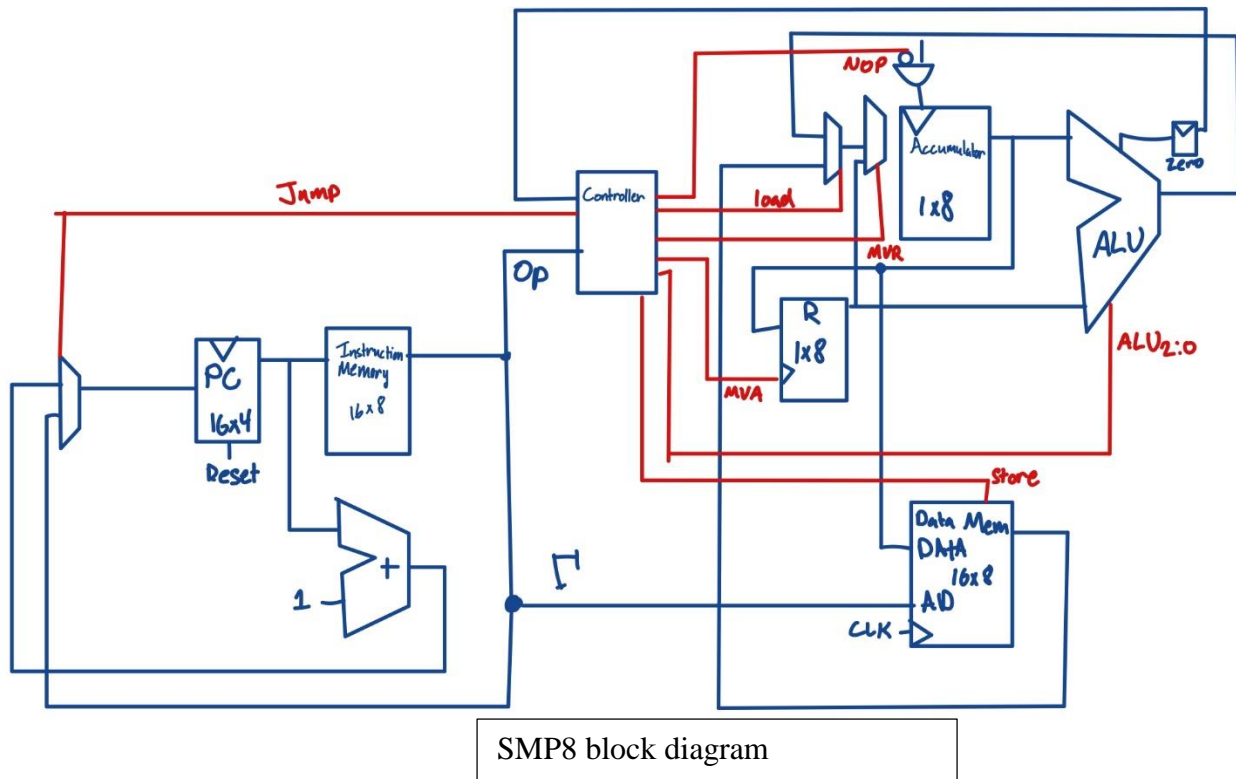


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	Document topic:	Final Project	
Instructor's comments:			

1. Introduction / Theory of Operation

This report will detail the design and operation of the SMP8, a very simple 8-bit microprocessor designed with similar principles as the MIPS single-cycle processor. The processor consists of a combinational control unit with a small datapath. The datapath includes several multiplexers, instruction and data caches, 2 general registers, an ALU and other supporting components. The processor supports 16 instructions including a NOP instruction. The processor is not very powerful but it was designed for simplicity and not efficiency. We wrote testbenches for 2 test codes and implemented them on the DE2 FPGA board as well as in simulation (VCS).

2. Results of Experiments



#	Instruction	NOP 8	LOAD 7	STORE 6	MVA 5	MVR 4	JUMP 3	ALU 2:0
1	NOP	1	0	0	0	0	0	100
2	LDAC	0	1	0	0	0	0	100
3	STAC	1	0	1	0	0	0	100
4	MVAC	0	0	0	1	0	0	100
5	MOVR	0	0	0	0	1	0	100
6	JUMP	1	0	0	0	0	1	000
7	JMPZ	1	0	0	0	0	Z	000
8	JPNZ	1	0	0	0	0	!Z	000
9	ADD	0	0	0	0	0	0	000
10	SUB	0	0	0	0	0	0	001
11	INAC	0	0	0	0	0	0	010
12	CLAC	0	0	0	0	0	0	011
13	AND	0	0	0	0	0	0	100
14	OR	0	0	0	0	0	0	101
15	XOR	0	0	0	0	0	0	110
16	NOT	0	0	0	0	0	0	111

Control word table

10	B0
A0	A0
74	30
50	F0
A0	E0
30	6A
80	24
22	00
00	00

Machine code for test 1 (left) and test 2 (right)

Design Codes:

```

module smp8 (input clk, reset,
output [3:0] pc,
input [7:0] instr,
output [7:0] AC);
wire zero, nop, load, store, mva, mvr, jump;
wire [2:0] alucontrol;
controller c(instr[7:4], zero, nop, load, store, mva, mvr, jump, alucontrol);
datapath dp(clk, reset, nop, load, store, mva, mvr, jump, alucontrol, zero, pc, instr, AC);
endmodule

```

Top module

```

module controller (input [3:0] op,
input zero,
output nop,
output load, store,
output mva, mvr,
output jump,
output [2:0] alucontrol);
reg [8:0] controls;
assign { nop, load, store, mva, mvr, jump, alucontrol } = controls;
always@(*)
case(op)
4'h0: controls = 9'b10000100; //NOP
4'h1: controls = 9'b010000100; //LDAC
4'h2: controls = 9'b101000100; //STAC
4'h3: controls = 9'b000100100; //MVAC
4'h4: controls = 9'b000010000; //MOVR
4'h5: controls = 9'b100001100; //JUMP
4'h6: controls = zero ? 9'b100001100 : 9'b100000100; //JMPZ
4'h7: controls = (~zero) ? 9'b100001100 : 9'b100000100; //JPNZ
4'h8: controls = 9'b000000000; //ADD
4'h9: controls = 9'b000000001; //SUB
4'hA: controls = 9'b000000010; //INAC
4'hB: controls = 9'b000000011; //CLAC
4'hC: controls = 9'b000000100; //AND
4'hD: controls = 9'b000000101; //OR
4'hE: controls = 9'b000000110; //XOR
4'hF: controls = 9'b000000111; //NOT
endcase
endmodule

```

Control unit

```

module datapath (input clk, reset,
input nop,
input load, store,
input mva, mvr,
input jump,
input [2:0] alucontrol,
output zero,
output [3:0] pc,
input [7:0] instr,
output [7:0] AC);

wire AC_clk;
wire [7:0] aluout;
assign AC_clk = ~nop & clk;
wire [3:0] pcnext, pcplus1;
wire [7:0] acnext, ldout, R, datamem;
wire zeronext;

// next PC logic
flopr #4) pcreg(clk, reset, pcnext, pc);
adder pcadd1 (pc, 4'h1, pcplus1);
mux2 #4) pcmux(pcplus1, instr[3:0], jump, pcnext);
// register file logic
flopr #8) AC_reg(AC_clk, reset, acnext, AC);
flopr #8) R_reg (mva, reset, AC, R);
mux2 #8) ldmux(aluout, datamem, load, ldout);
mux2 #8) mvmux(ldout, R, mvr, acnext);
dmem dmem (clk, instr[3:0], store, AC, datamem);
// ALU logic
alu alu(AC, R, alucontrol, aluout, zeronext);
flopr #1) zeroreg(clk, reset, zeronext, zero);
endmodule

```

Datapath stitched together

```

module imem (input [3:0] a, output [7:0] rd);
reg [7:0] RAM[15:0]; // limited memory
initial
begin
$readmemh ("imem.dat",RAM);
end
assign rd = RAM[a]; // word aligned
endmodule

```

```

module dmem (input clk,
input [3:0] a,
input we,
input [7:0] wd,
output [7:0] rd);
reg [7:0] RAM[15:0];
initial
begin
$readmemh ("dmem.dat",RAM);
end
assign rd = RAM[a]; // word aligned
always @ (posedge clk)
if(we)
RAM[a] <= wd;
endmodule

```

Cache memories

```

module adder (input [3:0] a, b, output [3:0] y);
assign y = a + b;
endmodule

```

```

module flopr # (parameter WIDTH = 8)
(input clk, reset,
input [WIDTH-1:0] d,
output reg [WIDTH-1:0] q);
always @ (posedge clk, posedge reset)
if (reset) q <= 0;
else q <= d;
endmodule

```

Supporting modules

```

module mux2 # (parameter WIDTH = 8)
(input [WIDTH-1:0] d0, d1, input s,
output [WIDTH-1:0] y);
assign y = s ? d1 : d0;
endmodule

```

```

module alu (a,b,sel, out, zero);
input [7:0] a,b;
input [2:0] sel;
output reg [7:0] out;
output reg zero;

initial
begin
out = 0;
zero =1'b0;
end

always @ (*)
begin
case(sel)
3'b000:
begin
out=a + b;
zero = (out ==0);
end
3'b001:
begin
out= a - b;
zero = (out ==0);
end
3'b010:
begin
out= a + 1;
zero = (out ==0);
end
3'b011:
begin
out= 0;
zero = 1;
end
3'b100:
begin
out= a & b;
zero = (out ==0);
end
3'b101:
begin
out= a | b;
zero = (out ==0);
end
3'b110:
begin
out=a ^ b;
zero = (out ==0);
end
3'b111:
begin
out= ~a;
zero = (out ==0);
end
default: begin
out = 8'h00;
zero = 1'b1;
end
endcase
end
endmodule

```

ALU

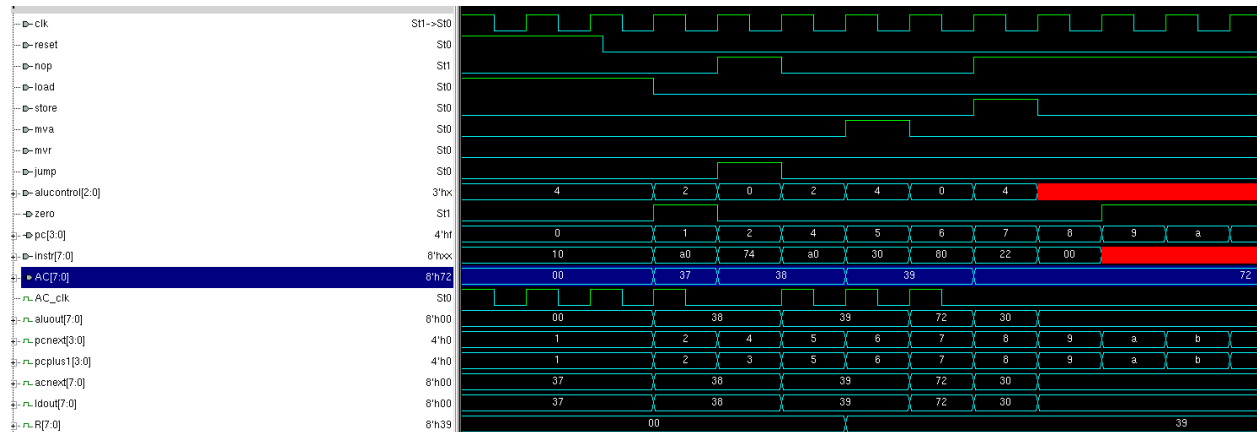
```

`include "top.v"
module testbench();
reg clk;
reg reset;
wire [3:0] pc;
wire [7:0] AC, instr;
// instantiate device to be tested
top dut (clk, reset);
// initialize test
initial
begin
reset <= 0; # 22; reset <= 1;
end
// generate clock to sequence tests
always
begin
clk <= 1;
# 5;
clk <= 0;
# 5; // clock duration
end
// check results
always @ (negedge clk)
begin
if (dut.pc == 15) begin
$display("Simulation completed");
$stop;
end
end
endmodule

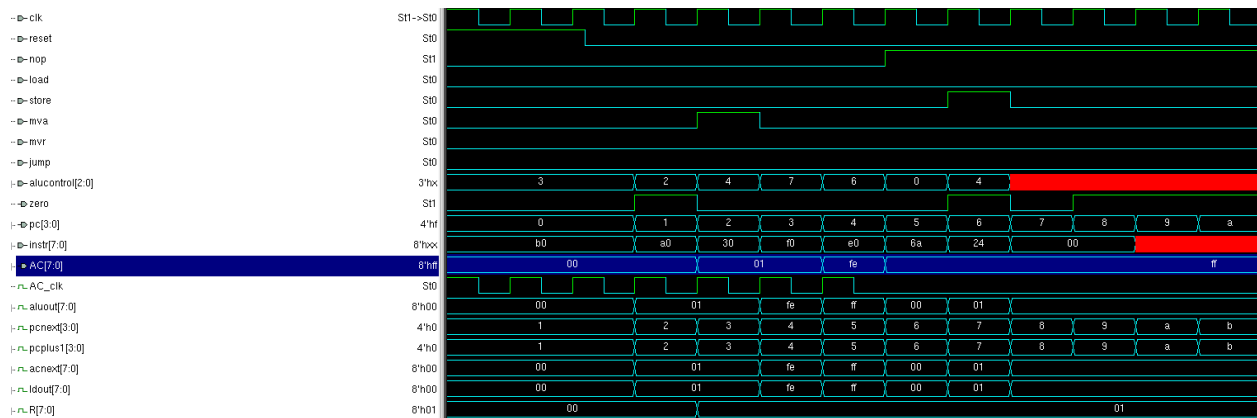
```

Testbench, values were verified in waveform

Waveforms:



Accumulator ends at 0x72 = 114 = 55 + 1 + 1 + (57) CORRECT!

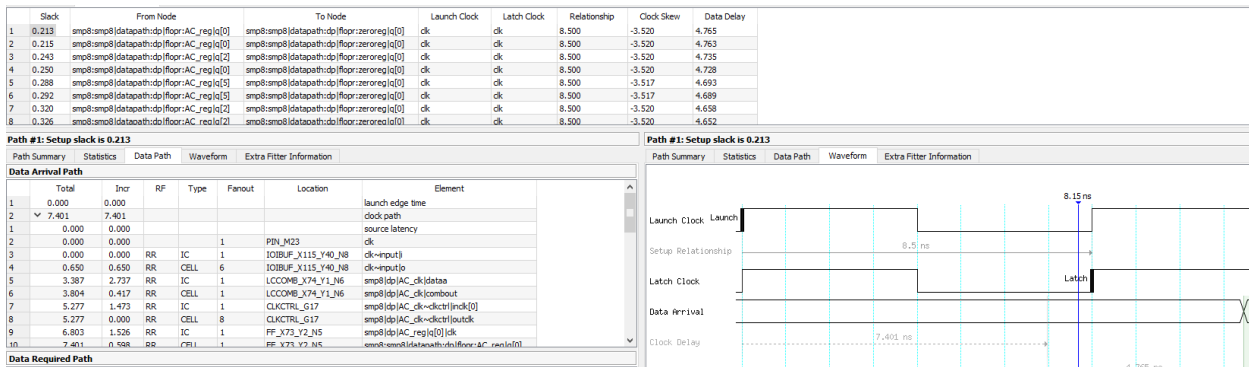
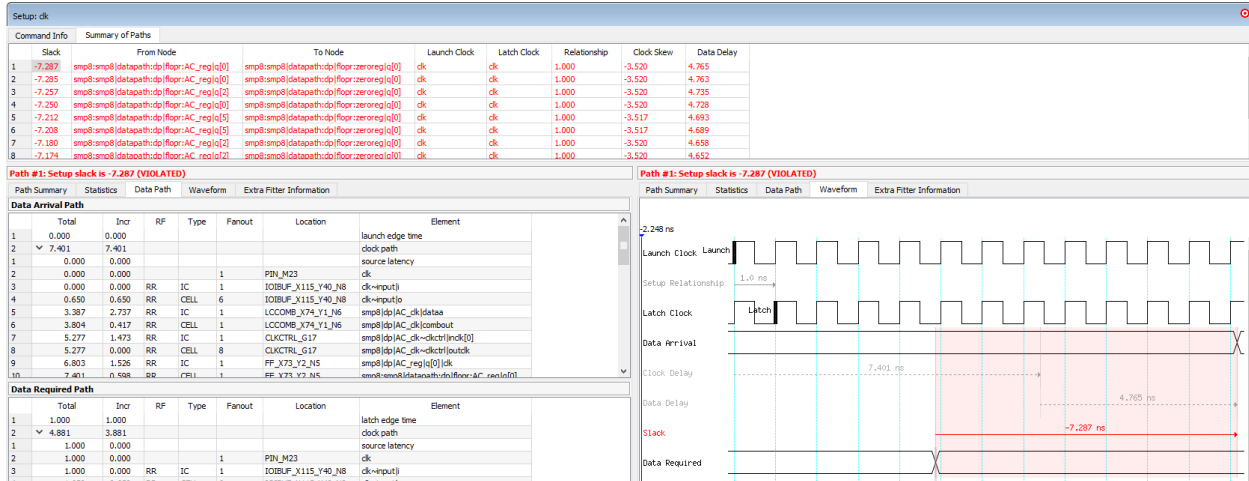


Accumulator ends at 0xFF = 255 = ~(0+1) ^ 1 CORRECT!

[Test Code 1 Video Demo](#)

[Test Code 2 Video Demo](#)

Timing:



Timing was fixed by changing clock to have **8.5 ns period**. Both test code 1 and 2 contain 9 instructions, each taking a single cycle, so $8.5\text{ns} \times 9 = 76.5\text{ns}$ execution time

3. Conclusions & Summary

In conclusion, this project was an appropriate culmination of our studies of computer architecture. We were tasked with building an 8-bit processor in Verilog by first designing a block diagram that supports all the instructions specified, then implementing it in code and testing its operation on an FPGA development board and in simulation with waveforms. After putting a good effort into the block diagram, the code was the easy part. No changes were made to the block diagram after the drawing was finalized, meaning it worked exactly as designed which is something I am proud of. The project as a whole is worthy to go on my resume and I look forward to increasing my knowledge of computer architecture and possibly pursue a career in it.