

mips RISC ARCHITECTURE

6/1/89 Mash HOT CHIPS 1

THE POWER OF RISC IS IN THE SYSTEM



ARCHITECTURE TOPICS

INTRODUCTION

INSTRUCTION SET

PIPELINE EFFICIENCY

STREAMING

SUMMARY

ARCHITECTURAL PHILOSOPHY

BUILD ON OUR EXPERIENCE

RISC: SMART SOFTWARE, JUST ENOUGH HARDWARE

FAST STATIC RAMS

- KEY ENABLING TECHNOLOGY
- TAILOR TO USE AVAILABLE DEVICES
- LEVERAGE THE IC INDUSTRY

PARTITION APPROPRIATELY FOR THE TECHNOLOGY

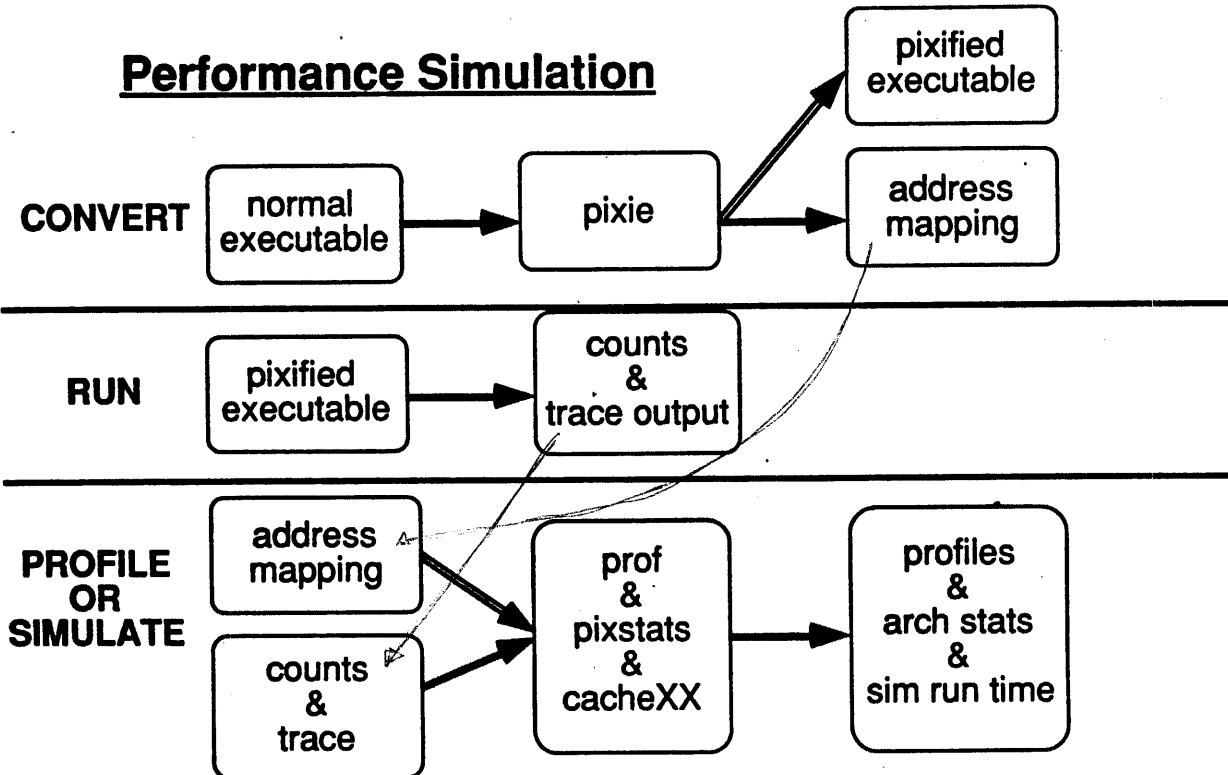
- CMOS, BiCMOS, ECL

EXTENSIVE SIMULATION OF ALTERNATIVES

MEASURE GAIN BEFORE ADDING FEATURE

6/1/89 Mash HOT CHIPS 3

