

=====

## **Time-Division Multiplexer and De-multiplexing**

**10/29/20**

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Started in Makerchip.com

Downloaded top.tlv, top.m4.pre, and top.m4.

```
java -jar /home/devel/SandPiper_1.9-2018_02_11-beta_distro/target/sandpiper.jar --debugSigs --viz  
--dhtml --stats --compiler verilator --graphTrans -i top.m4 -o top.sv
```

```
dot -Tpdf top_trans.dot -o top_trans.pdf
```

```
qpdfview top_trans.pdf &
```

```
cp ../extra_files/* .
```

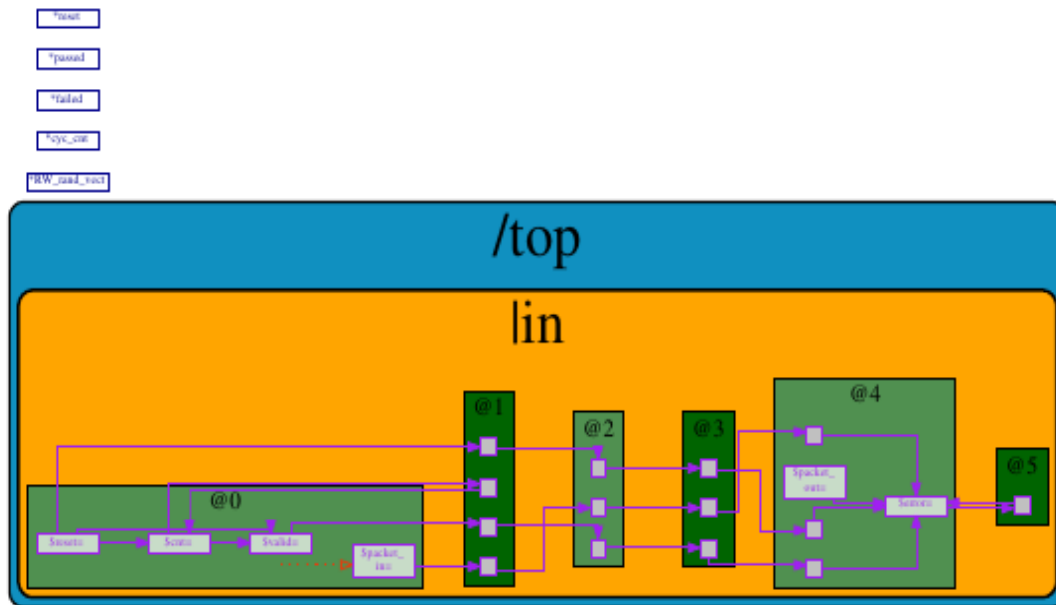
```
https://raw.githubusercontent.com/stevehoover/tlv\_flow\_lib/master/makerchip\_files/verilog/  
sandhost/sqrt32.v
```

```
cp ~/warp-v/formal/verilog/clk_gate.v
```

```
//`include "sp_verilog.vh" in clk_gate.v
```

```
verilator --trace --debug --debugi 0 -gdbbt --no-dump-tree --cc makerchip.sv --exe --build  
sim_main.cpp
```

A wide vector, at a 1/4 "frequency" (1 valid cycle, followed by 3 invalid ones)  
is time-division multiplexed (TDM) into a narrow vector, carrying one of n pieces per cycle,  
(1st, least-significant flit in stage 0, 2nd in stage 2, etc.)  
and this is de-multiplexed into a stream similar to the original in the same pipeline.  
This is a useful design pattern for reducing wire routing.



diff output.txt ../output.txt

2,11c2,9

< a128 became a128

< 1636 became 1636

< 62ea became 62ea

< 2b9c became 2b9c

< bb9b became bb9b

< bc8c became bc8c

< c94a became c94a

< 9159 became 9159

< 1590 became 1590

< Simulation PASSED!!!

---

> a128 became 0

> 1636 became 0

> 62ea became 0

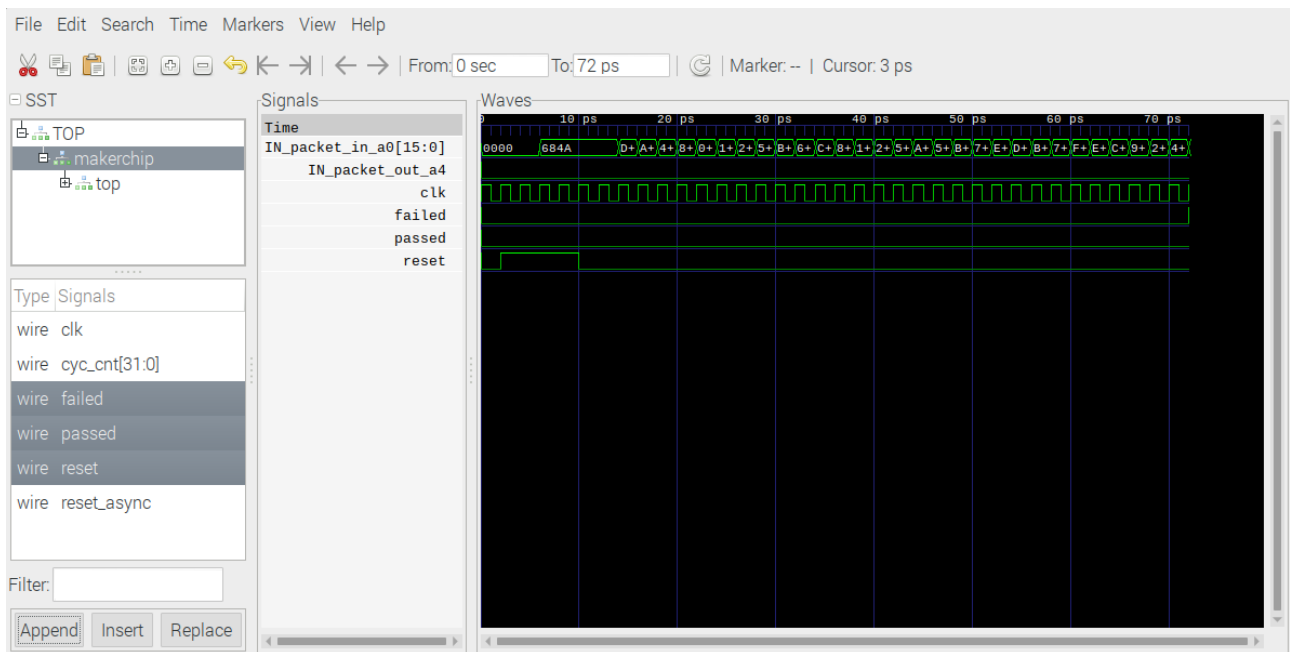
> 2b9c became 0

> bb9b became 0

> bc8c became 0

> c94a became 0

> Simulation FAILED!!!



```
diff top.m4 ../top.m4
```

```
31,34c31,35
```

```
<      $flit[3:0] = >>0$valid ? >>0$packet_in[3:0] :
<                >>1$valid ? >>1$packet_in[7:4] :
<                >>2$valid ? >>2$packet_in[11:8] :
<                >>3$packet_in[15:12];
```

```
---
```

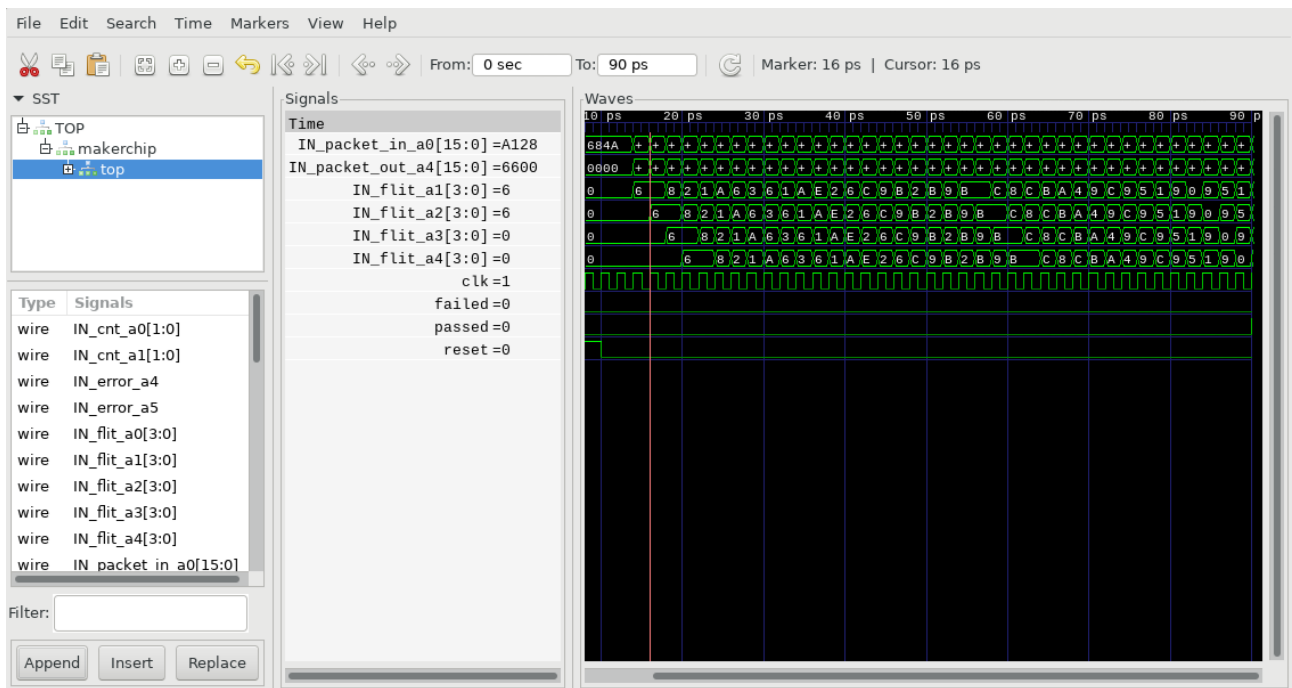
```
>
> // LAB PART 1
> // FILL IN THIS LINE:
> // $flit[3:0] = ...; // HINT: Use ? : ? : ...
>
```

```
39c40,43
```

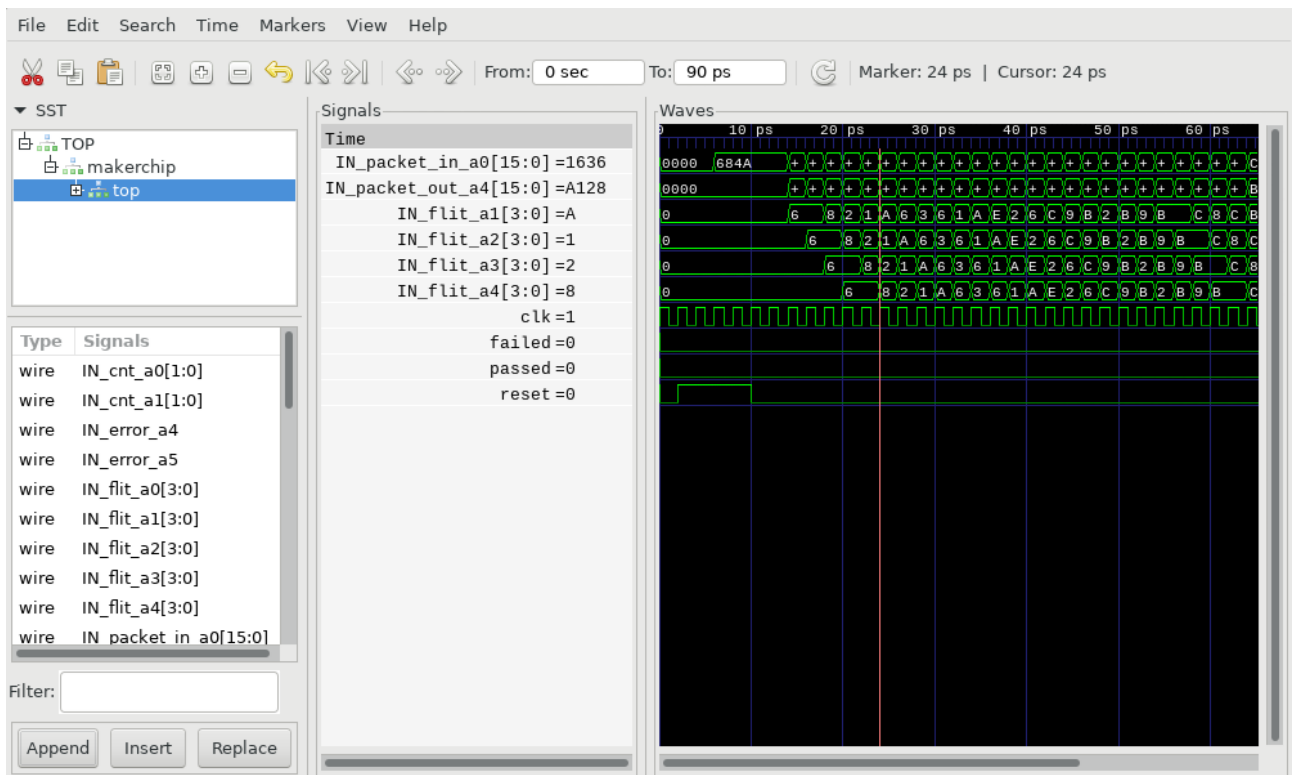
```
<      $packet_out[15:0] = {<<3$flit, <<2$flit, <<1$flit, <>0$flit};
```

```
---
```

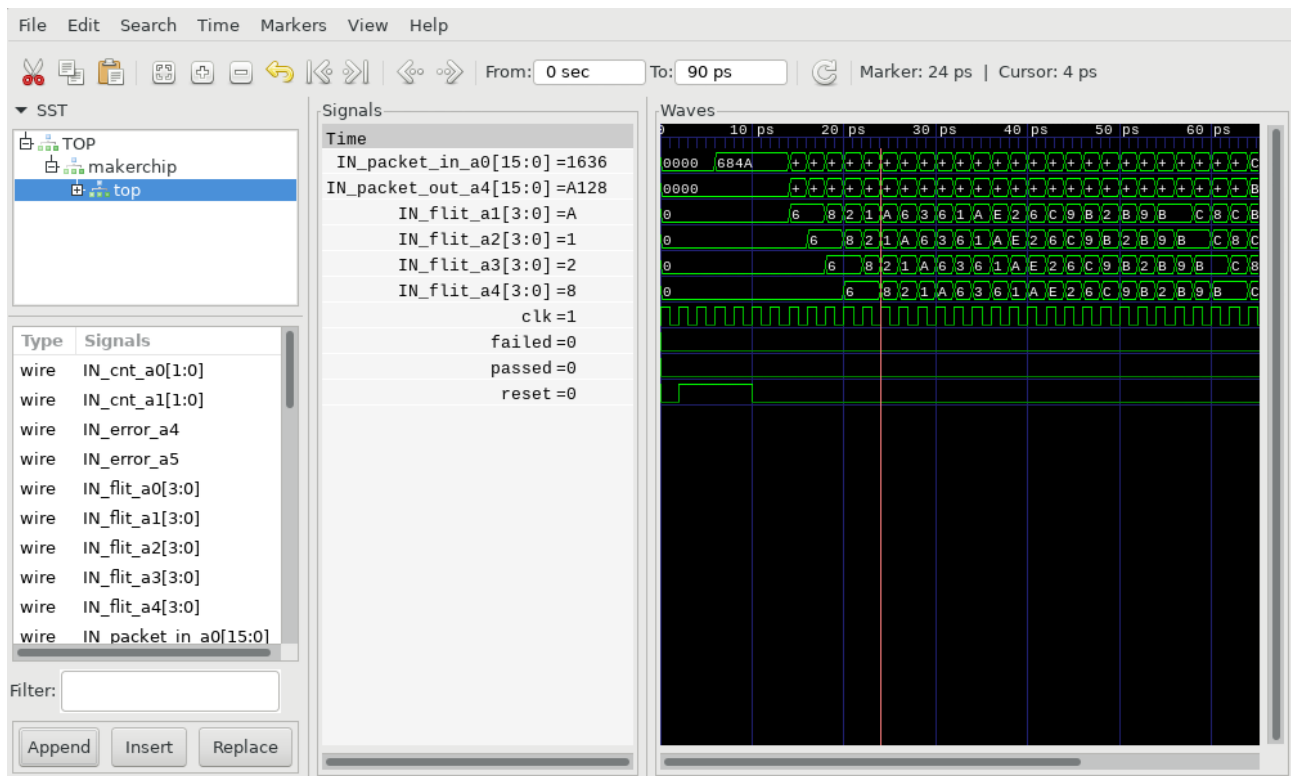
```
>
> // LAB PART 2
> // FILL IN THIS LINE:
> // $packet_out[15:0] = ...; // HINT: Use { , , ...}
```



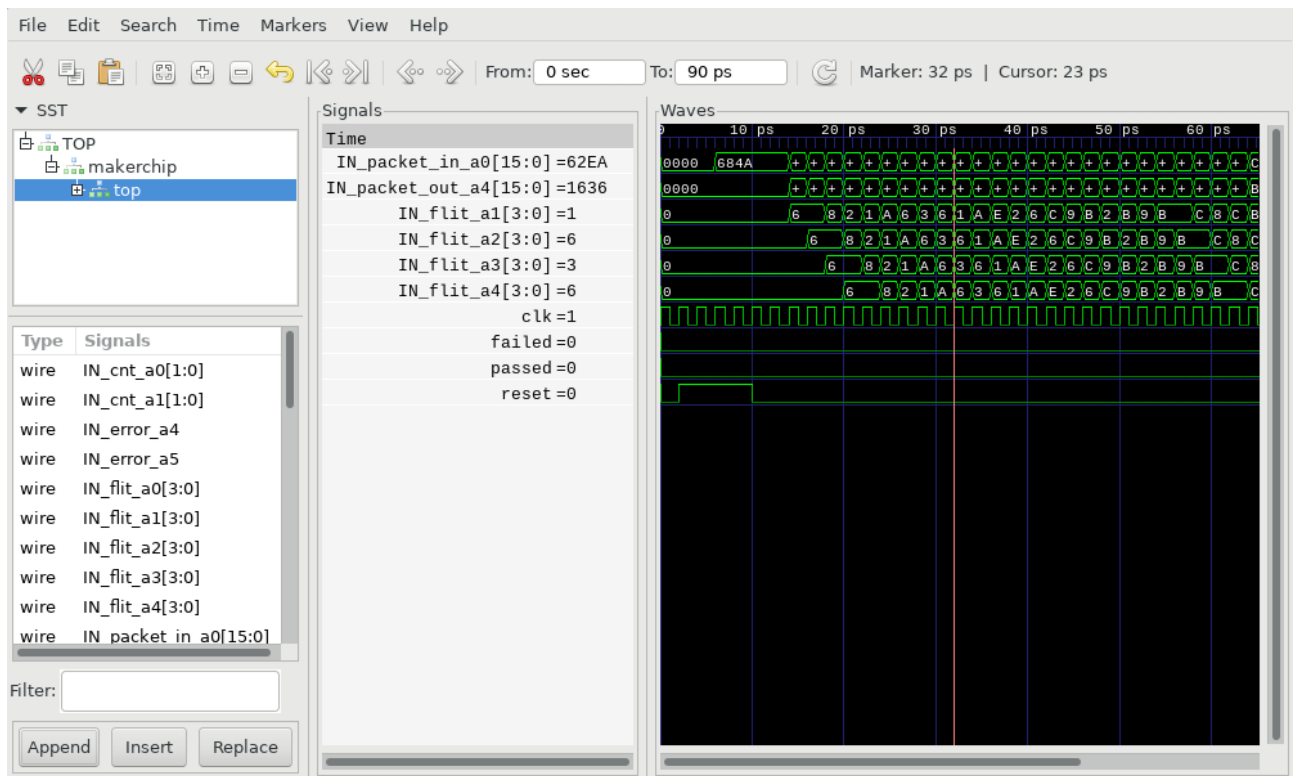
packet\_1\_in



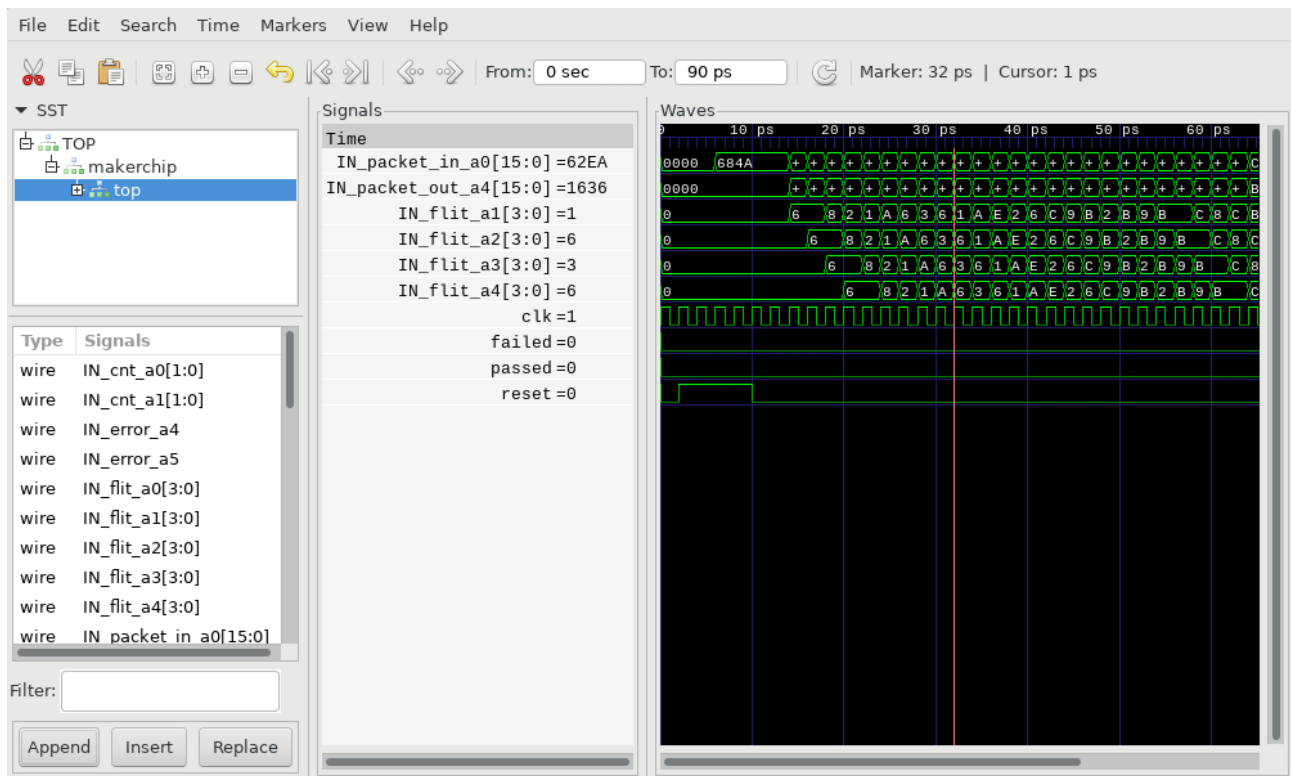
packet\_1\_out



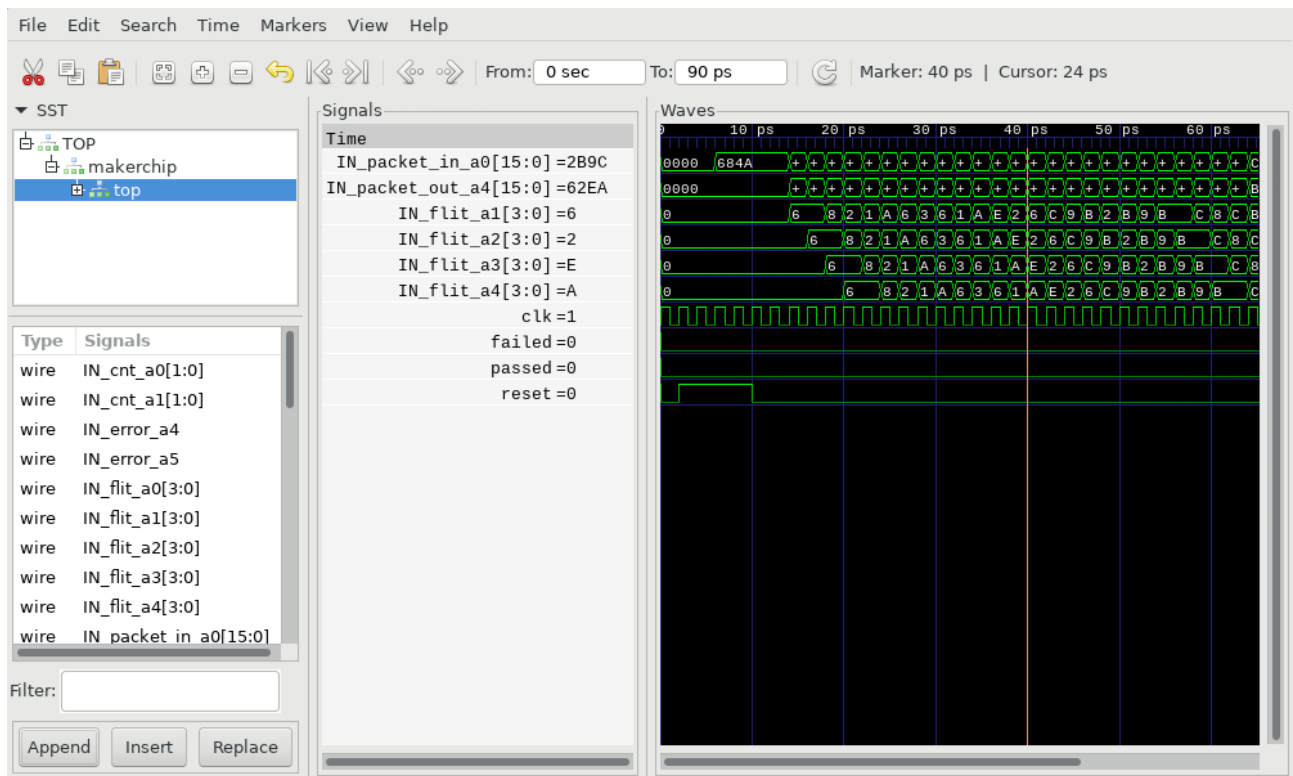
packet\_2\_in



