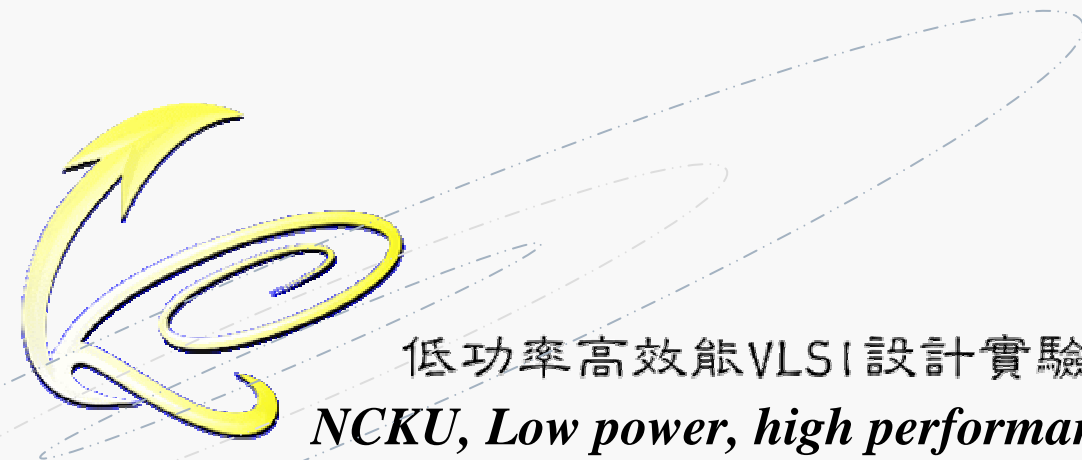


# Lab 4

## CPU Verification

---

Fall 2008



低功率高效能VLSI設計實驗室

*NCKU, Low power, high performance VLSI design lab*

# CPU Specification

---

- The CPU design so far has the following specifications:
  - Implement the 12 instructions as listed
  - Using FSM to design the controller
  - Register File size: 32x32bits
  - Assume Instruction Memory and Data Memory with no delay
  - Instruction memory size: 32x32bit
  - Data memory size: 32x32bits
  - timescale 1ns/10ps
  - Clock period: 10ns



# CPU Integration

---

- Put all major components together along with other small components
- Run SMILE using machine code -- “mins.prog”
- Simulated waveform “.vcd” files
- Report:
  - Block diagram with detail descriptions of each block
  - Define the interfaces between each block clearly
  - Simulation results with explanation
  - Conclusion (for all members)



# CPU Verification I: Executing the “ mins.prog

## mins.prog content

- 0. LD R0 <=21
- 1. SW M0<=R0
- 2. SW M1<=2'hff
- 3. LD R1<= M1
- 4. LD R0<= M0
- 5. LD R1<=10
- 6. ADD R1=R1+R0;
- 7. SUB R1=R1-R0
- 8. AND R1=R0 & R1
- 9. OR R1=R0 || R1
- 10. LD R0<=7
- 11. XOR R0=R1^R0
- 12. ADD R0=R0+4'b1101
- 13. NOP
- 14. SUB R1=R1-5'b10000
- 15. SLL R0=R0 SLL(R1)
- 16. SRL R0=R0 SRL(R1)
- 17. NOP
- 18. LD R1<=5'b11100
- 19. RLL R0=R0 RLL(R0)
- 20. RRL M0=R0 RRL(3)
- 21. LD R2<= M0
- 22. ADD R2=R2+4'b1010

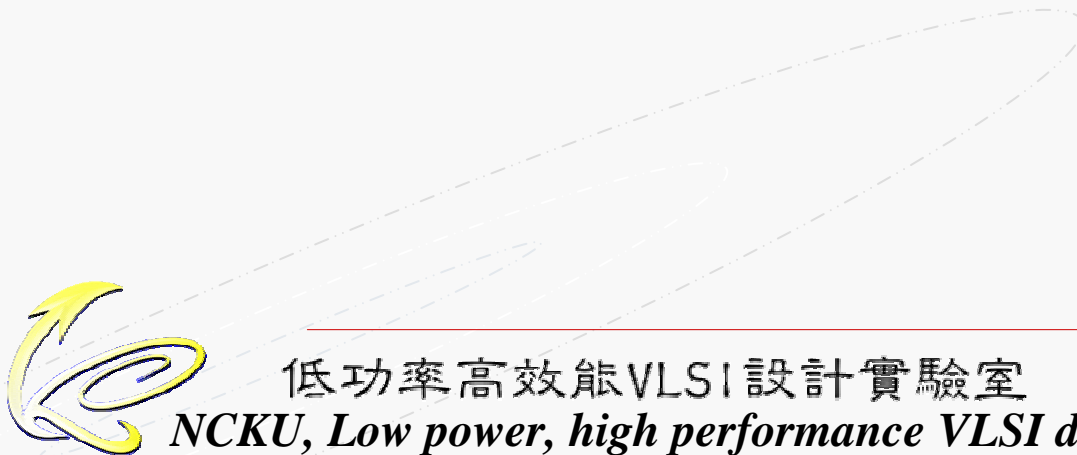


# CPU Verification II

---

- Write a machine code that could carry out the arithmetic operations and show that the answers are correct.

1.  $120 + 360$
2.  $1 - 65536$
3.  $255 * (-7)$
4.  $40 * 2 - 160 / 4$



# CPU Verification III

- Write a machine code that could carry out the following logic operations and show that the answers are correct.

1. **A=1010\_1010, B=1111\_0000, C=0000\_1111, D=0101\_0101, E=((A AND B) OR C) XOR D, find E.**
2. **L = 1010\_1010\_1010\_1010\_1010\_1010\_1010\_1010,  
M = 0101\_0101\_0101\_0101\_0101\_0101\_0101\_0101,  
N = 1111\_0000\_1111\_0000\_1111\_0000\_1111\_0000,  
X = Shift Left L by 4 bits, follow by Rotate Left by 8 bits  
Y = Shift Right M by 4 bits, follow by Rotate Right by 8 bits  
Z = Shift Left N by 8 bits, follow by Rotate Right by 8 bits**

