NYCU-EE IC LAB – Spring 2024

Lab03 Exercise

Design: AXI-SPI DataBridge

Data Preparation

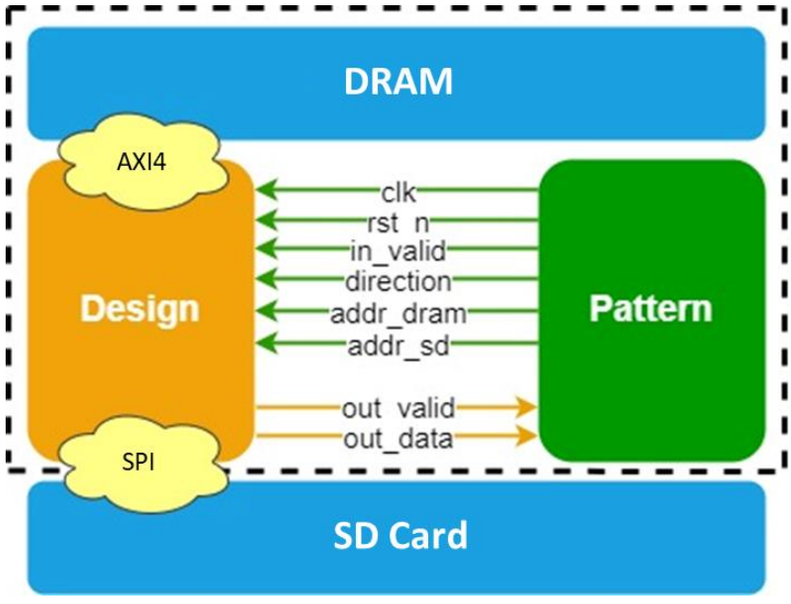
1. Extract files from TA's directory:

   % tar xvf ~iclabTA01/Lab03.tar

2. The extracted LAB directory contains:
   a. **00_TESTBED**
   b. **01_RTL**
   c. **02_SYN**
   d. **03_GATE**

Introduction

In today's digital era, the seamless transfer of data between various storage mediums is pivotal to the efficiency and reliability of electronic systems. The task at hand pertains to the design of a mechanism that enables data transfer between Dynamic Random Access Memory (DRAM) using the AXI4-Lite protocol and an SD card using the Serial Peripheral Interface (SPI) protocol. The system architecture is shown below.



In this lab, your task is to finalize the **PATTERN** and develop a **pseudo DRAM** by referencing the provided design specifications and the AXI4-lite protocol. We will supply both encrypted versions of correct and incorrect designs to guide and assist you in this process. Additionally, we offer a pseudo SD Card that not only simulates the behavior of actual SD card but also verifies its specifications. Once the PATTERN and pseudo DRAM are complete, your next step is to design a **bridge** connecting

the DRAM and the SD card.

Problem Description

Read Pattern

In this lab, you need to read the patterns from the file Input.txt. The format of Input.txt is outlined below:

```
2  (2 patterns in this file)
0 11 22  (Reading data from the DRAM starting at address 11 and writing it to the SD card located at address 22)
1 33 44  (Reading data from the SD card starting at address 44 and writing it to the DRAM located at address 33)
```

The first number at the beginning of the file is the number of patterns, and each subsequent line corresponds to a pattern. For each pattern:

1. The first number signifies the **direction** of the data transfer.
   (0) DRAM → SD card, out_data
   (1) SD card → DRAM, out_data
2. The second number indicates the starting **DRAM address**. (Legal range: 0~8191)
3. The third number indicates to the **SD card address**. (Legal range: 0~65535)

Please note that you should calculate the golden answer in the PATTERN. The golden answer from external files is NOT allowed.

Read Initial Data

The initial data sets are been saved as DRAM_init.dat for DRAM and SD_init.dat for the SD card. The format can be readable by "readmemh" function from Verilog.

The legal address range for DRAM is from **0 to 8191,** for the SD card, it is from **0 to 65535**. For each address of DRAM and SD card contains **64** bits data.

Simulation and Final Data

If the design pass the simulation, capture the concluding data states of both the DRAM and SD card. Save them as DRAM_final.dat and SD_final.dat respectively. The format must be readable by "readmemh" function from Verilog. You can use "writememh" function to write the files. We will check the correctness of final state of DRAM and SD card according to the Input.txt, DRAM_init.dat and SD_init.dat.

All the above files are stored in 00_TESTBED.

AXI4-Lite Protocol (pseudo_DRAM.v)

For simplicity, we use AXI4-Lite protocol to access DRAM. You can get familiar with the basic operation of AXI4-Lite protocol through this lab first, and you will encounter the complete AXI4 protocol in the following lab.

The key difference between AXI4 and AXI4-Lite is that while AXI4 supports burst operations, AXI4-Lite does not.

Please note that these AXI4-lite signals should change their value on a positive edge in your BRIDGE.v and Pseudo_DRAM.v.

Global Signals

Signal	Bit Width	Source	Description
clk	1	Clock source	Global clock signal. All signals are sampled on the **Positive** edge of the global clock.
rst_n	1	Reset source	Global reset signal. This signal is active LOW.

Write Address Channel

Signal	Bit Width	Source	Description
AW_ADDR	32	Master	Write address.
AW_VALID	1	Master	Write address valid. This signal indicates that valid write address is available: 1 = address available 0 = address not available. The address remain stable until the address acknowledge signal, **AW_READY**, goes HIGH.
AW_READY	1	Slave	Write address ready. This signal indicates that the slave is ready to accept an address signals: 1 = slave ready 0 = slave not ready.

