A 20 MIPS Peak Microprocessor with On-Chip Cache


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MIPS-X uses a very simple instruction format to execute the common instructions as quickly as possible. All instructions are 32 bits, and use a fixed format for the register specifiers. Like many other RISC machines [1,2], MIPS-X is a load/store machine. It avoids the high pin count or fast bus cycle times required to support 2 word fetches per cycle (instruction and data) by using a large on-chip instruction cache. The cache reduces the off-chip instruction bandwidth by over a factor of 5 and the overall bandwidth by a factor of 2 to 2.5.

The machine has a 5-stage pipeline: Instruction Fetch (IF), Register Fetch (RF), Execute (ALU), Memory access (MEM), and Write Back of registers (WB). During IF, the instruction address is fetched from the on-chip instruction cache. The RF is used to drive the register specifiers from the Instruction Register to the register decoders and then to do the actual register fetch. The ALU cycle is used to compute the effective memory address and send it to the address pins for load/store instructions, to compute branch destinations and conditions for branch instructions, and to do an ALU or shifter operation for compute instructions. The large external cache is accessed during the MEM cycle. Finally, during WB a computed result or fetched data word is written to the register file.

A floorplan and die photo of the processor are shown in Figures 1 and 2. The organization of the instruction cache is unique. The 16Kb cache is
divided into 32 blocks of 16 words. The Tag unit contains the control logic for the cache, 512 valid bits and a small CAM for the 32 tags. By organizing the valid bit memory as 16 32-bit words, the valid bit access and CAM compare can occur simultaneously allowing the processor to quickly determine whether the cache hit. A cache miss causes the instruction and its successor to be fetched during the following two cycles. By using trace-driven simulations, the miss ratio has been measured to be about 12% on average. With an external cache miss ratio of 5% this yields a sustained throughput of 12 MIPS on large benchmarks. The Register File contains a 32-word dual-pinned file, 2 temporary and 2 bypass registers. The Execute unit contains a 32b funnel shifter, registers for multiplication/division support, a 32b ALU, and the processor status word. The ALU uses a doubly-bypassed (by 4 and by 8) Manchester carry chain. The PC unit contains a branch displacement adder, an incremener and 4 old PC values used to restart the machine following an exception. The Instruction Register latches the cache output and sends partially decoded instructions to the datapath.

The processor is controlled by two small finite state machines shown in Figure 3. One deals with exceptions and nullifying some instructions in branch slots. The other handles internal cache misses. The only other control logic is secondary instruction decode.

Features for testing MIPS-X include a pin that disables the on-chip cache and a pin that forces the chip into cache-test mode. In this state, the PC unit generates sequential addresses while the data bus is directly connected to the on-chip cache, allowing the cache to be directly read and written. Another pin forces test mode, which connects groups of the control lines directly onto the data pads allowing good observability of the control circuitry with a very small amount of logic placed under an existing bus.

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References


(a) Squash Finite State Machine

(b) Cache Miss Finite State Machine

Figure 3: MIPS-X Finite State Machines
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