



信息科学与技术学院

School of Information Science and Technology

CS 110

Computer Architecture

Datapath II

Instructors: Siting Liu & Yuan Xiao

Course website: <https://faculty.sist.shanghaitech.edu.cn/liust/courses/CS110.html>

School of Information Science and Technology (SIST)

ShanghaiTech University

2026/04/09

Administratives

- Lab 6 released.
- HW 4 released, ddl April 21st! Start early!
- HW 3 DDL **TODAY!**
- Project 1.2 released, DDL April 27th.
- Discussion (SPST 4-122 18:00 - 19:40) schedule
 - Apr. 10th on digital circuit by Lehan Liu;
 - Apr. 17th on mid-term I review by Chaofan Li;
 - Apr. 24th on datapath by Yuxuan Li.

Mid-term I

- Midterm I
 - April 23rd **8:00 am - 10:00 am**
 - We start sharp at 8:00 am!
 - Arrive **7:45 am** to check-in (Venue: TBD on your egate system; Seat: TBD on-site)
 - Arrive later than **8:30 am** will get 0 mark!
- Contents:
 - Everything till April 21st lecture (included)
- Switch cell phones **off!!!** (not silent mode)
 - **Put them in your bags.**
- **Bags in the front.** On the table: nothing but **pen**, exam paper, 1 drink, 1 snack, **your student ID card** and **your cheat sheet!**

Mid-term I requirements

- You can bring a cheatsheet (**handwritten only**). **1-page A4, double-sided** (2-page for the mid-term II and 3-page for the final). Put it on your desk at exam. Cheatsheet that does not apply to the rules **would be taken away**.
- [Greencard](#) shown on the course website is **provided** with the exam paper.
- No other electronic devices are allowed!
 - No ear plugs, music, smartwatch, calculator, computer...
- Anybody touching any electronic device will **FAIL** the course!
- Anybody found cheating (copy your neighbors answers, additional material, ...) will **FAIL** the course!







COMPUTER ORGANIZATION AND DESIGN

THE HARDWARE/SOFTWARE INTERFACE

 RISC- EDITION



MK
MORGAN KAUFMANN

DAVID A. PATTERSON
JOHN L. HENNESSY

Cheat Sheet

- **1 A4 Cheat Sheet** allowed (double sided)
 - Midterm II: 2 pages
 - Final: 3 pages
- Rules:
 - **Hand-written** – **not printed/photocopied!**
 - Your **name** in pinyin on the top!
 - Cheat Sheets not complying to this rule will be **confiscated!**

FUNCTIONS OF SEVERAL VARIABLES $z = f(x, y)$, $w = f(x, y, z)$

LEVEL CURVES $z = f(x, y) = k = \text{CONST.}$
 CONTOUR MAPS (2-D)
 $w = f(x, y, z) = k = \text{CONST.}$
 SURFACE LAYERS (3-D)

FUNCTION OF N VARIABLES
 $z = f(x_1, x_2, \dots, x_n)$
 $\mathbb{R}^n \rightarrow \mathbb{R}$ SWAYS TO LOOK $\vec{x} = (x_1, \dots, x_n)$
 AT THE FUNCTION $z = f(\vec{x}) = f(x_1, \dots, x_n)$
 1. As a function of n real variables x_1, x_2, \dots, x_n
 2. As a function of a single pt-variable (x_1, \dots, x_n)
 3. As a function of a single vector var. $\vec{x} = (x_1, \dots, x_n)$

PARTIAL DERIVATIVES
 $z = f(x, y)$ NOTATIONS
 $f_x(x, y) = f_x = \frac{\partial f}{\partial x} = \frac{\partial f(x, y)}{\partial x} = \frac{\partial z}{\partial x}$
 $f_y(x, y) = f_y = \frac{\partial f}{\partial y} = \frac{\partial f(x, y)}{\partial y} = \frac{\partial z}{\partial y}$
 Derivatives w/ respect to one variable, while holding the other variables constant.
 SAME HOLDS FOR FUNCTIONS OF MORE THAN TWO VARIABLES

SECOND PARTIAL DERIVATIVES
 $f_{xx} = \frac{\partial}{\partial x} \left(\frac{\partial f}{\partial x} \right) = \frac{\partial^2 f}{\partial x^2} = \frac{\partial^2 z}{\partial x^2}$
 $f_{xy} = \frac{\partial}{\partial y} \left(\frac{\partial f}{\partial x} \right) = \frac{\partial^2 f}{\partial y \partial x} = \frac{\partial^2 z}{\partial y \partial x}$
 $f_{yx} = \frac{\partial}{\partial x} \left(\frac{\partial f}{\partial y} \right) = \frac{\partial^2 f}{\partial x \partial y} = \frac{\partial^2 z}{\partial x \partial y}$
 $f_{yy} = \frac{\partial}{\partial y} \left(\frac{\partial f}{\partial y} \right) = \frac{\partial^2 f}{\partial y^2} = \frac{\partial^2 z}{\partial y^2}$
 CLAIRAUT'S THEOREM
 IF f_{xy} AND f_{yx} ARE BOTH CONTINUOUS
 $f_{xy}(a, b) = f_{yx}(a, b)$
 PARTIAL DIFF. EQS
 LAPLACE'S EQUATION
 $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0$ etc...
 THE WAVE EQUATION
 $\frac{\partial^2 u}{\partial t^2} = c^2 \nabla^2 u$

THE CHAIN RULE
 SINGLE VARIABLE $y = f(x)$, $x = g(t)$, $z = f(g(t))$
 $\frac{dz}{dt} = \frac{dz}{dx} \frac{dx}{dt}$
 CASE 1 $z = f(x, y)$, $x = g(t)$, $y = h(t)$ is $z = f(g(t), h(t))$
 $\frac{dz}{dt} = \frac{\partial z}{\partial x} \frac{dx}{dt} + \frac{\partial z}{\partial y} \frac{dy}{dt}$ or $w = z = f(x, y)$
 $\frac{dw}{dt} = \frac{\partial w}{\partial x} \frac{dx}{dt} + \frac{\partial w}{\partial y} \frac{dy}{dt} + \frac{\partial w}{\partial z} \frac{dz}{dt}$
 CASE 2 $z = f(x, y)$, $x = g(s, t)$, $y = h(s, t)$ is $z = f(g(s, t), h(s, t))$
 $\frac{\partial z}{\partial s} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial s} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial s}$
 $\frac{\partial z}{\partial t} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial t}$
 CHAIN RULE: GENERAL VERSION
 $u = f(x_1, \dots, x_n)$, $x_i = g_i(t_1, \dots, t_m)$
 $\frac{\partial u}{\partial t_i} = \frac{\partial u}{\partial x_1} \frac{\partial x_1}{\partial t_i} + \dots + \frac{\partial u}{\partial x_n} \frac{\partial x_n}{\partial t_i}$ for each $i = 1, 2, \dots, m$

IMPLICIT DIFFERENTIATION
 You can always solve for y or z and differentiate.
 $\frac{dy}{dx} = -\frac{\frac{\partial f}{\partial x}}{\frac{\partial f}{\partial y}}$
 $\frac{\partial z}{\partial x} = -\frac{\frac{\partial f}{\partial x}}{\frac{\partial f}{\partial z}}$
 $\frac{\partial z}{\partial y} = -\frac{\frac{\partial f}{\partial y}}{\frac{\partial f}{\partial z}}$
 $F(x, y) = 0$ $y = f(x)$, $F(x, z) = 0$ $z = f(x)$, $F(y, z) = 0$ $z = f(y)$

TANGENT PLANE TO A LEVEL SURFACE
 $F_x(x-x_0) + F_y(y-y_0) + F_z(z-z_0) = 0$
 $\nabla F \cdot \vec{r} = 0$
 NORMAL LINE TO A LEVEL SURFACE
 $\vec{r} = x_0\mathbf{i} + y_0\mathbf{j} + z_0\mathbf{k}$
 SPECIAL CASE
 $z = f(x, y)$, $F(x, y, z) = f(x, y) - z = 0$ LEVEL SURFACE w/ $k=0$
 OLD DEFINITION
 THEN $F_x = -1$, $F_y = (f_x, f_y, -1)$ and TANGENT PLANE
 $z - z_0 = f_x(x-x_0) + f_y(y-y_0)$

MAXIMUM AND MINIMUM VALUES $z = f(x, y)$
 $f_x(a, b) = 0$, $f_y(a, b) = 0$, $\nabla f(a, b) = (0, 0) = \vec{0}$ NECESSARY BUT NOT SUFFICIENT TO GUARANTEE A MAX. OR MIN.
 THEN APPLY THE 2ND DERIVATIVE TEST
 $D = \begin{vmatrix} f_{xx} & f_{xy} \\ f_{xy} & f_{yy} \end{vmatrix} = f_{xx}f_{yy} - (f_{xy})^2$
 $D > 0$, $f_{xx} > 0$ LOCAL MIN.
 $D > 0$, $f_{xx} < 0$ LOCAL MAX.
 $D < 0$ SADDLEPT. $D=0$ NO INFO

FINDING ABSOLUTE MAX. AND MINS. FOR f ON A CLOSED BOUNDARY
 1. Find values of f at the critical points of f in D
 2. Find the extreme values of f on the boundary of D
 3. The largest value from 1, 2, is the ABS. MAX, the smallest is the ABS. MIN.

MAXIMIZING AND MINIMIZING Set of a function of two variables of the form $z = f(x, y)$ and then do the usual routine

DOMAINS: Allowed (x, y) , (x, y, z) **RANGES:** z values

E- δ DEFINITION OF CONTINUITY
 LET f BE A FUNCTION OF 2 VARIABLES DEFINED ON A DISK W/ CENTER (a, b) , EXCEPT POSSIBLY (a, b) . THEN $\lim_{(x, y) \rightarrow (a, b)} f(x, y) = L$ IF FOR EVERY $\epsilon > 0$, THERE IS A CORRESPONDING $\delta > 0$ ST. IF $(x, y) \in D$ AND $\sqrt{(x-a)^2 + (y-b)^2} < \delta$ THEN $|f(x, y) - L| < \epsilon$
 IF THE LIMIT AS A FUNCTION APPROACHES A POINT (a, b) ALONG TWO DIFFERENT PATHS IS NOT THE SAME, THE LIMIT DOES NOT EXIST \odot
 $f(x, y)$ IS CONTINUOUS AT (a, b) IF THE LIMIT OF $f(x, y)$ AS $(x, y) \rightarrow (a, b)$ EXISTS.

COMPOSITE FUNCTIONS OF CONTINUOUS FUNCTIONS ARE CONTINUOUS, AS ARE SUMS AND PRODUCTS

EQUATIONS OF TANGENT PLANES TO SURFACES
 $z = f(x, y)$ @ (x_0, y_0, z_0) EVALUATED AT A POINT
 $z - z_0 = f_x(x_0, y_0)(x - x_0) + f_y(x_0, y_0)(y - y_0)$

TOTAL DIFFERENTIAL $(dy = f'(x)dx)$ SINGLE VARIABLE
 $dz = f_x(x, y)dx + f_y(x, y)dy = \frac{\partial z}{\partial x}dx + \frac{\partial z}{\partial y}dy$

INCREMENTS $\Delta x, \Delta y, \Delta z$ DIFFERENTIALS dx, dy, dz
 FOR SMALL $\Delta x, \Delta y$ $\Delta x \approx dx$, $\Delta y \approx dy$
 IF f_x AND f_y ARE CONTINUOUS $\Delta z \approx dz$
 (is change in height of surface $(\Delta z) \approx$ change in height of the tangent plane (dz))

THEOREM
 $\Delta z = f(a + \Delta x, b + \Delta y) - f(a, b)$
 $\Delta z = f_x(a, b)\Delta x + f_y(a, b)\Delta y + E_1\Delta x + E_2\Delta y$ where E_1 and E_2 are functions of Δx and Δy that approach 0 as $(\Delta x, \Delta y) \rightarrow (0, 0)$ DEF.

DEPENDENCY DIAGRAMS (CASE 1, 2) YOU CAN FIND DERIVATIVES FOR ALL THE FUNDAMENTAL INDEPENDENT VARIABLES.
 $\frac{\partial z}{\partial x} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial x} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial x} + \frac{\partial z}{\partial z} \frac{\partial z}{\partial x}$
 $\frac{\partial z}{\partial x} = \frac{\partial z}{\partial x} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial x} + \frac{\partial z}{\partial z} \frac{\partial z}{\partial x}$
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THE GRADIENT VECTOR $z = f(x, y)$ AT A POINT
 $\nabla f(x, y) = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right) = (f_x, f_y) = \left(\frac{\partial z}{\partial x}, \frac{\partial z}{\partial y} \right)$

DIRECTIONAL DERIVATIVES $\text{Diff. } \vec{u} = (a, b)$
 $D_{\vec{u}} f(x, y) = f_x(x, y)a + f_y(x, y)b$ SAME FOR 3 VARIABLES
 $D_{\vec{u}} f(x, y) = \nabla f(x, y) \cdot \vec{u}$
 $D_{\vec{u}} f$ max occurs when ∇f is in the same Dir. as \vec{u}
 $D_{\vec{u}} f = \nabla f \cdot \vec{u} = |\nabla f| |\vec{u}| \cos \theta = |\nabla f| |\vec{u}| \cos 0 = |\nabla f| |\vec{u}|$
 THE GRADIENT VECTOR POINTS IN THE DIRECTION OF STEEPEST ASCENT OR DESCENT (w/ a SURFACE)
 THE GRADIENT VECTOR IS ORTHOGONAL TO THE LEVEL CURVES OF A SURFACE
 ∇f HAS AS MANY COMPONENTS AS f HAS INDEPENDENT VARIABLES. $\vec{N} = (f_x, f_y, -1)$
 TO FIND THE NORMAL (AND LATER TANGENT PLANE) TO A SURFACE, LET THAT SURFACE BE THE LEVEL SET OF SOME HIGHER DIMENSIONAL FUNCTION. THEN THE GRADIENT OF THE HIGHER D FUNCTION IS \perp TO YOUR SURFACE
 \vec{N} to $x^2 + y^2 + z^2 = 1$ Let $w = x^2 + y^2 + z^2 - 1$
 $x^2 + y^2 + z^2 = 1$ IS THE LEVEL SET $w = 0$
 SO $\vec{N} = (2x, 2y, 2z)$ IS A NORMAL VECTOR TO THE 3-D SPHERE $x^2 + y^2 + z^2 = 1$

WAVES
 Displacement: $y = A \sin(kx - \omega t)$
 Amplitude: A
 Wavelength: λ
 Period: T
 Frequency: $f = 1/T$
 Angular frequency: $\omega = 2\pi f$
 Phase: $\phi = kx - \omega t$
 Wave velocity: $v = \lambda f = \frac{\omega}{k}$
 Energy: $E = \frac{1}{2} \rho A^2 \omega^2 v$
 Power: $P = E v = \frac{1}{2} \rho A^2 \omega^2 v^2$

INTERFERENCE
 Constructive: $\Delta \phi = 2\pi n$
 Destructive: $\Delta \phi = (2n+1)\pi$

DIFFRACTION
 Huygens' principle: every point on a wavefront is a source of secondary wavelets.
 Path difference: $\Delta r = d \sin \theta$
 Maxima: $d \sin \theta = m\lambda$
 Minima: $d \sin \theta = (m + \frac{1}{2})\lambda$

REFLECTION
 Law of reflection: angle of incidence = angle of reflection.
 Normal: \perp to the surface.

REFRACTION
 Snell's law: $n_1 \sin \theta_1 = n_2 \sin \theta_2$
 Index of refraction: $n = \frac{c}{v}$
 Critical angle: $\theta_c = \sin^{-1} \left(\frac{n_2}{n_1} \right)$

RELATIVITY
 Lorentz factor: $\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$
 Time dilation: $\Delta t = \gamma \Delta t_0$
 Length contraction: $L = \frac{L_0}{\gamma}$

PHOTONICS
 Photon energy: $E = hf = \frac{hc}{\lambda}$
 Momentum: $p = \frac{h}{\lambda}$
 Compton shift: $\Delta \lambda = \frac{h}{m_e c} (1 - \cos \theta)$

OPTICS
 Thin lens equation: $\frac{1}{f} = \frac{1}{d_o} + \frac{1}{d_i}$
 Magnification: $M = \frac{h_i}{h_o} = \frac{d_i}{d_o}$

ATMOSPHERE
 Refractive index: $n = 1 + \frac{k}{\lambda^2}$
 Dispersion: $\frac{dn}{d\lambda} < 0$

COLOUR
 Visible spectrum: 400 nm - 700 nm
 Infrared: > 700 nm
 Ultraviolet: < 400 nm

RELATIVITY
 Mass increase: $m = \gamma m_0$
 Energy: $E = \gamma m_0 c^2$
 Rest energy: $E_0 = m_0 c^2$

RELATIVITY
 Velocity addition: $u' = \frac{u - v}{1 - \frac{uv}{c^2}}$

RELATIVITY
 Doppler shift: $f' = f \sqrt{\frac{1 - \frac{v}{c}}{1 + \frac{v}{c}}}$

RELATIVITY
 Relativistic momentum: $\vec{p} = \gamma m_0 \vec{v}$

RELATIVITY
 Relativistic energy: $E = \gamma m_0 c^2$

RELATIVITY
 Relativistic mass: $m = \gamma m_0$

RELATIVITY
 Relativistic length: $L = \frac{L_0}{\gamma}$

RELATIVITY
 Relativistic time: $\Delta t = \gamma \Delta t_0$

RELATIVITY
 Relativistic velocity: $v = \frac{dx}{dt}$

RELATIVITY
 Relativistic acceleration: $a = \frac{dv}{dt}$

RELATIVITY
 Relativistic force: $F = \frac{dp}{dt}$

RELATIVITY
 Relativistic power: $P = \frac{dE}{dt}$

RELATIVITY
 Relativistic energy-momentum relation: $E^2 = p^2 c^2 + m_0^2 c^4$

RELATIVITY
 Relativistic Doppler shift: $f' = f \sqrt{\frac{1 - \frac{v}{c}}{1 + \frac{v}{c}}}$

RELATIVITY
 Relativistic aberration: $\cos \theta' = \frac{\cos \theta - \frac{v}{c}}{1 - \frac{v}{c} \cos \theta}$

RELATIVITY
 Relativistic beaming: $\frac{dN}{d\Omega} = \frac{dN_0}{d\Omega_0} \left(\frac{1 - \frac{v}{c} \cos \theta}{1 - \frac{v}{c} \cos \theta'} \right)^2$

RELATIVITY
 Relativistic aberration: $\tan \theta' = \frac{\sin \theta \sqrt{1 - \frac{v^2}{c^2}}}{\cos \theta - \frac{v}{c}}$

RELATIVITY
 Relativistic aberration: $\sin \theta' = \frac{\sin \theta \sqrt{1 - \frac{v^2}{c^2}}}{1 - \frac{v}{c} \cos \theta}$

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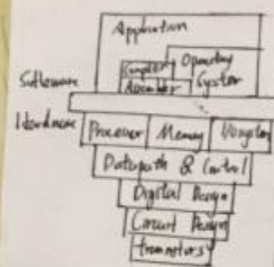
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Old School Machine Structures



When C program starts
 - C available part is loaded into memory by OS (copying system)
 - OS set up stack, then calls into main function
 - Run the first instruction many and other libraries
 - Then will go to processor round main()

Valid Pointer Arithmetic
 - Add an integer to a pointer
 - Subtract 2 pointers (in the same array)
 - Compare two pointers (c.c., ...)
 - Compare pointer to null
 - Add two pointers / multiply

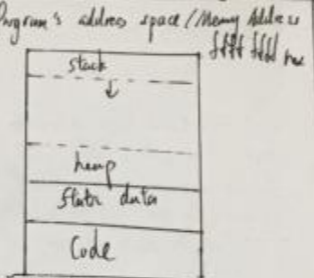
Six Fundamental Steps in Calling a Function
 1. Put parameters in a place where function can access them
 2. Transfer control to function
 3. Acquire local storage resources needed for function
 4. Perform declared task of the function
 5. Put result value in a place where calling code can access it and restore any registers you used
 6. Return control to part of origin, since a function can be called from several parts in a program.

New School Machine Structures

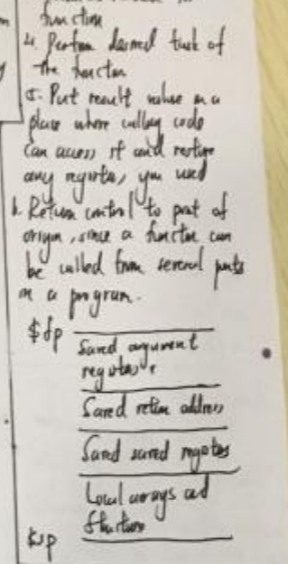
- Parallel Requests
- Parallel Threads/Threads
- Parallel Data
- Hardware descriptors
- Great Ideas in Computer Architecture
 - Abstraction
 - Layers of Representation/Interpretation
 - Moore's Law
 - Designing through trends
 - Principle of Locality
 - Memory Hierarchy
 - Parallelism
 - Performance Measurement and Improvement
 - Dependability via Redundancy

- 优先级: 从上至下依次进行
 1. 行 数值
 2. 左 右
 3. 左 右
 4. 左 右
 5. 左 右
 6. 左 右
 7. 左 右
 8. 左 右
 9. 左 右

int main (int argc, char * argv[])
 - argc contains the number of strings on the command line
 - argv is a pointer to an array containing the arguments as strings



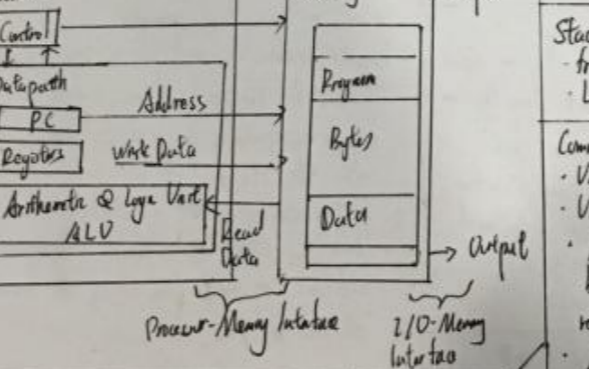
Stack: local variables, needs function, grow downwards
 Heap: space requested for dynamic data via malloc, grows dynamically
 Static data: variable declared outside functions, loaded into program starts, can be modified
 Code: loaded when program starts, cannot change



Two's-Complement Representation

- treats 0 as positive
 - 32-bit word represents 2^{32} into from -2^{31} to $2^{31}-1$

Components of a Computer



Stack
 - free when function returns
 - Last in first out

RISC format: used for instructions with immediate, for and or and branches (big and big)

func.c -> cpp -> fo.o -> executable
 - cpp replaces comments with a single space
 - cpp comments begins with #

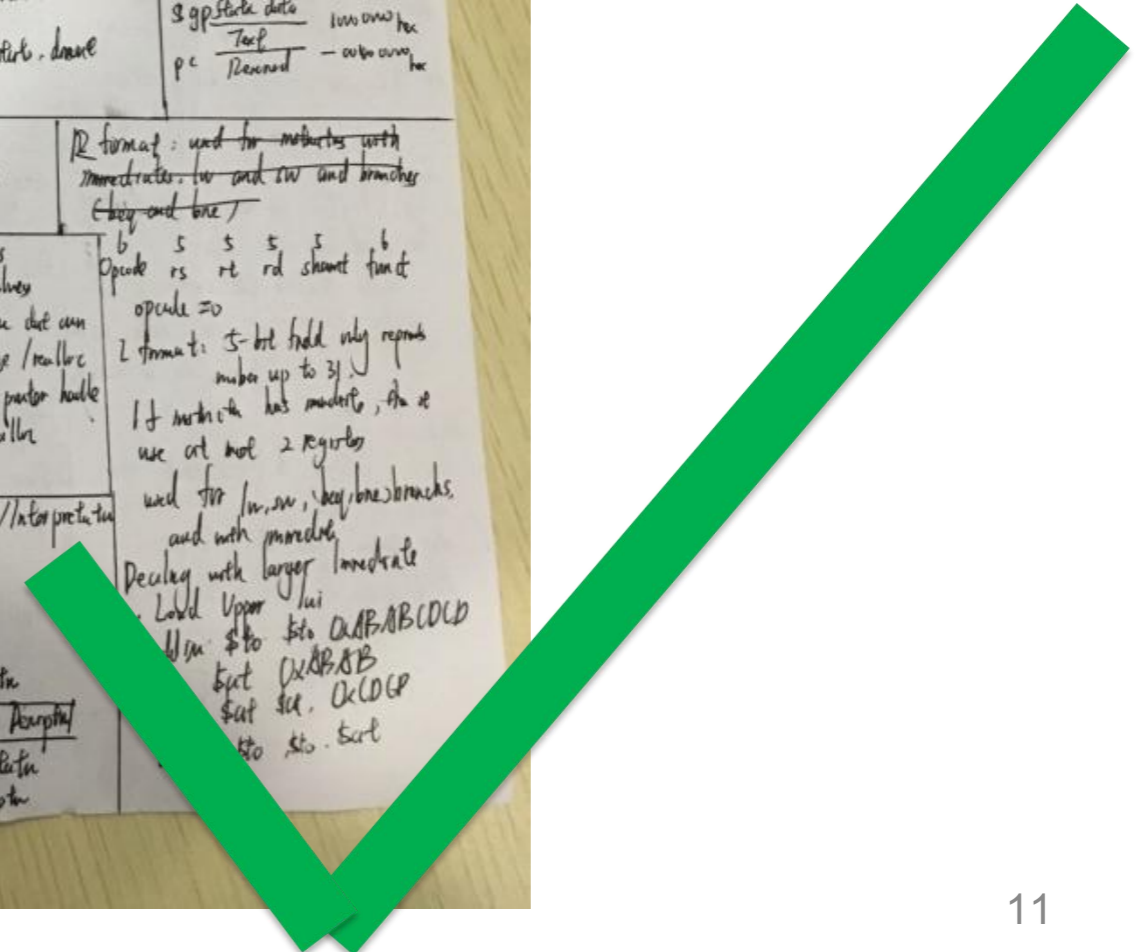
Common Memory Problems
 - Very uninitialized values
 - Using memory that you don't own
 - Improper use of free/malloc by messing with the pointer handle returned by malloc/calloc
 - Memory leaks

Opcode rs rt rd shamt funct
 opcode = 0
 2 format: 5-bit field only represents number up to 31.
 If instruction has immediate, then use or not 2 registers used for (m, s, b, b, b) branches and with immediate

- (standard type)
 (unsigned) char / signed char
 (unsigned) int 4
 (unsigned) short 2 + long x 2
 (unsigned) long 4
 float 4 byte
 double 8 byte / long / long double

Levels of Representation / Interpretation
 High level language
 Assembly Language
 Machine Language
 Machine / Interpreter
 hardware Architecture Description
 Architecture / Implementation
 Logic Level Description

Declaring with larger immediate
 Load Upper Immediate
 lwi \$t0, \$t0, 0xA0A0A0A0
 lhu \$t0, \$t0, 0xA0A0A0A0
 \$t0, \$t0, 0xA0A0A0A0
 \$t0, \$t0, 0xA0A0A0A0



1. VISIT: <http://computer-forensics11.sans.org/community/downloads>

2. BOOT SIFT VM

Login: *sansforensics*
Password: *forensics*

3. ELEVATE PRIVS

`$ sudo su`

4. CONNECT IMAGE TO SIFT

Plug hard drive to physical host and attach to SIFT VM

5. HARD DRIVE MOUNTING (if you are using log2timeline-sift and Single DD you can skip to 7-A)

SINGLE OR SPLIT IMAGE (2 options):

`# mnt_ewf.py image.E01 /mnt/ewf`

`# mnt_ewf image.E01 /mnt/ewf/`

`# mount -t ntfs -o ro,loop,show_sys_files,streams_interface=windows,offset=#### /mnt/ewf/<image> /mnt/windows_mount/`

MOUNT TO MOUNT POINT

SINGLE IMAGE

`# mount -t ntfs -o ro,loop,show_sys_files,streams_interface=windows,offset=#### image.dd /mnt/windows_mount/`

SPLIT IMAGE (2 step process)

`# affuse image.001 /mnt/aff`

`# mount -t ntfs-3g -o loop,ro,show_sys_files,streams_interface=windows,offset=#### /mnt/aff/<image> /mnt/windows_mount/`

6. log2timeline default timezone is set to examiner local host. To change use -z [TIMEZONE] option. To list all available timezones: `# log2timeline -z list`

7-A: AUTOMATED SUPER TIMELINE CREATION

`log2timeline-sift -o -z [TIMEZONE] -p [PARTITION #] -i [IMAGE FILE]`

DISK IMAGE (prompt for partition, mount, and run):

XP `# log2timeline-sift -z EST5EDT -i image`

WIN7 `# log2timeline-sift -win7 -z EST5EDT -i image`

FOR PARTITION (mount and run using all applicable plugins)

XP `# log2timeline-sift -z EST5EDT -p 0 -i partition`

WIN7 `# log2timeline-sift -win7 -z EST5EDT -i partition`

OTHER USAGE EXAMPLES:

Display list of available plugins: `# log2timeline -f list`
Run log2timeline using only specific plugins: `# log2timeline-sift -p prefetch -z EST5EDT -i image.dd`
Help (man page): `# log2timeline -h`

8. CSV FILE OUTPUT (/cases/timeline-output-folder)

-date: Date of the event, in the format of MM/DD/YYYY
-time: Time of day, expressed in a 24h format, HH:MM:SS
-timezone: the timezone that was used to call the tool with.
-source: MACB meaning of the fields, comp w/ mactime format.
-source: Source short name (i.e. registry entries are REG)
-sourcetype: Desc of the source ("Internet Explorer" instead of WEBHIST)
-type: Timestamp type (i.e. "Last Accessed", "Last Written")
-user: Username associated with the entry, if one is available.
-host: Hostname associated with the entry, if one is available.
-short: Contains less text than the full description field.
-desc: where majority info is stored, the actual parsed desc of the entry.
-version: Version number of the timestamp object.
-filename: Filename with the full path that contained the entry
-inode: inode number of the file being parsed.
-notes: Some input modules insert additional information in the form of a note, which comes here. Or it can be used during the review.
-format: Input module name used to parse the file.
-extra: Additional information parsed is joined together and put here.

7-B: MANUAL "MICRO" TIMELINE CREATION

`log2timeline-sift -o -z [TIMEZONE] -p [PARTITION #] -i [IMAGE FILE] [-f FORMAT] [-z TIMEZONE] [-o OUTPUT MODULE] [-w LOG_FILE/LOG_DIR [-] [FORMAT FILE OPTIONS]]`

EXTRACT METADATA (using log2timeline or fls)

Extract system data w/log2timeline from mounted file system:
`# log2timeline -f mft -o mactime -r -z EST5EDT -w mft.body /mnt/volume/`
OR Extract metadata using Sleuthkit:
`# fls -m "" -o fls.body image.dd > fls.body`
Convert body file format to mactime format w/ mactime:
`# mactime -b fls.body -d > log2timeline.csv`

ARTIFACTS (run l2l on mounted file system with plugins recursively)

Extract artifacts w/ log2timeline and run on mounted file system:
`# log2timeline -f firefox3,chrome -o mactime -r -z EST5EDT -w web.body /mnt/volume/`
Convert body file format to CSV format w/ mactime:
`# mactime -b log2timeline.body -d > log2timeline.csv`

9. FILTER TIMELINE

Filter timeline with date range to include only:
`l2t_process -b timeline.csv MM-DD-YYYY..MM-DD-YYYY > filtered.csv`
Filter timeline with keyword list (one term per line in keywords.txt):
`l2t_process -b timeline.csv -k keywords.txt > filtered.csv`
What sources are in your timeline?
`awk -F , '{print $6;}' timeline.csv | grep -v sourcetype | sort | uniq`
Find all LNK files that reference E Drive
`grep "Shortcut LNK" timeline.csv | grep "E:"`
Find MountPoints2 entries that reference E Drive
`grep "MountPoints2 key" timeline.csv | grep "E drive"`
`grep USB timeline.csv | grep "SetupAPILog"`

File System	M	A	C	B
Ext2/3	Modified	Accessed	Changed	N/A
FAT	Written	Accessed	N/A	Created
NTFS	File Modified	Accessed	MFT Modified	Created
UFS	Modified	Accessed	Changed	N/A

THE PURPOSE OF THIS REFERENCE GUIDE IS TO WALK THROUGH THE PROCESS OF BOOTING THE SIFT WORKSTATION, CREATING A TIMELINE ("SUPER" OR "MICRO") AND REVIEWING IT.

HOW TO CALCULATE THE OFFSET FOR MOUNTING

1. Run `mmls` to query partition layout `# mmls image.E01`
2. Identify partition and byte offset
3. (Partition byte offset) x (bytes per sector) = offset ##### to use!
Example: 63 X 512 = 32256

Note: If needed, repeat for each partition. Make new mount point: `# mkdir /mnt/windows_mount2/`

7-A & 7-B

HELP? OPTIONS? USAGE?

`log2timeline -help`
`Log2timeline-sift -help`
`L2t_process -help`

OTHER log2timeline OUTPUT FORMATS

Note: CSV is Default Output
-BeeDocs - Mac OS X visualization tool
-CEF - Common Event Format - ArcSight
-CFTL - XML file- CyberForensics TimeLab visualization tool
-CSV - comma separated value file
-Mactime - Both older and newer version of the format supported for use by TSK's mactime
-SIMILE - XML file - SIMILE timeline visualization widget
-SQLite - SQLite database
-TLN - Tab Delimited File
-TLN - Format used by some of H Carvey tools, expressed as a ASCII output
-TLNX - Format used by some of H Carvey tools, expressed as a XML document

10. CONNECT TO SIFT

- 1. SIFT Desktop > SETTINGS -> OPTIONS -> Shared Folders -> Always Enabled (Check)
- 2. SIFT Desktop > VMware-Shared-Drive
- Access from a Win Machine
`\\SIFTWORKSTATION`

11. REVIEW TIMELINE

- Review timelines using:
- Open, Soft, Filter with Excel
 - Import into SPLUNK
 - SIMILE
 - Tapestry

- log2timeline PARSING PLUGINS
- apache2_error - Apache2 error log file
 - chrome - Chrome history file
 - encase_dirlisting - CSV file that is exported from encase
 - evt - Windows 2k/XP/2k3 Event Log
 - evtx - Windows Event Log File (EVTX)
 - exif - Metadata information from files using ExifTool
 - ff_bookmark - Firefox bookmark file
 - firefox2 - Firefox 2 browser history
 - firefox3 - Firefox 3 history file
 - ftk_dirlisting - CSV file that is exported from FTK Imager (dirlisting)
 - generic_linux - Generic Linux logs that start with MMM DD HH:MM:SS
 - iehistory - index.dat file containing IE history
 - iis - IIS W3C log file
 - isatxt - ISA text export log file
 - jp_ntfs_change - CSV output file from JP (NTFS Change log)
 - mactime - Body file in the mactime format
 - mcafee - Log file
 - mft - NTFS MFT file
 - mssql_errlog - ERRORLOG file produced by MS SQL server
 - ntuser - NTUSER.DAT registry file
 - opera - Opera's global history file
 - oxml - OpenXML document pcap
 - pcap - PCAP file
 - pdf - Available PDF document metadata
 - prefetch - Prefetch directory
 - recycler - Recycle bin directory
 - restore 0.9 - Restore point directory
 - safari - Safari History.plist file
 - sam - SAM registry file
 - security - SECURITY registry file
 - setupapi - SetupAPI log file in Windows XP
 - skype_sql - Skype database
 - software - SOFTWARE registry file
 - sol - .sol (LSO) or a Flash cookie file
 - squid - Squid access log (http_emulate off)
 - syslog - Linux Syslog log file
 - system - SYSTEM registry file
 - tlm - Body file in the TLN format
 - volatility - Volatility output files (psscan2, sockscan2, ...)
 - win_link - Windows shortcut file (or a link file)
 - wmiprov - wmiprov log file
 - xpfirewall - XP Firewall log

List plugins `# log2timeline -f list`
...HELP EXPAND THIS LIST. BUILD PLUGINS!!!

BY DAVID NIDES (12/16/2011) ★★
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BLOG: DAVNADS.BLOGSPOT.COM
EMAIL: DNIDES@KPMG.COM
CREDITS TO: ED GOINGS, ROB LEWIS, KRISTINN GUDJONSSON, KPMG & ...
QUESTIONS/FEEDBACK-CONTACT US

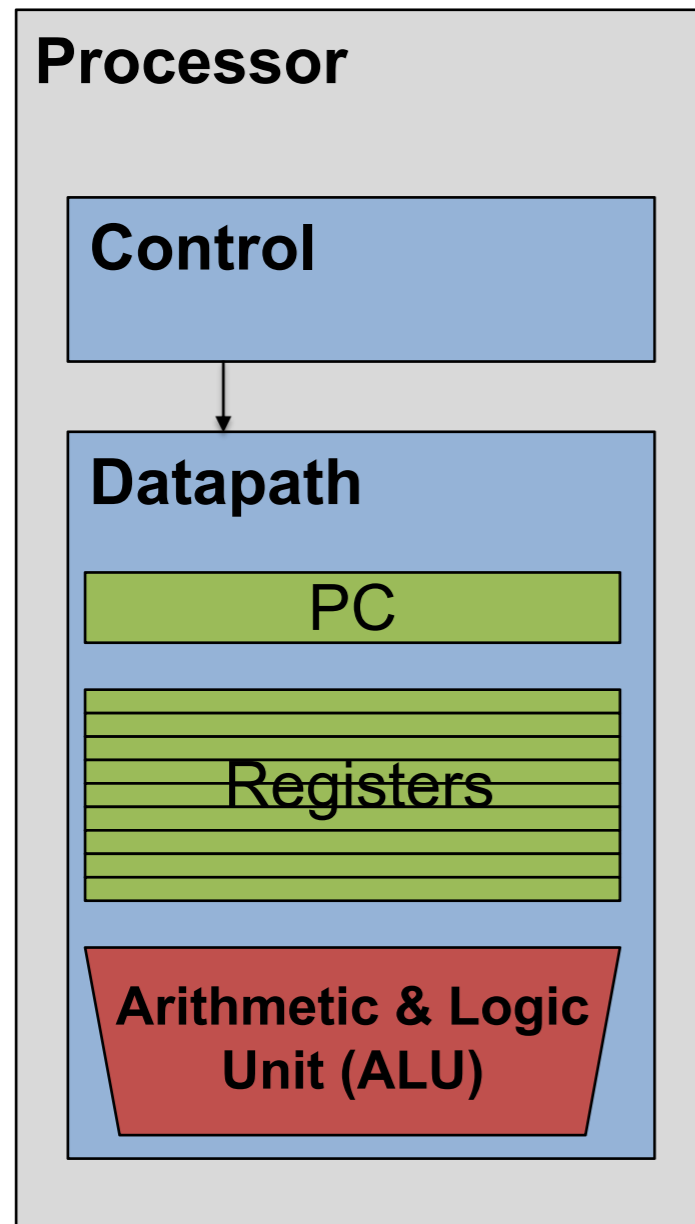
KEY
Red text - image/source
Blue text - mount point
Purple text - output file
Green text - log2timeline plugins
Brown text - TimeZone

Outline

- Datapath
 - Add building blocks and necessary components for different types of instructions, one type at a time
- Design of the controller
- Timing analysis

Controller & Datapath

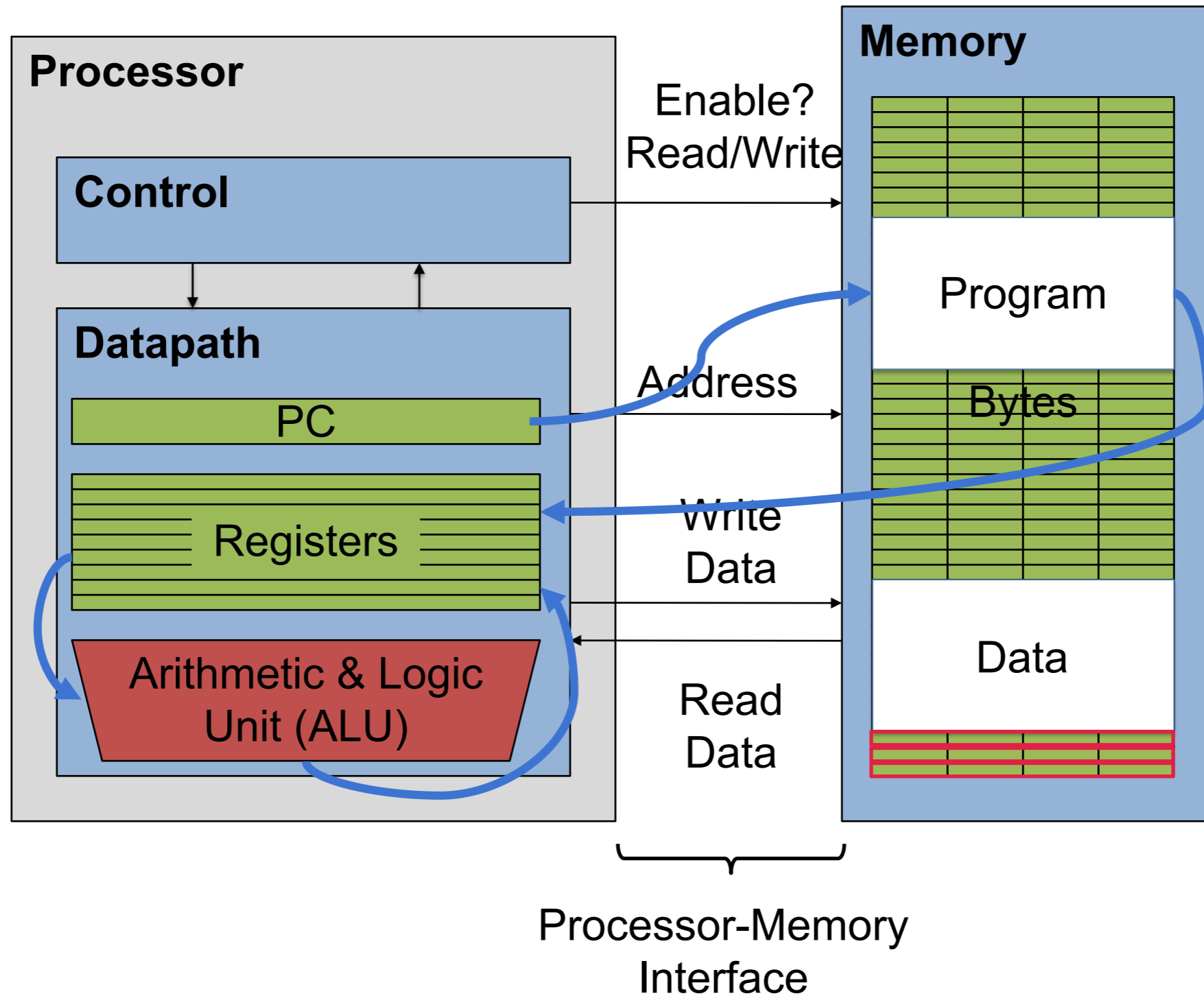
- A CPU that support RV32I can have so many states



- Consider the 32 registers alone
 - x0 always 0
 - Each bit in the other registers can be 0 or 1
- Not practical to enumerate all the state transitions
- Top-down design: build small modules and then connect them as needed
- Most digital systems can be divided into datapath and controller
 - Datapath contains data processing and storage
 - Controller controls data flow and state change (still can be modeled as FSM)
- Recall the execution of an instruction

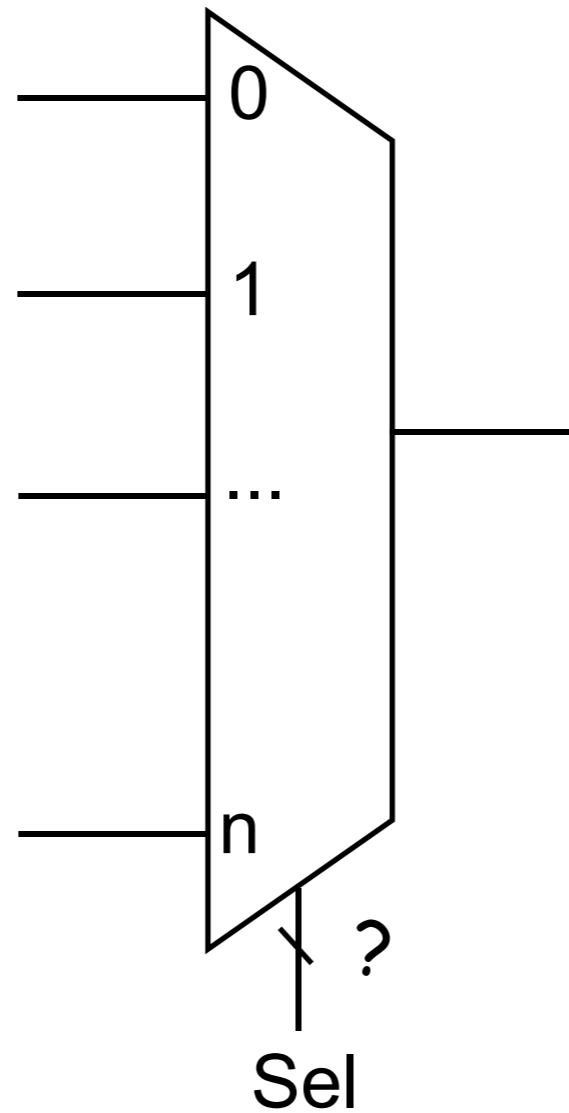
- Our Goal: Implement a RISC-V processor as a synchronous digital system (SDS).
- Each RV32I instruction can be done within 1 clock cycle (single-cycle CPU).

Datapath



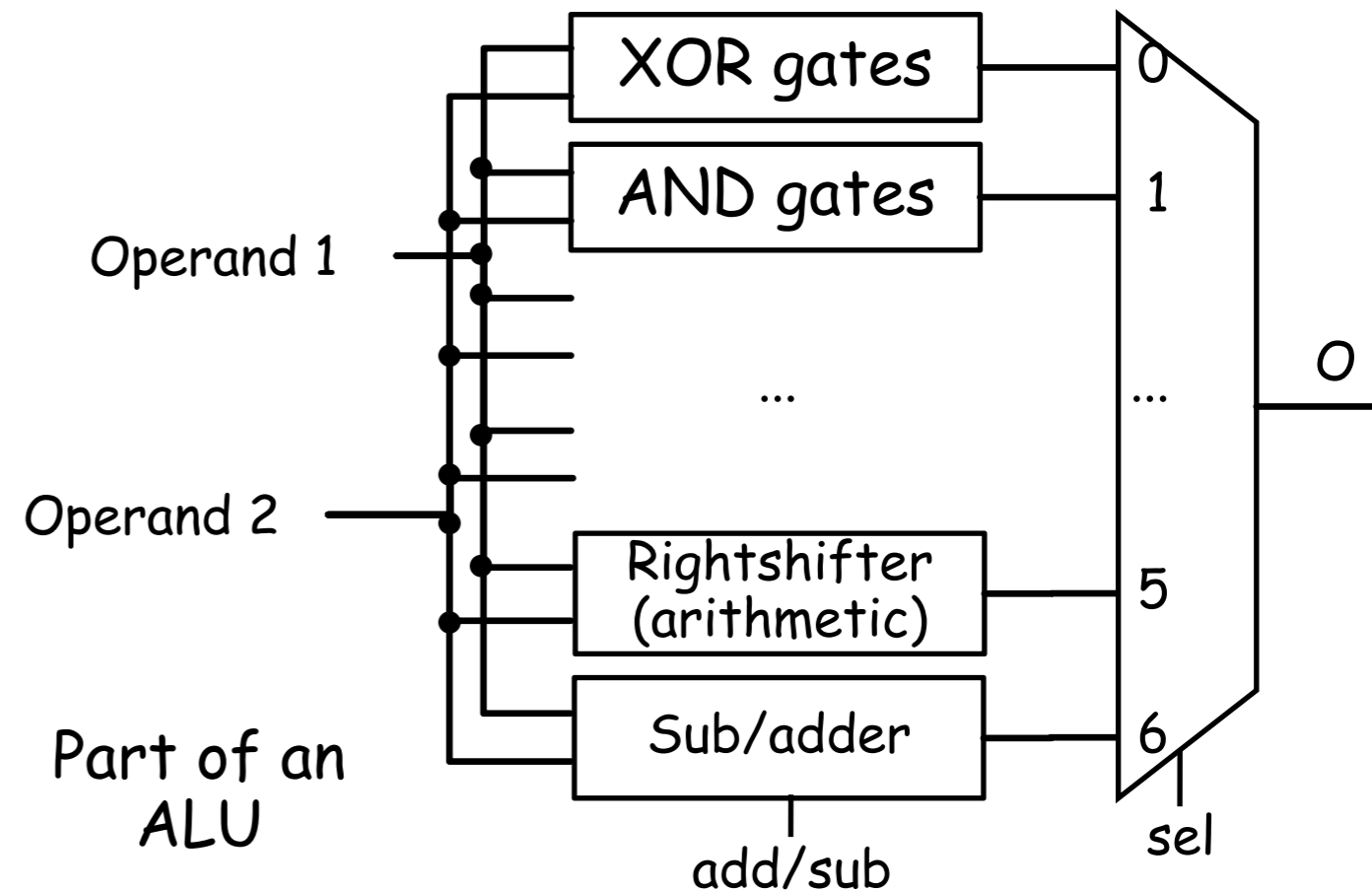
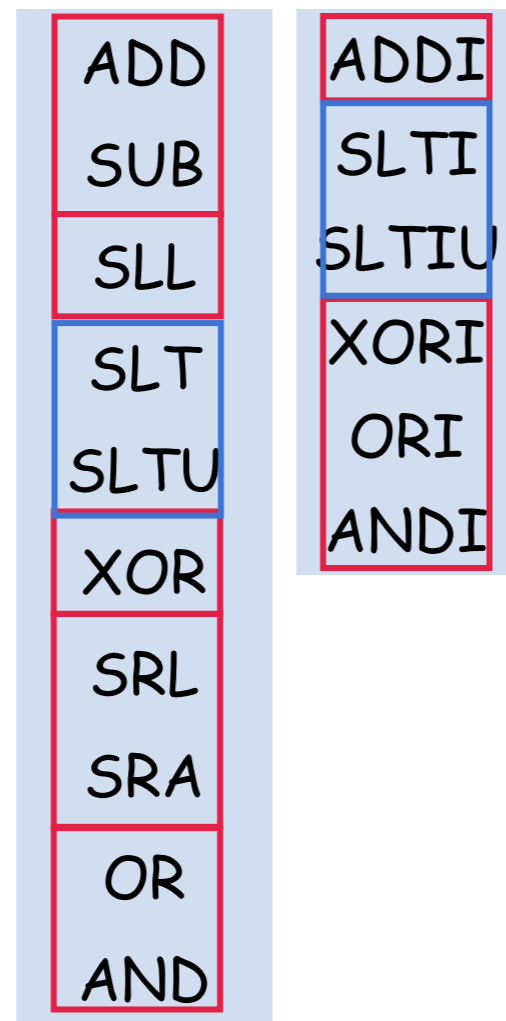
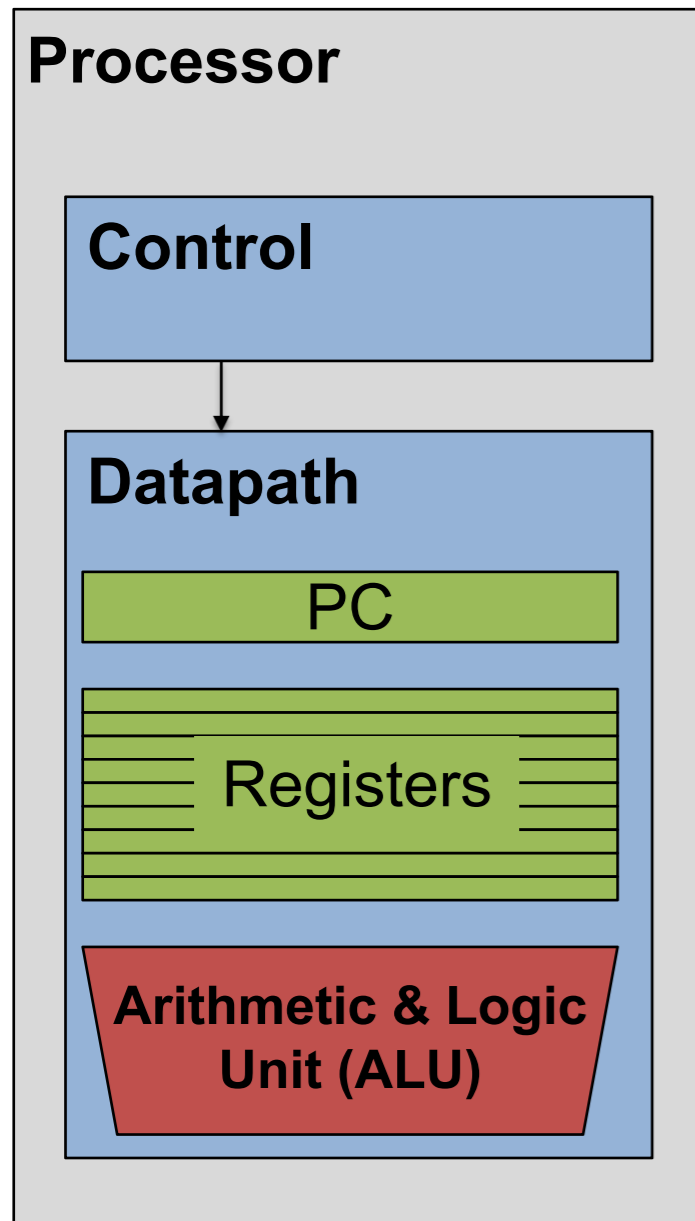
Multiplexer

- N-to-1 multiplexer symbol



ALU

- An ALU should be able to execute all the arithmetic and logic operations

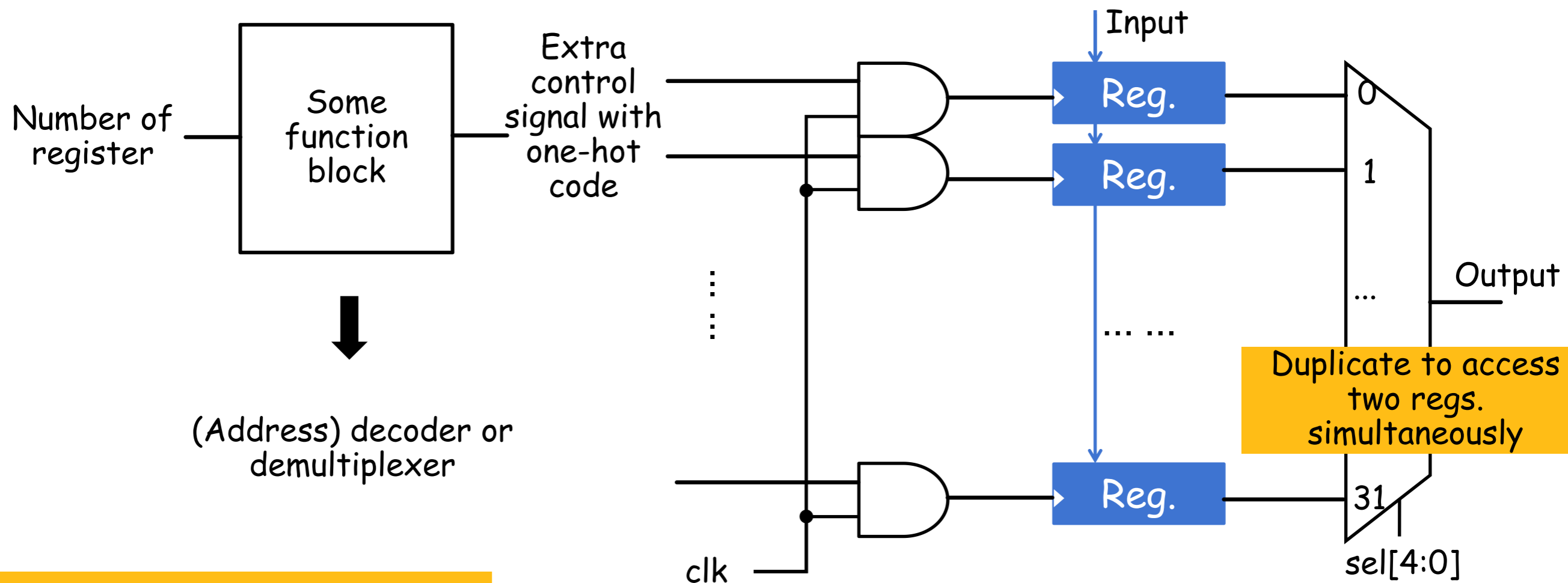


Note that all the signals except the selection signals are 32-bit.

- ALU design that supports R-/I-arithmetic and logic operations completed

Register file

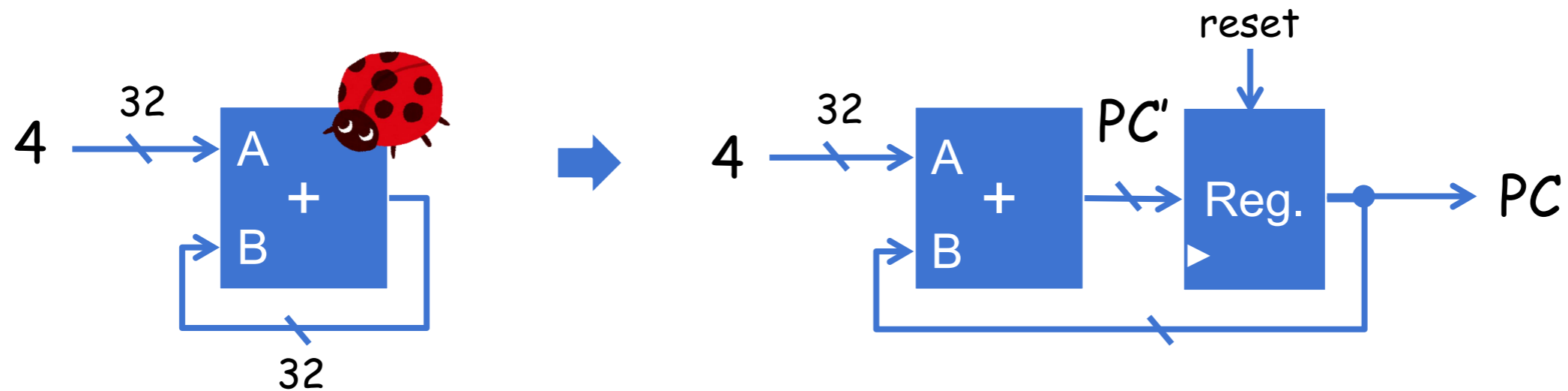
- The register file is the component that contains all the general purpose registers of the microprocessor
- A register file should provide data given the register numbers
- A register file should be able to change the stored value
 - How do we change values of a specific reg.?



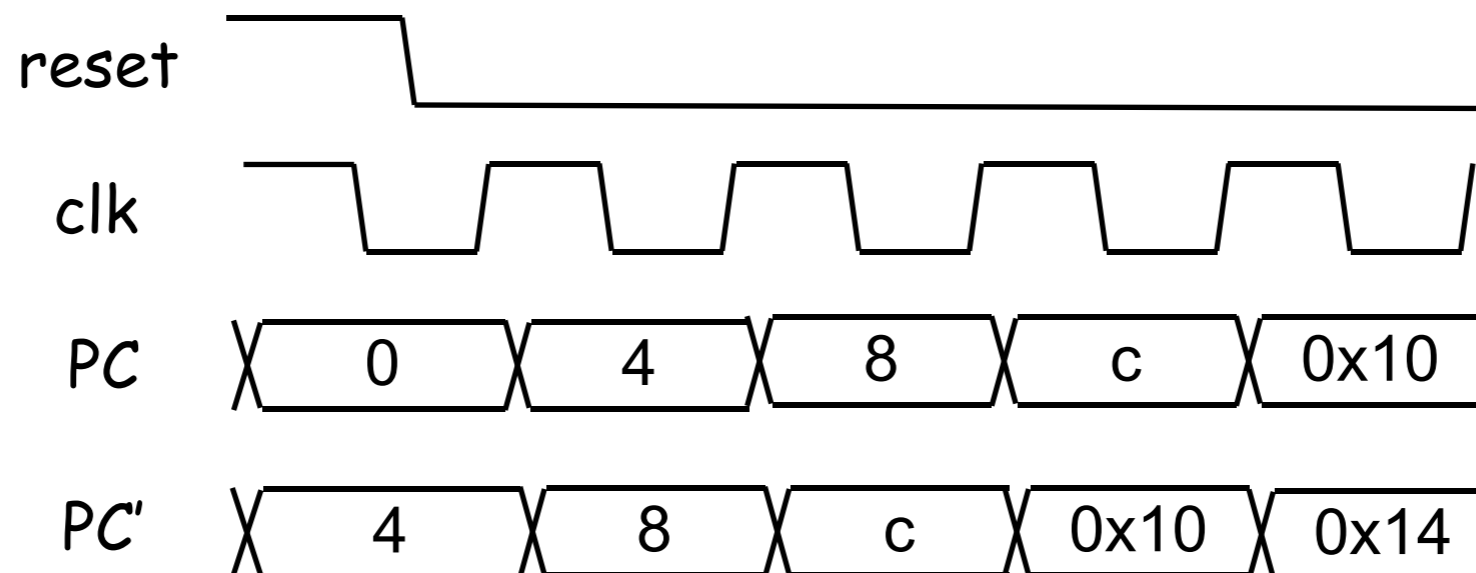
- Reg. file design completed

We have covered PC register previously

- Synchronous digital circuit can have feedback, e.g., iterative accumulator
 - e.g. $PC = PC + 4$ without considering branch or jump

