

RISC & CISC

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ISA defines the permissible instructions

- **MIPS**: load/store, arithmetic, control flow, ...
- ARM: similar to MIPS, but more shift, memory, & conditional ops
- VAX: arithmetic on memory or registers, strings, polynomial evaluation, stacks/queues, ...
- Cray: vector operations, ...
- x86: a little of everything

Toy example: subleq a, b, target

$\text{Mem}[b] = \text{Mem}[b] - \text{Mem}[a]$

then if $(\text{Mem}[b] \leq 0)$ goto target

else continue with next instruction

clear a == subleq a, a, pc+4

jmp c == subleq Z, Z, c

add a, b == subleq a, Z, pc+4;

subleq Z, b, pc+4;

subleq Z, Z, pc+4

Not-a-toy example: PDP-8

One register: AC

Eight basic instructions:

AND a	# $AC = AC \& MEM[a]$
TAD a	# $AC = AC + MEM[a]$
ISZ a	# if ($!++MEM[a]$) skip next
DCA a	# $MEM[a] = AC; AC = 0$
JMS a	# jump to subroutine (e.g. jump and link)
JMP a	# jump to $MEM[a]$
IOT x	# input/output transfer
OPR x	# misc operations on AC

Stack machine

- data *stack* in memory, *stack pointer* register
- Operands popped/pushed as needed
add

[Java Bytecode, PostScript, odd CPUs, some x86]

Tradeoffs:

Accumulator machine

- Results usually put in dedicated **accumulator** register
- add b
store b

[Some x86]

Tradeoffs:

Load/store (register-register) architecture

- computation only between registers

[MIPS, some x86]

Tradeoffs:

Axes:

- Arguments: stack-based, accumulator, 2-arg, 3-arg
- Operand types: load-store, memory, mixed, stacks, ...
- **Complexity**: CISC, RISC

MIPS = Reduced Instruction Set Computer (RISC)

- ≈ 200 instructions, 32 bits each, 3 formats
- all operands in registers
 - almost all are 32 bits each
- ≈ 1 addressing mode: $\text{Mem}[\text{reg} + \text{imm}]$

x86 = Complex Instruction Set Computer (CISC)

- > 1000 instructions, 1 to 15 bytes each
- operands in dedicated registers, general purpose registers, memory, on stack, ...
 - can be 1, 2, 4, 8 bytes, signed or unsigned
- 10s of addressing modes
 - e.g. $\text{Mem}[\text{segment} + \text{reg} + \text{reg} * \text{scale} + \text{offset}]$

RISC Philosophy

Regularity & simplicity

Leaner means faster

Optimize the
common case

CISC Rebuttal

Compilers can be smart

Transistors are plentiful

Legacy is important

Code size counts

Micro-code!