```
reg_mux.v
                              module DSP48A1_tb ();
                                                       DSP.v
     module reg mux #(
          parameter DATA WIDTH = 18,
                    REG = 1,
                    RSTTYPE = "SYNC"
     ) (
          input [DATA WIDTH - 1 : 0] data,
          input rst, CE, clk,
         output [DATA WIDTH - 1:0] mux out
     );
10
11
     reg [DATA_WIDTH - 1 : 0] Reg;
12
     generate if (RSTTYPE == "ASYNC") begin
13
14
15
          always @(posedge clk or posedge rst) begin
              if(rst) begin
17
                  Reg <= 0;
18
              end
19
              else if (CE) begin
                  Reg <= data;
21
              end
22
          end
23
     end
          else if (RSTTYPE == "SYNC") begin
25
26
              always @(posedge clk) begin
27
                  if(rst) begin
                      Reg <= 0;
29
                  end
                  else if (CE) begin
31
                      Reg <= data;
32
                  end
              end
          end
35
     endgenerate
37
38
     assign mux out = (REG)? Reg : data;
     endmodule
41
```

D:\MiniProject\reg_mux.v • - Sublime Text (UNREGISTERED)

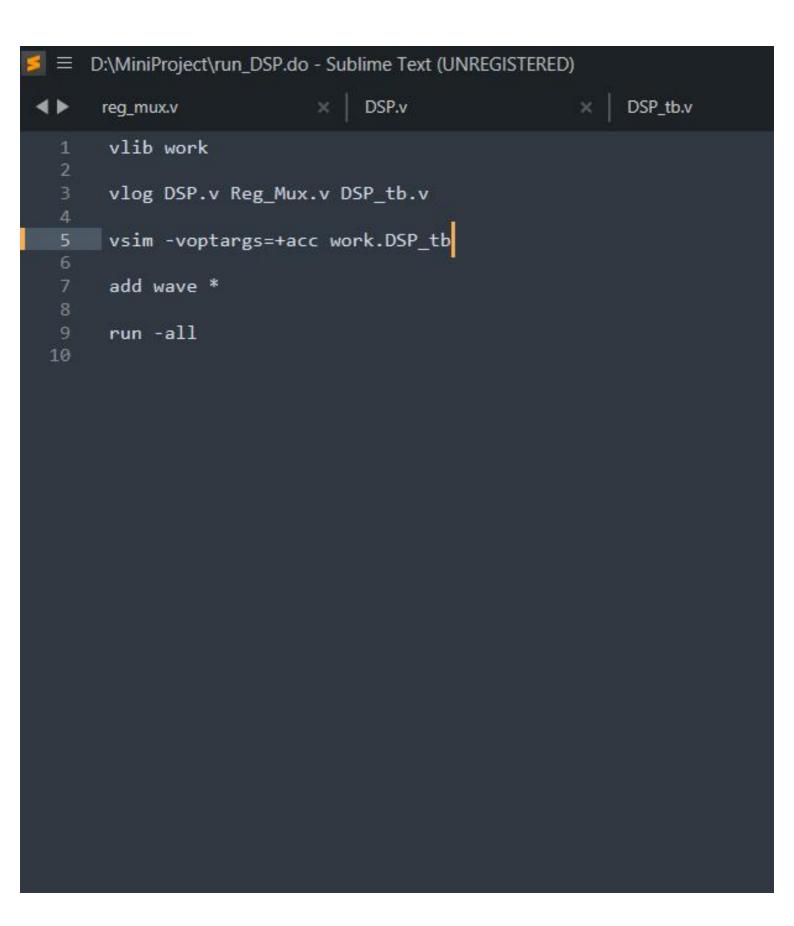
```
    □:\MiniProject\DSP.v - Sublime Text (UNREGISTERED)

                             module DSP48A1 tb ();
                                                      DSP.v
                                                                          × run DSP.do
                                                                                                       Constraints basys3.xdc
      module DSP48A1 #(
          parameter AOREG = 0,
                    A1REG = 1,
                    BOREG = 0,
                    B1REG = 1,
                    CREG = 1,
                    DREG = 1,
                    MREG = 1,
                    PREG = 1,
                    CARRYINREG = 1,
                    CARRYOUTREG = 1,
                    OPMODEREG = 1,
                     CARRYINSEL = "OPMODE5",
                    B_INPUT = "DIRECT",
                    RSTTYPE = "SYNC"
          input [17:0] A, B, D, BCIN,
          input [47:0] C, PCIN,
          input [7:0] OPMODE,
          input clk, CARRYIN,
          input RSTA, RSTB, RSTM, RSTP, RSTC, RSTD, RSTCARRYIN, RSTOPMODE,
          input CEA, CEB, CEM, CEP, CEC, CED, CECARRYIN, CEOPMODE,
          output [17:0] BCOUT,
          output [47:0] PCOUT, P,
          output [35:0] M,
          output CARRYOUT, CARRYOUTF
      //Multiplexers outputs
      wire [17:0] A0 mux, A1 mux, B0 mux, B1 mux, D mux, B IN, Pre adder mux;
      wire [35:0] M mux;
      wire [47:0] C_mux;
      wire [7:0] opmode_mux;
      wire CYI_mux, Carry_in_Cascade;
      reg [47:0] x_mux, z_mux;
      //Outputs of adder-subtructor and multiplier
      wire [17:0] Pre adder out;
      wire [35:0] mult out;
      wire [47:0] Post_adder_out;
      wire CYO;
      //Instantiations
      reg_mux #(18, A0REG, RSTTYPE)
                                          A0reg (A, RSTA, CEA, clk, A0_mux);
      reg mux #(18 A1REG RSTTYPE)
                                          Δ1reg (Δ0 mux RSTΔ CFΔ
```

```
    □ D:\MiniProject\DSP.v - Sublime Text (UNREGISTERED)

                            module DSP48A1 tb ():
                                                     DSP.v
                                                                         × run DSP.do
                                                                                                     Constraints_basys3.xdc
    reg_mux.v
     //Outputs of adder-subtructor and multiplier
     wire [17:0] Pre adder out:
     wire [35:0] mult out;
     wire [47:0] Post adder out;
     wire CYO:
     //Instantiations
     reg mux #(18, AOREG, RSTTYPE)
                                          A0reg (A, RSTA, CEA, clk, A0 mux);
     reg mux #(18, A1REG, RSTTYPE)
                                         A1reg (A0 mux, RSTA, CEA, clk, A1 mux);
     reg_mux #(18, BOREG, RSTTYPE)
                                         B0reg (B_IN, RSTB, CEB, clk, B0_mux);
     reg mux #(18, B1REG, RSTTYPE)
                                         B1reg (Pre adder mux, RSTB, CEB, clk, B1 mux);
     reg mux #(48, CREG, RSTTYPE)
                                         Creg (C, RSTC, CEC, clk, C mux);
     reg mux #(18, DREG, RSTTYPE)
                                         Dreg (D, RSTD, CED, clk, D mux);
     reg mux #(8, OPMODEREG, RSTTYPE)
                                         OPMODEreg (OPMODE, RSTOPMODE, CEOPMODE, clk, opmode mux);
