



**Department of Electrical,
Computer, & Biomedical Engineering**
Faculty of Engineering
& Architectural Science

Course Title:	Computer Organization and Architecture
Course Number:	COE608
Semester/Year:	Winter 2023

Instructor:	Dr. Demetres Kostas
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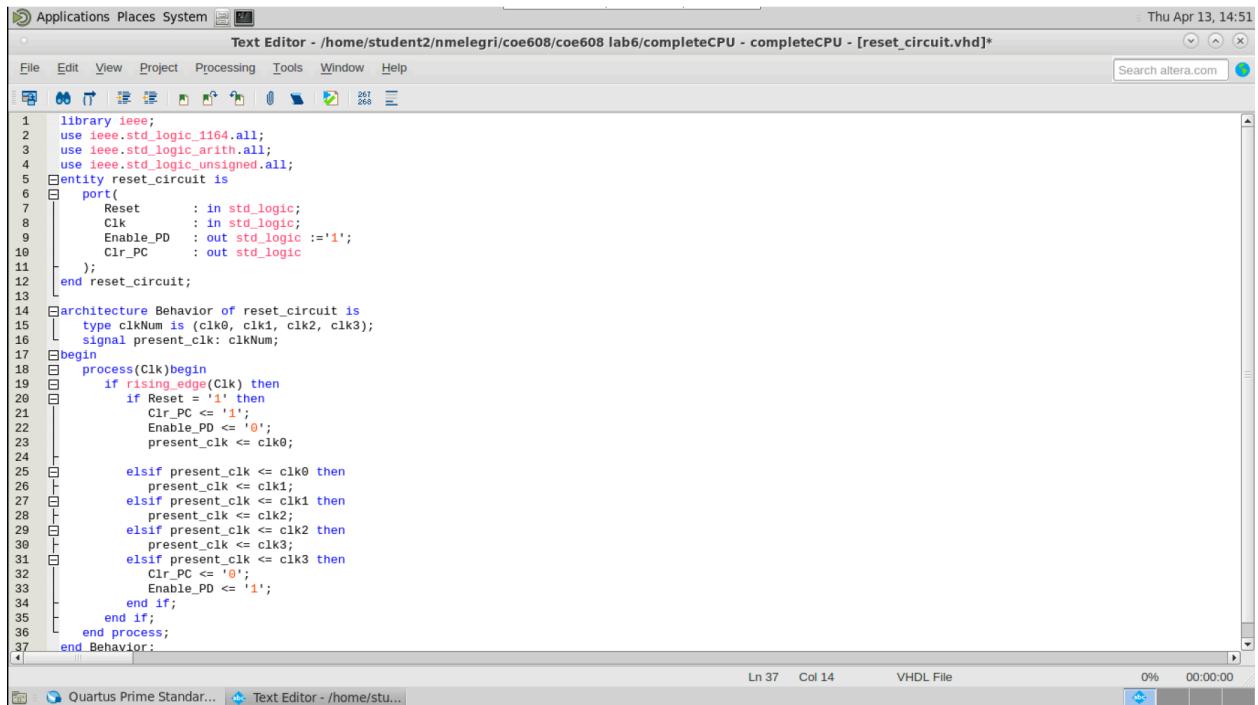
Assignment/Lab Number:	6
Assignment/Lab Title:	The Complete CPU

Submission Date:	12 April 2023
Due Date:	12 April 2023

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Part I

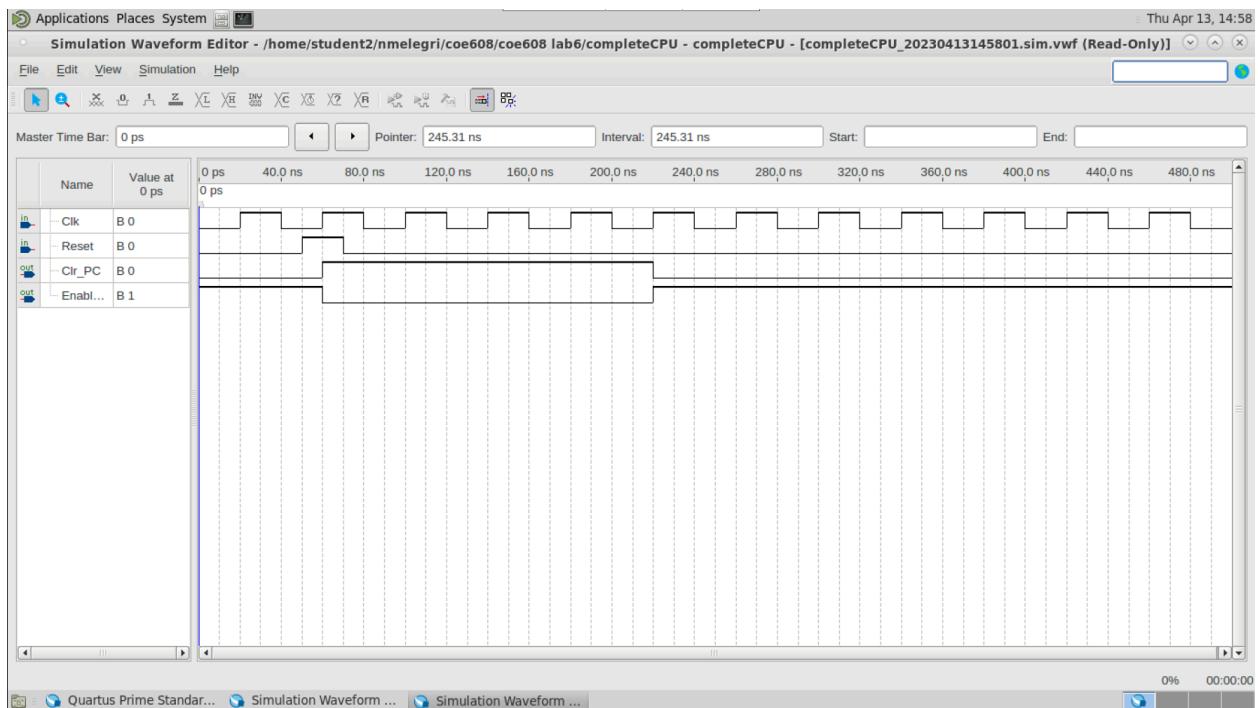
Reset Circuitry



The screenshot shows the Quartus Prime Text Editor interface with the file `reset_circuit.vhd` open. The code defines an entity `reset_circuit` with a port containing four signals: `Reset`, `Clk`, `Enable_PD`, and `Clr_PC`. The architecture `Behavior` contains a process that monitors the `Clk` signal. When a rising edge is detected, it checks the value of `Reset`. If `Reset = '1'`, it sets `Clr_PC <= '1'` and `Enable_PD <= '0'`. It also updates the `present_clk` signal to the current clock value. The process then branches based on the current clock value (`present_clk`): if it is `clk0`, it sets `present_clk <= clk1`; if `clk1`, `clk2`, or `clk3`, it sets `present_clk <= clk3` and `Clr_PC <= '0'`. Finally, it ends the process.

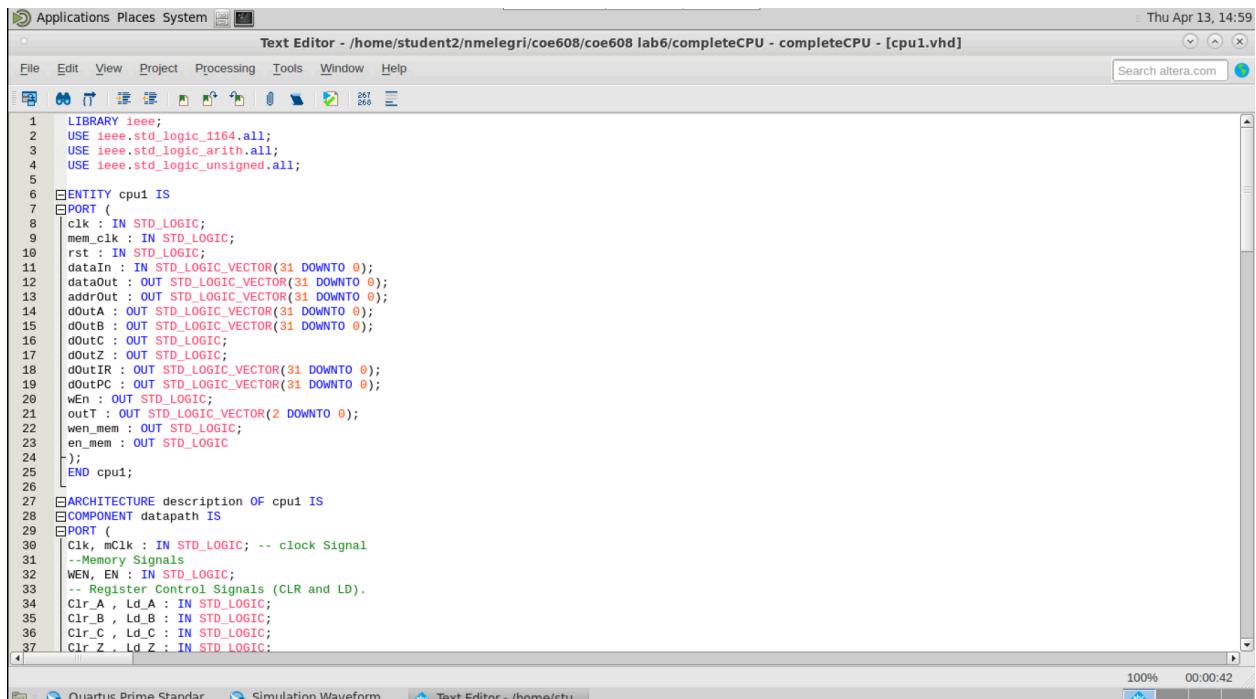
```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;
use ieee.std_logic_unsigned.all;
entity reset_circuit is
    port(
        Reset      : in std_logic;
        Clk       : in std_logic;
        Enable_PD : out std_logic := '1';
        Clr_PC   : out std_logic
    );
end reset_circuit;
architecture Behavior of reset_circuit is
begin
    process(Clk)begin
        if rising_edge(Clk) then
            if Reset = '1' then
                Clr_PC <= '1';
                Enable_PD <= '0';
                present_clk <= clk0;
            elsif present_clk <= clk0 then
                present_clk <= clk1;
            elsif present_clk <= clk1 then
                present_clk <= clk2;
            elsif present_clk <= clk2 then
                present_clk <= clk3;
            elsif present_clk <= clk3 then
                Clr_PC <= '0';
                Enable_PD <= '1';
            end if;
        end if;
    end process;
end Behavior;
```

Waveform



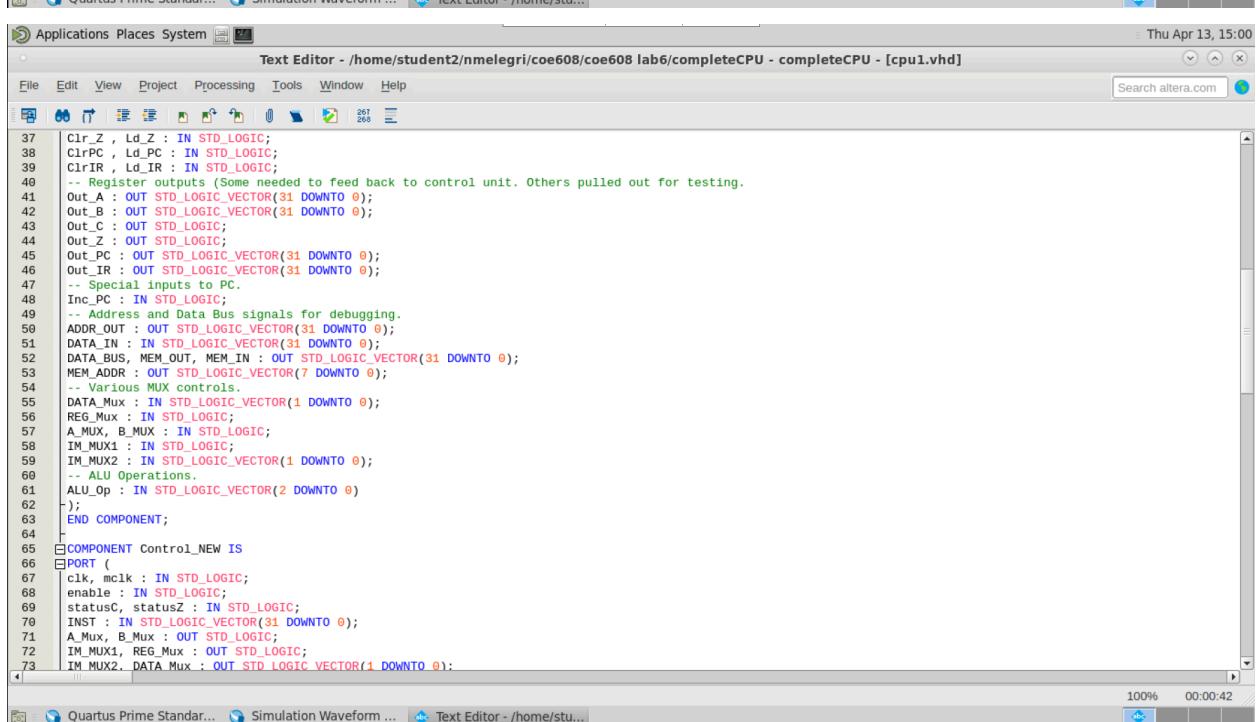
Part II

CPU



The screenshot shows the Quartus Prime Text Editor interface with the file `completeCPU - [cpu1.vhd]` open. The code is a VHDL entity and architecture for a CPU. The entity `cpu1` has various ports including clock signals, memory control, and data buses. The architecture `datapath` describes the internal logic, including register controls and various bus interfaces.

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.std_logic_arith.all;
USE ieee.std_logic_unsigned.all;
-- Entity declaration for cpu1
ENTITY cpu1 IS
PORT (
    clk : IN STD_LOGIC;
    mem_clk : IN STD_LOGIC;
    rst : IN STD_LOGIC;
    dataIn : IN STD_LOGIC_VECTOR(31 DOWNTO 0);
    dataOut : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    addrOut : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    dOutA : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    dOutB : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    dOutC : OUT STD_LOGIC;
    dOutZ : OUT STD_LOGIC;
    dOutIR : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    dOutPC : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    wEn : OUT STD_LOGIC;
    outT : OUT STD_LOGIC_VECTOR(2 DOWNTO 0);
    wen_mem : OUT STD_LOGIC;
    en_mem : OUT STD_LOGIC
);
END cpu1;
-- Architecture description OF cpu1 IS
COMPONENT datapath IS
PORT (
    Clk, mClk : IN STD_LOGIC; -- clock Signal
    --Memory Signals
    WEN, EN : IN STD_LOGIC;
    -- Register Control Signals (CLR and LD).
    Clr_A , Ld_A : IN STD_LOGIC;
    Clr_B , Ld_B : IN STD_LOGIC;
    Clr_C , Ld_C : IN STD_LOGIC;
    Clr_Z , Ld_Z : IN STD_LOGIC;
    Cir_Z , Ld_Z : IN STD_LOGIC;
    CirPC , Ld_PC : IN STD_LOGIC;
    CirIR , Ld_IR : IN STD_LOGIC;
    -- Register outputs (Some needed to feed back to control unit. Others pulled out for testing.
    Out_A : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    Out_B : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    Out_C : OUT STD_LOGIC;
    Out_Z : OUT STD_LOGIC;
    Out_PC : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    Out_IR : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    -- Special inputs to PC.
    Inc_PC : IN STD_LOGIC;
    -- Address and Data Bus signals for debugging.
    ADDR_OUT : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    DATA_IN : IN STD_LOGIC_VECTOR(31 DOWNTO 0);
    DATA_BUS, MEM_OUT, MEM_IN : OUT STD_LOGIC_VECTOR(31 DOWNTO 0);
    MEM_ADDR : OUT STD_LOGIC_VECTOR(7 DOWNTO 0);
    -- Various MUX controls.
    DATA_Mux : IN STD_LOGIC_VECTOR(1 DOWNTO 0);
    REG_Mux : IN STD_LOGIC;
    A_MUX, B_MUX : IN STD_LOGIC;
    IM_MUX1 : IN STD_LOGIC;
    IM_MUX2 : IN STD_LOGIC_VECTOR(1 DOWNTO 0);
    -- ALU Operations.
    ALU_Op : IN STD_LOGIC_VECTOR(2 DOWNTO 0)
);
END COMPONENT;
-- PORT declarations for Control_News
PORT (
    clk, mClk : IN STD_LOGIC;
    enable : IN STD_LOGIC;
    statusC, statusZ : IN STD_LOGIC;
    INST : IN STD_LOGIC_VECTOR(31 DOWNTO 0);
    A_Mux, B_Mux : OUT STD_LOGIC;
    IM_MUX1, REG_Mux : OUT STD_LOGIC;
    IM_MUX2, DATA_Mux : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
);
```



The screenshot shows the Quartus Prime Text Editor interface with the file `completeCPU - [cpu1.vhd]` open. The code defines a new component `Control_News` with its own set of ports, including clock signals, enable, status, instruction, and various multiplexing and register control signals.

