## **Eastern Mediterranean University**

## **Computer Engineering Department**

## **CMSE 222 Introduction to Computer Organization-Lab. 8**

# Single Clock Data Path for 16-bit R-type Instructions in ALTERA QUARTUS VHDL Environment

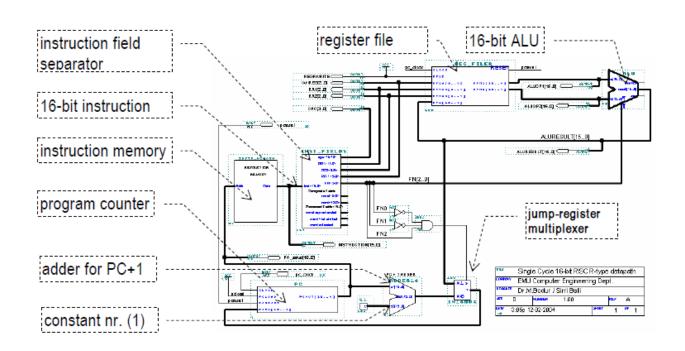
## 1. Objective:

To familiarize with the Single-Clock VHDL implementation for a set of 16-bit Rtype instructions, and to measure the response time of several building components in a RISC datapath.

# **1. Introduction**

You have already worked to construct a simple 16-bit instruction set for your project/homework. A typical simple 16-bit instruction set and a corresponding R-type datapath is provided in this experiment. You will be asked to take several measurements that can lead you to a conclusion about the typical speed constraints, and possible improvements of the similar circuits.

In this experiment, we will focus only on the R-type instructions, so that we can observe typical properties of some of the basic building blocks such as the Program-Counter, the Instruction-Memory, the Register-File, and the Adder for updating the Program-Counter.



The complete set of the 16-bit instructions are summarized in the following tables.

Opcode	Read1 reg	Read2 reg	Write reg	Function code
4-bits	3-bits	3-bits	3-bits	3-bits

# Table 1-2 Function Codes for the R-type Instructions

FNCODE	.00	.01	.11	.10
0	And	Or	Xor	Add
1	Jr	ShrA	Slt	Sub

Table 1-5 Representation of R-type instructions with opcodes					
instruction	Opcode	Read-reg1	Read-reg2	Write-reg	Fn code
And	0000	XXX	XXX	XXX	000
Or	0000	XXX	XXX	XXX	001
Add	0000	XXX	XXX	XXX	010
Xor	0000	XXX	XXX	XXX	011
Jump-Register	0000	XXX	000	XXX	100
Shift-right-Arith	0000	XXX	XXX	XXX	101
Subtraction	0000	XXX	XXX	XXX	110
Set less than	0000	XXX	XXX	XXX	111

# Table 1-3 Representation of R-type Instructions with opcodes

# 2. QUARTUS and VHDL Code

In this section you should learn how to implement a VHDL code for single cycle data path. Before we go any further, let's define some of the terms that we use throughout the book.

**Entity:** All designs are expressed in terms of entities. An entity is the most basic building block in a design. The uppermost level of the design is the top-level entity. If the design is hierarchical, then the top-level description will have lower-level descriptions contained in it. These lower-level descriptions will be lower-level entities contained in the top-level entity description.

**Architecture:** All entities that can be simulated have an architecture description. The architecture describes the behavior of the entity. A single entity can have multiple architectures. One architecture might be behavioral while another might be a structural description of the design.

**Configuration:** A configuration statement is used to bind a component instance to an entity-architecture pair. A configuration can be considered like a parts list for a

design. It describes which behavior to use for each entity, much like a parts list describes which part to use for each part in the design.

**Package:** A package is a collection of commonly used data types and subprograms used in a design. Think of a package as a toolbox that contains tools used to build designs.

**Driver:** This is a source on a signal. If a signal is driven by two sources, then when both sources are active, the signal will have two drivers.

**Bus:** The term "bus" usually brings to mind a group of signals or a particular method of communication used in the design of hardware. In VHDL, a bus is a special kind of signal that may have its drivers turned off.

**Attribute:** An attribute is data that are attached to VHDL objects or predefined data about VHDL objects. Examples are the current drive capability of a buffer or the maximum operating temperature of the device.

**Generic:** A generic is VHDL's term for a parameter that passes information to an entity. For instance, if an entity is a gate level model with a rise and a fall delay, values for the rise and fall delays could be passed into the entity with generics.

**Process:** A process is the basic unit of execution in VHDL. All operations that are performed in a simulation of a

Thus, let us get our feet wet and look at VHDL structure briefly as follow:

```
ENTITY entity_name IS
    GENERIC (
           generic_1_name : generic_1_type;
           generic_2_name : generic_2_type;
           generic_n_name
                              : generic_n_type
    );
    PORT (
           port_1_name : port_1_dir port_1_type;
           port_2_name : port_2_dir port_2_type;
           port_n_name : port_n_dir port_n_type
    );
END entity_name;
         Input port
TΝ
         Output port
OUT
         Bidirectional port
INOUT
         Buffered output port
BUFFER
ARCHITECTURE architecture_name OF entity_name IS
BEGIN
    -- Insert VHDL statements to assign outputs to
     -- each of the output signals defined in the
    -- entity declaration.
END architecture name;
```

This is a simple example of VHDL code that just work as buffer and send input to output after 10 ns:

• Consider the following VHDL code:

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY simple_buffer IS
    PORT ( din : IN std_logic;
        dout : OUT std_logic );
END simple_buffer;
ARCHITECTURE behavioural1 OF simple_buffer IS
BEGIN
    dout <= din AFTER 10 ns;
END behavioural1;
```

### First simple program using VHDL:

Step 1. Create a Project: Every new design you make in the Quartus program must be under a project name. After opening the program, to create a project, click on: [File] -> [New Project Wizard]

	uartus Prime Lit							
File	Edit View	Project	Assignments	Proce	essing	Tools	Window	H
	New		Ctrl+N	- 1			-	2 -
~	Open		Ctrl+O					
	Close		Ctrl+F4					
A	New Project Wi	zard						
<b>K</b>	Open Project		Ctrl+J					
	Save Project							
	Close Project					6		
B	Save		Ctrl+S				2	
	Save As					Compare	Editions	
с <sup>ар</sup>	Save All		Ctrl+Shift	t+S		C	7	Г
	File Properties.					What's	New	
	Course ( Under	_		- <b>-</b>				

## After this stage you will see the following project builder screen.

🕥 New Pi	roject Wizard	Х
Introd	luction	
The New	Project Wizard helps you create a new project and preliminary project settings, including the following:	
•	Project name and directory	
•	Name of the top-level design entity	
•	Project files and libraries	
•	Target device family and device	
•	EDA tool settings	
	change the settings for an existing project and specify additional project-wide settings with the Settings command (Assignments You can use the various pages of the Settings dialog box to add functionality to the project.	
<u>D</u> on't	t show me this introduction again < <u>B</u> ack <u>N</u> ext > <u>F</u> inish Cancel <u>H</u> elp	)

This screen is the home screen of the project builder. Here you will see which stages

of your project are formed and what you can organize.

Here, press [Next >] button to continue.

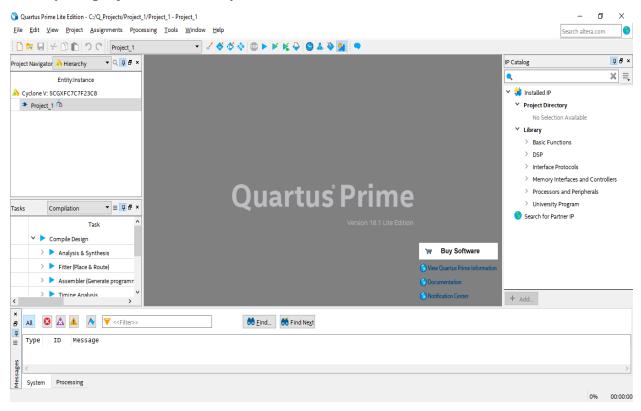
On the new screen, you will see the input sections that ask us to enter the directory and the name of the related project. Please fill in the appropriate information here. (Project names for the Quartus program is very important.)

New Project Wizard X
Directory, Name, Top-Level Entity
What is the <u>w</u> orking directory for this project?
C:/Q_Projects/Project_1
What is the name of this project?
Project_1
What is the name of the top-level design entity for this project? This name is case sensitive and must exactly match the entity name in the design file.
Project_1
Use Existing Project Settings
< <u>B</u> ack <u>N</u> ext > <u>F</u> inish Cancel <u>H</u> elp

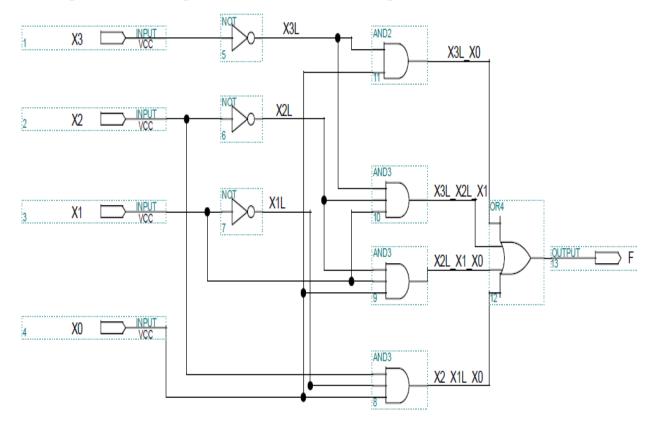
The project type display gives you additional setting options for what hardware the project will be compiled and implemented. Since, we'll simulate our projects on the program and we won't run on any real hardware, we'll choose the [Empty Project] option here, and then click the [Finish] button to create our project.

New Project Wizard	
Project Type	
Select the type of project to create.	
Empty project	
Create new project by specifying project files and libraries, target device family and device, and EDA tool settings.	i.
○ Project <u>t</u> emplate	
Create a project from an existing design template. You can choose from design templates installed with the Quar download design templates from the <u>Design Store</u> .	rtus Prime software, or
	e 1
< <u>B</u> ack <u>N</u> ext > <u>F</u> inish	Cancel <u>H</u> elp

### Once your project is created, you will see a screen like this:



**Step2:** Look at the program using VHDL code, here we have a practical circuit, implement it in Quartus (destine / compile/ simulate/show waveform), you can review pervious lab experiment and follow the steps.



**Step3:** In order to create a VHDL file follow the steps:

# File→New→VHDL File

This is the VHDL code of above program:

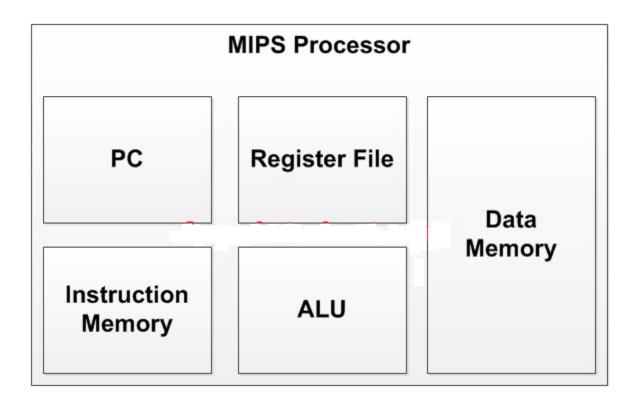
```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
ENTITY lab6 IS
PORT (x0, x1, x2,X3 : IN STD_LOGIC;
F: OUT STD_LOGIC);
END lab6;
ARCHITECTURE Arch_NelistStruct of lab6 is
SIGNAL X3L, X2L, X1L, X3L_X0, X3L_X2L_X1, X2L_X1_X0, X2_X1L_X0:STD_LOGIC;
BEGIN
X3L <= not X3;
X2L <= not X2;
X1L <= not X1;
X3L_X0 <= X3L and X0;
X3L_X2L_X1 <= X3L and X2L and X1;
X2L_X1_X0 <= X2L and X1 and X0;
X2_X1L_X0 <= X2 and X1 and X0;
F <= x3L_X0 or X3L_X2L_X1 or X2L_X1_X0 or x2_X1L_X0;
END Arch_NelistStruct;
```

**Note:** Trace the program line by line, now you are ready to learn single cycle data path using VHDL code.

# **1. Experimental Practice**

Note that our instructions have no mnemonics at this stage, because an assembler has not been written yet for this brand new processor. We use the binary codes of the instructions to write them into the instruction memory.

The VHDL code for the MIPS Processor will be presented. A simple VHDL testbench for the MIPS processor will be also provided for simulation purposes.



**Note:** Be careful in your project name and VHDL file name and entity name must be same.

### **VHDL code for Data Memory of the MIPS processor:**

```
-- fpga4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
USE IEEE.numeric std.all;
-- VHDL code for the data Memory of the MIPS Processor
entity Data Memory VHDL is
port (
 clk: in std logic;
 mem access addr: in std logic Vector(15 downto 0);
 mem write data: in std logic Vector(15 downto 0);
 mem write en,mem read:in std logic;
 mem read data: out std logic Vector(15 downto 0)
);
end Data Memory VHDL;
architecture Behavioral of Data Memory VHDL is
signal i: integer;
signal ram addr: std logic vector(7 downto 0);
type data mem is array (0 to 255 ) of std logic vector
(15 \text{ downto } 0);
signal RAM: data mem :=((others=> (others=>'0')));
begin
 ram addr <= mem access addr(8 downto 1);</pre>
 process(clk)
 begin
  if(rising edge(clk)) then
  if (mem write en='1') then
  ram(to integer(unsigned(ram addr))) <=</pre>
mem write data;
  end if;
  end if;
```

#### end process;

mem\_read\_data <= ram(to\_integer(unsigned(ram\_addr)))
when (mem read='1') else x"0000";</pre>

#### end Behavioral;

### **<u>VHDL code for ALU of the MIPS processor:</u>**

```
-- fpqa4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD LOGIC signed.all;
-- VHDL code for ALU of the MIPS Processor
entity ALU VHDL is
port(
 a,b : in std logic vector (15 downto 0); -- src1, src2
 alu control : in std logic vector (2 downto 0); --
function select
 alu result: out std logic vector (15 downto 0); -- ALU
Output Result
 zero: out std logic -- Zero Flag
 );
end ALU VHDL;
architecture Behavioral of ALU VHDL is
signal result: std logic vector(15 downto 0);
begin
process(alu control,a,b)
begin
 case alu control is
 when "000" =>
  result <= a + b; -- add
 when "001" =>
  result <= a - b; -- sub
```

```
when "010" =>
  result <= a and b; -- and
 when "011" =>
  result <= a or b; -- or
 when "100" =>
  if (a<b) then</pre>
   result <= x"0001";
  else
   result <= x"0000";
  end if;
when others => result <= a + b; -- add
 end case;
end process;
  zero <= '1' when result=x"0000" else '0';</pre>
  alu result <= result;</pre>
end Behavioral;
```

## **VHDL code for ALU Control Unit of the MIPS processor:**

```
-- fpqa4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
-- VHDL code for ALU Control Unit of the MIPS Processor
entity ALU Control VHDL is
port(
  ALU Control: out std logic vector (2 downto 0);
 ALUOp : in std logic vector (1 downto 0);
 ALU Funct : in std logic vector (2 downto 0)
);
end ALU Control VHDL;
architecture Behavioral of ALU Control VHDL is
begin
```

```
process(ALUOp,ALU_Funct)
begin
case ALUOp is
when "00" =>
ALU_Control <= ALU_Funct(2 downto 0);
when "01" =>
ALU_Control <= "001";
when "10" =>
ALU_Control <= "100";
when "11" =>
ALU_Control <= "000";
when others => ALU_Control <= "000";
end case;
end process;
end Behavioral;</pre>
```

#### **VHDL code for Register File of the MIPS processor:**

```
-- fpga4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
USE IEEE.numeric std.all;
-- VHDL code for the register file of the MIPS
Processor
entity register file VHDL is
port (
 clk, rst: in std logic;
 reg write en: in std logic;
 reg write dest: in std logic vector(2 downto 0);
 reg write data: in std logic vector(15 downto 0);
 reg read addr 1: in std logic vector(2 downto 0);
```

```
reg read data 1: out std logic vector (15 downto 0);
 reg read addr 2: in std logic vector(2 downto 0);
 req read data 2: out std logic vector(15 downto 0)
);
end register file VHDL;
architecture Behavioral of register file VHDL is
type reg type is array (0 to 7 ) of std logic vector
(15 downto 0);
signal reg array: reg type;
begin
 process(clk,rst)
 begin
 if(rst='1') then
   reg array(0) <= x"0001";</pre>
   reg array(1) <= x"0002";</pre>
   reg array(2) <= x"0003";</pre>
   reg array(3) <= x"0004";</pre>
   reg array(4) <= x"0005";</pre>
   reg array(5) <= x"0006";</pre>
   reg array(6) <= x"0007";</pre>
   reg array(7) <= x"0008";</pre>
 elsif(rising edge(clk)) then
   if(reg write en='1') then
    reg array(to integer(unsigned(reg write dest))) <=</pre>
reg write data;
   end if;
 end if;
 end process;
 reg read data 1 <= x"0000" when reg read addr 1 =
"000" else
reg array(to integer(unsigned(reg read addr 1)));
 reg read data 2 <= x''0000'' when reg read addr 2 =
"000" else
reg array(to integer(unsigned(reg read addr 2)));
```

alu src <= '0';

### **VHDL code for Control Unit of the MIPS processor:**

```
- fpga4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
-- VHDL code for Control Unit of the MIPS Processor
entity control unit VHDL is
port (
  opcode: in std logic vector (2 downto 0);
  reset: in std logic;
  reg dst, mem to reg, alu op: out std logic vector (1
downto 0);
jump, branch, mem read, mem write, alu src, reg write, sign o
r zero: out std logic
);
end control unit VHDL;
architecture Behavioral of control unit VHDL is
begin
process (reset, opcode)
begin
 if(reset = '1') then
   reg dst <= "00";</pre>
   mem to reg <= "00";
   alu op <= "00";
   jump <= '0';
   branch <= '0';</pre>
   mem read <= '0';</pre>
   mem write <= '0';</pre>
```

```
reg write <= '0';</pre>
  sign or zero <= '1';</pre>
else
case opcode is
 when "000" => -- add
   reg dst <= "01";</pre>
   mem to reg <= "00";
   alu op <= "00";
   jump <= '0';
   branch <= '0';</pre>
   mem read <= '0';</pre>
   mem write <= '0';</pre>
   alu src <= '0';</pre>
   reg write <= '1';</pre>
   sign or zero <= '1';</pre>
 when "001" => -- sliu
  reg dst <= "00";</pre>
  mem to reg <= "00";
  alu op <= "10";
  jump <= '0';
  branch <= '0';</pre>
  mem read <= '0';</pre>
  mem write <= '0';</pre>
  alu src <= '1';</pre>
  reg write <= '1';</pre>
  sign or zero <= '0';</pre>
 when "010" => -- j
  reg dst <= "00";
  mem to reg <= "00";
  alu_op <= "00";</pre>
  jump <= '1';
  branch <= '0';</pre>
  mem read <= '0';</pre>
  mem write <= '0';</pre>
  alu src <= '0';</pre>
  reg write <= '0';</pre>
  sign_or_zero <= '1';</pre>
```

```
when "011" =>-- jal
  reg dst <= "10";
  mem to reg <= "10";</pre>
  alu op <= "00";
  jump <= '1';
  branch <= '0';</pre>
  mem read <= '0';</pre>
  mem write <= '0';</pre>
  alu src <= '0';
  reg write <= '1';</pre>
  sign or zero <= '1';</pre>
when "100" =>-- lw
  reg dst <= "00";
  mem to reg <= "01";</pre>
  alu op <= "11";
  jump <= '0';
  branch <= '0';</pre>
  mem read <= '1';</pre>
  mem write <= '0';</pre>
  alu src <= '1';</pre>
  reg write <= '1';</pre>
  sign or zero <= '1';</pre>
when "101" => -- sw
  reg dst <= "00";</pre>
  mem_to_reg <= "00";</pre>
  alu op <= "11";
  jump <= '0';
  branch <= '0';</pre>
  mem read <= '0';</pre>
  mem write <= '1';</pre>
  alu src <= '1';</pre>
  reg write <= '0';</pre>
  sign or zero <= '1';</pre>
when "110" => -- beq
  reg dst <= "00";
  mem to reg <= "00";</pre>
  alu op <= "01";
```

```
jump <= '0';
   branch <= '1';</pre>
   mem read <= '0';</pre>
   mem write <= '0';</pre>
   alu src <= '0';</pre>
   reg write <= '0';</pre>
   sign or zero <= '1';</pre>
 when "111" =>-- addi
   reg dst <= "00";</pre>
   mem to reg <= "00";
   alu op <= "11";
   jump <= '0';
   branch <= '0';</pre>
   mem read <= '0';</pre>
   mem write <= '0';</pre>
   alu src <= '1';
   reg write <= '1';</pre>
   sign or zero <= '1';
 when others =>
    reg dst <= "01";
    mem to reg <= "00";</pre>
    alu_op <= "00";</pre>
    jump <= '0';
    branch <= '0';</pre>
    mem read <= '0';</pre>
    mem write <= '0';</pre>
    alu src <= '0';
    reg write <= '1';</pre>
     sign or zero <= '1';</pre>
 end case;
 end if;
end process;
```

end Behavioral;

**VHDL code for Instruction Memory of the MIPS processor:** 

```
-- fpga4student.com: FPGA projects, Verilog projects,
VHDL projects
-- VHDL project: VHDL code for single-cycle MIPS
Processor
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
USE IEEE.numeric std.all;
-- VHDL code for the Instruction Memory of the MIPS
Processor
entity Instruction Memory VHDL is
port (
 pc: in std logic vector(15 downto 0);
 instruction: out std logic vector (15 downto 0)
);
end Instruction Memory VHDL;
architecture Behavioral of Instruction Memory VHDL is
signal rom addr: std logic vector(3 downto 0);
 -- lw $3, 0($0) -- pc=0
 -- Loop: sltiu $1, $3, 11= pc = 2
 -- beg $1, $0, Skip = 4 --
PCnext=PC current+2+BranchAddr
 -- add $4, $4, $3 = 6
 -- addi $3, $3, 1 = 8
 -- beg $0, $0, Loop--a
 -- Skip c = 12 = 4 + 2 + br
 type ROM type is array (0 to 15 ) of
std logic vector(15 downto 0);
 constant rom data: ROM type:=(
   "10000011000000",
   "0010110010001011",
   "110001000000011",
   "0001000111000000",
   "1110110110000001",
   "110000001111011",
   "0000000000000000",
   "0000000000000000",
```

```
end Behavioral;
```

# 2. Reporting

Before the Lab-time is over, show the simulation result to your lab assistant, in order to grading.

Grading: Lab Performance: Asst. Observations: