

寄存器组设计实验

(练习实验二)

设计一个 32 位而拥有 32 个寄存的寄存器组。

1、项目名: RegFile

2、代码文件内容, 如下:

```
module RegFile(
    input CLK,
    input RST,
    input RegWre,
    input [4:0] ReadReg1,
    input [4:0] ReadReg2,
    input [4:0] WriteReg,
    input [31:0] WriteData,
    output [31:0] ReadData1,
    output [31:0] ReadData2
);
    reg [31:0] regFile[1:31]; // 寄存器定义必须用 reg 类型
    integer i;

    assign ReadData1 = (ReadReg1 == 0) ? 0 : regFile[ReadReg1]; // 读寄存器数据
    assign ReadData2 = (ReadReg2 == 0) ? 0 : regFile[ReadReg2];

    always @ (negedge CLK or negedge RST) begin // 必须用时钟边沿触发
        if (RST==0) begin
            for(i=1;i<32;i=i+1)
                regFile[i] <= 0;
            end
        else if(RegWre == 1 && WriteReg != 0) // WriteReg != 0, $0 寄存器不能修改
            regFile[WriteReg] <= WriteData; // 写寄存器
        end
    end
endmodule
```

3、测试文件内容, 如下:

```
module RegFile_sim();
    // Inputs
    reg CLK;
    reg RST;
    reg RegWre;
    reg [4:0] ReadReg1;
    reg [4:0] ReadReg2;
```

```

reg [4:0] WriteReg;
reg [31:0] WriteData;

// Outputs
wire [31:0] ReadData1;
wire [31:0] ReadData2;

// Instantiate the Unit Under Test (UUT)
RegFile uut (
    .CLK(CLK),
    .RST(RST),
    .RegWre(RegWre),
    .ReadReg1(ReadReg1),
    .ReadReg2(ReadReg2),
    .WriteReg(WriteReg),
    .WriteData(WriteData),
    .ReadData1(ReadData1),
    .ReadData2(ReadData2)
);

always #50 CLK = !CLK;
initial begin
    // Initialize Inputs
    CLK = 0;
    RST = 0;          // 复位
    RegWre = 0;       // 读
    ReadReg1 = 0;
    ReadReg2 = 0;
    WriteReg = 0;
    WriteData = 0;

    // Wait 100 ns for global RST to finish
    #100; // 写
    RST = 1;
    RegWre = 1;
    ReadReg1 = 0;
    ReadReg2 = 0;
    WriteReg = 1;
    WriteData = 1;

    #100; // 写
    RST = 1;
    RegWre = 1;
    ReadReg1 = 0;

```

```
ReadReg2 = 0;
WriteReg = 2;
WriteData = 2;
```

```
#100;    // 写
RST = 1;
RegWre = 1;
ReadReg1 = 0;
ReadReg2 = 0;
WriteReg = 3;
WriteData = 3;
```

```
#100;    // 读
RST = 1;
RegWre = 0;
ReadReg1 = 1;
ReadReg2 = 0;
WriteReg = 0;
WriteData = 0;
```

```
#100;    // 读
RST = 1;
RegWre = 0;
ReadReg1 = 0;
ReadReg2 = 2;
WriteReg = 0;
WriteData = 0;
```

```
#100;    // 读
RST = 1;
RegWre = 0;
ReadReg1 = 1;
ReadReg2 = 3;
WriteReg = 0;
WriteData = 0;
```

```
#200; // 延迟
```

```
#100; // 复位
RST = 0;
RegWre = 0;
ReadReg1 = 0;
ReadReg2 = 0;
WriteReg = 3;
```

```
WriteData = 3;
```

```
// Add stimulus here
```

```
end
```

```
endmodule
```

4、相关波形

