```
23
       -- Title
                        : forwarding_unit
4
       -- Design
                        : processor
5
          Author
6
          Company
7
8
9
10
       -- File
       C: | Users | gavin | Desktop | Study | ESE345 | project | processor | processor | src | forwarding unit. vhd
                        : Sat Nov 36 17:16:23 2019
11
          Generated
                        : interface description file
12
       -- From
13
       -- By
                        : Itf2Vhd1 ver. 1.22
14
15
16
17
       -- Description :
18
19
20
21
       --{{ Section below this comment is automatically maintained
22
            and may be overwritten
\frac{\overline{23}}{24}
       --{entity {forwarding unit} architecture {\behavioral \}}
25
      library ieee;
26
      use ieee. std logic 1164.all;
27
      use ieee.numeric std.all;
28
29
      entity forwarding unit is
30
31
           ALU out : in std_logic_vector (127 downto 0);
32
           rl in : in std logic vector (127 downto 0);
33
           r2 in : in std logic vector (127 downto 0);
34
           r3 in : in std_logic_vector (127 downto 0);
35
           ins: in std_logic_vector(24 downto 0);
           old ins: in std_logic_vector (24 downto 0); r1_out: out std_logic_vector (127 downto 0); r2_out: out std_logic_vector (127 downto 0);
36
37
38
39
           r3_out : out std_logic_vector (127 downto 0)
40
41
      end forwarding unit;
42
43
       --}} End of automatically maintained section
44
45
      architecture behavioral of forwarding unit is
46
      signal older ins : std_logic_vector (24 downto 0);
47
      signal old out : std_logic_vector (127 downto 0);
48
      begin
49
           process (ALU_out, r1_in, r2_in, r3_in, ins, old_ins)
50
           begin
                if ins(24) = '0' then
51
                     if old_ins(4 downto 0) = ins(4 downto 0) then
52
53
                         rl_out <= ALU_out;
                         r2_out <= r2_in;
54
                    r3 out <= r3 in;
elsif older ins (4 downto 0) = ins (4 downto 0) then
55
56
57
                         r1 out <= old out;
                         r2 out \langle = r2 in;
58
59
                         r3 out \langle = r3 in;
60
                    else
61
                         r1 out \langle = r1 in;
                         r2 out <= r2_in;
62
                         r3 out <= r3_in;
63
64
                     end if;
65
                elsif ins(24) = '1' then
```

```
66
                      if ins(23) = '1' then
                           if ins (19 downto 15) = "00000" then
67
                                r1_out <= r1_in;
68
69
                                r2\_out \leftarrow r2\_in;
70
                                r3 out \langle = r3_in;
71
                           else
72
                                if old ins (4 downto 0) = ins (9 downto 5) then
73
                                     r1 out <= ALU out:
74
                                     r2 out \langle = r2 in;
75
                                     r3 out <= r3 in;
76
                                elsif old ins (4 downto 0) = ins (14 downto 10) then
                                     r2 out <= ALU out;
77
                                     rl out <= rl_in;
78
79
                                     r3 out \langle = r3 in;
80
                                elsif older ins (\overline{4} \text{ downto } 0) = \text{ins} (9 \text{ downto } 5) then
                                     rl_out <= old_out;
81
                                r2_out <= r2_in;
r3_out <= r3_in;
elsif older ins (4 downto 0) = ins(14 downto 10) then
82
83
84
85
                                     r2 out <= old out;
86
                                     r1 out \langle = r1 in;
87
                                     r3 out \langle = r3 in;
88
                                else
89
                                     rl out <= rl in;
                                     r2 out \langle = r2 in;
90
91
                                     r3 out \langle = r3 in;
92
93
                           end if;
94
                      elsif ins (23) = '0' then
                           if old_ins(4 downto 0) = ins(9 downto 5) then
95
                                rl out <= ALU out;
96
97
                                r2 out \langle = r2 in;
                                r3 out <= r3 in:
98
99
                           elsif old ins (4 downto 0) = ins (14 downto 10) then
100
                                r2 out <= ALU out;
                                r1 out <= r1 in;
r3 out <= r3 in;
101
102
                           elsif old ins (4 downto 0) = ins (19 downto 15) then
103
104
                                r3 \text{ out} \leftarrow ALU \text{ out};
                                r1 out \langle = r1 \overline{i}n;
105
                           r2\_out \le r2\_in;
elsif older_ins (4 downto 0) = ins (9 downto 5) then
106
107
                                r1_out <= old_out;
r2_out <= r2_in;
108
109
110
                                r3 out \langle = r3 in;
111
                           elsif older ins (4 downto 0) = ins (14 downto 10) then
112
                                r2 out <= old out;
113
                                rl out <= rl in;
                           r3 out <= r3 in;
elsif older_ins(4 downto 0) = ins(19 downto 15) then
114
115
                                r3 out \leq old out;
116
                                r1 out \langle = r1 in;
117
118
                                r2_{out} \leftarrow r2_{in};
119
                           else
                                rl out <= rl in;
120
121
                                r2 out \langle = r2 in;
122
                                r3 out <= r3 in;
123
                           end if;
124
                      end if;
125
                 end if;
126
                 older ins <= old ins;
127
                 old out <= ALU out;
128
            end process;
129
130
131
              -- enter your statements here --
```

$File: f:/project 345/src/forwarding_unit.vhd \ (/file_io_tb/UUT/u4)$

```
132
133 end behavioral;
134
```