FINAL LAB

DIGITAL SYSTEMS ES204

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PROCESSOR

GIT REPO

STRUCTURE OF THE MODULE

- 1. **PROGRAM** MEMORY is a **16x8** array to represent at max **16 instructions of 8 bits each**.
- 2. The Program Counter **PC** is a **4-bit** register to store the address of the current instruction being executed
- 3. The Instruction Register IR is an 8-bit register to store the current instruction being executed
- 4. The **REGISTER** File is a **16x8** array to store the values of **16 registers of 8 bits each**
- 5. At each clock cycle, the instruction pointed to by the **PC** is fetched from the **PROGRAM** MEMORY stored in **IR**, and executed, and

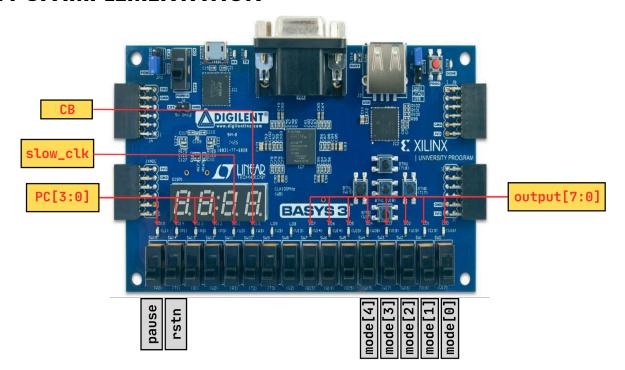
the PC is incremented by 1

- 6. All ALU operations are performed on the ACC register
- 7. RSTN is the active-low reset signal.
- 8. **PAUSE** is a control signal to pause the processor, i.e, the **PC** will not get incremented on clock posedge.
- 9. Overall, there is only one output register **8-bit** named **OUTPUT** since we can select to display any registers in the entire code. Hence, we have a **MODE** as a **5-bit** select line.
- 10. The user may **PAUSE** the program execution, and at that time, while the clock is running, no register values change; hence, we may select any **MODE** line to display any register value.
- 11. a separate module has been created to implement a synthesizable **DIVISION**.
- 12. The instructions are of the format:

```
    0000 0000 : NOP
    0001 xxxx : ADD Ri
    0010 xxxx : SUB Ri
    0011 xxxx : MUL Ri
    0100 xxxx : DIV Ri
    0000 0001 : LSL ACC (Logical Shift Left the contents of ACC. Does not update CB)
    0000 0010 : LSR ACC (Logical Shift Right the contents of ACC. Does not update CB)
    0000 0011 : CIR ACC (Circular Shift Right the contents of ACC. Does not update CB)
    0000 0100 : CIL ACC (Circular Shift Left the contents of ACC. Does not update CB)
    0000 0101 : ASR ACC (Arithmetic Shift Right the contents of ACC. Does not update CB)
    0101 xxxx : AND Ri
    0110 xxxx : XOR Ri
    0111 xxxx : CMP Ri (Compare ACC with Ri. If ACC ≥ Ri, CB = 0, else CB = 1)
    0000 0110 : INC ACC (Increment ACC by 1. Updates CB if overflow)
    0000 0111 : DEC ACC (Decrement ACC by 1. Updates CB if underflow)
```

- 16. 1000 xxxx : BR <4-bit address> (PC is updated, and the program branches to 4-bit address if CB = 1)
 - 17. 1001 xxxx : MOV Ri (Move the contents of Ri to ACC)
 18. 1010 xxxx : MOV ACC Ri (Move the contents of ACC to Ri)
- 19. 1011 xxxx : RET <4-bit address> (PC is updated, and program returns to the called program)
 - 20. 1111 1111 : HLT (Halt the program)

FPGA IMPLEMENTATION



FPGA IMPLEMENTABLE CODE

```
`timescale 1ns / 1ps
module ClockDivide(input main clk,
output slow_clk);
reg [31:0] counter;
always@(posedge main_clk)
begin
counter = counter + 1;
assign slow_clk = counter[27];
endmodule
module Processor(
   clk, rstn, pause, mode,
   CB,
   Output
   ,slow_clk,PC
);
output wire slow_clk;
input [4:0] mode;
input clk, rstn, pause;
reg [7:0] PROGRAM [15:0];
reg [7:0] RegFile [15:0];
reg [7:0] ACC;
reg [7:0] EXT;
output reg [7:0] Output;
output reg CB;
reg [8:0] SUMDIFF;
reg [15:0] MULTDIV;
wire [7:0] Div;
reg [7:0] IR;
output reg [3:0] PC;
wire [7:0] Rem;
integer i;
ClockDivide obj(.main clk(clk), .slow clk(slow clk));
division obj1(.A(ACC), .B(RegFile[IR[3:0]]), .Res(Div), .Rem(Rem));
always @(posedge slow clk or negedge rstn) begin
   if(!rstn)begin
       RegFile[0] <= 8'd0;</pre>
       RegFile[1] <= 8'd1;</pre>
       RegFile[2] <= 8'd2;</pre>
       RegFile[3] \leftarrow 8'd3;
```

```
RegFile[4] <= 8'd4;</pre>
    RegFile[5] <= 8'd5;</pre>
    RegFile[6] <= 8'd6;</pre>
    RegFile[7] <= 8'd7;</pre>
    RegFile[8] <= 8'd8;</pre>
    RegFile[9] <= 8'd9;</pre>
    RegFile[10] <= 8'd10;</pre>
    RegFile[11] <= 8'd11;</pre>
    RegFile[12] <= 8'd12;</pre>
    RegFile[13] <= 8'd13;</pre>
    RegFile[14] <= 8'd14;
    RegFile[15] <= 8'd15;</pre>
                                   // 1. MOV ACC R3
    PROGRAM[0] <= 8'b10010011;
                                                        ACC <- 3
                                  // 2. XOR R3
    PROGRAM[1] <= 8'b01100011;
                                                        ACC <- 0
    PROGRAM[2] <= 8'b00010101;
                                  // 3. ADD R5
                                                        ACC <- 5
    PROGRAM[3] <= 8'b00010110;
                                  // 4. ADD R6
                                                        ACC <- 11
    PROGRAM[4] <= 8'b10100111;
                                  // 5. MOV R7 ACC
                                                        R7 <- 11
    PROGRAM[5] <= 8'b00000110;
                                  // 6. INC ACC ACC = 00001100
    PROGRAM[6] <= 8'b00000111;
                                  // 7. DEC ACC ACC = 00001011
    PROGRAM[7] <= 8'b00101010;
                                  // 8. SUB R10 ACC = 00000001
    PROGRAM[8] <= 8'b00110100;
                                  // 9. MUL R4 ACC = 00000100
    PROGRAM[9] <= 8'b01100101;
                                  // 10. XOR R5 ACC = 00000001
    PROGRAM[10] <= 8'b00110100;
                                  // 11. MUL R4 ACC = 00000100
                                  // 12. DIV R4 ACC = 00000001
    PROGRAM[11] <= 8'b01000100;
    PROGRAM[12] <= 8'b01110101; // 13. CMP R5 CB = 1
    PROGRAM[13] <= 8'b10000101;
                                  // 14. CB =1 branch to PC = 5
    PROGRAM[14] <= 8'b11111111; // 15. HLT
   PC <= 4'b0;
    IR <= 8'b0;
   ACC <= 8'b111111111;
    EXT <= 8'b0;
    CB <= 1'b0;
    SUMDIFF <= 9'b0;
   MULTDIV <= 16'b0;
   Output <= 8'b0;
end
else begin
    if(mode == 5'b00001)begin
        Output <= RegFile[0];
    else if(mode == 5'b11111)begin
        Output <= ACC;
    else if(mode == 5'b00010)begin
```

```
Output <= RegFile[1];
end
else if(mode == 5'b00011)begin
    Output <= RegFile[2];
end
else if(mode == 5'b00100)begin
    Output <= RegFile[3];
end
else if(mode == 5'b00101)begin
    Output <= RegFile[4];
end
else if(mode == 5'b00110)begin
    Output <= RegFile[5];
end
else if(mode == 5'b00111)begin
    Output <= RegFile[6];
end
else if(mode == 5'b01000)begin
    Output <= RegFile[7];
end
else if(mode == 5'b01001)begin
    Output <= RegFile[8];
end
else if(mode == 5'b01010)begin
    Output <= RegFile[9];
else if(mode == 5'b01011)begin
    Output <= RegFile[10];
end
else if(mode == 5'b01100)begin
    Output <= RegFile[11];
end
else if(mode == 5'b01101)begin
    Output <= RegFile[12];
else if(mode == 5'b01110)begin
    Output <= RegFile[13];
end
else if(mode == 5'b01111)begin
    Output <= RegFile[14];
end
else if(mode == 5'b10000)begin
    Output <= RegFile[15];
end
else if(mode == 5'b10001)begin
    Output <= IR;
end
```

```
else if(mode == 5'b10010)begin
    Output <= {3'b0,PC};
end
else if(mode == 5'b10011)begin
    Output <= EXT;
end
if (!pause) begin
    IR <= PROGRAM[PC];</pre>
    case(IR[7:4] )
        4'b0000:begin
            if (IR[3:0] == 4'b0000)begin
                 //NOP
            end
            else if (IR[3:0] == 4'b0001) begin
             // LSL ACC
                ACC <= ACC << 1;
            end
            else if (IR[3:0] == 4'b0010) begin
                // LSR ACC
                ACC <= ACC >> 1;
            end
            else if (IR[3:0] == 4'b0011) begin
                // CIR ACC
                ACC <= {ACC[0], ACC[7:1]};
            else if (IR[3:0] == 4'b0100) begin
                // CIL ACC
                ACC <= {ACC[6:0], ACC[7]};
            end
            else if (IR[3:0] == 4'b0101) begin
                // ASR ACC
                ACC <= {ACC[7], ACC[7:1]};
            end
            else if (IR[3:0] == 4'b0110) begin
                // INC ACC
                SUMDIFF = ACC + 1;
                CB = SUMDIFF[8];
                ACC = SUMDIFF[7:0];
            end
            else if (IR[3:0] == 4'b0111) begin
                // DEC ACC
                SUMDIFF = ACC - 1;
                CB = SUMDIFF[8];
                if(CB ==0)begin
                ACC = SUMDIFF[7:0];
                end
```

```
else begin
            SUMDIFF = 8'b1 - ACC;
            ACC = SUMDIFF[7:0];
        end
    end
  end
4'b0001:begin
    //ADD Ri
    SUMDIFF = ACC + RegFile[IR[3:0]];
    ACC = SUMDIFF[7:0];
    CB = SUMDIFF[8];
 end
4'b0010:begin
    //SUB Ri
    SUMDIFF = ACC - RegFile[IR[3:0]];
    CB = SUMDIFF[8];
  if(CB ==0)begin
   ACC = SUMDIFF[7:0];
   end
    else begin
        SUMDIFF = RegFile[IR[3:0]] - ACC;
        ACC = SUMDIFF[7:0];
    end
end
4'b0011:begin
    //MUL Ri
   MULTDIV = ACC * RegFile[IR[3:0]];
   ACC = MULTDIV[7:0];
    EXT = MULTDIV[15:8];
end
4'b0100:begin
    //DIV Ri
    ACC = Div;
    EXT = Rem;
end
4'b0101:begin
    //AND Ri
    ACC <= ACC & RegFile[IR[3:0]];
end
4'b0110:begin
    //XOR Ri
    ACC <= ACC ^ RegFile[IR[3:0]];
end
4'b0111:begin
    //CMP Ri
```

```
SUMDIFF = ACC - RegFile[IR[3:0]];
                    CB = SUMDIFF[8];
                end
                4'b1000:begin
                    //BR <4-bit address>
                    if(CB == 1)begin
                        PC <= IR[3:0];</pre>
                    end
                end
                4'b1001:begin
                    //MOV Ri
                    ACC <= RegFile[IR[3:0]];
                end
                4'b1010:begin
                    //MOV ACC Ri
                    RegFile[IR[3:0]] <= ACC;</pre>
                end
                4'b1011:begin
                    //RET <4-bit address>
                    PC <= IR[3:0];</pre>
                end
                4'b1111:begin
                    //HLT
                    $finish;
                end
   endcase
       PC = PC + 1;
       end
       else begin
           IR <= IR;</pre>
           PC <= PC;
       end
   end
end
```

endmodule

CONSTRAINT FILE

```
set property IOSTANDARD LVCMOS33 [get ports {mode[4]}]
set_property IOSTANDARD LVCMOS33 [get_ports {mode[3]}]
set property IOSTANDARD LVCMOS33 [get ports {mode[2]}]
set_property IOSTANDARD LVCMOS33 [get_ports {mode[1]}]
set property IOSTANDARD LVCMOS33 [get ports {mode[0]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Output[7]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Output[6]}]
set property IOSTANDARD LVCMOS33 [get_ports {Output[5]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Output[4]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Output[3]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Output[2]}]
set property IOSTANDARD LVCMOS33 [get ports {Output[1]}]
set property IOSTANDARD LVCMOS33 [get ports {Output[0]}]
set property IOSTANDARD LVCMOS33 [get ports {PC[3]}]
set_property IOSTANDARD LVCMOS33 [get_ports {PC[2]}]
set property IOSTANDARD LVCMOS33 [get ports {PC[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {PC[0]}]
set_property PACKAGE_PIN V17 [get_ports {mode[0]}]
set property PACKAGE PIN V16 [get ports {mode[1]}]
set_property PACKAGE_PIN W16 [get_ports {mode[2]}]
set property PACKAGE PIN W17 [get ports {mode[3]}]
set property PACKAGE PIN W15 [get ports {mode[4]}]
set property PACKAGE PIN U16 [get ports {Output[0]}]
set_property PACKAGE_PIN E19 [get_ports {Output[1]}]
set property PACKAGE PIN U19 [get ports {Output[2]}]
set_property PACKAGE_PIN V19 [get_ports {Output[3]}]
set_property PACKAGE_PIN W18 [get_ports {Output[4]}]
set_property PACKAGE_PIN U15 [get_ports {Output[5]}]
set_property PACKAGE_PIN U14 [get_ports {Output[6]}]
set_property PACKAGE_PIN V14 [get_ports {Output[7]}]
set_property PACKAGE_PIN L1 [get_ports {PC[3]}]
set property PACKAGE PIN P1 [get ports {PC[2]}]
set_property PACKAGE_PIN N3 [get_ports {PC[1]}]
set property PACKAGE PIN P3 [get ports {PC[0]}]
set_property PACKAGE_PIN U3 [get_ports CB]
set property PACKAGE PIN W5 [get ports clk]
set_property PACKAGE_PIN R2 [get_ports pause]
set_property PACKAGE_PIN T1 [get_ports rstn]
set property PACKAGE PIN W3 [get ports slow clk]
set_property IOSTANDARD LVCMOS33 [get_ports CB]
set property IOSTANDARD LVCMOS33 [get ports clk]
set property IOSTANDARD LVCMOS33 [get ports pause]
set property IOSTANDARD LVCMOS33 [get ports rstn]
set property IOSTANDARD LVCMOS33 [get ports slow clk]
```

SIMULATION CODE

```
`timescale 1ns / 1ps
module Processor(
   clk, rstn, pause, mode,
   CB,
   Output
   ,PC
);
input [4:0] mode;
input clk, rstn, pause;
reg [7:0] PROGRAM [15:0];
reg [7:0] RegFile [15:0];
reg [7:0] ACC;
reg [7:0] EXT;
output reg [7:0] Output;
output reg CB;
reg [8:0] SUMDIFF;
reg [15:0] MULTDIV;
wire [7:0] Div;
reg [7:0] IR;
output reg [3:0] PC;
wire [7:0] Rem;
integer i;
division obj1(.A(ACC), .B(RegFile[IR[3:0]]), .Res(Div), .Rem(Rem));
always @(posedge clk or negedge rstn) begin
   if(!rstn)begin
        RegFile[0] <= 8'd0;</pre>
        RegFile[1] <= 8'd1;</pre>
        RegFile[2] <= 8'd2;</pre>
        RegFile[3] <= 8'd3;</pre>
        RegFile[4] <= 8'd4;</pre>
        RegFile[5] <= 8'd5;
        RegFile[6] <= 8'd6;</pre>
        RegFile[7] <= 8'd7;</pre>
        RegFile[8] <= 8'd8;</pre>
        RegFile[9] <= 8'd9;</pre>
        RegFile[10] <= 8'd10;
        RegFile[11] <= 8'd11;</pre>
        RegFile[12] <= 8'd12;</pre>
        RegFile[13] <= 8'd13;</pre>
        RegFile[14] <= 8'd14;
        RegFile[15] <= 8'd15;
```

```
/*
        THE PROGRAM
        1. MOV ACC R1
                        IR <- 1001 0001 (Load R1 in ACC)</pre>
        2. XOR R1
                        IR <- 0110 0001 (Clear ACC)</pre>
        3. ADD R5
                        IR <- 0001 0101 (ACC + R5)
        4. ADD R6
                        IR <- 0001 0110 (ACC + R6 (which is R5 + R6))
        5. MOV R7 ACC
                        IR <- 1010 0111 (Store ACC in R7)
        6. HLT
                        IR <- 1111 1111
    */
    /*
        SIMULATION OF THE PROGRAM
        1. MOV ACC R1 ACC <- 1
        2. XOR R1
                        ACC <- 0
       3. ADD R5
                        ACC <- 5
       4. ADD R6
                        ACC <- 11
        5. MOV R7 ACC
                        R7 <- 11
       6. HLT
    */
    PROGRAM[0] <= 8'b10010001;
                                  // 1. MOV ACC R1
                                                      ACC <- 1
    PROGRAM[1] <= 8'b01100001;
                                  // 2. XOR R1
                                                      ACC <- 0
                                                     ACC <- 5
   PROGRAM[2] <= 8'b00010101;
                                  // 3. ADD R5
   PROGRAM[3] <= 8'b00010110;
                                  // 4. ADD R6
                                                      ACC <- 11
    PROGRAM[4] <= 8'b10100111;
                                  // 5. MOV R7 ACC
                                                      R7 <- 11
   PROGRAM[5] <= 8'b11111111;
                                  // 6. HLT
   PC <= 4'b0;
    IR <= 8'b0;
   ACC <= 8'b111111111;
   EXT <= 8'b0;
   CB <= 1'b0;
   SUMDIFF <= 9'b0;
   MULTDIV <= 16'b0;
   Output <= 8'b0;
else begin
    if(mode == 5'b00001)begin
        Output <= RegFile[0];
    end
```

end

```
else if(mode == 5'b11111)begin
    Output <= ACC;
end
else if(mode == 5'b00010)begin
    Output <= RegFile[1];
end
else if(mode == 5'b00011)begin
    Output <= RegFile[2];
end
else if(mode == 5'b00100)begin
    Output <= RegFile[3];
end
else if(mode == 5'b00101)begin
    Output <= RegFile[4];
else if(mode == 5'b00110)begin
    Output <= RegFile[5];
end
else if(mode == 5'b00111)begin
    Output <= RegFile[6];
end
else if(mode == 5'b01000)begin
    Output <= RegFile[7];
end
else if(mode == 5'b01001)begin
    Output <= RegFile[8];
end
else if(mode == 5'b01010)begin
    Output <= RegFile[9];
end
else if(mode == 5'b01011)begin
    Output <= RegFile[10];
end
else if(mode == 5'b01100)begin
    Output <= RegFile[11];
end
else if(mode == 5'b01101)begin
    Output <= RegFile[12];
end
else if(mode == 5'b01110)begin
    Output <= RegFile[13];
end
else if(mode == 5'b01111)begin
    Output <= RegFile[14];
end
else if(mode == 5'b10000)begin
    Output <= RegFile[15];
```

```
end
else if(mode == 5'b10001)begin
    Output <= IR;
end
else if(mode == 5'b10010)begin
    Output <= {3'b0,PC};
end
else if(mode == 5'b10011)begin
    Output <= EXT;
end
if (!pause) begin
    IR <= PROGRAM[PC];</pre>
    case(IR[7:4] )
        4'b0000:begin
            if (IR[3:0] == 4'b0000)begin
                 //NOP
            end
            else if (IR[3:0] == 4'b0001) begin
             // LSL ACC
                ACC <= ACC << 1;
            end
            else if (IR[3:0] == 4'b0010) begin
                // LSR ACC
                ACC <= ACC >> 1;
            else if (IR[3:0] == 4'b0011) begin
                // CIR ACC
                ACC <= {ACC[0], ACC[7:1]};
            end
            else if (IR[3:0] == 4'b0100) begin
                // CIL ACC
                ACC <= {ACC[6:0], ACC[7]};
            end
            else if (IR[3:0] == 4'b0101) begin
                // ASR ACC
                ACC <= {ACC[7], ACC[7:1]};
            end
            else if (IR[3:0] == 4'b0110) begin
                // INC ACC
                SUMDIFF = ACC + 1;
                CB = SUMDIFF[8];
                ACC = SUMDIFF[7:0];
            end
            else if (IR[3:0] == 4'b0111) begin
                // DEC ACC
                SUMDIFF = ACC - 1;
```

```
CB = SUMDIFF[8];
        ACC = SUMDIFF[7:0];
    end
  end
4'b0001:begin
    //ADD Ri
    SUMDIFF = ACC + RegFile[IR[3:0]];
    ACC = SUMDIFF[7:0];
    CB = SUMDIFF[8];
 end
4'b0010:begin
    //SUB Ri
    SUMDIFF = ACC - RegFile[IR[3:0]];
    CB = SUMDIFF[8];
    ACC = SUMDIFF[7:0];
end
4'b0011:begin
    //MUL Ri
   MULTDIV = ACC * RegFile[IR[3:0]];
    ACC = MULTDIV[7:0];
    EXT = MULTDIV[15:8];
end
4'b0100:begin
    //DIV Ri
    // Need a synthesizable way to implement division
   ACC = Div;
    EXT = Rem;
end
4'b0101:begin
    //AND Ri
    ACC <= ACC & RegFile[IR[3:0]];
end
4'b0110:begin
    //XOR Ri
    ACC <= ACC ^ RegFile[IR[3:0]];
end
4'b0111:begin
    //CMP Ri
    SUMDIFF = ACC - RegFile[IR[3:0]];
    CB = SUMDIFF[8];
end
4'b1000:begin
    //BR <4-bit address>
    if(CB == 1)begin
        PC <= IR[3:0];
```

```
end
               end
               4'b1001:begin
                   //MOV Ri
                   ACC <= RegFile[IR[3:0]];
               end
               4'b1010:begin
                   //MOV ACC Ri
                   RegFile[IR[3:0]] <= ACC;</pre>
               end
               4'b1011:begin
                   //RET <4-bit address>
                   PC <= IR[3:0];
               end
               4'b1111:begin
                   //HLT
                    $finish;
               end
   endcase
       PC = PC + 1;
       end
       else begin
           IR = IR;
           PC = PC;
       end
   end
end
```

endmodule

SYNTHESIZABLE DIVISION CODE

endmodule

```
module division(A, B, Res, Rem);
 parameter WIDTH = 8;
 input [WIDTH-1:0] A;
 input [WIDTH-1:0] B;
 output [WIDTH-1:0] Res;
 output reg [WIDTH-1:0] Rem;
 reg [WIDTH-1:0] Res;
 reg [WIDTH-1:0] a1, b1;
 reg [WIDTH:0] p1;
 integer i;
 always @(A or B)
   begin
     a1 = A;
     b1 = B;
     p1 = 0;
     for (i = 0; i < WIDTH; i = i + 1) begin
       // Shift in the next bit of the dividend and subtract the divisor.
       p1 = {p1[WIDTH-2:0], a1[WIDTH-1]};
       a1[WIDTH-1:1] = a1[WIDTH-2:0];
       p1 = p1 - b1;
       // Check if the result is negative (borrow occurred).
       // If so, add the divisor back and set the corresponding bit of a1 to 1.
       if (p1[WIDTH-1] == 1'b1) begin
        a1[0] = 0;
         p1 = p1 + b1;
       end else begin
         a1[0] = 1;
       end
     end
     // After the loop, the quotient is in a1 and the remainder is in p1.
     Res = a1;
     Rem = p1;
   end
```

TESTBENCH

```
`timescale 1ns / 1ps
module Processor_TB;
parameter CLK_PERIOD = 10;
reg [4:0] mode;
reg clk,rstn, pause;
wire CB;
wire [7:0] Output;
Processor dut (
   .clk(clk),
   .rstn(rstn),
   .pause(pause),
   .mode(mode),
   .CB(CB),
   .Output(Output)
);
always #((CLK_PERIOD/2)) clk = ~clk;
initial begin
   clk = 0;
   rstn = 0;
   pause = 0;
   mode = 5'b0;
   #50 rstn = 1;mode = 5'b11111;
   #10 pause = 1; mode = 5'b11111;
   #50 pause = 0; mode = 5'b11111;
   #250 $finish;
end
endmodule
```

SIMULATION RESULTS

