# **Computer Organization, Spring 2017**

# Lab 3: Single Cycle CPU

Due: 2017/5/11

#### 1. Goal

In this Lab, we add memory unit to the CPU you created in Lab2 to implement a complete single cycle CPU which is able to run R-type, I-type and jump instructions,

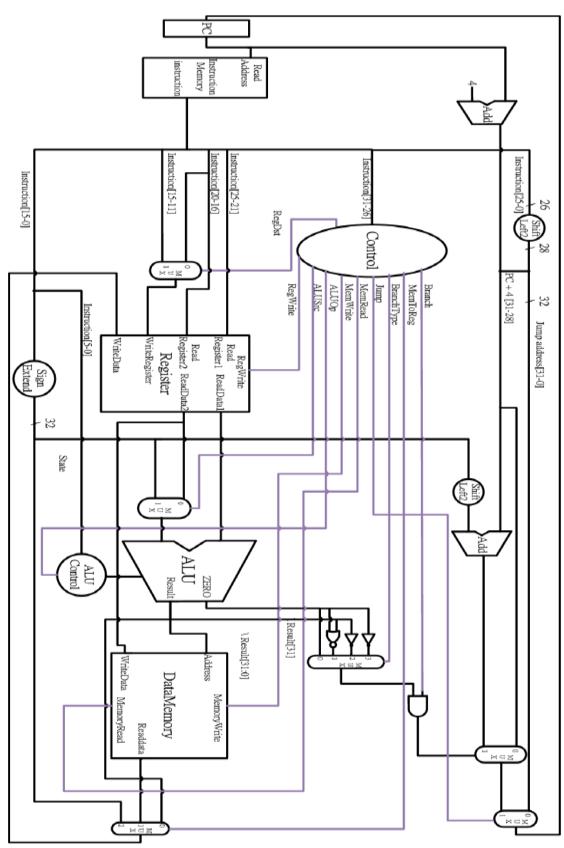
## 2. HW Requirement

- (1) Please use Xilinx ISE as your HDL simulator.
- (2) Please attach your names and student IDs as comment at the top of each file.
- (3) Please use the Testbench we provide you.
- (4) PLEASE FOLLOW THE FOLLOWING RULE!
  - 1. Zip your folder and submit \*.zip file.
  - 2. Name the \*.zip file with your student IDs (e.g., 0416001\_0416002.zip). Other filenames and formats such as \*.rar and \*.7z are NOT accepted!
  - 3. A team's submissions must be uploaded by the same person.
  - 4. If one violates the rules above, score will be deducted.
- (5) Reg\_File[29] represents stack point initialized to 128, others are 0. You may add these control signals to decoder: Branch\_o, Jump\_o, MemRead\_o, MemWrite\_o, MemtoReg\_o
- (6) Basic instruction set (50%)

All instructions in Lab2 and the following should be implemented.

Instruction₽	Example∂	Meaning∂	Op field∂	Function field
LW(Load Word) 4	lw r1, 12(r2)₽	r1=MEM[r2+12]	35₽	<b>-</b> \$
SW(Save Word)	sw r1, 12(r2)₽	MEM[r2+12]=r1.	43₽	<b>-</b> \$
J(Jump)₀	j target.₄	PC={PC[31:28],	24	<b>-</b> 0
3(3ump)*	J target#	target<<2}₽	20	
MUL(Multiply)	mul r1, r2, r3+	r1=r2*r3@	043	24(0x18)

# 3. Architecture diagram



# 4. Advanced Instructions 1 (10 pts)

Instruction@	Example	Meaning@	Op field∂	Function field
JAL(Jump and Link)	jal target₽	see belowe	3₽	<b>-</b> ↓
JR(Jump register	jr r1₽	see belowe	042	8(0x8)e <sup>3</sup>

#### JAL:

3₽	address₽
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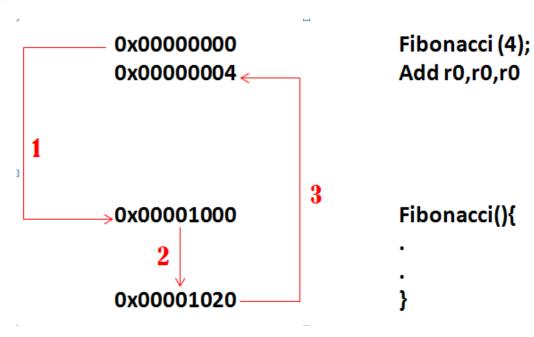
In MIPS, the 31<sup>st</sup> register is used to save return address for function call. When perform jal, Reg[31] saves PC+4 and jump.

JR:

0 <i>₽</i> -₽	-47	-4 <sup>3</sup>	-42	8₽	]4
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In MIPS, return can be implemented by jr r31.

e.g., When CPU executes function call



If you want to execute recursive function, you can use the stack point (Reg[29]). Store the register to memory and load back after the function call is finished.

# 5. Advanced Instructions 2 (20 pts)

Instruction@	Example∂	Meaning∂	Op field∂	Function field	
DIE (Daniel I au Than Family)	1112-25-	if(r1<=r2)₽	7 -	_	
BLE (Branch Less Than Equal)	ble r1, r2, 25₽	goto PC+100ಳ	7₽	-4 <sup>3</sup>	
DIT (Daniel Less Thom)	1.141	if(r1 <r2)⊬< td=""><td>6₽</td><td></td></r2)⊬<>	6₽		
BLT (Branch Less Than)	blt r1, r2, 25₽	goto PC+100₽	04	-47	
BNEZ (Branch Not Equal	1 1 25-	if(r1!=0)⊬	_	_	
Zero)₽	bnez r1, 25₽	goto PC+100₽	5₽	-4 <sup>2</sup>	
LI (Load Immediate)₽	li rl, 1₽	r1 = 1₽	15₽	-4	

#### **BLE:**

7.0 Rs€	Rt₽	offset₽	],
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## **BLT:**

00 Ks0 Kt0 Offset
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## **BNEZ:**

5₽ Rs₽	0€	offset₽	]
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## LI:

15∉	0₽	Rd₽	immediate₽	],
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## 6. Grade

(1) Total: 100 points (plagiarism will get 0 point)

(2) Document: 20 points

(3) Late submission: 10 points off per day

## 7. Hand in

Please follow the rules! Zip your folder and name it as "ID1\_ID2.zip" (e.g., 0416001\_0416002.zip) before uploading to e3. Multiple submissions are accepted, and the version with the latest time stamp will be graded.

## 8. How to test

add	\$t0, \$0, \$0√	sw	\$t2, 0(\$t0)√
addi	\$t1, \$0, 104	sw	\$t3, 4(\$t0)√
addi	\$t2, \$0, 13√	li	\$t1, 1₽
mul	\$t3, \$t1, \$t1₽	no_swap:↵	
j	Jump₊	addi	\$t5, \$0, 4₽
bubble:↵		sub	\$t0, \$t0, \$t5₽
li	\$t0, 10√	blt	\$t0, \$0, next_turn√
li	\$t1, 4↩	j	inner↵
mul	\$t4, \$t0, \$t1₽	next_turn:↵	
outer:↵		bnez	\$t1, outer√
addi	\$t6, \$t0, 8₽	j	End↩
sub	\$t0, \$t4, \$t6₽	Jump:↵	
li	\$t1, 0↩	sub	\$t2, \$t2, \$t1₽
inner:↩		Loop:↩	
lw	\$t2, 4(\$t0)√	add	\$t4, \$t3, \$t2₽
lw	\$t3, 0(\$t0)₽	beq	\$t1, \$t2, Loop√
ble	\$t2, \$t3, no_swap₽	j	bubble√
		End:₽	

CO\_P2\_test\_data1.txt is for basic instruction and CO\_P2\_test\_data2.txt is for advanced set 1. As for advanced set 2, please translate the bubble sort above to machine code, and test it on your CPU.

# 9. Q&A

For any questions regarding Lab 3, please contact 林淯晨 (miz1205@gmail.com) and 曾天鴻 (eric830303@gmail.com)