

# Parameterisable Processor Breakdown

## Contents

Parameterisable ALU .....	2
Simulation Screenshots.....	2
Console Screenshots .....	3
Synthesis Report – RTL Component Statistics .....	4
RTL analysis schematics .....	4
Parameterisable Register Bank.....	5
Simulation Screenshots.....	5
Write .....	5
Read .....	5
Read and Write .....	6
Synthesis Report – RTL Component Statistics .....	6
RTL Analysis Schematics.....	7
Single-cycle Processor Datapath.....	8
Table of outputs.....	8
Simulation Screenshots.....	9
Overall Behaviour.....	9
Algorithm Setup .....	10
Algorithm loop .....	11
Algorithm end .....	11
Synthesis Report – RTL Component Statistics .....	12
Block design .....	12
RTL Analysis Schematics.....	13
Processor.....	13
Datapath .....	13
Control Logic .....	13

# Parameterisable ALU

## Simulation Screenshots

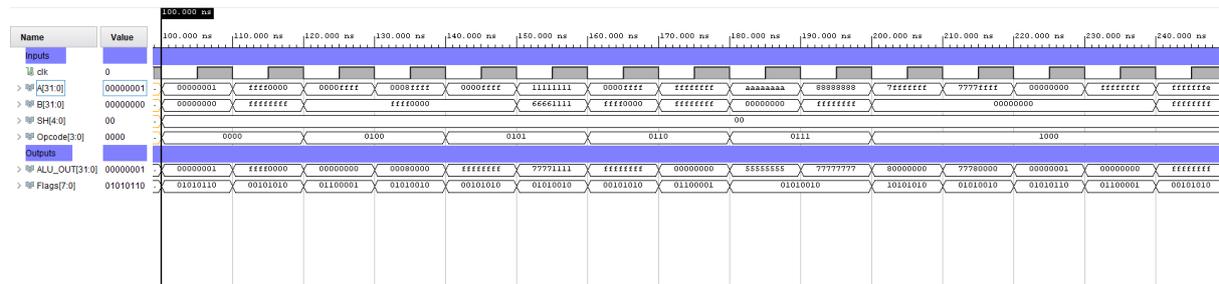


Figure 1

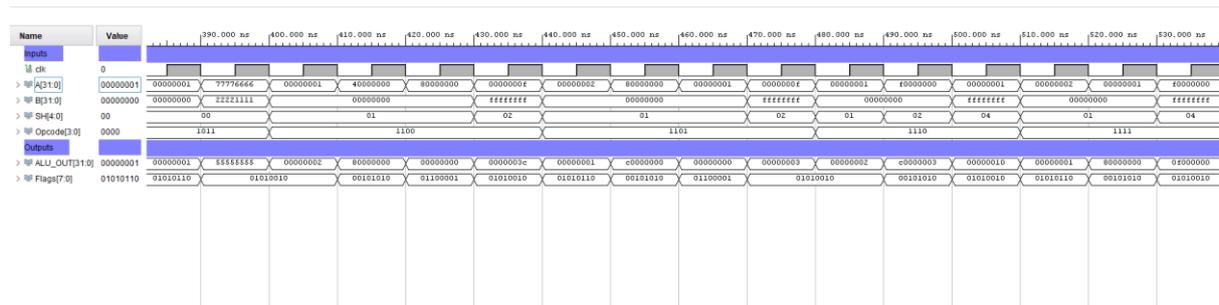


Figure 2

In Figures 1 and 2, various arithmetic logic operations can be seen. The inputs A and B are the pieces of input data which are acted upon. The input SH is for how far the input data is shifted left or right depending on the Opcode input. The Opcode input is the input which decides what operations happen to A and B. The output ALU\_OUT is the result of A and/or B after the operation that Opcode corresponds to has been carried out. ALU\_OUT is then assessed and flags are generated based off of this information. These flags identify things such as whether ALU\_OUT is = 0, >0, <0 etc.

For example, in Figure 2 at 390ns, A = 77776666, B = 22221111, and Opcode = 1011. 1011 for opcode corresponds to subtraction, so ALU\_OUT = A – B, and we can see this to be true because ALU\_OUT = 55555555, which is equivalent to 77776666 – 22221111. We can also see the flags are 01010010, which means ALU\_OUT is >0, >=0, and /=0 – which is all true.



# Synthesis Report – RTL Component Statistics

---

## Start RTL Component Statistics

---

### Detailed RTL Component Info :

#### +---Adders :

2 Input	16 Bit	Adders := 1
3 Input	16 Bit	Adders := 1

#### +---XORs :

2 Input	16 Bit	XORs := 1
---------	--------	-----------

#### +---Muxes :

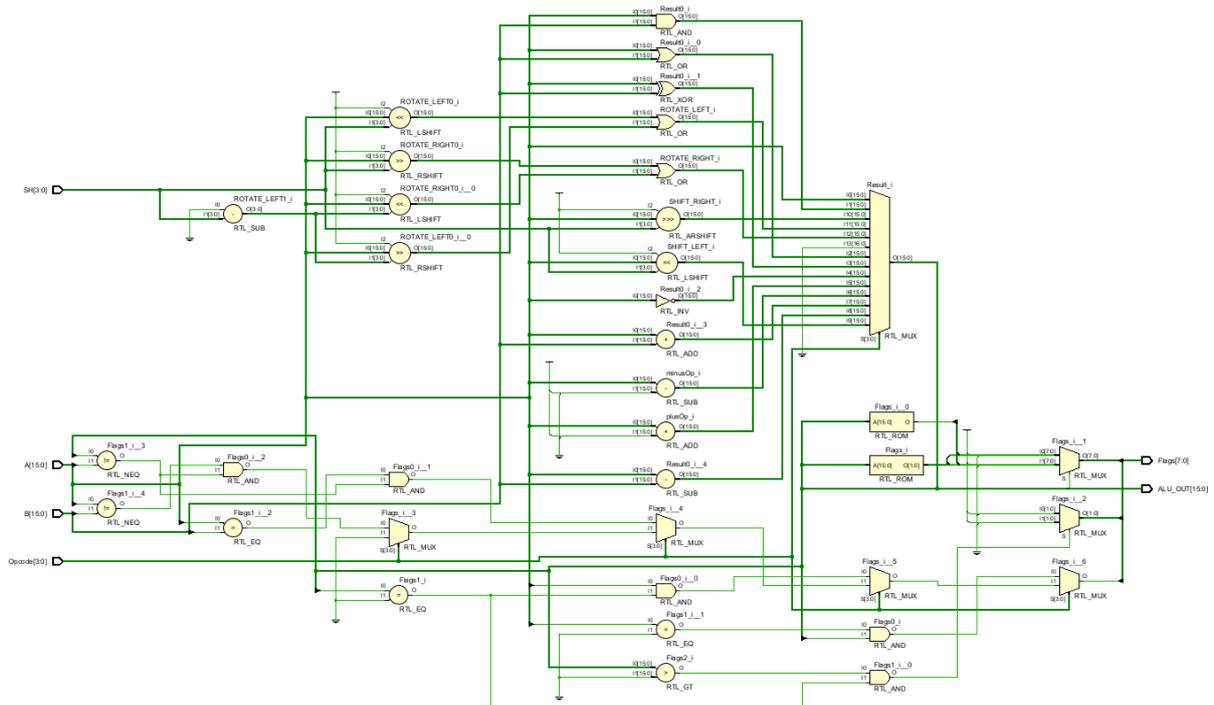
14 Input	16 Bit	Muxes := 2
2 Input	8 Bit	Muxes := 1
2 Input	2 Bit	Muxes := 1
2 Input	1 Bit	Muxes := 2
4 Input	1 Bit	Muxes := 1

---

## Finished RTL Component Statistics

---

### RTL analysis schematics





## Read and Write

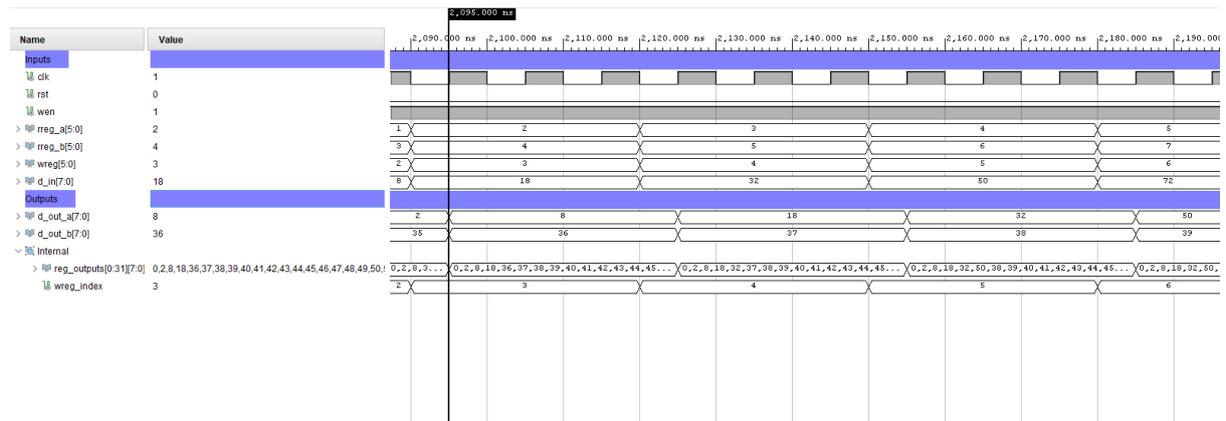


Figure 5

In Figures 3 (write), 4 (read), and 5 (read and write), the functionality of our register bank can be seen. When the WEN signal is high (such as in Figures 3 and 5), the value at D\_IN is written to the register that WREG is pointing to. This can be seen clearer in Figure 5 as it is more zoomed in, and you can see the reg\_outputs value update with the new value of 18 (D\_IN) in the register 3 (WREG) slot. In Figure 4, it can be seen that when RREG\_A or RREG\_B holds a value, the value held at that number register in reg\_outputs is output in the corresponding D\_OUT\_A or D\_OUT\_B (this can also be seen in Figure 5, but is clearer in Figure 4)

## Synthesis Report – RTL Component Statistics

-----  
 Start RTL Component Statistics

Detailed RTL Component Info :

+---Registers :

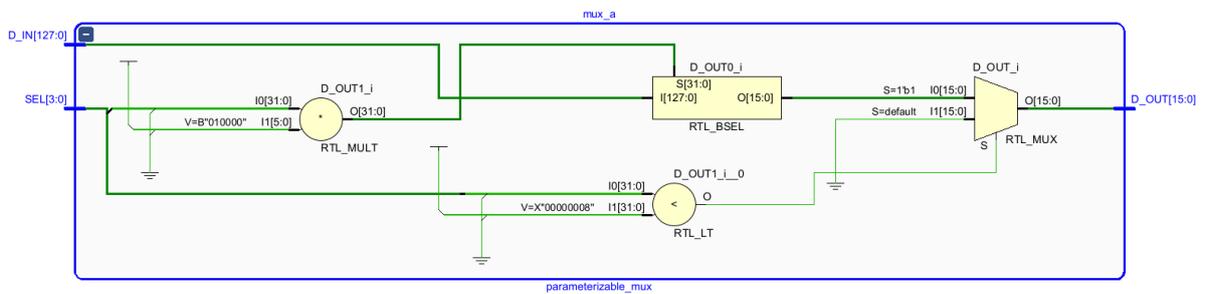
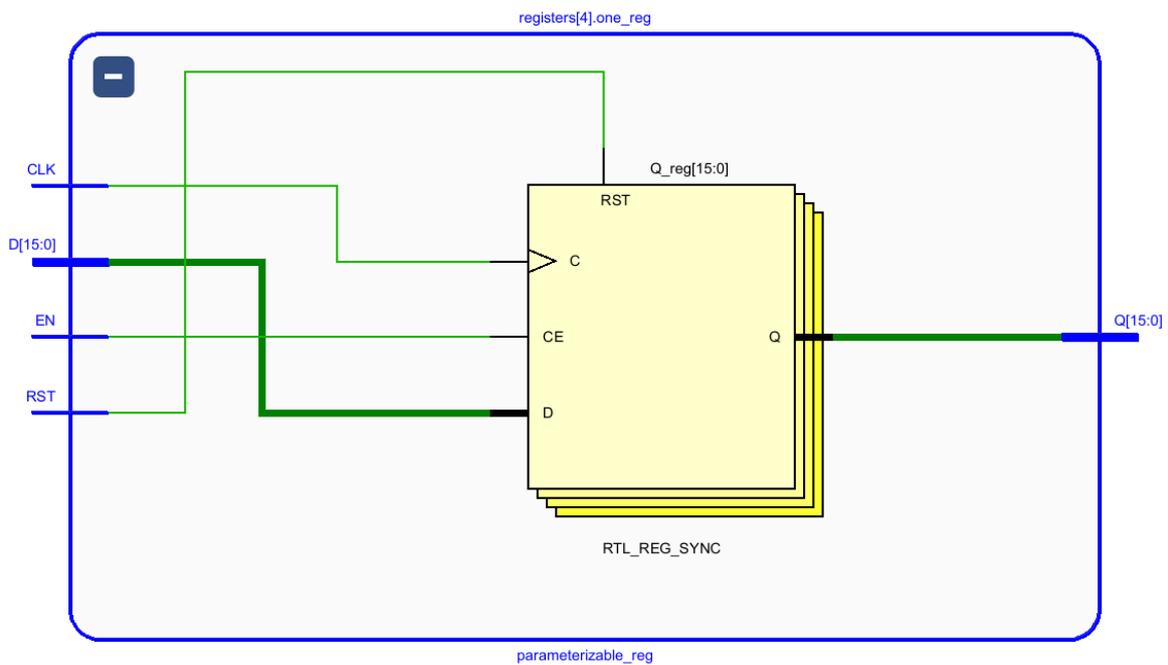
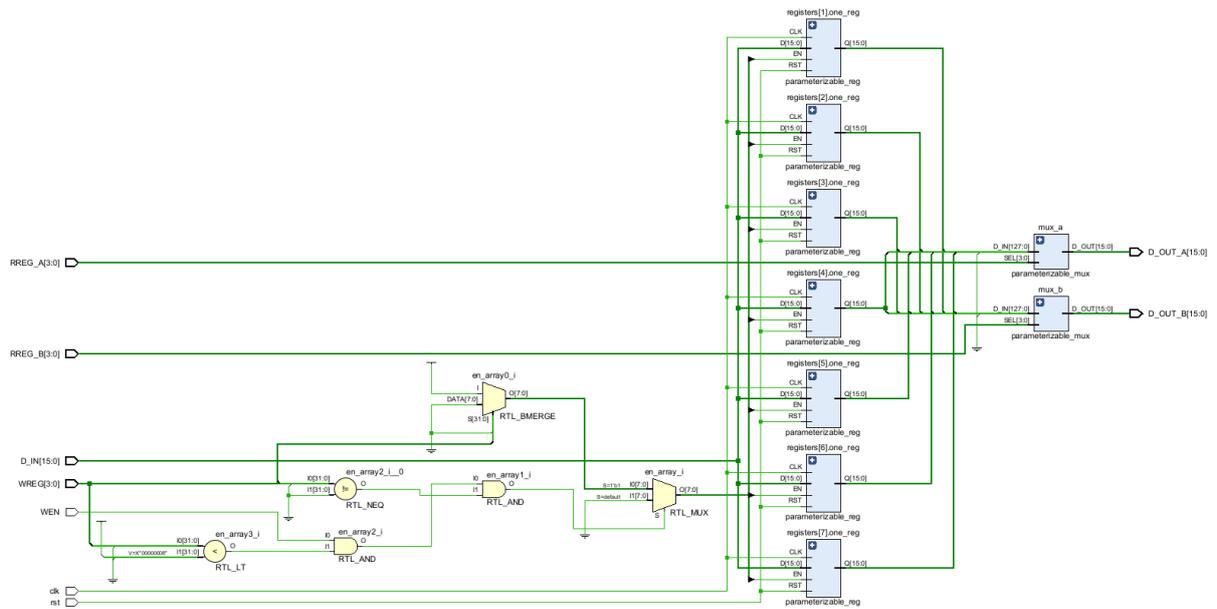
16 Bit Registers := 7

+---Muxes :

2 Input 16 Bit Muxes := 2

-----  
 Finished RTL Component Statistics

# RTL Analysis Schematics



## Single-cycle Processor Datapath

### Table of outputs

State	OPCODE	SH	SEL	IMM	RREG_A	RREG_B	WEN	WREG	OUT_EN	RST_DP
IDLE	D	D	D	D	D	D	D	D	0	1
LOAD_R1	0000	D	1	DATA_IN*	D	D	1	001	0	0
WAIT_ST	D	D	D	D	D	D	D	D	0	0
LOAD_R2	0000	D	1	DATA_IN*	D	D	1	010	0	0
READ_R0	D	D	0	D	D	000	D	D	0	0
MASK_R6	1000	D	0	D	D	D	1	110	0	0
READ_R6	D	D	0	D	D	110	D	D	0	0
SET_R7	1100	0011	0	D	D	D	1	111	0	0
READ_R1_R6	D	D	0	D	001	110	D	D	0	0
AND_R1_R6	0100	D	0	D	D	D	1	D	0	0
READ_R3_R2	D	D	0	D	011	010	D	D	0	0
ADD_R3_R2	1010	D	0	D	D	D	1	011	0	0
READ_R1	D	D	0	D	D	001	D	D	0	0
SHIFT_R1	1101	0001	0	D	D	D	1	001	0	0
READ_R2	D	D	0	D	D	010	D	D	0	0
SHIFT_R2	1100	0001	0	D	D	D	1	010	0	0
READ_R7	D	D	0	D	D	111	D	D	0	0
UPDATE_R7	1001	D	0	D	D	D	1	111	0	0
LOAD_R3	0000	D	1	D	D	D	1	011	0	0
HOLD	D	D	D	D	D	D	D	D	1	0

D = 'Don't care' values, which are set to 0 by default, and DATA\_IN\* is the DATA\_IN input sign extended to 16 bits.

## Simulation Screenshots

### Overall Behaviour

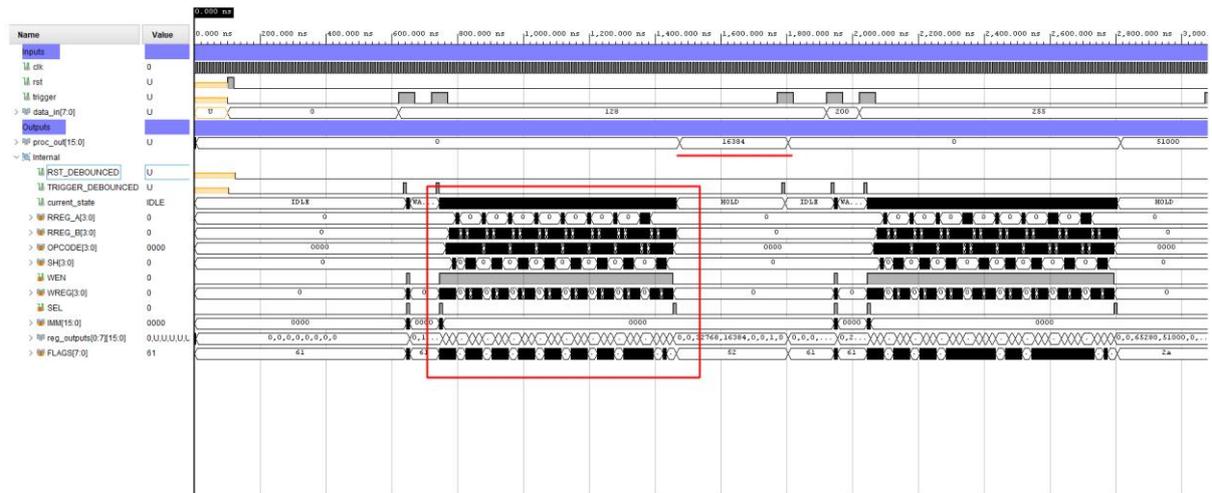


Figure 6

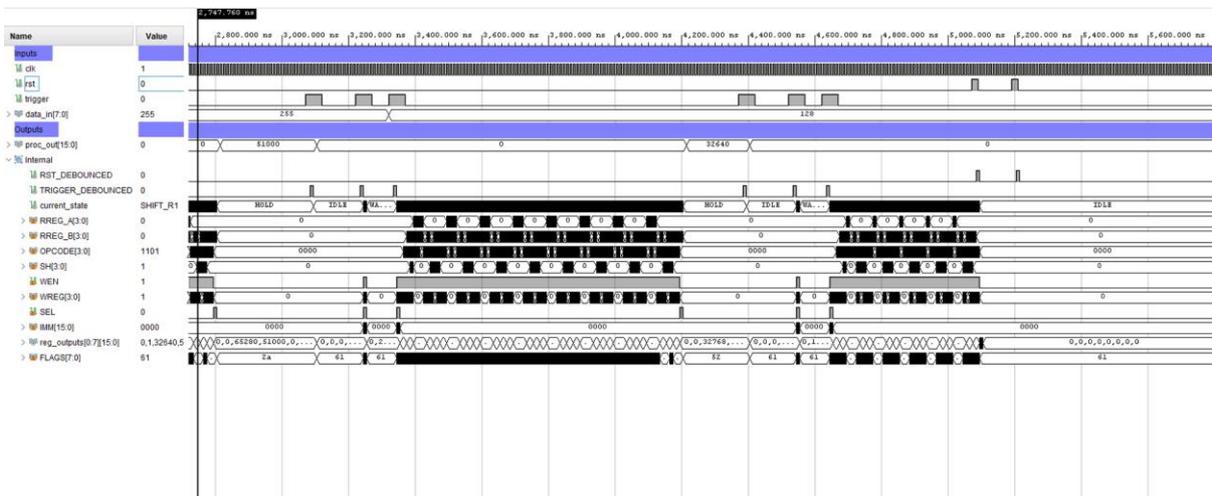


Figure 7

In Figures 6 and 7, the overall function of our processor can be verified. In Figure 6, a red line underlines a value from PROC\_OUT, this value is the total of our inputs multiplied together. Given our inputs were 128 and 128, and the output is 16384, and then in Figure 7 our inputs are 255 and 128, and the output is 32640 – we can verify our processor works. Also in Figure 7, around 500ns, a reset signal is sent as an input, this cancels everything and resets it back to 0 – verifying our reset button functionality. In Figure 6, there is a red rectangle which encloses the main function as to how these values are calculated, this will be explained in the following sets of photos.

## Algorithm Setup

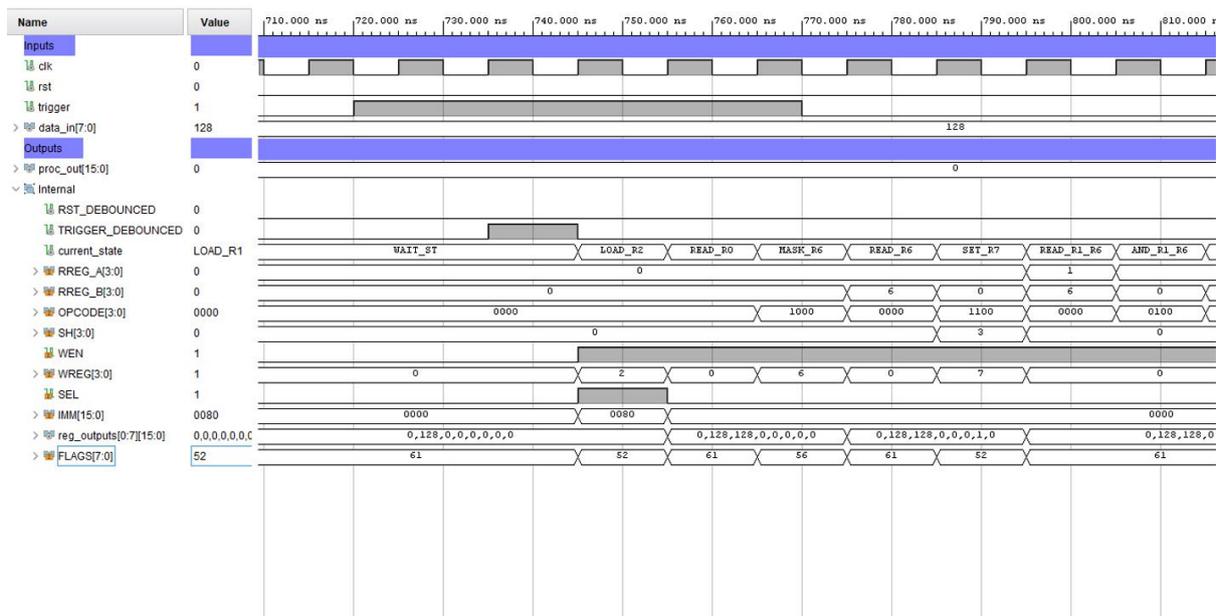


Figure 8

In Figure 8, the start of the algorithm can be seen (excluding the first load of R1 since this was unable to fit into a screenshot – however it functions the same as load R2). After R1 and R2 have been loaded with the data in value (which can be confirmed by looking at the reg\_outputs values), the value of R0 is read, which should always be 0. This 0 value is then incremented using Opcode value 1000 and written to register 6 in the MASK\_R6 state. Next, the value in R6, which we just set as 1, is read and left shift by 3 places using Opcode value 1100 and SH value 3, this value is then written to register 7. After this, the algorithm setup is complete and we begin to move into the main algorithm loop by reading the values of R1 and R6 and completing an AND operation on them by using Opcode value 0100 in order to decide which state to move to next.

## Algorithm loop

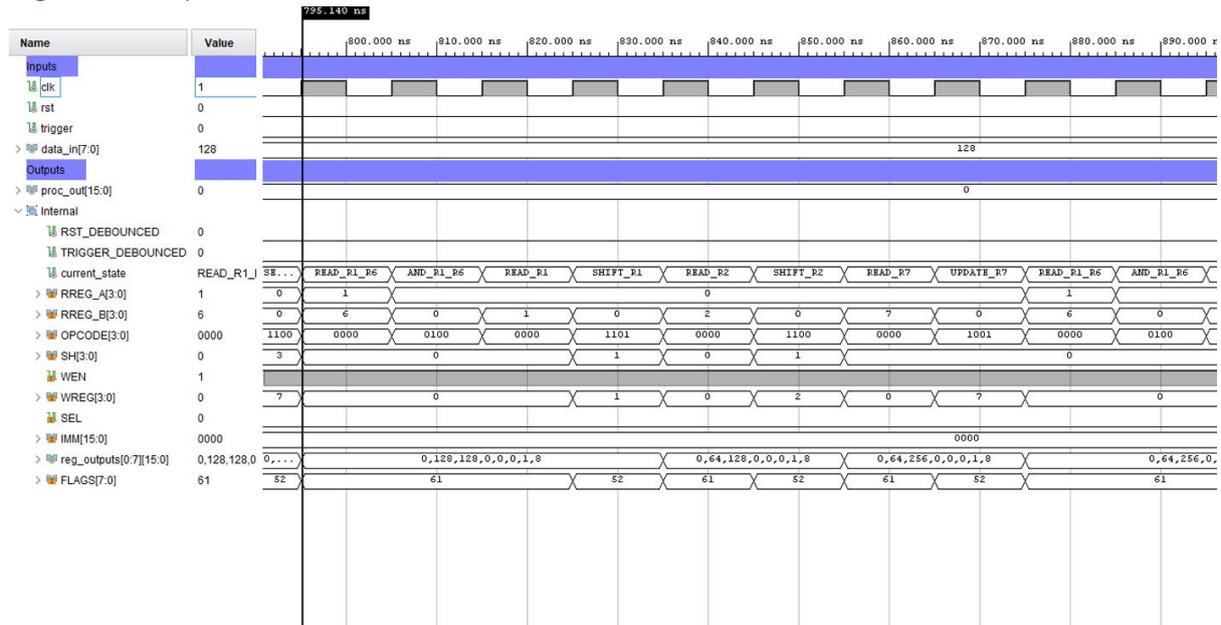


Figure 9

Now inside the main algorithm loop in Figure 9, we can see how things work. Once the R1 and R6 values have been 'ANDed', the value of FLAGS is checked to decide which state to move to. In figure 7, the next state was to read R1, R1 is then shifted to the right by 1 space which halves it, then R2 is shifted to the left by 1 space – doubling it. This can be again evidenced by looking at the reg\_outputs values. After this, R7 is read, and decremented before flags are checked again to decide what to do. If the flags detect ALU\_OUT is still >0, the loop starts again, this carries on until R7 decrements to 0 – this can be seen in Figure 10.

## Algorithm end

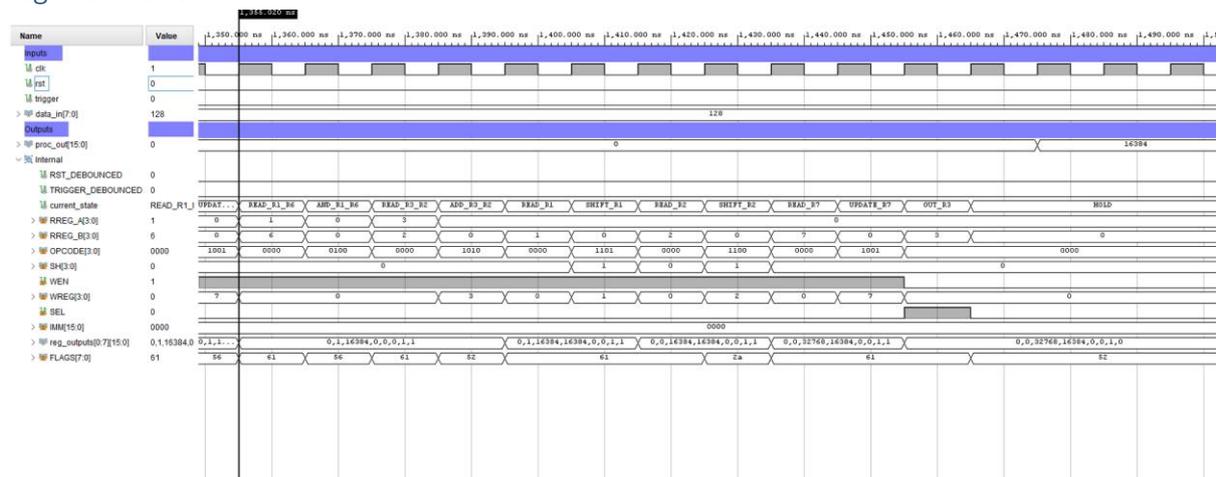


Figure 10

In Figure 10, we have a case of the algorithm coming to an end, everything functions the same up until the UPDATE\_R7 state, because here the flag is different and it has detected that ALU\_OUT = 0, this then moves into the OUT\_R3 state, where the value which had accumulated in R3 is finally sent to PROC\_OUT to be output, which we can see happen in Figure 10.

## Synthesis Report – RTL Component Statistics

---

### Start RTL Component Statistics

---

#### Detailed RTL Component Info :

##### +---Adders :

2 Input	16 Bit	Adders := 1
3 Input	16 Bit	Adders := 1

##### +---XORs :

2 Input	16 Bit	XORs := 1
---------	--------	-----------

##### +---Registers :

16 Bit	Registers := 8
5 Bit	Registers := 1
1 Bit	Registers := 6

##### +---Muxes :

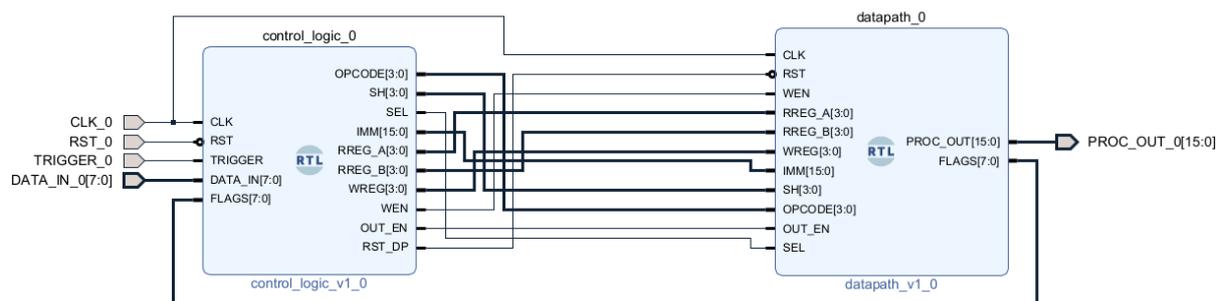
2 Input	16 Bit	Muxes := 3
14 Input	16 Bit	Muxes := 2
2 Input	8 Bit	Muxes := 2
2 Input	5 Bit	Muxes := 2
3 Input	4 Bit	Muxes := 1
2 Input	4 Bit	Muxes := 2
5 Input	4 Bit	Muxes := 1
2 Input	3 Bit	Muxes := 6
3 Input	3 Bit	Muxes := 1
2 Input	2 Bit	Muxes := 5
3 Input	2 Bit	Muxes := 1
2 Input	1 Bit	Muxes := 4
4 Input	1 Bit	Muxes := 1

---

### Finished RTL Component Statistics

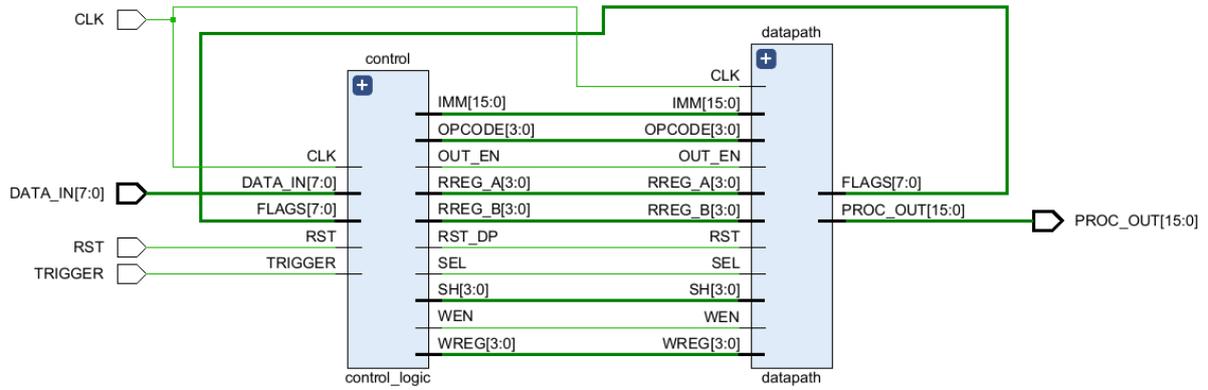
---

## Block design

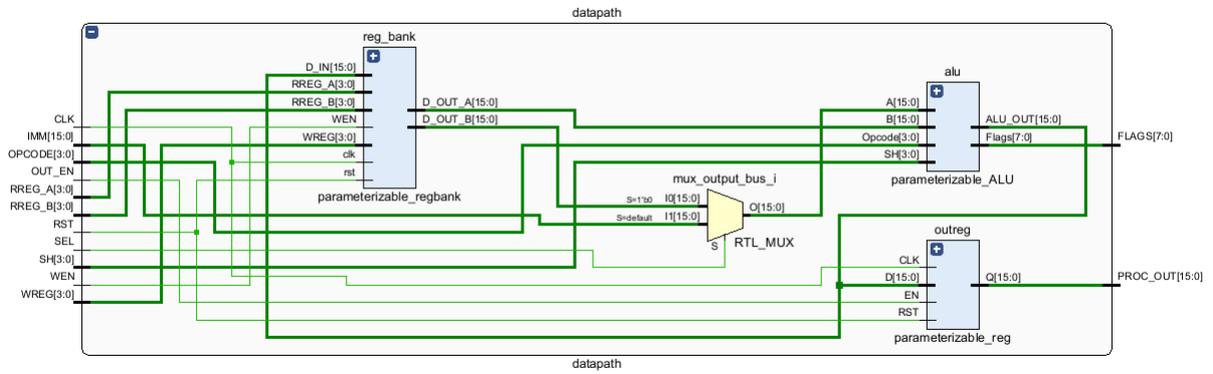


# RTL Analysis Schematics

## Processor



## Datapath



## Control Logic

