## 1 spu lite.bde

## 1.1 spu lite.vhd

```
-- Design unit header --
library IEEE;
use IEEE.std logic 1164.all;
library spu lite;
use spu lite pkg.all;
-- Included from components --
library spu lite;
use spu lite.spu lite pkg.all;
entity spu lite is
  port(
       clk : in STD LOGIC;
       even RegWr rf : in STD LOGIC;
       odd RegWr rf : in STD LOGIC;
       PC rf : in STD LOGIC VECTOR (31 downto 0);
       RA rf : in STD LOGIC VECTOR (6 downto 0);
       RB rf : in STD LOGIC VECTOR (6 downto 0);
       RC rf : in STD LOGIC VECTOR (6 downto 0);
       RD rf : in STD LOGIC VECTOR (6 downto 0);
       RE rf : in STD LOGIC VECTOR (6 downto 0);
       RF rf : in STD LOGIC VECTOR(6 downto 0);
       even Imm rf : in STD LOGIC VECTOR (17 downto 0);
       even Latency rf : in STD LOGIC VECTOR (2 downto 0);
       even RegDst rf : in STD LOGIC VECTOR (6 downto 0);
       even Unit rf : in STD LOGIC VECTOR (2 downto 0);
       odd \overline{I}mm \ r\overline{f} : in STD L\overline{O}GIC V\overline{E}CTOR(15 downto 0);
       odd Latency rf : in STD LOGIC VECTOR (2 downto 0);
       odd RegDst rf : in STD LOGIC VECTOR (6 downto 0);
       odd Unit rf : in STD LOGIC VECTOR (2 downto 0);
       op BRU rf : in STD LOGIC VECTOR (2 downto 0);
       op BU rf : in STD LOGIC VECTOR(1 downto 0);
       op LSU rf : in STD LOGIC VECTOR (2 downto 0);
       op PU rf : in STD LOGIC VECTOR (1 downto 0);
       op SFU1 rf : in STD LOGIC VECTOR (4 downto 0);
       op_SFU2_rf : in STD_LOGIC_VECTOR(2 downto 0);
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```
op SPU rf : in STD LOGIC VECTOR(3 downto 0);
       PCWr : out STD LOGIC;
       PC Branch: out STD LOGIC VECTOR(31 downto 0)
 );
end spu lite;
architecture rtl of spu lite is
---- Component declarations -----
component branch reg
 port (
       PCWr d : in STD LOGIC;
       PC d: in STD LOGIC VECTOR(31 downto 0);
       cl\bar{k} : in STD LOGIC;
       PCWr q : out STD LOGIC := '0';
       PC q : out STD LOGIC VECTOR(31 downto 0) := (others => '0')
 );
end component;
component branch unit
 port (
       A : in STD LOGIC VECTOR(127 downto 0);
       Imm : in STD LOGIC VECTOR(15 downto 0);
       PC : in STD LOGIC VECTOR (31 downto 0);
       T : in STD LOGIC VECTOR (127 downto 0);
       op sel : in STD LOGIC VECTOR(2 downto 0);
       PCWr : out STD LOGIC;
       Result : out STD LOGIC VECTOR (31 downto 0)
 );
end component;
component byte unit
  port (
       A : in STD LOGIC VECTOR(127 downto 0);
       B : in STD LOGIC VECTOR (127 downto 0);
       op sel : in STD LOGIC VECTOR (1 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component even rf reg
 port (
       Imm d : in STD LOGIC VECTOR(17 downto 0);
       Latency d : in STD LOGIC VECTOR (2 downto 0);
       RA d : in STD LOGIC VECTOR (6 downto 0);
       RB d : in STD LOGIC VECTOR (6 downto 0);
       RC d : in STD LOGIC VECTOR(6 downto 0);
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```
RegDst d : in STD LOGIC VECTOR(6 downto 0);
       RegWr d : in STD LOGIC;
       Unit \overline{d}: in STD \overline{L}OGIC VECTOR(2 downto 0);
       clk : in STD LOGIC;
       op BU d : in STD LOGIC VECTOR (1 downto 0);
       op SFU1 d : in STD LOGIC VECTOR (4 downto 0);
       op SFU2 d : in STD LOGIC VECTOR(2 downto 0);
       op SPU d : in STD LOGIC VECTOR (3 downto 0);
       Imm q : out STD LOGIC VECTOR(17 downto 0) := (others => '0');
       Latency q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       RA q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RB q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RC q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RegDst q : out STD LOGIC VECTOR (6 downto 0) := (others => '0');
       RegWr q : out STD LOGIC := '0';
       Unit q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       op BU q : out STD LOGIC VECTOR(1 downto 0) := (others => '0');
       op SFU1 q : out STD LOGIC VECTOR(4 downto 0) := (others => '0');
       op SFU2 q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       op SPU q : out STD LOGIC VECTOR(3 downto 0) := (others => '0')
 );
end component;
component forwarding unit
  port (
       A reg : in STD LOGIC VECTOR(127 downto 0);
       B req : in STD LOGIC VECTOR (127 downto 0);
       C reg : in STD LOGIC VECTOR (127 downto 0);
       D reg : in STD LOGIC VECTOR (127 downto 0);
       E req : in STD LOGIC VECTOR(127 downto 0);
       F reg : in STD LOGIC VECTOR (127 downto 0);
       RA : in STD LOGIC VECTOR (6 downto 0);
       RB : in STD LOGIC VECTOR (6 downto 0);
       RC : in STD LOGIC VECTOR (6 downto 0);
       RD : in STD LOGIC VECTOR (6 downto 0);
       RE : in STD LOGIC VECTOR (6 downto 0);
       RF : in STD LOGIC VECTOR(6 downto 0);
       even2 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even2 RegWr : in STD LOGIC;
       even2 Result : in STD LOGIC VECTOR (127 downto 0);
       even3 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even3 RegWr : in STD LOGIC;
       even3 Result : in STD LOGIC VECTOR (127 downto 0);
       even4 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even4 RegWr : in STD LOGIC;
       even4 Result : in STD LOGIC VECTOR (127 downto 0);
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```
even5 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even5 RegWr : in STD LOGIC;
       even5 Result : in STD LOGIC VECTOR (127 downto 0);
       even6 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even6 RegWr : in STD LOGIC;
       even6 Result : in STD LOGIC VECTOR (127 downto 0);
       even7 RegDst : in STD LOGIC VECTOR (6 downto 0);
       even7 RegWr : in STD LOGIC;
       even7 Result : in STD LOGIC VECTOR (127 downto 0);
       evenWB RegDst : in STD LOGIC VECTOR(6 downto 0);
       evenWB RegWr : in STD LOGIC;
       evenWB Result : in STD LOGIC VECTOR (127 downto 0);
       odd4 RegDst : in STD LOGIC VECTOR(6 downto 0);
       odd4 RegWr : in STD LOGIC;
       odd4 Result : in STD LOGIC VECTOR (127 downto 0);
       odd5 RegDst : in STD LOGIC VECTOR(6 downto 0);
       odd5 RegWr : in STD LOGIC;
       odd5 Result : in STD LOGIC VECTOR(127 downto 0);
       odd6 RegDst : in STD LOGIC VECTOR(6 downto 0);
       odd6 RegWr : in STD LOGIC;
       odd6 Result : in STD LOGIC VECTOR (127 downto 0);
       odd7 RegDst : in STD LOGIC VECTOR (6 downto 0);
       odd7 RegWr : in STD LOGIC;
       odd7 Result : in STD LOGIC VECTOR(127 downto 0);
       oddWB RegDst : in STD LOGIC VECTOR (6 downto 0);
       oddWB RegWr : in STD LOGIC;
       oddWB Result : in STD LOGIC VECTOR (127 downto 0);
       A : out STD LOGIC VECTOR (127 downto 0);
       B : out STD LOGIC VECTOR (127 downto 0);
       C : out STD LOGIC VECTOR (127 downto 0);
       D : out STD LOGIC VECTOR (127 downto 0);
       E : out STD LOGIC VECTOR (127 downto 0);
       F : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component local store unit
  port (
       A : in STD LOGIC VECTOR(127 downto 0);
       B : in STD LOGIC VECTOR (127 downto 0);
       Imm : in STD LOGIC VECTOR(15 downto 0);
       T : in STD LOGIC VECTOR (127 downto 0);
       clk : in STD LOGIC;
       op sel : in STD LOGIC VECTOR(2 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
```

```
end component;
component odd rf reg
 port (
       Imm d : in STD LOGIC VECTOR (15 downto 0);
       Latency d : in STD LOGIC VECTOR (2 downto 0);
       PC d : in STD LOGIC VECTOR (31 downto 0);
       RD d : in STD LOGIC VECTOR (6 downto 0);
       RE d : in STD LOGIC VECTOR (6 downto 0);
       RF d : in STD LOGIC VECTOR (6 downto 0);
       RegDst d : in STD LOGIC VECTOR (6 downto 0);
       RegWr d : in STD LOGIC;
       Unit \overline{d}: in STD \overline{L}OGIC VECTOR(2 downto 0);
       clk : in STD LOGIC;
       op BRU d : in STD LOGIC VECTOR (2 downto 0);
       op LSU d : in STD LOGIC VECTOR(2 downto 0);
       op PU d : in STD LOGIC VECTOR (1 downto 0);
       Imm q: out STD LOGIC VECTOR(15 downto 0) := (others => '0');
       Latency q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       PC q : out STD LOGIC VECTOR (31 downto 0);
       RD q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RE q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RF q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       ReqDst q : out STD LOGIC VECTOR(6 downto 0) := (others => '0');
       RegWr q : out STD LOGIC := '0';
       Unit \overline{q}: out STD \overline{LOGIC} VECTOR(2 downto 0) := (others => '0');
       op BRU q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       op_LSU_q : out STD_LOGIC_VECTOR(2 downto 0) := (others => '0');
       op PU \overline{q}: out STD LOGIC VECTOR(1 downto 0) := (others => '0')
 );
end component;
component permute unit
  port (
       A : in STD LOGIC VECTOR(127 downto 0);
       op sel : in STD LOGIC VECTOR (1 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component pipe reg
 port (
       Latency d : in STD LOGIC VECTOR(2 downto 0);
       RegDst \overline{d}: in STD LOGIC VECTOR(6 downto 0);
       RegWr d : in STD LOGIC;
       Result d: in STD LOGIC VECTOR (127 downto 0);
       Unit d: in STD LOGIC VECTOR(2 downto 0);
       clk : in STD LOGIC;
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```
Latency q : out STD LOGIC VECTOR(2 downto 0) := (others => '0');
       RegDst q: out STD LOGIC VECTOR (6 downto 0) := (others => '0');
       RegWr q : out STD LOGIC := '0';
       Result q : out STD LOGIC VECTOR(127 downto 0) := (others => '0');
       Unit q: out STD LOGIC VECTOR(2 downto 0) := (others => '0')
 );
end component;
component register file
 port (
       A rd addr : in STD LOGIC VECTOR (6 downto 0);
       A wr addr : in STD LOGIC VECTOR (6 downto 0);
       A wr data: in STD LOGIC VECTOR (127 downto 0);
       A wr en : in STD LOGIC;
       B rd addr : in STD LOGIC VECTOR (6 downto 0);
       B wr addr : in STD LOGIC VECTOR (6 downto 0);
       B wr data : in STD LOGIC VECTOR (127 downto 0);
       B wr en : in STD LOGIC;
       C rd addr : in STD LOGIC VECTOR (6 downto 0);
       D rd addr : in STD LOGIC VECTOR (6 downto 0);
       E rd addr : in STD LOGIC VECTOR (6 downto 0);
       F rd addr : in STD LOGIC VECTOR (6 downto 0);
       clk : in STD LOGIC;
