#### HW 1 Testbench Output

## **Encoder**

00000010 -> 1, expected 1

00000100 -> 2, expected 2

00001000 -> 3, expected 3

00010000 -> 4, expected 4

00100000 -> 5, expected 5

01000000 -> 6, expected 6

10000000 -> 7, expected 7

00000000 -> 0, expected 0



Inputs and tests were generated with use of a for-loop, which can be seen as in, expected and out are of length 7. In each case of a new input, the expected can be seen to be the same as the output. Each output represents the input (one hot representation) in 3bit binary. We see that as the 1 gets shifted to the left, the out value increases by 1 as expected.

### **Arbiter**

00000110 -> 00000010, expected 00000010 //given case

00100000 -> 00100000, expected 00100000 //given case

00111111 -> 00000001, expected 00000001 //check if multiple 1's in the input, does it pick LSB

10000001 -> 00000001, expected 00000001 //if 1's are on either end of the input, does it pick LSB

00011100 -> 00000100, expected 00000100 //if 1's are in the middle of the input, is output as expected

01011111 -> 00000001, expected 00000001 //if there are gaps between the 1's in the input

10000000 -> 10000000, expected 10000000 //if the MSB is a 1

00000011 -> 00000001, expected 00000001 //if last two bits are 1's, does it pick the LSB

Name	Value	0 ps	2 ps	4 ps	6 ps	8 ps	10 ps	12 ps	14 ps	16 ps	18 ps	20 ps	22 ps	24 ps	26 ps	28 ps	30 ps	32 ps	34 ps	36 ps	38 ps	40 ps	42 ps	44 ps	46 ps	48 ps	50 ps 5	
> Win[7:0]	00000110		00000110		00100000		00	00111111		10000001		00	00011100		01011111		10000000			00000011								
> <b>№</b> expect[7:	00000010		00000010		00100000			000000			001		00000100		00000001		10000000			00000001								
> Wout[7:0]	00000010		00000010		00100000			0000000			01		00000100		00000001		10	10000000					00000001					

Inputs and tests were generated with use of a for-loop, which can be seen as in, expected and out are of length 7. The expected values match with the output. In the 3rd and 4th input (00111111 and 10000001), you can see that these different inputs result in the same output of 00000001 because it should return the LSB, as expected.

### Cam

All tests in test bench passed successfully!



We see that the input data is the username in hexadecimal. It's data length represents the length of the username, and the addr represents its address on the user database table. For example, input 0000000004f454c represents Leo whose name is length 3 and address is 0 as expected.

# Hash\_rom

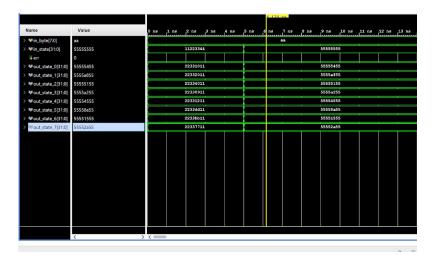
All tests in test bench passed successfully!



In this case, the module takes in an address and outputs the stored hash password for that user. For example, we see that the stored hash for address 1 is for Aaron and the stored hash matches the hash in the address table as expected.

# Hash\_round

All tests in test bench passed successfully!



It takes the input and splits it into different "rounds." Each out\_state corresponds to a different round, where they are then put into a rotator. A seemingly random output that looks different from the initial input is created. For example, out\_state\_0 represents the 8 LSBs being put into hash\_round 0 and then going through a 32-bit wide rotator. The output of this is as expected.

### Hasher

0039373931414644,7,dc1a2c9e 454c555253574f43,8,dc2ea8e4 00004e55524e5552,6,355facc3 0000535552414349,6,aaf4adc9 0000454958454958,5,13d41ced 4f4e5247334c3350,8,7ebcf8a8 544c41574e523046,8,f3cddb9b 0000415453315241,6,9948e6be

---

0000000012153524,1,b9b6a7db fffffff8484d609,3,cefcd881 0000000006b97b0d,d,9cee285f fffffffb2c28465,2,a0431f6f 000000000f3e301,d,99d4b8ba 000000003b23f176,d,a1d6a92d 0000000076d457ed,c,af08e2c0 00000007cfde9f9,6,6720ec8c ffffffffe2f784c5,a,df4e8378 0000000072aff7e5,7,32a67eac fffffff8932d612,f,e89dabf2 00000000793069f2,e,831ef382 ffffffff4007ae8,5,901fd15a 000000002e58495c,d,a38e00c7 fffffff96ab582d,5,ce3808cc fffffffb1ef6263,a,4e8a6e60 fffffffc03b2280,0,18dd1f93 00000000557845aa,d,aaa5b3e2 fffffffcb203e96,3,2e9aef03 fffffff86bc380d,3,6ab93d7f 00000000359fdd6b,5,c660eed2 fffffff81174a02,e,31235393 00000000effe91d,f,ab6255ed 0000000011844923,a,bf27da4e fffffffe5730aca,c,c8bd9dbe 000000007968bdf2,a,982436f8 0000000020c4b341,8,5a4c1ca3 000000003c20f378,9,eacafce0 0000000075c50deb,6,69acafe7 0000000634bf9c6,e,30b7a9a9 fffffffde7502bc,a,72bb6135

fffffff85d79a0b,1,da5a68c8 0000000042f24185,f,4c637be0 fffffff9dcc603b,a,08c562c0 fffffffbf23327e,5,2d7c2b71 0000000078d99bf1,9,468f0954 0000000031230762,c,ff426e86 00000004fa1559f,f,3ed3068c 000000007c6da9f8,7,b3b5552a ffffffffcfc4569f,c,02bac1ca fffffffadcbc05b,9,816eefe2 fffffffa4ae3249,0,99f70bfa ffffffffebfec0d7,1,b39752b7 000000004b212f96,c,8fa7ada2 ffffffffe12ccec2,8,056e28f2 fffffffbb825a77,d,cc85fa27 00000000090cdb12,e,c0286788 0000000036e5816d,9,a3944bc6 000000000fd28f1f,3,a83ba99a 0000000042d92f85,8,3e9528ba 000000002dda595b,9,79489d78 fffffff9ff2ae3f,a,976f683b 000000002c156358,6,f36fd6bd ffffffffc71a0c8e,c,3d7af8cb 00000007d3599fa,6,e3326cff 0000000039961773,3,196dbe21 fffffff9799a82f,3,52ad1420 fffffffafd8565f,4,c12c78e5 00000007bf8fdf7,b,a34d381f ffffffff3091ae6,a,c4cf43c8 0000000014cfc129,d,f34c1e9b

ffffffffed536cda,5,2fee5f80 ffffffffda8ae2b5,f,c0e67432 000000003cf11979,4,f3d430db ffffffffe8740cd0,a,52a82ea6 0000000055f6adab,e,2be7adc0 000000006e5daddc,a,40a9bb98 ffffffffedf72fd,3,0aad1f07 000000002b0eed56,e,67d91208 fffffffb3d97667,a,43680458 000000005b6fb9b6,8,e865d691 000000003cd18779,8,c9469c32 000000004a74bf94,3,590c188c fffffff823f2c04,9,1d5e22cf 000000006dcb69db,d,b6e4e9bf 000000006cb0b7d9,d,b2adfca2 ffffffffbb45e276,a,64cc7740 000000005b172db6,5,6f4cccac fffffffa3071a46,4,c692c79c 000000007bd261f7,9,f2a3d244 ffffffffda6ebab4,8,46101108