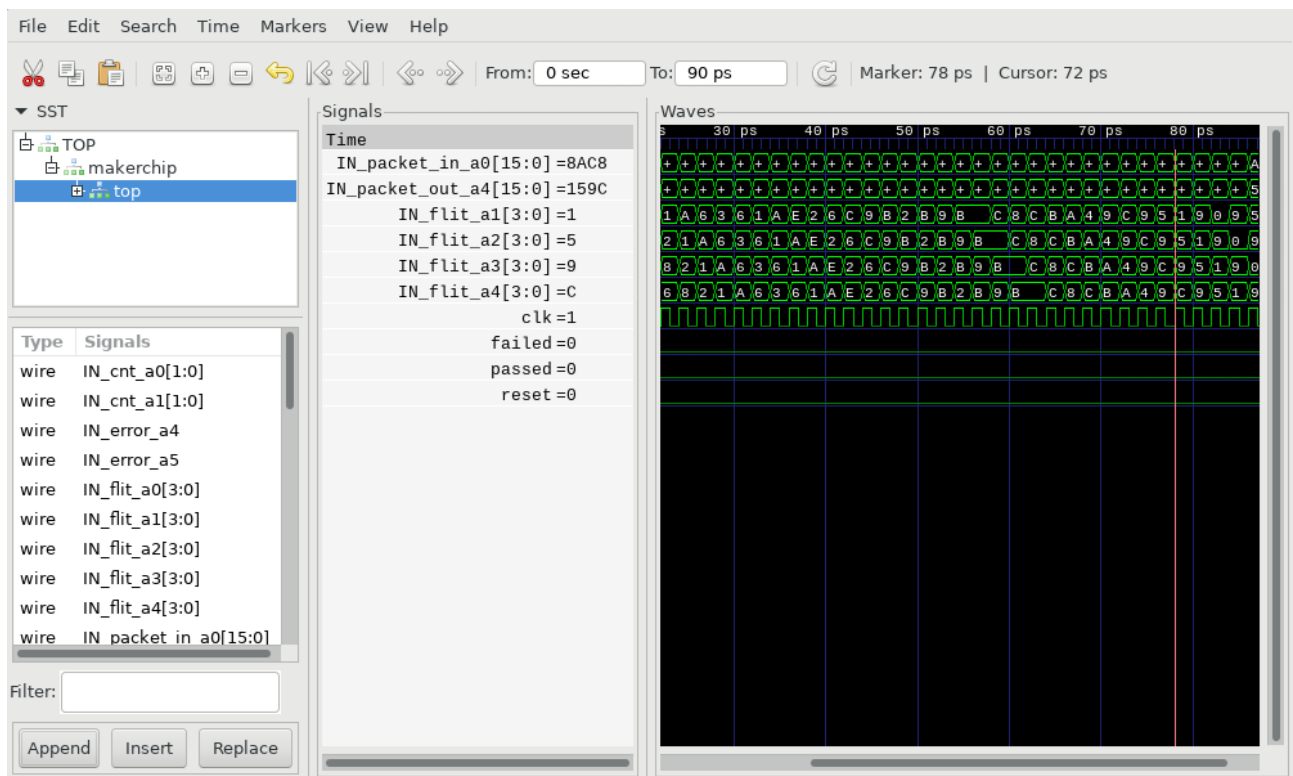
packet\_2\_out



packet\_3\_in



