



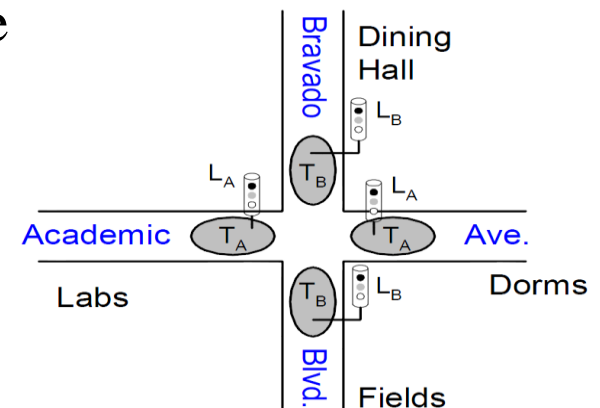
# 컴퓨터공학 기초 실험2

Lab #7

Register file

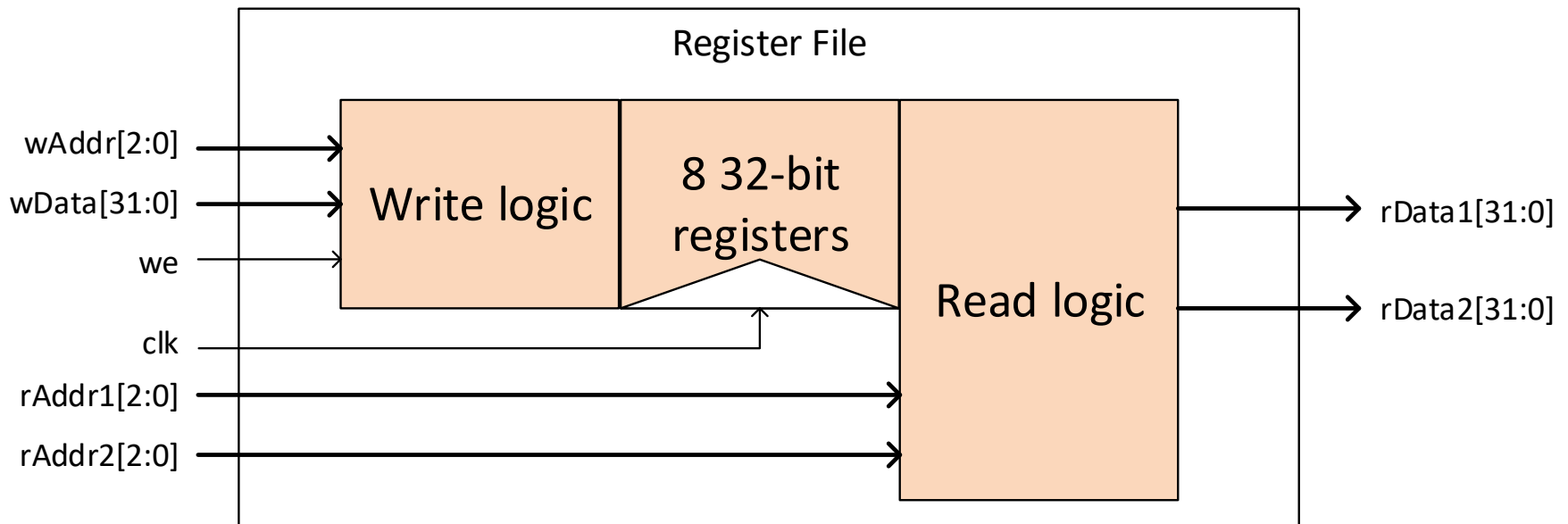
# Register file

- A register file (RF) is composed of a set of registers that can be read and written by supplying a register number(address) to be accessed
  - ✓ Set of registers
  - ✓ Read operations
  - ✓ Write operations
- A RF usually can handle multiple read and write time



