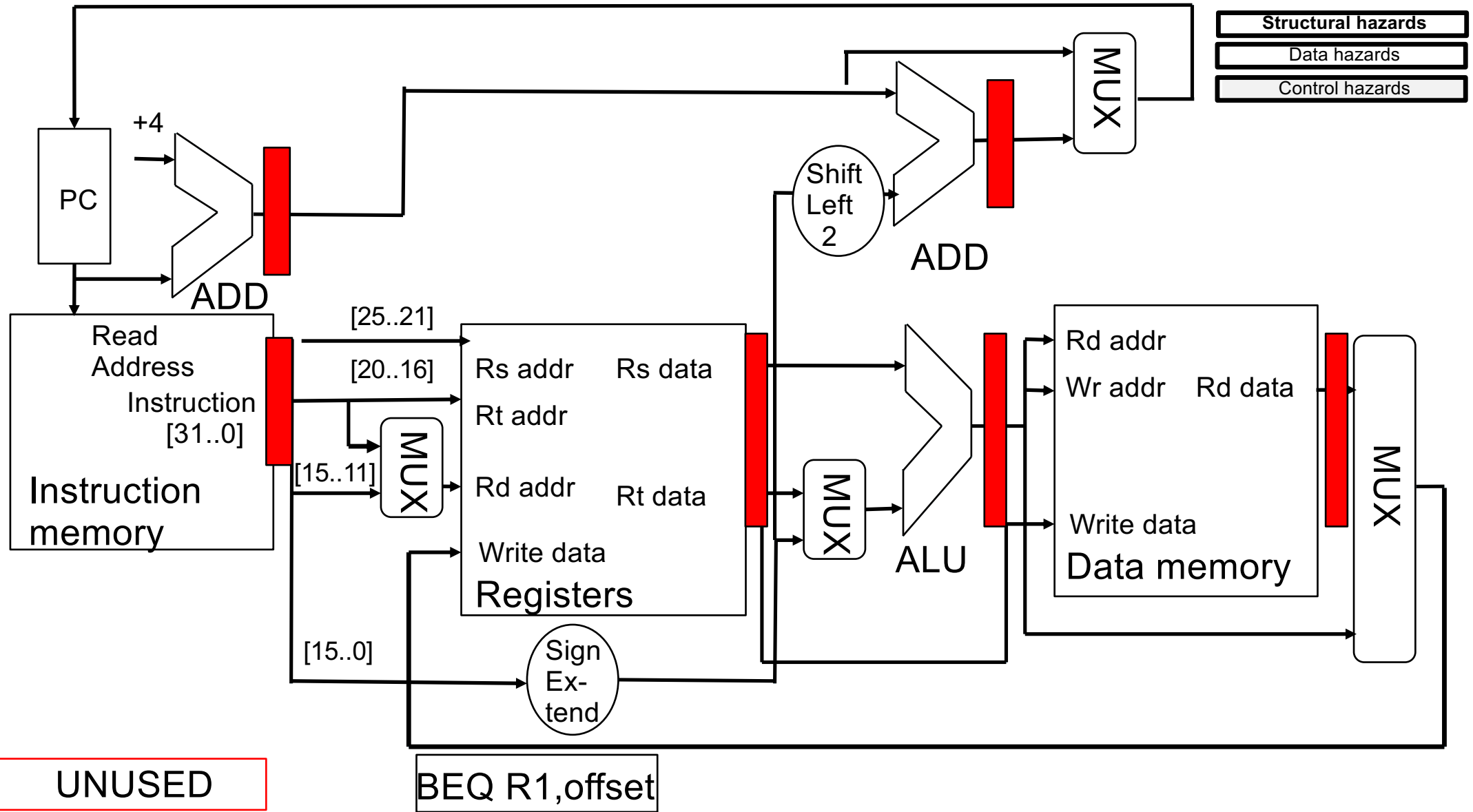


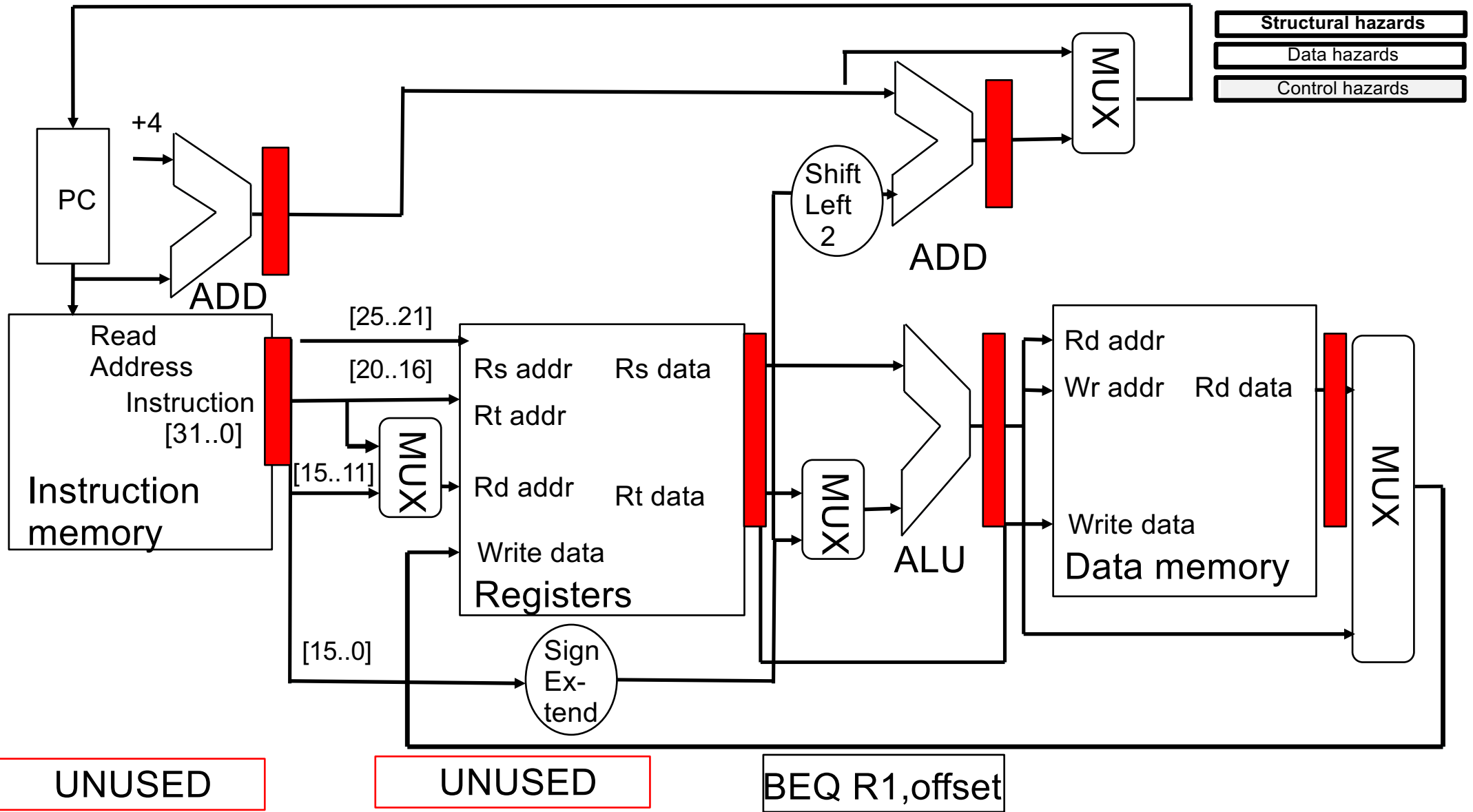


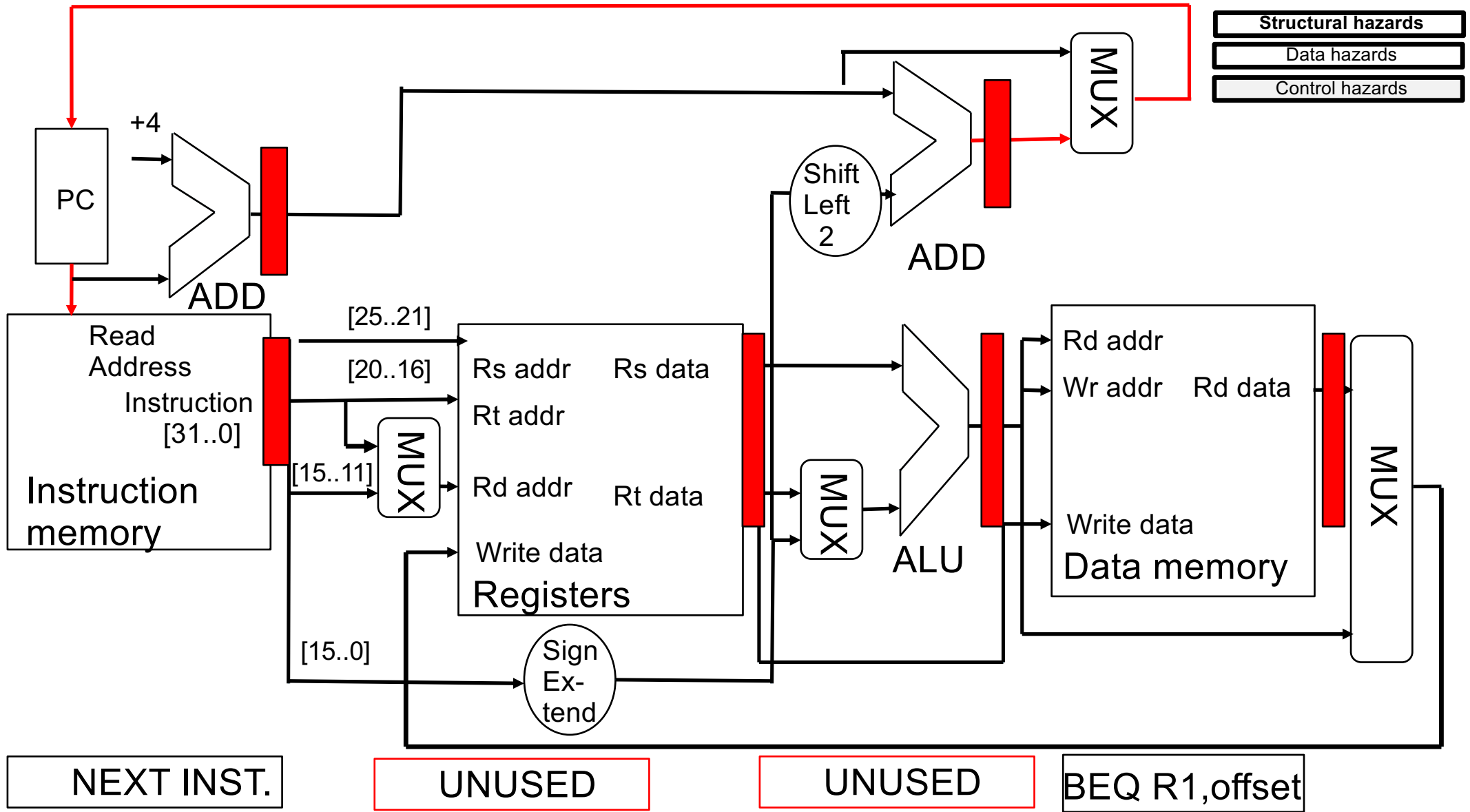




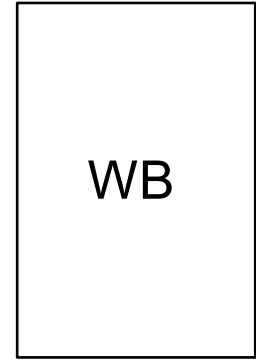
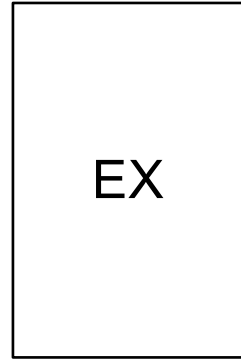
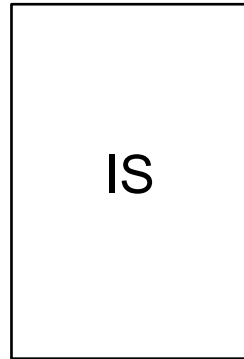
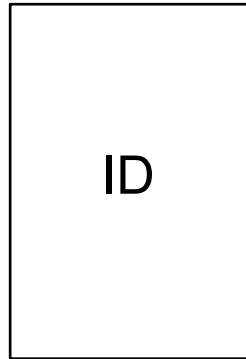
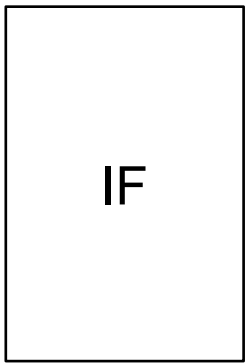








Superscalar Microprocessors



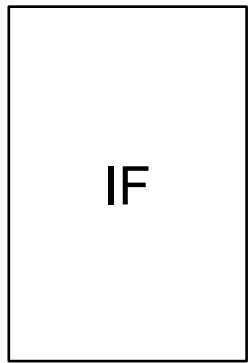
Instruction
Fetch

Instruction
Decode/
Dispatch

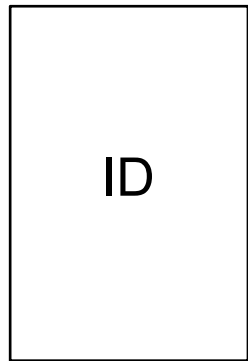
Instruction
Issue/Read
Operands

Execute

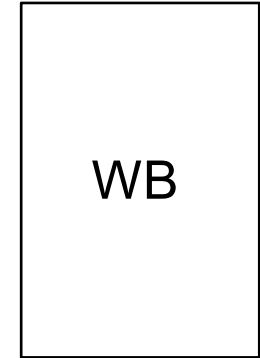
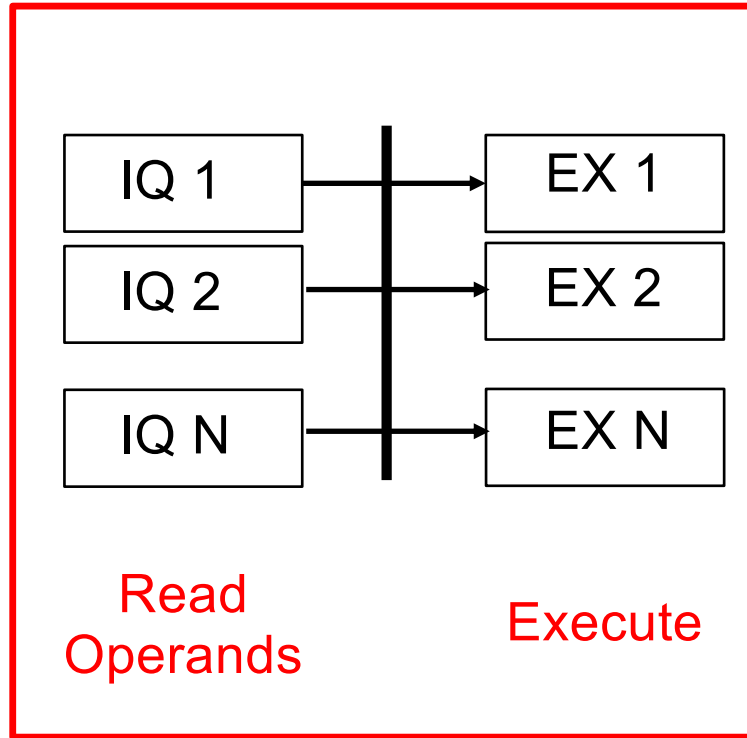
Write
Back



