



# GROUP WRITING PROJECT

**Project Name:** Review on Logic Design

**Due Date:** 2022/12/28

This is the tracking document for our group writing project. We'll use this document to share details, resources, and schedules for our project. Please keep this document up-to-date as we work.



## Participants

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## Milestones

Milestone name	Target date	Status
Datapath	2022/12/28	done
Controller	2022/12/28	done
Testbench	2022/12/28	done



## Controller

As shown in the picture below, our Controller has 3 inputs(clk, rst, start) and 1 output(lineRegLoad).

Our controller has 4 states called:

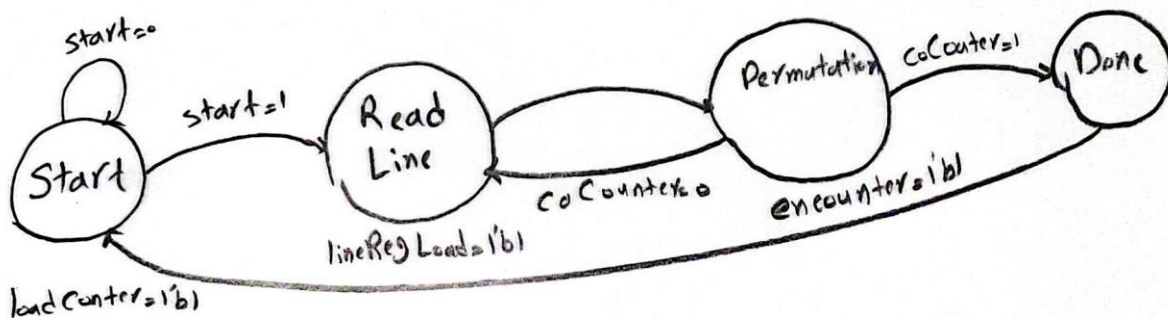
- 1.Start = 0
- 2.ReadLine = 1
- 3.Permutation = 2
- 4.Done = 3

We also have a counter in our controller design which count up to 64 and handles the depth of matrices.

```

1  `timescale 1ns/1ns
2  module Controller (
3      clk,
4      rst,
5      start,
6
7      lineRegLoad
8  );
9
10     input clk, rst, start;
11     output reg lineRegLoad;
12
13
14     parameter [2:0]
15         Start = 3'b000,
16         ReadLine = 3'b001,
17         Permutation = 3'b010,
18         Done = 3'b011;
19
20
21     reg [3:0] ps, ns;
22
23     reg [5:0] counterInit = 6'b000000;
24     reg loadCounter = 1'b0;
25     reg enCounter = 1'b0;
26     wire [5:0] count;
27     wire coCounter;
28
29     Counter #6 counter(.clk(clk), .rst(rst), .loadEn(loadCounter), .initCount(counterInit), .en(enCounter), .count(count), .cout(coCounter));
30
31     always @(posedge clk, posedge rst) begin
32         if(rst)
33             ps <= Start;
34         else
35             ps <= ns;
36     end
37
38     always @(ps, start, coCounter) begin
39         case (ps)
40             Start:      ns = start ? ReadLine : Start;
41         endcase
42     end
43
44     always @(ps, start, coCounter) begin
45         case (ps)
46             Start:      ns = start ? ReadLine : Start;
47             ReadLine:   ns = Permutation;
48             Permutation: ns = coCounter ? Done : ReadLine;
49             Done:       ns = Start;
50             default:    ns = Start;
51         endcase
52     end
53
54     always @(ps) begin
55         {lineRegLoad, loadCounter, enCounter} = 3'b000;
56         case (ps)
57             Start:
58                 loadCounter = 1'b1;
59             ReadLine:
60                 lineRegLoad = 1'b1;
61             Permutation:
62                 enCounter = 1'b1;
63         endcase
64     end
65
66 endmodule

```





## Datapath

```
1  `timescale 1ns/1ns
2  module Datapath #(parameter lineSize)(
3      clk,
4      rst,
5      lineRegLoad,
6      line,
7
8      permutationOutput
9  );
10
11      input clk, rst, lineRegLoad;
12      input [lineSize-1:0] line;
13
14      output [lineSize-1:0] permutationOutput;
15
16      wire [lineSize-1:0] lineRegOutput;
17
18      Register #(lineSize) lineRegister(.clk(clk), .rst(rst), .load(lineRegLoad), .reg_input(line), .reg_output(lineRegOutput));
19
20      Permutation #(lineSize) permutation(.inp(lineRegOutput), .permutationOutput(permutationOutput));
21
22  endmodule
```

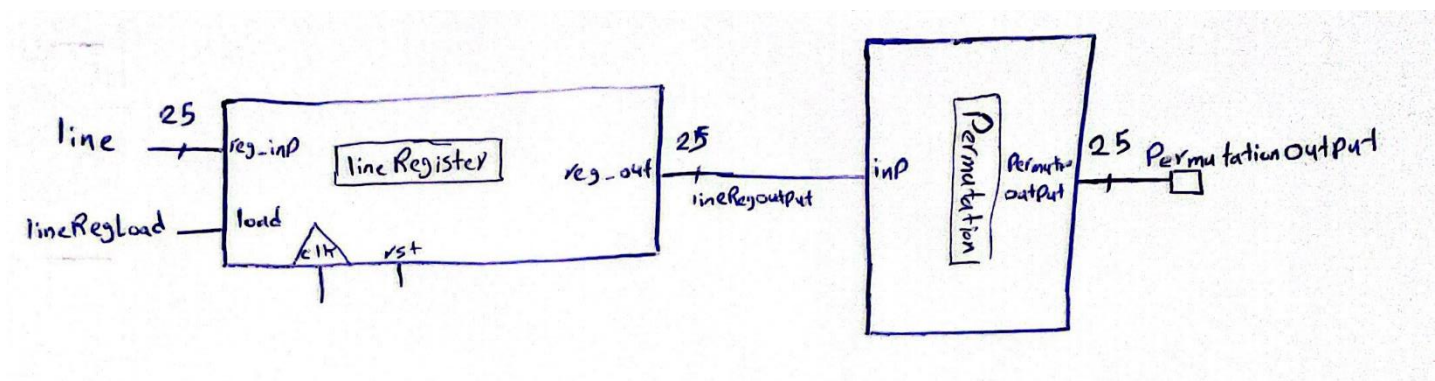
As shown in the picture above, our datapath has 4 inputs(clk, rst, lineRegLoad,line) and 1 output(permutationOutput).

We have parameterized the Datapath module with lineSize, in order to have flexible module with different matrices as input.

In our module there is a Register with size #25 called lineRegister. This register is synced with the clock pulse and has asynchronous reset. Whenever its load signal is issued the reg\_input wire would be stored in the registered and it can be derived with its output wire called lineRegOutput.

Next to our register module, there is another module called Permutation. This module is responsible of calculation of the permutation function on matrix. It has an input wire called inp which is derived from the register output. And also the output of this module is the final permuted matrix.

So we only have one register for both input and output and the result of each matrix will be written to file directly.





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