

# Computer Architecture Final Project: Single Cycle CPU

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Due: 2022/12/26 (Mon.) 23:59 (UTC+8)

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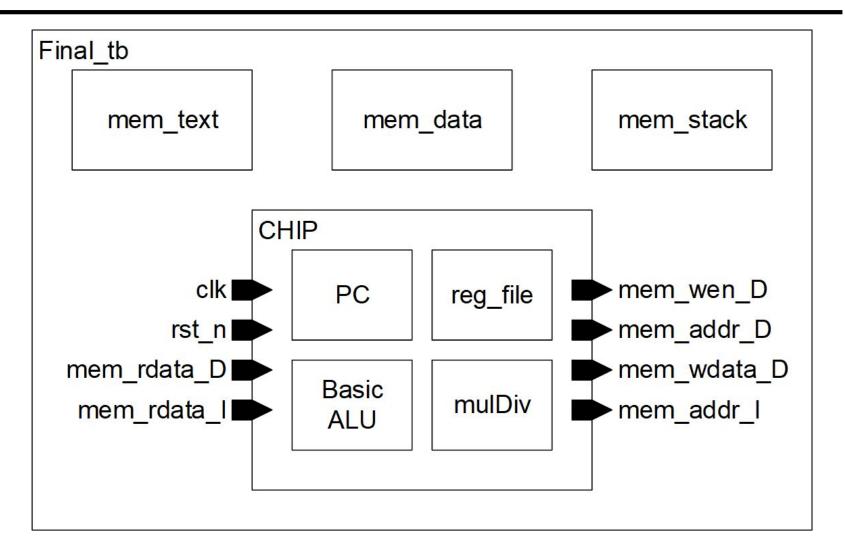


### Goal

- Implement a single cycle CPU
- Add multiplication/division unit (mulDiv) to CPU (HW2)
- Handle multi-cycle operations
- Get more familiar with assembly and Verilog



### **Specification**





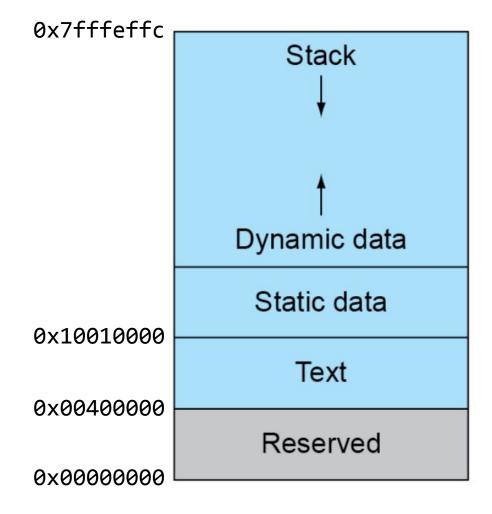
### **Port Definition**

Name	I/O	Width Description							
clk	1	1	Positive edge-triggered clock						
rst_n	I	1	Asynchronous negative edge reset						
mem_wen_D	0	1	0: Read data from data/stack memory 1: Write data to data/stack memory						
mem_addr_D	0	32	Address of data/stack memory						
mem_wdata_D	0	32 Data written to data/stack memory							
mem_rdata_D	I	32	Data read from data/stack memory						
mem_addr_I	0	32	Address of instruction (text) memory						
mem_rdata_I	I	32	Instruction read from instruction (text) memory						



### **Memory Layout (1/2)**

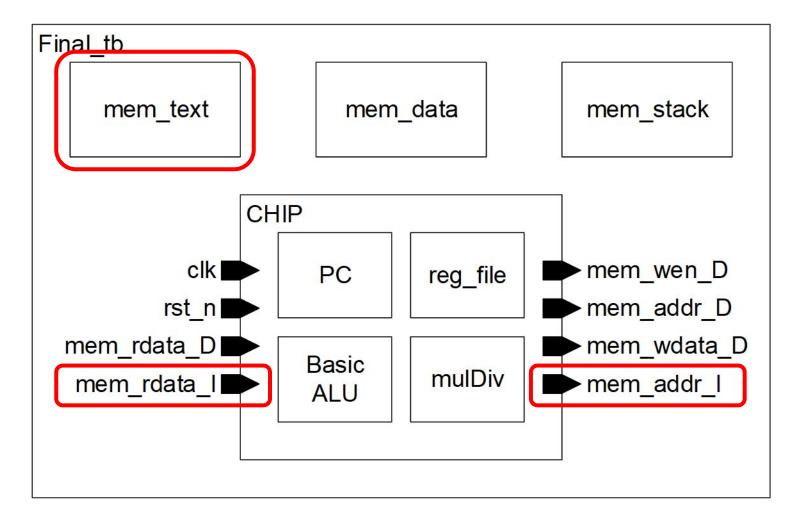
- In RARS simulator
- Text
  - Program code
- Data
  - Variables, arrays, etc.
- Stack
  - Automatic storage





### Relate Memory to Testbench (1/4)

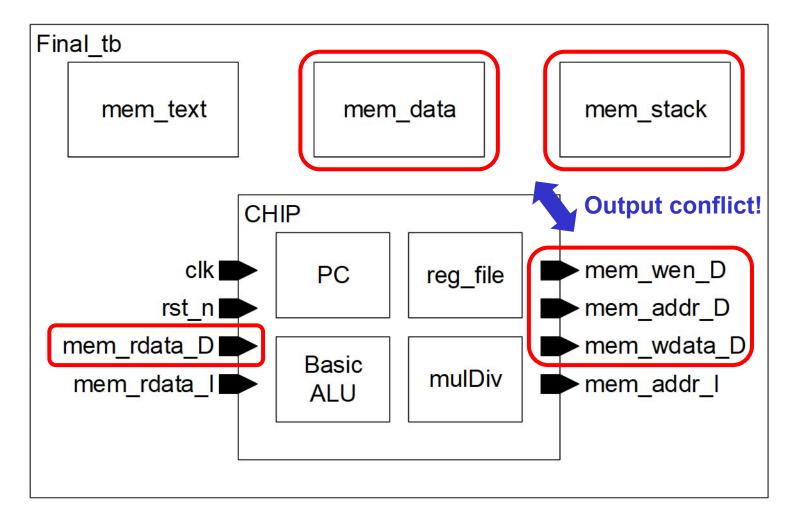
Instruction (text) memory





### Relate Memory to Testbench (2/4)

Data/stack memory





### Relate Memory to Testbench (3/4)

 Reduce size of memory blocks to improve simulation speed



```
`define SIZE_TEXT 36
`define SIZE_DATA 36
`define SIZE_STACK 36
```

 Define offset address for each memory block



 Define high impedance to avoid output conflict

Not synthesizable coding style!

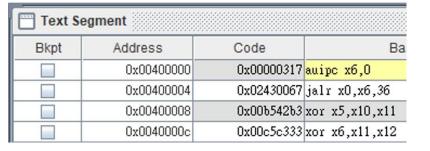
```
always @(*) begin
    q = {(BITS){1'bz}};
    for (i=0; i<word_depth; i=i+1) begin
        if (mem_addr[i] == a)
            q = mem[i];
    end
    if (wen) q = d;
end</pre>
```



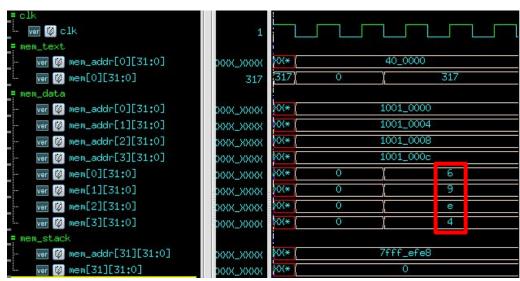
## Relate Memory to Testbench (4/4)

