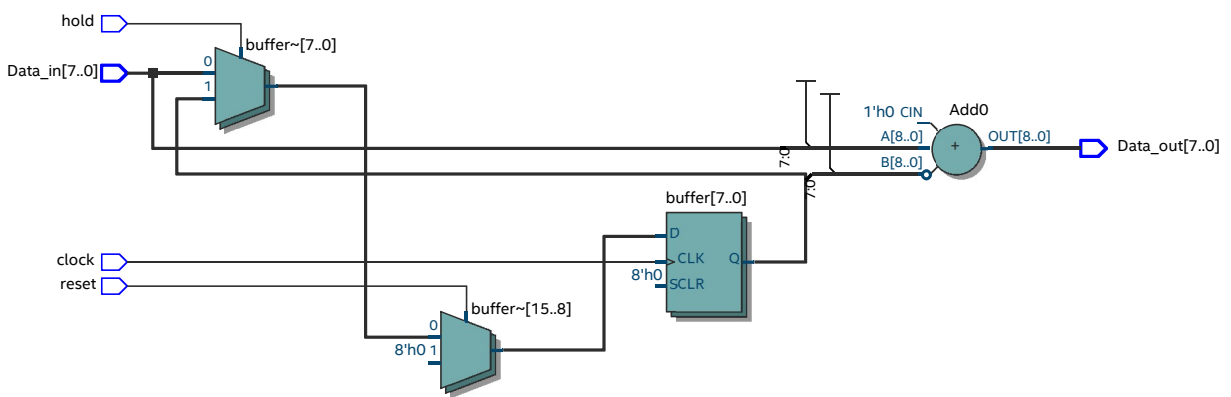


```

1  /*-----
2  Name Lamin Jammeh
3  Class: EE417 Summer 2024
4  Lesson 09 HW Question 2
5  Group: Ron Kalin/ Lamin Jammeh
6  Project Description: This module is Differentiator, it finds the difference between
7  adjacent sample
8  -----*/
9
10 module Differentiator #(parameter word_size = 8)
11     (
12         output [word_size-1:0] Data_out,
13         input  [word_size-1:0] Data_in,
14         input                hold, clock, reset
15     );
16
17 // Internal registers and wires
18 reg [word_size-1:0] buffer; // Internal register for buffer
19
20 // Assign the formula for Data_out
21 assign Data_out = Data_in - buffer;
22
23 always @(posedge clock)
24     begin
25         if (reset)
26
27             /*-----
28             @ high reset the following will occur
29             ** buffer goes to zero
30             ** Data_in will keep its value since it is an external input but the buffer will
31             remain zero
32             ** Data_out will still be [Data_in - buffer] but since buffer is zero therefore
33             Data_out will be Data_in
34             ** This Means that no filtering is occurring at high reset
35             -----*/
36
37             buffer <= 0; // when reset is high, and clock is rising, buffer <= 0
38         else if (hold)
39             /*-----
40             @ low rest and hold = 1 the following will happen
41             **buffer keeps it current value
42             ** Data_in is not transfered to buffer
43             ** Data_out is still equal to [Data_in - buffer] but
44             ** therefore @ hold = 1 the buffer is not updated
45             -----*/
46             buffer <= buffer; // when hold is high, reset is low, and clock is rising, buffer
47             remains unchanged
48         else
49             /*-----
50             @ hold = 0 and reset = 0 the following will occur
51             ** buffer will store the previous Data_in value
52             ** Data_out will be (Data_in - buffer)
53             ** therefore the buffer is update when hold is low and reset is low
54             -----*/
55             buffer <= Data_in; // when hold is low, reset is low, and clock is rising, buffer
56             <= Data_in
57         end
58     endmodule

```



```

1  /*-----
2  Name Lamin Jammeh
3  Class: EE417 Summer 2024
4  Lesson 09 HW Question 2
5  Group: Ron Kalin/ Lamin Jammeh
6  Project Description: Test-Bench for the Differentiator Module
7  -----*/
8  module Differentiator_tb ();
9
10 // Define the registers and wires for the signals to monitor
11 reg      clock, reset, hold;
12 reg [7:0] Data_in;
13 wire [7:0] Data_out;
14
15 //define the internal probes in the testbench for buffer
16 wire [7:0] buffer; // New wire for observing buffer
17
18 // Instantiate the unit under test (UUT)
19 Differentiator #(8) UUT (
20     .Data_out(Data_out),
21     .Data_in(Data_in),
22     .hold(hold),
23     .clock(clock),
24     .reset(reset)
25 );
26
27 // Assign buffer in testbench to buffer in the Unit under test
28 assign buffer = UUT.buffer;
29
30
31 // Instantiate the clock cycle
32 always
33     begin
34         clock = 0;
35         forever #5 clock = ~clock;
36     end
37
38 // Update Data_in at negative edge of the clock
39 always @(posedge clock)
40     begin
41         Data_in = Data_in + 1; // Change this as needed
42     end
43
44 initial
45     begin
46         // Initialize all the inputs
47         Data_in = 8'sd5;
48         reset = 0;
49         hold = 0;
50
51         // Create a test scenario with the reset function
52         #10 reset = 1;
53
54         // Turn off reset and create a test scenario to check the buffer
55         #10 reset = 0;
56         Data_in = 8'sd15;
57         #10 hold = 1;
58
59         // Turn off hold and try different Data_in values to see Data_out
60         #10 hold = 0;
61         Data_in = -8'sd18;
62         #10 Data_in = 8'sd23;
63
64         // Reset to bring Data_out back to zero
65         #10 reset = 1;
66         #10 reset = 0;
67
68         // Final test case to ensure differentiation works correctly after reset
69         Data_in = 8'sd12;

```

```
70      #10 Data_in = -8'sd22;
71      #10 Data_in = 8'sd13;
72      #10 Data_in = 8'sd7;
73
74      //stop the simulation
75      #10;
76      $stop;
77      end
78
79      // Display the results
80      always @(posedge clock)
81      begin
82          $display("@ Time = %t      Data_in = %d      Buffer = %d      Data_out = %d", $time,
83          Data_in, buffer, Data_out);
84      end
85  endmodule
86
```

Output table

```

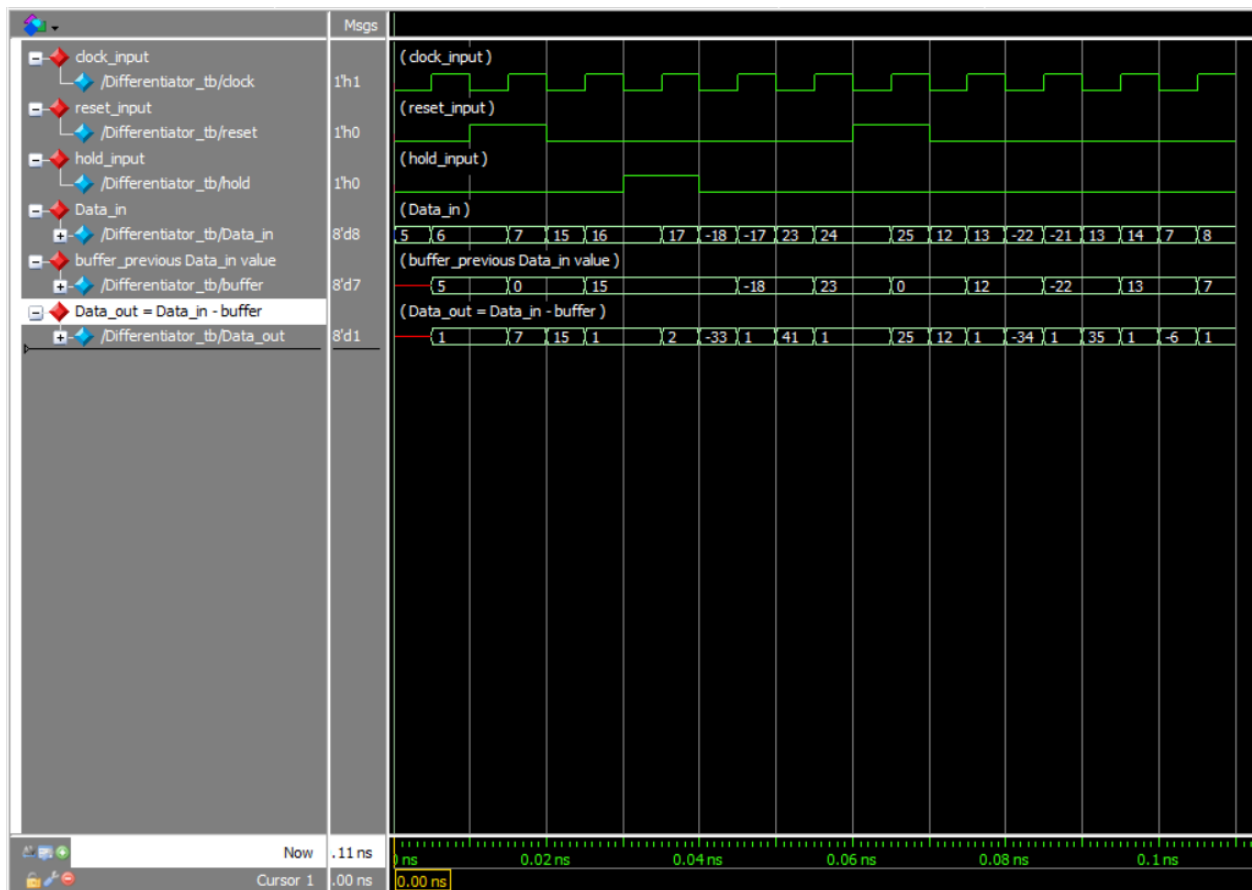
# @ Time =          5 Data_in =  6 Buffer =  x Data_out =  x
# @ Time =         15 Data_in =  7 Buffer =  5 Data_out =  1
# @ Time =         25 Data_in = 16 Buffer =  0 Data_out = 15
# @ Time =         35 Data_in = 17 Buffer = 15 Data_out =  1
# @ Time =         45 Data_in = 239 Buffer = 15 Data_out = 223
# @ Time =         55 Data_in = 24 Buffer = 238 Data_out = 41
# @ Time =         65 Data_in = 25 Buffer = 23 Data_out =  1
# @ Time =         75 Data_in = 13 Buffer =  0 Data_out = 12
# @ Time =         85 Data_in = 235 Buffer = 12 Data_out = 222
# @ Time =         95 Data_in = 14 Buffer = 234 Data_out = 35
# @ Time =        105 Data_in =  8 Buffer = 13 Data_out = 250

```

Note that some of the Data_in values and buffer values are missing. Below is the Bitwave show all Data_in values and buffer values. The table above is a little misleading because of the equation below

- $\text{buffer} = \text{Previous Data_in}$
- $\text{Data_out} = \text{Data_in} - \text{previous Data_in}$

Bitwave



Summary:

@ high reset the following will occur

- buffer goes to zero
- Data_in will keep its value since it is an external input but the buffer will remain zero
- Data_out will still be [Data_in - buffer] but since buffer is zero therefore Data_out will be Data_in
- This Means that no filtering is occurring at high reset

@ low rest and hold = 1 the following will happen

- buffer Keeps it current value
- Data_in is not transferred to buffer
- Data_out is still equal to [Data_in - buffer] but
- therefore @ hold = 1 the buffer is not updated

@ hold = 0 and reset = 0 the following will occur

- buffer will store the previous Data_in value
- Data_out will be (Data_in - buffer)
- therefore, the buffer is update when hold is low and reset is low