

Revision History

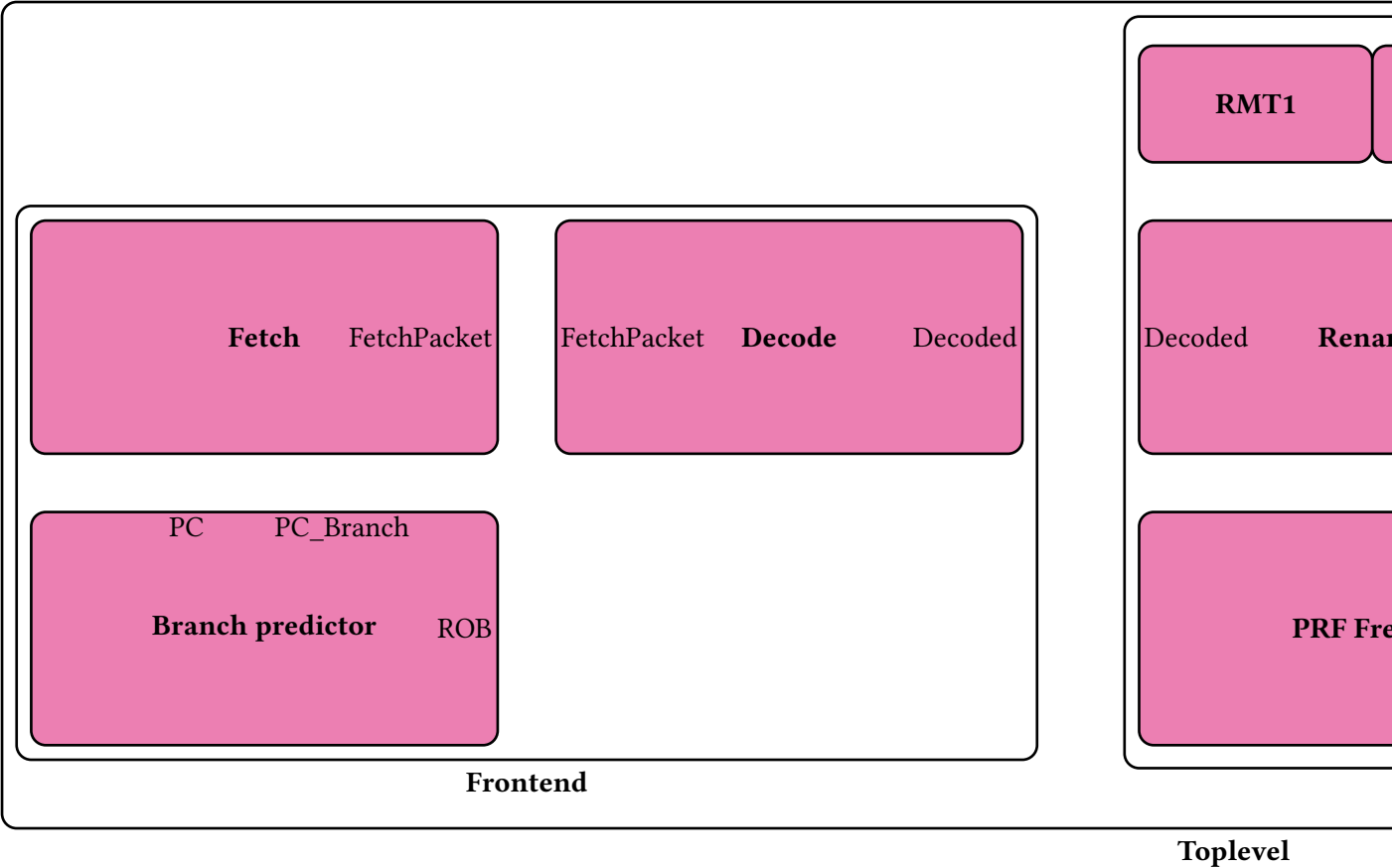
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1 Terminology

LE None

2 Overview



3 Parameters

4 Interface

5 Microarchitecture

5.1 FreeList

参数化的 Freelist

FreeList 的构造参数如下：

Name	Type	Description
read_ports	Int	Number of read ports
depth	Int	Depth of the freelist buffer

```
1  val io = IO(  
2    val requests = Input(Vec(depth, Bool()))  
3    val data     = Output(Vec(depth, Valid(UInt(data_width.W))))  
4  
5    val dealloc = Input(Vec(depth, Valid(UInt(data_width.W))))  
6  )
```

scala

5.2 PRFFreeList

获取 PRF 中可用的寄存器

PRFFreeList 的构造参数如下：

Name	Type	Description
read_ports	Int	with desc
depth	Int	Another desc
data_width	Int	

```
1  //BLaBlabla  
2
```

scala

5.3 DCacheRequest

```
1  val addr = UInt(p.CoreMaxAddrbits.W)  
2  val data = Bits(p.CoreDataBits.W)
```

scala

5.4 DCacheResponse

```
1  val addr = UInt(p.CoreMaxAddrbits.W)  
2  val data = Bits(p.CoreDataBits.W)
```

scala

5.5 LSUMemIO

描述与数据内容交互的信号

1	<code>val req = new DecoupledIO(p.lsuWidth, Valid(new DCacheRequest))</code>	//LSU发出的数据缓存请求	scala
2	<code>val resp = new Flipped(p.lsuWidth, Valid(new DCacheResponse))</code>	//LSU接收数据缓存响应	
3			
4	<code>val req_kill = Output(p.lsuWidth, Bool())</code>	//表示每个req是否被kill	
5	<code>val req_nack_adv = Input(p.lsuWidth, Bool())</code>	//表示某个req是否被拒绝	
6	<code>val store_ack = Flipped(Vec(p.lsuWidth, new ValidIO(new DCacheRequest)))</code>	//存储请求的确认	
7	<code>val nack = Flipped(Vec(p.lsuWidth, new ValidIO(new DCacheRequest)))</code>	//作为接口接受neck	
8	<code>val load_rel_resp = Flipped(new DecoupledIO(new DCacheResponse))</code>	//作为接口接受缓存的load/release响应	
9	<code>val bradate = Output(new bradateInfo)</code>	//报告分支更新信息	
10	<code>val exception = Output(Bool())</code>	//输出异常	
11			
12	<code>val rob_pnr_idx = Output(UInt((p.robAddrSz).W))</code>		
13	<code>val rob_head_idx = Output(UInt((p.robAddrSz).W))</code>	//rob中的后备和头部索引	
14			
15	<code>val release = Flipped(new DecoupledIO(new TLBundle(edge.bundle)))</code>	//处理缓存协议的释放操作	
16			
17	<code>val force_order = Output(Bool())</code>	//强制顺序控制，在保证l/s顺序的时候激活	
18	<code>val order = Input(Bool())</code>	//顺序控制信号，表示当前是否满足顺序要求	
19			
20	<code>val perf = Input(new Bundle {</code>		
21	<code>val acquire = Bool()</code>		
22	<code>val release = Bool()</code>		
23	<code>})</code>		
24		//指示信号的获取和释放，进行性能的监控	