实验2

简单计算机系统基本模块设计B

主要内容

- 1、简单计算机系统实验任务简介
- 2、模块设计:

RAM,标志位寄存器

3、动手练习: 仿真验证功能

实验任务简介

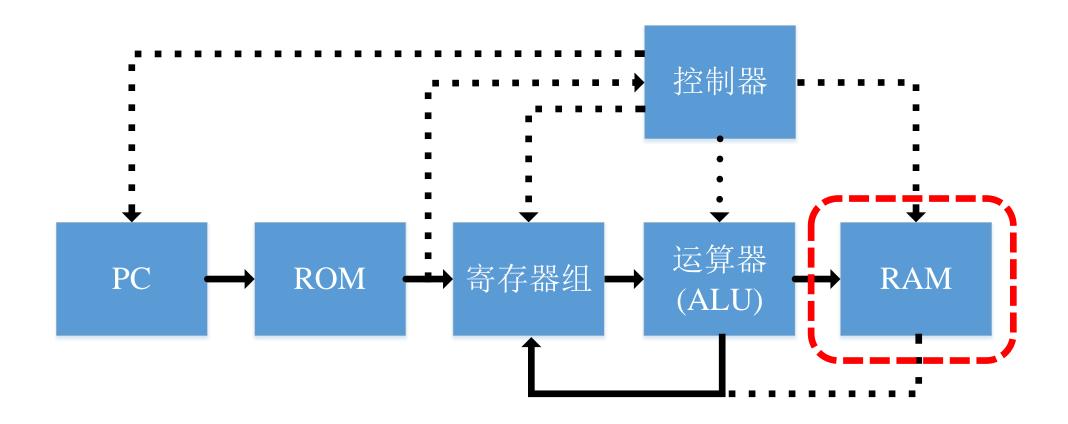
- 实现一种简单计算机系统的设计.
- ✓ 精简的MIPS指令集
- ✓ EDA仿真
- 编写程序, 仿真验证所设计系统的功能
- ✔ 用汇编格式编写程序,并翻译成机器码.
- ✓ 将机器码程序放入ROM,通过仿真验证简单计算机系统的功能.

实验目的

- 学习、掌握计算机部件模块电路设计方法
- ■熟悉计算机的组成与各部件的功能
- 熟悉简单计算机的指令集和数据通路 掌握编写汇编语言程序和机器码程序
- ■设计一个简单计算机系统

更好地理解和掌握计算机的组成与原理

计算机模型



1、RAM模块设计

采用Quartus Prime

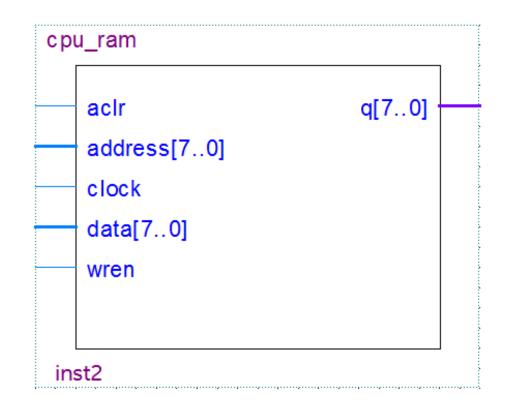
RAM模块

■ 输入信号

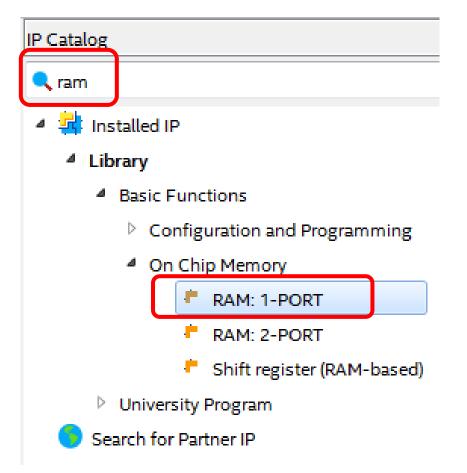
- ✓ address[7..0]: 需要进行读/写操作的RAM单元地址
- ✓ data[7..0]: 待写入RAM中的数据
- ✓ wren: 写允许信号,为1时写;为0则读
- ✓ clock: 时钟信号,上升沿将数据写入或读出
- ✓ aclr: 异步复位信号,对q[7..0]进行清0

■ 输出信号

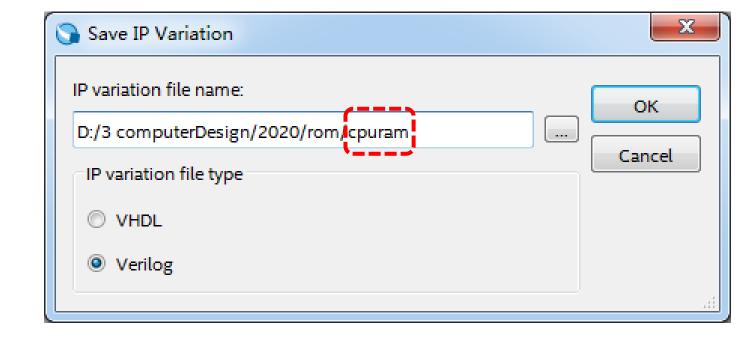
✓ q[7..0]: 输出address [7..0]指定的RAM单元的内容

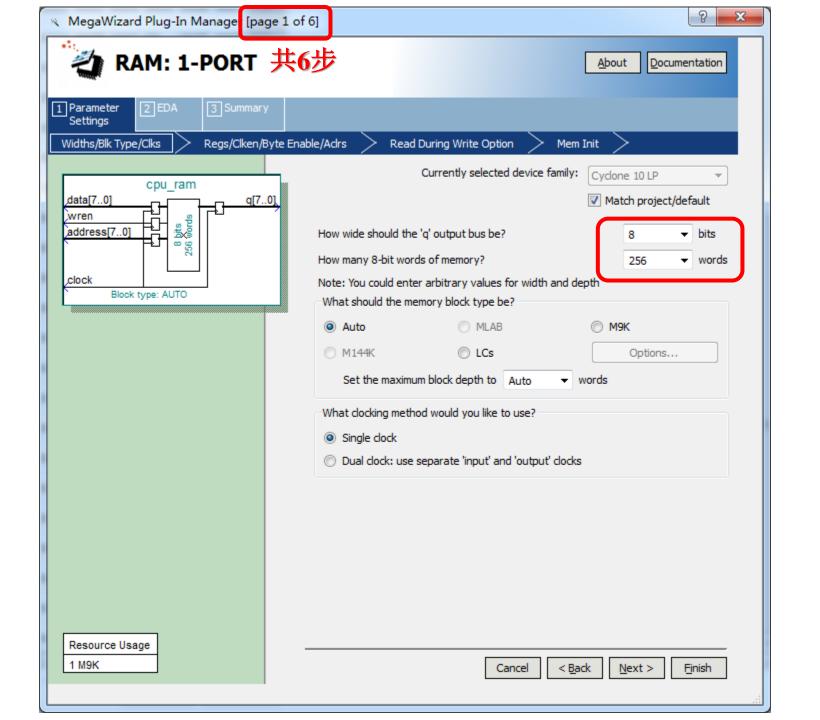


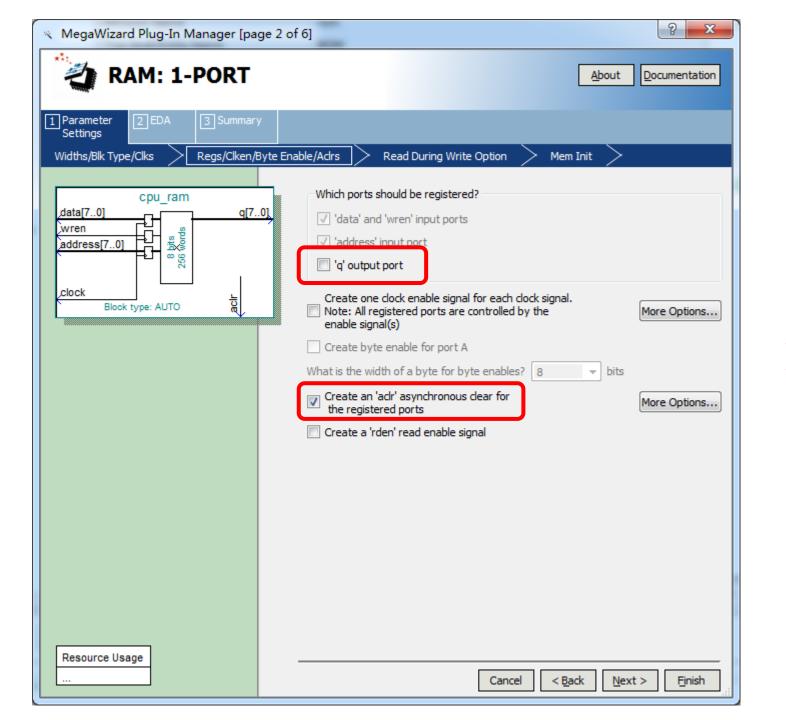
RAM IP



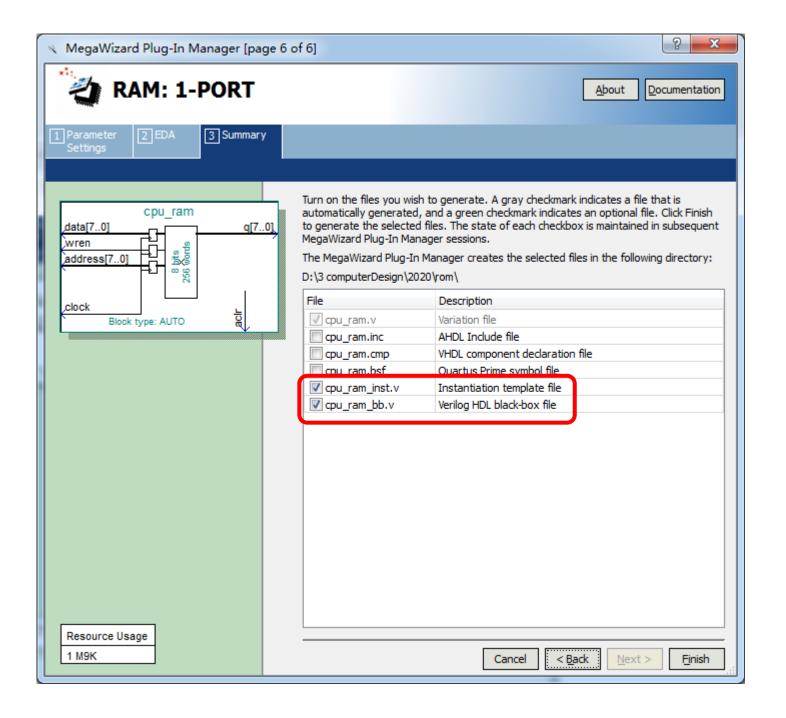
命名

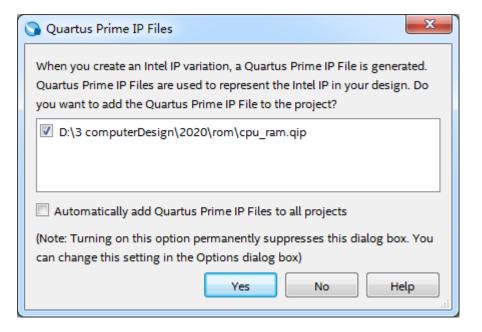




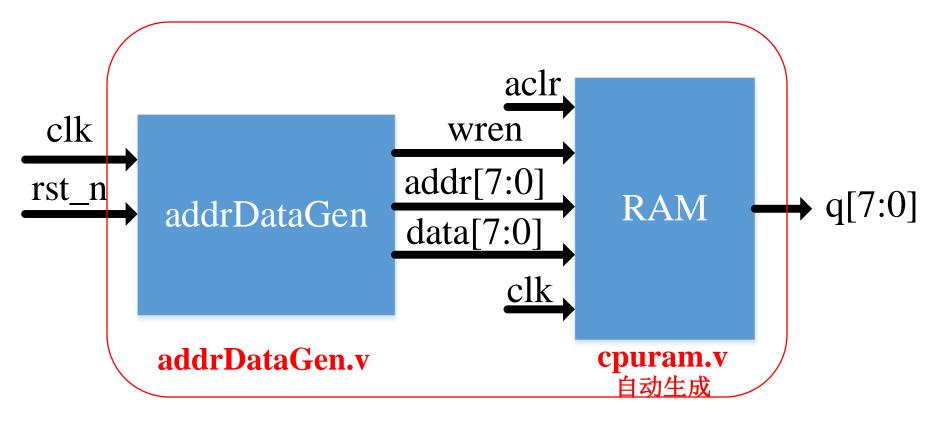


