

Lab 4: A mini system

You are about to integrate all components that you have learned so far to form a mini system (*system*). The system will be the framework for your final design lab. The block diagram of system is as shown in Fig1.

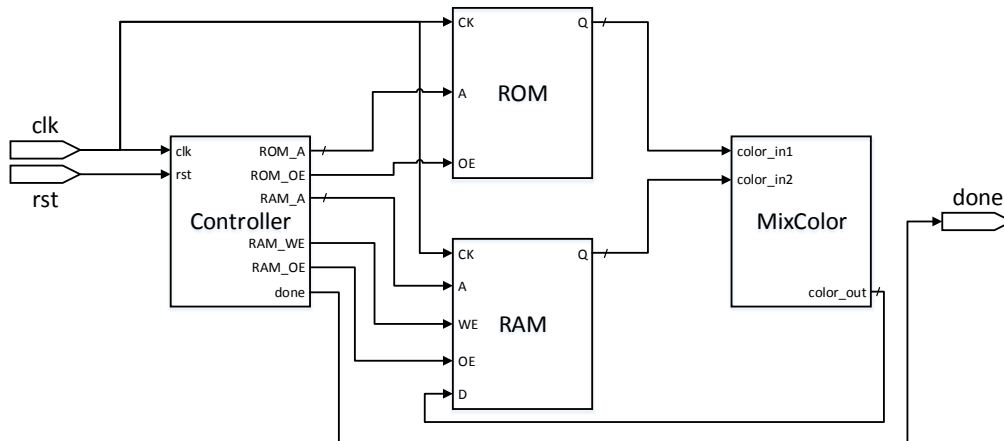


Fig1. The block diagram of system

➤ 系統 module 描述

Controller	The controller of this system
ROM	A read only memory (16384*24bits) 裡頭存放一張 128*128 的圖片，每個 pixel 值為 24bits
RAM	Random access memory (65536*24bits) 裡頭存放一張 256*256 的圖片，每個 pixel 值為 24bits
MixColor	對兩個 input 做 XOR 運算後輸出

➤ Memory 運作模式

RAM

Data depth = 65536, Data width = 24,

Working at positive edge of clock

When **WE** is high, **D** is stored into the memory as pointed by A. When **OE** is high, the data will be put on **Q** as pointed by A.

ROM

Data depth = 16384, Data width = 24,

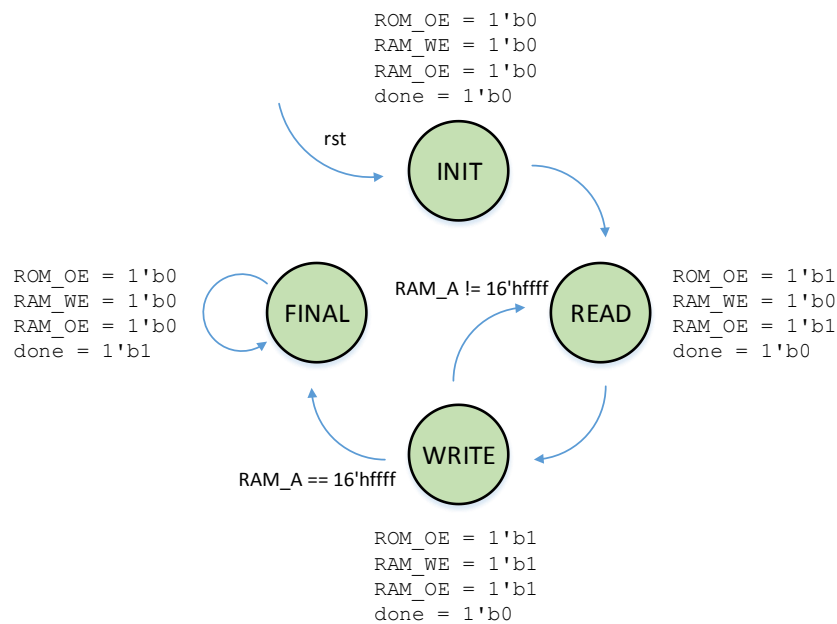
Working at positive edge of clock

When **OE** is high, the data will be put on **Q** as pointed by A.

- Understanding the function:

Once system is initialized, it

 - a) reads pixel from the ROM and RAM;
 - b) uses MixColor component to **compute the new color of the pixel**;
 - c) writes the **new color of the pixel** back to the RAM;
 - d) repeats the process step (a)-(c) until the last pixel of RAM is updated;
 - e) flags “done” when step (d) is completed
- Know the basic design rules
 - All operations initiated on the positive edge trigger of the clock
 - XOR the value of two colors to mix them
 - Be aware of the size difference of two images (memories)
 - Control signals:
 - **ROM_OE**: To read data from ROM
 - **RAM_WE**: To store the data to RAM
 - **RAM_OE**: To read data from RAM
 - **done**: Stop the process
- Observe the state diagram



Complete all components in the system.