CS-200
Computer Architecture
—
Part 1a. Instruction Set Architecture
ISA Reminder, Assembly Language, and Compilers

Paolo Ienne
<paolo.ienne@epfl.ch>

High-Level Languages

```
int data   = 0x00123456;
int result = 0;
int mask   = 1;
int count  = 0;
int temp   = 0;
int limit  = 32;
do {
  temp   = data & mask;
  result = result + temp;
  data   = data >> 1;
  count  = count + 1;
} while (count != limit);
```

Variables have (hopefully) expressive names

Variables have types

Computation is expressed as math-like formulas

Control flow (e.g., loops) is expressed through intuitive constructs

High-Level Languages

```
int data   = 0x00123456;
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do {
  temp   = data & mask;
  result = result + temp;
  data   = data >> 1;
  count  = count + 1;
} while (count != limit);
```

name	value
data	0x00123456
result	0
mask	1
count	…
temp	
limit	
…	
my_float	3.141529
a_string	Hello world!

Unlimited variables

Any type supported by the language

Assembly Language

```
int data   = 0x00123456;
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int limit  = 32;
do {
  temp   = data & mask;
  result = result + temp;
  data   = data >> 1;
  count  = count + 1;
} while (count != limit);
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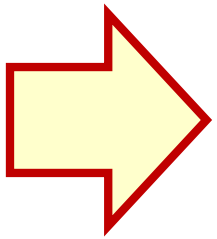


```
 0          li   x1, 0x00123456
 1          li   x2, 0
 2          li   x3, 1
 3          li   x4, 0
 4          li   x5, 0
 5          li   x6, 32
 6  loop:   and  x5, x1, x3
 7          add  x2, x2, x5
 8          srli x1, x1, 1
 9          addi x4, x4, 1
10          bne  x4, x6, loop
```

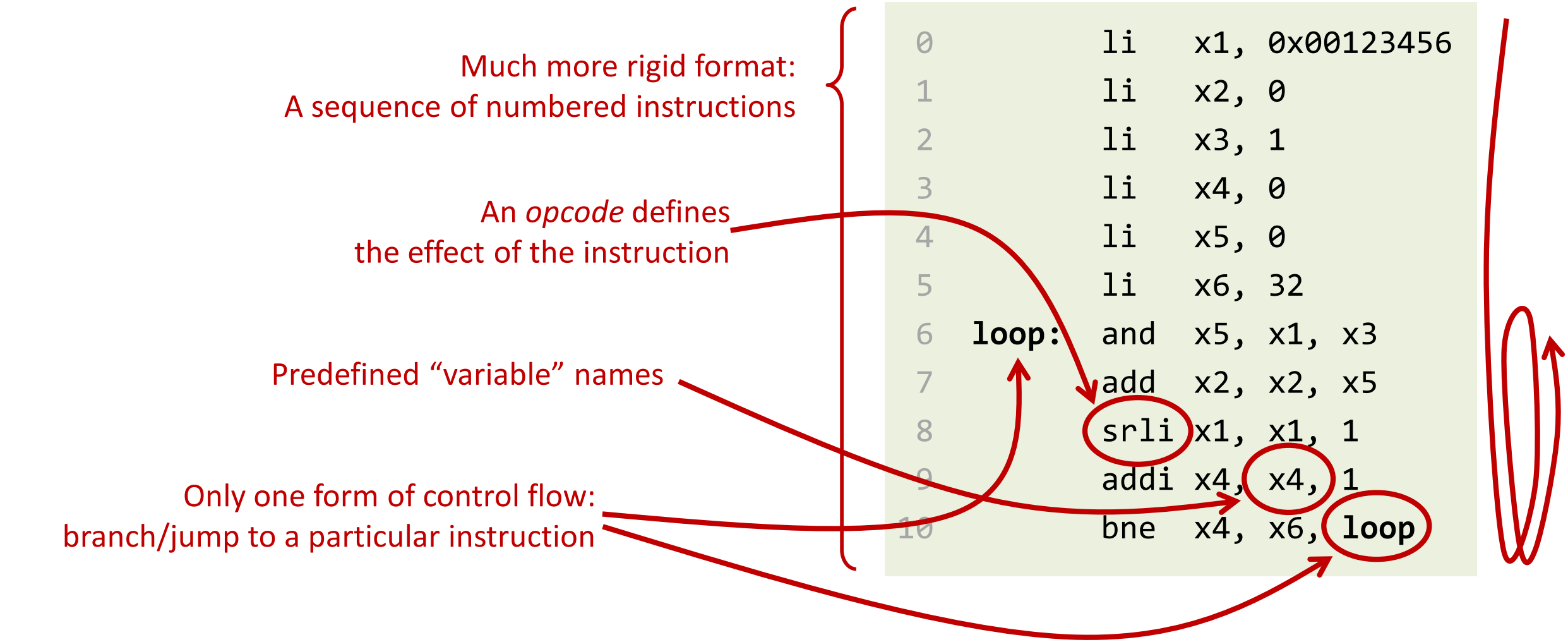
Assembly Language

Much more rigid format:
A sequence of numbered instructions

An *opcode* defines
the effect of the instruction

Predefined “variable” names

Only one form of control flow:
branch/jump to a particular instruction



Assembly Language

	value
x0	0
x1	0x00123456
x2	0
x3	1
x4	…
…	
…	
x30	…
x31	…

Only 32 “variables”

Only numbers (32- or 64-bit)

```
 0          li   x1, 0x00123456
 1          li   x2, 0
 2          li   x3, 1
 3          li   x4, 0
 4          li   x5, 0
 5          li   x6, 32
 6  loop:   and  x5, x1, x3
 7          add  x2, x2, x5
 8          srli x1, x1, 1
 9          addi x4, x4, 1
10          bne  x4, x6, loop
```

Why?

```
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int result = 0;
int mask   = 1;
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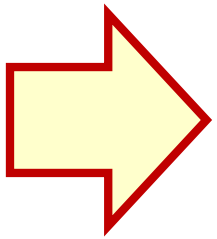
int temp   = 0;
int limit  = 32;
do {
  temp   = data & mask;
  result = result + temp;
  data   = data >> 1;
  count  = count + 1;
} while (count != limit);
```



```
 0          li   x1, 0x00123456
 1          li   x2, 0
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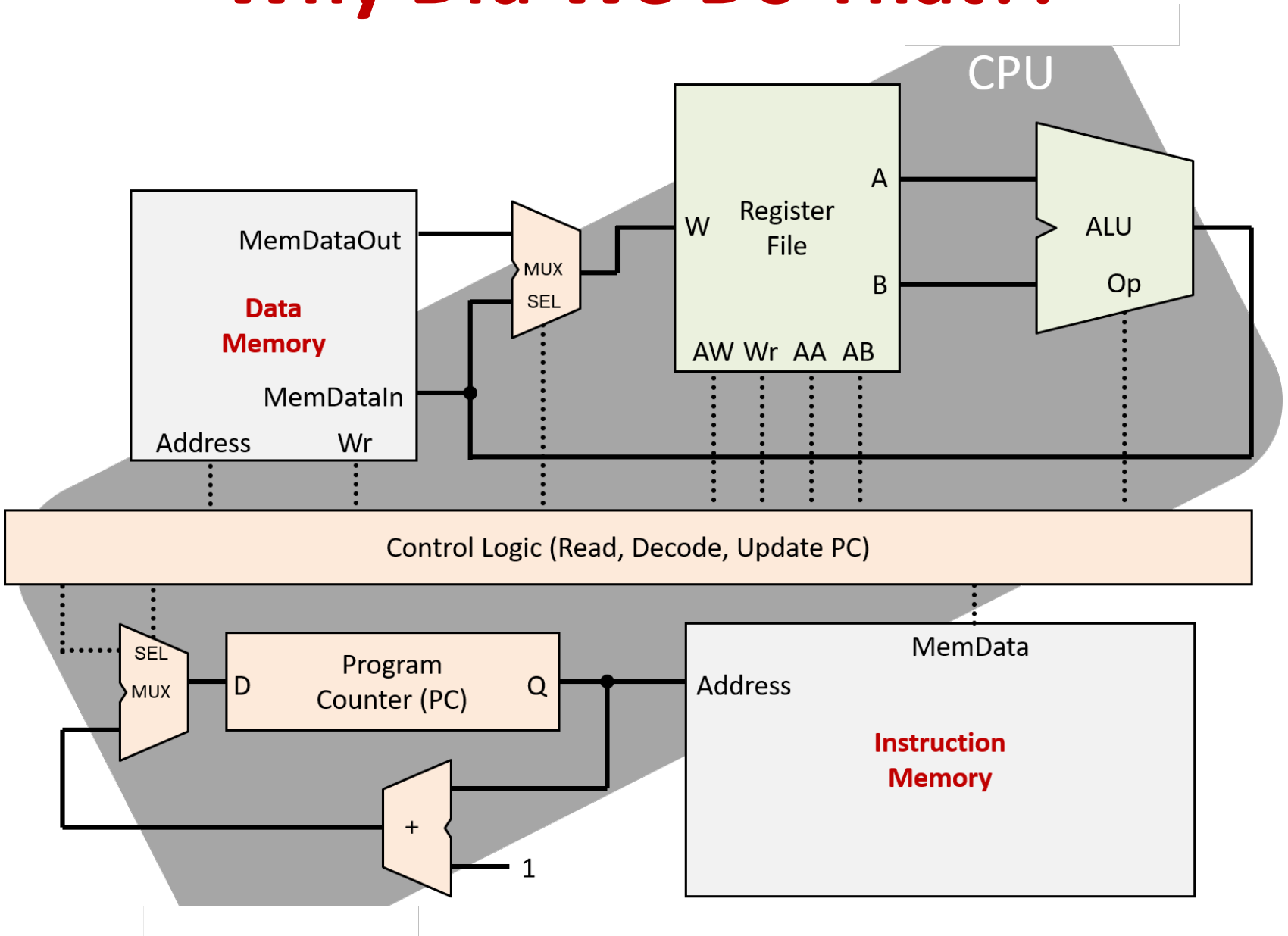
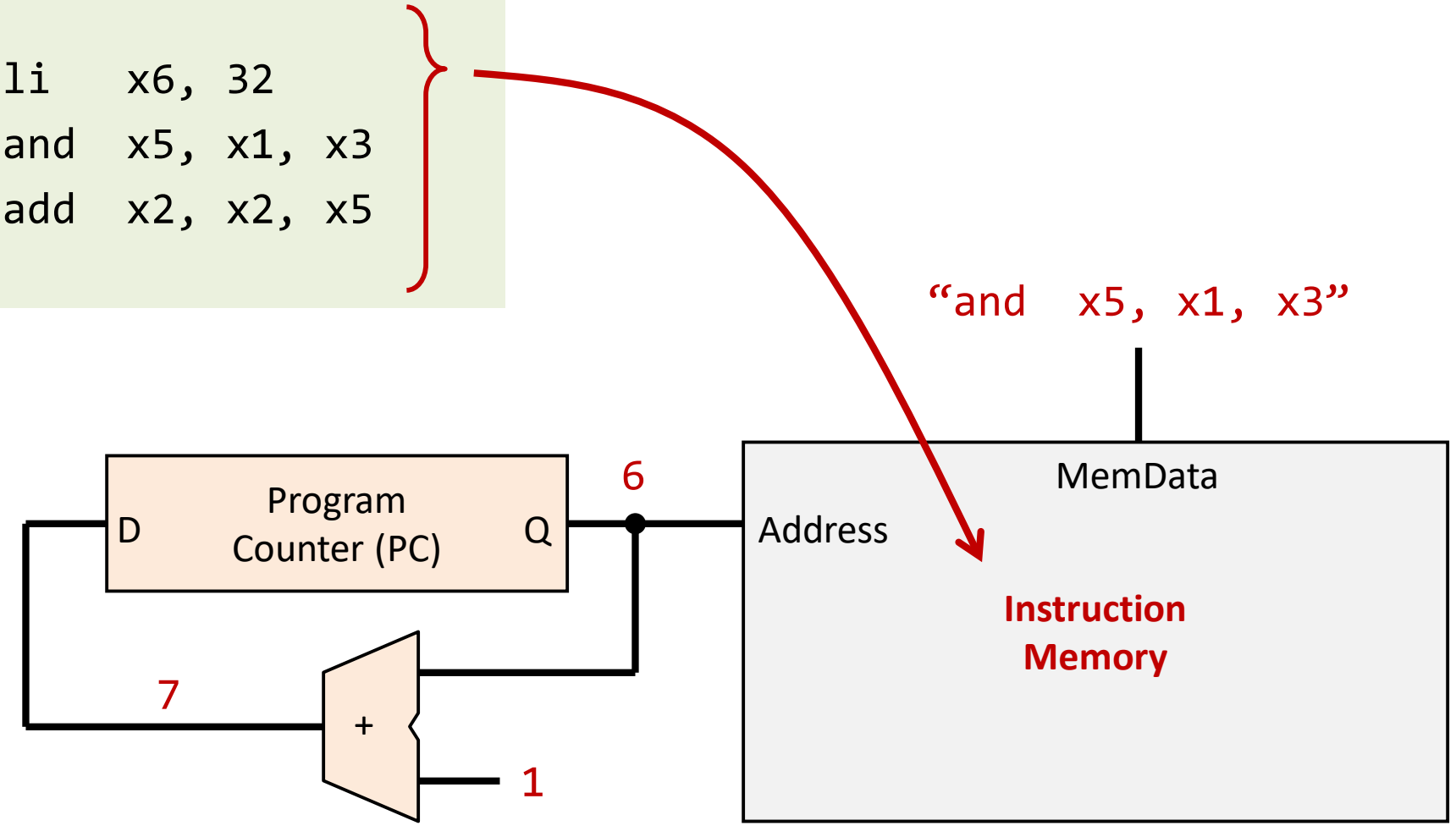
 3          li   x4, 0
 4          li   x5, 0
 5          li   x6, 32
 6  loop:   and  x5, x1, x3
 7          add  x2, x2, x5
 8          srli x1, x1, 1
 9          addi x4, x4, 1
10          bne  x4, x6, loop
```

Why Did We Do That?!



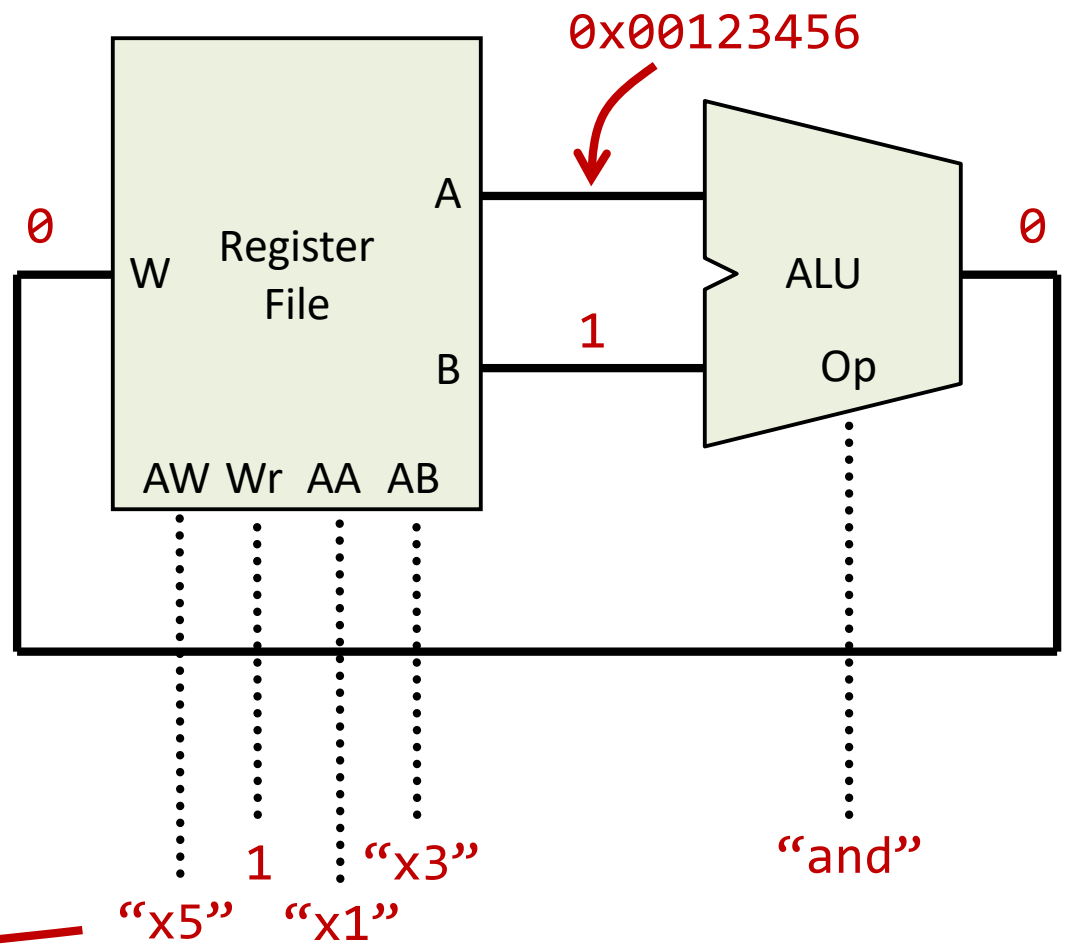
A Processor: Fetching Instructions

```
…
5           li   x6, 32
6   loop:   and  x5, x1, x3
7           add  x2, x2, x5
…
```



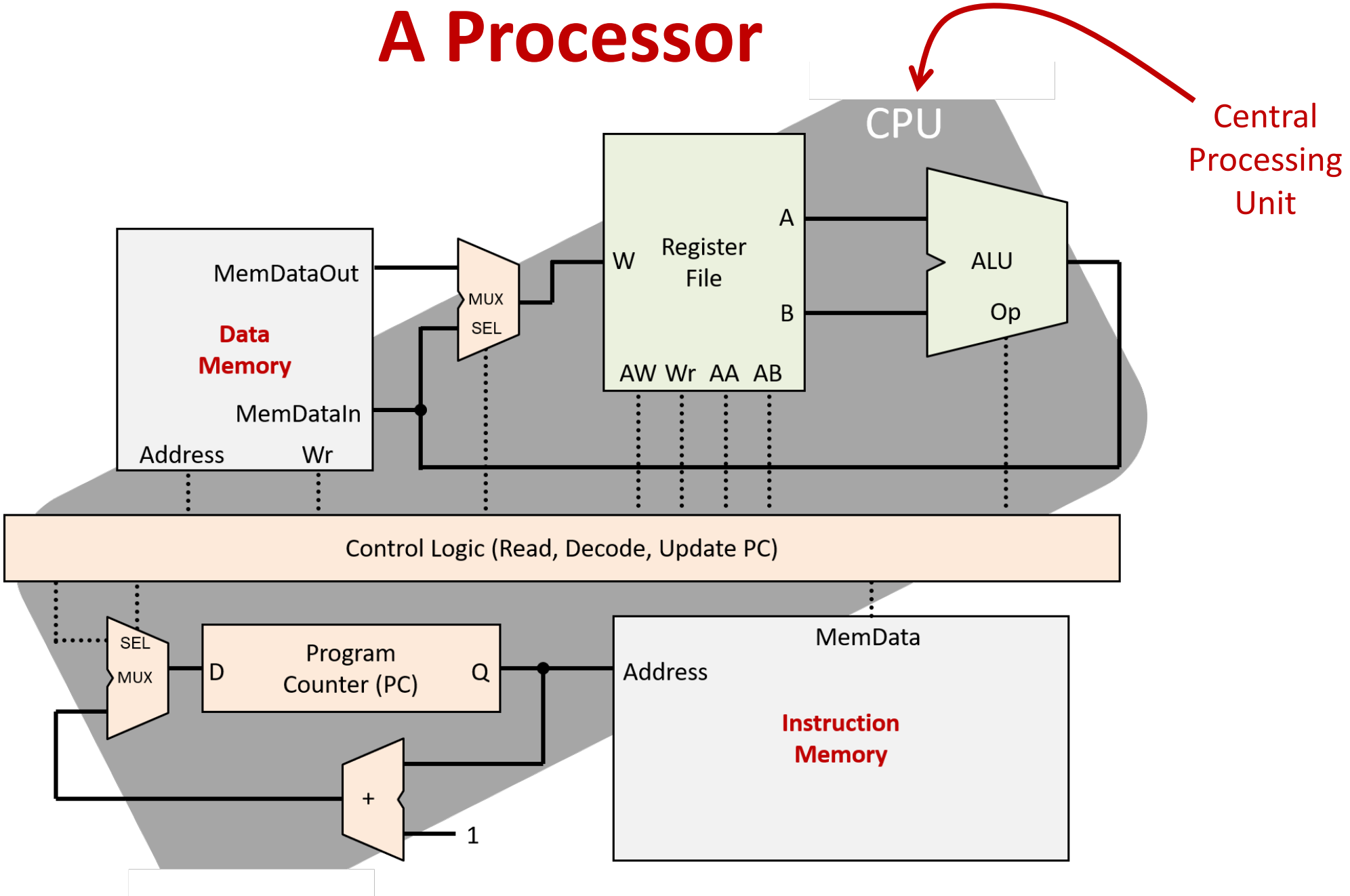
A Processor: Executing Instructions

register	value
x0	0
x1	0x00123456
x2	0
x3	1
x4	…
x5	0
…	
x30	..
x31	…

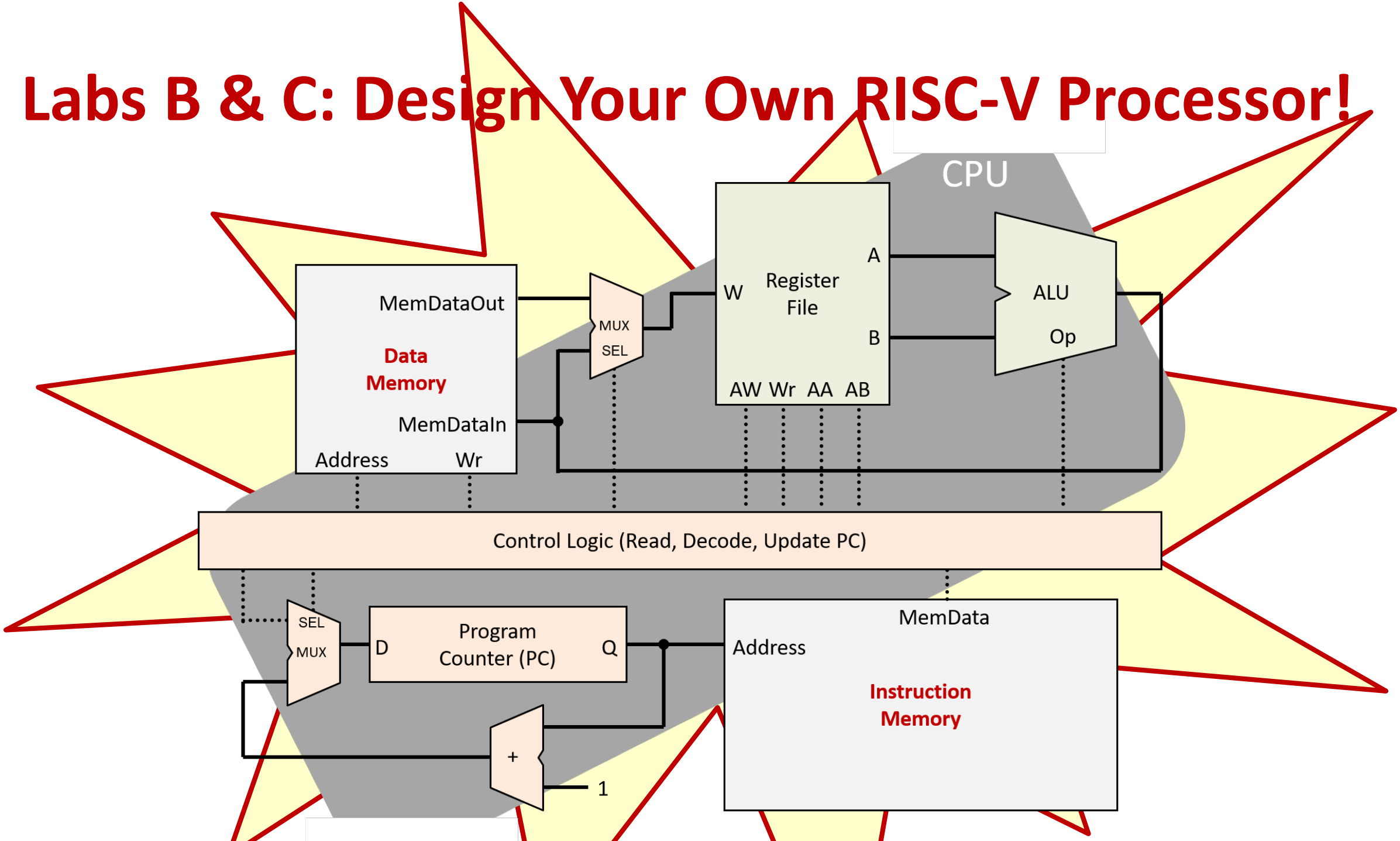


“and x5, x1, x3”

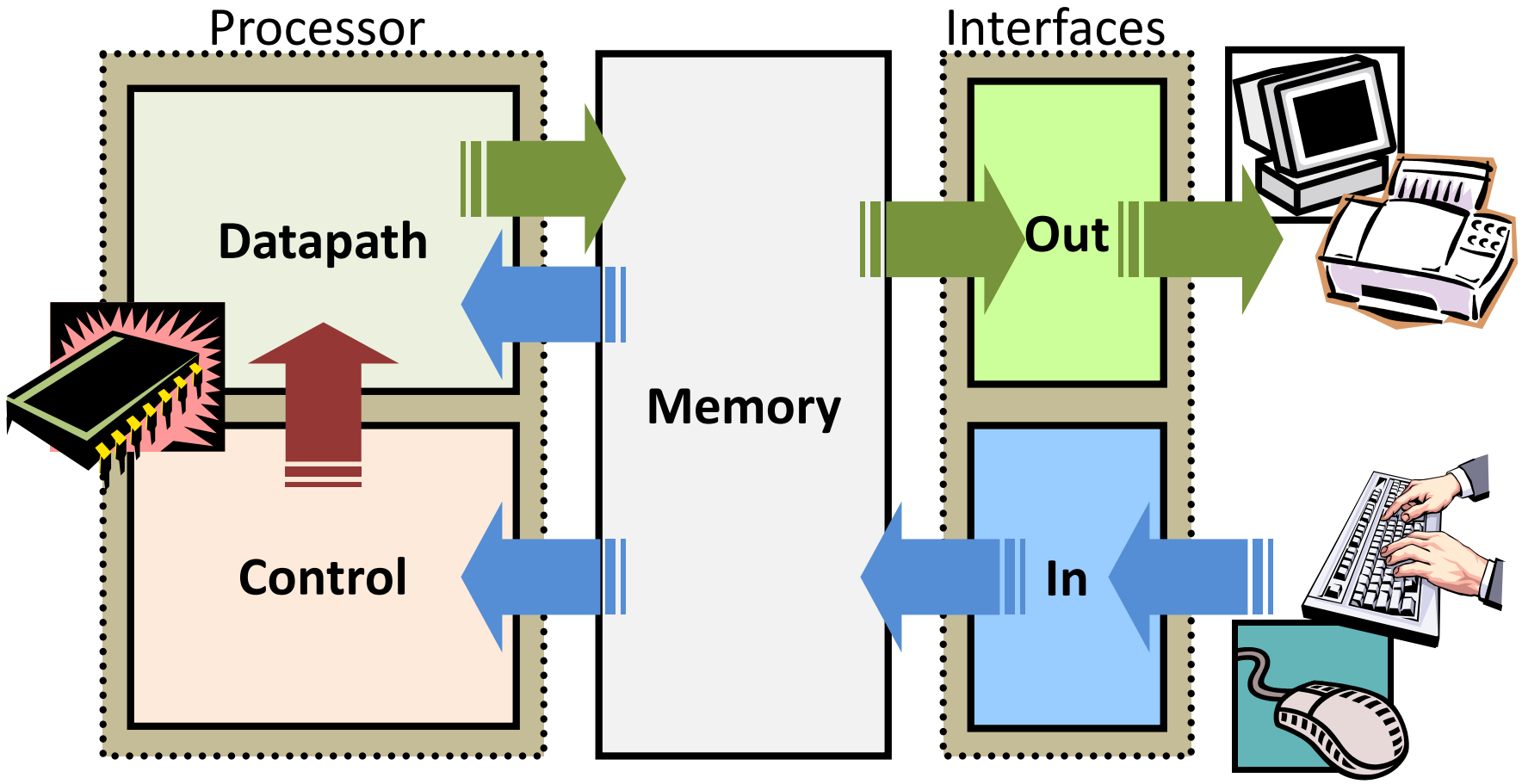
A Processor


CPU
Central Processing Unit
MemDataOut
Data Memory
MemDataIn
Address
Wr
MUX
SEL
W
Register File
A
B
AW
Wr
AA
AB
ALU
Op
Control Logic (Read, Decode, Update PC)
SEL
MUX
D
Program Counter (PC)
Q
+
1
MemData
Address
Instruction Memory

