# ES204 Digital Systems Lab Exam

Indian Institute of Technology, Gandhinagar 220 marks Dt. 13.04.2024

#### **Final Demo:**

FPGA implementation of the Complete "Tiny" Processor Design which runs one program.

### **Submit:**

- Verilog Codes
- Testbench
- XDC Files
- Block diagram showing all the Verilog modules and how then interact
- Simulation results
- FPGA implementation Video any one program with at least 4 instructions. (Max 30 marks for report.)

The following processor has a register file consisting of 16 registers each of 8 bit. The processor can execute the following instructions. The instructions that need 2 operands will take one of the operand from the Register file and another from the accumulator. The result will be transferred to Accumulator. There is an 8-bit extended (EXT) register used only during multiplication and division operation. This register stores the higher order bits during multiplication and quotient during division. The C/B register holds the carry and borrow during addition and subtraction, respectively.

### Note:

- Each instruction takes 1 clock cycle.
- Division operation can never have the 0 as divisor.
- Branch instruction can only branch within the program.

### Instruction format:

Direct	inetri	iction
Direct	เมรินเ	action

Operation code	Register address	
Branch Instruction		
Operation code	4-bit address (label)	

## Instruction set:

Instruction Opcode	Operation	Explanation
0000 0000	NOP	No operation
0001 xxxx	ADD Ri	Add ACC with Register contents and store the result in ACC. Updates C/B
0010 xxxx	SUB Ri	Subtract ACC with Register contents and store the result in ACC. Updates C/B
0011 xxxx	MUL Ri	Multiple ACC with Register contents and store the result in ACC. Updates EXT
0100 xxxx	DIV Ri	Divides ACC with Register contents and store the Quotient in ACC. Updates EXT with remainder.

0000 0001	LSL ACC	Left shift left logical the contents of ACC. Does not update C/B
0000 0010	LSR ACC	Left shift right logical the contents of ACC. Does not update C/B
0000 0011	CIR ACC	Circuit right shift ACC contents. Does not update C/B
0000 0100	CIL ACC	Circuit left shift ACC contents. Does not update C/B
0000 0101	ASR ACC	Arithmetic Shift Right ACC contents
0101 xxxx	AND Ri	AND ACC with Register contents (bitwise) and
		store the result in ACC. C/B is not updated
0110 xxxx	XRA Ri	XRA ACC with Register contents (bitwise) and
		store the result in ACC. C/B is not updated
0111 xxxx	CMP Ri	CMP ACC with Register contents (ACC-Reg)
		and update C/B. If ACC>=Reg, C/B=0, else C/B=1
0000 0110	INC ACC	Increments ACC, updates C/B when overflows
0000 0111	DEC ACC	Decrements ACC, updates C/B when underflows
1000 xxxx	Br <4-bit address>	PC is updated and the program Branches to 4-
		bit address if C/B=1
1001 xxxx	MOV ACC, Ri	Moves the contents of Ri to ACC
1010 xxxx	MOV Ri, ACC	Moves the contents of ACC to Ri
1011 xxxx	Ret <4-bit address>	PC is updated, and the program returns to the called program.
1111 1111	HLT	Stop the program (last instruction)

### Note:

- Avoid trying to design one large monolithic code. See how you can partition the design into smaller modules and then implement them, test them using detailed test bench codes, and synthesize them.
- Combine them together after detailed testing and synthesis is done.
- Finally write a meaningful program based on this set and show its running using FPGA.

The final implementation should be shown on FPGA.

## Sample code:

Add the contents of R5 and R6, and store the result in R7.

MOV ACC, R1 ; Load R1 in ACC XRA R1 ; clears ACC ADD R5 ; ACC+R5

ADD R6 ; ACC + R6 (which is R5+R6)

MOV R7, ACC

HLT

# Lab Assignment 5 ES 204

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# Register file swap

# 1. Code

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 20.04.2024 15:11:14
// Design Name:
// Module Name: Final lab
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module main_module #(parameter n = 8, k = 16)(
  input clk,en,reset,
  output reg [n-1:0] OUT1, OUT2
  );
  reg [n - 1:0] registers [0:k - 1];
  reg [n-1:0] commands [0 : k-1];
  reg C_B;
  reg [n-1:0] Acc, EXT;
  reg [4:0]PC = 0;
  reg [n-1:0] b;
  integer i;
  always @(posedge clk) begin
```

```
if (en & reset == 0) begin
registers[0] <= 8'b000;
registers[1] <= 8'b001;
registers[2] <= 8'b010;
registers[3] <= 8'b011;
registers[4] <= 8'b100;
registers[5] <= 8'b101;
registers[6] <= 8'b110;
registers[7] <= 8'b111;
registers[8] <= 8'b1000;
registers[9] <= 8'b1001;
registers[10] <= 8'b1010;
registers[11] <= 8'b1011;
registers[12] <= 8'b1100;
registers[13] <= 8'b1101;
registers[14] <= 8'b1110;
registers[15] <= 8'b1111;
commands[0] \le 8'b10010001;
commands[1] <= 8'b01100001;
commands[2] \le 8'b00010101;
commands[3] \le 8'b00010110;
commands[4] <= 8'b10100111;
commands[5] <= 8'b00000111;
commands[6] <= 8'b11111111;
OUT1 <= 0; // Reset outputs
OUT2 <= 0;
C B \le 0;
end
else if(en & reset) begin
if(PC < k) begin
  if(commands[PC][n-1:n/2] == 4'b0001)
  begin
    {C_B, Acc} <= Acc + registers[commands[PC][n/2-1:0]];
    OUT1 <= Acc;
    OUT2 <= registers[commands[PC][n/2-1:0]];
  end
  else if(commands[PC][n-1:n/2] == 4'b1001)
  begin
    Acc <= registers[commands[PC][n/2-1:0]];
    OUT1 <= Acc;
    OUT2 <= registers[commands[PC][n/2-1:0]];
  else if(commands[PC][n-1:n/2] == 4'b1010)
```

```
begin
         registers[commands[PC][n/2-1:0]] <= Acc;
         OUT1 <= Acc;
         OUT2 <= registers[commands[PC][n/2-1:0]];
       end
       else if(commands[PC][n-1:n/2] == 4'b0110)
       begin
         Acc <= Acc ^ registers[commands[PC][n/2-1:0]];
         OUT1 <= Acc;
         OUT2 <= registers[commands[PC][n/2-1:0]];
       end
       else if(commands[PC] == 8'b11111111)
       begin
         PC \leq k;
       end
       else if(commands[PC][n-1:n/2] == 4'b0010)
       begin
         C B \leq (Acc \leq registers[commands[PC][n/2-1:0]]);
         if(Acc < registers[commands[PC][n/2-1:0]]) begin
         Acc <= registers[commands[PC][n/2-1:0]] - Acc;
         end
         else begin
         Acc <= Acc - registers[commands[PC][n/2-1:0]];
         end
         OUT1 <= Acc;
         OUT2 <= registers[commands[PC][n/2-1:0]];
       else if(commands[PC][n-1:n/2] == 4'b0011)
       begin
         {EXT, Acc} = Acc * registers[commands[PC][n/2-1:0]];
         OUT1 <= Acc;
         OUT2 <= registers[commands[PC][n/2-1:0]];
       end
       else if(commands[PC][n-1:n/2] == 4'b0100)
       begin
//
           write it
         b = registers[commands[PC][(n/2)-1:0]];
         EXT = 0;
         for (i = 0; i < n; i = i + 1) begin
         EXT = \{EXT[(n-2):0], Acc[(n-1)]\}; // Shifting EXT to the left by one and adding the most
significant bit of Acc
         Acc[(n-1):1] = Acc[(n-2):0]; // Shifting Acc to the left by one
         EXT = EXT - b; // Subtracting b from EXT
         if (EXT[(n-1)] == 1) begin // Checking if the most significant bit of EXT is 1
```

```
Acc[0] = 0;
  EXT = EXT + b; // Restoring EXT if subtraction resulted in a negative value
  end
  else Acc[0] = 1;
  end
  OUT1 = Acc;
  OUT2 = registers[commands[PC][n/2-1:0]];
end
else if(commands[PC] == 8'b0000001)
begin
  Acc = \{Acc[n-2:0], 1'b0\};
  OUT1 <= Acc;
  OUT2 <= registers[commands[PC]];
end
else if(commands[PC] == 8'b0000010)
begin
  Acc \le \{1'b0, Acc[n-1:1]\};
  OUT1 <= Acc:
  OUT2 <= registers[commands[PC]];
end
else if(commands[PC] == 8'b0000011)
begin
  Acc \le {Acc[0], Acc[n-1:1]};
  OUT1 <= Acc;
  OUT2 <= registers[commands[PC]];
end
else if(commands[PC] == 8'b00000100)
begin
  Acc \le {Acc[n-2:0], Acc[n-1]};
  OUT1 <= Acc;
  OUT2 <= registers[commands[PC]];
end
else if(commands[PC] == 8'b00000101)
begin
  Acc \le {Acc[n-1], Acc[n-1:1]};
  OUT1 <= Acc;
  OUT2 <= registers[commands[PC]];
end
else if(commands[PC][n-1:n/2] == 4'b0101)
begin
  Acc = Acc & registers[commands[PC][n/2-1:0]];
  OUT1 <= Acc;
  OUT2 <= registers[commands[PC][n/2-1:0]];
end
```

```
else if(commands[PC][n-1:n/2] == 4'b0111)
  begin
    if(Acc >= registers[commands[PC][n/2-1:0]]) begin
    C B \le 0;
    end
    else C B <= 1;
    OUT1 <= Acc;
    OUT2 <= registers[commands[PC][n/2-1:0]];
  end
  else if(commands[PC] == 8'b00000110)
  begin
    \{C_B, Acc\} = Acc + 1;
    OUT1 <= Acc;
    OUT2 <= registers[commands[PC]];
  else if(commands[PC] == 8'b00000111)
  begin
    if (Acc == 0) C B <= 1;
    else C_B <= 0;
    Acc \le Acc - 1;
    OUT1 <= Acc:
    OUT2 <= registers[commands[PC]];
  else if(commands[PC][n-1:n/2] == 4'b1000)
  begin
    if(C B == 1) begin
    PC \leq commands[PC][n/2-1:0] - 1;
    end
    OUT1 <= C B;
    OUT2 \leq commands[PC][n/2-1:0];
  else if(commands[PC][n-1:n/2] == 4'b1011)
  begin
    PC \le commands[PC][n/2-1:0] - 1;
    OUT1 <= Acc;
    OUT2 <= registers[commands[PC][n/2-1:0]];
  end
  PC <= PC+1;
end
else begin
OUT1 <= 0; // Reset outputs
OUT2 <= 0;
Acc <= 8'bX; // Reset accumulator
C B \le 0;
```

```
end
end
end
endmodule
```

## 2. Test bench

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 20.04.2024 15:54:31
// Design Name:
// Module Name: Final_lab_tb
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module Final_lab_tb();
  reg clk,en,reset;
  wire [7:0] OUT1, OUT2;
  main_module uut(.clk(clk), .en(en), .reset(reset), .OUT1(OUT1), .OUT2(OUT2));
  initial
  begin
  clk = 1;
  forever #5 clk = ~clk;
  end
  initial
  begin
  en = 1; reset = 0;
  #10;
  en = 1; reset = 1;
  #70;
```

\$finish(); end

#### endmodule

## 3. Simulation

The following instructions were executed:

MOV ACC, R1; Load R1 in ACC

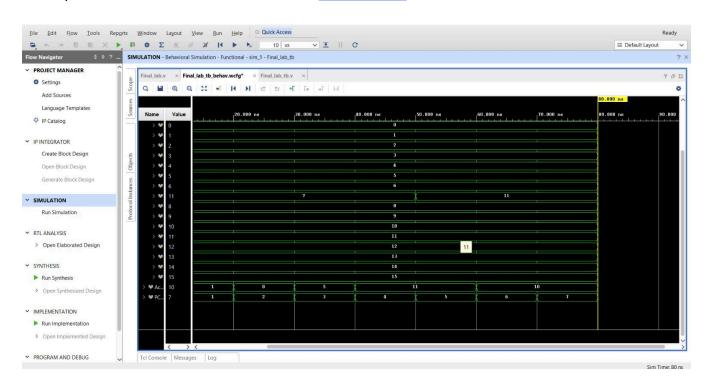
XRA R1; clears ACC ADD R5; ACC+R5

ADD R6; ACC + R6 (which is R5+R6)

MOV R7, ACC

**HLT** 

The implementation video can be found here: FPGA Videos



## 4. XDC

set\_property IOSTANDARD LVCMOS33 [get\_ports {OUT1[7]}] set\_property IOSTANDARD LVCMOS33 [get\_ports {OUT1[6]}]

```
set property IOSTANDARD LVCMOS33 [get_ports {OUT1[5]}]
set_property IOSTANDARD LVCMOS33 [get_ports {OUT1[4]}]
set property IOSTANDARD LVCMOS33 [get ports {OUT1[3]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT1[2]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT1[1]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT1[0]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[7]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[6]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[5]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[4]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[3]}]
set property IOSTANDARD LVCMOS33 [get_ports {OUT2[2]}]
set property IOSTANDARD LVCMOS33 [get ports {OUT2[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {OUT2[0]}]
set property IOSTANDARD LVCMOS33 [get ports clk]
set_property IOSTANDARD LVCMOS33 [get_ports en]
set_property IOSTANDARD LVCMOS33 [get_ports reset]
set property PACKAGE PIN W5 [get ports clk]
set_property PACKAGE_PIN R2 [get_ports en]
set property PACKAGE PIN T1 [get ports reset]
set property PACKAGE PIN L1 [get ports {OUT1[7]}]
set_property PACKAGE_PIN P1 [get_ports {OUT1[6]}]
set property PACKAGE PIN N3 [get ports {OUT1[5]}]
set property PACKAGE PIN P3 [get ports {OUT1[4]}]
set_property PACKAGE_PIN U3 [get_ports {OUT1[3]}]
set property PACKAGE PIN W3 [get ports {OUT1[2]}]
set_property PACKAGE_PIN V3 [get_ports {OUT1[1]}]
set property PACKAGE PIN V13 [get ports {OUT1[0]}]
set property PACKAGE PIN V14 [get ports {OUT2[7]}]
set_property PACKAGE_PIN U14 [get_ports {OUT2[6]}]
set_property PACKAGE_PIN U15 [get_ports {OUT2[5]}]
set property PACKAGE PIN W18 [get ports {OUT2[4]}]
set_property PACKAGE_PIN V19 [get_ports {OUT2[3]}]
set property PACKAGE PIN U19 [get ports {OUT2[2]}]
set property PACKAGE_PIN E19 [get_ports {OUT2[1]}]
set property PACKAGE PIN U16 [get ports {OUT2[0]}]
```

## 5. Block design

