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# 1 Part 1

Include the assembly and machine code of the factorial program and your program of choice in the documentation.

Note: This code is located in instruction\_mem.v and all commented out except the factorial program.

## 1.1 Program 1:

```
addi x1, x0, 0
addi x2, x0, 16
addi x3, x0, 100
addi x4, x0, 8
add x5, x1, x2
```

```
add x6, x3, x4
sw x5, 0(x1)
sw x6, 4(x2)
```

```
rom_fact[0] = 32'b000000000000000000000001001011; //8'h00000093;
                                                                      //addi x1 x0 0
rom_fact[1] = 32'b000000010000000000000010011; //8'h01000113;
                                                                      //addi x2 x0 16
rom_fact[2] = 32'b000001100100000000000110010011; //8'h06400193;
                                                                      //addi x3 x0 100
rom_fact[3] = 32'b000000001000000000000100011; //8'h00800213;
                                                                      //addi x4 x0 8
rom_fact[4] = 32'b00000000001000001010110011; //8'h002082b3;
                                                                      //add x5 x1 x2
rom_fact[5] = 32'b00000000001000001100001100110011; //8'h00418333;
                                                                      //add x6 x3 x4
rom_fact[6] = 32'b000000000101000010100000100011; //8'h0050a023;
                                                                      //sw x5 0(x1)
rom_fact[7] = 32'b00000000011000010010001000100011; //8'h00612223;
                                                                  //sw x6 4(x2)
rom_fact[8] = 32'b000000000000000000000001111111; //8'b111111111; //halt
```

### 1.2 **Program 2:**

```
\begin{array}{l} {\rm addi} \ t0 \ , \ x0 \ , \ 8 \\ {\rm addi} \ t1 \ , \ x0 \ , \ 15 \\ {\rm sw} \ t1 \ , \ 0 (t0) \\ {\rm add} \ t2 \ , \ t1 \ , \ t0 \\ {\rm sub} \ t3 \ , \ t1 \ , \ t0 \\ {\rm sul} \ s1 \ , \ t2 \ , \ t3 \\ {\rm addi} \ t0 \ , \ t0 \ , \ 4 \\ {\rm lw} \ s2 \ , \ -4 (t0) \\ {\rm sub} \ s2 \ , \ s1 \ , \ s2 \\ {\rm s11i} \ s2 \ , \ s2 \ , \ 2 \\ {\rm sw} \ s2 \ , \ 0 (t0) \\ \end{array}
```

```
rom_fact[0] = 32'b000000001000000000001010010011; //0x00800293
                                                                   addi x5 x0 8
rom_fact[1] = 32'b0000000011110000000001100010011; //0x00f00313
                                                                   addi x6 x0 15
rom_fact[2] = 32'b000000001100010101000000100011; //0x0062a023
                                                                  sw x6 0(x5)
rom_fact[3] = 32'b0000000010100110000001110110011; //0x005303b3
                                                                  add x7 x6 x5
rom_fact[4] = 32'b01000000010100110000111000110011; //0x40530e33
                                                                  sub x28 x6 x5
rom_{fact}[5] = 32'b00000011110000111000010110011; //0x03c384b3
                                                                  mul x9 x7 x28
rom_fact[6] = 32'b000000000100001010000101001011; //0x00428293
                                                                   addi x5 x5 4
rom_fact[7] = 32'b111111111110000101010100100000011; //0xffc2a903
                                                                  lw x18 -4(x5)
rom_fact[8] = 32'b0100000100100100100100110011; //0x41248933
                                                                   sub x18 x9 x18
rom_fact[9]= 32'b0000000000101001001001001001111; //0x00291913 slli x18 x18 2
sw x18 0(x5)
rom_fact[11] = 32'b00000000000000000000001111111; //8'b111111111; //halt
```

#### 1.3 factorial:

```
addi a0, x0, 6
jal ra, fact
sw a0, 0(x0)
done

fact:
addi sp, sp, -8
sw ra, 4(sp)
sw a0, 0(sp)
addi a0, a0, -1
bne a0, x0, else
addi a0, x0, 1
addi sp, sp, 8
```

```
jalr x0, 0(ra)
else:
jal ra, fact
addi t0, a0,0
lw a0, 0(sp)
lw ra, 4(sp)
addi sp, sp, 8
mul a0, a0, t0
jalr x0, 0(ra)
```

#### Verilog Code for Fact:

```
rom_fact[0] = 32'b00000000110000000010100010011; //0x00600513
                                                                      addi x10 x0 6
                                                                                      addi a0, x0, 6
//\text{rom\_fact}[0] = 32'b00000000000011000000001100010011; //0x00300513
                                                                      addi x10 x0 3
                                                                                      addi a0, x0, 3
rom_fact[1] = 32'b000000001100000000000011101111; //0x008000ef
                                                                                      jal ra, fact
rom_fact[2] = 32'b000000001010000000100000100011; //0x00a02023
                                                                      sw x10 0(x0)
                                                                                      sw a0, 0(x0)
rom_fact[3] = 32'b000000000000000000000001111111; //8'b11111111; //halt
rom_fact[4] = 32'b1111111111000000100000100010011; //0xff810113
                                                                      addi x2 x2 -8
                                                                                      addi sp, sp, -8
\verb"rom_fact" [5] = 32'b000000000000100010001000100011; \ \ //0x00112223
                                                                      sw x1 4(x2)
                                                                                      sw ra, 4(sp)
rom_fact[6] = 32'b00000000101000010000000100011; //0x00a12023
                                                                      sw x10 0(x2)
                                                                                      sw a0. 0(sp)
addi x10 x10 -1 addi a0, a0, -1
rom_fact[8] = 32'b00000000000001010001100001100011; //0x00051863
                                                                      bne x10 x0 16
                                                                                      bne a0, x0, else
rom_fact[9] = 32'b0000000000000000000010100010011; //0x00100513
                                                                      addi x10 x0 1
                                                                                      addi a0, x0, 1
rom_fact[10] = 32'b0000000010000001000000100010011; //0x00810113
                                                                      addi x2 x2 8
                                                                                      addi sp, sp, 8
rom_fact[11] = 32'b00000000000000000000001100111; //0x00008067
                                                                      jalr x0 x1 0
                                                                                      jalr x0, 0(ra)
rom_fact[12] = 32'b1111111100001111111111000011101111; //0xfe1ff0ef
                                                                      ial x1 -32
                                                                                      jal ra, fact
rom_fact[13] = 32'b00000000000001010000001010010011; //0x00050293
                                                                      addi x5 x10 0
                                                                                      addi t0, a0,0
rom_fact[14] = 32'b0000000000000000100100100000011; //0x00012503
                                                                      lw x10 0(x2)
                                                                                      lw a0, 0(sp)
rom_fact[15] = 32'b00000000010000010010000011; //0x00412083
                                                                      lw x1 4(x2)
                                                                                      lw ra, 4(sp)
rom_fact[16] = 32'b000000001000001000000100010011; //0x00810113
                                                                      addi x2 x2 8
                                                                                      addi sp, sp, 8
rom_fact[17] = 32'b0000001010101010000010100110011; //0x02550533
                                                                      mul x10 x10 x5
                                                                                      mul a0, a0, t0
rom_fact[18] = 32'b00000000000000000000001100111; //0x00008067
                                                                      jalr x0 x1 0
                                                                                      jalr x0, 0(ra)
```

