# Laboratory 6

(Due date: 002: April 15th, 003: April 16th)

## **OBJECTIVES**

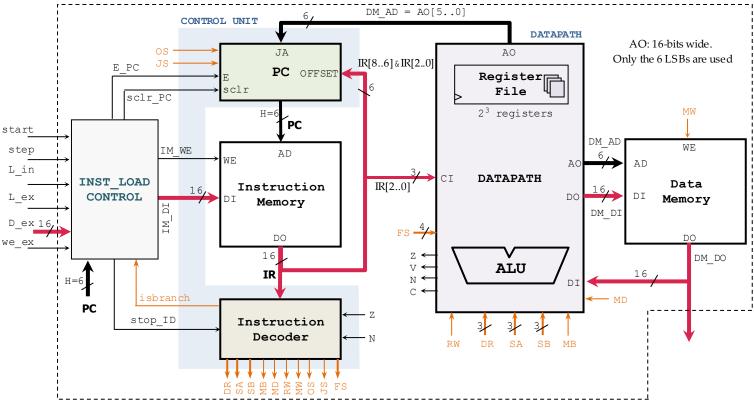
- ✓ Design a 16-bit microprocessor with Single-Cycle Hardwired Control.
- ✓ Implement an Instruction Set.

#### VHDL CODING

 $\checkmark$  Refer to the <u>Tutorial: VHDL for FPGAs</u> for a tutorial and a list of examples.

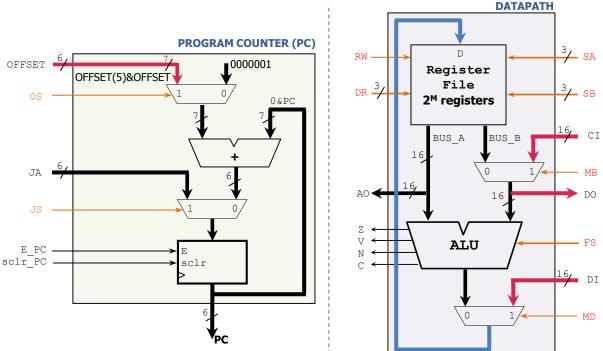
### FIRST ACTIVITY: 16-BIT MICROPROCESSOR DESIGN AND SIMULATION (100/100)

Implement the Simple Computer (see Notes – Unit 6): uP with 6-bit IM/DM address, 16-bit instructions, and 16-bit data.



#### Components:

- ✓ DM, IM: 64 words, 16 bits per word. Use the files RAM\_emul.vhd, my\_rege.vhd. (set the proper parameters).
- ✓ Datapath: (note that CI[2..0] = IR[2..0], CI[15..3]="00...0")
  - Register File: 8 registers (R0 R7) are included. See Notes Unit 6 for an example with 4 registers.
  - ALU: Use the files: alu.vhd, alu\_arith.vhd, alu\_logic.vhd, super\_addsub.vhd, fulladd.vhd.
- ✓ PC: Note that OFFSET is a 6-bit signed number. The adder uses 7 bits, from which we only retrieve the 6 LBSs.
- / Instruction Decoder (ID): This is a large combinational circuit. The outputs depend directly on the inputs.
  - The outputs are generated based on the instructions on IR (Instruction Register).
  - Instruction Set: For the list of instructions, refer to Notes Unit 6. The Instruction Set does not include instructions that read the V and C bits. Thus, the ID does not consider these two bits.
  - stop\_ID: This input signal causes all the ID outputs to be '0' if stop\_ID=1.
  - isbranch: If the instruction in IR is a branch or jump instruction, this signal is set to '1'.
- ✓ Instruction Load Control: This component is required in order to write instructions on the IM, and then to trigger program execution. Use the file instload\_ctrl.vhd (use parameters H=6, N=16) This circuit is a FSM that works as follows:
  - To store instructions on IM from an external port, assert L\_ex and then use the inputs D\_ex and we\_ex.
  - To store instructions on IM using pre-stored hardwired data, assert L\_in.
  - Once instructions are written on the IM, program execution is started by asserting start for a clock cycle. The step signal controls whether to enable program execution (step=1) or disable it (step=0).



#### SIMULATION

We will execute the following pre-stored program (storing numbers from 43 down to 29 in Data Memory on addresses 0 to 14): (see instload\_ctrl.vhd). Note that the number to be stored appears in R6.

Address	Assembly Program	VHDL code snippet
000000	start: LDI R2,5	CD(0) <= "1001100010101"
000001	LDI R6,7	CD(1) <= "1001100110111"
000010	ADI R6,R6, 7	CD(2) <= "1000010110110111"
000011	MOVA R4,R6	CD(3) <= "0000000100110"
000100	ADD R6,R4,R6	CD(4) <= "0000010110100110"
000101	loop: INC R6,R6	CD(5) <= "0000001110110"
000110	ST R4,R6	CD(6) <= "0100000100110"
000111	BRZ R4, -7	CD(7) <= "1100000111100001"
001000	DEC R4,R4	CD(8) <= "0000110100100"
001001	JMP R2	CD(9) <= "1110000010"
001010		

- Tesbench:
  - ✓ Set L\_in=1 for a clock cycle. Then wait 70 cycles for the program to be written on the Instruction Memory.
  - $\checkmark$  Set start=1 for a clock cycle. Make sure that step = 1 during the execution of the program.
    - Verification: To see if the instructions are processed in the right order, take a look at PC and IR. Then, observe the R0-R7 values as well as other signals such as the ID outputs. To verify that the right data was stored on DM (Data Memory), you can add the Individual Registers (from 0 to 14) of DM to the waveform.
- Design Flow and verification:
  - $\checkmark~$  Write the VHDL for the given circuit. Synthesize your circuit. (Run Synthesis).
  - ✓ Perform <u>Functional Simulation</u> (Run Simulation  $\rightarrow$  Run Behavioral Simulation). **Demonstrate this to your TA.**
- Submit (as a .zip file) the generated files: VHDL code and VHDL testbench to Moodle (an assignment will be created). DO
  NOT submit the whole Vivado Project.
- **4** You can work in teams of up to two (2) students. Only one Moodle submission per team.

TA signature: \_\_\_\_

Date: