

# CONTENTS

01 Architecture

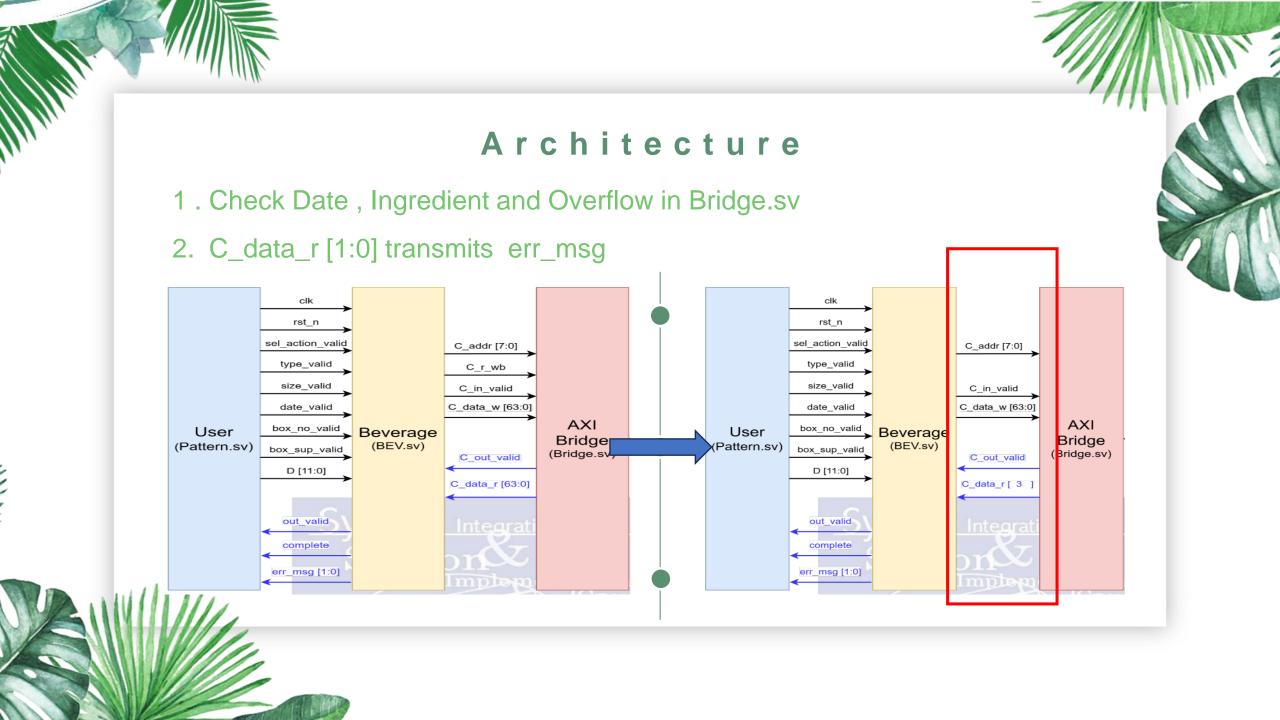
02 Beverage





Latency







#### Beverage

1. Save all information in C\_data\_w

C\_data\_w[63:62] : Action

C\_data\_w[13:11] : Type

C\_data\_w[10: 9] : Size

C\_data\_w[ 8: 0]: Date

C\_data\_w[61:50] : Black tea ingredient

C\_data\_w[49:38] : Green tea ingredient

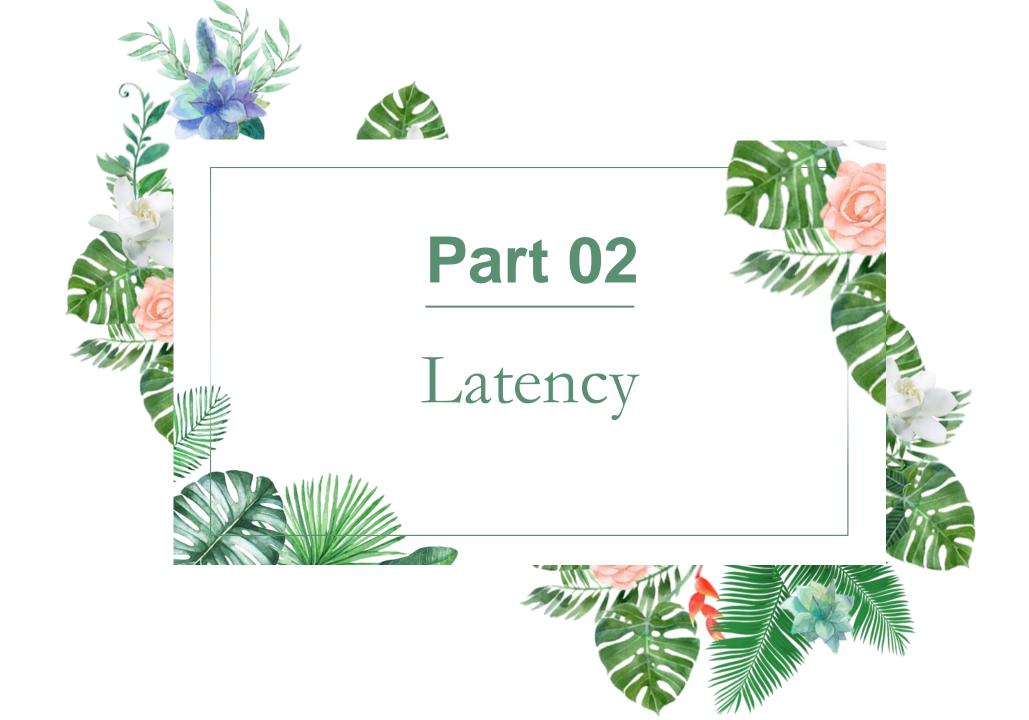
C\_data\_w[37:26] : Milk ingredient

C\_data\_w[25:14] : Pineapple ingredient

#### Overflow check: begin // Overflow check inf.C\_data\_r[2] <= 1; // busy if( Overflow\_flag || add\_result[12]) begin inf.C\_data\_r[1:0] <= 2'b11 ; // img\_OF if( add\_result [12]) // Overflow inf.W DATA[19: 8] <= 4095; inf.W DATA[19: 8] <= add result; inf.C out valid <= 1; c\_state <= Write\_address;</pre> Expire check: begin inf.W DATA[63:54] <= sub result; No\_ing\_flag <= No\_ing\_flag || sub\_result[10]; if( Exp\_flag ) begin// inf.C\_data\_w[8:5] < inf.W\_D</pre> if(inf.C\_data\_w[63] == 1'b0) begin // make c state <= Sub1; else begin inf.C\_out\_valid <= 1; inf.C out valid <= 1; inf.C\_data\_r[1:0] <= 1; // No\_Exp; c state <= Idle;

### Bridge

- 1. Read, Write dram
- 2. Check err\_msg
- 3. Using one adder (12 bits) one subtractor (10 bits)
- 4. C\_data\_r [2] : busy
  - C\_data\_r [1:0] : err\_msg



## Action

	Make Drink	Supply	Check expired date
Busy = 0	Read dram	Read dram	Read dram
	check expired date	Add	check expired date
	Subtract	check overflow	
	check ingredient		
Busy = 1			Output err_ms
	Write dram	Write dram	