#### 1.4 Fib

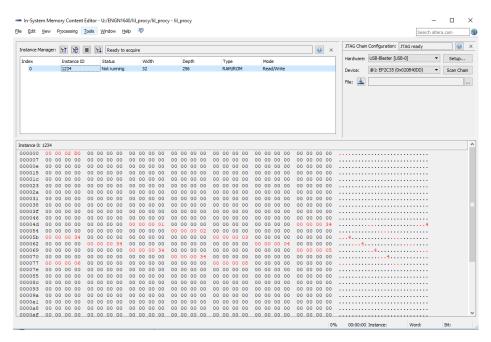
```
addi t2 t2 3 # comparison addi a0, x0, 6 # load value jal ra, fib halt  
fib: addi sp, sp, -8  
sw ra, 4(sp)  
sw a0, 0(sp)  
bge a0 t2 else addi a1, x0, 1 # if n <= 2 addi sp, sp, 8  
jalr x0, 0(ra)  
else: # if n >= 2 addi a0 a0 -1 # calc n - 1 jal ra, fib # loose ra with call addi sp, sp, -4 # save f(n-1) on stack sw a1, 0(sp)  
addi a0 a0 -1 # calc n - 2 jal ra, fib # loose ra with call addi t1, a1,0 # save f(n - 2) lw t0, 0(sp) # pop f(n-1) addi sp, sp, 4  
lw a0, 0(sp) # restore n > 2 lw ra, 4(sp) addi sp, sp, 8  
add a1, t1, t0 # f(n-2) + f(n-1)
```

```
jalr x0, 0(ra)
rom_fact[0] = 32'b0000000001100111000001110010011; //0x00338393
                                                                         addi t2 t2 3 # comparison
rom_fact[1] = 32'b0000000001100000000010100010011; //0x00600513addi a0, x0, 6 # load value
rom_fact[2] = 32'b00000000110000000000011101111; //0x00c000ef
                                                                         ial ra, fib
rom_fact[3] = 32'b000000001011000000100000100011; //0x00b02023
                                                                         sw a1 0(x0)
rom_fact[4] = 32'b000000000000000000000001111111; //8'b11111111; //halt
rom_fact[5] = 32'b11111111110000001000000100010011; //0xff810113
                                                                         addi sp, sp, -8
rom_fact[6] = 32'b000000000000000100010001000100011; //0x00112223 sw ra, 4(sp)
rom_fact[7] = 32'b000000001010000100100000100011; //0x00a12023
                                                                         sw a0, 0(sp)
rom_fact[8] = 32'b00000000011101010101010001100011; //0x00755863
                                                                         bge a0 t2 else
rom_fact[9] = 32'b000000000000000000010110010011; //0x00100593 \# if n <= 2
                                                                         addi\ a1\,,\ x0\,,\ 1
rom_fact[10] = 32'b00000000100000100000100010011; //0x00810113
                                                                         addi sp, sp, 8
rom_fact[11] = 32'b00000000000000000000001100111; //0x00008067
                                                                         ialr x0, 0(ra)
addi a0 a0 -1
{\tt rom\_fact}\,[13]\,=\,32\,{\tt 'b1111111100001111111111000011101111}\,;\,\,\,//0\,xfe1ff0\,ef
                                                                         jal ra, fib
rom_fact[14] = 32'b111111111111000001000000100010011; //0xffc10113
                                                                         addi sp, sp, -4
\# save f(n-1) on stack
rom_fact[15] = 32'b0000000010110001001000000111; //0x00b12023
                                                                         sw a1, 0(sp)
\verb"rom_fact" [16] = 32" b1111111111111111010100001010001011"; \ \ //0 xfff50513
                                                                         addi a0 a0 -1
\verb"rom_fact" [17] \ = \ 32" b1111111010001111111111000011101111"; \ \ //0 \ x \ fd \ 1ff \ 0 \ ef
# loose ra with call
rom_fact[18] = 32'b0000000000000011100000110010011; //0x00058313
                                                                         addi t1, a1,0
rom_fact[19] = 32'b0000000000000001001000011; //0x00012283
                                                                         lw t0, 0(sp)
\verb"rom_fact" [20] = 32" b000000000100000100000100010011; \ //0x00410113
                                                                         addi sp, sp, 4
rom_fact[21] = 32'b000000000000000100100100000011; //0x00012503
                                                                         lw a0, 0(sp)
rom_fact[22] = 32'b00000000010000010010000011; //0x00412083
                                                                         lw ra, 4(sp)
rom_fact[23] = 32'b000000001000000100000100010011; //0x00810113
                                                                         addi sp, sp, 8
rom_fact[24] = 32'b00000000010100110000010110110011; //0x005305b3
                                                                         add a1, t1, t0
\#f(n-2) + f(n-1)
rom_fact[25] = 32'b000000000000000000001100111; //0x00008067
                                                                         jalr x0, 0(ra)
```

### 2 Part 2

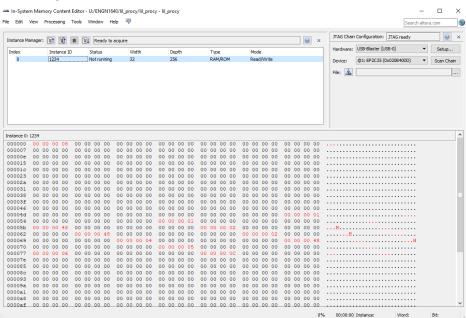
Print screenshots that shows the memory contents after executing the factorial program and your program of choice.

Factorial Program:



The result is stored in x0 and evaluated to 02 D0. The bottom of the memory content is stuff written to the stack during execution.

### Fib Program:

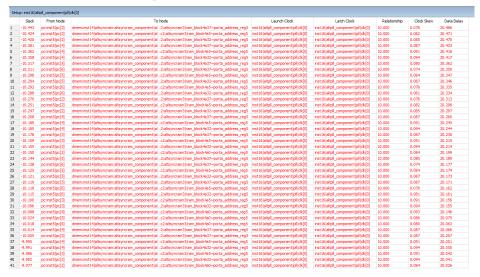


The result is stored in x0 and evaluated to 8. The bottom of the memory content is stuff written to the stack during execution.

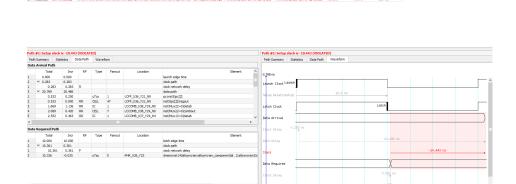
## 3 Part 3

Use the TimingQuest tool to analyze the timing in your design. Report the critical path delay in your design and predicted Fmax. Use the tool to (1) locate the critical path in your floorplan and print the annotated critical in the floorplan view, and (2) estimate the delay breakdown among the different stages of execution (e.g., fetch, decode, execution, memory and write back). Please read the tutorial on TimingQuest analysis tool to understand the operation of this tool. A tutorial is distributed in class and also available on the class web page.

Overview of Critical path:



Here are a list of worst paths.

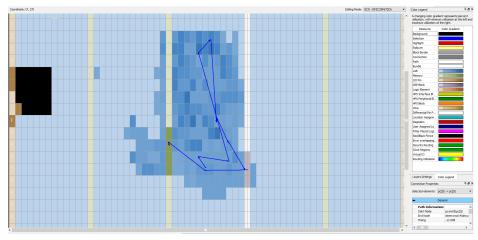


The worst path was from the pc counter to the ram (see floor plan below). This path had an arrival time of 21.338ns and a required time of 10.330ns. The slack was -11.008ns.

# 3.1 Delay:

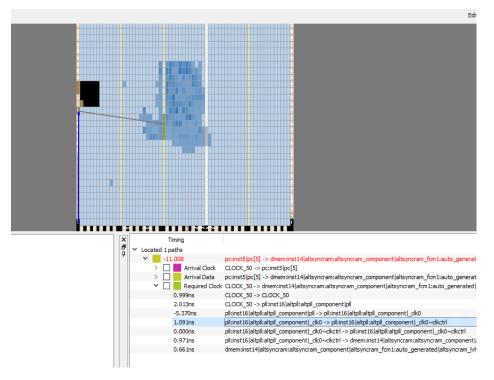
Slov	Slow Model Fmax Summary				
	Fmax	Restricted Fmax	Clock Name	Note	
1	24.46 MHz	24.46 MHz	inst16 altpll_component pll clk[0]		

The reported Fmax value is  $24.46\mathrm{MHz}.$ 

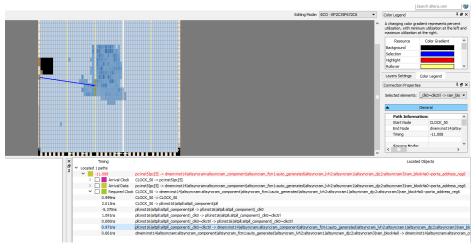


Overview of the worst case path on floorplan with no annotations.

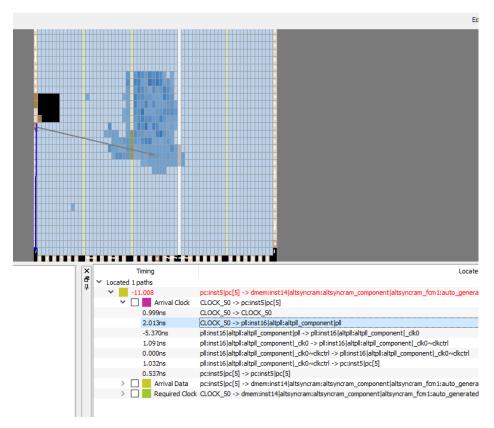
## 3.2 Clock:



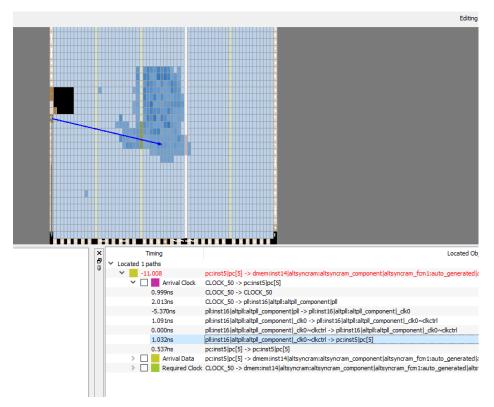
This show the path from the  $50 \mathrm{Mhz}$  clock to the PLL for the required clock



This show the path from the clock to the RAM memory cell

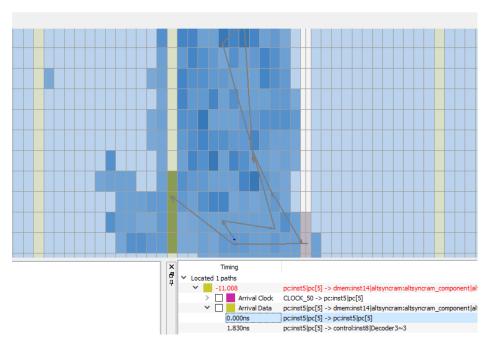


This show the path from the 50Mhz clock to the PLL for the arrival clock

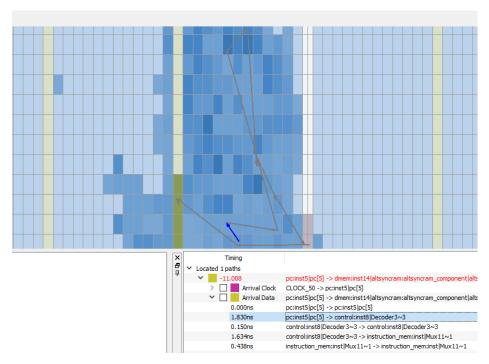


This shows the clock to the program counter cell

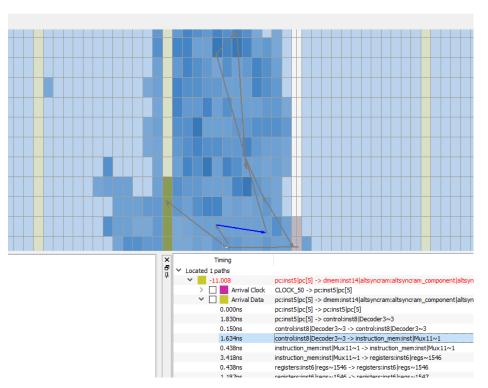
## 3.3 Fetch:



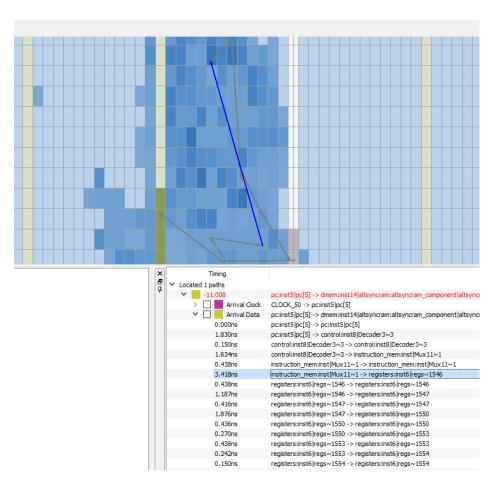
Updating the PC (0.000ns)



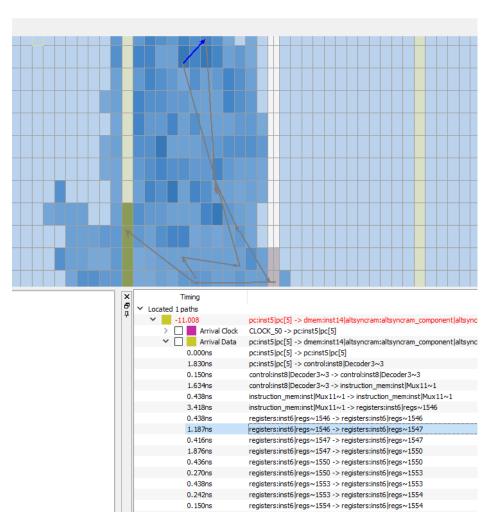
PC to decoder (1.83ns)



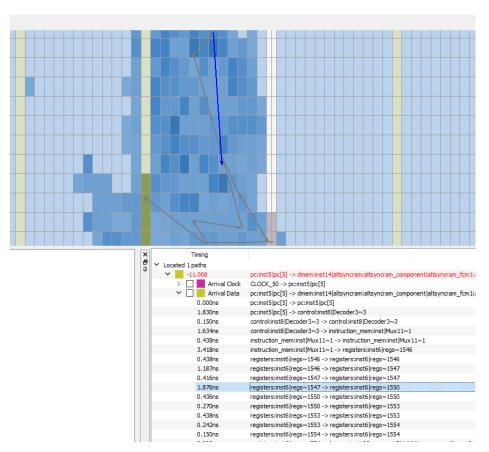
Fetching instruction (1.634ns)



Register to register (1.187ns)

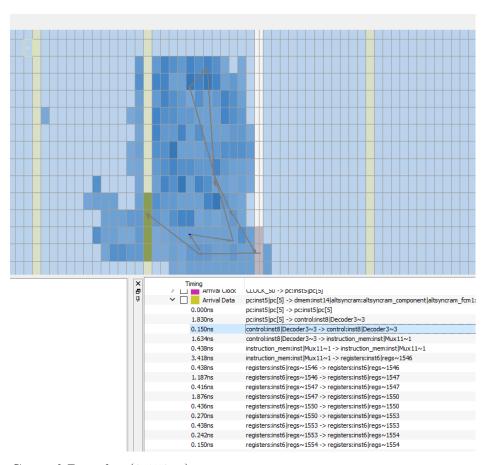


Register to register (1.876ns)

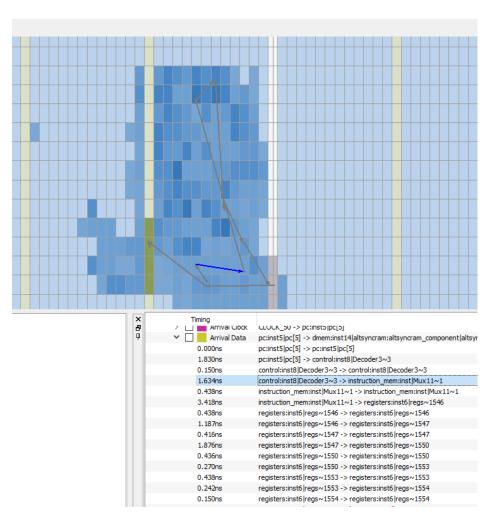


Register to mux (0.993)

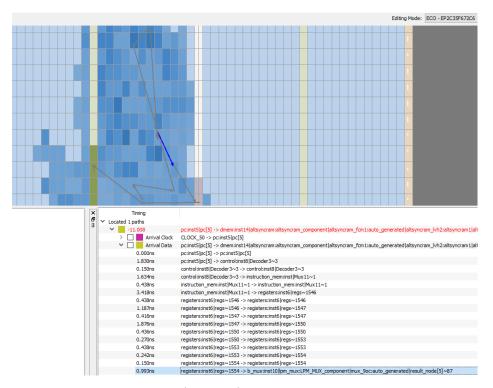
## 3.4 Decode:



Control Decoder (0.150ns)



Control to mux (1.634ns)

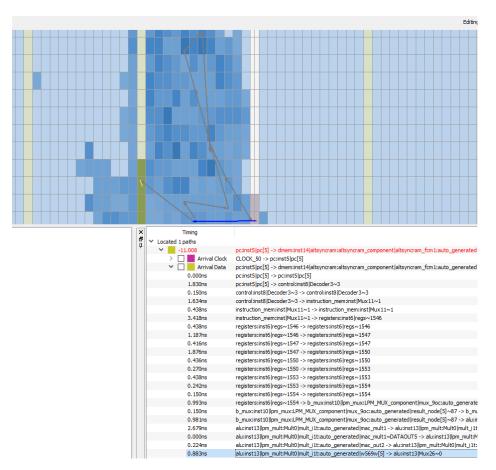


Registers to Bmux path (0.992ns)

## 3.5 Execution:



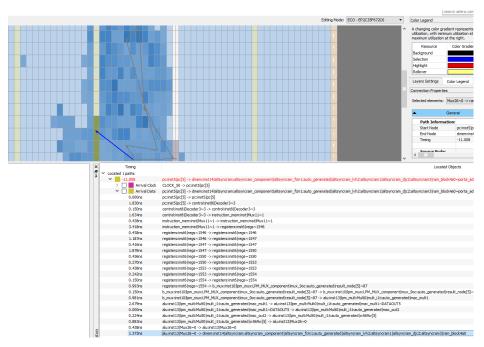
Bmux to ALU Multiplier



## Multiplier

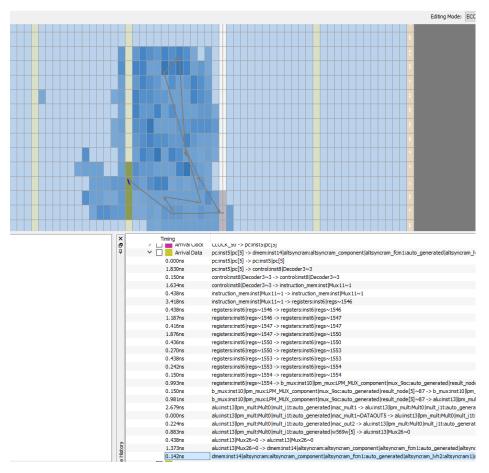
Multiplication has a delay of 2.679ns for execution. The delay report states the time from the bmux to the alu multiplier to be 0.981ns. The result of the alu takes 0.883ns to go to the wb mux.

# 3.6 Memory:



Mux to RAM (1.373ns)

### 3.7 Writeback:



Writeback to RAM (0.142ns)

## 4 Part 4

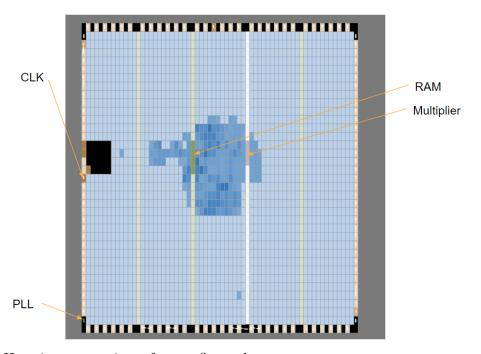
Using the actual board, find the actual maximum frequency that your processor can sustain without producing incorrect results. You need to keep on incrementing the frequency of the design, and re-running your experiments. Once the processors fails in booting, report the lowest frequency in which such failure occurs. Contrast the actual maximum frequency to the estimated Fmax from the TimingQuest tool. If there are differences between the predicted and actual maximum frequency, explain potential reasons for these discrepancies.

The actual maximum frequency the processor can sustain is 50MHz. This is higher than the predicted Fmax from the TimingQuest tool possibly because of differences in the processor and the fact that only factorial 6 is being calculated. When I ran the factorial program for larger values of the Fib program for example with the 50MHz, the output was not valid. But

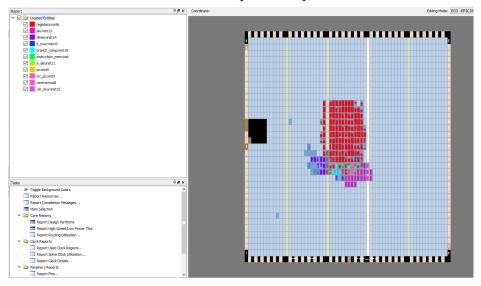
halfing the clock to  $25\mathrm{MHz}$  and rerunning these programs resulted in the correct memory inputs.

## 5 Part 5

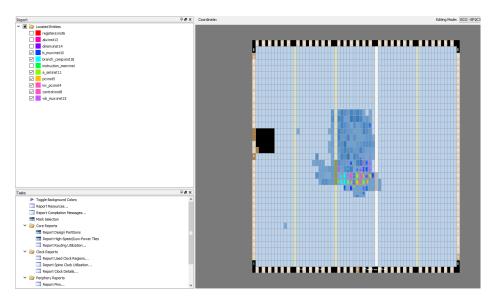
Print and annotate the floorplan of your design.



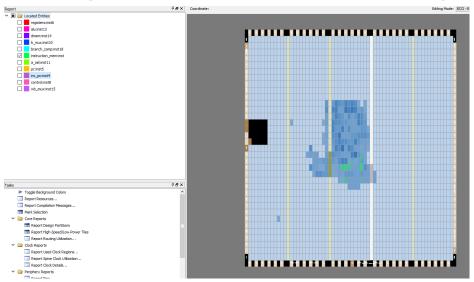
Here is an overview of some floor plan components.



Floor plan fully annotated.



Smaller components annotated to make it easier to see on floor plan.



Instruction Memory annotated to make it easier to see on floor plan.

Report the resources being used by your processor: LEs (combinational and dedicated registers), PLL, embedded multipliers, memory blocks, and routing resources. Make sure to remove any SignalTap logic if you used it.

Flow Summary	
Flow Status	Successful - Tue Apr 02 16:27:35 2019
Quartus II 64-Bit Version	13.0.1 Build 232 06/12/2013 SP 1 SJ Full Version
Revision Name	lil_procy
Top-level Entity Name	lil_procy
Family	Cyclone II
Device	EP2C35F672C6
Timing Models	Final
Total logic elements	2,377 / 33,216 ( 7 % )
Total combinational functions	2,221 / 33,216 ( 7 % )
Dedicated logic registers	1,198 / 33,216 ( 4 % )
Total registers	1198
Total pins	1 / 475 ( < 1 % )
Total virtual pins	0
Total memory bits	16,384 / 483,840 ( 3 % )
Embedded Multiplier 9-bit elements	6 / 70 (9 %)
Total PLLs	1/4(25%)