

CprE 381: Computer Organization and Assembly-Level Programming

Project Part 1 Report

Team Members: Hunter Northern

Bridget Schmitt

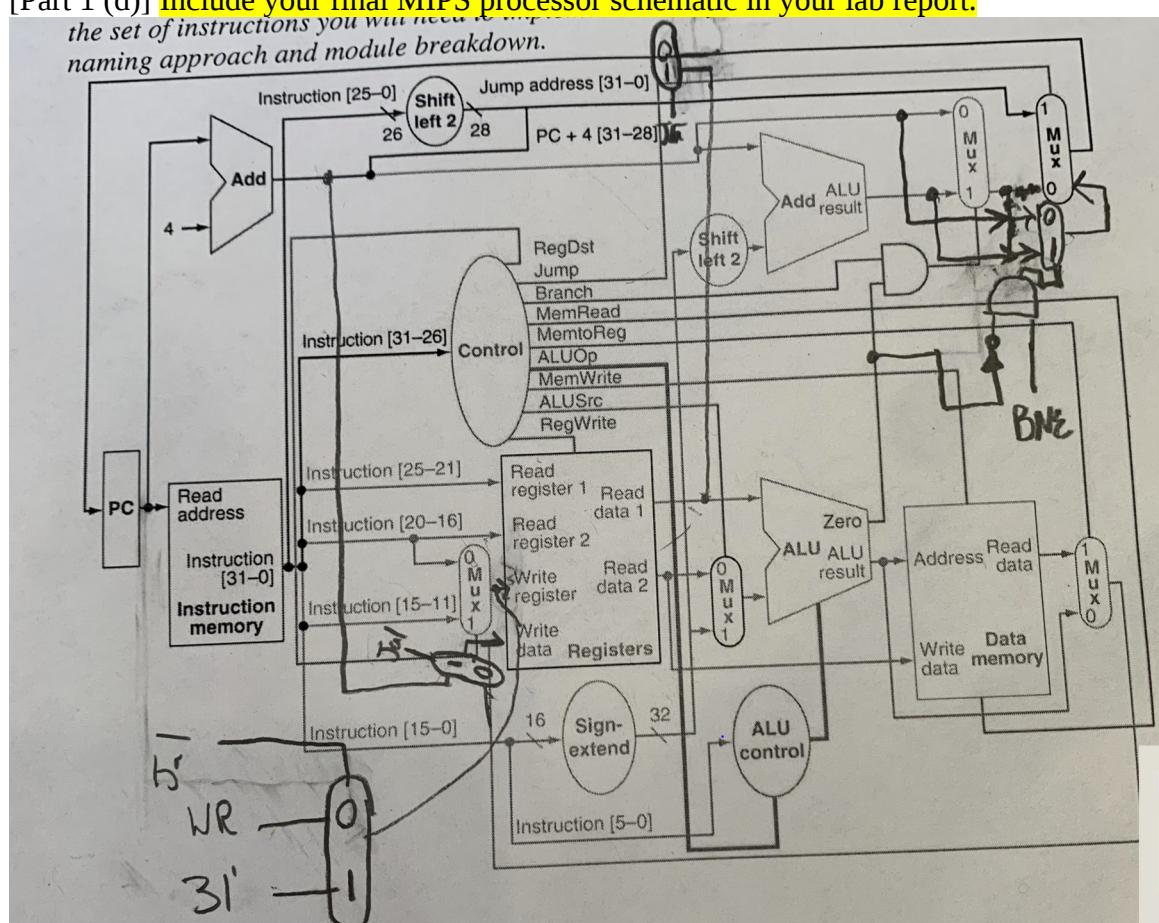
Jeremy Noessen

Project Teams Group #: _____

Refer to the highlighted language in the project 1 instruction for the context of the following questions.

[Part 1 (d)] Include your final MIPS processor schematic in your lab report.

*the set of instructions you will need
naming approach and module breakdown.*

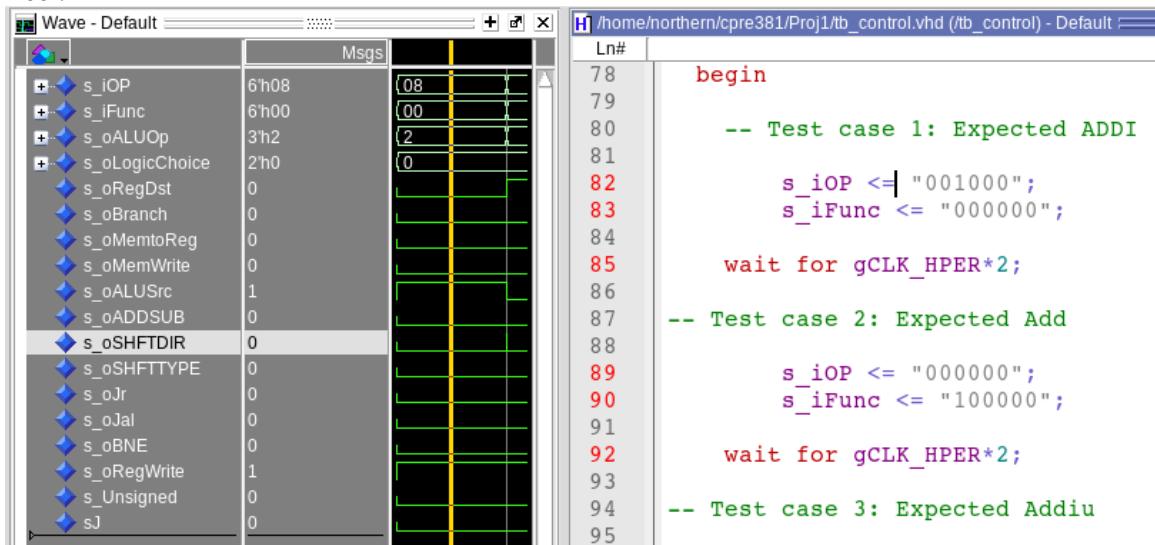


[Part 2 (a.i)] Create a spreadsheet detailing the list of M instructions to be supported in your project alongside their binary opcodes and funct fields, if applicable. Create a separate column for each binary bit. Inside this spreadsheet, create a new column for the N control signals needed by your datapath implementation. The end result should be an $N \times M$ table where each row corresponds to the output of the control logic module for a given instruction.

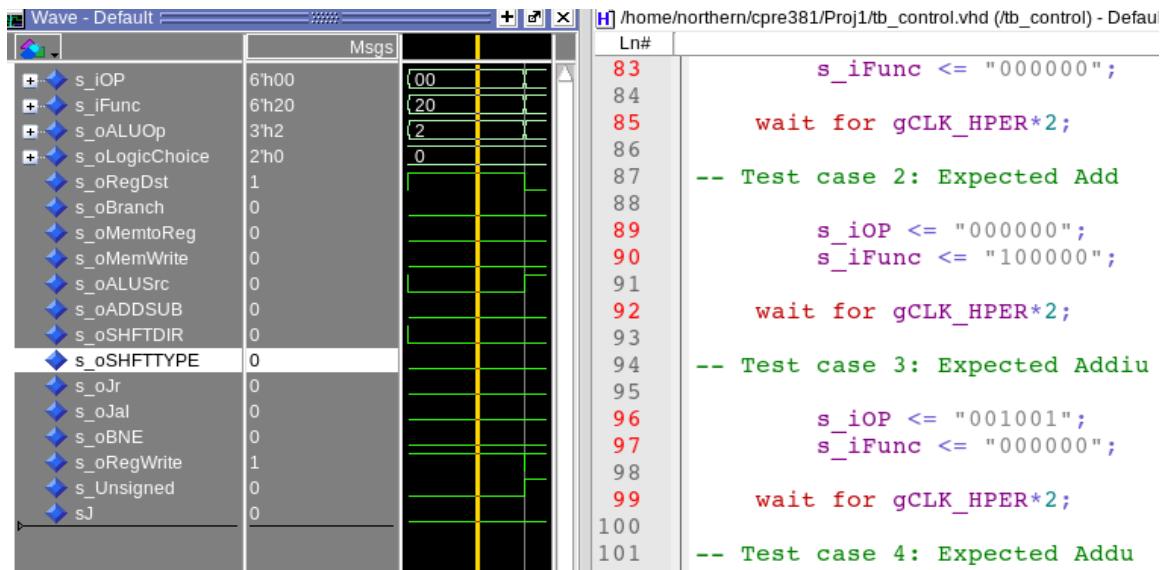
Included as Proj1_control_signals.xlsx

[Part 2 (a.ii)] Implement the control logic module using whatever method and coding style you prefer. Create a testbench to test this module individually, and show that your output matches the expected control signals from problem 1(a).

