



Instr	RegDst	RegWrite	ALUSrc	ALUOp2	ALUOp1	ALUOp0	MemWrite	MemRead	MemToReg	BranchNot	Branch
Rtype	1	1	0	0	0	0	0	0	0	0	0
ADDI	0	1	1	0	0	1	0	0	0	0	0
ANDI	0	1	1	0	1	0	0	0	0	0	0
ORI	0	1	1	0	1	1	0	0	0	0	0
NORI	0	1	1	1	0	0	0	0	0	0	0
BEQ	x	0	0	1	0	1	0	0	0	0	1
BNE	x	0	0	1	0	1	0	0	0	1	0
SLTI	x	1	1	1	1	0	0	0	0	0	0
LW	0	1	1	0	0	1	0	1	1	0	0
SW	x	0	1	0	0	1	1	0	0	0	0

Instr	Opcode
AND	0000
ADD	0000
SUB	0000
XOR	0000
NOR	0000
OR	0000
ADDI	0001
ANDI	0010
ORI	0011
NORI	0100
BEQ	0101
BNE	0110
SLTI	0111
LW	1000
SW	1001

## alu control test

ins	aluop2	aluop1	aluop0	f2	f1	f0	c2	c1	c0	
rType	0	0	0	0	0	0	0	0	0	AND
rType	0	0	0	0	0	1	0	0	1	ADD
rType	0	0	0	0	1	0	0	1	0	SUB
rType	0	0	0	0	1	1	0	1	1	XOR
rType	0	0	0	1	0	0	1	0	0	NOR
rType	0	0	0	1	0	1	1	0	1	OR
add	0	0	1	x	x	x	0	0	1	ADD
and	0	1	0	x	x	x	0	0	0	AND
or	0	1	1	x	x	x	1	0	1	OR
nor	1	0	0	x	x	x	1	0	0	NOR
sub	1	0	1	x	x	x	0	1	0	SUB
slt	1	1	0	x	x	x	1	1	0	SLT

```

VSIM 2/> step -current
# time =      0, o=000, f=000, out=000,
# time =     20, o=000, f=001, out=001,
# time =     40, o=000, f=010, out=010,
# time =     60, o=000, f=011, out=011,
# time =     80, o=000, f=100, out=100,
# time =    100, o=000, f=101, out=101,
# time =    120, o=001, f=000, out=001,
# time =    140, o=010, f=000, out=000,
# time =    160, o=011, f=000, out=101,
# time =    180, o=100, f=000, out=100,
# time =    200, o=101, f=000, out=010,
# time =    220, o=110, f=000, out=110,

```

## mips test

```

# =====
# time = 0, clock=0
# instruction=      0000001010011001
# memToRegOut=000000000000000000000000000011
# pc=00000000000000000000000000000000
# pc_plus_1=00000000000000000000000000000001
# mux_branch_out=00000000000000000000000000000001
# alu_control_out=      001
# sign_extend_out=000000000000000000000000011001
# alu_result=000000000000000000000000000000011
# read_data_1=000000000000000000000000000000001
# read_data_2=000000000000000000000000000000010
# =====
# time = 100, clock=1
# instruction=      0000001010011001
# memToRegOut=000000000000000000000000000000011
# pc=00000000000000000000000000000000
# pc_plus_1=000000000000000000000000000000001
# mux_branch_out=000000000000000000000000000000001
# alu_control_out=      001
# sign_extend_out=000000000000000000000000011001
# alu_result=0000000000000000000000000000000011
# read_data_1=0000000000000000000000000000000001
# read_data_2=0000000000000000000000000000000010
# =====
# time = 100, clock=1
# instruction=      0000001010100010
# memToRegOut=1111111111111111111111111111111111
# pc=0000000000000000000000000000000001
# pc_plus_1=0000000000000000000000000000000010
# mux_branch_out=0000000000000000000000000000000010
# alu_control_out=      010
# sign_extend_out=111111111111111111111111111110010
# alu_result=1111111111111111111111111111111111
# read_data_1=0000000000000000000000000000000001
# read_data_2=0000000000000000000000000000000010
# =====
# time = 200, clock=0
# instruction=      0000001010100010
# memToRegOut=1111111111111111111111111111111111

```

```

# pc=00000000000000000000000000000001
# pc_plus_1=0000000000000000000000000000010
# mux_branch_out=0000000000000000000000000000010
# alu_control_out=010
# sign_extend_out=111111111111111111111111111100010
# alu_result=11111111111111111111111111111111
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# =====
# time = 300, clock=1
# instruction=0000001010100010
# memToRegOut=11111111111111111111111111111111
# pc=00000000000000000000000000000001
# pc_plus_1=00000000000000000000000000000010
# mux_branch_out=00000000000000000000000000000010
# alu_control_out=010
# sign_extend_out=111111111111111111111111111100010
# alu_result=11111111111111111111111111111111
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# =====
# time = 300, clock=1
# instruction=0000001010101011
# memToRegOut=00000000000000000000000000000011
# pc=00000000000000000000000000000010
# pc_plus_1=00000000000000000000000000000011
# mux_branch_out=00000000000000000000000000000011
# alu_control_out=011
# sign_extend_out=111111111111111111111111111101011
# alu_result=00000000000000000000000000000011
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# =====
# time = 400, clock=0
# instruction=0000001010101011
# memToRegOut=00000000000000000000000000000011
# pc=00000000000000000000000000000010
# pc_plus_1=00000000000000000000000000000011
# mux_branch_out=00000000000000000000000000000011
# alu_control_out=011
# sign_extend_out=111111111111111111111111111101011
# alu_result=00000000000000000000000000000011
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# =====
# time = 500, clock=1
# instruction=0000001010101011
# memToRegOut=00000000000000000000000000000011
# pc=00000000000000000000000000000010
# pc_plus_1=00000000000000000000000000000011
# mux_branch_out=00000000000000000000000000000011
# alu_control_out=011
# sign_extend_out=111111111111111111111111111101011
# alu_result=00000000000000000000000000000011

```

```
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# =====
# time = 500, clock=1
# instruction=          0000001010110100
# memToRegOut=11111111111111111111111111111100
# pc=000000000000000000000000000000011
# pc_plus_1=000000000000000000000000000000100
# mux_branch_out=00000000000000000000000000000100
# alu_control_out=          100
# sign_extend_out=11111111111111111111111111110100
# alu_result=11111111111111111111111111111100
# read_data_1=00000000000000000000000000000001
# read_data_2=00000000000000000000000000000010
# ** Note: $finish      : /home/umit/Documents/quartus/mips32_testbench.v(24)
#   Time: 600 ps  Iteration: 1  Instance: /mips32_testbench
```

## instructions

```
0000_001_010_011_001
0000_001_010_100_010
0000_001_010_101_011
0000_001_010_110_100
0000_001_010_111_101|
```

## registers

```
// memory data file (do not edit the following line - required
// instance=/mips32_testbench/m/register_block/registers
// format=bin addressradix=h dataradix=b version=1.0 wordsperli
00000000000000000000000000000000
00000000000000000000000000000001
00000000000000000000000000000010
00000000000000000000000000000011
11111111111111111111111111111111
00000000000000000000000000000011
00000000000000000000000000000000
00000000000000000000000000000000
```