```
clk, mClk : IN STD_LOGIC;
enable : IN STD_LOGIC;
statusC, statusZ : IN STD_LOGIC;
INST : IN STD_LOGIC_VECTOR(31 DOWNTO 0);
A_Mux, B_Mux : OUT STD_LOGIC;
IM_MUX1, REG_Mux : OUT STD_LOGIC;
IM_MUX2, DATA_Mux : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
```

Thu Apr 13, 15:00

Text Editor - /home/student2/nmelegr/coe608/coe608 lab6/completeCPU - completeCPU - [cpu1.vhd]

```

73 IM_MUX2 : DATA_Mux : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
74 ALU_op : OUT STD_LOGIC_VECTOR(2 DOWNTO 0);
75 inc_PC, ld_PC : OUT STD_LOGIC;
76 clr_IR : OUT STD_LOGIC;
77 id_IR : OUT STD_LOGIC;
78 clr_A, clr_B, clr_C, clr_Z : OUT STD_LOGIC;
79 id_A, id_B, id_C, id_Z : OUT STD_LOGIC;
80 T : OUT STD_LOGIC_VECTOR(2 DOWNTO 0);
81 wen, en : OUT STD_LOGIC;
82 );
83 END COMPONENT;
84
85 COMPONENT reset_circuit IS
86 PORT (
87 Reset : IN STD_LOGIC;
88 Clk : IN STD_LOGIC;
89 Enable_PD : OUT STD_LOGIC;
90 Clr_PC : OUT STD_LOGIC
91 );
92 END COMPONENT;
93
94 SIGNAL dp_mux1, dp_clrA, dp_ldA, dp_clrB, dp_ldB, dp_clrC, dp_ldC, dp_clrZ,
95 dp_ldZ, memEN, memEN, dp_muxA, dp_muxB : STD_LOGIC;
96 SIGNAL mux_data, reg, enpd, irlc, irld, pinc, pclr, pcld, out0, out1, out7, out6 : STD_LOGIC;
97 SIGNAL outIR : STD_LOGIC_VECTOR(31 DOWNTO 0);
98 SIGNAL alu : STD_LOGIC_VECTOR(2 DOWNTO 0);
99 SIGNAL dp_mux2, dp_muxData : STD_LOGIC_VECTOR(1 DOWNTO 0);
100
101 BEGIN
102 dat : datapath
103 PORT MAP(
104 Clk => clk,
105 mClk => mem_clk,
106 WEN => memWEN,
107 EN => memEN,
108 Clr_A => dp_clrA,
109 Ld_A => dp_ldA, Clr_B => dp_clrB, Ld_B => dp_ldB, Clr_C => dp_clrC, Ld_C

```

100% 00:00:42

Thu Apr 13, 15:01

Text Editor - /home/student2/nmelegr/coe608/coe608 lab6/completeCPU - completeCPU - [cpu1.vhd]

```

109 Ld_A => dp_ldA, Clr_B => dp_clrB, Ld_B => dp_ldB, Clr_C => dp_clrC, Ld_C
110 => dp_ldC, Clr_Z => dp_clrZ, Ld_Z => dp_ldZ,
111 ClrPC => pclr, Ld_PC => pcld, ClrIR => irlc, Ld_IR => irld,
112 Out_A => dOutA, Out_B => dOutB, Out_C => out0, Out_Z => out1, Out_PC =>
113 dOutPC, Out_IR => outIR, Inc_PC => pinc,
114 ADDR_OUT => addrOut, DATA_IN => dataIn, DATA_BUS => dataOut, DATA_MUX
115 => dp_muxData, REG_Mux => reg, A_MUX => dp_muxA, B_MUX => dp_muxB, IM_MUX1 =>
116 dp_mux1, IM_MUX2 => dp_mux2,
117 ALU_Op => alu
118 );
119
120 control_unit : Control_NEW
121 PORT MAP(
122 clk => clk, mclk => mem_clk, enable => enpd, statusC => out0, statusZ =>
123 out1, INST => outIR,
124
125 A_MUX => dp_muxA, B_MUX => dp_muxB, IM_MUX1 => dp_mux1, REG_Mux => reg,
126 IM_MUX2 => dp_mux2, DATA_MUX => dp_muxData,
127 ALU_Op => alu, inc_PC => pinc, id_PC => pcld, clr_IR => irlc, id_IR =>
128 irld,
129 clr_A => dp_clrA, clr_B => dp_clrB, clr_C => dp_clrC, clr_Z => dp_clrZ,
130 id_A => dp_ldA, id_B => dp_ldB, id_C => dp_ldC, id_Z => dp_ldZ,
131 T => outT, wen => memWEN, en => memEN
132 );
133
134 reset : reset_circuit
135 PORT MAP(
136 Reset => rst,
137 Clk => clk,
138 Enable_PD => enpd,
139 Clr_PC => pclr
140 );
141 dOutC <= out0;
142 dOutT <= out1;
143 dOutIR <= outIR;
144 wen_mem <= outT;
145 en_mem <= out6;
146
147 END description;
148

```

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CPU Tester (connects CPU to instruction memory)

The screenshot shows the Quartus Prime Text Editor interface with the following details:

- Title Bar:** Applications Places System, Thu Apr 13, 15:23
- File Menu:** File, Edit, View, Project, Processing, Tools, Window, Help
- Toolbar:** Includes icons for New, Open, Save, Cut, Copy, Paste, Find, Replace, Undo, Redo, and others.
- Text Editor Area:** Displays VHDL code for an entity named `CPU_TEST_Sim`. The code includes declarations for ports, components, and architecture. It uses std_logic and std_logic_vector types. Key parts include:
 - `library ieee;`
 - `use ieee.std_logic_1164.all;`
 - `ENTITY CPU_TEST_Sim IS`
 - `PORT(` section with various port declarations like `cpuClk`, `memClk`, `rst`, `outA`, `outB`, etc.
 - `END CPU_TEST_Sim;`
 - `ARCHITECTURE behavior OF CPU_TEST_Sim IS`
 - `COMPONENT system_memory` and its port declarations.
 - `COMPONENT cpu1` and its port declarations.
- Status Bar:** Shows 100% zoom and 00:01:15 simulation time.
- Bottom Navigation:** Includes tabs for Quartus Prime Standard, Simulation Waveform, and Text Editor.

```
1 library ieee;
2 use ieee.std_logic_1164.all;
3
4 ENTITY CPU_TEST_Sim IS
5     PORT(
6         cpuClk : in std_logic;
7         memClk : in std_logic;
8         rst : in std_logic;
9         -- Debug data.
10        outA, outB : out std_logic_vector(31 downto 0);
11        outC, outZ : out std_logic;
12        outIR : out std_logic_vector(31 downto 0);
13        outPC : out std_logic_vector(31 downto 0);
14        -- Processor-Inst Memory Interface.
15        addrOut : out std_logic_vector(5 downto 0);
16        wEn : out std_logic;
17        memDataOut : out std_logic_vector(31 downto 0);
18        memDataIn : out std_logic_vector(31 downto 0);
19        -- Processor State
20        T_Info : out std_logic_vector(2 downto 0);
21        --data Memory Interface
22        wen_mem, en_mem : out std_logic);
23    END CPU_TEST_Sim;
24
25 ARCHITECTURE behavior OF CPU_TEST_Sim IS
26     COMPONENT system_memory
27         PORT(
28             address : IN STD_LOGIC_VECTOR (5 DOWNTO 0);
29             clock : IN STD_LOGIC ;
30             data : IN STD_LOGIC_VECTOR (31 DOWNTO 0);
31             wren : IN STD_LOGIC ;
32             q : OUT STD_LOGIC_VECTOR (31 DOWNTO 0)
33         );
34     END COMPONENT;
35
36     COMPONENT cpu1
37         PORT(
```

Text Editor - /home/student2/nmelegr/icoe608/coe608 lab6/completeCPU - completeCPU - [CPU_TEST_Sim.vhd]

```

37 PORT(
38     clk : in std_logic;
39     mem_clk : in std_logic;
40     rst : in std_logic;
41     dataIn : in std_logic_vector(31 downto 0);
42     dataOut : out std_logic_vector(31 downto 0);
43     addrOut : out std_logic_vector(31 downto 0);
44     wEn : out std_logic;
45     dOutA, dOutB : out std_logic_vector(31 downto 0);
46     dOutC, dOutZ : out std_logic;
47     dOutIR : out std_logic_vector(31 downto 0);
48     dOutPC : out std_logic_vector(31 downto 0);
49     outT : out std_logic_vector(2 downto 0);
50     wen_mem, en_mem : out std_logic;
51 );
52
53 BEGIN
54     -- Component instantiations.
55     main_memory : system_memory
56         PORT MAP(
57             address => add_from_cpu(5 downto 0),
58             clock => memClk,
59             data => cpu_to_mem,
60             wren => wen_from_cpu,
61             q => mem_to_cpu
62         );
63     main_processor : cpui
64         PORT MAP(
65             clk => cpuClk,
66             mem_clk => memClk,
67             rst => rst,
68             dataIn => mem_to_cpu.
69
70
71
72
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85
86
87
88
89
90
91
92

```

100% 00:01:15

Quartus Prime Standard... Simulation Waveform ... Text Editor - /home/stu...

```

73     dataIn => mem_to_cpu,
74     dataOut => cpu_to_mem,
75     addrOut => add_from_cpu,
76     wEn => wen_from_cpu,
77     dOutA => outA,
78     dOutB => outB,
79     dOutC => outC,
80     dOutZ => outZ,
81     dOutIR => outIR,
82     dOutPC => outPC,
83     outT => T_Info,
84     wen_mem => wen_mem,
85     en_mem => en_mem
86 );
87
88     addrOut <= add_from_cpu(5 downto 0);
89     wEn <= wen_from_cpu;
90     memDataOut <= mem_to_cpu;
91     memDataIn <= cpu_to_mem;
92 END behavior;

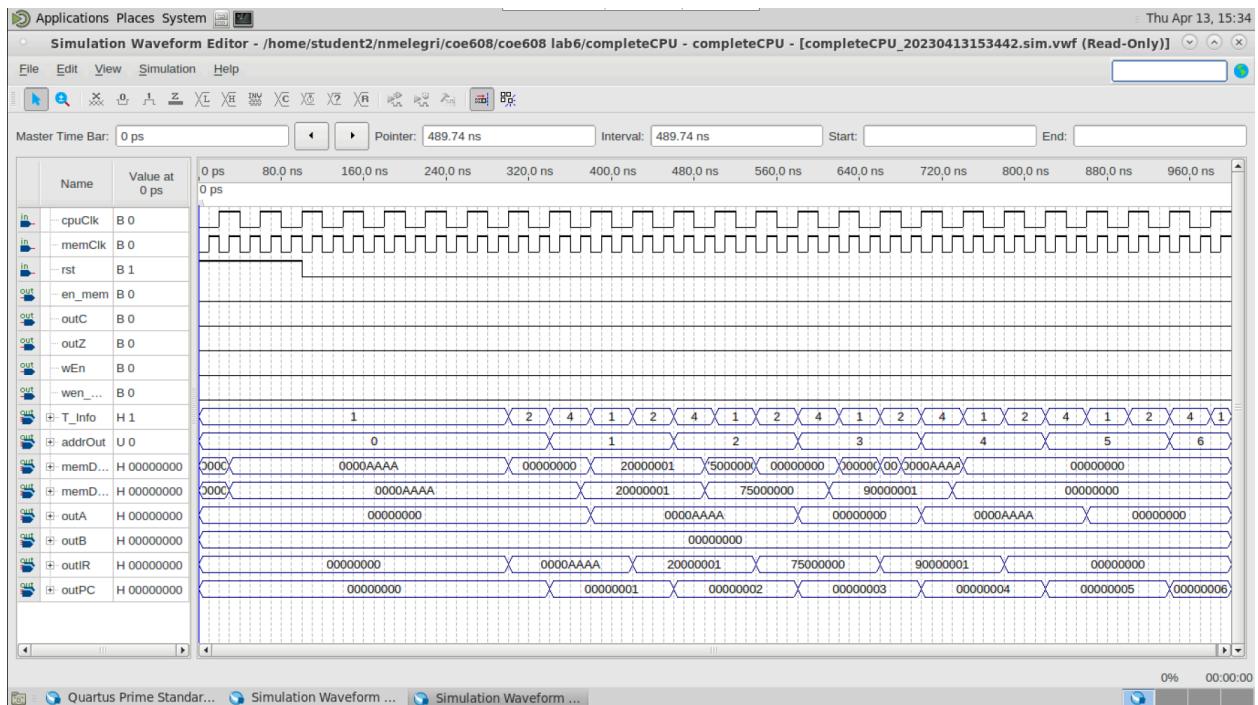
```

100% 00:01:15

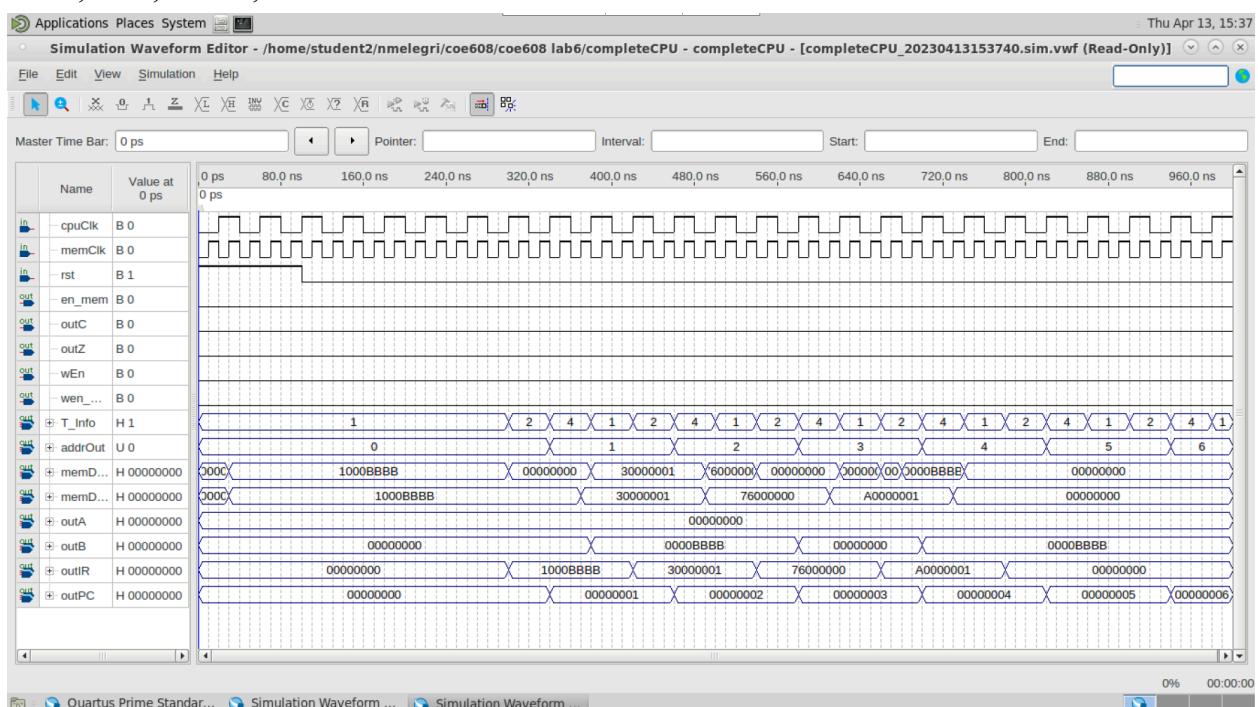
Quartus Prime Standard... Simulation Waveform ... Text Editor - /home/stu...

Waveforms

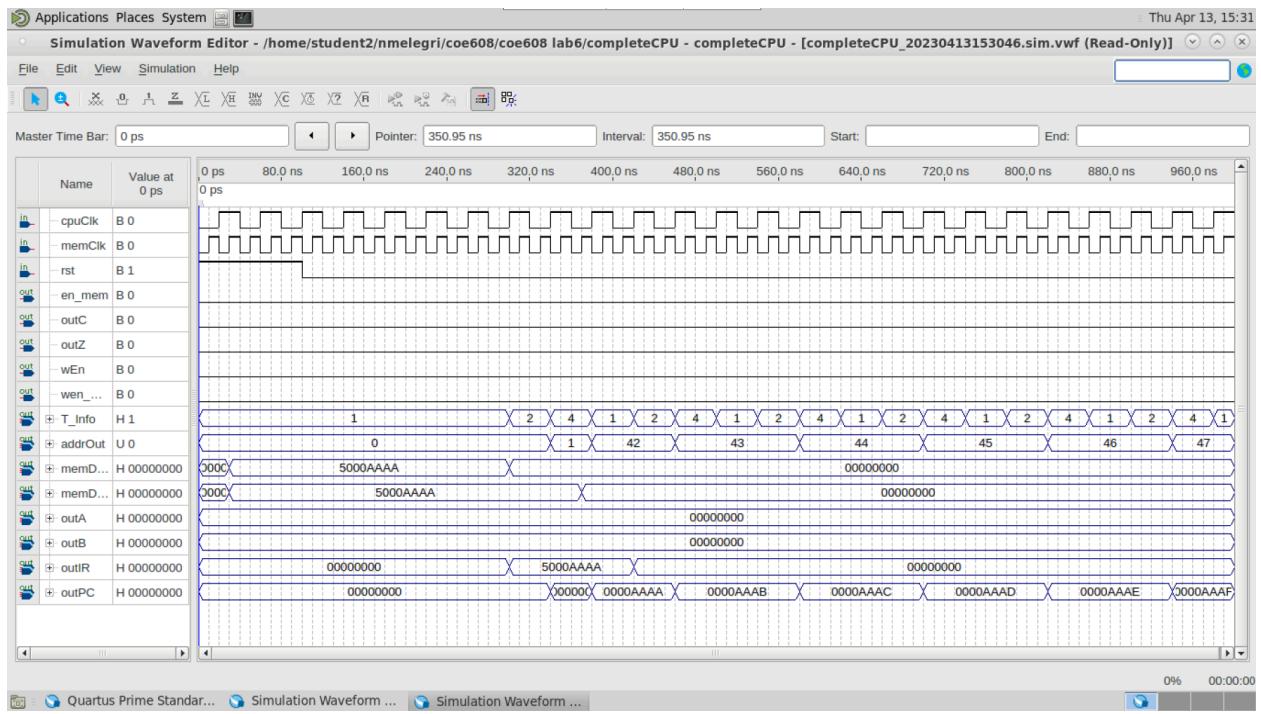
LDAI, STA, CLRA, LDA



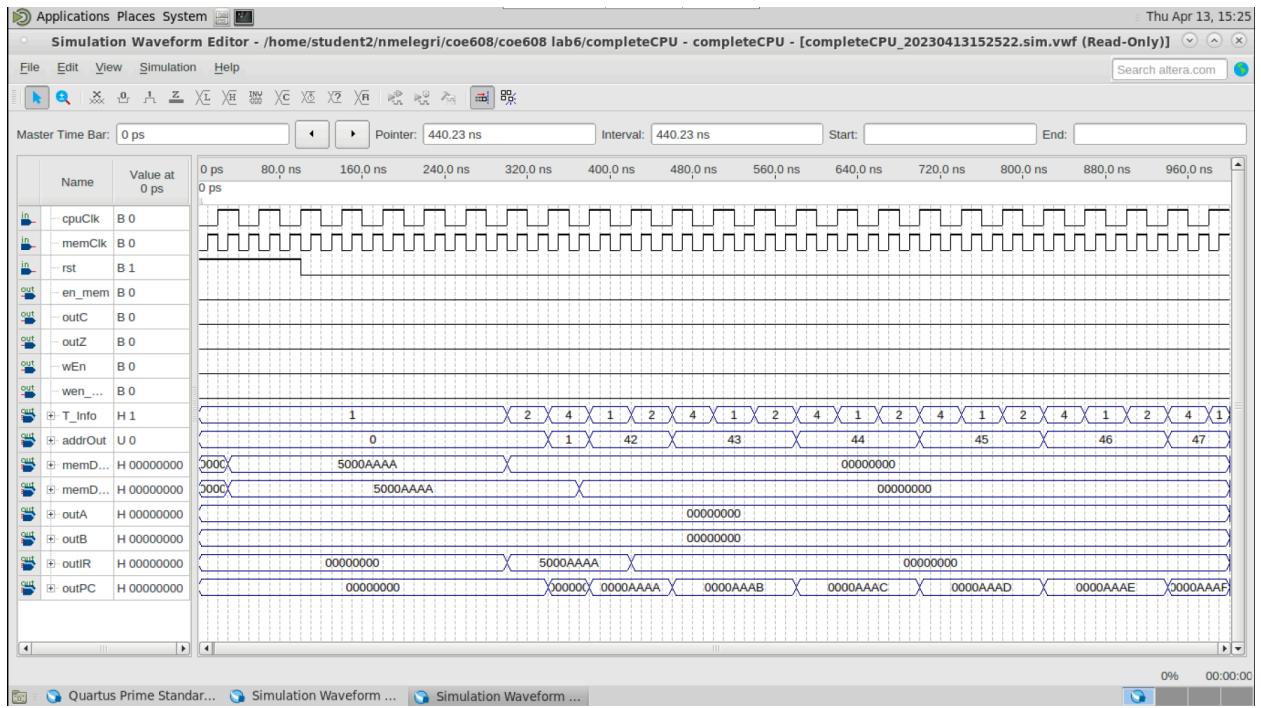
LDBI, STB, CLRB, LDB



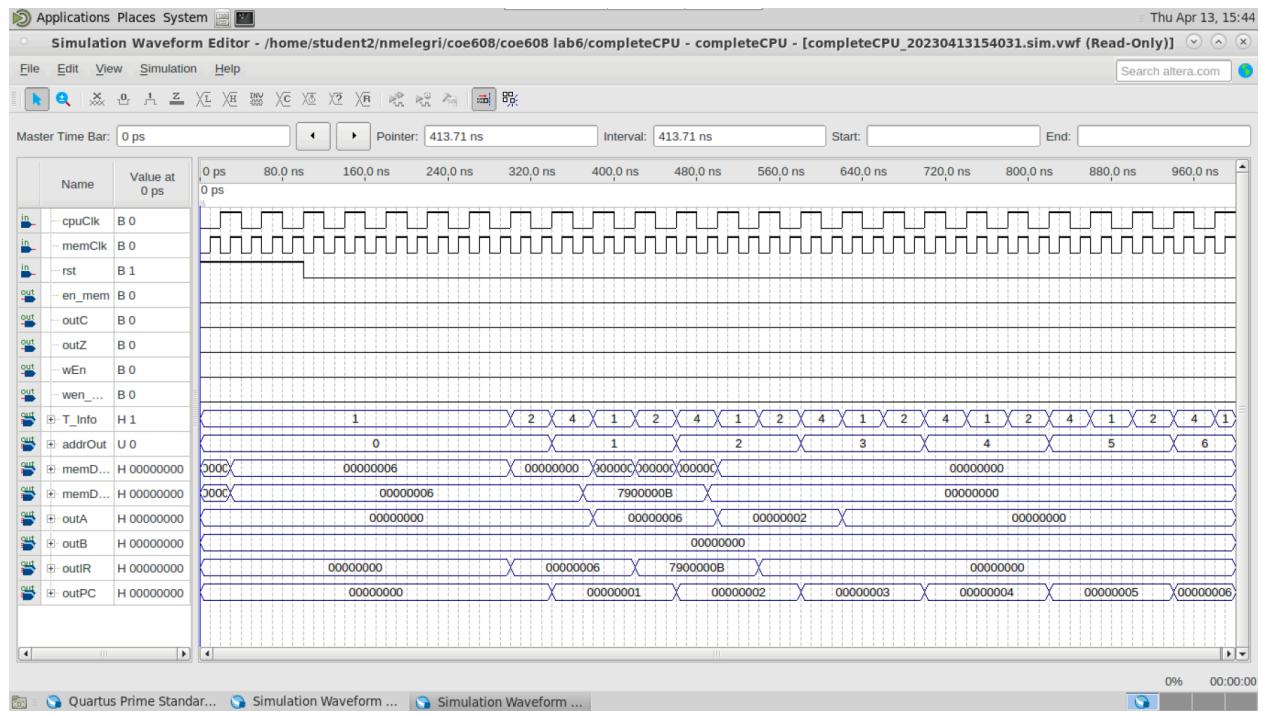
LUI



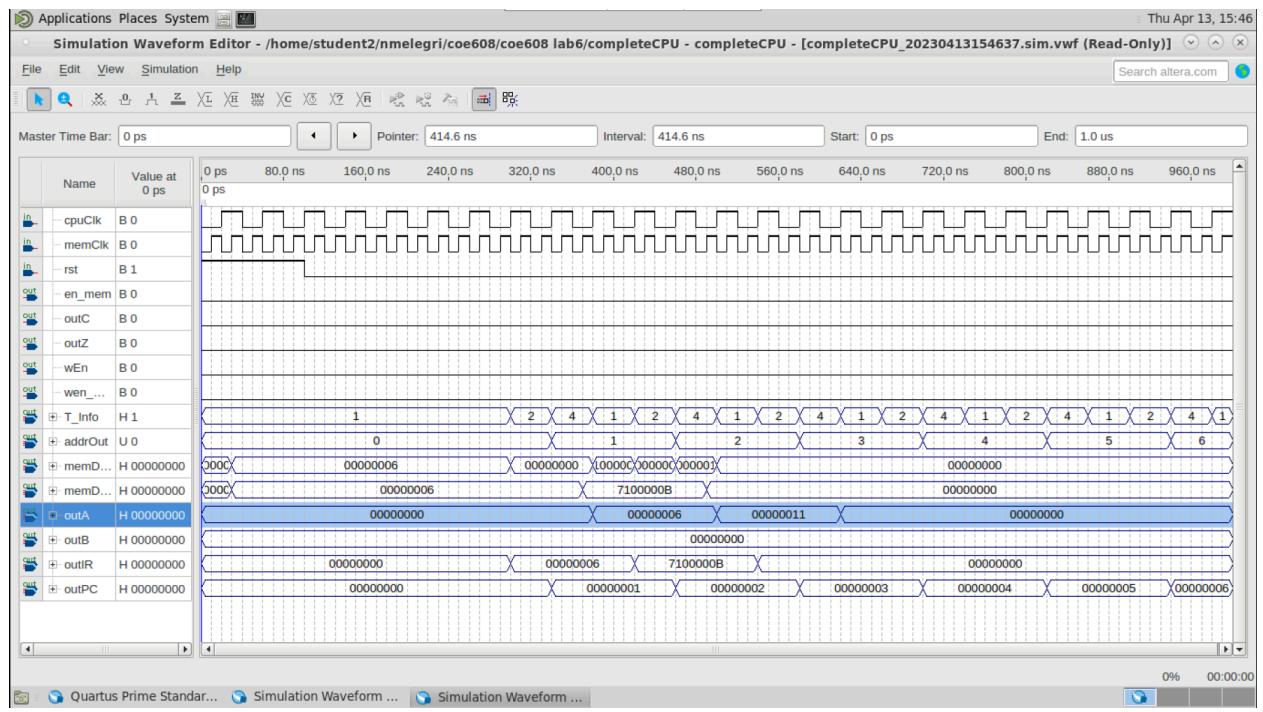
JMP



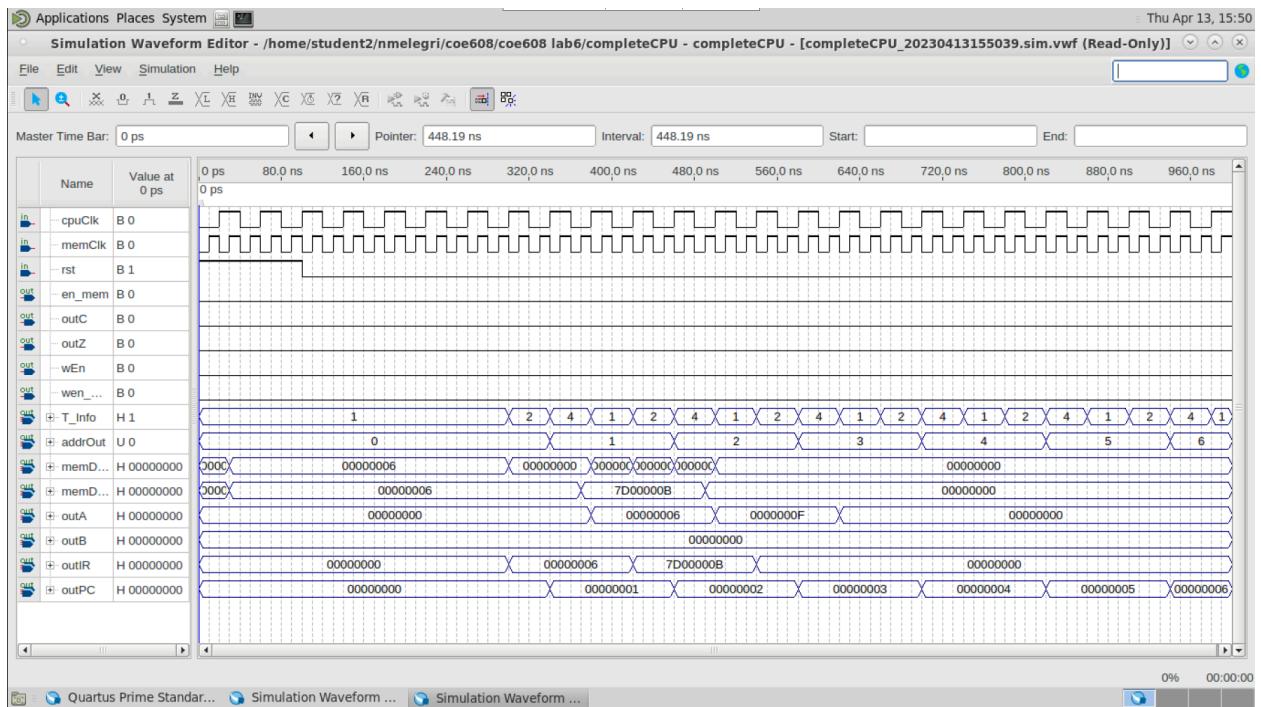
ANDI



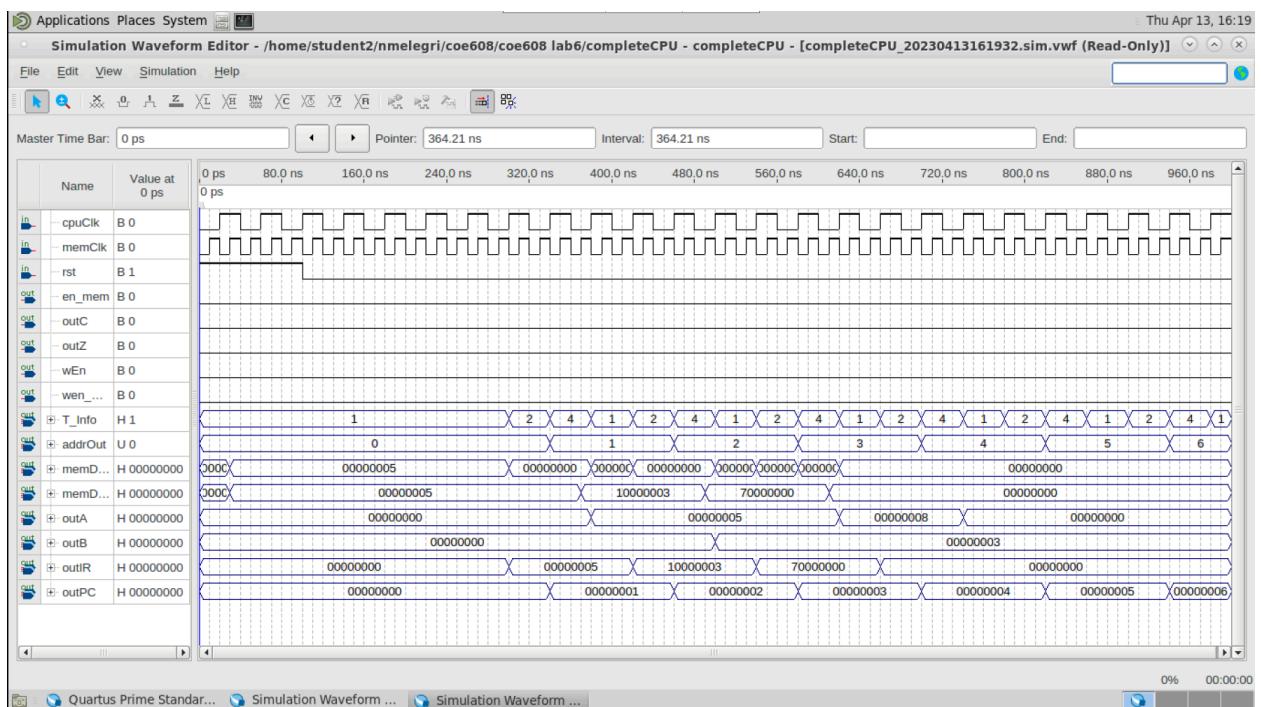
ADDI



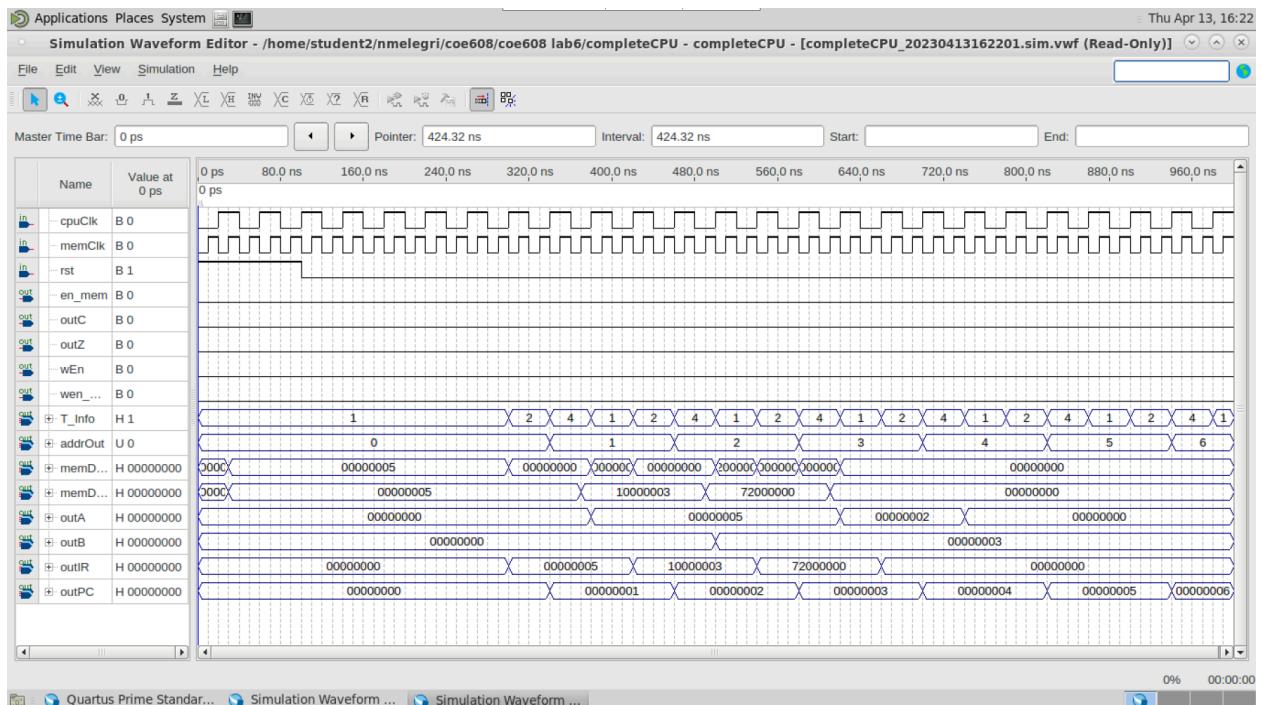
ORI



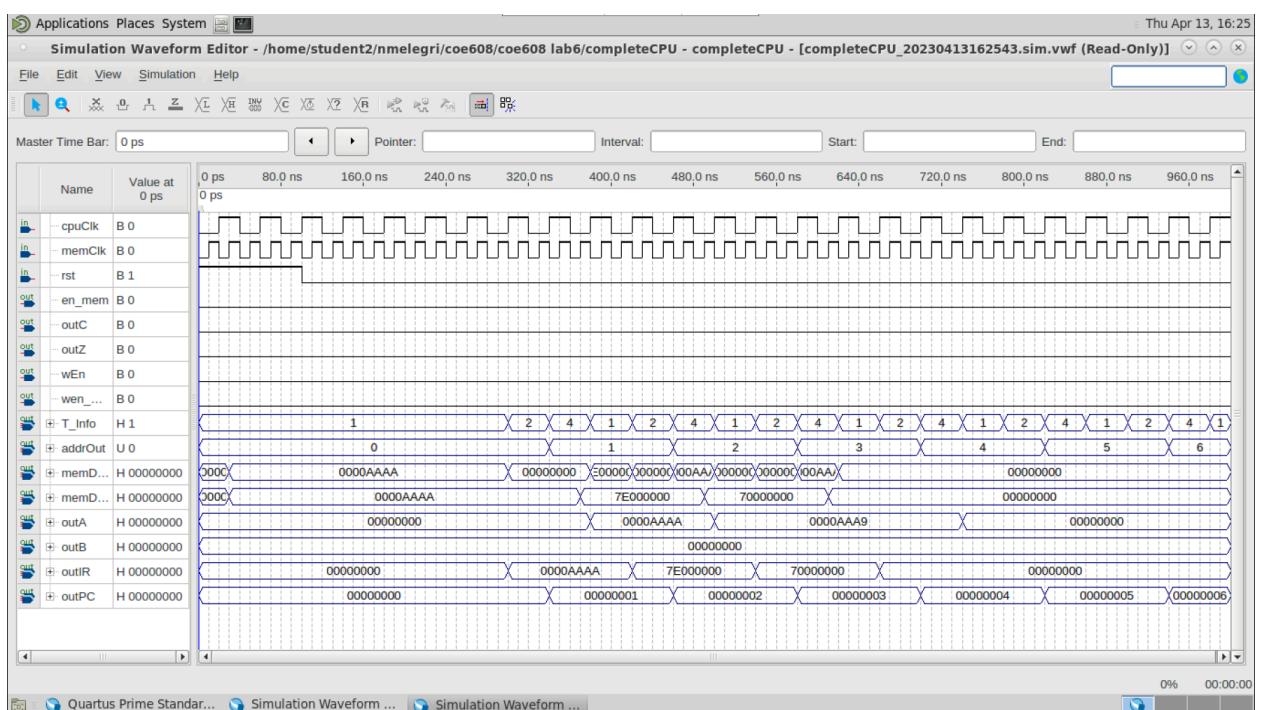
ADD



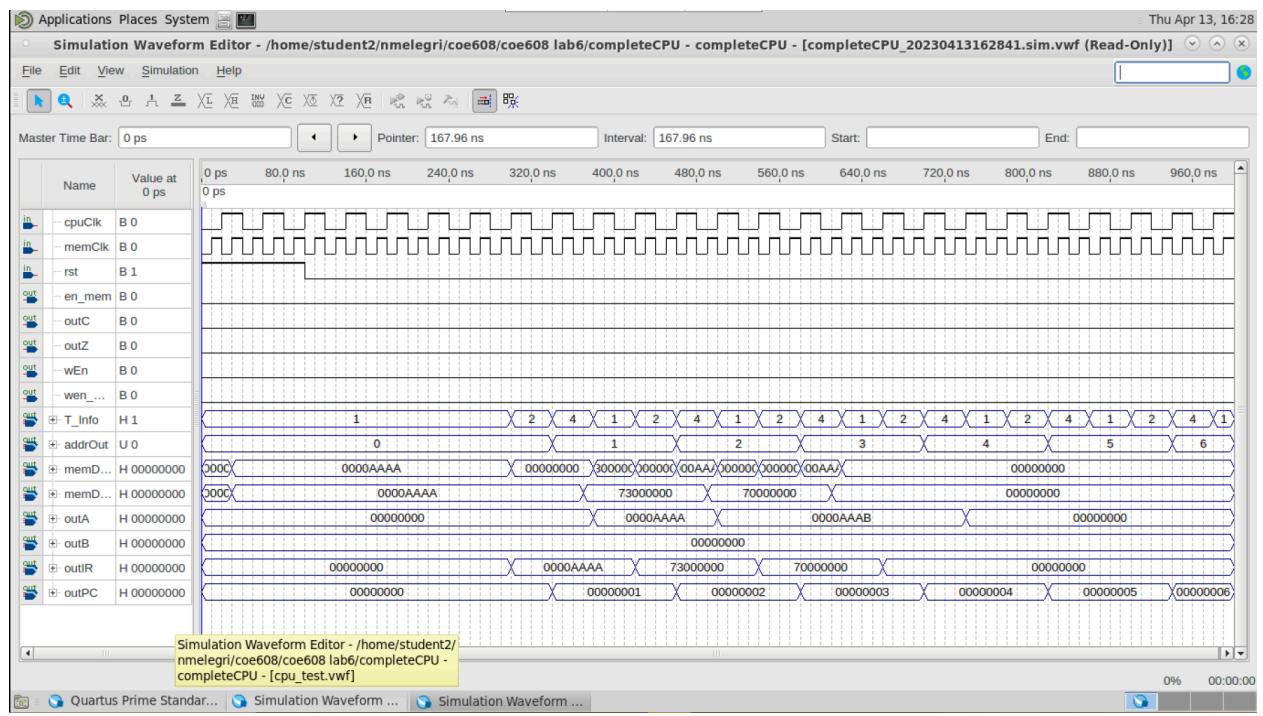
SUB



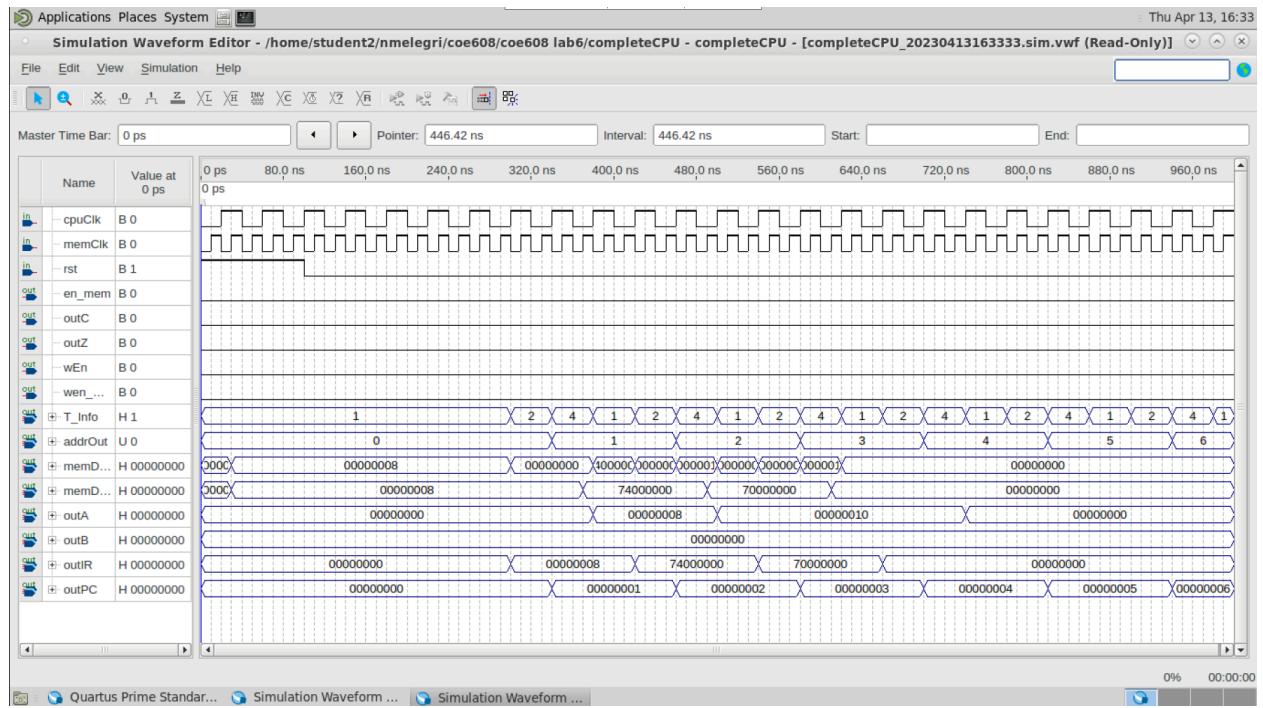
DECA



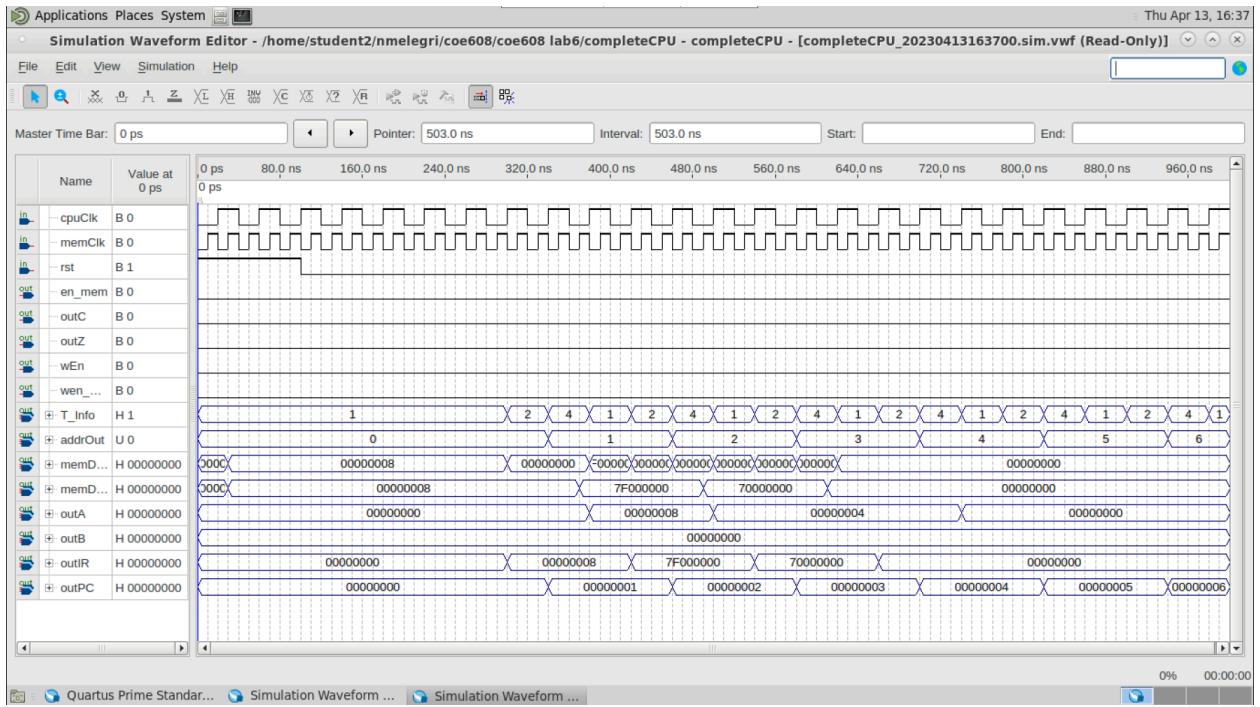
INCA



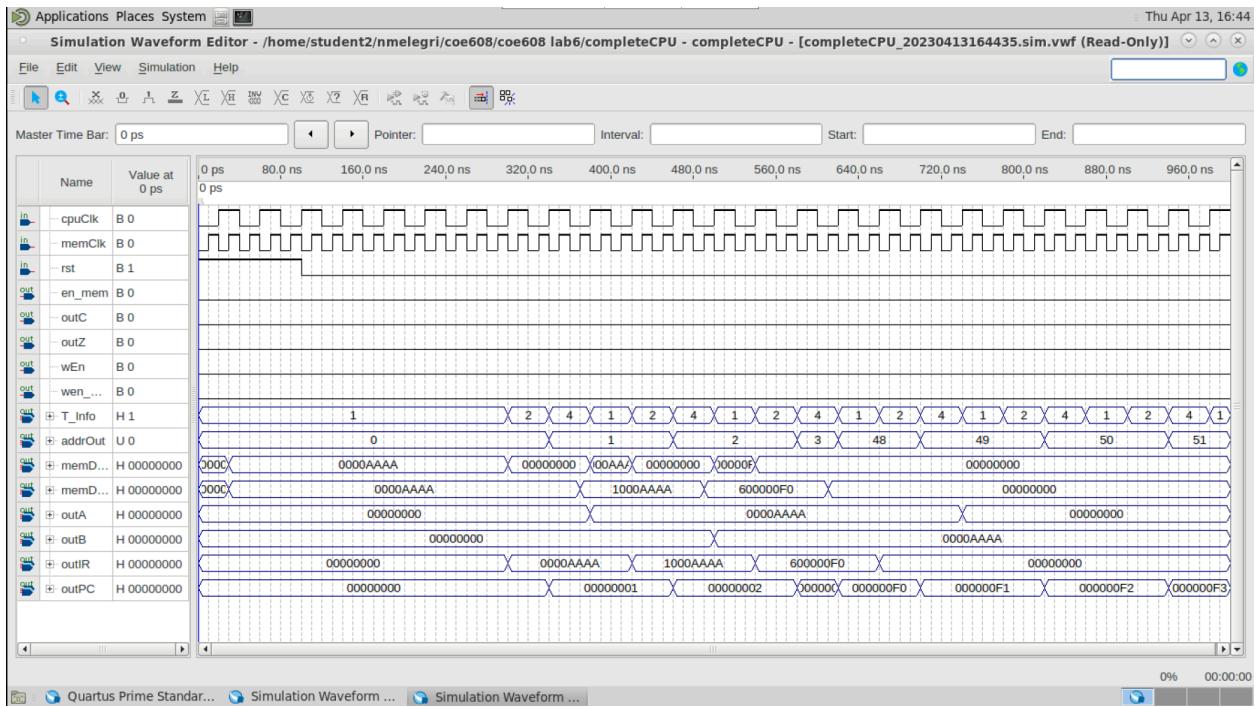
ROL



ROR



BEQ



BNE