THE POWER OF RISC IS IN THE SYSTEM



THE BEST PERFORMANCE ANALYSIS SYSTEM AVAILABLE ANYWHERE

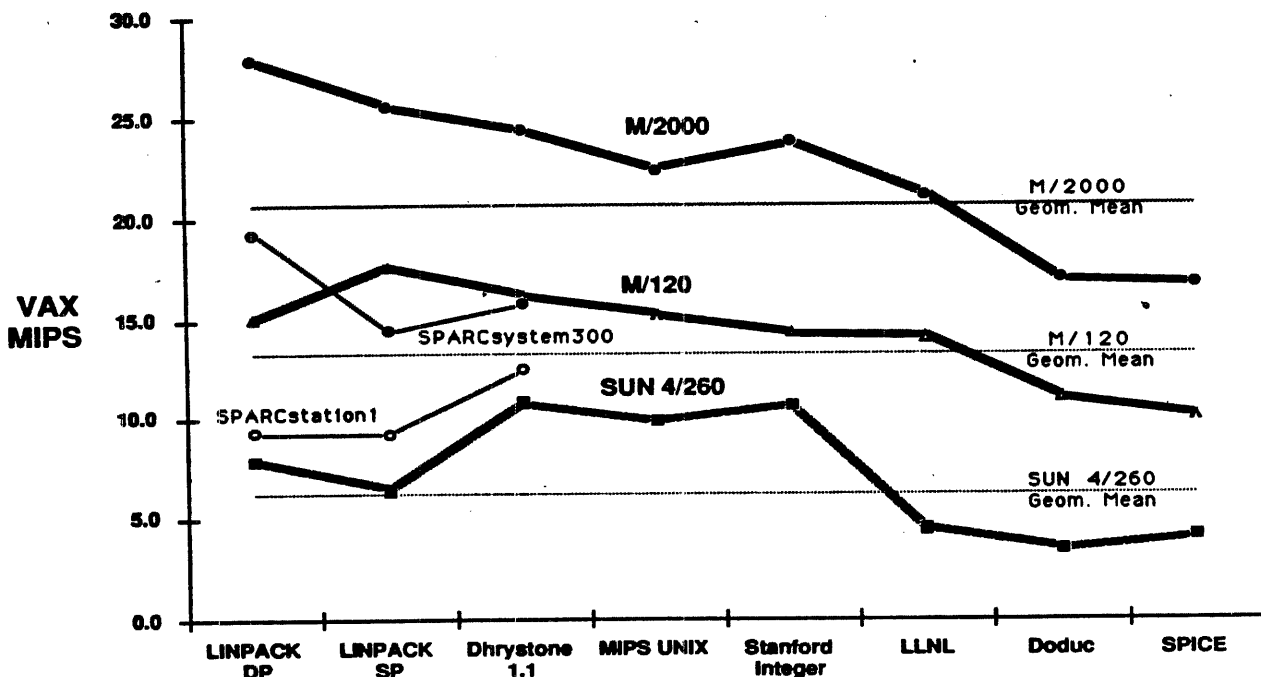
Simulation Correlation

	11/780 Secs	MIPS M Instr	M/1000 Simulation t	M/1000 Real t	% Error
5diff	246.4	248.1			0
as1	6.5	5.2	0.5	0.5	0
ccom	10.2	8.4	0.9	0.9	-10
compress	12.7	17.4	1.7	1.9	+4
doduccd	96.3	53.1	7.0	6.7	0
espresso	382.6	494.7	38.6	38.6	-1.5
gnuchess	124.0	138.8	13.0	13.2	-0.66
hspice	186.3	141.9	15.0	15.1	+0.66
tex	140.0	134.6	17.0	16.9	-14
ugen	9.8	6.9	0.6	0.7	-1.0
uopt	121.2	106.4	9.3	9.4	-2
wolf	185.4	147.6	15.0	15.3	-1
yacc	101.1	125.9	9.2	9.3	
mean	110.2	111.1			

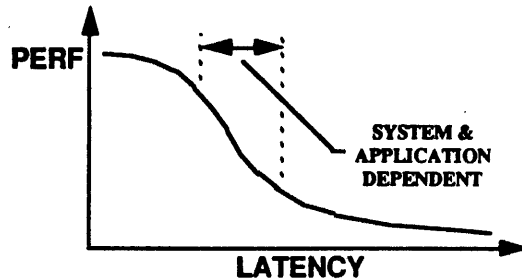
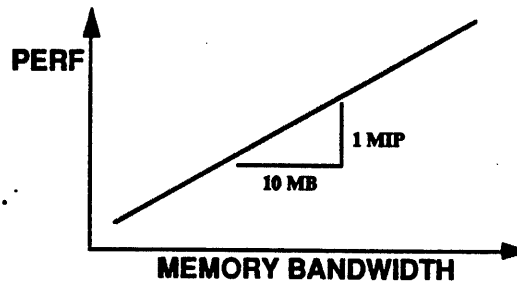
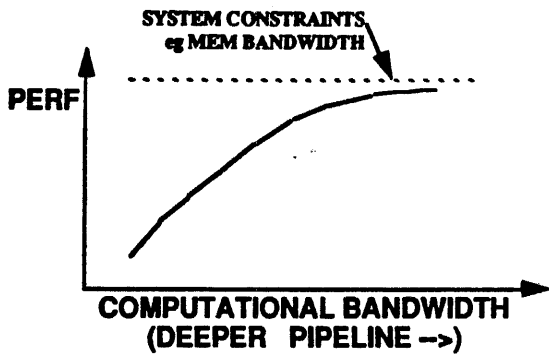
← LARGE, REAL PROGRAMS

CLOSE MATCH BETWEEN SIMULATION AND REAL SYSTEM

PERFORMANCE RELATIVE TO A VAX 11/780



WHAT AFFECTS PERFORMANCE MOST?



... MIPS EMPHASIZES LOW LATENCY

KEY ARCHITECTURAL FEATURES

FASTEST EFFECTIVE LOAD/STORE/BRANCH OF ANY RISC

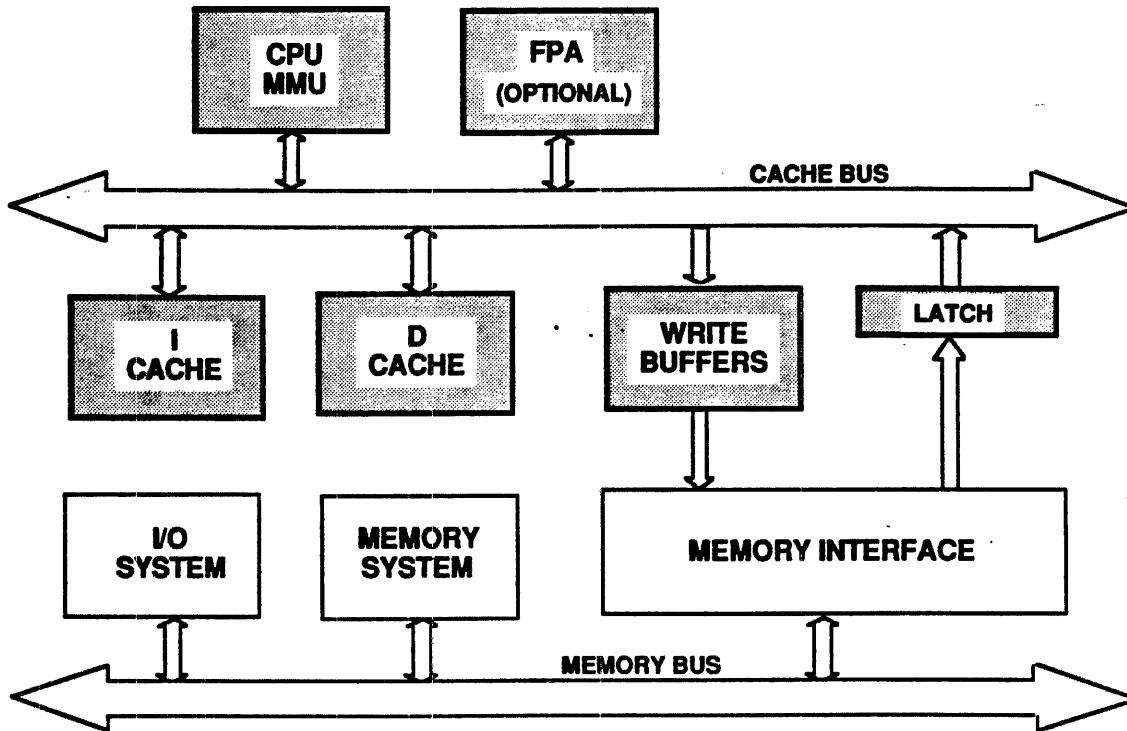
OUTSTANDING SYSTEM SOFTWARE SUPPORT

HIGHEST MEMORY BANDWIDTH

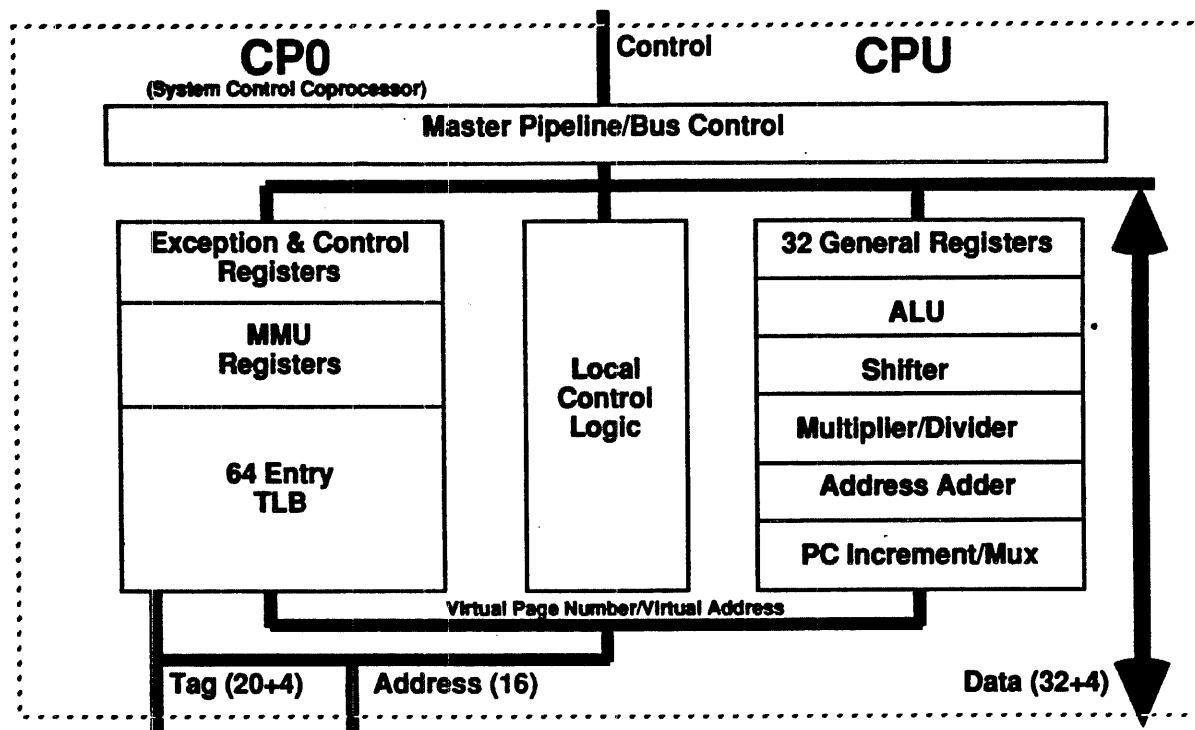
USES STANDARD SRAMS FOR COST EFFECTIVE CACHE

HARDWARE SUPPORT FOR MULTIPROCESSING

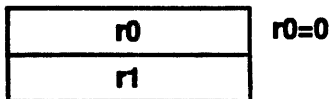
SYSTEM BLOCK DIAGRAM



R3000 BLOCK DIAGRAM

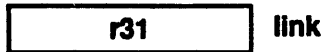


User State Registers



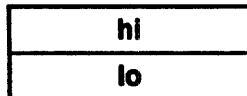
r0=0

⋮



link

32 32-bit Registers



Mul & Div Result Registers



Program Counter



⋮



16 64-bit Floating Point Registers

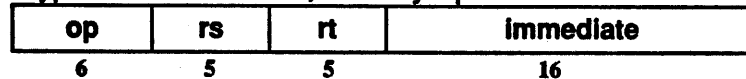


Control & Status Register

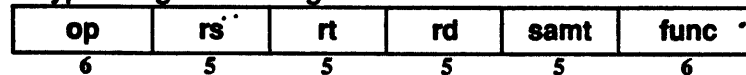
... NO CONDITION CODES AND A SIMPLE PROGRAMMING MODEL.

Instruction Formats

I-type: ALU immediate, Memory Op and Branch



R-type: Register to Register



J-type: Long jump, word addressed



SIMPLE, REGULAR FORMATS ALLOW FAST DECODE & PIPELINE

INSTRUCTION SET

LOAD/STORE

Byte addressed, Bi-endian
 Word, Halfword, Byte
 Signed, Unsigned
 Unaligned References
 Base + 16 bit Offset

ALU

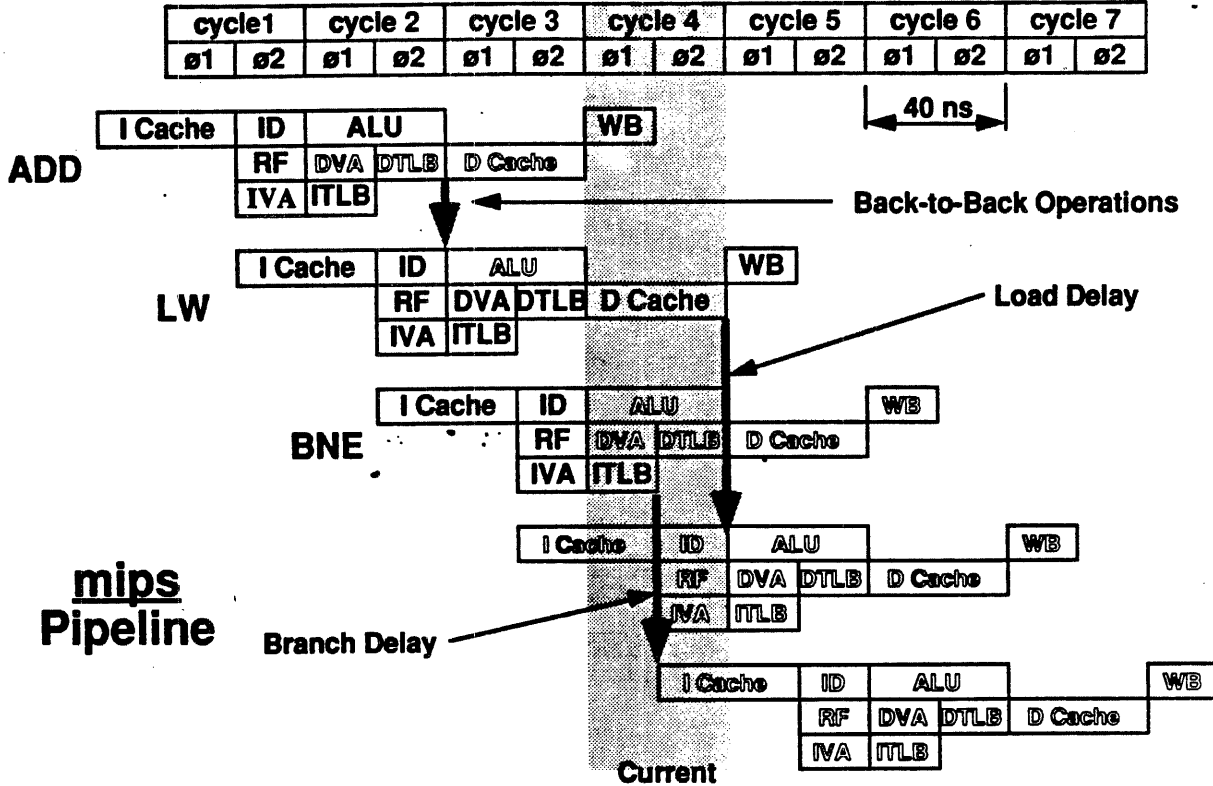
Add, Sub, Logicals
 Rd:=Rs op Rt, 3 register operations
 Rt:=Rs op I, 2 register + 16 bit immediate
 Impact of compare & branch on arithmetic ops:
 Add/Sub with no trap, unsigned arith
 Add/Sub with trap, ADA, Pascal, LISP

BRANCHES

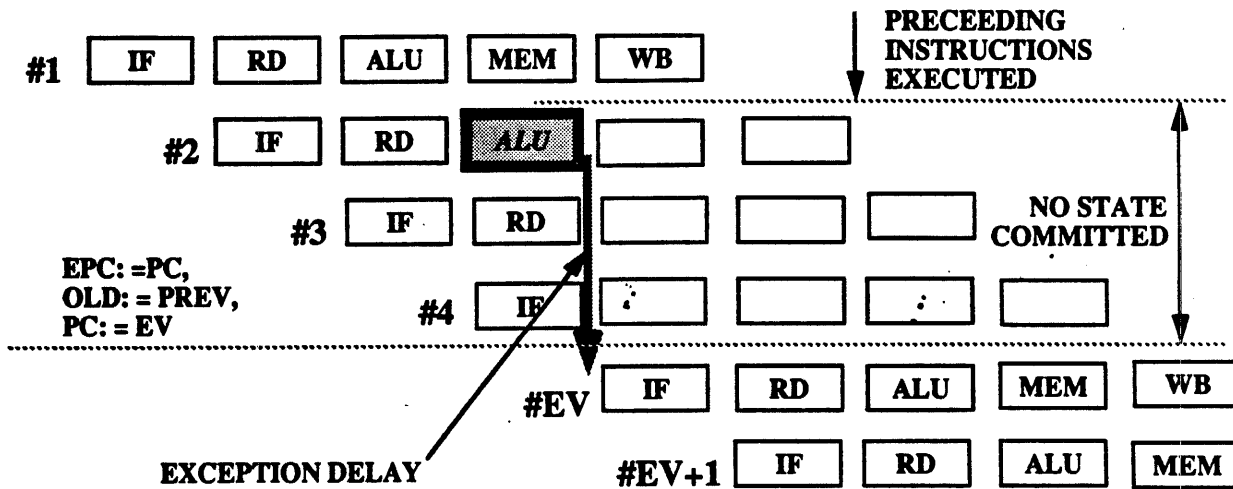
No Condition Codes; Compare and Branch
 One Instruction Branch on:
 A<0, A≤0, A>0, A≥0, A=B, A≠B
 When needed, two instructions for:
 A<B, A≤B, A>B, A≥B
 Branches execute next instruction before branching
 Also Jumps: J, JAL, JR, JALR

MULTIPLY/DIVIDE

Compile most constants with shft/add/sub
 Hardware accelerates remaining
 12 cycle mult, 35 cycle divide
 64 bit product, or quotient/remainder



PRECISE EXCEPTION HANDLING



CRITICAL PIPELINE & SYSTEM DESIGN FACTOR HARDWARE MAKES ALL EXCEPTIONS PRECISE

PERFORMANCE COMPARISONS

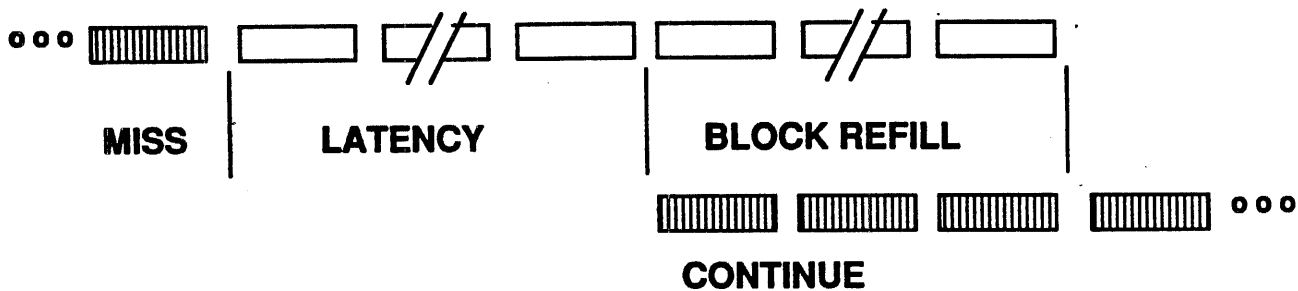
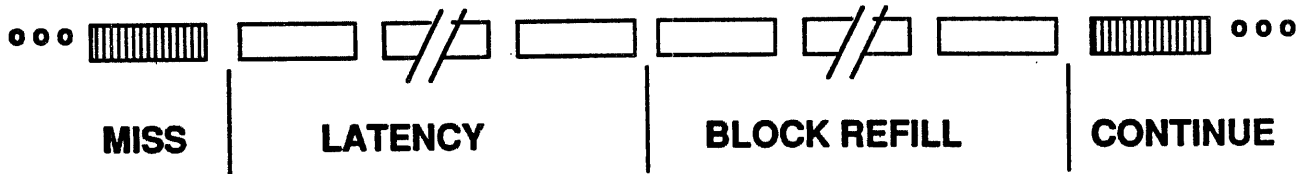
PROC	CLOCK (MHz)	WDS/CYC (4 Bytes)	BNDWTH (MB/sec)	CPI (MHz/VUP)	VAX-MIPS (VUPs)
68020	20	1/3	27	7.0	3
68030	20	1/2	33	6.0	4
68030 (Sun3/200)	25	1/3	40	6.2	4
80386	25	1/2	50	6.0	5
68030	33	1/2	67	5.5	6
SPARC (Sun4/200)	16	1/1	67	2.1	8
29000	25	2/1	200	2.0	12
R2000 (M/120)	16	2/1	134	1.5	12
88000	20	2/1	160	1.5	13
SPARC	33	1/1	134	2.1	16
88000	25	2/1	200	1.5	17
R3000 (M/2000)	25	2/1	200	1.2	20

MIPS BLOCK REFILL

- AMORTIZE COST OF LATENCY OVER MULTIPLE WORDS
- CPU HARDWARE CONTROLS THE TRANSFER
- CHOICE OF 4, 8, 16, or 32 WORD BLOCK SIZES
- SEPARATE INSTRUCTION AND DATA BLOCK SIZES
- DESIRABLE TO TUNE BLOCK SIZE TO SYSTEM DESIGN, INCREASE BLOCK SIZE AS LATENCY TO MEMORY INCREASES
- BLOCK REFILL HAS LARGE IMPACT ON HIT RATE, SECOND ONLY TO TOTAL CACHE SIZE

FLEXIBILITY

MIPS INSTRUCTION STREAMING



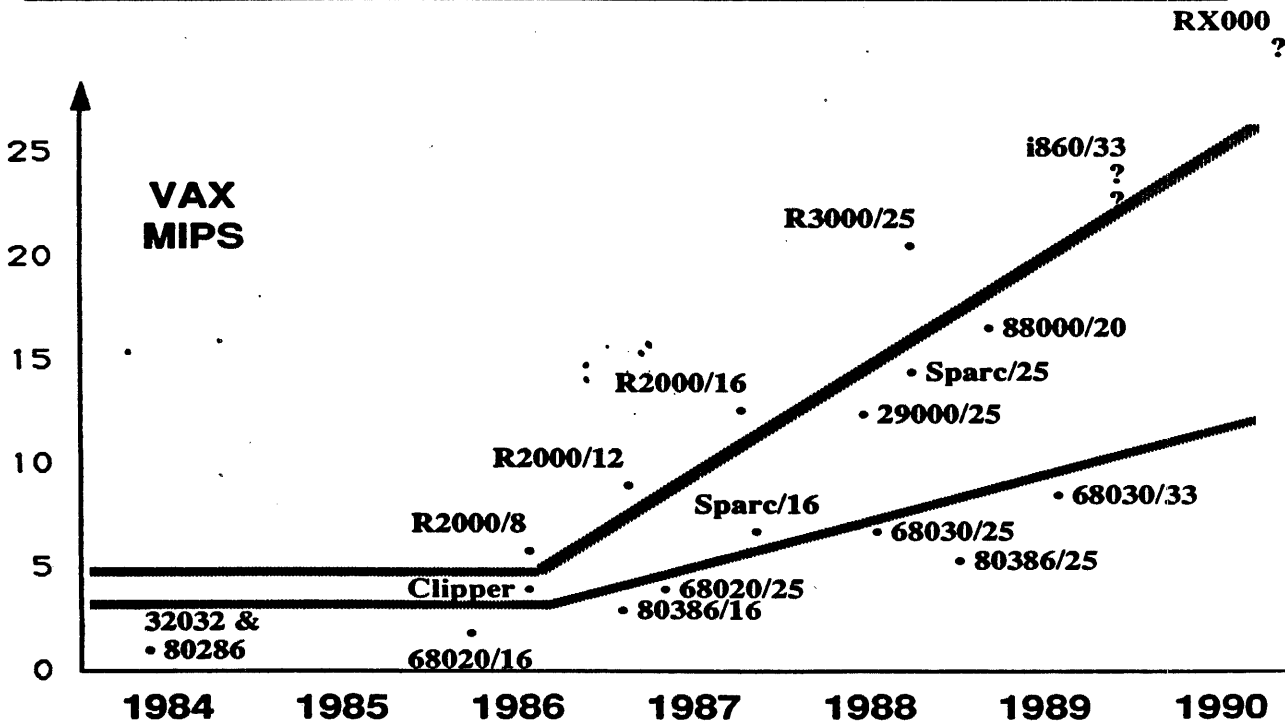
MIPS INSTRUCTION STREAMING

- BEGIN EXECUTION WHEN INSTRUCTION ARRIVES, ISSUE INSTRUCTION IN SAME CYCLE AS CACHE WRITE
- 70% OF INSTRUCTION MISSES START AT BLOCK BOUNDRY, GREATEST BENEFIT TO STREAMING INSTRUCTIONS
- MAXIMUM EXECUTION SPEED MATCHES MAX MAIN MEMORY BANDWIDTH, 100MB/SEC
- 5% NET GAIN - vs SYSTEM WITHOUT INSTRUCTION STREAMING

HIGHER PERFORMANCE

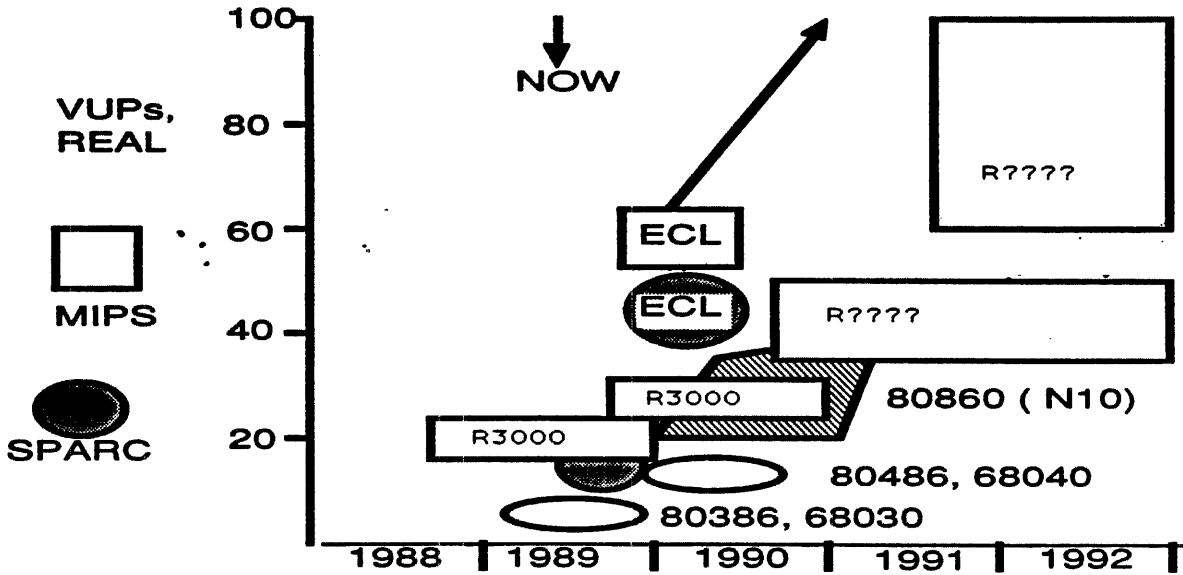


mips RISComponents™ LEAD



Where are we today?

cRISCai Ball - 5/89



Uniprocessor performance