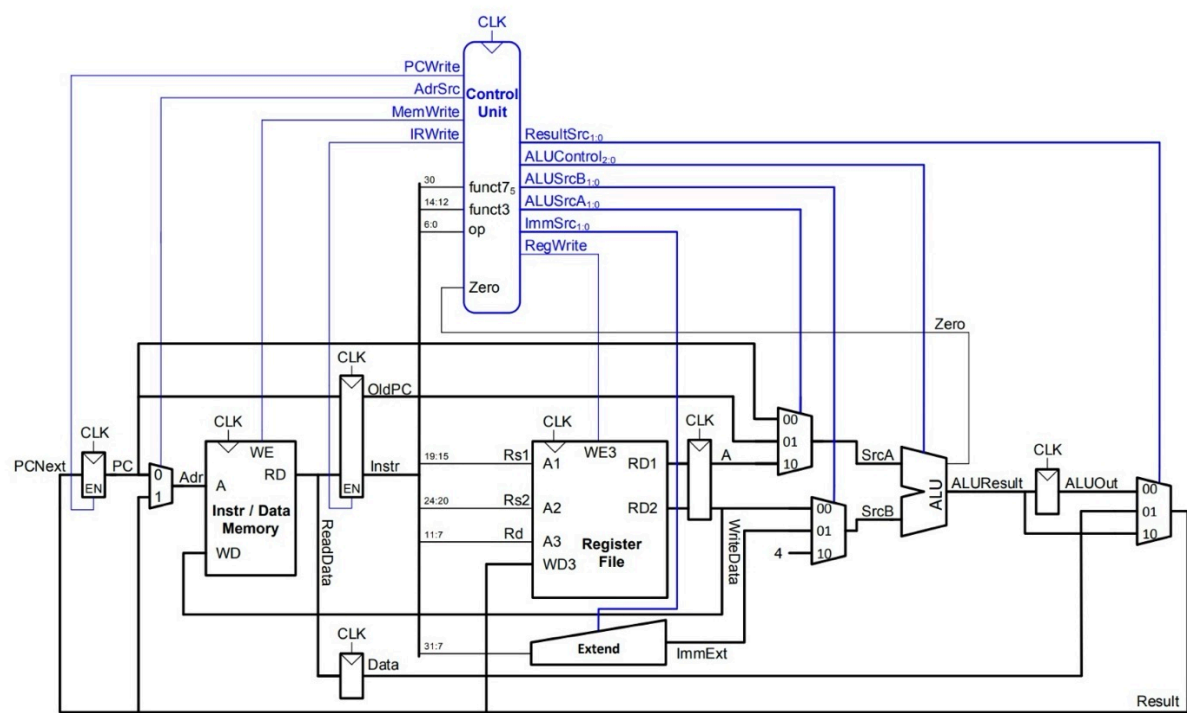
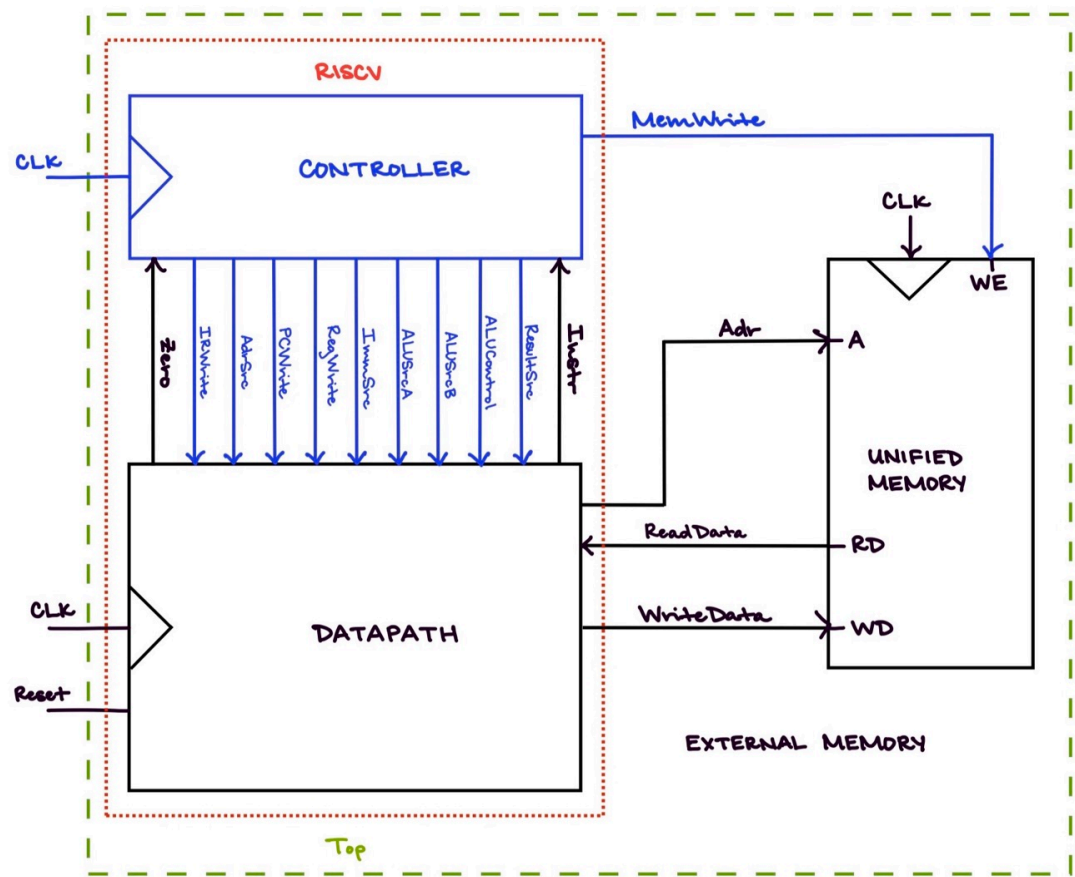


Complete Multicycle Processor



Digital Design and Computer Architecture: RISC-V Edition Harris & Harris © 2022 Elsevier

Multicycle processor high-level hierarchy



```
1  // Lab 11: Multicycle Processor
2  // Sebastian Heredia, dheredia@g.hmc.edu, 11/22/2024
3
4  module Top(input  logic  clk,
5             input  logic  reset,
6             output logic  [31:0]WriteData,
7             output logic  [31:0]Adr,
8             output logic  MemWrite);
9
10     logic [31:0]ReadData;
11
12     // Instantiate RISCVmulti
13     RISCVmulti RISCVmulti(clk, reset, ReadData, MemWrite, Adr, WriteData);
14
15     // Instantiate UnifiedMemory
16     UnifiedMemory UnifiedMemory(clk, MemWrite, Adr, WriteData, ReadData);
17
18 endmodule
19
20
```

```
1  // RISCV Multicycle Processor
2
3  module RISCVmulti (input logic      clk,
4                    input logic      reset,
5                    input logic [31:0] ReadData,
6                    output logic      MemWrite,
7                    output logic [31:0] Adr,
8                    output logic [31:0] WriteData);
9
10     // Internal Logic
11     logic [31:0] Instr;
12     logic [1:0] ALUSrcA, ALUSrcB, ImmSrc, ResultSrc;
13     logic [2:0] ALUControl;
14     logic zero, IRWrite, AdrSrc, RegWrite;
15     logic PCWrite;
16
17     // Instantiate Controller (mainfsm, instrdecoder, aludecoder)
18     controller controller(clk, reset, Instr[6:0], Instr[14:12], Instr[30], zero, ImmSrc,
19     ALUSrcA, ALUSrcB, ResultSrc, AdrSrc, ALUControl, IRWrite, PCWrite, RegWrite, MemWrite);
20
21     // Instantiate DataPath
22     DataPath DataPath(clk, reset, ResultSrc, ALUSrcA, ALUSrcB, RegWrite, ImmSrc, ALUControl,
23     ReadData, PCWrite, AdrSrc, IRWrite, zero, Instr, WriteData, Adr);
24
25 endmodule
```

```
1  // Controller: Top level hierarchy
2
3
4  module controller(input logic clk,
5    input logic reset,
6    input logic [6:0] op,
7    input logic [2:0] funct3,
8    input logic funct7b5,
9    input logic zero,
10   output logic [1:0] immsrc,
11   output logic [1:0] alusrca, alusrcb,
12   output logic [1:0] resultsrc,
13   output logic adrsrc,
14   output logic [2:0] alucontrol,
15   output logic irwrite, pcwrite,
16   output logic regwrite, memwrite);
17
18   // Internal node
19   logic branch, pcupdate;
20   logic [1:0] ALUOp;
21
22   assign pcwrite = branch & zero | pcupdate;
23
24   // Instantiate aludecoder, instrdecoder, mainfsm
25   aludecoder a2(ALUOp, funct3, op[5], funct7b5, alucontrol);
26
27   instrdecoder i1(op, immsrc);
28
29   mainfsm m1(clk, reset, op, branch, pcupdate, regwrite, memwrite, irwrite, resultsrc,
30     alusrcb, alusrca, adrsrc, ALUOp);
31 endmodule
32
```

```
1  // ALU Decoder
2
3  module aludecoder(input logic [1:0] ALUOp,
4                    input logic [2:0] Funct3,
5                    input logic Op5,
6                    input logic Funct7b5,
7                    output logic [2:0] ALUControl);
8
9  always_comb
10     casez ({ALUOp, Op5, Funct7b5, Funct3})
11         7'b00?????: ALUControl = 3'b000; // add
12         7'b01?????: ALUControl = 3'b001; // subtract
13         7'b1000000: ALUControl = 3'b000; // add
14         7'b1001000: ALUControl = 3'b000; // add
15         7'b1010000: ALUControl = 3'b000; // add
16         7'b1011000: ALUControl = 3'b001; // subtract
17         7'b10?0010: ALUControl = 3'b101; // set less than
18         7'b10?0110: ALUControl = 3'b011; // or
19         7'b10?0111: ALUControl = 3'b010; // and
20         default: ALUControl = 3'b000;
21     endcase
22 endmodule
23
24
```

```
1  // Instruction Decoder
2
3  module instrdecoder( input logic [6:0] Op,
4                      output logic [1:0] ImmSrc);
5
6  always_comb
7  case (Op)
8      7'b0110011: ImmSrc = 2'b00;    // R-Type
9      7'b0010011: ImmSrc = 2'b00;    // I-Type
10     7'b0000011: ImmSrc = 2'b00;    // lw
11     7'b0100011: ImmSrc = 2'b01;    // sw
12     7'b1100011: ImmSrc = 2'b10;    // beq
13     7'b1101111: ImmSrc = 2'b11;    // jal
14
15     default: ImmSrc = 2'bxx;
16 endcase
17 endmodule
```

```

1  // Main FSM
2
3  module mainfsm(input logic clk,
4                 input logic reset,
5                 input logic [6:0] Op,
6                 output logic Branch,
7                 output logic PCUpdate,
8                 output logic RegWrite,
9                 output logic MemWrite,
10                output logic IRWrite,
11                output logic [1:0] ResultSrc,
12                output logic [1:0] ALUSrcB,
