

Architecture: PARM

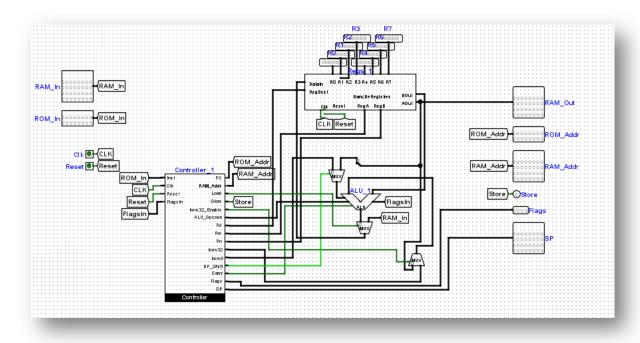
Groupe Polycrew

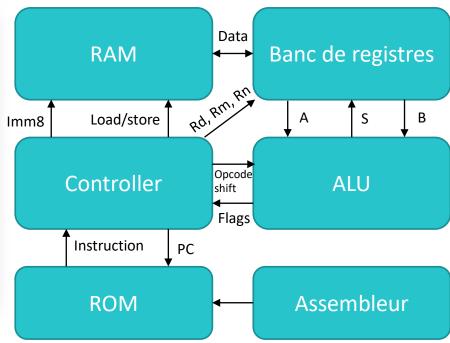
Marc Pinet – Arthur Rodriguez – Marcus Aas Jensen – Loïc Pantano

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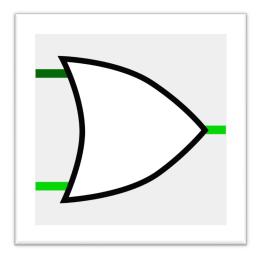
Structure du projet (CPU)



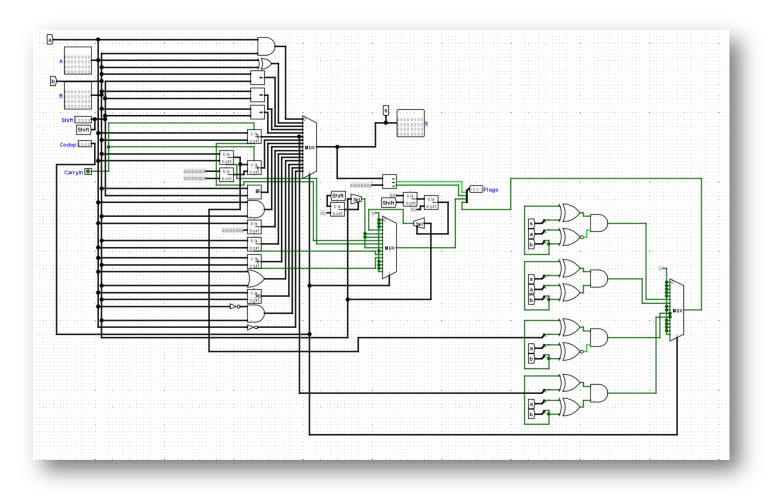


Composants Logisim

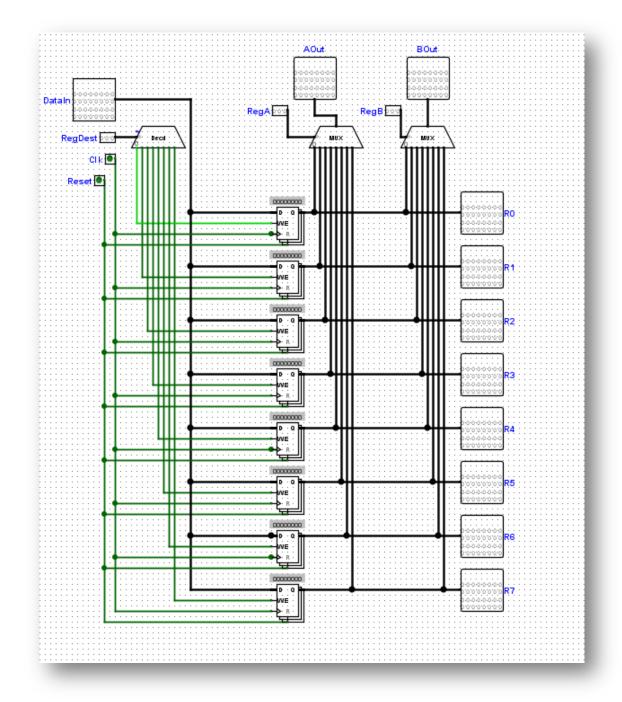
- ALU
- Banc de registres
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- Shift, Add, Sub, Move
- Data processing
- Flag APSR
- Load store
- SP address
- Conditional
- Contrôleur (regroupement)



ALU

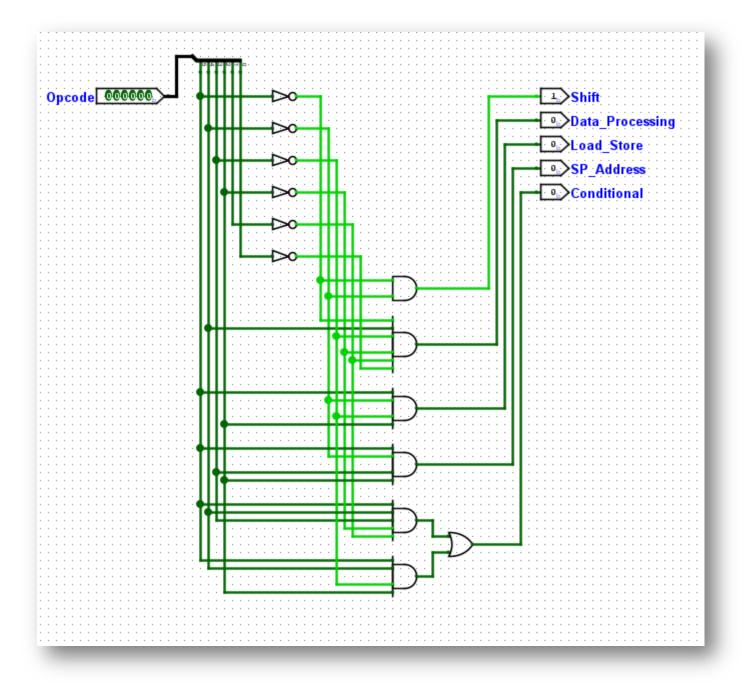


Banc de registres

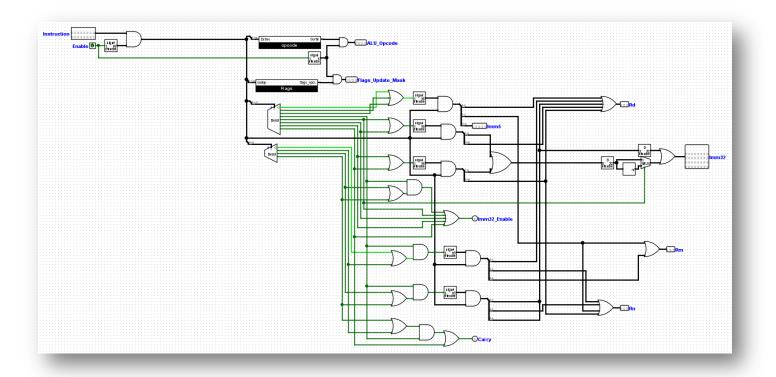


Opcode decoder

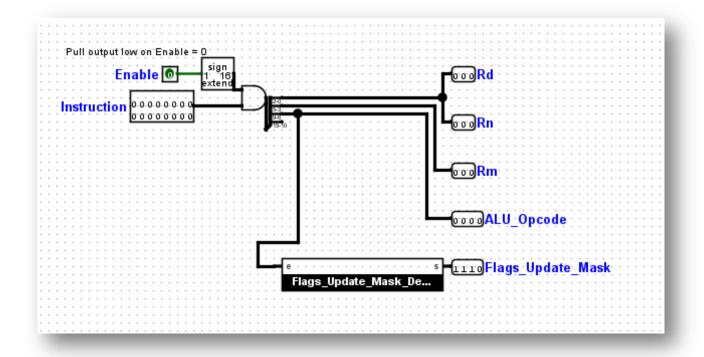
Opcode[50]	Shift	Data_Processing	Load_Store	SP_Address	Conditional
000000	1	0	0	0	0
000001	1	0	0	0	0
000010	1	0	0	0	0
000011	1	0	0	0	0
000100	1	0	0	0	0
000101	1	0	0	0	0
000110		0	0	0	0
000111 001000	1 1	0	0 0	0 0	0 0
001001	1 1	0	0	0	0
001010	i	ø	ø	ø	ø
001011	1	0	ø	ø	ø
001100	1	0	0	0	0
001101	1	0	0	0	0
001110	1	0	0	0	0
001111	1	0	0	0	0
010000	0	1	0	0	0
010001 010010	0 0	0 0	0	0 0	0 0
010010	1 0	0	0	0	0
010100	1 0	0	ø	ø	0
010101	iĕ	ø	ø	ø	ø
010110	i ø	ø	ø	ø	ø
010111	j ø	0	0	0	0
011000	0	0	0	0	0
011001	0	0	0	0	0
011010	0	0	0	0	0
011011	0	0	0	0	0
011100 011101	0 0	0	0 0	0 0	0 0
011101		0	0	0	0
011111	0	0	ø	ø	ø
100000	i ĕ	ø	ø	ø	ø
100001	0	0	0	0	0
100010	j ø	0	0	0	0
100011	0	0	0	0	0
100100	0	0	1	0	0
100101	0	0	1	0	0
100110 100111	0 0	0 0	1	0 0	0 0
101000	1 0	0	1 0	0	0
101001	1 0	0	ø	ø	0
101010	i ĕ	ø	ø	ø	ø
101011	0	0	0	0	0
101100	0	0	0	1	0
101101	0	0	0	1	0
101110	0	0	0	1	0
101111	0	0	0	1	0
110000	0	0	0	0	0
110001 110010	0 0	0 0	0 0	0 0	0 0
110010	1 0	0	0	0	0
110100	i o	0	ø	ø	1
110101	Ö	ø	ø	ø	1
110110	0	0	0	0	1
110111		0	0	0	1
111000	0	0	0	0	1
111001	0	0	0	0	1
111010	0	0	0	0	0
111011	0	0	0	0	0
111100 111101	0 0	0 0	0	0 0	0 0
1111101	0 0	0	0	0	0
	0	0	0	0	0
	. •	,			



