



Computer Architecture

Final Project: Single Cycle CPU

TA: 黃士豪 (Shih-hao Huang)

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

Email: r10943004@ntu.edu.tw

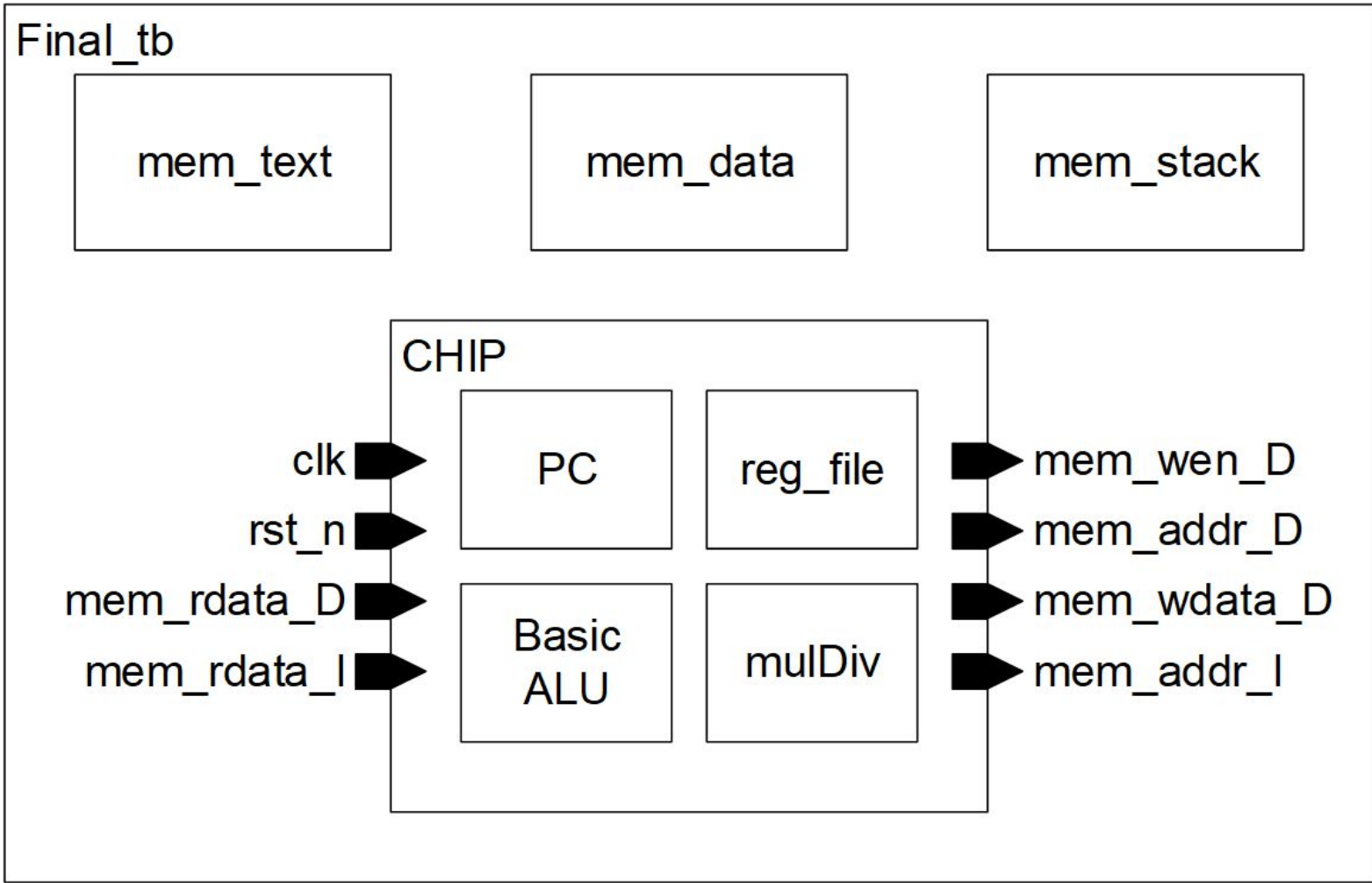


Goal

- ◆ 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





