

Introduction

In this project, we implemented a processor architecture design based on the Y86 ISA using Verilog. Our design is a full-fledged processor architecture implementation which includes various stages of the processor architecture, viz., sequential, 5 stage pipeline, and is successfully able to execute all the instructions from Y86 ISA.

We have used modular approach for our design i.e., each stage is coded as separate modules and tested independently to help the integration without too many issues.

All the supported features were individually and thoroughly tested to satisfy all the specification requirements and the corresponding simulation snapshots are attached in the report.

An assembly program for sorting algorithm using Y86 ISA was written and the corresponding encoded instructions was used to test the integrated design.

The challenges encountered in the implement of this processor has also been discussed.

ALU Implementation

We built an ALU unit with following functionality:

- ADD – 64 bits
- SUB – 64 bits
- AND – 64 bits
- XOR – 64 bits

We didn't use +, -, &, ^ directly on the 64-bit inputs for 64-bit operations. We wrote each of the above modules from scratch (structural).

All input and output were signed.

Wrapper ALU unit

We created a ALU unit to call the other modules mentioned above based on the control input. The ALU unit takes as input the control signal, and two 64-bit inputs, and returns

the 64-bit output corresponding to the control signal chosen. An example with 64-bit inputs x and y :

Control o - ADD x and y

Control 1 – Subtract y from x

Control 2 – AND x and y

Control 3 – XOR x and y

To verify the functioning of the module created by us, we have created a testbench which takes two random inputs and calculate values directly and using the designed module to verify if both give the same results or not.

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Fig 1.1 Output for different Inputs.

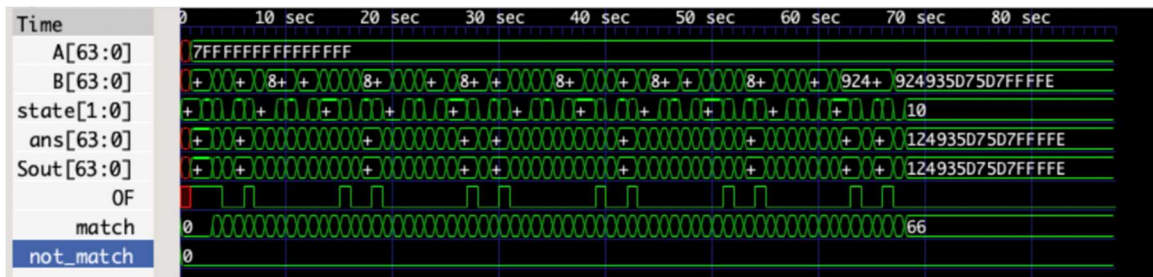


Fig 1.2 Output waveform of the results.

ADD

To implement this module in structural method, we first created a full adder module to add 3 bits. Then, we called this module 64 time to find the addition of two 64 bits binary number.

So, basically we used the Ripple Carry Adder (RCA) method to add the two numbers.

The overflow can be found by XORing the 64th and 63rd Carry bit.

To verify the working of our module, we have written a test bench where we have taken random values and calculated values directly and using the module made by us to verify if both are giving the same results not.


```

10 A= 9223372036854775807 B=-9223372036854775808 OF=0 Sout= -1
30 A= 9223372036854775807 B=-9223372036854775806 OF=0 Sout= 1
40 A= 9223372036854775807 B=-9223372036854775802 OF=0 Sout= 5
50 A= 9223372036854775807 B=-9223372036854775794 OF=0 Sout= 13
70 A= 9223372036854775807 B=-9223372036854775778 OF=0 Sout= 29
80 A= 9223372036854775807 B=-9223372036854775714 OF=0 Sout= 93
110 A= 9223372036854775807 B=-9223372036854775202 OF=0 Sout= 605
130 A= 9223372036854775807 B=-9223372036854774946 OF=0 Sout= 861
140 A= 9223372036854775807 B=-9223372036854770850 OF=0 Sout= 4957
150 A= 9223372036854775807 B=-9223372036854770818 OF=0 Sout= 4989
160 A= 9223372036854775807 B=-9223372036854769794 OF=0 Sout= 6013
170 A= 9223372036854775807 B=-9223372036854737026 OF=0 Sout= 38781
200 A= 9223372036854775807 B=-9223372036854474882 OF=0 Sout= 300925
210 A= 9223372036854775807 B=-9223372036854474754 OF=0 Sout= 301053
220 A= 9223372036854775807 B=-9223372036854458370 OF=0 Sout= 317437
230 A= 9223372036854775807 B=-9223372036852361218 OF=0 Sout= 2414589
250 A= 9223372036854775807 B=-9223372036852295682 OF=0 Sout= 2480125
260 A= 9223372036854775807 B=-9223372036835518466 OF=0 Sout= 19257341
290 A= 9223372036854775807 B=-9223372036701300738 OF=0 Sout= 153475069
310 A= 9223372036854775807 B=-9223372036700252162 OF=0 Sout= 154523645
320 A= 9223372036854775807 B=-9223372035626510338 OF=0 Sout= 1228265469
330 A= 9223372036854775807 B=-9223372035626508290 OF=0 Sout= 1228267517
340 A= 9223372036854775807 B=-9223372035622313986 OF=0 Sout= 1232461821
350 A= 9223372036854775807 B=-9223372027032379394 OF=0 Sout= 9822396413
380 A= 9223372036854775807 B=-9223371958312902658 OF=0 Sout= 78541873149
390 A= 9223372036854775807 B=-9223371958312894466 OF=0 Sout= 78541881341
400 A= 9223372036854775807 B=-9223371958245785602 OF=0 Sout= 78608990205
410 A= 9223372036854775807 B=-9223371408489971714 OF=0 Sout= 628364804093
430 A= 9223372036854775807 B=-9223371408221536258 OF=0 Sout= 628633239549
440 A= 9223372036854775807 B=-9223367010175025154 OF=0 Sout= 5026679750653
470 A= 9223372036854775807 B=-9223331825802936322 OF=0 Sout= 40211051839485
490 A= 9223372036854775807 B=-9223331821507969026 OF=0 Sout= 40215346806781
500 A= 9223372036854775807 B=-9223050346531258370 OF=0 Sout= 321690323517437
510 A= 9223372036854775807 B=-9223050346531127298 OF=0 Sout= 321690323648509
520 A= 9223372036854775807 B=-9223050329351258114 OF=0 Sout= 321707503517693
530 A= 9223372036854775807 B=-9220798529537572866 OF=0 Sout= 2573507317202941
560 A= 9223372036854775807 B=-9202784131028090882 OF=0 Sout= 20587905826684925
570 A= 9223372036854775807 B=-9202784131027566594 OF=0 Sout= 20587905827209213
580 A= 9223372036854775807 B=-9202783856149659650 OF=0 Sout= 20588180705116157
590 A= 9223372036854775807 B=-9058668668073803778 OF=0 Sout= 164703368780972029
610 A= 9223372036854775807 B=-9058667568562176002 OF=0 Sout= 164704468292599805
620 A= 9223372036854775807 B=-7905746063955329026 OF=0 Sout= 1317625972899446781
670 A= 9223372036854775807 B=-7905728471769284610 OF=0 Sout= 1317643565085491197

not_match= 0 match= 66

```

Fig 2.1 Output for different Inputs.



Fig 2.2 Output waveform of the results.

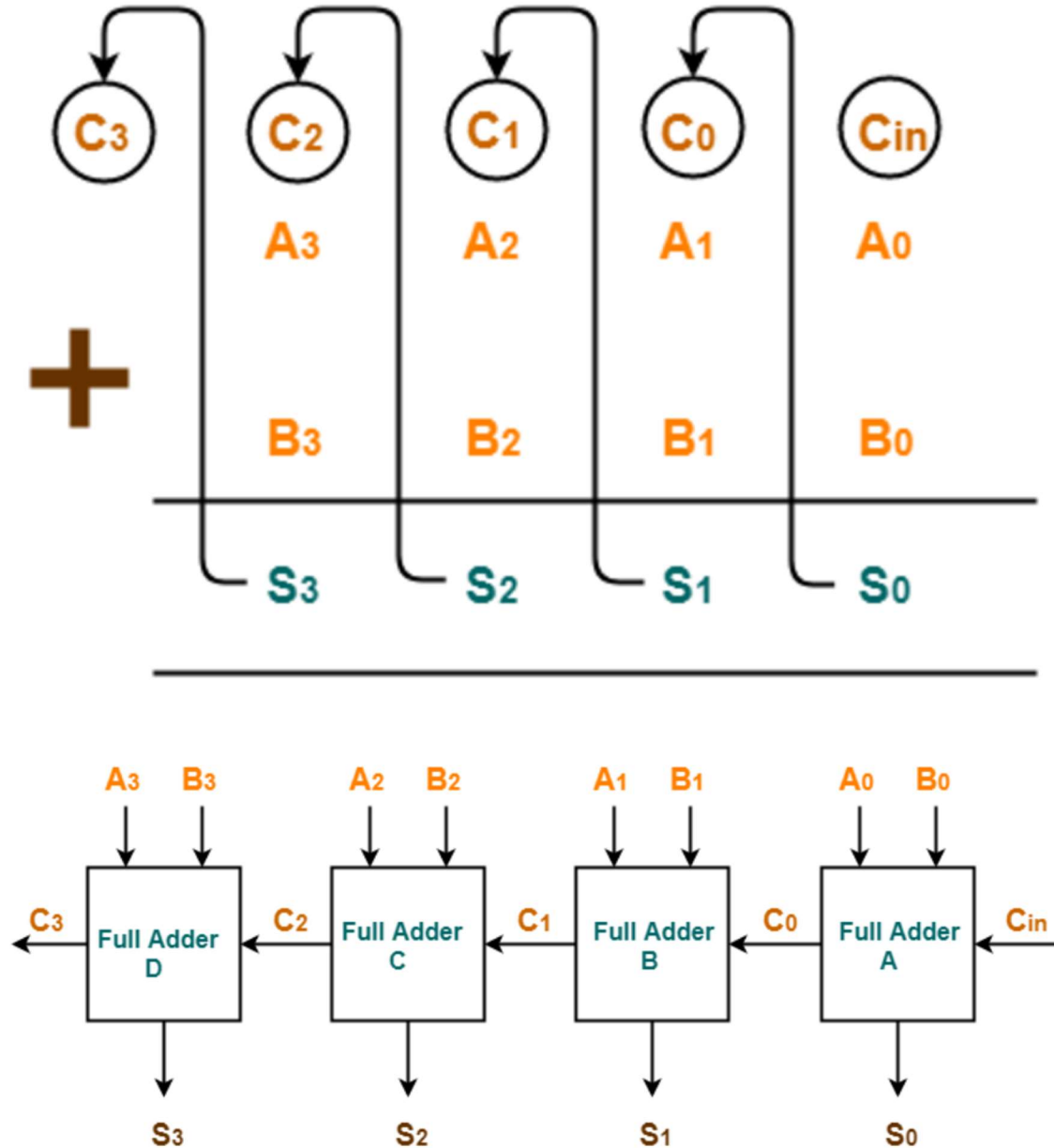


Fig 1.3 Illustration of method used.

SUBTRACT

We used 2's complement for the subtraction. Binary subtraction of two binary numbers can be done by adding the 2's complement of the second number to the first number.

The methodology used is described as below:

- First, we took 1's complement of the second number. This is taken by inverting all the binary digits in the number, i.e., replacing 0's with 1's and 1's with 0's.
- Then, we took 2's complement of that number. That can be found by adding a 1 to the 1's complement of the number.
- The above step was done by calling the ADD module which added the first number, the 1's complement of the second number and 1 as a carry.

To verify the working of our module, we have written a test bench where we have taken random values and calculated values directly and using the module made by us to verify if both are giving the same results not.

10	A=	9223372036854775807	B=	-9223372036854775808	OF=1	Sout=	-1
30	A=	9223372036854775807	B=	-9223372036854775806	OF=1	Sout=	-3
40	A=	9223372036854775807	B=	-9223372036854775802	OF=1	Sout=	-7
50	A=	9223372036854775807	B=	-9223372036854775794	OF=1	Sout=	-15
70	A=	9223372036854775807	B=	-9223372036854775778	OF=1	Sout=	-31
80	A=	9223372036854775807	B=	-9223372036854775714	OF=1	Sout=	-95
110	A=	9223372036854775807	B=	-9223372036854775202	OF=1	Sout=	-607
130	A=	9223372036854775807	B=	-9223372036854774946	OF=1	Sout=	-863
140	A=	9223372036854775807	B=	-9223372036854770850	OF=1	Sout=	-4959
150	A=	9223372036854775807	B=	-9223372036854770818	OF=1	Sout=	-4991
160	A=	9223372036854775807	B=	-9223372036854769794	OF=1	Sout=	-6015
170	A=	9223372036854775807	B=	-9223372036854737026	OF=1	Sout=	-38783
200	A=	9223372036854775807	B=	-9223372036854474882	OF=1	Sout=	-300927
210	A=	9223372036854775807	B=	-9223372036854474754	OF=1	Sout=	-301055
220	A=	9223372036854775807	B=	-9223372036854458370	OF=1	Sout=	-317439
230	A=	9223372036854775807	B=	-9223372036852361218	OF=1	Sout=	-2414591
250	A=	9223372036854775807	B=	-9223372036852295682	OF=1	Sout=	-2480127
260	A=	9223372036854775807	B=	-9223372036835518466	OF=1	Sout=	-19257343
290	A=	9223372036854775807	B=	-9223372036701300738	OF=1	Sout=	-153475071
310	A=	9223372036854775807	B=	-9223372036700252162	OF=1	Sout=	-154523647
320	A=	9223372036854775807	B=	-9223372035626510338	OF=1	Sout=	-1228265471
330	A=	9223372036854775807	B=	-9223372035626508290	OF=1	Sout=	-1228267519
340	A=	9223372036854775807	B=	-9223372035622313986	OF=1	Sout=	-1232461823
350	A=	9223372036854775807	B=	-9223372027032379394	OF=1	Sout=	-9822396415
380	A=	9223372036854775807	B=	-9223371958312902658	OF=1	Sout=	-78541873151
390	A=	9223372036854775807	B=	-9223371958312894466	OF=1	Sout=	-78541881343
400	A=	9223372036854775807	B=	-9223371958245785602	OF=1	Sout=	-78608990207
410	A=	9223372036854775807	B=	-9223371408489971714	OF=1	Sout=	-628364804095
430	A=	9223372036854775807	B=	-9223371408221536258	OF=1	Sout=	-628633239551
440	A=	9223372036854775807	B=	-9223367010175025154	OF=1	Sout=	-5026679750655
470	A=	9223372036854775807	B=	-9223331825802936322	OF=1	Sout=	-40211051839487
490	A=	9223372036854775807	B=	-9223331821507969026	OF=1	Sout=	-40215346806783
500	A=	9223372036854775807	B=	-9223050346531258370	OF=1	Sout=	-321690323517439
510	A=	9223372036854775807	B=	-9223050346531127298	OF=1	Sout=	-321690323648511
520	A=	9223372036854775807	B=	-9223050329351258114	OF=1	Sout=	-321707503517695
530	A=	9223372036854775807	B=	-9220798529537572866	OF=1	Sout=	-2573507317202943
560	A=	9223372036854775807	B=	-9202784131028090882	OF=1	Sout=	-20587905826684927
570	A=	9223372036854775807	B=	-9202784131027566594	OF=1	Sout=	-20587905827209215
580	A=	9223372036854775807	B=	-9202783856149659650	OF=1	Sout=	-20588180705116159
590	A=	9223372036854775807	B=	-90586668668073803778	OF=1	Sout=	-164703368780972031
610	A=	9223372036854775807	B=	-9058667568562176002	OF=1	Sout=	-164704468292599807
620	A=	9223372036854775807	B=	-7905746063955329026	OF=1	Sout=	-1317625972899446783
670	A=	9223372036854775807	B=	-7905728471769284610	OF=1	Sout=	-1317643565085491199
not_match=		0		match=		66	

