

浙江大学

本科实验报告

课程名称: 计算机体系结构

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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: Lab4: Pipelined CPU with Cache

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实验地点: 曹西 301 实验日期: 2022 年 11 月 23 日

1 Tasks and requirements

1.1 Tasks

The main tasks of Lab-4 are:

1. Get knowledge of the principles of cache controller.
2. Complete the code of cache controller.

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. Most of the parts have been finished. There is only one file we need to complete, that is:

cmu.v, the control unit of a 2-way set associative LRU replaced write-back cache which we finished in lab-3.

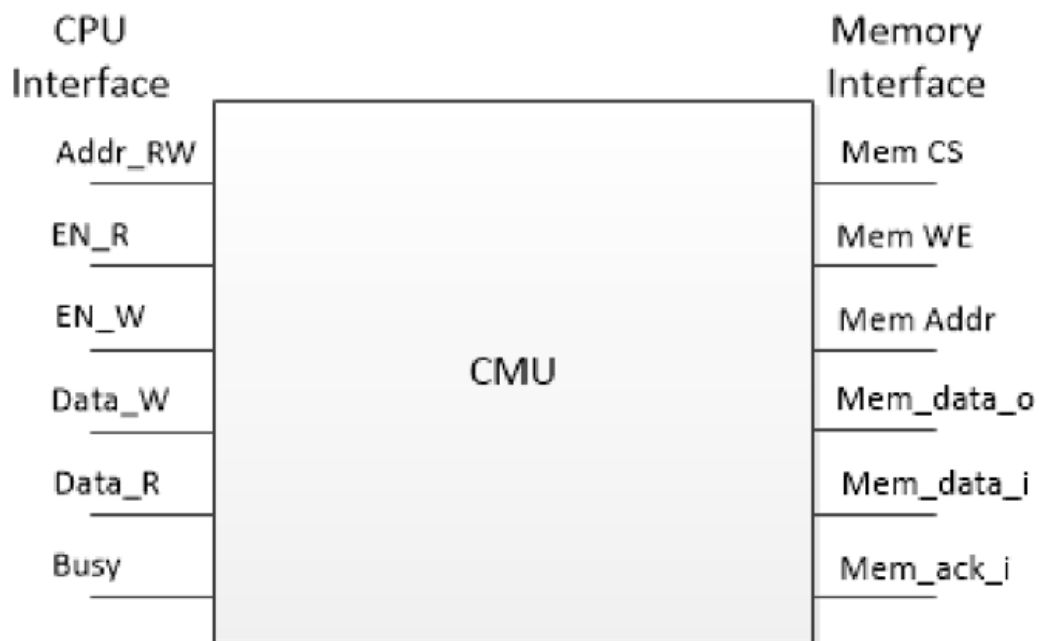
When this work is finished, we shall verify both the simulation results and the on-board results of a preset program.

2 Contents and principles

All of the following principles are based on RISC-V 5-stage pipelined CPU.

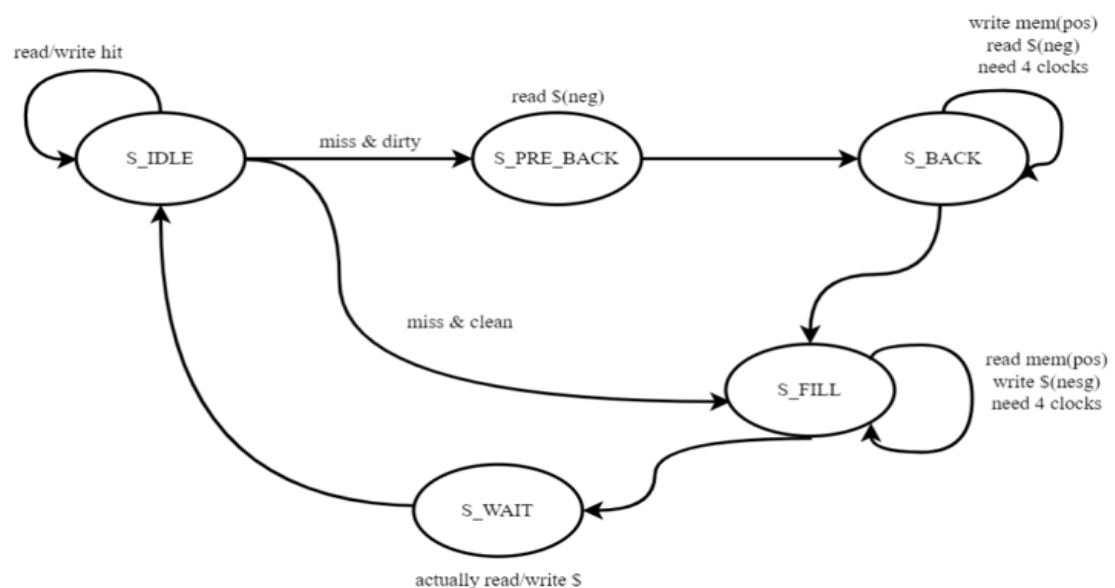
2.1 Cache Controller

Cache Controller is the unit for CPU-Cache communication and control. The cache controller we need to implement has following inputs and outputs, as a special instance of CPU-Memory communication:



In fact, cache controller is used to control the **load**, **edit** or **store** operations of cache. How to arrange these operations will be explained later.

2.2 Cache Automaton



To deal with the **hit**, **dirty miss** or **clean miss** conditions, we introduced the shown automaton. The automaton has 5 determined states: **S_IDLE**, **S_PRE_BACK**, **S_BACK**, **S_FILL**, **S_WAIT**.

S_IDLE is used to indicate that the cache is idle and does not need do anything else. If the CPU does not need to access the cache or the cache is experiencing a **hit**, the state maintains. If encountering a dirty miss, then it transfers to **S_PRE_BACK**; If a clean miss, then it transfers to **S_FILL**.

S_PRE_BACK is for the preparation of **S_BACK**. It sets the word count to 0 and load the first word from the cache for writing back to memory. It must transfer to **S_BACK** to finish following writes.

S_BACK would do the following 4 writes to the lower memory. It increases the word count by 1 at each clock cycle, write the word back to memory, and read another word from cache. When the operations are finished after 4 cycles, it will transfer to **S_FILL**, otherwise it will maintain.

S_FILL loads 4 words from memory. It increases the word count by 1 at each clock cycle, read that word from memory, and write this word to cache. When the operations are finished after 4 cycles, it will transfer to **S_WAIT**, otherwise it will maintain.

S_WAIT deals with the real query about the cache that produced that miss. At **S_WAIT** we can guarantee it produces a hit according to the automaton. Then the whole process after miss is finished, and the state will transfer to **S_IDLE**.

3 Steps and data records

3.1 Completed Verilog source files

3.1.1 cmu.v

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

The most important parts we need to finish is the parts that concerns the automaton, in the `always@*` block.

In fact, the code filled here is quite simple and we need not to explain much. The

principles we need can be found in part 2.2. Following is the automaton implement:

```
always @ (*) begin
```

```
    if (rst) begin
```

```
        next_state = S_IDLE;
```

```
        next_word_count = 2'b00;
```

```
    end
```

```
    else begin
```

```
        case (state)
```

```
            S_IDLE: begin
```

```
                if (en_r || en_w) begin
```

```
                    if (cache_hit)
```

```
                        next_state = S_IDLE;
```

```
                    else if (cache_valid && cache_dirty)
```

```
                        next_state = S_PRE_BACK;
```

```
                    else
```

```
                        next_state = S_FILL;
```

```
                end
```

```
                next_word_count = 2'b00;
```

```
            end
```

```
            S_PRE_BACK: begin
```

```
                next_state = S_BACK;
```

```
                next_word_count = 2'b00;
```

```
            end
```

```
            S_BACK: begin
```

```
                if (mem_ack_i && word_count == {ELEMENT_WORDS_WIDTH{1'b1}})
```

```
                    next_state = S_FILL;
```

```
                else
```

```
                    next_state = S_BACK;
```

```

    if (mem_ack_i)
        next_word_count = word_count + 1;
    else
        next_word_count = word_count;
    end

S_FILL: begin
    if (mem_ack_i && word_count == {ELEMENT_WORDS_WIDTH{1'b1}})
        next_state = S_WAIT;
    else
        next_state = S_FILL;
    if (mem_ack_i)
        next_word_count = word_count + 1;
    else
        next_word_count = word_count;
    end

S_WAIT: begin
    next_state = S_IDLE;
    next_word_count = 2'b00;
end

endcase

end

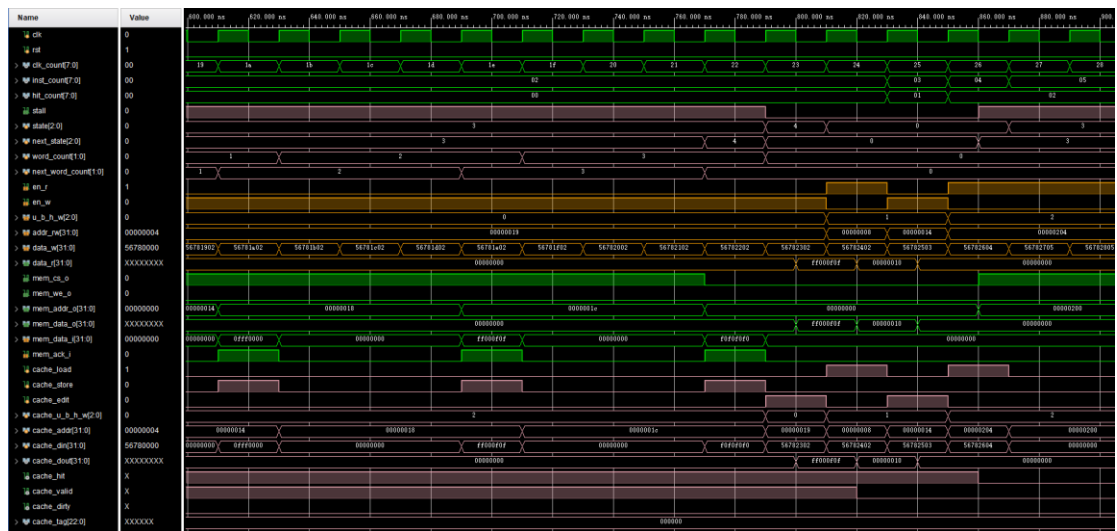
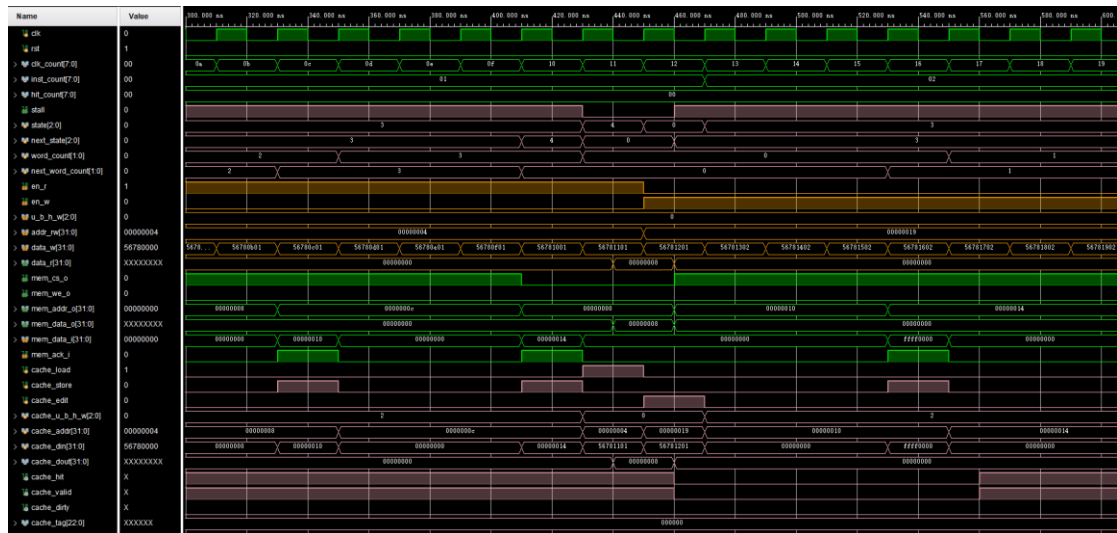
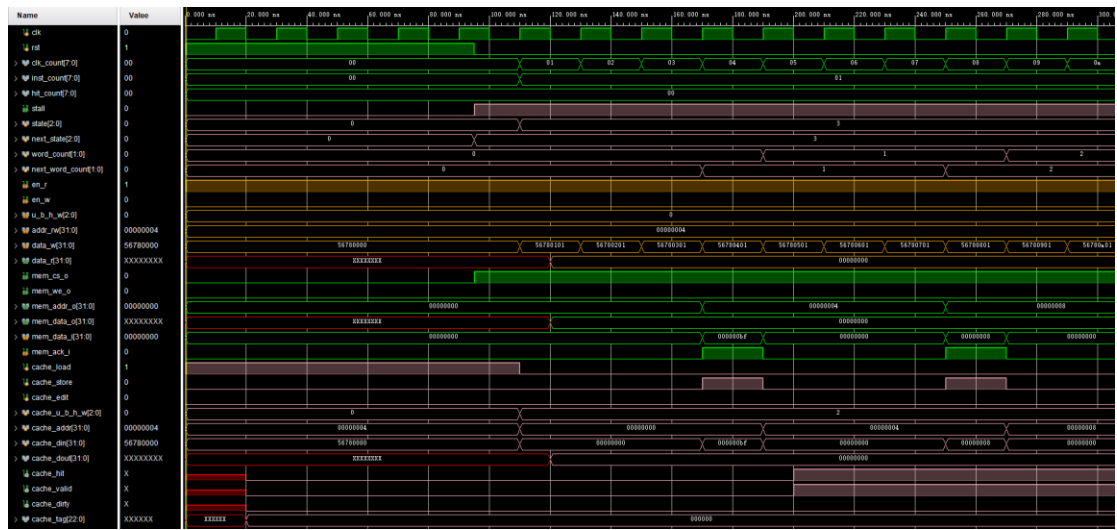
```

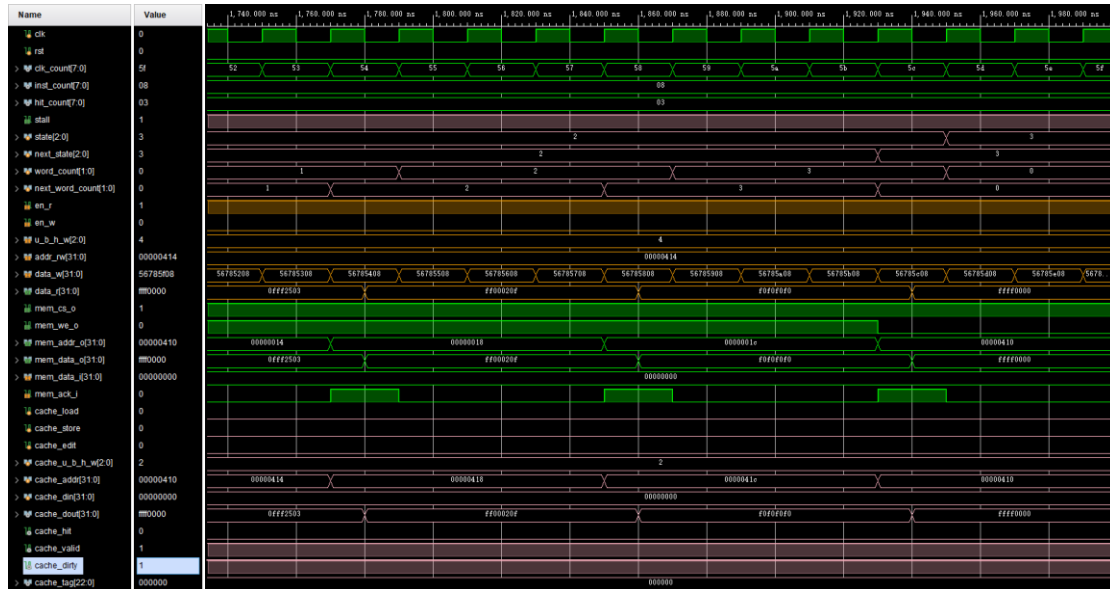
At last, we stall the pipeline when the cache is busy interacting with the memory.

```
assign stall = ~rst & ~(next_state == S_IDLE);
```

3.2 Implementation results

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

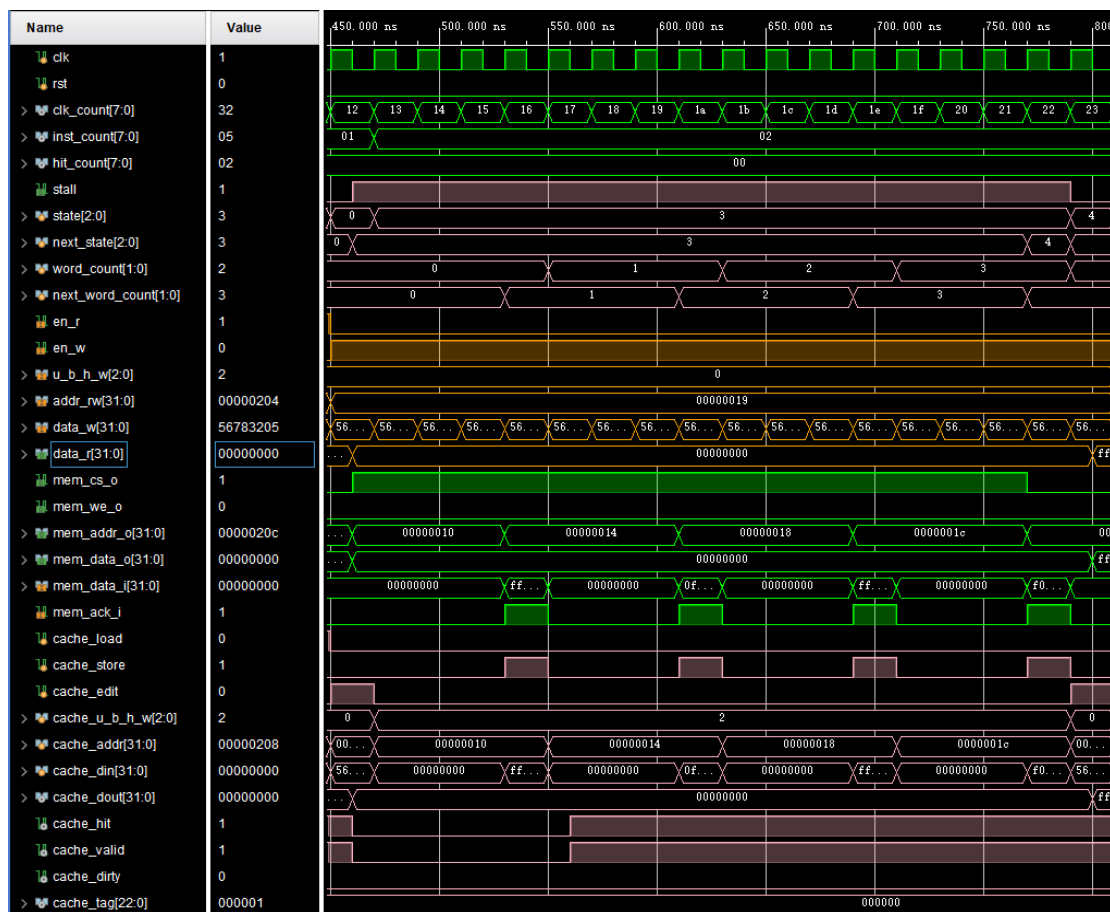




4 Analysis of the results

Here we only discuss some typical results.

4.1 Clean miss



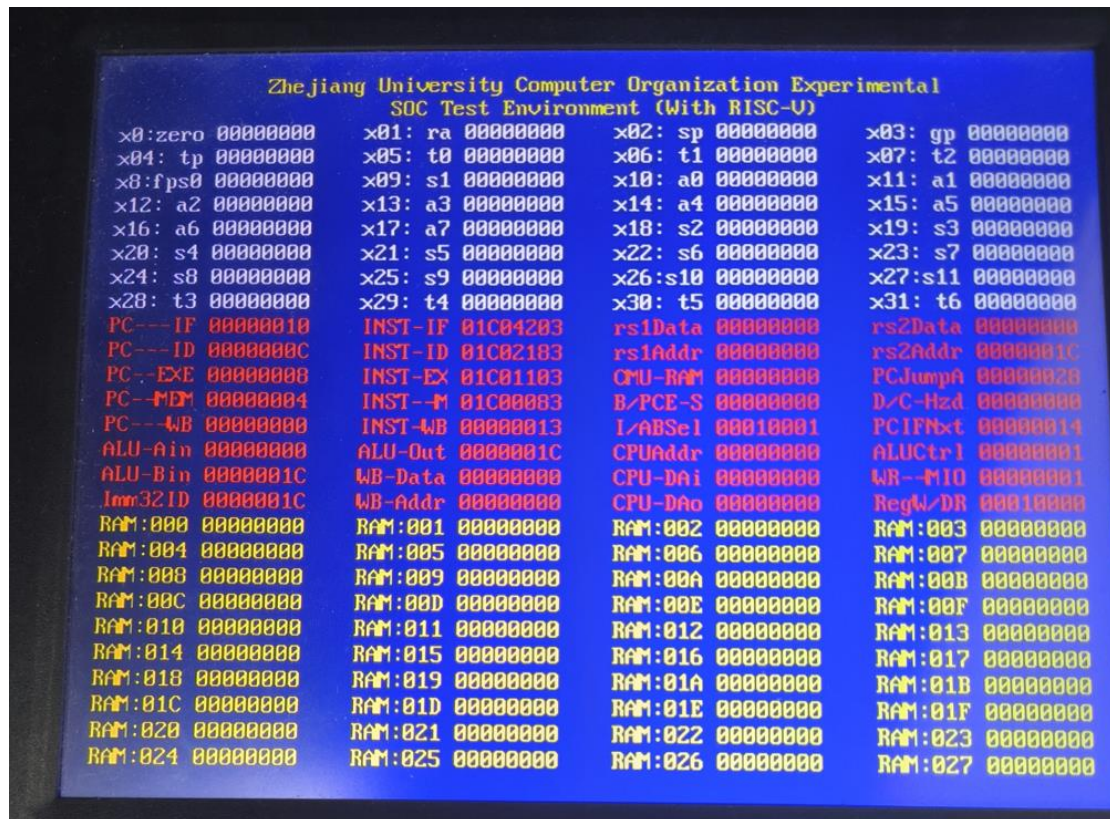
Consider the simulation in 450-810ns.

From 450ns, a **clean miss** happened. The state is transferred to **S_FILL**, and the cache was gradually written (according to the **cache_din** signal). At the end of **S_FILL**, it transfers to **S_WAIT**, and the cache output was given out.

Meanwhile, the whole pipeline is stalled.

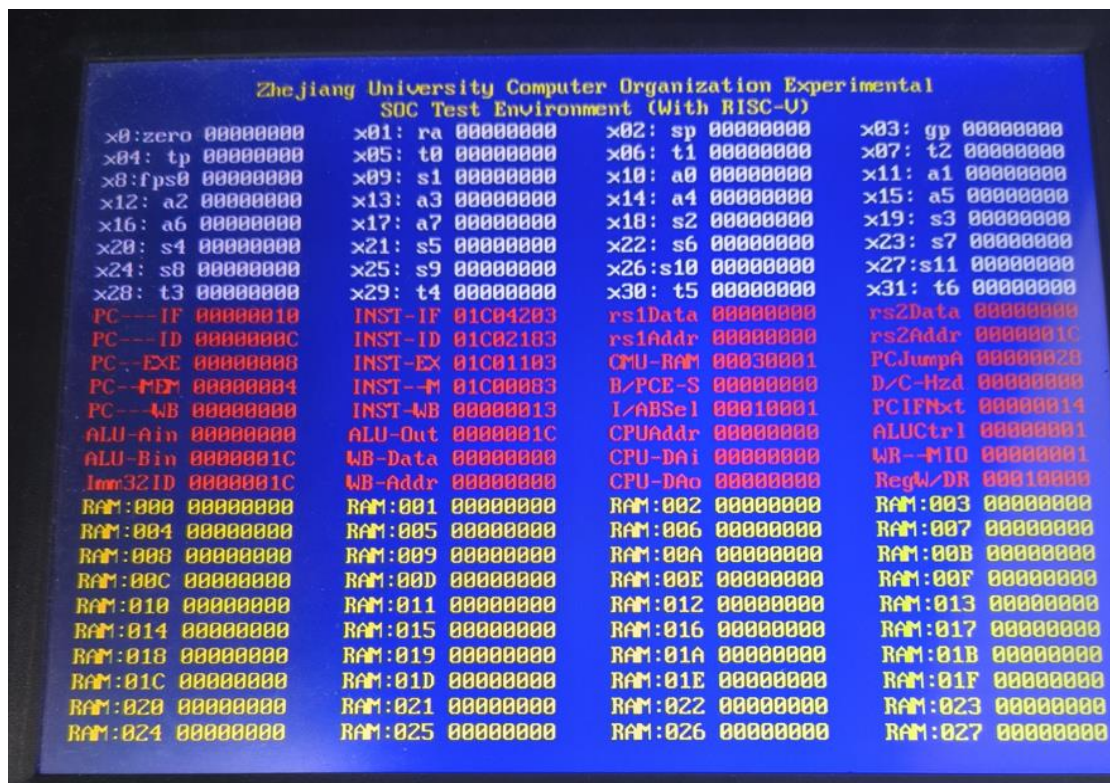
After the process the data in memory is put in cache, we could see the process is successful.

The on-board results of a clean miss are:

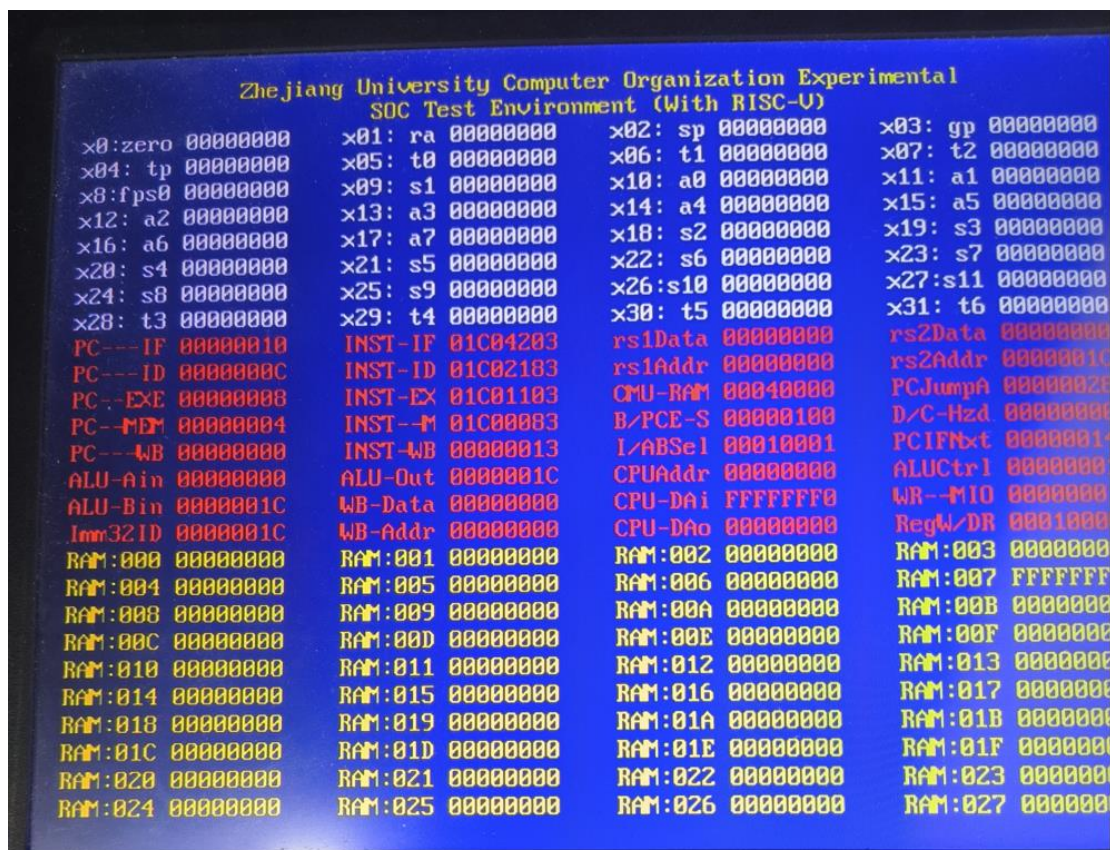


x0: zero 00000000	x01: ra 00000000	x02: sp 00000000	x03: gp 00000000
x04: tp 00000000	x05: t0 00000000	x06: t1 00000000	x07: t2 00000000
x8: fps0 00000000	x09: s1 00000000	x10: a0 00000000	x11: a1 00000000
x12: a2 00000000	x13: a3 00000000	x14: a4 00000000	x15: a5 00000000
x16: a6 00000000	x17: a7 00000000	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 01C04203	rs1Data 00000000	rs2Data 00000000
PC---ID 0000000C	INST-ID 01C02183	rs1Addr 00000000	rs2Addr 0000001C
PC---EXE 00000000	INST-EX 01C01103	CMU-RAM 00000000	PCJumpA 0000002B
PC---MEM 00000004	INST-M 01C00003	B/PCE-S 00000000	D/C-Hzd 00000000
PC---WB 00000000	INST-WB 00000013	I/ABSel 00010001	PCIFNxt 00000014
ALU-Ain 00000000	ALU-Out 0000001C	CPUAddr 00000000	ALUCtrl 00000001
ALU-Bin 0000001C	WB-Data 00000000	CPU-Dai 00000000	WR---MIO 00000001
Imm32ID 0000001C	WB-Addr 00000000	CPU-Dao 00000000	RegW/DR 00010000
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

S_IDLE.

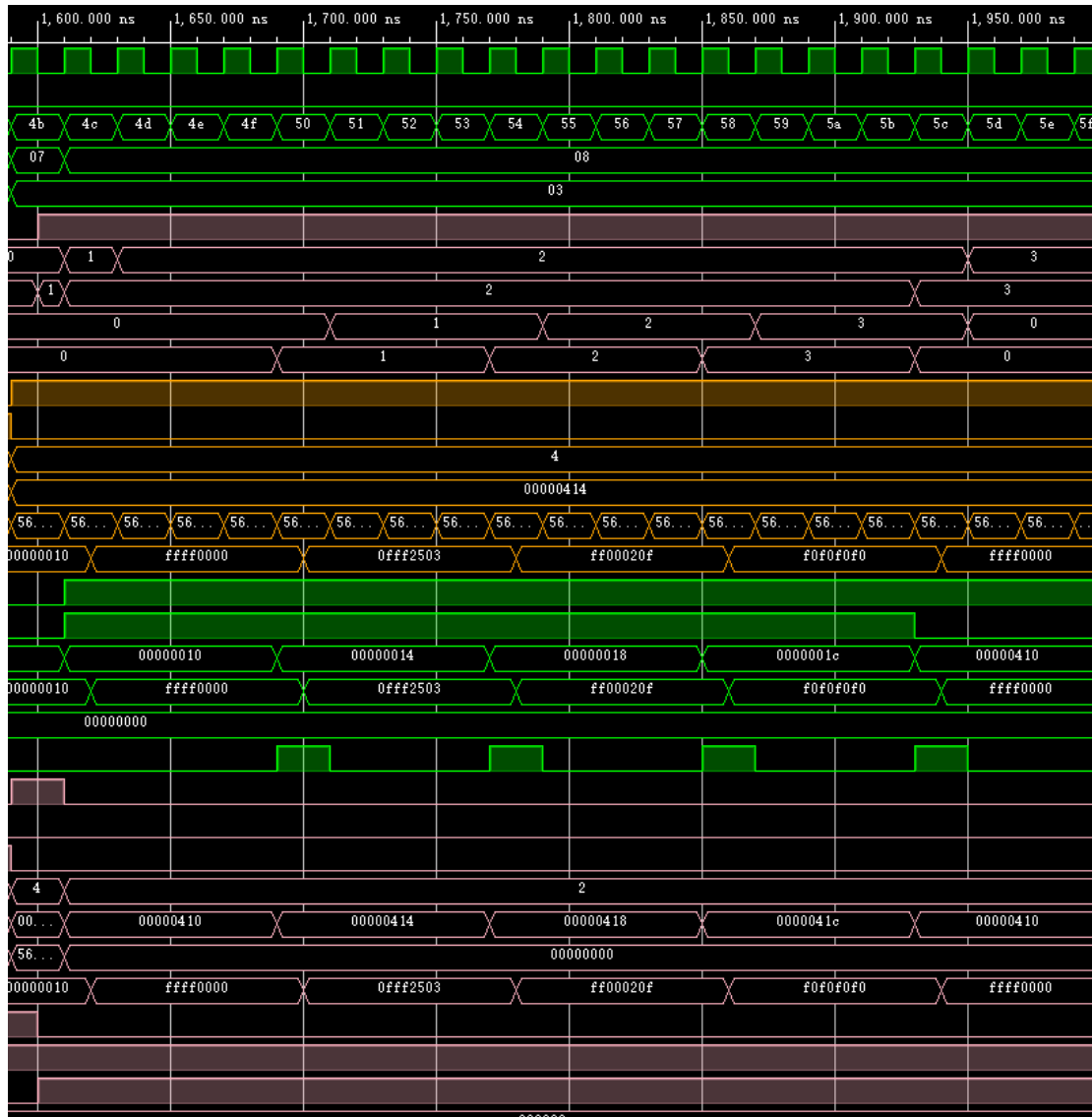


The start of S_FILL state. After this moment there are RAM automaton running to get the required data. The process will repeat 4 times so we omitted some graphs.



The **S_WAIT** state at end.

4.2 Dirty miss

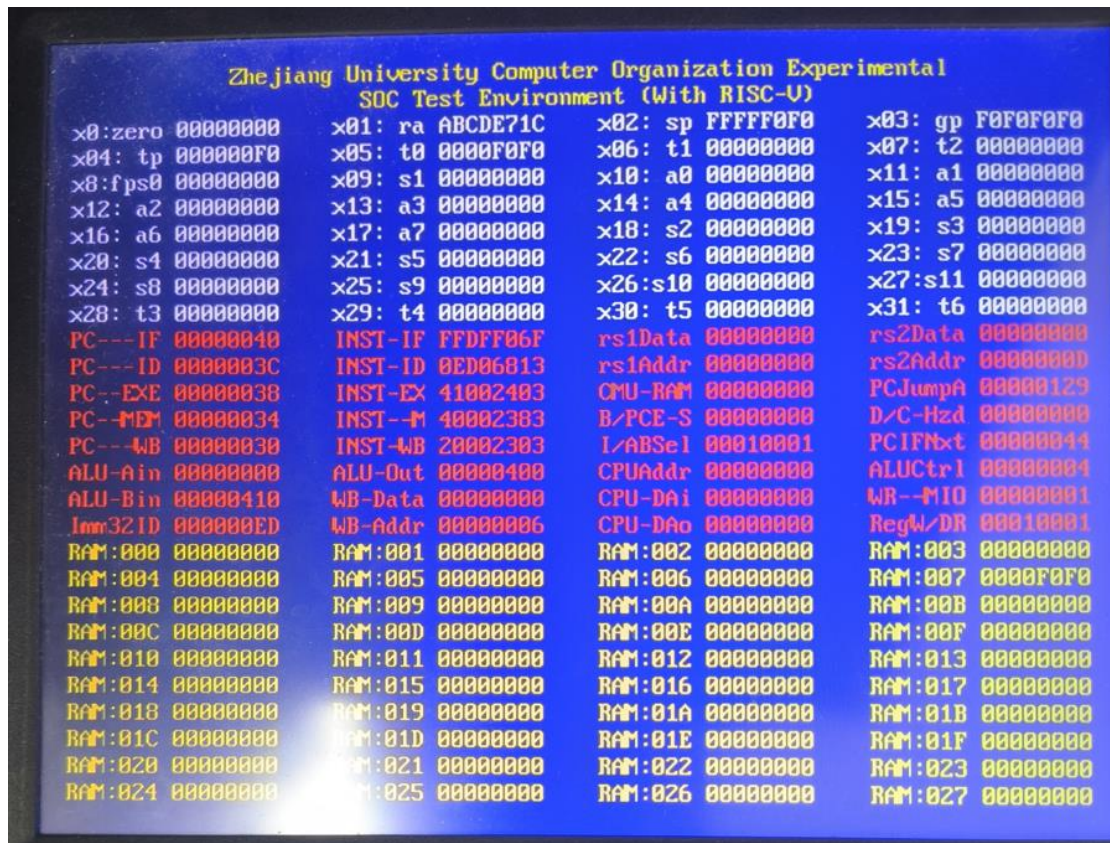


Consider the result in 1590ns-2000ns.

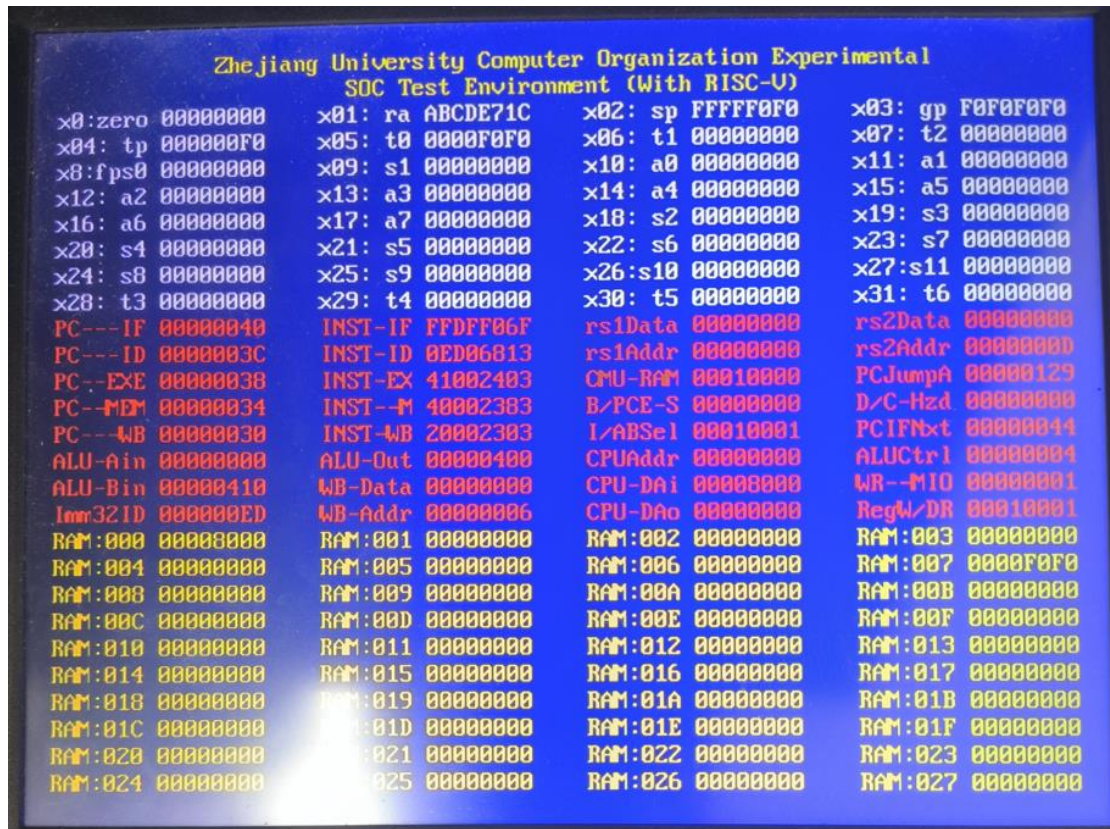
In this period, a **dirty miss** is detected, as we found the **cache_dirty** signal is valid. The state is first transferred to **S_PRE_BACK**, then **S_BACK** for some clock cycles.

In these clock cycles, the memory in cache was written to the main memory according to the write-back principle. After that the state transferred to **S_FILL**, and from that time on the process is similar to a **clean miss**.

The on-board results of a clean miss are:



S_IDLE.



S_PRE_BACK.

Zhejiang University Computer Organization Experimental			
SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra ABCDE71C	x02: sp FFFFF0F0	x03: gp F0F0F0F0
x04: tp 000000F0	x05: t0 0000F0F0	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 00000040	INST-IF FFDFF06F	rs1Data 00000000	rs2Data 00000000
PC---ID 0000003C	INST-ID 0ED06813	rs1Addr 00000000	rs2Addr 00000000
PC---EXE 00000038	INST-EX 41002403	CMU-RAM 00020004	PCJumpA 00000129
PC---MEM 00000034	INST--M 40002303	B/PCE-S 00000000	D/C-Hzd 00000000
PC---WB 00000030	INST-WB 20002303	I/ABSel 00010001	PCIFNxt 00000044
ALU-Ain 00000000	ALU-Out 00000400	CPUAddr 00000000	ALUCtrl 00000004
ALU-Bin 00000410	WB-Data 00000000	CPU-Dai 00000000	WR--MIO 00000001
Imm32ID 000000ED	WB-Addr 00000006	CPU-DAo 00000000	RegW/DR 00010001
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 0000F0F0
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 start of **S_BACK** state. RAM automaton runs to get the required data. The process will repeat 3 times so we omitted some graphs.

Zhejiang University Computer Organization Experimental			
SOC Test Environment (With RISC-U)			
x0: zero 00000000	x01: ra ABCDE71C	x02: sp FFFFF0F0	x03: gp F0F0F0F0
x04: tp 000000F0	x05: t0 0000F0F0	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 00000040	INST-IF FFDFF06F	rs1Data 00000000	rs2Data 00000000
PC---ID 0000003C	INST-ID 0ED06813	rs1Addr 00000000	rs2Addr 00000000
PC---EXE 00000038	INST-EX 41002403	CMU-RAM 00030001	PCJumpA 00000129
PC---MEM 00000034	INST--M 40002303	B/PCE-S 00000000	D/C-Hzd 00000000
PC---WB 00000030	INST-WB 20002303	I/ABSel 00010001	PCIFNxt 00000044
ALU-Ain 00000000	ALU-Out 00000400	CPUAddr 00000000	ALUCtrl 00000004
ALU-Bin 00000410	WB-Data 00000000	CPU-Dai 00000000	WR--MIO 00000001
Imm32ID 000000ED	WB-Addr 00000006	CPU-DAo 00000000	RegW/DR 00010001
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 0000F0F0
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 start of **S_FILL**, similar to above.

Zhejiang University Computer Organization Experimental SOC Test Environment (With RISC-V)			
x0: zero 00000000	x01: ra ABCDEF1C	x02: sp FFFFFFFF	x03: gp F0F0F0F0
x04: tp 000000F0	x05: t0 0000F0F0	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 00000040	INST-IF FFDFF06F	rs1Data 00000000	rs2Data 00000000
PC---ID 0000003C	INST-ID 0ED06813	rs1Addr 00000000	rs2Addr 00000000
PC---EXE 00000038	INST-EX 41002403	CMU-RAM 00040000	PCJumpA 00000129
PC---MEM 00000034	INST-M 40002383	B/PCE-S 00000100	D/C-Hzd 00000000
PC---WB 00000030	INST-WB 20002383	I/ABSel 00010001	PCIFNxt 00000044
ALU-Ain 00000000	ALU-Out 00000400	CPUAddr 00000000	ALUCtrl 00000004
ALU-Bin 00000410	WB-Data 00000000	CPU-Dai 00000000	WR--MIO 00000001
Imm32ID 000000ED	WB-Addr 00000006	CPU-DA0 00000000	RegW/DR 00010001
RAM:000 00000000	RAM:001 00000000	RAM:002 00000000	RAM:003 00000000
RAM:004 00000000	RAM:005 00000000	RAM:006 00000000	RAM:007 0000F0F0
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

S_BACK.

5 Discussion and Conclusion

5.1 Problems

5.1.1 Problems concerning the Experiment Guides

Problem 1. Program Difference

The program used in the experiment guilds are not the similar as given in the project and waveform simulation. That original program can differ **lw**, **lb**, ... operations, but the given program cannot.

We have modified the given program to overcome this difference, so some of our data may not be similar to other groups.

5.2 Achievements and conclusion

In this experiment, I implemented a cache controller based on the cache we wrote in lab-3, and learned the knowledge about CPU-Memory communication. Overall the experiment is successful.