

Advanced Computer Architecture

Lab 1: MIPS-R10000

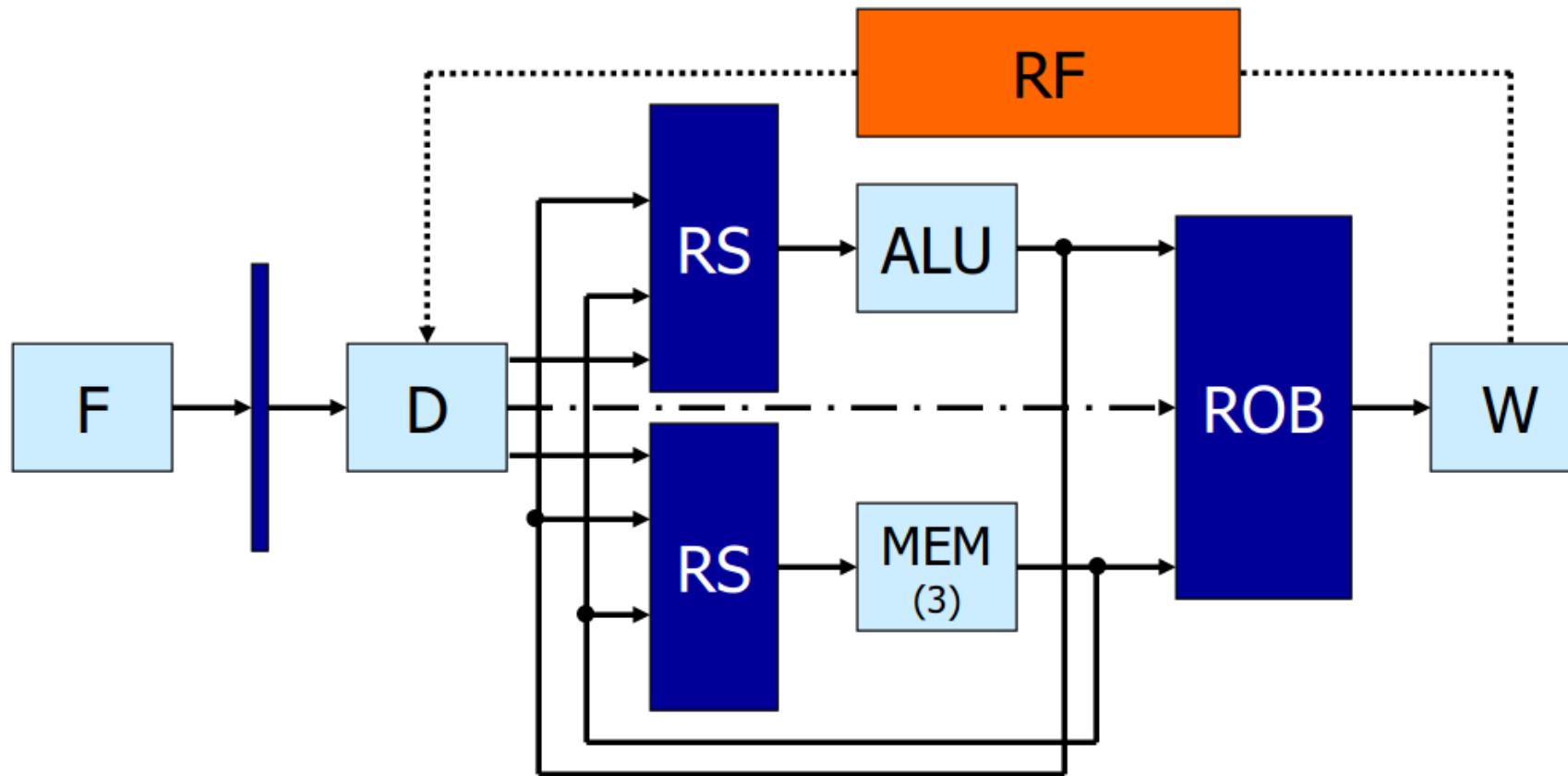
LAP

Outline

- MIPS R10000 is a superscalar processor from 1996
- Easy to understand:
 - Simple RISC ISA
 - Relatively old processor (many of the presented techniques have not changed)
- Great start before doing the homework!
 - Impossible to do the homework without understanding this lab very well
- Great opportunity to check your knowledge!
 - (Ask the TAs as many questions as you want)

Outline

- This processor view is great and high level but how things work in details?

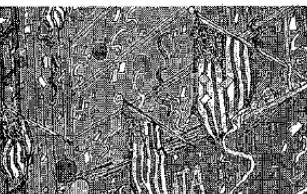


This lab

- First: Read the paper if not already done

THE MIPS R10000 SUPERSCALAR MICROPROCESSOR

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The image is a high-resolution micrograph of the MIPS R10000 microprocessor die. The die is square with a complex internal structure of various functional blocks, interconnects, and memory arrays. The image is in grayscale, showing the intricate details of the semiconductor manufacturing process.

The Mips R10000 is a dynamic, superscalar microprocessor that implements the 64-bit Mips 4 instruction set architecture. It fetches and decodes four instructions per cycle and dynamically issues them to five fully-pipelined, low-latency execution units. Instructions can be fetched and executed speculatively beyond branches. Instructions graduate in order upon completion. Although execution is out of order, the processor still provides sequential memory parallel while the processor executes other instructions. This type of cache design is called "nonblocking," because cache refills do not block subsequent accesses to other cache lines.

Processors rely on compiler support to optimize instruction sequencing. This technique is especially effective for data arrays, such as those used in many floating-point applications. For these arrays, a sophisticated compiler can optimize performance for a spe-

This lab

- Answer the questions
- Ask the TAs whenever you have any doubt on the paper
- We are here to help!

1 Pipeline and Register Renaming

1. Explain why in the 3rd stage of the pipeline (see Figure 2) the *register file* is read in the 2nd half of each cycle. What are the advantages and disadvantages of such an implementation?
2. Figure 5 describes register renaming. Why are the destination and source registers represented with 5 bits in the original instruction, and with 6 bits after the renaming?
3. Specify the function of the *queues*, *active lists*, and *map tables* in the R10000. Relate each of these to the structures described in the course (*reservation stations*, *ROB*, ...).
4. Describe the role of the components *Rdu*, *OnA*, *OnR*, *OnC*, *Dest*, *Old Dest*

This lab

- Fill the simulation spreadsheet
- Good starting point before implementing the simulator (HW1)
- You cannot implement the simulator without understanding this lab very well
- Use the TAs
- Simulation details on the pdf on Moodle

Program

```
LDC1 $F0, #0000($I1)
LDC1 $F1, #0000($I1)
LDC1 $F2, #0000($I1)
LDC1 $F3, #0000($I1)
    MUL.S $F4, $F0, $F3
    MUL.S $F5, $F1, $F2
    SUB.S $F4, $F4, $F5
    ADD.S $F5,$F0, $F1
    MUL.S $F9, $F5, $F5
    MUL.S $F10, $F4, $F0
    SUB.S $F9, $F9, $F10
    SQRT.S $F9, $F9
    SDC1 F4, #0004($I1)
    SDC1 F5, #0005($I1)
    SDC1 F9, #0006($I1)
    SDC1 $F10, #0007($I1)
```

Simulation