

# Computer Organization, Spring 2017

## Lab 3: Single Cycle CPU

**Due: 2017/5/11**

### 1. Goal

In this Lab, we add memory unit to the CPU you created in Lab2 to implement a complete single cycle CPU which is able to run R-type, I-type and jump instructions,

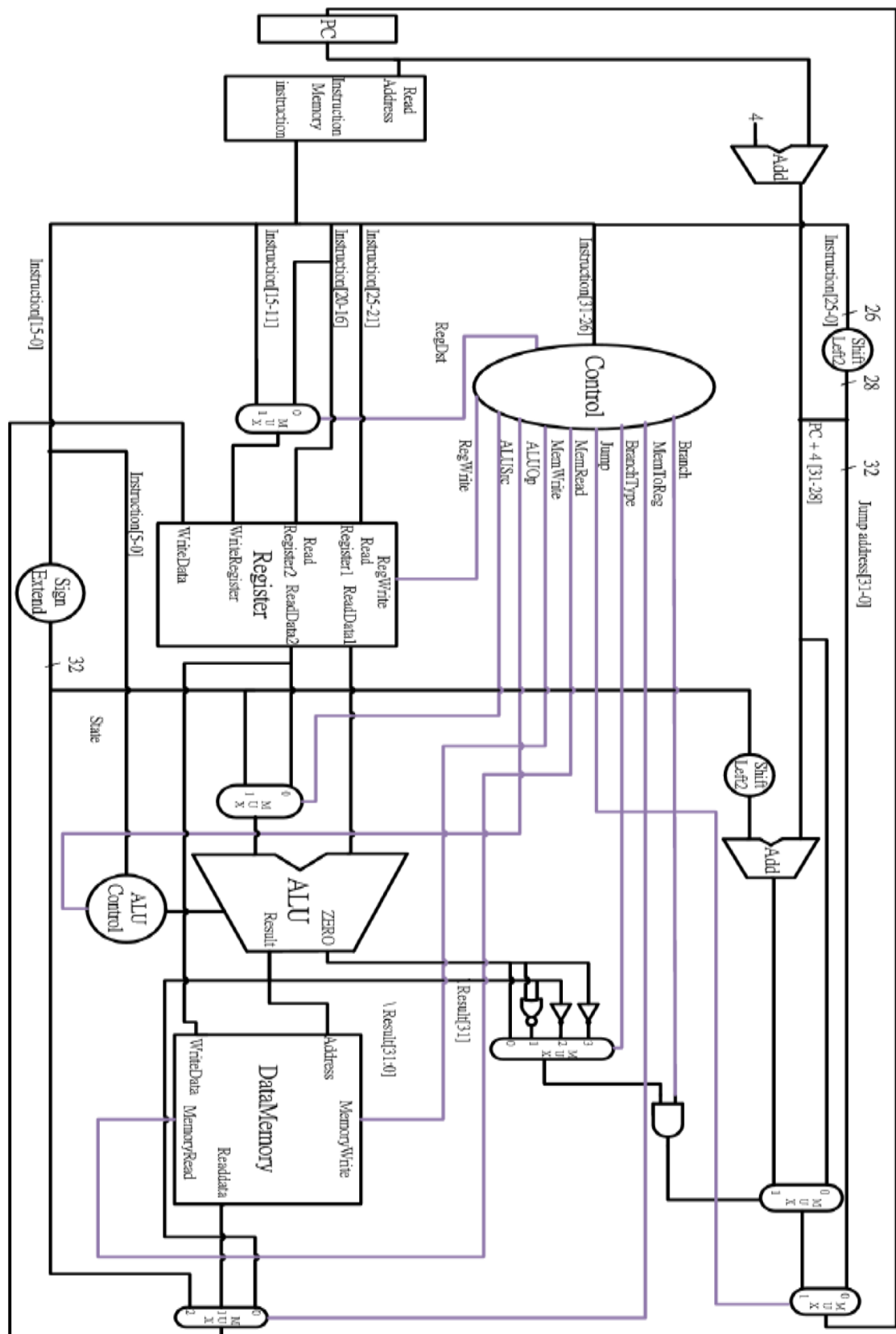
### 2. HW Requirement

- (1) Please use **Xilinx ISE** as your HDL simulator.
- (2) Please attach **your names** and **student IDs** as comment at the top of each file.
- (3) Please use the Testbench we provide you.
- (4) **PLEASE FOLLOW THE FOLLOWING RULE!**
  1. **Zip** your folder and submit **\*.zip** file.
  2. **Name** the **\*.zip** file with **your student IDs** (e.g., 0416001\_0416002.zip).  
Other filenames and formats such as **\*.rar** and **\*.7z** are **NOT accepted!**
  3. A team's submissions **must** be uploaded **by the same person**.
  4. If one **violates** the rules above, **score** will be **deducted**.
- (5) Reg\_File[29] represents stack point initialized to 128, others are 0.  
You may add these control signals to decoder: Branch\_o, Jump\_o, MemRead\_o, MemWrite\_o, MemtoReg\_o
- (6) Basic instruction set **(50%)**

All instructions in Lab2 and the following should be implemented.

Instruction <sup>o</sup>	Example <sup>o</sup>	Meaning <sup>o</sup>	Op field <sup>o</sup>	Function field <sup>o</sup>
LW(Load Word) <sup>o</sup>	lw r1, 12(r2) <sup>o</sup>	r1=MEM[r2+12] <sup>o</sup>	35 <sup>o</sup>	- <sup>o</sup>
SW(Save Word) <sup>o</sup>	sw r1, 12(r2) <sup>o</sup>	MEM[r2+12]=r1 <sup>o</sup>	43 <sup>o</sup>	- <sup>o</sup>
J(Jump) <sup>o</sup>	j target <sup>o</sup>	PC={PC[31:28], target<<2} <sup>o</sup>	2 <sup>o</sup>	- <sup>o</sup>
MUL(Multiply) <sup>o</sup>	mul r1, r2, r3 <sup>o</sup>	r1=r2*r3 <sup>o</sup>	0 <sup>o</sup>	24(0x18) <sup>o</sup>

### 3. Architecture diagram



#### 4. Advanced Instructions 1 (10 pts)

Instruction <sup>o</sup>	Example <sup>o</sup>	Meaning <sup>o</sup>	Op field <sup>o</sup>	Function field <sup>o</sup>
JAL(Jump and Link) <sup>o</sup>	jal target <sup>o</sup>	see below <sup>o</sup>	3 <sup>o</sup>	- <sup>o</sup>
JR(Jump register) <sup>o</sup>	jr r1 <sup>o</sup>	see below <sup>o</sup>	0 <sup>o</sup>	8(0x8) <sup>o</sup>

##### JAL:

3 <sup>o</sup>	address <sup>o</sup>
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In MIPS, the 31<sup>st</sup> register is used to save return address for function call. When perform jal, Reg[31] saves PC+4 and jump.

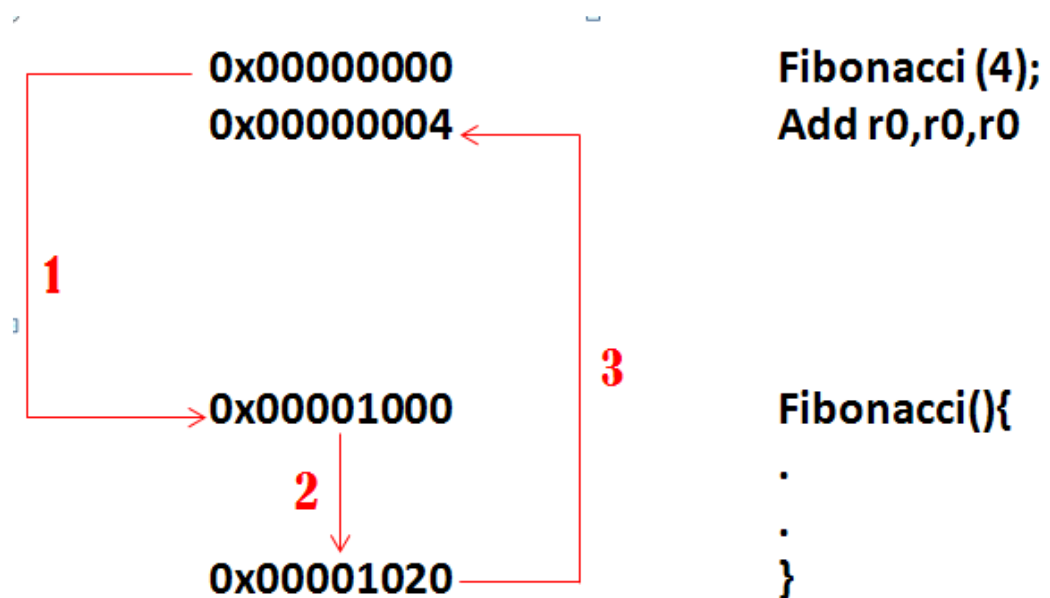
i.e., Reg[31]=PC+4; PC={PC[31:28], target<<2}

##### JR:

0 <sup>o</sup>	- <sup>o</sup>	- <sup>o</sup>	- <sup>o</sup>	- <sup>o</sup>	8 <sup>o</sup>
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In MIPS, return can be implemented by jr r31.

e.g., When CPU executes function call



If you want to execute recursive function, you can use the stack point (Reg[29]). Store the register to memory and load back after the function call is finished.

## 5. Advanced Instructions 2 (20 pts)

Instruction <sup>o</sup>	Example <sup>o</sup>	Meaning <sup>o</sup>	Op field <sup>o</sup>	Function field <sup>o</sup>
BLE <sup>o</sup>	ble r1, r2, 25 <sup>o</sup>	if(r1<=r2) <sup>o</sup> goto PC+100 <sup>o</sup>	7 <sup>o</sup>	- <sup>o</sup>
BLT <sup>o</sup>	blt r1, r2, 25 <sup>o</sup>	if(r1<r2) <sup>o</sup> goto PC+100 <sup>o</sup>	6 <sup>o</sup>	- <sup>o</sup>
BNEZ <sup>o</sup>	bnez r1, 25 <sup>o</sup>	if(r1!=0) <sup>o</sup> goto PC+100 <sup>o</sup>	5 <sup>o</sup>	- <sup>o</sup>

## 6. Grade

- (1) Total: 100 points (plagiarism will get 0 point)
- (2) Document: 20 points
- (3) Late submission: 10 points off per day

## 7. Hand in

Please follow the rules! Zip your folder and name it as "ID1\_ID2.zip" (e.g., 0416001\_0416002.zip) before uploading to e3. Multiple submissions are accepted, and the version with the latest time stamp will be graded.

## 8. How to test

add	\$t0, \$0, \$0 <sup>o</sup>	sw	\$t2, 0(\$t0) <sup>o</sup>
addi	\$t1, \$0, 10 <sup>o</sup>	sw	\$t3, 4(\$t0) <sup>o</sup>
addi	\$t2, \$0, 13 <sup>o</sup>	li	\$t1, 1 <sup>o</sup>
mul	\$t3, \$t1, \$t1 <sup>o</sup>	no_swap: <sup>o</sup>	
j	Jump <sup>o</sup>	addi	\$t5, \$0, 4 <sup>o</sup>
bubble: <sup>o</sup>		sub	\$t0, \$t0, \$t5 <sup>o</sup>
li	\$t0, 10 <sup>o</sup>	blt	\$t0, \$0, next_turn <sup>o</sup>
li	\$t1, 4 <sup>o</sup>	j	inner <sup>o</sup>
mul	\$t4, \$t0, \$t1 <sup>o</sup>	next_turn: <sup>o</sup>	
outer: <sup>o</sup>		bnez	\$t1, outer <sup>o</sup>
addi	\$t6, \$t0, 8 <sup>o</sup>	j	End <sup>o</sup>
sub	\$t0, \$t4, \$t6 <sup>o</sup>	Jump: <sup>o</sup>	
li	\$t1, 0 <sup>o</sup>	sub	\$t2, \$t2, \$t1 <sup>o</sup>
inner: <sup>o</sup>		Loop: <sup>o</sup>	
lw	\$t2, 4(\$t0) <sup>o</sup>	add	\$t4, \$t3, \$t2 <sup>o</sup>
lw	\$t3, 0(\$t0) <sup>o</sup>	beq	\$t1, \$t2, Loop <sup>o</sup>
ble	\$t2, \$t3, no_swap <sup>o</sup>	j	bubble <sup>o</sup>
		End: <sup>o</sup>	

CO\_P2\_test\_data1.txt is for basic instruction and CO\_P2\_test\_data2.txt is for

advanced set 1. As for advanced set 2, please translate the bubble sort above to machine code, and test it on your CPU.

## 9. Q&A

For any questions regarding Lab 3, please contact 林洸晨  
(miz1205@gmail.com) and 曾天鴻 (eric830303@gmail.com)