Write Data Channel

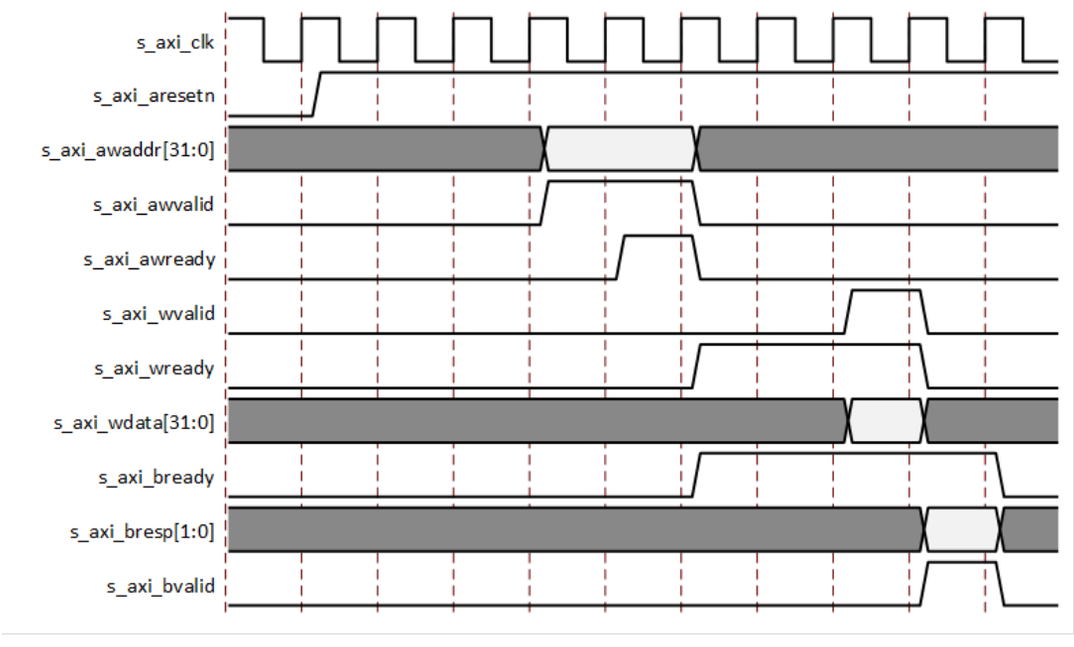
Signal	Bit Width	Source	Description
W_DATA	64	Master	Write data bus.
W_VALID	1	Master	Write valid. This signal indicates that valid write data is available: 1 = write data available 0 = write data not available.

W_READY	1	Slave	Write ready. This signal indicates that the slave can accept the write data: 1 = slave ready 0 = slave not ready.

Write Response Channel

Signal	Bit Width	Source	Description
B_RESP	2	Slave	Write response. This signal indicates the status of the write transaction. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. (In this lab we only issue OKAY(2'b00))
B_VALID	1	Slave	Write response valid. This signal indicates that a valid write response is available: 1 = write response available. 0 = write response not available.
B_READY	1	Master	Response ready. This signal indicates that the master can accept the response information. 1 = master ready. 0 = master not ready.

Waveform of Write Transaction



(AMD Adaptive Computing Documentation Portal)

Spec about Write Operation

1. After **AW_VALID** is high, **AW_READY** should be pulled high in the next 1~50 cycles.
2. **AW_VALID** and **AW_ADDR** should remain stable until **AW_READY** goes high.
3. **AW_ADDR** should be within the legal range (0~8191).
4. **AW_ADDR** should be valid when **AW_VALID** is high.
5. **AW_ADDR** should be reset when **AW_VALID** is low.
6. After write address channel communicate, **W_VALID** and **W_READY** should be pulled high in the next 1~100 cycles.
7. **W_DATA** should be valid when **W_VALID** is high.
8. **W_DATA** should be reset when **W_VALID** is low.
9. **W_VALID** and **W_DATA** should be remained stable until **W_READY** goes high.
10. After write data channel communicate, **B_VALID** should be pulled high in the next 1~100 cycles.
11. **B_RESP** should be valid when **B_VALID** is high.
12. **B_RESP** should be reset when **B_VALID** is low.
13. **B_VALID** and **B_RESP** should be remained stable until **B_READY** goes high.
14. **B_READY** should be asserted within 100 cycles after **B_VALID** goes high. **B_READY** can be asserted even before **B_VALID** goes high.

Read Address Channel

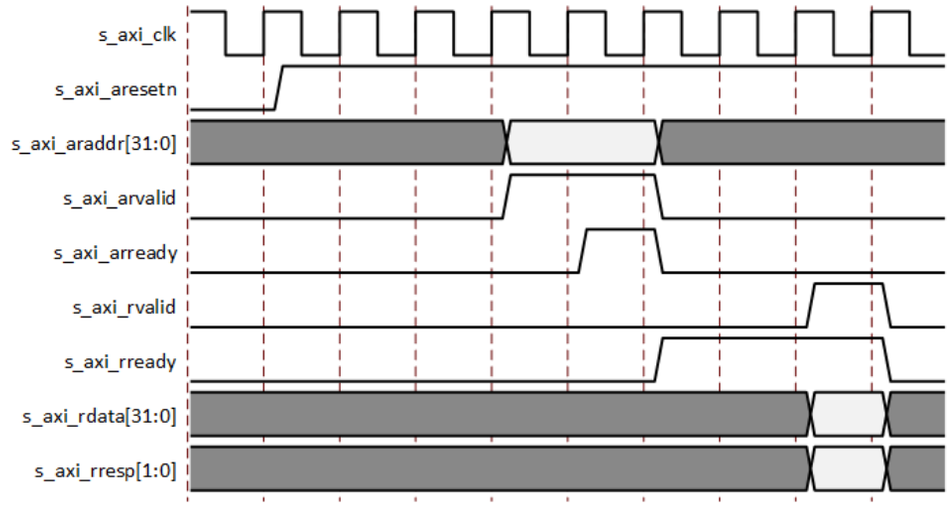
Signal	Bit Width	Source	Description
AR_ADDR	32	Master	Read address.
AR_VALID	1	Master	Read address valid. This signal indicates, when HIGH, that the read address is valid and will remain stable until the address acknowledge signal, **AR_READY**, is high. 1 = address and control information valid 0 = address and control information not valid.
AR_READY	1	Slave	Read address ready. This signal indicates that the slave is ready to accept an address signal: 1 = slave ready 0 = slave not ready.

Read Data Channel

Signal	Bit Width	Source	Description

R_DATA	64	Slave	Read data.
R_RESP	2	Slave	Read response. This signal indicates the status of the read transfer. The allowable responses are OKAY, EXOKAY, SLVERR, and DECERR. (In this project we only issue OKAY)
R_VALID	1	Slave	Read valid. This signal indicates that the required read data is available, and the read transfer can complete: 1 = read data available 0 = read data not available.
R_READY	1	Master	Read ready. This signal indicates that the master can accept the read data and response information: 1= master ready 0 = master not ready.

Waveform of Read Transaction



(AMD Adaptive Computing Documentation Portal)

Spec about Read Operation

1. After **AR_VALID** is high, **AR_READY** should be pulled high in the next 1~50 cycles.
2. **AR_VALID** and **AR_ADDR** should remain stable until **AR_READY** goes high.
3. **AR_ADDR** should be within the legal range (0~8191).
4. **AR_ADDR** should be valid when **AR_VALID** is high.
5. **AR_ADDR** should be reset, when **AR_VALID** is low.
6. After read address channel communicate, **R_VALID** and **R_READY** should be pulled high in the next 1~100 cycles.
7. **R_DATA** should be valid when **R_VALID** is high.
8. **R_DATA** should be reset when **R_VALID** is low.

9. **R_VALID** and **R_DATA** should be remained stable until **R_READY** goes high.
10. **R_READY** should remain stable until **R_VALID** goes high.

SPI Protocol (pseudo_SD.v)

For simplicity, we remove some unimportant initial stage and some complex rule so that we can focus on the read / write operation. Please keep in mind that what is described below is not the full version of the SPI protocol to access SD card and with some modifications.

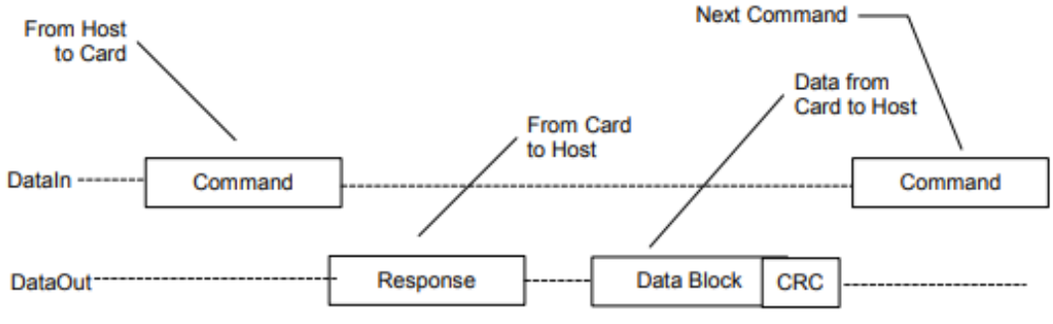
Please note that Pseudo_SD should change its value on negedge, which means MISO will change the value in negedge.

Signal	Bit Width	Source	Description
clk	1	Clock source	Global clock signal. All signals are sampled on the **Positive** edge of the global clock.
CS_n	1	Master	Chip Select, active LOW
MISO	1	Slave	Master Input Slave Output. When the data is not transfer, keep HIGH. Serial In Serial Out (SISO) transmission.
MOSI	1	Master	Master Output Slave Input. When the data is not transfer, keep HIGH. Serial In Serial Out (SISO) transmission.

Command Format

Byte 1				Bytes 2—5		Byte 6	
7	6	5	0	31	0	7	0
0	1	Command		Command Argument		CRC	1

Read Operation



Command (from host)

Start bit + transmission bit = 2'b01

Command: CMD17 = 6'd17

Argument: 32 bits address

CRC: CRC-7 ({Start bit, Transmission bit, Command, Argument}) // 40 bits input

End bit: 1'b1

(wait 0~8 units, units = 8 cycles)

Response (from SD card)

Response: 0x00 (8 bits)

(wait 1~32 units, units = 8 cycles)

