

Código de implementación:

Memoria de programa:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_unsigned.ALL;
use IEEE.std_logic_arith.ALL;
entity memoriaPrograma is
--Parametrizado
  generic(
    --NUMERO DE BITS DEL BUS DE DIRECCIONES
    p : integer := 10;
    d : integer := 25
  );
  Port ( PC : in STD_LOGIC_VECTOR (p-1 downto 0);
        Inst : out STD_LOGIC_VECTOR (d-1 downto 0));
end memoriaPrograma;

architecture Behavioral of memoriaPrograma is
  constant OPLI : std_logic_vector(4 downto 0) := "00001";
  constant OPR : std_logic_vector(4 downto 0) := "00000";
  constant OPLWI : std_logic_vector(4 downto 0) := "00010";
  constant OPLW : std_logic_vector(4 downto 0) := "10111";
  constant OPSWI : std_logic_vector(4 downto 0) := "00011";
  constant OPSW : std_logic_vector(4 downto 0) := "00100";
  constant OPADDI : std_logic_vector(4 downto 0) := "00101";
  constant OPSUBI : std_logic_vector(4 downto 0) := "00110";
  constant OPANDI : std_logic_vector(4 downto 0) := "00111";
  constant OPORI : std_logic_vector(4 downto 0) := "01000";
  constant OPXORI : std_logic_vector(4 downto 0) := "01001";
  constant OPNANDI : std_logic_vector(4 downto 0) := "01010";
  constant OPNORI : std_logic_vector(4 downto 0) := "01011";
  constant OPXNORI : std_logic_vector(4 downto 0) := "01100";
  constant OPBEQI : std_logic_vector(4 downto 0) := "01101";
  constant OPBNEI : std_logic_vector(4 downto 0) := "01110";
  constant OPBLTI : std_logic_vector(4 downto 0) := "01111";
  constant OPBLETI : std_logic_vector(4 downto 0) := "10000";
  constant OPBGTI : std_logic_vector(4 downto 0) := "10001";
  constant OPBGETI : std_logic_vector(4 downto 0) := "10010";
  constant OPB : std_logic_vector(4 downto 0) := "10011";
  constant OPCALL : std_logic_vector(4 downto 0) := "10100";
  constant OPRET : std_logic_vector(4 downto 0) := "10101";
  constant OPNOT : std_logic_vector(4 downto 0) := "10110";
  constant SU : std_logic_vector(3 downto 0) := "0000";
  type aux is array(0 to (2*p)-1) of std_logic_vector(d-1 downto 0);
  constant caja : aux := (
```

```
OPLI & SU & SU & SU & SU & SU,  
OPLI & "0001" & SU & SU & SU & "0001",  
OPLI & "0010" & SU & SU & SU & SU,  
OPLI & "0011" & SU & SU & SU & "1100",  
OPR & "0100" & SU & "0001" & SU & SU,  
OPSWI & "0100" & SU & SU & "0100" & "1000",  
OPADDI & SU & "0001" & SU & SU & SU,  
OPADDI & "0001" & "0100" & SU & SU & SU,  
OPADDI & "0010" & "0010" & SU & SU & "0001",  
OPBNEI & "0011" & "0010" & "1111" & "1111" & "1011",  
OPNOT & SU & SU & SU & SU & SU,  
OPB & SU & SU & SU & SU & "1010",  
others => (others => '0')  
);
```

```
begin
```

```
Inst <= caja(conv_integer(PC(9 downto 0)));
```

```
end Behavioral;
```

Memoria de datos:

```
library IEEE;  
use IEEE.STD_LOGIC_1164.ALL;  
use IEEE.STD_LOGIC_unsigned.ALL;  
use IEEE.std_logic_arith.ALL;  
entity memoriaDatos is  
--Parametrizado  
generic(  
    --NUMERO DE BITS DEL BUS DE DIRECCIONES  
    p : integer := 11;  
    d : integer := 16  
);  
Port ( add : in STD_LOGIC_VECTOR (p-1 downto 0);  
      dataIn : in STD_LOGIC_VECTOR(d-1 downto 0);  
      clk, wd : in STD_LOGIC;  
      dataOut : out STD_LOGIC_VECTOR (d-1 downto 0));  
end memoriaDatos;
```

```
architecture Behavioral of memoriaDatos is
```

```
type aux is array(0 to (2**p)-1) of std_logic_vector(d-1 downto 0);  
signal caja : aux;
```

```
begin  
process(clk)  
begin
```

```
if (rising_edge(clk)) then
    if(wd = '1')then
        caja(conv_integer(add))<=dataIn;
    -- else
    end if;
end if;
end process;
dataOut <= caja(conv_integer(add));
end Behavioral;
```

Código de simulación:

Memoria de programa:

```
LIBRARY IEEE;
LIBRARY STD;
USE STD.TEXTIO.ALL;
USE ieee.std_logic_TEXTIO.ALL;
USE ieee.std_logic_1164.ALL;
USE ieee.std_logic_UNSIGNED.ALL;
USE ieee.std_logic_ARITH.ALL;
entity memoriaPrograma_TB is
    generic(
        --NUMERO DE BITS DEL BUS DE DIRECCIONES
        p : integer := 10;
        d : integer := 25
    );
end memoriaPrograma_TB;

architecture Behavioral of memoriaPrograma_TB is
    component memoriaPrograma is
        --Parametrizado
        generic(
            --NUMERO DE BITS DEL BUS DE DIRECCIONES
            p : integer := 10;
            d : integer := 25
        );
        Port ( PC : in STD_LOGIC_VECTOR (p-1 downto 0);
              Inst : out STD_LOGIC_VECTOR (d-1 downto 0));
    end component;
    signal Inst : STD_LOGIC_VECTOR (d-1 downto 0);
    signal PC : STD_LOGIC_VECTOR (p-1 downto 0);
    signal CLK : STD_LOGIC;

    constant CLK_period : time := 10 ns;
begin
```

```

u1: memoriaPrograma
  Port map(
    Inst => Inst,
    PC => PC
  );
  CLK_process :process
begin
  CLK <= '0';
  wait for CLK_period/2;
  CLK <= '1';
  wait for CLK_period/2;
end process;
stim_process : process
file ARCH_RES : TEXT;
variable LINEA_RES : line;
--VARIABLES PARA LAS ENTRADAS
variable var_PC : STD_LOGIC_VECTOR (p-1 downto 0);

file ARCH_VEC : TEXT;
variable LINEA_VEC : line;
  VARIABLE var_OPCODE : STD_LOGIC_VECTOR(4 DOWNT0 0);
  VARIABLE var_1 : STD_LOGIC_VECTOR(3 DOWNT0 0);
  VARIABLE var_2 : STD_LOGIC_VECTOR(3 DOWNT0 0);
  VARIABLE var_3 : STD_LOGIC_VECTOR(3 DOWNT0 0);
  VARIABLE var_4 : STD_LOGIC_VECTOR(3 DOWNT0 0);
  VARIABLE var_5 : STD_LOGIC_VECTOR(3 DOWNT0 0);
variable CADENA : STRING(1 to 7);
--VARIABLES PARA LOS PUERTOS DE SALIDA
variable var_Inst : STD_LOGIC_VECTOR (d-1 downto 0);
begin
  file_open(ARCH_VEC, "\vectores.txt", READ_MODE);
  file_open(ARCH_RES, "\resultado.txt", WRITE_MODE);

  -- write ( linea , valor a escribir, lado a escribir, tamaño)
  CADENA := "PC ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "OPCODE ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "19..16 ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "15..12 ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "11..08 ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "07..04 ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
  CADENA := "03..00 ";
  write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);

```

```
writeline(ARCH_RES,LINEA_RES);-- escribe la linea en el archivo

WAIT FOR 100 NS;
FOR I IN 0 TO 11 LOOP
    WAIT UNTIL RISING_EDGE(CLK);
    readline(ARCH_VEC,LINEA_VEC); -- lee una linea completa
    read(LINEA_VEC, var_PC);
    PC <= var_PC;

    var_OPCODE := inst(24 downto 20);
    var_1 := inst(19 downto 16);
    var_2 := inst(15 downto 12);
    var_3 := inst(11 downto 8);
    var_4 := inst(7 downto 4);
    var_5 := inst(3 downto 0);
    Hwrite(LINEA_RES, var_PC, left, 8);
    write(linea_res,var_OPCODE, left, 9);
        write(linea_res,var_1, left, 8);
        write(linea_res,var_2, left, 8);
        write(linea_res,var_3, left, 8);
        write(linea_res,var_4, left, 8);
        write(linea_res,var_5, left, 8);
        writeline(ARCH_RES,LINEA_RES);-- escribe la linea en el archivo
    end loop;
    file_close(ARCH_VEC); -- cierra el archivo
    file_close(ARCH_RES); -- cierra el archivo

wait;
end process;
end Behavioral;
```

Memoria de datos:

```
LIBRARY IEEE;
LIBRARY STD;
USE STD.TEXTIO.ALL;
USE ieee.std_logic_TEXTIO.ALL;
USE ieee.std_logic_1164.ALL;
USE ieee.std_logic_UNSIGNED.ALL;
USE ieee.std_logic_ARITH.ALL;
entity memoriaDatos_TB is
generic(
    --NUMERO DE BITS DEL BUS DE DIRECCIONES
    p : integer := 11;
    d : integer := 16
);
end memoriaDatos_TB;
```

architecture Behavioral of memoriaDatos_TB is
component memoriaDatos is

--Parametrizado

```
generic(  
  --NUMERO DE BITS DEL BUS DE DIRECCIONES  
  p : integer := 11;  
  d : integer := 16  
);  
Port ( add : in STD_LOGIC_VECTOR (p-1 downto 0);  
      dataIn : in STD_LOGIC_VECTOR(d-1 downto 0);  
      clk, wd : in STD_LOGIC;  
      dataOut : out STD_LOGIC_VECTOR (d-1 downto 0));
```

end component;

```
signal add : STD_LOGIC_VECTOR (p-1 downto 0);  
signal dataIn : STD_LOGIC_VECTOR(d-1 downto 0);  
signal clk, wd : STD_LOGIC;  
signal dataOut : STD_LOGIC_VECTOR (d-1 downto 0);  
begin
```

u1 : memoriaDatos

```
  Port map(  
    add => add,  
    dataIn => dataIn,  
    clk => clk,  
    wd => wd,  
    dataOut => dataOut  
  );
```

process

begin

```
  clk <= '0';  
  wait for 10 ns;  
  clk <= '1';  
  wait for 10 ns;
```

end process;

stim_process : process

file ARCH_RES : TEXT;

variable LINEA_RES : line;

--VARIABLES PARA LAS ENTRADAS

variable var_add : STD_LOGIC_VECTOR (p-1 downto 0);

variable var_dataIn : STD_LOGIC_VECTOR (d-1 downto 0);

variable var_wd : STD_LOGIC;

file ARCH_VEC : TEXT;

variable LINEA_VEC : line;

variable CADENA : STRING(1 to 7);

--VARIABLES PARA LOS PUERTOS DE SALIDA

variable var_dataOut : STD_LOGIC_VECTOR (d-1 downto 0);

```

begin
    file_open(ARCH_VEC,
"C:\Users\sebas\Desktop\PracticasArq\memoria1\vectores.txt", READ_MODE);
    file_open(ARCH_RES,
"C:\Users\sebas\Desktop\PracticasArq\memoria1\resultado.txt", WRITE_MODE);

    -- write ( linea , valor a escribir, lado a escribir, tamaño)
    CADENA := "add ";
    write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
CADENA := "WD ";
    write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
    CADENA := "dataIn ";
    write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
    CADENA := "dataOut";
    write(LINEA_RES, CADENA, left, CADENA'LENGTH+1);
    writeline(ARCH_RES,LINEA_RES);-- escribe la linea en el archivo

    WAIT FOR 100 NS;
    FOR I IN 0 TO 11 LOOP
        readline(ARCH_VEC,LINEA_VEC); -- lee una linea completa
        read(LINEA_VEC, var_WD);
        WD <= var_WD;
        read(LINEA_VEC, var_add);
        add <= var_add;
        read(LINEA_VEC, var_dataIn);
        dataIn <= var_dataIn;

        WAIT UNTIL RISING_EDGE(CLK); --ESPERO AL FLANCO DE
SUBIDA
        var_dataOut := dataOut;

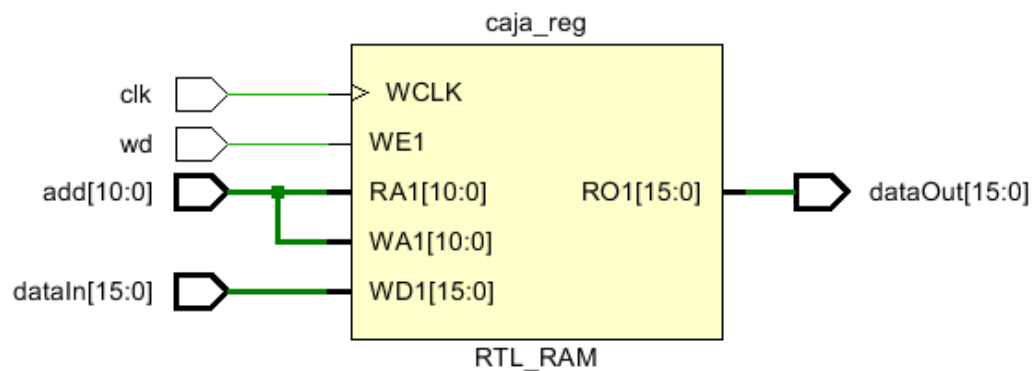
        hwrite(LINEA_RES, var_add, left, 8);
        write(LINEA_RES, var_WD, left, 8);
        hwrite(LINEA_RES, var_dataIn, left, 8);
        hwrite(LINEA_RES, var_dataOut, left, 8);
        writeline(ARCH_RES,LINEA_RES);-- escribe la linea en el archivo
    end loop;
    file_close(ARCH_VEC); -- cierra el archivo
    file_close(ARCH_RES); -- cierra el archivo

    wait;
end process;
end Behavioral;

