course: CA exercise: 2

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Each part of the exercise has been completed, including the optional task. It compiles successfully and works successfully. The loadxi function was tested by using a modified version of the provided ArraySum example, and the bitwise operation functions were tested using an updated version of ALUrun as well as the using the provided test program.

In the archive there is a folder called 'Exercise2'. Inside of folder is the status report you are reading as well as 'Circuits' and 'Programs' folders. You will find the programs I used in './Programs/Sigma16/Core/UserPrograms/', these are given as assembly code and object code. The circuits I modified during this assessed exercise are found in './Circuits/M1/'

When using 'M1run.hs' to test, run 'boot UserPrograms/TestArray' for the program with loadxi and 'boot UserPrograms/TestLogic' for the program that uses the bitwise operations.

# Task 1

My approach to task 1 (creating loadxi) was first to combine the 'load' and 'add' functions to make loadxi because loadxi was defined as 'R1 := mem[12ab+R2], R2 := R2+1' which is a combination of load and add. The only issue was that there was no control signal specifying that the output of the ALU should go to ir\_sa instead of ir\_d, and this functionality was needed in order to be able to automatically increment the given index register. So I added a signal ctl\_rf\_da (da = destination a). When this signal is given, it sets ir\_d = ir\_sa in the datapath.

Below is M1run's output for all 4 states of loadxi, here are the part where the instructions are executing:

```
Cycle 53. Running
System control
 reset = 0 cpu = 1 ctl_start = 0
Input/Output
 io DMA = 0 io memStore = 0 io memFetch = 0 io regFetch = 0
 io_address = 0000 io_data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                     st_add = 00
                                                    st\_sub = 00
     st inv = 00
                   st and = 00
                                  st or = 00
                                                 st xor = 00
                                                  st trap0 = 00
    st mul0 = 00
                    st div0 = 00
                                    st cmp = 00
                                 st load0 = 00
    st lea0 = 00
                   st lea1 = 00
   st load1 = 00
                   st load2 = 00
                                  st store0 = 00 st store1 = 00
                                    st_jump1 = 00
   st\_store2 = 00
                   st_jump0 = 00
                                                    st_jump2 = 00
  st jumpc00 = 00 st jumpc01 = 00 st jumpc02 = 00 st jumpc10 = 00
  st_jumpc11 = 00 st_jumpc12 = 00
                                       st_jal0 = 00
                                                      st ial1 = 00
    st_{ial} = 00 st_{load} = 11 st_{load} = 00 st_{load} = 00
  st loadxi3 = 00
```

```
Control signals
   ctl_alu_a = 0 ctl_alu_b = 0 ctl_alu_c = 1 ctl_alu_d = 1
    ctl_x_pc = 1 ctl_y_ad = 0 ctl_rf_ld = 0 ctl_rf_ldcc = 0
   ctl rf pc = 0 ctl pc ld = 0 ctl pc ad = 0 ctl rf alu = 0
   ctl_rf_sd = 0 ctl_rf_da = 0 ctl_ir_ld = 0 ctl_pc_ld = 1
   ctl_ad_ld = 1 ctl_ad_alu = 0 ctl_ma_pc = 1 ctl_sto = 0
ALU
 ALU inputs: operation = 0011 \text{ x} = 000a \text{ y} = 0000 \text{ cc} = 0018 \text{ ir_d} = 5
 ALU outputs: r = 000b ccnew = 0003 condcc = 0
Datapath
   ir = f537 pc = 000a ad = 000f cc = 0018
    a = 0000
              b = 0000
                         x = 000a
                                    y = 0000
    p = 0014 q = 000b
                          r = 000b
   ma = 000a md = 0000
Memory
  m sto = 0 m addr = 000a m real addr = 000a m data = 0000 m out = 0014
M1>
Cycle 54. Running
System control
 reset = 0 cpu = 1 ctl_start = 0
Input/Output
 io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
 io_address = 0000 io_data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                     st_add = 00
                                                    st\_sub = 00
     st_inv = 00
                   st and = 00
                                  st_or = 00
                                                st xor = 00
                    st div0 = 00
    st mul0 = 00
                                   st_cmp = 00
                                                  st_trap0 = 00
    st lea0 = 00
                   st lea1 = 00 st load0 = 00
    st load1 = 00
                   st_jump0 = 00 st_jump1 = 00 st_jump2 = 00
   st store2 = 00
   st jumpc00 = 00 st jumpc01 = 00 st jumpc02 = 00 st jumpc10 = 00
   st_jumpc11 = 00 st_jumpc12 = 00
                                      st_jal0 = 00
                                                     st ial1 = 00
    st_{i} = 00 st_{i} = 00 st_{i} = 00 st_{i} = 11 st_{i} = 00
  st loadxi3 = 00
Control signals
   ctl_alu_a = 0 ctl_alu_b = 0 ctl_alu_c = 0 ctl_alu_d = 0
   ctl_x_pc = 0
                 ctl_y_ad = 1 ctl_rf_ld = 0 ctl_rf_ldcc = 0
   ctl_rf_pc = 0 ctl_pc_ld = 0 ctl_pc_ad = 0 ctl_rf_alu = 0
                 ctl_rf_da = 0 ctl_ir_ld = 0 ctl_pc_ld = 0
   ctl_rf_sd = 0
   ctl_ad_ld = 1 ctl_ad_alu = 1 ctl_ma_pc = 0
                                                 ctl sto = 0
ALU
 ALU inputs: operation = 0000 \text{ x} = 0000 \text{ y} = 0014 \text{ cc} = 0018 \text{ ir_d} = 5
```

```
ALU outputs: r = 0014 ccnew = 0003 condcc = 0
Datapath
   ir = f537 pc = 000b ad = 0014 cc = 0018
    a = 0000 b = 0000
                          x = 0000
                                     y = 0014
    p = 0012
                         r = 0014
               q = 0014
   ma = 0014 md = 0000
Memory
  m_{sto} = 0 m_{addr} = 0014 m_{real} = 0014 m_{data} = 0000 m_{out} = 0012
*** Fetched displacement = 0014
Cycle 55. Running
System control
 reset = 0 cpu = 1 ctl_start = 0
Input/Output
 io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
 io\_address = 0000 io\_data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                     st_add = 00
                                                    st\_sub = 00
     st inv = 00
                    st and = 00
                                   st or = 00
                                                 st xor = 00
    st mul0 = 00
                    st div0 = 00
                                    st cmp = 00
                                                  st trap0 = 00
    st_{ea0} = 00
                   st_{lea1} = 00 st_{load0} = 00
                   st_load2 = 00 st_store0 = 00 st_store1 = 00
    st load1 = 00
   st\_store2 = 00
                   st_jump0 = 00 st_jump1 = 00 st_jump2 = 00
   st_{jumpc00} = 00 st_{jumpc01} = 00 st_{jumpc02} = 00 st_{jumpc10} = 00
   st_jumpc11 = 00 st_jumpc12 = 00
                                       st jal0 = 00
                                                      st jal1 = 00
    st_jal2 = 00 st_loadxi0 = 00 st_loadxi1 = 00 st_loadxi2 = 11
  st loadxi3 = 00
Control signals
   ctl_alu_a = 0 ctl_alu_b = 0 ctl_alu_c = 0 ctl_alu_d = 0
                 ctl_y_ad = 0 ctl_rf_ld = 1 ctl_rf_ldcc = 0
   ctl_x_pc = 0
   ctl_rf_pc = 0 ctl_pc_ld = 0 ctl_pc_ad = 0 ctl_rf_alu = 0
   ctl_rf_sd = 0 ctl_rf_da = 0
                                ctl_ir_ld = 0 ctl_pc_ld = 0
   ctl_ad_ld = 0 ctl_ad_alu = 0 ctl_ma_pc = 0
                                                  ctl sto = 0
ALU
 ALU inputs: operation = 0000 \text{ x} = 0000 \text{ y} = 0000 \text{ cc} = 0018 \text{ ir_d} = 5
 ALU outputs: r = 0000 ccnew = 0004 condcc = 0
Datapath
   ir = f537 pc = 000b ad = 0014 cc = 0018
    a = 0000
              b = 0000
                          x = 0000
                                     y = 0000
    p = 0012
                          r = 0000
               q = 0000
   ma = 0014 md = 0000
```

```
m = 0 m = 0 m = 0014 m = 0014 m = 0014 m data = 0000 m out = 0012 m data = 0000 m da
Register file update: R5 := 0012
M1>
Cycle 56. Running
System control
  reset = 0 cpu = 1 ctl_start = 1
Input/Output
  io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
  io address = 0000 io data = 0000
Control state
    st_instr_fet = 00 st_dispatch = 00
                                                                              st add = 00
                                                                                                              st sub = 00
                                                                                                       st\_xor = 00
           st_inv = 00
                                         st_and = 00
                                                                         st_or = 00
         st mul0 = 00
                                          st div0 = 00
                                                                            st cmp = 00
                                                                                                         st trap0 = 00
         st lea0 = 00
                                         st_{lea}1 = 00 st_{load}0 = 00
        st_load1 = 00
                                         st store2 = 00
                                         st_jump0 = 00 st_jump1 = 00 st_jump2 = 00
      st_{jumpc}00 = 00 st_{jumpc}01 = 00 st_{jumpc}02 = 00 st_{jumpc}10 = 00
      st jal0 = 00
                                                                                                                 st ial1 = 00
         st_{ial} = 00 st_{load} = 00 st_{load} = 00 st_{load} = 00
      st loadxi3 = 11
Control signals
       ctl_alu_a = 0 ctl_alu_b = 0 ctl_alu_c = 1 ctl_alu_d = 1
        ctl_x_pc = 0 ctl_y_ad = 0 ctl_rf_ld = 1 ctl_rf_ldcc = 1
       ctl_rf_pc = 0 ctl_pc_ld = 0 ctl_pc_ad = 0 ctl_rf_alu = 1
       ctl_rf_sd = 0 ctl_rf_da = 1 ctl_ir_ld = 0 ctl_pc_ld = 0
       ctl_ad_ld = 0 ctl_ad_alu = 0 ctl_ma_pc = 0
                                                                                                         ctl sto = 0
ALU
  ALU inputs: operation = 0011 \text{ x} = 0000 \text{ y} = 0000 \text{ cc} = 0018 \text{ ir d} = 5
  ALU outputs: r = 0001 ccnew = 0003 condcc = 0
Datapath
       ir = f537 pc = 000b ad = 0014 cc = 0018
        a = 0000
                             b = 0000
                                                      x = 0000
                                                                               y = 0000
        p = 0001
                                q = 0001
                                                       r = 0001
       ma = 0014 md = 0000
Memory
    m sto = 0 m addr = 0014 m real addr = 0014 m data = 0000 m out = 0012
Register file update: R3 := 0001
**************************
Executed instruction: loadxi R5,0014[R3]
R5 := 0012 was loaded in cycle 55
R3 := 0001 was loaded in cycle 56
```

Memory

## Task 2

For task 2, I first focused on adding functionality to the ALU. The ability to inverse a word of bits was already implemented in Hydra in 'Hydra-3.5.7/src/HDL/Hydra/Circuits/Combinational.hs' as invw. Using that as a guide, I created bitwise operations for words using map2 (and2w, or2w and xor2w).

The ALU has a 3-bit opcode and already supports 5 operations. A 3-bit opcode can only support up to 8 operations. So to add 4 (total 9), I had to add an opcode, resulting in a 4-bit opcode. With this I can have each logic operation have an opcode which has a leftmost bit of 1. And so, INV = 1000, AND = 1001, OR = 1010 and XOR = 1011. Based off the two rightmost values I can see what the exact operation is. Then I can pick whether to return the arithmetic or logic result based off the leftmost bit. I then tested this using ALUrun.

The rest of the task consisted of adding the ctl\_alu\_d control signal and adding the inv, and, or & xor instructions (similar to task 1). After updating M1run and running the provided program, here are the part where the instructions are executing:

## Input/Output

```
io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0 io_address = 0000 io_data = 0000
```

#### Control state

```
st instr fet = 00 st dispatch = 00
                                    st add = 00
                                                   st sub = 00
                                               st_xor = 00
   st_inv = 11
                  st_and = 00
                                 st_or = 00
  st mul0 = 00
                  st div0 = 00
                                  st_cmp = 00
                                                 st_t=00
  st lea0 = 00
                 st lea1 = 00
                                st load0 = 00
  st load1 = 00
                  st load2 = 00
                                 st store0 = 00 st store1 = 00
                 st_jump0 = 00
                                  st_jump1 = 00
                                                 st_jump2 = 00
 st store2 = 00
 st_{jumpc}00 = 00 st_{jumpc}01 = 00 st_{jumpc}02 = 00 st_{jumpc}10 = 00
 st jumpc11 = 00 st jumpc12 = 00
                                     st ial0 = 00
                                                    st jal1 = 00
  st_{ial} = 00 st_{load} = 00 st_{load} = 00 st_{load} = 00
 st loadxi3 = 00
```

#### Control signals

```
ALU inputs: operation = 1000 \text{ x} = 0003 \text{ y} = 0005 \text{ cc} = 0000 \text{ ir_d} = 3
 ALU outputs: r = fffc ccnew = 0018 condcc = 0
Datapath
   ir = 5312 pc = 0005 ad = 6412 cc = 0000
   a = 0003
             b = 0005
                        x = 0003
                                    y = 0005
   p = fffc q = fffc r = fffc
   ma = 6412 md = 0003
Memory
  m_{sto} = 0 m_{addr} = 6412 m_{real} = 6412 m_{data} = 0003 m_{out} = 0000
Register file update: R3 := fffc
***************************
Executed instruction: inv R3,0005[R1]
R3 := fffc was loaded in cycle 21
Processor state: pc = 0005 \text{ ir} = 5312 \text{ ad} = 6412
*****************************
M1>
Cycle 24. Running
System control
 reset = 0 cpu = 1 ctl_start = 1
Input/Output
 io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
 io_address = 0000 io_data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                                  st sub = 00
                                    st_add = 00
                                               st_xor = 00
     st_inv = 00
                  st_and = 11
                                 st_or = 00
    st mul0 = 00
                   st div0 = 00
                                   st_cmp = 00
                                                st trap0 = 00
    st lea0 = 00
                  st lea1 = 00 st load0 = 00
   st load1 = 00
                  st load2 = 00 st store0 = 00 st store1 = 00
                                 st\_store2 = 00
                  st_jump0 = 00
  st_{jumpc}00 = 00 st_{jumpc}01 = 00 st_{jumpc}02 = 00 st_{jumpc}10 = 00
  st jumpc11 = 00 st jumpc12 = 00
                                     st jal0 = 00
                                                    st jal1 = 00
    st_{ial} = 00 st_{loadxi} = 00 st_{loadxi} = 00 st_{loadxi} = 00
  st_loadxi3 = 00
Control signals
   ctl_alu_a = 1 ctl_alu_b = 0 ctl_alu_c = 0 ctl_alu_d = 1
   ctl_x_pc = 0 ctl_y_ad = 0 ctl_rf_ld = 1 ctl_rf_ldcc = 0
   ctl_rf_pc = 0 ctl_pc_ld = 0
                              ctl_pc_ad = 0 ctl_rf_alu = 1
   ctl_rf_sd = 0 ctl_rf_da = 0
                              ctl_ir_ld = 0 ctl_pc_ld = 0
   ctl_ad_ld = 0 ctl_ad_alu = 0 ctl_ma_pc = 0
                                                ctl_sto = 0
ALU
 ALU inputs: operation = 1001 \text{ x} = 0003 \text{ y} = 0005 \text{ cc} = 0000 \text{ ir d} = 4
 ALU outputs: r = 0001 ccnew = 0018 condcc = 0
```

```
Datapath
   ir = 6412 pc = 0006 ad = 6412 cc = 0000
   a = 0003
             b = 0005
                        x = 0003
                                   v = 0005
              q = 0001
                       r = 0001
   p = 0001
   ma = 6412 \quad md = 0003
Memory
  m_sto = 0 m_addr = 6412 m_real_addr = 6412 m_data = 0003 m_out = 0000
Register file update: R4 := 0001
****************************
Executed instruction: and R4,0005[R1]
R4 := 0001 was loaded in cycle 24
Processor state: pc = 0006 \text{ ir} = 6412 \text{ ad} = 6412
M1>
Cycle 27. Running
System control
 reset = 0 cpu = 1 ctl_start = 1
Input/Output
 io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
 io address = 0000 io data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                   st_add = 00
                                                 st\_sub = 00
                                 st_or = 11
                                              st\_xor = 00
    st inv = 00
                  st and = 00
                   st div0 = 00
                                  st_cmp = 00
                                               st trap0 = 00
    st mul0 = 00
    st_lea0 = 00
                  st_{lea}1 = 00 st_{load}0 = 00
   st load1 = 00
                  st_load2 = 00 st_store0 = 00 st_store1 = 00
   st store2 = 00
                  st_jump0 = 00
                                st_{jump1} = 00 st_{jump2} = 00
  st_{jumpc00} = 00 st_{jumpc01} = 00 st_{jumpc02} = 00 st_{jumpc10} = 00
  st_jumpc11 = 00 st_jumpc12 = 00
                                     st ial0 = 00
                                                   st ial1 = 00
    st_{ial}2 = 00 st_{loadxi}0 = 00 st_{loadxi}1 = 00 st_{loadxi}2 = 00
  st loadxi3 = 00
Control signals
   ctl_alu_a = 1 ctl_alu_b = 0 ctl_alu_c = 1 ctl_alu_d = 0
   ctl_x_pc = 0 ctl_y_ad = 0 ctl_rf_ld = 1 ctl_rf_ldcc = 0
   ctl_rf_pc = 0 ctl_pc_ld = 0 ctl_pc_ad = 0 ctl_rf_alu = 1
   ctl_rf_sd = 0 ctl_rf_da = 0 ctl_ir_ld = 0 ctl_pc_ld = 0
   ctl ad ld = 0 ctl ad alu = 0 ctl ma pc = 0
                                               ctl sto = 0
ALU
 ALU inputs: operation = 1010 \text{ x} = 0003 \text{ y} = 0005 \text{ cc} = 0000 \text{ ir_d} = 5
 ALU outputs: r = 0007 ccnew = 0018 condcc = 0
```

Datapath

```
ir = 7512 pc = 0007 ad = 6412 cc = 0000
   a = 0003
             b = 0005 x = 0003
                                   y = 0005
   p = 0007 q = 0007 r = 0007
   ma = 6412 md = 0003
Memory
  m_sto = 0 m_addr = 6412 m_real_addr = 6412 m_data = 0003 m_out = 0000
Register file update: R5 := 0007
*************************
Executed instruction: or R5,0005[R1]
R5 := 0007 was loaded in cycle 27
Processor state: pc = 0007 \text{ ir} = 7512 \text{ ad} = 6412
*************************
M1>
Cycle 30. Running
System control
 reset = 0 cpu = 1 ctl_start = 1
Input/Output
 io_DMA = 0 io_memStore = 0 io_memFetch = 0 io_regFetch = 0
 io_address = 0000 io_data = 0000
Control state
 st_instr_fet = 00 st_dispatch = 00
                                   st_add = 00
                                                 st sub = 00
                  st and = 00
    st inv = 00
                                st or = 00
                                              st xor = 11
                  st_div0 = 00
                                 st\_cmp = 00
    st_mul0 = 00
                                              st_trap0 = 00
    st lea0 = 00
                  st lea1 = 00 st load0 = 00
                 st_load2 = 00 st_store0 = 00 st_store1 = 00
   st load1 = 00
   st\_store2 = 00
                  st_jump0 = 00 st_jump1 = 00 st_jump2 = 00
  st_{jumpc00} = 00 st_{jumpc01} = 00 st_{jumpc02} = 00 st_{jumpc10} = 00
  st_jumpc11 = 00 st_jumpc12 = 00
                                    st_jal0 = 00
                                                  st ial1 = 00
    st_{in} = 00 st_{in} = 00 st_{in} = 00 st_{in} = 00 st_{in} = 00
  st_loadxi3 = 00
Control signals
   ctl_alu_a = 1 ctl_alu_b = 0 ctl_alu_c = 1 ctl_alu_d = 1
   ctl_x_pc = 0 ctl_y_ad = 0 ctl_rf_ld = 1 ctl_rf_ldcc = 0
   ctl_rf_pc = 0 ctl_pc_ld = 0 ctl_pc_ad = 0 ctl_rf_alu = 1
   ctl_rf_sd = 0 ctl_rf_da = 0 ctl_ir_ld = 0 ctl_pc_ld = 0
   ctl_ad_ld = 0 ctl_ad_alu = 0 ctl_ma_pc = 0 ctl_sto = 0
ALU
 ALU inputs: operation = 1011 \text{ x} = 0003 \text{ y} = 0005 \text{ cc} = 0000 \text{ ir_d} = 6
 ALU outputs: r = 0006 ccnew = 0018 condcc = 0
Datapath
   ir = 8612 pc = 0008 ad = 6412 cc = 0000
   a = 0003
            b = 0005 x = 0003
                                   y = 0005
```

```
\begin{array}{ll} p = 0006 & q = 0006 & r = 0006 \\ ma = 6412 & md = 0003 \end{array}
```

Memory

 $m_{sto} = 0$   $m_{addr} = 6412$   $m_{real} = 6412$   $m_{data} = 0003$   $m_{out} = 0000$ 

Register file update: R6 := 0006

\*

Executed instruction: xor R6,0005[R1] R6 := 0006 was loaded in cycle 30

Processor state: pc = 0008 ir = 8612 ad = 6412

\*

M1>