

# Project 3 Report

## 0. Overview

In this project, I will implement a simple CPU that supports:

1. Simple instruction parsing,
2. Register value fetching,
3. ALU functions.

In this report, I will mainly cover parts including:

1. Overview,
2. Implementation & details,
3. Test (ALU test bench).

## 1. Implementation

My ALU format will be as below:

```
// ALU format
module alu(instruction, gr0, gr1, result, flags);
// I/O
input  signed[31:0] instruction, gr0, gr1; // address of gr0 is 00000, address of gr1 is 00001
output signed[31:0] result;
output [2:0] flags; // [ZF,SF,OF]
// ALU local registers declaration
reg signed [31:0] Rset[0:1] // Rset = [gr0, gr1]; registers in ALU
reg ZF, SF, OF;
reg signed [31:0] reg_A, reg_B, reg_C;    // reg_A, reg_B will be input of ALU, reg_C will be output of ALU

// step 1. Parsing the Instruction
// obtain opcode, function, immediate value, shamt, &
add_rs = instruction[20:16];
add_rt = instruction[25:21];
// step 2. Fetch values in mem
reg_rs = Rset[add_rs];
// step 3. Implementation functionalities
// add, and, beq, lw, sll
// step 4. output values and flags
assign result = reg_C[31:0];
assign flags = { ZF, SF, OF};
endmodule
```

name	opcode	function	ALU input: reg_A	ALU input: reg_B	ALU_function	flags	remark
sll	000000	000000	R[rt]	sa	reg_C = reg_A << reg_B		
srl		000010		sa	...>>...		
sra		000011		sa	...>>>...		1
sllv		000100	R[rt]	R[rs] [4:0]	... << ...		
srlv		000110			... >> ...		
srav		000111			... >>> ...		1
add	000000	100000	R[rs]	R[rt]	reg_C = reg_A + reg_B	OF	2
addu		100001			... + ...		
addi	001000			{ { (16){ imm[15] } },imm };	... + ...	OF	2
addiu	001001				... + ...		
lw	100011				... + ...		
sw	101011				... + ...		

sub		100010	R[rs]	R[rt]	... - ...	OF	2
subu		100011			... - ...		
beq	000100				ZF = ( reg_rs == reg_rt )	ZF	
bne	000101				...		
and	000000	100100	R[rs]	R[rt]	reg_C = reg_A & reg_B		
or		100101			...   ...		
xor		100110			... ^ ...		
nor		100111			~( ...   ... )		
andi	001100			{ { (16){1'b0} } ,imm }	...&...		
ori	001101				... ...		
xori	001110				...^...		
slt	000000	101010	signed R[rs]	signed R[rt]	SF = ( reg_A - reg_B )[31]	SF	3
sltu		101011	unsigned R[rs]	unsigned R[rt]	SF = ( reg_A < reg_B )	SF	3
slti	001010			{ { (16){ imm[15] } },imm }	SF = ...		
sltiu	001011				SF = ( reg_A < reg_B )		

Remark:

- (1). >>> : arithmetic extention  
>>>: logic extention
- Eg. a = 4'b 1001;  
a >> 2 : 4'b 0010;  
a >>> 2 : 4'b 1110;

- (2). overflow checking

Note that overflow occurs if and only if when

- (a) + plus + = -  
(b) - plus - = +  
or  
(c) - minus + = +  
(d) + minus - = -

Now let **a**, **b** be the sign of register A and B respectively, **c** be the sign of register C, where register C = sum of register A and register B, then

For add/addi: OF = ( ~(a xor b) ) & ( a & c )

For sub: OF = ( a xor b ) & ( a xor c )

- (3). slt: signed minus;  
sltu: unsigned minus;
- For unsigned minus: let (unsigned) x, y = (signed) rs, rt respectively, then applying minus.

## 2. Test — ALU test bench

Sample Testing examples:

1. instruction <=32'b0000\_0000\_0000\_0001\_0001\_0001\_0000\_0111;

srav rd rt sa

```

gr1      <=32'b1100_0000_0100_0000_0100_0000_0100_0000;
gr0      <=32'b0000_0000_0000_0000_0000_0000_0000_0100;
exp_result <=32'b1111_1100_0000_0100_0000_0100_0000_0100;

2. instruction <=32'b0000_0000_0000_0001_0001_0001_0010_0010;
gr0      <=32'b0111_1111_1111_1111_1111_1111_1111_1111;
gr1      <=32'b1000_0000_0000_0000_0000_0000_0000_0001;
exp_result <=32'b1111_1111_1111_1111_1111_1111_1111_1110;

negative overflow

3. instruction <=32'b0001_0000_0000_0001_1111_1111_1111_1111;
gr0      <=32'b0111_1111_1111_1111_1111_1111_1111_1011;
gr1      <=32'b0111_1111_1111_1111_1111_1111_1111_1011;
exp_result <=0; zero flag = 1;

4. instruction <=32'b0010_1000_0000_0001_0000_0000_0000_0001;
gr0      <=32'b1111_1111_1111_1111_1111_1111_1111_1111;
exp_result <=0; negative flag = 1;

```

Testing Result:  
fc040404

sub rd rs rt

Testing Result &  
flags

fffffffe; 001

beq rs rt label

Testing Results &  
flags

00000; 100

slli rt rs (imm)

testing results and  
flags :

000000;010