

CS 315-01 Processor Design Components

Project OS → incremental development

C Coding

Data Representation

Memory

RISC-V Assembly

RISC-V Machine Code

RISC-V Emulator

Cache Design

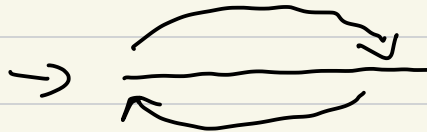
Digital Design



Processor Design

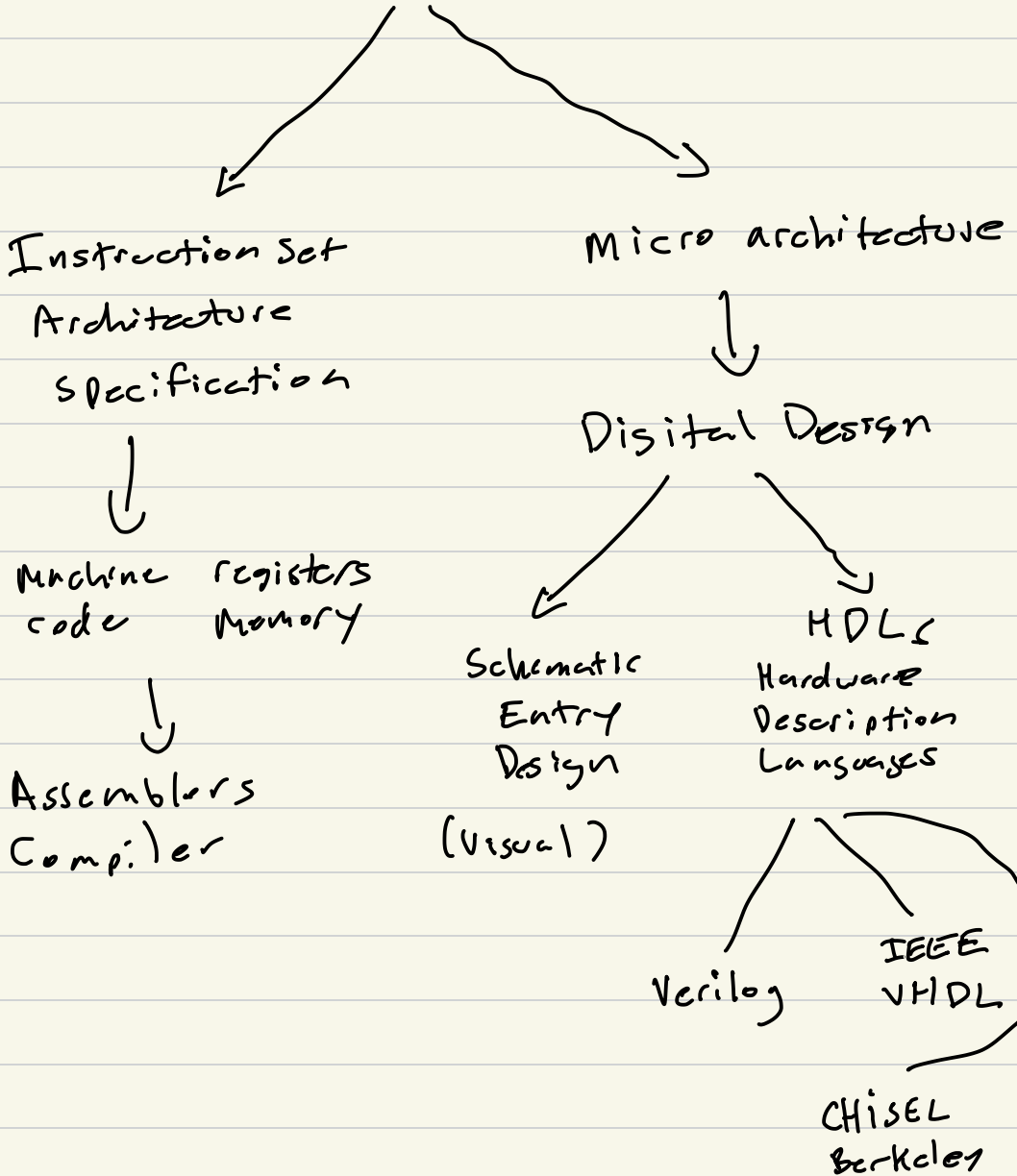
Instruction Set Architecture (ISA)

interface
sw
HW



micro architecture
digital logic implementation

Computer Architecture



Processor Design

Moore's Law

The number of transistors doubles every 1.5 years

↑
increase size
increase density

Two

Micro architectures

single-cycle processor
[multi-cycle]
pipelined processor

} this class

super scalar

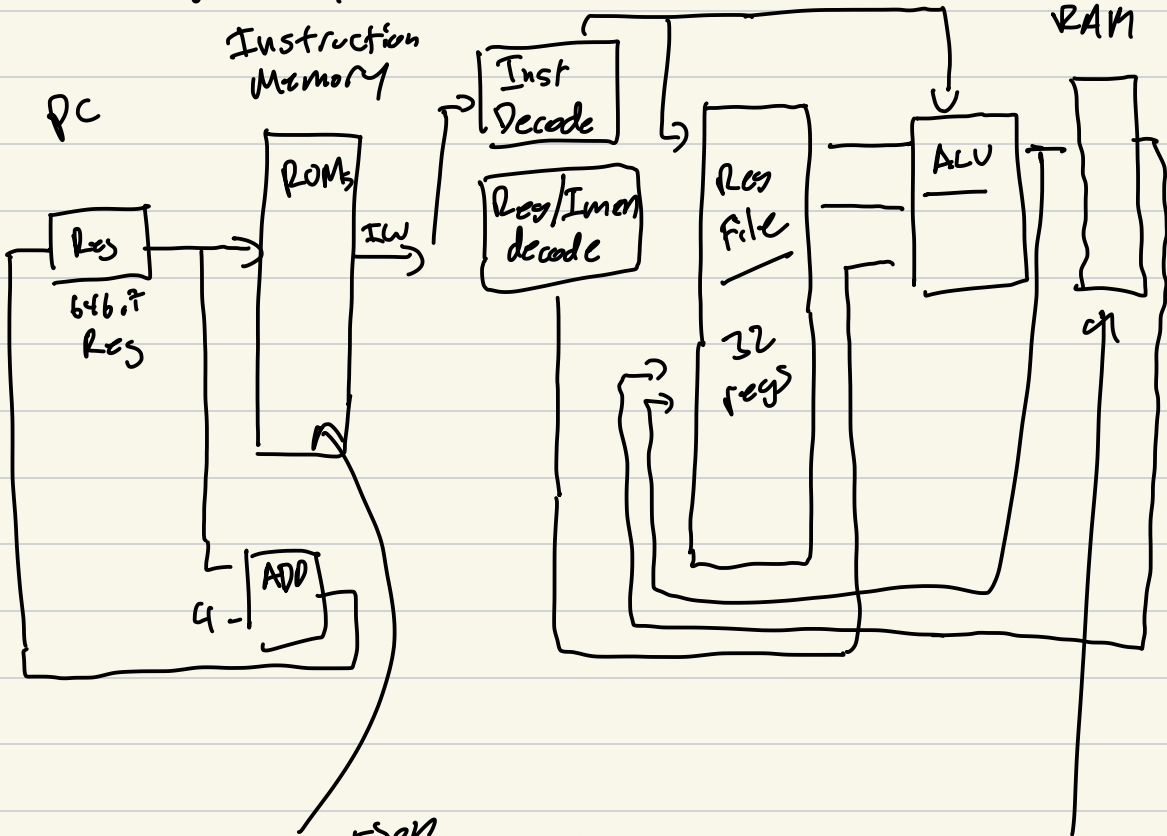
out of order execution

speculative execution

Lab 05 → Lab 06 → Project 06

↑
single-cycle
RISC-V ←

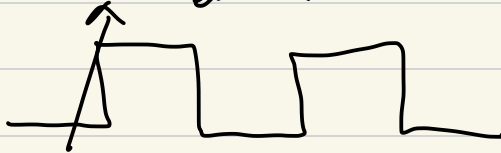
Single Cycle Processor



Instruction Memory

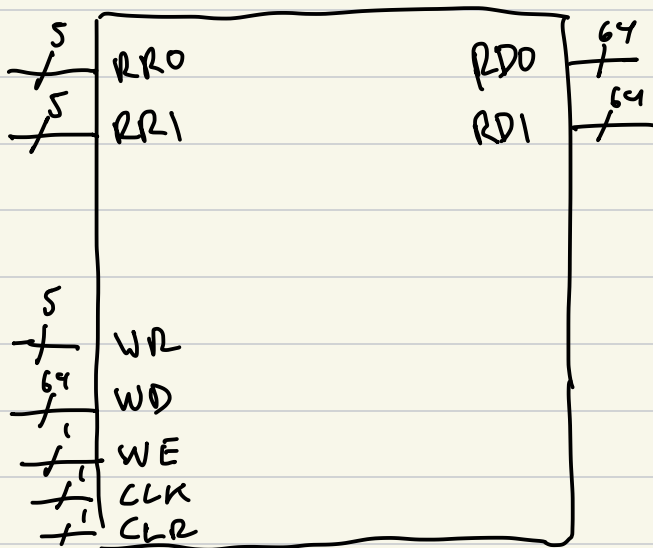
Rising edge executing an instruction

Data Memory



Register File

- 32 64-bit Registers x_0, x_1, \dots, x_{31}
- Read up to two register values on a single clock cycle.
- Write to one register on a single clock cycle
- x_0 (zero) will always be zero (no updates)



RR read register #

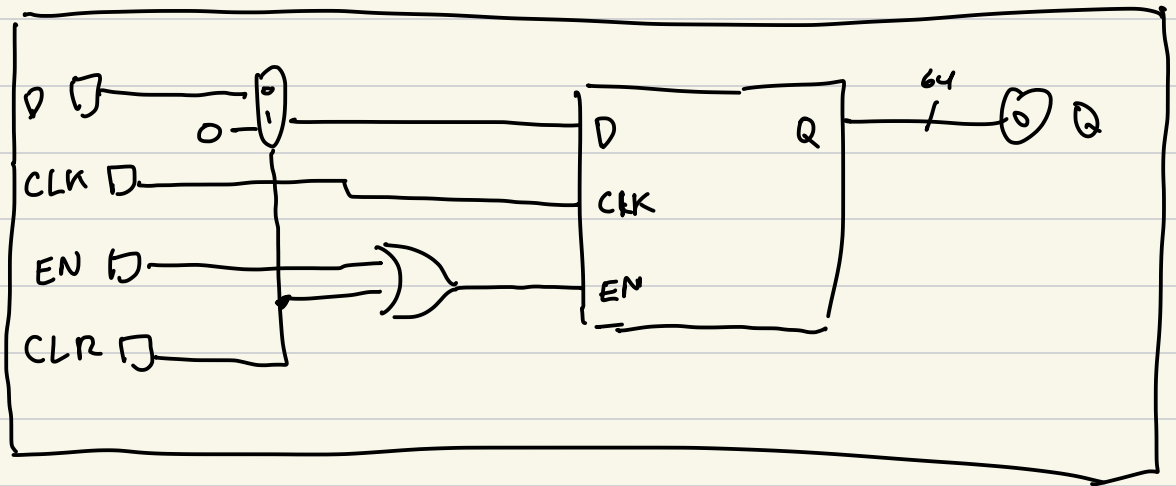
RD read data

WR write register

WD write data

WE write enable

Adding CLR to Digital Register



64 bit Register with CLR

Synchronous

Register File Implementation

