# Instruction Memory

Each instruction has its own address, marked by the 32-bit vector of the program counter. When a given instruction is needed, the Instruction Memory delivers a 32-bit wide instruction. The following considerations have to be taken into account for the Instruction Memory:

• Each instruction is one word long (32 bits).

• Each instruction is addressed by a multiple of 4 bytes (1 word).

• Each instruction lies at a multiple of 4 bytes. By contrast, the program counter counts in terms of bytes. To avoid systematic “jumps” by four instructions when the new program counter is proposed, the program counter is divided by 4.

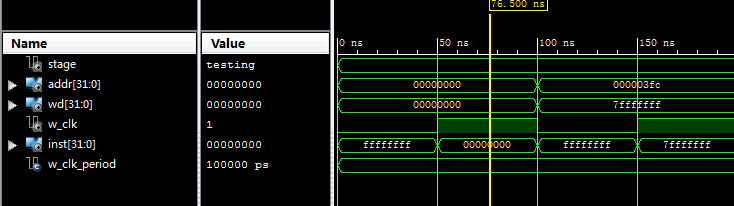
• At the rising edge of w\_clk, we write the value of the wd into instruction memory. In this way, it can support changing the program while our processor is running on the FPGA.

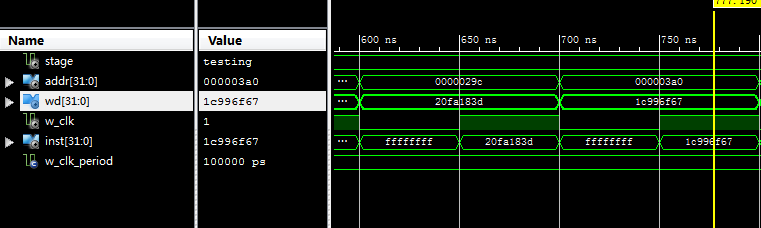
Test:

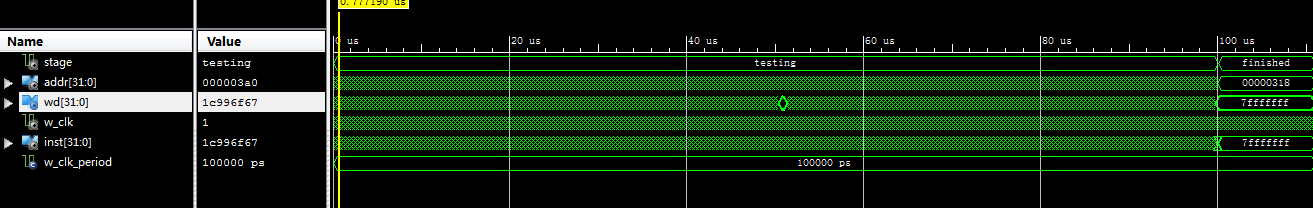
Random generate 1000 test cases.

1. Generate random variable to change addr(9 downto 2) and random variable to change instruction
2. When stage equals to finished, all the test case passed.

Function Simulation:







Timing Simulation:

