

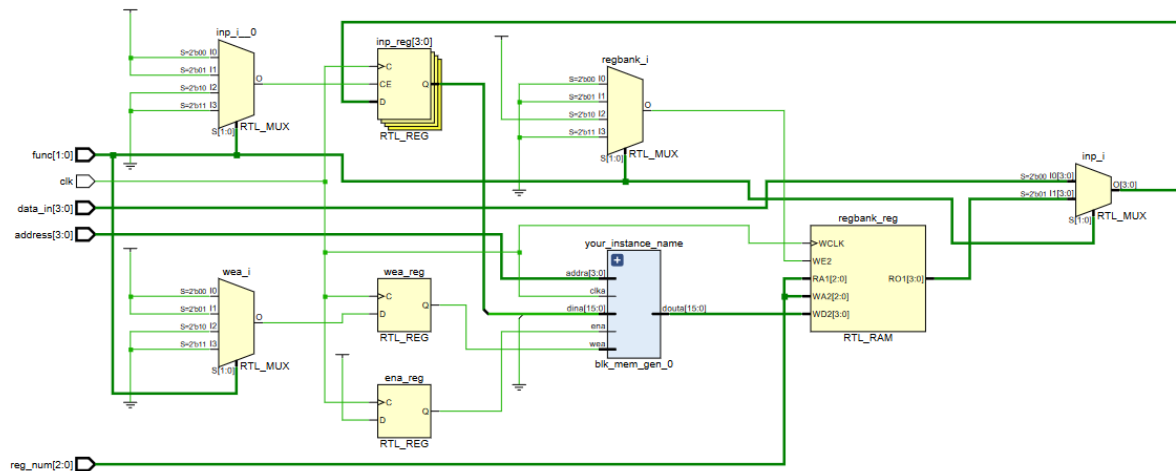
# Project Report

## Verilog Assignment 6

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**Diagram :**



We have to design and implement an interface between an 8x4 register bank and a 16x4 memory system, enabling data transfer through specified read and write control signals

First ,create a 16x4 memory system in Vivado, by setting the number of bits required to 4 to address 16 memory blocks. The generated `blk_mem_gen_0` has its inputs as input wire `.clka`(clock), input wire `.ena` which is read control signal, input wire `[0 : 0]` `wea` which is the write control signal, input wire `[3 : 0]` `address`, input wire `[3 : 0]` `data_in` which is the 4-bit data input, and an output `data_out`

**Implementation :**

## Design.sv

Top Level module(opcode,reg\_num,dina,clka,addra) declares a Verilog module with inputs as input opcode which refers to a 2 bit number to select the operation to be performed, a 3 bit input reg\_num,a 4-bit data input, clock clk, and a 4-bit address register.We also define reg[3:0] regbank[0:7] which has 8 four bit registers.

When the opcode is set to :->

2'b00 : it triggers the first operation which reads a 4-bit data and stores it into a specified memory location with a 4-bit address.

Therefore , read signal ena and write signal wea are set to 1, and dina is set to the 4 bit data input

2'b01: It triggers the second operation which states, given a register number and a memory address, transfer data from register to memory.

Therefore, read signal ena write signal wea are set to 1, and inp=regbank[reg\_num];

2'b10: It triggers the third operation which states, given a register number and a memory address, transfer the data from memory to register.

Therefore, only the read signal is set to 1 and regbank[reg\_num]=douta is done.

2'b11: It triggers the fourth operation which states, given a memory address, display the contents of the memory location.

Therefore we set read input to 1 , and display the data output from dout as  
\$display(\$time," dout is %d",douta)

## TestBench.sv

### Test Case 1:

func=0, address =1, data\_in=4 ( data\_in stored in memory address)

- In this step we are storing the value of data\_in i.e 4 in the specified memory i.e address 1

### Test Case 2:

func=3,

- In this step we are displaying the content of the memory location, and since the address is still one , the contents we have just put in data\_in will be displayed

### Test Case 3:

func=2, reg\_num=1 (transfer data from memory to register)

- In this step we transfer the memory form the memory address which is 1 to the specified register number which is 1

**Test Case 4:**

func=1, address=5, reg\_num=1 (transfer data from register to memory)

- In this step we transfer the memory form the reg\_num to the corresponding memory location address which is 5

**Test Case 5:**

func=3, address=5

- In this step we are going to display the contents in the memory location address which is 5, since we have transferred the register memory into the memory address 5 in the previous step, that will be displayed .