

PART 3

Code:

```
module proc(DIN, Resetn, Clock, Run, DOUT, ADDR, W);
    input [15:0] DIN;
    input Resetn, Clock, Run;
    output wire [15:0] DOUT;
    output wire [15:0] ADDR;
    output wire W;

    reg [15:0] BusWires;
    reg [3:0] Sel; // BusWires selector
    reg [0:7] Rin;
    reg [15:0] Sum;
    reg IRin, ADDRin, Done, DOUTin, Ain, Gin, AddSub, ALUand;
    reg [2:0] Tstep_Q, Tstep_D;
    wire [2:0] Ill, rX, rY; // instruction opcode and register operands
    wire [0:7] Xreg;
    wire [15:0] R0, R1, R2, R3, R4, R5, R6, PC, A;
    wire [15:0] G;
    wire [15:0] IR;
    reg pc_inc, W_D;
    wire IMM;

    assign Ill = IR[15:13];
    assign IMM = IR[12];
    assign rX = IR[11:9];
    assign rY = IR[2:0];
    dec3to8 decX (rX, Xreg);

    parameter T0 = 3'b000, T1 = 3'b001, T2 = 3'b010, T3 = 3'b011, T4 = 3'b100, T5 = 3'b101;

    // Control FSM state table
    always @(Tstep_Q, Run, Done)
        case (Tstep_Q)
            T0: // instruction fetch
                if (~Run) Tstep_D = T0;
                else Tstep_D = T1;
            T1: // wait cycle for synchronous memory
                Tstep_D = T2;
            T2: // this time step stores the instruction word in IR
                Tstep_D = T3;
            T3: // some instructions end after this time step
                if (Done) Tstep_D = T0;
                else Tstep_D = T4;
            T4: // always go to T5 after this
                Tstep_D = T5;
            T5: // instructions end after this time step
                Tstep_D = T0;
            default: Tstep_D = 3'bxxx;
        endcase
endcase
```

```

/* OPCODE format: III M XXX DDDDDDDDDD, where
*   III = instruction, M = Immediate, XXX = rX. If M = 0, DDDDDDDDDD = 000000YYY = rY
*   If M = 1, DDDDDDDDDD = #D is the immediate operand
*
*   III M Instruction Description
*   --- - - - - -
* 000 0: mv  rX,rY  rX <- rY
* 000 1: mv  rX,#D   rX <- D (0 extended)
* 001 1: mvt rX,#D   rX <- D << 8
* 010 0: add rX,rY   rX <- rX + rY
* 010 1: add rX,#D   rX <- rX + D
* 011 0: sub rX,rY   rX <- rX - rY
* 011 1: sub rX,#D   rX <- rX - D
* 100 0: ld  rX,[rY] rX <- [rY]
* 101 0: st  rX,[rY] [rY] <- rX
* 110 0: and rX,rY   rX <- rX & rY
* 110 1: and rX,#D   rX <- rX & D */
parameter mv = 3'b000, mvt = 3'b001, add = 3'b010, sub = 3'b011, ld = 3'b100, st = 3'b101,
          and_ = 3'b110;
// selectors for the BusWires multiplexer
parameter Sel_R0 = 4'b0000, Sel_R1 = 4'b0001, Sel_R2 = 4'b0010, Sel_R3 = 4'b0011,
          Sel_R4 = 4'b0100, Sel_R5 = 4'b0101, Sel_R6 = 4'b0110, Sel_PC = 4'b0111, Sel_G =
4'b1000,
          Sel_D /* immediate data */ = 4'b1001, Sel_D8 /* immediate data << 8 */ = 4'b1010,
          Sel_DIN /* data-in from memory */ = 4'b1011;
// Control FSM outputs
always @(*) begin
    // default values for control signals
    Done = 1'b0; Ain = 1'b0; Gin = 1'b0; AddSub = 1'b0; IRin = 1'b0; Sel = 4'bxxxx;
    DOUTin = 1'b0; ADDRin = 1'b0; W_D = 1'b0; Rin = 8'b0; pc_inc = 1'b0; ALUand = 1'b0;
    case (Tstep_Q)
        T0: begin // fetch the instruction
            Sel = Sel_PC; // put pc onto the internal bus
            ADDRin = 1'b1;
            pc_inc = Run; // to increment pc
        end
        T1: // wait cycle for synchronous memory
            ;
        T2: // store instruction on DIN in IR
            IRin = 1'b1;
        T3: // define signals in T1
            case (III)
                mv: begin
                    if (!IMM) Sel = rY; // mv rX, rY
                    else Sel = Sel_D; // mv rX, #D
                    Rin = Xreg;
                    Done = 1'b1;
                end
                mvt: begin
                    // ... your code goes here

Sel = Sel_D8;