Fetch



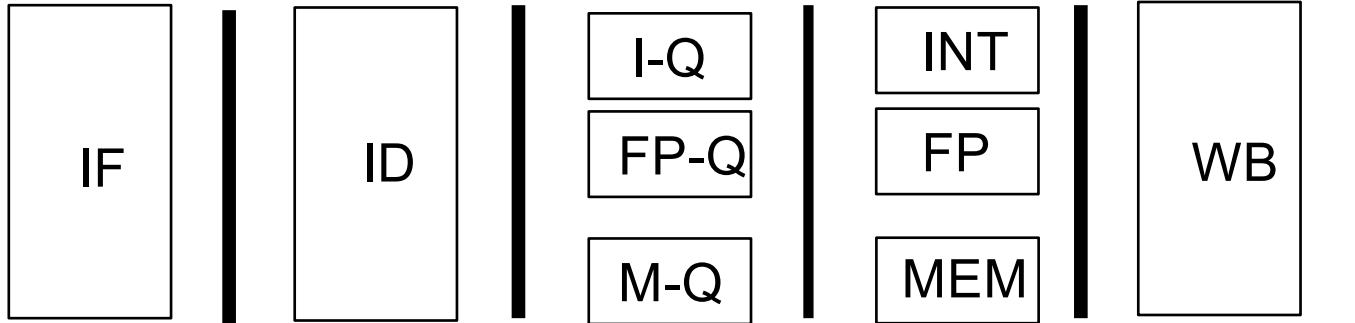
Decode/
Dispatch



Write
Back



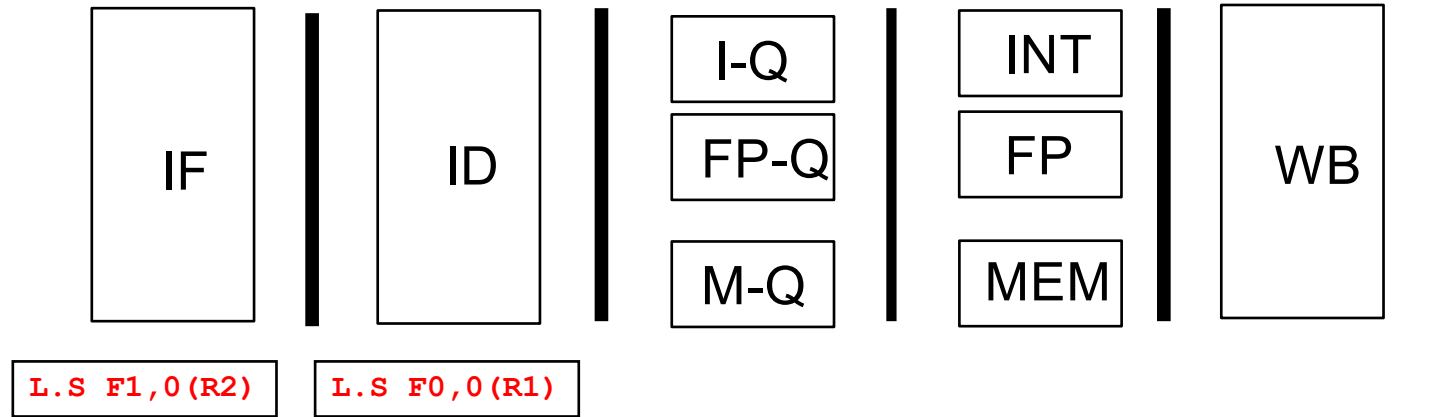
Cycle: 1



L.S F0,0(R1)

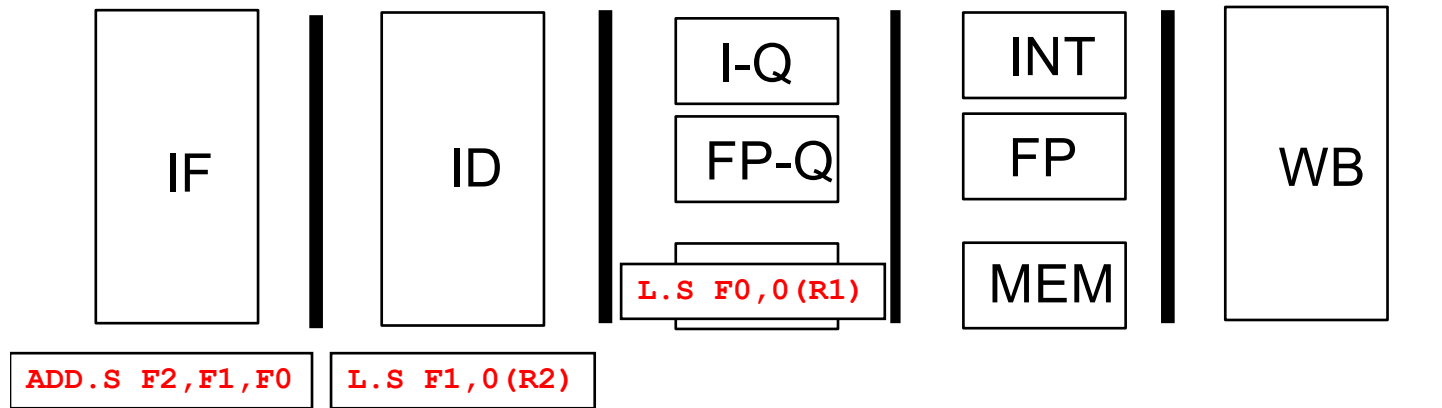
Loop → L.S F0,0(R1)
L.S F1,0(R2)
ADD.S F2,F1,F0
S.S F2,0(R1)
ADDI R1,R1,#4
ADDI R2,R2,#4
SUBI R3,R3,#1
BNEZ R3,Loop

Cycle: 2



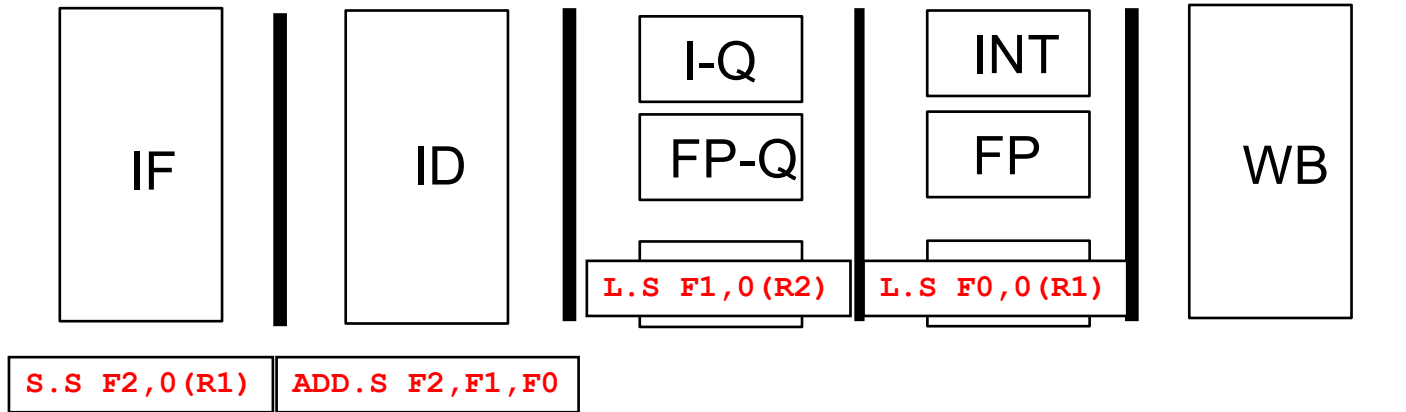
Loop L.S F0,0(R1)
 L.S F1,0(R2)
 ADD.S F2,F1,F0
 S.S F2,0(R1)
 ADDI R1,R1,#4
 ADDI R2,R2,#4
 SUBI R3,R3,#1
 BNEZ R3,Loop

Cycle: 3



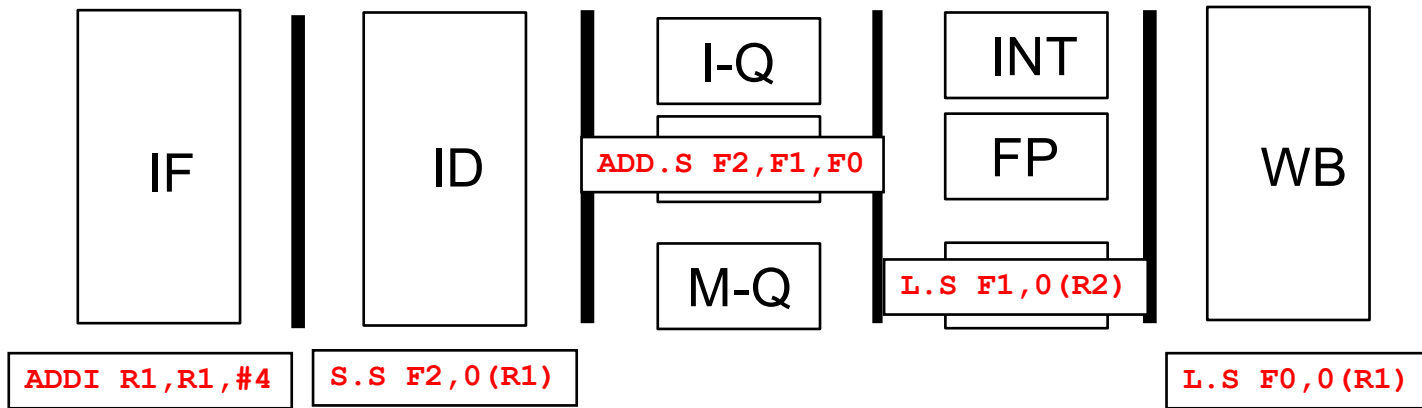
```
Loop    L.S F0,0(R1)
         L.S F1,0(R2)
         → ADD.S F2,F1,F0
         S.S F2,0(R1)
         ADDI R1,R1,#4
         ADDI R2,R2,#4
         SUBI R3,R3,#1
         BNEZ R3,Loop
```

Cycle: 4



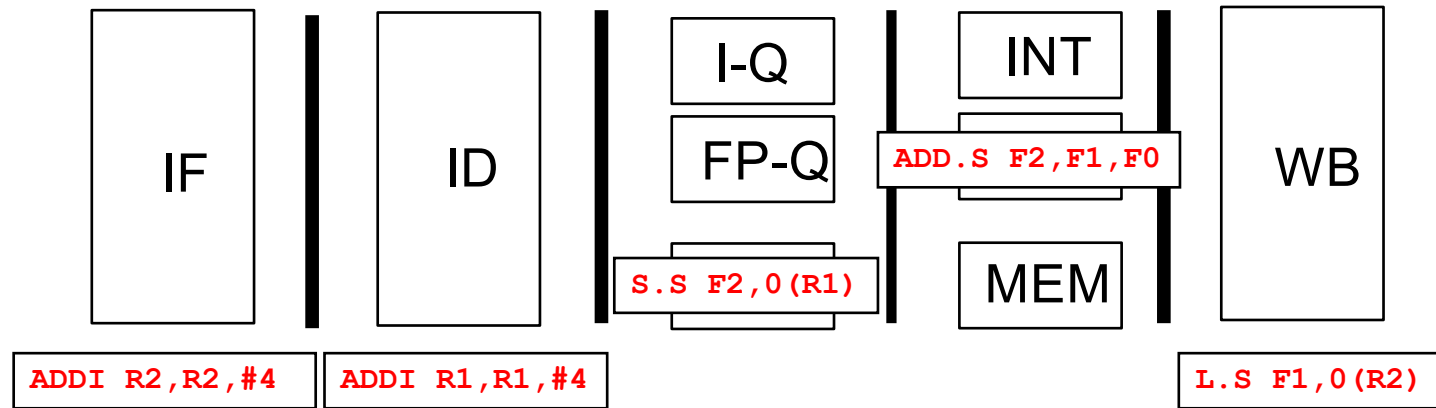
Loop L.S F0,0(R1)
 L.S F1,0(R2)
 ADD.S F2,F1,F0
 ➔ S.S F2,0(R1)
 ADDI R1,R1,#4
 ADDI R2,R2,#4
 SUBI R3,R3,#1
 BNEZ R3,Loop

