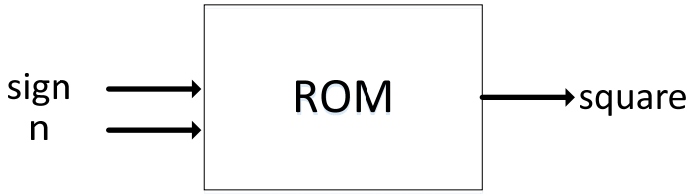
ECE 426/516 Implementation of VLSI Systems with HDL
Lab 5 Design of Memory with Verilog
Due date: April 23, 2024, by 11:30pm

Section A

In this section, you will design a ROM block, which is designed to realize a simple **squaring circuit**. Implement such a circuit using Verilog for squaring numbers up to 15 if unsigned and -8 to +7 if signed (that means 4-bit input number).



Lab Procedure

1. Use the following module template for this ROM design.

```
// This ROM stores the square of a number n.
module square_ROM (n, sign, square);

input [3:0] n ; // signed number.
input sign ;   // signed number if it is high and unsigned otherwise.
output [7:0]  square ; // Result = n x n.
reg     [7:0]  square ;

always @ (n or sign)
begin
if (sign = = 0)  // Output "square" if the input is unsigned.
  begin
  case (n)
            0 :     square <= 0 ;
            1 :     square <= ___ ;
            2 :     square <= ___ ;
            3 :     square <= ___ ;
```

```
            4 :     square <= ___ ;
            5 :     square <= ___ ;
            6 :     square <= ___ ;
            7 :     square <= ___ ;
            8 :     square <= ___ ;
            9 :     square <= ___ ;
            10 :    square <= ___ ;
            11 :    square <= ___ ;
            12 :    square <= ___ ;
            13 :    square <= ___ ;
            14 :    square <= ___ ;
            15 :    square <= 255 ;
               default :       square <= 0 ;          // Clear the result.
   endcase
   end

else
  begin
case (n)     // Output "square" if the input is signed.
               0 :     square <= 0 ;
               1 :     square <= 1 ;
               2 :     square <= 4 ;
               3 :     square <= ___ ;
               4 :     square <= ___ ;
               5 :     square <= ___ ;
               6 :     square <= ___ ;
               7 :     square <= ___ ;
               8 :     square <= ___ ;
                9 :     square <= ___ ;
               10 :    square <= ___ ;
               11 :    square <= ___ ;
               12 :    square <= ___ ;
                13 :    square <= ___ ;
                14 :    square <= ___ ;
                15 :    square <= ___ ;
               default :       square <= 0 ;          // Clear the result.
   endcase
   end
end
endmodule
```

2. Write a test bench to test your behavioral ROM design be simulating the functionality. Test your unsigned and signed inputs in your test bench.

Section B

In this section, you will design a ROM based **square root circuit** for unsigned numbers in the range of 0 to 15. Provide three digits after decimal point. Such as if the input number is a 2, the output should be the square root of 2, which is 1.414. Complete the following Verilog code and write a test bench and verify your results.

```
/ This ROM stores the square root of a number n.

module square_root_ROM (n, sq_root) ;

input [3:0] n ; // Unsigned number.
output [11:0]   sq_root ; // Result = Square root of n.
reg  [11:0] sq_root  ;  // Msb 2 bits (sq_root_int)is the integer part and the
                        // other bits (sq_root_dp) are after the decimal point.
wire [1:0] sq_root_int ;
wire [9:0] sq_root_dp ;

always @ (n)

begin

  case (n) // Output "square root" .

      0 :    sq_root  <= 0 ;
      1 :    sq_root <= _____ ;
      2 :    sq_root <= _____ ;
      3 :    sq_root <= _____ ;
      4 :    sq_root <= _____ ;
      5 :    sq_root <= _____ ;
      6 :    sq_root <= _____ ;
      7 :    sq_root <= _____ ;
      8 :    sq_root <= _____ ;
      9 :    sq_root <= _____ ;
      10 :    sq_root <= _____ ;
```

```
            11 :    sq_root <= _______ ;
            12 :    sq_root <= _______ ;
            13 :    sq_root <= _______ ;
            14 :    sq_root <= _______ ;
            15 :    sq_root <= ________ ;

            default :       sq_root <= 0 ;  // Clear the result.

        endcase

    end

    assign sq_root_int = ____________ ;
    assign sq_root_dp  = __________ ;

    endmodule
```

Demo

You should demo the following aspects of your design to TA.

1. Verilog code for ROM based square and square-root of circuits.
2. Simulation waveforms demonstrating correct functionality of both designs.