

Project #1

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Basic Execution

- Platform: linux (CSIE workstation)

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1. The file related to Register and Memory has been modified in kinds of small degree.
2. The most important is to input clock to each memory between the stage which is the most critical point of the pipeline cycle.

```
always @(posedge clk_i) begin  
    assign ... // TODO  
end
```

3. Some parts is as same as what we done during last assignment, the worth mentioning difference is “control signal” and “mux”.
4. We need a control signal to tell them what to do, and therefore we give each instruction a number.

```
assign data_o = (data_i == {17'b00000001100110011}) ?  
                {4'b0000}: // or  
                (data_i == {17'b00000001110110011}) ?  
                {4'b0001}: // and
```

5. In order to decide which resource to use while calculating PC and arithmetic function, we add plenty of mux in the pipeline.

```
// mux of program counter  
assign data_o = (select_i == 0) ? data1_i: // nextPC  
                (select_i == 1) ? data2_i: // samePC  
                (select_i == 2) ? data3_i: // branch  
                0;
```

```

// mux of doing instruction or flush
assign control_o = (select_i) ? 4'b1111: // flush
                control_i;                // other

// mux for ALU source 1
assign data_o = (control_i == 4'b0110) ? data1_i:
                (control_i == 4'b0111) ? data1_i:
                // store and load (reg1 addr)
                (select_i == 2'b00) ? data2_i:
                (select_i == 2'b01) ? data3_i:
                (select_i == 2'b10) ? data4_i:
                // other (reg1 and forwarding data)
                0;

// mux for ALU source 2
assign data_o = (control_i == 4'b0110) ? data1_i:
                (control_i == 4'b0111) ? data1_i:
                (control_i == 4'b0101) ? data1_i:
                // store, load and I format (imm data)
                (select_i == 2'b00) ? data2_i:
                (select_i == 2'b01) ? data3_i:
                (select_i == 2'b10) ? data4_i:
                // other (reg2 and forwarding data)
                0;

```

6. sign extend has a little bit change from last version, we choose the different input for different instructions.

```

assign which = (control_i == 4'b0111) ?
                {data_i[31:25], data_i[11:7]}:
                (control_i == 4'b1000) ?
                {data_i[31], data_i[7], data_i
                 [30:25], data_i[11:8]}:
                data_i[31:20];
                // load, store, others in order

assign data_o = { {20{which[11]}}, which};

```

7. The most indispensable unit in this pipeline cycle is ALU. ALU can do plenty of things, such as calculating the address for the instruction load and store, or calculate the result for arithmetic instruction and choose the final consequence.

```
assign  cal_or = data1_i | data2_i;
assign  cal_and = data1_i & data2_i;
assign  cal_add = data1_i + data2_i;
assign  cal_sub = data1_i - data2_i;
assign  cal_mul = data1_i * data2_i;
        // in order do operations
```

8. The unique part in the pipeline must be forward and hazard unit.

```
always@ (*) begin
    // Hazard Detect
    if (IDEX_MemRead &&
        ((IDEX_RDaddr_i == IFID_RSaddr1_i) ||
         (IDEX_RDaddr_i == IFID_RSaddr2_i)))
        hazard = 2'b1;           // hazard
    else
        hazard = 2'b0;           // no hazard
end

always@ (*) begin
    // Forward A
    if (EXMEM_RegWrite && (EXMEM_RDaddr_i != 0) &&
        (EXMEM_RDaddr_i == IDEX_RSaddr1_i))
        ForwardA = 2'b10;       // EX forward of reg1
    else if (MEMWB_RegWrite && (MEMWB_RDaddr_i != 0)
        &&
            (MEMWB_RDaddr_i == IDEX_RSaddr1_i))
        ForwardA = 2'b01;       // MEM forward of reg1
    else ForwardA = 2'b00;       // no forward

    // Forward B
    if (EXMEM_RegWrite && (EXMEM_RDaddr_i != 0) &&
        (EXMEM_RDaddr_i == IDEX_RSaddr2_i))
```

```

        ForwardB = 2'b10;          // EX forward of reg2
    else if (MEMWB_RegWrite && (MEMWB_RDaddr_i != 0)
        &&
        (MEMWB_RDaddr_i == IDEX_RSaddr2_i))
        ForwardB = 2'b01; // MEM forward of reg2
    else ForwardB = 2'b00; // no forward
end

```

