

DSLab.16 Design at Register Transfer Level

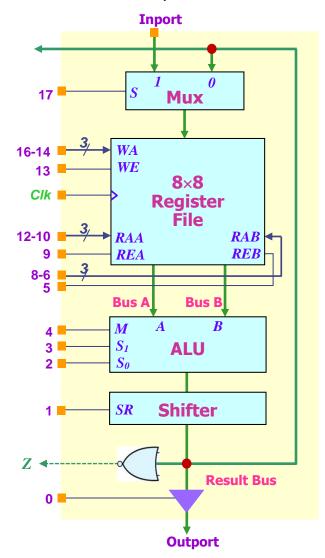
Lab. 16 Design at Register Transfer Level

- Design and Verify the following circuits using Verilog HDL
 - One's Counter
- This lab does not need to upload the lab report

Example 1: 8 x 8 Register file with 2 read and 1 write ports

module regfile(WA, WE, RAA, REA, RAB, REB, DATA_W, DATA_A, DATA_B, clk, rst);

```
input [2:0] WA, RAA, RAB;
input WE, REA, REB, clk, rst;
input [7:0] DATA W;
output [7:0] DATA_A, DATA_B;
reg [7:0] DATA A, DATA B;
reg [7:0] registers[7:0];
assign DATA A = registers[RAA];
assign DATA B = registers[RAB];
always @ (posedge clk or negedge rst)
begin
 if (~rst)
   registers[0] = 0;
 else
 begin
    if (WE) registers[WA] <= DATA W;
 end
end
endmodule
```



Example 2: ALU

module alu (input [7:0] A, input [7:0] B, input [2:0] sel, output reg [7:0] F);

```
always@(A or B or sel)
begin
   case(sel)
    3'b000: F = \sim A;
    3'b001: F = A \& B;
    3'b010: F = A ^ B;
    3'b011: F = A | B;
    3'b100: F = A - 1;
    3'b101: F = A + B;
    3'b110: F = A - B;
    3'b111: F = A + 1;
   endcase
 end
endmodule
```

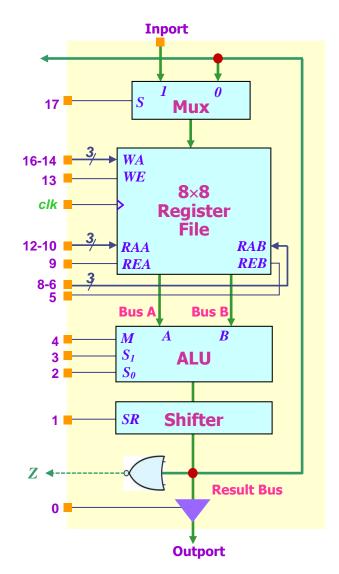
se	1[2:0	0]	ALU Operations				
0 0 0 0 1 1 1	0 0 0 1 1 0 1 1 0 0 0 1 1 0		complement A AND EX-OR OR decrement A add subtract increment A				

Table of ALU operations

Example 3: Shifter & Multiplexer

```
module mux2(A, B, S, Y);
module shifter (data_in, SR , data_out);
                                                             input [7:0] A, B;
 input [7:0] data_in;
                                                             input S;
 input SR;
                                                             output [7:0] Y;
 output [7:0] data_out;
 reg [7:0] data_out;
                                                                     [7:0] Y;
                                                             reg
 always @ (data_in or SR)
                                                             always @(S or A or B)
    if (SR == 1'b1) data_out<= {1'b0 , data_in[7:1]};
                                                             begin
    else data_out <= data_in;</pre>
                                                                case (S)
                                                                  1'b0: Y = A;
endmodule
                                                                  1'b1: Y = B;
                                                               endcase
                                                             end
                                                           endmodule
```

Exercise: One's Counter (1/4)



17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ΙE		Vrite iddre	SS	WE	Re aa	ead ldres	s A	REA		ead ldres.	s B	REB		LU perat	ion	SR	OE

Control word

- 1. Data := Inport
- 2. Ocount := 0
- 3. Mask := 1

while Data :≠ 0 repeat

- 4. Temp := Data AND Mask
- 5. Ocount : = Ocount + Temp R4:
- 6. Data := Data >> 1

end while

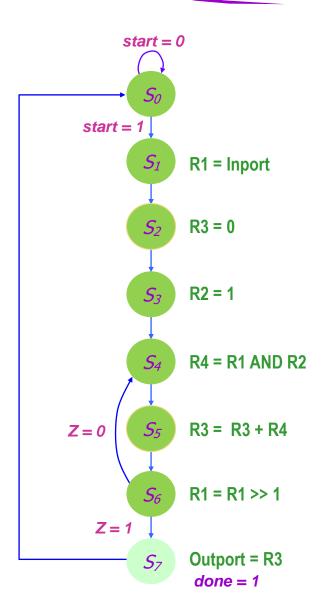
7. Outport := Ocount

- R1: Data
- R2: Mask
- R3: Ocount
 - Temp
 - (b) Register assignment

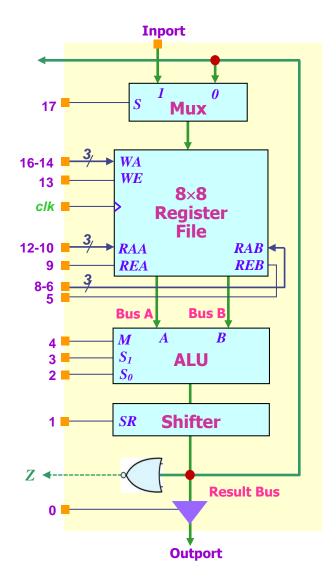
Exercise: One's Counter (2/4)

```
    Data := Inport
    Ocount := 0
    Mask := 1
        while Data :≠ 0 repeat
    Temp := Data AND Mask
    Ocount := Ocount + Temp
    Data := Data >> 1
        end while
    Outport := Ocount
```

```
    R1 := Inport
    R3 := 0
    R2 := 1
        while ~Z repeat
    R4 := R1 AND R2
    R3 := R3 + R4
    R1 := R1 >> 1
        end while
    Outport := R3
```



Exercise: One's Counter (3/4)



```
    R1 := Inport
    R3 := 0
    R2 := 1
        while ~Z repeat
    R4 := R1 AND R2
    R3 := R3 + R4
    R1 := R1 >> 1
        end while
    Outport:= R3
```

R1:	Data
R2:	Mask
R3:	Ocount
R4:	Temp

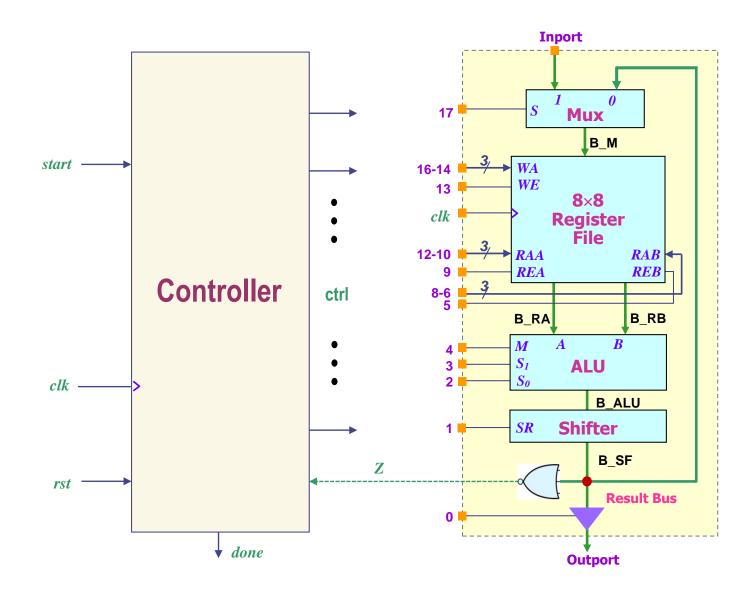
(b) Register assignment

17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

	ΙE	Write address	WE	Read address A	REA	Read address B	REB	ALU operation	SR	OE
1	1	R1	1	X	0	X	0	X	X	0
2	0	R3	1	R0	1	R0	1	add	0	0
3	0	R2	1	R0	1	X	0	inc	0	0
4	0	R4	1	R1	1	R2	1	AND	0	0
5	0	R3	1	R3	1	R4	1	add	0	0
6	0	R1	1	R1	1	R0	1	add	1	0
7	0	X	0	R3	1	R0	1	add	0	1

