

# Lab 11

## A Taste of Data path + Control Design Example: Factorial Circuit (Open Ended Lab)



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Class Section: **A**

“On my honor, as student of University of Engineering and Technology, I have neither given nor received unauthorized assistance on this academic work.”

A handwritten signature in black ink that reads "Mohsin Sajjad".

Student Signature: \_\_\_\_\_

Submitted to:

**Engr. Faheem Jan**

Month Day, Year (22 05, 2025)

Department of Computer Systems Engineering  
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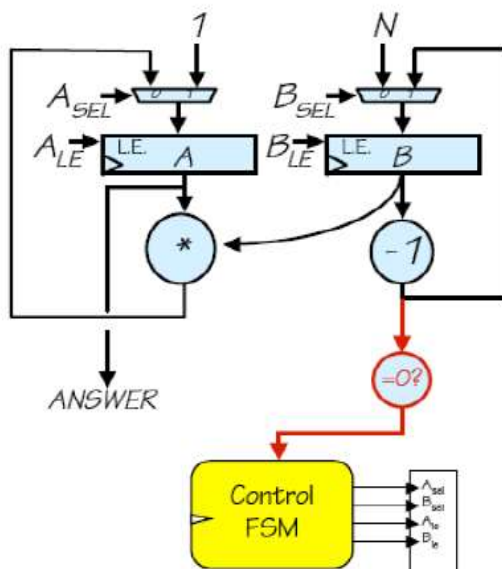
## A Taste of Data path + Control Design Example: Factorial Circuit (Open Ended Lab)

### Objective:

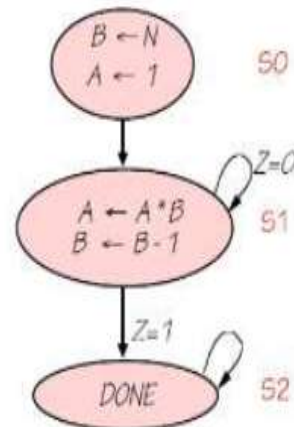
To implement a circuit that calculates factorial of a number.

### Block Diagram:

The datapath for calculating the factorial of an “N” bit number is given below. The datapath is controlled by a Finite State Machine (FSM). FSM generates signals  $A_{sel}$ ,  $A_{le}$ ,  $B_{sel}$  and  $B_{le}$  at the correct times to operate the datapath. Input to FSM is a signal “Z” when  $Z=0$  means the operation of the machine is complete and ANSWER can be read. The STG is also given in the following diagram.



### State Transition Diagram:



## CODE:

```
1  module factorial_control (clk, reset, Asel, Ale);
2      input clk, reset;
3      output reg Asel, Ale;
4      reg [3:0] state;
5
6      parameter S0 = 2'b00; // Initial state
7      parameter S1 = 2'b01; // Load A_input into register
8      parameter S2 = 2'b10; // Start/Continue factorial computation
9
10     always @(posedge clk or posedge reset) begin
11         if (reset)
12             state <= S0;
13         else begin
14             case (state)
15                 S0: state <= S1;
16                 S1: state <= S2;
17                 S2: state <= S2; // Remain in compute state
18                 default: state <= S0;
19             endcase
20         end
21     end
22
23     // Output logic
24     always @(*) begin
25         Asel = 0;
26         Ale = 0;
27
28         case (state)
29             S1: Asel = 1;
30             S2: Ale = 1;
31         endcase
32     end
33 endmodule
```

```
35 module factorial_datapath (clk, reset, Asel, Ale, A_input, result);
36     input clk, reset, Asel, Ale;
37     input [3:0] A_input;
38     output reg [7:0] result;
39
40     reg [3:0] A_reg;
41     reg [3:0] counter;
42     reg [7:0] factorial;
43
44     always @(posedge clk or posedge reset) begin
45         if (reset) begin
46             A_reg <= 0;
47             counter <= 0;
48             factorial <= 1;
49             result <= 0;
50         end else begin
51             if (Asel) begin
52                 A_reg <= A_input;
53                 counter <= A_input;
54                 factorial <= 1;
55             end else if (Ale && counter > 0) begin
56                 factorial <= factorial * counter;
57                 counter <= counter - 1;
58             end
59             result <= factorial;
60         end
61     end
62 endmodule
```

```

64 module factorial_top (clk, reset, A_input, result);
65     input clk, reset;
66     input [3:0] A_input;
67     output [7:0] result;
68
69     wire Asel, Ale;
70
71     factorial_control control (clk, reset, Asel, Ale);
72     factorial_datapath datapath (clk, reset, Asel, Ale, A_input, result);
73 endmodule
74

```

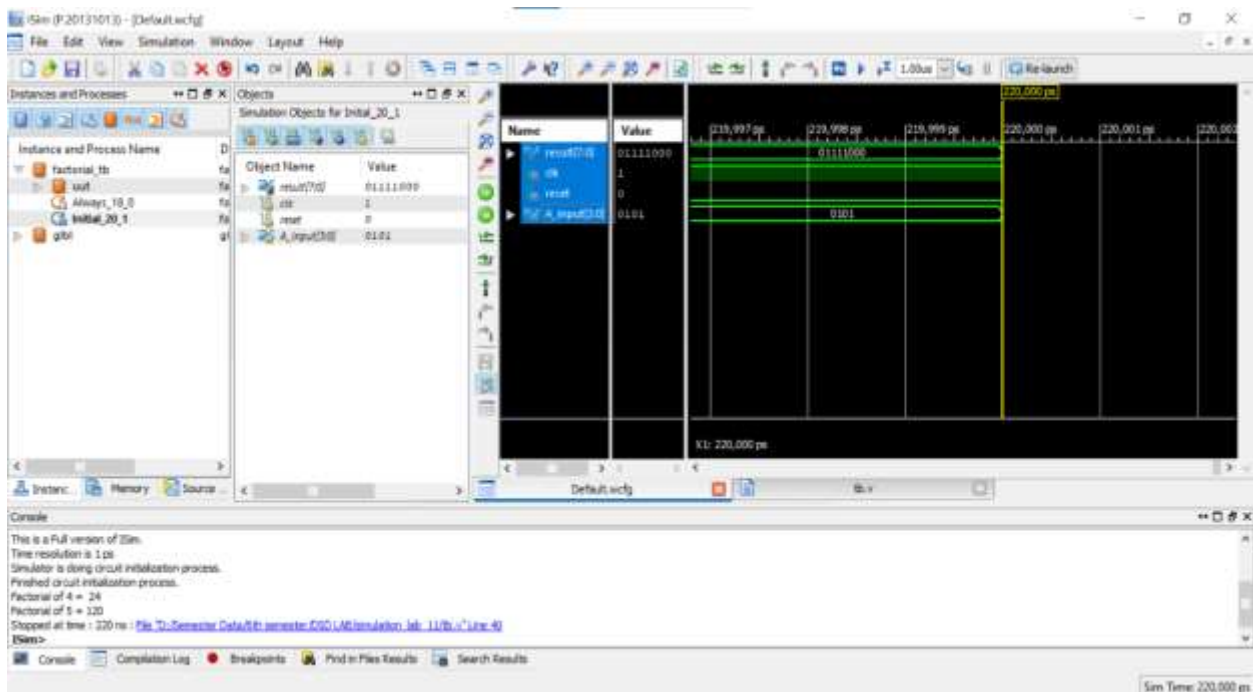
Test-Bench:

```

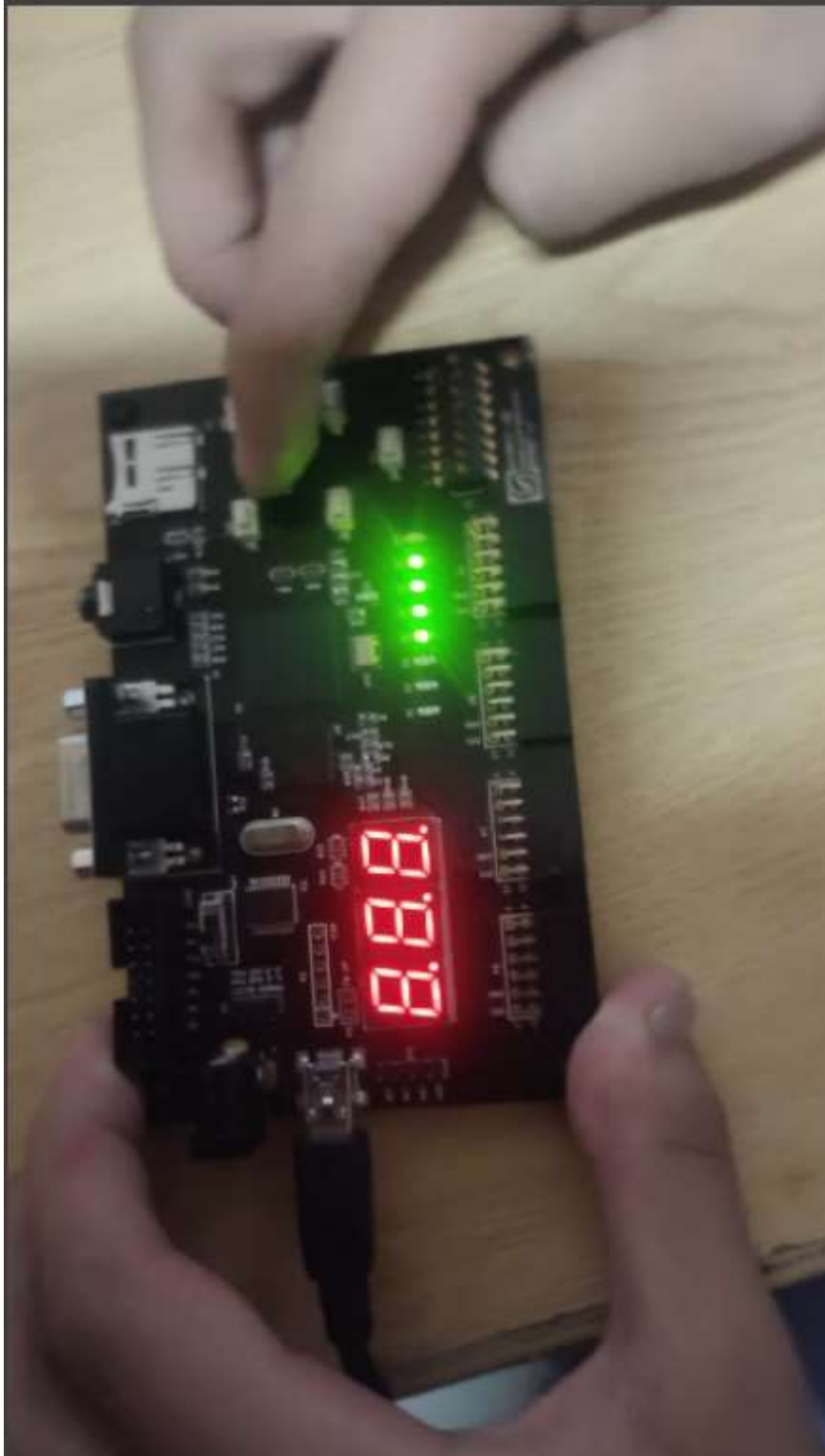
1 timescale 1ns / 1ps
2
3 module factorial_tb;
4     reg clk;
5     reg reset;
6     reg [3:0] A_input;
7     wire [7:0] result;
8
9     factorial_top uut (clk,reset,A_input,result);
10    always #10 clk = ~clk;
11    initial begin
12        clk = 0;
13        reset = 1;
14        A_input = 0;
15
16        #10;
17        reset = 0;
18        A_input = 4'd4; // Test factorial(4) = 24
19
20        #100;
21        $display("Factorial of 4 = %d", result);
22
23        reset = 1;
24        #10;
25        reset = 0;
26        A_input = 4'd5; // Test factorial(5) = 120
27
28        #100;
29        $display("Factorial of 5 = %d", result);
30
31        $finish;
32    end
33 endmodule
34

```

OUTPUT:



**Output on FPGA:**



## Task 2: Implement Multiplication for repeated addition using data path and control path (FSM)

Note: you can do simulation as well

### CODE:

```
1  module mult_control (clk, reset, Asel, Bsel, Mle);
2      input clk, reset;
3      output reg Asel, Bsel, Mle;
4      reg [1:0] state;
5      parameter S0 = 2'b00; // Initial
6      parameter S1 = 2'b01; // Load A
7      parameter S2 = 2'b10; // Load B
8      parameter S3 = 2'b11; // Perform multiplication
9
10     always @(posedge clk or posedge reset) begin
11         if (reset)
12             state <= S0;
13         else begin
14             case (state)
15                 S0: state <= S1;
16                 S1: state <= S2;
17                 S2: state <= S3;
18                 S3: state <= S3;
19                 default: state <= S0;
20             endcase
21         end
22     end
23
24     always @(*) begin
25         Asel = 0;
26         Bsel = 0;
27         Mle = 0;
28
29         case (state)
30             S1: Asel = 1;
31             S2: Bsel = 1;
32             S3: Mle = 1;
33         endcase
34     end
35 endmodule
```

```
37 module mult_datapath (clk, reset, Asel, Bsel, Mle, A_input, B_input, result);
38     input clk, reset, Asel, Bsel, Mle;
39     input [3:0] A_input, B_input;
40     output reg [7:0] result;
41
42     reg [3:0] A_reg;
43     reg [3:0] B_reg;
44     reg [7:0] product;
45
46     always @(posedge clk or posedge reset) begin
47         if (reset) begin
48             A_reg <= 0;
49             B_reg <= 0;
50             product <= 0;
51             result <= 0;
52         end else begin
53             if (Asel) begin
54                 A_reg <= A_input;
55             end
56             if (Bsel) begin
57                 B_reg <= B_input;
58                 product <= 0;
59                 end else if (Mle && B_reg > 0) begin
60                     product <= product + A_reg;
61                     B_reg <= B_reg - 1;
62                 end
63             result <= product;
64         end
65     end
66 endmodule
```

```
68 module mult_top (clk, reset, A_input, B_input, result);
69     input clk, reset;
70     input [3:0] A_input, B_input;
71     output [7:0] result;
72
73     wire Asel, Bsel, Mle;
74
75     mult_control control (clk, reset, Asel, Bsel, Mle);
76     mult_datapath datapath (clk, reset, Asel, Bsel, Mle, A_input, B_input, result);
77 endmodule
78
```

## Test-Bench:

```
1  `timescale 1ns / 1ps
2
3  module tb_mult_top:
4
5      reg clk;
6      reg reset;
7      reg [3:0] A_input;
8      reg [3:0] B_input;
9      wire [3:0] result;
10
11      mult_top uut (clk,reset,A_input,B_input,result);
12      initial begin
13          clk = 0;
14          forever #5 clk = ~clk; // 10ns clock
15      end
16
17      initial begin
18          // Initialize
19          reset = 1;
20          A_input = 0;
21          B_input = 0;
22          #20;
23
24          // Load A = 5, B = 3 (5*3 = 15)
25          reset = 0;
26          A_input = 4'd5;
27          B_input = 4'd3;
28          #200;
29
30          // End simulation
31          $finish;
32      end
33  endmodule
```

## OUTPUT:

