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سیستم‌های دیجیتال 1

--- ECE 894 ---

نیمسال دوم (99-00)

استاد: پروفسور نوابی

COMPUTER ASSIGNMENT 6

Hierarchical RTL Design

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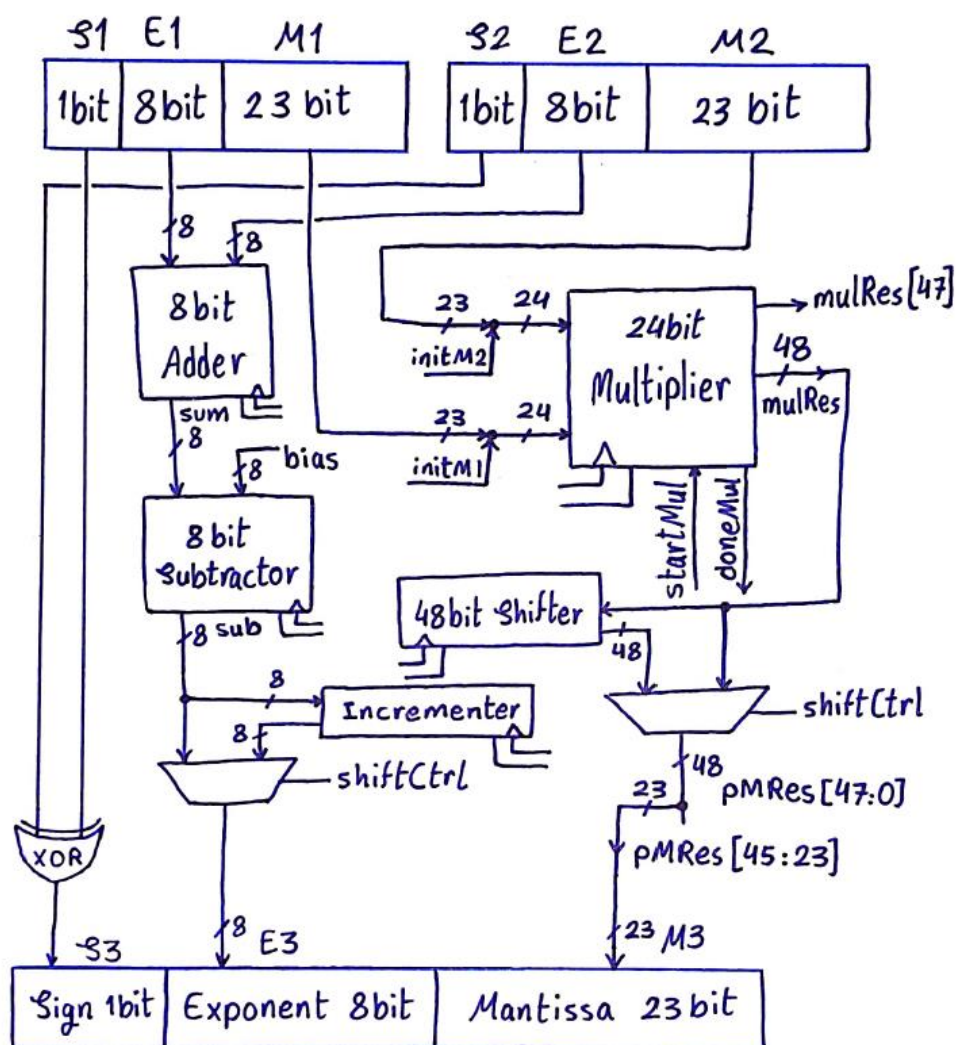
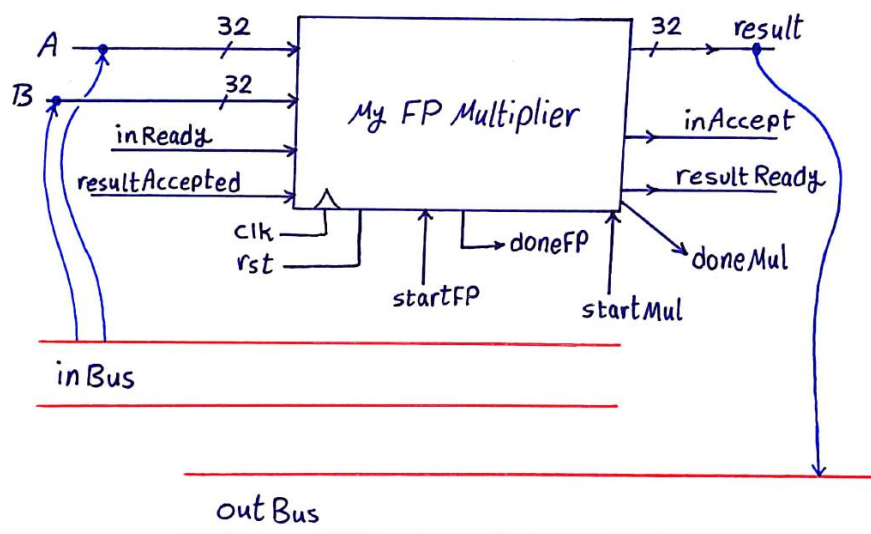


