



ASYNCHRONOUS FIFO DESIGN

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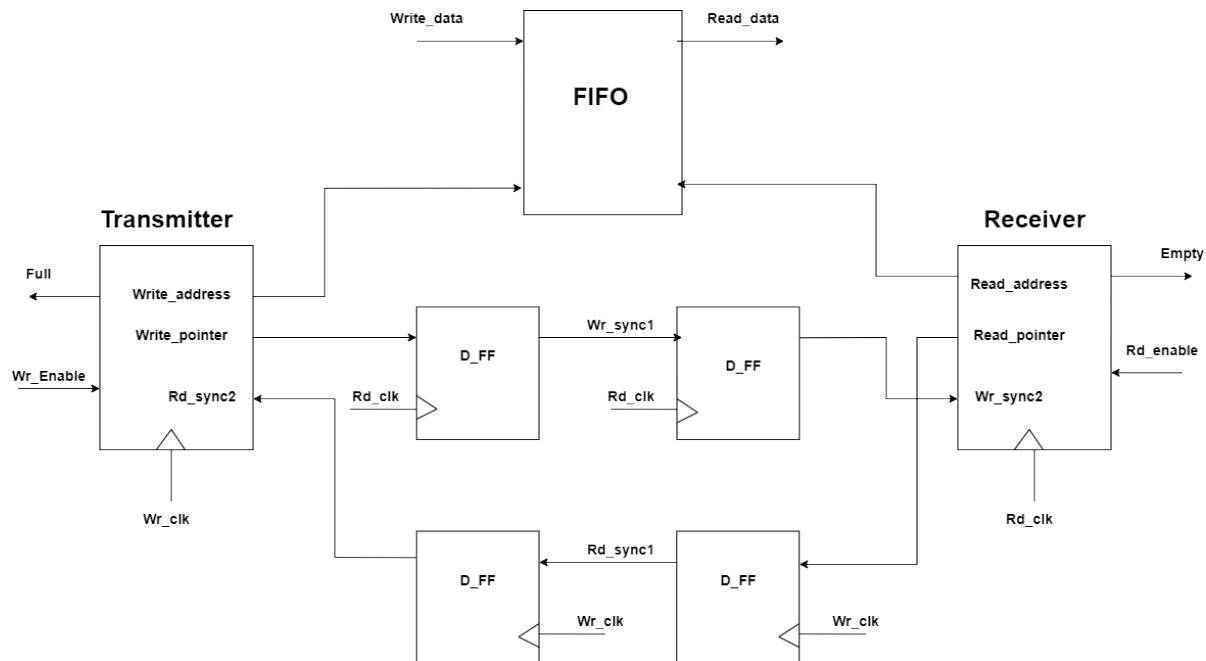
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Objective:

Introduction:

Asynchronous FIFO : FIFOs are often used to safely pass data from one clock domain to another clock domain. An asynchronous FIFO refers to a FIFO design where data is written to a FIFO buffer from one clock domain and the same data is read from the FIFO buffer from another clock domain, where the two clock domains are asynchronous to each other.



Fig_1: Asynchronous FIFO design

Blocks in FIFO design:

Read clock domain to write clock domain Synchronizer:

This module contains flip-flops that are synchronized to the write clock. Synchronize the write pointer into the read clock domain. This is because the write pointer is having metastability due to setup and hold time in the read clock. So, there is a synchronizer for this problem. The synchronized read pointer will be used by the Write control module to generate the **Write_Full** condition.

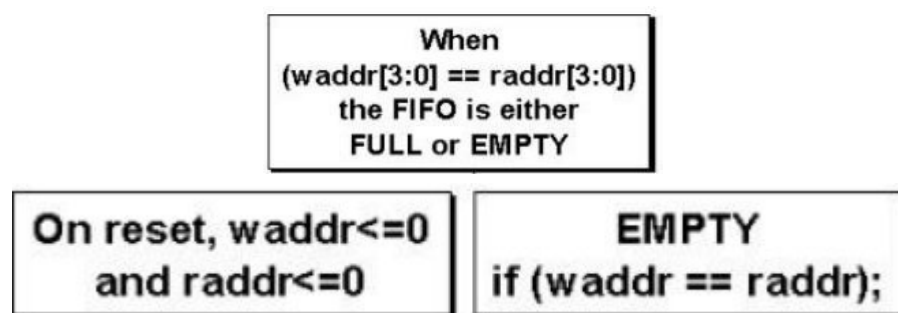
Write clock domain to read clock domain Synchronizer:

This module also contains flip-flops that are synchronized to the read clock. Similarly we will use one synchronizer to synchronize read pointer into the write clock domain, because read pointer, due to setup and hold time violation in the write clock will give the metastability. Further, this synchronized write pointer will be used to generate the **Read_empty** condition.

Logic to generate Read_empty signal:

This module is completely synchronous to the read-clock domain and contains the FIFO read pointer and empty-flag logic.

In our case we have used FIFO of depth 16 and address is of 4 bits, let us suppose that we have written some data at these 16 places. Now, write pointer will wrap up, again comes to 0th location and will start writing values. So, as to get to know whether the FIFO is full or empty, we will add one extra bit such that when FIFO is empty both the pointers will point to same location



Logic to generate Write_Full signal:

This module is completely synchronous to the write-clock domain and contains the FIFO write pointer and full-flag logic.

When the complement of MSB of write pointer equals the MSB of read pointer, and rest all the bits are same, then we can say that write pointer has traversed the FIFO once, i.e. it has already wrapped up and hence can generate the FULL condition logic.

```
FULL  
if ({~waddr[4],waddr[3:0]} == raddr);
```

Simulation Results:

