



# DCS Lab7

## Matrix Multiplication

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許凱捷

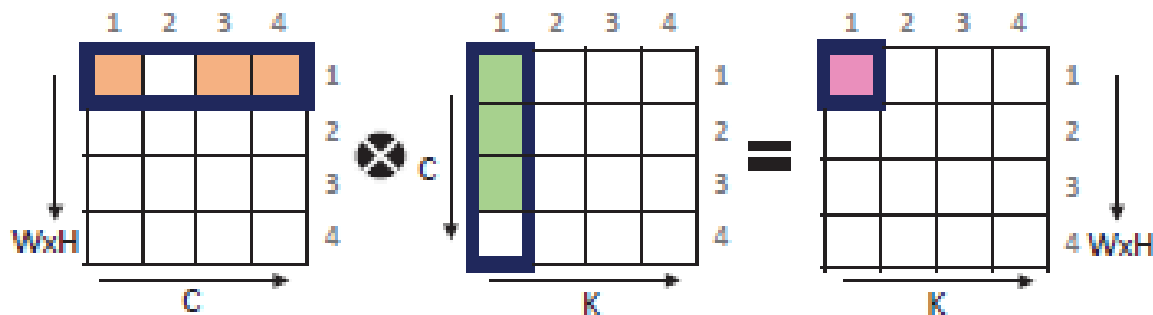
# Discrete Cosine Transform

- 本次Lab需要設計計算DCT的電路
- $dct = D A D^T$
- 矩陣D已附在design內(dctmtx)，為fixed-point格式，由1-bit sign, 0-bit integer, 7-bit fraction組成，因此計算過程與整數相同，只需在每完成一次矩陣乘法後將結果除以128即可

```
>> D = dctmtx(4)
```

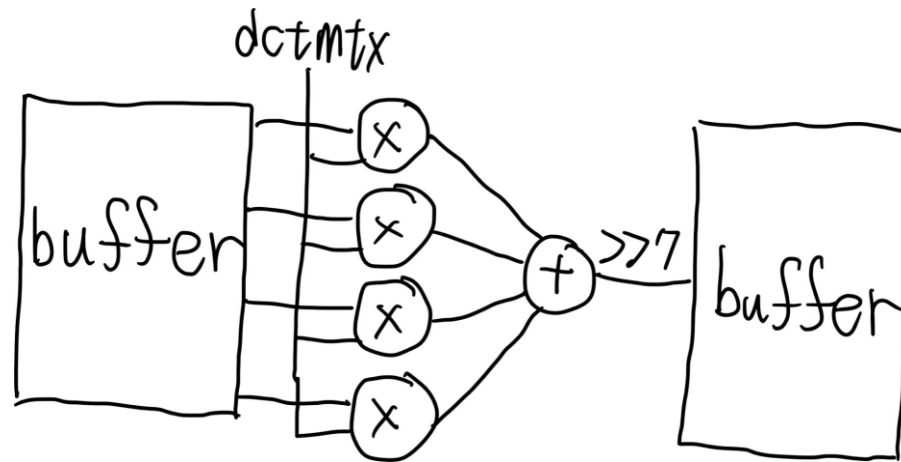
D =

0.5000	0.5000	0.5000	0.5000
0.6533	0.2706	-0.2706	-0.6533
0.5000	-0.5000	-0.5000	0.5000
0.2706	-0.6533	0.6533	-0.2706



# Hint

- 依序將input存入暫存器
- 使用4個乘法器，用內積的方式每cycle進行4個乘法加法算出一個element，將結果除以128後(因為fixed-point乘法) 存入另一組暫存器，共16 cycle
- 經過兩輪矩陣乘法，將結果輸出

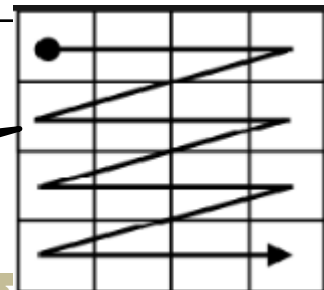


# DCT.sv

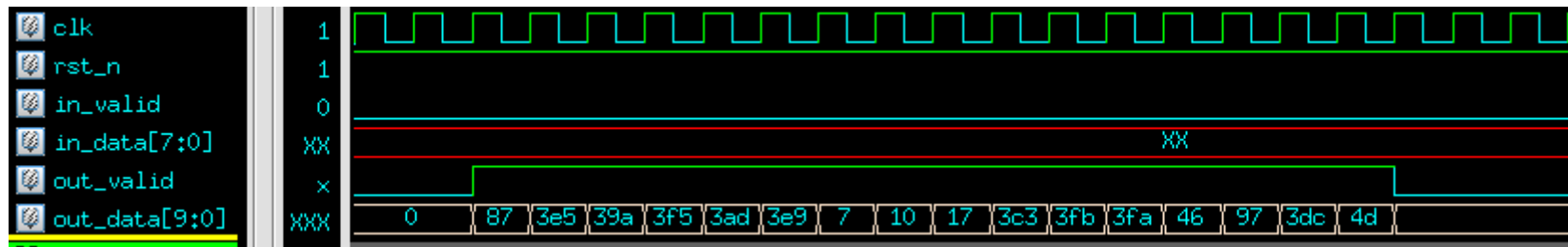
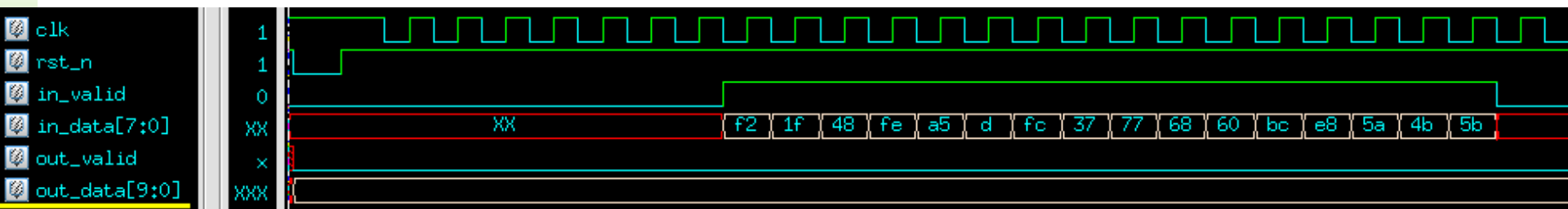
Input Signal	Bit Width	Definition
clk	1	10 ns Clock for 1 cycle
rst_n	1	Asynchronous reset when reset negedge, all output should be zero
in_valid	1	High for 16 cycle
in_data	8	raster scan order 輸入4x4有號數矩陣

Output Signal	Bit Width	Definition
out_valid	1	High for 16 cycle
out_data	10	raster scan order 輸出input矩陣的DCT， 為4x4有號數矩陣

raster scan order



# Waveform



# Note

- 請留意乘加法為signed運算
- 注意乘法輸出bit數
- 本次Lab開放for loop用於reset陣列
- $dctmtx[r][c]$ ， $r$ 為row， $c$ 為column，inbuffer outbuffer依此類推
- 本次clock period為8ns，用暴力法在一週期內完成64個乘加法在02\_SYN會timing slack violation
- 本次Lab已附上input output處理以及部分FSM code，INPUT state 結束後input會被存入inbuffer，OUTPUT state前outbuffer內答案要準備完成，供各位同學參考使用。

# Spec

- All outputs must have asynchronous negative-edge reset.
- 01\_RTL needs to pass.
- 02\_SYN should have no errors or latches.
- 02\_SYN's timing slack must be met.
- 03\_GATE needs to pass without timing violation.

# Command

- `tar -xvf ~dcsta01/Lab07.tar`
- Upload
  - `cd 09_upload`
  - `./01_upload`
  - `./02_download demoX`

Demo1: 4/27(Thursday), 16:20:00

Demo2: 4/27(Thursday), 23:59:59