EECE 2323 Digital Logic Design Lab Report

Lab 6 Adding Instruction Decoding to the Datapath

Student Name: Section #: 1

Ousmane Toure & Kaitlyn O'Flaherty

<u>Instructor Name</u>: Dr. Aboelela <u>Date</u>:08/09/2022

<u>Lab TA Name</u>: Keshav Bharadwaj Vaidyanathan, Srinidi Somasundaram

Subbulakshmi, Yuchao Su

1. Background & Purpose:

In this experiment, we implemented a decoder to control the datapath we created in the previous Labs. The objective was to translate the inputted bits into different data signals and instruction words based on the operation that was selected. From our previous labs, our ALU performs all necessary operations to generate new values and needs a register file to remember and store these values in memory. The results were then displayed utilizing the VIO Dashboard on Vivado and the LEDs on the add on board of the PYNQ. Decoders are essential combinational logic elements because they give central processing units the ability to read instructions from the computer ensuring the correct operation is done, saving time and space in your circuit. The goal of this lab was to create an instruction set for our decoder then utilize verilog code in vivado to create, simulate, and physically implement the new datapath. Furthermore enhancing confidence and proficiency in vivado and computational architecture.

This lab is important to the scientific community because each processor needs to be able to receive instructions, process the instruction correctly and then output the desired resul. This allows the processor to quickly access information, and without memory a computer woud not be able to function properly.

2. Pre-Lab Response:

Opcode	RegDst	RegWrite	AluSrc1	Alusrc2	AluOp[2:0]	Memwrite	MemToReg
0000 lw	0	1	0	1	000	0	1
0001 sw	0	0	0	1	000	1	x
0010 add	1	1	0	0	000	0	0
0011 addi	0	1	0	1	000	0	0
0100 inv	1	1	0	0	001	0	0
0101 and	1	1	0	0	010	0	0
0110 andi	0	1	0	1	010	0	0
0111 or	1	1	0	0	011	0	0
1000 ori	0	1	1	0	011	0	0

1001 sra	0	1	0	0	100	0	0
1010 sll	0	1	0	0	101	0	0
1011 beq	0	1	0	0	110	0	X
1100 bne	0	1	0	0	111	0	X
1101 clr	X	1	1	0	010	0	0

Type	Instruction	Machine Code Binary	Machine Code Hex
R	inv \$1, \$1	010000010100000	0x4140
I	sll \$1, \$1, 0x03	1010 01 01 0000011	0x5283
I	sw \$1, 0xFF(\$3)	0001101111111111	0x1BFF
I	lw \$2, 0xFF(\$3)	0000111011111111	0x0EFF
I	ori \$2, \$2, 0xF0	1000101011110000	0x8AF0

3. Summary of Design Implementation

3.1. Results and Analysis:

When conducting this experiment, the single-cycle datapath from Lab 5 was utilized and updated to include a decoder element.. The simulation was run by creating a test bench from the prelab tables seen above. The Test Bench Code resulted in the correct operation being selected and being displayed onto the addon board of the PYNQ, which were then used to complete the following operations: loading to a register, storing to a register, arithmetic add of two register elements, adding an constant value to a registers value, inverting a reg value, and then completing various other ALU operations such as ADDI (Appendix B), OR, ORI, BEQ, BNE, SRA, SLL, and CLR. All files can be found in Appendix A. The result of the simulation being run is the Test Bench WaveForm Simulation in Appendix B, which clearly shows the instruction being inputted and the resultant operation being completed.. The results of the test bench verified that our code in fact does work and gives us the green light to program straight into the PYNQ-Z2 board. After programming our board and connecting the add on board, we opened the virtual input output (VIO) dashboard which allowed us to test our values as our PYNQ board did not have enough physical inputs. Storing values in the register and all of the necessary ALU outputs were tested using the VIO dashboard and the resulting screenshots were placed in Appendix B. All tests resulted in values that were consistent with our pre lab test bench truth table highlighting that our circuit was in fact correct. You could face many errors when conducting this lab. For example, when creating your test bench, if you incorrectly have the wrong hex or binary value for your machine code, you could cause various inconsistencies in your data.

3.2. Conclusion & Recommendations:

Based on our results, we can conclude that Lab 6 consists of creating and implementing a decoder into a single-cycle datapath. Testing its implementation virtually with a test bench confirmed that our verilog code was correct which gave us the green light to program the PYNQ Board using Virtual Input Output (VIO) ports. The lab resulted in successfully being

able to give instructions to our central processing unit, allowing better functionality to complete different arithmetic and logical functions like addition and bit shifting, BNE, as well as checking if values were equal. These tools are crucial for a Central Processing Unit, and gives it the ability to perform varying tasks of different degrees. Completing this lab showed highlighted the importance of decoders in not only single-cycle datapaths but for all cpus. Furthermore, the clock button was very resourceful as it made incrememnting step by step much easier when testing the functionality of our datapth.

Recommendations going forward would be to give better clarification on the prelab instruction set, many of us struggled to figure out what was actually needed of us from the start which caused a delay in completing the lab as we had to wait for office hours or for a TA to assist.

Appendix A: Design Program Files (Verilog modules, testbenches, etc)

TEST BENCH TABLE:

Type	Machine Code Binary	executing
0000 lw	0000_11_10_00_110011	load reg 1
0001 sw	0001_01_10_00_010001	store reg 1
0010 add	0010_00_01_10_00000	reg 0 + reg 1 into reg 2
0011 addi	001100_11_00_001010	reg 0 + 10 into reg 3
0100 inv	0100_00_01_10_000000	not reg 1 = reg 2
0101 and	0101_00_01_10_000000	reg 0 & reg 1
0110 andi	0110_01_11_00_001111	reg 1 & 0xFFFFFFF
0111 or	0111_00_01_10_000000	reg0 or reg 1
1000 ori	1000_01_11_00_010100	reg 1 or 0x14
1001 sra	1001_01_11_00_000011	reg1 << 3
1010 sll	1010_01_11_00_000001	reg 1 >>> 1

1011 beq	1011_00_10_01_000000	reg 0 == reg 2?
1100 bne	1100_00_10_01_000000	reg 0 != reg 2?
1101 clr	1101_00_11_00_000000	reg

```
Topfile:
`timescale 1ns / 1ps
module pdatapath top(
       input wire clk,// General clock input
       input wire top pb clk,// PBN1 clock input
     input wire rst general,// PBN0 clock reset for memory blocks
       output [7:0] led,// add-on board led[5:0], + LD0, LD1
       output wire ovf ctrl, // LD3 for overflow
       output [3:0] disp en,// 7-Segment display enable
       output [6:0] seg7 output// 7-segment display output
  );
  wire [7:0] alu input1, alu input2;
  wire [7:0] alu output;
  wire [2:0] ALUOp;
  wire
           alu ovf;
  wire
           take branch;
  wire [15:0] instruction;
  //insturction fields
  wire [3:0] opcode;
  wire [1:0] rs addr;
  wire [1:0] rt addr;
  wire [1:0] rd addr;
  wire [7:0] immediate;
  //control signals
  wire RegDst;
  wire RegWrite;
  wire ALUSrc1;
  wire ALUSrc2;
  wire MemWrite;
  wire MemToReg;
  wire [1:0] regfile WriteAddress; //destination register address
  wire [8:0] regfile WriteData;//result data
  wire [8:0] regfile ReadData1;//source register1 data
  wire [8:0] regfile ReadData2;//source register2 data
  wire [8:0] alu result;
  wire [8:0] Data Mem Out;
       reg [7:0] zero register = 0;//ZERO constant
```

```
wire pb clk debounced;
       assign alu result = {alu ovf, alu output};
       // Assign LEDs
  assign led = alu output;
       assign ovf ctrl = alu ovf;
       // Push button debounce
  debounce debounce clk(
     .clk in(clk),
     .rst in(rst general),
     .sig in(top pb clk),
     .sig debounced out(pb clk debounced)
  );
       // 7-Segment display module
       Adaptor display display(
       .clk(clk), // system clock
       .input value(alu output),// 8-bit input [7:0] value to display
       .disp en(disp en),// output [3:0] 7 segment display enable
       .seg7 output(seg7 output)// output [6:0] 7 segment signals
       );
  //Instantiate Your instruction decoder here
inst decoder (.instruction(instruction), .opcode(opcode), .rs addr(rs addr), .rt addr(rt addr),
.rd addr(rd addr), .immediate(immediate), .RegDst(RegDst), .RegWrite(RegWrite),
.ALUSrc1(ALUSrc1),.ALUSrc2(ALUSrc2), .ALUOp(ALUOp), .MemWrite(MemWrite),
.MemToReg(MemToReg));
       //Instantiate Your alu-regfile here
regfile
rf(.rd0 data(regfile ReadData1),.rd1 data(regfile ReadData2),.wr data(regfile WriteData),.rd0 ad
dr(rs addr),.rd1 addr(rt addr),.wr addr(regfile WriteAddress),.wr en(RegWrite),.clk(pb clk debo
unced),.rst(rst general));
  Mux m1(.in1(regfile ReadData1),.sel(ALUSrc1),.in2(zero_register),.out(alu_input1));
//instantiate template
  Mux m2(.in1(regfile ReadData2),.sel(ALUSrc2),.in2(immediate),.out(alu input2)); //instantiate
template
  alu
a1(.a(alu input1),.b(alu input2),.sel(ALUOp),.f(alu output),.ovf(alu ovf),.take branch(take branc
//Instantiate Your data memory here
data memory data (
 .a(alu output),
                  // input wire [7 : 0] a
 .d(regfile ReadData2),
                          // input wire [8 : 0] d
 .clk(pb clk debounced), // input wire clk
 .we(MemWrite), // input wire we
 .spo(Data Mem Out)); // output wire [8:0] spo
       //Mux for regfile writedata
Mux m3(.in1(alu result),.sel(MemtoReg),.in2(Data Mem Out),.out(regfile WriteData));
```

```
//Mux for RegDST
Mux m4(.in1(rt addr),.sel(RegDst),.in2(rd addr),.out(regfile WriteAddress)); //instantiate template
      //Instantiate Your VIO core here
vio 0 vio (
 .clk(clk),
                 // input wire clk
 .probe in0(regfile WriteData), // input wire [8:0] probe in0
 .probe in1(regfile ReadData1), // input wire [7:0] probe in1
 .probe in2(regfile ReadData2), // input wire [7:0] probe in2
 .probe in3(alu input1), // input wire [7:0] probe in3
 .probe in4(alu input2), // input wire [7:0] probe in4
 .probe in5(take branch), // input wire [0:0] probe in5
 .probe in6(alu ovf), // input wire [0:0] probe in6
 .probe in7(opcode), // input wire [3:0] probe in7
 .probe in8(alu output), // input wire [7:0] probe in8
 .probe in9(Data Mem Out), // input wire [8:0] probe in9
 .probe out0(instruction) // output wire [15:0] probe out0
);
endmodule
`timescale 1ns / 1ps
// Company:
// Engineer:
// Create Date: 08/05/2022 11:35:30 AM
// Design Name:
// Module Name: inst decoder tb
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module inst decoder tb(
  );
reg [15:0] instruction; //input
//outputs
wire [3:0] opcode;
wire [1:0] rs addr, rt addr, rd addr;
```

wire [7:0] immediate;

```
wire [2:0] ALUOp;
wire RegDst, RegWrite, ALUSrc1, ALUSrc2, MemWrite, MemToReg;
inst decoder uut(
  .instruction(instruction),
  .opcode(opcode),
  .rs addr(rs addr),
  .rt addr(rt addr),
  .rd addr(rd addr),
  .immediate(immediate),
  .RegWrite(RegWrite),
  .RegDst(RegDst),
  .ALUSrc1(ALUSrc1),
  .ALUSrc2(ALUSrc2),
  .ALUOp(ALUOp),
  .MemWrite(MemWrite),
  .MemToReg(MemToReg) );
  initial
    begin
    instruction = 16'b0000_11_10_00_110011; //loading word
    #10
    instruction = 16'b0001 01 10 00 010001; //sw reg 1
     #10
    instruction = 16'b0010 00 01 10 00000; //add
    instruction = 16'b0011 00 11 00 001010; //addi
      #10
    instruction = 16'b0100 00 01 10 000000; //inv
    instruction = 16'b0101 00 01 10 000000; //and
      #10
    instruction = 16'b0110 01 11 00 001111; //andi
     #10
    instruction = 16'b0111 00 01 10 000000; //or
      #10
    instruction = 16'b1000 01 11 00 010100; //ori
     #10
    instruction = 16'b1001 01 11 00 000011; //sra
      #10
    instruction = 16'b1010 01 11 00 000001; //sll
    instruction = 16'b1011 00 10 01 000000; //beq
     #10
    instruction = 16'b1100 00 10 01 000000; //bne
    instruction = 16'b1101 00 11 00 000000; //clr
    #10;
    $finish:
    $monitor("instruction=%b opcode=%b immediate=%b rs addr=%b rt addr=%b rd addr=%b
RegWrite=%b RegDst=%b ALUSrc1=%b ALUSrc2=%b ALUOP=%b MemWrite=%b
```

MemToReg=%b",
instruction,opcode,immediate, rs_addr, rt_addr, rd_addr, RegWrite, RegDst, ALUSrc1,
ALUSrc2,
ALUOp, MemWrite, MemToReg);
end

endmodule

AppendixB: Design Program Screenshots (Simulations, etc)

TESTBENCH OUTPUT:



