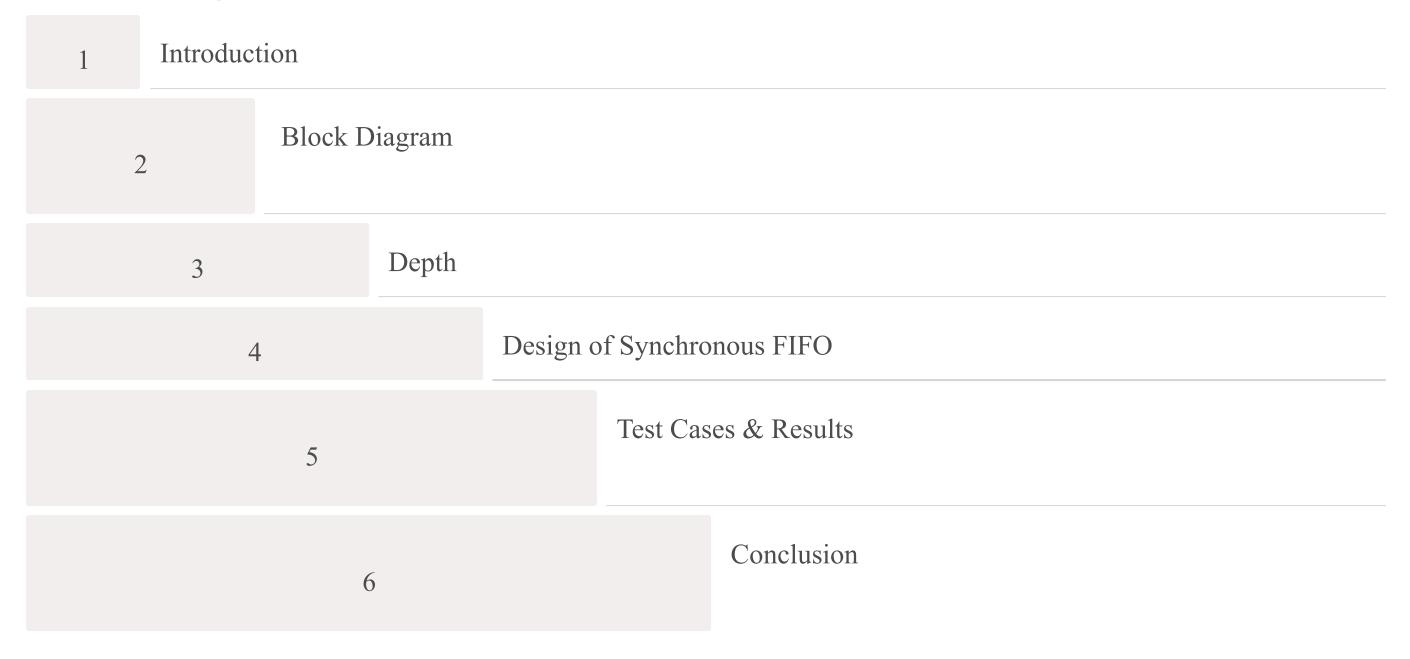


Design & Verification of Synchronous FIFO using Verilog

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Introduction to FIFO

FIFO (First-In-First-Out) is a data buffering mechanism used in digital systems, ensuring the first data element in is the first out.

Types:- There are two types of FIFO

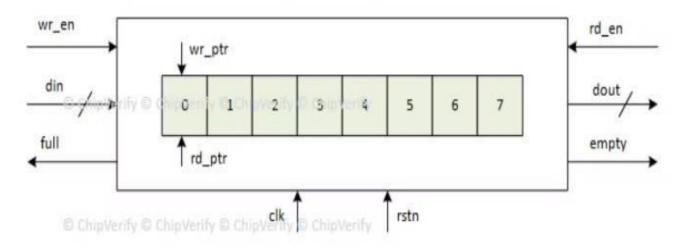
1.Synchronous FIFO

Uses a single clock for both write and read operations, simplifying control logic.

2. Asynchronous FIFO

Employs different clocks for write and read operations, accommodating data transfer between systems with different clock domains.





Block Diagram:-

Fig1. Synchronous FIFO (Image source: chipverify.com)

Main IO Ports-

Data Ports- Write port & Read port

Memory Array- Stores the data element

Pointers- Read pointer & Write Pointer

Status Flags- Full & Empty

Clock Synchronization- Ensures proper timing of read/write operations

Depth:-

FIFO depth refers to the number of storage locations available in a FIFO buffer.



It determines how much data the FIFO can temporarily hold before it is read.

Design Details:-

Defines the inputs, outputs, and parameters of the FIFO module, ensuring a clear interface for interaction with other components.

Parameterize FIFO depth and data width for flexibility.

Implements the logic for full/empty flag control and pointer updates, ensuring correct FIFO behavior.

Synchronize read and write operations for data integrity.

Implement robust overflow and underflow handling.

```
Verilog Code :-

(
input clk, reset, w_enb, r_enb, input [Width-1:0] dout, output reg [Width-1:0] dout, output empty, full
);
```



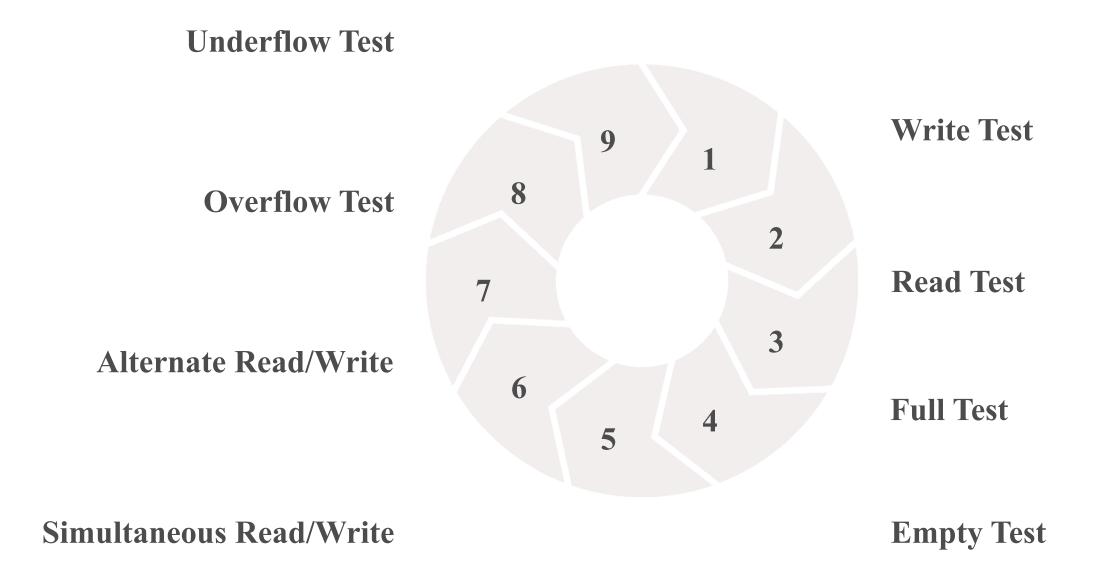
```
reg [$clog2(Depth)-1:0] wptr;
         [$clog2(Depth)-1:0] rptr;
    reg [Width-1:0] fifo[0:Depth-1];
    reg [$clog2(Depth):0] count;
    always @ (posedge clk or posedge reset) begin
    if (reset) begin
                       dout <= 0;
                                      wptr \leq 0;
    rptr <= 0; count <= 0; end else begin
        Write
operation
if (w enb &&
!full) begin
fifo[wptr] <=
din;
        wptr
\leq (wptr + 1)
% Depth;
   end
   // Read
operation
```

Test Cases and Results:-

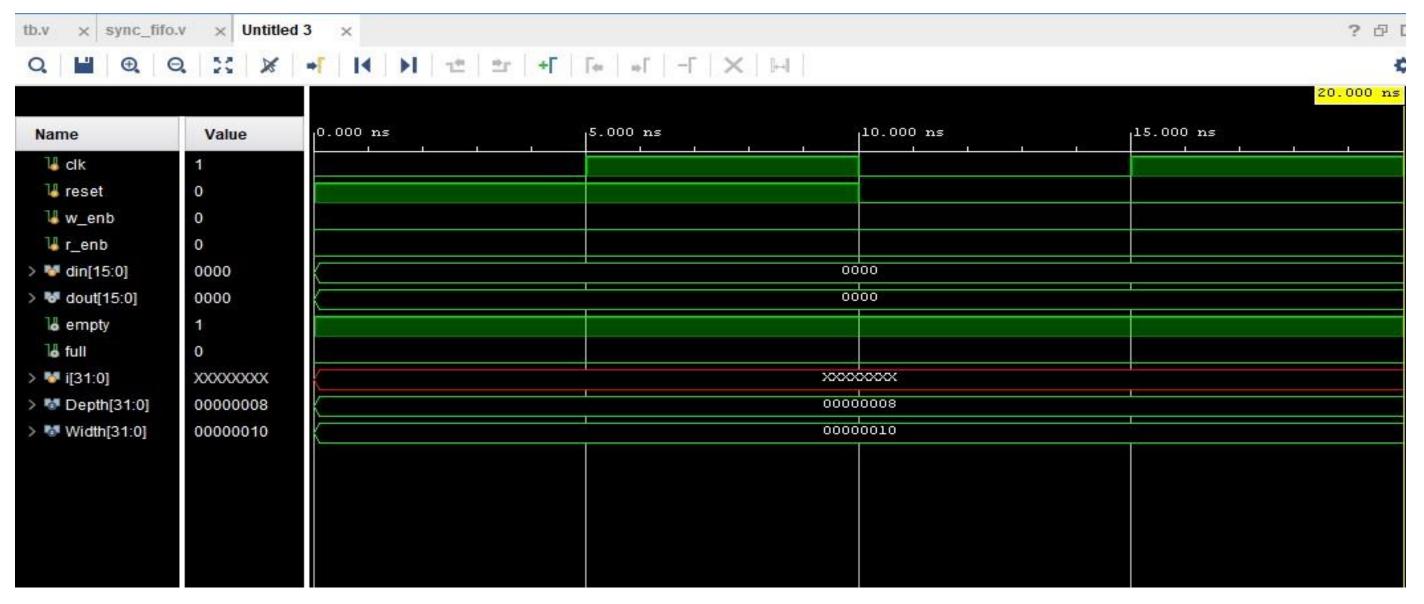
```
if (r enb && !empty) begin
dout <= fifo[rptr];</pre>
                      rptr <=
(rptr + 1) \% Depth;
   end
end end
 // Count logic
 always @ (posedge clk or posedge reset) begin
if (reset) begin count <= 0; end else begin
   case ({w enb && !full, r enb && !empty})
    2'b10: count <= count + 1;
                                              // Write only
    2'b01: count <= count - 1;
                                              // Read only
    2'b11: count <= count;
                                              // Simultaneous read and write
default: count <= count;</pre>
                                         // No change endcase end end
 assign full = (count == Depth); // Full when count reaches 8 assign
empty = (count == 0); // Empty when count is 0
endmodule
```