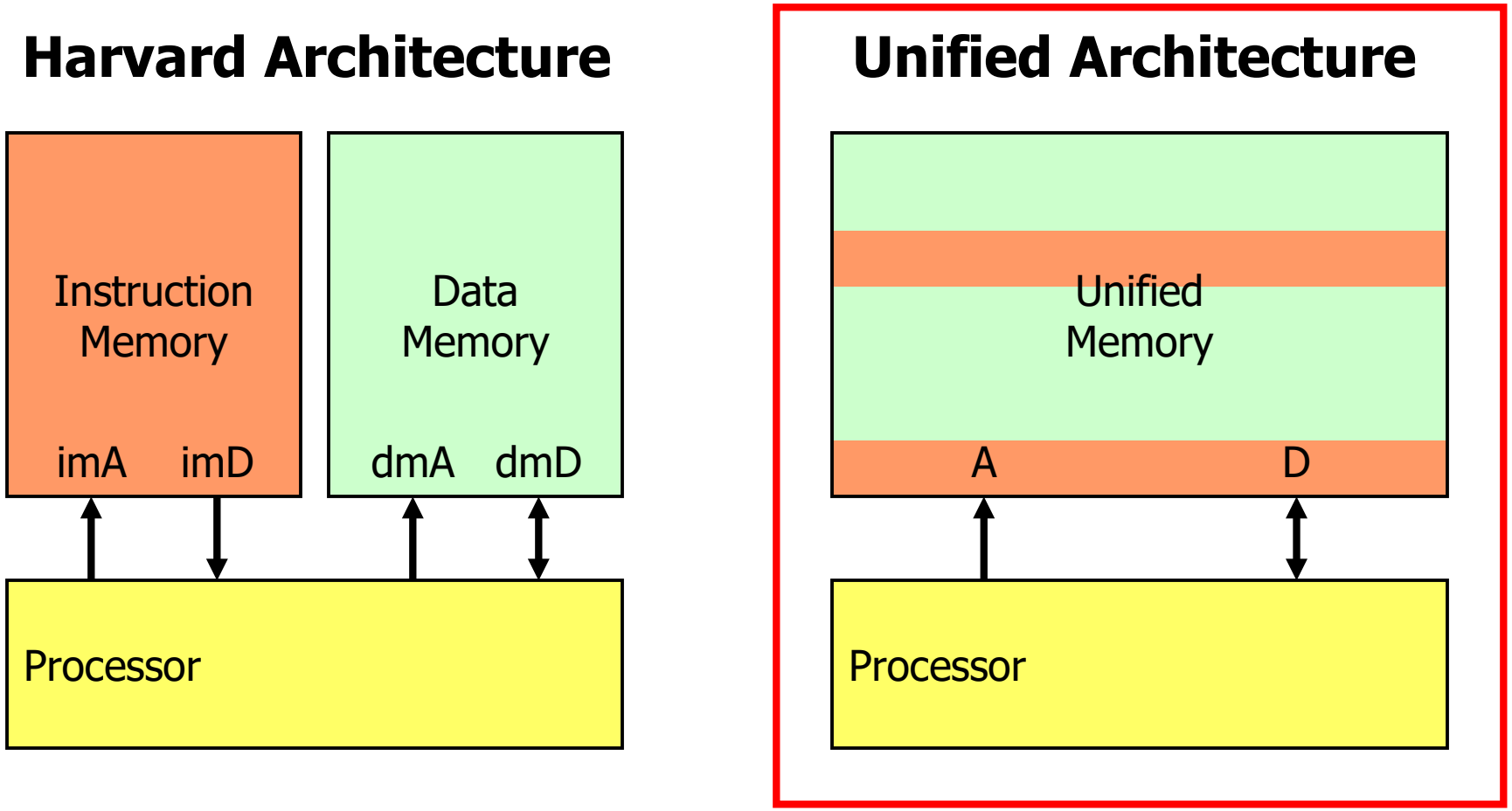
Labs B & C: Design Your Own RISC-V Processor!



The Five Classic Components of a Computer

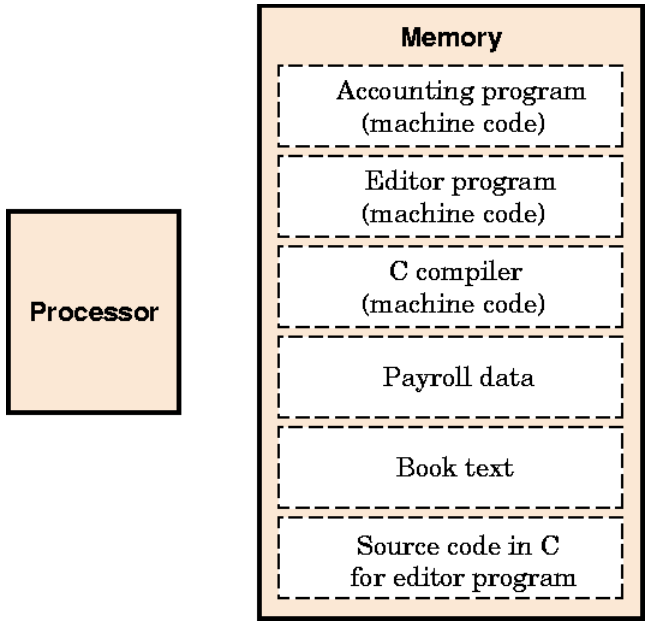


Joint or Disjoint Program and Data Memories

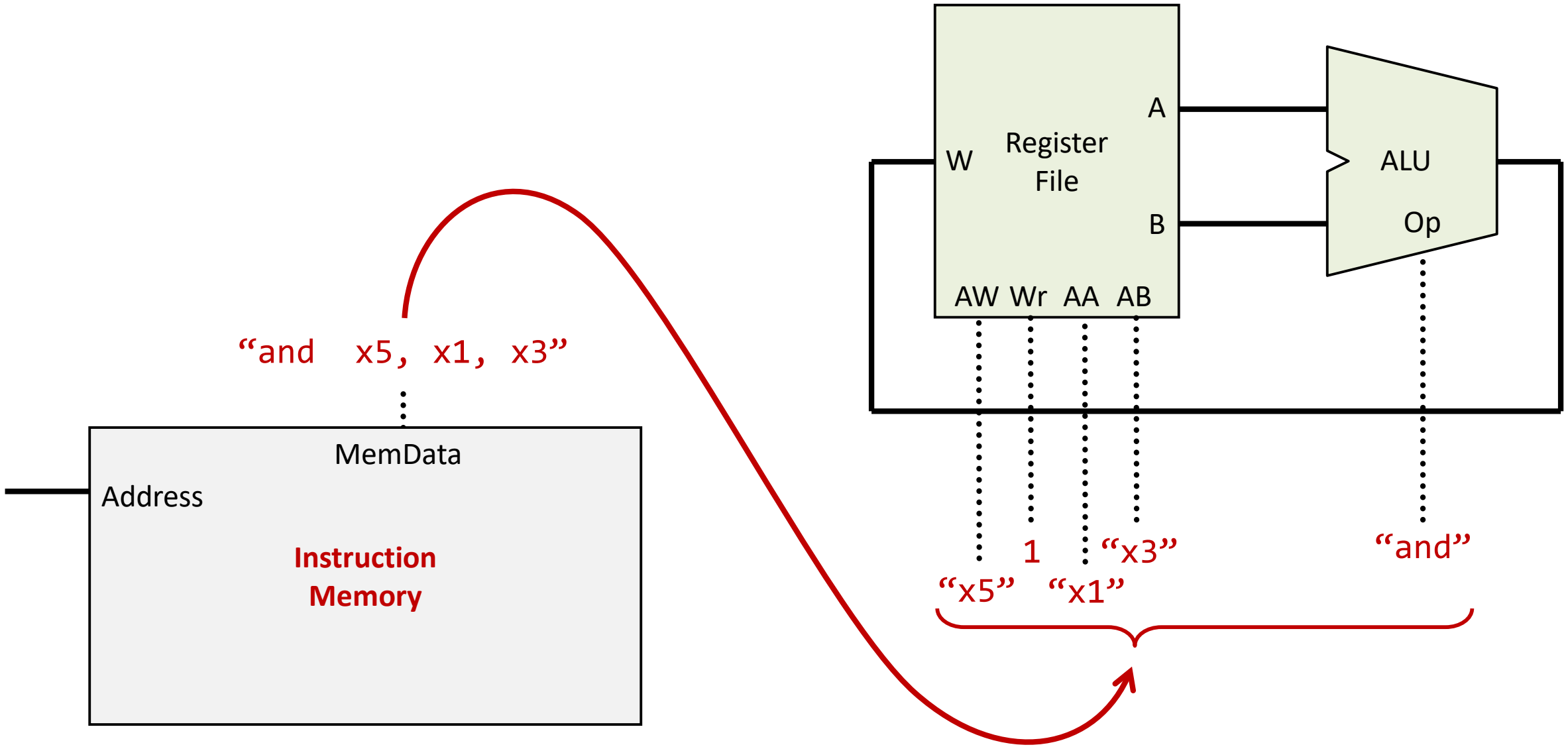


Stored Program Concept: The Key to Computer Science

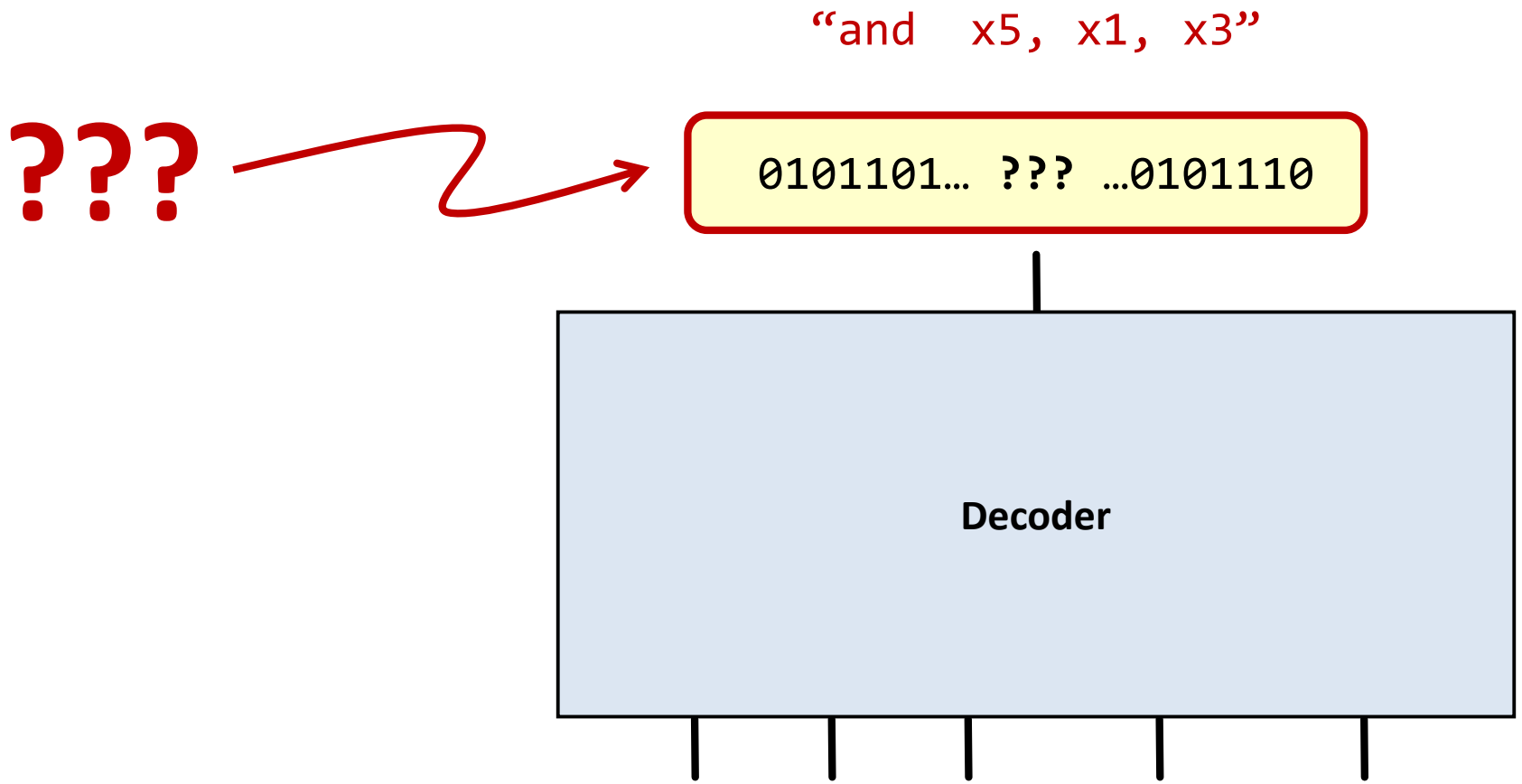
- Instructions represented as numbers
- Programs are stored in memory and read/written just like data



Representing Instructions?

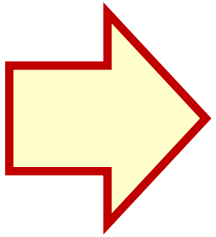


The Encoding Problem



A Possible Encoding…