Fig 3.1 Output for different Inputs.



Fig 3.2 Output waveform of the results.

AND

We wrote a module to do AND of two 64 bits signed binary numbers. The module was written in a structural way where each bit was ANDed with the corresponding bit.

10	A=	9223372036254775807	B=	8	out=	8
30	A=	9223372036254775807	B=	10	out=	10
40	A=	9223372036254775807	B=	14	out=	14
70	A=	9223372036254775807	B=	30	out=	30
80	A=	9223372036254775807	B=	94	out=	94
110	A=	9223372036254775807	B=	606	out=	94
130	A=	9223372036254775807	B=	862	out=	350
140	A=	9223372036254775807	B=	4958	out=	4446
150	A=	9223372036254775807	B=	4990	out=	4478
160	A=	9223372036254775807	B=	6014	out=	4478
170	A=	9223372036254775807	B=	38782	out=	37246
200	A=	9223372036254775807	B=	300926	out=	299390
210	A=	9223372036254775807	B=	301054	out=	299518
220	A=	9223372036254775807	B=	317438	out=	299518
230	A=	9223372036254775807	B=	2414590	out=	2396670
250	A=	9223372036254775807	B=	2480126	out=	2396670
260	A=	9223372036254776319	B=	19257342	out=	2397182
290	A=	9223372036254777343	B=	153475070	out=	136615934
310	A=	9223372036254777343	B=	154523646	out=	137664510
320	A=	9223372036254777343	B=	1228265470	out=	1211406334
330	A=	9223372036254777343	B=	1228267518	out=	1211408382
340	A=	9223372036254777343	B=	1232461822	out=	1211408382
350	A=	9223372036254777343	B=	9822396414	out=	9801342974
380	A=	9223372036254777343	B=	78541873150	out=	78520819710
390	A=	9223372036254777343	B=	78541881342	out=	78520827902
400	A=	9223372036254777343	B=	78608990206	out=	78587936766
410	A=	9223372036254793727	B=	628364804094	out=	628343767038
430	A=	9223372036254793727	B=	628633239550	out=	628612202494
440	A=	9223372036254793727	B=	5026679750654	out=	5026658713598
470	A=	9223372036254859263	B=	40211051839486	out=	40211030867966
490	A=	9223372036254859263	B=	40215346806782	out=	40215325835262
500	A=	9223372036254990335	B=	321690323517438	out=	321690302545918
510	A=	9223372036254990335	B=	321690323648510	out=	321690302676990
520	A=	9223372036254990335	B=	321707503517694	out=	321707482546174
530	A=	9223372036254990335	B=	2573507317202942	out=	2573507296231422
560	A=	9223372036254990335	B=	20587905826684926	out=	20587905805713406
570	A=	9223372036254990335	B=	20587905827209214	out=	20587905806237694
580	A=	9223372036254990335	B=	20588180705116158	out=	20588180684144638
590	A=	9223372036254990335	B=	164703368780972030	out=	164703368760000510
610	A=	9223372036254990335	B=	164704468292599806	out=	164704468271628286
620	A=	9223372036254990335	B=	1317625972899446782	out=	1317625972878475262
650	A=	9223372036259184639	B=	-7905746063955329026	out=	1317625972882669566
670	A=	9223372036259184639	B=	-7905728471769284610	out=	1317643565068713982
not_match=		0	match=		66	

Fig 4.1 Output for different Inputs.



Fig 4.2 Output waveform of the results.

To verify the working of our module, we have written a test bench where we have taken random values and calculated values directly and using the module made by us to verify if both are giving the same results not.

XOR

We wrote a module to do XOR of two 64 bits signed binary numbers. The module was written in a structural way where each bit was XORED with the corresponding bit.

```

10 A= 9223372036854775807 B= 8 out= 9223372036854775799
30 A= 9223372036854775807 B= 10 out= 9223372036854775797
40 A= 9223372036854775807 B= 14 out= 9223372036854775793
70 A= 9223372036854775807 B= 30 out= 9223372036854775777
80 A= 9223372036854775807 B= 94 out= 9223372036854775713
110 A= 9223372036854775807 B= 606 out= 9223372036854775201
130 A= 9223372036854775807 B= 862 out= 9223372036854774945
140 A= 9223372036854775807 B= 4958 out= 9223372036854770849
150 A= 9223372036854775807 B= 4990 out= 9223372036854770817
160 A= 9223372036854775807 B= 6014 out= 9223372036854769793
170 A= 9223372036854775807 B= 38782 out= 9223372036854737025
200 A= 9223372036854775807 B= 300926 out= 9223372036854474881
210 A= 9223372036854775807 B= 301054 out= 9223372036854474753
220 A= 9223372036854775807 B= 317438 out= 9223372036854458369
230 A= 9223372036854775807 B= 2414590 out= 9223372036852361217
250 A= 9223372036854775807 B= 2480126 out= 9223372036852295681
260 A= 9223372036854775807 B= 19257342 out= 9223372036835518465
290 A= 9223372036854775807 B= 153475070 out= 9223372036701300737
310 A= 9223372036854775807 B= 154523646 out= 9223372036700252161
320 A= 9223372036854775807 B= 1228265470 out= 9223372035626510337
330 A= 9223372036854775807 B= 1228267518 out= 9223372035626508289
340 A= 9223372036854775807 B= 1232461822 out= 9223372035622313985
350 A= 9223372036854775807 B= 9822396414 out= 9223372027032379393
380 A= 9223372036854775807 B= 78541873150 out= 9223371958312902657
390 A= 9223372036854775807 B= 78541881342 out= 9223371958312894465
400 A= 9223372036854775807 B= 78608990206 out= 9223371958245785601
410 A= 9223372036854775807 B= 628364804094 out= 9223371408489971713
430 A= 9223372036854775807 B= 628633239550 out= 9223371408221536257
440 A= 9223372036854775807 B= 5026679750654 out= 9223367010175025153
470 A= 9223372036854775807 B= 40211051839486 out= 9223331825802936321
490 A= 9223372036854775807 B= 40215346806782 out= 9223331821507969025
500 A= 9223372036854775807 B= 321690323517438 out= 9223050346531258369
510 A= 9223372036854775807 B= 321690323648510 out= 9223050346531127297
520 A= 9223372036854775807 B= 321707503517694 out= 9223050329351258113
530 A= 9223372036854775807 B= 2573507317202942 out= 9220798529537572865
560 A= 9223372036854775807 B= 20587905826684926 out= 9202784131028090881
570 A= 9223372036854775807 B= 20587905827209214 out= 9202784131027566593
580 A= 9223372036854775807 B= 20588180705116158 out= 9202783856149659649
590 A= 9223372036854775807 B= 164703368780972030 out= 9058668668073803777
610 A= 9223372036854775807 B= 164704468292599806 out= 9058667568562176001
620 A= 9223372036854775807 B= 1317625972899446782 out= 7905746063955329025
650 A= 9223372036854775807 B=-7905746063955329026 out=17129118100810104833
670 A= 9223372036854775807 B=-7905728471769284610 out=17129100508624060417
not_match= 0 match= 66

```

Fig 5.1 Output for different Inputs.

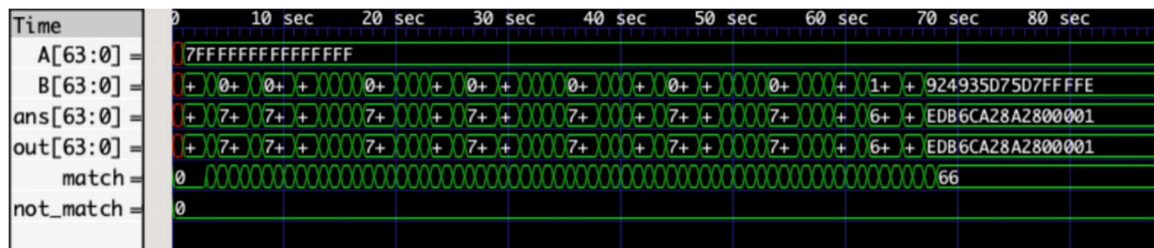
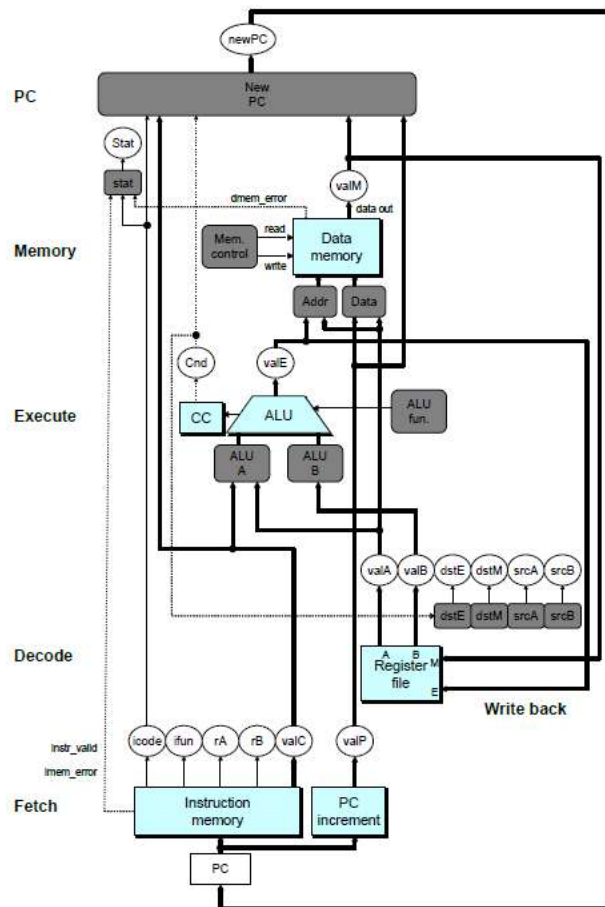


Fig 5.2 Output waveform of the results.

To verify the working of our module, we have written a test bench where we have taken random values and calculated values directly and using the module made by us to verify if both are giving the same results not.

Sequential implementation

Here, all the instructions are processed one after the other, and hence the name sequential. In this implementation, all the 5 stages are executed one after the other for the execution of the complete instruction.

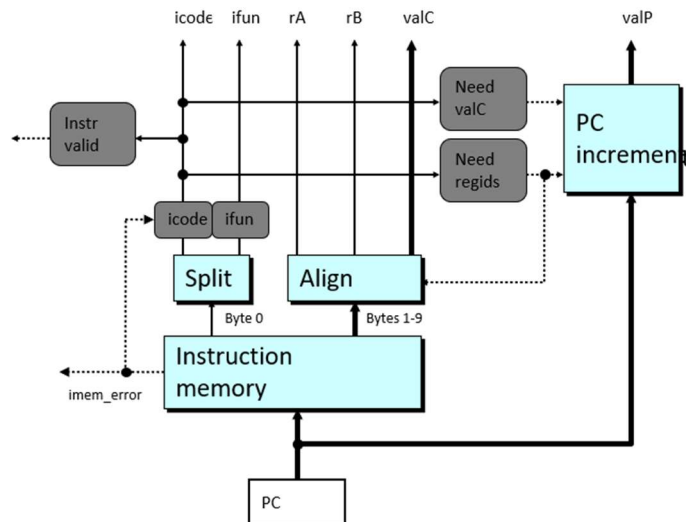


Sequential Stages

There are 5 stages in the Sequential implementation which are described below.

