

UNIVERSIDADE FEDERAL DO RECÔNCAVO DA BAHIA

CENTRO DE CIÊNCIAS EXATAS E TECNOLÓGICAS

GCET231 CIRCUITOS DIGITAIS II

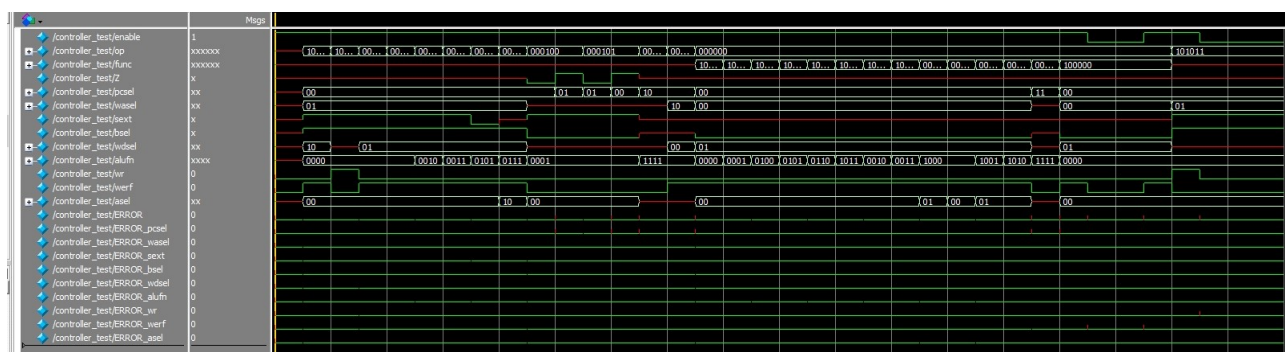
PROJETO FINAL PARTE 1: CONSTRUÇÃO DE UNIDADE DE CONTROLE PARA O PROCESSADOR MIPS231

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1 WAVEFORM DA SIMULAÇÃO

Figura 1 – Waveform da Simulação



Fonte: Autoria Própria

2 TABELA DE DECODIFICAÇÃO DE INSTRUÇÕES

Type	Instr	werf	wdsel	wasel	asel	bsel	sext	wr	alufn	pcsel	
I-TYPE	LW	1	10	01	00	1	1	0	0000	00	
	SW	0	XX	01	00	1	1	1	0000	00	
	ADDI	1	01	01	00	1	1	0	0000	00	
	ADDIU	1	01	01	00	1	1	0	0000	00	
	SLTI	1	01	01	00	1	1	0	0010	00	
	SLTIU	1	01	01	00	1	1	0	0011	00	
	ORI	1	01	01	00	1	0	0	0101	00	
	LUI	1	01	01	10	1	X	0	0111	00	
	ANDI	1	01	01	00	1	0	0	0100	00	
	XORI	1	01	01	00	1	0	0	0110	00	
	BEQ	0	XX	XX	00	0	1	0	0001	01	Z=1 Z=0
	BNE	0	XX	XX	00	0	1	0	0001	01	Z=1 Z=0
J-TYPE	J	0	XX	XX	XX	X	X	0	1111	10	
	JAL	1	00	10	XX	X	X	0	1111	10	
R-TYPE	ADD	1	01	00	00	0	X	0	0000	00	
	ADDU	1	01	00	00	0	X	0	0000	00	
	SUB	1	01	00	00	0	X	0	0001	00	
	AND	1	01	00	00	0	X	0	0100	00	
	OR	1	01	00	00	0	X	0	0101	00	
	XOR	1	01	00	00	0	X	0	0110	00	
	NOR	1	01	00	00	0	X	0	1011	00	
	SLT	1	01	00	00	0	X	0	0010	00	
	SLTU	1	01	00	00	0	X	0	0011	00	
	SLL	1	01	00	01	0	X	0	1000	00	
	SLLV	1	01	00	00	0	X	0	1000	00	
	SRL	1	01	00	01	0	X	0	1001	00	
	SRA	1	01	00	01	0	X	0	1010	00	
	JR	0	XX	XX	XX	X	X	0	1111	11	

3 MÓDULO CONTROLLER

Listing 3.1 – Módulo controller.sv

```
1 // -----
2 // Universidade Federal do Rec ncavo da Bahia
3 // -----
4 // Author : Ejziel Santos, Fabr cio Jesus, Mateus Velame, Rodrigo Suzart
5 // File   : controller.sv
6 // Create : 2019-11-07 22:26:57
7 // Editor : Visual Studio Code
8 // -----
9 // Module Purpose:
10 //             Unidade de controle para o processador MIPS231
11 // -----
12 // Entradas:
13 //     enable : sinal de controle de escrita
14 //     op      : opcode da instru o
15 //     func    : fun o para instru es R-type
16 //     Z       : flag zero vinda da ALU
17 // -----
18 // Saidas:
19 //     ptsel   : seletor do multiplexador de PC.
20 //     wasel   : seletor do multiplexador do endere o de escrita no register file
21 //     sext    : controle do sign extend (0 zero-extends, 1 sign-extends)
22 //     bsel    : seletor do multiplexador da entrada B da ALU
23 //     wdsel   : seletor do multiplexador de dados de escrita no register file
24 //     alufn   : fun o a ser executada pela ALU
25 //     wr      : write enable da mem ria de dados
26 //     werf    : write enable do register file
27 //     asel    : seletor do multiplexador da entrada A da ALU
28 // -----
29
30 `timescale 1ns / 1ps
31 `default_nettype none
32 `include "opcode.svh"
33 `include "aluop.svh" //N o tinha isso
34
35 module controller(
36     input  wire enable,
37     input  wire [5:0] op,
38     input  wire [5:0] func,
39     input  wire Z,
40     output wire [1:0] ptsel,
41     output wire [1:0] wasel,
42     output wire sext,
43     output wire bsel,
44     output wire [1:0] wdsel,
45     output logic [3:0] alufn,
46     output wire wr,
47     output wire werf,
```

```

48   output wire [1:0] asel
49   );
50
51   assign pcsel = ((op == 6'b0) & (func == 'JR)) ? 2'b11 // controla o
52   //multiplexador de 4-entradas
53   : ((op == 6'b000100) & (Z)) || ((op == 6'b000101) & (!Z)) ?
54   2'b01 : ((op == 6'b000010) || (op == 6'b000011)) ?
55   2'b10 : 2'b00;
56
57   logic [9:0] controls;
58   wire _werf_, _wr_;
59   assign werf = _werf_ & enable; // desativa as escritas no registrador
60   //quando o processador est desativado
61   assign wr = _wr_ & enable; // destiva a escrita na mem ria quando
62   //o processador est desativado
63
64   assign {_werf_, wdsel[1:0], wasel[1:0], asel[1:0], bsel, sext, _wr_} = controls[9:0];
65
66   always_comb
67   case(op) // instru es non-R-type
68   'LW: controls <= 10'b 1_10_01_00_1_1_0; // LW
69   'SW: controls <= 10'b 0_XX_01_00_1_1_1; // SW
70   'ADDI, // ADDI
71   'ADDIU, // ADDIU
72   'SLTI: controls <= 10'b 1_01_01_00_1_1_0; // SLTI
73   'SLTIU: controls <= 10'b 1_01_01_00_1_1_0; // SLTIU
74   'ORI: controls <= 10'b 1_01_01_00_1_0_0; // ORI
75   'LUI: controls <= 10'b 1_01_01_10_1_X_0; // LUI
76   'ANDI: controls <= 10'b 1_01_01_00_1_0_0;
77   // ANDI
78   'XORI: controls <= 10'b 1_01_01_00_1_0_0; // XORI
79   'BEQ: controls <= 10'b 0_XX_XX_00_0_1_0; // BEQ
80   'BNE: controls <= 10'b 0_XX_XX_00_0_1_0; // BNE
81   'J: controls <= 10'b 0_XX_XX_XX_X_X_0; // J
82   'JAL: controls <= 10'b 1_00_10_XX_X_X_0; // JAL
83   6'b000000: // R-type
84   case(func)
85   'ADD, // ADD and ADDU
86   'ADDU,
87   'SUB: controls <= 10'b 1_01_00_00_0_X_0; // SUB
88   'AND: controls <= 10'b 1_01_00_00_0_X_0; // AND
89   'OR: controls <= 10'b 1_01_00_00_0_X_0; // OR
90   'XOR: controls <= 10'b 1_01_00_00_0_X_0; // XOR
91   'NOR: controls <= 10'b 1_01_00_00_0_X_0; // NOR
92   'SLT: controls <= 10'b 1_01_00_00_0_X_0; // SLT
93   'SLTU: controls <= 10'b 1_01_00_00_0_X_0; // SLTU
94   'SLLV: controls <= 10'b 1_01_00_00_0_X_0; // SLLV
95   'SLL: controls <= 10'b 1_01_00_01_0_X_0; // SLL
96   'SRL: controls <= 10'b 1_01_00_01_0_X_0; // SRL
97   'SRA: controls <= 10'b 1_01_00_01_0_X_0; // SRA
98   'JR: controls <= 10'b 0_XX_XX_XX_X_X_0; // JR
99   default: controls <= 10'b 0_XX_XX_XX_X_X_0; // instru o

```

```
99      //desconhecida, desative a escrita no registrador e na mem ria
100      endcase
101      default: controls <= 10'b 0_xx_xx_xx_x_x_0;          // instru o
102      //desconhecida, desative a escrita no registrador e na mem ria
103      endcase
104
105
106      aludec alu_decoder (
107          .func( func ),
108          .opcode(op),
109          .aluop(alufn)
110      );
111
112  endmodule
```