

COA Lab assignment 09 Report

MIPS Processor (referred Class Notes)

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Abstract

This report details the design, implementation, and verification of a single-cycle MIPS processor capable of executing a subset of R-type, I-type, and J-type instructions. The processor datapath and control unit were constructed and simulated using Logisim. Key components, including the ALU, Register File, Control Unit, and Memory modules, were designed and integrated to create a functional processor. The design was verified by executing a test program and observing the state of the register file and data memory, confirming the correct execution of instructions.

Following instructions are implemented in design :

R-Type : add, sub, and, or, slt

I-Type : lw, sw, beq, addi

J-Type : j

Pseudo : subi, move

Currently Memory module only supports to Read and Write 1 word (4bytes) per instruction.

I will also use assembler which I made for last "graded assignment" (which converts assembly

instructions in machine code). Using that assembler, it will be much easy to test our MIPS processor. There are only few changes from lab8 to lab9 in my MIPS processor (e.g. arrangement of register file)

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1 Introduction

1.1 Understanding of the Task

The objective of this assignment was to design and simulate a simplified MIPS processor. The core task involved integrating previously designed components—the Arithmetic Logic Unit (ALU), Register File, and Control Units—into a cohesive single-cycle datapath. The processor was required to handle a specified set of R-type and I-type instructions, demonstrating the fundamental instruction execution cycle: fetch, decode, execute, memory access, and write-back.

1.2 Assumptions and Design Choices

To create a more robust and realistic processor model, several design choices were made that extend the original assignment requirements.

1. **Implementation of Assembler:** As I made assembler in c++ that takes mips assembly file as input and it produces 'data memory' and 'instruction memory' images corresponding to given assembly program. It also generates 'about progra' file, such that user will be able to understand how memory images are created. I will use my assembler to create machine instructions then I will load those in corresponding memories, then I will start simulation. After simulation ends or program ends we will get desired output reflected in data memory and register file. Following instructions are supported by my assembler and processor :
R-Type: add, sub, and, or, slt
I-Type: lw, sw, beq, addi
J-Type: j
Pseudo: subi, move
2. **ROM for Instruction Memory:** Using ROM for Instruction Memory because RAM just resets to zero after resetting simulation, so I prefer using ROM for Instruction Memory for now.
3. **Program Counter (PC):** A Program Counter (PC) was implemented to handle instruction fetching sequentially. This is a necessary component for a memory-based design and allows for proper execution flow, including branching and jumping.
4. **Debug overloading:** We can overload value of PC register by HEX_custom_PC if we set load_custom_PC=1. Similarly we can overload value of fetched instruction with HEX_custom_instruction if we set load_custom_instruction=1.
5. **Debug Readings:** There are several components in design which are only meant to 'examine' and 'debug' purpose. e.g. HEX_PC: to examine current PC value in Hex, B_instruction: to examine current fetched instruction in Binary, etc.

2.2.3 Register File

The Register File (Figure 2) consists of 32 general-purpose 32-bit registers. It has two read ports (Read Register 1, Read Register 2) and one write port (Write Register). The RegWrite control signal must be asserted for a write operation to occur on the rising edge of the clock.

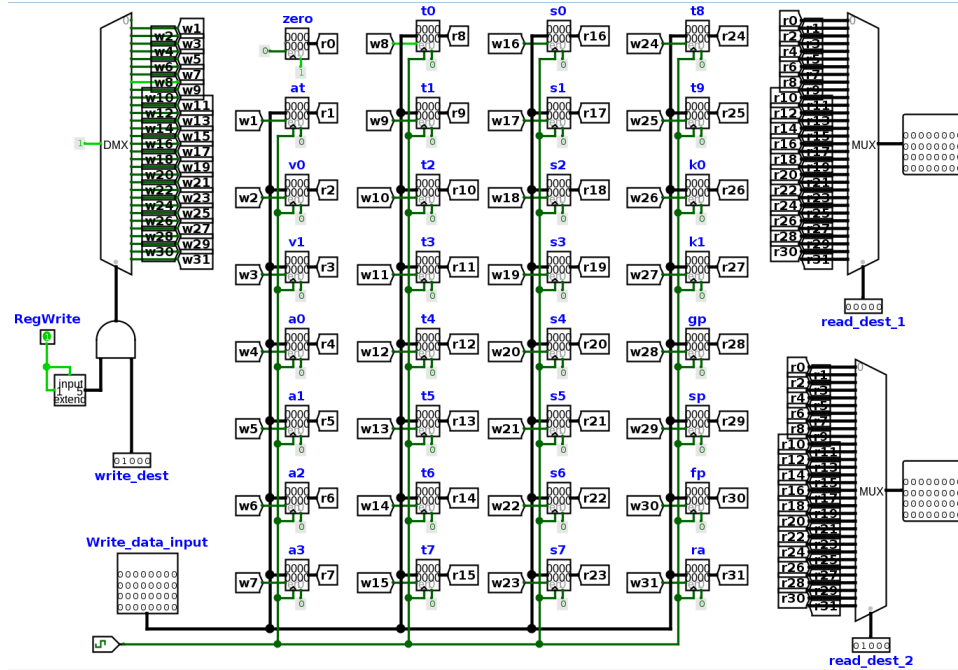
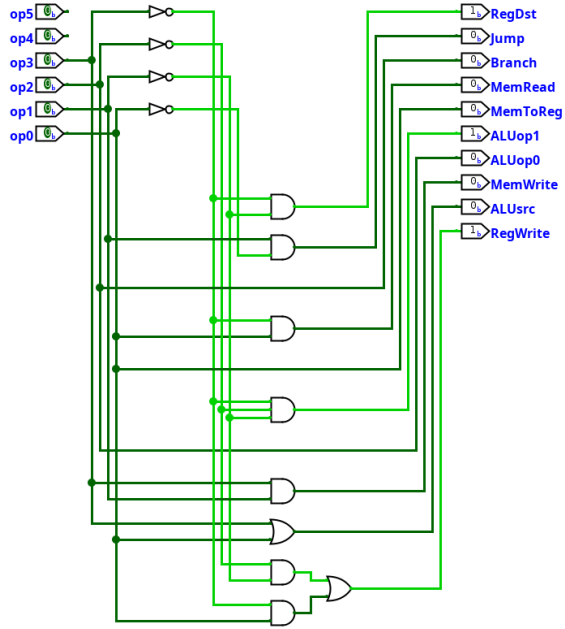


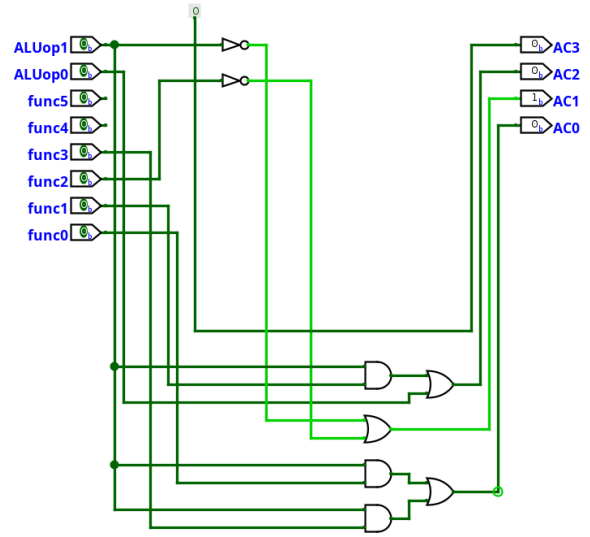
Figure 2: Register File

2.2.4 Memory Units

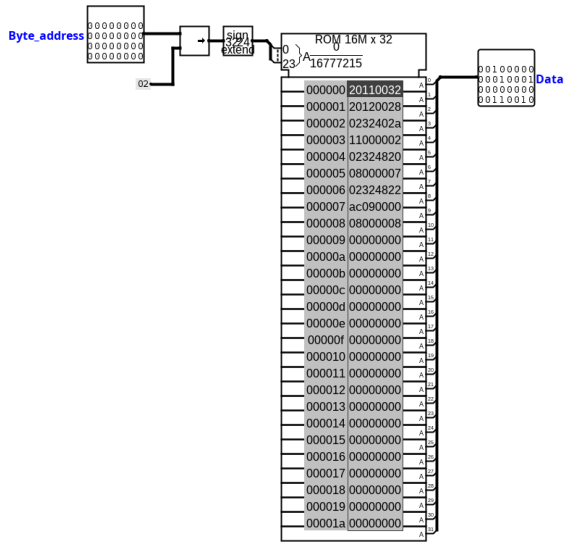
Separate Instruction Memory (Figure 3c) and Data Memory (Figure 3d) modules were used. The Instruction Memory is a read-only component that takes a 32-bit address from the PC and outputs the corresponding 32-bit instruction. The Data Memory is a read/write component used by lw and sw instructions, controlled by the MemRead and MemWrite signals.



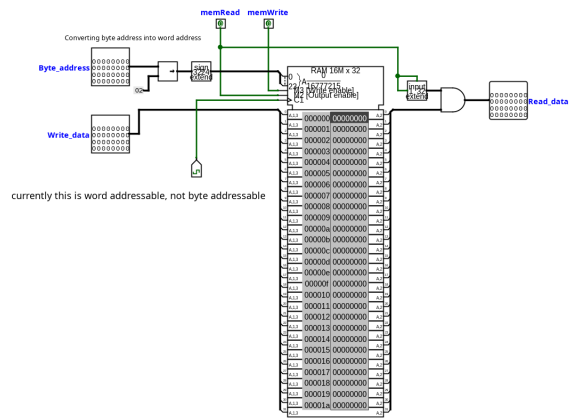
(a) Control Unit Circuit



(b) ALU Control Circuit



(c) Instruction Memory



(d) Data Memory

Figure 3: Key hardware components of the MIPS processor.

3 Simulation and Verification

3.1 Test Program

To verify the correctness of the processor, the following MIPS assembly program was created and converted into a machine code image for the Instruction Memory. I tried to add various instructions in the following program.

```
1 .data
2 var1:    .word 15      # var1 = 15
3 var2:    .word 10      # var2 = 10
4 result:  .word 0
5
6 .text
7
8 main:
9     lw     $t0, var1      # $t0 = 15
10    lw     $t1, var2      # $t1 = 10
11
12    move    $s0, $t0       # $s0 = 15
13    subi    $s1, $t1, 5    # $s1 = 5
14
15    addi    $s0, $s0, 10    # $s0 = 25
16
17    add     $s2, $s0, $s1   # $s2 = 30
18    sub     $s3, $s0, $s1   # $s3 = 20
19    and     $s4, $s0, $s1   # $s4 = 1
20    or      $s5, $s0, $s1   # $s5 = 29
21    slt     $s6, $s1, $s0   # $s6 = 1
22
23    sw      $s2, result     # result = 30
24
25    beq     $s1, $t1, skip_jump # Branch not taken (5 != 10)
26
27    j       end_program
28
29 skip_jump:
30     addi    $s7, $zero, 99 # $s7 = 99
31
32 end_program:
33     # End of program
```

Listing 1: MIPS Assembly Test Code

3.2 About Machine code (generated by assembler)

```
program0 > ≡ about_program.txt
1  --- LABEL & ADDRESS MAPPINGS ---
2
3  # Text Section Labels:
4  # Label Name      Hex Address
5  #-----
6  # end_program     0x00000038
7  # skip_jump       0x00000034
8  # main            0x00000000
9
10 # Data Section Labels:
11 # Label Name      Hex Address
12 #-----
13 # result          0x00000008
14 # var2            0x00000004
15 # var1            0x00000000
16
17
18 --- TEXT SECTION (Instructions) ---
19
20 Address (PC)  Original Instruction      Hex Code
21 -----
22 0x00000000   lw      $t0, var1                8c080000
23 0x00000004   lw      $t1, var2                8c090004
24 0x00000008   move    $s0, $t0                01008020
25 0x0000000c   subi   $s1, $t1, 5              2131ffffb
26 0x00000010   addi    $s0, $s0, 10            2210000a
27 0x00000014   add     $s2, $s0, $s1          02119020
28 0x00000018   sub     $s3, $s0, $s1          02119822
29 0x0000001c   and     $s4, $s0, $s1          0211a024
30 0x00000020   or      $s5, $s0, $s1          0211a825
31 0x00000024   slt     $s6, $s1, $s0          0230b02a
32 0x00000028   sw      $s2, result            ac120008
33 0x0000002c   beq     $s1, $t1, skip_jump     12290001
34 0x00000030   j       end_program            0800000e
35 0x00000034   addi    $s7, $zero, 99         20170063
36
37
38 --- DATA SECTION ---
39
40 Memory Address  Hex Value      Decimal Value  Label
41 -----
42 0x00000000     0x0000000f      15            var1
43 0x00000004     0x0000000a      10            var2
44 0x00000008     0x00000000       0            result
```

Figure 4: About Program (generated by assembler)

3.3 Simulation Results

The execution of each instruction was simulated, for some instructions i will show the Register File and Data Memory was captured before and after execution to demonstrate correctness.

3.3.1 Execution of : 0x14 : add \$s2, \$s0, \$s1

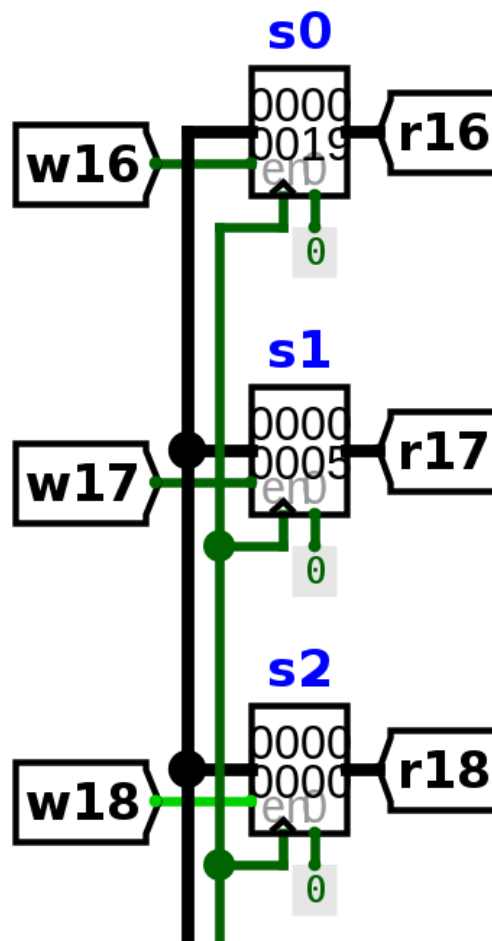


Figure 5: Registers just before execution : s0=0x19 s1=0x5 s2=0x0

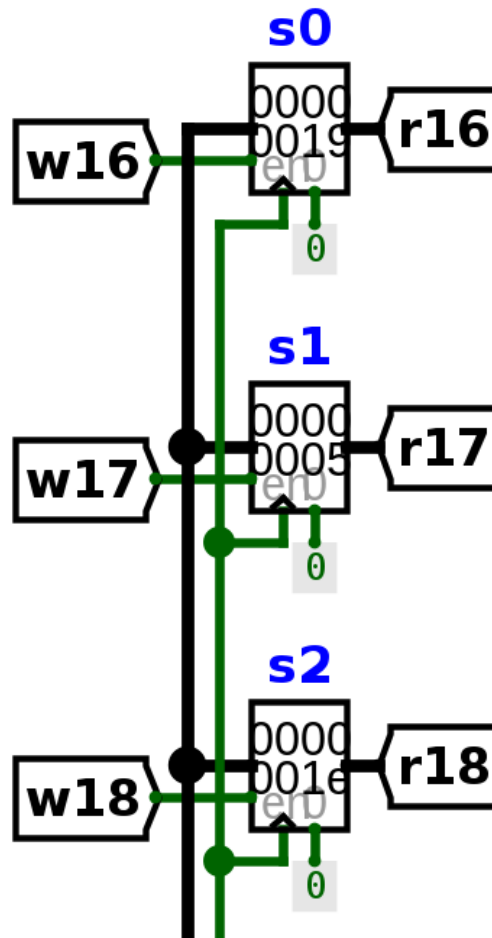


Figure 6: Registers just after execution : s0=0x19 s1=0x5 s2=0x1e

3.3.2 Execution of : 0x28 : sw \$s2, result

This instruction stores value of \$s2 (which is 0x1e) into result (whose byte address is 0x00000008 in data memory (= 0x2 word address))

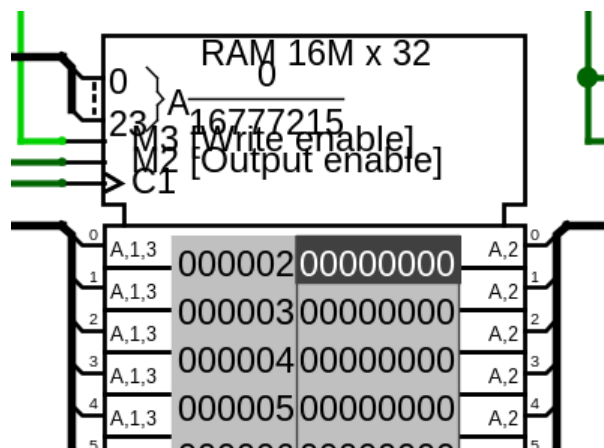


Figure 7: Data memory before sw : value is 0 at 0x8(byte address) which is 0x2 if word addressed memory

A,1,3	000001	0000000a	A,2
A,1,3	000002	0000001e	A,2
A,1,3	000003	00000000	A,2
A,1,3	000004	00000000	A,2

Figure 8: Data memory after sw : value is 0x1e at 0x8(byte address) which is 0x2 if word addressed memory

3.3.3 Execution of : 0x30 : j end_program

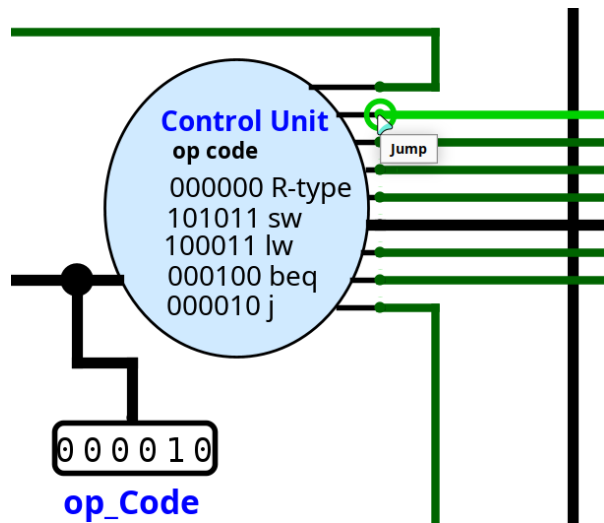


Figure 9: Control Unit state on jump instruction

4 Challenges, Learnings, Conclusion, Extra (GitHub)

4.1 Challenges Faced

One of the primary challenges was the physical wiring of the datapath in Logisim. With numerous 32-bit buses and control signals, keeping the design clean and avoiding incorrect connections required careful use of tunnels and labels. Debugging the control logic for the `beq` instruction was also non-trivial, as it involved ensuring the PC was correctly updated with the calculated branch address only when the `Zero` flag from the ALU was asserted.

4.2 Key Takeaways

This assignment provided invaluable hands-on experience in computer architecture. The key takeaway was a deep understanding of the intricate relationship between the datapath and the control unit. Designing each component modularly and then integrating them highlighted the importance of abstraction in complex digital systems. Furthermore, the process of testing and debugging solidified my understanding of how a processor executes different instruction formats at a fundamental level.

4.3 Conclusion

A single-cycle MIPS processor was successfully designed, simulated, and verified. The final implementation supports a functional set of R-type, I-type, and J-type instructions, including arithmetic, logical, memory access, and control flow operations. The project meets all the core objectives of the assignment and demonstrates a practical application of theoretical concepts in computer organization and architecture.

4.4 Extra (GitHub Repo for this project)

I have maintained github repository for this project, as this is large project so if something terrible happens then it will be easy to recover.

This is github repo : https://github.com/shreekar2005/MIPS_processor

References

1. Class Notes
2. Some short videos to learn about logisim