Team Ramsey.001

Kavon Ramsey

**List of Parts**

* Inputs
  + Clock 1-bit, feeds into the clock of the accumulator register
  + Input 1 (16-bits), the first binary integer used for input
  + Input 2 (16-bits), the second binary integer used for input
  + Opcode (4-bits), feeds into select of Multiplexer to select operation
* Outputs
* Output (16-bits), displays the results of the accumulator
* Interfaces
* Multiplexer (b) (16-bits), is the output of the multiplexer into the accumulator. Feeds into DFF16 (ACC) next.
* Multiplexer (S) (4-bits), is an input for the opcode to select multiplexer channels (opcode)
* Multiplexer (CH0) (16-bits), is a feedback loop input for current accumulator (modeNOOP)
* Multiplexer (CH1) (16-bits), input for the 16-bit adder results (add\_val)
* Multiplexer (CH2) (16-bits), input for the 16-bit subtractor results (sub\_val)
* Multiplexer (CH3) (16-bits), input for the 32-bit multiplier results (product)
* Multiplexer (CH4) (16-bits), input for the 16-bit divider results (quotient)
* Multiplexer (CH5) (16-bits), input for the 16-bit AND gate results (and\_val)
* Multiplexer (CH6) (16-bits), input for the 16-bit OR gate results (or\_val)
* Multiplexer (CH7) (16-bits), input for the 16-bit XOR gate results (xor\_val)
* Multiplexer (CH8) (16-bits), input for the 16-bit NOT gate results (not\_val)
* Multiplexer (CH9) (16-bits), unused. (muxPORT9) empty wire
* Multiplexer (CH10) (16-bits), unused. (muxPORT10) empty wire
* Multiplexer (CH11) (16-bits), unused. (muxPORT11) empty wire
* Multiplexer (CH12) (16-bits), unused. (muxPORT12) empty wire
* Multiplexer (CH13) (16-bits), unused. (muxPORT13) empty wire
* Multiplexer (CH14) (16-bits), unused. (muxPORT14) empty wire
* Multiplexer (CH15) (16-bits), 16-bit 0s used to reset accumulator (modeRESET)
* ACC (D) (16-bits), is the value being fed into the accumulator
* ACC (Q) (16-bits), is the current value held in the register
* ACC (clk) (1-bit), clock input feeds into the DFF
* Gates
* AND gate (16-bits), 2 channels take Input 1 and Input 2 to AND them. Output channel feeds result into (CH5) Multiplexer
* OR gate (16-bits), 2 channels take Input 1 and Input 2 to OR them. Output channel feeds result into (CH6) Multiplexer
* XOR gate (16-bits), 2 channels take Input 1 and Input 2 and exclusive ORs them into output channel (CH7) Multiplexer
* NOT gate (16-bits), 1 channel takes Input 1 and returns the result of the NOT operation. Channel (CH8) of Multiplexer is fed the output
* Arithmetic Components
* Adder (16-bit), arithmetic component to add 2 16-bit inputs. (**Note this is done behaviorally in Verilog in module ALU. Circuit diagram uses built in adder**)
* Subtractor (16-bit), arithmetic component to subtract 2 16-bit inputs. (**Note this is done behaviorally in Verilog in module ALU. Circuit diagram uses built in subtractor**)
* Multiplier (32-bit), arithmetic component to multiply 2 16-bit inputs (Need truncated to 16-bit). (**Note this is done behaviorally in Verilog in module ALU. Circuit diagram uses built in multiplier**)
* Divider (16-bit), arithmetic component to divide 2 16-bit inputs. (**Note this is done behaviorally in Verilog in module ALU. Circuit diagram uses built in divider**)
* Combinational Logic
* Multiplexer (16-bit) 16 channels, used to select desired operation and result (Verilog Mux16)
* Sequential Logic
* ACC (16-bit), D register that contains current system value (Verilog DFF16)
* Modules
* (Verilog DFF16) ACC. This module serves as the ACC accumulator
* (Verilog Mux16) choice. This module serves as the multiplexer to channel selected operation
* ADD adder (16-bit). This module does behavioral addition
* SUB subtractor (16-bit). This module does behavioral subtraction
* MULT multiply (32-bit). This module does behavioral multiplication (32-bit) truncated to 16-bit
* DIV divider (16-bit). Module does behavioral division
* AND ander (16-bit). Module does an AND operation using AND gate
* OR mor (16-bit). Module does an OR operation using OR gate.
* XOR mxor (16-bit). Module does an XOR operation using XOR gate.
* NOT mnot (16-bit). Module does NOT to input 1 using NOT.
* ALU. This module is to be the breadboard for the ALU where all components and functions are set. **All Logic and Math operations performed within this module**
* Testbench. This module runs the clock and stimulus

**OP-CODE**

|  |  |  |
| --- | --- | --- |
| **Command** | **Opcode** | **Description** |
| NO-OP | 0000 | No operation on this clock tick |
| ADD | 0001 | Feed adder into ACC |
| SUB | 0010 | Feed subtractor into ACC |
| MULT | 0011 | Feed multiplier into ACC |
| DIV | 0100 | Feed divider into ACC |
| AND | 0101 | Feed AND into ACC |
| OR | 0110 | Feed OR into ACC |
| XOR | 0111 | Feed XOR into ACC |
| NOT | 1000 | Feed NOT into ACC |
| RESET | 1111 | Reset ACC with 0s |

**MODE OF OPERATION**

|  |  |  |
| --- | --- | --- |
| **Mode** | **Code** | **Description** |
| Ready | 0000 | System is Idle |
| ADD | 0001 | Perform Addition |
| SUB | 0010 | Perform Subtraction |
| MULT | 0011 | Perform Multiplication |
| DIV | 0100 | Perform Division |
| AND | 0101 | Perform AND operation |
| OR | 0110 | Perform OR operation |
| XOR | 0111 | Perform XOR operation |
| NOT | 1000 | Perform NOT operation |
| RESET | 1111 | Reset ACC with 0s |

**STATE TABLE (SIMPLE)**

|  |  |  |
| --- | --- | --- |
| **Current State** |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |