



Informatics



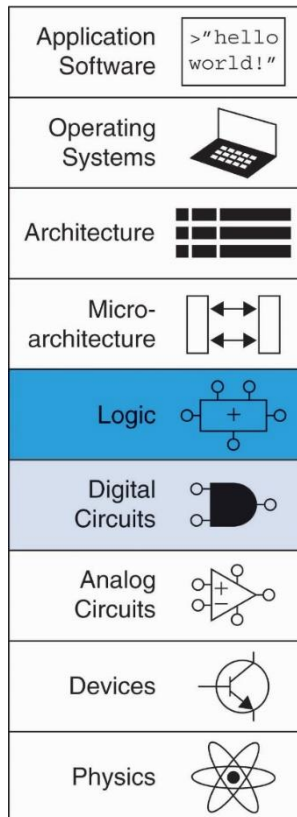
Motivation

Markus Bader, Tobias Schwarzinger

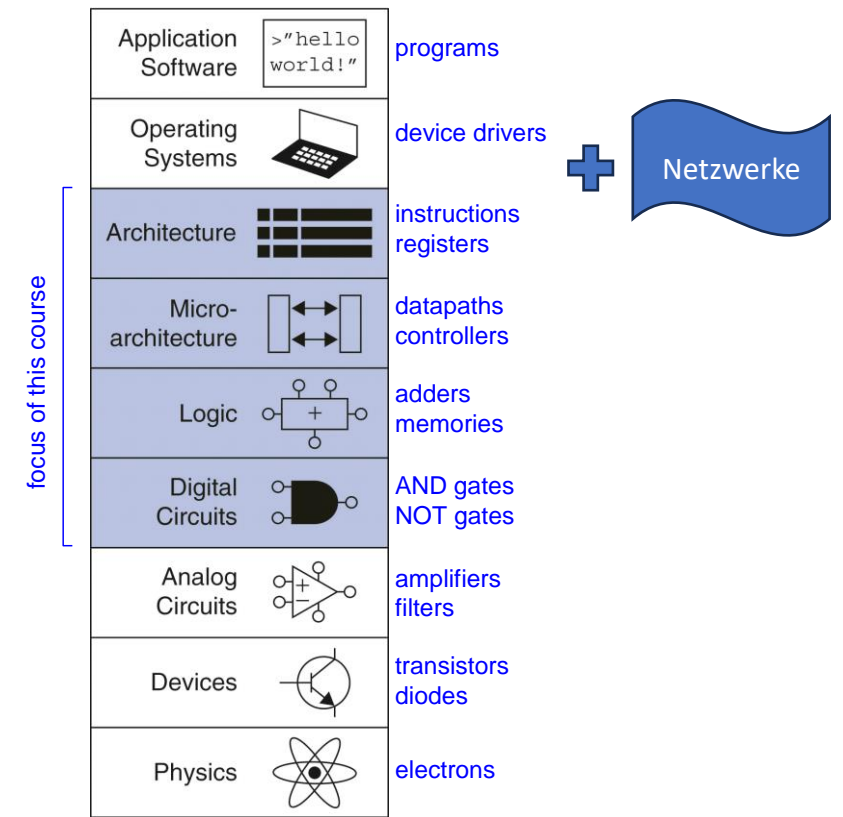
4th of March 2024

Content

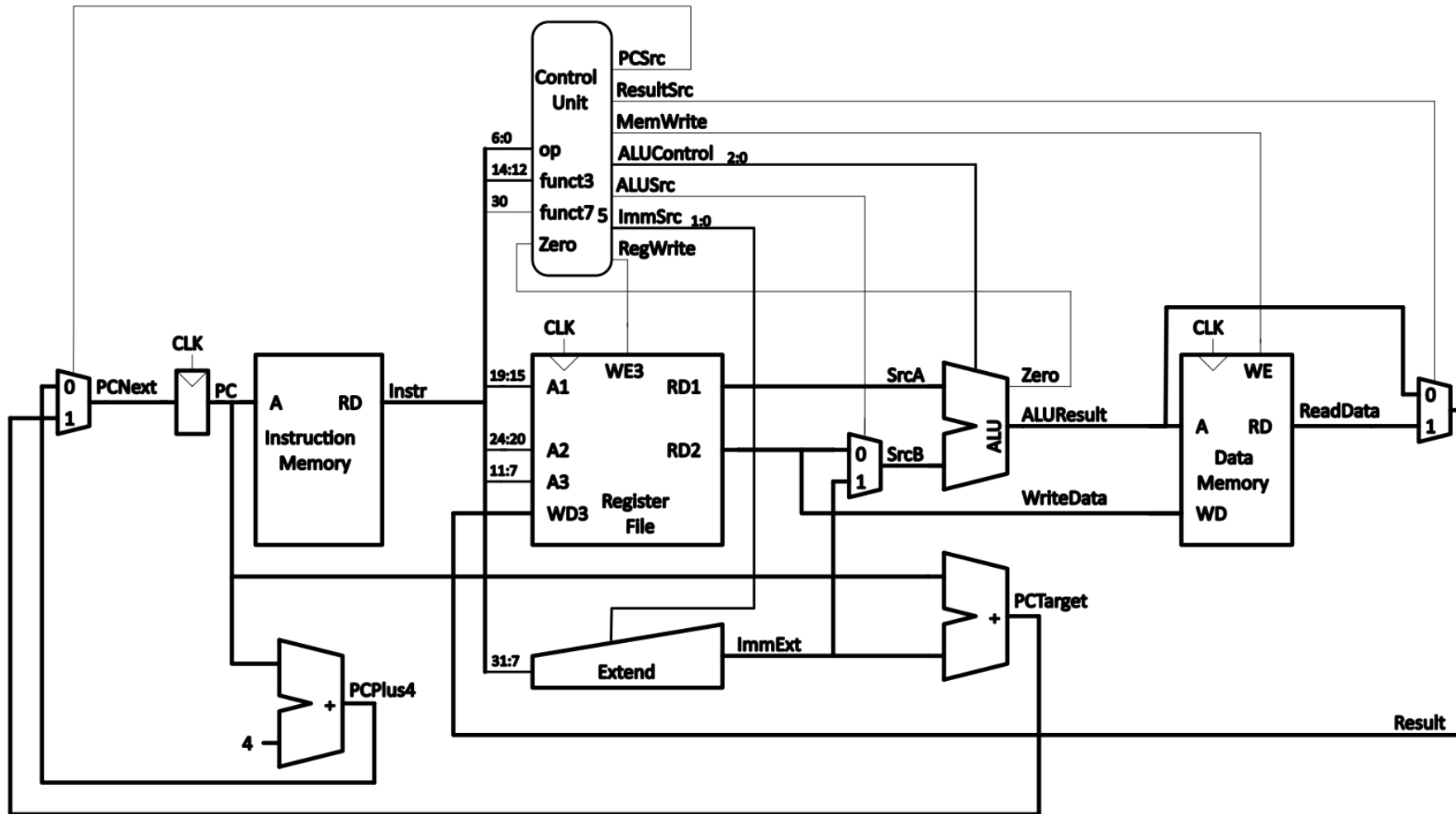
Grundzüge Digitale Systeme



Computersysteme



This is a Single-Cycle RISC-V Processor



RISC-V, offizielle Aussprache in Englisch: „risc-five“^[1] [[risk faiv](#)], ist eine [Befehlssatzarchitektur](#) (engl. *instruction set architecture*, ISA), die sich auf das Designprinzip des [Reduced Instruction Set Computers](#) (RISC) stützt. **Es ist ein offener Standard, welcher der freien BSD-Lizenz unterliegt.** Das bedeutet, dass RISC-V nicht patentiert ist und frei verwendet werden darf. Somit ist es jedem erlaubt, RISC-V Mikroprozessoren zu entwerfen, herzustellen, weiterzuentwickeln und zu verkaufen ([Open-Source-Hardware](#)).^[2] Zahlreiche Unternehmen bieten RISC-V-Hardware an oder haben diese angekündigt.