Cycle: 5



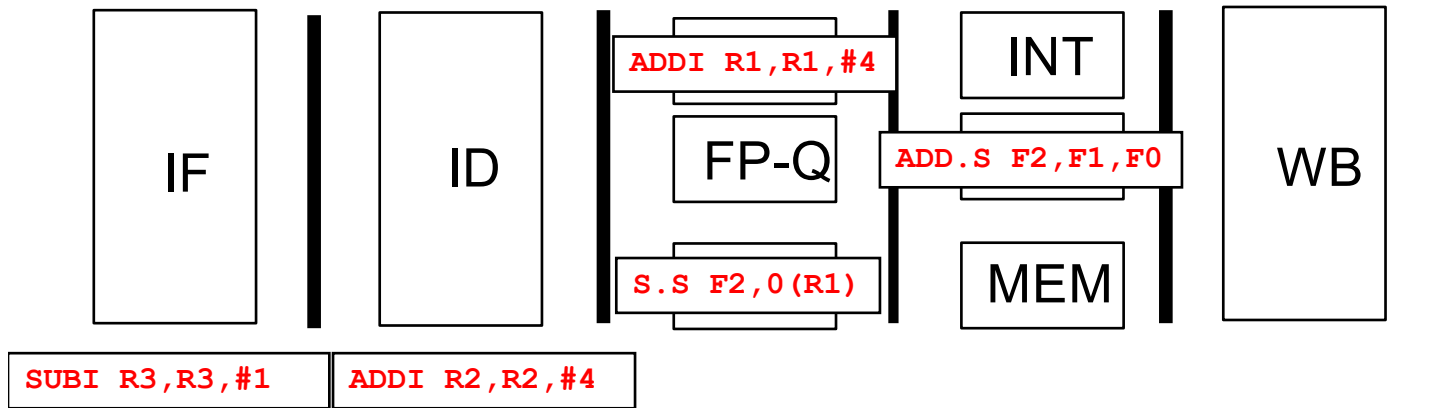
Loop L.S F0, 0 (R1)
L.S F1, 0 (R2)
ADD.S F2, F1, F0
S.S F2, 0 (R1)
➔ ADDI R1, R1, #4
ADDI R2, R2, #4
SUBI R3, R3, #1
BNEZ R3, Loop

Cycle: 6

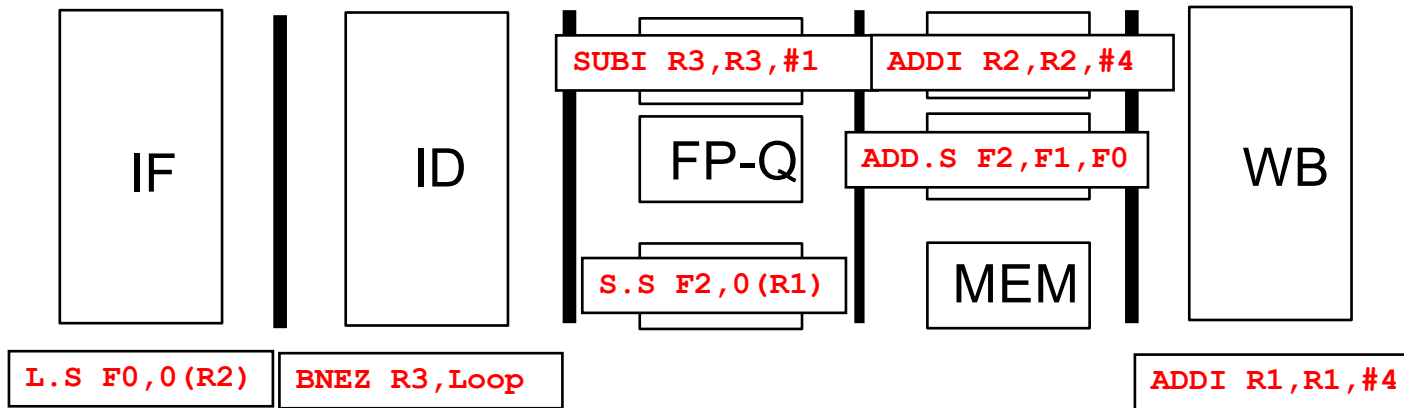


```
Loop  L.S F0,0(R1)
      L.S F1,0(R2)
      ADD.S F2,F1,F0
      S.S F2,0(R1)
      ADDI R1,R1,#4
      ADDI R2,R2,#4
      SUBI R3,R3,#1
      BNEZ R3,Loop
```

Cycle: 7

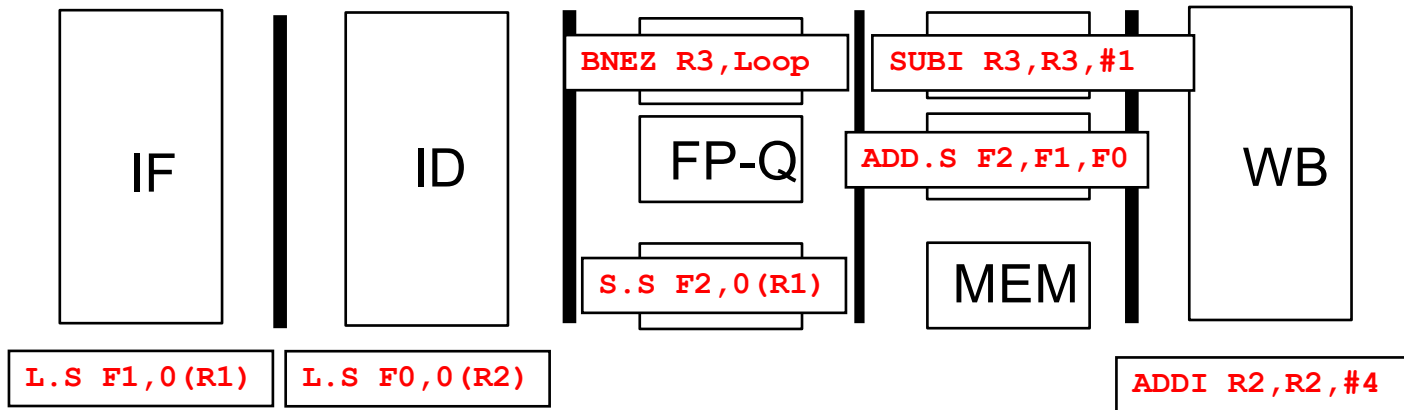


```
Loop    L.S F0, 0(R1)
        L.S F1, 0(R2)
        ADD.S F2, F1, F0
        S.S F2, 0(R1)
        ADDI R1, R1, #4
        ADDI R2, R2, #4
        SUBI R3, R3, #1
        BNEZ R3, Loop
```

Cycle: 9

Loop → L.S F0,0(R1)
 L.S F1,0(R2)
 ADD.S F2,F1,F0
 S.S F2,0(R1)
 ADDI R1,R1,#4
 ADDI R2,R2,#4
 SUBI R3,R3,#1
 BNEZ R3,Loop



Cycle: 10

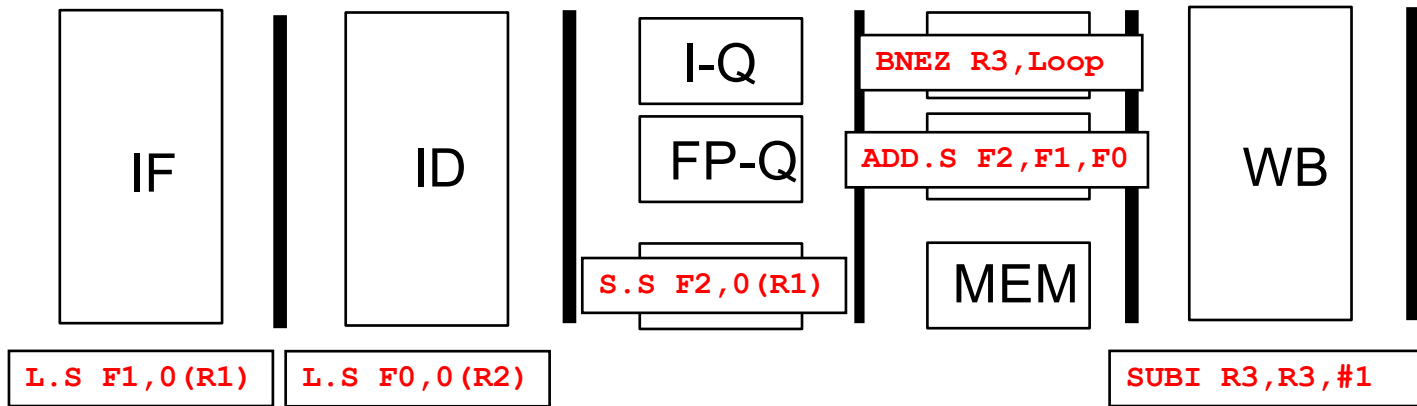
Loop →

```

L.S F0,0(R1)
L.S F1,0(R2)
ADD.S F2,F1,F0
S.S F2,0(R1)
ADDI R1,R1,#4
ADDI R2,R2,#4
SUBI R3,R3,#1
BNEZ R3,Loop

