

Digital Design and Computer Architecture

Harris and Harris

Lab 11: Multicycle Processor (Part 2)

Multicycle Processor Completion

In this lab, you will complete your own multicycle MIPS processor! Please refer to your Lab 10 handout for an overview of the processor. In Lab 10, you created the controller unit. In this lab you will design the datapath and mem units and test your completed MIPS multicycle processor.

This lab uses the same testbench and generic parts as in Lab 9. Copy your `mipstest.sv`, `mipsparts.sv`, and `alu_xx.sv` files from Lab 9 to your `lab11_xx` directory. Also copy your `mipsmulti_xx.sv` file containing your controller from Lab 11.

Finally, copy the `topmulti.sv` and `mipsmem.sv` files containing the top-level module and the memory. Look over the files and see how they work.

Test Program

Use the same test program and `memfile.dat` from the first part of Lab 9 (given in Figure 7.60 of the text). Copy it to your `lab11_xx` directory.

As in Lab 9, it is very helpful to first predict the results of a test program before running the program so that you can discover and track down discrepancies. Table 1 lists the expected instruction trace as you run the test program. Part of the table is already filled in for you. Complete the table.

Notice that the instruction (`instr`) is fetched during state 0 and therefore not updated until state 1 of each instruction.

When the ALUResult will not be used (e.g. in the Decode state of a nonbranch instruction, or the Writeback state of any instruction), you may indicate an 'x' for don't care rather than predicting the garbage that the processor will actually compute.

Datapath Design

Refer to Figure 1 in Lab 10 for the hardware modules you need to set up your datapath. Design the datapath unit in Verilog.

Remember that you may reuse hardware from earlier labs (such as the ALU, multiplexers, registers, the sign-extension hardware modules, register file, etc.) wherever possible.

All of your registers should take a *Reset* input to reset the initial value to a known state (0). The Instruction Register and PC also require enable inputs. Pay careful attention to bus connections; they are an easy place to make mistakes.

Simulate your processor using the testbench given (mipstest.v). The Reset signal is set high at first. Display, at a minimum, the *PC*, *Instr*, FSM *state* (from within your controller module), *SrcA* and *SrcB* (from within your datapath), *ALUResult*, and *Zero*, and the control word. You will likely want to add other signals to help debug. Check that your results match the expectations from Table 5 of Lab 10. If there are any mismatches, debug your design and fix the errors.

When you are finished – congratulations! You have built a microprocessor by yourself and have proven your mastery of microarchitecture, Verilog, FSMs, and logic design!

Debugging

Hopefully your lab will have at least one error so you will get to hone your debugging skills! Here are some hints:

- Be sure you thoroughly understand how the MIPS multicycle processor is supposed to work. This system is too complex to debug by trial and error. You should be able to predict what value every signal takes on at every point in time while debugging.
- In general, trace problems by finding the first point in a simulation where a signal has an incorrect value. Don't worry about later problems because they could have been caused by the first error. Identify which circuit element is producing the bad output and add all its inputs to the simulation. Repeat until you have isolated the problem.

What to Turn In

Provide a hard copy of each of the following **in the following order**. Clearly label each part by number. Poorly organized submissions will lose points.

1. **Please indicate how many hours you spent on this lab.** This will not affect your grade, but will be helpful for calibrating the workload for next semester's labs.
2. A completed copy of Table 1 indicating the expected outcome of running the test program.
3. Verilog code of the datapath.
4. Simulation waveforms of the processor showing *CLK*, *Reset*, *state*, *PC*, *instr*, and *ALUResult* in this order while running the test program. As always, output the values in hex (or decimal if that is more readable) and make sure they are readable. Do the results match your expectations? Does the program indicate Simulation Succeeded?

Cycle	Reset	PC	Instr	(FSM) state	SrcA	SrcB	ALUResult	Zero	Control Word
1	1	00	0	0	00	04	04	0	5010
2	0	04	addi 20020005	1	04	x	x	0	0030
3	0	04	addi 20020005	9	00	05	05	0	0420
4	0	04	addi 20020005	10	x	x	x	0	0800
5	0	04	addi 20020005	0	04	04	08	0	5010
6	0	08	addi 2003000c	1	08	x	x	0	0030
7	0	08	addi 2003000c	9	00	0c	0c	0	0420
8	0	08	addi 2003000c	10	x	x	x	0	0800
9	0								
10	0								
11	0								
12	0								
13	0								
14	0	10	or 00e22025	1	10	x	x	0	0030
15	0	10	or 00e22025	6	03	05	07	0	0402
16	0	10	or 00e22025	7	x	x	x	0	0840
17	0	10	or 00e22025	0	10	04	14	0	5010
18	0	14	and 00642824	1	14	x	x	0	0030
19	0	14	and 00642824	6	0c	07	04	0	0402
20	0	14	and 00642824	7	x	x	x	0	0840
21	0	14	and 00642824	0	14	04	18	0	5010
22	0	18	add 00a42820	1	18	x	x	0	0030
23	0	18	add 00a42820	6	04	07	0b	0	0402
24	0	18	add 00a42820	7	x	x	x	0	0840
25	0	18	add 00a42820	0	18	04	1c	0	5010
26	0								
27	0								
28	0								
29	0								
30	0								
31	0								
32	0								
33	0								
34	0								
35	0								
36	0								
37	0								
38	0								
39	0								
40	0	30	add 00853820	1	30	x	x	0	0030
41	0	30	add 00853820	6	01	0b	0c	0	0402
42	0	30	add 00853820	7	x	x	x	0	0840
43	0	30	add 00853820	0	30	04	34	0	5010
44	0	34	sub 00e23822	1	34	x	x	0	0030
45	0	34	sub 00e23822	6	0c	05	07	0	0402
46	0	34	sub 00e23822	7	x	x	x	0	0840
47	0	34	sub 00e23822	0	34	04	38	0	5010
48	0	38	sw ac670044	1	38	x	x	0	0030
49	0	38	sw ac670044	2	44	0c	50	0	0420
50	0	38	sw ac670044	5	x	x	x	0	2100
51	0	38	sw ac670044	0	38	04	3c	0	5010
52	0	3c	lw 8c020050	1	3c	x	x	0	0030
53	0	3c	lw 8c020050	2	00	50	50	0	0420
54	0	3c	lw 8c020050	3	x	x	x	0	0100
55	0	3c	lw 8c020050	4	x	x	x	0	0880
56	0	3c	lw 8c020050	0	3c	04	40	0	5010
57	0								
58	0								
59	0								
60	0								
61	0								
62	0								

Table 1. Expected Instruction Trace