Project 1: Pipelined CPU using verilog

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Announcement

- 1~3 persons in a group. Please check your group on NTU COOL
- Deadline: 12/11(Wed.) 14:20

- Demo:
  - Time slot: TBD
  - Execute your program before TA and answer a few questions
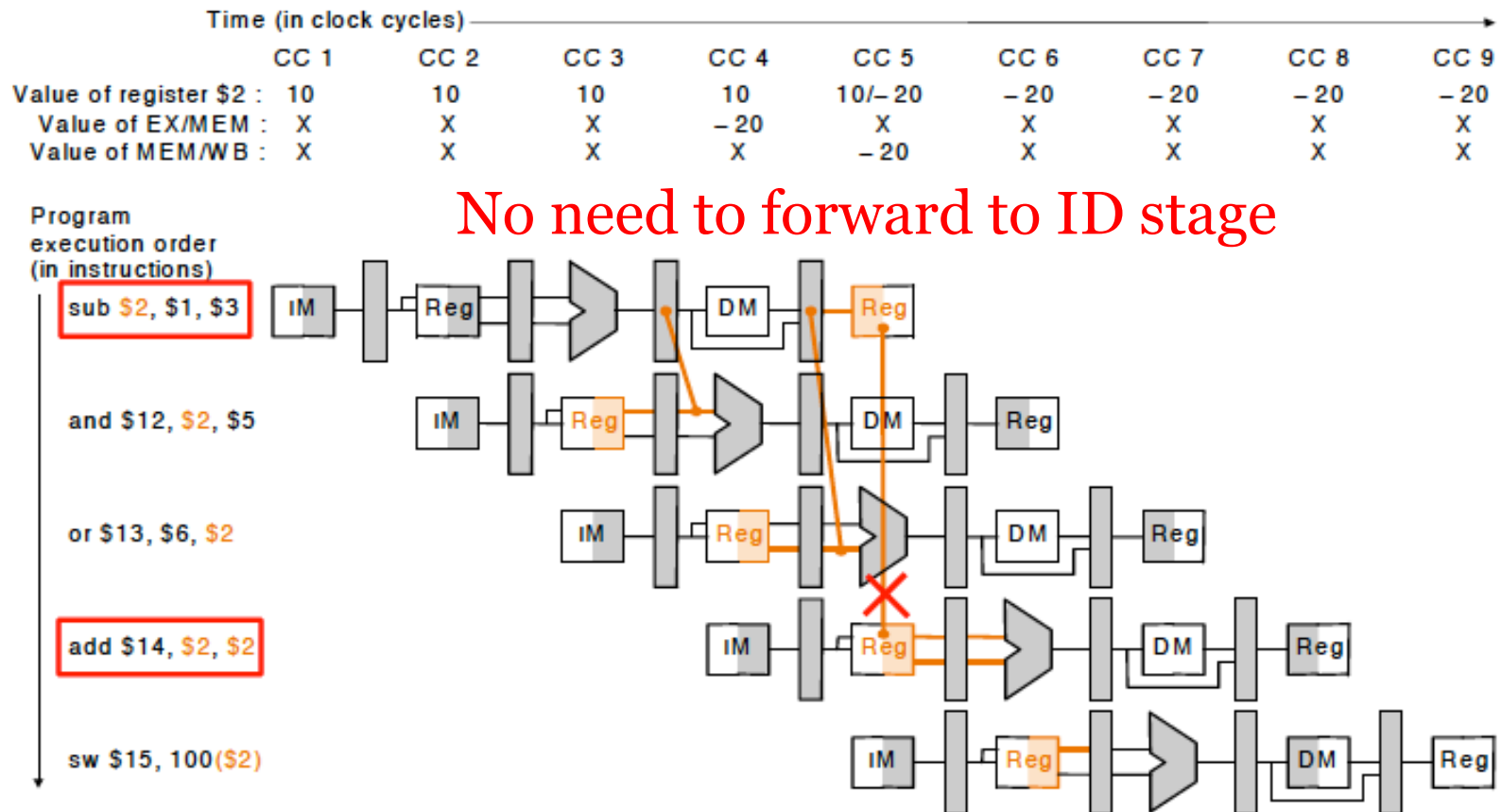 - All members in the group should attend

Requirement

- Required Instruction Set
  - and
  - or
  - add
  - sub
  - mul
  - addi
  - lw
  - sw
  - beq

Requirement

- Register File: 32 Registers (Write when clock rising edge), 32-bit
- Instruction Memory: 1KB
- Data Memory: 32 Bytes
- Hazard handling
  - Data hazard
    - Implement the forwarding unit to reduce or avoid the stall cycles
    - The data dependency instruction following `lw` must stall 1 cycle
    - No need to forward to ID stage
  - Control hazard
    - The instruction following `beq` instruction may need to stall 1 cycle
    - Pipeline Flush

Data Hazard

	CC 1	CC 2	CC 3	CC 4	CC 5	CC 6	CC 7	CC 8	CC 9
Time (in clock cycles)									
Value of register $2 :	10	10	10	10	10/–20	–20	–20	–20	–20
Value of EX/MEM :	X	X	X	–20	X	X	X	X	X
Value of MEM/WB :	X	X	X	X	–20	X	X	X	X

No need to forward to ID stage

Program execution order (in instructions)

sub $2, $1, $3

and $12, $2, $5

or $13, $6, $2

add $14, $2, $2

sw $15, 100($2)

Control Signals

Instruction	ALUOp	operation	Funct7 field	Funct3 field	Desired ALU action	ALU control input
ld	00	load doubleword	XXXXXXX	XXX	add	0010
sd	00	store doubleword	XXXXXXX	XXX	add	0010
beq	01	branch if equal	XXXXXXX	XXX	subtract	0110
R-type	10	add	0000000	000	add	0010
R-type	10	sub	0100000	000	subtract	0110
R-type	10	and	0000000	111	AND	0000
R-type	10	or	0000000	110	OR	0001

FIGURE 4.45   A copy of Figure 4.12. This figure shows how the ALU control bits are set depending on the ALUOp control bits and the different opcodes for the R-type instruction.

Control Signals

Instruction	Execution/address calculation stage control lines		Memory access stage control lines			Write-back stage control lines	
	ALUOp	ALUSrc	Branch	Mem-Read	Mem-Write	Reg-Write	Memto-Reg
R-format	10	0	0	0	0	1	0
ld	00	1	0	1	0	1	1
sd	00	1	0	0	1	0	X
beq	01	0	1	0	0	0	X

FIGURE 4.47   The values of the control lines are the same as in Figure 4.18, but they have been shuffled into three groups corresponding to the last three pipeline stages.

Machine Code

funct7	rs2	rs1	funct3	rd	opcode	function
0000000	rs2	rs1	110	rd	0110011	or
0000000	rs2	rs1	111	rd	0110011	and
0000000	rs2	rs1	000	rd	0110011	add
0100000	rs2	rs1	000	rd	0110011	sub
0000001	rs2	rs1	000	rd	0110011	mul
imm[11:0]		rs1	000	rd	0010011	addi
imm[11:0]		rs1	010	rd	0000011	lw
imm[11:5]	rs2	rs1	010	imm[4:0]	0100011	sw
imm[12,10:5]	rs2	rs1	000	imm[4:1,11]	1100011	beq

Be careful on your Imm_Gen !

Branch Address

bne x10, x11, 2000 // if x10 != x11, go to location 2000_{ten} = 0111 1101 0000

0	111110	01011	01010	001	1000	0	~~1100111~~ 1100011
imm[12]	imm[10:5]	rs2	rs1	funct3	imm[4:1]	imm[11]	opcode

Program counter = Register + Branch offset

Pipeline Register
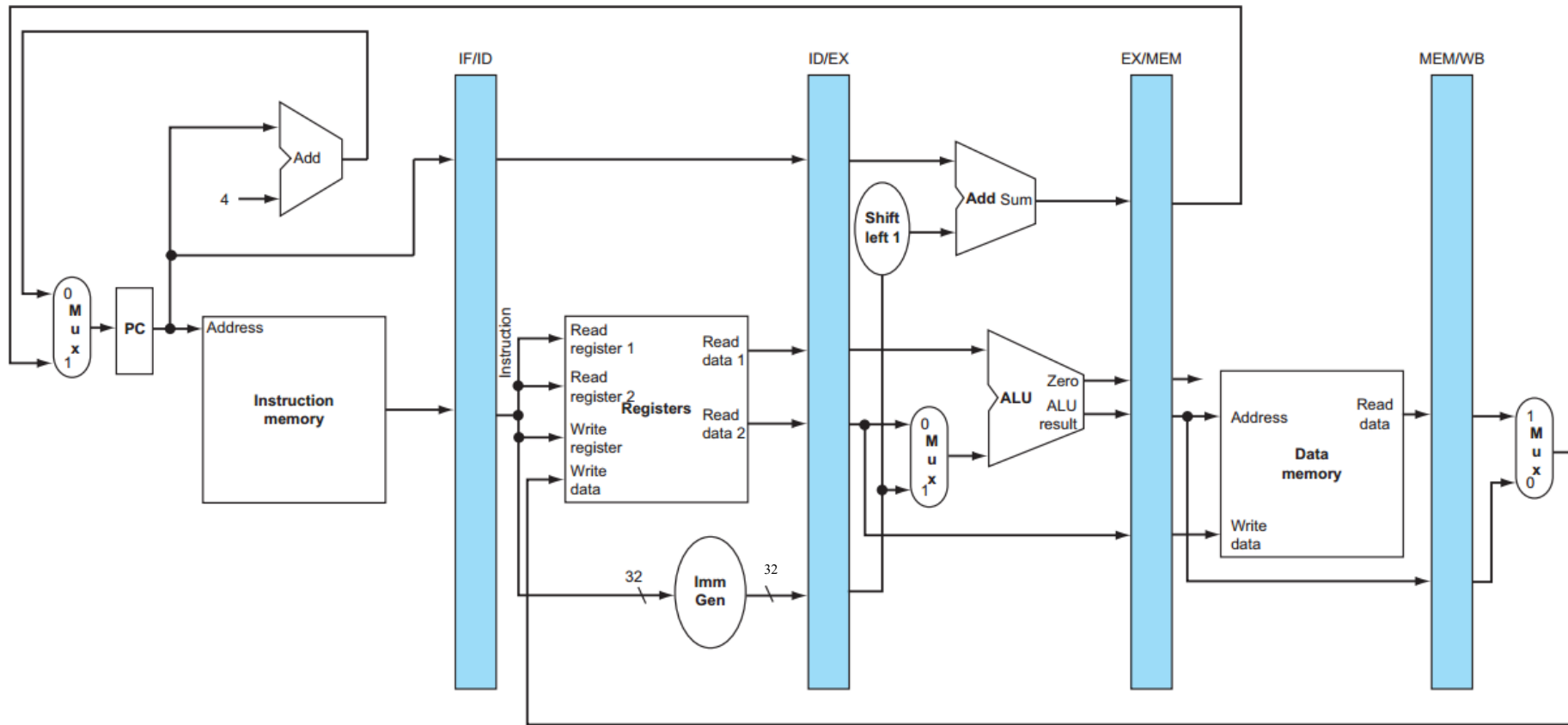
FIGURE 4.33 The pipelined version of the datapath in Figure 4.31. The pipeline registers, in color, separate each pipeline stage. They are labeled by the stages that they separate; for example, the first is labeled *IF/ID* because it separates the instruction fetch and instruction decode stages. The registers must be wide enough to store all the data corresponding to the lines that go through them. For example, the IF/ID register must be 96 bits wide, because it must hold both the 32-bit instruction fetched from memory and the incremented 64-bit PC address. We will expand these registers over the course of this chapter, but for now the other three pipeline registers contain 256, 193, and 128 bits, respectively.
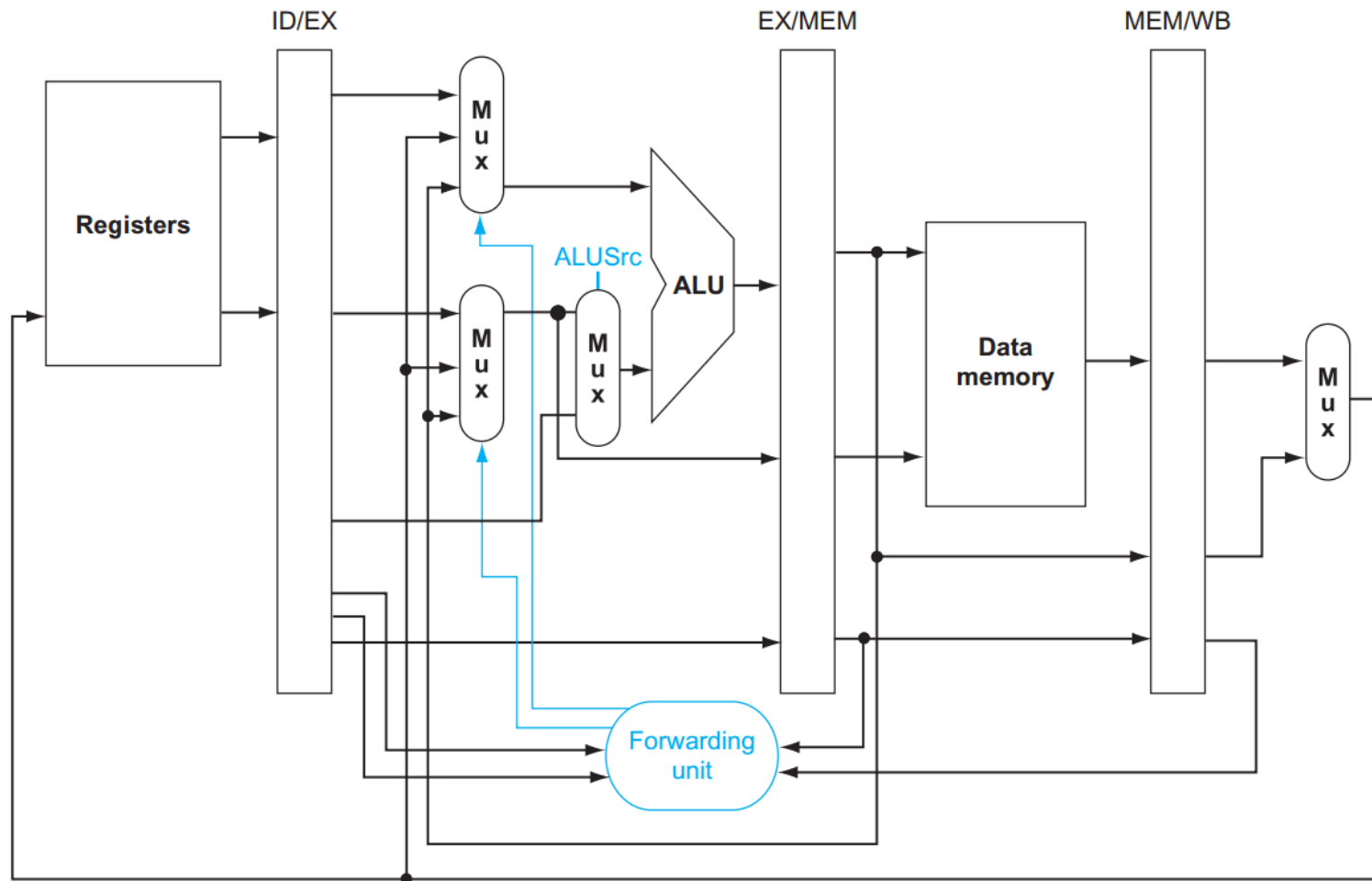
Forwarding Unit

FIGURE 4.55   A close-up of the datapath in Figure 4.52 shows a 2:1 multiplexor, which has been added to select the signed immediate as an ALU input.

Forwarding Control

Mux control	Source	Explanation
ForwardA = 00	ID/EX	The first ALU operand comes from the register file.
ForwardA = 10	EX/MEM	The first ALU operand is forwarded from the prior ALU result.
ForwardA = 01	MEM/WB	The first ALU operand is forwarded from data memory or an earlier ALU result.
ForwardB = 00	ID/EX	The second ALU operand comes from the register file.
ForwardB = 10	EX/MEM	The second ALU operand is forwarded from the prior ALU result.
ForwardB = 01	MEM/WB	The second ALU operand is forwarded from data memory or an earlier ALU result.

FIGURE 4.53   The control values for the forwarding multiplexors in Figure 4.52. The signed immediate that is another input to the ALU is described in the *Elaboration* at the end of this section.

Forwarding Control

1. EX hazard:
```
if (EX/MEM.RegWrite
and (EX/MEM.RegisterRd != 0)
and (EX/MEM.RegisterRd == ID/EX.RegisterRs1)) ForwardA = 10

if (EX/MEM.RegWrite
and (EX/MEM.RegisterRd != 0)
and (EX/MEM.RegisterRd = ID/EX.RegisterRs2)) ForwardB = 10
```

2. MEM hazard:
```
if (MEM/WB.RegWrite
and (MEM/WB.RegisterRd != 0)
and not(EX/MEM.RegWrite and (EX/MEM.RegisterRd != 0)
        and (EX/MEM.RegisterRd = ID/EX.RegisterRs1))
and (MEM/WB.RegisterRd = ID/EX.RegisterRs1)) ForwardA = 01

if (MEM/WB.RegWrite
and (MEM/WB.RegisterRd != 0)
and not(EX/MEM.RegWrite and (EX/MEM.RegisterRd != 0)
        and (EX/MEM.RegisterRd = ID/EX.RegisterRs2))
and (MEM/WB.RegisterRd = ID/EX.RegisterRs2)) ForwardB = 01
```
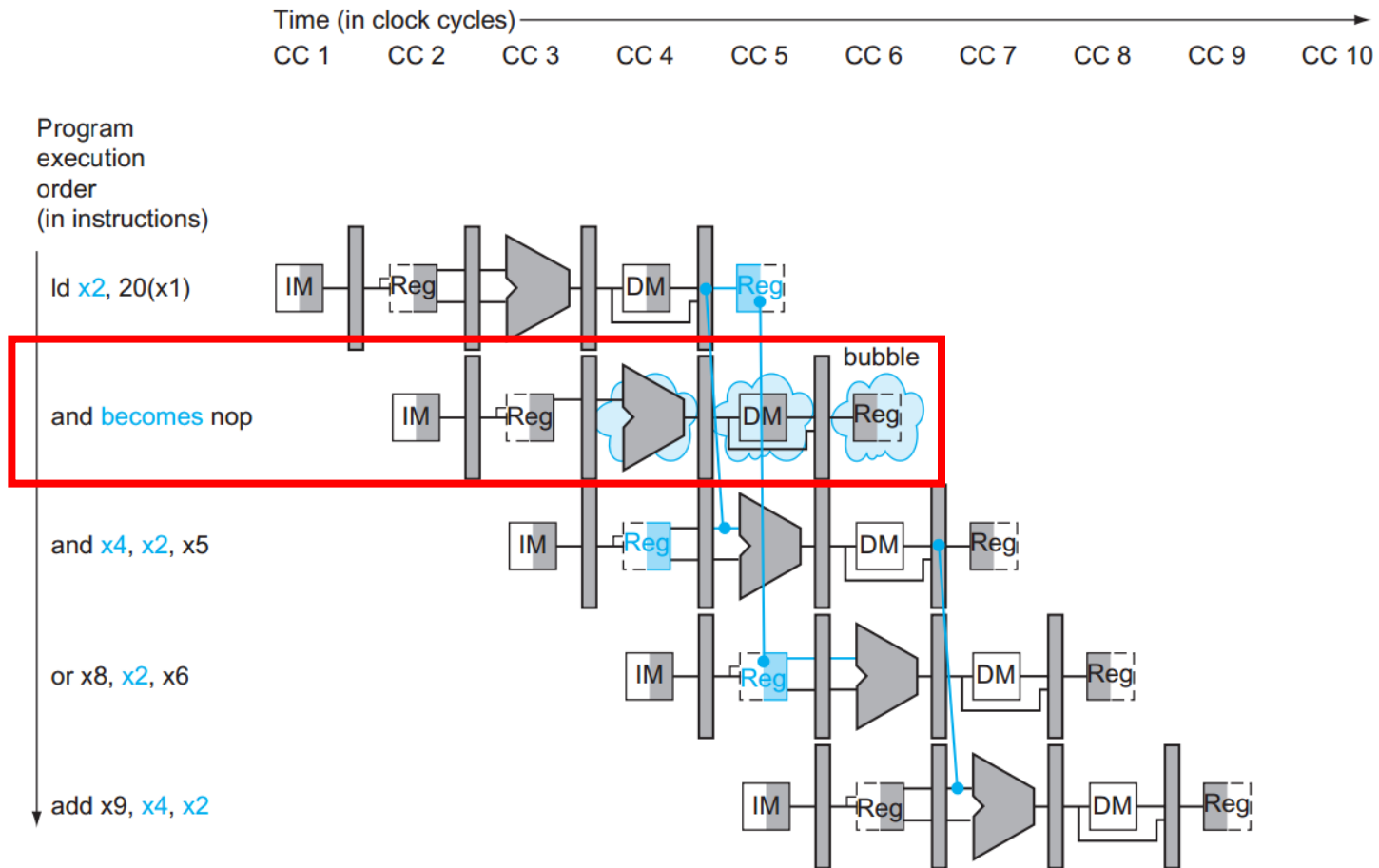
Hazard Detection and Stall

FIGURE 4.57 The way stalls are really inserted into the pipeline. A bubble is inserted beginning in clock cycle 4, by changing the and instruction to a nop. Note that the and instruction is really fetched and decoded in clock cycles 2 and 3, but its EX stage is delayed until clock cycle 5 (versus the unstalled position in clock cycle 4). Likewise, the or instruction is fetched in clock cycle 3, but its ID stage is delayed until clock cycle 5 (versus the unstalled clock cycle 4 position). After insertion of the bubble, all the dependences go forward in time and no further hazards occur.

Stall & Flush

- Counted in `testbench.v`
- Can be changed depend on your own design

Example:

```
// put in your own signal to count stall and flush

  if (CPU.HazardDetection.Stall_o == 1 && CPU.Control.Branch_o == 0)
        stall = stall + 1;

  if (CPU.HazardDetection.Flush_o == 1)
        flush = flush + 1;
```

testbench.v

- Initialize registers in all modules
- Load `instruction.txt` into instruction memory
- Create clock signal
- Dump Register files & Data memories in each cycle
- Count number of `stall` and `flush`
- Print result to `output.txt`

Execution results

```
cycle =              1, Start = 1, Stall = 0, Flush = 0
PC =            4
Registers
x0 =           0, x8  =           0, x16 =           0, x24 =           0
x1 =           0, x9  =           0, x17 =           0, x25 =           0
x2 =           0, x10 =           0, x18 =           0, x26 =           0
x3 =           0, x11 =           0, x19 =           0, x27 =           0
x4 =           0, x12 =           0, x20 =           0, x28 =           0
x5 =           0, x13 =           0, x21 =           0, x29 =           0
x6 =           0, x14 =           0, x22 =           0, x30 =           0
x7 =           0, x15 =           0, x23 =           0, x31 =           0
