

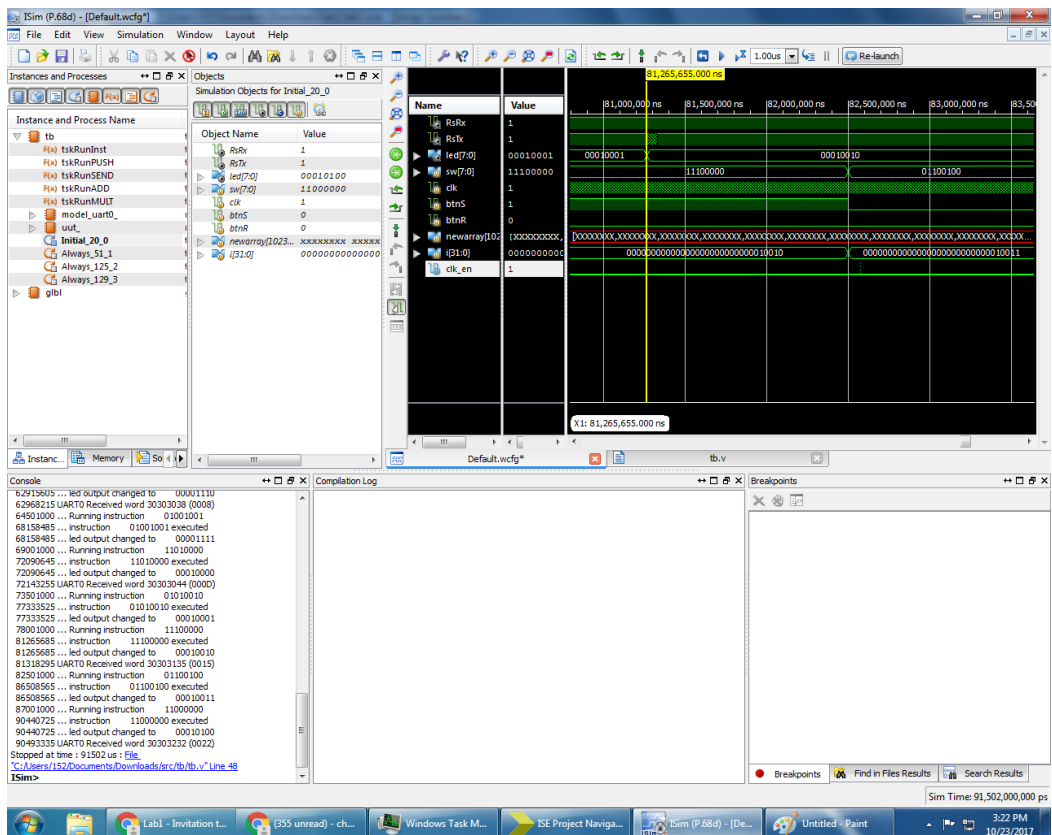
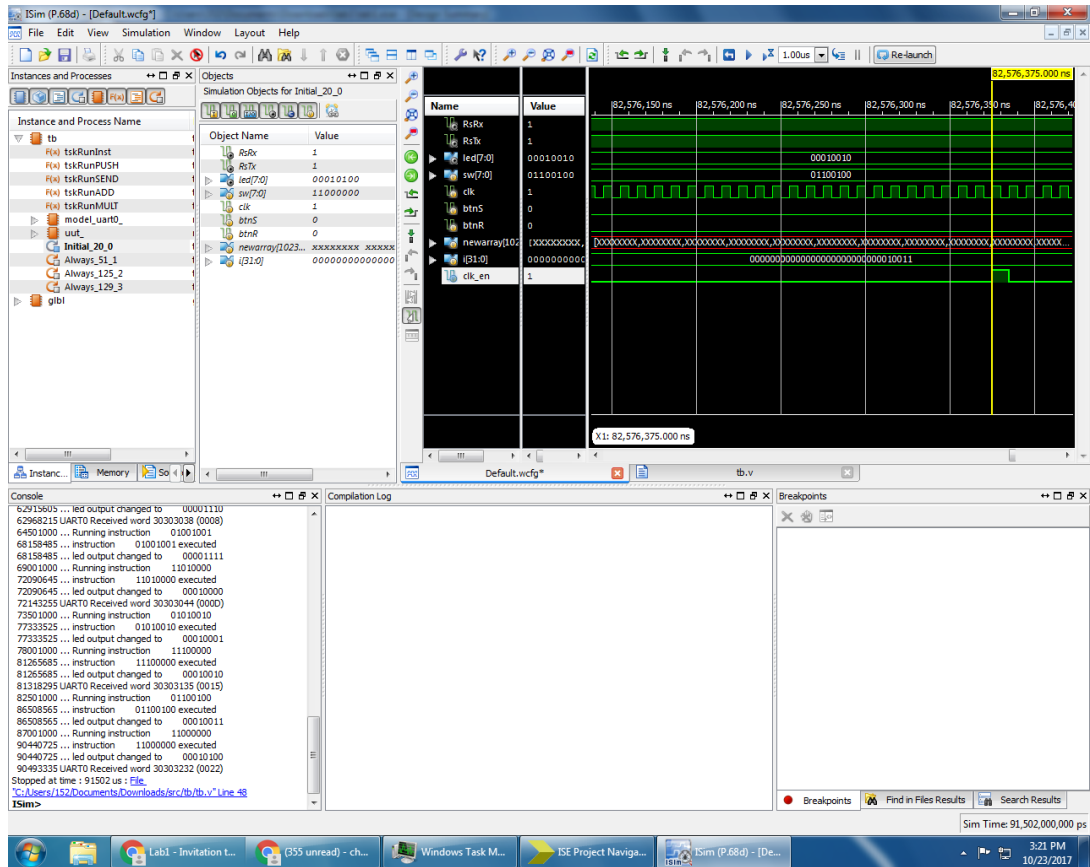
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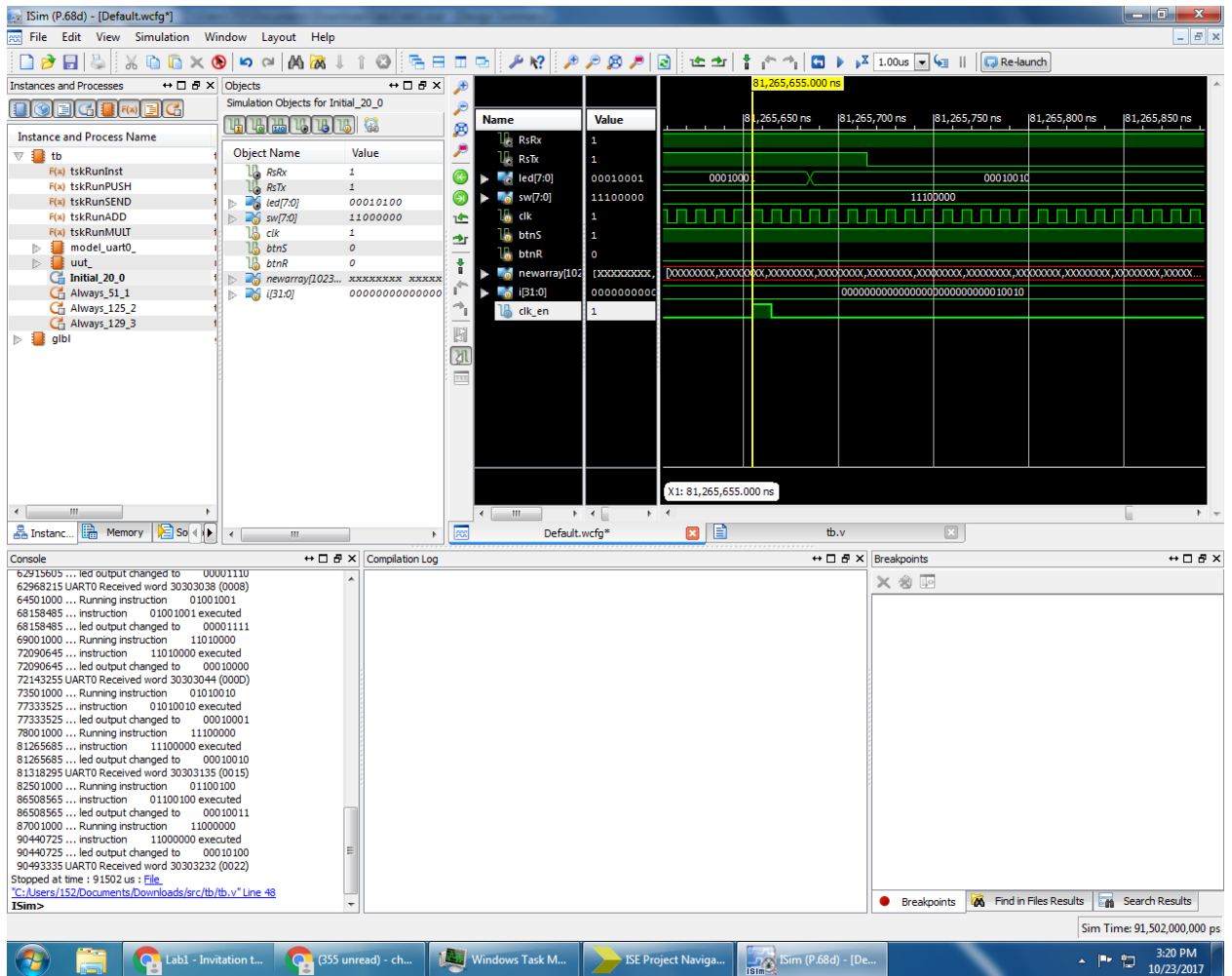
Lab 1 Report

Workshop 1

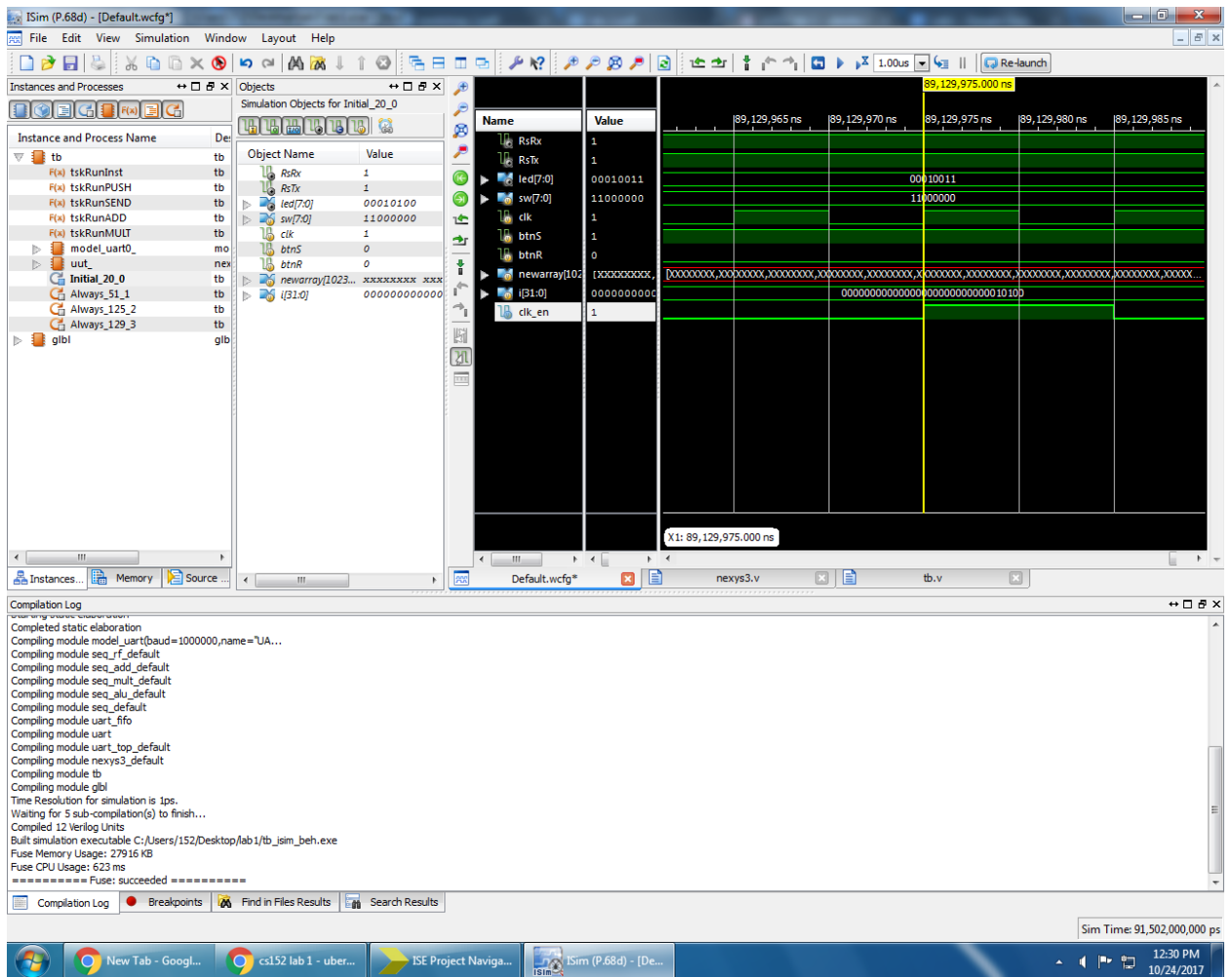
Clock Dividers

1. We did positive edge to consecutive positive edge to measure the period for clk_en. The first one happened at t 81,265,655.000 ns, and another one at t 82,576,365.000 ns. Subtracting the 2 times gives the period: $82,576,365.000 - 81,265,655.000 \text{ ns} = 1,310,710 \text{ ns}$.





$$2. D = T/P * 100\% = 10/1,310,710 * 100\% = 0.00763\%$$



ISim (P.68d) - [Default.wcfg]

File Edit View Simulation Window Layout Help

Instances and Processes

Instance and Process Name	De
tb	tb
taskRunInst	tb
taskRunPUSH	tb
taskRunSEND	tb
taskRunMUIT	tb
model_uart0	mo
uut	nex
Initial_20_0	tb
Always_51_1	tb
Always_125_2	tb
Always_129_3	tb
glib	glib

Simulation Objects for Initial_20_0

Object Name	Value
RdRx	1
RdTx	1
led[7:0]	00010010
sw[7:0]	11000000
clk	1
btnS	0
btnR	0
newarray[1023...]	XXXXXXXXXX
[31:0]	000000000000

Name Value

RdRx	1
RdTx	1
led[7:0]	00010011
sw[7:0]	11000000
clk	1
btnS	1
btnR	0
newarray[1023...]	XXXXXXXXXX
[31:0]	000000000000
clk_en	0

89,129,965 ns 89,129,970 ns 89,129,975 ns 89,129,980 ns 89,129,985 ns

X1: 89,129,985.000 ns

Compilation Log

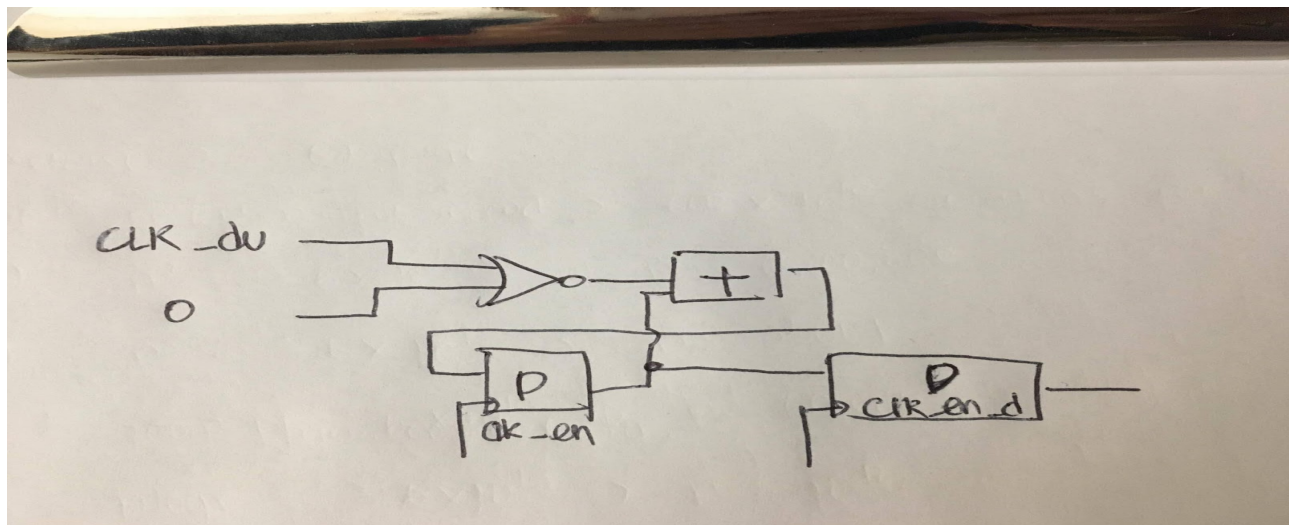
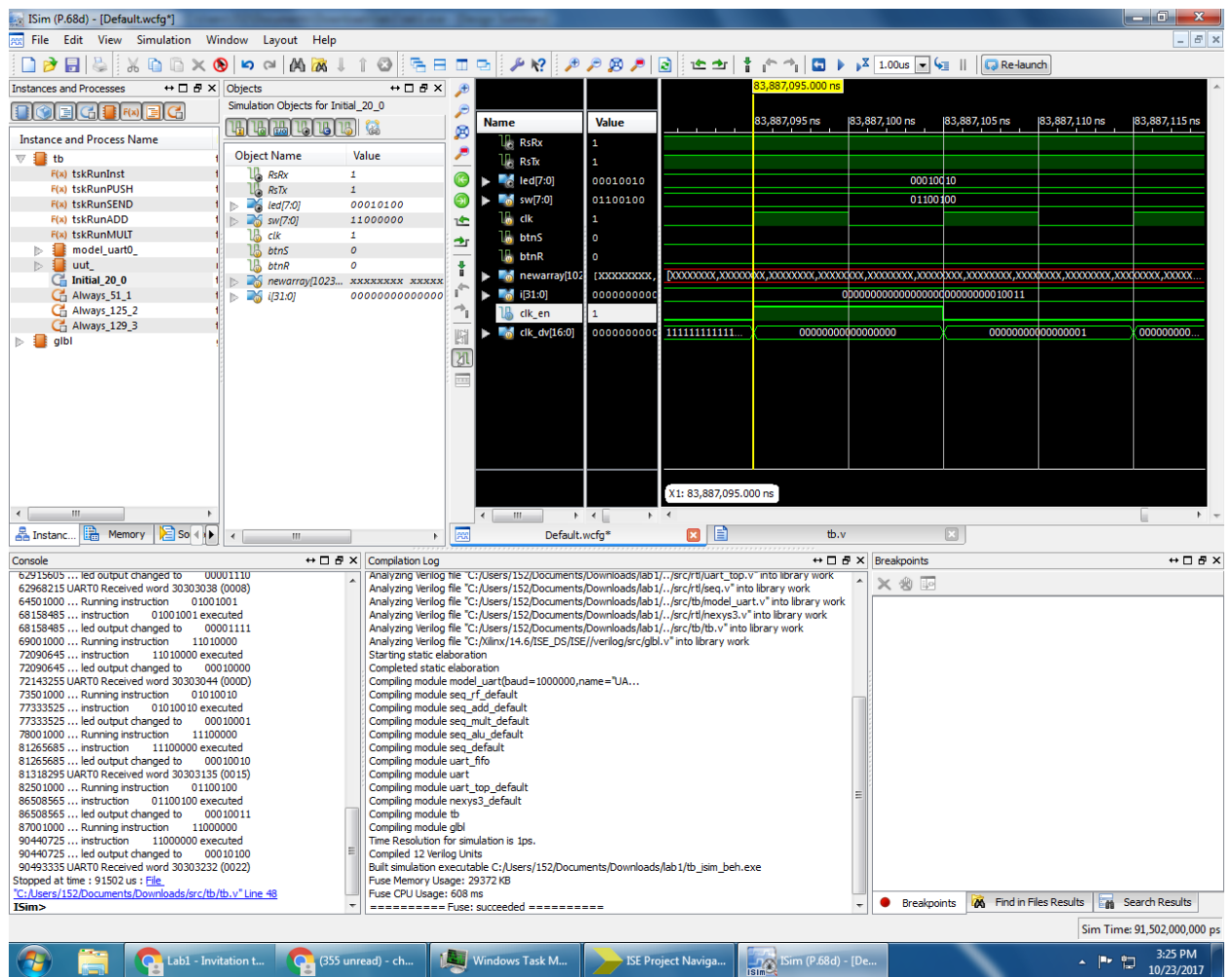
Completed static elaboration
Compiling module model_uart(baud=1000000,name="UA...
Compiling module seq_rf_default
Compiling module seq_add_default
Compiling module seq_mult_default
Compiling module seq_alu_default
Compiling module seq_default
Compiling module uart_fifo
Compiling module uart
Compiling module uart_top_default
Compiling module nexys3_default
Compiling module tb
Compiling module glib
Time Resolution for simulation is 1ps.
Waiting for 5 sub-compilation(s) to finish...
Compiled 12 Verilog Units
Built simulation executable C:/Users/152/Desktop/lab1/tb_isim_beh.exe
Fuse Memory Usage: 27916 KB
Fuse CPU Usage: 623 ms
===== Fuse: succeeded =====

Compilation Log Breakpoints Find in Files Results Search Results

Sim Time: 91,502,000,000 ps

12:31 PM 10/24/2017

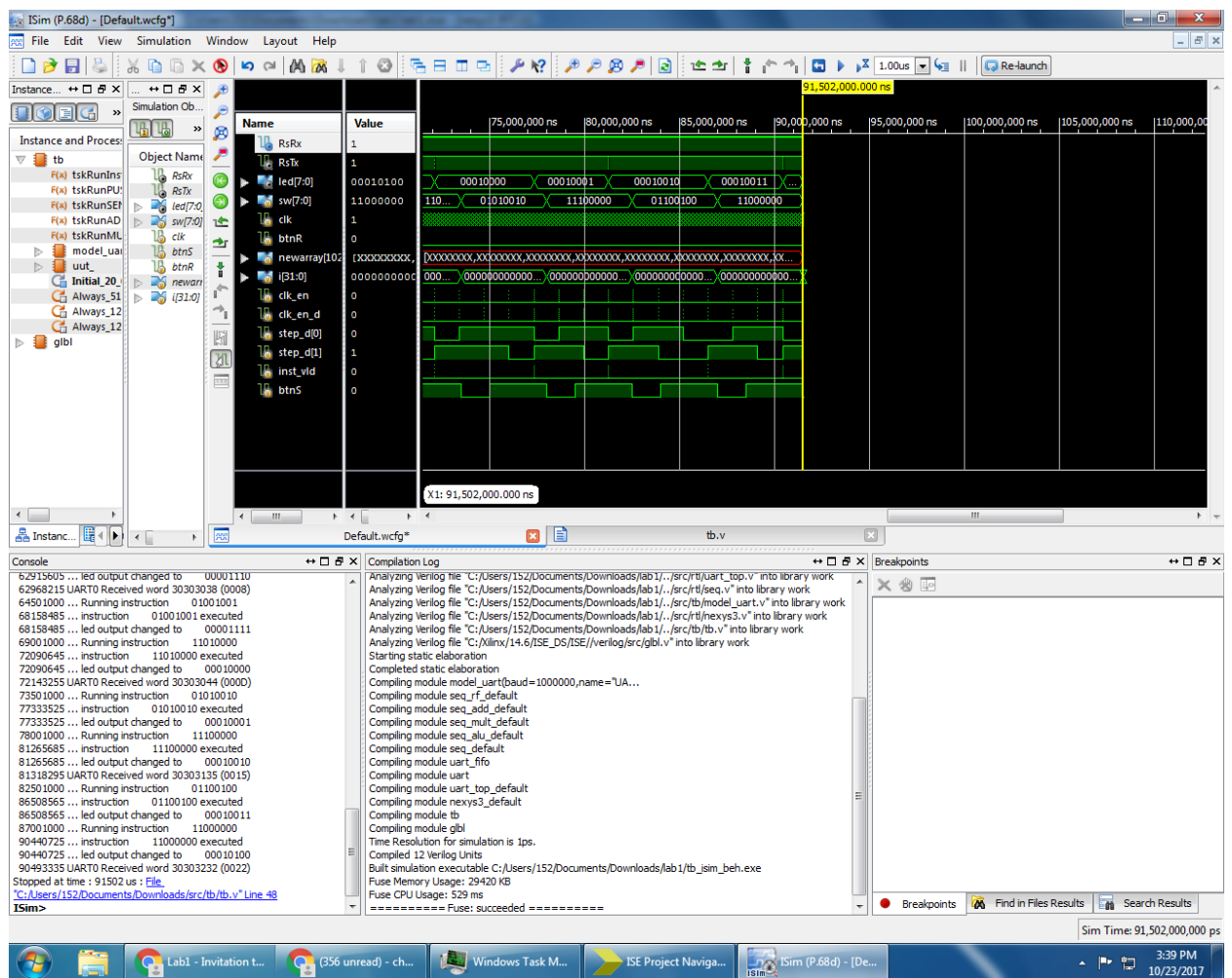
3. Based on the waveform, we see that clk_dv is 00000000.

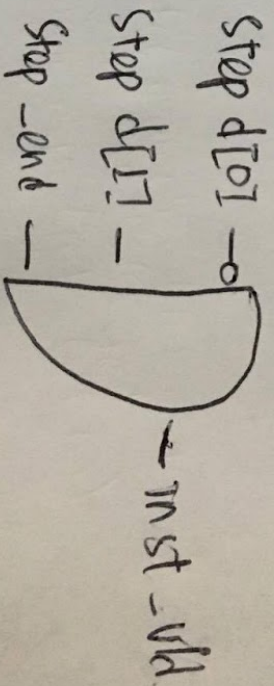
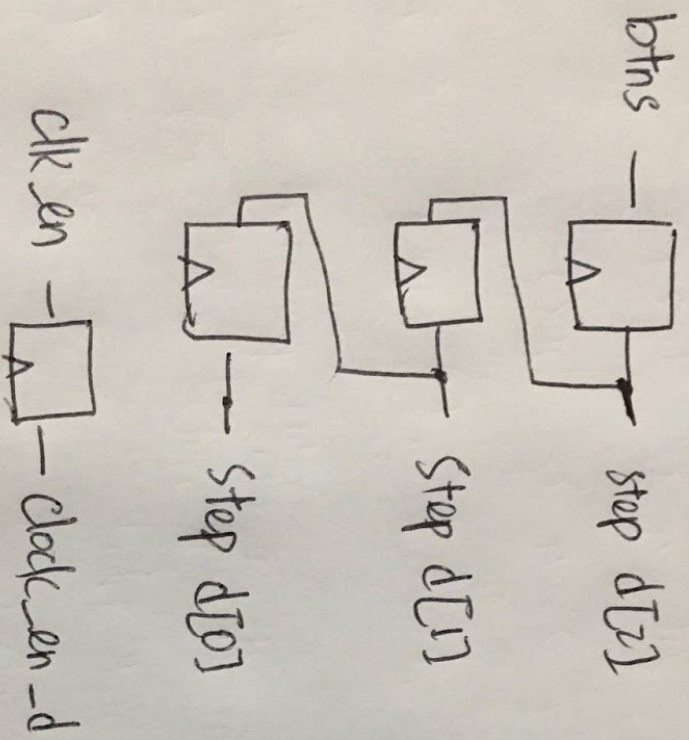


- 4.

Debouncing

1. The `clk_en_d` signal being high ensures that the `clk_en` signal is low. We want to be sure that `clk_en` is low, because that means the instruction word `inst_wd` is loaded. This is a requirement for us to safely set the instruction valid bit `inst_vld` to 1. We must use `clk_en_d` instead of `clk_en`, because `inst_wd` is assigned a value while `clk_en` is high. If we did use `clk_en`, then we could possibly set the `inst_vld` bit without properly loading `inst_wd`.
2. Yes, it would make the duty cycle 50% now because when you make it just `clk_dv[16]`, instead of `clk_en_dv[17]`, we don't set `clk_en_dv[17]` to 100...000 anymore, and the time the signal is high is much longer (2^{16}), while the period itself for the cycles stays the same. This gives us a result of $D = T/P * 100\% = 2^{16} / 2^{17} * 100\% = \frac{1}{2} * 100\% = 50\%$.
3. Look at waveform for this.