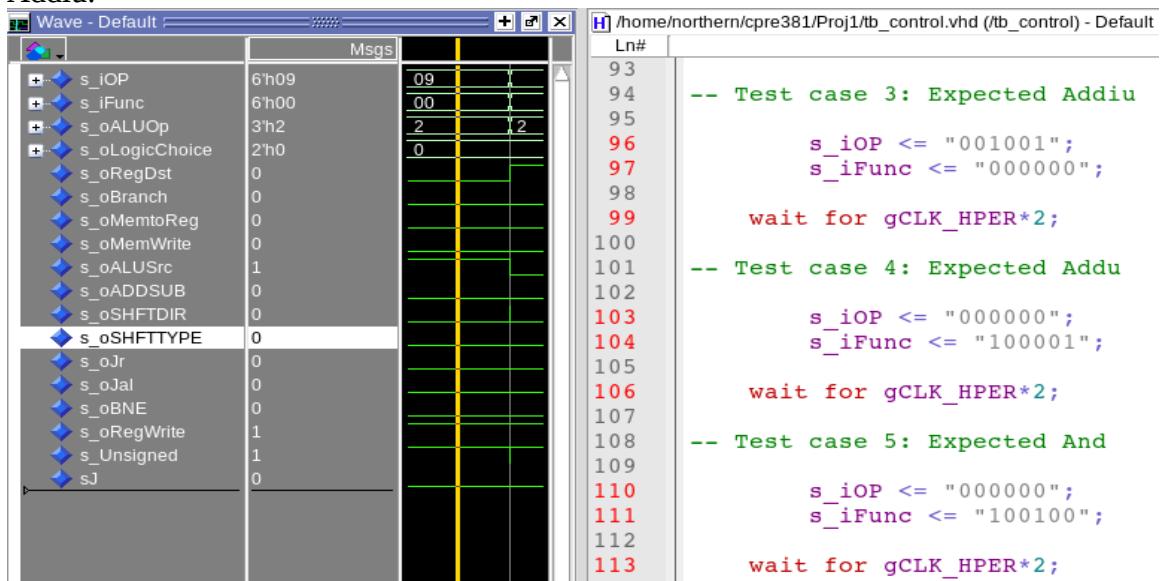
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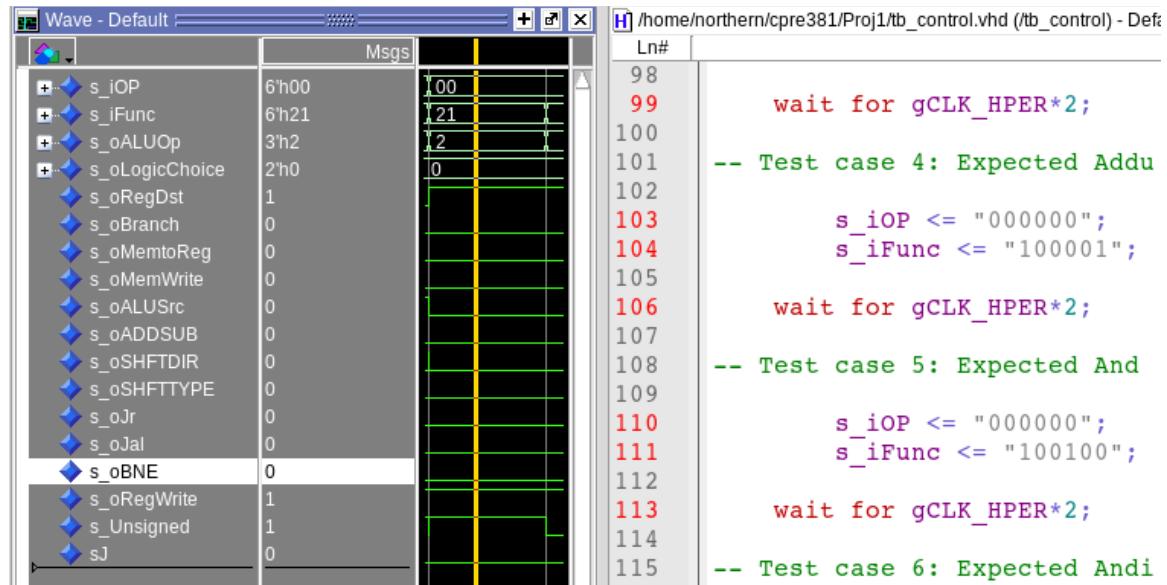
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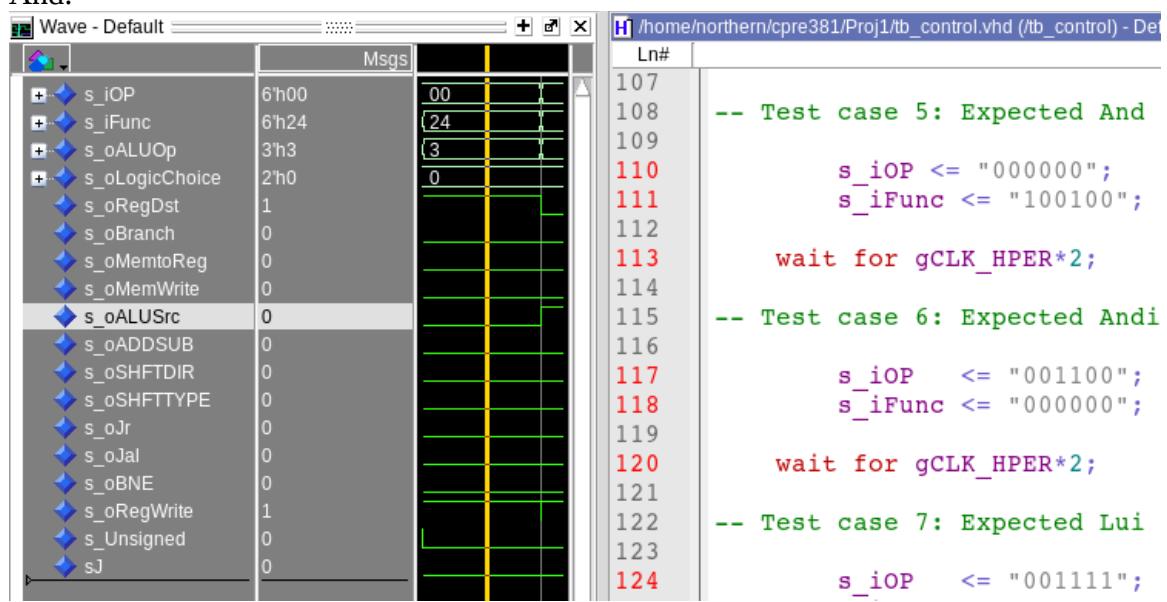
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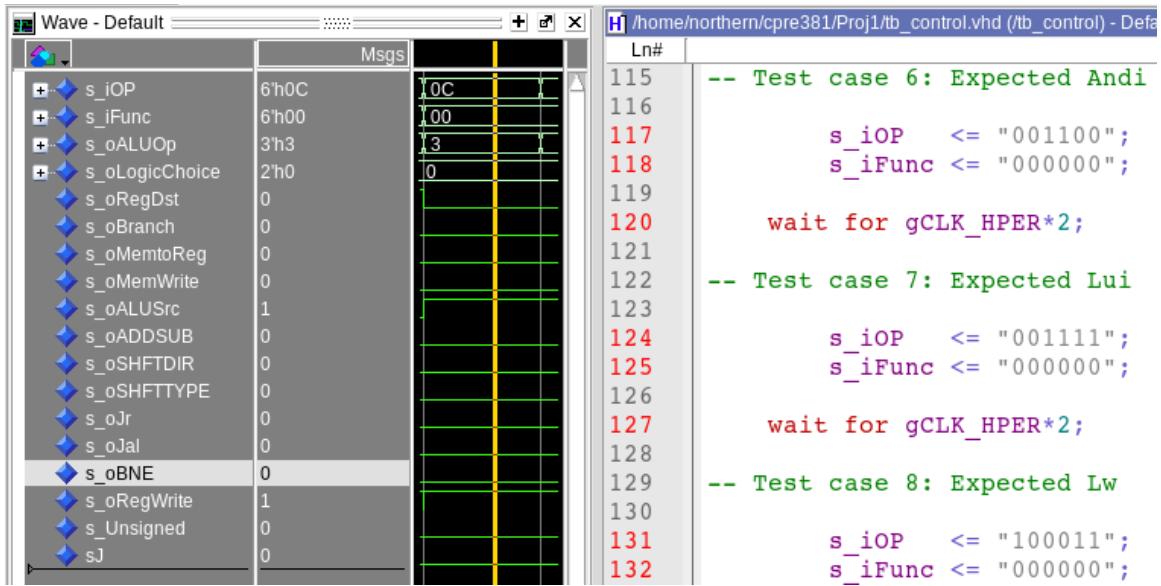
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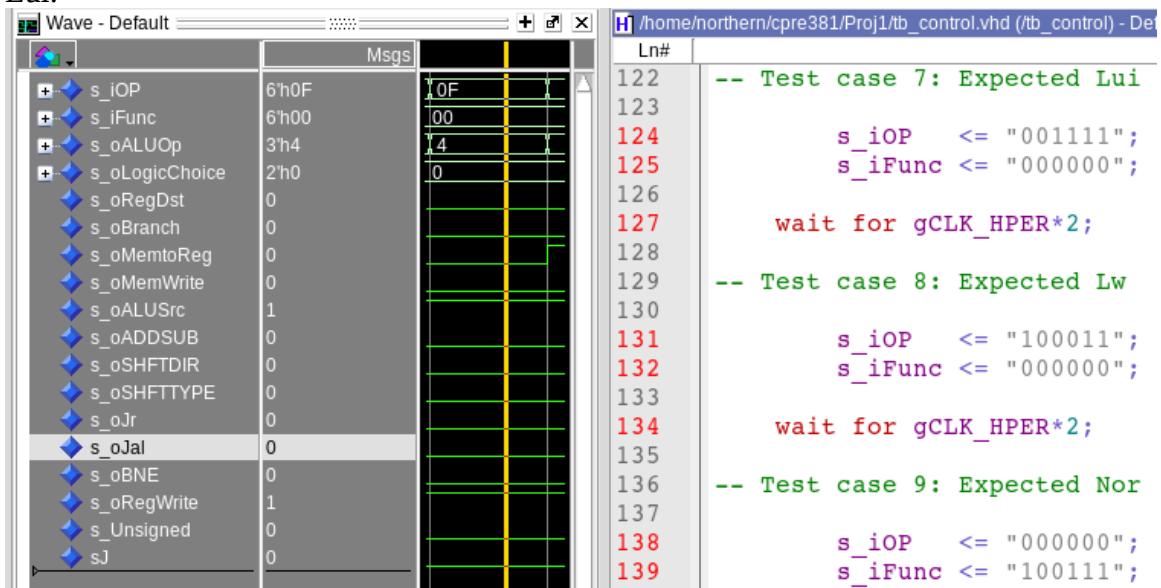
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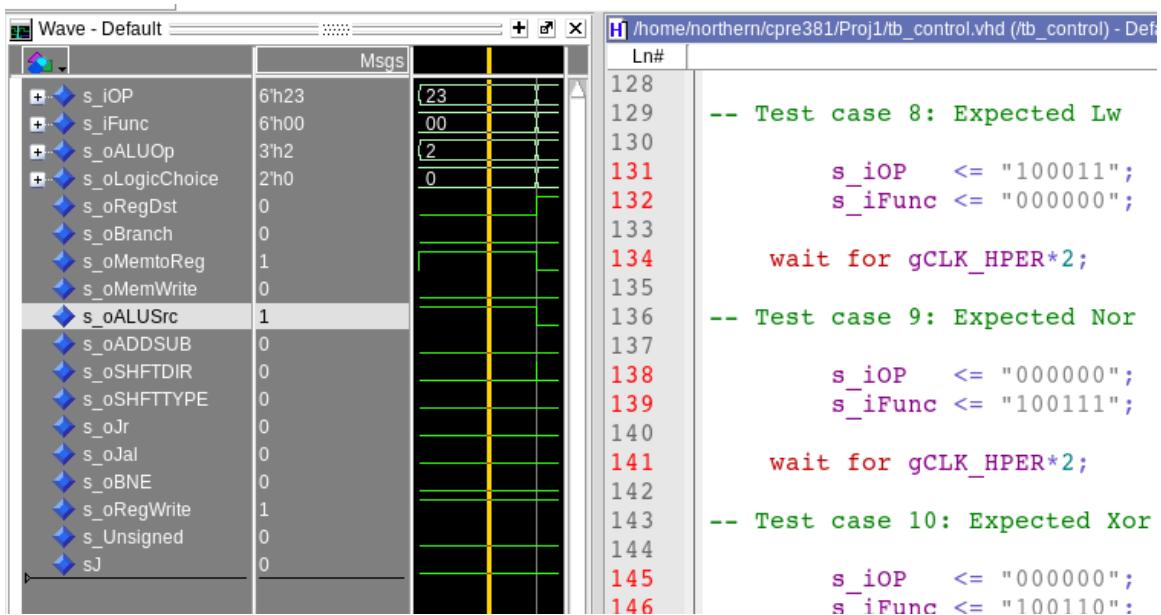
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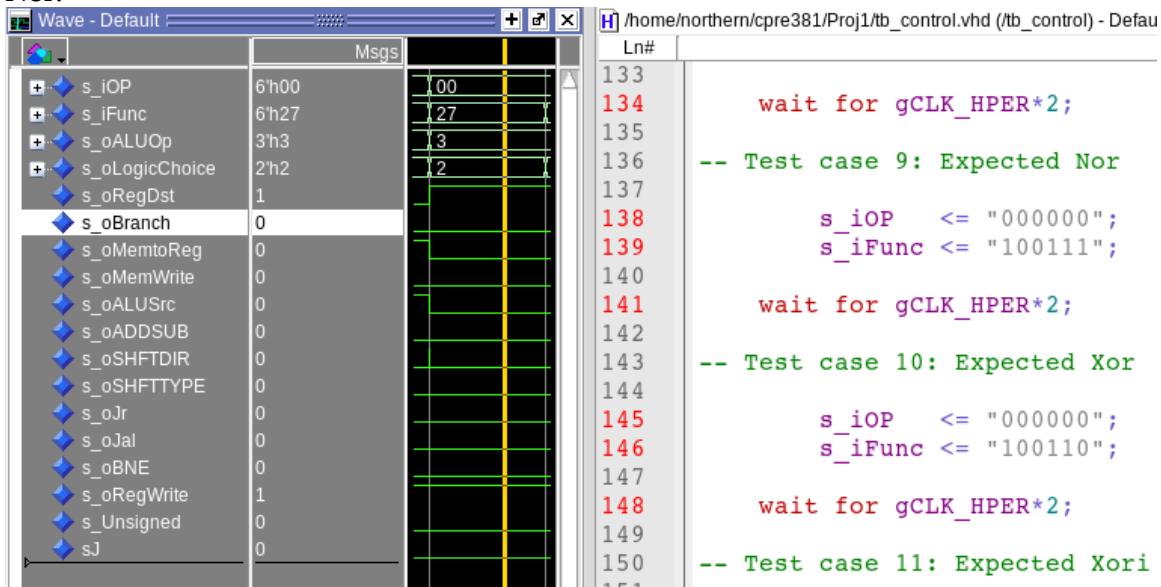
Lui:



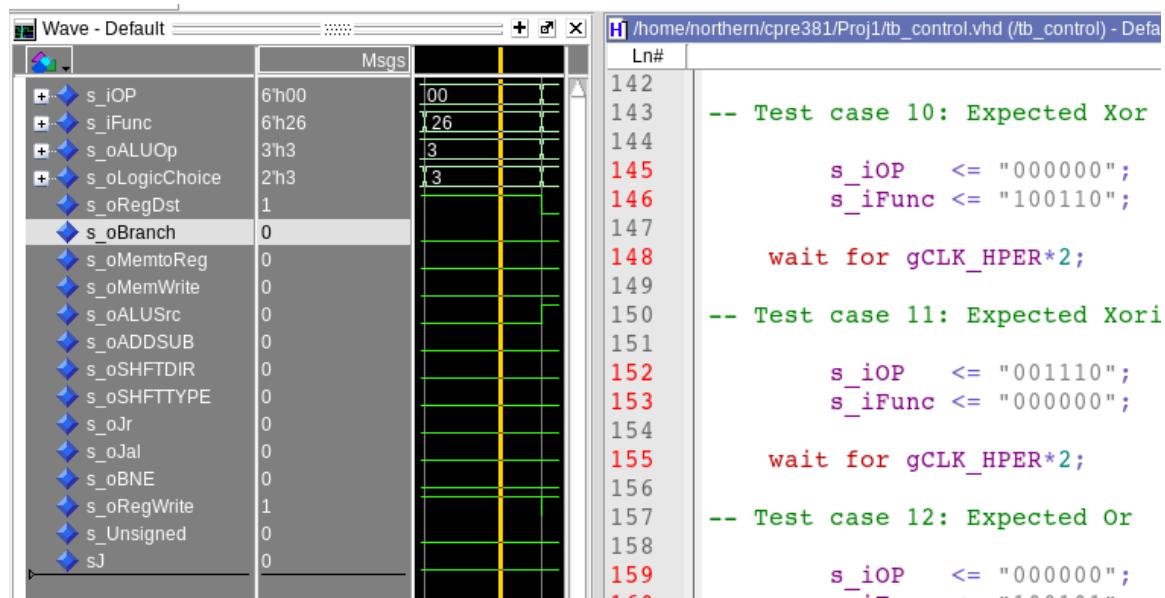
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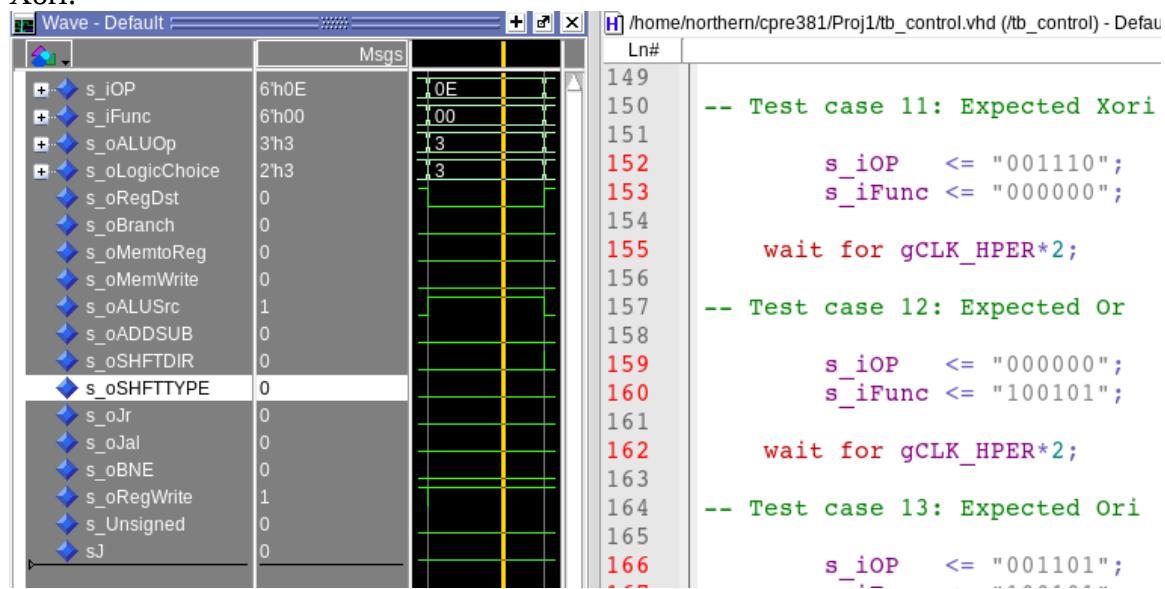
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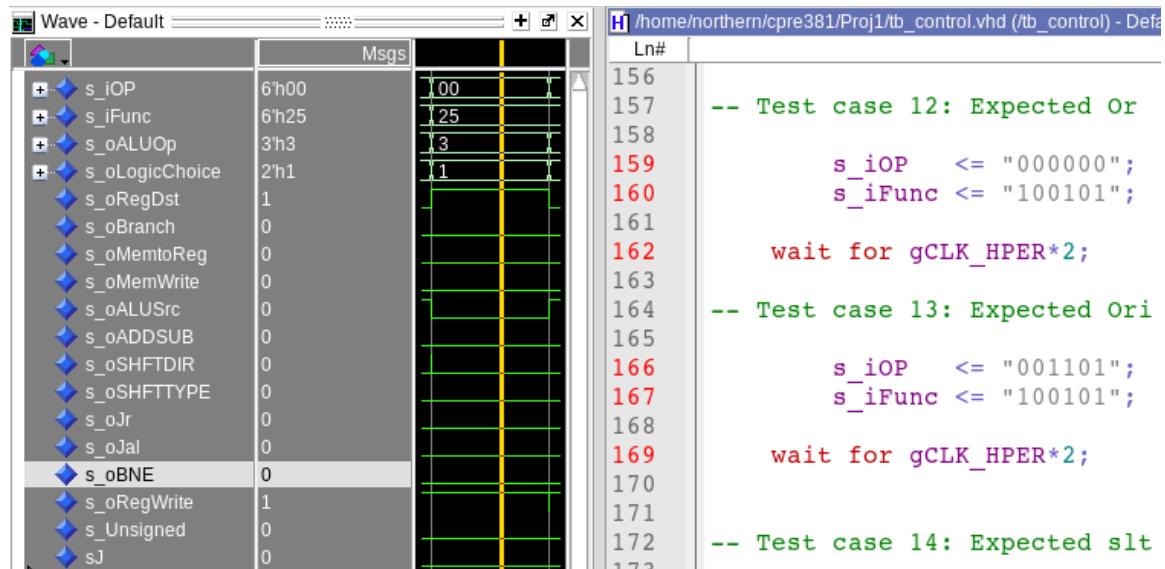
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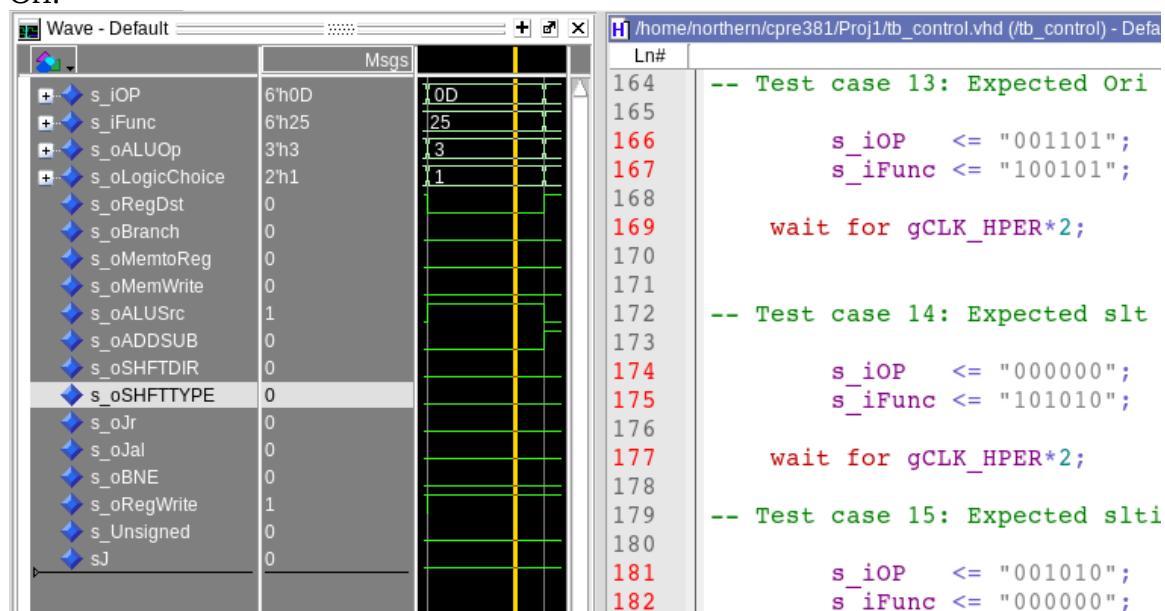
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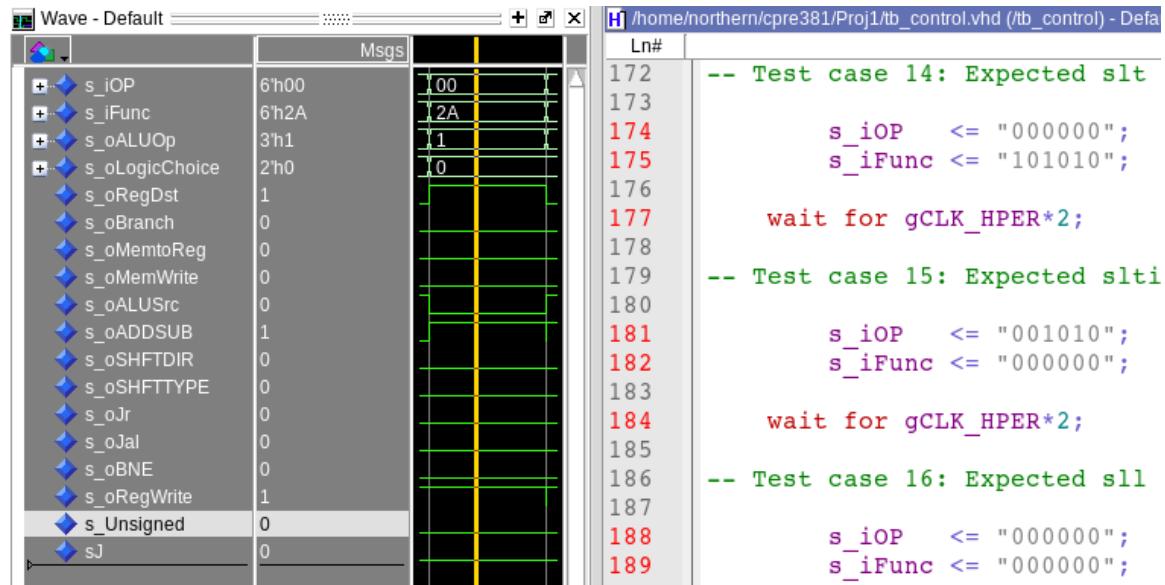
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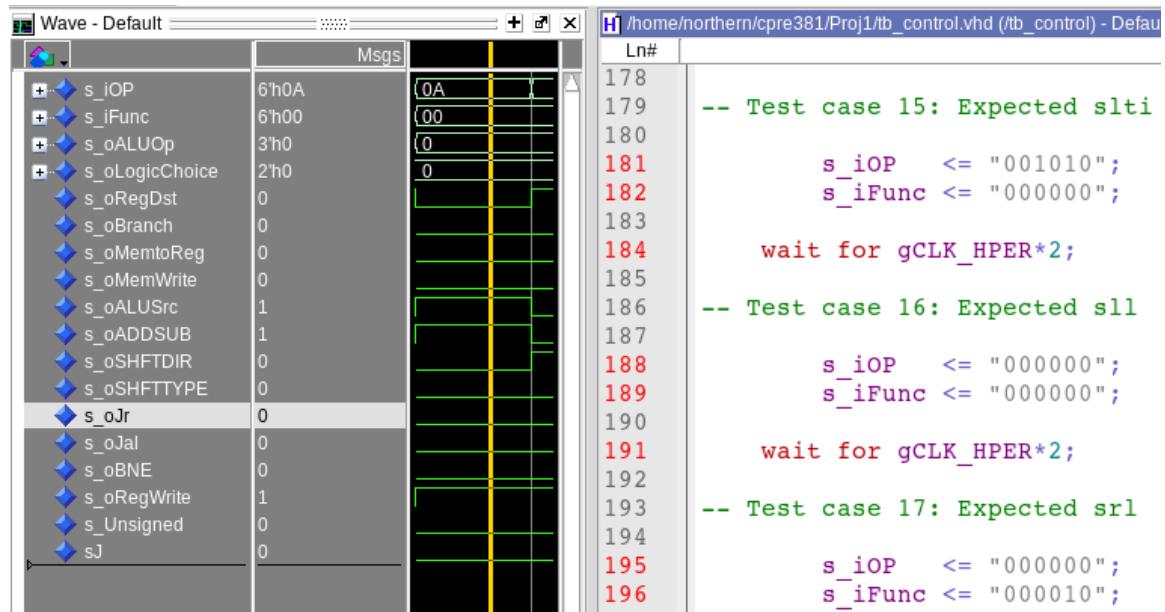
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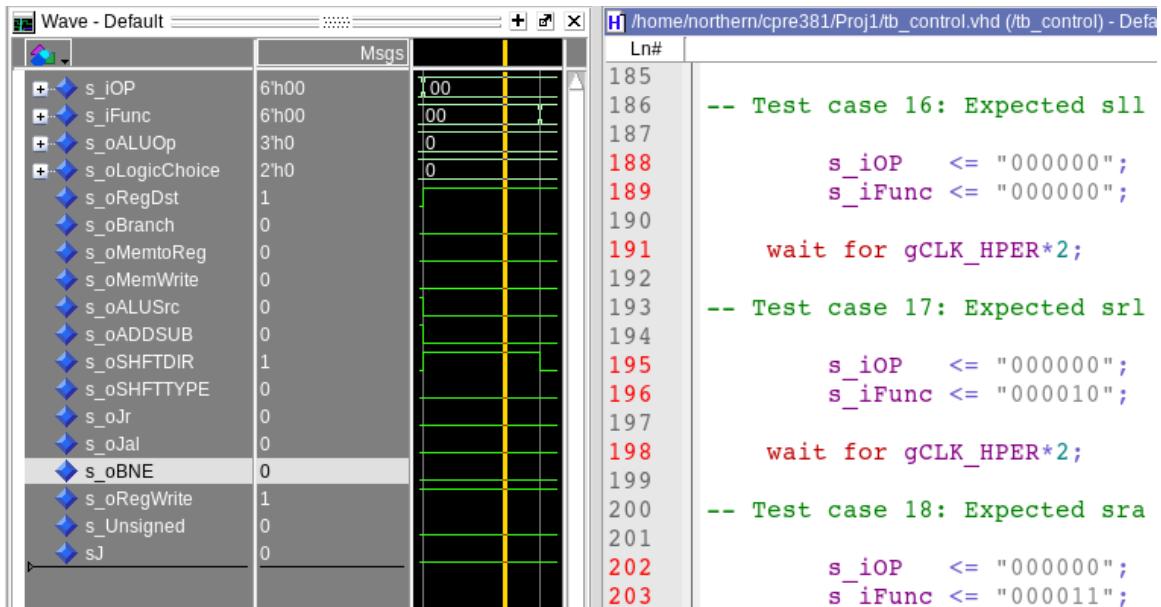
slt:



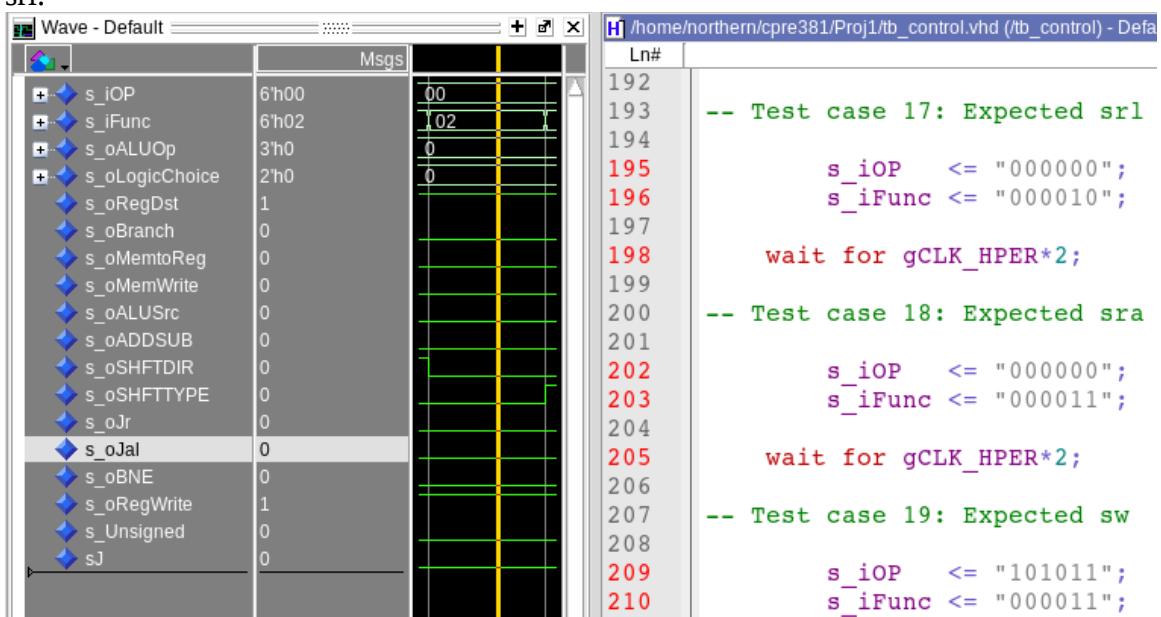
slti:



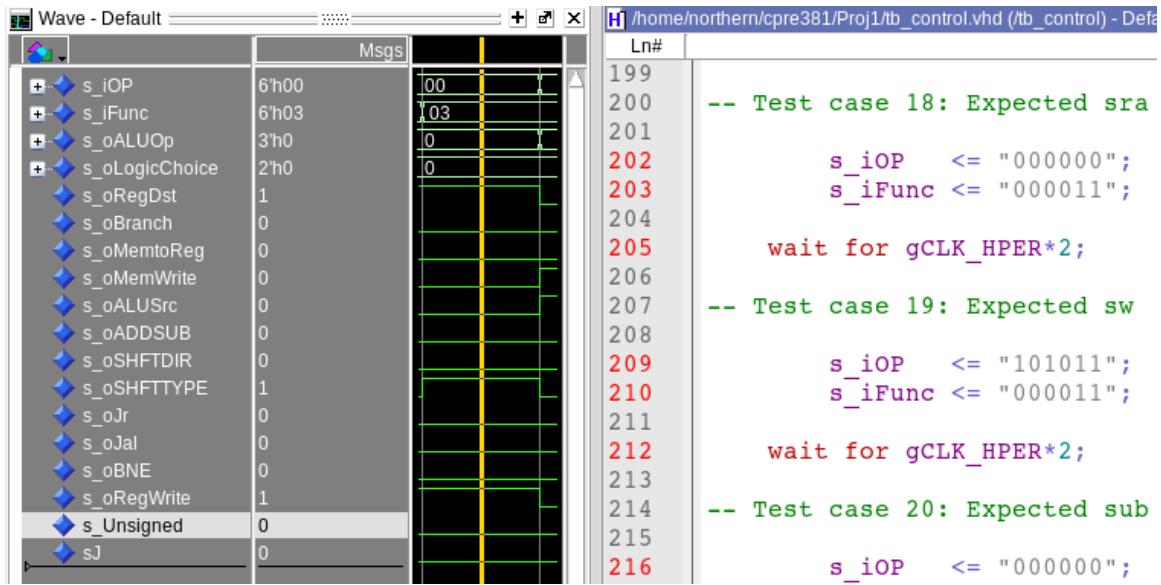
sll:



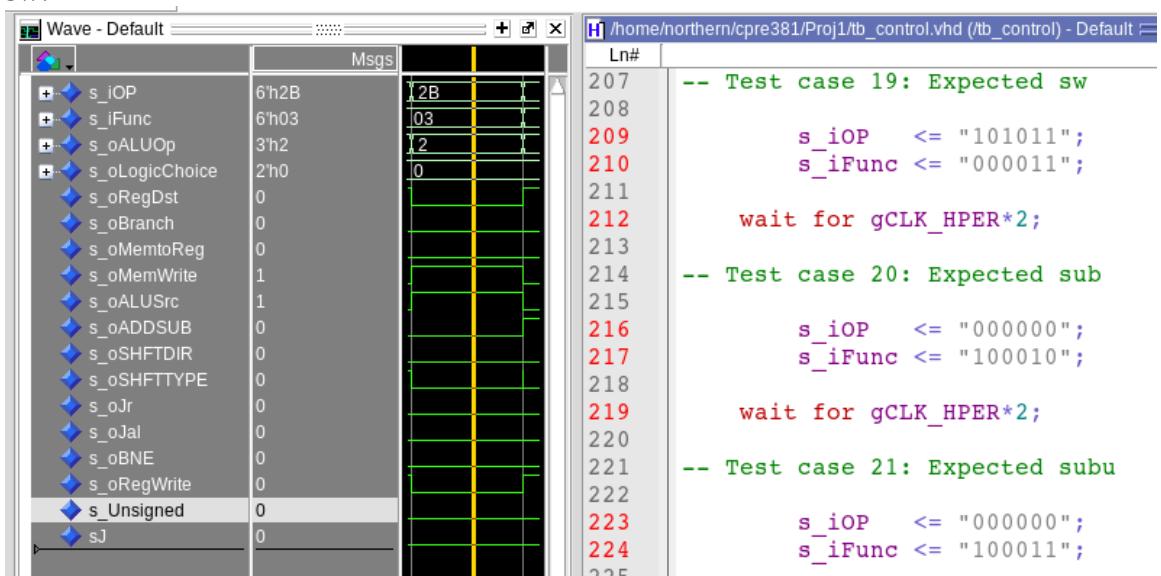
srl:



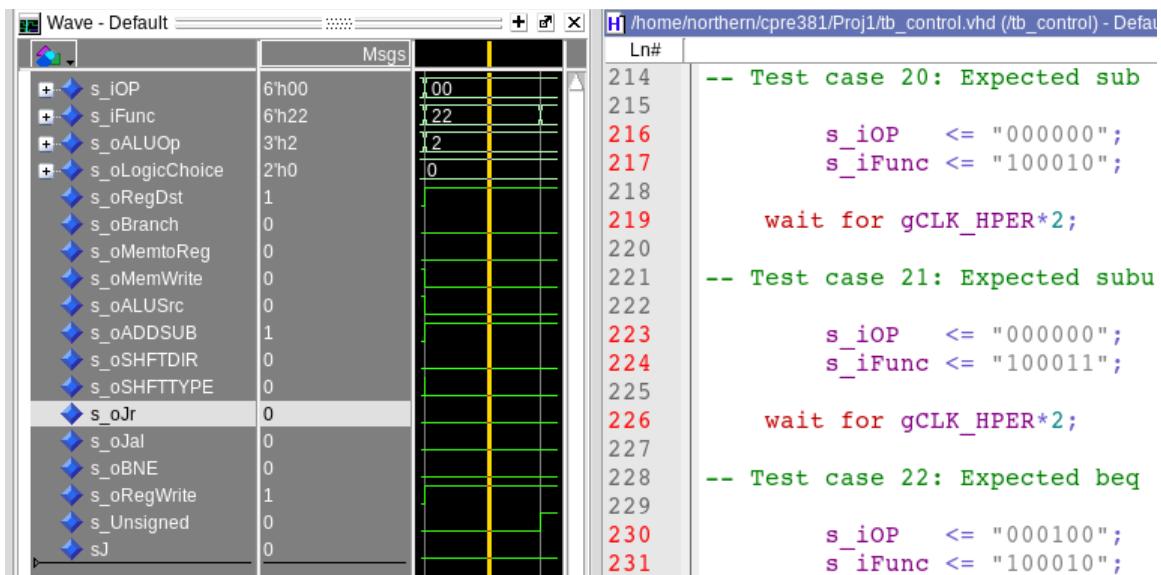
sra:



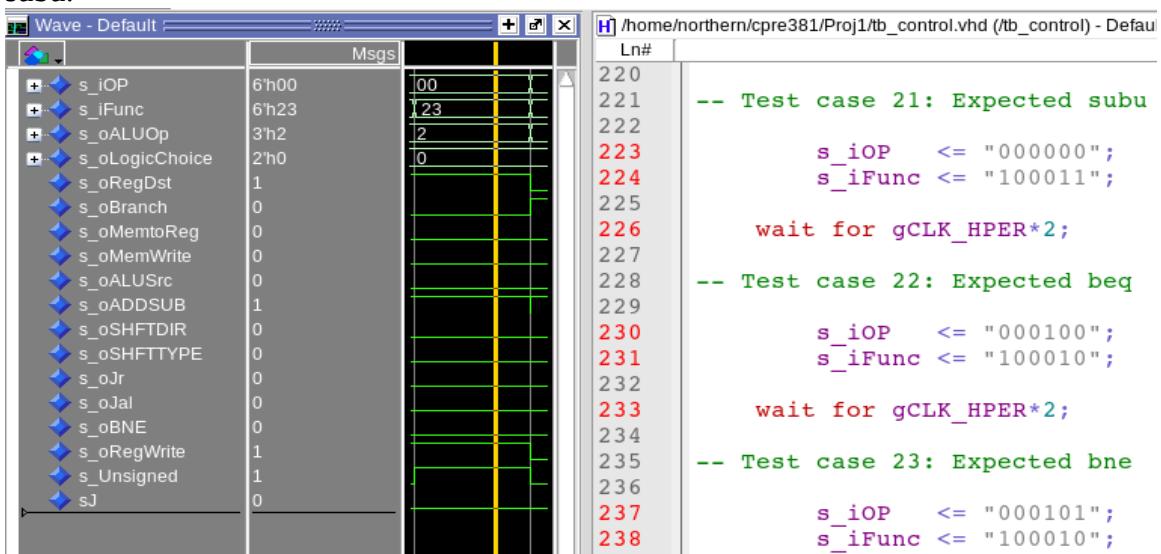
SW:



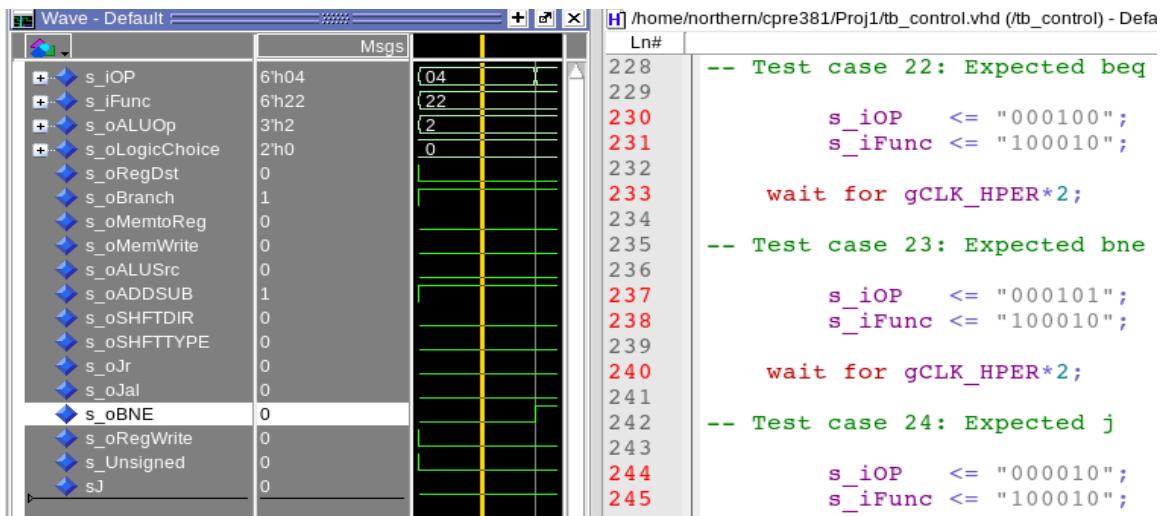
sub:



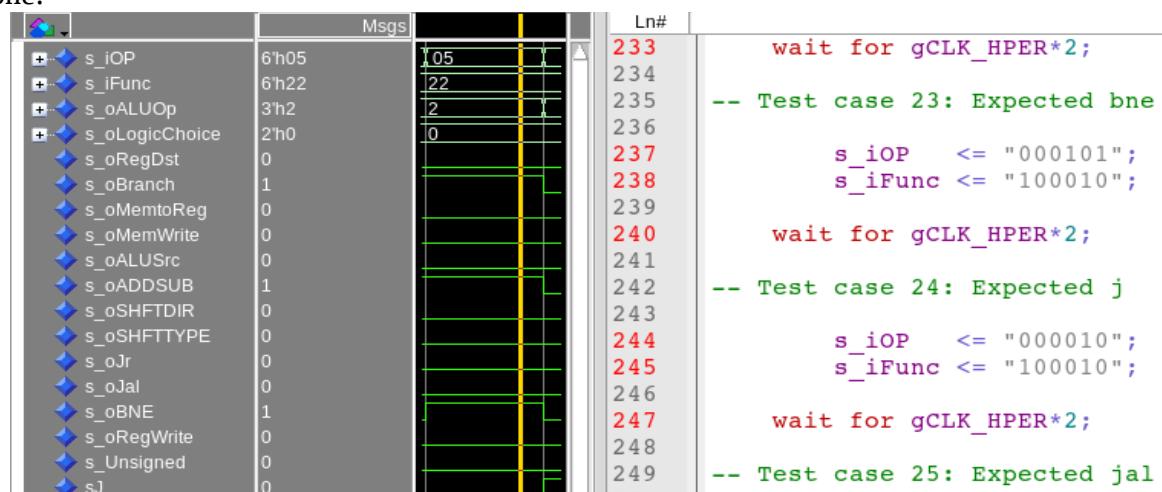
subu:



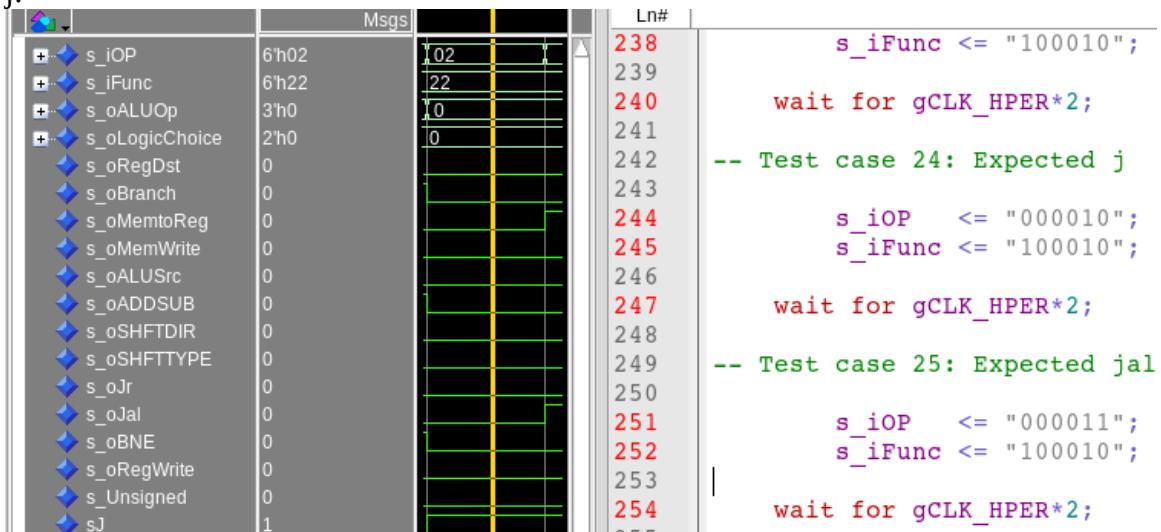
beq:



bne:



j:

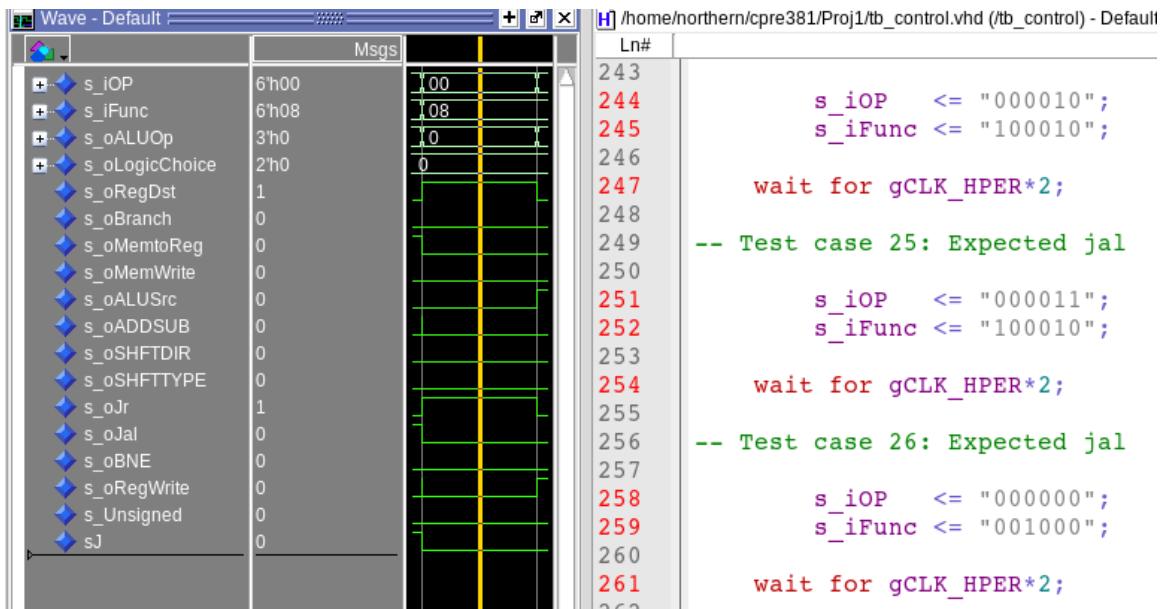


jal:

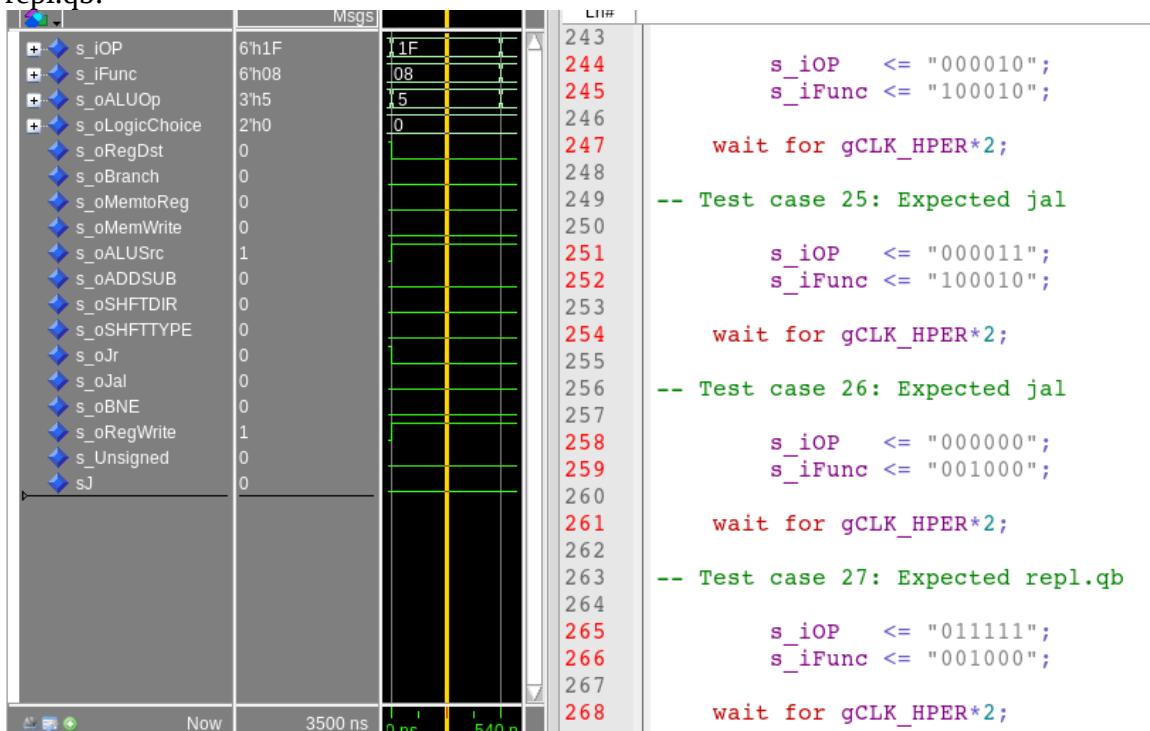
+◆ s_iOP	6'h03	103
+◆ s_iFunc	6'h22	22
+◆ s_oALUOp	3'h0	0
+◆ s_oLogicChoice	2'h0	0
◆ s_oRegDst	0	
◆ s_oBranch	0	
◆ s_oMemtoReg	1	
◆ s_oMemWrite	0	
◆ s_oALUSrc	0	
◆ s_oADDSSUB	0	
◆ s_oSHFTDIR	0	
◆ s_oSHFTTYPE	0	
◆ s_oJr	0	
◆ s_oJal	1	
◆ s_oBNE	0	
◆ s_oRegWrite	0	
◆ s_Unsigned	0	
◆ sJ	1	

```
243
244     s_iOP    <= "000010";
245     s_iFunc  <= "100010";
246
247         wait for gCLK_HPER*2;
248
249 -- Test case 25: Expected jal
250
251     s_iOP    <= "000011";
252     s_iFunc  <= "100010";
253
254         wait for gCLK_HPER*2;
255
256 -- Test case 26: Expected jal
257
258     s_iOP    <= "000000";
259     s_iFunc  <= "001000";
260
261         wait for gCLK_HPER*2;
262
```

jr: --mistyped saying 26 was jal again but it was jr



repl.qb:



[Part 2 (b.i)] What are the control flow possibilities that your instruction fetch logic must support? Describe these possibilities as a function of the different control flow-related instructions you are required to implement.

BNE: must take a Branch not equal input to an and gate anded with not Zero, this must activate the branch address or keep the normally incremented PC Address.

BEQ: must take a Branch is Equal input to an and gate with ZERO, to then choose for a multiplexer whether to branch or stay on same PC Address.

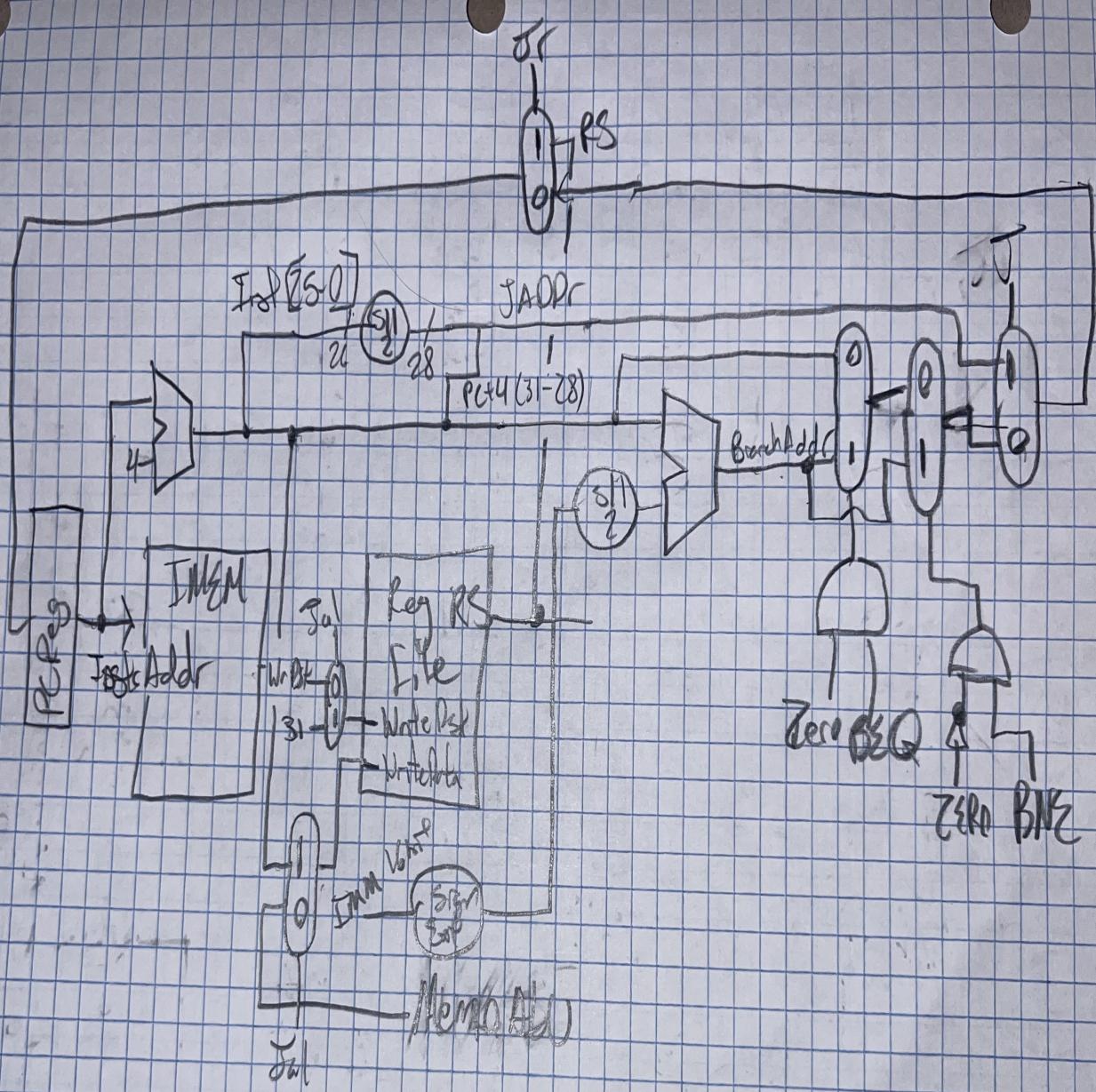
Jal: Jump and link must set register 31 to the PC Address incremented 4, by using a multiplexer on the write address port of the register file and porting the PC Address + 4 into a multiplexer to choose to take the output from the mem or ALU or the PCAddress and activates the PC Address when Jal is active to 1.

J: Jump runs to a multiplexer to choose between the given jump address extended by 2 0s and taking the first bits of the PC Address, or to keep the normal PC Address.

Jr: Jump Register jumps to the saved register address in RS usually register 31, Jr signal is used to choose between the Jr Address input, or the normal PC + 4 Address.

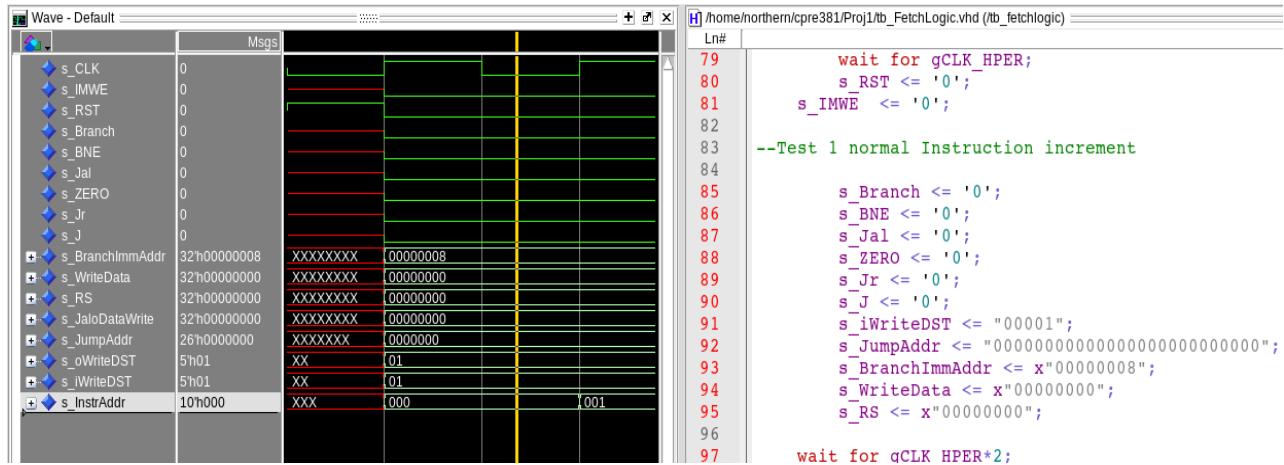
[Part 2 (b.ii)] Draw a schematic for the instruction fetch logic and any other datapath modifications needed for control flow instructions. What additional control signals are needed?

We needed BNE, BEQ, Jal, J, Jr to work out our control flow operations.

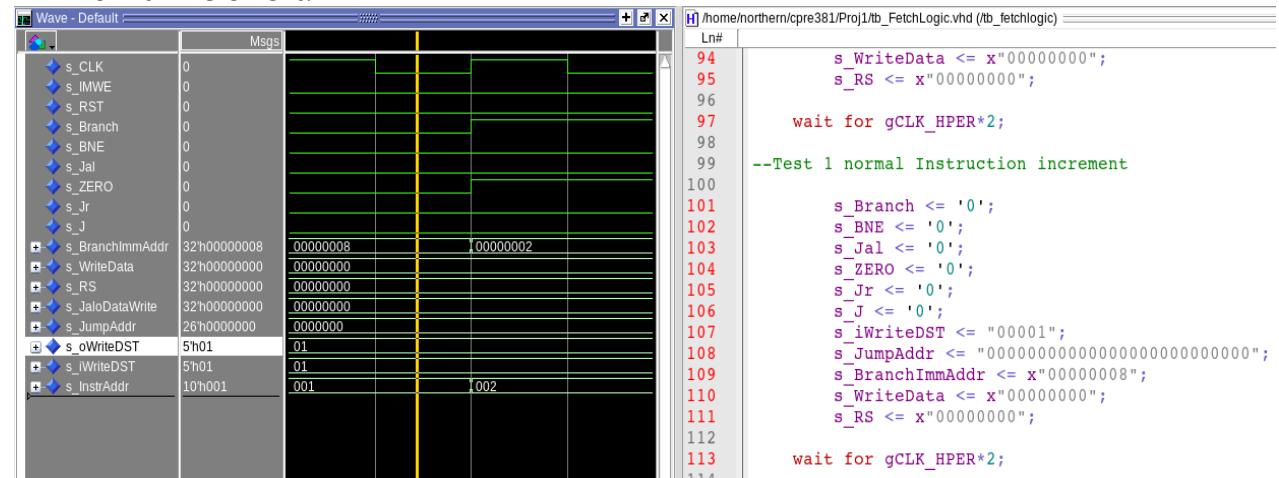


[Part 2 (b.iii)] Implement your new instruction fetch logic using VHDL. Use Modelsim to test your design thoroughly to make sure it is working as expected. Describe how the execution of the control flow possibilities corresponds to the Modelsim waveforms in your writeup.

Normal Increment:



Normal Increment:



BEQ:

	Msgs		Ln#	
◆ s_CLK	0		114	--Test 2 Branch EQ Expecting instruction Addr output 5 3+2
◆ s_IMWE	0		115	
◆ s_RST	0		116	
◆ s_Branch	1		117	s_Branch <= '1';
◆ s_BNE	0		118	s_BNE <= '0';
◆ s_Jal	0		119	s_Jal <= '0';
◆ s_ZERO	1		120	s_ZERO <= '1';
◆ s_Jr	0		121	s_Jr <= '0';
◆ s_J	0		122	s_J <= '0';
+◆ s_BranchImmAddr	32h00000002	00000002	123	s_iWrittenDST <= "00001";
+◆ s_WriteData	32h00000000	00000000	124	s_JumpAddr <= "00000000000000000000000000000000";
+◆ s_RS	32h00000000	00000000	125	s_BranchImmAddr <= x"00000002";
+◆ s_JaloDataWrite	32h00000000	00000000	126	s_WriteData <= x"00000000";
+◆ s_JumpAddr	26h00000000	00000000	127	s_RS <= x"00000000";
+◆ s_oWriteDST	5h01	01	128	
+◆ s_iWriteDST	5h01	01	129	wait for gCLK_HPER*2;
+◆ s_InstrAddr	10h002	002	130	

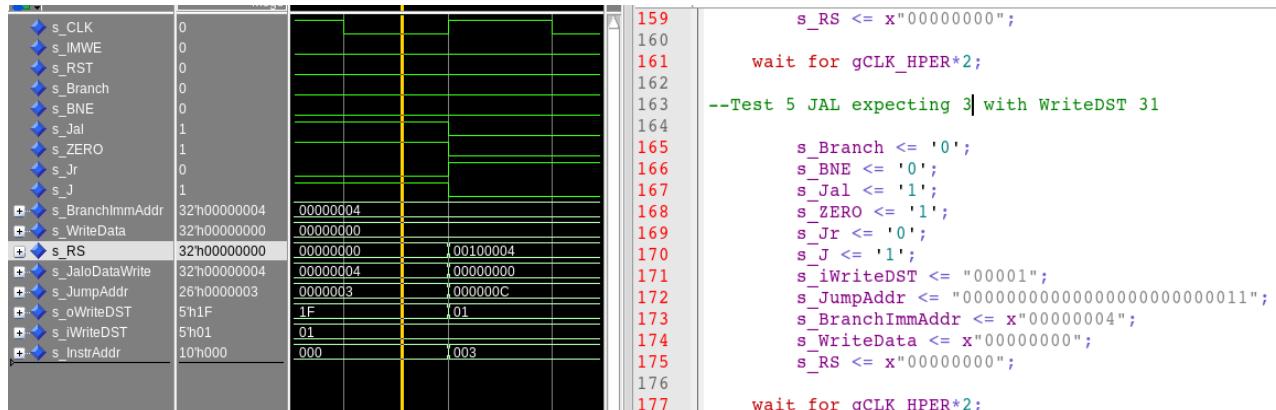
BNE:

	Msgs		Ln#	
◆ s_CLK	0		129	wait for gCLK_HPER*2;
◆ s_IMWE	0		130	
◆ s_RST	0		131	--Test 3 BNE Expecting instruction Addr 7 6+1
◆ s_Branch	1		132	
◆ s_BNE	0		133	s_Branch <= '1';
◆ s_Jal	0		134	s_BNE <= '0';
◆ s_ZERO	1		135	s_Jal <= '0';
◆ s_Jr	0		136	s_ZERO <= '1';
◆ s_J	0		137	s_Jr <= '0';
+◆ s_BranchImmAddr	32h00000001	00000001	138	s_J <= '0';
+◆ s_WriteData	32h00000000	00000000	139	s_iWriteDST <= "00001";
+◆ s_RS	32h00000000	00000000	140	s_JumpAddr <= "00000000000000000000000000000000";
+◆ s_JaloDataWrite	32h00000000	00000000	141	s_BranchImmAddr <= x"00000001";
+◆ s_JumpAddr	26h00000000	00000000	142	s_WriteData <= x"00000000";
+◆ s_oWriteDST	5h01	01	143	s_RS <= x"00000000";
+◆ s_iWriteDST	5h01	01	144	
+◆ s_InstrAddr	10h005	005	145	wait for gCLK_HPER*2;

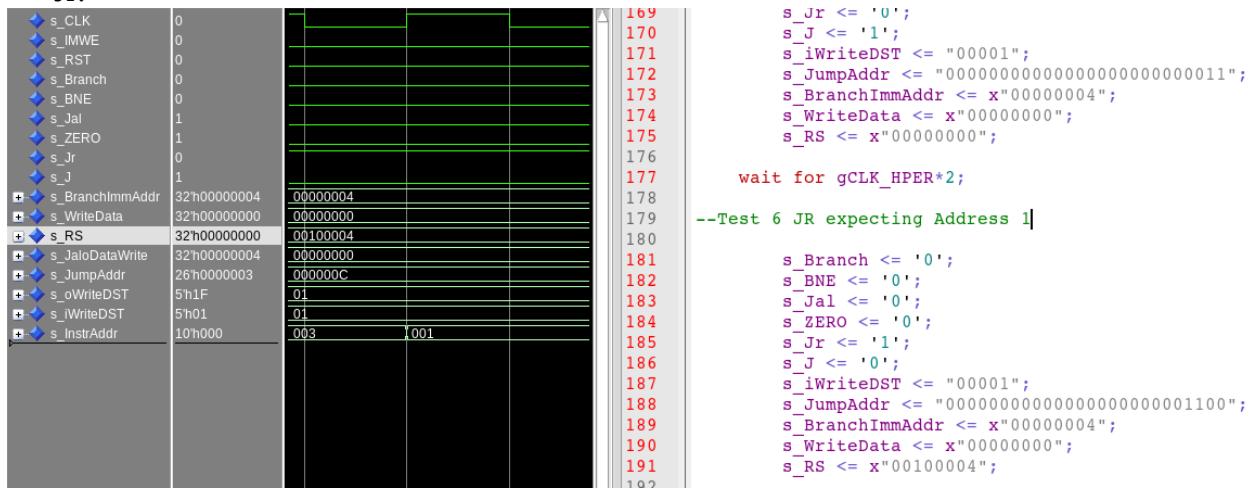
J:

	Msgs		Ln#	
◆ s_CLK	0		144	wait for gCLK_HPER*2;
◆ s_IMWE	0		145	
◆ s_RST	0		146	
◆ s_Branch	0		147	--Test 4 Jump Expecting Addr Output 0
◆ s_BNE	0		148	
◆ s_Jal	0		149	s_Branch <= '0';
◆ s_ZERO	1		150	s_BNE <= '0';
◆ s_Jr	0		151	s_Jal <= '0';
◆ s_J	1		152	s_ZERO <= '1';
+◆ s_BranchImmAddr	32h00000004	00000004	153	s_Jr <= '0';
+◆ s_WriteData	32h00000000	00000000	154	s_J <= '1';
+◆ s_RS	32h00000000	00000000	155	s_iWriteDST <= "00001";
+◆ s_JaloDataWrite	32h00000000	00000000	156	s_JumpAddr <= "00000000000000000000000000000000";
+◆ s_JumpAddr	26h00000000	00000000	157	s_BranchImmAddr <= x"00000004";
+◆ s_oWriteDST	5h01	01	158	s_WriteData <= x"00000000";
+◆ s_iWriteDST	5h01	01	159	s_RS <= x"00000000";
+◆ s_InstrAddr	10h007	007	160	
			161	wait for gCLK_HPER*2;

Jal:



Jr:



[Part 2 (c.i.1)] Describe the difference between logical (**srl**) and arithmetic (**sra**) shifts.
Why does MIPS not have a **sla** instruction?

Srl fills in zeros in the shift, while sra fills in the sign bit. MIPS does not have a sla instruction, as the sign bit is only the most significant bit. Sla would most likely fill the least significant bit, which would change the value of the data being shifted in an undesired way.

[Part 2 (c.i.2)] In your writeup, briefly describe how your VHDL code implements both the arithmetic and logical shifting operations.

By using a control bit, the shifter can switch between filling with zeros and filling with the sign bit using a multiplexor.

[Part 2 (c.i.3)] In your writeup, explain how the right barrel shifter above can be enhanced to also support left shifting operations.

To support left shifting operations, all the right shifter would need to do is reverse the order of bits of the input, then do a right shift, and then reverse the output bits again. This would essentially create a left shift.

[Part 2 (c.i.4)] Describe how the execution of the different shifting operations corresponds to the Modelsim waveforms in your writeup.

[Part 2 (c.ii.1)] In your writeup, briefly describe your design approach, including any resources you used to choose or implement the design. Include at least one design decision you had to make.

We had to decide to combine our logic outputs in our ALU into one Logic Unit in order to save space on our ALU operation select multiplexer.

[Part 2 (c.ii.2)] Describe how the execution of the different operations corresponds to the Modelsim waveforms in your writeup.

Shown in our ALU testbench

[Part 2 (c.iii)] Draw a simplified, high-level schematic for the 32-bit ALU. Consider the following questions: how is Overflow calculated? How is Zero calculated? How is `slt` implemented?

[Part 2 (c.v)] Describe how the execution of the different operations corresponds to the Modelsim waveforms in your writeup.

Shown in our test bench

[Part 2 (c.viii)] Justify why your test plan is comprehensive. Include waveforms that demonstrate your test programs functioning.

[Part 3] 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.

[Part 3 (a)] Create a test application that makes use of every required arithmetic/logical instruction at least once. The application need not perform any particularly useful task, but it should demonstrate the full functionality of the processor (e.g., sequences of many instructions executed sequentially, 1 per cycle while data written into registers can be effectively retrieved and used by later instructions). Name this file `Proj1_base_test.s`.

[Part 3 (b)] Create and test an application which uses each of the required control-flow instructions and has a call depth of at least 5 (i.e., the number of activation records on the stack is at least 4). Name this file `Proj1_cf_test.s`.

[Part 3 (c)] Create and test an application that sorts an array with N elements using the BubbleSort algorithm ([link](#)). Name this file Proj1_bubblesort.s.

[Part 4] report the maximum frequency your processor can run at and determine what your critical path is. Draw this critical path on top of your top-level schematics. What components would you focus on to improve the frequency?