

CprE 381: Computer Organization and Assembly Level Programming, Spring 2018

Report – Project Part 2

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Section/Lab Time B/Thurs @ 10AM

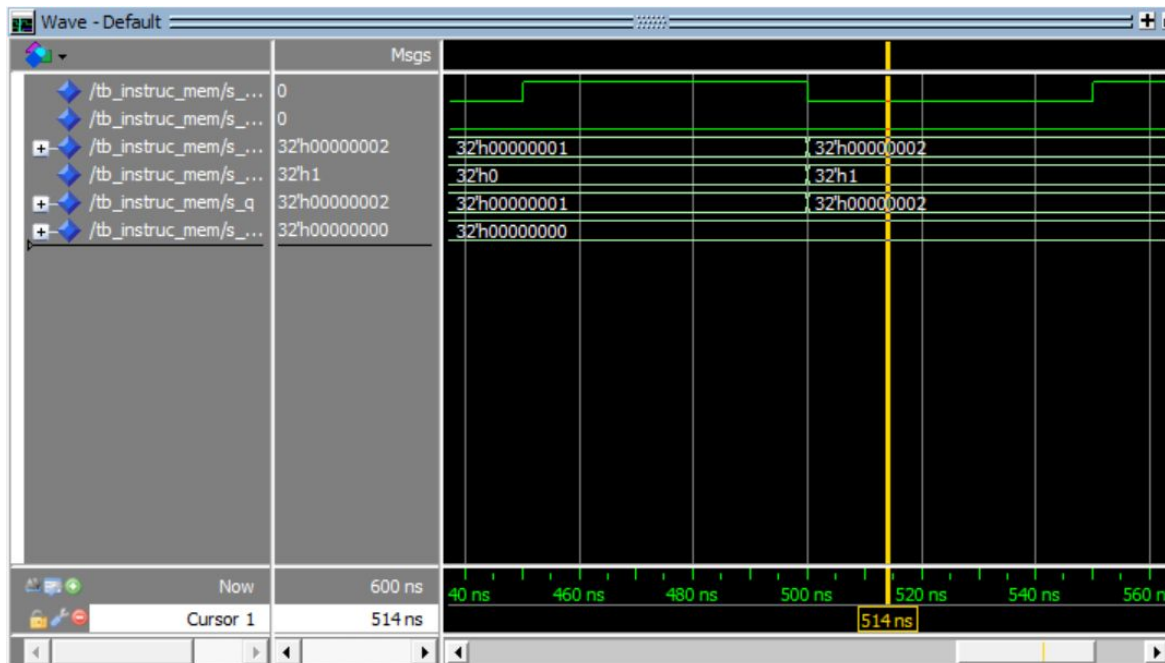
Canvas Group ID B09

Refer to the highlighted language in the project 2 instruction for the context of the following questions.

- a. [Part (a.1.a)] Create a spreadsheet detailing the list of M instructions to be supported in this part alongside their binary opcodes and funct fields, if applicable. Create a separate column for each binary bit. Inside this spreadsheet, create a new column for the N control signals needed by your datapath implementation. *[You can attach the spreadsheet as a separate file.]*

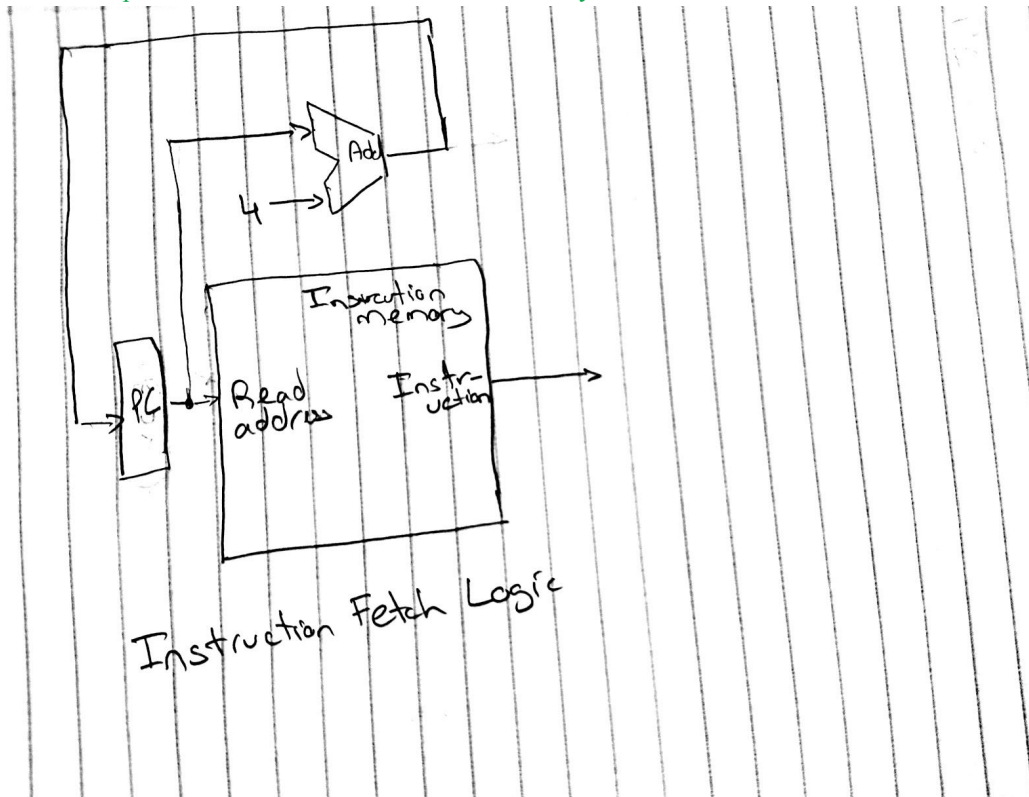
The spreadsheet has been attached as a separate file.

- b. [Part (a.1.b)] Create a testbench to test this module individually, and show that your output matches the expected control signals from problem 1(a). *[Please attach waveforms and explanations.]*



- c. [Part (a.2.b)] Provide a simple testbench that confirms that you can instantiate and test the mem.vhd component as would be needed for a MIPS instruction memory. Briefly describe what ports are **not** needed for instruction memory, and how you wired the mem.vhd module accordingly.

The ports that are not needed are WE (write enable) and data (the data to write to the memory. We are only reading from the instruction memory on clock high, so we can simply force WE and DATA to 0 by wiring them as such. The program counter value goes into the mem module as addr and q is what we feed into the rest of the MIPS processor. Our clock is fed into the memory's clk.

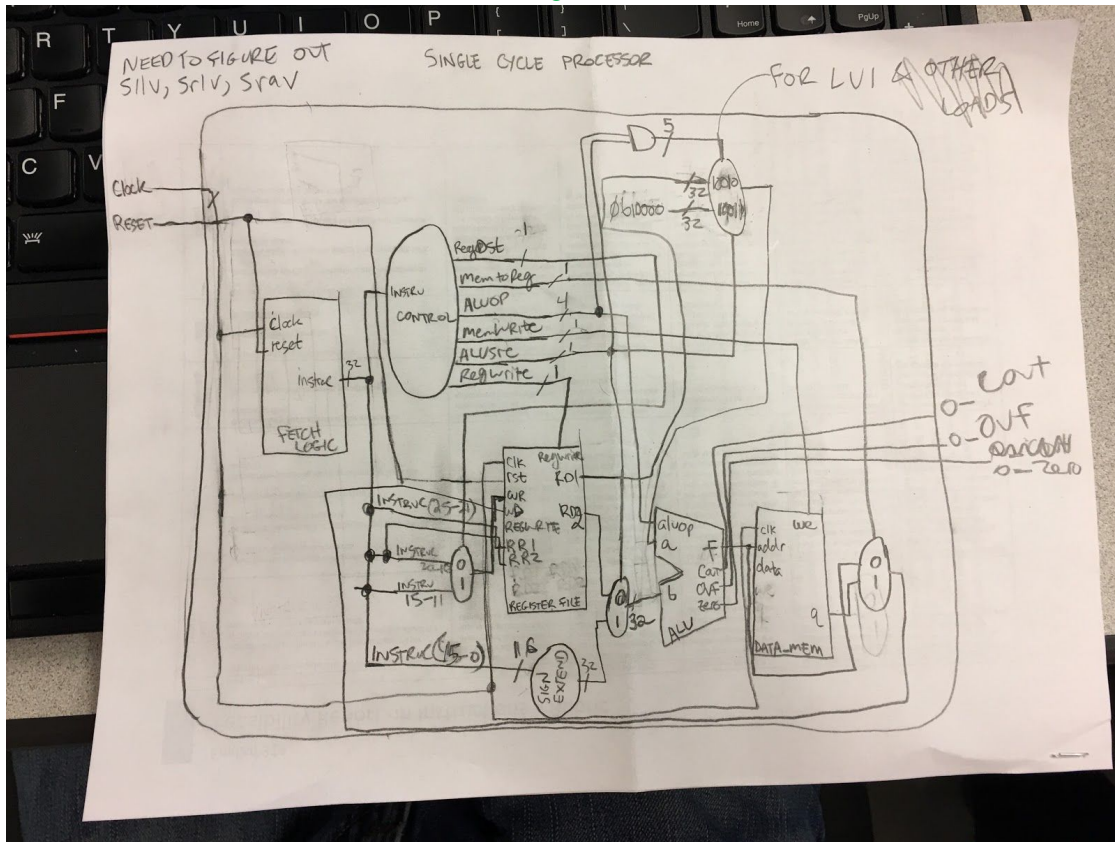


Instruction Fetch Logic Schematic

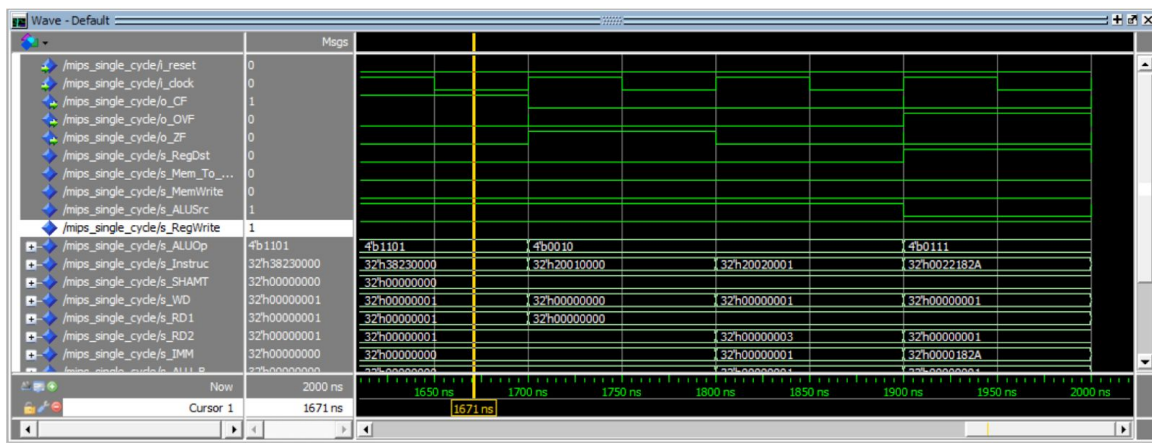
- d. [Part (a.3)] In your writeup, describe what challenges (if any) you faced in implementing this module.

The processor required support for all shift operations. This caused issues with sending data to ALU "A" argument to support all the shifting instructions. To make this work, I had to make a new module, using structural VHDL, to select the proper data to go to the ALU's "A" port. The data was selected based on the current values of ALUOP and ALUSrc

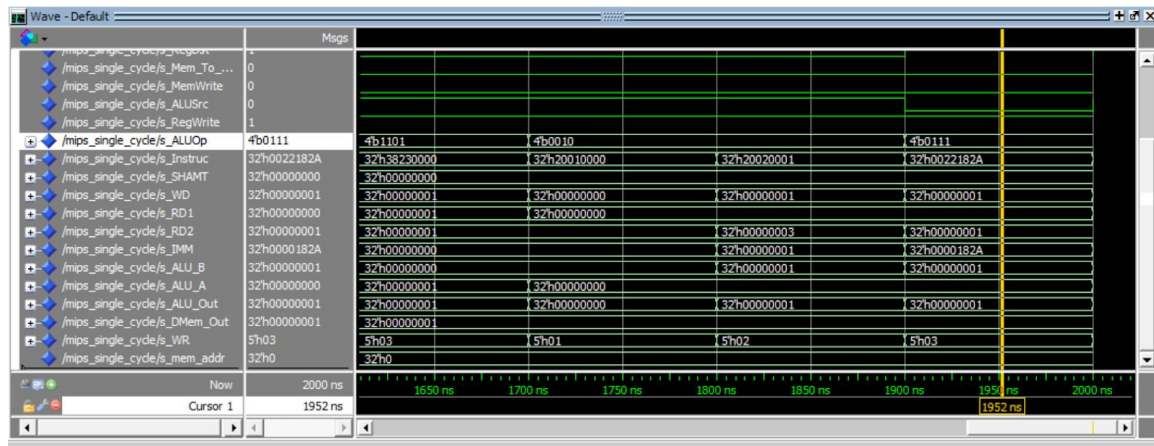
Diagram:



- e. [Part (a.4)] Create a test application that makes use of every arithmetic/logical/shift instruction, and attach waveforms.



MIPS Single Cycle - XOR



MIPS Single Cycle - SLT

- f. [Part (b.6.a)] Describe these possibilities as a function of the different control flow-related instructions from Part (a.1.a).

There are four possible ways that the control flow instructions can affect instruction fetching. They are:

- 1) “Regular” instructions (add, sub, sll) that increment PC by $PC + 4$
- 2) Conditional jump instructions (bne, beq) that alter PC by IMM on a specific condition
- 3) Unconditional jump instructions (J, JAL) that alter PC by IMM always
- 4) Jump register instructions that alter PC by a register’s contents

Our instruction fetch logic must support these four ways of altering Program Counter (PC) with the different instructions.

- g. [Part (b.6.b)] Draw a schematic for the instruction fetch logic and any other datapath modifications needed for control flow instructions. What additional control signals are needed?

Additional control signals needed:

- `o_JAL`
- `o_JR`
- `o_J`
- `o_BNE`
- `o_BEQ`

Each new control signal identifies when that instruction is in place. These in turn act as multiplexor selectors and inputs to some and/or gates to ensure the right PC is calculated going forward.

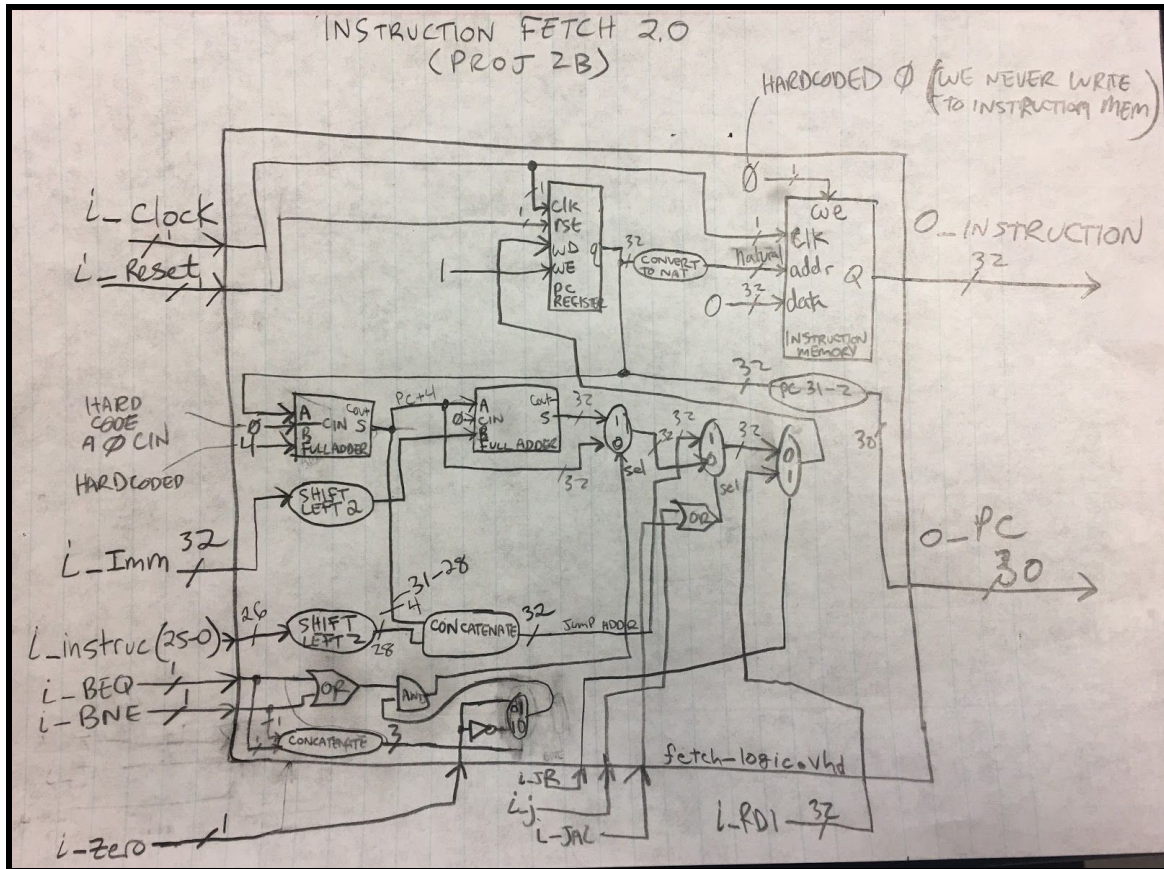
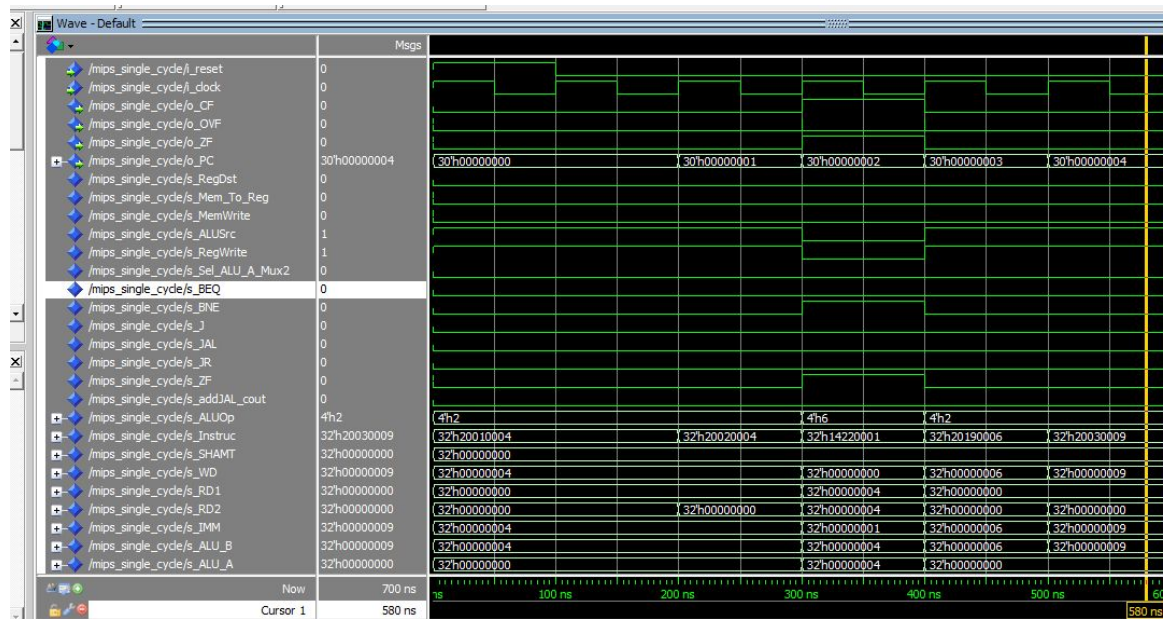


Photo: Instruction Fetch Module (updated for control flow instructions)

- h. [Part (b.6.c)] Attach waveforms, and describe how the execution of the control flow possibilities corresponds to the Modelsim waveforms in your writeup.

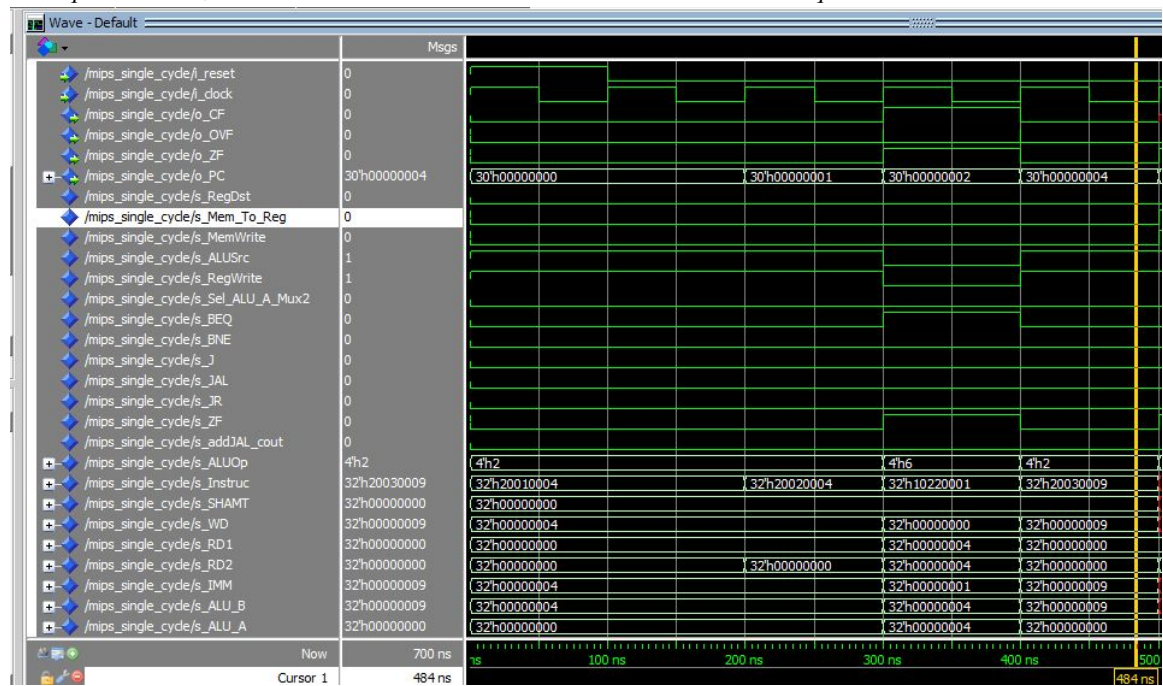
BNE

In the photo below, we branch to the add 5 instruction when \$1 and \$2 do NOT equal each other.



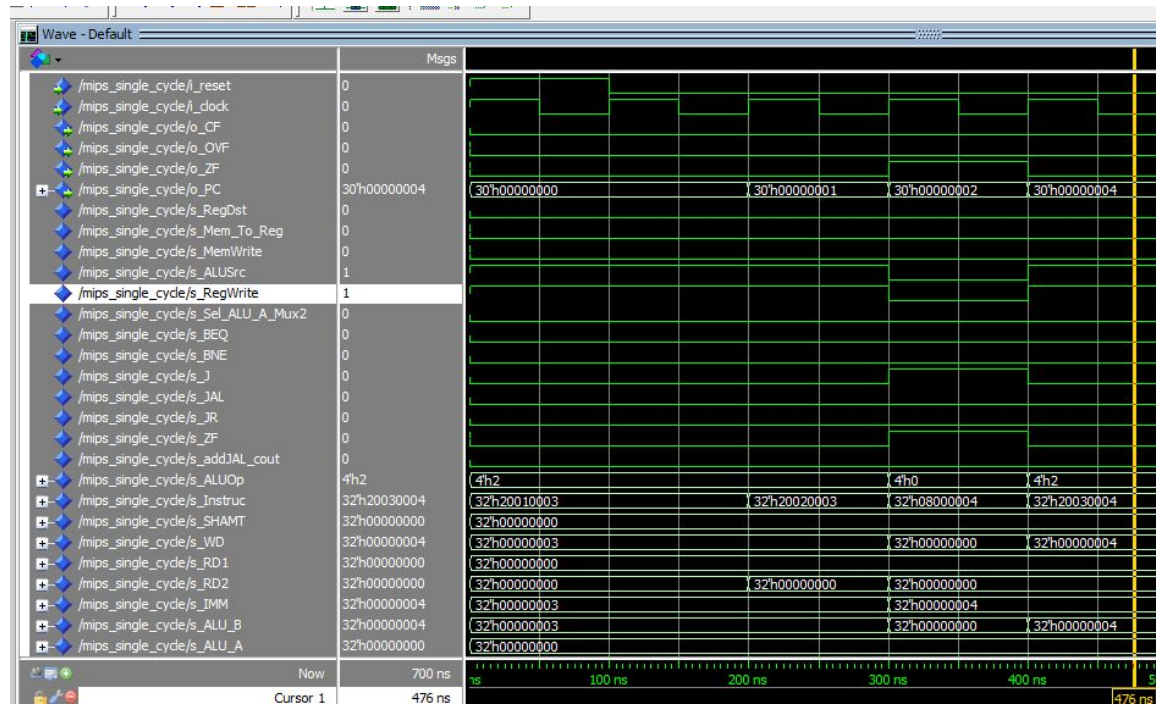
BEQ

In the photo below, we branch to the add 5 instruction when \$1 and \$2 do equal each other.



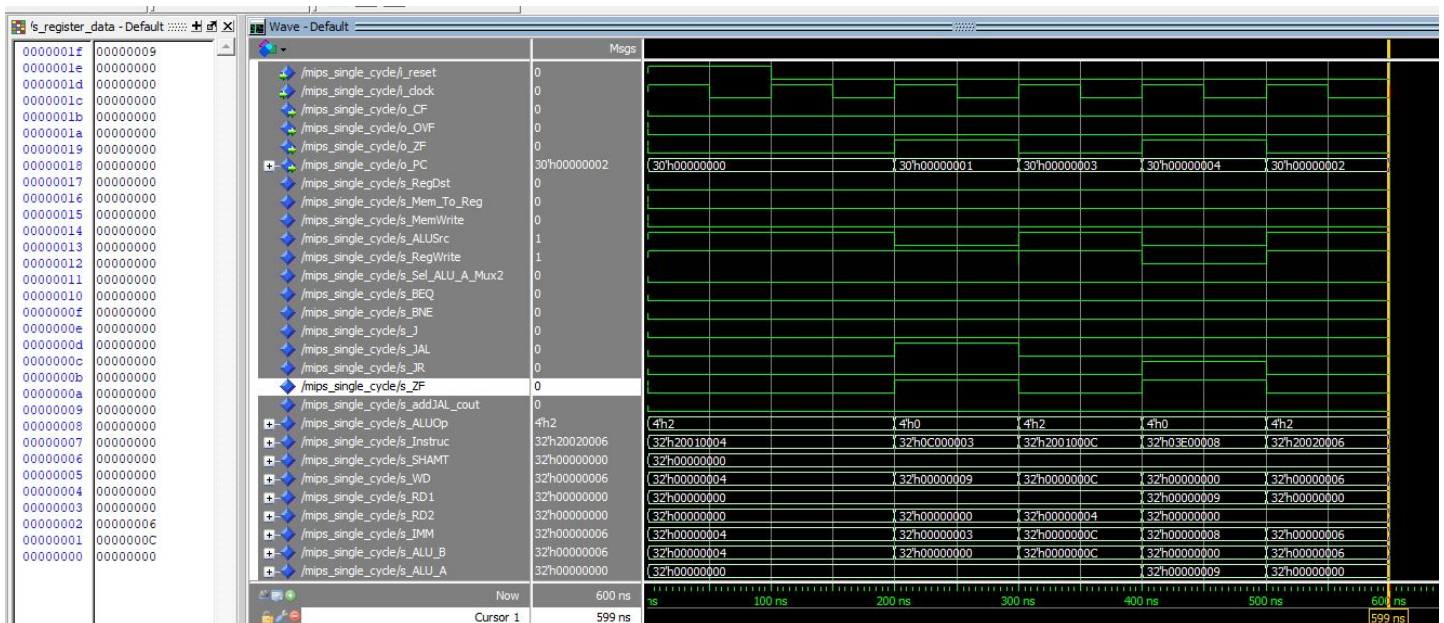
J

In the photo below, we jump to a label.



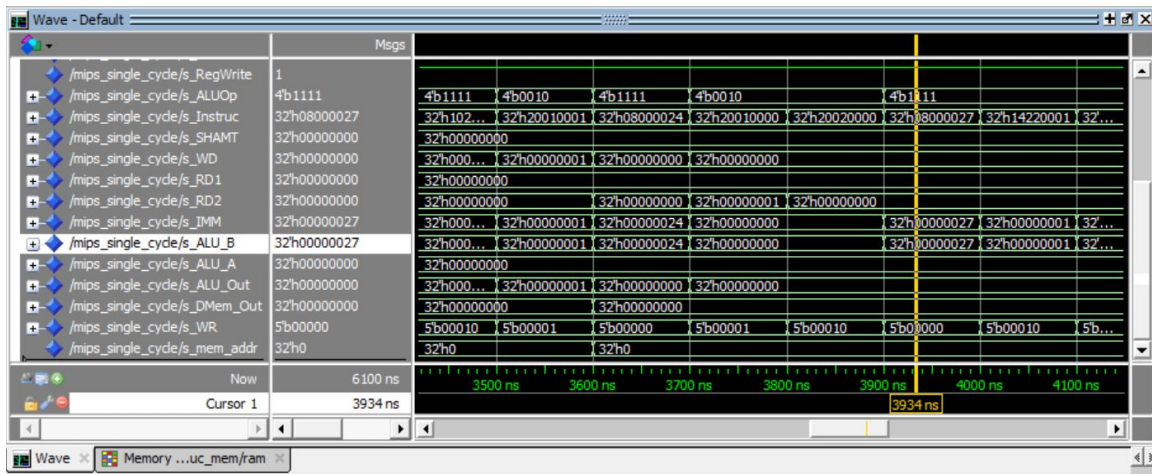
JAL and JR

In the photo below, we jump to a label to do an add C then we return to complete the add 6. Note the values of PC changing as we jump around.

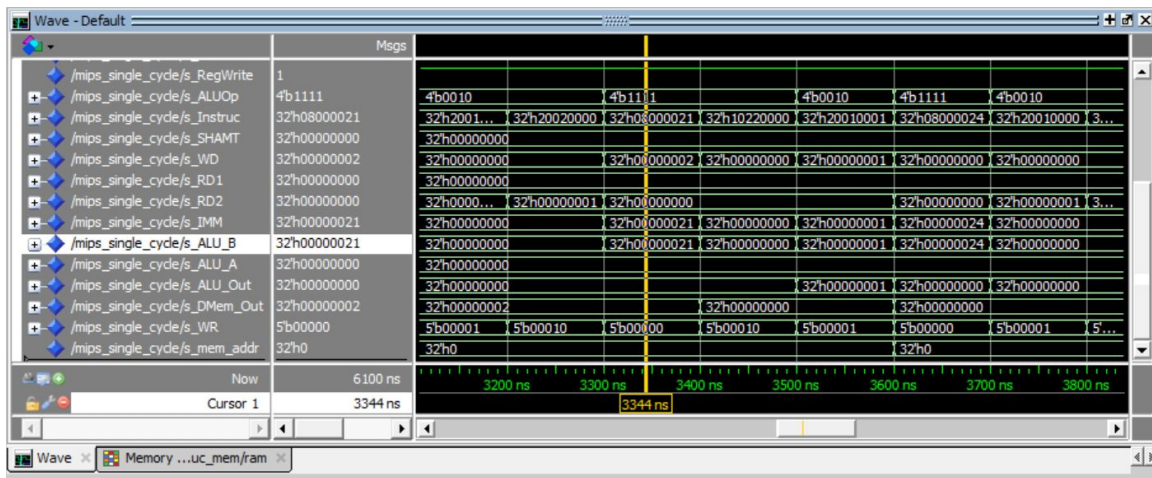


- i. [Part (b.7)] In your writeup, show the Modelsim output for each of the following tests, and provide a discussion of result correctness. It may be helpful to also annotate the waveforms directly.

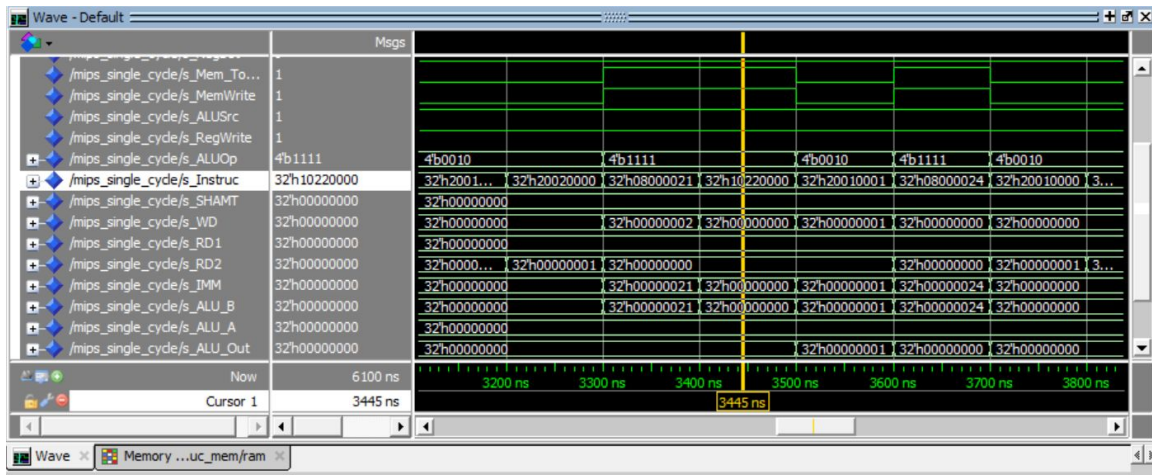
- a. [Part (b.7.a)] Modify your application from Part (a.4) to include tests for each control flow instruction in addition to the data-handling instructions. Confirm your processor is completely functional.



bneTest - Two addi followed by a jump to bneCond (ALUOp 1111 is jump/branch)

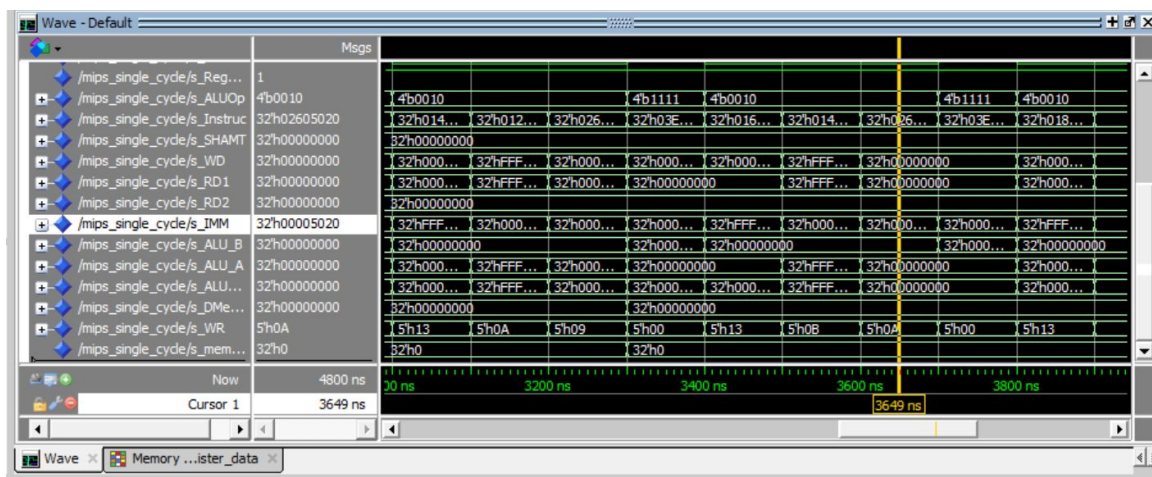


Jump to beq condition (ALUOp 1111 is jump/branch)

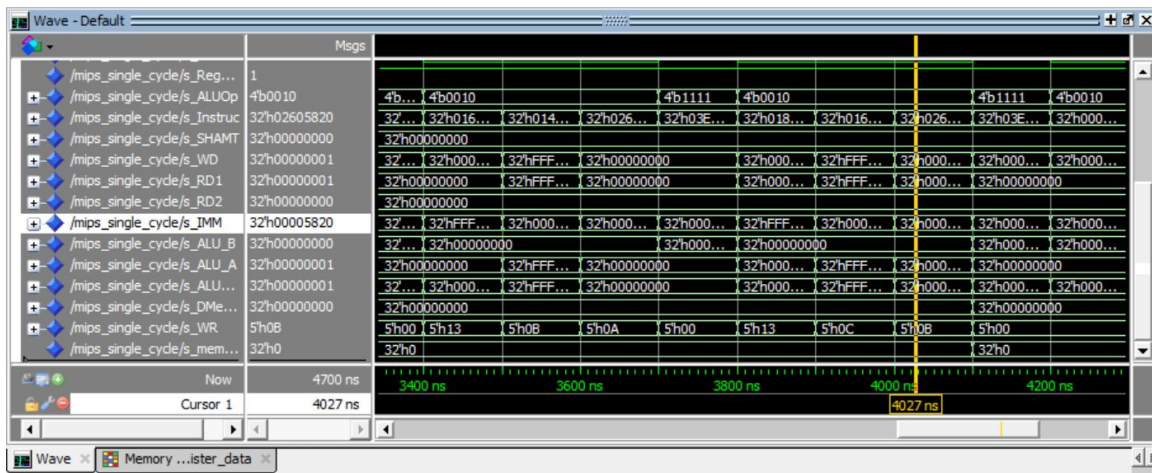


If \$1 (0) == \$2(0) branch to beqTrue;

- b. [Part (b.7.b)] Create and test an application that sorts an array with N elements using the BubbleSort algorithm



swap element 2 and 3 (0 and -6)



Swap element 3 and 4 (1 and -6)

- c. [Part (b.7.c)] Create and test an application that sorts an array with N elements using the MergeSort algorithm
- j. [Part (b.9)] Report the maximum frequency your processor can run at and determine what your critical path is.