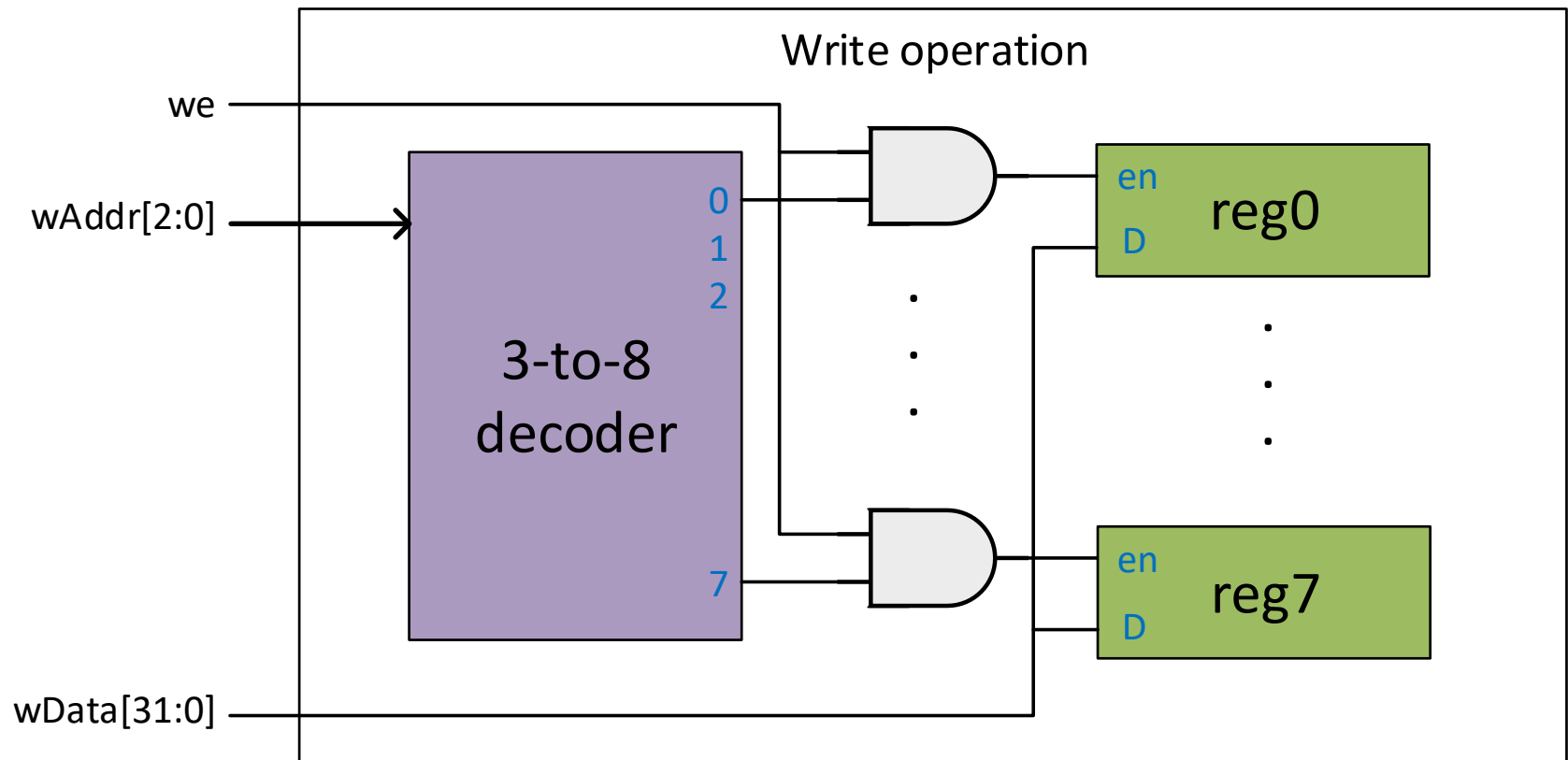
# Example

- Consider a register composed of eight 32-bit registers with two read ports and one write port
  - ✓ Eight 32-bit registers
  - ✓ Two read address/data port
  - ✓ One write address/data port



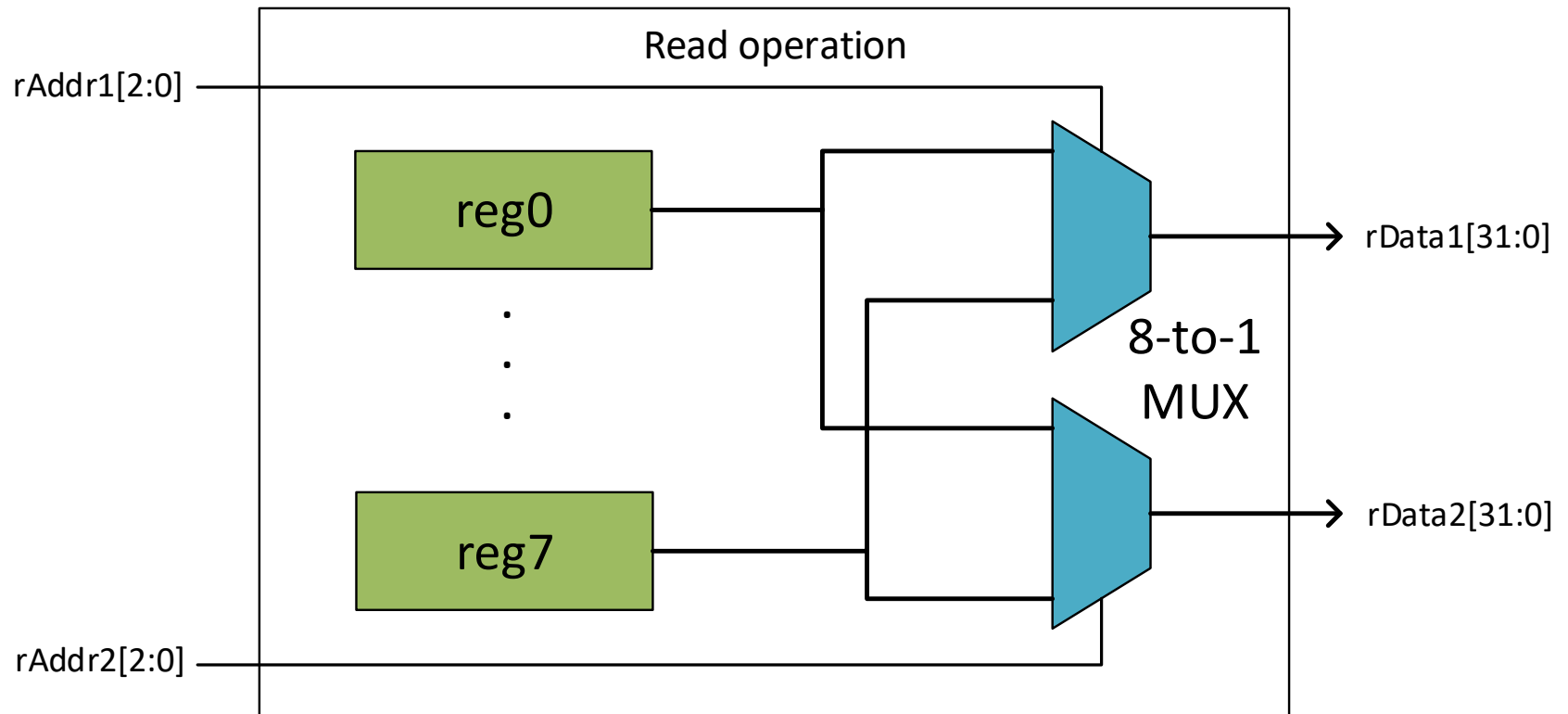
# Write operation

- wAddr selects one of eight registers
- wData is written into the selected register only if we is active (high)



# Read operation

- Read does not change values of any register in a register file



A 32bit register file

# PRACTICE I

# Functional Description

- 32bit register를 8개 가진 register file
- Write는 write enable (we) 에 의해 활성화
  - ✓ Read는 read address(rAddr)로 선택된 레지스터의 값이 출력됨
- Write operation
  - ✓ Decoder를 통해 address를 해석하여 해당 register enable
- Read operation
  - ✓ MUX를 통해 8개의 register 중 한 개 선택

# Project properties

## ➤ New Project Wizard

- ✓ Project name : Register\_file
- ✓ Family & Device : Cyclone V 5CSXFC6D6F31C6 (밑에서 6번째)

## ➤ Verilog file

- ✓ Add files: gates.v
- ✓ New files: register32\_r\_en.v, write\_operation.v, read\_operation.v, Register\_file.v



# Top Module

## ➤ Implementation

```
module Register_file(clk, reset_n, wAddr, wData, we, rAddr, rData);  
  input                                clk, reset_n, we;  
  input      [2:0]                      wAddr, rAddr;  
  input      [31:0]                     wData;  
  output     [31:0]                     rData;  
  
  wire       [7:0]                      to_reg;  
  wire       [31:0]                     from_reg[7:0];
```

Instance of register32\_8, write\_operation, read\_operation

```
endmodule
```

# Register32\_r\_en(1/3)

## ➤ Resettable enabled D Flip-flop

- ✓ reset\_n이 enable보다 우선순위가 높음

```
module _dff_r_en(clk, reset_n, en, d, q);  
    input      clk, reset_n, en, d;  
    output reg   q;  
  
    always@(posedge clk or negedge reset_n)  
    begin  
        if(reset_n == 0)          q <= 1'b0;  
        else if(en)                q <= d;  
        else                       q <= q;  
    end  
endmodule
```

# Register32\_r\_en(2/3)

## ➤ 32bit register

```
module register8_r_en(clk, reset_n, en, d_in, d_out);  
    input          clk, reset_n, en;  
    input  [7:0]   d_in;  
    output [7:0]   d_out;
```

Instance of dff\_r\_en

```
endmodule
```

```
module register32_r_en(clk, reset_n, en, d_in, d_out);  
    input          clk, reset_n, en;  
    input  [31:0]  d_in;  
    output [31:0]  d_out;
```

Instance of register8\_r\_en

```
Endmodule
```

# Register32\_r\_en(3/3)

- 32bit register를 8개 instance

```
module register32_8(clk, reset_n, en, d_in, d_out0, d_out1, d_out2, d_out3, d_out4,
    d_out5, d_out6, d_out7);
    input      clk, reset_n;
    input      [7:0]en;
    input      [31:0]d_in;
    output     [31:0]d_out0, d_out1, d_out2, d_out3, d_out4, d_out5, d_out6, d_out7;
```

Instance of register32\_r\_en

```
endmodule
```

# Write operation(1/4)

## ➤ n-to-2<sup>n</sup> decoder

✓ 입력값을 이용해 알맞은 출력으로 변환

Inputs			outputs							
i[2]	i[1]	i[0]	o[7]	o[6]	o[5]	o[4]	o[3]	o[2]	o[1]	o[0]
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	0	1	0	0
0	1	1	0	0	0	0	1	0	0	0
1	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	1	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

# Write operation(2/4)

## ➤ 3-to-8 decoder

```
module _3_to_8_decoder (d, q); //3to 8 decoder module
    input      [2:0] d;
    output reg [7:0] q;

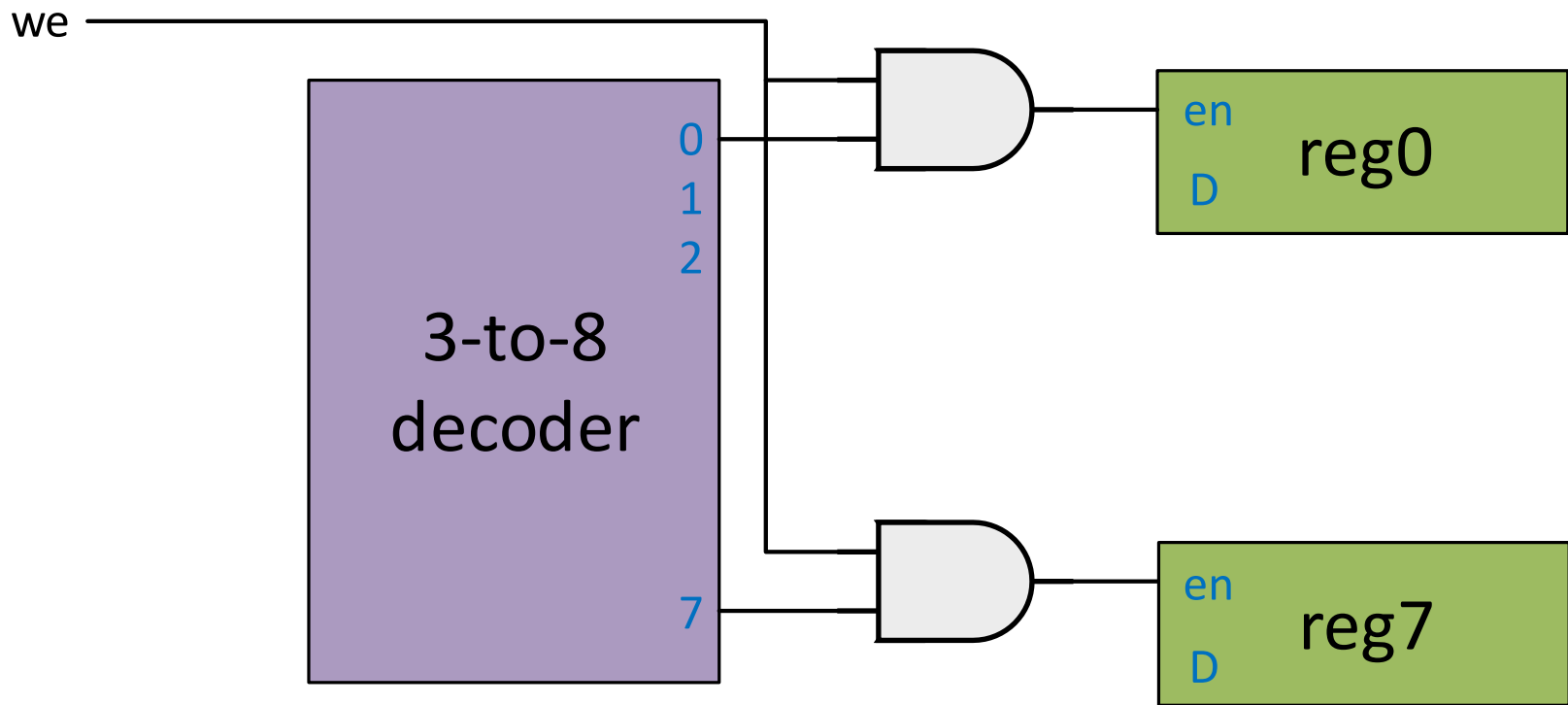
    always@(d) begin
        case(d)
            3'b000: q =
            3'b001: q =
            3'b010: q =
            3'b011: q =
            3'b100: q =
            3'b101: q =
            3'b110: q =
            3'b111: q =
            default : q = 8'hx;
        endcase
    end
endmodule
```

wAddr

Assign appropriate Output q

## Write operation(3/4)

- Decoder에서 받은 값으로 해당 register에 en signal 보냄
  - ✓ we (write enable)이 1이어야 register에 값을 쓸 수 있다!



# Write operation(4/4)

```
module write_operation(Addr, we, to_reg);  
    input                we;  
    input [2:0] Addr;  
    output [7:0] to_reg;  
  
    wire [7:0] w a;
```

Instance of decoder, 2-input and gates(#8)

```
endmodule
```



# Read operation(1/3)

- ▶ 8-to-1 MUX를 이용하여 8개의 register 중 1개의 register 출력을 얻어냄

```
module _8_to_1_MUX(a, b, c, d, e, f, g, h, sel, d_out);  
    input          [31:0] a, b, c, d, e, f, g, h;  
    input          [2:0]  sel;  
    output reg     [31:0] d_out;
```

```
    always@(sel, a, b, c, d, e, f, g, h) begin
```

```
        case(sel)
```

```
            3'b000      : d_out  
            3'b001      : d_out  
            3'b010      : d_out  
            3'b011      : d_out  
            3'b100      : d_out  
            3'b101      : d_out  
            3'b110      : d_out  
            3'b111      : d_out  
            default     : d_out
```

```
        endcase
```

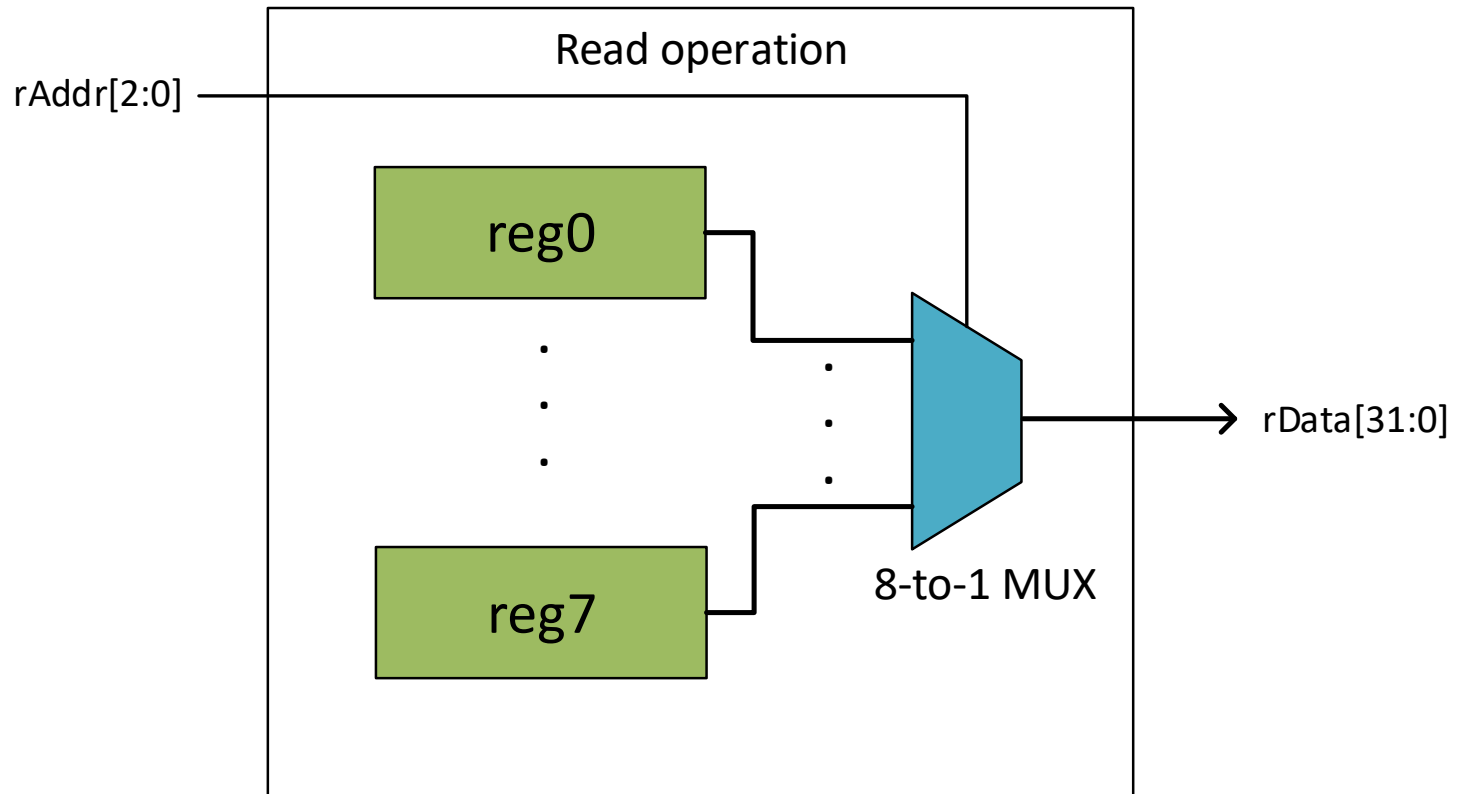
```
    end
```

```
endmodule
```

Assign appropriate Output d\_out

## Read operation(2/3)

- MUX에 의해 선택된 값은 출력됨



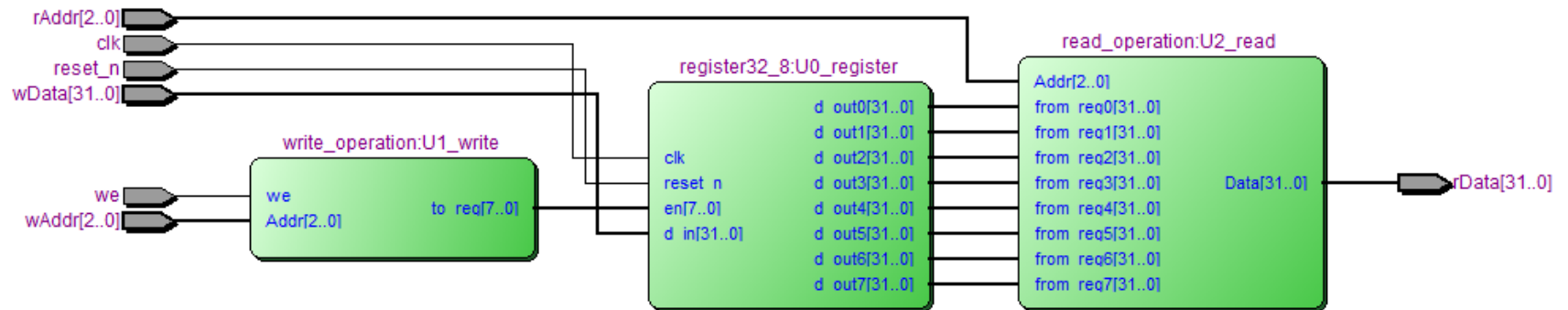
# Read operation(3/3)

```
module read_operation (Addr, Data, from_reg0, from_reg1, from_reg2, from_reg3,  
    from_reg4, from_reg5, from_reg6, from_reg7);  
    input      [31:0] from_reg0, from_reg1, from_reg2, from_reg3,  
                from_reg4, from_reg5, from_reg6, from_reg7;  
    input      [2:0]      Addr;  
    output     [31:0] Data;
```

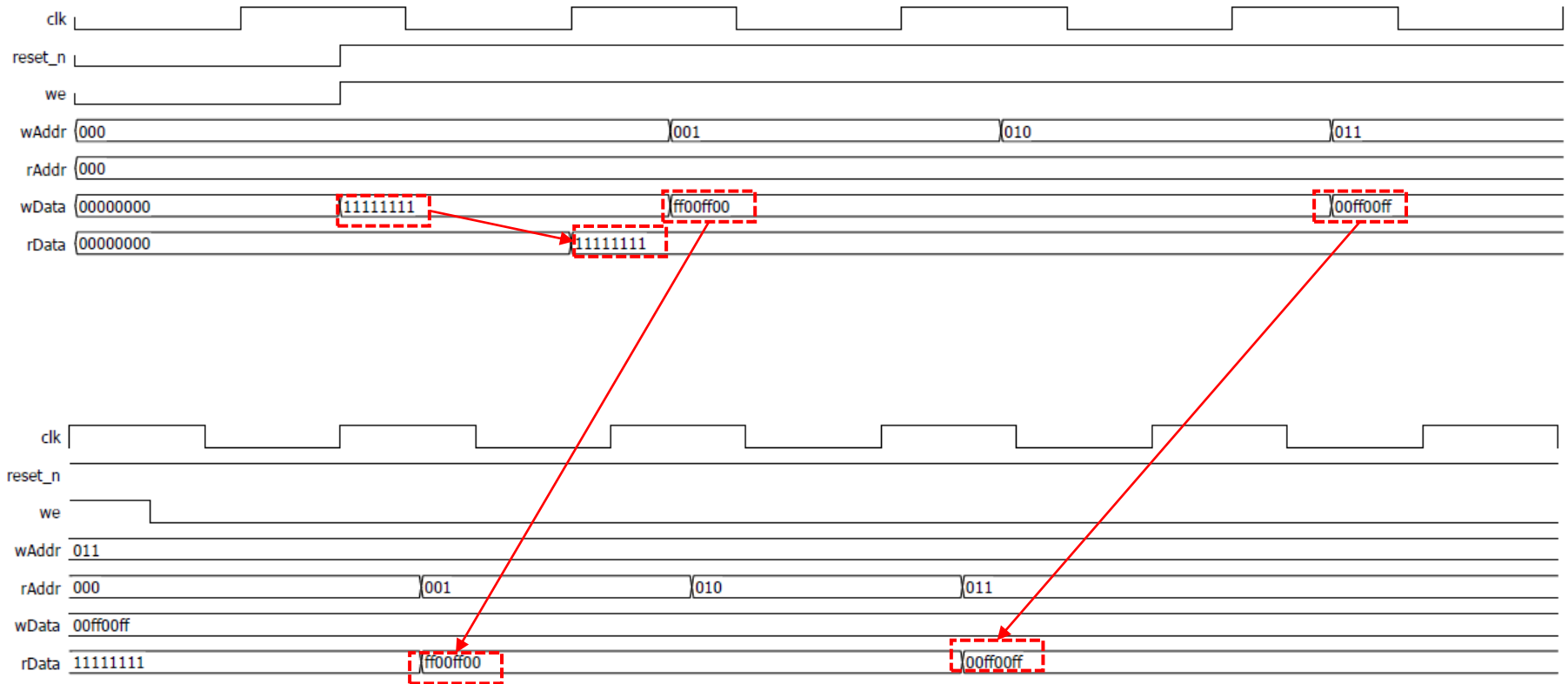
Instance of mux

```
endmodule
```

# RTL viewer



# Testbench



# Verification

## ➤ Testbench

- ✓ 작성한 module에 대하여 testbench를 작성하여 ModelSim에서 검증 수행

## ➤ RTL Viewer

- ✓ 확인 후 레포트에 이에 대하여 정리한다.

## ➤ Flow Summary

- ✓ 확인 후 레포트에 보고한다.

# Assignment 7

## ➤ Report

- ✓ 자세한 사항은 lab document 참고

## ➤ Submission

- ✓ Soft copy
  - 강의 당일 후 1주까지(delay 2 days 20% 감점)
  - 실습 미수강은 디지털 논리2 조교 공지에 따름

# References

- Altera Co., [www.altera.com/](http://www.altera.com/)
- D. M. Harris and S. L. Harris, Digital Design and Computer Architecture, Morgan Kaufmann, 2007
- 이준환, 디지털논리회로2 강의자료, 광운대학교, 컴퓨터 공학과, 2019



Q&A

**THANK YOU**