In RARS

In Testbench



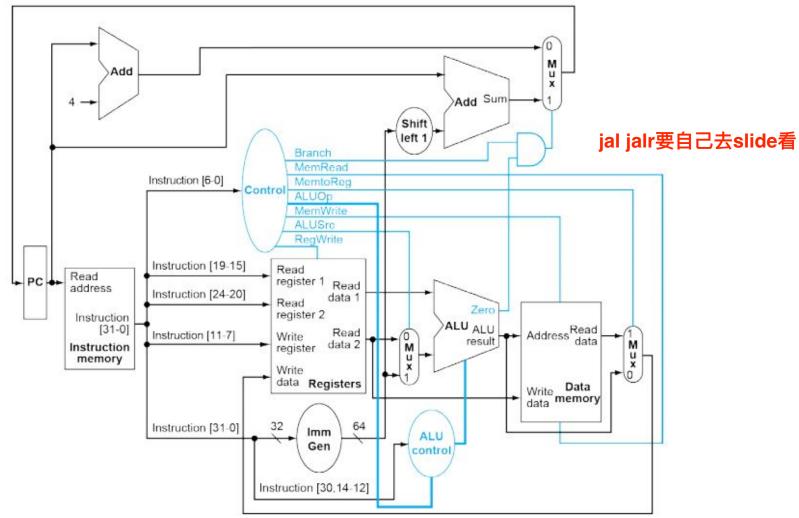
Value (+0)	Value (+4)	Value (+8)	Value (+c)
0x00000006	0x00000009	0x0000000e	0x00000004
UxUUUUUUUU	UxUUUUUUUU	UxUUUUUUUU	UxUUUUUUUU
0x00000000	0x00000000	0x00000000	0x00000000
0x00000000	0x00000000	0x00000000	0x00000000
	0x00000006 0x00000000 0x00000000	0x00000006 0x00000009 Ux00000000 0x00000000 0x00000000	0x0000006         0x0000009         0x000000e           0x0000000         0x0000000         0x0000000           0x00000000         0x00000000         0x00000000





#### **Architecture**

Not complete (does not include jal, jalr, ...)





### **Supporting Instructions**

- Your design must <u>at least</u> support
  - auipc, jal, jalr
  - beq, lw, sw
  - addi, slti, add, sub, xor
  - mul
- For bonus challengers
  - bge, srai, slli ... (you might have to use these instructions to finish your bonus)
- See "Instruction\_Set\_Listings.pdf" for more information of machine code



### Supplement: Instruction "auipc"

31		12 11	7 6 0
	imm[31:12]	rd	opcode
	20	5	7
	U-immediate[31:12]	dest	AUIPC

- Add upper immediate to PC, and store the result to rd
  - auipc rd, U-immediate

pc + imm\*(2<sup>4</sup>) 通常用於jump的前置動作

- Example: auipc x5, 1 (PC = 0x0001001c)
  - $\bullet$  0x0001001c + 0x00001000 = 0x0001101c
  - Store 0x0001101c in x5



### Supplement: Instruction "mul"

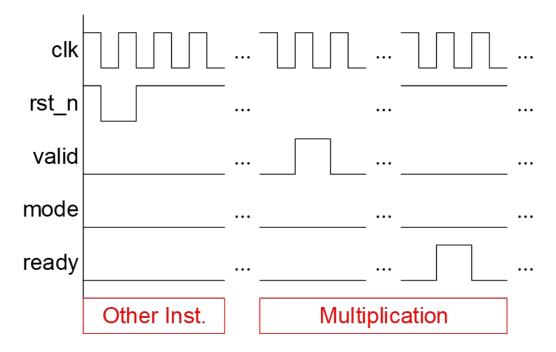
31	25 24	20 19	15 14	12 11	7 6	0
funct7	rs2	rs1	funct	3 rd	opcode	
7	5	5	3	5	7	
MULDIV	multip	olier multiple	icand MUL/MU	LH[[S]U] dest	OP	

- Not included in RV32I
- Store the lower 32-b result (rs1 × rs2) to rd
- Example: mul x10, x10, x6
  - $\star$  x10 = 0x00000001, x6 = 0x00000002
  - $\bullet$  0x0000001 × 0x00000002 = 0x00000002
  - Store 0x00000002 in x10
- Your mulDiv can support this instruction!



### **Multi-Cycle Operation**

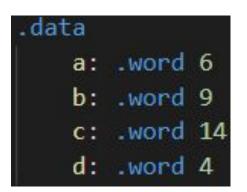
- Once CPU decodes mul operation, issue valid to your mulDiv
- Once CPU receives ready, store the lower 32-b result to rd
- You might have to design FSM in your CPU





#### **Test Pattern 1: Leaf**

- Modified from lecture slides
- The procedure loads a,b,c,d from 0x10010000–0x1001000c, and stores the result to 0x10010010
- Run simulation:
  - \$ ncverilog Final\_tb.v +define+leaf +access+r



Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)
0x10010000	6	9	14	4	1
0x10010020	0	0	0	0	
0x10010040	0	0	0	0	
0x10010060	0	0	0	0	
0x10010080	0	0	0	0	/
0x100100a0	0	0	0	0	
0x100100c0	0	0	0	0	
0x100100e0	0	0	0	0	
0+10010100	n	n	n	n	



#### **Test Pattern 2: Perm**

- Modified from lecture slides
- The procedure loads n,r from 0x10010000–0x10010004, and stores the result to 0x00010008
- Run simulation:
  - \$ ncverilog Final\_tb.v +define+perm +access+r

```
def perm(n,r):
    if r < 1:
        return 1
    else:
        return n*perm(n-1,r-1)

.data
    n: .word 10
    r: .word 3</pre>
```

Data Segment			
Address	Value (+0)	Value (+4)	Value (+8)
0x10010000	10	3	720
0x10010020	0	0	0
0x10010040	0	0	0
0x10010060	0	0	0
0x10010080	0	0	0
0x100100a0	0	0	0
0x100100c0	0	0	0
0x100100e0	0	0	0
0-10010100	n	n	n
		þ	010000 (.data)



### (Bonus) Test Pattern 3: (1/4)

Design your assembly first

更複雜的遞迴 assembly要自己寫

```
T(n) = \begin{cases} 2 \times T(\left|\frac{3n}{4}\right|) + \lfloor 0.875n \rfloor - 137, & n \ge 10\\ 2 \times T(n-1), & 1 \le n < 10\\ 7, & n = 0 \end{cases}
```

- Example: T(11) = 3456, T(30) = 55489
- Use recursive function

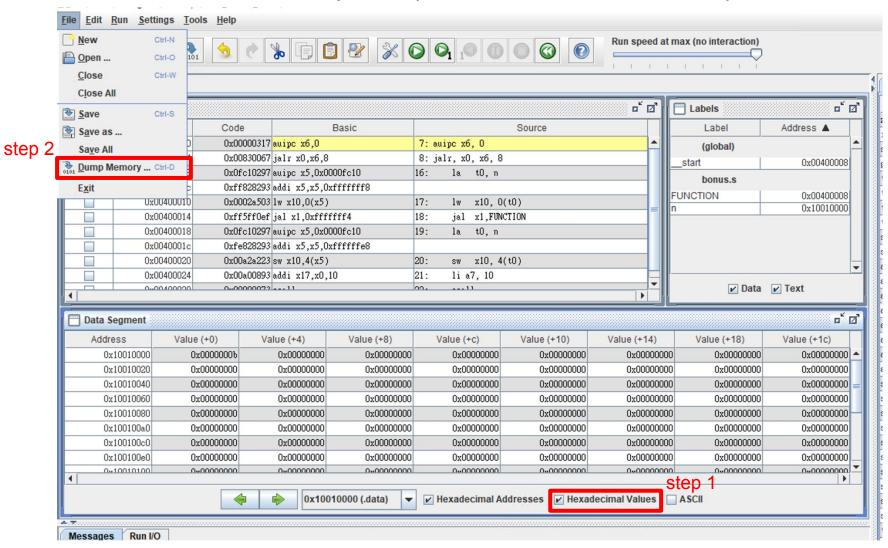
```
# Todo: Define your own function

# Do NOT modify this part!!!
__start:
la t0, n
lw x10, 0(t0)
jal x1,FUNCTION
la t0, n
sw x10, 4(t0)
addi a0,x0,10
ecall
```



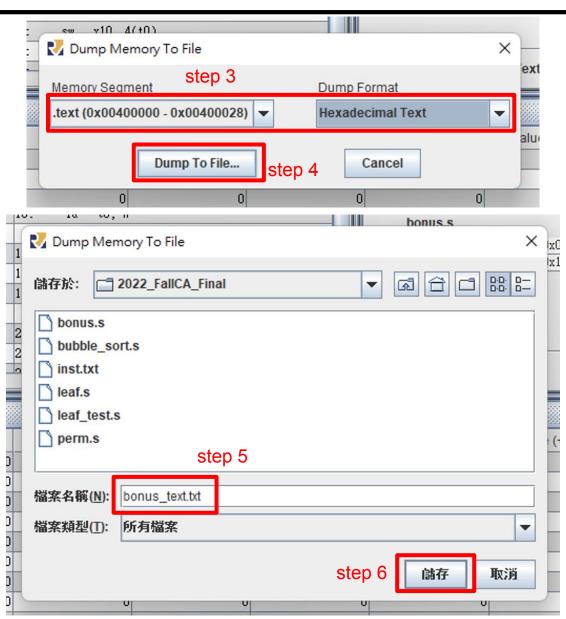
### (Bonus) Test Pattern 3: (2/4)

Dump text memory file (Hexadecimal format)





## (Bonus) Test Pattern 3: (3/4)





### (Bonus) Test Pattern 3: (4/4)

- Save the binary file as: ./Verilog/bonus/bonus\_text.txt
  - Modify the text file: delete the last 2 instructions
- Test pattern generation: ./Verilog/bonus/bonus\_gen.py
- Run simulation:
  - \$ ncverilog Final\_tb.v +define+bonus +access+r

00000317 00830067 0fc10297 ff828293 0002a503 ff5ff0ef 0fc10297 fe828293 00a2a223

Delete

system call



#### **Pattern Generation**

- Three python codes provided:
  - leaf\_gen.py
  - perm\_gen.py
  - bonus\_gen.py
- TA will change the variables in \*\_gen.py to generate new test patterns when testing your CPU design



### **Coding Style Check**

Register Name	Type	Width	1	Bus	1	MB	1	AR	1	AS	s	R	SS	1	ST	
alu_in_reg	Flip-flop	======   32	I	Y	I	N	I	Υ	Ī	N	===   N		N	I	N	=
counter reg	Flip-flop	5	Ť	Y	Ť	N	Ť	Y	Ĺ	N	I N		N	ı	N	
shreg reg	Flip-flop	64	Ť	Υ	Ĺ	N	Ĺ	Υ	Ĺ	N	ÍN	İ	N	Î	N	
state reg	Flip-flop	2	İ	Υ	İ	N	İ	Y	İ	N	N	İ	N	İ	N	

- All sequential elements must be flip-flops
- Check by Design Compiler
- Command:
  - \$ dv -no\_gui
  - design\_vision> read\_verilog CHIP.v
- Exit:
  - design\_vision> exit



### Report

- Briefly describe your CPU architecture
- Describe how you design the data path of instructions not referred in the lecture slides (jal, jalr, auipc, ...)
- Describe how you handle multi-cycle instructions (mul)
- Record total simulation time (CYCLE = 10 ns)
  - Leaf: a = 3, b = 9, c = 5, d = 17
  - Perm: n = 8, r = 5
  - (Bonus: n = 11)

#### Simulation complete via \$finish(1) at time 4795 NS + 0

- Describe your observation
- Snapshot the "Register table" in Design Compiler (p. 22)
- List a work distribution table



#### **Submission**

- Deadline: 12/26 (Mon.) 23:59
  - Late submission: 20 % reduction per day
- Upload Final\_group\_<group\_id>.zip to ceiba
  - Final group <group id>.zip
    - □ Final\_group\_<group\_id>/
    - Final\_group\_<group\_id>/CHIP.v
    - (Final\_group\_<group\_id>/bonus.s)
    - (Final\_group\_<group\_id>/bonus\_text.txt)
    - □ Final\_group\_<group\_id>/report.pdf
  - Wrong format: 20% reduction
- Example



#### Score

- Simulation: 70 % (+ bonus 20 %)
  - Leaf
    - Default: 15 %
    - Change test pattern: 15 %
  - Perm
    - Default: 20 %
    - Change test pattern: 20 %
  - Bonus
    - Default: 10 %
    - Change test pattern: 10 %
- Report: 30 %
  - Content: 20 %
  - Snapshots: 5 %
  - Work distribution: 5 %