Microelectronic Systems

DLX Microprocessor: Design & Development
Final Project Report

Master degree in Computer Engineering

Master degree in Electronics Engineering

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Feature

- Frequency - Slack - Area - Ecc

Grandes nacelles :

- Nacelle A318 PW
- Inverseur A320 CFM
- Inverseur A340 CFM
- Nacelle A340 TRENT
- Inverseur A330 TRENT
- Nacelles A380 TRENT900
- Nacelles A380 GP7200

Petites nacelles :

- Nacelle SAAB2000
- Inverseur DC8
- Inverseur CF34-8
- Inverseur BR710
- Nacelle F7X

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The implemented shifter allows to perform shift right, logical/arithmetical shift left and left/right rotate using the full operand `A` on 32 bits and 6 bits from the second one `B` and three *control signals*. Differently from the T2 version, it uses and addition signal in order to be able to manage also the rotate instruction. Our implementation takes three inputs:

- `A`: the operand to be shifted/rotated;
- `B`: only the 5 LSB [4,3,2,1,0] are used to select first the mask to be used and then the starting point from that mask;
- `SEL`: it encodes the operation type; the second bit is used to select among arithmetic and logic, the third bit is used to select the direction of the shift/rotate (left/right) and the first one is used only if the operation is a rotate. This is the encoding:

SEL	Operation
000	Shift logic right
001	Shift logic left
010	Shift arith right
011	Shift arith left
100	Rotate right
101	Shift right

The unit perform the requested operation in three stages:

1. The first consist in preparing 4 possible "masks", each already shifted of 0, 8, 16, 32 left or right depending on the configuration. This allows to shift for all 32 bits. Basically it copies the input `A` into the 4 masks that will be used by the next stage. Being in 32 bits, the generated masks are in $32 + 8 = 40$ bits. The only different between this implementation and the T2 one, is that,

in case of rotate, the additional 8 bits of the masks are filled with the corresponding 8 bits that are going "out" during the rotation.

2. The second level perform a coarse grain shift, that is basically consist on selecting one mask among the 4 possible masks generated in the previous stage. This selection is done by using the bits 4, 3 of B.

3. The third level, using the bits 2, 1, 0 of B and the selected mask, preform a fine grain refinement. The 3 bits allows to select the starting index from the mask, in fact it allows to select among 8 positions.

For example, if we need to perform a left left of 9 bits A, where A=18, the corresponding B value will be 1001; this means that the second masks will be taken and the output result will from the bit at position $40 - 1 = 39$ to the one at $39 - 32 = 7$ included.

$$\text{MASK 2: } 0\underbrace{\textbf{0000000 00000000 00000000 00010010 0}}_{\text{shifted A}}0000000$$

On the other hand, if we need to perform a right shift the masks are generated in the opposite way, so the zeros are put in the MSB of the mask, shifted by 0, 8 ... positions. In this case we need also to distinguish between the an arithmetic and a logic shift; in the first case, instead of filling the "empty" bits with zero, the operand sign is used. For example, if we want to shift A=-18 of B=3 bits, the first mask is used:

$$\text{MASK 1: } 11111\underbrace{\textbf{111 11111111 11111111 11111111 11101}}_{\text{shifted A}}110$$

In the last case, let's suppose to rotate right A=1255 (=10011100111) by 5 position:

$$\text{MASK 1: } 11\underbrace{\textbf{100111 00000000 00000000 0000100 111}}_{\text{rotated A}}00111$$

As you can see, in case of MASK 1 for the right rotation, the 8 LSB of A are copied into the 8 MSB of the mask.

MISSING DIAGRAM OF block of three stages

Instruction example
```
sll r4, r3, r1
slli r4, r0, #1
srl r6, r5, r1
srli r7, r4, #2
sra r8, r3, r1
srai r9, r3, #5
sra r8, r3, r1
srai r9, r3, #5
ror r30, r6, r1
rol r29, r7, r1
```

5.2   Set-Like Operations unit

- setcmp

Memory Stage

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- Unsigned things

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