

# **Program Studi Teknik Elektro ITB**

Nama Kuliah (Kode) : Praktikum Arsitektur Sistem Komputer (EL3111)

Tahun / Semester : 2023-2024 / Ganjil

Modul : 4-Synthesizable MIPSpc32® Microprocessor Bagian I

Instruction Set, Register, Dan Memory

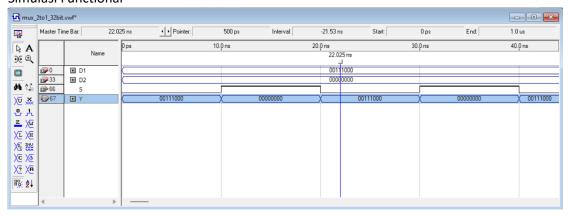
Nama Asisten / NIM : Muhammad Daffa Rasyid/13220059 Nama Praktikan / NIM : Dimas Ridhwana Shalsareza / 13221076

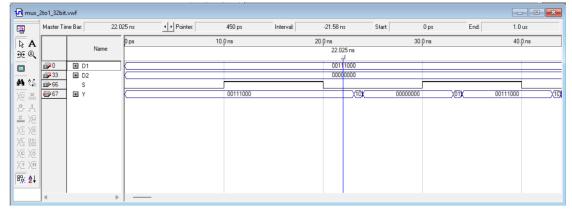
# **Tugas Pendahuluan**

1. Buatlah komponen 2-to-1 multiplexer dengan lebar data 32-bit dalam bahasa VHDL lalu simulasikan dalam simulasi fungsional dan timing.

```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD LOGIC ARITH.ALL;
use IEEE.STD LOGIC UNSIGNED.ALL;
entity mux 2to1 32bit is
 port (
    D1 : in std logic vector(31 downto 0); -- Data Input 1
   D2 : in std logic vector(31 downto 0); -- Data Input 2
   Y : out std logic vector(31 downto 0); -- Selected Data
    S : in std logic
 );
end entity mux 2to1 32bit;
architecture Behavioral of mux 2to1 32bit is
begin
 process(S, D1, D2)
 begin
    if S = '0' then
      Y <= D1; -- Select Data Input 1
      Y <= D2; -- Select Data Input 2
    end if;
  end process;
end architecture Behavioral;
```

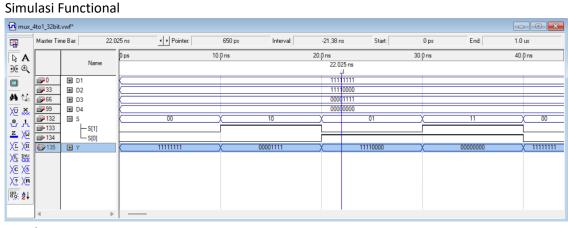
## Simulasi Functional

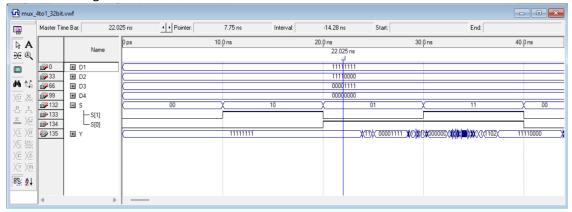




2. Buatlah komponen 4-to-1 multiplexer dengan lebar data 32-bit dalam bahasa VHDL lalu simulasikan dalam simulasi fungsional dan timing.

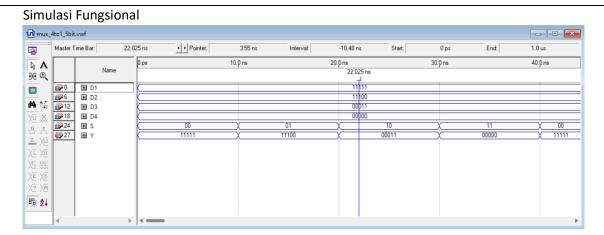
```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;
entity mux 4to1 32bit is
 port (
    D1 : in std logic vector(31 downto 0); -- Data Input 1
    D2 : in std logic vector(31 downto 0); -- Data Input 2
    D3 : in std logic vector(31 downto 0); -- Data Input 3
   D4 : in std logic vector(31 downto 0); -- Data Input 4
    Y : out std logic vector(31 downto 0); -- Selected Data
    S : in std logic vector(1 downto 0)
                                           -- 2-bit Selector
 );
end entity mux 4to1 32bit;
architecture Behavioral of mux 4to1 32bit is
 process(S, D1, D2, D3, D4)
 begin
   case S is
     when "00" =>
       Y <= D1; -- Select Data Input 1
      when "01" =>
       Y <= D2; -- Select Data Input 2
      when "10" =>
       Y <= D3; -- Select Data Input 3
      when others =>
       Y <= D4; -- Select Data Input 4
   end case;
 end process;
end architecture Behavioral;
```

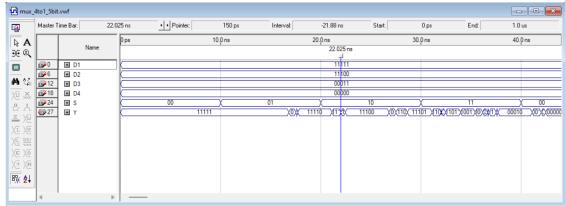




3. Buatlah komponen 4-to-1 multiplexer dengan lebar data 5-bit dalam bahasa VHDL lalu simulasikan dalam simulasi fungsional dan timing.

```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD LOGIC ARITH.ALL;
use IEEE.STD LOGIC UNSIGNED.ALL;
entity mux 4to1 5bit is
  port (
    D1 : in std logic vector(4 downto 0); -- Data Input 1
    D2 : in std logic vector(4 downto 0); -- Data Input 2
   D3 : in std logic vector(4 downto 0); -- Data Input 3
    D4 : in std logic vector (4 downto 0); -- Data Input 4
    Y : out std logic vector (4 downto 0); -- Selected Data
      : in std logic vector(1 downto 0)
                                           -- 2-bit Selector
end entity mux 4to1 5bit;
architecture Behavioral of mux 4to1 5bit is
 process(S, D1, D2, D3, D4)
 begin
    case S is
      when "00" =>
       Y <= D1;
                 -- Select Data Input 1
      when "01" =>
       Y <= D2;
                 -- Select Data Input 2
      when "10" =>
       Y <= D3;
                 -- Select Data Input 3
      when others =>
       Y <= D4;
                 -- Select Data Input 4
    end case;
  end process;
end architecture Behavioral;
```

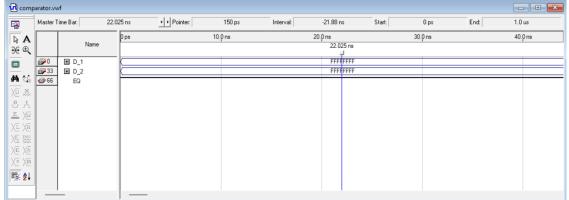


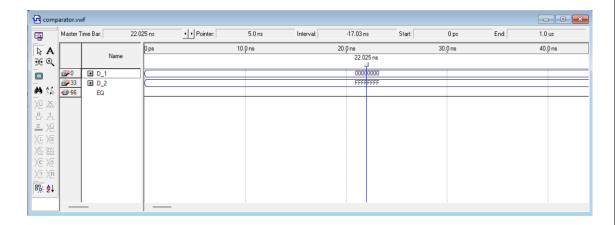


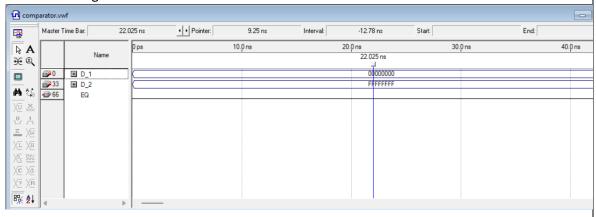
4. Buatlah komponen komparator dengan dua buah input dengan lebar data 32-bit dalam bahasa VHDL lalu simulasikan dalam simulasi fungsional dan timing. Komparator akan menghasilkan output high saat kedua input sama. Komparator akan menghasilkan output low saat kedua input berbeda.

```
LIBRARY IEEE;
USE IEEE.STD LOGIC 1164.ALL;
USE IEEE.STD LOGIC ARITH.ALL;
USE IEEE.STD LOGIC UNSIGNED.ALL;
ENTITY comparator IS
  PORT (
    D 1 : IN STD LOGIC VECTOR (31 DOWNTO 0);
    D_2 : IN STD_LOGIC_VECTOR (31 DOWNTO 0);
    \overline{\text{EQ}} : OUT STD LOGIC -- Comparison result \overline{\text{EQ}}
  );
END comparator;
ARCHITECTURE Behavioral OF comparator IS
BEGIN
  PROCESS(D_1, D_2)
  BEGIN
    IF D 1 = D 2 THEN
      EQ <= '1'; -- Output high when inputs are equal
      EQ <= '0'; -- Output low when inputs are different
    END IF;
  END PROCESS;
END Behavioral;
```









5. Buatlah komponen bus merging yang menerima dua buah input dengan lebar 4 bit dan 28 bit untuk digabung menjadi satu buah output dengan lebar 32-bit dalam bahasa VHDL lalu simulasikan dalam simulasi fungsional dan timing.

```
LIBRARY IEEE;
USE IEEE.STD_LOGIC_1164.ALL;
USE IEEE.STD_LOGIC_ARITH.ALL;
USE IEEE.STD_LOGIC_UNSIGNED.ALL;

ENTITY bus_merger IS
PORT (

DATA_IN1 : IN STD_LOGIC_VECTOR (3 DOWNTO 0);
DATA_IN2 : IN STD_LOGIC_VECTOR (27 DOWNTO 0);
DATA_OUT : OUT STD_LOGIC_VECTOR (31 DOWNTO 0));
END bus_merger;
```

## Praktikum Arsitektur Sistem Komputer (EL3111) | Tahun 2023-2024 | Semester Ganjil