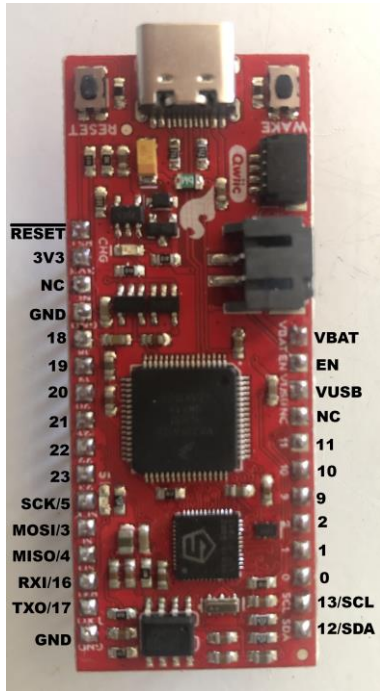
[<https://de.wikipedia.org/wiki/RISC-V>]

Arm Cortex-M (in älterer Schreibweise **ARM Cortex-M**) ist eine Familie von [IP-Cores](#) primär für [32-Bit-Mikrocontroller](#), die vom Unternehmen [ARM](#) entwickelt wird und **an verschiedene Hersteller lizenziert wird.** Der Kern stellt eine [Reduced Instruction Set Computer](#) (RISC) dar, ist ein Teil der [ARMv6- bzw. Armv7-Architektur](#)^[1] und unterteilt sich in aufsteigender Komplexität in die Einheiten Cortex-M0,^[2] Cortex-M0+,^[3] Cortex-M1,^[4] Cortex-M3,^[5] Cortex-M4^[6], Cortex-M7 und die auf der [Armv8-Architektur](#) basierenden Cortex-M23,^[7] und Cortex-M33.^[8]

[https://de.wikipedia.org/wiki/Arm_Cortex-M]

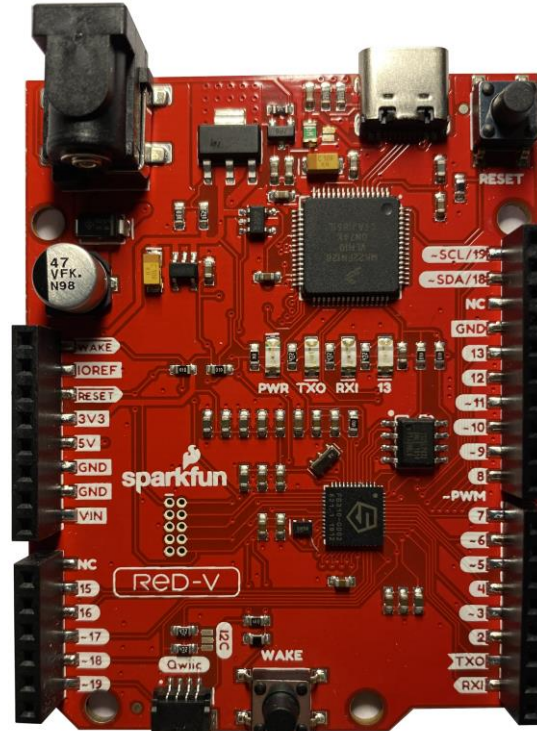
Boards

SparkFun RED-V Thing Plus



\$30
Fits breadboard (2.3x0.9")
Requires soldering
header pins

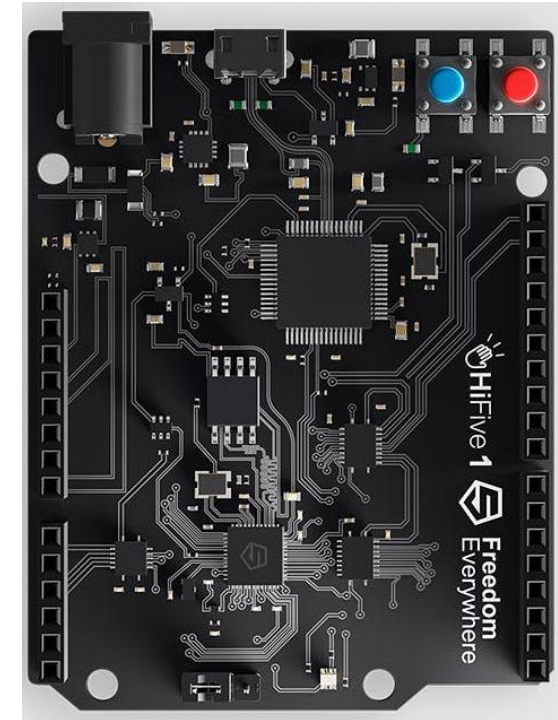
SparkFun RED-V RedBoard



sparkfun.com

\$40
Headers soldered
Nonstandard pin labels

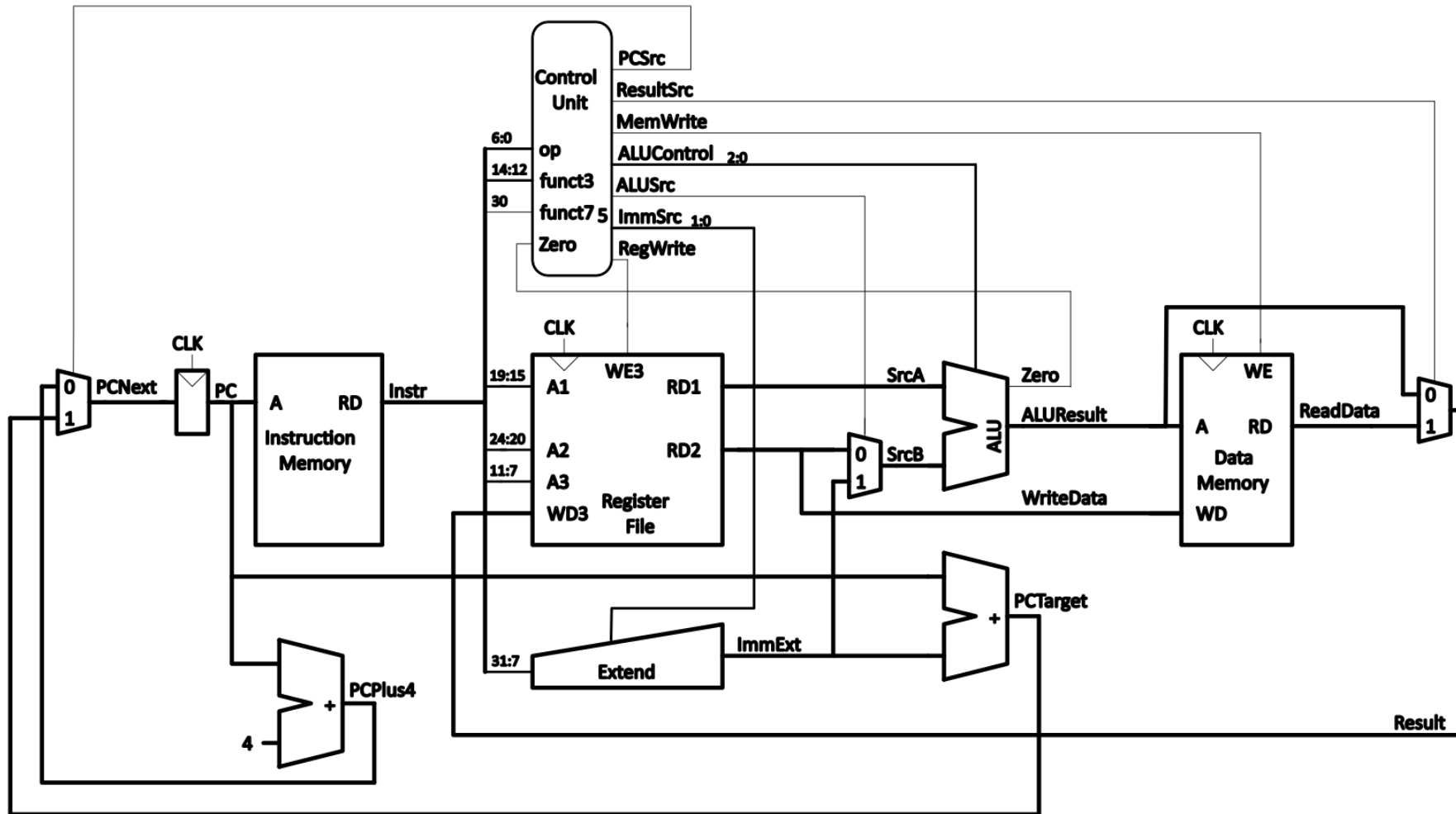
HiFive 1



sifive.com

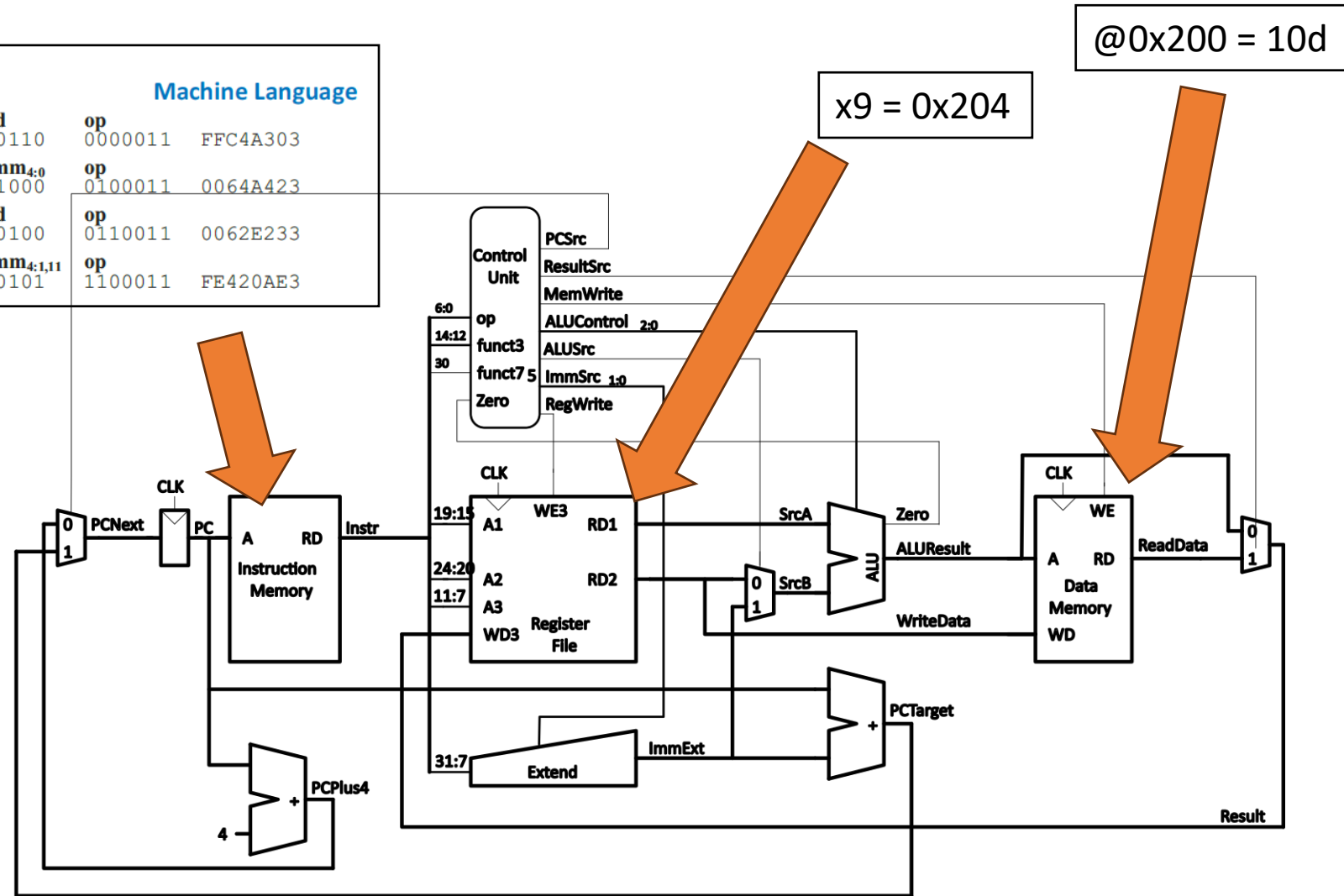
\$60
WiFi & Bluetooth

This is a Single-Cycle RISC-V Processor

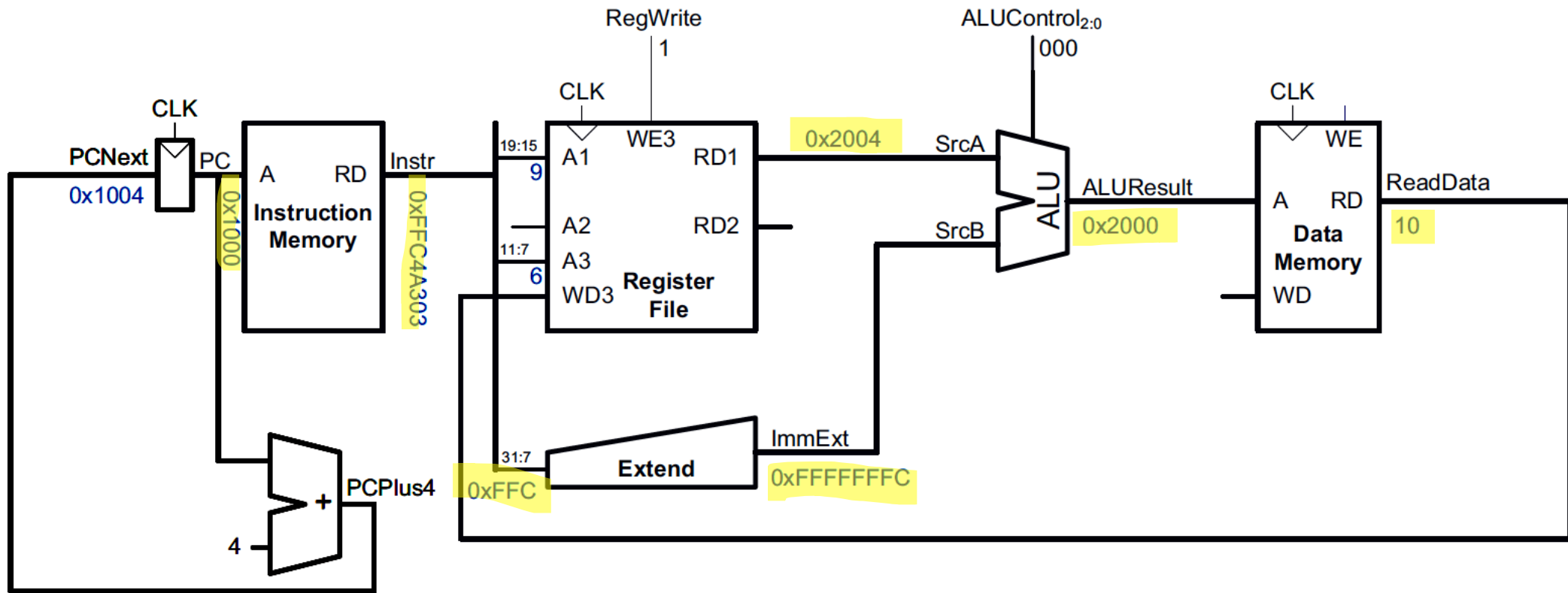


Single-Cycle Datapath

| Address | Instruction | Type | Fields | Machine Language |
|---------|-------------------|------|--|------------------|
| 0x1000 | L7: lw x6, -4(x9) | I | imm _{11:0} 1111111111100 rs1 01001 f3 010 rd 00110 op 0000011 | FFC4A303 |
| 0x1004 | sw x6, 8(x9) | S | imm _{11:5} 0000000 rs2 00110 rs1 01001 f3 010 imm _{4:0} 01000 op 0100011 | 0064A423 |
| 0x1008 | or x4, x5, x6 | R | funct7 0000000 rs2 00110 rs1 00101 f3 110 rd 00100 op 0110011 | 0062E233 |
| 0x100C | beq x4, x4, L7 | B | imm _{12:10:5} 1111111 rs2 00100 rs1 00100 f3 000 imm _{4:1,11} 10101 op 1100011 | FE420AE3 |

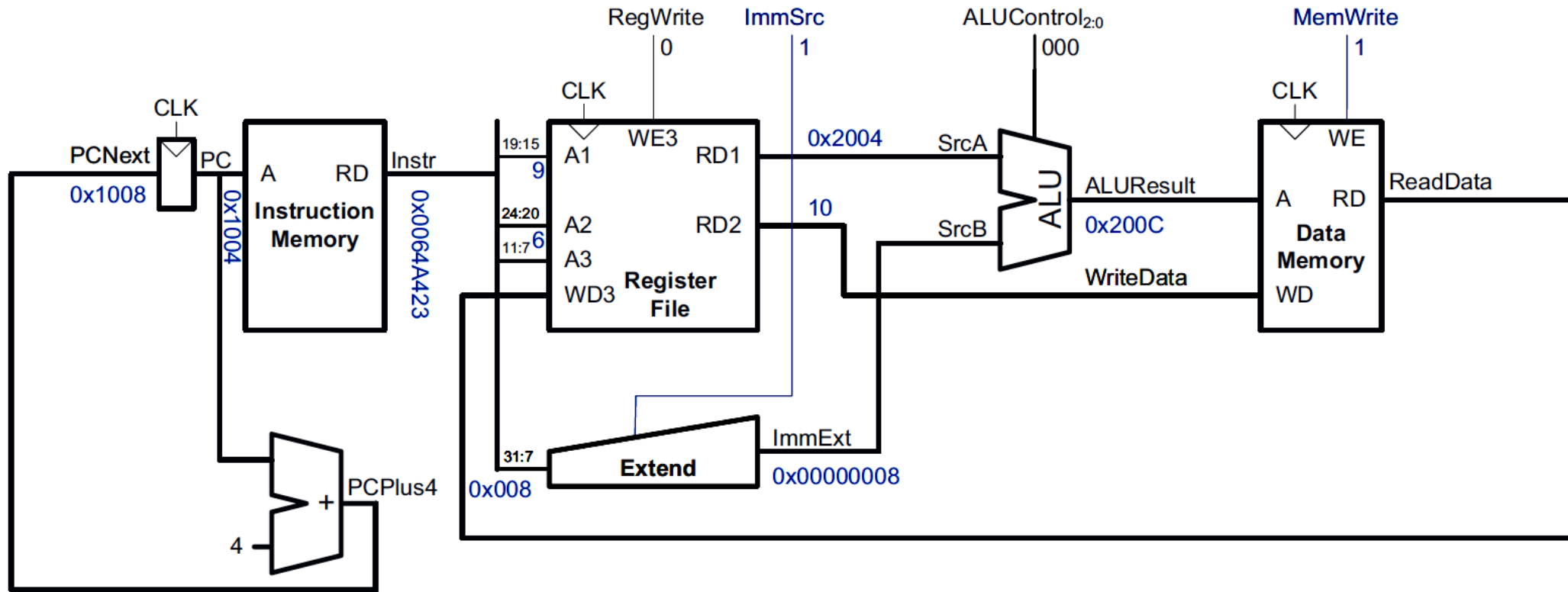


lw instruction, 0xFFC4A303



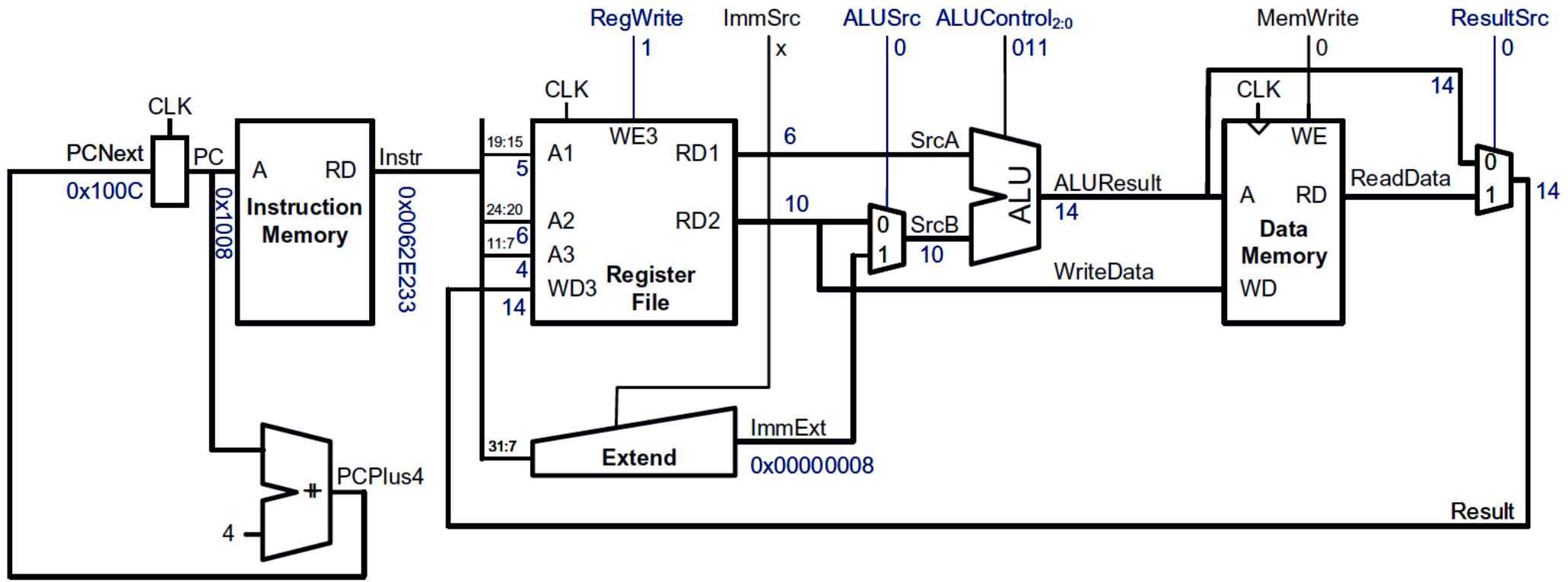
| Address | Instruction | Type | Fields | Machine Language |
|---------|--------------------------------|------|--|------------------|
| 0x1000 | L7: <code>lw x6, -4(x9)</code> | I | $imm_{11:0}$ 111111111100 $rs1$ $f3$ rd op 01001 010 00110 0000011 | FFC4A303 |

sw instruction, 0x0064A423



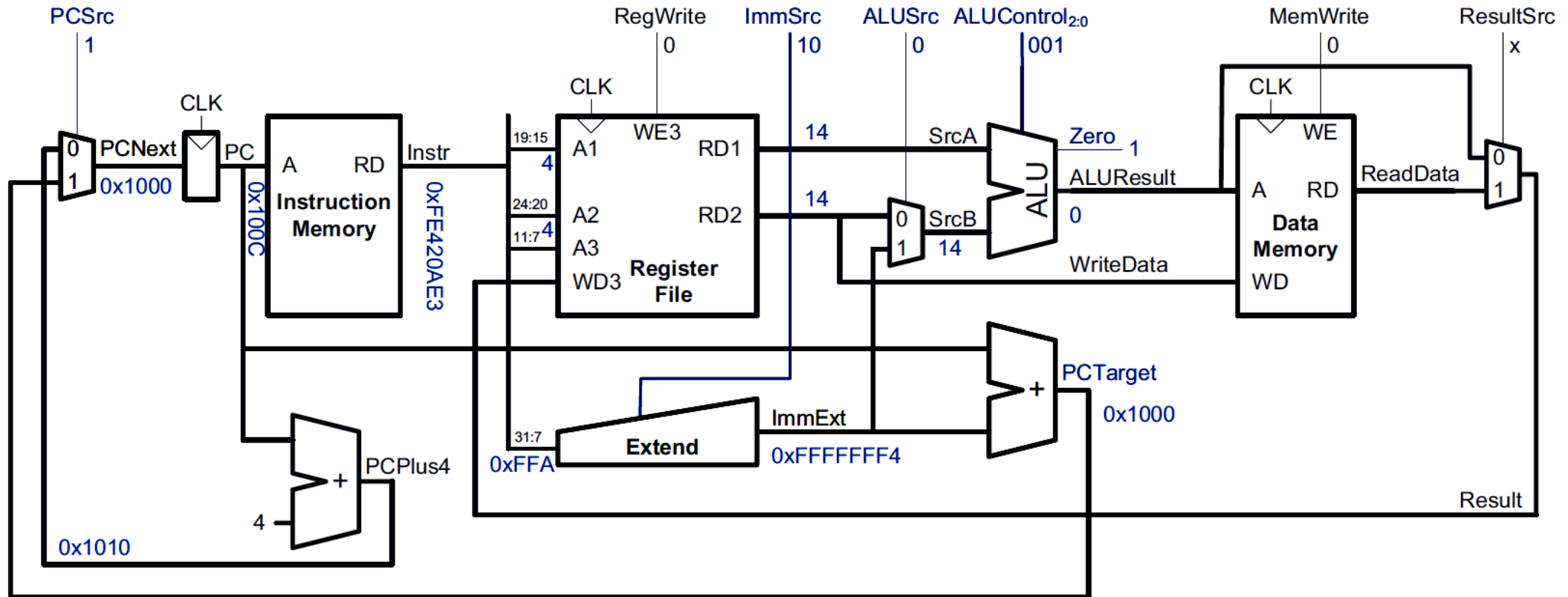
| Address | Instruction | Type | Fields | Machine Language |
|---------|--------------|------|--|------------------|
| 0x1004 | sw x6, 8(x9) | S | imm _{11:5} 0000000 rs ₂ 00110 rs ₁ 01001 f ₃ 010 imm _{4:0} 01000 op 0100011 | 0064A423 |

or instruction, 0x0062E233



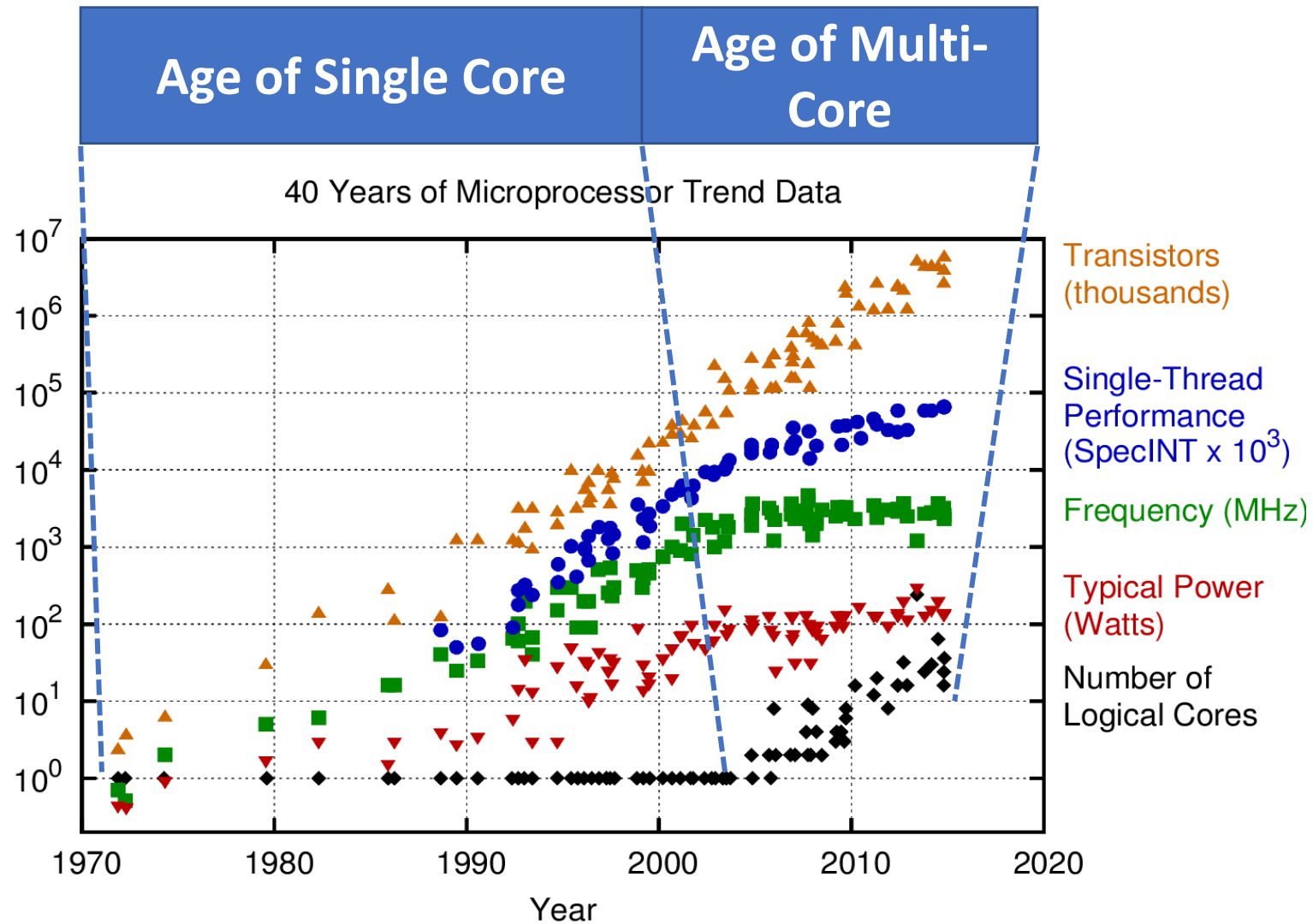
| Address | Instruction | Type | Fields | Machine Language |
|---------|---------------|------|---|------------------|
| 0x1008 | or x4, x5, x6 | R | funct7: 0000000 rs2: 00110 rs1: 00101 f3: 110 rd: 00100 | 0110011 0062E233 |

beq instruction, 0xFE420AE3



| Address | Instruction | Type | Fields | Machine Language |
|---------|----------------|------|--|------------------|
| 0x100C | beq x4, x4, L7 | B | imm _{12,10:5} rs2 rs1 f3 imm _{4:1,11} op | FE420AE3 |

Computing Trends: Where are we?



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
New plot and data collected for 2010-2015 by K. Rupp

So why learn about Computing Systems

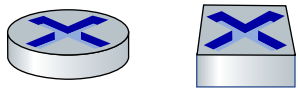
- Any class of system (from embedded systems to servers) now integrates a wide range of dedicated processing:
 - General-purpose: Single/Multi-cores processors (with special instructions: RISC-V)
 - GPUs
 - Accelerators (e.g., so called NPUs/TPUs for machine learning)
 - Even FGPAs (programmable hardware)
- Software must exploit dedicated processing to meet performance/energy targets

Developers need a basic understanding from the low-level digital hardware up to computer architectures as well as of the memory system and interconnect organization.

The Internet: a “nuts and bolts” view



Billions of **devices** are connected to the Internet



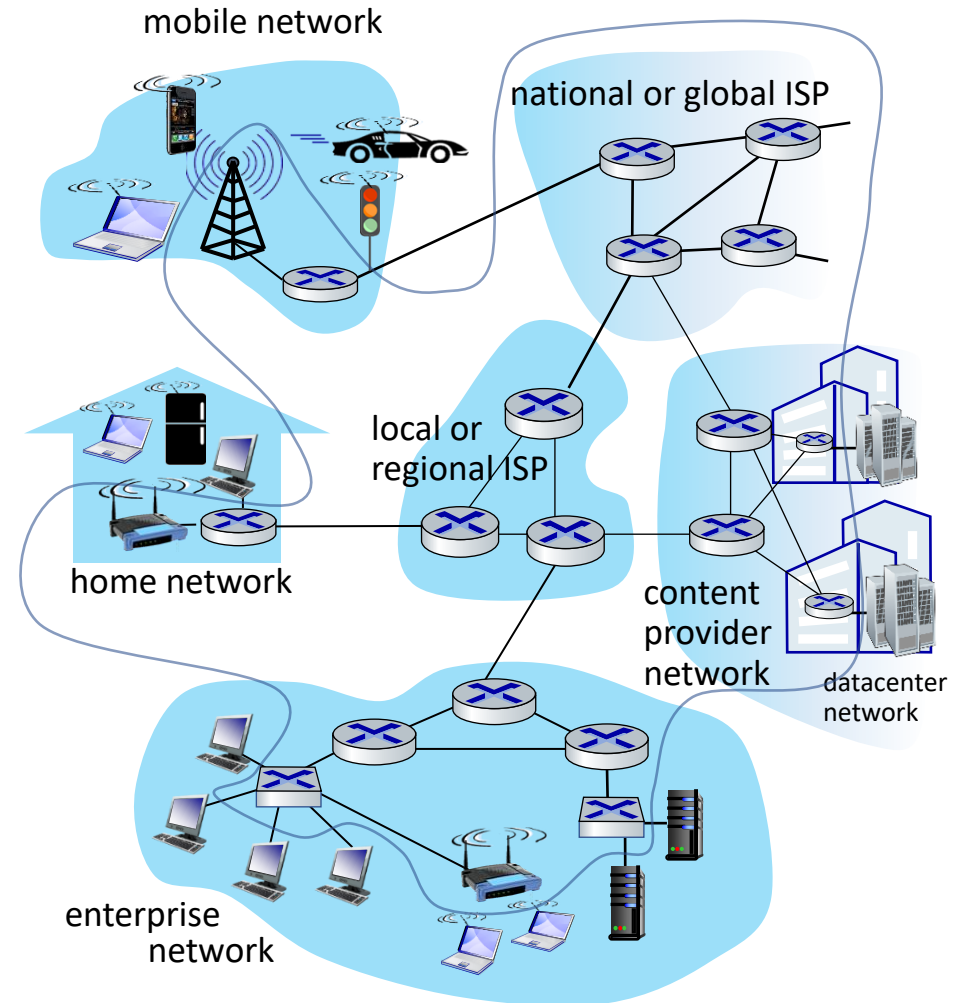
Packet switches forward packets (chunks of data)



Communication Links allow transmitting data

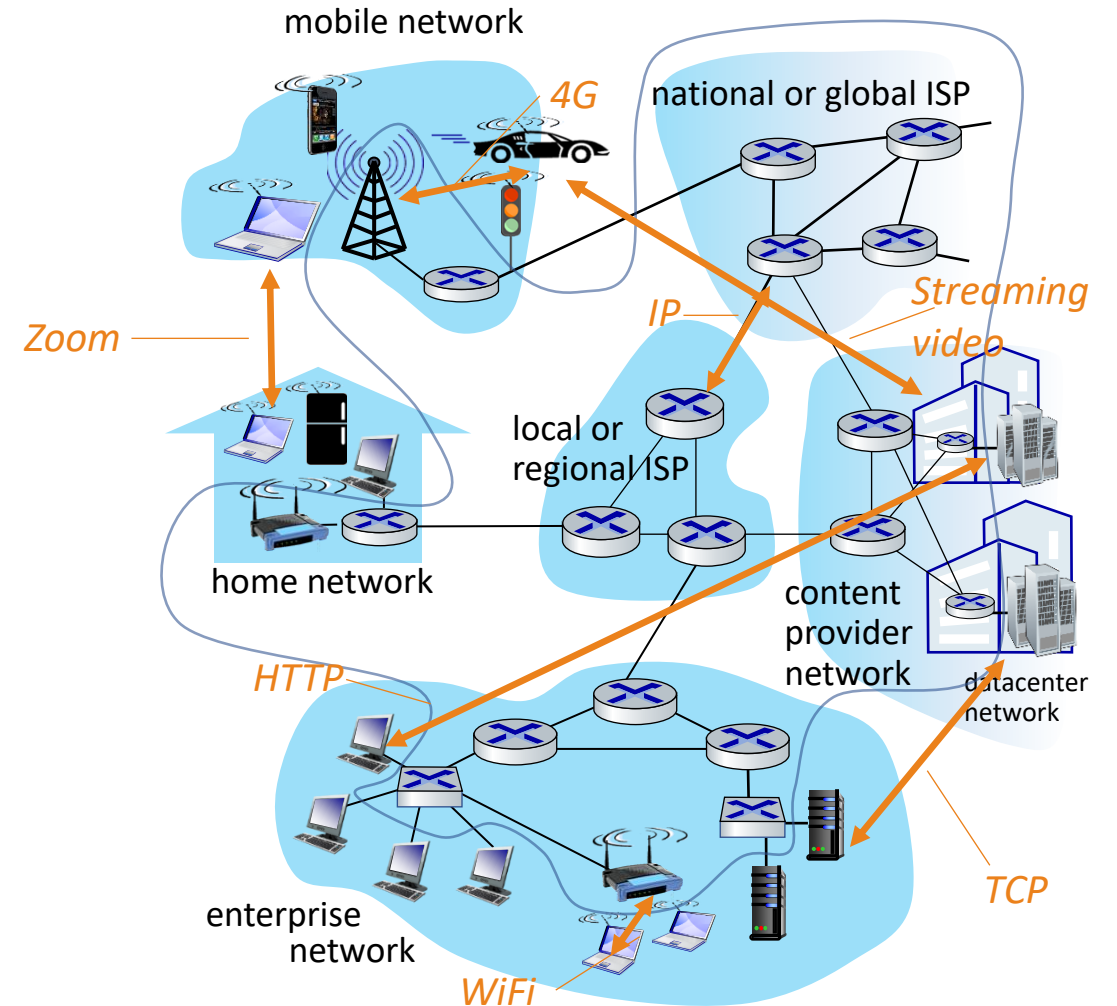


Networks are a collection of devices, packet switches and links (managed by an organization)



The Internet: a “nuts and bolts” view

- The **Internet** is a “**network of networks**”
 - Interconnected ISPs
- Protocols are everywhere
 - Sending and receiving messages
 - For example: HTTP, video streaming, TCP, IP, Ethernet, ...
- Internet Standards
 - RFC: Request for Comments
 - IETF: Internet Engineering Task Force



Kurose, James F., and Keith W. Ross. "Computer networking: A top-down approach"

- How a processor works
- How we deal with parallelism
- How do we interconnect systems
- How does the internet work
 - or at least some of the protocols

- You must work hard on your exercises
- You must write at least two exam

- We will make the lecture as exciting as possible

See you on Thursday