

EE445 COMPUTER ARCHITECTURE I HOMEWORK 2

DUE DATE 01.12.2019 23:59

In this homework, you are going to implement Mano's basic computer which you have covered in the lectures. The ISA of this basic computer is given in Appendix A. You are expected to write a behavioral model for this architecture in Verilog.

What to do

- a) Read the ISA given in Appendix A and the list of microoperations in Appendix B.
- b) Write a Verilog code in behavioral model to implement the basic computer.
- c) Write a sample test program in assembly and also translate it into machine code.
- d) Provide this test program as input to the basic computer you have implemented and compare its outputs with the expected machine codes.

What to submit

- 1. Your Verilog source code developed in part (b).
- 2. The testbench file of part (d).
- 3. A text file containing your assembly and translated machine codes developed in part (c) and simulation results that you have obtained in part (d).

Appendices

- A. ISA
- B. List of Microoperations

APPENDIX A: ISA

	Hex Code		
Symbol	1 = 0	I = 1	Description
AND ADD LDA STA BUN BSA ISZ	0xxx 1xxx 2xxx 3xxx 4xxx 5xxx 6xxx	8xxx 9xxx Axxx Bxxx Cxxx Dxxx Exxx	AND memory word to AC Add memory word to AC Load AC from memory Store content of AC into memory Branch unconditionally Branch and save return address Increment and skip if zero
CLA CLE CMA CME CIR CIL INC SPA SNA SZA SZE HLT	7800 7400 7200 7100 7080 7040 7020 7010 7008 7004 7002 7001		Clear AC Clear E Complement AC Complement E Circulate right AC and E Circulate left AC and E Increment AC Skip next instr. if AC is positive Skip next instr. if AC is negative Skip next instr. if AC is zero Skip next instr. if E is zero Halt computer
INP OUT SKI SKO ION IOF		F800 F400 F200 F100 F080 F040	Input character to AC Output character from AC Skip on input flag Skip on output flag Interrupt on Interrupt off

APPENDIX B: List of Microoperations

```
Fetch
                              R'T_0:
                                                       AR ← PC
                              R′T₁:
                                                       IR \leftarrow M[AR], PC \leftarrow PC + 1
                              R'T_2:
                                                       D0, ..., D7 ← Decode IR(12 ~ 14),
Decode
                                                                      AR \leftarrow IR(0 \sim 11), I \leftarrow IR(15)
Indirect
                                                       AR \leftarrow M[AR]
                              D_7'IT_3:
Interrupt
       T_0'T_1'T_2'(IEN)(FGI + FGO):
                                                       IRQ \leftarrow 1
                              IRQ T<sub>0</sub>:
                                                       AR \leftarrow 0, TR \leftarrow PC
                              IRQ T<sub>1</sub>:
                                                       M[AR] \leftarrow TR, PC \leftarrow 0
                              IRQ T<sub>2</sub>:
                                                        PC \leftarrow PC + 1, IEN \leftarrow 0, IRQ \leftarrow 0, SC \leftarrow 0
Memory-Reference
   AND
                              D_0T_4:
                                                       DR \leftarrow M[AR]
                                                       AC \leftarrow AC \land DR, SC \leftarrow 0
                              D_0T_5:
                              D_1T_4:
   ADD
                                                       DR \leftarrow M[AR]
                             D_1T_5:
                                                       AC \leftarrow AC + DR, E \leftarrow C_{out}, SC \leftarrow 0
                             D_2T_4:
   LDA
                                                       DR \leftarrow M[AR]
                                                       AC \leftarrow DR, SC \leftarrow 0
                              D_2T_5:
   STA
                                                       M[AR] \leftarrow AC, SC \leftarrow 0
                              D_3T_4:
                                                       PC \leftarrow AR, SC \leftarrow 0
   BUN
                              D_4T_4:
                                                       M[AR] \leftarrow PC, AR \leftarrow AR + 1
   BSA
                              D_5T_4:
                                                       PC \leftarrow AR, SC \leftarrow 0
                              D_5T_5:
   ISZ
                             D<sub>6</sub>T<sub>4</sub>:
D<sub>6</sub>T<sub>5</sub>:
                                                       DR \leftarrow M[AR]
                                                       DR ← DR + 1
                                                       M[AR] \leftarrow DR, if(DR=0) then (PC \leftarrow PC + 1),
                              D_6T_6:
                                                       SC ← 0
```

```
Register-Reference
                          D_7 I' T_3 = r
                                               (Common to all register-reference instr)
                          IR(i) = B_i
                                               (i = 0,1,2,...,11)
                                               SC \leftarrow 0
                            r:
   CLA
                                              AC \leftarrow 0
                            rB<sub>11</sub>:
   CLE
                                              E \leftarrow 0
                            rB<sub>10</sub>:
                                              AC \leftarrow AC'
   CMA
                            rB<sub>9</sub>:
   CME
                            rB<sub>8</sub>:
                                              E \leftarrow E'
                            rB<sub>7</sub>:
   CIR
                                              AC \leftarrow shr AC, AC(15) \leftarrow E, E \leftarrow AC(0)
   CIL
                                              AC \leftarrow shl AC, AC(0) \leftarrow E, E \leftarrow AC(15)
                            rB_6:
   INC
                            rB<sub>5</sub>:
                                              AC \leftarrow AC + 1
                                              If(AC(15) =0) then (PC \leftarrow PC + 1)
   SPA
                            rB₄:
   SNA
                            rB<sub>3</sub>:
                                              If(AC(15) = 1) then (PC \leftarrow PC + 1)
                            rB<sub>2</sub>:
                                              If(AC = 0) then (PC \leftarrow PC + 1)
   SZA
   SZE
                            rB₁:
                                              If(E=0) then (PC \leftarrow PC + 1)
   HLT
                            rB_0:
                                              S ← 0
                          D_7IT_3 = p
Input-Output
                                               (Common to all input-output instructions)
                          IR(i) = B_i
                                               (i = 6,7,8,9,10,11)
                                               SC \leftarrow 0
                            p:
                            pB<sub>11</sub>:
   INP
                                              AC(0-7) \leftarrow INPR, FGI \leftarrow 0
   OUT
                                               OUTR \leftarrow AC(0-7), FGO \leftarrow 0
                            pB<sub>10</sub>:
                                              If(FGI=1) then (PC \leftarrow PC + 1)
   SKI
                            pB_9:
   SKO
                                              If(FGO=1) then (PC \leftarrow PC + 1)
                            pB_8:
                                              IEN ← 1
   ION
                            pB_7:
                                              IEN \leftarrow 0
   IOF
                            pB_6:
```