     reg mux #(36, MREG, RSTTYPE)
                                         Mreg (mult out, RSTM, CEM, clk, M mux);
     reg mux #(48, PREG, RSTTYPE)
                                         Preg (Post_adder_out, RSTP, CEP, clk, P);
     reg_mux #(1, CARRYINREG, RSTTYPE) CYOreg (Carry_in_Cascade, RSTCARRYIN, CECARRYIN, clk, CYI_mux);
      reg mux #(1, CARRYOUTREG, RSTTYPE) CYIreg (CYO, RSTCARRYIN, CECARRYIN, clk, CARRYOUT);
      //input B
      assign B IN = (B INPUT == "DIRECT")? B : (B INPUT == "CASCADE")? BCIN : 0;
      assign Pre_adder_mux = (opmode_mux[4])? Pre_adder_out : B0_mux;
      assign BCOUT = B1 mux;
     //buffer M
      assign M = M mux;
      //buffer PCOUT
      assign PCOUT = P;
     //carry in
      assign Carry in Cascade = (CARRYINSEL == "OPMODE5")? opmode mux[5] : (CARRYINSEL == "CARRYIN")? CARRYIN : 0 ;
      //buffer CARRYOUTF
      assign CARRYOUTF = CARRYOUT;
     //Arithmetic Operations
      assign Pre adder out = (opmode mux[6])? (D mux - B0 mux) : (D mux + B0 mux) ;
      assign mult out = A1 mux * B1 mux;
      assign {CYO, Post_adder_out} = (opmode_mux[7])? (z_mux - (x_mux + CYI_mux)) : (z_mux + x_mux + CYI_mux) ;
```

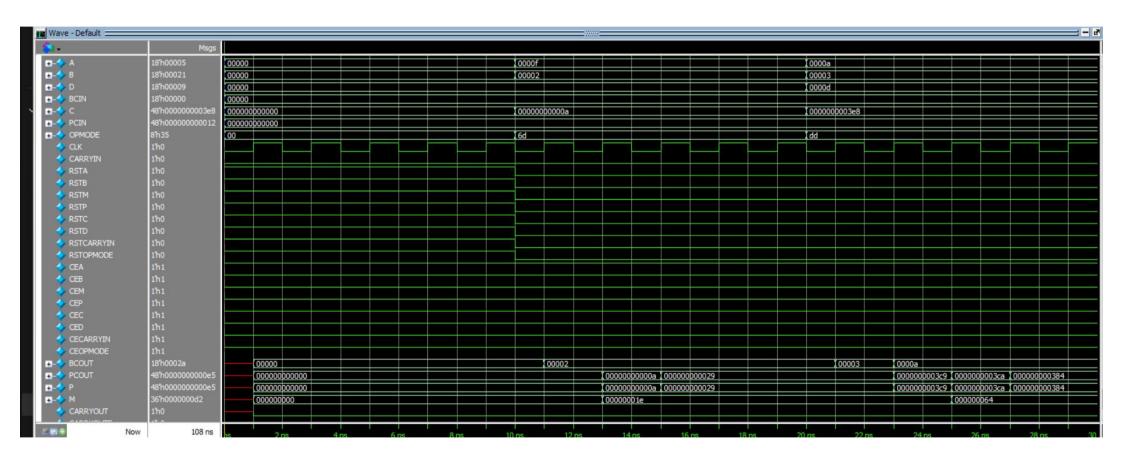
```
D:\MiniProject\DSP.v - Sublime Text (UNREGISTERED)
                          module DSP48A1 tb ();
                                                   DSP.v
                                                                                                    Constraints basys3.xdc
                                                                           run DSP.do
 reg mux.v
   //carry in
   assign Carry in Cascade = (CARRYINSEL == "OPMODE5")? opmode mux[5] : (CARRYINSEL == "CARRYIN")? CARRYIN : 0;
   //buffer CARRYOUTF
   assign CARRYOUTF = CARRYOUT;
   //Arithmetic Operations
   assign Pre adder out = (opmode mux[6])? (D mux - B0 mux) : (D mux + B0 mux) ;
   assign mult out = A1 mux * B1 mux;
   assign {CYO, Post adder out} = (opmode mux[7])? (z mux - (x mux + CYI mux)) : (z mux + x mux + CYI mux) ;
   //X & Z multiplexers
   always @(*) begin
       case (opmode mux[1:0])
         0 : x mux = 0;
         1 : x mux = \{\{12\{M mux[35]\}\}\}, M mux\};
         2 : x mux = P; //may cause compinational loop
         3 : x mux = \{D mux[11:0], A1 mux[17:0], B1 mux[17:0]\};
