

Lab Manual

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Experiment No: 05

Experiment Name: Design of a Register File

Introduction:

Although called a "file", a register file is not related to disk files. A register file is a small set of high-speed storage cells inside the CPU. There are special-purpose registers such as the IR and PC, and also general-purpose registers for storing operands of instructions such as add, sub, mul, etc. Since there are very few registers compared to memory cells, registers also require far fewer bits to specify which register to use. For example, the MIPS processor has 32 general-purpose registers, so it takes 5 bits to specify which one to use. MIPS is a load-store architecture, which means that only load and store instructions can access memory. All other instructions (add, sub, mul, div, and, or, etc.) must get their operands from registers and store their results in a register.

Experiment Details:

Assume, a 16 bit ISA with following fields. We need to design a register file for this ISA.

The formats of the instruction are as follows:

R-type

op (4 bit)	rs (4 bit)	rt (4 bit)	rd (4 bit)
I-type			
op (4 bit)	rs (4 bit)	rt (4 bit)	immediate (4 bit)
J-type			
op (4 bit)	Target (12 bit)		

Objective:

We will have following objectives to fulfill:

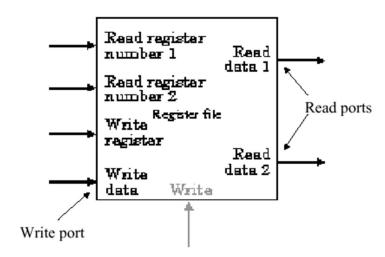
- 1) Design a register file that is 16 bit wide. Label properly the inputs/outputs/selections
- 2) Design the interfacing for reading data from any of those registers.
- 3) Design the interfacing for writing data to any of those registers. Make sure it has the write control signal

Equipment:

Logisim Tool

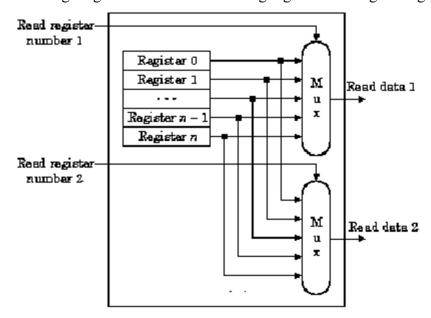
Diagram:

Following is the diagram of explaining all the necessary input/output peripherals.



Logic Diagram:

Following diagram shows the interfacing logic for reading the registers



Computer Organization and Architecture

Assignment:

- 1) Prepare the lab report.
- 2) Take a screenshot of the implementation and include it in your lab report.