CMPEN 331 – Computer Organization and Design,
Lab 4
Due Sunday, November 17 , 2019 at 11:59 pm (Drop box on Canvas)

This lab introduces the idea of the pipelining technique for building a fast CPU. The students will obtain experience with the design implementation and testing of the first four stages (Instruction Fetch, Instruction Decode, Instruction Execute, Memory) of the five-stage pipelined CPU using the Xilinx design package for FPGAs. It is assumed that students are familiar with the operation of the Xilinx design package for Field Programmable Gate Arrays (FPGAs) through the Xilinix tutorial available in the class website.

1. **Pipelining**

   As described in lab 4

2. **Circuits of the Instruction Fetch Stage**

   As described in lab 4

3. **Circuits of the Instruction Decode Stage**

   As described in lab 4

4. **Circuits of the Execution Stage**

   Referring to Figure 1, (8.5) in the third cycle the first instruction entered the EXE stage. The ALU performs addition, and the multiplexer selects the immediate. A letter "e" is prefixed to each control signal in order to distinguish it from that in the ID stage. The second instruction is being decoded in the ID stage and the third instruction is being fetched in the IF stage. All the four pipeline registers are updated at the end of the cycle.

5. **Circuits of the Memory Access Stage**

   Referring to Figure 2, (8.6) in the fourth cycle of the first instruction entered the MEM stage. The only task in this stage is to read data memory. All the control signals have a prefix "m". The second instruction entered the EXE stage; the third instruction is being decoded in the ID stage; and the fourth instruction is being fetched in the IF stage. All the five pipeline registers are updated at the end of the cycle.

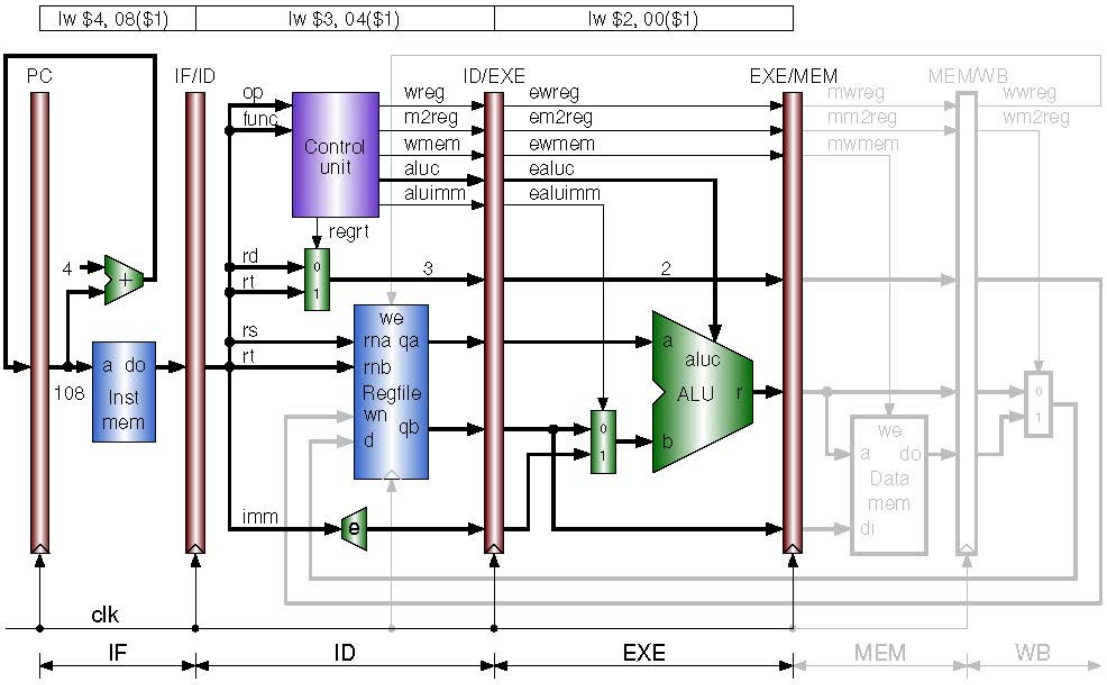

Figure 1 Pipeline execution (EXE) stage

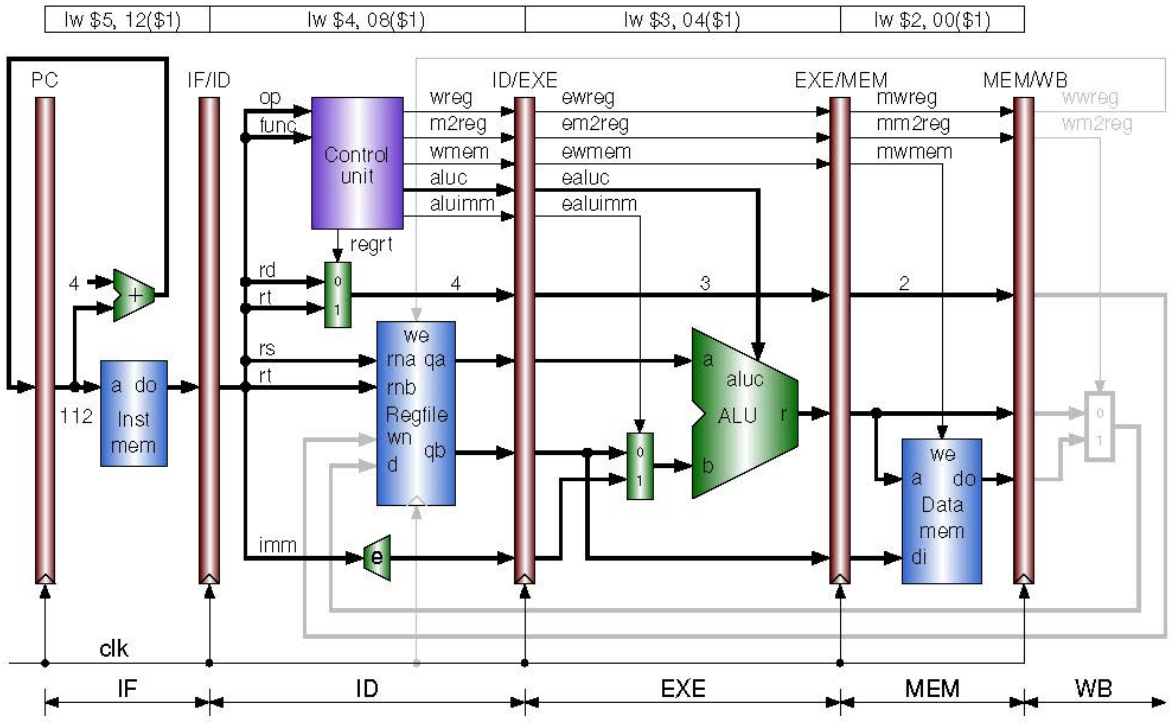

Figure 2 Pipeline memory access (MEM) stage

6. Table 1 lists the names and usages of the 32 registers in the register file.

Table 1 MIPS general purpose register

Register Name	Register Number	Usage
$zero	0	Constant 0
$at	1	Reserved for assembler
$v0, $v1	2, 3	Function return values
$a0 - $a3	4 – 7	Function argument values
$t0 - $t7	8 – 15	Temporary (caller saved)
$s0 - $s7	16 – 23	Temporary (callee saved)
$t8, $t9	24, 25	Temporary (caller saved)
$k0, $k1	26, 27	Reserved for OS Kernel
$gp	28	Pointer to Global Area
$sp	29	Stack Pointer
$fp	30	Frame Pointer
$ra	31	Return Address

7. Table 2 lists some MIPS instructions that will be implemented in our CPU

Table 2 MIPS integration instruction

Inst.	[31:26]	[25:21]	[20:16]	[15:11]	[10:6]	[5:0]	Meaning
add	000000	rs	rt	rd	00000	100000	Register add
sub	000000	rs	rt	rd	00000	100010	Register subtract
and	000000	rs	rt	rd	00000	100100	Register AND
or	000000	rs	rt	rd	00000	100101	Register OR
xor	000000	rs	rt	rd	00000	100110	Register XOR
sll	000000	00000	rt	rd	sa	000000	Shift left
srl	000000	00000	rt	rd	sa	000010	Logical shift right
sra	000000	00000	rt	rd	sa	000011	Arithmetic shift right
jr	000000	rs	00000	00000	00000	001000	Register jump
addi	001000	rs	rt		Immediate		Immediate add
andi	001100	rs	rt		Immediate		Immediate AND
ori	001101	rs	rt		Immediate		Immediate OR
xori	001110	rs	rt		Immediate		Immediate XOR
lw	100011	rs	rt		offset		Load memory word
sw	101011	rs	rt		offset		Store memory word
beq	000100	rs	rt		offset		Branch on equal
bne	000101	rs	rt		offset		Branch on not equal
lui	001111	00000	rt		immediate		Load upper immediate
j	000010			address			Jump
jal	000011			address			Call

8. Initialize the first 10 words of the Data memory with the following HEX values:

A00000AA
10000011
20000022
30000033
40000044
50000055

60000066
70000077
80000088
90000099

9. Write a Verilog code that implement the following instructions using the design shown in Figure 2. Write a Verilog test bench to verify your code: (You have to show all the signals written into the MEM/WB register and output from EX/MEM register in your simulation outputs)

```
instruction                comment
lw $2, 00($1)        # $2 ← memory[$1+00]; load x[0]
lw $3, 04($1)        # $3 ← memory[$1+04]; load x[1]
lw $4, 08($1)        # $4 ← memory[$1+08]; load x[2]
lw $5, 12($1)        # $5 ← memory[$1+12]; load x[3]
```

```
Assume that register $1 has the value of 0
```

10. Write a report that contains the following:
    a. Your Verilog design code. Use:
        i. Device: XC7Z010- -1CLG400C
    b. Your Verilog® Test Bench design code. Add "`timescale 1ns/1ps" as the first line of your test bench file.
    c. The waveforms resulting from the verification of your design with ModelSim showing all the signals written into the MEM/WB register and output from EX/MEM register.
    d. The design schematics from the Xilinx synthesis of your design. Do not use any area constraints.
    e. Snapshot of the I/O Planning and
    f. Snapshot of the floor planning

11. REPORT FORMAT: Free form, but it must be:
    g. One report per student.
    h. Have a cover sheet with identification: Title, Class, Your Name, etc.
    i. Using Microsoft word and it should be uploaded in word format not PDF. If you know LaTex, you should upload the Tex file in addition to the PDF file.
    j. Double spaced

12. You have to upload the whole project design file zipped with the word file.