

## ECE 464/564 Projects : Fall 2018

*Students work on these projects individually. Reminder: Collaboration is encouraged but the sharing of Verilog code is strictly forbidden. Also, group creation of one set of common code is forbidden. We will be running code comparison tools to look for even partial sharing of code.*

### General information for all projects

A top level module will be provided that instantiates:

1. Message memory.
2. K constant memory
3. Initial H memory
4. Output memory
5. Your DUT

A testbench will be provided that instantiates the top level module and:

6. Provides a one-cycle wide go signal to start your design.
7. Waits for your design to send the finish flag high.
8. Counts the number of clock cycles it took to finish.
9. It will check your output for correctness

Note, after completing one full calculation, your design should be ready for the go flag to go high again and start another calculation.

Your design is implemented in a separate file MyDesign.v. Please make sure to synthesize only MyDesign.v and NOT the test fixture, nor the SRAM.

### ECE464 and ECE 564-601 (EOL) Project

Your project is to design and implement hardware that is a subset of the ECE564 project. The objective is to implement up to the creation of the M\_1 array and write each element, M\_1[0] thru M\_1[15] to the output memory.

### ECE 564-001 Project

The objective is to implement the full SHA-256 operation and write the final hash array, H[0] through H[7] to the output memory.

### Project Description

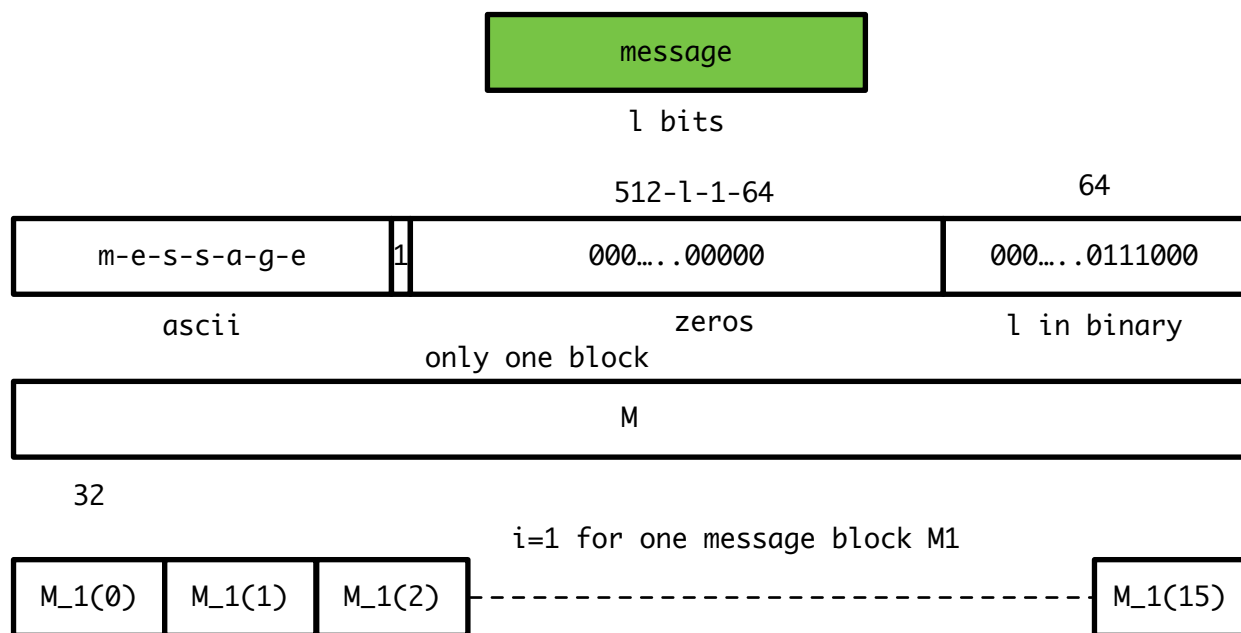
This is a simplified version of the SHA-256 hash function. The project limits the length of the message to 55 characters thus ensuring there is only one 512-bit message block

The message will be contained as ascii in an SRAM that is outside of your verilog module. The length of the message is specified using a 6-bit number representing the number of ascii

characters in the message. For example, if the message is 'hello' the length will be 6'd5. The message SRAM will contain 0x68, 0x65, 0x6C, 0x6C, 0x6F.

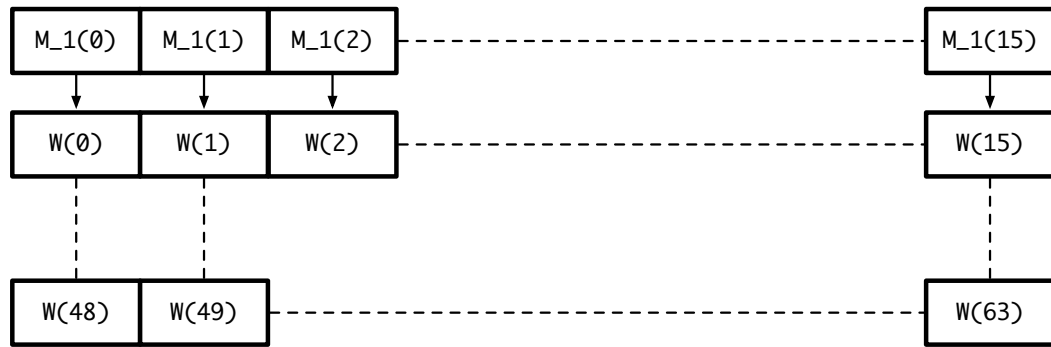
The SHA-256 process are shown below:

The message is read and a 512-bit block/vector, M is constructed using the message and the bit length of the message. The vector M is then separated into an array of sixteen 32-bit words,  $M_1(0) \dots M_1(15)$ . At this point, the ECE464 and ECE564-601 students will write the 16 words from  $M_1$  into the output SRAM.

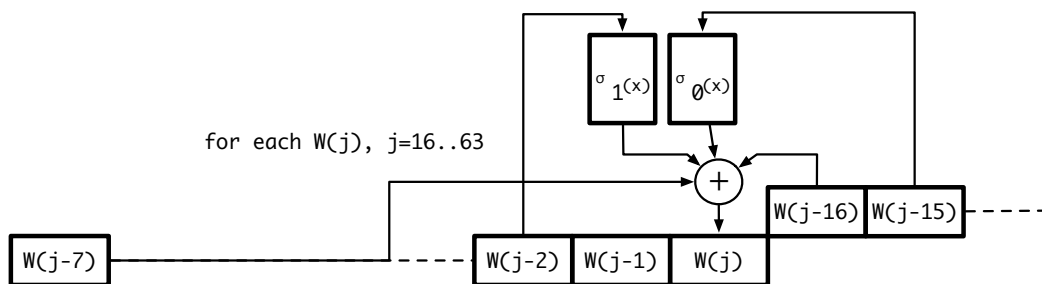


An example of the construction of the  $M$  vector and  $M_1$  array is shown in the appendix.

The array  $M_1$  is copied into the first 16 elements of a 64 32-bit word array,  $W$ . The elements 16 through 63 of  $W$  are processed using a combination of XOR and shift/rotate. Each element  $W[i]$  is a function of lower order elements e.g.  $W[i] = \text{fn}(W[i-2], W[i-7], W[i-15], W[i-16])$  shown below.

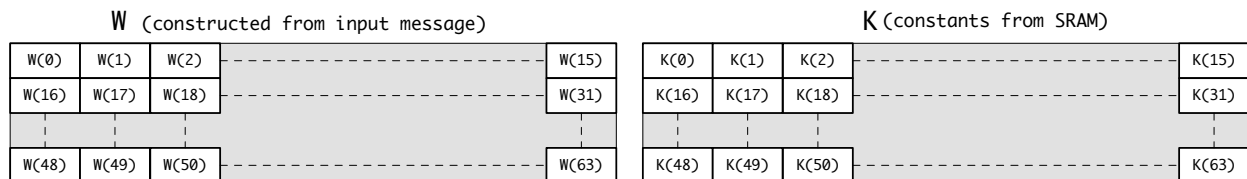


$W[0..15] = M_0..M_{15}$   
 $W[16..63]$  =using combination of XOR and shift/rotate  
 e.g.  $W[i] = \text{fn}(W[i-1]..W[0])$

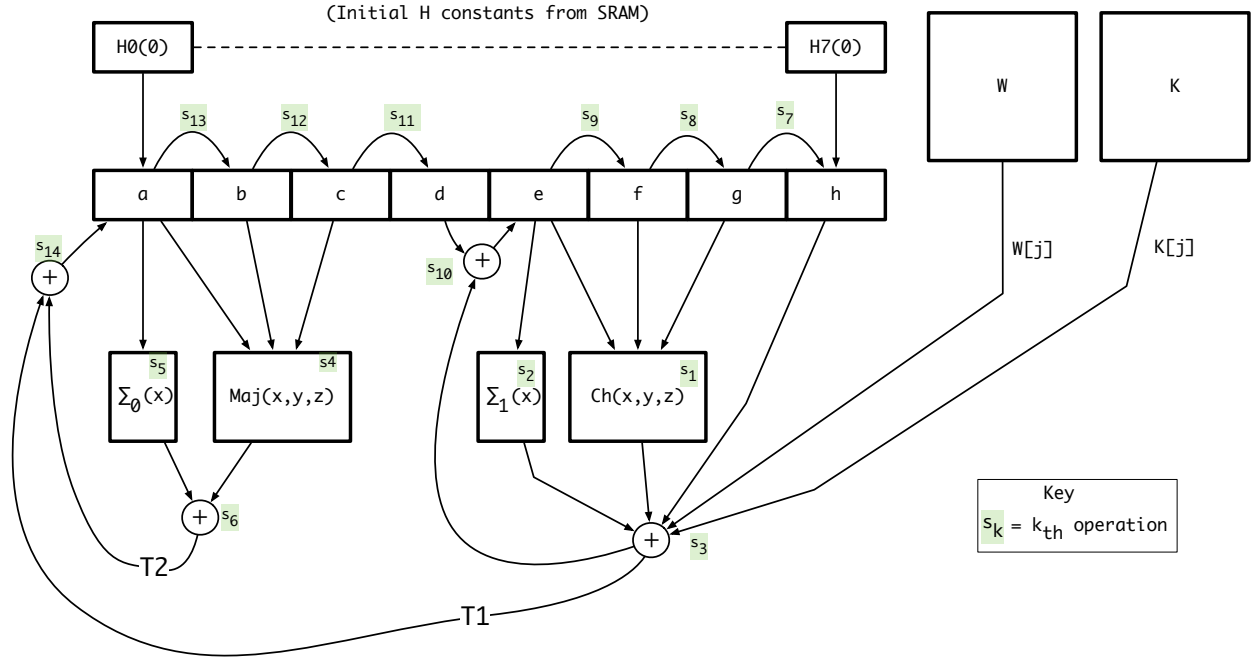


At this point we have constructed the 64 element  $W$  array.

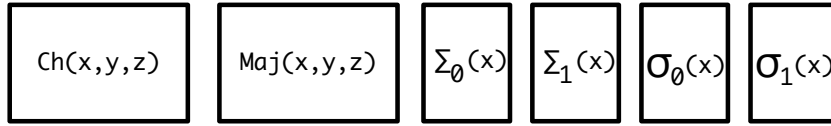
We then construct another 64 element array,  $K$  by reading 64 values from the  $K$  SRAM.



Once we have  $W$  and  $K$ , we load an eight 32-bit element array  $H$  from the contents of the  $H$  SRAM. We then initialize eight 32-bit registers,  $a, b, c, d, e, f, g, h$  from the contents of the  $H$  vector. We then iterate 64 times,  $j=0..63$  on the  $a-h$  registers using element  $j$  from  $W$  and  $K$  and calculating  $a-h$  as shown below.



The various operations shown in the diagrams, such as, Maj, Ch,  $\sigma$ ,  $\Sigma$ , S, R are shown below.



$$Ch(x, y, z) = (x \wedge y) \oplus (\neg x \wedge z)$$

$$Maj(x, y, z) = (x \wedge y) \oplus (x \wedge z) \oplus (y \wedge z)$$

$$\Sigma_0(x) = S^2(x) \oplus S^{13}(x) \oplus S^{22}(x)$$

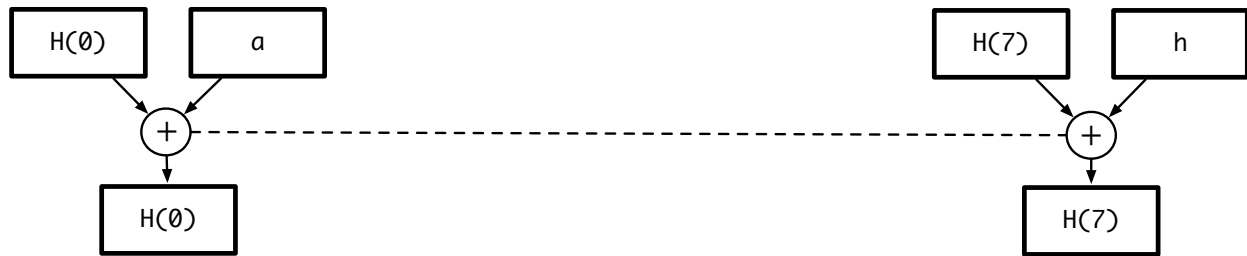
$$\Sigma_1(x) = S^6(x) \oplus S^{11}(x) \oplus S^{25}(x)$$

$$\sigma_0(x) = S^7(x) \oplus S^{18}(x) \oplus R^3(x)$$

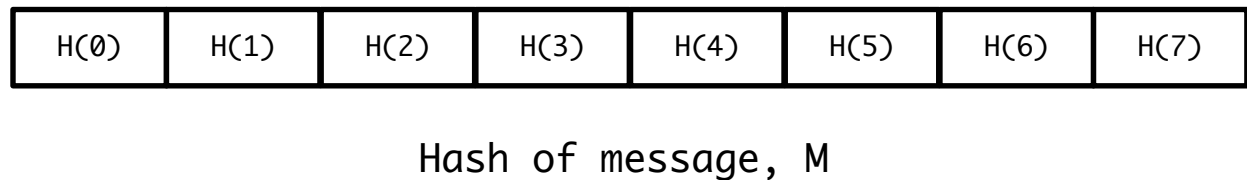
$$\sigma_1(x) = S^{17}(x) \oplus S^{19}(x) \oplus R^{10}(x)$$

|          |                          |
|----------|--------------------------|
| $\oplus$ | bitwise XOR              |
| $\wedge$ | bitwise AND              |
| $\vee$   | bitwise OR               |
| $\neg$   | bitwise complement       |
| $+$      | mod $2^{32}$ addition    |
| $R^n$    | right shift by n bits    |
| $S^n$    | right rotation by n bits |

Once we have completed all 64 steps on a-h, the H vector is updated as shown below.



The updated H vector represents the hash of the message.

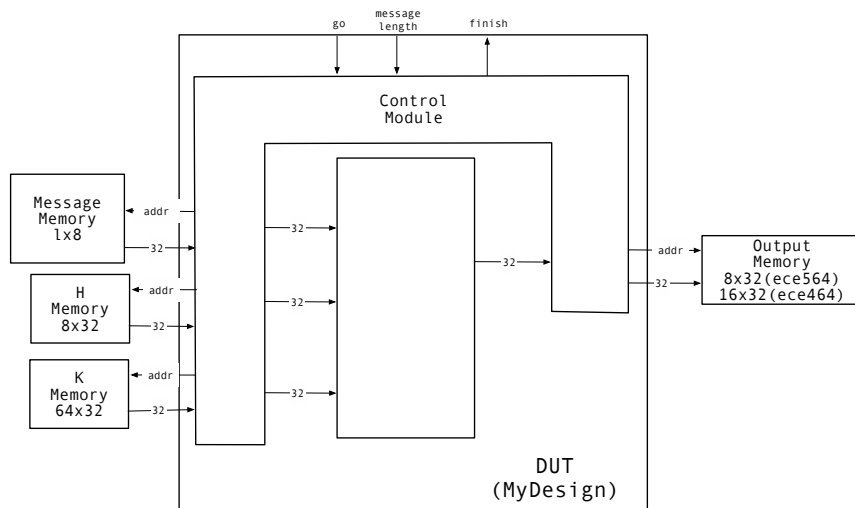


The eight 32-bit values from H are then written to an output SRAM.

You will be provided with python code that demonstrates all the steps to help you debug your code.

## Summary

Below is a block diagram.



The length of the message will be input on the “message length” signal, `xxx__dut__msg_length`. The “go” input will pulse high to start the design. The message is stored as a verilog dat file and will be preloaded into the message memory. The H memory and K memory will also be loaded by the testbench. Your design will need to read the contents of the message memory based on the message length. e.g. if the message is “hello”, the message length will be 6’d5 and you will read

address location 0 through 4 of the message memory. You will read the contents of the H memory and K memory starting at address 0.

The order in which you perform memory accesses or SHA-256 operations is entirely up to you. Once you have written the result to the output memory, your design will assert finish and keep it asserted until another “go” pulse arrives. Your design will deassert finish and only reassert once you have written to the output memory.

When your design is reset, it will deassert finish and all other memory control signals.

## Comments

Additional specifications:

- You can use Synopsys DesignWare or design your own arithmetic units.
- A test fixture and SRAMs will be provided.

## Interfaces

### Signals

| Direction             | Type | Width<br>(Bus) | Name               | Comment  |
|-----------------------|------|----------------|--------------------|--|
| Control               |      |                |                    |  |
| output                | reg  |                | dut__xxx__finish   | High when DUT is ready for a 'go'. Deassert after 'go' |
| input                 | wire |                | xxx_dut_go         | Pulsed   |
| input                 | wire | [5:0]          | xxx_dut_msg_length | Length of message in bytes                             |
| K constant Memory     |      |                |                    |  |
| output                | reg  | [5:0]          | dut_kmem_address   |  |
| output                | reg  |                | dut_kmem_enable    | High for Read  |
| output                | reg  |                | dut_kmem_write     | Not used, Low for Read                                 |
| output                | reg  | [31:0]         | dut_kmem_data      | Not used. Write Data                                   |
| input                 | wire | [31:0]         | kmem_dut_data      | Read Data  |
| H initial Data memory |      |                |                    |  |
| output                | reg  | [8:0]          | dut_hmem_address   |  |
| output                | reg  |                | dut_hmem_enable    | High for Read and Write                                |
| output                | reg  |                | dut_hmem_write     | High for write   |
| output                | reg  | [31:0]         | dut_hmem_data      | Write Data   |
| input                 | wire | [31:0]         | hmem_dut_data      | Read Data  |
| Message memory        |      |                |                    |  |
| output                | reg  | [8:0]          | dut_msg_address    |  |
| output                | reg  |                | dut_msg_enable     | High for Read and Write                                |
| output                | reg  |                | dut_msg_write      | Not used, High for write                               |
| output                | reg  | [7:0]          | dut_msg_data       | Not used. Write Data                                   |
| input                 | wire | [7:0]          | msg_dut_data       | Read Data  |
| Output Data Memory    |      |                |                    |  |
| output                | reg  | [3:0]          | dut_dom_address    |  |
| output                | reg  | [31:0]         | dut_dom_data       | Write Data   |
| output                | reg  |                | dut_dom_enable     | High for Write   |
| output                | reg  |                | dut_dom_write      | High for write   |
| General               |      |                |                    |  |
| input                 | wire |                | clk                |  |
| input                 | wire |                | reset              | Active high  |





```
vlog -sv ece564_project_tb_top.v
vsim -c -do "run -all; quit" tb_top
vlog -sv ece564_project_tb_top.v
```

Assume the message is "Hello"

The message.dat file will contain:

```
@0 48
@1 65
@2 6c
@3 6c
@4 6f
```

The 5-character signal 'Hello' converted to binary forms is:

0100100001100101011011000110110001101111

After appending a '1', padding with zeroes and adding the length in bits (64'd40) the 512-bit M vector will be:

[illegible]

The M\_1 array will be as follows:

```
M_1[1] = 32'h48656c6c
M_1[2] = 32'h6f800000
M_1[3] = 32'h00000000
M_1[4] = 32'h00000000
M_1[5] = 32'h00000000
M_1[6] = 32'h00000000
M_1[7] = 32'h00000000
M_1[8] = 32'h00000000
M_1[9] = 32'h00000000
M_1[10] = 32'h00000000
M_1[11] = 32'h00000000
M_1[12] = 32'h00000000
M_1[13] = 32'h00000000
M_1[14] = 32'h00000000
M_1[15] = 32'h00000000
M_1[16] = 32'h00000028
```