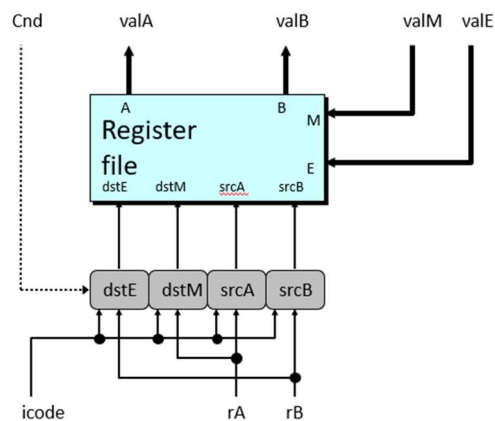
Fetch

- Reads bytes of an instruction from memory using the PC value as address and extracts the two 4-bit portions of instruction specifier byte referred to as **icode** and **ifun**.
- Fetches the register specifier byte to get **rA** and **rB**.
- Fetches 8-byte constant word **valC** to computes **valP** as the address of the next instruction in the sequence , i.e. $valP = PC + \text{length of fetched instruction}$



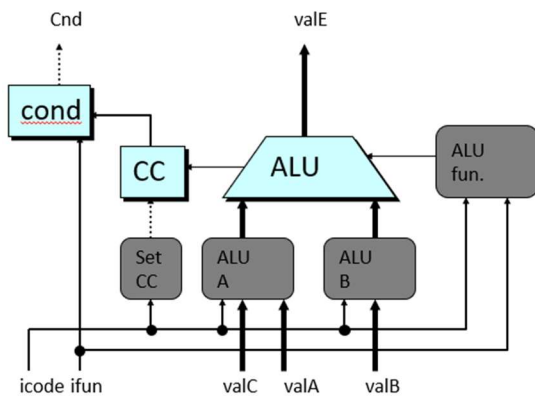
Decode

- Reads operands from the register file giving values valA and valB.



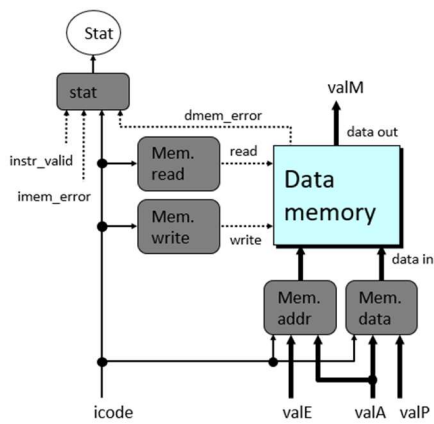
Execute

- ALU either performs operation given by ifun, computes effective address of a memory reference, or increments or decrements the stack pointer and store the resulting value in valE.
- Condition codes are set.
- Determines if a branch is taken or not for a jump instruction by testing the condition code and branch condition.



Memory

Read or write data from/to memory respectively. Value read referred to as valM.

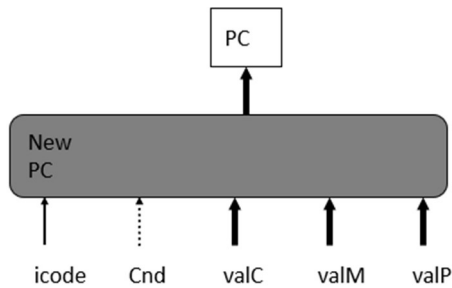


Write Back

Update register file.

PC Update

PC is updated with the next instruction or valP.

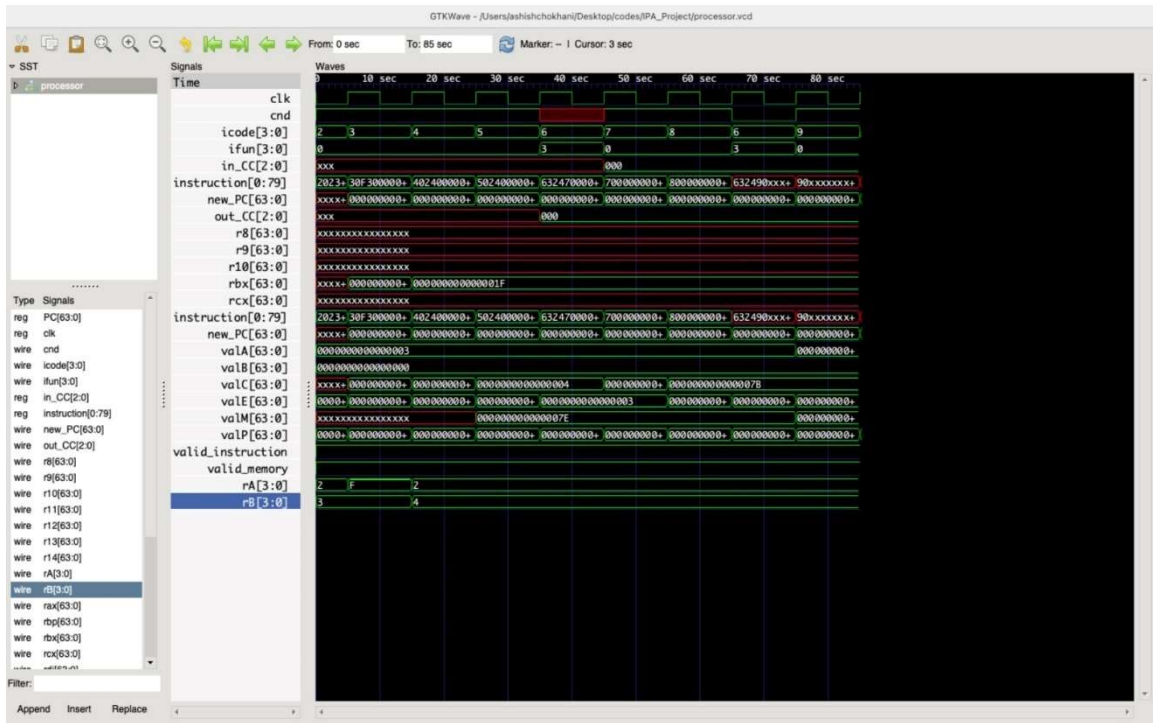


Testing

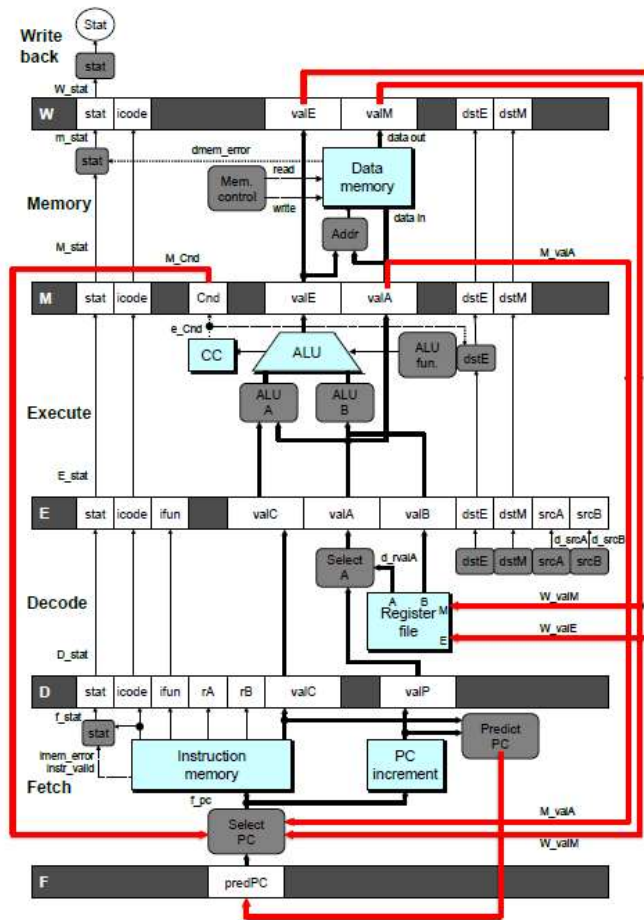
For verifying the implementation of our modules written in the Sequential stage, all the instructions in Y86 processor architecture was written in encoded form.

