

# Pipelined Architecture (2A)

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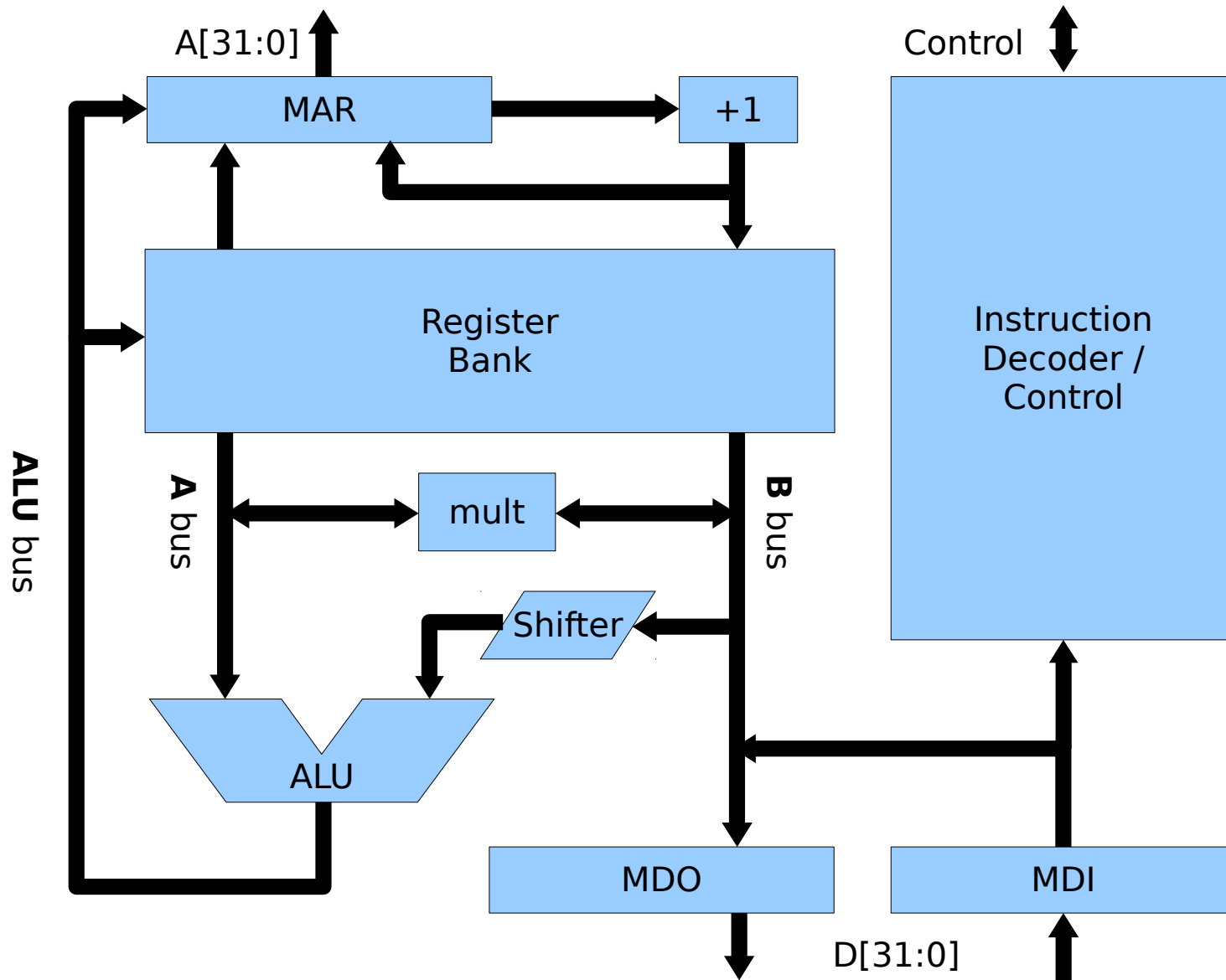
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# Based on

