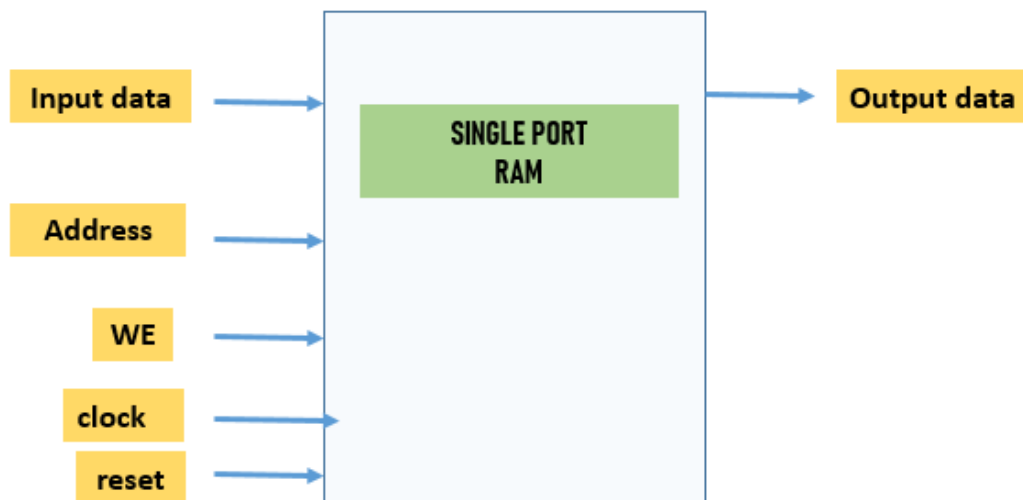


SINGLE PORT RAM

Single Port RAM (Random Access Memory) is a type of computer memory that has a single data input/output port. This means that data can only be accessed from one side of the RAM chip.

Single Port RAM chips are available in various sizes, from a few kilobits to several gigabits, and they can be organized as different types of memory, such as static RAM (SRAM) or dynamic RAM (DRAM). They are typically faster than dual-port or multi-port RAM because they have fewer input/output pins and less circuitry.

Block diagram :



Verilog code :

```
`timescale 1ns / 1ps
// 8*64 Bit RAM
module single_port_ram(
    input [7:0] data, //data input
    input [5:0] addr, //address
    input we,        //write enable
    input clk,       // clock
    output [7:0] out  //output
);

    reg [7:0] ram[63:0]; /* 64 memory locations, requires 6-address lines to
represent the location and each location has 8 bit of data */
    reg [5:0] addr_reg; //address register

    always@(posedge clk)
    begin
        if(we)
            ram[addr]<=data;
        else
            addr_reg <= addr;
        end
        assign out=ram[addr_reg];
    endmodule
```

Test Bench :

```
`timescale 1ns / 1ps
module single_port_ram_tb( );
    reg [7:0] data;
    reg [5:0] addr;
    reg we, clk;
    wire [7:0] out;

    single_port_ram uut ( .data(data), .addr(addr), .we(we), .clk(clk),
.out(out));

    always #5 clk=~clk;
    initial
    begin
```

```
clk=0;  
we=1;
```

```
data=8'ha1;  
addr=6'd1;  
#10;
```

```
data=8'hb2;  
addr=6'd2;  
#10;
```

```
data=8'hc3;  
addr=6'd3;  
#10;
```

```
we=0;  
addr=6'd2;  
#10;
```

```
addr=6'd1;  
#10;
```

```
we=1;  
data=8'hdf;  
addr=6'd50;  
#10;
```