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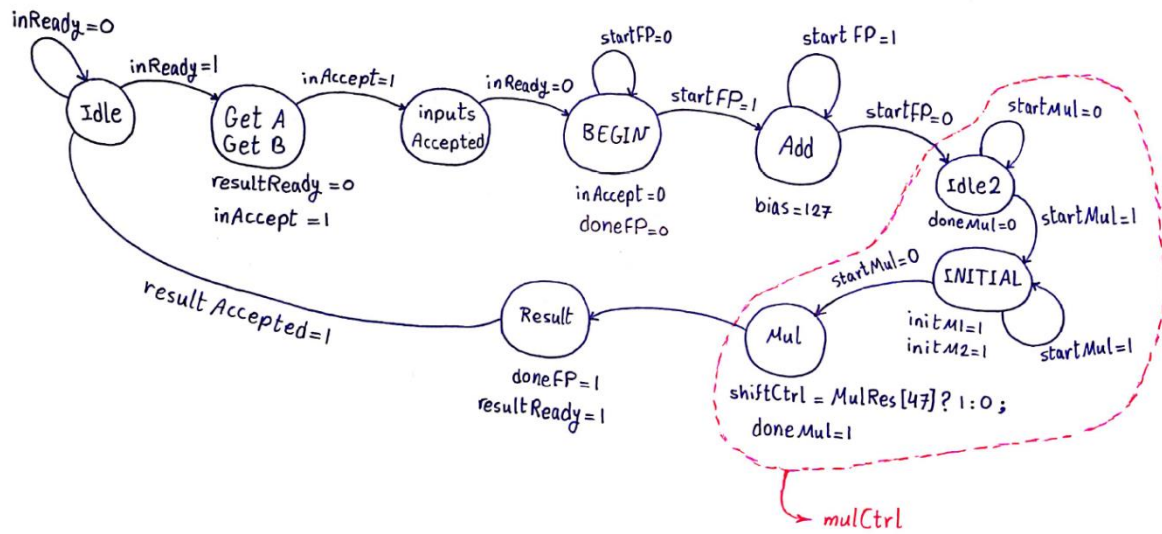
فہرست مطالب

1.....	بخش اول: Datapath
2	بخش دوم: Controller
3	بخش سوم: Datapath Verilog
4	بخش چہارم: Controller Verilog
5	بخش پنجم: My Floating-Point Multiplier Verilog
6	بخش ششم: Other Components
7	بخش ہفتم: FPM Verilog TB
8	بخش ہشتم: My Floating-Point Multiplier Synthesis
8	بخش نهم: Datapath Synthesis
9	بخش دہم: Other Components Synthesis
10	بخش یازدہم: Controller Synthesis
11	بخش دوازدہم: FPM Q TB
12	بخش سیزدہم: FPM V cmp Q TB

Datapath : بخش اول



بخش دوم : Controller



بخش سوم : Datapath Verilog

```

1
2   `timescale 1ns/1ns
3
4   module datapath (input clk, rst, initM1, initM2, shiftCtrl, startMul,
5                   input [7:0] bias,
6                   input [31:0] A, B,
7                   output [31:0] result,
8                   output mulRes47, doneMul);
9
10      wire S1, S2;
11      wire [7:0] E1, E2;
12      wire [22:0] M1, M2;
13
14      wire [7:0] sum, sub, incResult, E3;
15      wire S3;
16      wire [23:0] inputM1, inputM2;
17      wire [22:0] M3;
18      wire [47:0] mulRes, shiftRes, pMRes;
19
20      assign S1 = A[31];
21      assign E1 = A[30:23];
22      assign M1 = A[22:0];
23
24      assign S2 = B[31];
25      assign E2 = B[30:23];
26      assign M2 = B[22:0];
27
28      assign M3 = pMRes[45:23];
29
30      // XOR :
31      assign #10 S3 = S1 ^ S2;
32
33      // 8bit Adder :
34      //sum = E1 + E2;
35      adder ad (clk, rst, E1, E2, sum);
36
37      // 8bit Subtractor :
38      //sub = sum - bias;
39      subtractor sb (clk, rst, sum, bias, sub);
40
41      // 24bit Multiplier :
42      assign inputM1 = {1'b1,M1};
43      assign inputM2 = {1'b1,M2};
44      multiplier mul (clk, rst, inputM1, inputM2, mulRes, startMul, doneMul);
45      assign mulRes47 = mulRes[47];
46
47      // MUX1 :
48      assign E3 = shiftCtrl? incResult : sub;
49      // incrementer :
50      assign incResult = sub + 1;
51
52      // MUX2 :
53      assign pMRes = shiftCtrl? shiftRes : mulRes;
54      // 48bit Shifter :
55      assign shiftRes = mulRes >> 1'b1;
56
57      assign result = {S3, E3, M3};
58
59   endmodule

```

بخش چهارم : Controller Verilog

```

1
2 module controller (input clk, rst, inReady, resultAccepted, mulRes47, startFP,
3                     output reg shiftCtrl, initM1, initM2, doneFP, resultReady, inAccept,
4                     output reg [7:0] bias);
5
6     reg [2:0] presentState, nextState;
7     parameter [2:0] Idle = 3'b000,
8                     GetAGetB = 3'b001,
9                     inputsAccepted = 3'b010,
10                    BEGIN = 3'b011,
11                    Add = 3'b100,
12                    MUL = 3'b101,
13                    Result = 3'b110;
14
15     always @(presentState, resultAccepted, inReady, startFP) begin
16
17         nextState = Idle;
18
19         case (presentState)
20             Idle:
21                 nextState = (inReady)? GetAGetB : Idle;
22             GetAGetB:
23                 nextState = (inAccept)? inputsAccepted : GetAGetB;
24             inputsAccepted:
25                 nextState = (inReady)? inputsAccepted : BEGIN;
26             BEGIN:
27                 nextState = (startFP)? Add : BEGIN;
28             Add:
29                 nextState = (startFP)? Add : MUL;
30             MUL:
31                 nextState = Result;
32             Result:
33                 nextState = (resultAccepted)? Idle : Result;
34         endcase
35     end
36
37     always @(presentState, resultAccepted, inReady, startFP) begin
38
39         shiftCtrl = 1'b0; initM1 = 1'b0; initM2 = 1'b0; doneFP = 1'b0;
40         resultReady = 1'b0; inAccept = 1'b0; bias = 8'b01111111;
41
42         case (presentState)
43             GetAGetB: begin
44                 resultReady = 0;
45                 inAccept = 1;
46             end
47             BEGIN: begin
48                 doneFP = 0;
49                 inAccept = 0;
50             end
51             Add: begin
52                 bias = 8'b01111111; // dec: 127
53             end
54             MUL: begin
55                 initM1 = 1;
56                 initM2 = 1;
57                 shiftCtrl = mulRes47 ? 1:0;
58             end
59             Result: begin
60                 doneFP = 1;
61                 resultReady = 1;
62             end
63         endcase
64     end

```



```

65
66     always @(posedge clk, posedge rst) begin
67         if (rst == 1)
68             presentState <= Idle;
69         else
70             presentState <= nextState;
71     end
72
73 endmodule

```

بخش پنجم : My Floating-Point Multiplier Verilog

```

1
2 module myFloatingPointMultiplier (input clk, rst,
3     input [31:0] A, B,
4     output [31:0] result,
5     input inReady, resultAccepted, startFP, startMul,
6     output doneFP, resultReady, inAccept, doneMul);
7
8     wire initM1, initM2, shiftCtrl, mulRes47;
9     wire [7:0] bias;
10
11     datapath dP (
12         .clk(clk),
13         .rst(rst),
14         .initM1(initM1),
15         .initM2(initM2),
16         .bias(bias),
17         .shiftCtrl(shiftCtrl),
18         .startMul(startMul),
19         .A(A),
20         .B(B),
21         .result(result),
22         .mulRes47(mulRes47),
23         .doneMul(doneMul)
24     );
25
26     controller control (
27         .clk(clk),
28         .rst(rst),
29         .inReady(inReady),
30         .resultAccepted(resultAccepted),
31         .mulRes47(mulRes47),
32         .startFP(startFP),
33         .shiftCtrl(shiftCtrl),
34         .initM1(initM1),
35         .initM2(initM2),
36         .doneFP(doneFP),
37         .resultReady(resultReady),
38         .bias(bias),
39         .inAccept(inAccept)
40     );
41
42 endmodule

```

بخش ششم : Other Components

```

1
2 module adder (input clk, rst,
3               input [7:0] A, B,
4               output reg [7:0] result);
5
6     always @(posedge clk, posedge rst) begin
7
8         if (rst == 1)
9             result <= 7'b0;
10        else
11            result <= A + B;
12
13        end
14    endmodule
15
16 //-----
17
18
19 module subtractor (input clk, rst,
20                   input [7:0] A, B,
21                   output reg [7:0] result);
22
23     always @(posedge clk, posedge rst) begin
24
25         if (rst == 1)
26             result <= 7'b0;
27        else
28            result <= A - B;
29
30        end
31    endmodule
32
33 //-----
34
35
36 module multiplier (input clk, rst,
37                   input [23:0] A, B,
38                   output reg [47:0] result,
39                   input startMul,
40                   output reg doneMul);
41
42     always @(posedge clk, posedge rst) begin
43
44         if (rst == 1)
45             result <= 48'b0;
46        else if (startMul == 1) begin
47            result <= A * B;
48            doneMul <= 1;
49        end
50    end
51 endmodule
52

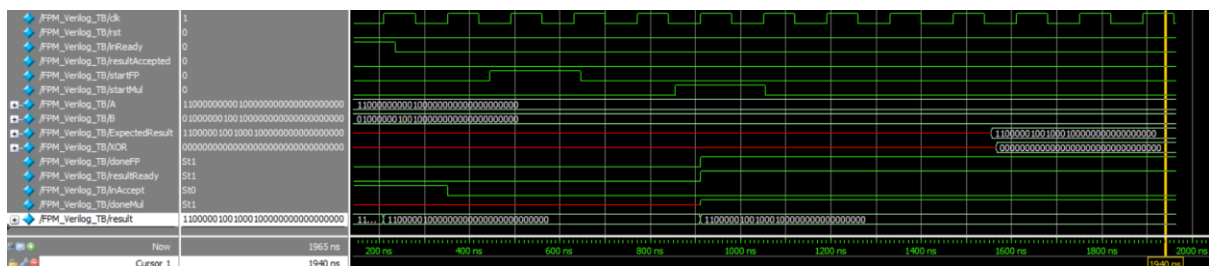
```


بخش هفتم : FPM Verilog TB

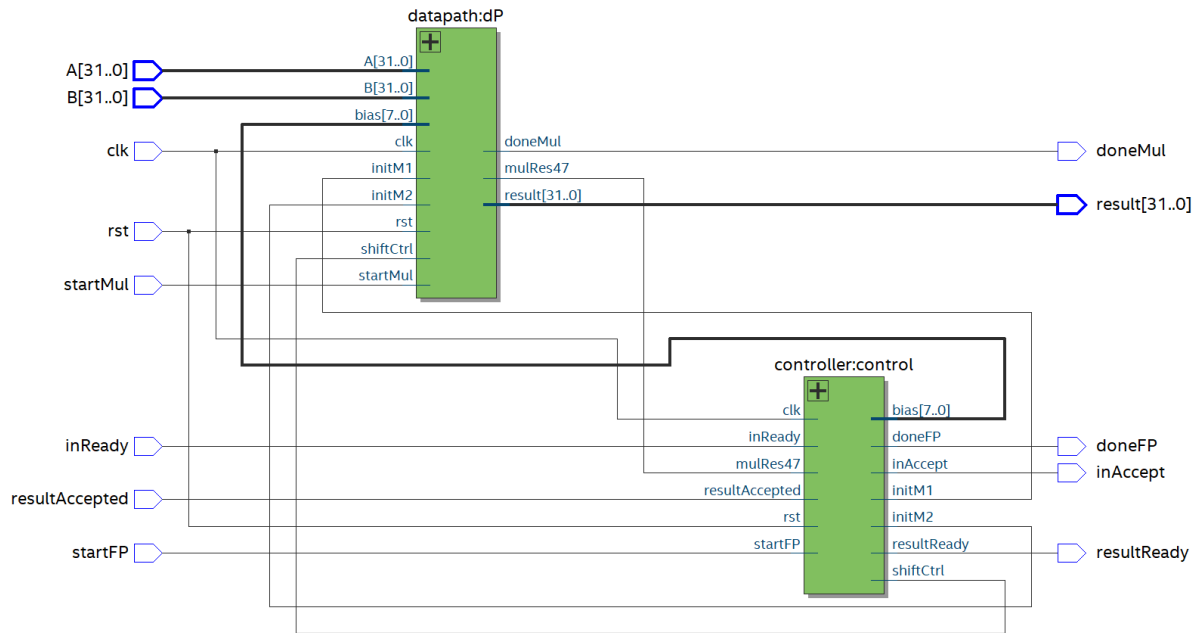
```

1
2 `timescale 1ns/1ns
3
4 module FPM_Verilog_TB ();
5
6     reg clk, rst, inReady, resultAccepted, startFP, startMul;
7     reg [31:0] A, B, ExpectedResult, XOR;
8     wire doneFP, resultReady, inAccept, doneMul;
9     wire [31:0] result;
10
11     myFloatingPointMultiplier mFPM (clk, rst,
12         A, B,
13         result,
14         inReady, resultAccepted, startFP, startMul,
15         doneFP, resultReady, inAccept, doneMul);
16
17     initial begin
18         rst = 1'b1;
19         clk = 1'b0;
20         inReady = 1'b0;
21         startFP = 1'b0;
22         startMul = 1'b0;
23         resultAccepted = 1'b0;
24     end
25
26     initial #25 rst = 1'b0;
27
28     always #70 clk = ~clk;
29
30     initial begin
31         #25 inReady = 1'b1;
32         #5 A = 32'b11000000000100000000000000000000; // dec: - 2.25
33         #5 B = 32'b01000000100100000000000000000000; // dec: + 4.5
34         #200 inReady = 1'b0;
35         #210 startFP = 1'b1;
36         #200 startFP = 1'b0;
37         #210 startMul = 1'b1;
38         #200 startMul = 1'b0;
39
40         // Expected result =
41         // IEEE-754 Floating Point: 11000001001000100000000000000000
42         // dec: - 10.125
43         #500 ExpectedResult = 32'b11000001001000100000000000000000;
44
45         // Actual result =
46         // IEEE-754 Floating Point:
47         // dec:
48
49         #10 XOR = ExpectedResult ^ result;
50
51         #300 $stop;
52     end
53
54 endmodule

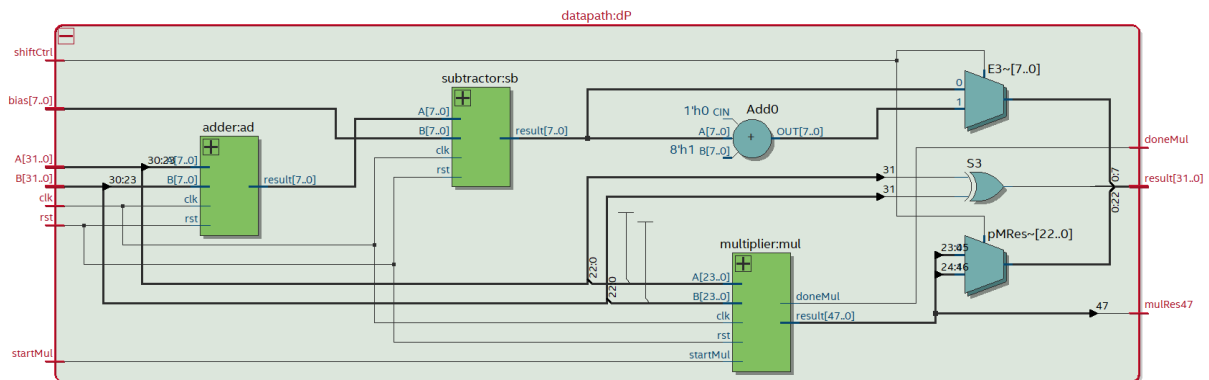
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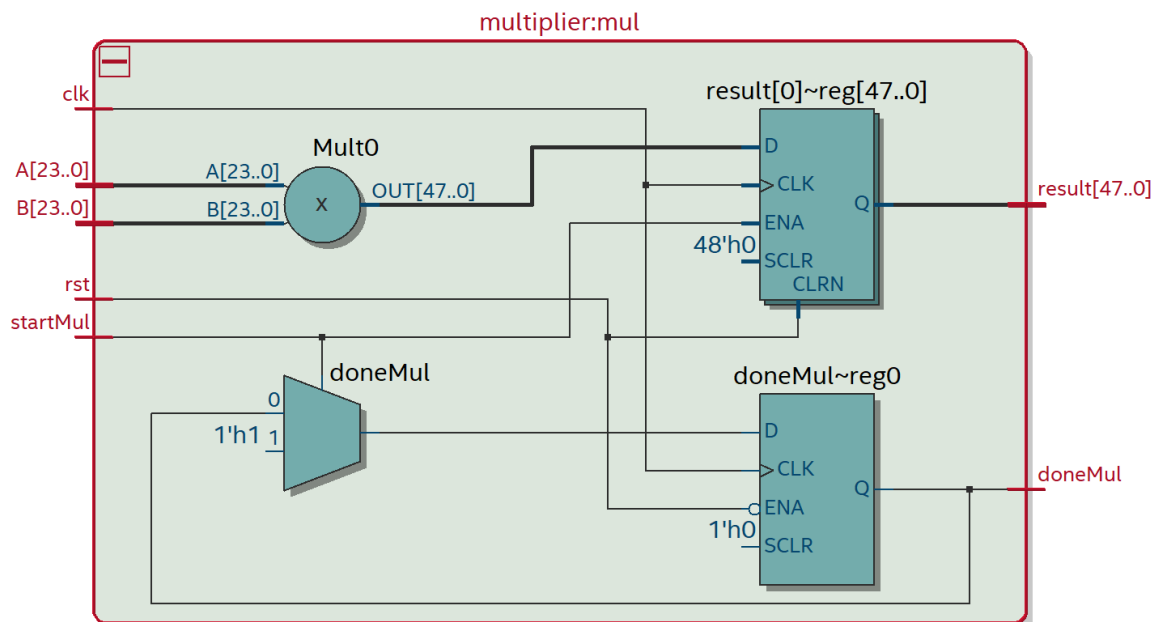
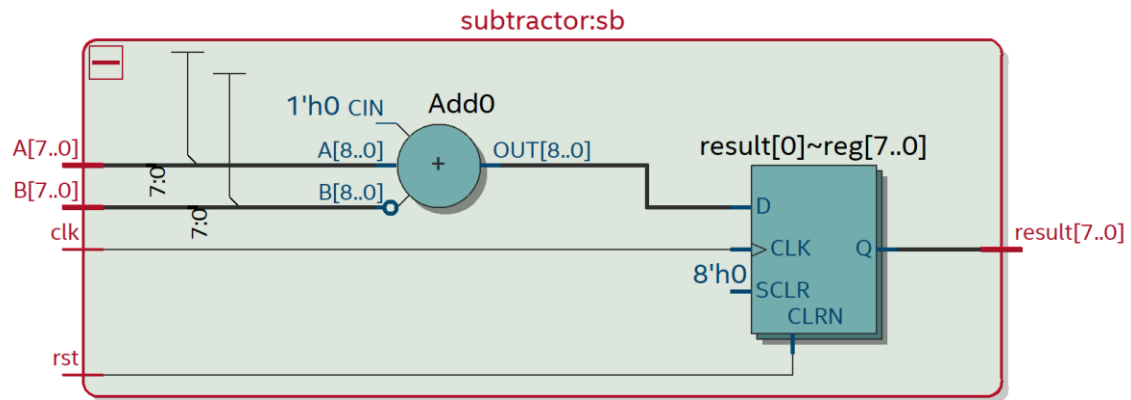
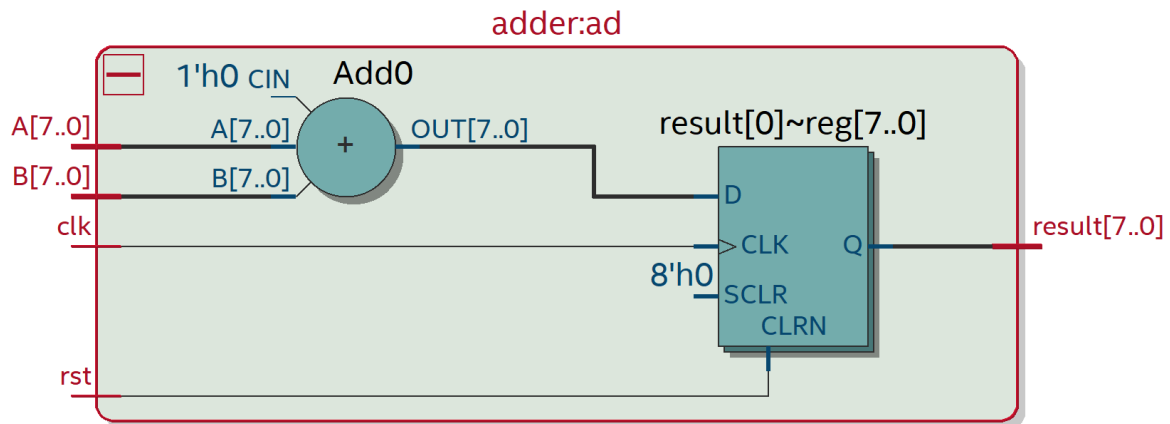
بخش هشتم : My Floating-Point Multiplier Synthesis



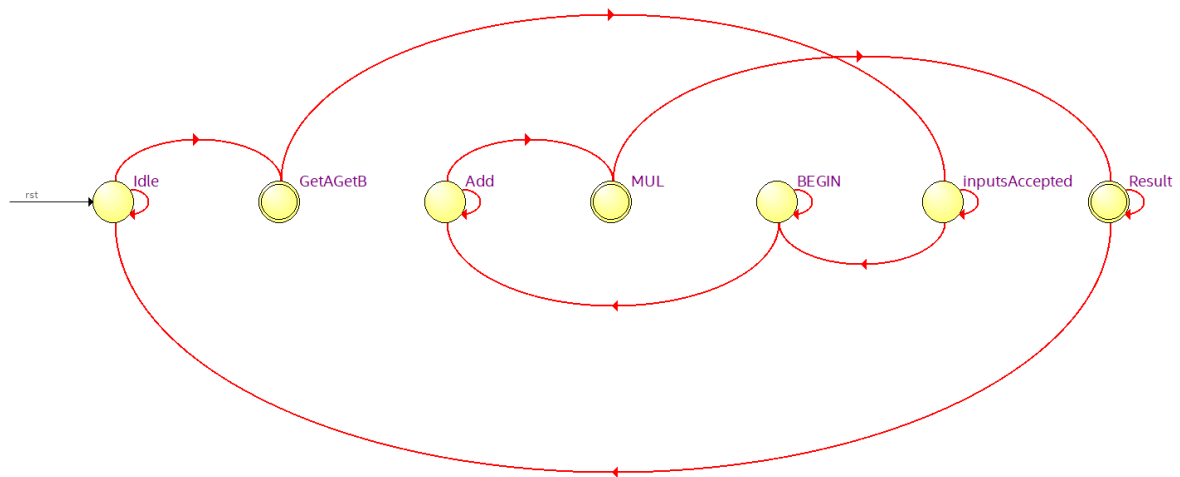
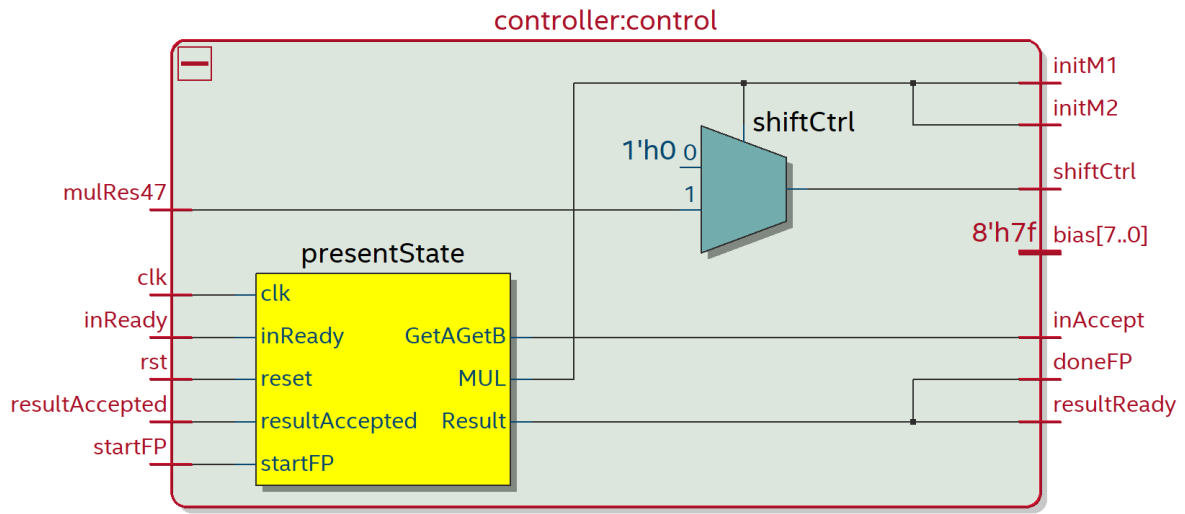
بخش نهم : Datapath Synthesis



بخش دهم : Other Components Synthesis



بخش یازدهم : Controller Synthesis

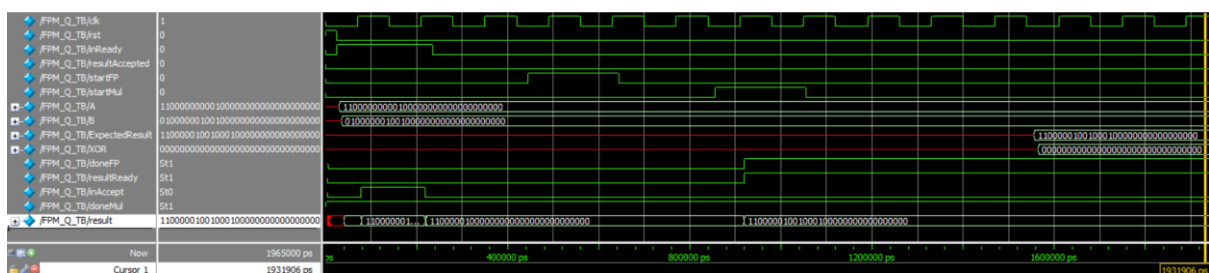


بخش دوازدهم : FPM Q TB

```

1
2 `timescale 1ns/1ns
3
4 module FPM_Q_TB ();
5
6     reg clk, rst, inReady, resultAccepted, startFP, startMul;
7     reg [31:0] A, B, ExpectedResult, XOR;
8     wire doneFP, resultReady, inAccept, doneMul;
9     wire [31:0] result;
10
11     myFloatingPointMultiplier mFPM1 (clk, rst,
12         A, B,
13         result,
14         inReady, resultAccepted, startFP, startMul,
15         doneFP, resultReady, inAccept, doneMul);
16
17     initial begin
18         rst = 1'b1;
19         clk = 1'b0;
20         inReady = 1'b0;
21         startFP = 1'b0;
22         startMul = 1'b0;
23         resultAccepted = 1'b0;
24     end
25
26     initial #25 rst = 1'b0;
27
28     always #70 clk = ~clk;
29
30     initial begin
31         #25 inReady = 1'b1;
32         #5 A = 32'b11000000000100000000000000000000; // dec: - 2.25
33         #5 B = 32'b01000000100100000000000000000000; // dec: + 4.5
34         #200 inReady = 1'b0;
35         #210 startFP = 1'b1;
36         #200 startFP = 1'b0;
37         #210 startMul = 1'b1;
38         #200 startMul = 1'b0;
39
40         // Expected result =
41         // IEEE-754 Floating Point: 11000001001000100000000000000000
42         // dec: - 10.125
43         #500 ExpectedResult = 32'b11000001001000100000000000000000;
44
45         // Actual result =
46         // IEEE-754 Floating Point:
47         // dec:
48
49         #10 XOR = ExpectedResult ^ result;
50
51         #300 $stop;
52     end
53
54 endmodule

```



بخش سیزدهم : FPM V cmp Q TB

```

1
2 `timescale 1ns/1ns
3
4 module FPM_V_cmp_Q_TB ();
5
6     reg clk, rst, inReady, resultAccepted, startFP, startMul;
7     reg [31:0] A, B;
8     wire doneFP_V, resultReady_V, inAccept_V, doneMul_V, doneFP_Q, resultReady_Q, inAccept_Q, doneMul_Q;
9     wire [31:0] result_V, result_Q;
10
11     myFloatingPointMultiplierV mvFPMV (clk, rst,
12         A, B,
13         result_V,
14         inReady, resultAccepted, startFP, startMul,
15         doneFP_V, resultReady_V, inAccept_V, doneMul_V);
16
17     myFloatingPointMultiplier mqFPM (clk, rst,
18         A, B,
19         result_Q,
20         inReady, resultAccepted, startFP, startMul,
21         doneFP_Q, resultReady_Q, inAccept_Q, doneMul_Q);
22
23     initial begin
24         rst = 1'b1;
25         clk = 1'b0;
26         inReady = 1'b0;
27         startFP = 1'b0;
28         startMul = 1'b0;
29         resultAccepted = 1'b0;
30     end
31
32     initial #25 rst = 1'b0;
33
34     always #70 clk = ~clk;
35
36     initial begin
37         #25 inReady = 1'b1;
38         #5 A = 32'b11000000000100000000000000000000; // dec: - 2.25
39         #5 B = 32'b01000000100100000000000000000000; // dec: + 4.5
40         #200 inReady = 1'b0;
41         #210 startFP = 1'b1;
42         #200 startFP = 1'b0;
43         #210 startMul = 1'b1;
44         #200 startMul = 1'b0;
45
46         #800 $stop;
47     end
48
49 endmodule

```

