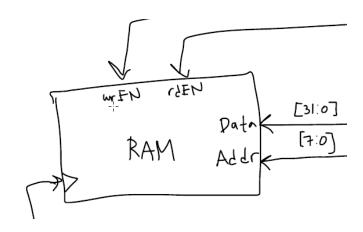
Kevin Hoser and Alex Schendel EE 435 Project 4 9 April 2020

RAM

```
`include "HEADER.vh"
module RAM(Data, clk, rdEn, wrEn, reset, Addr);
parameter MEMDEPTH = 256;
parameter DWIDTH = 32;
parameter AWIDTH = 8;
inout [DWIDTH-1:0] Data;
input clk;
input rdEn, wrEn; // active high enable, one-hot
input [AWIDTH-1:0] Addr;
input reset;
 tri [DWIDTH-1:0] Data;
reg [DWIDTH-1:0] dataOut;
reg [DWIDTH-1:0] storage [MEMDEPTH-1:0];
integer i;
 assign Data = (~wrEn) ? storage[Addr] : {DWIDTH{1'bz}};
 //Resets the entire RAM by iterating through the registers % \left( 1\right) =\left( 1\right) +\left( 1\right) 
always @(negedge reset) begin
                           for (i = 0; i < MEMDEPTH; i = i + 1) begin
                                                         storage[i] = 32'b0;
                            end
 end
 //Initialize a DFF to set the data properly. See header.vh
  `DFFE(storage[Addr], Data, wrEn, reset, clk)
```

endmodule

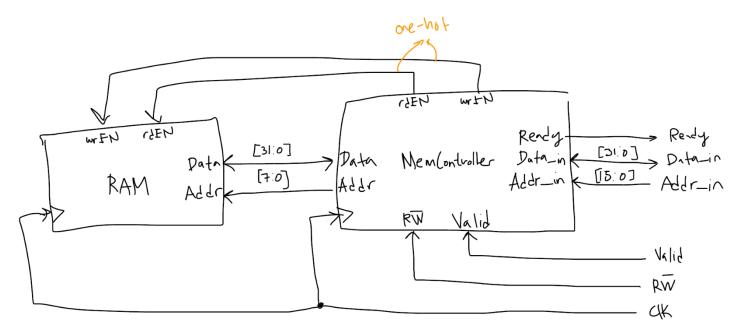


Memory Controller

```
module MemControl(Data_in, Data, rdEn, wrEn, Addr, Ready, clk, Addr_in, RW, Valid);
parameter MEMDEPTH = 256;
parameter DWIDTH = 32;
parameter AWIDTH = 8;
inout Data_in;
inout Data;
                                 [31:07
output reg rdEn, wrEn;
output reg [AWIDTH-
1:0] Addr;
                                 7:0
output reg Ready;
input clk;
input [15:0] Addr_in;
input RW;
input Valid;
tri [DWIDTH-1:0] Data in, Data;
assign Data = (wrEn) ? Data in : {DWIDTH{1'bz}};
assign Data_in = (RW) ? Data : {DWIDTH{1'bz}};
always @(posedge clk) begin
    // only run when the inputs valid
    if(Valid) begin
        Ready = 0;
        // wait one cycle to read the address
        wait (~clk);
        wait (clk);
        Addr = Addr in[AWIDTH-1:0];
        if (~RW)
            wrEn = 1; // write
        else
            rdEn = 1; // read
        // wait one cycle to write/read from ram
        wait(~clk);
        wait(clk);
        // add two cycles of arbitary delay
        wait (~clk);
        wait(clk);
        wait (~clk);
        wait(clk);
        // tell CPU we're done and disable RAM
        Ready = 1;
        rdEn = 0;
        wrEn = 0;
    end
end
endmodule
```

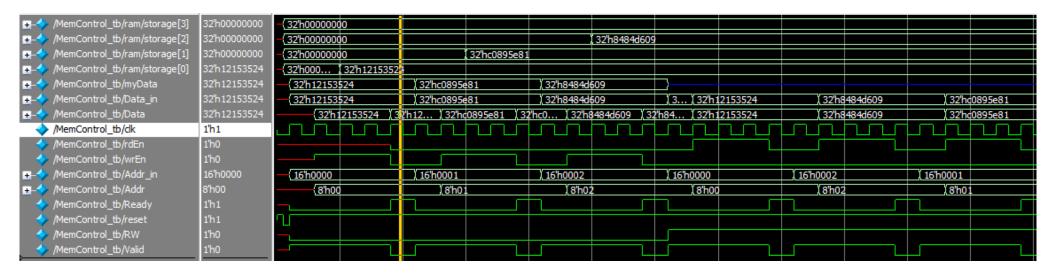
Header File

RAM/Memory Controller Combined Block-Diagram



Memory Controller Testbench

```
`timescale 1ns / 1ns
                                                   // write to Addr 0
                                                   myData = $random; Addr_in = 16'h000
                                                0; RW = 0; Valid = 1;
module MemControl tb();
                                                   wait(~Ready);
parameter MEMDEPTH = 256;
                                                   wait (Ready);
parameter DWIDTH = 32;
                                                   Valid = 0;
parameter AWIDTH = 8;
                                                    // write to Addr 1
// component variables
                                                    #20 myData = $random; Addr in = 16'
                                               h0001; RW = 0; Valid = 1;
tri [DWIDTH-1:0] Data in, Data;
                                                   wait(~Ready);
wire rdEn, wrEn;
                                                   wait (Ready);
wire [AWIDTH-1:0] Addr;
                                                   Valid = 0;
wire Ready;
                                                    // write to Addr 2
reg clk;
                                                   #20 myData = $random; Addr in = 16'
                                               h0002; RW = 0; Valid = 1;
reg reset;
reg [15:0] Addr in;
                                                   wait(~Ready);
rea RW;
                                                   wait(Ready);
                                                   Valid = 0;
reg Valid;
MemControl dut(Data in, Data, rdEn, wrE
                                                   // read from Addr 0
                                                   #20 myData = {DWIDTH{1'bz}}; Addr_i
n, Addr, Ready, clk, Addr in, RW, Valid
                                               n = 16'h0000; RW = 1; Valid = 1;
);
RAM ram(Data, clk, rdEn, wrEn, reset, A
                                                   wait(~Ready);
ddr);
                                                   wait(Ready);
                                                    Valid = 0;
// clock
always begin
                                                    // read from Addr 2
                                                   #20 myData = {DWIDTH{1'bz}}; Addr i
   clk = 0;
                                               n = 16'h0002; RW = 1; Valid = 1;
   forever #10 clk = !clk;
                                                   wait(~Ready);
end
                                                   wait(Ready);
reg [DWIDTH-1:0] myData;
                                                   Valid = 0;
assign Data in = (~RW) ? myData : {DWID
                                                   // read from Addr 1
TH{1'bz}};
                                                   #20 myData = {DWIDTH{1'bz}}; Addr i
                                                n = 16'h0001; RW = 1; Valid = 1;
initial
                                                   wait(~Ready);
                                                   wait(Ready);
begin
   // reset RAM
                                                    Valid = 0;
   reset = 1;
   #5 reset = 0;
   #5 reset = 1;
                                                endmodule
```



Multiplier

```
module multiply_32(prod, a, b);
parameter WIDTH = 32;
output [WIDTH-1:0] prod;
input [WIDTH-1:0] a, b;
assign prod = a * b;
```

endmodule

Divider

```
module divide_32(out, a, b);
parameter WIDTH = 32;
output [WIDTH-1:0] out;
input [WIDTH-1:0] a,b;
assign out = a / b;
endmodule
```

Comparator

```
module comp_32(lt, eq, gt, a, b);
parameter WIDTH = 32;
output [WIDTH-1:0] lt, eq, gt;
input [WIDTH-1:0] a, b;
assign lt = {{31'b0}, {a < b}};
assign eq = {{31'b0}, {a == b}};
assign gt = {{31'b0}, {a > b}};
```

ALU

```
module ALU(out, a, b, op);
output [31:0] out;
input [31:0] a, b;
input [3:0] op;
wire [31:0] add, sub, my_and, my_or, my_xor, my_xnor,
            my_shl, my_shr, my_sra, my_mult, my_div,
            my_lt, my_gt, my_eq;
full_adder_32 adder(, add, a, b, 1'b0);
full subtractor 32 subber(, sub, a, b, 1'b0);
and32 ander(my_and, a, b);
or32 orer(my_or, a, b);
xor32 xorer(my_xor, a, b);
xnor32 xnorer(my_xnor, a, b);
shiftLeft32 shiftLefter(my_shl, a, b);
shiftRight32 shiftRighter(my_shr, a, b);
shiftRight32Arithmetic shiftRightAer(my sra, a, b);
multiply 32 multiplierer (my mult, a, b);
divide_32 dividerer(my_div, a, b);
comp_32 comparatorer(my_lt, my_eq, my_gt, a, b);
mux16_32 muxer(out, add, sub, my_mult, my_div, my_lt, my_eq, my_gt, ,
   my_and, my_or, my_xor, my_xnor, my_shl, my_shr, my_sra, , op);
```

endmodule

ALU Testbench

```
`timescale 1ns / 1ns
                                                                   \#10 a = 32'h555984ab; b = 32'h6c886316; op = 4'h4;
                                                                   #10 a = 32'hfffeffff; b = 32'h00000004; op = 4'hC;
module ALU tb();
                                                                   \#10 a = 32'hFFFF7FFF; b = 32'h00000009; op = 4'hD;
                                                                   \#10 a = 32'h80000000; b = 32'h0000001E; op = 4'hE;
wire [31:0] out;
                                                                   \#10 a = 32'h23337af9; b = 32'h89bfe491; op = 4'hF;
reg [31:0] a, b;
reg [3:0] op;
                                                                // empty
ALU dut (out, a, b, op);
                                                                   #10 a = 32'h000000000; b = 32'h00000000; op = 4'h0;
initial // Test stimulus
                                                                   \#10 a = 32'h62202dfd; b = 32'h15ff1963; op = 4'h2;
 begin
                                                                   \#10 a = 32'hd9de66ad; b = 32'h2edd939c; op = 4'h3;
   \#10 a = 32'hBC157222; b = 32'h222751CB; op = 4'h0;
                                                                   \#10 a = 32'h7fa3036c; b = 32'h3e845481; op = 4'h4;
   \#10 a = 32'h000000000; b = 32'h583bd1cc; op = 4'h1;
                                                                   \#10 a = 32'h65b3a971; b = 32'hcc309e27; op = 4'h5;
   \#10 a = 32'h10101010; b = 32'h583bd1cc; op = 4'h8;
                                                                   \#10 a = 32'hcbd67161; b = 32'h2fb505fb; op = 4'h6;
   \#10 a = 32'h0189ABCD; b = 32'h1DC74A54; op = 4'h9;
   \#10 a = 32'he9eec208; b = 32'h583bd1cc; op = 4'hA;
                                                                  #10 $stop;
   \#10 a = 32'h1fbc8148; b = 32'h20ce01ee; op = 4'hB;
                                                                 end
   \#10 a = 32'h2416e099; b = 32'h3ef9d5ec; op = 4'h2;
   \#10 a = 32'h687f3b5a; b = 32'h71252c6f; op = 4'h3;
                                                               endmodule
```

	32'ha6f27dd7	32'h00000	000	32'ha6f27	dd7	32'h00000	004	32'h00000	000			32'h000000	01
	32'h62202dfd	32'h00000	000	32'h62202	dfd	32'hd9de6	6ad	32'h7fa30:	6c	32'h65b3a	971	32'hcbd6716	51
+	32'h15ff1963	(32'h00000	000	32'h15ff19	63	32'h2edd9	39c	32'h3e845	481	32'hcc309e	27	32'h2fb505f	Ъ
	4'h2	(4'h0		4h2		4'h3		4'h4		4'h5		4'h6	
<u> </u>	_												

CPU

```
`include "header.vh"
module CPU;
parameter IWIDTH = 32;
parameter DWIDTH = 32;
parameter AWIDTH = 10;
reg clk;
// configure IR, MDR, MAR
reg [IWIDTH-1:0] IR;
reg [DWIDTH-1:0] MDR;
reg [AWIDTH-1:0] MAR;
wire [IWIDTH-1:0] IR_nxt;
wire [DWIDTH-1:0] MDR nxt;
wire [AWIDTH-1:0] MAR_nxt;
`DFFE(IR, IR nxt, 1'b1, 1'b1, clk);
`DFFE (MDR, MDR nxt, 1'b1, 1'b1, clk);
`DFFE(MAR, MAR nxt, 1'b1, 1'b1, clk);
\ensuremath{//} configure memory controller and RAM
tri [DWIDTH-1:0] Data in, Data;
wire rdEn, wrEn;
wire [7:0] Addr;
wire Ready;
reg reset;
reg [15:0] Addr in;
reg RW;
reg Valid;
assign Data in = (\sim RW) ? MDR : \{DWIDTH\{1'bz\}\};
MemControl m control(Data in, Data, rdEn, wrEn, Addr, Ready, clk, MAR[7:0], RW, Valid)
RAM ram(Data, clk, rdEn, wrEn, reset, Addr);
// clock
always begin
    clk = 0;
    forever #10 clk = !clk;
end
endmodule
```