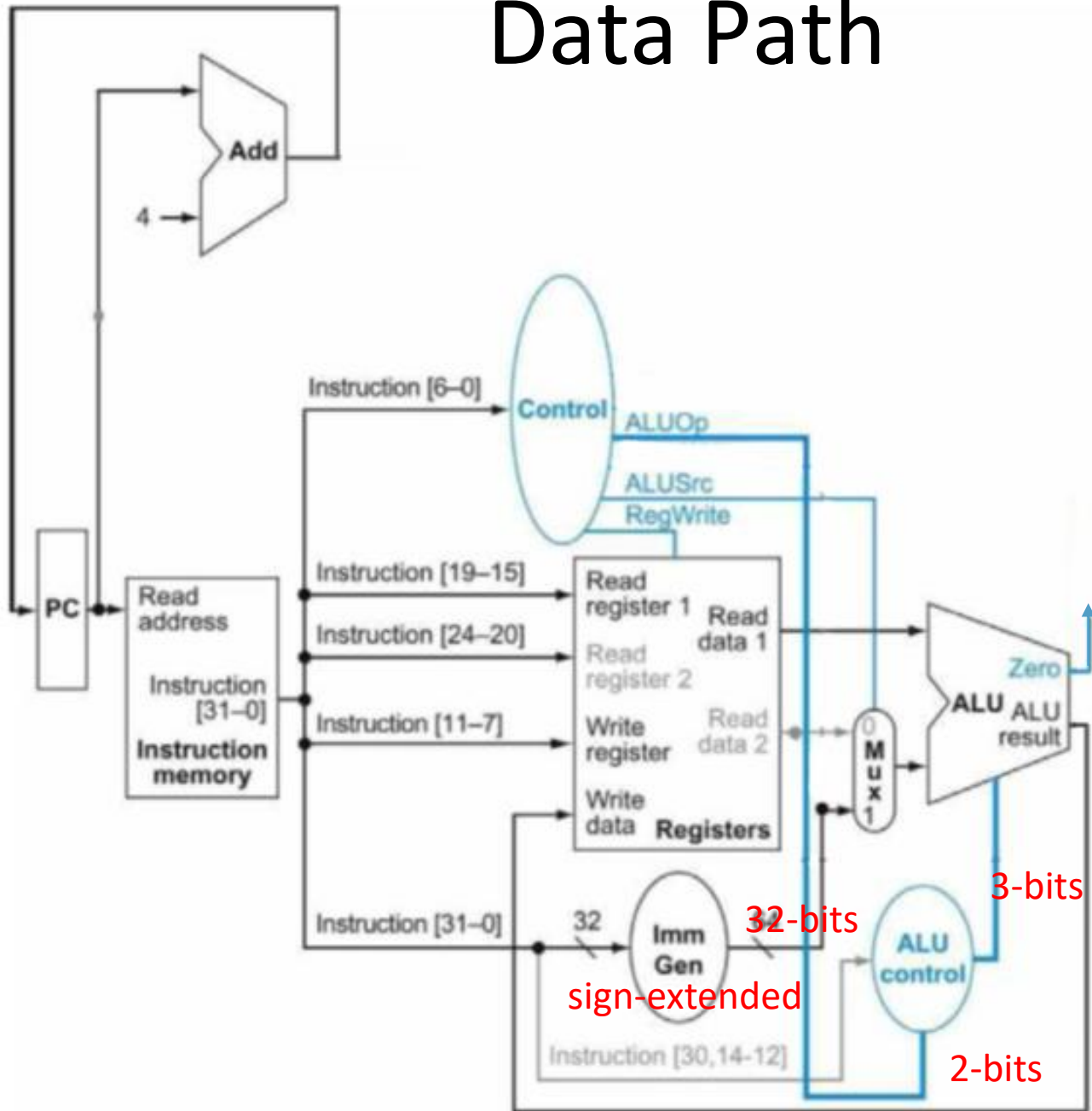


# Homework 4

Homework 4: A Single Cycle CPU by Verilog

2018/10/31

# Data Path

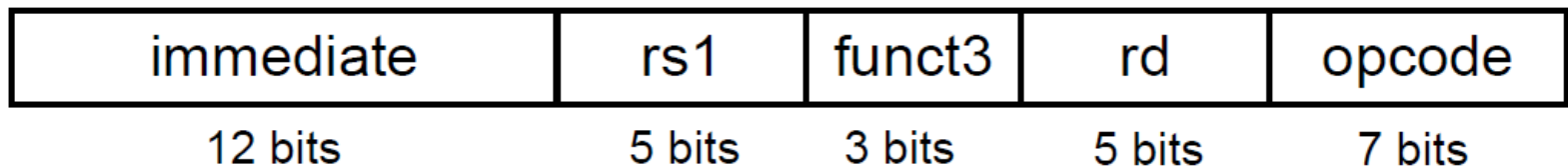
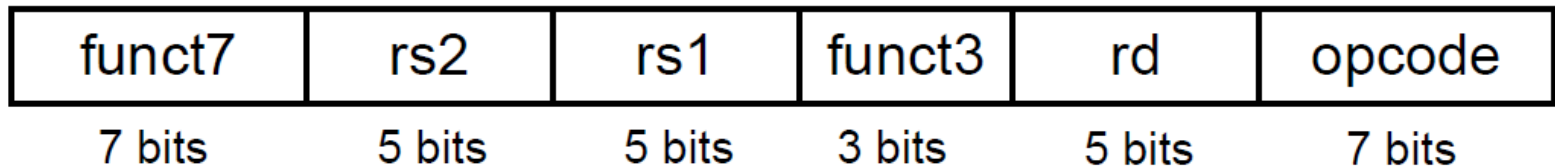


# Requirement #1

- Required Instruction Set
  - and
  - or
  - add
  - sub
  - mul
  - addi

# Requirement #2

- Translate the assembly code to machine code (next page)
- Register file: 32 registers
- Instruction Memory 1KBytes
- Machine code:

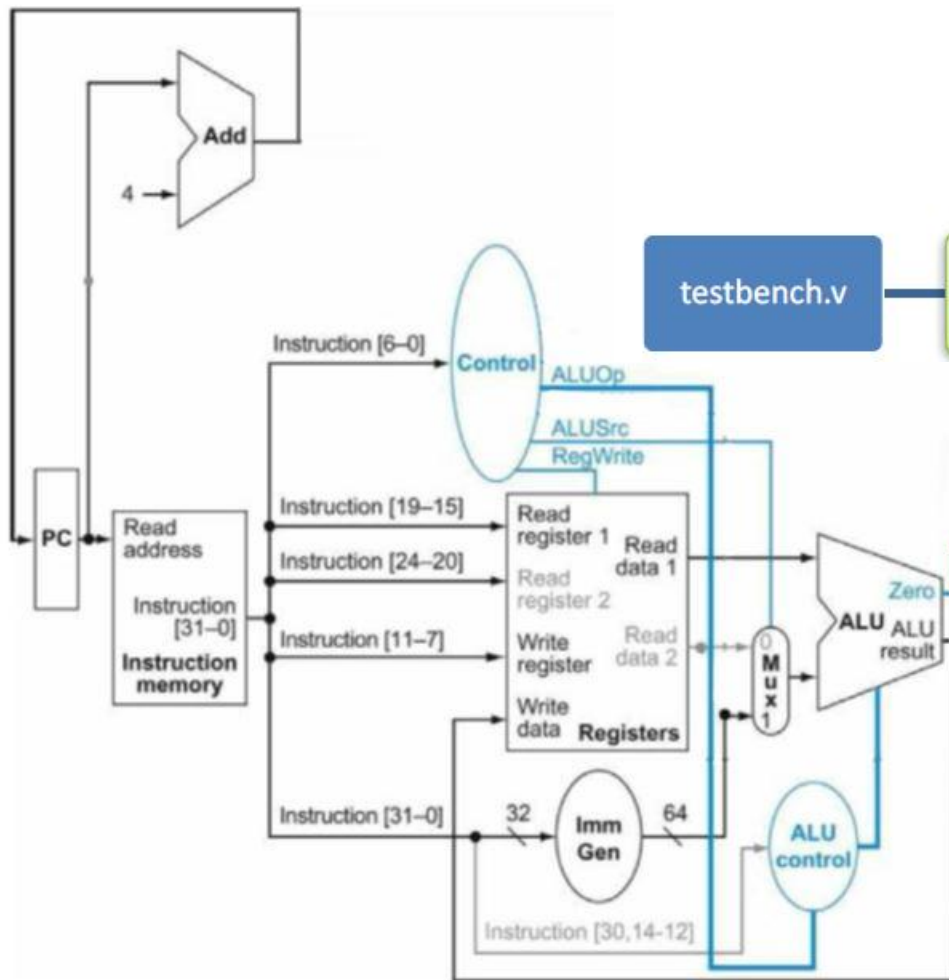


# Instruction Translation

```
add $t0,$0,$0
addi $t1,$0,10
addi $t2,$0,13
mul $t3,$t1,$t1
addi $t1,$t1,1
sub $t2,$t2,$t1
and $t3,$t1,$t2
or $t4,$t2,$t3
```

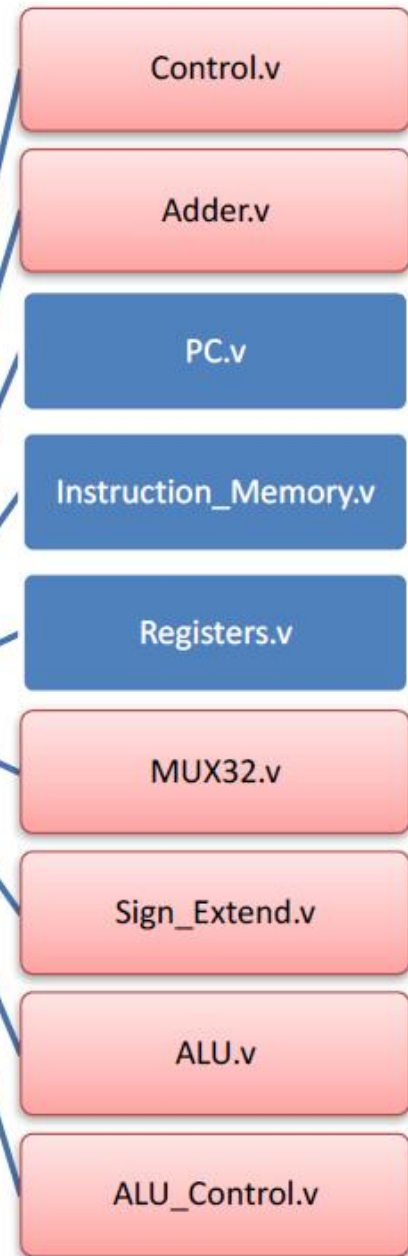


```
00000000_000000_000000_000_01000_0110011 //add $t0,$0,$0
0000000001010_00000_000_01001_0010011 //addi $t1,$0,10
0000000001101_00000_000_01010_0010011 //addi $t2,$0,13
00000001_01001_01001_000_01011_0110011 //mul $t3,$t1,$t1
0000000000001_01001_000_01001_0010011 //addi $t1,$t1,1
0100000_01001_01010_000_01010_0110011 //sub $t2,$t2,$t1
00000000_01010_01001_111_01011_0110011 //and $t3,$t1,$t2
00000000_01011_01010_110_01100_0110011 //or $t4,$t2,$t3
```



testbench.v

CPU.v



## testbench.v

```

CPU CPU(
    .clk_i  (Clk),
    .rst_i  (Reset),
    .start_i(Start)
);

initial begin
    counter = 0;

    // initialize instruction memory
    for(i=0; i<128; i=i+1) begin
        CPU.Instruction_Memory.memory[i] = 32'b0;
    end

    // initialize Register File
    for(i=0; i<32; i=i+1) begin
        CPU.Registers.register[i] = 32'b0;
    end

    // Load instructions into instruction memory
    $readmemb("instruction.txt", CPU.Instruction_Memory.memory);

    // Open output file
    outfile = $fopen("output.txt") | 1;

    Clk = 0;
    Reset = 0;
    Start = 0;

    #(`CYCLE_TIME/4)
    Reset = 1;
    Start = 1;

end

```

## CPU.v

```

module CPU
(
    clk_i,
    rst_i,
    start_i
);

// Ports
input          clk_i;
input          rst_i;
input          start_i;

/*
Control Control(
    .Op_i      (),
    .RegDst_o   (),
    .ALUOp_o   (),
    .ALUSrc_o   (),
    .RegWrite_o ()
);
*/

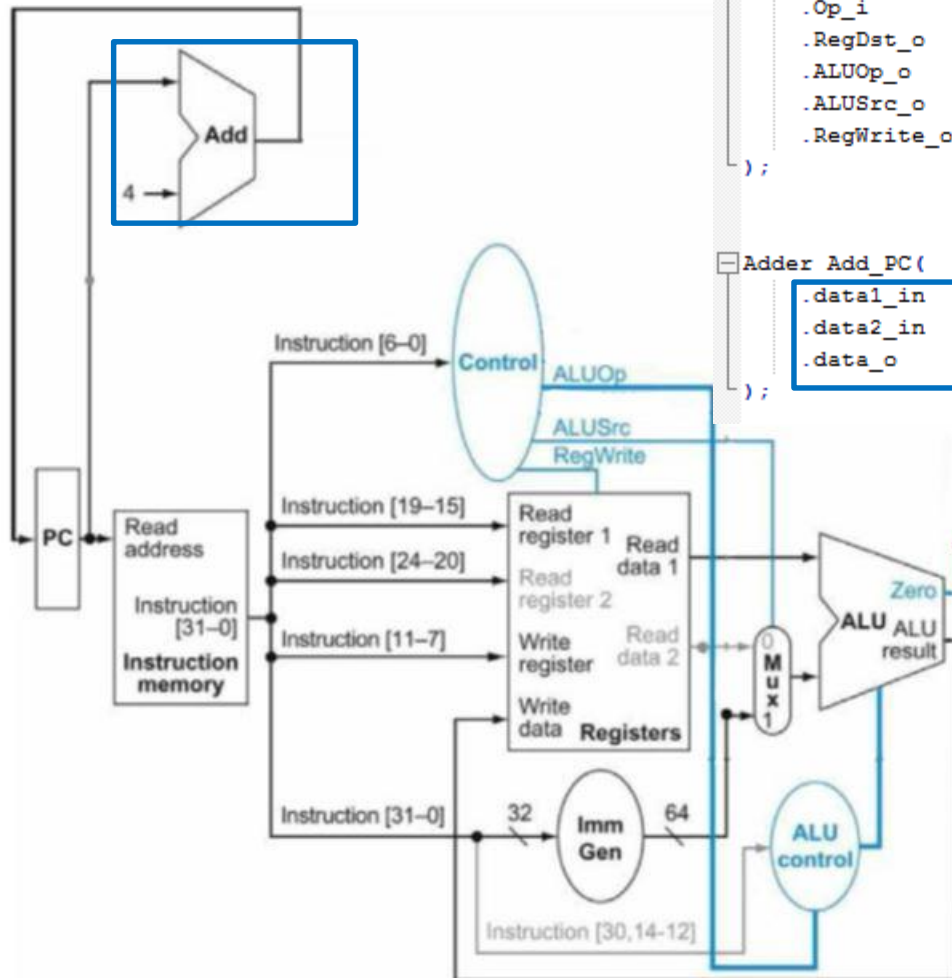
/*
Adder Add_PC(
    .data1_in   (),
    .data2_in   (),
    .data_o     ()
);
*/

PC PC(
    .clk_i      (),
    .rst_i      (),
    .start_i    (),
    .pc_i       (),
    .pc_o       ()
);

```

## CPU.v

## Adder.v



```
// Ports
input          clk_i;
input          rst_i;
input          start_i;

wire [31:0] inst_addr, inst;

Control Control(
    .Op_i          (inst[31:26]),
    .RegDst_o      (MUX_RegDst.select_i),
    .ALUOp_o       (ALU_Control.ALUOp_i),
    .ALUSrc_o      (/+???+*/),
    .RegWrite_o    (/+???+*/)
);

Adder Add_PC(
    .data1_in      (inst_addr),
    .data2_in      (32'd4),
    .data_o         (PC.pc_i)
);
```

```
module Adder
(
    data1_in,
    data2_in,
    data_o
);

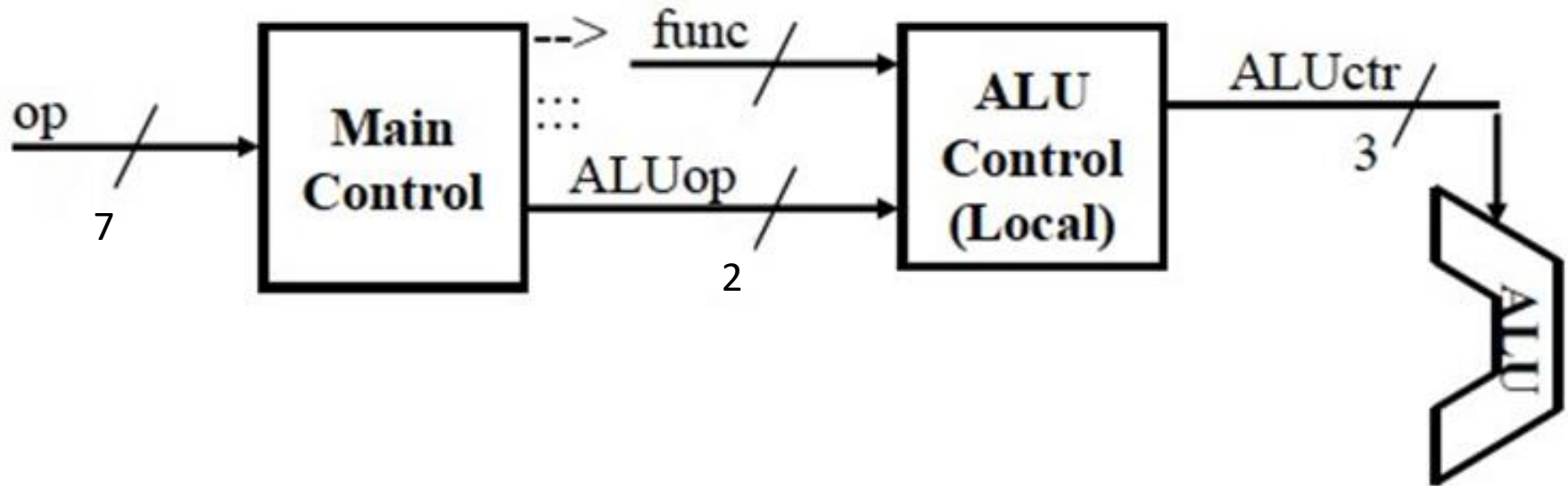
input  [31:0] data1_in, data2_in;
output [31:0] data_o;

assign data_o = data1_in + data2_in;

endmodule
```



# Control.v / ALU\_Control.v



funct7	rs2	rs1	funct3	rd	opcode	function
0000000	rs2	rs1	110	rd	0110011	OR
0000000	rs2	rs1	111	rd	0110011	AND
0000000	rs2	rs1	000	rd	0110011	ADD
0100000	rs2	rs1	000	rd	0110011	SUB
imm[11:0]		rs1	000	rd	0010011	ADDI
0000001	rs2	rs1	000	rd	0110011	MUL

# Homework 4

- Requirements (1)
  - Source codes (\*.v files)
    - testbench.v
    - PC.v
    - Registers.v
    - Instruction\_Memory.v
    - CPU.v
    - Adder.v
    - Control.v
    - ALU\_Control.v
    - Sign\_Extend.v
    - ALU.v
    - MUX32.v
    - MUX5.v
- Requirements (2)
  - Machine Code text file
    - Instruction.txt (no need to modify)
    - There is no need to submit “output.txt”.
  - Report (hw4\_b03902xxx.pdf)
    - Coding Environment
    - Module implementation explanation
    - Either English or Chinese is fine
    - ( No more than 2 pages )

# Homework 4

- Submission format
  - [dir] hw4\_b03902xxx\_v0
  - hw4\_b03902xxx\_v0 / hw4\_b03902xxx.pdf
  - hw4\_b03902xxx\_v0 / src / \*.v files
- Deadline: 2018/11/20 23:59
- Upload to NTU COOL

# Homework 4

- Evaluation criteria
  - Report : 15%
  - Code : 85 %
    - Correctness: 36%
    - module correct implementation: 49%
  - Wrong Format: -10%
  - Compile error: coding 0 %
    - Please make sure your code can compile before submitting.