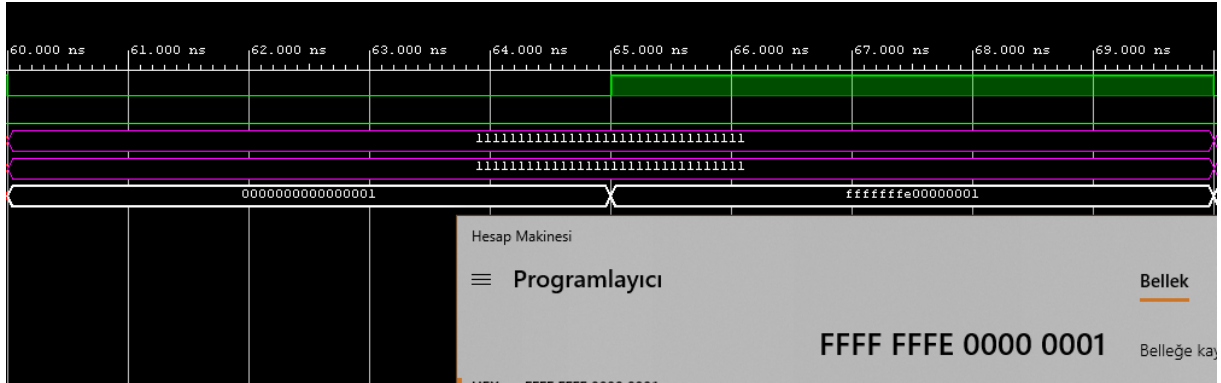
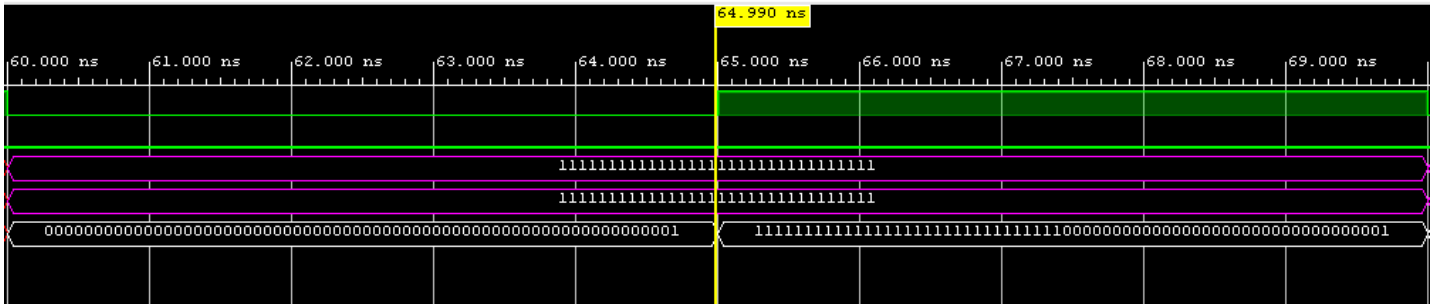


EEE481 Computer Architecture HW #1

1. Tasarımında sonlu durum makinalarını kullandım. Amacım signed ve unsigned çarpım sonuçlarının analizini aynı anda yapabilmek oldu. 10ns clk darbelerinin ilk 5ns inde signed diğer 5 ns sinde ise unsigned değerlerinin analizini gerçekleştirdim.
2. Signed unsigned şeklinde ilerleme amacım; 32'h7f000000 ardından gelen 32'h81000000 birbirinin sağlamasını yapması oldu.
3. Sonuçlar için; 2x1 mux da oluşturduğumuz **assign z = u ? z_2 : z_1;** yapısını kullanarak sonuca ulaştım. U durum makinalarında signed veya unsigned olma durumuna göre değer değiştirerek çıktı sağladı.

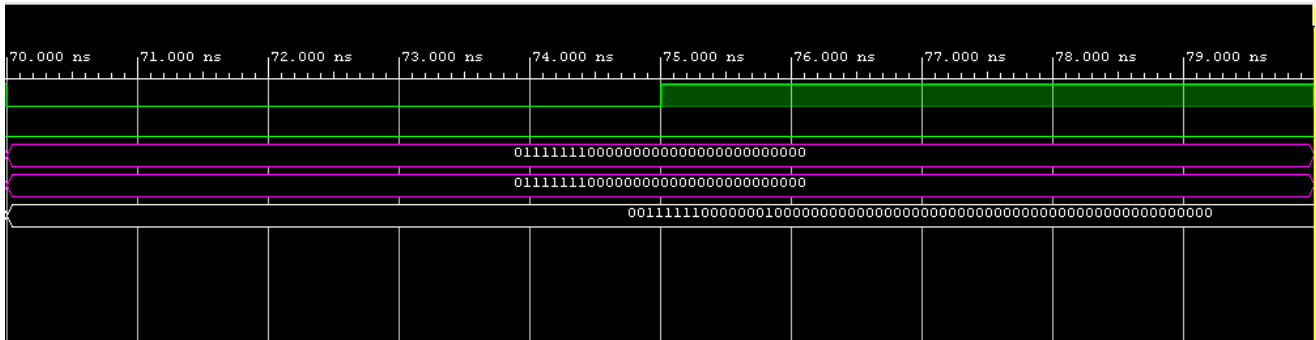
Waveform Analizleri

60ns – 70ns



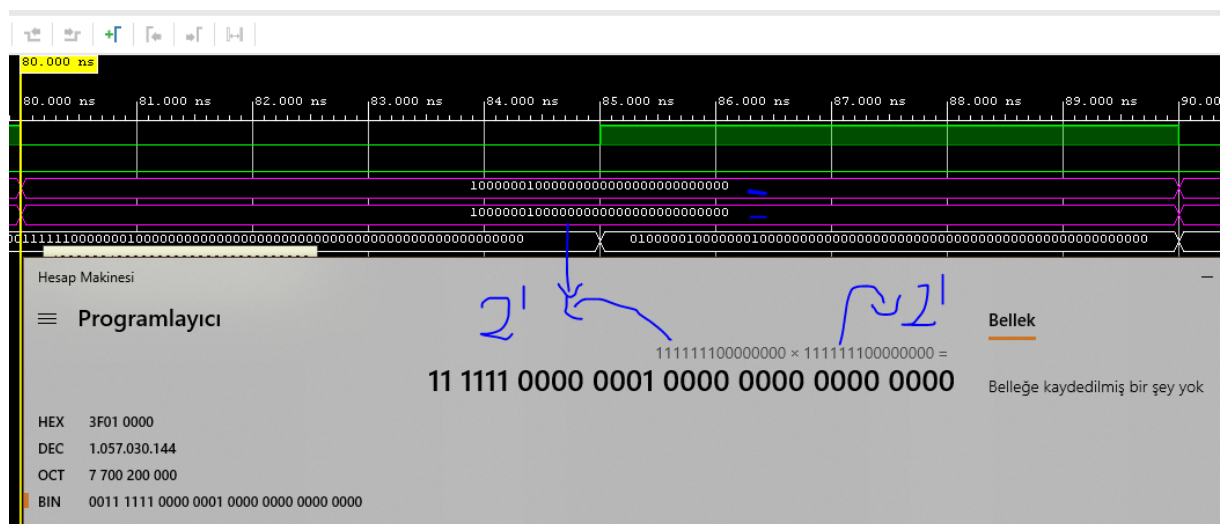
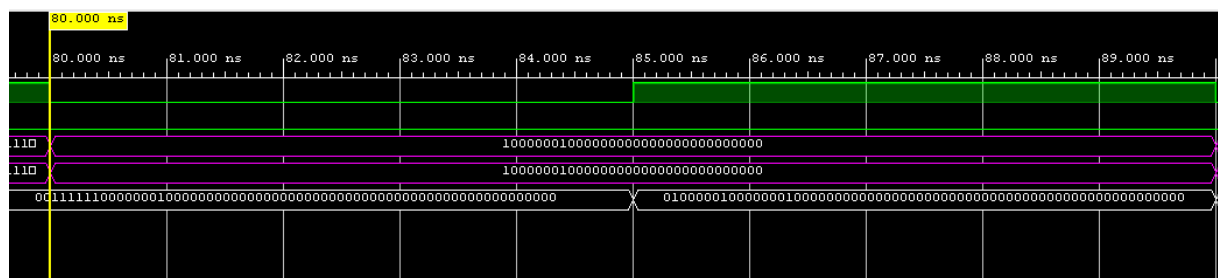
- Şekilde 60 ns -70ns arasındaki sonuçların analizi bulunmaktadır. 60 – 65ns arası signed bir değerdir ve sonuç görüldüğü gibi -1 dir. 65ns – 70ns arasındaki değer ise unsigned bir değerdir ve sonuç FFFF FFFE 0000 0001 sağlanmıştır.

