

Computer Organization

Lab5: Advanced Pipelined CPU

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Architecture Diagrams

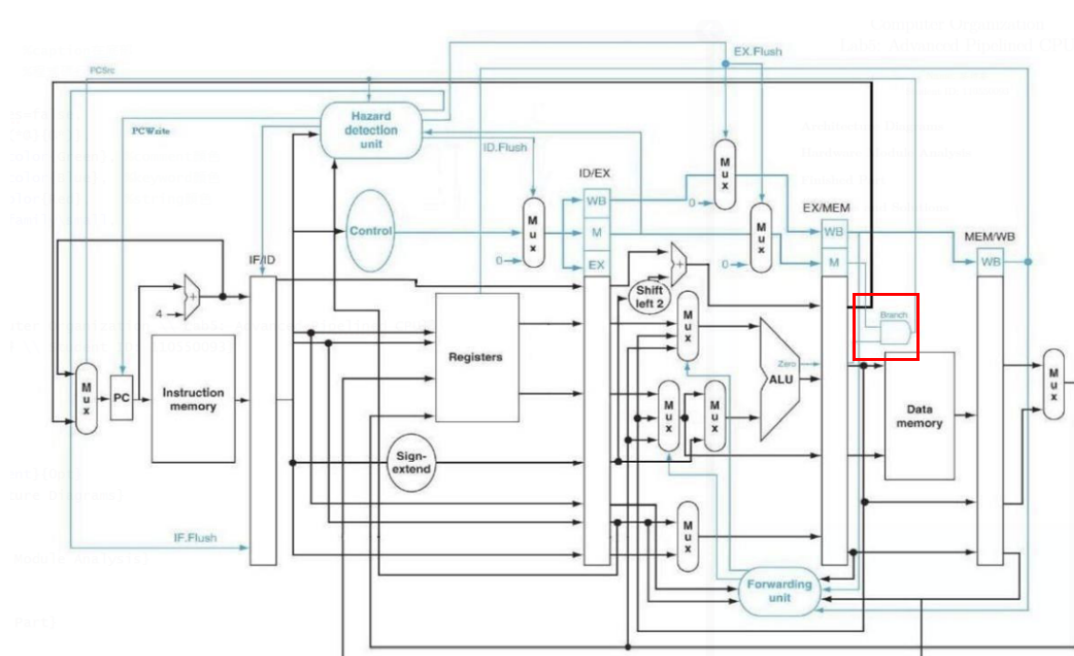


Figure 1

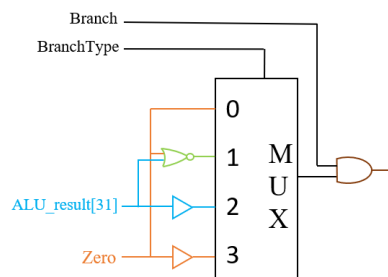


Figure 2

※ 將 Figure 1 中紅框的部分改成 Figure 2 的結構。

Hardware Module Analysis

處理不同 branch 指令的方式，我參考了 Lab3 的實作，加入 2 bits 的 BranchType 幫助判斷是 branch 的哪一種指令，並使用 MUX4x1 選擇，MUX4x1 選擇的輸出跟 Branch 做 AND 再拉回去。其餘便都照著 figure 1 的方式接線實作。

Pipelined CPU 加入 forwarding 和 hazard detection 之後，我們的 CPU 便可以根據進來的指令去做 stall 或 forwarding，因此 pipeline 時不用再避免 hazard 的情況也不需要調換 machine code。

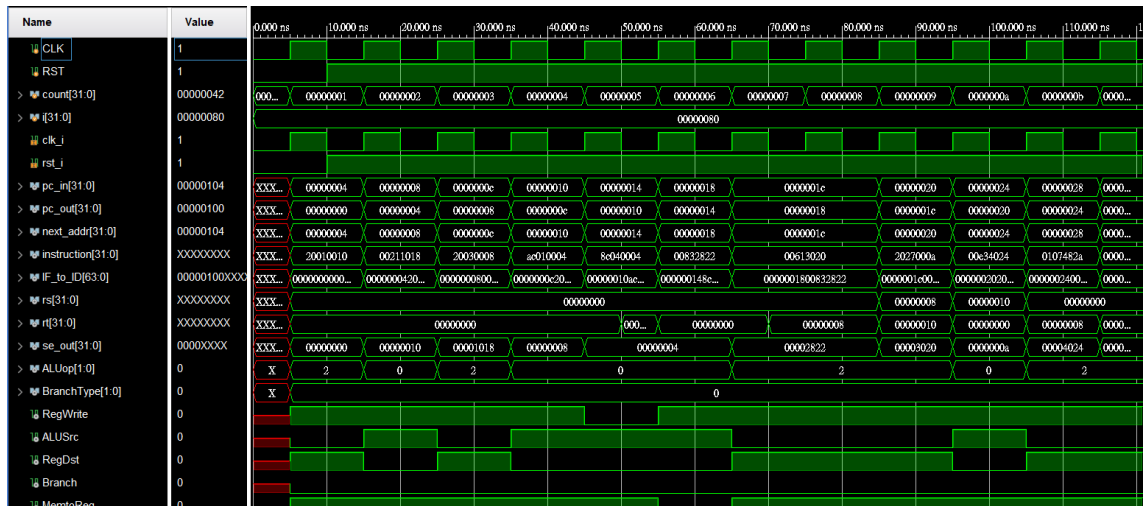
Finished Part

Test 1

```
=====Register=====
r0 = 0, r1 = 16, r2 = 256, r3 = 8, r4 = 16, r5 = 8, r6 = 24, r7 = 26
r8 = 8, r9 = 1, r10= 0, r11= 0, r12= 0, r13= 0, r14= 0, r15= 0
r16= 0, r17= 0, r18= 0, r19= 0, r20= 0, r21= 0, r22= 0, r23= 0
r24= 0, r25= 0, r26= 0, r27= 0, r28= 0, r29= 0, r30= 0, r31= 0

=====Memory=====
m0 = 0, m1 = 16, m2 = 0, m3 = 0, m4 = 0, m5 = 0, m6 = 0, m7 = 0
m8 = 0, m9 = 0, m10= 0, m11= 0, m12= 0, m13= 0, m14= 0, m15= 0
m16= 0, m17= 0, m18= 0, m19= 0, m20= 0, m21= 0, m22= 0, m23= 0
m24= 0, m25= 0, m26= 0, m27= 0, m28= 0, m29= 0, m30= 0, m31= 0
```

simulation result of Test 1

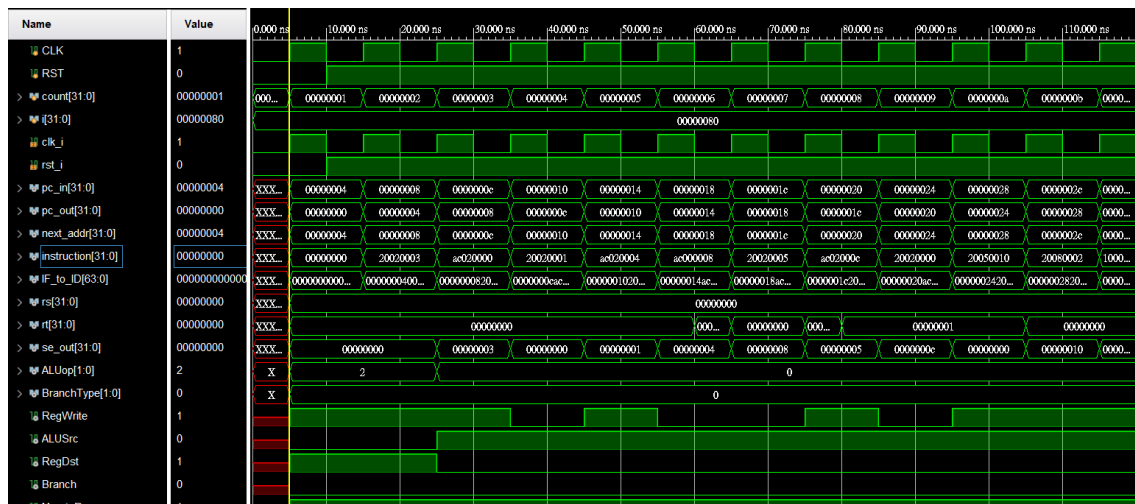


Waveform of Test 1

Test 2

Register															
r0 =	0,	r1 =	0,	r2 =	16,	r3 =	6,	r4 =	0,	r5 =	16,	r6 =	0,	r7 =	0
r8 =	2,	r9 =	0,	r10 =	0,	r11 =	0,	r12 =	0,	r13 =	0,	r14 =	0,	r15 =	0
r16 =	0,	r17 =	0,	r18 =	0,	r19 =	0,	r20 =	0,	r21 =	0,	r22 =	0,	r23 =	0
r24 =	0,	r25 =	0,	r26 =	0,	r27 =	0,	r28 =	0,	r29 =	0,	r30 =	0,	r31 =	0
Memory															
m0 =	4,	m1 =	1,	m2 =	0,	m3 =	6,	m4 =	0,	m5 =	0,	m6 =	0,	m7 =	0
m8 =	0,	m9 =	0,	m10 =	0,	m11 =	0,	m12 =	0,	m13 =	0,	m14 =	0,	m15 =	0
m16 =	0,	m17 =	0,	m18 =	0,	m19 =	0,	m20 =	0,	m21 =	0,	m22 =	0,	m23 =	0
m24 =	0,	m25 =	0,	m26 =	0,	m27 =	0,	m28 =	0,	m29 =	0,	m30 =	0,	m31 =	0

Simulation result of Test 2



Waveform of Test 2

Test 1 和 Test 2 的結果與預期的結果一致，故 hazard detection 與 forwarding 實作無誤。

Problems and Solutions

1. 因為直接拿 Lab4 的 Pipelined CPU 來改，但 testbench 的 module name 與上次不同，因此 Pipelined_CPU 要改成 Pipe_CPU_1。
2. Simulation Test 2 時，發現 branch 相關的指令無法發揮作用，即使條件成立，依然會繼續執行下一行，debug 許久後才發現在 Hazard_Detection.v 中，寫成 flush 在所有條件下皆為 1'b0，重設條件後才輸出正確的結果。

Summary

本次的 Pipelined CPU 因為 hazard 和 forwarding 的關係，結構更為複雜，尤其是接線時，更是消耗了不少時間，而且 debug 更為辛苦了，只能從 simulation result 或 waveform 慢慢推算哪個環節出現問題。