

浙江大学

本科实验报告

课程名称: 计算机体系结构

姓 名:

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浙江大学实验报告

课程名称: 计算机体系结构 实验类型: 综合

实验项目名称: Lab6: Dynamically Scheduled Pipelines using Scoreboarding

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实验地点: 曹西 301 实验日期: 2023 年 1 月 11 日

1 Tasks and requirements

1.1 Tasks

The main tasks of Lab-6 are:

1. Redesign the pipelines with IF/IS/RO/FU/WB stages and supporting multicycle operations.
2. Design of a scoreboard and integrate it to CPU.

1.2 Requirements

This experiment would be based on SWORD development board, with xc7k325tffg676-2L FPGA.

We are given a Verilog project complementing a CPU core and other components for debugging on board; this CPU should be able to deal with integer and float point operations. Most of the parts have been finished. There are still one unit we need to complete, it is:

CtrlUnit.v. This module is the control module of the whole CPU, and will be designed to support scoreboarding.

When this work is finished, we shall verify the simulation results of a preset program.

2 Contents and principles

All of the following principles are based on RISC-V pipelined float-point CPU.

2.1 Scoreboarding

Scoreboarding is a technique to support out-of-order execution of multicycle CPU.

Scoreboarding uses 3 tables to indicate the current status of function units:

Instruction Status ①

Instruction	Issue	Operand	Execution	Write
LD F6 S4 R2	1	2	3	4
LD F2 S5 R3	5	6	7	
MULT F0 F2 F4	6			
SUBD F8 F6 F2	7			
DIVD F10 F0 F6				
ADD F6 F8 F2				

Registers Status ②

R0	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10	R11	R12	R13	R14	R15
R16	R17	R18	R19	R20	R21	R22	R23	R24	R25	R26	R27	R28	R29	R30	R31
F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	F13	F14	F15
Mult1		Integer						Add							
F16	F17	F18	F19	F20	F21	F22	F23	F24	F25	F26	F27	F28	F29	F30	F31

Functional Unit ③

Time	Name	Busy	Op	F1	Fj	Fk	Qj	Qk	Rj	Rk
0	Integer	true	LD	F2		R3			true	true
	Mult1	true	MULT	F0	F2	F4	Integer		false	true
	Mult2	false							true	true
	Add	true	SUBD	F8	F6	F2		Integer	true	false
	Divide	false							true	true

The first table logs the running status of the **instructions**, especially holding the information about the stages which every instruction has finished; The second table logs the status of the **registers**, especially which function unit will write that register; The third table logs the information of the **function units**, about which unit is dealing with which instruction, and the table contain such entries:

- Busy – Indicate whether the unit is busy or not.
 - Op – Operation to perform in the unit (e.g., add or subtract).
 - Fi – Destination register.
 - Fj, Fk – Source-register numbers.
 - Qj, Qk – Functional units producing source registers Fj, Fk
 - Rj, Rk – Flags indicating when Fj, Fk are ready and not yet read. Set to No after operands.
- + FU_DONE**

The **FU_DONE** signal is set to indicate the first table, giving out the information that a function unit has finished an instruction.

From these tables, we could detect WAR and WAW hazards in out-of-order execution, that information will be passed to ID stage.

In order to use and write the information properly, we also divide ID stage into 2 stages: **IS(Issue)** and **RO(Read Operands)**. **IS** stage decide whether an instruction will be issued by the current scoreboard, and **RO** stage will write information to the scoreboard.

3 Steps and data records

3.1 Completed Verilog source files

For clarity, we will omit some pre-set code segments, and only analysis the code blocks that we need to fill in.

3.1.1 CtrlUnit.v

In this file, we are requested to finish the parts that maintains the table 2 and 3 of scoreboarding. First, we will detect structural hazards and **WAW** hazards.

```
assign normal_stall = ( use_ALU & FUS[`FU_ALU][`BUSY]) |  
    ( use_MEM & FUS[`FU_MEM][`BUSY]) |  
    ( use_MUL & FUS[`FU_MUL][`BUSY]) |  
    ( use_DIV & FUS[`FU_DIV][`BUSY]) |  
    (use_JUMP & FUS[`FU_JUMP][`BUSY]) |  
    ((R_valid | I_valid | L_valid | LUI | AUIPC | JAL | JALR) & RRS[rd]);
```

Then we use the table information to avoid **WAR** hazards. For each function unit we guarantee there are no other units which will use the destination register of current instruction as a source, or both waiting to be written first. As **WAW** hazards have been detected above, we can only check the **R_i** field of that register.

```
wire ALU_WAR = (  
    (FUS[`FU_MEM][`SRC1_H:`SRC1_L] != FUS[`FU_ALU][`DST_H:`DST_L]  
    | !FUS[`FU_MEM][`RDY1]) &  
    (FUS[`FU_MEM][`SRC2_H:`SRC2_L] != FUS[`FU_ALU][`DST_H:`DST_L]  
    | !FUS[`FU_MEM][`RDY2]) &  
    (FUS[`FU_MUL][`SRC1_H:`SRC1_L] != FUS[`FU_ALU][`DST_H:`DST_L]  
    | !FUS[`FU_MUL][`RDY1]) &  
    (FUS[`FU_MUL][`SRC2_H:`SRC2_L] != FUS[`FU_ALU][`DST_H:`DST_L]  
    | !FUS[`FU_MUL][`RDY2]) &  
    (FUS[`FU_DIV][`SRC1_H:`SRC1_L] != FUS[`FU_ALU][`DST_H:`DST_L]  
    | !FUS[`FU_DIV][`RDY1]) &  
    (FUS[`FU_DIV][`SRC2_H:`SRC2_L] != FUS[`FU_ALU][`DST_H:`DST_L]
```

```

| !FUS[`FU_DIV][`RDY2]) &
(FUS[`FU_JUMP][`SRC1_H:`SRC1_L] != FUS[`FU_ALU][`DST_H:`DST_L]
| !FUS[`FU_JUMP][`RDY1]) &
(FUS[`FU_JUMP][`SRC2_H:`SRC2_L] != FUS[`FU_ALU][`DST_H:`DST_L]
| !FUS[`FU_JUMP][`RDY2])
);

wire MEM_WAR = (
(FUS[`FU_ALU][`SRC1_H:`SRC1_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_ALU][`RDY1]) &
(FUS[`FU_ALU][`SRC2_H:`SRC2_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_ALU][`RDY2]) &
(FUS[`FU_MUL][`SRC1_H:`SRC1_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_MUL][`RDY1]) &
(FUS[`FU_MUL][`SRC2_H:`SRC2_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_MUL][`RDY2]) &
(FUS[`FU_DIV][`SRC1_H:`SRC1_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_DIV][`RDY1]) &
(FUS[`FU_DIV][`SRC2_H:`SRC2_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_DIV][`RDY2]) &
(FUS[`FU_JUMP][`SRC1_H:`SRC1_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_JUMP][`RDY1]) &
(FUS[`FU_JUMP][`SRC2_H:`SRC2_L] != FUS[`FU_MEM][`DST_H:`DST_L]
| !FUS[`FU_JUMP][`RDY2])
);

```

```

wire MUL_WAR = (
(FUS[`FU_ALU][`SRC1_H:`SRC1_L] != FUS[`FU_MUL][`DST_H:`DST_L]
| !FUS[`FU_ALU][`RDY1]) &
(FUS[`FU_ALU][`SRC2_H:`SRC2_L] != FUS[`FU_MUL][`DST_H:`DST_L]
| !FUS[`FU_ALU][`RDY2]) &

```

```

(FUS[`FU_MEM][`SRC1_H:`SRC1_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_MEM][`RDY1]) &
(FUS[`FU_MEM][`SRC2_H:`SRC2_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_MEM][`RDY2]) &
(FUS[`FU_DIV][`SRC1_H:`SRC1_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_DIV][`RDY1]) &
(FUS[`FU_DIV][`SRC2_H:`SRC2_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_DIV][`RDY2]) &
(FUS[`FU_JUMP][`SRC1_H:`SRC1_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_JUMP][`RDY1]) &
(FUS[`FU_JUMP][`SRC2_H:`SRC2_L] != FUS[`FU_MUL][`DST_H:`DST_L]
  | !FUS[`FU_JUMP][`RDY2])
);

```

```

wire DIV_WAR = (

```

```

(FUS[`FU_ALU][`SRC1_H:`SRC1_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_ALU][`RDY1]) &
(FUS[`FU_ALU][`SRC2_H:`SRC2_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_ALU][`RDY2]) &
(FUS[`FU_MEM][`SRC1_H:`SRC1_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_MEM][`RDY1]) &
(FUS[`FU_MEM][`SRC2_H:`SRC2_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_MEM][`RDY2]) &
(FUS[`FU_MUL][`SRC1_H:`SRC1_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_MUL][`RDY1]) &
(FUS[`FU_MUL][`SRC2_H:`SRC2_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_MUL][`RDY2]) &
(FUS[`FU_JUMP][`SRC1_H:`SRC1_L] != FUS[`FU_DIV][`DST_H:`DST_L]
  | !FUS[`FU_JUMP][`RDY1]) &
(FUS[`FU_JUMP][`SRC2_H:`SRC2_L] != FUS[`FU_DIV][`DST_H:`DST_L]

```

```

| !FUS[`FU_JUMP][`RDY2])
);

wire JUMP_WAR = (
(FUS[`FU_ALU][`SRC1_H: `SRC1_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_ALU][`RDY1]) &
(FUS[`FU_ALU][`SRC2_H: `SRC2_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_ALU][`RDY2]) &
(FUS[`FU_MEM][`SRC1_H: `SRC1_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_MEM][`RDY1]) &
(FUS[`FU_MEM][`SRC2_H: `SRC2_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_MEM][`RDY2]) &
(FUS[`FU_MUL][`SRC1_H: `SRC1_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_MUL][`RDY1]) &
(FUS[`FU_MUL][`SRC2_H: `SRC2_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_MUL][`RDY2]) &
(FUS[`FU_DIV][`SRC1_H: `SRC1_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_DIV][`RDY1]) &
(FUS[`FU_DIV][`SRC2_H: `SRC2_L] != FUS[`FU_JUMP][`DST_H: `DST_L]
| !FUS[`FU_DIV][`RDY2])
);

```

If any instruction successfully entered **RO** stage, we update the table. First update table 3:

```

FUS[use_FU][`SRC1_H: `SRC1_L] <= src1;
FUS[use_FU][`SRC2_H: `SRC2_L] <= src2;
FUS[use_FU][`DST_H: `DST_L] <= dst;
FUS[use_FU][`FU1_H: `FU1_L] <= fu1;
FUS[use_FU][`FU2_H: `FU2_L] <= fu2;
FUS[use_FU][`OP_H: `OP_L] <= op;
FUS[use_FU][`RDY1] <= rdy1;

```

```

FUS[use_FU][`RDY2] <= rdy2;

if (FUS[`FU_JUMP][`RDY1] & FUS[`FU_JUMP][`RDY2]) begin
    // JUMP

    FUS[`FU_JUMP][`RDY1] <= 1'b0;

    FUS[`FU_JUMP][`RDY2] <= 1'b0;

end

else if (FUS[`FU_ALU][`RDY1] & FUS[`FU_ALU][`RDY2]) begin
    // ALU

    FUS[`FU_ALU][`RDY1] <= 1'b0;

    FUS[`FU_ALU][`RDY2] <= 1'b0;

end

else if (FUS[`FU_MEM][`RDY1] & FUS[`FU_MEM][`RDY2]) begin
    // MEM

    FUS[`FU_MEM][`RDY1] <= 1'b0;

    FUS[`FU_MEM][`RDY2] <= 1'b0;

end

else if (FUS[`FU_MUL][`RDY1] & FUS[`FU_MUL][`RDY2]) begin
    // MUL

    FUS[`FU_MUL][`RDY1] <= 1'b0;

    FUS[`FU_MUL][`RDY2] <= 1'b0;

end

else if (FUS[`FU_DIV][`RDY1] & FUS[`FU_DIV][`RDY2]) begin
    // DIV

    FUS[`FU_DIV][`RDY1] <= 1'b0;

    FUS[`FU_DIV][`RDY2] <= 1'b0;

end

// EX

FUS[`FU_ALU][`FU_DONE] <= FUS[`FU_ALU][`FU_DONE] | ALU_done;

FUS[`FU_MEM][`FU_DONE] <= FUS[`FU_MEM][`FU_DONE] | MEM_done;

```



```
FUS[`FU_MUL][`FU_DONE] <= FUS[`FU_MUL][`FU_DONE] | MUL_done;
```

```
FUS[`FU_DIV][`FU_DONE] <= FUS[`FU_DIV][`FU_DONE] | DIV_done;
```

```
FUS[`FU_JUMP][`FU_DONE] <= FUS[`FU_JUMP][`FU_DONE] | JUMP_done;
```

At **WB** stage (when an instruction is done), we clear the table entry affected by this instruction from table 2 and 3, and set **R_i** fields of other entries.

```
// WB
```

```
if (FUS[`FU_JUMP][`FU_DONE] & JUMP_WAR) begin
```

```
    FUS[`FU_JUMP] <= 32'b0;
```

```
    RRS[FUS[`FU_JUMP][`DST_H: `DST_L]] <= 3'b0;
```

```
// ensure RAW
```

```
    If (FUS[`FU_ALU][`FU1_H: `FU1_L] == `FU_JUMP)
```

```
        FUS[`FU_ALU][`RDY1] <= 1'b1;
```

```
    If (FUS[`FU_MEM][`FU1_H: `FU1_L] == `FU_JUMP)
```

```
        FUS[`FU_MEM][`RDY1] <= 1'b1;
```

```
    If (FUS[`FU_MUL][`FU1_H: `FU1_L] == `FU_JUMP)
```

```
        FUS[`FU_MUL][`RDY1] <= 1'b1;
```

```
    If (FUS[`FU_DIV][`FU1_H: `FU1_L] == `FU_JUMP)
```

```
        FUS[`FU_DIV][`RDY1] <= 1'b1;
```

```
    if (FUS[`FU_ALU][`FU2_H: `FU2_L] == `FU_JUMP)
```

```
        FUS[`FU_ALU][`RDY2] <= 1'b1;
```

```
    if (FUS[`FU_MEM][`FU2_H: `FU2_L] == `FU_JUMP)
```

```
        FUS[`FU_MEM][`RDY2] <= 1'b1;
```

```
    if (FUS[`FU_MUL][`FU2_H: `FU2_L] == `FU_JUMP)
```

```
        FUS[`FU_MUL][`RDY2] <= 1'b1;
```

```
    if (FUS[`FU_DIV][`FU2_H: `FU2_L] == `FU_JUMP)
```

```
        FUS[`FU_DIV][`RDY2] <= 1'b1;
```

```
end
```

```
// ALU
```

```

if (FUS[`FU_ALU][`FU_DONE] & ALU_WAR) begin
    FUS[`FU_ALU] <= 32'b0;
    RRS[FUS[`FU_ALU][`DST_H:`DST_L]] <= 3'b0;

    // ensure RAW

    if (FUS[`FU_JUMP][`FU1_H:`FU1_L] == `FU_ALU)
        FUS[`FU_JUMP][`RDY1] <= 1'b1;
    if (FUS[`FU_MEM][`FU1_H:`FU1_L] == `FU_ALU)
        FUS[`FU_MEM][`RDY1] <= 1'b1;
    if (FUS[`FU_MUL][`FU1_H:`FU1_L] == `FU_ALU)
        FUS[`FU_MUL][`RDY1] <= 1'b1;
    if (FUS[`FU_DIV][`FU1_H:`FU1_L] == `FU_ALU)
        FUS[`FU_DIV][`RDY1] <= 1'b1;

    if (FUS[`FU_JUMP][`FU2_H:`FU2_L] == `FU_ALU)
        FUS[`FU_JUMP][`RDY2] <= 1'b1;
    if (FUS[`FU_MEM][`FU2_H:`FU2_L] == `FU_ALU)
        FUS[`FU_MEM][`RDY2] <= 1'b1;
    if (FUS[`FU_MUL][`FU2_H:`FU2_L] == `FU_ALU)
        FUS[`FU_MUL][`RDY2] <= 1'b1;
    if (FUS[`FU_DIV][`FU2_H:`FU2_L] == `FU_ALU)
        FUS[`FU_DIV][`RDY2] <= 1'b1;
end

// MEM

if (FUS[`FU_MEM][`FU_DONE] & MEM_WAR) begin
    FUS[`FU_MEM] <= 32'b0;
    RRS[FUS[`FU_MEM][`DST_H:`DST_L]] <= 3'b0;

    // ensure RAW

    if (FUS[`FU_JUMP][`FU1_H:`FU1_L] == `FU_MEM)

```

```

FUS[`FU_JUMP][`RDY1]<=1'b1;

if (FUS[`FU_ALU][`FU1_H:`FU1_L] == `FU_MEM)
    FUS[`FU_ALU][`RDY1]<=1'b1;

if (FUS[`FU_MUL][`FU1_H:`FU1_L] == `FU_MEM)
    FUS[`FU_MUL][`RDY1]<=1'b1;

if (FUS[`FU_DIV][`FU1_H:`FU1_L] == `FU_MEM)
    FUS[`FU_DIV][`RDY1]<=1'b1;


if (FUS[`FU_JUMP][`FU2_H:`FU2_L] == `FU_MEM)
    FUS[`FU_JUMP][`RDY2]<=1'b1;

if (FUS[`FU_ALU][`FU2_H:`FU2_L] == `FU_MEM)
    FUS[`FU_ALU][`RDY2]<=1'b1;

if (FUS[`FU_MUL][`FU2_H:`FU2_L] == `FU_MEM)
    FUS[`FU_MUL][`RDY2]<=1'b1;

if (FUS[`FU_DIV][`FU2_H:`FU2_L] == `FU_MEM)
    FUS[`FU_DIV][`RDY2]<=1'b1;

end

// MUL

if (FUS[`FU_MUL][`FU_DONE] & MUL_WAR) begin
    FUS[`FU_MUL] <= 32'b0;

    RRS[FUS[`FU_MUL][`DST_H:`DST_L]] <= 3'b0;


// ensure RAW

if (FUS[`FU_JUMP][`FU1_H:`FU1_L] == `FU_MUL)
    FUS[`FU_JUMP][`RDY1]<=1'b1;

if (FUS[`FU_ALU][`FU1_H:`FU1_L] == `FU_MUL)
    FUS[`FU_ALU][`RDY1]<=1'b1;

if (FUS[`FU_MEM][`FU1_H:`FU1_L] == `FU_MUL)
    FUS[`FU_MEM][`RDY1]<=1'b1;

if (FUS[`FU_DIV][`FU1_H:`FU1_L] == `FU_MUL)

```

```

FUS[`FU_DIV][`RDY1]<=1'b1;

if (FUS[`FU_JUMP][`FU2_H:`FU2_L] == `FU_MUL)
    FUS[`FU_JUMP][`RDY2]<=1'b1;
if (FUS[`FU_ALU][`FU2_H:`FU2_L] == `FU_MUL)
    FUS[`FU_ALU][`RDY2]<=1'b1;
if (FUS[`FU_MEM][`FU2_H:`FU2_L] == `FU_MUL)
    FUS[`FU_MEM][`RDY2]<=1'b1;
if (FUS[`FU_DIV][`FU2_H:`FU2_L] == `FU_MUL)
    FUS[`FU_DIV][`RDY2]<=1'b1;
end
// DIV
if (FUS[`FU_DIV][`FU_DONE] & DIV_WAR) begin
    FUS[`FU_DIV] <= 32'bo;
    RRS[FUS[`FU_DIV][`DST_H:`DST_L]] <= 3'bo;

// ensure RAW
if (FUS[`FU_JUMP][`FU1_H:`FU1_L] == `FU_DIV)
    FUS[`FU_JUMP][`RDY1]<=1'b1;
if (FUS[`FU_ALU][`FU1_H:`FU1_L] == `FU_DIV)
    FUS[`FU_ALU][`RDY1]<=1'b1;
if (FUS[`FU_MEM][`FU1_H:`FU1_L] == `FU_DIV)
    FUS[`FU_MEM][`RDY1]<=1'b1;
if (FUS[`FU_MUL][`FU1_H:`FU1_L] == `FU_DIV)
    FUS[`FU_MUL][`RDY1]<=1'b1;

if (FUS[`FU_JUMP][`FU2_H:`FU2_L] == `FU_DIV)
    FUS[`FU_JUMP][`RDY2]<=1'b1;
if (FUS[`FU_ALU][`FU2_H:`FU2_L] == `FU_DIV)
    FUS[`FU_ALU][`RDY2]<=1'b1;

```

```
if (FUS[`FU_MEM][`FU2_H: `FU2_L] == `FU_DIV)
```

```
    FUS[`FU_MEM][`RDY2]<=1'b1;
```

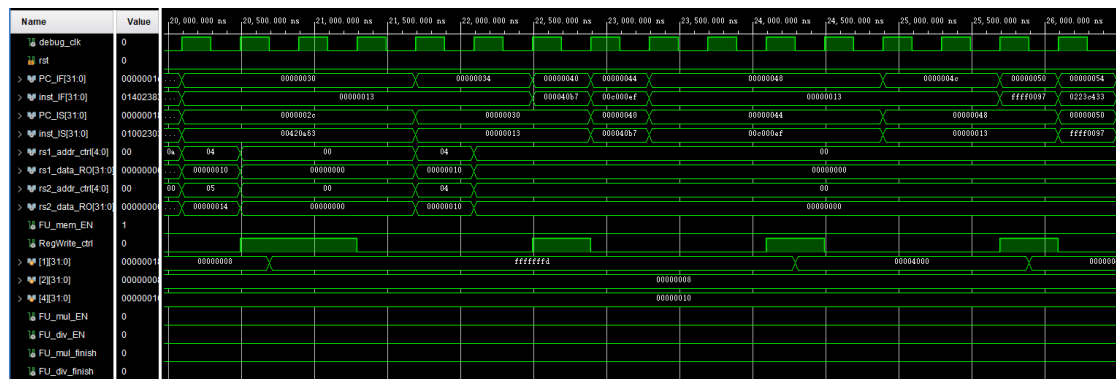
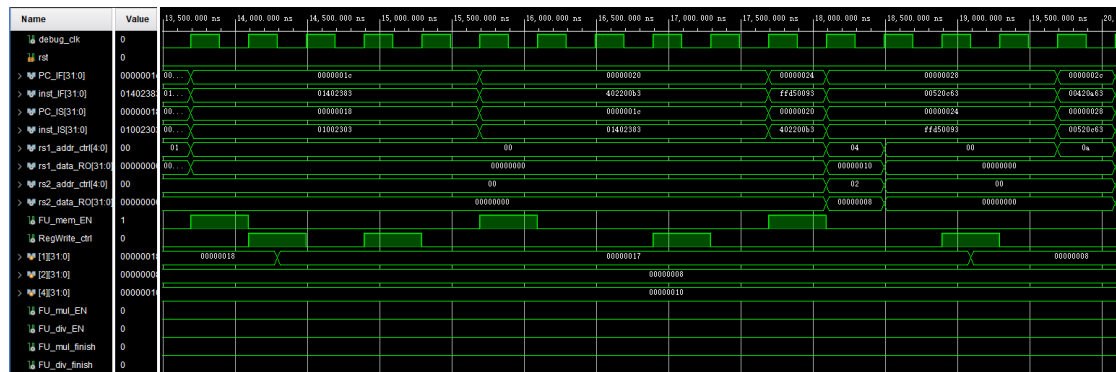
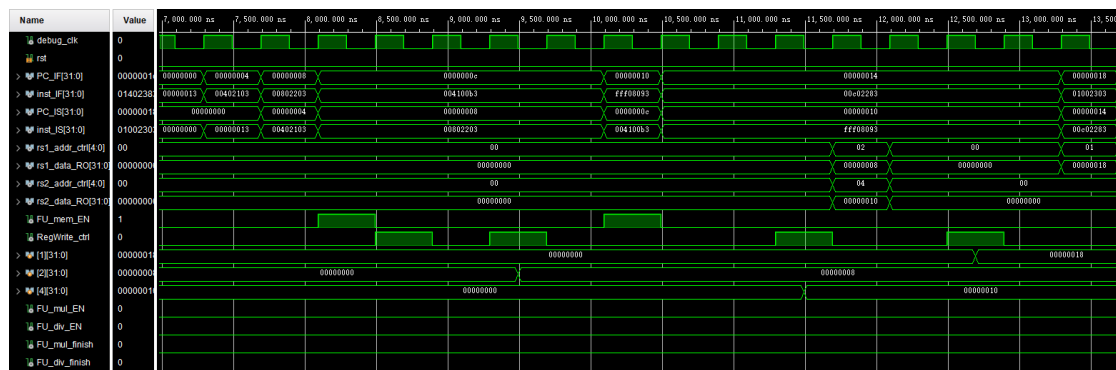
```
if (FUS[`FU_MUL][`FU2_H: `FU2_L] == `FU_DIV)
```

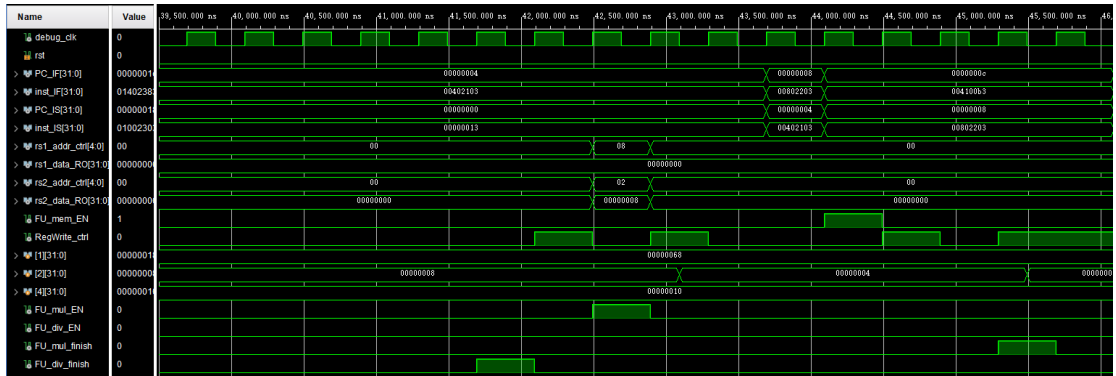
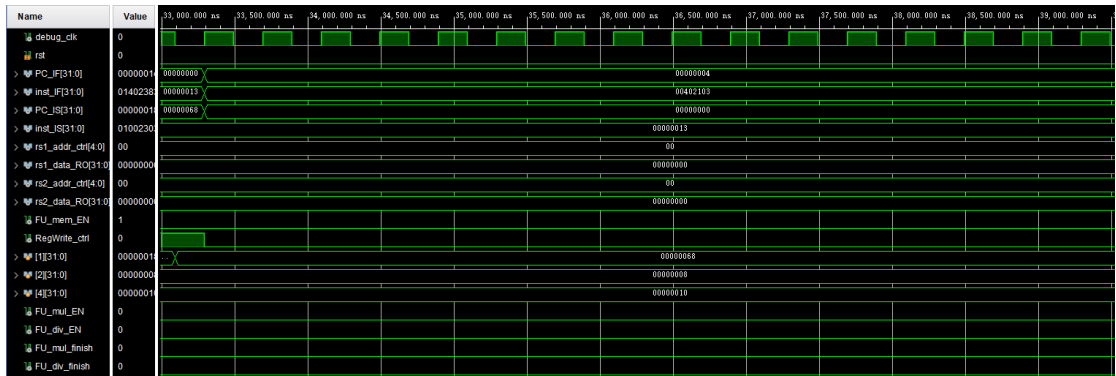
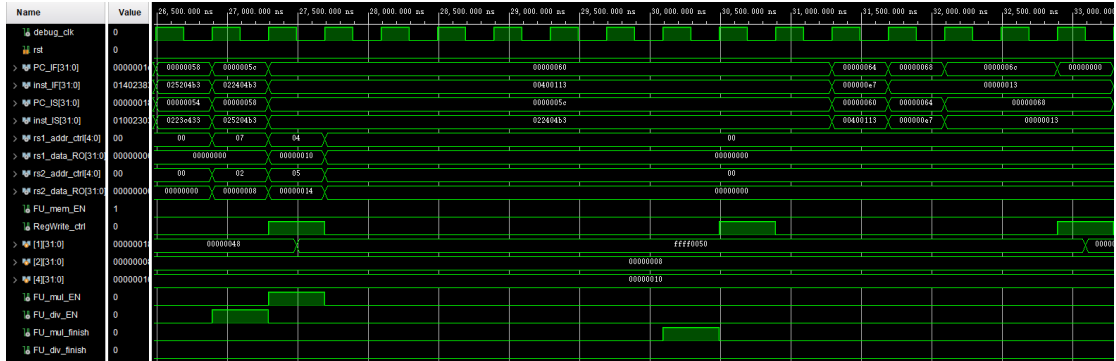
```
    FUS[`FU_MUL][`RDY2]<=1'b1;
```

```
end
```

3.2 Implementation results

Here we record all our behavioral simulation results. Most will not be used for analysis.

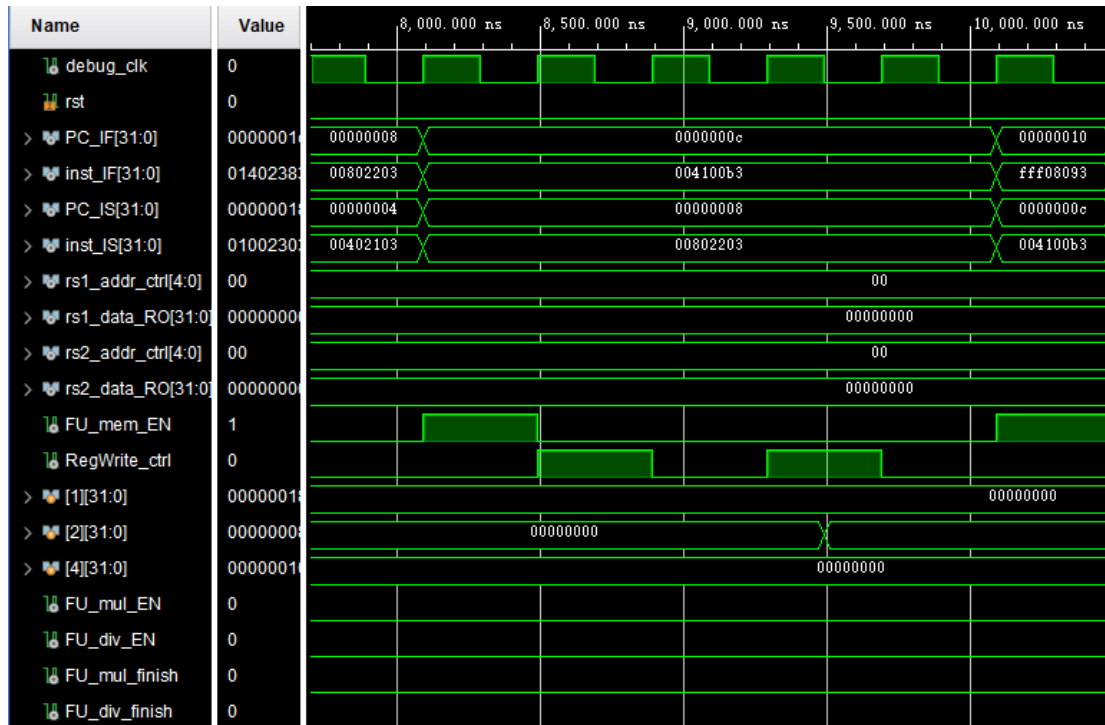




4 Analysis of the results

Here we only discuss some typical results.

4.1 Structural hazard avoidance



Consider the result in 7500ns to 10500ns. The mentioned instructions are:

PC: 0x00000004, Inst: 0x00402103, **lw x2, 4(x0)**

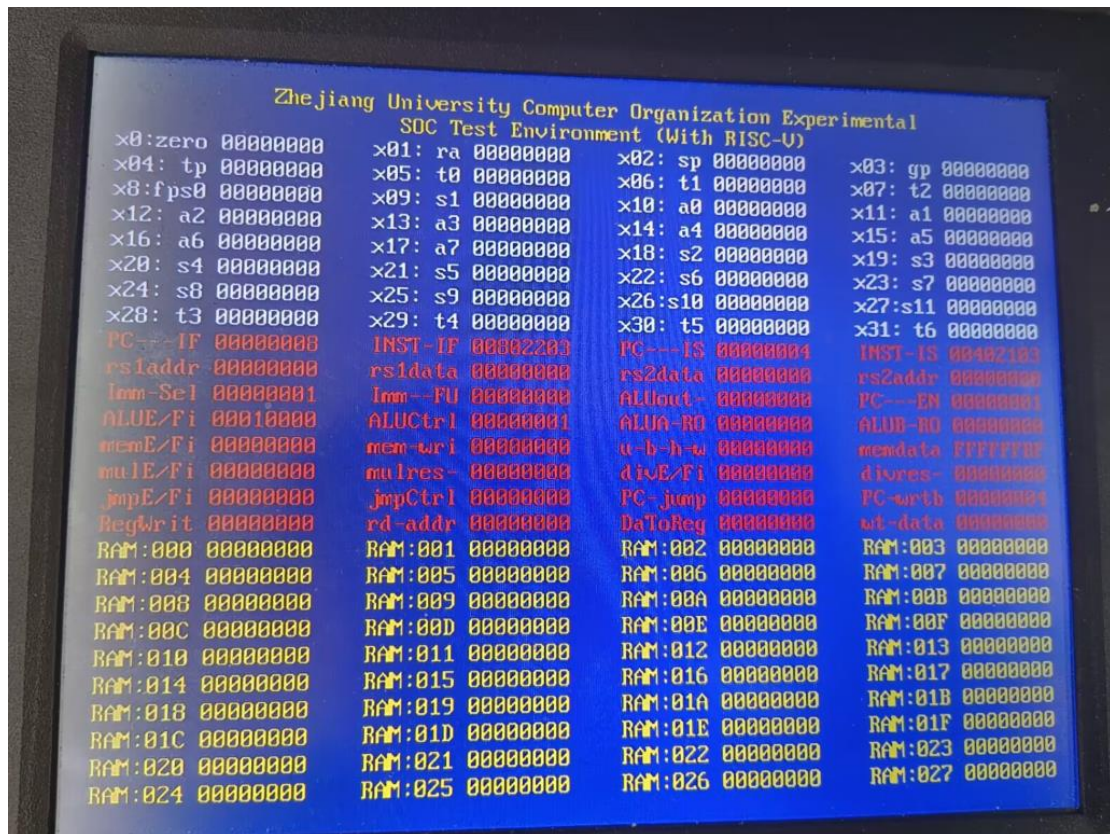
PC: 0x00000008, Inst: 0x00802203, **lw x4, 8(x0)**

PC: 0x0000000c, Inst: 0x004100b3, **add x1, x2, x4**

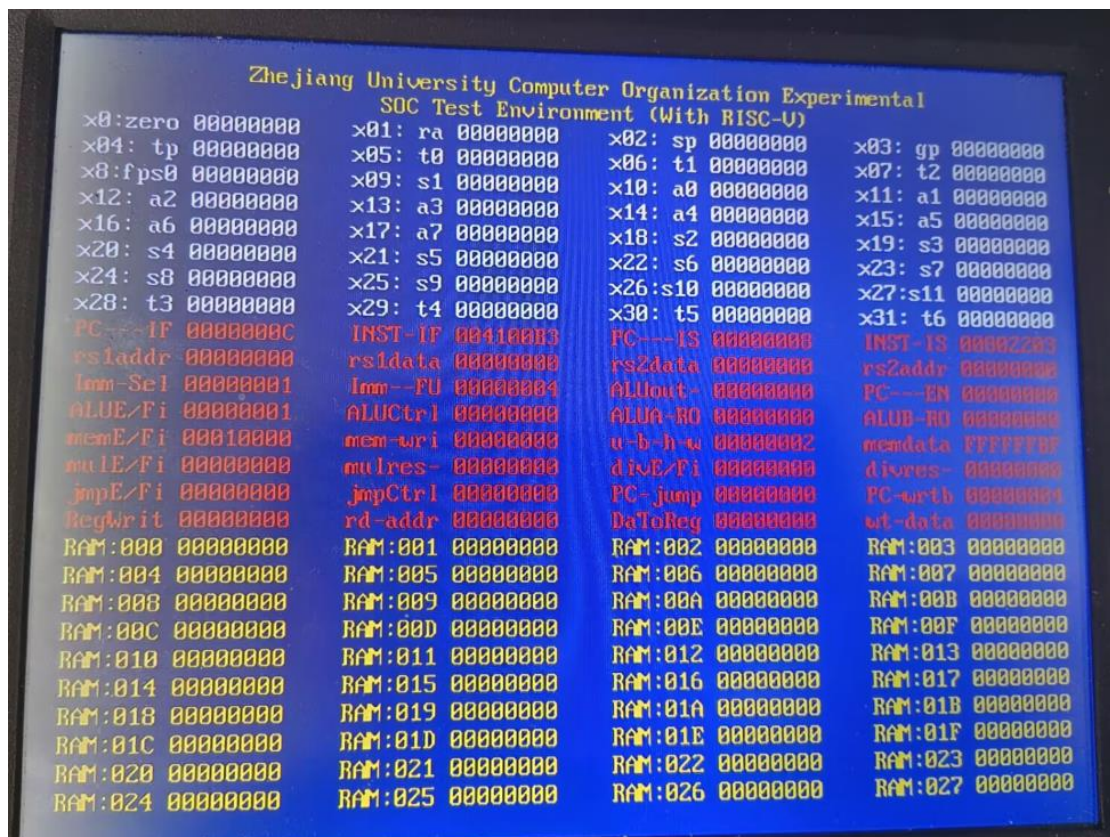
As there are only one **FU_MEM** function unit, there produced a **structural hazard**. We could see, after the function during 9300-9700ns, the register was successfully written by the first instruction. Then the second instruction is issued during 9700ns-10100ns.

The third has no dependency so it's issued in 10100-10500ns as predicted.

Following are the on-board results of this situation:



Before issuing the first lw.



Issued, mem_EN is set to 1.

Zhejiang University Computer Organization Experimental SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra 00000000	x02: sp 00000000	x03: gp 00000000
x04: tp 00000000	x05: t0 00000000	x06: t1 00000000	x07: t2 00000000
x8: fps0 00000000	x09: s1 00000000	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000000	INST-IF 00410003	PC---IS 00000000	INST-IS 00002203
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm--Sel 00000001	Imm--FU 00000000	ALUout- 00000000	PC---EN 00000000
ALUE/Fi 00000000	ALUctrl 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/Fi 00000000	mem-wri 00000000	u-b-h-w 00000000	memdata 00000000
mulE/Fi 00000000	mulres- 00000000	divE/Fi 00000000	divres- 00000000
jmpE/Fi 00000000	jmpCtrl 00000000	PC-jump 00000000	PC-wrtb 00000004
RegWrit 00000001	rd-addr 00000002	DaToReg 00000001	wt-data 00000000
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

After 3 cycles, the instruction finished, and **RegWrite** is set.

Zhejiang University Computer Organization Experimental SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra 00000000	x02: sp 00000000	x03: gp 00000000
x04: tp 00000000	x05: t0 00000000	x06: t1 00000000	x07: t2 00000000
x8: fps0 00000000	x09: s1 00000000	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000010	INST-IF FFF00003	PC---IS 00000000	INST-IS 00410003
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm--Sel 00000000	Imm--FU 00000000	ALUout- 00000000	PC---EN 00000001
ALUE/Fi 00000000	ALUctrl 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/Fi 00010000	mem-wri 00000000	u-b-h-w 00000002	memdata 00000000
mulE/Fi 00000000	mulres- 00000000	divE/Fi 00000000	divres- 00000000
jmpE/Fi 00000000	jmpCtrl 00000000	PC-jump 00000000	PC-wrtb 00000004
RegWrit 00000000	rd-addr 00000000	DaToReg 00000000	wt-data 00000000
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

After another 1 cycle the next instruction was issued normally.

4.2 WAW hazard avoidance



Consider the result in 10100ns to 13700ns. The mentioned instructions are:

PC: 0x0000000c, Inst: 0x004100b3, **add x1, x2, x4**

PC: 0x00000010, Inst: 0xffff08093, **addi x1, x1, -1**

PC: 0x00000014, Inst: 0x00c02283, **lw x5, 12(x0)**

We could see the second instruction has a **data dependency** on the first instruction, so it has to wait to be issued after the first instruction is finished. We see the first instruction finished in 12500-12900ns, and in the next cycle the second is issued. (However, this example may be not so clear, as it is also a structural hazard.)

The third has no dependency so it's issued in the next cycle as predicted.

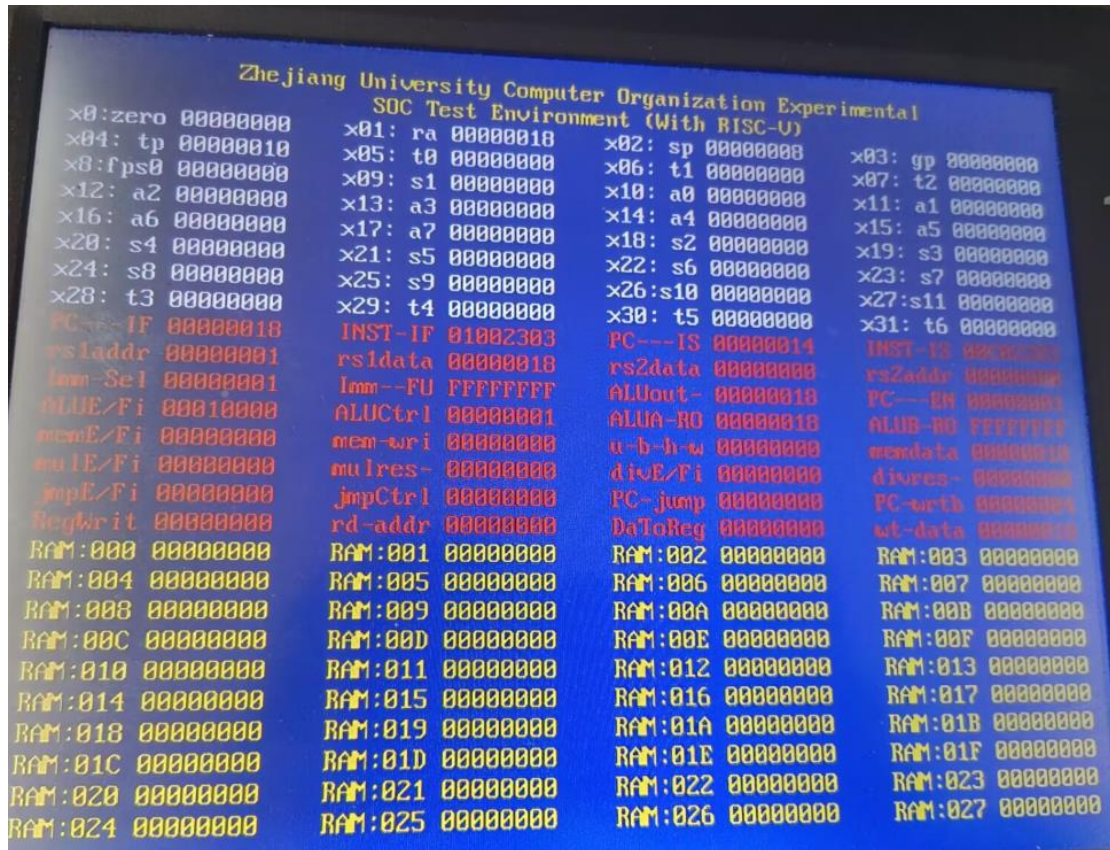
Following are the on-board results:

Zhejiang University Computer Organization Experimental			
SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra 00000000	x02: sp 00000000	x03: gp 00000000
x04: tp 00000000	x05: t0 00000000	x06: t1 00000000	x07: t2 00000000
x08: fps0 00000000	x09: s1 00000000	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000014	INST-IF 00002203	PC---IS 00000010	INST-IS 00000000
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm--FU 00000001	Imm--FU 00000000	ALUout- 00000000	PC---EN 00000000
ALUE/Fi 00000000	ALUCtrl 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/Fi 00000000	mem-wri 00000000	u-b-h-w 00000000	memdata 00000010
mulres- 00000000	mulres- 00000000	divE/Fi 00000000	divres- 00000000
jmpE/Fi 00000000	jmpCtrl 00000000	PC-jump 00000000	PC-wrtb 00000000
RegWrit 00000000	rd-addr 00000000	DaToReg 00000000	wt-data 00000000
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

Add instruction issued.

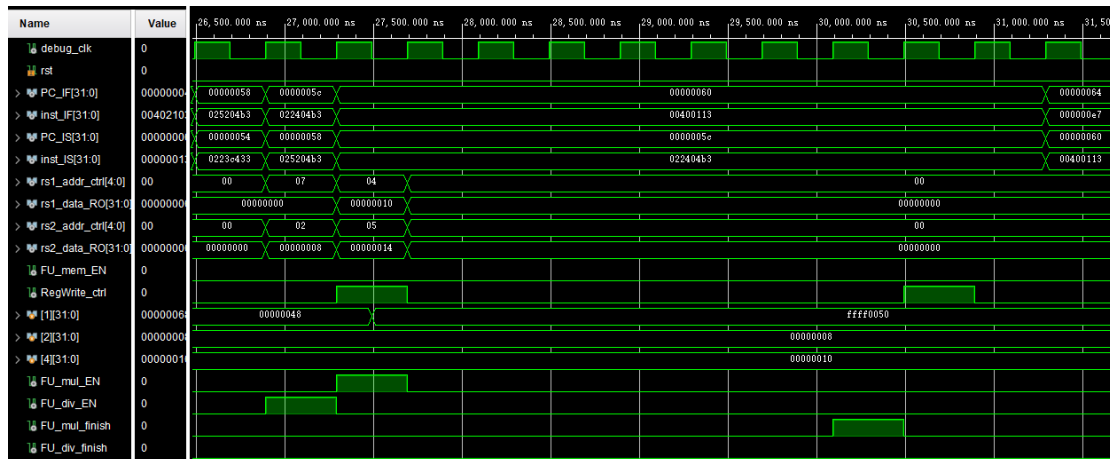
Zhejiang University Computer Organization Experimental			
SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra 00000010	x02: sp 00000000	x03: gp 00000000
x04: tp 00000010	x05: t0 00000000	x06: t1 00000000	x07: t2 00000000
x08: fps0 00000000	x09: s1 00000000	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000014	INST-IF 00002203	PC---IS 00000010	INST-IS 00000000
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm--FU 00000001	Imm--FU 00000000	ALUout- 00000010	PC---EN 00000000
ALUE/Fi 00000000	ALUCtrl 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/Fi 00000000	mem-wri 00000000	u-b-h-w 00000000	memdata 00000010
mulE/Fi 00000000	mulres- 00000000	divE/Fi 00000000	divres- 00000000
jmpE/Fi 00000000	jmpCtrl 00000000	PC-jump 00000000	PC-wrtb 00000000
RegWrit 00000001	rd-addr 00000001	DaToReg 00000000	wt-data 00000010
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

Its RegWrite cycle.



The data-dependent instruction was issued after the first finished.

4.3 WAR hazard avoidance



Consider the result in 26500ns to 31700ns. The mentioned instructions are:

PC: 0x00000054, Inst: 0x0223c433, **div x8, x7, x2**

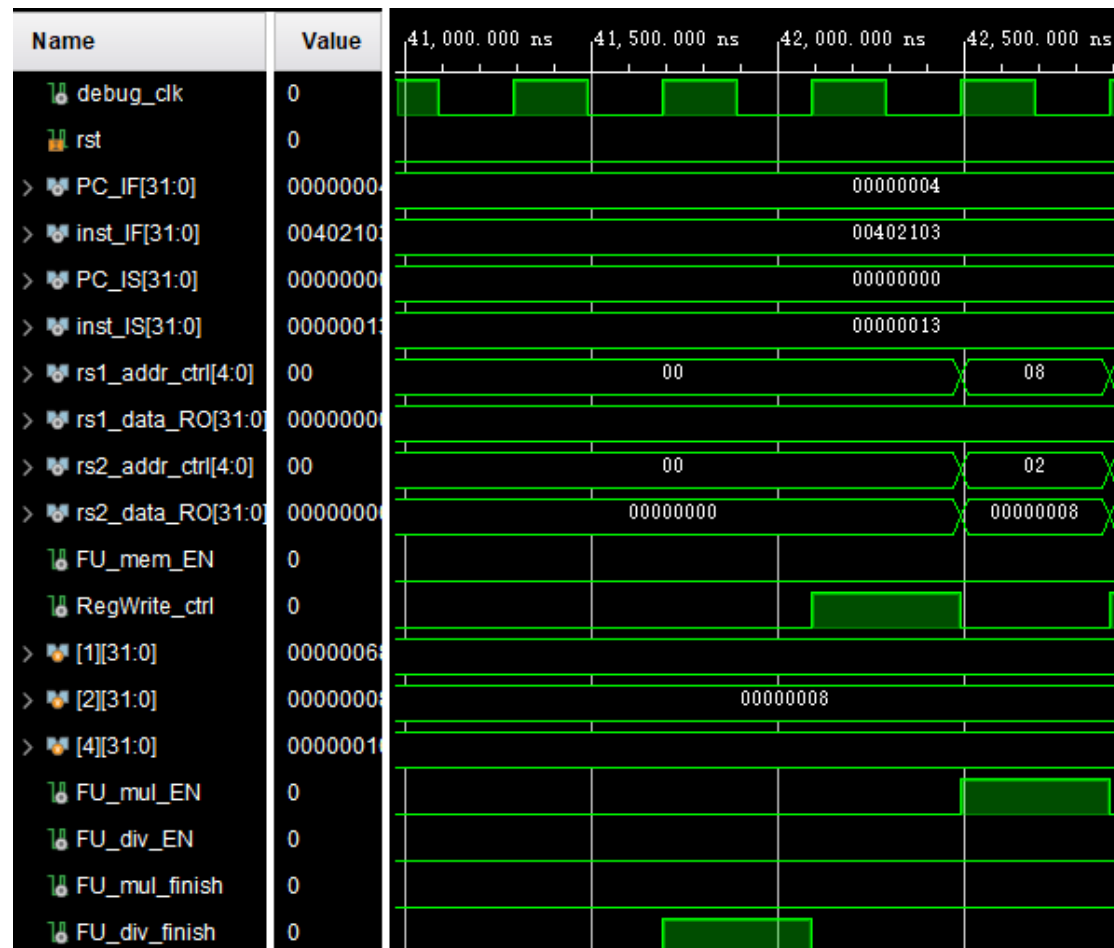
PC: 0x00000058, Inst: 0x025204b3, **mul x9, x4, x5**

PC: 0x0000005c, Inst: 0x022404b3, **mul x9, x8, x2**

PC: 0x00000060, Inst: 0x00400113, **addi x2, x0, x4**

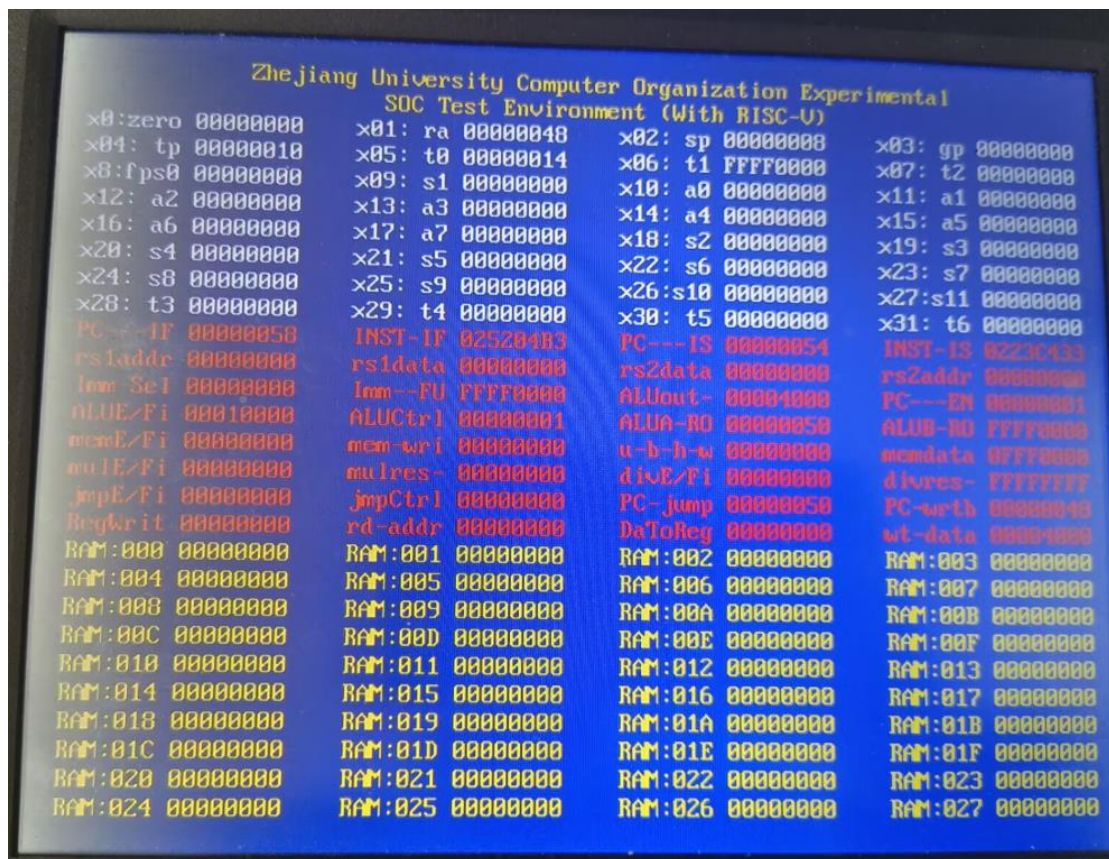
We could see the fourth instruction may produce a **WAR** hazard with the first instruction, so it has to wait to be dealt after the first instruction is finished.

However, the first instruction is a divide function, so it will cost very many cycles... In fact, it was finished in 41700-42100ns. Before it was finished, the two multiply operations have long been finished, and it is truly **out-of-order execution**.

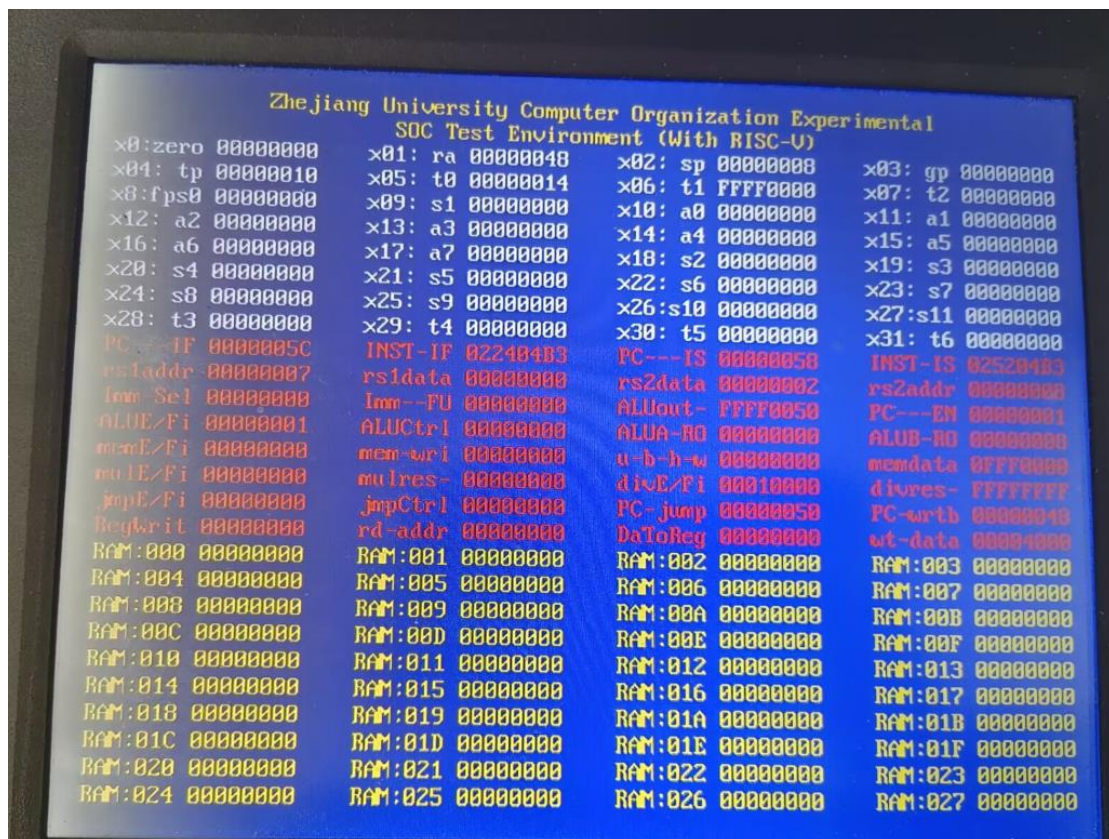


After that division finished, the ALU instruction finished in 42500-42900ns. A **WAR** hazard is avoided by enforcing order.

Following are the on-board results:



Issuing the **div** instruction.



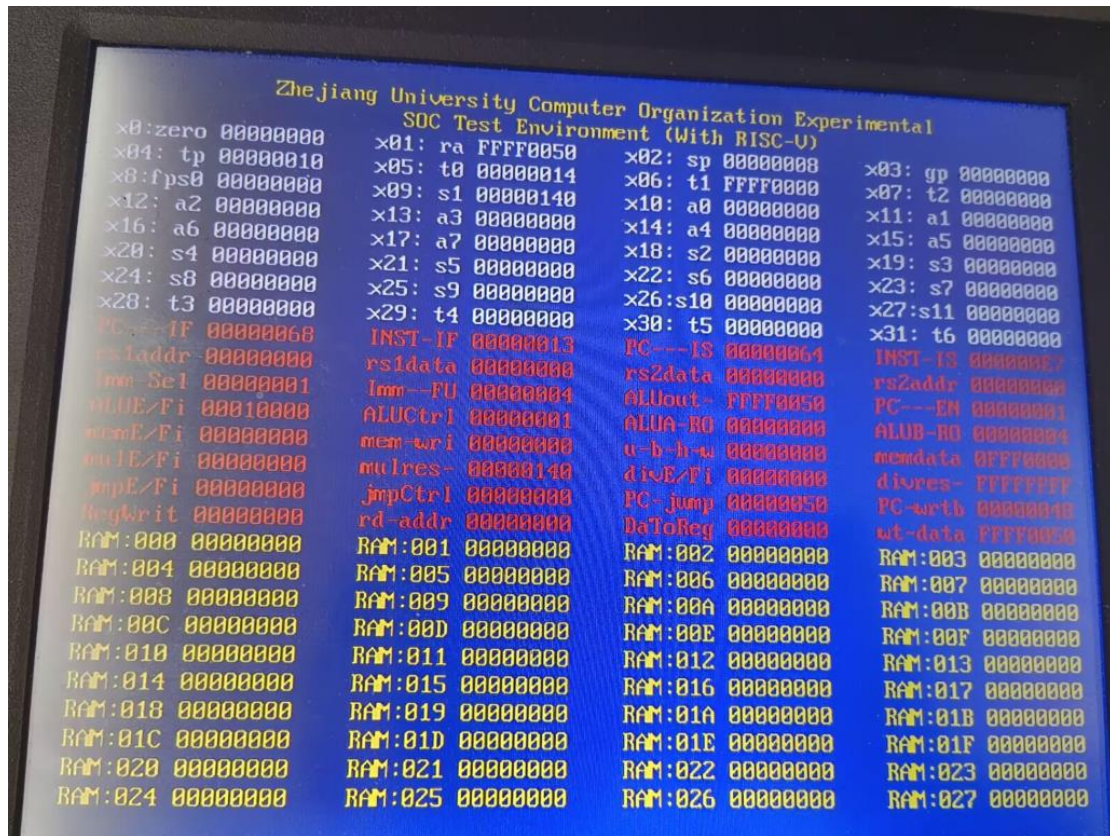
Issuing the first **mul** instruction.

Zhejiang University Computer Organization Experimental SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra FFFF0050	x02: sp 00000000	x03: gp 00000000
x04: tp 00000010	x05: t0 00000014	x06: t1 FFFF0000	x07: t2 00000000
x8: fps0 00000000	x09: s1 00000140	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000060	INST-IF 00400113	PC---IS 0000005C	INST-IS 02240483
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm-SEL 00000000	Imm--FU 00000000	ALUout- FFFF0050	PC---EN 00000000
ALUE/FI 00000000	ALUctr1 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/FI 00000000	mem-wri 00000000	u-b-h-w 00000000	memdata 0FFF0000
mulE/FI 00000000	mulres- 00000140	divE/FI 00000000	divres- FFFFFFFF
jmpE/FI 00000000	jmpCtrl 00000000	PC- jump 00000050	PC-wrtb 00000040
RegWrit 00000001	rd-addr 00000009	DaToReg 00000002	wt-data 00000140
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

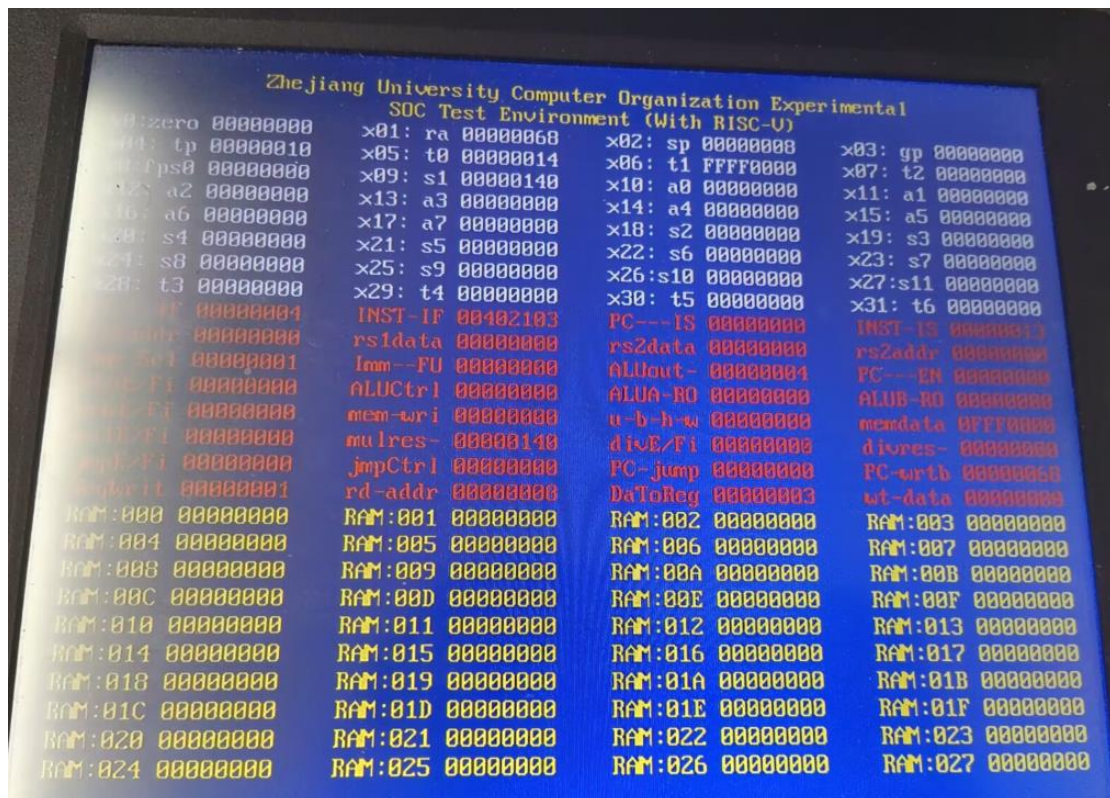
The first **mul** writes the critical register.

Zhejiang University Computer Organization Experimental SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra FFFF0050	x02: sp 00000000	x03: gp 00000000
x04: tp 00000010	x05: t0 00000014	x06: t1 FFFF0000	x07: t2 00000000
x8: fps0 00000000	x09: s1 00000140	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	x18: s2 00000000	x19: s3 00000000
x20: s4 00000000	x21: s5 00000000	x22: s6 00000000	x23: s7 00000000
x24: s8 00000000	x25: s9 00000000	x26: s10 00000000	x27: s11 00000000
x28: t3 00000000	x29: t4 00000000	x30: t5 00000000	x31: t6 00000000
PC---IF 00000064	INST-IF 000000E7	PC---IS 00000060	INST-IS 00400113
rs1addr 00000000	rs1data 00000000	rs2data 00000000	rs2addr 00000000
Imm-SEL 00000001	Imm--FU 00000000	ALUout- FFFF0050	PC---EN 00000001
ALUE/FI 00000000	ALUctr1 00000000	ALUA-RO 00000000	ALUB-RO 00000000
memE/FI 00000000	mem-wri 00000000	u-b-h-w 00000000	memdata 0FFF0000
mulE/FI 00000000	mulres- 00000140	divE/FI 00000000	divres- FFFFFFFF
jmpE/FI 00000000	jmpCtrl 00000000	PC- jump 00000050	PC-wrtb 00000040
RegWrit 00000000	rd-addr 00000000	DaToReg 00000000	wt-data FFFF0050
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 00000000
RAM:008 00000000	RAM:009 00000000	RAM:00A 00000000	RAM:00B 00000000
RAM:00C 00000000	RAM:00D 00000000	RAM:00E 00000000	RAM:00F 00000000
RAM:010 00000000	RAM:011 00000000	RAM:012 00000000	RAM:013 00000000
RAM:014 00000000	RAM:015 00000000	RAM:016 00000000	RAM:017 00000000
RAM:018 00000000	RAM:019 00000000	RAM:01A 00000000	RAM:01B 00000000
RAM:01C 00000000	RAM:01D 00000000	RAM:01E 00000000	RAM:01F 00000000
RAM:020 00000000	RAM:021 00000000	RAM:022 00000000	RAM:023 00000000
RAM:024 00000000	RAM:025 00000000	RAM:026 00000000	RAM:027 00000000

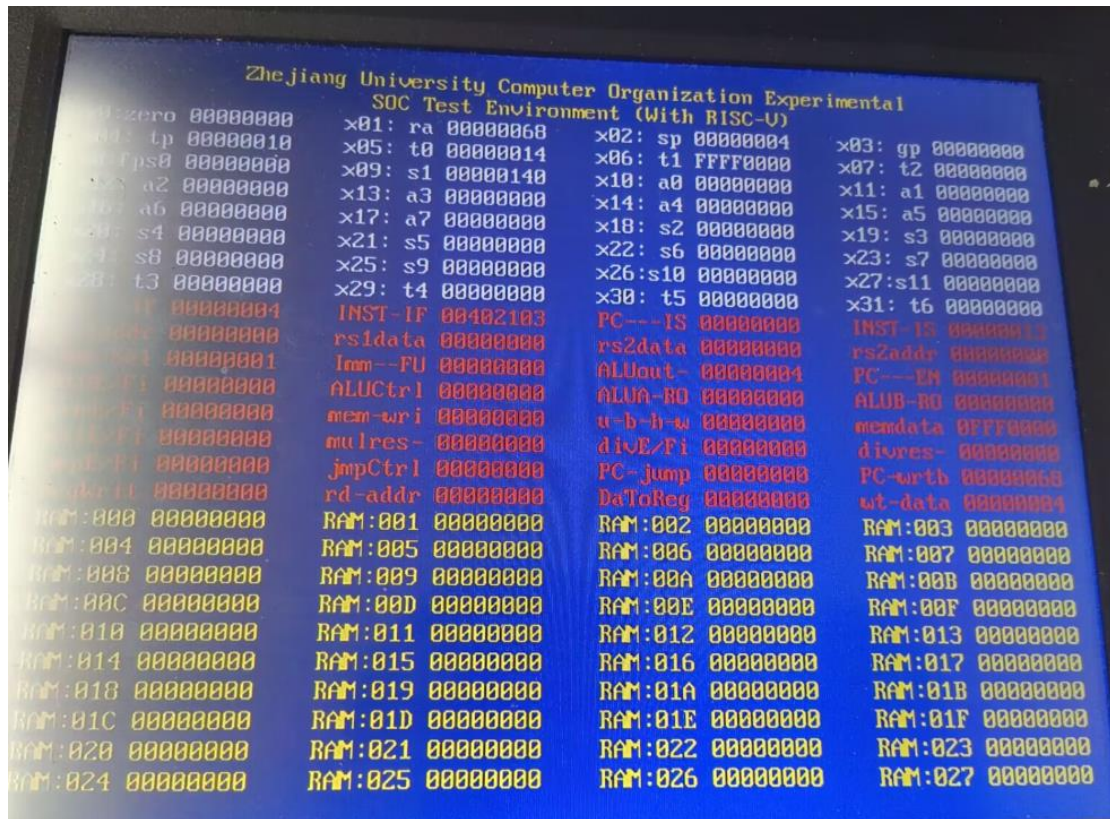
After 1 cycle the second **mul** issued.



As arithmetic unit was not occupied, the **addi** instruction is issued.



However, after very many cycles, the **div** instruction finally finished.



The **addi** instruction began to execute after that, and legally write **x2**.

5 Discussion and Conclusion

5.1 Problems

5.1.1 Problems concerning the Experiment Guides

Problem 1. Not Represented WAW Hazards

In fact, the **WAW** hazard is not represented in the given program.

All **WAW** hazards given in the program seemly is with a **structural hazard**, so we have to use a not so perfect example to explain how to avoid WAW hazard.

This may need to be updated afterwards.

5.2 Achievements and conclusion

In this experiment, I implemented a float-point CPU supporting multicycle operations and scoreboarding. I also relearned the knowledge of scoreboarding theory and its architectural support. Overall, the experiment is successful and educational.