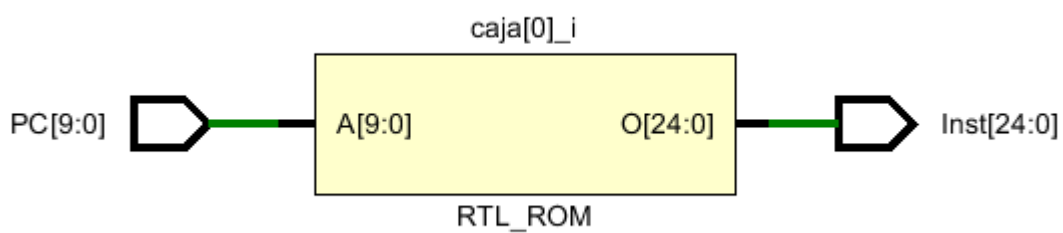
```

Diagrama RTL:

Memoria de datos:

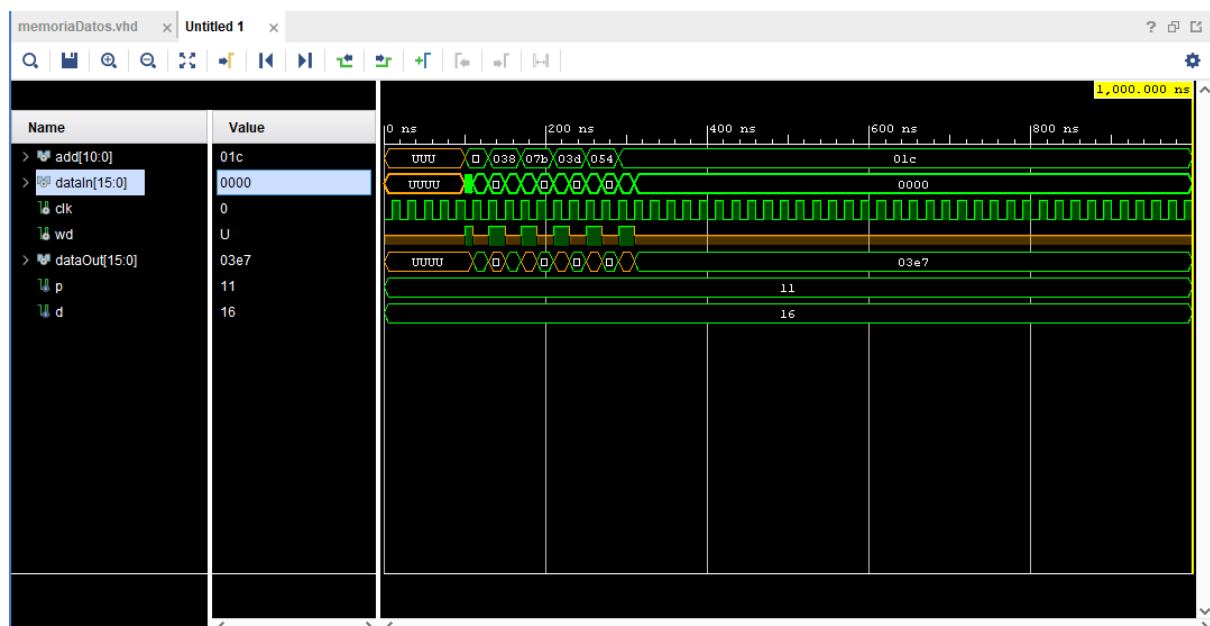


Memoria de programa:

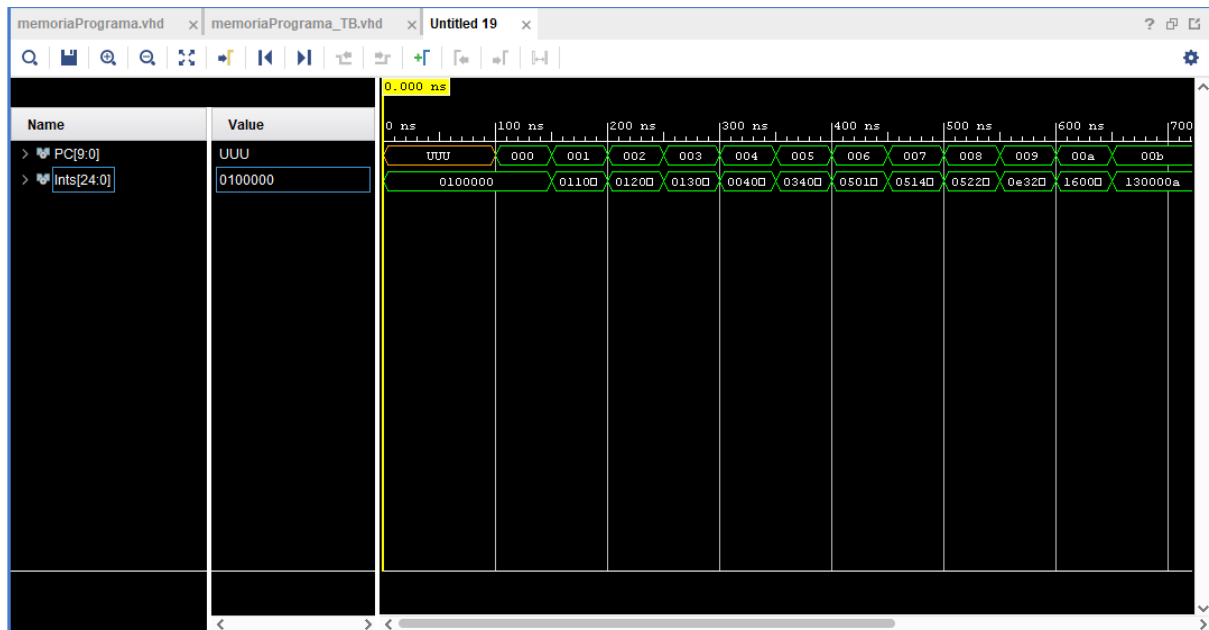


Forma de onda de simulación:

Memoria de datos:



Memoria de programa:



Archivos de estímulos:

Memoria de datos:

The screenshot shows a text editor window titled "vectores: Bloc de notas". The editor contains a list of memory addresses from 000 to 00B. The status bar at the bottom indicates "Línea 1, columna 1", "100%", "Windows (CRLF)", and "UTF-8".

Address
000
001
002
003
004
005
006
007
008
009
00A
00B

Línea 1, columna 1 100% Windows (CRLF) UTF-8

Memoria de programa:

```

Archivo Edición Formato Ver Ayuda
1 00001001000 00001001000111010
x 00001001000 0000000000000000
1 00001001000 0000000000111111
x 00001001000 0000000000000000
1 00001001000 0000000000100001
x 00001001000 0000000000000000
1 00001001000 00000000001011010
x 00001001000 0000000000000000
1 00001001000 00000000001101000
x 00001001000 0000000000000000
1 00001001000 000000000011101000
x 00001001000 0000000000000000
1 00001001000 0000000000111100111
x 00001001000 0000000000000000

```

Línea 1, columna 1 100% Windows (CRLF) UTF-8

Archivos de salida:

Memoria de datos:

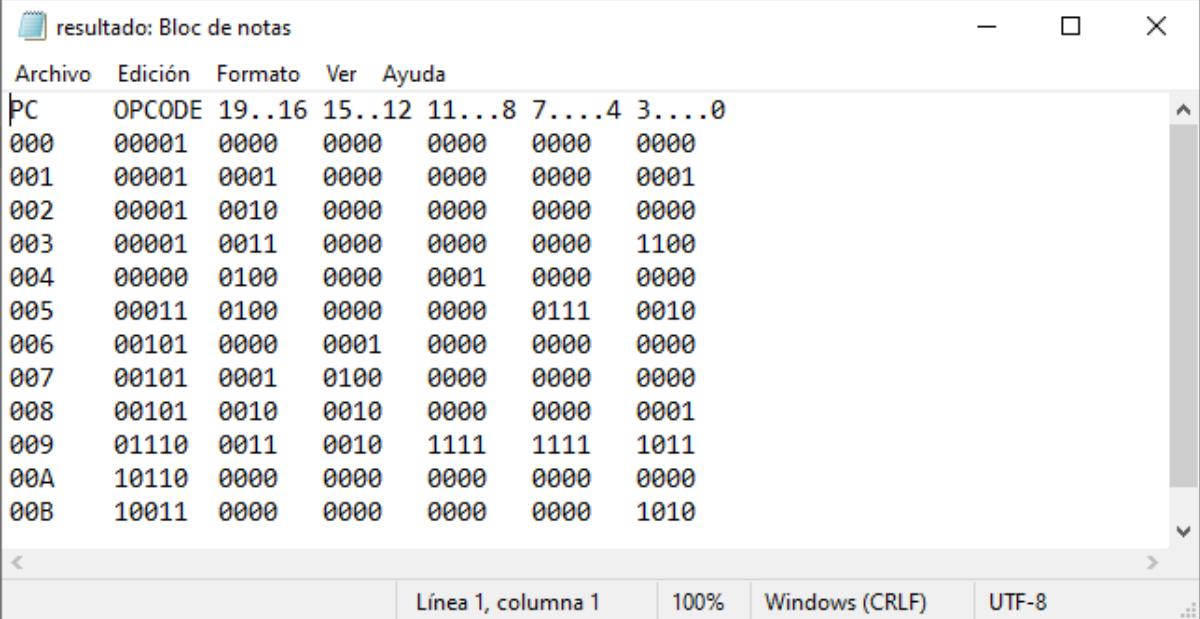
```

Archivo Edición Formato Ver Ayuda
add WD dataIn dataOut
048 1 093A XXXX
048 U 0000 093A
038 1 007F XXXX
038 U 0000 007F
07B 1 0021 XXXX
07B U 0000 0021
03D 1 005A XXXX
03D U 0000 005A
054 1 00E8 XXXX
054 U 0000 00E8
01C 1 03E7 XXXX
01C U 0000 03E7

```

Línea 1, columna 1 100% Windows (CRLF) UTF-8

Memoria de programa:



Archivo	Edición	Formato	Ver	Ayuda		
PC	OPCODE	19...16	15...12	11...8	7...4	3...0
000	00001	0000	0000	0000	0000	0000
001	00001	0001	0000	0000	0000	0001
002	00001	0010	0000	0000	0000	0000
003	00001	0011	0000	0000	0000	1100
004	00000	0100	0000	0001	0000	0000
005	00011	0100	0000	0000	0111	0010
006	00101	0000	0001	0000	0000	0000
007	00101	0001	0100	0000	0000	0000
008	00101	0010	0010	0000	0000	0001
009	01110	0011	0010	1111	1111	1011
00A	10110	0000	0000	0000	0000	0000
00B	10011	0000	0000	0000	0000	1010

Línea 1, columna 1 100% Windows (CRLF) UTF-8