

## 232 Project Journal – Julian (Orange):

### M6

- 11/06/2023 Fixed Memory Issue using only 9 bits for addressing in raw mem.  
Collab. with Drew, fixing the stages that needed new forwarding signals.  
Collab. With Drew, hooking up CPU stages.
- 11/07/2023 Fixed Memory stage and rewrote Tests.
- 11/08/2023 Created Memory File containing RelPrime.  
Debugging cpu.  
Wrote Assembler to speed up code debugging.
- 11/09/2023 CPU debugging..
- 11/10/2023 CPU debugging.....
- 11/12/2023 Completed M6 Timing Analysis.

### M5

- 10/26/2023 Implemented memory split in data and text.  
Implemented IF ID RB as well as test batch for that component.  
Minor fixes in other components test batches.
- 10/27/2023 Started Fetch Stage.
- 10/29/2023 Finished Implementation for Fetch Stage.  
Fixed PC Issue.  
Minor fixes to components.  
Set up Test Bench for Fetch Stage.  
Started Decode Stage.
- 10/30/2023 Continued with decode stage => Reg File fix and Tb. Started Control Implementation.  
Created Control table except for jumps (Datapath incomplete for jumps). No mem read needed. Keep for now until further discussion.  
Implemented Writeback Stage and tests.  
Implemented Memory Stage and tests.
- 10/31/2023 Implemented Jump Instructions.  
/\ changed because of Datapath overhead without gain.  
Implemented Register Block TBs.  
Changed existing stages, implementing jump instruction.  
Finished Decode Stage Implementation.

11/01/2023      Finished Execute Stage.  
Started implementing CPU, using instances of stages.  
Implemented new Forwarding Signals, using forward instance outside of execute stage.

11/02/2023      Meeting with Prof. Williamson

#### M4

10/19/2023      Finished Register File Implementation. Still need Test Bench.  
For that, implemented 3x8 Decoder and wrote Test Bench.

10/22/2023      Finished Lab7.

10/23/2023      Implemented Memory and tb for Mem.

10/24/2023      Lab 7 submission Meeting.  
Started implementing memory wrapper.

10/25/2023      Memory wrapper test.

10/26/2023      Meeting with Prof. Williamson

#### M3

10/13/2023      Project Meeting

10/15/2023      Finished Implementation of: Register, Mux2, Mux4  
Finished Test Batches for: Register, Mux2, Mux4

10/16/2023      Fixed Muxes and Register File using Quartus.  
Set up Modelsim Environment for further testing.

10/17/2023      Fixed Modelsim Environment.  
Set up Gitignore.  
Started Implementation of: Register File.

10/18/2023      Lab Work. Continued Work on Register File.

10/19/2023      Meeting with Prof. Williamson.

#### M1

10/03/2023      Translated Euclid Algorithm to RISC-V. (1.1)  
Retrieved required Instructions from RISC-V Code. (1.2)  
Thought of optimization strategies in terms of new instructions to minimize code.  
Could not find anything. (1.3)

10/04/2023      Meeting with Prof. Williamson.  
Changed Instruction Set Literals.

Thought of ways to minimize Code length... still no progress. Seems minimal.

## M2

10/05/2023	Rewriting Euclid Code in New Instruction Format. Got an idea! Maybe let ra be x1 and sp x2. Then for /\ instructions to jump back to caller function, combine sp break down and Jump! No clue if it is better to implement as pseudo instruction or basic instruction. Since two arithmetic ops are needed, a lot of cycles are required to fetch values from registers, add and save back in registers. (2.1) New English Descriptions for Instruction set.
10/08/2023	Implementation of jump instruction: use immediate of /\ inst for stack break down. Take immediate and increase rd+1 in each case. Speeds up jump back to caller. If no register should be increased, provide immediate 0x0.
10/09/2023	Continued with exemplary instructions.
10/10/2023	Jump RTL implementation + fixing instruction fetch RTL. Full code translation to machine code.
10/11/2023	Worked on Components Table.
10/12/2023	Meeting with Prof. Williamson

## Appendix:

### 1.1

```
relPrime:  addi sp, sp, -16
           sw ra, 0(sp)
           sw s0, 4(sp)
           sw s1, 8(sp)
           addi s0, x0, 2
           addi s1, x0, 1
           sw a0, 12(sp)
loop:      addi a1, s0, 0
           lw a0, 12(sp)
           jal ra, gcd
           beq a0, s1, done
           addi s0, s0, 1
```

```
        jal x0, loop
done:    addi a0, s0, 0
        lw ra, 0(sp)
        lw s0, 4(sp)
        lw s1, 8(sp)
        addi sp, sp, 16
        jalr x0, ra
```

```

gcd:      addi sp, sp, -4
          sw ra, 0(sp)
          beq a0, x0, returnb
loop:     beq a1, x0, returna
          blt a1, a0, agreater
          sub a1, a1, a0
          jal x0, loop
agreater: sub a0, a0, a1
          jal x0, loop
returnb:  addi a0, a1, 0
returna:  lw ra, 0(sp)
          addi sp, sp, 4
          jalr x0, ra

```

## 1.2

Required Instructions:

```

addi rd, rs, imm
sub rd, rs1, rs2
sw rd, imm (rs)
lw rd, imm (rs)
beq rs1, rs2, imm
blt rs1, rs2, imm
jal rd, imm
jalr rd, imm

```

## 1.3

Optimization: Do not assign zero register but rather use value 1 in x0.

Enables imm values for stack frame building by using shift instructions.

Also enables beq without first assigning value to register.

Introducing, bez (branch equal zero) instruction.

## 2.1

$\wedge$ :  $R[rd+1] += SE(imm)$  then  $PC = R[rd] + SE(imm)$