

# Instruction Set Architecture review

CMPE 311

# Instruction Set

- An ISA includes a specification of the set of opcodes (machine language), and the native commands implemented by a particular processor

**MIPS32 Add Immediate Instruction**

001000	00001	00010	0000000101011110
OP Code	Addr 1	Addr 2	Immediate value

Equivalent mnemonic: **addi** \$r1, \$r2, 350

One instruction may have several fields, which identify the logical operation, and may also include source and destination addresses and constant values. This is the MIPS "Add Immediate" instruction, which allows selection of source and destination registers and inclusion of a small constant.

# RISC vs. CISC

- CISC (complex instruction set computer)
  - VAX, Intel X86, IBM 360/370, etc.
- RISC (reduced instruction set computer)
  - MIPS, DEC Alpha, SUN Sparc, IBM 801

CISC	RISC
Variable length instruction	Single word instruction
Variable format	Fixed-field decoding
Memory operands	Load/store architecture
Complex operations	Simple operations

# Why RISC is used?

- Top 10 instructions for 8086

Rank	instruction	Integer Average Percent total executed
1	load	22%
2	conditional branch	20%
3	compare	16%
4	store	12%
5	add	8%
6	and	6%
7	sub	5%
8	move register-register	4%
9	call	1%
10	return	1%
	<b>Total</b>	<b>96%</b>

# RISC advantage over CISC

- Low complexity
  - Generally results in overall speedup
  - Less error-prone implementation by hardwired logic or simple microcodes
- VLSI implementation advantages
  - Less transistors
  - Extra space for the same area: more registers, cache
- RISC strategy also brings some very important advantages. Because each instruction requires only one clock cycle to execute, the entire program will execute in approximately the same amount of time
- Marketing
  - Reduced design time, less errors, and more options increase competitiveness

# CISC Problems

- Performance tuning unsuccessful
  - Rarely used high-level instructions
  - Sometimes slower than equivalent sequence
- High complexity
  - Pipelining bottlenecks → lower clock rates
  - Interrupt handling can complicate even more
- Marketing
  - Prolonged design time and frequent microcode errors hurt competitiveness

# Harvard vs. Von Neumann Architecture

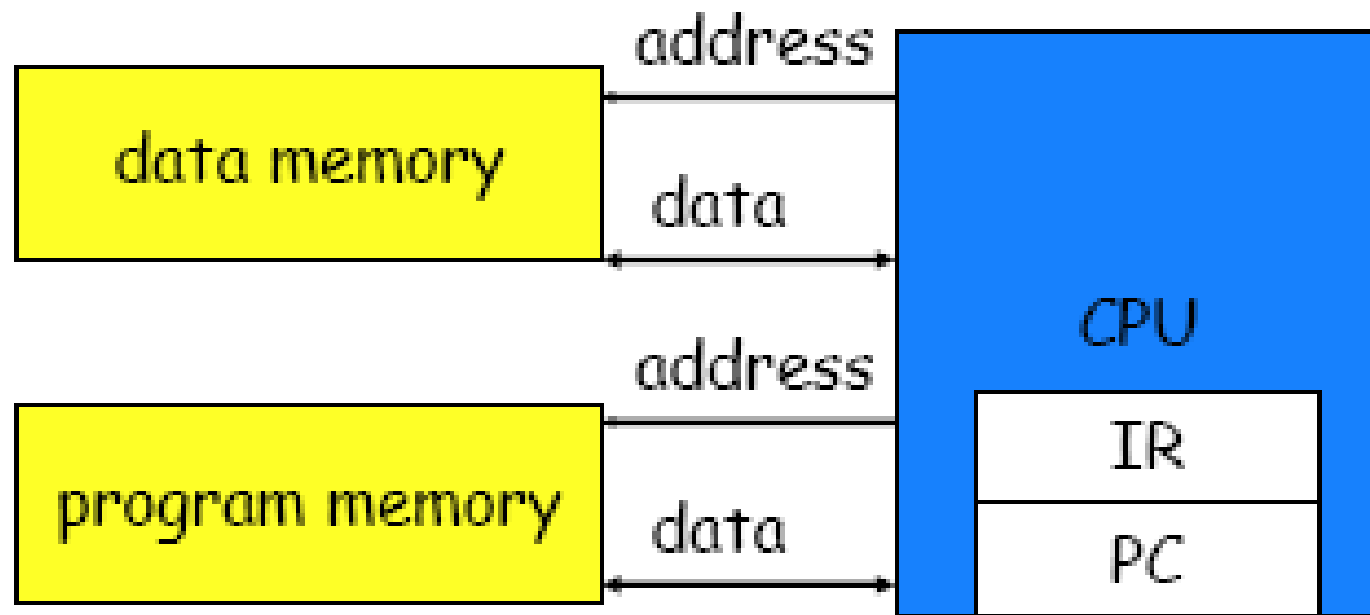
- The **Harvard architecture** is a [computer architecture](#) with physically separate [storage](#) and signal pathways for instructions and data.
- **Contrast with von Neumann architectures:**
  - Under pure [von Neumann architecture](#) the [CPU](#) can be either reading an instruction or reading/writing data from/to the memory. Both cannot occur at the same time since the instructions and data use the same bus system. In a computer using the Harvard architecture, the CPU can both read an instruction and perform a data memory access at the same time, even without a cache. A Harvard architecture computer can thus be faster for a given circuit complexity because instruction fetches and data access do not contend for a single memory pathway.

