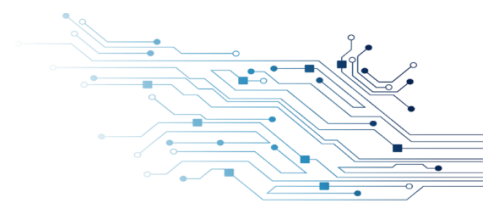




**題目：Substitute dual-port memory by single-port memory**



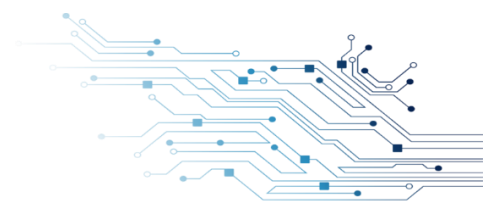


1. 實驗程式碼

```
module LAB5 (CLOCK_50, SW, LEDR, HEX3, HEX2, HEX1, HEX0);
    input CLOCK_50;
    input [9:0] SW;
    output [0:0] LEDR;
    output [6:0] HEX3, HEX2, HEX1, HEX0;
    wire [7:0] out_data;
    reg [7:0] in_data = 0;
    reg [25:0] cnt = 0;
    reg [4:0] addr, addr_cnt;
    reg en;

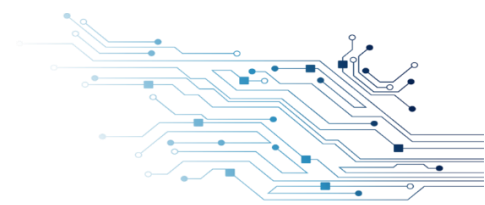
    assign LEDR = SW[9];
    two_digit_seg data_display(out_data, HEX1, HEX0);
    two_digit_seg address_display(addr, HEX3, HEX2);

    memorytest RAM (
        .address(addr),
        .clock(CLOCK_50),
        .data(in_data),
        .wren(en),
        .q(out_data));
endmodule
```





```
always @(posedge CLOCK_50) begin
    //write mode
    if(cnt <= 10000) begin
        addr = SW[4:0];
        in_data = SW[7:0];
        cnt = cnt + 1;
        if(SW[9]) begin
            en = 1;
        end
    end
    else begin
        en = 0;
    end
end
//read mode
else if(cnt <= 50000000) begin
    en = 0;
    addr = addr_cnt;
    cnt = cnt + 1;
end
else begin
    en = 0;
    if(addr_cnt >= 31) begin
        addr_cnt = 0;
    end
    else begin
        addr_cnt = addr_cnt + 1;
    end
    cnt = 0;
end
end
endmodule
```





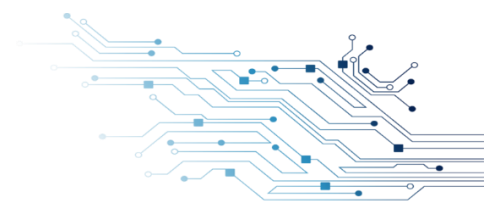
```
//bch to seg
module seg_decoder (bch, seg);
    input [3:0] bch;
    output reg [6:0] seg;

    always @(bch) begin
        case (bch)
            0 : seg = 7'b1000000;
            1 : seg = 7'b1111001;
            2 : seg = 7'b0100100;
            3 : seg = 7'b0110000;
            4 : seg = 7'b0011001;
            5 : seg = 7'b0010010;
            6 : seg = 7'b0000010;
            7 : seg = 7'b1111000;
            8 : seg = 7'b0000000;
            9 : seg = 7'b0010000;
            10 : seg = 7'b0001000; //A
            11 : seg = 7'b0000011; //b
            12 : seg = 7'b1000110; //C
            13 : seg = 7'b0100001; //d
            14 : seg = 7'b0000110; //E
            15 : seg = 7'b0001110; //F
            //lights out
            default : seg = 7'b1111111;
        endcase
    end
endmodule
```

```
//display two digit in seg
module two_digit_seg (num, seg1, seg0);
    input [7:0] num;
    output [6:0] seg1, seg0;

    seg_decoder de1(num[7:4], seg1);
    seg_decoder de0(num[3:0], seg0);
endmodule
```