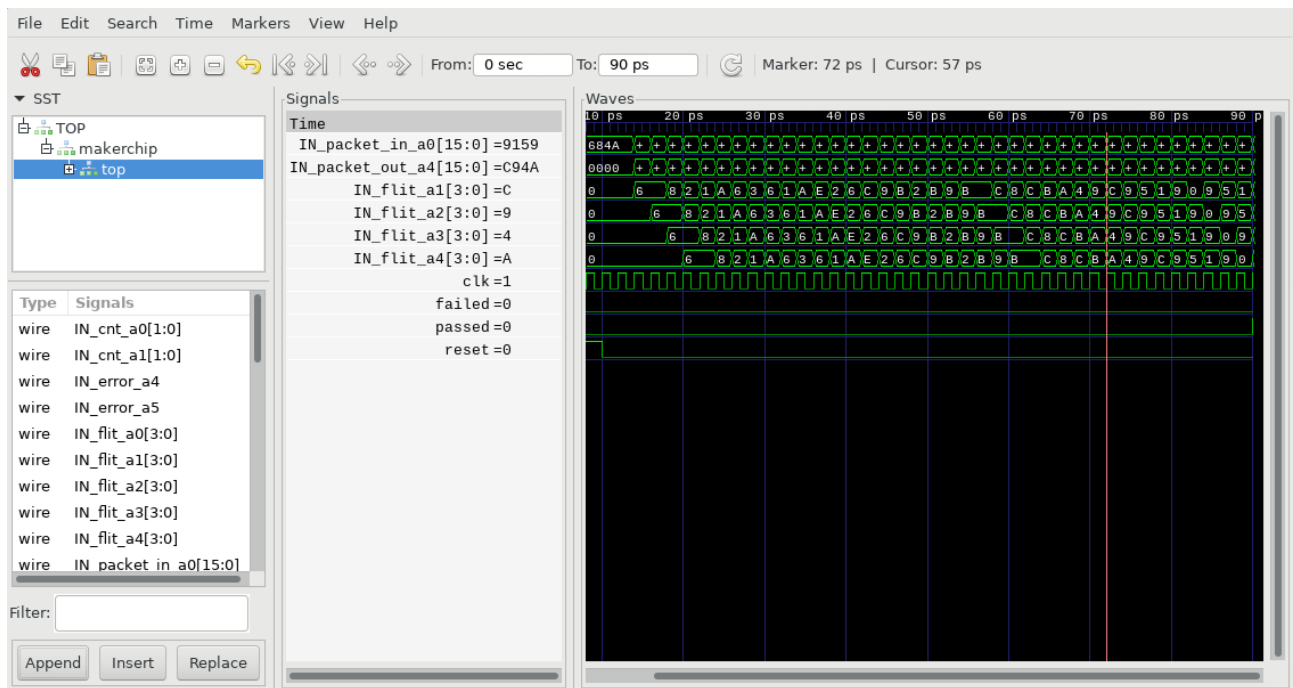
packet\_3\_out



packet\_6\_in







packet\_7\_out