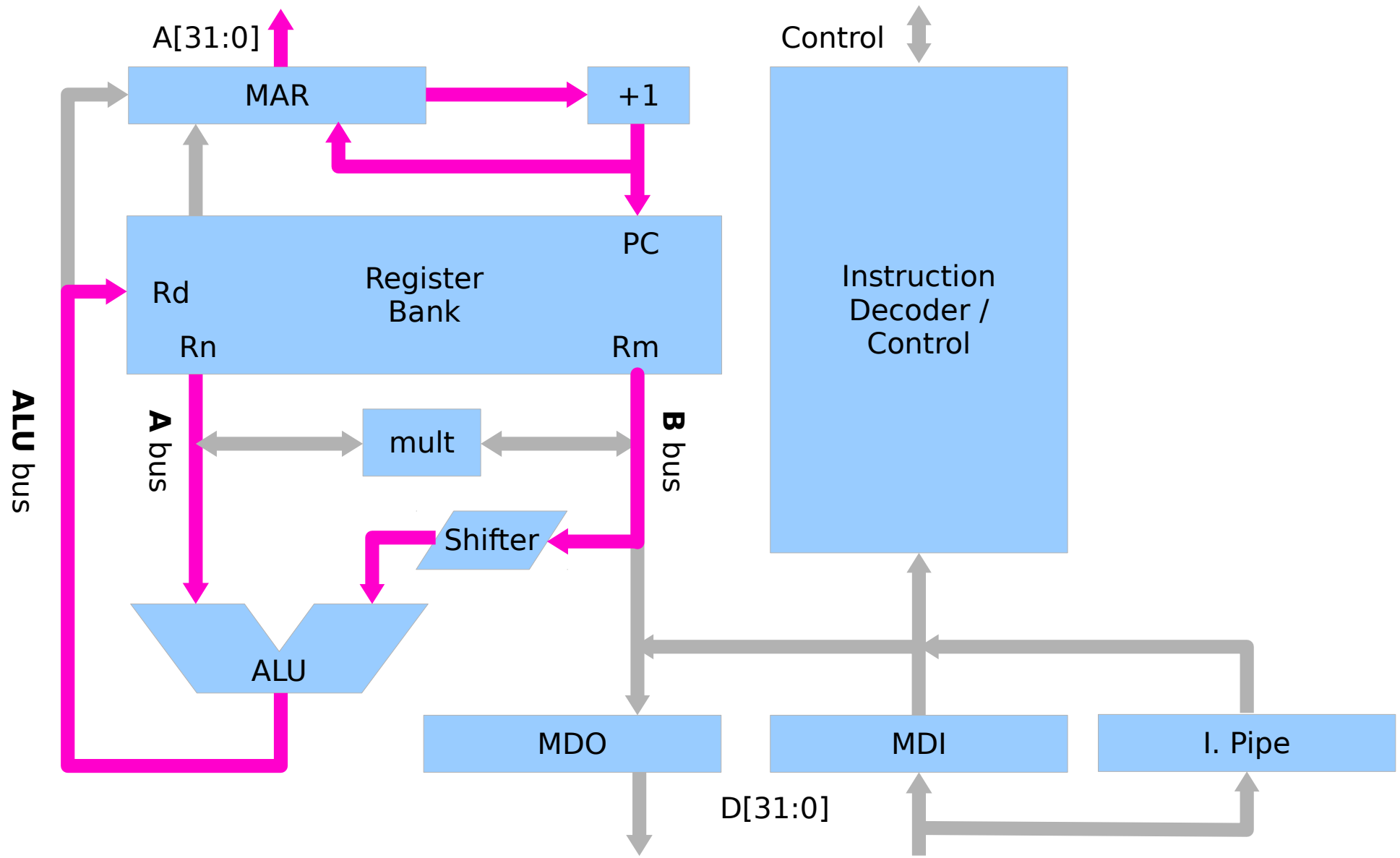
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ARM System-on-Chip Architecture, 2<sup>nd</sup> ed, Steve Furber

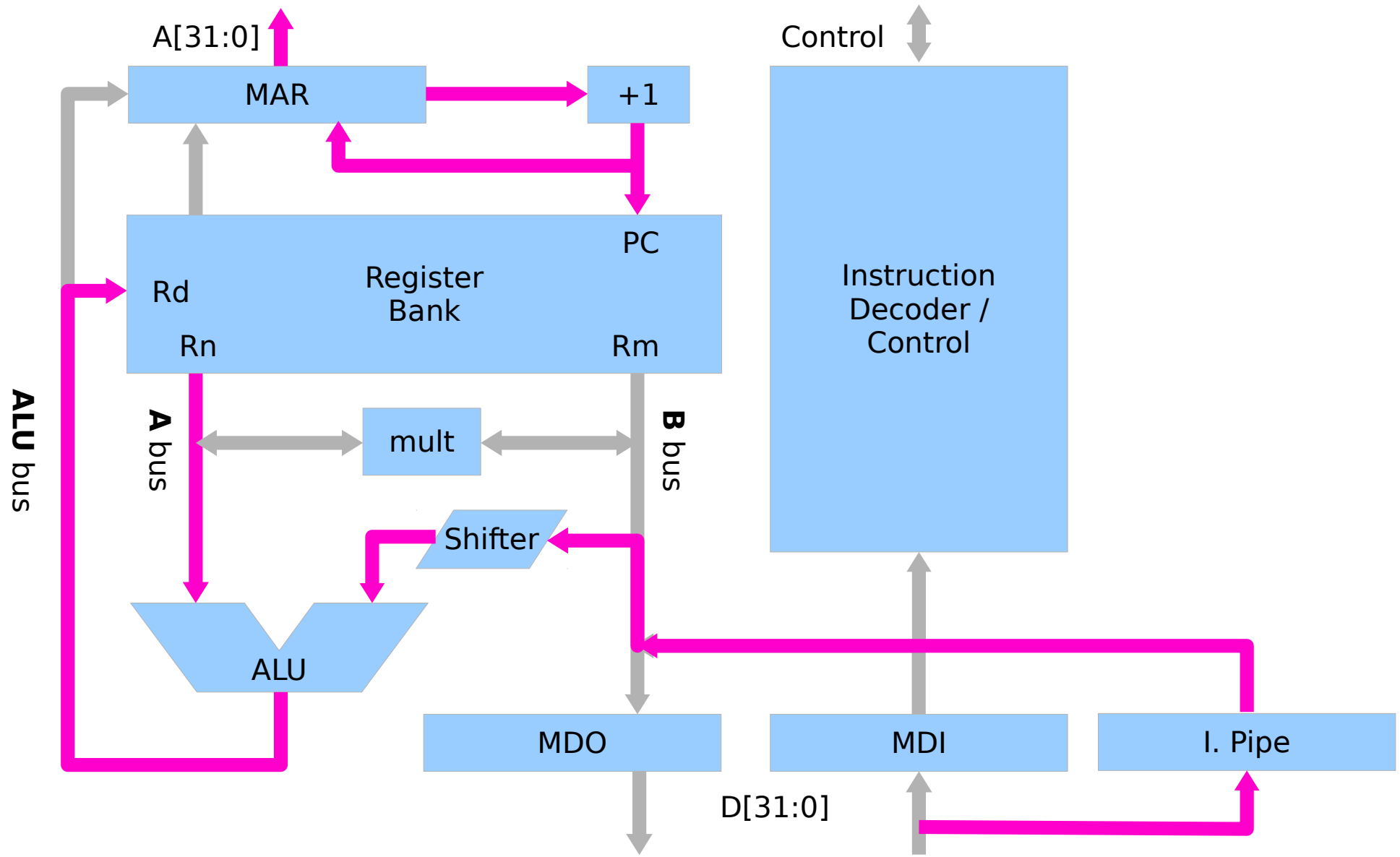
# 3-stage Pipeline



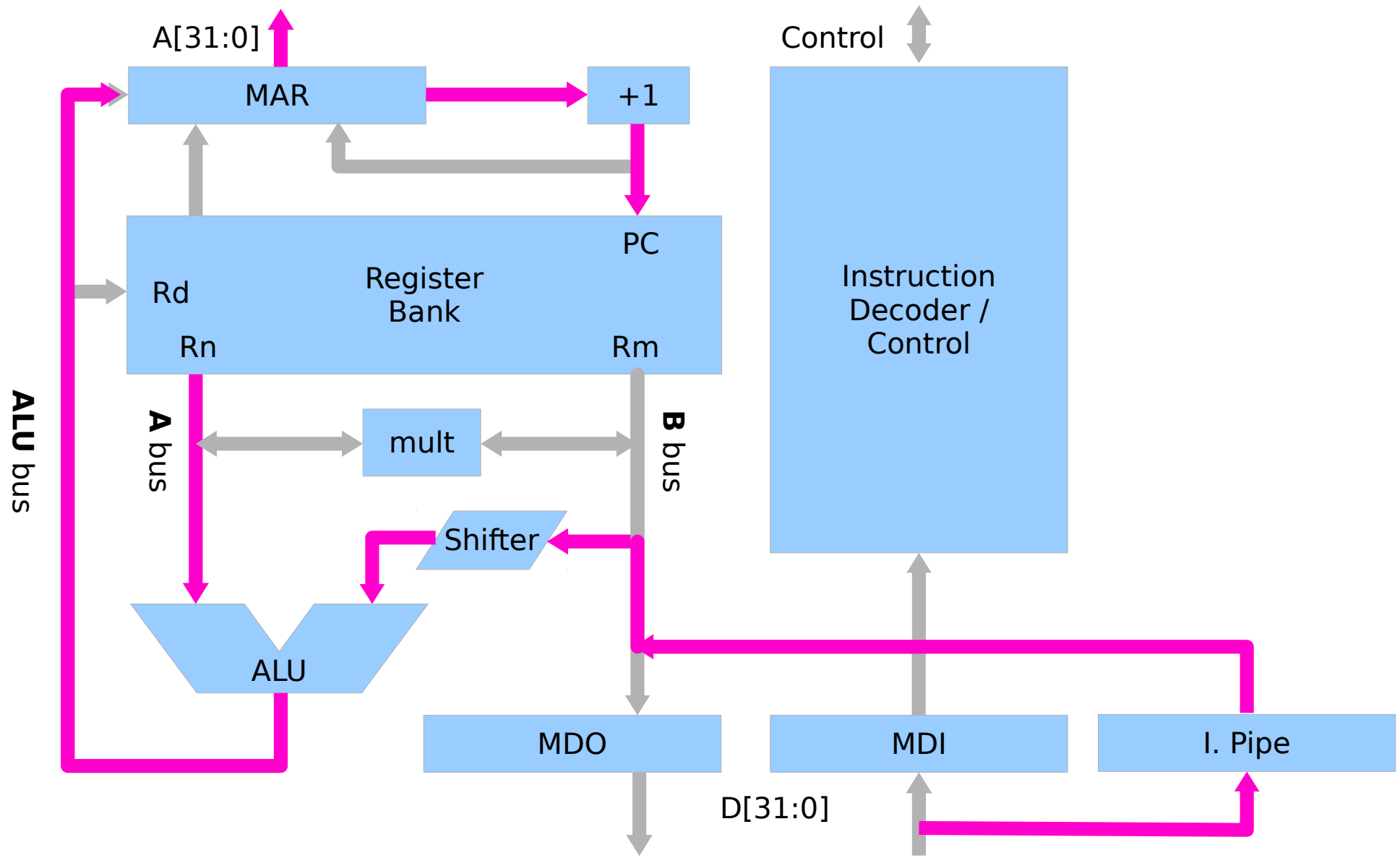
# Register-Register Operations



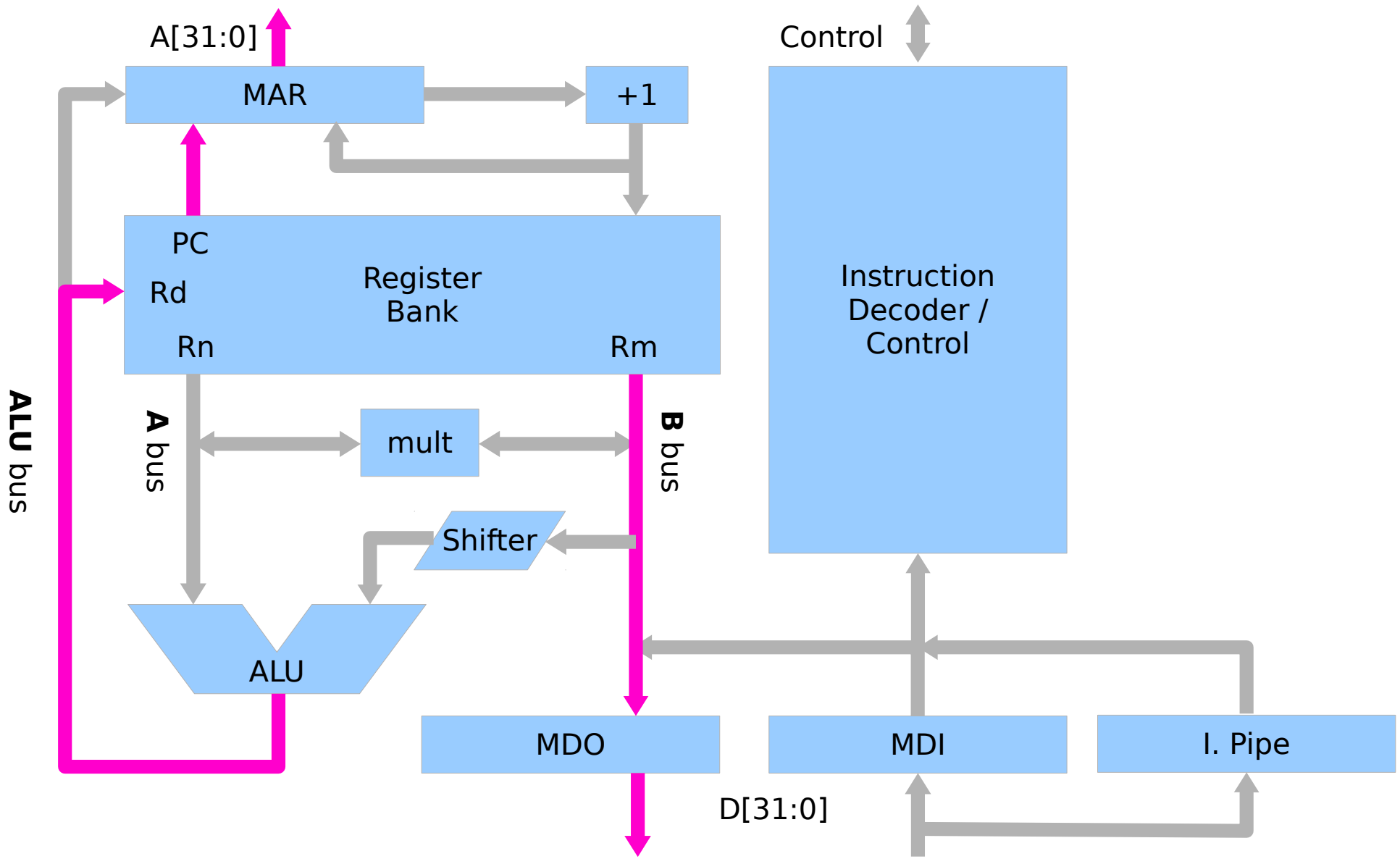
# Register-Immediate Operations



# STR - 1<sup>st</sup> Cycle

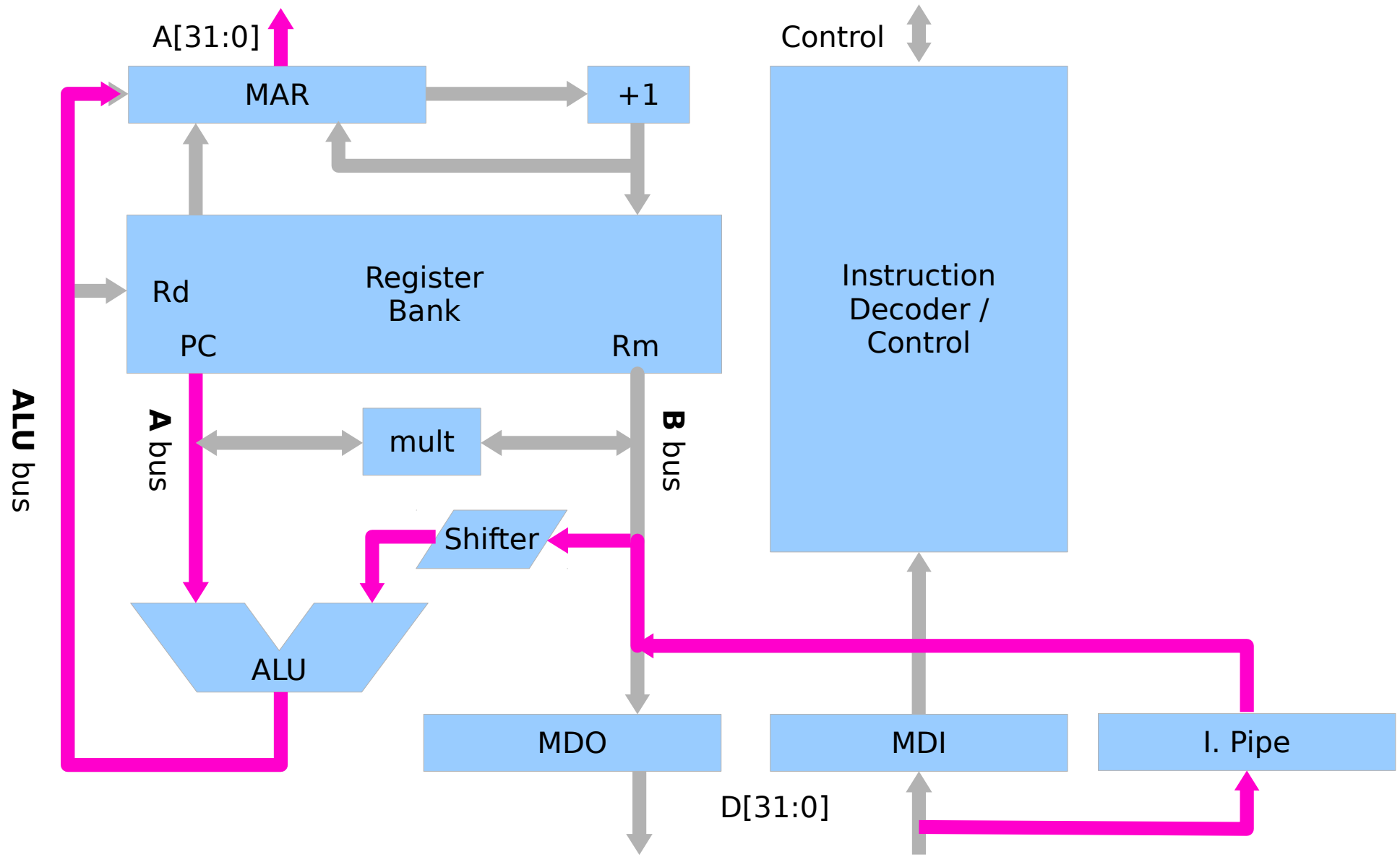


# STR - 2<sup>nd</sup> Cycle

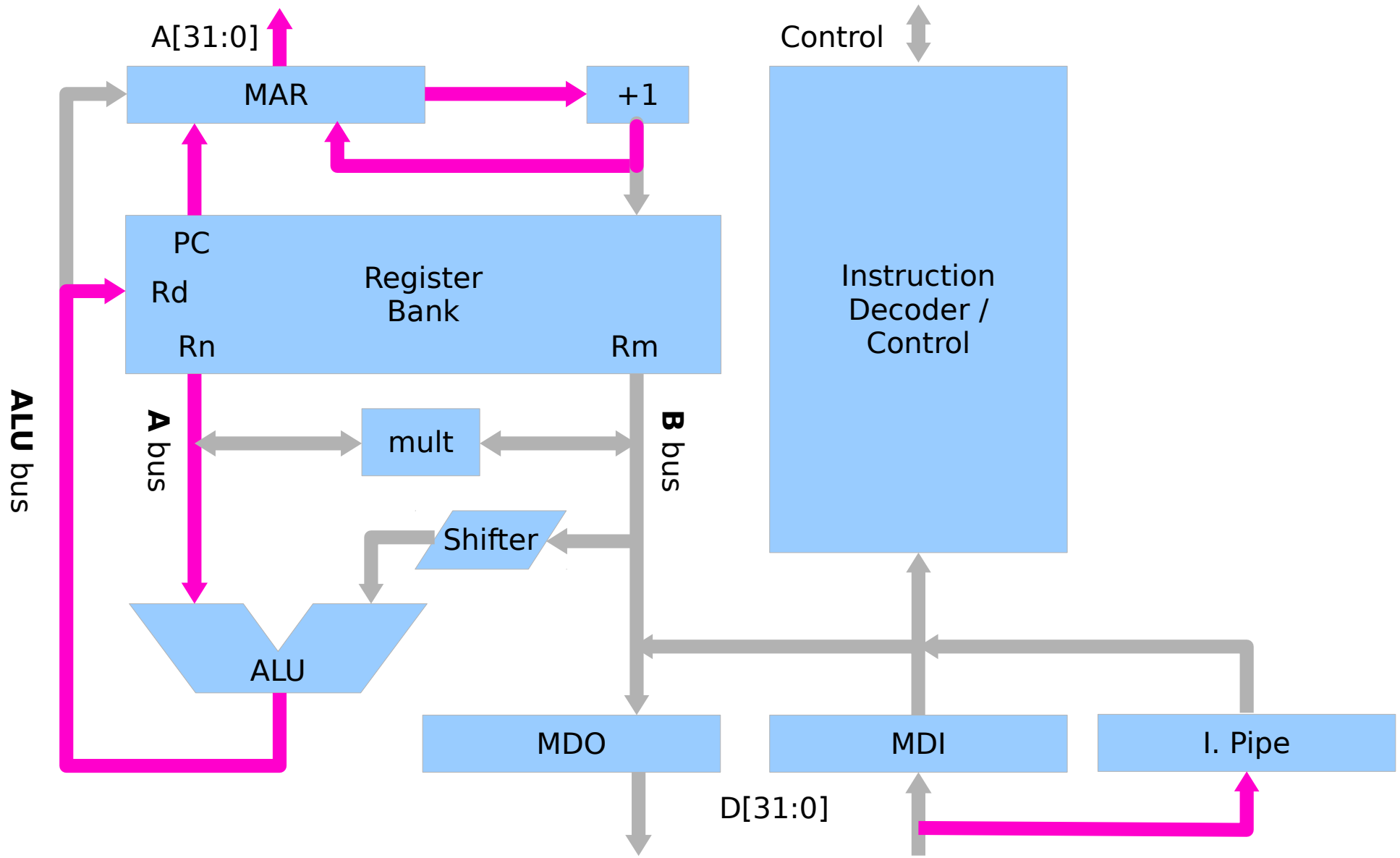




# B - 1<sup>st</sup> Cycle



# B - 2<sup>nd</sup> Cycle



# ARM Instruction Set

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The load-store architecture

3-address data processing instructions

(2 source registers + 1 destination register)

Conditionally executes every instruction

Multiple data transfer instruction

Single cycle execution of shift and ALU operations

Open instruction set for coprocessors

A very dense 16-bit compressed instruction set (Thumb)

# 3-stage

fetch

- the instruction is fetched from memory
- it is placed in the instruction pipeline

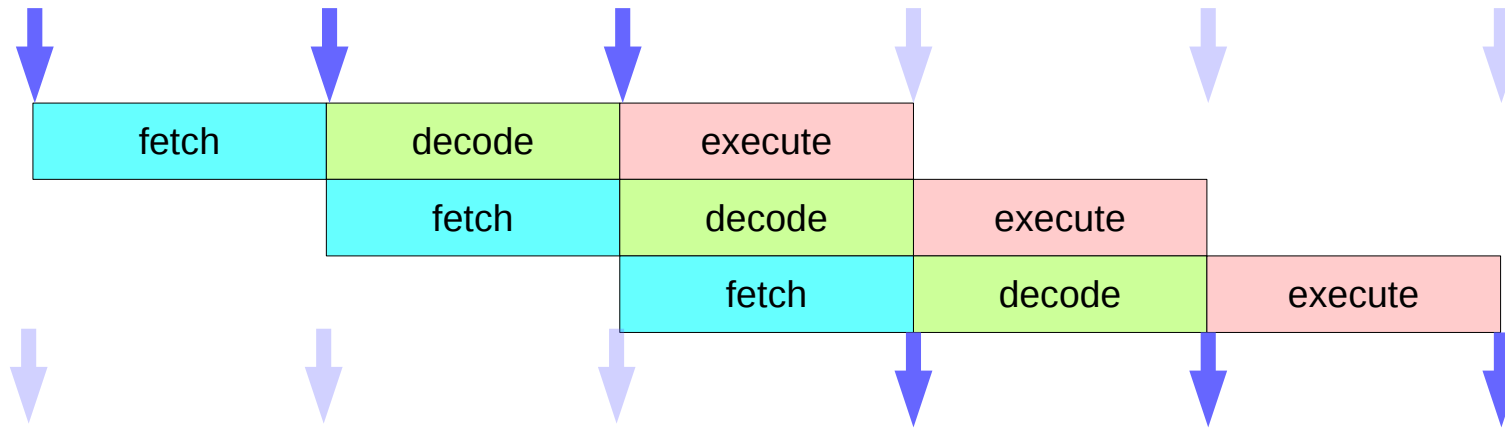
decode

- the instruction is decoded
- next cycle control signal is prepared
- the decode logic but not the datapath is dedicated

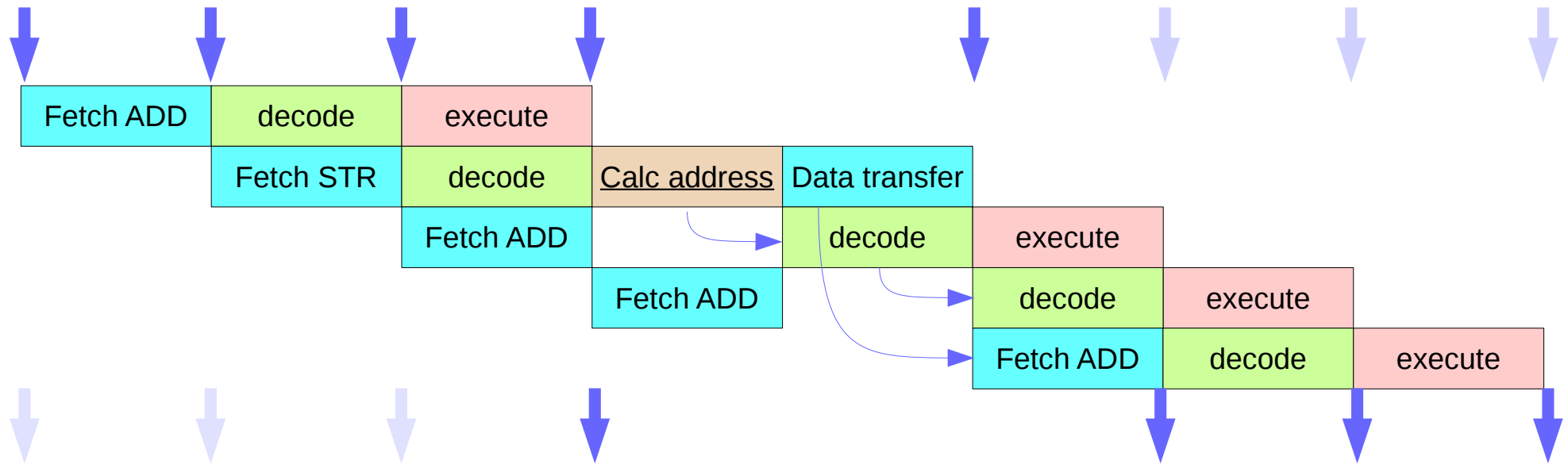
execute

- the datapath is dedicated
  - reading the register bank
  - shifting an operand
  - performing ALU operations
  - writing back the result into the register bank

# 3 stage pipeline – single cycle



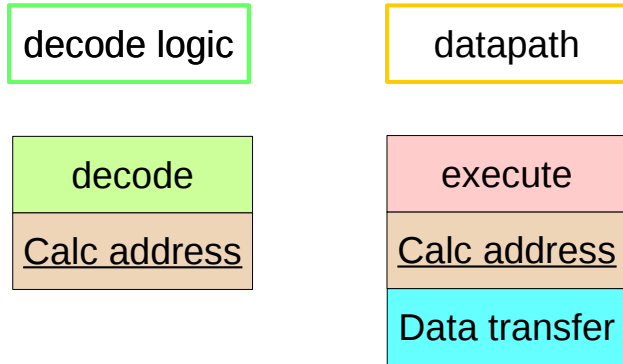
# 3-stage pipeline – multi-cycle



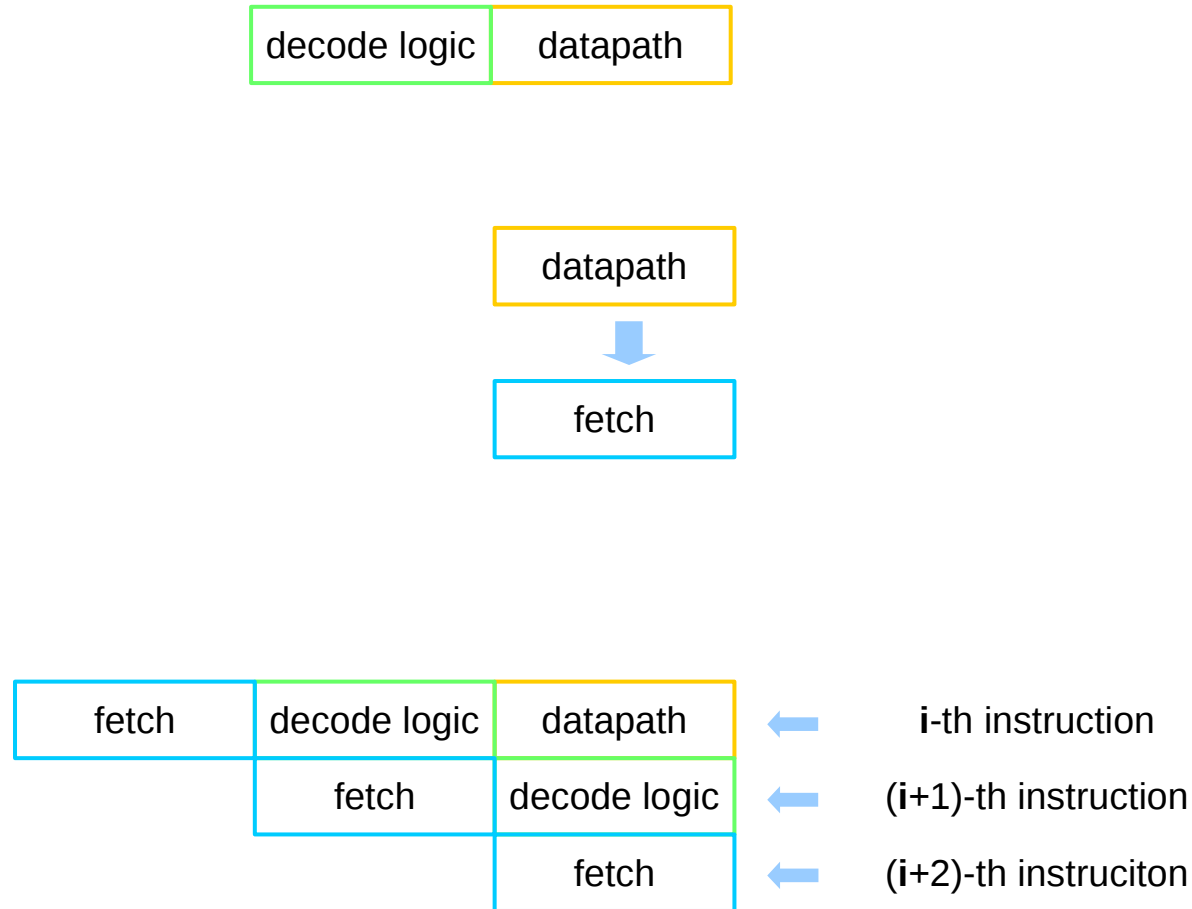
the decode logic is involved in  
 all the decode cycle  
 the address calculation

the datapath is involved in  
 all the execute cycle  
 the address calculation  
 the data transfer

# 3-stage pipeline – multi-cycle

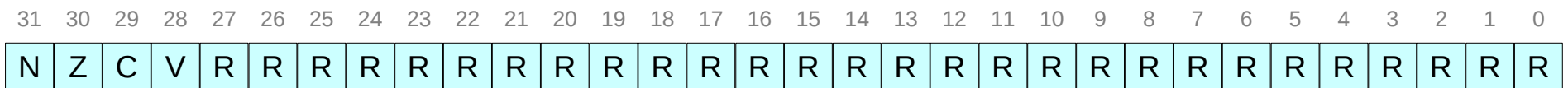


# 3-stage pipeline – multi-cycle





# ARM Exception Handling



## References

- [1] <ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf>
- [2] <https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf>