Important Notes:

- * I didn't add branch
- * My ALU is same with hw3 , errors still exist
- * My sign extender adds 26 times 0 front of the immediate to make it 32 bit
- * With .qar I add all files in a zip.
- * Some results may be wrong. Because of time problems I cannot make a great error check.

SIGNALS TABLE:

INSTR.	OPCODE	FUNCT	ALU	ALU	ALU	Mem	Mem	Reg	Mem	Reg	ALU
			OP	CTR	ACT	Write	Read	Dst	ToReg	Write	SRC
AND	0000	000	111	000	AND	0	0	1	0	1	0
ADD	0000	001	111	001	ADD	0	0	1	0	1	0
SUB	0000	010	111	010	SUB	0	0	1	0	1	0
XOR	0000	011	111	011	XOR	0	0	1	0	1	0
NOR	0000	100	111	100	NOR	0	0	1	0	1	0
OR	0000	101	111	101	OR	0	0	1	0	1	0
ADDI	0001	XXX	001	001	ADD	0	0	0	0	1	1
ANDI	0010	XXX	000	000	AND	0	0	0	0	1	1
ORI	0011	XXX	101	101	OR	0	0	0	0	1	1
NORI	0100	XXX	100	100	NOR	0	0	0	0	1	1
BEQ	0101	XXX	110	110	SLT	0	0	0	0	0	0
BNE	0110	XXX	110	110	SLT	0	0	0	0	0	0
SLTI	0111	XXX	110	110	SLT	0	0	0	0	1	1
LW	1000	XXX	001	001	ADD	0	1	0	1	1	1
SW	1001	XXX	001	001	ADD	1	0	0	0	0	1

```
ALUOp 0 = Opcode0 + (Opcode2 * Opcode0) + ~(Opcode3 + Opcode2 + Opcode1 + Opcode0)
```

MemWrite = Opcode3 * Opcode0

MemRead = Opcode3 * ~Opcode0

RegDst = ~(Opcode3 + Opcode2 + Opcode1 + Opcode0)

MemToReg = Opcode3 * ~Opcode0

RegWrite = ~((Opcode3 xor Opcode2) * (Opcode1 xor Opcode0))

ALUSrc = \sim ((Opcode1 xor Opcode0) * Opcode2) + (\sim (Opcode3 + Opcode2 + Opcode1 + Opcode0))

ALUCtr0 = if (ALUOp0 * ALUOp1 * ALUOp2) == 1) { funct0 or 0 } else {ALUOp0 or 0}

ALUCtr1 = if (ALUOp0 * ALUOp1 * ALUOp2) == 1) { funct1 or 0 } else {ALUOp1 or 0}

TEST RESULTS:

mipstb: Testbench of minips.v (complete processor)

Initial values of registers:

```
p reg_inside.txt
Compilation Report - processor 🔃 🌵 mipstb.v
                           ×
                                           .../hw3/alu.v □
                                                      ALUControl.
 | AA 🔩 (7 | 準 準 | O Of TO Ok 🚱 | O 🔼 | ☑ | 2655 ab/ | 🗎 🗏 🖺
     // memory data file (do not edit the following line - required for mem load use)
     // instance=/Registers_testbench/Reginst/storage
    // format=bin addressradix=h dataradix=b version=1.0 wordsperline=l noaddress
     5
     9
     10
     00000000000000000000000000000110
11
     0000000000000000000000000000111
```

Initial values of memory is same with draft file.

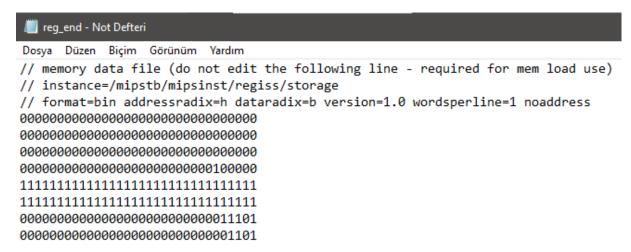
Instruction list:

```
instruction = 32'b0000000001010000; // 000 ve 001 i andle 010 a yaz
#20 instruction = 32'b0000000010011000; // 000 ve 010 1 andle 011 e yaz
#20 instruction = 32'b0000000011100001; // 000 + 011 -> 100
#20 instruction = 32'b0000000100101001; // 000 + 100 -> 101
#20 instruction = 32'b0000101000110010; // 101 - 000 -> 110
#20 instruction = 32'b0000110000111010; // 110 - 000 -> 111
#20 instruction = 32'b0000000111001011; // 000 xor 111 -> 001
#20 instruction = 32'b0000000001010011; // 000 xor 001 -> 010
#20 instruction = 32'b0000000010011100; // 000 nor 010 -> 011
#20 instruction = 32'b0000000011100100; // 000 nor 011 -> 100
#20 instruction = 32'b0000000100101101; // 000 or 100 -> 101
#20 instruction = 32'b0000000101110101; // 000 or 101 -> 110
#20 instruction = 32'b0001000110111110; // 000 + 111110 -> 110
#20 instruction = 32'b0001000111001110; // 000 + 001110 -> 111
#20 instruction = 32'b00100000010111; // 000 and 010111 -> 001
#20 instruction = 32'b0010000010011111; // 000 and 011111 -> 010
#20 instruction = 32'b0011000011100000; // 000 or 100000 -> 011
#20 instruction = 32'b0011000100101000; // 000 or 101000 -> 100
#20 instruction = 32'b0100000101110001; // 000 nor 110001 -> 101
#20 instruction = 32'b0100000110111001; // 000 nor 111001 -> 110
#20 instruction = 32'b0111000100101100; // 000 slt 101100 -> 100
#20 instruction = 32'b0111000101110100; // 000 slt 110100 -> 101
#20 instruction = 32'b1000000110111101; // mem[111101] -> 110
#20 instruction = 32'bl000000111001101; // mem [001101] -> 111
#20 instruction = 32'bl00100000101010; // 001 -> mem [010110]
#20 instruction = 32'bl001000010011110; // 010 -> mem [011110]
```

Test results:

```
# time:
time:
          # time:
           # time:
          # time:
# time:
          # time:
          time:
          # time:
          # time:
time:
          # time:
# time:
          # time:
time:
          # time:
# time:
          240, instruction: 0001000110111110, result: 0000000000000000000000000111110
# time:
          260. instruction: 0001000111001110. result: 000000000000000000000000001110
# time:
          260, instruction: 0001000111001110, result: 000000000000000000000000001110
          # time:
          # time:
time:
          340, instruction: 0011000100101000, result: 000000000000000000000000101000
# time:
          # time:
# time:
          380, instruction: 0100000110111001, result: 111111111111111111111111111111000110
          # time:
          time:
          # time:
# time:
          440, instruction: 1000000110111101, result: 000000000000000000000000011101
time:
          440, instruction: 1000000110111101, result: 000000000000000000000000011101
          460. instruction: 1000000111001101, result: 00000000000000000000000011101
# time:
          460, instruction: 1000000111001101, result: 00000000000000000000000001101
time:
time:
          460, instruction: 1000000111001101, result: 000000000000000000000000001101
          480, instruction: 1001000001010110, result: 00000000000000000000000010110
# time:
           480, instruction: 1001000001010110, result: 000000000000000000000000010110
time:
          500, instruction: 1001000010011110, result: 00000000000000000000000011110
time:
 time:
          500, instruction: 1001000010011110, result: 000000000000000000000000011110
```

Final values of registers:



Final values of memory:

It is so long so I didn't add it in this report file. File name id mem_end.txt. You can find it in zip file and gar file.

Tests results of modules:

alucontrol:

-															
/ALUControl_testbench/Funct	111	000	001	010	011	100	101	110	111	000	001		101	100	1111 ^
→ /ALUControl_testbench/ALUOp	001	111						001	000	101	100	110		001	
/ALUControl_testbench/ALUCtr	001	000	001	010	011	100	101	001	000	101	100	110		001	

Control unit:

	1001	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	
		0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	
<u>→</u> /controlunit_testbench/ALUOp	001	111	001	000	101	100	110			001		
/controlunit_testbench/RegDst	St0											
/controlunit_testbench/MemRead	St0											
/controlunit_testbench/MemToReg	St0											
/controlunit_testbench/MemWrite	St1											
/controlunit_testbench/ALUSrc	St1											
/controlunit_testbench/RegWrite	St0											

Memory:

/memory_testbench/MemRead	1											
/memory_testbench/MemWrite	1											
/memory_testbench/Address	00	000000000000000000000000000000000000000	00000000000	0000000011	000000000000	00000000000	0000000111					
≖ - <pre>/memory_testbench/WriteData</pre>	01	01010101010	10101010101	0101000000								
<u>→</u> /memory_testbench/ReadData	01			01010101		01010101010	10101010101	0101000000				

Register:



Sign Extender:

