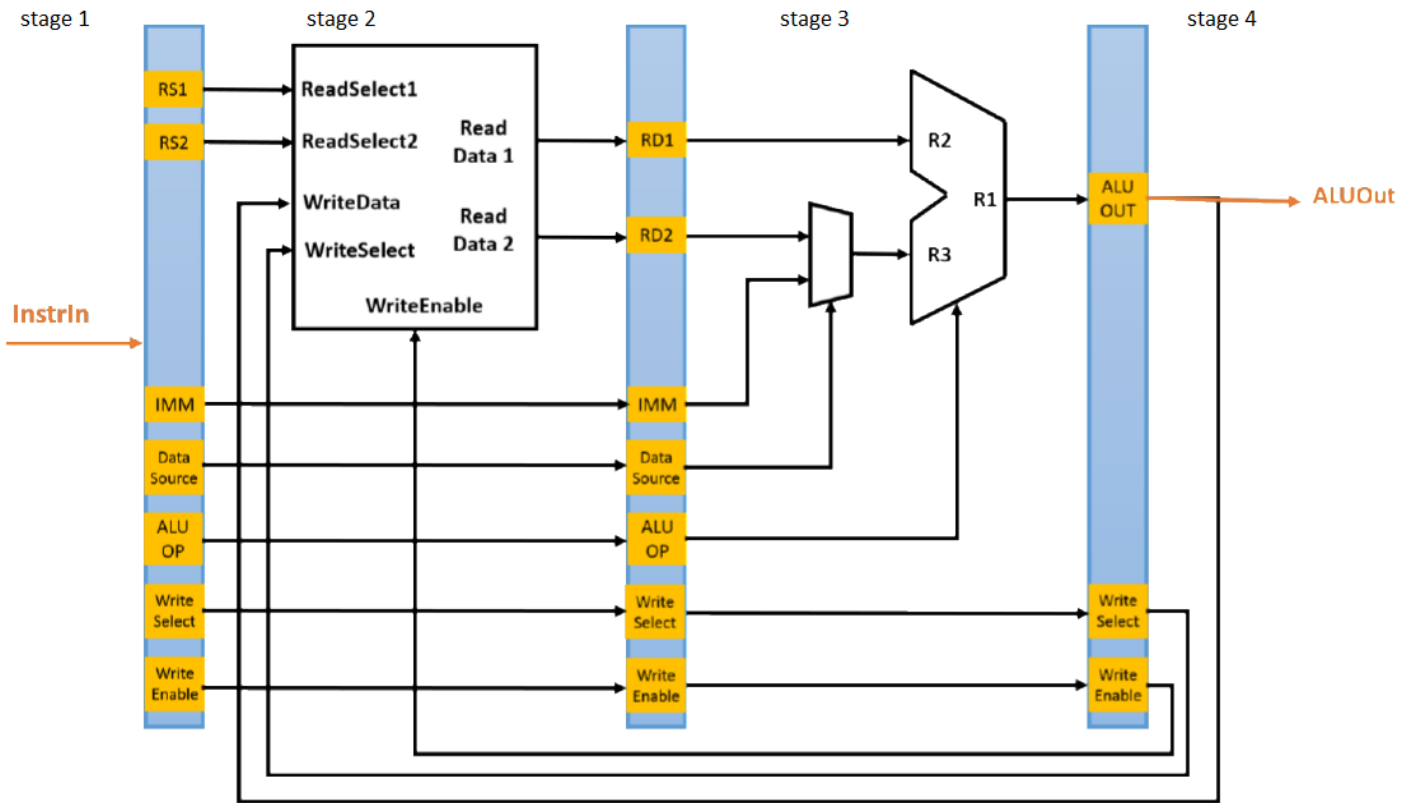


EC413 Computer Organization

Lab 6 – Pipelined Datapath

Overview:

The purpose of Lab 6 is to gain additional experience with digital design and with how computers work by building, debugging, and testing a **4-stage** 32-bit pipelined datapath shown in the figure below.



Registers and Buses

A good practice is to name your registers with a prefix telling which pipeline stage they belong to S1_RS1, S1_RS2, S1_IMM, S1_ALUOP, S1_WS, S1_WE, S2_RD1, S2_RD2, etc. You should take a similar approach to labeling your buses. The table below shows some of the internal buses and their widths. You can extrapolate the rest by following the paths. Interfaces to your top module are shown in yellow and are also shown in the first part of the table below. Lines which are originating in the pipeline stages are shown in blue and are also shown in the second part of the following table. Not shown are reset, clock, and logic to route the instruction from the testbench to the Stage1 registers.

InstrIn	32 bit	Instruction Input.
ALUOut	32 bit	ALU output.
Reset	1 bit	Resets all sequential logic to zero.
Clk	1 bit	Clock for all sequential logic (not shown in diagram).
ReadSelect1	5 bit	Register select for first read register.
ReadSelect2	5 bit	Register select for second read register.
WriteSelect	5 bit	Register select for input register.
Imm	16 bit	Immediate data.
DataSrc	1 bit	Data source selection for second operand.
ALUOp	3 bit	ALU operation as in Lab 4.
WriteEnable	1 bit	Register file write enable.
ReadData1	32 bit	Register output 1
ReadData2	32 bit	Register output 2

Operation

In a pipeline running in steady state, components in each pipeline stage are active all the time, each executing a different instruction. For example, one instruction is driving the S1 register inputs, a second instruction is driving the S2 inputs (with some signals going through the register file), a third instruction is driving the S3 inputs (with some signals going through the MUX and the ALU), and a fourth instruction driving the input ports of the register file. When the clock edge rises, all these signals are latched simultaneously and each instruction either completes or starts driving the next stage.

Instruction Format

All instructions are 32-bit, and the format is the following.

Type	format (bits)					0
R	opcode(6)	r1(5)	r2(5)	r3(5)		
I	opcode(6)	r1(5)	r2(5)	imm(16)		

For this lab, you will only be implementing R-Type and I-Type instructions. Also, for simplicity, the interpretation of the opcode field will not be the same as MIPS, it will instead have the following format:

- The most significant bit (31) is unused.
- The next most significant bit of the opcode (30) determines whether the instruction is Logical/Arithmetic (1) or other (0). This will always be set for this lab.
- The third bit of the opcode (29) determines whether the instruction uses an immediate operand (1) or not (0). That is, if this bit is set, the instruction follows the I-type template.
- The least significant 3 bits of the opcode field (28-26) are fed into the ALU's ALUOp input.
- The ALU has the following functions:

AOp2	AOp1	AOp0	Output	Function Name
0	0	0	$R1 = R2$	MOV
0	0	1	$R1 = \sim R2$	NOT
0	1	1	$R1 = R2 + R3$	ADD
1	0	0	$R1 = \sim(R2 \mid R3)$	NOR
1	1	0	$R1 = R2 - R3$	SUB
1	0	1	$R1 = \sim(R2 \& R3)$	NAND

1	1	0	R1= R2 & R3	AND
1	1	1	R1 = 1 if R2 < R3, else 0	SLT (signed)

Requirements:

1. Behavioral Verilog is OK for this lab.
2. You are free to use the provided modules:
 - a. Increment.v (adder)
 - b. nbit_register_file.v (parameterized register file)
 - c. S1_Register.v (ID register)
 - d. S2_Register.v (EX register)
 - e. Pipeline.v (pre-lab pipeline with the above modules connected)
 - f. Pipeline_tb.v

You may also use the following modules from your Lab 5:

- a. n-bit ALU
 - b. n-bit Register
 - c. n-bit MUX
3. Your design must be hierarchical (i.e., using blocks which you can reuse).
 4. Your timing diagrams should include several instruction sequences with representative examples and corner cases for each function.

Recommended Order of Work (including prelab):

1. Paper test case. Create a sequence of four instructions (or use the one given below). Trace execution of each instruction individually, cycle by cycle. Then trace them through together. This should be done in enough detail so that you can use this paper test to verify your final design. A really good way to do this is with a spreadsheet.
2. Create a testbench for the register file and test. This should include exercising read/write and enable.
3. Connect register file with input and output registers (see #1) and test. Note that by doing so you are testing both Stage 2 and Stage 4 of the pipeline.
4. Retest ALU from Lab 5.
5. Add MUX, input, and output registers. Test the resulting ALU assembly (Stage 3).
6. Assemble and test individual instructions. You can initialize the register file with MOV instructions.
7. Create small programs for which you can verify correctness of results.

Style:

An important component of your grade will be style. For example:

- Avoid unnecessary copy-pasting.
- Keep your top level module as simple as possible.
- Comment your code.
- Describe inputs and outputs.
- A name given to a signal should explain its function: e.g. clocks should be labeled as Clk and not C or CL.

Sample instruction sequence

InstrIn = 32'b011101_00001_00001_0000000000001010; // I type, ADD r1 with 0000000A => r1 = 0000000A

InstrIn = 32'b011011_00010_00010_0000000000000010; // I type, OR r2 with 00000002 => r2 = 00000002

InstrIn = 32'b010101_00011_00001_00010_000000000000; // R type, ADD r1(0000000A) with r2(00000002) => r3 = 0000000C

InstrIn = 32'b010110_00100_00001_00010_000000000000; // R type, SUB r1(0000000A) with r2(00000002) => r4 = 00000008

DELIVERABLES:

Submission on blackboard:

1. All your .v files.
2. A description of the modules, and how they satisfy each of the implementation requirements.
 - Waveforms and description of how you tested the register file.
 - Waveforms and description of how you tested the ALU.
 - Waveforms and description of how you tested the datapath.

A DEMO to one of the TAs:

- Be sure to submit all your code and report on blackboard before the demo.
- Both group members must be present during the demo.
- ALL GRADING WILL BE DONE DURING THE DEMO.

GRADING GUIDELINES:

1. Ensure all code and brief report have been submitted to blackboard [20 points]
2. Quickly demonstrate the concepts learnt during the Prelab and ensure spreadsheet has been submitted to blackboard [10 points]
3. Demonstrate ALU functionality for all function [40 points]
4. Demonstrate correct timing diagram and testbench for the 4 stage pipeline [20 points]
5. Demonstrate overall understanding through short questions asked [10 points]