



University of Tehran  
College of Engineering  
School of Electrical and Computer Engineering



# Digital Systems 1

Dr.Navabi

## Computer Assignment 6

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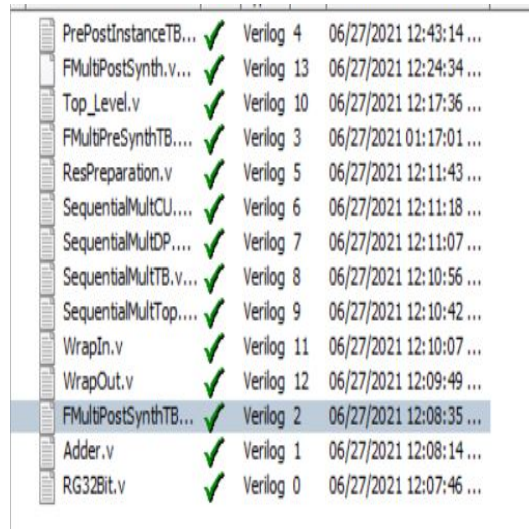
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## **Abstract**

In this computer assignment, we shall do our best to create a 32-bit floating point multiplier, I have done this using wrappers, a sequential multiplier and a combinational adder, due to Quartus II malfunctions I was forced to complete the project using Verilog files instead of SystemVerilog.

## Project Generated Files(n)

A full view of the generated and used SystemVerilog files in my project can be seen below:



PrePostInstanceTB...	✓	Verilog	4	06/27/2021 12:43:14 ...
FMultiPostSynth.v...	✓	Verilog	13	06/27/2021 12:24:34 ...
Top_Level.v	✓	Verilog	10	06/27/2021 12:17:36 ...
FMultiPreSynthTB...	✓	Verilog	3	06/27/2021 01:17:01 ...
ResPreparation.v	✓	Verilog	5	06/27/2021 12:11:43 ...
SequentialMultCU...	✓	Verilog	6	06/27/2021 12:11:18 ...
SequentialMultDP...	✓	Verilog	7	06/27/2021 12:11:07 ...
SequentialMultTB.v...	✓	Verilog	8	06/27/2021 12:10:56 ...
SequentialMultTop...	✓	Verilog	9	06/27/2021 12:10:42 ...
WrapIn.v	✓	Verilog	11	06/27/2021 12:10:07 ...
WrapOut.v	✓	Verilog	12	06/27/2021 12:09:49 ...
FMultiPostSynthTB...	✓	Verilog	2	06/27/2021 12:08:35 ...
Adder.v	✓	Verilog	1	06/27/2021 12:08:14 ...
RG32Bit.v	✓	Verilog	0	06/27/2021 12:07:46 ...

Figure 1: Generated and Compiled .v files

## Questions

a

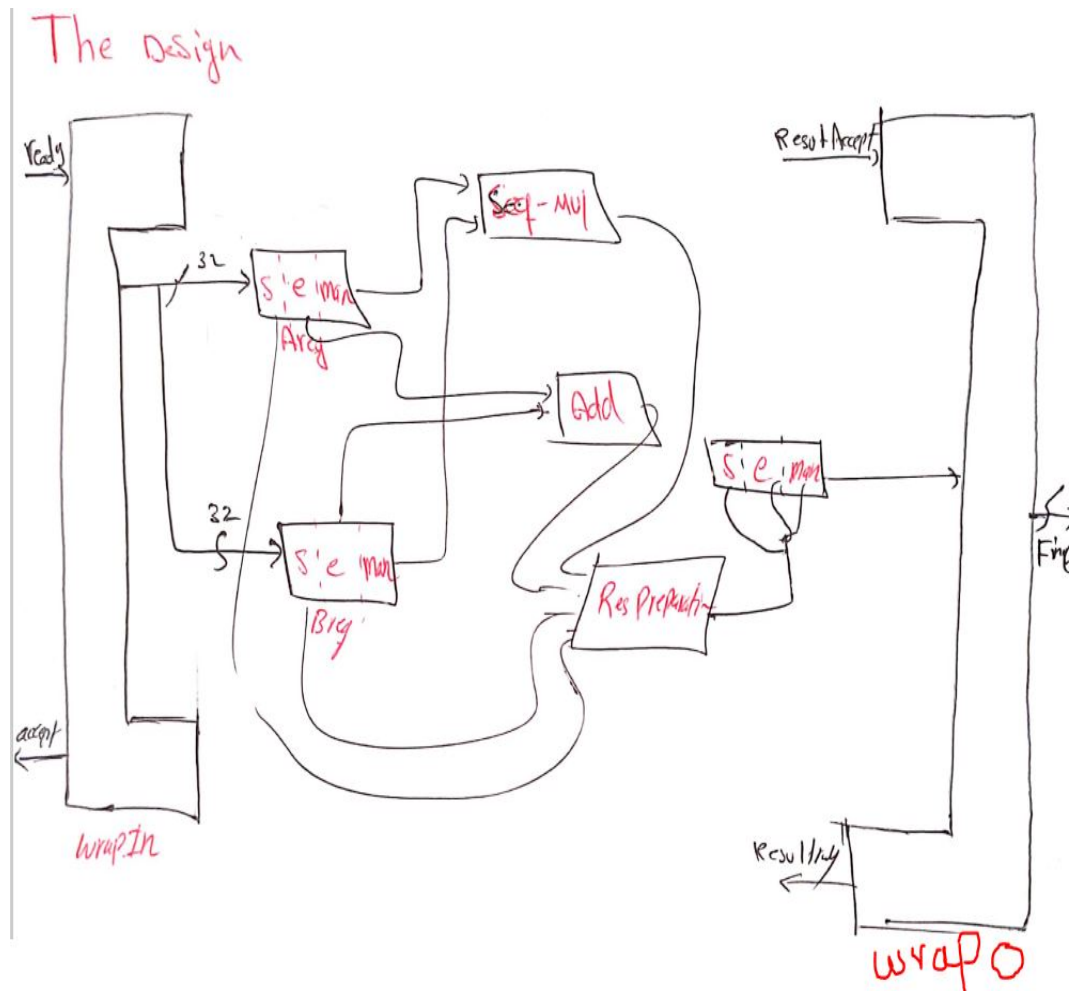


Figure 2: The Design

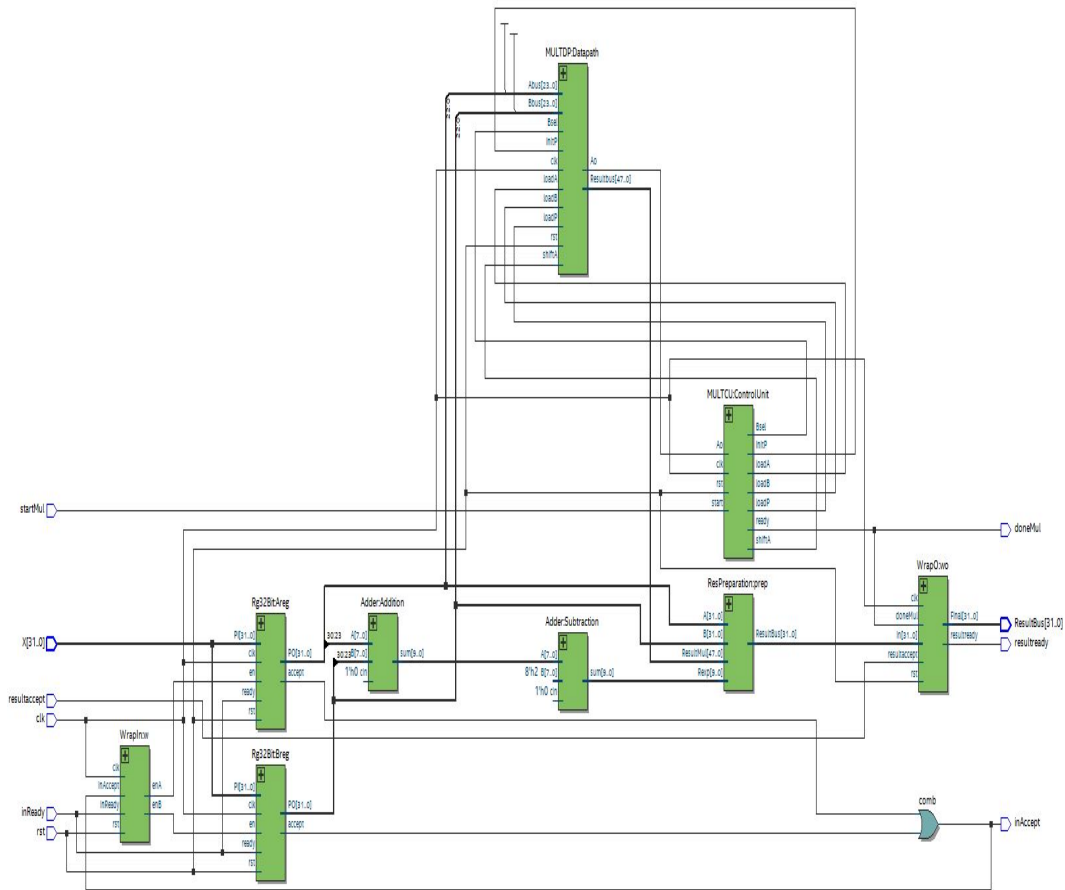
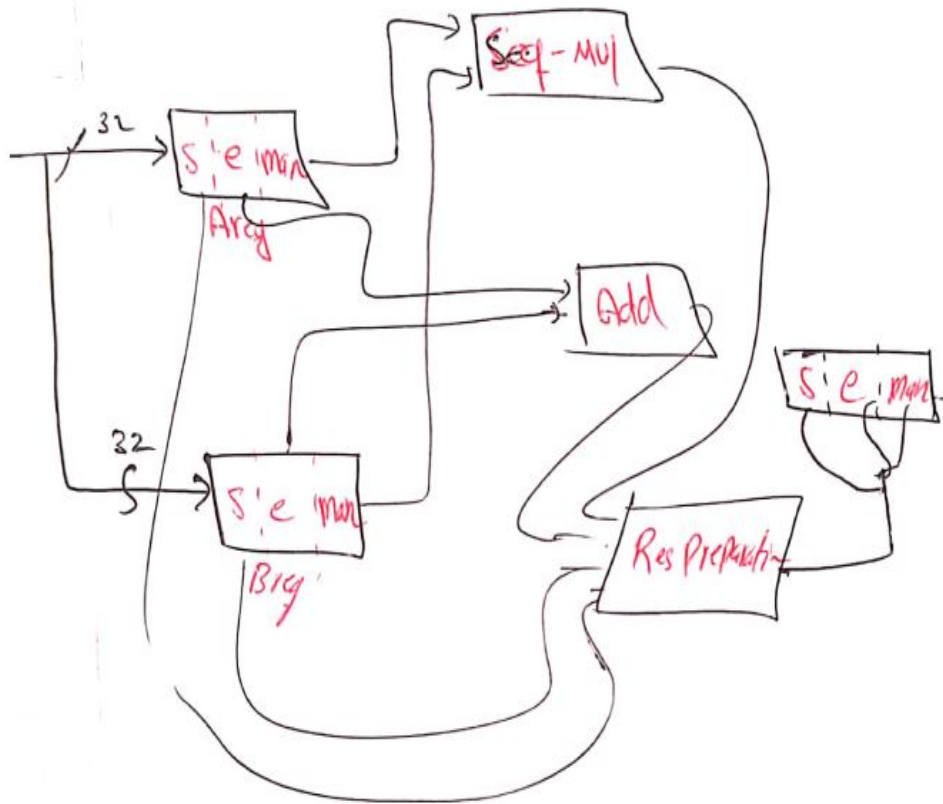


Figure 3: The RTL version of the design

b

Due to the combination of the sequential multiplier and the adder forming the FP part, therefore the shape shall be something like this:



C

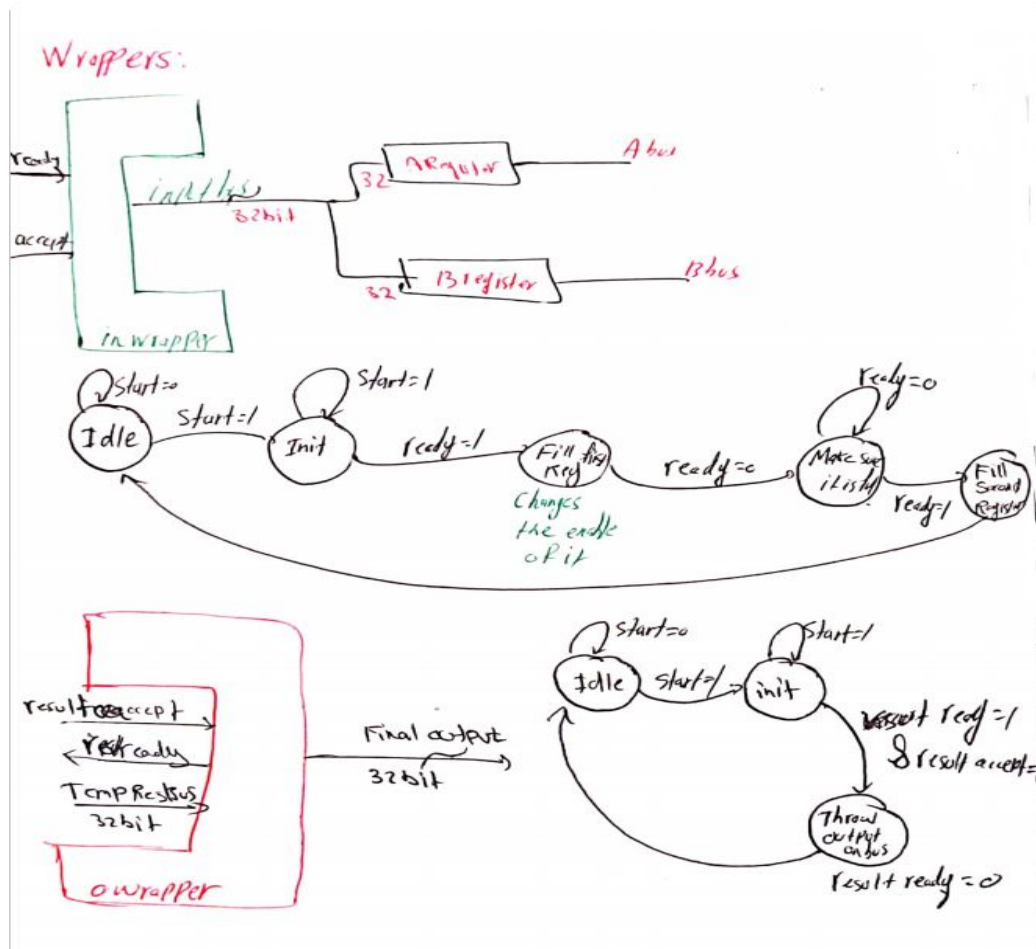


Figure 4: Wrapper Design

d

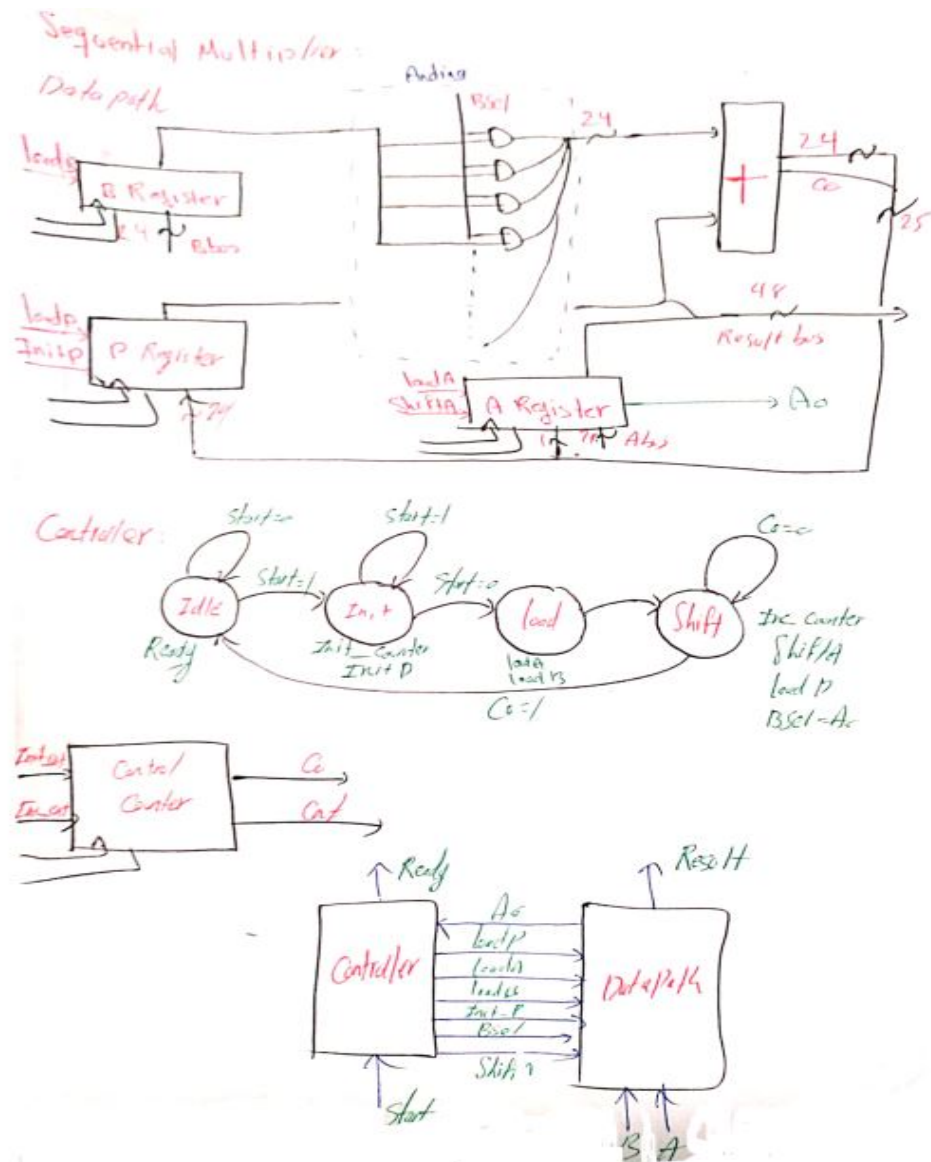


Figure 5: Sequential Multiplier



e

The simulation can be seen as follows.