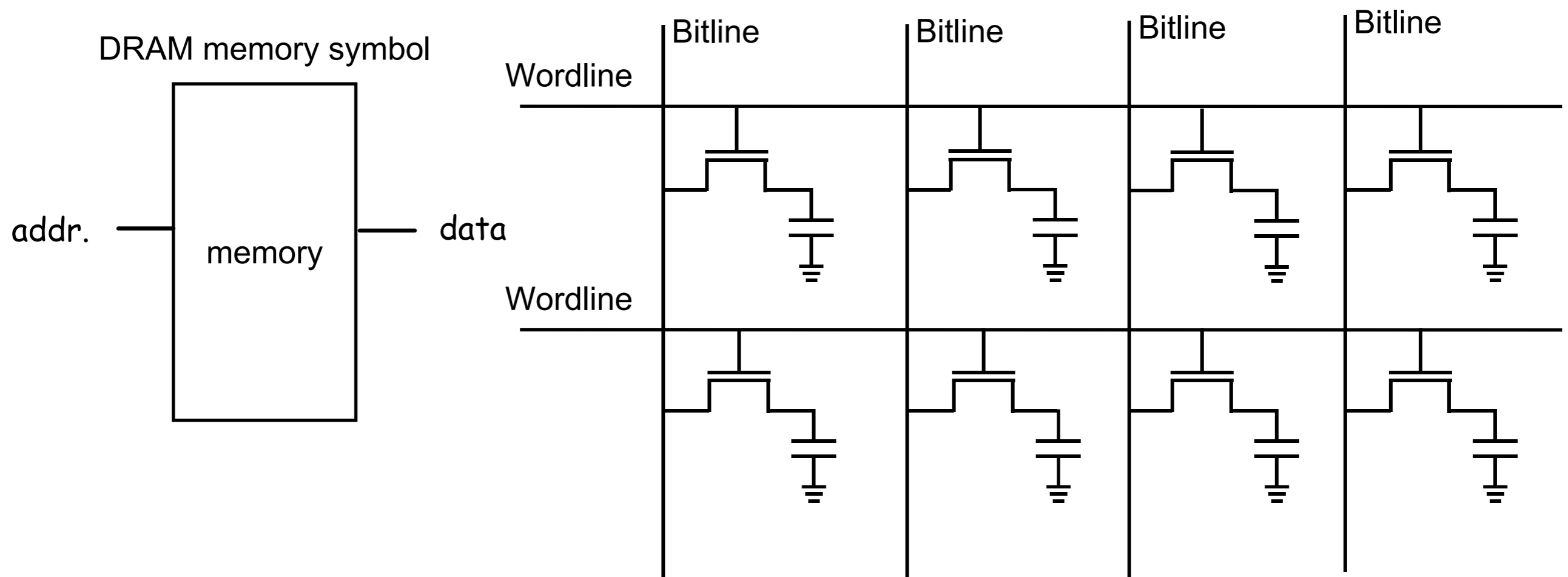


- Timing diagram

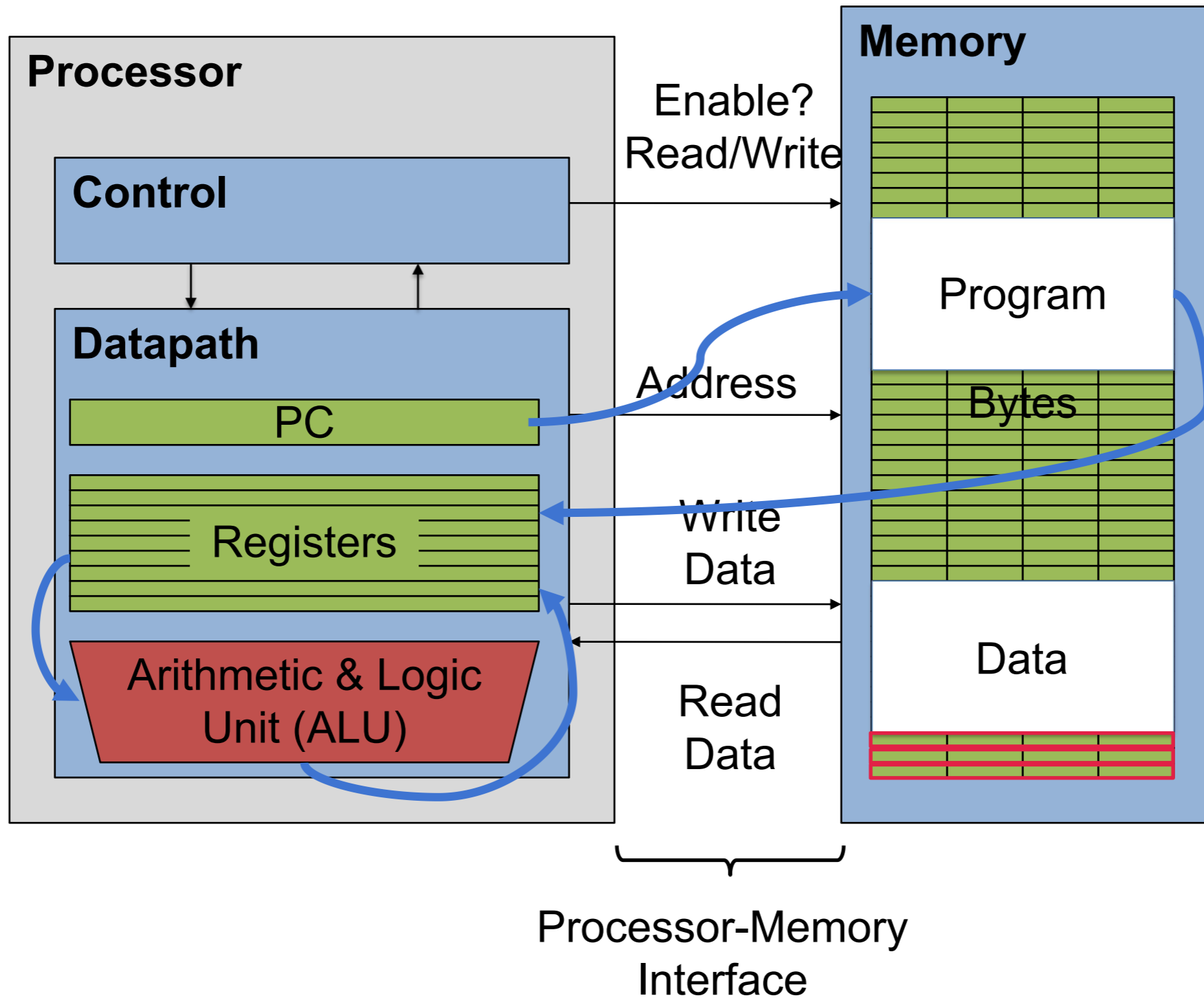


Useful building blocks-Memory

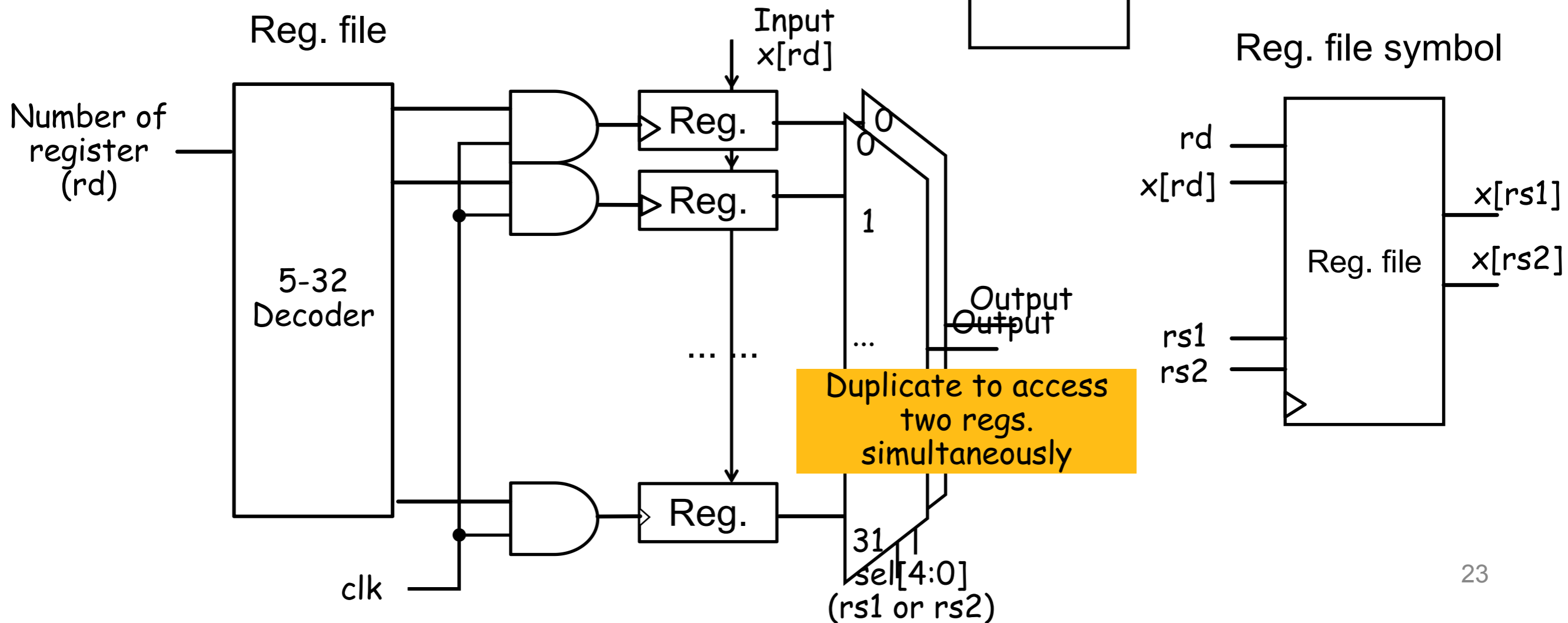
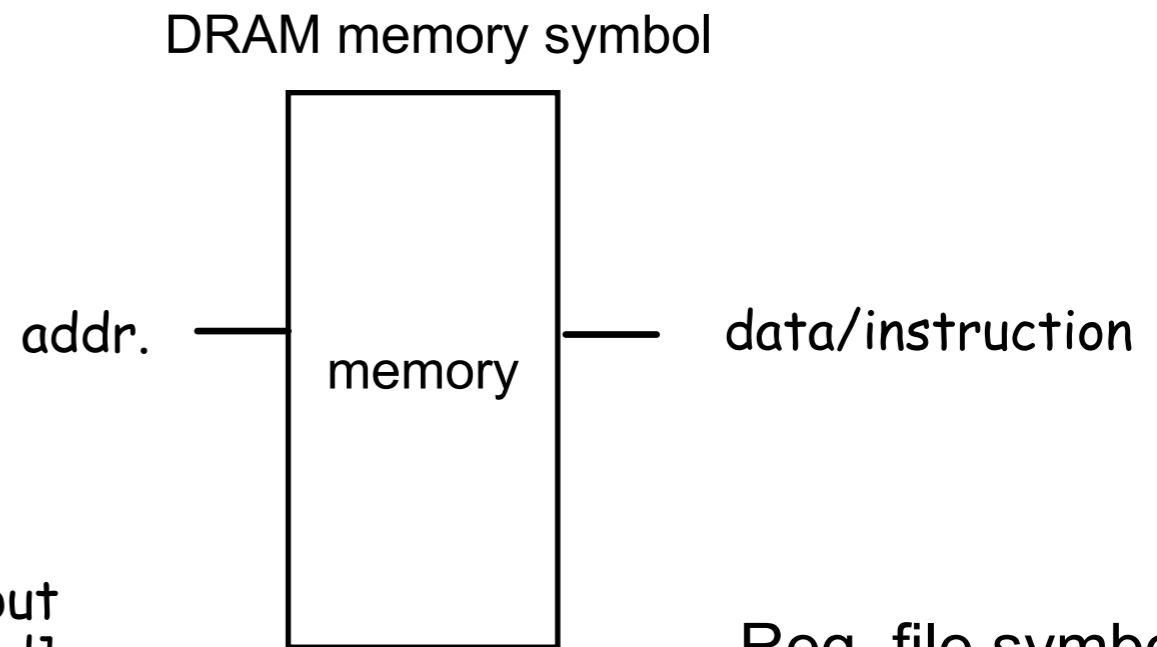
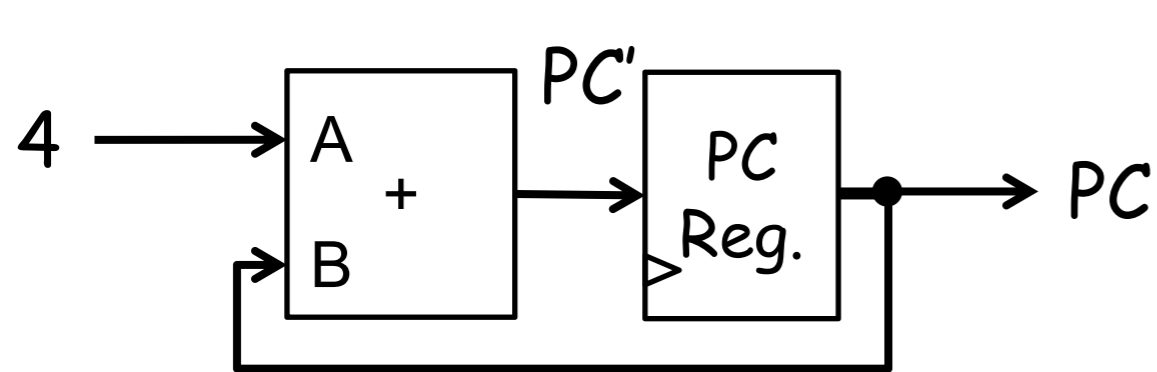
- Memory similar to register file except that the basic cell design is different
- Requires refresh for DRAM
- For ease of implementation, we only use its behavior model



Datapath

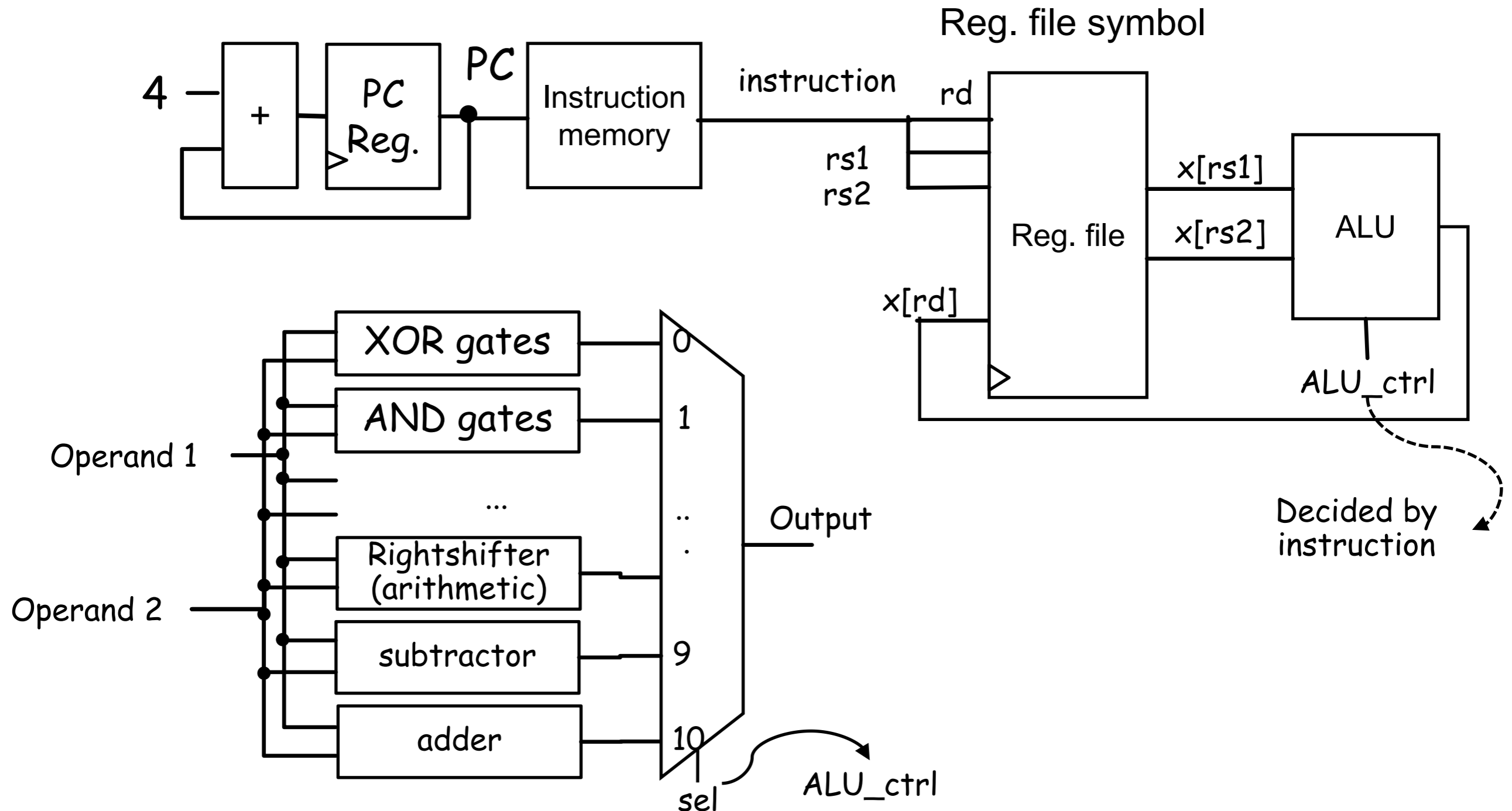


Datapath



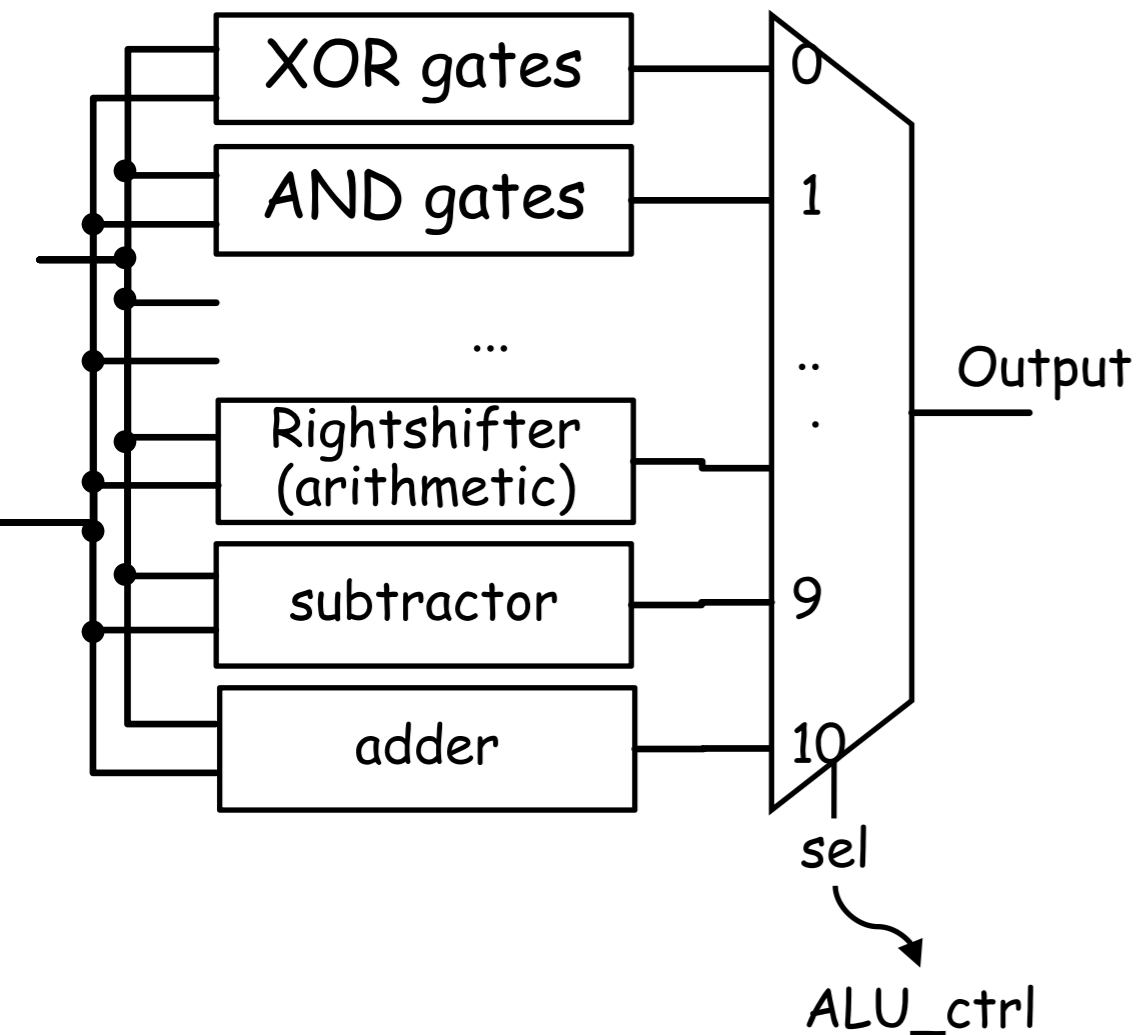
Datapath for R-type

- We have all the building blocks to execute R-type instructions



Datapath for R-type

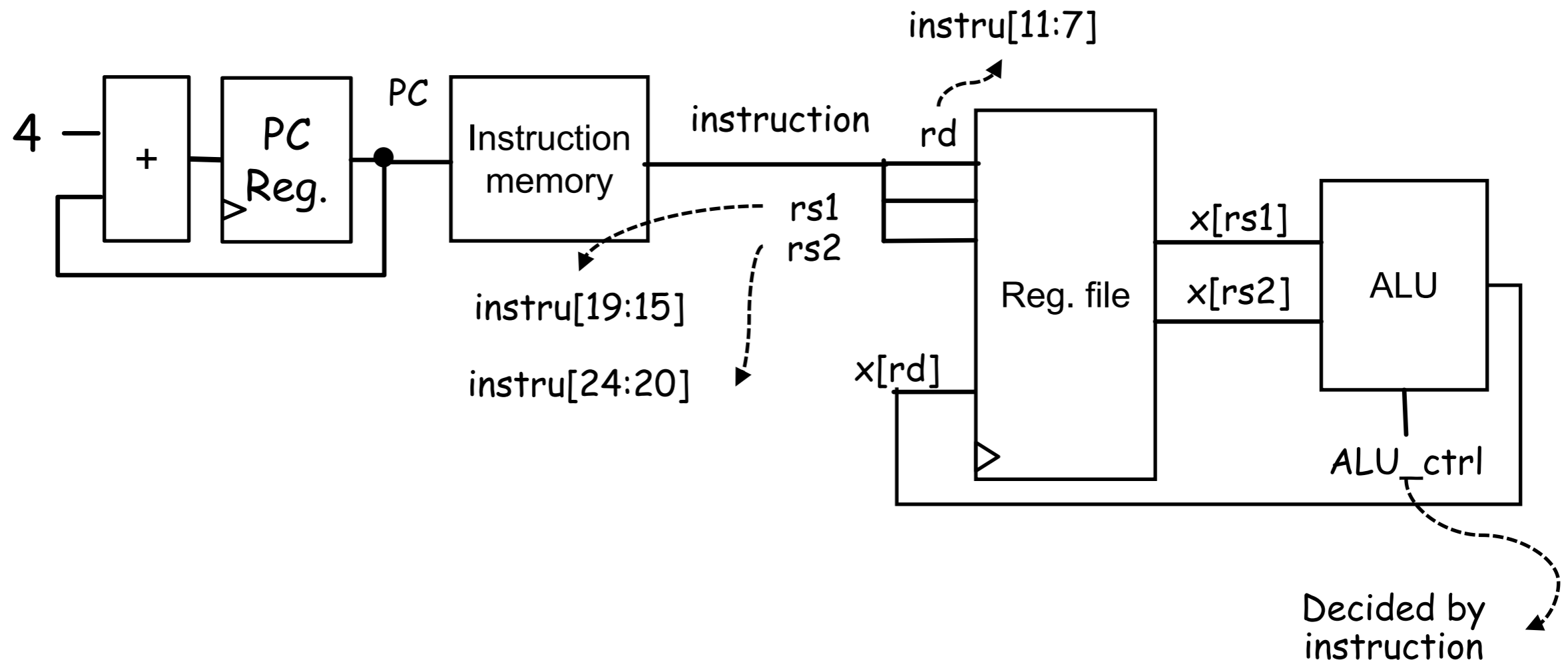
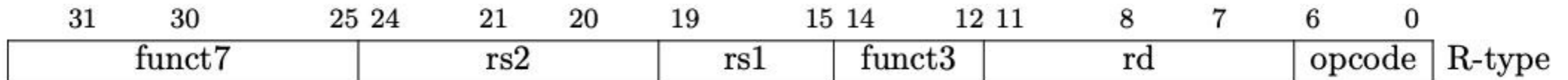
- We have all the building blocks to execute R-type instructions



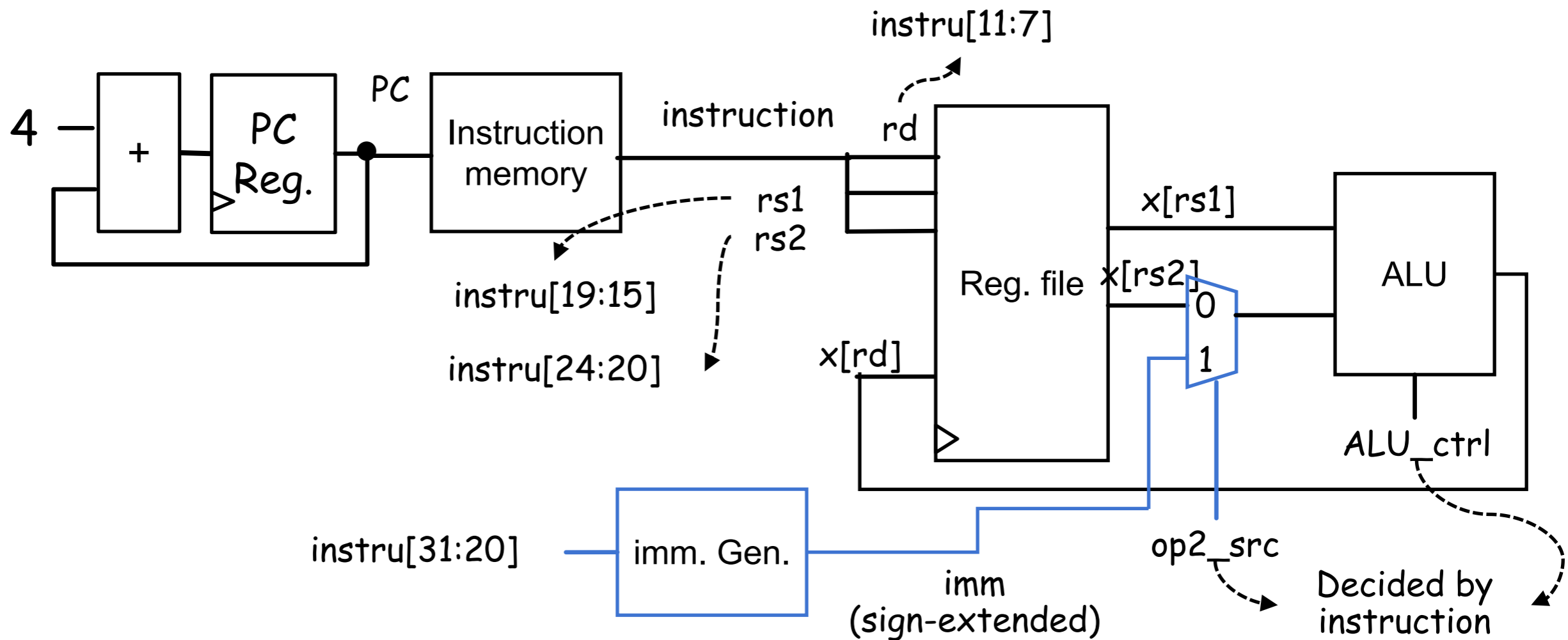
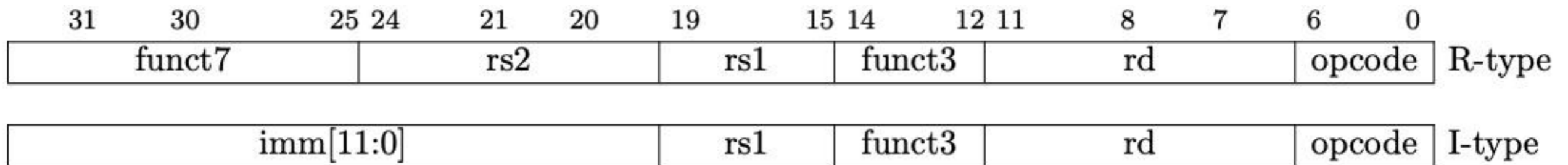
0000000	rs2	rs1	000	rd	0110011	ADD
0100000	rs2	rs1	000	rd	0110011	SUB
0000000	rs2	rs1	001	rd	0110011	SLL
0000000	rs2	rs1	010	rd	0110011	SLT
0000000	rs2	rs1	011	rd	0110011	SLT U
0000000	rs2	rs1	100	rd	0110011	XOR
0000000	rs2	rs1	101	rd	0110011	SRL
0100000	rs2	rs1	101	rd	0110011	SRA
0000000	rs2	rs1	110	rd	0110011	OR
0000000	rs2	rs1	111	rd	0110011	AND

Datapath for R-type

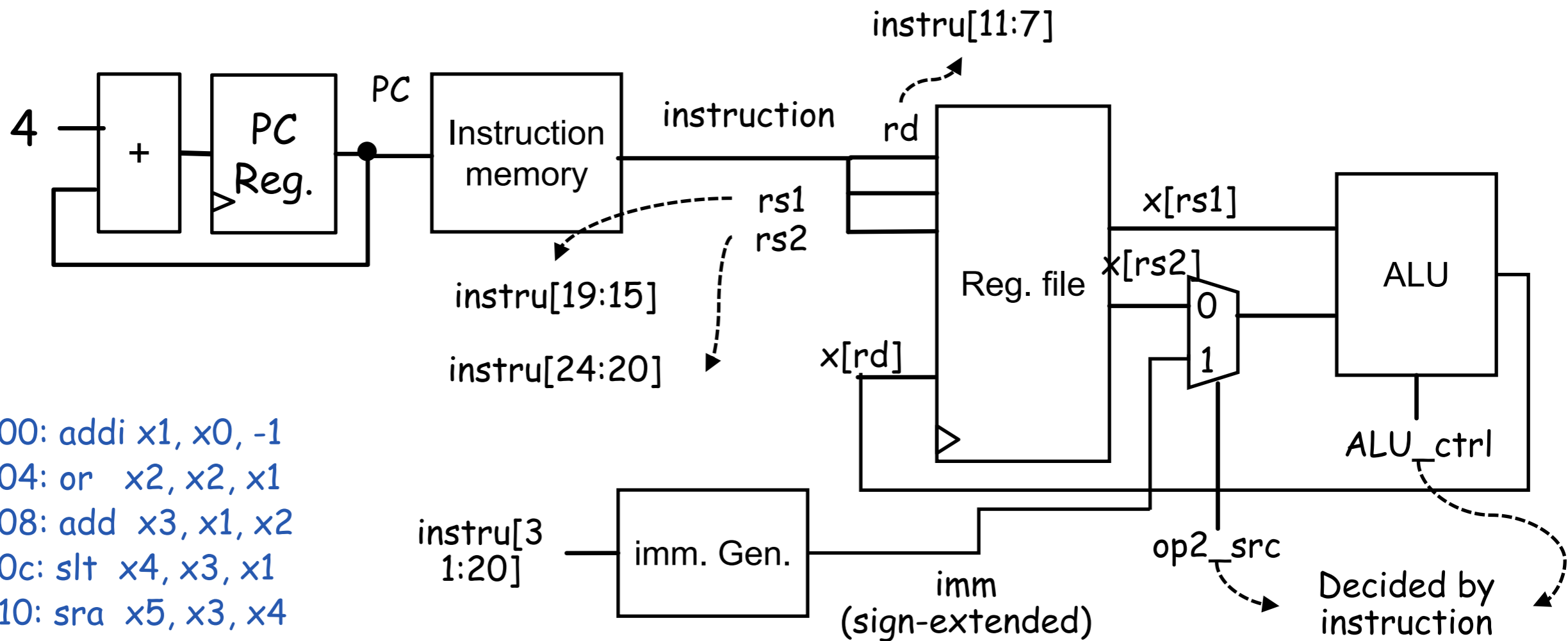
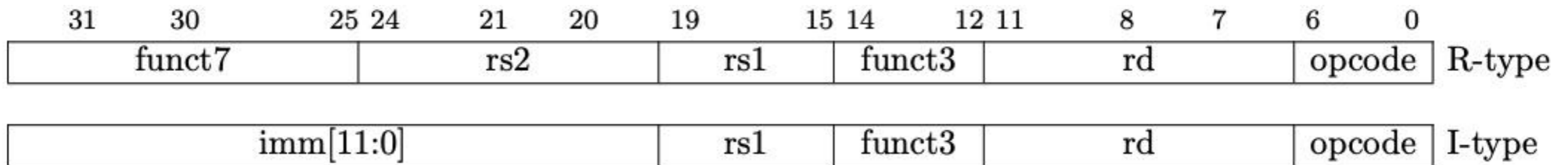
- We have all the building blocks to execute R-type instructions



Datapath for I-type arithmetic and logic

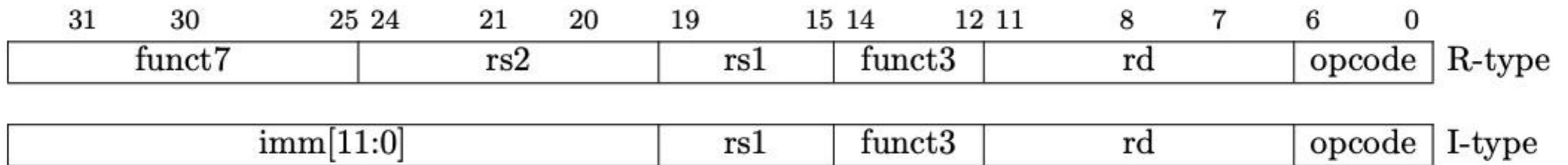


Example

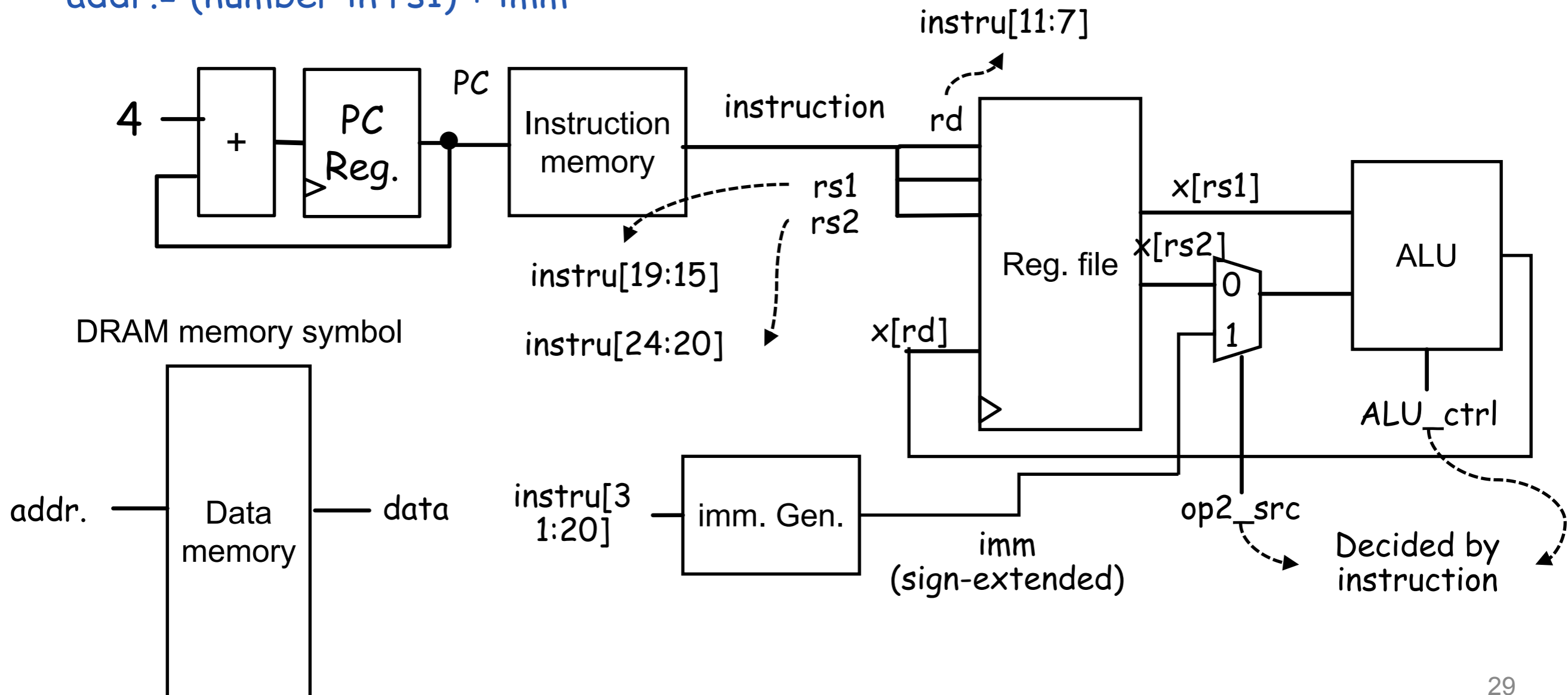


0x1000: addi x1, x0, -1
 0x1004: or x2, x2, x1
 0x1008: add x3, x1, x2
 0x100c: slt x4, x3, x1
 0x1010: sra x5, x3, x4
 0x1014: sub x0, x5, x4

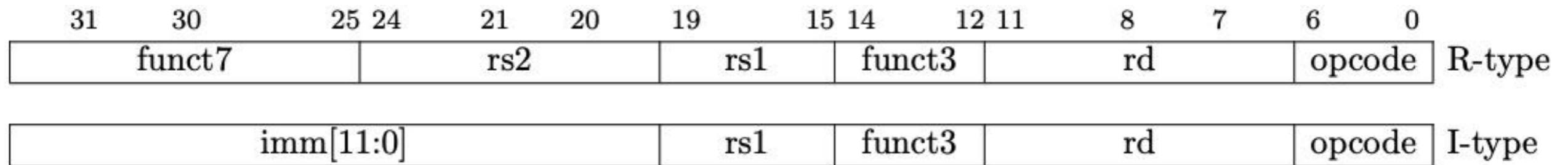
Datapath for more types ...



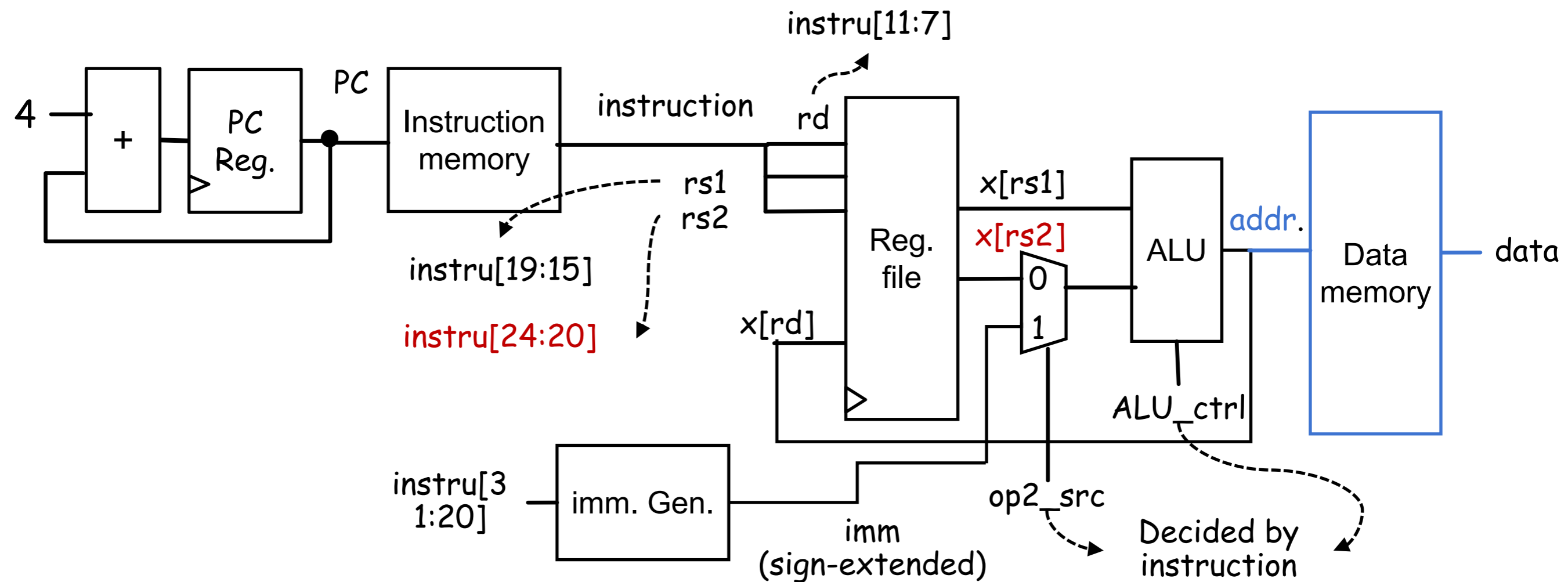
- $lw\ rd, imm(rs1)$: Load word at addr. to register rd
 $addr. = (\text{number in } rs1) + imm$



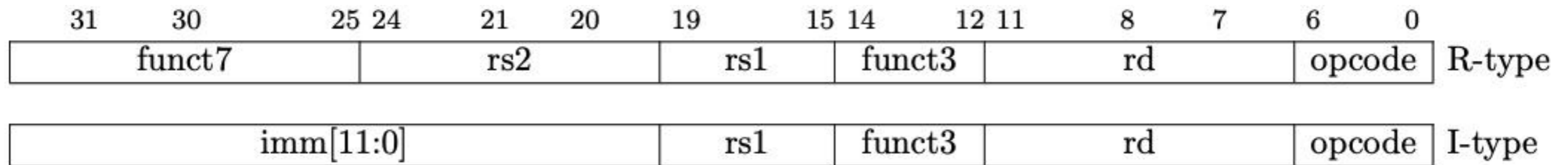
Datapath for I-type load



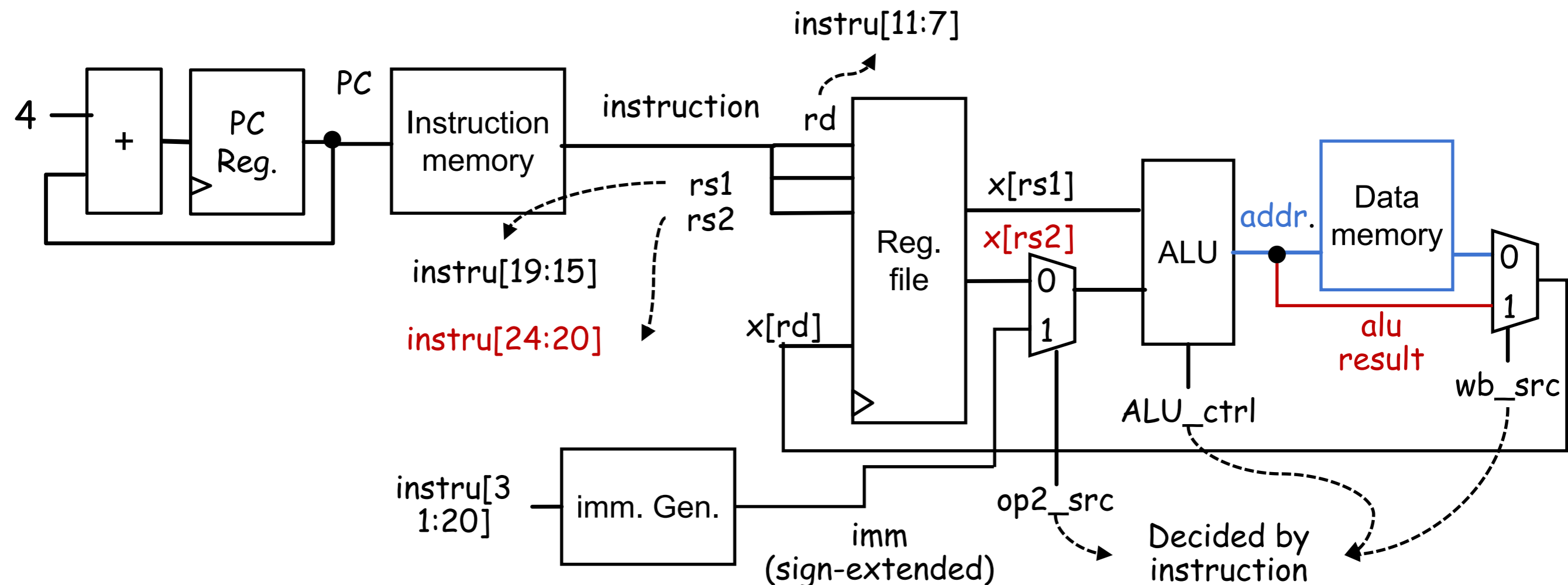
- $lw\ rd, imm(rs1)$: Load word at addr. to register rd
 $addr. = (\text{number in } rs1) + imm$



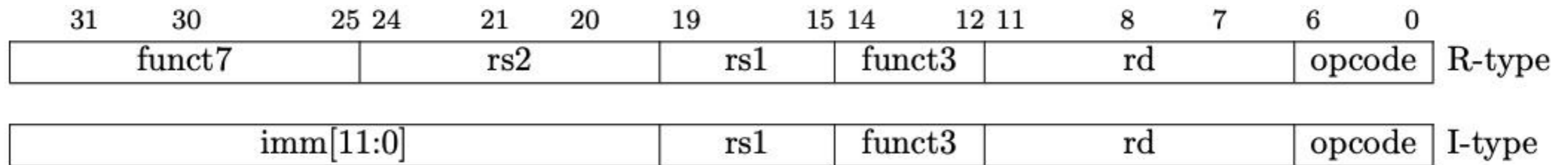
Datapath for I-type load



- $lw\ rd, imm(rs1)$: Load word at addr. to register rd
 $addr. = (\text{number in } rs1) + imm$

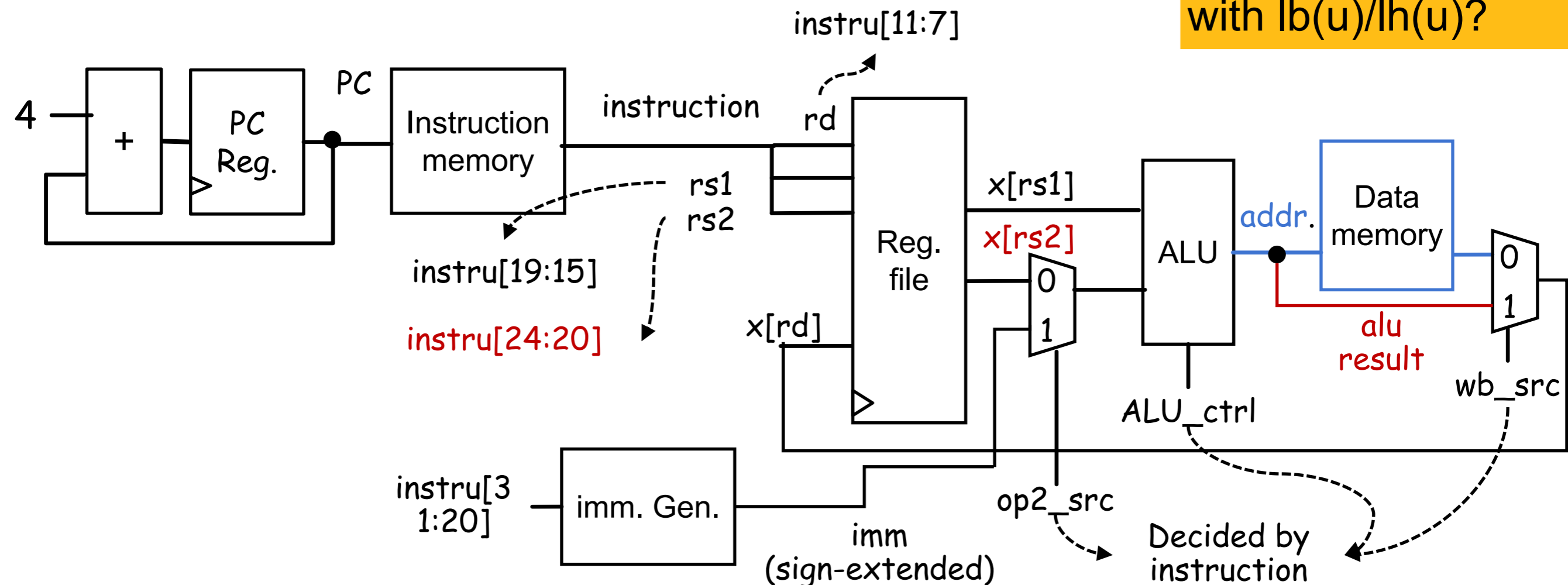


Datapath for I-type load

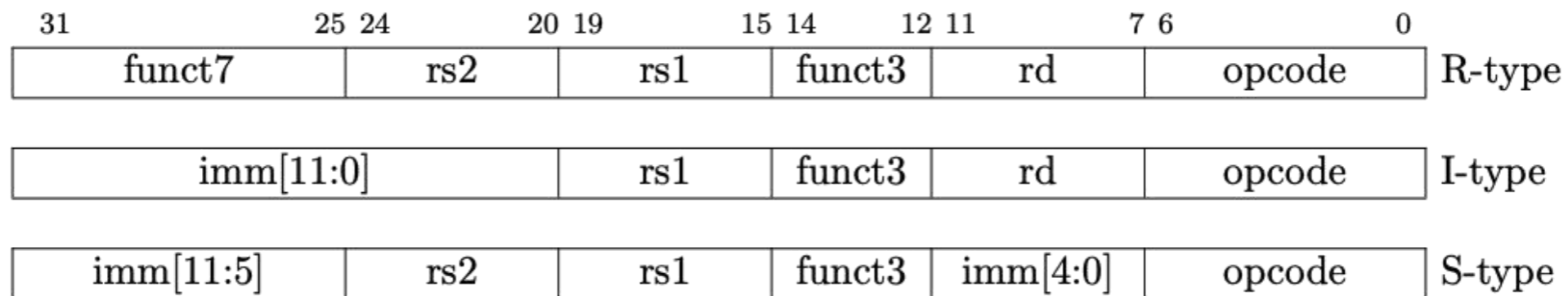


- $lw\ rd, imm(rs1)$: Load word at addr. to register rd
 $addr. = (\text{number in } rs1) + imm$

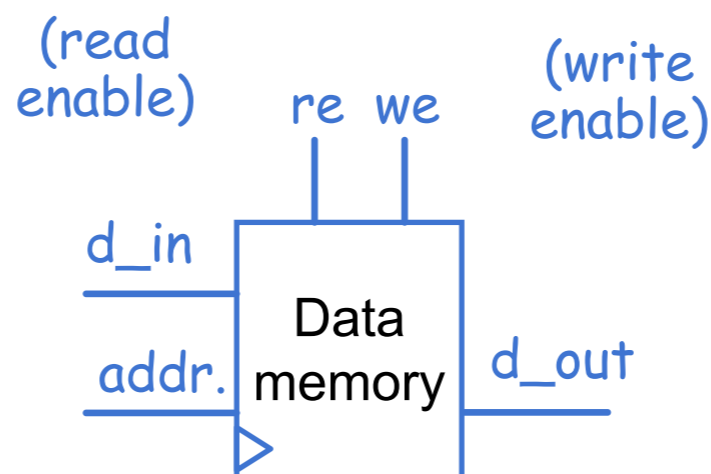
How would you deal with lb(u)/lh(u)?



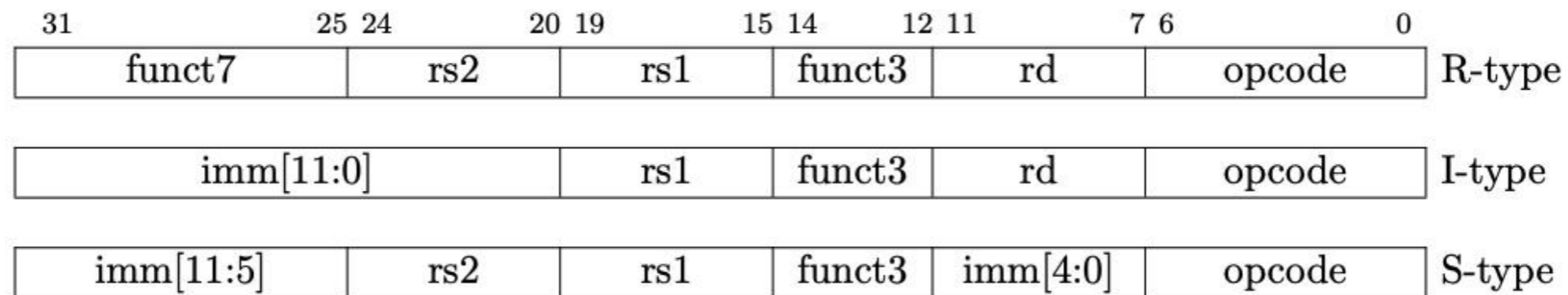
Datapath for S-type store



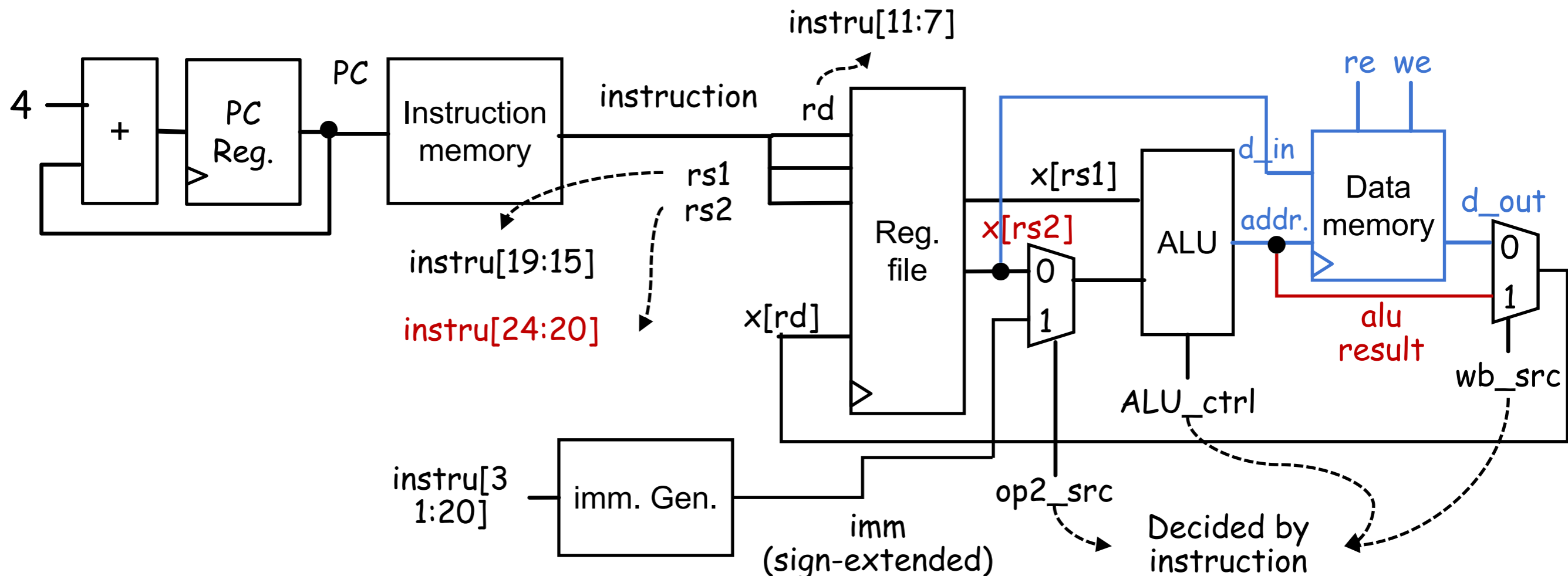
- Recall that in an FSM, only when there is a trigger (clk edge), the state can change.
- We assume that the change of data memory (memory-write) is also governed by clk edge.
- Assume behavior model of data memory:
 - When $we=1 \ \&\& \ re=0$, at clk rising edge, $data[addr.] = d_in$; d_out stays at high-resistance ("z", output nothing)
 - When $we=re=0$, d_out stay at high-resistance (output nothing, state would not change); $we=re=1$ is forbidden
 - When $we=0 \ \&\& \ re=1$, $d_out = data[addr.]$



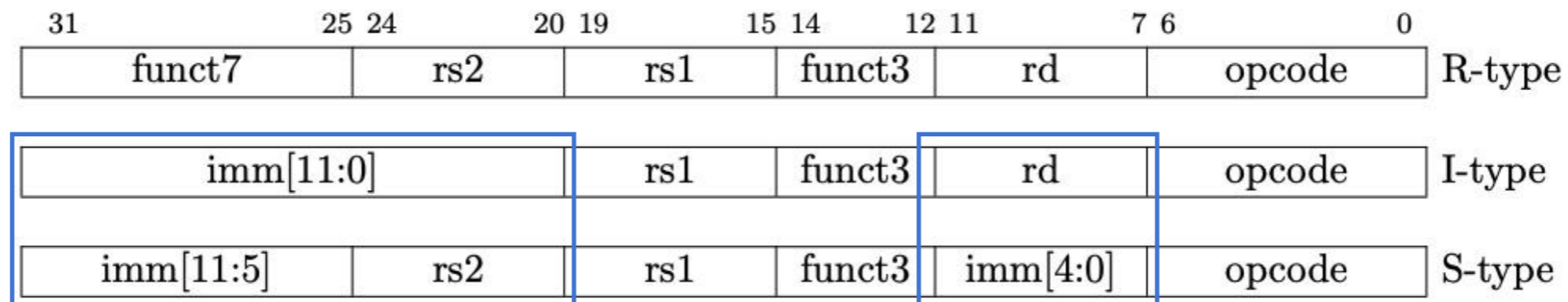
Datapath for S-type store



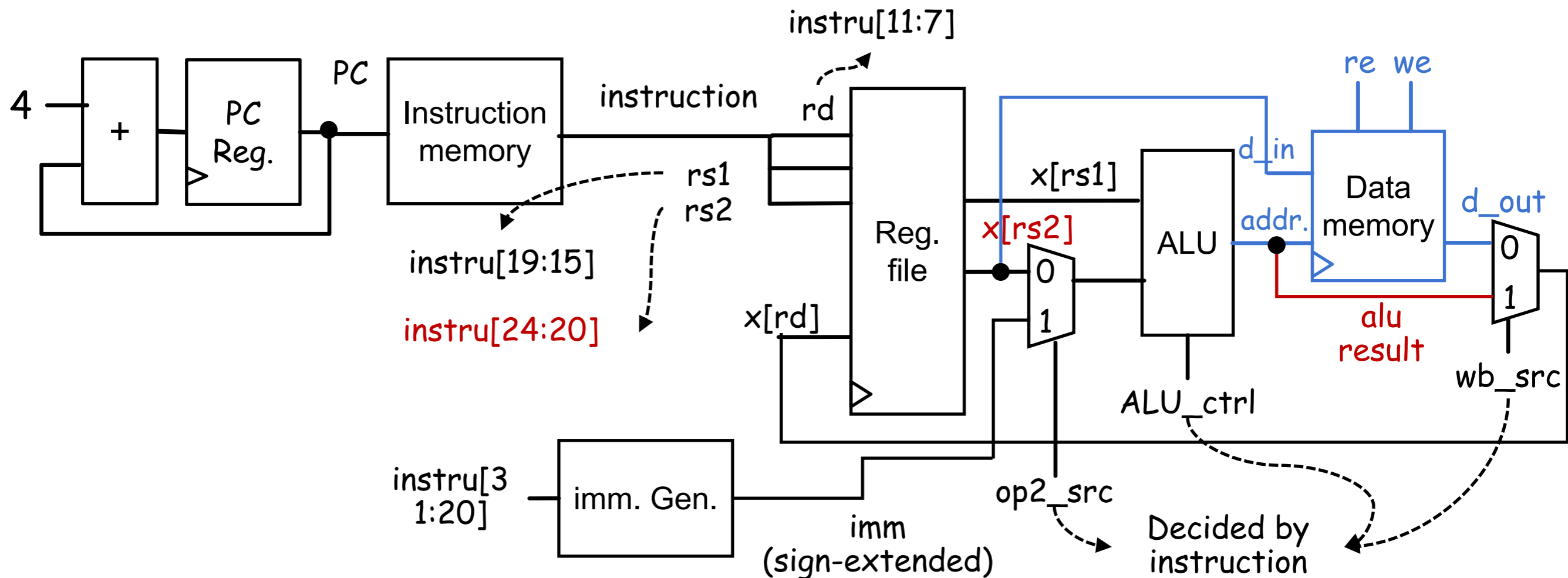
- $sw\ rs2,\ imm(rs1)$: Store word in $rs2$ to memory addr.
 $addr. = (\text{number in } rs1) + imm$



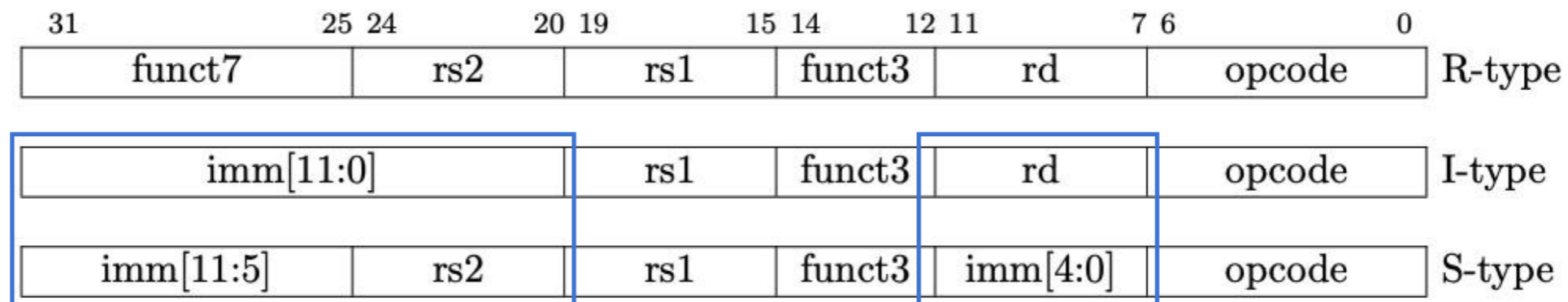
Datapath for S-type store



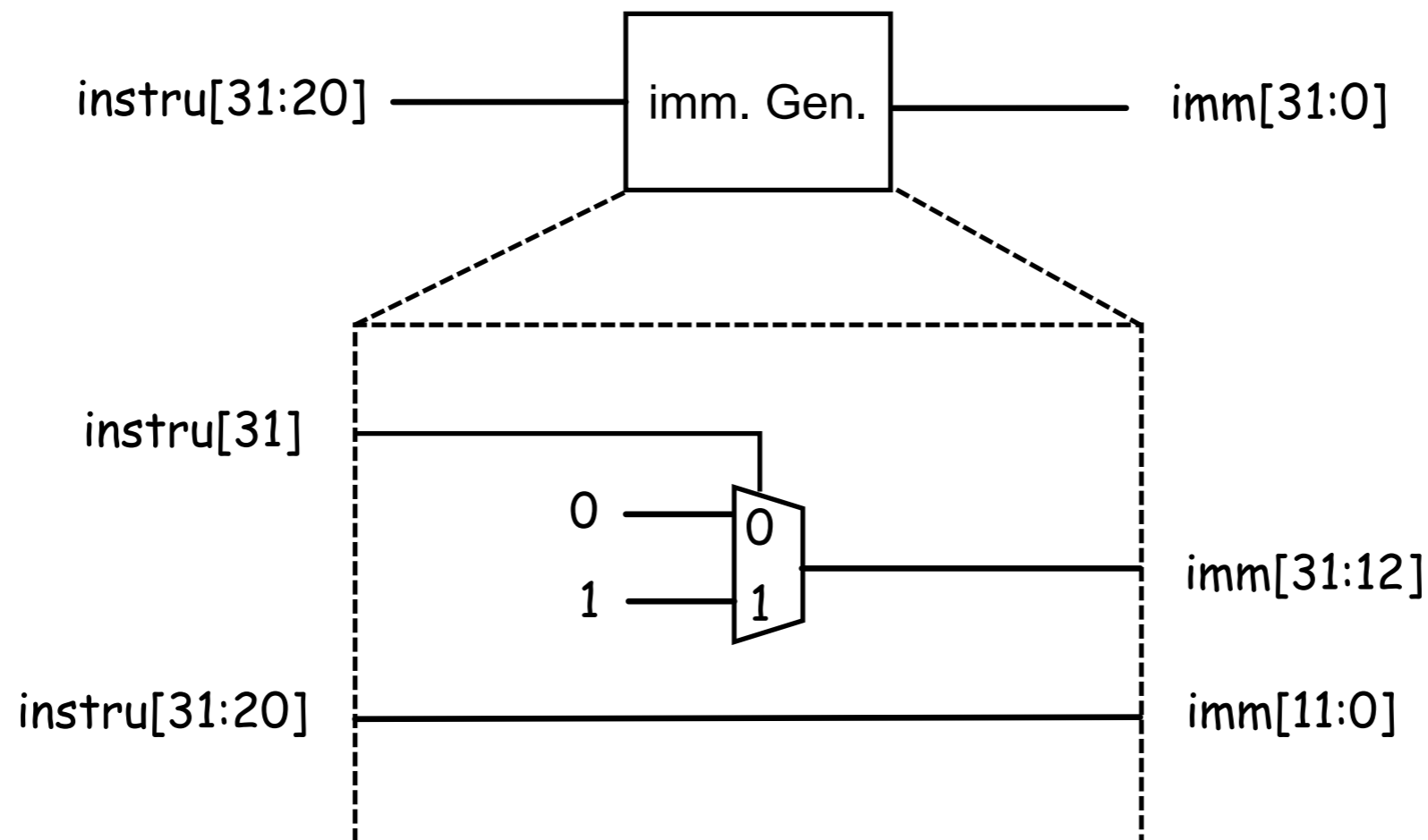
- $sw\ rs2,\ imm(rs1)$: Store word at $rs2$ to memory addr.
 $addr. = (\text{number in } rs1) + imm$



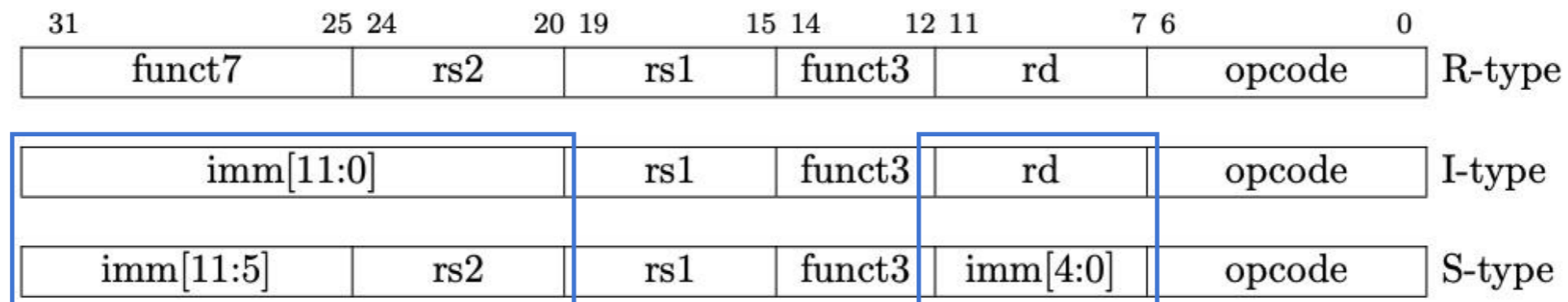
Imm. Gen.



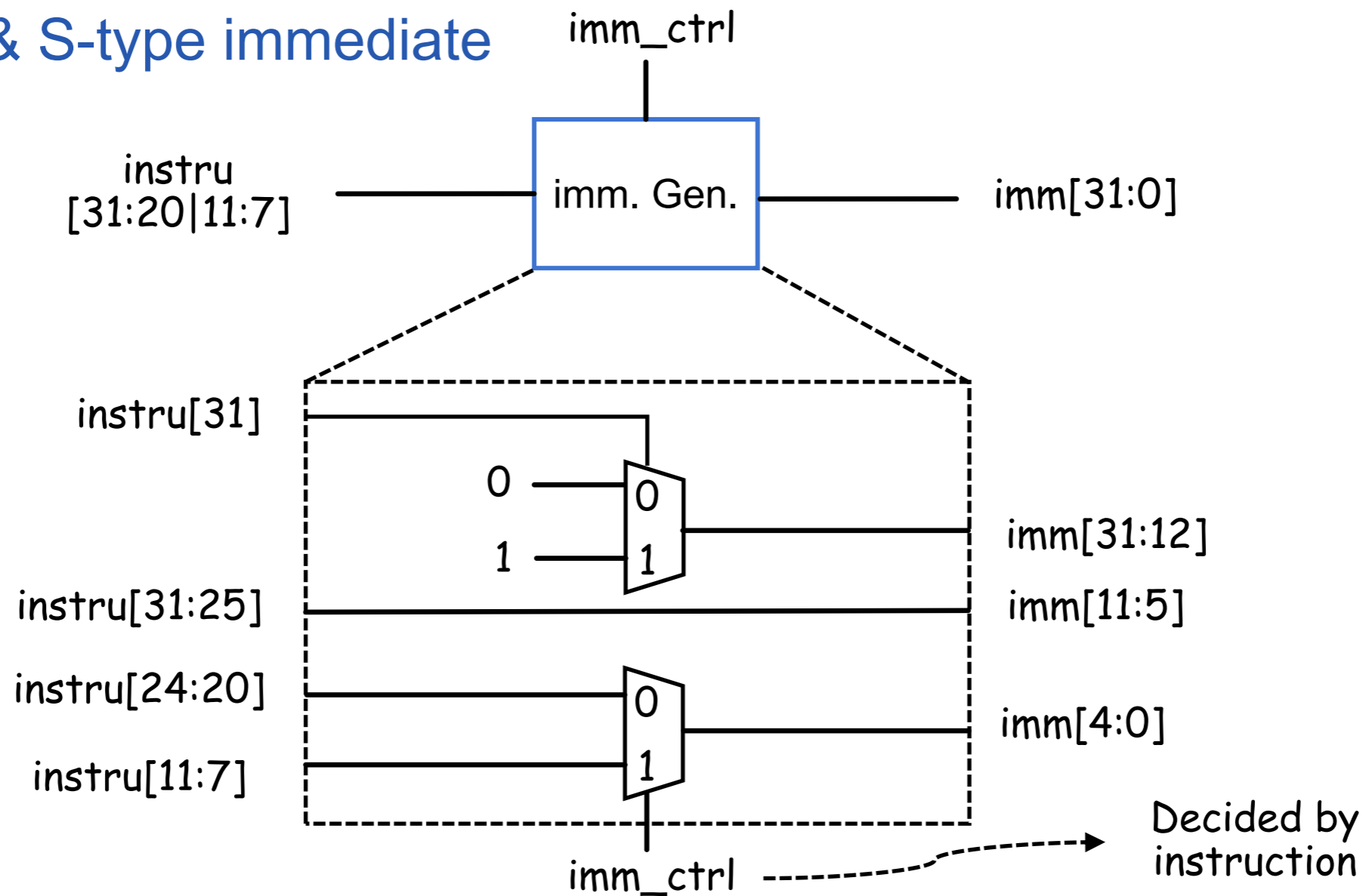
- I-type immediate



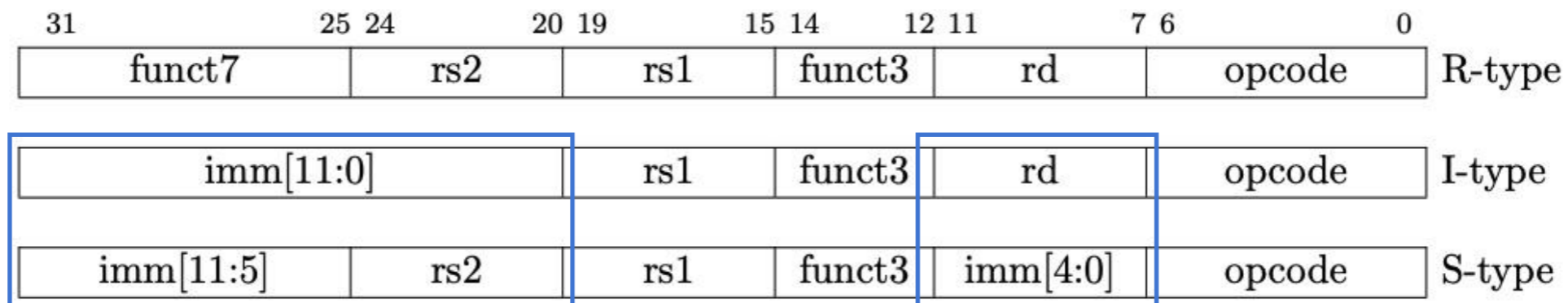
Imm. Gen.



