<u>TASK</u>: Explain how signals rden_bank, wren_bank, and addr_bank are obtained in module Isu_dccm_mem.

```
for (genvar i=0; i<pt.DCCM_NUM_BANKS; i++) begin: mem_bank

assign wren_bank[i] = dccm_wren & ((dccm_wr_addr_hi[2+:pt.DCCM_BANK_BITS] == i) / (dccm_wr_addr_lo[2+:pt.DCCM_BANK_BITS] == i));

assign rden_bank[i] = dccm_den & ((dccm_rd_addr_hi[2+:pt.DCCM_BANK_BITS] == i) / (dccm_rd_addr_lo[2+:pt.DCCM_BANK_BITS] == i));

assign addr_bank[i][(pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS] = wren_bank[i] / ((dccm_wr_addr_hi[2+:pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS] :

dccm_wr_addr_lo[(pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS] :

(((dccm_rd_addr_hi[2+:pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS] :

dccm_rd_addr_lo[(pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS] :

dccm_rd_addr_lo[(pt.DCCM_BANK_BITS+DCCM_WIDTH_BITS)+:DCCM_INDEX_BITS]);
```

Signal wren bank

- In our case, DCCM_NUM_BANKS=4, thus signal wren_bank[3:0] contains 4 bits, one per bank. Writing bank *i* is enabled when wren bank[i]==1.
- If the LSU sets signal dccm_wren (we analysed this signal in Lab 13), one or two banks are written (depending on the access being aligned or unaligned), as determined by field Bank of the address provided in: dccm wr addr lo and dccm wr addr hi.

Signal rden bank

- In our case, DCCM_NUM_BANKS=4, thus signal rden_bank[3:0] contains 4 bits, one per bank. Reading of bank *i* is enabled when rden_bank[i] ==1.
- If the LSU sets signal dccm_rden (we analysed this signal in Lab 13), one or two banks are read (depending on the access being aligned or unaligned), as determined by field Bank of the addresses provided in: dccm_rd_addr_lo and dccm_rd_addr_hi.

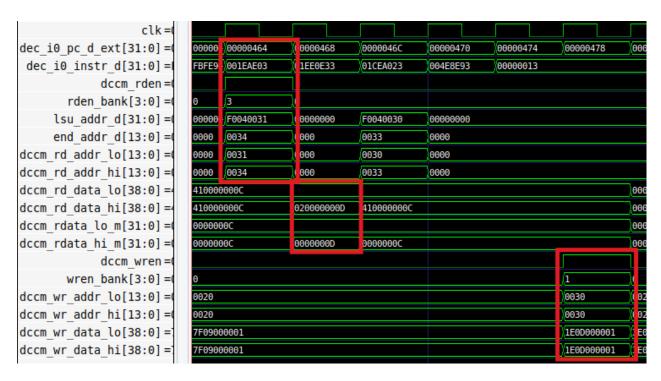
Signal addr bank

- Signal addr bank[3:0][9:0] contains 8 10-bit addresses, one per bank.
 - o In case of a write, the address is obtained in signal dccm_wr_addr_lo (upon an aligned write), or signals dccm_wr_addr_lo and dccm wr addr hi (upon an unaligned write).
 - o In case of a read, the address is either in signal dccm_rd_addr_lo (upon an aligned read), or signals dccm_rd_addr_lo and dccm_rd_addr_hi (upon an unaligned read).

<u>TASK</u>: Simulate an unaligned read to the DCCM and analyse how it is handled inside the DCCM. You can use the program used above ([RVfpgaBasysPath]/Labs/Lab20/LW-SW_Instruction_DCCM/) and simply substitute the load instruction as follows:

```
lw t3, (t4) \rightarrow lw t3, 1(t4)
```





- Signal dccm rden = 0x03, thus two banks are enabled for reading.
- Two values are provided to the core:

```
o dccm_rd_data_lo = 0x410000000C
o dccm rd data hi = 0x02000000D
```

- The core aligns the value into signal lsu ld data m = 0x0D0000000
- A few cycles later, the value plus one is written in the DCCM: dccm_wr_data_lo = 0x1E0D000001

TASK: Simulate a DCCM bank conflict by modifying the program from [RVfpgaBasysPath]/Labs/Lab20/LW-SW_Instruction_DCCM/).

 1^{st} modification: Remove the 20 nop instructions, regenerate the simulation, and analyse the 1w and the sw in a random iteration of the loop.

 2^{nd} modification: Replace the sw instruction for 4 consecutive sw instructions (each accessing a different bank), making the lw and sw try to access the same bank in the same cycle:

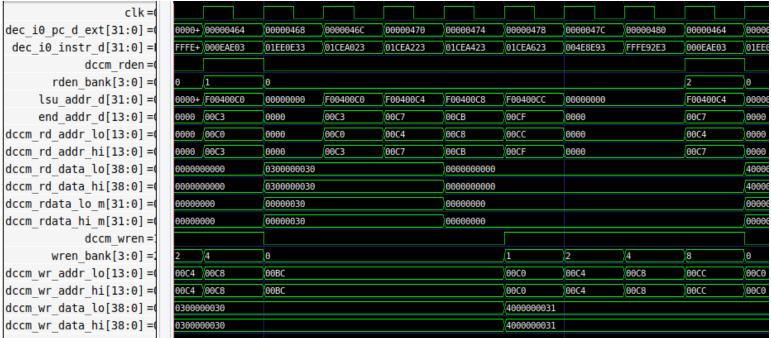
```
sw t3, (t4) \rightarrow sw t3, (t4)
sw t3, 4(t4)
sw t3, 8(t4)
sw t3, 12(t4)
```

Test different offset combinations and compare a program with no conflicts and a program with bank conflicts.

```
REPEAT_Access:
lw t3, (t4)
```



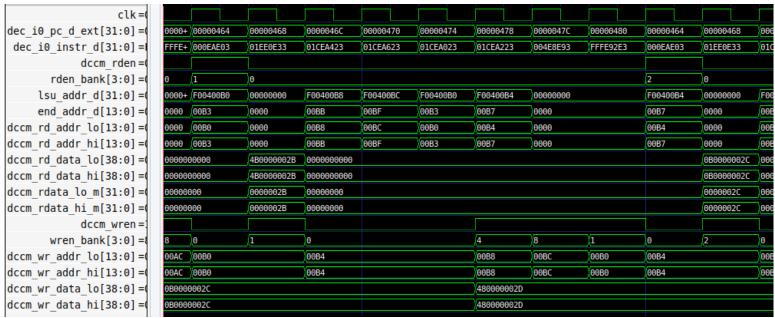
```
add t3, t3, t5
sw t3, (t4)
sw t3, 4(t4)
sw t3, 8(t4)
sw t3, 12(t4)
add t4, t4, 4
bne t4, t6, REPEAT_Access # Repeat the loop
```



In this case, the load to bank 2 and the store to bank 8 (last cycle shown in the figure) can happen in the same cycle.

```
REPEAT_Access:
    lw t3, (t4)
    add t3, t3, t5
    sw t3, 8(t4)
    sw t3, 12(t4)
    sw t3, (t4)
    sw t3, 4(t4)
    add t4, t4, 4
    bne t4, t6, REPEAT Access # Repeat the loop
```





In this case, the store to bank 2 has to be delayed 1 cycle as it conflicts with the load to the same bank (last two cycles shown in the figure).

1. EXERCISES

1) Do the same analysis as was done for CoreMark but this time using the Dhrystone benchmark. A Catapult project that contains the Dhrystone benchmark is in: [RVfpgaPath]/RVfpga/Labs/Lab20/RealBenchmarks/Dhrystone. As required by all benchmarks, this Dhrystone benchmark has been adapted to the specific system, in this case the RVfpgaEL2 System. File Test.c is similar the one used in CoreMark but it invokes function main_dhry(), which includes the Dhrystone benchmark itself.

Execution using -O3:



User time 0

Measured time too small to obtain meaningful results

Please increase number of runs

Cycles = 6077034

Instructions = 2620081

Data Bus Transactions = 1470765

Inst Bus Transactions = 432

7 SEGMENT DISPLAYS:





- 2) Enable/disable various core features as described in Lab 11. Compare the performance results – that is, values of the HW Counters when executing the programs on these modified cores. Run all programs (CoreMark, Dhrystone) on these modified RVfpga Systems. Variations include:
 - a. Using different Branch Predictor configurations and implementations (such as always not-taken, Gshare, and the bimodal predictor implemented in Lab 16).
 - b. Using various I\$/DCCM/ICCM configurations (such as different sizes or different I\$ Replacement Policies).

Solution not provided.