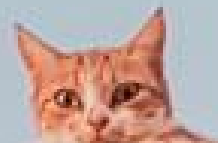
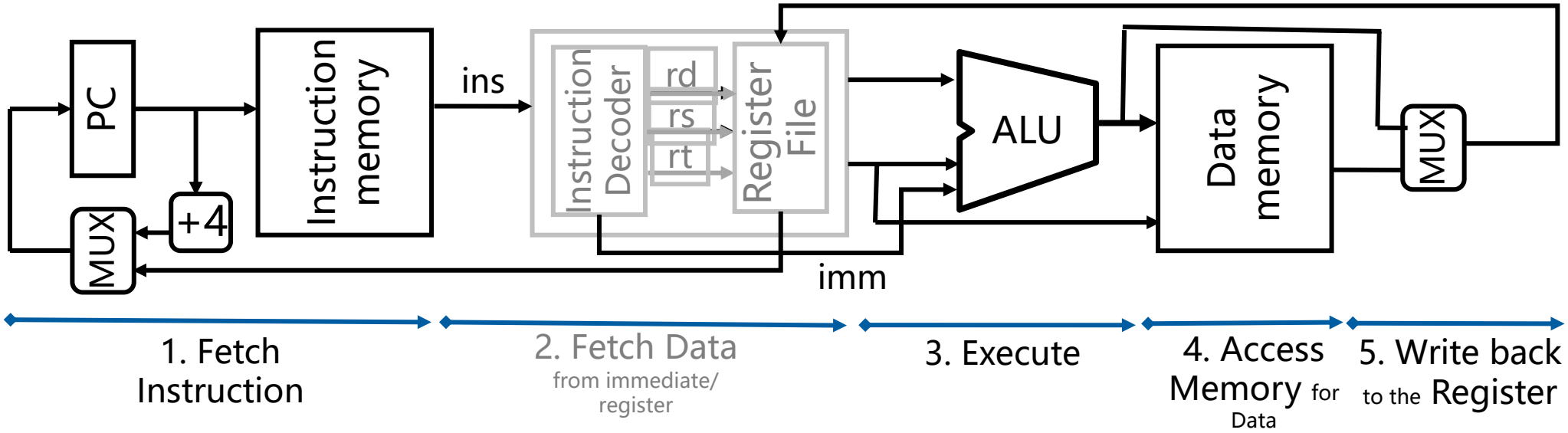


Computer Organization

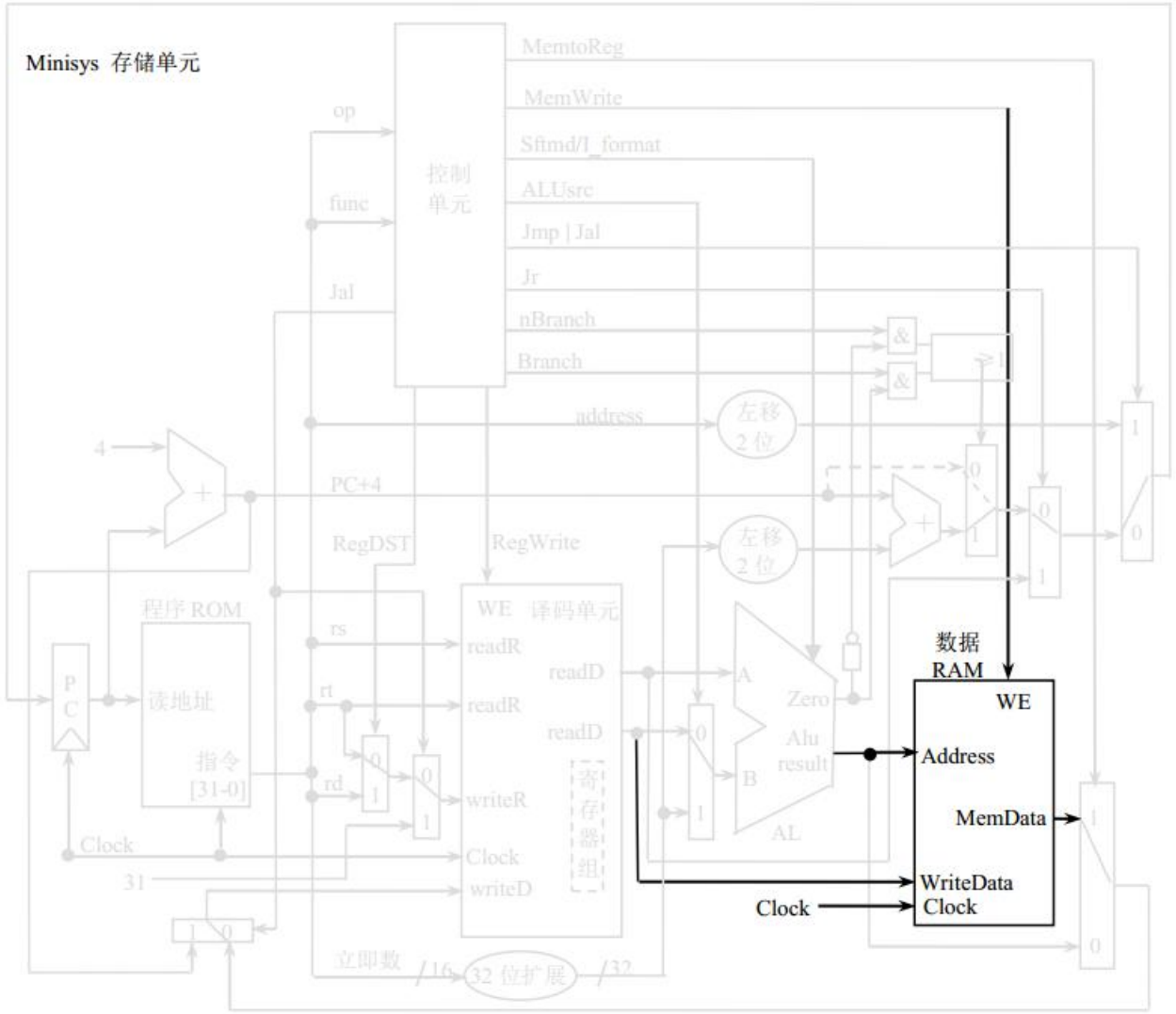
Lab10 CPU(2) Data-Memory, IFetch, ALU

Topics

- CPU(2) -DataPath (2)
  - Data-Memory
  - IFetch
  - ALU



Data-Memory



module **dmemory32**(readData,address, writedata,memWrite,clock);

input **clock**; *// Clock signal*

/ used to determine to write the memory unit or not, in the left screenshot its name is 'WE' */*
input **memWrite**;

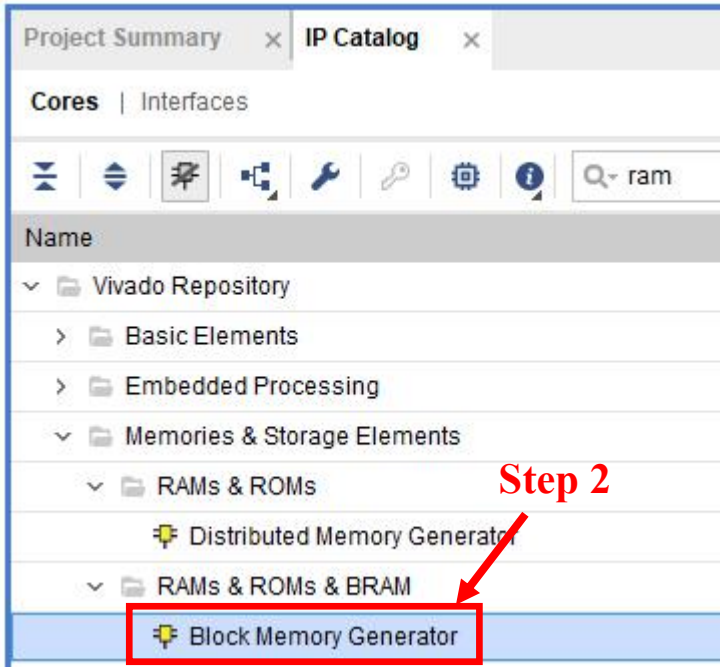
// the address of memory unit which is tobe read/writen
input[31:0] **address**;

// data tobe wirten to the memory unit
input[31:0] **writeData**;

*/*data to be read from the memory unit, in the left screenshot its name is 'MemData' */*
output[31:0] **readData**;

Using IP core Block Memory

Using the **IP core Block Memory** of Xilinx to implement the core of the Data-memory.



Import the **IP core** in vivado project

1) in **"PROJECT MANAGER"** window
   click **"IP Catalog"**

2) in **"IP Catalog"** window

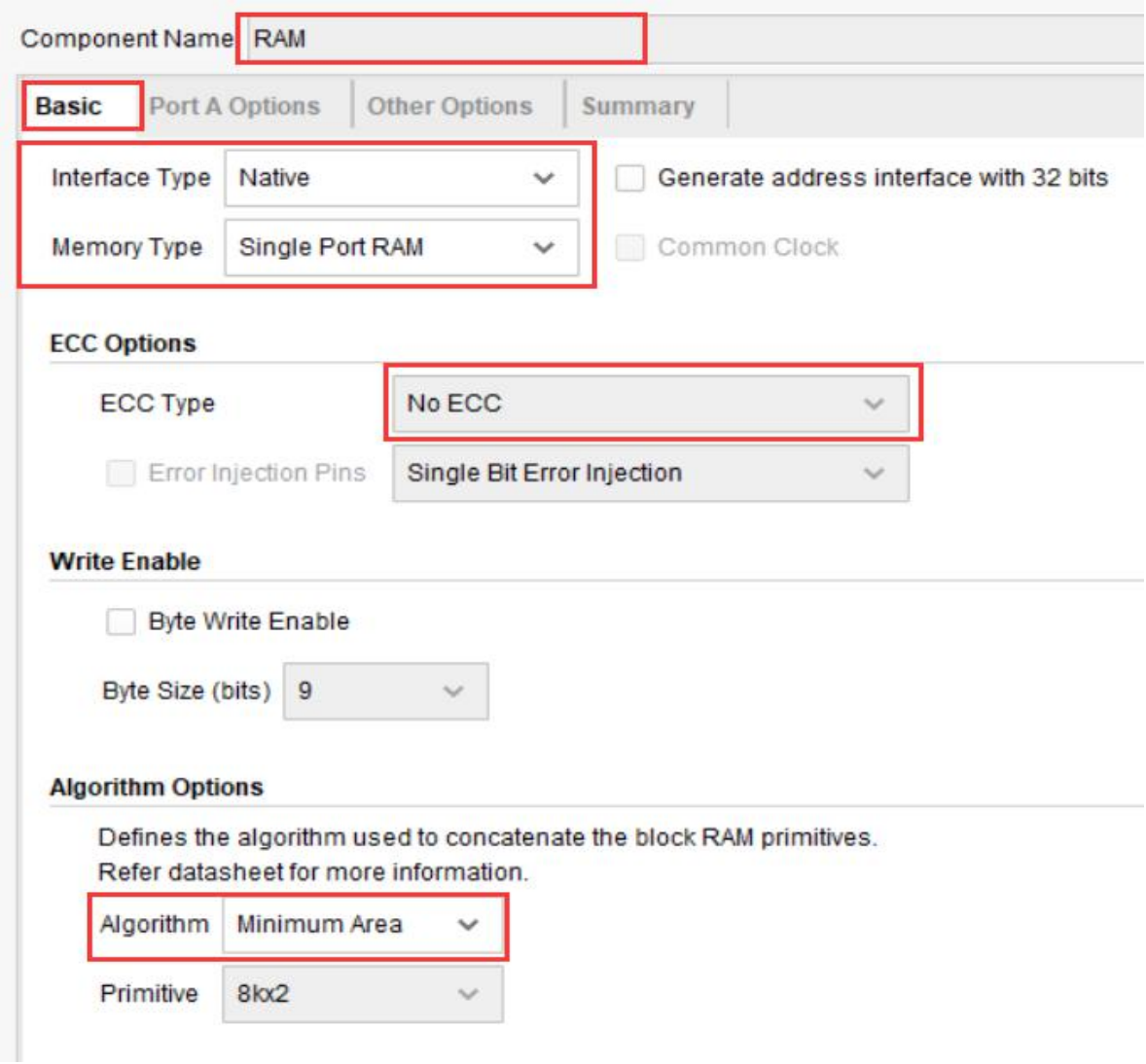
   > Vivado Repository

   > Memories & Storage Elements

   > RAMs & ROMs & BRAM

   > **Block Memory Generator**

Customize Memory IP core



Customize memory IP core

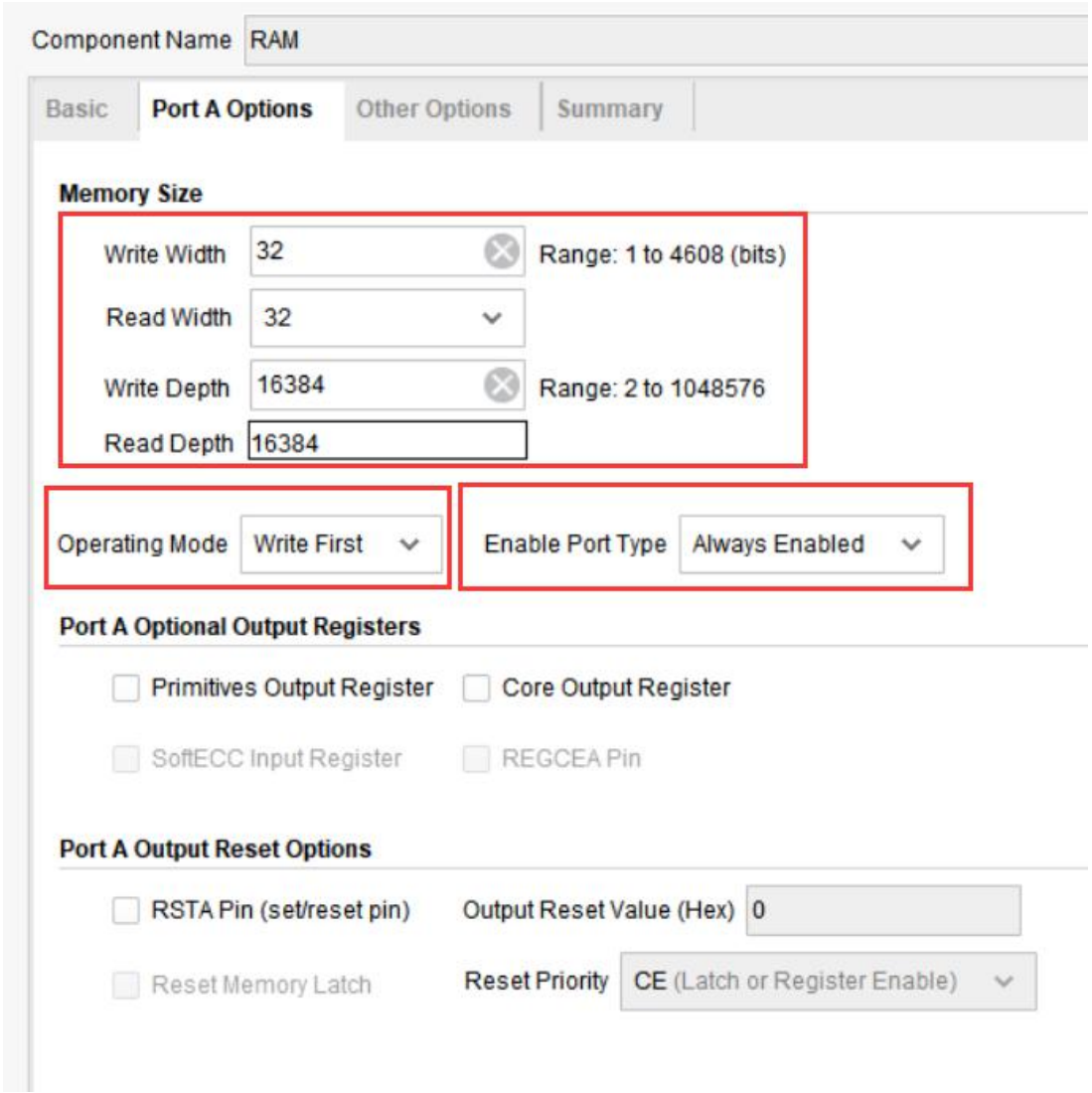
1) **Component Name**: **RAM**

TIPS: 'RAM' here is just an example for the name, not a requirement.

2) **Basic** settings:

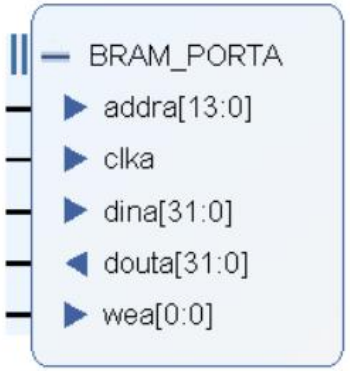
- Interface Type: **Native**
- Memory Type: **Single-port RAM**
- ECC options: **no ECC check**
- Algorithm options: **Minimum area**
- Write Enable: **NOT SET**

Customize Memory IP core continued



3) PortA Options settings:

- Data read and write **bit width**: **32 bits (4Byte)**
- Write/Read **Depth**: **16384 (64KB)**
- Operating Mode: **Write First**
- Enable Port Type: **Always Enabled**
- PortA Optional Output Registers: **NOT SET**



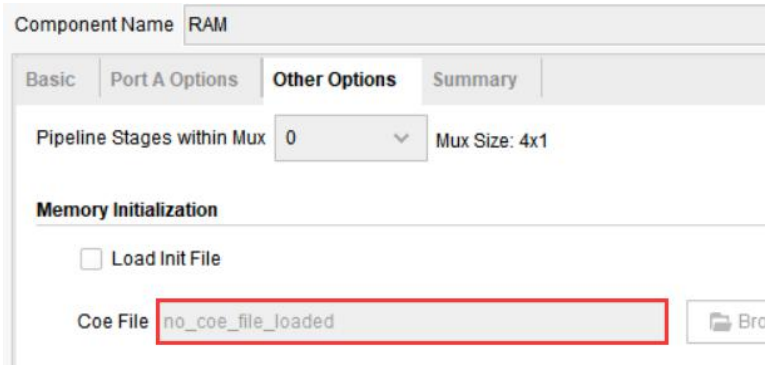
Q1: How to determine the Write/Read Width?

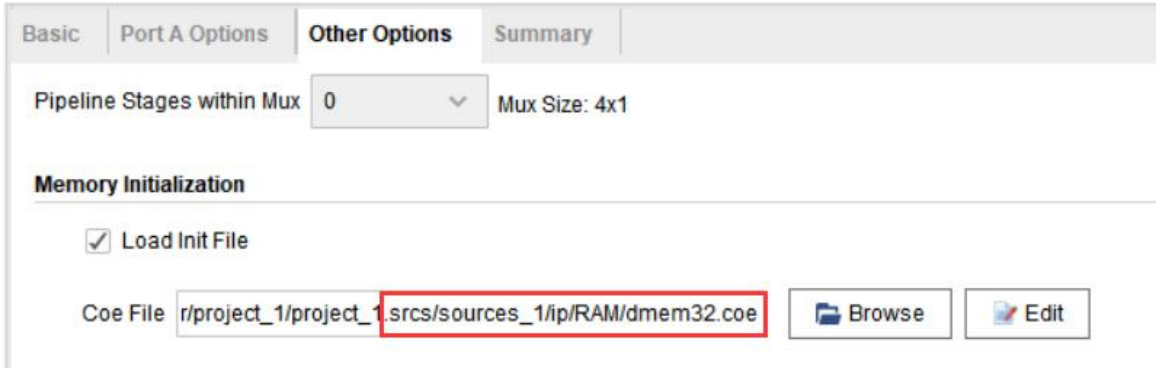
Q2: How to determine the Write/Read Depth?

Customize Memory IP core continued

4) Other Options settings:

- **1.** When **specifying the initialization file** for **customize the RAM on the 1st time**, the IP core RAM just customized WITHOUT initial file and **corresponding path**, so set it to no initial file when creating RAM.
- **2. After** the RAM IP core created
  - **2-1. COPY** the initialization file dmem32.coe **to** projectName.srcs/sources_1/ip/ComponentName. ("projectName.srcs" is under the project folder, "componentName" here is 'RAM')
  - **2-2.** Double-click the newly created RAM IP core, **RESET** it with the **initialization file**, select the dmem32.coe file that has been in the directory of projectName.srcs/sources_1/ip/RAM.

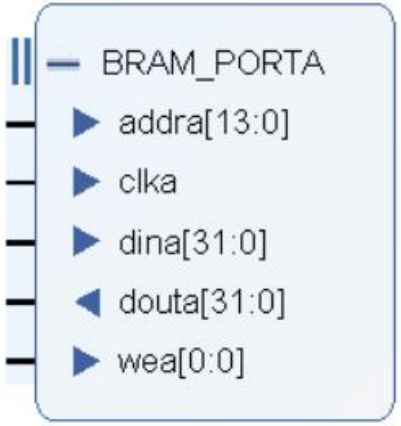




Tips: "**dmem32.coe**" file could be found in the directory "**lab_tools**" of course blackboard site
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_281672_1&course_id=_3609_1

Design Module With Memory IP Instanced

```
// Part of dmemory32 module
//Create a instance of RAM(IP core), binding the ports
RAM ram (
      .clka(clk),
      .wea(memWrite),
      .addra(address[15:2]),
      .dina(writeData),
      .douta(readData)
 );

/*The clock is from CPU-TOP, suppose its one edge has been used at the upstream module of data memory,
such as IFetch, Why Data-Memroy DO NOT use the same edge as other module ? */
assign clk = !clock;
```




```
// input wire clka
// input wire [0 : 0] wea
 // input wire [13 : 0] addra
// input wire [31 : 0] dina
// output wire [31 : 0] douta
```

***Q**: In the five stages of instruction processing, what operations must be arranged on the edge of the clock? What's your design for a one-cycle CPU?*

Function Verification

```
//The testbench module for dmemory32
module ramTb(    );
reg clock = 1'b0;
reg memWrite = 1'b0;
reg [31:0] addr = 32'h0000_0010;
reg [31:0] writeData = 32'ha000_0000;
wire [31:0] readData;

dmemory32 uram
                (clock,memWrite,addr,writeData,readData);
always   #50 clock = ~clock;

initial fork
   #120   memWrite = 1'b1;
   #200
       writeData = 32'h0000_00f5;
   #400
      memWrite = 1'b0;
   // ...  to be completed
join

endmodule
```

TIPS:

Using bind port with name is Suggested!!

1) Set "memWrite" to 1'b0 means to read the data from the RAM unit identified by "addr".

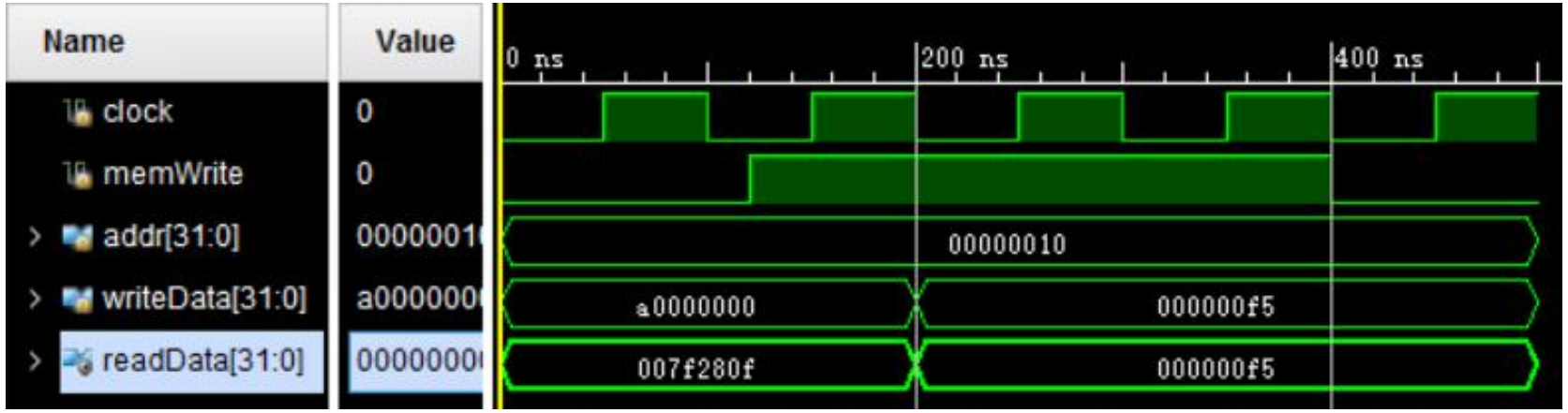
2) Set "memWrite" to 1'b1 and "writeData" to 0x0000_00f5 which means to write data 0xa000_00f5 to the RAM unit identified by "addr".

Q1. While instance the module on page 3(module **dmemory32**(readData,address,writedata,memWrite,clock)) and using sequential binding as the testbench on the left hand, What will hanppen ?

Q2. While the data has been written to the RAM unit, would it be recorded to the initial data file(dmem32.coe)?

Function Verification continued

```
1  memory_initialization_radix = 16;
2  memory_initialization_vector =
3  007f2812,
4  007f2811,
5  007f2810,
6  007f2810,
7  007f280f,
8  00000001,
9  00000002,
10 00000003,
11 00000005,
12 00000006,
13 00000007,
14 0000ffff,
15 00000000,
16 00000000,
```



Q1: On which edge of clock does the read and write operations occur? posedge or negedge?
Q2: What's value will be get while read the memory according to the “addr” 0x0000_0020? how about “addr” 0x0000_0016?

Tips: “**dmem32.coe**” file could be found in the directory “**lab_tools**” of course blackboard sites
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_281672_1&course_id=_3609_1

Practice1

1. Build the data memory module.

2. Verify its function by simulation(TIPS: The testbench on page 9 is JUST a reference)

   - **Read** the word one by one from memory which are specified in the red box of the screenshot on the right hand.
   - Write a word(value is 0x000f_fff0) to the memory unit where is specified in the green box of the screeshot on the right hand, then read it out to check if the data has been written or not.

3. List all the signals which are needed for data-memory module

```
1  memory_initialization_radix = 16;
2  memory_initialization_vector =
3  007f2812,
4  007f2811,
5  007f2810,
6  007f2810,
7  007f280f,
8  00000001,
9  00000002,
10 00000003,
11 00000005,
12 00000006,
13 00000007,
14 0000ffff,
15 00000000,
16 00000000,
17 00000000,
18 00000000,
19 00000000,
20 00000000,
```

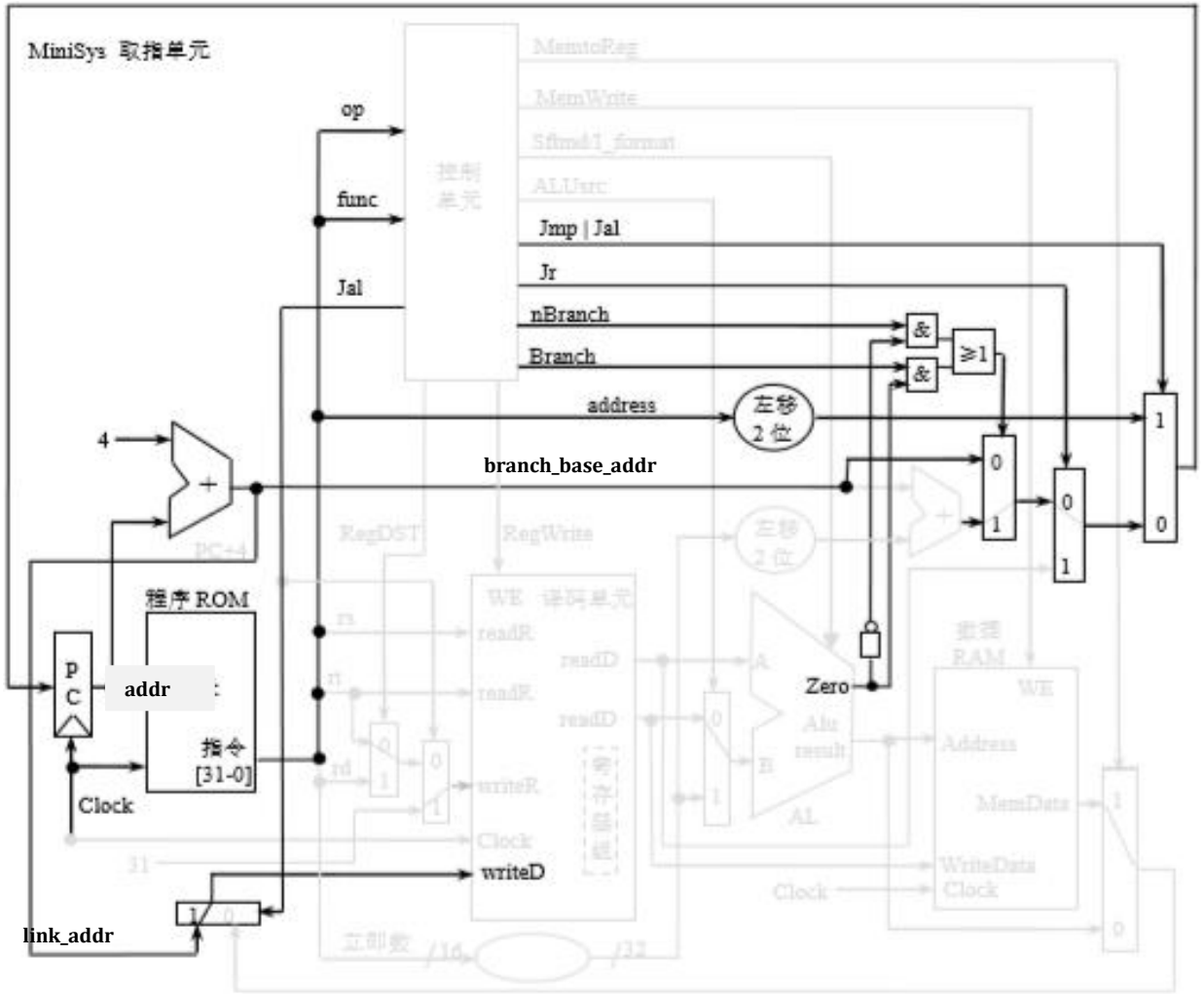
read these initial value

write the word with value 0x000f_fff0

name	from	to	bits	function
clock	CPU-TOP	Data Memory	1	data memory write is sensitive with its ? edge
dmemRdata	Data Memory	Decoder	32	the word read from the data memory and send to Decoder
memoryWrite	Controller	Data Memory	1	1'b1 means to write the memory unit, else means not to write
dmemAddress	ALU	Data Memory	32	the address which is used to identify the memory unit to be read or written
...				

Tips: "**dmem32.coe**" file could be found in the directory "**lab_tools**" of course blackboard site
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_281672_1&course_id=_3609_1

Instruction Fetch

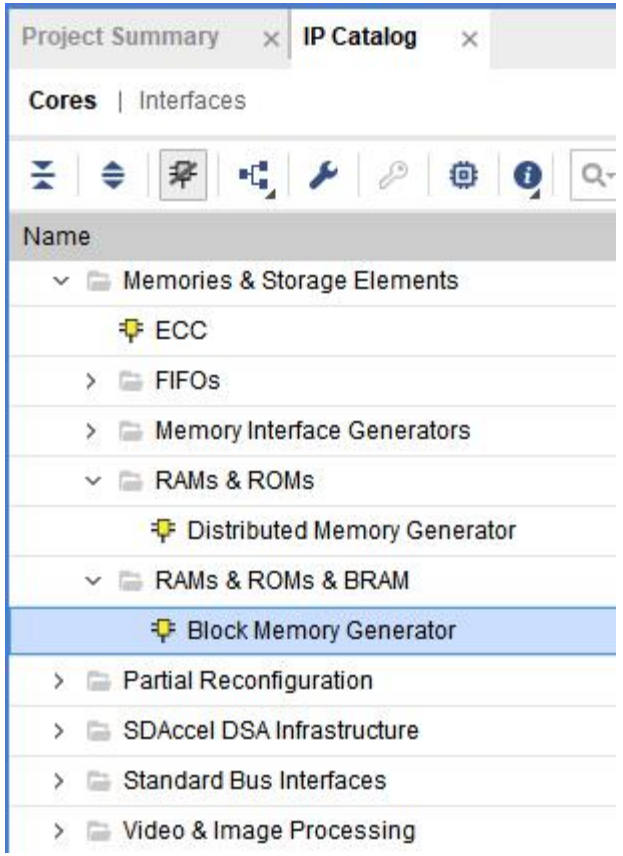


Instruction **Fetch**

- 1. **Store** the instructions(machine-code)
- 2. **Update** the value of the PC register
  - Reset
  - PC+4
  - Update the value of the PC register according to the jump instructions
    - branch(beq,bne) [I-type]
    - jal, j [J-type]
    - jr [R-type]
- 3. **Fetch** the instructions according to the value of the PC register

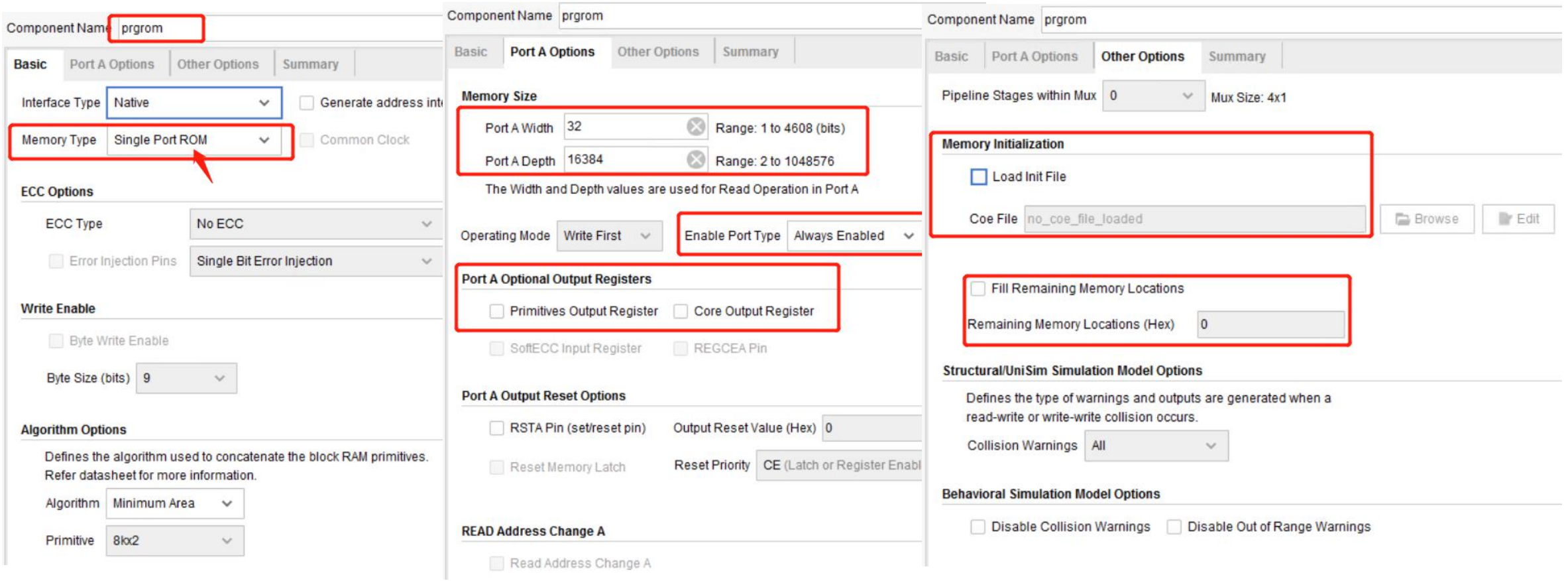
Using IP core As Instruction Memory

- **Step1**: **Find** the IP core(**Block Memory Generator**) in **IP Catalog**
- **Step2**: **Customize** the IP core
  - set **name**(component name), **type**(**ROM**)
  - set features of the ROM(**width** and **depth**), **operation mode** and **register output**
- **Step3**: **Generate** the IP core, then it will be added to vivado project automatically
- Step4: **Re-customize** the generated IP core to set it's **initial file.**



Tips: The setting steps of ROM IP core are same with which of the RAM IP core in Data-memory

Customize the IP core



TIPS:

1. The component name “prgrom” is just an example, not a requirement.
2. set the init file of prgrom after this IP core has been generated and added into vivado project. Same steps as the RAM IP core used in data memory.

Instance the IP core


```
prgrom instmem(
    .clka(clock),
    .addra(PC[15:2]),
    .douta(Instruction)
);
```

TIPS:
"**prgrom**" is the IP core which is generated in vivado follow the steps on page 13, 14 of this slides.

In One Cycle CPU, the process of **geting instrcution** should **happen** on the **posedge** of the clock. At this moment, IFetch module gets the instruction which is store at "**addra**" from the instruction memory "Instmem"

Q: **Why using PC[15:2] instead of PC[13:0] to bind with port "addra"?**

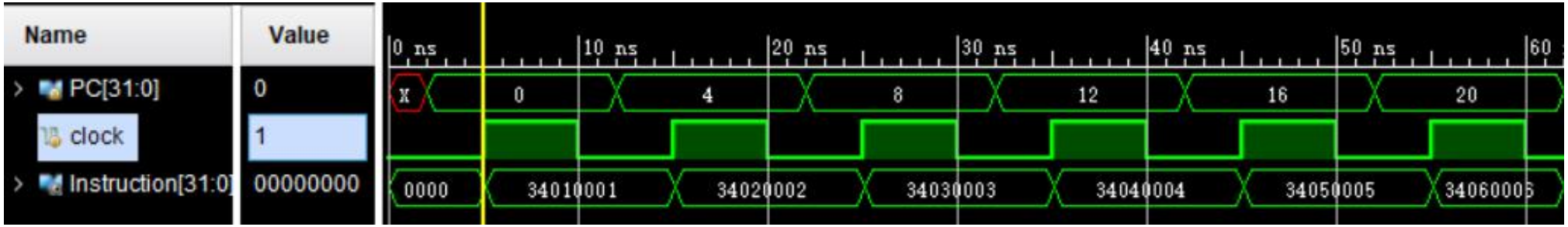
TIPS: The same reason as the address bus used in data memory

The Function Verification of “prgrom”

prgmip32.coe

```
memory_initialization_radix = 16;
memory_initialization_vector =
34010001,
34020002,
34030003,
34040004,
34050005,
34060006,
34070007,
34080008,
34090009,
340a000a,
340b000b,
340c000c,
```

Tips: “prgmip**32.coe**” file could be found in the directory “**lab_tools**” of course blackboard site
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_281672_1&course_id=_3609_1




```
module prgrom_tb( );      //a reference for the testbench ?
  reg[31:0] PC;
  reg clock=1'b0;
  wire [31:0] Instruction;
  prgrom instmem(.clka(clock),.addra(PC[15:2]),.douta(Instruction));
  always #5 clock = ~clock;
  initial begin
     clock = 1'b0;
     #2 PC = 32'h0000_0000;
     repeat(5) begin
     #10 PC = PC+4;
     #10 $finish;
     end
  end
endmodule
```

- Q1 : How many instructions would be fetched in this testbench(on the right hand) ?
- Q2. If the testbench(on the right hand) could not meet your requirements, change it to do the function verification.
- Q3. Compare the behavior of the ROM with the RAM, list at 2 differences between them.

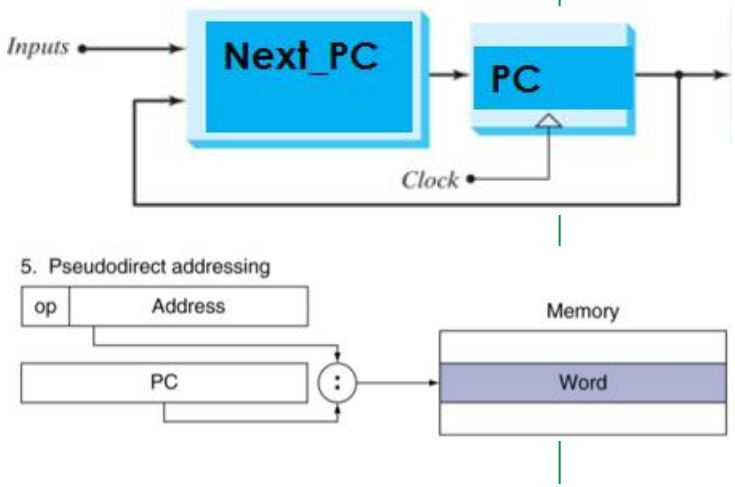
IFetch Module

```
module IFetc32(Instruction, branch_base_addr, link_addr,
clock, reset,
Addr_result, Read_data_1, Branch, nBranch, Jmp, Jal, Jr, Zero);

   output[31:0] Instruction;          // the instruction fetched from this module
   output[31:0] branch_base_addr;     // (pc+4) to ALU which is used by branch type instruction
   output[31:0] link_addr;            // (pc+4) to  Decoder which is used by jal instruction

   input        clock, reset;              // Clock and reset
// from ALU
   input[31:0]  Addr_result;          // the calculated address from ALU
   input        Zero;                 // while Zero is 1, it means the ALUresult is zero

// from Decoder
   input[31:0]  Read_data_1;          // the address of instruction used by jr instruction

// from Controller
   input    Branch;                   // while Branch is 1,it means current instruction is beq
   input    nBranch;                  // while nBranch is 1,it means current instruction is bnq
   input    Jmp;                      // while Jmp 1, it means current instruction is jump
   input    Jal;                      // while Jal is 1, it means current instruction is jal
   input    Jr;                       // while Jr is 1, it means current instruction is jr
```

Update the Value of the PC register

TIPS: The code here is JUST refence, NOT request.

```
reg[31:0]  PC,  Next_PC;

always @* begin
     if(((Branch == 1) && (Zero == 1 )) || ((nBranch == 1) && (Zero == 0)))  // beq, bne
        Next_PC = ...        //  the calculated new value for PC
     else if(Jr == 1)
        Next_PC = ...        //  the value of $31 register
     else  Next_PC = ...    // PC+4
  end

  always @(... clock) begin
   if(reset == 1)
         PC <= 32'h0000_0000;
   else begin
    if((Jmp == 1) || (Jal == 1)) begin
          PC <= ...;
     end
    else PC <= ...;
 end
```



Q1: Complete the code to update 'Next_PC'

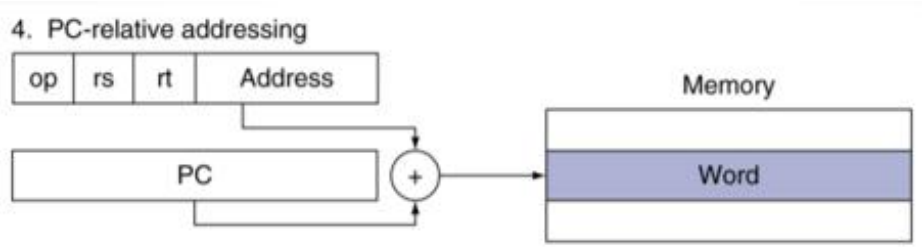
Q2: Could be ‘PC’ ready while read the ‘prgrom’? Determine when to update the value of the PC register.

Q3: Is this Minisys ISA a Harvard structure or Von Neumann structure
take a look at the initial value of PC

Outputs of IFetch: Prepare for Decoder and ALU

output[31:0] **branch_base_addr**; // (pc+4) to ALU which is used by 'beq' and 'bne' instructions
output[31:0] **link_addr**; // (pc+4) to Decoder which is used by 'jal' instruction

Here for "**pc**+4", the value of **pc** is the address of **current processing instruction** .



Don't forget to instance instruction memory, complete the port binding.

TIPS: The design here is for reference ONLY, NOT request.

Practice2

1. Make a Minisys source file with j, jal, jr, beq,bne and other NON-jumping instructions included.

2. Using **Minisys1AssemblerV2.2** to assembler the source file on step 1, get the coe files.

3. Using the “prgmip32.coe” generated on step 2 as the initial file for the ROM in IFetch submodule to verify the its funciton:

3-1) What’s the value of register PC while the reset is valid.

3-2) While reset is invalid, on which edge of clock would the value of register PC be updated?

3-3) What’s the updated value to register PC while the current instruction is j, jal, jr, beq,bne and other NON-jumping instructions.

3-4) On which edge of clock would the instruction be fetched out?

3-5) Is there any difference between the two output ports(“**branch_base_addr**” and “**link_addr**”)

Tips:1) There are j, jal, jr, beq,bne and other NON-jumping instructions in cputest.asm(which is in the Minisys1AssemblerV2.2.rar), you can modify it as an alternative to the 1st step.

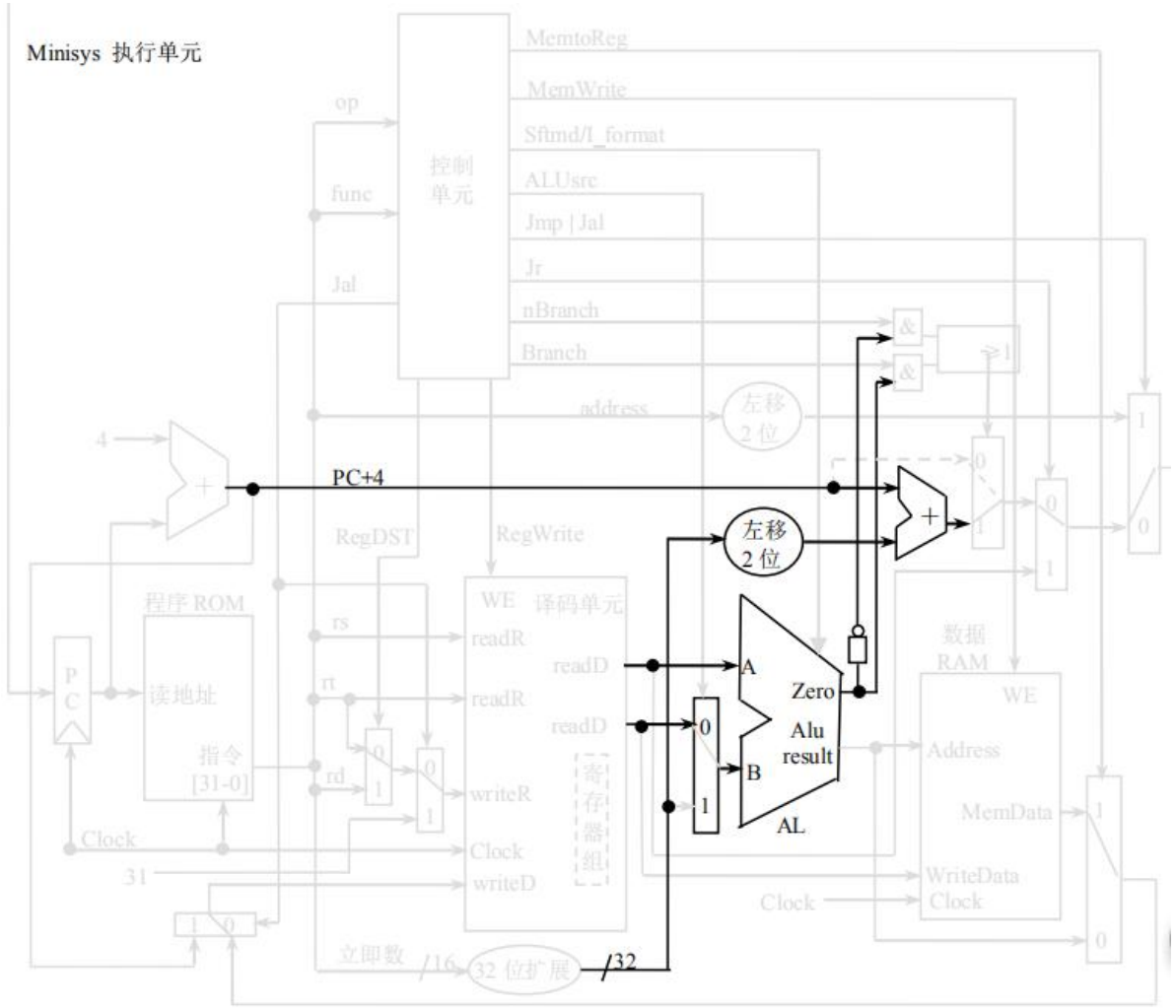
2) “**Minisys1AssemblerV2.2.rar**” could be found in the directory “**lab_tools**” of course blackboard site

https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_281672_1&course_id=_3609_1

ALU

Q: Is the ALU a commbinatorial logic and sequential logic?

- Determine the function and the inputs and outputs
  - A **MUX** for operand selection
  - 'ALU_control'
  - Operation
    - **Arithmetic and Logic** calculation
    - **Shift** calculation
    - **Special** calculation (slt,lui)
    - **Address** calculation



Tips: follow design is a reference ONLY, not required.

Minisys - A subset of MIPS32

Type	Name	funC(ins[5:0])
R	sll	00_0000
	srl	00_0010
	sllv	00_0100
	srlv	00_0110
	sra	00_0011
	srav	00_0111
	jr	00_1000
	add	10_0000
	addu	10_0001
	sub	10_0010
	subu	10_0011
	and	10_0100
	or	10_0101
	xor	10_0110
	nor	10_0111
	slt	10_1010
	sltu	10_1011

Type	Name	opC(Ins[31:26])
I	beq	00_0100
	bne	00_0101
	lw	10_0011
	sw	10_1011
	addi	00_1000
	addiu	00_1001
	slti	00_1010
	sltiu	00_1011
	andi	00_1100
	ori	00_1101
	xori	00_1110
	lui	00_1111

Type	Name	opC(Ins[31:26])
J	jump	00_0010
	jal	00_0011

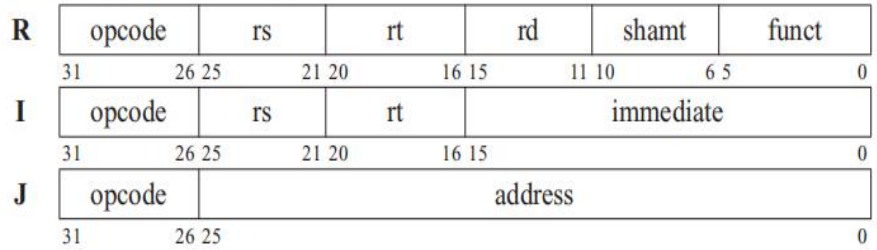
MIPS_Green_Sheet.pdf

NOTE:

Minisys is a subset of MIPS32.

The **opC** of **R-Type** instruction is **6'b00_0000**

BASIC INSTRUCTION FORMATS



Inputs Of ALU

```
module Executs32 ( );
// from Decoder
    input[31:0]  Read_data_1;          //the source of Ainput
    input[31:0]  Read_data_2;          //one of the sources of Binput
    input[31:0]  Sign_extend;          //one of the sources of Binput

// from IFetch
    input[5:0]   Opcode;               //instruction[31:26]
    input[5:0]   Function_opcode;      //instructions[5:0]
    input[4:0]   Shamt;                //instruction[10:6], the amount of shift bits
    input[31:0]  PC_plus_4;            //pc+4

// from Controller
    input[1:0]   ALUOp;          //{ (R_format || I_format) , (Branch || nBranch) }
    input        ALUSrc;         // 1 means the 2nd operand is an immediate (except beq,bne)
    input        I_format;       // 1 means I-Type instruction except beq, bne, LW, SW
    input        Sftmd;          // 1 means this is a shift instruction
```

Outputs And Variable of ALU continued

Q1: What's the destination of the outputs of ALU?

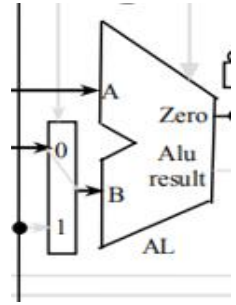
```
output[31:0]    reg ALU_Result;     //  the ALU calculation result
output          Zero;               // 1 means the ALU_reslut is zero, 0 otherwise
output[31:0]    Addr_Result;        //  the calculated instruction address
```

Q2: How to determine the data type of following variable?

```
wire[31:0]      Ainput,Binput;                  // two operands for calculation

wire[5:0]       Exe_code;   //  use to generate ALU_ctrl. (I_format==0) ? Function_opcode : { 3'b000 , Opcode[2:0] };
wire[2:0]       ALU_ctl;    //  the control signals which affact operation in ALU directely

wire[2:0]       Sftm;       //  identify the types of shift instruction, equals to Function_opcode[2:0]
reg[31:0]       Shift_Result;               //  the result of shift operation

reg[31:0]       ALU_output_mux;         // the result of arithmetic or logic calculation

wire[32:0]      Branch_Addr;        // the calculated address of the instruction, Addr_Result is Branch_Addr[31:0]
```

The Selection On Operand2

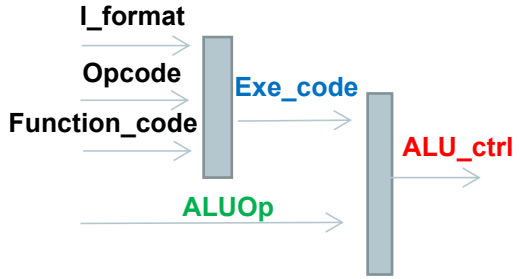
- Two operands: Ainput and **Binput**.
- **Binput** is the output of 2-1 MUX:
  - "**Sign_extend**" and "**Read_data_2**" are from Decoder.
  - The output of the MUX is determined by "**ALUSrc**".




```
input[31:0]  Read_data_1; // from Decoder
input[31:0]  Read_data_2; // from Decoder
input[31:0]  Sign_extend;  // from Decoder
input        ALUSrc;       // from Controller, 1 means the operand2 is an immediate

assign  Ainput = Read_data_1;
assign  Binput = (ALUSrc == 0) ? Read_data_2 : Sign_extend[31:0];
```

ALU_ctrl generation

- Design:
  - lots of operations need to be processed in ALU
  - To reduce the burden of the Controller, the Controller and ALU produce control signals which affect the ALU operation together



- Implements(1):
  - **ALUOp**(1st level control signal):

    generated by Controller (the basic relationship between instruction and operation)
    - bit1 to identify if the instruction is R_format/ I_format, otherwise means neither
    - bit0 to identify if the instruction is beq/ bne, otherwise means neither
    - **ALUOp = { (R_format || I_format) , (Branch || nBranch) }**

      // R_format = (Opcode==6'b000000)? 1'b1:1'b0;

      // "I_format" is used to identify if the instruction is I_type(except for beq, bne, lw and sw).

ALU_ctrl generation continued

- Implements(2) :
  - **Exe_code**(2nd level control signal): according to the instruction type(I-format or not):

Exe_code = (I_format==0) ?

function_opcode :

{ 3'b000 , Opcode[2:0] };

Tips

1) I_format is **1** means this is the **I-type instruction except beq,bne,lw and sw**.

2) Opcode is **instruction[31:26]**

3) function_opcode is **instruction[5:0]**

Q. Could the 'Exe_code' be generated by Controller or by ALU? What's your choic?

Type	Name	funC(ins[5:0])
R	sll	00_0000
	srl	00_0010
	sllv	00_0100
	srlv	00_0110
	sra	00_0011
	srav	00_0111
	jr	00_1000
	add	10_0000
	addu	10_0001
	sub	10_0010
	subu	10_0011
	and	10_0100
	or	10_0101
	xor	10_0110
	nor	10_0111
	slt	10_1010
	sltu	10_1011

Type	Name	opC(Ins[31:26])
I	beq	00_0100
	bne	00_0101
	lw	10_0011
	sw	10_1011
		I-Format
	addi	00_1000
	addiu	00_1001
	slti	00_1010
	sltiu	00_1011
	andi	00_1100
	ori	00_1101
	xori	00_1110
	lui	00_1111

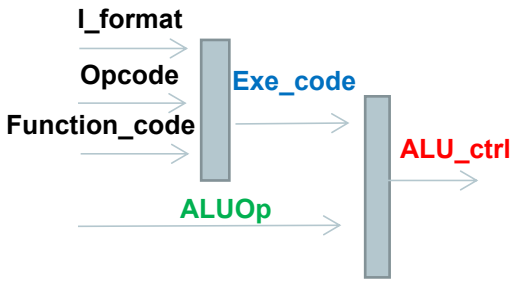
ALU_ctrl generation continued

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

- **ALU_ctrl**： based on **ALUOp** and **Exe_code,** specify most of the operation details in ALU

Exe_code =
(I_format==0) ?
Function_opcode :
{ 3'b000 , Opcode[2:0] };

ALUOp =
{ (R_format || I_format) , (Branch || nBranch) }




```
assign  ALU_ctl[0] = (Exe_code[0] | Exe_code[3]) & ALUOp[1];

assign  ALU_ctl[1] = ((!Exe_code[2]) | (!ALUOp[1]));

assign  ALU_ctl[2] = (Exe_code[1] & ALUOp[1]) | ALUOp[0];
```

ALU_ctrl usage

➢ **Type1:** The same **operation** in ALU with different operand **source**

sometimes the instructions share the same calculation operation but with different operand source, such as “and” and “andi”, “addu” and “addui”.

The same operation but different operand source: ALU_ctrl is same

- **add** vs **addi**
- **addu** vs **addiu**
- **and** vs **andi**
- **or** vs **ori**
- **xor** vs **xori**
- **slt** vs **sltu** vs **sltiu**

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

ALU_ctrl usage continued

- **Type2:** The same **operation** in ALU with different **destination**

The **ALU_ctrl** code is same(**3'b010**) for both "**lw**","**sw**", "**add**" and " **andi**":

- *the operation of "lw" and "sw" in ALU is calcuation the address based on the base address and offset which is same as in "add" operation.*

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

ALU_ctrl usage continued

- **Type2 continued:** The same **operation** in ALU with different **destination**
  - "beq", "bne" vs "sub" (destionation):
    - "beq" and "bne" : Addr_reslut
    - "sub" : "ALU_reslut"
  - "subu" vs "slt" , "sltu" (destionation)
    - "slti" and "sltiu" :Zero.

    I_format is used here to distinguish these two types
  - "sub" vs "slti", "subu" vs "sltiu":

    same as upper instructions,
    Function_opcode(3)=1 of slt and sltu **could be used as distinguishment**

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

ALU_ctrl usage continued

- **Type3 : Some** instructions' **ALU_ctrl code** is the same as others, but with different **operation** in ALU.

  For these instructions, make sure they can be identified to avoid wrong operations:

  - **shift** instrucitons: could be identified by the input port "**sftmd**"
  - **lui** : whose ALU_ctrl code is the same as "nor", but could be identified by "**I_format**"

  - **jr** : could be identified by the input port "jr", not excute in ALU
  - **j** : could be identified by the input port "jmp", not excute in ALU
  - **jal** : could be identified by the input port "jal", not excute in ALU

Practice3-1: Arithmatic and Logic calculation

- Complete the following code according to the table on the right hand

```
reg[31:0] ALU_output_mux;
always @(ALU_ctl or Ainput or Binput)
begin
case(ALU_ctl)
    3'b000:ALU_output_mux =? ? ?
    3'b001:ALU_output_mux =? ? ?
    3'b010:ALU_output_mux =? ? ?
    3'b011:ALU_output_mux =? ? ?
    3'b100:ALU_output_mux =? ? ?
    3'b101:ALU_output_mux =? ? ?
    3'b110:ALU_output_mux =? ? ?
    3'b111:ALU_output_mux =? ? ?
    default:ALU_output_mux = 32'h00000000;
endcase
end
```

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

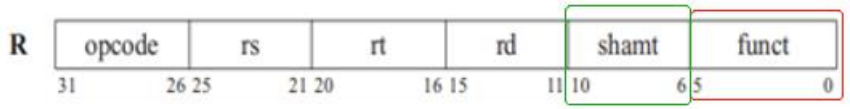
***Tips**: While ALU_ctrl is 3'b101, One of the implements is to execute only 'nor', make other procedure do the 'lui'*

Shift Operation

Type	Name	funC(ins[5:0])
R	sll	00_0000
	srl	00_0010
	sllv	00_0100
	srlv	00_0110
	sra	00_0011
	srav	00_0111

There are 6 shift instructions, listed in the table on the left hand。

Ainput, Binput/shamt are the operand of shift operation




```
input[4:0]   Shamt;          // from IFetch, instruction[10:6], its value is shift amount

input[5:0]   Function_opcode;      //from IFetch,R-type instruction, instruction[5:0]
input        Sftmd;                // from Controller, 1 means this is a shift instruction
wire[2:0]    Sftm;
assign Sftm = Function_opcode[2:0];   //the code of shift operations

reg[31:0]    Shift_Result;              //the result of shift operation
```

sftm[2:0]	process
3‘b000	sll rd, rt, shamt
3‘b010	srl rd, rt, shamt
3‘b100	sllv rd, rt, rs
3‘b110	srlv rd, rt, rs
3‘b011	sra rd, rt, shamt
3‘b111	srav rd, rt, rs
other	not shift

Practice3-2: Shift Operation

Complete the following code, taking the table on the left hand as reference

sftm[2:0]	process
3‘b000	sll rd, rt, shamt
3‘b010	srl rd, rt, shamt
3‘b100	sllv rd, rt, rs
3‘b110	srlv rd, rt, rs
3‘b011	sra rd, rt, shamt
3‘b111	srav rd, rt, rs
other	not shift

```
always @* begin      // six types of shift instructions
    if(Sftmd)
            case(Sftm[2:0])
               3'b000:Shift_Result = Binput << Shamt;          //Sll rd,rt,shamt  00000
               3'b010:Shift_Result = ???;                      //Srl rd,rt,shamt  00010
               3'b100:Shift_Result = Binput << Ainput;         //Sllv rd,rt,rs 000100
               3'b110:Shift_Result = ???;                      //Srlv rd,rt,rs 000110
               3'b011:Shift_Result = ???;                      //Sra rd,rt,shamt 00011
               3'b111:Shift_Result = ???;                      //Srav rd,rt,rs 00111
               default:Shift_Result = Binput;
            endcase
    else
            Shift_Result = Binput;
  end
```

Get the Output of ALU

The operations of ALU include:

1) execute the **setting** type instructions (**slt**、**sltu**、**slti** and **sltiu**)
   - get **ALU_output_mux**, and set the value of the **output port "ALU_result"**
2) execute the **lui** operation
   - get result of "lui" execution, and set the value to the **output port "ALU_result"**
3) execute the **shift** operation
   - get "**Shift_Result**", set its value to the **output port "ALU_result"**
4) do the **basic arithmetic** and **logic** calculation
   - get **ALU_output_mux**, set its value to the **output port "ALU_result"**

Tips: *Exe_code[3..0]、ALUOp[1..0] and ALU_ctl[2..0] are used to identify the types of operation*

Practice 3-3: determine the output "ALU_Result "

Complete the following code according to the code annotation

```
always @* begin
        //set type operation (slt, slti, sltu, sltiu)
        if(   ((ALU_ctl==3'b111) && (Exe_code[3]==1))  ||   /*to be completed*/  )
                ALU_Result = (Ainput-Binput<0)?1:0;

    //lui operation
    else if((ALU_ctl==3'b101) && (I_format==1))
                ALU_Result[31:0]=  /*to be completed*/;

    //shift operation
    else if(Sftmd==1)
                ALU_Result = Shift_Result  ;

    //other types of operation in ALU (arithmatic or logic calculation)
    else
                ALU_Result = ALU_output_mux[31:0];
  end
```

Exe_code[3..0]	ALUOp[1..0]	ALU_ctl[2..0]	指令助记符
0100	10	000	and,andi
0101	10	001	or,ori
0000	10	010	add,addi
xxxx	00	010	lw, sw
0001	10	011	addu, addiu
0110	10	100	xor,xori
0111	10	101	nor,lui
0010	10	110	sub, slti
xxxx	01	110	beq，bne
0011	10	111	subu, sltiu
1010	10	111	slt
1011	10	111	sltu

Practice 3-4: determine the output “Addr_result ” and “Zero”

The values of “**Addr_result**” and “**Zero**” are still not detemined.

```
output[31:0]   reg ALU_Result;    //  the ALU calculation result
output         Zero;              // 1 means the ALU_reslut is zero, 0 otherwise
output[31:0]   Addr_Result;       //  the calculated instruction address
```

- “**Zero**” is a signal used by “**IFetch**” to determine whether to use the value of “**Addr_reslut**” to update **PC** register or not.

TIPS: Minisys only support “**beq**” and “**bne**” in the conditional jump instruction.

- “**Addr_result**” is calculated by ALU when the instruction is “**beq**” or “**bne**”.

TIPS: **Addr_reslut** should be the sum of **pc+4**(could be get from **PC_plus_4**) and the **immediate** in the instruction.

Practice 3-5: Function Verification on ALU

Build a testbench to verify the function of ALU.
Take the testcases described in bellow table as reference, More testcases are suggested for function verification.

Time (ns)	Instruction	A input	B input	Results(includes 'Zero')
0	add	0x5	0x6	ALU_Result = 0x0000_000b, Zero=1'b0
200	addi	0xffff_ff40	0x3	ALU_Result = 0xffff_ff43, Zero=1'b0
400	and	0x0000_00ff	0x0000_0ff0	ALU_Result = 0x0000_00f0, Zero=1'b0
600	sll	0x0000_0002	0x3	ALU_Result = 0x0000_0010, Zero=1'b0
800	lui	0x0000_0040	0x10 (16)	ALU_Result = 0x0040_0000, Zero=1'b0
1000	beq	The value of Ainput is same with that of Binput. Zero = 1'b1 Depends on your design **Addr_Result**: should be the sum of **pc+4**(could be get from **PC_plus_4**) and the **immediate** in the instruction		