       A rd data : out STD LOGIC VECTOR (127 downto 0);
       B rd data : out STD LOGIC VECTOR (127 downto 0);
       C rd data : out STD LOGIC VECTOR (127 downto 0);
       D rd data : out STD LOGIC VECTOR (127 downto 0);
       E rd data : out STD LOGIC VECTOR (127 downto 0);
       F rd data : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component result mux
  generic(
       G UNIT : unit t;
       G LATENCY : NATURAL
 );
 port (
       Latency: in STD LOGIC VECTOR(2 downto 0);
       Result0: in STD LOGIC VECTOR (127 downto 0);
       Result1 : in STD LOGIC VECTOR (127 downto 0);
       Unit sel : in STD LOGIC VECTOR(2 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component result reg
 port (
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```
clk : in STD LOGIC;
       d: in STD LOGIC VECTOR(127 downto 0);
       q : out STD LOGIC VECTOR(127 downto 0) := (others => '0')
 );
end component;
component simple fixed unit1
 port (
      A : in STD LOGIC VECTOR(127 downto 0);
       B : in STD LOGIC VECTOR (127 downto 0);
       Imm : in STD LOGIC VECTOR(17 downto 0);
       op sel : in STD LOGIC VECTOR (4 downto 0);
      Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component simple fixed unit2
 port (
      A : in STD LOGIC VECTOR(127 downto 0);
       B : in STD LOGIC VECTOR (127 downto 0);
       Imm : in STD LOGIC VECTOR(17 downto 0);
       op sel : in STD LOGIC VECTOR (2 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
component single precision unit
 port (
      A : in STD LOGIC VECTOR(127 downto 0);
       B : in STD LOGIC VECTOR (127 downto 0);
       C : in STD LOGIC VECTOR (127 downto 0);
       Imm : in STD LOGIC VECTOR(17 downto 0);
       op sel : in STD LOGIC VECTOR(3 downto 0);
       Result : out STD LOGIC VECTOR (127 downto 0)
 );
end component;
         Constants
constant GND CONSTANT : STD LOGIC := '0';
---- Signal declarations used on the diagram ----
signal even0 RegWr : STD LOGIC;
signal even1 RegWr : STD LOGIC;
signal even2 RegWr : STD LOGIC;
signal even3 RegWr : STD LOGIC;
signal even4 RegWr : STD LOGIC;
signal even5 RegWr : STD LOGIC;
```

```
signal even6 RegWr : STD LOGIC;
signal even7 RegWr : STD LOGIC;
signal evenWB RegWr : STD LOGIC;
signal GND : STD LOGIC;
signal odd0 RegWr : STD LOGIC;
signal odd1 RegWr : STD LOGIC;
signal odd2 RegWr : STD LOGIC;
signal odd3 RegWr : STD LOGIC;
signal odd4 RegWr : STD LOGIC;
signal odd5 RegWr : STD LOGIC;
signal odd6 RegWr : STD LOGIC;
signal odd7 RegWr : STD LOGIC;
signal oddWB RegWr : STD LOGIC;
signal PCWr1 : STD LOGIC;
signal PCWr BRU : STD LOGIC;
signal A : STD LOGIC VECTOR (127 downto 0);
signal A reg : STD LOGIC VECTOR (127 downto 0);
signal B : STD LOGIC VECTOR(127 downto 0);
signal BU Result : STD LOGIC VECTOR(127 downto 0);
signal BU Result1 : STD LOGIC VECTOR (127 downto 0);
signal BU Result2 : STD LOGIC VECTOR(127 downto 0);
signal BU Result3 : STD LOGIC VECTOR(127 downto 0);
signal B reg : STD LOGIC VECTOR(127 downto 0);
signal C : STD LOGIC VECTOR (127 downto 0);
signal C reg : STD LOGIC VECTOR(127 downto 0);
signal D: STD LOGIC VECTOR(127 downto 0);
signal D reg : STD LOGIC VECTOR(127 downto 0);
signal E : STD LOGIC VECTOR(127 downto 0);
signal even0 Latency : STD LOGIC VECTOR(2 downto 0);
signal even0 RegDst : STD LOGIC VECTOR(6 downto 0);
signal even0 Unit : STD LOGIC VECTOR(2 downto 0);
signal even1 Latency : STD LOGIC VECTOR(2 downto 0);
signal even1 ReqDst : STD LOGIC VECTOR (6 downto 0);
signal even1 Result : STD LOGIC VECTOR(127 downto 0);
signal even1 Unit : STD LOGIC VECTOR(2 downto 0);
signal even2 Latency : STD LOGIC VECTOR(2 downto 0);
signal even2 RegDst : STD LOGIC VECTOR(6 downto 0);
signal even2 Result : STD LOGIC VECTOR (127 downto 0);
signal even2 Result MUX : STD LOGIC VECTOR(127 downto 0);
signal even2 Unit : STD LOGIC VECTOR(2 downto 0);
signal even3 Latency : STD LOGIC VECTOR(2 downto 0);
signal even3 ReqDst : STD LOGIC VECTOR (6 downto 0);
signal even3 Result : STD LOGIC VECTOR(127 downto 0);
signal even3 Result MUX1 : STD LOGIC VECTOR (127 downto 0);
signal even3 Result MUX2 : STD LOGIC VECTOR(127 downto 0);
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```
signal even3 Unit : STD LOGIC VECTOR(2 downto 0);
signal even4 Latency : STD LOGIC VECTOR(2 downto 0);
signal even4 ReqDst : STD LOGIC VECTOR (6 downto 0);
signal even4 Result : STD LOGIC VECTOR (127 downto 0);
signal even4 Unit : STD LOGIC VECTOR(2 downto 0);
signal even5 Latency : STD LOGIC VECTOR(2 downto 0);
signal even5 RegDst : STD LOGIC VECTOR(6 downto 0);
signal even5 Result : STD LOGIC VECTOR(127 downto 0);
signal even5 Unit : STD LOGIC VECTOR(2 downto 0);
signal even6 Latency : STD LOGIC VECTOR(2 downto 0);
signal even6 RegDst : STD LOGIC VECTOR (6 downto 0);
signal even6 Result : STD LOGIC VECTOR(127 downto 0);
signal even6 Result MUX: STD LOGIC VECTOR (127 downto 0);
signal even6 Unit : STD LOGIC VECTOR(2 downto 0);
signal even7 Latency : STD LOGIC VECTOR(2 downto 0);
signal even7 RegDst : STD LOGIC VECTOR(6 downto 0);
signal even7 Result : STD LOGIC VECTOR(127 downto 0);
signal even7 Result MUX : STD LOGIC VECTOR(127 downto 0);
signal even7 Unit : STD LOGIC VECTOR(2 downto 0);
signal evenWB Latency: STD LOGIC VECTOR (2 downto 0);
signal evenWB RegDst : STD LOGIC VECTOR(6 downto 0);
signal evenWB Result : STD LOGIC VECTOR (127 downto 0);
signal evenWB Unit : STD LOGIC VECTOR(2 downto 0);
signal even Imm : STD LOGIC VECTOR (17 downto 0);
signal E reg : STD LOGIC VECTOR(127 downto 0);
signal F : STD LOGIC VECTOR (127 downto 0);
signal F reg : STD LOGIC VECTOR(127 downto 0);
signal GND 128 : STD LOGIC VECTOR (127 downto 0);
signal LSU Result : STD LOGIC VECTOR(127 downto 0);
signal LSU Result1 : STD LOGIC VECTOR (127 downto 0);
signal LSU Result2: STD LOGIC VECTOR (127 downto 0);
signal LSU Result3 : STD LOGIC VECTOR(127 downto 0);
signal LSU Result4: STD LOGIC VECTOR (127 downto 0);
signal LSU Result5 : STD LOGIC VECTOR (127 downto 0);
signal LSU Result6: STD LOGIC VECTOR (127 downto 0);
signal odd\overline{0} Latency: STD LOGIC VECTOR(2 downto 0);
signal odd0 RegDst : STD LOGIC VECTOR (6 downto 0);
signal odd0 Unit : STD LOGIC VECTOR (2 downto 0);
signal odd1 Latency : STD LOGIC VECTOR(2 downto 0);
signal odd1 RegDst : STD LOGIC VECTOR (6 downto 0);
signal odd1 Result : STD LOGIC VECTOR (127 downto 0);
signal odd1 Unit : STD LOGIC VECTOR(2 downto 0);
signal odd2 Latency : STD LOGIC VECTOR(2 downto 0);
signal odd2 RegDst : STD LOGIC VECTOR (6 downto 0);
signal odd2 Result : STD LOGIC VECTOR(127 downto 0);
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```
signal odd2 Unit : STD LOGIC VECTOR(2 downto 0);
signal odd3 Latency : STD LOGIC VECTOR(2 downto 0);
signal odd3 RegDst : STD LOGIC VECTOR (6 downto 0);
signal odd3 Result : STD LOGIC VECTOR(127 downto 0);
signal odd3 Result MUX : STD LOGIC VECTOR (127 downto 0);
signal odd3 Unit : STD LOGIC VECTOR(2 downto 0);
signal odd4 Latency: STD LOGIC VECTOR(2 downto 0);
signal odd4 RegDst : STD LOGIC VECTOR(6 downto 0);
signal odd4 Result : STD LOGIC VECTOR (127 downto 0);
signal odd4 Unit : STD LOGIC VECTOR (2 downto 0);
signal odd5 Latency : STD LOGIC VECTOR(2 downto 0);
signal odd5 RegDst : STD LOGIC VECTOR(6 downto 0);
signal odd5 Result : STD LOGIC VECTOR(127 downto 0);
signal odd5 Unit : STD LOGIC VECTOR(2 downto 0);
signal odd6 Latency : STD LOGIC VECTOR(2 downto 0);
signal odd6 RegDst : STD LOGIC VECTOR(6 downto 0);
signal odd6 Result : STD LOGIC VECTOR (127 downto 0);
signal odd6 Result MUX: STD LOGIC VECTOR (127 downto 0);
signal odd6 Unit : STD LOGIC VECTOR(2 downto 0);
signal odd7 Latency: STD LOGIC VECTOR(2 downto 0);
signal odd7 RegDst : STD LOGIC VECTOR(6 downto 0);
signal odd7 Result : STD LOGIC VECTOR(127 downto 0);
signal odd7 Unit : STD LOGIC VECTOR(2 downto 0);
signal oddWB Latency: STD LOGIC VECTOR(2 downto 0);
signal oddWB RegDst : STD LOGIC VECTOR(6 downto 0);
signal oddWB Result : STD LOGIC VECTOR (127 downto 0);
signal oddWB Unit : STD LOGIC VECTOR(2 downto 0);
signal odd Imm : STD LOGIC VECTOR (15 downto 0);
signal op BRU : STD LOGIC VECTOR (2 downto 0);
signal op BU : STD LOGIC VECTOR(1 downto 0);
signal op LSU : STD LOGIC VECTOR(2 downto 0);
signal op PU : STD LOGIC VECTOR (1 downto 0);
signal op SFU1 : STD LOGIC VECTOR(4 downto 0);
signal op SFU2 : STD LOGIC VECTOR(2 downto 0);
signal op SPU : STD LOGIC VECTOR (3 downto 0);
signal PC BRU : STD LOGIC VECTOR (31 downto 0);
signal PC BRU1 : STD LOGIC VECTOR (31 downto 0);
signal PC fw : STD LOGIC VECTOR (31 downto 0);
signal PU Result : STD LOGIC VECTOR(127 downto 0);
signal PU Result1 : STD LOGIC VECTOR (127 downto 0);
signal PU Result2 : STD LOGIC VECTOR(127 downto 0);
signal PU Result3 : STD LOGIC VECTOR (127 downto 0);
signal RA fw : STD LOGIC VECTOR (6 downto 0);
signal RB fw : STD LOGIC VECTOR (6 downto 0);
signal RC fw : STD LOGIC VECTOR(6 downto 0);
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```
signal RD fw : STD LOGIC VECTOR(6 downto 0);
signal RE fw : STD LOGIC VECTOR (6 downto 0);
signal RF fw : STD LOGIC VECTOR(6 downto 0);
signal SFU1 Result: STD LOGIC VECTOR(127 downto 0);
signal SFU1 Result1 : STD LOGIC VECTOR (127 downto 0);
signal SFU1 Result2 : STD LOGIC VECTOR(127 downto 0);
signal SFU2 Result : STD LOGIC VECTOR(127 downto 0);
signal SFU2 Result1 : STD LOGIC VECTOR (127 downto 0);
signal SFU2 Result2 : STD LOGIC VECTOR(127 downto 0);
signal SFU Result3: STD LOGIC VECTOR (127 downto 0);
signal SPU Result : STD LOGIC VECTOR (127 downto 0);
signal SPU Result1 : STD LOGIC VECTOR (127 downto 0);
signal SPU Result2 : STD LOGIC VECTOR (127 downto 0);
signal SPU Result3 : STD LOGIC VECTOR(127 downto 0);
signal SPU Result4 : STD LOGIC VECTOR(127 downto 0);
signal SPU Result5 : STD LOGIC VECTOR (127 downto 0);
signal SPU Result6 : STD LOGIC VECTOR(127 downto 0);
signal SPU Result7 : STD LOGIC VECTOR(127 downto 0);
begin
---- Component instantiations ----
BRU : branch unit
 port map (
       A => D
       Imm => odd Imm,
       PC \Rightarrow PC f\overline{w}
       PCWr => PCWr BRU,
       Result => PC BRU,
       T = F
       op sel => op_BRU
 );
BRU pipel : branch reg
  port map (
       PCWr d => PCWr BRU,
       PCWrq => PCWr1,
       PC d => PC BRU,
       PC q => PC BRU1,
       cl\bar{k} => clk
 );
BU : byte unit
 port map (
```

```
A => A
       B \Rightarrow B
       Result => BU Result,
       op sel => op BU
 );
BU MUX : result mux
  generic map(
       G UNIT => UNIT_BYTE,
       G_LATENCY => 4
  port map(
       Latency => even3 Latency,
       Result => even3_Result_MUX2,
       Result0 => even\overline{3} Result MUX1,
       Result1 => BU Result3,
       Unit sel => even3 Unit
 );
BU pipe1 : result reg
  port map (
       clk => clk,
       d => BU Result,
       q => BU Result1
 );
BU pipe2 : result reg
  port map (
       clk => clk,
       d => BU Result1,
       q => BU Result2
 );
BU pipe3 : result reg
  port map (
       clk => clk,
       d => BU Result2,
       q => BU Result3
  );
Even RF : even rf reg
  port map (
       Imm d => even Imm rf,
       Imm q => even Imm,
       Latency d => even Latency rf,
```

```
Latency q => even0 Latency,
        RA d => RA rf,
        RA^q => RA^fw,
        RB d => RB rf
        RB q => RB fw
        RC^{-}d \Rightarrow RC^{-}rf
        RC^{-}q => RC^{-}fw
        RegDst d => even RegDst rf,
        RegDst^q => even \overline{0} RegDs\overline{t},
        RegWr \overline{d} => even RegWr rf,
        RegWrq => even \overline{0} RegWr,
        Unit \overline{d} =  even U\overline{n} it \overline{r},
        Unit q =  even \overline{0} Unit,
        clk = > clk
        op BU d => op BU rf,
        op BU q => op BU,
        op SFU1 d => op SFU1 rf,
        op SFU1 q => op SFU1,
        op SFU2 d => op SFU2 rf,
        op SFU2 q => op SFU2,
        op SPU \overline{d} \Rightarrow op \overline{S}PU rf,
        op SPU q => op SPU
  );
Even WB : pipe reg
  port map (
        Latency d => even7 Latency,
        Latency q => evenWB Latency,
        RegDst \overline{d} => even7 RegDst,
        RegDst^q => evenW\overline{B} RegDst,
        RegWr \overline{d} => \text{even7 RegWr},
        RegWr q => evenWB RegWr,
        Result d \Rightarrow even7 Result MUX,
        Result q => evenWB Result,
        Unit d => even7 Unit,
        Unit q => evenW\overline{B} Unit,
        clk = > clk
  );
Even pipe1 : pipe reg
  port map (
        Latency d => even0 Latency,
        Latency q => even1 Latency,
        RegDst \overline{d} => \text{even0 RegDst},
        RegDst q => even1 RegDst,
```

```
RegWr d => even0 RegWr,
        RegWr q => even1 RegWr,
        Result d => GND \overline{1}28,
        Result q => even1 Result,
        Unit d => even0 Unit,
        Unit q => even1 Unit,
        clk = > clk
  );
Even pipe2 : pipe reg
  port map(
        Latency d => even1 Latency,
        Latency q => even2 Latency,
        RegDst \overline{d} \Rightarrow \text{even1} \overline{\text{RegDst}}
        RegDst q => even2 RegDst,
        RegWr \overline{d} => \text{even1 } \overline{R} \text{egWr},
        RegWr q => even2 RegWr,
        Result d \Rightarrow even \overline{1} Result,
        Result q => even2 Result,
        Unit d => even1 Unit,
        Unit q => even2 Unit,
        clk = > clk
  );
Even pipe3 : pipe reg
  port map (
        Latency d => even2 Latency,
        Latency q => even3 Latency,
        RegDst \overline{d} => \text{even2 } \overline{\text{RegDst}}
        RegDst q => even3 RegDst,
        RegWr \overline{d} => \text{even2 } \overline{R} = \text{egWr},
        RegWr q => even3 RegWr,
        Result d \Rightarrow even \overline{2} Result MUX,
        Result q => even3 Result,
        Unit d => even2 Unit,
        Unit q => even3 Unit,
        clk = > clk
  );
Even pipe4 : pipe reg
  port map (
        Latency d => even3 Latency,
        Latency q => even4 Latency,
        RegDst \overline{d} => \text{even3 RegDst},
        RegDst q => even4 RegDst,
```

```
RegWr d => even3 RegWr,
        RegWr a => even4 RegWr,
        Result d => even\overline{3} Result MUX2,
        Result q => even4 Result,
        Unit d => even3 Unit,
        Unit q => even4 Unit,
        clk = > clk
  );
Even pipe5 : pipe reg
  port map(
        Latency d => even4 Latency,
        Latency q => even5 Latency,
        RegDst \overline{d} \Rightarrow \text{even4} \ \overline{\text{RegDst}}
        RegDst q => even5 RegDst,
        RegWr \overline{d} => \text{even4} \overline{R} = \text{egWr},
        RegWr q => even5 RegWr,
        Result d \Rightarrow even \overline{4} Result,
        Result q => even5 Result,
        Unit d => even4 Unit,
        Unit q => even5 Unit,
        clk = > clk
  );
Even pipe6 : pipe reg
  port map (
        Latency d => even5 Latency,
        Latency q => even6 Latency,
        RegDst \overline{d} => \text{even5} \overline{RegDst},
        RegDst q => even6 RegDst,
        RegWr \overline{d} => \text{even5} \overline{R} \text{egWr},
        RegWr q => even6 RegWr,
        Result d \Rightarrow even \overline{5} Result,
        Result q => even6 Result,
        Unit d => even5 Unit,
        Unit q => even6 Unit,
        clk = > clk
  );
Even pipe7 : pipe reg
  port map (
        Latency d => even6 Latency,
        Latency q => even7 Latency,
        RegDst \overline{d} => \text{even6 RegDst},
        RegDst q => even7 RegDst,
```

```
RegWr d => even6 RegWr,
       RegWr a => even7 RegWr,
       Result d \Rightarrow even \overline{6} Result MUX,
       Result q => even7 Result,
       Unit d => even6 Unit,
       Unit q => even7 Unit,
       clk = > clk
 );
FWD Unit : forwarding unit
  port map (
       A => A
       A req => A req,
       B = > B
       B req => B req,
       C => C
       C req => C req,
       D => D
       D req => D req,
       E \Rightarrow E
       E req => E reg,
       F = > F
       F req => F req,
       R\overline{A} => RA f\overline{W}
       RB => RB fw
       RC => RC^{-}fw
       RD => RD fw
       RE => RE fw
       RF => RF fw
       even2 ReqDst => even2 ReqDst,
       even2 RegWr => even2 RegWr,
       even2 Result => even2 Result MUX,
       even3 RegDst => even3 RegDst,
       even3 RegWr => even3 RegWr,
       even3 Result => even3 Result,
       even4 RegDst => even4 RegDst,
       even4 RegWr => even4 RegWr,
       even4 Result => even4 Result,
       even5 RegDst => even5 RegDst,
       even5 RegWr => even5 RegWr,
       even5 Result => even5 Result,
       even6 RegDst => even6 RegDst,
       even6 RegWr => even6 RegWr,
       even6 Result => even6 Result MUX,
       even7 RegDst => even7 RegDst,
```

```
even7 RegWr => even7 RegWr,
        even7 Result => even7 Result MUX,
        evenW\overline{B} RegDst => even\overline{W}B RegDst,
        evenWB RegWr => evenWB RegWr,
        evenWB Result => evenWB Result,
        odd4 \overline{RegDst} => odd4 \overline{RegDst},
        odd4 RegWr => odd4 RegWr,
        odd4 Result => odd4 Result,
        odd5 RegDst => odd5 RegDst,
        odd5 RegWr => odd5 RegWr,
        odd5 Result => odd5 Result,
        odd6_RegDst => odd6_RegDst,
        odd6 RegWr \Rightarrow odd6 RegWr,
        odd6 Result => odd6 Result MUX,
        odd7 RegDst => odd7 RegDst,
        odd7 RegWr \Rightarrow odd7 RegWr,
        odd7 Result => odd7 Result,
        oddW\overline{B} RegDst => odd\overline{W}B RegDst,
        oddWB RegWr => oddWB RegWr,
        oddWB Result => oddWB Result
  );
LSU : local store unit
  port map(
        A => D
        B \Rightarrow E
        Imm => odd Imm,
        Result => \overline{L}SU Result,
        T \Rightarrow F
        clk => clk,
        op sel => op LSU
  );
LSU MUX : result mux
  generic map (
        G UNIT => UNIT LOCAL STORE,
        G_LATENCY => 6
  port map (
        Latency => odd6 Latency,
        Result => odd6 \overline{R}esult MUX,
        Result0 => odd\overline{6} Resul\overline{t},
        Result1 => LSU \overline{R}esult6,
        Unit sel => od\overline{d}6 Unit
  );
```

```
LSU pipel : result reg
  port map(
       clk => clk,
       d => LSU Result,
       q => LSU_Result1
 );
LSU pipe2 : result reg
  port map (
       clk => clk,
       d => LSU Result1,
       q => LSU_Result2
 );
LSU pipe3 : result reg
  port map (
       clk => clk,
       d => LSU Result2,
       q => LSU Result3
 );
LSU pipe4 : result reg
  port map (
       clk => clk,
       d => LSU Result3,
       q => LSU Result4
 );
LSU pipe5 : result reg
  port map (
       clk => clk,
       d => LSU Result4,
       q => LSU Result5
 );
LSU pipe6 : result reg
  port map (
       clk => clk,
       d => LSU Result5,
       q => LSU Result6
  );
Odd RF : odd rf reg
  port map (
       Imm_d => odd_Imm_rf,
```

```
Imm q => odd Imm,
        Latency d => odd Latency rf,
        Latency q \Rightarrow odd \overline{0} Latency,
        PC d => PC rf,
        PC = PC = fw
        RD^{\bar{d}} \Rightarrow RD^{\bar{r}f}
        RD q => RD fw
        RE d => RE rf,
        RE q => RE fw
        RF d => RF rf,
        RF q => RF fw
        RegDst d \Rightarrow odd RegDst rf,
        RegDst q \Rightarrow odd \overline{0} RegDst,
        RegWr \overline{d} => \text{ odd RegWr rf},
        RegWrq => odd\overline{0} RegWr,
        Unit \overline{d} => \text{ odd } \overline{U} \text{ in } rf,
        Unit q =  odd \overline{0} Unit,
        clk = > clk
        op BRU d => op BRU rf,
        op BRU q => op BRU,
        op_LSU_d => op_LSU rf,
        op LSU q => op LSU,
        op PU \overline{d} => op \overline{PU} rf,
        op PU q => op PU
  );
Odd WB : pipe reg
  port map (
        Latency d => odd7 Latency,
        Latency q => oddWB Latency,
        RegDst \overline{d} = > odd7 RegDst,
        RegDst q => oddWB RegDst,
        RegWr \overline{d} => odd7 RegWr,
        RegWrq => oddWB RegWr,
        Result d => odd7 Result,
        Result q \Rightarrow oddWB Result,
        Unit d => odd7 Unit,
        Unit q => oddWB Unit,
        clk \equiv > clk
  );
Odd pipel : pipe reg
  port map (
        Latency d => odd0 Latency,
        Latency q => odd1 Latency,
```

```
RegDst d => odd0 RegDst,
         RegDst a => odd1 RegDst,
        RegWr \overline{d} => odd0 \overline{R}egWr,
        RegWr q => odd1 RegWr,
        Result d \Rightarrow GND 128,
        Result q \Rightarrow odd \overline{1} Result,
        Unit d => odd0 Unit,
        Unit q => odd1 Unit,
        clk \equiv > clk
  );
Odd pipe2 : pipe reg
  port map (
        Latency d => odd1 Latency,
        Latency q => odd2 Latency,
        RegDst \overline{d} \Rightarrow odd1 \overline{RegDst},
        RegDst q => odd2 RegDst,
        RegWr \overline{d} => odd1 \overline{R}egWr,
        RegWr q => odd2 RegWr,
        Result d \Rightarrow odd \overline{1} Result,
        Result q => odd2 Result,
        Unit d => odd1 Unit,
        Unit q => odd2 Unit,
        clk \equiv > clk
  );
Odd pipe3 : pipe reg
  port map (
        Latency d => odd2 Latency,
        Latency q => odd3 Latency,
        RegDst \overline{d} = > \text{odd2 } \overline{R} \text{egDst},
        RegDst q => odd3 RegDst,
        RegWr \overline{d} => odd2 \overline{RegWr},
        RegWr q => odd3 RegWr,
        Result d \Rightarrow odd\overline{2} Result,
        Result q => odd3 Result,
        Unit d => odd2 Unit,
        Unit q => odd3 Unit,
        clk => clk
  );
Odd pipe4 : pipe_reg
  port map (
        Latency d => odd3 Latency,
        Latency q => odd4 Latency,
```

```
RegDst d => odd3 RegDst,
         ReqDst q => odd4 RegDst,
        RegWr \overline{d} => odd3 \overline{RegWr},
         RegWr = > odd4 RegWr,
        Result d \Rightarrow odd\overline{3} Result MUX,
        Result q => odd4 Result,
        Unit d => odd3 Unit,
        Unit q => odd4 Unit,
        clk \equiv > clk
  );
Odd pipe5 : pipe reg
  port map (
        Latency d => odd4 Latency,
        Latency q => odd5 Latency,
        RegDst \overline{d} = > odd4 \overline{RegDst},
        RegDst q => odd5 RegDst,
        RegWr \overline{d} => odd4 \overline{R}egWr,
        RegWr q => odd5 RegWr,
        Result d \Rightarrow odd\overline{4} Result,
        Result q => odd5 Result,
        Unit d => odd4 Unit,
        Unit q => odd5 Unit,
        clk \equiv > clk
  );
Odd pipe6 : pipe reg
  port map (
        Latency d => odd5 Latency,
        Latency q => odd6 Latency,
        RegDst \overline{d} = > \text{odd5} \overline{\text{RegDst}}
        RegDst q => odd6 RegDst,
        RegWr \overline{d} => \text{ odd5 } \overline{\text{RegWr}},
        RegWr q => odd6 RegWr,
        Result d \Rightarrow odd\overline{5} Result,
        Result q => odd6 Result,
        Unit d => odd5 Unit,
        Unit q => odd6 Unit,
        clk => clk
  );
Odd pipe7 : pipe_reg
  port map (
        Latency d => odd6 Latency,
        Latency q => odd7 Latency,
```

```
RegDst d => odd6 RegDst,
       RegDst q => odd7 RegDst,
       RegWr \overline{d} => odd6 \overline{R}egWr,
       RegWrq => odd7 RegWr,
       Result d => odd\overline{6} Result MUX,
       Result q => odd7 Result,
       Unit d => odd6 Unit,
       Unit q => odd7 Unit,
       clk \equiv > clk
 );
PU : permute unit
 port map(
       A => D,
       Result => PU Result,
       op sel => op PU
 );
PU MUX : result mux
  generic map(
       G UNIT => UNIT_PERMUTE,
       G LATENCY => 4
 port map (
       Latency => odd3 Latency,
       Result => odd3 Result MUX,
       Result0 => odd\overline{3} Resul\overline{t},
       Result1 => PU Result3,
       Unit sel \Rightarrow odd3 Unit
 );
PU pipel : result reg
 port map (
       clk => clk
       d => PU Result,
       q => PU Result1
 );
PU pipe2 : result reg
 port map (
       clk => clk,
       d => PU Result1,
       q => PU Result2
 );
```

```
PU pipe3 : result reg
 port map(
       clk => clk,
       d => PU Result2,
       q => PU Result3
 );
Registers : register file
  port map (
       A rd addr => RA rf,
       A rd data => A req,
       A wr addr => evenWB RegDst,
       A wr data => evenWB Result,
       A wr en => evenWB RegWr,
       B rd addr => RB r\overline{f}
       B rd data => B req,
       B wr addr => oddWB RegDst,
       B wr data => oddWB Result,
       Bwren => oddWB RegWr,
       C rd addr => RC rf,
       C rd data => C reg,
       D rd addr => RD rf,
       D rd data => D req,
       E rd addr => R\overline{E} rf,
       E rd data => E req,
       F rd addr => RF rf,
       F rd data => F req,
       c\overline{l}k = > clk
 );
SFU1 : simple fixed unit1
 port map(
       A => A
       B \Rightarrow B
       Imm => even Imm,
       Result \Rightarrow SFU1 Result,
       op sel \Rightarrow op S\overline{F}U1
 );
SFU1 MUX : result mux
  generic map (
       G UNIT => UNIT SIMPLE_FIXED1,
       G LATENCY => 2
 port map (
```

```
Latency => even2 Latency,
        Result => even2 \overline{R}esult MUX,
        Result0 => even\overline{2} Resul\overline{t},
        Result1 => SFU1 \overline{R}esult2,
        Unit sel \Rightarrow even2 Unit
 );
SFU1 pipe1 : result reg
  port map (
        clk => clk,
        d => SFU1 Result,
        q => SFU1 Result1
 );
SFU1 pipe2 : result req
  port map (
        clk => clk,
        d => SFU1 Result1,
        q => SFU1 Result2
 );
SFU2 : simple fixed unit2
  port map (
       A => A
        B \Rightarrow B
        Imm => even Imm,
        Result => S\overline{F}U2 Result,
        op sel => op S\overline{F}U2
 );
SFU2 MUX : result mux
  generic map (
        G UNIT => UNIT SIMPLE FIXED2,
        G_LATENCY => 4
  port map (
        Latency => even3 Latency,
        Result => even3 Result MUX1,
        Result0 => even\overline{3} Resul\overline{t},
        Result1 => SFU Result3,
        Unit sel => even3 Unit
 );
SFU2 pipe1 : result_reg
 port map (
```

```
clk => clk,
       d => SFU2 Result,
       q => SFU2 Result1
 );
SFU2 pipe2 : result reg
  port map(
       clk => clk,
       d => SFU2 Result1,
       q => SFU2 Result2
 );
SFU2 pipe3 : result reg
  port map (
       clk => clk,
       d => SFU2 Result2,
       q \Rightarrow SFU \overline{Result3}
 );
SPU : single precision unit
  port map (
       A => A
       B \Rightarrow B
       C \Rightarrow C
       Imm => even Imm,
       Result \Rightarrow SPU Result,
       op sel => op \overline{S}PU
 );
SPU MUX1 : result mux
  generic map (
       G UNIT => UNIT_SINGLE_PRECISION,
       G_LATENCY => 6
  port map (
       Latency => even6 Latency,
       Result \Rightarrow even6 Result MUX,
       Result0 => even\overline{6} Result,
       Result1 => SPU Result6,
       Unit sel => even6 Unit
 );
SPU MUX2 : result mux
  generic map (
       G_UNIT => UNIT_SINGLE_PRECISION,
```

```
G LATENCY => 7
  port map (
       Latency => even7 Latency,
       Result => even7 Result MUX,
Result0 => even7 Result,
       Result1 => SPU Result7,
       Unit sel => even7 Unit
  );
SPU pipel : result reg
  port map (
       clk => clk,
       d => SPU Result,
       q => SPU Result1
  );
SPU pipe2 : result reg
  port map (
       clk => clk,
       d => SPU Result1,
       q => SPU Result2
  );
SPU pipe3 : result reg
  port map (
       clk => clk,
       d => SPU Result2,
       q => SPU Result3
  );
SPU pipe4 : result reg
  port map (
       clk => clk
       d => SPU Result3,
       q => SPU Result4
  );
SPU pipe5 : result reg
  port map (
       clk => clk,
       d => SPU Result4,
       q => SPU Result5
  );
```

```
SPU pipe6 : result reg
  port map(
        clk => clk,
        d => SPU Result5,
        q => SPU Result6
  );
SPU pipe7 : result reg
  port map (
        clk => clk,
        d => SPU Result6,
        q => SPU Result7
  );
---- Power , ground assignment ----
GND <= GND CONSTANT;</pre>
GND 128 (12\overline{7}) <= GND;
GND^{-}128(126) <= GND;
GND 128 (125) <= GND;
GND^{-}128(124) <= GND;
GND^{-}128(123) \le GND;
GND^{-}128(122) \le GND;
GND^{-}128(121) \le GND;
GND^{-}128(120) \le GND;
GND^{-}128(119) \le GND;
GND^{-}128(118) \le GND;
GND 128 (117) \le GND;
GND^{-}128(116) <= GND;
GND^{-}128(115) <= GND;
GND^{-}128(114) \le GND;
GND^{-}128(113) \le GND;
GND 128 (112) \le GND;
GND 128 (111) <= GND;
GND^{-}128(110) \le GND;
GND^{-}128(109) <= GND;
GND^{-}128(108) \le GND;
GND^{-}128(107) \le GND;
GND^{-}128(106) <= GND;
GND^{-}128(105) \le GND;
GND^{-}128(104) \le GND;
GND^{-}128(103) \le GND;
GND^{-}128(102) \le GND;
GND^{-}128(101) \le GND;
```

```
GND 128 (100) \le GND;
GND^{-}128(99) \le GND;
GND^{-}128(98) \le GND;
GND^{-}128(97) \le GND;
GND^{-}128(96) \le GND;
GND^{-}128(95) \le GND;
GND^{-}128(94) \le GND;
GND^{-}128(93) \le GND;
GND^{-}128(92) \le GND;
GND^{-}128(91) \le GND;
GND^{-}128(90) \le GND;
GND^{-}128(89) \le GND;
GND^{-}128(88) \le GND;
GND^{-}128(87) \le GND;
GND^{-}128(86) <= GND;
GND^{-}128(85) \le GND;
GND^{-}128(84) \le GND;
GND^{-}128(83) \le GND;
GND^{-}128(82) \le GND;
GND 128(81) \le GND;
GND^{-}128(80) \le GND;
GND^{-}128(79) \le GND;
GND^{-}128(78) \le GND;
GND^{-}128(77) \le GND;
GND^{-}128(76) \le GND;
GND^{-}128(75) \le GND;
GND^{-}128(74) \le GND;
GND^{-}128(73) \le GND;
GND 128 (72) \le GND;
GND^{-}128(71) \le GND;
GND^{-}128(70) \le GND;
GND^{-}128(69) \le GND;
GND^{-}128(68) \le GND;
GND^{-}128(67) \le GND;
GND 128 (66) <= GND;
GND^{-}128(65) \le GND;
GND^{-}128(64) \le GND;
GND^{-}128(63) \le GND;
GND^{-}128(62) \le GND;
GND^{-}128(61) \le GND;
GND^{-}128(60) \le GND;
GND^{-}128(59) \le GND;
GND^{-}128(58) \le GND;
GND^{-}128(57) \le GND;
GND^{-}128(56) \le GND;
```

```
GND 128 (55) \le GND;
GND^{-}128(54) \le GND;
GND^{-}128(53) \le GND;
GND^{-}128(52) \le GND;
GND^{-}128(51) \le GND;
GND^{-}128(50) \le GND;
GND^{-}128(49) \le GND;
GND^{-}128(48) \le GND;
GND^{-}128(47) \le GND;
GND^{-}128(46) <= GND;
GND^{-}128(45) \le GND;
GND^{-}128(44) <= GND;
GND^{-}128(43) \le GND;
GND^{-}128(42) \le GND;
GND^{-}128(41) <= GND;
GND^{-}128(40) \le GND;
GND^{-}128(39) \le GND;
GND^{-}128(38) \le GND;
GND^{-}128(37) \le GND;
GND 128(36) \le GND;
GND^{-}128(35) \le GND;
GND^{-}128(34) \le GND;
GND^{-}128(33) \le GND;
GND^{-}128(32) \le GND;
GND^{-}128(31) \le GND;
GND^{-}128(30) \le GND;
GND^{-}128(29) \le GND;
GND^{-}128(28) \le GND;
GND 128(27) \le GND;
GND^{-}128(26) \le GND;
GND^{-}128(25) \le GND;
GND^{-}128(24) \le GND;
GND^{-}128(23) \le GND;
GND^{-}128(22) \le GND;
GND^{-}128(21) \le GND;
GND^{-}128(20) \le GND;
GND^{-}128(19) \le GND;
GND^{-}128(18) \le GND;
GND^{-}128(17) \le GND;
GND^{-}128(16) \le GND;
GND^{-}128(15) \le GND;
GND^{-}128(14) \le GND;
GND^{-}128(13) \le GND;
GND^{-}128(12) \le GND;
GND^{-}128(11) \le GND;
```

```
GND 128(10) <= GND;
GND 128(9) <= GND;
GND^{-}128(8) \le GND;
GND^{-}128(7) \le GND;
GND 128(6) <= GND;
GND 128(5) <= GND;
GND^{-}128(4) \le GND;
GND^{-}128(3) <= GND;
GND^{-}128(2) \le GND;
GND^{-}128(1) \le GND;
GND 128(0) <= GND;
---- Terminal assignment ----
    -- Output\buffer terminals
    PCWr <= PCWr1;</pre>
    PC Branch <= PC BRU1;
end rtl;
```