ECE 3544: Digital Design I

Project 5 – Datapath and Finite State Machine Design

*Read this specification in its entirety before you begin working on the project!*

*Read the Assignment page on Scholar where you downloaded the project materials!*

**Honor Code Requirements**

You must do this assignment individually. The following represent unauthorized aids, as the term is used to define cheating in the Virginia Tech Honor System Constitution:

* Discussing *any aspect or result* of your design with *any person* other than your instructor and the ECE 3544 GTAs. This includes but is not limited to the implementation of Verilog code, as well as the supporting details for that code – state diagrams, state tables, block diagrams, *etc.*
* Using *any design element* – including Verilog code – from *any printed or electronic source* other than your course textbook and those sources posted on the course Scholar site.

*It is permissible for you to re-use any of your own original Verilog code. It is also permissible to use the* keypressed *module that was provided to you in Project 3B.*

All code submitted is subject to plagiarism checking by MOSS (theory.stanford.edu/~aiken/moss/). Any copying flagged by MOSS will be treated as Honor Code violations and submitted to the Virginia Tech Undergraduate Honor System.

**Project Objective**

In this project, you will design and implement a datapath, along with a finite state machine to model the controller for the datapath. The core of the FSMD will center on two interacting state machines: one to supply values from the inputs to the operand registers and datapath, and one to perform operations.

While the majority of the instructions can be structured as single cycle combinational operations, the FSMD will contain a multiply operation that it will perform over multiple cycles.

**Requirements**

*The DE1-SoC board IS REQUIRED for this project.*

You must have the current version of ModelSim ALTERA STARTER EDITION and Quartus II Web Edition 14.1 installed on your computer. The instructions are done using these versions of ModelSim and Quartus. While the directions may be consistent with other versions of ModelSim and Quartus, you must use the versions indicated above.

**Datapath Operations**

|  |  |  |
| --- | --- | --- |
| **Operation** | **Result of the Operation** | **Operation code** |
| Add | Add A and B. Take A and B as signed 2’s complement operands. To perform the operation, sign-extend the 8-bit operand values to 16-bit representations. | 0000 |
| Subtract | Subtract A from B. Take A and B signed 2’s complement operands. To perform the operation, sign-extend the 8-bit operand values to 16-bit representations. | 0001 |
| Negate | Negate A. Take A as a 2’s complement operand. Sign-extend the 8-bit operand value to a 16-bit representation. | 0010 |
| (Unsigned) Multiply | Multiply A and B. Take A (the multiplicand) and B (the multiplier) as unsigned values. The result should be a 16-bit unsigned number. DO NOT use the multiply dataflow operator to implement your multiplier. Use the shift-register-based approach described in the class lecture notes. | 0011 |
| OR Your ID | Bitwise-OR the concatenated value {A, B} with the last four digits of your student number, expressed as a 16-bit BCD number. | 0100 |
| NAND | Bitwise-NAND the values of A and B. Zero-fill the 8-bit result to 16 bits. | 0101 |
| NOR | Bitwise-NOR negation of value of A. Zero-fill the 8-bit result to 16 bits. | 0110 |
| XOR | Bitwise-XOR the values of A and B. Zero-fill the 8-bit result to 16 bits. | 0111 |
| Circular Shift Left | Imagine that A is zero-filled to 16 bits. Circular-shift A to the left by B positions. Maintain the result as having 16 bits. Take B as a 4-bit unsigned value. | 1010 |
| Circular Shift Right | Imagine that A is zero-filled to 16 bits. Circular-shift A to the right by B positions. Maintain the result as having 16 bits. Take B as a 4-bit unsigned value. | 1011 |
| Logical Shift Left | Imagine that A is zero-filled to 16 bits. Logical shift A to the left by B positions. Take B as a 4-bit unsigned operand. DO NOT use the multiply operator to perform this operation | 1000 |
| Arithmetic Shift Right | Imagine that A is sign-extended to 16 bits. Arithmetically shift A to the right by B positions. Take B as a 4-bit unsigned value. DO NOT use the arithmetic shift or division operators to perform this operation | 1001 |
| Debug | Display the values of internal signals in your design. Define operation codes for your design as needed, and describe them in your report. | 11×× |

**System Interface**

The system has the following inputs:

* Clock / CLOCK\_50 – The DE1-SoC board has four 50 MHz clock signals. Use CLOCK\_50 as the clock for all of the sequential elements of your design. Do not use the switches or pushbuttons or any other signals as clock signals.
* Reset / KEY[1] – The Reset button is an active-low system reset. Pressing and releasing the Reset button should return the system to its initial state.
* Enter / KEY[0] – The Enter button is used to enter values from the Switches as described in the **Method of Operation**, and to advance the multiplication operation to its next partial product.
* Switches / SW[7:0] – The system uses the Switches to provide operand values. Operation codes are 4-bit values that use SW[3:0]. In general, A and B are 8-bit values, but in cases where B is a 4-bit value, it should use SW[3:0].

The system has the following outputs:

* Hex Displays / HEX[3:0]: For regular operations, the hex displays should show the current value of the result register in hexadecimal. HEX[0] is the least significant digit. Regular operations should use all four displays to show a 16-bit result, with leading zeroes as needed. The result should appear as a 16-bit signed 2’s complement value as needed. For example, (-1)10 = (FFFF)16. For debug operations, provide documentation in your report that describes the significance of each displayed value and the manner in which the value is displayed.

For all operations except the multiply operations, the result should be displayed immediately after all operands have been entered. You must implement the multiply operation using the method for shift register-based multiplication described in the lecture slides. Each time the user presses and releases Enter, the result should show the value of the product register after each shift.

Switches SW[9:8] are available as optional inputs for you to use in debugging your design. LEDs LED[9:0] and hex displays HEX[5:4] are available as debugging outputs. If you choose to use these inputs and outputs for debugging, document your methodology for using them in your project report. If you choose not to use the optional outputs, they should be turned off.

**Method of Operation**

After being reset, the system should wait for an operation. To enter an operation, set the Switches to an operation code, then press and release Enter. To enter operand A, set the Switches to the value of A, then press and release Enter. For operations that use operand B, set the switches to the value of B, then press and release Enter.

For all operations except for the multiply operations, the result should be displayed as soon as the last operand has been entered. For example, the result of the addition operation should be displayed as soon as Enter is released when entering B. However, the result of the Negate operation should be displayed as soon as Enter is released when entering A.

For the multiply operation, after multiplier B is entered, the user must press and release Enter eight more times – once for each step in generating the product. After B is entered, the result should display the value of the product register with its initial value. Since we have eight bit operands, the register must be shifted eight times. For each of the next eight presses of Enter, the result should display the product register after the shift is performed.

After each operation is completed, the system should go back to waiting for an operation. While waiting for an operation, the seven segment displays should display the result of the operation that was just completed. Changing the switches should not affect the value displayed by the seven segment displays.

For your debug operations, you should consider internal values of your design to display on the LEDS and HEX5/HEX4 displays. You should briefly describe any design decisions you made about the debug operations in your report.

*In summary, the steps for operating the device are:*

1. Between operations, the system is waiting for the user to enter an operation code.
2. Set SW[3:0] to the desired operation code. Press and release Enter.
3. Set SW[7:0] to the value of operand A. Press and release Enter. *For operations requiring only operand A, go to Step 4.*
4. For operations requiring operand B, set SW[7:0] to the value of operand B. Press and release Enter.
5. For all operations except the multiply operation, HEX[3:0] should now display the result. *Return to Step 0.* For the multiply operation, the displays should now show {8’b0, B}. *This is the initial value of the product register in the multiplier described in the lecture notes. Continue to Step 5.*
6. For the multiply operation, press and release Enter eight more times to show the result. After each press and release, HEX[3:0] should show the value the product register. After the eighth press, HEX[3:0] should display the result of the multiply operation. *Return to Step 0.*

**Design Tips**

Before writing any modules, work several examples by hand for each operation to make sure you understand how they should work.

Design smaller aspects of this system individually. Implement and test them before moving on to the next aspect. You will be more successful taking this approach, as opposed to trying to implement the whole system before testing any of it.

Break the design into communicating finite state machines, e.g., a state machine for the multiply operations and another for entering operation codes and operands.

Test each of your components in simulation using a test bench before trying them on the DE1 SoC board.

**Project Submission**

Write a report describing your design and implementation process.

* Discuss the decisions you made about implementing the elements of your design.
* Include a detailed block diagram of the interacting units in your system.
* Include a state diagram for the system controller, and the state diagrams of other units that might require them.
* Include waveforms showing the correct behavior of your design. Provide a waveform for each of the operations.
* Document any additions you make for debugging purposes, and describe your motivation for each debug operation.

I have included the validation sheet that the GTAs will use to test your design after the submission deadline. You do not have to go to the CEL to have your project validated. Instead, you should use the information in the validation sheet as one basis for testing your design before you submit your project.

Submit your report on your course site. Put your report and source files into a single .zip file. You must submit all elements of the project by the deadline to avoid late penalties; the assignment is only as timely as the last element to be submitted.

Your project submission on Scholar should include the following items:

1. Your project report, saved as a PDF document. When you create your report document, use the included cover sheet as the first page, and the included validation sheet as the second page. Include your Virginia Tech PID in the file name of your submission – for example, *project3Breport\_jthweatt.pdf*.
2. A Quartus Archive containing the source files for your top-level module, any modules that the top-level module requires to function, and your test benches for the top-level module.

To create the Quartus Archive, choose **Project > Archive Project** after you complete your implementation. When prompted for a name for your archive, the default archive name will be the same as the original archive. *Append your Virginia Tech PID to the end of the filename*.

Your top-level module may be tested with our own secret test bench, so it is important that you use the module declaration provided with the archived project. You must also include the source files for every module required for your top-level module. Failure to do so will result in a grade of 0 for that portion of the project.

Grading for your submission will be as described on the cover sheet included with this description.