       endcase
       case (opmode mux[3:2])
         0 : z mux = 0;
         1 : z mux = PCIN;
         2 : z mux = P; //may cause compinational loop
         3 : z mux = C mux;
       endcase
   end
   endmodule
```

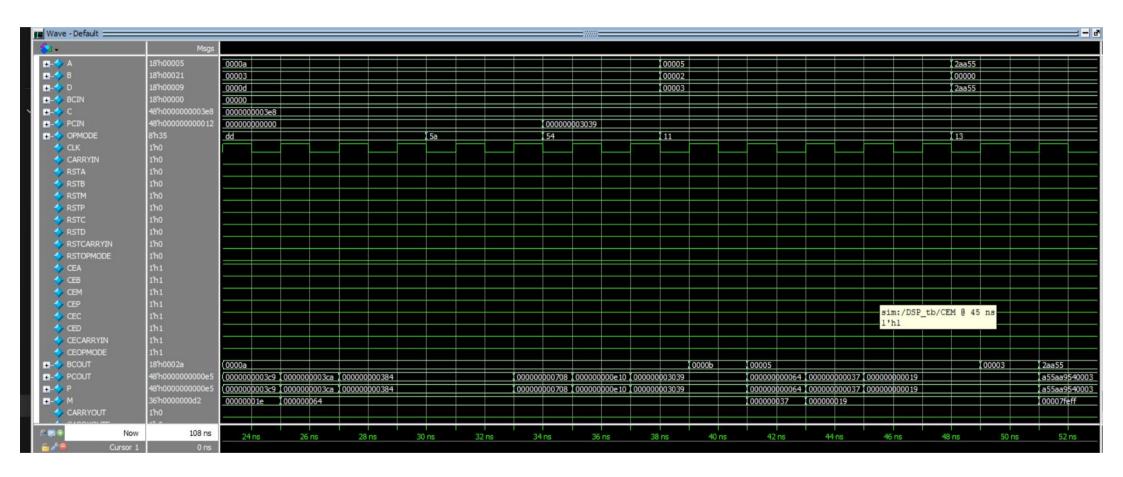


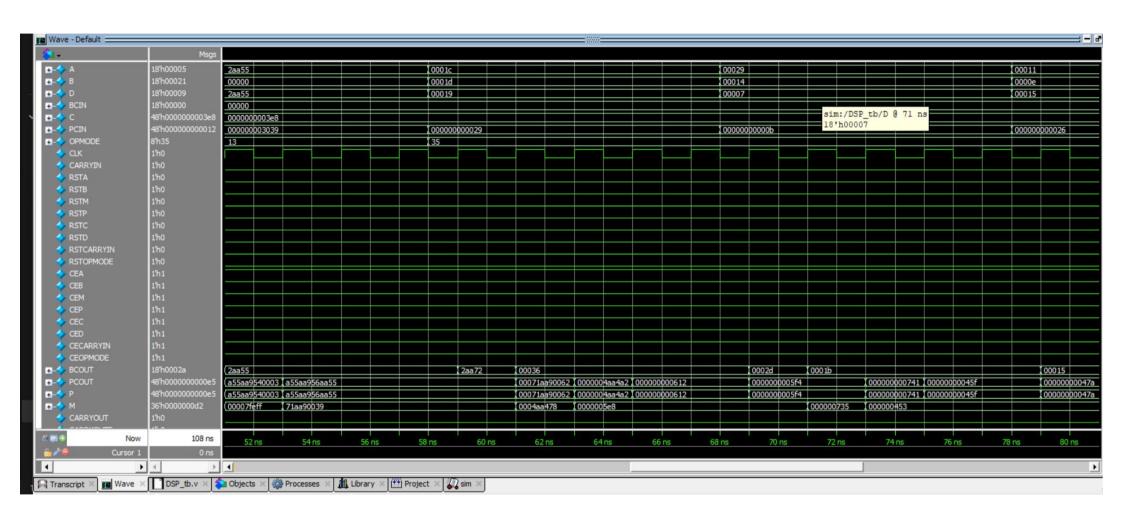
```
module DSP_tb ();
parameter AOREG = 0,
          BOREG = 0,
         B1REG = 1,
          DREG = 1,
          MREG = 1,
         CARRYINREG = 1,
          CARRYOUTREG = 1,
          OPMODEREG = 1,
          CARRYINSEL = "OPMODE5",
         B_INPUT = "DIRECT",
          RSTTYPE = "SYNC";
 reg [17:0] A,B,D,BCIN;
 reg [47:0] C,PCIN;
 reg [7:0] OPMODE;
 reg CLK, CARRYIN;
 reg RSTA,RSTB,RSTM,RSTP,RSTC,RSTD,RSTCARRYIN,RSTOPMODE;
 reg CEA,CEB,CEM,CEP,CEC,CED,CECARRYIN,CEOPMODE;
 wire [17:0] BCOUT;
 wire [47:0] PCOUT,P;
 wire [35:0] M;
 wire CARRYOUT, CARRYOUTF;
 DSP #(A0REG,A1REG,B0REG,B1REG,CREG,DREG,MREG,PREG,CARRYINREG,CARRYOUTREG,OPMODEREG,CARRYINSEL,B_INPUT,RSTTYPE) DUT(
    A,B,D,BCIN,C,PCIN,OPMODE,CLK,CARRYIN,RSTA,RSTB,RSTM,RSTP,RSTC,RSTD,RSTCARRYIN,RSTOPMODE,CEA,CEB,CEM,CEP,CEC,CED,CECARRYIN,CEOPMODE,BCOUT,PCOUT,P,M,CARRYOUT,CARRYOUT);
    ///////clock generation
 initial begin
    CLK=0;
        #1 CLK=~CLK;
 end
integer i;
initial begin
// Initialize and reset signals
    RSTA = 1; RSTB = 1; RSTM = 1; RSTP = 1; RSTC = 1; RSTD = 1; RSTCARRYIN = 1; RSTOPMODE = 1;
    CEA = 1; CEB = 1; CEM = 1; CEP = 1; CEC = 1; CED = 1; CECARRYIN = 1; CEOPMODE = 1;
```

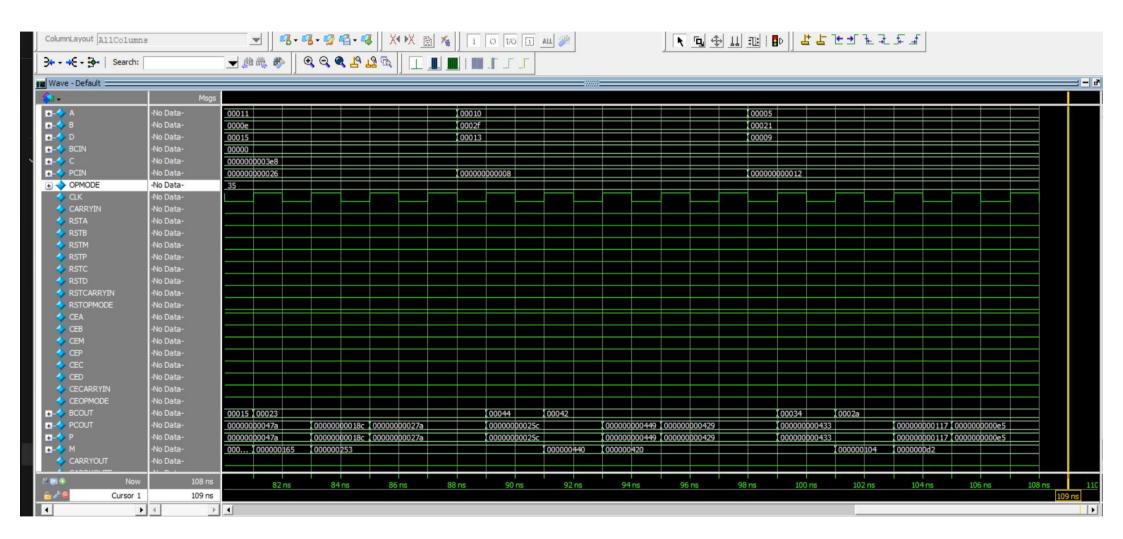
```
D:\MiniProject\DSP_tb.v - Sublime Text (UNREGISTERED)
                              DSP.v
                                                      DSP tb.v
    reg mux.v
                                                                           × run DSP.do
                                                                                                       Constraints basys3.xdc
       // Initialize and reset signals
            RSTA = 1; RSTB = 1; RSTM = 1; RSTP = 1; RSTC = 1; RSTD = 1; RSTCARRYIN = 1; RSTOPMODE = 1;
            CEA = 1; CEB = 1; CEM = 1; CEP = 1; CEC = 1; CED = 1; CECARRYIN = 1; CEOPMODE = 1;
            A = 0; B = 0; C = 0; D = 0; CARRYIN = 0; BCIN = 0; PCIN = 0;
            OPMODE = 8'b00000000;
            repeat(5)
            @(negedge CLK);
            // reset signal
            RSTA = 0; RSTB = 0;
            RSTM = 0;
            RSTP = 0;
            RSTC = 0;
            RSTD = 0;
            RSTCARRYIN = 0;
            RSTOPMODE = 0;
            //B*A+C+opmode[5] = 41
            OPMODE=8'b01101101;
            A=15;B=2;C=10;
            repeat(5)
            @(negedge CLK);
            //C-((D-B)*A)=1000-((13-3)*10)=900
            OPMODE=8'b11011101;
            D=13;B=3;A=10;C=1000;
            repeat(5)
            @(negedge CLK);
            //X m=P,Z m=P:x+z=900+900=1800
            OPMODE=8'b01011010;
            repeat(2)
            @(negedge CLK);
            //P=PCIN=12345;
            OPMODE=8'b01010100;
            PCIN=12345;
            repeat(2)
            @(negedge CLK);
            //(D+B)*A=25
```

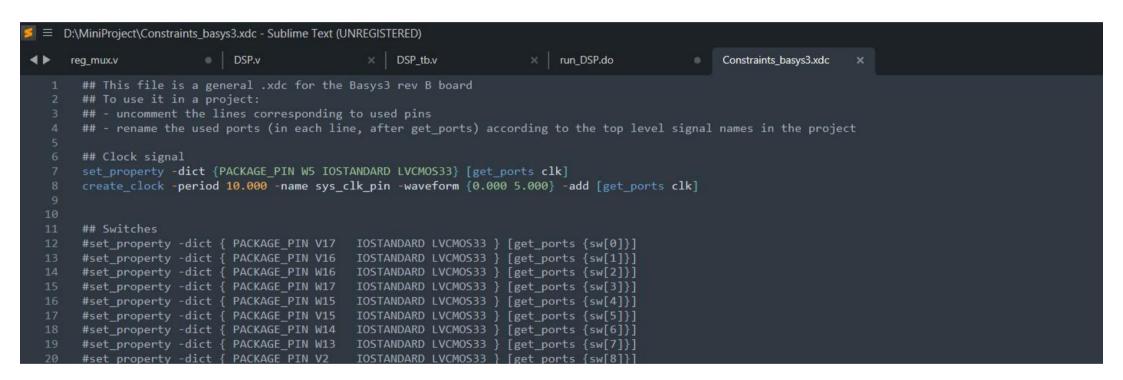
```
D:\MiniProject\DSP_tb.v - Sublime Text (UNREGISTERED)
                                                                                                  Constraints_basys3.xdc
    reg_mux.v
                                                      DSP_tb.v
                                                                          × run_DSP.do
            PCIN=12345;
            repeat(2)
            @(negedge CLK);
            //(D+B)*A=25
            OPMODE=8'b00010001;
            D=3;B=2;A=5;
            repeat(5)
            @(negedge CLK);
            OPMODE = 8'b00010011;
            D=20'b10101010101001010101;
            B=0;
            A=20'b10101010101001010101;
            repeat(5)
            @(negedge CLK);
            $display("P=%b",P);
            OPMODE = 8'b00110101;
            for(i=0;i<5;i=i+1) begin
                A=$urandom_range(1,50);
                B=$urandom_range(1,50);
                D=$urandom_range(1,50);
                PCIN=$urandom_range(1,50);
                repeat(5)
                @(negedge CLK);
            end
            $stop;
        end
        initial begin
            $monitor("A=%d, B=%d, C=%d, D=%d, CARRYIN=%d, PCIN=%d, OPMODE=%b, P=%d,BCOUT=%d, M=%d, CARRYOUT=%d", A, B, C, D,CARRYIN, PCIN, OPMODE, P,BCOUT, M, CARRYOUT);
        end
        endmodule
```











```
## Configuration options, can be used for all designs
 set property CONFIG VOLTAGE 3.3 [current design]
 set_property CFGBVS VCCO [current_design]
 set property BITSTREAM.GENERAL.COMPRESS TRUE [current design]
 set property BITSTREAM.CONFIG.CONFIGRATE 33 [current design]
 set_property CONFIG_MODE SPIx4 [current_design]
create_debug_core u_ila_0 ila
set_property ALL_PROBE_SAME_MU true [get_debug_cores u_ila_0]
set_property ALL_PROBE_SAME_MU_CNT 1 [get_debug_cores u_ila_0]
set property C ADV TRIGGER false [get debug cores u ila 0]
set property C DATA DEPTH 1024 [get debug cores u ila 0]
set_property C_EN_STRG_QUAL false [get_debug_cores u_ila_0]
set property C INPUT PIPE STAGES 0 [get debug cores u ila 0]
set_property C_TRIGIN_EN false [get_debug_cores u_ila_0]
set property C TRIGOUT EN false [get debug cores u ila 0]
set_property port_width 1 [get_debug_ports u_ila_0/clk]
connect debug port u_ila_0/clk [get_nets [list clk_IBUF_BUFG]]
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe0]
set_property port_width 8 [get_debug_ports u_ila_0/probe0]
connect_debug_port u_ila_0/probe0 [get_nets [list {OPMODE_IBUF[0]} {OPMODE_IBUF[1]} {OPMODE_IBUF[2]} {OPMODE_IBUF[3]} {OPMODE_IBUF[4]} {OPMODE_IBUF[5]} {OPMODE_IBUF[5]} {OPMODE_IBUF[6]} {OPMODE_IBUF[6]} {OPMODE_IBUF[7]}
create_debug_port u_ila_0 probe
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe1]
set_property port_width 18 [get_debug_ports u_ila_0/probe1]
connect_debug_port u_ila_0/probe1 [get_nets [list {D_IBUF[0]} {D_IBUF[1]} {D_IBUF[2]} {D_IBUF[3]} {D_IBUF[4]} {D_IBUF[5]} {D_IBUF[6]} {D_IBUF[6]} {D_IBUF[7]} {D_IBUF[8]} {D_IBUF[9]} {D_IBUF[1]}
create debug port u ila 0 probe
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe2]
set_property port_width 36 [get_debug_ports u_ila_0/probe2]
connect_debug_port u_ila_0/probe2 [get_nets [list {M_OBUF[0]} {M_OBUF[1]} {M_OBUF[2]} {M_OBUF[3]} {M_OBUF[4]} {M_OBUF[5]} {M_OBUF[6]} {M_OBUF[7]} {M_OBUF[8]} {M_OBUF[9]} {M_OBUF[10]}
create_debug_port u_ila_0 probe
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe3]
set_property port_width 48 [get_debug_ports u_ila_0/probe3]
connect_debug_port u_ila_0/probe3 [get_nets [list {C_IBUF[0]} {C_IBUF[1]} {C_IBUF[2]} {C_IBUF[3]} {C_IBUF[4]} {C_IBUF[5]} {C_IBUF[6]} {C_IBUF[7]} {C_IBUF[8]} {C_IBUF[8]} {C_IBUF[9]} {C_IBUF[10]}
create_debug_port u_ila_0 probe
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe4]
set_property port_width 18 [get_debug_ports u_ila_0/probe4]
connect_debug_port u_ila_0/probe4 [get_nets [list {BCOUT_OBUF[0]} {BCOUT_OBUF[1]} {BCOUT_OBUF[2]} {BCOUT_OBUF[3]} {BCOUT_OBUF[4]} {BCOUT_OBUF[5]} {BCOUT_OBUF[5]} {BCOUT_OBUF[6]} {BCOUT_OBUF[
create_debug_port u_ila_0 probe
set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe5]
connect_debug_port u_ila_0/probe5 [get_nets [list {A_IBUF[0]} {A_IBUF[1]} {A_IBUF[2]} {A_IBUF[3]} {A_IBUF[4]} {A_IBUF[5]} {A_IBUF[6]} {A_IBUF[7]} {A_IBUF[8]} {A_IBUF[9]} {A_IBUF[10]}
 set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe6]
```

```
reg_mux.v
                                            DSP.v
                                                                                              × DSP_tb.v
                                                                                                                                                 × run_DSP.do
                                                                                                                                                                                                           Constraints_basys3.xdc
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe4]
      set_property port_width 18 [get_debug_ports u_ila_0/probe4]
     connect_debug_port u_ila_0/probe4 [get_nets [list {BCOUT_OBUF[0]} {BCOUT_OBUF[1]} {BCOUT_OBUF[2]} {BCOUT_OBUF[3]} {BCOUT_OBUF[4]} {BCOUT_OBUF[5]} {BCOUT_OBUF[5]} {BCOUT_OBUF[6]} {BCOUT_OBUF[
     create_debug_port u_ila_0 probe
      set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe5]
      set_property port_width 18 [get_debug_ports u_ila_0/probe5]
     connect_debug_port u_ila_0/probe5 [get_nets [list {A_IBUF[0]} {A_IBUF[1]} {A_IBUF[2]} {A_IBUF[3]} {A_IBUF[4]} {A_IBUF[5]} {A_IBUF[6]} {A_IBUF[7]} {A_IBUF[8]} {A_IBUF[9]} {A_IBUF[9]} {A_IBUF[9]}
     create_debug_port u_ila 0 probe
      set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe6]
      set property port width 18 [get debug ports u ila 0/probe6]
     connect_debug_port u_ila_0/probe6 [get_nets [list {B_IBUF[0]} {B_IBUF[1]} {B_IBUF[2]} {B_IBUF[3]} {B_IBUF[4]} {B_IBUF[5]} {B_IBUF[6]} {B_IBUF[6]} {B_IBUF[7]} {B_IBUF[8]} {B_I
     create_debug_port u_ila_0 probe
      set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe7]
     set_property port_width 48 [get_debug_ports u_ila_0/probe7]
     connect_debug_port u_ila_0/probe7 [get_nets [list {PCIN_IBUF[0]} {PCIN_IBUF[1]} {PCIN_IBUF[2]} {PCIN_IBUF[3]} {PCIN_IBUF[4]} {PCIN_IBUF[5]} {PCIN_IBUF[6]} {PCIN_IBUF[6]} {PCIN_IBUF[6]} {PCIN_IBUF[8]}
     create_debug_port u_ila_0 probe
      set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe8]
      set_property port_width 48 [get_debug_ports u_ila_0/probe8]
     connect debug port u ila 0/probe8 [get nets [list {P OBUF[0]} {P OBUF[1]} {P OBUF[2]} {P OBUF[3]} {P OBUF[5]} {P OBUF[5]} {P OBUF[6]} {P OBUF[6]} {P OBUF[8]} {P OBUF[8]} {P OBUF[9]} {P OBUF[9]}
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe9]
     set property port width 1 [get debug ports u ila 0/probe9]
     connect_debug_port u_ila_0/probe9 [get_nets [list CARRYOUTF_OBUF]]
     create_debug_port u_ila_0 probe
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe10]
     set_property port_width 1 [get_debug_ports u_ila_0/probe10]
     connect_debug_port u_ila_0/probe10 [get_nets [list CEA_IBUF]]
     create_debug_port u_ila_0 probe
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe11]
     set_property port_width 1 [get_debug_ports u_ila_0/probe11]
     connect_debug_port u_ila_0/probe11 [get_nets [list CEB_IBUF]]
     create_debug_port u_ila_0 probe
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe12]
     set_property port_width 1 [get_debug_ports u_ila_0/probe12]
     connect_debug_port u_ila_0/probe12 [get_nets [list CEC_IBUF]]
     create_debug_port u_ila_0 probe
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe13]
     set_property port_width 1 [get_debug_ports u_ila_0/probe13]
     connect_debug_port u_ila_0/probe13 [get_nets [list CECARRYIN_IBUF]]
     create_debug_port u_ila_0 probe
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe14]
     set_property port_width 1 [get_debug_ports u_ila_0/probe14]
     connect_debug_port u_ila_0/probe14 [get_nets [list CED_IBUF]]
     set_property PROBE_TYPE DATA_AND_TRIGGER [get_debug_ports u_ila_0/probe15]
     set_property port_width 1 [get_debug_ports u_ila_0/probe15]
     connect_debug_port u_ila_0/probe15 [get_nets [list CEM_IBUF]]
     create debug port u ila 0 probe
```