```

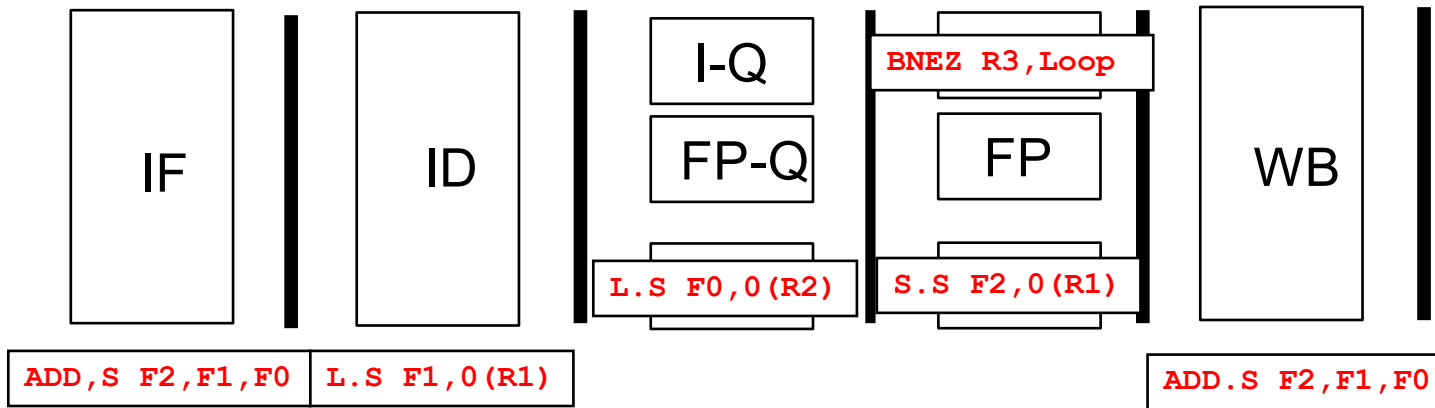

Cycle: 11



Loop

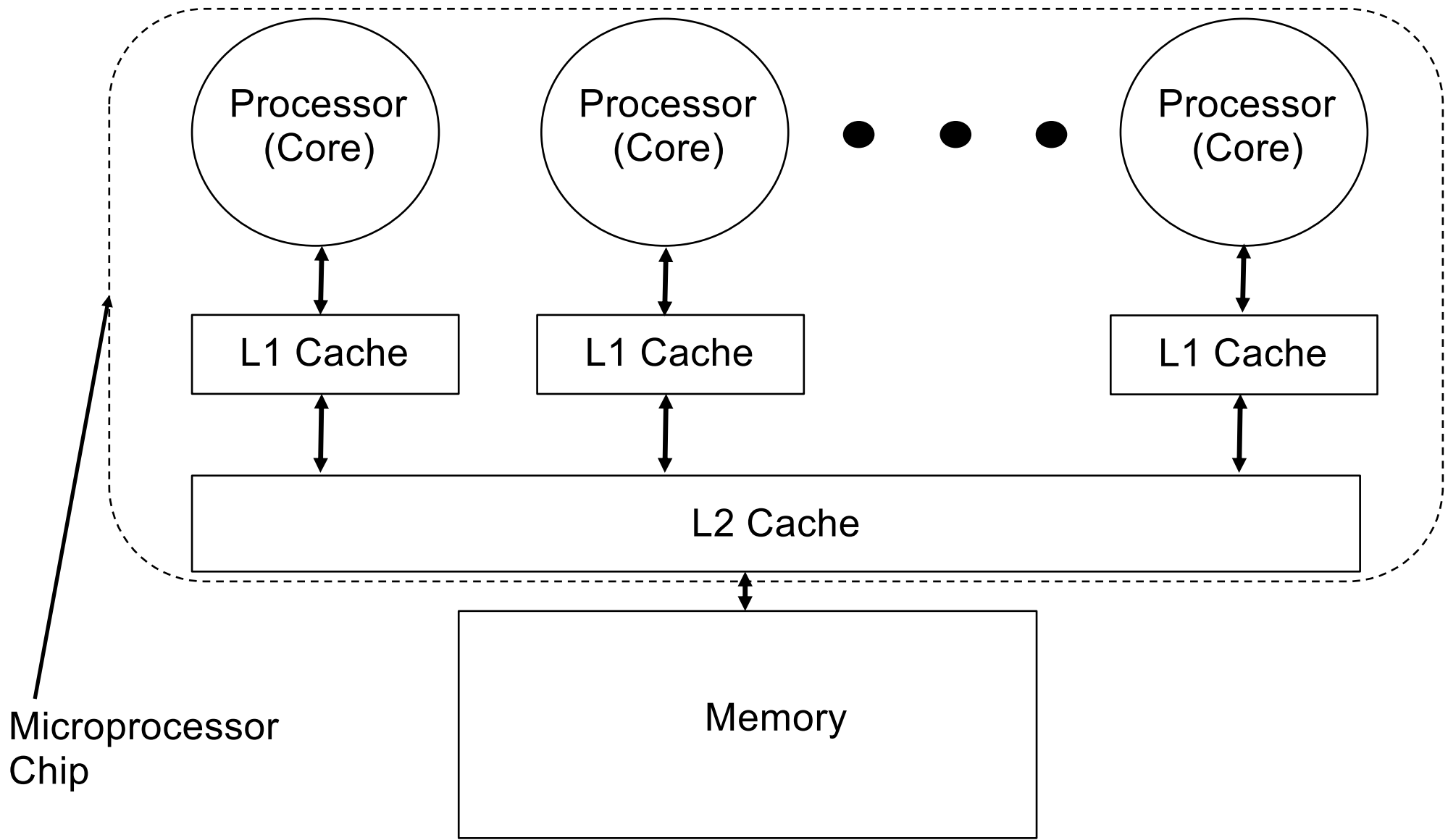
→ L.S F0,0(R1)
L.S F1,0(R2)
ADD.S F2,F1,F0
S.S F2,0(R1)
ADDI R1,R1,#4
ADDI R2,R2,#4
SUBI R3,R3,#1
BNEZ R3,Loop

Cycle: 12



Loop L.S F0,0(R1)
L.S F1,0(R2)
➔ ADD.S F2,F1,F0
S.S F2,0(R1)
ADDI R1,R1,#4
ADDI R2,R2,#4
SUBI R3,R3,#1
BNEZ R3,Loop

Multicore Computers



Microprocessor
Chip

Blended Learning

Lectures on youtube

9 interactive sessions, flipped class-room style

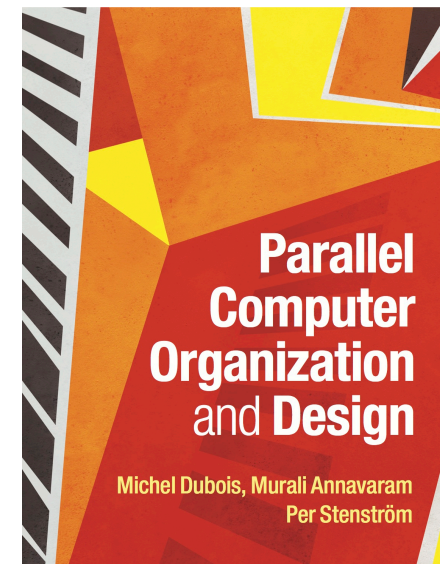
5 problem solution sessions

1 design exploration project

Textbook:

Parallel Computer Organization and Design

Dubois, Annavaram, Stenström



- Two MOOCs developed at Chalmers
 - *Computer Systems Design for Energy Efficiency*
 - *Computer Systems Design: Advanced Concepts of Modern Microprocessors*

- Hosted on EdX platform
- Targets both performance and energy-efficiency
- February – March 2017
- > 2000 students

