

Basic computer

With Verilog

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1. About The project	3
2. Control function	4
3. Computer design	5
4. Link the Code	6
5. Simulation	6
6. Proteus simulation	8

About the project:

This is verilog module implementation of a simple computer, referred to as the "Basic Computer." It has the following components:

- A clock input (clk).
- Eight-bit registers for instruction register (IR), data register (DR), and accumulator (AC).
- A four-bit program counter (PC) and address register (AR).
- A flag for indirect addressing mode (I), as well as carry (E) and start (S) flip-flops.
- A memory array (MEM) with 16 ×8-bit words.
- in put register (as a in put for adder and logic)
- Out put register
- An adder is a digital circuit that performs addition of numbers. In many computers and other kinds of processors, adders are used in the arithmetic logic units.
- Before everything we do some important instructions:
 - ✓ Fetch: (The Control Unit generates the control signals that copy an instruction byte from the memory into the Instruction Register, IR. The address of this instruction is in the Program Counter, PC.), and
 - ✓ Decode: (which is a hardware component inside the CPU – decodes the binary instruction and decides how to deal with the electrical signal (the instruction) based on the instruction.)
- And finally we do “Instruction execute”

The 8 bits in the IR are connected to the Control Unit. These 8 bits determine the sequence of control signals that the Control Unit generates. The sequence of control signals generated by the Control Unit causes the execution of the instruction. The sequence finishes by starting fetch and decode ,so fetching the next instruction into the IR.The system clock signal determines the timing of all these control signals. There are a large number of control signals. Thus there will

be a control signal that is connected to the enable input of a three-state buffer that connects a register to a bus. There will be other signals that are connected to the load input of every register so causing that register to be loaded from the bus. Yet other signals will go to the ALU_mode control signals of the ALU causing the ALU to be set to perform a particular arithmetic or logical operation. Another control signal is connected to the WriteEnable input of the memory so determining whether the memory will read or write.

Control Functions and Micro operation for the Basic Computer :

Fetch	T_0	$AR \leftarrow PC$
	T_1	$IR \leftarrow M[AR] , \quad PC \leftarrow PC+1$
Decode	T_2	$D_0,...,D_3 \leftarrow IR(6-4) , AR \leftarrow IR(3-0)$ $I \leftarrow IR(7) ,$
indirect	$D_7 ' I T_3$	$AR \leftarrow M[AR]$

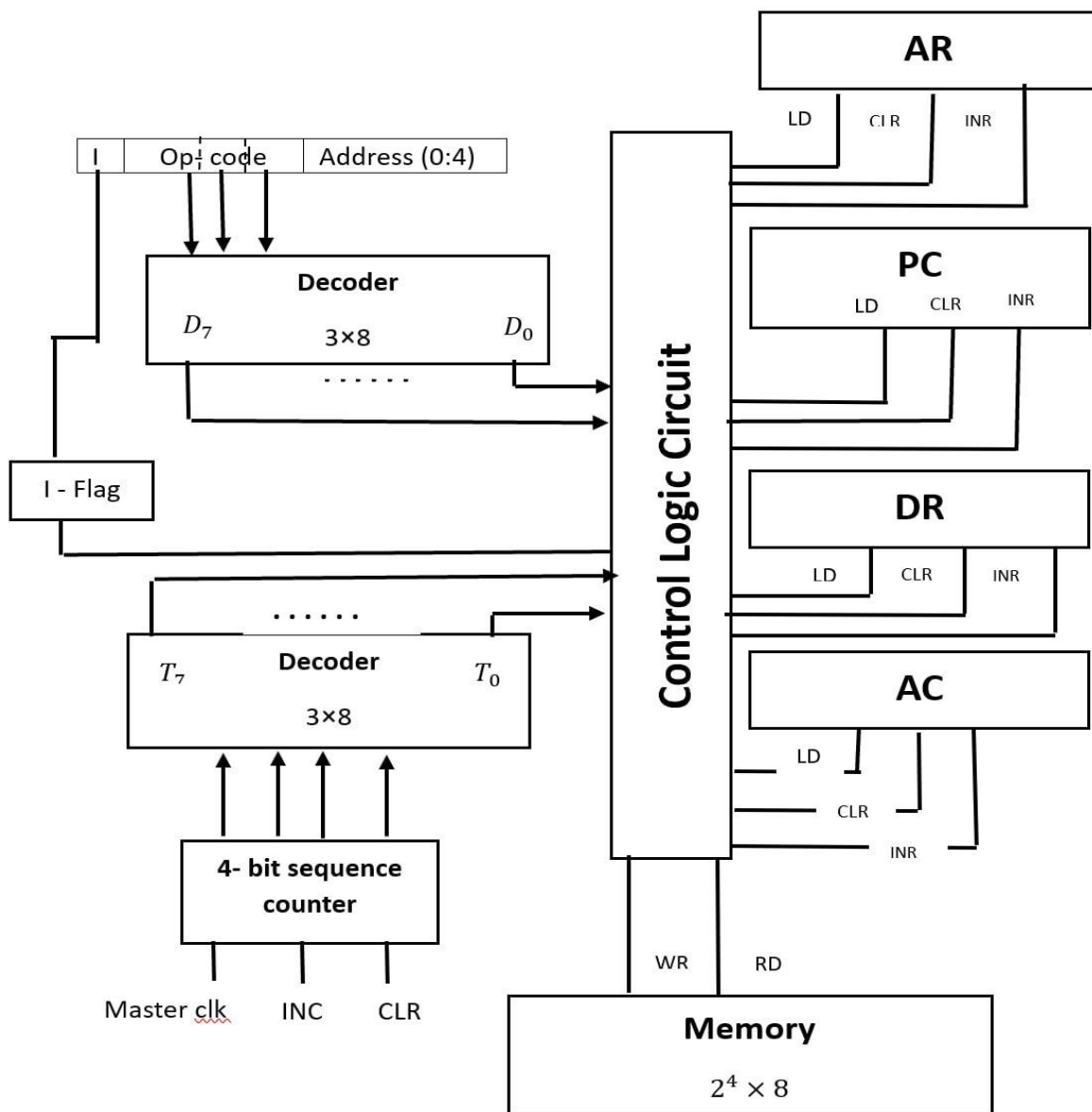
Memory Reference

AND	$D_0 T_4$	$DR \leftarrow M[AR]$
	$D_0 T_5$	$AC \leftarrow AC \& DR , SC \leftarrow 0$
ADD	$D_1 T_4$	$DR \leftarrow M[AR]$
	$D_1 T_5$	$AC \leftarrow AC + DR , SC \leftarrow 0$
LDA	$D_5 T_4$	$DR \leftarrow M[AR]$
	$D_5 T_5$	$AC \leftarrow DR , SC \leftarrow 0$
BUN	$D_6 T_4$	$PC \leftarrow AR , SC \leftarrow 0$

Register Reference:

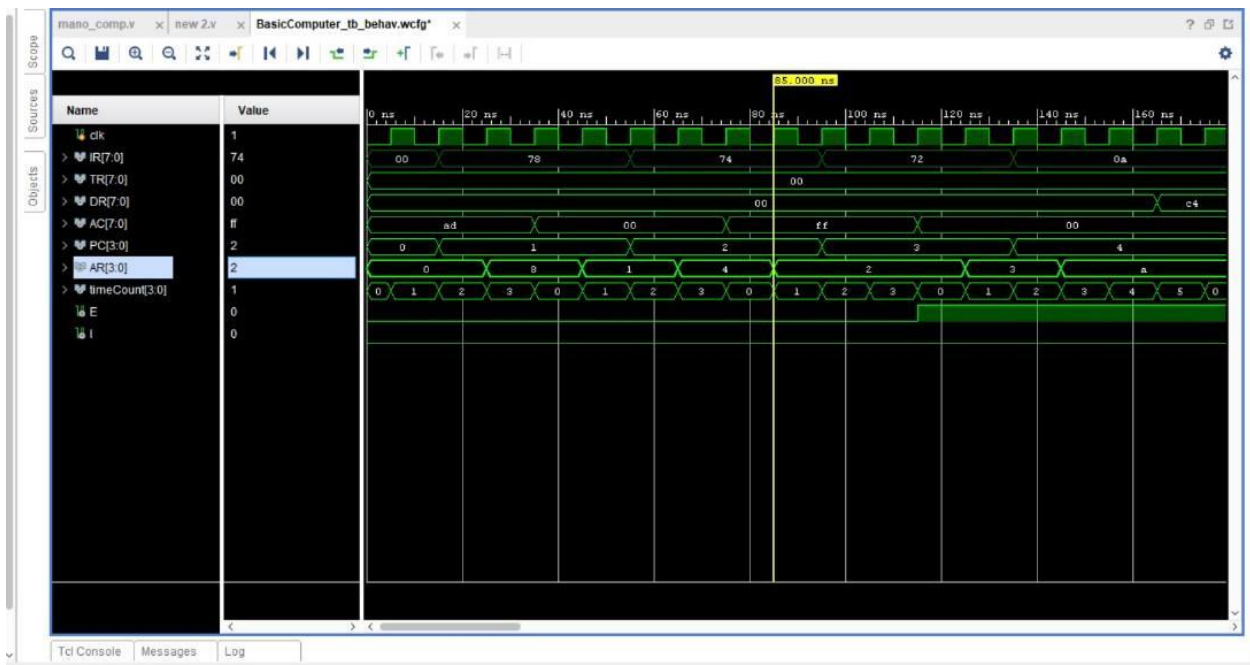
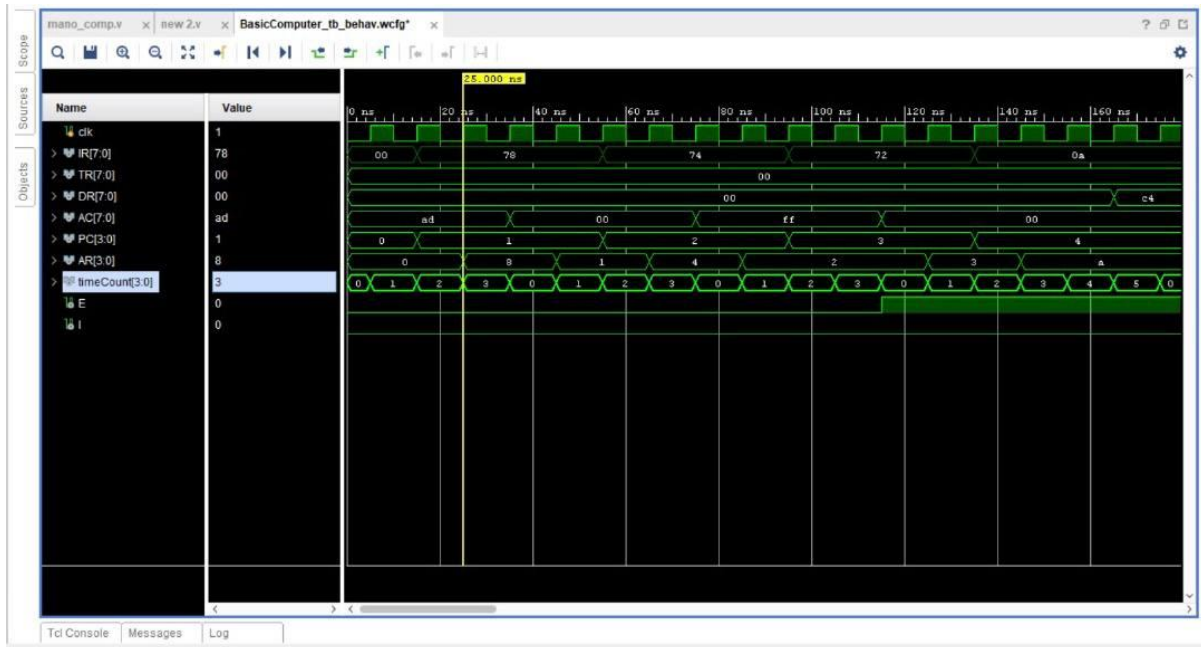
CLA	rB_3	$AC \leftarrow 0, SC \leftarrow 0$
CMA	rB_2	$AC \leftarrow \sim AC, SC \leftarrow 0$
INC	rB_1	$AC \leftarrow AC + 1, SC \leftarrow 0$

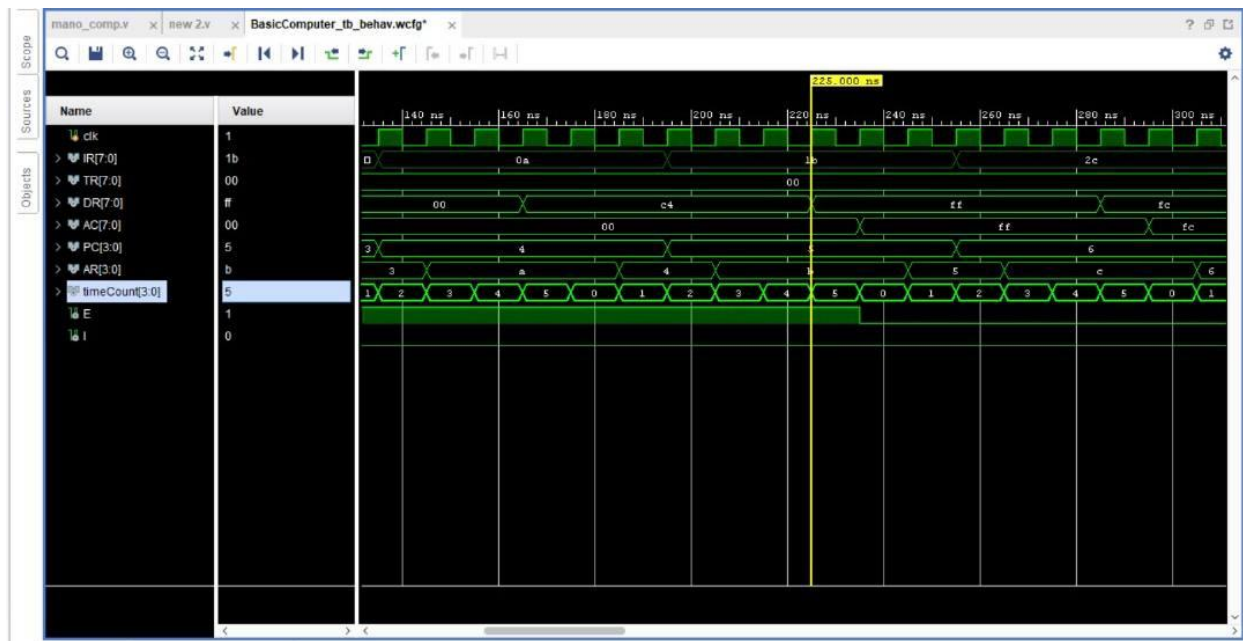
Computer design :



- Simulation

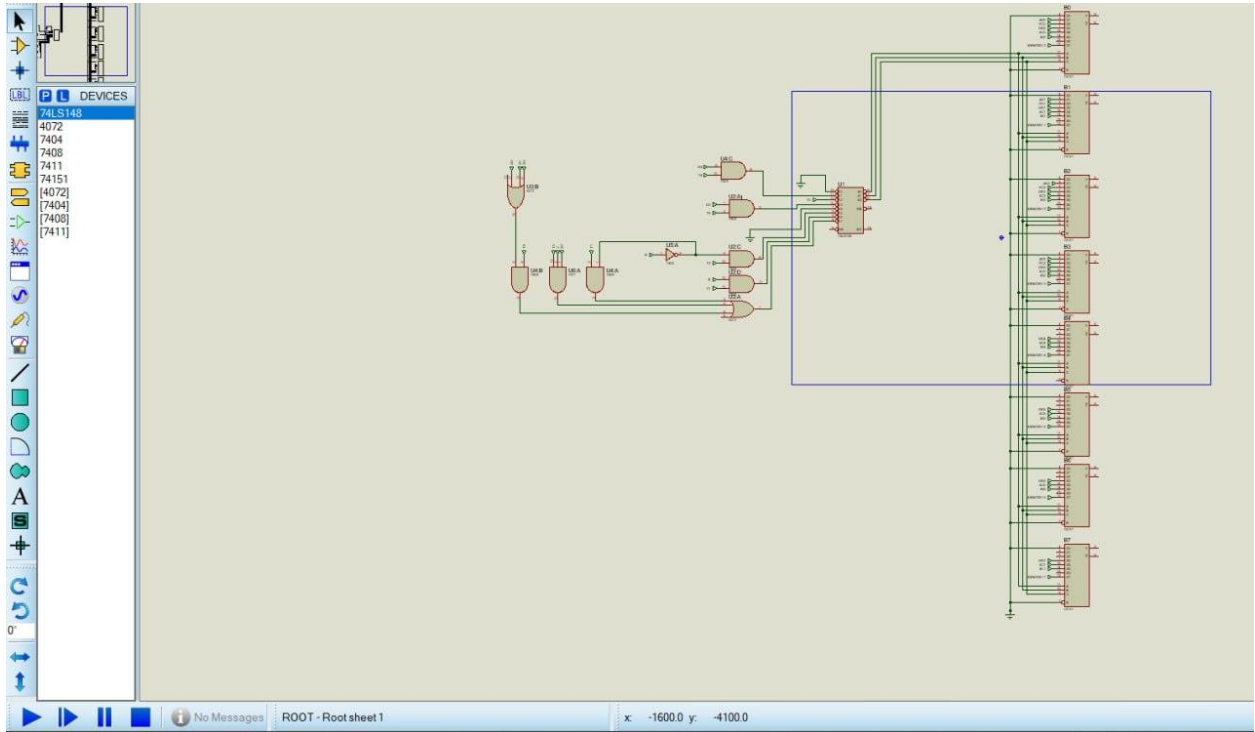




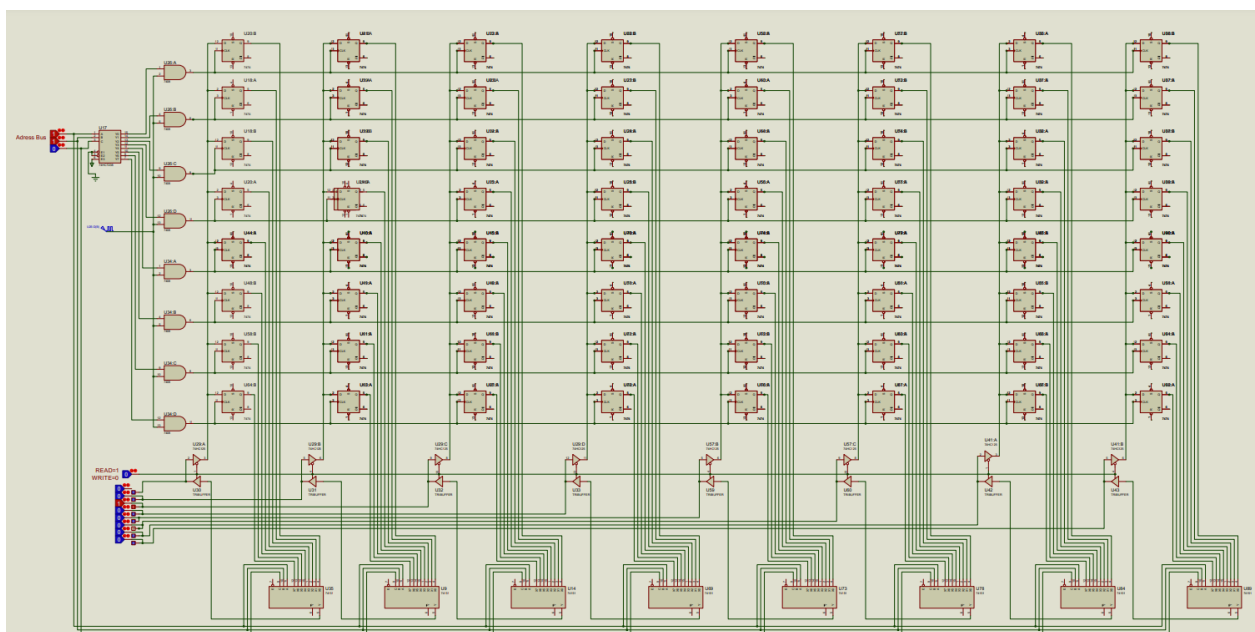


- Proteus simulation

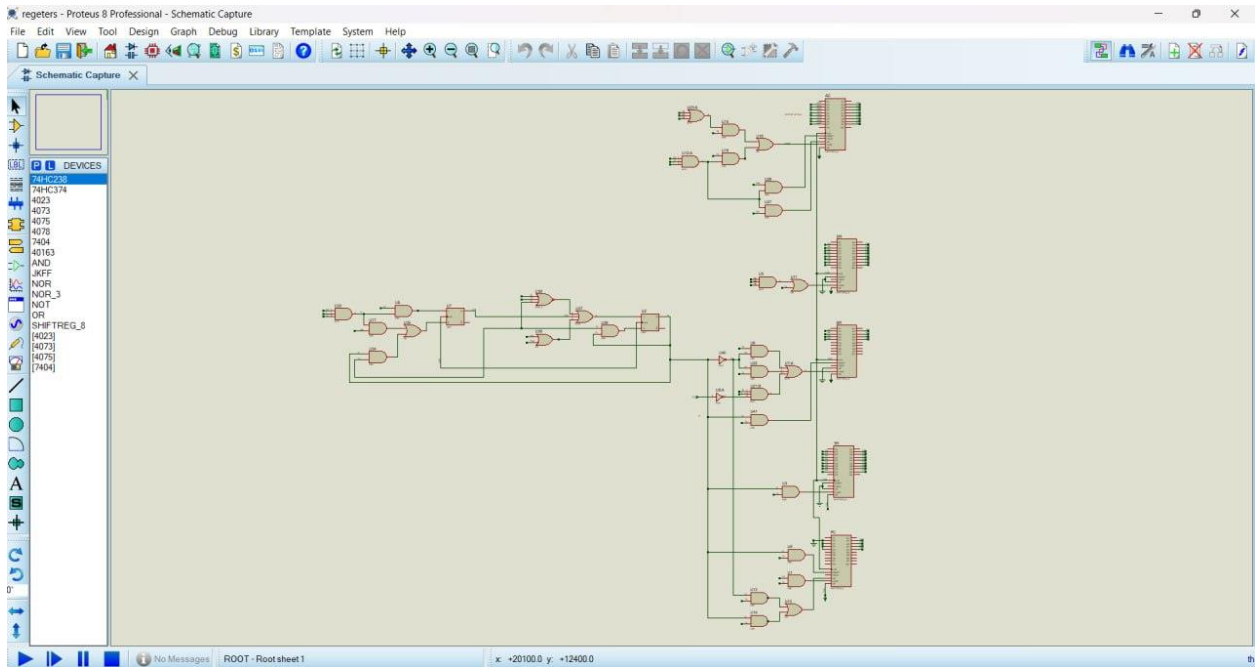
Bus



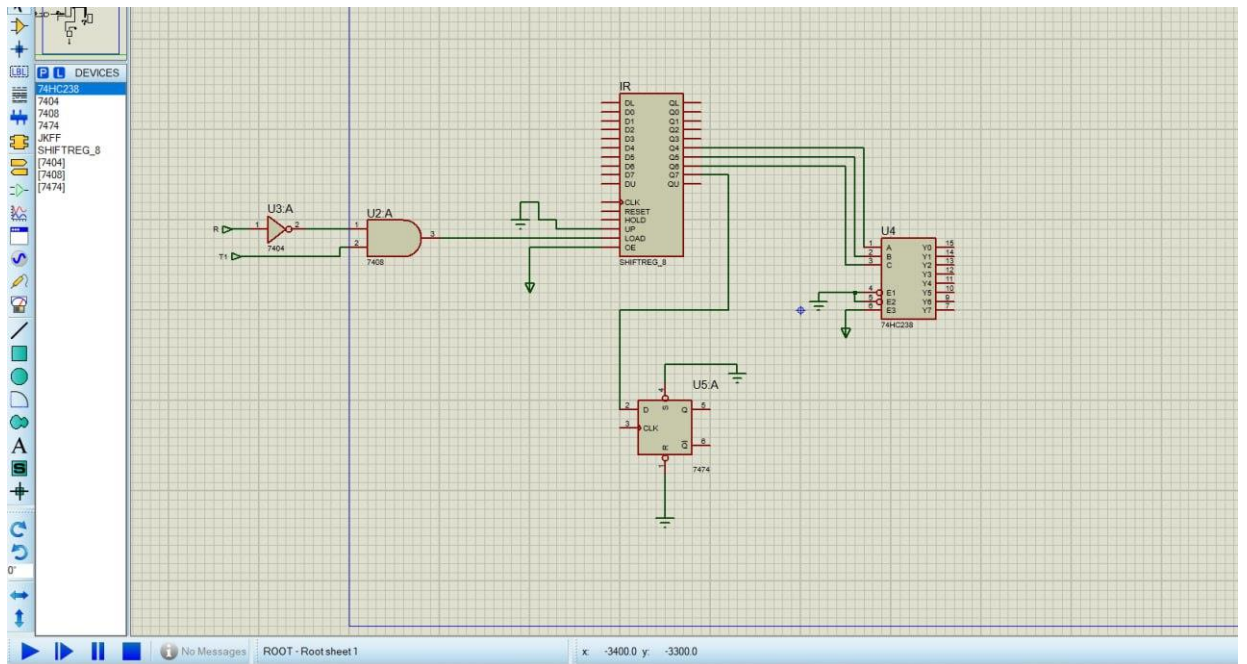
Memory



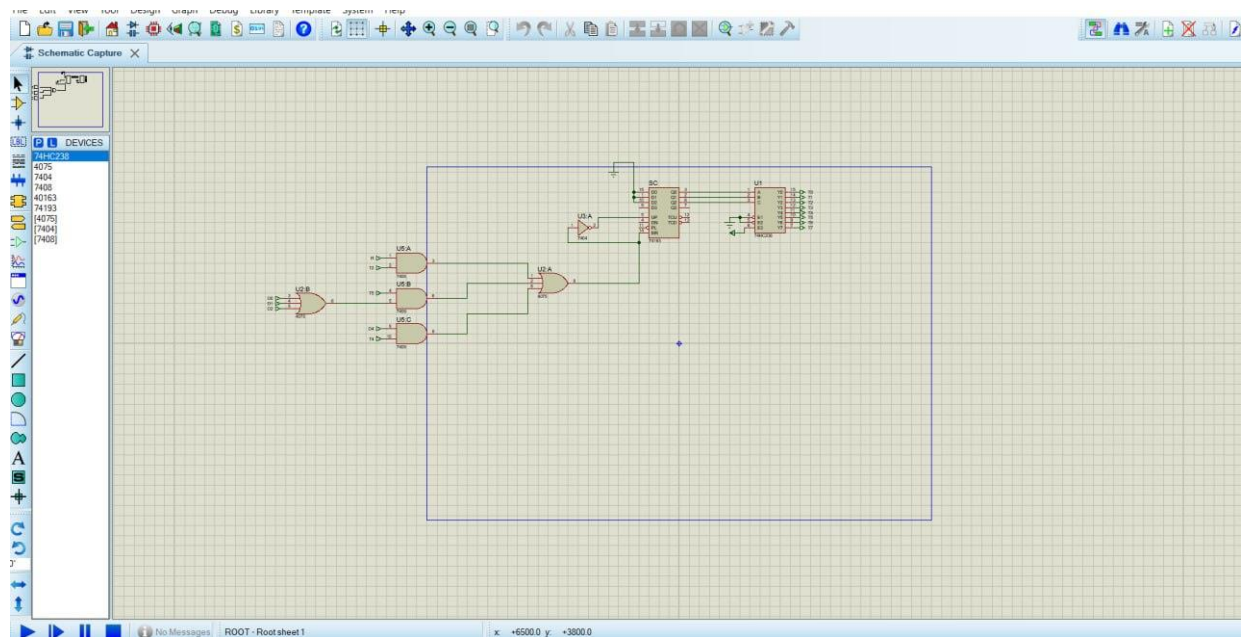
Registers



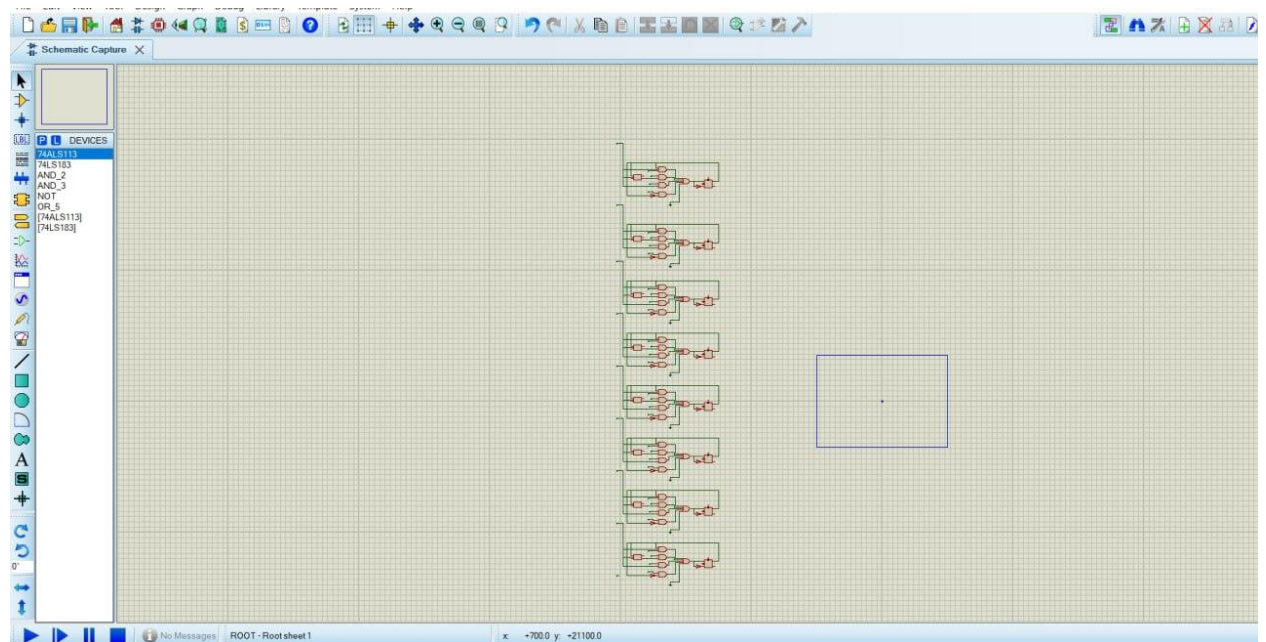
IR



SC



ALU



Basic Computer

