

Computer Organization, Spring 2021

Lab 4: Single Cycle CPU II

Due : 2021/06/07 23:55

1. Goal

Based on Lab 3 (simple single-cycle CPU), add a memory unit to implement a complete single-cycle CPU which can run R-type, I-type and jump instructions.

2. Demands

- A. Please use **iverilog** as your HDL simulator.
- B. "**Data_Memory.v**", and "**TestBench.v**" are supplied. Please use these modules and modules in Lab 3 to accomplish the design of your CPU.
Specify in your report if you have any other files in your design.
- C. Submit all *.v source files and report(pdf) on new e3.
Other form of file will get -10%.
- D. Refer to Lab 3 for top module's name and IO ports.

**Initialize the stack pointer (i.e., Reg_File[29]) to 128,
and other registers to 0**

Decoder may add control signals:

- Branch_o
- Jump_o
- MemRead_o
- MemWrite_o
- MemtoReg_o

3. Requirement description

A. Basic instruction:

Lab 3 instruction + lw 、sw 、beq 、bne 、j

Format:

R-type

Op[31:26]	Rs[25:21]	Rt[20:16]	Rd[15:11]	Shamt[10:6]	Func[5:0]
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I-type

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
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Jump

Op[31:26]	Address[25:0]
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Definition:

lw instruction:

memwrite is 0, memread is 1, regwrite is 1
 $\text{Reg}[\text{rt}] \leftarrow \text{Mem}[\text{rs} + \text{imm}]$

sw instruction:

memwrite is 1, memread is 0
 $\text{Mem}[\text{rs} + \text{imm}] \leftarrow \text{Reg}[\text{rt}]$

branch instruction:

branch is 1, and decide branch or not by do AND with the zero signal from ALU
 beq:
 if (rs==rt) then $\text{PC} = \text{PC} + 4 + (\text{sign_Imm} \ll 2)$
 bne:
 if (rs!=rt) then $\text{PC} = \text{PC} + 4 + (\text{sign_Imm} \ll 2)$

Jump instruction:

jump is 1
 $\text{PC} = \{\text{PC}[31:28], \text{address} \ll 2\}$

Op field:

instruction	Op[31:26]
lw	6'b101100
sw	6'b101101
beq	6'b001010
bne	6'b001011
jump	6'b000010

Extend ALUOp from 2-bit to 3-bit: (You can modify this if necessary)

instruction	ALUOp
R-type	010
addi	100
lui	101
lw \ sw	000
beq	001
bne	110
jump	x

B. Advance set 1:**Jal: jump and link**

In MIPS, 31th register is used to save return address for function call

Reg[31] save PC+4 and perform jump

Reg[31]=PC+4

PC={PC[31:28], address[25:0]<<2}

Op[31:26]	Address[25:0]
6'b000011	Address[25:0]

Jr: jump to the address in the register rs

PC=reg[rs]

e.g. In MIPS, return could be used by jr r31 to jump to return address from JAL.

Op[31:26]	Rs[25:21]	Rt[20:16]	Rd[15:11]	Shamt[10:6]	Func[5:0]
6'b000000	rs	0	0	0	6'b001000

C. Advance set 2:

blt (branch on less than): if($rs < rt$) then branch

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b001110	rs	rt	offset

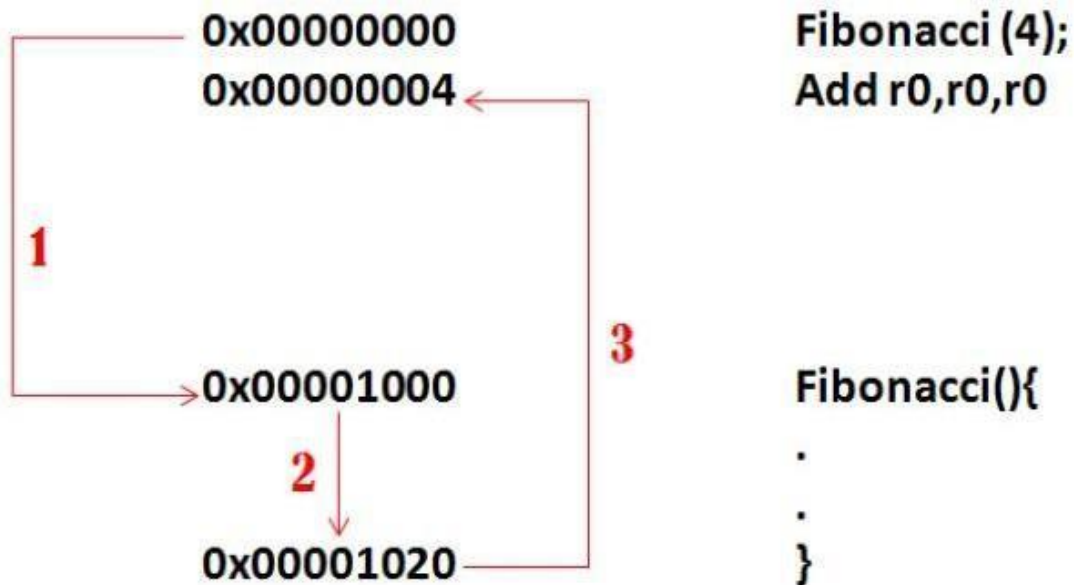
bnez (branch non equal zero): if($rs \neq 0$) then branch (it is same as bne)

Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b001100	rs	000000	offset

bgez (branch greater equal zero): if($rs \geq 0$) then branch

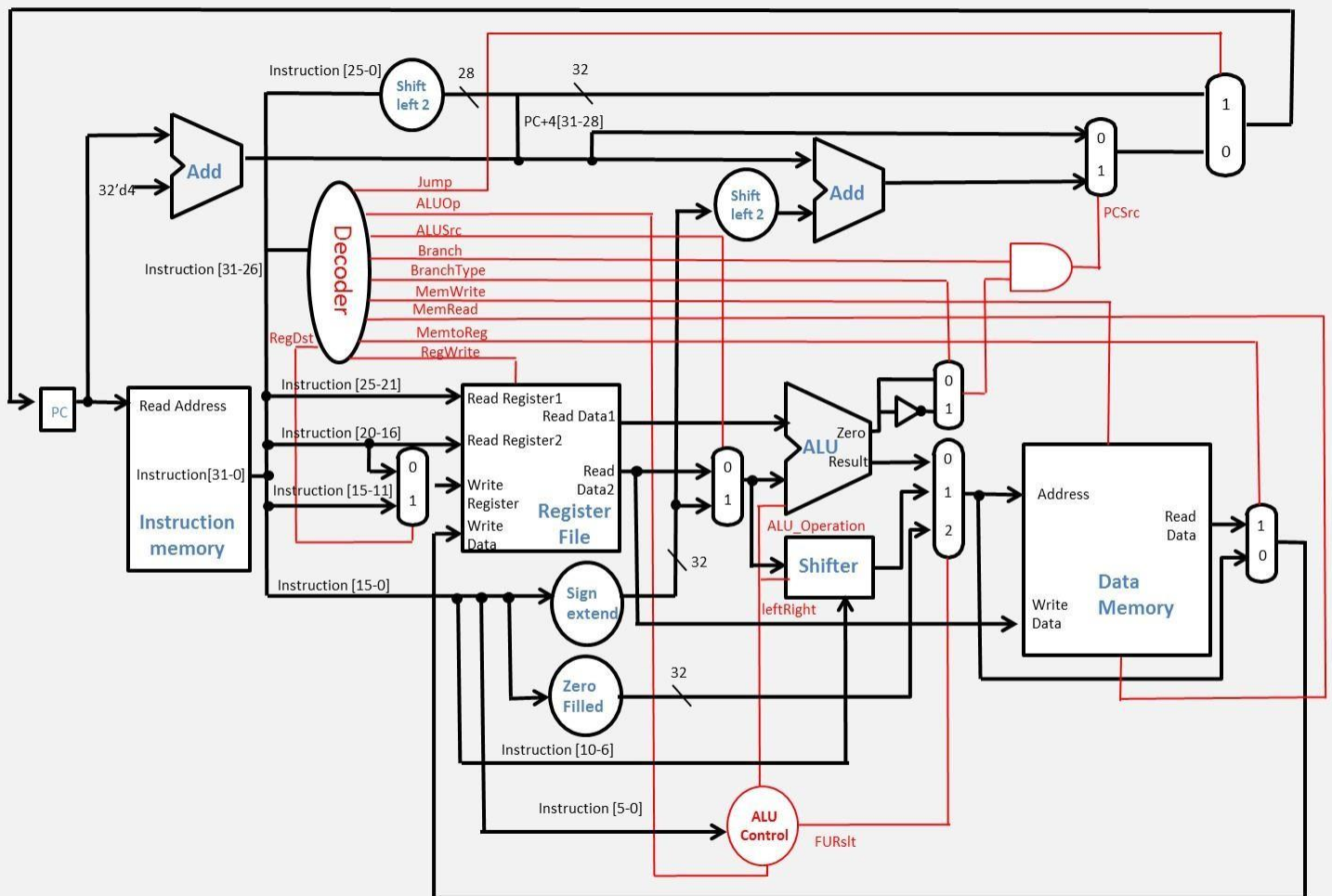
Op[31:26]	Rs[25:21]	Rt[20:16]	Immediate[15:0]
6'b001101	rs	000001	offset

Example: when CPU executes function call:



If you want to execute recursive function, you must use the stack point (REGISTER_BANK [29]). First, store the register to memory and load back after function call has been finished.

4. Architecture Diagram



5. Test

Modify **line 139 to 141** of **TestBench.v** to read different data.

```
$readmemb("CO_P4_test_data1.txt", cpu.IM.Instr_Mem);
// $readmemb("CO_P4_test_data2.txt", cpu.IM.Instr_Mem);
// $readmemb("CO_P4_test_data2_2.txt", cpu.IM.Instr_Mem);
```

CO_P4_test_data1.txt tests the basic instructions.

CO_P4_test_data2.txt tests the advanced set 1.

CO_P4_test_data2_2.txt test the advanced set 2.

After the simulation of TestBench, you will get the file **CO_P4_result.txt**. You can verify the result with **dataX_result.txt**.

CO_P4_result.txt	data1_result.txt
CO_P4_test_data1.txt	data2_2_result.txt
CO_P4_test_data2.txt	data2_result.txt
CO_P4_test_data2_2.txt	

If your design passes the test data, the following words would show in the terminal.

```
(A) basic score:          75 / 75  
  
Congratulation. You pass TA's pattern
```

You can add more ``include" instructions if necessary.

```
5  `include "Adder.v"  
6  `include "ALU.v"  
7  `include "ALU_Ctrl.v"  
8  `include "Data_Memory.v"  
9  `include "Decoder.v"  
10 `include "Instr_Memory.v"  
11 `include "Mux2to1.v"  
12 `include "Mux3to1.v"  
13 `include "Program_Counter.v"  
14 `include "Reg_File.v"  
15 `include "Shifter.v"  
16 `include "Sign_Extend.v"  
17 `include "Simple_Single_CPU.v"  
18 `include "Zero_Filled.v"
```

6. Grade

- a. Total score: 120pts. **COPY WILL GET A 0 POINT!**
- b. Instruction score: Total 100 pts
 - basic instructions: 75 pts
 - advanced set 1: 15 pts
 - advanced set 2: 10 pts
- c. Report: 20 pts – format is in [StudentID_report.pdf](#).
- d. Late Submission: 10 points off per day, if you are late over 3 days you will get 0 points.

7. Hand in your assignment

Please upload the assignment to the E3.

Put all *.v files and report([StudentID_report.pdf](#)) into same compressed file.

(Use [Lab4_StudentID.zip](#) to be the name of your compressed file)

8. Q&A

If you have any question, just send email to all TAs via new E3 platform.