

## 实验六：CPU 设计综合

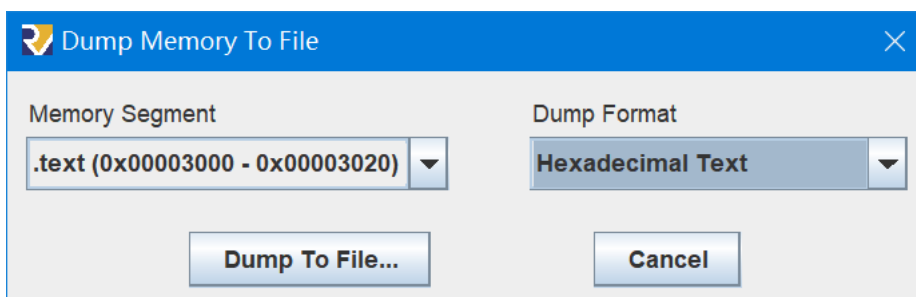
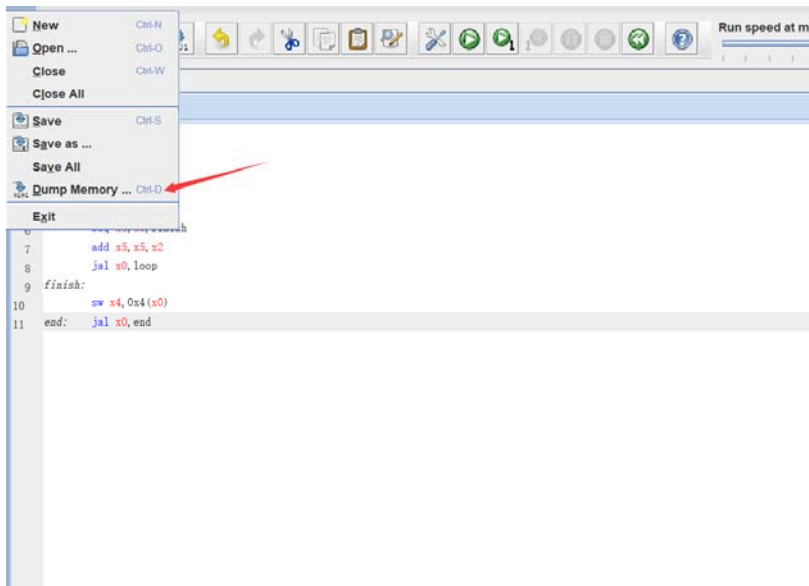
### 一、累加程序

实验步骤：

#### (一)、编写 asm 代码

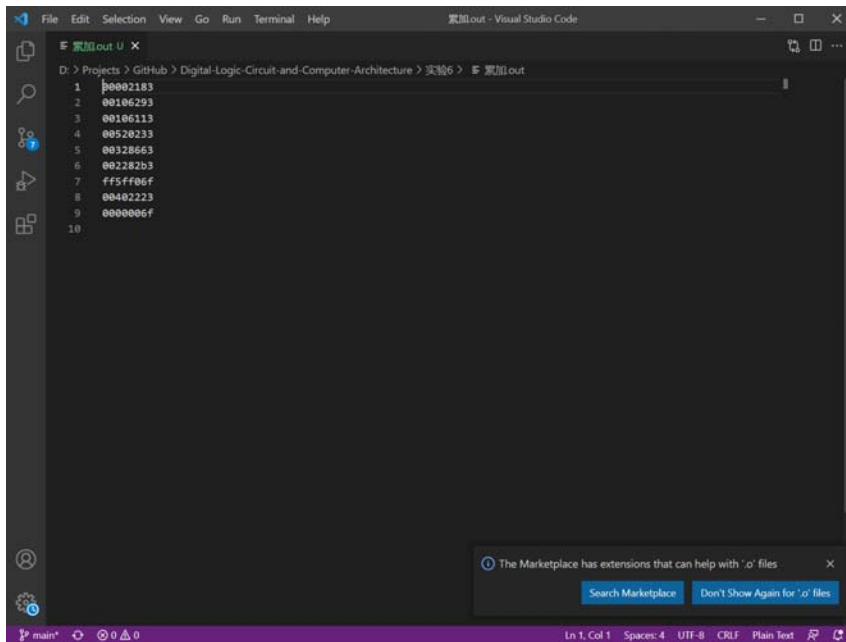
```
lw x3, 0x0(x0)
ori x5, x0, 0x1
ori x2, x0, 0x1
loop:
    add x4, x4, x5
    beq x5, x3, finish
    add x5, x5, x2
    jal x0, loop
finish:
    sw x4, 0x4(x0)
end:    jal x0, end
```

#### (二)、将 asm 导出为机器代码



采用 16 进

制保存

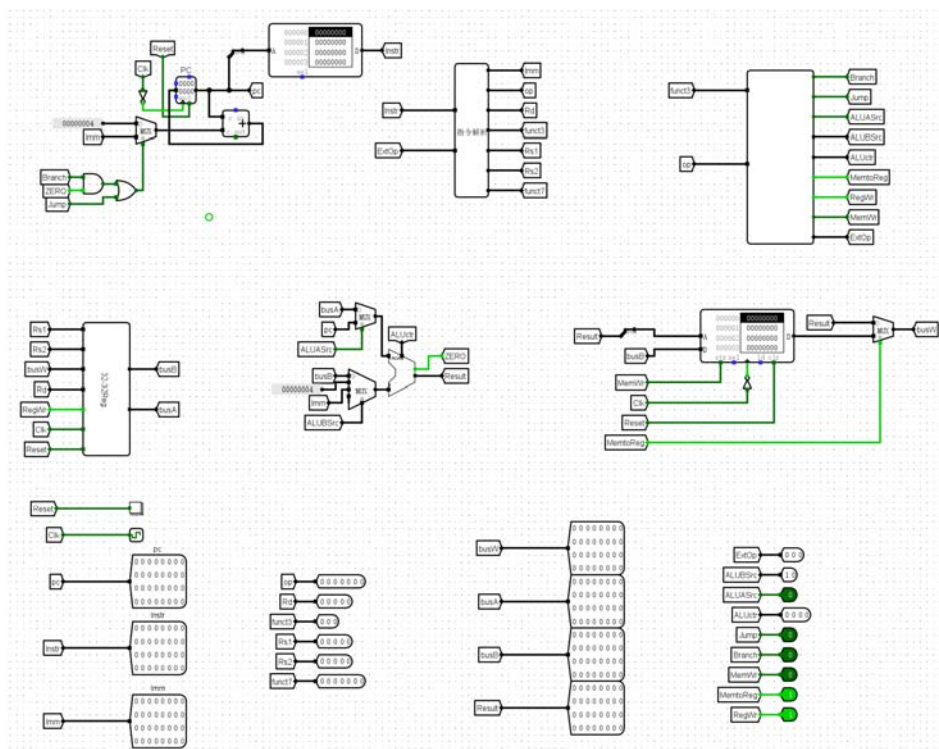


并在第一行加上

v2.0 raw

### (三)、CPU 电路连接

根据上次实验所做的控制电路进行连接



### (四)、将累加代码加载到 ROM 指令存储器中

```

000000 00002183 00106293 00106113 00520233 00328663 002282b3 ff5ff06f 00402223 0000006f 00000000 00000000 00000000 00000000 0
000010 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 0
000020 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 0
000030 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 0
000040 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 0
000050 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 0

```

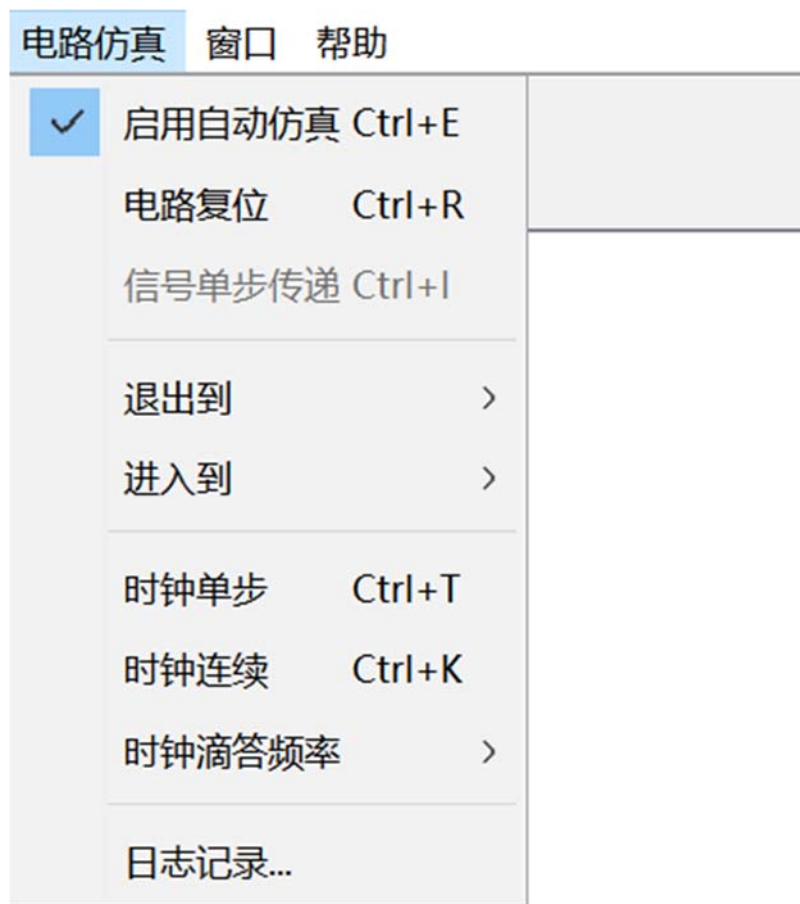
在数据存储器的第 0 个单位输入数据 0000000a

```

000000 0000000a 00000000 00000000
000010 00000000 00000000 00000000
000020 00000000 00000000 00000000
000030 00000000 00000000 00000000

```

#### (五)、电路仿真时钟连续



程序结束时打开数据存储器查看第 1 单元数据

000000	0000000a	00000037	00000000	00000000	00000000	00000000	00000000
000010	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000020	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000030	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000040	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000050	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000060	00000000	00000000	00000000	00000000	00000000	00000000	00000000

(六)、Reset 后更改数据存储器数据位 00000064，再次电路仿真查看结果

000000	00000064	00000000	00000000	00000000	00000000	00000000	00000000
000010	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000020	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000030	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000040	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000050	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000060	00000000	00000000	00000000	00000000	00000000	00000000	00000000

(七)、遇到的问题

实验过程中发现之前程序设计的 ALU 和 32-32RegFile 有问题，对其进行重新设计

## 二、冒泡排序程序

实验步骤：

(一)、编写 asm 代码

```

lw    x1, 0(x0)    # 读取初始数组元素
add   x2, x1, x0    # i=N
ori   x4, x0, 1     # x4=1
ori   x5, x0, 4     # x5=4
ori   x6, x0, 0xffffffff # x6=-1

L1:
    beq x2, x4, finish # if i=1 结束排序
    ori x3, x0, 1     # j=1
    ori x7, x0, 4
    ori x8, x0, 8

L2:
    sltu x11, x3, x2 # if j<i then 交换元素
    beq x11, x0, L3
    lw x9, 0(x7)     # 读取元素
    lw x10, 0(x8)    # 读取元素
    sltu x11, x9, x10
    beq x11, x4, L4
    sw x10, 0(x7)    # 写入元素
    sw x9, 0(x8)     # 写入元素
    jal x0, L4

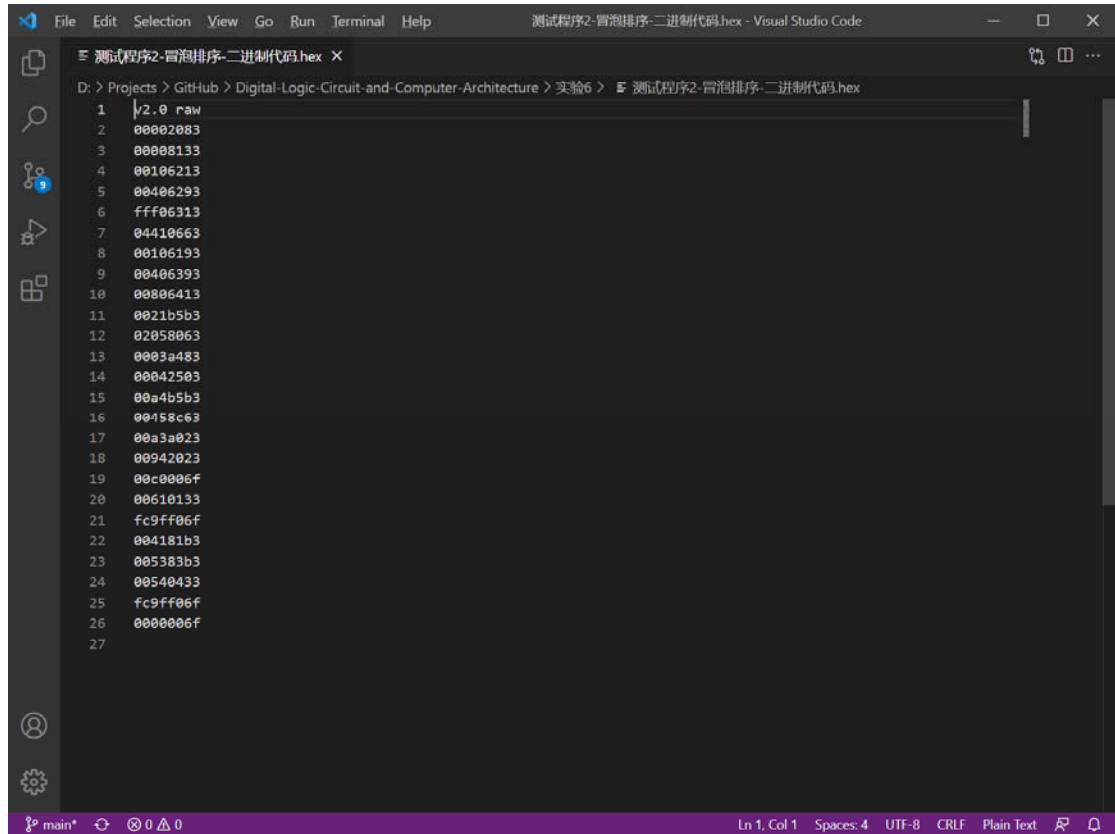
L3:
    add x2, x2, x6
    jal x0, L1

L4:
    add x3, x3, x4 # j=j+1
    add x7, x7, x5
    add x8, x8, x5
    jal x0, L2

finish:
    jal x0, finish

```

## (二)、将汇编代码导出为机器代码



```
1 2.0 raw
2 00002083
3 00008133
4 00106213
5 00406293
6 fff06313
7 04410663
8 00106193
9 00406393
10 00806413
11 0021b5b3
12 02058063
13 0003a483
14 00042503
15 00a4b5b3
16 00458c63
17 00a3a023
18 00942023
19 00c0006f
20 00610133
21 fc9ff06f
22 004181b3
23 005383b3
24 00540433
25 fc9ff06f
26 0000006f
27
```

## (三)、将机器代码加载到指令存储器中、将数据加载到数据存储器中

000000	00002083	00008133	00106213	00406293	fff06313	04410663	00106193	00406393	00806413	0021b5b3	02058063	0003a483	00042503	00a4b5b3	00458c63	00a3a023
000010	00942023	00c0006f	00610133	fc9ff06f	004181b3	005383b3	00540433	fc9ff06f	0000006f	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000020	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000030	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000040	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000050	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000060	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000070	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000080	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000

ROM 数据

000000	0000000a	00000008	00000004	00000002	00000012	00000003	00000006	00000009	00000005	00000009	00000007	00000000	00000000	00000000	00000000	00000000
000010	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000020	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
000030	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000

RAM 数据

## (四)、进行电路仿真

程序结束后查看 RAM 中的数据

