Amrita Vishwa Vidyapeetham Amrita School of Computing, Bangalore Department of Computer Science and Engineering 19CSE211 Computer Organization and Architecture Lab Handout - 9 MIPS Memory

Exercise Problems

1. Write a verilog code to implement positive edge triggered write operation in a byte memory with address size 6 bits and data size 4 bits.

```
module write mem(clk,
                                     module write mem tb;
write enable, rst, datain, addr,
                                     reg [5:0] addr;
                                     reg clk, write enable, rst;
q);
input clk, write enable, rst;
                                     reg [3:0] datain;
input [5:0] addr;
                                     wire [3:0] q;
input [3:0] datain;
output [3:0] q;
                                     write mem t1(clk,
reg [3:0] memory [63:0];
                                     write enable, rst, datain,
integer i;
                                     addr, q);
always @ (posedge clk)
                                     always #5 clk = ~clk;
                                     initial
begin
     if(rst==1)
                                     begin
     begin
                                          clk = 1'b0;
          for (i = 0; i < 64; i =
                                     write enable = 1'b0; rst =
                                     1'b1;
i + 1)
          begin
                                          $monitor("Time=%f,
                                     clk=%b, rst =%b,
               memory[i] =
                                     write enable=%b addr=%6b
4'b0000;
                                     datain=%4b q=%4b", $time,
          end
                                     clk, rst, write enable,
     end
                                     addr, datain, q);
     if(write enable==1)
                                          #10 rst = 1'b0; addr =
     begin
                                     0; write enable=1'b1;
          memory[addr] = datain;
     end
                                     datain=4 b11111;
                                          #10 rst = 1'b0; addr =
                                     4; write enable=1'b1;
assign q = memory[addr];
endmodule
                                     datain=4 b1010;
                                          #40 $finish;
                                     end
```

endmodule

2. Write a verilog code to implement positive edge triggered read operation in a byte memory with address size 6 bits and data size 4 bits.

```
module read mem(clk, rst, addr,
                                     module read reg tb;
dataout);
                                     reg [5:0] addr;
input clk, rst;
                                     reg clk, rst;
input [5:0] addr;
                                     wire [3:0] dataout;
output reg [3:0] dataout;
reg [3:0] memory [63:0];
                                     read mem t1(clk, rst, addr,
integer i;
                                     dataout);
always @ (posedge clk)
begin
                                     always #5 clk = ~clk;
     if(rst==1)
     begin
                                     initial
          for (i = 0; i < 64; i =
                                     begin
                                          clk = 1'b0; rst =
i + 1)
          begin
                                     1'b1;
               memory[i] =
                                          $monitor("Time=%f,
                                     clk=%b, rst =%b, addr=%6b,
4'b0000;
                                     dataout=%4b", $time, clk,
          end
     end
                                     rst, addr, dataout);
                                           #10 rst = 1'b0; addr =
end
always @ (posedge clk)
                                     0;
begin
                                          #20 $finish;
     dataout = memory[addr];
                                     end
end
endmodule
                                     endmodule
```

Assignment

1. Write a verilog code to implement MIPS byte organized memory with address size 6 bits and data size 4 bits. The read and write operations should be performed in positive edge of the clock