70ns – 80ns



- İşaret biti olan 32. Bit bu analizde 0 değerinde olduğu için signed(70ns -75ns) ve unsigned(75ns-80ns) çarpımlarda aynı değerleri vermiştir.

80ns – 90ns



- 80ns – 90ns arasındaki sonuç analiz edildiğinde; 70ns – 75ns deki değer 80 – 85ns deki değer 2 ye tümleyenidir. İşaretli çarpımda 2’ tümleyen yapıldıktan sonra çarpım gerçekleştirildiği için sonuçlar aynıdır. 85ns – 90ns arasında unsigned çarpım gerçekleştirilmiştir. 4101 0000 0000 0000 (hex formatında) sağlanmıştır.

(ZİP DOSYASINDA KOD DOSTALARI MEVCUTTUR)

KOD

```
module odev64_bit(a,b,z,z_1,z_2,clk,rst);

    input  clk,rst;

    input  [31:0] a, b;          // a, b
    output [63:0] z;             // z = a * b
    output [63:0] z_1,z_2;

    reg  [31:0] abi[31:0];       // a[i] & b[j]
    integer  i, j;

    reg  u;

    reg  [2 : 0] state, next_state;

    parameter  unsigned_durumu = 1'b0,
               signed_durumu  = 1'b1;

    always @(posedge clk or negedge rst) begin
        if (rst) begin
            state <= signed_durumu;
        end else
            state <= next_state;
    end

    always @(*) begin
        case(state)

            unsigned_durumu : begin
                for (j = 0; j < 32; j = j + 1)
                    for (i = 0; i < 32; i = i + 1)
                        abi[i][j] = a[i] & b[j];

                next_state <= signed_durumu;
                u <= 1'b0;
            end

        endcase
    end

end
```

```
signed_durumu : begin
    for (i = 0; i < 31; i = i + 1)
        for (j = 0; j < 31; j = j + 1)
            abi[i][j] = a[i] & b[j];
        for (i = 0; i < 31; i = i + 1)
            abi[i][31] = ~(a[i] & b[31]);
        for (j = 0; j < 31; j = j + 1)
            abi[31][j] = ~(a[31] & b[j]);
        abi[31][31] = a[31] & b[31];
    next_state <= unsigned_durumu;
    u <= 1'b1;
end
endcase
end
```

```
assign z_1 = ((({32'b0, abi[0][31:0]} +
    {31'b0, abi[1][31:0], 1'b0}) +
    ({30'b0, abi[2][31:0], 2'b0} +
    {29'b0, abi[3][31:0], 3'b0}))) +
    ((({28'b0, abi[4][31:0], 4'b0} +
    {27'b0, abi[5][31:0], 5'b0}) +
    ({26'b0, abi[6][31:0], 6'b0} +
    {25'b0, abi[7][31:0], 7'b0}))) +
    ((({24'b0, abi[8][31:0], 8'b0} +
    {23'b0, abi[9][31:0], 9'b0}) +
    ({22'b0, abi[10][31:0], 10'b0} +
    {21'b0, abi[11][31:0], 11'b0}))) +
    ((({20'b0, abi[12][31:0], 12'b0} +
    {19'b0, abi[13][31:0], 13'b0}) +
    ({18'b0, abi[14][31:0], 14'b0} +
    {17'b0, abi[15][31:0], 15'b0}))) +
    ((({16'b0, abi[16][31:0], 16'b0} +
    {15'b0, abi[17][31:0], 17'b0}) +
    ({14'b0, abi[18][31:0], 18'b0} +
    {13'b0, abi[19][31:0], 19'b0}))) +
    ((({12'b0, abi[20][31:0], 20'b0} +
```

```
{11'b0, abi[21][31:0], 21'b0}) +  
({10'b0, abi[22][31:0], 22'b0} +  
{9'b0, abi[23][31:0], 23'b0})) +  
(((8'b0, abi[24][31:0], 24'b0} +  
{7'b0, abi[25][31:0], 25'b0}) +  
({6'b0, abi[26][31:0], 26'b0} +  
{5'b0, abi[27][31:0], 27'b0})) +  
(((4'b0, abi[28][31:0], 28'b0} +  
{3'b0, abi[29][31:0], 29'b0}) +  
({2'b0, abi[30][31:0], 30'b0} +  
{1'b0, abi[31][31:0], 31'b0}));  
  
assign z_2 = (((32'b1, abi[0][31:0]) +  
{31'b0, abi[1][31:0], 1'b0}) +  
({30'b0, abi[2][31:0], 2'b0} +  
{29'b0, abi[3][31:0], 3'b0})) +  
(((28'b0, abi[4][31:0], 4'b0} +  
{27'b0, abi[5][31:0], 5'b0}) +  
({26'b0, abi[6][31:0], 6'b0} +  
{25'b0, abi[7][31:0], 7'b0})) +  
(((24'b0, abi[8][31:0], 8'b0} +  
{23'b0, abi[9][31:0], 9'b0}) +  
({22'b0, abi[10][31:0], 10'b0} +  
{21'b0, abi[11][31:0], 11'b0})) +  
(((20'b0, abi[12][31:0], 12'b0} +  
{19'b0, abi[13][31:0], 13'b0}) +  
({18'b0, abi[14][31:0], 14'b0} +  
{17'b0, abi[15][31:0], 15'b0})) +  
(((16'b0, abi[16][31:0], 16'b0} +  
{15'b0, abi[17][31:0], 17'b0}) +  
({14'b0, abi[18][31:0], 18'b0} +  
{13'b0, abi[19][31:0], 19'b0})) +  
(((12'b0, abi[20][31:0], 20'b0} +  
{11'b0, abi[21][31:0], 21'b0}) +  
({10'b0, abi[22][31:0], 22'b0} +  
{9'b0, abi[23][31:0], 23'b0})) +
```

```
((({8'b0,  abi[24][31:0], 24'b0}  +  
    {7'b0,  abi[25][31:0], 25'b0})) +  
    ({6'b0,  abi[26][31:0], 26'b0}  +  
    {5'b0,  abi[27][31:0], 27'b0}))) +  
    (((4'b0,  abi[28][31:0], 28'b0}  +  
    {3'b0,  abi[29][31:0], 29'b0})) +  
    (({2'b0,  abi[30][31:0], 30'b0}  +  
    {1'b1,  abi[31][31:0], 31'b0})));  
  
assign z = u ? z_2 : z_1;  
  
endmodule
```

TESTBENCH

```
`timescale 1ns / 1ps
```

```
module odev_64_bit_tb();
```

```
                                reg  clk,rst;  
  
reg  [31:0] a, b;  
  
wire [63:0] z,z_1,z_2;
```

```
                                odev64_bit aktif_modul(a,b,z,z_1,z_2,clk,rst);  
  
                                initial begin
```

```
                                clk <= 0;  
                                rst <= 1;  
  
                                #50;  
                                rst <= 0;  
  
                                #10  
  
                                a = 32'hfffffff;  
                                b = 32'hfffffff;  
  
                                #10 a = 32'h7f000000;  
                                b = 32'h7f000000;
```

```
#10 a = 32'h81000000;  
    b = 32'h81000000;  
#10 a = 32'h7e000000;  
    b = 32'h7e000000;  
#10 a = 32'h82000000;  
    b = 32'h82000000;  
#10 a = 32'h7d000000;  
    b = 32'h7d000000;  
#10 a = 32'h83000000;  
    b = 32'h83000000;  
#10 a = 32'h7e000000;  
    b = 32'h81000000;  
#10 a = 32'h82000000;  
    b = 32'h7d000000;  
#10 a = 32'h00000000;  
    b = 32'h00000000;  
#10 a = 32'h01000000;  
    b = 32'h01000000;  
#10 a = 32'h02000000;  
    b = 32'h02000000;  
#10 a = 32'h03000000;  
    b = 32'h03000000;  
  
end  
  
always #5 clk = !clk;  
endmodule
```

KODLAR EKLAN GÖRÜNTÜSÜ

```
1  module odev64_bit(a,b,z,z_1,z_2,clk,rst);
2      input  clk,rst;
3      input  [31:0] a, b;
4      output [63:0] z;
5      output [63:0] z_1,z_2;
6      reg    [31:0] abi[31:0];
7      integer i, j;
8      reg    u;
9
10     reg    [2 : 0] state, next_state;
11     parameter unsigned_durumu = 1'b0,
12                signed_durumu  = 1'b1;
13
14
15
16     always @(posedge clk or negedge rst) begin
17         if (rst) begin
18             state <= signed_durumu;
19         end else
20             state <= next_state;
21     end
```



```
23     always @(*) begin
24         case(state)
25
26             unsigned_durumu : begin
27                 for (j = 0; j < 32; j = j + 1)
28                     for (i = 0; i < 32; i = i + 1)
29                         abi[i][j] = a[i] & b[j];
30                     next_state <= signed_durumu;
31                     u <= 1'b0;
32             end
33
34             signed_durumu : begin
35                 for (i = 0; i < 31; i = i + 1)
36                     for (j = 0; j < 31; j = j + 1)
37                         abi[i][j] = a[i] & b[j];
38                 for (i = 0; i < 31; i = i + 1)
39                     abi[i][31] = ~(a[i] & b[31]);
40                 for (j = 0; j < 31; j = j + 1)
41                     abi[31][j] = ~(a[31] & b[j]);
42                 abi[31][31] = a[31] & b[31];
43                 next_state <= unsigned_durumu;
44                 u <= 1'b1;
45             end
46         endcase
47     end
48
```

```
50      assign z_1 = ({32'b0, abi[0][31:0]}          +
51                  {31'b0,  abi[1][31:0] , 1'b0})  +
52                  ({30'b0,  abi[2][31:0] , 2'b0}    +
53                  {29'b0,  abi[3][31:0] , 3'b0}))    +
54                  ({28'b0,  abi[4][31:0] , 4'b0}    +
55                  {27'b0,  abi[5][31:0] , 5'b0})    +
56                  ({26'b0,  abi[6][31:0] , 6'b0}    +
57                  {25'b0,  abi[7][31:0] , 7'b0}))    +
58                  ({24'b0,  abi[8][31:0] , 8'b0}    +
59                  {23'b0,  abi[9][31:0] , 9'b0})    +
60                  ({22'b0,  abi[10][31:0], 10'b0}   +
61                  {21'b0,  abi[11][31:0], 11'b0}))   +
62                  ({20'b0,  abi[12][31:0], 12'b0}   +
63                  {19'b0,  abi[13][31:0], 13'b0})   +
64                  ({18'b0,  abi[14][31:0], 14'b0}   +
65                  {17'b0,  abi[15][31:0], 15'b0}))   +
66                  ({16'b0,  abi[16][31:0], 16'b0}   +
67                  {15'b0,  abi[17][31:0], 17'b0})   +
68                  ({14'b0,  abi[18][31:0], 18'b0}   +
69                  {13'b0,  abi[19][31:0], 19'b0}))   +
70                  ({12'b0,  abi[20][31:0], 20'b0}   +
71                  {11'b0,  abi[21][31:0], 21'b0})   +
72                  ({10'b0,  abi[22][31:0], 22'b0}   +
73                  {9'b0,   abi[23][31:0], 23'b0}))   +
74                  ({8'b0,   abi[24][31:0], 24'b0}   +
75                  {7'b0,   abi[25][31:0], 25'b0})   +
76                  ({6'b0,   abi[26][31:0], 26'b0}   +
77                  {5'b0,   abi[27][31:0], 27'b0}))   +
78                  ({4'b0,   abi[28][31:0], 28'b0}   +
79                  {3'b0,   abi[29][31:0], 29'b0})   +
80                  ({2'b0,   abi[30][31:0], 30'b0}   +
81                  {1'b0,   abi[31][31:0], 31'b0}));
82
```

```
83      assign z_2 = ({32'b1, abi[0][31:0]} +
84                  {31'b0, abi[1][31:0], 1'b0}) +
85                  ({30'b0, abi[2][31:0], 2'b0} +
86                  {29'b0, abi[3][31:0], 3'b0})) +
87                  ({28'b0, abi[4][31:0], 4'b0} +
88                  {27'b0, abi[5][31:0], 5'b0}) +
89                  ({26'b0, abi[6][31:0], 6'b0} +
90                  {25'b0, abi[7][31:0], 7'b0})) +
91                  ({24'b0, abi[8][31:0], 8'b0} +
92                  {23'b0, abi[9][31:0], 9'b0}) +
93                  ({22'b0, abi[10][31:0], 10'b0} +
94                  {21'b0, abi[11][31:0], 11'b0})) +
95                  ({20'b0, abi[12][31:0], 12'b0} +
96                  {19'b0, abi[13][31:0], 13'b0}) +
97                  ({18'b0, abi[14][31:0], 14'b0} +
98                  {17'b0, abi[15][31:0], 15'b0})) +
99                  ({16'b0, abi[16][31:0], 16'b0} +
100                 {15'b0, abi[17][31:0], 17'b0}) +
101                 ({14'b0, abi[18][31:0], 18'b0} +
102                 {13'b0, abi[19][31:0], 19'b0})) +
103                 ({12'b0, abi[20][31:0], 20'b0} +
104                 {11'b0, abi[21][31:0], 21'b0}) +
105                 ({10'b0, abi[22][31:0], 22'b0} +
106                 {9'b0, abi[23][31:0], 23'b0})) +
107                 ({8'b0, abi[24][31:0], 24'b0} +
108                 {7'b0, abi[25][31:0], 25'b0}) +
109                 ({6'b0, abi[26][31:0], 26'b0} +
110                 {5'b0, abi[27][31:0], 27'b0})) +
111                 ({4'b0, abi[28][31:0], 28'b0} +
112                 {3'b0, abi[29][31:0], 29'b0}) +
113                 ({2'b0, abi[30][31:0], 30'b0} +
114                 {1'b1, abi[31][31:0], 31'b0}));
115
116      assign z = u ? z_2 : z_1;
117 endmodule
```

TESTBENCH

```
1  `timescale 1ns / 1ps
2
3  module odev_64_bit_tb();
4
5      reg    clk,rst;
6      reg    [31:0] a, b;
7      wire   [63:0] z,z_1,z_2;
8
9      odev64_bit aktif_modul(a,b,z,z_1,z_2,clk,rst);
10     initial begin
11
12         clk <= 0;
13         rst <= 1;
14         #50;
15         rst <= 0;
16         #10
```

```
17
18         a = 32'hffffffff;
19         b = 32'hffffffff;
20     #10 a = 32'h7f000000;
21         b = 32'h7f000000;
22     #10 a = 32'h81000000;
23         b = 32'h81000000;
24     #10 a = 32'h7e000000;
25         b = 32'h7e000000;
26     #10 a = 32'h82000000;
27         b = 32'h82000000;
28     #10 a = 32'h7d000000;
29         b = 32'h7d000000;
30     #10 a = 32'h83000000;
31         b = 32'h83000000;
32     #10 a = 32'h7e000000;
33         b = 32'h81000000;
34     #10 a = 32'h82000000;
35         b = 32'h7d000000;
36     #10 a = 32'h00000000;
37         b = 32'h00000000;
38     #10 a = 32'h01000000;
39         b = 32'h01000000;
40     #10 a = 32'h02000000;
41         b = 32'h02000000;
42     #10 a = 32'h03000000;
43         b = 32'h03000000;
44
45     end
46
47     always #5 clk = !clk;
48 endmodule
49
```