13                output logic [1:0] ALUSrcA,
14                output logic AdrSrc,
15                output logic [1:0] ALUOp);
16
17  typedef enum logic [3:0] {s0, s1, s2, s3, s4, s5, s6, s7, s8, s9, s10} statetype;
18  statetype state, nextstate;
19
20  // State register w/ asynchronous reset
21  always_ff @ (posedge clk, posedge reset)
22    if (reset) state <= s0;
23    else state <= nextstate;
24
25  // Next state logic
26  always_comb
27    case(state)
28      s0: nextstate = s1;
29
30      s1: if (Op == 7'b0000011 || Op == 7'b0100011) nextstate = s2;
31          else if (Op == 7'b0110011) nextstate = s6;
32          else if (Op == 7'b0010011) nextstate = s8;
33          else if (Op == 7'b1101111) nextstate = s9;
34          else if (Op == 7'b1100011) nextstate = s10;
35          else nextstate = s1;
36
37      s2: if (Op == 7'b0000011) nextstate = s3;
38          else if (Op == 7'b0100011) nextstate = s5;
39          else nextstate = s2;
40
41      s3: nextstate = s4;
42
43      s4: nextstate = s0;
44
45      s5: nextstate = s0;
46
47      s6: nextstate = s7;
48
49      s7: nextstate = s0;
50
51      s8: nextstate = s7;
52
53      s9: nextstate = s7;
54
55      s10: nextstate = s0;
56      default: nextstate = s0;
57    endcase
58
59  // Output logic
60  always_comb begin
61    case(state)
62
63      s0: begin // Fetch
64        AdrSrc = 1'b0;
65        IRWrite = 1'b1;
66        ALUSrcA = 2'b00;
67        ALUSrcB = 2'b10;
68        ALUOp = 2'b00;
69        ResultSrc = 2'b10;
70        PCUpdate = 1'b1;

```

```
71     Branch = 1'b0;
72     RegWrite = 1'b0;
73     MemWrite = 1'b0;
74 end
75
76 s1: begin // Decode
77     ALUSrcA = 2'b01;
78     ALUSrcB = 2'b01;
79     ALUOp = 2'b00;
80     AdrSrc = 1'b0;
81     Branch = 1'b0;
82     PCUpdate = 1'b0;
83     RegWrite = 1'b0;
84     MemWrite = 1'b0;
85     IRWrite = 1'b0;
86     ResultSrc = 2'b00;
87 end
88
89 s2: begin // MemAdr
90     ALUSrcA = 2'b10;
91     ALUSrcB = 2'b01;
92     ALUOp = 2'b00;
93     AdrSrc = 1'b0;
94     Branch = 1'b0;
95     PCUpdate = 1'b0;
96     RegWrite = 1'b0;
97     MemWrite = 1'b0;
98     IRWrite = 1'b0;
99     ResultSrc = 2'b00;
100 end
101
102 s3: begin // MemRead
103     ResultSrc = 2'b00;
104     AdrSrc = 1'b1;
105     Branch = 1'b0;
106     PCUpdate = 1'b0;
107     RegWrite = 1'b0;
