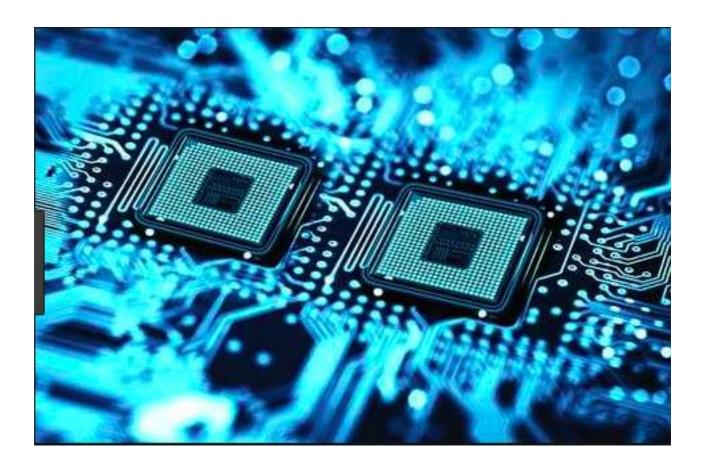
CS2022 COMPUTER ARCHITECTURE Project 2

MICROCODED INSTRUCTIONS SET PROCESSOR



Submitted To: Mr. Michael Manzke

Submitted By: Kavin Gupta

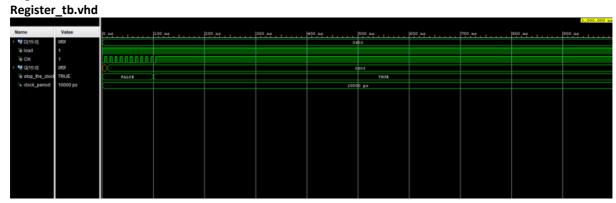
17317505

The VHDL codes are in filenames given corresponding to the components.

COMPONENTS REQUIRED:

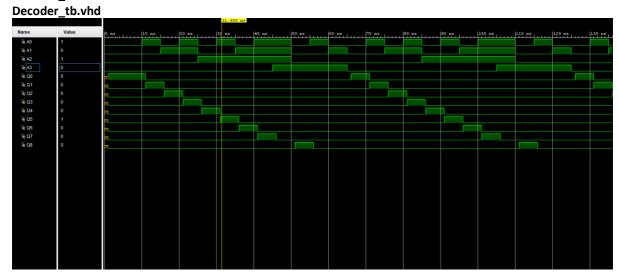
1. Register:

Register.vhd



2. Decoder:

Decoder_4to9.vhd



3. Multiplexer 2 to1

Mux_2to1.vhd

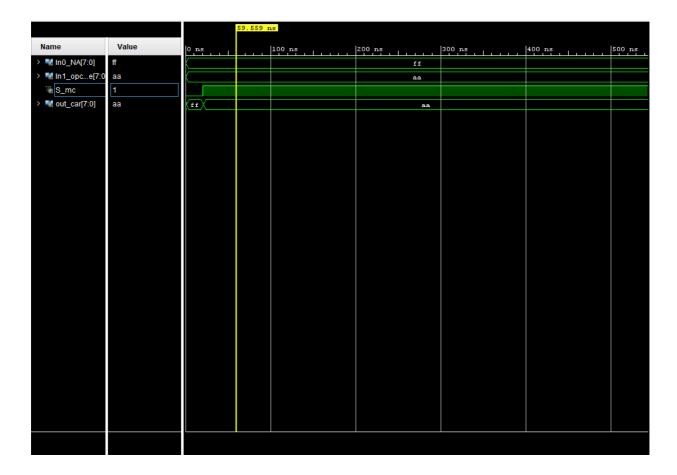


4. Multiplexer 2 to 16

Mux_2to16.vhd NO testbench required

5. Multiplexer 2 to 8

Mux2to8.vhd Mux2to8_TB.vhd



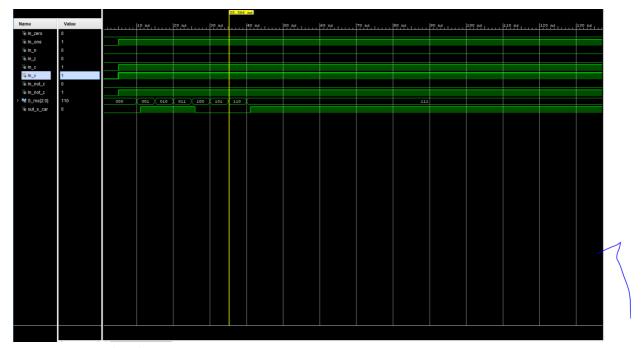
6. Multiplexer 3 to 1

Mux_3to1.vhd

No test bench required as it used in Barrel shifter and it is shown working below.

7. Multiplexer 8to1

Mux8to1.vhd Mux8to1_TB.vhd



8. Multiplexer 9 to 16

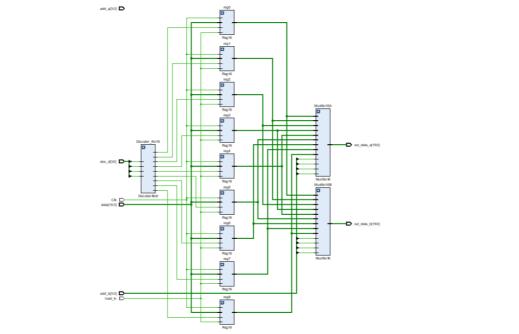
Mux9to16.vhd

Mux9to16_TB.vhd

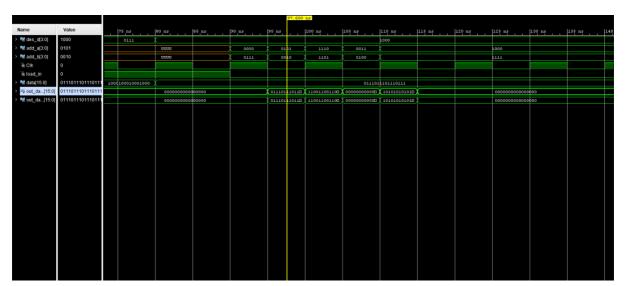


9. Register File

Reg_file.vhd Regfile_tb.vhd

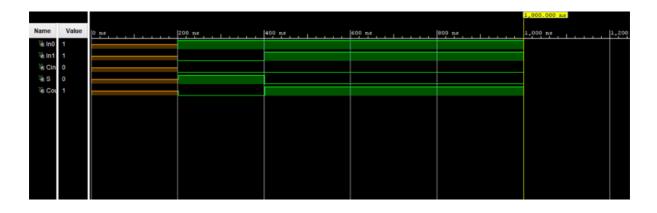


Schematic of Register File



10.Full Adder

Full-adder.vhd Fulladder_tb.vhd



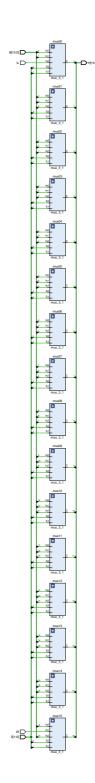
11.Ripple Adder

Ripple_adder.vhd

No test bench required as full adders are shown working and ripple adder is shown working below.

12.Barrel Shifter

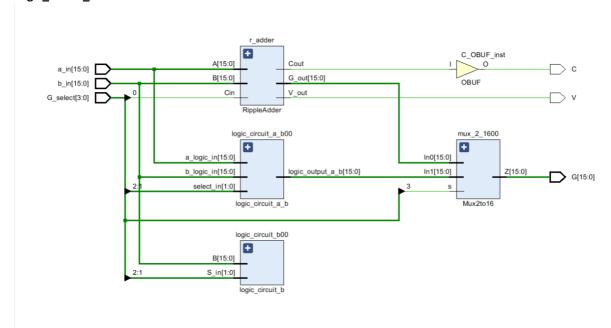
Barrel_shifter.vhd



Schematic of Barrel Shifter
No test bench Required as it is shown working below.

13. Arithmetic Logic Unit

ALU_16bit.vhd Logic_circuit_1.vhd Logic_circuit_2.vhd

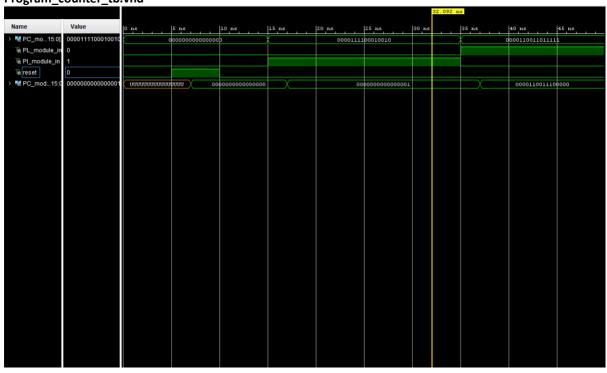


Schematic for Arithmetic Logic Unit

No testbench Required

14.Program Counter

Program_counter.vhd Program_counter_tb.vhd



15.Extended program Counter

Extended_program_counter.vhd

Extended_program_counter_tb.vhd



16.Zero fill

Zero_fill.vhd

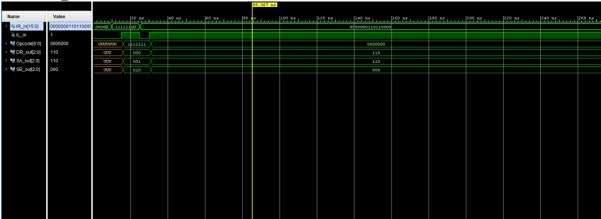
Zero_fill_tb.vhd



17.Opcode

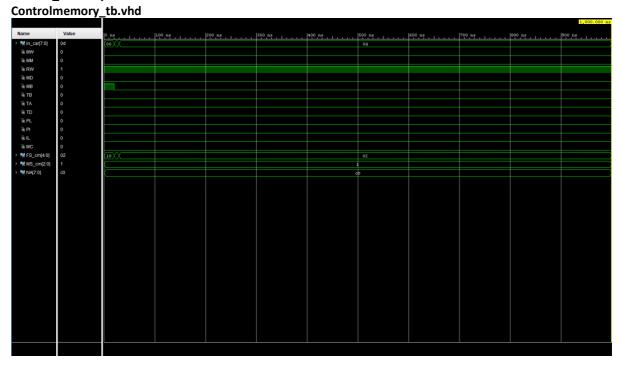
Instructions.vhd

Instruction_tb.vhd



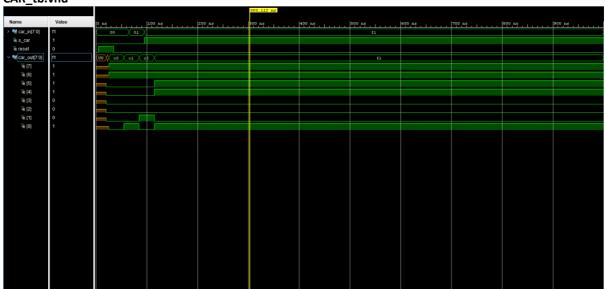
18.Control Memory

Control_memory.vhd



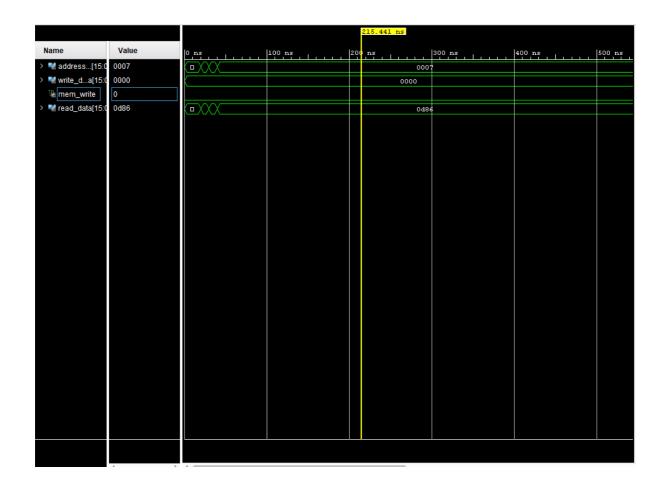
19.Control Address Register

Control_address_reg.vhd CAR_tb.vhd



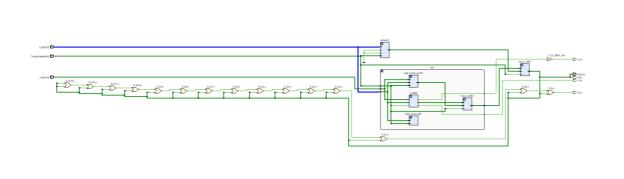
20.Memory

Memory.vhd Memory_tb.vhd



21.Functional Unit

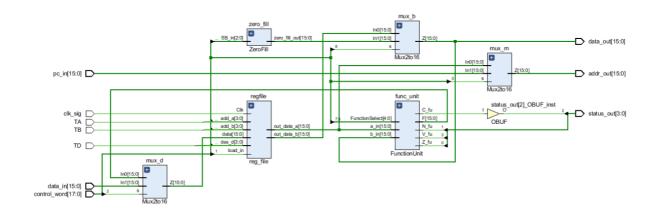
Functional_unit.vhd



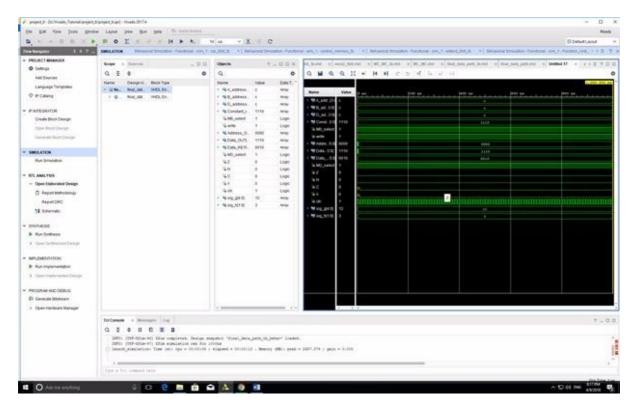
Schematic for Functional Unit

22.Data path

Datapath.vhd Datapath_tb.vhd

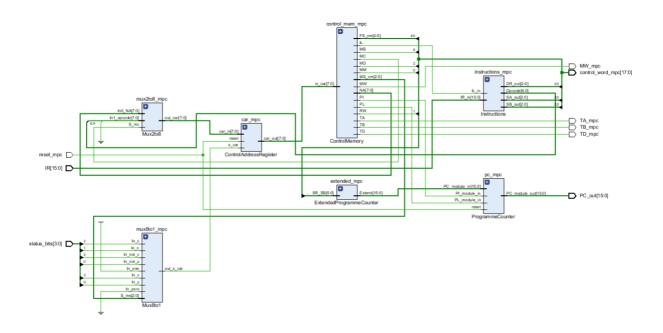


Schematic of Datapath



23. Microprogram controller

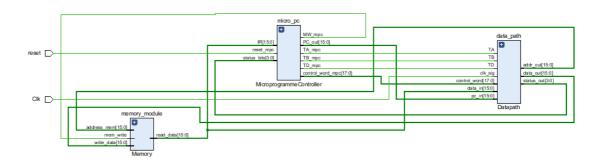
Microprogramer_controller.vhd



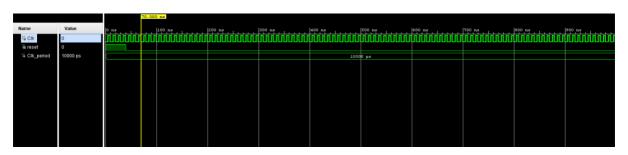
Schematic of Micro Program Control

24.Final

Proj2.vhd Proj_tb.vhd



Schematic Overall



Name	Value	10 ns	200 ns	400 ns	600 ns	800 ns	1,000 ns	1,200 ns	1,400 ns
reg0_q[15:0]	0000000000000000	(WWW)	00000000000	0000	X	000110010010	000	0000000000	000000
reg1_q[15:0]	000000000001100	(MANAGEM)K	(0000000000000001	*	0000000000000011	X	0000000000001100	
▶ ■ reg2_q[15:0]	000000000000110	· · · · · · · · · · · · · · · · · · ·	X	00000000000	010)8(0000000	00000110	
▶ ₹ reg3_q[15:0]	000000000000011		N (0000000000000011			
▶ ₹ reg4_q[15:0]	11111111111111010	· · · · · · · · · · · · · · · · · · ·	www C	000000000	0000100	X	1111111111	1010	
▶ ₹ regS_q[15:0]	0000000000000101	· · · · · · · · · · · · · · · · · · ·	········	X		000000000000	101		
▶ ₹ reg6_q[15:0]	0000000000000110	·		00000000000	(0000000000001101	00000	0000000000000	10
▶ ■ reg7_q[15:0]	0000000000000111	u				000000	0000000111		

This testbench shows the output of registers in the final as the operations are being performed.

The test benches show the result of operands performed by each component with the arithmetic state machine.

With expansion of register file from the previous project, Memory and Control Memory have been added with sized 512X16 and 256X28, each with 16-bit width buses that utilize 9 lest significant bits of addresses provided in order to index to the 512-bit memory size.

Microprogram Operations have been implemented for control memory. Each change and resulting operation in time via the register test bench is reflected by loading, add Immediate operand (ADI), load to register (LDR), increment (INC), store (STR), add (ADD), inverse(NOT), unconditional branch (BCH) and conditional branch (BXX). These pertain to modify the content of registers in memory at given time intervals, and more easily seen in the control memory.