Register File

1. In the code below, the very last line, in the else if statement sends in non-zero values through the <= action. This is an example of sequential logic:

always @ (posedge clk)

if (rst)

begin

for (i=0;i<seq_num_regs;i=i+1)

rf[i] <= 0;

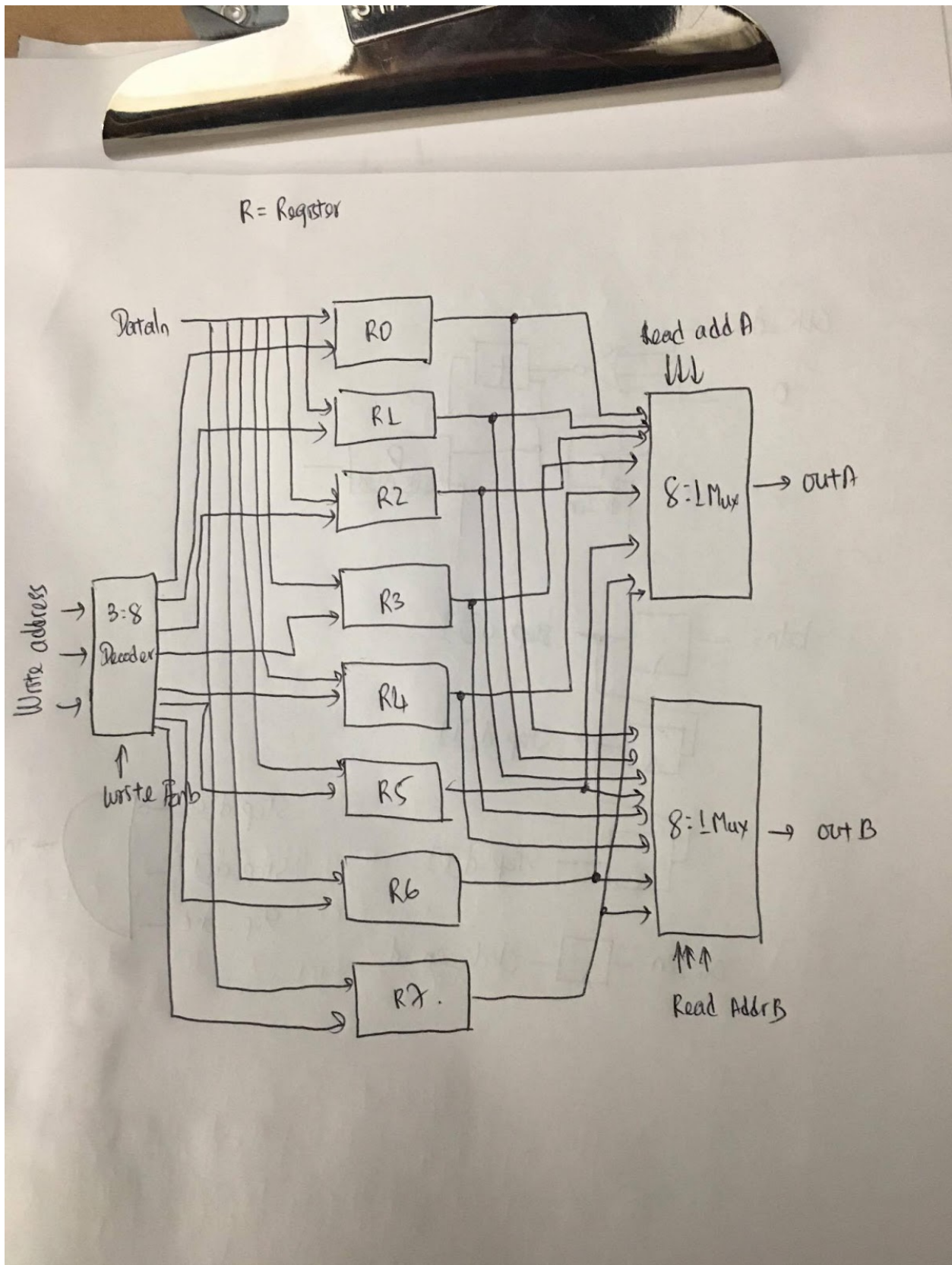
end

else if (i_wstb)

rf[i_wsel] <= i_wdata;

2. This is a combinatorial logic. If we were to manually implement the readout logic, we would use register, decoder and multiplexer.

5.



[illegible]

```

1. task tskRunInst;
    input [7:0] inst;
    begin
        $display ("%d ... Running instruction %08b", $time, inst);
        sw = inst;
        #1500000 btnS = 1;
        #3000000 btnS = 0;
    end
endtask

2. task tskRunPUSH; task tskRunSEND; task tskRunADD; task tskRunMULT;

```