

Arrays en Verilog

Verilog Arrays

- **Vectors**

`reg [7:0] R; // 8-bit register variable`

- **Arrays of vectors**

`reg [7:0] M[9:0]; // Array of ten 8-bit registers`

- **Examples:**

`M[0]` is the 8-bit vector with index 0

`M[3][7]` is the 7th bit of the vector `M[3]`

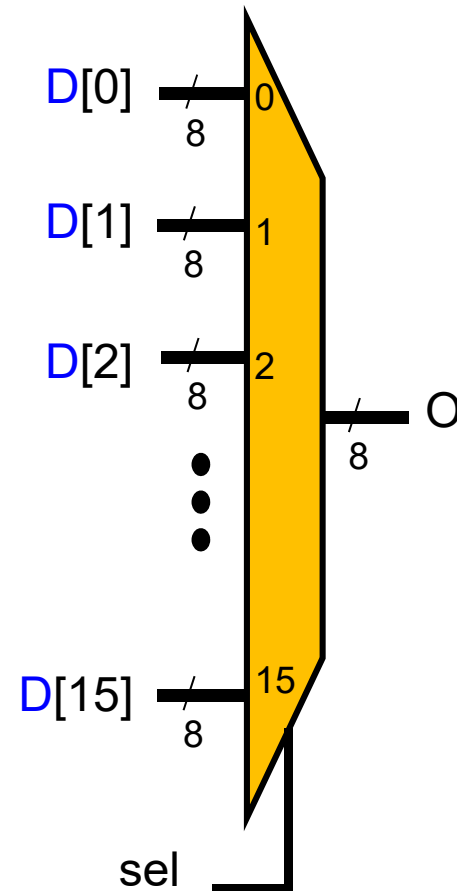
Multiplexer

```
wire [7:0] D[15:0];
```

```
wire [3:0] sel;
```

```
wire [7:0] O;
```

```
assign O = D[sel];
```



Shift register

```

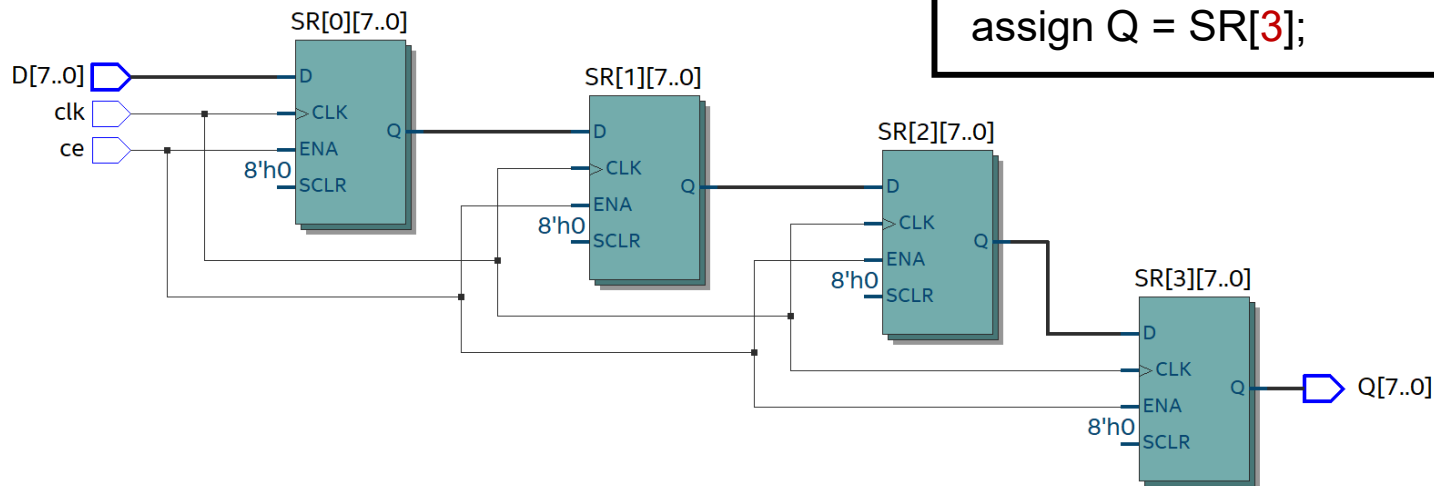
wire clk,ce;
wire [7:0] D;
wire [7:0] Q;

reg [7:0] SR [3:0];

integer i;

always @ (posedge clk)
    if (ce)
        begin
            SR[0] <= D0;
            for (i = 3; i>0; i = i-1)
                SR[i] <= SR[i-1];
        end

assign Q = SR[3];
    
```



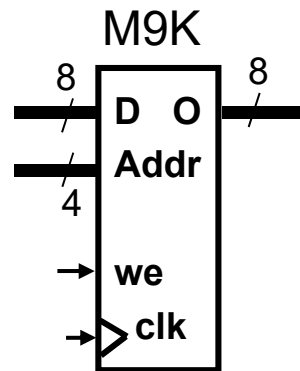
- **Synchronous write & asynchronous read**

⇒ 16x8 register-based



RAMs

- Synchronous read: **read first**



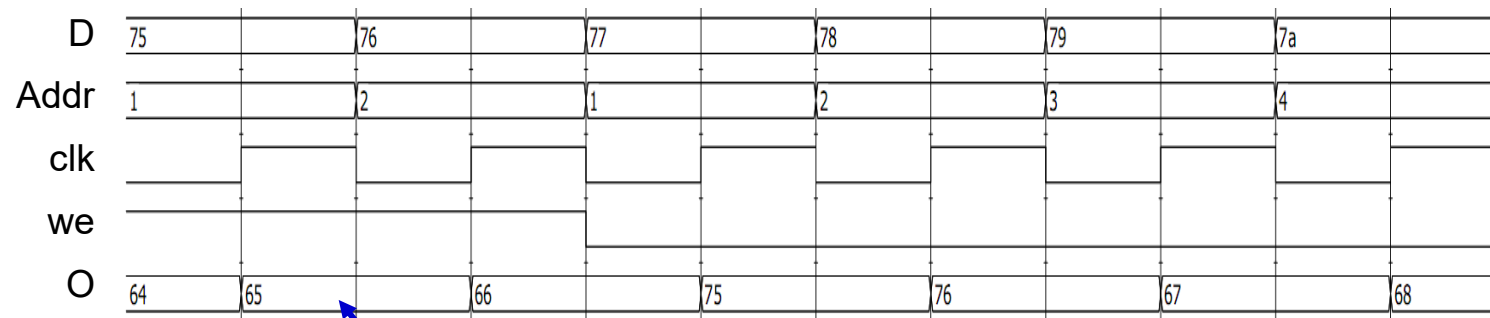
```

wire [7:0] D;
wire [3:0] Addr;
wire clk,we;
reg [7:0] O;

reg [7:0] RAM[15:0];

always@(posedge clk)
begin
    if (we)
        RAM[Addr] <= D;
    O <= RAM[Addr];
end
    
```

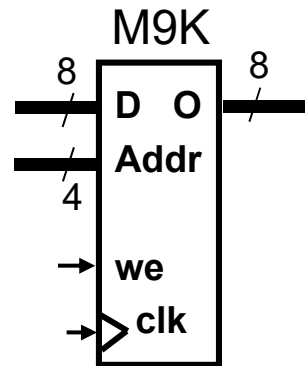
⇒ M9K as a 16x8-bit single port RAM



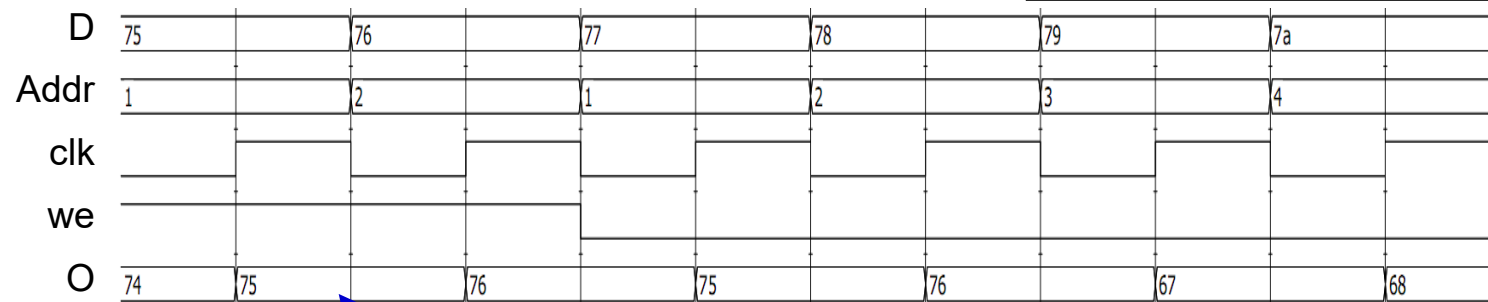
read the previous value stored in RAM[1]

RAMs

- Synchronous read: **write first**



⇒ M9K as a 16x8-bit single port RAM



read the same value that is storing in RAM[1]

```

wire [7:0] D;
wire [3:0] Addr;
wire clk,we;
reg [7:0] O;

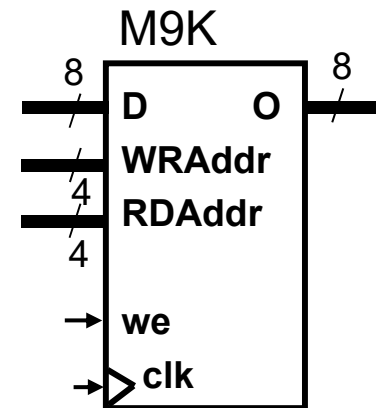
reg [7:0] RAM[15:0];

always@(posedge clk)
  if (we)
    begin
      RAM[Addr] <= D;
      O <= D;
    end
  else
    O <= RAM[Addr];
  
```

RAMs

- Write and read in different addresses

```
wire [7:0] D;  
wire [3:0] RDAAddr;  
wire [3:0] WRAAddr;  
wire clk, we;  
reg [7:0] O;  
  
reg [7:0] RAM[15:0];  
  
always@(posedge clk)  
begin  
    if (we)  
        RAM[WRAAddr] <= D;  
    O <= RAM[RDAAddr];  
end
```

