

Final Report ELEC6027

Team R4

17th April, 2014

Chapter 1

Introduction

Overview of the report

Chapter 2

Architecture

Design of the datapath architecture.

Refer to the research done and how this influenced the design

Incl. diagram

Chapter 3

Instruction Set

Design of the instruction set

Allocation of opcodes etc

Refer to research done and original thinking

Feel free to use parts from the programmers guide.

Chapter 4

Design and Implementation

4.1 Register Block

Design of whole module, including circuit diagram
Use of hierarchy / blocks - i.e. bit sliced, decoder
Design of slice,
Design of decoder,
Design of block,
Layout in silicon

4.2 Program Counter

Design of whole module, including circuit diagram
Use of hierarchy / blocks - i.e. bit sliced, decoder
Design of slice,
Design of decoder,
Design of block,
Layout in silicon

4.3 Instruction Register

Design of whole module, including circuit diagram
Use of hierarchy / blocks - i.e. bit sliced, decoder
Design of slice,

- Design of decoder,
- Design of block,
- Layout in silicon

4.4 Arithmetic Logic Unit

- Design of whole module, including circuit diagram
 - Use of hierarchy / blocks - i.e. bit sliced, decoder
- Design of slice,
- Design of decoder,
- Design of block,
- Layout in silicon

4.5 Datapath

- Design of whole module, including circuit diagram
 - Use of hierarchy / blocks - i.e. bit sliced, decoder
- Design of slice,
- Design of decoder (slice 17),
- Design of block,
- Layout in silicon

4.6 Controller

- Design of - simple statemachine?
 - Control signals - description, use of type defs?
 - Description of main states:
 - Fetch
 - Execute
 - Interrupt
 - Implementation of interrupts (flags, enable...)
 - Synthesis and layout - I/O config, magic vs Ledit maybe?

4.7 CPU

Overall layout

- pad ring size

- positioning of control and datapath

- power routing

- anything else?

Chapter 5

Testing

5.1 Register Block

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

why it is done.

How it verifies everything - why it is complete

Show simulation results

5.2 Program Counter

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

why it is done.

How it verifies everything - why it is complete

Show simulation results

5.3 Instruction Register

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

why it is done.

How it verifies everything - why it is complete

Show simulation results

5.4 Arithmetic Logic Unit

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

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5.5 Datapath

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

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5.6 Controller

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

why it is done.

How it verifies everything - why it is complete

Show simulation results

5.7 CPU

Include Sub tests - of slice and decoder (if app)

Explain tests - what is done

why it is done.

How it verifies everything - why it is complete

Show simulation results

Chapter 6

Conclusion

Generic concluding marks

Appendix A

Project Management

Use of git
regular meetings

Appendix B

Division of Labour

include div of labour table here. Include report writing sections too.