
BAEJ

BAEJ is a Reduced Instruction Set Computer Architecture which implements a load store architecture

Registers

Registers	Address	Use
.f0 - .f15	0-15	General purpose “function registers” where data is not lost after a function call
.t0 - .t28	16-44	General purpose “temporary registers” where data may be overridden during a function call
.a0 - .a5	45-50	Argument registers for function calls
.m0 - .m5	51-56	Accumulator register on which default mathematical operations are committed
.cr	57	Compiler register
.pc	58	Program counter register
.v0 - .v1	59-60	Return value register from a function call
.ra	61	Return address register
.sp	62	Stack pointer register
.z0	63	Register always holding the value 0

Function Registers

Function registers in BAEJ architecture serve as registers which can be safely used during any function without backing up on a stack. In order to reduce the requirements imposed on the user, backing up and restoring the first 16 registers in our register file (.f0- .f15) happens automatically to an internal memory unit, called the Fcache, upon function calls and returns. For the user to make a function call,

they simply need to move all of their values that they expect to be saved into the F registers. Upon return from the function call, the user's values will be safely returned to the F registers via the Fcache.

Machine Code Formats

I Types

|15 OPCODE 12|11 RS 6|5 RD 0| (1st word)

|15 IMMEDIATE 0| (2nd word)

I type instructions use the format above. They are multi-word instructions with the first word consisting of a 4 bit op code followed by two 6 bit register addresses. The second word will be the 16 bit immediate value used in the instruction.

G Types

|15 OPCODE 12|11 RS 6|5 RD 0| (1st word)

G type instructions use the same format as I type as described above. They do not, however, have an immediate and only have one word in their machine code format.

Instructions

Instruction	Type	OP	Usage	Description	Rtl
lda	I Type	0000	lda .rs[index] .rd	Loads a value from memory to rd	rd=Mem[rs+index]
ldi	I Type	0001	ldi .rd immediate	Loads an immediate to rd	rd=immediate
str	I Type	0010	str .rs[index] .rd	Stores value in rd to memory	Mem[rs+index]=rd
bop	I Type	0011	bop im- mediate	Changes pc to immediate	pc=immediate
cal	I Type	0100	cal im- mediate	Changes pc to immediate and sets a return address	ra=pc+4pc=immediate

Instruction	Type	OP	Usage	Description	Rtl
beq	I Type	0101	beq .rs .rd im- mediate	Changes pc to immediate if rs and rd are equal	if rs==rd pc=immediate
bne	I Type	0110	bne .rs .rd im- mediate	Changes pc to immediate if rs and rd aren't equal	if rs!=rd pc=immediate
sft	I Type	0111	sft .rs .rd im- mediate	Shifts value in rs to rd by immediate. Positive shifts left, negative shifts right	rd=rs<<immediate
cop	G Type	1000	cop .rs .rd	Copies the value of rs to rd while retaining the original value of rs	rd=rs
slt	G Type	1010	slt .rs .rd	Sets cr to a value other than 0 if rs is less than rd	cr=rs<rd?1:0
ret	G Type	1011	ret	Sets pc to the value in ra	pc=ra
add	G Type	1100	add .rs [.rm]	Adds rs into the accumulator*	[rm]+=rs
sub	G Type	1101	sub .rs [.rm]	Subtracts rs from the accumulator*	[rm]- =rs
and	G Type	1110	and .rs [.rm]	Ands rs with the accumulator*	[rm]^=rs
orr	G Type	1111	orr .rs [.rm]	Ors rs with the accumulator*	[rm] =rs

***optional argument of .rm specifies an accumulator register to operate on (defaults to .m0)**

Function Calls

Function calls are made easy with BAEJ. When calling a function the programmer simply places the arguments in registers a0 - a5 and uses the command `cal <FUNCTION>`. The instruction will jump the program counter to the address of the function while also putting the previous value of the program counter plus 2 into the return address register. The function will then return with `ret` which returns to

the address in the ra register. The programmer can expect their data in f registers to be retained while they should not expect data in any other register to be retained. After a function returns, returned values will be in the v registers.

Examples

Common Assembly/Machine Language Fragments

Loading an address into a register

BAEJ Code

```
ldi .f0 addr
lda .f0[0] .f1
```

Machine Code Translation (assuming the value stored in addr is 280)

0x00	0001 000000 000000
0x02	0000 000100 011000
0x04	0000 000000 000001
0x06	0000 000000 000000

Sum Values from x (a0) to y (a1) assuming $x < y$

BAEJ Code

```
        cop .a0 .m0
        cop .a0 .m1
        ldi .f0 1
loop:   add .f0 .m1
        add .m1
        slt .m1 .a1
        bne .z0 .cr loop
```

Machine Code Translation (Assuming the address of loop is 0x8)

0x00	1000 101101 110011
0x02	1000 101101 110100
0x04	0001 000000 000000

0x06		0000	000000	000001
0x08	loop:	1100	000000	110100
0x0A		1100	110100	110011
0x0C		1010	110100	101110
0x0E		0110	111111	111001
0x00		0000	000000	001000

Modulus

BAEJ Code

```
loop:  add .a1
        slt .a0 .m0
        bne .z0 .cr loop
        sub .a1
        cop .a0 .m1
        sub .m0 .m1
```

Machine Language Translation (Assuming the address of loop is at 0x0)

0x00	loop:	1100	101110	110011
0x02		1010	101101	110011
0x04		0110	111111	111001
0x06		0000	000000	000000
0x08		1101	101110	110011
0x0A		1000	101101	110011
0x0C		1101	110011	110100

Euclid's Algorithm

C Code

```
// Find m that is relatively prime to n.
int
relPrime(int n)
{
    int m;

    m = 2;
```

```

    while (gcd(n, m) != 1) { // n is the input from the outside world
        m = m + 1;
    }

    return m;
}

// The following method determines the Greatest Common Divisor of a and b
// using Euclid's algorithm.
int
gcd(int a, int b)
{
    if (a == 0) {
        return b;
    }

    while (b != 0) {
        if (a > b) {
            a = a - b;
        } else {
            b = b - a;
        }
    }

    return a;
}

```

BAEJ Translation

```

# Greatest common divisor
gcd:    bne .a0 .z0 cont
        cop .a1 .v0
        ret

        cop .a0 .m0          # Copy arguments into accumulators
        cop .a1 .m1

```

```

cont:    beq .m1 .z0 end      # While b != 0
        slt .m1 .m0
        beq .cr .z0 else    # If a > b
        sub .m1
        bop cont

else:    sub .m0 .m1        # Else
        bop cont

end:     cop .m0 .v0
        ret

# Relative prime
relP:    ldi .m0 2          # .m0 stores value of m
                                # .a0 stores value of n

loop:    cop .m0 .a1
        cal gcd
        ldi .t1 1
        beq .v0 .t1 done    # While gcd(n,m) != 1
        add .t1             # m = m + 1
        bop loop

done:    cop .m0 .v0
        ret                # return m

```

Machine Code Translation

```

0x00    relP:    0001 110011 000000
0x02                0000 000000 000010
0x04    loop:    1000 110011 101110
0x06                0100 000000 000000
0x08                0000 000000 011100  # address[gcd]
0x0A                0001 010001 000000
0x0C                0000 000000 000001
0x0E                0101 111011 010001
0x10                0000 000000 011000  # address[done]
0x12                1100 010001 000000
0x14                0011 000000 000000

```

```
0x16          0000 000000 000100  # address[loop]
0x18    done:  1000 110011 111011
0x1A          1011 000000 000000
0x1C    gcd:   0110 101101 111111
0x1E          0000 000000 101000  # address[cont]
0x20          1000 101110 111011
0x22          1011 000000 000000
0x24          1000 101101 110011
0x26          1000 101110 110100
0x28    cont:  0101 110100 111111
0x2A          0000 000000 111110  # address[end]
0x2C          1010 110100 110011
0x2E          0101 111010 111111
0x30          0000 000000 111000  # address[else]
0x32          1101 110100 000000
0x34          0011 000000 000000
0x36          0000 000000 101000  # address[cont]
0x38    else:  1101 110011 110100
0x3A          0011 000000 000000
0x3C          0000 000000 101000  # address[cont]
0x3E    end:   1000 101101 111011
0x40          1011 000000 000000
```

