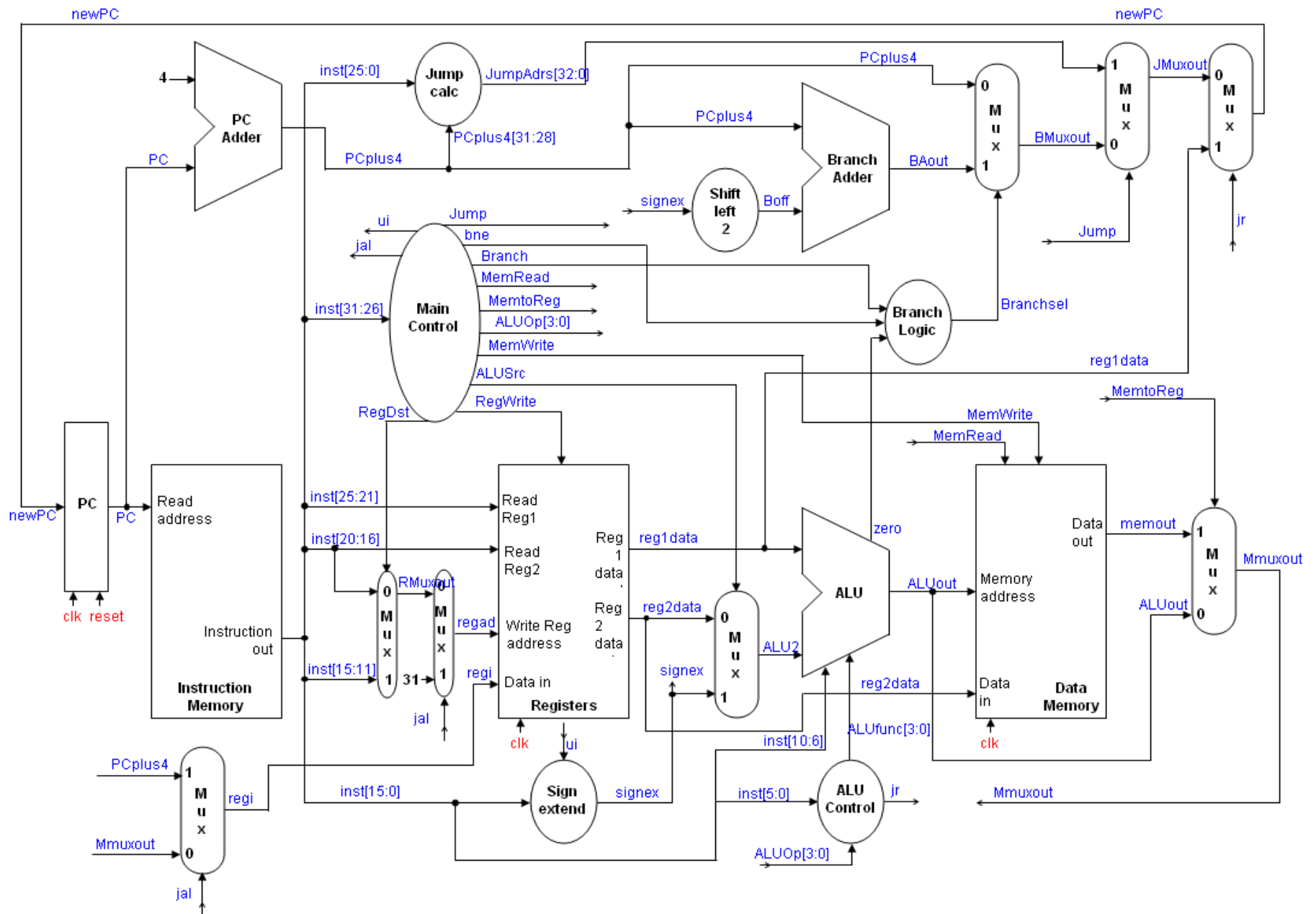


# Project: 32-bit Single Cycle Processor Development and Testing

ECE5480/4480 Computer Architecture and  
Organizations

# Overview

- A single cycle processor was designed and implemented previously
  - The Verilog models can be simulated as is in ModelSim without any modifications
  - Only a small portion of the MIPS ISA was implemented
- The block diagram and instruction set implemented are given in more details in the three slides that follows



## List of implemented instructions

R-format	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	syntax
	op						rs			rt			rd			shamt			funct														
<b>addu</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	0	0	0	1							addu \$rd, \$rs, \$rt		
<b>subu</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	0	0	1	1							subu \$rd, \$rs, \$rt		
<b>and</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	0	1	0	0							and \$rd, \$rs, \$rt		
<b>or</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	0	1	0	1							or \$rd, \$rs, \$rt		
<b>xor</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	0	1	1	0							xor \$rd, \$rs, \$rt		
<b>sll</b>	0	0	0	0	0	0				operand addr			destination			shamt			0	0	0	0	0	0							sll \$rd, \$rt, shamt		
<b>sra</b>	0	0	0	0	0	0				operand addr			destination			shamt			0	0	0	0	1	1							sra \$rd, \$rt, shamt		
<b>srl</b>	0	0	0	0	0	0				operand addr			destination			shamt			0	0	0	0	1	0							srl \$rd, \$rt, shamt		
<b>slt</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	1	0	1	0							slt \$rd, \$rs, \$rt		
<b>sltu</b>	0	0	0	0	0	0	operand addr			operand addr			destination			shamt			1	0	1	0	1	1							sltu \$rd, \$rs, \$rt		
<b>jr</b>	0	0	0	0	0	0	\$ra (11111)									shamt			0	0	1	0	0	0							jr		

I-format	op						rs			rt			address or immediate value						
<b>lui</b>	0	0	1	1	1	1				destination			16 bits to be placed in upper half of reg						lui \$rt, imm
<b>addui</b>	0	0	1	0	0	1	operand addr			destination			immediate value						addui \$rt, \$rs, imm
<b>andi</b>	0	0	1	1	0	0	operand addr			destination			immediate value						andi \$rt, \$rs, imm
<b>ori</b>	0	0	1	1	0	1	operand addr			destination			immediate value						ori \$rt, \$rs, imm
<b>xori</b>	0	0	1	1	1	0	operand addr			destination			immediate value						xori \$rt, \$rs, imm
<b>slti</b>	0	0	1	0	1	0	operand addr			destination			immediate value						slti \$rt, \$rs, imm
<b>sltiu</b>	0	0	1	0	1	1	operand addr			destination			immediate value						sltiu \$rt, \$rs, imm
<b>beq</b>	0	0	0	1	0	0	operand addr			operand addr			offset to base address/4						beq \$rs, \$rt, name
<b>bne</b>	0	0	0	1	0	1	operand addr			operand addr			offset to base address/4						bne \$rs, \$rt, name
<b>lw</b>	1	0	0	0	1	1	base address			destination			immediate value						lw \$rt, imm(\$rs)
<b>sw</b>	1	0	1	0	1	1	base address			source			immediate value						sw \$rt, imm(\$rs)

J-format	op						target address or offset amount																				
<b>j</b>	0	0	0	0	1	0	26 bits to be manipulated to determine new address																				j name
<b>jal</b>	0	0	0	0	1	1	26 bits to be manipulated to determine new address																				jal name

## List of the control signals for implemented instructions

R-format	ALUOp	ALU Control	ALU function	ALUSrc	RegDst	Reg Write	Mem Write	Mem toReg	Mem Read	Branch	bne	Jump	jr	jal	ui
<b>addu</b>	0010	0010	add	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>subu</b>	0010	0110	sub	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>and</b>	0010	0000	AND	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>or</b>	0010	0001	OR	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>xor</b>	0010	<b>1001</b>	XOR	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>sll</b>	0010	<b>1010</b>	shift left log	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>sra</b>	0010	<b>1011</b>	shift right arth	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>srl</b>	0010	<b>1100</b>	shift right log	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>slt</b>	0010	0111	sub 2's comp	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>sltu</b>	0010	<b>1110</b>	sub & set	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>jr</b>	0010	xxxx	none	x	x	0	0	0	0	0	0	0	<b>1</b>	0	0
I-format															
<b>lui</b>	<b>0011</b>	<b>1101</b>	shift left 16	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>addui</b>	0000	0010	add	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	<b>1</b>
<b>andi</b>	<b>0101</b>	0000	AND	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	<b>1</b>
<b>ori</b>	<b>0110</b>	0001	OR	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	<b>1</b>
<b>xori</b>	<b>0111</b>	<b>1001</b>	XOR	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	<b>1</b>
<b>slti</b>	<b>0100</b>	0111	sub 2's comp	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	0
<b>sltiu</b>	<b>1001</b>	<b>1110</b>	sub & set	<b>1</b>	0	<b>1</b>	0	0	0	0	0	0	0	0	<b>1</b>
<b>beq</b>	0001	0110	sub	0	x	0	0	0	0	<b>1</b>	0	0	0	0	0
<b>bne</b>	0001	0110	sub	0	x	0	0	0	0	0	<b>1</b>	0	0	0	0
<b>lw</b>	0000	0010	add	<b>1</b>	0	<b>1</b>	0	<b>1</b>	<b>1</b>	0	0	0	0	0	0
<b>sw</b>	0000	0010	add	<b>1</b>	x	0	<b>1</b>	0	0	0	0	0	0	0	0
J-format															
<b>j</b>	xxx	xxxx	none	x	x	0	0	0	0	0	0	<b>1</b>	0	0	0
<b>jal</b>	xxx	xxxx	none	x	x	<b>1</b>	0	0	0	0	0	<b>1</b>	0	<b>1</b>	<b>1</b>

# Development and testing tasks

- Learn and familiarize with the design
  - Convert the design into one file per module, add comments
- Model improvements
  - All the modules of the design should be fully synthesizable
  - Other needed improvements
- Write a test bench to test one instruction of each type from the implemented R, I, and J instructions
  - Demonstrate the tested instructions are implemented correctly
- Implement one instruction from MIPS ISA that is not yet implemented in the design

Verilog file: upc.v, embedded in the slides

Testbench and test examples: next a few slides



**upc.v**

Note: you can use this example as one of your test, but not recommended

Rough estimation of working hours needed:

- 1) Multiple files: 2 hour
  - 2) Familiar with the design: 3 hours
  - 3) Verilog improvement and move non-synthesizable structure into testbench: 3 hours
  - 4) Implementing the R, I and J instruction testbench: 6 hours
  - 5) Simulations and run implemented testbench: 9 hours
  - 6) Implement an instruction of your choice: 5 hours
- Total: about 28 working hours, adjust this estimation based on your own familiarities with Verilog and working habits

## Testing the instruction addu

### addu: Add unsigned, R type instruction

It simply add \$r1 to \$r2 and place the results in \$r3, which will be a code of:

000000\_00001\_00010\_00011\_00000\_100001

set \$r1 = 01010101....., and \$r2 = 10101010.....

At the first positive edge of the clock *reg1add* = 1, *reg2add* = 2, and *RegWrite* = 1, *writeadd* = 3, and the ALU must have performed the addition because *regin* = 11111111..... Further, on the next positive edge of the clock you can see that the result is written to register[3], as intended. Run the second clock just to verify the results.



# addu testing simulation waveform

Where both the addresses for \$rs, \$st and the \$sd are shown  
Also shown is the result data that was transferred back to the register