```
add   x1, x1, x1
add   x1, x1, x2
add   x1, x1, x3
add   x1, x1, x4
add   x1, x1, x5
        …
and   x1, x1, x1
and   x1, x1, x2
and   x1, x1, x3
and   x1, x1, x4
and   x1, x1, x5
…
```



```
     0 = 0000 0000 0000 0000 0000 0000 0000 0000
     1 = 0000 0000 0000 0000 0000 0000 0000 0001
     2 = 0000 0000 0000 0000 0000 0000 0000 0010
     3 = 0000 0000 0000 0000 0000 0000 0000 0011
     4 = 0000 0000 0000 0000 0000 0000 0000 0100
       …
 32768 = 0000 0000 0000 0000 1000 0000 0000 0000
 32769 = 0000 0000 0000 0000 1000 0000 0000 0001
 32770 = 0000 0000 0000 0000 1000 0000 0000 0010
 32771 = 0000 0000 0000 0000 1000 0000 0000 0011
 32772 = 0000 0000 0000 0000 1000 0000 0000 0100
       …
```

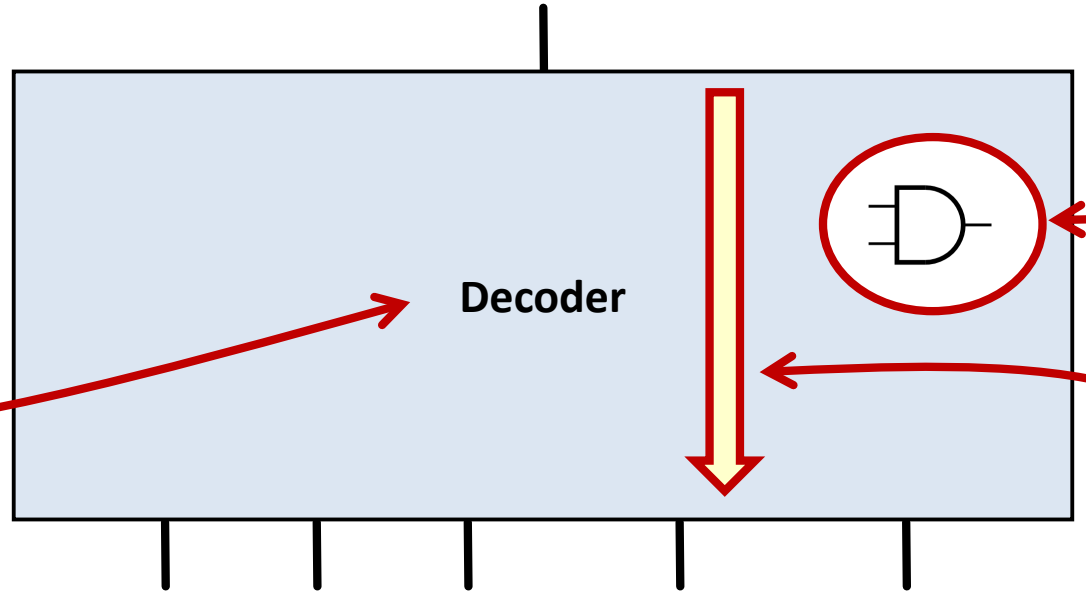
# of opcodes × # destinations × # source 1 × # source 1 ≤ 2^{32} combinations

What Makes a Good Encoding?

"and x5, x1, x3"

0000 0000 0010 0000 1000 0011 0010 0011

A Boolean combinational function whose complexity depends on the encoding



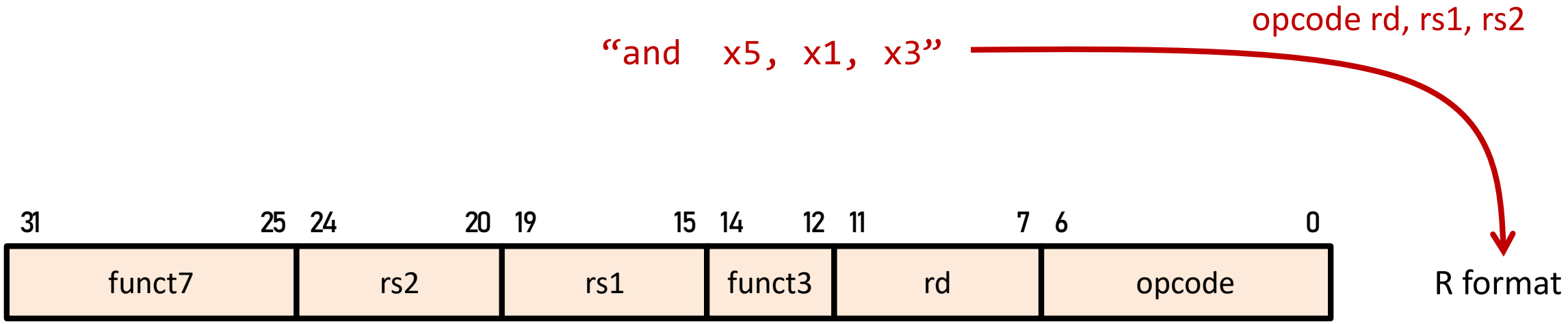
We want to minimize hardware resources…

…and we want to spend minimal time decoding!

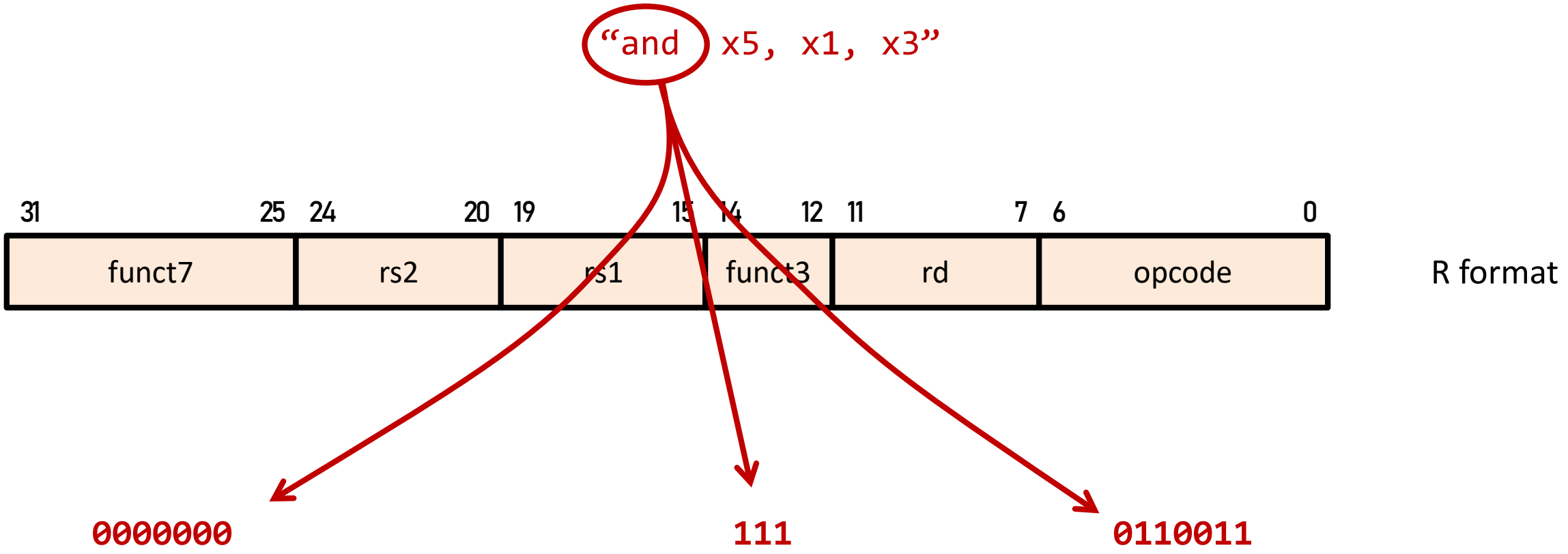
00101 1 00001 00011 ???…???

"x5" 1 "x1" "x3" "and"

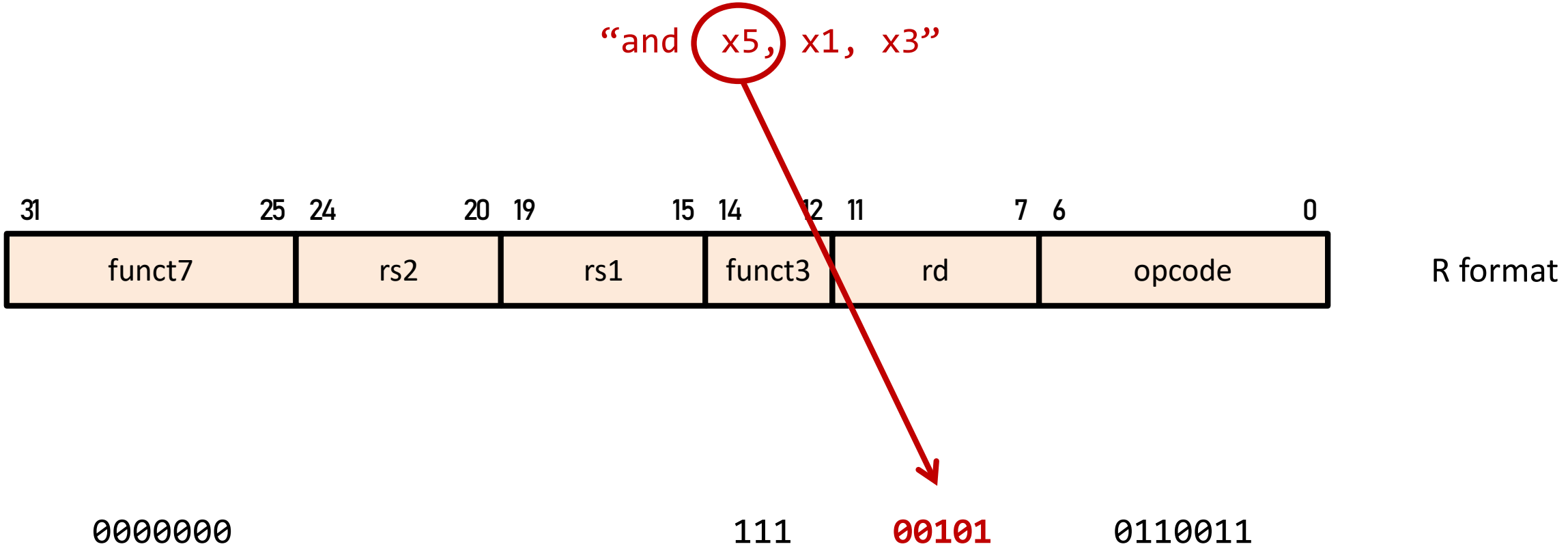
A Systematic Encoding



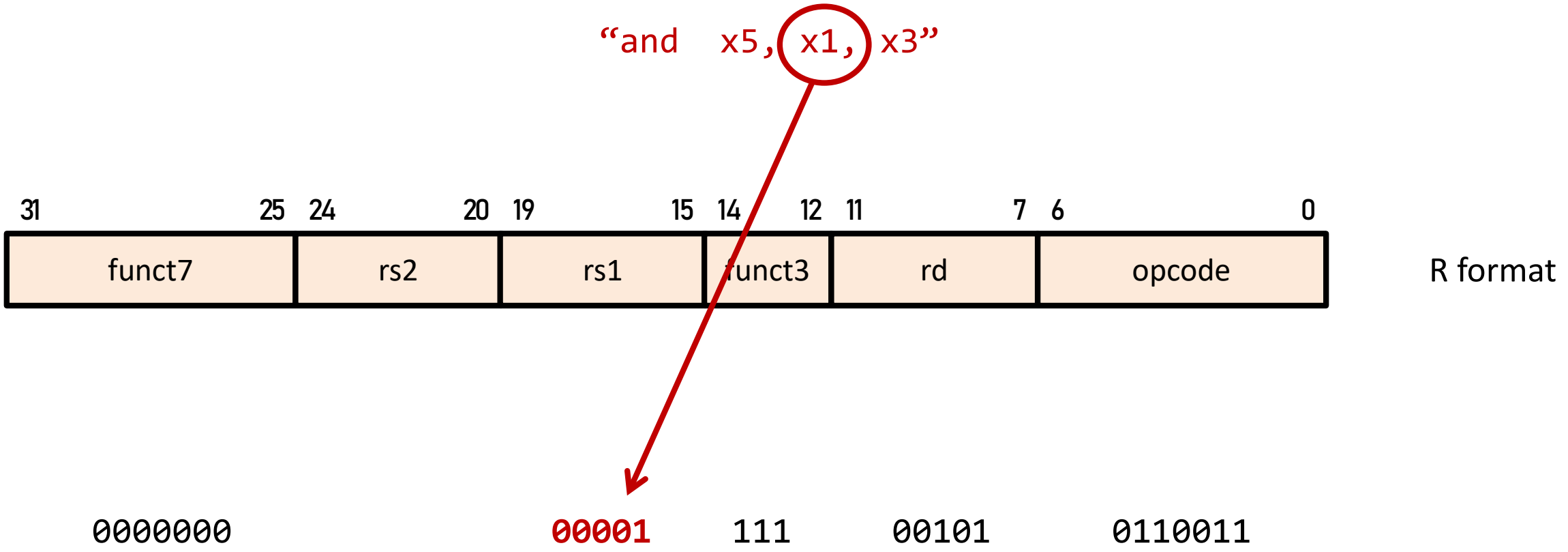
A Systematic Encoding



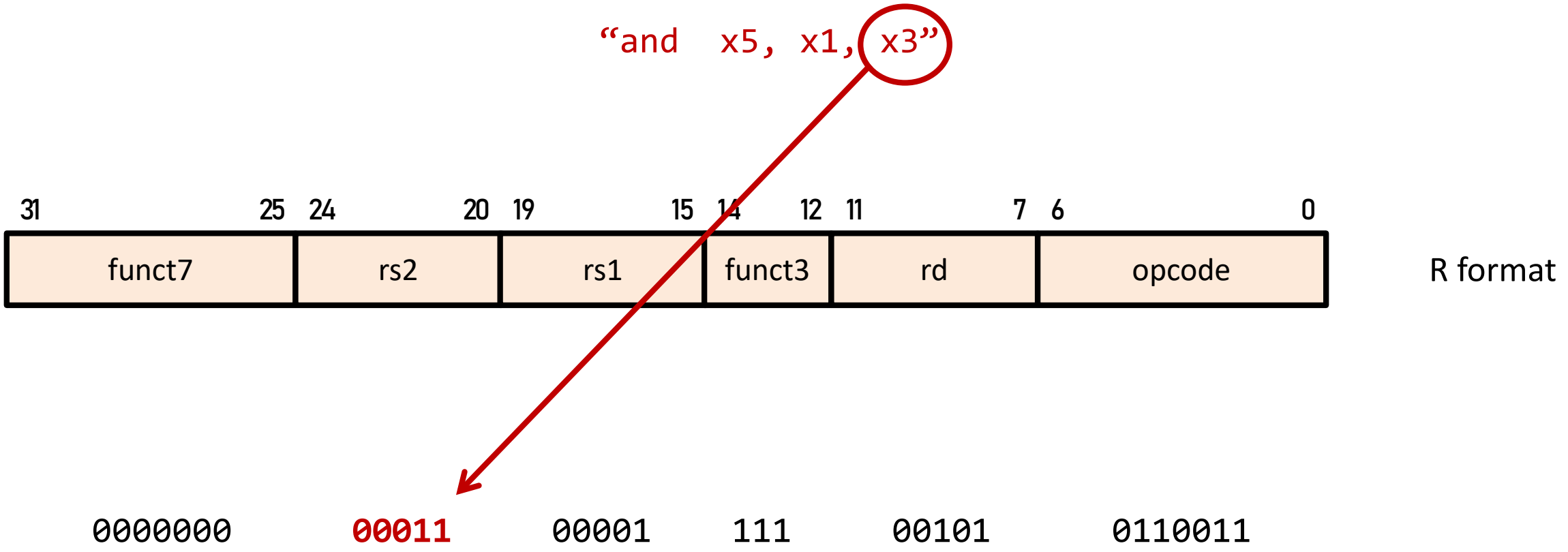
A Systematic Encoding



A Systematic Encoding

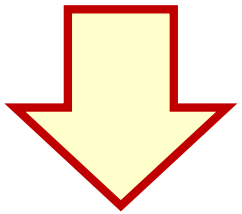


A Systematic Encoding



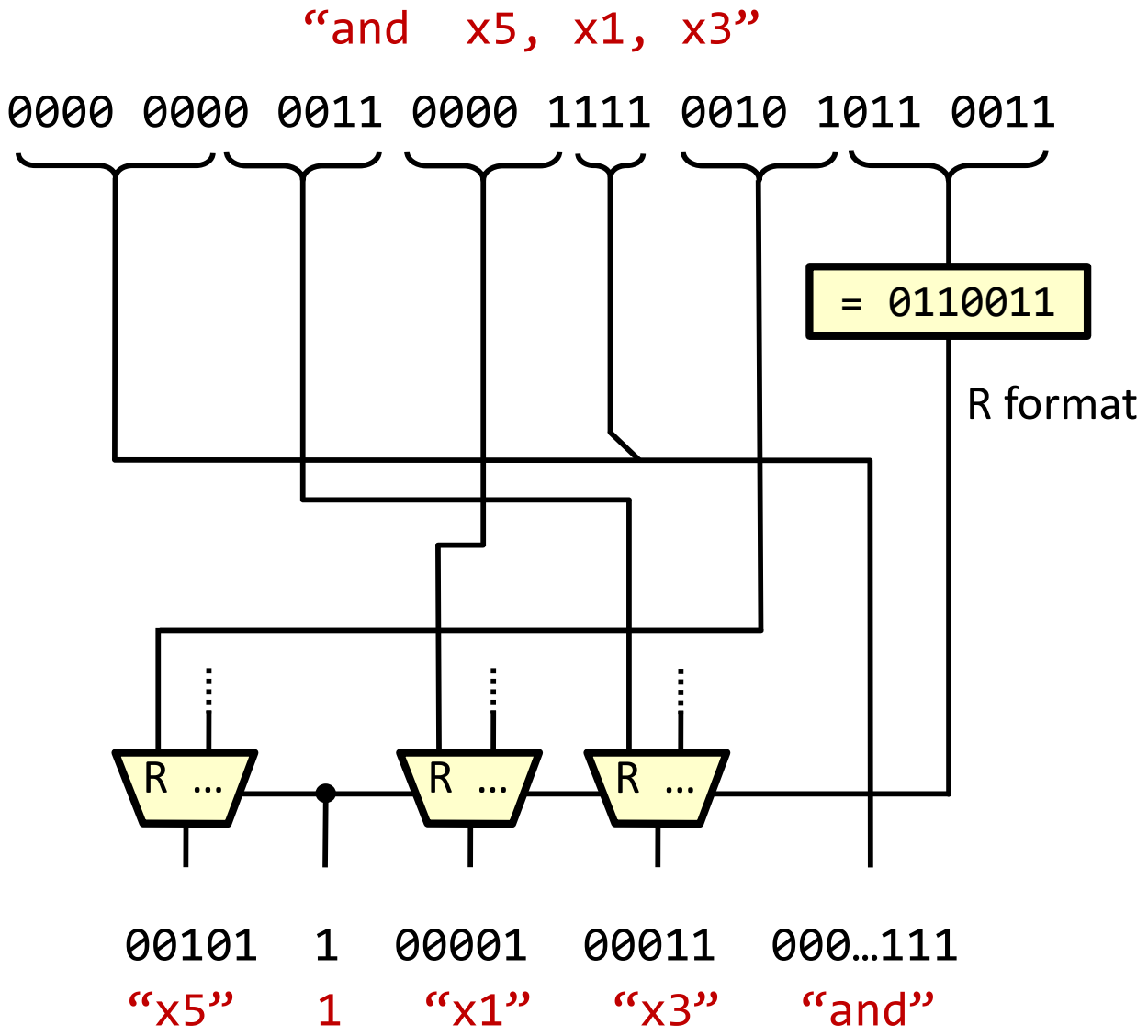
A Systematic Encoding

“and x5, x1, x3”



0000 0000 0011 0000 1111 0010 1011 0011

An Efficient Encoding!



RISC-V Encoding

Instruction		Pseudocode	Type	funct7	funct3	opcode
Shift						
sll	rd,rs1,rs2	rd ← rs1 ≪ rs2	R	0x00	0x1	0x33
slli	rd,rs1,imm	rd ← rs1 ≪ imm	I	0x00	0x1	0x13
srl	rd,rs1,rs2	rd ← rs1 $\gg_u$ rs2	R	0x00	0x5	0x33
srli	rd,rs1,imm	rd ← rs1 $\gg_u$ imm	I	0x00	0x5	0x13
sra	rd,rs1,rs2	rd ← rs1 $\gg_s$ rs2	R	0x20	0x5	0x33
srai	rd,rs1,imm	rd ← rs1 $\gg_s$ imm	I	0x20	0x5	0x13
Arithmetic						
add	rd,rs1,rs2	rd ← rs1 + rs2	R	0x00	0x0	0x33
addi	rd,rs1,imm	rd ← rs1 + sext(imm)	I		0x0	0x13
sub	rd,rs1,rs2	rd ← rs1 − rs2	R	0x20	0x0	0x33
lui	rd,imm	rd ← imm				
auipc	rd,imm	rd ← pc +				
Logical						
xor	rd,rs1,rs2	rd ← rs1				
xori	rd,rs1,imm	rd ← rs1				
or	rd,rs1,rs2	rd ← rs1				
ori	rd,rs1,imm	rd ← rs1				
and	rd,rs1,rs2	rd ← rs1				
andi	rd,rs1,imm	rd ← rs1				

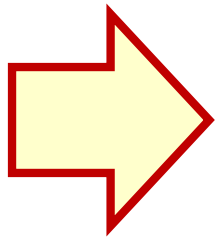
Complete ISA on **Moodle**!

Instruction types

	31 25	24 20	19 15	14 12	11 7	6 0	
R	funct7	rs2	rs1	funct3	rd	opcode	Register-Register
I	imm[11:0]		rs1	funct3	rd	opcode	Register-Immediate
I	funct7	imm[4:0]	rs1	funct3	rd	opcode	Register-Immediate Shift
S	imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	Store
B	imm[12—10:5]	rs2	rs1	funct3	imm[4:1—11]	opcode	Branch
U	imm[31:12]				rd	opcode	Upper Immediate
J	imm[20—10:1—11—19:12]				rd	opcode	Jump

Assemblers

```
 0          li   x1, 0x00123456
 1          li   x2, 0
 2          li   x3, 1
 3          li   x4, 0
 4          li   x5, 0
 5          li   x6, 32
 6    loop: and  x5, x1, x3
 7          add  x2, x2, x5
 8          srli x1, x1, 1
 9          addi x4, x4, 1
10          bne  x4, x6, loop
```

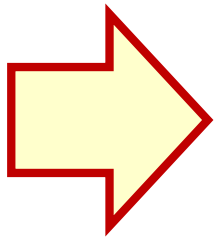


```
0101 0101 0101 0000 0100 0111 1010 1110
0001 0100 1001 1101 0011 0000 1100 1001
1101 1100 1101 0110 0000 1101 0001 0111
0010 0011 1101 0110 0010 0000 0001 1001
1100 1010 1011 1010 0111 0100 0000 0110
1111 0010 1001 0011 1001 1110 1001 1101
0011 0000 0010 0111 1111 0000 0100 0011
0111 1001 0101 1101 1000 1000 0111 1011
1100 1010 1011 0000 0100 0100 0110 0101
0111 1001 0010 0110 0000 0011 0001 0010
                    0101 1100 1000 0101 0000
```

A fairly trivial job

Compilers

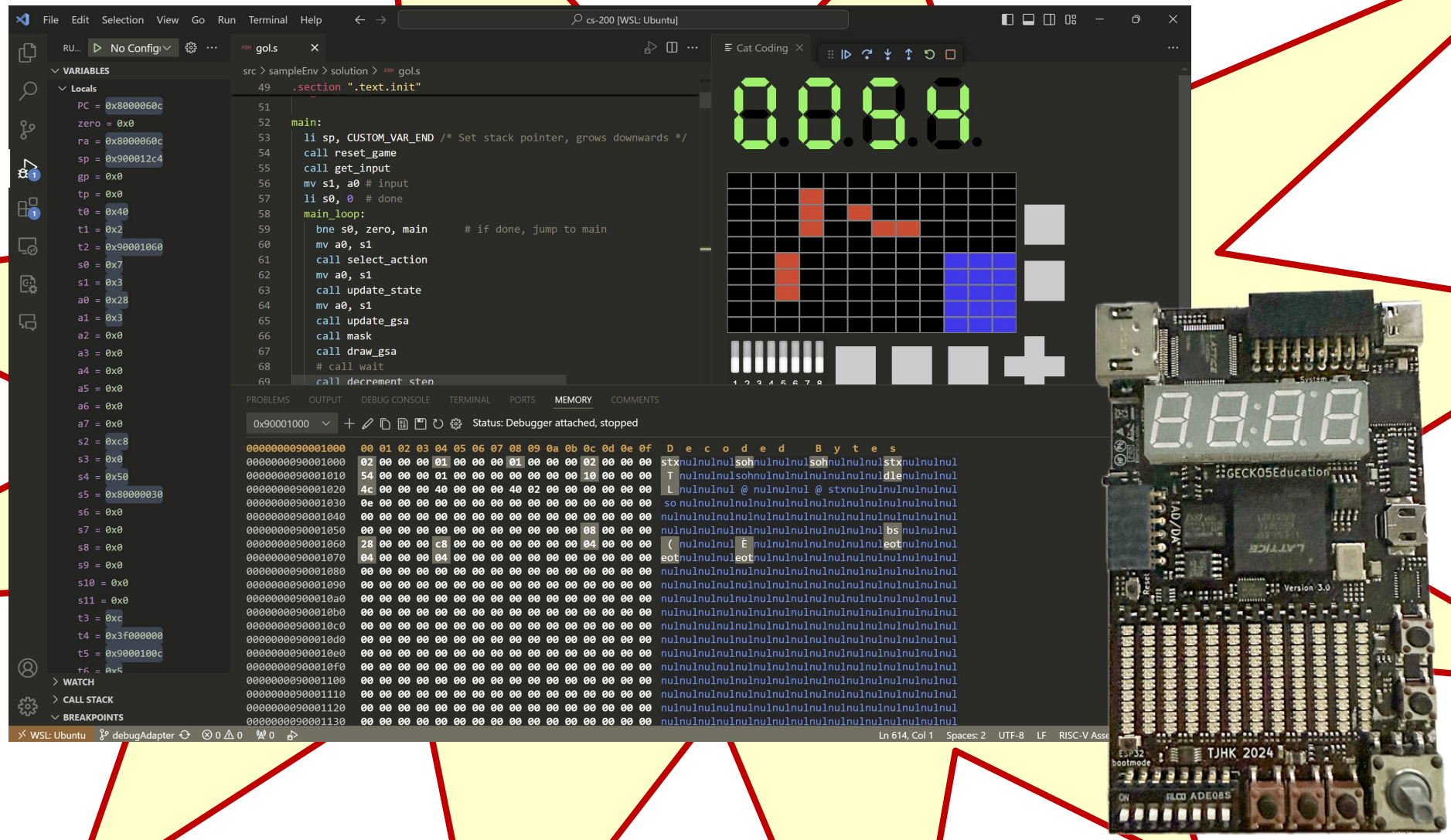
```
int data   = 0x00123456;
int result = 0;
int mask   = 1;
int count  = 0;
int temp   = 0;
int limit  = 32;
do {
  temp   = data & mask;
  result = result + temp;
  data   = data >> 1;
  count  = count + 1;
} while (count != lim
```



```
0          li   x1, 0x00123456
1          li   x2, 0
2          li   x3, 1
3          li   x4, 0
4          li   x5, 0
5          li   x6, 32
6  loop:   and  x5, x1, x3
7          add  x2, x2, x5
8          srli x1, x1, 1
9          addi x4, x4, 1
           bne  x4, x6, loop
```

A pretty hard job!...

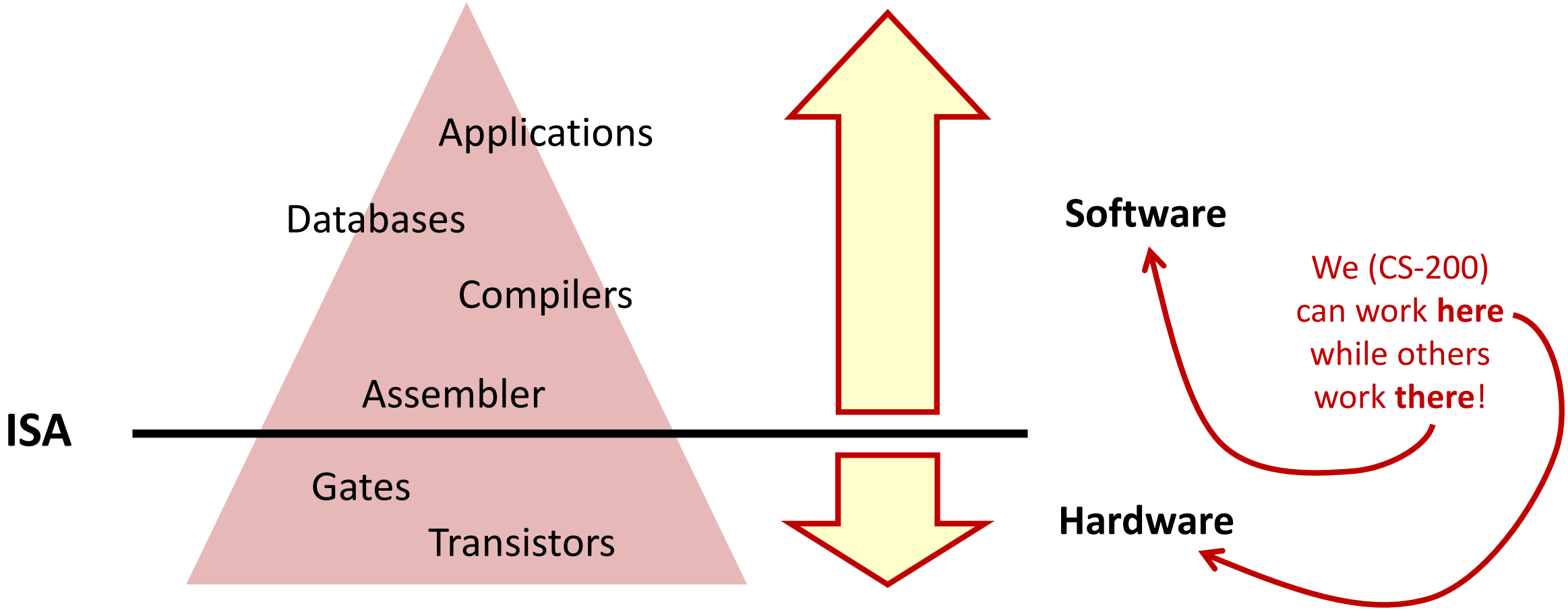
Lab A: Design a Real Game in Assembly!



Instruction Set Architecture (ISA)

- **Everything one needs to know to program the processor**
  - Instructions the processors can execute
  - Registers available, size, etc.
  - Binary encoding of the instructions
- No (direct) details on the processor hardware but **strong indirect impact**
- Typical example:
  - **x86** is a very common ISA introduced by Intel
  - **x64** is an extension of x86 introduced by AMD and now supported also by Intel
  - 8086, 80286, 80386, Pentium (Intel) and Athlon (AMD) are old processors conforming to this ISA
  - Xeon, Core i5, i7, i9 (Intel) and EPYC, Ryzen 5, 7, 9 (AMD) are more recent ones

ISA Is the Key Abstraction in Computer Systems



References

- Patterson & Hennessy, COD – RISC-V Edition
  - **Chapter 2** and, in particular, **Sections 2.1-2.5**