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#### MIPS SINGLE CYCLE ARCHITECTURE

#### **Modules Developed:**

- 1. 32-bit Adder
- 2. ALU
- 3. Main Control Unit
- 4. Data Memory Unit
- 5. Instruction Memory Unit
- 6. Parameterized Mux
- 7. Program Counter Unit
- 8. Shift Left and Append (For Jump Instructions)
- 9. Register File
- 10. Shift Left By 2
- 11. Sign Extension Unit
- 12. MIPS Core
- 13. MIPS Core Testbench
- 14. Floating Point Adder

## **Assumptions:**

- 1. Only 25 out of the complete MIPS ISA. These instructions include
  - a. NOP
  - b. R-Type: AND, OR, ADD, SUB, SLT, SLL, SRL, NOR, XOR, JR, LW, SW
  - c. I-Type: ADDI, ANDI, LUI, ORI, SLTI,
  - d. **Branch**: *BEQ* e. **J-Type**: *J, JAL*
  - f. Float Type: ADD.S, SUB.S, NEG.S
- 2. On boot, the Global Reset Signal is ON for one clock cycle to initialize the system (PC = 0).
- 3. Instruction Memory has 128 Memory Locations each memory location is 8-bit wide. Making the memory byte organized.
- 4. Data Memory has 512 Memory Locations each memory location is 8-bit wide.
- 5. Whenever the Program Counter is out of bound i.e greater than 128 bytes. No Instruction fetching takes place, To go back to initial state Reset should be made ON.
- 6. Additional Control Signals like JR, FPinst, JAL are introduced in the architecture to support their respective instructions.
- 7. \*\*\*For running the simulation is necessary to place the 'Data.mem', 'REGINP.mem' and 'Instruction.mem' files in the project directory/ Simulation Directory.
- 8. \*\*The results for register file, data memory are stored in files 'REGDATA.mem', 'FPREGDATA.mem' and 'MEMDATA.mem'

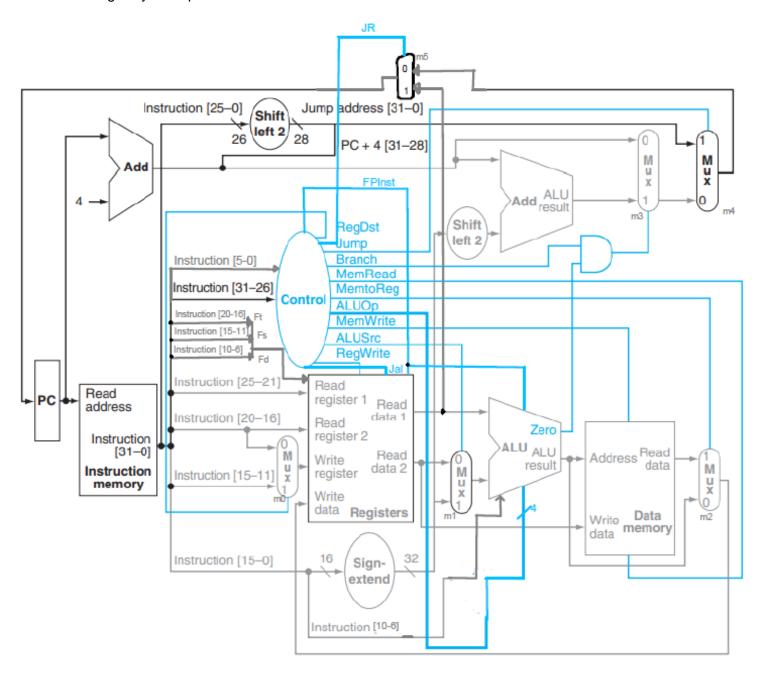
#### **Assumptions for Floating Point Operations:**

1. Inputs to the given model are always in IEEE-754 Format, and inputs should be in normalized form.

```
i. e, Binary number Of Form: 1 < \cdots \dots Fraction Part \dots > *2^y (y - exponent) Inputs: A, B (IEEE 754 single precision format- 32 Bits)
```

- 2. The input number cannot be NaN, it should be valid number of  $\pm \infty$
- 3. The model outputs result in normalized IEEE-754 format.

## Single Cycle Implementation:



#### Modules:

32-bit Adder: Performs the Add Operation.
 First Instance: 'a0' Used for incrementing the Program Counter by 4
 Second Instance: 'a1' Used while executing branch instruction to calculate the

Program Counter from the relative address.

- **2. ALU:** Performs all important task- R-type Instruction, I-Type Instructions, Float Type Instructions. This unit contains the floating point adder module which is used only for executing 'add.s' and 'sub.s'
- 3. Main Control Unit: Generates the required control signals from the instruction received from the Instruction Memory. Control signals generated by this unit are-RegDst, Jump, Branch, ALUsrc, MemRead, MemWrite, MemtoReg, ALUOP, RegWrite, Jal, JR, FPinst.
- **4. Data Memory:** This Unit contains 512 bytes RAM for storing data during the operation of CPU. The memory is used for Load word and Store word Instructions. The ROM is byte organized. In this design data is written in "Data.mem" file which is used by the Data memory unit at the time of simulation.
- **5. Instruction Memory:** This unit contains 128 bytes ROM which contains the instruction to be executed by the CPU.In this design instructions are written in "Instruction.mem" file which is used by the Instruction memory unit at the time of simulation.
- **6. Parameterized Mux:** This single parameterized MUX is instantiated according to required width as per the block diagram.
- 7. **Program Counter:** Global Clock and Global Reset are given to this unit. On reset the PC is made zero. Else on every clock edge the calculated correct value of Program Counter is written on to the PC.
- 8. Register File: This unit contains two register files one for normal instruction execution and one register file for floating point instructions. Each Register file contains 32 registers. The Register file is used to read the registers and perform write operation on clock-edge. Depending on the control signal 'FPinst' either the normal Register file or floating-point register file in accessed for instruction execution.
- **9. Shift Left by 2:** This unit is used to shift the immediate data left by 2. (Used by the branch instructions)
- 10. Sign Extension Unit: This unit sign extends the 16-bit immediate data which is the part of Instruction to 32 bit. (Used by LW, SW, Branch and other Immediate Instructions)
- **11. Shift Left and Append:** This module is used to shift left the 25-bit immediate data by 2. The
- **12. Floating Point Adder:** This unit used for executing the floating-point Addition and Subtract Operation. The floating data supported is single precision type.

- **13. MIPS Core:** The main module of Single Cycle architecture. This unit completes the required connection with different blocks.
- **14. MIPS Core Testbench:** This module provides the Clock of time period 100ns to the MIPS core. This also provides the global clock to the MIPS core.

#### **Control Signal Analysis:**

- 1. RegDst: Given as control input to MUX 'm0'. This signal is used to select the destination register from decoded instruction. Inputs to Mux 'm0' are 'Rt' and 'Rd' respectively.
- **2. RegWrite:** This control signal is high only when the data is to written in the destination register.
- **3. Jump:** Given as control input to MUX 'm4'. This selects the value of PC for the next clock. This signal is active only during Jump Instruction.
- **4. JR:** Given as control input to MUX 'm5'. This selects the value of PC for the next clock. This signal is active only during Jump Register Instruction.
- **5. Branch:** Given as control input to MUX 'm3'. This selects the branch address from the immediate data given as instruction. This signal is active only during Branch Instruction.
- **6. MemRead:** The given control signal is active only during memory access instruction (Memory Read Instruction) Eq- SW.
- **7. MemWrite:** The given control signal is active only during memory write operation. (Eg- SW)
- **8. MemtoReg:** Given as control input to MUX 'm2'. This selects the data to be written in register file. This signal is active only during memory access Instruction. i.e When this signal in ON the data from memory is written onto the destination register
- **9. ALUsrc:** Given as control input to MUX 'm1'. This selects the second input given to ALU. This signal is active only during Immediate, LW, SW Instruction.
- **10. ALUOP:** 4-bit control signal given to ALU for given execution of Instructions. ALUOP for given ALU instructions

a.	AND	4'b0001
b.	ADD	4'b0010
C.	OR	4'b0011
d.	LUI	4'b0101
e.	SUB	4'b0110
f.	SLT	4'b0111
g.	SLL	4'b1000
h.	SRL	4'b1001
i.	FPNEG	4'b1010
j.	FPSUB	4'b1011
k.	NOR	4'b1100
l.	XOR	4'b1110
m.	FPADD	4'b1111

- **11. FPinst:** This control signal is high only if the decoded instruction is Floating Point instruction.
- **12. JaL:** The JaL instruction is high only during the Jump and Link instruction. When this control signal is ON the Reg \$31 = PC+4

## **Instruction Analysis:**

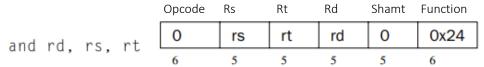
1) NOP: Processor remains in the same state.

Instruction: 32'h0

Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 0	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 0	ALUOP = 0000

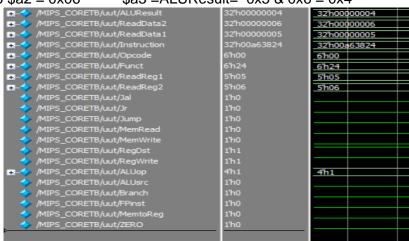
## 2) AND:



## Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 0001

Eg: Hex- 00A63824 // Instructions - AND \$a3 \$a1 \$a2



# 3) OR:

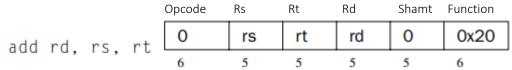
			Opcode	Rs	Rt	Rd	Shamt	Function
or rd, rs,	rs.	s rt	0	rs	rt	rd	0	0x25
o ,	,		6	5	5	5	5	6

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 0011

**Eg:** Hex- 00E84825 // Instructions - OR \$t1 \$a3 \$t0 \$a3 = 0x3 \$t0 = 0xf \$t1 = ALUResult = 0xf

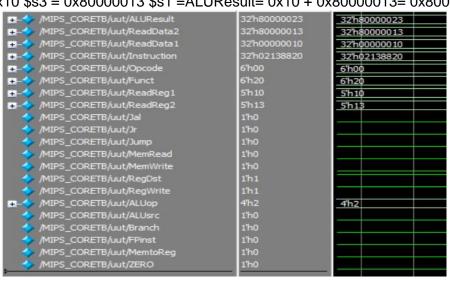
→ /MIPS_CORETB/uut/ALUResult	32'h0000000f	32'h0000000f
/MIPS_CORETB/uut/ReadData2	32'h0000000f	32'h0000000f
+- /MIPS_CORETB/uut/ReadData1	32'h00000003	32'h00000003
+- /MIPS_CORETB/uut/Instruction	32'h00e84825	32'h00e84825
→ /MIPS_CORETB/uut/Opcode	6'h00	6'h00
	6'h25	6'h25
+- /MIPS_CORETB/uut/ReadReg1	5'h07	5'h07
<b></b> /MIPS_CORETB/uut/ReadReg2	5'h08	5'h08
/MIPS_CORETB/uut/Jal	1'h0	
/MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h0	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1h1	
/MIPS_CORETB/uut/RegWrite	1'h1	
/MIPS_CORETB/uut/ALUop	4'h3	4"h3
/MIPS_CORETB/uut/ALUsrc	1'h0	
/MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h0	
<b>▶</b>		

## 4) ADD:



Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 0010

**Eg:** Hex- 02138820 // Instructions - ADD \$s1 \$s0 \$s3 \$s0 = 0x10 \$s3 = 0x80000013 \$s1 = ALUResult= 0x10 + 0x80000013 = 0x80000023

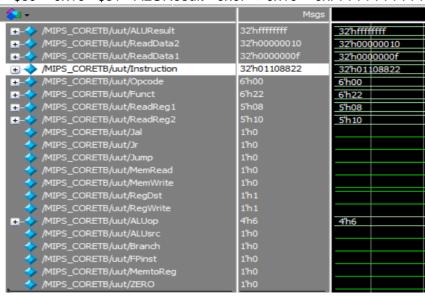


#### 5) SUB:

			Opcode	Rs	Rt	Rd	Shamt	Function
sub rd,	rs	rt	0	rs	rt	rd	0	0x22
oub id,	,		6	5	5	5	5	6

#### Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 0110



## 6) SLT:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 0111

**Eg:** Hex- 0253A02A // Instructions - slt \$s4 \$s2 \$s3 \$s2 = 0x12 \$s3 = 0x80000013 \$s4 = ALUResult= 0x0F < 0x 80000013 ? = 0x00

<b>≨</b> 1 +	Msgs	
■ /MIPS_CORETB/uut/ALUResult	32'h00000000	32'h00000000
→ /MIPS_CORETB/uut/ReadData2	32'h80000013	32'h80000013
+- /MIPS_CORETB/uut/ReadData1	32'h00000012	32'h00000012
+- /MIPS_CORETB/uut/Instruction	32'h0253a02a	32'h02\$3a02a
/MIPS_CORETB/uut/Opcode	6'h00	6'h00
	6'h2a	6'h2a
/MIPS_CORETB/uut/ReadReg1	5'h12	5'h12
+- /MIPS_CORETB/uut/ReadReg2	5'h13	5'h13
/MIPS_CORETB/uut/Jal	1'h0	
/ /MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h0	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1'h1	
/MIPS_CORETB/uut/RegWrite	1'h1	
★  MIPS_CORETB/uut/ALUop	4'h7	4'h7
/ /MIPS_CORETB/uut/ALUsrc	1'h0	
/ /MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h1	

## 7) SLL:

Sll rd, rt, shamt Opcode Rs Rt Rd Shamt Function

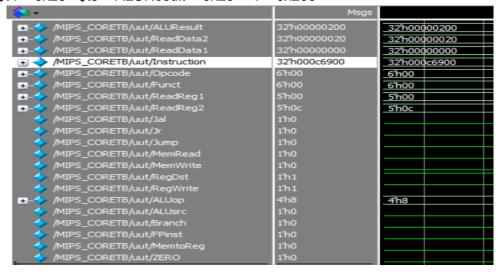
Ors rt rd shamt O

6 5 5 5 6

## Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 1000

**Eg:** Hex- 000C6900 // Instructions - sll \$t5 \$t4 0x4 \$t4 = 0x20 \$t5 = ALUResult = 0x20<<4 = 0x200



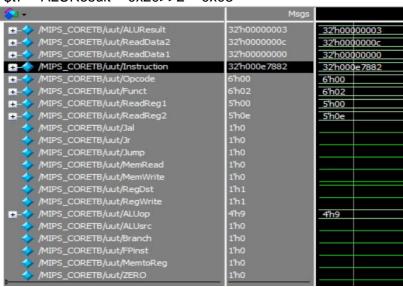
#### 8) SRL:

				Opcode	Rs	Rt	Rd	Shamt	Function
srl	rd	rt	shamt	0	rs	rt	rd	shamt	2
311	. u ,	,	Jiidiiic	6	5	5	5	5	6

## Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 1001

**Eg:** Hex- 000E7882 // Instructions - srl \$t7 \$t6 0x02 \$t6 = 0x0C \$t7 = ALUResult = 0x20>>2 = 0x03



#### 9) NOR:



Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 1	FPinst = 0
ALUsrc = 0	ALUOP = 1100

**Eg:** Hex- 01495827 // Instructions - NOR \$t3 \$t2 \$t1 \$t2 = 0x F00 \$t1 = 0x F0 \$t3 = ALUResult = 0x FFFFFFFFFF00F

<b>&amp;</b> 1 <b>→</b>	Msgs	
	32'hfffff00f	32'hfffff00f
★── /MIPS_CORETB/uut/ReadData2	32'h000000f0	32'h000000f0
★── /MIPS_CORETB/uut/ReadData1	32'h00000f00	32'h00000f00
■ /MIPS_CORETB/uut/Instruction	32'h01495827	32'h01495827
■ /MIPS_CORETB/uut/Opcode	6'h00	6'h00
■ /MIPS_CORETB/uut/Funct	6'h27	6'h27
<b>I I I I I I I I I I</b>	5'h0a	5'h0a
<b>II</b> → /MIPS_CORETB/uut/ReadReg2	5'h09	5'h09
/MIPS_CORETB/uut/Jal	1'h0	
/MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h0	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1h1	
/MIPS_CORETB/uut/RegWrite	1'h1	
→ /MIPS_CORETB/uut/ALUop	4'hc	4'hc
/MIPS_CORETB/uut/ALUsrc	1'h0	
/MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h0	

## 10) XOR:

Opcode Rs Rt Rd Shamt Function

or rd, rs, rt

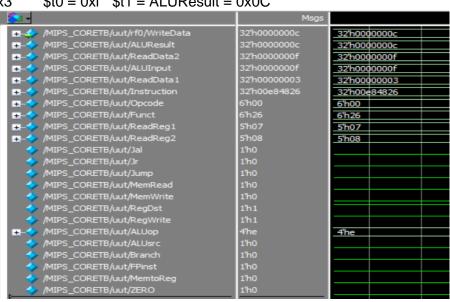
Opcode Rs Rt Rd Shamt Function

or rs rt rd O Ox26

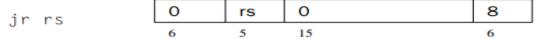
## Control Signals Generated:

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 1	FPinst = 0	
ALUsrc = 0	ALUOP = 1110	

**Eg:** Hex- 00E84826 // Instructions - XOR \$t1 \$a3 \$t0 \$a3 = 0x3 \$t0 = 0xf \$t1 = ALUResult = 0x0C



## 11) JR:

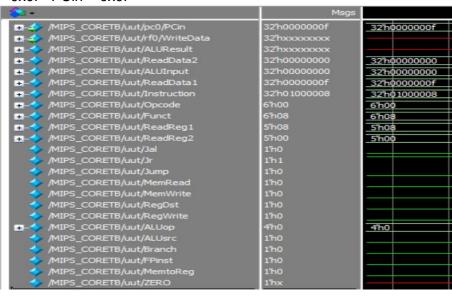


#### Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 0	Jr = 1
RegDst = 0	FPinst = 0
ALUsrc = 0	ALUOP = 0000

Eg: Hex: 01000008 // Instructions -JR \$t0

t0 = 0x0F PCin = 0x0F



## 12) JUMP:





Memread = 0	Branch = 0
Memwrite = 0	Jump = 1
Memtoreg = 0	Jal = 0
RegWrite = 0	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 0	ALUOP = 0000

**Eg:** Hex- 0x08000001 // Instructions - J 0x0000001 PCin = $\{00,(0x01 << 2)\}$  = 0x04

<b>≨</b> 1 ▼	Msgs	
/MIPS_CORETB/uut/pc0/PCin	32'h00000004	32'h00000004
■ /MIPS_CORETB/uut/rf0/WriteData	32'hxxxxxxxxx	
<b>II</b> → /MIPS_CORETB/uut/ALUResult	32'hxxxxxxxxx	
<b>II II II II II II II II</b>	32'h00000000	32'h00000000
<b>II</b>	32'h00000000	32'h00000000
<b>II</b> → /MIPS_CORETB/uut/ReadData1	32'h00000000	32'h00000000
★ /MIPS_CORETB/uut/Instruction	32'h08000001	32'h08000001
<b>II</b> → /MIPS_CORETB/uut/Opcode	6'h02	6'h02
■  MIPS_CORETB/uut/Funct  III  III  III  III  III  III  III	6'h01	6'h01
<b>II</b> — <b>→</b> /MIPS_CORETB/uut/ReadReg1	5'h00	5'h00
<b>∓</b> - <b>∜</b> /MIPS_CORETB/uut/ReadReg2	5'h00	5'h00
/MIPS_CORETB/uut/Jal	1'h0	
/MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h1	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1'h0	
/MIPS_CORETB/uut/RegWrite	1'h0	
★── /MIPS_CORETB/uut/ALUop	4'h0	4'h0
/MIPS_CORETB/uut/ALUsrc	1'h0	
/MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/ /MIPS_CORETB/uut/ZERO	1'hx	

## 13) JAL:

jal target

Opcode Immediate Address

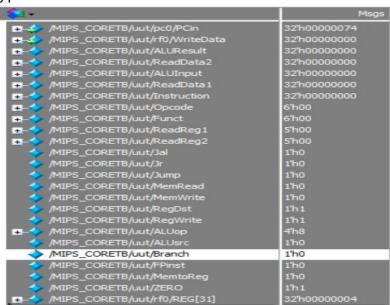
target

6 26

## Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 1
Memtoreg = 0	Jal = 1
RegWrite = 0	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 0	ALUOP = 0000

**Eg:** Hex- 0x1042001D // Instructions - JAL 0x000001D PCin ={00,(0x1D <<2)} = 0x74 \$ra = 0x04



#### 14) ADDI:

addi rt, rs, imm

Opcode Rs Rt Immediate

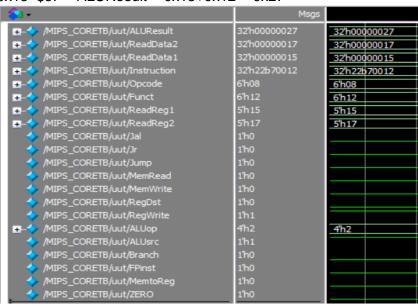
8 rs rt imm

6 5 5 16

Control Signals Generated:

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 0	FPinst = 0	
ALUsrc = 1	ALUOP = 0010	

**Eg:** Hex- 22B70012 // Instructions - ADDI \$s7 \$s5 0x0012 \$s5 = 0x15 \$s7 = ALUResult = 0x15+0x12 = 0x27



## 15) XORI:

xori rt, rs, imm

Opcode Rs Rt Immediate

Oxe rs rt Imm

6 5 5 16

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 0	FPinst = 0	
ALUsrc = 1	ALUOP = 1110	

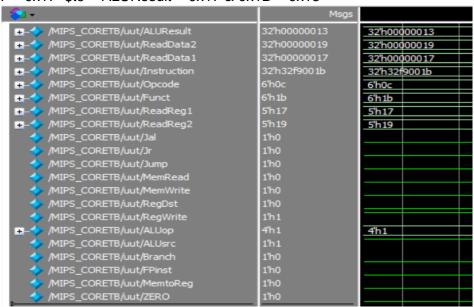
**Eg**: Hex- 0x3AF9001B // Instructions - XORI \$t9 \$s7 0x001B \$s7 = 0x17 \$t9 = ALUResult = 0x17 ^ 0x1B = 0x0C

<b>≨</b> 1 +	Msgs	
/MIPS_CORETB/uut/rf0/WriteData	32'h0000000c	32'h0000000c
■ /MIPS_CORETB/uut/ALUResult	32'h0000000c	32'h0000000c
<b>★</b> - <b>/</b> /MIPS_CORETB/uut/ReadData2	32'h00000019	32'h00000019
■  MIPS_CORETB/uut/ALUInput  MIPS_CORET	32'h0000001b	32'h0000001b
■ 🛨 👉 /MIPS_CORETB/uut/ReadData1	32'h00000017	32'h00000017
■- /MIPS_CORETB/uut/Instruction	32'h3af9001b	32'h3af9001b
# /MIPS_CORETB/uut/Opcode	6'h0e	6'h0e
■- /MIPS_CORETB/uut/Funct	6'h1b	6'h1b
<b>■</b> - <b>/</b> /MIPS_CORETB/uut/ReadReg1	5'h17	5'h17
<b>★</b> - <b>/</b> /MIPS_CORETB/uut/ReadReg2	5'h 19	5'h19
/MIPS_CORETB/uut/Jal	1'h0	
/ MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h0	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1'h0	
/MIPS_CORETB/uut/RegWrite	1'h1	
★      MIPS_CORETB/uut/ALUop	4'he	4'he
/MIPS_CORETB/uut/ALUsrc	1'h1	
/MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h0	

## 16) ANDI:

<u> </u>	
Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 1	ALUOP = 0001

**Eg:** Hex- 32F9001B // Instructions - ANDI \$t9 \$s7 0x001B \$s7 = 0x17 \$t9 = ALUResult = 0x17 & 0x1B = 0x13



## 17) BEQ:

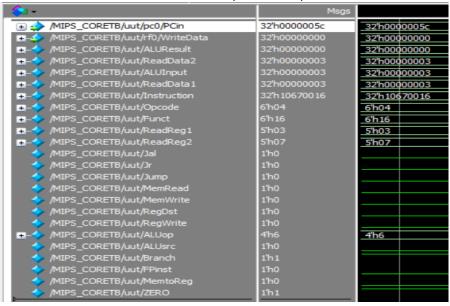
beq rs, rt, label

4	rs	rt	Offset
6	5	5	16

### Control Signals Generated:

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 0	FPinst = 0	
ALUsrc = 1	ALUOP = 0001	

**Eg:** Hex- 10670016 // Instructions - BEQ \$v1 \$a3 0x0016 \$a3 = 0x3 \$v1=0x3 PCin = 0x00+0x4+(0x16 << 2)= 0x5C



## 18) LUI:

 Oxf
 O
 rt
 imm

 6
 5
 5
 16

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 1	ALUOP = 0101

**Eg:** Hex- 3D7D007F // Instructions - LUI \$sp 0x007F WriteData = \$sp = 0x007F0000

<b>≨</b> 1 <b>·</b>	Msgs	
/MIPS_CORETB/uut/rf0/WriteData	32'h007f0000	32'h007f0000
-/ /MIPS_CORETB/uut/ALUResult	32'h007f0000	32'h007f0000
-/ /MIPS_CORETB/uut/ReadData2	32'h0000001d	32'h0000001d
<u>→</u> /MIPS_CORETB/uut/ALUInput	32'h0000007f	32'h0000007f
■ /MIPS_CORETB/uut/ReadData1	32'h00000800	32'h00000800
<b>★</b> /MIPS_CORETB/uut/Instruction	32'h3d7d007f	32'h3d7d007f
	6'h0f	6'h0f
# /MIPS_CORETB/uut/Funct	6'h3f	6'h3f
■ /MIPS_CORETB/uut/ReadReg1	5'h0b	5'h0b
<b>■</b> /MIPS_CORETB/uut/ReadReg2	5'h1d	5'h1d
/MIPS_CORETB/uut/Jal	1'h0	
/ /MIPS_CORETB/uut/Jr	1'h0	
/ /MIPS_CORETB/uut/Jump	1'h0	
/ /MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1'h0	
/ MIPS_CORETB/uut/RegWrite	1h1	
+-/ /MIPS_CORETB/uut/ALUop	4'h5	4'h5
/ /MIPS_CORETB/uut/ALUsrc	1h1	
/ /MIPS_CORETB/uut/Branch	1'h0	
/ /MIPS_CORETB/uut/FPinst	1'h0	
/ /MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h0	

## 19) LW:

lw rt, address

0x23	rs	rt	Offset
6	5	5	16

#### Control Signals Generated:

Memread = 1	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 1	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 1	ALUOP = 0010

Eg: Hex- 8C620020 // Instructions - Iw \$v0 0x0020 \$v1

v1 = 0x3, ; Load Address= ALU Result = 0x3 + 0x20 = 0x23

Data @ 0x23 = 0x900

MemReadData= WriteData: 0x900



## 20) SW:

sw rt, address

0x2b	rs	rt	Offset
6	5	5	16

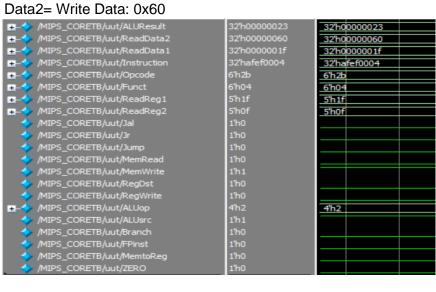
Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 1	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 0	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 1	ALUOP = 0010

Eg: Hex- AFEF0004 Instruction - SW \$t7 0x0004 \$ra

ra = 0x1F, t7 = 0x60; Store Address= ALU Result = 0x1F + 0x04 = 0x23

Read Data2= Write Data: 0x60



## 21) ORI:

ori rt, rs, imm

Oxd	rs	rt	imm
6	5	5	16

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 0	FPinst = 0	
ALUsrc = 1	ALUOP = 0011	

**Eg:** Hex- 375B0019 // Instructions - ORI \$k1 \$k0 0x0019 \$k0 = 0x1A \$k1 = ALUResult = 0x1A | 0x19 = 0x1B

OXIIX GILL TIEGILOGGIL OXIIX GI		
<b>₽</b>	Msgs	
<b>II</b> → /MIPS_CORETB/uut/ALUResult	32'h0000001b	32'h0000001b
<b>IIIIIIIIIIIII</b>	32'h0000001b	32'h0000001b
<b>II →</b> /MIPS_CORETB/uut/ReadData1	32'h0000001a	32'h0000001a
→ /MIPS_CORETB/uut/Instruction	32'h375b0019	32'h375b0019
→ /MIPS_CORETB/uut/Opcode	6'h0d	6'h0d
<u>★</u> -  /MIPS_CORETB/uut/Funct	6'h19	6'h19
<b>II →</b> /MIPS_CORETB/uut/ReadReg1	5'h1a	5'h1a
<b>IIIIIIIIIIIII</b>	5'h1b	5'h1b
/MIPS_CORETB/uut/Jal	1'h0	
/ MIPS_CORETB/uut/Jr	1'h0	
/MIPS_CORETB/uut/Jump	1'h0	
/MIPS_CORETB/uut/MemRead	1'h0	
/MIPS_CORETB/uut/MemWrite	1'h0	
/MIPS_CORETB/uut/RegDst	1'h0	
/MIPS_CORETB/uut/RegWrite	1'h1	
-/ /MIPS_CORETB/uut/ALUop	4'h3	4'h3
/MIPS_CORETB/uut/ALUsrc	1'h1	
/MIPS_CORETB/uut/Branch	1'h0	
/MIPS_CORETB/uut/FPinst	1'h0	
/MIPS_CORETB/uut/MemtoReg	1'h0	
/MIPS_CORETB/uut/ZERO	1'h0	

# 22) SLTI:

## Control Signals Generated:

3	
Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 0
ALUsrc = 1	ALUOP = 0111

**Eg:** Hex- 2910001D // Instructions - slti \$s0 \$t0 0x001d \$t0 = 0xF \$s0 = ALUResult = 0xF < 0x1d ?= 0x01

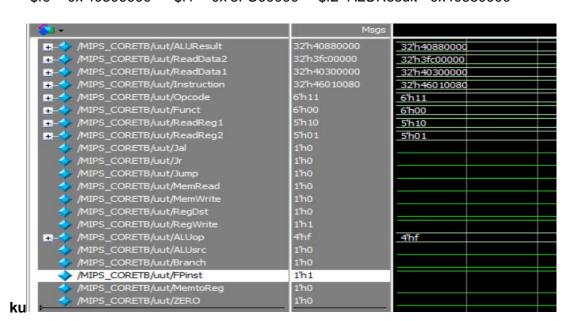
U = UXF \$SU = ALUResult = UXF < UX10 ?= UXU1			
<b>₽</b>	Msgs		
→ /MIPS_CORETB/uut/ALUResult	32'h00000001	32'h00000001	
<u>→</u> /MIPS_CORETB/uut/ReadData2	32'h00000010	32'h00000010	
<u>→</u> /MIPS_CORETB/uut/ALUInput	32'h0000001d	32'h0000001d	
<b>IIIIIIIIIIIII</b>	32'h0000000f	32'h0000000f	
<u>→</u> /MIPS_CORETB/uut/Instruction	32'h2910001d	32'h2910001d	
<u>→</u> /MIPS_CORETB/uut/Opcode	6'h0a	6'h0a	
→ /MIPS_CORETB/uut/Funct	6'h1d	6'h1d	
<b>I</b> → /MIPS_CORETB/uut/ReadReg1	5'h08	5'h08	
<u>→</u> /MIPS_CORETB/uut/ReadReg2	5'h10	5'h10	
/MIPS_CORETB/uut/Jal	1'h0		
/MIPS_CORETB/uut/Jr	1'h0		
/MIPS_CORETB/uut/Jump	1'h0		
/MIPS_CORETB/uut/MemRead	1'h0		
/MIPS_CORETB/uut/MemWrite	1'h0		
/MIPS_CORETB/uut/RegDst	1'h0		
/MIPS_CORETB/uut/RegWrite	1h1		
→ /MIPS_CORETB/uut/ALUop	4'h7	4'h7	
/MIPS_CORETB/uut/ALUsrc	1h1		
/MIPS_CORETB/uut/Branch	1'h0		
/MIPS_CORETB/uut/FPinst	1'h0		
/MIPS_CORETB/uut/MemtoReg	1'h0		
/MIPS_CORETB/uut/ZERO	1'h0		

## 23) ADD.S:

Control Signals Generated:

Memread = 0	Branch = 0	
Memwrite = 0	Jump = 0	
Memtoreg = 0	Jal = 0	
RegWrite = 1	Jr = 0	
RegDst = 0	FPinst = 1	
ALUsrc = 0	ALUOP = 1111	

**Eg:** Hex- 46010080 // Instructions -add.s \$f2 \$f0 \$f1 \$f0 = 0x 40300000 \$f1 = 0x 3FC00000 \$f2=ALUResult= 0x40880000



#### 24) SUB.S:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 1
ALUsrc = 0	ALUOP = 1011

=	$0x40300000 \qquad \text{fil} = 0x 3FC0000$	JU DIZ=ALU	Result= 0x3la00000
	<b>  <u>←</u>  -</b>	Msgs	
	<b>I</b> → /MIPS_CORETB/uut/ALUResult	32'h3fa00000	32'h3fa00000
		32'h3fc00000	32'h3fc00000
	+	32'h40300000	32'h40300000
	+- / /MIPS_CORETB/uut/Instruction	32'h46010081	32'h46010081
		6'h11	6'h11
		6'h01	6'h01
	<b>-</b> - <b>/</b> /MIPS_CORETB/uut/ReadReg1	5'h10	5'h10
	<b>-</b> - <b>/</b> /MIPS_CORETB/uut/ReadReg2	5'h01	5'h01
	/MIPS_CORETB/uut/Jal	1'h0	
	/MIPS_CORETB/uut/Jr	1'h0	
	/MIPS_CORETB/uut/Jump	1'h0	
	/MIPS_CORETB/uut/MemRead	1'h0	
	/MIPS_CORETB/uut/MemWrite	1'h0	
	/MIPS_CORETB/uut/RegDst	1'h0	
	/MIPS_CORETB/uut/RegWrite	1'h1	
	Image: Health of the second	4'hb	4'hb
	/MIPS_CORETB/uut/ALUsrc	1'h0	
	/MIPS_CORETB/uut/Branch	1'h0	
	/MIPS_CORETB/uut/FPinst	1'h1	
	/MIPS_CORETB/uut/MemtoReg	1'h0	

# 25) NEG.S:

Control Signals Generated:

Memread = 0	Branch = 0
Memwrite = 0	Jump = 0
Memtoreg = 0	Jal = 0
RegWrite = 1	Jr = 0
RegDst = 0	FPinst = 1
ALUsrc = 0	ALUOP = 1011

**Eg:** Hex- 46000087// Instructions - neg.s \$f2 \$f0 \$f0 = 0x40300000 \$f2=ALUResult= 0xc0300000

0 = 0x40300000			
<b>€</b>	Msgs		
<b>II</b> → /MIPS_CORETB/uut/ALUResult	32'hc0300000	(32hc0300000	
<b>-</b> → /MIPS_CORETB/uut/ReadData2	32'h40300000	(32'h40300000	
★── /MIPS_CORETB/uut/ReadData1	32'h40300000	(32'h40300000	
<b>■</b> /MIPS_CORETB/uut/Instruction	32'h46000087	(32'h46000087	
→ /MIPS_CORETB/uut/Opcode	6'h11	(6'h11	
→ /MIPS_CORETB/uut/Funct	6'h07	(6'h07	
★ /MIPS_CORETB/uut/ReadReg1	5'h10	(5'h10	
<b>-</b> /MIPS_CORETB/uut/ReadReg2	5'h00	(5'h00	
/ /MIPS_CORETB/uut/Jal	1'h0		
/ /MIPS_CORETB/uut/Jr	1'h0		
/ MIPS_CORETB/uut/Jump	1'h0		
/MIPS_CORETB/uut/MemRead	1'h0		
/MIPS_CORETB/uut/MemWrite	1'h0		
/MIPS_CORETB/uut/RegDst	1'h0		
/MIPS_CORETB/uut/RegWrite	1'h1		
→ /MIPS_CORETB/uut/ALUop	4'ha	(4'ha	
/MIPS_CORETB/uut/ALUsrc	1'h0		
/ /MIPS_CORETB/uut/Branch	1'h0		
/MIPS_CORETB/uut/FPinst	1h1		
/MIPS_CORETB/uut/MemtoReg	1'h0		
/ /MIPS_CORETB/uut/ZERO	1'h0		