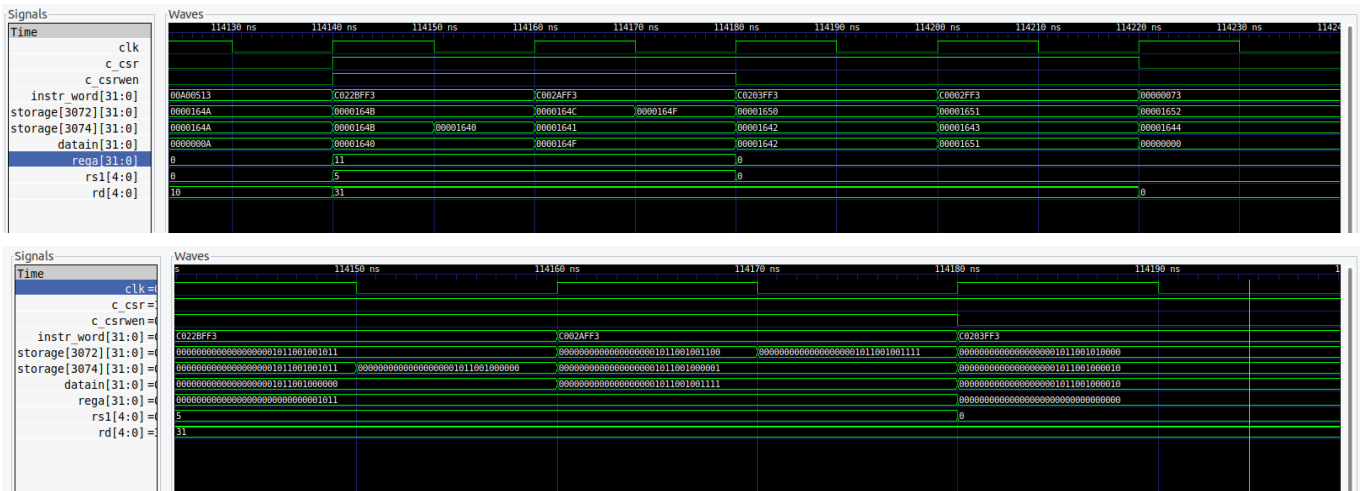


Testing CSR instructions - test_01

Note that the risc-v code is really long since it consists of the initial fibonacci series and 4 instructions added inside, I found it more convenient to refer to it in the test_01.s file

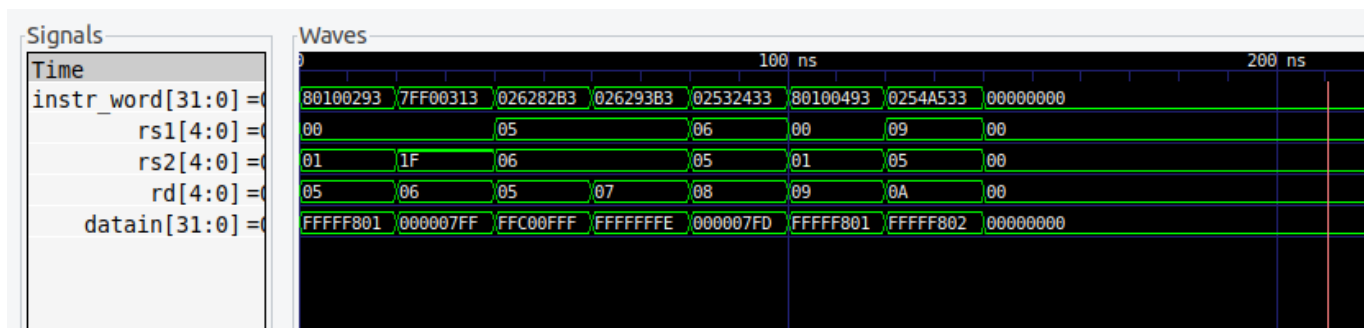
- Refer to the files in test_01 for further details
- I also added the ghw file for the below wave entiteled waveCSR0.ghw



We can see in the image above that the 4 instructions get executed towards the end. We can check the correctness of the implementation through the following:

- The control signal that flags the CSR instructions got set to '1' for all 4 instructions
- The control signal controlling the write back to the CSRfile got set to '1' for the first 2 instructions only
- Register rs1=5 during both instructions
- We can read the instruction machine code in the instr_word signal
- regA which is the value stored in rs1 and the mask that will be used is 1011 (which is 11 i decimal)
- For the CSRRC we can notice that the last 4 bits are 1011, but on the falling edge the correct bits got cleared and the last 4 bits became 0000
- For the CSRRS we can notice that the last 4 bits were 1100, but on the falling edge of the clock the correct bits got set and the last 4 bits became 1111
- We can also check that rd =31 and that the value being sent back to get stored in rd through datain is the correct, modified one for all 4 instructions

Testing the Multiply Instructions - test_02



- We note that datain is the value being written back to the register file, ie the value being stored in rd
- We can test the correctness of the code by comparing it to the values obtained in **venus** simulator.

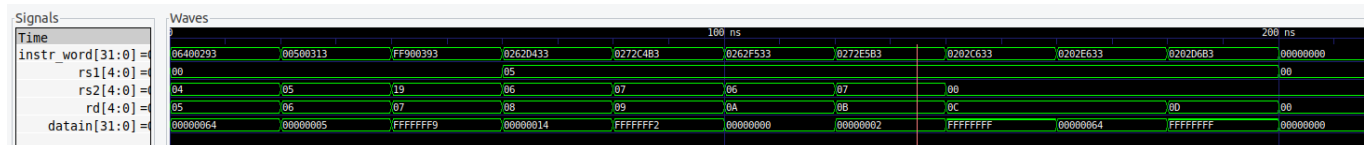
<div> <div>run</div> <div>step</div> <div>prev</div> <div>reset</div> <div>dump</div> </div>					<div> <div>t0</div> <div>(x5)</div> <div>0xffc00fff</div> </div>
					<div> <div>t1</div> <div>(x6)</div> <div>0x000007ff</div> </div>
					<div> <div>t2</div> <div>(x7)</div> <div>0xffffffffe</div> </div>
					<div> <div>s0</div> <div>(x8)</div> <div>0x000007fd</div> </div>
					<div> <div>s1</div> <div>(x9)</div> <div>0xfffff801</div> </div>
					<div> <div>a0</div> <div>(x10)</div> <div>0xfffff802</div> </div>

Machine Code	Basic Code	Original Code
0x80100293	addi x5 x0 -2047	addi x5 x0 -2047
0x7ff00313	addi x6 x0 2047	addi x6 x0 2047
0x026282b3	mul x5 x5 x6	mul x5 x5 x6
0x026293b3	mulh x7 x5 x6	mulh x7 x5 x6
0x02532433	mulhsu x8 x6 x5	mulhsu x8 x6 x5
0x80100493	addi x9 x0 -2047	addi x9 x0 -2047
0x0254a533	mulhsu x10 x9 x5	mulhsu x10 x9 x5

- We multiplied an unsigned number (stored in x6) by a negative signed number (stored in x5) and obtained a negative signed value (stored in x7) to test the mulhsu
- We multiplied an unsigned number (stored in x5) by a negative signed number (stored in x9) and obtained a negative signed value (stored in x10) to test the mulhsu with a negative number taken as an unsigned

Testing the Divide and Remainder Instructions - test_03

→ In the code we first initialize registers x5,x6,x7 to 100,5 and -7 respectively. Next we implement basic divisions and remainder operations using those registers. Finally we implement divisions by 0 and observe the quotient and remainder.



- We note that datain is the value being written back to the register file, ie the value being stored in rd
- We can test the correctness of the code by comparing it to the values obtained in **venus** simulator.

Run
Step
Prev
Reset
Dump

0x00500313	addi x6 x0 5	addi x6 x0 5
0xff900393	addi x7 x0 -7	addi x7 x0 -7
0x0262d433	divu x8 x5 x6	divu x8 x5 x6
0x0272c4b3	div x9 x5 x7	div x9 x5 x7
0x0262f533	remu x10 x5 x6	remu x10 x5 x6
0x0272e5b3	rem x11 x5 x7	rem x11 x5 x7
0x0202c633	div x12 x5 x0	div x12 x5 x0
0x0202e633	rem x12 x5 x0	rem x12 x5 x0
0x0202d6b3	divu x13 x5 x0	divu x13 x5 x0