RTL

I Types

lda	str	ldi	beq/bne	sft	bop	cal
IR = Mem[PC] ImR = Mem[PC+2] PC += 2						
PC += 2 A = Reg[IR[11:6]] B = Reg[IR[5:0]]					PC = ImR	ra = PC + 2 PC = ImR
ALUout = A + ImR		Reg[IR[5:0]] = ImR	if(A==B) PC = ImR	ALUout = A << ImR		Fcache[FCC] = Reg[15:0] FCC += 1
Memout = Mem[ALUout]	Mem[ALUout] = B			Reg[IR[5:0]] = ALUout		
Reg[IR[5:0]] = Memout						

G Types

cop	slt	Other G Types	ret
IR = Mem[PC] PC += 2			
A = Reg[IR[11:6]] B = Reg[IR[5:0]]			PC = ra FCC -= 1
Reg[IR[5:0]] = A	AlessThanB = A < B ? 1 : 0	ALUout = A op B	Reg[15:0] = Fcache[FCC]
	cr = ALessThan	Reg[IR[5:0]] = ALUout	

Testing our RTL

Code Tracing

The first the we did when writing RTL to verify is a code tracing exercise. Before the RTL is accepted we trace the logic and values through our RTL. If it gives expected results we then can move on to below for further testing if needed.

Simulation

Java will be used to simulate the RTL, such that variables will represent registers, a Java Map will represent the register and storage files (with addresses mapped to their respective values), and multiplication will represent bit shifting. For example, an implementation of `lda`, according to our RTL, will be implemented using the following Java code.

```
int IR;
int IMR;
int PC;
int ALUout;
int Memout;
int A;
int B;

HashMap<Integer, Integer> Mem;
HashMap<Integer, Integer> Reg;

public void lda () {
    IR = Mem.get(PC);
    IMR = Mem.get(PC + 2);
    PC += 2;
    // -----
    PC += 2;
    A = Reg.get(IR >> 6 & 0b00111111); // IR[11:6];
    B = Reg.get(IR >> 0 & 0b00111111); // IR[5:0];
    // -----
    ALUout = A + IMR;
    // -----
    Memout = Mem.get(ALUout);
    Reg.put(Memout, Reg.get(IR & 0b00111111)); // IR[5:0];
}
```

A similar implementation will be done for other instructions. Once the instruction set is complete, if the RTL is correct, the executed simulation should be able to comfortably solve Relative Prime.

Hardware Components

Adder

Items	Descriptions
Inputs	A[15:0], B[15:0]
Outputs	C[15:0]
Control Signals	None
Functionality	Outputs A+B onto C
Hardware Implementation	Series of half adders chain with carry outs to carry ins
Unit Tests	A loop in verilog that inputs all permutations of two 16 bit integers and verifies the output is the correct number you get when the inputs are added

Single bit Multiplexer

Items	Descriptions
Inputs	A[15:0], B[15:0]
Outputs	C[15:0]
Control Signals	Option
Functionality	Will constantly put the value of A or B specified by the Option control bit onto C
Hardware Implementation	Combinational logic to correctly choose the input to put on C
Unit Tests	A loop in verilog which puts every permutation of two 16 bit integers and a single control bit on A, B, and Option and tests that the output is whats expected

Two bit Multiplexer

Items	Descriptions
Inputs	A[15:0], B[15:0], C[15:0], D[15:0]
Outputs	C[15:0]
Control Signals	Option[1:0]

Items	Descriptions
Functionality	Will constantly put the value of A or B specified by the Option control bit onto C
Hardware Implementation	Combinational logic to correctly choose the input to put on C
Unit Tests	A loop in verilog which puts every permutation of four 16 bit integers and a two bit control signal on A, B, C, D, and Option and tests that the output is whats expected

Register

Items	Descriptions
Inputs	A[15:0]
Outputs	B[15:0]
Control Signals	Write, Read
Functionality	Stores value on A in latches on a Write signal, puts stored value on B on Read signal
Hardware Implementation	Series of individual latches with Write and Read signals distributed to them
Unit Tests	A loop in verilog that writes each value possible in a 16 bit integer and then reads them to ensure they are correct each iteration

ALU

Items	Descriptions	ALU op	Operation
Inputs	A[15:0], B[15:0]	000	AND
Outputs	A<B, C[15:0]	001	OR
Control Signals	Operation[2:0]	010	ADD
Functionality	Takes the mathematical operation specified by Operation and preforms in on operand A and B, puts result on A<B or C depending on operation	011	SUBTRACT

Items	Descriptions	ALU	
		op	Operation
Hardware Implementation	A decoder used to interpret the control signal and combination logic unit for each of the operations available	100	SHIFT
Unit Tests	A loop in verilog which inputs all permutations of two 16 bit integers and available operation codes and verifies with the output that the operation was preformed correctly on the inputs	101	SET LESS THAN

Comparator

Items	Descriptions
Inputs	A[15:0], B[15:0]
Outputs	C
Control Signals	Compare
Functionality	Whenever the compare signal is high, outputs a 1 on C if A == B and a 0 otherwise.
Hardware Implementation	A tree of xor gates linking the bits of the inputs together down to a single bit which is inverted with an inverter gate
Unit Tests	A loop in verilog which inputs all permutations of two 16 bit integers and the Compare control signal and determines if the output is correct

Fcache

Items	Descriptions
Inputs	A[255:0], B[15:0]
Outputs	A[155:0]
Control Signals	Write, Read
Functionality	When the Write signal is high, takes the value on A and stored it in address B, when the Read signal is high, puts the value at B on A

Items	Descriptions
Hardware Implementation	Static storage implemented using a register-file like structure. A decoder is used to decode the address to send the correct Write/Read signals to the correct address
Unit Tests	A loop in verilog which goes through each address and writes all possible 256 bit values while reading them each iteration to ensure they are correct.

Register File

Items	Descriptions
Inputs	A1[15:0], A2[15:0], W1[15:0], W2[15:0], F[255:0]
Outputs	R1[15:0], R2[15:0], F[255:0]
Control Signals	Write1, Write2, Read1, Read2, Backup, Restore
Functionality	With a Write signal high, takes the respective value (W1 or W2) and stores it in the respective address (A1 or A2). With a Read signal high, takes the value at the respective address and puts it onto the respective output (R1 or R2). When Backup is high, puts the values in registers 0 to 15 on F, when Restore is high, stores the values on F into registers 0 to 15.
Hardware Implementation	Static storage implemented using a series of registers. A decoder is used to decode addresses and send the Write/Read signals to the correct register(s).
Unit Tests	A loop in verilog which goes through each address and writes all possible 16 bit values while reading them each iteration to ensure they are correct.

Memory Unit

Items	Descriptions
Inputs	A1[15:0], A2[15:0], W1[15:0], W2[15:0]
Outputs	R1[15:0], R2[15:0]

Items	Descriptions
Control Signals	Write1, Write2, Read1, Read2
Functionality	With a Write signal high, takes the respective value (W1 or W2) and stores it in the respective address (A1 or A2). With a Read signal high, takes the value at the respective address and puts it onto the respective output (R1 or R2)
Hardware Implementation	Memory unit using static storage and two decoders to implement the dual port functionality or sending the correct values and control signals to the correct registers.
Unit Tests	A loop in verilog which goes through each address and writes all possible 16 bit values while reading them each iteration to ensure they are correct.