## Verilog Code & Testbench

```

`timescale 1ns/1ns
module SequentialMultTB();
    reg clk='b0;
    reg rst=0;
    reg start=0;
    reg [23:0] A;
    reg [23:0] B;
    wire [47:0] Resultbus;
    wire ready;
    SequentialMultTop UUT (clk, rst, start, A,B, Resultbus, ready);
    always #5 clk <= ~clk;
    initial begin
        #3 rst=1;
        #3 rst=0;
        #13 A=24'd2;
        #13 B=24'd2;
        #3 start=1;
        #13 start=0;
        #300 A=24'd5;
        #100 B=24'd12;
        #3 start=1;
        #13 start=0;
        #400 $stop;
    end
endmodule

`timescale 1ns/1ns
module SequentialMultTop(input clk,rst,start,input [23:0] A,B,output[47:0] Resultbus,output ready);
    wire A0;
    wire loadA,shiftA,loadB,loadP,InitP,Bsel;
    MULTDP DP(clk,rst,loadA,loadB,loadP,shiftA,InitP,Bsel,A,B,Resultbus,A0);
    MULTCU CU(clk,rst,start,A0,loadA,shiftA,loadB,loadP,InitP,Bsel,ready);
endmodule

```

Figure 6: Verilog Code & Testbench

## Waveform

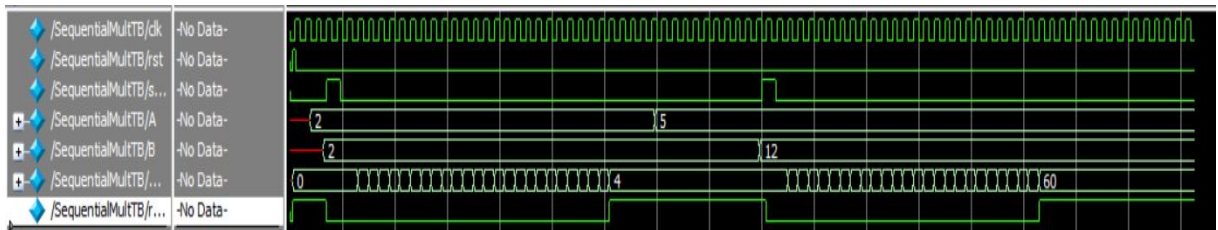


Figure 7: Waveform

f& g

Due to these parts being embedded in the design I couldn't test them separately, their functionality is included in the next parts.

h

The simulation can be seen as follows.

## Verilog Code & Testbench

```

`timescale 1ns/1ns
module PMultiProcSynthTB();
    reg clk=1'b0;
    reg rst=0;
    reg start=0;
    reg [31:0] A = 32'b01000001010001000000000000000000;
    reg [31:0] B = 32'b11000000011000000000000000000000;
    reg [31:0] TempBus;
    reg resultaccept=0;
    reg ready = 0;
    wire accept,doneMul,resultready;
    wire [31:0] ResultBus;
    TopLevel DUT (clk, rst, start,resultaccept,TempBus, ResultBus, ready , accept,doneMul,resultready);
    always #10 clk <= ~clk;
    initial begin
        #40 rst=1;
        #40 rst=0;
        #40 TempBus = A;
        #40 ready = 1;
        #40 if(accept) begin ready = 0; end
        #40 TempBus = B;
        #40 ready = 1;
        #40 if(accept) ready = 0;
        #40;
        #40 start=1;
        #40 start=0;
        #800 resultaccept=1;
        #200 resultaccept=0;
        #40 rst=1;
        #40 rst=0;
        #40 TempBus = 32'b01000000000100000000000000000000;
        #40 ready = 1;
        #40 if(accept) begin ready = 0; end
        #40 TempBus = 32'b01000001100010000000000000000000;
        #40 ready = 1;
        #40 if(accept) ready = 0;
        #40;
        #40 start=1;
        #40 start=0;
        #800 resultaccept=1;
        #60 $stop;
    end
endmodule

```

```

`timescale 1ns/1ns
module TopLevel(input clk, rst, startMul,resultaccept, input [31:0] A, output [31:0] ResultBus, input inReady, output inAccept, output doneMul,resultready);
    wire A0,load0,shift0,loadB,loadB,init0,Beel,co,comb,Mulined;
    wire [47:0] ResultMul,FMulined;
    wire [20:0] PMantissa;
    wire [31:0] A,B,TempBus;
    wire enb, enb_inAccept, inAccept0;
    wire [5:0] Radder, Rexp1,Rexp;
    or(inAccept0,inAccept,inAccept0);
    Reg[2]is Reg0,FF[0],.clk(clk),.rst(rst),.en(enb),.ready(inReady),.F0(A),.accept(inAccept0);
    Reg[2]is Reg1,FF[0],.clk(clk),.rst(rst),.en(enb),.ready(inReady),.F0(B),.accept(inAccept0);
    Reg[0]in w.clk(clk),.rst(rst),.inReady(inReady),.inAccept(inAccept),.en(enb),.enb(enb);
    Reg[0]vo.clk(clk),.rst(rst),.doneMul(doneMul),.resultaccept(resultaccept),.in(TempBus),.resultready(resultready),.final(ResultBus);
    MULT0 dp(.clk(clk),.rst(rst),.load0(load0),.loadB(loadB),.loadB(loadB),.shift0(shift0),.init0(init0),.Beel(Beel),.Abea([1'b1,A[32:0]]),.Bbea([1'b1,B[32:0]]),.ResultBus(ResultBus));
    MULT0 cu(.clk(clk),.rst(rst),.start(startMul),.A0(A0),.load0(load0),.shift0(shift0),.loadB(loadB),.loadB(loadB),.init0(init0),.Beel(Beel),.ready(doneMul));
    Adder Addition(A[32:0]),B[32:0]),.cin([1'b0]),.sum(Radder),.co(co);
    Adder Subtraction(A[32:0]),B[32:0]),.cin([1'b0]),.sum(Rexp),.co(comb);
    Reg[0]reg[0]pre[0].Mulined(Mulined),FMulined(FMulined),PMantissa(PMantissa),Rexp1(Rexp1),ResultMul(ResultMul),ResultBus(TempBus),A[31],B[31],Rexp(Rexp);

```

Figure 8: Verilog Code & Testbench

Waveform

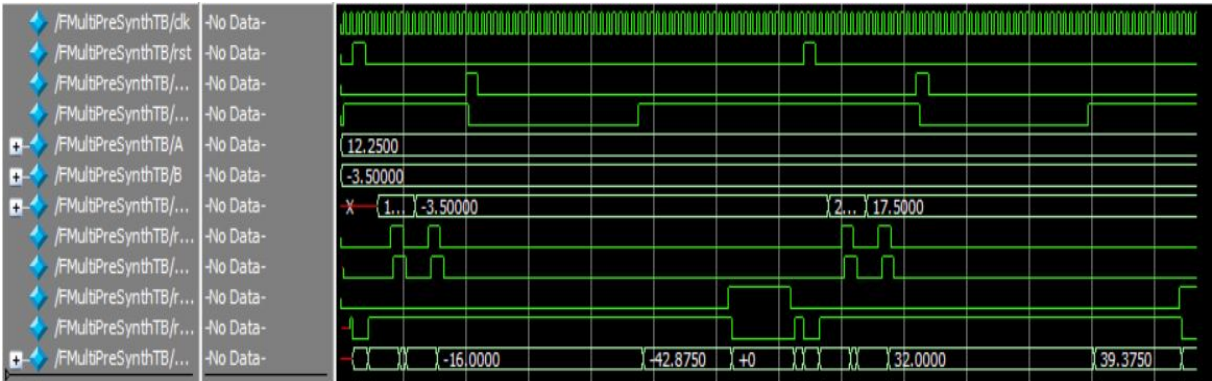
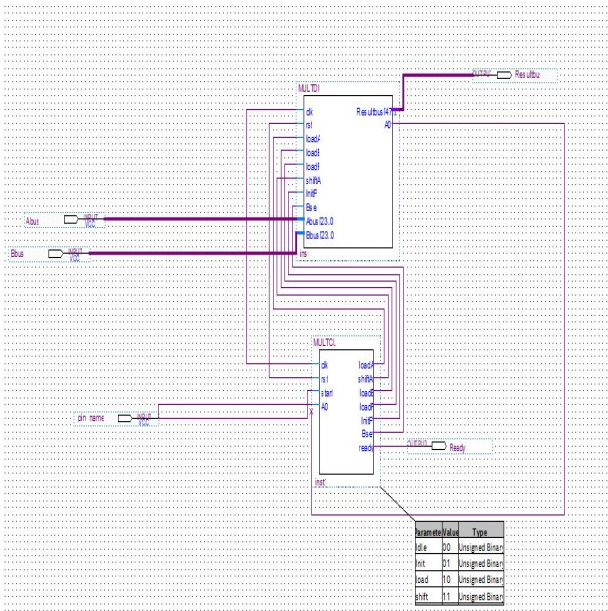
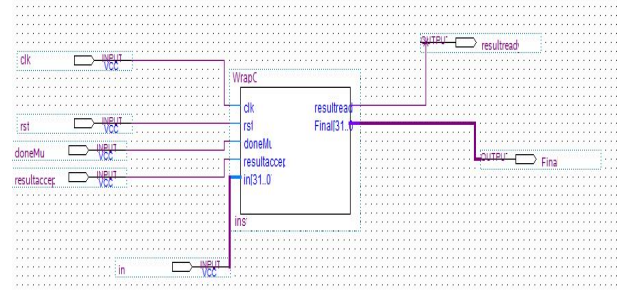
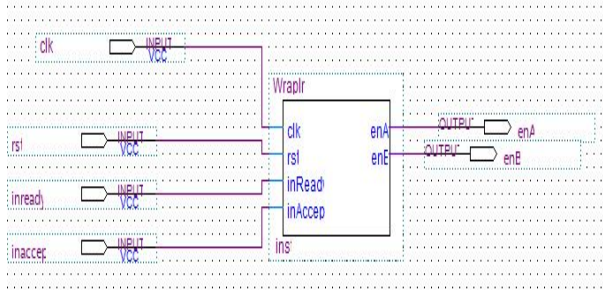


Figure 9: Waveform

i&j&k

The symbols can be seen as below, also the synthesized files are included in the project.





## l&m

In this part we instantiate both of the pre and post synth files.

## Verilog Code & Testbench

```

timescale 1ns/1ns
module Top_Level(input clk, rst, startMul, resultAccep, input [31:0] X, output [31:0] ResultBus, input inReady, output inAccep, output doneMul, resultready);
    wire A0, loadA, shiftA, loadB, loadP, InitP, Bsel, co, cosub, Nulized;
    wire [47:0] ResultMul, FMalized;
    wire [22:0] PMantissa;
    wire [31:0] A, B, TempResBus;
    wire enA, enB, inAccepA, inAccepB;
    wire [9:0] Radder, Rexpl, Rexp;
    or(inAccep, inAccepA, inAccepB);
    Reg2Bit hreg(.PI(X), .clk(clk), .rst(rst), .en(enA), .ready(inReady), .PO(A), .accept(inAccepA));
    Reg2Bit Breg(.PI(X), .clk(clk), .rst(rst), .en(enB), .ready(inReady), .PO(B), .accept(inAccepB));
    WrapIn w(.clk(clk), .rst(rst), .inReady(inReady), .inAccep(inAccep), .enA(enA), .enB(enB));
    WrapO wo(.clk(clk), .rst(rst), .doneMul(doneMul), .resultAccep(resultAccep), .in(TempResBus), .resultready(resultready), .Final(ResultBus));
    MULTDP dp(.clk(clk), .rst(rst), .loadA(loadA), .loadB(loadB), .loadP(loadP), .shiftA(shiftA), .InitP(InitP), .Bsel(Bsel), .Abus([1'b1, A[22:0]]), .Bbus([1'b1, B[22:0]]), .ResultBus(ResultMul), .A0(A0));
    MULTCU cu(.clk(clk), .rst(rst), .start(startMul), .A0(A0), .loadA(loadA), .shiftA(shiftA), .loadB(loadB), .loadP(loadP), .InitP(InitP), .Bsel(Bsel), .ready(doneMul));
    Adder Addition(.A(A[30:20]), .B(B[30:20]), .cin(1'b0), .sum(Radder), .co(co));
    Adder Subtraction(.A(Radder), .B([10'b1000000010]), .cin(1'b0), .sum(Rexp), .co(cosub));
    ResPreparation prep(FMalized(Nulized), FMalized(FMalized), PMantissa(PMantissa), Rexpl(Rexpl), ResultMul(ResultMul), .ResultBus(TempResBus), A(A), B(B), Rexp(Rexp));
endmodule

```

Figure 10: Top Level

```

`timescale 1ns/1ns
module PrePostInstanceTB();
    reg clk=1'b0;
    reg rst=0;
    reg startMul=0;
    reg [31:0] A = 32'b01000001010001000000000000000000;
    reg [31:0] B = 32'b11000000011000000000000000000000;
    reg [31:0] Tempbus;
    reg ready1 = 0;
    reg ready2 = 0;
    reg resultaccept=0;
    wire accept1,accept2,doneMul1,doneMul2,resultready1,resultready2;
    wire [31:0] ResultBus1;
    wire [31:0] ResultBus2;
    PMultiPostSynth UUT2 (clk, rst, startMul,resultaccept ,Tempbus, ResultBus2, ready2 , accept2,doneMul2,resultready2);
    Top Level UUT1 (clk, rst, startMul,resultaccept ,Tempbus, ResultBus1, ready1 , accept1,doneMul1,resultready1);
    always #10 clk <= ~clk;
    initial begin
        #40 rst=1;
        #40 rst=0;
        #40 Tempbus = A;
        #40 ready1 = 1;ready2=1;
        #40 if(accept1) begin ready1 = 0; end if(accept2) begin ready2 = 0; end
        #40 Tempbus = B;
        #40 ready1 = 1;ready2=1;
        #40 if(accept1) ready1 = 0; if(accept2) ready2 = 0;
        #40;
        #40 startMul=1;
        #40 startMul=0;
        #800 resultaccept=1;
        #400 resultaccept=0;
        #40 rst=1;
        #40 rst=0;
        #40 Tempbus = 32'b01000000000100000000000000000000;
        #40 ready1 = 1;ready2=1;
        #40 if(accept1) begin ready1 = 0; end if(accept2) begin ready2 = 0; end
        #40 Tempbus = 32'b01000001100011000000000000000000;
        #40 ready1 = 1;ready2=1;
        #40 if(accept1) ready1 = 0; if(accept2) ready2 = 0;
        #40;
        #40 startMul=1;
        #40 startMul=0;
        #800 resultaccept=1;
        #200 $stop;
    end
endmodule

```

Figure 11: Testbench

Waveform

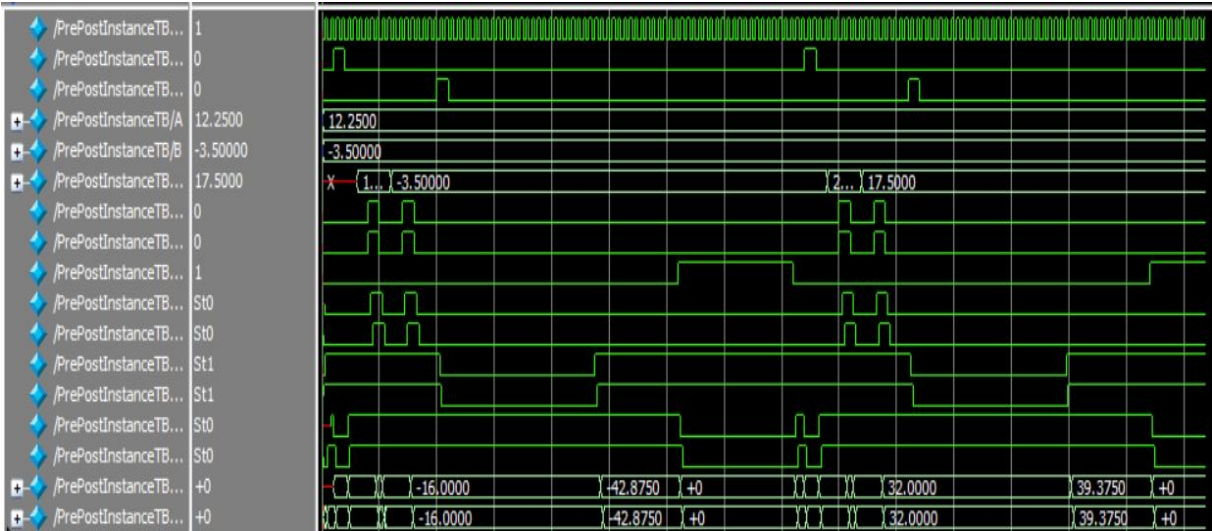


Figure 12: Waveform

o

Has been satisfied in previous parts.



**p**

The compilation report is as follows.

Flow Status	Successful - Sun Jun 27 16:53:38 2021
Quartus Prime Version	20.1.0 Build 711 06/05/2020 SJ Lite Edition
Revision Name	FMultiPostSynth
Top-level Entity Name	FMultiPostSynth
Family	Cyclone IV E
Device	EP4CE10F17C8L
Timing Models	Final
Total logic elements	250 / 10,320 ( 2 % )
Total registers	183
Total pins	72 / 180 ( 40 % )
Total virtual pins	0
Total memory bits	0 / 423,936 ( 0 % )
Embedded Multiplier 9-bit elements	0 / 46 ( 0 % )
Total PLLs	0 / 2 ( 0 % )