	Opq	rmmovq	popq	cmovxx	jXX	call	return
Fetch	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valP \leftarrow PC + 2$	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valC \leftarrow M_8[PC+2]$ $valP \leftarrow PC + 10$	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valP \leftarrow PC + 2$	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valP \leftarrow PC + 2$	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valC \leftarrow M_8[PC+2]$ $valP \leftarrow PC + 9$ <small>(valC: Dest. Addr. valP: Pass-thru through adr.)</small>	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valC \leftarrow M_8[PC+2]$ $valP \leftarrow PC + 9$	$iC: iF \leftarrow M_1[PC]$ $rA: rB \leftarrow M_1[PC+1]$ $valC \leftarrow M_8[PC+2]$ $valP \leftarrow PC + 9$
Decode	$valA \leftarrow R[rA]$ $valB \leftarrow R[rB]$	$valA \leftarrow R[rA]$ $valB \leftarrow R[rB]$	$valA \leftarrow R[\%rsp]$ $valB \leftarrow R[\%rsp]$	$valA \leftarrow R[rA]$ $valB \leftarrow 0$	$valB \leftarrow R[\%rsp]$ <small>(Read stack pointer)</small>	$valB \leftarrow R[\%rsp]$ <small>(Read stack pointer)</small>	$valA \leftarrow R[\%rsp]$ $valB \leftarrow R[\%rsp]$
Execute	$valE \leftarrow valB$ <small>op valA</small> Set CC	$valE \leftarrow$ $valB + valC$ <small>(Effective address)</small>	$valE \leftarrow valB + 8$ <small>(Increment stack pointer)</small>	$valE \leftarrow valB +$ $valA$ $if(jcond)$ <small>(cc, ifun) rB ← 03F</small>	$end \leftarrow$ $Cond(cc, ifun)$	$valE \leftarrow valB +$ (-8) <small>(New stack ptr)</small>	$valE \leftarrow valB + 8$
Memory	—	$M_8[valE] \leftarrow$ $valA$	$valM \leftarrow M_8[valA]$ <small>(Read from old stack pointer)</small>	—	—	$M_8[valE] \leftarrow$ $valP$ <small>(increased PC)</small>	$valM \leftarrow M_8[valA]$ <small>(Read return address from old stack ptr)</small>
Write Back	$R[rB] \leftarrow valE$	—	$R[\%rsp] \leftarrow valE$ $R[rA] \leftarrow valM$	$R[rB] \leftarrow valE$	—	$R[\%rsp] \leftarrow valE$	$R[\%rsp] \leftarrow valE$
PC Update	$PC \leftarrow valP$	$PC \leftarrow valP$	$PC \leftarrow valP$	$PC \leftarrow valP$	$PC \leftarrow Cnd?$ $valC: valP$	$PC \leftarrow valP$ <small>(Set PC to old)</small>	$PC \leftarrow valM$ <small>(Set PC to return address)</small>

The GTK Wave the Test case used is shown hereby.



Pipeline Implementation



In processor architecture, a pipeline is a technique used to improve the performance of processors by allowing multiple instructions to be processed simultaneously.

The utility of a pipeline in processor architecture lies in its ability to increase the efficiency and speed of instruction processing. By breaking down instructions into smaller tasks and processing them in parallel, pipelines can dramatically reduce the time required to execute a single instruction.

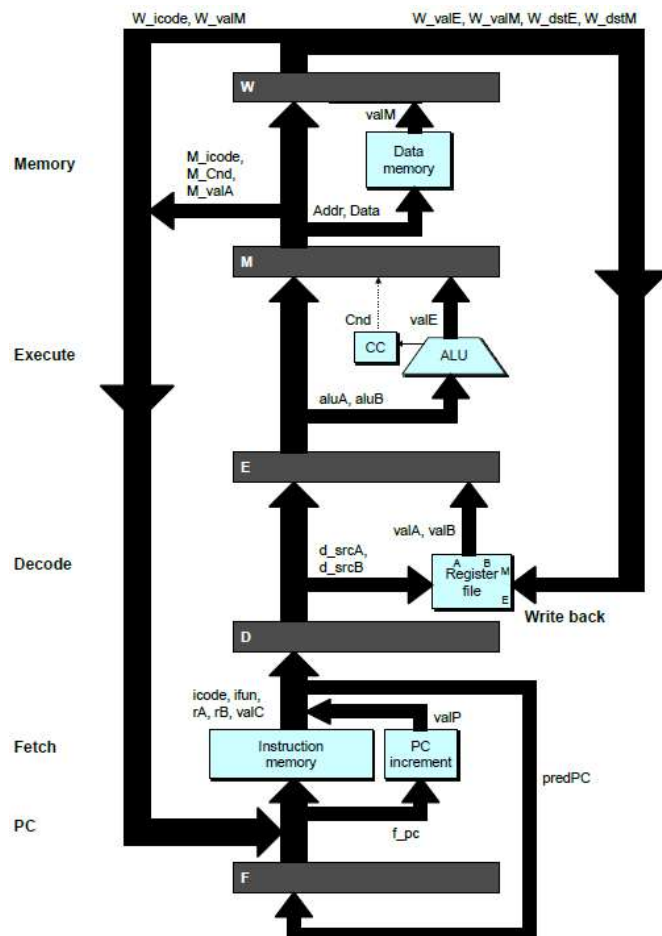
Pipelines can also improve the overall throughput of the processor by allowing multiple instructions to be processed simultaneously, which can result in a significant increase in overall processing speed.

However, the use of pipelines can also introduce some challenges, such as the potential for data dependencies between instructions and the possibility of

pipeline stalls or delays. These issues must be carefully managed to ensure that the benefits of the pipeline are realized without introducing additional problems.

Pipeline Stages

A pipeline consists of several stages, each of which performs a specific task. When an instruction enters the pipeline, it is split into a series of smaller tasks that can be processed in parallel in different stages of the pipeline. This allows multiple instructions to be processed simultaneously, improving the overall throughput of the processor.



Fetch

Select current PC

Read instruction

Compute incremented PC

Decode

Read program registers

Execute

Operate ALU

Memory

Read or write data memory.

Write Back

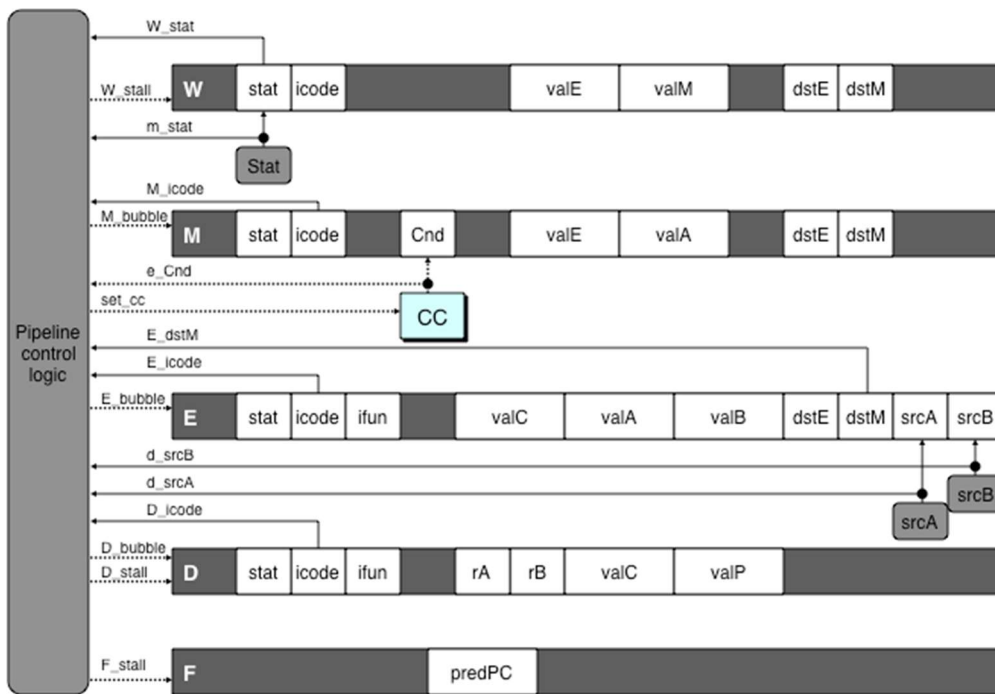
Update register file.

Implementation

- **Stalling:**

Stalling instruction is required when the data required in the decode stage isn't yet updated with the new value. It holds back instruction in decode stage and the following instruction stays in fetch stage.

It injects Bubbles into execute stage like dynamically generated nop's.

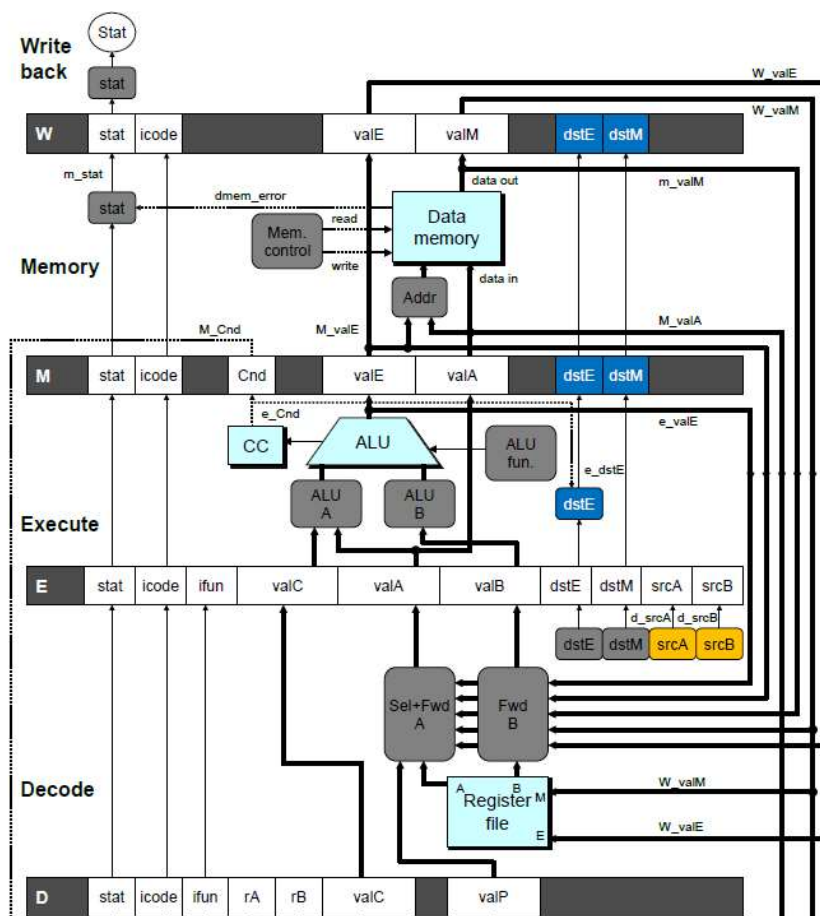


To implement Stalling in Pipeline Control, Combinational logic is used which detects stall condition. And then mode signals are set for how pipeline registers should update.

- **Data Forwarding**

Here, the values are passed directly from generating instruction to decode stage which needs to be available at end of decode stage.

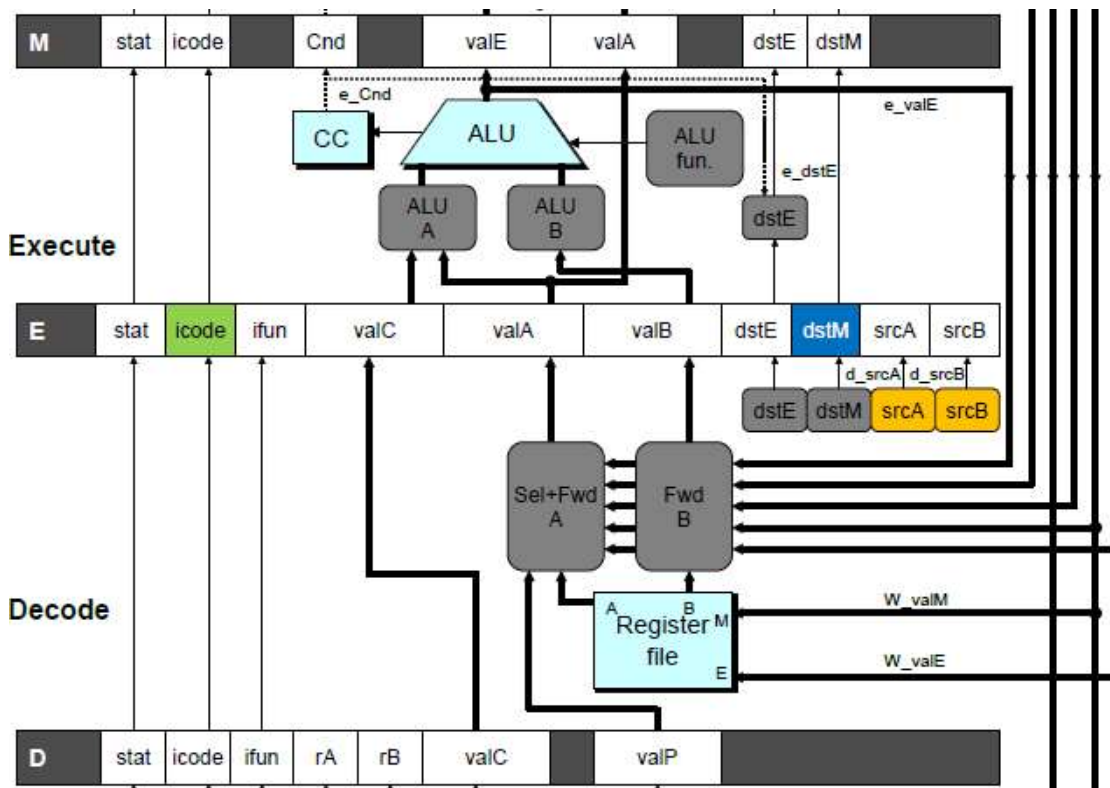
Forwarding logic selects valA and valB from various Forwarding sources such as valE from Execute stage, valM from Memory stage, valE and valM from Write-back stage from later pipeline stage.



To implement Data Forwarding, we add additional feedback paths from Execute, Memory, and Write-back pipeline registers into decode stage. Logic blocks are created to select from multiple sources for valA and valB in decode stage.

- **Load/Use Hazard**

We need to wait till the Memory stage in `mrmovq` instruction to get the updated memory values. So, we need to wait for the instruction to pass the Memory stage.



So, we Stall instruction for one cycle so that we can then pick up loaded value by forwarding from memory stage.

Testing

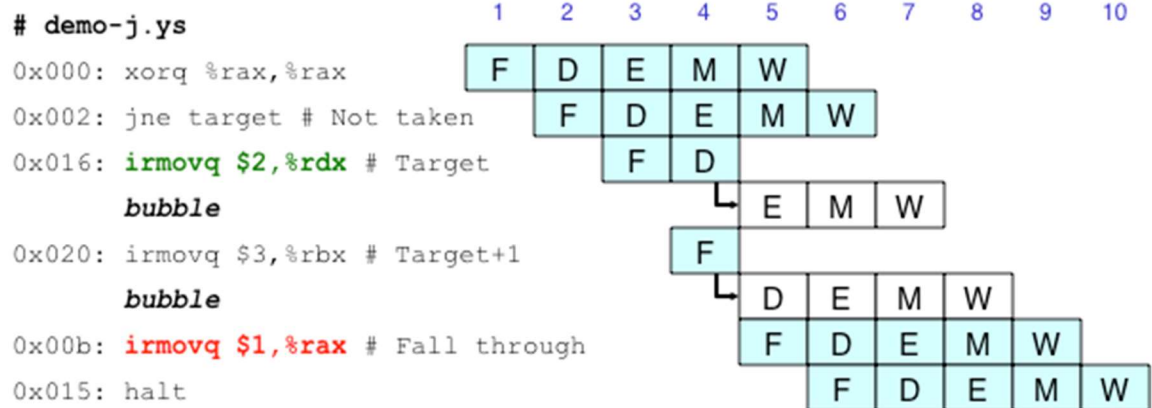
To test the correctness of the modules written, test cases were created for various Data Hazards.

- Branch Misprediction

```

0x000:    xorq %rax,%rax
0x002:    jne t           # Not taken
0x00b:    irmovq $1, %rax # Fall through
0x015:    nop
0x016:    nop
0x017:    nop
0x018:    halt
0x019: t:  irmovq $3, %rdx # Target
0x023:    irmovq $4, %rcx # Should not execute

```



- Return

```

0x000:    irmovq Stack,%rsp  # Intialize stack pointer
0x00a:    call p                # Procedure call
0x013:    irmovq $5,%rsi      # Return point
0x01d:    halt
0x020:    .pos 0x20
0x020: p: irmovq $-1,%rdi     # procedure
0x02a:    ret
0x02b:    irmovq $1,%rax        # Should not be executed
0x035:    irmovq $2,%rcx      # Should not be executed
0x03f:    irmovq $3,%rdx      # Should not be executed
0x049:    irmovq $4,%rbx      # Should not be executed
0x100:    .pos 0x100

```

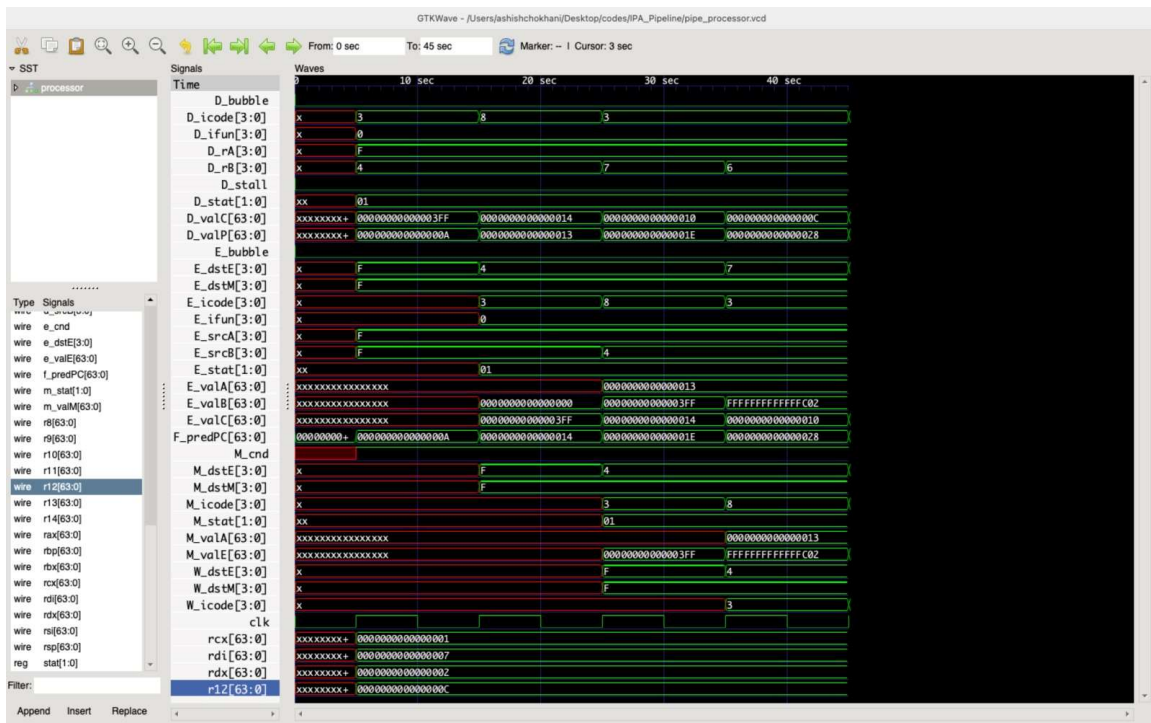
demo-retb

```

0x026:    ret
      bubble
      bubble
      bubble
0x014:    irmovq $5,%rsi # Return

```

The GTK Wave of the corresponding test cases is shown below:



Problems encountered.

Considering the inter relationship and feedbacks among the 5 stages in pipeline registers, it was very complicated to remove errors.

In sequential stage as well, data computed in one stage was used in other later stages. So, overall data dependencies were high making it difficult to write the correct code.

Future developments

We can create an automated testbench to verify the design efficiently which will automatically verify the state of the processor and memory after execution of each instruction in the program.