

实验5 处理器实验

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一、仿真

二、实验数据

1. CPU 的结构图

2. 信号表和状态转移表

LUI 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_w
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	x	x	U	x	x	x	0	x
STATE_EXE	x	0	x	x	x	32'b0	imm_U	ADD	0	x
STATE_WB	x	0	x	x	x	x	x	x	1	alu_r

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	
STATE_EXE	STATE_WB	TRUE	rf_writeback_data <= alu_result
STATE_WB	STATE_IF	TRUE	

BEQ 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_w
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	rs2	B	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	operand2	SUB	0	x
STATE_WB	x	0	x	x	x	x	x	x	0	x

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a; operand2 <= rf_rdata_b

原状态	新状态	条件	时序操作
STATE_EXE	STATE_WB	TRUE	rf_writeback_data <= alu_result
STATE_WB	STATE_IF	TRUE	if (alu_result == 0) pc <= pc_now + imm_gen_imm

LB 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_wb_data
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	x	l	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	imm_l	ADD	0	x
STATE_MEM	alu_result	1	x	x	x	x	x	x	0	x
STATE_WB	x	0	x	x	x	x	x	x	1	wb_data

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a
STATE_EXE	STATE_MEM	TRUE	mem_addr <= alu_result
STATE_MEM	STATE_MEM	wb_ack_i == 0	
STATE_MEM	STATE_WB	wb_ack_i == 1	rf_writeback_data <= wb_dat_i
STATE_WB	STATE_IF	TRUE	

SB 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_wb_data
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	rs2	S	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	imm_S	ADD	0	x
STATE_MEM	alu_result	1	x	x	x	x	x	x	0	x
STATE_WB	x	0	x	x	x	x	x	x	0	x

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a; operand2 <= rf_rdata_b
STATE_EXE	STATE_MEM	TRUE	mem_addr <= alu_result
STATE_MEM	STATE_MEM	wb_ack_i == 0	
STATE_MEM	STATE_WB	wb_ack_i == 1	

原状态	新状态	条件	时序操作
STATE_WB	STATE_IF	TRUE	

SW 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_wb_data
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	rs2	S	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	imm_S	ADD	0	x
STATE_MEM	alu_result	1	x	x	x	x	x	x	0	x
STATE_WB	x	0	x	x	x	x	x	x	0	x

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a; operand2 <= rf_rdata_b
STATE_EXE	STATE_MEM	TRUE	alu_result <= operand1 + imm_gen_imm
STATE_MEM	STATE_MEM	wb_ack_i == 0	
STATE_MEM	STATE_WB	wb_ack_i == 1	
STATE_WB	STATE_IF	TRUE	

ADDI 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_wb_data
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	x	I	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	imm_I	ADD	0	x
STATE_WB	x	0	x	x	x	x	x	x	1	alu_result

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a
STATE_EXE	STATE_WB	TRUE	rf_writeback_data <= alu_result
STATE_WB	STATE_IF	TRUE	

ANDI 指令

信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_w
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	x	l	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	imm_l	AND	0	x
STATE_WB	x	0	x	x	x	x	x	x	1	alu_r

状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a
STATE_EXE	STATE_WB	TRUE	rf_writeback_data <= alu_result
STATE_WB	STATE_IF	TRUE	

ADD 指令

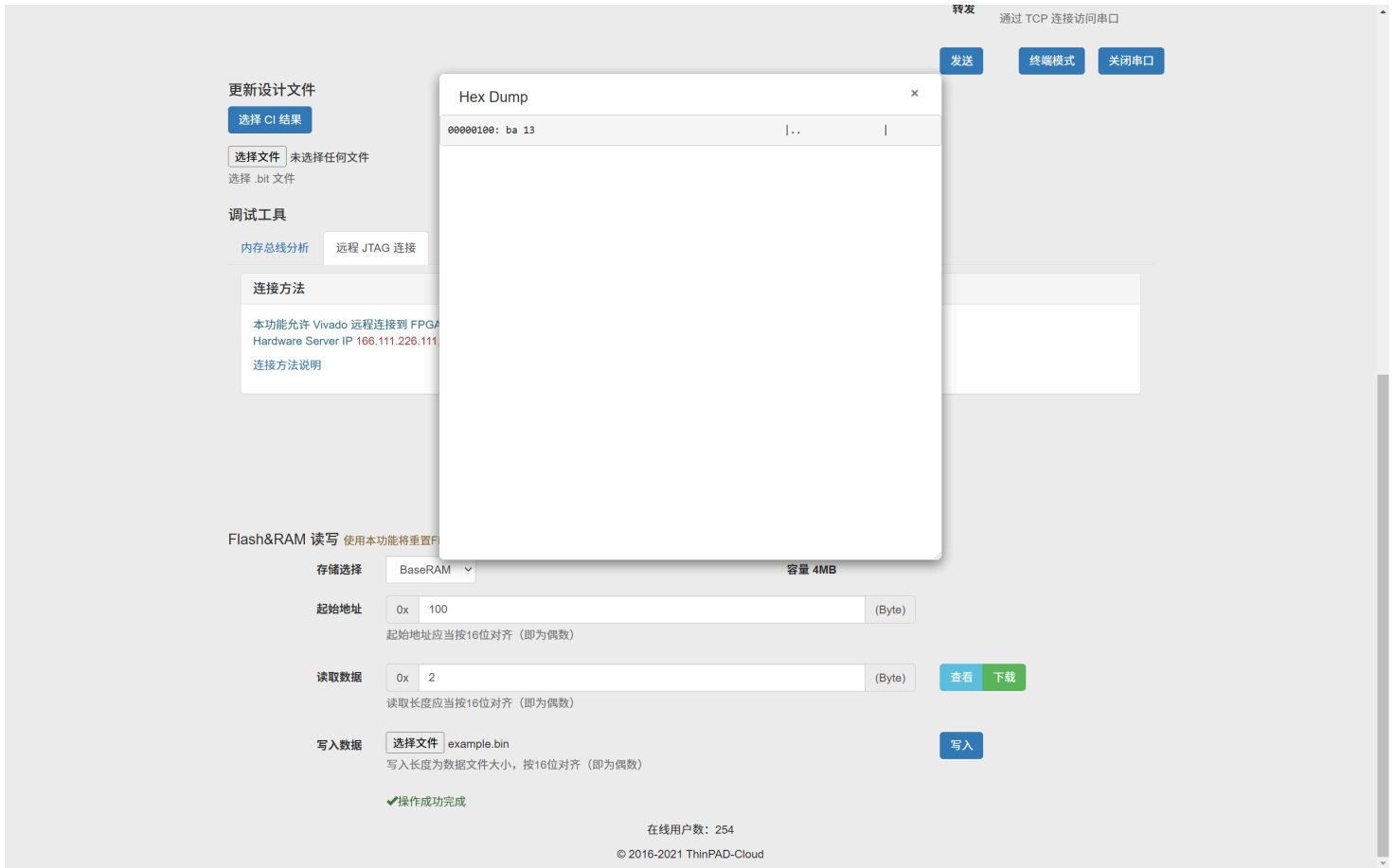
信号表：

状态	wb_addr	wb_cyc	rf_raddr_a	rf_raddr_b	imm_gen_type	alu_operand1	alu_operand2	alu_op	rf_wen	rf_w
STATE_IF	pc	1	x	x	x	pc	32'h4	ADD	0	x
STATE_ID	x	0	rs1	rs2	x	x	x	x	0	x
STATE_EXE	x	0	x	x	x	operand1	operand2	ADD	0	x
STATE_WB	x	0	x	x	x	x	x	x	1	alu_r

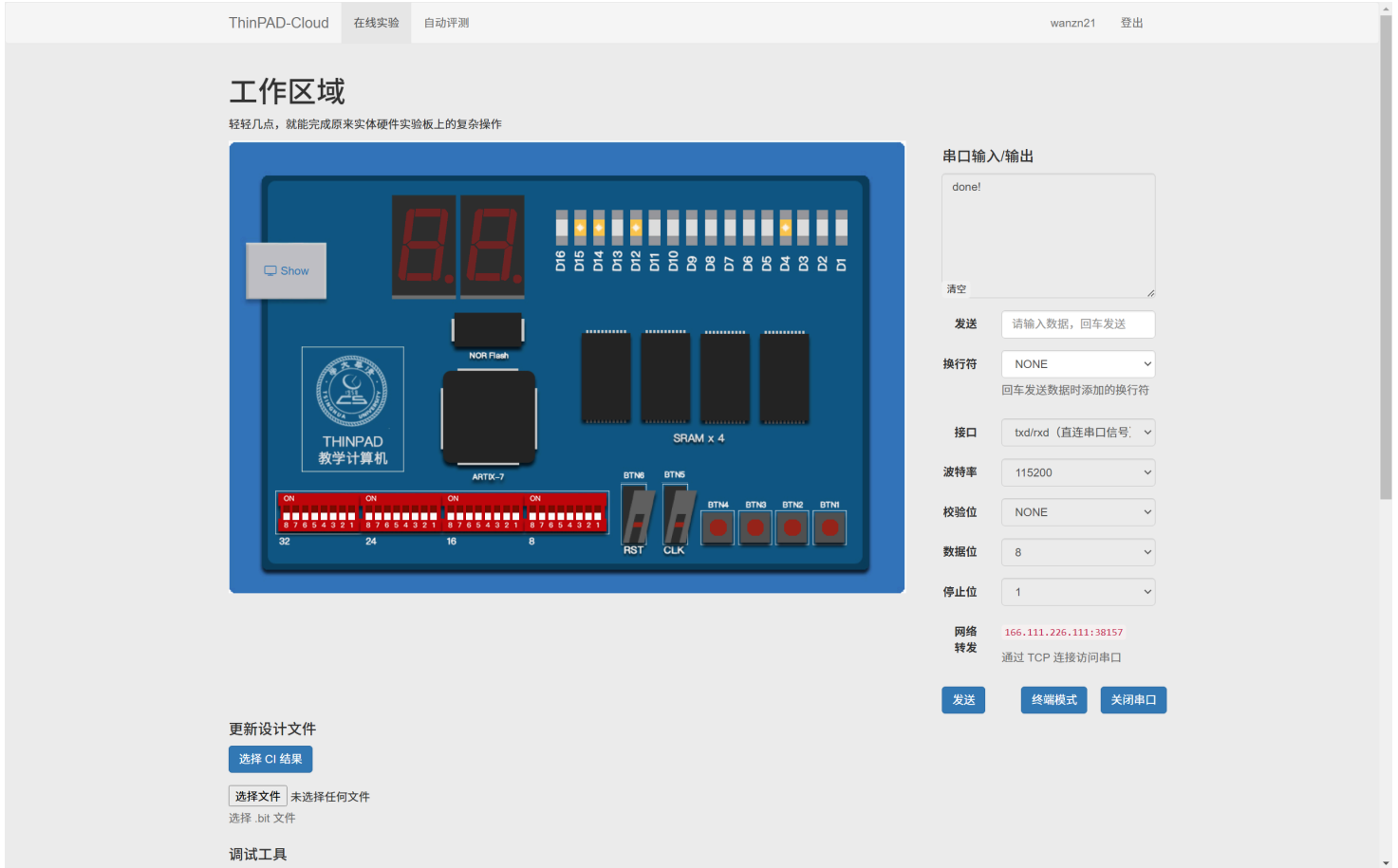
状态转移和时序：

原状态	新状态	条件	时序操作
STATE_IF	STATE_IF	ack == 0	
STATE_IF	STATE_ID	ack == 1	inst <= wb_data_i; pc_now <= pc; pc <= pc + 4
STATE_ID	STATE_EXE	TRUE	operand1 <= rf_rdata_a; operand2 <= rf_rdata_b
STATE_EXE	STATE_WB	TRUE	rf_writeback_data <= alu_result
STATE_WB	STATE_IF	TRUE	

3. 内存数据截图



4. 串口输出截图



三、思考题

1. 流水线 CPU 中，用于 branch 指令的比较器既可以放在 ID 阶段，也可以放在 EXE 阶段。放在这两个阶段分别有什么优缺点？