

計分方式: 不限答題順序, 通過 testbench 測試, 答對一題 40 分, 答對兩題 70 分, 答對三題 95 分, 答對四題 115 分。未能通過 testbench 測試者, 根據上傳的 Verilog code 評分, 每題最多可得到 80% 的分數

### Q1. 2048×8 memory system design

Please design a 2048×8 memory system consisting of two 1024×4 and two 512×8 single port memory modules

- The memory module is addressed by a 11-bit address `addr[10:0]` and has a bi-directional data port "`data[7:0]`". The module has 2 control signals
- `rw`: write if `rw = 0`, read if `rw = 1`
- `cs`: active low chip select signal, the RAM functions only if `cs = 0`. The data port is high impedance if `cs = 1`

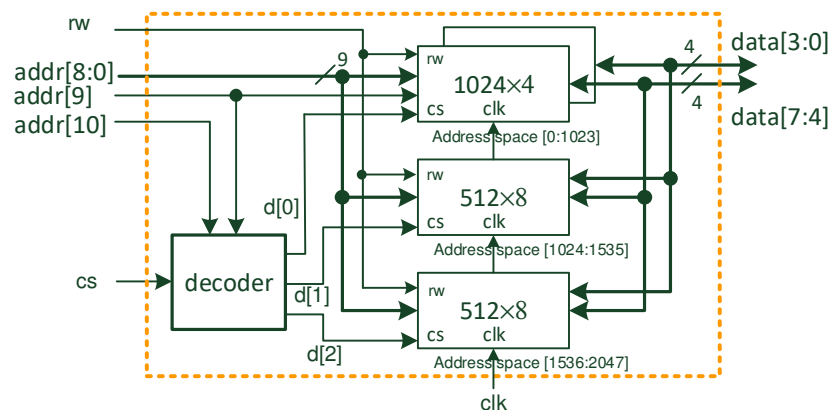
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```

module ram2048X8(clk, addr, data, rw, cs);
input clk, rw;
input [10:0] addr;
input cs;
inout [7:0] data;

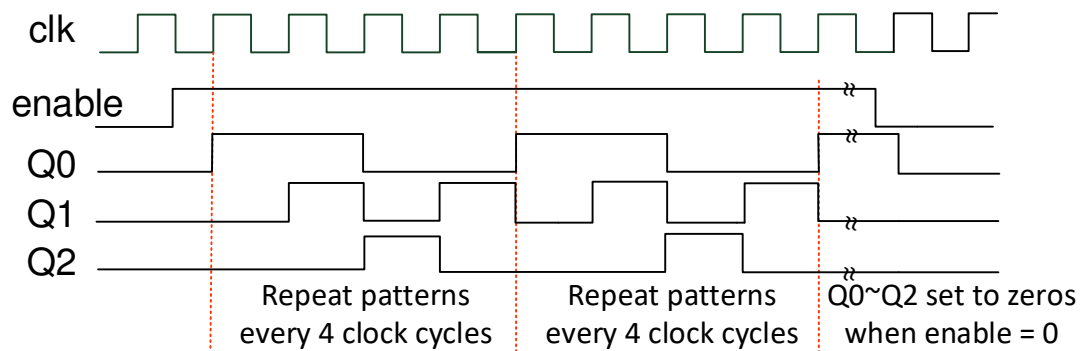
```

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### Q2. Pattern generator

Design a pattern generator circuit that generates a 4-clock cycle long pattern of {Q2,Q1,Q0} repetitively when `enable = 1`, and resets the pattern when `enable = 0`




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```

module pattern_gen(Q, clk, enable);
input  clk;
input  enable;          /* enable signal for pattern generation */
output [2:0] Q;
reg    [2:0] Q;          /* 3-bit wide patterns repeat every 4 clock cycles */

```

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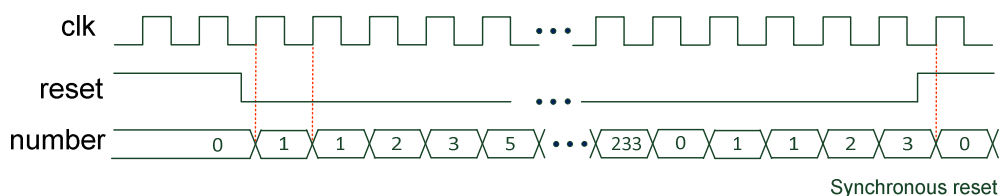
**hint:** derive the finite state machine first, it should have 5 states

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### Q3. Fibonacci sequence generator

The Fibonacci Sequence is a series of numbers: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ... The next number is always equal to summation of the two numbers before it.

Design a Fibonacci sequence generator that has an initial value 0 after reset (active high), If reset is removed, the generator starts to output one number every clock cycle. When the number becomes larger than 255, it turns to 0 and repeats the sequence generation.




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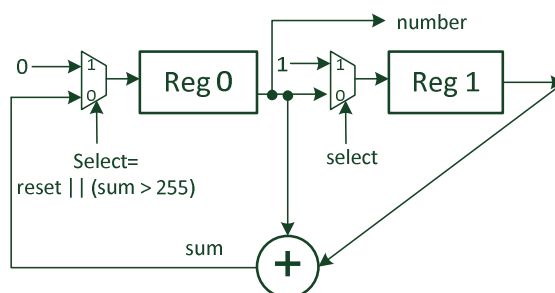
```

module fibonacci_generator(clk, reset, number);
input clk;
input reset;          //active high, synchronous reset
output [7:0] number;

```

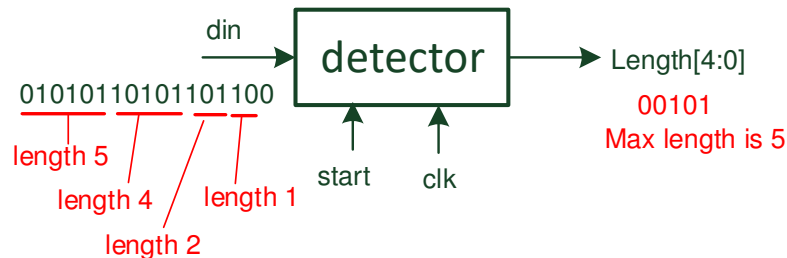
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**hint:** you need two registers to keep the two latest numbers and use an adder to generate the number



#### Q4. Maximum toggle length detection

Design a detection circuit that detects the the maximum number of consecutive signal transitions (input data toggles) for an input bit stream of length 32. When “start” signal becomes 1 (starting from negative clock edge and valid for 1 clock cycle), the detector inputs 1 bit every clock cycle and updates the maximum number of consecutive signal transitions of the admitted bit stream so far.



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```
module max_detection(clk,start, din, length);
input    clk;           /* rising edge triggered */
input    start;         /* becomes 1 for 1 clock cycle long at the negative edge of the clock */
input    din;           /* data input port, changes at the negative edges of the clock, and sampled by
                        the detector at the positive edges of the clock */
output   [4:0] length;  /*data output port */
reg      [4:0] length;

endmodule
```

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**hint:** you need a counter, which resets itself if there is no signal transition (data toggle) between two consecutive clicks and increments if otherwise. You also need a register to keep the current max length. Each time the input data toggle stops, the counter value is compared with the register value and the larger one stays.