

# Project 3: Designing a 32-bit CPU

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## 1 Introduction

This goal of this project is to design a stripped down version of the MIPS processor. The processor will be a 32-bit version of the processor discussed in class and the text book, however, its instruction set will be a small subset of the MIPS processor's full capability.

### 1.1 Background Information

#### 1.1.1 MIPS

MIPS is a reduced instruction set computer (RISC) instruction set architecture (ISA). It defines three types of instruction types: R (register), I (Immediate), and J (Jump). For the implementation that this project is focused on, only R and I instructions will be executed. R type instructions are the most common form of instructions. The format for an R-type instruction is:

Bits[31:26]	Bits[25:21]	Bits[20:16]	Bits[15:11]	Bits[10:6]	Bits[5:0]
opcode	Rs	Rt	Rd	shamt	funct

For this instruction, the opcode field is always  $000000_2$ , while the function code **funct** is used to determine which instruction is to be carried out. Rs and Rt are the two registers in which the operation reads and Rd is the destination of the result. Some instructions require a shift amount (**shamt**), so it is specified explicitly.

The I type instruction involves an immediate value, so the instruction format must accommodate this. The format of this type of instruction is:

Bits [31:26]	Bits [25:21]	Bits [20:16]	Bits [15:0]
opcode	Rs	Rt	immediate

For this instruction, the op code field is used to define the specific instruction, Rs is the register in which the operation acts on along with the immediate value as the other operand. Rt is the destination register in which the result is stored.

### 1.1.2 Datapath and Control

A datapath is a collection of functional units that perform data processing operations. It includes units such as a program counter, a register file, instruction memory, an ALU, data memory, and a control unit. Figure 1 shows a high level overview of a simple datapath with control.

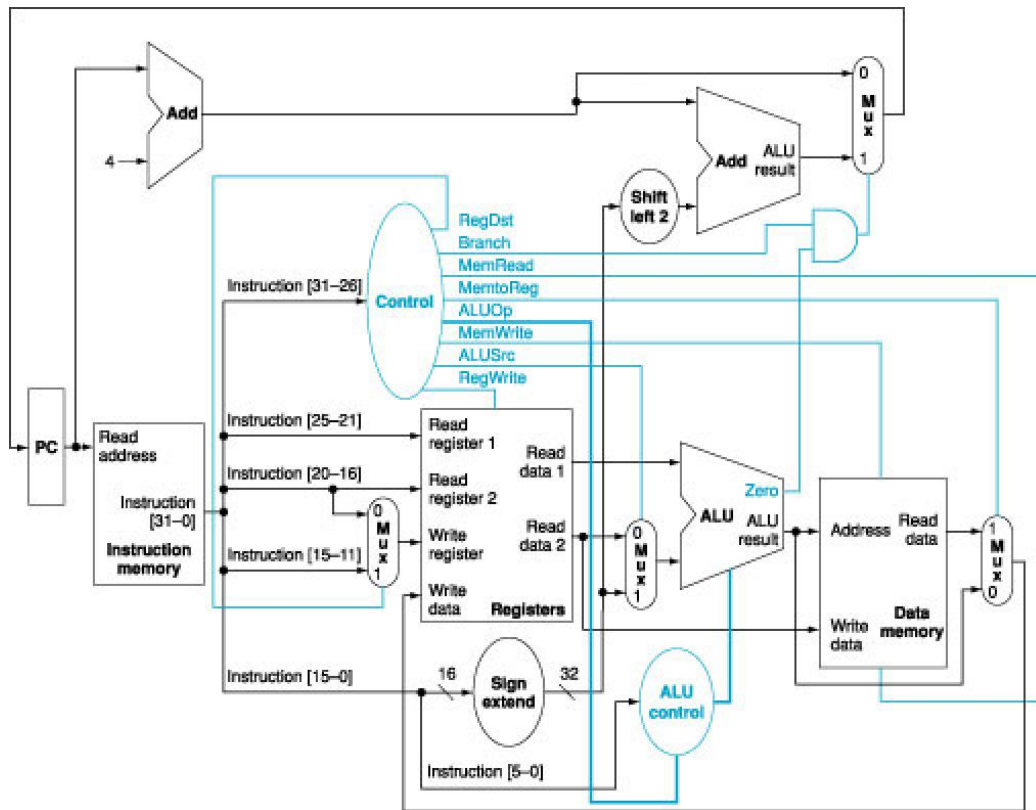


Figure 1: Datapath Overview

## 2 Design

### 2.1 Instruction Set

Table 1 shows the instructions that were chosen to be implemented in the CPU with the respective OpCode and Function Field for each instruction.

OpCode[31:26]	Function Field [5:0]	Instruction	Example Operation
100011 <sub>2</sub>	--	lw	lw \$t3, 200(\$s2)
101011 <sub>2</sub>	--	sw	sw \$t4, 100(\$t3)
000000 <sub>2</sub>	100000 <sub>2</sub>	add	add \$s3, \$t2, \$s2
000000 <sub>2</sub>	110000 <sub>2</sub>	sub	sub \$s3, \$t2, \$s2
000100 <sub>2</sub>	--	beq	beq \$s5, \$s2, 500
000000 <sub>2</sub>	000001 <sub>2</sub>	nand	nand \$s5, \$s1, \$s2
000010 <sub>2</sub>	--	andi	andi \$s6, \$s2, 0x00FF
000000 <sub>2</sub>	000010 <sub>2</sub>	or	or \$s8, \$s1, \$s2
000011 <sub>2</sub>	--	ori	ori \$s7, \$s1, 0x00FF

Table 1: CPU Instruction Set

Because it was only required to implement 9 instructions and the MIPS instruction set format requires 6 bits for op code and function field, it was an easy decision to choose these values for the implemented instructions. For all R-type instructions, the functions fields were chosen to be vastly different from one another to make debugging easier for the team. Likewise, the same approach was taken for the op code decisions for the I-type instructions.

### 2.2 Memory

For this project, it seemed unnecessary to implement memory of 4GB ( $2^{32}$ ). It was chosen to use an array of 256 words instead. If need be, this memory size could be upgraded easily, so this choice does not hinder performance on the actual design of the CPU.

### 2.3 Datapath

Because of the simplicity of this design, the implemented datapath did not need to be modified by much from Figure 1. Therefore, the design of a single cycle datapath from the textbook acted as the skeletal structure of the final



asserted accordingly to relay the correct signals into the Register File, ALU, and Data memory. This unit is what determines which units will read/write, and what operations the ALU should perform.

### 3 Analysis

While this processor was optimized to be able to fully accomplish the tasks specified in the business requirements document, it could still be improved. In its current stage, it can be considered a bare bones prototype. To transform the current design into a processor on par with the current industry standard, a complete instruction set would have to be implemented. Furthermore, pipelining is a necessity to add. Any processor that doesn't implement pipelining is not making efficient use of its own components. After pipelining is implemented, hazard controls would need to coexist. This would allow for cool features of the processor to exist such as forwarding, making it a truly efficient piece of hardware.

### 4 Simulation Results

Once the processor was completely designed, it was necessary to write some test bench code. To test each instruction, data had to first be written to memory, along with the program being loaded onto the CPU. Due to the amount of signals involved in the CPU, not all will be shown in the simulation. The clock, contents of the registers, data memory, and program counter will only be shown. Data Memory addresses  $0x00000001 \rightarrow 0x00000005$  were initialized with starting data. For simplicity, register numbers  $1 \rightarrow 8$  are s registers. This is not the convention in a usual MIPS implemented processor, however, for testing the instructions, this assignment is arbitrary. Please refer to the Test Bench Code in the Appendix for a detailed view of the testing procedure. The execution of the program begins at 38ns. The tested instructions are:

1. `lw $s1, 1($zero)`
2. `sw $s1, 6($zero)`
3. `lw $s2, 2($zero)`

4. add \$s3, \$s1, \$s2
5. sub \$s4, \$s2, \$s1
6. beq \$s1, \$s2, 100
7. lw \$2, 4(\$zero)
8. nand \$s5, \$s1, \$s2
9. andi \$s6, \$s2, 0x00FF
10. ori \$s7, \$s1, 0x00FF
11. or \$s8, \$s1, \$s2
12. beq \$s1, \$s1, -0x000B

Figure 3 shows the first instruction being executed. The data memory at address 0x00000001 holds the value 0xAAAAAAAA and register \$s1 is subsequently loaded with the data 0xAAAAAAAA.

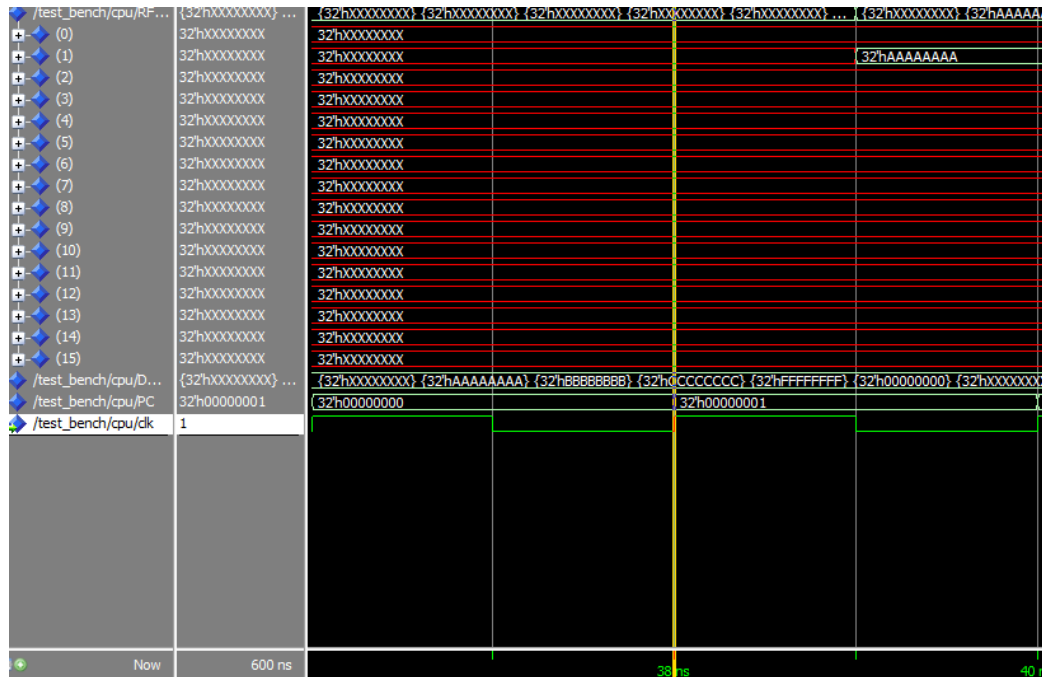


Figure 3: lw \$s1, 1(\$zero)

Figure 4 shows the second instruction. The value of 0xAAAAAAAA in register \$s1 is successfully stored into the data memory at address 0x00000006.

Index	Test Bench CPU/DMA	Test Bench CPU/DMA	Test Bench CPU/DMA	Test Bench CPU/DMA
(0)	32hXXXXXXXX	{32hXXXXXXXX}{32hAAAAAAAA}{32hXXXXXXXX}{32hXXXXXXXX}{32hXXXXXXXX}{32hXXXXXXXX}	32hXXXXXXXX	
(1)	32hAAAAAAAA	32hAAAAAAAA	32hAAAAAAAA	
(2)	32hBBBBBBBB	32hBBBBBBBB	32hBBBBBBBB	
(3)	32hCCCCCCCC	32hCCCCCCCC	32hCCCCCCCC	
(4)	32hFFFFFFFF	32hFFFFFFFF	32hFFFFFFFF	
(5)	32h00000000	32h00000000	32h00000000	
(6)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	32hAAAAAAAA
(7)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(8)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(9)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(10)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(11)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(12)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(13)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(14)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(15)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(16)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(17)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(18)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(19)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(20)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(21)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(22)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(23)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(24)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(25)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(26)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	
(27)	32hXXXXXXXX	32hXXXXXXXX	32hXXXXXXXX	

Figure 4: `sw $s1, 6($zero)`



Figure 5 shows the third instruction. The value of 0xBBBBBBBB at address 0x00000002 is successfully loaded into register \$s2.

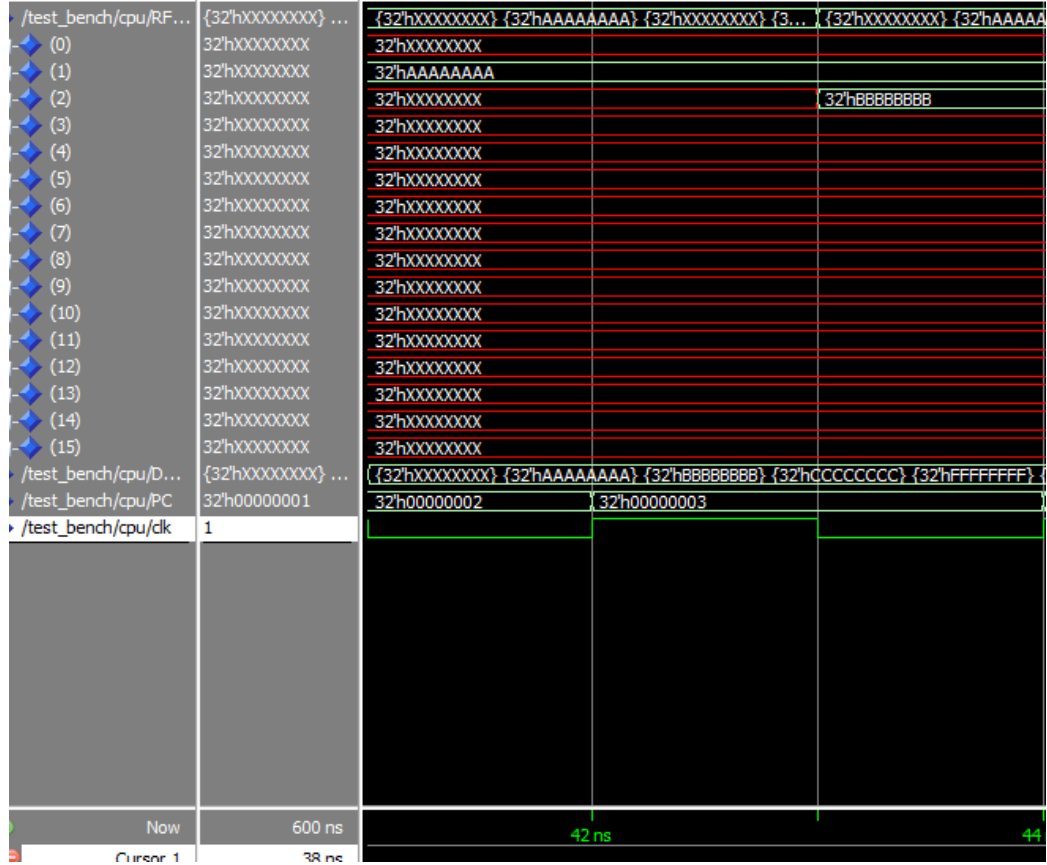


Figure 5: lw \$s2, 2(\$zero)

Test Case	Configuration	Result	Time (ns)
/test_bench/cpu/RF...	{32hXXXXXXXX} ...	{32hXXXXXXXX} {32hAAAAAAAA} {32hBBBBBBBB} {3...} {32hXXXXXXXX} {32hAAAAAA}	
◆ (0)	32hXXXXXXXX	32hXXXXXXXX	
◆ (1)	32hXXXXXXXX	32hAAAAAAAA	
◆ (2)	32hXXXXXXXX	32hBBBBBBBB	
◆ (3)	32hXXXXXXXX	32hXXXXXXXX	32h66666665
◆ (4)	32hXXXXXXXX	32hXXXXXXXX	
◆ (5)	32hXXXXXXXX	32hXXXXXXXX	
◆ (6)	32hXXXXXXXX	32hXXXXXXXX	
◆ (7)	32hXXXXXXXX	32hXXXXXXXX	
◆ (8)	32hXXXXXXXX	32hXXXXXXXX	
◆ (9)	32hXXXXXXXX	32hXXXXXXXX	
◆ (10)	32hXXXXXXXX	32hXXXXXXXX	
◆ (11)	32hXXXXXXXX	32hXXXXXXXX	
◆ (12)	32hXXXXXXXX	32hXXXXXXXX	
◆ (13)	32hXXXXXXXX	32hXXXXXXXX	
◆ (14)	32hXXXXXXXX	32hXXXXXXXX	
◆ (15)	32hXXXXXXXX	32hXXXXXXXX	
/test_bench/cpu/D...	{32hXXXXXXXX} ...	{32hXXXXXXXX} {32hAAAAAAAA} {32hBBBBBBBB} {32hCCCCCCCC} {32hFFFFFFF}	
/test_bench/cpu/PC	32h00000001	32h00000003	32h00000004
/test_bench/cpu/dk	1		
Now	600 ns	44 ns	46

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Figure 7 shows the fifth instruction. The value of 0xAAAAAAAA in register \$s1 is subtracted from register \$s2. The result is 0x11111111 and is written back into register \$s4.

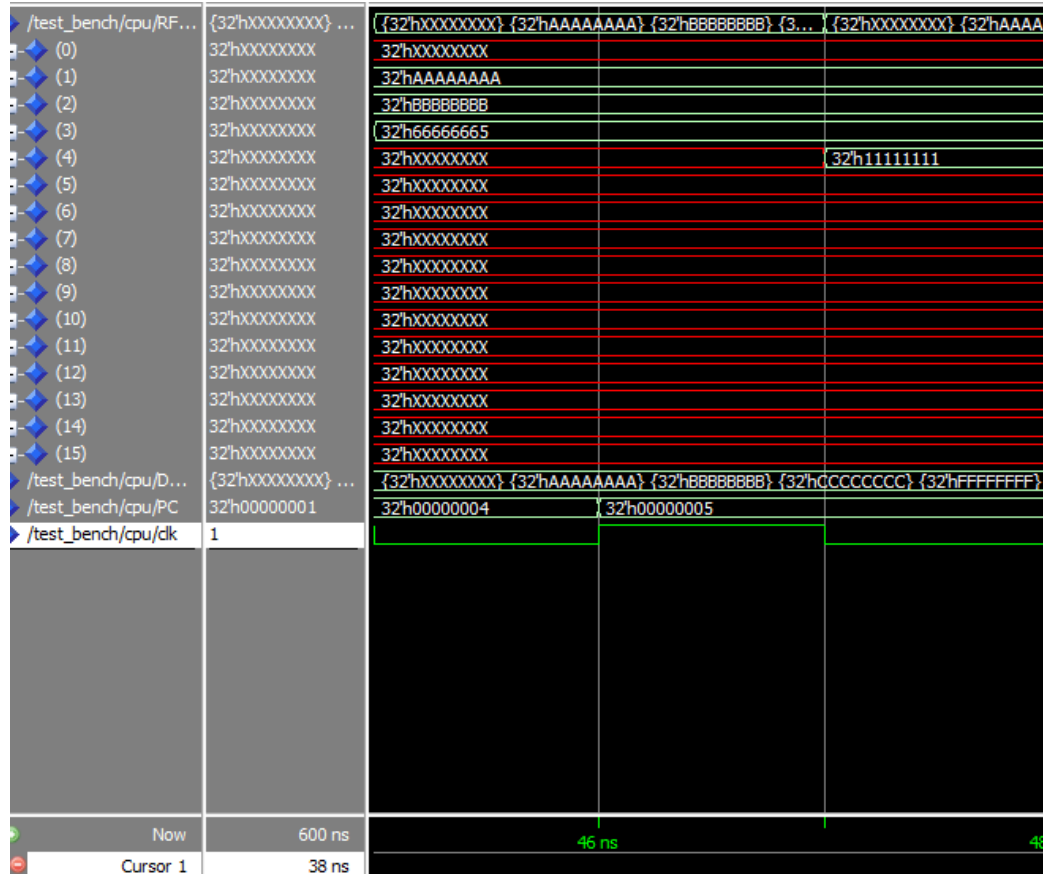


Figure 7: sub \$s4, \$s2, \$s1

Figure 8 shows the sixth instruction. The value of 0xBBBBBBBB in register \$s2 is compared to 0xAAAAAAAA in register \$s1 for equivalence. Since they are not, the program counter increments to the next instruction.

/test_bench/cpu/RF...	{32h00000000} ...	{32h00000000} {32hAAAAAAAA} {32hBBBBBBB} {32h66666665} {32h11111111} {32h00000000} {32h00000000} ...			
(0)	32h00000000	32h00000000			
(1)	32h00000000	32hAAAAAAAA			
(2)	32h00000000	32hBBBBBBB			
(3)	32h00000000	32h66666665			
(4)	32h00000000	32h11111111			
(5)	32h00000000	32h00000000			
(6)	32h00000000	32h00000000			
(7)	32h00000000	32h00000000			
(8)	32h00000000	32h00000000			
(9)	32h00000000	32h00000000			
(10)	32h00000000	32h00000000			
(11)	32h00000000	32h00000000			
(12)	32h00000000	32h00000000			
(13)	32h00000000	32h00000000			
(14)	32h00000000	32h00000000			
(15)	32h00000000	32h00000000			
/test_bench/cpu/D...	{32h00000000} ...	{32h00000000} {32hAAAAAAAA} {32hBBBBBBB} {32hCCCCCCC} {32hFFFFFFF} {32h00000000} {32hAAAAAA			
/test_bench/cpu/PC	32h00000001	32h00000005	32h00000006		32h00000007
/test_bench/cpu/clock	1				

Figure 8: beq \$s1, \$s2, 100

Figure 9 shows the seventh instruction. The value of 0xFFFFFFFF at address 0x00000004 is loaded into register \$s2 successfully.

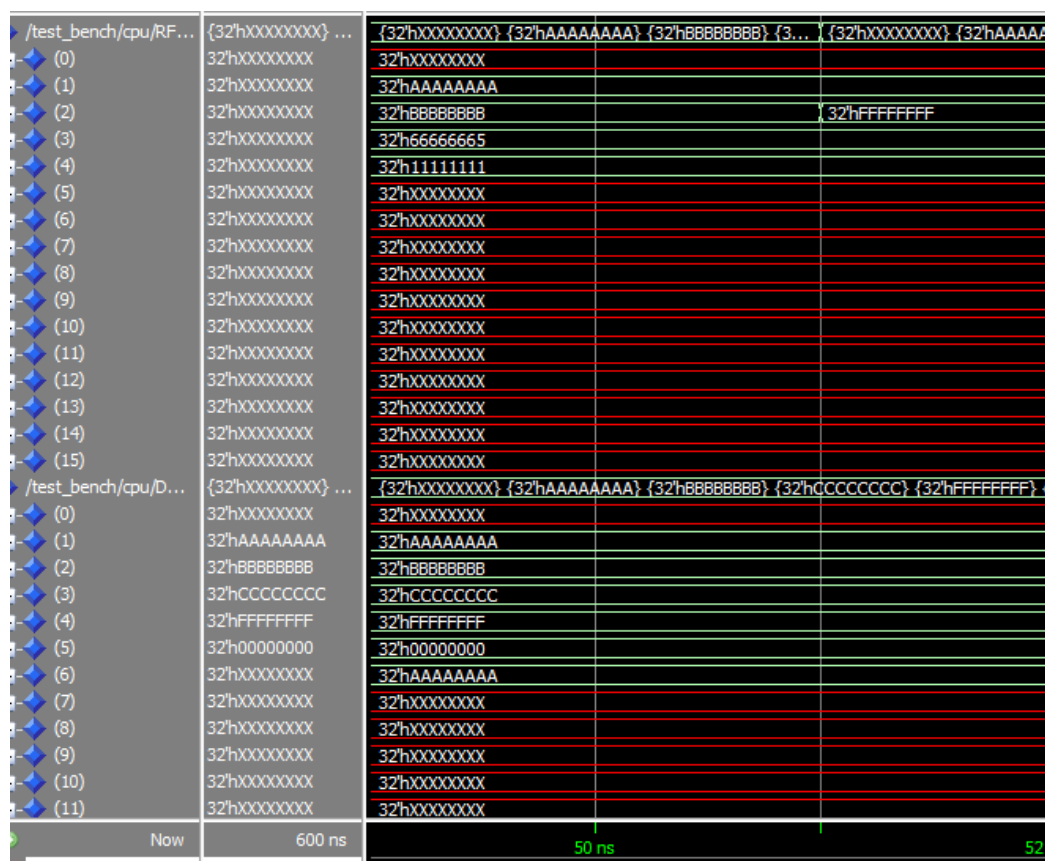


Figure 9: `lw $s2, 4($zero)`

Test Case	Input	Output	Time
/test_bench/cpu/RF...	{32'hXXXXXXXX} ...	{32'hXXXXXXXX} {32'hAAAAAAAA} {32'hFFFFFFF} {3...} {32'hXXXXXXXX} {32'hAAAA...	
(0)	32'hXXXXXXXX	32'hXXXXXXXX	
(1)	32'hXXXXXXXX	32'hAAAAAAAA	
(2)	32'hXXXXXXXX	32'hFFFFFFF	
(3)	32'hXXXXXXXX	32'h66666665	
(4)	32'hXXXXXXXX	32'h11111111	
(5)	32'hXXXXXXXX	32'hXXXXXXXX	32'h55555555
(6)	32'hXXXXXXXX	32'hXXXXXXXX	
(7)	32'hXXXXXXXX	32'hXXXXXXXX	
(8)	32'hXXXXXXXX	32'hXXXXXXXX	
(9)	32'hXXXXXXXX	32'hXXXXXXXX	
(10)	32'hXXXXXXXX	32'hXXXXXXXX	
(11)	32'hXXXXXXXX	32'hXXXXXXXX	
(12)	32'hXXXXXXXX	32'hXXXXXXXX	
(13)	32'hXXXXXXXX	32'hXXXXXXXX	
(14)	32'hXXXXXXXX	32'hXXXXXXXX	
(15)	32'hXXXXXXXX	32'hXXXXXXXX	
/test_bench/cpu/D...	{32'hXXXXXXXX} ...	{32'hXXXXXXXX} {32'hAAAAAAAA} {32'hBBBBBBB} {32'hCCCCCCC} {32'hFFFFFFF}	
/test_bench/cpu/PC	32'h00000001	32'h00000007	32'h00000008
/test_bench/cpu/dk	1		
Now	600 ns	52 ns	54 ns

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Figure 11 shows the ninth instruction. The immediate value of 0x000000FF is anded with the value of 0xFFFFFFFF in register \$s2. The correct result of 0x000000FF is calculated and written into register \$s6.

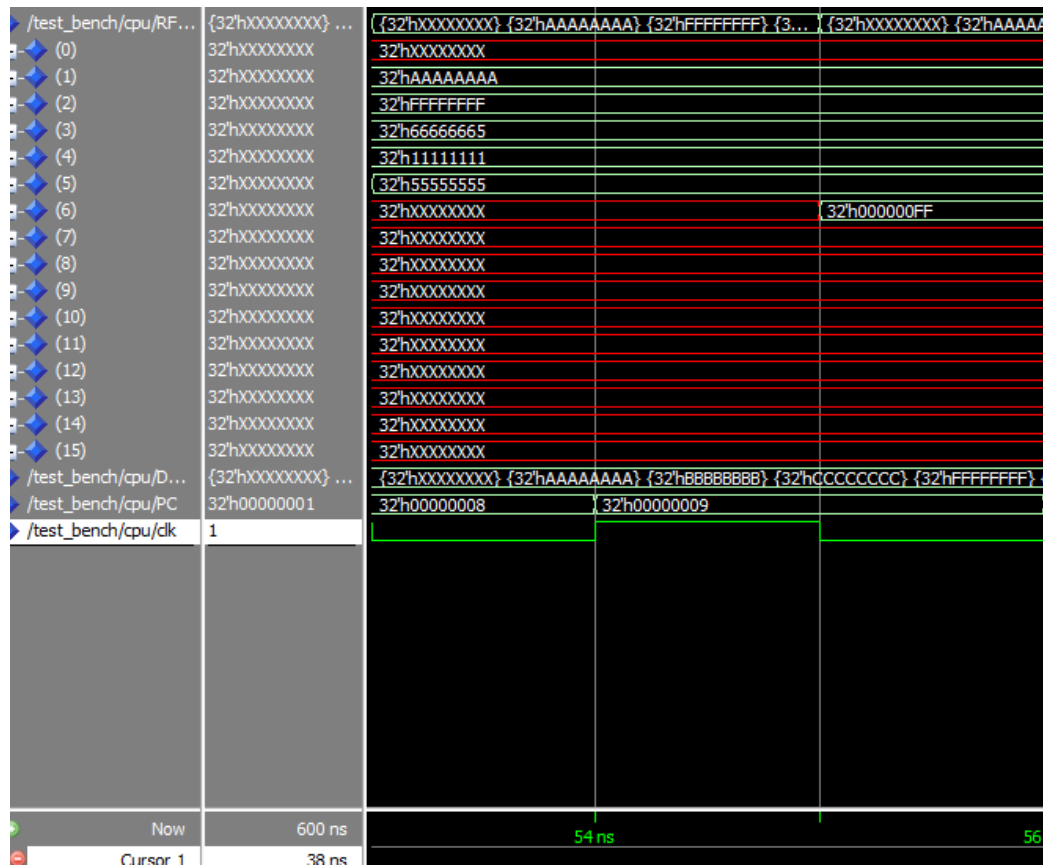


Figure 11: andi \$s6, \$s2, 0x00FF

Figure 12 shows the tenth instruction. The immediate value of 0x000000FF is or'ed with the value of 0xAAAAAAAA in register \$s1. The correct result of 0xAAAAAAFF is written into register \$s7.

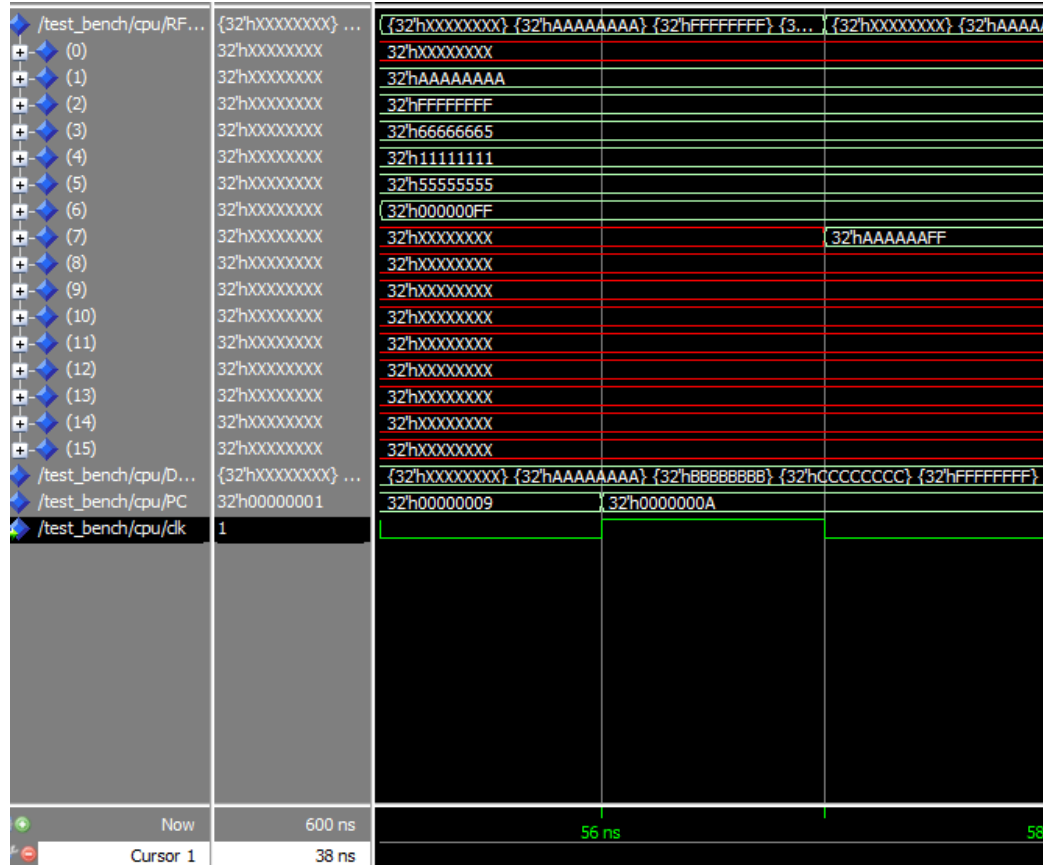


Figure 12: ori \$s7, \$s1, 0x00FF



Figure 13 shows the eleventh instruction. The value of 0xFFFFFFFF in register \$s2 and 0xAAAAAAAA in register \$s1 are or'ed. The correct result of 0xFFFFFFFF is written into register \$s8.

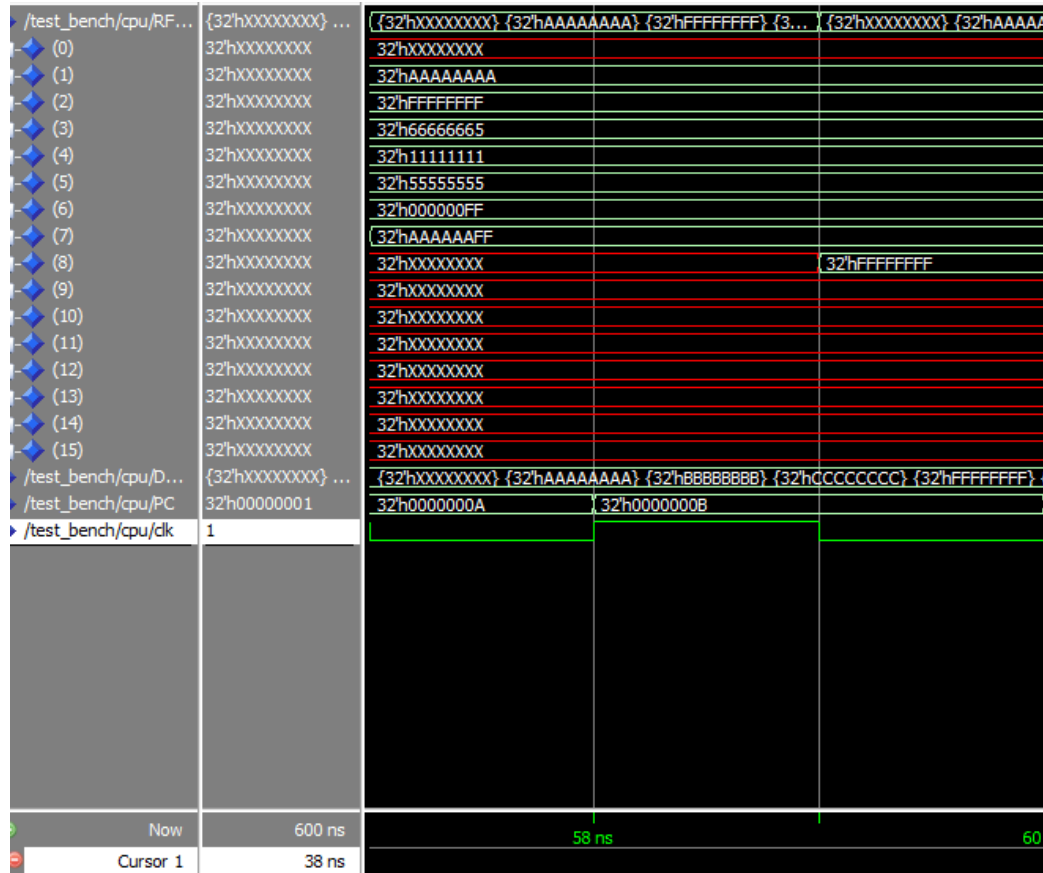


Figure 13: or \$s8, \$s1, \$s2

Address	Disassembly	Comment	Value
0x00000000	0x00000000		0x00000000
0x00000001	0x00000000		0x00000000
0x00000002	0x00000000		0x00000000
0x00000003	0x00000000		0x00000000
0x00000004	0x00000000		0x00000000
0x00000005	0x00000000		0x00000000
0x00000006	0x00000000		0x00000000
0x00000007	0x00000000		0x00000000
0x00000008	0x00000000		0x00000000
0x00000009	0x00000000		0x00000000
0x0000000A	0x00000000		0x00000000
0x0000000B	0x00000000		0x00000000
0x0000000C	0x00000000		0x00000000
0x0000000D	0x00000000		0x00000000
0x0000000E	0x00000000		0x00000000
0x0000000F	0x00000000		0x00000000
0x00000010	0x00000000		0x00000000
0x00000011	0x00000000		0x00000000
0x00000012	0x00000000		0x00000000
0x00000013	0x00000000		0x00000000
0x00000014	0x00000000		0x00000000
0x00000015	0x00000000		0x00000000
0x00000016	0x00000000		0x00000000
0x00000017	0x00000000		0x00000000
0x00000018	0x00000000		0x00000000
0x00000019	0x00000000		0x00000000
0x0000001A	0x00000000		0x00000000
0x0000001B	0x00000000		0x00000000
0x0000001C	0x00000000		0x00000000
0x0000001D	0x00000000		0x00000000
0x0000001E	0x00000000		0x00000000
0x0000001F	0x00000000		0x00000000
0x00000020	0x00000000		0x00000000
0x00000021	0x00000000		0x00000000
0x00000022	0x00000000		0x00000000
0x00000023	0x00000000		0x00000000
0x00000024	0x00000000		0x00000000
0x00000025	0x00000000		0x00000000
0x00000026	0x00000000		0x00000000
0x00000027	0x00000000		0x00000000
0x00000028	0x00000000		0x00000000
0x00000029	0x00000000		0x00000000
0x0000002A	0x00000000		0x00000000
0x0000002B	0x00000000		0x00000000
0x0000002C	0x00000000		0x00000000
0x0000002D	0x00000000		0x00000000
0x0000002E	0x00000000		0x00000000
0x0000002F	0x00000000		0x00000000
0x00000030	0x00000000		0x00000000
0x00000031	0x00000000		0x00000000
0x00000032	0x00000000		0x00000000
0x00000033	0x00000000		0x00000000
0x00000034	0x00000000		0x00000000
0x00000035	0x00000000		0x00000000
0x00000036	0x00000000		0x00000000
0x00000037	0x00000000		0x00000000
0x00000038	0x00000000		0x00000000
0x00000039	0x00000000		0x00000000
0x0000003A	0x00000000		0x00000000
0x0000003B	0x00000000		0x00000000
0x0000003C	0x00000000		0x00000000
0x0000003D	0x00000000		0x00000000
0x0000003E	0x00000000		0x00000000
0x0000003F	0x00000000		0x00000000
0x00000040	0x00000000		0x00000000
0x00000041	0x00000000		0x00000000
0x00000042	0x00000000		0x00000000
0x00000043	0x0		

## 5 Conclusion

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## Appendix

Listing 1: CPU Code

```
1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.numeric_std.all;
4
5 entity regFile is
6   port(
7     regA : out std_logic_vector(31 downto 0);
8     regB : out std_logic_vector(31 downto 0);
9     selA : in  std_logic_vector(3  downto 0);
10    selB : in  std_logic_vector(3  downto 0);
11    wData : in  std_logic_vector(31 downto 0);
12    registerWrite : in std_logic;
13    selW : in  std_logic_vector(3  downto 0);
14    clk : in  std_logic);
15 end regFile;
16
17 architecture behavioral of regFile is
18   type reg_arr is array(0 to 15) of std_logic_vector(31
19     downto 0);
19   signal rData : reg_arr;
20   begin
21     with selA
22       select regA <= x"00000000" when b"0000",
23       rData(to_integer(unsigned(selA))) when others;
24     with selB
25       select regB <= x"00000000" when b"0000",
26       rData(to_integer(unsigned(selB))) when others;
27
28   wrProc: process(clk) is
29   begin
30     if falling_edge(clk) then
31       if(registerWrite = '1') then
32         rData(to_integer(unsigned(selW))) <= wData;
33       end if;
34     end if;
35   end process;
```

```

36 end behavioral;
37
38 ---
39
40 library ieee;
41 use ieee.std_logic_1164.all;
42 use ieee.numeric_std.all;
43
44 entity control is
45     port(
46         inst_in : in std_logic_vector(5 downto 0);
47         func    : in std_logic_vector(5 downto 0);
48         stall   : in std_logic;
49         branch  : out std_logic;
50         reg_dest : out std_logic;
51         reg_write : out std_logic;
52         ALU_src  : out std_logic;
53         ALU_op   : out std_logic_vector(2 downto 0);
54         mem_write : out std_logic;
55         mem_to_reg : out std_logic
56     );
57 end control;
58
59 architecture behavioral of control is
60     signal branch_o, reg_dest_o, reg_write_o, ALU_src_o,
61         mem_write_o, mem_to_reg_o : std_logic;
62     signal ALU_op_o : std_logic_vector(2 downto 0);
63     signal branch_f, reg_dest_f, reg_write_f, ALU_src_f,
64         mem_write_f, mem_to_reg_f : std_logic;
65     signal ALU_op_f : std_logic_vector(2 downto 0);
66 begin
67     -- set intermediate signals incase of r-type
68     instruction
69     with func select
70         branch_f <= '0' when "100000", --add
71         '0' when "110000", --sub
72         '0' when "000001", --nand
73         '0' when "000010", --or
74         '0' when others;
75     with func select

```

```

73     reg_dest_f <= '1' when "100000",  --add
74     '1' when "110000",  --sub
75     '1' when "000001",  --nand
76     '1' when "000010",  --or
77     'Z' when others;
78 with func select
79     reg_write_f <= '1' when "100000",  --add
80     '1' when "110000",  --sub
81     '1' when "000001",  --nand
82     '1' when "000010",  --or
83     'Z' when others;
84 with func select
85     ALU_src_f <= '0' when "100000",  --add
86     '0' when "110000",  --sub
87     '0' when "000001",  --nand
88     '0' when "000010",  --or
89     'Z' when others;
90 with func select
91     ALU_op_f <= "000" when "100000",  --add
92     "001" when "110000",  --sub
93     "010" when "000001",  --nand
94     "100" when "000010",  --or
95     "ZZZ" when others;
96 with func select
97     mem_write_f <= '0' when "100000",  --add
98     '0' when "110000",  --sub
99     '0' when "000001",  --nand
100    '0' when "000010",  --or
101    'Z' when others;
102 with func select
103    mem_to_reg_f <= '1' when "100000",  --add
104    '1' when "110000",  --sub
105    '1' when "000001",  --nand
106    '1' when "000010",  --or
107    'Z' when others;
108
109 -- set intermediate signals incase of non r-type
    instruction
110 with inst_in select
111    branch_o <= '0' when "100011",  --lw

```

```

112         '0' when "101011", --sw
113         '1' when "000100", --beq
114         '0' when "000010", --andi
115         '0' when "000011", --ori
116         '0' when others;
117 with inst_in select
118     reg_dest_o <= '0' when "100011", --lw
119     '0' when "101011", --sw
120     '0' when "000100", --beq
121     '0' when "000010", --andi
122     '0' when "000011", --ori
123     'Z' when others;
124 with inst_in select
125     reg_write_o <= '1' when "100011", --lw
126     '0' when "101011", --sw
127     '0' when "000100", --beq
128     '1' when "000010", --andi
129     '1' when "000011", --ori
130     'Z' when others;
131 with inst_in select
132     ALU_src_o <= '1' when "100011", --lw
133     '1' when "101011", --sw
134     '0' when "000100", --beq
135     '1' when "000010", --andi
136     '1' when "000011", --ori
137     'Z' when others;
138 with inst_in select
139     ALU_op_o <= "000" when "100011", --lw
140     "000" when "101011", --sw
141     "001" when "000100", --beq
142     "011" when "000010", --andi
143     "100" when "000011", --ori
144     "ZZZ" when others;
145 with inst_in select
146     mem_write_o <= '0' when "100011", --lw
147     '1' when "101011", --sw
148     '0' when "000100", --beq
149     '0' when "000010", --andi
150     '0' when "000011", --ori
151     'Z' when others;

```

```

152  with inst_in select
153      mem_to_reg_o <= '0' when "100011",  --lw
154      '1' when "101011",  --sw
155      '1' when "000100",  --beq
156      '1' when "000010",  --andi
157      '1' when "000011",  --ori
158      'Z' when others;
159
160  -- select from intermediate signals
161  with inst_in select
162      branch <= branch_f when "000000",
163      branch_o when others;
164  with inst_in select
165      reg_dest <= reg_dest_f when "000000",
166      reg_dest_o when others;
167  with inst_in select
168      reg_write <= reg_write_f when "000000",
169      reg_write_o when others;
170  with inst_in select
171      ALU_src <= ALU_src_f when "000000",
172      ALU_src_o when others;
173  with inst_in select
174      ALU_op <= ALU_op_f when "000000",
175      ALU_op_o when others;
176  with inst_in select
177      mem_write <= mem_write_f when "000000",
178      mem_write_o when others;
179  with inst_in select
180      mem_to_reg <= mem_to_reg_f when "000000",
181      mem_to_reg_o when others;
182 end behavioral;
183
184 ---
185
186 library ieee;
187 use ieee.std_logic_1164.all;
188 use ieee.numeric_std.all;
189
190 entity dataMem is
191     port(

```

```

192 data : out std_logic_vector(31 downto 0);
193 sel : in std_logic_vector(31 downto 0);
194 wData : in std_logic_vector(31 downto 0);
195 memWrite : in std_logic;
196 clk : in std_logic);
197 end dataMem;
198
199 architecture behavioral of dataMem is
200 type mem_arr is array(0 to 255) of std_logic_vector(31
    downto 0);
201 signal mData : mem_arr;
202 begin
203 data <= mData(to_integer(resize(unsigned(sel),8)));
204
205 wrProc: process(clk) is
206 begin
207     if falling_edge(clk) then
208         if(memWrite = '1') then
209             mData(to_integer(resize(unsigned(sel),8))) <=
                wData;
210         end if;
211     end if;
212 end process;
213 end behavioral;
214
215
216
217 ---
218 library ieee;
219 use ieee.std_logic_1164.all;
220 use ieee.numeric_std.all;
221
222 entity ALU is
223     port(
224         inA : in std_logic_vector(31 downto 0);
225         inB : in std_logic_vector(31 downto 0);
226         ctl : in std_logic_vector(2 downto 0);
227         res : out std_logic_vector(31 downto 0));
228 end ALU;
229

```



```

230 architecture behavioral of ALU is
231 signal add : std_logic_vector(31 downto 0);
232 signal sub : std_logic_vector(31 downto 0);
233 signal andres : std_logic_vector(31 downto 0);
234 signal nandres : std_logic_vector(31 downto 0);
235 signal orres : std_logic_vector(31 downto 0);
236 begin
237     add <= std_logic_vector(signed(inA)+signed(inB));
238     sub <= std_logic_vector(signed(inA)-signed(inB));
239     andres <= std_logic_vector(unsigned(inA) and
unsigned(inB));
240     nandres <= std_logic_vector(not(unsigned(inA) and
unsigned(inB)));
241     orres <= std_logic_vector(unsigned(inA) or unsigned(
inB));
242
243 -- Multiplexer
244 with ctl select
245     res <= add when "000",
246     sub when "001",
247     nandres when "010",
248     andres when "011",
249     orres when "100",
250     "00000000000000000000000000000000" when others;
251 end behavioral;
252
253 --
254
255 library ieee;
256 use ieee.std_logic_1164.all;
257 use ieee.numeric_std.all;
258 entity processor is
259     port(
260         extPC : in std_logic_vector(31 downto 0);
261         IMdata : in std_logic_vector(31 downto 0);
262         DMdata : in std_logic_vector(31 downto 0);
263         IMwrite : in std_logic;
264         DMwrite : in std_logic;
265         DMaddr : in std_logic_vector(31 downto 0);
266         stall : in std_logic;

```

```

267     clk : in std_logic
268 );
269 end processor;
270
271 architecture behavioral of processor is
272 signal im_wrEn, im_clk : std_logic;
273 signal im_data, im_addr, im_wData : std_logic_vector(31
    downto 0);
274 signal dm_wrEn, dm_clk : std_logic;
275 signal dm_data, dm_addr, dm_wData : std_logic_vector(31
    downto 0);
276 signal PC : std_logic_vector(31 downto 0);
277 signal regA, regB, wData : std_logic_vector(31 downto 0);
278 signal selA, selB, selW : std_logic_vector(3 downto 0);
279 signal aluCtl : std_logic_vector(2 downto 0);
280 signal regWrite, regDest, regClk, dm_write, aluSrc,
    memtoreg : std_logic;
281 signal aluA, aluB, aluRes : std_logic_vector(31 downto 0);
282 signal branch, branchI, zero : std_logic := '0';
283 signal braAddr : std_logic_vector(15 downto 0);
284 signal op_code, func : std_logic_vector(5 downto 0);
285
286 begin
287 IM : entity work.dataMem port map(im_data, im_addr,
    im_wData, im_wrEn, im_clk);
288 DM : entity work.dataMem port map(dm_data, dm_addr,
    dm_wData, dm_wrEn, dm_clk);
289 RF : entity work.regFile port map(regA, regB, selA,
    selB, wData, regWrite, selW, regClk);
290 ALU : entity work.ALU port map(aluA, aluB, aluCtl,
    aluRes);
291 CTRL : entity work.control port map(op_code, func,
    stall, branchI, regDest, regWrite, aluSrc, aluCtl,
    dm_write, memtoreg);
292
293 --all clocks synced
294 im_clk <= clk;
295 dm_clk <= clk;
296 regClk <= clk;
297

```

```

298     im_wData <= IMData;
299     im_wrEn <= IMWrite;
300     --allow testbench to initialize
301     process (clk)
302     begin
303         if (rising_edge (clk)) then
304             if (stall = '1') then
305                 PC <= extPC;
306             elsif (branch = '1') then
307                 PC <= std_logic_vector (unsigned (PC) + (
unsigned (resize (signed (braAddr), 32))));
308             else
309                 PC <= std_logic_vector (unsigned (PC) + x"1");
310             end if;
311         end if;
312     end process;
313     braAddr <= im_data (15 downto 0);
314     im_addr <= PC;
315     aluA <= regA;
316     with aluSrc
317         select aluB <= regB when '0',
318             std_logic_vector (unsigned (resize (signed (im_data
(15 downto 0)), 32))) when '1',
319             x"00000000" when others;
320     with regDest
321         select selW <= im_data (19 downto 16) when '0',
322             im_data (14 downto 11) when '1',
323             "ZZZZ" when others;
324     with stall
325         select dm_addr <= DMaddr when '1',
326             aluRes when others;
327     with stall
328         select dm_wData <= DMdata when '1',
329             regB when others;
330     with stall
331         select dm_wrEn <= DMWrite when '1',
332             dm_write when others;
333
334     with memtoreg
335         select wData <= aluRes when '1',

```

```

336         dm_data when others;
337
338     with aluRes
339         select zero <= '1' when x"00000000",
340                '0' when others;
341
342     branch <= branchI and zero;
343
344     op_code <= im_data(31 downto 26);
345     func <= im_data(5 downto 0);
346
347     selA <= im_data(24 downto 21);
348     selB <= im_data(19 downto 16);
349 end behavioral;

```

Listing 2: Test Bench Code

```

1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.numeric_std.all;
4
5 entity test_bench is
6 end test_bench;
7
8 architecture behavioral of test_bench is
9     signal clk : std_logic;
10    signal extPC, IMdata, DMdata, DMaddr : std_logic_vector
        (31 downto 0) := x"00000000";
11
12    signal IMwrite, DMwrite, stall : std_logic := '0';
13 begin
14    cpu : entity work.processor port map(extPC, IMdata,
        DMdata, IMwrite, DMwrite, DMaddr, stall, clk);
15
16    -- clk process
17    clkgen: process
18    begin
19        clk <= '1';
20        wait for 1 ns;
21        clk <= '0';
22        wait for 1 ns;

```

```

23  end process;
24
25  tester: process
26  begin
27      — init values
28      stall <= '1';
29      IMwrite <= '0';
30      DMwrite <= '1';
31      — put some data into the DM
32      DMdata <= x"AAAAAAAA";
33      DMwrite <= '1';
34      DMaddr <= x"00000001";
35      wait for 2 ns;
36      DMdata <= x"BBBBBBBB";
37      DMwrite <= '1';
38      DMaddr <= x"00000002";
39      wait for 2 ns;
40      DMdata <= x"CCCCCCCC";
41      DMwrite <= '1';
42      DMaddr <= x"00000003";
43      wait for 2 ns;
44      DMdata <= x"FFFFFFFF";
45      DMwrite <= '1';
46      DMaddr <= x"00000004";
47      wait for 2 ns;
48      DMdata <= x"00000000";
49      DMwrite <= '1';
50      DMaddr <= x"00000005";
51      wait for 2 ns;
52
53      — Now load program, start from address 1
54      DMwrite <= '0';
55      IMwrite <= '1';
56      — lw $1, 1($zero)
57      extPC <= x"00000001";
58      IMdata <= b"100011000000000010000000000000001";
59      wait for 2 ns;
60      — sw $1, 6($zero)
61      extPC <= x"00000002";
62      IMdata <= b"101011000000000010000000000000110";

```

```

63     wait for 2 ns;
64     — lw $2, 2($zero)
65     extPC <= x"00000003";
66     IMdata <= b"10001100000000010000000000000010";
67     wait for 2 ns;
68     — add $3, $1, $2
69     extPC <= x"00000004";
70     IMdata <= b"00000000001000100001100000100000";
71     wait for 2 ns;
72     — sub $4, $2, $1
73     extPC <= x"00000005";
74     IMdata <= b"00000000010000010010000000110000";
75     wait for 2 ns;
76     — beq $1, $2, 100
77     extPC <= x"00000006";
78     IMdata <= b"000100000010001000000000001100100";
79     wait for 2 ns;
80
81     — lw $2, 4($zero)
82     extPC <= x"00000007";
83     IMdata <= b"100011000000000100000000000000100";
84     wait for 2 ns;
85     — nand $5, $1, $2
86     extPC <= x"00000008";
87     IMdata <= b"00000000001000100010100000000001";
88     wait for 2 ns;
89     — andi $6, $2, 00FF
90     extPC <= x"00000009";
91     IMdata <= b"000010000100011000000000011111111";
92     wait for 2 ns;
93     — ori $7, $1, 00FF
94     extPC <= x"0000000A";
95     IMdata <= b"000011000010011100000000011111111";
96     wait for 2 ns;
97     — or $8, $1, $2
98     extPC <= x"0000000B";
99     IMdata <= b"00000000001000100100000000000010";
100    wait for 2 ns;
101    — beq $1, $1 -0x000B
102    extPC <= x"0000000C";

```

```

103     IMdata <= b"0001000000100001111111111110101";
104     wait for 2 ns;
105
106 -- Begin execution here
107     wait for 2 ns;
108     IMwrite <= '0';
109     extPC <= x"00000000";
110     wait for 2 ns;
111     stall <= '0';
112
113 --allow enough time for processor to execute
    instructions
114     wait for 100 ns;
115
116 end process;
117 end behavioral;

```