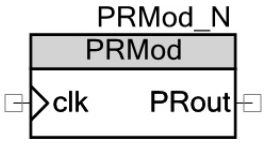
Pseudo Random Modulated Density Generator

PRMod v1.0

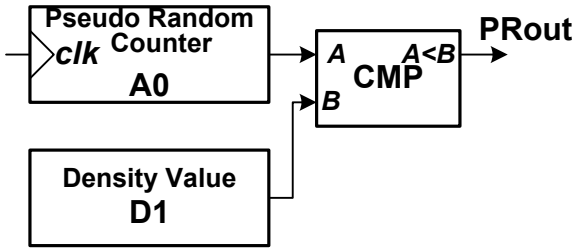


Features

- Synchronous operation
- Positive-edge triggered clock
- Produces a pseudo random modulated density stream
- Parameterized density value
- Simple to deconstruct

General Description

A pseudo random modulator is similar to a pulse width modulator except that a random number generator is used instead of a down counter. It has a frequency half way between a DSMod and PSMod. The output is HIGH whenever the counter is less than the density value. You can think about it as the output having a weighted probability of being HIGH. The randomness significantly reduces switching harmonics. This implementation of a CRC circuit produces a pseudo random series (0- 254) that repeats every 255 counts. The output is HIGH whenever the counter value (A0) is less than the density value (D1).



For a period of 255 cycles the output will be HIGH for of a total number of cycles equal to the **Density** parameter. However, the distribution of these within the 255 cycles will be (pseudo) random.

This component was built as a teaching tool. This classic component's operation is well understood and this datasheet's function is to help understand how the component was built through its deconstruction. It is recommended that you review the DSMod component before attempting this one.

Pin Description

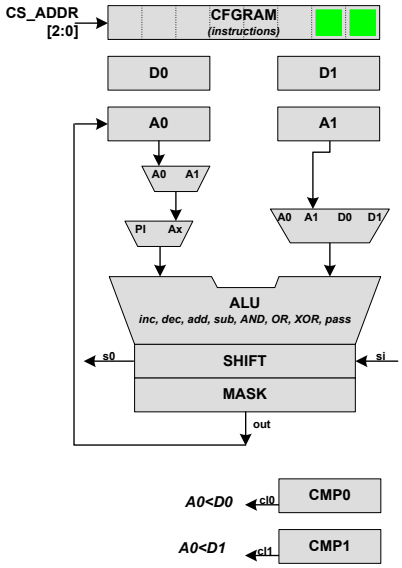
Pin	Type	Function
clk	input	clock input
PRout	output	pseudo random density stream

Function Table

Operating Modes	Input	Register		Output
	clk	MSbit	A0	PRout
count	↑	0	LeftCircularRotate(A0)	A0 < D1
count	↑	1	LeftCircularRotate(A0^0x38)	A0 < D1

Deconstructing the Component

This component's purpose is to show how to route a serial out (SO) and serial in (SI). Also this example shows how to control two different instructions from the output of a datapath comparator CMP0 and bring out an output from the other CMP1. For more information about datapaths, first review the DSMod. This component uses the following pieces of a datapath.



There are two instructions that are controlled by the state of the CMP0 Counter. If A0<128 then A0 is passed through the ALU, circularly left shifted and fed back to A0. If not then A0 is XORed with 0x38 before being circularly left shifted and fed back to the ALU. These operation form a pseudo random number generator with a range of 0 - 254.

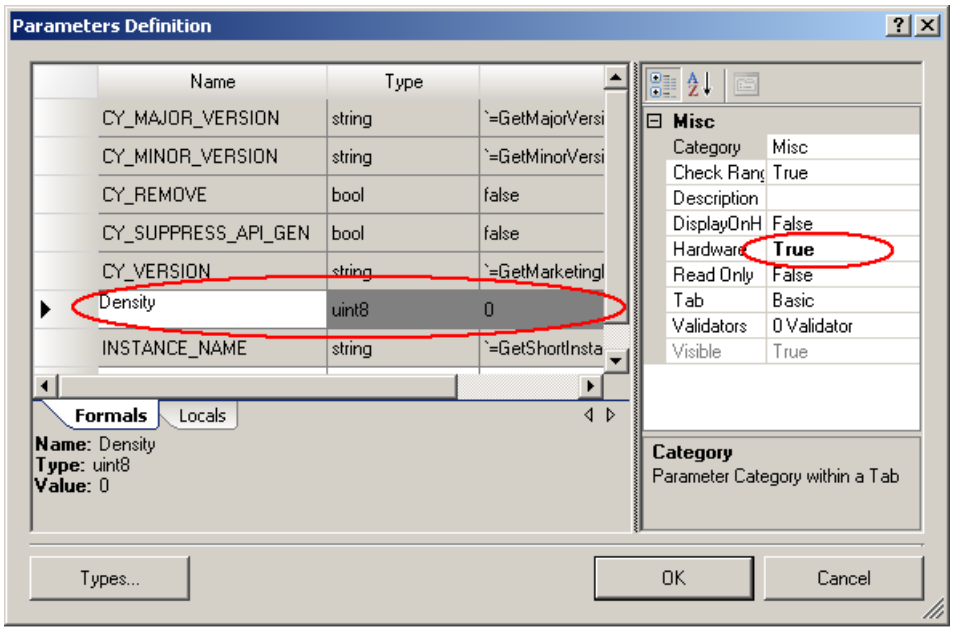
Using PSoC Creator, open the PRMod example project to see the project schematic (*TopDesign.cysch*). It has a PRMod component connected to input switches, output LEDs, and a clock.

In the Workspace Explorer, click the **Components** tab. Then, right-click on the project and select **Import Component**. Navigate to where the CYCC_SimpleComponentLibrary project is, and select the CYCC_PRMod_v1_0 component. Click **OK** and the following files are shown for the component:

- Symbol file (cysym)
- Datasheet (pdf)
- Verilog File (v)

Open the symbol file to find a symbol with one input and one output. It looks like the symbol shown on the first page.

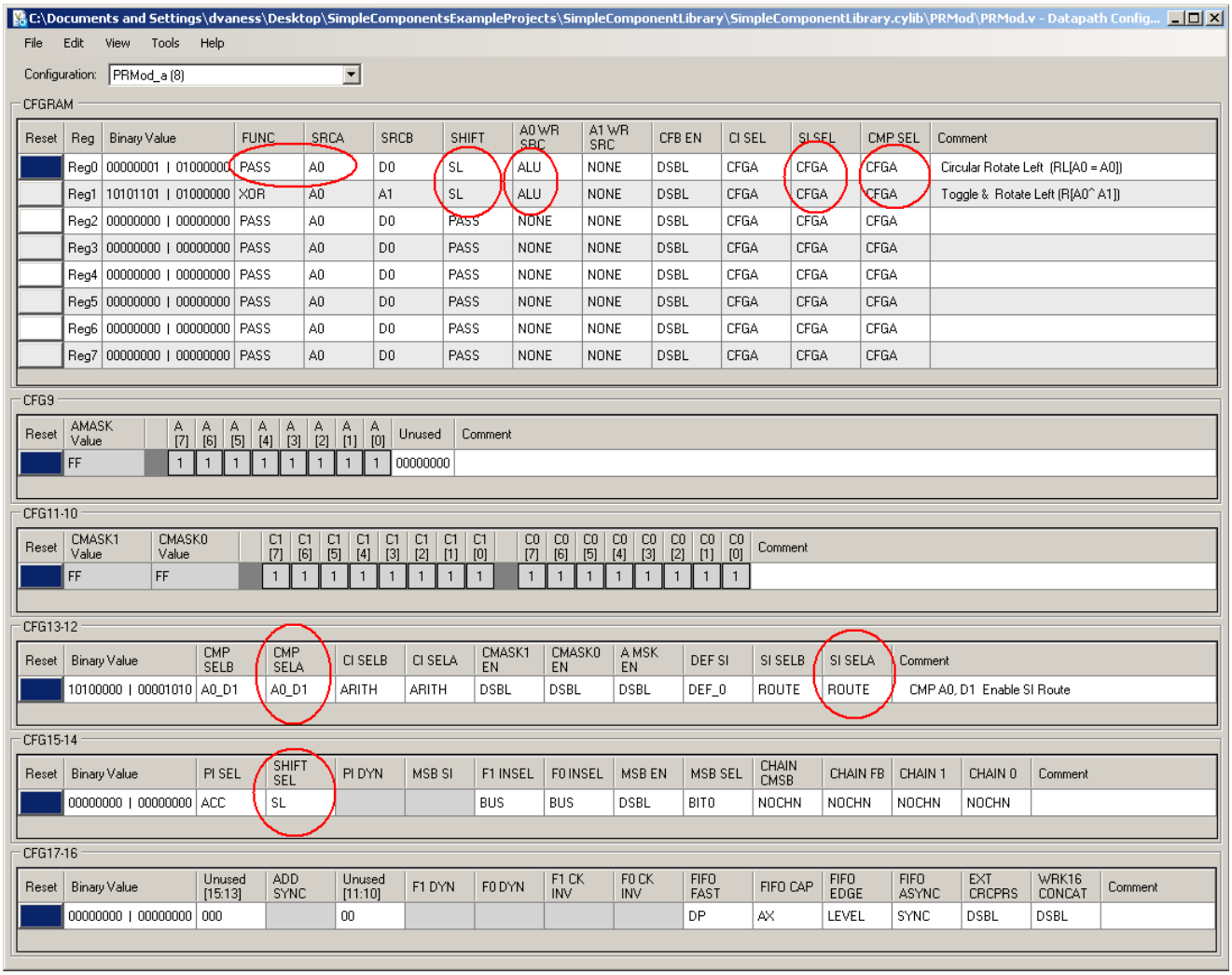
While viewing the symbol file, right-click on the canvas and select **Symbol Parameters**.



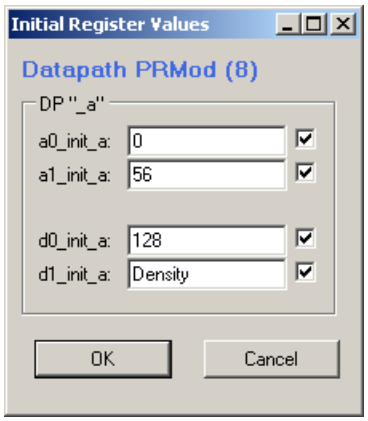
Note that **Density** is included as a parameter. It is an unsigned 8-bit value that has a default value of zero. Its hardware flag has been enabled.

Open the Verilog file and notice that at lines 24-25, these definitions were passed from the symbol to this Verilog file when it was created. Lines 32-33 are some intermediate signals. Line 28 is where the symbol Density parameter got passed. The first 18 lines of this header list register usage and the datapath instruction definitions.

What follows is the datapath module definition. It was created and inserted by the Datapath Configuration Tool. This information is backward compatible so opening up the Datapath Configuration Tool for this Verilog file results in the following.



Note that SHIFT_SEL is set for left shift operations and CMP_SELA is set to allow a serial input to be routed into the shifter. One instruction XORs A0 with 0x38 (A1) while the other just passes A0 through. CMP_SELA is set so A0 and D1 are compared. The four registers have been initialized as shown below.



When saved, this tool inserts the updated configuration data back into the Verilog file along with an instance of the datapath interface. Just pass the correct signals in to and out of it and you are done. This counter parameter list may look ominous but only a few parameters have to be entered as shown below.

```
/* input          */ .clk(clk),                  // Clock input
/* input  [02:00] */ .cs_addr({2'b00, MSBisLow}), // Logic to control instructions
/* input          */ .route_si(MSbit),           // Routed from SO
/* output         */ .cl0(MSBisLow),             // Get CMP0 flag
/* output         */ .cl1(PRout),                // Weighted density output
/* output         */ .so(MSbit),                 // Routed to SI
```

These parameters do the following:

- Connect a clock signal to the datapath clock circuitry
- Route the so to the si
- Two datapath instructions are controlled by a comparator flag
- Route the so to the si for a circular left shift
- Bring the CMP1 flag to an output

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