



Lab session #10

December 5, 2024

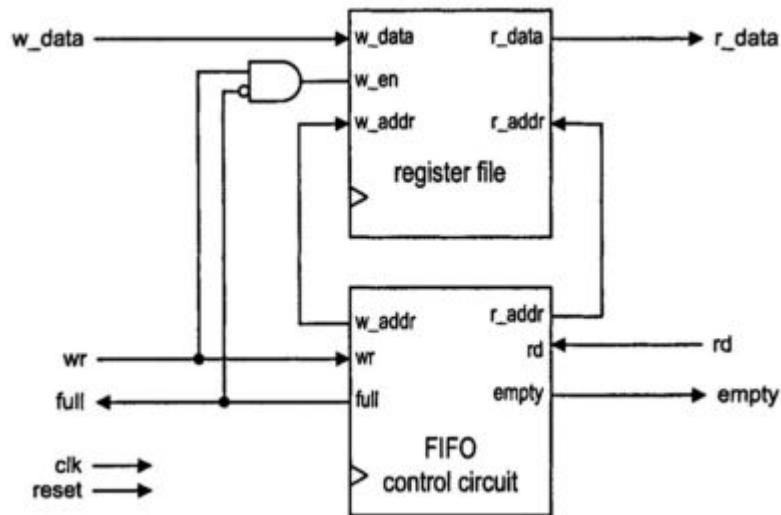
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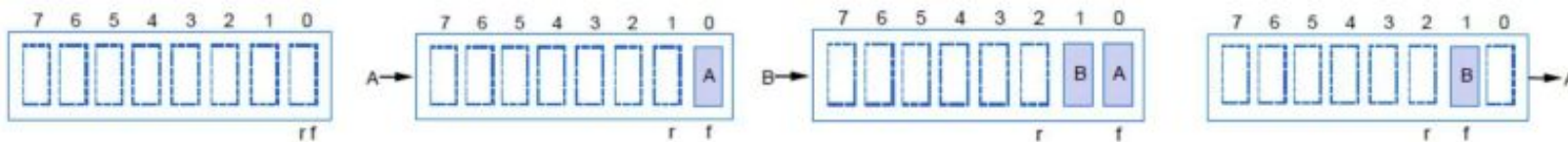
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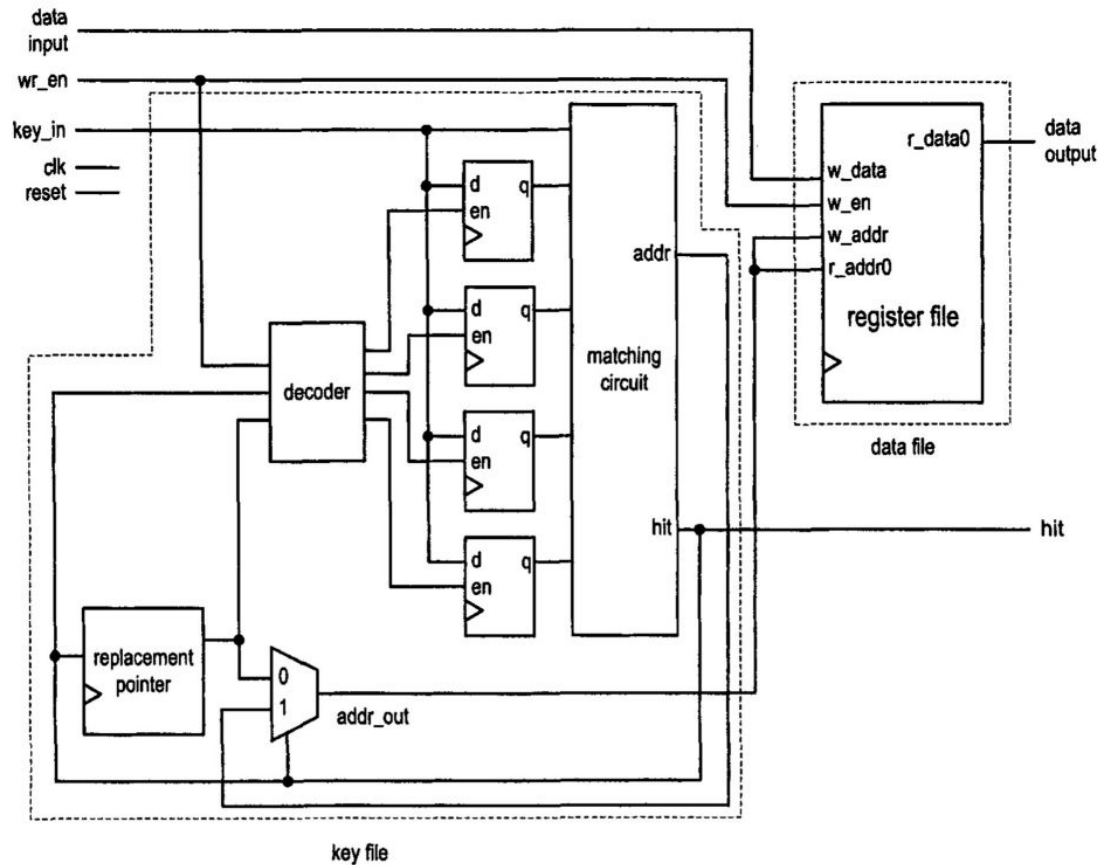
FIFO



- ❑ Design a First-In-First-Out (FIFO) memory resorting to behavioral description of the datapath and the controller and a FSM-D approach.
 - ❑ Total of 2^M ($M=3$) N-bit words ($N=16$)
 - ❑ Implement the FIFO as a $2^M \times N$ register file
- ❑ Input signals wr and rd are used to signal the beginning of an enqueueing or dequeuing operation, respectively.
- ❑ Output signals $full$ and $empty$ must be used to signal the two specific cases
- ❑ Design a testbench to validate your design on relevant cases



Content-Addressable Memory



- ❑ Design a Content-Addressable memory using FSMD approach as described in the lab guideline:
 - ❑ 4 words 16-bit wide
 - ❑ supports for read and write operations
 - ❑ Only one match is allowed
- ❑ Read: a signal *match* is asserted if the *key_in* has a match inside the memory. The generated *addr* is used to access the register file containing the data which is given at the output with the assertion of the *hit* signal.
- ❑ Write with match: Similar to the read operation, but the *addr* is used to write inside the register file and replace the old data.
- ❑ Write without match: the new *key* is written inside the register pointed by *rep_ptr*, same for the *data*. *rep_ptr* is updated
- ❑ Design a testbench to validate your design on relevant cases