

实验三 CPU测试及汇编 程序设计

实验目标

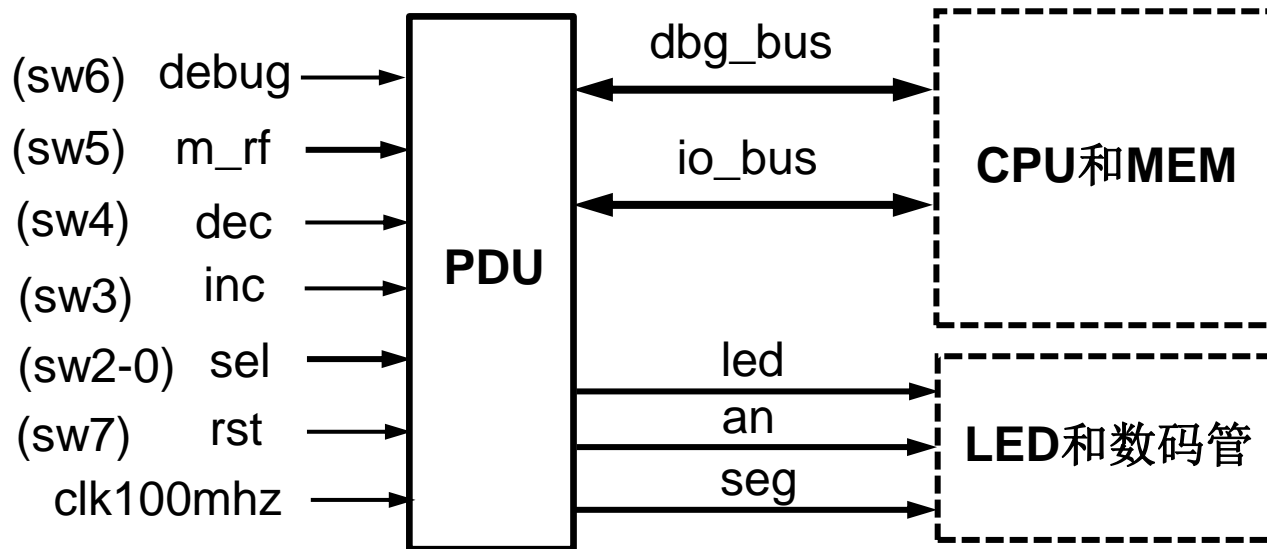
- 掌握CPU下载调试方法，以及测试数据 (COE文件) 的生成方法
- 熟悉汇编程序的基本结构、仿真和调试的基本方法
- 理解机器指令实现的基本原理（数据通路和控制器的协调工作过程）

实验内容

1. 阅读RIPES示例汇编程序 (Console Printing), 单步执行程序, 同时观察单周期CPU数据通路控制信号和寄存器内容的变化
2. 设计汇编程序: 测试下列指令功能
 - sw, lw
 - add, addi
 - beq, jal
3. 设计汇编程序: 计算斐波那契—卢卡斯数列
 - 依次输入数列开始两项 (设置sw后按动button确认)
 - 按动button依次计算后续项, 并输出至数码管上显示

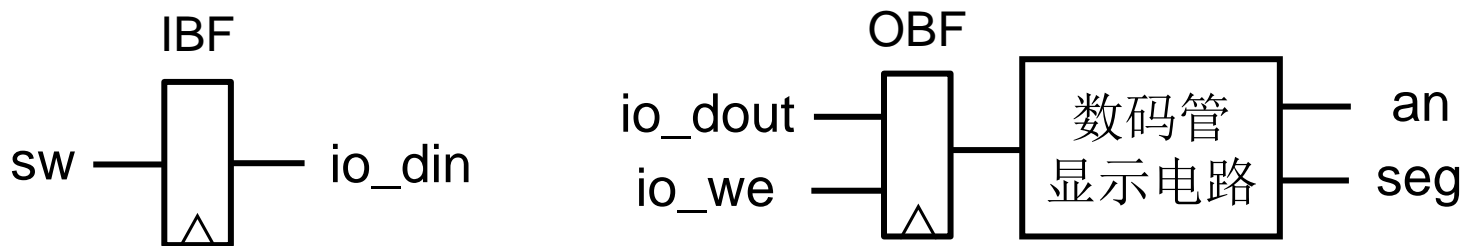
CPU调试单元

- **PDU: Processor Debug Unit, 处理器调试单元**
 - 下载测试时, 用于控制运行方式, 显示运行状态和运行结果



IO_BUS信号

- CPU运行时通过I/O信号访问开关(sw)和数码管(seg)
 - io_din: CPU接收来自输入缓冲寄存器 (IBF) 的sw输入数据
 - io_dout: CPU向seg输出的数据
 - io_we: CPU向seg输出时的使能信号, 利用该信号将io_dout存入输出缓冲寄存器 (OBR), 再经数码管显示电路将其显示在数码管 (an, seg)
- debug = 0: 查看CPU的I/O输出结果
 - 数码管显示io_dout, led可显示程序计数器(PC)



DBG_BUS信号

- 调试时将存储器和寄存器堆内容，以及CPU数据通路状态信息导出显示
 - m_rf_addr: 存储器(MEM)或寄存器堆(RF)的调试读口地址
 - rf_data: 从RF读取的数据
 - m_data: 从MEM读取的数据
 - pc_in: PC的输入数据
 - pc_out: PC的输出数据
 - instr: 指令存储器的输出数据
 - rf_rd0: 寄存器堆读口0的输出数据
 - rf_rd1: 寄存器堆读口1的输出数据
 - rf_wd: 寄存器堆写口的输入数据
 - alu_y: ALU的运算结果
 - ctrl: 控制器的控制信号

查看存储器和寄存器堆内容

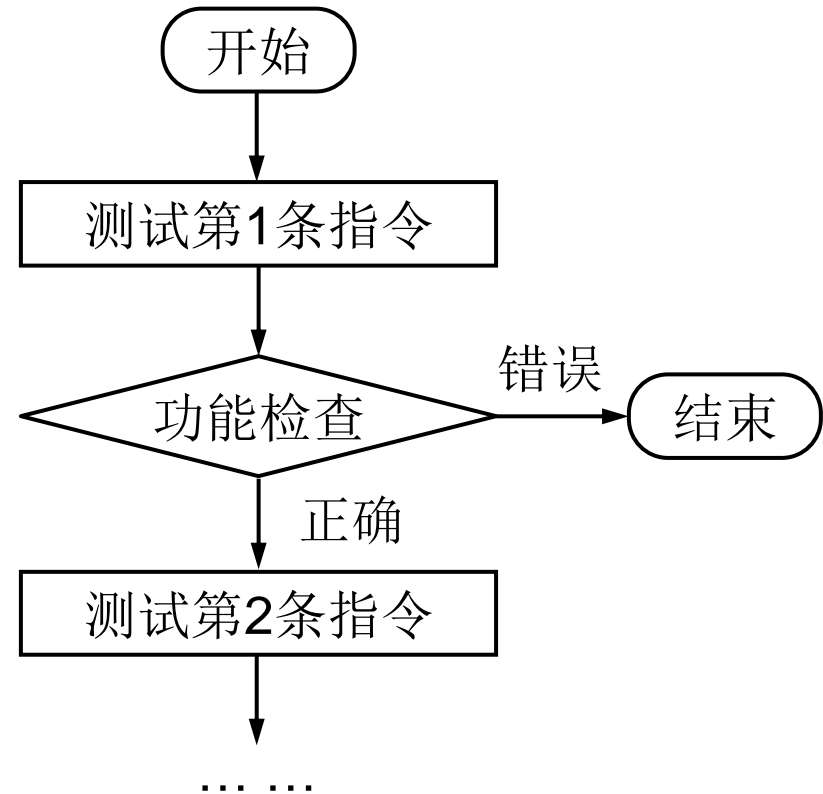
- **debug = 1, sel = 0**
 - m_rf: 1, 查看存储器(MEM); 0, 查看寄存器堆(RF)
 - inc: m_rf_addr加1, 查看下一个存储器或寄存器堆单元
 - dec: m_rf_addr减1, 查看前一个存储器或寄存器堆单元
 - 8个LED指示灯显示m_rf_addr
 - 8个数码管显示rf_data/m_data

查看数据通路状态

- **debug = 1, sel = 1 ~ 7**
 - 8个数码管显示由sel选择的一个32位数据
 - sel = 1: pc_in, PC的输入数据
 - sel = 2: pc_out, PC的输出数据
 - sel = 3: instr, 指令存储器的输出数据
 - sel = 4: rf_rd0, 寄存器堆读口0的输出数据
 - sel = 5: rf_rd1, 寄存器堆读口1的输出数据
 - sel = 6: rf_wd, 寄存器堆写口的输入数据
 - sel = 7: alu_y, ALU的运算结果
 - 8个LED指示灯可显示控制器的控制信号

测试程序流程图

- 下载测试CPU功能
- 功能检查
 - 人工检查：将测试结果输出显示，正确则继续下条指令测试
 - 自动检查：测试结果自动判断
- 指令测试顺序
 - 根据待测试指令与其他指令的依赖关系
 - 可以首先测试sw



示例：测试程序

```
.data
out: .word 0xff      #led, 初始全亮
in: .word 0         #switch

.text
la a0, out          #仿真需要
sw x0, 0(a0)        #test sw: 全灭led
addi t0, x0, 0xff   #test addi: 全亮led
sw t0, 0(a0)
lw t0, 4(a0)        #test lw: 由switch设置led
sw t0, 0(a0)
... ..
```

RISC-V寄存器使用约定

Register	ABI Name	Description	Saver
x0	zero	Hard-wired zero 硬编码 0	—
x1	ra	Return address 返回地址	Caller
x2	sp	Stack pointer 栈指针	Callee
x3	gp	Global pointer 全局指针	—
x4	tp	Thread pointer 线程指针	—
x5	t0	Temporary/alternate link register	Caller
x6–7	t1–2	Temporaries 临时寄存器	Caller
x8	s0/fp	Saved register/frame pointer	Callee
x9	s1	Saved register 保存寄存器	Callee
x10–11	a0–1	Function arguments/return values	Caller
x12–17	a2–7	Function arguments 函数参数	Caller
x18–27	s2–11	Saved registers 保存寄存器	Callee
x28–31	t3–6	Temporaries 临时寄存器	Caller

RV32I指令类型

- 运算类
 - 算术: `add, addi, sub, lui, auipc`
 - 逻辑: `and, or, xor`
 - 移位(shift): `sll, srl, sra`
 - 比较(set if less than): `slt, sltu`

<i>Category</i>	<i>Name</i>	<i>Fmt</i>	<i>RV32I Base</i>	
Shifts	Shift Left Logical	R	SLL	<code>rd,rs1,rs2</code>
	Shift Left Log. Imm.	I	SLLI	<code>rd,rs1,shamt</code>
	Shift Right Logical	R	SRL	<code>rd,rs1,rs2</code>
	Shift Right Log. Imm.	I	SRLI	<code>rd,rs1,shamt</code>
	Shift Right Arithmetic	R	SRA	<code>rd,rs1,rs2</code>
	Shift Right Arith. Imm.	I	SRAI	<code>rd,rs1,shamt</code>
Arithmetic	ADD	R	ADD	<code>rd,rs1,rs2</code>
	ADD Immediate	I	ADDI	<code>rd,rs1,imm</code>
	SUBtract	R	SUB	<code>rd,rs1,rs2</code>
	Load Upper Imm	U	LUI	<code>rd,imm</code>
	Add Upper Imm to PC	U	AUIPC	<code>rd,imm</code>
Logical	XOR	R	XOR	<code>rd,rs1,rs2</code>
	XOR Immediate	I	XORI	<code>rd,rs1,imm</code>
	OR	R	OR	<code>rd,rs1,rs2</code>
	OR Immediate	I	ORI	<code>rd,rs1,imm</code>
	AND	R	AND	<code>rd,rs1,rs2</code>
	AND Immediate	I	ANDI	<code>rd,rs1,imm</code>
Compare	Set <	R	SLT	<code>rd,rs1,rs2</code>
	Set < Immediate	I	SLTI	<code>rd,rs1,imm</code>
	Set < Unsigned	R	SLTU	<code>rd,rs1,rs2</code>
	Set < Imm Unsigned	I	SLTIU	<code>rd,rs1,imm</code>

RV32I指令类型 (续1)

- 访存类

- 加载(load): `lw`,
`lb`, `lh`, `lbu`, `lhu`
- 存储(store): `sw`,
`sb`, `sh`

- 转移类

- 分支(branch):
`beq`, `bne`, `blt`, `bge`,
`bltu`, `bgeu`
- 跳转(jump): `jal`,
`jalr`

<i>Category</i>	<i>Name</i>	<i>Fmt</i>	<i>RV32I Base</i>	
Branches	Branch =	B	BEQ	<code>rs1,rs2,imm</code>
	Branch ≠	B	BNE	<code>rs1,rs2,imm</code>
	Branch <	B	BLT	<code>rs1,rs2,imm</code>
	Branch ≥	B	BGE	<code>rs1,rs2,imm</code>
	Branch < Unsigned	B	BLTU	<code>rs1,rs2,imm</code>
	Branch ≥ Unsigned	B	BGEU	<code>rs1,rs2,imm</code>
Jump & Link	J&L	J	JAL	<code>rd,imm</code>
	Jump & Link Register	I	JALR	<code>rd,rs1,imm</code>
Loads	Load Byte	I	LB	<code>rd,rs1,imm</code>
	Load Halfword	I	LH	<code>rd,rs1,imm</code>
	Load Byte Unsigned	I	LBU	<code>rd,rs1,imm</code>
	Load Half Unsigned	I	LHU	<code>rd,rs1,imm</code>
	Load Word	I	LW	<code>rd,rs1,imm</code>
Stores	Store Byte	S	SB	<code>rs1,rs2,imm</code>
	Store Halfword	S	SH	<code>rs1,rs2,imm</code>
	Store Word	S	SW	<code>rs1,rs2,imm</code>

运算指令

- `add rd, rs1, rs2` # $x[rd] = x[rs1] + x[rs2]$

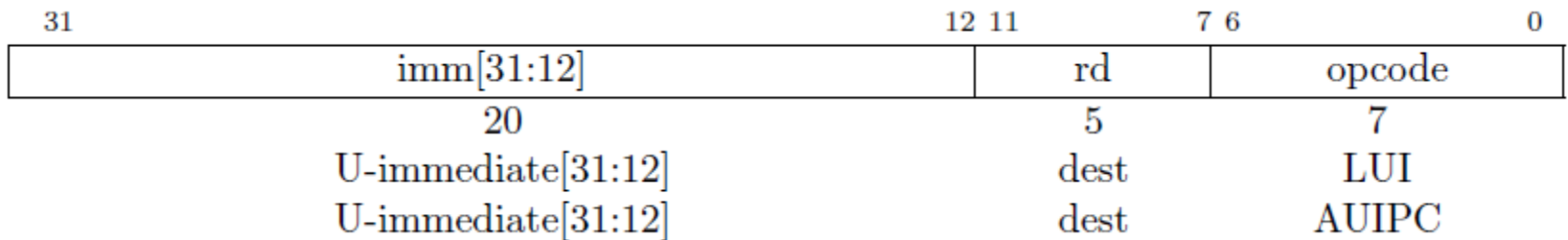
31	25 24	20 19	15 14	12 11	7 6	0
funct7	rs2	rs1	funct3	rd	opcode	
7	5	5	3	5	7	
0000000	src2	src1	ADD/SLT/SLTU	dest	OP	
0000000	src2	src1	AND/OR/XOR	dest	OP	
0000000	src2	src1	SLL/SRL	dest	OP	
0100000	src2	src1	SUB/SRA	dest	OP	

- `addi rd, rs1, imm` # $x[rd] = x[rs1] + sext(imm)$

31	20 19	15 14	12 11	7 6	0
imm[11:0]	rs1	funct3	rd	opcode	
12	5	3	5	7	
I-immediate[11:0]	src	ADDI/SLTI[U]	dest	OP-IMM	
I-immediate[11:0]	src	ANDI/ORI/XORI	dest	OP-IMM	

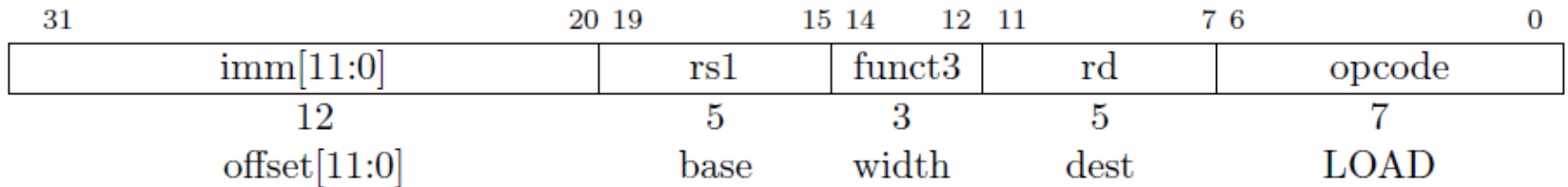
运算指令 (续1)

- lui rd, imm # $x[rd] = \text{sext}(\text{imm}[31:12]) \ll 12$
- auipc rd, imm # $x[rd] = \text{pc} + \text{sext}(\text{imm}[31:12]) \ll 12$

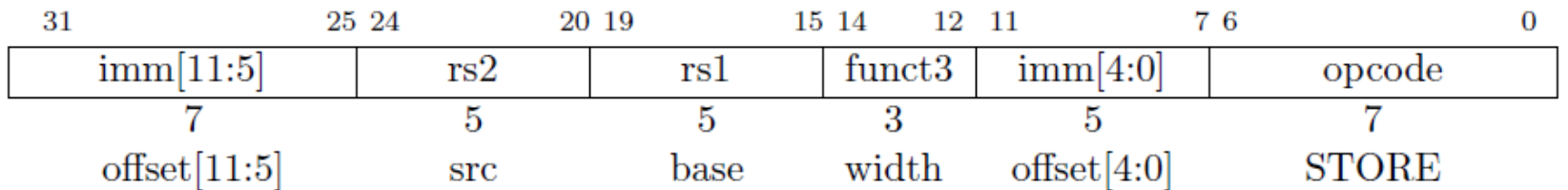


访存指令

- `lw rd, offset(rs1)` # $x[rd] = M[x[rs1] + sext(offset)]$



- `sw rs2, offset(rs1)` # $M[x[rs1] + sext(offset)] = x[rs2]$



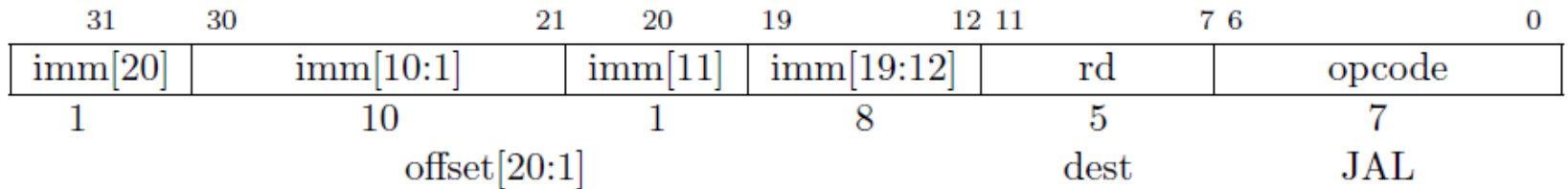
分支指令

- `beq rs1, rs2, offset` # if ($rs1 == rs2$) $pc += sext(offset)$
- `blt rs1, rs2, offset` # if ($rs1 <_s rs2$) $pc += sext(offset)$

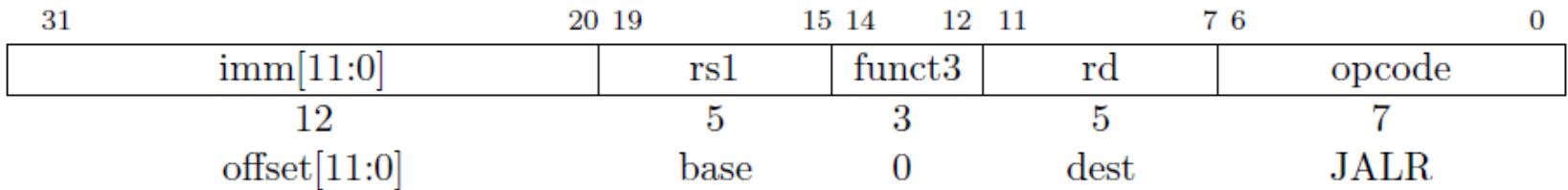
31	30	25 24	20 19	15 14	12 11	8	7	6	0
imm[12]	imm[10:5]	rs2	rs1	funct3	imm[4:1]	imm[11]	opcode		
1	6	5	5	3	4	1	7		
offset[12,10:5]		src2	src1	BEQ/BNE	offset[11,4:1]		BRANCH		
offset[12,10:5]		src2	src1	BLT[U]	offset[11,4:1]		BRANCH		
offset[12,10:5]		src2	src1	BGE[U]	offset[11,4:1]		BRANCH		

跳转指令

- jal rd, offset # x[rd] = pc+4; pc += sext(offset)



- jalr rd, offset(rs1) # t = pc+4;
pc=(x[rs1]+sext(offset))&~1; x[rd]=t



汇编指示和伪指令

- 汇编指示符（Assembler directives）

- .data, .text
- .word, .half, .byte, .string
- .equ
- .align
-

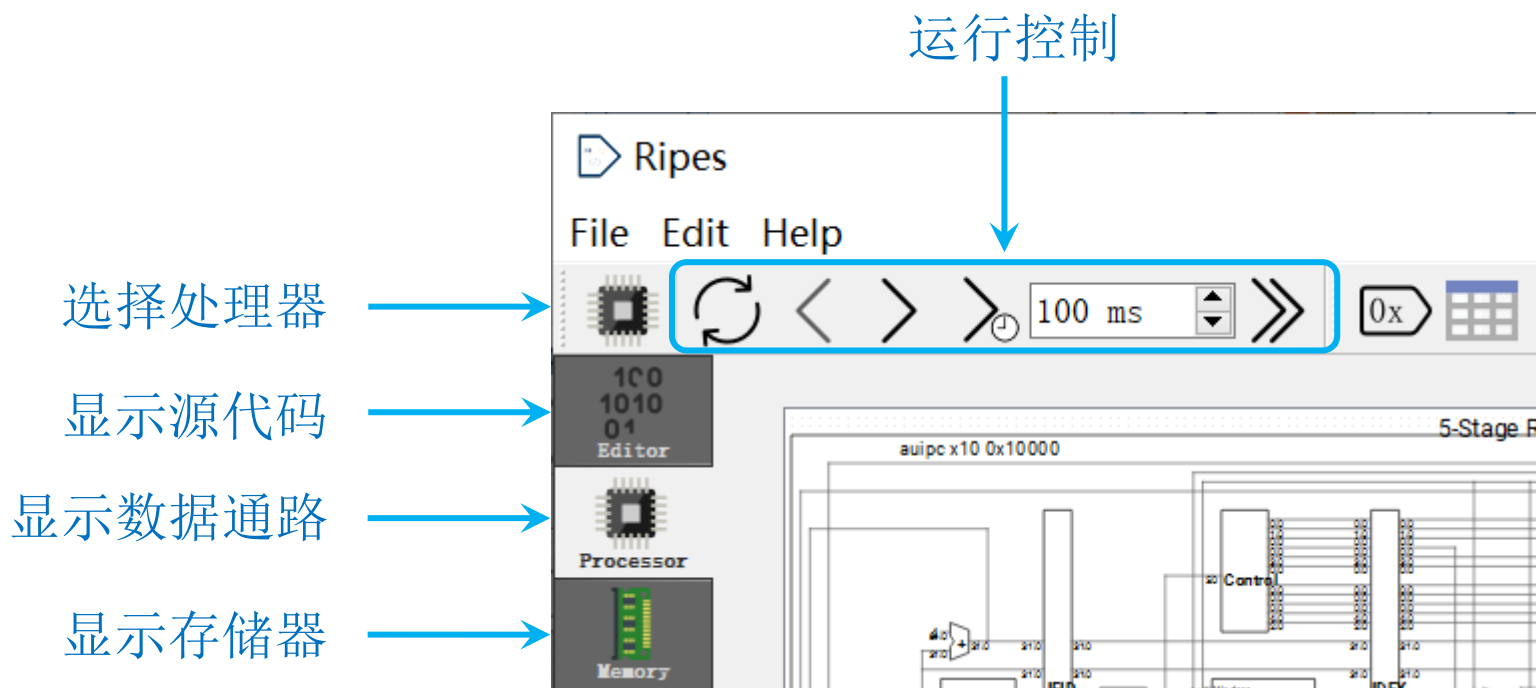
- 伪指令

- li, la, mv
- nop, not, neg
- j, jr, call, ret
-

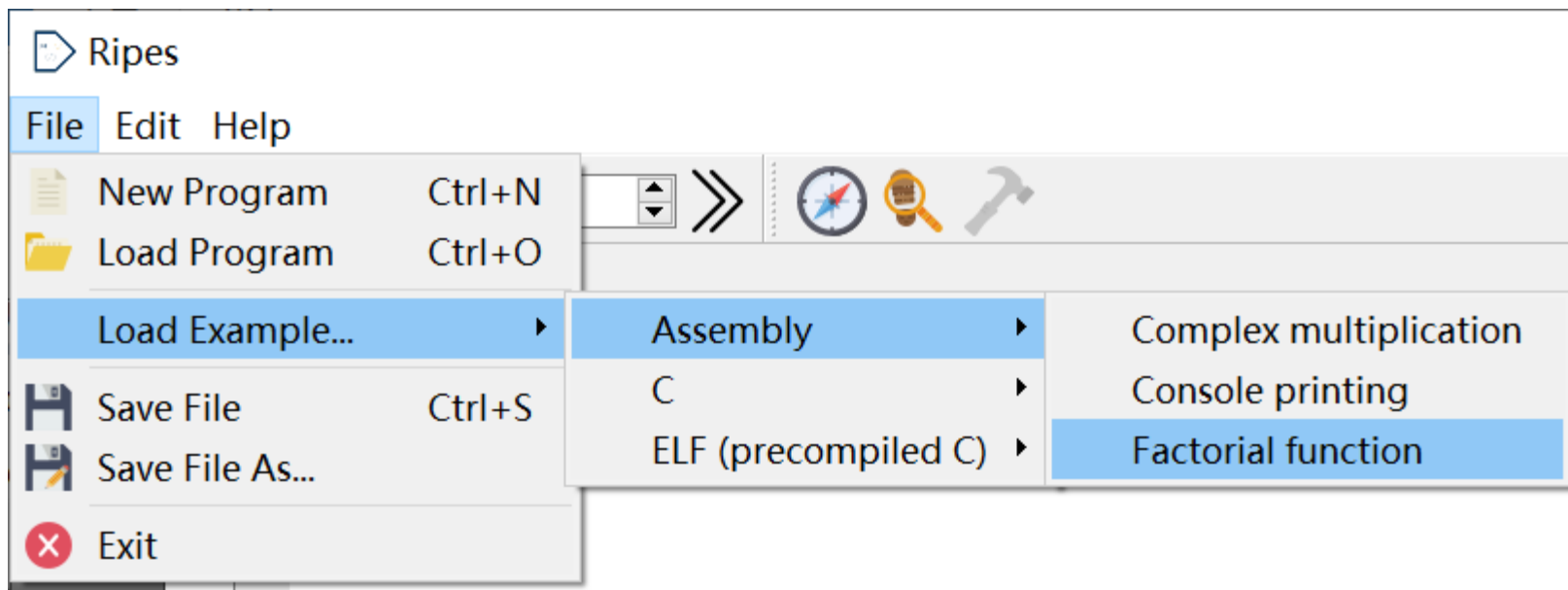
```
.equ CONSTANT, 0xdeadbeef  
li a0, CONSTANT  
  
# lui a0,0xdeadc  
# addi a0,a0,-273
```

RIPES

- 图形化的RISC-V模拟器



加载/编辑源程序



源程序界面

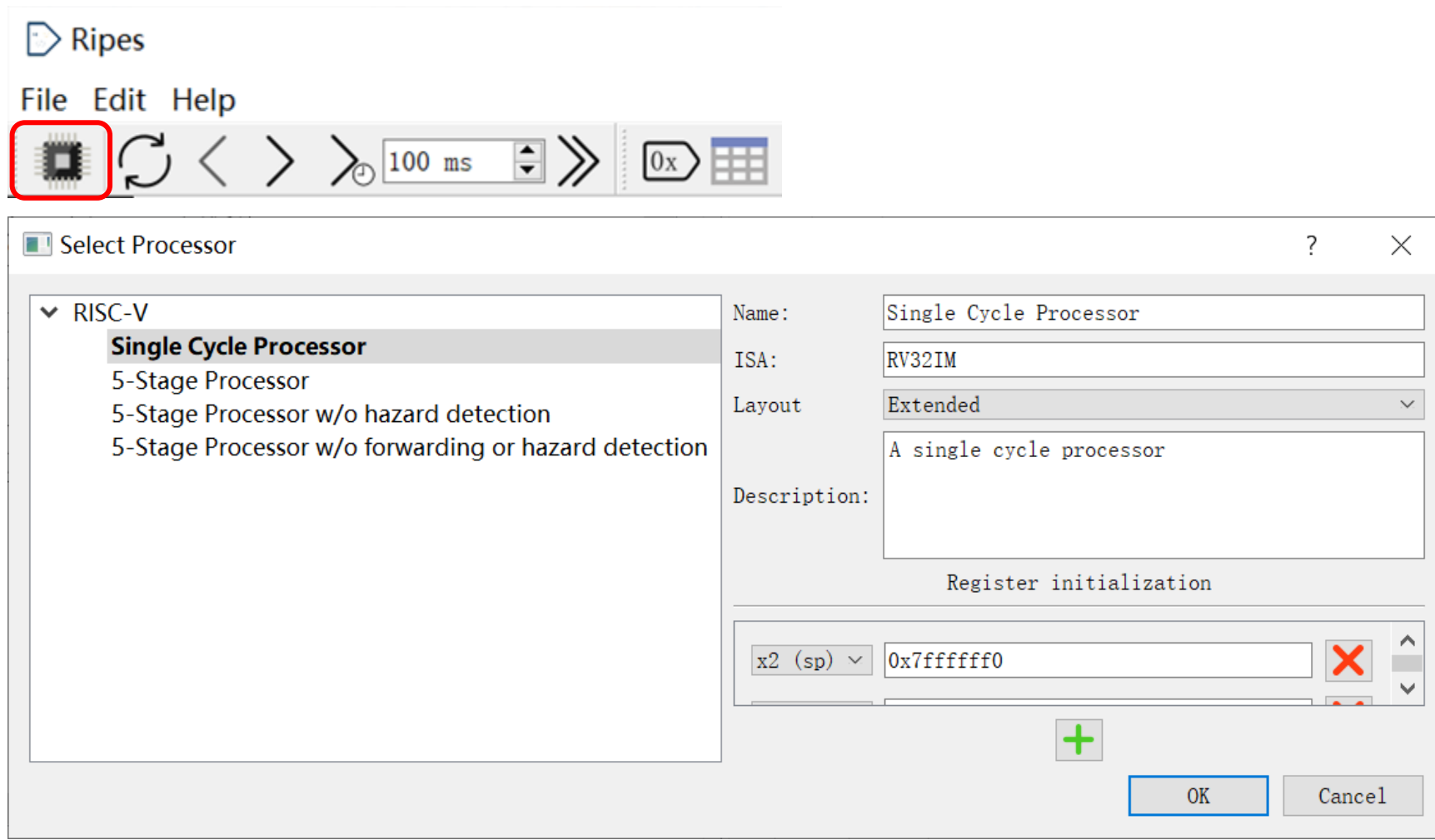
The screenshot shows the Ripes IDE interface. The window title is "Ripes". The menu bar includes "File", "Edit", and "Help". The toolbar contains icons for a processor, refresh, navigation, a 100 ms timer, and a search icon. A red box highlights the "100 1010 01 Editor" icon in the toolbar. The interface is split into two main panes. The left pane, titled "Source code", shows assembly code for a factorial function. The right pane, titled "Disassembled", shows the corresponding machine code instructions. The "Input type" is set to "Assembly" and "View mode" is set to "Disassembled".

```
1 # This example shows an implementation of the mathematical
2 # factorial function (! function) to find the factorial value of
3
4 .data
5 argument: .word 7
6 str1:     .string "Factorial value of "
7 str2:     .string " is "
8
9 .text
10 main:
11     lw a0, argument # Load argument from static data
12     jal ra, fact   # Jump-and-link to the 'fact' label
13
14     # Print the result to console
15     mv a1, a0
16     lw a0, argument
17     jal ra, printResult
18
19     # Exit program
```

```
00000000 <main>:
0:      10000517    auipc x10 0x10000
4:      00052503    lw x10 0(x10)
8:      01c000ef    jal x1 0x24 <fact>
c:      00050593    addi x11 x10 0
10:     10000517    auipc x10 0x10000
14:     ff052503    lw x10 -16(x10)
18:     04c000ef    jal x1 0x64 <printResult>
1c:     00a00893    addi x17 x0 10
20:     00000073    ecall

00000024 <fact>:
24:     ff010113    addi x2 x2 -16
28:     00112423    sw x1 8(x2)
2c:     00a12023    sw x10 0(x2)
30:     fff50293    addi x5 x10 -1
34:     0002d863    bge x5 x0 16 <nfact>
38:     00100513    addi x10 x0 1
3c:     01010113    addi x2 x2 16
```

选择CPU结构



单周期CPU

Registers

Name	Alias	Value
x6	t1	0x00000000
x7	t2	0x00000000
x8	s0	0x00000000
x9	s1	0x00000000
x10	a0	0x00000000

Display type: Hex

Instruction memory

BP	Addr	Stage	Instruction
<input type="checkbox"/>	0x0	•	auipc x10 0x10000
<input type="checkbox"/>	0x4		lw x10 0(x10)
<input type="checkbox"/>	0x8		jal x1 0x24 <fact>
<input type="checkbox"/>	0xc		addi x11 x10 0
<input type="checkbox"/>	0x10		auipc x10 0x10000

Execution info

Cycles:

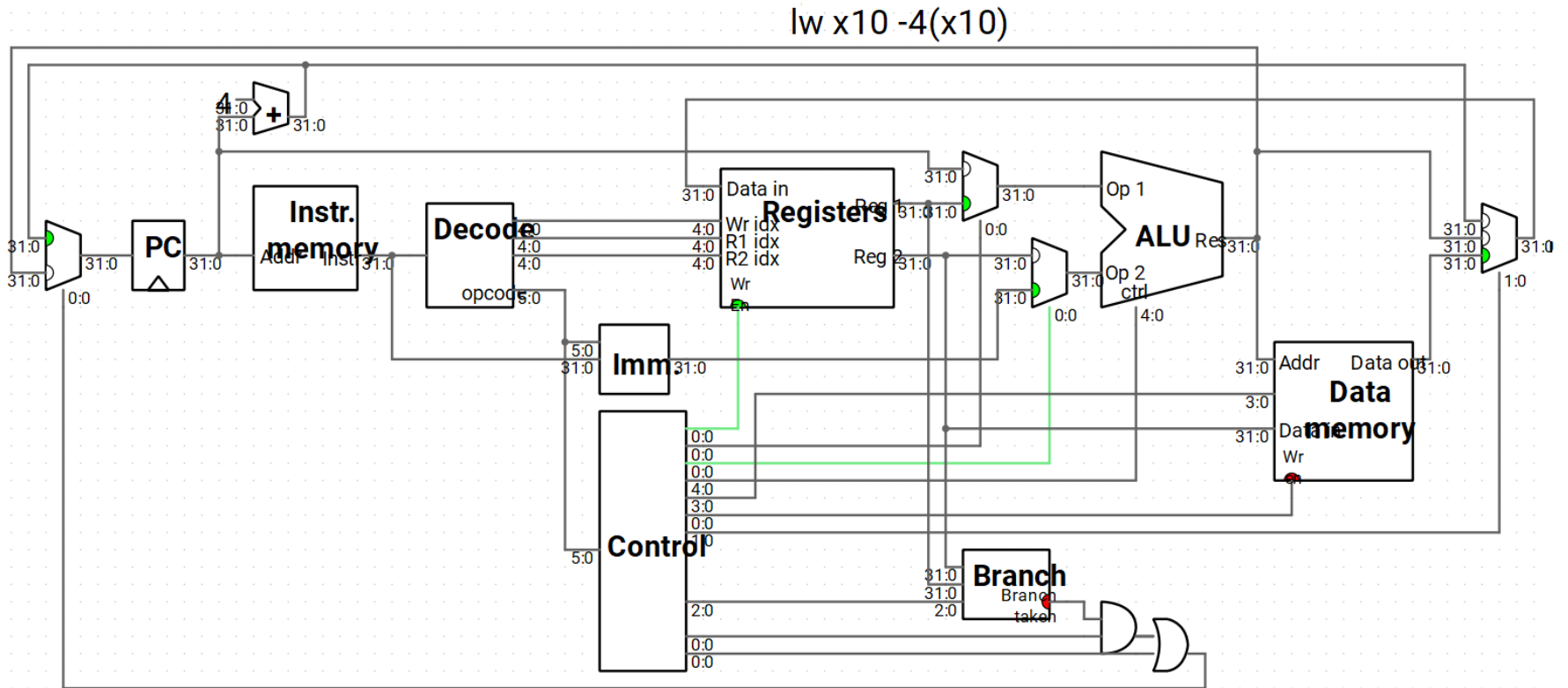
Instrs. retired:

CPI:

IPC:

Clock rate:

单周期CPU数据通路



注：绿色表示有效信号；“ctrl + 滚轮”可缩放数据通路图

流水线CPU

5-Stage RISC-V Processor w/o Forwarding or Hazard Detection

auipc x10 0x10000

Registers

Name	Alias	Value
x6	t1	0x00000000
x7	t2	0x00000000
x8	s0	0x00000000
x9	s1	0x00000000
x10	a0	0x00000000

Display type: Hex

Instruction memory

BP	Addr	Stage	Instruction
<input type="checkbox"/>	0x0	IF	auipc x10 0x10000
<input type="checkbox"/>	0x4		lw x10 0(x10)
<input type="checkbox"/>	0x8		jal x1 0x24 <fact>
<input type="checkbox"/>	0xc		addi x11 x10 0

Execution info

Cycles: 0

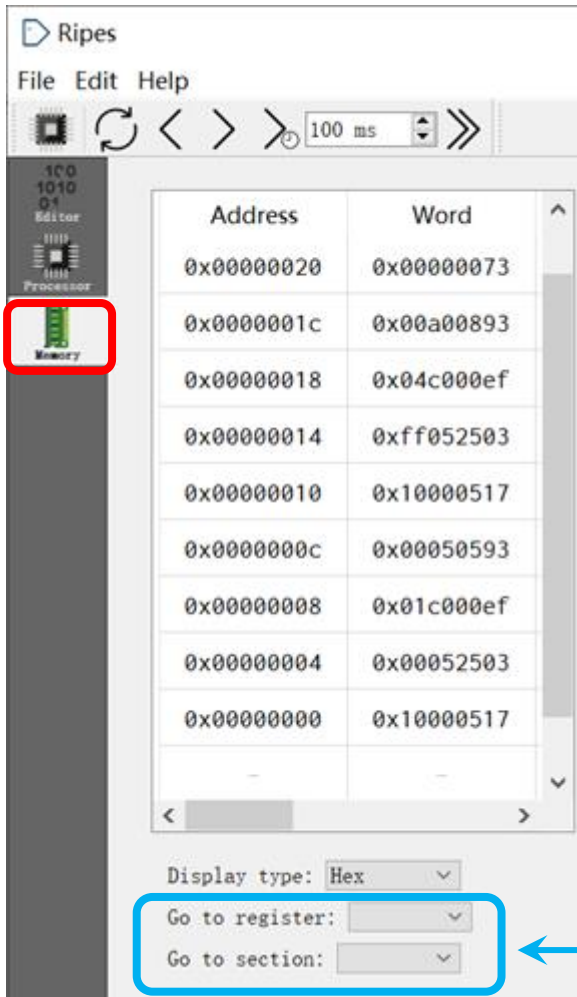
Instrs. retired: 0

CPI:

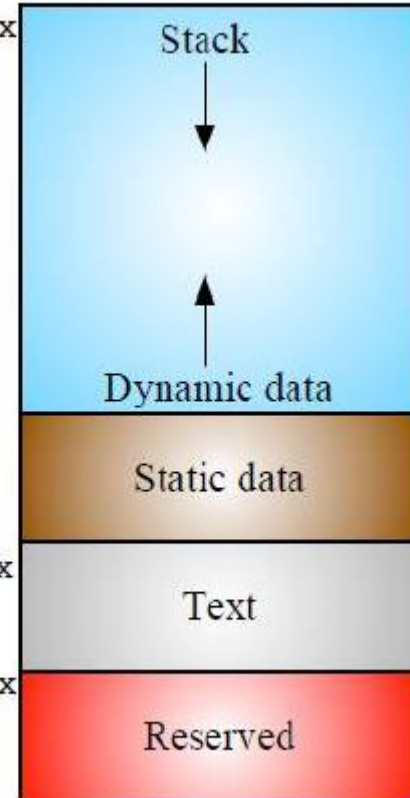
IPC:

Clock rate: 0 Hz

存储器空间分配



sp = bfff fff0_{hex}



栈

动态数据

静态数据

代码段

保留

1000 0000_{hex}

pc = 0001 0000_{hex}

0

存储器定位

RARS 软件汇编程序转coe文件

1.运行汇编程序

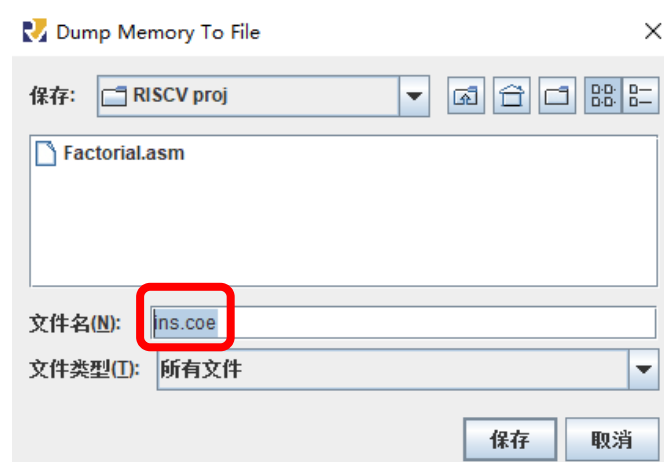
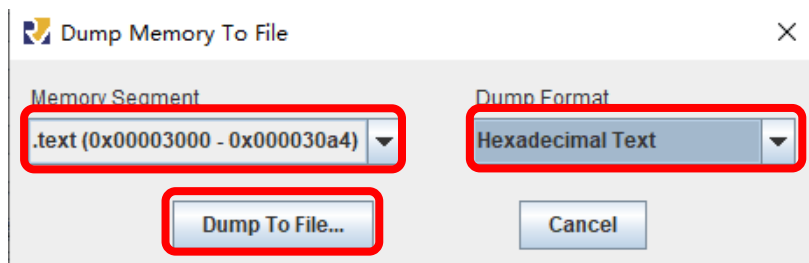
Run>>Assemble

2.存储器设置

Settings>>Memory Configuration>>compact, data at Address0>>Apply and Close

3.代码段机器码(16进制)导出

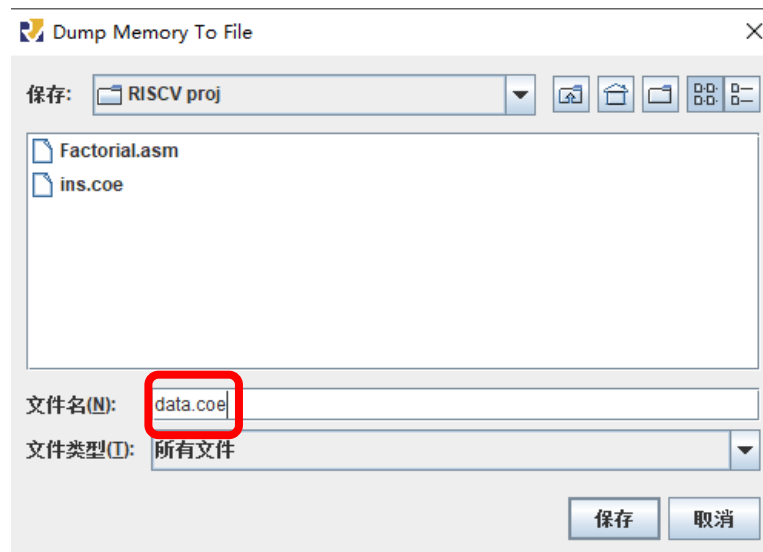
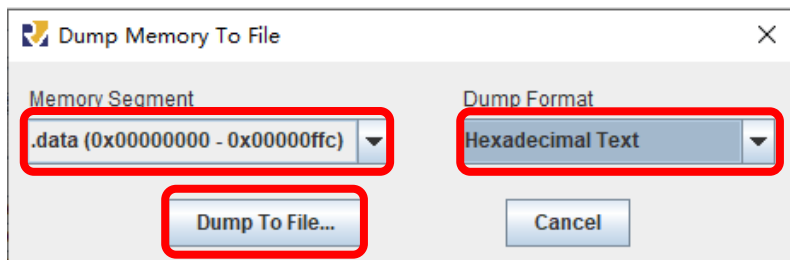
File>>Dump Memory To File, 按下图设置完毕后, 选择文件保存路径, 命名为ins.coe。



RARS 软件汇编程序转coe文件

4.数据段机器码(16进制)导出

File>>Dump Memory To File，按下图设置完毕后，选择文件保存路径，命名为data.coe。



5. 采用记事本分别打开生成的ins.coe和data.coe，在文档的最开始加上以下语句后保存：
memory_initialization_radix = 16;
memory_initialization_vector =

实验步骤

1. 仿真RIPES示例汇编程序 (Console Printing)
2. 设计汇编程序，实现人工检查6条指令功能，并生成COE文件
3. 设计汇编程序，实现计算斐波那契—卢卡斯数列，并生成COE文件

The End