

# Functional Electronic Circuits Lab3

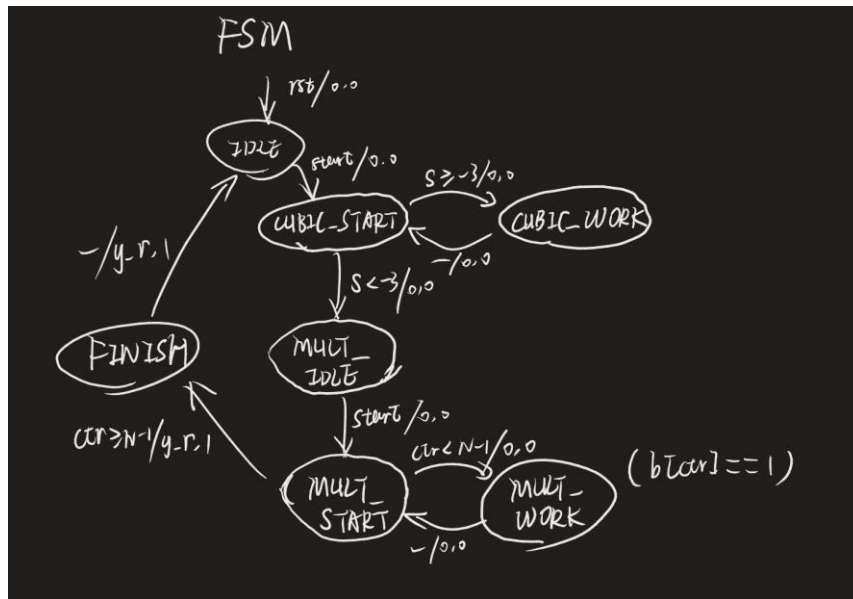
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Variant: 8

8	$y = a \cdot \sqrt[3]{b}$	Number of adders: 2 Number of multipliers: 1
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## 1. The picture with FSM

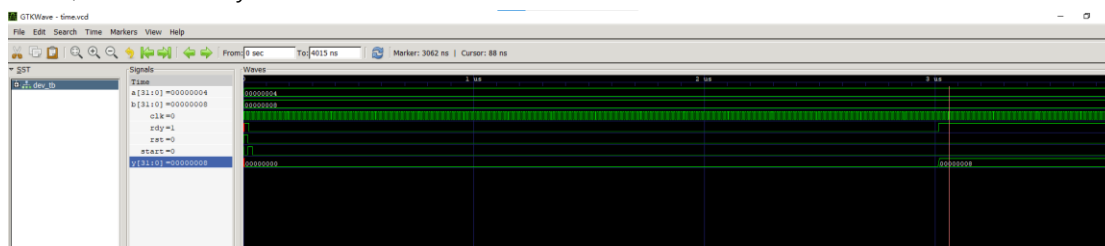


## 2. The table of transition

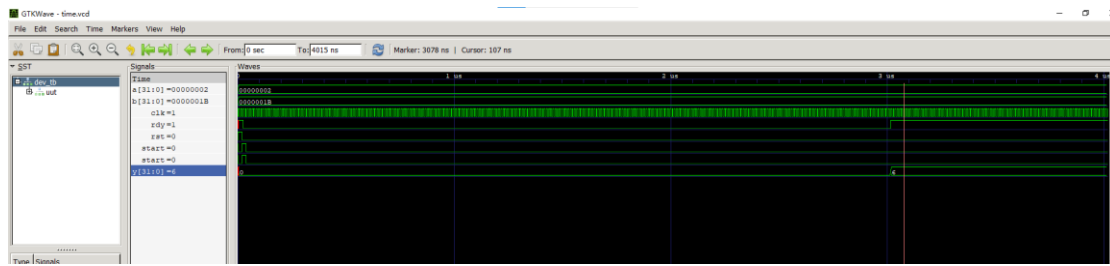
S	rst_x	rst	x0:start	x1:s>=3	x2:s<3	x3:x=b	x4:ctr(N-1	x5:ctr>=N-1	x6:(b[ctr]==1)
IDLE	=S0	S0/0	S1/0	-	-	-	-	-	-
CUBIC_START	=S1	S0/0	-	S2/0	S3/0	-	-	-	-
CUBIC_WORK	=S2	S0/0	-	-	-	S1/0	-	-	-
MULT_IDLE	=S3	S0/0	S4/0	-	-	-	-	-	-
MULT_START	=S4	S0/0	-	-	-	-	S5/0	S6/y_r	-
MULT_WORK	=S5	S0/0	-	-	-	-	-	-	S4/0
FINISH	=S6	S0/0	S0/y_r	S0/y_r	S0/y_r	S0/y_r	S0/y_r	S0/y_r	S0/y_r

## 3. The timing diagram with simulation results

$a = 4, b = 8 \rightarrow y = 8$



$a = 2, b = 27 \rightarrow y = 6$



#### 4. Code of the testbench and the device.

*dev.v*

```
`include "adder.v"
`include "mult.v"
module dev (
    input clk_i,
    input rst_i,

    input [31:0] x_bi,
    input [31:0] y_bi,
    input start_i,

    output reg [31:0] y_bo,
    output reg rdy_o
);

reg signed [31:0] a1_op1, a1_op2;
reg signed [31:0] a2_op1, a2_op2;
wire signed [31:0] a1_res, a2_res;

adder a1(
    .a_bi(a1_op1),
    .b_bi(a1_op2),
    .c_bo(a1_res)
);

adder a2(
    .a_bi(a2_op1),
    .b_bi(a2_op2),
    .c_bo(a2_res)
);

reg [31:0] m1_op1, m1_op2, y1;
reg m1_start;
```

```

wire [15:0] m1_res16;
wire [31:0] m1_res = {16'h0, m1_res16};

mult m1 (
    .clk_i(clk_i),
    .rst_i(rst_i),
    .a_bi(m1_op1[7:0]),
    .b_bi(m1_op2[7:0]),
    .start_i(m1_start),
    .busy_o(m1_busy),
    .y_bo(m1_res16)
);

// FSM control unit code

localparam N = 32;

localparam IDLE          = 0;
localparam CMP_S         = 1;
localparam CALC_MULT_S1_START = 2;
localparam CALC_MULT_S1   = 3;
localparam CALC_MULT_S2_START = 4;
localparam CALC_MULT_S2   = 5;
localparam CALC_B         = 6;
localparam CMP_B          = 7;
localparam CALC_S         = 8;
localparam CALC_MULT_S3   = 9;
localparam FINISH_START   = 10;
localparam FINISH         = 11;

reg [3:0] state_r;
reg [31:0] x_r;
reg signed [31:0] s_r;
reg [31:0] y_r;
reg [31:0] b_r;

always@(posedge clk_i)
    if(rst_i) begin
        x_r <= 0;
        m1_op1 <= 0;
        m1_op2 <= 0;
        m1_start <= 0;
        a1_op1 <= 0;
        a1_op2 <= 0;
    end

```

```

a2_op1 <= 0;
a2_op2 <= 0;
y_bo   <= 0;
y_r    <= 0;
rdy_o  <= 1;
s_r    <= 0;
y1     <= 0;

state_r <= IDLE;

end else begin
  case(state_r)
    IDLE:
      if(start_i) begin
        x_r <= x_bi;
        y_r <= 0;
        rdy_o <= 0;
        b_r <= 0;
        s_r <= 0;

        // s = N-2
        a1_op1 <= N;
        a1_op2 <= -2;

        state_r <= CMP_S;
      end
    CMP_S:
      begin
        s_r <= a1_res;
        if(a1_res > -3) begin
          y_r = y_r << 1;

          // 3*y
          m1_op1 <= 3;
          m1_op2 <= y_r;
          m1_start <= 1;

          // y+1
          a1_op1 <= y_r;
          a1_op2 <= 1;

          state_r <= CALC_MULT_S1_START;
        end
      end
    end else begin

```

```

        y1 <= y_r;
        m1_start <= 0;
        state_r <= CALC_MULT_S3;
    end
end
CALC_MULT_S3:
    if(m1_busy == 0) begin
        m1_op1 <= y1;
        m1_op2 <= y_bi;
        m1_start <= 1;
        state_r <= FINISH_START;
    end
FINISH_START:
    begin
        m1_start <= 0;
        state_r <= FINISH;
    end
FINISH:
    if(m1_busy == 0) begin
        y_bo <= m1_res;
        rdy_o <= 1;

        state_r <= IDLE;
    end
CALC_MULT_S1_START: //waiting 1 clk for starting of the mult
module

    begin
        m1_start <= 0;
        state_r <= CALC_MULT_S1;
    end
CALC_MULT_S1:
    if(m1_busy == 0) begin
        // m1_res = 3*y
        // a1_res = y+1
        // m1_res * a1_res = 3*y*(y+1)
        m1_op1 <= m1_res;
        m1_op2 <= a1_res;
        m1_start <= 1;

        state_r <= CALC_MULT_S2_START;
    end
CALC_MULT_S2_START: //waiting 1 clk for starting of the mult
module

    begin

```

```

        m1_start <= 0;
        state_r <= CALC_MULT_S2;
    end
CALC_MULT_S2:
    if(m1_busy == 0) begin
        // 3*y(y+1)+1
        a1_op1 <= m1_res;
        a1_op2 <= 1;

        state_r <= CALC_B;
    end
CALC_B:
    begin
        b_r <= a1_res << s_r;
        state_r <= CMP_B;
    end
CMP_B:
    if(x_r >= b_r) begin
        // x-b
        a1_op1 <= x_r;
        a1_op2 <= -b_r;

        // y+1
        a2_op1 <= y_r;
        a2_op2 <= 1;

        state_r <= CALC_S;

    end else begin
        state_r <= CALC_S;
    end
CALC_S:
    begin
        if(x_r >= b_r) begin
            //x = x-b
            x_r <= a1_res;

            //y = y+1
            y_r <= a2_res;
        end

        // s-3
        a1_op1 <= s_r;
        a1_op2 <= -3;
    end

```

```

                state_r <= CMP_S;
            end
        endcase
    end
endmodule

```

*dev\_tb.v*

```

`include "dev.v"
`timescale 1ns/1ps

module dev_tb;

    reg [31:0] a,b;
    reg clk, rst;
    reg start;

    wire rdy;
    wire [31:0] y;

    dev uut(
        .clk_i(clk),
        .rst_i(rst),

        .x_bi(b),
        .y_bi(a),
        .start_i(start),

        .y_bo(y),
        .rdy_o(rdy)
    );

    always #5 clk = ~clk;

    initial begin

        $dumpfile("time.vcd");
        $dumpvars(0, dev_tb);

        clk    = 0;
        rst    = 1;
        a      = 4;
        b      = 8;
    end
endmodule

```

```

    start = 0;

    #20
    rst    = 0;
    start = 1;
    #20
    start = 0;

    @(posedge rdy);
    #1000
    $finish;

end

endmodule

```

#### *adder.v*

```

module adder (
    input [31:0] a_bi,
    input [31:0] b_bi,

    output [31:0] c_bo
);

assign c_bo = a_bi + b_bi;

endmodule

```

#### *mult.v*

```

module mult(
    input clk_i,
    input rst_i,

    input [7:0] a_bi,
    input [7:0] b_bi,
    input start_i,

    output reg busy_o,
    output reg [15:0] y_bo
);

    localparam IDLE = 2'b00;
    localparam WORK = 2'b01;

```



```

localparam END = 2'b10;

reg [2:0] ctr;
wire [2:0] end_step;
wire [7:0] part_sum;
wire [15:0] shifted_part_sum;
reg [7:0] a, b;
reg [15:0] part_res;
reg [1:0] state;

assign part_sum = a & {8{b[ctr]}};
assign shifted_part_sum = part_sum << ctr;

always @(posedge clk_i)
    if (rst_i) begin
        ctr      <= 0;
        part_res <= 0;
        y_bo     <= 0;
        busy_o   <= 0;

        state <= IDLE;
    end else begin

        case (state)
            IDLE:
                if (start_i) begin
                    state <= WORK;

                    a      <= a_bi;
                    b      <= b_bi;
                    ctr     <= 0;
                    part_res <= 0;
                    busy_o  <= 1;
                end
            WORK:
                begin
                    if (ctr == 3'h7) begin
                        state <= END;
                    end

                    part_res <= part_res + shifted_part_sum;
                    ctr <= ctr + 1;
                end
            END:

```

```
        begin
            y_bo    <= part_res;
            busy_o <= 0;
            state    <= IDLE;
        end
        default: state <= IDLE;
    endcase
end
endmodule
```