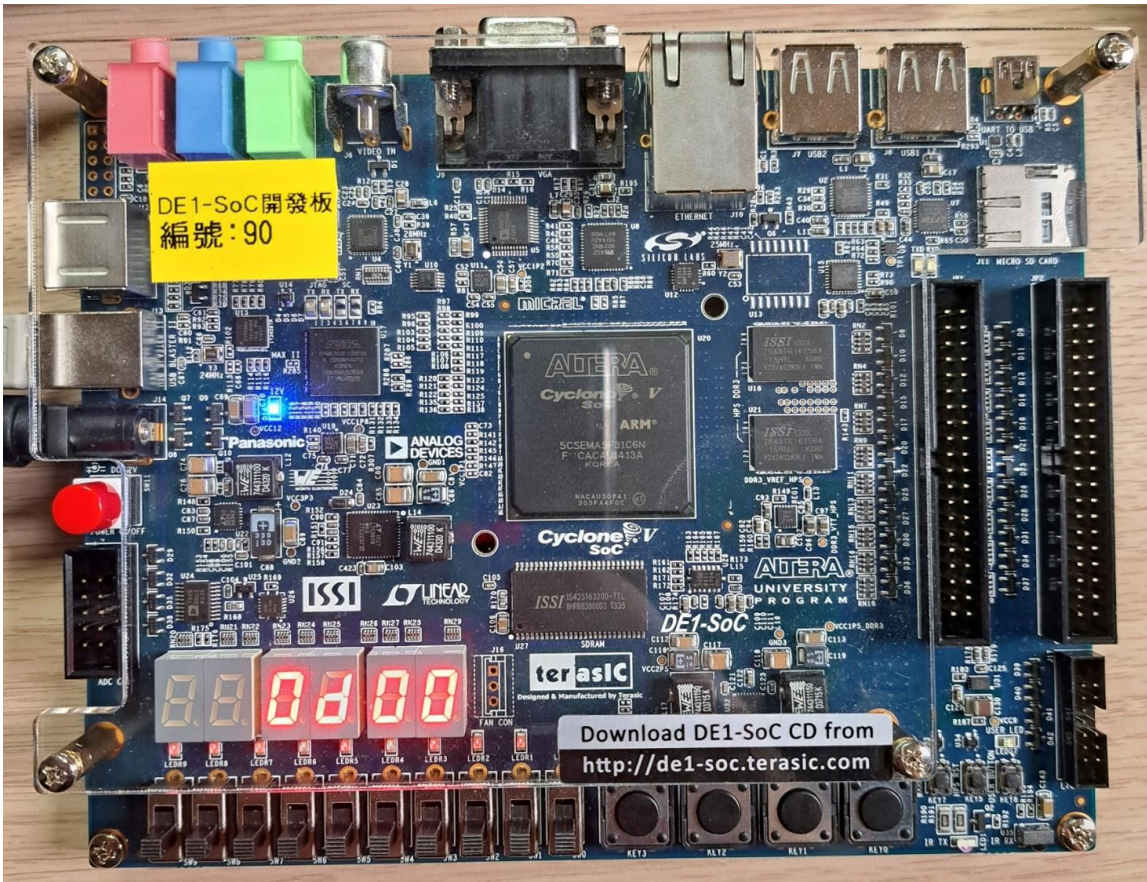
## 2. 實驗結果



```

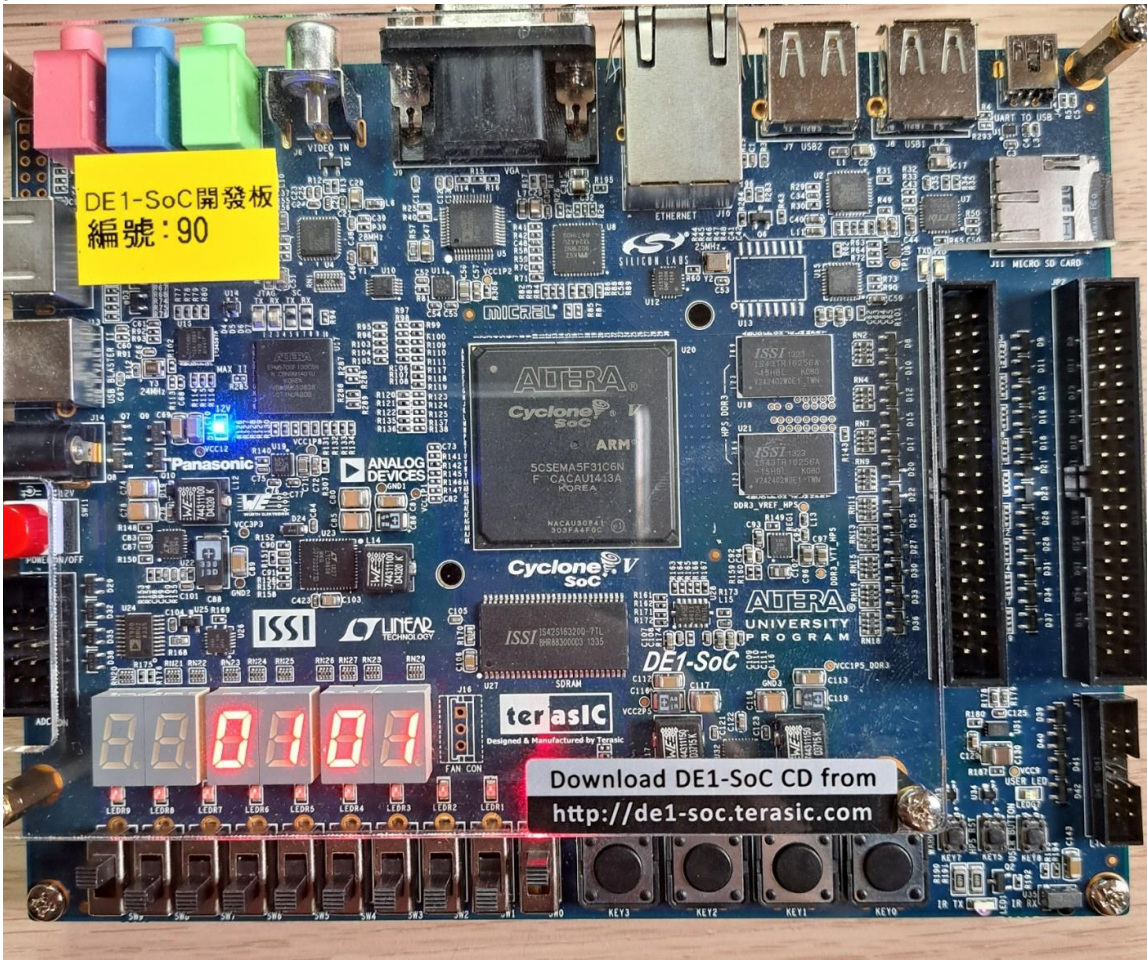
Instance 0: 32x8
000000  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000010  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000020

```





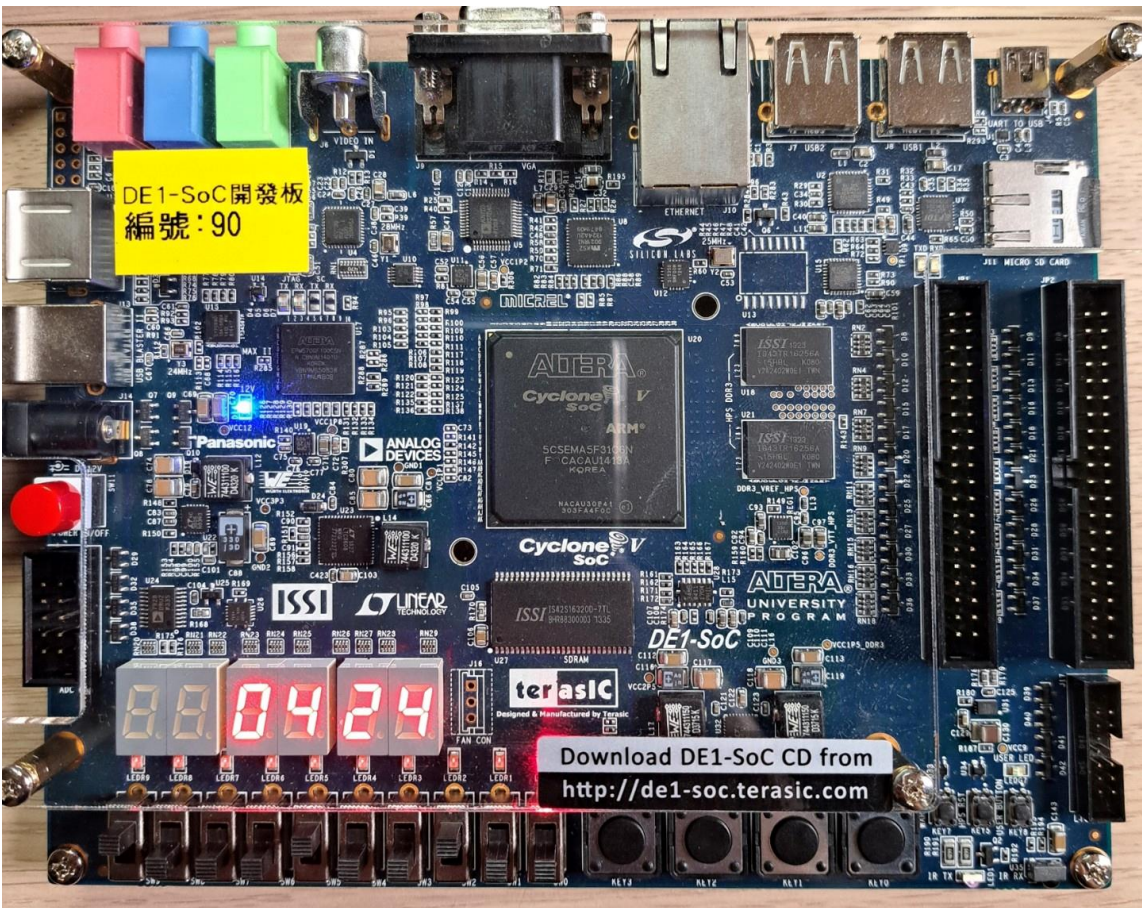
```
Instance 0: 32x8
000000 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000010 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
000020
```





Instance 0: 32x8

000000	00	01	00	00	24	00	00	00	00	00	00	00	00	00	00	00	00
000010	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000020																	



DE1-SoC開發板  
編號: 90

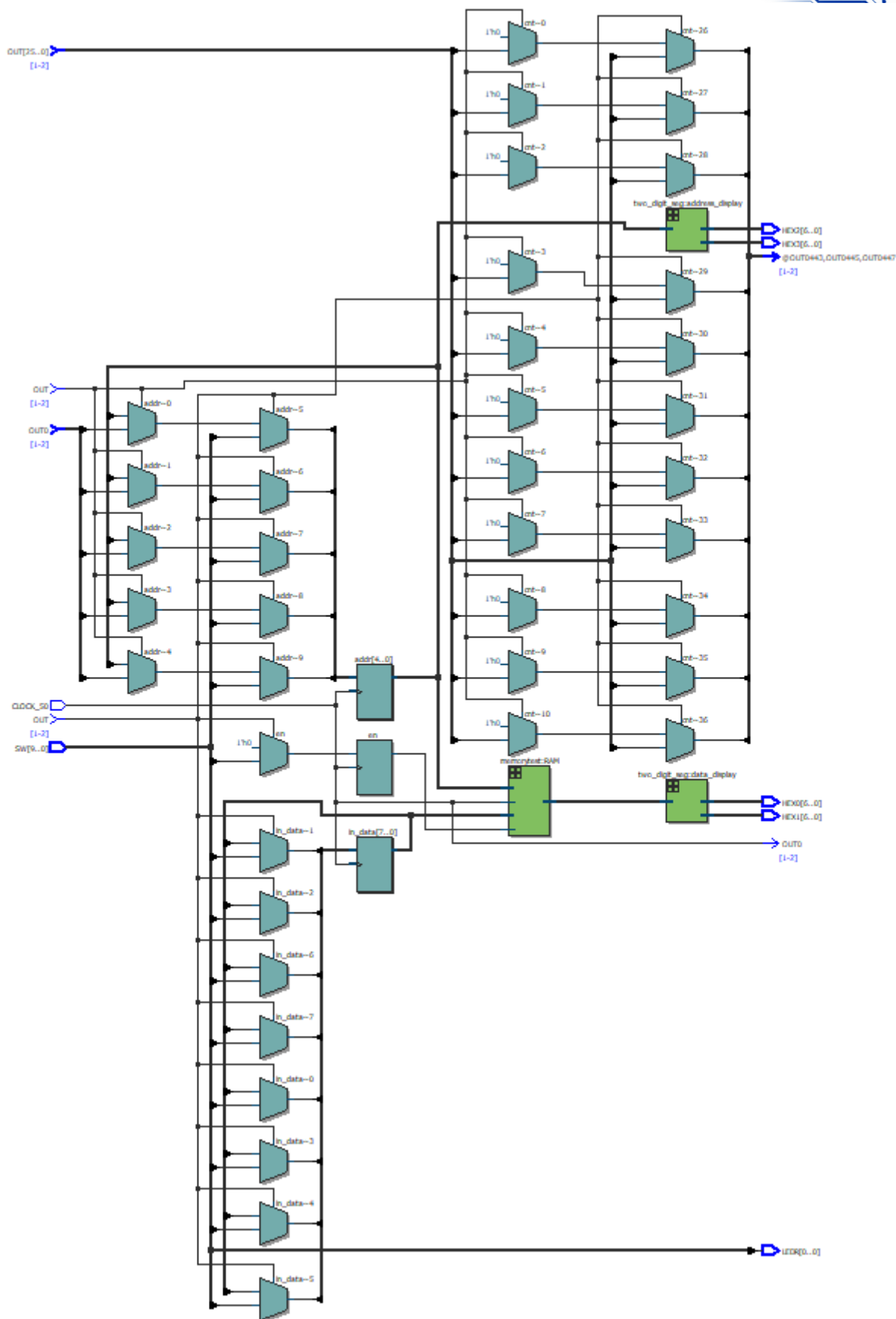
Download DE1-SoC CD from  
<http://de1-soc.terasic.com>

3. RTL 佈局









#### 4. 問題與討論

- 建議不要一個 clock edge 才寫入，因為 glitch，有可能會發生錯誤。改進方式是使用計數





器計算 clock 數量，並依數量大小區分兩種模式：寫入和讀出，如此一來，看起來會是維持一秒的讀出，且寫入有很多 clock，穩定性提高。

