

Pipelined FIR Filter Implementation

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1. Code Structure

- **Parameters & Ports:**

- Parameterized number of taps ($N = 211$), input data, coefficient, multiplier, and accumulator widths.
- Defined input ports (`clk`, `rst_n`, `data_in`, `data_in_valid`) and output ports (`data_out`, `data_out_valid`).

- **Coefficient Array:**

- A local parameter array of signed 16-bit coefficients is defined to represent the FIR filter taps.

- **Sample Storage:**

- A shift register array stores the latest N input samples, updating with every valid input.

- **FSM and Pipelining:**

- Four states (`ST_IDLE`, `ST_MULT`, `ST_ADD`, `ST_DONE`) control the pipeline.
- In `ST_IDLE`, a new sample is shifted in.
- `ST_MULT` performs the multiplication of the current sample and its corresponding coefficient.
- `ST_ADD` accumulates the product.
- `ST_DONE` outputs the final sum when all taps have been processed.

2. Pipelined FIR Filter Architecture

- **Pipelining Approach:**

- A two-cycle pipeline per tap: one cycle for multiplication (using the DSP block capabilities) and the next for accumulation.
- The pipelined design improves throughput by processing each tap in sequential stages while overlapping operations.

- **Finite State Machine (FSM):**

- Manages the pipelined stages with clear state transitions.
- The FSM ensures that once a new sample is available, the shift register is updated, and multiplication-accumulation for all taps occurs sequentially.

- **Testbench and Constraints:**

- A dedicated testbench verifies the design by providing clock (100 MHz with 10 ns period) and reset stimuli, and then driving an impulse and zero input to observe the filter output.
- Timing constraints ensure that the design meets the 100 MHz clock requirement.

Conclusion: The design's modularity, through parameterization and FSM-driven pipelining, provides a robust and efficient FIR filter implementation suitable for high-speed DSP applications. The testbench confirms correct functionality under the imposed timing constraints.