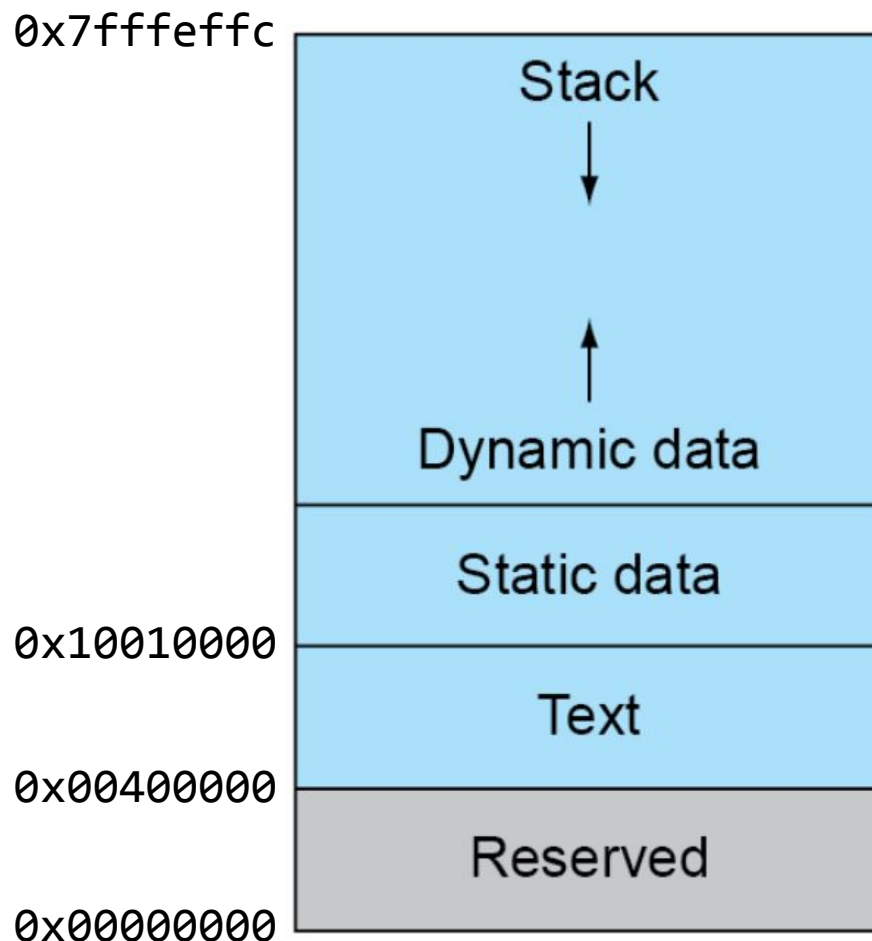
Port Definition

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



Memory Layout (1/2)

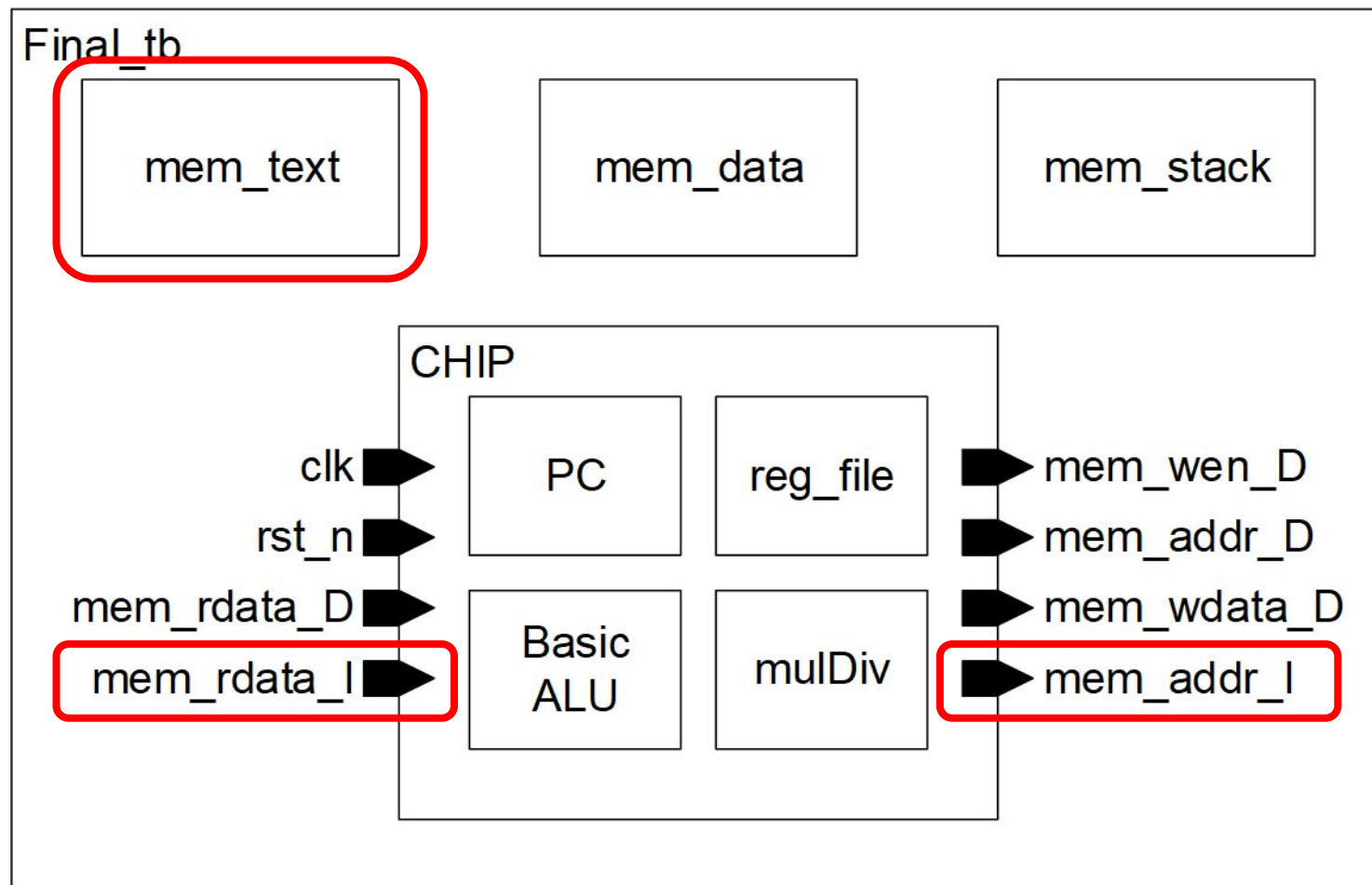
- ◆ In RARS simulator
- ◆ Text
 - ◆ Program code
- ◆ Data
 - ◆ Variables, arrays, etc.
- ◆ Stack
 - ◆ Automatic storage





Relate Memory to Testbench (1/4)

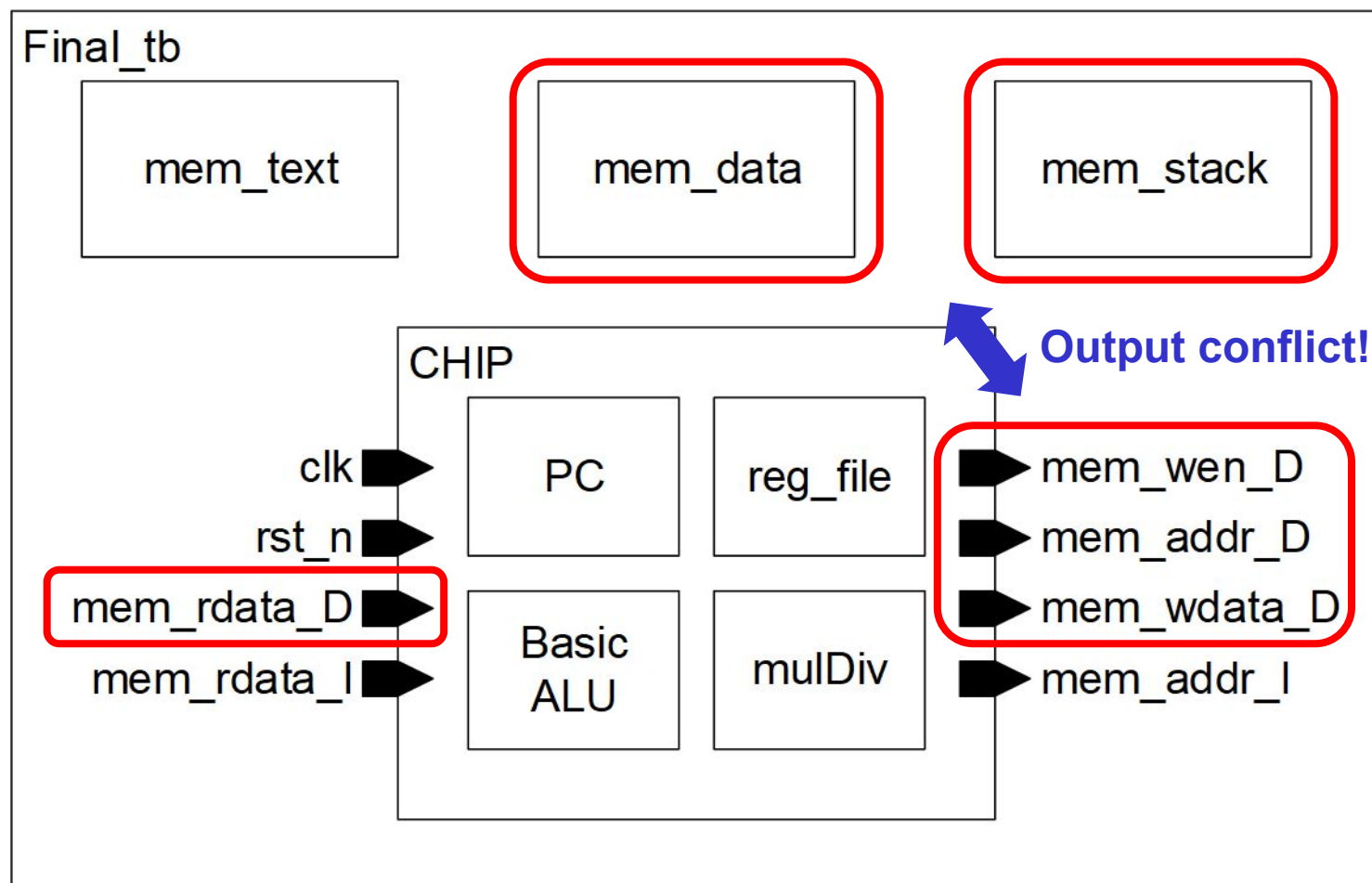
- ◆ Instruction (text) memory





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!**

```
module memory #(
    parameter BITS = 32,
    parameter word_depth = 32
) (
    clk,
    rst_n,
    wen,
    a,
    d,
    q,
    offset
);
```

```
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
```

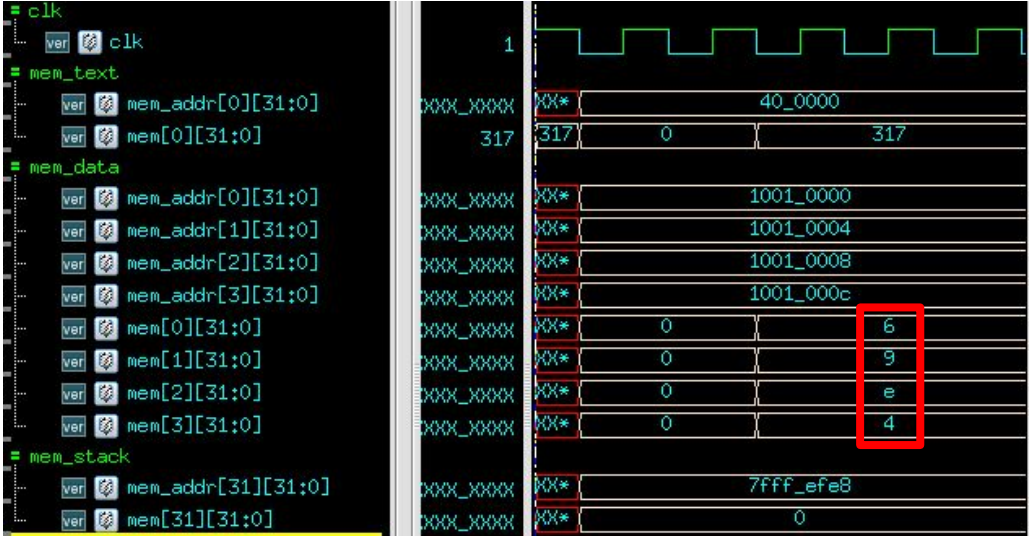



Relate Memory to Testbench (4/4)

- ◆ In RARS
- ◆ In Testbench

| Text Segment | | | |
|--------------------------|------------|---------------------------|----|
| Bkpt | Address | Code | Ba |
| <input type="checkbox"/> | 0x00400000 | 0x00000317 auipc x6,0 | |
| <input type="checkbox"/> | 0x00400004 | 0x02430067 jalr x0,x6,36 | |
| <input type="checkbox"/> | 0x00400008 | 0x00b542b3 xor x5,x10,x11 | |
| <input type="checkbox"/> | 0x0040000c | 0x00c5c333 xor x6,x11,x12 | |