```

```
Rin = Xreg;  
Done = 1'b1;
```

```
end  
add, sub, and_: begin  
    // ... your code goes here
```

```
Sel = rX;  
Ain = 1'b1;
```

```
end  
ld, st: begin  
    // ... your code goes here
```

```
Sel = rY;  
ADDRin = 1'b1;
```

```
end  
default: ;  
endcase  
T4: // define signals T2  
case (III)  
    add: begin  
        // ... your code goes here
```

```
if (IMM == 1'b1)  
    begin  
  
        Sel = Sel_D;  
    end  
else if (IMM == 0)  
    begin  
        Sel = rY;  
    end
```

```
AddSub = 1'b0;  
Gin = 1'b1;
```

```
end  
sub: begin  
    // ... your code goes here
```

```
if (IMM == 1'b1)  
    begin  
        Sel = Sel_D;  
    end  
else if (IMM == 0)  
    begin  
        Sel = rY;  
    end
```

```
AddSub = 1'b1;  
Gin = 1'b1;
```

```

end
and_: begin
    // ... your code goes here

    if (IMM == 1'b1)
        begin
            Sel = Sel_D;
        end
    else if (IMM == 0)
        begin
            Sel = rY;
        end

    ALUand = 1'b1;
    Gin = 1'b1;

end
ld: // wait cycle for synchronous memory
;
st: begin
    // ... your code goes here

    Sel = rX;

    W_D = 1'b1;
    DOUTin = 1'b1;

end
default: ;
endcase
T5: // define T3
case (III)
    add, sub, and_: begin
        // ... your code goes here

        Sel = Sel_G;
        Rin = Xreg;
        Done = 1'b1;

    end
ld: begin
    // ... your code goes here

    Sel = Sel_DIN;
    Rin = Xreg;
    Done = 1'b1;

end

st: // wait cycle for synchronous memory
    // ... your code goes here

    Done = 1'b1;

```

```

        default: ;
    endcase
    default: ;
endcase
end

// Control FSM flip-flops
always @(posedge Clock)
    if (!Resetn)
        Tstep_Q <= T0;
    else
        Tstep_Q <= Tstep_D;

regn reg_0 (BusWires, Rin[0], Clock, R0);
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);
regn reg_6 (BusWires, Rin[6], Clock, R6);

// R7 is program counter
// module pc_count(R, Resetn, Clock, E, L, Q);
pc_count pc (BusWires, Resetn, Clock, pc_inc, Rin[7], PC);

regn reg_A (BusWires, Ain, Clock, A);
regn reg_DOUT (BusWires, DOUTin, Clock, DOUT);
regn reg_ADDR (BusWires, ADDRin, Clock, ADDR);
regn reg_IR (DIN, IRin, Clock, IR);

flipflop reg_W (W_D, Resetn, Clock, W);

// alu
always @(*)
    if (!ALUand)
        if (!AddSub)
            Sum = A + BusWires;
        else
            Sum = A - BusWires;
        else
            Sum = A & BusWires;
regn reg_G (Sum, Gin, Clock, G);

// define the internal processor bus
always @(*)
    case (Sel)
        Sel_R0: BusWires = R0;
        Sel_R1: BusWires = R1;
        Sel_R2: BusWires = R2;
        Sel_R3: BusWires = R3;
        Sel_R4: BusWires = R4;
        Sel_R5: BusWires = R5;
    endcase

```

```

        Sel_R6: BusWires = R6;
        Sel_PC: BusWires = PC;
        Sel_G: BusWires = G;
        Sel_D: BusWires = {7'b00000000, IR[8:0]};
        Sel_D8: BusWires = {IR[7:0], 8'b00000000};
        default: BusWires = DIN;
    endcase
endmodule

```

```

module pc_count(R, Resetn, Clock, E, L, Q);
    input [15:0] R;
    input Resetn, Clock, E, L;
    output [15:0] Q;
    reg [15:0] Q;

```

```

    always @(posedge Clock)
        if (!Resetn)
            Q <= 9'b0;
        else if (L)
            Q <= R;
        else if (E)
            Q <= Q + 1'b1;

```

```

endmodule

```

```

module dec3to8(W, Y);
    input [2:0] W;
    output [0:7] Y;
    reg [0:7] Y;

```

```

    always @(*)
        case (W)
            3'b000: Y = 8'b10000000;
            3'b001: Y = 8'b01000000;
            3'b010: Y = 8'b00100000;
            3'b011: Y = 8'b00010000;
            3'b100: Y = 8'b00001000;
            3'b101: Y = 8'b00000100;
            3'b110: Y = 8'b00000010;
            3'b111: Y = 8'b00000001;
        endcase

```

```

endmodule

```

```

module regn(R, Rin, Clock, Q);
    parameter n = 16;
    input [n-1:0] R;
    input Rin, Clock;
    output [n-1:0] Q;
    reg [n-1:0] Q;

```

```

    always @(posedge Clock)
        if (Rin)
            Q <= R;

```

```
endmodule
```

PART 4

Code:

```
// Data written to registers R0 to R5 are sent to the H digits
module seg7 (Data, Addr, Sel, Resetn, Clock, H5, H4, H3, H2, H1, H0);
    input [6:0] Data;
    input [2:0] Addr;
    input Sel, Resetn, Clock;
    output [6:0] H5, H4, H3, H2, H1, H0;

    wire [6:0] nData;
    assign nData = ~Data;

    regne reg_R0 (nData, Clock, Resetn, Sel & (Addr == 3'b000), H0);
    regne reg_R1 (nData, Clock, Resetn, Sel & (Addr == 3'b001), H1);
    regne reg_R2 (nData, Clock, Resetn, Sel & (Addr == 3'b010), H2);
    regne reg_R3 (nData, Clock, Resetn, Sel & (Addr == 3'b011), H3);
    regne reg_R4 (nData, Clock, Resetn, Sel & (Addr == 3'b100), H4);
    regne reg_R5 (nData, Clock, Resetn, Sel & (Addr == 3'b101), H5);
    // ... add code here
endmodule
```

```
module regne (R, Clock, Resetn, E, Q);
    parameter n = 7;
    input [n-1:0] R;
    input Clock, Resetn, E;
    output [n-1:0] Q;
    reg [n-1:0] Q;

    always @(posedge Clock)
        if (Resetn == 0)
            Q <= {n{1'b1}}; // turn OFF all segments on reset
        else if (E)
            Q <= R;
endmodule
```

PART 5

Code:

```
module proc(DIN, Resetn, Clock, Run, DOUT, ADDR, W);
    input [15:0] DIN;
    input Resetn, Clock, Run;
    output wire [15:0] DOUT;
    output wire [15:0] ADDR;
    output wire W;

    reg [15:0] BusWires;
    reg [3:0] Sel; // BusWires selector
```

```

reg [0:7] Rin;
reg [16:0] Sum;
reg IRin, ADDRin, Done, DOUTin, Ain, Gin, AddSub, ALUand;
reg [2:0] Tstep_Q, Tstep_D;
wire [2:0] III, rX, rY; // instruction opcode and register operands
wire [0:7] Xreg;
wire [15:0] R0, R1, R2, R3, R4, R5, R6, PC, A, CondIn;
wire [15:0] G;
wire [15:0] IR;
reg pc_inc, W_D;
wire IMM, c;
    reg z;

    assign c = Sum[16];

    always @(*)
    if(G == 0)
        z = 1'b1;
    else
        z = 1'b0;

    assign III = IR[15:13];
    assign IMM = IR[12];
    assign rX = IR[11:9];
    assign rY = IR[2:0];
    dec3to8 decX (rX, Xreg);

    parameter T0 = 3'b000, T1 = 3'b001, T2 = 3'b010, T3 = 3'b011, T4 = 3'b100, T5 = 3'b101;

    // Control FSM state table
    always @(Tstep_Q, Run, Done)
    case (Tstep_Q)
        T0: // instruction fetch
            if (~Run) Tstep_D = T0;
            else Tstep_D = T1;
        T1: // wait cycle for synchronous memory
            Tstep_D = T2;
        T2: // this time step stores the instruction word in IR
            Tstep_D = T3;
        T3: // some instructions end after this time step
            if (Done) Tstep_D = T0;
            else Tstep_D = T4;
        T4: // always go to T5 after this
            Tstep_D = T5;
        T5: // instructions end after this time step
            Tstep_D = T0;
        default: Tstep_D = 3'bxxx;
    endcase

    /* OPCODE format: III M XXX DDDDDDDDDD, where
    *   III = instruction, M = Immediate, XXX = rX. If M = 0, DDDDDDDDDD = 000000YYY = rY
    *   If M = 1, DDDDDDDDDD = #D is the immediate operand

```



```

*
* III M Instruction Description
* -----
* 000 0: mv rX,rY rX <- rY
* 000 1: mv rX,#D rX <- D (0 extended)
* 001 1: mvt rX,#D rX <- D << 8
* 010 0: add rX,rY rX <- rX + rY
* 010 1: add rX,#D rX <- rX + D
* 011 0: sub rX,rY rX <- rX - rY
* 011 1: sub rX,#D rX <- rX - D
* 100 0: ld rX,[rY] rX <- [rY]
* 101 0: st rX,[rY] [rY] <- rX
* 110 0: and rX,rY rX <- rX & rY
* 110 1: and rX,#D rX <- rX & D */
parameter mv = 3'b000, mvt = 3'b001, add = 3'b010, sub = 3'b011, ld = 3'b100, st = 3'b101,
        and_ = 3'b110, b = 3'b111, eq = 3'b001, ne = 3'b010, cc = 3'b011, cs = 3'b100;
// selectors for the BusWires multiplexer
parameter Sel_R0 = 4'b0000, Sel_R1 = 4'b0001, Sel_R2 = 4'b0010, Sel_R3 = 4'b0011,
        Sel_R4 = 4'b0100, Sel_R5 = 4'b0101, Sel_R6 = 4'b0110, Sel_PC = 4'b0111, Sel_G =
4'b1000,
        Sel_D /* immediate data */ = 4'b1001, Sel_D8 /* immediate data << 8 */ = 4'b1010,
        Sel_DIN /* data-in from memory */ = 4'b1011, Sel_COND = 4'b1100;
// Control FSM outputs
always @(*) begin
    // default values for control signals
    Done = 1'b0; Ain = 1'b0; Gin = 1'b0; AddSub = 1'b0; IRin = 1'b0; Sel = 4'bxxxx;
    DOUTin = 1'b0; ADDRin = 1'b0; W_D = 1'b0; Rin = 8'b0; pc_inc = 1'b0; ALUand = 1'b0;
    case (Tstep_Q)
        T0: begin // fetch the instruction
            Sel = Sel_PC; // put pc onto the internal bus
            ADDRin = 1'b1;
            pc_inc = Run; // to increment pc
        end
        T1: // wait cycle for synchronous memory
            ;
        T2: // store instruction on DIN in IR
            IRin = 1'b1;
        T3: // define signals in T1
            case (III)
                mv: begin
                    if (!IMM) Sel = rY; // mv rX, rY
                    else Sel = Sel_D; // mv rX, #D
                    Rin = Xreg;
                    Done = 1'b1;
                end
                mvt: begin
                    // ... your code goes here

                    Sel = Sel_D8;
                    Rin = Xreg;
                    Done = 1'b1;
                end
            end
    end
end

```

```
add, sub, and_: begin
    // ... your code goes here
```

```
Sel = rX;
Ain = 1'b1;
```

```
end
ld, st: begin
    // ... your code goes here
```

```
Sel = rY;
ADDRin = 1'b1;
```

```
end
```

```
b: begin
```

```
case(rX)
mv: begin
```

```
Sel = Sel_D;
Rin[7] = 1'b1;
Done = 1'b1;
end
```

```
eq: begin
```

```
if(z == 1'b1)
begin
    Sel = Sel_D;
    Rin[7] = 1'b1;
    Done = 1'b1;
end
```

```
end
ne: begin
```

```
if(z == 1'b0)
begin
    Sel = Sel_D;
    Rin[7] = 1'b1;
    Done = 1'b1;
end
```

```
end
cc: begin
```

```
if(c == 1'b0)
begin
    Sel = Sel_D;
    Rin[7] = 1'b1;
    Done = 1'b1;
end
```

```

end
cs: begin

if(c == 1'b1)
begin
    Sel = Sel_D;
    Rin[7] = 1'b1;
    Done = 1'b1;
end

end

endcase
end

default: ;
endcase
T4: // define signals T2
case (III)
add: begin
    // ... your code goes here

if (IMM == 1'b1)
begin

    Sel = Sel_D;

end
else if (IMM == 0)
begin
    Sel = rY;
end

AddSub = 1'b0;
Gin = 1'b1;

end
sub: begin
    // ... your code goes here

if (IMM == 1'b1)
begin

    Sel = Sel_D;

end
else if (IMM == 0)
begin
    Sel = rY;
end

AddSub = 1'b1;
Gin = 1'b1;

end
and_: begin
    // ... your code goes here

```

```

        if (IMM == 1'b1)
            begin
                Sel = Sel_D;
            end
        else if (IMM == 0)
            begin
                Sel = rY;
            end

        ALUand = 1'b1;
        Gin = 1'b1;

    end
    Id: // wait cycle for synchronous memory
        ;
    st: begin
        // ... your code goes here

        Sel = rX;

        W_D = 1'b1;
        DOUTin = 1'b1;

    end
    default: ;
endcase
T5: // define T3
case (III)
    add, sub, and_: begin
        // ... your code goes here

        Sel = Sel_G;
        Rin = Xreg;
        Done = 1'b1;

    end
    Id: begin
        // ... your code goes here

        Sel = Sel_DIN;
        Rin = Xreg;
        Done = 1'b1;

    end

    st: // wait cycle for synchronous memory
        // ... your code goes here

        Done = 1'b1;

    default: ;
endcase

```

```

    default: ;
endcase
end

// Control FSM flip-flops
always @(posedge Clock)
    if (!Resetn)
        Tstep_Q <= T0;
    else
        Tstep_Q <= Tstep_D;

regn reg_0 (BusWires, Rin[0], Clock, R0);
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);
regn reg_6 (BusWires, Rin[6], Clock, R6);

// R7 is program counter
// module pc_count(R, Resetn, Clock, E, L, Q);
pc_count pc (BusWires, Resetn, Clock, pc_inc, Rin[7], PC);

regn reg_A (BusWires, Ain, Clock, A);
regn reg_DOUT (BusWires, DOUTin, Clock, DOUT);
regn reg_ADDR (BusWires, ADDRin, Clock, ADDR);
regn reg_IR (DIN, IRin, Clock, IR);

flipflop reg_W (W_D, Resetn, Clock, W);

// alu
always @(*)
    if (!ALUand)
        if (!AddSub)
            Sum = A + BusWires;
        else
            Sum = A - BusWires;
        else
            Sum = A & BusWires;
regn reg_G (Sum, Gin, Clock, G);

// define the internal processor bus
always @(*)
    case (Sel)
        Sel_R0: BusWires = R0;
        Sel_R1: BusWires = R1;
        Sel_R2: BusWires = R2;
        Sel_R3: BusWires = R3;
        Sel_R4: BusWires = R4;
        Sel_R5: BusWires = R5;
        Sel_R6: BusWires = R6;
        Sel_PC: BusWires = PC;
    endcase

```

```

        Sel_G: BusWires = G;
        Sel_D: BusWires = {7'b00000000, IR[8:0]};
        Sel_D8: BusWires = {IR[7:0], 8'b000000000};
                Sel_COND: BusWires = CondIn;
        default: BusWires = DIN;
    endcase
endmodule

```

```

module pc_count(R, Resetn, Clock, E, L, Q);
    input [15:0] R;
    input Resetn, Clock, E, L;
    output [15:0] Q;
    reg [15:0] Q;

```

```

    always @(posedge Clock)
        if (!Resetn)
            Q <= 9'b0;
        else if (L)
            Q <= R;
        else if (E)
            Q <= Q + 1'b1;
endmodule

```

```

module dec3to8(W, Y);
    input [2:0] W;
    output [0:7] Y;
    reg [0:7] Y;

    always @(*)
        case (W)
            3'b000: Y = 8'b10000000;
            3'b001: Y = 8'b01000000;
            3'b010: Y = 8'b00100000;
            3'b011: Y = 8'b00010000;
            3'b100: Y = 8'b00001000;
            3'b101: Y = 8'b00000100;
            3'b110: Y = 8'b00000010;
            3'b111: Y = 8'b00000001;
        endcase
endmodule

```

```

module regn(R, Rin, Clock, Q);
    parameter n = 16;
    input [n-1:0] R;
    input Rin, Clock;
    output [n-1:0] Q;
    reg [n-1:0] Q;

    always @(posedge Clock)
        if (Rin)
            Q <= R;
Endmodule

```

PART 6

Code:

```
.define LED_ADDRESS 0x1000
.define SW_ADDRESS 0x3000

mv r1, #0
mvt r3, #LED_ADDRESS
mvt r4, #SW_ADDRESS

InLoop: st r1, [r3]
        ld r0, [r4]
        add r0, #1

        add r1, #1

IDKLoop: mv r2, #0xff

DelayLoop: sub r2, #1
           bne #DelayLoop
           sub r0, #1
           bne #IDKLoop

           b #InLoop
```





