

Lab #1: Vivado & Basic Verilog Syntax

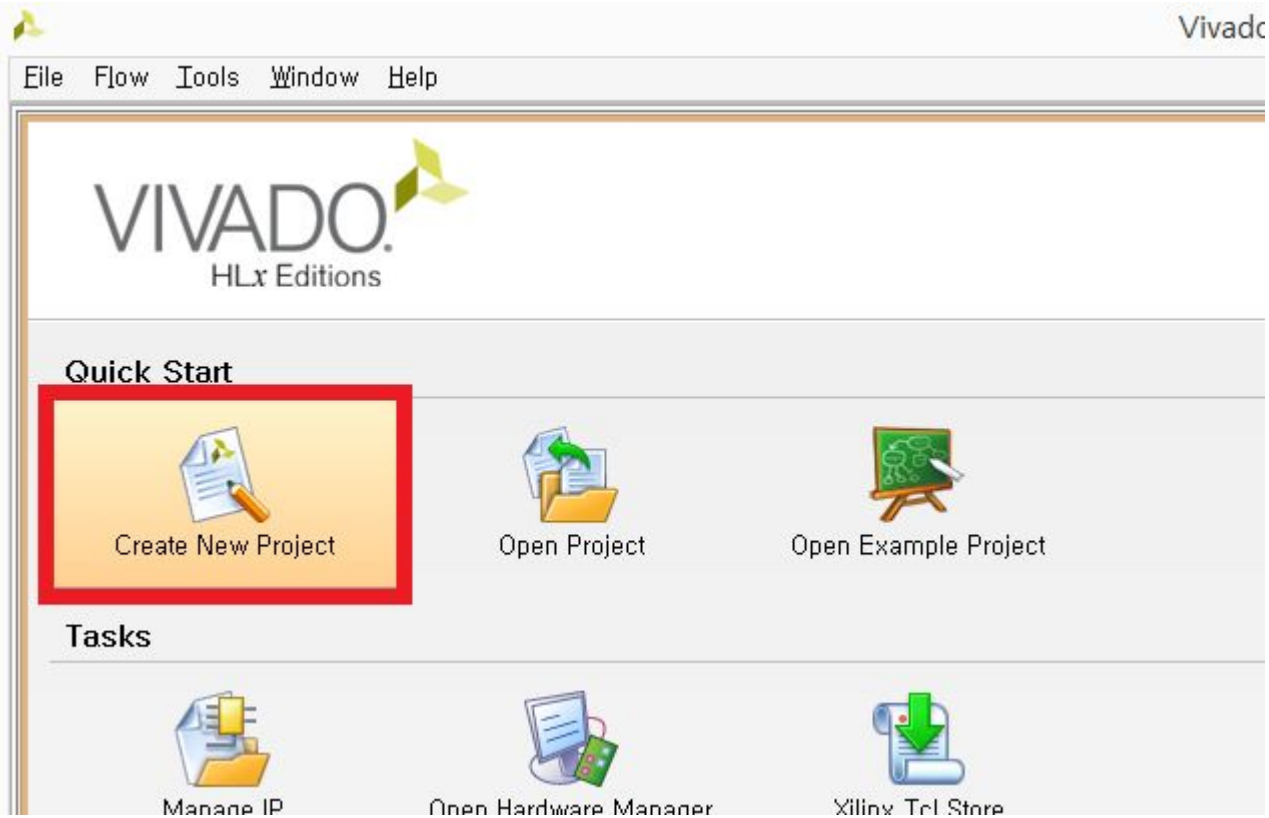
03/08/2018

4190.309A: Hardware System Design
(Spring 2018)

Vivado Tutorial

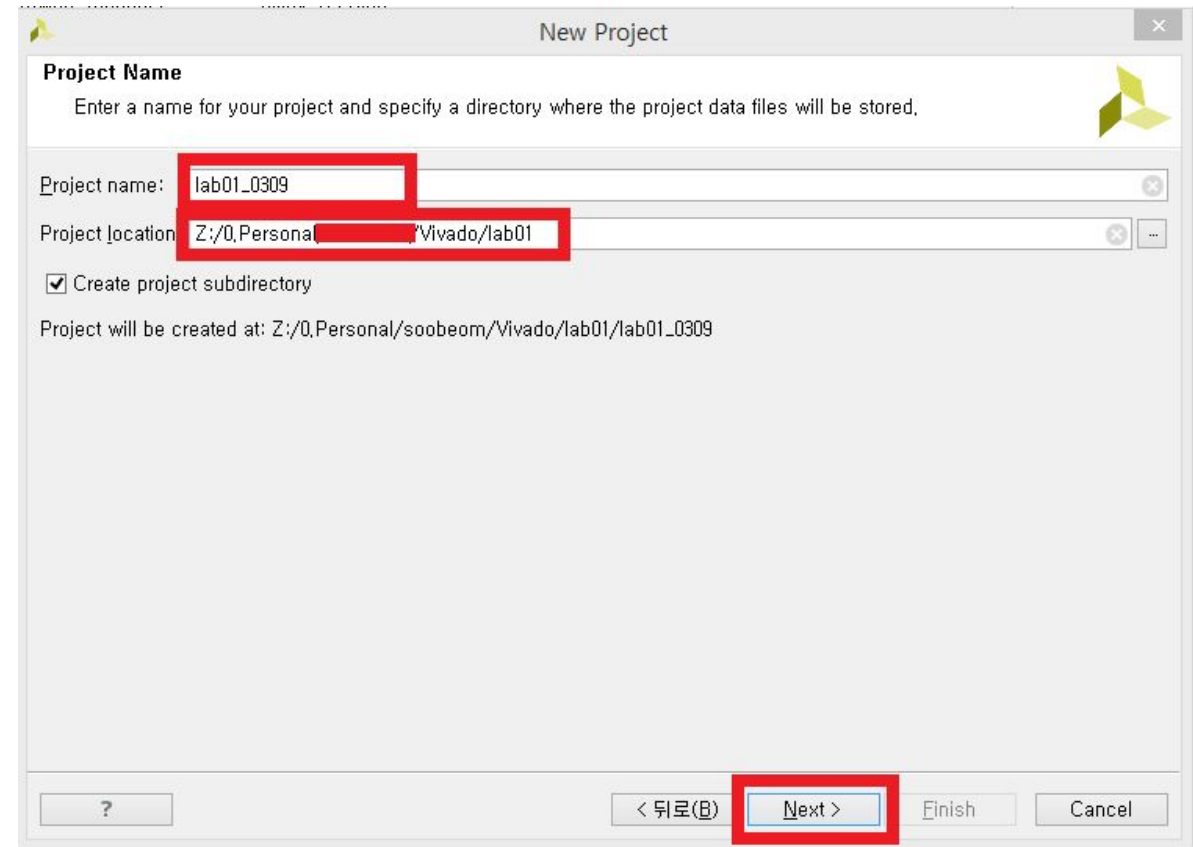
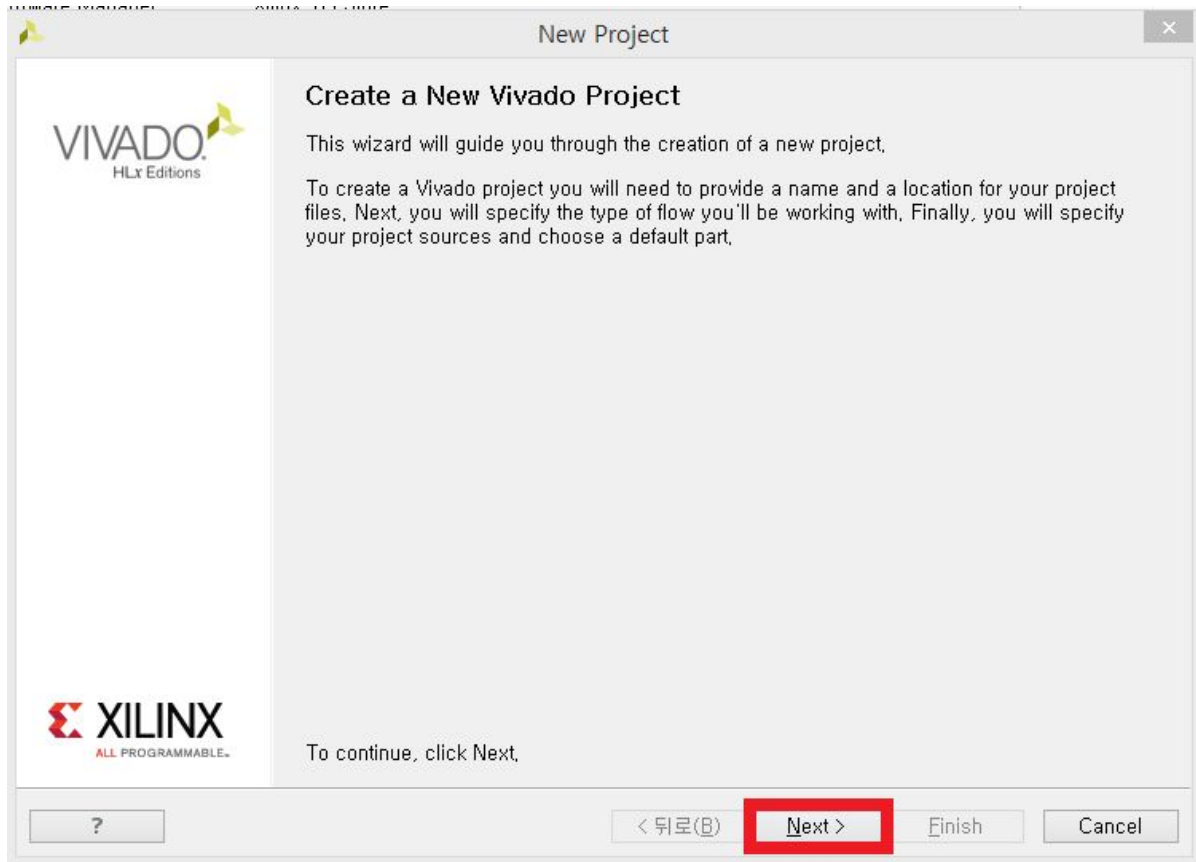
Vivado project creation

- Create New Project



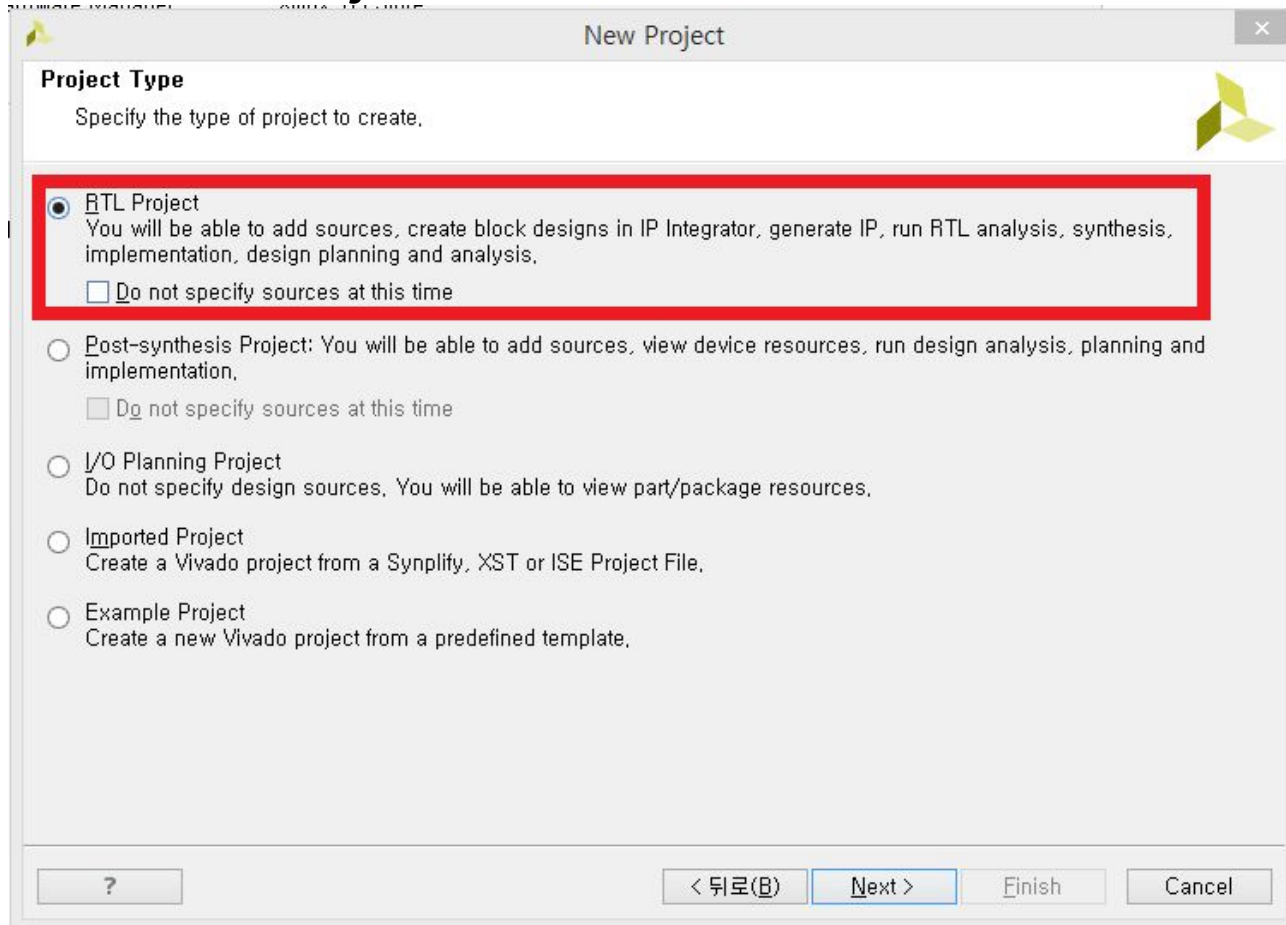
Vivado project creation

- Enter project name and location



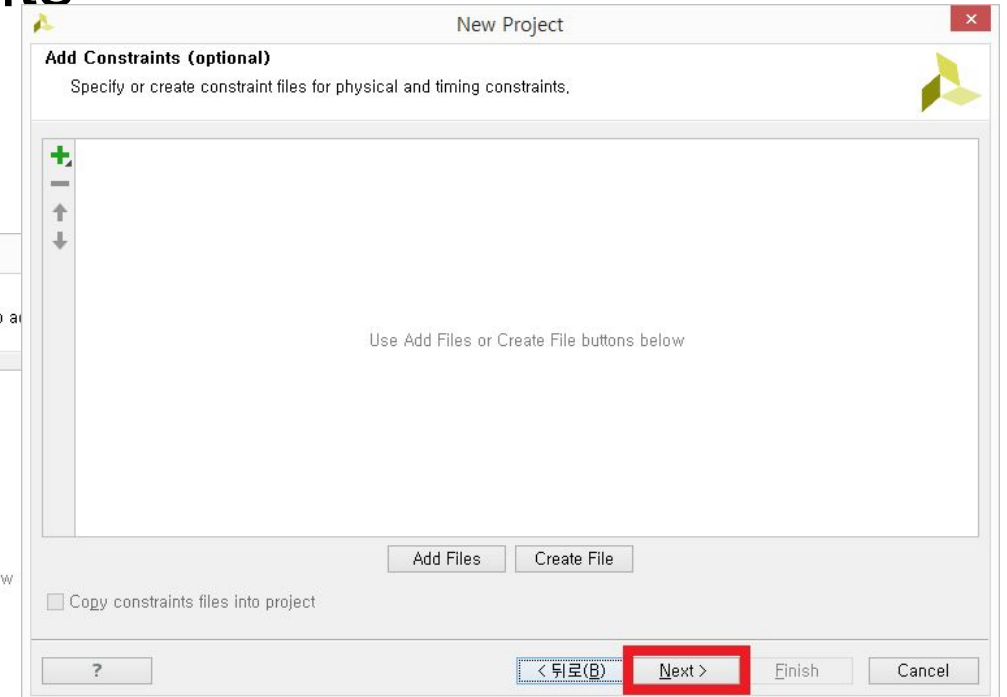
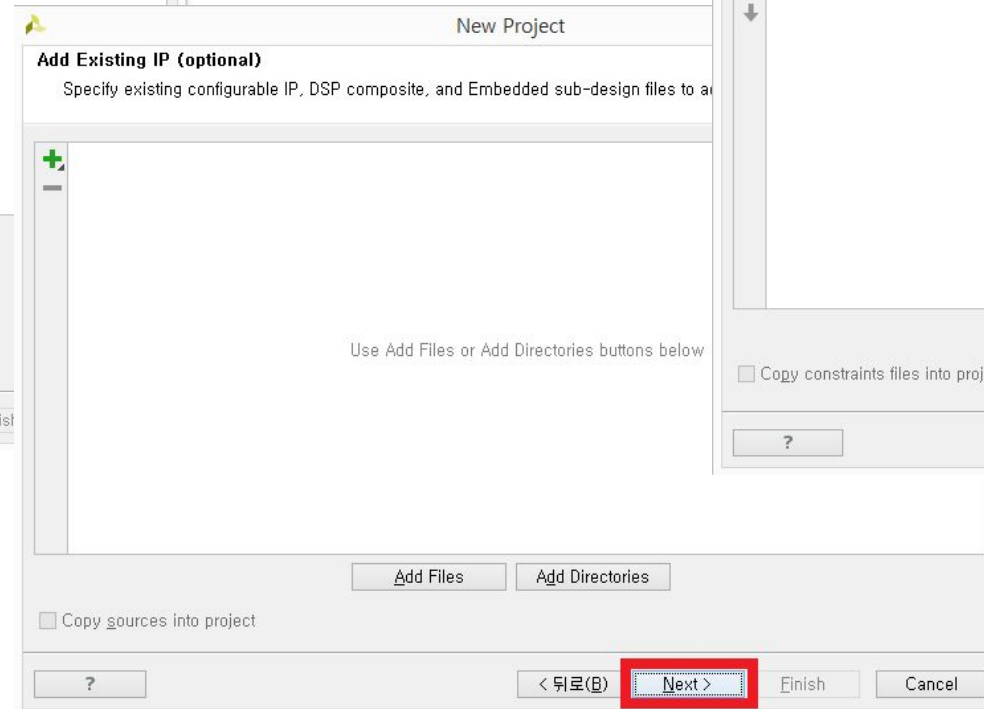
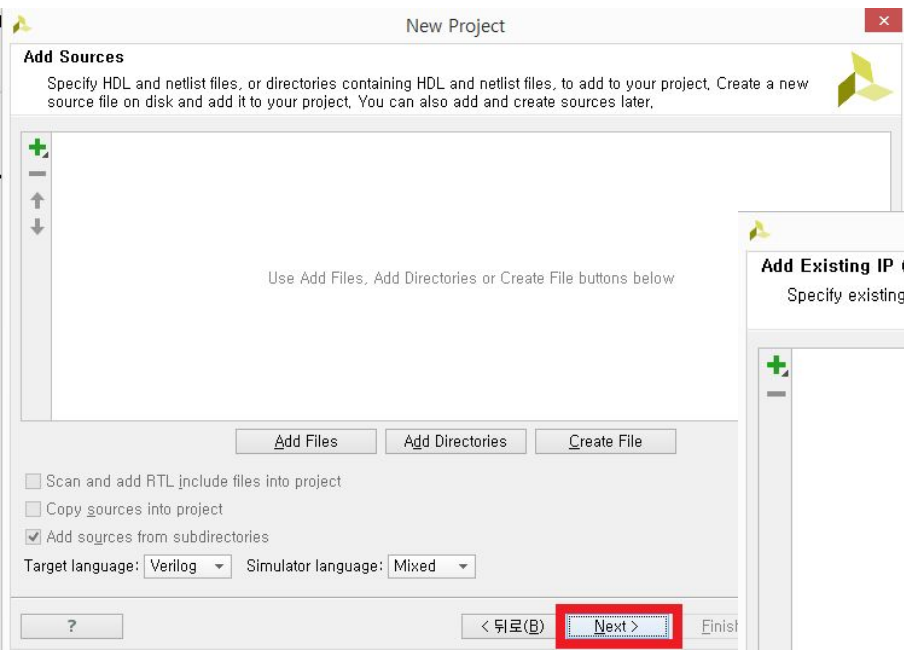
Vivado project creation

- Select project type
 - RTL Project



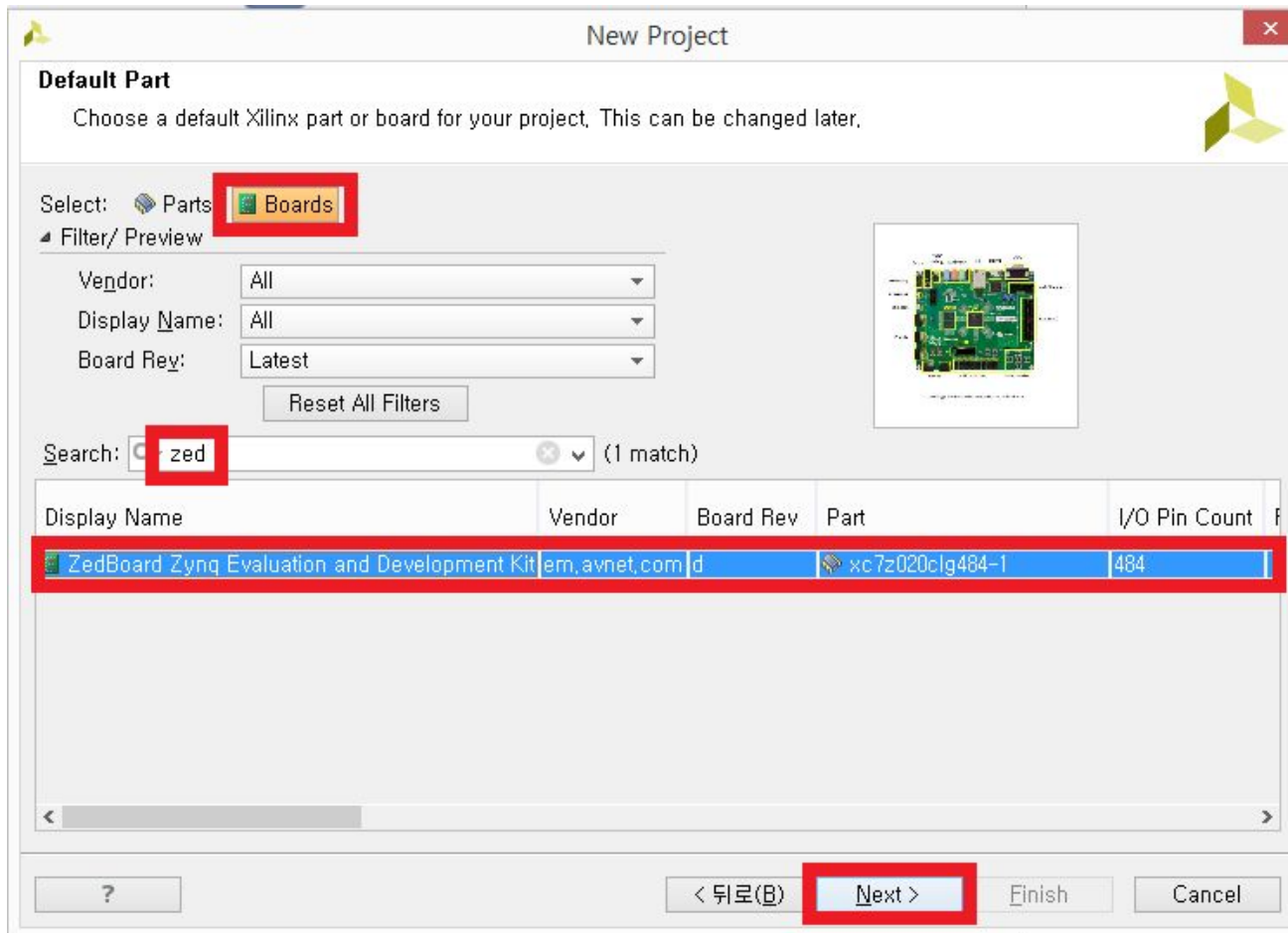
Vivado project creation

- (Optional) add sources or IPs, constraints



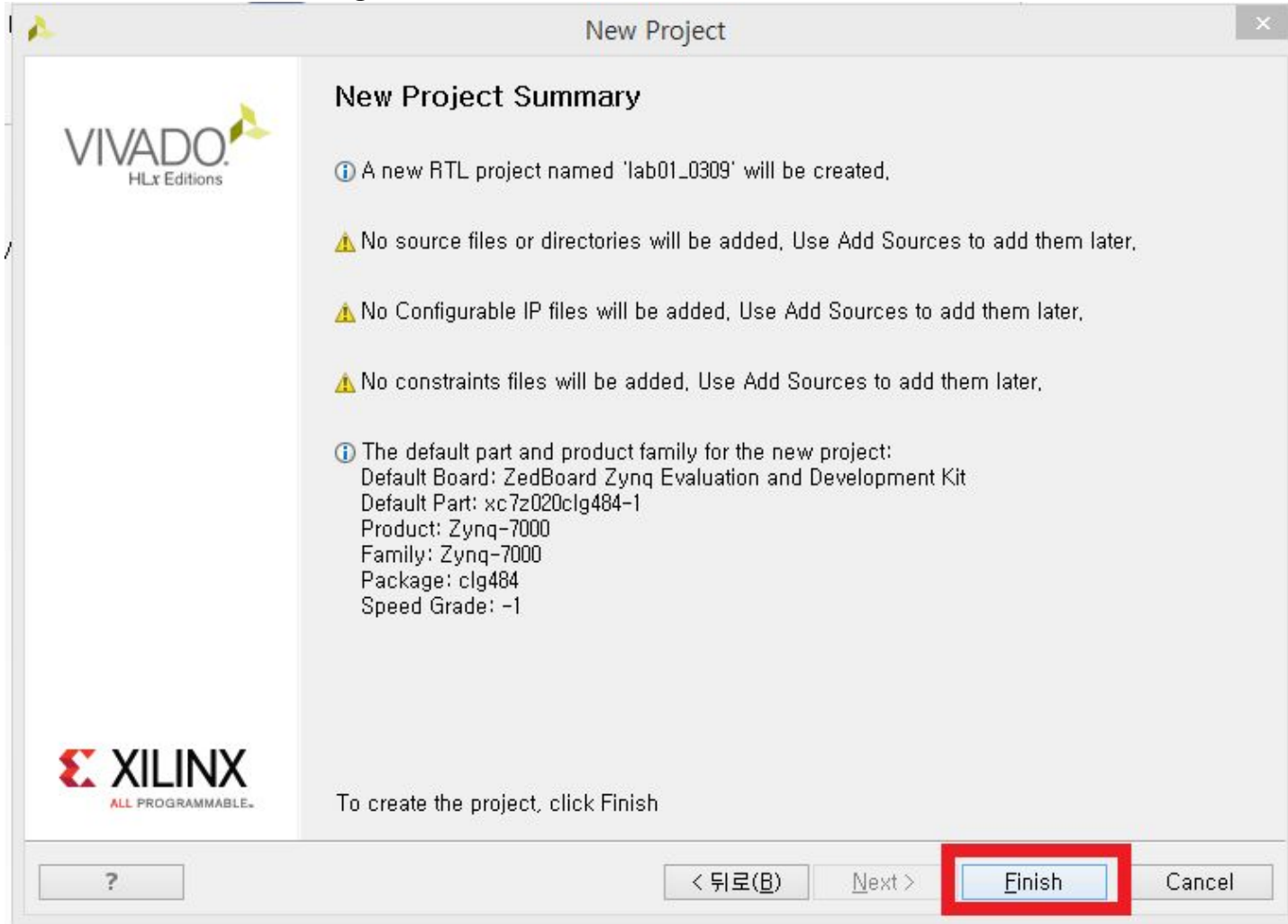
Vivado project creation

- Choose part or board
 - We are going to use ZedBoard



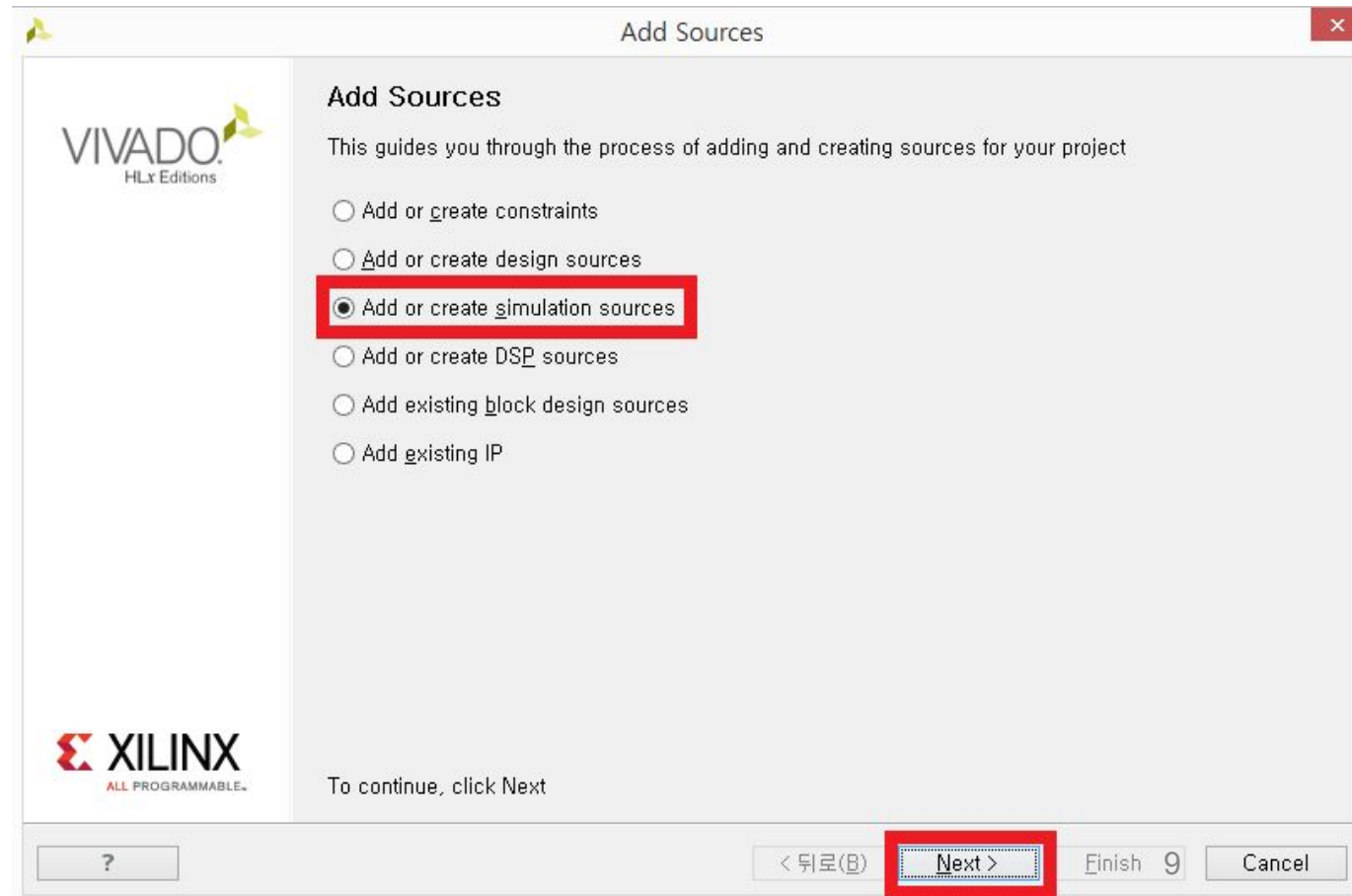
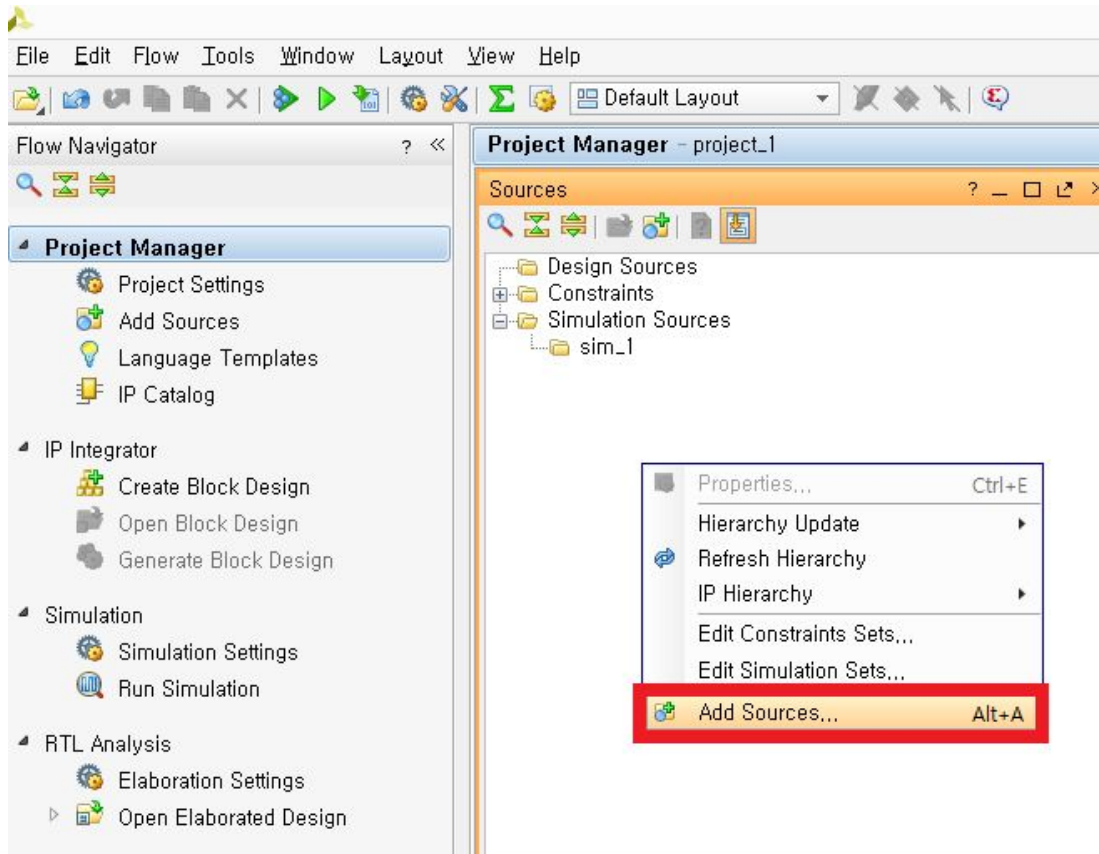
Vivado project creation

■ Finish project creation



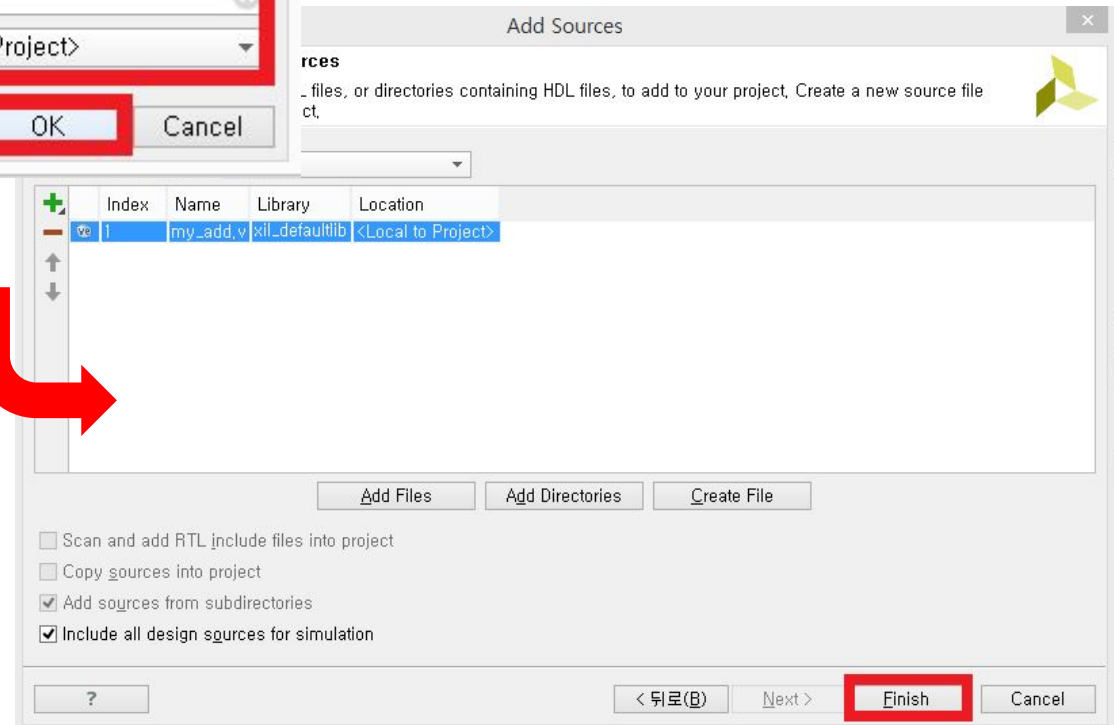
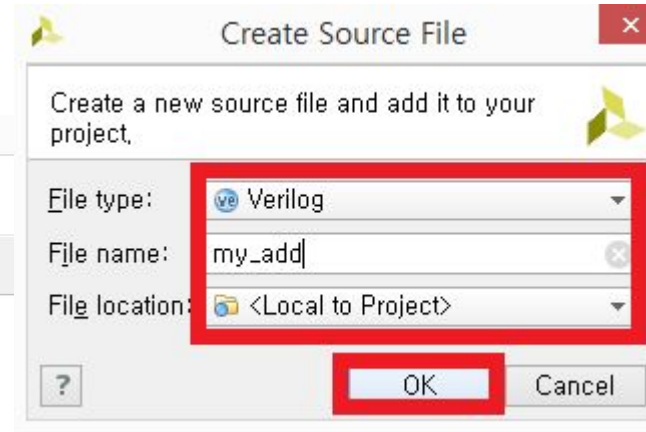
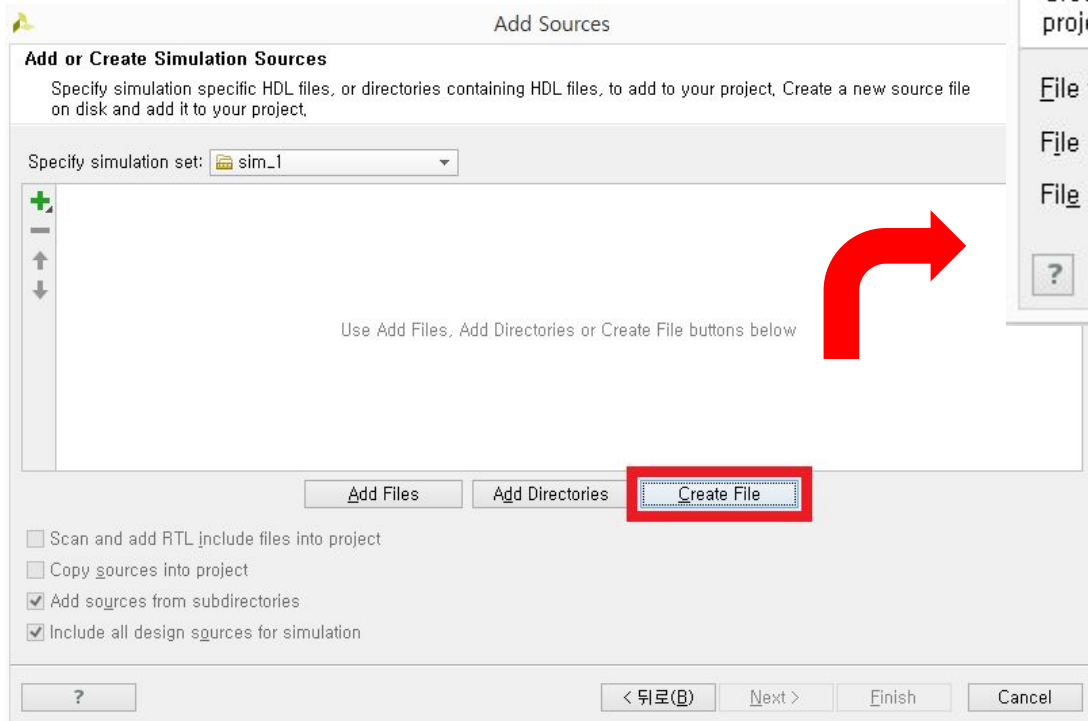
Create simulation sources

■ Create simulation source



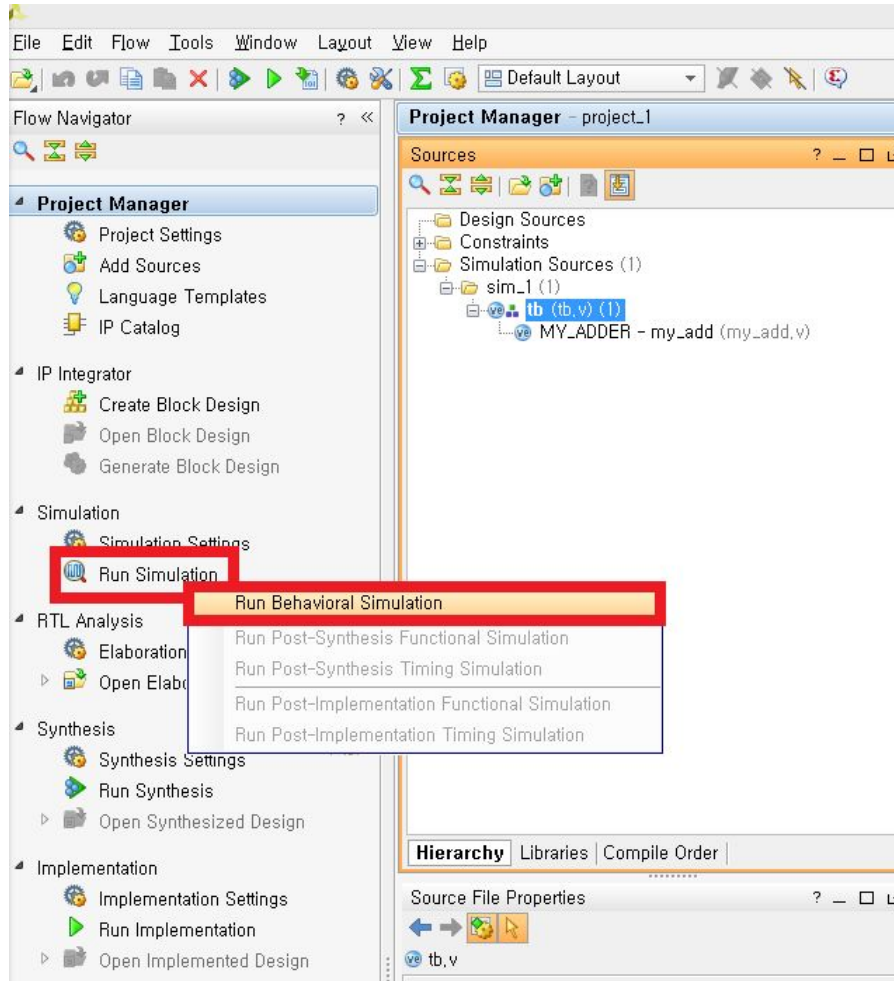
Create simulation sources

- Create simulation source
 - Modules and testbenches



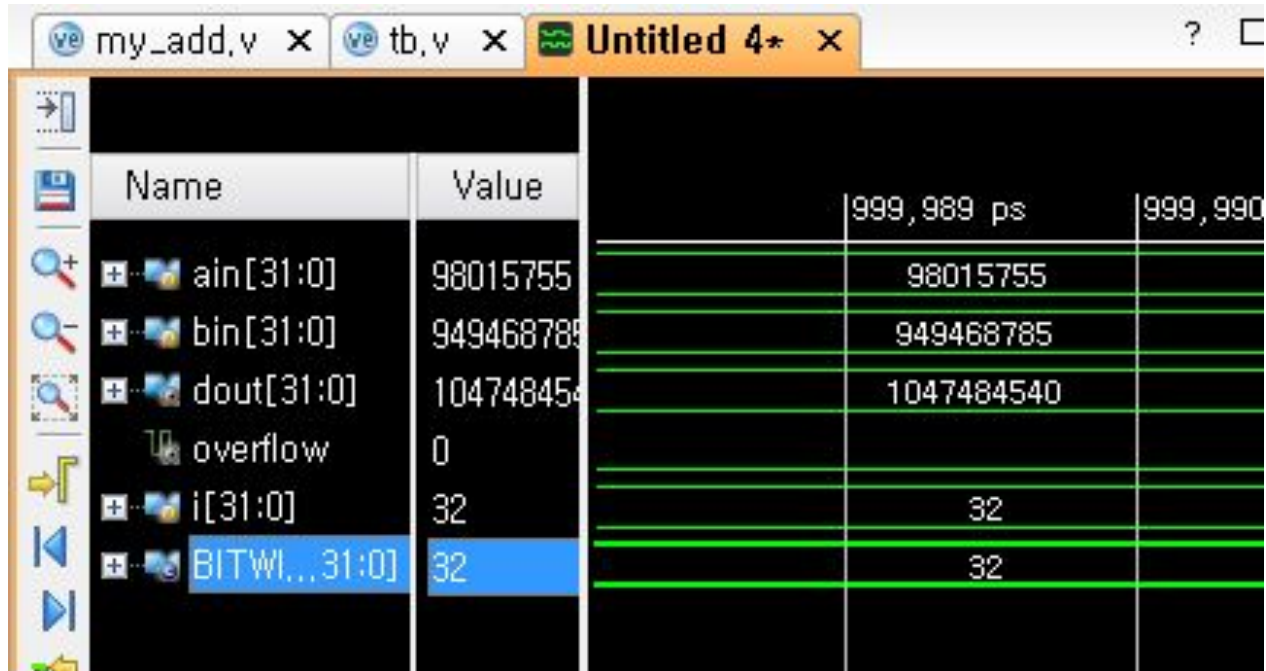
Simulation

■ Simulation -> Run Behavioral Simulation



Simulation results

- Check result



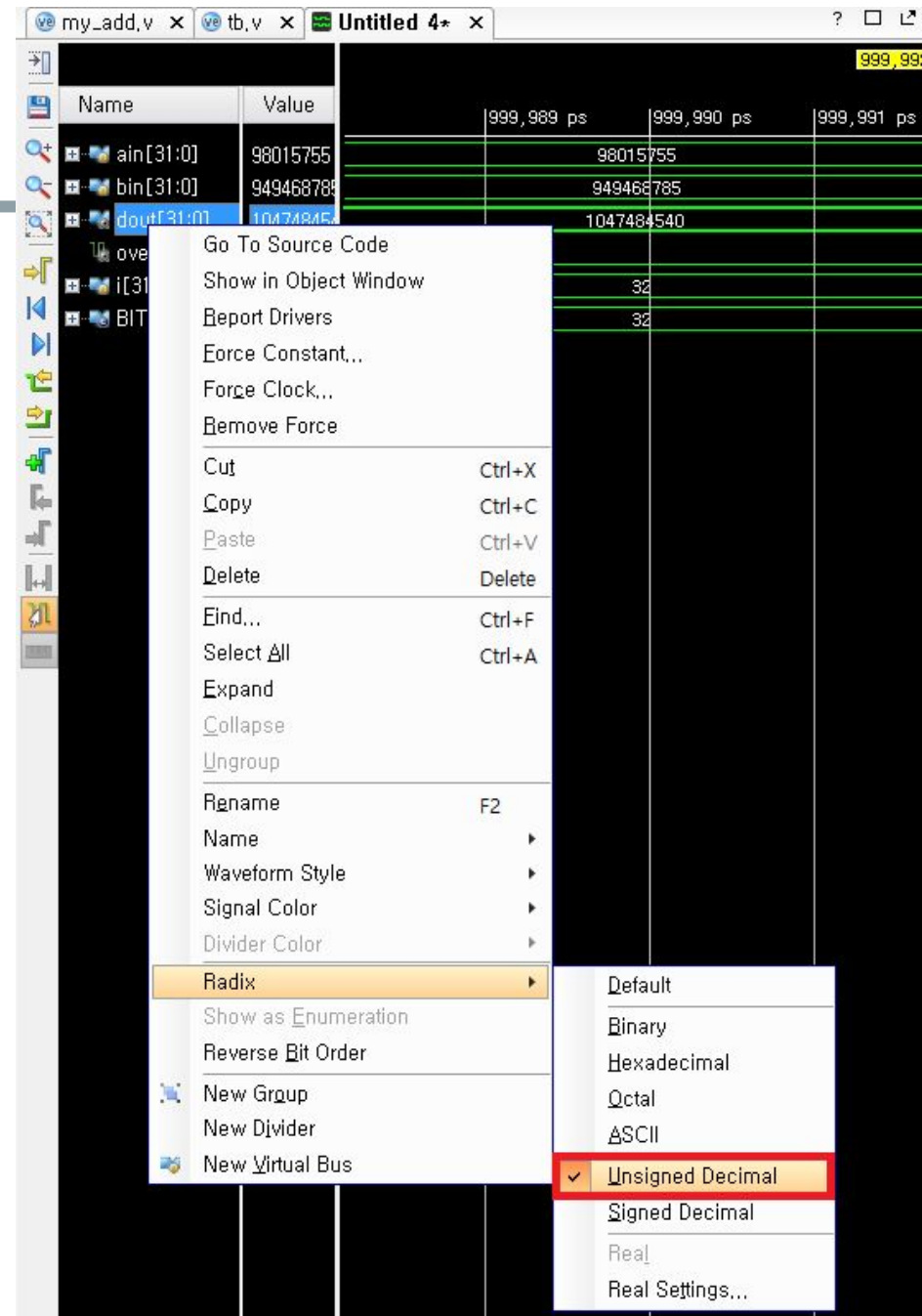
The screenshot shows a simulation tool interface. On the left, a variable list table displays the current values of several variables. On the right, a waveform viewer displays a table of values over time, with green horizontal lines indicating signal transitions.

Name	Value
ain[31:0]	98015755
bin[31:0]	949468785
dout[31:0]	1047484540
overflow	0
i[31:0]	32
BITWI..., 31:0]	32

	999,989 ps	999,990
	98015755	
	949468785	
	1047484540	
	32	
	32	

Simulation results

- Change radix



Question

Practice

Implement following three combinational blocks and test them (i.e., show wave form). Design your own test bench for your blocks (test at least 32 vectors). You should follow given input and output declaration format.

1. Design n-bit integer adder (default 32 bit)
2. Design n-bit integer multiplier (default 32 bit)
3. Design n-bit integer multiply-and-accumulate (MAC) (default 32 bit)

#1: n-bit Integer Adder (default 32 bit)

```
module my_add #(
    parameter BITWIDTH = 32
)
(
    input [BITWIDTH-1:0] ain,
    input [BITWIDTH-1:0] bin,
    output [BITWIDTH-1:0] dout,
    output overflow
);
    assign {overflow, dout} = ain + bin;
endmodule
```

- **ain:** 1st operand
- **bin:** 2nd operand
- **dout:** summation result
- **overflow:** = 1, if overflow is detected; = 0, otherwise.

#2: n-bit Integer Multiplier (default 32 bit)

```
module my_mul #(
    parameter BITWIDTH = 32
)
(
    input [BITWIDTH-1:0] ain,
    input [BITWIDTH-1:0] bin,
    output [2*BITWIDTH-1:0] dout
);
    assign dout = ain * bin;
endmodule
```

- **ain:** 1st operand
- **bin:** 2nd operand
- **dout:** multiplication result

#3: n-bit Integer MAC (default 32 bit)

```
module my_mac #(
    parameter BITWIDTH = 32
)
(
    input [BITWIDTH-1:0] ain,
    input [BITWIDTH-1:0] bin,
    input en,
    input clk,
    output [2*BITWIDTH-1:0] dout
);
    reg [2*BITWIDTH-1:0] sum;
    assign dout = sum;

    always @(posedge clk) begin
        if(en) sum <= sum + ain * bin;
        else sum <= 0;
    end
endmodule
```

- **ain:** 1st operand
- **bin:** 2nd operand
- **dout:** multiplication and accumulation result
- **en:** = 1, mac computes output;
= 0 mac initialize output as 0
- **clk:** clock

my_adder (Answer #1)

```
`timescale 1ns / 1ps

module tb_add();
    parameter BITWIDTH = 32;

    //for my IP
    reg [BITWIDTH-1:0] ain;
    reg [BITWIDTH-1:0] bin;
    wire [BITWIDTH-1:0] dout;
    wire overflow;

    //for test
    integer i;
    //random test vector generation

    initial begin
        for(i=0; i<32; i=i+1) begin
            ain = $urandom%(2**31);
            bin = $urandom%(2**31);
            #10;
        end
    end

    //my IP
    my_add #(BITWIDTH) MY_ADDER(
        .ain(ain),
        .bin(bin),
        .dout(dout),
        .overflow(overflow)
    );
endmodule
```

Testbench for **integer adder** module



Waveform of randomly generated integers and their **addition** results

my_mul (Answer #2)

```
`timescale 1ns / 1ps

module tb_mul();
    parameter BITWIDTH = 32;

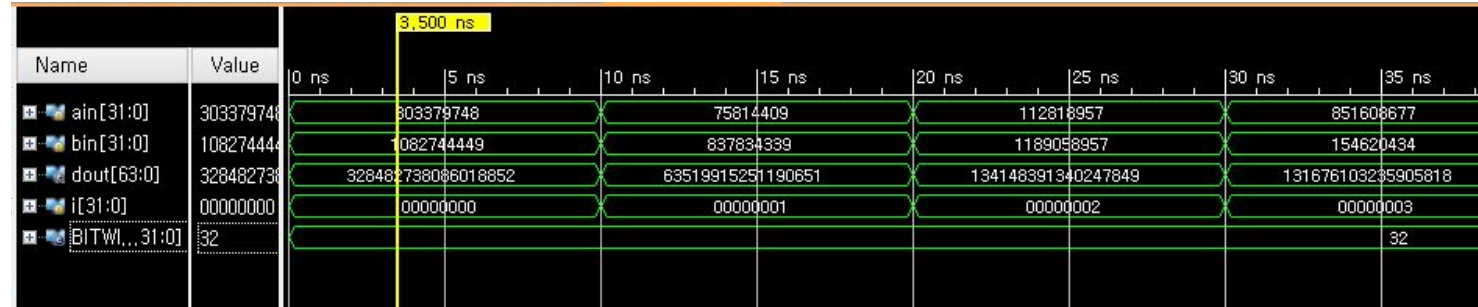
    //for my IP
    reg [BITWIDTH-1:0] ain;
    reg [BITWIDTH-1:0] bin;
    wire [2*BITWIDTH-1:0] dout;

    //for test
    integer i;
    //random test vector generation

    initial begin
        for(i=0; i<32; i=i+1) begin
            ain = $urandom%(2**31);
            bin = $urandom%(2**31);
            #10;
        end
    end

    //my IP
    my_mul #(BITWIDTH) MY_MUL(
        .ain(ain),
        .bin(bin),
        .dout(dout)
    );

endmodule
```



Waveform of randomly generated integers and their **multiplication** results

Testbench for **integer multiplier** module

my_mac (Answer #3)

```
`timescale 1ns / 1ps
module tb_mac();
    parameter BITWIDTH = 32;

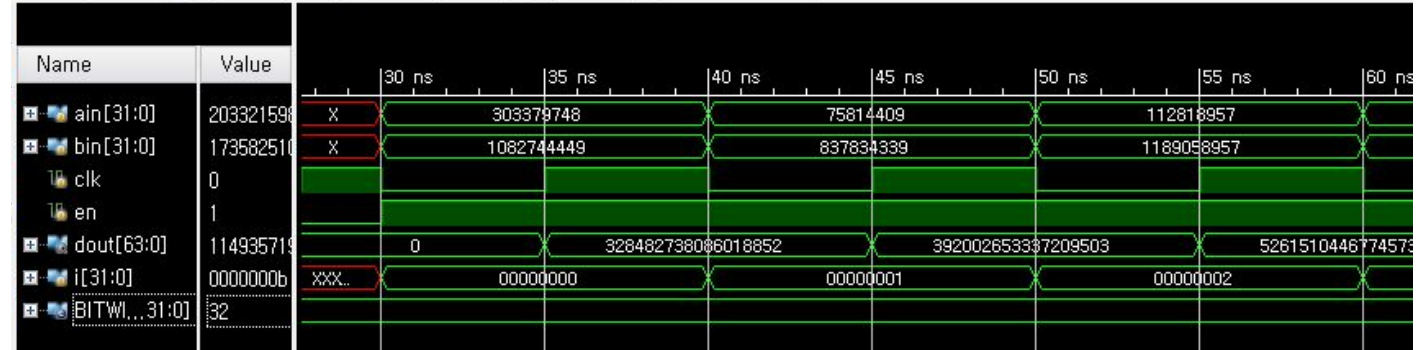
    //for my IP
    reg [BITWIDTH-1:0] ain;
    reg [BITWIDTH-1:0] bin;
    reg clk;
    reg en;
    wire [2*BITWIDTH-1:0] dout;

    //for test
    integer i;
    //random test vector generation

    initial begin
        clk<=0;
        en<=0;
        #30;
        en<=1;
        for(i=0; i<32; i=i+1) begin
            ain = $urandom%(2**31);
            bin = $urandom%(2**31);
            #10;
        end
    end

    //my IP
    my_mac #(BITWIDTH) MY_MAC(
        .ain(ain),
        .bin(bin),
        .en(en),
        .clk(clk),
        .dout(dout)
    );

    always #5 clk = ~clk;
endmodule
```



Waveform of randomly generated integers and their **MAC** results

Testbench for **integer MAC** module

References for Verilog syntax

- ASIC world – Verilog Tutorial (<http://www.asic-world.com/verilog/index.html>)
- Verilog HDL: A Guide to Digital Design and Synthesis, 2nd Ed.
(<http://freecomputerbooks.com/Verilog-HDL-A-Guide-to-Digital-Design-and-Synthesis.html>)