

Single Cycle Processor

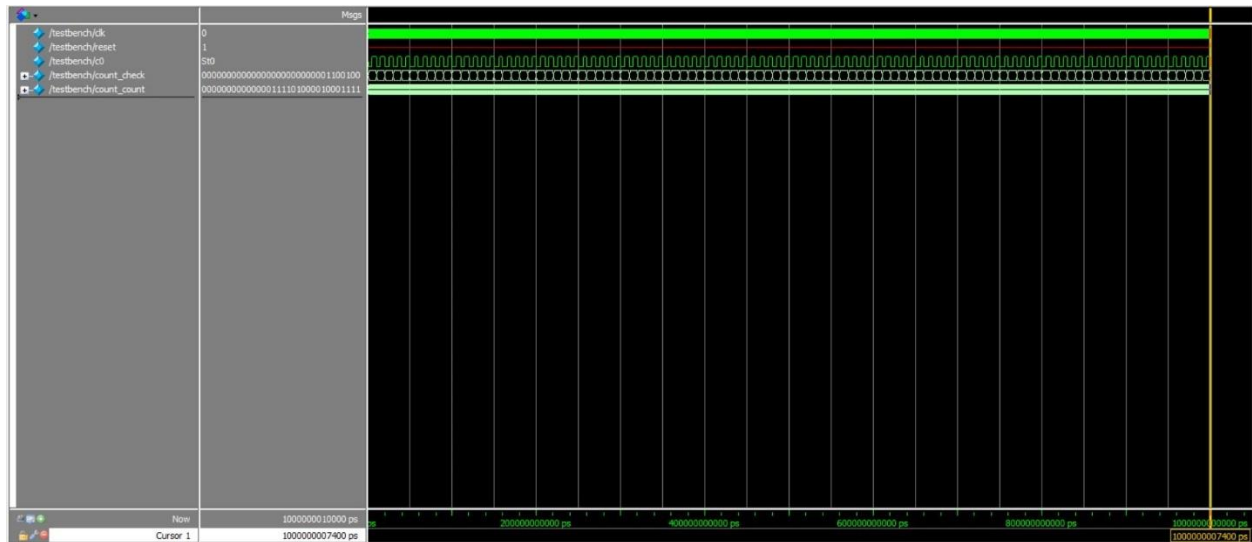
Project 2

Chenkai Shao

Jeongsoo Kim

Waveforms & Testbenches

ClockDivider.v

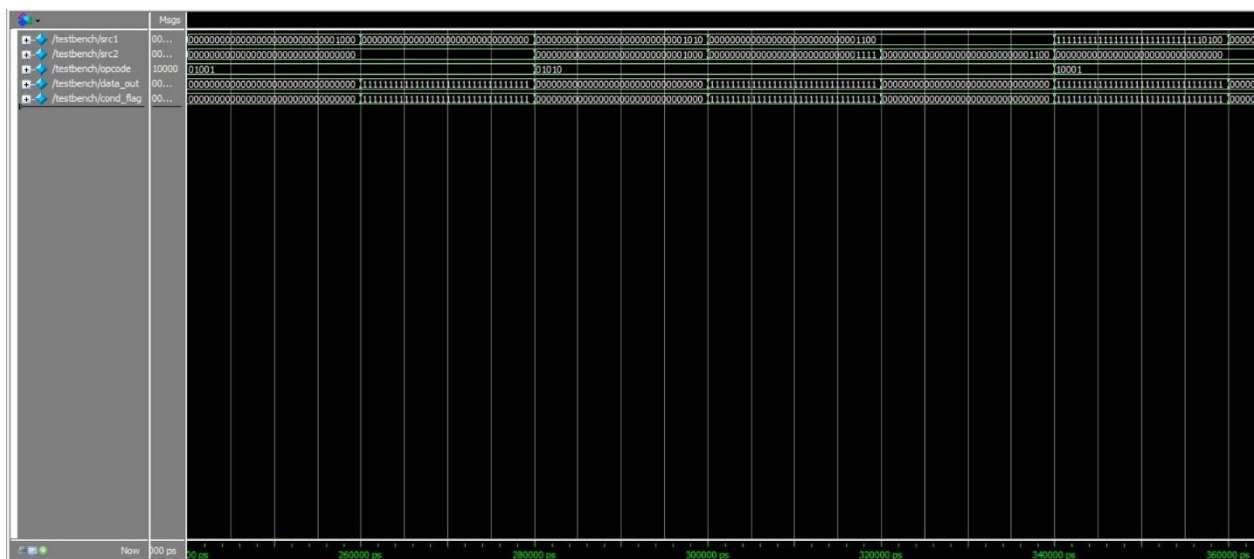


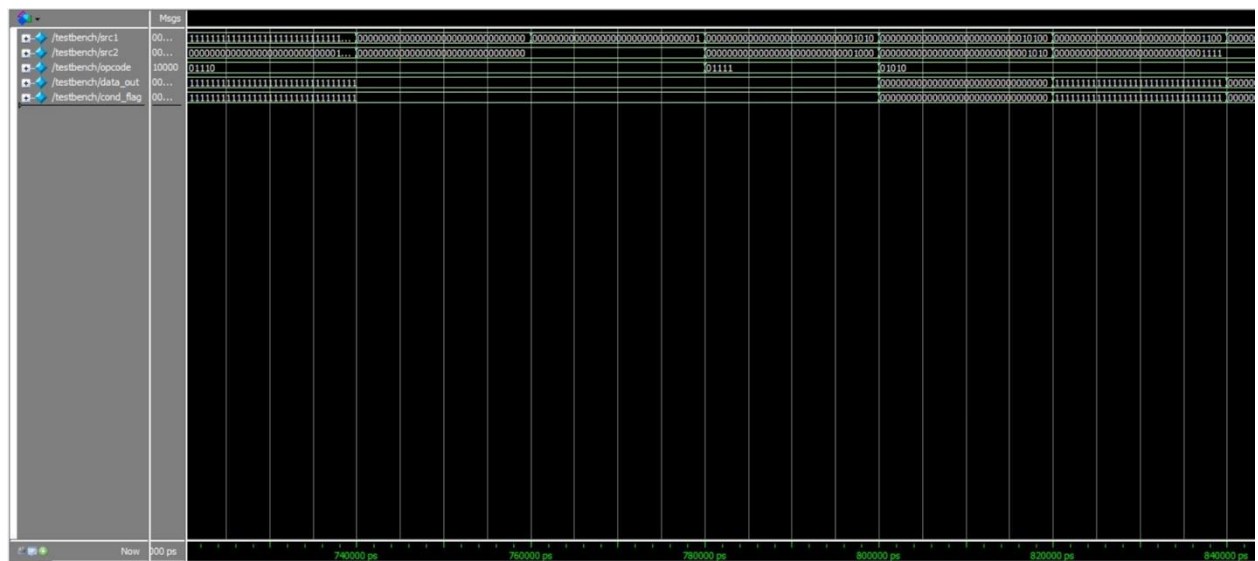
Description

Since, it is a little hard to check what happens based on the image of the waveform of the ClockDivider. We add a brief description to explain.

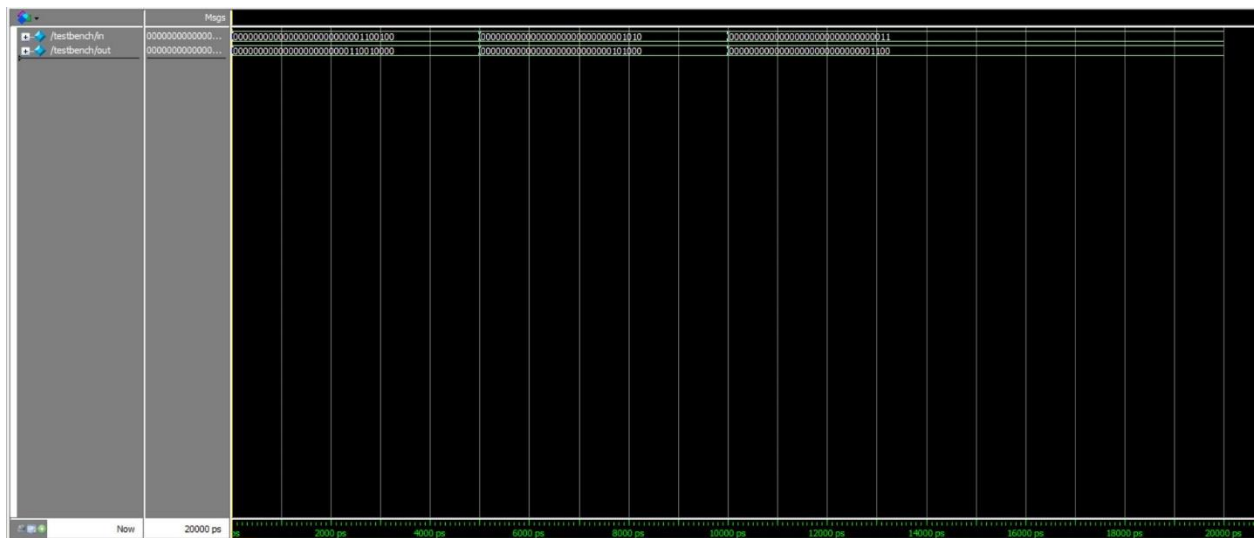
In the testbench of ClockDivider, we first needed to generate 50 MHz clock to test it. For this reason, we use `timescale 1ns/100ps and set that the value of clk is consistently changed at 10 ns interval for 1 second. [1000000000 ns == 1 second] In other word, the clk' value will be changed 100000000 times, and there are total 50000000 positive edges and another 50000000 negative edges. This is exactly the same what Clock_50 generates. [1 MHz = 10^6 Hz] In the verilog ClockDivider code, it will return 1 clock cycle output for every 250000 times of the clock cycle input from our testbench. This should theoretically work fine, I constantly observed that I missed 1 cycle while I was testing this module. After running the test several more times, I assume that the reason why that happened was changing the clock output of the ClockDivider and changing the value of clk in the testbench were not performed at exact same time. [But expected performing at the same time] So, the time difference between those two tasks eventually affects on the last cycle that was not completed. Therefore, we changed the counting times for the output clock of our ClockDivider to 24448 from 250000. After that, we can achieve 100 clock cycle from 50 MHz clock. The count_check is the variable that holds the number of output cycles, and its value is 100 in the waveform image as it shows.

ALU.v

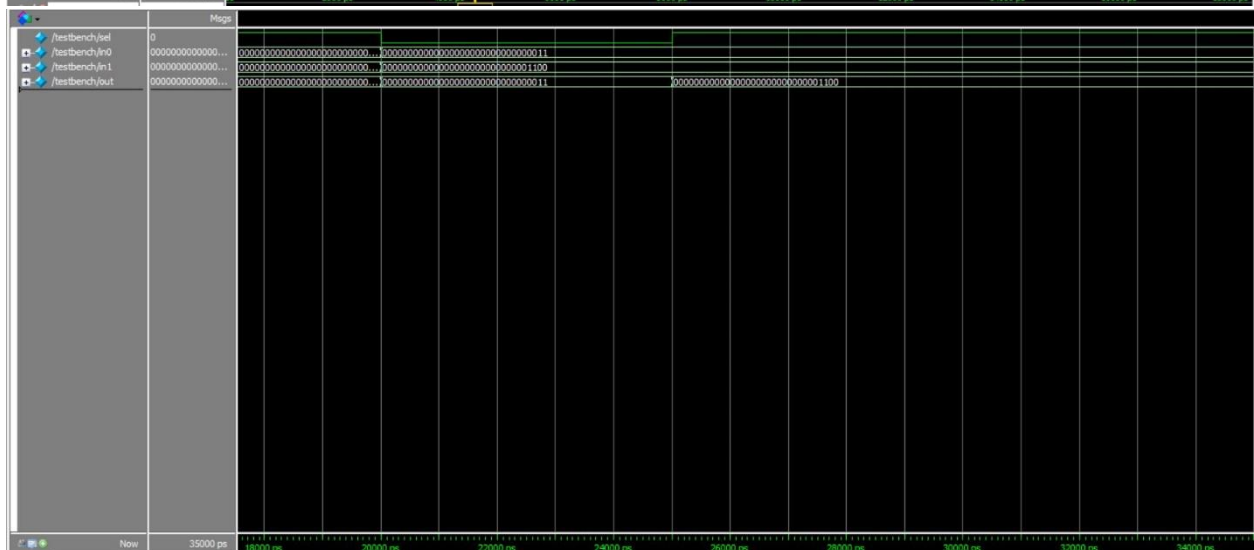
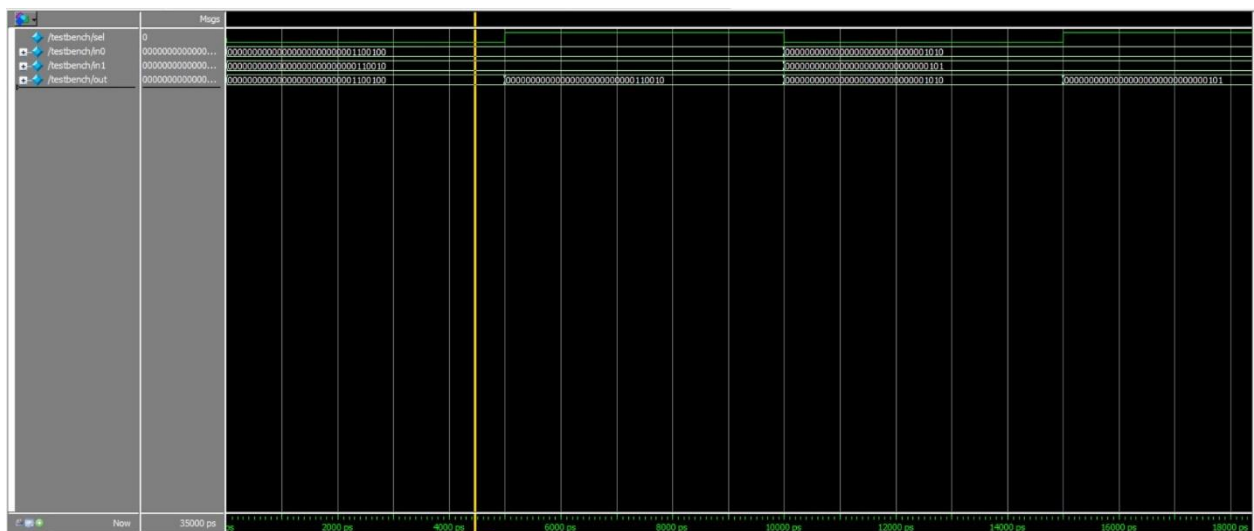




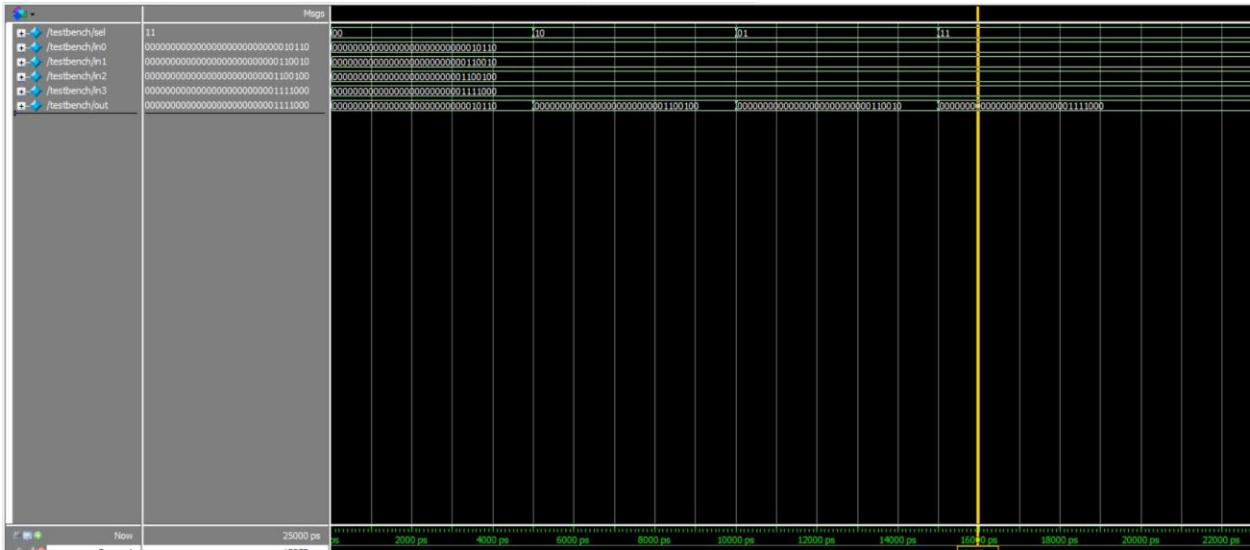
Shifter.v



Mux2x1.v

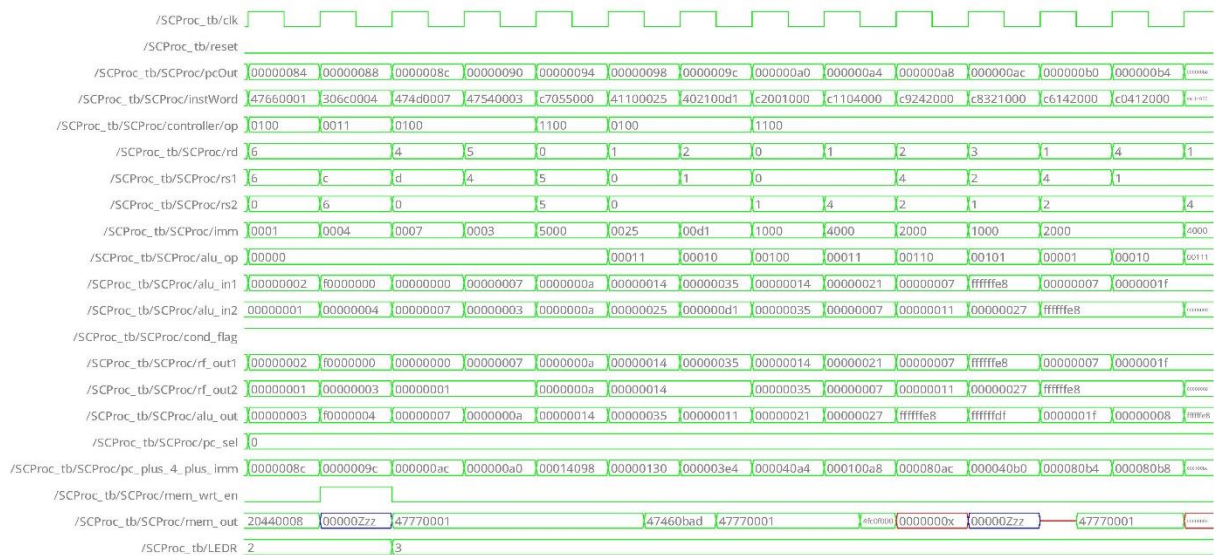


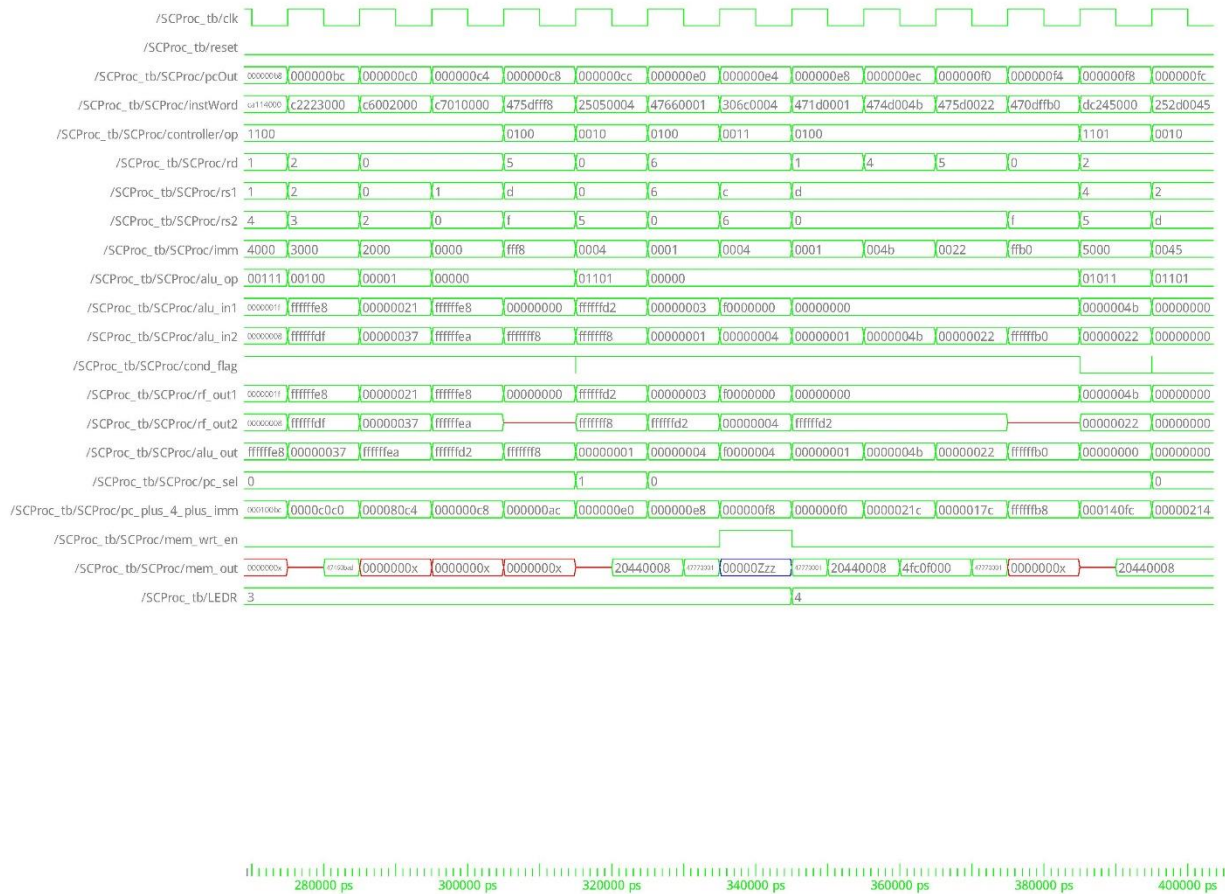
Mux4x1.v

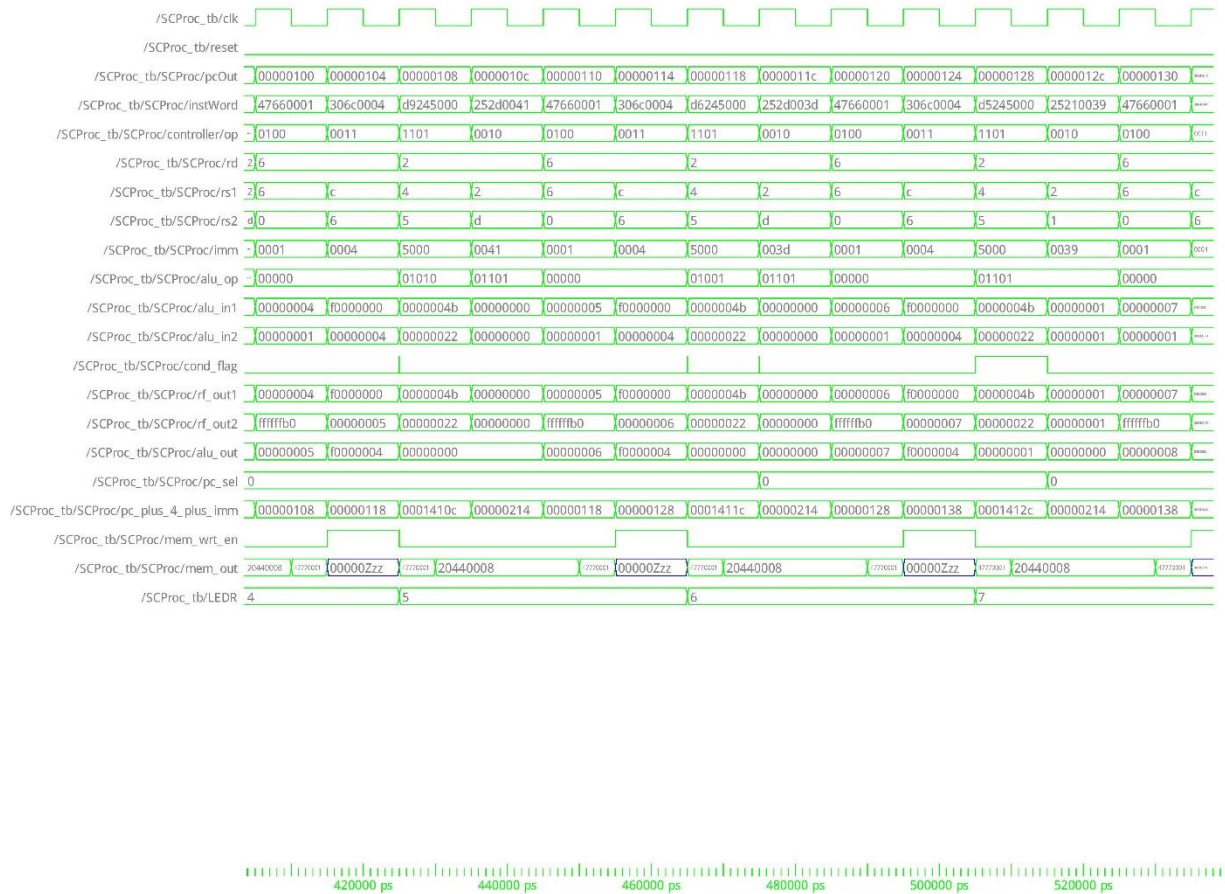


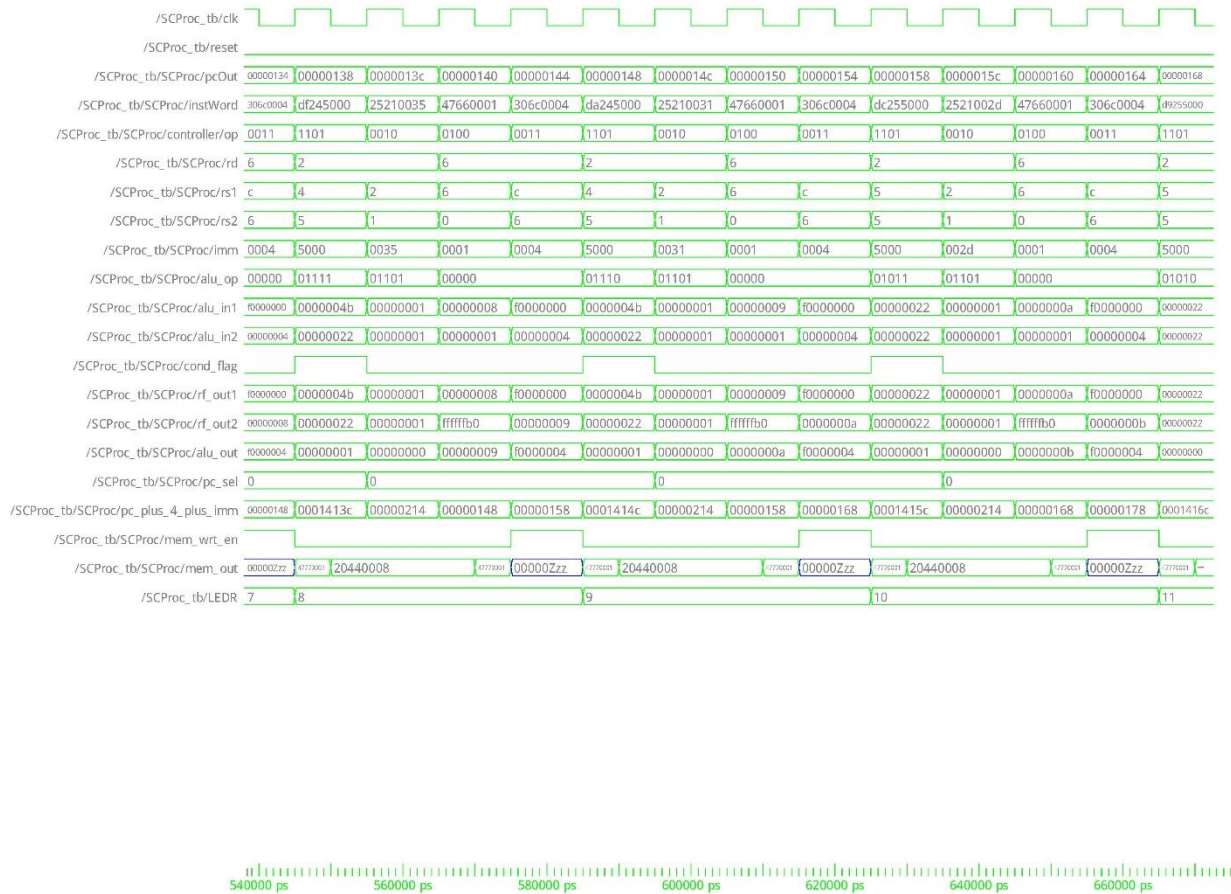
We can see that LEDR goes up to 24 as expected in the last line of the waveforms.

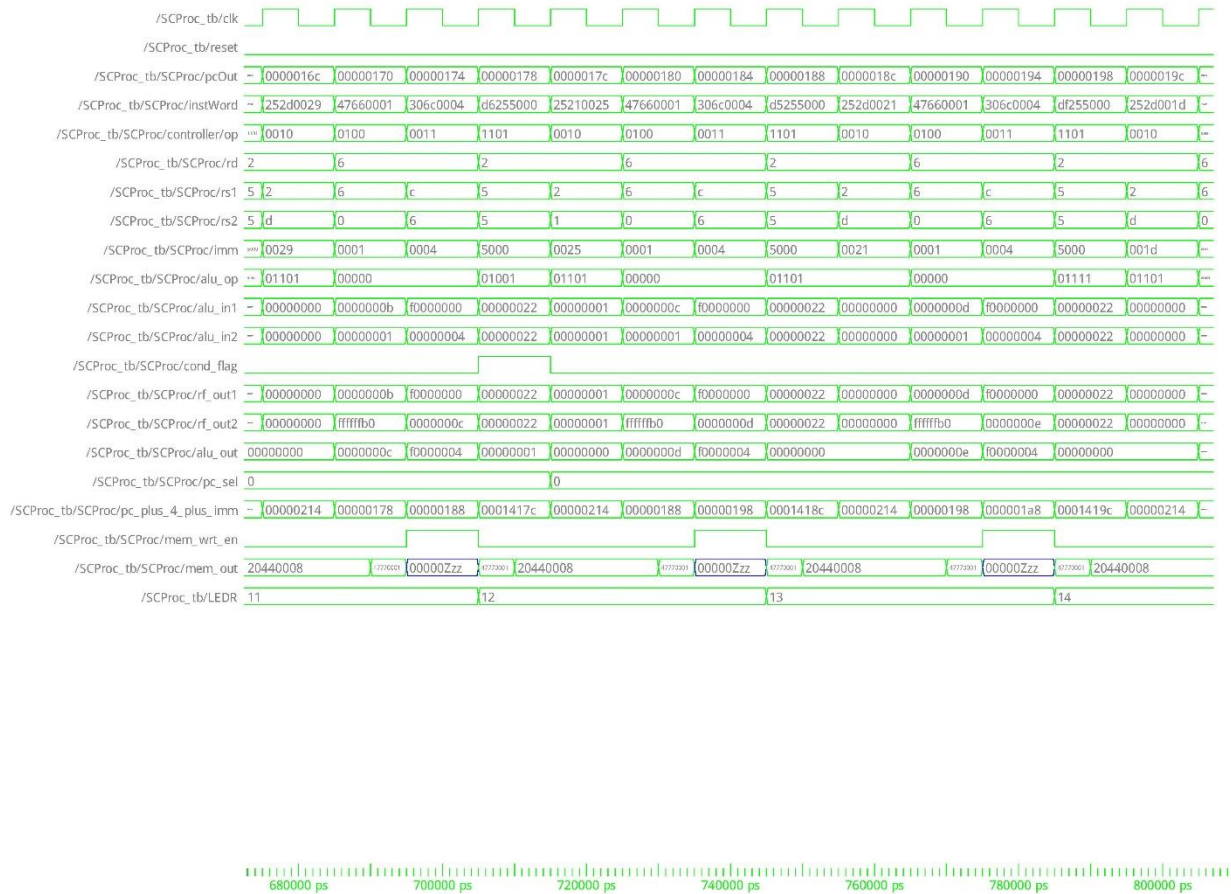


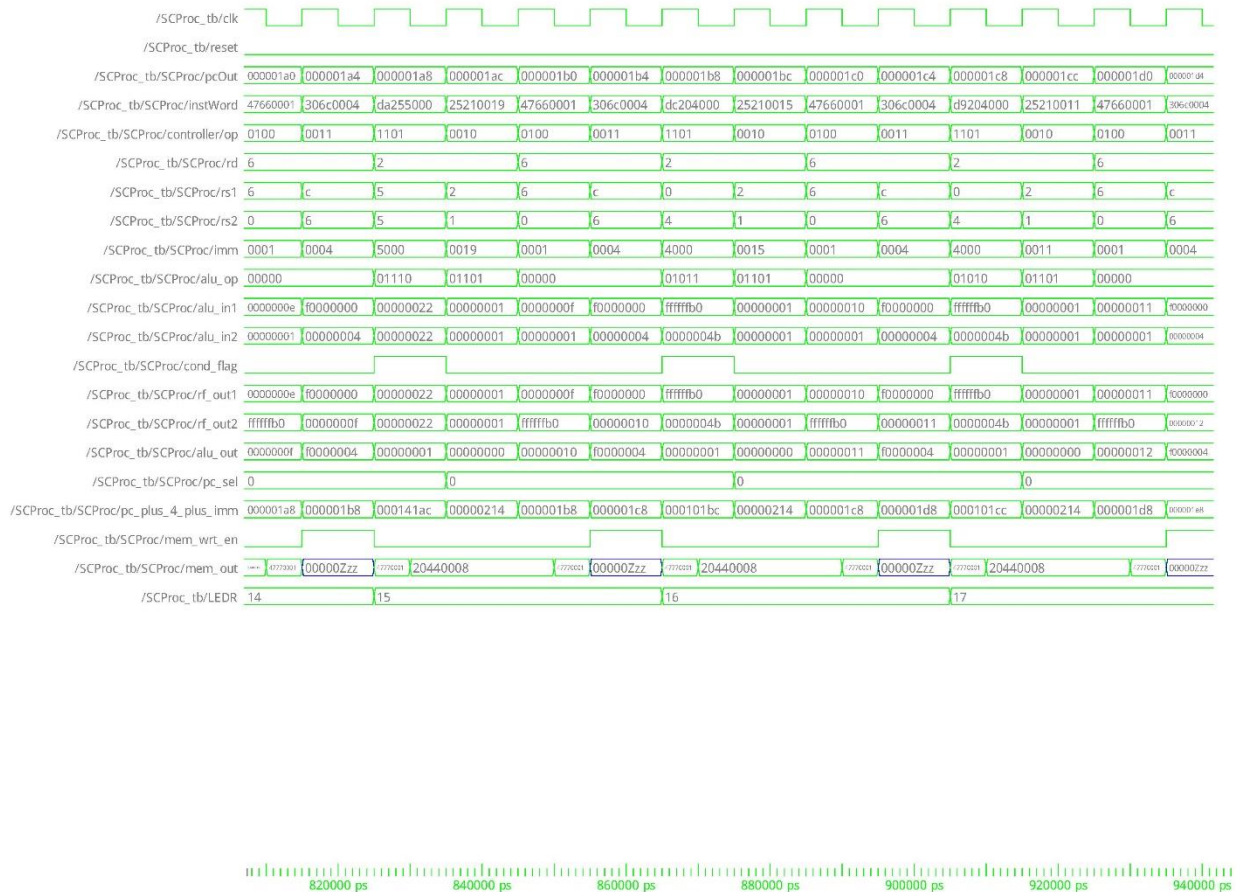


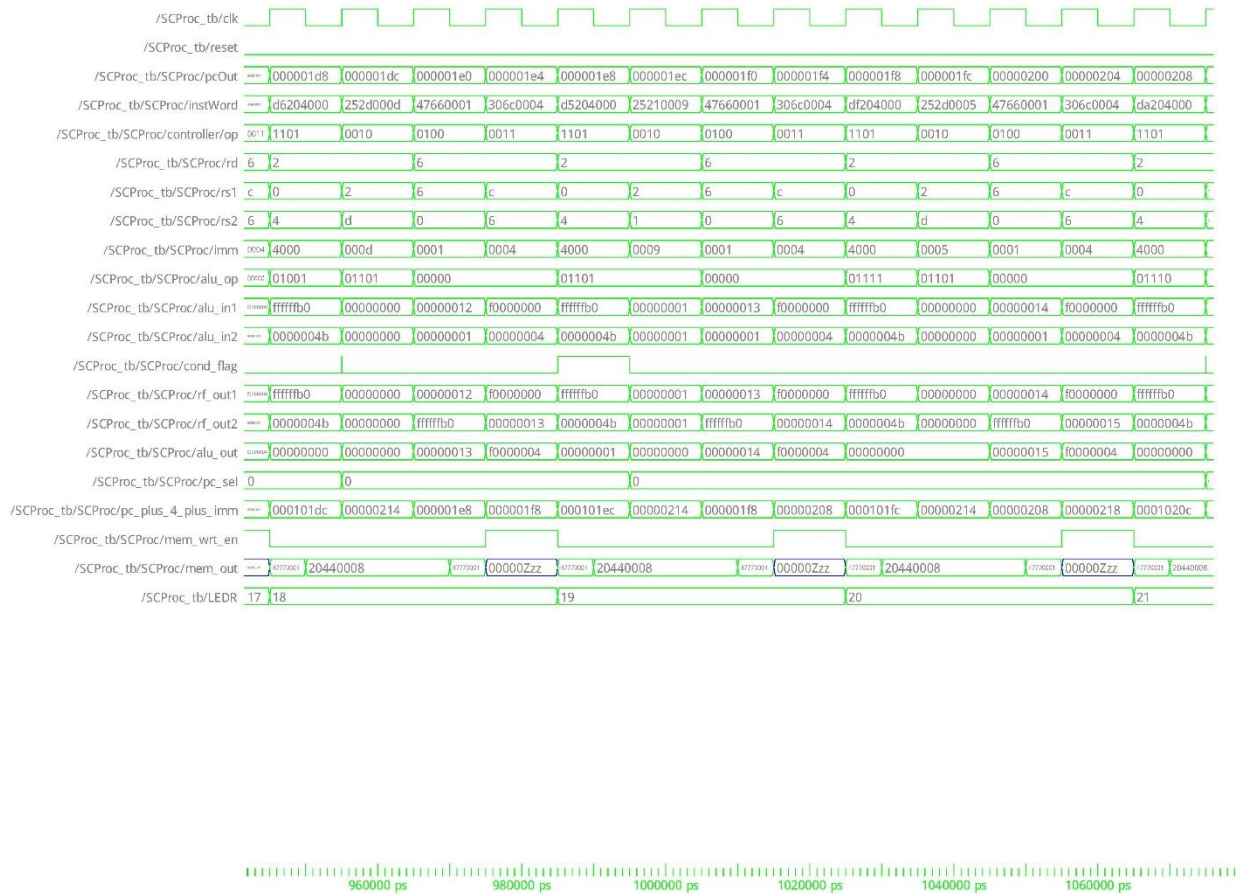


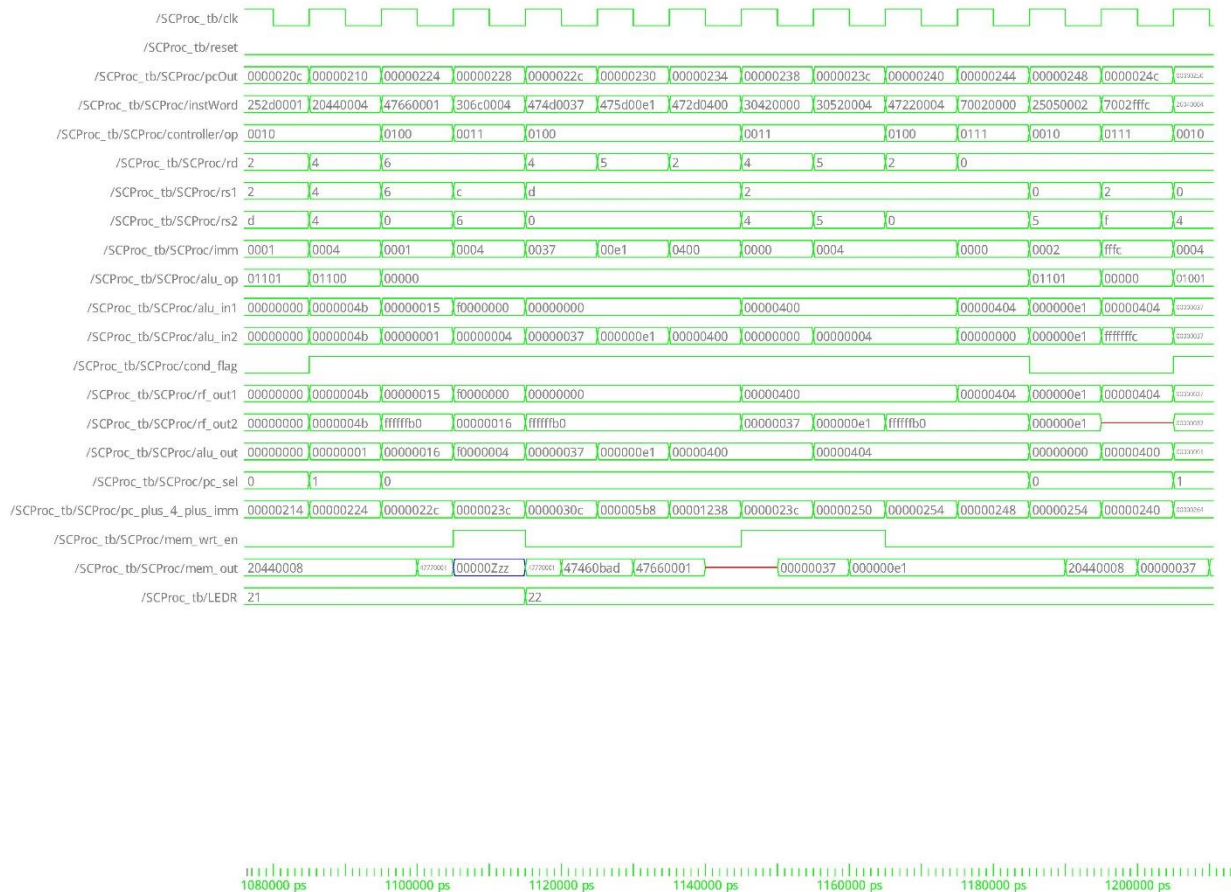


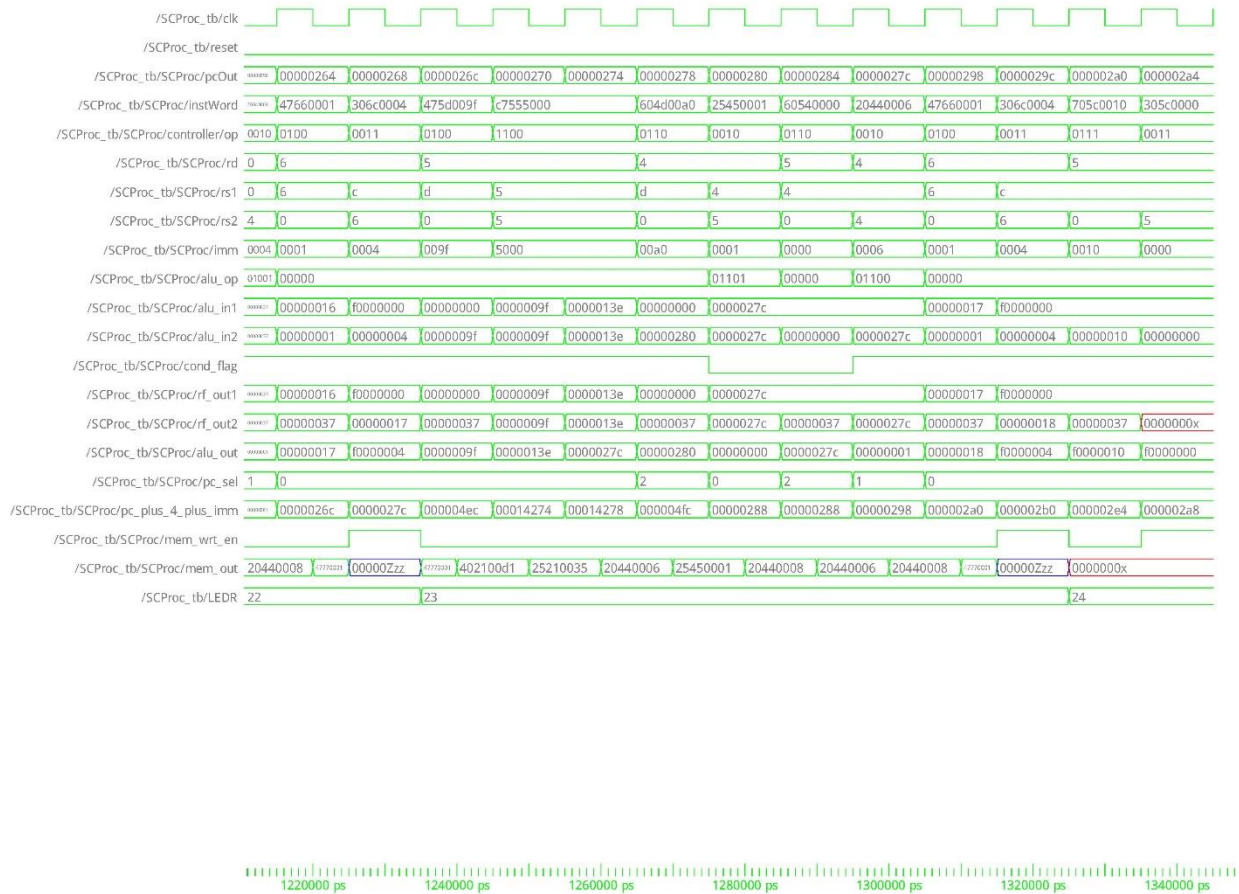












Overall Description

For this project, we basically followed what Professor Hadi recommended in the class, so we first implemented all the small modules and tested them such as ALU, ClockDivider, RegFile, Muxes, etc. After that, we implemented the overall data-path and the controller. For the controller, we created a spreadsheet listing the opcode and corresponding control signals. We formatted the spreadsheet in such a way that we can copy the content from the spreadsheet to the Verilog file as the case statement. We simulated the processor in ModelSim first and then programmed it to the FPGA once the simulation result seemed correct.

One of the problems that we encountered during our implementation was converting some labels, used before they are declared, into our binary codes. At that moment, we realized that we need to do a pre-running the assembly code to have all values of labels for the case that we encountered. Because our assembler was generating our binary codes as soon as it read each line of the assembly file. Therefore, we implemented a separate function for the pre-running, and it resolves the problem that we encountered.

Another big issue was initializing the memory in ModelSim. Since ModelSim does not take mif files, we had to manually convert the mif file to a mti file and ran the following code in the simulator to load the memory content every time we restarted the simulation.

```
mem load -i //VBOXSVR/CS3220-Group/Proj2/SCProcChenkaiShao/Test2.mem -format
mti /SCProc_tb/SCProc/instMem/data
mem load -i //VBOXSVR/CS3220-Group/Proj2/SCProcChenkaiShao/Test2.mem -format
mti /SCProc_tb/SCProc/dataMem/data
```

We also had some bugs in the code such as alu_in1, alu_in2, and alu_out should be declared as signed and wires should be declared before used.

Except for the problem above, rest of the problems that we encountered were mostly caused by compatibility issues of our work. When we were combining our work, we noticed that bit-widths of several outputs and types of variables such as signed or unsigned. Even we were implementing Register files in two different ways for one same purpose at some moment. We think that these happened because of lack of communications. Therefore, we agree communicating more frequently and spending more time on designing basic structures of our implementation for our future project.

Contribution

Jeongsoo Kim:

- Tested all the single modules and generated waveforms
- Implemented ClockDivider and ALU
- Complete debugging for the assembler and finalized it.