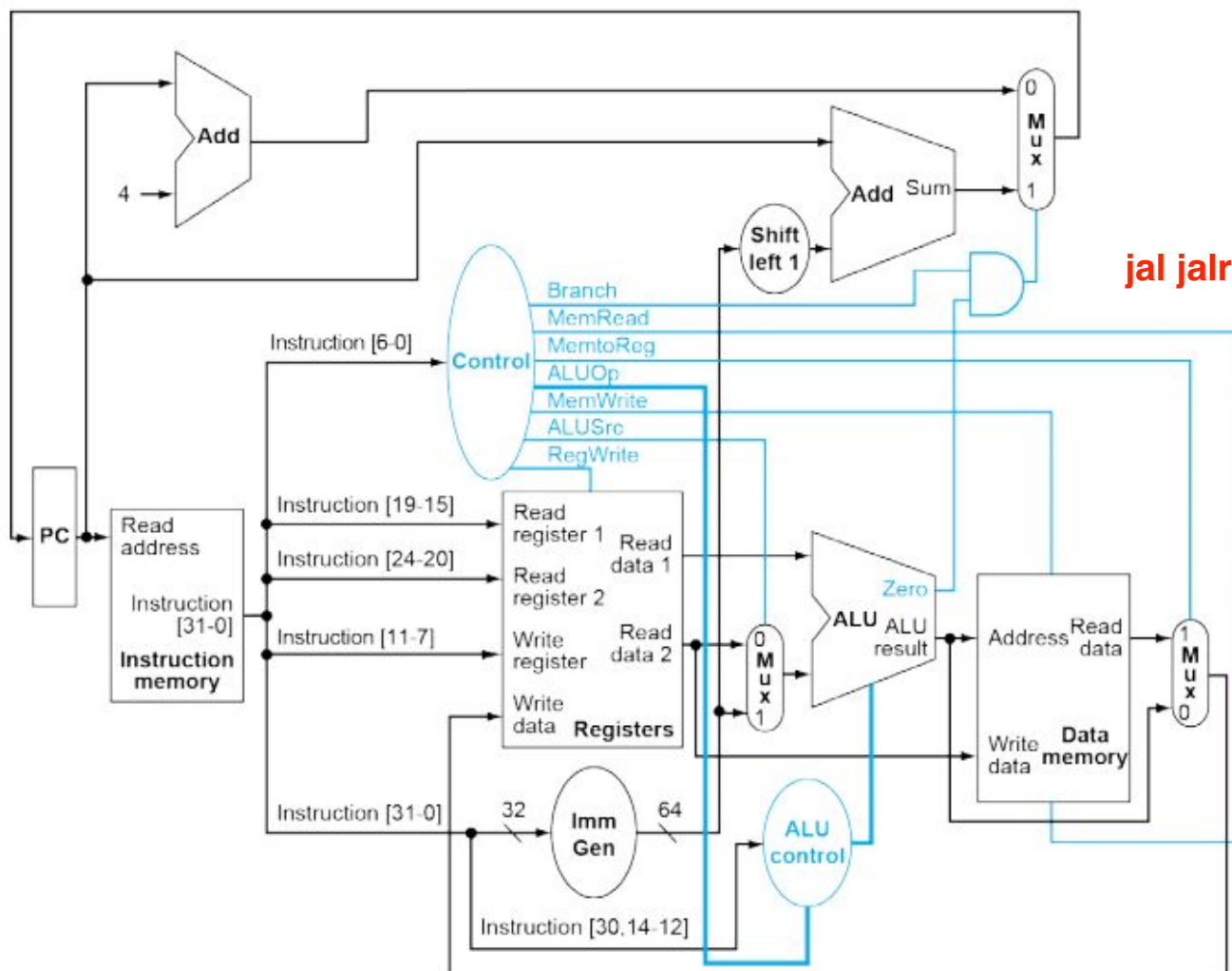
| Data Segment | | | | |
|--------------|------------|------------|------------|------------|
| Address | Value (+0) | Value (+4) | Value (+8) | Value (+c) |
| 0x10010000 | 0x00000006 | 0x00000009 | 0x0000000e | 0x00000004 |
| 0x10010020 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010040 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010060 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |





Architecture

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



jal jalr要自己去slide看

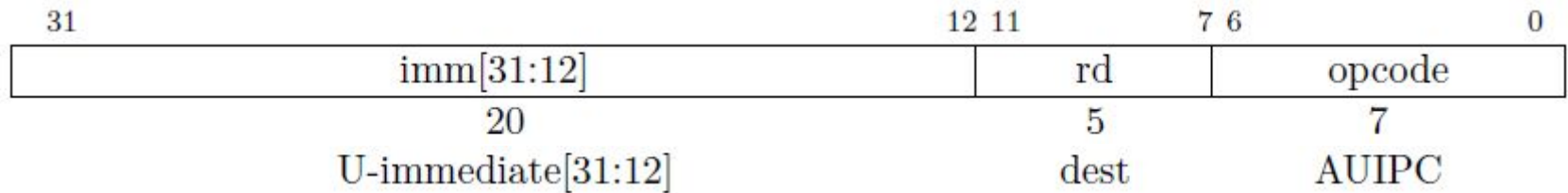


Supporting Instructions

- ◆ Your design must **at least** 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



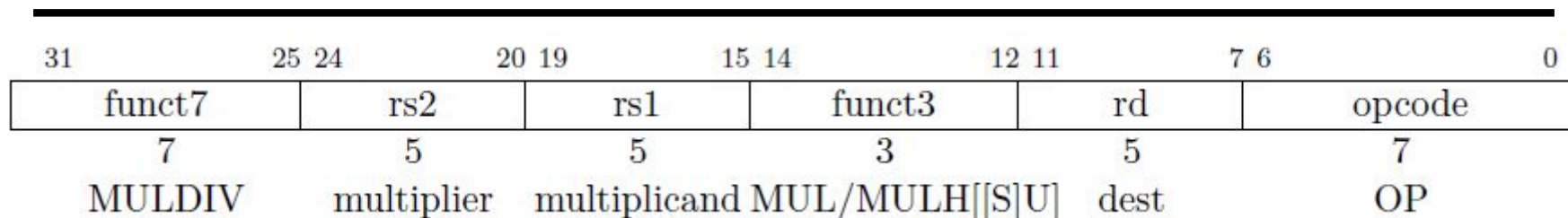
Supplement: Instruction “auipc”



- ◆ Add upper immediate to PC, and store the result to rd
 - ◆ auipc rd, U-immediate $pc + imm * (2^4)$
通常用於jump的前置動作
- ◆ Example: auipc x5, 1 (PC = 0x0001001c)
 - ◆ $0x0001001c + 0x00001000 = 0x0001101c$
 - ◆ Store 0x0001101c in x5



Supplement: Instruction “mul”

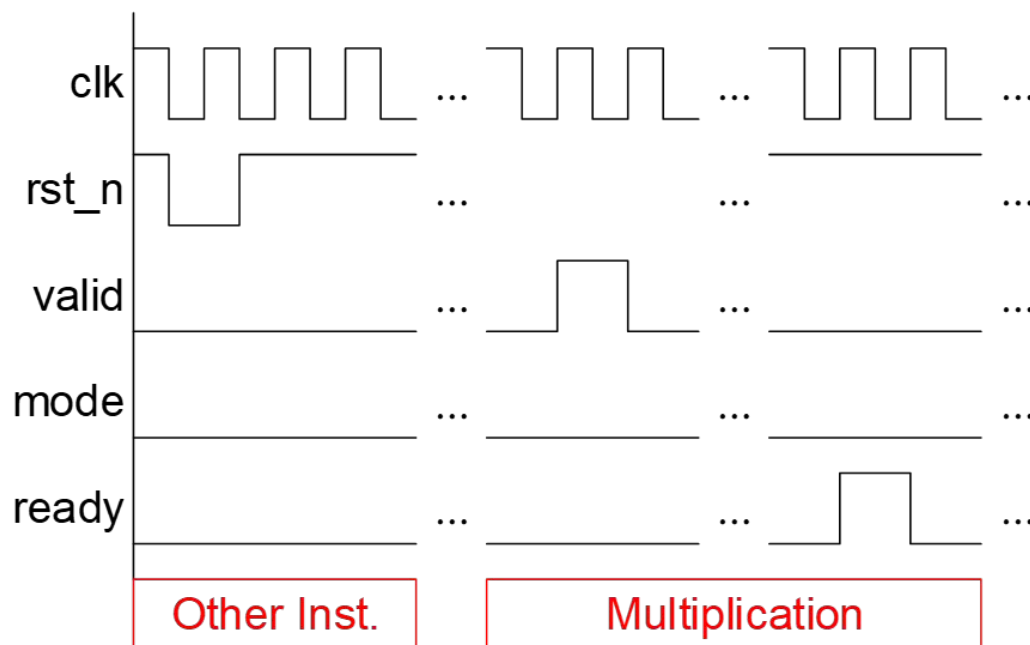


- ◆ Not included in RV32I
- ◆ Store the lower 32-b result ($rs1 \times rs2$) to rd
- ◆ Example: mul x10, x10, x6
 - ◆ $x10 = 0x00000001$, $x6 = 0x00000002$
 - ◆ $0x00000001 \times 0x00000002 = 0x00000002$
 - ◆ Store $0x00000002$ in x10
- ◆ **Your mulDiv can support this instruction!**



