Computer Organization, Spring 2017

Lab 4: Single Cycle CPU II

Due: 2017/05/14

1. Goal

Based on Lab 3 (simple single-cycle CPU), add a memory unit to implement a complete single-cycle CPU which can run R-type, I-type and jump instructions.

2. Demands

- A. Please use ModleSim as your HDL simulator.
- **B.** One person forms a group. Please attach your names and student IDs as comments in the top of each file. (Ex. 0416001.zip) The type of compressed file must be "zip". Other form of file will get -10%. The assignment you upload on E3 must have the form of "Lab4_student ID.zip".
- C. Data Memory, and Test Bench are supplied.
- D. Refer to Lab 3 for top module's name and IO ports.

Initialize the stack pointer (i.e., Reg_File[29]) to 128, and other registers to 0

Decoder may add control signals:

- -Branch_o
- -Jump_o
- -MemRead_o
- -MemWrite_o
- -MemtoReg_o

3. Requirement description

A. Basic instruction:

```
Lab 3 instruction + lw \ sw \ beq \ bne \ j
```

Format:

R-type

	(Op[31:26]	Rs[25:21]	Rt[20:16]	Rd[15:11]	Shamt[10:6]	Func[5:0]
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I-type

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]

Jump

Op[31:26] Address[25:0]	
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Definition:

```
lw instruction:
```

```
memwrite is 0, memread is 1, regwrite is 1
Reg[rt] \leftarrow Mem[rs+imm]
```

sw instruction:

```
memwrite is 1 , memread is 0 Mem[rs+imm] \leftarrow Reg[rt]
```

branch instruction:

branch is 1 , and decide branch or not by do AND with the zero signal from ALU beq:

```
if (rs==rt) then PC=PC+4+ (sign_Imm<<2)
```

bne:

```
if (rs!=rt) then PC=PC+4+ (sign_Imm<<2)
```

Jump instruction:

```
jump is 1
```

```
PC={PC[31:28], address<<2}
```

Op field:

instruction	Op[31:26]
lw	6'b100011
sw	6'b101011
beq	6'b000100
bne	6'b000101
jump	6'b000010

Extend ALUOp from 2-bit to 3-bit: (You can modify this if necessary)

instruction	ALUOp
R-type	010
addi	100
lui	101
lw · sw	000
beq	001
bne	110
jump	X

B. Advance set 1:

Jal: jump and link

In MIPS, 31th register is used to save return address for function call Reg[31] save PC+4 and perform jump

Reg[31]=PC+4

PC={PC[31:28], address[25:0]<<2}

Op[31:26]	Address[25:0]
6'b000011	Address[25:0]

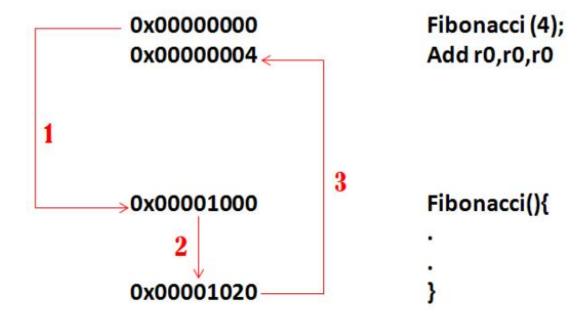
Jr: jump to the address in the register rs

PC=reg[rs]

e.g.: In MIPS, return could be used by jr r31 to jump to return address from JAL.

Op[31:26]	Rs[25:21]	Rt[20:16]	Rd[15:11]	Shamt[10:6]	Func[5:0]
6'b000000	rs	0	0	0	6'b001000

Example: when CPU executes function call,



if you want to execute recursive function, you must use the stack point (REGISTER_BANK [29]). First, store the register to memory and load back after function call has been finished.

Second testbench CO_P4_test_data2.txt is Fibonacci function, if it finished, r2 represent the final answer. Please refer to test2.txt.

C. Advance set 2:

blt (branch on less than): if(rs<rt) then branch

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b000110	rs	rt	offset

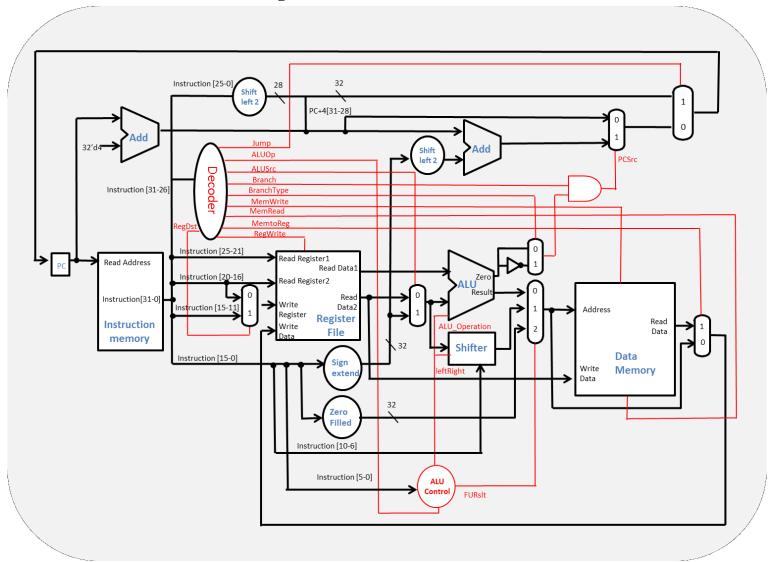
bnez (branch non equal zero): if (rs!=0) then branch (it is same as bne)

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b000101	rs	0	offset

bgez (branch greater equal zero): if(rs>=0) then branch

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b000001	rs	1	offset

4. Architecture Diagram



5. Test

Modify line 118 of TestBench.v to read different data.

CO_P4_test_data1.txt tests the basic instructions and CO_P4_test_data2.txt tests the advanced set 1. Please refer to test1.txt and test2.txt for details.

6. Bonus

Use the instructions defined in Lab3 and Lab4 to write a bubble sort program and translate it into binary code named as CO_P4_test_data3.txt.

First, use addi and sw to set memory[0]~ memory[4] in Data_Memory with values 5,4,3,2,1. After sorting, the values of memory[0]~memory[4] should be reordered from small to big.

The pseudo code of the bubble sort is given as follows:

```
function sort(list)

for i = 0 to list.length - 1

for j = 0 to list.length - i - 1

if list[j] > list[j+1]

swap (list[j], list[j+1])

end if

end for

end for

end function
```

You don't need to write the function type and may only accomplish the loop part.

7. Grade

```
a. Total score: 120pts. COPY WILL GET A 0 POINT!
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b. Instruction score: Total 80 pts –

basic instructions: 65 pts advanced set 1: 10 pts advanced set 2: 5 pts

c. Report: 20 pts – format is in CO_document. (up to 2 pages)

d. Bonus: 20 pts

8. Hand in your assignment

Please upload the assignment to the E3.

Put all files (includes CO_P4_test_data3.txt if you have done it) and report into same compressed file.

(Use Lab4_student ID.zip to be the name of your compressed file)

9. Q&A

If you have any question, just send email to TAs.