

Department of Electronics & Communication Engineering

Embedded Logic Design(ECE270)

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Lab_6: Design and implement a ROM using
Block Memory Generator.

Design and implement a FIFO (common block RAM)
capable of storing 16 numbers of 4 bits each.

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OBJECTIVE:

- Design and implement a ROM using Block Memory Generator. Create a coe file to store the 10 numbers of 4 bits each and find the maximum amongst them.
- Design and implement a FIFO (common block RAM) capable of storing 16 numbers of 4 bits each. Provide the input data using a 4-bit input port. Use two separate push buttons to read and write. Also, see the working of empty, full, almost empty, almost full, and data count signals.

Theory:

• **BROM** :-

The FPGA fabric includes embedded memory elements that can be used as random-access memory (RAM), read-only memory (ROM), or shift registers. These elements are block RAMs (BRAMs), LUTs, and shift registers.

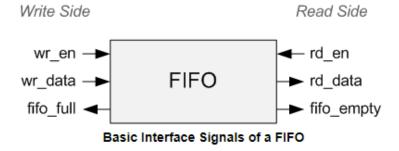
The BRAM is a dual-port RAM module instantiated into the FPGA fabric to provide on-chip storage for a relatively large set of data. The two types of BRAM memories available in a device can hold either 18k or 36k bits, and the available amount of these memories is device specific. The dual-port nature of these memories allows for parallel, same-clock-cycle access to different locations.

In OpenCL code, BRAMs can implement either a RAM or a ROM, covering on-chip, local, and private memory types. In a RAM configuration, the data can be read and written at any time during the runtime of the circuit. In contrast, in a ROM configuration, data can only be read during the runtime of the circuit. The data of the ROM is written as part of the FPGA configuration and cannot be modified in any way.

• FIFO MEMORY:-

The acronym FIFO stands for First In First Out. FIFOs are used everywhere in FPGA and ASIC designs, they are one of the basic building blocks. And they are very handy! FIFOs can be used for any of these purposes:

A FIFO can be thought of a one-way tunnel that cars can drive through. At the end of the tunnel is a toll with a gate. Once the gate opens, the car can leave the tunnel. If that gate never opens and more cars keep entering the tunnel, eventually the tunnel will fill up with cars. This is called FIFO Overflow and in general it's not a good thing. How deep the FIFO is can be thought of as the length of the tunnel. The deeper the FIFO, the more data can fit into it before it overflows. FIFOs also have a width, which represents the width of the data (in number of bits) that enters the FIFO. Below is an image of the basic interface of any FIFO. These signals will always be found when you look at any FIFO. Often there are more signals that add additional features, such as a count of the number of words in the FIFO. See the figure below:

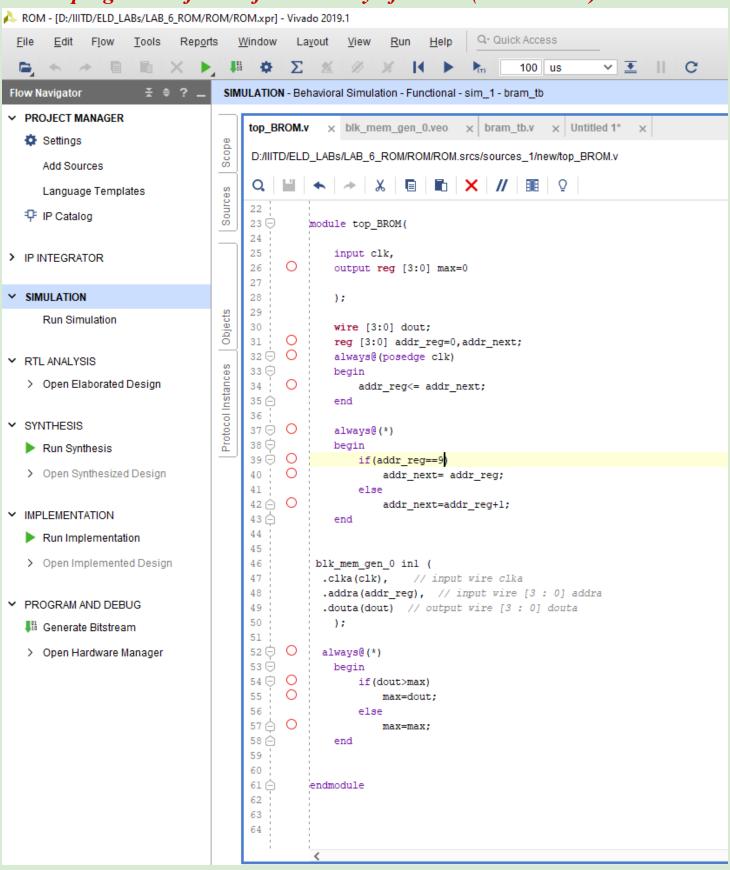


The FIFO can be divided up into the write half and the read half. The write half has the signals Write Enable, Write Data, and FIFO Full. The designer should **never write to a full FIFO!** Always check the FIFO Full flag to make sure there's room to write another piece of data, otherwise you will lose that data.

