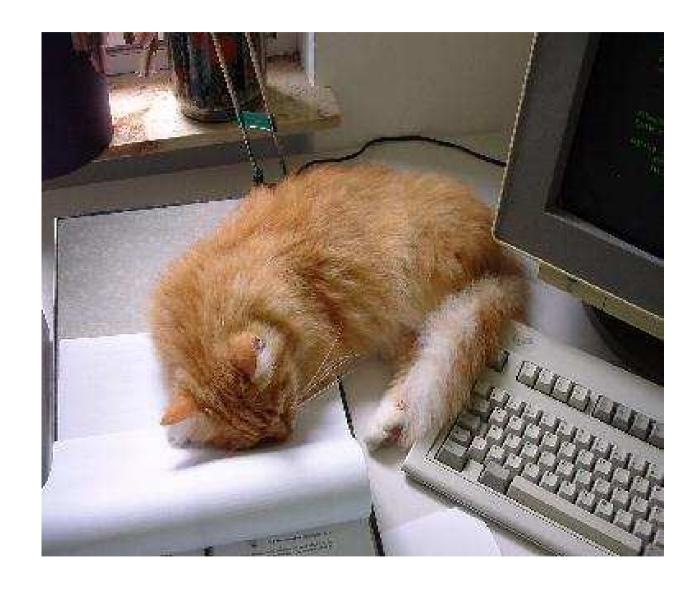
Teaching Computer Architecture with a Perl based Emulator

Bernd Ulmann

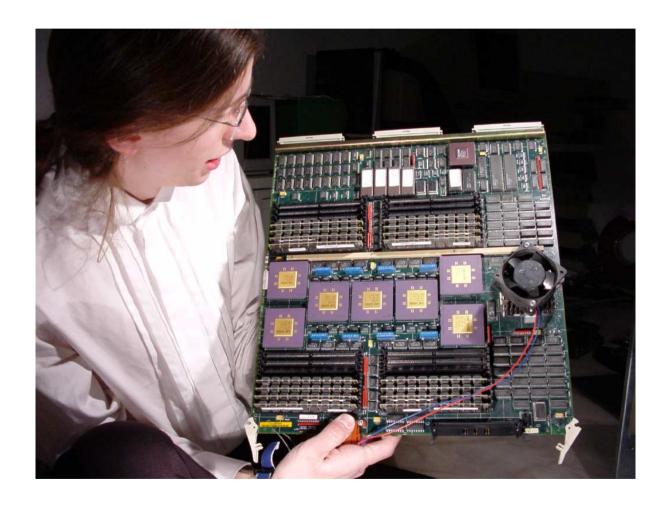
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Why teaching computer architecture?

- Because I have to in my job as a lecturer. :-)
- Because people especially students of computer science should know about the innards of a digital computer (not just from the standpoint of a high level language programmer).
- Because people should learn about the concept of beauty in computer architecture – not just about clock cycles measured in GHz.
- 🕃 Because...

... computer architecture is real fun!



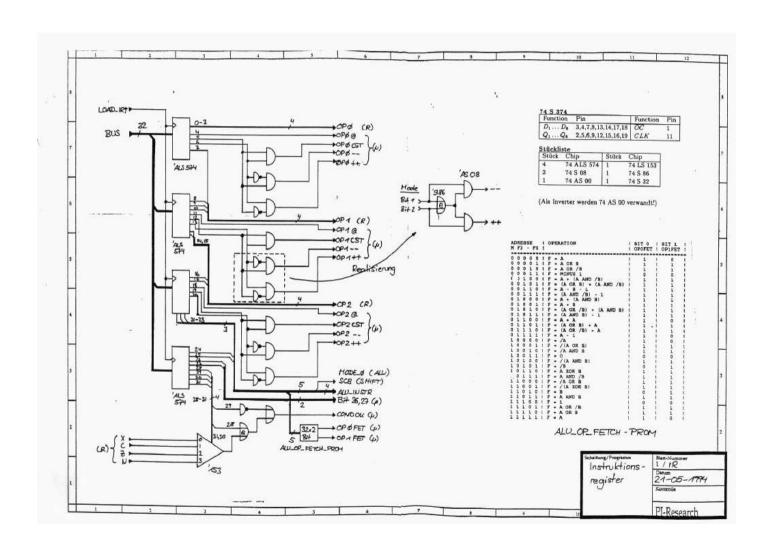
Requirements

- A simple, yet capable CPU architecture with no (or a few at maximum) idiosyncrasies in its instruction set, addressing modes, etc.
 - ⇒ I.e. *no* x86-CPUs suitable for that task.
- Use a processor not burdened by its history and the curse of compatibility.
- ⇒ Develop a new processor, NICE, aimed for teaching the basics of computer architecture, the implementation of a CPU and assembler programming.

The NICE processor

- Nice Is Charmingly Elegant
- 32 bit processor
- 16 general purpose registers
- Three address instructions
- Predicative instructions (like ARM)
- Very simple instruction set
- Eight quite powerful addressing modes

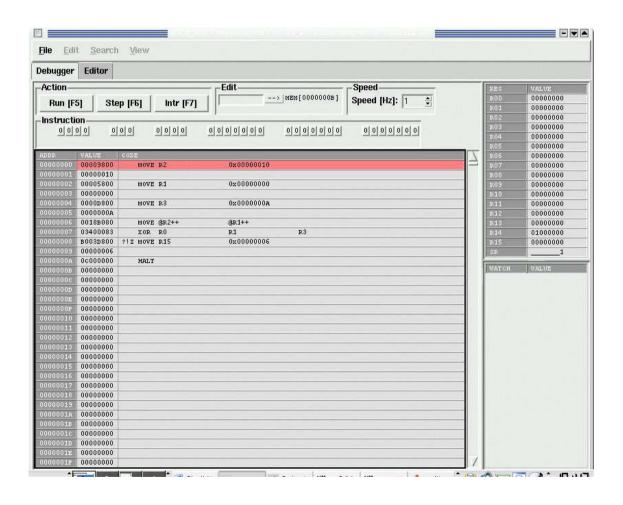
NICE – an impression



The emulator

- The A hardware implementation was too bulky in the pre-FPGA era.
- A VAX-Fortran implementation of an emulator was not very user friendly especially not when it comes to a hands-on-demonstration.
- In early 2004 I persuaded Thomas Kratz to write a new emulator in Perl together with me. (As it turned out, every line of code written by me became a victim of extensive code reviews and rewrites so Thomas did the overwhelming part of programming: Thank you!)

The emulator – an impression



Resources

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- Establishment in Bernd Ulmann, "NICE an elegant and powerful 32-bit architecture", in Computer Architecture News, OCT-1997.
- Bernd Ulmann, "Designing a NICE Processor", in *Microprocessors and Microsystems*, Elsevier, Vol. 23, Oct. 1999, pp. 257-264.