Data Memory: 0x00 =           5
Data Memory: 0x04 =           0
Data Memory: 0x08 =           0
Data Memory: 0x0c =           0
Data Memory: 0x10 =           0
Data Memory: 0x14 =           0
Data Memory: 0x18 =           0
Data Memory: 0x1c =           0
```
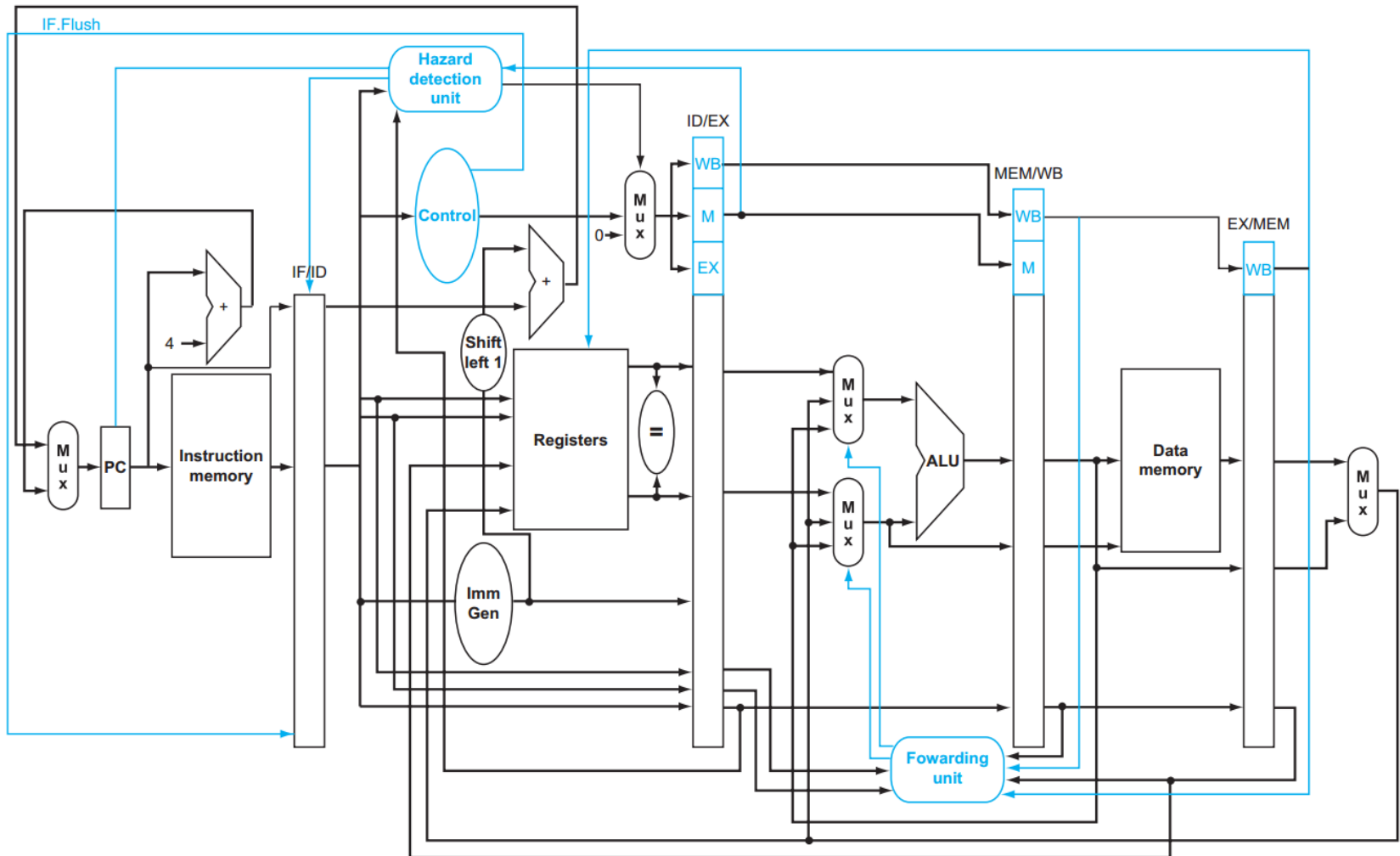
Datapath & Modules

FIGURE 4.62   The final datapath and control for this chapter. Note that this is a stylized figure rather than a detailed datapath, so it's missing the ALUsrc Mux from Figure 4.55 and the multiplexor controls from Figure 4.49.

Grading Policy

- (80%) Implementation correctness
  - Basic pipeline implementation without hazard and forwarding (40%)
  - Data forwarding (20%)
  - Data hazard (stall) (10%)
  - Control hazard (flush) (10%)
  - You will get 0 point if your code cannot be compiled
  - Grading at demo. You have to answer several questions about how you implement at demo. You may get 0 point on this part if you cannot clearly answer the questions (regarded as plagiarism)
- (20%) Report
  - Members & Team work (work division)
    - 務必寫組員分工比例
  - Implementation of CPU.v
  - Implementation of each modules
  - Difficulties encountered and solutions of this projects
- Late policy: 10 points per day

Submission Rules

- project1_teamXX (dir)
  - code/*.v
  - project1_teamXX_report.pdf

- MUST REMOVE
  - Data_Memory.v
  - Instruction_Memory.v
  - Registers.v
  - PC.v
  - testdata/*

HW3 FAQ

- input/output ports are wires. Wires can only be written like `assign a = b + c;` and outside `always` block

- Clock signals are for sequential circuits
  - e.g. `PC = PC + 4;`
  - For combinational circuits (e.g. MUX, ALU), they should not take clock signals as input.

- Except `testbench.v` and `CPU.v`, please do not change the *.v files provided by us. If you have any questions about them, please Email TA.