# Introduce each module:

#### module Adder:

```
module Adder (
input [4:0] opcode,
input [2:0] func3,
input func7,
input [31:0] operand1,
input [31:0] operand2,
output reg [31:0] alu_out
);

wire signed [31:0] operand1_signed;
wire signed [31:0] operand2_signed;
assign operand1_signed = operand1;
assign operand2_signed = operand2;
```

### ALU:

使用 opcode、func3 和 func7 來決定 ALU 對 operand1 及 operand2 做什麼運算,並新增兩個 wire 把 unsigned 的 operand1 及 operand2 轉 乘 signed 做運算,輸出 ALU 運算的結果

#### module Controller:

```
module Controller (
    input [4:0] opcode,
    input [2:0] func3,
    input func7,
    input alu_out,
    output next pc sel,
    output [3:0] im w en,
    output wb en,
   output alu_op1_sel,
   output alu_op2_sel,
    output jb_op1_sel,
    output [4:0] aopcode,
    output [2:0] afunc3,
    output afunc7,
    output wb_sel,
    output [3:0] dm_w_en
parameter LUI = 5'b01101, AUIPC = 5'b00101 ,JAL = 5'b11011 ,JALR = 5'b11001 ,
Btype = 5'b11000, LOAD = 5'b00000, STORE = 5'b01000, Itype = 5'b00100, Rtype = 5'b01100;
```

透過 opcode、func3、func7、alu\_out 對各個MUX、IM、Reg File、ALU 及 DM 生成控制訊號

### module Decoder:

```
module Decoder (
input [31:0] inst,
output [4:0] dc_out_opcode,
output [2:0] dc_out_func3,
output dc_out_func7,
output [4:0] dc_out_rs1_index,
output [4:0] dc_out_rs2_index,
output [4:0] dc_out_rd_index
```

從 inst 中獲得 dc\_out\_opcode、dc\_out\_func3、 dc\_out\_func7、dc\_out\_rs1\_index、 dc\_out\_rs2\_index 及 dc\_out\_\_index

## module Imm\_Ext:

```
module Imm_Ext (
input [31:0] inst,
output reg [31:0] imm_ext_out
);

always @(*) begin
    case (inst[6:2])
    // I type
    5'b00000: begin
        imm_ext_out = {{20{inst[31]}}, inst[31: 20]};
    end
```

根據 inst[6:2]=opcode 做 immediate exten module JB\_Unit:

```
module JB_Unit (
input [31:0] operand1,
input [31:0] operand2,
output [31:0] jb_out
);
assign jb_out = (operand1 + operand2) & (~32'b1)
endmodule
```

計算 jump address

## module LD Filter:

根據 func3 決定是從 memory 做 lb、lh、lw、lbu 還是 lhu

#### module Mux:

```
module Mux (
    input sel,
    input [31:0] in1 ,
    input [31:0] in2,
    output[31:0] result
);

// if sel == 0 => result = in1 ,else result = in2
assign result = (sel == 0) ? in1 : in2;

endmodule
```

根據 controller 生成的控制訊號,控制通過的 參數

# module Reg\_PC:

```
module Reg_PC (
input clk,
input rst,
input [31:0] next_pc,
output reg [31:0] current_pc
);

always @(posedge clk) begin
   if(rst) begin
    // if reset => current pc = 0
        current_pc <= 32'b0;
   end
   else begin
        // else current pc = next pc
        current_pc <= next_pc;
   end
end</pre>
```

If reset => current pc = 0 else current pc = next pc

## module RegFile:

```
module RegFile (
input clk,
input wb_en,
input [31:0] wb_data,
input [4:0] rd_index,
input [4:0] rs1_index,
input [4:0] rs2_index,
output [31:0] rs1_data_out,
output [31:0] rs2_data_out
);
reg [31:0] registers [0:31];
always @(posedge clk) begin
    if(wb_en) begin
        if (rd_index == 5'b0)begin
             registers[rd_index] <= 5'd0;</pre>
        end
        else begin
             registers[rd_index] <= wb_data;</pre>
```

```
共有 32 個 reg
if wb_en == 1 =>
if rd_index == 0 => reg[rb_index] = 5'd0
else => reg[rb_index] = wb_data
output:
data of rs1 = registers[res1_index]
data of rs2 = registers[res2_index]
```

#### module SRAM

```
module SRAM (
input clk,
input [3:0] w_en,
input [15:0] address,
input [31:0] write_data,
output [31:0] read_data
);
reg [7:0] mem [0:65535];
always @(posedge clk) begin
    case (w_en)
         4'b0001 : begin
             mem[address] <= write_data[7:0];</pre>
         end
         4'b0011 : begin
             mem[address] <= write_data[7:0];</pre>
             mem[address+1] <= write_data[15:8];</pre>
         end
```

```
根據 w_en 決定是 sb、shw 還是 sw。
read_data=
{mem[address+3],mem[address+2],mem[address+
1],mem[address]}
```

# module Top

```
`include "./src/Adder.v"
   include "./src/Controller.v"
   include "./src/Decoder.v"
   include "./src/Imme_Ext.v"
   include "./src/JB_Unit.v"
   include "./src/LD_Filter.v"
   include "./src/Mux.v"
   include "./src/Reg_PC.v"
   include "./src/RegFile.v"
   include "./src/SRAM.v"

module Top (
    input clk,
    input rst
);
```

最後透過 Top module 將所有元件串起來