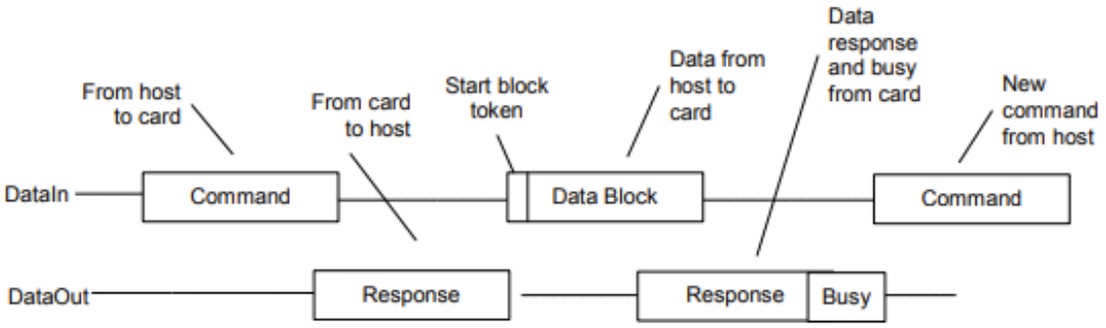
Data (from SD card)

Start token: 0xFE (8 bits)

Data block: 64 bits (differ from the original protocol)

CRC: CRC-16-CCITT (Data block) // 64 bits input

Write Operation



Command (from host)

Start bit + transmission bit = 2'b01

Command: CMD24 = 6'd24

Argument: 32 bits address

CRC: CRC-7 ({Start bit, Transmission bit, Command, Argument}) // 40 bits input

End bit: 1'b1

(wait 0~8 units, units = 8 cycles)

Response (from SD card)

Response: 0x00

(wait 1~32 units, units = 8 cycles)

Data (from host)

Start token: 0xFE

Data block: 64 bits (differ from the original protocol)

CRC: CRC-16-CCITT (Data block) // 64 bits input

(wait 0 units, units = 8 cycles)

Data response (from SD card)

Data_response: 8'b00000101

Busy: keep low until finish write. (wait 0~32 units, units = 8 cycles)

Spec about SD card

1. Command format should be correct, other command is not allowed.
2. The address should be within the legal range.
3. CRC (CRC-7, CRC-16-CCITT) check should be correct.
4. Time between each transmission should be correct. Please notice that the **time unit should be integer**. For example, 10 cycles = 1.25 units is not allowed.
5. All transfers are from MSB to LSB.

Inputs / Outputs (BRIDGE.v)

■ The following are the definition of input signals

Input Signals	Bit Width	Definition
clk	1	Clock
rst_n	1	Asynchronous active-low reset
in_valid	1	High when all the input signals (direction, addr_dram, addr_sd) are valid
direction	1	Input pattern from Input.txt, if the signal is not valid, the data should be all zero.
addr_dram	13	
addr_sd	16	

■ The following are the definition of output signals

Output Signals	Bit Width	Definition
out_valid	1	High when all read and write operation finish and out_data is valid.
out_data	8	Output the data that the design reads or writes, starting from the MSB. Each pattern should have 8 cycles, producing a total of 64 bits of data.

1. All inputs will be changed at the clock negative edge.
2. All input signals are synchronized at the **negative edge** of the clock.
3. For each pattern, **in_valid** should keep high for **1** cycle and **out_valid** should keep high for **8** cycles.
4. The next input pattern will come in **2~4 negative edge of the clock** after your **out_valid** is pulled down.

Specifications

1. Top module name: BRIDGE (design file name: BRIDGE.v)
2. It is asynchronous reset and active-low architecture. If you use synchronous reset (considering

reset after clock starting) in your design, you may fail to reset signals.

3. For simplify the design, DRAM, SD card and design use a common clock and the clock period is **40 ns**.
4. The **reset signal (rst_n)** would be given only once at the beginning of simulation. All output signals (the bridge output to DRAM(AXI-lite), SD(SPI), Pattern signal) except MOSI (SD card signal) should be reset to 0 and MOSI should be set to 1 after the reset signal is asserted. The pattern will check the output signal 100ns after the reset signal is pulled low.
5. The **out_data** should be reset when your **out_valid** is low.
6. The execution latency is limited in **10000** cycles**.** The latency is the time of the clock cycles between the **falling edge of the in_valid and the rising edge of the out_valid**.
7. The **out_valid** and **out_data** must be asserted in **8 cycles**.
8. The **out_data** should be correct when **out_valid** is high.
9. The data in the DRAM and SD card should be correct when **out_valid** is high.
10. The input delay is set to **0.5*(clock period)**.
11. The output delay is set to **0.5*(clock period)**, and the output loading is set to **0.05**.
12. The synthesis result of the data type **cannot** include any **latches**.
13. Gate-level simulation **cannot** include any **timing violations** without the notimingcheck command.
14. After synthesis, The slack at the end of the timing report should be **non-negative (MET)**.
15. Any words with “error”, or “congratulation” can’t be used as variable name.

Grading Policy

1. **Test Bench**: 60% (Demo: Use your pattern.v and pseudo_DRAM.v, use the BRIDGE_encrypted.v, Input.txt, DRAM_init.dat and SD_init.dat pseudo_SD.v we provided.)
   - (15%) Pattern correctness. (Complete the simulation when design is correct.)
   - (2.5%) SPEC MAIN-1: All output signals should be reset after the reset signal is asserted.
   - (2.5%) SPEC MAIN-2: The **out_data** should be reset when your **out_valid** is low.
   - (2.5%) SPEC MAIN-3: The execution latency is limited in 10000 cycles.
   - (2.5%) SPEC MAIN-4: The **out_valid** and **out_data** must be asserted in 8 cycles.
   - (2.5%) SPEC MAIN-5: The **out_data** should be correct when **out_valid** is high.
   - (2.5%) SPEC MAIN-6: The data in the DRAM and SD card should be correct when **out_valid** is high.
   - (5%) The final states of DRAM and SD card (DRAM_final.dat and SD_final.dat) should be all correct (for correct design).
   - (5%) SPEC DRAM-1:
     i. AR_ADDR should be reset when AR_VALID is low

ii. AW_ADDR should be reset when AW_VALID is low

iii. W_DATA should be reset when W_VALID is low.

- (5%) SPEC DRAM-2: The DRAM address should be within the legal range (0~8191).
- (5%) SPEC DRAM-3:
  i. AR_VALID and AR_ADDR should remain stable until AR_READY goes high.
  ii. AW_VALID and AW_ADDR should remain stable until AW_READY goes high
  iii. R_READY should remain stable until R_VALID goes high.
  iv. W_VALID and W_DATA should remain stable until W_READY goes high.
- (5%) SPEC DRAM-4:
  i. R_READY should be asserted within 100 cycles after AR_READY goes high.
  ii. W_VALID should be asserted within 100 cycles after AW_READY goes high.
  iii. B_READY should be asserted within 100 cycles after B_VALID goes high.
- (5%) SPEC DRAM-5:
  i. R_READY should not be pulled high when AR_READY or AR_VALID goes high.
  ii. W_VALID should not be pulled high when AW_READY or AW_VALID goes high.

2. **Design Functionality**: 40% (Demo: Use our pattern.v and pseudo_DRAM.v, use your BRIDGE.v, and use Input.txt, DRAM_init.dat and SD_init.dat pseudo_SD.v we provided.)
3. The grade of the 2nd demo would be **30% off**.
4. NO design performance score.
5. The design we provided will also check the pattern correctness. If the simulation cannot complete because of the error of pattern, the pattern demo will fail.
6. The specification of SD Card will check in pseudo_SD.v which we provide.

Check the result

Check Test Bench

1. Include BRIDGE_encrypted.v in your TESTBED.v.
2. Check each specification in terminal.

Specification	Command	Check the result on screen
Pattern correctness	*./01_run_vcs_rtl CORRECT*	Congratulations
SPEC MAIN-1	*./01_run_vcs_rtl SPEC_MAIN_1_{1~11}*	SPEC MAIN-1 FAIL
SPEC MAIN-2	*./01_run_vcs_rtl SPEC_MAIN_2_{1~2}*	SPEC MAIN-2 FAIL
SPEC MAIN-3	*./01_run_vcs_rtl SPEC_MAIN_3_1*	SPEC MAIN-3 FAIL
SPEC MAIN-4	*./01_run_vcs_rtl SPEC_MAIN_4_{1~2}*	SPEC MAIN-4 FAIL
SPEC MAIN-5	*./01_run_vcs_rtl SPEC_MAIN_5_{1~2}*	SPEC MAIN-5 FAIL
SPEC MAIN-6	*./01_run_vcs_rtl SPEC_MAIN_6_{1~5}*	SPEC MAIN-6 FAIL

The final states of DRAM and SD card	Write your own script to check it.	
SPEC DRAM-1	*./01_run_vcs_rtl SPEC_DRAM_1_{1~3}*	SPEC DRAM-1 FAIL
SPEC DRAM-2	*./01_run_vcs_rtl SPEC_DRAM_2_{1~2}*	SPEC DRAM-2 FAIL
SPEC DRAM-3	*./01_run_vcs_rtl SPEC_DRAM_3_{1~4}*	SPEC DRAM-3 FAIL
SPEC DRAM-4	*./01_run_vcs_rtl SPEC_DRAM_4_{1~3}*	SPEC DRAM-4 FAIL
SPEC DRAM-5	*./01_run_vcs_rtl SPEC_DRAM_5_{1~2}*	SPEC DRAM-5 FAIL

- You can run *./07_check_pattern* to check all above specifications.
- Make sure the keyword printed on the screen is EXACTLY THE SAME as the one listed in the table above. You can print out other information according to your preference, but only ONE keyword from the table above is permissible and it is indispensable.
- Once you find a FAIL case, use $finish function to stop the simulation immediately.

Check Design

1. Include BRIDGE.v in your TESTBED.v.
2. Check each specification in terminal.

Specification	Command	Check the result on screen
Pattern correctness	*./01_run_vcs_rtl*	Congratulations

- You can run *./08_check_design* to check the design functionality.

Note

1. Please submit PATTERN.v,pseudo_DRAM.v,BRIDGE.v in **Lab03/EXERCISE/09_SUBMIT**
   a. 1st_demo deadline: 2024/03/18(Mon.) 12:00:00
   b. 2nd_demo deadline: 2024/03/20(Wed.) 12:00:00
2. **Please upload the following file under 09_SUBMIT:**
   - PATTERN.v, pseudo_DRAM.v, BRIDGE.v
   - If your file **violates the naming rule**, you will **lose 5 points**.
   - Encryption of any uploaded files is prohibited or the demo will fail.
3. We provide the BRIDGE_encrypted.v for you. You only need to complete the pattern and check the correctness of each design we provided.
4. We provide you with pseudo_SD.v and check all the specification related to SPI protocol.
5. You need to implement the BRIDGE.v. We only check the functionality using our pattern.
6. No hidden design and hidden pattern.
7. Directly access DRAM and SD card data in pattern. Use [instance name].[variable name] to access. The variable name in the provided pseudo_DRAM.v is "**DRAM**". The default variable name in the provided pseudo_SD.v is "**SD**".

```
pseudo_DRAM u_DRAM (
    .clk(clk),
    .rst_n(rst_n),
    // write address channel
    .AW_ADDR(AW_ADDR),
    .AW_VALID(AW_VALID),
    .AW_READY(AW_READY),
    // write data channel
    .W_VALID(W_VALID),
    .W_DATA(W_DATA),
    .W_READY(W_READY),
    // write response channel
    .B_VALID(B_VALID),
    .B_RESP(B_RESP),
    .B_READY(B_READY),
    // read address channel
    .AR_ADDR(AR_ADDR),
    .AR_VALID(AR_VALID),
    .AR_READY(AR_READY),
    // read data channel
    .R_DATA(R_DATA),
    .R_VALID(R_VALID),
    .R_RESP(R_RESP),
    .R_READY(R_READY)
);
```

Variable name in pseudo_DRAM.v

⇩

```
reg [63:0] DRAM[0:8191];
```

Access submodule element.

⇩

```
u_DRAM.DRAM[my_addr_dram]
```

8. CRC function (C and Verilog)

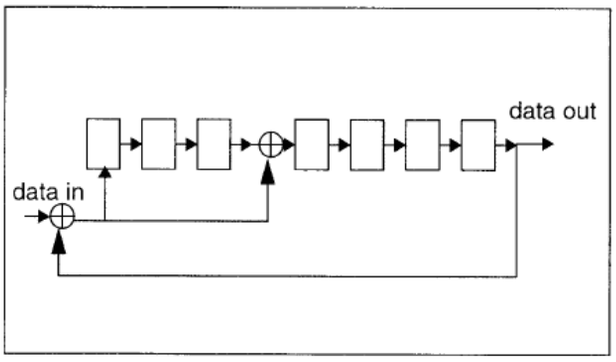


Figure 4-10. CRC7 Generator/Checker

```
function automatic [6:0] CRC7; // Return 7-bit result
    input [39:0] data;  // 40-bit data input
    reg [6:0] crc;
    integer i;
    reg data_in, data_out;
    parameter polynomial = 7'h9;  // x^7 + x^3 + 1

    begin
        crc = 7'd0;
        for (i = 0; i < 40; i = i + 1) begin
            data_in = data[39-i];
            data_out = crc[6];
            crc = crc << 1;  // Shift the CRC
            if (data_in ^ data_out) begin
                crc = crc ^ polynomial;
            end
        end
        CRC7 = crc;
    end
endfunction
```

Try to implement CRC-16-CCITT function by yourself.

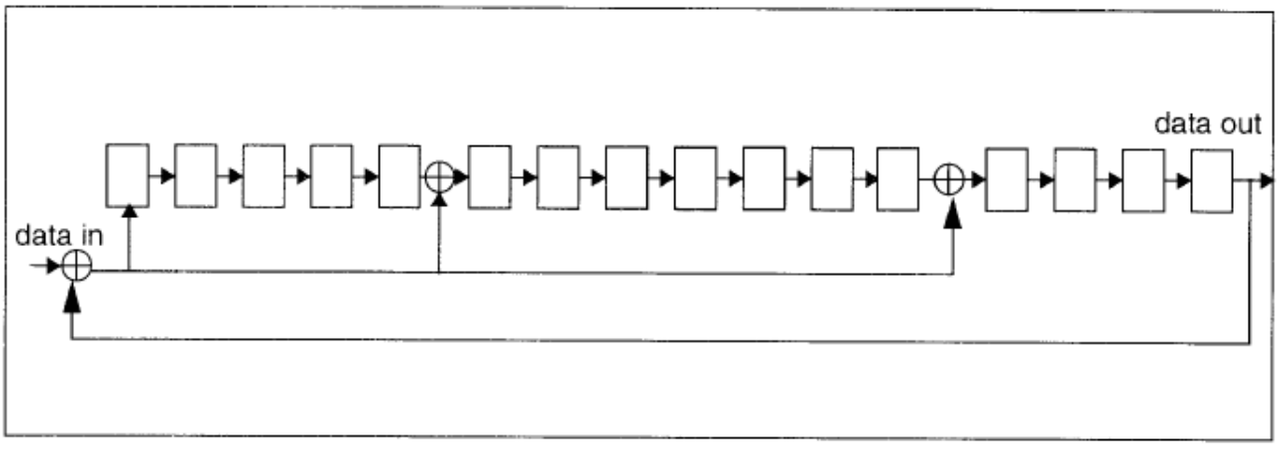
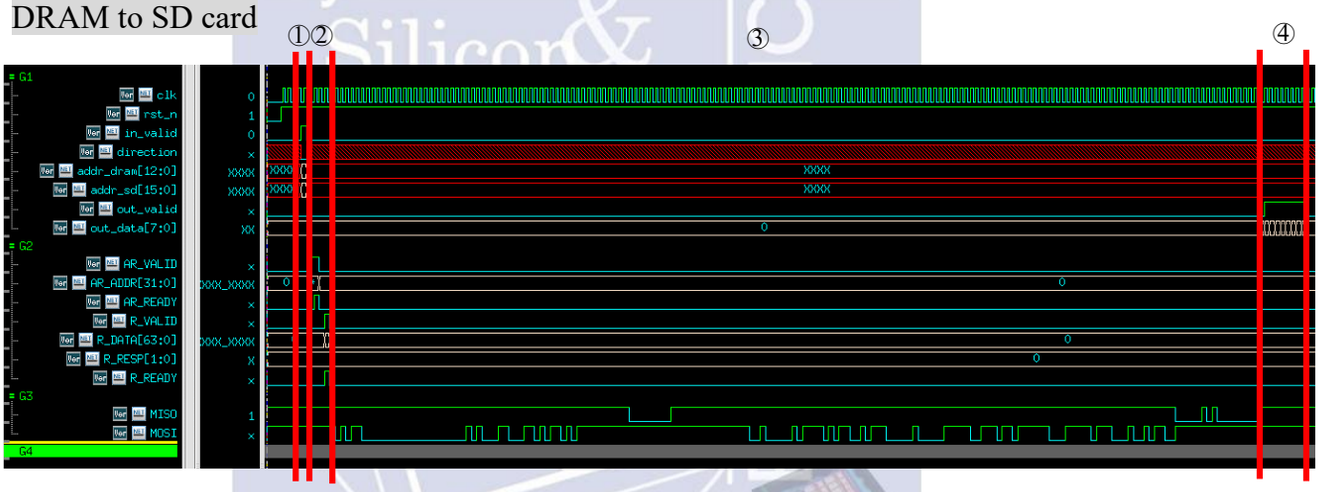


Figure 4-11. CRC16 Generator/Checker

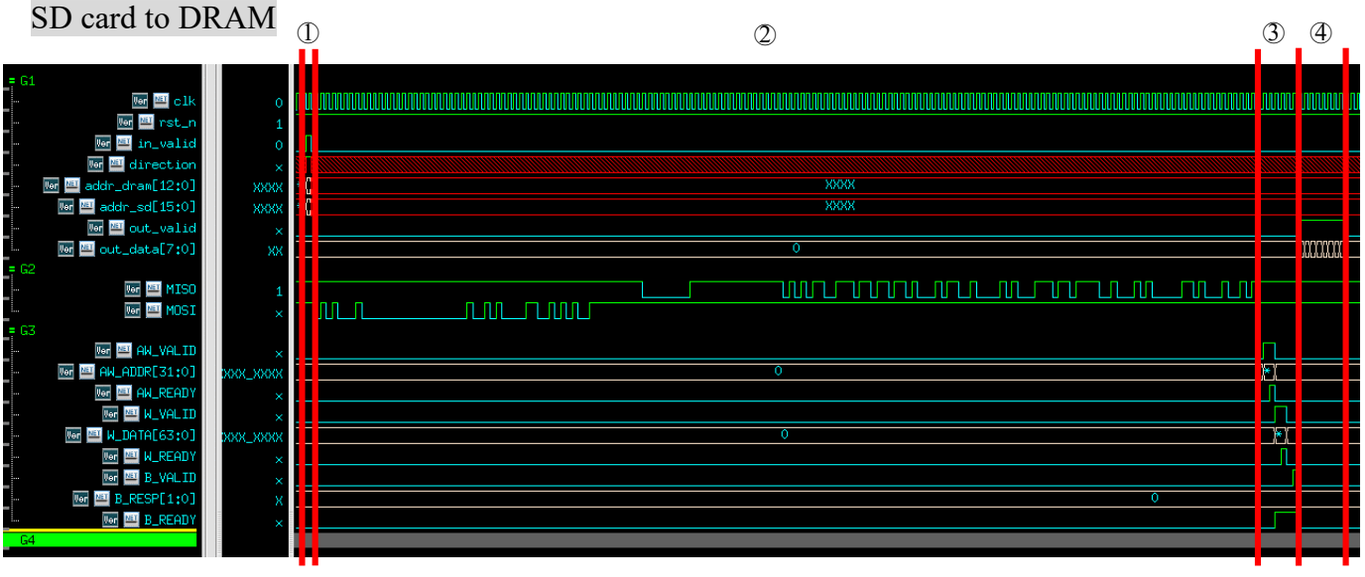
Example Waveform

DRAM to SD card



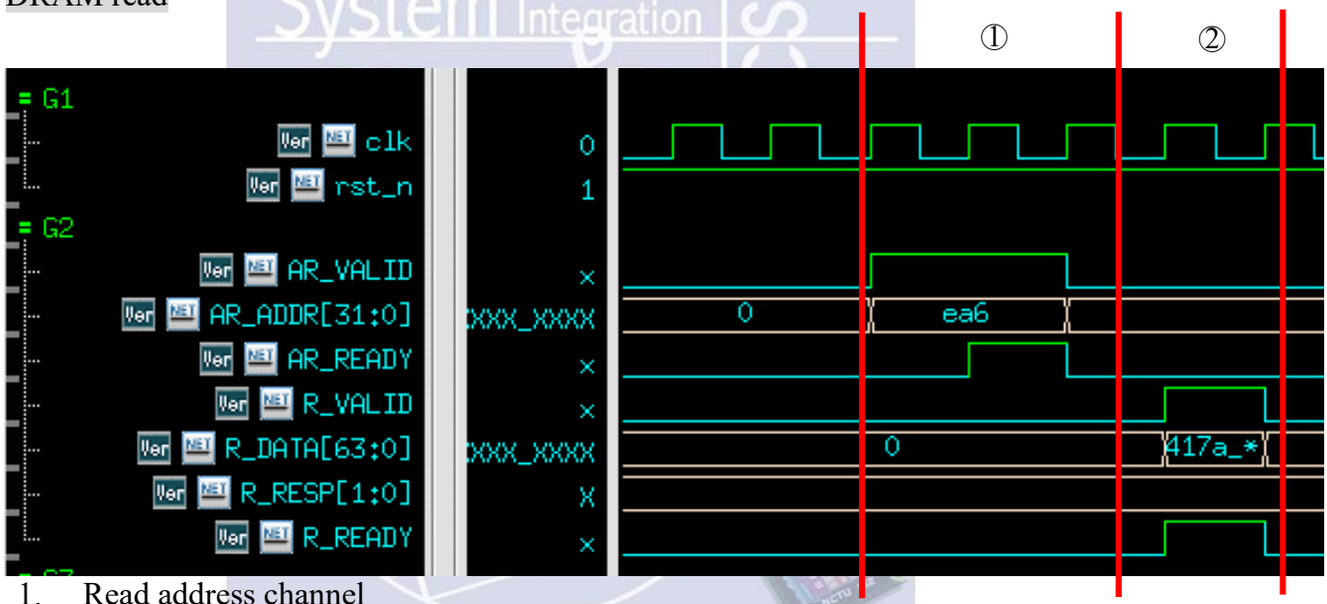
1. Input
2. DRAM read
3. SD card write
4. Output

SD card to DRAM



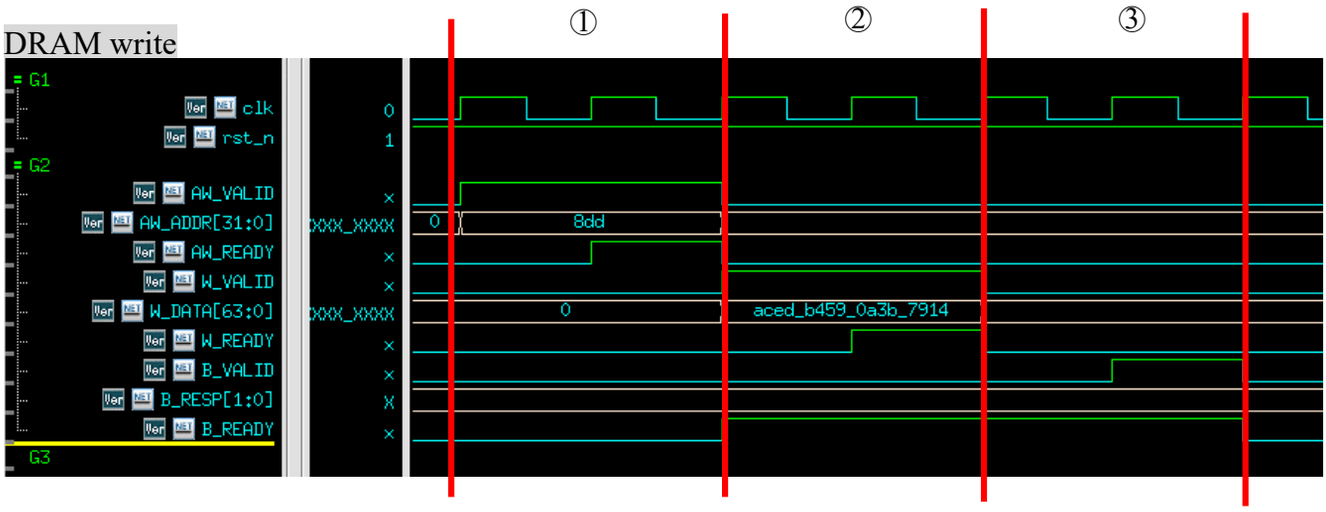
1. Input
2. SD card read
3. DRAM write
4. Output

DRAM read



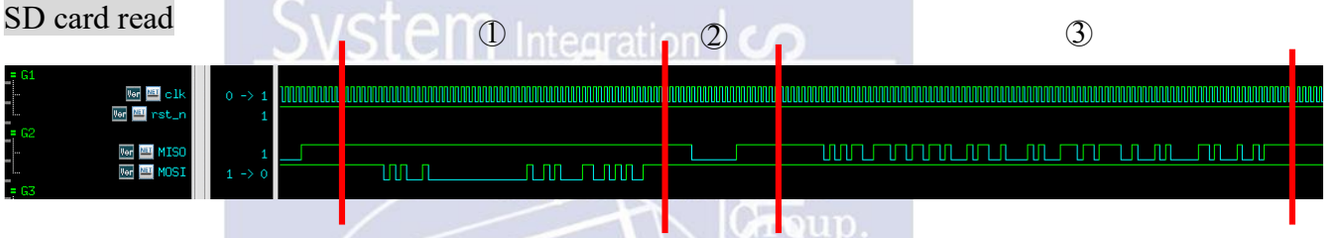
1. Read address channel
2. Read data channel

DRAM write



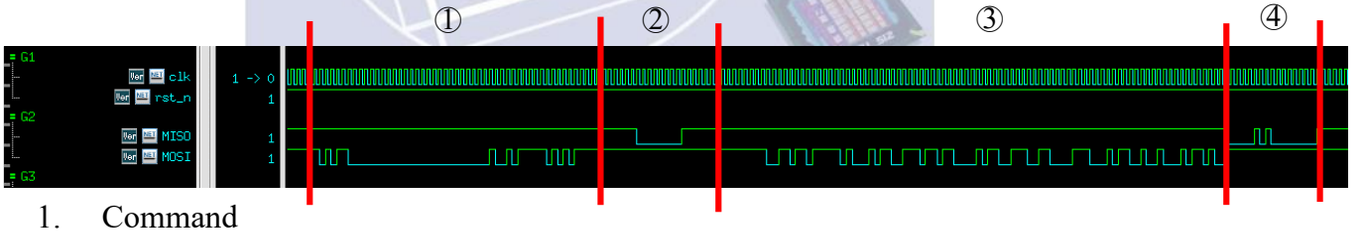
1. Write address channel
2. Write data channel
3. Write response channel

SD card read



1. Command
2. Response
3. Data

SD card write



1. Command
2. Response
3. Data
4. Data response