

MICROPROCESSOR

Mini Project

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About the processor

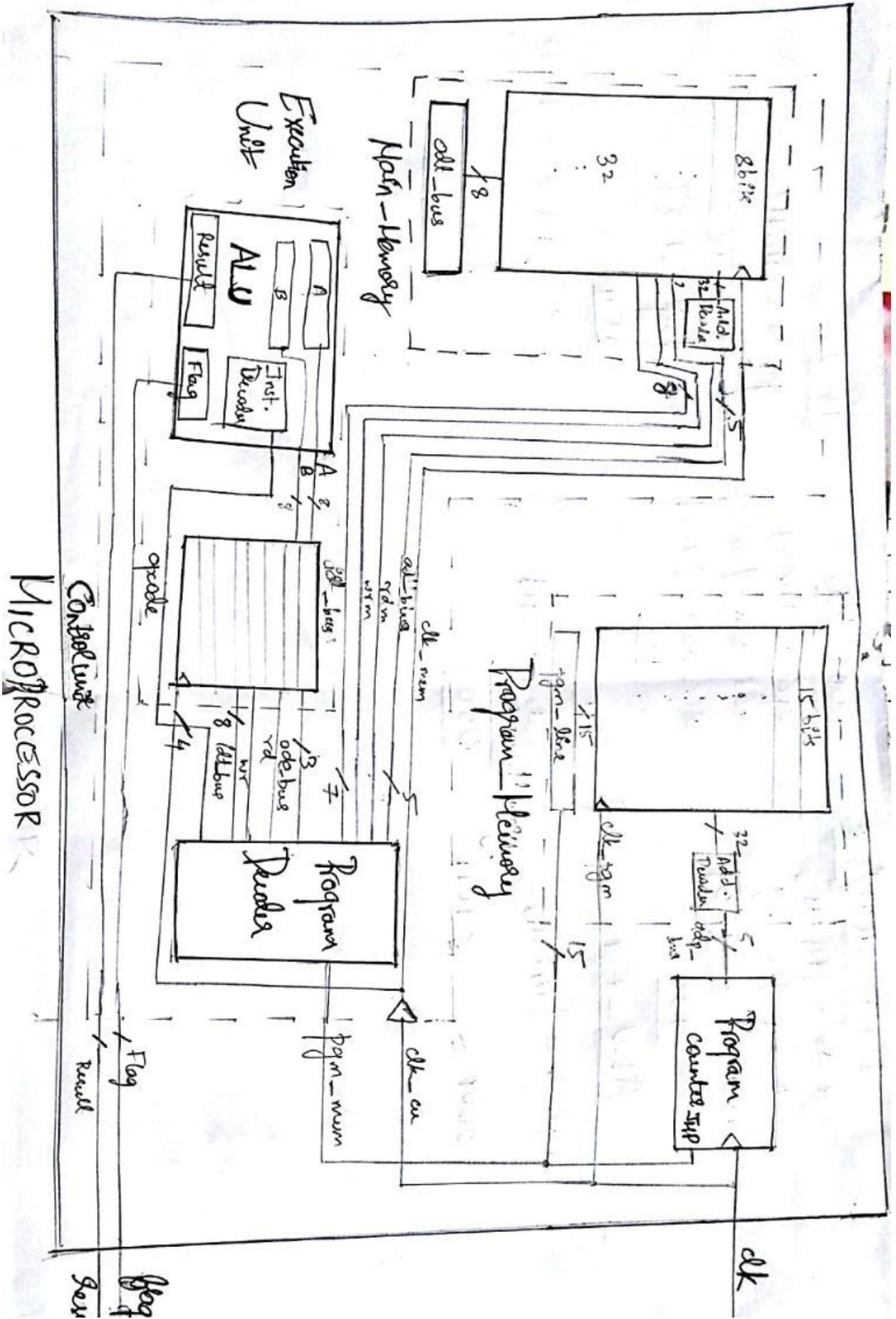
The processor that has been designed here is a 8 bit Microprocessor. I have designed it using iverilog and have done the simulations using a software called GTKwave .

The architecture of it is as follows :

- An ALU with 2 input registers and one register for the result (8-bit) and another flag register (2-bit).
- Six 8-bit internal registers .
- An Execution Unit (EU) which contains above two things.
- A Data Memory (DM) which has thirty two (32) 8- bit registers to store excess information.
- The Control Unit (CU) contains both EU and DM.
- A 15-bit (fifteen bit) program memory (PM) containing thirty two registers is present to write the program that has to be executed by the processor
- A 15-bit program counter (PC).
- The top most module is the processor which combines the CU, PM and PC.

BLOCK DIAGRAM

The picture below illustrates the architecture of the processor mentioned above along with the inputs and outputs going into and out of each module.



Functions performed by the processor

- It can ADD(0001), SUBTRACT(0010), AND(0011), OR(0100), LEFT SHIFT(0101), RIGHT SHIFT(0110), XOR(0111), COMPLEMENT(1000), COMPARE(1001) and MULTIPLY(1010). These are performed in the ALU.
- It can LOAD DIR(1110) directly a value.
- It can LOAD MEM(1100) from memory.
- It can STR(1101) address into memory.
- It can MOV (1011) value from register to another.
- It can JUMP(0000) from instruction to another.

INSTRUCTION sequence is as below:

[14:11] - opcode

[10:8] - address of register

[7:3] - address of memory

[7:0] - data value for load direct

[7:3] - instruction to jump

[10:8] - address of destination register

[7:5] - address of source register

Hard Coded Program for factorial

```
pgm_memory[0] = 15'b1110000000000001; //Factorial
code
pgm_memory[1] = 15'b1110101000000101; //LD data to R5
pgm_memory[2] = 15'b1110100000000001; //LD data to R4
pgm_memory[3] = 15'b1110011000000001; //LD data to R3
pgm_memory[4] = 15'b1011000101000000; //MOV R0,R5
pgm_memory[5] = 15'b1011001100000000; //MOV R1,R4
pgm_memory[6] = 15'b1010011000000001; //MUL R0,R1
pgm_memory[7] = 15'b1011100010000000; //MOV R4,R2
pgm_memory[8] = 15'b1011001011000000; //MOV R1,R3
pgm_memory[9] = 15'b0010001011000000; //SUB R0,R1
pgm_memory[10] = 15'b1011101010000000; //MOV R5,R2
pgm_memory[11] = 15'b1011000101000000; // MOV R0,R5
pgm_memory[12] = 15'b1011001011000000; //MOV R1,R3
pgm_memory[13] = 15'b1001001100000000; //CMP R0,R1
pgm_memory[14] = 15'b0000000100100000; //JMP
```

The above code basically finds the factorial of 5 using JUMP statements and BRANCH statements. The output of the above program is uploaded and answer is 078 in hexadecimal which is 120 in decimal which is factorial of 5.

