Computer System Design. System-on-Chip

Description: The next generation of computer system designers will be less concerned about details of processors and memories, and more concerned about the elements of a system tailored to particular applications. These designers will have a fundamental knowledge of processors and other elements in the system, but the success of their design will depend on the skills in making system-level tradeoffs that optimize the cost, performance and other attributes to meet application requirements. This book provides a new treatment of computer system design, particularly for System-on-Chip (SOC), which addresses the issues mentioned above. It begins with a global introduction, from the high-level view to the lowest common denominator (the chip itself), then moves on to the three main building blocks of an SOC (processor, memory, and interconnect). Next is an overview of what makes SOC unique (its customization ability and the applications that drive it). The final chapter presents future challenges for system design and SOC possibilities.

Contents:

Preface xiii
List of Abbreviations and Acronyms xvii
1 Introduction to the Systems Approach 1
1.1 System Architecture: An Overview 1
1.2 Components of the System: Processors, Memories, and Interconnects 2
1.3 Hardware and Software: Programmability Versus Performance 5
1.4 Processor Architectures 7
1.4.1 Processor: A Functional View 8
1.4.2 Processor: An Architectural View 9
1.5 Memory and Addressing 19
1.5.1 SOC Memory Examples 20
1.5.2 Addressing: The Architecture of Memory 21
1.5.3 Memory for SOC Operating System 22
1.6 System-Level Interconnection 24
1.6.1 Bus-Based Approach 24
1.6.2 Network-on-Chip Approach 25
1.7 An Approach for SOC Design 26
1.7.1 Requirements and Specifications 26
1.7.2 Design Iteration 27
1.8 System Architecture and Complexity 29
1.9 Product Economics and Implications for SOC 31
1.9.1 Factors Affecting Product Costs 31
2.10 Problem Set 71

3 Processors 74

3.1 Introduction 74

3.2 Processor Selection for SOC 76

3.2.1 Overview 76

3.2.2 Example: Soft Processors 76

3.2.3 Examples: Processor Core Selection 79

3.3 Basic Concepts in Processor Architecture 81

3.3.1 Instruction Set 81

3.3.2 Some Instruction Set Conventions 82

3.3.3 Branches 82

3.3.4 Interrupts and Exceptions 84

3.4 Basic Concepts in Processor Microarchitecture 86

3.5 Basic Elements in Instruction Handling 88

3.5.1 The Instruction Decoder and Interlocks 88

3.5.2 Bypassing 90

3.5.3 Execution Unit 90

3.6 Buffers: Minimizing Pipeline Delays 91

3.6.1 Mean Request Rate Buffers 91

3.6.2 Buffers Designed for a Fixed or Maximum Request Rate 92

3.7 Branches: Reducing the Cost of Branches 93

3.7.1 Branch Target Capture: Branch Target Buffers (BTBs) 94

3.7.2 Branch Prediction 97

3.8 More Robust Processors: Vector, Very Long Instruction Word (VLIW), and Superscalar 101

3.9 Vector Processors and Vector Instruction Extensions 101

3.9.1 Vector Functional Units 103

3.10 VLIW Processors 107

3.11 Superscalar Processors 108

3.11.1 Data Dependencies 109

3.11.2 Detecting Instruction Concurrency 110

3.11.3 A Simple Implementation 112

3.11.4 Preserving State with Out-of-Order Execution 116
4.15.2 Memory Buffers 156
4.16 Models of Simple Processor–Memory Interaction 156
4.16.1 Models of Multiple Simple Processors and Memory 157
4.16.2 The Strecker-Ravi Model 158
4.16.3 Interleaved Caches 160
4.17 Conclusions 161
4.18 Problem Set 161
5 Interconnect 165
5.1 Introduction 165
5.2 Overview: Interconnect Architectures 166
5.3 Bus: Basic Architecture 168
5.3.1 Arbitration and Protocols 170
5.3.2 Bus Bridge 171
5.3.3 Physical Bus Structure 171
5.3.4 Bus Varieties 172
5.4 SOC Standard Buses 173
5.4.1 AMBA 174
5.4.2 CoreConnect 177
5.4.3 Bus Interface Units: Bus Sockets and Bus Wrappers 179
5.5 Analytic Bus Models 183
5.5.1 Contention and Shared Bus 183
5.5.2 Simple Bus Model: Without Resubmission 184
5.5.3 Bus Model with Request Resubmission 185
5.5.4 Using the Bus Model: Computing the Offered Occupancy 185
5.5.5 Effect of Bus Transactions and Contention Time 186
5.6 Beyond the Bus: NOC with Switch Interconnects 187
5.6.1 Static Networks 190
5.6.2 Dynamic Networks 192
5.7 Some NOC Switch Examples 194
5.7.1 A 2-D Grid Example of Direct Networks 194
5.7.2 Asynchronous Crossbar Interconnect for Synchronous SOC (Dynamic Network) 196
5.7.3 Blocking versus Nonblocking 197
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