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**Architecture Project**

**Phase 1**

Submitted to

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**By**

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**Instruction Set Architecture**

Rsrc1 ; 1st operand register

Rsrc2 ; 2nd operand register

Rdst : result register

EA ; Effective address (20 bit)

Imm ; Immediate Value (16 bit)

* Two operands:

IR0 & IR1 = ’00’.

Possible formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SHL, SHR, | 5-bits opcode | 3-bits src1 | 8-bits don’t care | 16-bits Imm |
| SWAP, | 5-bits opcode | 3-bits src1 | 3-bits don’t care | 3-bits dst | 18-bits don’t care |
| ADD, SUB, AND, OR, | 5-bits opcode | 3-bits src1 | 3-bits src2 | 3-bits dst | 18-bits don’t care |
| IADD, | 5-bits opcode | 3-bits src1 | 3-bits don’t care | 3-bits dst | 2-bits don’t care | 16-bits Imm |

From IR0 -> IR4 “opcode”:

|  |  |
| --- | --- |
| Instruction | opcode |
| ADD | 00000 |
| SUB | 00001 |
| IADD | 00010 |
| AND | 00011 |
| OR | 00100 |
| SHL | 00101 |
| SHR | 00110 |
| SWAP | 00111 |

Format of src-reg code dst-reg code:

|  |  |
| --- | --- |
| Reg | Code |
| R0 | 000 |
| R1 | 001 |
| R2 | 010 |
| R3 | 011 |
| R4 | 100 |
| R5 | 101 |
| R6 | 110 |
| R7 | 111 |

* one operand:

IR0 & IR1 = ’01’.

possible formats:

|  |  |  |
| --- | --- | --- |
| NOP, | 5-bits opcode | 27-bits don’t care |
| NOT, INC, DEC, OUT, IN, | 5-bits opcode | 6-bits don’t care | 3-bits dst | 18-bits don’t care |

From IR0 -> IR4 “opcode”:

|  |  |
| --- | --- |
| Instruction | opcode |
| NOP | 01000 |
| NOT | 01001 |
| INC | 01010 |
| DEC | 01011 |
| OUT | 01100 |
| IN | 01101 |
| Free slot | 01110 |
| Free slot | 01111 |

Format of src-reg code dst-reg code:

|  |  |
| --- | --- |
| Reg | Code |
| R0 | 000 |
| R1 | 001 |
| R2 | 010 |
| R3 | 011 |
| R4 | 100 |
| R5 | 101 |
| R6 | 110 |
| R7 | 111 |

* Memory operations:

IR0 & IR1 = ’10’

possible formats:

|  |  |  |  |
| --- | --- | --- | --- |
| PUSH, POP, | 5-bits opcode | 3-bits dst | 24-bits don’t care |
| LDM, | 5-bits opcode | 3-bits dst | 8-bits don’t care | 16-bits Imm |
| LDD, | 5-bits opcode | 3-bits dst | 4-bits don’t care | 20-bits EA |
| STD, | 5-bits opcode | 3-bits src1 | 4-bits don’t care | 20-bits EA |

From IR0 -> IR4 “opcode”:

|  |  |
| --- | --- |
| Instruction | opcode |
| PUSH | 10000 |
| POP | 10001 |
| LDM | 10010 |
| LDD | 10011 |
| STD | 10100 |
| Free slot | 10101 |
| Free slot | 10110 |
| Free slot | 10111 |

Format of src-reg code dst-reg code:

|  |  |
| --- | --- |
| Reg | Code |
| R0 | 000 |
| R1 | 001 |
| R2 | 010 |
| R3 | 011 |
| R4 | 100 |
| R5 | 101 |
| R6 | 110 |
| R7 | 111 |

* Branch and Change of Control Operations:

IR0 & IR1 = ’11’.

possible formats:

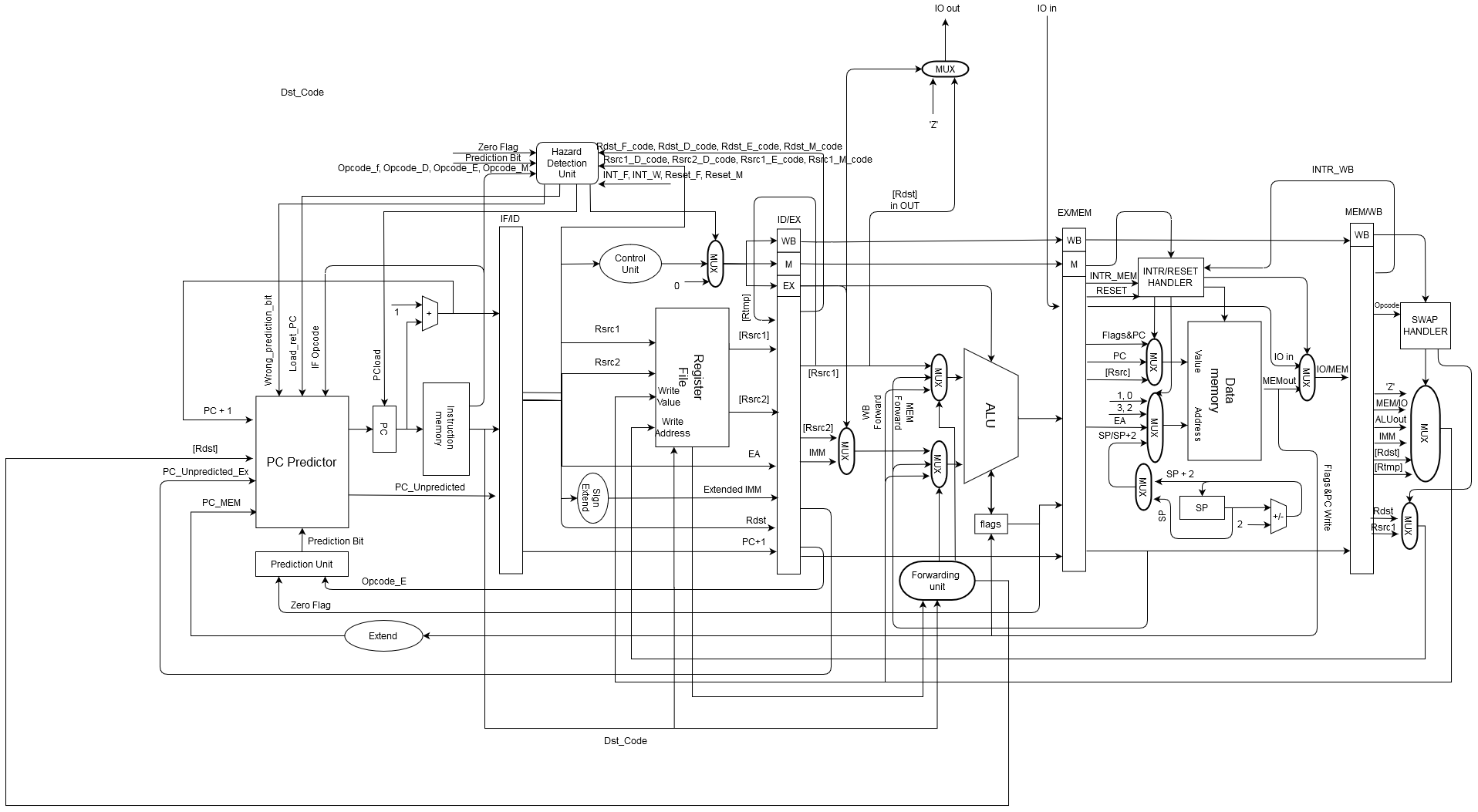
|  |  |  |
| --- | --- | --- |
| RET, RTI, | 5-bits opcode | 27-bits don’t care |
| CALL, JMP, JZ | 5-bits opcode | 3-bits src1 | 24-bits don’t care |

From IR0 -> IR4 “opcode”:

|  |  |
| --- | --- |
| Instruction | opcode |
| JZ | 11000 |
| JMP | 11001 |
| CALL | 11010 |
| RET | 11011 |
| RTI | 11100 |
| Free slot | 11101 |
| Free slot | 11110 |
| Free slot | 11111 |

Format of src-reg code dst-reg code:

|  |  |
| --- | --- |
| Reg | Code |
| R0 | 000 |
| R1 | 001 |
| R2 | 010 |
| R3 | 011 |
| R4 | 100 |
| R5 | 101 |
| R6 | 110 |
| R7 | 111 |



**EXECUTE SIGNALS: (6 bits)**

**Alu Selector: (4 bits)**

ALU\_SEL = OPCODE(3 downto 0);

**Out Selector: (1 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – ‘Z’ | Rest |
| 1 – Rdst | 01100 |

**ALU operand 2 Selector: (1 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – Rsrc2 | Rest |
| 1 – IMM | 00010  00101  00110 |

**MEMORY SIGNALS: (7bits)**

**Read/Write Select: (1 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – Read | 10001  10011  11011  11100 |
| 1 – Write | 10000  10100  11011 |

**Value Selector: (2 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 00 – FLAGS&PC |  |
| 01 – PC | 11010 |
| 10 – [Rsrc] | 10000  10100 |

**Address Selector: (2 bits)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 00 – 1,0 |  |
| 01 – 3,2 |  |
| 10 – EA | 10011  10100 |
| 11 – SP/SP+2 | 10000  10001  11010  11011  11100 |

**(SP ALU) + (SP/SP+2) Selector: (1 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – ‘+’ + ‘SP+2’ | 10001  11011  11100 |
| 1 – ‘-‘ + ‘SP’ | 10000  11010 |

**SP load: (1 bit)**

|  |  |
| --- | --- |
| **LOAD** | **OPCODE** |
| 0 | Rest of them |
| 1 | 10001  11011  11100  10000  11010 |

**IO/MEM Selector: (1 bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – MEM | Rest of them |
| 1 – IO | 01101 |

**WB SIGNALS: (3 bits)**

**Write Value Select: (2 bits)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 000 – ‘Z’ | 01000  01100  10000  10100 |
| 001 – IO/MEM | 10001  10011  01101 |
| 010 – ALUout | 01001  01010  01011  00111  00000  00001  00010  00011  00100  00101  00110 |
| 011 – IMM | 10010 |
| 100 – [Rdst] |  |
| 101 – [Rtmp] |  |

**Write Address Select: (1-bit)**

|  |  |
| --- | --- |
| **SEL** | **OPCODE** |
| 0 – Rdst | 00000  00001  00010  00010  00011  00100 |
| 1 – Rsrc1 | 00101  00110  01001  01010  01011  01101  10001  10010  10011 |

**Data Forwarding Unit**

Forwarding unit

Rs(1st src from ID/EX)

Rt(2nd src from ID/EX)

Forward A

Rd3(dst from EX/MEM)

Rd2(dst from ID/EX)

Forward B

Rd4(dst from MEM/WB)

EX. RegWrite

MEM.RegWrite

WB.RegWrite

|  |  |
| --- | --- |
| ALU operand A | ALU operand B |
| If ( (Rs == Rd2) and (EX. RegWrite))  ForwardA=01  Else if ( (Rs == Rd3) and (MEM.RegWrite))  ForwardA = 10  Else if ((Rs == Rd4) and (WB.RegWrite))  Forward A =11  Else ForwardA=00 | If ((Rt == Rd2) and (EX.RegWrite))  Forward B =01  Else if ( (Rt == Rd3) and (MEM.RegWrite))  Forward B= 10  Else if ((Rt == Rd4) and (WB.RegWrite))  Forward B=11  Else Forward B =00 |

Forward(A,B)= 00 ->First ALU operand comes from register file = Value of (Rs)

Forward(A,B)= 01 ->Forward result of previous instruction to A (from ALU stage)

Forward(A,B) = 10 ->Forward result of 2nd previous instruction to A (from MEM stage)

Forward(A,B)= 11 ->Forward result of 3rd previous instruction to A (from WB stage)

Special unit "inside DF unit ":

R\_Dst(to PC\_Predictor)

Dst from Reg\_file

Dst from IF

Dst from EX/MEM

Dst from MEM/WB

If(Dst(from IF)== Dst(from EX/MEM))

{

R\_Dst(to PC\_Predictor)= Dst(from EX/MEM)

}

Else If(Dst(from IF== Dst(from MEM/WB))

{

R\_Dst(to PC\_Predictor)= Dst(from MEM/WB)

}

Else R\_Dst(to PC\_Predictor) = Dst(from reg\_file)

**INTR/RESET HANDLER**

If INTR\_MEM == 1 and INTR\_WB == 0:

Rd/Wr = 1 -- Wr

val\_sel = 00

add\_sel = 11

SP\_load = 1

SP\_Alu = 1

else If INT\_WB == 1:

Rd/Wr = 0 -- Rd

val\_sel = xx

add\_sel = 01

SP\_load = 0

SP\_Alu = x

else If Reset == 1:

Rd/Wr = 0 -- Rd

val\_sel = xx

add\_sel = 00

SP\_load = 0

SP\_Alu = x

else:

Rd/Wr = Rd/Wr\_in -- Rd

val\_sel = val\_sel\_in

add\_sel = add\_sel\_in

SP\_load = SP\_load\_in

SP\_Alu = SP\_Alu\_in

**SWAP HANDLER**

If Opcode == 00111 and Val\_sel == 0:

val\_sel = 100

add\_sel = 1

else if opcode = 00111 and val\_sel != 0:

val\_sel = 101

add\_sel = 0

else:

val\_sel = val\_sel\_in

add\_sel = add\_sel\_in

**Hazard Detection Unit**

Stall\_bit\_1

1-bit Reg

Opcode\_F

Rdst\_D\_code

Rdst\_F\_code

Branch-Hazard

Prediction\_bit

Rsrc1\_D\_code

Opcode\_D

Rsrc1\_E\_code

Opcode\_E

Rsrc1\_M\_code

Opcode\_M

Rdst\_M\_code

Rdst\_E\_code

Long-Fetch-Hazard

clr

Stall\_bit\_2

1-bit Reg

Opcode\_F

Fetch-Hazard

Previous\_Stall

1-bit Reg

Swap-Hazard

Opcode\_D

Load-use-Hazard

Stall\_bit\_3

Opcode\_D

Rsrc1\_D\_code

Opcode\_E

Rsrc2\_D\_code

Stall\_bit\_6

Rdst\_E\_code

Opcode\_D

Opcode\_E

Swap-use-Hazard

Stall\_bit\_7

Opcode\_M

Rsrc2\_D\_code

Rsrc1\_D\_code

Rdst\_M\_code

Rdst\_E\_code

Opcode\_E

Wrong-prediction

Stall\_bit\_4

Prediction-bit

ZF

Wrong-prediction-bit

Stall\_bit\_5

1-bit Reg

RET-RTI-Reset-INT

Opcode\_M

Opcode\_F

INT\_F

Falling-edge checker

INT\_W

Reset\_M

Reset\_F

Load\_ret\_PC

Hazard-Detection

Unit

Stall\_bit\_3

Stall\_bit\_1

PC\_Write

Stall\_bit\_6

Stall\_bit\_5

Stall\_bit\_7

Stall\_bit\_2

Stall\_bit\_1

Control\_Unit\_Mux

Stall\_bit\_4

Stall\_bit\_3

Stall\_bit\_6

Stall\_bit\_5

Stall\_bit\_7

**Branch-Hazard unit:**

As we predict in fetch stage so if we have a jz instruction with Prediction\_bit = 1 “predict taken”, a jmp instruction or a call instruction so we need to pass Rdst to the PC.

This will cause hazard in some cases if Rdst is not ready in the register file.

Case 1:

* Add R3,R1,R2
* Jz R3
* Instr. “if taken”

When “jz” is in fetch stage, “add” will be in decode stage so Rdst will not be calculated yet.

We need to stall once then forward Rdst from execute stage to the PC.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Add R3,R1,R2 | F | D | E | M | W |  |  |  |
| Jz R3 |  | F | stall | stall | stall | stall |  |  |
| Jz R3 |  |  | F | D | E | M | W |  |
| Instr. |  |  |  | F | D | E | M | W |

Case 2:

* LDD R3,Imm
* Instr.
* Jz R3
* Instr. “if taken”

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| LDD R3,Imm | F | D | E | M | W |  |  |  |  |
| Instr. |  | F | D | E | M | W |  |  |  |
| Jz R3 |  |  | F | stall | stall | stall | stall |  |  |
| Jz R3 |  |  |  | F | D | E | M | W |  |
| Instr. |  |  |  |  | F | D | E | M | W |

Case 3:

* LDD R3,Imm
* Jz R3
* Instr. “if taken”

Same as case 2

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| LDD R3,Imm | F | D | E | M | W |  |  |  |  |
| Jz R3 |  | F | stall | stall | stall | stall |  |  |  |
| Jz R3 |  |  | F | stall | stall | stall | stall |  |  |
| Jz R3 |  |  |  | F | D | E | M | W |  |
| Instr. |  |  |  |  | F | D | E | M | W |

Case 4:

* Swap R1,R2
* Jmp R1

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Swap R1,R2 | F | stall | stall | stall | stall |  |  |  |  |  |  |
| Swap R1,R2 |  | F | D | E | M | W |  |  |  |  |  |
| Jmp R1 |  |  | F | stall | stall | stall | stall |  |  |  |  |
| Jmp R1 |  |  |  | F | stall | stall | stall | stall |  |  |  |
| Jmp R1 |  |  |  |  | F | stall | stall | stall | stall |  |  |
| Jmp R1 |  |  |  |  |  | F | D | E | M | W |  |
| Instr. |  |  |  |  |  |  | F | D | E | M | W |

In general: if I have jz with taken pred. , jmp, call, I will stall once in these cases

1. The previous instr. is one-op, two-op, LDM, LDD or POP that has the Rdst as me.
2. The instr. before previous one is LDM, LDD or POP that has the Rdst as me.
3. One of the previous 3 instructions is swap with the Rsrc or Rdst as my Rdst

**Stall\_bit\_1**: stall the whole pipe

**Long-Fetch-Hazard unit:**

There’re some instructions that are 32-bit in size so it can’t be fetched once from the memory.

So what we need is to fetch the first half and to stall this half in the decode till we fetch the second part and start decoding and to make sure that the next half will not cause this stalling even if it seems to be a 32-bit instr. cause in fact it’s not, it’s just the rest of the last instruction.

**Stall\_bit\_2**: stall decode of the next cycle only.

**Load-use-Hazard unit:**

Example:

* LDD R3,Imm
* Add R1,R2,R3

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| LDD R3,Imm | F | D | E | M | W |  |  |  |  |
| Add R1,R2,R3 |  | F | D | stall | stall | stall |  |  |  |
| Add R1,R2,R3 |  |  | F | D | E | M | W |  |  |

Note: no register because I want to stop fetching next instruction once add get into decode stage to fetch the same instr. again.

**Stall\_bit\_3**: stall the whole pipe

**Wrong-prediction unit:**

It outputs 1-bit “Wrong-prediction-bit” (prediction-bit XNOR ZF)

If there’s a “jz” instruction in execute stage, there are two cases:

* If prediction-bit = zero-flag : Wrong-prediction-bit = 0
* If prediction-bit != zero-flag : Wrong-prediction-bit = 1

**Stall\_bit\_4**: stall decode only.

**RET-RTI-Reset-INT unit:**

If you found RET, RTI instruction or interrupt or reset in fetch stall upcoming instructions till this instruction or this interrupt/reset finishes memory stage so that the new PC is ready.

**Stall\_bit\_5**: stall the whole pipe

**Swap-Hazard unit:**

If there’s a swap in decode it stalls it and re-fetches it again.

To make sure that the re-fetched swap will not cause another stall, we keep track of the last stall due to swap, if it was ‘1’ so do not stall.

**Stall\_bit\_6**: stall the whole pipe

**Swap-use-Hazard unit:**

Example:

* Swap R1,R2
* Add R1,R2,R3

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Swap R1,R2 | F | stall | Stall | stall | stall |  |  |  |  |
| Swap R1,R2 |  | F | D | E | M | W |  |  |  |
| Add R1,R2,R3 |  |  | F | D | stall | stall | stall |  |  |
| Add R1,R2,R3 |  |  |  | F | D | stall | stall | stall |  |
| Add R1,R2,R3 |  |  |  |  | F | D | E | M | W |

Note: no register because I want to stop fetching next instruction once add get into decode stage to fetch the same instr. again.

**Stall\_bit\_7**: stall the whole pipe

**PC Predictor**

If (Wrong\_Prediction\_bit == 0 and Load\_ret\_PC== 0):

if ( (opcode\_F == jz) and (Prediction\_bit == 1) ) or ( (opcode\_F == jmp) or ( (opcode\_F == call):

PC\_predicted = Rdst\_val

PC\_UnPredicted = PC+1

If (opcode\_F == jz) and (Prediction\_bit == 0):

PC\_predicted = PC+1

PC\_UnPredicted = Rdst\_val

Else If (Wrong\_Prediction\_bit == 1):

PC\_predicted = Unpredictted\_PC\_E

PC\_UnPredicted = PC+1

Else If (Load\_ret\_PC== 1):

PC\_predicted = PC\_Mem

PC\_UnPredicted = PC+1

PC\_Write

PC\_Predicted

PC

PC\_UnPredicted

PC\_Predicted

Load\_ret\_PC

Wrong-prediction-bit

Unpredicted\_PC\_E

PC predictor

PC\_Mem

PC

Prediction\_bit

Rdst\_val

Opcode\_F

**Pipeline Stages Registers**

IF/ID:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NXT PC (32bit) | Unpredicted PC(32bit) | Inst.(32 bit) | INT(1 bit) | RST(1 bit) |

ID/EX:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| NXT PC (32bit) | Src1 code(3bits) | src1 data (32bit) | Src2 code(3bits) | src2 data (32bit) | Dst code(3bit) | Immediate field (32 bit) | EA (20 bit) | TMP (32bit) | Unpredicted PC(32bit) | INT(1 bit) | RST(1 bit) | RST(1 bit) |  |

EX/MEM:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| NXT PC (32bit) | I/O in(32bit) | Flags(4bits) | Op code (5 bits) | ALU result (32 bit) | DST CODE  (3 bit) | Src1 code(3bits) | Src2 code(3bits) | Unpredicted PC(32bit) | INT(1 bit) | RST(1 bit) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Op code(5 bits) | ALU RESULT  (32 bit) | Rs(mem read) (32 bit) | DST CODE  (3 bit) | INT(1 bit) |

MEM/WB: