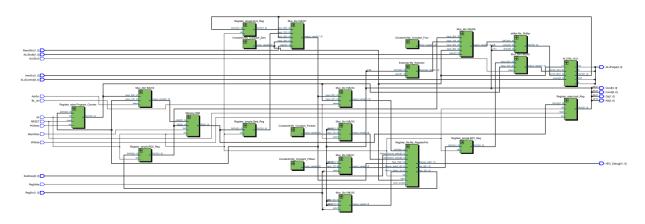
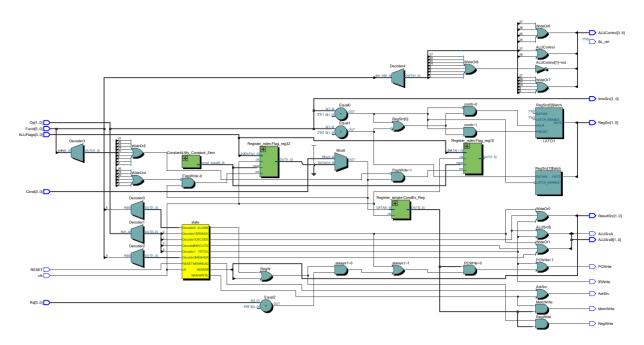
The following figure outline the RTL view of the system:



Part b) The addition of the MOV instruction was straightforward because we can augment the ALU control to incorporate the ALU's inherent move functionality, which adheres to the same execution cycle as other arithmetic operations. By adjusting the shift control and specifying the amount via the controller based on the move type, we can shift input B as required. For the BX part, the RA2 multiplexer can be utilized to forward RM, and then the ALU can process it to transfer it to the Program Counter (PC).

Question 2) Controller Design RTL View



Explanation:

For the MOV section, I modified the ALU code transmitted through the ALU decoder module and configured both the shift amount and type within the finite state machine. Regarding the BX portion, I simply adjusted the appropriate ALU and multiplexer signals, employing funct[0] to differentiate it from B and established a distinct state for this operation.

```
Top Level for Tests:
module Multi_Cycle_Computer(
  input clk,
 input reset,
 output [31:0] PC
);
wire PCWrite_wire;
wire ADRSrc_to_Mux;
wire MemWrite_wire;
wire IRWrite_wire;
wire [1:0] ResultSrc_wire;
wire [3:0] ALUControl_wire;
wire ALUSrcA_wire;
wire [1:0] ALUSrcB_wire;
wire [1:0] ImmSrc_wire;
wire RegWrite_wire;
wire [1:0] RegSrc_wire;
wire [3:0] ALUFlags_wire;
wire [3:0] Cond_wire;
wire [1:0] Op_wire;
wire [5:0] Funct_wire;
wire [3:0] Rd_wire;
wire BL_ctrl_wire;
Controller My_Controller(
               .PCWrite(PCWrite_wire),
         .AdrSrc(ADRSrc_to_Mux),
```

```
.MemWrite(MemWrite_wire),
        .IRWrite(IRWrite_wire),
        .ResultSrc(ResultSrc_wire),
        .ALUControl(ALUControl_wire),
        .ALUSrcB(ALUSrcB_wire),
        .ALUSrcA(ALUSrcA_wire),
        .ImmSrc(ImmSrc_wire),
        .RegWrite(RegWrite_wire),
        .RegSrc(RegSrc_wire),
        .BL_ctrl(BL_ctrl_wire),
              .ALUFlags(ALUFlags_wire),
              .Cond(Cond_wire),
              .Op(Op_wire),
              .Funct(Funct_wire),
              .Rd(Rd_wire),
              .clk(clk),
              .RESET(reset)
 );
DataPath My_DataPath (
  .clk(clk),
              .reset(reset),
              .PCWrite(PCWrite_wire),
              .AdrSrc(ADRSrc_to_Mux),
              .MemWrite(MemWrite_wire),
              .IRWrite(IRWrite_wire),
              .ResultSrc(ResultSrc_wire),
              .ALUControl(ALUControl_wire),
              .ALUSrcB(ALUSrcB_wire),
```

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```
.ALUSrcA(ALUSrcA_wire),
               .ImmSrc(ImmSrc_wire),
               .RegWrite(RegWrite_wire),
               .RegSrc(RegSrc_wire),
               .BL_ctrl(BL_ctrl_wire),
               .ALUFlags(ALUFlags_wire),
               .Cond(Cond_wire),
               .Op(Op_wire),
               .Funct(Funct_wire),
               .Rd(Rd_wire),
               //for debugging
               .Switches(),
               .HEX_Debug(),
               .PC_Out(PC)
);
Endmodule
```

Part 4) The test bench results were not as expected as I cannot figure out why the PC is not updating if I can only check that I'm sure the entire code will work properly

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```
Deals: Columnary Control (Columnary Control (Columnary Columnary C
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| March | Marc
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