

# CS M152A - Lab 1 Report

Team 2:

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## An Easier Way to Load Sequencer Program

1. Identify the part of the tb.v where the instructions are sent to the UUT.

The instructions are sent to the UUT in the following code segment (lines 32-40):

```
tskRunPUSH(0,4);  
tskRunPUSH(0,0);  
tskRunPUSH(1,3);  
tskRunMULT(0,1,2);  
tskRunADD(2,0,3);  
tskRunSEND(0);  
tskRunSEND(1);  
tskRunSEND(2);  
tskRunSEND(3);
```

2. Which user tasks are called in this process?

The following user tasks are called:

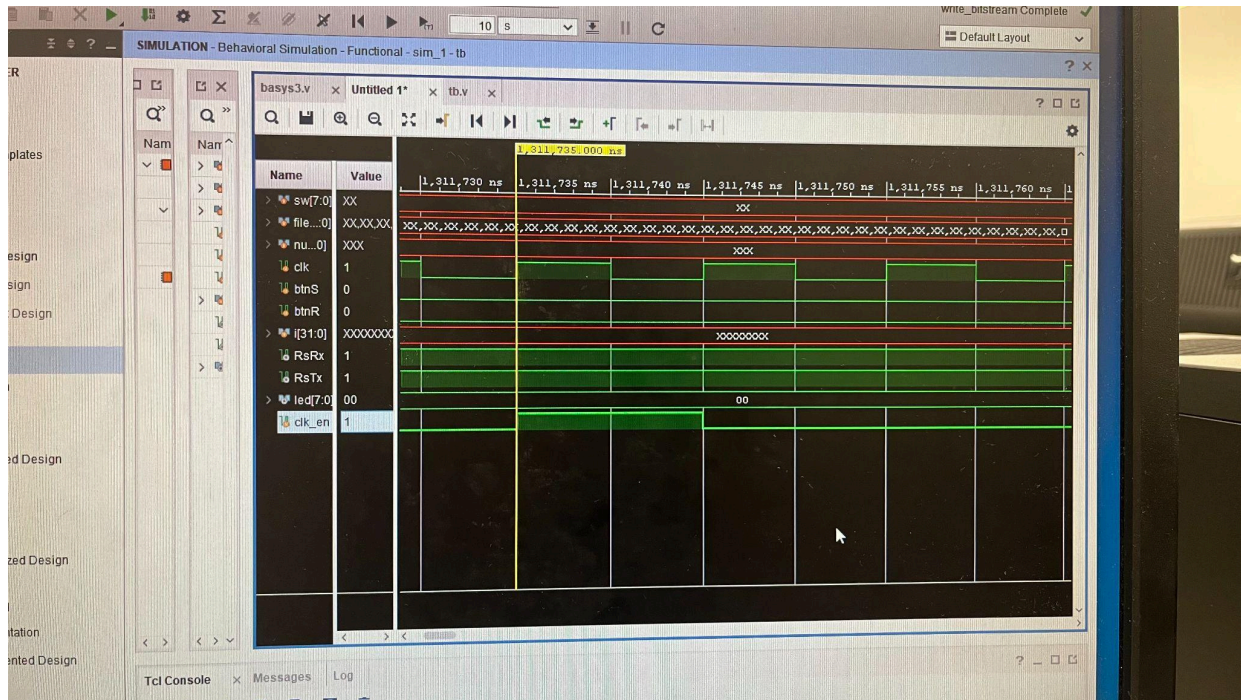
```
tskRunPUSH  
tskRunMULT  
tskRunADD  
tskRunSEND
```

## Clock Dividers

In the basys3.v file, there is a signal/reg named clk\_en. The clk\_en represents a clock that is much slower than the master clock clk. Read the section of code that's relevant to clk\_en and try to understand how the clock divider is implemented.

1. Add clk\_en to the simulation's waveform tab and then run the simulation again. Use the cursor to find the periodicity of this signal (you can select the signal and use arrow keys to reach the exact edges). Capture a waveform picture that shows two occurrences of clk\_en, and include it in the lab report. Indicate the exact period of the signal in the report.

The first positive edge occurs at 1311735 ns and the second occurs at 2622455 ns so the period is the difference between these two which is 1310720 ns ( $2^{17}$ ).



2. A duty cycle is the percentage of one period in which a signal or system is active:

$D = \frac{T}{P} \times 100\%$ , where D is the duty cycle, T is the interval where the signal is high, and p is the period. What is the exact duty cycle of clk\_en signal?

$$T = 10 \text{ ns}$$

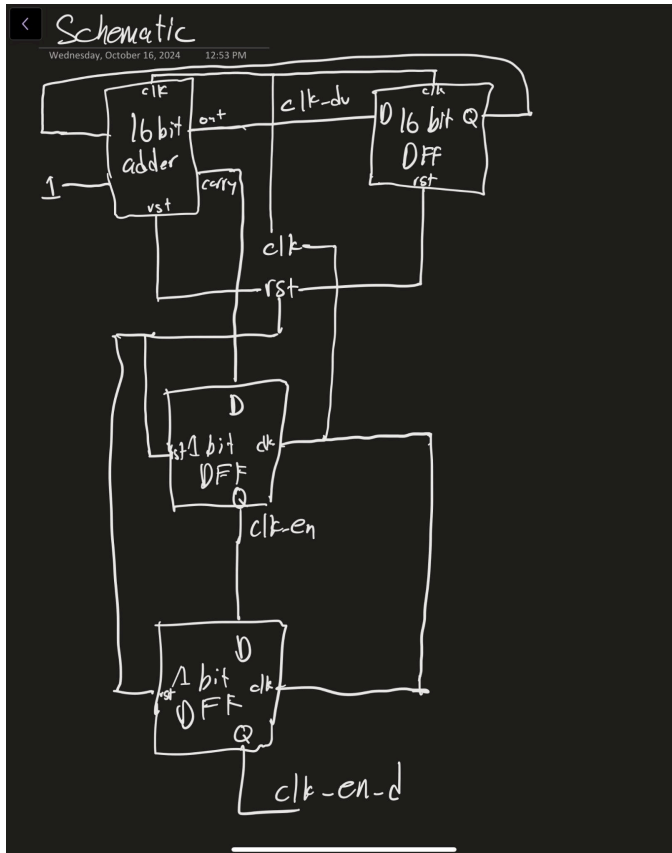
$$P = 1310720 \text{ ns}$$

$$D = T/P * 100\% = 10/1310720 * 100\% = 0.00000762939 * 100\% = 0.000762939\%$$

3. What is the value of clk\_dv signal during the clock cycle that clk\_en is high?

$$\text{clk\_dv} = 000000000000000000$$

4. Draw a simple schematic/diagram of signals clk\_dv, clk\_en, and clk\_en\_d signals. It should be a translation of the corresponding Verilog code.



## Debouncing

Now move on to the signal `inst_vld`. Read the relevant code and use the simulation as your aid, answer the following questions in your lab report.

1. What is the purpose of `clk_en_d` signal when used in expression `~step_d[0] & step_d[1] & clk_en_d`? Why don't we use `clk_en`?

We intentionally delay the clock cycle to allow the previous value of `clk_en_d` to propagate correctly before using it in the expression. If we were to use `clk_en`, then the value may be incorrect if the clock hasn't finished its cycle.

2. Instead of `clk_en <= clk_dv_inc[17]`, can we do `clk_en <= clk_dv[16]`, making the duty cycle of `clk_en` 50%? Why?

It is correct that it would make the clock cycle 50% but that would break the rest of the code that depends on the clock cycle being high once every  $2^{17}$  clock cycles and only high for one cycle.

3. Include waveform captures that clearly show the timing relationship between `clk_en`, `step_d[1]`, `step_d[0]`, `btnS`, `clk_en_d`, and `inst_vld`.

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- The diagram shows a hand-drawn schematic of a 3-bit counter circuit. It consists of three D flip-flops labeled 'D', 'Q', and 'rst'. The first flip-flop has inputs 'btn-s' and 'clk-en', and its output 'Q' is connected to the 'step(0)' input of the second flip-flop. The second flip-flop has inputs 'clk' and 'rst', and its output 'Q' is connected to the 'step(1)' input of the third flip-flop. The third flip-flop has inputs 'clk' and 'rst', and its output 'Q' is connected to the 'step(2)' input of the fourth flip-flop. The fourth flip-flop has inputs 'clk' and 'rst', and its output 'Q' is connected to the 'inst\_vld' output. A common 'rst' signal is connected to the reset inputs of all four flip-flops. A 'clk-en' signal is connected to the clock enable input of the first flip-flop and the 'clk-end' input of the fourth flip-flop. A 'clk' signal is connected to the clock inputs of the second, third, and fourth flip-flops.

## Register File

The sequencer's register file is located in a file called `seq_rf.v`. It stores the values of the four registers. Take a look at the source code and see if you can understand how it is implemented. Answer the following questions in the lab report.

1. Find the line of code where a register is written a non-zero value. Is this sequential logic or combinatorial logic?

The register is written a non-zero value in the line: `rf[i_wsel] <= i_wdata;`

This uses sequential logic as it is located within the `always` block, as nonblocking assignments (`<=`) cannot be combined with blocking assignments (`=`) within the same block.

2. Find the lines of code where the register values are read out from the register file. Is this sequential or combinatorial logic? If you were to manually implement the readout logic, what kind of logic elements would you use?

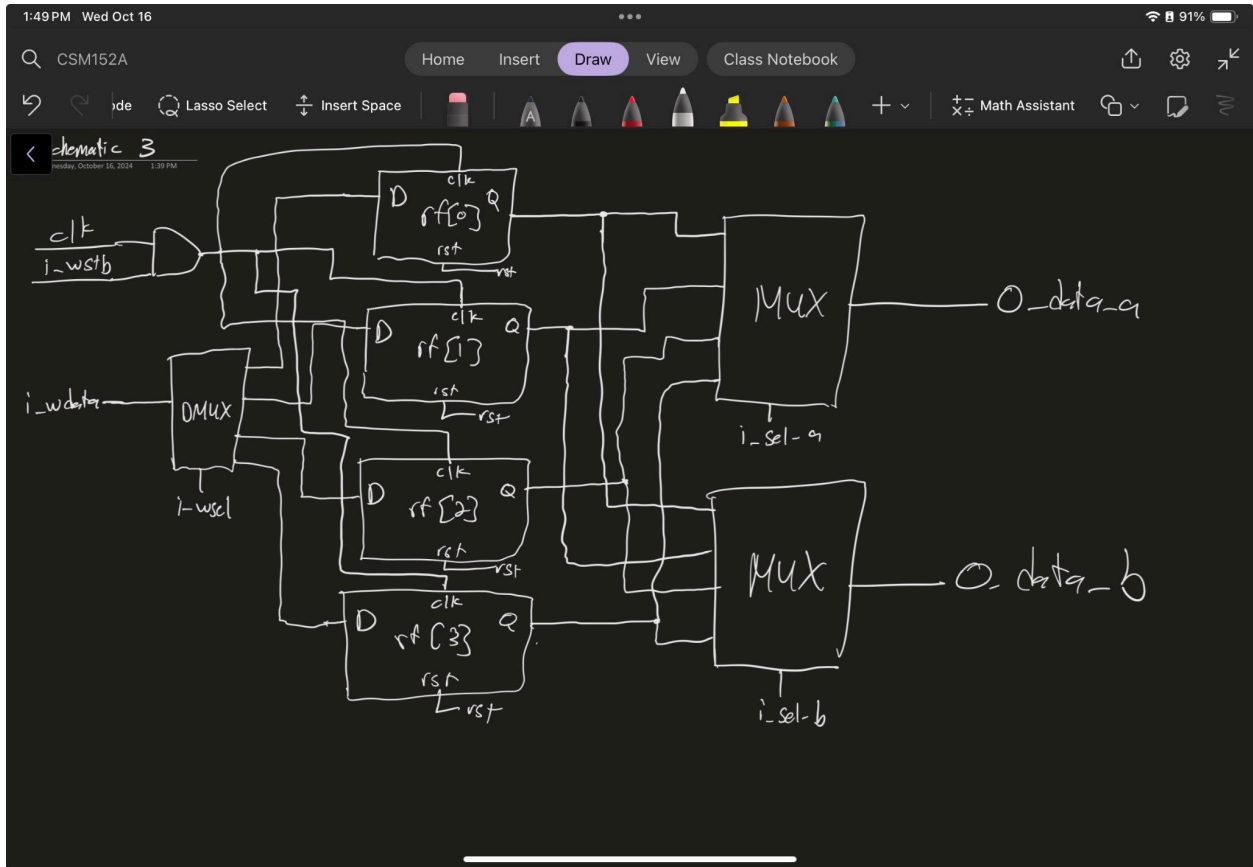
The lines of code where the register values are read out from the register file are lines 35 and 36:

```
assign o_data_a = rf[i_sel_a];
```

```
assign o_data_b = rf[i_sel_b];
```

This is combinational logic.

3. Draw a circuit diagram of the register file block. It should be a translation of the corresponding Verilog code.



**4. Capture a waveform that shows the first time register 3 is written with a non-zero value.**

Register 3 is propagated a non-zero value at time 14.085270000 ms. You can see the written value at time 23.594005000 ms.

