

```

module CPU (clock);
parameter LW = 6'b100011, SW = 6'b101011, BEQ=6'b000100, J=6'd2;
input clock; //the clock is an external input
// The architecturally visible registers and scratch registers for implementation
reg [31:0] PC, Regs[0:31], Memory [0:1023], IR, ALUOut, MDR, A, B;
reg [2:0] state; // processor state
wire [5:0] opcode; //use to get opcode easily
wire [31:0] SignExtend,PCOffset; //used to get sign-extended offset field
assign opcode = IR[31:26]; //opcode is upper 6 bits
assign SignExtend = {{16{IR[15]}},IR[15:0]}; //sign extension of lower 16 bits of instruction
assign PCOffset = SignExtend << 2; //PC offset is shifted
// set the PC to 0 and start the control in state 0
initial begin PC = 0; state = 1; end

//The state machine--triggered on a rising clock
always @(posedge clock) begin
    Regs[0] = 0; //make R0 0 //shortcut way to make sure R0 is always 0
    case (state) //action depends on the state
        1: begin // first step: fetch the instruction, increment PC, go to next state
            IR <= Memory[PC>>2];
            PC <= PC + 4;
            state = 2; //next state
        end

        2: begin // second step: Instruction decode, register fetch, also compute branch address
            A <= Regs[IR[25:21]];
            B <= Regs[IR[20:16]];
            state = 3;
            ALUOut <= PC + PCOffset; // compute PC-relative branch target
        end

        3: begin // third step: Load-store execution, ALU execution, Branch completion
            state = 4; // default next state
            if ((opcode==LW) |(opcode==SW)) ALUOut <= A + SignExtend; //compute effective address
            else if (opcode==6'b0) case (IR[5:0]) //case for the various R-type instructions
                32: ALUOut = A + B; //add operation
                default: ALUOut = A; //other R-type operations: subtract, SLT, etc.
            endcase
        end
    endcase
end

```

FIGURE e4.14.5 A behavioral specification of the multicycle MIPS design. This has the same cycle behavior as the multicycle design, but is purely for simulation and specification. It cannot be used for synthesis.