

# DESIGN SPEC DOCUMENT

ECE-593: Fundamentals of Pre-Silicon Validation  
Maseeh College of Engineering and Computer Science  
Winter, 2025



**Project Name:** Asynchronous FIFO Design and  
Verification using UVM

**Members:** Uma Mahesh Bestha, Thanmai  
Neelampalli, Sathwik Bandi, Bhanu Sai Sidhardha  
Tummala

**Date:** 01/25/2025

<b>Project Name</b>	Asynchronous FIFO Design and Verification using UVM
<b>Location</b>	Portland, Oregon
<b>Start Date</b>	01/18/2025
<b>Estimated Finish Date</b>	03/06/2025
<b>Completed Date</b>	

<b>Prepared by: Team 11</b>	
<b>Prepared for: Prof. Venkatesh Patil</b>	
<b>Team Member Name</b>	<b>Email</b>
Uma Mahesh Bestha	bestha@pdx.edu
Thanmai Neelampalli	thanmain@pdx.edu
Sathwik Bandi	sathwikb@pdx.edu
Bhanu Sai Sidhardha Tummala	bhanusai@pdx.edu

<b>Design Features:</b>
<b>Clock Domain Crossing:</b> The asynchronous FIFO facilitates data transfer between different clock domains, allowing write and read operations to occur at different frequencies. This ensures synchronization of data flow across different clock domain systems.
<b>Distinct Operating Frequencies:</b> The FIFO operates at a frequency of 240 MHz, while the consumer operates at a higher frequency of 400 MHz. This design allows for the production and consumption of data at different rates.
<b>Maximum Write Burst Size:</b> The FIFO imposes a maximum write burst size of 512, which influences how data is managed within the buffer.
<b>Idle Cycles:</b> The design incorporates two idle cycles between consecutive reads, while there are no idle cycles between writes. This affects the overall flow of data.
<b>Data Transfer Timing for a write cycle:</b> The producer writes data at each clock cycle, taking approximately 4.1667 nanoseconds to write one data item.

**Data Transfer Timing for a read cycle:** The consumer reads data every three clock cycles, requiring about 7.5 nanoseconds to read one data item.

**Buffer Management:** The calculations indicate that in a period of 2134 nanoseconds, the consumer can read 284 items, necessitating storage for 228 additional items in the FIFO.

**FIFO Depth and Width:** The design can accommodate a FIFO depth of either 256 or a custom size of 228, with a width of 8 bits.

### **Project Description:**

The project titled "**Asynchronous FIFO Design and Verification using UVM**" focuses on the development of an asynchronous First-In-First-Out (FIFO) buffer that facilitates data transfer between different clock domains, allowing for synchronization of data flow across systems operating at distinct frequencies. The design operates at a frequency of 240 MHz for the producer and 400 MHz for the consumer, enabling efficient communication despite differing data production and consumption rates. Key specifications include a maximum write burst size of 512, with a structured approach to data writing and reading that incorporates idle cycles to manage the buffer effectively. The calculations demonstrate the need for a FIFO depth of either 256 or a custom design of 228, with a width of 8 bits, ensuring optimal performance in handling data across varying clock signals.

### **Important Signals/Flags**

**Write Enable (WE):** Indicates when data can be written to the FIFO.

**Read Enable (RE):** Indicates when data can be read from the FIFO.

**Full Flag:** Signals that the FIFO is full and cannot accept more data.

**Empty Flag:** Signals that the FIFO is empty and there is no data to read.

**Data Valid Flag:** Indicates that the data present in the FIFO is valid and can be read.

**Overflow Flag:** Indicates that an attempt to write data has occurred when the FIFO is full.

**Underflow Flag:** Indicates that an attempt to read data has occurred when the FIFO is empty.

### Design Signals

**Write Enable (WE):** This signal indicates when data can be written into the FIFO. It is activated during the write operation.

**Read Enable (RE):** This signal indicates when data can be read from the FIFO. It is activated during the read operation.

**Data Input (DIN):** This is the data line where the input data is fed into the FIFO during the write operation.

**Data Output (DOUT):** This is the data line where the output data is read from the FIFO during the read operation.

**Full Flag (FULL):** This signal indicates whether the FIFO is full. It prevents further write operations when FIFO reaches its maximum capacity.

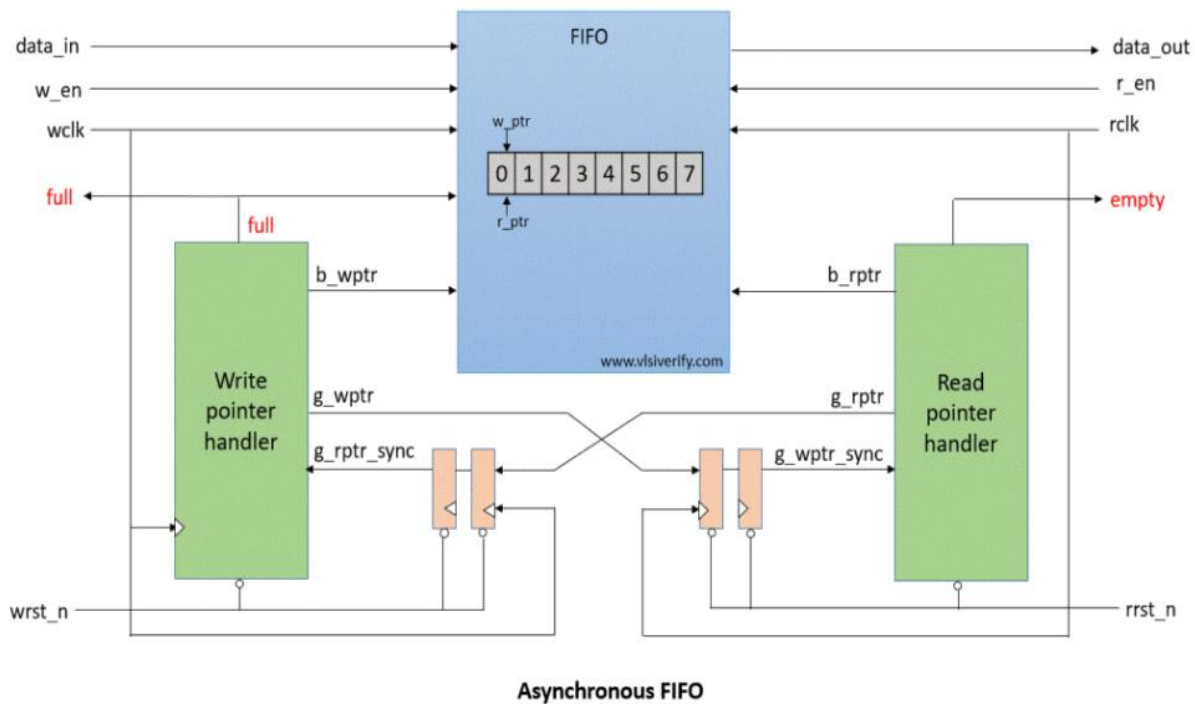
**Empty Flag (EMPTY):** This signal indicates whether the FIFO is empty. It prevents read operations when there is no data available in the FIFO.

**Clock Signals:** Since the FIFO operates across different clock domains, there will be separate clock signals for the producer and consumer. These signals synchronize the write and read operations.

**Reset Signal (RESET):** This signal is used to initialize the FIFO, clearing all data and resetting the status flags.

### Block Diagram

The following block diagram represents basic functionality of Asynchronous FIFO



### Calculations needed for DUT:

The steps included in the calculation are:

- The producer writes data at each clock cycle
- The consumer reads data every three clock cycles.
- The time needed to write one data item is  $1/240 \text{ MHz} = 4.1667$  nanoseconds.
- The time required to write all data items is  $512 * 4.1667 = 2134$  nanoseconds.
- The time needed to read one data item is  $3/400 \text{ MHz} = 7.5$  nanoseconds.
- The number of data items that can be read in a period of 2134 nanoseconds are
- $2134/7.5 = 284$  items.
- Therefore, the number of data items that need to be stored is  $512 - 284 = 228$ .

Hence, the logarithm of 228 with a base of 2 yields 8 bits.

Therefore, we can opt for a FIFO with a depth of either 256 or design one with a size of 228. The width of the FIFO is 8 bits.

## References/Citations:

Prof. Venkatesh Patil lecture slides of ECE 571: Introduction to SystemVerilog

Prof. Venkatesh Patil lecture slides of ECE-593: Fundamentals of Pre-Silicon Validation

<https://vlsiverify.com/verilog/verilog-codes/asynchronous-fifo/>

XILINX Asynchronous FIFO V3.0 Design specification document

## Waveforms:

