TSEA44: Computer hardware – a system on a chip

Lecture 8: Memories, lab4

LINKÖPING UNIVERSITY

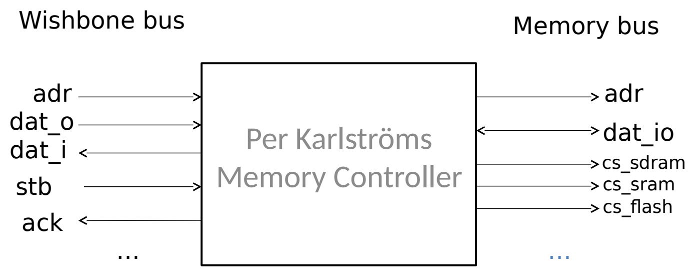
Today

- Memories/memory controller
- Lab4, new instruction

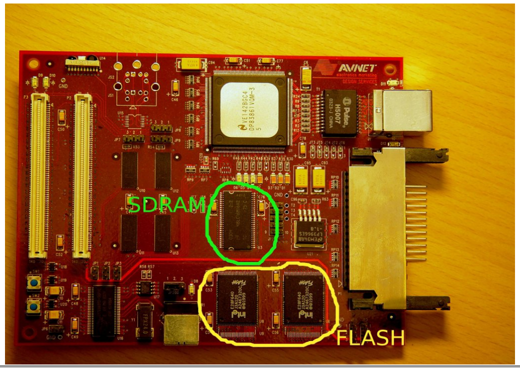
Practical info

- Lab closed after 20/12
  - Opens again after new year (7/1-20)
  - Ask me or Cheolyong to let you in (if we are at work before 7/1)
  - Remote login still works (thinlinc.edu.liu.se -> muxen1-0xx, xx = 01-16)
- Office corridors locked during christmas/new year
  - Hard to get access to people (even if not on holiday/vacation)

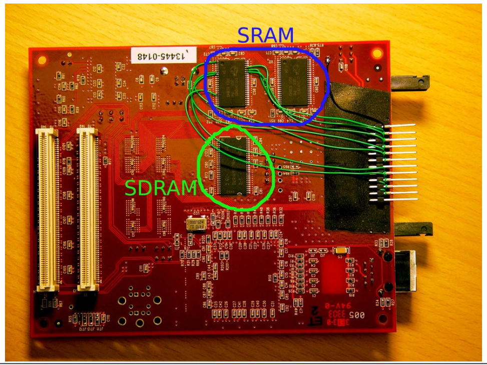
PKMC



Memory on board



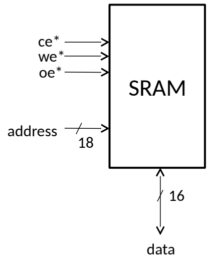
Memory on board, cont.



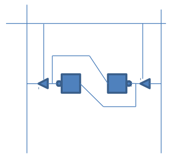
SRAM; Static RAM

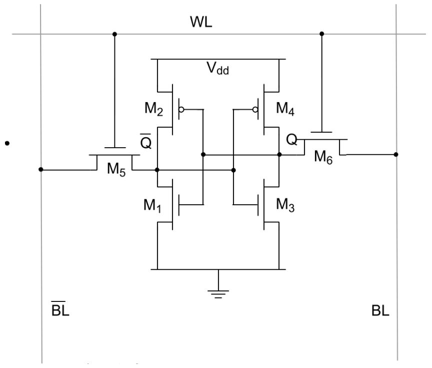
- Asynchronous device
- Memory element: latch
- 2 x (256k x 16) = 1 MB

* = active low



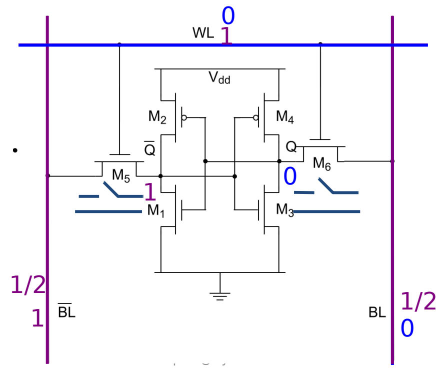
SRAM - Cell





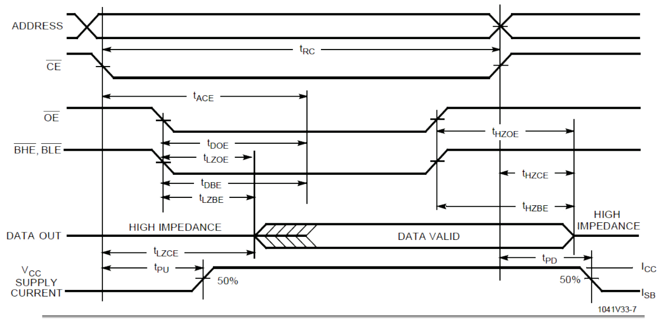
SRAM - Read

- WL=0, Precharge bitlines to Vdd/2
- WL=1 connects inverters to bitlines
- Bitlines are driven to low and high



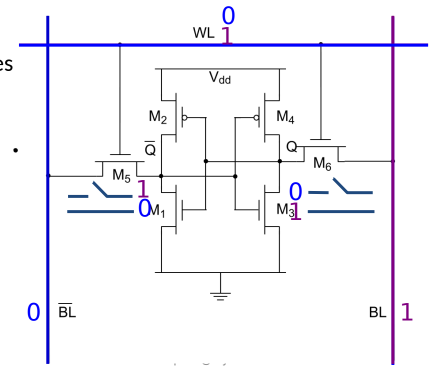
SRAM - Read

- No clocking!



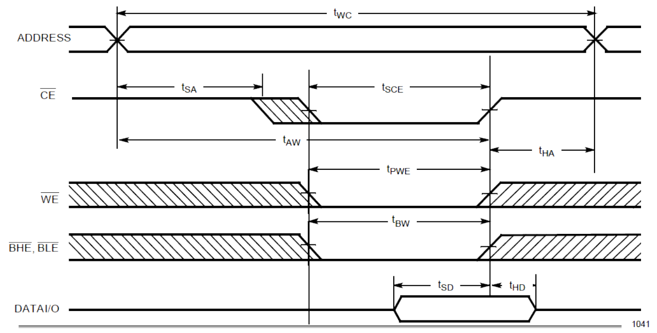
SRAM - Write

- WL=0, Set logic values on bitlines
- WL=1 connects inverters to bitlines
- Bitline values override internal value



SRAM - Write

- Timing important (avoid writing to wrong adress)



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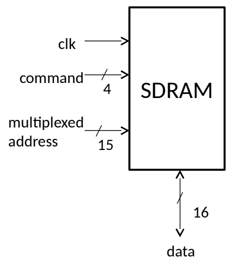
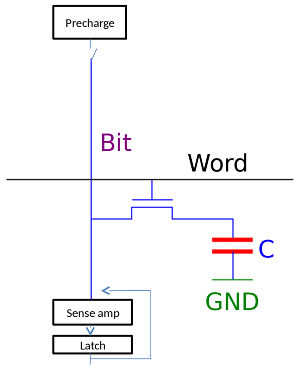
SDRAM; Synchronous Dynamic RAM

- Clocked device
- Memory element: Capacitance
- Needs periodic refreshing
- Pipelined operation
- Burst oriented
  - Single burst in our design
- 2 x (16M x 16) = 64MB

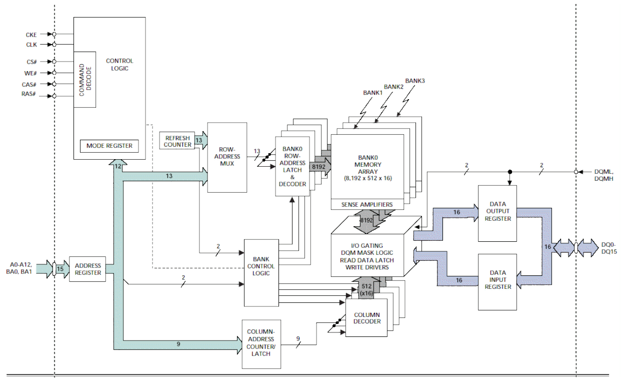


SDRAM structure

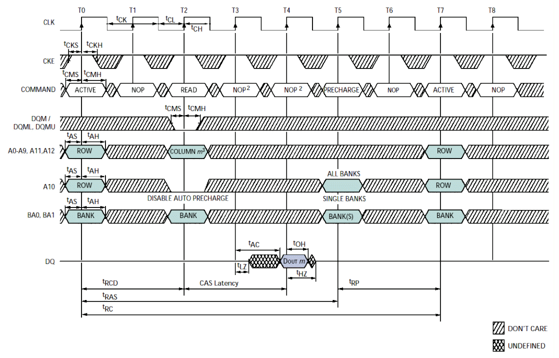
- Sketchy read cycle
  - Precharge bit line to Vdd/2
  - Let bit line float
  - Connect sense amp to bit line
  - Connect C to bit line
  - Hold value in latch
  - Write value back to C
- Refresh cycle
  - Dummy read cycle



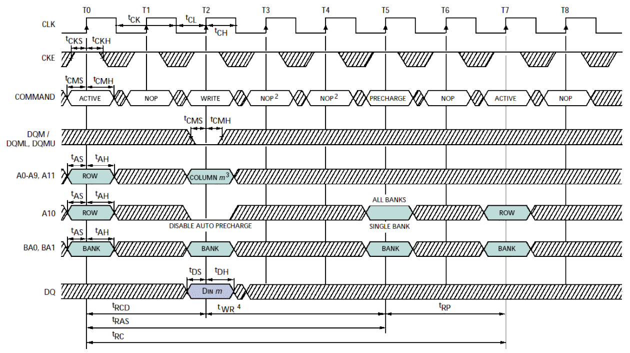
SDRAM Architecture



SDRAM Read

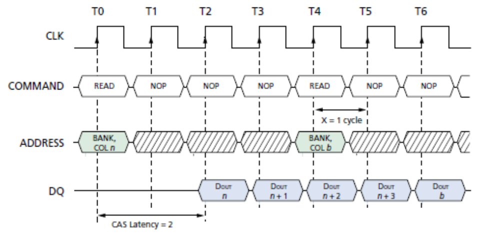


SDRAM Write



Consecutive read bursts

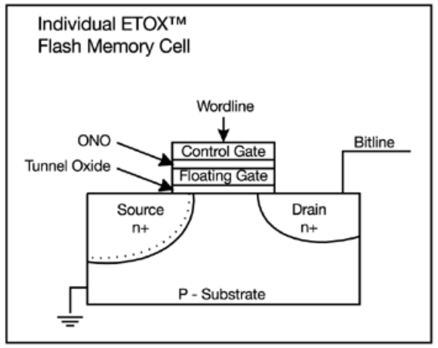
- Mode register must be programmed



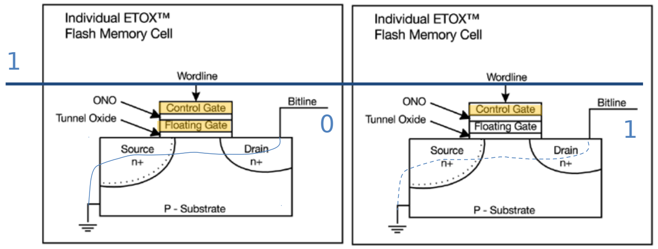
FLASH - Interface

- Looks like SRAM
  - Read
  - Write commands
- Erase is done in blocks
- Contains uCLinux kernel + file system

FLASH - Cell

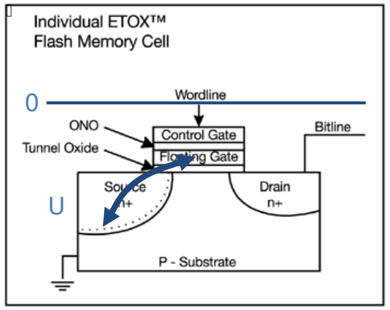


FLASH – Read (NOR)

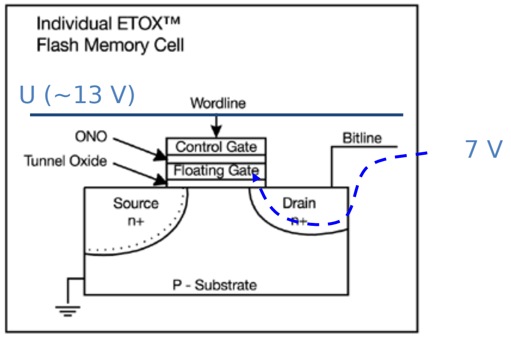


FLASH – Erase (to 1)

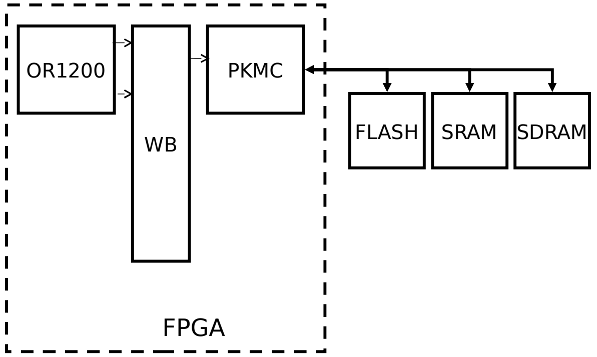
- Only blockwise



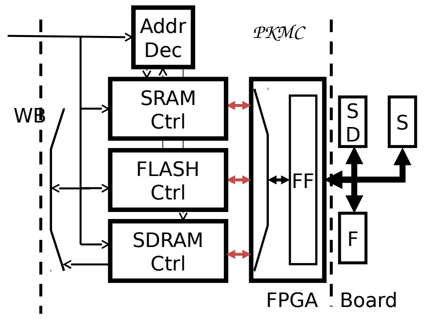
FLASH – Program (to 0)



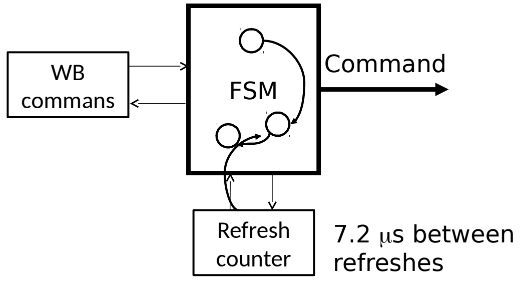
System Overview



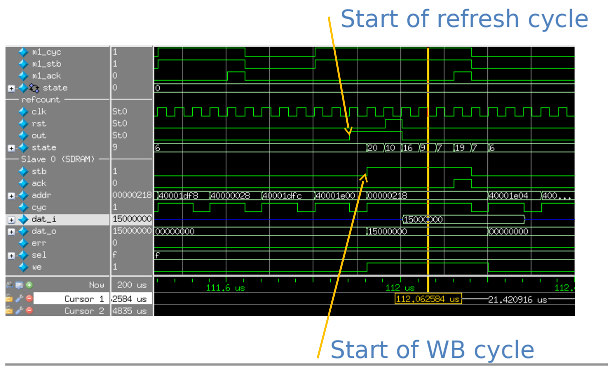
PKMC internals



SDRAM Controller Internals



Refresh cycle



Lab 4, Custom instruction

- Increase performance by adjusting instruction set
- Specific for application domain
  - General purpose processor is general purpose
  - Not exceptionally good at anything
- Use profiling to find out the most timeconsuming part of the application code

Huffman Encoding/Decoding

1) After Q

$$\begin{bmatrix} 22 & 12 & 0 & -12 & 0 & 0 & 0 & 0 \\ 0 & 0 & -8 & 0 & 0 & 0 & 0 & 0 \\ 4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

2) After zig-zag

22
12
0 4
0 0 -12
-8
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1

3) After RLE

Value	raw bits (amplitude value)
05	10110
04	1100
13	100
24	0011
04	0111
F0	
F0	
D1	1
00	

Run of 0:s   Magnitude

-12 =>
12-1, force MSB=0
=> 0011

-8 =>
8-1, force MSB=0
=> 0111

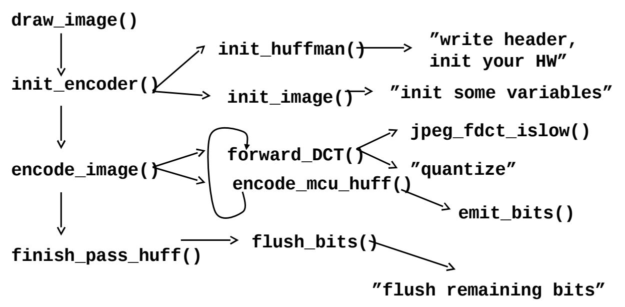
4) Huffman coding
- Value are HC (variable length) using table lookup
- raw bits are left untouched

Huffman in JFIF

- Output: 1 – 16 bits
- Encodes bytes
- 2 tables used
  - Y DC
  - Y AC

jpegfiles

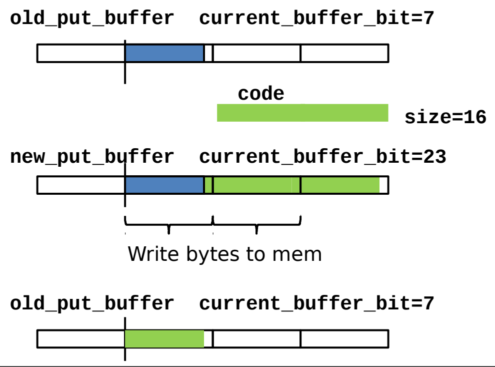
jpegtest.c, jcdctmgr.c, jdct.c, jchuff.c



Emit_bits()

```
/* Only the right 24 bits of put_buffer are used; the valid bits are left-justified in
 * this part. At most 16 bits can be passed to emit_bits in one call, and we never retain
 * more than 7 bits in put_buffer between calls, so 24 bits are sufficient.
 */
static void emit_bits (unsigned int code, int size)
{
   unsigned int startcycle;

   new_put_buffer = (int) code;

// Add new bits to old bits. If at least 8 bits then write a char to buffer,
// save the rest until we get more bits.

   new_put_buffer &= (1<<size) - 1;               /* mask off any extra bits in code */
   current_buffer_bit += size;        /* new number of bits in buffer */
   new_put_buffer = new_put_buffer << (24 - current_buffer_bit);    /* align incoming bits */
   new_put_buffer = new_put_buffer | old_put_buffer;   /* and merge with old buffer contents */

   while (current_buffer_bit >= 8) {
     int c = ((new_put_buffer >> 16) & 0xFF); // Mask out the 8 bits we want
     buffer[next_buffer] = (char) c;
     next_buffer++;
     if (c == 0xFF) {      // 0xFF is a reserved code for tags, if we get image data
        buffer[next_buffer] = 0x00;     // with an FF value it has to be followed by 0x00.
        next_buffer++;
    }
    new_put_buffer <<= 8;
    current_buffer_bit -= 8;
  }
  old_put_buffer = new_put_buffer; /* update state variables */
}
```

Emit_bits()



Adding an Instruction

1. Instruction Selection
2. Hardware modification
3. Assembler modification
4. Compiler modification

Instruction Selection

- l.custx
  - No operands
- Instructions for 64 bit
  - Not used
  - Assembler can understand
  - l.sd I(rA),rB

Hardware Modifications

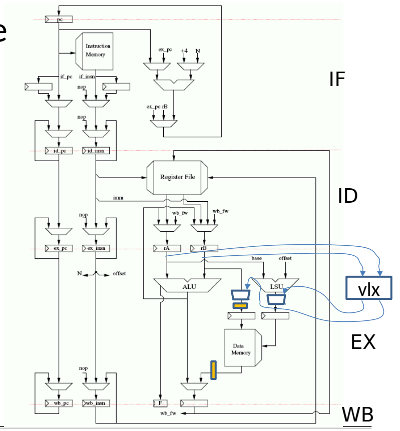
- Instruction decoder modifications
  - Legal instruction
  - or1200_ctrl.v
- Special purpose register
  - New group
  - or1200_sprs.v
- Data path
  - New hardware
  - or1200_lsu.v
  - or1200_vlx_top.v

Or1200 Pipeline

code size

l.sd (rA),rB

▮ = align

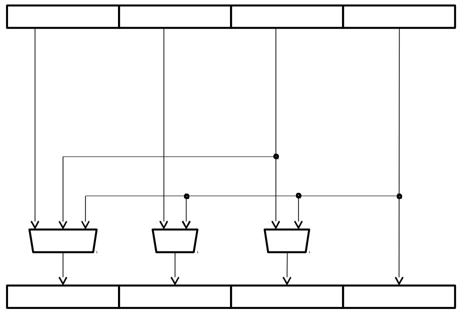


Or1200 Pipeline

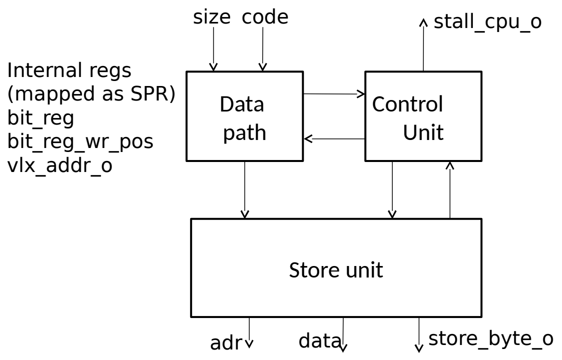
- Remember stall

	1	2	3	4	5	6	7
IF	ld	add	sub	-			
ID/RR		ld	add	-	sub		
EX/M			ld	ld	add	sub	
W				-	ld	add	sub

Align reg2mem



Proposed Architecture



Inline asm

In jpegfiles insert:

template

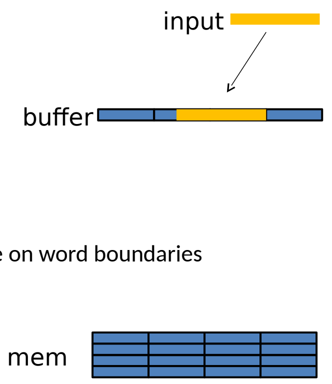
```
asm volatile("l.sd 0x0(%0),%1" : : "r"(code), "r"(size));
```

input input

=> `code` and `size` will show up at your vlx

Data Path

- Fill buffer alternatives
  - One bit/clock cycle
  - All bits at once
- Write to mem alternatives
  - One byte
  - One 32 bit word, must be on word boundaries



Control

- May not be needed
- May be an FSM

Store Unit

- Stores the data
- 0xFF stored as 0xFF00
  - JPEG markers
- Only byte alignment!
  - Parallel stores faster

Software

- New assembler
  - Easy
- New compiler
  - Hard problem for complex instructions
  - Compiler knows functions
- C
  - Inline Assembler

Instruction Usage

output

```
unsigned char* sb_get_buff_pos(void)
{
   unsigned char* pos;
   asm volatile("l.mfspr %0,%1,0x2":"=r"(pos):"r"(0xc000));
   return pos;
}
```

```
00000250 <_sb_get_buff_pos>:
 250: 9c 21 ff fc    l.addi r1,r1,0xfffffffc
 254: d4 01 10 00    l.sw 0x0(r1),r2
 258: 9c 41 00 04    l.addi r2,r1,0x4
 25c: a9 60 c0 00    l.ori r11,r0,0xc000
 260: b5 6b 00 02    l.mfspr r11,r11,0x2
 264: 84 41 00 00    l.lwz r2,0x0(r1)
 268: 44 00 48 00    l.jr r9
 26c: 9c 21 00 04    l.addi r1,r1,0x4
```

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