DSDL

Week 8

Udeet Mittal

CSE C3

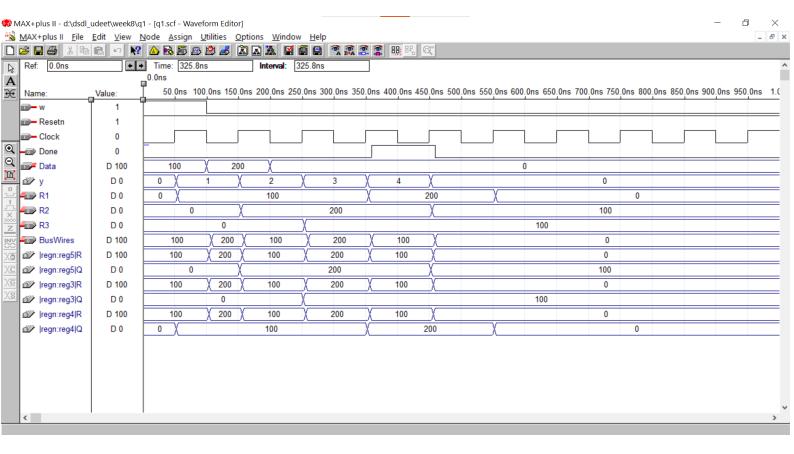
Roll Number 64

1. Write and simulate the Verilog code to swap the contents of two registers using multiplexers.

```
module regn (R, L, Clock, Q);
parameter n = 8;
input [n-1:0] R;
input L, Clock;
output [n-1:0] Q;
reg [n-1:0] Q;
always @(posedge Clock)
if (L)
Q \leq R;
endmodule // Code for 8-bit register
module q1(Resetn, Clock, w, Data, Extern, R1, R2, R3, BusWires, Done);
parameter n = 8;
input Resetn, Clock, w, Extern;
input [n-1:0] Data;
output [n-1:0] BusWires ,R1, R2, R3;
reg [n-1:0] BusWires, R1, R2, R3;
output Done;
wire R1in, R1out, R2in, R2out, R3in, R3out;
reg [2:0] y, Y;
```

```
wire s1,s0;
parameter [2:0] A = 3'b000, B = 3'b001, C = 3'b010, D = 3'b011, E = 3'b100;
// Define the next state combinational circuit for FSM
always @(w or y)
begin
case (y)
A: if (w) Y = B;
else Y = A;
B: Y = C;
C: Y = D;
D: Y = E;
E: Y = A;
//F: Y = A;
endcase
end
// Define the sequential block for FSM
always @(negedge Resetn or posedge Clock)
begin
if (Resetn == 0) y \le A;
else y \le Y;
end
// Define outputs of FSM
assign s0 = (y == A);
assign s1 = (y == B);
assign R3in = (y == C);
assign R1out = (y == C);
assign R2out = (y == D);
assign R1in = (y == D);
assign R3out = (y == E);
```

```
assign R2in = (y == E);
assign Done = (y == E);
always @(y)
begin
case(y)
A:BusWires=Data;
B:BusWires=Data;
C:BusWires=R1;
D:BusWires=R2;
E:BusWires=R3;
default:begin
     BusWires=0;
end
endcase
end
regn reg3 (BusWires, R3in, Clock, R3);
regn reg4 (BusWires, s0 | R1in, Clock, R1);
regn reg5 (BusWires, s1 | R2in, Clock, R2);
endmodule
```



2. Simulate a simple processor that can perform the following functions:

Operation	Function performed
Load Rx, Data	Rx ← Data
Move Rx, Ry	$Rx \leftarrow [Ry]$
Add Rx, Ry	$Rx \leftarrow [Rx] + [Ry]$
Sub Rx, Ry	$Rx \leftarrow [Rx] - [Ry]$

module q2(Data, Reset, w, Clock, F, Rx, Ry,R0, R1, R2, R3, Count, I, BusWires);

input [3:0] Data;

input Reset, w, Clock;

input [1:0] F, Rx, Ry;

output [1:0] Count, I;

output [3:0] BusWires, R0, R1, R2, R3;

reg [3:0] BusWires;

```
reg [3:0] Sum;
reg [0:3] Rin, Rout;
reg Extern, Ain, Gin, Gout, AddSub;
//wire [1:0] Count, I;
wire [0:3] Xreg, Y;
wire [3:0] A, G;
wire [1:6] Func, FuncReg, Sel;
upcount1 counter (Reset, Clock, Count);
assign Func = \{F, Rx, Ry\};
wire FRin = w \& \sim Count[1] \& \sim Count[0];
regn3 functionreg (Func, FRin, Clock, FuncReg);
//defparam functionreg.n = 6;
assign I = FuncReg[1:2];
dec2to4 decX (FuncReg[3:4], 1'b1, Xreg);
dec2to4 decY (FuncReg[5:6], 1'b1, Y);
always @(Count or I or Xreg or Y)
begin
Extern = 1'b0; Ain = 1'b0; Gin = 1'b0;
Gout = 1'b0; AddSub = 1'b0; Rin = 4'b0; Rout = 4'b0;
case (Count)
2'b00: ; //no signals asserted in time step T0
2'b01: //define signals in time step T1
case (I)
2'b00: begin //Load
Extern = 1'b1;
Rin = Xreg;
end
2'b01: begin //Move
Rout = Y;
```

```
Rin = Xreg;
end
default: begin //Add, Sub
Rout = Xreg;
Ain = 1'b1;
end
endcase
2'b10: //define signals in time step T2
case(I)
2'b10: begin //Add
Rout = Y;
Gin = 1'b1;
end
2'b11: begin //Sub
Rout = Y;
AddSub = 1'b1;
Gin = 1'b1;
end
default: ; //Add, Sub
endcase
2'b11:
case (I)
2'b10, 2'b11: begin
Gout = 1'b1;
Rin = Xreg;
end
default: ; //Add, Sub
endcase
endcase
```

```
end
regn2 reg_0 (BusWires, Rin[0], Clock, R0);
regn2 reg_1 (BusWires, Rin[1], Clock, R1);
regn2 reg_2 (BusWires, Rin[2], Clock, R2);
regn2 reg_3 (BusWires, Rin[3], Clock, R3);
regn2 reg_A (BusWires, Ain, Clock, A);
// alu
always @(AddSub or A or BusWires)
begin
if (!AddSub)
Sum = A + BusWires;
else
Sum = A - BusWires;
end
regn2 reg_G (Sum, Gin, Clock, G);
assign Sel = {Rout, Gout, Extern};
always @(Sel or R0 or R1 or R2 or R3 or G or Data)
begin
if (Sel == 6'b100000)
BusWires = R0;
else if (Sel == 6'b010000)
BusWires = R1;
else if (Sel == 6'b001000)
BusWires = R2;
else if (Sel == 6'b000100)
BusWires = R3;
else if (Sel == 6'b000010)
BusWires = G;
else BusWires = Data;
```

```
end
endmodule
module upcount1(Clear, Clock, Q);
input Clear, Clock;
output [1:0] Q;
reg [1:0] Q;
always @(posedge Clock)
if (Clear)
Q \le 0;
else
Q \le Q + 1;
endmodule
module regn2(R, L, Clock, Q);
parameter n = 4;
input [n-1:0] R;
input L, Clock;
output[n-1:0] Q;
reg [n-1:0] Q;
always @(posedge Clock)
if (L)
Q \leq R;
endmodule
module dec2to4 (W, En, Y);
input [1:0]W;
input En;
output [0:3] Y;
```

```
reg [0:3] Y;
always @(W or En)
case ({En,W})
3'b100: Y = 4'b1000;
3'b101: Y = 4'b0100;
3'b110: Y = 4'b0010;
3'b111: Y = 4'b0001;
default: Y = 4'b0000;
endcase
endmodule
module regn3(R, L, Clock, Q);
parameter n = 6;
input [n-1:0] R;
input L, Clock;
output[n-1:0] Q;
reg [n-1:0] Q;
always @(posedge Clock)
if (L)
Q \leq R;
endmodule
```

