```
1
2
   -- Title : Forwarder
-- Design : Forwarder
-- Author : Aaron Lin and Hang Chen
-- Company : Stony Brook University
3
5
7
    ______
8
9
10 -- File : c:\my_designs\Forwarder\Forwarder\src\Forwarder.vhd
11 -- Generated : Thu Apr 30 22:29:54 2020
12 -- From : interface description file
13 -- By : Itf2Vhdl ver. 1.22
14 --
15
   ______
16
17 -- Description : This is the forwarding unit that determines if data from
   the WB stage needs to be forwarded to the ALU input for the
18 -- following instruction to use. It does this by checking the input
   registers of the instruction in the ALU and comparing them to the
19 -- register to be written to in the WB stage.
20 --
21 -----
22 library IEEE;
23 use IEEE.std logic 1164.all;
24
25 entity Forwarder is
26
       port(
27
            W_EN : in STD_LOGIC;
28
            Mux1_Selector : out STD_LOGIC;
29
            Mux2 Selector : out STD LOGIC;
30
            Mux3 Selector : out STD LOGIC;
31
            regA : in STD_LOGIC_VECTOR(4 downto 0);
            regB : in STD_LOGIC_VECTOR(4 downto 0);
32
            regC : in STD_LOGIC_VECTOR(4 downto 0);
33
34
            regD : in STD LOGIC VECTOR(4 downto 0)
35
            );
36 end Forwarder;
37
38 --}} End of automatically maintained section
39
40 architecture Forwarder of Forwarder is
41 begin
42
43
       process(W EN, regA, regB, regC, regD)
44
       begin
45
           if W EN = '1' then
              if regD = regC then
46
47
                  Mux1 Selector <= '1';
48
49
                  Mux1 Selector <= '0';
50
              end if;
51
```

File: C:/my\_designs/Forwarder/Forwarder/src/Forwarder.vhd

```
52
                  if regD = regB then
53
                       Mux2_Selector <= '1';</pre>
54
                  else
55
                       Mux2_Selector <= '0';</pre>
56
                  end if;
57
58
                  if regD = regA then
59
                       Mux3_Selector <= '1';</pre>
60
                  else
                       Mux3_Selector <= '0';</pre>
61
62
                  end if;
63
             else
64
                  Mux1_Selector <= '0';</pre>
                  Mux2_Selector <= '0';</pre>
65
                  Mux3_Selector <= '0';</pre>
66
67
             end if;
68
             end process;
69
70 end Forwarder;
71
```