

處理器設計與實作

實習講義

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LAB 3: Verilog Implementation Of Arithmetic Logic Unit (ALU)

算術邏輯單元的實作

大綱

1. RISC-V CPU

- Microarchitecture
- Control Unit

2. Verilog 基本概念

3. 實驗: 實踐ALU

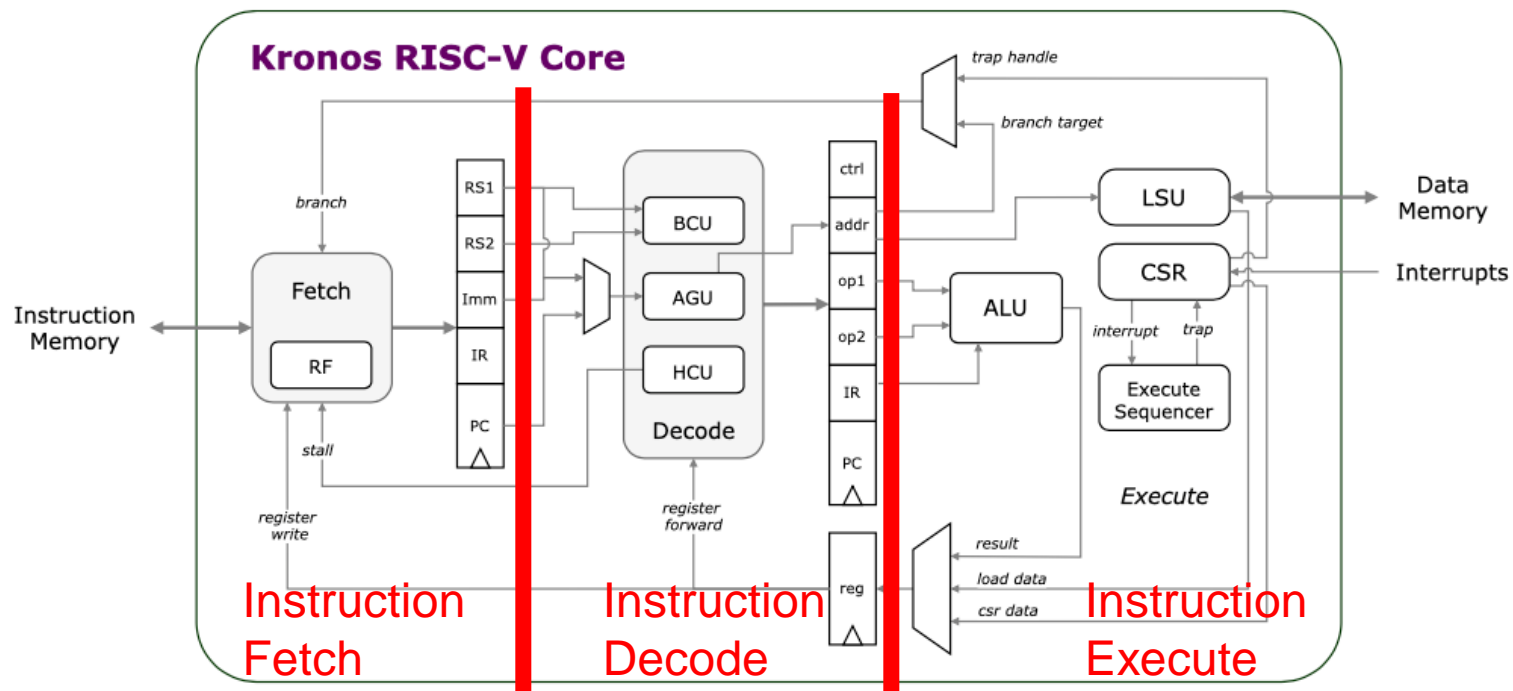
- 練習題一
- 練習題二
- 挑戰題

實驗目的

1. 認識 RISC-V CPU 基本的 data path & control path
2. Verilog 的基本認識
3. 認識 ALU control unit
4. Hierarchy Design in Verilog
5. 實作 ALU 之基本運算功能的行為模組

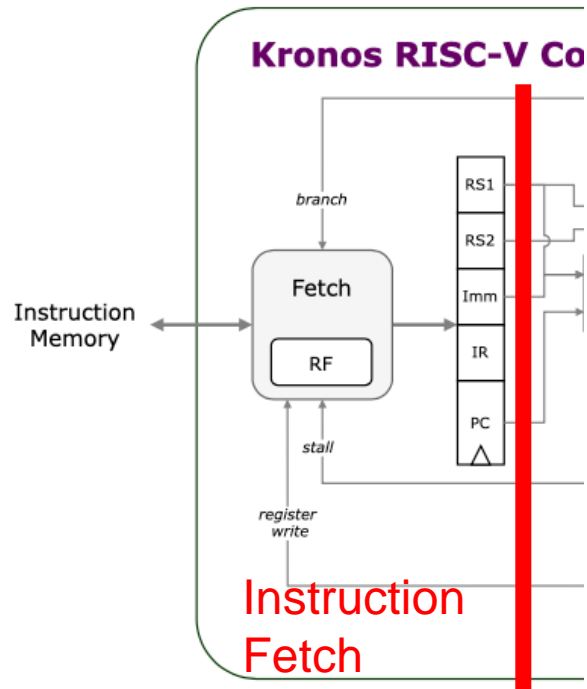
Kronos RISC-V CPU

Kronos RISC-V core architecture



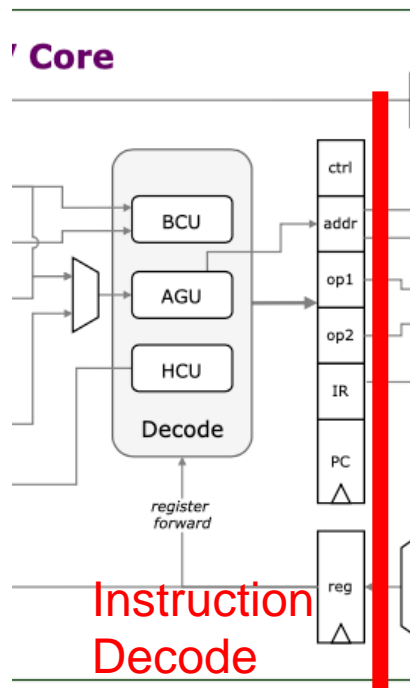
- 3-stage pipeline: Fetch, Decode, Execute
- In-order
- ISA: 32I

Kronos RISC-V core architecture



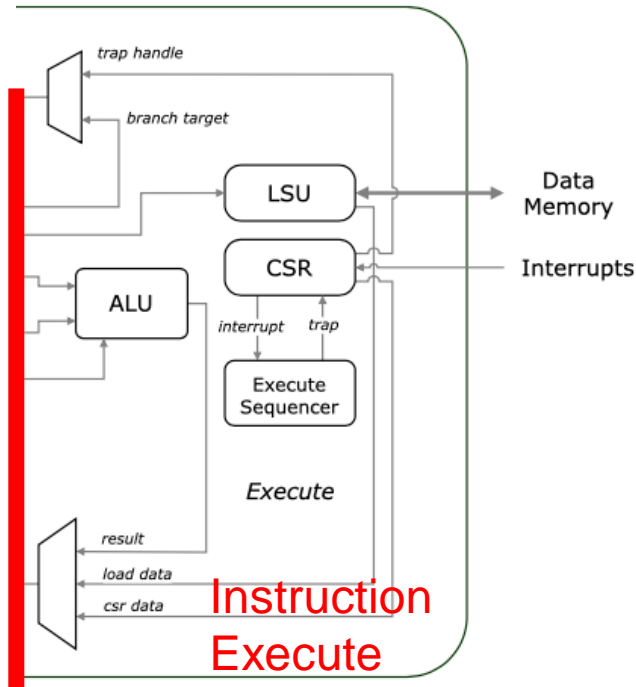
- The instruction fetch stage reads 32-bit instructions every cycle
- The PC always increments to next word (PC+4) unless the core needs to jump or to trap handler

Kronos RISC-V core architecture



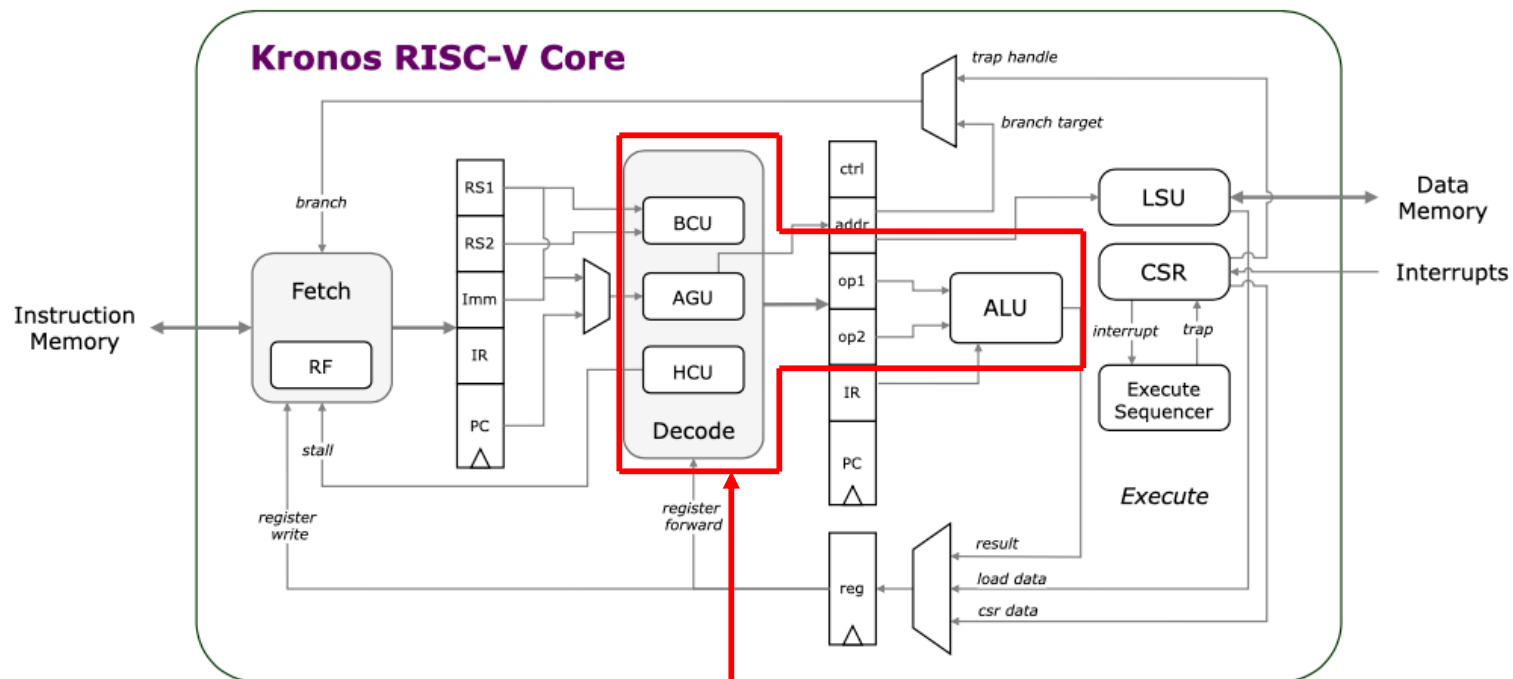
- In decode stage, Two operands (op1, op2) are prepared for the ALU alongside the appropriate ALU operation for the fetch instruction.
- BCU: Branch Comparison Unit
- AGU: Address Generation Unit
- HCU: Hazard Control Unit

Kronos RISC-V core architecture



- In execution stage of the Kronos core contains a ALU which is responsible for data write back, branching, sequence memory access operations (data load/store), Control-Status Register operations, catches exception & responds to interrupts.

Kronos RISC-V core architecture



本次實驗室主要著
重於 Decoder &
ALU 這部分的實作

Verilog 基本概念

HDL Introduction

⊕ 硬體描述語言

⊕ 具有多種描述硬體的方式

➤ Behavior level

- 只考慮模組中的功能和函數，不必考慮硬體方面的詳細電路。

➤ Register Transfer level

- 說明資料如何在暫存器中儲存和傳送，和資料處理的方式。

➤ Gate level

- 模組是由Logic gates所構成的，使用Logic gates來設計電路。

➤ Switch level

- 最低層次，設計者需知道電晶體的元件特性。

Verilog Background

- ⊕ Verilog was written by gateway design automation in the early 1980
- ⊕ Cadence acquired gateway in 1990
- ⊕ Cadence released Verilog to the public domain in 1991
- ⊕ In 1995, the language was ratified as IEEE standard 1364

Three Levels of Verilog

▪ Register Transfer Level

```
assign {Co, Sum} = A + B + Ci
```

▪ Gate Level

```
xor u0(.z(hs), .a1(A), .a2(B));
xor u1(.z(Sum), .a1(Ci), .a2(hs));
and u2(.z(hc0), .a1(A), .a2(B));
and u3(.z(hc1), .a1(Ci), .a2(hs));
or u4(.z(Co), .a1(hc0), .a2(hc1));
```

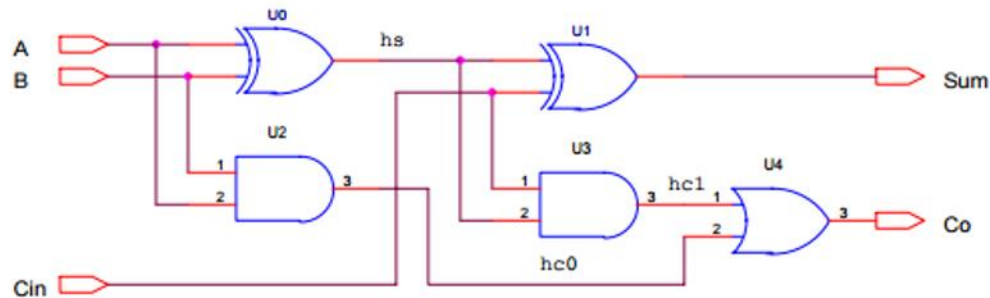
▪ Switch Level

```
// AND gate of u2
```

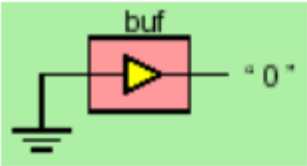
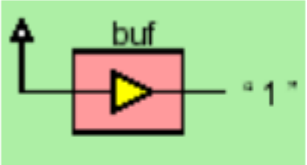
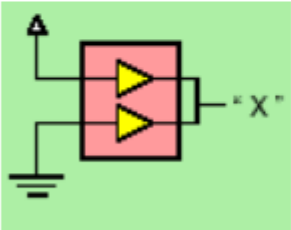
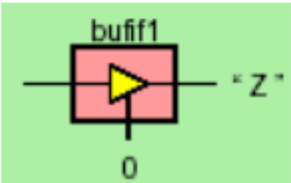
```
pmos p0(VDD, nand, A),
    p1(VDD, nand, B);
nmos n0(nand, wire1, A),
    n1(wire1, GND, B);

pmos p2(VDD, hc0, nand);
nmos n2(hc0, GND, nand);
```

```
⋮
```



Four Logic Levels

-  0: logic 0 / false
-  1: logic 1 / true
-  X: unknown logic value
-  Z: high-impedance

Verilog Module

⊕ module module_name (port_name);

➤ port declaration

➤ data type declaration

➤ module functionality or structure

⊕ endmodule

```
module Add_half(sum, c_out, a, b);  
(1)  input      a, b;  
     output sum, c_out;  
  
(2)  wire      c_out_bar;  
  
     xor      (sum, a, b);  
(3)  nand     (c_out_bar, a, b);  
     not      (c_out, c_out_bar);  
  
endmodule
```


Verilog Operators (1/3)

Name	Operator
bit-select or part-select	[]
parenthesis	()
Arithmetic Operators	
multiplication	*
division	/
addition	+
subtraction	-
modulus	%
Sign Operators	
identity	+
negation	-

Verilog Operators (2/3)

Name	Operator
Relational Operators less than less than or equal to greater than greater than or equal to	< <= > >=
Equality Operators logic equality logic inequality case equality case inequality	== != === !==
Logical Comparison Operators NOT AND OR	! &&
Logical Bit-Wise Operators unary negation NOT binary AND binary OR binary XOR binary XNOR	~ & ^ ^~ or ~^

Verilog Operators (3/3)

Name	Operator
Shift Operators logical shift left logical shift right	<< >>
Concatenation & Replication Operators concatenation replication	{} {{}}
Reduction Operators AND OR NAND NOR XOR XNOR	& ~& ~ ^ ^~ or ~^
Conditional Operator conditional	?:

Verilog Descriptions

- ⊕ Verilog 主要有三種描述硬體電路的方式
 1. Structural description
 2. “assign” description
 3. “always” description

Structural Description

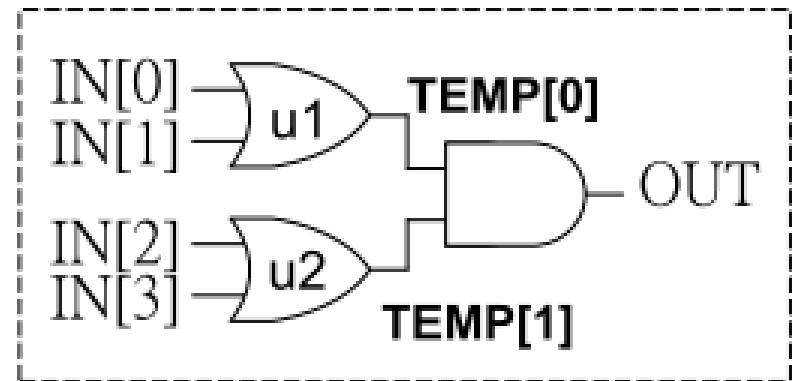
- ⊕ Gate level design
- ⊕ Connections of sub modules at higher level module

```

1. module OR_AND_STRUCTURAL(IN,OUT);
2.   input      [3:0]    IN;
3.   output
4.   wire       [1:0]    TEMP;

5.   or u1(TEMP[0], IN[0], IN[1]);
6.   or u2(TEMP[1], IN[2], IN[3]);
7.   and (OUT, TEMP[0], TEMP[1]);
8. endmodule

```

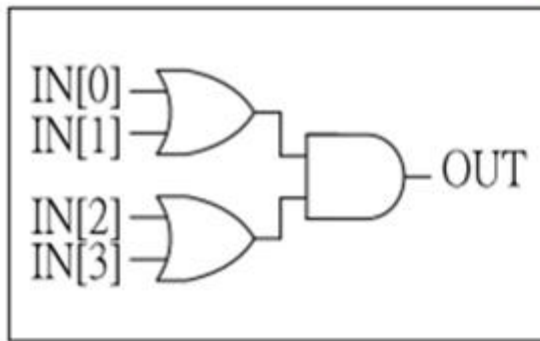


"assign" Description

⊕ Combinational circuit

```
1. module OR_AND_DATA_FLOW(IN, OUT);  
2. input    [3:0]    IN;  
3. output          OUT;  
4. assign OUT = (IN[0] | IN[1]) & (IN[2] | IN[3]);  
endmodule
```

***Synthesized and
optimized by tools***

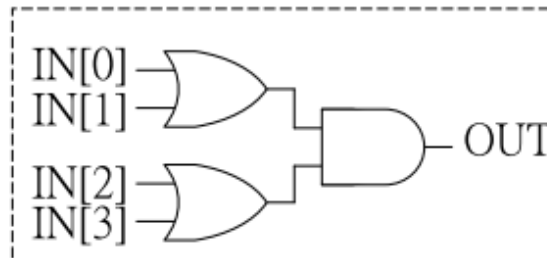


endmodule

“always” Description

- ⊕ Combinational circuit
- ⊕ Sequential circuit
- ⊕ Output must be declared as “reg”

```
1. module OR_AND_BEHAVIORAL(IN, OUT);  
2.   input [3:0]  IN;  
3.   output      OUT;  
4.   reg         OUT;  
  
5.   always @(IN)  
6.   begin  
7.     OUT = (IN[0] | IN[1]) & (IN[2] | IN[3]);  
8.   end  
9. endmodule
```



**Activate OUT while any voltage transition
(0→1 or 1→0) happens at signal IN**

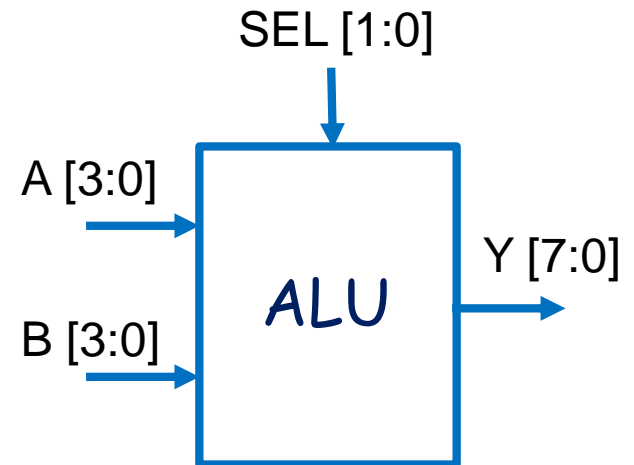
ALU EXAMPLE

```
module ADD_SUB(A, B, SEL, result);  
    input [1:0] SEL;  
    input [3:0] A, B;  
  
    output [3:0] result;  
  
    reg [7:0] Y;  
  
    assign result = Y[3:0];  
  
    //=====
```

SEL = 00	ADD
SEL = 01	SUB
SEL = 10	MUL
SEL = 11	AND

```
    /*  
    */  
    //=====
```

```
    always@(A or B or SEL) begin  
        case(SEL)  
            2'b00: Y = A+B;  
            2'b01: Y = A-B;  
            2'b10: Y = A*B;  
            2'b11: Y = A&B;  
        endcase  
    end  
endmodule
```



Hierarchy in Verilog

32-bit Carry-Select adder

```

module fu_csa32(din1, din2, carry_in, dout, carry_out, overflow);
    input  [31:0] din1;
    input  [31:0] din2;
    input      carry_in;
    output [31:0] dout;
    output      carry_out;
    output      overflow;

    wire      sel;
    wire [15:0] sum0, sum1;
    wire      carry0, carry1;
    wire      overflow0, overflow1;

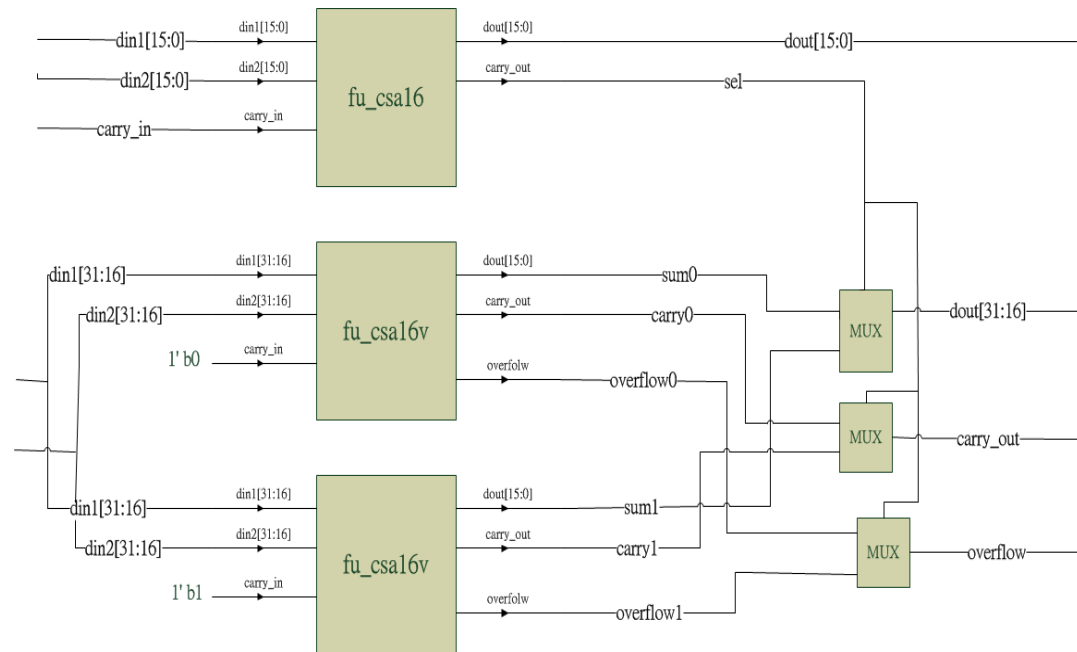
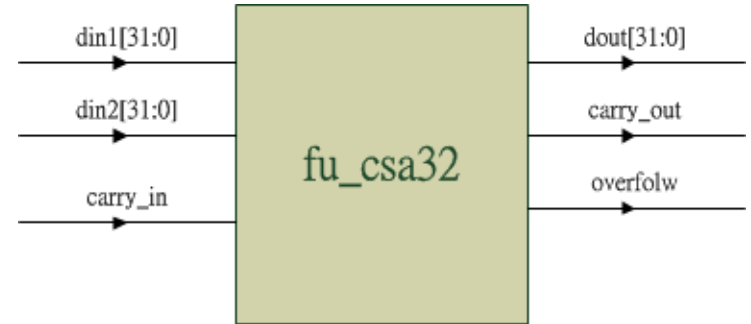
    fu_csa16  u0(
        .din1      (din1[15:0]),
        .din2      (din2[15:0]),
        .carry_in   (carry_in),
        .dout       (dout[15:0]),
        .carry_out  (sel)
    );

    fu_csa16v  u1(
        .din1      (din1[31:16]),
        .din2      (din2[31:16]),
        .carry_in   (1'b0),
        .dout       (sum0),
        .carry_out  (carry0),
        .overflow   (overflow0)
    );

    fu_csa16v  u2(
        .din1      (din1[31:16]),
        .din2      (din2[31:16]),
        .carry_in   (1'b1),
        .dout       (sum1),
        .carry_out  (carry1),
        .overflow   (overflow1)
    );

    assign dout[31:16] = (sel==1'b1)?sum1:sum0;
    assign carry_out = (sel==1'b1)?carry1:carry0;
    assign overflow = (sel==1'b1)?overflow1:overflow0;
endmodule

```



LAB 3: Verilog Implementation Of ALU

Tool used

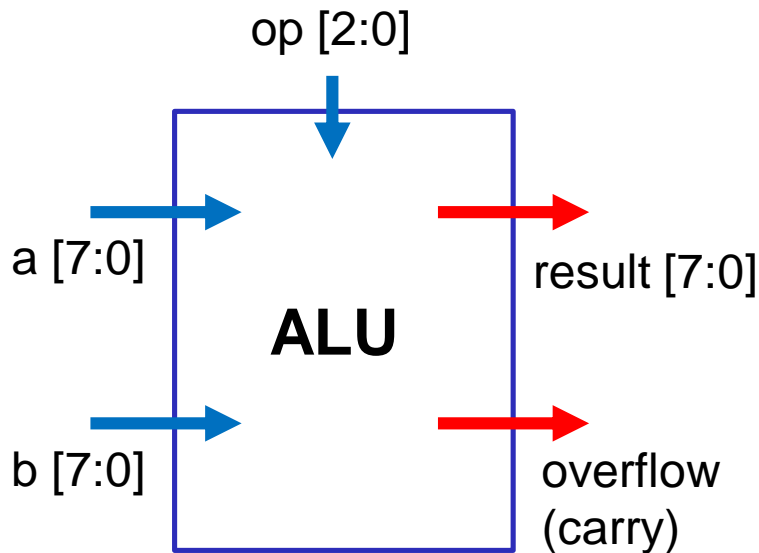
實驗環境：

1.Modelsim (Run CPU simulator)

- 不會用到virtualbox

Lab 3-1 -- Simple ALU

- ⊕ 前面的範例是一個只有加減法的 ALU，請同學根據前面的範例，用 Verilog 完成新的 ALU，並且完成驗證



Instruction	op Code
ADD	000
SUB	001
AND	100
OR	101
XOR	110
NOR	111

```

module ALU (a, b, op, result, overflow);

    input    [7:0]  a;
    input    [7:0]  b;
    input    [2:0]  op;
    output   [7:0]  result;
    output                overflow;

    reg      [8:0]  Result;

    //=====
/*
    Ins.          op code
    ADD            000
    SUB            001

    AND            100
    OR              101
    XOR            110
    NOR            111 */
    //=====

    assign result = 2;
    assign overflow = 0;

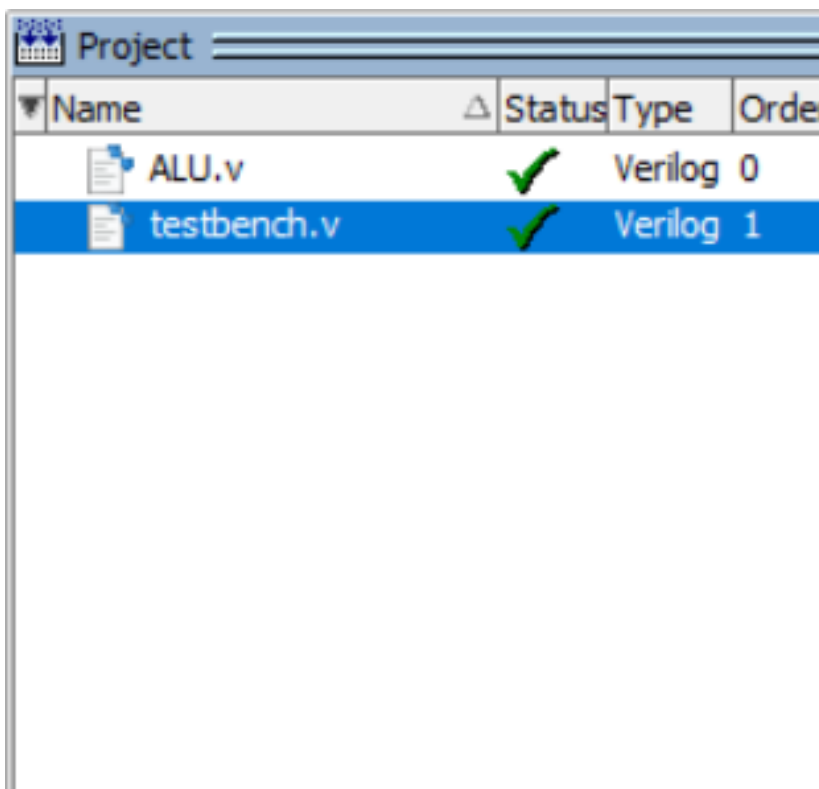
    always@(a or b or op)
    begin
        case (op)
            3'b000: Result = 0; // ADD
            3'b001: Result = 1; // SUB

            3'b100: Result = 0; // AND
            3'b101: Result = 0; // OR
            3'b110: Result = 0; // XOR
            3'b111: Result = 0; // NOR
        endcase
    end
endmodule

```

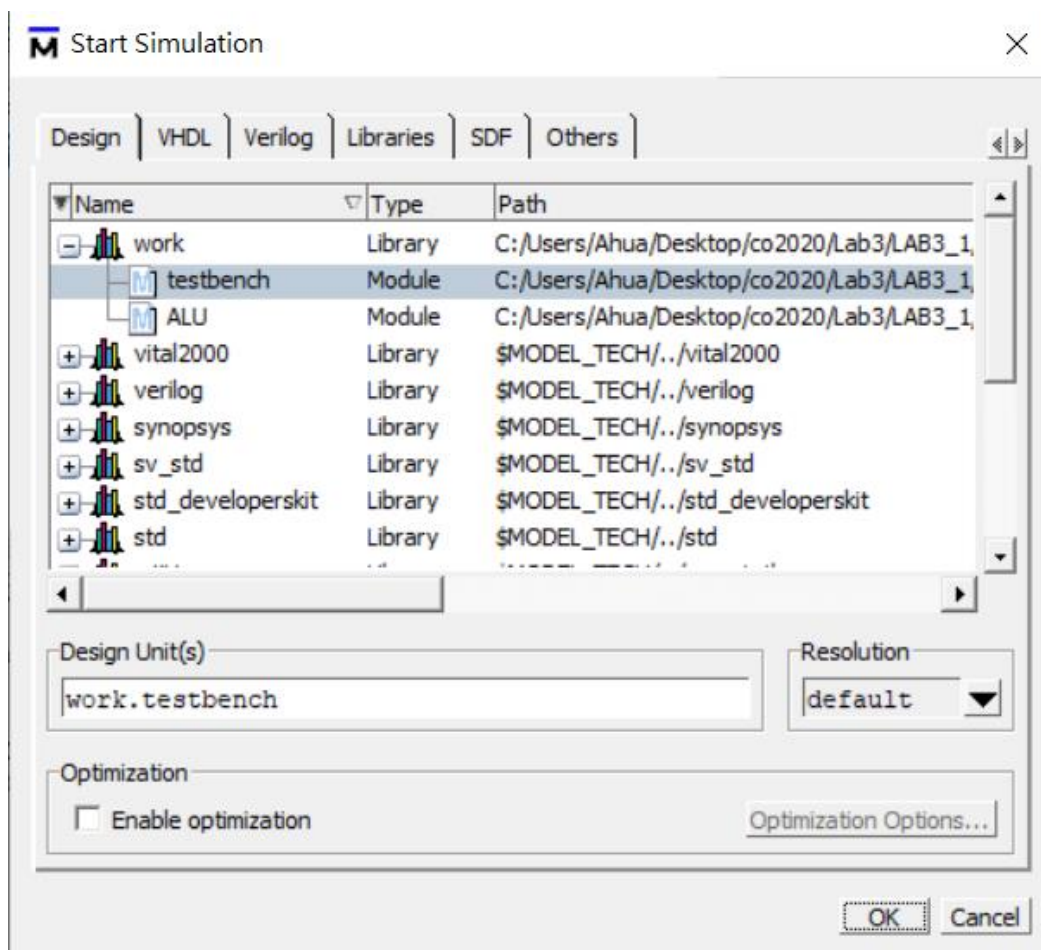
Modelsim驗證

⊕ 加入ALU.v 及 testbench.v 兩個檔案

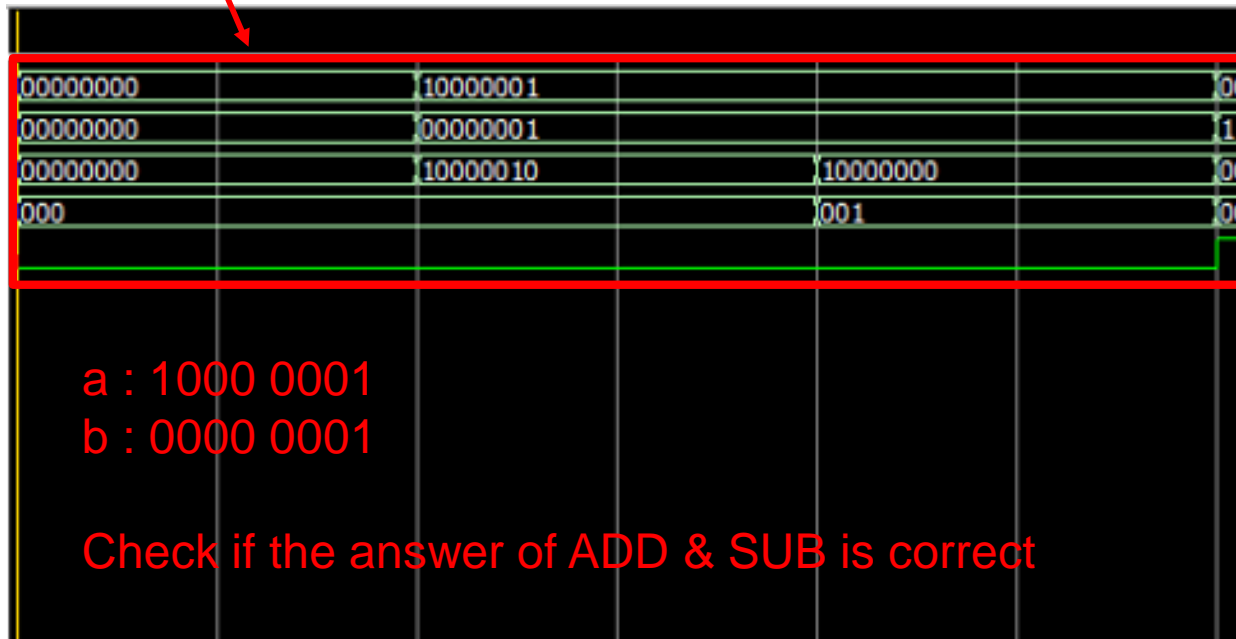
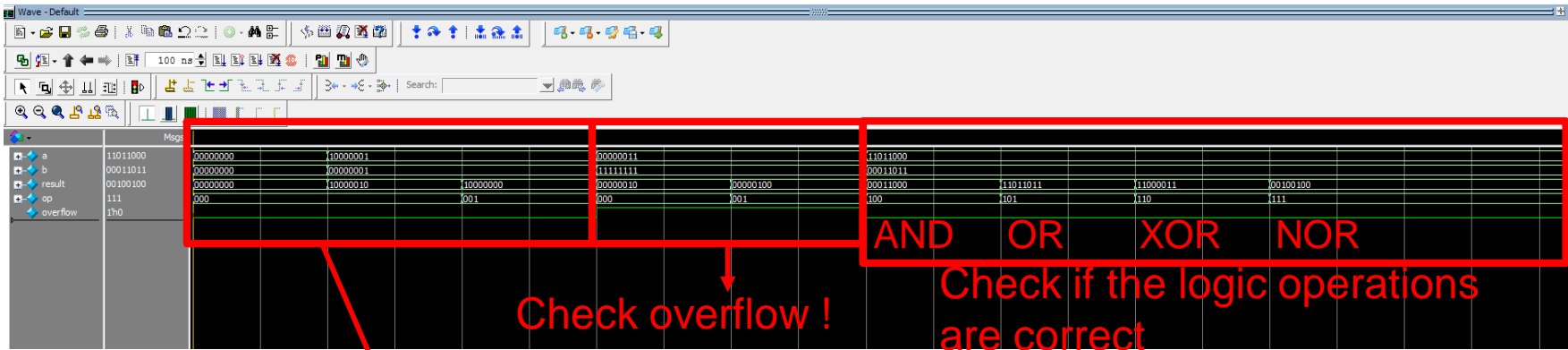


