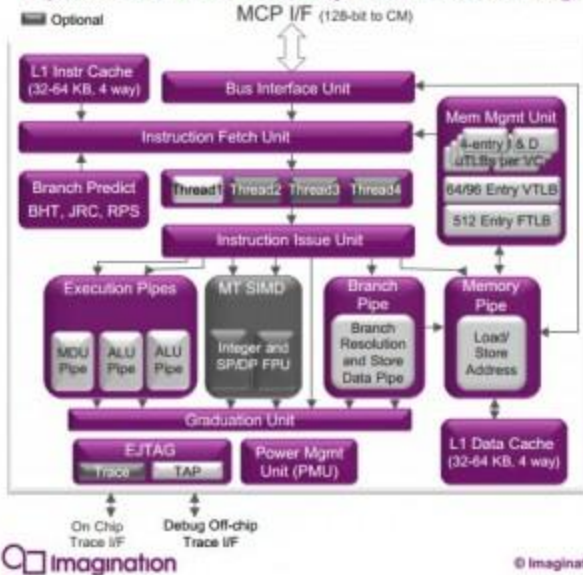


MIPS Returns

- One of the early RISC ISAs
 - MIPS stands for “Microprocessor without interlocking pipeline stages”, basically no hardware insertion of pipeline bubbles, compiler takes care of this (used to).
 - Load/Store, Register centric, simple fixed length instructions, emphasized simple hardware
- Used in many introductory Comp Arch courses (most notably in H&P textbook) and digital design courses
- Popularity has waned in industry, still found in embedded space
- Architecture recently purchased by Imagination Technologies whose known for their PowerVR graphics IPs (seen in iPad, iPhone, Atom SoCs, Android Tablets, etc...)

MIPS64 I6400 base core microarchitecture

Optimized for efficiency and maximizing pipeline utilization



- Dual-issue In-Order design with MT
- Compact, balanced 9-stage pipeline
- Dual issue 128b SIMD (Int, SP/DP FPU)
 - IEEE 754-2008 compliant FPU
- Instruction bonding on integer, FP ops
 - Doubles throughput on memcopies
- Instruction and Data L1 caches w/ ECC
 - 64 byte cache lines
- Advanced Branch Prediction
- Low latency 128b core:CM interface

Warrior I6400 Core

- Implements new MIPS3264 version of MIPS ISA (32 and 64 bit coexists, no mode switching such as in IA32/AMD64)
- Targets embedded and mobile segments currently dominated by ARM, comparable to the Cortex-A53 (ARM's reference lower-end 64 bit design)
- Can be configured as multithread (up to 4 threads with 2 scheduled) or 2-wide superscalar for a single thread. SMT designs are fairly new to the (non-DSP) embedded space
- “Instruction bonding”, loads/stores of equal sizes to adjacent memory addresses can be dynamically fused into a single instruction up to 128-bits to increase the performance of memory copies/moves

I6400 vs. Cortex-A53

	MIPS I6400	ARM Cortex-A53
CPU Codename	Warrior	Apollo
ISA	MIPS3264 Release 6	ARMv8-A (32/64-bit)
Cores in an SMP Cluster	1-6	1-4
Thread Width	1-4	1
Issue Width	2 micro-ops	2 micro-ops
Reorder Buffer Size	None: In-Order	None: In-Order
Pipeline Depth (stages)	9	8 (Int) 10 (FP)
Integer ALUs	2	2
Load/Store Units	1 (2 with bonding)	1
Load Latency	3 cycles	3 cycles
Branch Units	1	1
FP/NEON ALUs	2	2
Coherency	Directory	Snoop + Filter
L1 Cache	32 or 64KB I\$ + 32 or 64KB D\$	8 to 64KB I\$ + 8 to 64KB D\$
L2 Cache	0.5 to 8MB	0.5 to 2MB

Sources

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2. <http://www.anandtech.com/show/8457/mips-strikes-back-64bit-warrior-i6400-architecture-arrives>
3. <http://www.extremetech.com/computing/189190-imaginations-warrior-cpu-breathes-new-life-into-mips-will-attack-arm-on-multiple-fronts>