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

```
def leaf(a,b,c,d):
    f = (a^b) + (b^c) - (c^d)
    return f
```

xor

```
.data
a: .word 6
b: .word 9
c: .word 14
d: .word 4
```

| Data Segment | | | | | |
|--------------|------------|------------|------------|------------|-------------|
| Address | Value (+0) | Value (+4) | Value (+8) | Value (+c) | Value (+10) |
| 0x10010000 | 6 | 9 | 14 | 4 | 12 |
| 0x10010020 | 0 | 0 | 0 | 0 | 0 |
| 0x10010040 | 0 | 0 | 0 | 0 | 0 |
| 0x10010060 | 0 | 0 | 0 | 0 | 0 |
| 0x10010080 | 0 | 0 | 0 | 0 | 0 |
| 0x100100a0 | 0 | 0 | 0 | 0 | 0 |
| 0x100100c0 | 0 | 0 | 0 | 0 | 0 |
| 0x100100e0 | 0 | 0 | 0 | 0 | 0 |
| 0x10010100 | 0 | 0 | 0 | 0 | 0 |

◀ ▶ 0x10010000 (.data) ☒ Hexadecimal Addresses ☐ Hexad



Test Pattern 2: Perm

- ◆ Modified from lecture slides
- ◆ The procedure loads n,r from **遞迴function** 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
```

| 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 |
| 0x10010100 | 0 | 0 | 0 |



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

◆ Design your assembly first

更複雜的遞迴
assembly要自己寫

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

◆ Example: $T(11) = 3456$, $T(30) = 55489$

x10存n, x11存要return的值
beq x10 x0 end

◆ Use recursive function

```
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
```

end
mv x11 7



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

◆ Dump text memory file (Hexadecimal format)

step 2

The screenshot shows a debugger window with the 'File' menu open. The 'Dump Memory ... Ctrl-D' option is highlighted with a red box. Below the menu, the 'Data Segment' view is shown, displaying memory addresses and their corresponding values in hexadecimal. The 'Hexadecimal Values' checkbox is also highlighted with a red box.

Code View:

| Code | Basic | Source |
|------------|------------------------|---------------------|
| 0x00000317 | auipc x6,0 | 7: auipc x6, 0 |
| 0x00830067 | jalr x0,x6,8 | 8: jalr, x0, x6, 8 |
| 0x0fc10297 | auipc x5,0x0000fc10 | 16: la t0, n |
| 0xff828293 | addi x5,x5,0xffffffff8 | |
| 0x0002a503 | lw x10,0(x5) | 17: lw x10, 0(t0) |
| 0xff5ff0ef | jal x1,0xffffffff4 | 18: jal x1,FUNCTION |
| 0x0fc10297 | auipc x5,0x0000fc10 | 19: la t0, n |
| 0xfe828293 | addi x5,x5,0xffffffff8 | |
| 0x00a2a223 | sw x10,4(x5) | 20: sw x10, 4(t0) |
| 0x00a00893 | addi x17,x0,10 | 21: li a7, 10 |

Data Segment:

| Address | Value (+0) | Value (+4) | Value (+8) | Value (+c) | Value (+10) | Value (+14) | Value (+18) | Value (+1c) |
|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|
| 0x10010000 | 0x0000000b | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010020 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010040 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010060 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010080 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100a0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100c0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100e0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010100 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |

Labels:

| Label | Address |
|----------|------------|
| (global) | |
| _start | 0x00400008 |
| bonus.s | |
| FUNCTION | 0x00400008 |
| n | 0x10010000 |

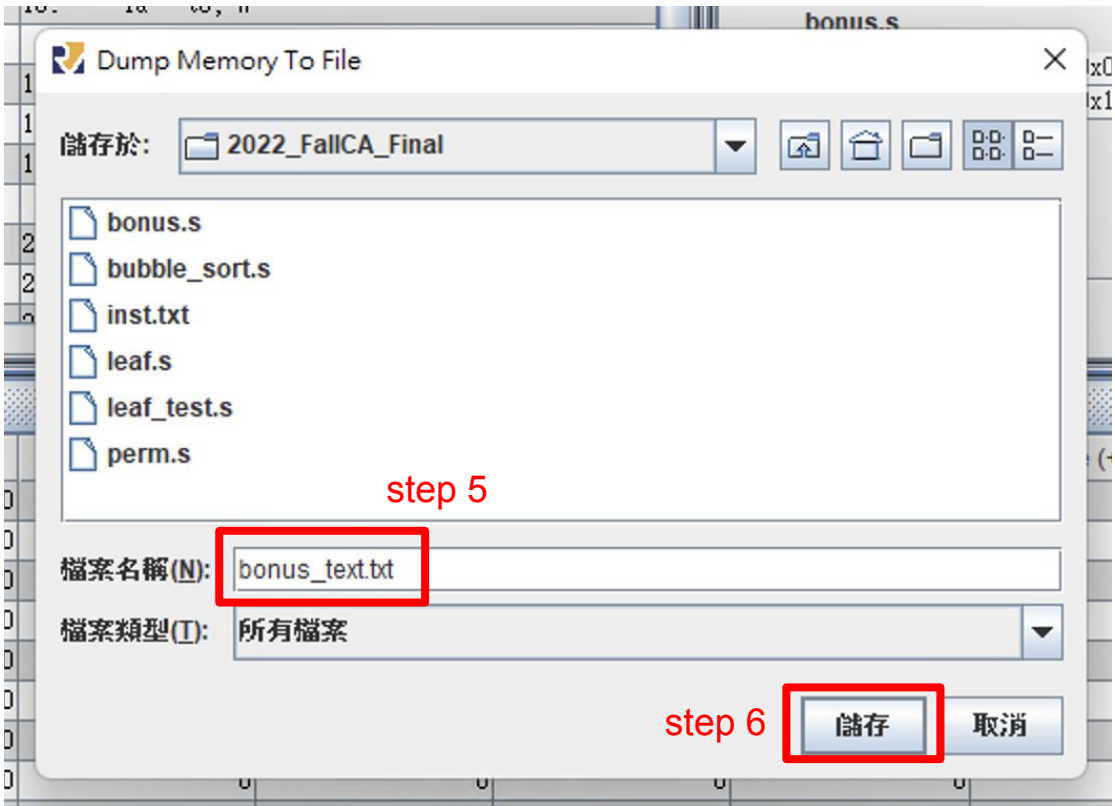
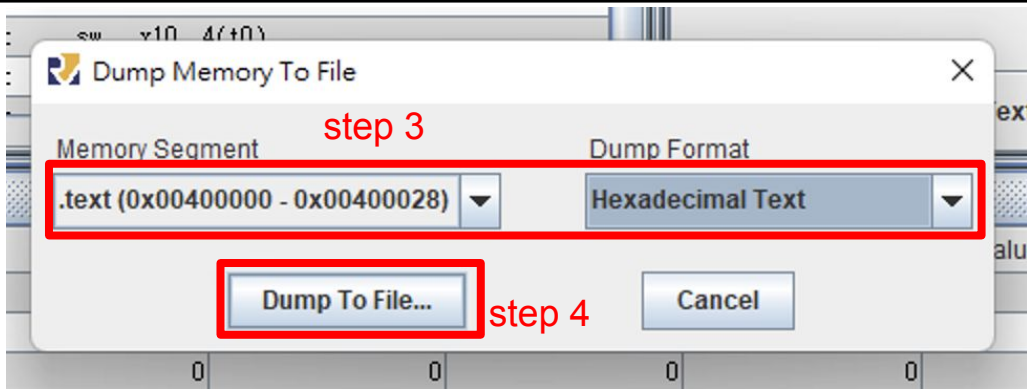
Data Segment View:

Address: 0x10010000 (.data) | Hexadecimal Addresses | ☒ Hexadecimal Values | ☐ ASCII

step 1



(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

```
00a00893
00000073
```

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 | Bus | MB | AR | AS | SR | SS | ST |
|---------------|-----------|-------|-----|----|----|----|----|----|----|
| alu_in_reg | Flip-flop | 32 | Y | N | Y | N | N | N | N |
| counter_reg | Flip-flop | 5 | Y | N | Y | N | N | N | N |
| shreg_reg | Flip-flop | 64 | Y | N | Y | N | N | N | N |
| state_reg | Flip-flop | 2 | Y | N | Y | N | N | N | 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

```
[r10004@sullivan 2022fall_CA_Final_Grading]$ unzip Final_group_0.zip
Archive:  Final_group_0.zip
  creating: Final_group_0/
  inflating: Final_group_0/bonus.s
  inflating: Final_group_0/bonus_text.txt
  inflating: Final_group_0/CHIP.v
  extracting: Final_group_0/report.pdf
```




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 %