# Von Neumann vs. Harvard

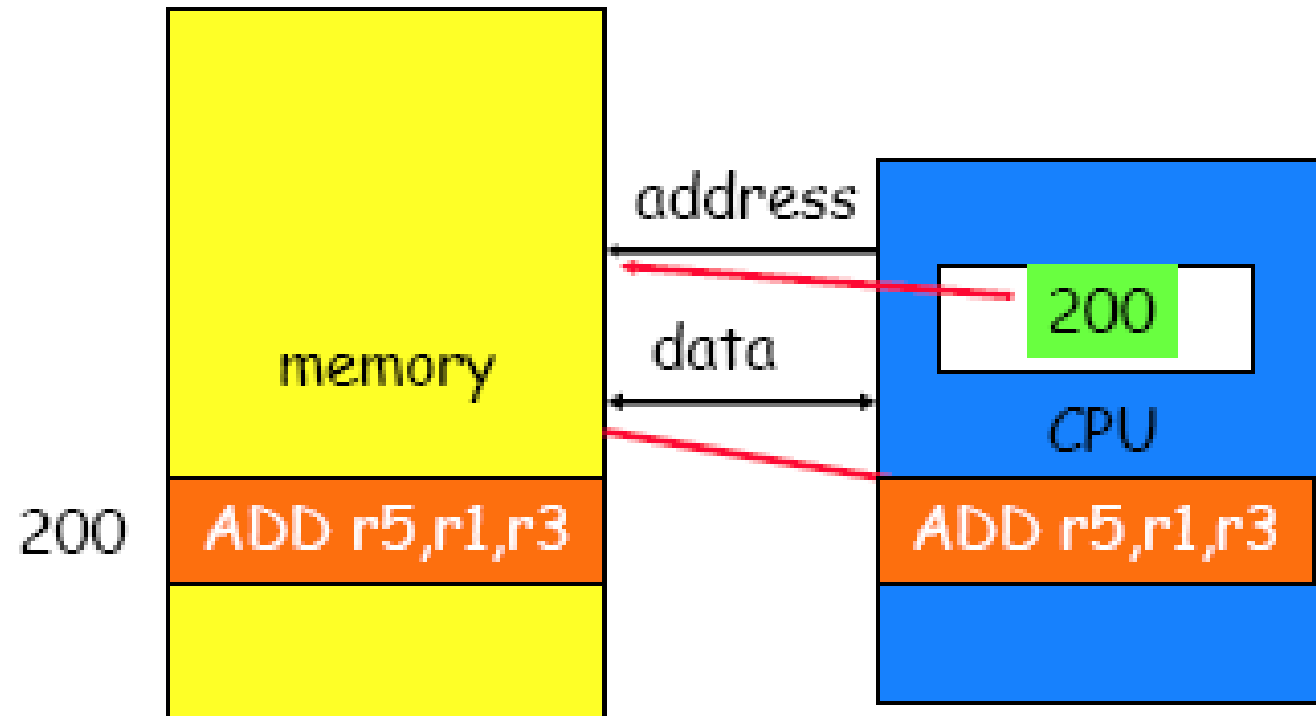
- von Neumann
  - Same memory holds data, instructions.
  - A single set of address/data buses between CPU and memory
- Harvard
  - Separate memories for data and instructions.
  - Two sets of address/data buses between CPU and memory



# Harvard Architecture



# Von Neumann



# Acronyms and some definitions

- MIPS
- ISA
- Clk rate
- Clk cycle time or period