Modelsim驗證

⊕ Simulation 選擇 work -> testbench



預期結果



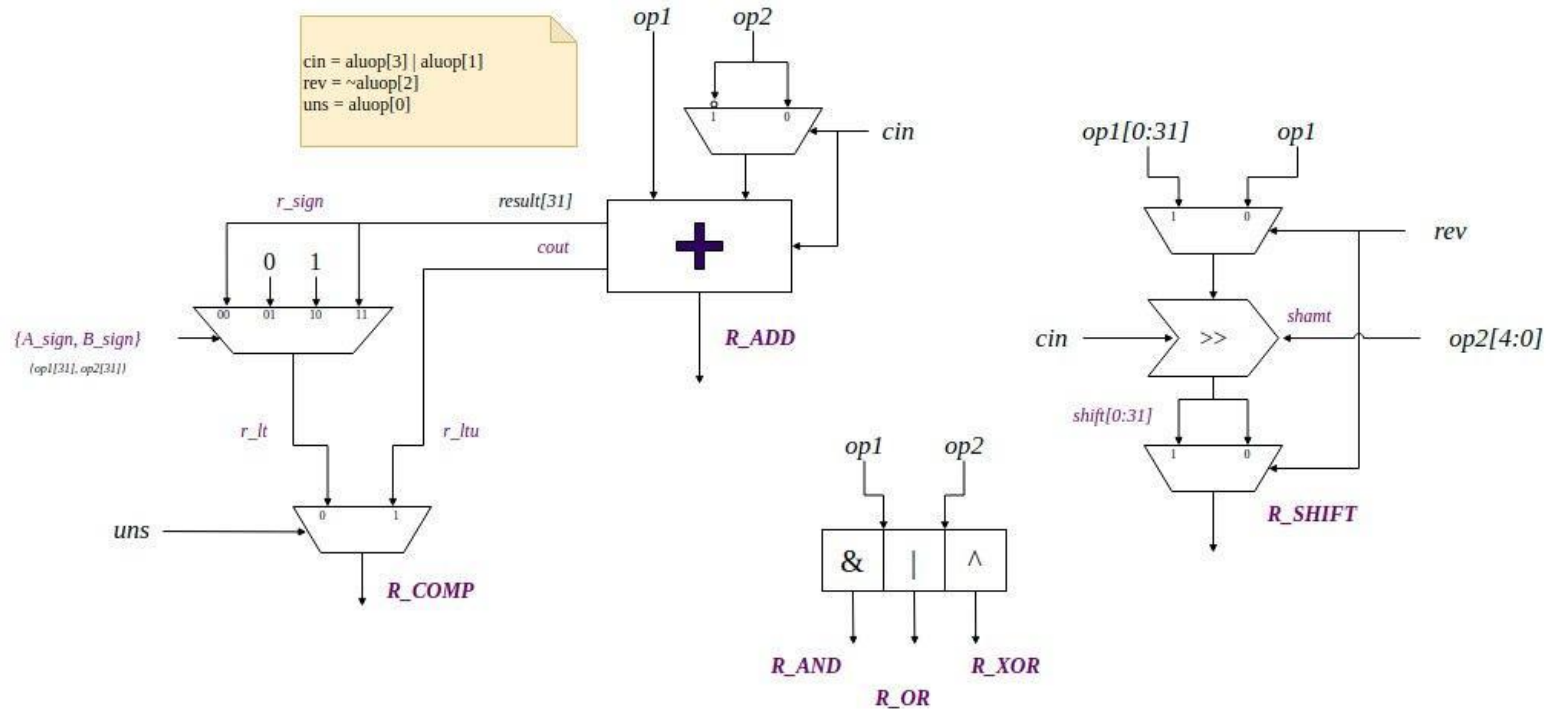
Lab 3-2 ALU Operation Implementation

- ◆ 請同學以Verilog完成這顆 RISC-V CPU 中alu.v 的空白部分，並跑助教的程式來驗證ALU運算結果
 - 因為這顆 RISC-V CPU 經過簡化之後並沒有實現所有 **RISC-V** 的指令，詳細的運算指令和 ALUop decode 請參考 Table 1.

Table 1: ALU 運算指令

Function	Operation	ALUOP	result
ADD	$\text{result} = \text{op1} + \text{op2}$	0000	R_ADD
SUB	$\text{result} = \text{op1} - \text{op2}$	1000	R_ADD
LT	$\text{result} = \text{op1} < \text{op2}$	0010	R_COMP
LTU	$\text{result} = \text{op1} <_u \text{op2}$	0011	R_COMP
XOR	$\text{result} = \text{op1} \wedge \text{op2}$	0100	R_XOR
OR	$\text{result} = \text{op1} \mid \text{op2}$	0110	R_OR
AND	$\text{result} = \text{op1} \& \text{op2}$	0111	R_AND
SHL	$\text{result} = \text{op1} \ll \text{op2}[4:0]$	0001	R_SHIFT
SHR	$\text{result} = \text{op1} \gg \text{op2}[4:0]$	0101	R_SHIFT
SHRA	$\text{result} = \text{op1} \ggg \text{op2}[4:0]$	1101	R_SHIFT

Kronos ALU Module Design



Function	Operation	ALUOP	result
ADD	result = op1 + op2	0000	R_ADD
SUB	result = op1 - op2	1000	R_ADD
LT	result = op1 < op2	0010	R_COMP
LTU	result = op1 <u op2	0011	R_COMP
XOR	result = op1 ^ op2	0100	R_XOR

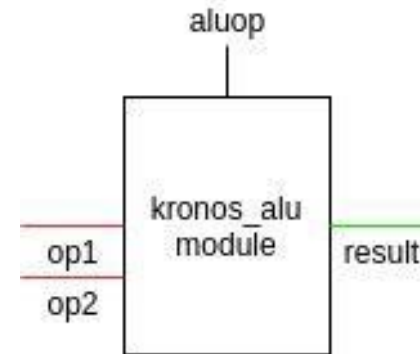
OR	result = op1 op2	0110	R_OR
AND	result = op1 & op2	0111	R_AND
SHL	result = op1 << op2[4:0]	0001	R_SHIFT
SHR	result = op1 >> op2[4:0]	0101	R_SHIFT
SHRA	result = op1 >>> op2[4:0]	1101	R_SHIFT

Lab3-2 Kronos ALU module

```

1 module kronos_alu( op1,
2                   op2,
3                   aluop,
4                   result
5                   );
6 input  [31:0] op1;
7 input  [31:0] op2;
8 input  [3:0] aluop;
9 output reg [31:0] result;
10
11 wire      cin;
12 wire      rev;
13
14 wire [31:0] r_adder;
15 wire [31:0] r_and;
16 wire [31:0] r_or;
17 wire [31:0] r_xor;
18 wire [31:0] r_shift;
19
20 wire [31:0] adder_A;
21 wire [31:0] adder_B;
22 wire      cout;
23
24 wire      r_lt;
25 wire      r_ltu;
26 wire      r_comp;
27
28 wire [31:0] data;
29 wire [4:0] shamt;
30 wire      shift_in;
31 wire [31:0] p0;
32 wire [31:0] p1;
33 wire [31:0] p2;
34 wire [31:0] p3;
35 wire [31:0] p4;

```



```

106 // =====
107 // Result Mux
108 always@(*) begin
109     case(aluop)
110         4'b0010, // SLT
111         4'b0011  : result = {31'b0, r_comp}; // SLTU
112         4'b0100  : result = ; // XOR
113         4'b0110  : result = ; // OR
114         4'b0111  : result = ; // AND
115         4'b0001, // SLL
116         4'b0101, // SRL
117         4'b1101  : result = r_shift; // SRA
118         default  : result = ; // ADD, SUB
119     endcase
120 end

```

A Result Mux is used to select output from ALU

Lab3-2 ALU Function

⊕ ADD, SUB Operation

```
37 // =====
38 // Operation Decode
39 assign cin = aluop[3] || aluop[1];    // SUB & Compare
40 assign rev = ~aluop[2];
41
42 // =====
43 // ADDER
44 // =====
45
46 // if the operation is SUB, invert op2 (adder_b) before add operation
47 assign adder_A = op1;
48 assign adder_B = ;
49
50 // Add Operation
51 assign {cout, r_adder} = {1'b0, adder_A} + {1'b0, adder_B} + cin;
```

ADD & SUB result
are stored in r_adder

If the operation is
SUB, invert op2
before add operation

Lab3-2 ALU Function

⊕ Logic Operation

```
54 // =====  
55 //                                LOGIC  
56 // =====  
57  
58 assign r_and =  
59 assign r_or  =  
60 assign r_xor =
```

Complete logic
operations in here

Lab3-2 ALU Function

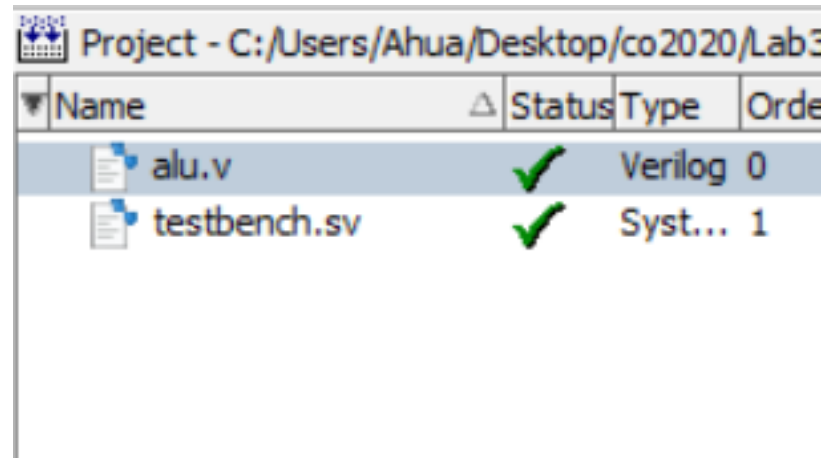
⊕ Comparator (SLT & SLTU)

```
62 // =====
63 //                               COMPARATOR (SLT & SLTU)
64 // -----
65 // if (aluop[0]==1) ==> Unsigned
66 // op1[31] op2[31]
67 // 0      0    --> = 2'complement
68 // 0      1    --> op1 > op2
69 // 1      0    --> op1 < op2
70 // 1      1    --> = 2'complement
71 // =====
72
73 // Signed Less Than (SLT)
74 assign r_lt = (
75               (
76                 r_adder[31];
77               )?1'b0:
78               (
79                 r_adder[31];
80               )?1'b1:
81 // Unsigned Less Than (SLTU) : check the carry out on op1-op2
82 assign r_ltu = ~cout;
83
84 // Select output
85 assign r_comp = (
86                  (
87                    r_adder[31];
88                  )?1'b0:
89                  (
90                    r_adder[31];
91                  )?1'b1:
92 // =====
```

Complete Signed Less Than &
Unsigned Less Than function

Lab3-2 ALU 驗證結果

- ⊕ Change directory to LAB3_2
- ⊕ Create project
- ⊕ Add **alu.v** & testbench.sv
- ⊕ Compile
- ⊕ Simulate



Expected waveform

[illegible]

Challenge 挑戰題

- ⊕ ALU 在 EX-stage 會需要兩個 operands, op1 和 op2, 而這它們在 decoder 的預設值分別為 PC 和 constant 4, 這是為計算出下一個 Instruction 的地址。ALU 預設運算則是 ADD。

Instr	OP1	OP2	ALUOP
Default	PC	4	ADD
LUI	0	Imm	ADD
AUIPC	PC	Imm	ADD
JAL	PC	4	ADD
JALR	PC	4	ADD
STORE	PC*	REG[rs2]	ADD
OP	REG[rs1]	REG[rs2]	{funct7[5], funct3}
OPIMM	REG[rs1]	Imm	{1'b0**, funct3}

這次挑戰題主要實作部分

Challenge 挑戰題

- ⊕ 本次挑戰題希望同學透過助教提供的部分所需的 R-type 和 I-type 指令，來完成 RISC-V 的 Decoder (部分)，並學習 RISC-V ISA 的設計。

這邊可以很清楚發現 I-type 指令需要更多位元數存取 Immediate[11:0] 值。舉例相同 opcode 的 ADD 和 ADDI 的區別可以透過 funct7 的值來做判斷

```

21 //=====
22 // R-type
23 // | 31      25 | 24      20 | 19      15 | 14      12 | 11      07 | 06      00 |
24 // +-----+-----+-----+-----+-----+-----+
25 // | funct7 | rs2 | rs1 | funct3 | rd | opcode |
26 // +-----+-----+-----+-----+-----+-----+
27 //      0000000      add      000      0110011
28 //      0100000      sub      000      0110011
29 //      0000000      shl      001      0110011
30 //      0000000      slt      010      0110011
31 //      0000000      sltu     011      0110011
32 //      0000000      xor      100      0110011
33 //      0000000      shr      101      0110011
34 //      0100000      shra     101      0110011
35 //      0000000      or       110      0110011
36 //      0000000      and      111      0110011
37 // -----
38 //
39 // I-type
40 // | 31      20 | 19      15 | 14      12 | 11      07 | 06      00 |
41 // +-----+-----+-----+-----+-----+-----+
42 // | immediate[11:0] | rs1 | funct3 | rd | opcode |
43 // +-----+-----+-----+-----+-----+-----+
44 //      addi      000      0010011
45 //      slti      010      0010011
46 //      sltiu     011      0010011
47 //      xori      100      0010011
48 //      ori       110      0010011
49 //      andi      111      0010011
50 // -----
51 //=====

```

```

63 //=====
64 // Ins      funct7      funct3      ALUOP
65 // +-----+-----+-----+-----+
66 // ADD      0000000      000      0000
67 // ADDI     -          000      0000
68 // SUB      0100000      000      1000
69 // SLT      0000000      010      0010
70 // SLTI     -          010      0010
71 // SLTU     0000000      011      0011
72 // SLTIU    -          011      0011
73 // XOR      0000000      100      0100
74 // XORI     -          100      0100
75 // OR       0000000      110      0110
76 // ORI      -          110      0110
77 // AND      0000000      111      0111
78 // ANDI     -          111      0111
79 // SLL      0000000      001      0001
80 // SRL      0000000      101      0101
81 // SRA      0100000      101      1101
82 //=====

```

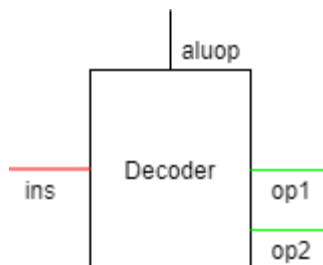
Challenge 挑戰題

⊕ 實作 RISC-V Decoder Module

```

2 module DECODE (op1, op2, aluop, ins);
3
4   input  [31:0] ins;
5
6   output [31:0] op1;
7   output [31:0] op2;
8   output [3:0] aluop;
9
10  wire [6:0] opcode, funct7;
11  wire [4:0] rs1, rs2, rd;
12  wire [2:0] funct3;
13
14  reg [31:0] REG [32];
15  integer i;
16
17  // initial REG data
18  for(i = 0; i < 32; i = i + 1) begin
19    REG[i] = i*2;
20  end

```



```

53 assign opcode = ins[6:0];
54 assign rs1 =
55 assign rs2 =
56 assign rd =
57 assign funct3 =
58 assign funct7 = ( )?ins[31:25]:7'd0;
59
60 assign op1 = REG[rs1];
61 assign op2 =

```

```

84
85 assign aluop =
86

```

請同學透過前面助教提供的資料, 完成以下 ALU Operation Decode

Challenge 結果驗證

- ➊ Change directory to Challenge
 - ➋ Create project
 - ➌ Add files
 - ➍ Compile
 - ➎ Simulate

實驗結報

⊕ 結報格式(每組一份)

- 封面(第幾組+組員)
- 實驗內容(程式碼註解、結果截圖)
- 實驗心得

⊕ 繳交位置

- ftp://140.116.164.225/ port: 21
- 帳號/密碼 : ca_lab/Carch2020
- Deadline: 10/19 18:00pm

⊕ TA Contact Information:

- 助教信箱 : anita19961013@gmail.com
- Lab : 92617
- Office hour : (Tuesday)8:00pm~10:00pm