hw1 report

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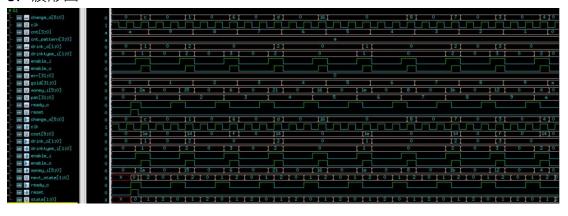
一、 RTL-Level 模擬結果

1. testbench1

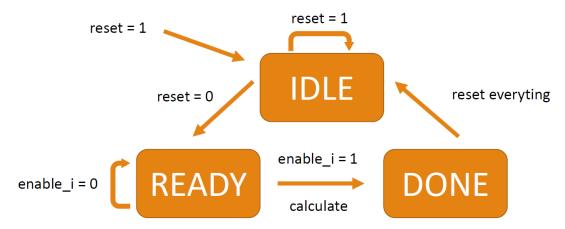
2. testbench2

```
9 NS Correct! The change, type should be: 12, 01 Your: 12, 01
15 NS Correct! The change, type should be: 1, 10 Your: 1, 10
21 NS Correct! The change, type should be: 6, 00 Your: 6, 00
27 NS Correct! The change, type should be: 13, 10 Your: 13, 10
33 NS Correct! The change, type should be: 22, 00 Your: 22, 00
     At
     At
     At
     At
                  33 NS Correct! The change, type should be: 22, 00 four: 22, 00 and 39 NS Correct! The change, type should be: 0, 01 Your: 0, 01 and 45 NS Correct! The change, type should be: 8, 00 Your: 8, 00 and 51 NS Correct! The change, type should be: 7, 10 Your: 7, 10 and 57 NS Correct! The change, type should be: 3, 11 Your: 3, 11 and 53 NS Correct! The change, type should be: 4, 00 Your: 4, 00
     At
     At
     At
     At
                                                      ** Congratulations !!
                                                      ** You pass this test!! **
**
Simulation complete via $finish(1) at time 65 NS + 0
./testbench2.v:140
ncsim> exit
                                                $finish;
```

3. 波形圖



二、 Finite State Machine 設計圖與設計理念



當 reset 被設成 1 時 machine 開始運作,進入 state ILDE,在 reset 回歸 0 之 前都仍然維持在 IDLE。當 reset 變成 0 之後進入 state READY,並在吃到 enable_i=1 之後開始計算,進入 state DONE 進行歸零,最後回到 state IDLE。