Lab 3 Handout

Objectives:

Model the function of memory and integrate them into the SMILE CPU design. Refer to SMILE_CPU_lab 3 slides -- Instruction Memory and Data Memory.

Practical:

Please complete the following exercises.

1. Please add a 32x32bit instruction memory to SMILE designed in Lab2. Load the following machine code into the instruction memory and modify the controller so that the CPU system could read the sequence of the machine codes from the instruction memory and implement the corresponding operations. The machine code is as below:

```
0011 10 00000 0000 0010 00000 0000 0100 //ADD R4=R4+4'b0010
0011 10 00000 0000 1001 00000 0000 0110 //ADD R6=R6+4'b1001
0011 00 00000 0000 0000 0000 0000 0001 //ADD R1=R1+R0;
0110 00 00000 0000 0000 0000 0000 0001 //OR R1=R0 || R1
0000 00 00000 0000 0000 0000 0000 0000 //NOP
```

2. Design a 32x32bit Data Memory unit for SMILE. Please integrate the Data Memory with the controller, register file, ALU and instruction memory that designed previously. Using the machine codes as listed in Practical 1 (with the addition of SW instructions) to verify the overall design.