Control Unit

Items	Descriptions
Inputs	A[3:0]
Outputs	B[23:0]
Control Signals	Reset
Functionality	Given an op-code (or address) the unit outputs a value on B corresponding to the control signals needed by the instruction
Hardware Implementation	Combinational logic to correctly choose the input to put on C
Unit Tests	A loop in verilog which puts every permutation of the op-codes and Reset control bit on A and Reset, then tests that the output control signals is whats expected

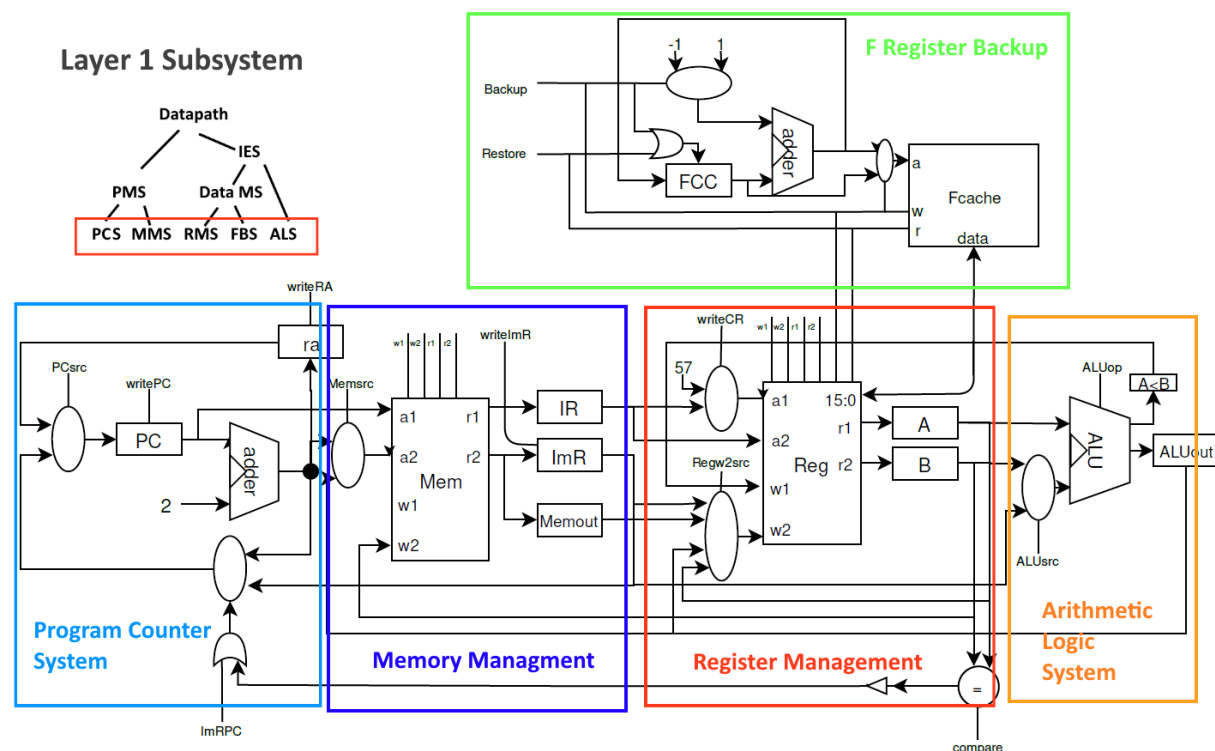
Integrating and Testing the Components

Integration Plan

Subsystem	Composition
Program Counting System	Register (x2), Single bit Multiplexer (x2), Adder, Or-gate

Subsystem	Composition
Memory Management System	Memory Unit, Single bit Multiplexer, Register (x3)
Register Management System	Register File, Single bit Multiplexer, Two bit Multiplexer, Register (x2)
Fcache Backup System	Fcache, Single bit Multiplexer (x2), Adder, Register, Or-gate
Arithmetic and Logic System	ALU, Single bit Multiplexer, Register (x2)
Program Management System	Program Counting System, Memory Management System
Data Management System	Register Management System, Fcache Backup System
Instruction Execution System	Data Management System, Arithmetic and Logic System
Datapath	Program Management System, Instruction Execution System

Datapath Block Diagram with Subsystems



Test Plans

Subsystem	Test Plan
Program Counting System (PCS)	Run the system through a few clock cycles to test that it correctly increments by two each time. Also ensure that we can write $pc + 2$ to ra . Once this is verified, inject addresses from a set of addresses, and from register ra , to test branching functionality.
Memory Management System (MMS)	Input values into a sequential block of memory then read from the same block, verifying that each read gives the output registers the correct values that were written.
Register Management System (RMS)	Input values into registers from all permutations of the input ports, then read from registers with known values verifying that each read gives the output registers the correct values.
Fcache Backup System (FBS)	Conduct multiple Backups of known values to a sequential block in the Fcache memory, then using multiple restores, read back the same block verifying the output is what was written.
Arithmetic and Logic System (ALS)	Conduct all possible ALU operations on a wide range of input values using all possible input methods (i.e. different ALUsrc signals to the multiplexer). Test each operation for correct output values.
Program Management System (PMS)	Hard-code values into a sequential block of memory then allow the program counter to increment through memory and verify that the correct values which were written to memory are written to the output registers.
Data Management System (DMS)	Repeatedly write values to registers 0 - 15 using many permutations of input methods. Each time all 16 registers are filled, send a backup control signal. Do this many times then conduct the same number of restores, ensuring values are correct along the way.

Subsystem	Test Plan
Instruction Execution System (IES)	Give this system the control signals needed for basic instructions which don't require memory such as arithmetic operations and moving values around in the register file. Include many different input values with each set of control signals and verify that the output is what's expected.
Datapath	Develop a set of test cases for each instruction and run them through the system and verify that the results are as expected. After these tests have passed we can implement simple code blocks and algorithms to test more complex processes.

Control Signals

Signal Name	Bits	Effect when deasserted (0)	Effect when asserted (1)
PCsrc	1	PC is set to default value (PC+2) or ImR	PC is set to the value of ra
writePC	1	Nothing	PC gets the value chosen by PCsrc mux
writeRa	1	Nothing	Ra gets the value of PC + 2
ImPCsrc	1	ImPCsrc mux chooses PC+2	ImPCsrc mux chooses immediate value (only when comparator is enabled and determines A=B)
MemSrc	1	Address 1 in Mem is pulled from PC + 2	Address 1 in Mem is pulled from ALUout
MemW1	1	Nothing	The value at port w1 is written to the address specified by a1

Signal Name	Bits	Effect when deasserted (0)	Effect when asserted (1)
MemW2	1	Nothing	The value at port w2 is written to the address specified by a2
MemR1	1	Nothing	The value at the address specified by a1 is read to port r1
MemR2	1	Nothing	The value at the address specified by a2 is read to port r2
writeCr	1	The reg number specified at reg file port a1 is IR[11:6] (default)	The reg number specified at reg file port a1 is 57 (for compiler register)
RegSrc	2	0 - Value at reg file port w2 comes from ImR; 1 - Value at port w2 comes from MemOut	2 - Value at port w2 comes from ALUout; 3 - Value at port w2 comes from reg A
writelmR	1	Nothing	ImR gets the value read from memory at the address specified by a2
backup	1	Nothing	Registers 15:0 (256 bits) from the reg file are written to the Fcache at the address specified by "a"; FCC is incremented by 1

Signal Name	Bits	Effect when deasserted (0)	Effect when asserted (1)
restore	1	Nothing	The 256 bit value at the address specified by “a” in the Fcache is written to registers 15:0 in the reg file; FCC is decremented by 1
RegW1	1	Nothing	The value at port w1 is written to the reg address specified by a1
RegW2	1	Nothing	The value at port w2 is written to the reg address specified by a2
RegR1	1	Nothing	The value at the reg address specified by a1 is read to port r1
RegR2	1	Nothing	The value at the reg address specified by a2 is read to port r2
ALUsrc	1	2nd ALU operand comes from ImR	2nd ALU operand comes from reg B
ALUop	3	SEE ALU IN COMPONENTS	SEE ALU IN COMPONENTS
cmp	1	Nothing	The result of the comparison A=B is sent to the ImPCsrc mux
