

Fetch Unit Operation

CSE 141L Lab 2

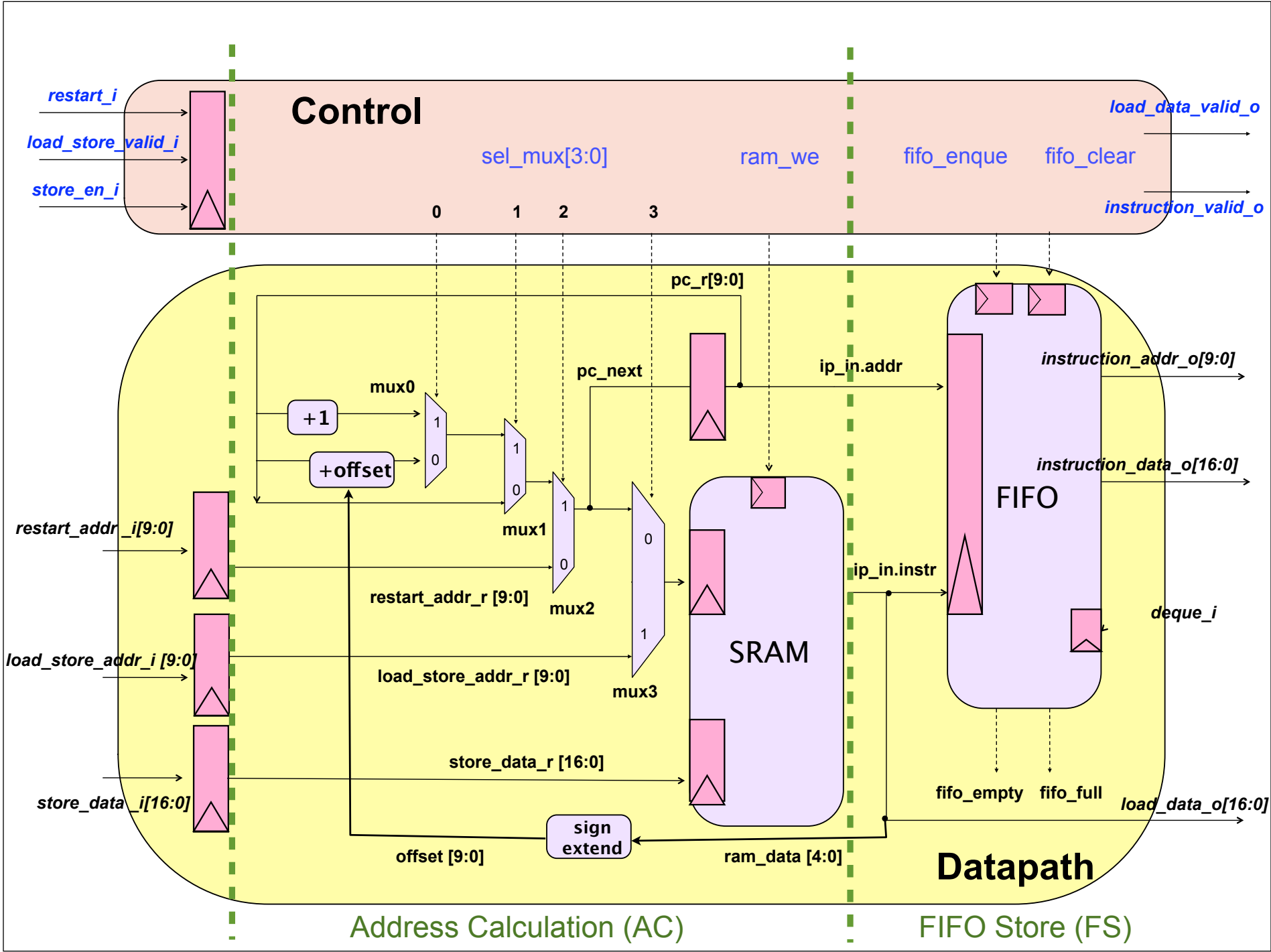
Front-End vs Back-End

- Front-end *fetches* instructions (Lab 2)
 - Reads from instruction memory
 - Stores fetched instructions in FIFO
 - Predicts which addresses to fetch
- Back-end *executes* instructions (Lab 3)
 - Pulls instructions from front-end's FIFO
 - Reads/writes to data memory
 - Must check correctness of front-end prediction.

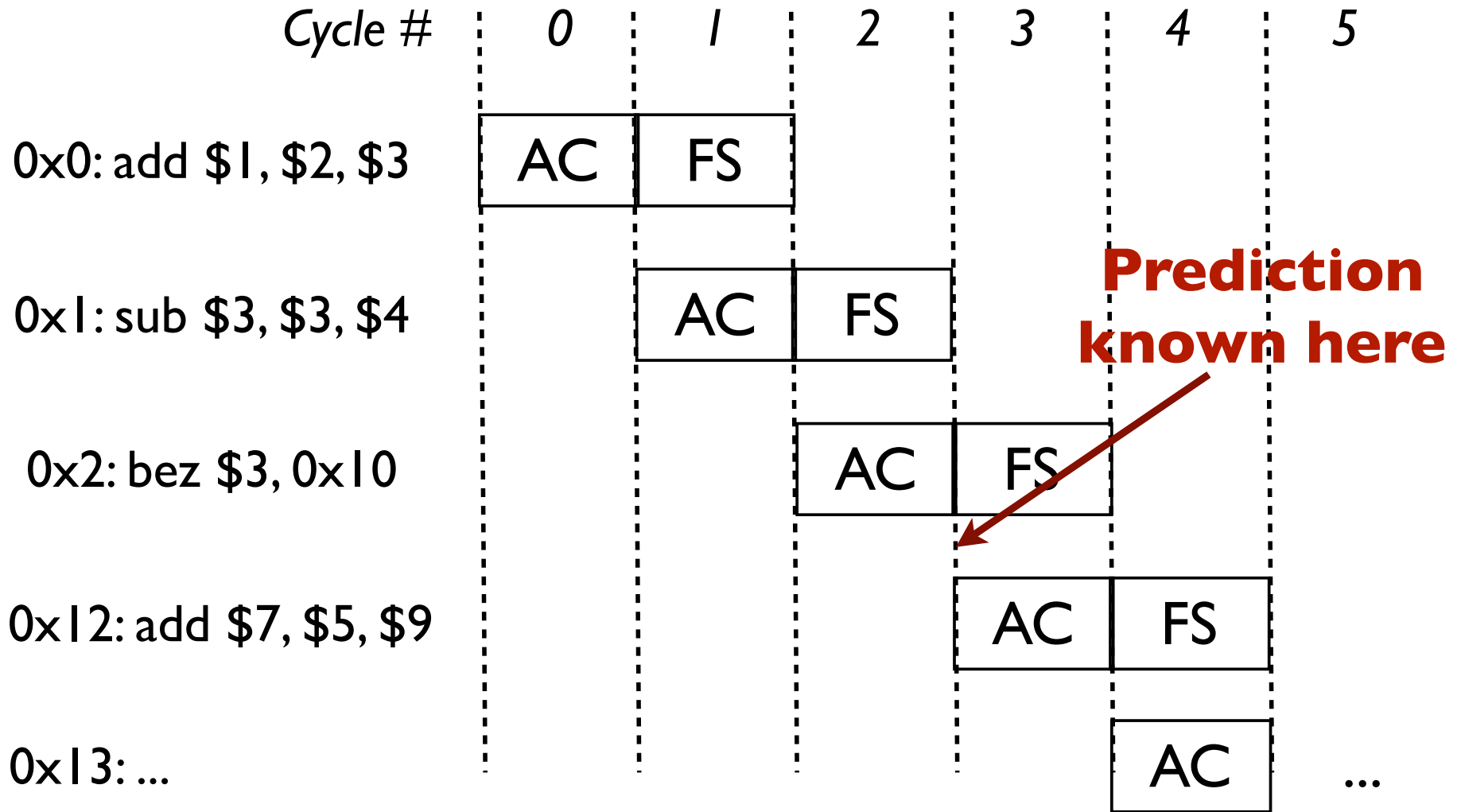
Why separate fetch from execution?

Pipelined Fetch Unit

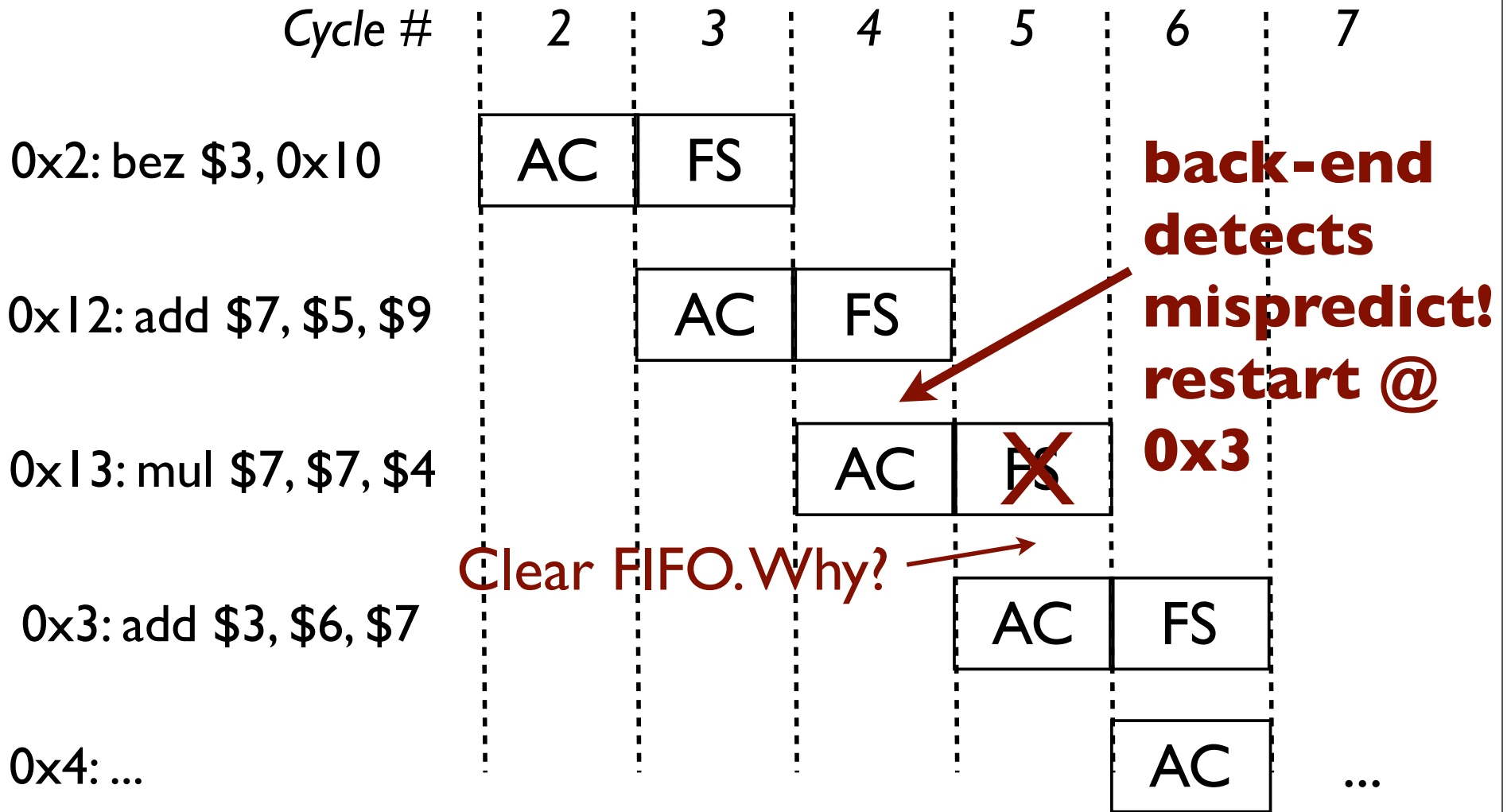
- Fetch unit split into two separate stages
 - Address Calculation
 - Determines what address goes into SRAM
 - FIFO storage
 - Stores instruction address and SRAM output into FIFO



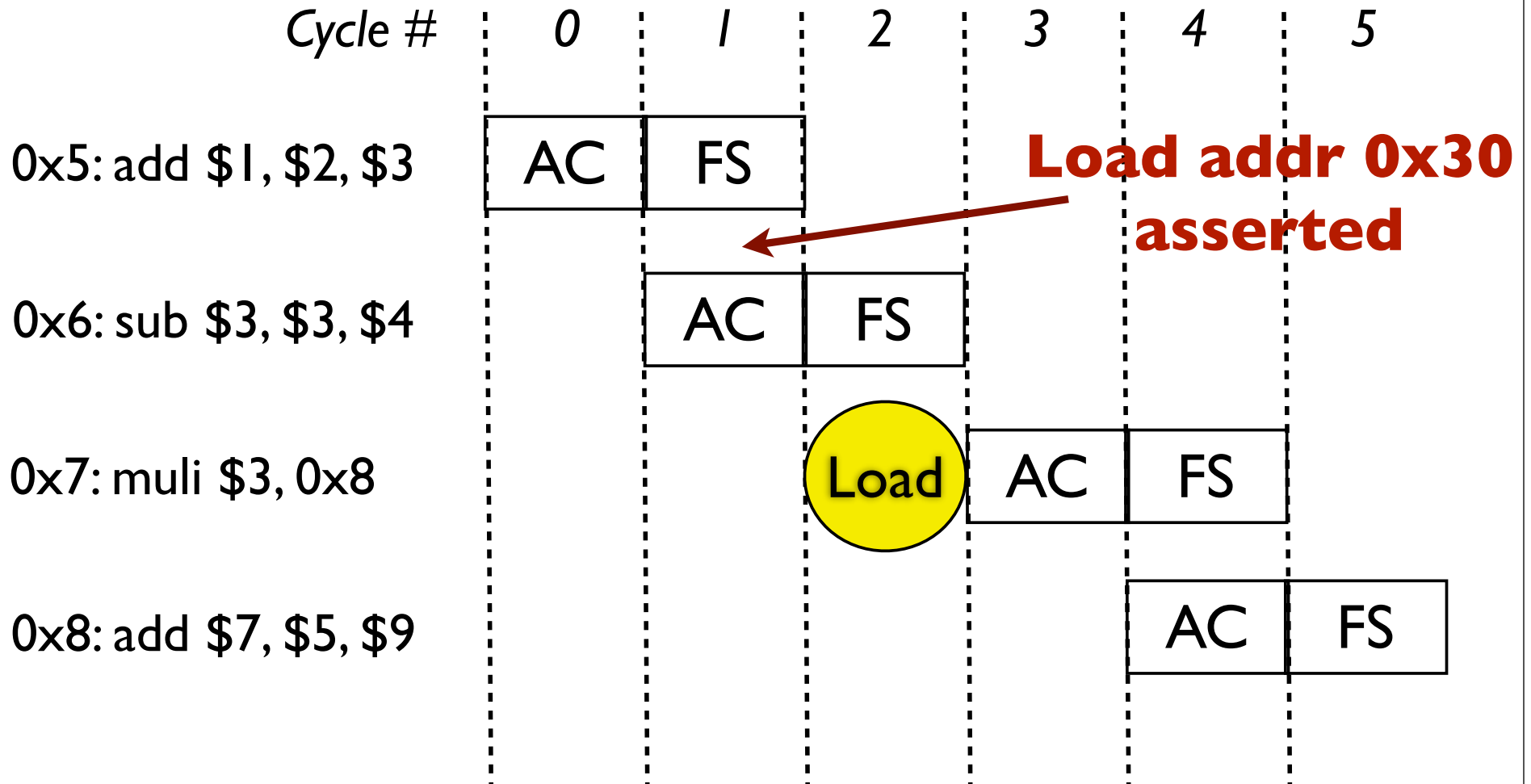
Fetch Pipeline In Action



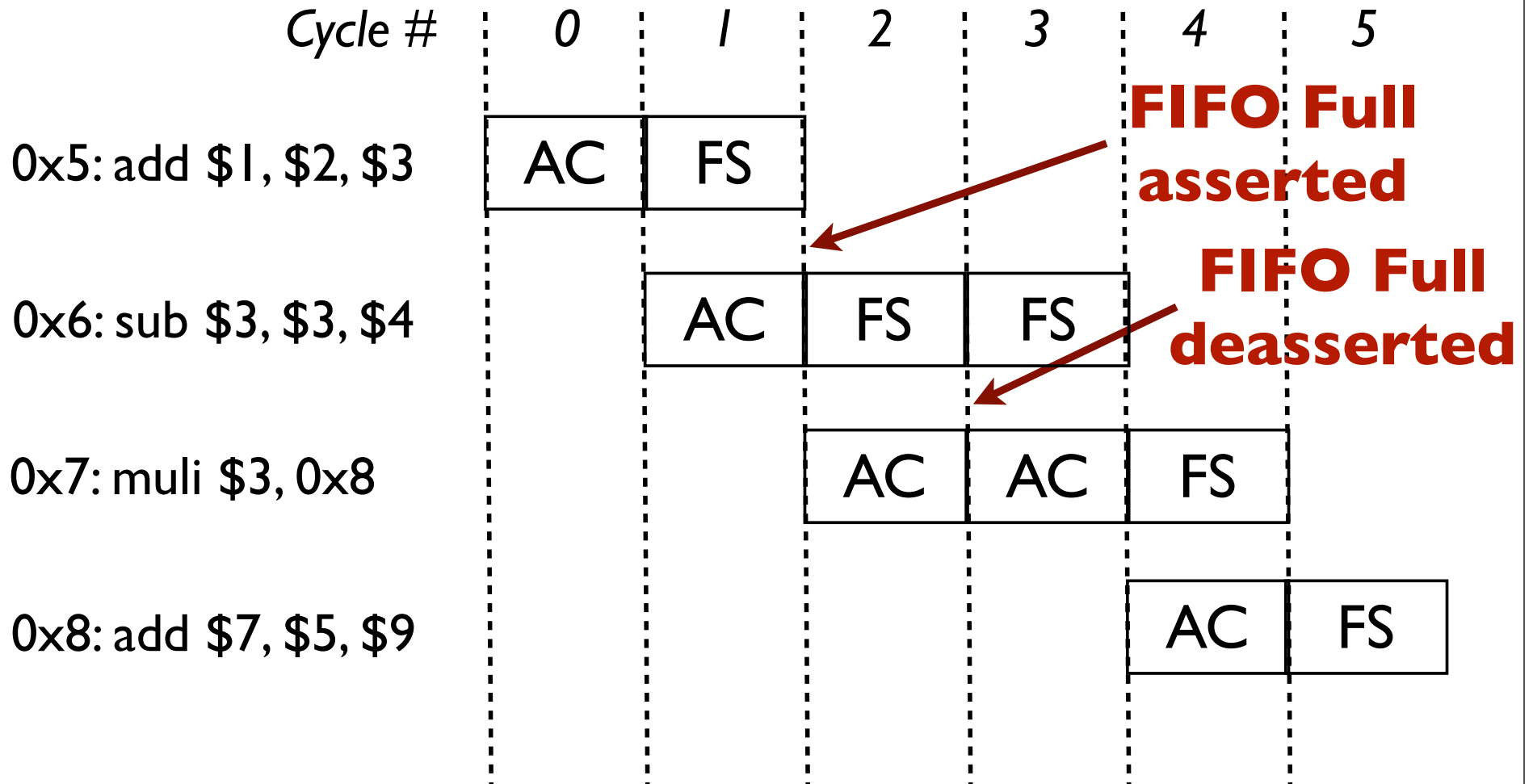
Restarting Fetch



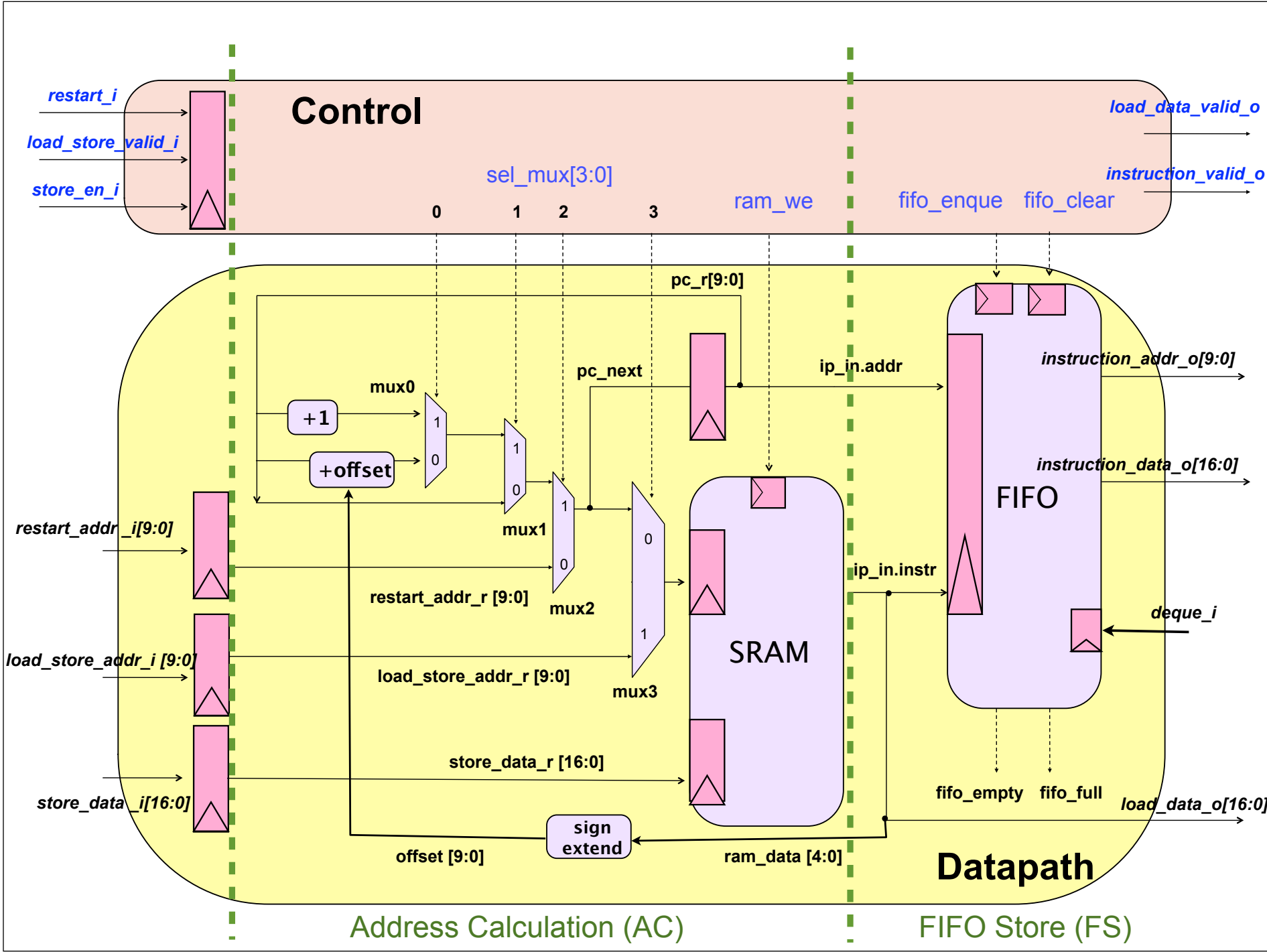
Stalling for loads/stores



Stalled on Full FIFO



Lab 2B: Fetch Unit Control



Control logic implementation

- Fetch unit is pipelined
 - Not modeled as a finite state machine
 - Each pipeline stage depends on a subset of the control signals
 - Need to identify which signals those are

Simplified Implementation Strategy

- For each pipeline stage, ask yourself the following questions:
 - What control signals are needed for the datapath during this stage?
 - What does each of these signals do?
 - What inputs do I need to correctly set those control signals?
- Encode relationship between control input and output using Verilog

A Simple Example

- Address Calculation stage:
 - What are the control signals associated with that stage?
 - `sel_mux[3:0]`, ...
 - What does `sel_mux[0]` do?
 - Selects between `PC+1` and `PC+offset`
 - What is value of `sel_mux[0]` based on?
 - “P” bit: dictactes whether we branch or not
 - Anything else?