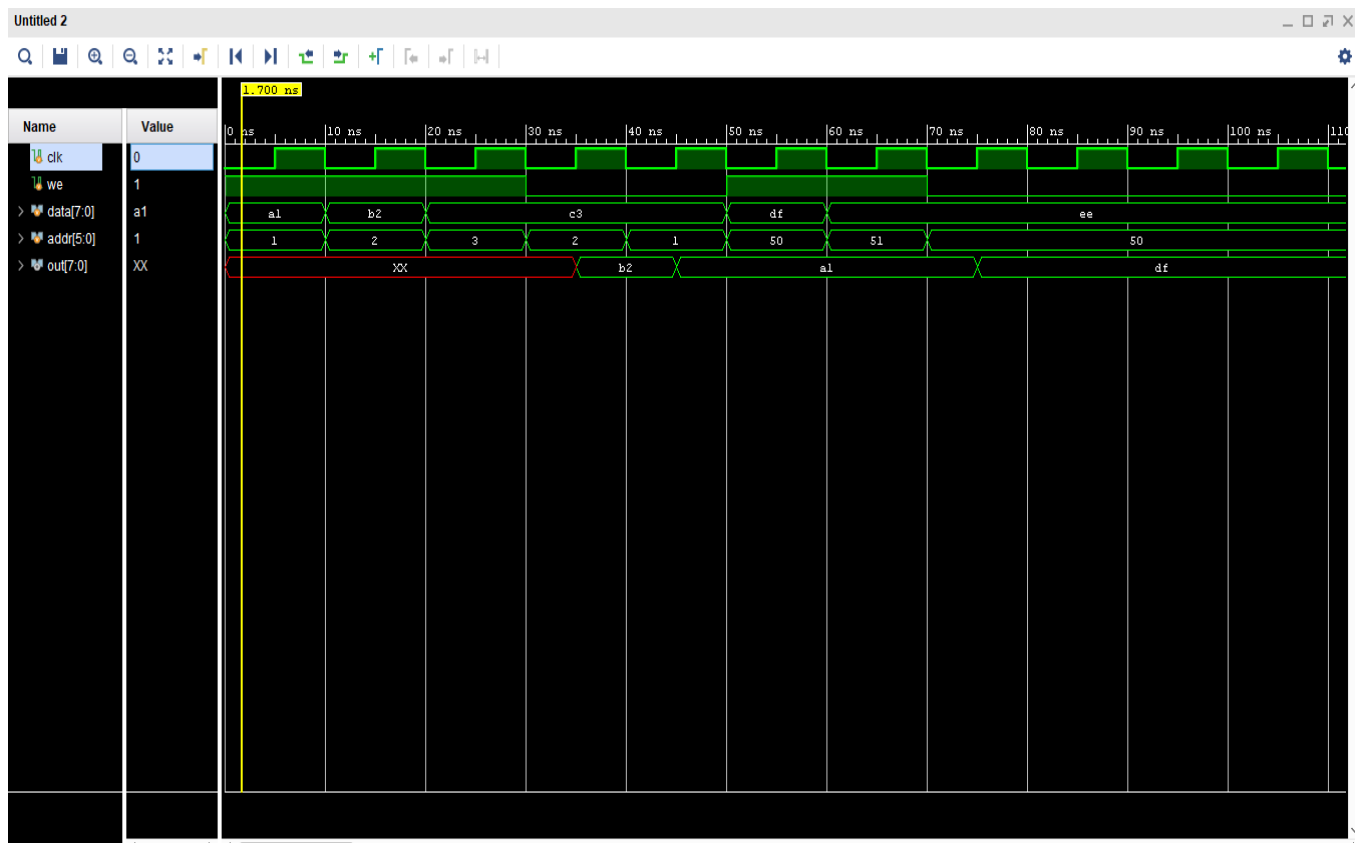
```
data=8'hee;  
addr=6'd51;  
#10;
```

```
we=0;  
addr=6'd50;
```

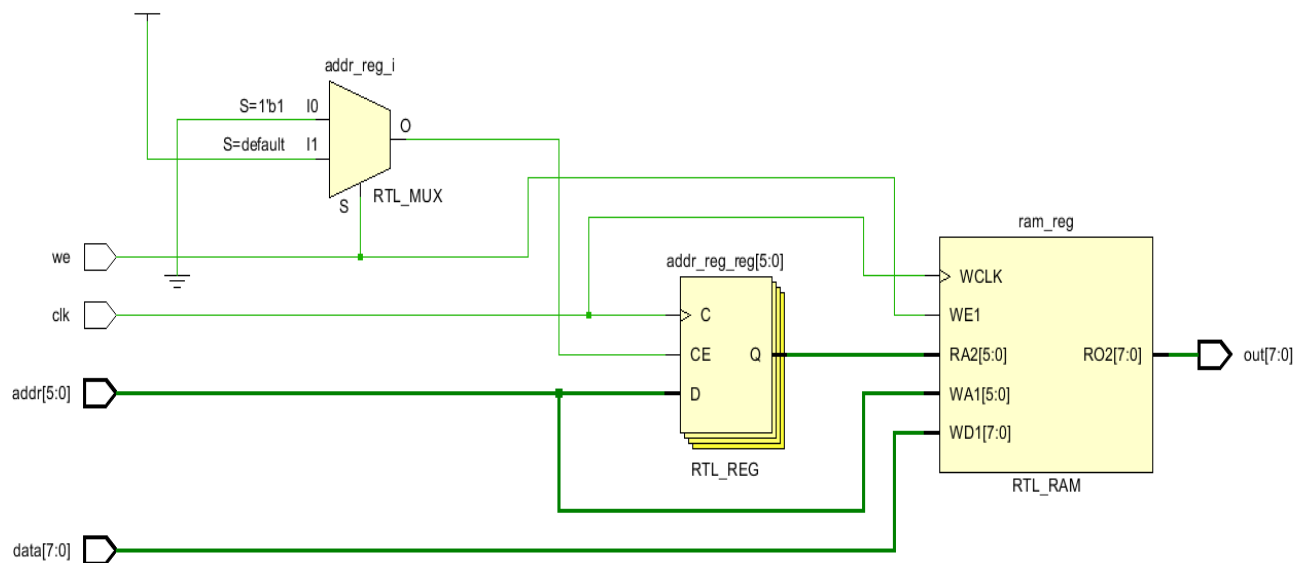
```
#1000; $finish;  
end
```

```
endmodule
```

Simulation Output



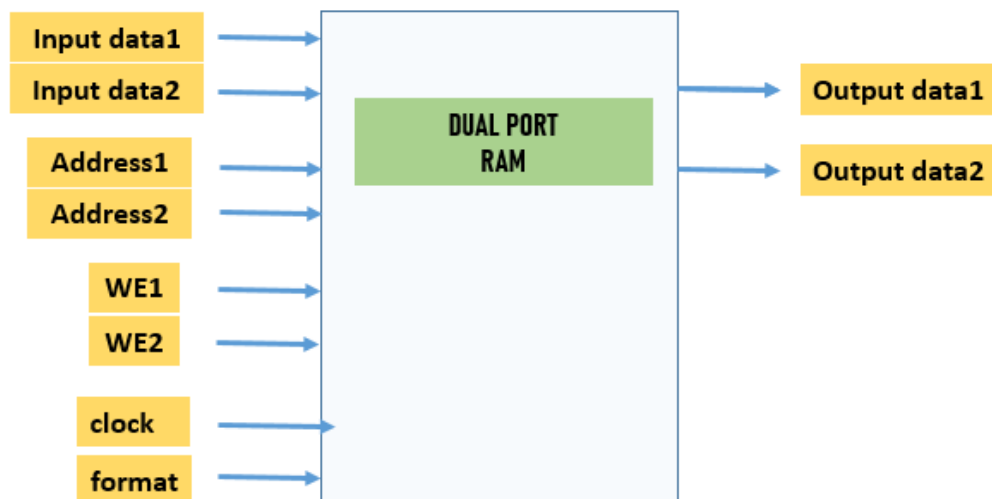
RTL :



DUAL PORT RAM

Dual Port RAM (Random Access Memory) is a type of computer memory that has two independent data input/output ports, which allows two different devices or circuits to read from and write to the RAM at the same time. This makes it useful in applications where two or more devices need to access the same memory simultaneously.

Block diagram :



Verilog code:

```
`timescale 1ns / 1ps
//16-data lines and 20-address lines
//16*1024 RAM
module dual_port_ram(
    input [15:0]data1, data2, //input data
    input [19:0]addr1, addr2, //addresses
    input we1, we2, //write enables
    input clk, //clock
    output reg[15:0]out1, out2 //output
);

    reg [15:0]ram[1023:0]; /* 1024 memory locations, so we require 20 address
lines to represent the 1024 locations and each location has 16-bit data */

    always@(posedge clk)
        if(we1)
            ram[addr1]<=data1;
        else
            out1<=ram[addr1];

    always@(posedge clk)
        if(we2)
            ram[addr2]<=data2;
        else
            out2<=ram[addr2];
endmodule
```

Test Bench:

```
`timescale 1ns / 1ps
module dual_port_ram_tb( );
    reg [15:0] data1, data2;
    reg [19:0] addr1, addr2;
    reg we1, we2, clk;
    wire [15:0] out1, out2;

    dual_port_ram uut( .data1(data1), .data2(data2), .addr1(addr1),
    .addr2(addr2), .we1(we1), .we2(we2), .clk(clk), .out1(out1), .out2(out2));
```

```

always #5 clk=~clk;
initial begin
clk=0;
we1=1; we2=1;

data1=16'habaa; addr1=20'd1;
data2=16'h1222; addr2=20'd2;
#10;

data1=16'hffff; addr1=20'd3;
data2=16'h1122; addr2=20'd4;
#10;

data1=16'h1234; addr1=20'd5;
data2=16'h0000; addr2=20'd6;
#10;

we2=0;
data1=16'h8787; addr1=20'd7;
addr2=20'd5;
#10;

we2=0;
data1=16'h8787; addr1=20'd7;
addr2=20'd5;
#10;

we1=0;
addr1=20'd1;
addr2=20'd2;
#10;

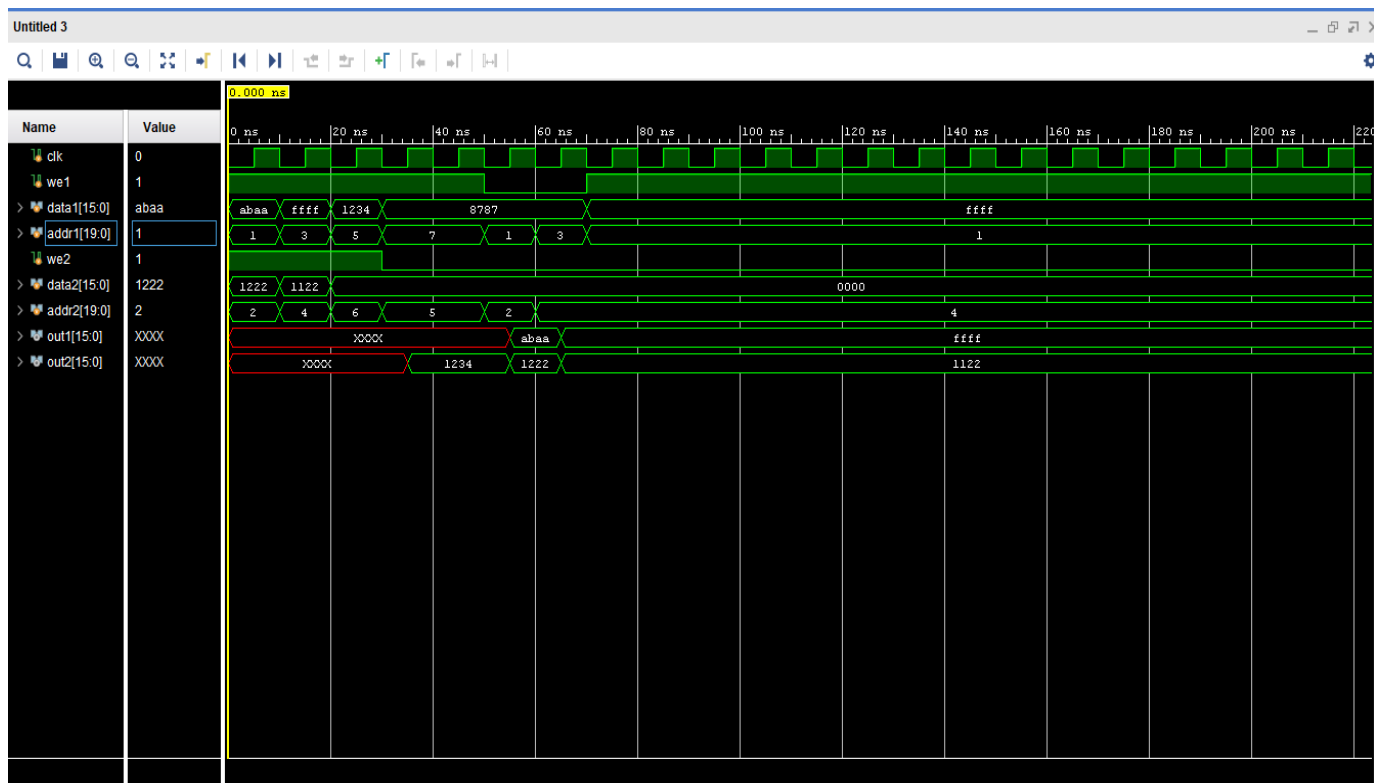
addr1=20'd3;
addr2=20'd4;
#10;

we1=1;
data1=16'hffff; addr1=20'd1;
#10;

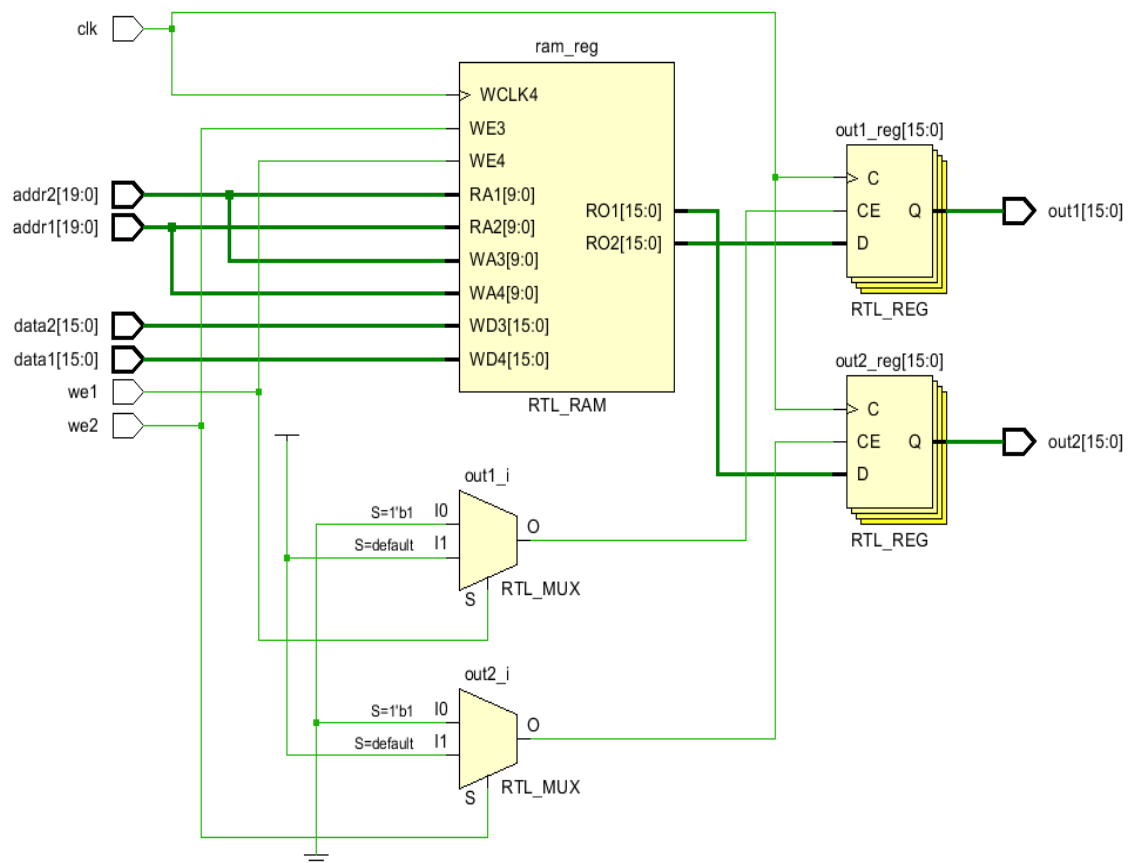
#1000; $finish;
end
endmodule

```

Simulation Output:



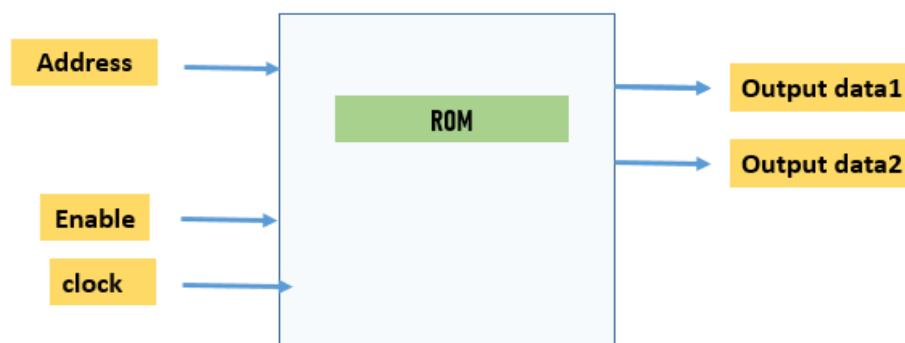
RTL



ROM

Read-Only Memory (ROM) is a type of computer memory that stores data that cannot be modified or erased. The data in ROM is non-volatile, meaning it is retained even when the power to the computer is turned off.

Block diagram :



Verilog code:

```
`timescale 1ns / 1ps
//8*8 bit rom
module rom(
    input clk, enb,
    input [2:0]addr,
    output reg [7:0]out
);

    reg[7:0]rom[7:0]; /* 8 memory locations each having 8-bit data, so it
requires 3-address lines to represent */

    always@(posedge clk)
    Begin
        if(enb)
            out<=rom[addr];
        Else
            out<=8'hxx;
    end
```

End

```
initial begin
    rom[0]=8'h01;
    rom[1]=8'haa;
    rom[2]=8'h54;
    rom[3]=8'hfa;
    rom[4]=8'he5;
    rom[5]=8'h98;
    rom[6]=8'h56;
    rom[7]=8'h34;
end
endmodule
```

Test Bench:

```
`timescale 1ns / 1ps
module rom_tb( );
    reg clk, enb;
    reg [2:0]addr;
    wire [7:0]out;

    rom uut (.clk(clk), .enb(enb), .addr(addr), .out(out));

    always #5 clk=~clk;
    initial begin
        clk=0; enb=0;
        #100;

        enb=1;
        addr=3;
        #10;

        addr=2;
        #10;

        addr=7;
        #10;

        addr=0;
        #10;

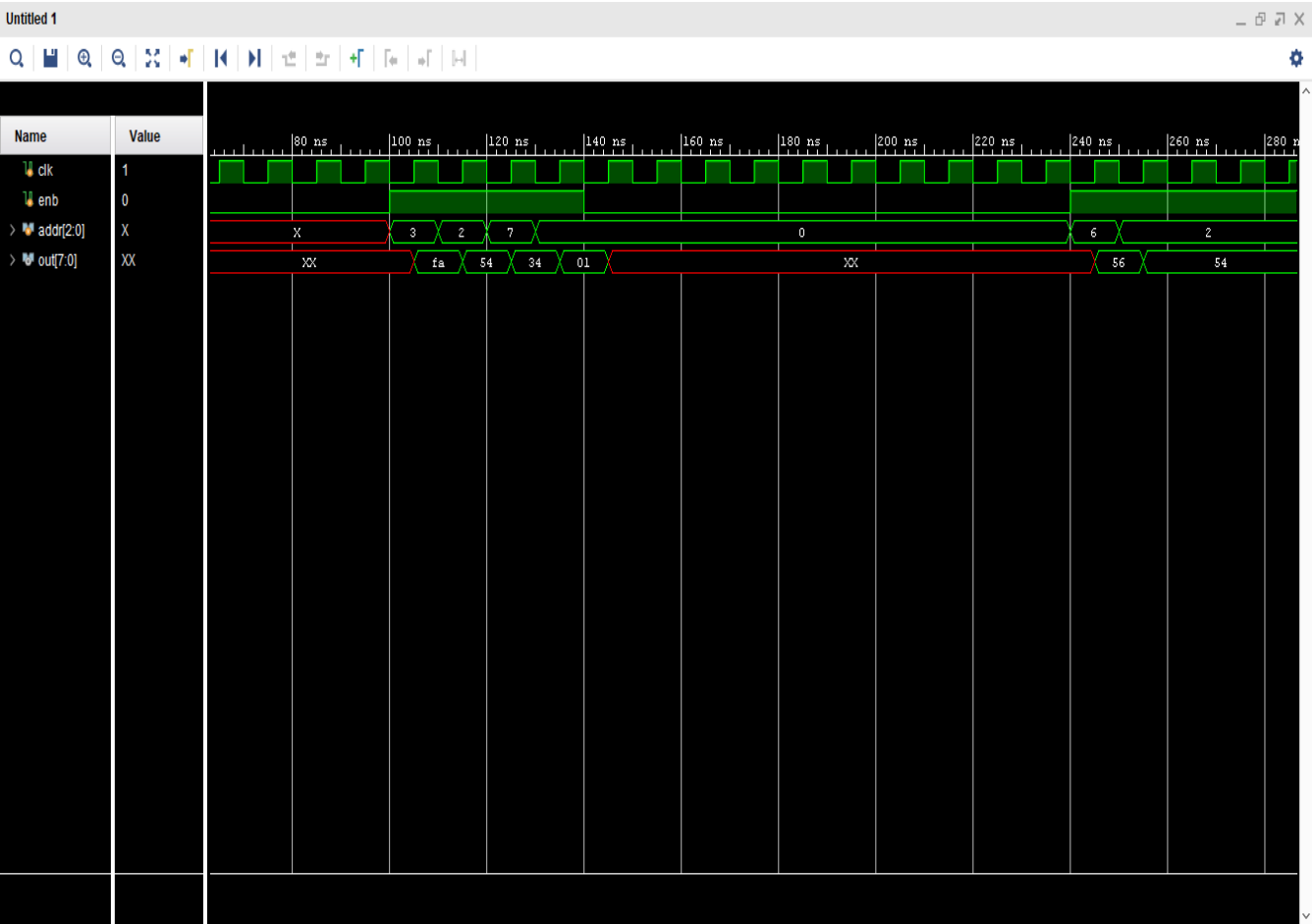
        enb=0;
        #100;
    end
endmodule
```

```
        enb=1;
        addr=6;
        #10;

        addr=2;
        #10;

        #1000; $finish;
    end
endmodule
```

Simulation Output:



RTL:

