

COL216 Assignment 2

Stage 1 report

Aniruddha Deb
2020CS10869

Summary

This project implemented an ALU with 16 operations, the register file and the program/data memory files in VHDL. Testing was done partly in GHDL/GtkWave (easy to use on Mac, better waveform viewer) and on EDAPlayground (class-mandated, used for synthesis). The code uses the IEEE libraries `numeric_std` and `std_logic_1164`.

File Structure

2020CS10869.zip

- |— alu.vhdl
- |— alu_tb.vhdl
- |— logs (stores synthesis report from EDAPlayground)
 - | |— alu_synth_log.txt
 - | |— data_mem_synth_log.txt
 - | |— prog_mem_synth_log.txt
 - | |— regfile_synth_log.txt
- |— mem.vhdl
- |— mem_tb.vhdl
- |— regfile.vhdl
- |— regfile_tb.vhdl
- |— report.pdf
- |— run.do
- |— wave_imgs (images of waveform tests)
 - | |— alu_test.png
 - | |— memfile_byte_test.png
 - | |— memfile_test.png
 - | |— regfile_altera_test.png
 - | |— regfile_test.png
- |— waves (GHDL waveforms, can be viewed through a wave viewer)
 - | |— alu_tb.ghw
 - | |— data_mem_tb.ghw
 - | |— prog_mem_tb.ghw
 - | |— regfile_tb.ghw

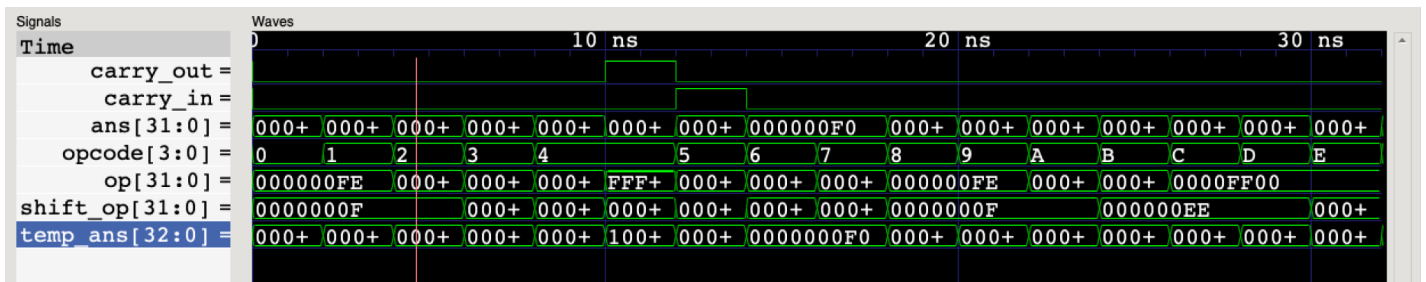
Program Details

- alu.vhd1 - contains the ALU entity and it's behaviour.
- mem.vhd1 - contains the Program and Data memories and their architectures. Program memory is Read only, and the read only encoding of the memory has to be done on initialization (I haven't initialized the memory, this is left to the programmer to do in his/her implementation)
- regfile.vhd1 - contains the Register file entity and it's behaviour

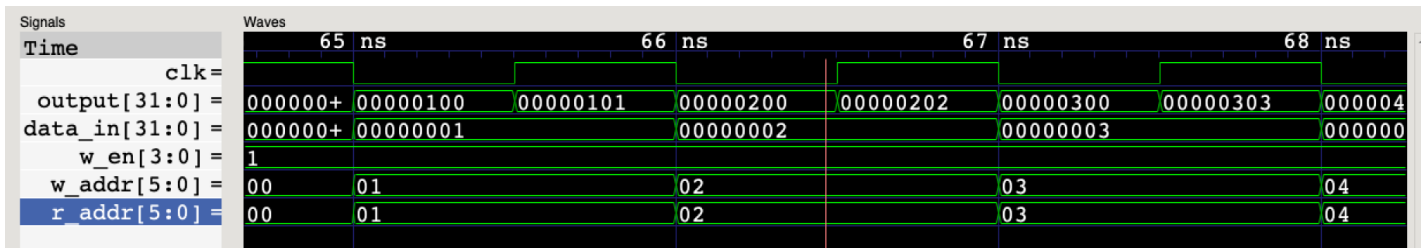
Testing

Associated testbenches are marked with <filename>_tb.vhd1. The testbenches have been made as extensive as possible, and the ALU testbench checks all 16 operations along with checking carry over functionality. Additional waveform snapshots have been attached here

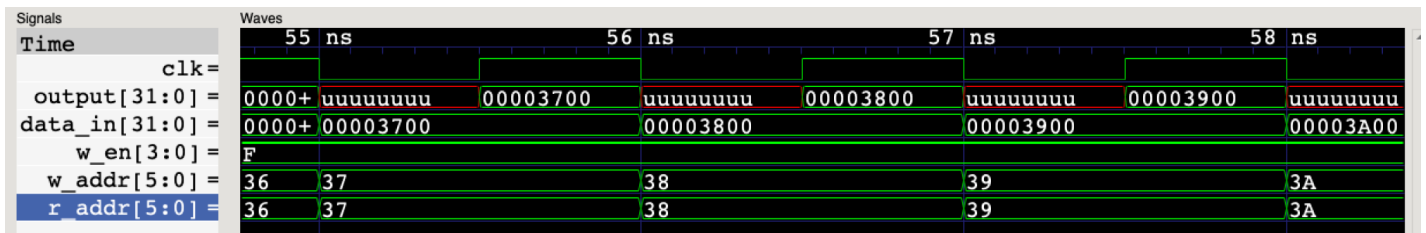
alu_test:



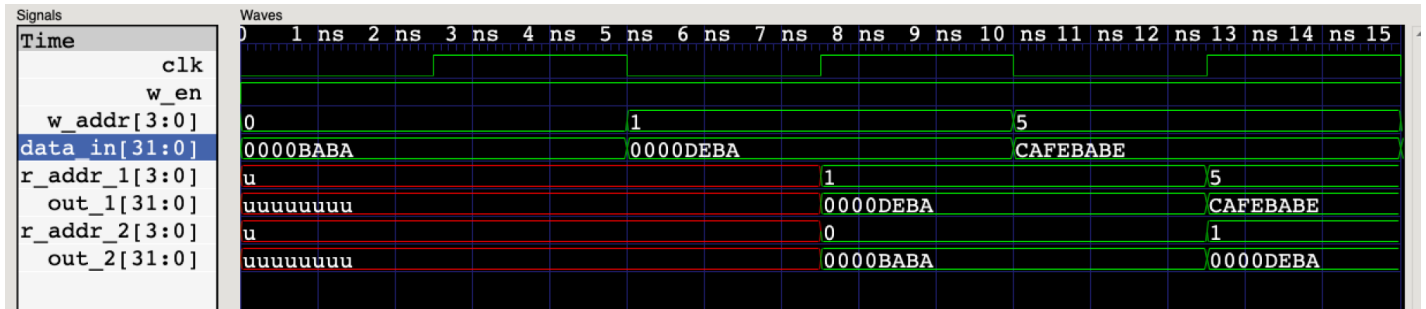
memfile_byte_test (writing bytes)



memfile_test (writing directly to memory file)



regfile_test (register file writing/reading)



Synthesis

Synthesis logs are placed in the logs folder. A small summary of the syntheses are shown here

ALU:

```
# Info: *****
# Info: Device Utilization for 7A100TCSG324
# Info: *****
# Info: Resource                Used      Avail    Utilization
# Info: -----
# Info: IOs                     102      210      48.57%
# Info: Global Buffers           0        32        0.00%
# Info: LUTs                     133     63400      0.21%
# Info: CLB Slices               33     15850      0.21%
# Info: Dffs or Latches           0    126800      0.00%
# Info: Block RAMs                0       135      0.00%
# Info: DSP48E1s                  0       240      0.00%
# Info: -----
# Info: *****
# Info: Library: work    Cell: alu    View: alu_bvr
# Info: *****
# Info: Number of ports :                102
# Info: Number of nets :                435
# Info: Number of instances :            366
# Info: Number of references to this view :      0
# Info: Total accumulated area :
# Info: Number of LUTs :                133
# Info: Number of Primitive LUTs :       134
# Info: Number of LUTs with LUTNM/HLUTNM :      2
# Info: Number of MUX CARRYs :           64
# Info: Number of accumulated instances :      366
```

Data Memory:

```
# Info: *****
# Info: Device Utilization for 7A100TCSG324
# Info: *****
# Info: Resource                Used      Avail    Utilization
# Info: -----
# Info: IOs                    81        210     38.57%
# Info: Global Buffers         1         32       3.12%
# Info: LUTs                   64       63400    0.10%
# Info: CLB Slices             16       15850    0.10%
# Info: Dffs or Latches         0       126800    0.00%
# Info: Block RAMs             0         135     0.00%
# Info: Distributed RAMs
# Info:   RAM64X1D             32
# Info: DSP48E1s               0        240     0.00%
# Info: -----
# Info: *****
# Info: Library: work      Cell: data_mem      View: data_mem_bvr
# Info: *****
# Info: Number of ports :                81
# Info: Number of nets :                162
# Info: Number of instances :            82
# Info: Number of references to this view :      0
# Info: Total accumulated area :
# Info: Number of LUTs :                64
# Info: Number of Primitive LUTs :        64
# Info:   Number of LUTs as Distributed RAM :    64
# Info: Number of accumulated instances :    113
```

Program Memory:

```
# Info: *****
# Info: Device Utilization for 7A100TCSG324
# Info: *****
# Info: Resource                Used      Avail    Utilization
# Info: -----
# Info: I0s                     38       210     18.10%
# Info: Global Buffers          0        32       0.00%
# Info: LUTs                    0      63400     0.00%
# Info: CLB Slices              0     15850     0.00%
# Info: Dffs or Latches         0    126800     0.00%
# Info: Block RAMs              0       135     0.00%
# Info: DSP48E1s                0       240     0.00%
# Info: -----
# Info: *****
# Info: Library: work    Cell: prog_mem    View: prog_mem_df
# Info: *****
# Info: Number of ports :                      38
# Info: Number of nets :                      33
# Info: Number of instances :                  33
# Info: Number of references to this view :      0
# Info: Total accumulated area : unknown
```

Register File:

```
# Info: *****
# Info: Device Utilization for 7A100TCSG324
# Info: *****
# Info: Resource                Used      Avail    Utilization
# Info: -----
# Info: IOs                    110      210      52.38%
# Info: Global Buffers         1        32        3.12%
# Info: LUTs                    48      63400     0.08%
# Info: CLB Slices             12      15850     0.08%
# Info: Dffs or Latches         0      126800     0.00%
# Info: Block RAMs              0       135      0.00%
# Info: Distributed RAMs
# Info:   RAM32M                10
# Info:   RAM64M                2
# Info: DSP48E1s                0       240      0.00%
# Info: -----
# Info: *****
# Info: Library: work    Cell: regfile    View: regfile_bvr
# Info: *****
# Info: Number of ports :                110
# Info: Number of nets :                220
# Info: Number of instances :            111
# Info: Number of references to this view :      0
# Info: Total accumulated area :
# Info: Number of LUTs :                48
# Info: Number of Primitive LUTs :        48
# Info:   Number of LUTs as Distributed RAM :    48
# Info: Number of accumulated instances :    123
# Info: *****
```