## **RTL Design Project**

Consider the following module which unpacks 7-bit values from a 32-bit input stream of data.

```
//
// Input interface:
// =========
                Output; Set ready out to true when there is room to accept a new word, else false.
// ready out
// valid in Input; When true AND ready out is true, a word is deemed received by this module
// data in[31:0] Input; LSB-aligned 32-bit data word
// sop in
             Input; True when this is the first data word for a packet
// eop in
               Input; True when this is the last data word for a packet
// Output interface:
// =========
// valid out
               Output; True for each cycle where a value is presented
// data out
               Output; Output value, only valid when valid out == 1
// sop out Output; Present along with the first valid value for a packet
               Output; Present along with the last valid value for a packet
// eop out
// Requirements:
// ========
// 1) Values extracted from data in are LSB-first.
// 2) Valid Packets start with start of packet (sop in) flag and end with an end of packet flag (eop in).
     Values received after an eop in but before sop in should be discarded.
// 3) When eop in is received, residual state should be cleared after the last output value is presented
     so the next packet can be processed cleanly.
// 4) The general use case would be expected to have a packet length which is a multiple of 7-bit output
     words. The upper bits of the last sample should be zeroed out if the packet is not a multiple of
     7-bit words.
// 5) If valid data is ready at the input there must be a continuous stream of output values (no gaps).
     Some latency between the first word in and the first value out is to be expected.
// 6) If the Input stream is sending data, minimize the # of dead cycles (ideally 0) between packets
     on the output.
//
// Example:
// ======
        sop in eop in value in
                                                                     data out
                                                                                  sop out eop out
                     32'b1111 0000 0000 1100 1100 0000 0101 1010
// 0:
//
                                                                    7'b101 1010
//
                                                                    7'b000 0000
```

```
//
                                                                    7'b011 0011
//
                                                                    7'b000 0000
                                                                                             0
// 1:
                       32'b0111 1101 0000 0000 0000 0000 0000 0111
//
                                                                    7'b111 1111
//
                                                                                             0
                                                                    7'b000 0000
                                                                                    0
//
                                                                    7'b000 0000
                                                                                    0
//
                                                                    7'b000 0000
                                                                                    0
                                                                                             0
//
                                                                    7'b111 1101
// 2:
                       32'b0000 0000 0000 0000 0000 0000 0010 0000
          0
//
                                                                    7'b100 0000
//
                                                                    7'b000 0000
                                                                                    0
//
                                                                    7'b000 0000
//
                                                                    7'b000 0000
                                                                                    0
                                                                                             0
//
// 6:
                       //
                                                                    7'b000 0000
                                                                                             0
//
                                                                    7'b000 0000
//
                                                                    7'b000 0000
                                                                                    0
                                                                                             0
                                                                    7'b000 0000
//
                                                                                    0
//
                                                                    7'b111<sup>-</sup>1111
                                                                                    0
//
module data_unpack
  input wire
                    clk,
  input wire
                    rst,
  output logic
                    ready out, // Can be used to back pressure the input data stream
                    valid in,
  input wire
  input wire [31:0] data in,
  input wire
                    sop in,
  input wire
                    eop in,
  output logic
                    valid out,
  output logic [6:0] data out,
  output logic
                    sop out,
  output logic
                    eop out
);
// Code Body (to be filled...)
endmodule
```

## Please provide (deliverables):

## 1) RTL Design & Verification

- a. System Verilog (preferred), Verilog or VHDL implementation of the block.
- b. Timing closure considerations and constraints.
- c. Follow the best design practices considering modularity, readability and maintainability of code.
- d. RTL Code can be tested, compiled using free version of the simulator available or EDA playground
  - i. Modelsim: https://fpgasoftware.intel.com/?edition=pro&product=modelsim\_ae
  - ii. EDA Playground: https://www.edaplayground.com/
- e. Develop a simple test Environment to verify the DUT described above

## 2) Power-point Presentation

- a. Your solution (Walk-through of design and verification strategy).
- b. Assumptions (Explanation for design decisions).
- c. Architecture, Micro-Architecture diagrams.
- d. Possible Error Scenarios and mitigation techniques.
- e. Timing Diagrams, Waveform Snapshots (if applicable).