00000000147cd928,d,f97588db

fffffffe3c530c7,e,7804e491

fffffff8477e408,c,908db630

ffffffffea7a6fd,9,f694b5d5

fffffff8e37901c,6,041f2024

ffffffffed3408da,d,c71a2f73

00000000334ea766,0,cfbe1723

fffffffb9f50473,a,0d68b3c0

000000002f3ab35e,a,1a3caa40

000000006a8e05d5,a,6e68aaf4

fffffffdcf000b9,7,f0de5f5f

000000004b273796,0,a9c0af77

000000013259f26,6,5dce6e09

000000003e99837d,c,8899c23a

0000000043615786,8,72ab33c8

00000003f5a9b7e,b,fbc6120e

fffffffe7c3b6cf,9,ab6b64f0

ffffffffd28e4fa,1,5d4c1a68

000000000b940917,1,d8178093

000000043779186,0,0cc8bf67

00000007a8c59f5,5,4ae05b4c

fffffff949a8a29,1,431b9599

fffffffe2e574c5,8,a3d6f1ff

0000000025b27b4b,3,9aaeae6a

fffffff622e6ec,a,98441378

000000002758d14e,8,d2cb4d98

00000000549efda9,1,75e2c929

0000000070bb90e,6,830408a8

00000000155a1d2a,d,cd96cbe3

000000004f75ff9e,8,06bb985b

fffffffbccfa879,8,6994528f

00000000652345ca,3,8ff4e7e8

0000000035a0c96b,7,6997b2bb

000000005b0bddb6,a,aadc4bc0

000000006216abc4,9,4e48db4c

00000000492fd392,4,71ca2fe9 00000003fbb3b7f,6,7028d827 00000007d6df5fa,2,0db4a5ac 0000000019452132,d,cdb52665 00000000424fcd84,4,ba56c530 00000006543cfca,9,5fcc9eb5 fffffffd095a8a1,e,cacb75e0 ffffffffd8b6afb,b,d85e52bd ffffffff78290ef,9,ce50ea02 00000001b60e536,5,87e494fc fffffffc7e8568f,b,05f6c92c 000000004465e788,e,8c0b044f 000000004df3819b,2,2dbb9edf 000000001444df28,d,6b4f8a54 0000000025b75f4b,2,ee493ad3 fffffff8f1cf61e,d,c0483ea5 00000007679fdec,8,934da9fb 0000000068ae1bd1,6,2c205f8d fffffffa0c02441,b,d8703b78 000000006c44f9d8,3,921618bd fffffffab196256,b,220dbe15 ffffffff166fae2,4,bd106a31 0000000039ac0373,8,2599ab49 00000000093e4d12,8,a48ab37f fffffff9c811239,5,da5e5785 fffffffd0c5dca1,b,4b715ce4 0000000040905d81,8,09b8484c 000000013b55527,1,189c4609 fffffff8f8c6e1f,4,9e04cc7e 000000002c2d2358,6,bec5b978 000000000a6e9314,2,74e32568 fffffffcb227096,1,94359397 000000002ac2d555,d,45f5a842 00000000158b2b2b,5,a573f364 0000000056b403ad,7,f259aac3 000000004249ff84,7,0604887b ffffffff3d7a6e7,9,43c578e6 fffffffa4da5649,b,519429b5 0000000064ba0fc9,1,d6aa801f

fffffffd0bc5ea1,a,e0bae0a2 000000007d2a45fa,5,24772fbb 0000000041a10583,c,03c7c13f fffffffb9461472,e,d5accabe fffffffb455f268,f,fd6e067a 0000000043460d86,0,45bc9fe9 000000001c719738,0,7379af7c fffffff94097628,6,8f130c96 fffffffe2bf1ac5,0,adf66292 000000003a625f74,9,7d6bbca2 fffffffd86a6ab0,c,4e6342ea 000000001521932a,2,db258868 000000000aec3515,1,544aca8f 000000000be29d17,3,b2306548 000000064b5e3c9,6,c6cdc8ed 000000001297cb25,1,8de26d07 fffffffc69da28d,a,679af6b3 0000000003d62707,c,8f70e91c 00000000060a5d0c,1,7aa00142 fffffff9de17c3b,6,4a13e334 ffffffffbdfc2f7,e,7b91ab84 fffffffae78585c,5,30282ebf fffffff902a3a20,0,bb5daee8 000000039600972,4,34d02991 000000006e8af5dd,d,c2b8d726 0000000025b0994b,9,08ba8881 fffffffffffff63da9e,d,d142d996 fffffffbde0d27b,f,34d13aee fffffff81c39a03,3,51701bc0 000000000e92431d,1,aad5e8e3 0000000022119f44,5,84ae90cb ffffffff01d34e0,d,d9ebfd7c 00000000297a1552,8,7c0b9ecd 0000000046dcb78d,2,9d080a43 000000004219e784,6,043a58bb fffffffc63a928c,0,77509f68



The input is a sample password which is then changed by the hasher to be a seemingly random output represented by the var out.

### Length\_finder

```
// given tests
aabbccddeeffaa00 : len = 0000, expected len = 0000
aabbccddeeffaa99 : len = 1000, expected len = 1000
aabbccddeeff00aa : len = 0001, expected len = 0001
aabbccddee00ffaa : len = 0010, expected len = 0010
aabbcc00ee00ffaa : len = 0010, expected len = 0010
00bbccddee44ffaa : len = 0111, expected len = 0111
00bbcc00ee44ffaa : len = 0100, expected len = 0100
44bbc00dee44ffaa : len = 1000, expected len = 1000
0000000000000000000 : len = 0000, expected len = 0000
// new tests
// lots of 0 bytes added
```

00bb00dd00ff00aa: len = 0001, expected len = 0001 // 0 bytes added throughout, especially at the most significant byte

bb00dd0000eeffaa: len = 0011, expected len = 0011 / / 0 bytes sprinkled throughout to ensure proper count

bb00dd0000eeff00: len = 0000, expected len = 0000 // 0 bytes sprinkled throughout, especially at the least significant byte which should be counted first

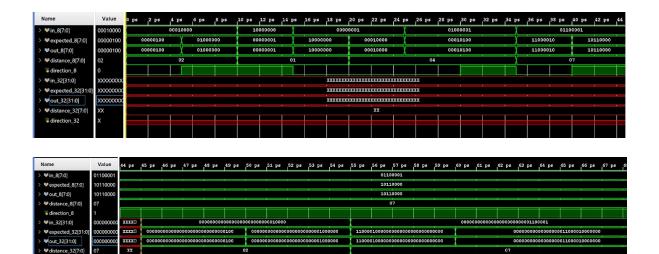
bb00dd0000000000: len = 0000, expected len = 0000 // the least significant byte is 0, therefore it should ignore the rest and be 0

Name	Value	0 ps	2 ps	4 ps	6 ps	8 ps	10 ps	12 ps	14 ps	16 ps	18 ps	20 ps	22 ps	24 ps	26 ps	28 ps	30 ps	32 ps	34 ps	36 ps	38 ps	40 ps	42 ps	44 ps	46 ps	48 ps	
> Win[63:0]	aabbccddeeffaa00	aabbccddeeffaa00		a00	aabbccddeeffaa99		aabbccddeeff00aa		aa a	aabbccddee00ffaa		aabbcc00ee00ffaa		aa 0	00bbccddee44ffaa		00bbcc00ee44ffaa		aa 4	44bbc00dee44ffaa		00000000000000000		000	00bb00dd00ff00aa		
> <b>⊌</b> len[3:0]	0		0		8		1						2		7		4		X	8		0		X	1		
> <b>₩</b> expect[3:	0	0		X	8		1		i X	) · · · · · · ·			2		7		4		X	8		0		Ċχ	1		

in represents the input, the len found starts counting from the LSB so if it starts with a 00 byte from the right hand side, then disregarding the rest of the bytes, it will output 0 as the length. In other cases where it does not start with a 00 byte from the right side then it will count bytes until it hits a 00 byte. For example, in aabbccddeeffaa00, the length is 0 as expected. If we move the 00 to be aabbccddeeff00aa, then the length is 1 as expected. If there are no 00, then the length is 8 as expected.

#### Rotator

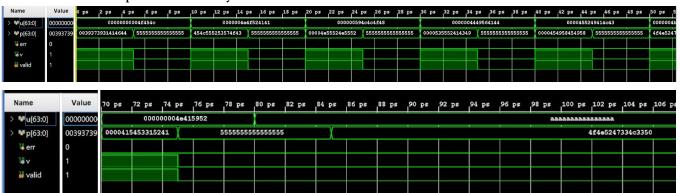
```
// 8 bit
// basic shift of two
00010000 -> 00000100, expected 00000100 // right shift
00010000 -> 01000000, expected 01000000 // left shift
// new cases we added from this point on
// edge case
10000000 -> 00000001, expected 00000001 // left shift
00000001 -> 10000000, expected 10000000 // right shift
// wrap-around, distance of 4
00000001 -> 00010000, expected 00010000 // right shift
// two 1s, wrap-around, distance of 4
01000001 -> 00010100, expected 00010100 // right shift
01000001 -> 00010100, expected 00010100 // left shift
// three 1s, distance of 7
01100001 -> 11000010, expected 11000010 // right shift
01100001 -> 10110000, expected 10110000 // left shift
// 32 bit
// basic shift of 2
0000000000000000000000001000000 // left shift
// three 1s, shift of 7
0000000000000000011000010000000 // left shift
```



Anything with \_8 following the var name is for 8 bit inputs, \_32 is for 32 bit input. Distance is how many times the bits should be moved over, and direction indicates whether it should be a right or left shift. You can see that in the first picture anything that is for 32 bit related inputs is red with XXXs as the values for it had not been assigned yet. You can see the 8bit cases iterate through with the 32 cases as red until the 32 cases are assigned, then the 8 bit cases remain constant on the last input it was fed.

### Verifier

All tests in test bench passed successfully!



U is the username entered, p is the password entered. In the last case, we have a invalid username and a valid password. Because the username is invalid, the address given out is 0 and the respective stored password hash is outputed as hash\_out. 7ebcf8a8 is consistent with the stored password hash for Leo who is at address 0. The inputted password is passed through the hasher we get pass\_rom\_out. The hash given matches the hash for Frank. Since hash\_out and pass\_rom\_out do not match (meaning the stored hash password for the given username does not match the hash for the password), then we get that valid = 0, as expected.