第3/4/5步骤取默认值





测试RAM模块

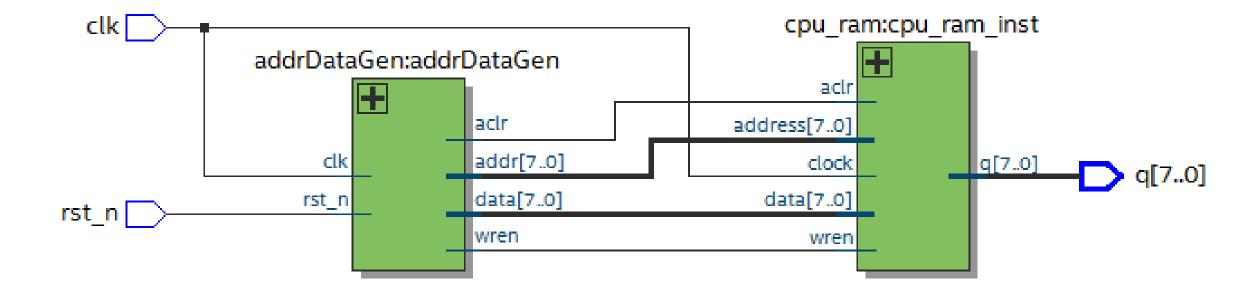


RAM.v 项层

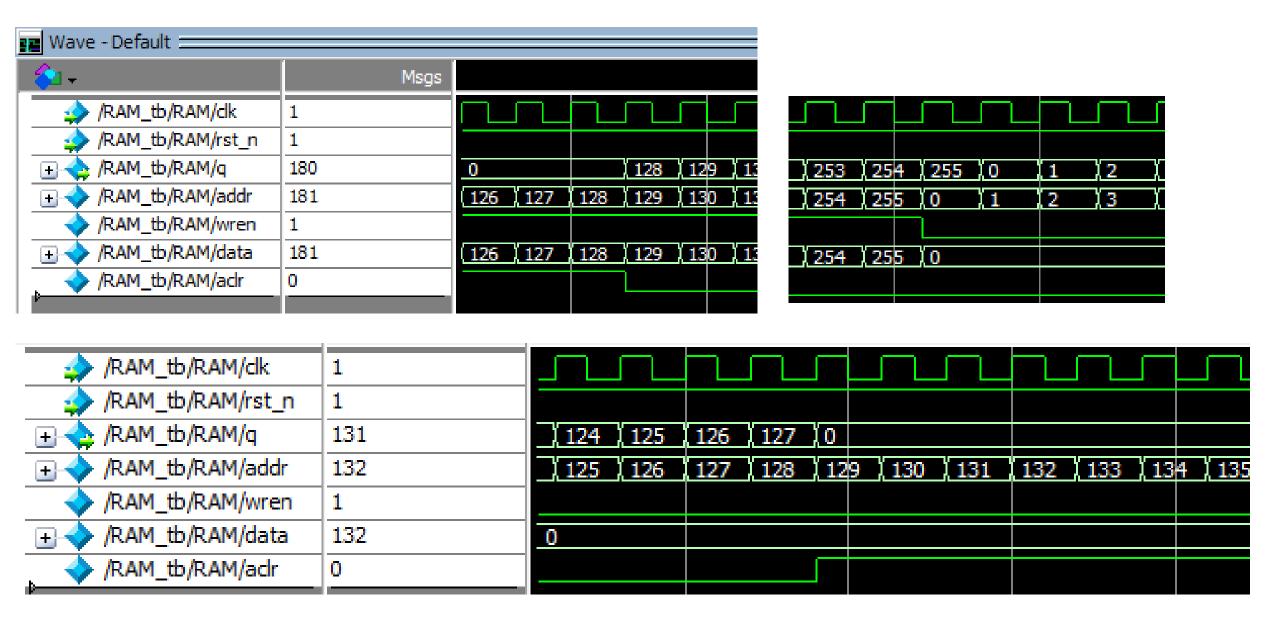
```
module addrDataGen(clk,rst_n,wren,aclr,addr,data);
 input clk;
 input rst_n;
 output reg wren;
 output reg aclr;
                  addrDataGen.v
 output reg [7:0] addr;
 output reg [7:0] data;
 reg state;
 always @ (posedge clk or negedge rst_n)
  begin
  end
endmodule
```

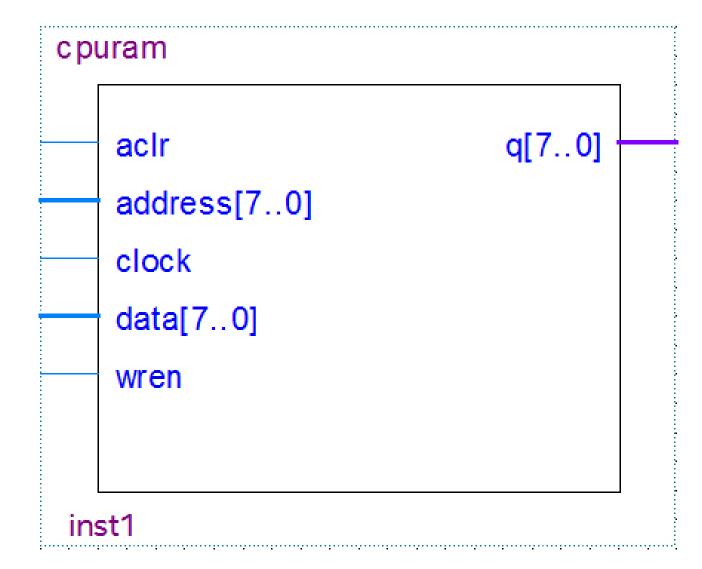
```
module RAM(clk,rst_n,q);
input clk;
input rst_n;
output [7:0] q;
..... RAM.v
endmodule
```

```
`timescale 1ns/1ps
module RAM_tb;
reg clk;
reg rst_n;
wire [7:0] q;
initial begin
end
end
endmodule
```



验证: 存、取RAM的过程





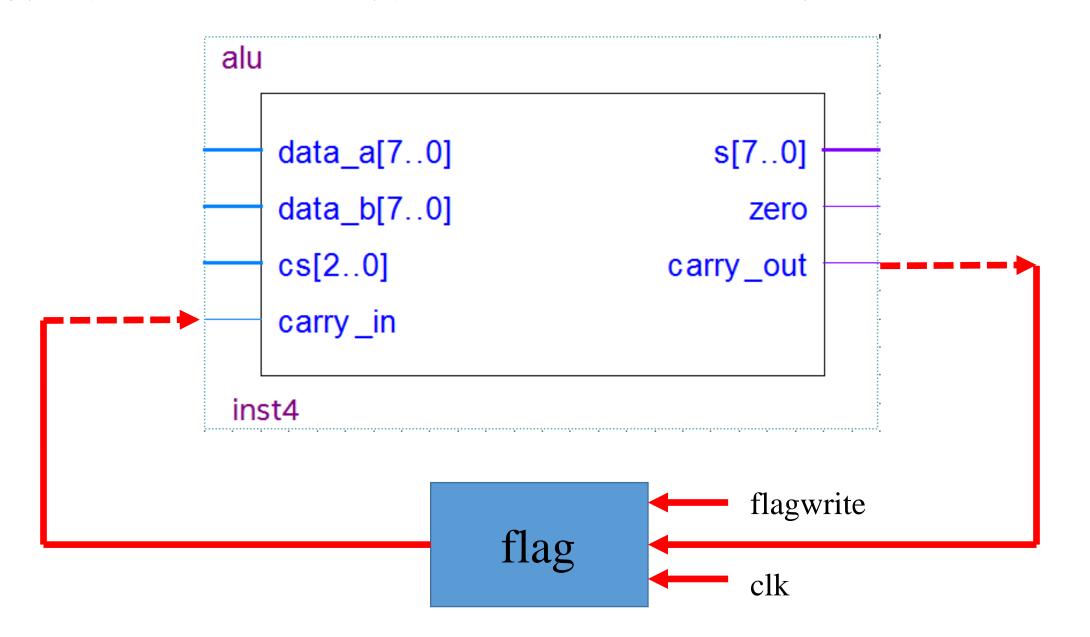
实验任务2

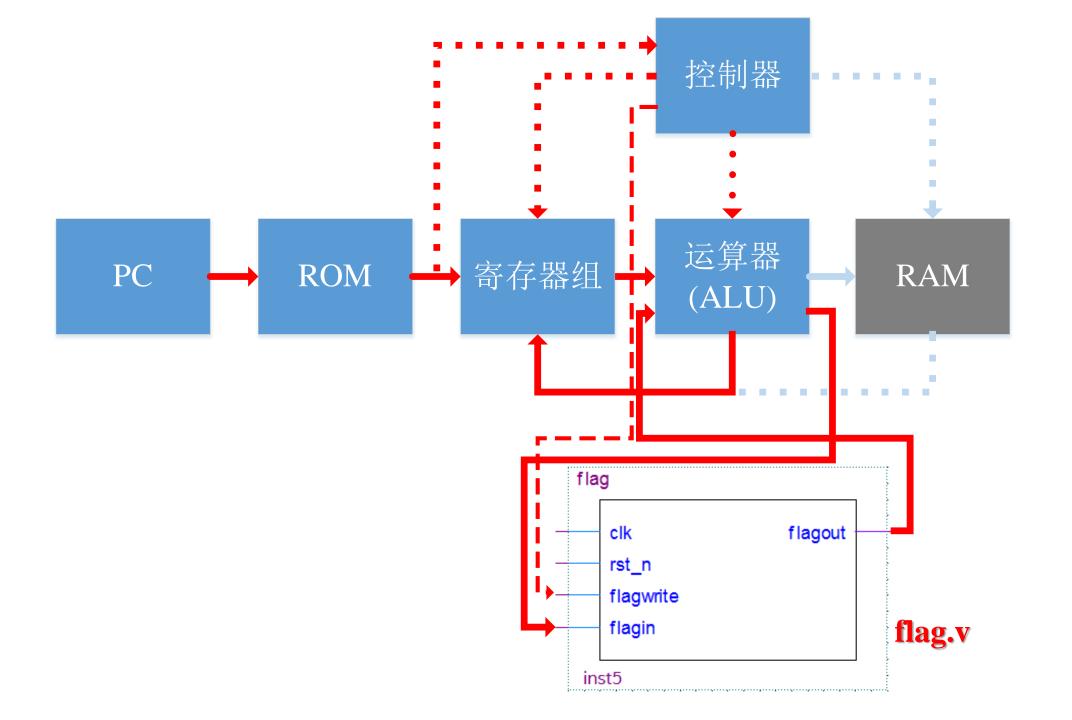
任务2.1

- (1)参照上面的步骤,实现对RAM模块【8位】的仿真验证;分析仿真结果.
- (2)设计32位位宽的RAM模块;给出仿真结果.

2、标志位寄存器模块

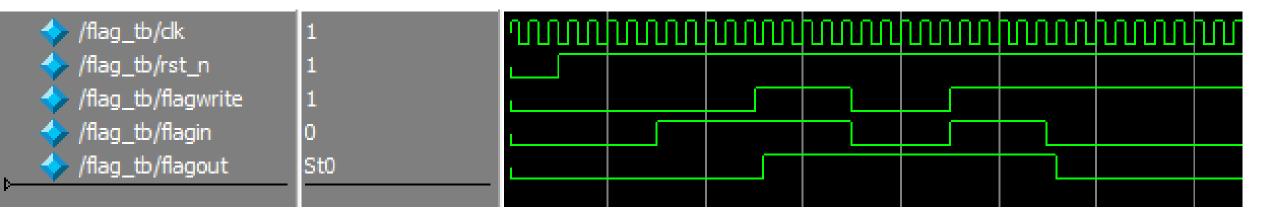
考虑带进位的加减运算时,还需处理进位、借位的问题……

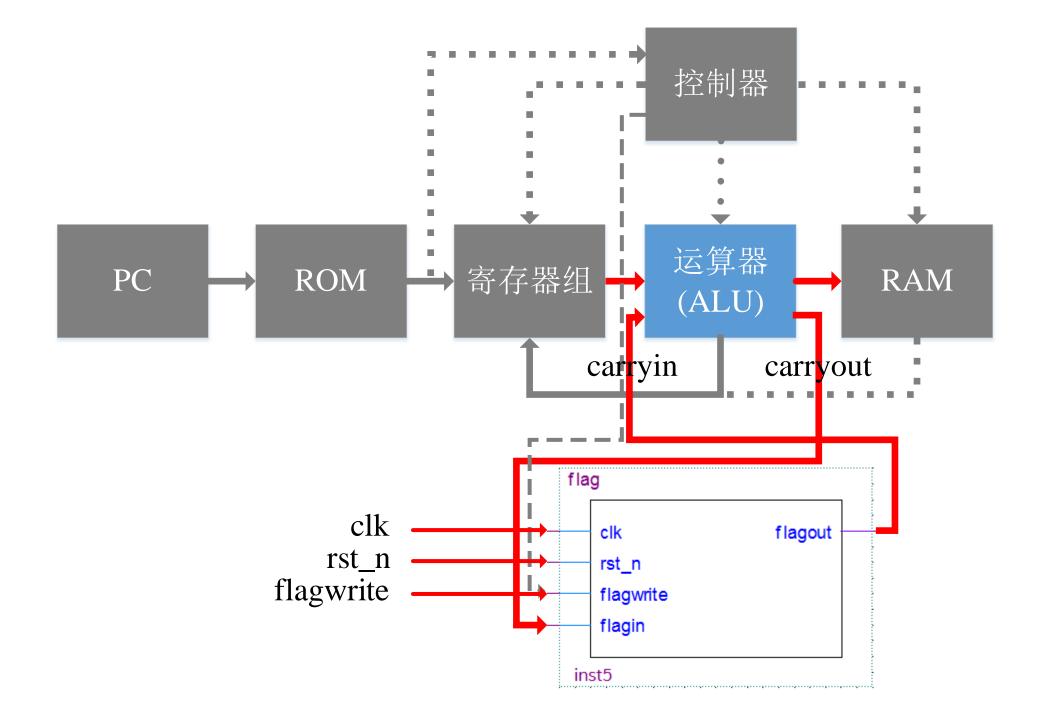


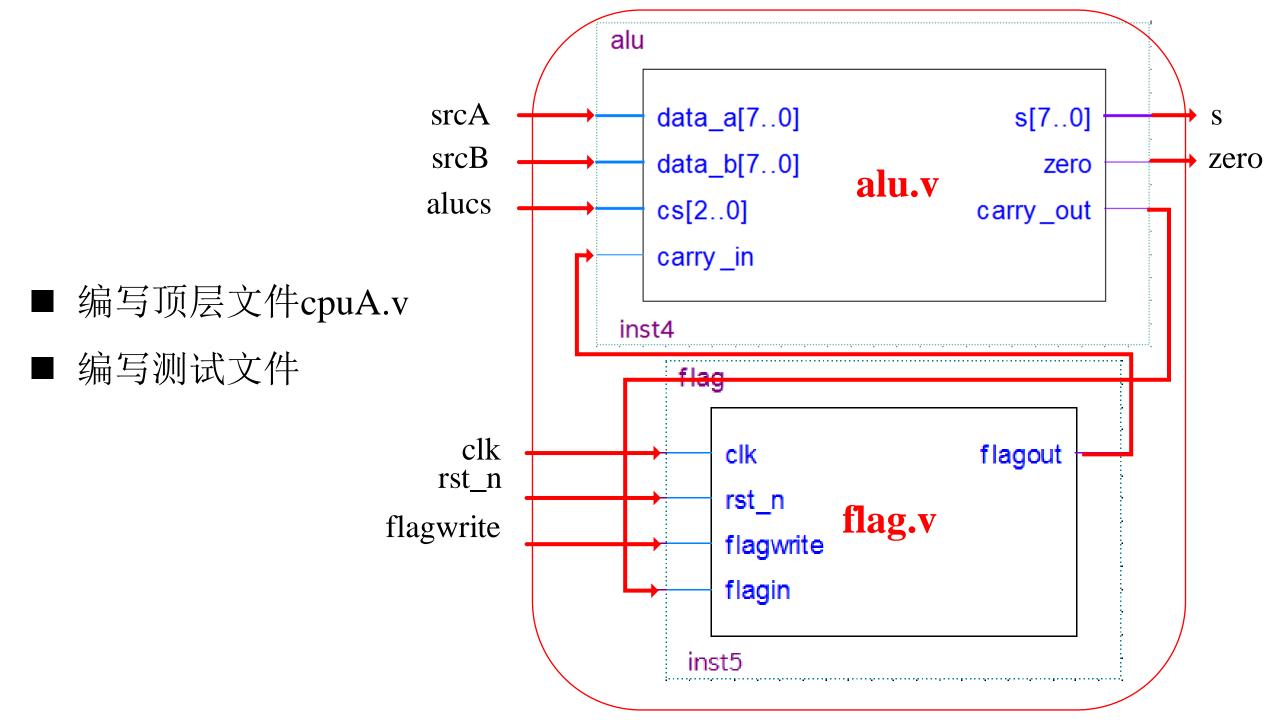


```
module flag(clk,rst_n,flagwrite,flagin,flagout);
input clk;
input rst_n;
input flagin;
input flagwrite;
output reg flagout;
.....
endmodule
```

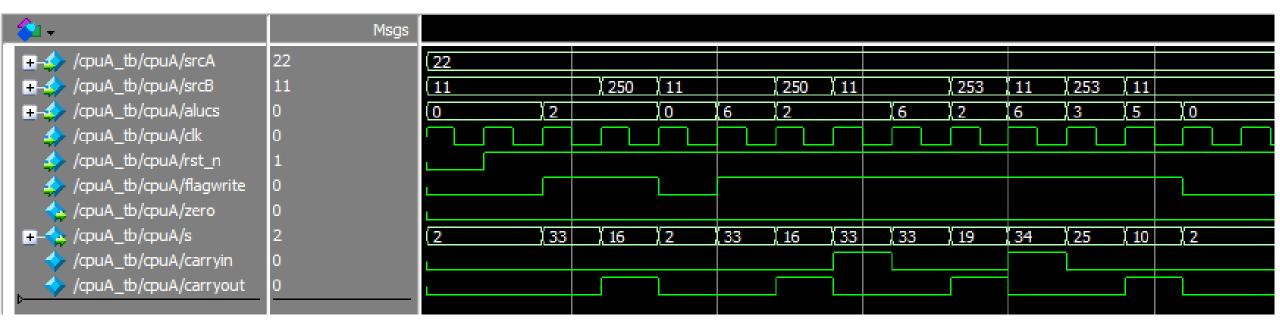
```
initial begin
 clk = 0;
 rst_n = 0;
 flagwrite = 0;
 flagin = 0;
 #50.1 \text{ rst}_n = 1;
 #100 flagin = 1;
 #100 flagwrite = 1;
 #100 flagwrite = 0;
       flagin = 0;
end
```







```
initial begin
                                          #20 alucs = 0;
 clk = 1;
                                                srcB = 11;
 rst_n = 0;
                                               flagwrite = 0;
 srcA = 22;
                                          #20 alucs = 6;
 srcB = 11;
                                                srcB = 11;
 alucs = 0;
                                                flagwrite = 1;
 flagwrite = 0;
                                          #20 alucs = 2;
 #20 \text{ rst}_n = 1;
                                                srcB = 250;
 #20 alucs = 2;
                                                flagwrite = 1;
     flagwrite = 1;
 #20 alucs = 2;
     srcB = 250;
                                          end
     flagwrite = 1;
```



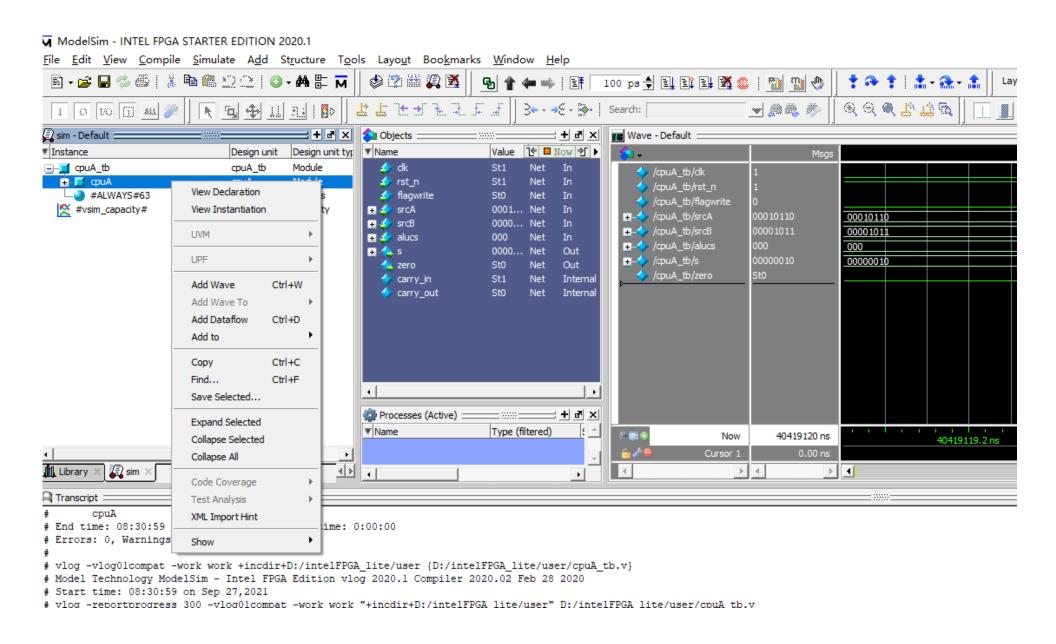
实验任务2

任务2.2

- (1)参照上面的步骤,设计、仿真flag模块.
- (2)编写顶层文件cpuA.v及其测试文件;测试加减与或等操作;设置适当的初值,对包含进位、借位的操作进行验证;分析仿真结果.
- (3) 如果要求alu输出信号zero,也存入标志寄存器,应修改哪些相关模块?如何修改?给出具体实现.

THE END

仿真中查看中间变量的方法



ModelSim - INTEL FPGA STARTER EDITION 2020.1 <u>File Edit View Compile Simulate Add Transcript Tools Layout Bookmarks Window Help</u> E - 🚅 🔛 % 🞒 | X Start Simulation... N S M 100 ps 🗣 🖺 🖺 🖺 🌋 🚳 📗 Runtime Options... I O NO 🗓 🗚 🎉 w M Search: Run 🔊 sim - Default • ± ± 🗗 🗙 a Objects Wave - Default : Step ▼ Name ▼ Instance sign unit typ Tell Now → I Value Restart... dule 👍 dk □-J cpuA_tb Net In /cpuA_tb/clk dule +- cpuA Break 🧆 rst_n Net In /cpuA_tb/rst_n ALWAYS#63 flagwrite St0 cess Net In End Simulation /cpuA_tb/flagwrite #vsim_capacity# 🕳 👍 srcA 0001... Net pacity In - /cpuA_tb/srcA 00010 🛨 👍 srcB 0000... Net In 00001 🕳 👍 alucs 000 Net In 0000... Net Out Net de zero St0 Out St0 /cpuA_tb/zero Net Internal 🔷 carry_in St1 Internal carry_out St0 Net Processes (Active) + 3 × = ::::::= ▼ Name Type (filtered) Now

