```
module proc(DIN, Resetn, Clock, Run, DOUT, ADDR, W);
 2
3
          input [15:0] DIN;
          input Resetn, Clock, Run;
 4
5
6
7
          output wire [15:0] DOUT;
          output wire [15:0] ADDR;
          output wire W;
8
          reg [15:0] BusWires;
9
          reg [3:0] Sel; // BusWires selector
10
          reg [0:7] Rin;
11
          reg [15:0] Sum;
12
          reg IRin, ADDRin, Done, DOUTin, Ain, Gin, AddSub, ALUand;
reg [2:0] Tstep_Q, Tstep_D;
13
          wire [2:0] III, rX, rY; // instruction opcode and register operands
14
15
          wire [0:7] Xreg;
          wire [15:0] RO, R1, R2, R3, R4, R5, R6, PC, A; wire [15:0] G;
16
17
18
          wire [15:0] IR;
19
          reg pc_inc, W_D;
20
          wire IMM;
21
22
          assign III = IR[15:13];
23
          assign IMM = IR[12];
24
          assign rX = IR[11:9];
25
          assign rY = IR[2:0];
26
          dec3to8 decX (rx, xreg);
27
28
          parameter T0 = 3'b000, T1 = 3'b001, T2 = 3'b010, T3 = 3'b011, T4 = 3'b010
      3'b100, T5 = 3'b101;
29
30
          // Control FSM state table
31
          always @(Tstep_Q, Run, Done)
32
               case (Tstep_Q)
                   T0: // instruction fetch if (~Run) Tstep_D = T0;
33
34
35
                        else Tstep_D = T1;
36
                   T1: // wait cycle for synchronous memory
37
                        Tstep_D = T2;
38
                   T2: // this time step stores the instruction word in IR
39
                        Tstep_D = T3;
                   T3: // some instructions end after this time step if (Done) Tstep_D = T0;
40
41
                        else Tstep_D = T4;
42
43
                   T4: // always go to T5 after this
                        Tstep_D = T5;
44
45
                   T5: // instructions end after this time step
46
                        Tstep_D = T0;
47
                   default: Tstep_D = 3'bxxx;
48
               endcase
49
50
          /* OPCODE format: III M XXX DDDDDDDDD, where
51
                 III = instruction, M = Immediate, XXX = rX. If M = 0,
     DDDDDDDDD = 000000YYY = rY
52
                 If M = 1, DDDDDDDDD = #D is the immediate operand
53
54
          *
             III M
                     Instruction
                                    Description
55
56
          *
             000 0: mv
                           rx,rY
                                    rx <- ry
57
          *
             000 1: m∨
                          rx,#D
                                    rX <- D (0 extended)
58
             001 1: mvt
                          rX,#D
                                    rx <- D << 8
         *
59
             010 0: add
                          rx,rY
                                    rX \leftarrow rX + rY
60
             010 1: add
                                    rX \leftarrow rX + D
                          rx,#D
```

```
117
                             add: begin
118
                                 // ... your code goes here
119
                                 if (!IMM) Sel = rY;
120
                                 else Sel = Sel_D;
                                 AddSub = 1'b0;
121
122
                                 Gin = 1'b1;
123
                             end
124
                             sub: begin
                                 // ... your code goes here
125
126
                                 if (!IMM) Sel = rY;
127
                                 else Sel = Sel_D;
                                 AddSub = 1'b1;
128
                                 Gin = 1'b1;
129
130
                             end
131
                             and_: begin
132
                                 // ... your code goes here
                                 if (!IMM) Sel = rY;
133
134
                                 else Sel = Sel_D;
                                 ALUand = 1'b1;
135
136
                                 Gin = 1'b1;
137
                             end
138
                             ld: // wait cycle for synchronous memory
139
                             st: begin
140
                                 // ... your code goes here
141
142
                                 Sel = rX;
143
                                 DOUTin = 1'b1:
                                 W_D = 1'b1;
144
145
                             end
                             default: ;
146
147
                        endcase
148
                    T5: // define T3
149
                        case (III)
150
                             add, sub, and_: begin
                                 //_... your code goes here
151
152
                                 Sel = Sel_G;
153
                                 Rin = Xreg;
154
                                 Done = 1'b1;
155
                             end
156
                             ld: begin
157
                                 //_... your code goes here
158
                                 Sel = Sel_DIN;
159
                                 Rin = Xreg;
160
                                 Done = 1'b1;
161
                             end
162
                             st: // wait cycle for synhronous memory
163
                                 // ... your code goes here
164
                                 Done = 1'b1;
165
                             default: ;
166
                        endcase
167
                    default: ;
168
               endcase
169
           end
170
171
           // Control FSM flip-flops
172
           always @(posedge Clock)
173
               if (!Resetn)
174
                    Tstep_Q <= T0;
175
               else
176
                    Tstep_Q <= Tstep_D;
177
178
           regn reg_0 (BusWires, Rin[0], Clock, R0);
```

```
179
            regn reg_1 (BusWires, Rin[1], Clock, R1);
           regn reg_2 (BusWires, Rin[2], Clock, R2);
regn reg_3 (BusWires, Rin[3], Clock, R3);
regn reg_4 (BusWires, Rin[4], Clock, R4);
regn reg_5 (BusWires, Rin[5], Clock, R5);
180
181
182
183
184
           regn reg_6 (BusWires, Rin[6], Clock, R6);
185
186
           // R7 is program counter
           // module pc_count(R, Resetn, Clock, E, L, Q);
187
188
           pc_count pc (BusWires, Resetn, Clock, pc_inc, Rin[7], PC);
189
190
           regn reg_A (BusWires, Ain, Clock, A);
191
            regn reg_DOUT (Buswires, DOUTin, Clock, DOUT);
192
            regn reg_ADDR (BusWires, ADDRin, Clock, ADDR);
193
           regn reg_IR (DIN, IRin, Clock, IR);
194
195
           flipflop reg_W (W_D, Resetn, Clock, W);
196
197
            // alu
           always @(*)
198
199
                if (!ALUand)
200
                     if (!AddSub)
201
                          Sum = A + BusWires;
202
                     else
203
                          Sum = A - BusWires;
204
                else
205
                     Sum = A & BusWires;
206
            regn reg_G (Sum, Gin, Clock, G);
207
208
           // define the internal processor bus
209
           always @(*)
210
                case (Sel)
211
                     Sel_R0: BusWires = R0;
212
                     Sel_R1: BusWires = R1;
                     Sel_R2: BusWires = R2;
213
214
                     Sel_R3: BusWires = R3:
215
                     Sel_R4: BusWires = R4;
216
                     Sel_R5: BusWires = R5;
                     Sel_R6: Buswires = R6;
217
218
                     Sel_PC: BusWires = PC;
219
                     Sel_G: BusWires = G;
                     Sel_D: BusWires = \{7'b00000000, IR[8:0]\};
220
221
                     Sel_D8: Buswires = {IR[7:0], 8'b00000000};
222
                     default: BusWires = DIN;
223
                endcase
224
       endmodule
225
226
       module pc_count(R, Resetn, Clock, E, L, Q);
227
           input [15:0] R;
228
           input Resetn, Clock, E, L;
229
           output [15:0] Q;
230
           reg [15:0] Q;
231
232
           always @(posedge Clock)
233
                if (!Resetn)
                     Q \le 9'b0;
234
                else if (L)
235
236
                     Q \ll R;
237
                else if (E)
238
                     Q \le Q + 1'b1;
239
       endmodule
240
```

```
241
      module dec3to8(W, Y);
           input [2:0] W;
242
243
           output [0:7] Y;
244
           reg [0:7] Y;
245
246
           always @(*)
247
                case (W)
                    3'b000: Y = 8'b10000000;
248
                    3'b001: Y = 8'b01000000;
3'b010: Y = 8'b00100000;
249
250
251
                    3'b011: Y = 8'b00010000
252
                    3'b100: Y = 8'b00001000
                    3'b101: Y = 8'b00000100
253
                    3'b110: Y = 8'b00000010;
254
255
                    3'b111: Y = 8'b00000001;
256
                endcase
257
       endmodule
258
259
      module regn(R, Rin, Clock, Q);
           parameter n = 16;
260
261
           input [n-1:0] R;
262
           input Rin, Clock;
           output [n-1:0] Q;
263
264
           reg [n-1:0] Q;
265
266
           always @(posedge Clock)
267
                if (Rin)
268
                    Q \ll R;
269
       endmodule
270
```