

# **CPE 300L**

## **DIGITAL SYSTEM ARCHITECTURE AND DESIGN LABORATORY**

### **LABORATORY 7**

#### **DESIGN, SIMULATION AND TESTING OF THE SUMMATION ALGORITHM ON THE GENERAL DATAPATH II**

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### **OBJECTIVE**

Learn on implementing the general datapath: design a control unit for implementing a given algorithm. Design the testbench and use it to test and debug the circuit.

### **INTRODUCTION**

Simple computer architecture can be decomposed into a) datapath for executing operations b) control unit for controlling datapath operations. A datapath is specified by a set of its components, i.e., combinational components for performing microoperations and moving data to and from registers, where data on which operations are performed are stored. For a large number of registers, the latter can be organized into a register file with shared ports of access for reading and writing. The datapath is to be supplied with a conditional logic for implementing conditional statements. Generally, the datapath can contain also on-board memory and interface logic.

### **SUMMATION CIRCUIT**

#### **Summation Algorithm:**

```
1 sum = 0
2 INPUT n
3 WHILE (n ≠ 0) {
4     sum = sum + n
5     n = n - 1
6 }
7 OUTPUT sum
```

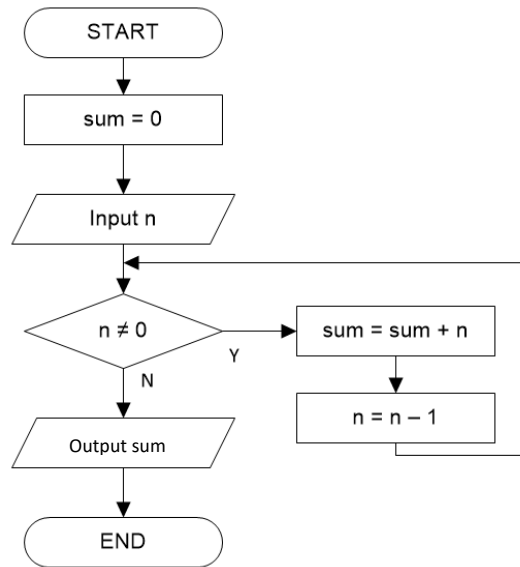
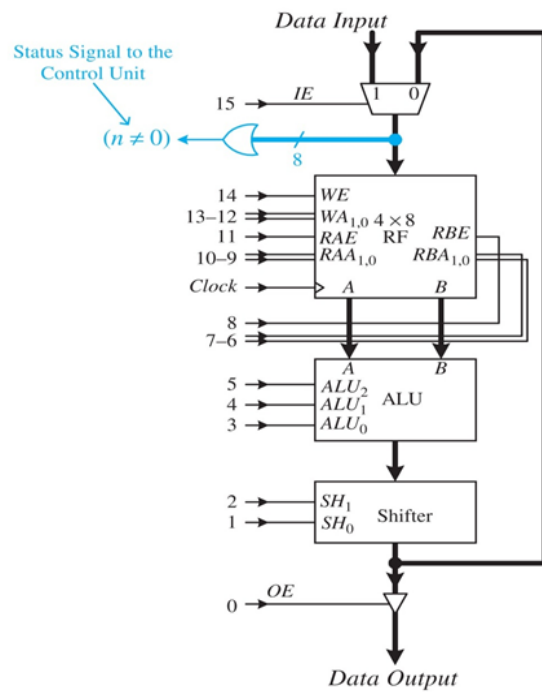


Fig. 2. Summation algorithm



$ALU_2$	$ALU_1$	$ALU_0$	Operation
0	0	0	Pass through A
0	0	1	$A \text{ AND } B$
0	1	0	$A \text{ OR } B$
0	1	1	NOT A
1	0	0	$A + B$
1	0	1	$A - B$
1	1	0	$A + 1$
1	1	1	$A - 1$

(b)

$SH_1$	$SH_0$	Operation
0	0	Pass through
0	1	Shift left and fill with 0
1	0	Shift right and fill with 0
1	1	Rotate right

Fig. 3. Datapath with ALU

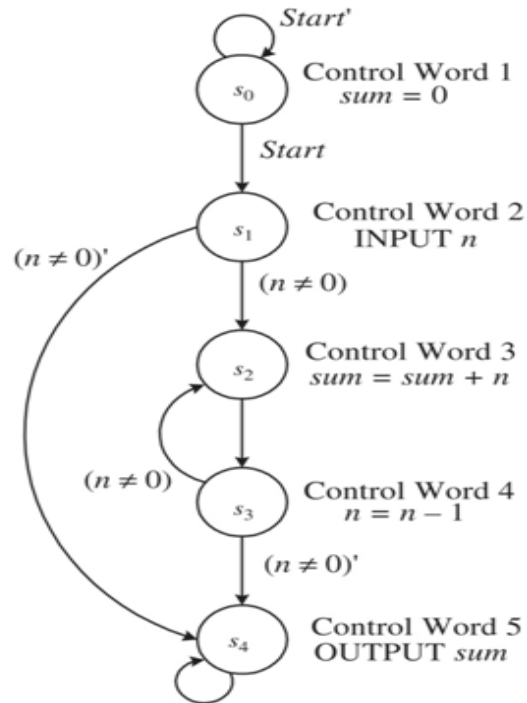


Fig. 4. State graph of the control unit

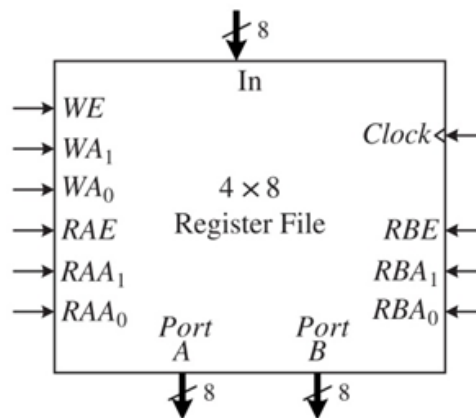


Fig. 5. Register file 4x8

Control words to generate and sum the numbers from  $n$  down to 1

Control Word	Instruction	IE 15	WE 14	WA <sub>1,0</sub> 13–12	RAE 11	RAA <sub>1,0</sub> 10–9	RBE 8	RBA <sub>1,0</sub> 7–6	ALU <sub>2,1,0</sub> 5–3	SH <sub>1,0</sub> 2–1	OE 0
1	$sum = 0$	0	1	00	1	00	1	00	101 (subtract)	00	0
2	INPUT $n$	1	1	01	0	xx	0	xx	xxx	xx	0
3	$sum = sum + n$	0	1	00	1	00	1	01	100 (add)	00	0
4	$n = n - 1$	0	1	01	1	01	0	xx	111 (decrement)	00	0
5	OUTPUT $sum$	x	0	xx	1	00	0	xx	000 (pass)	00	1

Fig. 6. Control words

### Control Unit Design:

Control Unit design is basically an FSM implementation of a state graph shown in Fig. 4. You can have a CLK, START, RESTART and any other signal like ( $n \neq 0$ ) as an input signal and all the signals shown in Fig. 2 in datapath are the output signals generated from the CU.

In this problem (Summation Algorithm),  $n \neq 0$  is an important signal which is extensively used in the state graph, this is a signal that is used in a control unit. This signal ( $n \neq 0$ ) should be generated in a datapath module using the output of the mux which is shown in blue color in Fig. 4. The signal ( $n \neq 0$ ) is used as an input to a control unit module and an output from a datapath module. Similarly, any other application specific signal can be generated using any component from the datapath like the signal  $n \neq 0$  in this example.

The important step in designing the CU is to work with state graph and control words together. Each state in a state graph from Fig. 4 is associated with the control word from Fig 6. Remember the two always block from FSM lab, one is sequential which will assign the next state to a present state and another combinational that will generate the next state based on the input signals (START, RESTART and  $n \neq 0$ ). All the control signals shown in Fig. 2 in datapath which is an output signals from the CU can be modeled using the continuous assignment statement. For example:

```
assign IE = (PresentState == S1);
```

if you look at signal *IE*, it is *1'b1* only on control word 2 i.e., *INPUT n* (Fig. 6) which is executed in state *S1* from state graph (Fig. 4).

Similarly, generate all the necessary output control signal from the control unit module.

You can use parameter for making your code easy to read e.g.

```
parameter S0 = 3'b000;
```

```
parameter S1 = 3'b001;
```

## LAB DELIVERIES

### PRELAB

1. Implement a state graph for the summation algorithm and verify it with fig 4. Is it possible to have a different state graph than the one mentioned in fig 4?
2. Implement the control words for the state graph that you created in 1 and verify it with fig 6. Is it possible to have a different control words than the one mentioned in fig 6?

## LAB EXPERIMENTS

Demonstrate all the experiments to TA.

### **1. Implementation of control unit for a general datapath**

Implement the Verilog code for the control unit with the help of fig 4 and fig 6. Remember: Control unit is an FSM.

### **2. Top-level module**

Create a top-level module and use the datapath code from lab 6 and control unit code from experiment 1 to create a complete datapath code.

### **3. Testbench**

Write a testbench to check the correctness of your design and verify using Modelsim. Your testbench should test the summation algorithm for a given input N.

### **4. Datapath on DE2**

Upload your design in DE2 board and verify the operation. Result of the summation algorithm should be displayed using the 7 segment display.

## POSTLAB REPORT

Include the following elements in your postlab report:

Section	Element	
1	Theory of operation <i>Include a brief description of every element and phenomenon that appears during the experiments.</i> a. Describe how the control unit is designed. b. Explain all the control signal that you encountered.	
2	Prelab report	
3	Results of the experiments	
	Experiment	Experiment Results
	1	Verilog code
	2	Verilog code
	3	Testbench Code Testbench Result: waveform
	4	Picture of DE2 with design implemented
4	Answer the questions	
	Question no.	Question
	1	What is a control unit and what role does it play in the implementation of the summation algorithm?
5	Conclusions <i>Write down your conclusions, things learned, problems encountered during the lab and how they were solved, etc.</i>	