Reset Test

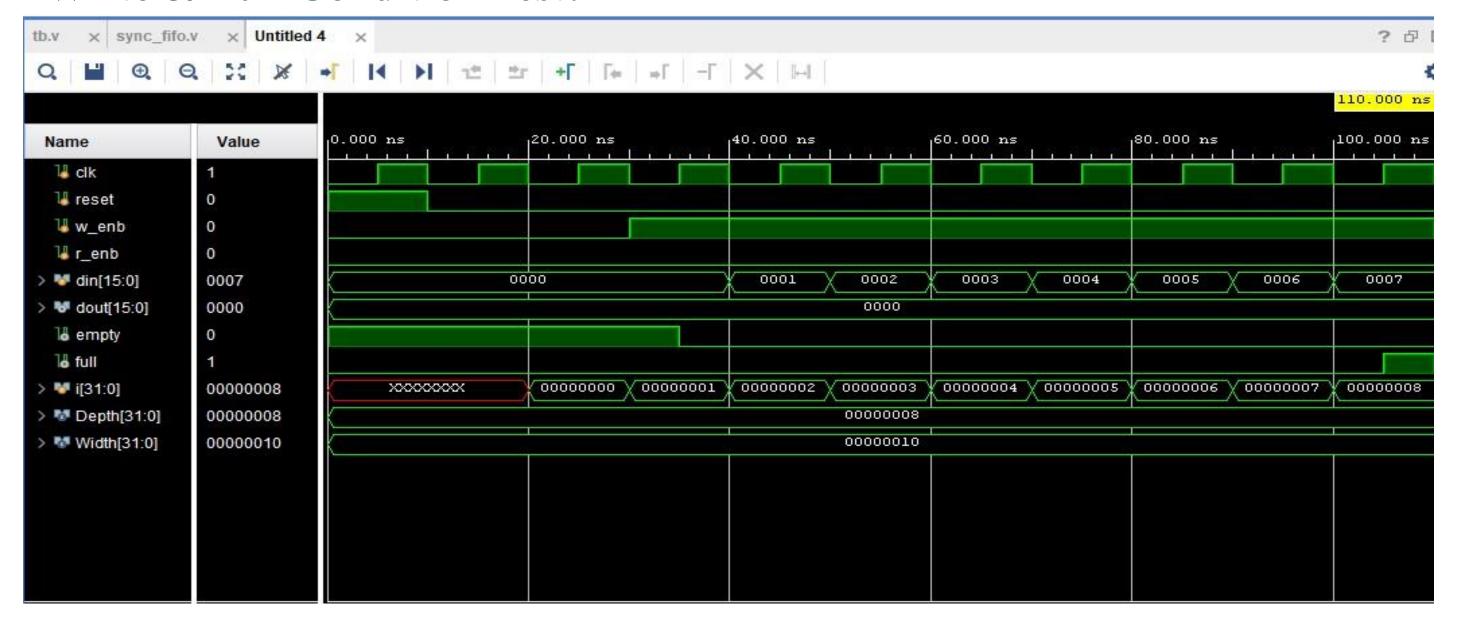




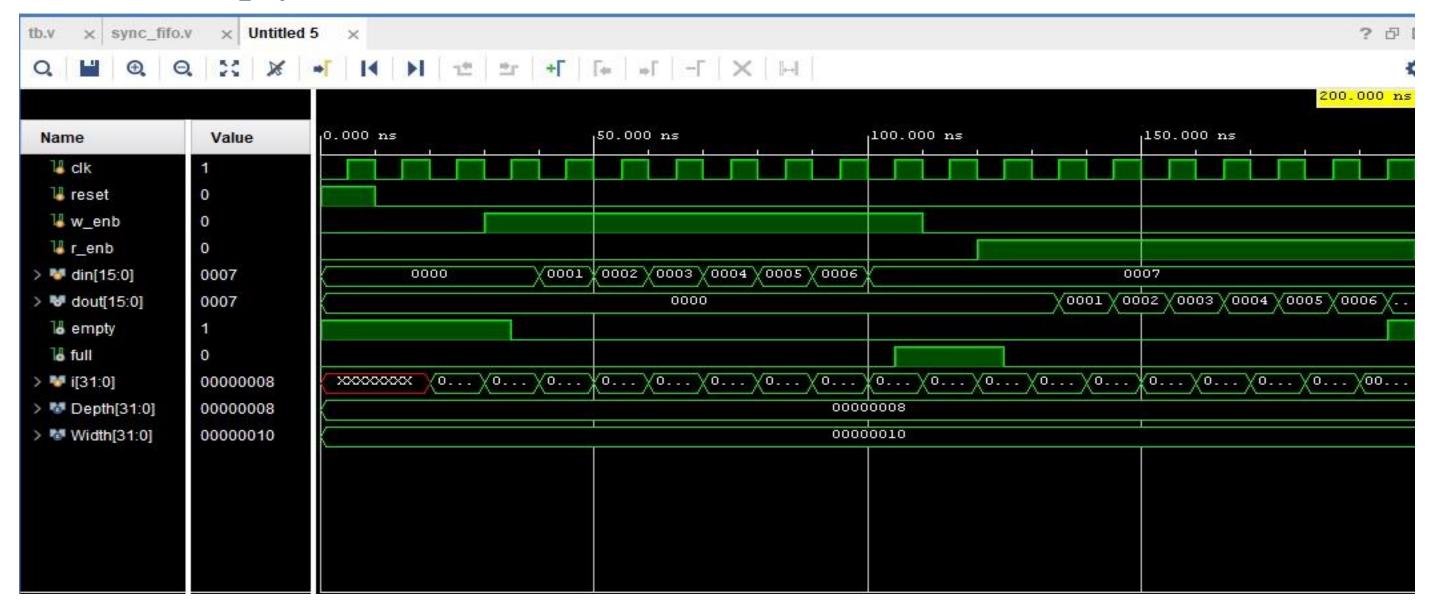
Reset Test:-



Write & Full Condition Test:-

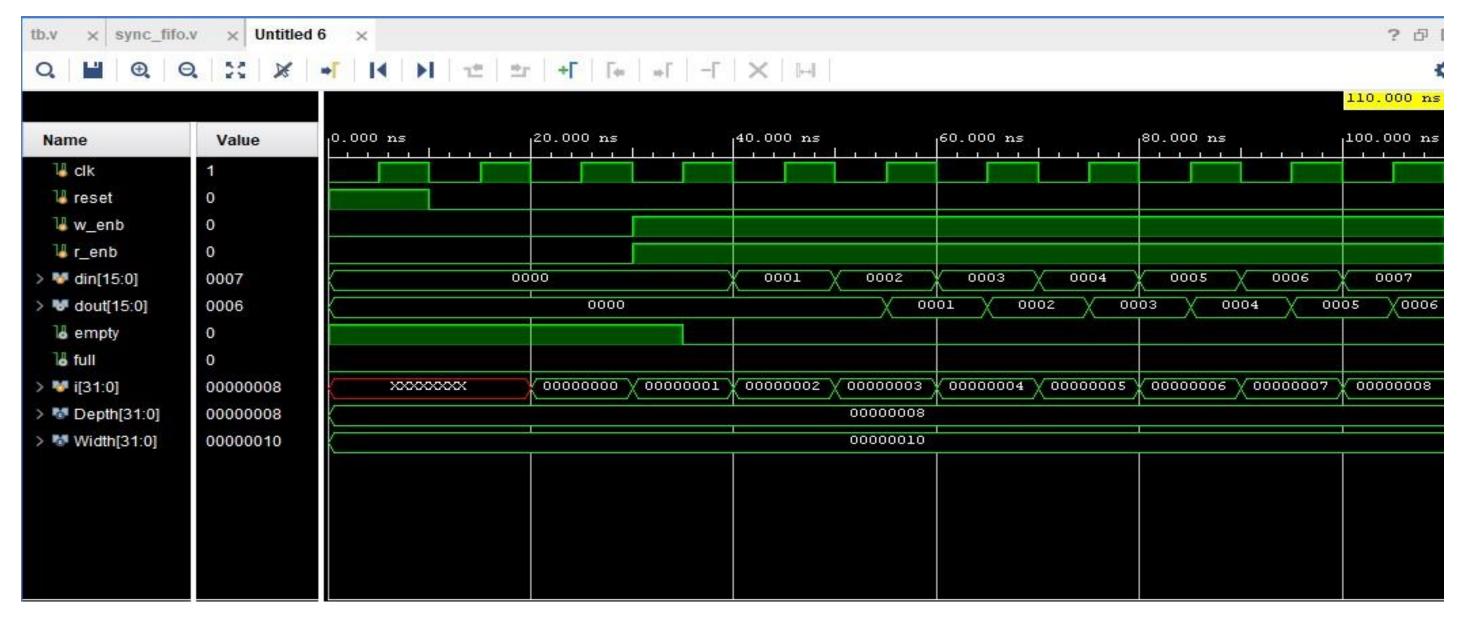


Read & Empty Condition Test:-

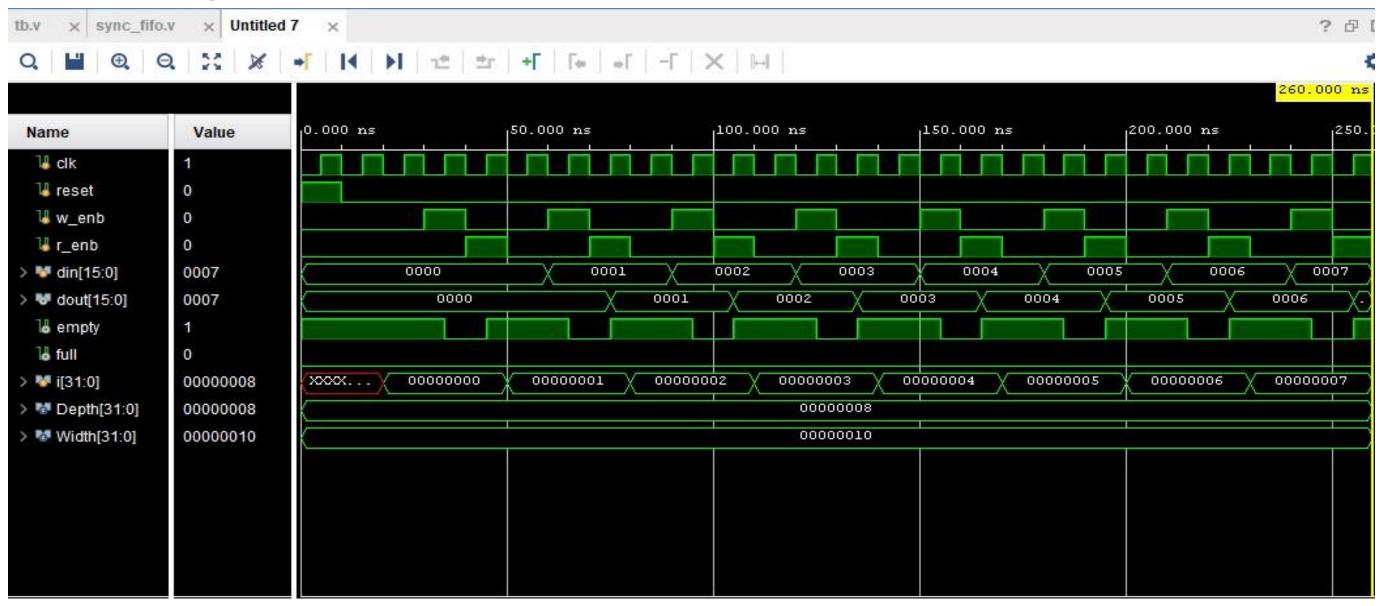




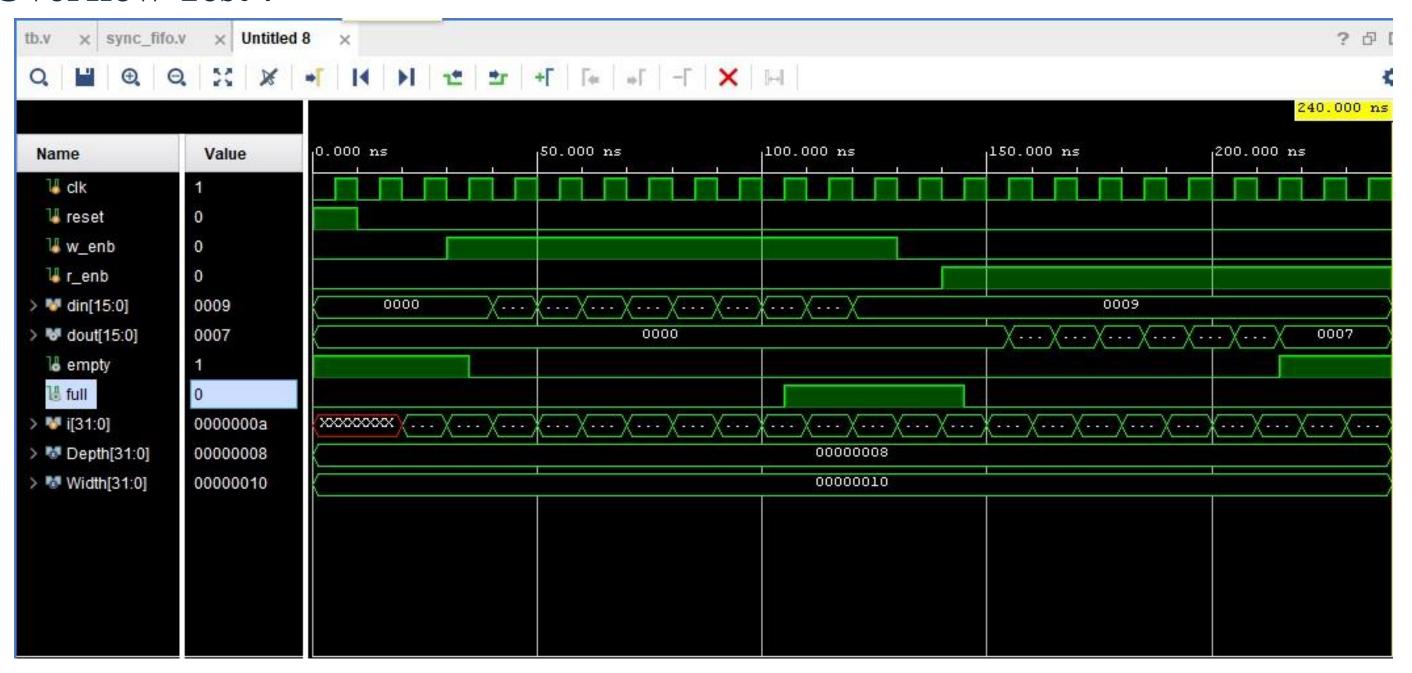
Simultaneous Read/Write:-



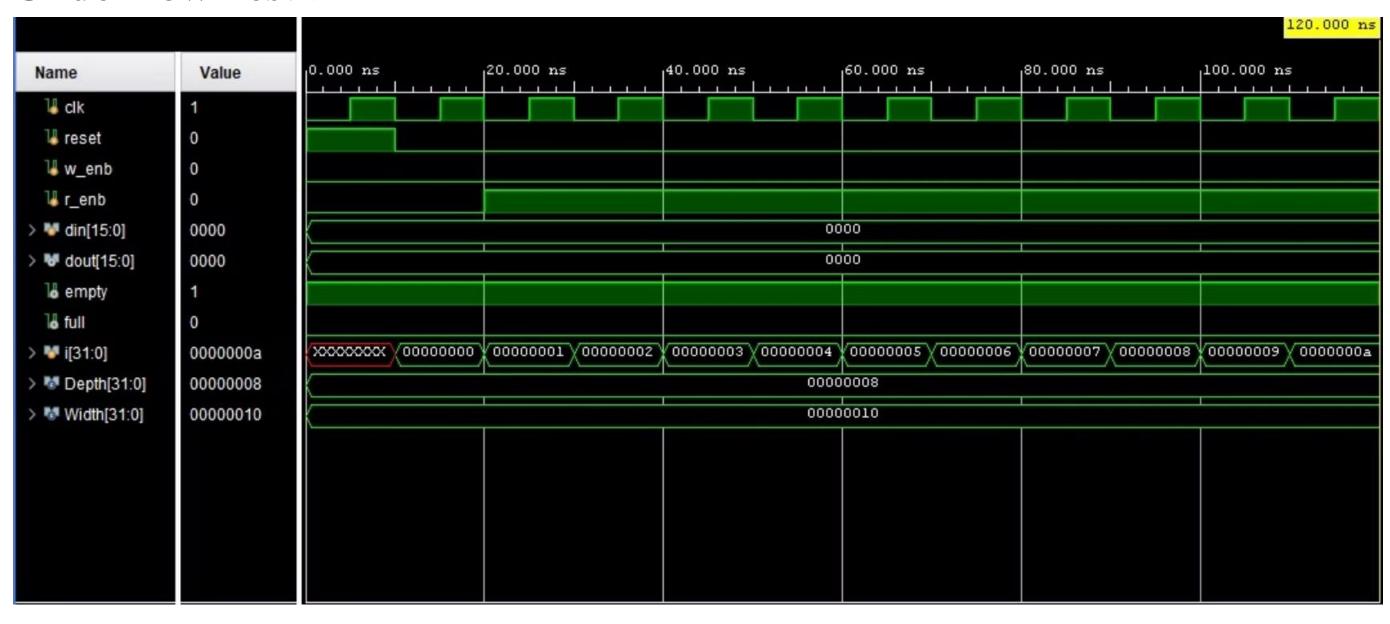
Alternating Read/Write:

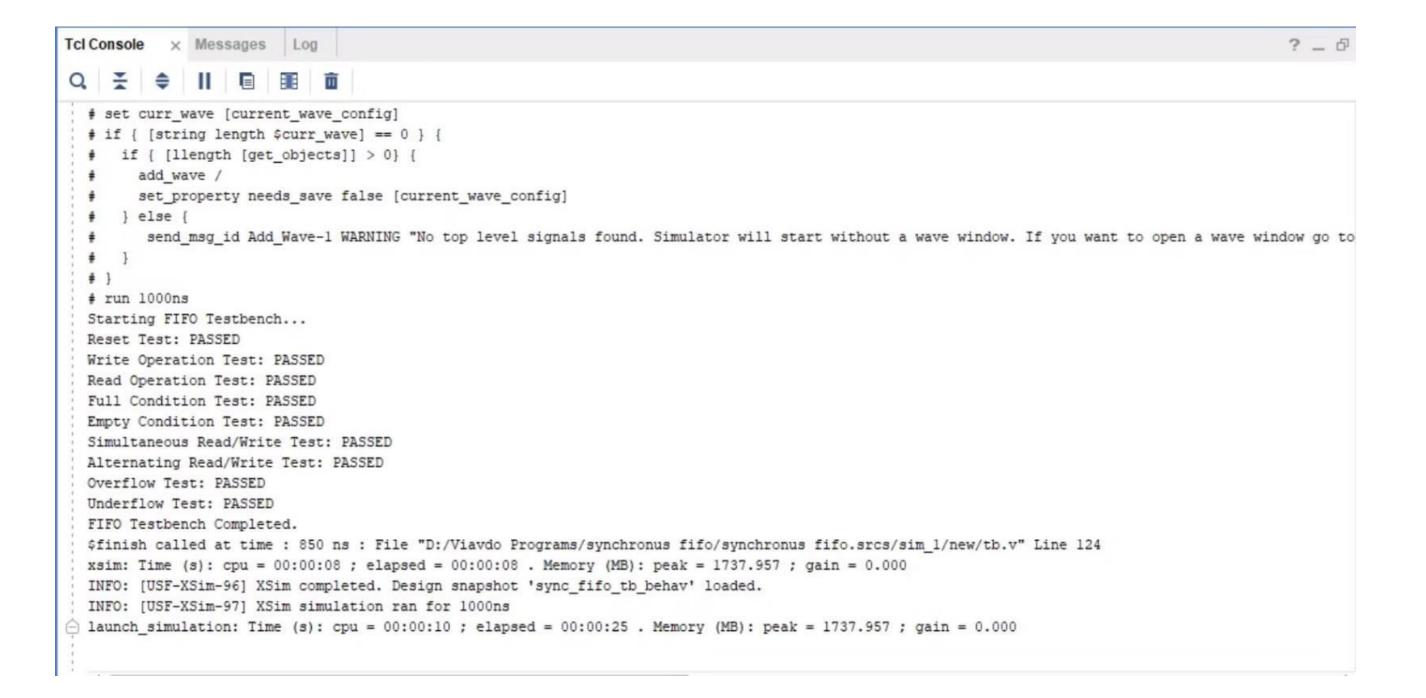


Overflow Test:



Underflow Test:





Conclusion:-

A well-structured synchronous FIFO can significantly enhance data throughput and buffering efficiency in digital systems, making it a fundamental component in memory interfaces, pipelines, and communication protocols.

Thank You