108     MemWrite = 1'b0;
109     IRWrite = 1'b0;
110     ALUSrcB = 2'b00;
111     ALUSrcA = 2'b00;
112     ALUOp = 2'b00;
113 end
114
115 s4: begin // MemWB
116     ResultSrc = 2'b01;
117     RegWrite = 1'b1;
118     Branch = 1'b0;
119     PCUpdate = 1'b0;
120     MemWrite = 1'b0;
121     IRWrite = 1'b0;
122     ALUSrcB = 2'b00;
123     ALUSrcA = 2'b00;
124     AdrSrc = 1'b0;
125     ALUOp = 2'b00;
126 end
127
128 s5: begin // MemWrite
129     ResultSrc = 2'b00;
130     AdrSrc = 1'b1;
131     MemWrite = 1'b1;
132     Branch = 1'b0;
133     PCUpdate = 1'b0;
134     RegWrite = 1'b0;
135     IRWrite = 1'b0;
136     ALUSrcB = 2'b00;
137     ALUSrcA = 2'b00;
138     AdrSrc = 1'b1;
139     ALUOp = 2'b00;
140 end
```



```
141
142 s6: begin // ExecuterR
143     ALUSrcA = 2'b10;
144     ALUSrcB = 2'b00;
145     ALUOp = 2'b10;
146     Branch = 1'b0;
147     PCUpdate = 1'b0;
148     RegWrite = 1'b0;
149     MemWrite = 1'b0;
150     IRWrite = 1'b0;
151     ResultSrc = 2'b00;
152     AdrSrc = 1'b0;
153 end
154
155 s7: begin // ALUWB
156     ResultSrc = 2'b00;
157     RegWrite = 1'b1;
158     Branch = 1'b0;
159     PCUpdate = 1'b0;
160     MemWrite = 1'b0;
161     IRWrite = 1'b0;
162     ALUSrcB = 2'b00;
163     ALUSrcA = 2'b00;
164     AdrSrc = 1'b0;
165     ALUOp = 2'b00;
166 end
167
168 s8: begin // ExecuteI
169     ALUSrcA = 2'b10;
170     ALUSrcB = 2'b01;
171     ALUOp = 2'b10;
172     Branch = 1'b0;
173     PCUpdate = 1'b0;
174     RegWrite = 1'b0;
175     MemWrite = 1'b0;
176     IRWrite = 1'b0;
177     ResultSrc = 2'b00;
178     AdrSrc = 1'b0;
179 end
180
181 s9: begin // JAL
182     ALUSrcA = 2'b01;
183     ALUSrcB = 2'b10;
184     ALUOp = 2'b00;
185     ResultSrc = 2'b00;
186     PCUpdate = 1'b1;
187     Branch = 1'b0;
188     RegWrite = 1'b0;
189     MemWrite = 1'b0;
190     IRWrite = 1'b0;
191     AdrSrc = 1'b0;
192 end
193
194 s10: begin // BEQ
195     ALUSrcA = 2'b10;
196     ALUSrcB = 2'b00;
197     ALUOp = 2'b01;
198     ResultSrc = 2'b00;
199     Branch = 1'b1;
200     PCUpdate = 1'b0;
201     RegWrite = 1'b0;
202     MemWrite = 1'b0;
203     IRWrite = 1'b0;
204     AdrSrc = 1'b0;
205 end
206
207 default: begin
208     ALUSrcA = 2'b00;
209     ALUSrcB = 2'b00;
210     ALUOp = 2'b00;
```

```
211     ResultSrc = 2'b00;
212     Branch = 1'b0;
213     PCUpdate = 1'b0;
214     RegWrite = 1'b0;
215     MemWrite = 1'b0;
216     IRWrite = 1'b0;
217     AdrSrc = 1'b0;
218 end
219 endcase
220 end
221 endmodule
222
```

```

1  // DataPath (+Register File)
2
3  module DataPath(input  logic      clk, reset,
4                  input  logic [1:0] ResultSrc,
5                  input  logic [1:0] ALUSrcA, ALUSrcB,
6                  input  logic      RegWrite,
7                  input  logic [1:0] ImmSrc,
8                  input  logic [2:0] ALUControl,
9                  input  logic [31:0] ReadData,
10                 input  logic      PCWrite,
11                 input  logic      AdrSrc,
12                 input  logic      IRWrite,
13                 output logic      zero,
14                 output logic [31:0] Instr,
15                 output logic [31:0] WriteData,
16                 output logic [31:0] Adr);
17
18  // Internal Logic
19  logic [31:0] rd1, rd2, A, PC, PCOld, Data, ImmExt, ALUResult, ALUOut, Result, SrcA, SrcB;
20
21  // Section 1: PCNext Logic
22  mux3 #(32) pcnextmux(ALUOut, Data, ALUResult, ResultSrc, Result); // d0, d1, d2, s, y
23  flopren #(32) pcregen1(clk, reset, PCWrite, Result, PC); // Order is important here.
24  From Module: clk, reset, EN, d (input), q (output).
25  mux2 #(32) pcmux(PC, Result, AdrSrc, Adr);
26
27  // Section 2: PCOld Logic
28  flopren #(32) pcregen2a(clk, reset, IRWrite, PC, PCOld); // 2a takes care of 1st output:
29  PC --> PCOld
30  flopren #(32) pcregen2b(clk, reset, IRWrite, ReadData, Instr); // 2b takes care of 2nd
31  output: ReadData --> Instr
32  flopr #(32) rdreg(clk, reset, ReadData, Data);
33
34  // Section 3: Register File Logic
35  RegFile RF(clk, RegWrite, Instr[19:15], Instr[24:20], Instr[11:7], Result, rd1, rd2); //
36  Order: clk, WE3, A1, A2, A3, WD3, RD1, RD2
37  Extend Ext(Instr[31:7], ImmSrc, ImmExt);
38  flopr #(32) rfregA(clk, reset, rd1, A);
39  flopr #(32) rfregB(clk, reset, rd2, WriteData);
40
41  // Section 4: ALU Logic
42  mux3 #(32) SrcAmux(PC, PCOld, A, ALUSrcA, SrcA);
43  mux3 #(32) SrcBmux(WriteData, ImmExt, 'd4, ALUSrcB, SrcB); // +4 for signal ALUSrcB: 10.
44  alu alu(SrcA, SrcB, ALUControl, ALUResult, zero);
45  flopr #(32) alureg(clk, reset, ALUResult, ALUOut); // Followed by mux3 in Section 1.
46
47  endmodule
48
49  // MODULES DECLARATIONS (Building Blocks)
50  // Register File Module [1]
51  module RegFile(input  logic      clk,
52                input  logic      WE3,
53                input  logic [ 4:0] A1, A2, A3,
54                input  logic [31:0] WD3,
55                output logic [31:0] RD1, RD2);
56
57  logic [31:0] rf[31:0];
58
59  // three ported register file
60  // read two ports combinationaly (A1/RD1, A2/RD2)
61  // write third port on rising edge of clock (A3/WD3/WE3)
62  // register 0 hardwired to 0
63
64  always_ff @(posedge clk)
65    if (WE3) rf[A3] <= WD3;
66
67  assign RD1 = (A1 != 0) ? rf[A1] : 0;
68  assign RD2 = (A2 != 0) ? rf[A2] : 0;
69  endmodule

```

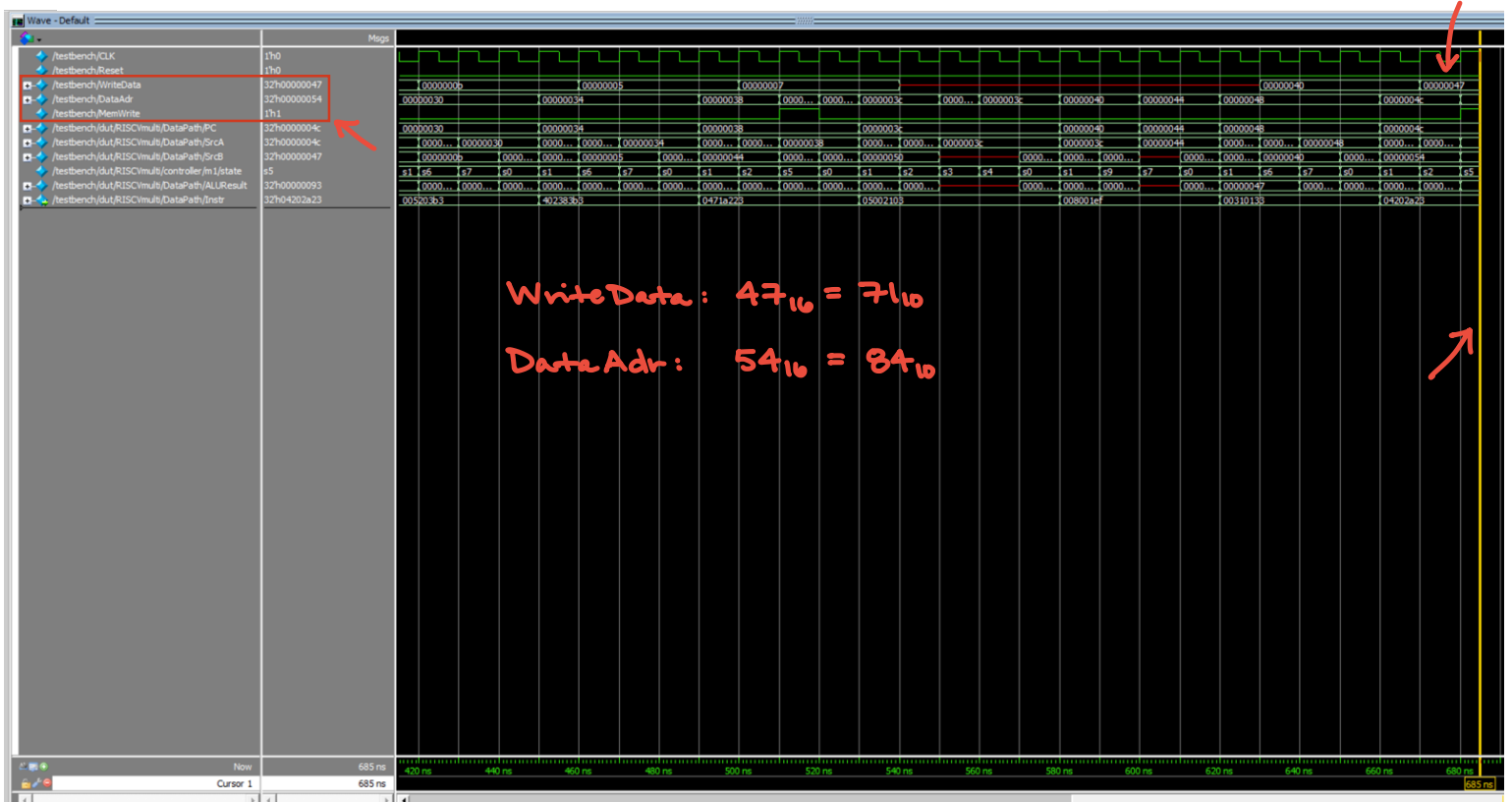
```

67 // Sign Extender Module [1]
68 module Extend(input logic [31:7] Instr,
69               input logic [1:0] ImmSrc,
70               output logic [31:0] ImmExt);
71
72     always_comb
73     case(ImmSrc)
74         // I-type
75         2'b00: ImmExt = {{20{Instr[31]}}, Instr[31:20]};
76         // S-type (Stores)
77         2'b01: ImmExt = {{20{Instr[31]}}, Instr[31:25], Instr[11:7]};
78         // B-type (Branches)
79         2'b10: ImmExt = {{20{Instr[31]}}, Instr[7], Instr[30:25], Instr[11:8], 1'b0};
80         // J-type (Jumps)
81         2'b11: ImmExt = {{12{Instr[31]}}, Instr[19:12], Instr[20], Instr[30:21], 1'b0};
82         default: ImmExt = 32'bx; // undefined
83     endcase
84 endmodule
85
86 // Regular Flopr Module [3]
87 module flopr #(parameter WIDTH = 8)
88     (input logic clk, reset,
89      input logic [WIDTH-1:0] d,
90      output logic [WIDTH-1:0] q);
91
92     always_ff @(posedge clk, posedge reset)
93         if (reset) q <= 0;
94         else q <= d;
95
96 endmodule
97
98 // Enable Flopr Module [2]
99 module flopren #(parameter WIDTH = 8)
100     (input logic clk, reset, enable,
101      input logic [WIDTH-1:0] d,
102      output logic [WIDTH-1:0] q);
103
104     always_ff @(posedge clk, posedge reset)
105         if (reset) q <= 0;
106         else if (enable) q <= d;
107
108 endmodule
109
110 // 2-Input Mux [1]
111 module mux2 #(parameter WIDTH = 8)
112     (input logic [WIDTH-1:0] d0, d1,
113      input logic s,
114      output logic [WIDTH-1:0] y);
115
116     assign y = s ? d1 : d0;
117 endmodule
118
119 // 3-Input Mux [3]
120 module mux3 #(parameter WIDTH = 8)
121     (input logic [WIDTH-1:0] d0, d1, d2,
122      input logic [1:0] s,
123      output logic [WIDTH-1:0] y);
124
125     assign y = s[1] ? d2 : (s[0] ? d1 : d0);
126 endmodule
127
128 // ALU [1]
129 module alu(input logic [31:0] a, b,
130           input logic [2:0] alucontrol,
131           output logic [31:0] result,
132           output logic zero);
133
134     logic [31:0] condinvb, sum;
135     logic sub;
136

```

```
137 assign sub = (alucontrol[1:0] == 2'b01);
138 assign condinvb = sub ? ~b : b; // for subtraction or slt
139 assign sum = a + condinvb + sub;
140
141 always_comb
142   case (alucontrol)
143     3'b000: result = sum;           // addition
144     3'b001: result = sum;           // subtraction
145     3'b010: result = a & b;         // and
146     3'b011: result = a | b;         // or
147     3'b101: result = sum[31];       // slt
148     default: result = 0;
149   endcase
150
151 assign zero = (result == 32'b0);
152 endmodule
```

```
1  // UnifiedMemory (Instruction/Data Memory)
2
3  module UnifiedMemory(input    logic    clk,
4                      input    logic    MemWrite,
5                      input    logic    [31:0] Adr,
6                      input    logic    [31:0] WriteData,
7                      output    logic    [31:0] ReadData);
8
9  logic [31:0] RAM[63:0];
10
11  initial
12    $readmemh("memfile.dat",RAM);
13
14  assign ReadData = RAM[Adr[31:2]]; // word aligned
15
16  always_ff @(posedge clk)
17    if (MemWrite) RAM[Adr[31:2]] <= WriteData;
18
19  endmodule
20
21
22
```



Transcript

```
# Loading work.instradecoder(fast)
# Loading work.mainfsm(fast)
# Loading work.DataPath(fast)
# Loading work.mux3(fast)
# Loading work.flopren(fast)
# Loading work.mux2(fast)
# Loading work.flopr(fast)
# Loading work.RegFile(fast)
# Loading work.Extend(fast)
# Loading work.alu(fast)
# Loading work.UnifiedMemory(fast)
VSIM 52> run 1000
# Simulation succeeded
# ** Note: $stop      : C:/Users/dheredia/Desktop/Lab11_DSH/testbench.sv(30)
#   Time: 685 ns  Iteration: 1  Instance: /testbench
# Break in Module testbench at C:/Users/dheredia/Desktop/Lab11_DSH/testbench.sv line 30
VSIM 53>
```