Project Report CSC 3050 Simplified Pipelined MIPS Microprocessor

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1. Understandings of the Project

This project is about writing a simplified pipelined MIPS microprocessor using hardware description language Verilog. Generally speaking, the CPU works with the general registers, instruction memory, and data memory.

The pipeline contains 5 stages. The first stage is Instruction Fetch (IF), where one piece of instruction is fetched from the instruction memory according to PC. The second stage is Instruction Decode (ID). The control unit generates control signals for both ALU and data path from the opcode (and function for R-type instructions). Meanwhile, the general registers are read. The third stage is Execution (EX). According to the control signals, the ALU performs certain calculation. The fourth stage is Memory (MEM), where the data memory is either read or written. The fifth stage is Write Back (WB), where the result is written back to the general registers. Furthermore, the pipeline hazards are handled using forwarding, stalling, and flushing.

2. The Implementations of the Project

2.1. The Big Picture Idea

First of all, we should build the instruction memory, data memory, and general registers. Then, we can build the 5 pipeline stages one by one. Before the Instruction Fetch stage, there should be a multiplexer for updating PC. In the Instruction Fetch stage, the instruction memory at PC is accessed. In the Instruction Decode stage,

the opcode and function (for R-type instructions) are sent to the control unit. At the same time, according to rs and rt, two general registers are read. In the Execution Stage, the ALU takes as input two operands. One is rs, and the other is rt or the sign-extended immediate. Besides, the ALU is controlled by the ALU control signal. In the Memory stage, there are two cases. The data memory is either read or written. In both cases, the ALU result is the memory address to access. In the Write Back stage, either the ALU result or the data from memory is written back to the general registers. After finishing all the stages, we need to add pipeline registers between each two stages.

There are three types of pipeline hazards, namely structural hazards, data hazards, and control hazards. The structural hazards are solved by using separate instruction memory and data memory. The data hazards can be tackled by forwarding and stalling. While the control hazards can be handled by flushing.

2.2. Implementation Details

2.2.0. The ALU

The ALU is based on project 3. Since instructions like MULT and DIV are no longer required, the register hi and lo are removed.

2.2.1. The control part

The control part (module control_unit in the code) takes both opcode and funct as input. It generates control signals for both the ALU and the data path. The

signals are RegWrite, MemtoReg, MemWrite, Branch, ALUControl, ALUSrc, RegDst, and Jump. Their functions are listed below.

Signal	Length	Function
	(bit)	
RegWrite	1	Determines whether to write the result back to the general
		registers
MemtoReg	1	Determines whether to write the data from memory or the
		ALU result back to the general registers
MemWrite	1	Determines whether to write the data memory
Branch	2	Indicates whether the current instruction is a branch
		instruction
ALUControl	5	Determines the behavior of the ALU
ALUSrc	1	Determines the source of the second ALU operand
RegDst	1	Determines whether to write back to rt or rd
Jump	2	Indicates whether the current instruction is a jump
		instruction

2.2.2. The data flow

In the CPU, components such as the ALU and the control unit are combinational logics. In other words, the output will be updated once the input changes. While the whole pipeline is a sequential logic. The pipeline registers update only at positive clock edges.

2.2.3. The memory

The memory is divided into instruction memory and data memory. Since in the MIPS architecture, the memory is byte addressable, each byte of memory is implemented with reg[7:0]. Besides, we made both instruction memory and data memory 1KB large.

2.2.4. The general registers

In the MIPS architecture, there are 32 general registers. Each general register is 32-bit and therefore implemented with reg[31:0]. In particular, \$zero is always equal to 0.

2.2.5. Branch instructions

In this project, there are two types of branch instructions, namely BEQ and BNE. Thus, a 2-bit Branch control signal is used. To be specific, 00 stands for no branch, 01 stands for BEQ, and 10 stands for BNE.

In the Memory stage, if (BranchM=01 and ZeroM=1) or (BranchM=10 and ZeroM=0), the branch will be taken. On the one hand, the signal PCSrcM will be 1. Thus, at the next positive clock edge, the PC will be updated to PCBranchM. On the other hand, the IF/ID and ID/EX pipeline registers will be flushed. Besides, at the next positive clock edge, the InstrD in IF/ID will be 32'h0000 0000 (NOP).

2.2.6. Jump instructions

In this project, there are three types of jump instructions, namely J, JAL, and JR.

Thus, a 2-bit Jump control signal is used. To be specific, 00 stands for no jump,

01 stands for J, 10 stands for JAL, and 11 stands for JR.

In the Execution stage, if JumpE != 00, the jump will be executed. For J, PC changes to {PCPlus4F[31:28], TargetE} at the next positive clock edge. For JAL, in addition to J, the current PC will be stored in the register \$ra. For JR, PC changes to reg_A.

After that, the IF/ID pipeline register should be flushed. Similar to branch, at the next positive clock edge, the InstrD in IF/ID will be 32'h0000_0000 (NOP).

2.2.7. Pipeline Hazards

There exist three types of hazards: structural hazards, data hazards, and control hazards. Structural hazards are the conflict in the use of a resource. These hazards can be easily solved using separate instruction memory and data memory.

Data hazards happen when an instruction depends on the completion of data access by a previous instruction. In the MIPS architecture, only RAW (read after write) is possible. In most cases, data hazards can be tackled by forwarding. We can bypass the data in the MEM or WB stage to the EX stage. The logic of forwarding is as follows:

if (EX/MEM.RegWrite and (EX/MEM.RegRd != 0)
and (EX/MEM.RegRd = ID/EX.RegRs))
ForwardA = 10

if (MEM/WB.RegWrite and (MEM/WB.RegRd != 0)

```
and (EX/MEM.RegRd != ID/EX.Reg.Rs)

and (MEM/WB.RegRd = ID/EX.RegRs))

ForwardA = 01

if (EX/MEM.RegWrite and (EX/MEM.RegRd != 0)

and (EX/MEM.RegRd = ID/EX.RegRt))

ForwardB = 10

if (MEM/WB.RegWrite and (MEM/WB.RegRd != 0)

and (EX/MEM.RegRd != ID/EX.Reg.Rt)

and (EX/MEM.RegRd != ID/EX.Reg.Rt)

and (MEM/WB.RegRd = ID/EX.Reg.Rt))

ForwardB = 01
```

However, only forwarding cannot handle all the data hazards. When a lw is followed by an instruction to read the loaded register, the pipeline must be stalled for one clock cycle. The logic of stalling is as follows:

```
if (ID/EX.MemRead and ((ID/EX.RegisterRt = IF/ID.RegisterRs)
  or (ID/EX.RegisterRt = IF/ID.registerRt))
```

LoadStall = 1

When a stall occurs, both PC and IF/ID should not be changed. Furthermore, a NOP should be inserted to the EX stage by changing the control signals RegWrite, MemtoReg, MemWrite, Branch, and Jump in the ID/EX pipeline

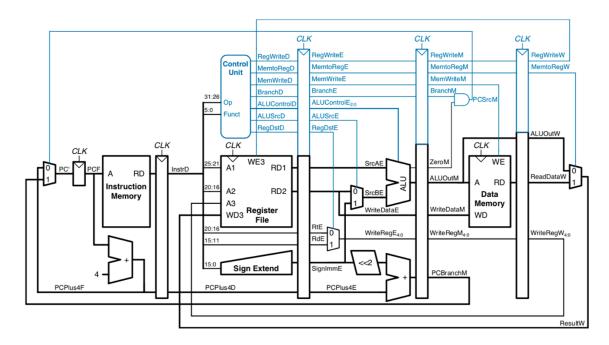
register to 0.

Control hazards occur when the decision on control action depends on a previous instruction. More specifically, a branch taken or jump. They could be dealt with by flushing the pipeline.

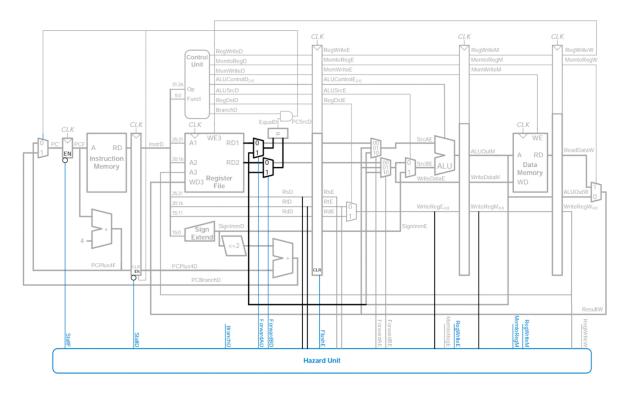
Whenever a branch is taken, on the one hand, the signal PCSrcM will be 1. Thus, at the next positive clock edge, the PC will be updated to PCBranchM. On the other hand, the IF/ID and ID/EX pipeline registers will be flushed. Besides, at the next positive clock edge, the InstrD in IF/ID will be 32'h0000_0000 (NOP). Whenever a jump occurs, PC will change to {PCPlus4F[31:28], TargetE} (for J and JAL) or reg_A (for JR) at the next positive clock edge. After that, the IF/ID pipeline register will be flushed. Similar to branch, at the next positive clock edge, the InstrD in IF/ID will be 32'h0000_0000 (NOP).

2.3. Block Diagram

2.3.1. Pipelined Processor with Control



2.3.2. Pipelined Processor with Full Hazard Handling



Note:

My program mostly follows the above block diagrams. However, some of the control signals are slightly modified in order to make the code clearer.

2.4. Explanation of Instructions

2.4.0. Testing Environment

Windows 10 x64

iVerilog v11-20190809 x64

2.4.1. Test for lw, sw, Forwarding & Stalling

```
i_datain[319:288]={6'b001000, gr0, gr1,16'b1};
//addi gr0 + 1 -> gr1
i_datain[287:256]={6'b001000,`gr0,`gr2,16'b10};
//addi gr0 + 2 -> gr2
i_datain[255:224]={6'b000000, gr1, gr2, gr4,5'b0,6'b100000};
                        gr1 + gr2 -> gr4
                                                                                             (Should forward from MEM and WB)
i_datain[223:192]={6'b101011, gr0, gr4, 16'b0};
                         gr4 -> d_mem[gr0]
i datain[191:160]={6'b100011, gr0, gr5,16'b0};
 //lw
                        d_mem[gr0] -> gr5
i_datain[159:128]={6'b000000,`gr2,`gr5,`gr6,5'b0,6'b1000000};
                         gr2 + gr5 -> gr6
                                                                                              (Should stall)
PC=00000018 regA=00000002 regB=00000000 regC=00000002 gr0=00000000 gr1=00000000 gr2=00000002 gr3=xxxxxxxx gr4=00000003 gr5=xxxxxxxx gr6=xxxxxxx gr7=xxxxxxx instruction=000000001010101100000110001
PC-00000024 rega-xxxxxxxx rega-xxxxxxxxx regC-xxxxxxxxx gr0-00000000 gr1-00000001 gr2-00000002 gr3-xxxxxxxx gr4-00000003 gr5-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr1-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxx gr7-xxxxx gr7-xxxx gr7-xxxxx gr7-xxxxx gr7-xxxxx gr7-xxxxx gr7-xxxxx gr7-xxxxx gr7-xxxxx gr7-xxxx gr7-xxx gr7-xxxx gr7-xxx gr7-xx gr
PC=0000002c regA=xxxxxxxx regB=xxxxxxxx regC=xxxxxxxx regC=xxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxx regC=xxxxxxxx regC=xxxxxxxx regC=xxxxxxx regC=xxxxxx regC=xxxxx regC=xxxx regC=xxx regC=xxxx regC=xxx regC=xxxx regC=x
gr31=xxxxxxxx
Data Memory from word 0 to word 3
Word1=xxxxxxxx
```

2.4.2. Test for Forwarding, jr

```
i_datain[319:288]={6'b001000, gr0, gr0, gr5,16'b1};
 //addi gr0 + 1 -> gr5
i_datain[287:256]={6'b001000,`gr0,`gr5,16'b10};
 //addi gr0 + 2 -> gr5
i_datain[255:224]={6'b001000, gr5, gr6,16'b0};
 //addi gr5 + 0 -> gr6 (Should forward from MEM, rather than WB)
i_datain[223:192]={6'b000000, gr0, gr0, gr0, 5'b0, 6'b001000};
    //jr
                                                                                                                                                                                                                                          (Should jump to PC=0)
i_datain[191:160]={6'b001000, gr0, gr1,16'b1};
   //addi gr0 + 1 -> gr1
                                                                                                                                                                                                                                          (Should never be executed)
PC-00000008 regk-00000001 regk-00000001 regC-00000001 gr0-00000000 gr1-xxxxxxx gr2-xxxxxxx gr3-xxxxxxx gr4-xxxxxxx gr5-xxxxxxx gr7-xxxxxxx gr7-xxxxxx gr7-xxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxx gr7-xxxx gr7-xxx gr7-xxx gr7-xxxx gr7-xxx gr7-xxx gr7-xxxx gr7-xxx gr7-xxxx gr
 PC=0000000c regA=00000000 regB=00000002 regC=00000002 gr0=00000000 gr1=xxxxxxxx gr2=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr5=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=
 PC-00000000 reg8-00000000 reg8-00000000 reg0-00000000 gr0-00000000 gr1=xxxxxxxx gr2=xxxxxxxx gr3=xxxxxxxx gr3-xxxxxxx gr5-00000002 gr6=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxx
PC=00000004 regB=00000000 regB=00000000 regC=00000000 gr0=00000000 gr1=xxxxxxxx gr2=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxxx gr3=xxxxxxxxxx gr3=xx
 PC-0000000c regi-00000000 ref8-00000002 refC-00000002 gr0-00000000 gr1=xxxxxxxx gr2=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx gr3=xxxxxxx gr3=xxxxxxxx
```

2.4.3. Test for Branch Flush

```
i_datain[319:288]={6'b001000,`gr0,`gr1,16'b100};
//addi gr0 + 4 -> gr1
i_datain[287:256]={6'b101011,`gr1,`gr1,16'b100};
//sw gr1 -> d_mem[gr1+4]
i_datain[255:224]={6'b000100,`gr1,`gr1,16'b1111_1111_1110};
//beq gr1, gr1 -> -2 (Should branch to PC=4)
i_datain[223:192]={6'b000000,`gr1,`gr1,`gr2,5'b0,6'b100000};
//add gr1 + gr1 -> gr2 (Should never be executed)
i_datain[191:160]={6'b000000,`gr0,`gr1,`gr3,5'b0,6'b100000};
//add gr0 + gr1 -> gr3 (Should never be executed)
```

```
PC=00000008 regA=00000000 regB=00000004 regC=00000004 gr0=00000000 gr1=xxxxxxxx gr2=xxxxxxx gr3=xxxxxxxx gr4=xxxxxxx gr5=xxxxxxx gr6=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxx gr7=xxxxxx gr7=xxxxx gr7=xxxxxx gr7=xxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx
PC-00000010 regk-00000004 regk-00000004 regC-00000000 gr0-00000000 gr1-00000004 gr2-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xx
PC-00000014 regA-00000004 regB-00000004 regC-00000008 gr0-00000000 gr1-00000004 gr2-xxxxxxxx gr3-xxxxxxxx gr4-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxxx gr7-xxxxxxxxxx gr7-xxxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxxx gr7-xxxxxxx gr7-xxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxx gr7-xxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxx gr7-xxxxxx gr7-xxxxxx gr7-xxxxx gr7
Data Memory from word 0 to word 3
Word0=xxxxxxxx
Word1=xxxxxxxx
Word2=00000004
```

2.4.4. Test for Jump Flush

```
i_datain[319:288]={6'b001000,`gr0,`gr1,16'b100};
   //addi gr0 + 4 -> gr1
i_datain[287:256]={6'b101011, gr0, gr1,16'b0};
                                                gr1 -> d_mem[gr0]
i_datain[255:224]={6'b000010,26'b0};
                                                                                                                                                                                   (Should jump to PC=0)
i datain[223:192]={6'b000000, gr1, gr1, gr2,5'b0,6'b100000};
                                       gr1 + gr1 -> gr2 (Should never be executed)
i_datain[191:160]={6'b000000, gr0, gr1, gr3,5'b0,6'b100000};
                                                                                                                                                                                   (Should never be executed)
                                                   gr0 + gr1 -> gr3
 PC-00000000 reg8-00000000 reg8-00000000 reg8-00000000 gr0-00000000 gr1-00000000 gr1-00000000 gr2-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxx gr3-xxxxxxx gr3-xxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxx gr3-xxxxxxx gr3-xxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxx
 C-00000004 regA-00000000 regB-00000000 regC-00000000 gr1-00000000 gr1-00000004 gr2-xxxxxxxx gr3-xxxxxxxx gr4-xxxxxxx gr5-xxxxxxxx gr6-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxxxxxxx gr7-xxxxxxxx gr7-xxxxxxx gr7-xxx
 C-00000010 reg4-00000000 reg8-000000000 regC-00000000 gr1-00000000 gr1-00000004 gr2=xxxxxxxx gr3=xxxxxxxx gr4=xxxxxxxx gr5=xxxxxxxx gr6=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxx gr7=xxxxxxx gr7=xxxxxx gr7=
 PC-00000004 reg8-00000000 reg8-00000000 reg8-00000000 gr0-00000000 gr1-00000000 gr2-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxx gr5-xxxxxxx gr7-xxxxxxx gr7-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxxxx gr3-xxxxxxxx gr3-xxxxx
 gr31=xxxxxxxx
 Data Memory from word 0 to word 3
```

2.4.5. Test for Overflow

```
a. gr[1]=32'b1111_1111_1111_1111_1111_1111_1111;
//gr1 = -1
a. gr[2]=32'b1000_0000_0000_0000_0000_0000_0000;
//gr2 = -2147483648
i_datain[319:288]={6'b001000,`gr0,`gr3,16'b1};
//addi gr0 + 1 -> gr3
i_datain[287:256]={6'b000000, gr1, gr2, gr4,5'b0,6'b100001};
//addu gr1 + gr2 -> gr4 (no overflow)
i_datain[255:224]={6'b000000,`gr1,`gr2,`gr5,5'b0,6'b100000};
  gr1 + gr2 -> gr5 (overflow)
```

2.4.6. Test for add, sub, jal

```
PC-00000004 rega-xaxxaxxx reg-xaxxxxxxx reg-xxxxxxxxx gr0-00000000 gr1-00000002 gr2-00000004 gr3-xxxxxxxx gr4-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr7-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxx gr5-xxxx gr5-xxxx gr5-xxxxx gr5-xxxx gr5-xxxx gr5-xxxx gr5-xxxx gr5-xxxx gr5-xxx
PC=0000000c regA=00000002 regB=00000004 regC=fffffffe gr0=00000000 gr1=00000002 gr2=00000004 gr3=00000006 gr4=fffffffe gr5=xxxxxxxx gr6=xxxxxxxx gr6=xxxxxxxxx gr6=xxxxxxxx gr6=xxxxxxx gr6=xxxxxx gr6=xxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxx gr6=xxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxxxx gr6=xxxxx
Data Memory from word 0 to word 3
Word1=xxxxxxxx
Word2=xxxxxxxx
```

2.4.7. Test for and, nor, or, xor, bne

```
a. gr[1]=32'b0000_0000_0000_0000_0000_0000_0000];
//gr1 = 1
a. gr[2]=32'b1111_1111_1111_1111_1111_1111_1111;
//gr2 = 2**32-1
i datain[319:288]={6'b000000, gr1, gr2, gr3,5'b0,6'b100100};
//and gr1 & gr2 -> gr3
i datain[287:256]={6'b0000000,`gr1,`gr2,`gr4,5'b0,6'b100111};
//nor gr1 nor gr2 -> gr4
i datain[255:224]={6'b000000, gr1, gr2, gr5,5'b0,6'b100101};
      gr1 | gr2 -> gr5
i_datain[223:192]={6'b000000, gr1, gr2, gr6,5'b0,6'b100110};
//xor gr1 | gr2 -> gr6
i_datain[191:160]={6'b000101, gr1, gr2,16'b1111_1111_1111_1110};
      gr1, gr1 -> -2 (Should branch to PC=c)
C=00000008 regA=00000001 regB=fffffff regC=00000001 gr0=00000000 gr1=00000001 gr2=fffffff gr3=xxxxxxxx gr4=xxxxxxxx gr5=xxxxxxxx gr6=xxxxxxxx gr7=xxxxxxxx instruction=00000000001001000010001000100010111
PC=0000000c reg8=00000001 reg8=fffffff regC=00000000 gr0=00000000 gr1=00000001 gr2=fffffff gr3=xxxxxxxx gr4=xxxxxxxx gr5=xxxxxxxx gr6=xxxxxxxx gr7=xxxxxxxx instruction=0000000001001001001000101010000100101
PC-00000010 regA=00000001 regB=ffffffff regC=ffffffff gr0-00000000 gr1=00000001 gr2=ffffffff gr3=xxxxxxxx gr4=xxxxxxxx gr5=xxxxxxxx gr6=xxxxxxxx instruction=00000000010011000000100110
```

2.4.8. Test for andi, ori, xori, slti

C-0000001 regk-0000001 regb-fffffff regC-0000000 gr1-0000000 gr2-xxxxxxx gr3-xxxxxxx gr3-xxxxxx gr3-xxxxx gr3-xxxxxx gr3-xxxxx gr3-xxxx gr3-xxxx gr3-xxxx gr3-xxxxx gr3-xxxx gr3-xxx gr3-xxxx gr3-xxxx gr3-xxxx gr3-xxxx gr3-xxxx gr3-xxxx gr3-xxxx

2.4.9. Test for slt, sltiu

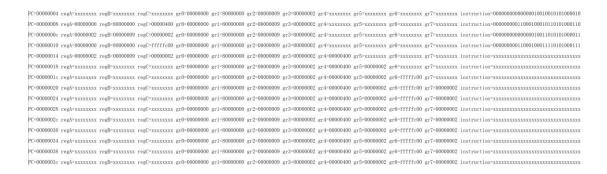
```
a. gr[1]=32'b0000_0000_0000_0000_0000_0000_0011;
//gr1 = 3
a. gr[2]=32'b0000_0000_0000_0000_0000_0000_0100;
//gr2 = 4
a. gr[3]=32'b0000_0000_0000_0000_0000_0000_0111;
//gr3 = 7
i_datain[319:288]={6'b0000000, `gr1, `gr2, `gr4,5'b0,6'b101010};
//slt gr1 < gr2 -> gr4
i_datain[287:256]={6'b000000, `gr3, `gr2, `gr5,5'b0,6'b101010};
//slt gr3 < gr2 -> gr5
i_datain[255:224]={6'b001011, `gr3, `gr6,16'b10000000000000000};
//sltiu gr3 < 2**15 -> gr6
```

PC-0000008 regk-00000007 regb-00000004 regC-00000000 gr1-00000000 gr2-00000004 gr3-00000007 gr4-xxxxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxxx gr5-xxxxx

2.4.10. Test for sll, sllv

PC-0000002 reg8-xxxxxx reg8-xxxxxx gr0-0000000 gr1-0000000 gr2-0000000 gr3-0000000 gr3-xxxxxx gr6-xxxxxx gr6-xxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxxx gr6-xxxxx gr6-xxxx gr6-xxxxx gr6-xxxxx gr6-xxxxx gr6-xxxx gr6-xxx gr6-xxxx gr6-xxxx gr6-xxxx gr6-xxxx gr6-xxxx gr6-xxxx gr6-xxx gr6-xx gr6-xx

2.4.11. Test for srl, srlv, sra, srav



2.5. Discussion & Further Improvement

In this project, I did not consider the synchronization of the general registers and the memory. In other words, I did not add the clock signal to the general registers or the memory. I just used some combinational logics to build the registers and the memory. Read/write operations will be finished instantly once the input is given. However, in reality, a clock signal should be given to synchronize the register and memory operations. Also, these operations should have some delays.

Besides, in this project, branches are issued in the Memory (MEM) stage, while jumps are issued in the Execution (EX) stage. This mechanism gives a taken branch a 4-cycle delay, while a jump a 3-cycle delay. These delays could be reduced to 2-cycle by moving the branch judgement and jump judgement to the Instruction Decode (ID) stage. Furthermore, since the latest register data are now needed in the ID stage, forwarding logic from the WB, MEM, and EX stages to the ID stage should be implemented.