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MAP1_overlapped.arx

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# -----
# File : MAP1.arx
# Description :
# Author :
# Creation date:
# -----
# $Rev: 1$
# $Author: $
# $Date: $
# $Log$
# -----

component top
# declare first fixed-point parameters for data and coefficients
wl_data: generic integer = 8
iwl_data: generic integer = 5
wl_coef: generic integer = 8
iwl_coef: generic integer = 1

# now declare the data types for data and coefficients
T_data: generic type = signed(wl_data, iwl_data, wrap, round)
T_coef: generic type = signed(wl_coef, iwl_coef, sat, round)

# now declare the IO
data_in: in T_data
data_out: out T_data

# SG: unfortunately, declaring the filter coefficients as constants
# generates the wrong code; the workaround consists of declaring them
# as variables and assigning them a constant value.

# constant
# # the filter coefficients
# b2: T_coef = 0.449067766265545
# b1: T_coef = -0.803316855076157
# b0: T_coef = 0.449067766265545
# a2: T_coef = -0.387641686503134
# a1: T_coef = 0.519937751601787

type
# the intermediate data type after multiplication
T_mult: signed(wl_data+wl_coef, iwl_data+iwl_coef)

# the schedule requires 7 clock cycles
# the state type
T_state: enum(cycle0, cycle1, cycle2, cycle3)

register
# the registers in the design
# Input & output
i1: T_data = 0
o1: T_data = 0

# registers
r1: T_mult = 0
r2: T_mult = 0
r3: T_mult = 0
r4: T_mult = 0
d1: T_mult = 0
d2: T_mult = 0

# the counter that counts cycles on behalf of control
state: T_state = T_state.cycle0

variable
# multiplier 1 inputs and output

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m1_in_l: T_coef
m1_in_r: T_data
m1_out: T_mult

# multiplier 2 inputs and output
m2_in_l: T_coef
m2_in_r: T_data
m2_out: T_mult

# multiplier 3 inputs and output
m3_in_l: T_coef
m3_in_r: T_data
m3_out: T_mult

# adder 1 input and output
a1_in_l: T_mult
a1_in_r: T_mult
a1_out: T_data

# adder 2 input and output
a2_in_l: T_mult
a2_in_r: T_mult
a2_out: T_data

# the coefficients (see remark above)
b2: T_coef
b1: T_coef
b0: T_coef
a2: T_coef
a1: T_coef

begin
# assign the coefficients a value
b2 = 0.449067766265545
b1 = -0.803316855076157
b0 = 0.449067766265545
a2 = -0.387641686503134
a1 = 0.519937751601787

# connect multiplier inputs
# make sure that the inputs are stable during two clock cycles
case state
when T_state.cycle0
# m3 cycle 1
m1_in_l = b1
m1_in_r = d1
# m5 cycle 1
m2_in_l = b2
m2_in_r = d2

when T_state.cycle1
# m3 cycle 2
m1_in_l = b1
m1_in_r = d1
# m5 cycle 2
m2_in_l = b2
m2_in_r = d2

when T_state.cycle2
# m2 cycle 1
m1_in_l = a1
m1_in_r = d1
# m4 cycle 1
m2_in_l = a2
m2_in_r = d2
# m1 cycle 1
m3_in_l = b0

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        m3_in_r = d1

    when T_state.cycle3
        # m2 cycle 2
        m1_in_l = a1
        m1_in_r = d1
        # m4 cycle 2
        m2_in_l = a2
        m2_in_r = d2
        # m1 cycle 2
        m3_in_l = b0
        m3_in_r = d1
    end

    # connect adder inputs
    # they need to be stable for a single clock cycle

    case state
        when T_state.cycle0
            # p3
            a1_in_l = r1
            a1_in_r = r2
            # p2
            a2_in_l = r3
            a2_in_r = r4

            when T_state.cycle1
                # p1
                a1_in_l = i1
                a1_in_r = r2

            when T_state.cycle2
                # p4
                a1_in_l = r1
                a1_in_r = r2

            when T_state.cycle3
                # Nothing here
        end

    # arithmetic
    m1_out = m1_in_l * m1_in_r
    m2_out = m2_in_l * m2_in_r
    m3_out = m3_in_l * m3_in_r
    a1_out = a1_in_l + a1_in_r
    a2_out = a2_in_l + a2_in_r

    # new register values
    # specify only content updates; registers preserving their values do
    # not need to be specified
    case state
        when T_state.cycle0
            state = T_state.cycle1
            i1 = data_in
            # p3
            r2 = a1_out
            # Output
            o1 = a2_out

        when T_state.cycle1
            state = T_state.cycle2
            # m3
            r1 = m1_out
            # m5
            r2 = m2_out
            # Shift delay
            d2 = d1
    end

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        # p1
        d1 = a1_out

    when T_state.cycle2
        state = T_state.cycle3
        # p4
        r3 = a1_out

    when T_state.cycle3
        # back to initial state
        state = T_state.cycle0
        # m2
        r1 = m1_out
        # m4
        r2 = m2_out
        # m1
        r4 = m3_out
    end

    # wire output
    data1_out = o1

end

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/home/s2981416/IDSP191210950/Assignment1/MAP1/arx/MAP1_overlapped.arx