# 实验五流水线 CPU 设计

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## 流水线 cpu 设计

#### 数据通路

数据寄存器的通路如下

```
//data path of pipeline
always @(posedge clk or negedge rstn) begin
  if(~rstn)
  begin
  PCD_r<=0;
  IR_r<=32'h00000013;//NOP
  PCE_r<=0;</pre>
```

```
A_r <= 0;
B_r <= 0;
Imm_r<=0;</pre>
Rd_r<=0;
Y_r <= 0;
MDW_r<=0;
RdM_r <= 0;
MDR_r <= 0;
YW_r<=0;
RdW_r <= 0;
IR_EX_r<=32'h00000013;</pre>
IR_MEM_r<=32'h00000013;</pre>
IR_WB_r<=32'h00000013;</pre>
end
else begin
if(B_Hazard)//branch hazard, IR_EX 的 Instruction 清为 NOP
    IR_r<=32'h00000013;</pre>
else if(LD R Hazard)//Load hazard, stall 一个周期
    IR_r<=IR_r;</pre>
else
    IR_r<=Ins;</pre>
if(LD_R_Hazard)begin//Load hazard, IR_EX 的 PC stall 一个周期
  PCD_r<=PCD_r;</pre>
end
else begin
  PCD_r<=pc;</pre>
end
//ID_EX 段寄存器
PCE_r<=PCD_r;</pre>
A_r<=Reg1Data;
```

```
B_r<=Reg2Data;</pre>
  Imm_r<=Imm;</pre>
  Rd_r<=IR_r[11:7];
  //EX_Mem 段寄存器
  Y_r<=ALUResult;
 MDW_r<=B_r_fixed;//B_r_fixed 为 forwarding 之后的 B_r
  RdM_r<=Rd_r;</pre>
  //Mem_Wb 段寄存器
  MDR r<=ReadData;</pre>
  YW_r \le Y_r;
  RdW_r<=RdM_r;</pre>
 //特殊地,指令寄存器
  IR_EX_r<=IR_r;</pre>
  IR_MEM_r<=IR_EX_r;</pre>
  IR_WB_r<=IR_MEM_r;</pre>
  end
end
```

流水线的控制信号传递

```
//control sign of pipeline

//EX 段信号
always @(posedge clk or negedge rstn) begin
    if(~rstn)
    begin
    MemtoReg_r_EX<=0;
    MemWrite_r_EX<=0;
    ALUSrc_r_EX<=0;
    RegWrite_r_EX<=0;
    MemRead_r_EX<=0;
    PCChange_r_EX<=0;
```

```
AUIPC_r_EX<=0;
  end
  else begin
  if(LD_R_Hazard|B_Hazard)//发生 Hazard, 原 ID 周期的写入全部丢弃
  begin
    MemtoReg_r_EX<=0;</pre>
    MemWrite_r_EX<=0;</pre>
    RegWrite_r_EX<=0;</pre>
    MemRead_r_EX<=0;</pre>
    PCChange r EX<=0;
  end
  else
  begin
    MemtoReg_r_EX<=MemtoReg;</pre>
    MemWrite r EX<=MemWrite;</pre>
    RegWrite_r_EX<=RegWrite;</pre>
    MemRead_r_EX<=MemRead;</pre>
    PCChange_r_EX<=PCChange;</pre>
  end
  ALUOp r<=ALUOp;
  ALUSrc_r_EX<=ALUSrc;</pre>
  AUIPC_r_EX<=AUIPC;
  end
end
//Mem 段信号
always @(posedge clk or negedge rstn) begin
```

```
always @(posedge clk or negedge rstn) begin
if(~rstn)
begin
MemtoReg_r_MEM<=0;
MemWrite_r_MEM<=0;
RegWrite_r_MEM<=0;
MemRead_r_MEM<=0;
end
```

```
else begin
MemtoReg_r_MEM<=MemtoReg_r_EX;
MemWrite_r_MEM<=MemWrite_r_EX;
RegWrite_r_MEM<=RegWrite_r_EX;
MemRead_r_MEM<=MemRead_r_EX;
end
end</pre>
```

```
//Wb 段信号
always @(posedge clk or negedge rstn) begin
    if(~rstn)
    begin
    MemtoReg_r_WB<=0;
    RegWrite_r_WB<=0;
    end
    else begin
    MemtoReg_r_WB<=MemtoReg_r_MEM;
    RegWrite_r_WB<=RegWrite_r_MEM;
    end
end
```

#### Forwarding 单元

对写入的数据提前返回需要的 EX 段

```
//forwarding unit
//EX 进行的指令是否有 SR1 或 SR2 源寄存器
wire SR1,SR2;
assign SR1=~((IR_EX_r[6:2]==5'b11011)|AUIPC_r_EX);
assign SR2=(IR_EX_r[3:2]==2'b00&IR_EX_r[5]);
//是否需要 Wb to Ex 或 Mem to Ex
wire Wb2Ex_sr1,Wb2Ex_sr2,Mem2Ex_sr1,Mem2Ex_sr2;
assign Wb2Ex_sr1=(RdW_r==IR_EX_r[19:15]) & SR1 & RegWrite_r_WB;
assign Wb2Ex_sr2=(RdW_r==IR_EX_r[24:20]) & SR2 & RegWrite_r_WB;
assign Mem2Ex_sr1=(RdM_r==IR_EX_r[19:15]) & SR1 & RegWrite_r_MEM;
```

```
assign Mem2Ex_sr2=(RdM_r==IR_EX_r[24:20]) & SR2 & RegWrite_r_MEM;
```

A 和 B 根据前面的信号,有

```
reg [31:0] A_r_fixed; //修正后的 A
reg [31:0] B_r_fixed; //修正后的 B
always @(*) begin
  case({Mem2Ex sr1,Wb2Ex sr1})
 2'b00:A r fixed=A r;
 2'b01:A_r_fixed=WriteData;
 2'b10:A_r_fixed=Y_r;
 2'b11:A_r_fixed=Y_r;
 default:A_r_fixed=32'hxxxxxxxx;
  endcase
 case({Mem2Ex sr2,Wb2Ex sr2})
 2'b00:B r fixed=B r;
 2'b01:B_r_fixed=WriteData;
 2'b10:B_r_fixed=Y_r;
 2'b11:B_r_fixed=Y_r;
 default:B_r_fixed=32'hxxxxxxxx;
  endcase
end
```

#### Hazard 单元

有 Load-Use Hazard 和 Branch Hazard, 分别如下

```
//Load-Use Hazard 部分
//对于 LD-R 类型编排的指令必须有 Load-Use Hazard
//若 LD_R_Hazard 为真则阻塞 EX 段的输入,反而输入 EX 为一个 NOP

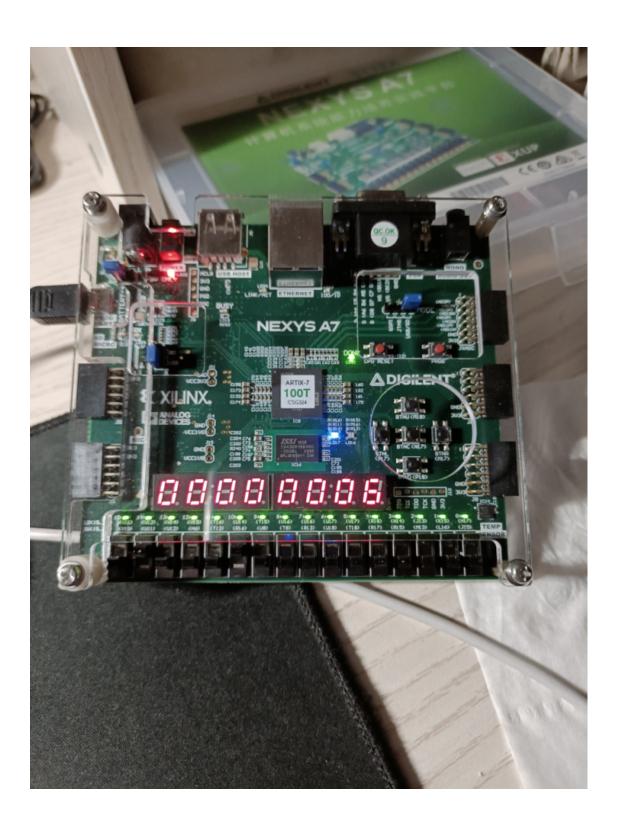
//判断是否有数据冲突
wire SR1_ID,SR2_ID,isLWHazard;
```

#### 流水线 CPU 测试下载

通过测试文件测试均正常运行

### 流水线 CPU 数组排序下载测试

测试图如下,可以正常输出通过 switch 输入的数组



## 实验总结

通过本实验了解并制作了流水线 CPU, 学习了从改变方式到发现因其产生的矛盾再到解决矛盾的思路