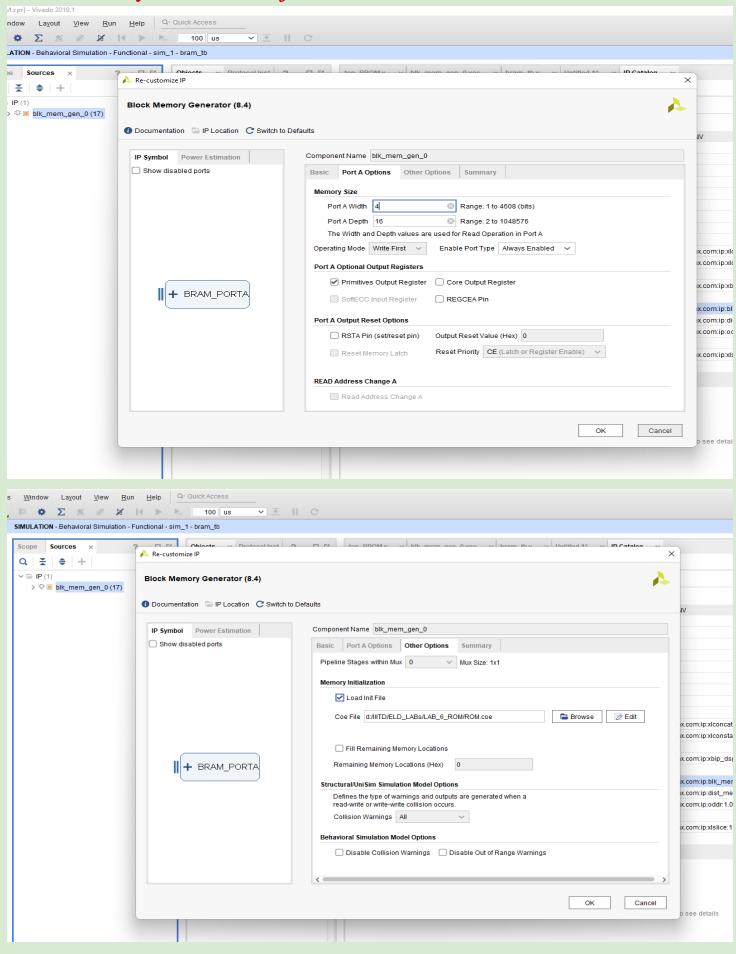
The read half has the signals Read Enable, Read Data, and FIFO Empty. I find it easier when designing code to separate the write-code in one file and the read-code in another file, just to be careful. The designer should **never read from an empty FIFO!** As long as you obey these two basic rules you and FIFOs will get along nicely. I'll restate them again because they're just that important.

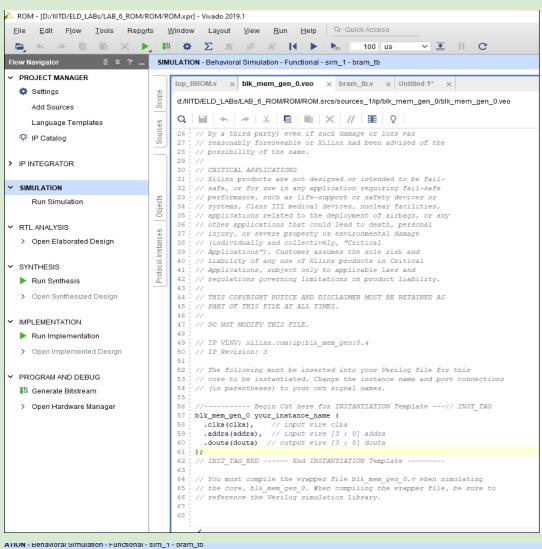
Observations:

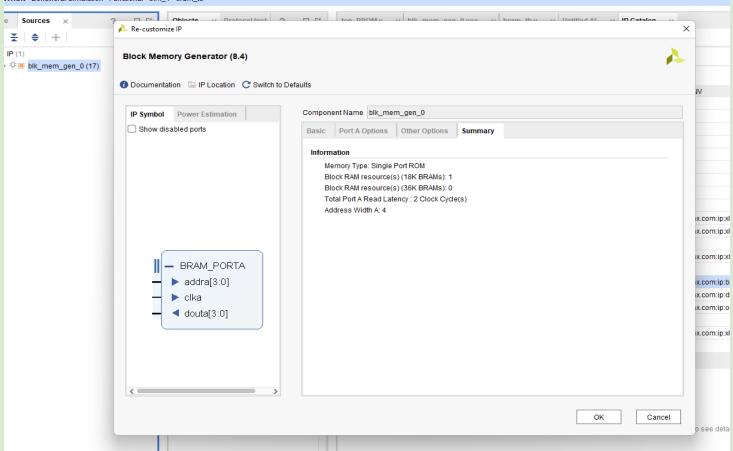
programme for the functionality of BROM(Block ROM):



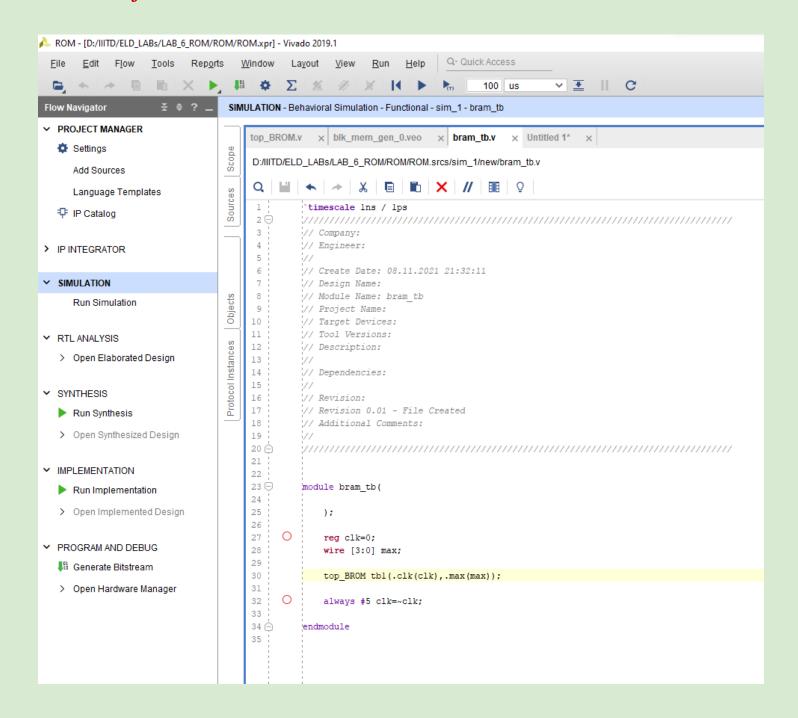
Block Memory Generator IP for BROM:



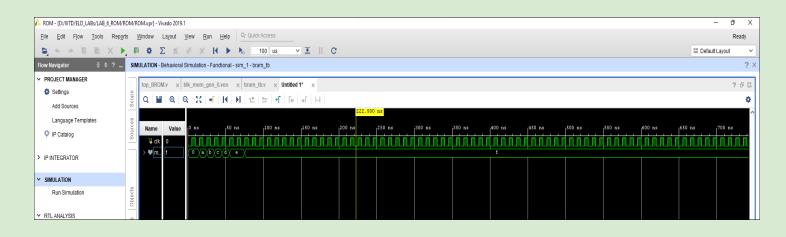




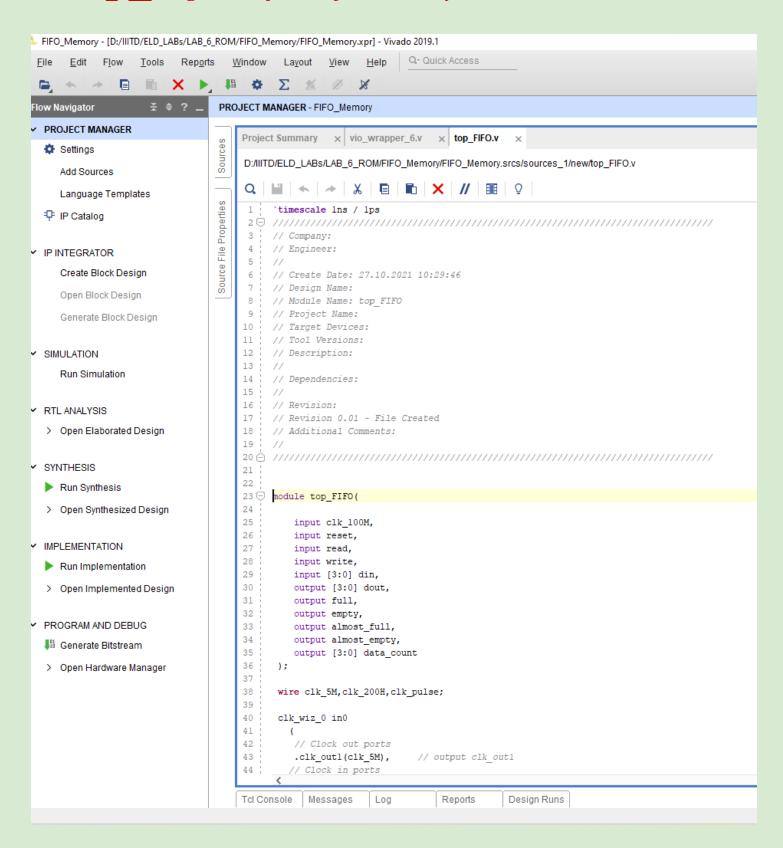
Testbench for BROM:

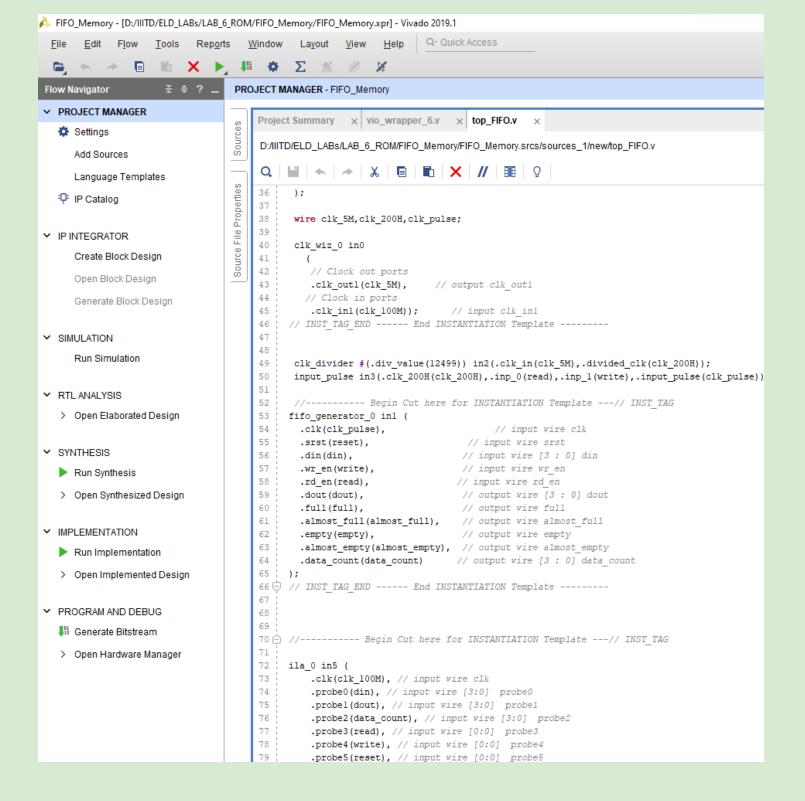


Results for automated testbench of BROM:



PART_2_Programme for the functionality FIFO





```
. . u . . ( . u . . , ,
                                                                               // oucput will luit
     Run Simulation
                                        61
                                                .almost_full(almost_full),
                                                                              // output wire almost full
                                        62
                                                .empty(empty),
                                                                              // output wire empty
                                        63
                                                .almost_empty(almost_empty), // output wire almost_empty

    RTL ANALYSIS

                                                                             // output wire [3 : 0] data count
                                        64
                                                .data_count(data_count)
   > Open Elaborated Design
                                        65
                                           : );
                                        66 🖯 // INST TAG END ----- End INSTANTIATION Template ------
                                        67

    SYNTHESIS

                                        68
                                        69
  Run Synthesis
                                        70 @ //---- Begin Cut here for INSTANTIATION Template ---// INST TAG
   > Open Synthesized Design
                                        71
                                        72
                                             ila_0 in5 (
                                        73
                                                  .clk(clk_100M), // input wire clk

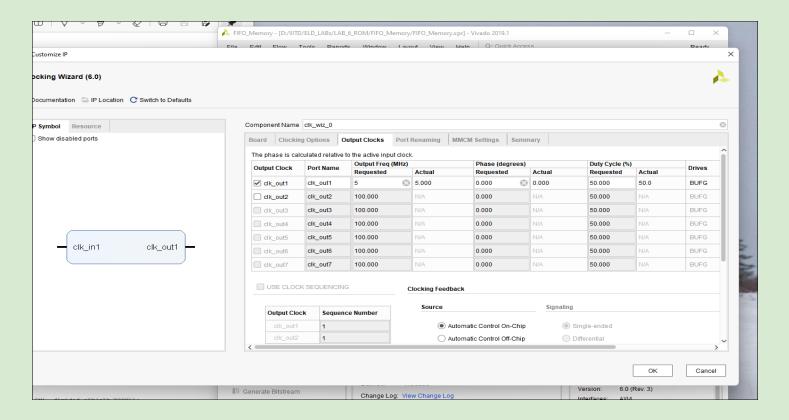
✓ IMPLEMENTATION

                                        74
                                                  .probe0(din), // input wire [3:0] probe0
                                        75
                                                  .probel(dout), // input wire [3:0] probe1
  Run Implementation
                                        76
                                                  .probe2(data_count), // input wire [3:0] probe2
                                        77
   > Open Implemented Design
                                                  .probe3(read), // input wire [0:0] probe3
                                                  .probe4(write), // input wire [0:0] probe4
                                        78
                                        79
                                                  .probe5(reset), // input wire [0:0] probe5

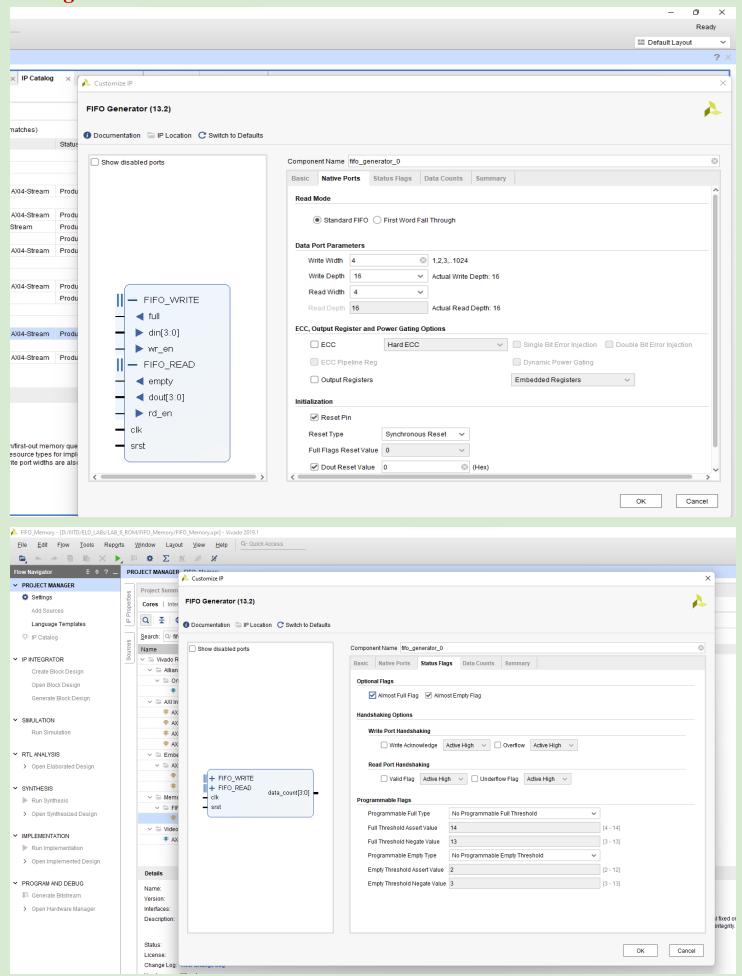
▼ PROGRAM AND DEBUG

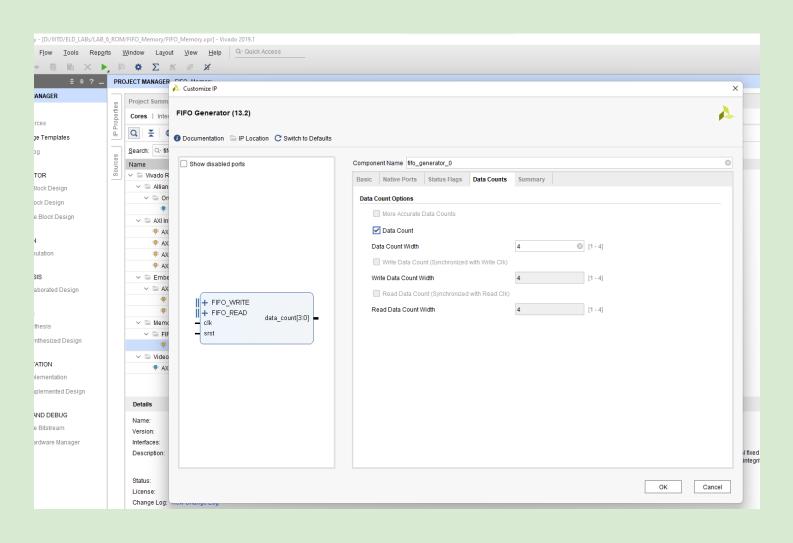
                                        80
                                                  .probe6(almost_full), // input wire [0:0] probe6
                                        81
                                                  .probe7(full), // input wire [0:0] probe7
  Generate Bitstream
                                        82
                                                  .probe8(empty), // input wire [0:0] probe8
                                                  .probe9(almost_empty) // input wire [0:0] probe9
                                        83
   > Open Hardware Manager
                                        84
                                             );
                                        85
                                        86
                                             // INST TAG END ----- End INSTANTIATION Template -----
                                        87
                                        88
                                        89 @ endmodule
                                        90
```

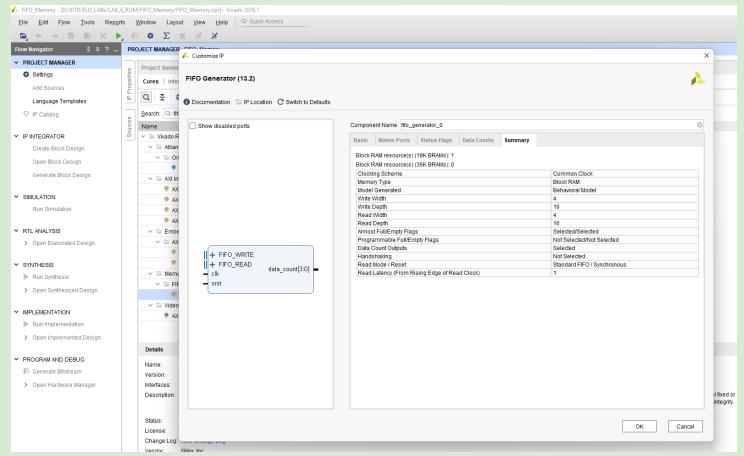
Clocking IP Wizard:

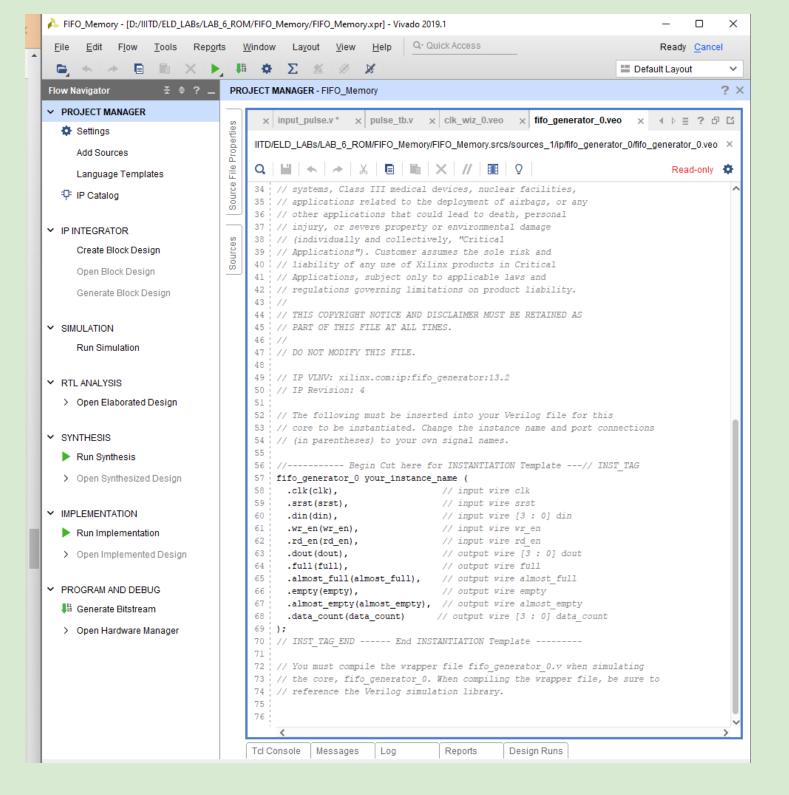


FIFO generator:

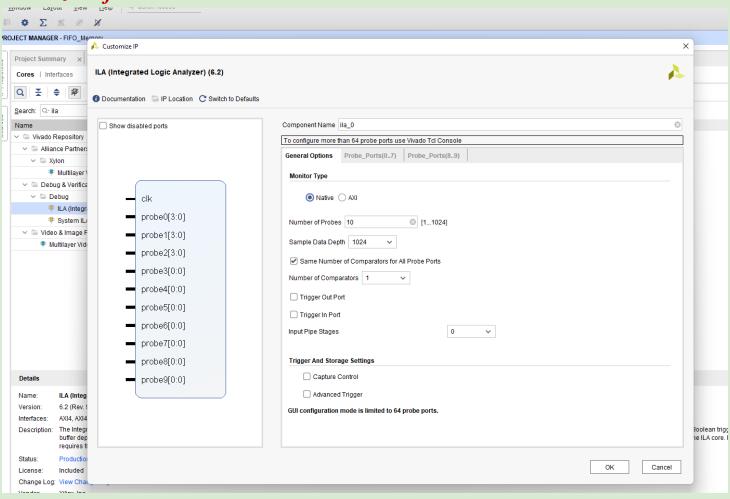


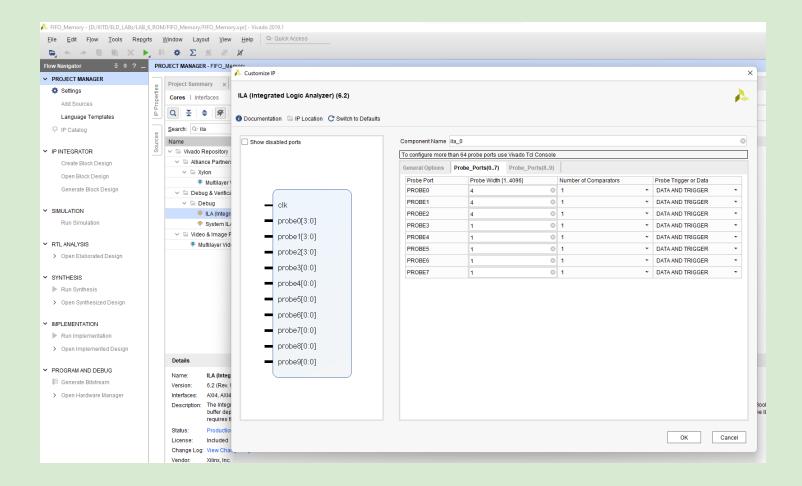


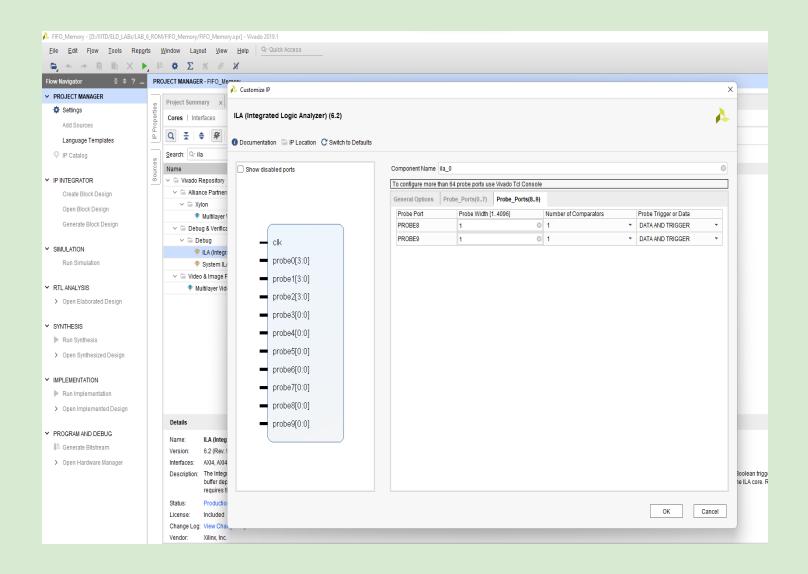




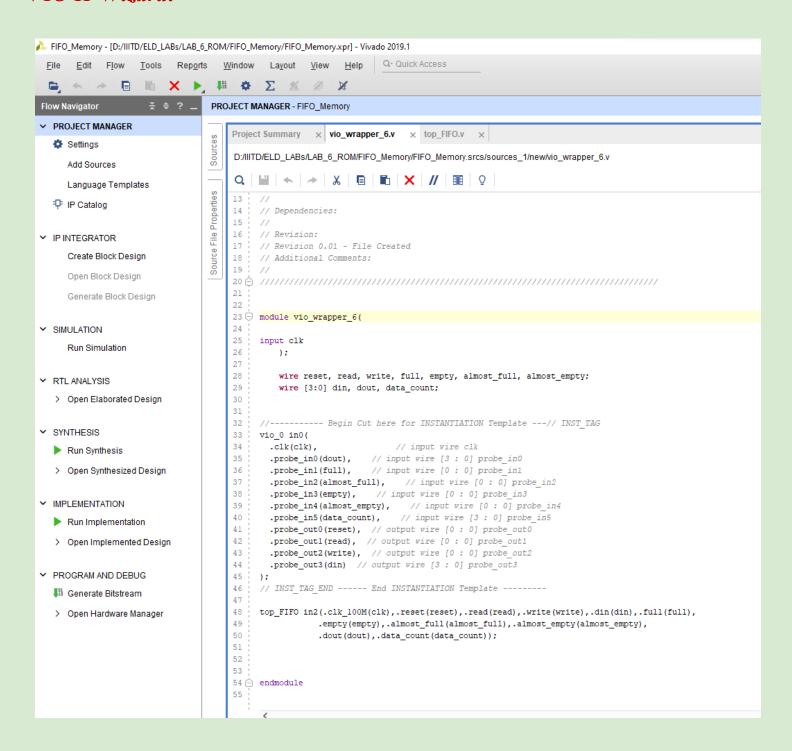




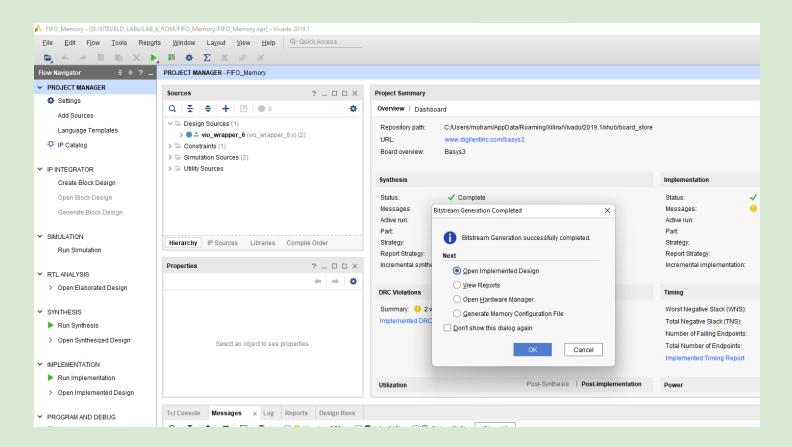




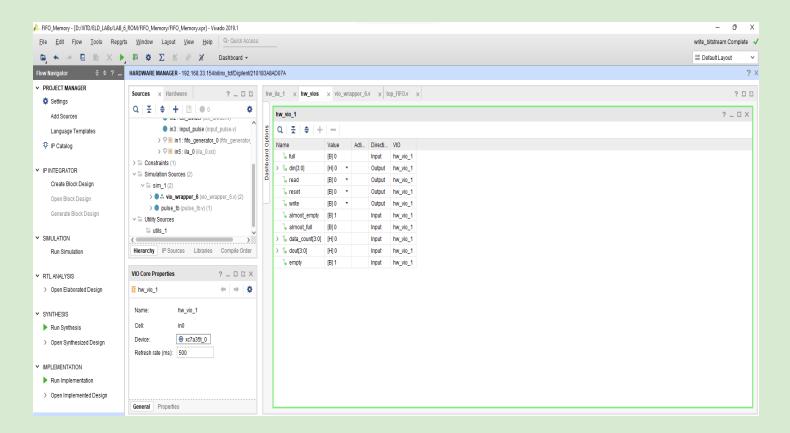
VIO IP Wizard:

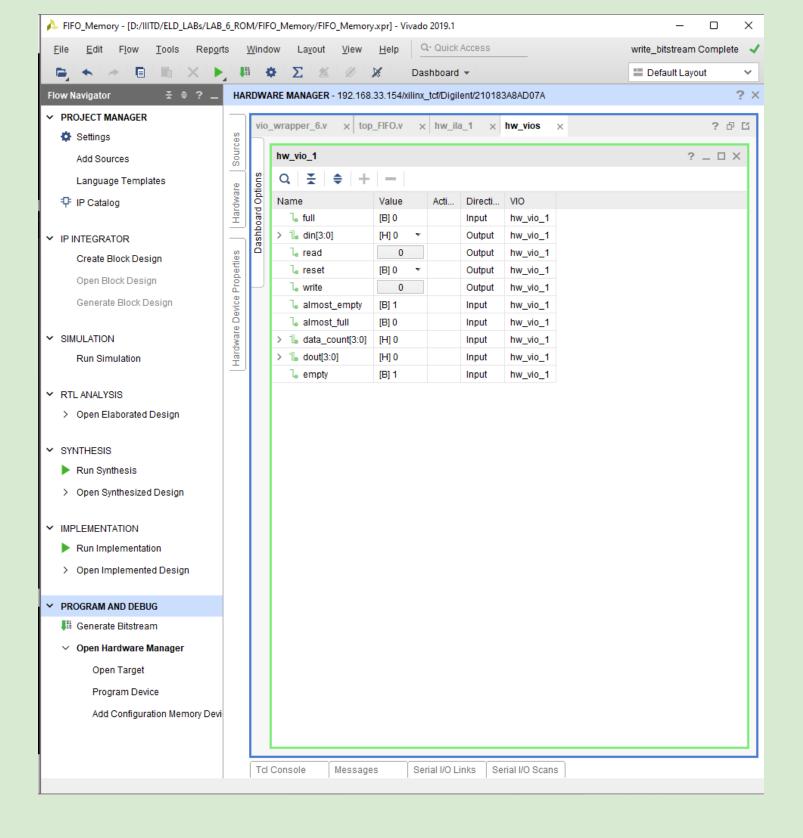


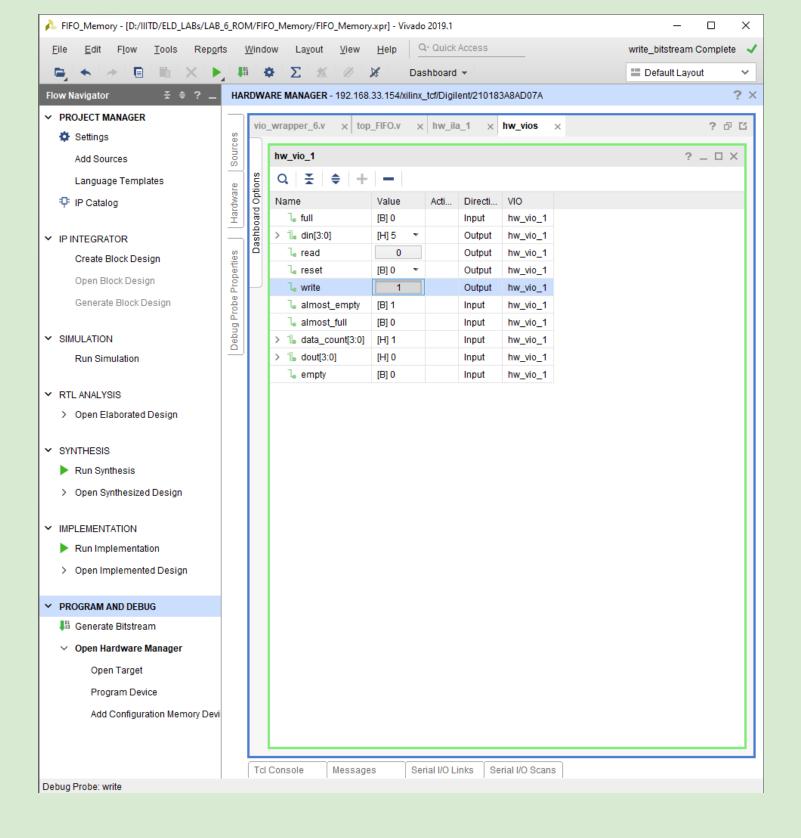
Bitstream generated successfully:

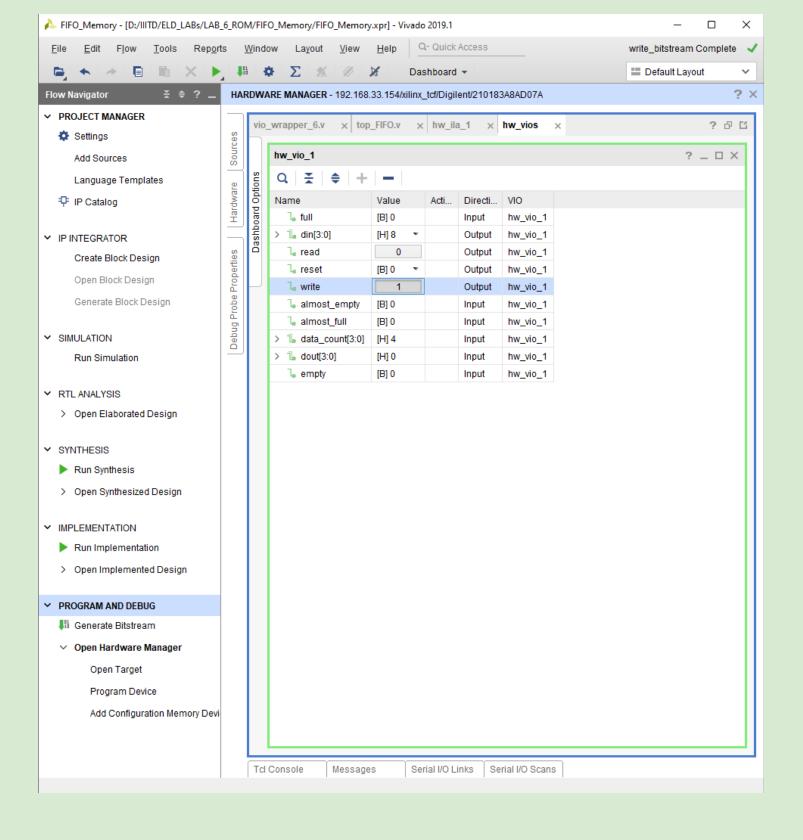


Writing Inputs in FIFO Memory:

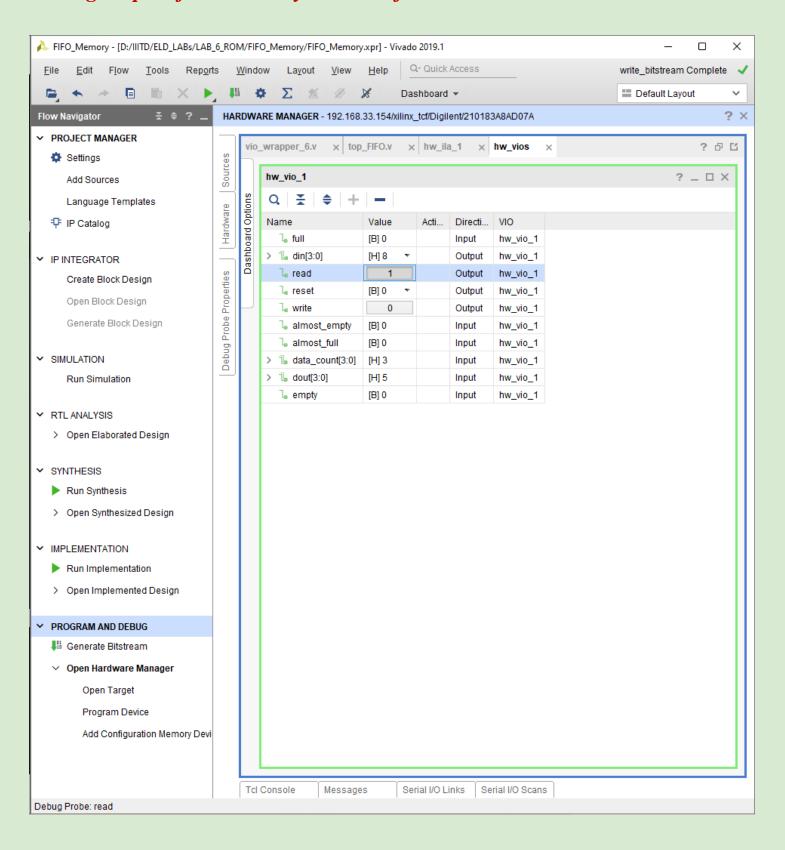




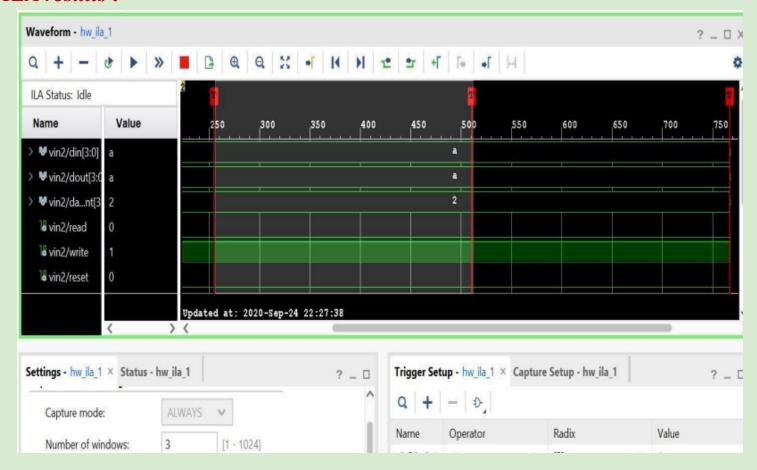




reading outputs from memory in FIFO format:



ILA results:



Conclusion:

Successfully designed and implemented BROM and FIFO memory.