# Dominic Burgi and Jeremiah Kalmus ECEGR 2220 Lab 6

Our microprocessor was built using 5 primary stages. They are the program counter, the register bank, the control system, the ALU, and the memory. In lab 6, our primary goal was to implement the program counter, the control system, and connect all of the components together, including the provided instruction memory. Lab 6 used two files to accomplish this. The first was the ProcElements file which had some MUXs, the control logic, and the program counter. The second was the Processor file itself, which housed all of the primary port mapping for the final project.

The biggest hurdle in the ProcElements file was correctly implementing all of the control logic. To tackle this issue, we systematically went through the control architecture's outputs, one by one, and deduced the correct outputs for each given opcode and funct the control could receive. After creating the control, the muxes were very simple, and the program counter was also not a problem.

The Processor file is what brought all of our pieces together to build the actual unit. This required a high volume of signals of varying sizes, which functioned as all of the internal connections between our various components. Keeping these signals straight was at first a bit of a struggle, but in the end we wired them all correctly. The final validation of our design was seen in the simulation wave, and we observed that s7 ended storing the value 4, and the memory ended storing the correct pattern. We know these were the correct results because we were able to compare them to the values ending in these locations in QtSpim. That is what the instruction memory was doing, it was looping through values and building a pattern in memory.

## Truth Tables

# RegSrc:

Input (opcode and funct)	Output
000000 and 000000	1
000000 and 000010	1
Others	0

# RegDst:

Input (opcode)	Output
001000	0
001101	0
100011	0
Others	1

#### Branch:

Input (opcode)	Output
000100	00
000101	01
Others	10

## MemtoReg:

Input (opcode)	Output
100011	0
Others	1

## ALUOp:

Input (opcode and funct)	Output
000000 and 100000	00000
000000 and 100010	00001
000000 and 100100	00100
000000 and 100101	01000
000000 and 000010	10000
000000 and 000000	10001
001000 and XXXXXX	00010
001101 and XXXXXX	01001
101011 and XXXXXX	00010
100011 and XXXXXX	00010
000100 and XXXXXX	00001
000101 and XXXXXX	00001
Others	ZZZZZ

#### MemWrite:

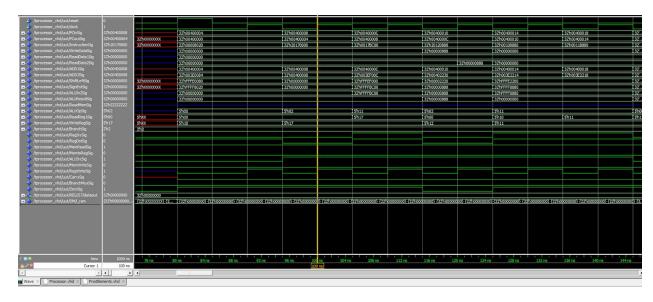
Input (opcode)	Output
101011	1
Others	0

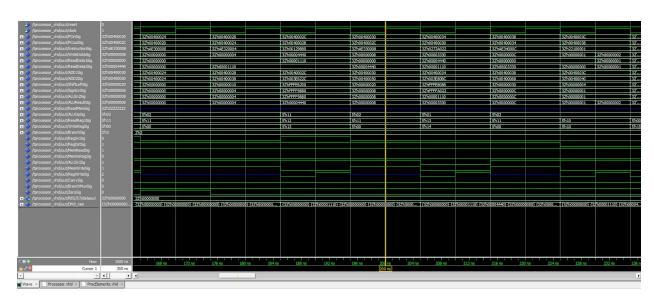
## ALUSrc:

Input (opcode AND funct)	Output
001000 and XXXXXX	1
001101 and XXXXXX	1
100011 and XXXXXX	1
101011 and XXXXXX	1
000000 and 000000	1
000000 and 000010	1
Others	0

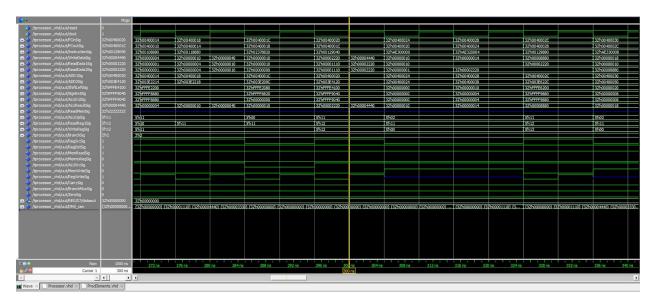
# RegWrite:

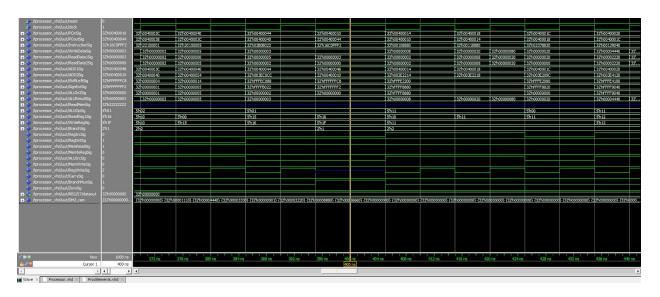
Input (opcode)	Output
000000	clk
001000	clk
001101	clk
100011	clk
Others	Z



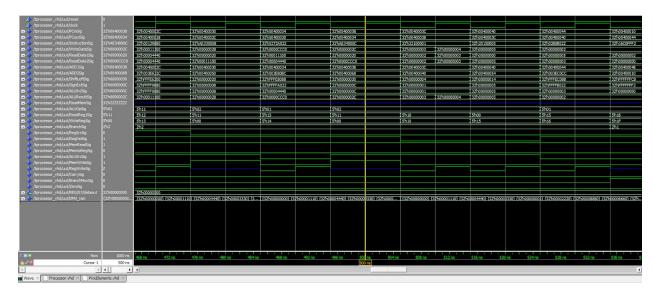


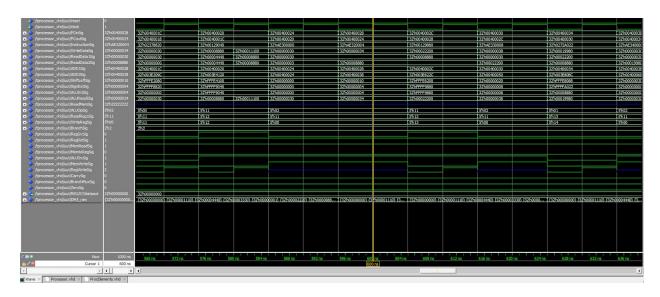
200 ns



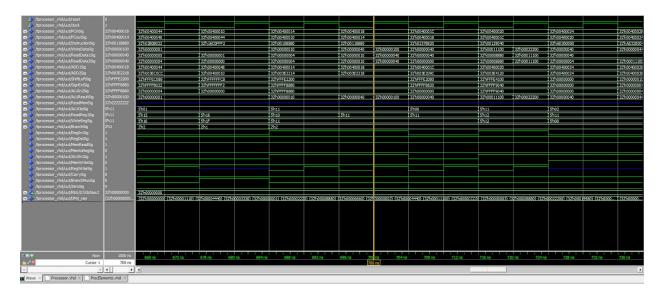


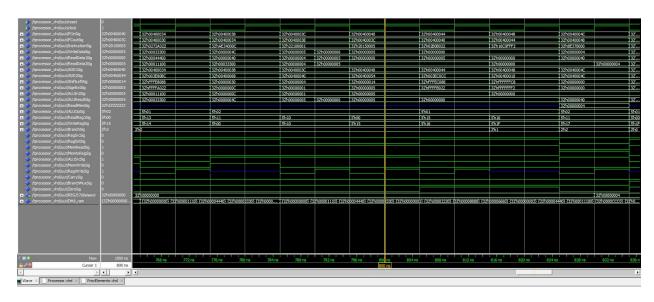
400 ns



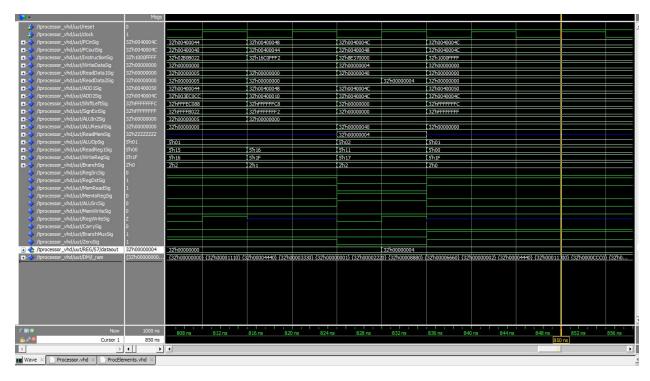


600 ns

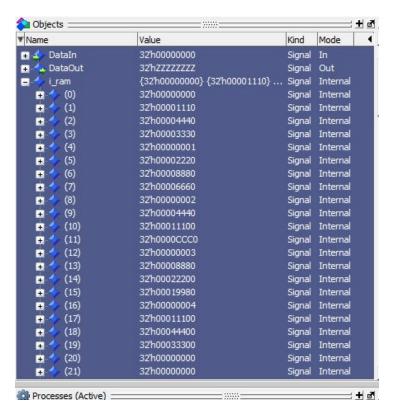




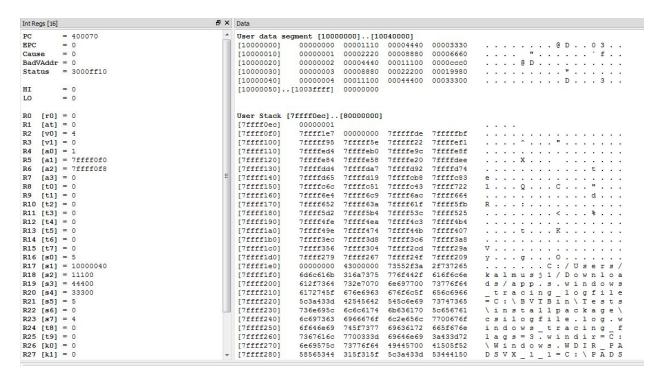
800 ns



850 ns (Final State) s7 reads 4



850 ns (Final Memory State)



QTSpim results match VHDL final state

One way to improve the test program is to incorporate all applicable instructions. The current test program does not have tests for AND, OR, ORI, and SRL. If we incorporated these, the test program will be fully inclusive for all operations possible in our microprocessor.