1 pseudocode.txt

```
Data Cache:

On clock edge,
  get command
  dispatch to handler

  reset handler:
    for all sets in cache
       set LRU bits to 0
       for all ways in set
          set Valid bit to 0
          set tag bits to 0
       end for
    end for

  invalidate handler:
    for all ways in the set indexed by the invalidate command
      if tag in tag array at offset matches invalidate tag
       set valid bit for matching tag to 0

  read handler:
    reads++ for stats
    for all ways in the set indexed by the read command
      see if the tag of the read address matches any tag in tag array and valid
      if yes, there's a hit.
      else miss

      for hit
        calculate new LRU bits based on hit way being MRU
        increase hit count for stats

      for miss
        increase miss count for stats
        for all ways in set indexed by read command
          check if any way is invalid

          if yes,
            fetch from L2 w/ read_out command
            calculate new LRU bits based on invalid way being MRU
            write read tag to tag array indexed by invalid way
            set the invalid way to be valid now
          if no, that means your ways are all full. Must evict the LRU way.
            fetch from L2 w/ read_out command
            calculate new LRU bits based on evicted way being MRU
            write read tag to tag array indexed by evicted way

  write handler:
    writes++ for stats
    for all ways in the set indexed by the write command
      see if the tag of the write address matches any tag in tag array and valid
      if yes, there's a hit.
      else miss
```

```
      for hit
        calculate new LRU bits based on hit way being MRU
        increase hit count for stats
        write out to L2

      for miss
        increase miss count for stats
        for all ways in set indexed by write command
          check if any way is invalid

          if yes,
            fetch from L2 cache w/ read w/ intent to modify command
            calculate new LRU bits based on invalid way being MRU
            write read tag to tag array indexed by invalid way
            set the invalid way to be valid now
            write out modified data to L2 cache
          if no, that means your ways are all full. Must evict the LRU way.
            fetch from L2 cache w/ read w/ intent to modify command
            calculate new LRU bits based on evicted way being MRU
            write written tag to tag array indexed by evicted way
            write out modified data to L2 cache

  print handler:
    for all the sets in the cache
    if any line is valid,
      print out that set, including index, lru, valid bits, and tag bits

Instruction Cache:

On clock edge,
  get command
  dispatch to handler

  reset handler:
    for all sets in cache
       set LRU bit to 0
       for all ways in set
          set Valid bit to 0
          set tag bits to 0
       end for
    end for

  invalidate handler:
    for all ways in the set indexed by the invalidate command
      if tag in tag array at offset matches invalidate tag
        set valid bit for matching tag to 0

  instruction fetch handler:
    reads++ for stats
    for all ways in the set indexed by the read command
      see if the tag of the read address matches any tag in tag array and valid
      if yes, there's a hit.
      else miss
```

```
      for hit
        calculate new LRU bit based on hit way being MRU
        increase hit count for stats

      for miss
        increase miss count for stats
        for all ways in set indexed by read command
          check if either way is invalid

          if yes,
            fetch from L2 w/ read_out command
            calculate new LRU bits based on invalid way being MRU
            write read tag to tag array indexed by invalid way
            set the invalid way to be valid now
          if no, that means your ways are all full. Must evict the LRU way.
            fetch from L2 w/ read_out command
            calculate new LRU bits based on evicted way being MRU
            write read tag to tag array indexed by evicted way

print handler:
  for all the sets in the cache
  if any line is valid,
    print out that set, including index, lru, valid bits, and tag bits
```

2 memtest.v

```
////////////////////////////////////////////////////////////////////////////////
// ECE 485/585: Microprocessor System Design
// Portland State University - Fall 2012
// Final Project:
//
// File:     memtest.v (Test Bench)
// Authors:
// Description:
//
// This module reads in a stimulus file provided by the
// command line and passes commands to the cache.
//
////////////////////////////////////////////////////////////////////////////////

module test();

  parameter CLOCK_CYCLE  = 20;
  parameter CLOCK_WIDTH  = CLOCK_CYCLE/2;
  parameter TRUE   = 1'b1;
  parameter FALSE  = 1'b0;

  reg Clock;
  integer file;      // the file handle
  reg  done;
  reg  [3:0]         command;
  reg  [31:0]        value;
  reg  [9000:0]      filename;
  wire [25:0]        add_out;
  wire [1:0]         cmd_out;
  integer count;

  PROJECT project(
          .clk(Clock),
          .n(command),
          .add_in(value),
          .done(done),
          .add_out(add_out),
          .cmd_out(cmd_out)
          );

  L_NEXT l_next(
                .add_in(add_out),
                .cmd_in(cmd_out)
  );

  initial
  begin
        Clock = FALSE;
        done = FALSE;

        // Check to make sure that a stimulus file was provided
        if ($value$plusargs("stimulus=%s", filename) == FALSE)
```

```
            begin
            $display("ERROR: No Stimulus specified. Please specify \
           +stimulus=<filename> to start.");
            $finish;
        end

        // If it was, open the file
        file = $fopen(filename, "r");
        count = 2;

        // simulate initial reset
        #CLOCK_WIDTH Clock = FALSE;
        command = 4'd8;
        #CLOCK_WIDTH Clock = TRUE;

        // While there are lines left to be read:
        while (count > 1)
        begin
                // Parse the line
                #CLOCK_WIDTH Clock = FALSE;
                count = $fscanf(file, "%d %x", command, value);
                #CLOCK_WIDTH Clock = TRUE;
        end

        // Close the file, and finish up
        $fclose(file);
        done = TRUE;
  end
endmodule
```

3 PROJECT.v

```
////////////////////////////////////////////////////////////////////////////////
// ECE 485/585: Microprocessor System Design
// Portland State University - Fall 2012
// Final Project:
//
// File:    PROJECT.v (Top-level wrapper module for project)
// Authors:
// Description:
//
////////////////////////////////////////////////////////////////////////////////
module PROJECT(
  input clk,
  input clear,
  input [3:0] n,
  input [31:0] add_in,
  input done,
  output reg [25:0] add_out,
  output reg [1:0]  cmd_out
  );

  // valid commands from tracefile
  parameter RESET      = 4'd8;
  parameter INVALIDATE = 4'd3;
  parameter READ       = 4'd0;
  parameter WRITE      = 4'd1;
  parameter INST_FETCH = 4'd2;
  parameter PRINT      = 4'd9;

  // signals from file to caches
  wire [31:0] i_add, d_add;
  assign i_add = add_in;
  assign d_add = add_in;

  // signals between caches and next-level cache
  wire [1:0]   l2_i_cmd, l2_d_cmd;
  wire [25:0]  l2_i_add,  l2_d_add;

  // signals to/from stats
  wire [31:0] i_hit;
  wire [31:0] d_hit;
  wire [31:0] i_miss;
  wire [31:0] d_miss;
  wire [31:0] i_reads;
  wire [31:0] d_reads;
  wire [31:0] d_writes;

  //mux the L2 outputs
  always @(n)
  begin
                if(n == INST_FETCH)
    begin
      add_out = l2_i_add;
```

```
      cmd_out = l2_i_cmd;
    end
                else
    begin
      add_out = l2_d_add;
      cmd_out = l2_d_cmd;
    end
  end

        INS_CACHE i_cache (
                .clk(clk),
                .n(n),
                .add_in(add_in),
                .add_out(l2_i_add),
                .cmd_out(l2_i_cmd),
                .hit(i_hit),
                .miss(i_miss),
                .reads(i_reads)
                );

        DATA_CACHE d_cache (
                .n(n),
                .add_in(add_in),
                .clk(clk),
                .add_out(l2_d_add),
                .cmd_out(l2_d_cmd),
                .hit(d_hit),
                .miss(d_miss),
                .reads(d_reads),
                .writes(d_writes)
                );

        STATS stats(
                .print(done),
                .ins_reads(i_reads),
                .ins_hit(i_hit),
                .ins_miss(i_miss),
                .data_reads(d_reads),
                .data_writes(d_writes),
                .data_hit(d_hit),
                .data_miss(d_miss)
                );

endmodule
```

4 INS_CACHE.v

```
////////////////////////////////////////////////////////////////////////////////
// ECE 485/585: Microprocessor System Design
// Portland State University - Fall 2012
// Final Project:
//
// File:    INS_CACHE.v (Instruction Cache)
// Authors:
// Description:
//
////////////////////////////////////////////////////////////////////////////////
`define SETS 1024*16
`define WAYS 2
`define SETBITS 14
`define  TAGBITS 12

module INS_CACHE(
  // INPUTS
  input [3:0]  n,          // from trace file
  input [31:0] add_in,  // from trace file
  input clk,

  // OUTPUTS
  output reg [25:0] add_out = 26'bZ,  // to next-level cache
  output reg [1:0]  cmd_out = NOP,    // to next-level cache
  output reg [31:0] hit     = 32'b0,  // to statistics module
  output reg [31:0] miss    = 32'b0,  // to statistics module
  output reg [31:0] reads    = 32'b0    // to statistics module
  );

  parameter TRUE        = 1'b1;
  parameter FALSE       = 1'b0;

  // instruction cache only reponds to following values of n:
  parameter RESET         = 4'd8;
  parameter INVALIDATE    = 4'd3;
  parameter INST_FETCH    = 4'd2;
  parameter PRINT         = 4'd9;

  // instruction cache sends following commands to next-level cache
  parameter READ_OUT     = 2'b01;
  parameter NOP          = 2'b00;

  // CACHE ELEMENTS
  // LRU: 1 bit per set. Encoding:  1 = Way 1 is LRU.  0 = Way 0 is LRU
  reg LRU [`SETS-1:0];
  // Valid: 1 bit per way.  Encoding:  1 = way is valid, 0 = not valid
  reg Valid [`SETS-1:0][`WAYS-1:0];
  // Tag: Tag is of size TAGBITS.  One tag per way.
  reg [`TAGBITS-1:0] Tag [`SETS-1:0][`WAYS-1:0];

  // loop counters
  integer set_cnt, way_cnt;
```

```
// internal
reg done = 1'b0;

// assignments
wire [11:0] curr_tag = add_in[31:20];
wire [13:0] curr_index = add_in[19:6];

always @(posedge clk)
begin
  add_out = 26'bZ;  // always initialize address out to high-z
  cmd_out = NOP;    // default to NOP, if a read happens, it will be updated
  done    = FALSE;  // and set internal done signal to false

  case(n)
    // RESET: iterates through all elements in the cache and sets
    //    everything to 0.  Also initializes hit/miss/read counters.
    RESET:
    begin
      hit    = 32'b0;
      miss   = 32'b0;
      reads  = 32'b0;

      // for every set...
      for (set_cnt = 0; set_cnt < `SETS; set_cnt = set_cnt + 1'b1)
      begin
        LRU[set_cnt] = 1'b0;  // set the LRU to 0
        // for each way of set...
        for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
        begin
          // clear valid and tag bits.
          Valid  [set_cnt][way_cnt]  = FALSE;
          Tag    [set_cnt][way_cnt]  = `TAGBITS'b0;
        end
      end
    end


    // INVALIDATE: use address passed in with invalidate command as an
    //    index to a given line.  Then, invalidate the line for which the
    //    stored tag equals the tag passed in add_in.
    INVALIDATE:
    begin
      for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
      begin
        if (!done)
        begin
          if (Tag[curr_index][way_cnt] == curr_tag)
          begin
            done                          = TRUE;
            Valid[curr_index][way_cnt]    = FALSE;
          end
        end
      end
```

```
end


INST_FETCH:
begin
  reads = reads + 1'b1;  // always increment read count

  // First, look at both lines.  if for either, the tags match
  //    and the line is valid, then the read was a hit.  done
  //    is set to true, and execution will drop through the rest
  //    of the INST_FETCH routine.
  for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
  begin
    if (done == FALSE)
      if (Tag[curr_index][way_cnt] == curr_tag &&
          Valid[curr_index][way_cnt] == TRUE)
      begin
        LRU[curr_index] = ~way_cnt[0];
        hit             = hit + 1'b1;
        done             = TRUE;
      end
    else ;
  end

  //  at this point, if done is still false, then the fetch was not a hit.
  if (done == FALSE)
    miss = miss + 1'b1;

  // Next, look at both lines.  If either is empty then
  //    do a read and and put result in the empty line, then set
  //    done to true, and execution will drop through the rest of
  //    the INST_FETCH routine.
  for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
  begin
    if (done == FALSE)
      if (Valid[curr_index][way_cnt] == FALSE)
      begin
        // set L_NEXT command/address
        add_out                      = add_in[31:6]; // perform read
        cmd_out                      = READ_OUT;     // perform read

        Tag[curr_index][way_cnt]     = curr_tag;
        Valid[curr_index][way_cnt]   = TRUE;
        LRU[curr_index]              = ~way_cnt[0];
        done                         = TRUE;
      end
  end

  // Reaching this point means an eviction is needed because the
  //    instruction fetch was a miss, and there was no empty line
  //    in which to put the incoming read.  So evict the LRU
  if (done == FALSE)
    begin
      // set L_NEXT command/address
```

```
            add_out                                 = add_in[31:6]; // perform read
            cmd_out                                 = READ_OUT;     // perform read

            Tag[curr_index][LRU[curr_index]]        = curr_tag;
            LRU[curr_index]                         = ~LRU[curr_index];
          end
        end

        PRINT:
        begin
          // print header
          $display("\n-------INSTRUCTION CACHE CONTENTS-------");
          $display(" Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]");
          // cycle through all of the ways within a set
          for (way_cnt = 0;  way_cnt < `SETS; way_cnt = way_cnt+1)
          begin
            // print out the whole set if there are any valid lines
            if (Valid[way_cnt][0] | Valid[way_cnt][1])
            begin
              $display(" %4h  |  %d  |  %d  | %3h  |  %d  | %3h",
                way_cnt[`SETBITS-1:0],
                LRU[way_cnt],
                Valid[way_cnt][0],
                // print X's if invalid
                Valid[way_cnt][0] ? Tag[way_cnt][0] : `TAGBITS'hX,
                Valid[way_cnt][1],
                // print X's if invalid
                Valid[way_cnt][1] ? Tag[way_cnt][1] : `TAGBITS'hX
              );
            end
          end
          $display("--- END OF INSTRUCTION CACHE CONTENTS ----\n");
        end

        default: ;  // commands this module doesn't respond to
      endcase
    end

endmodule
```

5 DATA_CACHE.v

```
////////////////////////////////////////////////////////////////////////////////
// ECE 485/585: Microprocessor System Design
// Portland State University - Fall 2012
// Final Project:
//
// File:    DATA_CACHE.v (Data Cache)
// Authors:
// Description:
//
//
//
////////////////////////////////////////////////////////////////////////////////
`define SETS 1024*16
`define WAYS 4
`define SETBITS 14
`define TAGBITS 12

module DATA_CACHE(
  // INPUTS
  input [3:0]  n,        // from trace file
  input [31:0] add_in,   // from trace file
  input clk,

  // OUTPUTS
  output reg [25:0] add_out = 26'bZ, // to next-level cache
  output reg [1:0]  cmd_out = NOP,   // to next-level cache
  output reg [31:0] hit     = 32'b0, // to statistics module
  output reg [31:0] miss    = 32'b0, // to statistics module
  output reg [31:0] reads   = 32'b0, // to statistics module
  output reg [31:0] writes  = 32'b0  // to statistics module
  );

  parameter TRUE       = 1'b1;
  parameter FALSE      = 1'b0;

  // data cache only reponds to following values of n
  parameter RESET      = 4'd8;
  parameter INVALIDATE = 4'd3;
  parameter READ       = 4'd0;
  parameter WRITE      = 4'd1;
  parameter PRINT      = 4'd9;

  // data cache sends following commands to next-level cache
  parameter READ_OUT   = 2'b01;
  parameter WRITE_OUT  = 2'b10;
  parameter RW_OUT     = 2'b10;  // Read with intent to write
  parameter NOP        = 2'b00;

  //  CACHE ELEMENTS
  // LRU:     6 bits per set.
  reg [5:0]   LRU [`SETS-1:0];
  // Valid:   1 bit per way.  Encoding:  1 = way is valid, 0 = not valid
```

```
reg          Valid [`SETS-1:0] [`WAYS-1:0];
// Tag:      Tag is of size TAGBITS.  One tag per way.
reg [11:0]   Tag   [`SETS-1:0] [`WAYS-1:0];

// loop counters
integer set_cnt,way_cnt;

// internal
reg done = FALSE;
reg [1:0] lru_way;      // temp variable, holds output from decode_lru
reg [5:0] lru_calc_in; // temp variable, holds output from next_lru

// assignments
wire [11:0] curr_tag   = add_in[31:20];
wire [13:0] curr_index = add_in[19:6];

always @(posedge clk)
begin
  add_out = 26'bZ;
  cmd_out = NOP;
  done    = FALSE;

  case(n)
    RESET:
    // clear all Valid bits in the Data Cache and
    // reset the statistics counters
    begin
      hit    = 32'b0;
      miss   = 32'b0;
      reads  = 32'b0;
      writes = 32'b0;

      // for every set
      for (set_cnt = 0; set_cnt < `SETS; set_cnt = set_cnt + 1'b1)
      begin
        LRU[set_cnt] = 6'b0;
       // for all ways
        for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
        begin
          Valid [set_cnt][way_cnt] = FALSE;
          Tag   [set_cnt][way_cnt] = 12'b0;
        end
      end
    end

    INVALIDATE:
    begin
      // when an invalidate command is passed in, check to see if
      // any line in the cache matches the address passed in, if
      // it does, clear the Valid bit for that line.
      for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
      begin
        if (done == FALSE)
      begin
```

```
        if (Tag[curr_index][way_cnt] == curr_tag)
        begin
          Valid[curr_index][way_cnt] = FALSE;
          done = TRUE;
        end
    end
end
end

READ:
begin
  // increment the number of total reads since reset occurred
  reads = reads + 1'b1;
  // search the ways within the set, if there is a hit, update the LRU
  // and increment the hit counter
  for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
  begin
    if (done == FALSE)
 begin
      if (Tag[curr_index][way_cnt] == curr_tag &&
          Valid[curr_index][way_cnt] == TRUE)
      begin
        lru_calc_in       = next_lru(LRU[curr_index], way_cnt[1:0]);
        LRU[curr_index]   = lru_calc_in;
        hit               = hit + 1'b1;
        done              = TRUE;
      end
 end
  end

  // if there was no hit, increment the miss counter
  if (done == FALSE)
    miss = miss + 1'b1;

  // if there was no hit, check to see if there is an empty
  // line in the set, if not, evict the LRU of the line
  // and replace it with the newly read in value.
  for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
  begin
    if (done == FALSE)
    begin
      if (Valid[curr_index][way_cnt] == FALSE)
      begin
        add_out                     = add_in[31:6];    // generate read
        cmd_out                     = READ_OUT;        // generate read

        lru_calc_in               = next_lru(LRU[curr_index], way_cnt[1:0]);
        LRU[curr_index]             = lru_calc_in;
        Tag[curr_index][way_cnt]    = curr_tag;
        Valid[curr_index][way_cnt] = TRUE;
        done                        = TRUE;
      end
    end
  end
```

```
    if (done == FALSE)
    begin
      add_out                          = add_in[31:6];   // generate read
      cmd_out                          = READ_OUT;       // generate read

      lru_way                          = decode_lru(LRU[curr_index]);
      Tag[curr_index][lru_way]         = curr_tag;
      lru_calc_in                      = next_lru(LRU[curr_index], lru_way);
      LRU[curr_index]                  = lru_calc_in;
    end
  end

  WRITE:
  begin
    // increment the number of total writes since reset occurred
    writes = writes + 1;

    // search the ways within the set, if there is a hit, update the LRU
    // and increment the hit counter
    for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
    begin
      if (done == FALSE)
      begin
        if (Tag[curr_index][way_cnt] == curr_tag &&
            Valid[curr_index][way_cnt] == TRUE)
        begin
          // :: already have data  ::

          // :: modify the data ::

          lru_calc_in        = next_lru(LRU[curr_index], way_cnt[1:0]);
          LRU[curr_index]    = lru_calc_in;
          hit                = hit + 1'b1;

          add_out            = add_in[31:6];   // write out to L2
          cmd_out            = WRITE_OUT;      // write out to L2
          done               = TRUE;
        end
      end
    end

    // if there was no hit, increment the miss counter
    if (done == FALSE)
      miss = miss + 1'b1;

    // if there was no hit, check to see if there is an empty
    // line in the set, if not, evict the LRU of the line
    // and replace it with the newly read in value.
    for (way_cnt = 0; way_cnt < `WAYS; way_cnt = way_cnt + 1'b1)
    begin
      if (done == FALSE)
      begin
        if (Valid[curr_index][way_cnt] == FALSE)
```

```
            begin
              add_out = add_in[31:6]; // read data w/ intent to mod
              cmd_out = RW_OUT;       // read data w/ intent to mod

              // :: modify the data ::

              lru_calc_in               = next_lru(LRU[curr_index], way_cnt[1:0]);
              LRU[curr_index]             = lru_calc_in;
              Tag[curr_index][way_cnt]    = curr_tag;
              Valid[curr_index][way_cnt]  = TRUE;
              done                        = TRUE;

              add_out                     = add_in[31:6]; // write out to L2
              cmd_out                     = WRITE_OUT;    // write out to L2
            end
          end
        end

        if (done == FALSE)
        begin
          add_out                     = add_in[31:6]; // read in w/ intent to mod
          cmd_out                     = RW_OUT;       // read in w/ intent to mod

          // :: modify the data ::

          lru_way                     = decode_lru(LRU[curr_index]);
          Tag[curr_index][lru_way]    = curr_tag;
          Valid[curr_index][lru_way]  = TRUE;
          lru_calc_in                 = next_lru(LRU[curr_index], lru_way);
          LRU[curr_index]             = lru_calc_in;

          add_out                     = add_in[31:6]; // write out to L2
          cmd_out                     = WRITE_OUT;    // write out to L2
        end
      end

      // Print all of the contents of the Data Cache
      PRINT:
      begin
        // print header
        $display("------------ DATA CACHE CONTENTS ----------");
  $display(" INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]");
        // cycle through all of the ways within a set
        for (set_cnt = 0; set_cnt < `SETS; set_cnt = set_cnt+1)
        begin
          // print out the whole set if there are any valid lines
          if (Valid[set_cnt][3] | Valid[set_cnt][2] |
              Valid[set_cnt][1] | Valid[set_cnt][0] )
          begin
$display(" %4h  | %d  | %d  | %3h  | %d  | %3h  | %d  | %3h  | %d  | %3h",
              set_cnt[`SETBITS-1:0],
              decode_lru(LRU[set_cnt]),
              Valid[set_cnt][0],
              Valid[set_cnt][0] ? Tag[set_cnt][0] : `TAGBITS'hX,
```

```
                Valid[set_cnt][1],
                Valid[set_cnt][1] ? Tag[set_cnt][1] : 'TAGBITS'hX,
                Valid[set_cnt][2],
                Valid[set_cnt][2] ? Tag[set_cnt][2] : 'TAGBITS'hX,
                Valid[set_cnt][3],
                Valid[set_cnt][3] ? Tag[set_cnt][3] : 'TAGBITS'hX
              );
            end
          end
          $display("-------_END_OF_DATA_CACHE_CONTENTS_-------");
        end

        default: ;  // commands this module doesn't respond to
      endcase
    end

    function [1:0] decode_lru;
    input [5:0]lru_bits;
      begin
          if      (!(|lru_bits[5:3]))  decode_lru = 2'd0;
          else if (!(|lru_bits[2:1]))  decode_lru = 2'd1;
          else if (!  lru_bits[0])     decode_lru = 2'd2;
          else                         decode_lru = 2'd3;
      end
    endfunction

    function [5:0] next_lru;
      input  [5:0] lru_bits;
      input  [1:0] way_accessed;
      begin
        case (way_accessed)
        // Set the first 3 bits (this defines MRU 0)
        2'd0: next_lru = (lru_bits | 6'b111000);

        // Clear bit 0, Set bits 3 & 4 (MRU 1)
        2'd1: next_lru = ((lru_bits & 6'b011111) | 6'b000110);

        // Clear bits 1 & 3, Set bit 5 (MRU 2)
        2'd2: next_lru = ((lru_bits & 6'b101011) | 6'b000001);

        // Clear bits 2,4,5 (MRU 3)
        2'd3: next_lru = (lru_bits & 6'b110100);
        endcase
      end
    endfunction

endmodule


//this is not a firefox cache
```

6 STATS.v

```
////////////////////////////////////////////////////////////////////////////////
// ECE 485/585: Microprocessor System Design
// Portland State University - Fall 2012
// Final Project:
//
// File:    STATS.v (Statistics Module aka It's a series of counters)
// Authors:
// Description:
//
////////////////////////////////////////////////////////////////////////////////
module STATS(
  // INPUTS
  input print, // mux to determine reads/writes
  input [31:0] ins_reads,
  input [31:0] ins_hit,
  input [31:0] ins_miss,

  input [31:0] data_reads,
  input [31:0] data_writes,
  input [31:0] data_hit,
  input [31:0] data_miss
    );

  always @(posedge print)
  begin
    $display("\STATISTICS:\");
    $display("\Hits\\\=\%d", data_hit + ins_hit);
    $display("\Miss\\\=\%d", data_miss + ins_miss);
    $display("\Reads\\=\%d", data_reads + ins_reads);
    $display("\Writes\=\%d", data_writes);
    $display("\Hit\Ratio\=\%.1f%%", (data_reads + ins_reads + data_writes) == 0 ?
      0 : 100.0*(data_hit + ins_hit)/(data_reads + ins_reads + data_writes));
  end
endmodule
```

7 testplan

```
This directory contains test vectors for our simulated L1 cache. Due
to the limited syntax of the trace file format, it is impossible to
put comments about each test in its file. Therefore, the tests are
described below:

TITLE: Cached_Instr_Reads.trace
SUMMARY: Data_Conflict reads to the same instruction cache line
EXPECTED RESULTS: Way 0 of Index 0 of Instruction Cache is valid. No
other ways are valid.
HIT RATIO: 75%

TITLE: Cached_Data_Reads.trace
SUMMARY: Multiple reads to the same data cache line
EXPECTED RESULTS: Way 0 of Index 0 of Data Cache is valid. No other
ways are valid.
HIT RATIO: 75%

TITLE: Interleaved_Read_Write.trace
SUMMARY: Reads and Writes to the data
EXPECTED RESULTS: Way 0 of Index 0 of Data Cache is valid. No other
ways are valid.
HIT RATIO: 75%

TITLE: Same_Set_Instr.trace
SUMMARY: Multiple reads from the same set in the instruction cache.
EXPECTED RESULTS: Both ways of Index 0 are valid.
HIT RATIO: 0%

TITLE: Same_Set_Data.trace
SUMMARY: Multiple reads from the same set in the data cache.
EXPECTED RESULTS: All four ways of index 0 are valid.
HIT RATIO: 0%

TITLE: Instr_Conflict.trace
SUMMARY: Enough reads to the same instruction cache set to cause an eviction.
EXPECTED RESULTS: Both ways of index 0 are valid. LRU bit is 1. Way 0
                  has Tag 200 in it, Way 1 has 100 in it.
HIT RATIO: 0%

TITLE: Data_Conflict.trace
SUMMARY: Enough reads and writes to the same instruction cache set to
         cause an eviction
EXPECTED RESULTS: All ways of index 0 are valid. LRU way is 1. Way 0
                  has 500 in it, Wa 1 has 200 in it, way 2 has 300 in
                  it, and way 3 has 400 in it.
HIT RATIO: 0%

TITLE: Instr_Invalidate.trace
SUMMARY: Multiple Reads Followed by Invalidate clears single line.
EXPECTED RESULTS: way 0 of index 0 is invalid, way 1 of index 0 is
                  valid.
HIT RATIO: 0%
```

```
TITLE: Data_Invalidate.trace
SUMMARY: Multiple Reads Followed by Invalidate clears single line.
EXPECTED RESULTS:
HIT RATIO: 0%

TITLE: Instr_Clear.trace
SUMMARY: Read Followed by Clear empties data cache
EXPECTED RESULTS: No ways in instruction cache are valid.
HIT RATIO: 0%

TITLE: Data_Clear.trace
SUMMARY: Read followed by Clear empties data cache
EXPECTED RESULTS: All ways of Data Cache are invalid.
HIT RATIO: 0%

TITLE: Instr_Invalidate_Read.trace
SUMMARY: Read, Invalidate, Read uses cleared way as LRU
EXPECTED RESULTS: way 0 of index 400 has tag of 001. Way 1 of index
                  400 has tag of 003.
HIT RATIO: 0%

TITLE: Data_Invalidate_Read.trace
SUMMARY: Read, Invalidate, Read uses cleared way as LRU.
EXPECTED RESULTS: Index 400 of data cache has tag 001 in way 0, tag
                  002 in way 1, tag 005 in way 2, and tag 004 in way 3.
HIT RATIO: 0%
```

8 Testbench Output

```
This directory contains test vectors for our simulated L1 cache. Due
to the limited syntax of the trace file format, it is impossible to
put comments about each test in its file. Therefore, the tests are
described below:

Cached_Instr_Reads.trace: (PASS)
        Multiple reads to the same instruction cache line

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
 0000  |  1  |  1  | 000  |  0  | xxx
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
------- END OF DATA CACHE CONTENTS -------
 STATISTICS:
 Hits    =           3
 Miss    =           1
 Reads   =           4
 Writes  =           0
 Hit Ratio = 75.0%

Cached_Data_Reads.trace: (PASS)
        Multiple reads to the same data cache line

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
 0000  |  1  |  1  | 000  |  0  | xxx  |  0  | xxx  |  0  | xxx
------- END OF DATA CACHE CONTENTS -------
 STATISTICS:
 Hits    =           3
 Miss    =           1
 Reads   =           4
 Writes  =           0
 Hit Ratio = 75.0%

Interleaved_Read_Write.trace: (PASS)
        Reads and Writes to the data cache

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
 0000  |  1  |  1  | 000  |  0  | xxx  |  0  | xxx  |  0  | xxx
------- END OF DATA CACHE CONTENTS -------
```

```
 STATISTICS:
 Hits    =            3
 Miss    =            1
 Reads   =            2
 Writes  =            2
 Hit Ratio = 75.0%

Same_Set_Instr.trace: (PASS)
        Multiple reads from the same set in the instruction cache.

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
 0000  |  0  |  1  | 000   |  1  | 001
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
------- END OF DATA CACHE CONTENTS -------
 STATISTICS:
 Hits    =            0
 Miss    =            2
 Reads   =            2
 Writes  =            0
 Hit Ratio = 0.0%

Same_Set_Data.trace: (PASS)
        Multiple reads from the same set in the data cache.

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
 0000  |  0  |  1  | 000   |  1  | 001  |  1  | 002  |  1  | 003
------- END OF DATA CACHE CONTENTS -------
 STATISTICS:
 Hits    =            0
 Miss    =            4
 Reads   =            2
 Writes  =            2
 Hit Ratio = 0.0%

Instr_Conflict.trace: (PASS)
        Enough reads to the same instruction cache set to cause an eviction.

------- INSTRUCTION CACHE CONTENTS -------
 Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
 0000  |  1  |  1  | 200   |  1  | 100
--- END OF INSTRUCTION CACHE CONTENTS ----

---------- DATA CACHE CONTENTS ----------
 INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
------- END OF DATA CACHE CONTENTS -------
```

```
 STATISTICS:
 Hits    =            0
 Miss    =            3
 Reads   =            3
 Writes  =            0
 Hit Ratio = 0.0%

Data_Conflict.trace (PASS)
        Enough reads and writes to the same instruction cache set to
        cause an eviction

  ---------- DATA CACHE CONTENTS ----------
   INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
   0000  |  1  |  1  | 500   |  1  | 200   |  1  | 300   |  1  | 400
  ------- END OF DATA CACHE CONTENTS -------
   STATISTICS:
   Hits    =            0
   Miss    =            5
   Reads   =            3
   Writes  =            2
   Hit Ratio = 0.0%

Instr_Invalidate.trace (PASS)
        Multiple Reads Followed by Invalidate clears single line.

  ------- INSTRUCTION CACHE CONTENTS -------
   Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
   0000  |  0  |  1  | 001   |  1  | 002
  --- END OF INSTRUCTION CACHE CONTENTS ----

  ------- INSTRUCTION CACHE CONTENTS -------
   Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
   0000  |  0  |  0  | xxx   |  1  | 002
  --- END OF INSTRUCTION CACHE CONTENTS ----

   STATISTICS:
   Hits    =            0
   Miss    =            2
   Reads   =            2
   Writes  =            0
   Hit Ratio = 0.0%

Data_Invalidate.trace (PASS)
        Multiple Reads Followed by Invalidate clears single line.

  ---------- DATA CACHE CONTENTS ----------
   INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
   0000  |  0  |  1  | 001   |  1  | 002   |  1  | 003   |  1  | 004
  ------- END OF DATA CACHE CONTENTS -------

  ---------- DATA CACHE CONTENTS ----------
   INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
   0000  |  0  |  1  | 001   |  0  | xxx   |  1  | 003   |  1  | 004
  ------- END OF DATA CACHE CONTENTS -------
```

```
    STATISTICS:
    Hits    =           0
    Miss    =           4
    Reads   =           4
    Writes  =           0
    Hit Ratio = 0.0%

Instr_Clear.trace (PASS)
        Read Followed by Clear empties data cache

  ------- INSTRUCTION CACHE CONTENTS -------
    Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
    048c  |  1  |  1  | 001   |  0  | xxx
  --- END OF INSTRUCTION CACHE CONTENTS ----

  ------- INSTRUCTION CACHE CONTENTS -------
    Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
  --- END OF INSTRUCTION CACHE CONTENTS ----

    STATISTICS:
    Hits    =           0
    Miss    =           0
    Reads   =           0
    Writes  =           0
    Hit Ratio = 0.0%

Data_Clear.trace (PASS)
        Read followed by Clear empties data cache

  ---------- DATA CACHE CONTENTS ----------
    INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
    048c  |  1  |  1  | 001   |  0  | xxx   |  0  | xxx   |  0  | xxx
  ------- END OF DATA CACHE CONTENTS -------

  ---------- DATA CACHE CONTENTS ----------
    INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
  ------- END OF DATA CACHE CONTENTS -------
    STATISTICS:
    Hits    =           0
    Miss    =           0
    Reads   =           0
    Writes  =           0
    Hit Ratio = 0.0%

Instr_Invalidate_Read.trace: (PASS)
        Read, Invalidate, Read uses cleared way as LRU
  ------- INSTRUCTION CACHE CONTENTS -------
    Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
    0400  |  0  |  1  | 001   |  1  | 002
  --- END OF INSTRUCTION CACHE CONTENTS ----

  ------- INSTRUCTION CACHE CONTENTS -------
    Index | LRU | V[0]|Tag[0]| V[1]|Tag[1]
    0400  |  0  |  1  | 001   |  1  | 003
```

```
--- END OF INSTRUCTION CACHE CONTENTS ----

  STATISTICS:
  Hits    =            0
  Miss    =            3
  Reads   =            3
  Writes  =            0
  Hit Ratio = 0.0%

Data_Invalidate_Read.trace: (PASS)
        Read, Invalidate, Read uses cleared way as LRU.

  ---------- DATA CACHE CONTENTS ----------
  INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
  0400  |  0  |  1  | 001   |  1  | 002   |  1  | 003   |  1  | 004
  ------- END OF DATA CACHE CONTENTS -------

  ---------- DATA CACHE CONTENTS ----------
  INDEX | LRU | V[0]|Tag[0]| V[1]|Tag[1]| V[2]|Tag[2]| V[3]|Tag[3]
  0400  |  0  |  1  | 001   |  1  | 002   |  1  | 005   |  1  | 004
  ------- END OF DATA CACHE CONTENTS -------
  STATISTICS:
  Hits    =            0
  Miss    =            5
  Reads   =            5
  Writes  =            0
  Hit Ratio = 0.0%
```