

Project: Modeling and Simulation with SV

- a) Write a Systemverilog model.
- b) Simulate the design using an HDL simulator.
- c) Design your test bench for each model and justify your test case choice and results in your report.

Turn in your report to the D2L **by the deadline** specified at the D2L Dropbox section.
Only one report is needed for each group.

Task 1. The FIFO is a type of memory that stores data serially, where the first word read is the first word that was stored. Write a Systemverilog model of a logical circuit (**FIFO Controller**) which controls the reading and writing of data from/into a FIFO.

The FIFO is a two-port RAM array having separate *read* and *write* data buses, separate *read* and *write* address buses, a *write* signal and a *read* signal. The size of the RAM array is 32 x 8 bits. Data is read from and written into the FIFO at the same rate (a very trivial case of the FIFO). The FIFO controller has the following input and output signals:

NAME	DIRECTION / SIZE	TYPE	DESCRIPTION
rst	Input / 1 bit	Active high	Asynch global reset
clk	Input	-	Controller clock
wr	Input / 1 bit	Active high	From external device wanting to write data into FIFO
rd	Input / 1 bit	Active high	From external device wanting to read data from FIFO
wr_en	Output / 1 bit	Active high	To FIFO as <i>write</i> signal
rd_en	Output / 1 bit	Active high	To FIFO as <i>read</i> signal
rd_ptr	Output / 5 bits	-	<i>read</i> address bus to FIFO
wr_ptr	Output / 5 bits	-	<i>write</i> address bus to FIFO
emp	Output / 1 bit	Active high	Indicates that FIFO is empty
full	Output / 1 bit	Active high	Indicates that FIFO is full

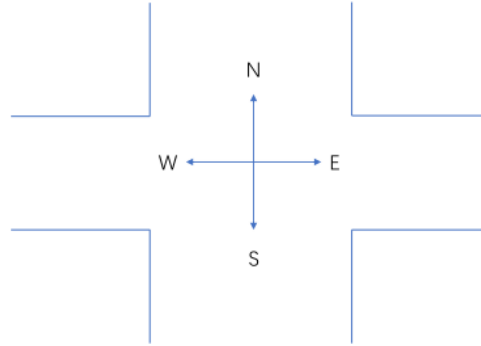
The read pointer **rd_ptr** contains the address of the next FIFO location to be read while the write pointer **wr_ptr** contains the address of the next FIFO location to be written. At reset, both pointers are initialized to point to the first location of the FIFO, **emp** is made high and **full** is made low. If an external device wishes to read data from the FIFO by asserting **rd**, then the controller asserts **rd_en** only if **emp** is deasserted. A similar logic exists for the write operation. The crux of this design is in determining the conditions which lead to the assertion/deassertion of the **emp** and **full** signals.

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Task 2: A Traffic Light Controller

This design represents a simple traffic light controller for a North-South and East-West intersection. The North-South is the main road, and is given the GREEN light unless a sensor on the East-West Street is activated. When that occurs, and the North-South light was GREEN for sufficient time, then the light will change to give way to the East-West traffic.

The design also takes into account emergency vehicles that can activate an emergency sensor. When the emergency sensor is activated, then the North-South and East-West lights will turn RED, and will stay RED for a minimum period of 3 cycles.



The model has the following interfaces. The model makes use of the following type definition;

```
typedef enum { OFF,          // power off
               RED,          // red state
               YELLOW,      // yellow state
               GREEN,        // green state
               PRE_GREEN } // state before green
lights_t;

module trafficlight
(
  output lights_t ns_light, // North/South light status, Main road
  output lights_t ew_light, // East/West light status
  input ew_sensor,          // East/West sensor for new car
  input emgcy_sensor,      // emergency sensor
  input reset_n,           // synchronous reset
  input clk                // master clock
);
timeunit 1ns;
timeprecision 100ps;
parameter FAIL = 1'b0;
```

Since the traffic lights are timed, two timers are used in this first implementation:

```
logic [1:0] ns_green_timer; // timer for NS light in Green
logic [1:0] ew_green_timer; // timer for EW light in GREEN
```

The architecture includes two FSMs and the timers. The operation of the machine is very simple:

1. North-South remains GREEN unless one of the sensors is activated.
2. If the North-South light is RED and the North-South GREEN timer is 3, then the light will switch to GREEN.
3. If the North-South light is YELLOW, it will switch to RED.

4. If the North-South light is GREEN, and the emergency sensor is activated, the light will switch to YELLOW. Also, if the North-South timer is 3, and the East-West sensor is activated, the North-South light will switch to YELLOW.
 5. The North-South GREEN timer is reset to zero at reset, or when the North-South light is YELLOW, Otherwise, it increments at every clock until It reaches the maximum count of 3.
 6. The East-West light switches from RED to a PRE_GREEN state (to allow the North-South light to go to YELLOW) if the North-South timer is 3 and the East-West sensor is activated.
 7. If the East-West is PRE_GREEN; it will switch to GREEN at the next clock.
 8. If the East-West light is YELLOW, it will switch to RED.
 9. If the East-West is GREEN and either the emergency sensor is activated or the East-West timer reaches a count of 3 then it switches to YELLOW.
 10. The East-West GREEN timer is reset to zero at reset or when the East-West light is YELLOW. Otherwise, it increments at every clock until it reaches the maximum count of 3.
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Task 3:

Design a sequencer detector. It compares the input sequence with its own built-in sequence bit by bit. If the input sequence is identical to the built-in sequence, it will display a message "matched", otherwise it will display a message "not-matched". When the mismatched bit occurs, the detector will return to the initial state and process the next input bit as the beginning of a new sequence. Your built-in sequence is a 8-bit BCD code created by converting the last two digits of the PSU ID number of one member of your group. Implement the detector by an FSM-based model in Systemverilog.