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C:\Users\Daares1\Documents\Dropbox\Pro_Arquitecturas\PDUA_SIMPLE\VHDL\ALU.vhdl
  __ **************
  -- ** PROYECTO PDUA
  -- ** Modulo: ALU
  -- ** Creacion: Julio 07
                                                      * *
  -- ** Revisi�: Marzo 08
                                                      * *
  -- ** Por: MGH-CMUA-UNIANDES
  __ **************
  -- Descripcion:
  -- ALU Bit Slice de N Bits
             A B Clk HF (habilitador)
     --
                        __| (Banderas)
                | RES
      DESP -->|
  __
  __ **************
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD_LOGIC_UNSIGNED.ALL;
  entity ALU is
         Port (CLK, HF : in std_logic;
              SELOP : in std_logic_vector(2 downto 0);
              DESP : in std_logic_vector(1 downto 0);
              S : out std_logic_vector(7 downto 0);
             C, N, Z, P: out std\_logic
          );
  end ALU;
  architecture Bit Slice of ALU is
  component ALU BIT is
     Port ( A : in STD_LOGIC; B : in STD_LOGIC;
            Cin : in STD LOGIC;
            SELOP : in STD_LOGIC_VECTOR (2 downto 0);
            Cout : out STD_LOGIC;
            R : out STD_LOGIC);
  end component;
  signal RES : std_logic_vector(7 downto 0);
  signal Cr : std_logic_vector(7 downto 0);
  signal Cm1 : std_logic;
  begin
  Slices:
  for i in 7 downto 0 generate
     BITO:
      if i=0 generate
         B0: ALU BIT port map (A(i), B(i), Cm1, SELOP, Cr(i), RES(i));
      end generate;
      BITN:
      if i /= 0 generate
         BN: ALU_BIT port map (A(i),B(i),Cr(i-1),SELOP,Cr(i),RES(i));
  end generate;
  end generate;
  Cm1 \le SELOP(2) and SELOP(1); -- Carry de entrada a la ALU = '1'
                                        -- para las operaciones
                                        -- 110 B+1
                                        -- 110 Complemento a 2 de B
  Banderas: -- Negativo, Paridad, Carry
```

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```
process(clk)
begin
If (clk = '0' and clk'event) then
   If HF = '1' then
       N \ll RES(7);
       If RES = "00000000" then Z <='1'; else Z <='0';</pre>
       P <= not (RES(7) xor RES(6) xor RES(5) xor RES(4) xor RES(3) xor RES(2) xor RES(1) xor RES(0));
       C <= Cr(7);
   end if;
end if;
end process;
Desplazador:
process(DESP,RES)
begin
case DESP is
   when "00" => S <= RES;</pre>
                                              -- No desplaza
   when others => S <= (others => 'X');
end case;
end process;
end Bit_Slice;
```

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   __ **************
   -- ** PROYECTO PDUA
   -- ** Modulo: ALU SLICE
   -- ** Creacion: Marzo 08
   -- ** Por: MGH-CMUA-UNIANDES
   __ **************
  -- Descripcion:
  -- ALU Slice de 1 Bit
     --
      Cin-->\_
  --
  __ **************
  library IEEE;
  use IEEE.STD_LOGIC_1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
  entity ALU BIT is
     Cin : in STD_LOGIC;
            SELOP : in STD LOGIC VECTOR (2 downto 0);
             Cout : out STD_LOGIC;
                : out STD LOGIC);
  end ALU_BIT;
  architecture Behavioral of ALU BIT is
  Begin
  Process (A,B,Cin,SELOP)
  Begin
   case SELOP is
      when "000" => R <= B;
                                 --R = B
         Cout <= 'X';
      when "001" => R <= not B;
                                --R = /B
         Cout <= 'X';
      when "010" \Rightarrow R \Leftarrow A and B; -- R = AB
         Cout <= 'X';
      when "011" ⇒ R <= A or B;  -- R = A or B
        Cout <= 'X';
      when "100" \Rightarrow R \Leftarrow A xor B; -- R \Rightarrow A xor B
        Cout <= 'X';
      when "101" =>
                                      --R = A + B
         R <= A xor B xor Cin;
         Cout <= (A and B) or (Cin and (A or B));
      when "110" =>
                                      --R = B + 1
         R <= B xor Cin;
         Cout <= B and Cin;
      when "111" =>
                                     --R = /B + 1
         R <= (not B) xor Cin;
         Cout <= (not B) and Cin;
      when others => R <= 'X';
```

Cout <= 'X';

end case;
end process;

end Behavioral;

```
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   __ **************
   -- ** PROYECTO PDUA
   -- ** Modulo: BANCO
   -- ** Creacion: Julio 07
                                               **
   -- ** Revision: Julio 09
                                              **
   -- ** Por: MGH-CMUA-UNIANDES
   __ ******************************
   -- Descripcion:
   -- Banco de registros
               reset_n HR (Habilitador)
   __
   --
              clk \longrightarrow |\frac{1}{PC}|_{-}
   ___
                    | SP |
                    | DPTR |
                    | A |--> BUSB
             BUSC -->| AVI
                           |--> BUSA
                    | CTE1 |
   __
                    | ACC |
   __
   ___
   ___
                      SC SB
      Selector de destino Selector de Origen
      reg <--BUSC BUSB <-- reg
   __ ***************
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
  entity banco is
      Port ( RESET : in
                            std_logic;
                      : in std_logic;
             CLK
                      : in std_Logic;
             SC,SB : in std_logic_vector(2 downto 0);
BUSC : in std_logic_vector(7 downto 0);
            BUSC
            BUSA, BUSB : out std_logic_vector(7 downto 0)
           );
  end banco;
  architecture Behavioral of banco is
  SIGNAL PC, SP, DPTR, A, AVI, TEMP, CTE1, ACC : std_logic_vector(7 downto 0);
  begin
  process (SC, HR, BUSC, RESET, CLK)
  begin
  if (rising edge(clk)) then
      if RESET = '1' then
         PC <= "00000000";
SP <= "10000000";
                            -- Primera posicion de RAM
         DPTR <= "00000000";
         A <= "00000000";
         AVI <= "00000000"; -- Apuntador al Vector de Interrupcion
         TEMP <= "00000000";
         CTE1 <= "11111111"; -- Constante Menos 1 (Compl. a 2)
         ACC <= "00000000";
      elsif HR = '1' then
             case SC is
               when "010" => DPTR <= BUSC;</pre>
             when "101" => TEMP <= BUSC;</pre>
             -- when "110" => CTE 1
when "111" => ACC <= BUSC;
                                            -- Es constante (menos 1)
               when others => CTE1 <= "11111111";
             end case:
      end if:
   end if;
   end process;
```

```
process(SB, PC, SP, DPTR, A, AVI, TEMP, ACC, CTE1)
 begin
    case SB is
       when "000" => BUSB <= PC;
       when "001" => BUSB <= SP;
       when "010" => BUSB <= DPTR;
       when "011" => BUSB <= A;
       when "100" => BUSB <= AVI;
       when "101" => BUSB <= TEMP;
       when "110" => BUSB <= CTE1;</pre>
       when "111" => BUSB <= ACC;</pre>
       when others=> BUSB <= ACC;</pre>
    end case;
end process;
BUSA <= ACC;
end Behavioral;
```

```
C:\Users\Daares1\Documents\Dropbox\Pro_Arquitecturas\PDUA_SIMPLE\VHDL\CTRL.vhdl
   __ **************
   -- ** PROYECTO PDUA
   -- ** Modulo: CONTROL
   -- ** Creacion: Julio 07
   -- ** Por: Mauricio Guerrero H.
   -- ** Revisión: Marzo 08
   -- ** Conjunto de Instrucciones

-- ** Por: Mauricio Guerrero H.

-- ** Diego Mendez Chaves
   __ **************
   -- ** Bloque para decodificar la instrucción
   -- ** 15/05/2014 David Arévalo
   -- Descripcion:
           HRI-->|-->| |
   -- INST(7..3)-->| OPCODE |-->|Dir_H | |
                 | uINST | |
   ___
                 -- uDIR(2..0)-->|-->| uPC |-->| Dir L |
                 COND-->|-->| EVAL
         FLAGS-->|-->|_SALTOS___|
   -- (C,N,Z,P,INT)|__
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
   use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
   -- UNIDAD DE CONTROL MG
   entity CTRL is
      Port ( RESET : in std_logic;
                    : out std_Logic := '0';
                    : in std logic vector(15 downto 0);
                    : out std_Logic;
                    : out std Logic;
             UI : out std_Logic_vector(15 downto 0);
DATA : out std_Logic_vector(7 downto 0)
            );
   end CTRL:
   architecture Behavioral of CTRL is
   signal hs,hr1,flag1 : std logic;
   signal data s: std Logic vector(7 downto 0);
   signal insts : std_logic_vector(3 downto 0);
  begin
   RI: process (RESET, INST, insts)
   begin
      if RESET = '1' then
         UI <= "000000000000000";
             \leq INST(15);
        hr1 <= INST(10);
        flag1 <= INST(8);</pre>
        insts <= INST(14 downto 11);</pre>
        data s <= INST(7 downto 0);</pre>
        case insts is
         --CS(1) RW(1) BUS C(3) BUSC B(3) OP(3) DESP (2) COND(3)
             when "0000" => UI <= "001101100000000";</pre>
             when "0001" => UI <= "0011101100000000"; --00001 MOV ACC,A B
             when "0010" => UI <= "00011111100000000"; --00010 MOV A,ACC B
             when "0011" => UI <= "00111XXX00000000"; --00011 MOV ACC,CTE B
             when "0100" => UI <= "1011101000000000"; --MOV ACC,[DPTR] B
             when "0101" => UI <= "0001011100000000"; --MOV DPTR,ACC
```

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              when "0110" => UI <= "111100100000000"; --MOV [DPTR],ACC</pre>
                                                                                B
              when "0111" => UI <= "00111111100100000"; --INV ACC</pre>
              when "1000" => UI <= "0011101101000000"; --AND ACC,A</pre>
                                                                               B
              when "1001" => UI <= "0011101110100000"; --ADD ACC,A
                                                                               B
              when "1010" => UI <= "00000XXX00000001"; --JMP DIR</pre>
              when "1011" => UI <= "00000XXX00000010"; --JZ DIR
              when "1100" => UI <= "00000XXX00000011"; --JN DIR</pre>
                                                                               B
              when "1101" => UI <= "00000XXX00000100"; --JC DIR</pre>
                                                                               B
              when "1110" => UI <= "00110110000XXXXX"; --CALL DIR</pre>
                                                                               ?
              when "1111" => UI <= "00110110000XXXXX"; --RET</pre>
                                                                                ?
              when others => UI <= (others => 'X');
         end case;
       end if;
    end process;
    DATA <= data s;
    FLAG <= flag1;
    SD <= hs;
    HR <= hr1;
```

end Behavioral;

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C:\Users\Daares1\Documents\Dropbox\Pro_Arquitecturas\PDUA_SIMPLE\VHDL\MAR.vhdl
   __ **************
   -- ** PROYECTO PDUA
   -- ** Modulo: MAR (Registro de direcciones) **
   -- ** Creacion: Julio 07
   -- ** Revisión: Marzo 08
   -- ** Por: MGH-CMUA-UNIANDES
   __ **************
   -- ** Single Cycle PDUA CPU by David Arévalo
   -- Descripcion:
   -- ALU Bit_Slice de N Bits
                Clk //HMAR (habilitador)
   __
  __ **************
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
            CLK : in std_logic;

RESET : in std_Logic;

BUS_DIR : out std_logic_vector(4 downto 0);

BUS_C : in std_logic_vector(4 downto 0)

--HMAR : in std_logic_vector(5 downto 0);
   entity MAR is
      Port ( CLK
   end MAR;
  architecture Behavioral of MAR is
  begin
  process (RESET, CLK)
  begin
  if RESET = '1'then
     BUS DIR <= "00000";
   else
      if (CLK'event and CLK ='1') then
```

--if HMAR = '1' then
BUS DIR <= BUS C;

--end if;
end if;

end if;
end process;
end Behavioral;

```
C:\Users\Daares1\Documents\Dropbox\Pro_Arquitecturas\PDUA_SIMPLE\VHDL\RAM.vhdl
   __ **************
   -- ** PROYECTO PDUA
   -- ** Modulo: RAM
   -- ** Creacion: Julio 07
   -- ** Revisión: Marzo 08
   -- ** Por : MGH-DIMENDEZ-CMUA-UNIANDES **
   __ ***************
   -- ** Revisión abril 2014 David Arévalo
   -- Descripcion:
   -- RAM (Buses de datos independientes in-out)
   ___
  -- rw -->| |
-- dir(direccion)-->| |--> data_out
   -- data_in -->|_
   __ **************
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
  entity RAM is
      DATA_IN : in std_logic_vector(7 downto 0);
            DATA_OUT : out std_logic_vector(7 downto 0));
  end RAM;
  architecture Behavioral of RAM is
  type memoria is array (7 downto 0) of std logic vector(7 downto 0);
  signal mem: memoria;
  begin
   -- Memory Write Block
  MEM WRITE:
  process (CLK) begin
   if (rising\_edge(clk)) then
     if (CS = '1' and RW = '1') then
        mem(conv integer(DIR)) <= DATA IN;</pre>
     end if;
   end if;
  end process;
   -- Memory Read Block
  MEM READ:
  process (CLK) begin
   \quad \text{if } (\textit{rising\_edge}(\texttt{clk})) \  \, \text{then} \\
      if (CS = '1' and RW = '0') then
```

DATA_OUT <= mem(conv_integer(DIR));</pre>

else DATA OUT <= (others => 'Z');

end if;
end if;
end process;
end Behavioral;

```
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   __ ***************
   -- ** PROYECTO PDUA
   -- ** Modulo: ROM
   -- ** Creacion: Julio 07
                                                * *
   -- ** Revisión: Marzo 08
                                               * *
   -- ** Por: MGH-CMUA-UNIANDES
   __ ****************************
   -- **Revisión abril 2014 David Arévalo
   -- Descripcion:
   -- ROM (Solo lectura)
                         CS
              **************
  library IEEE;
  use IEEE.STD LOGIC 1164.ALL;
  use IEEE.STD LOGIC ARITH.ALL;
  use IEEE.STD LOGIC UNSIGNED.ALL;
  entity ROM is
      : out std_logic_vector(15 downto 0));
  end ROM;
  architecture Behavioral of ROM is
  begin
  process(CS,RD,DIR)
  begin
  if CS = '1' and RD = '0' then
         case DIR is
         --TIPO INSTRUCCIÓN (1) INSTRUCCIÓN (4) H REGISTRO(1) X(1) FLAGS (1) DATO(8)
          when "00000" => INST <= "110100000000101"; -- JMP MAIN -- MAIN
          when "00001" => INST <= "000000000000000"; -- STALL
          when "00010" => INST <= "000000000000000"; -- STALL
          when "00011" => INST <= "000000000000000"; -- STALL
          when "00100" => INST <= "0000100000000000"; -- RAI Vector de Interrupcion
          when "00101" => INST <= "1001110000000001"; -- MAIN: MOV ACC, CTE -- CTE (0x01)
          when "00110" => INST <= "000000000000000"; -- STAL1
          when "00111" => INST <= "000000000000000"; -- STAL1
          when "01000" => INST <= "000000000000000"; -- STALL
          when "01001" => INST <= "000000000000000"; -- STALL
          when "01010" => INST <= "0001010100000000"; -- MOV A, ACC
          when "01011" => INST <= "10011100111111100";</pre>
                                                    -- MOV ACC, CTE -- CTE (0xFC)
          when "01100" => INST <= "000000000000000";</pre>
                                                    -- STALL
          when "01101" => INST <= "000000000000000"; -- STALL</pre>
          when "01110" => INST <= "000000000000000"; -- STALL</pre>
          when "01111" => INST <= "000000000000000"; -- STALL</pre>
          when "10000" => INST <= "0100110100000000"; -- OTRA: ADD ACC,A
          when "10001" => INST <= "1110100000011100"; -- JC FIN -- FIN
          when "10010" => INST <= "000000000000000"; -- STALL
          when "10011" => INST <= "000000000000000"; -- STALL
          when "10100" => INST <= "000000000000000"; -- STALL
          when "10101" => INST <= "000000000000000"; -- STALL
          when "10110" => INST <= "110100000010000"; -- JMP OTRA
                                                                  -- OTRA
          when "10111" => INST <= "00000000000000"; -- STALL
          when "11000" => INST <= "000000000000000"; -- STALL
          when "11001" => INST <= "000000000000000"; -- STALL
          when "11010" => INST <= "0000000000000000";</pre>
          when "11011" => INST <= "0000000000000000";</pre>
                                                    -- STALL
          when "11100" => INST <= "110100000011100";</pre>
                                                    -- FIN: JMP FIN -- FIN
          when "11101" => INST <= "0000000000000000";</pre>
          when "11110" => INST <= "011110000000000"; -- RET
          when "11111" => INST <= "0000000000000000"; --
          when others => INST <= (others => 'X');
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```
end case;
else INST <= (others => 'Z');
end if;
end process;
end;
```