- I-type & S-type immediate

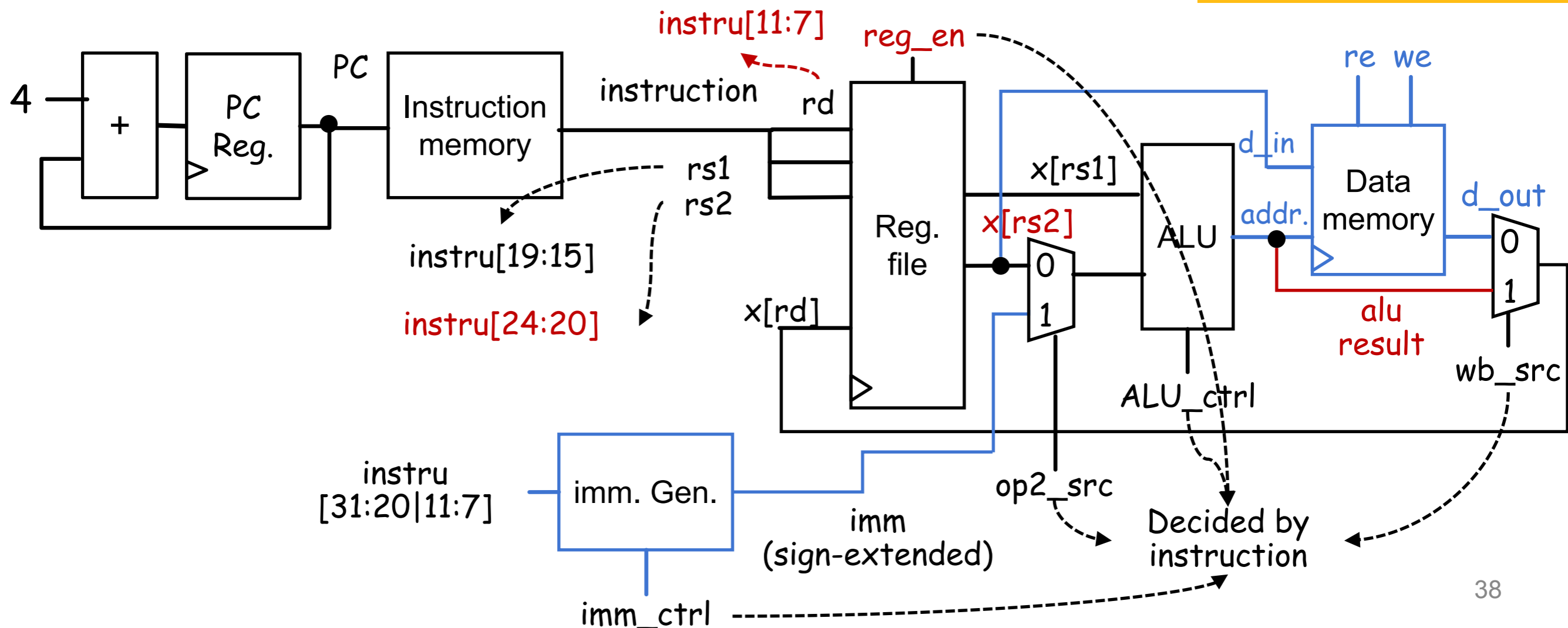


Datapath for S-type store

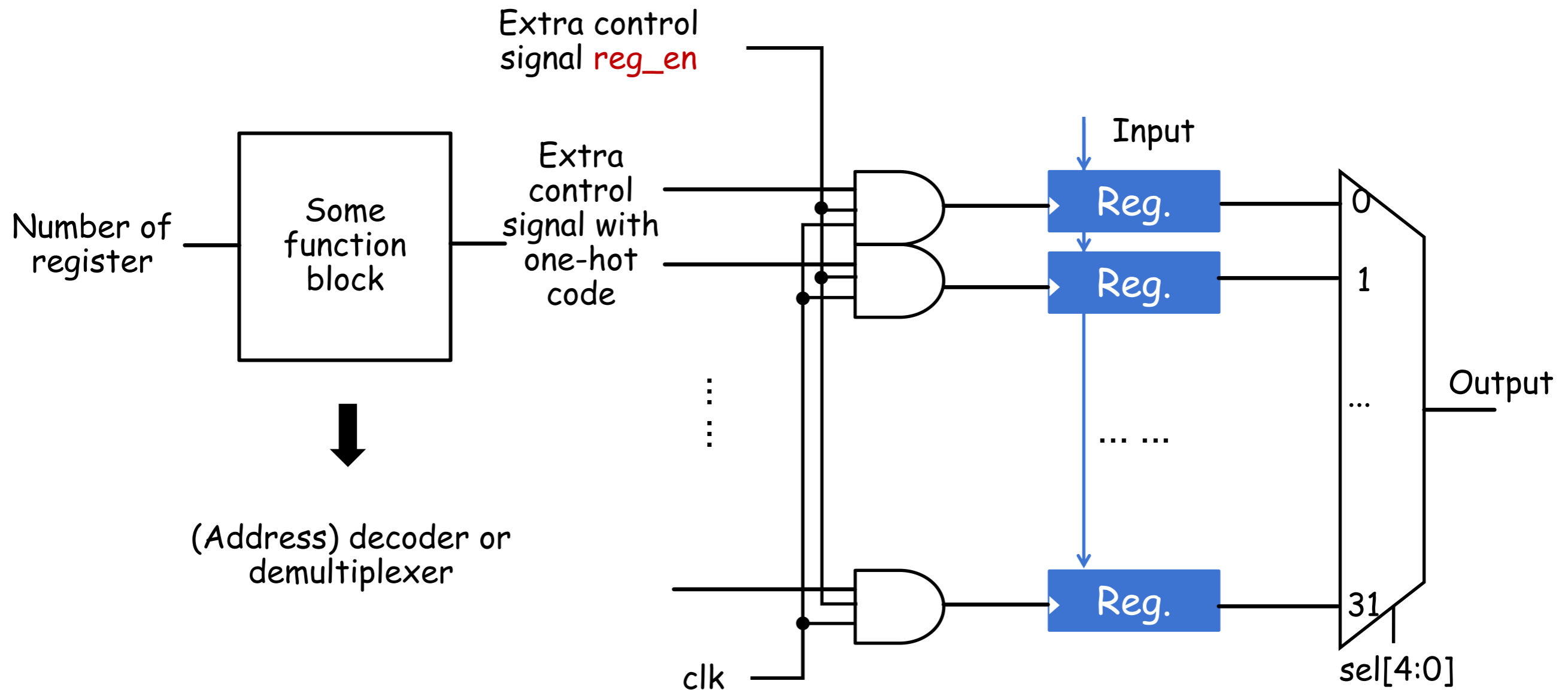


- $sw\ rs2,\ imm(rs1)$: Store word at $rs2$ to memory addr.
 $addr. = (\text{number in } rs1) + imm$

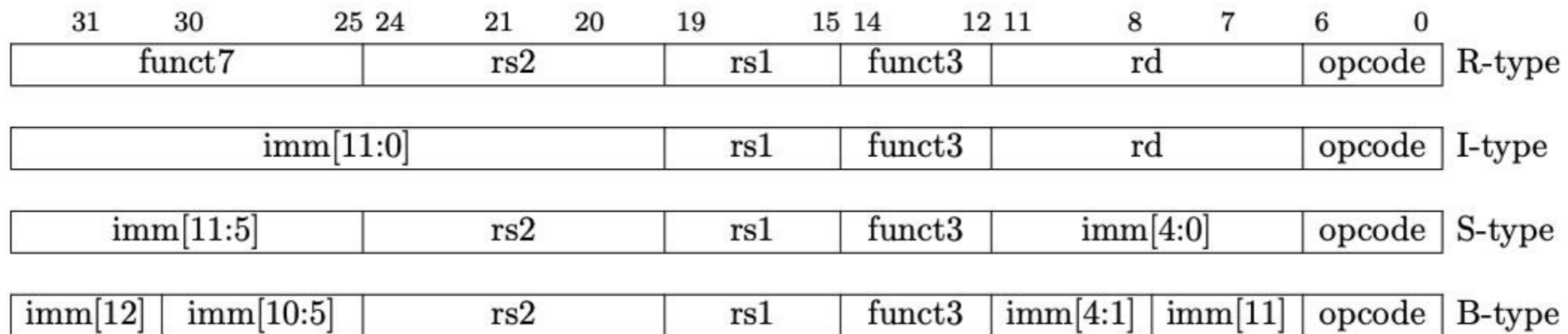
Something wrong!



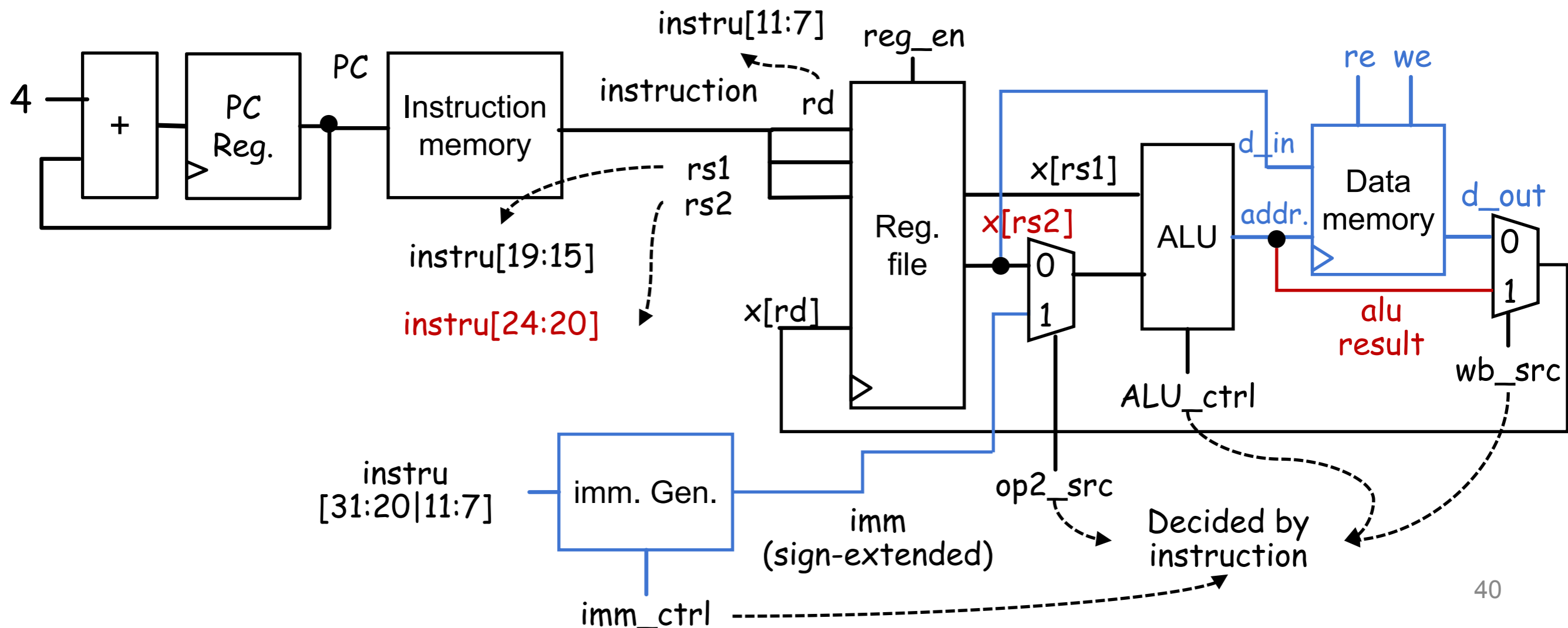
Regfile modification



Datapath for B-type



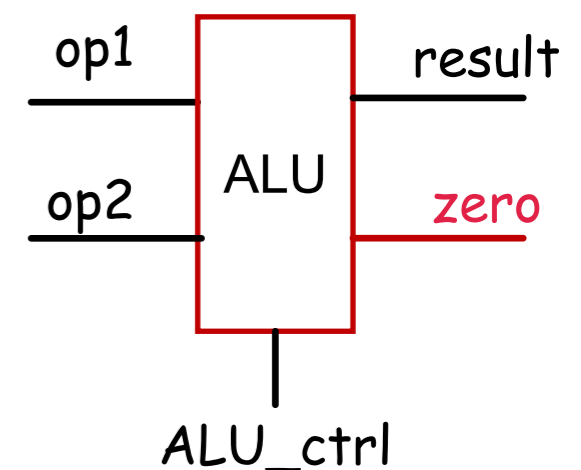
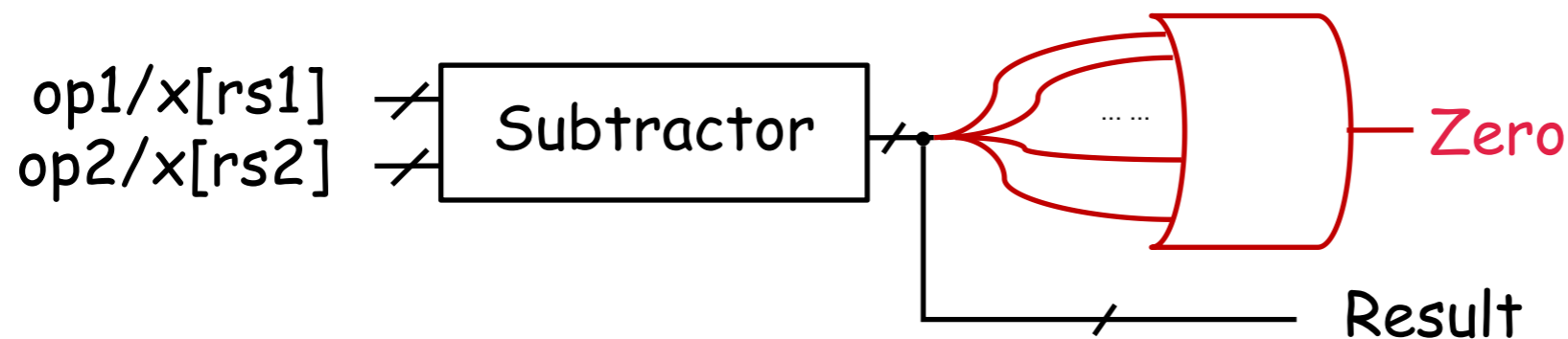
- `beq rs1,rs2,L(imm/label)`
- Go to label if $x[rs1] == x[rs2]$; otherwise, go to next statement



Datapath for B-type

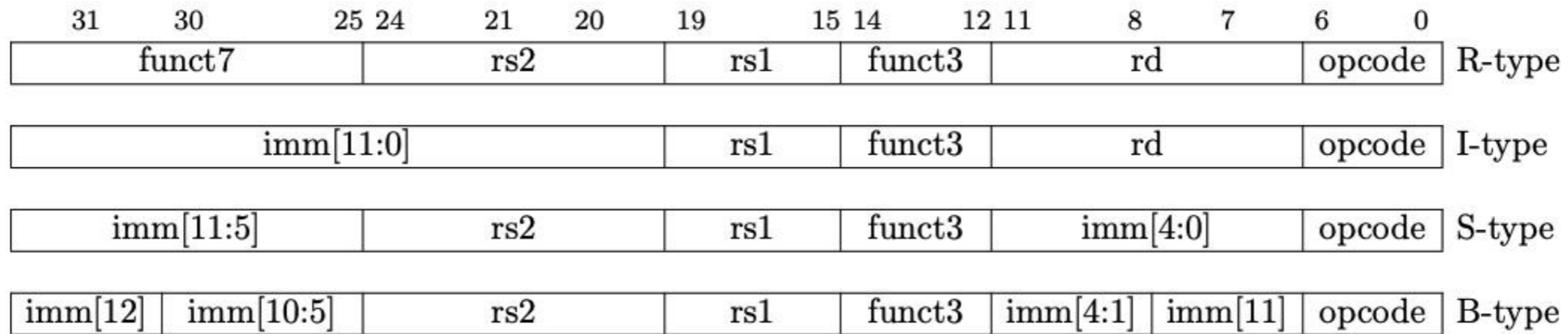
31	30	25	24	21	20	19	15	14	12	11	8	7	6	0	
funct7		rs2			rs1		funct3		rd		opcode		R-type		
imm[11:0]						rs1		funct3		rd		opcode		I-type	
imm[11:5]			rs2			rs1		funct3		imm[4:0]		opcode		S-type	
imm[12]		imm[10:5]			rs2		rs1		funct3		imm[4:1]	imm[11]	opcode	B-type	

- `beq rs1,rs2,L(imm/label)`
- Go to label if $x[rs1] == x[rs2]$; otherwise, go to next statement
- Recall in ALU

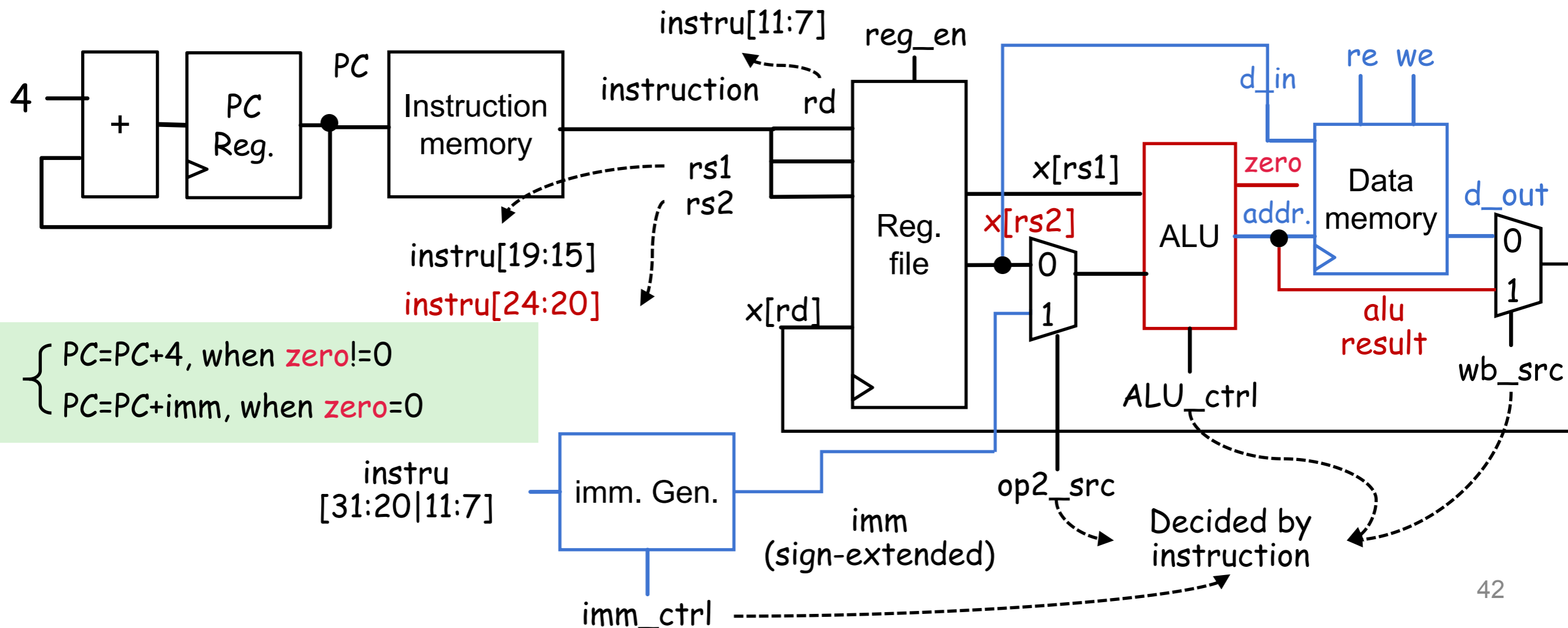


$$x[rs1] == x[rs2] \leftrightarrow x[rs1] - x[rs2] == 0$$

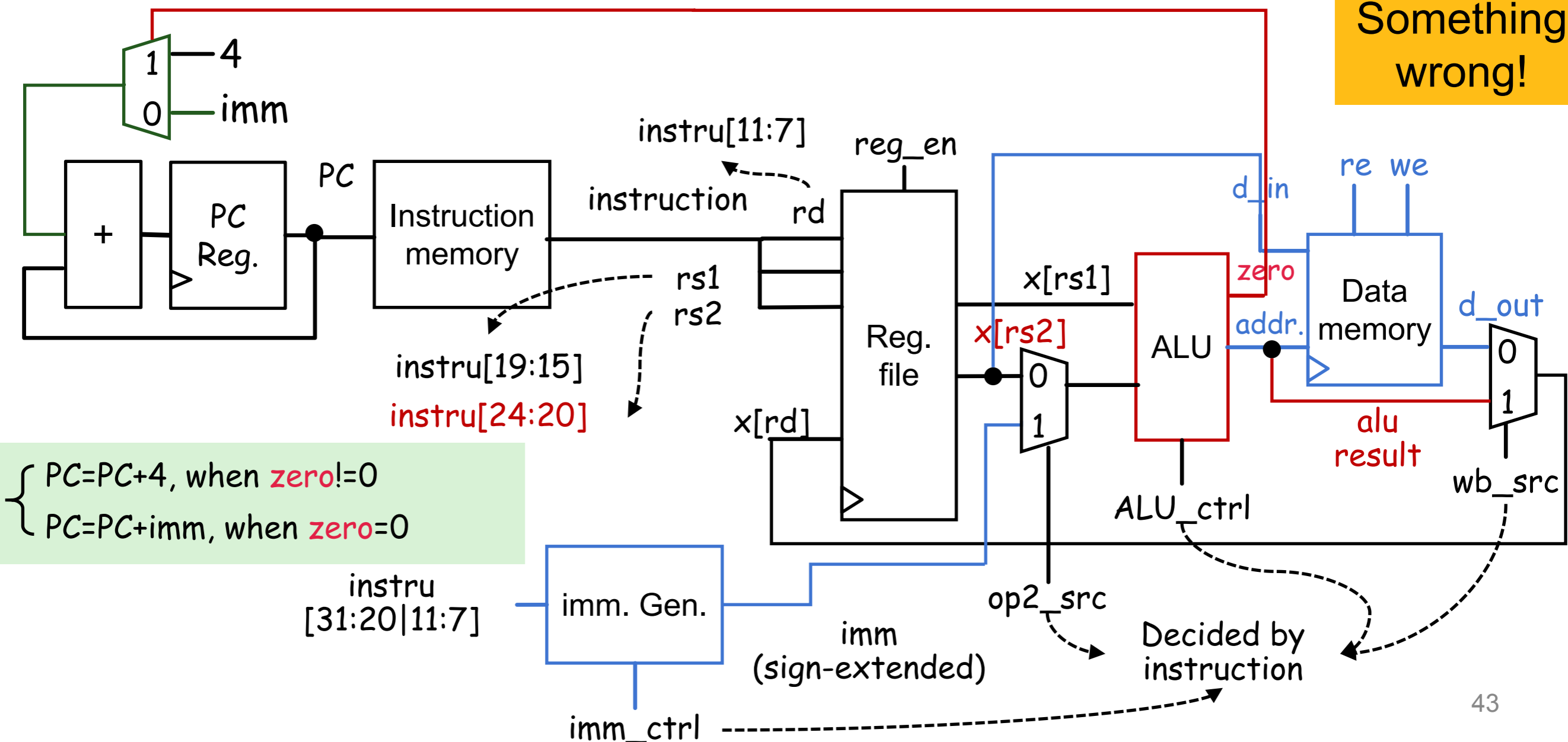
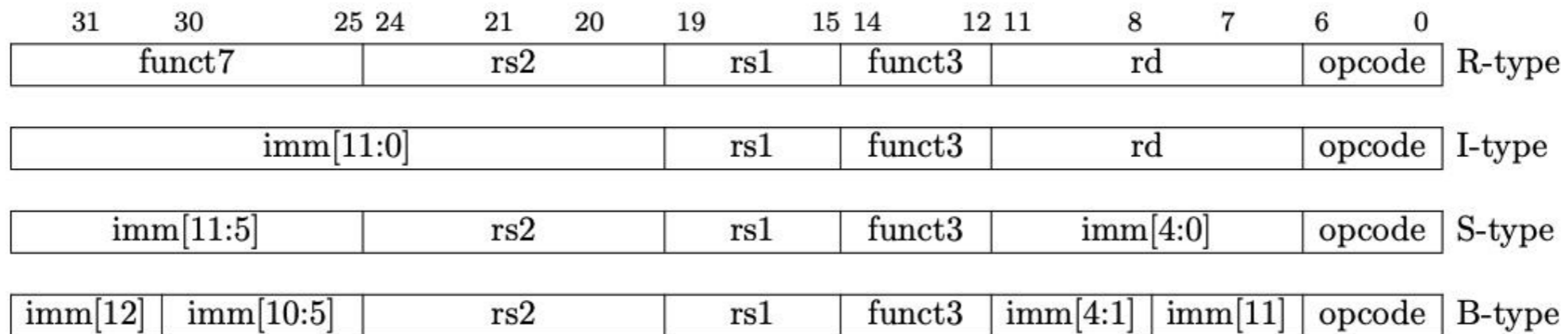
Datapath for B-type



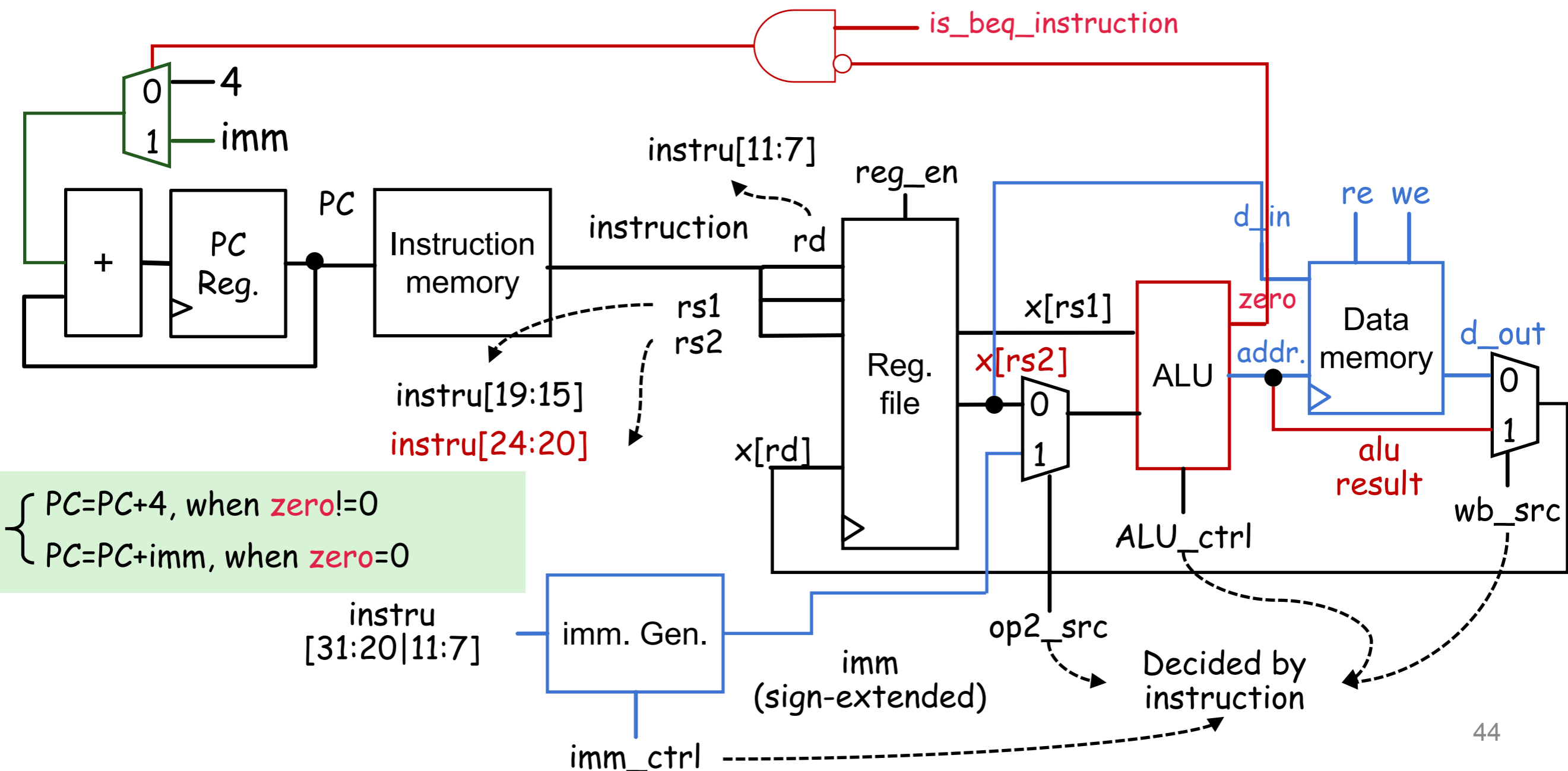
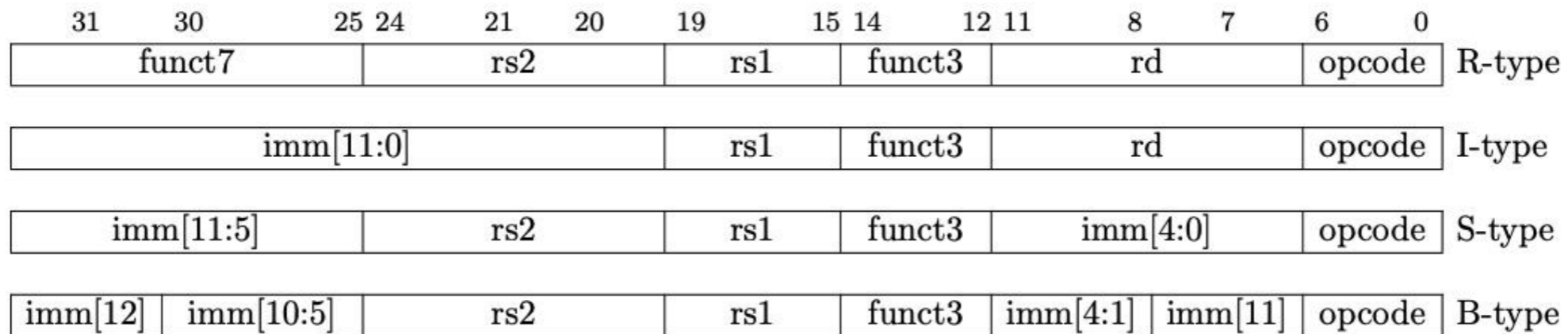
- $beq\ rs1,rs2,L(imm/label)$
- Go to **label** if $x[rs1]==x[rs2]$; otherwise, go to **next instruction**



Datapath for B-type



Datapath for B-type



Datapath for B-type

31	30	25	24	21	20	19	15	14	12	11	8	7	6	0	
funct7		rs2			rs1		funct3		rd			opcode		R-type	
imm[11:0]						rs1		funct3		rd			opcode		I-type
imm[11:5]			rs2			rs1		funct3		imm[4:0]			opcode		S-type
imm[12]	imm[10:5]			rs2			rs1		funct3		imm[4:1]	imm[11]		opcode	B-type

is_beq_instruction

- Recall beq

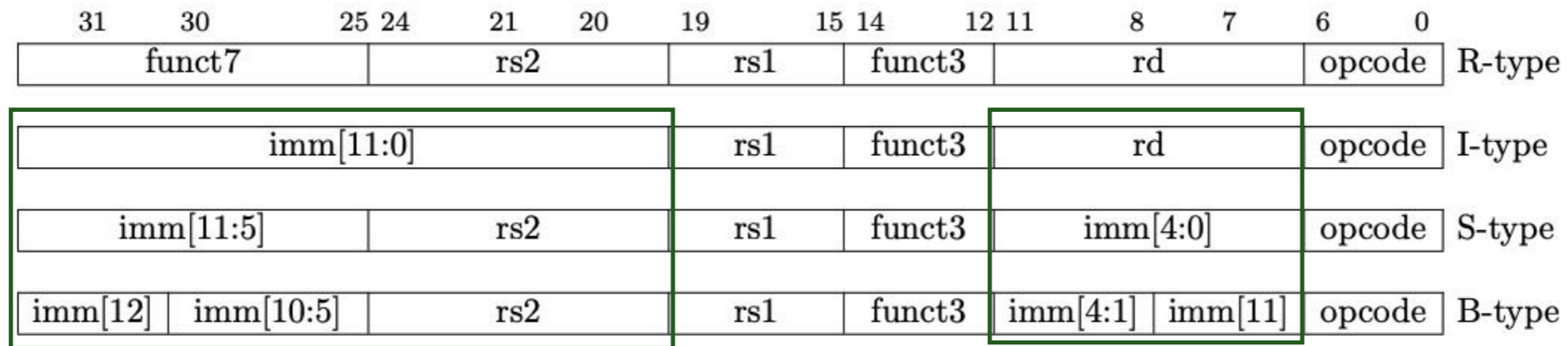
imm[12 10:5]	rs2	rs1	000	imm[4:1 11]	1100011	BEQ
--------------	-----	-----	-----	-------------	---------	-----

Truth table

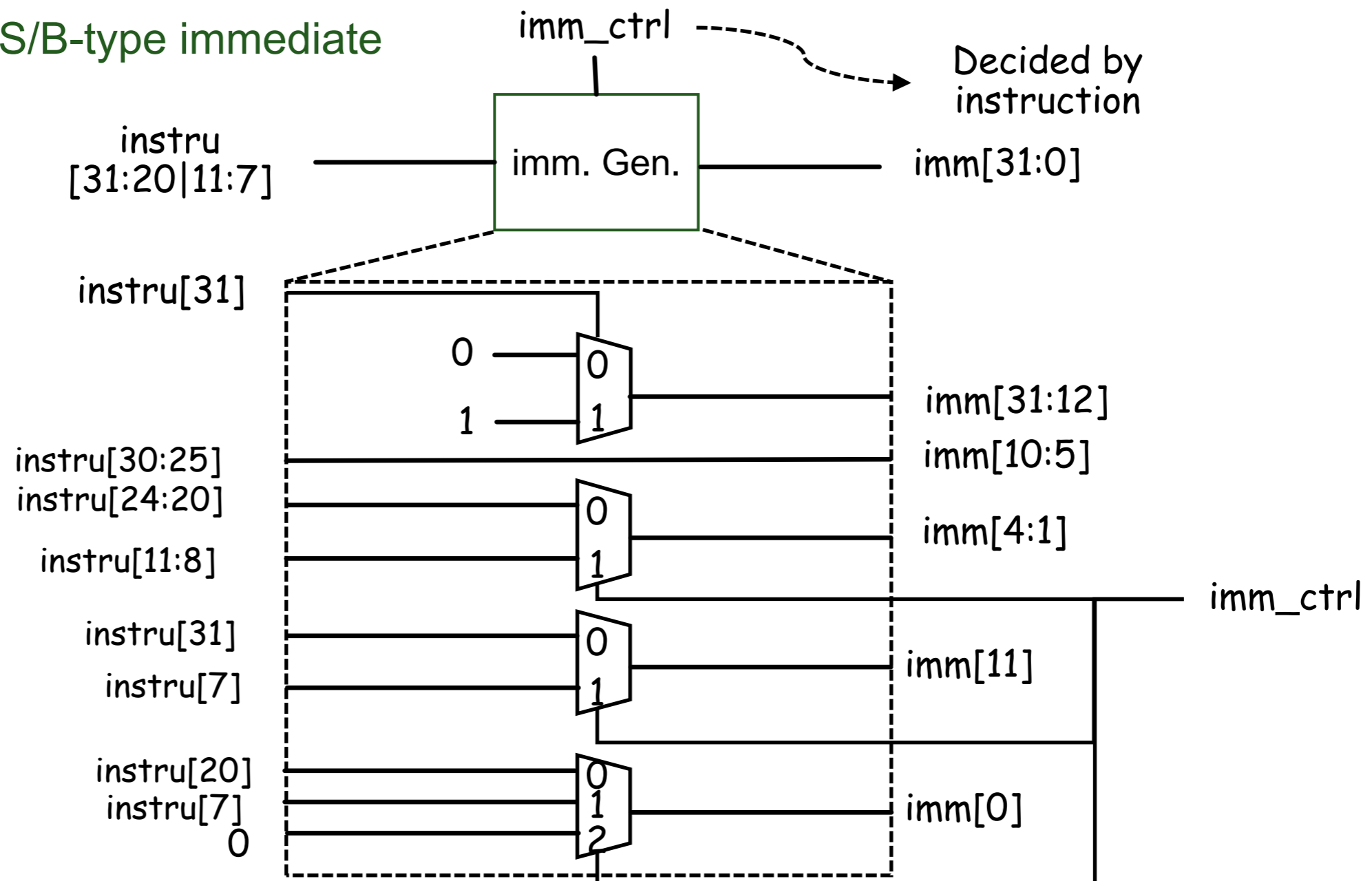
Instru[14:12 6:0]	<i>is_beq_instruction</i>
000 1100011	1
All the other cases	0

$$is_beq_instruction = \overline{i[14]} \overline{i[13]} \overline{i[12]} i[6] i[5] \overline{i[4]} \overline{i[3]} \overline{i[2]} i[1] i[0]$$

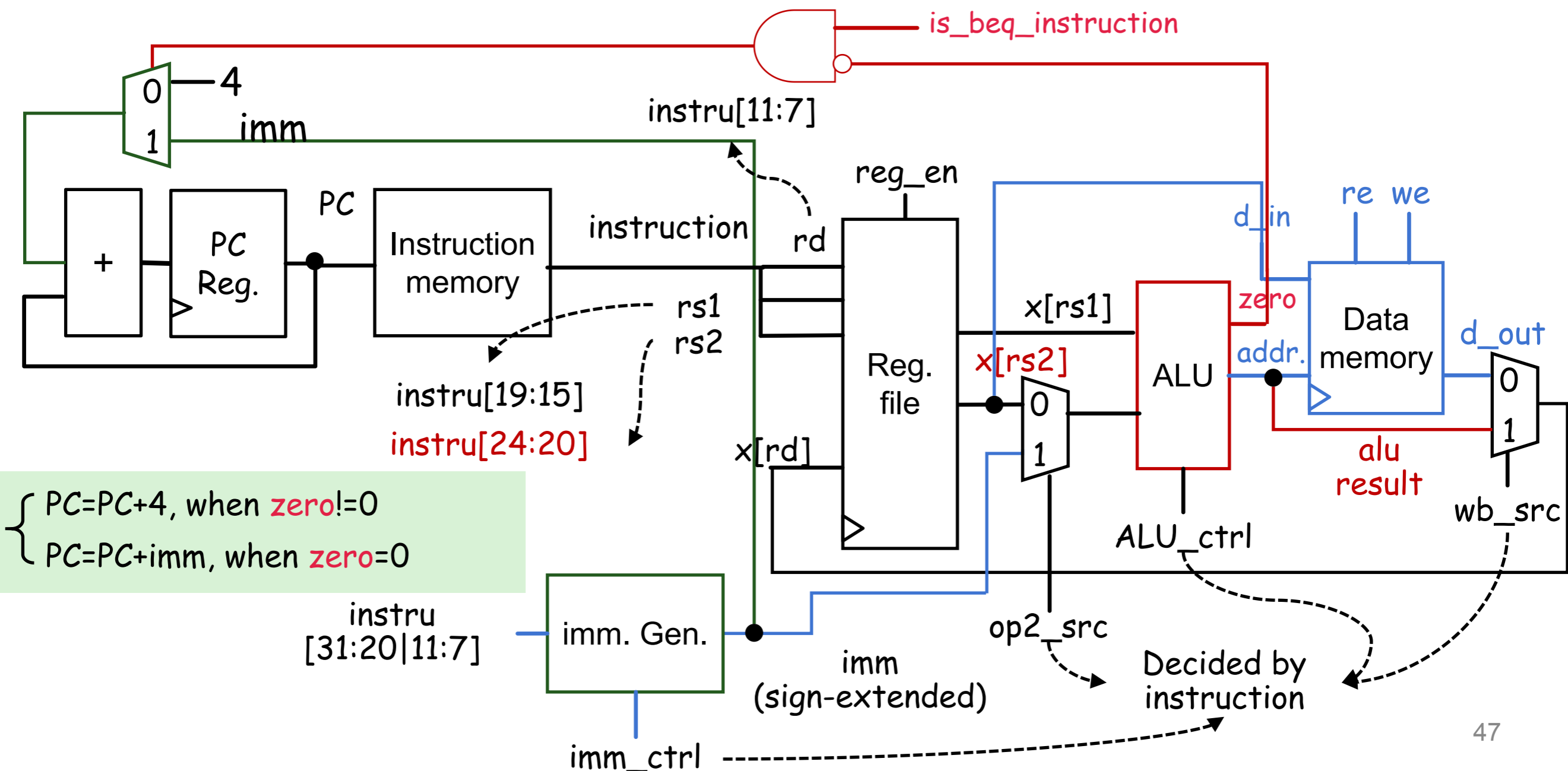
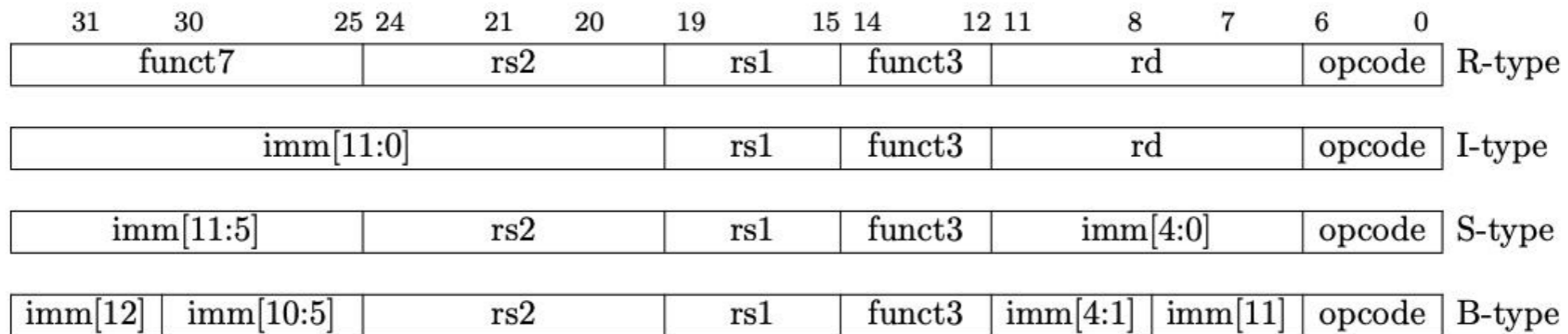
Datapath for B-type



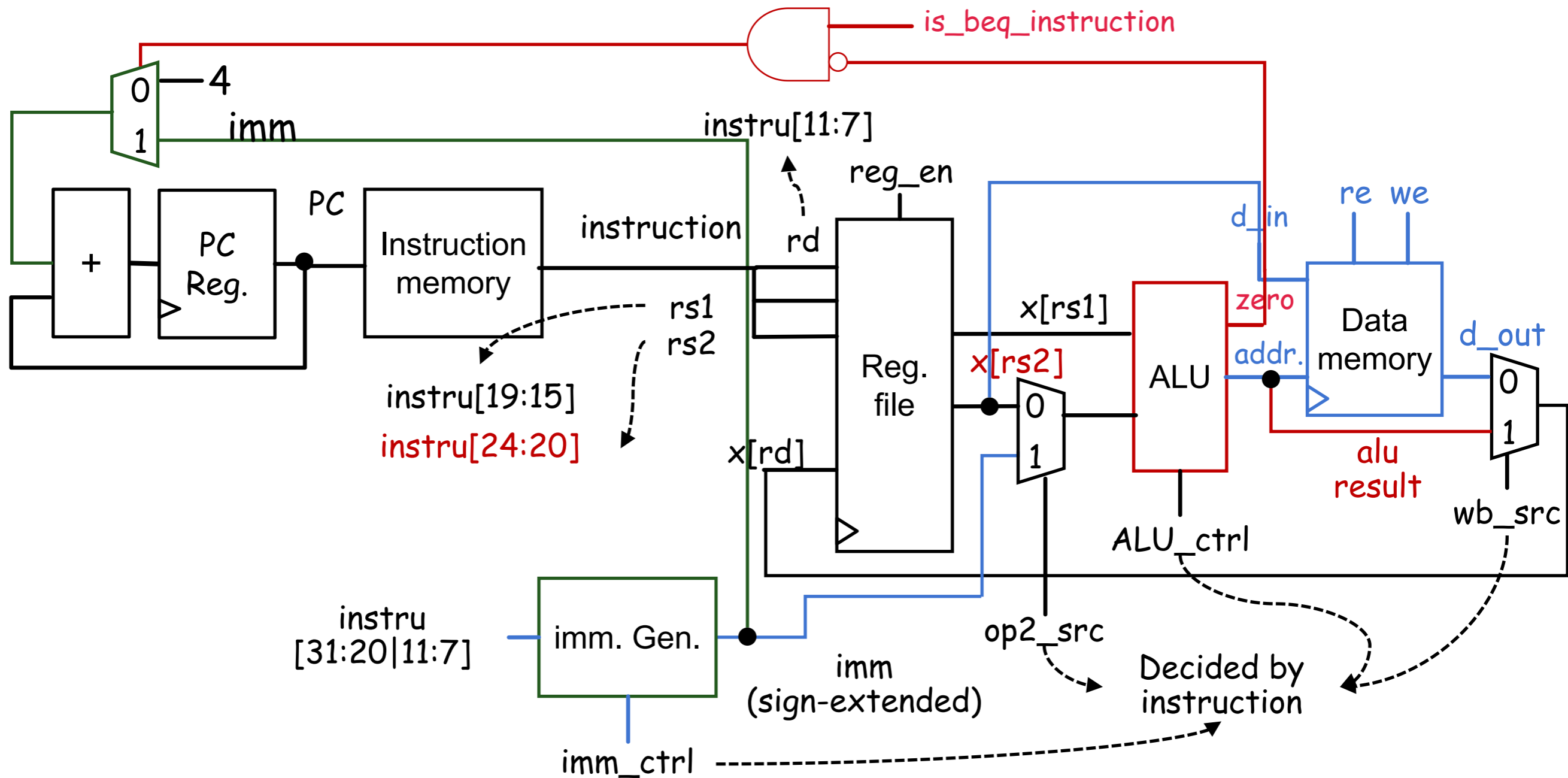
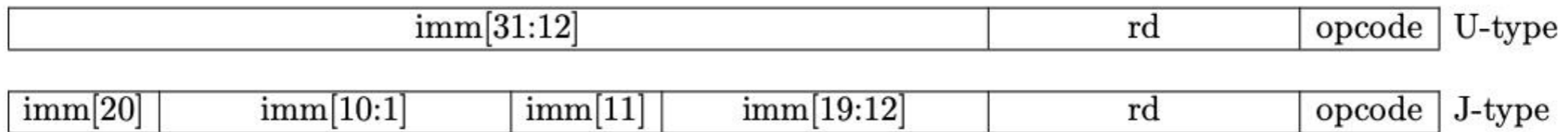
- I-type & S/B-type immediate



Datapath for B-type



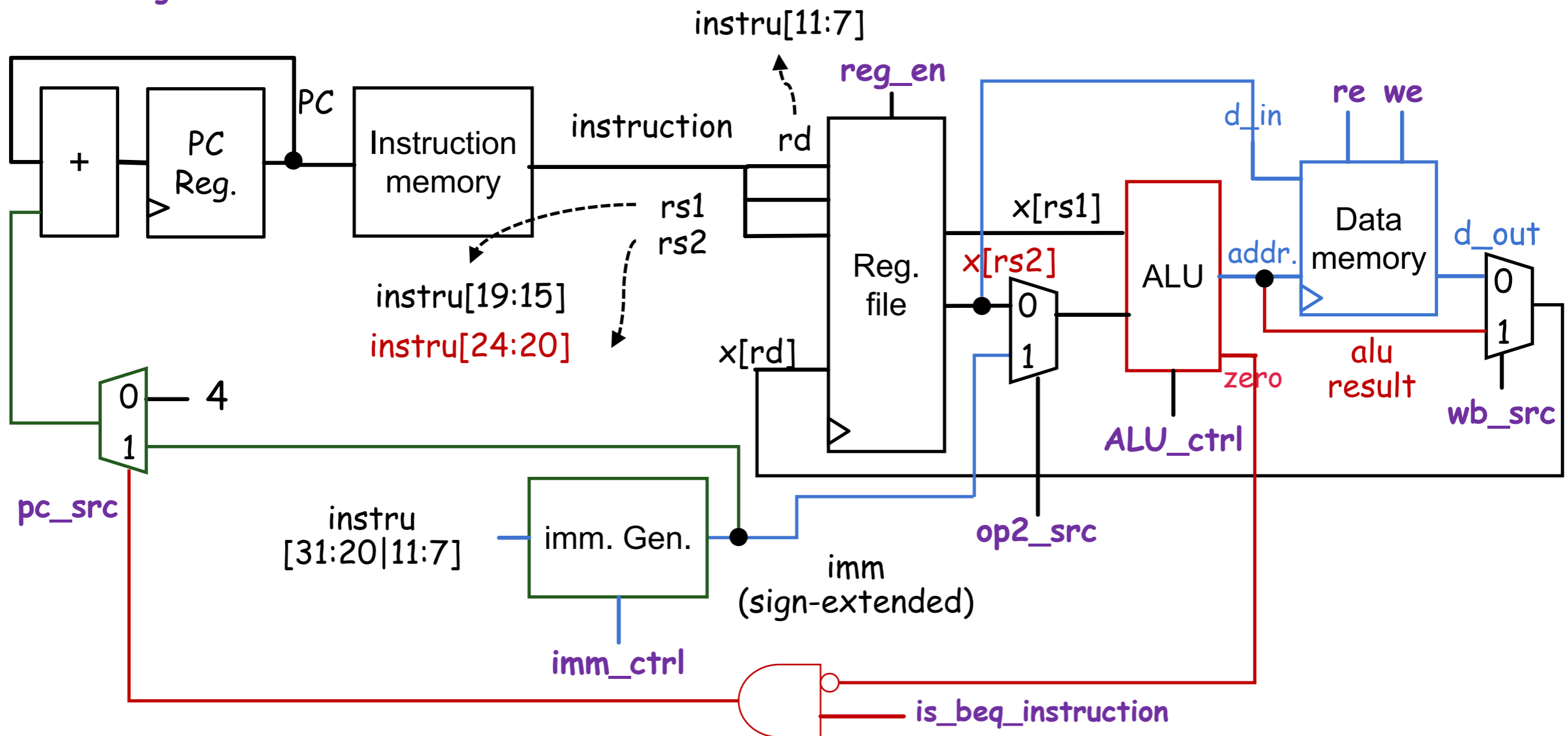
Datapath for the other types



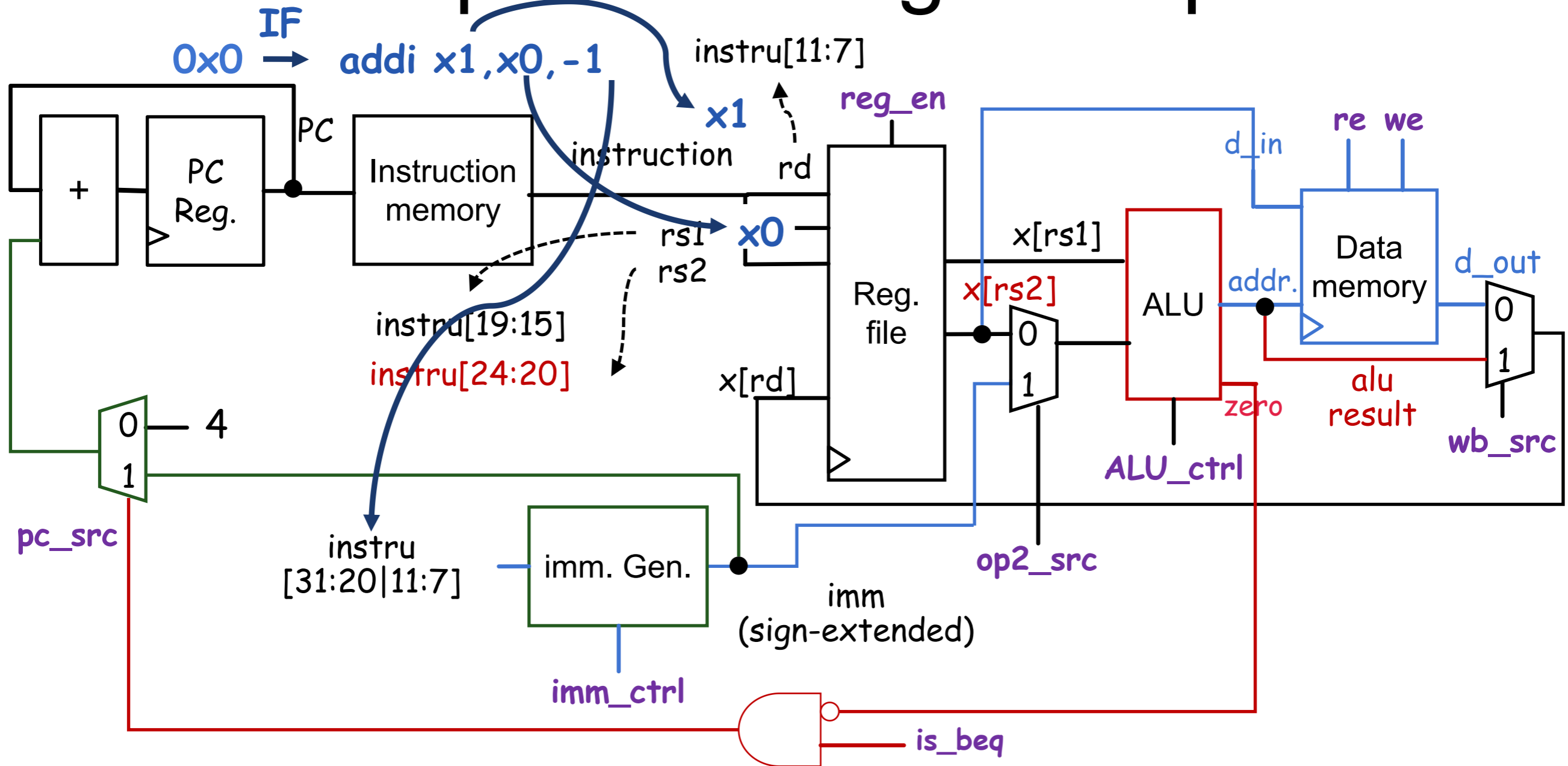
Control signals

- This is a datapath that supports R-type & I-type arithmetic and logic operations, lw, sw and beq

Control signals



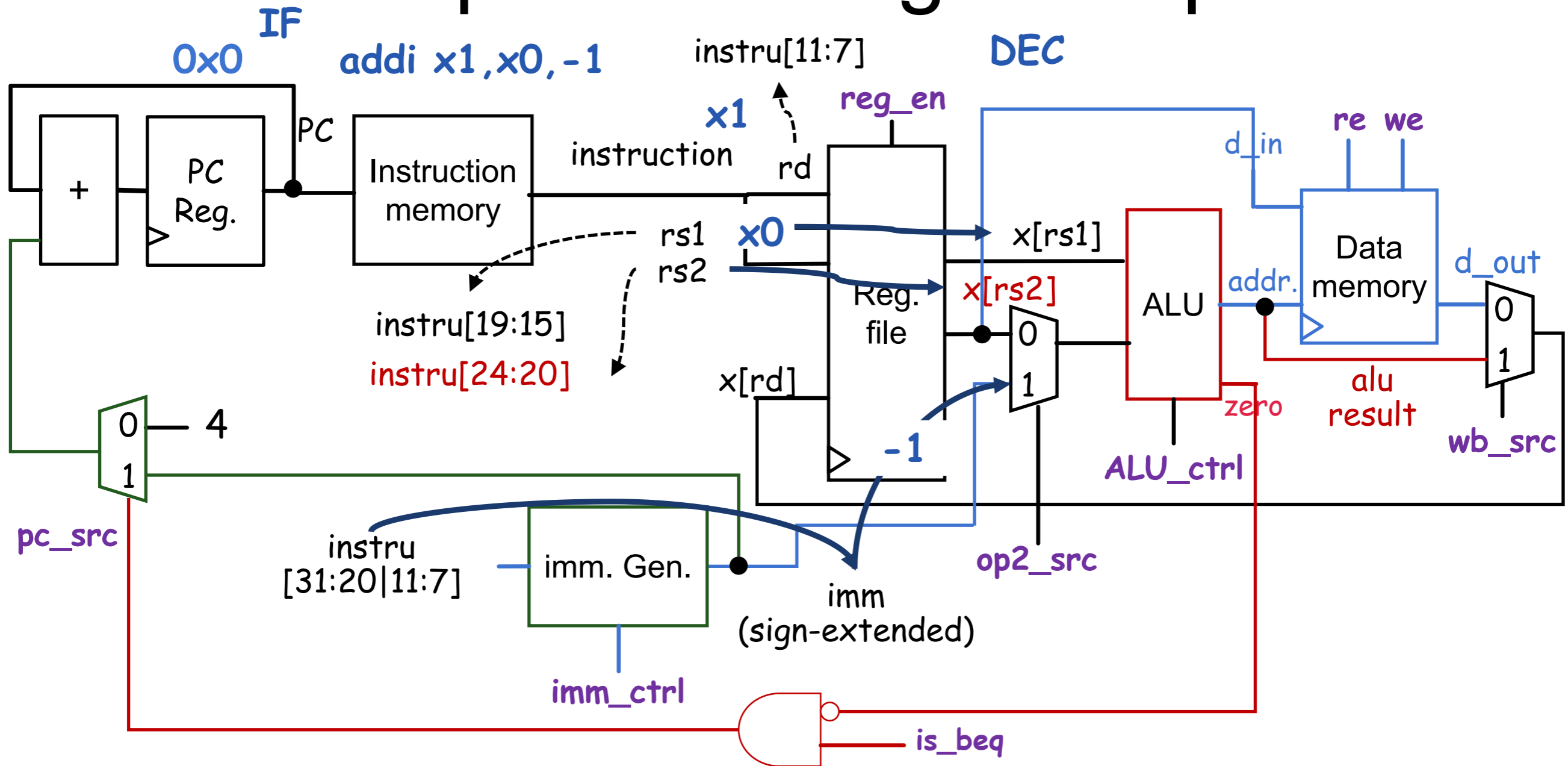
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
addi	1	0	0	add	I-type	1	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

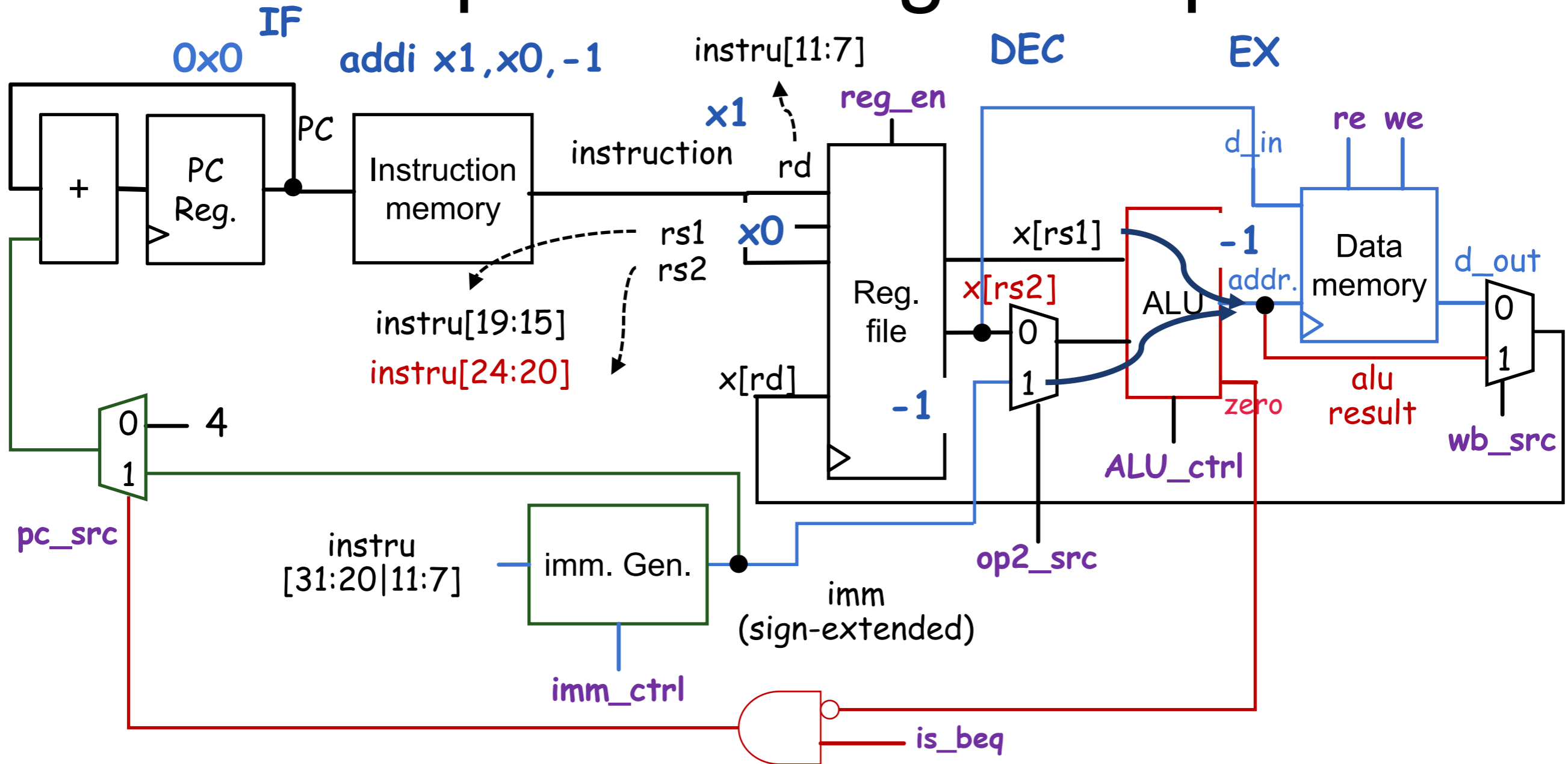
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
addi	1	0	0	add	I-type	1	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

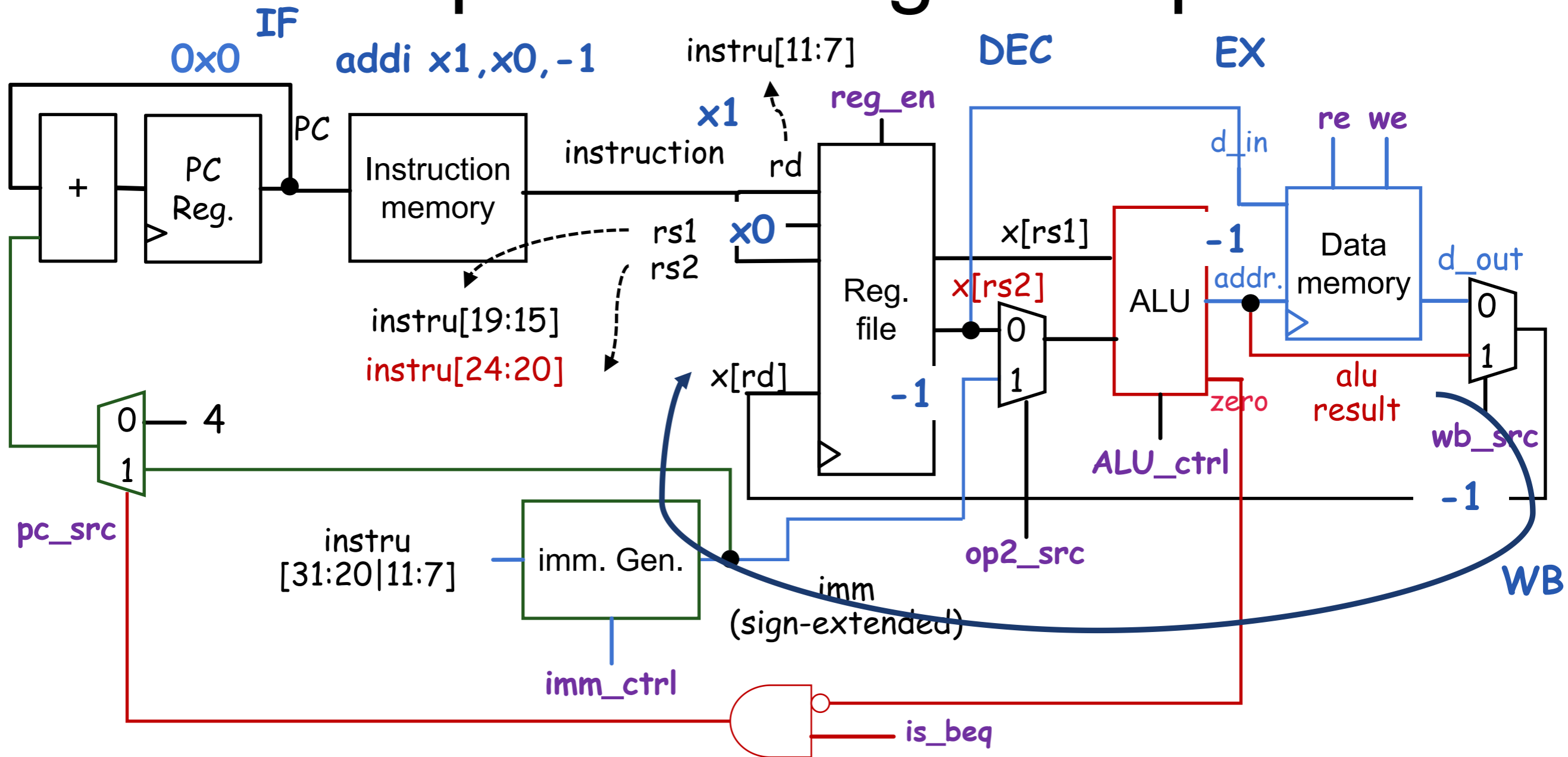
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
addi	1	0	0	add	I-type	1	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

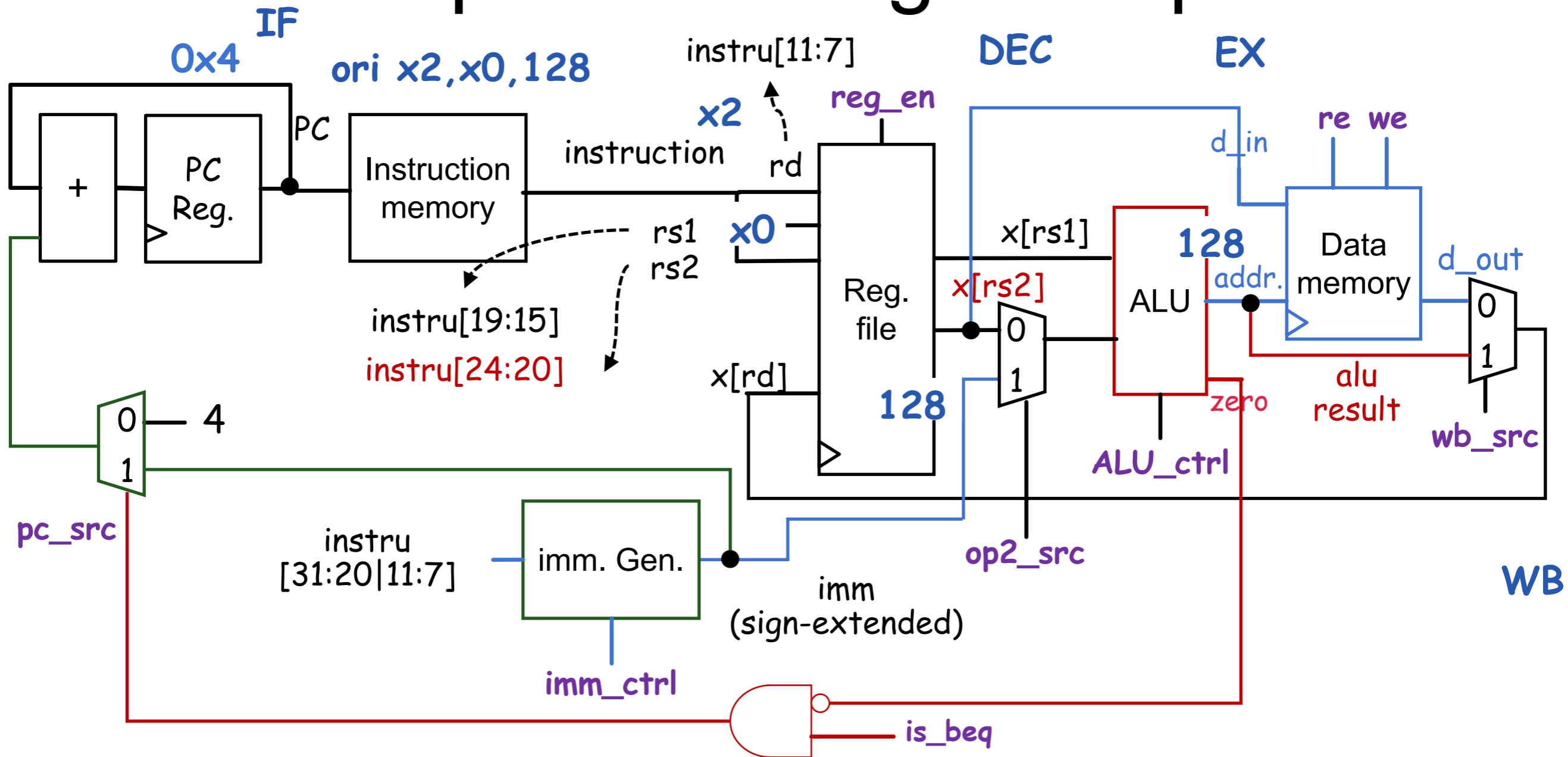
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
addi	1	0	0	add	I-type	1	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

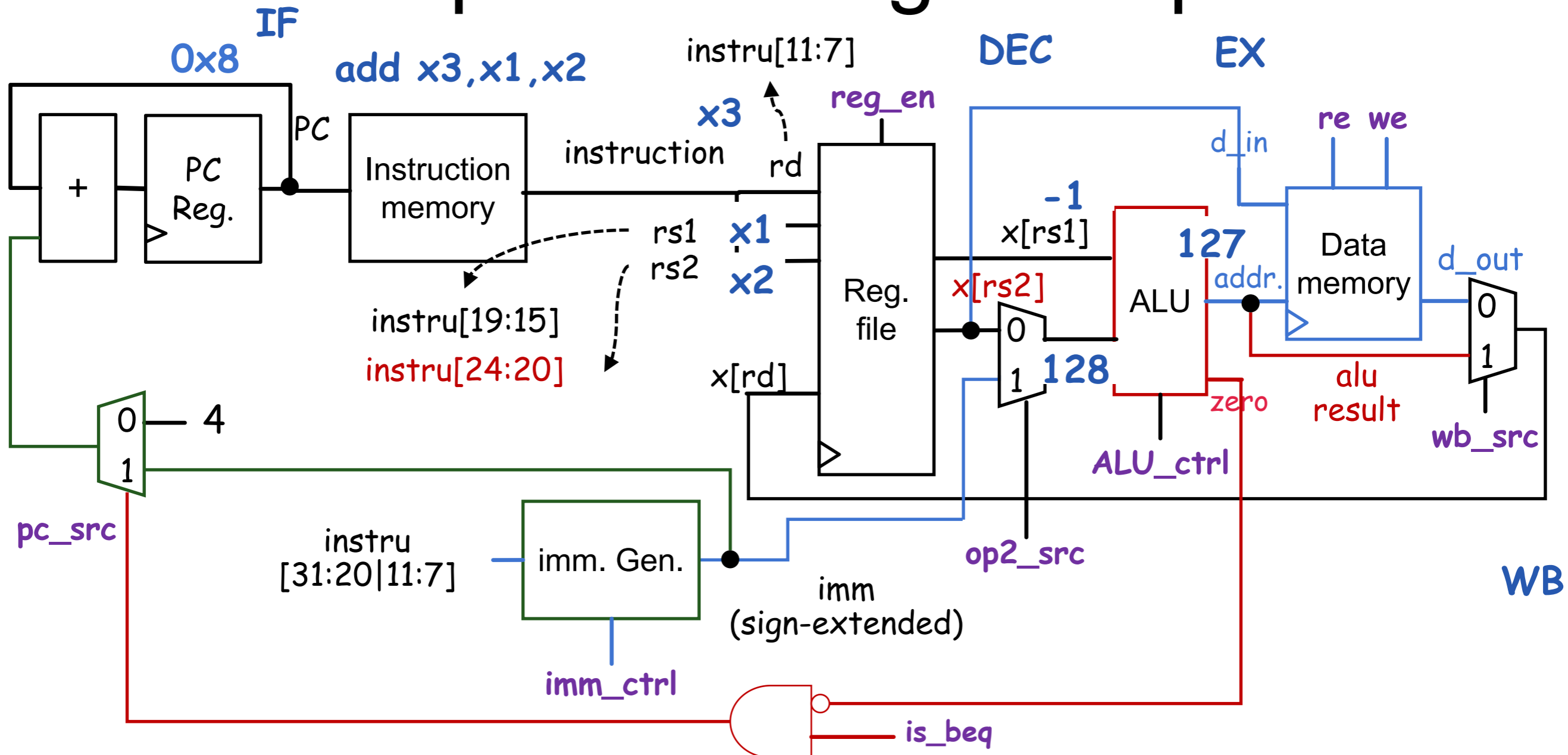
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
ori	1	0	0	or	I-type	1	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

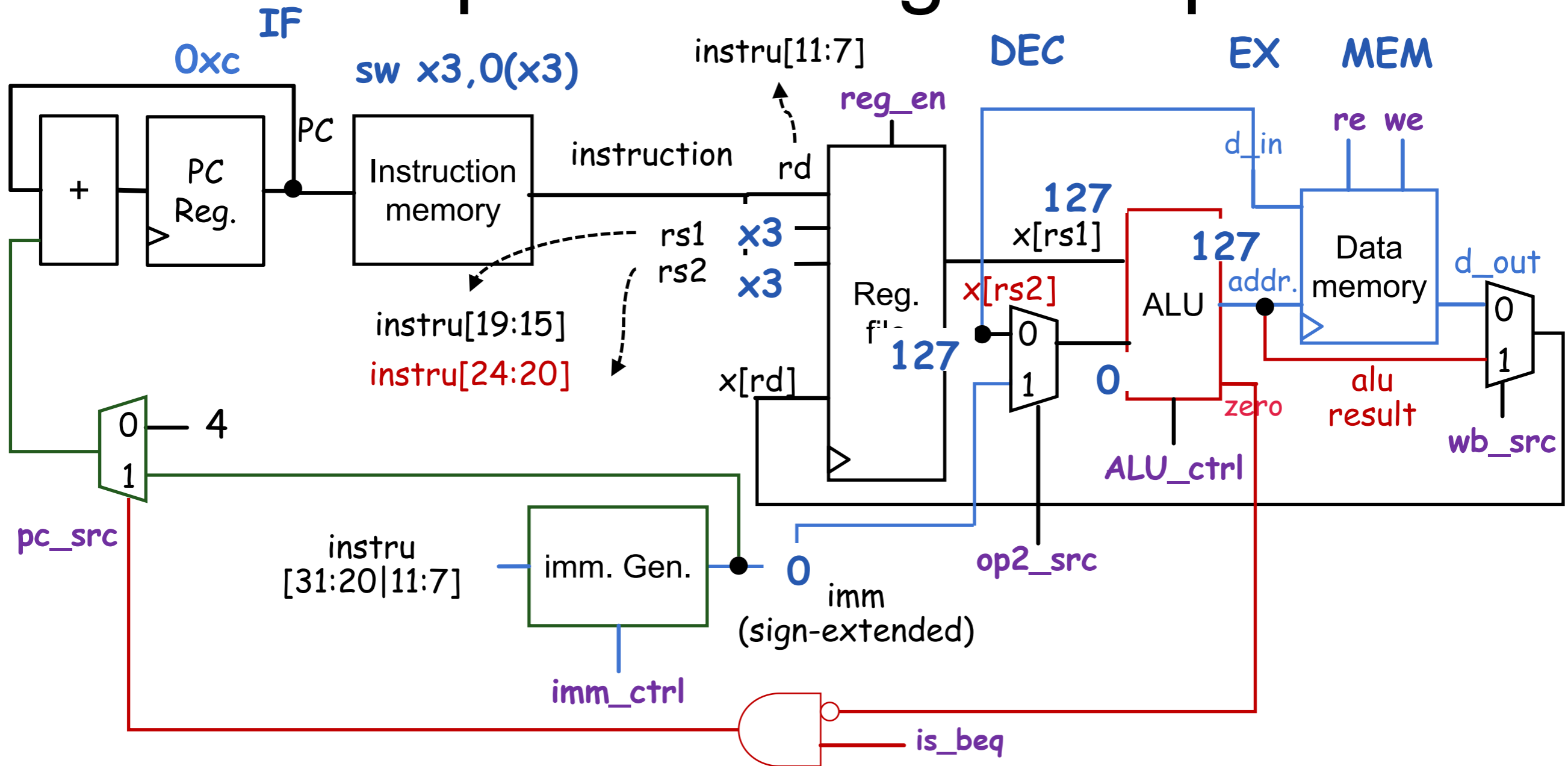
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
add	1	0	0	add	X	1	0	0

0x0: addi x1, x0, -1
 0x4: ori x2, x0, 128
 0x8: add x3, x1, x2
 0xc: sw x3, 0(x3)
 0x10: lw x5, 0(x3)
 0x14: beq x3, x5, -12

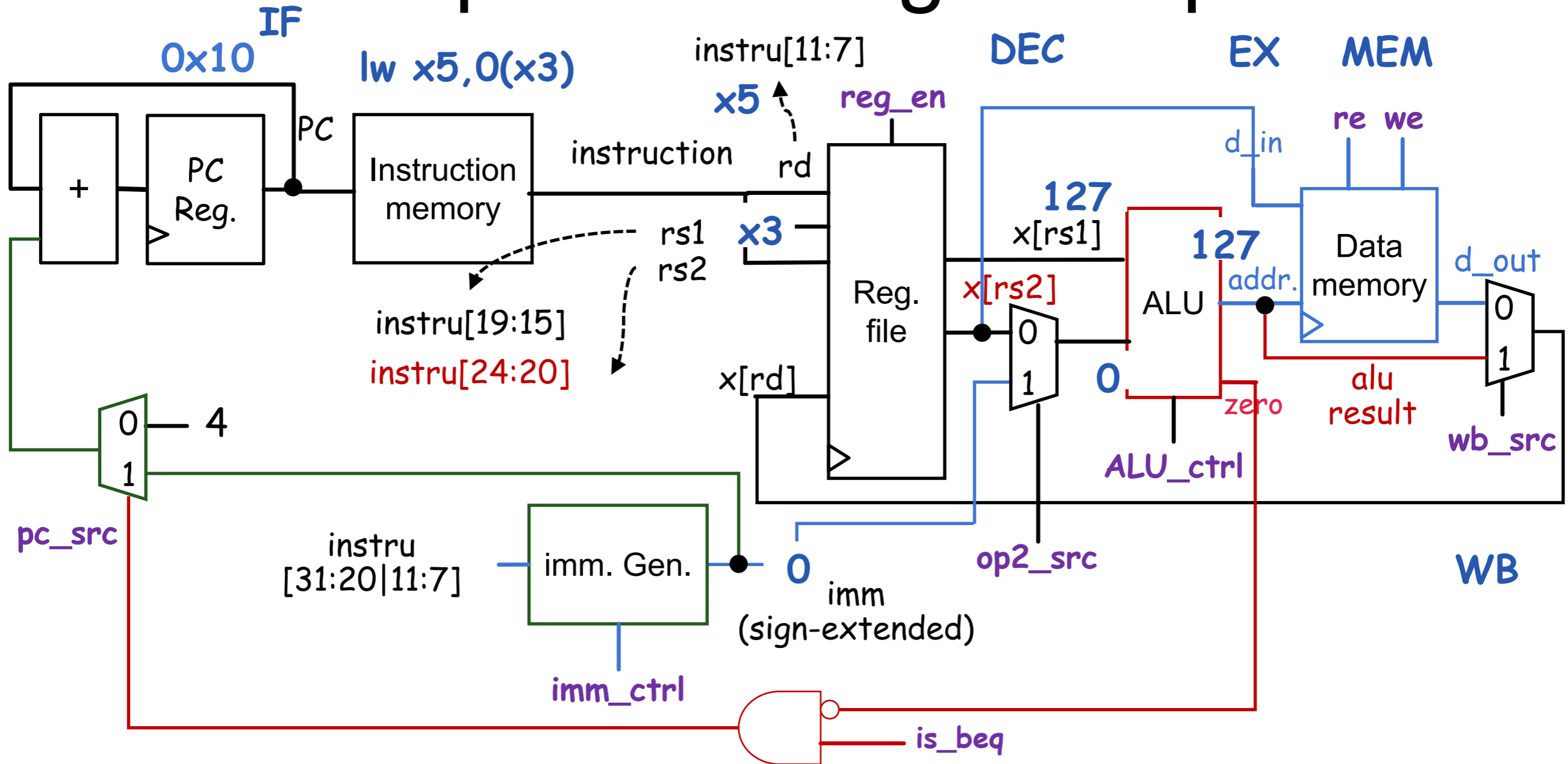
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
<code>sw</code>	0	0	1	add	S-type	X	1	0

`0x0: addi x1, x0, -1`
`0x4: ori x2, x0, 128`
`0x8: add x3, x1, x2`
`0xc: sw x3, 0(x3)`
`0x10: lw x5, 0(x3)`
`0x14: beq x3, x5, -12`

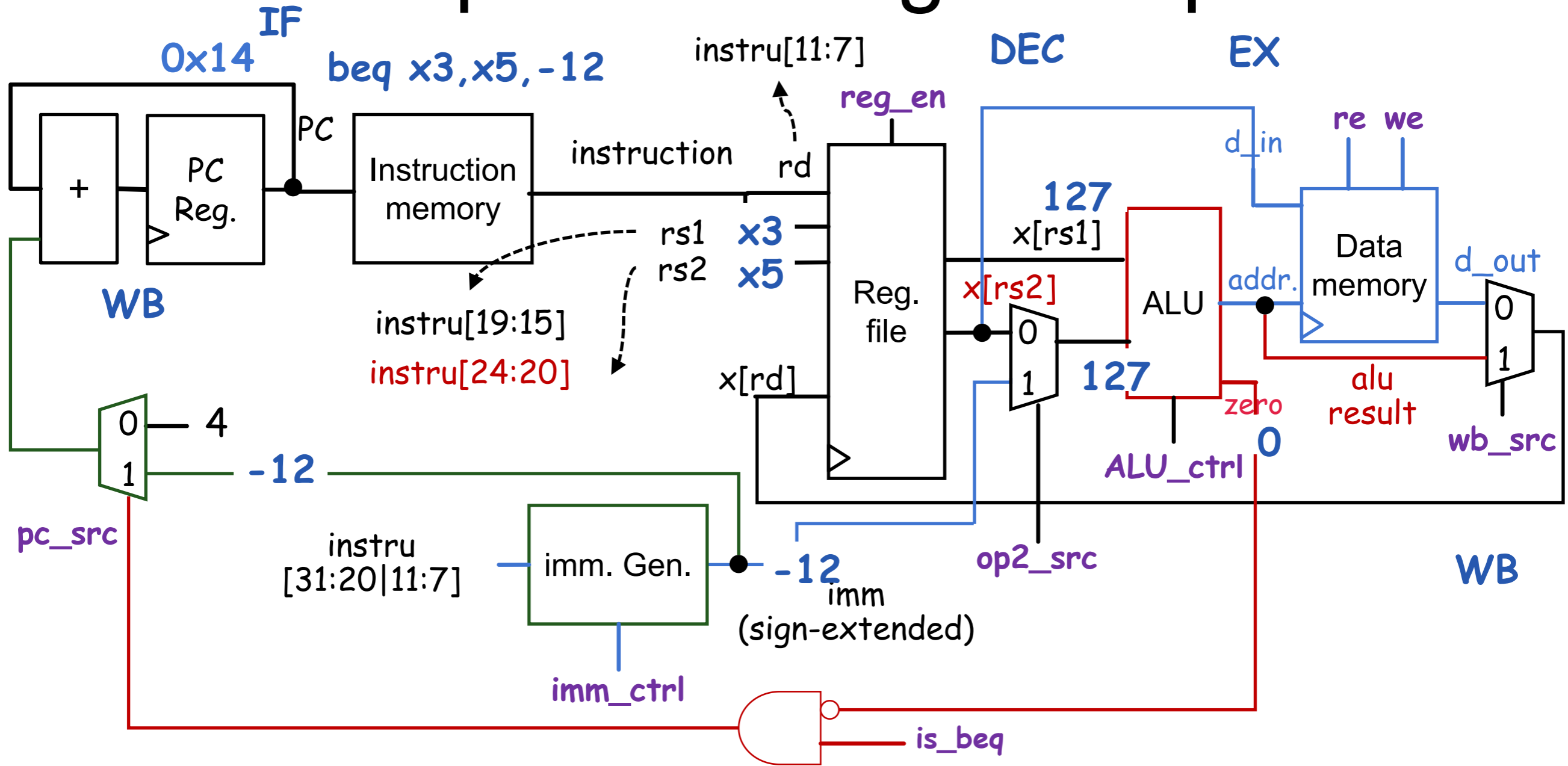
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
lw	1	1	0	add	I-type	0	1	0

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

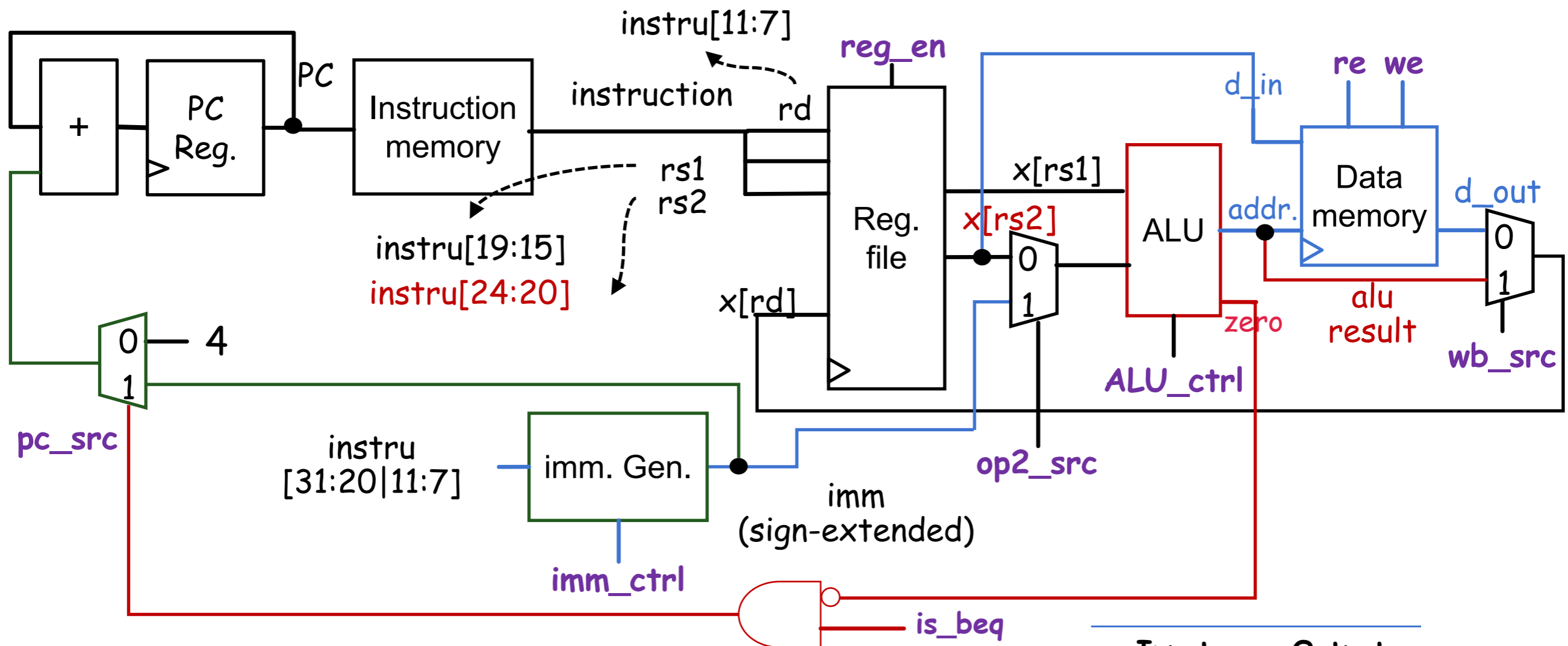
Datapath working example



	reg_en	re	we	alu_ctrl	imm_ctrl	wb_src	op2_src	is_beq
beq	0	0	0	X	B-type	X	0	1

0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

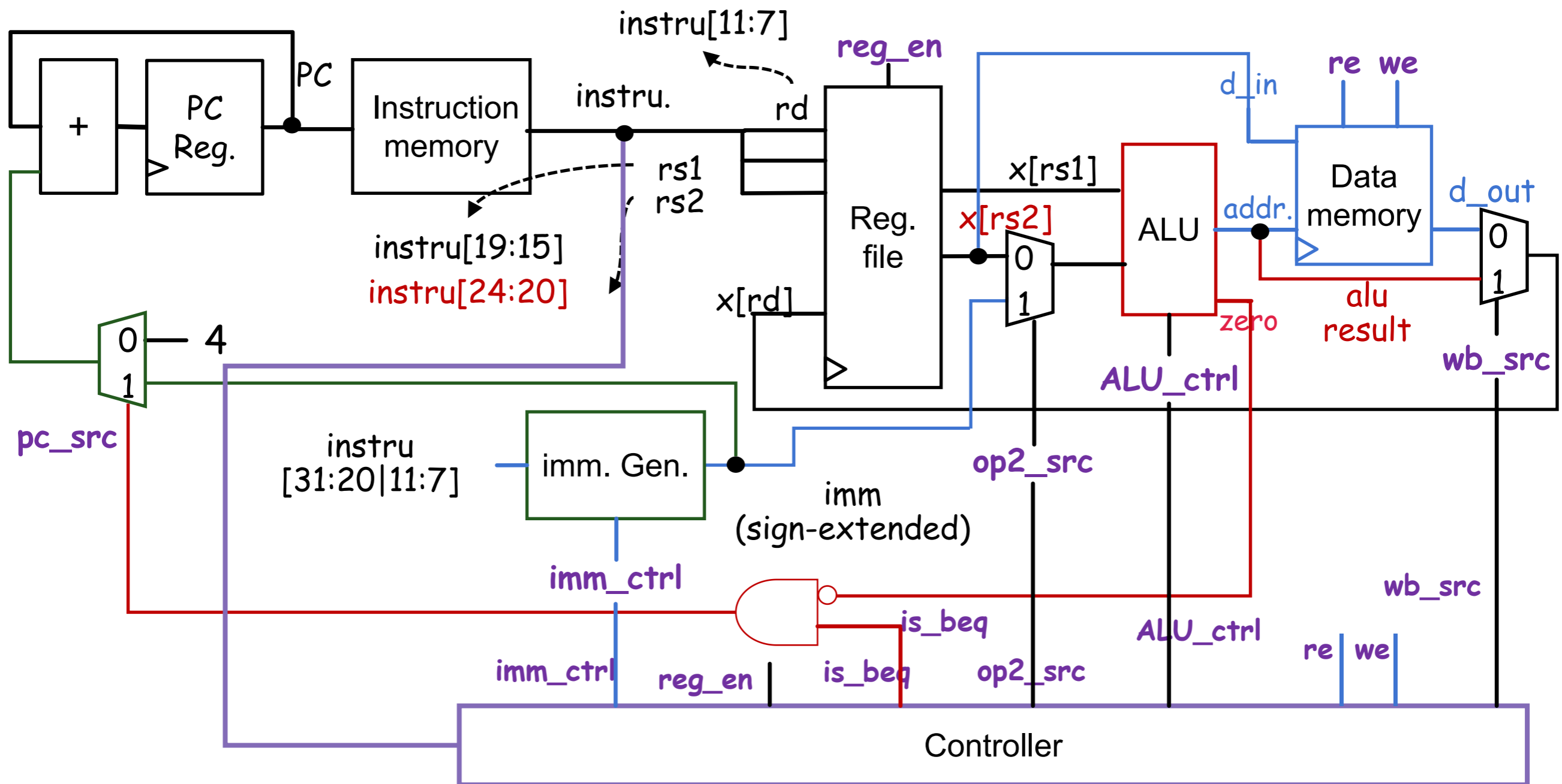
Controller



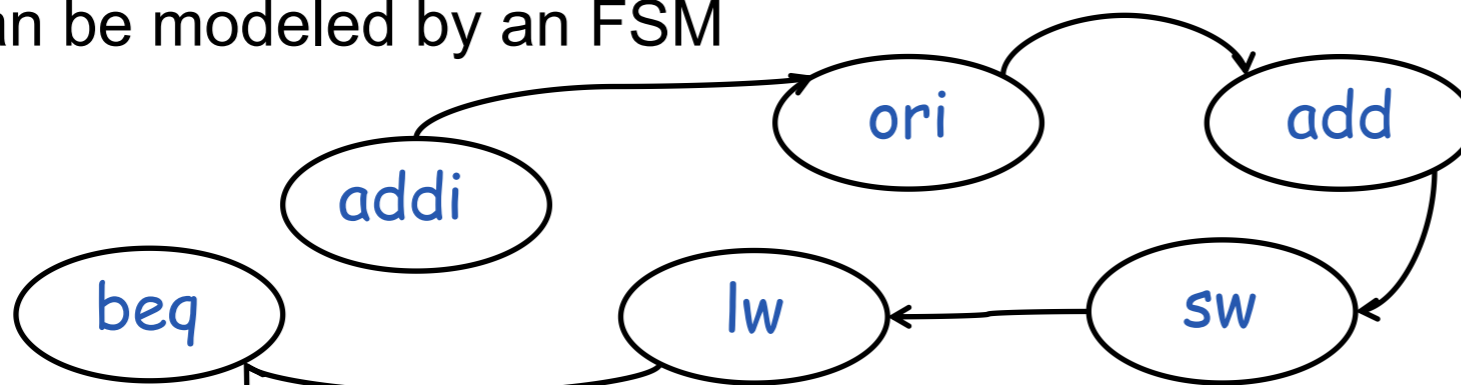
- Generate control signals guiding the datapath to execute instructions
- The inputs are instructions, the outputs are the control signals
- Once the type of instruction is determined, the control signal is determined

Input	Output
Instru.	reg_en
	re
	we
	alu_ctrl
	imm_ctrl
	wb_src
	op2_src
	is_beq

Controller

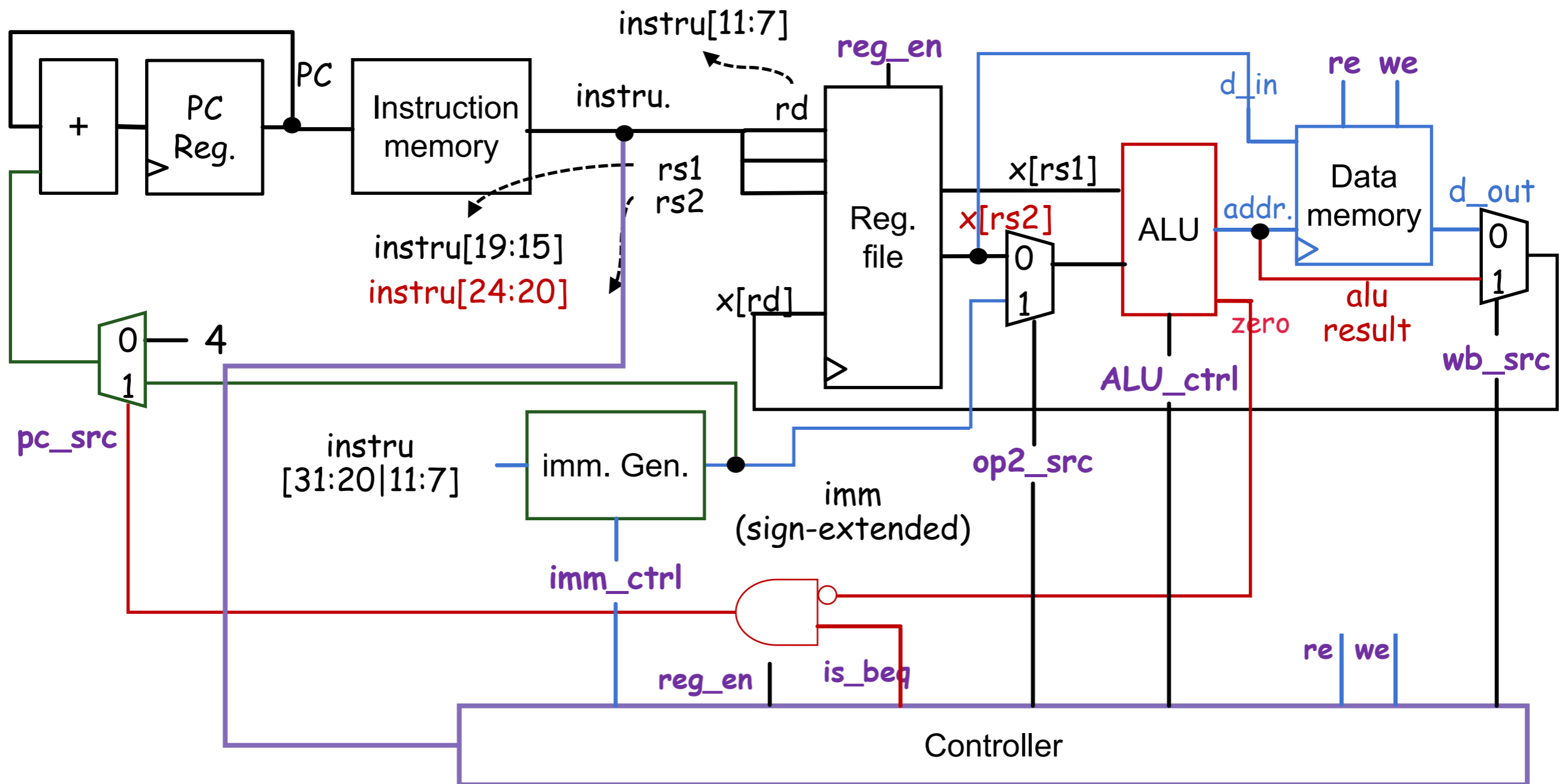


- Can be modeled by an FSM

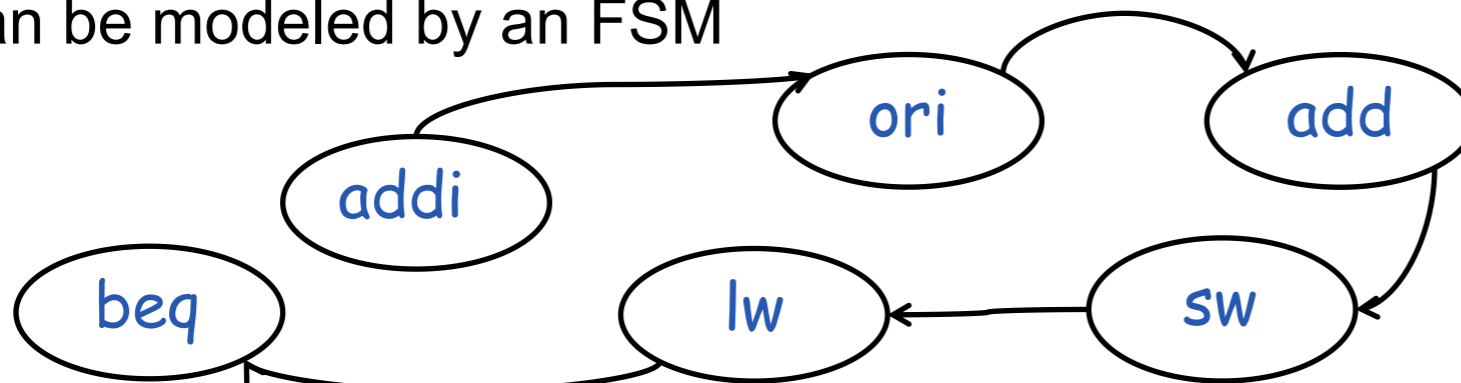


0x0: `addi x1, x0, -1`
 0x4: `ori x2, x0, 128`
 0x8: `add x3, x1, x2`
 0xc: `sw x3, 0(x3)`
 0x10: `lw x5, 0(x3)`
 0x14: `beq x3, x5, -12`

Controller

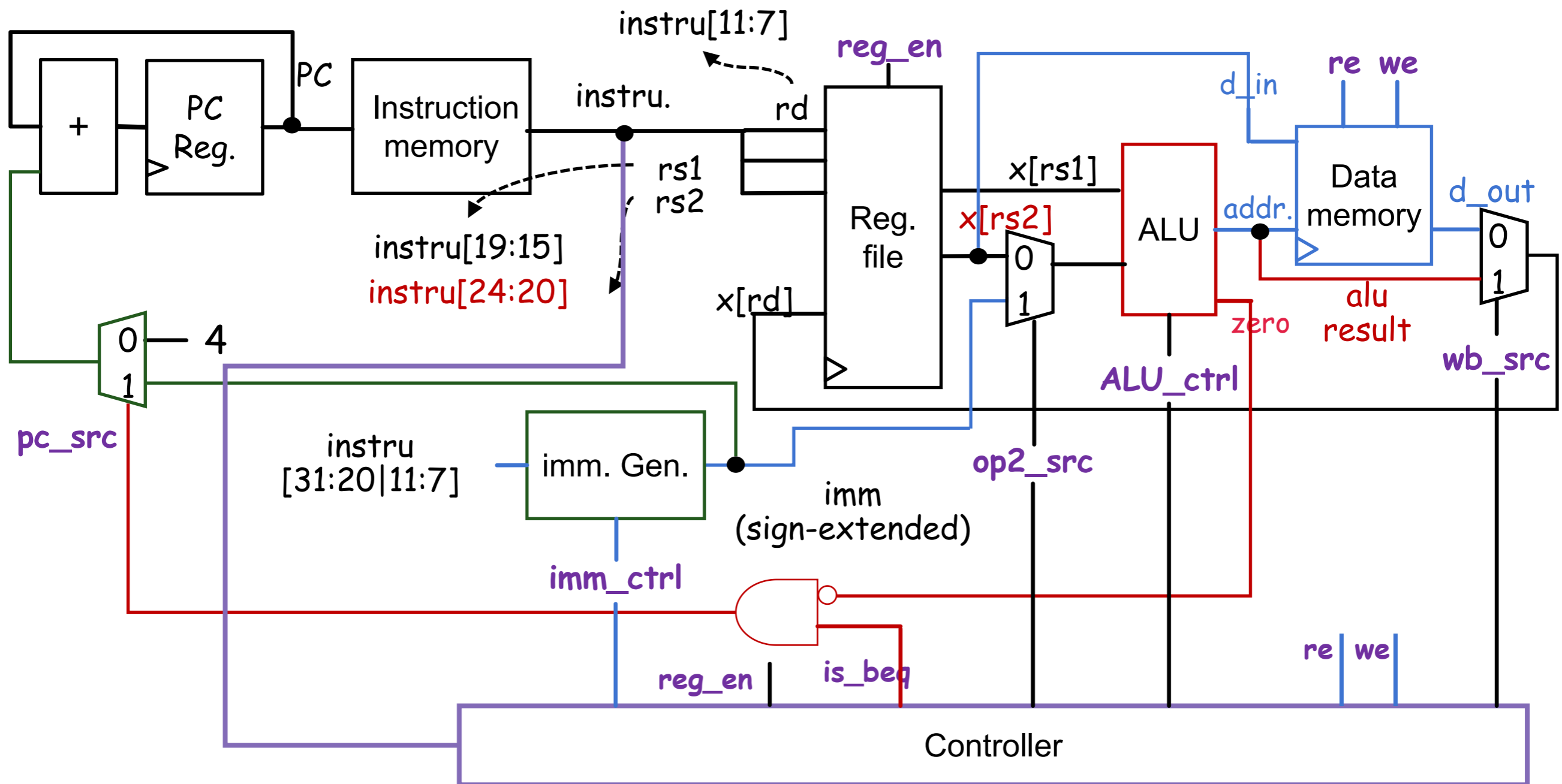


- Can be modeled by an FSM

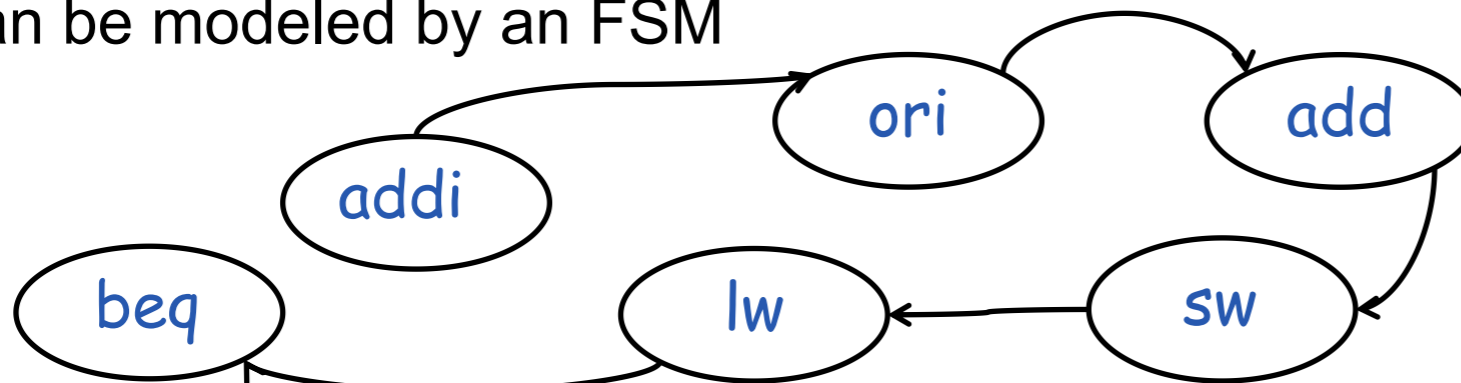


- Can be implemented by a Mealy machine

Controller

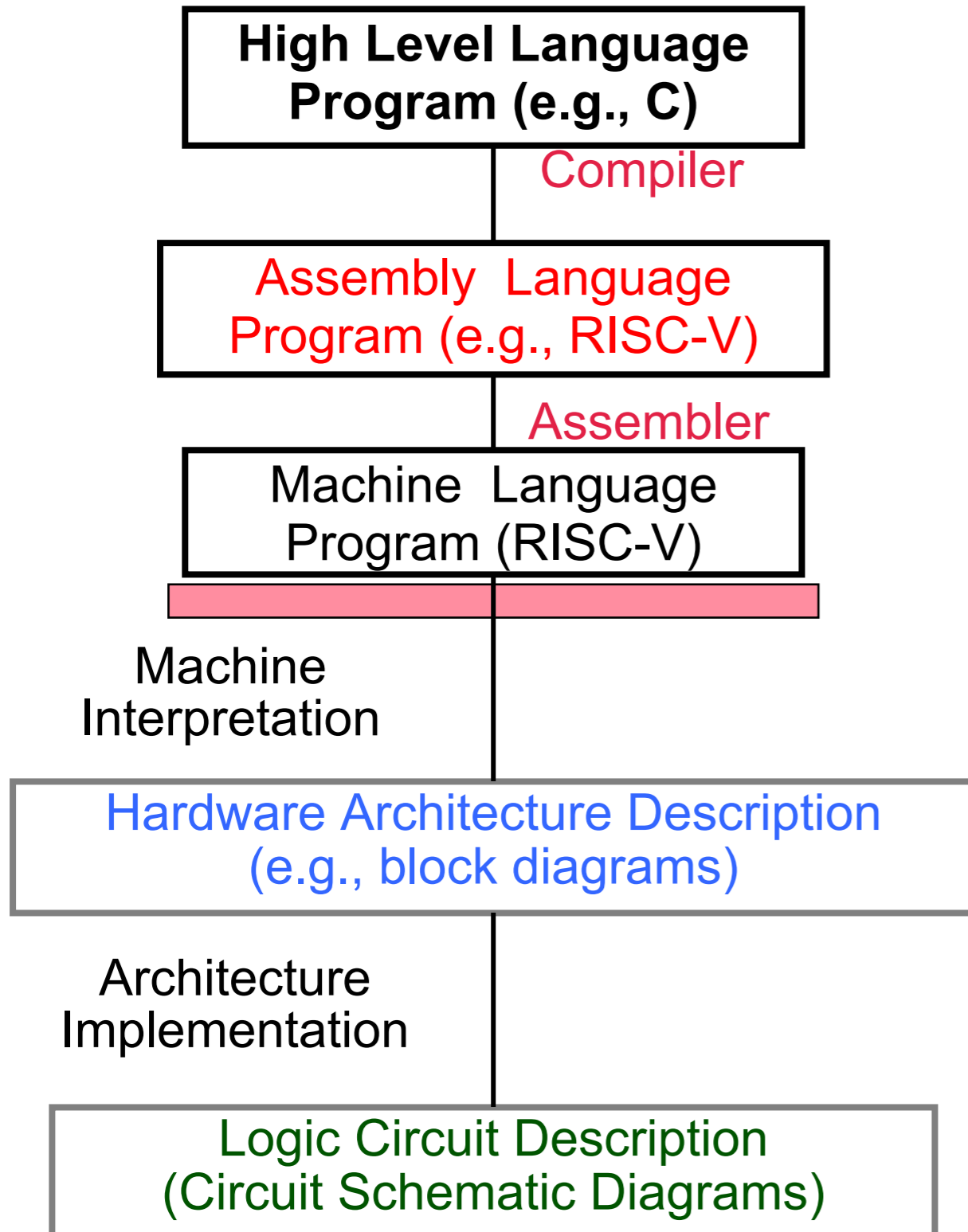


- Can be modeled by an FSM



- Can also be implemented by read-only memory (ROM), optional

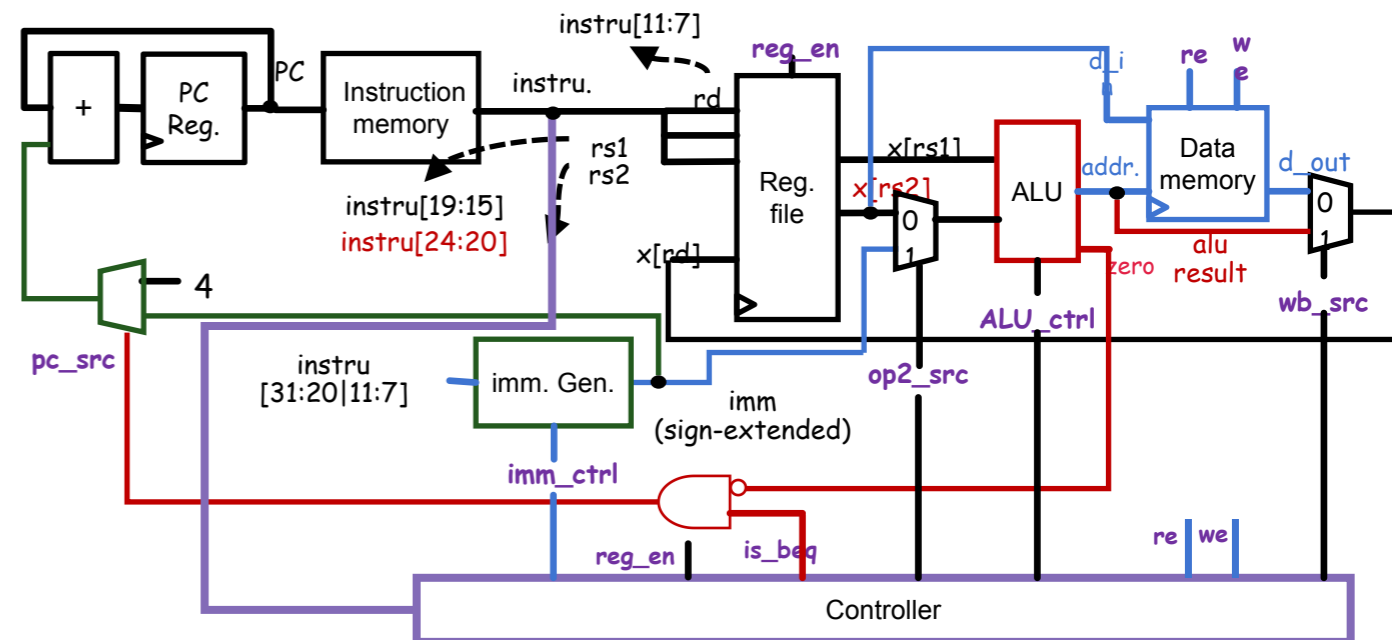
Full stack explained



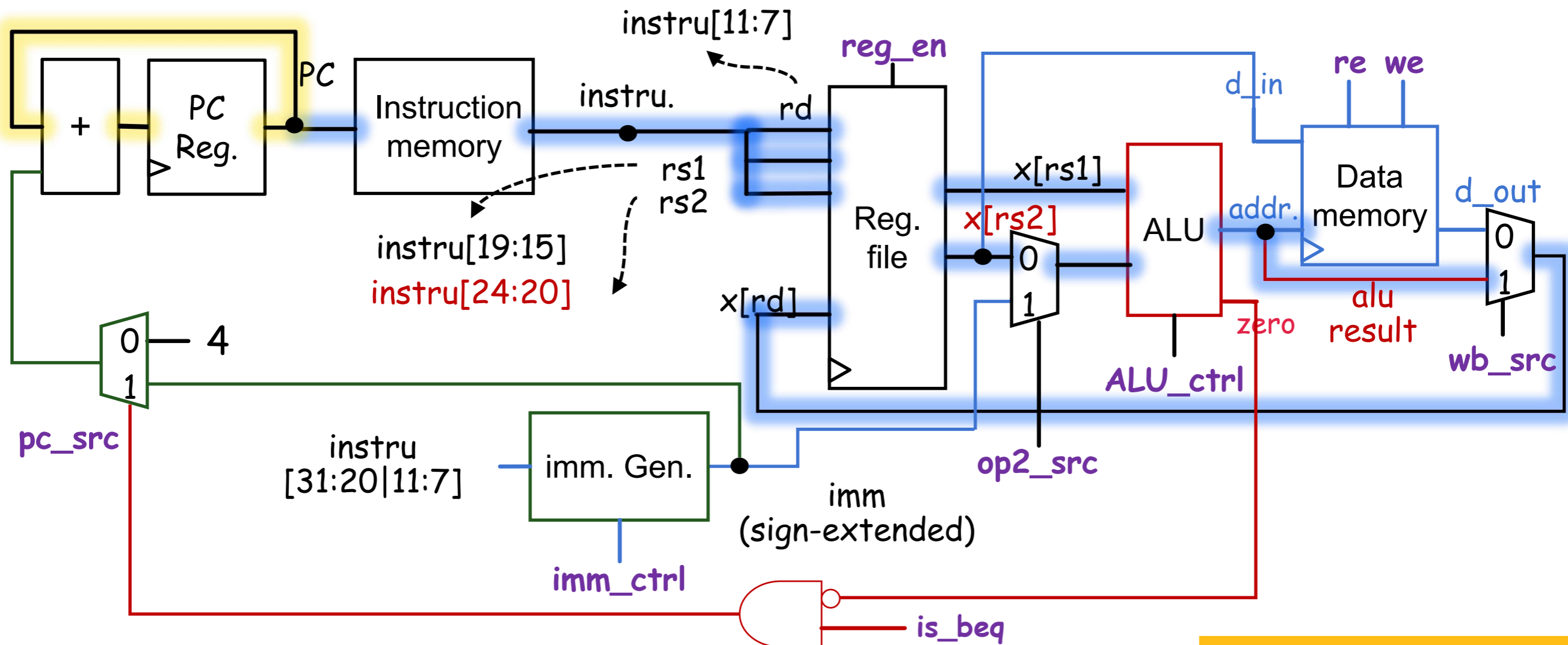
```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

```
lw    t0, 0(s2)
lw    t1, 4(s2)
sw    t1, 0(s2)
sw    t0, 4(s2)
```

```
0000 1001 1100 0110 1010 1111 0101 1000
1010 1111 0101 1000 0000 1001 1100 0110
1100 0110 1010 1111 0101 1000 0000 1001
0101 1000 0000 1001 1100 0110 1010 1111
```



Datapath timing analysis



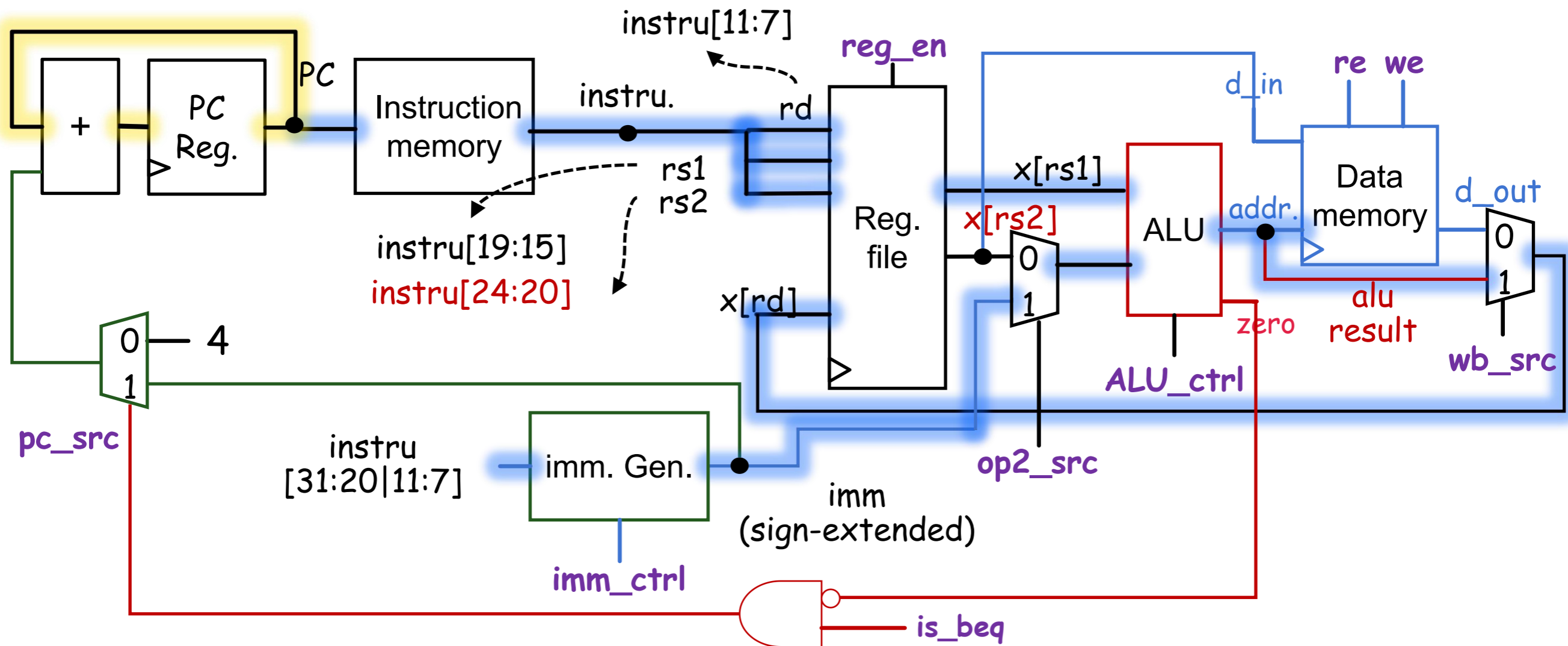
Assume the control signal is fast

$$t_{clk-to-q} + t_{add} + t_{setup}$$

$$\underbrace{t_{clk-to-q} + t_{Imem}}_{t_{IF}} + \underbrace{t_{reg} + t_{mux}}_{t_{DEC}} + \underbrace{t_{alu}}_{t_{EX}} + \underbrace{t_{mux} + t_{setup}}_{t_{WB}}$$

R-type datapath

Datapath timing analysis



$$t_{clk-to-q} + t_{add} + t_{setup}$$

$$t_{IF} + t_{DEC} + t_{EX} + t_{WB}$$

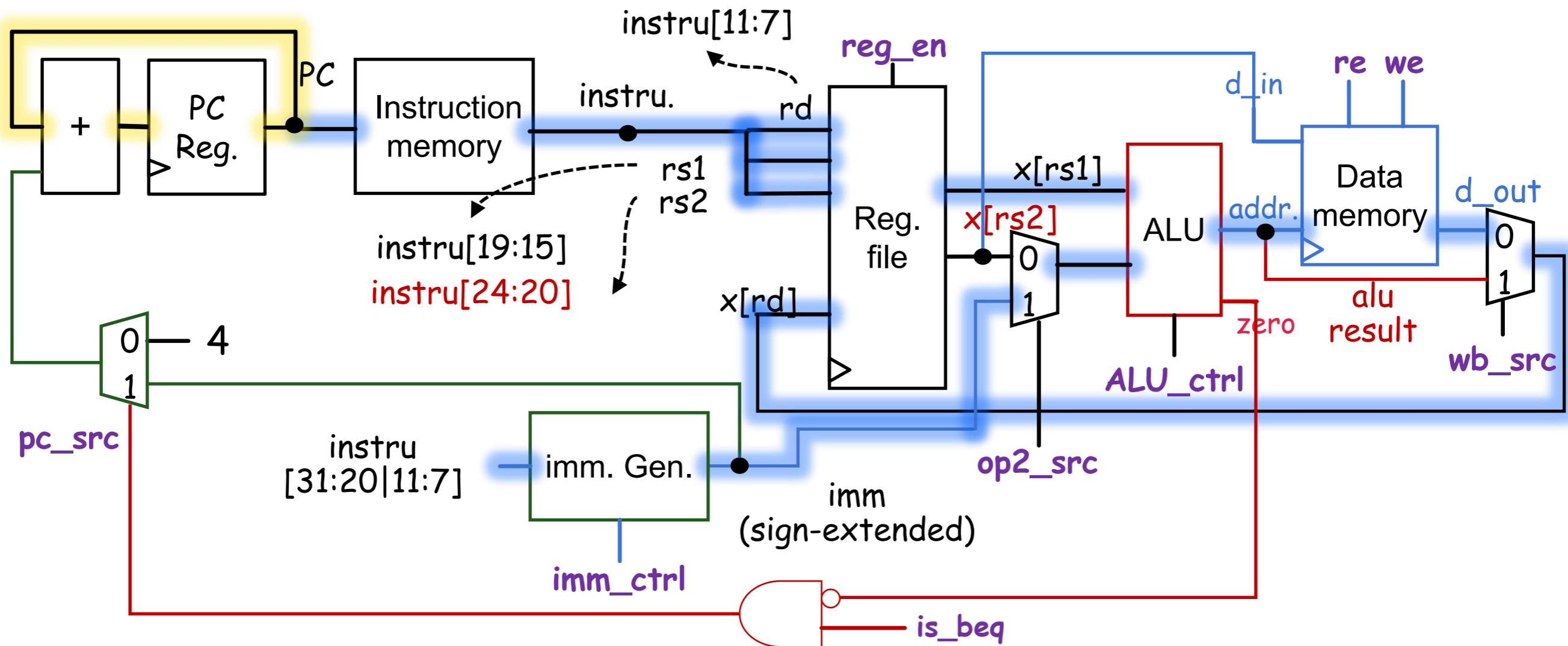
$$t_{clk-to-q} + t_{Imem} + t_{reg} + t_{alu} + t_{mux} + t_{setup}$$

$$t_{clk-to-q} + t_{Imem} + t_{imm} + t_{mux} + t_{alu} + t_{mux} + t_{setup}$$

} max

I-type arithmetic & logic datapath

Datapath timing analysis



$$t_{clk-to-q} + t_{add} + t_{setup}$$

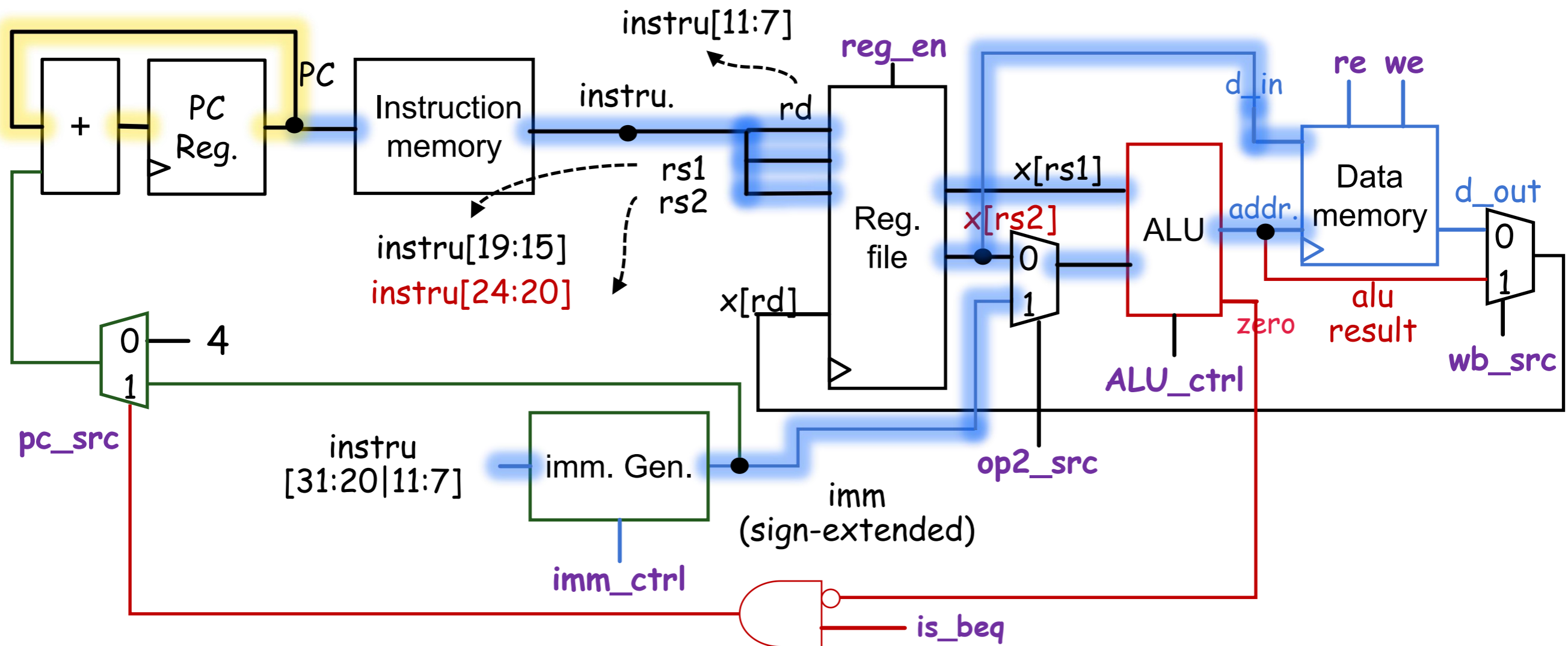
$$t_{IF} + t_{DEC} + t_{EX} + t_{MEM} + t_{WB}$$

$$t_{clk-to-q} + t_{Imem} + t_{reg} + t_{alu} + t_{Dmem} + t_{mux} + t_{setup}$$

$$t_{clk-to-q} + t_{Imem} + t_{imm} + t_{mux} + t_{alu} + t_{Dmem} + t_{mux} + t_{setup} \quad \left. \vphantom{t_{clk-to-q} + t_{Imem} + t_{imm} + t_{mux} + t_{alu} + t_{Dmem} + t_{mux} + t_{setup}} \right\} \max$$

I-type load datapath

Datapath timing analysis



$$t_{clk-to-q} + t_{add} + t_{setup}$$

$$t_{clk-to-q} + t_{Imem} + t_{reg} + t_{Dmem}$$

$$t_{clk-to-q} + t_{Imem} + t_{reg} + t_{alu} + t_{Dmem}$$

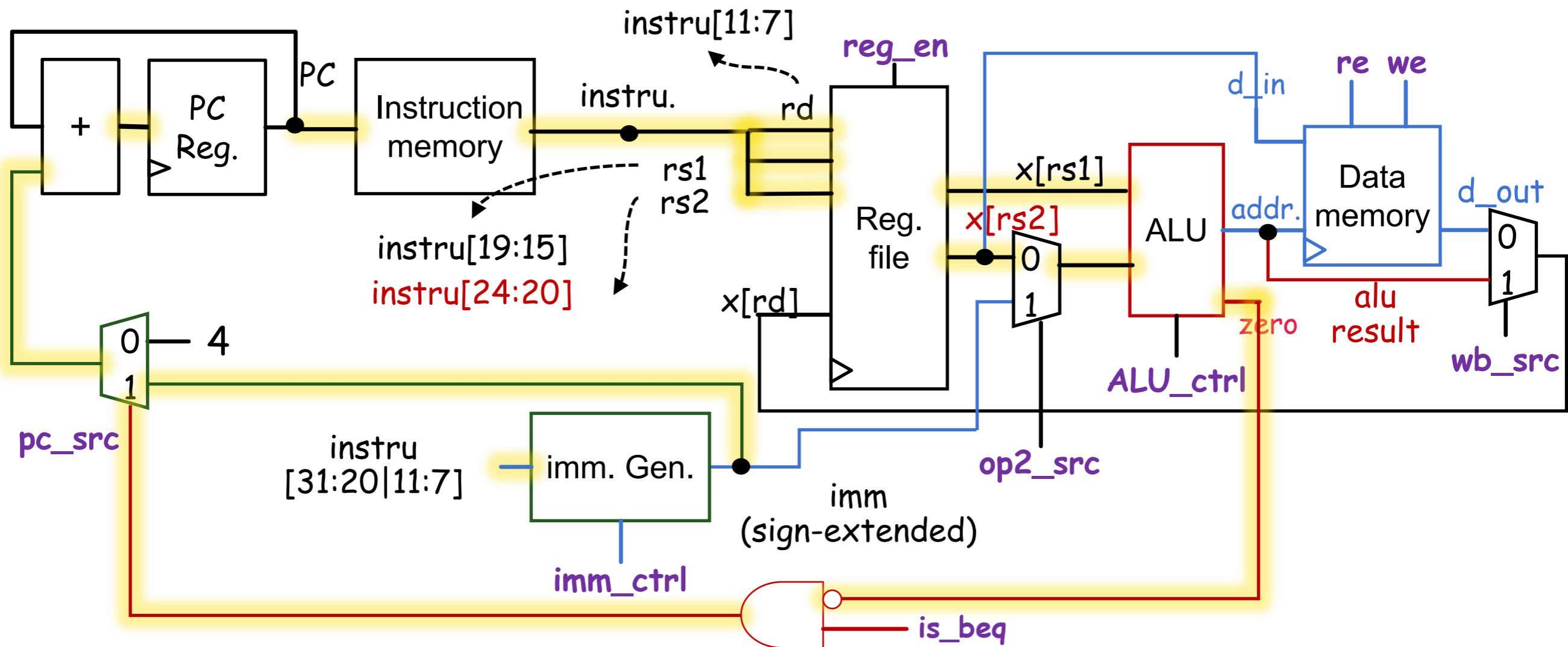
$$t_{clk-to-q} + t_{Imem} + t_{imm} + t_{mux} + t_{alu} + t_{Dmem}$$

max

$$t_{IF} + t_{DEC} + t_{EX} + t_{MEM}$$

S-type datapath

Datapath timing analysis



$$t_{IF} + t_{DEC} + t_{EX} + t_{WB}$$

$$t_{clk-to-q} + t_{Imem} + t_{reg} + t_{mux} + t_{alu} + t_{and} + t_{mux} + t_{add} + t_{setup} \left. \vphantom{t_{clk-to-q} + t_{Imem} + t_{reg} + t_{mux} + t_{alu} + t_{and} + t_{mux} + t_{add} + t_{setup}} \right\} \text{max}$$

$$t_{clk-to-q} + t_{Imem} + t_{imm} + t_{mux} + t_{add} + t_{setup}$$

B-type datapath

Summary

- We have built a single-cycle CPU
- It supports R-type, I-type arithmetic & logic and load (*lw*), S-type *sw* and *beq*
- Datapath and controller are built separately
- Different instruction activates different parts or steps/stages (IF/DEC/EXE/MEM/WB) of the datapath, thus has different delays. The longest delay (critical path) is used to estimate maximum frequency
- Nearly no CPU uses single-cycle design today.