# Specification for Design Under Test (DUT) for Laboratory Exercises

#### 1. INTRODUCTION

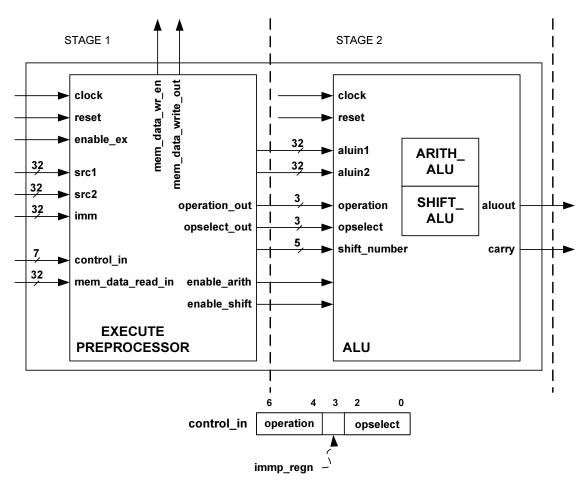


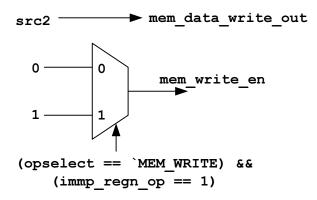
Figure 1: Top Level Block diagram of system and description of control\_in

The DUT consists of a two stages pipeline that consists of an Execute pre-processor and an ALU based on a modification to the DLX ISA. The preprocessor performs the function of the preparation of the design inputs and controls for the ALU using the information seen at the input. The ALU then executes the relevant operation on the incoming data controlled by the opselect, operation and shift\_number values. Each unit is independently clocked and reset. Almost all valid instructions under consideration pass through both the stages except for memory write instructions which deal with the mem\_data\_wr\_en and mem\_data\_write\_out signal and completely skip the ALU stage. Thus, when enabled the first stage creates the aluin1, aluin2, operation, opselect, shift\_number,

enable\_arith and enable\_shift values. These values are then used by the ALU stage to create the relevant almost and carry signals.

#### 2 SYSTEM SPECIFICATION

## 2.1 Combinational Behavior of outputs:



## 2.2 Reset Behavior:

All sequential outputs go to 0 i.e. aluin1, aluin2, operation\_out, opselect\_out, shift\_number, enable\_arith and enable\_shift for Stage 1 and aluout and carry for stage 2 go to 0.

# 2.3 Normal Behavior of EXECUTE PREPROCESSOR BLOCK:

All sequential outputs change only when enable\_ex ==1. Therefore, assuming enable\_ex == 1, the following truth tables hold for each sequential output:

#### aluin1

enable_ex	aluin1	
0	No change (NC)	
1	src1	

#### aluin2

enable_ex	opselect	control_in[3]	aluin2
0	X	X	NO CHANGE
1	ARITH_LOGIC	0	src2
1	ARITH_LOGIC	1	imm
1	MEM_READ	0	NO CHANGE
1	MEM_READ	1	mem_data_read_in
FOR	ALL OTHER COMBIN	ATIONS aluin2 RE	EMAINS UNCHANGED

# operation\_out

enable_ex	operation_out	
0	No change (NC)	
1	control_in[6:4]	

# opselect\_out

enable_ex	opselect_out
0	No change (NC)
1	control_in[2:0]

# shift\_number

enable_ex	opselect	imm[2]	shift_number
0	X	X	0
1	SHIFT_REG	0	imm[10:6]
1	SHIFT_REG	1	src2[4:0]
FOR ALL OTHER COMBINATIONS shift_number IS 0			

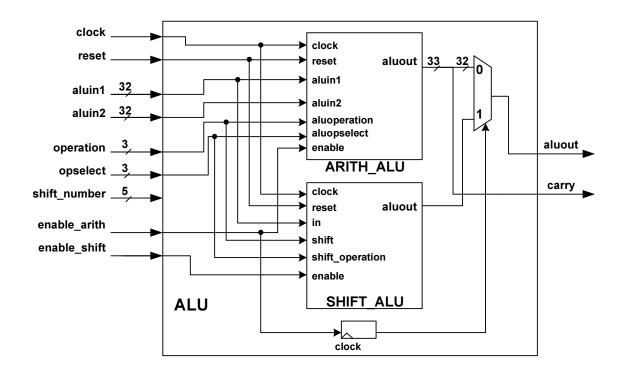
# enable\_arith

enable_ex	opselect	control_in[3]	enable_arith
0	X	Х	0
1	ARITH_LOGIC	0	1
1	ARITH_LOGIC	1	1
1	MEM_READ	0	0
1	MEM_READ	1	1
	FOR ALL OTHER COM	MBINATIONS enable	e_arith IS 0

# enable\_shift

enable_ex	opselect	enable_shift
0	X	0
1	SHIFT_REG	1
	FOR ALL OTHER COM	BINATIONS shift_number IS 0

## 2.4 Normal Behavior of ALU BLOCK



All the commands are valid only when the relevant enables i.e. enable\_arith == 1 or enable\_shift == 1 and the entire system is sensitive to the positive edge of the clock. Assuming, that enable\_execute == 1, the following truth tables hold good for each ALU. Please note that the in port of the Shift ALU is connected to aluin1.

SHIFT\_ALU

enable	<pre>shift_operation[1:0]</pre>	aluout	
0	X	NO CHANGE	
1	SHLEFTLOG	in << shift;0 padded lower bits	
1	SHLEFTART	in << shift; 0 padded lower bits	
1	SHRGHTLOG	in >> shift; 0 padded upper bits	
1	SHRGHTART	in >> shift; sign extended upper bits	
	FOR ALL OTHER COMBINATIONS alwout REMAINS UNCHANGED		

ARITH\_ALU

enable	aluopselect	operation	<pre>aluout = {carry, aluout[31:0}</pre>
0	X	X	UNCHANGED
1	ARITH_LOGIC	ADD	Signed aluin1 (+) aluin2
1	ARITH_LOGIC	HADD	{h_carry,h_add[15:0]} = aluin1[15:0] (+) aluin2[15:0] carry = h_carry; aluout = <b>sxt</b> (h_add)

1	ARITH_LOGIC	SUB	Signed aluin1 (-) aluin2
1	ARITH_LOGIC	NOT	(BITWISE NOT) aluin2; carry = 0;
1	ARITH_LOGIC	AND	aluin1 (BITWISE AND) aluin2
1	ARITH_LOGIC	OR	aluin1 (BITWISE OR) aluin2
1	ARITH_LOGIC	XOR	aluin1 (BITWISE XOR) aluin2
1	ARITH_LOGIC	LHG	aluout[31:16] = aluin2[15:0];
			aluout[15:0] = 16'h0; carry = 0;
1	MEM_READ	LOADBYTE	<b>signext</b> {aluin2[7:0]}; carry = 0;
1	MEM_READ	LOADBYTEU	<b>zeropad</b> {aluin2[7:0]}; carry = 0;
1	MEM_READ	LOADHALF	<pre>signext{aluin2[15:0]}; carry = 0;</pre>
1	MEM_READ	LOADHALFU	<b>zeropad</b> {aluin2[15:0]}; carry = 0;
1	MEM_READ	LOADWORD	aluin2; carry = 0;
1	MEM_READ	others	aluin2; carry = 0;
FOR	ALL OTHER CO	MBINATIONS	aluout and carry REMAIN UNCHANGED

## 2.5 Additional information:

# 2.5.1 Understanding $signext\{\}$ : (Note that M > N)

out[M:0] = signext{in[N:0]} will perform: out[N:0] = in[N:0] and
out[M:N+1] repeats in[N].

# 2.5.2 Understanding zeropad $\{\}$ : (Note that M > N)

out[M:0] = zeropad $\{in[N:0]\}$  will perform: out[N:0] = in[N:0] and out[M:N+1] repeats 0.

## 2.5.3 Carry Values

- 1. The carry out from the Execute unit functions per arithmetic correctness for Subtraction and Addition.
- 2. For the following operations the **carry** =  $\mathbf{0}$ :
  - a. Arithmetic: AND, OR, XOR, LHG
  - b. All **MEM\_READ** operations
  - c. Shift operations: SHLEFTLOG, SHRGHTLOG, SHRGHTART
- 3. For **SHLEFTART** (Shift Left Arithmetic),
  - a. if you start off with a negative number i.e. in[31] ==1, and if you do a
     ARITHMETIC left shift on this number (say in <SHLEFTART> 4) then
     carry =1.
  - b. If you start off with a positive number i.e. in[31] == 0, then the carry = 0.

The aim is to preserve the initial sign value of the value being shifted so that a check can be made to see if the sign of the resulting number has changed.

# Appendix 1 DEFINITIONS

`define	CLK_PERIOD	10
`define `define `define	REGISTER_WIDTH INSTR_WIDTH IMMEDIATE_WIDTH	32 32 16
`define `define `define	MEM_READ MEM_WRITE ARITH_LOGIC SHIFT_REG	3'b101 3'b100 3'b001 3'b000
// ARITH     define     define     define     define     define     define     define     define     define	ADD HADD SUB NOT	3'b000 3'b001 3'b010 3'b011 3'b100 3'b101 3'b110
// SHIFT define define define // DATA define define define define define	SHLEFTLOG SHLEFTART SHRGHTLOG SHRGHTART  TRANSFER LOADBYTE LOADBYTEU LOADHALF	3'b000 3'b001 3'b010 3'b011 3'b000 3'b100 3'b101 3'b101