RISC Architecture Ch 12

Some History

⇒ Instruction Usage Characteristics

Large Register Files

Register Allocation Optimization

RISC vs. CISC

Original Ideas Behind CISC (Complex Instruction Set Comp.)

- Make it easy target for compiler
  - small semantic gap between HLL source code and machine language representation
  - good at the time when compiler technology big problem
  - make it easier to design new, more complex languages
- Do things in HW, not in SW
  - addressing mode for 2D array reference?

Occam's Toothbrush

- The simple case is usually the most frequent and the easiest to optimize!
- Do simple, fast things in hardware and be sure the rest can be handled correctly in software

RISC Approach (2)

- Optimize for execution speed instead of ease of compilation
  - compilers are good, let them do the hard work
  - do most important things very well in HW (machine instruction), rest in SW (subroutines)
- What are *most important* things?
  - Those that consume most of the time (in current systems)

Amdahl's Law (5)

Speedup due to an enhancement is proportional to the fraction of the time that the enhancement can be used

Floating point instructions improved to run 2X; but only 10% of actual instructions are FP?

No speedup

$$\text{ExTime}_{new} = \text{ExTime}_{old} \times (0.9 * 1.0 + .1 * 0.5)$$
$$= 0.95 \times \text{ExTime}_{old}$$

$$\text{Speedup}_{overall} = \frac{\text{ExTime}_{old}}{\text{ExTime}_{new}} = \frac{1}{0.95} = 1.053$$

<< 2 !!!

Where is Time Spent? (5)

- Dynamic behaviour
  - execution time behaviour Table 12.2
- Which operations are most common?
- Which types of operands are most common? Table 12.3
- Which addressing modes are most common?
- Which cases are most common? Table 12.4
  - E.g., number of subroutine parameters?

Ideas Behind RISC (3)

- Very large set of registers
  - bigger than can be addressed in machine instruction?
  - compilers can do good register allocation
- Very simple and small instruction set is faster
  - easy to optimize instruction pipeline
- Economics
  - Simple to implement
    ⇒ quickly to market
    ⇒ beat competition
    ⇒ recover development costs

CISC Architecture (5)

- Large and complex instruction sets
  - direct implementation of HLL statements
    - case statement?
    - array or record reference?
- May be targeted to specific high level language
  - may not be so good for others
- Many addressing modes
- Many data types

Vax11/780

char string, float, int, leading separate string, numeric string, packed decimal string, string, trailing numeric string, variable length bit field

Large Register File

- Overlapping register windows Fig. 12.1
  - fixed max nr (6?) of subroutine parameters
  - fixed max nr of local variables
  - function return values are directly accessible to calling routine in temporary registers
    - no copying needed

Problems with Large Register Files (2)

- What if run out of register sets? Fig. 12.2
  - save & restore values from memory
  - hopefully not very common
    - call stacks are usually not very deep!
    - find out from studies what is enough usually
- Global variables
  - store them always in memory?
  - use another, separate register file?

Register Files vs. Cache

- Would it be better to use the same real estate (chip area) as cache? Table 12.5
  - register files have better locality
  - caches are there anyway
  - caches solve global variable problem naturally
    - no compiler help needed
  - accessing register files is faster Fig. 12.3

Register Allocation (3)

- Goal: Prob(operand in register) = high
- Symbolic register: any quantity that could be in register
- Allocate symbolic regs to real regs
  - if some symbolic regs are not used in same time intervals, then they can be assigned to the same real regs
  - use graph coloring problem to solve reg allocation problem

Graph Coloring Problem (2)

- Given a graph with connected nodes, assign n colors so that no neighboring node has the same color
  - topology
  - NP complete problem
- Application to register allocation
  - node = symbolic register
  - connecting line = simultaneous usage
  - n colors = n registers

Fig. 12.4

How Many Registers Needed?

- Usually 32 enough
  - more ⇒ longer register address in instruction
  - more ⇒ no real gain in performance
- Less than 16?
  - Register allocation becomes difficult
  - not enough registers
    ⇒ store more symbolic registers in memory
    ⇒ slower execution

RISC Architecture (4)

- Complete one instruction per cycle
  - read reg operands, do ALU, store reg result
  - all simple instructions
- Register to register operations
  - load-store architecture
- Simple addressing modes
  - easy to compute effective address
- Simple instruction formats
  - easy to load and parse instructions
  - fixed length

RISC vs. CISC (8)

- Fixed instruction length (32 bits)
- Very few addressing modes
- No indirect addressing
- Load-store architecture
  - only load/store instructions access memory
- At most one operand in memory
- Aligned data
- At least 32 addressable registers
- At least 16 FP registers

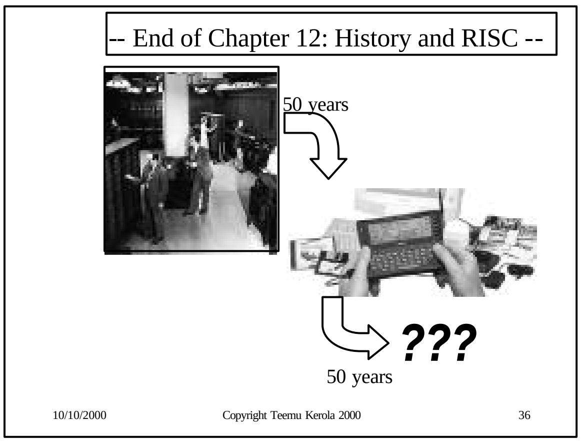
Table 12.8

RISC & CISC United? (4)

- Pentium II, CISC architecture
- Each complex CISC instruction translated during execution (in CPU) into multiple fixed length simple micro-operations
- Lower level implementation is RISC, working with RISC micro-ops
- Could CPU area/time be better spent without this translation?
  - Who wants to try? Transmeta Corporation?
  - Why? Why not?

RISC & CISC United? (3)

- Crusoe (by Transmeta)
  - CISC architecture (= Intel) visible to outside
- Each complex CISC instruction translated during execution (in separate translation with optimized code generation) into multiple fixed length simple micro-operations
- Lower level implementation is RISC, working with RISC micro-ops



-- End of Chapter 12: History and RISC --

50 years

???

50 years

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