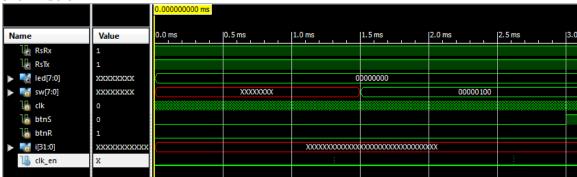
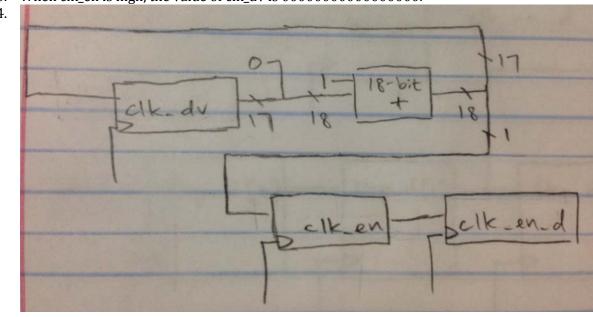
Workshop 1

Clock Enable

2. The period of the clk_en signal is 1.31072ms. Two occurrences of clk_en's waveform are shown below:

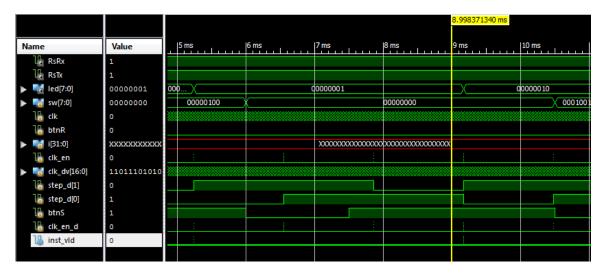


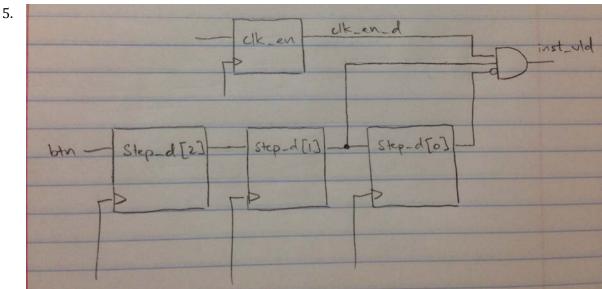
3. When clk_en is high, the value of clk_dv is 0000000000000000.



Instruction Valid

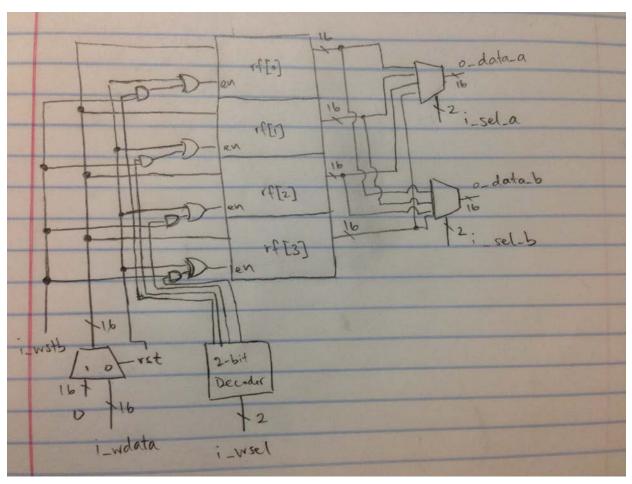
- 2. The first time that inst_vld signal evaluates to 1 is at 5.243915ms.
- 3. clk_en_d is the same waveform as clk_en except that it is delayed by one clock cycle. Because there are three D flip-flops in the form of step_d[0], step_d[1], and step_d[2], and we only use step_d[0] and step_d[1] to determine the outcome of the inst_vld signal, we need the delayed value of clk_en, hence using clk_en_d.
- 4. A waveform showing the relationship between clk_en, step_d[1], step_d[0], btnS, clk_en_d, and inst_vld is shown below:

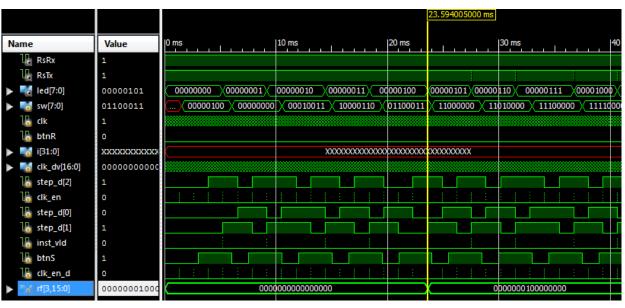




Register File

- 2. The register is written into in sequential logic.
- 3. The register values are read out in combinatorial logic. To manually implement the readout logic, we would use registers and MUXs.





4. 5.

Workshop 2

1. Line 80 (shown below) creates a new nexys3 module name uut_. This module is where tb.v sends instructions to, using the 8-bit sw register.

```
nexys3 uut_ (/*AUTOINST*/
80
                   // Outputs
81
                   .RsTx
                                          (RsTx),
82
83
                   .led
                                          (led[7:0]),
84
                   // Inputs
85
                   .RsRx
                                          (RsRx),
86
                   .sw
                                          (sw[7:0]),
87
                   .btnS
                                          (btnS),
88
                   .btnR
                                          (btnR),
89
                   .clk
                                          (clk));
90
     task tskRunInst;
91
        input [7:0] inst;
92
93
        begin
           $display ("%d ... Running instruction %08b", $stime, inst);
94
95
            sw = inst;
            #1500000 btnS = 1;
96
            #3000000 btnS = 0;
97
98
         end
      endtask //
99
```

2. tskRunPUSH, tskRunMULT, tskRunADD, and tskRunSEND, which all call tskRunInst, are called in this process.