Control words for one's counter

Exercise: One's Counter (4/4)



Verilog of One's Counter (1/4)

```
module Ones_Counter(start, inport, clk, rst, outport, done);
 input
         start, clk, rst;
         [7:0] inport;
 input
 output done;
 output [7:0] outport;
 wire
        Z;
         [17:0] ctrl;
 wire
 Controller Controller(.start(start), .Z(Z), .clk(clk), .rst(rst), .ctrl(ctrl), .done(done));
 Datapath Datapath(.inport(inport), .ctrl(ctrl), .clk(clk), .rst(rst), .outport(outport), .Z(Z));
```

endmodule

Verilog of One's Counter (2/4)

```
module Controller (start, Z, clk, rst, ctrl, done);
                                                                 S1:
input
           start, Z, clk, rst;
                                                                 begin
output
           done;
                                                                    ctrl = 18'b1_0011 0001 0001 000 00;
           [17:0] ctrl;
output
                                                                    done = 1'b0:
parameter S0=3'b000, S1=3'b001, S2=3'b010, S3=3'b011;
                                                                    Next_State = S2;
              S4=3'b100, S5=3'b101, S6=3'b110, S7=3'b111;
parameter
                                                                 end
           done:
reg
           [17:0] ctrl;
reg
           [2:0] Current State, Next State;
reg
always @(posedge clk or negedge rst)
begin
                                                                 S6:
   if(~rst) Current State <= S0:</pre>
                                                                 begin
  else Current State <= Next State:
                                                                    ctrl = 18'b0 0011 0011 0001 101 10;
end
                                                                    done = 1'b0:
                                                                    if(Z) Next_State = S7;
always @(Current State or start or Z)
                                                                    else Next State = S4;
begin
                                                                 end
   case (Current_State)
       SO:
                                                                 S7:
       begin
                                                                 begin
          ctrl = 18'b0 0000 0000 0000 000 00;
                                                                    ctrl = 18'b0 0000 0111 0001 101 01:
          done = 1'b0:
                                                                    done = 1'b1:
          if(~start) Next State = S0;
                                                                    Next State = S0;
          else Next State = S1:
                                                                 end
       end
                                                              endcase
                                                          end
                                                          endmodule
```

Verilog of One's Counter (3/4)

```
module Datapath(inport, ctrl, clk, rst, outport, Z);
input
          [7:0] inport;
          [17:0] ctrl;
input
       clk, rst;
input
          [7:0] outport;
output
output
          [7:0] B_M, B_RA, B_RB, B_ALU, B_SF;
wire
mux2 U1(.A(B_SF), .B(inport), .S(ctrl[17]), .Y(B_M));
regfile U2(.WA(ctrl[16:14]), .WE(ctrl[13]),.RAA(ctrl[12:10]), .REA(ctrl[9]), .RAB(ctrl[8:6]),
 .REB(ctrl[5]), .DATA_W(B_M), .DATA_A(B_RA), .DATA_B(B_RB),.clk(clk), .rst(rst));
alu U3( .A(B_RA), .B(B_RB), .sel(ctrl[4:2]), .F(B_ALU));
shifter U4(.data_in(B_ALU), .SR(ctrl[1]), .data_out(B_SF) );
assign
        outport = ctrl[0] ? B_SF : 8'bz;
assign
        Z = \sim |B| SF;
endmodule
```

Verilog of One's Counter (4/4)

```
module t Ones Counter;
 reg [7:0] inport;
            start, clk, rst;
 reg
 wire [7:0] outport;
 wire
            done;
 Ones_Counter U0 (.start(start), .inport(inport), . clk(clk),
                            . rst(rst), .outport(outport), .done(done));
 initial #400 $finish;
 initial begin clk = 0; forever #5 clk = ~clk; end
 initial fork
        rst = 0;
        start = 0:
   #3 rst = 1;
   #12 start = 1; inport=215; // 215 = 1101 0111
   #30 start = 0;
 join
endmodule
```