

Parameterized FIFO in Verilog

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1 FIFO Operations

1.1 Parameters

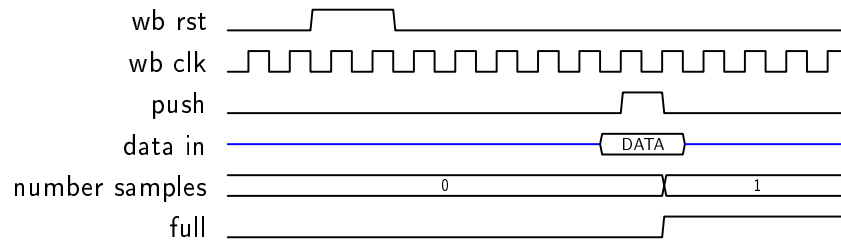
- **dw** is the data width. This is used to size the internal memory of the FIFO and the `data_in` and `data_out` parameters. It should specify the exact size of the data since internally 1 is subtracted to zero the size. For example set this to 32 for 32 bits and `data_in` and `data_out` will be `[31:0]`.
- **depth** is the number of samples stored in the FIFO. The `number_samples` output is based on this.

1.2 Signals

Signal Name	Direction	Size	Behavior
<code>wb_clk</code>	Input	1	Clock for synchronous behavior
<code>wb_rst</code>	Input	1	Synchronous reset
<code>push</code>	Input	1	Signal to write data into FIFO
<code>pop</code>	Input	1	Signal to read next data from FIFO
<code>data_in</code>	Input	dw	Data that push writes into the FIFO
<code>data_out</code>	Output	dw	The current output value of the FIFO
<code>empty</code>	Output	1	Goes high if there is no data in the FIFO
<code>full</code>	Output	1	Goes high if the FIFO is full
<code>number_samples</code>	Output	based on depth	The current number of samples in the FIFO

1.3 Pushing Data

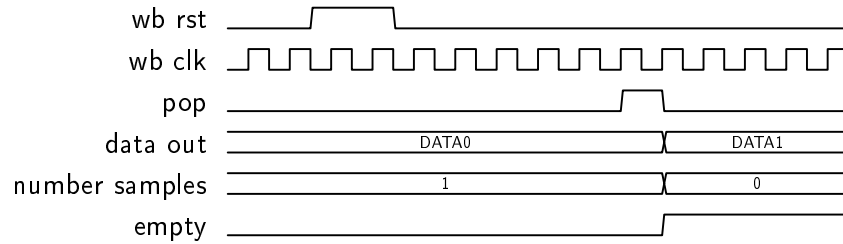
Pushing data is the act of writing information into the FIFO. This is a synchronous process. The `data_in` can be set up at any time. It does not get written to the FIFO until the `PUSH` signal is high and samples on a rising edge of the clock. At this time the data is then written into the FIFO and the number of samples is incremented. If the `PUSH` signal remains high, then data will be written to the FIFO on each clock edge. If this process fills in the FIFO, the `FULL` signal is asserted until data is popped out.



```
//
// Write data into FIFO memory when there is a push.
// Increment the write pointer and wrap around as needed.
//
always @(posedge wb_clk)
    if (wb_rst) begin
        for (i=0; i< depth; i=i+1)
            memory[i] <= 0;
        wr_ptr <= 0;
    end else begin
        if (push) begin
            memory[wr_ptr] <= data_in;
            wr_ptr <= wr_ptr + 1;
            if (wr_ptr >= depth-1) begin
                wr_ptr <= 0;
            end
        end
    end
end // else: !if(wb_rst)
```

1.4 Popping Data

Popping data is the process of moving the output to the next value. The `data_out` holds the current top of the FIFO and is always available for reading. Once this data is no longer needed, the POP process will get the next value from the FIFO and make it the data output. The POP signal operates just like the PUSH signal. It is synchronous and will execute a POP on each clock edge while high. The empty signal is asserted once there is no more data in the FIFO.



```
//
// Always present the next sample to the output.
//
// If we pop (read) a sample increment and wrap
// around the read pointer if needed.
//
assign data_out = memory[rd_ptr];
always @(posedge wb_clk)
    if (wb_rst) begin
        rd_ptr <= 0;
    end else begin
        if (pop) begin
            rd_ptr <= rd_ptr + 1;
            if (rd_ptr >= depth-1) begin
                rd_ptr <= 0;
            end
        end
    end
end
```

2 FIFO Testing

2.1 Run Simulations

Several different simulators were used to verify the RTL. The test bench is self checking and indicates pass/fail for both individual tests and the overall test run.

2.1.1 Icarus Verilog

This is the primary tool since it is free and runs everywhere. To run the simulation with this tool use `run_iverilog.sh`

2.1.2 Modelsim

- There is a `run_modelsim.sh` script that will execute the simulation via the modelsim command line options
- If the modelsim GUI is started, the `modelsim.do` file will run and produce the waveforms

2.1.3 Xcelium

The `run_xcelium.sh` will run the simulation with the Cadence Xcelium tools if you have access to them.

2.2 Cleaning Up

- The `clean_up.sh` script will remove all produced output from any of the simulations or documentation tools