COSE222 Computer Architecture Final Project Interview (20% credit towards final project)

Update your pipelined version of MIPS, so that it is able to execute the code in the zip file. It will repeatedly display 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 on HEX0 with a certain time interval.

http://esca.korea.ac.kr/teaching/cose222 CA/milestones/final-interview.zip

You should probably follow the steps below;

- 1. Compile the code under Eclipse and generate the MIPS binary.
- 2. Open testvec.dump to see what kinds of MIPS instructions you should implement
 - a. Figure out which instructions are already there in the single-cycle CPU and what are not there
- 3. Implement those new instructions to your single-cycle CPU
- 4. **Simulate with ModelSim** to debug and validate your design.
- 5. Synthesize the pipelined CPU with the mif file using Quartus-II.
- 6. Download the bitstream to the DE0 board to make sure that it displays the numbers.
- 7. Implement the pipelined version of the MIPS.
- 8. **Simulate with ModelSim** to debug and validate your design.
- 9. Synthesize the pipelined CPU with the mif file using Quartus-II.
- 10. Download the bitstream to the DEO board to make sure that it displays the numbers.

MIPS_System.v is an overly simplified version of a computer system, consisting of MIPS CPU, Timer, and GPIO. Nevertheless, it teaches you almost everything you need to know about computer systems. Please think about the followings;

- 1. We have extensively used the GPIO to display numbers on 7 segments. Check out how it is done. (Hint: Is it a memory-mapped I/O or I/O-mapped I/O? why and how?)
- 2. Timer is extensively used in a computer system as well. Check out the Verilog code (TimerCounter.v) of the Timer.
- 3. How the pointer in the C code is converted to assembly code.

What and How to submit:

- Create a (up to) 3-min video clip (with your smartphone or any other convenient means), showing
 - Your smiling face to camera
 - o 7 segment output on DE0 board

AND **verbally** explaining the followings:

- What instructions you added to the CPU, and how you figured out those instructions to be added to the CPU
- o **CPU design change** (please elaborate this!)
- ModelSim simulation output
- Upload **both** the video clip **and** zipped Verilog source to Blackboard