

Lab 6

Introduction to Verilog – 3

Exercise & Report



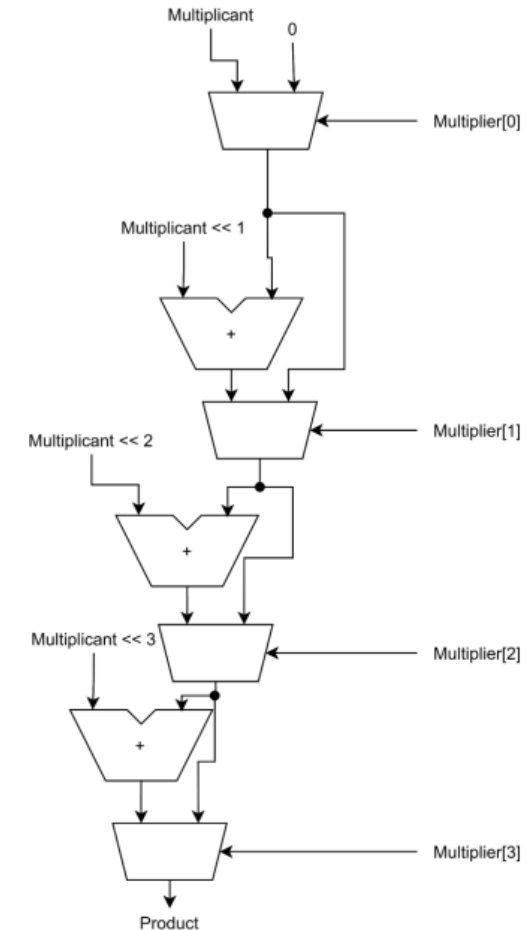
Summary

- In this lab, you are required to modify your multiplier in Lab 4 to support pipeline.
- In this lab, you are required to design a 4-input special calculator, with the following function :
 - Calculate the **Summation** of 4 inputs.
 - Calculate the **Multiplication** of 4 inputs with your multiplier in Lab 4.
 - Find the **Max** and **Minimum** number of 4 inputs.
- You are required to write your own testbench to verify your design.



Exercise 1 - Multiplier

- In exercise 1, you are required to :
 - Modify your **multiplier** in Lab 4 to support **8bit** multiplicand and **8bit** multiplier. The product should be 16 bits
 - Put a delay of **5ns** to your adder.
 - Modify the architecture to support **pipeline** operation.
(Insert registers between each adders)



Exercise 2 - Special Calculator

- In exercise 2, you need to design an special calculator which can computer **summation**, **multiplication**, **max** and **min**.
- After reset, the testbench will assert *data_valid* signal, *op* signal and the **first data** simultaneously. Then, sequentially pass the remaining data, until all 4 data are passed.
- After the last data, testbench will **drop** all control signals and wait for results.



Exercise 2 - Special Calculator

- Operation of calculator are defined as follow :

<i>op</i>	<i>Function</i>
2'b00	Summation, i.e., $a+b+c+d$
2'b01	Multiplication, i.e., $a*b*c*d$
2'b10	Max value
2'b11	Minimum value

Exercise 2 – Special Calculator

- After passing all 4 data, your design should start computing the result.
- When all computations are completed, your design should output the result as well as *result_valid* signal.
- Your design should be able to accept next group of data in next cycles.



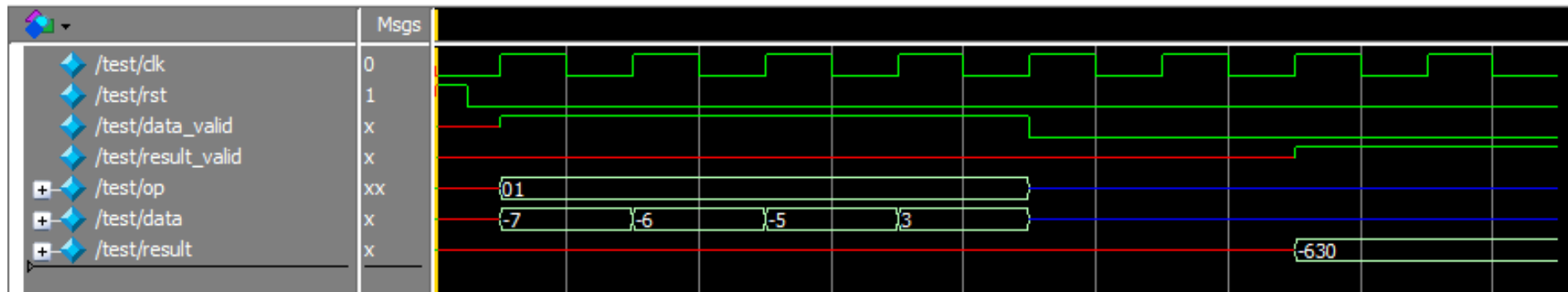
Exercise 2 – Special Calculator

- I/O interface

Name	I/O	Width	Description
clk	I	1	System clock signal. This system is synchronized with the positive edge of the clock.
rst	I	1	Active-high asynchronous reset signal.
data_valid	I	1	Input data is valid.
op	I	2	Operation
data	I	4	Input data.
result_valid	O	1	Result data is valid
result	O	16	Result data.

Exercise 2 – Special Calculator

- Timing diagram



Exercise 2 - Limitation

- In exercise 2, you should reuse your design in exercise 1. If you simply use behavioral statement, i.e., $a*b*c*d$, you can only receive partial credits.
- 就算exercise1的pipeline沒有做出來，也還是儘可能用自己lab4的電路，TA還是會給部份分數。
- In this lab, all calculations should be considered as **signed** operation.



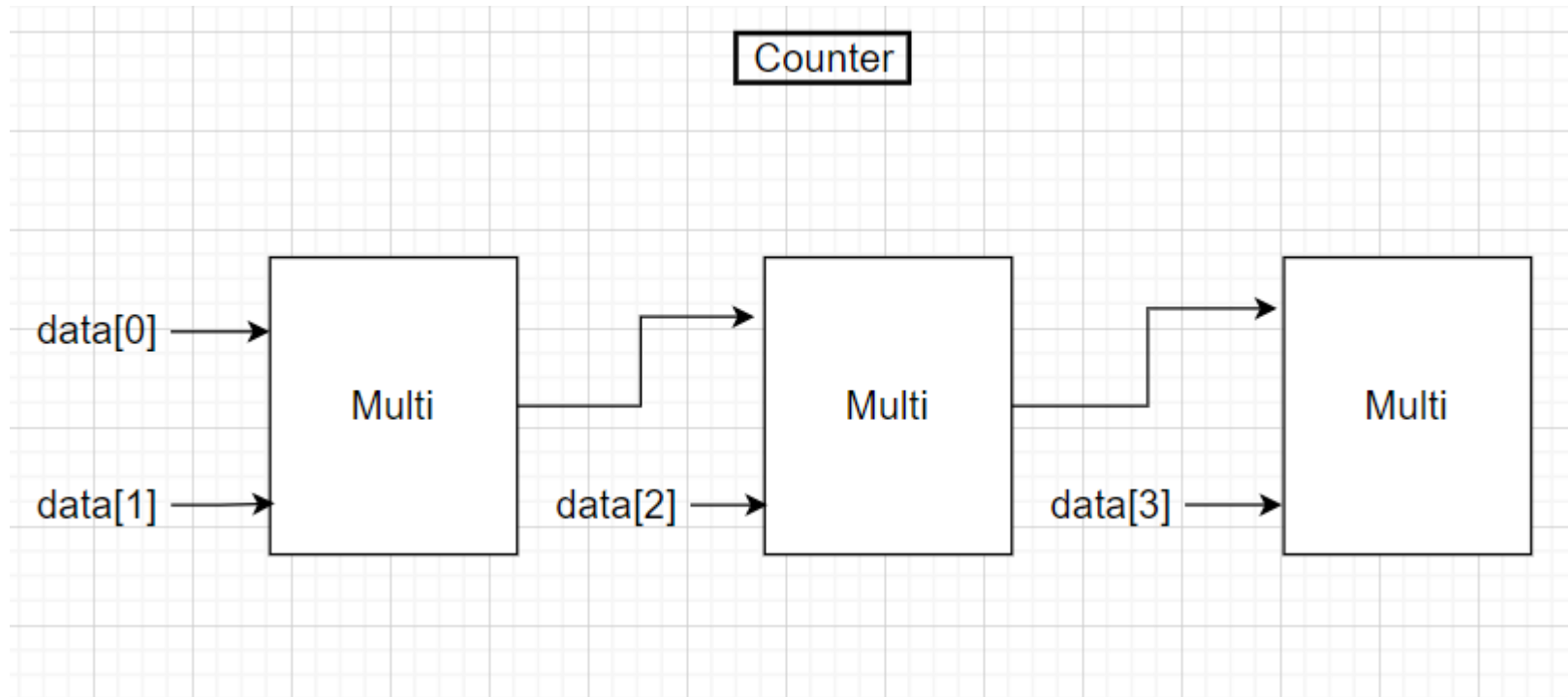
Exercise 2 – coding style

- In this exercise, coding styles will be considered in grading(not much, but you should try to follow it).
- Here are some coding conventions you should follow :
 - Use macro(define) to name your state machine
 - Do not use unsynthesizable syntax/semantic in your design(**except tb**).
 - Only one module in a file.



Hints

- Use a counter to let your FSM know when to move.
- Insert multiplier into your design.



Exercise 2 - testbench

- In this Lab, you need your own testbench to verify your design.
- The testbench should generate clock with a period of **10ns** .
- 4 input patterns are provided, use each input pattern to run over 4 kinds of operation, so there will be totally 16 times of calculation.
- After one calculation, verify the results, then apply next calculation.



Exercise 2 - testbench

- Use ASCII Art to create your special testbench result ~ (not mandatory)
 - <https://www.asciiart.eu/>



Report requirement

- Design explanation. If there is a state machine in your design, use a graph to illustrate it.
- Simulation result (terminal & waveform)

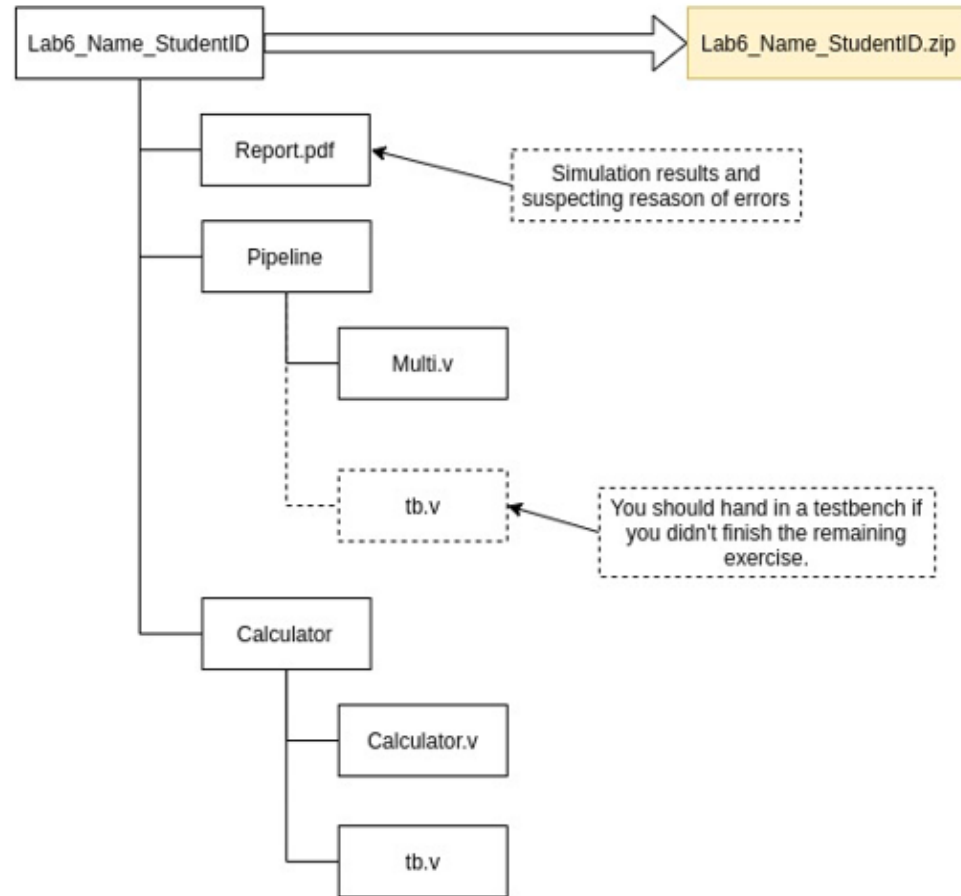


Exercise 1 - Multiplier

- If you didn't get to finish the remaining part, please provide a testbench that can show what you have done, and explain it in your report.
- You can reuse the testbench we provided in Lab 4.



File



File format

File name	Module name	Instance name
<i>tb.v</i>	<i>tb</i>	
<i>Calculator.v</i>	<i>Calculator</i>	<i>cal</i>
<i>Multi.v</i>	<i>Multi</i>	<i>multi</i>

