

```

1  -----
2  --
3  -- Generic ALU and Status Register
4  --
5  -- This is a generic implementation of the ALU for simple microprocessors.
6  -- It does not include a multiplier, MAC, divider, or barrel shifter.
7  --
8  -- Packages included are:
9  --     ALUConstants - constants for all entities making up the ALU
10 --
11 -- Entities included are:
12 --     FBlockBit - one bit of an F-Block
13 --     AdderBit   - one bit of an adder (a full adder)
14 --     FBlock     - F-Block (logical operations)
15 --     Adder       - adder
16 --     Shifter     - shift and rotate and swap operations
17 --     ALU         - the actual ALU
18 --
19 -- Revision History:
20 --     25 Jan 21  Glen George      Initial revision.
21 --     27 Jan 21  Glen George      Changed left/right shift selection to a
22 --                                constant.
23 --     27 Jan 21  Glen George      Changed F-Block to be on B input of adder.
24 --     27 Jan 21  Glen George      Updated comments.
25 --     29 Jan 21  Glen George      Fixed a number of wordsize bugs.
26 --     29 Jan 21  Glen George      Fixed overflow signal in adder.
27 --     11 Apr 25  Glen George      Removed Status Register.
28 --     11 May 25  Zack Huang       Removed Swap
29 --
30 -----
31
32
33 --
34 -- Package containing the constants used by the ALU and all of its
35 -- sub-modules.
36 --
37
38 library ieee;
39 use ieee.std_logic_1164.all;
40
41 package ALUConstants is
42
43 -- Adder carry in select constants
44 --     may be freely changed
45
46     constant CinCmd_ZERO   : std_logic_vector(1 downto 0) := "00";
47     constant CinCmd_ONE    : std_logic_vector(1 downto 0) := "01";
48     constant CinCmd_CIN    : std_logic_vector(1 downto 0) := "10";
49     constant CinCmd_CINBAR : std_logic_vector(1 downto 0) := "11";
50
51
52 -- Shifter command constants
53 --     may be freely changed except a single bit pattern (currently high bit)
54 --     must distinguish between left shifts and rotates and right shifts and
55 --     rotates
56
57     constant SCmd_LEFT    : std_logic_vector(2 downto 0) := "0--";
58     constant SCmd_LSL     : std_logic_vector(2 downto 0) := "000";
59     constant SCmd_AS_L    : std_logic_vector(2 downto 0) := "001";
60     constant SCmd_R_L     : std_logic_vector(2 downto 0) := "010";
61     constant SCmd_RLC     : std_logic_vector(2 downto 0) := "011";
62     constant SCmd_RIGHT   : std_logic_vector(2 downto 0) := "1--";
63     constant SCmd_LSR     : std_logic_vector(2 downto 0) := "100";
64     constant SCmd_AS_R    : std_logic_vector(2 downto 0) := "101";
65     constant SCmd_ROR     : std_logic_vector(2 downto 0) := "110";
66     constant SCmd_RRC     : std_logic_vector(2 downto 0) := "111";

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```

133         FCmd(1) when ((A = '0') and (B = '1')) else
134         FCmd(0) when ((A = '0') and (B = '0')) else
135         'X';
136
137 end dataflow;
138
139
140
141 --
142 -- AdderBit
143 --
144 -- This is a bit of the adder for doing addition in the ALU.
145 --
146 -- Inputs:
147 --   A - first operand bit (bus A)
148 --   B - second operand bit (bus B)
149 --   Ci - carry in (from previous bit)
150 --
151 -- Outputs:
152 --   S - sum for this bit
153 --   Co - carry out for this bit
154 --
155
156 library ieee;
157 use ieee.std_logic_1164.all;
158
159 entity AdderBit is
160
161     port(
162         A : in  std_logic;    -- first operand
163         B : in  std_logic;    -- second operand
164         Ci : in  std_logic;    -- carry in from previous bit
165         S : out std_logic;    -- sum (result)
166         Co : out std_logic     -- carry out to next bit
167     );
168
169 end AdderBit;
170
171
172 architecture dataflow of AdderBit is
173 begin
174
175     S <= A xor B xor Ci;
176     Co <= (A and B) or (A and Ci) or (B and Ci);
177
178 end dataflow;
179
180
181
182 --
183 -- FBlock
184 --
185 -- This is the F-Block for doing logical operations in the ALU. The F-Block
186 -- operations are:
187 --   FCmd   Operation
188 --   0000   0
189 --   0001   FB0pA nor FB0pB
190 --   0010   not FB0pA and FB0pB
191 --   0011   not FB0pA
192 --   0100   FB0pA and not FB0pB
193 --   0101   not FB0pB
194 --   0110   FB0pA xor FB0pB
195 --   0111   FB0pA nand FB0pB
196 --   1000   FB0pA and FB0pB
197 --   1001   FB0pA xnor FB0pB
198 --   1010   FB0pB

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199 --      1011    not FB0pA or FB0pB
200 --      1100    FB0pA
201 --      1101    FB0pA or not FB0pB
202 --      1110    FB0pA or FB0pB
203 --      1111    1
204 --
205 -- Generics:
206 --      wordsize - width of the F-Block in bits (default 8)
207 --
208 -- Inputs:
209 --      FB0pA    - first operand
210 --      FB0pB    - second operand
211 --      FCmd     - operation to perform (4 bits)
212 --
213 -- Outputs:
214 --      FResult  - F-Block result (based on input busses and command)
215 --
216
217 library ieee;
218 use ieee.std_logic_1164.all;
219
220 entity FBlock is
221
222     generic (
223         wordsize : integer := 8      -- default width is 8-bits
224     );
225
226     port(
227         FB0pA    : in  std_logic_vector(wordsize - 1 downto 0); -- first operand
228         FB0pB    : in  std_logic_vector(wordsize - 1 downto 0); -- second operand
229         FCmd     : in  std_logic_vector(3 downto 0);           -- operation to perform
230         FResult  : out std_logic_vector(wordsize - 1 downto 0) -- result
231     );
232
233 end FBlock;
234
235
236
237 architecture structural of FBlock is
238
239     component FBlockBit
240     port(
241         A    : in  std_logic;           -- first operand
242         B    : in  std_logic;           -- second operand
243         FCmd : in  std_logic_vector(3 downto 0); -- operation to perform
244         F    : out std_logic            -- result
245     );
246     end component;
247
248 begin
249
250     F1: for i in FResult'Range generate      -- make enough FBlockBits
251     begin
252         FBx: FBlockBit port map (FB0pA(i), FB0pB(i), FCmd, FResult(i));
253     end generate;
254
255 end structural;
256
257
258
259 --
260 -- Adder
261 --
262 -- This is the adder for doing addition in the ALU.
263 --
264 -- Generics:

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```

265 --    wordsize - width of the adder in bits (default 8)
266 --
267 -- Inputs:
268 --    AddOpA - first operand
269 --    AddOpB - second operand
270 --    Cin    - carry in (from status register)
271 --    CinCmd - operation for carry in (2 bits)
272 --
273 -- Outputs:
274 --    AddResult - sum
275 --    Cout      - carry out for the addition
276 --    HalfCout  - half carry out for the addition
277 --    Overflow  - signed overflow
278 --
279
280 library ieee;
281 use ieee.std_logic_1164.all;
282 use work.ALUConstants.all;
283
284 entity Adder is
285
286     generic (
287         wordsize : integer := 8      -- default width is 8-bits
288     );
289
290     port(
291         AddOpA : in  std_logic_vector(wordsize - 1 downto 0); -- first operand
292         AddOpB : in  std_logic_vector(wordsize - 1 downto 0); -- second operand
293         Cin    : in  std_logic;                                -- carry in
294         CinCmd : in  std_logic_vector(1 downto 0);             -- carry in operation
295         AddResult : out std_logic_vector(wordsize - 1 downto 0); -- sum (result)
296         Cout     : out std_logic;                               -- carry out
297         HalfCout : out std_logic;                               -- half carry out
298         Overflow : out std_logic                               -- signed overflow
299     );
300
301 end Adder;
302
303
304 architecture structural of Adder is
305
306     component AdderBit
307     port(
308         A : in  std_logic;      -- first operand
309         B : in  std_logic;      -- second operand
310         Ci : in  std_logic;      -- carry in from previous bit
311         S : out std_logic;       -- sum (result)
312         Co : out std_logic      -- carry out to next bit
313     );
314     end component;
315
316     signal carry : std_logic_vector(wordsize downto 0);      -- intermediate carry results
317
318 begin
319
320     -- get the carry in based on CinCmd
321     carry(0) <= '0'      when CinCmd = CinCmd_ZERO else
322                '1'      when CinCmd = CinCmd_ONE  else
323                Cin       when CinCmd = CinCmd_CIN  else
324                not Cin    when CinCmd = CinCmd_CINBAR else
325                'X';
326
327     A1: for i in AddResult'Range generate      -- make enough AdderBits
328     begin
329         ABx: AdderBit port map (AddOpA(i), AddOpB(i), carry(i),
330                                AddResult(i), carry(i + 1));
330     end generate;

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331     end generate;
332
333     Cout    <= carry(wordsize);      -- compute carry out
334     HalfCout <= carry(4);           -- half carry (carry into high nibble)
335     -- overflow if carry into sign bit doesn't match the carry out
336     Overflow <= carry(wordsize - 1) xor carry(wordsize);
337
338 end structural;
339
340
341
342 --
343 -- Shifter
344 --
345 -- This is the shifter for doing shift/rotate operations in the ALU. The
346 -- shift operations are defined by the constants SCmd_LEFT, SCmd_RIGHT,
347 -- SCmd_LSL, SCmd_ROL, SCmd_RLC, SCmd_LSR, SCmd_ASR, SCmd_ROR, and SCmd_RRC.
348 --
349 -- Generics:
350 --     wordsize - width of the shifter in bits (default 8)
351 --               must be an even number of bits
352 --
353 -- Inputs:
354 --     S0p      - operand
355 --     Cin       - carry in (from status register)
356 --     SCmd      - operation to perform (3 bits)
357 --
358 -- Outputs:
359 --     SResult   - shift result
360 --     Cout      - carry out from the shift (link)
361 --
362
363 library ieee;
364 use ieee.std_logic_1164.all;
365 use ieee.numeric_std.std_match;
366 use work.ALUConstants.all;
367
368 entity Shifter is
369
370     generic (
371         wordsize : integer := 8      -- default width is 8-bits
372     );
373
374     port(
375         S0p      : in  std_logic_vector(wordsize - 1 downto 0); -- operand
376         Cin       : in  std_logic;                               -- carry in
377         SCmd      : in  std_logic_vector(2 downto 0);            -- shift operation
378         SResult   : out std_logic_vector(wordsize - 1 downto 0); -- sum (result)
379         Cout      : out std_logic                                -- carry out
380     );
381
382 end Shifter;
383
384
385 architecture dataflow of Shifter is
386 begin
387
388     -- middle bits get either bit to the left or bit to the right
389     SResult(wordsize - 2 downto 1) <=
390
391         -- right shift
392         S0p(wordsize - 1 downto 2)                                when std_match(SCmd, SCmd_RIGHT) else
393
394         -- left shift
395         S0p(wordsize - 3 downto 0)                                when std_match(SCmd, SCmd_LEFT) else
396

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397      -- unknown command
398      (others => 'X');
399
400
401      -- high bit gets low bit, high bit, bit to the right, 0, or Cin depending
402      -- on shift mode
403      SResult(wordsize - 1) <=
404          SOp(wordsize - 2) when std_match(SCmd, SCmd_LEFT) else -- shift/rotate left
405          SOp(0)           when SCmd = SCmd_ROR   else -- rotate right
406          SOp(wordsize - 1) when SCmd = SCmd_ASR  else -- arithmetic shift right
407          '0'              when SCmd = SCmd_LSR  else -- logical shift right
408          Cin              when SCmd = SCmd_RRC  else -- rotate right w/carry
409          'X';              -- anything else is illegal
410
411
412      -- low bit gets high bit, bit to the left, 0, or Cin depending on mode
413      SResult(0) <=
414          SOp(1)           when std_match(SCmd, SCmd_RIGHT) else -- shift/rotate right
415          '0'              when SCmd = SCmd_LSL or SCmd = SCmd_ASX else -- shift left
416          SOp(wordsize - 1) when SCmd = SCmd_ROL  else -- rotate left
417          Cin              when SCmd = SCmd_RLC  else -- rotate left w/carry
418          'X';              -- anything else is illegal
419
420
421      -- compute the carry out, it is low bit when shifting right and high bit
422      -- when shifting left
423      Cout <= SOp(0)           when std_match(SCmd, SCmd_RIGHT) else
424              SOp(wordsize - 1) when std_match(SCmd, SCmd_LEFT)  else
425              'X';
426
427 end dataflow;
428
429
430
431 --
432 -- ALU
433 --
434 -- This is the actual ALU model for the CPU. It includes the FBlock,
435 -- Adder, and Shifter modules. It also outputs a number of status bits.
436 --
437 -- Generics:
438 --   wordsize - width of the ALU in bits (default 8)
439 --
440 -- Inputs:
441 --   ALUOpA - first operand
442 --   ALUOpB - second operand
443 --   Cin    - carry in (from status register)
444 --   FCmd   - F-Block operation to perform (4 bits)
445 --   CinCmd - adder carry in operation for carry in (2 bits)
446 --   SCmd   - shift operation to perform (3 bits)
447 --   ALUCmd - ALU operation to perform - selects result (2 bits)
448 --
449 -- Outputs:
450 --   Result - ALU result
451 --   Cout   - carry out from the operation
452 --   HalfCout - half carry out for addition
453 --   Overflow - signed overflow for addition
454 --   Zero     - zero result
455 --   Sign     - result sign (1 negative, 0 positive)
456 --
457
458 library ieee;
459 use ieee.std_logic_1164.all;
460 use work.ALUConstants.all;
461
462 entity ALU is

```

```

463
464 generic (
465     wordsize : integer := 8      -- default width is 8-bits
466 );
467
468 port(
469     ALUOpA  : in    std_logic_vector(wordsize - 1 downto 0); -- first operand
470     ALUOpB  : in    std_logic_vector(wordsize - 1 downto 0); -- second operand
471     Cin     : in    std_logic;                                -- carry in
472     FCmd    : in    std_logic_vector(3 downto 0);            -- F-Block operation
473     CinCmd  : in    std_logic_vector(1 downto 0);            -- carry in operation
474     SCmd    : in    std_logic_vector(2 downto 0);            -- shift operation
475     ALUCmd  : in    std_logic_vector(1 downto 0);            -- ALU result select
476     Result  : buffer std_logic_vector(wordsize - 1 downto 0); -- ALU result
477     Cout    : out   std_logic;                                -- carry out
478     HalfCout : out   std_logic;                                -- half carry out
479     Overflow : out   std_logic;                                -- signed overflow
480     Zero     : out   std_logic;                                -- result is zero
481     Sign     : out   std_logic                                -- sign of result
482 );
483
484 end ALU;
485
486
487 architecture structural of ALU is
488
489     component FBlock
490     generic(
491         wordsize : integer
492     );
493     port(
494         FB0pA  : in    std_logic_vector(wordsize - 1 downto 0);
495         FB0pB  : in    std_logic_vector(wordsize - 1 downto 0);
496         FCmd    : in    std_logic_vector(3 downto 0);
497         FResult : out   std_logic_vector(wordsize - 1 downto 0)
498     );
499     end component;
500
501     component Adder
502     generic(
503         wordsize : integer
504     );
505     port(
506         AddOpA  : in    std_logic_vector(wordsize - 1 downto 0);
507         AddOpB  : in    std_logic_vector(wordsize - 1 downto 0);
508         Cin     : in    std_logic;
509         CinCmd  : in    std_logic_vector(1 downto 0);
510         AddResult : out   std_logic_vector(wordsize - 1 downto 0);
511         Cout    : out   std_logic;
512         HalfCout : out   std_logic;
513         Overflow : out   std_logic
514     );
515     end component;
516
517     component Shifter
518     generic(
519         wordsize : integer
520     );
521     port(
522         SOp     : in    std_logic_vector(wordsize - 1 downto 0);
523         Cin     : in    std_logic;
524         SCmd    : in    std_logic_vector(2 downto 0);
525         SResult : out   std_logic_vector(wordsize - 1 downto 0);
526         Cout    : out   std_logic
527     );
528     end component;

```

```

529
530 signal FBRes : std_logic_vector(wordsize - 1 downto 0); -- F-Block result
531 signal AddRes : std_logic_vector(wordsize - 1 downto 0); -- adder result
532 signal ShRes : std_logic_vector(wordsize - 1 downto 0); -- shifter result
533
534 signal AddCout : std_logic; -- adder carry out
535 signal ShCout : std_logic; -- shifter carry out
536
537 begin
538
539 -- wire up the blocks
540 FB1: FBlock generic map (wordsizes)
541 port map (ALUOpA, ALUOpB, FCmd, FBRes);
542 Add1: Adder generic map (wordsizes)
543 port map (ALUOpA, FBRes, Cin, CinCmd,
544 AddRes, AddCout, HalfCout, Overflow);
545 Sh1: Shifter generic map (wordsizes)
546 port map (ALUOpA, Cin, SCmd, ShRes, ShCout);
547
548 -- figure out the result
549 Result <= FBRes when ALUCmd = ALUCmd_FBLOCK else -- want F-Block
550 AddRes when ALUCmd = ALUCmd_ADDER else -- want adder
551 ShRes when ALUCmd = ALUCmd_SHIFT else -- want shifter
552 (others => 'X'); -- unknown command
553
554 -- figure out the carry out
555 COut <= '0' when ALUCmd = ALUCmd_FBLOCK else -- want F-Block
556 AddCout when ALUCmd = ALUCmd_ADDER else -- want adder
557 ShCout when ALUCmd = ALUCmd_SHIFT else -- want shifter
558 'X'; -- unknown command
559
560 -- zero flag is set when the result is 0
561 Zero <= '1' when Result = (Result'range => '0') else
562 '0';
563
564 -- compute the sign flag value
565 Sign <= Result(wordsize - 1);
566
567 end structural;
568

```



```

1  -----
2  --
3  -- Generic Memory Access Unit
4  --
5  -- This is an implementation of a generic memory access unit for
6  -- microprocessors. This unit generates the memory address for either load
7  -- and store operations or instruction access. It is parameterized by the
8  -- number of sources and the data width.
9  --
10 -- Packages included are:
11 --     MemUnitConstants - constants for the memory access unit
12 --     array_type_pkg   - type definition for 2-D arrays of std_logic
13 --
14 -- Entities included are:
15 --     AdderBit - one bit of an adder (a full adder)
16 --     MemUnit  - generic memory access unit
17 --
18 -- Revision History:
19 --     27 Jan 21  Glen George      Initial revision.
20 --     4 Feb 21  Glen George      Added missing library declaration.
21 --     4 Feb 21  Glen George      Added initialization of low bit of carry
22 --                                for the adder.
23 --
24 -----
25
26
27 --
28 -- Package containing the type definition for 2-D arrays of std_logic. The
29 -- type is an unconstrained 2-D array which is supported in VHDL-2008.
30 --
31
32 library ieee;
33 use ieee.std_logic_1164.all;
34
35 package array_type_pkg is
36
37 -- a 2D array of std_logic (VHDL-2008)
38     type std_logic_array is array (natural range<=>) of std_logic_vector;
39
40
41 end package;
42
43
44
45 --
46 -- Package containing the constants for the Memory Unit
47 --
48
49 library ieee;
50 use ieee.std_logic_1164.all;
51
52 package MemUnitConstants is
53
54 -- memory access unit constants for pre- and post- increment and decrement
55 --     these constants may be freely changed
56
57     constant MemUnit_PRE  : std_logic := '0';           -- pre- inc/dec
58     constant MemUnit_POST : std_logic := '1';           -- post- inc/dec
59     constant MemUnit_INC  : std_logic := '0';           -- pre/post increment
60     constant MemUnit_DEC  : std_logic := '1';           -- pre/post decrement
61
62
63 end package;
64
65
66

```

```

67 --
68 -- AdderBit
69 --
70 -- This is a bit of the adder for doing addition in the ALU.
71 --
72 -- Inputs:
73 --   A - first operand bit (bus A)
74 --   B - second operand bit (bus B)
75 --   Ci - carry in (from previous bit)
76 --
77 -- Outputs:
78 --   S - sum for this bit
79 --   Co - carry out for this bit
80 --
81 --
82 -- NOTE: entity already defined in alu.vhd
83
84 -- library ieee;
85 -- use ieee.std_logic_1164.all;
86 --
87 -- entity AdderBit is
88 --
89 --     port(
90 --         A : in  std_logic;      -- first operand
91 --         B : in  std_logic;      -- second operand
92 --         Ci : in  std_logic;      -- carry in from previous bit
93 --         S : out std_logic;      -- sum (result)
94 --         Co : out std_logic      -- carry out to next bit
95 --     );
96 --
97 -- end AdderBit;
98 --
99 --
100 -- architecture dataflow of AdderBit is
101 -- begin
102 --
103 --     S <= A xor B xor Ci;
104 --     Co <= (A and B) or (A and Ci) or (B and Ci);
105 --
106 -- end dataflow;
107
108
109
110 --
111 -- MemUnit
112 --
113 -- This is a generic memory access unit. It allows for pre- or post-
114 -- increment/decrement of an address as well as multiple sources for the
115 -- address and offset.
116 --
117 -- Generics:
118 --   srcCnt      - number of possible sources
119 --   offsetCnt    - number of possible address offsets
120 --   maxIncDecBit - maximum value for IncDecBit input (for optimization)
121 --   wordsize     - address width
122 --
123 -- Inputs:
124 --   AddrSrc      - array (srcCnt x wordsize) of address sources
125 --   SrcSel       - source to use (log srcCnt bits)
126 --   AddrOff      - array (offsetCnt x wordsize) of address offsets
127 --   OffsetSel    - offset to use (log offsetCnt bits)
128 --   IncDecSel    - whether to increment (0) or decrement (1) address source
129 --   IncDecBit    - bit of address source to increment/decrement
130 --   PrePostSel   - whether to pre- (0) or post- (1) inc/dec address source
131 --
132 -- Outputs:

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```

133 -- Address      - address bus (wordsize bits)
134 -- AddrSrcOut - incremented/decremented source (wordsize bits)
135 --
136
137 library ieee;
138 use ieee.std_logic_1164.all;
139 use work.array_type_pkg.all;
140 use work.MemUnitConstants.all;
141
142 entity MemUnit is
143
144     generic (
145         srcCnt      : integer;
146         offsetCnt   : integer;
147         maxIncDecBit : integer := 0; -- default is only inc/dec bit 0
148         wordsize    : integer := 16 -- default address width is 16 bits
149     );
150
151     port(
152         AddrSrc      : in      std_logic_array(srcCnt - 1 downto 0)(wordsize - 1 downto 0);
153         SrcSel       : in      integer range srcCnt - 1 downto 0;
154         AddrOff      : in      std_logic_array(offsetCnt - 1 downto 0)(wordsize - 1 downto 0);
155         OffsetSel    : in      integer range offsetCnt - 1 downto 0;
156         IncDecSel    : in      std_logic;
157         IncDecBit    : in      integer range maxIncDecBit downto 0;
158         PrePostSel   : in      std_logic;
159         Address      : out     std_logic_vector(wordsize - 1 downto 0);
160         AddrSrcOut   : buffer  std_logic_vector(wordsize - 1 downto 0)
161     );
162
163 end MemUnit;
164
165
166 architecture dataflow of MemUnit is
167
168     -- need adders for computing the address
169     component AdderBit port(
170         A : in  std_logic;    -- first operand
171         B : in  std_logic;    -- second operand
172         Ci : in  std_logic;   -- carry in from previous bit
173         S : out std_logic;    -- sum (result)
174         Co : out std_logic    -- carry out to next bit
175     );
176     end component;
177
178     -- intermediate carry results
179     -- for adder
180     signal acarry : std_logic_vector(wordsize downto 0);
181     -- for incrementer/decrementer
182     signal idcarry : std_logic_vector(wordsize downto 0);
183
184     -- source address, depends on whether doing pre- or post- inc/dec
185     signal SrcAddr : std_logic_vector(wordsize - 1 downto 0);
186
187     -- input to incrementer/decrementer adder, depends on whether doing an
188     -- increment or decrement and which bit it is being applied to
189     signal IncDecIn : std_logic_vector(wordsize - 1 downto 0);
190
191     -- incremented/decremented source address
192     signal OutSrcAddr : std_logic_vector(wordsize - 1 downto 0);
193
194
195     signal SrcSelMux : std_logic_vector(wordsize - 1 downto 0);
196
197     signal AddrOffMux : std_logic_vector(wordsize - 1 downto 0);
198

```

```

199 begin
200
201     -- compute the input for the incrementer/decrementer
202     --   when incrementing the input is all 0's except for the IncDecBit (bit
203     --   to start incrementing)
204     --   when decrementing the input is 0's until the IncDecBit (the bit to
205     --   start decrementing) and after that it is all 1's
206     --   thus the IncDecBit is always a 1
207 IDin: for i in IncDecIn'Range generate    -- generate the bits independently
208 begin
209
210     -- if past the maximum allowable bit to increment/decrement use 0 when
211     --   incrementing and 1 when decrementing (optimization)
212 IDin1: if (i > maxIncDecBit) generate
213     IncDecIn(i) <= '0' when IncDecSel = MemUnit_INC else
214         '1' when IncDecSel = MemUnit_DEC else
215         'X';
216     end generate;
217
218     -- if not past the maximum allowable bit to increment/decrement use a
219     --   0 if below the IncDecBit and a 1 if at the IncDecBit and a 0 if
220     --   above the IncDecBit and incrementing and a 1 if above the
221     --   IncDecBit and decrementing
222 IDin2: if (i <= maxIncDecBit) generate
223     IncDecIn(i) <= '1' when (i = IncDecBit) or
224         ((IncDecSel = MemUnit_DEC) and
225         (i >= IncDecBit)) else
226         '0';
227     end generate;
228
229 end generate;
230
231
232 -- adder for doing increment/decrement
233 --   it adds the increment/decrement input to the selected source address
234 --   to generate the source address output (AddrSrcOut)
235 idcarry(0) <= '0';    -- there is no carry in
236
237
238 SrcSelMux <= AddrSrc(SrcSel);
239
240 IDA1: for i in AddrSrcOut'Range generate    -- make enough AdderBits
241 begin
242     IDABx: AdderBit port map (
243         SrcSelMux(i),
244         IncDecIn(i),
245         idcarry(i),
246         OutSrcAddr(i),
247         idcarry(i + 1));
248     end generate;
249
250
251 -- input to the offset adder is either the original source or the
252 --   incremented/decremented source, depending on whether doing pre- or
253 --   post- increment/decrement
254 SrcAddr <= AddrSrc(SrcSel) when PrePostSel = MemUnit_POST else
255     OutSrcAddr when PrePostSel = MemUnit_PRE else
256     (others => 'X');
257
258
259 -- adder for adding offset to the source address
260 acarry(0) <= '0';    -- there is no carry in
261
262 AddrOffMux <= AddrOff(OffsetSel);
263
264 AA1: for i in Address'Range generate    -- make enough AdderBits

```

```
265     begin
266         AABx: AdderBit port map (
267             SrcAddr(i),
268             AddrOffMux(i),
269             acarry(i),
270             Address(i),
271             acarry(i + 1));
272     end generate;
273
274
275     -- output the incremented/decremented source address
276     AddrSrcOut <= OutSrcAddr;
277
278 end dataflow;
279
280
281
282
```

```

1  -----
2  --
3  -- Generic Register Array
4  --
5  -- This is an implementation of a Register Array for the register-based
6  -- microprocessors. It allows the registers to be accessed as single words
7  -- or double words. Multiple interfaces to the registers are allowed so they
8  -- may be simultaneously used as ALU registers and address registers. Double
9  -- word access may be used for addressing (typically used in 8-bit
10 -- processors) for example.
11 --
12 -- Entities included are:
13 --   RegArray - the register array
14 --
15 -- Revision History:
16 --   25 Jan 21 Glen George      Initial revision.
17 --   11 Apr 25 Glen George      Added separate address register interface.
18 --
19 -----
20
21
22 --
23 -- RegArray
24 --
25 -- This is a generic register array. It contains regcnt wordsize bit
26 -- registers along with the appropriate reading and writing controls. The
27 -- registers can also be read and written as double width registers. There
28 -- is also two separate access ports and a write port to allow the registers
29 -- to be used as address registers simultaneous to their use in other blocks
30 -- such as the ALU.
31 --
32 -- Generics:
33 --   regcnt - number of registers in the array (must be a multiple of 2)
34 --   wordsize - width of each register
35 --
36 -- Inputs:
37 --   RegIn      - input bus to the registers
38 --   RegInSel   - which register to write (log regcnt bits)
39 --   RegStore   - actually write to a register
40 --   RegASel    - register to read onto bus A (log regcnt bits)
41 --   RegBSel    - register to read onto bus B (log regcnt bits)
42 --   RegAxIn    - input bus for address register updates
43 --   RegAxInSel - which address register to write (log regcnt bits - 1)
44 --   RegAxStore - actually write to an address register
45 --   RegA1Sel   - register to read onto address bus 1 (log regcnt bits)
46 --   RegA2Sel   - register to read onto address bus 2 (log regcnt bits)
47 --   RegDIn     - input bus to the double-width registers
48 --   RegDInSel  - which double register to write (log regcnt bits - 1)
49 --   RegDStore  - actually write to a double register
50 --   RegDSel    - register to read onto double width bus D (log regcnt bits)
51 --   clock      - the system clock
52 --   reset      - the system clock (async, active low)
53 --
54 -- Outputs:
55 --   RegA        - register value for bus A
56 --   RegB        - register value for bus B
57 --   RegA1       - register value for address bus 1
58 --   RegA2       - register value for address bus 2
59 --   RegD        - register value for bus D (double width bus)
60 --
61
62 library ieee;
63 use ieee.std_logic_1164.all;
64 use std.textio.all;
65 use work.Logging.all;
66

```

```

67  entity RegArray is
68
69      generic (
70          regcnt  : integer := 32;  -- default number of registers is 32
71          wordsize : integer := 8   -- default width is 8-bits
72      );
73
74      port(
75          RegIn      : in  std_logic_vector(wordsize - 1 downto 0);
76          RegInSel    : in  integer range regcnt - 1 downto 0;
77          RegStore    : in  std_logic;
78          RegASel     : in  integer range regcnt - 1 downto 0;
79          RegBSel     : in  integer range regcnt - 1 downto 0;
80          RegAxIn     : in  std_logic_vector(wordsize - 1 downto 0);
81          RegAxInSel  : in  integer range regcnt - 1 downto 0;
82          RegAxStore  : in  std_logic;
83          RegA1Sel    : in  integer range regcnt - 1 downto 0;
84          RegA2Sel    : in  integer range regcnt - 1 downto 0;
85          RegDIn      : in  std_logic_vector(2 * wordsize - 1 downto 0);
86          RegDInSel   : in  integer range regcnt/2 - 1 downto 0;
87          RegDStore   : in  std_logic;
88          RegDSel     : in  integer range regcnt/2 - 1 downto 0;
89          clock       : in  std_logic;
90          reset       : in  std_logic;
91          RegA        : out std_logic_vector(wordsize - 1 downto 0);
92          RegB        : out std_logic_vector(wordsize - 1 downto 0);
93          RegA1       : out std_logic_vector(wordsize - 1 downto 0);
94          RegA2       : out std_logic_vector(wordsize - 1 downto 0);
95          RegD        : out std_logic_vector(2 * wordsize - 1 downto 0)
96      );
97
98  end RegArray;
99
100
101  architecture behavioral of RegArray is
102
103      type RegType is array (regcnt - 1 downto 0) of
104          std_logic_vector(wordsize - 1 downto 0);
105
106      signal Registers : RegType;  -- the register array
107
108      -- aliases for the upper and lower input word
109      alias RegDInHigh : std_logic_vector(wordsize - 1 downto 0) IS
110          RegDIn(2 * wordsize - 1 downto wordsize);
111      alias RegDInLow  : std_logic_vector(wordsize - 1 downto 0) IS
112          RegDIn(wordsize - 1 downto 0);
113
114  begin
115
116      -- setup the outputs - choose based on select signals
117      RegA <= Registers(RegASel);
118      RegB <= Registers(RegBSel);
119      RegA1 <= Registers(RegA1Sel);
120      RegA2 <= Registers(RegA2Sel);
121      RegD <= Registers(2 * RegDSel + 1) & Registers(2 * RegDSel);
122
123
124      -- only write registers on the clock, plus async reset (active low)
125      process(clock, reset)
126          variable l : line;
127      begin
128          if (reset = '0') then
129              -- set all registers to 0 on async reset
130              Registers <= (others => (others => '0'));
131          elsif rising_edge(clock) then
132              -- update registers on clock rising edge

```

```
133
134     -- handle double word stores
135     if (RegDStore = '1') then
136         Registers(2 * RegDInSel + 1) <= RegDInHigh;
137         Registers(2 * RegDInSel) <= RegDInLow;
138     end if;
139
140     -- handle address register stores second so they take precedence
141     -- over double word stores
142     if (RegAxStore = '1') then
143         Registers(RegAxInSel) <= RegAxIn;
144     end if;
145
146     -- handle normal stores last so they have highest precedence
147     if (RegStore = '1') then
148         LogWithTime(1, "Storing " & to_hstring(RegIn) & " to R" & to_string(RegInSel), LogFile);
149         Registers(RegInSel) <= RegIn;
150     end if;
151     else
152         -- have registers retain their value
153         Registers <= Registers;
154     end if;
155
156 end process;
157
158 end behavioral;
159
```



```

1  -----
2  --
3  -- Memory Subsystem
4  --
5  -- This component describes the memory for a 32-bit byte-addressable CPU
6  -- with a 32-bit address bus. Only a portion of the full address space is
7  -- filled in. Addresses outside the filled in range return 'X' when read
8  -- and generate error messages when written.
9  --
10 -- Revision History:
11 --     28 Apr 25  Glen George      Initial revision.
12 --     29 Apr 25  Glen George      Fixed some syntax errors.
13 --     29 Apr 25  Glen George      Fixed inconsistencies in byte vs word
14 --                                 addressing.
15 --     01 May 25  Zack Huang        Fixed compile errors
16 --     14 May 25  Chris M.          Track locations that have been written.
17 --     16 May 25  Zack Huang        Added more documentation
18 --
19 -----
20
21
22 --
23 -- MEMORY32x32
24 --
25 -- This is a memory component that supports a byte-addressable 32-bit wide
26 -- memory with 32-bits of address. No timing restrictions are implemented,
27 -- but if the address bus changes while a WE signal is active an error is
28 -- generated. Only a portion of the memory is actually usable. Addresses
29 -- outside of the four usable ranges return 'X' on read and generate error
30 -- messages on write. The size and address of each memory chunk are generic
31 -- parameters.
32 --
33 -- Generics:
34 --     MEMSIZE      - size of the four memory blocks in 32-bit words
35 --     START_ADDR0   - starting address of first memory block/chunk
36 --     START_ADDR1   - starting address of second memory block/chunk
37 --     START_ADDR2   - starting address of third memory block/chunk
38 --     START_ADDR3   - starting address of fourth memory block/chunk
39 --
40 -- Inputs:
41 --     RE0           - low byte read enable (active low)
42 --     RE1           - byte 1 read enable (active low)
43 --     RE2           - byte 2 read enable (active low)
44 --     RE3           - high byte read enable (active low)
45 --     WE0           - low byte write enable (active low)
46 --     WE1           - byte 1 write enable (active low)
47 --     WE2           - byte 2 write enable (active low)
48 --     WE3           - high byte write enable (active low)
49 --     MemAB         - memory address bus (32 bits)
50 --
51 -- Inputs/Outputs:
52 --     MemDB         - memory data bus (32 bits)
53 --
54
55 library ieee;
56
57 use ieee.std_logic_1164.all;
58 use ieee.numeric_std.all;
59
60 use work.Logging.all;
61 use work.Utils.all;
62
63 entity MEMORY32x32 is
64
65     generic (
66         MEMSIZE      : integer := 256;  -- default size is 256 words

```

```

67     START_ADDR0 : integer;      -- starting address of first block
68     START_ADDR1 : integer;      -- starting address of second block
69     START_ADDR2 : integer;      -- starting address of third block
70     START_ADDR3 : integer;      -- starting address of fourth block
71 );
72
73 port (
74     RE0 : in    std_logic;      -- low byte read enable (active low)
75     RE1 : in    std_logic;      -- byte 1 read enable (active low)
76     RE2 : in    std_logic;      -- byte 2 read enable (active low)
77     RE3 : in    std_logic;      -- high byte read enable (active low)
78     WE0 : in    std_logic;      -- low byte write enable (active low)
79     WE1 : in    std_logic;      -- byte 1 write enable (active low)
80     WE2 : in    std_logic;      -- byte 2 write enable (active low)
81     WE3 : in    std_logic;      -- high byte write enable (active low)
82     MemAB : in   std_logic_vector(31 downto 0); -- memory address bus
83     MemDB : inout std_logic_vector(31 downto 0) -- memory data bus
84 );
85
86 end MEMORY32x32;
87
88
89 architecture behavioral of MEMORY32x32 is
90
91     -- define the type for the RAM chunks
92     type RAMtype is array (0 to MEMSIZE - 1) of std_logic_vector(31 downto 0);
93
94     -- now define the RAMs (initialized to X)
95     signal RAMbits0 : RAMtype := (others => (others => 'X'));
96     signal RAMbits1 : RAMtype := (others => (others => 'X'));
97     signal RAMbits2 : RAMtype := (others => (others => 'X'));
98     signal RAMbits3 : RAMtype := (others => (others => 'X'));
99
100    -- general read and write signals
101    signal RE : std_logic;
102    signal WE : std_logic;
103
104    -- data read from memory
105    signal Curr_RAM : RAMtype;
106    signal RamAddr : integer;
107    signal MemData : std_logic_vector(31 downto 0);
108
109 begin
110
111     -- LogAddrRange : process
112     -- begin
113     --   LogWithTime("memory.vhd: Initializing memory from byte " & to_string(START_ADDR0), LogFile);
114     --   LogWithTime("memory.vhd: Initializing memory from byte " & to_string(START_ADDR1), LogFile);
115     --   LogWithTime("memory.vhd: Initializing memory from byte " & to_string(START_ADDR2), LogFile);
116     --   LogWithTime("memory.vhd: Initializing memory from byte " & to_string(START_ADDR3), LogFile);
117     --   wait; -- wait forever
118     -- end process LogAddrRange;
119
120     -- compute the general read and write signals (active low signals)
121     RE <= RE0 and RE1 and RE2 and RE3;
122     WE <= WE0 and WE1 and WE2 and WE3;
123
124
125     -- On input change, combinatorially compute the address and segment of RAM
126     -- that needs to be accessed.
127     ram_access: process (all) is
128     begin
129         -- Check that MemAB is a valid value and is within the range of the integer type
130         if not is_x(MemAB) and unsigned(MemAB) <= to_unsigned(integer'high, 32) then
131             if ((to_integer(unsigned(MemAB))) >= START_ADDR0) and
132                 (to_integer(unsigned(MemAB)) - START_ADDR0) < (4 * MEMSIZE)) then

```

```

133         Curr_RAM <= RAMBits0;
134         RamAddr <= to_integer(unsigned(MemAB(31 downto 2))) - START_ADDR0 / 4;
135     elsif ((to_integer(unsigned(MemAB)) >= START_ADDR1) and
136           (to_integer(unsigned(MemAB) - START_ADDR1) < (4 * MEMSIZE))) then
137         Curr_RAM <= RAMBits1;
138         RamAddr <= to_integer(unsigned(MemAB(31 downto 2))) - START_ADDR1 / 4;
139     elsif ((to_integer(unsigned(MemAB)) >= START_ADDR2) and
140           (to_integer(unsigned(MemAB) - START_ADDR2) < (4 * MEMSIZE))) then
141         Curr_RAM <= RAMBits2;
142         RamAddr <= to_integer(unsigned(MemAB(31 downto 2))) - START_ADDR2 / 4;
143     elsif ((to_integer(unsigned(MemAB)) >= START_ADDR3) and
144           (to_integer(unsigned(MemAB) - START_ADDR3) < (4 * MEMSIZE))) then
145         Curr_RAM <= RAMBits3;
146         RamAddr <= to_integer(unsigned(MemAB(31 downto 2))) - START_ADDR3 / 4;
147     else
148         Curr_RAM <= (others => (others => 'X'));
149         RamAddr <= -1;
150     end if;
151 end if;
152 end process;
153
154
155 -- Get the 32 bits from the address being read from/written to (as
156 -- a extension of the ram_access process)
157 MemData <= Curr_RAM(RamAddr) when RamAddr >= 0 and RamAddr < MEMSIZE else (others => 'X');
158
159
160 -- On read, simply output the (masked) bytes that were accessed
161 -- combinatorially (e.g. MemData)
162 read_proc: process (all) is
163 begin
164
165     -- first check if reading
166     if (RE = '0' and not IS_X(MemAB)) then
167         -- report "Reading " & to_hstring(MemAB) & ", got " & to_hstring(MemData);
168         MemDB <= MemData;
169
170         -- only set the bytes that are being read
171         if RE0 /= '0' then
172             MemDB(7 downto 0) <= (others => 'Z');
173         end if;
174         if RE1 /= '0' then
175             MemDB(15 downto 8) <= (others => 'Z');
176         end if;
177         if RE2 /= '0' then
178             MemDB(23 downto 16) <= (others => 'Z');
179         end if;
180         if RE3 /= '0' then
181             MemDB(31 downto 24) <= (others => 'Z');
182         end if;
183
184     else
185         -- not reading, send data bus to hi-Z
186         MemDB <= (others => 'Z');
187     end if;
188
189 end process;
190
191
192 -- On write, set the desired bytes within the RAM segment being currently
193 -- accessed, at the correct address within the RAM (previously computed
194 -- combinatorially).
195 write_proc: process (all) is
196 begin
197
198     -- check if writing

```

```

199     if (WE'event and (WE = '0') and not (is_x(MemAB)) and
200         unsigned(MemAB) <= to_unsigned(integer'high, 32)) then
201         -- rising edge of write - write the data (check which address range)
202         -- report "Writing to " & to_hstring(MemAB) & " with: " & to_hstring(MemDB);
203
204         -- write the updated value to memory (computed combinatorially
205         -- above), with byte masking
206         if ((to_integer(unsigned(MemAB)) >= START_ADDR0) and
207             (to_integer(unsigned(MemAB) - START_ADDR0) < (4 * MEMSIZE))) then
208             if (WE0 = '0') then RAMbits0(RamAddr)(7 downto 0) <= MemDB(7 downto 0); end if;
209             if (WE1 = '0') then RAMbits0(RamAddr)(15 downto 8) <= MemDB(15 downto 8); end if;
210             if (WE2 = '0') then RAMbits0(RamAddr)(23 downto 16) <= MemDB(23 downto 16); end if;
211             if (WE3 = '0') then RAMbits0(RamAddr)(31 downto 24) <= MemDB(31 downto 24); end if;
212         elsif ((to_integer(unsigned(MemAB)) >= START_ADDR1) and
213             (to_integer(unsigned(MemAB) - START_ADDR1) < (4 * MEMSIZE))) then
214             if (WE0 = '1') then RAMbits0(RamAddr)(7 downto 0) <= MemDB(7 downto 0); end if;
215             if (WE1 = '1') then RAMbits0(RamAddr)(15 downto 8) <= MemDB(15 downto 8); end if;
216             if (WE2 = '1') then RAMbits0(RamAddr)(23 downto 16) <= MemDB(23 downto 16); end if;
217             if (WE3 = '1') then RAMbits0(RamAddr)(31 downto 24) <= MemDB(31 downto 24); end if;
218         elsif ((to_integer(unsigned(MemAB)) >= START_ADDR2) and
219             (to_integer(unsigned(MemAB) - START_ADDR2) < (4 * MEMSIZE))) then
220             if (WE0 = '0') then RAMbits2(RamAddr)(7 downto 0) <= MemDB(7 downto 0); end if;
221             if (WE1 = '0') then RAMbits2(RamAddr)(15 downto 8) <= MemDB(15 downto 8); end if;
222             if (WE2 = '0') then RAMbits2(RamAddr)(23 downto 16) <= MemDB(23 downto 16); end if;
223             if (WE3 = '0') then RAMbits2(RamAddr)(31 downto 24) <= MemDB(31 downto 24); end if;
224         elsif ((to_integer(unsigned(MemAB)) >= START_ADDR3) and
225             (to_integer(unsigned(MemAB) - START_ADDR3) < (4 * MEMSIZE))) then
226             if (WE0 = '0') then RAMbits3(RamAddr)(7 downto 0) <= MemDB(7 downto 0); end if;
227             if (WE1 = '0') then RAMbits3(RamAddr)(15 downto 8) <= MemDB(15 downto 8); end if;
228             if (WE2 = '0') then RAMbits3(RamAddr)(23 downto 16) <= MemDB(23 downto 16); end if;
229             if (WE3 = '0') then RAMbits3(RamAddr)(31 downto 24) <= MemDB(31 downto 24); end if;
230         else
231             -- outside of any allowable address range - generate an error
232             assert (false)
233             report "Attempt to write to a non-existent address"
234             severity ERROR;
235         end if;
236
237     end if;
238
239     -- finally check if WE low with the address changing
240     if (MemAB'event and (WE = '0')) then
241         -- output error message
242         REPORT "Glitch on Memory Address bus"
243         SEVERITY ERROR;
244     end if;
245
246 end process;
247
248
249 end behavioral;
250
251

```

```
1 -----
2 -- sh2_constants.vhd;
3 --
4 -- Shared SH-2 constants.
5 --
6 -- This file describes constants that are shared across multiple blocks of
7 -- the SH-2.
8 --
9 -- Packages Provided:
10 --   SH2Constants
11 --
12 -- Revision History:
13 --   16 April 25   Chris M. Initial revision.
14 --
15 -----
16
17 library ieee;
18
19 use ieee.std_logic_1164.all;
20 use ieee.numeric_std.all;
21
22 package SH2Constants is
23   constant SH2_WORDSIZE      : integer := 32;
24   constant SH2_REGCNT       : integer := 16;
25
26   -- Note that these must be hard-coded to avoid overflow in static computation.
27   -- This is just  $-(2^{SH2\_WORDSIZE} - 1)$ 
28   constant SH2_SIGNED_MIN    : integer := -2147483648;
29   constant SH2_SIGNED_MAX    : integer := 2147483647;
30   constant SH2_UNSIGNED_MIN  : integer := 0;
31   constant SH2_UNSIGNED_MAX  : unsigned(SH2_WORDSIZE - 1 downto 0) := (others => '1');
32
33 end package SH2Constants;
34
35
36
```

```

1  -----
2  -- SH2ALU
3  --
4  -- This entity implements all the operations required for the SH-2 ALU. It
5  -- supports arithmetic, logical, and shift operations as required for the SH-2
6  -- instruction set. It does not implement DSP operations such as MAC or barrel
7  -- shifting. This entity does not do instruction decoding - the control unit
8  -- must provide the correct operand values (which could come from registers or
9  -- immediate values) and control signals to produce the correct result (which
10 -- may then be written back to a register by the control unit). Additionally,
11 -- this entity outputs carry, sign, overflow, and zero flags, which can be
12 -- used by the control unit to set the T bit in the status register.
13 --
14 -- Revision History:
15 --   26 Apr 25   Zack Huang       copied over from HW 1, prepare for testing
16 --   25 May 25   Zack Huang       added barrel shifter (extra credit instructions)
17 --
18 -----
19
20 -- Import libraries
21 library ieee;
22 use ieee.std_logic_1164.all;
23
24 package SH2ALUConstants is
25
26 -- Adder carry in select constants
27 constant CinCmd_ZERO : std_logic_vector(1 downto 0) := "00";
28 constant CinCmd_ONE  : std_logic_vector(1 downto 0) := "01";
29 constant CinCmd_CIN   : std_logic_vector(1 downto 0) := "10";
30 constant CinCmd_CINBAR : std_logic_vector(1 downto 0) := "11";
31
32
33 -- Shifter command constants
34 constant SCmd_LEFT  : std_logic_vector(2 downto 0) := "0--"; -- BIT DECODED - DO NOT CHANGE
35 constant SCmd_LSL   : std_logic_vector(2 downto 0) := "000"; -- BIT DECODED - DO NOT CHANGE
36 constant SCmd_AS_L : std_logic_vector(2 downto 0) := "001"; -- BIT DECODED - DO NOT CHANGE
37 constant SCmd_R0_L : std_logic_vector(2 downto 0) := "010"; -- BIT DECODED - DO NOT CHANGE
38 constant SCmd_RLC   : std_logic_vector(2 downto 0) := "011"; -- BIT DECODED - DO NOT CHANGE
39 constant SCmd_RIGHT : std_logic_vector(2 downto 0) := "1--"; -- BIT DECODED - DO NOT CHANGE
40 constant SCmd_LSR   : std_logic_vector(2 downto 0) := "100"; -- BIT DECODED - DO NOT CHANGE
41 constant SCmd_AS_R : std_logic_vector(2 downto 0) := "101"; -- BIT DECODED - DO NOT CHANGE
42 constant SCmd_R0_R : std_logic_vector(2 downto 0) := "110"; -- BIT DECODED - DO NOT CHANGE
43 constant SCmd_RRC   : std_logic_vector(2 downto 0) := "111"; -- BIT DECODED - DO NOT CHANGE
44
45 -- Barrel shifter command constants
46 constant BSCmd_L2 : std_logic_vector(2 downto 0) := "000"; -- BIT DECODED - DO NOT CHANGE
47 constant BSCmd_R2 : std_logic_vector(2 downto 0) := "001"; -- BIT DECODED - DO NOT CHANGE
48 constant BSCmd_L8 : std_logic_vector(2 downto 0) := "010"; -- BIT DECODED - DO NOT CHANGE
49 constant BSCmd_R8 : std_logic_vector(2 downto 0) := "011"; -- BIT DECODED - DO NOT CHANGE
50 constant BSCmd_L16 : std_logic_vector(2 downto 0) := "100"; -- BIT DECODED - DO NOT CHANGE
51 constant BSCmd_R16 : std_logic_vector(2 downto 0) := "101"; -- BIT DECODED - DO NOT CHANGE
52
53 -- ALU command constants
54 constant ALUCmd_FBLOCK : std_logic_vector(1 downto 0) := "00";
55 constant ALUCmd_ADDER  : std_logic_vector(1 downto 0) := "01";
56 constant ALUCmd_SHIFT  : std_logic_vector(1 downto 0) := "10";
57 constant ALUCmd_BSHIFT : std_logic_vector(1 downto 0) := "11";
58
59
60 constant OpA_Zero : std_logic_vector(1 downto 0) := "00"; -- clear OperandA before using it in a computation
61 constant OpA_One  : std_logic_vector(1 downto 0) := "01"; -- Set OperandA value to 1
62 constant OpA_B    : std_logic_vector(1 downto 0) := "10"; -- Set OperandA to have the value of OperandB
63 constant OpA_None : std_logic_vector(1 downto 0) := "11"; -- Pass OperandA through
64
65 -- FBlock commands (for convenience)
66 constant FCmd_A : std_logic_vector(3 downto 0) := "1100";

```

```

67     constant FCmd_B      : std_logic_vector(3 downto 0) := "1010";
68     constant FCmd_BNOT   : std_logic_vector(3 downto 0) := "0101";
69     constant FCmd_ONES   : std_logic_vector(3 downto 0) := "1111";
70     constant FCmd_AND    : std_logic_vector(3 downto 0) := "1000";
71     constant FCmd_OR     : std_logic_vector(3 downto 0) := "1110";
72     constant FCmd_XOR    : std_logic_vector(3 downto 0) := "0110";
73
74 end package;
75
76 -- import libraries
77
78 library ieee;
79 use ieee.numeric_std.all;
80 use ieee.std_logic_1164.all;
81 use work.SH2ALUConstants.all;
82
83 -- Set the SH2 ALU control signals as follows for each instruction:
84 -- It is assumed that single-operand instructions operate on OperandB,
85 -- while dual-operand instructions operate on OperandA and OperandB, in
86 -- that order. This is because SH-2 instructions are almost in the format
87 -- "OPCODE Rm, Rn", which usually does something like Rn <= Rn OPERATION Rm.
88 -- If the instruction is unary, then it usually only acts on Rm. As such, the
89 -- CPU can assign OperandA <= Rn and OperandB <= Rm, and then put the result
90 -- back in Rn. This is convenient because of the implementation of the generic
91 -- ALU being used inside this SH-2-specific ALU. We exclude DSP instructions
92 -- (MAC, SHLLn, SHLRN, etc) and multi-clock instructions (DIV, MUL, etc) for
93 -- now.
94 --
95 -- The possible ALU operations with the control signals that produce them
96 -- are listed below. Note that this entity also outputs carry, overflow,
97 -- zero, and sign flags so that they can be used by the CPU for setting
98 -- the T bit, doing sign-extension, checking compare results, etc.
99 --
100 -- ADD(C,V) - Result <= OperandA + OperandB
101 --   - FCmd <= FCmd_B
102 --   - CinCmd <= CinCmd_ZERO
103 --   - LoadA <= '1'
104 --   - SCmd <= "XX"
105 --   - ALUCmd <= ALUCmd_ADDER
106 -- SUB(C,V), CMP/XX - Result <= OperandA - OperandB
107 --   - FCmd <= FCmd_BNOT
108 --   - CinCmd <= CinCmd_ONE
109 --   - LoadA <= '1'
110 --   - SCmd <= "XX"
111 --   - ALUCmd <= ALUCmd_ADDER
112 -- NEG(C) - Result <= 0 - OperandB
113 --   - FCmd <= FCmd_BNOT
114 --   - CinCmd <= CinCmd_ONE
115 --   - LoadA <= '0'
116 --   - SCmd <= "XX"
117 --   - ALUCmd <= ALUCmd_ADDER
118 -- DT - Result <= OperandA - 1
119 --   - FCmd <= FCmd_ONES
120 --   - CinCmd <= CinCmd_ZERO
121 --   - LoadA <= '1'
122 --   - SCmd <= "XX"
123 --   - ALUCmd <= ALUCmd_ADDER
124 -- MOV - Result <= OperandB
125 --   - FCmd <= FCmd_B
126 --   - CinCmd <= CinCmd_ZERO
127 --   - LoadA <= '1'
128 --   - SCmd <= "XX"
129 --   - ALUCmd <= ALUCmd_FBLOCK
130 -- AND/TST - Result <= OperandA & OperandB
131 --   - FCmd <= FCmd_AND
132 --   - CinCmd <= CinCmd_ZERO

```

```

133 -- - LoadA <= '1'
134 -- - SCmd <= "XX"
135 -- - ALUCmd <= ALUCmd_FBLOCK
136 -- OR - Result <= OperandA | OperandB
137 -- - FCmd <= FCmd_OR
138 -- - CinCmd <= CinCmd_ZERO
139 -- - LoadA <= '1'
140 -- - SCmd <= "XX"
141 -- - ALUCmd <= ALUCmd_FBLOCK
142 -- XOR - Result <= OperandA ^ OperandB
143 -- - FCmd <= FCmd_XOR
144 -- - CinCmd <= CinCmd_ZERO
145 -- - LoadA <= '1'
146 -- - SCmd <= "XX"
147 -- - ALUCmd <= ALUCmd_FBLOCK
148 -- NOT - Result <= ~OperandB
149 -- - FCmd <= FCmd_BNOT
150 -- - CinCmd <= CinCmd_ZERO
151 -- - LoadA <= '1'
152 -- - SCmd <= "XX"
153 -- - ALUCmd <= ALUCmd_FBLOCK
154 -- SHAL/SHLL - Result <= OperandA << 1
155 -- - FCmd <= "XX"
156 -- - CinCmd <= CinCmd_ZERO
157 -- - LoadA <= '1'
158 -- - SCmd <= SCmd_LSR
159 -- - ALUCmd <= ALUCmd_SHIFT
160 -- SHAR - Result <= OperandA >> 1 (sign-extended)
161 -- - FCmd <= "XX"
162 -- - CinCmd <= CinCmd_ZERO
163 -- - LoadA <= '1'
164 -- - SCmd <= SCmd_ASR
165 -- - ALUCmd <= ALUCmd_SHIFT
166 -- SHLR - Result <= OperandA >> 1
167 -- - FCmd <= "XX"
168 -- - CinCmd <= CinCmd_ZERO
169 -- - LoadA <= '1'
170 -- - SCmd <= SCmd_LSR
171 -- - ALUCmd <= ALUCmd_SHIFT
172 -- ROTL - Result <= rotate_left(OperandA)
173 -- - FCmd <= "XX"
174 -- - CinCmd <= CinCmd_ZERO
175 -- - LoadA <= '1'
176 -- - SCmd <= SCmd_ROL
177 -- - ALUCmd <= ALUCmd_SHIFT
178 -- ROTR - Result <= rotate_right(OperandA)
179 -- - FCmd <= "XX"
180 -- - CinCmd <= CinCmd_ZERO
181 -- - LoadA <= '1'
182 -- - SCmd <= SCmd_ROR
183 -- - ALUCmd <= ALUCmd_SHIFT
184 -- ROTCL - Result <= rotate_left(OperandA, T)
185 -- - FCmd <= "XX"
186 -- - CinCmd <= CinCmd_CIN
187 -- - LoadA <= '1'
188 -- - SCmd <= SCmd_RLC
189 -- - ALUCmd <= ALUCmd_SHIFT
190 -- ROTCR - Result <= rotate_right(OperandA, T)
191 -- - FCmd <= "XX"
192 -- - CinCmd <= CinCmd_CIN
193 -- - LoadA <= '1'
194 -- - SCmd <= SCmd_RRC
195 -- - ALUCmd <= ALUCmd_SHIFT
196
197 entity sh2alu is
198     port (

```



```

199     OperandA : in    std_logic_vector(31 downto 0); -- first operand
200     OperandB : in    std_logic_vector(31 downto 0); -- second operand
201     TIn      : in    std_logic;                    -- T bit from status register
202     LoadA    : in    std_logic;                    -- determine if OperandA is loaded ('1') or zeroed ('0')
203     FCmd     : in    std_logic_vector(3 downto 0); -- F-Block operation
204     CinCmd   : in    std_logic_vector(1 downto 0); -- carry in operation
205     SCmd     : in    std_logic_vector(2 downto 0); -- shift operation
206     ALUCmd   : in    std_logic_vector(1 downto 0); -- ALU result select
207
208     Result   : buffer std_logic_vector(31 downto 0); -- ALU result
209     Cout     : out   std_logic;                    -- carry out
210     Overflow : out   std_logic;                    -- signed overflow
211     Zero     : out   std_logic;                    -- result is zero
212     Sign     : out   std_logic;                    -- sign of result
213 );
214 end entity sh2alu;
215
216 architecture structural of sh2alu is
217
218     component ALU is
219
220         generic (
221             wordsize : integer := 8
222         );
223         port (
224             AluOpA : in    std_logic_vector(wordsize - 1 downto 0);
225             AluOpB : in    std_logic_vector(wordsize - 1 downto 0);
226             Cin    : in    std_logic;
227             FCmd   : in    std_logic_vector(3 downto 0);
228             CinCmd : in    std_logic_vector(1 downto 0);
229             SCmd   : in    std_logic_vector(2 downto 0);
230             ALUCmd : in    std_logic_vector(1 downto 0);
231
232             Result : buffer std_logic_vector(wordsize - 1 downto 0);
233             Cout   : out   std_logic;
234             HalfCout : out   std_logic;
235             Overflow : out   std_logic;
236             Zero   : out   std_logic;
237             Sign   : out   std_logic
238         );
239     end component ALU;
240
241     signal BarrelShifter : std_logic_vector(31 downto 0);
242
243     signal ALUResult : std_logic_vector(31 downto 0);
244
245 begin
246     -- We use a generic ALU to implement all of the SH-2 ALU operations. We
247     -- pass in the T bit in place of a dedicated carry input, and the CPU can
248     -- route the correct output flag (carry, sign, zero, overflow) back into
249     -- the status register.
250     ALUinternal : component ALU
251     generic map (
252         wordsize => 32
253     )
254     port map (
255         AluOpA  => OperandA and LoadA,
256         AluOpB  => OperandB,
257         Cin     => TIn,
258         FCmd    => FCmd,
259         SCmd    => SCmd,
260         ALUCmd  => ALUCmd,
261         CinCmd  => CinCmd,
262         Result  => ALUResult,
263         Cout    => Cout,
264         Overflow=> Overflow,

```

```
265         Zero    => Zero,
266         Sign     => Sign
267     );
268
269     -- We also add in a barrel shifter to implement extra-credit instructions
270     -- For convenience, we will re-use the SCmd bits to control this barrel shifter.
271     with SCmd select
272         BarrelShifter <= OperandA(29 downto 0) & "00"                when BSCmd_L2,
273         "00" & OperandA(31 downto 2)                                when BSCmd_R2,
274         OperandA(23 downto 0) & "00000000"                        when BSCmd_L8,
275         "00000000" & OperandA(31 downto 8)                        when BSCmd_R8,
276         OperandA(15 downto 0) & "0000000000000000"              when BSCmd_L16,
277         "0000000000000000" & OperandA(31 downto 16)              when BSCmd_R16,
278         (others => 'X') when others;
279
280     -- Mux between the generic ALU and the barrel shifter to get the result
281     Result <= BarrelShifter when ALUCmd = ALUCmd_BSHIFT else ALUResult;
282
283 end architecture structural;
284
```

```

1  -----
2  -- sh2_dmau.vhd
3  --
4  -- SH-2 DMAU (Data Memory Access Unit).
5  --
6  -- This is an implementation of the SH-2's DMAU using Glen A. George's
7  -- generic memory access unit. The SH-2 is a Princeton architecture CPU
8  -- with only a shared memory and data bus. This DMAU entity calculates
9  -- memory addresses based on the input control signals, and contains
10 -- the GBR (General Base Register). The SH-2 has the following addressing
11 -- modes:
12 --
13 -- 1. Direct Register Addressing
14 -- 2. Indirect Register Addressing
15 -- 3. Post-increment indirect register addressing
16 -- 4. Pre-decrement indirect register addressing
17 -- 5. Indirect register addressing with displacement
18 -- 6. Indirect indexed register addressing
19 -- 7. Indirect GBR addressing with displacement
20 -- 8. Indirect indexed GBR addressing
21 -- 9. PC relative addressing with displacement
22 -- 10. PC relative addressing
23 -- 11. Immediate addressing
24 --
25 -- The modes are described in further detail in Table 4.7 of the SH-2
26 -- programming manual.
27 --
28 -- Note that the DMAU only takes care of addressing modes related to memory
29 -- locations. As such, the DMAU will not do direct register addressing, since
30 -- that is done by the register array, nor will it do immediate addressing,
31 -- which is done by the control unit during instruction decoding. Finally,
32 -- there are not safeguards against addressing modes which do not actually
33 -- exist in the SH-2.
34 --
35 -- Revision History:
36 -- 16 April 25   Chris M. Initial revision.
37 -- 23 April 25   Chris M. Add seperate calculated offsets to AddrOff matrix
38 --                instead of muxing between a single offset.
39 --
40 -- 23 April 25   Chris M. Removed 12-bit offset input and OffExtendSel
41 --                because 12-bit offsets and sign-extension is not
42 --                used for memory accesses, only for relative jumps.
43 --
44 -- 1 May 25      Chris M. Changed PrePostSel in MAU to be POST when
45 --                IncDecSel is none (only worked before because
46 --                Pre/Post logic in MAU was inverted).
47 --
48 -- 7 May 25      Chris M. Add
49 --
50 -- [TODO]:
51 -- - Don't allow inputs that don't correspond to addressing modes.
52 -- - Make mapping from IndexSel to DMAUOffsetSel one-to-one ?
53 -- - Only have one offset input ?
54 --
55 -----
56
57 library ieee;
58 library std;
59
60 use ieee.std_logic_1164.all;
61
62 use work.MemUnitConstants.all; -- memory access unit constants for pre/post inc/dec.
63 use work.SH2Constants.all;    -- global SH-2 constants.
64 use work.array_type_pkg.all;  -- 2D Array of std_logic (VHDL-2008 only).
65
66 package SH2DmauConstants is

```

```

67
68 -- BaseSel constants.
69 --
70 constant BaseSel_REG : std_logic_vector(1 downto 0) := "00"; -- 0
71 constant BaseSel_GBR : std_logic_vector(1 downto 0) := "01"; -- 1
72 constant BaseSel_PC : std_logic_vector(1 downto 0) := "10"; -- 2
73
74 -- IndexSel constants.
75 constant IndexSel_NONE : std_logic_vector(1 downto 0) := "00"; -- 0
76 constant IndexSel_OFF4 : std_logic_vector(1 downto 0) := "01"; -- 1
77 constant IndexSel_OFF8 : std_logic_vector(1 downto 0) := "10"; -- 2
78 constant IndexSel_R0 : std_logic_vector(1 downto 0) := "11"; -- 3
79
80 -- OffsetScalarSel constant. What to scale the offset (or increment value) by.
81 -- BIT-DECODED, DO NOT CHANGE VALUES
82 constant OffScalarSel_ONE : std_logic_vector(1 downto 0) := "00"; -- 0
83 constant OffScalarSel_TWO : std_logic_vector(1 downto 0) := "01"; -- 1
84 constant OffScalarSel_FOUR : std_logic_vector(1 downto 0) := "10"; -- 2
85
86 -- IncDecSel constants.
87 --
88 constant IncDecSel_NONE : std_logic_vector(1 downto 0) := "00";
89 constant IncDecSel_PRE_DEC : std_logic_vector(1 downto 0) := "01";
90 constant IncDecSel_POST_INC : std_logic_vector(1 downto 0) := "10";
91
92 end package SH2DmauConstants;
93
94
95 library ieee;
96
97 use ieee.std_logic_1164.all;
98 use ieee.numeric_std.all;
99
100 use work.MemUnitConstants.all; -- memory access unit constants for pre/post inc/dec.
101 use work.SH2Constants.all; -- global SH-2 constants.
102 use work.array_type_pkg.all; -- 2D Array of std_logic (VHDL-2008 only).
103 use work.SH2DmauConstants.all;
104
105
106 -- SH2Dmau
107 --
108 -- This is the SH-2s DMAU. It implements the following addressing modes.
109 --
110 --
111 -- +-----+-----+-----+
112 -- | Addressing Mode | Formula(s) |
113 -- +-----+-----+-----+
114 -- | 1. Indirect Register Addressing | Addr = @(Rn) |
115 -- +-----+-----+-----+
116 -- | 2. Post-increment indirect register addressing | (After the instruction is executed) |
117 -- | | Addr = @(Rn + 1) |
118 -- | | Addr = @(Rn + 2) |
119 -- | | Addr = @(Rn + 4) |
120 -- +-----+-----+-----+
121 -- | 3. Pre-decrement indirect register addressing | (Before the instruction is executed) |
122 -- | | Addr = @(Rn - 1) |
123 -- | | Addr = @(Rn - 2) |
124 -- | | Addr = @(Rn - 4) |
125 -- +-----+-----+-----+
126 -- | 4. Indirect register addressing with displacement | Addr = @(Rn + zero_extend(Off4)) |
127 -- | - | Addr = @(Rn + zero_extend(Off4) * 2) |
128 -- | - | Addr = @(Rn + zero_extend(Off4) * 4) |
129 -- +-----+-----+-----+
130 -- | 5. Indirect indexed register addressing | Addr = @(Rn + R0), Rn /= R0 |
131 -- +-----+-----+-----+
132 -- | 6. Indirect GBR addressing with displacement | Addr = @(GBR + zero_extend(Off8)) |

```

```

133 -- | - | Addr = @(GBR + zero_extend(Off8) * 2) |
134 -- | - | Addr = @(GBR + zero_extend(Off8) * 4) |
135 -- +-----+-----+-----+-----+
136 -- | 7. Indirect indexed GBR addressing | Addr = @(GBR + R0) |
137 -- +-----+-----+-----+-----+
138 -- | 8. PC relative addressing with displacement | Addr = @(PC + zero_extend(Off8) * 2) |
139 -- | - | Addr = @((PC & 0xFFFFFFF0) + zero_extend(Off8) * 4) |
140 -- +-----+-----+-----+-----+
141 --
142 -- "Base" sources are the sources to the left hand side of an address
143 -- calculation, and consist of Rn (a register), GBR (Global Base Register), or
144 -- PC (Program Counter).
145 --
146 -- "Index" sources are the sources to the right hand side of an address
147 -- calculation, and consist of an immediate offset which is either sign or
148 -- zero extended and then scaled by 1, 2, or 4, R0, or Rn.
149 --
150 -- Inputs:
151 -- RegSrc - Input register. One of three possible base sources.
152 -- R0Src - R0 Register input.
153 -- PCSrc - Program Counter Source.
154 -- GBRIIn - GBR input.
155 -- GBRWriteEn - GBR write enable. Active high.
156 -- Off4 - 4-Bit Offset.
157 -- Off8 - 8-Bit Offset.
158 -- BaseSel - Which base register source to select.
159 -- IndexSel - Which index source to select (None, Off4, Off8, Rn,
160 -- or R0). Note that Off4, Off8 are zero extended before
161 -- being added to the base.
162 --
163 -- OffScalar - What to scale the offset by (1, 2, 4)
164 -- IncDecSel - Post Increment or PreDecrement the base. Note that the
165 -- amount added or subtracted is scaled by OffScalar. Note
166 -- that even when this is set to NONE, an
167 -- incremented/decremented value is output to AddrSrcOut as a
168 -- result of the generic memory access unit design.
169 -- Clk - Clk input.
170 --
171 -- Outputs:
172 --
173 -- Addr - output address
174 -- AddrSrcOut - incremented/decremented address (for storing back into register).
175 -- GBROut - GBR output.
176 --
177 entity SH2Dmau is
178 port (
179     RegSrc : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
180     R0Src : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
181     PCSrc : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
182     GBRIIn : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
183     GBRWriteEn : in std_logic;
184     Off4 : in std_logic_vector(3 downto 0);
185     Off8 : in std_logic_vector(7 downto 0);
186     BaseSel : in std_logic_vector(1 downto 0);
187     IndexSel : in std_logic_vector(1 downto 0);
188     OffScalarSel : in std_logic_vector(1 downto 0);
189     IncDecSel : in std_logic_vector(1 downto 0);
190     Clk : in std_logic;
191
192     Address : out std_logic_vector(SH2_WORDSIZE - 1 downto 0);
193     AddrSrcOut : buffer std_logic_vector(SH2_WORDSIZE - 1 downto 0);
194     GBROut : out std_logic_vector(SH2_WORDSIZE - 1 downto 0)
195 );
196 end SH2Dmau;
197
198 architecture structural of SH2Dmau is

```

```

199
200 -- ZeroExtend a std_logic_vector into an SH2_WORDSIZE std_logic_vector.
201 --
202 pure function ZeroExtend(slv : std_logic_vector) return std_logic_vector is
203     variable result : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
204 begin
205     result := (others => '0');
206     result(slv'range) := slv;
207     return result;
208 end function;
209
210
211 -- shift_left is defined for unsigned/signed types only; wrap for slv.
212 --
213 pure function shift_left_slv(slv : std_logic_vector;
214                             k : natural) return std_logic_vector is
215 begin
216     return std_logic_vector(shift_left(unsigned(slv), k));
217 end function;
218
219 -- Global Base Register.
220 signal GBR : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
221
222
223 -- MemUnit generic constants.
224 --
225 constant SRCCNT : integer := 3; -- Number of vectors in AddrSrc matrix.
226 constant OFFSECTCNT : integer := 4; -- Number of vectors in AddrOff matrix.
227 constant MAXINCECBIT : integer := 2; -- The maximum index of the bit of
228 -- the calculated address that we want
229 -- to increment or decrement.
230
231 -- DMAUAddrSrc.
232 -- Consists of RegSrc, GBR, and PC. Note that there is a one-to-one mapping
233 -- between the BaseSel constants.
234 --
235 signal DMAUAddrSrc : std_logic_array(SRCCNT - 1 downto 0)(SH2_WORDSIZE - 1 downto 0);
236
237
238 -- DMAUSrcSel constants.
239 constant DMAUAddrSrc_REG : integer := 0;
240 constant DMAUAddrSrc_GBR : integer := 1;
241 constant DMAUAddrSrc_PC : integer := 2;
242 signal DMAUSrcSel : integer range SRCCNT - 1 downto 0;
243
244
245 -- DMAUOffsetSel constants.
246 constant DMAUOffsetSel_ZERO : integer := 0;
247 constant DMAUOffsetSel_OFF4 : integer := 1;
248 constant DMAUOffsetSel_OFF8 : integer := 2;
249 constant DMAUOffsetSel_R0 : integer := 3;
250 signal DMAUOffsetSel : integer range OFFSECTCNT - 1 downto 0;
251
252 signal DMAUAddrOff : std_logic_array(OFFSECTCNT - 1 downto 0)(SH2_WORDSIZE - 1 downto 0);
253
254
255 constant DMAU_INC : std_logic := '0';
256 constant DMAU_DEC : std_logic := '1';
257 signal DMAUIncDecSel : std_logic;
258
259 -- The bit of the calculated address we want to increment or decrement.
260 -- + 1 = increment bit 0
261 -- * 2 = increment bit 1
262 -- * 4 = increment bit 2
263 signal DMAUIncDecBit : integer range MAXINCECBIT downto 0;
264

```

```

265     constant DMAU_PRE      : std_logic := '0';
266     constant DMAU_POST     : std_logic := '1';
267     signal DMAUPrePostSel : std_logic;
268
269     -- The low two bits of the PC are masked if PC is selected as the base address,
270     -- Off8 is selected as the index, and the scaled factor is 4.
271     constant PC_MASK : std_logic_vector(SH2_WORDSIZE - 1 downto 0) := x"FFFFFFFC";
272     signal   PCMux    : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
273
274
275     -- Zero/sign extended offsets.
276     signal Off4ZeroExtended : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
277     signal Off8ZeroExtended : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
278
279 begin
280
281     WriteGBR : process(Clk)
282     begin
283         if rising_edge(Clk) then
284             if (GBRWriteEn = '1') then
285                 GBR <= GBRIIn;
286             end if;
287         end if;
288     end process WriteGBR;
289
290     GBR0Out <= GBR;
291
292     -- DMAUAddrSrc -----
293
294     -- The low two bits of the PC are masked if PC is selected as the base address,
295     -- Off8 is selected as the index, and the scaled factor is 4.
296     PCMux <= (PCSrc and PC_MASK) when (BaseSel = BaseSel_PC) and
297             (IndexSel = IndexSel_OFF8) and
298             (OffScalarSel = OffScalarSel_FOUR) else
299             PCSrc;
300
301     DMAUAddrSrc(DMAUAddrSrc_REG) <= RegSrc;
302     DMAUAddrSrc(DMAUAddrSrc_GBR) <= GBR;
303     DMAUAddrSrc(DMAUAddrSrc_PC)  <= std_logic_vector(unsigned(PCMux) + 4);
304
305
306     -- DMAUSrcSel -----
307     DMAUSrcSel <= to_integer(unsigned(BaseSel));
308
309     -- DMAUAddrOff -----
310     Off4ZeroExtended <= ZeroExtend(Off4);
311     Off8ZeroExtended <= ZeroExtend(Off8);
312
313
314     -- Populate the DMAUAddrOff matrix.
315     DMAUAddrOff(DMAUOffsetSel_ZERO) <= (others => '0');
316
317     DMAUAddrOff(DMAUOffsetSel_OFF4) <=
318         shift_left_slv(Off4ZeroExtended, to_integer(unsigned(OffScalarSel)));
319
320     DMAUAddrOff(DMAUOffsetSel_OFF8) <=
321         shift_left_slv(Off8ZeroExtended, to_integer(unsigned(OffScalarSel)));
322
323     DMAUAddrOff(DMAUOffsetSel_R0) <= R0Src;
324
325
326     -- DMAUOffsetSel -----
327     DMAUOffsetSel <=
328         DMAUOffsetSel_ZERO when (IndexSel = IndexSel_NONE) else
329
330         DMAUOffsetSel_OFF4 when (IndexSel = IndexSel_OFF4) else

```

```

331
332     DMAUOffsetSel_OFF8 when (IndexSel = IndexSel_OFF8) else
333
334     DMAUOffsetSel_R0 when (IndexSel = IndexSel_R0) else
335
336     DMAUOffsetSel;
337
338
339 -- DMAUIncDecSel -----
340
341 with IncDecSel select DMAUIncDecSel <=
342     DMAU_INC      when IncDecSel_POST_INC,
343     DMAU_DEC      when IncDecSel_PRE_DEC,
344     '0'           when others;
345
346 -- DMAUIncDecBit -----
347
348 DMAUIncDecBit <= 0 when (OffScalarSel = OffScalarSel_ONE) and
349     ((IncDecSel = IncDecSel_PRE_DEC) or
350     (IncDecSel = IncDecSel_POST_INC)) else
351
352     1 when (OffScalarSel = OffScalarSel_TWO) and
353     ((IncDecSel = IncDecSel_PRE_DEC) or
354     (IncDecSel = IncDecSel_POST_INC)) else
355
356     2 when (OffScalarSel = OffScalarSel_FOUR) and
357     ((IncDecSel = IncDecSel_PRE_DEC) or
358     (IncDecSel = IncDecSel_POST_INC)) else
359     0;
360
361 -- DMAUPrePostSel -----
362
363 -- Note that we must pick between either PRE or POST inc/dec. If we
364 -- select PRE when we don't care, the output address will always be pre
365 -- incremented or decremented.
366 with IncDecSel select DMAUPrePostSel <=
367     DMAU_PRE      when IncDecSel_PRE_DEC,
368     DMAU_POST     when IncDecSel_POST_INC,
369     DMAU_POST     when others;
370
371
372 SH2Dmau_Instance : entity work.MemUnit
373     generic map (
374         srcCnt      => SRCCNT,
375         offsetCnt   => OFFSETCNT,
376         maxIncDecBit => MAXINCDECBIT,
377         wordsize    => SH2_WORDSIZE
378     )
379     port map (
380         -- Inputs:
381         AddrSrc     => DMAUAddrSrc,
382         SrcSel      => DMAUSrcSel,
383         AddrOff     => DMAUAddrOff,
384         OffsetSel   => DMAUOffsetSel,
385         IncDecSel   => DMAUIncDecSel,
386         IncDecBit   => DMAUIncDecBit,
387         PrePostSel  => DMAUPrePostSel,
388         -- Outputs:
389         Address     => Address,
390         AddrSrcOut  => AddrSrcOut
391     );
392
393 end structural;
394
395

```



```

1  -----
2  -- sh2_pmau.vhd
3  --
4  -- SH-2 PMAU (Program Memory Access Unit).
5  --
6  -- This is an implementation of the SH-2's PMAU using Glen A. George's generic
7  -- MAU (memory access unit). The purpose of the PMAU is to calculate program
8  -- memory addresses for branch instructions. The program counter is modified
9  -- in the following ways depending on the branch instruction used:
10 --
11 --   - PC <- PC + 2*disp:8 (relative)
12 --   - PC <- PC + 2*disp:12 (relative)
13 --   - PC <- PC + Rm (register relative)
14 --   - PC <- PR (PR direct)
15 --   - PC <- PC + 2 (increment)
16 --   - PC <- Rm (register direct)
17 --
18 --
19 -- Revision History:
20 --   16 April 25 Chris M. Initial revision.
21 --   01 May 25 Chris M. Added PRWriteEn and separate offset signals. Made
22 --   PrePostSel in MAU be POST when we don't care.
23 --   02 May 25 Chris M. Changed SignExtend function to wrap numeric_std
24 --   conversion.
25 --   07 May 25 Chris M. Add reset signal and logic.
26 --   26 May 25 Chris M. Add 2 to 8-bit offset.
27 --   29 May 25 Chris M. Add PCWriteEn and PCIn. Add PCRegOut and PCCalcOut.
28 --
29  -----
30
31 library ieee;
32 library std;
33 library work;
34
35 use work.SH2Constants.all;
36 use ieee.std_logic_1164.all;
37
38 -- SH2Pmau
39 --
40 -- This is the SH-2s PMAU. It handles altering the PC according to the input
41 -- control signals. The ways in which the PC can change are
42 --
43 --   PC <- PC + 2*disp:8 (relative)
44 --   PC <- PC + 2*disp:12 (relative)
45 --   PC <- PC + Rm (register relative)
46 --   PC <- PR (PR direct)
47 --   PC <- PC + 2 (increment)
48 --   PC <- Rm (register direct)
49 --
50 -- Note that the possible addresses sources to the general memory access unit
51 -- are only the zero vector or the PC. Thus, direct replacements of the PC
52 -- will be accomplished by adding the offset to the zero vector. Finally
53 -- note neither the PC nor the PR are stored within the program memory access
54 -- unit.
55 --
56 -- Inputs:
57 --   RegIn : Register source input.
58 --   PRIn : PR Register input (for writing to PR).
59 --   PRWriteEn : Enable writing to PR (active high).
60 --   PCIn : Input for parallel loading of PC.
61 --   PCWriteCtrl : Write control signal for PC. Can either hold the current
62 --   value, write PCIn to the PC register on the rising edge,
63 --   or write the calculated PC value on the rising edge.
64 --   Off8 : 8-bit signed offset input.
65 --   Off12 : 12-bit signed offset input.
66 --   PCAddrMode : Program address mode select signal.

```

```

67 -- Clk          : Clock.
68 -- Reset        : system reset (active low).
69 --
70 -- Outputs:
71 -- PCCalcOut    : Calculated PC address output. Note that this is not the
72 --               value of the PR register.
73 -- PCRegOut     : Current value of the PC register.
74 --
75 -- PROut        : PR (Procedure Register) output.
76 --
77 entity SH2Pmau is
78   port (
79     RegIn      : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
80     PRIn       : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
81     PRWriteEn   : in std_logic;
82     PCIn       : in std_logic_vector(SH2_WORDSIZE - 1 downto 0);
83     PCWriteCtrl : in std_logic_vector(1 downto 0);
84     Off8       : in std_logic_vector(7 downto 0);
85     Off12      : in std_logic_vector(11 downto 0);
86     PCAddrMode : in std_logic_vector(2 downto 0);
87     Clk        : in std_logic;
88     Reset      : in std_logic;
89     PCCalcOut   : out std_logic_vector(31 downto 0); -- TODO
90     PCRegOut    : out std_logic_vector(31 downto 0); -- TODO
91     PROut       : out std_logic_vector(SH2_WORDSIZE - 1 downto 0)
92   );
93 end entity SH2Pmau;
94
95
96 library ieee;
97 use ieee.std_logic_1164.all;
98
99 package SH2PmauConstants is
100
101   constant PCAddrMode_INC          : std_logic_vector(2 downto 0) := "000"; -- PC <- PC + 2
102   constant PCAddrMode_RELATIVE_8   : std_logic_vector(2 downto 0) := "001"; -- PC <- PC + disp:8
103   constant PCAddrMode_RELATIVE_12  : std_logic_vector(2 downto 0) := "010"; -- PC <- PC + disp:12
104   constant PCAddrMode_REG_DIRECT_RELATIVE : std_logic_vector(2 downto 0) := "011"; -- PC <- PC + Rm
105   constant PCAddrMode_REG_DIRECT    : std_logic_vector(2 downto 0) := "100"; -- PC <- Rm
106   constant PCAddrMode_PR_DIRECT     : std_logic_vector(2 downto 0) := "101"; -- PC <- PR
107   constant PCAddrMode_HOLD          : std_logic_vector(2 downto 0) := "110"; -- PC <- PC
108
109
110   constant PCWriteCtrl_HOLD         : std_logic_vector(1 downto 0) := "00"; -- Hold the current PC.
111   constant PCWriteCtrl_WRITE_IN     : std_logic_vector(1 downto 0) := "01"; -- Write PCIn to the PC reg.
112   constant PCWriteCtrl_WRITE_CALC   : std_logic_vector(1 downto 0) := "10"; -- Write the calculated PC.
113
114
115 end package SH2PmauConstants;
116
117 library ieee;
118 library std;
119
120 use ieee.std_logic_1164.all;
121 use ieee.numeric_std.all;
122
123 use std.textio.all;
124
125 use work.SH2PmauConstants.all;
126 use work.SH2Constants.all;
127 use work.MemUnitConstants.all;
128 use work.array_type_pkg.all;
129
130 architecture structural of SH2Pmau is
131
132   -- SignExtend a std_logic_vector into an SH2_WORDSIZE std_logic_vector.

```

```

133  --
134  pure function SignExtend(slv : std_logic_vector) return std_logic_vector is
135      variable result : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
136  begin
137      -- slv -> signed, resize to sign-extend, then convert to slv.
138      result := std_logic_vector(resize(signed(slv), SH2_WORDSIZE));
139      return result;
140  end function;
141
142  -- shift_left is defined for unsigned/signed types only; wrap for slv.
143  --
144  pure function shift_left_slv(slv : std_logic_vector;
145      k : natural) return std_logic_vector is
146  begin
147      return std_logic_vector(shift_left(unsigned(slv), k));
148  end function;
149
150  -- Possible sources are PC, PR, and Rm.
151  constant SRCNT : integer := 3;
152
153  -- Possible offsets are None, Off8, Off12, or Rm.
154  constant OFFSETCNT : integer := 4;
155
156  -- Adding two is the same as incrementing bit 1 of the PC.
157  constant MAXINCDECBIT : integer := 1;
158
159  constant PMAUAddrSrc_PC : integer := 0;
160  constant PMAUAddrSrc_PR : integer := 1;
161  constant PMAUAddrSrc_Rm : integer := 2;
162  signal PMAUAddrSrc : std_logic_array(SRCNT - 1 downto 0)(SH2_WORDSIZE - 1 downto 0);
163  signal PMAUSrcSel : integer range SRCNT - 1 downto 0;
164
165  constant PMAUAddrOff_NONE : integer := 0;
166  constant PMAUAddrOff_OFF8 : integer := 1;
167  constant PMAUAddrOff_OFF12 : integer := 2;
168  constant PMAUAddrOff_REG : integer := 3;
169
170  signal PMAUAddrOff : std_logic_array(OFFSETCNT - 1 downto 0)(SH2_WORDSIZE - 1 downto 0);
171  signal PMAUOffsetSel : integer range OFFSETCNT - 1 downto 0;
172
173
174  -- constant MemUnit_INC : std_logic := '0';          -- pre/post increment
175  signal PMAUIncDecSel : std_logic;
176
177  -- MAXINCDECBIT := 1
178  signal PMAUIncDecBit : integer range 0 to 1;
179
180  -- constant MemUnit_POST : std_logic := '1';          -- post- inc/dec
181  signal PMAUPrePostSel : std_logic;
182
183  signal CalculatedPC : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
184  signal IncrementedPC : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
185
186  -- signal PC : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
187  -- signal PR : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
188
189  -- signal PCMux : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
190
191  signal PRRReg : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
192
193  signal PCReg : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
194  signal PCMux : std_logic_vector(SH2_WORDSIZE - 1 downto 0);
195
196  constant ZERO_32 : std_logic_vector(SH2_WORDSIZE - 1 downto 0) := (others => '0');
197
198  begin

```

```

199
200   PCCalcOut <= (ZERO_32) when (Reset = '0') else
201       PCMux;
202
203
204   PCRegOut <= PCReg;
205
206   -- PCOut <= (ZERO_32) when (Reset = '0') else
207   --       PCMux;
208
209   PROut <= (ZERO_32) when (Reset = '0') else
210       PRRReg;
211
212   with PCAddrMode select
213       PCMux <= IncrementedPC   when PCAddrMode_INC,
214       CalculatedPC           when PCAddrMode_RELATIVE_8 | PCAddrMode_RELATIVE_12,
215       CalculatedPC           when PCAddrMode_REG_DIRECT_RELATIVE,
216       CalculatedPC           when PCAddrMode_REG_DIRECT,
217       PRRReg                 when PCAddrMode_PR_DIRECT,
218       PCReg                  when PCAddrMode_HOLD,
219       (others => '0')        when others;
220
221   UpdateRegisters : process(Clk, reset)
222   begin
223
224       if reset = '0' then
225           -- Reset PC and PR to all zeros.
226           PCReg <= (others => '0');
227           PRRReg <= (others => '0');
228
229       elsif (rising_edge(Clk)) then
230
231           -- PCReg <= PCMux;
232
233           -- Only write to register if their enable signal is set.
234           if (PRWriteEn = '1') then
235               PRRReg <= PRIn;
236           else
237               PRRReg <= PRRReg;
238           end if;
239
240           -- Choose what to do to the PC based on the PC write control signal.
241           PCReg <= PCMux;
242
243           case PCWriteCtrl is
244
245               when PCWriteCtrl_HOLD =>
246                   PCReg <= PCReg;
247
248               when PCWriteCtrl_WRITE_IN =>
249                   PCReg <= PCIn;
250
251               when PCWriteCtrl_WRITE_CALC =>
252                   PCReg <= PCMux;
253
254               -- This has to be set initially otherwise instructions are not loaded.
255               -- TODO: Hold when an unrecognized signal is sent.
256               when others =>
257                   PCReg <= PCReg;
258
259           end case;
260
261       end if;
262
263   end process;
264

```

```

265
266 -- PMAUAddrSrc -----
267
268 PMAUAddrSrc(PMAUAddrSrc_PC) <= (ZERO_32) when (Reset = '0') else
269     PCReg;
270
271 PMAUAddrSrc(PMAUAddrSrc_PR) <= (ZERO_32) when (Reset = '0') else
272     PRReg;
273
274 PMAUAddrSrc(PMAUAddrSrc_Rm) <= (ZERO_32) when (Reset = '0') else
275     RegIn;
276
277 -- PMAUSrcSel -----
278
279 with PCAddrMode select PMAUSrcSel <=
280
281     PMAUAddrSrc_PC when PCAddrMode_INC | PCAddrMode_RELATIVE_8 | PCAddrMode_RELATIVE_12 |
282         PCAddrMode_REG_DIRECT_RELATIVE,
283     PMAUAddrSrc_PR when PCAddrMode_PR_DIRECT,
284     PMAUAddrSrc_Rm when PCAddrMode_REG_DIRECT,
285     0 when others;
286
287
288 -- PMAUAddrOff -----
289
290 PMAUAddrOff(PMAUAddrOff_NONE) <= (others => '0');
291
292 -- 2 * SignExtend(Off8) (*2 is shift left by 1)
293
294 -- TODO: How the fuck does this fix it ???
295 --
296 PMAUAddrOff(PMAUAddrOff_OFF8) <= (ZERO_32) when (Reset = '0') else
297
298     -- TODO: ???
299     std_logic_vector(unsigned(shift_left_slv(SignExtend(Off8), 1)) + to_unsigned(4, 32));
300
301 -- 2 * SignExtend(Off12)
302
303 -- TODO: I guess this needs an offset too ???
304 PMAUAddrOff(PMAUAddrOff_OFF12) <= (ZERO_32) when (Reset = '0') else
305
306     std_logic_vector(unsigned(shift_left_slv(SignExtend(Off12), 1)) + to_unsigned(4, 32));
307
308 PMAUAddrOff(PMAUAddrOff_REG) <= (ZERO_32) when (Reset = '0') else
309     RegIn;
310
311 -- PMAUOffsetSel -----
312
313 with PCAddrMode select PMAUOffsetSel <=
314
315     PMAUAddrOff_NONE when PCAddrMode_REG_DIRECT | PCAddrMode_PR_DIRECT | PCAddrMode_INC,
316     PMAUAddrOff_OFF8 when PCAddrMode_RELATIVE_8,
317     PMAUAddrOff_OFF12 when PCAddrMode_RELATIVE_12,
318     PMAUAddrOff_REG when PCAddrMode_REG_DIRECT_RELATIVE,
319     0 when others;
320
321 -- PMAUIncDecSel -----
322 PMAUIncDecSel <= MemUnit_INC;
323
324 -- PMAUIncDecBit -----
325 PMAUIncDecBit <= 1;
326
327 -- PMAUPrePostSel -----
328 PMAUPrePostSel <= MemUnit_POST;
329
330 SH2Pmau_Instance : entity work.MemUnit

```

```
331     generic map (  
332         srcCnt      => SRCCNT,  
333         offsetCnt   => OFFSETCNT,  
334         maxIncDecBit => MAXINCDECBIT,  
335         wordsize    => SH2_WORDSIZE  
336     )  
337     port map (  
338         -- Inputs:  
339         AddrSrc      => PMAUAddrSrc,  
340         SrcSel       => PMAUSrcSel,  
341         AddrOff      => PMAUAddrOff,  
342         OffsetSel    => PMAUOffsetSel,  
343         IncDecSel    => PMAUIncDecSel,  
344         IncDecBit    => PMAUIncDecBit,  
345         PrePostSel   => PMAUPrePostSel,  
346         -- Outputs:  
347         Address      => CalculatedPC,  
348         AddrSrcOut   => IncrementedPC  
349     );  
350 end structural;  
351  
352  
353  
354
```

```

1  -----
2  -- SH2Regs
3  --
4  -- This entity implements the general-purpose registers for the SH-2 CPU. The
5  -- SH-2 contains 16 registers, numbered R0 through R15, each 32 bits wide.
6  -- These registers can be used for both ALU instructions and memory addressing.
7  -- To allow the CPU to perform ALU operations and memory accesses in parallel,
8  -- two dual-port memory interfaces are provided. Each interface supports
9  -- writing to one register and reading from two registers in a single clock.
10 -- Writing to the same register through both of these interfaces should be
11 -- avoided, but if it occurs, then the "regular" interface will take
12 -- precedence over the memory addressing interface.
13 --
14 -----
15
16 -- import libraries
17 library ieee;
18 use ieee.std_logic_1164.all;
19 use ieee.numeric_std.all;
20
21 entity SH2Regs is
22     port (
23         RegDataIn  : in  std_logic_vector(31 downto 0); -- data to write to a register
24         EnableIn   : in  std_logic;                    -- if data should be written to an input register
25         RegInSel    : in  integer range 15 downto 0;    -- which register to write data to
26         RegASel     : in  integer range 15 downto 0;    -- which register to read to bus A
27         RegBSel     : in  integer range 15 downto 0;    -- which register to read to bus B
28         RegAxIn     : in  std_logic_vector(31 downto 0); -- data to write to an address register
29         RegAxInSel  : in  integer range 15 downto 0;    -- which address register to write to
30         RegAxStore  : in  std_logic;                    -- if data should be written to the address register
31         RegA1Sel    : in  integer range 15 downto 0;    -- which register to read to address bus 1
32         RegA2Sel    : in  integer range 15 downto 0;    -- which register to read to address bus 2
33         clock       : in  std_logic;                    -- system clock
34         reset       : in  std_logic;                    -- system reset (async, active low)
35         RegA        : out std_logic_vector(31 downto 0); -- register bus A
36         RegB        : out std_logic_vector(31 downto 0); -- register bus B
37         RegA1       : out std_logic_vector(31 downto 0); -- address register bus 1
38         RegA2       : out std_logic_vector(31 downto 0); -- address register bus 2
39     );
40 end SH2Regs;
41
42 architecture structural of SH2Regs is
43
44     component RegArray is
45
46         generic (
47             regcnt : integer := 32; -- default number of registers is 32
48             wordsize : integer := 8 -- default width is 8-bits
49         );
50
51         port(
52             RegIn      : in  std_logic_vector(wordsize - 1 downto 0); -- input bus to the registers
53             RegInSel    : in  integer range regcnt - 1 downto 0;       -- which register to write (log regcnt bits)
54             RegStore    : in  std_logic;                               -- actually write to a register
55             RegASel     : in  integer range regcnt - 1 downto 0;       -- register to read onto bus A (log regcnt bits)
56             RegBSel     : in  integer range regcnt - 1 downto 0;       -- register to read onto bus B (log regcnt bits)
57             RegAxIn     : in  std_logic_vector(wordsize - 1 downto 0); -- input bus for address register updates
58             RegAxInSel  : in  integer range regcnt - 1 downto 0;       -- which address register to write (log regcnt bits - 1)
59             RegAxStore  : in  std_logic;                               -- actually write to an address register
60             RegA1Sel    : in  integer range regcnt - 1 downto 0;       -- register to read onto address bus 1 (log regcnt bits)
61             RegA2Sel    : in  integer range regcnt - 1 downto 0;       -- register to read onto address bus 2 (log regcnt bits)
62             RegDIn      : in  std_logic_vector(2 * wordsize - 1 downto 0); -- input bus to the double-width registers
63             RegDInSel   : in  integer range regcnt/2 - 1 downto 0;     -- which double register to write (log regcnt bits - 1)
64             RegDStore   : in  std_logic;                               -- actually write to a double register
65             RegDSel     : in  integer range regcnt/2 - 1 downto 0;     -- register to read onto double width bus D (log regcnt bi
66             clock       : in  std_logic;                               -- the system clock

```

```

67         reset      : in  std_logic;                                -- system reset (async, active low)
68         RegA        : out  std_logic_vector(wordsize - 1 downto 0); -- register value for bus A
69         RegB        : out  std_logic_vector(wordsize - 1 downto 0); -- register value for bus B
70         RegA1       : out  std_logic_vector(wordsize - 1 downto 0); -- register value for address bus 1
71         RegA2       : out  std_logic_vector(wordsize - 1 downto 0); -- register value for address bus 2
72         RegD        : out  std_logic_vector(2 * wordsize - 1 downto 0) -- register value for bus D (double width bus)
73     );
74
75     end component;
76 begin
77
78     -- Specialize the provided generic register array entity for the SH-2 CPU.
79     -- We will use the memory interfaces exactly as implemented, passing the
80     -- bits through directly. We will use RegIn, RegInSel, RegA, and RegB as
81     -- the "normal" memory interface used for reading ALU operands and writing
82     -- ALU results. We will use RegAXIn, RegAxSel, RegA1, and RegA2 for
83     -- register accesses dedicated to memory addressing. We must be able to
84     -- read up to two registers to get indirect indexed register addressing (R0
85     -- + Rn), and we should also be able to update address register values to
86     -- implement pre/post increment/decrement.
87     Registers: RegArray
88     generic map (
89         wordsize => 32,
90         regcnt => 16
91     )
92     port map(
93         clock => clock,
94         reset => reset,
95         -- dual register access for ALU operations
96         RegIn => RegDataIn,
97         RegInSel => RegInSel,
98         RegStore => EnableIn,
99         RegASel => RegASel,
100        RegBSel => RegBSel,
101        RegA => RegA,
102        RegB => RegB,
103        -- dual register access for indirect/relative memory access
104        RegAxIn => RegAxIn,
105        RegAxInSel => RegAxInSel,
106        RegAxStore => RegAxStore,
107        RegA1Sel => RegA1Sel,
108        RegA2Sel => RegA2Sel,
109        RegA1 => RegA1,
110        RegA2 => RegA2,
111        -- unused
112        RegDIn => (others => '0'),
113        RegDInSel => 0,
114        RegDStore => '0',
115        RegDSel => 0
116    );
117 end structural;
118

```



```

1  -----
2  --
3  -- Memory Interface
4  --
5  -- These entities act as interfaces between the SH-2 CPU and the memory unit
6  -- being used to simulate SRAM (memory.vhd). These entities take control
7  -- signals generated by the control unit and use them to read/write to the
8  -- memory, performing byte shifting and conversions between little-endian and
9  -- big-endian as necessary. Note that the SH-2 CPU treats memory as big-endian,
10 -- though our internal implementation uses little-endian representation.
11 -- However, this interface should handle all conversions, and so the rest of
12 -- the CPU should not care about endianness at all. To avoid complications
13 -- with the data bus being inout, this memory interface is split into
14 -- MemoryInterfaceTx, which outputs signals to initiate a read/write, and
15 -- MemoryInterfaceRx, which reads back data returned from the data bus. If
16 -- using this interface, the data bus should not be used elsewhere, as these
17 -- entities provide the complete interface for reading/writing memory.
18 --
19 -- Revision History:
20 --   03 May 25  Zack Huang      Implement memory interface for byte,
21 --                                     word, and longword read/writes.
22 --   16 May 25  Zack Huang      Add documentation
23 --
24 -----
25
26 library ieee;
27
28 use ieee.std_logic_1164.all;
29 use ieee.numeric_std.all;
30
31 package MemoryInterfaceConstants is
32
33     -- MemEnable constants
34     constant MemEnable_OFF : std_logic := '0';    -- disable memory reading/writing
35     constant MemEnable_ON  : std_logic := '1';    -- enable memory reading/writing
36
37     -- MemMode constants (BIT-DECODED, DO NOT CHANGE VALUES)
38     constant ByteMode      : std_logic_vector(1 downto 0) := "00"; -- read/write a single byte
39     constant WordMode      : std_logic_vector(1 downto 0) := "01"; -- read/write two bytes as a word
40     constant LongwordMode  : std_logic_vector(1 downto 0) := "10"; -- read/write four bytes as a longword
41
42     -- ReadWrite constants
43     constant Mem_READ      : std_logic := '0';    -- read from memory
44     constant Mem_WRITE     : std_logic := '1';    -- write to memory
45
46 end package MemoryInterfaceConstants;
47
48
49 library ieee;
50 library std;
51
52 use std.textio.all;
53
54 use ieee.std_logic_1164.all;
55 use ieee.numeric_std.all;
56
57 use work.MemoryInterfaceConstants.all;
58 use work.Logging.all;
59
60 -- MemoryInterfaceTx
61 --
62 -- This entity implements the "output" portion of the memory interface, in that
63 -- it takes in control signals from the CPU and outputs the necessary
64 -- read-enables/write-enables and values on the data bus in order to perform
65 -- a read/write. Control signals allow for this unit to be enabled/disabled,
66 -- and to use different memory access modes (byte, word, longword). Though this

```

```

67 -- entity does not output to the CPU address bus, it must know the address in
68 -- order to mask the right enable bits for reading/writing. Note that when
69 -- performing a write, the MemDataIn input is truncated to the low 8 bits in
70 -- byte mode and the low 16 bits for word mode.
71 --
72 entity MemoryInterfaceTx is
73     port (
74         clock      : in    std_logic;           -- system clock
75         MemEnable   : in    std_logic;           -- if memory interface should be active or not
76         ReadWrite   : in    std_logic;           -- memory read (0) or write (1)
77         MemMode     : in    std_logic_vector(1 downto 0); -- memory access mode (byte, word, or longword)
78         Address     : in    unsigned(31 downto 0); -- memory address bus (MUST BE ALIGNED!)
79         MemDataOut  : in    std_logic_vector(31 downto 0); -- the input to write to memory
80         RE         : out    std_logic_vector(3 downto 0); -- read enable mask (active low)
81         WE         : out    std_logic_vector(3 downto 0); -- write enable mask (active low)
82         DB         : out    std_logic_vector(31 downto 0); -- memory data bus
83     );
84 end entity;
85
86
87 architecture structural of MemoryInterfaceTx is
88 begin
89
90     output_proc: process(MemEnable, ReadWrite, MemMode, Address, MemDataOut, clock)
91         variable l : line;
92     begin
93         -- When clock goes low, if this interface is enabled and should perform
94         -- either a read or a write, then output the read-enable and
95         -- write-enable signals in order depending on the memory mode to
96         -- read/write a byte, word, or longword.
97         if MemEnable = MemEnable_ON and clock = '0' and not is_x(address) then
98             if ReadWrite = Mem_READ then -- If performing a read
99                 WE(3 downto 0) <= (others => '1'); -- Disable writing
100                 DB <= (others => 'Z'); -- set data bus to high impedance so it can be read from
101
102                 -- Enable specific bytes based on type of read
103                 case MemMode is
104                     when ByteMode =>
105                         -- Enable only the specific byte being read
106                         RE(0) <= '0' when address mod 4 = 0 else '1';
107                         RE(1) <= '0' when address mod 4 = 1 else '1';
108                         RE(2) <= '0' when address mod 4 = 2 else '1';
109                         RE(3) <= '0' when address mod 4 = 3 else '1';
110
111                         LogWithTime(l, "memory_interface.vhd: Reading byte at address 0x" & to_hstring(address), LogFile);
112
113                     when WordMode =>
114                         assert (address mod 2 = 0)
115                         report "Memory interface Tx: Cannot read word from non-aligned address: " & to_hstring(address)
116                         severity error;
117
118                         -- Enable only the specific pair of bytes being read (address must be word-aligned)
119                         RE(0) <= '0' when address mod 4 = 0 else '1';
120                         RE(1) <= '0' when address mod 4 = 0 else '1';
121                         RE(2) <= '0' when address mod 4 = 2 else '1';
122                         RE(3) <= '0' when address mod 4 = 2 else '1';
123
124                         LogWithTime(l, "memory_interface.vhd: Reading word at address 0x" & to_hstring(address), LogFile);
125
126                     when LongwordMode =>
127                         assert (address mod 4 = 0)
128                         report "Memory interface Tx: Cannot read longword from non-aligned address: " & to_hstring(address)
129                         severity error;
130
131                         -- Enable all bytes to read a longword. Address must be longword-aligned.
132                         RE(3 downto 0) <= (others => '0');

```

```

133
134         LogWithTime(l, "memory_interface.vhd: Reading longword at address 0x" & to_hstring(address), LogFile);
135
136     when others =>
137         assert (false)
138         report "Memory interface Tx: unrecognized read mode" & to_hstring(address)
139         severity error;
140
141         -- When unrecognized mode, don't read/write anything
142         RE <= (others => '1');
143
144     end case;
145
146 elsif ReadWrite = Mem_WRITE then -- If performing a write:
147     RE(3 downto 0) <= (others => '1'); -- Disable reading
148     DB <= (others => 'Z'); -- Set data bus bytes to high impedance by default
149
150     -- Enable specific bytes based on memory mode
151     case MemMode is
152     when ByteMode =>
153         -- Enable only the specific byte being written
154         WE(0) <= '0' when address mod 4 = 0 else '1';
155         WE(1) <= '0' when address mod 4 = 1 else '1';
156         WE(2) <= '0' when address mod 4 = 2 else '1';
157         WE(3) <= '0' when address mod 4 = 3 else '1';
158
159         -- Set the correct data bus byte to the byte being written
160         if address mod 4 = 0 then
161             DB(7 downto 0) <= MemDataOut(7 downto 0);
162         elsif address mod 4 = 1 then
163             DB(15 downto 8) <= MemDataOut(7 downto 0);
164         elsif address mod 4 = 2 then
165             DB(23 downto 16) <= MemDataOut(7 downto 0);
166         elsif address mod 4 = 3 then
167             DB(31 downto 24) <= MemDataOut(7 downto 0);
168         end if;
169
170         LogWithTime(l, "memory_interface.vhd: Writing byte (0x" & to_hstring(MemDataOut(7 downto 0)) &
171             ") at address 0x" & to_hstring(address), LogFile);
172
173     when WordMode =>
174         assert (address mod 2 = 0)
175         report "Memory interface Tx: Cannot write word to non-aligned address: " & to_hstring(address)
176         severity error;
177
178         -- Enable only the specific pair of bytes being read (address must be word-aligned)
179         WE(0) <= '0' when address mod 4 = 0 else '1';
180         WE(1) <= '0' when address mod 4 = 0 else '1';
181         WE(2) <= '0' when address mod 4 = 2 else '1';
182         WE(3) <= '0' when address mod 4 = 2 else '1';
183
184         if address mod 4 = 0 then
185             -- Convert input data from little-endian to big-endian by reversing the bytes,
186             -- the output to the low word of the data bus
187             DB(15 downto 0) <= MemDataOut(7 downto 0) & MemDataOut(15 downto 8);
188
189             LogWithTime(l, "memory_interface.vhd: Writing word (0x" &
190                 to_hstring(MemDataOut(7 downto 0) & MemDataOut(15 downto 8)), LogFile);
191         elsif address mod 2 = 0 then
192             -- Convert input data from little-endian to big-endian by reversing the bytes,
193             -- the output to the high word of the data bus
194             DB(31 downto 16) <= MemDataOut(7 downto 0) & MemDataOut(15 downto 8);
195
196             LogWithTime(l, "memory_interface.vhd: Writing word (0x" &
197                 to_hstring(MemDataOut(7 downto 0) & MemDataOut(15 downto 8)), LogFile);
198         end if;

```

```

199
200         LogWithTime(" at address 0x" & to_hstring(address), LogFile);
201
202     when LongwordMode =>
203         assert (address mod 4 = 0)
204         report "Memory interface Tx: Cannot write longword to non-aligned address: " & to_hstring(address)
205         severity error;
206
207         -- Enable all bytes to read a longword. Address must be longword-aligned.
208         WE(3 downto 0) <= (others => '0');
209
210         -- Reverse bytes to convert little-endian to big-endian
211         DB(7 downto 0) <= MemDataOut(31 downto 24);
212         DB(15 downto 8) <= MemDataOut(23 downto 16);
213         DB(23 downto 16) <= MemDataOut(15 downto 8);
214         DB(31 downto 24) <= MemDataOut(7 downto 0);
215
216         LogWithTime(l, "memory_interface.vhd: Writing longword (0x" & to_hstring(MemDataOut) &
217             " ) at address 0x" & to_hstring(address), LogFile);
218
219     when others =>
220         assert (false)
221         report "Memory interface Tx: Invalid memory mode for write"
222         severity error;
223
224         -- When unrecognized mode, don't read/write anything
225         WE(3 downto 0) <= (others => '1');
226
227     end case;
228 end if;
229 else
230     -- should not enable memory interface
231     RE <= (others => '1');
232     WE <= (others => '1');
233 end if;
234
235 end process output_proc;
236 end architecture;
237
238
239 library ieee;
240 use ieee.std_logic_1164.all;
241 use ieee.numeric_std.all;
242
243 use work.MemoryInterfaceConstants.all;
244
245 -- MemoryInterfaceRx
246 --
247 -- This entity implements the "input" portion of the memory interface, in that
248 -- it reads bits returned from the data bus after a read is performed and
249 -- converts it from big-endian back into little-endian, which is used
250 -- internally. The memory mode and address of the read that was performed must
251 -- be provided so this entity knows how to shift the bytes into the correct
252 -- positions. All inputs are sign-extended to 32 bits in accordance with the
253 -- SH-2 spec.
254 --
255 entity MemoryInterfaceRx is
256     port (
257         MemEnable : in    std_logic;           -- if memory interface should be active or not
258         MemMode   : in    std_logic_vector(1 downto 0); -- memory access mode (byte, word, or longword)
259         Address   : in    unsigned(31 downto 0); -- memory address bus
260         DB        : in    std_logic_vector(31 downto 0); -- memory data bus
261         MemDataIn : out   std_logic_vector(31 downto 0) -- data read from memory
262     );
263 end entity;
264

```

```

265 architecture structural of MemoryInterfaceRx is
266 begin
267     output_proc: process(MemEnable, MemMode, Address, DB)
268     begin
269         if MemEnable = MemEnable_ON then
270             -- Shift and sign-extend based on the mode
271             case MemMode is
272                 when ByteMode =>
273                     -- Mask out the correct byte from the data bus and sign-extend
274                     if (Address mod 4 = 0) then
275                         MemDataIn(7 downto 0) <= DB(7 downto 0);
276                         MemDataIn(31 downto 8) <= (others => DB(7));
277                     elsif (Address mod 4 = 1) then
278                         MemDataIn(7 downto 0) <= DB(15 downto 8);
279                         MemDataIn(31 downto 8) <= (others => DB(15));
280                     elsif (Address mod 4 = 2) then
281                         MemDataIn(7 downto 0) <= DB(23 downto 16);
282                         MemDataIn(31 downto 8) <= (others => DB(23));
283                     elsif (Address mod 4 = 3) then
284                         MemDataIn(7 downto 0) <= DB(31 downto 24);
285                         MemDataIn(31 downto 8) <= (others => DB(31));
286                     end if;
287
288                 when WordMode =>
289                     -- Mask out the correct pair of byte from the data bus, reverse
290                     -- their order to convert them from big-endian to little-endian,
291                     -- and then sign-extend them
292                     if (Address mod 4 = 0) then
293                         MemDataIn(7 downto 0) <= DB(15 downto 8);
294                         MemDataIn(15 downto 8) <= DB(7 downto 0);
295                         MemDataIn(31 downto 16) <= (others => DB(15));
296                     elsif (Address mod 4 = 2) then
297                         MemDataIn(7 downto 0) <= DB(31 downto 24);
298                         MemDataIn(15 downto 8) <= DB(23 downto 16);
299                         MemDataIn(31 downto 16) <= (others => DB(31));
300                     end if;
301
302                 when LongwordMode =>
303                     -- Reverse the read bytes from the data bus to convert them
304                     -- from big-endian to little-endian. No sign-extension is
305                     -- necessary.
306                     MemDataIn(7 downto 0) <= DB(31 downto 24);
307                     MemDataIn(15 downto 8) <= DB(23 downto 16);
308                     MemDataIn(23 downto 16) <= DB(15 downto 8);
309                     MemDataIn(31 downto 24) <= DB(7 downto 0);
310
311                 when others =>
312                     assert (false)
313                     report "Memory interface Rx: Invalid memory mode"
314                     severity error;
315
316                     -- When invalid memory mode, don't read anything
317                     MemDataIn <= (others => 'X');
318             end case;
319         else
320             -- Interface not enabled, don't read anything
321             MemDataIn <= (others => 'X');
322         end if;
323
324     end process output_proc;
325
326 end architecture;
327

```

```

1  -----
2  --
3  -- Control Unit
4  --
5  --
6  -- Revision History:
7  -- 06 May 25 Zack Huang Initial revision
8  -- 07 May 25 Chris Miranda Initial implementation of MOV and branch instruction decoding.
9  -- 10 May 25 Zack Huang Implementing ALU instruction
10 -- 14 May 25 Chris M. Formatting.
11 -- 16 May 25 Zack Huang Documentation, renaming signals
12 -- 25 May 25 Zack Huang Finishing ALU and system instructions
13 -- 26 May 25 Chris M. Add T flag as input to control unit. Add delay slot simulation
14 -- signals.
15 --
16 -- 29 May 25 Chris May Add PCWriteCtrl and DelayedBranchTaken signals to control unit
17 -- output.
18 --
19 -- Notes:
20 -- - When reading/writing to registers, RegB is always Rm and RegA is always Rn
21 -- - When reading/writing to addresses (in registers), RegA2 is always @(Rm) and
22 -- RegA2 is always @(Rn).
23 --
24 -- TODO:
25 -- - Remove redundant assignment of default signals.
26 -- - Better names for:
27 -- Instruction_RegEnableIn, RegEnableIn
28 --
29 -- - Generate DMAU signals with vectors.
30 -- - Document register output conventions.
31 -- - Document bit decoding.
32 -- - Add short instruction operation to std_match case.
33 -- - Use slv_to_uint more.
34 -- - DEAL WITH DOUBLE DELAYED BRANCHES - NOT POSSIBLE
35 -----
36
37
38 library ieee;
39 library std;
40
41 use std.textio.all;
42
43 use ieee.std_logic_1164.all;
44 use ieee.numeric_std.all;
45 use work.MemoryInterfaceConstants.all;
46 use work.Logging.all;
47
48 package SH2InstructionEncodings is
49
50     subtype Instruction is std_logic_vector(15 downto 0);
51
52
53     -- Instruction encodings.
54
55     -- Data Transfer Instructions:
56     constant MOV_IMM_RN : Instruction := "1110-----"; -- MOV #imm, Rn
57
58     constant MOV_AT_DISP_PC_RN : Instruction := "1-01-----"; -- MOV.X @(disp, PC), Rn (for bit decoding.)
59     constant MOV_W_AT_DISP_PC_RN : Instruction := "1001-----"; -- MOV.W @(disp, PC), Rn
60     constant MOV_L_AT_DISP_PC_RN : Instruction := "1101-----"; -- MOV.L @(disp, PC), Rn
61
62     constant MOV_RM_RN : Instruction := "0110-----0011"; -- MOV Rm, Rn
63
64     constant MOV_RM_AT_RN : Instruction := "0010-----00--"; -- MOV.X Rm, @Rn (for bit decoding).
65     constant MOV_B_RM_AT_RN : Instruction := "0010-----0000"; -- MOV.B Rm, @Rn
66     constant MOV_W_RM_AT_RN : Instruction := "0010-----0001"; -- MOV.W Rm, @Rn

```

```

67  constant MOV_L_RM_AT_RN      : Instruction := "0010-----0010"; -- MOV.L Rm, @Rn
68
69  constant MOV_AT_RM_RN        : Instruction := "0110-----00--"; -- MOV.X @Rm, Rn (for bit decoding).
70  constant MOV_B_AT_RM_RN      : Instruction := "0110-----0000"; -- MOV.B @Rm, Rn
71  constant MOV_W_AT_RM_RN      : Instruction := "0110-----0001"; -- MOV.W @Rm, Rn
72  constant MOV_L_AT_RM_RN      : Instruction := "0110-----0010"; -- MOV.L @Rm, Rn
73
74  constant MOV_RM_AT_MINUS_RN   : Instruction := "0010-----01--"; -- MOV.X Rm, @-Rn (for bit decoding).
75  constant MOV_B_RM_AT_MINUS_RN : Instruction := "0010-----0100"; -- MOV.B Rm, @-Rn
76  constant MOV_W_RM_AT_MINUS_RN : Instruction := "0010-----0101"; -- MOV.W Rm, @-Rn
77  constant MOV_L_RM_AT_MINUS_RN : Instruction := "0010-----0110"; -- MOV.L Rm, @-Rn
78
79  constant MOV_AT_RM_PLUS_RN    : Instruction := "0110-----01--"; -- MOV.X @Rm+, Rn (for bit decoding)
80  constant MOV_B_AT_RM_PLUS_RN  : Instruction := "0110-----0100"; -- MOV.B @Rm+, Rn
81  constant MOV_W_AT_RM_PLUS_RN  : Instruction := "0110-----0101"; -- MOV.W @Rm+, Rn
82  constant MOV_L_AT_RM_PLUS_RN  : Instruction := "0110-----0110"; -- MOV.W @Rm+, Rn
83
84  constant MOV_R0_AT_DISP_RN    : Instruction := "1000000-----"; -- MOV.{B,W} R0, @(disp,Rn)
85  constant MOV_B_R0_AT_DISP_RN  : Instruction := "10000000-----"; -- MOV.B R0, @(disp,Rn)
86  constant MOV_W_R0_AT_DISP_RN  : Instruction := "10000001-----"; -- MOV.W R0, @(disp,Rn)
87
88  constant MOV_L_RM_AT_DISP_RN  : Instruction := "0001-----"; -- MOV.L Rm, @(disp, Rn)
89
90  constant MOV_AT_DISP_RM_R0    : Instruction := "1000010-----"; -- MOV.{B,W} @(disp, Rm), R0
91  constant MOV_B_AT_DISP_RM_R0  : Instruction := "10000100-----"; -- MOV.B @(disp, Rm), R0
92  constant MOV_W_AT_DISP_RM_R0  : Instruction := "10000101-----"; -- MOV.W @(disp, Rm), R0
93
94  constant MOV_L_AT_DISP_RM_RN   : Instruction := "0101-----"; -- MOV.L @(disp, Rm), Rn
95
96  constant MOV_RM_AT_R0_RN      : Instruction := "0000-----01--"; -- MOV.X Rm, @(R0, Rn)
97  constant MOV_B_RM_AT_R0_RN    : Instruction := "0000-----0100"; -- MOV.B Rm, @(R0, Rn)
98  constant MOV_W_RM_AT_R0_RN    : Instruction := "0000-----0101"; -- MOV.W Rm, @(R0, Rn)
99  constant MOV_L_RM_AT_R0_RN    : Instruction := "0000-----0110"; -- MOV.L Rm, @(R0, Rn)
100
101  constant MOV_AT_R0_RM_RN      : Instruction := "0000-----11--"; -- MOV.X @(R0, Rm), Rn
102  constant MOV_B_AT_R0_RM_RN    : Instruction := "0000-----1100"; -- MOV.B @(R0, Rm), Rn
103  constant MOV_W_AT_R0_RM_RN    : Instruction := "0000-----1101"; -- MOV.W @(R0, Rm), Rn
104  constant MOV_L_AT_R0_RM_RN    : Instruction := "0000-----1110"; -- MOV.L @(R0, Rm), Rn
105
106  constant MOV_R0_AT_DISP_GBR    : Instruction := "110000-----"; -- MOV.X R0, @(disp, GBR)
107  constant MOV_B_R0_AT_DISP_GBR  : Instruction := "11000000-----"; -- MOV.B R0, @(disp, GBR)
108  constant MOV_W_R0_AT_DISP_GBR  : Instruction := "11000001-----"; -- MOV.W R0, @(disp, GBR)
109  constant MOV_L_R0_AT_DISP_GBR  : Instruction := "11000010-----"; -- MOV.L R0, @(disp, GBR)
110
111  constant MOV_AT_DISP_GBR_R0    : Instruction := "110001-----"; -- MOV.X @(disp, GBR), R0
112  constant MOV_B_AT_DISP_GBR_R0  : Instruction := "11000100-----"; -- MOV.B @(disp, GBR), R0
113  constant MOV_W_AT_DISP_GBR_R0  : Instruction := "11000101-----"; -- MOV.W @(disp, GBR), R0
114  constant MOV_L_AT_DISP_GBR_R0  : Instruction := "11000110-----"; -- MOV.L @(disp, GBR), R0
115
116  constant MOVA_AT_DISP_PC_R0    : Instruction := "11000111-----"; -- MOVA @(disp, PC), R0
117
118  constant MOVT_RN              : Instruction := "0000---00101001"; -- MOVT Rn
119
120  constant SWAP_RM_RN           : Instruction := "0110-----100-"; -- SWAP.{B,W} Rm, Rn
121  constant SWAP_B_RM_RN        : Instruction := "0110-----1000"; -- SWAP.B Rm, Rn
122  constant SWAP_W_RM_RN        : Instruction := "0110-----1001"; -- SWAP.W Rm, Rn
123
124  constant XTRCT_RM_RN         : Instruction := "0010-----1101"; -- XTRCT Rm, Rn
125
126
127
128  -- Arithmetic Instructions:
129  constant ADD_RM_RN            : Instruction := "0011-----11--";
130  constant ADD_IMM_RN           : Instruction := "0111-----";
131  constant SUB_RM_RN            : Instruction := "0011-----10--";
132  constant NEG_RM_RN            : Instruction := "0110-----101-";

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133 constant DT_RN      : Instruction := "0100----00010000";
134 constant EXT_RM_RN   : Instruction := "0110-----11--";
135
136 constant CMP_EQ_IMM   : Instruction := "10001000-----"; -- CMP/EQ #imm, R0
137 constant CMP_RM_RN    : Instruction := "0011-----0---"; -- CMP/{EQ,HS,GE,HI,GT} Rm, Rn
138 constant CMP_RN       : Instruction := "0100----00010-01"; -- CMP/{PL/PZ}
139 constant CMP_STR_RM_RN : Instruction := "0010-----1100"; -- CMP/STR
140
141 -- Logical Operations:
142 constant LOGIC_RM_RN   : Instruction := "0010-----10--"; -- AND, TST, OR, XOR
143 constant LOGIC_IMM_R0  : Instruction := "110010-----"; -- AND, TST, OR, XOR
144 constant NOT_RM_RN     : Instruction := "0110-----0111"; -- NOT
145
146 -- Shift Instruction:
147 constant SHIFT_RM      : Instruction := "0100----00-00-0-"; -- shift/rotate instructions
148 constant BSHIFT_RM     : Instruction := "0100----00--100-"; -- barrel shifter instructions
149
150 -- Branch Instructions:
151 constant BF            : Instruction := "10001011-----"; -- BF <label>
152 constant BF_S          : Instruction := "10001111-----"; -- BF/S <label>
153 constant BT            : Instruction := "10001001-----"; -- BT <label>
154 constant BT_S          : Instruction := "10001101-----"; -- BT/S <label>
155 constant BRA           : Instruction := "1010-----"; -- BRA <label>
156 constant BRAF          : Instruction := "0000----00100011"; -- BRAF Rm
157 constant BSR           : Instruction := "1011-----"; -- BSR <label>
158 constant BSRF          : Instruction := "0000----00000011"; -- BSRF Rm
159 constant JMP           : Instruction := "0100----00101011"; -- JMP @Rm
160 constant JSR           : Instruction := "0100----00001011"; -- JSR @Rm
161 constant RTS           : Instruction := "0000000000001011"; -- RTS
162
163
164 -- System Control:
165 constant NOP           : Instruction := "0000000000001001";
166 constant CLRT          : Instruction := "0000000000001000";
167 constant CLRMACH        : Instruction := "0000000000101000";
168 constant SETT          : Instruction := "0000000000011000";
169
170 constant STC_SYS_RN     : Instruction := "0000----00--0010"; -- STC {SR, GBR, VBR}, Rn
171 constant STC_SR_RN      : Instruction := "0000----00000010"; -- STC SR, Rn
172 constant STC_GBR_RN     : Instruction := "0000----00010010"; -- STC GBR, Rn
173 constant STC_VBR_RN     : Instruction := "0000----00100010"; -- STC VBR, Rn
174
175 constant STC_L_SYS_RN   : Instruction := "0100----00--0011"; -- STC.L {SR, GBR, VBR}, @-Rn
176 constant STC_L_SR_AT_MINUS_RN : Instruction := "0100----00000011"; -- STC.L SR, @-Rn
177 constant STC_L_GBR_AT_MINUS_RN : Instruction := "0100----00010011"; -- STC.L GBR, @-Rn
178 constant STC_L_VBR_AT_MINUS_RN : Instruction := "0100----00100011"; -- STC.L VBR, @-Rn
179
180 constant LDC_RM_SYS     : Instruction := "0100----00--1110"; -- LDC Rm, {SR, GBR, VBR}
181 constant LDC_RM_SR      : Instruction := "0100----00001110"; -- LDC Rm, SR
182 constant LDC_RM_GBR     : Instruction := "0100----00011110"; -- LDC Rm, GBR
183 constant LDC_RM_VBR     : Instruction := "0100----00101110"; -- LDC Rm, VBR
184
185 constant LDC_L_RM_SYS   : Instruction := "0100----00--0111"; -- LDC.L @Rm+, {SR, GBR, VBR}
186 constant LDC_L_AT_RM_PLUS_SR : Instruction := "0100----00000111"; -- LDC.L @Rm+, SR
187 constant LDC_L_AT_RM_PLUS_GBR : Instruction := "0100----00010111"; -- LDC.L @Rm+, GBR
188 constant LDC_L_AT_RM_PLUS_VBR : Instruction := "0100----00100111"; -- LDC.L @Rm+, VBR
189
190 constant LDS_RM_SYS     : Instruction := "0100----00--1010"; -- LDS Rm, {MACH, MACL, PR}
191 constant LDS_RM_MACH    : Instruction := "0100----00001010"; -- LDS Rm, MACH
192 constant LDS_RM_MACL    : Instruction := "0100----00011010"; -- LDS Rm, MACL
193 constant LDS_RM_PR      : Instruction := "0100----00101010"; -- LDS Rm, PR
194
195 constant LDS_L_RM_SYS   : Instruction := "0100----00--0110"; -- LDS.L @Rm+, {MACH, MACL, PR}
196 constant LDS_L_AT_RM_PLUS_MACH : Instruction := "0100----00000110"; -- LDS.L @Rm+, MACH
197 constant LDS_L_AT_RM_PLUS_MACL : Instruction := "0100----00010110"; -- LDS.L @Rm+, MACL
198 constant LDS_L_AT_RM_PLUS_PR : Instruction := "0100----00100110"; -- LDS.L @Rm+, PR

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```

199
200 constant STS_SYS_RN      : Instruction := "0000----00--1010"; -- STS Rm, {MACH, MACL, PR}
201 constant STS_MACH_RN     : Instruction := "0000----00001010"; -- STS Rm, MACH
202 constant STS_MACL_RN     : Instruction := "0000----00011010"; -- STS Rm, MACL
203 constant STS_PR_RN      : Instruction := "0000----00101010"; -- STS Rm, PR
204
205 constant STS_L_SYS_RN    : Instruction := "0100----00--0010"; -- STS.L @Rm+, {MACH, MACL, PR}
206 constant STS_L_AT_RM_PLUS_MACH : Instruction := "0100----00000010"; -- STS.L @Rm+, MACH
207 constant STS_L_AT_RM_PLUS_MACL  : Instruction := "0100----00010010"; -- STS.L @Rm+, MACL
208 constant STS_L_AT_RM_PLUS_PR    : Instruction := "0100----00100010"; -- STS.L @Rm+, PR
209
210
211 end package SH2InstructionEncodings;
212
213
214 library ieee;
215 use ieee.std_logic_1164.all;
216 use ieee.numeric_std.all;
217
218 package SH2ControlConstants is
219
220     -- Internal control signals for controlling muxes within the CPU
221
222     -- Constants for RegDataInSel in sh2_cpu architecture. Used to determine what to input to the
223     -- register array's RegDataIn.
224     --
225     constant RegDataIn_ALUResult      : std_logic_vector(3 downto 0) := "0000"; -- ALU result
226     constant RegDataIn_Immediate      : std_logic_vector(3 downto 0) := "0001"; -- Sign-extended 8-bit immediate
227     constant RegDataIn_RegA           : std_logic_vector(3 downto 0) := "0010"; -- RegA output
228     constant RegDataIn_RegB           : std_logic_vector(3 downto 0) := "0011"; -- RegB output
229     constant RegDataIn_SysReg         : std_logic_vector(3 downto 0) := "0100"; -- System register
230     constant RegDataIn_RegA_SWAP_B    : std_logic_vector(3 downto 0) := "0111"; -- RegA output with low two bytes swapped
231     constant RegDataIn_RegA_SWAP_W    : std_logic_vector(3 downto 0) := "1000"; -- RegA output with low/high words swapped
232     constant RegDataIn_REGB_REGA_CENTER : std_logic_vector(3 downto 0) := "1001"; -- Low word of RegB and high word of RegA
233     constant RegDataIn_SR_TBit        : std_logic_vector(3 downto 0) := "1010"; -- T-bit (in the LSB)
234     constant RegDataIn_PR              : std_logic_vector(3 downto 0) := "1011"; -- Procedure Register (PR)
235     constant RegDataIn_DB              : std_logic_vector(3 downto 0) := "1100"; -- Data Bus (DB) value
236     constant RegDataIn_Ext             : std_logic_vector(3 downto 0) := "1101"; -- Sign/zero extended register values.
237
238     -- Constants for ExtMode in sh2_cpu architecture. Used to determine how RegB will be extended
239     -- to a long-word.
240     --
241     -- WARNING: Changing these will break bit decoding of instructions.
242     --
243     constant Ext_Sign_B_RegA : std_logic_vector(1 downto 0) := "10"; -- Sign extend low byte of Reg A
244     constant Ext_Sign_W_RegA : std_logic_vector(1 downto 0) := "11"; -- Sign extend low word of Reg A
245     constant Ext_Zero_B_RegA : std_logic_vector(1 downto 0) := "00"; -- Zero extend low byte of Reg A
246     constant Ext_Zero_W_RegA : std_logic_vector(1 downto 0) := "01"; -- Zero extend low word of Reg A
247
248
249     -- Constants for ReadWrite used in memory_tx architecture. Determines whether to read or
250     -- write to memory.
251     --
252     constant ReadWrite_READ      : std_logic := '0';
253     constant ReadWrite_WRITE     : std_logic := '1';
254
255     -- Constants for selecting what to output to MemDataOut in memory_tx entity in the sh2_cpu
256     -- entity.
257     --
258     constant MemOut_RegA      : std_logic_vector(2 downto 0) := "000"; -- Output RegA to data bus
259     constant MemOut_RegB      : std_logic_vector(2 downto 0) := "001"; -- Output RegB to data bus
260     constant MemOut_SysReg    : std_logic_vector(2 downto 0) := "010"; -- Output a system register to data bus
261
262
263     constant ALUOpB_RegB      : std_logic := '0'; -- Use RegB as B input to ALU.
264     constant ALUOpB_Imm       : std_logic := '1'; -- Use immediate as B input to ALU

```

```

265
266     constant TFlagSel_T      : std_logic_vector(2 downto 0) := "000"; -- Have T retain its value
267     constant TFlagSel_Zero   : std_logic_vector(2 downto 0) := "001"; -- Set T to the ALU zero flag
268     constant TFlagSel_Carry   : std_logic_vector(2 downto 0) := "010"; -- Set T to the ALU carry flag
269     constant TFlagSel_Overflow : std_logic_vector(2 downto 0) := "011"; -- Set T to the ALU overflow flag
270     constant TFlagSel_SET     : std_logic_vector(2 downto 0) := "100"; -- clear T (to 0)
271     constant TFlagSel_CLEAR   : std_logic_vector(2 downto 0) := "101"; -- set T (to 1)
272     constant TFlagSel_CMP     : std_logic_vector(2 downto 0) := "110"; -- set T to a value computed from
273                                     -- the ALU flags
274
275     -- WARNING: Changing these will break bit decoding of instructions.
276
277     -- How to calculate the T-bit in the
278     constant TCMP_EQ          : std_logic_vector(2 downto 0) := "000"; --
279     constant TCMP_HS          : std_logic_vector(2 downto 0) := "010";
280     constant TCMP_GE          : std_logic_vector(2 downto 0) := "011";
281     constant TCMP_HI          : std_logic_vector(2 downto 0) := "110";
282     constant TCMP_GT          : std_logic_vector(2 downto 0) := "111";
283     constant TCMP_STR         : std_logic_vector(2 downto 0) := "100";
284
285     constant MemSel_ROM       : std_logic := '1';
286     constant MemSel_RAM       : std_logic := '0';
287
288     constant MemAddrSel_PMAU   : std_logic := '0';
289     constant MemAddrSel_DMAU   : std_logic := '1';
290
291     constant SysRegCtrl_NONE   : std_logic_vector(1 downto 0) := "00"; -- do nothing with system register
292     constant SysRegCtrl_LOAD   : std_logic_vector(1 downto 0) := "01"; -- load system register with new value
293     constant SysRegCtrl_CLEAR  : std_logic_vector(1 downto 0) := "10"; -- clear system register
294
295     constant SysRegSrc_RegB     : std_logic_vector(1 downto 0) := "00"; -- load system register from register bus B
296     constant SysRegSrc_DB       : std_logic_vector(1 downto 0) := "01"; -- load system register from data bus
297     constant SysRegSrc_PC       : std_logic_vector(1 downto 0) := "10"; -- load system register from PC
298
299     -- WARNING: Changing these will break bit decoding of instructions.
300     constant SysRegSel_System   : std_logic_vector(2 downto 0) := "0--";
301     constant SysRegSel_SR       : std_logic_vector(2 downto 0) := "000";
302     constant SysRegSel_GBR      : std_logic_vector(2 downto 0) := "001";
303     constant SysRegSel_VBR      : std_logic_vector(2 downto 0) := "010";
304     constant SysRegSel_Control  : std_logic_vector(2 downto 0) := "1--";
305     constant SysRegSel_MACH      : std_logic_vector(2 downto 0) := "100";
306     constant SysRegSel_MACL      : std_logic_vector(2 downto 0) := "101";
307     constant SysRegSel_PR       : std_logic_vector(2 downto 0) := "110";
308
309     -- Whether to sign or zero extend the immediate into a 32-bit word.
310     constant ImmediateMode_SIGN : std_logic := '0';
311     constant ImmediateMode_ZERO : std_logic := '1';
312
313     -- None -> Slot -> Target -> None
314     -- constant DelayedBR_NONE   : std_logic_vector(1 downto 0);
315     -- constant DelayedBR_SLOT   : std_logic_vector(1 downto 0);
316     -- constant DelayedBR_TARGET : std_logic_vector(1 downto 0);
317
318 end package SH2ControlConstants;
319
320
321 library ieee;
322 library std;
323
324 use ieee.std_logic_1164.all;
325 use ieee.numeric_std.all;
326
327 use std.textio.all;
328
329 use work.SH2PmauConstants.all;
330 use work.SH2DmauConstants.all;

```

```

331 use work.MemoryInterfaceConstants.all;
332 use work.SH2InstructionEncodings.all;
333 use work.SH2ControlConstants.all;
334 use work.SH2ALUConstants.all;
335 use work.Logging.all;
336 use work.Utils.all;
337
338 entity SH2Control is
339
340     port (
341         MemDataIn  : in  std_logic_vector(31 downto 0); -- data read from memory
342         TFlagIn    : in  std_logic;                    -- T Flag input from top level CPU.
343         clock       : in  std_logic;                    -- system clock
344         reset       : in  std_logic;                    -- system reset (active low, async)
345
346         -- control signals to control memory interface
347         MemEnable   : out std_logic;                    -- if memory needs to be accessed (read or write)
348         MemAddrSel  : out std_logic;
349         ReadWrite   : out std_logic;                    -- if should do memory read (0) or write (1)
350         MemMode     : out std_logic_vector(1 downto 0); -- if memory access should be by byte, word, or longword
351         MemSel      : out std_logic;                    -- select memory address source, from DMAU output (0) or PMAU output (1)
352
353         Immediate   : out std_logic_vector(7 downto 0); -- 8-bit immediate
354         ImmediateMode : out std_logic;                  -- Immediate extension mode
355         MemOutSel    : out std_logic_vector(2 downto 0); -- what should be output to memory
356         TFlagSel     : out std_logic_vector(2 downto 0); -- source for next value of T flag
357         ExtMode      : out std_logic_vector(1 downto 0); -- mode for extending register value (zero or signed)
358
359         -- ALU control signals
360         ALUOpBSel   : out std_logic;                    -- input mux to Operand B, either RegB (0) or Immediate (1)
361         LoadA       : out std_logic;                    -- determine if OperandA is loaded ('1') or zeroed ('0')
362         FCmd        : out std_logic_vector(3 downto 0); -- F-Block operation
363         CinCmd      : out std_logic_vector(1 downto 0); -- carry in operation
364         SCmd        : out std_logic_vector(2 downto 0); -- shift operation
365         ALUCmd      : out std_logic_vector(1 downto 0); -- ALU result select
366         TCmpSel     : out std_logic_vector(2 downto 0); -- how to compute T from ALU status flags
367
368         -- register array control signals
369         RegDataInSel : out std_logic_vector(3 downto 0); -- source for register input data
370         RegEnableIn  : out std_logic;                    -- if data should be written to an input register
371         RegInSel     : out integer range 15 downto 0;    -- which register to write data to
372         RegASel      : out integer range 15 downto 0;    -- which register to read to bus A
373         RegBSel      : out integer range 15 downto 0;    -- which register to read to bus B
374         RegAxIn      : out std_logic_vector(31 downto 0); -- data to write to an address register
375         RegAxInSel   : out integer range 15 downto 0;    -- which address register to write to
376         RegAxStore   : out std_logic;                    -- if data should be written to the address register
377         RegA1Sel     : out integer range 15 downto 0;    -- which register to read to address bus 1
378         RegA2Sel     : out integer range 15 downto 0;    -- which register to read to address bus 2
379
380         -- DMAU signals
381         GBRWriteEn   : out std_logic;
382         DMAUOff4     : out std_logic_vector(3 downto 0);
383         DMAUOff8     : out std_logic_vector(7 downto 0);
384         BaseSel      : out std_logic_vector(1 downto 0);
385         IndexSel     : out std_logic_vector(1 downto 0);
386         OffScalarSel : out std_logic_vector(1 downto 0);
387         IncDecSel    : out std_logic_vector(1 downto 0);
388
389         -- PMAU signals
390         PCAddrMode   : out std_logic_vector(2 downto 0); -- What PC addressing mode is desired.
391         PRWriteEn    : out std_logic;                    -- Enable writing to PR.
392         PMAUOff8     : out std_logic_vector(7 downto 0); -- 8-bit offset for relative addressing.
393         PMAUOff12    : out std_logic_vector(11 downto 0); -- 12-bit offset for relative addressing.
394         PCIn         : out std_logic_vector(31 downto 0); -- PC input for parallel loading.
395         PCWriteCtrl  : out std_logic_vector(1 downto 0); -- What to write to the PC register inside
396                                     -- the PMAU. Can either hold current value,

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```

397                                     -- write PCIn, or write calculated PC.
398
399     -- System control signals
400     SysRegCtrl      : out std_logic_vector(1 downto 0);
401     SysRegSel       : out std_logic_vector(2 downto 0);
402     SysRegSrc       : out std_logic_vector(1 downto 0);
403
404     -- Branch control signals:
405     DelayedBranchTaken : out std_logic -- Whether the delayed branch is taken or not.
406 );
407
408 end SH2Control;
409
410 architecture dataflow of sh2control is
411
412     -- TODO: Comment FSM and timing.
413     type state_t is (
414         fetch,
415         execute,
416         writeback
417     );
418
419     signal state : state_t;
420
421
422     -- The instruction register.
423     signal IR : std_logic_vector(15 downto 0);
424
425     -- Aliases for instruction arguments.
426     -- There are 13 instruction formats, shown below:
427     --
428     -- Key:
429     -- xxxx: instruction code
430     -- mmmm: Source register
431     -- nnnn: Destination register
432     -- iiii: immediate data
433     -- dddd: displacement
434
435     -- 0 format:  xxxx xxxx xxxx xxxx
436     -- n format:  xxxx nnnn xxxx xxxx
437     -- m format:  xxxx mmmm xxxx xxxx
438     -- nm format: xxxx nnnn mmmm xxxx
439     -- md format: xxxx xxxx mmmm dddd
440     -- nd4 format: xxxx xxxx nnnn dddd
441     -- nmd format: xxxx nnnn mmmm dddd
442     -- d format:  xxxx xxxx dddd dddd
443     -- d12 format: xxxx dddd dddd dddd
444     -- nd8 format: xxxx nnnn dddd dddd
445     -- i format:  xxxx xxxx iiii iiii
446     -- ni format: xxxx nnnn iiii iiii
447
448     -- n format
449     alias n_format_n : std_logic_vector(3 downto 0) is IR(11 downto 8);
450
451     -- m format
452     alias m_format_m : std_logic_vector(3 downto 0) is IR(11 downto 8);
453
454     -- nm format
455     alias nm_format_n : std_logic_vector(3 downto 0) is IR(11 downto 8);
456     alias nm_format_m : std_logic_vector(3 downto 0) is IR(7 downto 4);
457
458     -- md format
459     alias md_format_m : std_logic_vector(3 downto 0) is IR(7 downto 4);
460     alias md_format_d : std_logic_vector(3 downto 0) is IR(3 downto 0);
461
462     -- nd4 format

```

```

463 alias nd4_format_n : std_logic_vector(3 downto 0) is IR(7 downto 4);
464 alias nd4_format_d : std_logic_vector(3 downto 0) is IR(3 downto 0);
465
466 -- nmd format
467 alias nmd_format_n : std_logic_vector(3 downto 0) is IR(11 downto 8);
468 alias nmd_format_m : std_logic_vector(3 downto 0) is IR(7 downto 4);
469 alias nmd_format_d : std_logic_vector(3 downto 0) is IR(3 downto 0);
470
471 -- d format
472 alias d_format_d : std_logic_vector(7 downto 0) is IR(7 downto 0);
473
474 -- d12 format
475 alias d12_format_d : std_logic_vector(11 downto 0) is IR(11 downto 0);
476
477 -- nd8 format
478 alias nd8_format_n : std_logic_vector(3 downto 0) is IR(11 downto 8);
479 alias nd8_format_d : std_logic_vector(7 downto 0) is IR(7 downto 0);
480
481 -- i format
482 alias i_format_i : std_logic_vector(7 downto 0) is IR(7 downto 0);
483
484 -- ni format
485 alias ni_format_n : std_logic_vector(3 downto 0) is IR(11 downto 8);
486 alias ni_format_i : std_logic_vector(7 downto 0) is IR(7 downto 0);
487
488 -- Internal signals computed combinatorially to memory signals can
489 -- be output on the correct clock.
490 signal Instruction_MemEnable : std_logic;
491 signal Instruction_ReadWrite : std_logic;
492 signal Instruction_MemSel : std_logic;
493 signal Instruction_MemAddrSel : std_logic;
494
495 -- The memory mode for a given instruction. The same as the constants in the
496 -- MemoryInterfaceConstants package.
497 signal Instruction_WordMode : std_logic_vector(1 downto 0);
498
499 -- Register write enable for the current instruction. Output to RegisterArray
500 -- during the execute state so that it is high when the rising clock of the writeback state occurs.
501 signal Instruction_RegEnableIn : std_logic;
502
503 -- Address register write enable for the current instruction. Output to RegisterArray
504 -- during the execute state so that it is high when the rising clock of the writeback state occurs.
505 signal Instruction_RegAxStore : std_logic;
506
507 -- Program addressing mode for the current instruction. Output during the
508 -- writeback state so that it is ready by the following fetch state.
509 signal Instruction_PCAddrMode : std_logic_vector(2 downto 0);
510
511 -- What to write to the TFlag for the current instruction. Output during
512 -- the execute state so that it is high when the rising clock of the writeback state occurs.
513 signal Instruction_TFlagSel : std_logic_vector(2 downto 0);
514
515 -- If the system register should be loaded or not
516 signal Instruction_SysRegCtrl : std_logic_vector(1 downto 0);
517
518 -- If the GBR register should be updated or not. Output during execute state so it is
519 -- high for the rising clock edge of writeback.
520 signal Instruction_GBRWriteEn : std_logic;
521
522 -- If the PR register should be updated or not. Output during execute state so it is
523 -- high for the rising clock edge of writeback.
524 signal Instruction_PRWriteEn : std_logic;
525
526 -- Signal to simulate delay slot.
527 signal Instruction_DelaySlotEn : std_logic;
528

```

```

529 -- If a delayed branch will be taken or not. If this is true ('1'), then
530 -- we are currently executing branch slot instruction of a delayed branch,
531 -- and the next PC will be calculated using the saved signals below.
532 signal Instruction_DelayedBranchTaken : std_logic;
533
534 begin
535
536     -- Is this valid ???
537     DelayedBranchTaken <= Instruction_DelayedBranchTaken;
538
539     -- Outputs that change based on the CPU state
540     with state select
541         PCAddrMode <= Instruction_PCAddrMode when writeback, -- increment PC during writeback state
542                 PCAddrMode_HOLD           when others;      -- otherwise, hold PC
543
544     with state select
545         MemEnable <= Instruction_MemEnable when execute,      -- if instruction requires memory access
546                 MemEnable_ON              when fetch,        -- enable to fetch instruction
547                 MemEnable_OFF             when writeback;     -- no memory access during writeback
548
549     with state select
550         ReadWrite <= Instruction_ReadWrite when execute,      -- if instruction does read/write
551                 Mem_READ              when fetch,            -- read instruction during fetch
552                 'X'                   when writeback;        -- no memory access during writeback
553
554     with state select
555         MemMode <= Instruction_WordMode when execute,         -- instruction memory mode
556                 WordMode                when fetch,          -- fetch instruction word
557                 (others => 'X')          when others;         -- no memory access during writeback
558
559     with state select
560         MemSel <= Instruction_MemSel when execute,            -- if instruction access RAM or ROM
561                 MemSel_ROM           when fetch,            -- access ROM to fetch instruction
562                 'X'                   when others;          -- no memory access during writeback
563
564     with state select
565         MemAddrSel <= Instruction_MemAddrSel when execute,   -- if instruction accesses PMAU or DMAU address
566                 MemAddrSel_PMAU      when fetch,            -- access program memory during fetch
567                 'X'                   when others;          -- no memory access during writeback
568
569     with state select
570         GBRWriteEn <= Instruction_GBRWriteEn when execute,   -- if instruction updates GBR
571                 '0'                   when others;          -- don't change GBR
572
573     with state select
574         PRWriteEn <= Instruction_PRWriteEn when execute,     -- if instruction updates GBR
575                 '0'                   when others;          -- don't change GBR
576
577     -- Only modify registers after execute clock
578     RegEnableIn <= Instruction_RegEnableIn when state = execute else '0';
579
580     -- Only modify address registers after execute clock
581     RegAxStore <= Instruction_RegAxStore when state = execute else '0';
582
583     -- Only modify T flag bit after execute clock
584     TFlagSel <= Instruction_TFlagSel when state = execute else TFlagSel_T;
585
586     -- Only update system register after execute clock (on writeback)
587     SysRegCtrl <= Instruction_SysRegCtrl when state = execute else SysRegCtrl_NONE;
588
589     decode_proc: process (state)
590         variable l : line;
591     begin
592
593         if (state = execute) then
594

```

```

595     -- Default flag values are set here (these shouldn't change CPU state).
596     -- This is so that not every control signal has to be set in every single
597     -- instruction case. If an instruction enables writing to memory/registers,
598     -- then ensure that the default value is set here as "disable" to prevent
599     -- writes on the clocks following an instruction.
600
601     -- Not accessing memory
602     Instruction_MemEnable <= '0';
603     Instruction_ReadWrite <= 'X';
604     Instruction_WordMode <= "XX";
605     MemOutSel <= "XXX";
606     Instruction_MemSel <= MemSel_RAM; -- access data memory by default. TODO: change name
607     Instruction_MemAddrSel <= MemAddrSel_DMAU; -- access data memory by default. TODO: change name
608
609     -- Register enables
610     Instruction_RegEnableIn <= '0'; -- Disable register write
611     Instruction_RegAxStore <= '0'; -- Disable writing to address register.
612     Instruction_TFlagSel <= TFlagSel_T; -- Keep T flag the same
613     Instruction_GBRWriteEn <= '0'; -- Don't write to GBR.
614     Instruction_PRWriteEn <= '0'; -- Don't write to PR.
615
616     -- If a delayed branch was taken previously, then don't change the PC since the target
617     -- address was calculated when the delayed branch decoded.
618     if (DelayedBranchTaken = '1') then
619         Instruction_PCAddrMode <= PCAddrMode_HOLD;
620     else
621         -- Increment the PC.
622         Instruction_PCAddrMode <= PCAddrMode_INC;
623         -- LogWithTime("Changing PC to PCAddrMode_INC");
624     end if;
625
626     Instruction_SysRegCtrl <= SysRegCtrl_NONE; -- system register not selected
627     ImmediateMode <= ImmediateMode_SIGN; -- sign-extend immediates by default
628     ExtMode <= Ext_Sign_B_RegA;
629
630     PCWriteCtrl <= PCWriteCtrl_WRITE_CALC; -- Write the calculated PC by default.
631
632     Instruction_DelayedBranchTaken <= '0'; -- The delayed branch taken flag is set to not
633     -- taken by default.
634
635     if std_match(IR, ADD_RM_RN) then
636         -- ADD{C,V} Rm, Rn
637
638         LogWithTime(1, "sh2_control.vhd: Decoded Add R" & to_string(to_integer(unsigned(nm_format_m))) &
639             " , R" & to_string(to_integer(unsigned(nm_format_n))), LogFile);
640
641         -- Register array signals
642         RegASel <= to_integer(unsigned(nm_format_n));
643         RegBSel <= to_integer(unsigned(nm_format_m));
644
645         RegInSel <= to_integer(unsigned(nm_format_n));
646         RegDataInSel <= RegDataIn_ALUResult;
647         Instruction_RegEnableIn <= '1';
648
649         -- Bit-decoding T flag select (None, Carry, Overflow)
650         Instruction_TFlagSel <= '0' & IR(1 downto 0);
651
652         -- ALU signals for addition
653         ALUOpBSel <= ALUOpB_RegB;
654         LoadA <= '1';
655         FCmd <= FCmd_B;
656
657         -- Bit-decode carry in value
658         CinCmd <= CinCmd_CIN when IR(1 downto 0) = "10" else -- ADDC
659             CinCmd_ZERO; -- ADD, ADDV
660

```

```

661         SCmd   <= "XXX";
662         ALUCmd  <= ALUCmd_ADDER;
663
664
665     elsif std_match(IR, SUB_RM_RN) then
666         -- SUB{C,V} Rm, Rn
667
668         -- Register array signals
669         RegASel <= to_integer(unsigned(nm_format_n));
670         RegBSel <= to_integer(unsigned(nm_format_m));
671
672         RegInSel      <= to_integer(unsigned(nm_format_n));
673         RegDataInSel  <= RegDataIn_ALUResult;
674         Instruction_RegEnableIn <= '1';
675
676         -- Bit-decoding T flag select (None, Carry, Overflow)
677         Instruction_TFlagSel <= '0' & IR(1 downto 0);
678
679         -- ALU signals for subtraction
680         ALUOpBSel <= ALUOpB_RegB;
681         LoadA     <= '1';
682         FCmd       <= FCmd_BNOT;
683
684         -- Bit-decode carry in value
685         CinCmd <= CinCmd_CINBAR when IR(1 downto 0) = "10" else    -- SUBC
686                 CinCmd_ONE;                                         -- SUB, SUBV
687
688         SCmd   <= "XXX";
689         ALUCmd  <= ALUCmd_ADDER;
690
691     elsif std_match(IR, DT_RN) then
692         -- DT Rn
693
694         -- Register array signals
695         RegASel <= to_integer(unsigned(nm_format_n));
696         Immediate <= (others => '0');
697
698         RegInSel      <= to_integer(unsigned(nm_format_n));
699         RegDataInSel  <= RegDataIn_ALUResult;
700         Instruction_RegEnableIn <= '1';
701
702         -- Bit-decoding T flag select (None, Carry, Overflow)
703         Instruction_TFlagSel <= TFlagSel_Zero;
704
705         -- ALU signals to subtract 1 from Rn
706         ALUOpBSel <= ALUOpB_Imm;
707         LoadA     <= '1';
708         FCmd       <= FCmd_BNOT;
709         CinCmd     <= CinCmd_ZERO;
710         SCmd       <= "XXX";
711         ALUCmd     <= ALUCmd_ADDER;
712
713     elsif std_match(IR, NEG_RM_RN) then
714         -- NEG{C} Rm, Rn
715
716         -- Register array signals
717         RegASel <= to_integer(unsigned(nm_format_n));
718         RegBSel <= to_integer(unsigned(nm_format_m));
719
720         RegInSel      <= to_integer(unsigned(nm_format_n));
721         RegDataInSel  <= RegDataIn_ALUResult;
722         Instruction_RegEnableIn <= '1';
723
724         -- Bit-decoding T flag select
725         Instruction_TFlagSel <= TFlagSel_Carry when IR(0) = '0' else    -- NEGC
726                 TFlagSel_T;                                           -- NEG

```



```

727
728     -- ALU signals for negation
729     ALUOpBSel <= ALUOpB_RegB;
730     LoadA     <= '0';
731     FCmd       <= FCmd_BNOT;
732
733     -- Bit-decode carry in value
734     CinCmd <= CinCmd_CINBAR when IR(0) = '0' else -- NEG
735             CinCmd_ONE;                          -- NEG
736
737     SCmd <= "XXX";
738     ALUCmd <= ALUCmd_ADDER;
739
740     elsif std_match(IR, EXT_RM_RN) then
741         -- EXT{U,S}.{B,W Rm, Rn}
742
743         -- Register array signals
744         RegASel <= to_integer(unsigned(nm_format_n));
745         RegBSel <= to_integer(unsigned(nm_format_m));
746
747         RegInSel      <= to_integer(unsigned(nm_format_n));
748         RegDataInSel  <= RegDataIn_Ext;
749         ExtMode       <= IR(1 downto 0);    -- bit-decode extension mode
750         Instruction_RegEnableIn <= '1';
751
752     elsif std_match(IR, ADD_IMM_RN) then
753         -- ADD #imm, Rn
754
755         -- Register array signals
756         RegASel <= to_integer(unsigned(nm_format_n));
757
758         RegInSel      <= to_integer(unsigned(nm_format_n));
759         RegDataInSel  <= RegDataIn_ALUResult;
760         Instruction_RegEnableIn <= '1';
761         Immediate     <= ni_format_i;
762
763         -- ALU signals for addition
764         ALUOpBSel <= ALUOpB_Imm;
765         LoadA     <= '1';
766         FCmd       <= FCmd_B;
767         CinCmd     <= CinCmd_ZERO;
768         SCmd       <= "XXX";
769         ALUCmd     <= ALUCmd_ADDER;
770
771     elsif std_match(IR, LOGIC_RM_RN) then
772         -- {AND, TST, OR, XOR} Rm, Rn
773
774         -- Register array signals
775         RegASel <= to_integer(unsigned(nm_format_n));
776         RegBSel <= to_integer(unsigned(nm_format_m));
777
778         RegInSel      <= to_integer(unsigned(nm_format_n));
779         RegDataInSel  <= RegDataIn_ALUResult;
780         Instruction_RegEnableIn <= IR(1) or IR(0);    -- exclude TST
781
782         -- Enable TFlagSel for TST
783         Instruction_TFlagSel <= TFlagSel_Zero when IR(1 downto 0) = "00" -- TST
784                               else TFlagSel_T;                          -- AND, OR, XOR
785
786         -- ALU signals for logic instructions using the FBlock
787         ALUOpBSel <= ALUOpB_RegB;
788         LoadA     <= '1';
789
790         -- Bit-decode f-block operation
791         FCmd <= FCmd_AND when IR(1) = '0'           else -- AND, TST
792               FCmd_XOR when IR(1 downto 0) = "10" else -- XOR

```

```

793             FCmd_OR;                                -- OR
794
795     CinCmd <= CinCmd_ZERO;
796     SCmd   <= "XXX";
797     ALUCmd <= ALUCmd_FBLOCK;
798
799     elsif std_match(IR, LOGIC_IMM_R0) then
800         -- {AND, TST, OR, XOR} immediate, R0
801
802         -- Register array signals
803         RegASel <= 0;
804
805         RegInSel      <= 0;
806         RegDataInSel  <= RegDataIn_ALUResult;
807         Instruction_RegEnableIn <= IR(9) or IR(8); -- exclude TST
808         Immediate      <= i_format_i;
809         ImmediateMode   <= ImmediateMode_ZERO;
810
811         -- Enable TFlagSel for TST
812         Instruction_TFlagSel <= TFlagSel_Zero when IR(9 downto 8) = "00" -- TST
813                                else TFlagSel_T;                          -- AND, OR, XOR
814
815         -- ALU signals for logic instructions using the FBLOCK
816         ALUOpBSel <= ALUOpB_Imm;
817         LoadA     <= '1';
818
819         -- Bit-decode f-block operation
820         FCmd <= FCmd_AND when IR(9) = '0' else -- AND, TST
821                FCmd_XOR when IR(9 downto 8) = "10" else -- XOR
822                FCmd_OR;                                -- OR
823
824         CinCmd <= CinCmd_ZERO;
825         SCmd   <= "XXX";
826         ALUCmd <= ALUCmd_FBLOCK;
827
828     elsif std_match(IR, NOT_RM_RN) then
829         -- NOT Rm, Rn
830
831         -- Register array signals
832         RegASel <= to_integer(unsigned(nm_format_n));
833         RegBSel <= to_integer(unsigned(nm_format_m));
834
835         RegInSel      <= to_integer(unsigned(nm_format_n));
836         RegDataInSel  <= RegDataIn_ALUResult;
837         Instruction_RegEnableIn <= '1';
838
839         -- ALU signals for logical negation
840         ALUOpBSel <= ALUOpB_RegB;
841         LoadA     <= '1';
842         FCmd       <= FCmd_BNOT;
843         CinCmd     <= CinCmd_ZERO;
844         SCmd       <= "XXX";
845         ALUCmd     <= ALUCmd_FBLOCK;
846
847     elsif std_match(IR, CMP_EQ_IMM) then
848         -- CMP/EQ #Imm, R0
849
850         -- Register array signals
851         RegASel <= 0;
852
853         Immediate      <= i_format_i;
854         ImmediateMode   <= ImmediateMode_ZERO;
855
856         -- Compute T flag based on ALU flags
857         Instruction_TFlagSel <= TFlagSel_CMP;
858         TCMPSEL <= TCmp_EQ;

```

```

859
860     -- ALU Instructions that perform a subtraction (Rn - immediate) so that
861     -- the ALU output flags can be used to compute the T flag
862     ALUOpBSel <= ALUOpB_Imm;
863     LoadA     <= '1';
864     FCmd       <= FCmd_BNOT;
865     CinCmd     <= CinCmd_ONE;
866     SCmd       <= "XXX";
867     ALUCmd     <= ALUCmd_ADDER;
868
869     elsif std_match(IR, CMP_RM_RN) then
870         -- CMP/XX Rm, Rn
871
872         -- Register array signals
873         RegASel <= to_integer(unsigned(nm_format_n));
874         RegBSel <= to_integer(unsigned(nm_format_m));
875
876         -- Compute T flag based on ALU flags
877         Instruction_TFlagSel <= TFlagSel_CMP;
878         TCMPSEL <= IR(2 downto 0);      -- bit decode T flag CMP condition
879
880         -- ALU Instructions that perform a subtraction (Rn - Rm) so that
881         -- the ALU output flags can be used to compute the T flag
882         ALUOpBSel <= ALUOpB_RegB;
883         LoadA     <= '1';
884         FCmd       <= FCmd_BNOT;
885         CinCmd     <= CinCmd_ONE;
886         SCmd       <= "XXX";
887         ALUCmd     <= ALUCmd_ADDER;
888
889     elsif std_match(IR, CMP_STR_RM_RN) then
890         -- CMP/STR Rm, Rn
891
892         -- Register array signals
893         RegASel <= to_integer(unsigned(nm_format_n));
894         RegBSel <= to_integer(unsigned(nm_format_m));
895
896         -- Compute T flag based on ALU flags
897         Instruction_TFlagSel <= TFlagSel_CMP;
898         TCMPSEL <= TCMP_STR;
899
900     elsif std_match(IR, CMP_RN) then
901         -- CMP/{PL/PZ} Rn
902
903         -- Register array signals
904         RegASel <= to_integer(unsigned(nm_format_n));
905
906         -- Compare to 0
907         Immediate <= (others => '0');
908
909         -- Compute T flag based on ALU flags
910         Instruction_TFlagSel <= TFlagSel_CMP;
911         TCMPSEL <= IR(2) & "11";      -- bit decode CMP mode (either GT or GE)
912
913         -- ALU Instructions that perform a subtraction (Rn - 0) so that
914         -- the ALU output flags can be used to compute the T flag
915         ALUOpBSel <= ALUOpB_Imm;
916         LoadA     <= '1';
917         FCmd       <= FCmd_BNOT;
918         CinCmd     <= CinCmd_ONE;
919         SCmd       <= "XXX";
920         ALUCmd     <= ALUCmd_ADDER;
921
922     elsif std_match(IR, SHIFT_RN) then
923         -- Shift operations
924         -- {ROTL, ROTR, ROTCL, ROTCR, SHAL, SHAR, SHLL, SHLR} Rn

```

```

925         -- Uses bit decoding to compute control signals (to reduce code size)
926
927         -- Register array signals
928         RegASel      <= to_integer(unsigned(n_format_n));
929         RegInSel      <= to_integer(unsigned(n_format_n));
930         RegDataInSel  <= RegDataIn_ALUResult;
931         Instruction_RegEnableIn <= '1';
932
933         Instruction_TFlagSel <= TFlagSel_Carry;
934
935         -- ALU signals
936         ALUOpBSel <= ALUOpB_RegB;
937         LoadA     <= '1';
938         FCmd       <= "XXXX";
939
940         -- Bit-decode carry command
941         CinCmd     <= CinCmd_CIN when (IR(5) and IR(2)) = '1' else -- ROTCL, ROTCR
942                   CinCmd_ZERO;                                     -- all others
943
944         SCmd       <= IR(0) & IR(2) & IR(5); -- bit-decode shift operation
945         ALUCmd     <= ALUCmd_SHIFT;
946
947     elsif std_match(IR, BSHIFT_RN) then
948         -- Barrel shift operations
949         -- {SHLL,SHLR}{2,8,16} Rn
950         -- Uses bit decoding to compute control signals (to reduce code size)
951
952         -- Register array signals
953         RegASel      <= to_integer(unsigned(n_format_n));
954         RegInSel      <= to_integer(unsigned(n_format_n));
955         RegDataInSel  <= RegDataIn_ALUResult;
956         Instruction_RegEnableIn <= '1';
957
958         Instruction_TFlagSel <= TFlagSel_T;
959
960         -- ALU signals
961         LoadA     <= '1';
962         SCmd       <= IR(5) & IR(4) & IR(0); -- bit-decode barrel shift operation
963         ALUCmd     <= ALUCmd_BSHIFT;
964
965         -- Data Transfer Instruction -----
966
967         -- MOV #imm, Rn
968         -- ni format
969     elsif std_match(IR, MOV_IMM_RN) then
970
971         LogWithTime(1, "sh2_control.vhd: Decoded MOV H'" & to_hstring(ni_format_i) &
972                   ", R" & to_string(slv_to_uint(ni_format_n)), LogFile);
973
974         RegInSel      <= to_integer(unsigned(ni_format_n));
975         RegDataInSel  <= RegDataIn_Immediate;
976         Instruction_RegEnableIn <= '1';
977         Immediate     <= ni_format_i;
978
979         -- MOV.W @(disp, PC), Rn
980         -- nd8 format
981         -- NOTE: Testing this assumes MOV into memory works.
982         --
983     elsif std_match(IR, MOV_W_AT_DISP_PC_RN) then
984         LogWithTime(1,
985                   "sh2_control.vhd: Decoded MOV.W @(0x" & to_hstring(nd8_format_d) &
986                   ", PC), R" & to_string(slv_to_uint(nd8_format_n)), LogFile);
987
988
989         RegInSel      <= to_integer(unsigned(nd8_format_n)); -- Writing to register n
990         RegDataInSel  <= RegDataIn_DB;                       -- Writing output of data bus to register.

```

```

991         Instruction_RegEnableIn <= '1';                                -- Writes to register.
992
993         RegASel <= to_integer(unsigned(nd8_format_n));
994
995         -- Instruction reads word from program memory (ROM).
996         Instruction_MemEnable <= '1';
997         Instruction_ReadWrite <= ReadWrite_READ;
998         Instruction_WordMode <= WordMode;
999         Instruction_MemSel <= MemSel_ROM;
1000
1001         -- DMAU signals for PC Relative addressing with displacement (word mode)
1002         BaseSel <= BaseSel_PC;
1003         IndexSel <= IndexSel_OFF8;
1004         OffScalarSel <= OffScalarSel_TW0;
1005         IncDecSel <= IncDecSel_NONE;
1006         DMAUOff8 <= nd8_format_d;
1007
1008
1009         -- MOV.L @(disp, PC), Rn
1010         -- nd8 format
1011         elsif std_match(IR, MOV_L_AT_DISP_PC_RN) then
1012             LogWithTime(l,
1013                 "sh2_control.vhd: Decoded MOV.L @(0x" & to_hstring(nd8_format_d) &
1014                 ", PC), R" & to_string(slv_to_uint(nd8_format_n)), LogFile);
1015
1016             RegInSel <= to_integer(unsigned(nd8_format_n)); -- Writing to register n
1017             RegDataInSel <= RegDataIn_DB; -- Writing output of data bus to register.
1018             Instruction_RegEnableIn <= '1'; -- Writes to register.
1019
1020             -- Instruction reads from longword memory.
1021             Instruction_MemEnable <= '1';
1022             Instruction_ReadWrite <= ReadWrite_READ;
1023             Instruction_WordMode <= LongwordMode;
1024             Instruction_MemSel <= MemSel_ROM;
1025
1026             -- DMAU signals for PC Relative addressing with displacement (longword mode)
1027             BaseSel <= BaseSel_PC;
1028             IndexSel <= IndexSel_OFF8;
1029             OffScalarSel <= OffScalarSel_FOUR;
1030             IncDecSel <= IncDecSel_NONE;
1031             DMAUOff8 <= nd8_format_d;
1032
1033
1034         -- MOV Rm, Rn
1035         -- nm format
1036         -- Note: for bit decoding, this must be done before MOV_AT_RM_RN
1037         elsif std_match(IR, MOV_RM_RN) then
1038             LogWithTime(l,
1039                 "sh2_control.vhd: Decoded MOV R" & to_string(slv_to_uint(nm_format_m)) &
1040                 "R" & to_string(slv_to_uint(nm_format_n)) , LogFile);
1041
1042             -- report "Instruction: MOV Rm, Rn";
1043             RegBSel <= to_integer(unsigned(nm_format_m));
1044             RegInSel <= to_integer(unsigned(nm_format_n));
1045             RegDataInSel <= RegDataIn_RegB;
1046             Instruction_RegEnableIn <= '1';
1047
1048         -- MOV.X Rm, @Rn
1049         -- nm format
1050         elsif std_match(IR, MOV_RM_AT_RN) then
1051             LogWithTime(l,
1052                 "sh2_control.vhd: Decoded MOV.X R" & to_string(slv_to_uint(nm_format_m)) &
1053                 ", @R" & to_string(slv_to_uint(nm_format_n)) , LogFile);
1054
1055             -- Writes a byte to memory to memory
1056             Instruction_MemEnable <= '1'; -- Uses memory.

```

```

1057     Instruction_ReadWrite <= ReadWrite_WRITE; -- Writes.
1058     Instruction_WordMode <= IR(1 downto 0); -- bit decode memory mode
1059
1060     MemOutSel <= MemOut_RegB; -- Output RegB (Rm) to memory data bus.
1061
1062     RegBSEL <= to_integer(unsigned(nm_format_m)); -- RegB is Rm.
1063     RegA1Sel <= to_integer(unsigned(nm_format_n)); -- RegA is @(Rn)
1064
1065     -- DMAU signals (for Indirect Register Addressing)
1066     BaseSel <= BaseSel_REG;
1067     IndexSel <= IndexSel_NONE;
1068     OffScalarSel <= OffScalarSel_ONE;
1069     IncDecSel <= IncDecSel_NONE;
1070
1071     -- MOV.X @Rm, Rn
1072     -- nm format
1073     -- Note: for bit decoding, this must be done after MOV_RM_RN
1074     elsif std_match(IR, MOV_AT_RM_RN) then
1075         LogWithTime(l,
1076             "sh2_control.vhd: Decoded MOV.X @R" & to_string(slv_to_uint(nm_format_m)) &
1077             ", R" & to_string(slv_to_uint(nm_format_n)) , LogFile);
1078
1079     -- Instruction reads byte from memory.
1080     Instruction_MemEnable <= '1'; -- Instr does memory access.
1081     Instruction_ReadWrite <= ReadWrite_READ; -- Instr reads from memory.
1082     Instruction_WordMode <= IR(1 downto 0); -- bit decode memory mode
1083
1084     -- DMAU signals for Indirect Register addressing.
1085     BaseSel <= BaseSel_REG;
1086     IndexSel <= IndexSel_NONE;
1087     OffScalarSel <= OffScalarSel_ONE;
1088     IncDecSel <= IncDecSel_NONE;
1089
1090     -- Output @(Rm) to RegA2.
1091     RegA2Sel <= to_integer(unsigned(nm_format_m));
1092
1093     RegInSel <= to_integer(unsigned(nm_format_n));
1094     RegDataInSel <= RegDataIn_DB;
1095     Instruction_RegEnableIn <= '1';
1096
1097
1098     -- MOV.B Rm, @-Rn
1099     -- nm format
1100     elsif std_match(IR, MOV_RM_AT_MINUS_RN) then
1101         LogWithTime(l,
1102             "sh2_control.vhd: Decoded MOV.X R" & to_string(slv_to_uint(nm_format_m)) &
1103             ", @-R" & to_string(slv_to_uint(nm_format_n)) , LogFile);
1104
1105     -- Writes a byte to memory
1106     Instruction_MemEnable <= '1'; -- Uses memory.
1107     Instruction_ReadWrite <= ReadWrite_WRITE; -- Writes.
1108     Instruction_WordMode <= IR(1 downto 0); -- bit decode memory mode
1109
1110     MemOutSel <= MemOut_RegB; -- Output RegB (Rm) to memory data bus.
1111
1112     RegBSEL <= to_integer(unsigned(nm_format_m)); -- Output Rm from RegB output.
1113     RegA1Sel <= to_integer(unsigned(nm_format_n)); -- Output @(Rn) from RegA1 output.
1114     RegAxInSel <= to_integer(unsigned(nm_format_n)); -- Store calculated address into Rn
1115     Instruction_RegAxStore <= '1'; -- Enable writes to address registers.
1116
1117     -- DMAU signals (for Pre-decrement indirect register addressing)
1118     BaseSel <= BaseSel_REG;
1119     IndexSel <= IndexSel_NONE;
1120     OffScalarSel <= IR(1 downto 0); -- bit decode offset scalar factor
1121     IncDecSel <= IncDecSel_PRE_DEC;
1122

```

```

1123      -- MOV.B @Rm+, Rn
1124      -- nm format
1125      elsif std_match(IR, MOV_AT_RM_PLUS_RN) then
1126          LogWithTime(l,
1127              "sh2_control.vhd: Decoded MOV.{B,W,L} @R" & to_string(slv_to_uint(nm_format_m)) &
1128              "+, R" & to_string(slv_to_uint(nm_format_n)) , LogFile);
1129
1130      -- MOV with post-increment. This Instruction reads a byte, word,
1131      -- or longword from an address in Rm, into Rn. The address is
1132      -- incremented and stored in Rm after the value is retrieved.
1133
1134      -- Reads a byte from memory.
1135      Instruction_MemEnable <= '1';          -- Uses memory.
1136      Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1137      Instruction_WordMode <= IR(1 downto 0); -- bit-decode memory word mode
1138
1139      -- Output @Rm from RegA2
1140      RegA2Sel <= to_integer(unsigned(nm_format_m));
1141
1142      -- Write output of Data Bus to Rn
1143      RegInSel <= to_integer(unsigned(nm_format_n));
1144      RegDataInSel <= RegDataIn_DB;
1145      Instruction_RegEnableIn <= '1'; -- Enable writing to registers.
1146
1147      -- Write the incremented address to Rm
1148      RegAxInSel <= to_integer(unsigned(nm_format_m));
1149      Instruction_RegAxStore <= '1'; -- Enable writing to address register in the writeback state.
1150
1151      -- DMAU signals for post-increment indirect register addressing
1152      BaseSel <= BaseSel_REG;
1153      IndexSel <= IndexSel_NONE;
1154      OffScalarSel <= IR(1 downto 0); -- bit-decode offset scalar select
1155      IncDecSel <= IncDecSel_POST_INC;
1156
1157
1158      -- MOV.{B,W} R0, @(disp,Rn)
1159      -- nd4 format
1160      -- Note that the displacement depends on the mode of the address, so in
1161      -- byte mode, the displacement represents bytes, in word mode it represents
1162      -- words, etc. This is done to maximize it's range.
1163      elsif std_match(IR, MOV_R0_AT_DISP_RN) then
1164
1165          LogWithTime(l,
1166              "sh2_control.vhd: Decoded MOV.{B,W} R0, @(0x" & to_hstring(nd4_format_d) &
1167              ", " & to_string(slv_to_uint(nd4_format_n)) & ")", LogFile);
1168
1169      -- Instruction writes a byte to data memory.
1170      Instruction_MemEnable <= '1';
1171      Instruction_ReadWrite <= ReadWrite_WRITE;
1172
1173      Instruction_WordMode <= ByteMode when IR(8) = '0' else -- bit-decode byte/word mode
1174                          WordMode;
1175
1176      -- Output RegB (R0) to memory data bus
1177      MemOutSel <= MemOut_RegB;
1178
1179      -- Output R0 to RegB
1180      RegB5Sel <= 0;
1181
1182      -- Output Rn to RegA1. The DMAU will use this to calculate the address
1183      -- to write to.
1184      RegA1Sel <= to_integer(unsigned(nd4_format_n));
1185
1186      -- DMAU signals for Indirect register addressing with displacement
1187      BaseSel <= BaseSel_REG;
1188      IndexSel <= IndexSel_OFF4;

```

```

1189     OffScalarSel <= OffScalarSel_ONE when IR(8) = '0' else      -- bit-decode byte/word
1190         OffScalarSel_TWO;
1191     IncDecSel     <= IncDecSel_NONE;
1192     DMAUOff4      <= nd4_format_d;
1193
1194
1195     -- MOV.L Rm, @(disp, Rn)
1196     -- nmd format
1197     elsif std_match(IR, MOV_L_RM_AT_DISP_RN) then
1198
1199         LogWithTime(l,
1200             "sh2_control.vhd: Decoded MOV.L R" & to_string(slv_to_uint(nmd_format_m)) &
1201             ", @(0x" & to_hstring(nmd_format_d) & ", R" & to_string(slv_to_uint(nmd_format_n)) & ")", LogFile);
1202
1203         Instruction_MemEnable <= '1';
1204         Instruction_ReadWrite <= ReadWrite_WRITE;
1205         Instruction_WordMode  <= LongwordMode;
1206
1207         -- Output Rm to RegB.
1208         RegBSel <= to_integer(unsigned(nmd_format_m));
1209
1210         -- Output Rn to RegA1. The DMAU will use this to calculate the address
1211         -- to write to.
1212         RegA1Sel <= to_integer(unsigned(nmd_format_n));
1213
1214         -- Output RegB (Rm) to memory data bus. This will be written to memory.
1215         MemOutSel <= MemOut_RegB;
1216
1217         -- DMAU signals for Indirect register addressing with displacement (longword mode)
1218         BaseSel     <= BaseSel_REG;
1219         IndexSel     <= IndexSel_OFF4;
1220         OffScalarSel <= OffScalarSel_FOUR;
1221         IncDecSel     <= IncDecSel_NONE;
1222         DMAUOff4      <= nmd_format_d;
1223
1224
1225     -- MOV.{B,W} @(disp, Rm), R0
1226     -- md format
1227     -- Note that these instructions are very similar to MOV @(disp, PC), Rn
1228     elsif std_match(IR, MOV_AT_DISP_RM_R0) then
1229
1230         LogWithTime(l,
1231             "sh2_control.vhd: Decoded MOV.{B,W} @(0x" & to_hstring(md_format_d) &
1232             ", R" & to_string(slv_to_uint(md_format_m)) & ")", R0, LogFile);
1233
1234         -- Writing sign-extended byte from data bus to R0.
1235         RegInSel         <= 0;          -- Select R0 to write to.
1236         RegDataInSel     <= RegDataIn_DB; -- Write DataBus to reg.
1237         Instruction_RegEnableIn <= '1';  -- Enable Reg writing for this instruction.
1238
1239         -- Output @Rm from RegA2
1240         RegA2Sel <= to_integer(unsigned(md_format_m));
1241
1242         Instruction_MemEnable <= '1';      -- Instr uses memory.
1243         Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1244         Instruction_WordMode  <= ByteMode when IR(8) = '0' else      -- bit-decode word mode
1245             WordMode;
1246         Instruction_MemSel    <= MemSel_RAM;    -- Reads from RAM
1247
1248         -- DMAU signals for Indirect register addressing with displacement (byte mode)
1249         BaseSel     <= BaseSel_REG;
1250         IndexSel     <= IndexSel_OFF4;
1251         OffScalarSel <= OffScalarSel_ONE when IR(8) = '0' else      -- bit-decode offset scale
1252             OffScalarSel_TWO;
1253         IncDecSel     <= IncDecSel_NONE;
1254         DMAUOff4      <= md_format_d;

```



```

1255
1256
1257 -- MOV.L @(disp, Rm), Rn
1258 -- nmd
1259 elsif std_match(IR, MOV_L_AT_DISP_RM_RN) then
1260
1261   LogWithTime(l,
1262     "sh2_control.vhd: Decoded MOV.L @(0x" & to_hstring(nmd_format_d) &
1263     ", R" & to_string(slv_to_uint(nmd_format_m)) & ")", R" & to_string(slv_to_uint(nmd_format_n))
1264     , LogFile);
1265
1266   -- Writing longword from data bus to Rn.
1267   RegInSel      <= to_integer(unsigned(nmd_format_n)); -- Select Rn to write to.
1268   RegDataInSel  <= RegDataIn_DB;                      -- Write DataBus to reg.
1269   Instruction_RegEnableIn <= '1';                      -- Enable Reg writing for this instruction.
1270
1271   -- Output @Rm from RegA2
1272   RegA2Sel <= to_integer(unsigned(nmd_format_m));
1273
1274   Instruction_MemEnable <= '1'; -- Instr uses memory.
1275   Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1276   Instruction_WordMode <= LongwordMode; -- Reads longword.
1277   Instruction_MemSel <= MemSel_RAM; -- Reads from RAM
1278
1279
1280   -- DMAU signals for Indirect register addressing with displacement (longword mode)
1281   BaseSel <= BaseSel_REG;
1282   IndexSel <= IndexSel_OFF4;
1283   OffScalarSel <= OffScalarSel_FOUR;
1284   IncDecSel <= IncDecSel_NONE;
1285   DMAUOff4 <= nmd_format_d;
1286
1287
1288 -- MOV.{B,W,L} Rm, @(R0, Rn)
1289 -- nm format
1290 elsif std_match(IR, MOV_RM_AT_R0_RN) then
1291
1292   LogWithTime(l,
1293     "sh2_control.vhd: Decoded MOV.X R" & to_string(slv_to_uint(nm_format_m)) &
1294     ", @(R0, R" & to_string(slv_to_uint(nm_format_n)) & ")", LogFile);
1295
1296   -- Instr writes a byte to memory.
1297   Instruction_MemEnable <= '1';
1298   Instruction_ReadWrite <= ReadWrite_WRITE;
1299   Instruction_WordMode <= IR(1 downto 0); -- bit-decode memory mode
1300
1301   -- Output Rm to RegB.
1302   RegBSEL <= to_integer(unsigned(nm_format_m));
1303
1304   -- Output Rn to RegA1. The DMAU will use this to calculate the address
1305   -- to write to.
1306   RegA1Sel <= to_integer(unsigned(nm_format_n));
1307
1308   -- Output R0 to RegA2.
1309   RegA2Sel <= 0;
1310
1311   -- Output RegB (Rm) to memory data bus. This will be written to memory.
1312   MemOutSel <= MemOut_RegB;
1313
1314   -- DMAU Signals for Indirect Register Addressing
1315   BaseSel <= BaseSel_REG;
1316   IndexSel <= IndexSel_R0;
1317   OffScalarSel <= OffScalarSel_ONE;
1318   IncDecSel <= IncDecSel_NONE;
1319
1320

```

```

1321      -- MOV.{B,W,L} @(R0, Rm), Rn
1322      -- nm format
1323      elsif std_match(IR, MOV_AT_R0_RM_RN) then
1324
1325          LogWithTime(l,
1326              "sh2_control.vhd: Decoded MOV.X @(R0, R" & to_string(slv_to_uint(nm_format_m)) &
1327              ")", R" & to_string(slv_to_uint(nm_format_n)), LogFile);
1328
1329          -- Writing sign-extended byte from data bus to Rn.
1330          RegInSel      <= slv_to_uint(nm_format_n);      -- Select Rn to write to.
1331          RegDataInSel  <= RegDataIn_DB;                  -- Write DataBus to reg.
1332          Instruction_RegEnableIn <= '1';                  -- Enable Reg writing for this instruction.
1333
1334          -- Output @Rm from RegA2
1335          RegA2Sel <= slv_to_uint(nm_format_m);
1336
1337          -- Output @R0 from RegA1
1338          RegA1Sel <= 0;
1339
1340          Instruction_MemEnable <= '1';      -- Instr uses memory.
1341          Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1342          Instruction_WordMode <= IR(1 downto 0); -- bit decode memory mode
1343          Instruction_MemSel <= MemSel_RAM;      -- Reads from RAM
1344
1345          -- DMAU Signals for Indirect indexed Register Addressing
1346          BaseSel <= BaseSel_REG;
1347          IndexSel <= IndexSel_R0;
1348          OffScalarSel <= OffScalarSel_ONE;
1349          IncDecSel <= IncDecSel_NONE;
1350
1351
1352      -- MOV.{B,W,L} R0, @(disp, GBR)
1353      -- d format
1354      elsif std_match(IR, MOV_R0_AT_DISP_GBR) then
1355
1356          LogWithTime(l,
1357              "sh2_control.vhd: Decoded MOV.X R0, @(0x" & to_hstring(d_format_d) &
1358              ", GBR)", LogFile);
1359
1360          -- Writing to memory
1361          Instruction_MemEnable <= '1';
1362          Instruction_ReadWrite <= ReadWrite_WRITE;
1363          Instruction_WordMode <= IR(9 downto 8);      -- bit-decode memory mode
1364
1365          -- Output R0 to RegB.
1366          RegBSel <= 0;
1367
1368          -- Output RegB (Rm) to memory data bus. This will be written to memory.
1369          MemOutSel <= MemOut_RegB;
1370
1371          -- DMAU signals for Indirect GBR addressing with displacement
1372          BaseSel <= BaseSel_GBR;
1373          IndexSel <= IndexSel_OFF8;
1374          OffScalarSel <= IR(9 downto 8);      -- bit decode offset scalar select
1375          IncDecSel <= IncDecSel_NONE;
1376          DMAUOff8 <= d_format_d;
1377
1378      -- MOVA @(disp, PC), R0
1379      -- d format
1380      -- disp*4 + PC -> R0
1381      -- Note: due to bit decoding, this must come before MOV_AT_DISP_GBR_R0
1382      elsif std_match(IR, MOVA_AT_DISP_PC_R0) then
1383
1384          LogWithTime(l,
1385              "sh2_control.vhd: Decoded MOVA @" & to_hstring(d_format_d) &
1386              ", PC), R0", LogFile);

```

```

1387
1388     -- Note that this instruction moves the address, disp*4 + PC
1389     -- (calculated by the DMAU) into R0. It does NOT move the data at
1390     -- this address.
1391
1392     RegAxInSel      <= 0;    -- Write address to R0
1393     Instruction_RegAxStore <= '1'; -- Enable writing to address register in writeback state.
1394
1395     -- DMAU signals for PC Relative addressing with displacement (longword mode)
1396     BaseSel      <= BaseSel_PC;
1397     IndexSel     <= IndexSel_OFF8;
1398     OffScalarSel <= OffScalarSel_FOUR;
1399     IncDecSel    <= IncDecSel_NONE;
1400     DMAUOff8     <= nd8_format_d;
1401
1402     -- MOV.{B,W,L} @(disp, GBR), R0
1403     -- d format
1404     -- Note: due to bit decoding, this must come after MOVA_AT_DISP_PC_R0
1405     elsif std_match(IR, MOV_AT_DISP_GBR_R0) then
1406
1407         LogWithTime(l,
1408             "sh2_control.vhd: Decoded MOV.X @" & to_hstring(d_format_d) &
1409             ", GBR), R0", LogFile);
1410
1411         RegInSel      <= 0;    -- Write to R0
1412         RegDataInSel  <= RegDataIn_DB; -- Write Data bus to R0
1413         Instruction_RegEnableIn <= '1'; -- Enable register writing for this instruction.
1414
1415         Instruction_MemEnable <= '1';
1416         Instruction_ReadWrite <= ReadWrite_READ;
1417         Instruction_WordMode <= IR(9 downto 8); -- bit decode memory mode
1418
1419         -- DMAU signals for Indirect GBR addressing with displacement (byte mode)
1420         BaseSel      <= BaseSel_GBR;
1421         IndexSel     <= IndexSel_OFF8;
1422         OffScalarSel <= IR(9 downto 8); -- bit decode offset scalar select
1423         IncDecSel    <= IncDecSel_NONE;
1424         DMAUOff8     <= d_format_d;
1425
1426     -- MOVT Rn
1427     -- n format.
1428     elsif std_match(IR, MOVT_RN) then
1429
1430         LogWithTime(l,
1431             "sh2_control.vhd: Decoded MOVT R" & to_string(slv_to_uint(n_format_n)),
1432             LogFile);
1433
1434         -- TODO: This is not consistent with the convention that RegB is
1435         -- always Rm !!!
1436         --
1437         RegInSel      <= to_integer(unsigned(n_format_n));
1438         RegDataInSel  <= RegDataIn_SR_TBit;
1439         Instruction_RegEnableIn <= '1';
1440
1441
1442     -- SWAP.B Rm, Rn
1443     -- nm format
1444     -- Rm -> Swap upper and lower 2 bytes -> Rn
1445     elsif std_match(IR, SWAP_RM_RN) then
1446
1447         LogWithTime(l,
1448             "sh2_control.vhd: Decoded SWAP.X R" & to_string(slv_to_uint(nm_format_m))
1449             & ", R" & to_string(nm_format_n), LogFile);
1450
1451         RegASel      <= slv_to_uint(nm_format_m);
1452         RegInSel     <= slv_to_uint(nm_format_n);

```

```

1453
1454     -- Bit decode if whether byte or word mode
1455     RegDataInSel <= RegDataIn_RegA_SWAP_B when IR(0) = '0' else
1456         RegDataIn_RegA_SWAP_W;
1457
1458     Instruction_RegEnableIn <= '1';
1459
1460
1461     -- XTRCT Rm, Rn
1462     -- nm format
1463     -- Center 32 bits of Rm and Rn -> Rn
1464     elsif std_match(IR, XTRCT_RM_RN) then
1465
1466         LogWithTime(l,
1467             "sh2_control.vhd: Decoded XTRCT R" & to_string(slv_to_uint(nm_format_m))
1468             & ", R" & to_string(nm_format_n), LogFile);
1469
1470         RegASel <= slv_to_uint(nm_format_n);
1471         RegBSel <= slv_to_uint(nm_format_m);
1472
1473         RegInSel <= slv_to_uint(nm_format_n); -- Write to Rn
1474
1475         RegDataInSel <= RegDataIn_REGB_REGA_CENTER;
1476
1477         Instruction_RegEnableIn <= '1';
1478
1479
1480
1481     -- Branch Instructions -----
1482
1483     -- BF <label> (where label is disp*2 + PC)
1484     -- d format
1485     elsif std_match(IR, BF) then
1486
1487         LogWithTime(l,
1488             "sh2_control.vhd: Decoded BF (label=" & to_hstring(d_format_d) &
1489             "*2 + PC)", LogFile);
1490
1491         -- If T=0, disp*2 + PC -> PC; if T=1, nop (where label is disp*2 + PC)
1492
1493         if (TFlagIn = '0') then
1494
1495             Instruction_PCAddrMode <= PCAddrMode_RELATIVE_8;
1496             PMAUOff8 <= d_format_d;
1497
1498         else
1499
1500             -- Go to the next instruction.
1501             Instruction_PCAddrMode <= PCAddrMode_INC; -- Increment PC
1502
1503         end if;
1504
1505
1506
1507     -- BF/S <label> (where label is disp*2 + PC)
1508     -- d format
1509     elsif std_match(IR, BF_S) then
1510
1511         LogWithTime(l,
1512             "sh2_control.vhd: Decoded BF/S (label=" & to_hstring(d_format_d) &
1513             "*2 + PC)", LogFile);
1514
1515         if (TFlagIn = '0') then
1516             -- Take the branch
1517
1518             -- The delay will be taken.

```

```

1519         Instruction_DelayedBranchTaken <= '1';
1520         PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1521
1522         Instruction_PCAddrMode <= PCAddrMode_RELATIVE_8;
1523         PMAUOff8               <= d_format_d;
1524
1525     else
1526         -- Go to the next instruction.
1527         Instruction_PCAddrMode <= PCAddrMode_INC; -- Increment PC
1528     end if;
1529
1530
1531 -- BT <label> (where label is disp*2 + PC)
1532 -- d format
1533 elsif std_match(IR, BT) then
1534
1535     -- Branch true without delay slot.
1536
1537     LogWithTime(l,
1538         "sh2_control.vhd: Decoded BT (label=" & to_hstring(d_format_d) &
1539         "*"2 + PC)", LogFile);
1540
1541     -- If T=1, disp*2 + PC -> PC; if T=0, nop (where label is disp*2 + PC)
1542
1543     if (TFlagIn = '1') then
1544
1545         Instruction_PCAddrMode <= PCAddrMode_RELATIVE_8;
1546         PMAUOff8               <= d_format_d;
1547
1548     else
1549         -- Go to the next instruction.
1550         Instruction_PCAddrMode <= PCAddrMode_INC; -- Increment PC
1551     end if;
1552
1553
1554 -- BT/S <label> (where label is disp*2 + PC)
1555 -- d format
1556 elsif std_match(IR, BT_S) then
1557
1558     LogWithTime(l,
1559         "sh2_control.vhd: Decoded BT/S (label=" & to_hstring(d_format_d) &
1560         "*"2 + PC)", LogFile);
1561
1562
1563     -- If T=1, disp*2 + PC -> PC; if T=0, nop (where label is disp*2 + PC)
1564     if (TFlagIn = '1') then
1565
1566         -- The delay will be taken.
1567         Instruction_DelayedBranchTaken <= '1';
1568         PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1569
1570         Instruction_PCAddrMode <= PCAddrMode_RELATIVE_8;
1571         PMAUOff8               <= d_format_d;
1572
1573     else
1574         -- Go to the next instruction.
1575         Instruction_PCAddrMode <= PCAddrMode_INC; -- Increment PC
1576     end if;
1577
1578
1579 -- BRA <label> (where label is disp*2 + PC)
1580 -- d12 format
1581 elsif std_match(IR, BRA) then
1582
1583     LogWithTime(l,
1584         "sh2_control.vhd: Decoded BRA (label=" & to_hstring(d12_format_d) &

```

```

1585         "*2 + PC)", LogFile);
1586
1587     Instruction_DelayedBranchTaken <= '1';
1588     PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1589
1590     Instruction_PCAddrMode <= PCAddrMode_RELATIVE_12;
1591     PMAU0ff12              <= d12_format_d;
1592
1593
1594 -- BRAF Rm
1595 -- m format
1596 elsif std_match(IR, BRAF) then
1597
1598     -- Delayed branch, Rm + PC -> PC
1599
1600     -- Note that the PMAU's register input is always RegB.
1601
1602     RegBSEL <= slv_to_uint(m_format_m);
1603
1604     LogWithTime(l,
1605         "sh2_control.vhd: Decoded BRAF R" & to_string(slv_to_uint(m_format_m)), LogFile);
1606
1607     Instruction_DelayedBranchTaken <= '1';
1608     PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1609
1610     Instruction_PCAddrMode <= PCAddrMode_REG_DIRECT_RELATIVE;
1611
1612
1613 -- BSR <label> (where label is disp*2)
1614 -- d12 format
1615 elsif std_match(IR, BSR) then
1616
1617     LogWithTime(l,
1618         "sh2_control.vhd: Decoded BSR (label=" & to_hstring(d12_format_d) &
1619         "*2 + PC)", LogFile);
1620
1621     Instruction_DelayedBranchTaken <= '1';
1622     PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1623
1624     Instruction_PCAddrMode <= PCAddrMode_RELATIVE_12;
1625     PMAU0ff12 <= d12_format_d;
1626
1627     Instruction_PRWriteEn <= '1';
1628
1629     -- Control signals to write PC to PR.
1630     SysRegSrc              <= SysRegSrc_PC;
1631     Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1632
1633
1634 -- BSRF Rm
1635 -- m format
1636 --
1637 -- Branch to sub-routine far.
1638 -- PC -> PR, Rm + PC -> PC
1639 elsif std_match(IR, BSRF) then
1640
1641     LogWithTime(l,
1642         "sh2_control.vhd: Decoded BSRF R" & to_string(slv_to_uint(m_format_m)), LogFile);
1643
1644     -- Basically BSR, but with a different target.
1645     Instruction_DelayedBranchTaken <= '1';
1646     PCWriteCtrl                     <= PCWriteCtrl_WRITE_CALC;
1647
1648     Instruction_PCAddrMode <= PCAddrMode_REG_DIRECT_RELATIVE;
1649
1650     Instruction_PRWriteEn <= '1';

```

```

1651
1652     -- Control signals to write PC to PR.
1653     SysRegSrc      <= SysRegSrc_PC;
1654     Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1655
1656
1657     -- JMP @Rm
1658     -- m format
1659     -- Delayed branch, Rm -> PC
1660     elsif std_match(IR, JMP) then
1661
1662         LogWithTime(l,
1663             "sh2_control.vhd: Decoded JMP @R" & to_string(slv_to_uint(m_format_m)), LogFile);
1664
1665         -- PMAU Register input is RegB.
1666         RegBSEL <= slv_to_uint(m_format_m);
1667
1668         Instruction_DelayedBranchTaken <= '1';
1669         PCWriteCtrl      <= PCWriteCtrl_WRITE_CALC;
1670         Instruction_PCAAddrMode      <= PCAAddrMode_REG_DIRECT;
1671
1672
1673     -- JSR @Rm
1674     -- m format
1675     -- Delayed branch, PC -> PR, Rm -> PC
1676     elsif std_match(IR, JSR) then
1677
1678         LogWithTime(l,
1679             "sh2_control.vhd: Decoded JSR @R" & to_string(slv_to_uint(m_format_m)), LogFile);
1680
1681         RegBSEL <= slv_to_uint(m_format_m);
1682
1683         Instruction_DelayedBranchTaken <= '1';
1684         PCWriteCtrl      <= PCWriteCtrl_WRITE_CALC;
1685         Instruction_PCAAddrMode      <= PCAAddrMode_REG_DIRECT;
1686
1687         Instruction_PRWriteEn <= '1';
1688
1689         SysRegSrc <= SysRegSrc_PC;
1690         Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1691
1692     elsif std_match(IR, RTS) then
1693
1694         LogWithTime(l,
1695             "sh2_control.vhd: Decoded RTS", LogFile);
1696
1697         Instruction_PCAAddrMode      <= PCAAddrMode_PR_DIRECT;
1698         Instruction_DelayedBranchTaken <= '1';
1699         PCWriteCtrl      <= PCWriteCtrl_WRITE_CALC;
1700
1701
1702     -- System Control Instructions -----
1703
1704     elsif std_match(IR, CLRT) then
1705
1706         LogWithTime(l, "sh2_control.vhd: Decoded CLRT", LogFile);
1707
1708         Instruction_TFlagSel <= TFlagSel_CLEAR;    -- clear the T flag
1709
1710     elsif std_match(IR, CLRMAC) then
1711
1712         LogWithTime(l, "sh2_control.vhd: Decoded CLRMAC", LogFile);
1713
1714         Instruction_SysRegCtrl <= SysRegCtrl_CLEAR;
1715         SysRegSel <= SysRegSel_MACL;
1716

```

```

1717     elsif std_match(IR, SETT) then
1718
1719         LogWithTime(l, "sh2_control.vhd: Decoded SETT", LogFile);
1720
1721         Instruction_TFlagSel <= TFlagSel_SET;      -- set the T flag
1722
1723     elsif std_match(IR, STC_SYS_RN) then
1724
1725         -- STC {SR, GBR, VBR}, Rn
1726         -- Uses bit decoding to choose the system register to store
1727
1728         LogWithTime(l, "sh2_control.vhd: Decoded STC XXX, Rn", LogFile);
1729
1730         RegInSel <= to_integer(unsigned(n_format_n));
1731
1732         -- selects data source to store to a register through bit decoding
1733         SysRegSel <= "0" & IR(5 downto 4);
1734         RegDataInSel <= RegDataIn_SysReg;
1735         Instruction_RegEnableIn <= '1';
1736
1737     elsif std_match(IR, STS_SYS_RN) then
1738
1739         -- STS {MACH, MACL, PR}, Rn
1740         -- Uses bit decoding to choose the system register to store
1741
1742         LogWithTime(l, "sh2_control.vhd: Decoded STS XXX, Rn", LogFile);
1743
1744         RegInSel <= to_integer(unsigned(n_format_n));
1745
1746         -- selects data source to store to a register through bit decoding
1747         SysRegSel <= "1" & IR(5 downto 4);
1748         RegDataInSel <= RegDataIn_SysReg;
1749         Instruction_RegEnableIn <= '1';
1750
1751     elsif std_match(IR, STC_L_SYS_RN) then
1752
1753         -- STC.L {SR, GBR, VBR}, @-Rn
1754         -- Uses bit decoding to choose the system register to store
1755         LogWithTime(l, "sh2_control.vhd: Decoded STC.L XXX, @-Rn", LogFile);
1756
1757         -- Writes a byte to memory
1758         Instruction_MemEnable <= '1';      -- Uses memory.
1759         Instruction_ReadWrite <= ReadWrite_WRITE; -- Writes.
1760         Instruction_WordMode <= LongwordMode; -- bit decode memory mode
1761
1762         -- selects data source to store to a register through bit decoding
1763         SysRegSel <= "0" & IR(5 downto 4);
1764         MemOutSel <= MemOut_SysReg;
1765
1766         RegAlSel <= to_integer(unsigned(nm_format_n)); -- Output @(Rn) from RegAl output.
1767         RegAxInSel <= to_integer(unsigned(nm_format_n)); -- Store calculated address into Rn
1768         Instruction_RegAxStore <= '1'; -- Enable writes to address registers.
1769
1770         -- DMAU signals (for Pre-decrement indirect register addressing)
1771         BaseSel <= BaseSel_REG;
1772         IndexSel <= IndexSel_NONE;
1773         OffScalarSel <= OffScalarSel_FOUR;
1774         IncDecSel <= IncDecSel_PRE_DEC;
1775
1776     elsif std_match(IR, STS_L_SYS_RN) then
1777
1778         -- STC.L {MACH, MACL, PR}, @-Rn
1779         -- Uses bit decoding to choose the system register to store
1780         LogWithTime(l, "sh2_control.vhd: Decoded STC.L XXX, @-Rn", LogFile);
1781
1782         -- Writes a byte to memory

```



```

1783     Instruction_MemEnable <= '1';           -- Uses memory.
1784     Instruction_ReadWrite <= ReadWrite_WRITE; -- Writes.
1785     Instruction_WordMode  <= LongwordMode;   -- bit decode memory mode
1786
1787     -- selects data source to store to a register through bit decoding
1788     SysRegSel <= "1" & IR(5 downto 4);
1789     MemOutSel <= MemOut_SysReg;
1790
1791     RegA1Sel      <= to_integer(unsigned(nm_format_n)); -- Output @(Rn) from RegA1 output.
1792     RegAxInSel    <= to_integer(unsigned(nm_format_n)); -- Store calculated address into Rn
1793     Instruction_RegAxStore <= '1';                -- Enable writes to address registers.
1794
1795     -- DMAU signals (for Pre-decrement indirect register addressing)
1796     BaseSel      <= BaseSel_REG;
1797     IndexSel     <= IndexSel_NONE;
1798     OffScalarSel <= OffScalarSel_FOUR;
1799     IncDecSel    <= IncDecSel_PRE_DEC;
1800
1801
1802     elsif std_match(IR, LDC_RM_SYS) then
1803
1804         -- LDC Rm, GBR must actually load into the GBR in the DMAU for later instructions
1805         -- to work. Must modify other system control register loads to load to their actual
1806         -- locations as well.
1807         if (std_match(IR, LDC_RM_GBR)) then
1808             Instruction_GBRWriteEn <= '1';
1809         end if;
1810
1811         -- LDC Rm, {SR, GBR, VBR}
1812         -- Uses bit decoding to choose the system register to load
1813
1814         LogWithTime(l, "sh2_control.vhd: Decoded LDC Rm, X", LogFile);
1815
1816         RegBSEL <= to_integer(unsigned(m_format_m));
1817         Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1818         SysRegSel <= "0" & IR(5 downto 4); -- bit decode register to select
1819         SysRegSrc <= SysRegSrc_RegB;
1820
1821     elsif std_match(IR, LDC_L_RM_SYS) then
1822         -- LDC.L @Rm+, {SR, GBR, VBR}
1823         -- Uses bit decoding to choose the system register to load
1824
1825         if (std_match(IR, LDC_L_AT_RM_PLUS_GBR)) then
1826             Instruction_GBRWriteEn <= '1';
1827         end if;
1828
1829         LogWithTime(l, "sh2_control.vhd: Decoded LDC.L @Rm+, X", LogFile);
1830
1831         -- Reads a longword from memory
1832         Instruction_MemEnable <= '1';           -- Uses memory.
1833         Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1834         Instruction_WordMode  <= LongwordMode;   -- bit decode memory mode
1835
1836         -- Load into a system register
1837         Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1838         SysRegSel <= "0" & IR(5 downto 4); -- bit decode which system register to write to
1839         SysRegSrc <= SysRegSrc_DB;        -- load new register value from memory
1840
1841         -- Read from @Rm, and save with post-incremented value
1842         RegA2Sel <= to_integer(unsigned(m_format_m));
1843         RegAxInSel <= to_integer(unsigned(m_format_m));
1844         Instruction_RegAxStore <= '1';
1845
1846         -- DMAU signals (for post-increment indirect register addressing)
1847         BaseSel <= BaseSel_REG;
1848         IndexSel <= IndexSel_NONE;

```

```

1849         OffScalarSel <= OffScalarSel_FOUR;
1850         IncDecSel      <= IncDecSel_POST_INC;
1851
1852     elsif std_match(IR, LDS_RM_SYS) then
1853         -- LDS Rm, {MACH, MACL, PR}
1854         -- Uses bit decoding to choose the system register to load
1855
1856         -- Ensure that PR does actually get written to
1857         if (std_match(IR, LDS_RM_PR)) then
1858             Instruction_PRWriteEn <= '1';
1859         end if;
1860
1861         LogWithTime(l, "sh2_control.vhd: Decoded LDS Rm, X", LogFile);
1862
1863         RegBSEL <= to_integer(unsigned(m_format_m));
1864         Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1865         SysRegSel <= "1" & IR(5 downto 4); -- bit decode register to select
1866         SysRegSrc <= SysRegSrc_RegB;
1867
1868     elsif std_match(IR, LDS_L_RM_SYS) then
1869         -- LDS.L @Rm+, {MACH, MACL, PR}
1870         -- Uses bit decoding to choose the system register to load
1871
1872         if (std_match(IR, LDS_L_AT_RM_PLUS_PR)) then
1873             Instruction_PRWriteEn <= '1';
1874         end if;
1875
1876         LogWithTime(l, "sh2_control.vhd: Decoded LDS.L @Rm+, X", LogFile);
1877
1878         -- Reads a longword from memory
1879         Instruction_MemEnable <= '1'; -- Uses memory.
1880         Instruction_ReadWrite <= ReadWrite_READ; -- Reads.
1881         Instruction_WordMode <= LongwordMode; -- bit decode memory mode
1882
1883         -- Load into a system register
1884         Instruction_SysRegCtrl <= SysRegCtrl_LOAD;
1885         SysRegSel <= "1" & IR(5 downto 4); -- bit decode which system register to write to
1886         SysRegSrc <= SysRegSrc_DB; -- load new register value from memory
1887
1888         -- Read from @Rm, and save with post-incremented value
1889         RegA2Sel <= to_integer(unsigned(m_format_m));
1890         RegAxInSel <= to_integer(unsigned(m_format_m));
1891         Instruction_RegAxStore <= '1';
1892
1893         -- DMAU signals (for post-increment indirect register addressing)
1894         BaseSel <= BaseSel_REG;
1895         IndexSel <= IndexSel_NONE;
1896         OffScalarSel <= OffScalarSel_FOUR;
1897         IncDecSel <= IncDecSel_POST_INC;
1898
1899     elsif std_match(IR, NOP) then
1900
1901         LogWithTime(l, "sh2_control.vhd: Decoded NOP", LogFile);
1902
1903     elsif not is_x(IR) then
1904         report "Unrecognized instruction: " & to_hstring(IR);
1905     end if;
1906
1907 end if;
1908
1909 end process;
1910
1911 -- Register updates done on clock edges. The state machine logic is also encoded here.
1912 -- Currently it is a repeating cycle of:
1913 -- - fetch: read the current instruction from ROM at address PC
1914 -- - execute: latch the instruction into IR and decode it, performing the necessary

```

```
1915 --      computations on this clock and also outputting read/write signals for memory access
1916 -- - writeback: update registers with computed values (or values read from memory).
1917 --      Also increment the PC to advance to the next instruction.
1918 state_proc: process (clock, reset)
1919 begin
1920     if reset = '0' then
1921         state <= fetch;
1922         IR <= NOP;
1923     elsif rising_edge(clock) then
1924         if state = fetch then
1925             state <= execute;
1926             IR <= MemDataIn(15 downto 0); -- latch in instruction from memory
1927         elsif state = execute then
1928             state <= writeback;
1929         elsif state = writeback then
1930             state <= fetch;
1931         end if;
1932     end if;
1933 end process state_proc;
1934
1935 end dataflow;
1936
```

```

1  -----
2  --
3  -- Hitachi SH-2 CPU
4  --
5  -- This file implements the complete SH-2 CPU, implemented for EE 188, Spring
6  -- term 2024-2025. The CPU supports the entirety of the SH-2 instruction set
7  -- except for MUL/DIV, MAC instructions, and other multi-clock instructions.
8  -- The CPU consists of a register array, arithmetic logic unit (ALU), program
9  -- memory access unit (PMAU), data memory access unit (DMAU), and memory
10 -- interfaces for input/output. This CPU contains sixteen 32-bit general
11 -- purpose registers, along with special registers such as PC, PR, GBR, VBR,
12 -- and SR. Each instruction is encoded in 16 bits, and memory can be accessed
13 -- either byte-wise, word-wise, or longword-wise. Currently, the CPU is not
14 -- pipelined and executes every instruction in three clocks.
15 --
16 -- Revision History:
17 --   28 Apr 25   Glen George       Initial revision.
18 --   01 May 25   Zack Huang        Declare all sub-unit entities
19 --   03 May 25   Zack Huang        Add state machine, test basic I/O
20 --   04 May 25   Zack Huang        Integrate memory interface
21 --   07 May 25   Chris Miranda     Change code formatting.
22 --   11 May 25   Zack Huang        Start system control instructions
23 --   12 May 25   Chris M.          Add extra RegDataIn sources and connect
24 --                               PCSrc of DMAU.
25 --   14 May 25   Chris M.          Tri-state address in writeback state.
26 --   16 May 25   Zack Huang        Documentation, renaming signals
27 --   19 May 25   Chris M.          Connect R0Src to DMAU.
28 --   24 May 25   Chris M.          Add GBRIIn mux.
29 --   25 May 25   Zack Huang        Finishing ALU and system instructions
30 --   26 May 25   Chris M.          Add internal signal for XTRCT instruction
31 --                               register manipulation. Also added this
32 --                               as possible input to RegDataIn.
33 --   01 Jun 25   Zack Huang        Finishing documentation
34 --
35  -----
36
37
38 --
39 -- SH2_CPU
40 --
41 -- This is the complete entity declaration for the SH-2 CPU. It is used to
42 -- test the complete design.
43 --
44 -- Inputs:
45 --   Reset      - active low reset signal
46 --   NMI        - active falling edge non-maskable interrupt
47 --   INT        - active low maskable interrupt
48 --   clock      - the system clock
49 --
50 -- Outputs:
51 --   AB         - memory address bus (32 bits)
52 --   RE0        - first byte read signal, active low
53 --   RE1        - second byte read signal, active low
54 --   RE2        - third byte read signal, active low
55 --   RE3        - fourth byte read signal, active low
56 --   WE0        - first byte write signal, active low
57 --   WE1        - second byte write signal, active low
58 --   WE2        - third byte write signal, active low
59 --   WE3        - fourth byte write signal, active low
60 --
61 -- Inputs/Outputs:
62 --   DB         - memory data bus (32 bits)
63 --
64 --
65 library ieee;
66 use ieee.std_logic_1164.all;

```

```

67 use ieee.numeric_std.all;
68 use std.textio.all;
69
70 use work.SH2Constants.all;
71 use work.SH2ControlConstants.all;
72 use work.SH2PmauConstants.all;
73 use work.SH2DmauConstants.all;
74 use work.MemoryInterfaceConstants.all;
75
76
77 entity SH2CPU is
78
79     port (
80         Reset    : in    std_logic;           -- reset signal (active low)
81         NMI      : in    std_logic;           -- non-maskable interrupt signal (falling edge)
82         INT      : in    std_logic;           -- maskable interrupt signal (active low)
83         clock     : in    std_logic;           -- system clock
84         AB       : out   std_logic_vector(31 downto 0); -- memory address bus
85         MemSel   : out   std_logic;           -- whether to access data memory (0) or program memory (1)
86         RE0      : out   std_logic;           -- first byte active low read enable
87         RE1      : out   std_logic;           -- second byte active low read enable
88         RE2      : out   std_logic;           -- third byte active low read enable
89         RE3      : out   std_logic;           -- fourth byte active low read enable
90         WE0      : out   std_logic;           -- first byte active low write enable
91         WE1      : out   std_logic;           -- second byte active low write enable
92         WE2      : out   std_logic;           -- third byte active low write enable
93         WE3      : out   std_logic;           -- fourth byte active low write enable
94         DB       : inout std_logic_vector(31 downto 0) -- memory data bus
95     );
96
97 end SH2CPU;
98
99 architecture structural of sh2cpu is
100
101     -- Sign-extends a standard logic vector to the SH2 wordsize
102     pure function SignExtend(slv : std_logic_vector) return std_logic_vector is
103     begin
104         return std_logic_vector(resize(signed(slv), SH2_WORDSIZE));
105     end function;
106
107     -- Zero-extends a standard logic vector to the SH2 wordsize
108     pure function ZeroExtend(slv : std_logic_vector) return std_logic_vector is
109     begin
110         return std_logic_vector(resize(unsigned(slv), SH2_WORDSIZE));
111     end function;
112
113     -- Returns the low byte of a standard logic vector
114     pure function LowByte(slv : std_logic_vector) return std_logic_vector is
115     begin
116         assert slv'length >= 8
117         report "slv must be >= 8 bits."
118         severity ERROR;
119
120         return slv(7 downto 0);
121     end function;
122
123     -- Returns the low word of a standard logic vector
124     pure function LowWord(slv : std_logic_vector) return std_logic_vector is
125     begin
126         assert slv'length >= 16
127         report "slv must be >= 16 bits"
128         severity ERROR;
129
130         return slv(15 downto 0);
131     end function;
132

```

```

133
134 -- Register array inputs
135 signal RegDataIn : std_logic_vector(31 downto 0); -- data to write to a register
136 signal RegEnableIn: std_logic; -- if data should be written to an input register
137 signal RegInSel : integer range 15 downto 0; -- which register to write data to
138 signal RegASel : integer range 15 downto 0; -- which register to read to bus A
139 signal RegBSel : integer range 15 downto 0; -- which register to read to bus B
140 signal RegAxIn : std_logic_vector(31 downto 0); -- data to write to an address register
141 signal RegAxInSel : integer range 15 downto 0; -- which address register to write to
142 signal RegAxStore : std_logic; -- if data should be written to the address register
143 signal RegA1Sel : integer range 15 downto 0; -- which register to read to address bus 1
144 signal RegA2Sel : integer range 15 downto 0; -- which register to read to address bus 2
145
146 -- register array outputs
147 signal RegA : std_logic_vector(31 downto 0); -- register bus A
148 signal RegB : std_logic_vector(31 downto 0); -- register bus B
149 signal RegA1 : std_logic_vector(31 downto 0); -- address register bus 1
150 signal RegA2 : std_logic_vector(31 downto 0); -- address register bus 2
151
152 -- ALU inputs
153 signal OperandA : std_logic_vector(31 downto 0); -- first operand
154 signal OperandB : std_logic_vector(31 downto 0); -- second operand
155 signal LoadA : std_logic; -- determine if OperandA is loaded ('1') or zeroed ('0')
156 signal FCmd : std_logic_vector(3 downto 0); -- F-Block operation
157 signal CinCmd : std_logic_vector(1 downto 0); -- carry in operation
158 signal SCmd : std_logic_vector(2 downto 0); -- shift operation
159 signal ALUCmd : std_logic_vector(1 downto 0); -- ALU result select
160
161 -- ALU outputs
162 signal Result : std_logic_vector(31 downto 0); -- ALU result
163 signal Cout : std_logic; -- carry out
164 signal Overflow : std_logic; -- signed overflow
165 signal Zero : std_logic; -- result is zero
166 signal Sign : std_logic; -- sign of result
167
168 -- DMAU inputs
169 signal RegSrc : std_logic_vector(31 downto 0); -- input register
170 signal R0Src : std_logic_vector(31 downto 0); -- R0 register input
171 signal PCSrc : std_logic_vector(31 downto 0); -- program counter source
172 signal GBRIn : std_logic_vector(31 downto 0); -- GBR input
173 signal GBRWriteEn : std_logic; -- GBR write enable, active high
174 signal DMAUOff4 : std_logic_vector(3 downto 0); -- 4-bit offset
175 signal DMAUOff8 : std_logic_vector(7 downto 0); -- 8-bit offset
176 signal BaseSel : std_logic_vector(1 downto 0); -- which base register source to select
177 signal IndexSel : std_logic_vector(1 downto 0); -- which index source to select
178 signal OffScalarSel : std_logic_vector(1 downto 0); -- what to scale the offset by (1, 2, 4)
179 signal IncDecSel : std_logic_vector(1 downto 0); -- post-increment or pre-decrement the base
180
181 -- DMAU outputs
182 signal DataAddress : std_logic_vector(31 downto 0); -- output address
183 signal AddrSrcOut : std_logic_vector(31 downto 0); -- incremented/decremented address (store back to register)
184 signal GBROut : std_logic_vector(31 downto 0); -- GBR output
185
186 -- PMAU inputs
187 signal RegIn : std_logic_vector(31 downto 0); -- register source input
188 signal PRIn : std_logic_vector(31 downto 0); -- PR register input (for writing to PR)
189 signal PRWriteEn : std_logic; -- enable writing to PR (active high)
190 signal PCAddrMode : std_logic_vector(2 downto 0); -- program address mode select signal
191 signal PMAUOff8 : std_logic_vector(7 downto 0); -- 8-bit signed offset input
192 signal PMAUOff12 : std_logic_vector(11 downto 0); -- 12-bit signed offset input
193 signal PCIn : std_logic_vector(31 downto 0); -- input for parallel loading of PC
194 signal PCWriteCtrl : std_logic_vector(1 downto 0); -- write control signal for PC
195
196 -- PMAU outputs
197 signal PCCalcOut : std_logic_vector(31 downto 0); -- calculated PC address output
198 signal PCRegOut : std_logic_vector(31 downto 0); -- current value of the PC register

```

```

199 signal PROut      : std_logic_vector(31 downto 0);    -- PR (procedure register) output
200
201 -- Memory interface inputs
202 signal MemEnable    : std_logic;                      -- memory interface enable (active high)
203 signal ReadWrite    : std_logic;                      -- if reading or writing from memory
204 signal MemMode      : std_logic_vector(1 downto 0);    -- memory access mode (byte, word, or longword)
205 signal MemAddress   : std_logic_vector(31 downto 0);    -- memory address bus (MUST BE ALIGNED)
206 signal MemDataOut   : std_logic_vector(31 downto 0);    -- the data to output to memory
207
208 -- Memory interface outputs
209 signal ReadMask     : std_logic_vector(3 downto 0);    -- read enable mask (active low)
210 signal WriteMask    : std_logic_vector(3 downto 0);    -- write enable mask (active low)
211 signal MemDataIn    : std_logic_vector(31 downto 0);    -- the data read in from memory
212
213 -- CPU internal control signals
214 signal MemOutSel     : std_logic_vector(2 downto 0);    -- source for data that should be output to memory
215 signal RegDataInSel  : std_logic_vector(3 downto 0);    -- source for register input data
216 signal TFlagSel     : std_logic_vector(2 downto 0);    -- source for next value of T flag
217 signal Immediate     : std_logic_vector(7 downto 0);    -- immediate value from instruction
218 signal ImmediateMode : std_logic;                      -- immediate extension mode (zero or signed)
219 signal ALUOpBSel    : std_logic;                      -- source for ALU Operand B
220 signal SysRegCtrl    : std_logic_vector(1 downto 0);    -- how to update system registers
221 signal SysRegSel     : std_logic_vector(2 downto 0);    -- system register select
222 signal SysRegSrc     : std_logic_vector(1 downto 0);    -- source for data to input into a system register
223 signal TNext        : std_logic;                      -- Next value for T bit
224 signal ExtMode       : std_logic_vector(1 downto 0);    -- mode for extending register value (zero or signed)
225 signal MemAddrSel    : std_logic;                      -- whether to output PMAU or DMAU address
226 signal TCmpSel      : std_logic_vector(2 downto 0);    -- how to compute T from ALU status flags
227 signal DelayedBranchTaken : std_logic;                -- Whether the delayed branch is taken or not.
228
229 -- CPU system/control registers
230 signal SR            : std_logic_vector(31 downto 0);    -- Status register.
231 signal VBR           : std_logic_vector(31 downto 0);    -- Vector Base Register.
232 signal MACL          : std_logic_vector(31 downto 0);    -- Multiply and Accumulate Low.
233 signal MACH          : std_logic_vector(31 downto 0);    -- Multiply and Accumulate High.
234
235 -- Aliases for status register bits.
236 alias MBit : std_logic is SR(9); -- The M and Q bits are used by DIV0U/S and DIV1 instructions.
237 alias QBit : std_logic is SR(8); -- ...
238 alias I3Bit : std_logic is SR(7); -- Interrupt mask bits.
239 alias I2Bit : std_logic is SR(6); -- ...
240 alias I1Bit : std_logic is SR(5); -- ...
241 alias I0Bit : std_logic is SR(4); -- ...
242 alias SBit  : std_logic is SR(1); -- Used by MAC instructions.
243 alias TBit  : std_logic is SR(0); -- True flag.
244
245 -- Intermediate terms
246 signal ExtendedReg   : std_logic_vector(31 downto 0);    -- extended register value (for EXT* instructions)
247 signal NextSysReg    : std_logic_vector(31 downto 0);    -- data to input into a system register
248 signal ImmediateExt  : std_logic_vector(31 downto 0);    -- sign-extended immediate
249 signal TCmp          : std_logic;                      -- The value of T generated from a compare
250 signal StrCmp        : std_logic;                      -- used to compare the bytes of RegA and RegB
251 signal SysReg        : std_logic_vector(31 downto 0);    -- Value of selected system/control register
252 signal PCNext        : std_logic_vector(31 downto 0);    -- The current PC incremented by two.
253 signal PrevPCReg     : std_logic_vector(31 downto 0);    -- the previous value fo PC
254 signal PCUsed        : std_logic_vector(31 downto 0);    -- The PC that will be fetched from program memory.
255
256 -- RegA with the upper and lower halves of the low two bytes swapped (for the SWAP.B instruction).
257 signal RegASwapB : std_logic_vector(31 downto 0);
258
259 -- RegA with the high and low words swapped (for the SWAP.W instruction).
260 signal RegASwapW : std_logic_vector(31 downto 0);
261
262 -- The center 32-bits of RegB and RegA (ie, low word of RegB and high word of RegA).
263 signal RegB_RegA_Center : std_logic_vector(31 downto 0);
264

```

```

265 begin
266
267     -- Output read enable signals when clock is low
268     RE0 <= ReadMask(0) when (not clock) else '1';
269     RE1 <= ReadMask(1) when (not clock) else '1';
270     RE2 <= ReadMask(2) when (not clock) else '1';
271     RE3 <= ReadMask(3) when (not clock) else '1';
272
273     -- Output write enable signals when clock is low
274     WE0 <= WriteMask(0) when (not clock) else '1';
275     WE1 <= WriteMask(1) when (not clock) else '1';
276     WE2 <= WriteMask(2) when (not clock) else '1';
277     WE3 <= WriteMask(3) when (not clock) else '1';
278
279     StorePCReg : process(clock)
280     begin
281         if rising_edge(clock) then
282             -- Store previous PC on rising clock
283             PrevPCReg <= PCRegOut;
284         end if;
285     end process;
286
287     -- The "next" PC is the current value of the PC register (NOT PCCalcOut) + 2.
288     PCNext <= std_logic_vector(unsigned(PrevPCReg) + to_unsigned(2, 32));
289
290     -- Decide which value of PC should be used
291     PCUsed <= PCNext when (DelayedBranchTaken = '1') else PCCalcOut;
292
293     -- Decide which memory address to output
294     with MemAddrSel select
295         MemAddress <= PCUsed          when MemAddrSel_PMAU,
296                     DataAddress      when MemAddrSel_DMAU,
297                     (others => 'Z')  when others;
298
299     AB <= MemAddress; -- Output memory address to the address bus
300
301     -- What to output to the data bus (to be written to an address).
302     with MemOutSel select
303         MemDataOut <= RegA          when MemOut_RegA,
304                     RegB          when MemOut_RegB,
305                     SysReg        when MemOut_SysReg,
306                     (others => 'Z') when others;
307
308     -- Compute the zero/sign-extended immediate from an instruction
309     ImmediateExt(7 downto 0) <= Immediate;
310     with ImmediateMode select
311         ImmediateExt(31 downto 8) <= (others => Immediate(7)) when ImmediateMode_SIGN,
312                                     (others => '0')          when ImmediateMode_ZERO,
313                                     (others => 'X')          when others;
314
315     -- RegA with the high and low bytes swapped.
316     RegASwapB <= RegA(31 downto 16) & RegA(7 downto 0) & RegA(15 downto 8);
317
318     -- RegA with the high and low words swapped.
319     RegASwapW <= RegA(15 downto 0) & RegA(31 downto 16);
320
321     -- The center 32-bits of RegB and RegA (ie, low word of RegB and high word of RegA).
322     RegB_RegA_Center <= RegB(15 downto 0) & RegA(31 downto 16);
323
324     -- the zero/sign-extended version of register B
325     with ExtMode select
326         ExtendedReg <= SignExtend(LowByte(RegB)) when Ext_Sign_B_RegA,
327                     SignExtend(LowWord(RegB))  when Ext_Sign_W_RegA,
328                     ZeroExtend(LowByte(RegB))  when Ext_Zero_B_RegA,
329                     ZeroExtend(LowWord(RegB))  when Ext_Zero_W_RegA,
330                     (others => 'X') when others;

```



```

331
332 -- Choose which system register to select
333 with SysRegSel select
334     SysReg <= SR          when SysRegSel_SR,
335         GBR0ut          when SysRegSel_GBR,
336         VBR            when SysRegSel_VBR,
337         MACH           when SysRegSel_MACH,
338         MACL           when SysRegSel_MACL,
339         PROut          when SysRegSel_PR,
340         (others => 'X') when others;
341
342 -- Select the data to write the the register based on the decoded instruction.
343 with RegDataInSel select
344     RegDataIn <= Result          when RegDataIn_ALUResult,
345         ImmediateExt            when RegDataIn_Immediate,
346         RegA                    when RegDataIn_RegA,
347         RegB                    when RegDataIn_RegB,
348         SysReg                  when RegDataIn_SysReg,
349         RegASwapB               when RegDataIn_RegA_SWAP_B,
350         RegASwapW               when RegDataIn_RegA_SWAP_W,
351         RegB_RegA_Center        when RegDataIn_REGB_REGA_CENTER,
352         ExtendedReg             when RegDataIn_Ext,
353         MemDataIn               when RegDataIn_DB,
354
355     -- Extract the T bit from the status register.
356     SR and X"00000001"          when RegDataIn_SR_TBit,
357     PROut                      when RegDataIn_PR,
358     (others => 'X')             when others;
359
360
361 -- The address being stored to a register is the pre-decremented or
362 -- post-incremented address when we are in that mode. If we are not in
363 -- that mode, it is just the normal address.
364 with IncDecSel select
365     RegAxIn <= AddrSrcOut when IncDecSel_PRE_DEC | IncDecSel_POST_INC,
366     DataAddress when others;
367
368 -- Route control signals and data into register array
369 registers : entity work.SH2Regs
370 port map (
371     -- Inputs:
372     clock      => clock,
373     reset      => reset,
374     RegDataIn  => RegDataIn,
375     EnableIn   => RegEnableIn,
376     RegInSel   => RegInSel,
377     RegASel    => RegASel,
378     RegBSel    => RegBSel,
379     RegAxIn    => RegAxIn,
380     RegAxInSel => RegAxInSel,
381     RegAxStore => RegAxStore,
382     RegA1Sel   => RegA1Sel,
383     RegA2Sel   => RegA2Sel,
384     -- Outputs:
385     RegA       => RegA,
386     RegB       => RegB,
387     RegA1      => RegA1,
388     RegA2      => RegA2
389 );
390
391
392 -- Always use RegA as Operand A for ALU
393 OperandA <= RegA;
394
395 -- Input mux for ALU Operand B
396 with ALUOpBSel select

```

```

397     OperandB <= RegB          when ALUOpB_RegB,
398         ImmediateExt    when ALUOpB_Imm,
399         (others => 'X') when others;
400
401 -- If two registers share a byte value
402 StrCmp <= '1' when (RegA(31 downto 24) = RegB(31 downto 24)) or
403         (RegA(23 downto 16) = RegB(23 downto 16)) or
404         (RegA(15 downto 8)  = RegB(15 downto 8)) or
405         (RegA(7 downto 0)   = RegB(7 downto 0))
406         else '0';
407
408 -- Compute T flag value based on ALU output flags. Used for operations
409 -- of the form CMP/XX.
410 with TCmpSel select
411     TCmp <= Zero          when TCMP_EQ,    -- 1 if Rn = Rm
412         Cout              when TCMP_HS,    -- 1 if Rn >= Rm, unsigned
413         not (Sign xor Overflow) when TCMP_GE, -- 1 if Rn >= Rm, signed
414         Cout and (not Zero)    when TCMP_HI, -- 1 if Rn > Rm, unsigned
415         not ((Sign xor Overflow) or Zero) when TCMP_GT, -- 1 if Rn > Rm, signed
416         StrCmp               when TCMP_STR, -- 1 if Rn byte matches Rm byte
417         'X' when others;
418
419 -- Select what value T should be set to
420 with TFlagSel select
421     TNext <= TBit        when TFlagSel_T,    -- retain T flag
422         Cout             when TFlagSel_Carry, -- Set T flag to ALU carry flag
423         Overflow         when TFlagSel_Overflow, -- Set T flag to ALU overflow flag
424         Zero             when TFlagSel_Zero,   -- set T flag to ALU Zero flag
425         '0'              when TFlagSel_CLEAR, -- clear T flag
426         '1'              when TFlagSel_SET,    -- set T flag
427         TCmp             when TFlagSel_CMP,    -- compute T flag based on compare result
428         'X'              when others;
429
430 -- Route ALU control signals
431 alu : entity work.sh2alu
432 port map (
433     -- Inputs:
434     OperandA => OperandA,
435     OperandB => OperandB,
436     TIn      => TBit,
437     LoadA   => LoadA,
438     FCmd     => FCmd,
439     CinCmd   => CinCmd,
440     SCmd     => SCmd,
441     ALUCmd   => ALUCmd,
442     -- Outputs:
443     Result   => Result,
444     Cout     => Cout,
445     Overflow => Overflow,
446     Zero     => Zero,
447     Sign     => Sign
448 );
449
450 -- Use RegA1 (@Rn) if we are writing and RegA2 (@Rm) if we are reading.
451 with ReadWrite select
452     RegSrc <= RegA2      when Mem_READ,
453         RegA1          when Mem_WRITE,
454         (others => 'X') when others;
455
456 -- Connect PCSrc to PCUsed
457 PCSrc <= PCUsed;
458
459 -- R0 comes from RegA2 when we are reading and RegA1 when we are writing.
460 with ReadWrite select
461     R0Src <= RegA1      when Mem_READ,
462         RegA2          when Mem_WRITE,

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463         (others => 'X') when others;
464
465     -- Route DMAU control signals
466     dmau : entity work.sh2dmau
467     port map (
468         -- Inputs:
469         RegSrc      => RegSrc,
470         R0Src       => R0Src,
471         PCSrc       => PCSrc,
472         GBRIn       => GBRIn,
473         GBRWriteEn  => GBRWriteEn,
474         Off4        => DMAUOff4,
475         Off8        => DMAUOff8,
476         BaseSel     => BaseSel,
477         IndexSel    => IndexSel,
478         OffScalarSel => OffScalarSel,
479         IncDecSel   => IncDecSel,
480         Clk         => clock,
481         -- Outputs:
482         Address     => DataAddress,
483         AddrSrcOut  => AddrSrcOut,
484         GBR0Out    => GBR0Out
485     );
486
487
488     -- Default PC in is all zeroes.
489     PCIn <= (others => '0');
490
491     -- PMAU Register input is always RegB.
492     RegIn <= RegB;
493
494     -- Route PMAU control signals
495     pmau : entity work.sh2pmau
496     port map (
497         -- Inputs:
498         RegIn       => RegIn,
499         PRIn        => PRIn,
500         PRWriteEn   => PRWriteEn,
501         PCIn        => PCIn,
502         PCWriteCtrl => PCWriteCtrl,
503         Off8        => PMAUOff8,
504         Off12       => PMAUOff12,
505         PCAddrMode  => PCAddrMode,
506         Clk         => clock,
507         Reset       => Reset,
508         -- Outputs:
509         PCRegOut    => PCRegOut,
510         PCCalcOut   => PCCalcOut,
511         PR0Out     => PR0Out
512     );
513
514     -- Route memory interface control signals
515     memory_tx : entity work.MemoryInterfaceTx
516     port map (
517         -- Inputs:
518         clock       => clock,
519         MemEnable   => MemEnable,
520         ReadWrite   => ReadWrite,
521         MemMode     => MemMode,
522         Address     => unsigned(MemAddress),
523         MemDataOut  => MemDataOut,
524         -- Outputs:
525         RE          => ReadMask,
526         WE          => WriteMask,
527         DB          => DB
528     );

```

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529
530 -- Route memory interface control signals
531 memory_rx : entity work.MemoryInterfaceRx
532 port map (
533     -- Inputs:
534     MemEnable => MemEnable,
535     MemMode   => MemMode,
536     Address   => unsigned(MemAddress),
537     DB        => DB,
538     -- Outputs:
539     MemDataIn => MemDataIn
540 );
541
542 -- Route control unit control signals
543 control_unit : entity work.SH2Control
544 port map (
545     -- Inputs:
546     MemDataIn  => MemDataIn,
547     TFlagIn    => TBit,
548     clock      => clock,
549     reset      => reset,
550
551     -- Outputs:
552     Immediate   => Immediate,
553     ImmediateMode => ImmediateMode,
554     TFlagSel    => TFlagSel,
555     ExtMode     => ExtMode,
556
557     -- Memory interface control signals:
558     MemEnable   => MemEnable,
559     ReadWrite   => ReadWrite,
560     MemMode     => MemMode,
561     MemSel      => MemSel,
562     MemOutSel   => MemOutSel,
563     MemAddrSel  => MemAddrSel,
564
565     -- ALU control signals:
566     ALUOpBSel  => ALUOpBSel,
567     LoadA     => LoadA,
568     FCmd      => FCmd,
569     CinCmd    => CinCmd,
570     SCmd      => SCmd,
571     ALUCmd    => ALUCmd,
572     TCmpSel   => TCmpSel,
573
574     -- Register Array control signals:
575     RegDataInSel  => RegDataInSel,
576     RegEnableIn   => RegEnableIn,
577     RegInSel      => RegInSel,
578     RegASel       => RegASel,
579     RegBSel       => RegBSel,
580     RegAxIn       => RegAxIn,
581     RegAxInSel    => RegAxInSel,
582     RegAxStore    => RegAxStore,
583     RegA1Sel      => RegA1Sel,
584     RegA2Sel      => RegA2Sel,
585
586     -- DMAU control signals:
587     GBRWriteEn   => GBRWriteEn,
588     DMAUOff4     => DMAUOff4,
589     DMAUOff8     => DMAUOff8,
590     BaseSel      => BaseSel,
591     IndexSel     => IndexSel,
592     OffScalarSel => OffScalarSel,
593     IncDecSel    => IncDecSel,
594

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595     -- PMAU control signals:
596     PCAddrMode => PCAddrMode,
597     PRWriteEn  => PRWriteEn,
598     PCWriteCtrl => PCWriteCtrl,
599     PCIn       => PCIn,
600     PMAUOff8   => PMAUOff8,
601     PMAUOff12  => PMAUOff12,
602
603     -- system control signals
604     SysRegCtrl => SysRegCtrl,
605     SysRegSel  => SysRegSel,
606     SysRegSrc  => SysRegSrc,
607
608     -- Branch control signals.
609     DelayedBranchTaken => DelayedBranchTaken
610 );
611
612 -- Mux system register input values based on SysRegSrc. Note that individual
613 -- write-enables (like GBRWriteEn and PRWriteEn) must be enabled seperately.
614 NextSysReg <= RegB      when SysRegSrc = SysRegSrc_RegB else
615                MemDataIn when SysRegSrc = SysRegSrc_DB  else
616
617                -- The return address of a BSR is the PC at the point of decoding the BSR plus 4.
618                std_logic_vector(unsigned(PCRegOut) + to_unsigned(4, 32)) when SysRegSrc = SysRegSrc_PC  else
619
620                (others => 'X');
621
622 GBRIn <= NextSysReg;    -- set GBR to selected sysreg value (when GBRWriteEn active)
623 PRIn  <= NextSysReg;    -- set PR to selected sysreg value (when PRWriteEn active)
624
625 register_proc: process(clock, reset)
626 begin
627     if reset = '0' then
628         -- Reset system registers (async)
629         SR <= (others => '0');
630         VBR <= (others => '0');
631         MACH <= (others => '0');
632         MACL <= (others => '0');
633
634     elsif rising_edge(clock) then
635         SR(0) <= TNext;    -- set new value of T
636
637         if SysRegCtrl = SysRegCtrl_LOAD then
638             -- Load new value into a system register
639             -- (note that PR and GBR are handled separately)
640             if SysRegSel = SysRegSel_SR then
641                 SR <= NextSysReg;
642             elsif SysRegSel = SysRegSel_VBR then
643                 VBR <= NextSysReg;
644             elsif SysRegSel = SysRegSel_MACH then
645                 MACH <= NextSysReg;
646             elsif SysRegSel = SysRegSel_MACL then
647                 MACL <= NextSysReg;
648             end if;
649         elsif SysRegCtrl = SysRegCtrl_CLEAR then
650             -- Clear a system register value
651             -- (note that PR and GBR are handled separately)
652             if SysRegSel = SysRegSel_SR then
653                 SR <= (others => '0');
654             elsif SysRegSel = SysRegSel_VBR then
655                 VBR <= (others => '0');
656             elsif (SysRegSel = SysRegSel_MACH) or (SysRegSel = SysRegSel_MACL) then
657                 -- Reset both MACH and MACL for CLRMACH instruction
658                 MACH <= (others => '0');
659                 MACL <= (others => '0');
660             end if;

```

```
661         end if;
662     end if;
663 end process register_proc;
664
665 end architecture structural;
666
```