t2 (x7) 0xffffffff9

s0 (x8) 0x00000014

s1 (x9) 0xffffffff2

a0 (x10) 0x00000000

a1 (x11) 0x00000002

a2 (x12) 0x00000064

a3 (x13) 0x00000064

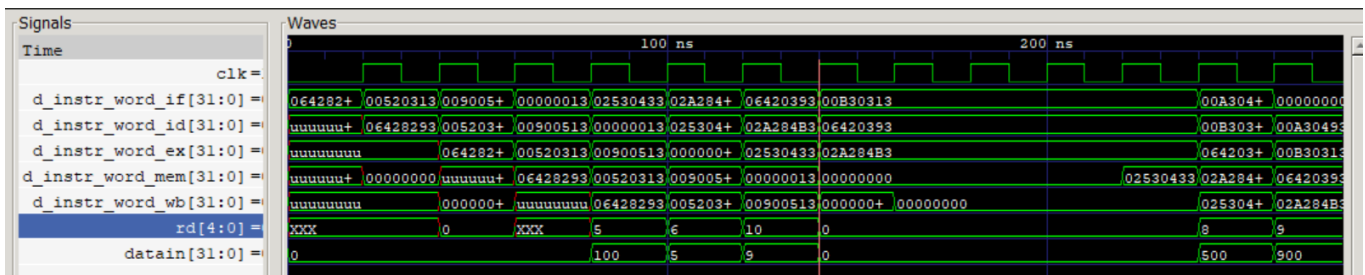
- We can mainly observe that the case were we are dividing by zero behaves as it should. Dividing by zero returns FFFFFFFF and the remainder is the value stored in rs1 which is X'64" or d"100".

Testing the multiply pipelined - test_04

The RISC-V code:

```
06428293 addi x5 x5 100
00520313 addi x6 x4 5
00900513 addi x10 x0 9
00000013 nop
02530433 mul x8 x6 x5
02a284b3 mul x9 x5 x10
06420393 addi x7 x4 100
00b30313 addi x6 x6 11
00a30493 addi x9 x6 10
```

Please take the red line in the picture below as the cursor reference for the explanation below



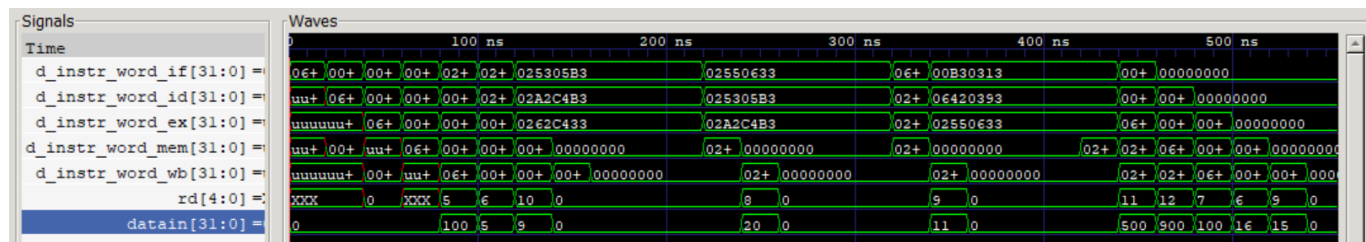
- We can first observe in the EX stage that the first multiply instruction enters but does not stall anything as the second multiply enters right after it
- After the second multiply we can observe everything being stalled for 5 cc.
- The addi that is after the second mult gets stalled in the ID and the addi that is after it gets stalled in the IF

- After the NOP passes through the mem stage, everything after it is just empty instructions (zeros) until the first multiply finishes executing, then it gets sent to mem and everything continues normally
- Finally we can observe through rd and datain (these are the signals being sent to rf) that all instructions are being executed correctly, and all values are being written in the register file correctly

Testing the divide pipelined - test_05

The RISC-V code:

```
06428293 addi x5 x5 100
00520313 addi x6 x4 5
00900513 addi x10 x0 9
00000013 nop
0262c433 div x8 x5 x6
02a2c4b3 div x9 x5 x10
025305b3 mul x11 x6 x5
02550633 mul x12 x10 x5
06420393 addi x7 x4 100
00b30313 addi x6 x6 11
00a30493 addi x9 x6 10
```



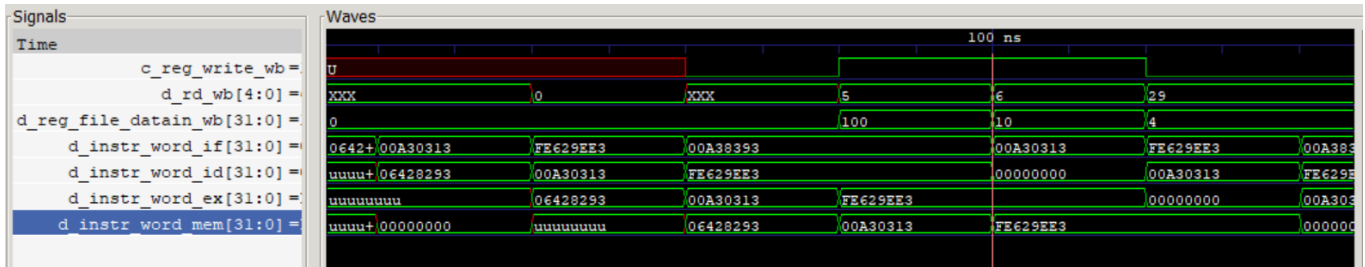
- The clearest way to observe that it works is through rd and datain
- Other than that, reading on the ex instruction we can observe that the first and second divide stay for five cc each, and then the first multiply enters and directly after it the second multiply enters.
- The instructions also come out to the wb stage correctly, with full zeros whenever there is a stall in the ex

Testing data forwarding for branch instructions - test_08

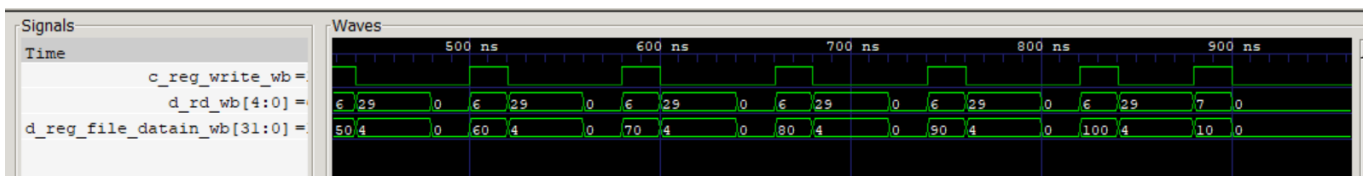
The RISC-V code:

```
06428293 addi x5 x5 100
                loop:
00A30313 addi x6 x6 10
```

```
FE629EE3 bne x5 x6 loop
00A38393 addi x7 x7 10
```



- In the above picture we can observe first how the instruction after the branch got fetched, but as soon the branch got resolved as taken, the fetched instruction got flushed and did not make it to the ID stage (right side of the cursor)

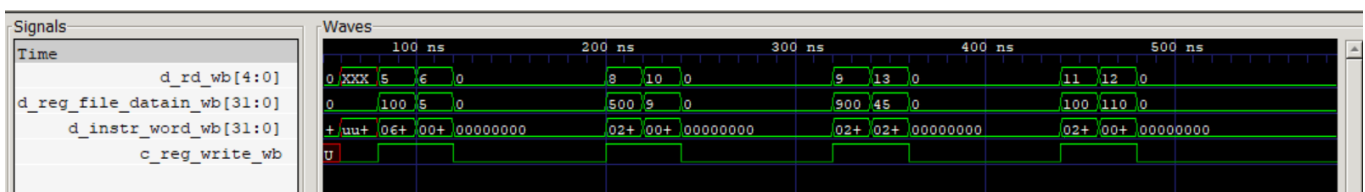


- We can first note that the instructions are being executed in a loop meaning the ranch is taken correctly
- Then we can notice that as soon as x6 becomes 100 no more instructions are taken meaning the branch got taken at the correct time
- And after it the last addi that comes right after the branch instruction got taken

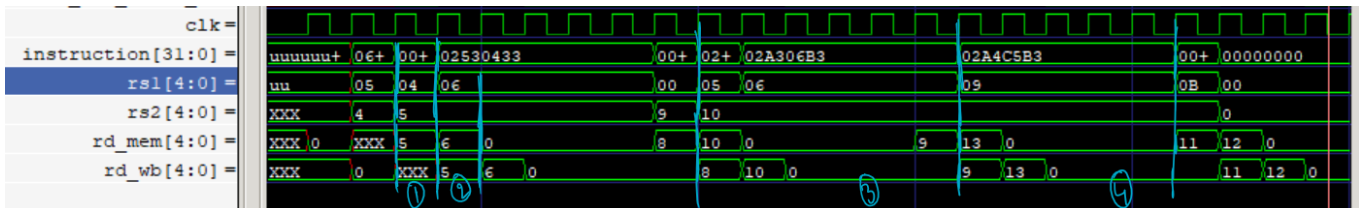
Testing data forwarding with mult and div - test_07

The RISC-V code:

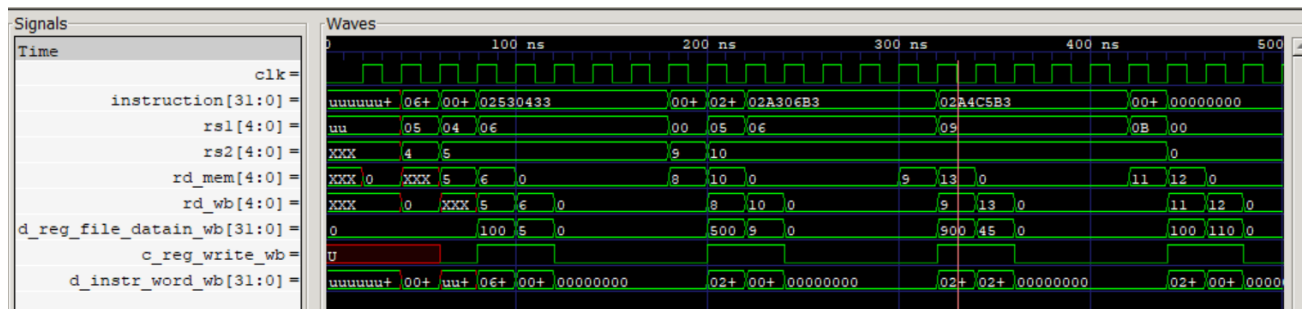
```
06428293 addi x5 x5 100
00520313 addi x6 x4 5
02530433 mul x8 x6 x5
00900513 addi x10 x0 9
02A284B3 mul x9 x5 x10
02A306B3 mul x13 x6 x10
02A4C5B3 div x11 x9 x10
00A58613 addi x12 x11 10
```



- We can observe all the values being stored correctly in the correct registers.
- Refer to the below explanation for further detail



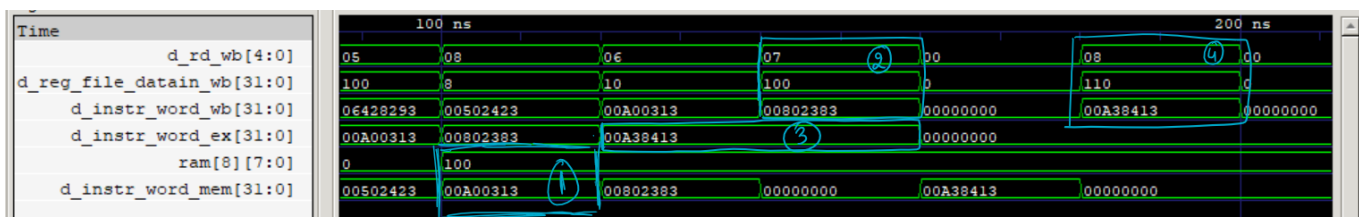
1. We can observe for the second `addi` that even though `rs2` appears to be 5 and `rd_mem` is 5, it does not cause conflict because of the opcode condition stated, which takes into consideration that not all instructions have an `rs2`, some have immediate instead, even some instructions don't have `rs1`.
2. The first `mul` depends on both instructions before it. It takes `regA` from memory and `regB` from `wb`
3. Then we have 2 `mul` pipelined, they each successfully take values from `wb` and `mem` stages
4. We have the `div` which was stalled in the ID stage waiting for the `mul` to finish in the `ex` stage, then successfully took its `regA` value from the `wb` stage



Testing data forwarding with load - test_06

The RISC-V code:

```
06428293 addi x5, x5, 100
00502423 sw x5, 8(x0)
00A00313 addi x6, x0, 10
00802383 lw x7, 8(x0)
00A38413 addi x8, x7, 10
```



1. We can see that the correct value was stored in ram at location 8 during the phase where sw instruction was in mem stage, so normal data forwarding works correctly
2. We can see how the value was fetched from memory and loaded into x7
3. We can see how the last addi was stalled in EX to wait for the load to arrive to the MEM stage and fetch the value
4. We can see that the correct value was calculated and stored in x8 for the last addi