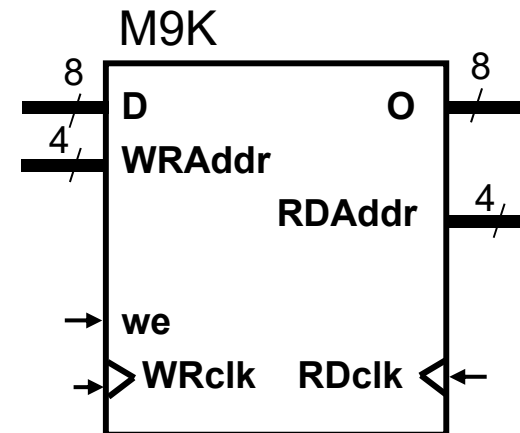


⇒ M9K as a 16x8-bit simple dual port RAM

RAMs

- **Separate read/write addresses and read/write clocks**

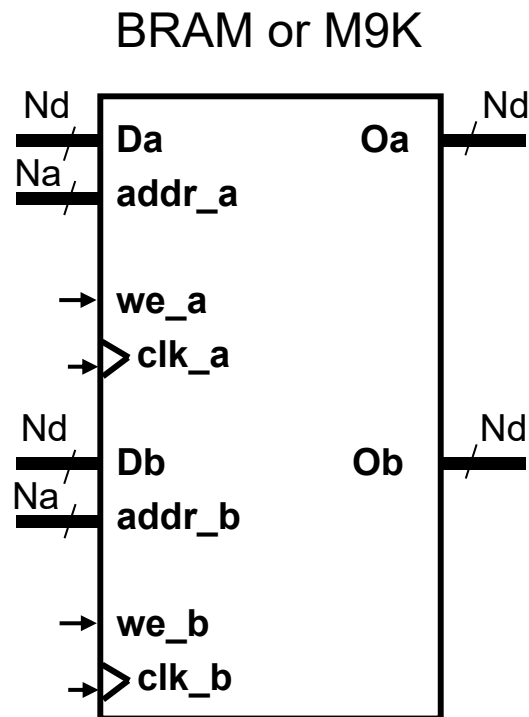
```
wire [7:0] D;  
wire [3:0] RDAAddr;  
wire [3:0] WRAAddr;  
wire WRclk,RDclk,we;  
reg [7:0] O;  
  
reg [7:0] RAM[15:0];  
  
always@(posedge WRclk)  
    if (we)  
        RAM[WRAAddr] <= D;  
  
always@(posedge RDclk)  
    O <= RAM[RDAAddr];
```



⇒ M9K as a 16x8-bit simple dual port RAM

Dual-port RAM

- Synchronous read: write first



⇒ M9K as a $2^{Na} \times Nd$ -bit true dual port RAM

```
parameter Nd=8; //DATA WIDTH
parameter Na=6; //ADDR WIDTH
```

```
wire [(Nd-1):0] Da, Db;
wire [(Na-1):0] addr_a, addr_b;
wire we_a, we_b, clk_a, clk_b;
reg [(Nd-1):0] Oa, Ob;
```

```
reg [Nd-1:0] ram[2**Na-1:0];
```

```
always @ (posedge clk_a) // Port A
```

```
  if (we_a)
  begin
    ram[addr_a] <= Da;
    Oa <= Da;
  end
```

```
  else
    Oa <= ram[addr_a];
```

```
always @ (posedge clk_b) // Port B
```

```
  if (we_b)
  begin
    ram[addr_b] <= Db;
    Ob <= Db;
  end
```

```
  else
    Ob <= ram[addr_b];
```

ROM

```
wire [3:0] addr;  
wire clk;  
reg [7:0] q;
```

```
reg [7:0] rom[2**4-1:0];
```

```
initial  
begin  
    $readmemh("rom_init.txt", rom);  
end
```

```
always @ (posedge clk)  
    q <= rom[addr];
```

rom_init.txt



0f
f3
2f
3a
d1
55
7f
7f
f2
92
af
bd
c1
d5
6f
ff

read data from
the file
"rom_init.txt"
and store it in
memory "rom"

`$readmemh` read the file where data are in hex
`$readmemb` for binary

Memorias M9K en Cyclone IV

Comportamiento:

- Lectura/escritura síncrona

Modos de funcionamiento:

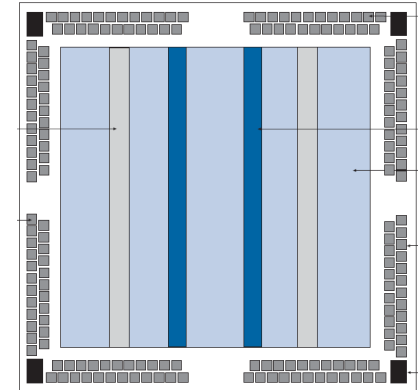
- Puerto simple
- Puerto doble sencillo (lee y escribe en distintas direcciones)
- Puerto doble
- Registro de desplazamiento
- ROM
- FIFO

Configuraciones modo ROM:

- 8Kx1 bits
- 4Kx2 bits
- 2Kx4 bits
- 1Kx(8+1) bits
- 512x(16+2) bits
- 256x(32+4) bits

Configuraciones modo puerto doble:

- 8Kx1 bits
- 4Kx2 bits
- 2Kx4 bits
- 1Kx(8+1) bits
- 512x(16+2) bits



Para implementar una memoria de cierta capacidad el sintetizador combina bloques M9K con la configuración más adecuada

Ej. RAM 2Kx16 bits