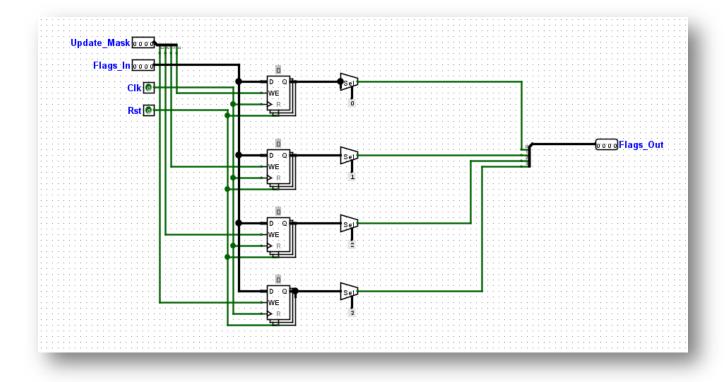
Shift Add Sub Move



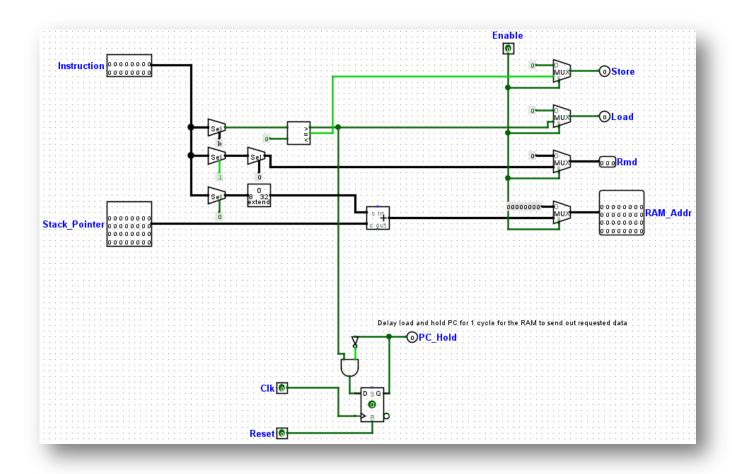
Data processing



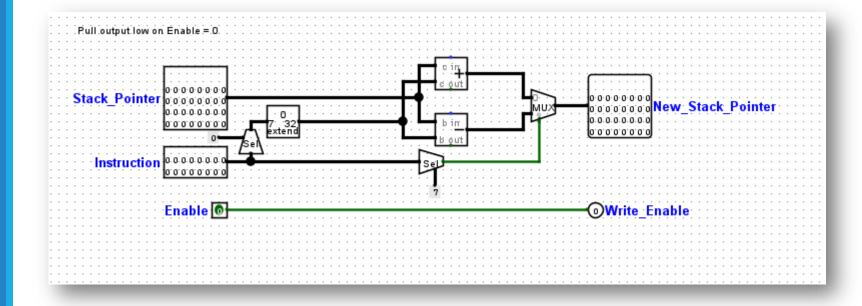
Flag APSR



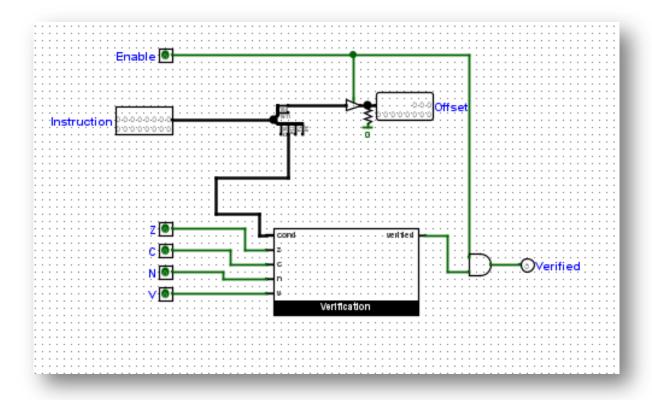
Load store



SP Address



Conditional



Controller

Composants regroupés :

Opcode decoder

Shift Add Sub Move

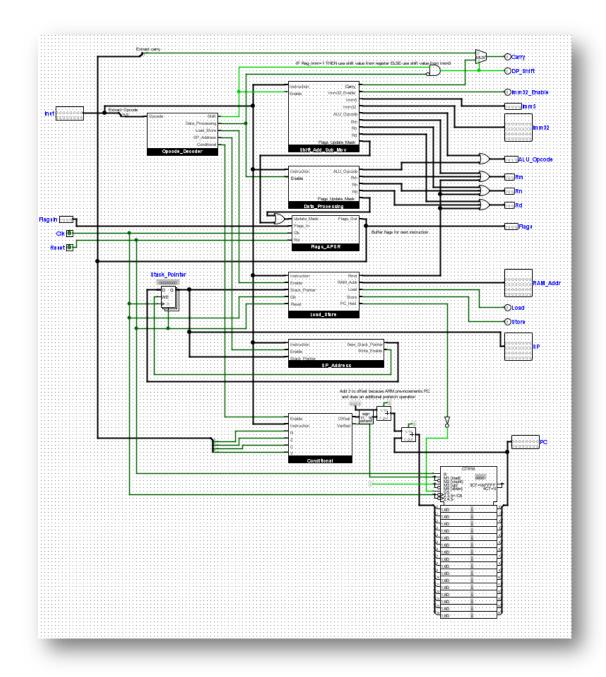
Data processing

Load store

SP address

Flag APSR

Conditional



Assembleur (python)

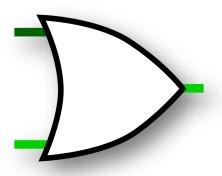
Description	UAL code				Bits Flags															
Description	estruction		operande	5	15	14	13	12	11	10	9			6	5 4 3	2 1 0	C	٧	N	
Logical Shift Left	LSLS	<rd>,</rd>	<bm>,</bm>	# <imm5></imm5>	0	0	0	0	0			imm5			Вm	Rd	ж		ж	
Logical Shift Right	LSRS	<rd>,</rd>	<rm>,</rm>	# <imm5></imm5>	0	0	0	0				imm5			Rm	Rd			ж	
Arithmetic Shift Right	ASRS	<rd>,</rd>	<bm>,</bm>	# <imm5></imm5>	0	0	0	1	0			imm§	5		Bm	Rd	*		ж	
Shift, add, sub, mov					0	0		0	peoc	le										
Add register	ADDS	<bd>,</bd>	⟨Bn⟩,	<rm></rm>	0	0	0	1	1	0	0		Bm		Bn	Rd	×	×	ж	١,
Sub stract register	SUB5	<rd>,</rd>	⟨Rn⟩,	<rm></rm>	0	0	0	1	1	0	1		Bm		Rn	Rd	×	×	×	1
Add 3-bit immediate	ADD5	<rd>,</rd>	⟨Rn⟩,	# <imm3></imm3>	0	0	0	1	1	1	0		imm3		Bn	Rd	ж	н	ж	1
Sub stract 3-bit immediate	SUBS	<bd≻,< td=""><td>⟨Bn⟩,</td><td>#<imm3></imm3></td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td></td><td>imm3</td><td></td><td>Bn</td><td>Rd</td><td>ж</td><td>ж</td><td>ж</td><td>1</td></bd≻,<>	⟨Bn⟩,	# <imm3></imm3>	0	0	0	1	1	1	1		imm3		Bn	Rd	ж	ж	ж	1
Move	MOVS	<bd>,</bd>	#(imm8)		0	0	- 1	0	0		Rd				8mmi				16	
Data processing					0	-	0	0	0	0		ope	:ode							
Bitwise AND	ANDS	⟨Rdn⟩,	<bm></bm>		0	1	0	0	0	0	0	0		0	Rm	Rdn			ж	
Exclusive OR	EORS	⟨Rdn⟩,	<pm></pm>		0	1	0	0	0	0	0	0	0	1	Вm	Rdn			ж	1
Logical Shift Left	LSLS	<rdn>,</rdn>	<rm></rm>		0	1	0	0	0	0	0	0	1	0	- Am	Bdn	ж		ж	
Logical Shift Right	LSRS	<rdn>,</rdn>	<rm></rm>		0	1	0	0	0	0	0	0	1	1	Яm	Rdn			ж	
Arithmetic Shift Right	ASR5	<rdn>,</rdn>	<rm></rm>		0	1	0	0	0	0	0	1	0	0	Rm	Rdn	ж		×	
Add with Carry	ADC5	(Rdn),	(Rm)		0	1	0	0	0	0	0	1	0	1	Rm	Rdn	ж	н	ж	
Sub stract with Carry	SBCS	⟨Rdn⟩,	<pm></pm>		0	1	0	0	0	0	0	1	1	0	Яm	Rdn	ж	ж	ж	1
Rotate Right	RORS	<rdn>,</rdn>	<bm></bm>		0	1	0	0	0	0	0	1	1	1	Яm	Rdn	ж		ж	1
Set Flags on bitwise AND	TST	<bn>,</bn>	<bm></bm>		0	1	0	0	0	0	1	0	0	0	Rm	Rn			ж	
Reverse Substruct from 0	RSB5	<rd>,</rd>	⟨Rn⟩,	#0	0	1	0	0	0	0	1	0	0	1	Rn → Rm	Rd	- 8		ж	1
Compare Registers	CMP	<bn>,</bn>	<bm>≥</bm>		0	1	0	0		0	1	0	1	0	Bm	Bn	ж	ж	ж	
Compare Negative	CMN	<bn>,</bn>	<bm></bm>		0	1	0	0	0	0	1	0	1	1	Bm	Rn	ж	36	ж	,
Logical OR	ORRS	<rdn>,</rdn>	<8m>		0	1	0	0	0	0	1	1	0	0	Rm	Rdn			ж	١,
Multiply Two Registers	MULS	≺Rdm>,	⟨Bn⟩,	<pdm></pdm>	0	1	0	0	0	0	1	1	0	1	Bn → Bm	Rdm			×	1
Bit Clear	BICS	⟨Rdn⟩,	<bm></bm>		0	1	0	0	0	0	1	-1	1	0	Bm	Bdn			ж	1
Bitwise NOT	MVNS	<rd>>,</rd>	<rm></rm>		0	1	0	0	0	0	1	1	1	1	Яm	Rd			ж	
Load / Store						0	0	-	0	pcod	e									
Store Register	STR	⟨R⊳,		(imm8>]	1	0	0	1	0		Rt				imm8					
Load Register	LDR	<b⊳,< td=""><td>[SP], #4</td><td>(imm8>}]</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td></td><td>Rt</td><td></td><td></td><td></td><td>8mmi</td><td></td><td></td><td></td><td></td><td></td></b⊳,<>	[SP], #4	(imm8>}]	1	0	0	1	1		Rt				8mmi					
Miscellaneous 16-bit instructions	•					0	7	-				paoc								
Add Immediate to SP	ADD	[SP]	SP,	# <imm?></imm?>	1	0	1	1			0	0	0		immi					
Substract Immediate from SP	SUB	[SP_]	SP,	# <imm?></imm?>	1	0	1	1	0	-	-	0	1		immi	7				
Conditional Branch	В	≺label≻			1	1	0	1		CO					imm8		Ľ	heck	if Fla	
égalté	BEQ	(label)			1	1	0	1		0	0	0			8mmi					Ι.
différence	BNE	(label)			1	1	0	1		0	0	1			8mmi					
retenue	BCS	(label)			1	1	0	1	0	0	1	0			imm8		1			
pas de retenue	BCC	(label)			1	1	0	1	0	0	1	-1			imm8		0			
négatif	BMI	(label)			1	1	0	1	0	1	0	0			imm8				1	\perp
positif ou nul	BPL	(label)			1	1	0	1	0	1	0	- 1			8mmi				0	
dépassement de capacité	BVS	(label)			1	1	0	1	0	1	1	0			8mmi			1		
pas de dépassement de capacité	BVC	(label)			1	1	0	1	0	1	1	1			imm8		_	0		
supérieur (non signé)	BHI	<label></label>			1	1	0	1	- 1	0	0	0			8mmi			== 18		
inférieur ou égal (non signé)	BLS	(label)			1	1	0	1	1	0	0	1			imm8			0:==0		= 1
supérieur ou égal (signé)	BGE	<label></label>			1	1	0	1	1	0	1	0			lmm8				== V	
inférieur (signé)	BLT	<label></label>			1	1	0	1	1	0	1	1			imm8				!= V	
supérieur (signé)	BGT	(label)			1	1	0	1	1	1	0	0			imm8		- 2	== 08		
inférieur ou égal (signé)	BLE	(label)			1	1	0	1	1	1	0	1			8mmi			Z == 1	Z!=	٧
toujours vrai	B ou BAL	(label)			1	1	0	1	1	1	1	0			8mmi					

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 1 1 1 1 0 0 imm11
```

```
test_folder = TESTS_PATH if TESTS_PATH.endswith('/') else TESTS_PATH + '/' # Ensure we have a well-formed path
asm_files = glob(f"{test_folder}**/*.s", recursive=True)
for asm_file in asm_files:
   print(f"Testing {asm_file}...")
   # Getting the machine code from the parser
   with open(asm_file, "r") as f:
       asm_code = f.read()
       machine_code = Parser.parse_asm_into_machine_code(asm_code)
   # Checking if the content of the machine code is the same as the content of the .bin file in the same directory
   bin_file = ''.join(asm_file.split('.')[:-1]) + ".bin"
   with open(bin_file, "r") as f:
       expected_machine_code = ''.join(f.readlines()[1:])
       if machine_code.strip() != expected_machine_code.strip():
           print(f"Error in: {asm_file}:")
           print(f"1: {expected_machine_code}", end='')
           print(f"2: {machine_code}")
           exit(1)
           print(f"Test passed for {asm_file}")
```

```
def __lsls(args: list, instruction_number: int = None) -> str:
    """Parse the lsls instruction. (Logical Shift Left) LSLS Rd, Rm, #<imm5> or LSLS Rdn, Rm"""
    if args[-1].startswith("#"):
        return "00000" + Parser.__get_immediate(args[-1], 5) + Parser.__get_register(args[1]) + Parser.__get_register(args[0])
    return "0100000010" + Parser.__get_register(args[1]) + Parser.__get_register(args[0])
```

Démonstration du simulateur Logisim



Passage des tests (Parser)

```
C:\Users\marcp\Documents\Programming\Python\Projet PARM\asm>asm2mc.py
Testing or compiling? (t/c)
Testing tests\conditional\branch.s...
Test passed for tests\conditional\branch.s
Testing tests\data_processing\1-4_instructions.s...
Test passed for tests\data_processing\1-4_instructions.s
Testing tests\data_processing\11-12_instructions.s...
Test passed for tests\data_processing\11-12_instructions.s
Testing tests\data_processing\13-16_instructions.s...
Test passed for tests\data_processing\13-16_instructions.s
Testing tests\data_processing\5-10_instructions.s...
Test passed for tests\data_processing\5-10_instructions.s
Testing tests\load_store\load_store.s...
Test passed for tests\load_store\load_store.s
Testing tests\miscellaneous\sp.s...
Test passed for tests\miscellaneous\sp.s
Testing tests\more\calckeyb.s...
Test passed for tests\more\calckeyb.s
Testing tests\more\calculator.s...
Test passed for tests\more\calculator.s
Testing tests\more\simple_add.s...
Test passed for tests\more\simple_add.s
Testing tests\more\testfp.s...
Test passed for tests\more\testfp.s
Testing tests\more\ttv.s...
Test passed for tests\more\tty.s
Testing tests\shift_add_sub_mov\1-4_instructions.s...
Test passed for tests\shift_add_sub_mov\1-4_instructions.s
Testing tests\shift_add_sub_mov\5-8_instructions.s...
Test passed for tests\shift_add_sub_mov\5-8_instructions.s
```

```
test_folder = TESTS_PATH if TESTS_PATH.endswith('/') else TESTS_PATH + '/' # Ensure we have a well-formed path
asm_files = glob(f"{test_folder}**/*.s", recursive=True)
answer = input("Testing or compiling? (t/c)\n")
test = True if answer.lower() == 't' else False
for asm file in asm files:
    if test:
       print(f"Testing {asm_file} ... ")
    with open(asm_file, "r") as f:
        asm_code = f.read()
        machine_code = Parser.parse_asm_into_machine_code(asm_code)
    bin_file = ''.join(asm_file.split('.')[:-1]) + ".bin"
        with open(bin_file, "r") as f:
            expected_machine_code = ''.join(f.readlines()[1:])
            if machine_code.strip() # expected_machine_code.strip():
                print(f"Error in: {asm_file}:")
                print(f"1: {expected_machine_code}", end='')
                print(f"2: {machine_code}")
                exit(1)
                print(f"Test passed for {asm_file}")
    else:
        with open(bin_file, "w") as f:
            f.write(BINARY_HEADER + '\n' + machine_code.strip())
```

Fin de la présentation

Questions