LAB 2 DEMO – Working an SRAM, a Register File, and C Functions

Team Reviewer	
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Working with an SRAM (40)

Driver – (Behavioural) Verilog model

Write – data 127..0 to addresses 0..127

Read–data 127..0 from addresses 0..127

Display on the RED LEDs

Signal Tap Interface – Verify

Write – data 127..0 to addresses 0..127

Read-data 127..0 to addresses 0..127

Working with a Register File (50)

Design – (Structural) Verilog model – thirty two 32 bit registers

Stand Alone Test

Write hex values

0xFFFF000F...0xFFFF0000 to registers Register 0..Register 15

0x0000FFF0...0x0000FFFF to registers Register 16..Register 31

Read and display LS byte from...

KEY0 0: Register 0...Register 15 on the Red LEDs

KEY0 1: Register 16...Register 31 on the Red LEDs

Integrated SRAM and Register File (50)

Integrated Register File and SRAM Test

Store to SRAM

Write the binary data 0..127 to the first 128 locations in the SRAM – comprising 4 32 word blocks: 0..3.

Binary data 127 should go into address 0 and binary data 0 into address 127 in the SRAM.

Transfer from Memory to Register File - Write to Single Register

For SRAM block 0

Read words from the SRAM and write the 32 word block to the 32 registers.

Read Two Registers Simultaneously

For each block read and display LS byte from...

KEY0 0: Register 0.. Register 15 on Red LEDS as Reg 1 Read Data

KEY0 1: Register 16.. Register 31 on Red LEDS as Reg 2 Read Data

Transfer from Register File to Memory – Read from Single Register

For the designated blocks

Write Reg 1 Read Data values to SRAM 128..144 for B0 and 162..178 for B2

Write Reg 2 Read Data values to SRAM 145..161 for B1 and 179..195 for B3

Signal Tap Interface

Verify SRAM Write and Read using Signal Tap

C Language Functions (40)

float getDuration(void)

float computeVelocity(float distance, float time)

float duration(float distance, float velocity, float headWind)

void displayResults(float duration)

Fully functional