

## LAB 6: RLE ENCODER (DATA COMPRESSION)

Logic of my code, I have created a signal `prev_char` which stores the character in the previous clock cycle i.e. the character just before the current input, also I have created a count variable of type integer which keeps the count of the current character, that is the value of the count is handled as:

If `prev_char` is equal to the input (current character) then I incremented the count by 1, and after incrementing I check whether the `prev_char` is equal to ESC and count 6 then the output corresponding to this is ESC 6 ESC which is store in buffer which I have created as a variable as 1536 downto 0 (how output is given is explained later) and the value of count is set to 0.

Now I check for If the `prev_char` is not equal to ESC i.e. according to problem statement it can either be the small alphabet or the space

character. So after checking whether the prev\_char not equal to ESC and count = 5 then output corresponding to this should be ESC 5 prev\_char which is stored in buffer at correct position. This were the case with prev\_char = input.

Now lets see the other case that is with prev\_char not equal to input. Here we know that the value of count will be from [0,5] the count value 0 should be discarded. And other should be printed with correct format.

Here I have checked if prev\_char is ESC then for count>0 put ESC count ESC in the buffer.

Now the cases other than ESC, if count = 1 then put prev\_char in buffer for count = 2 put prev\_char prev\_char in buffer. And for count between (2,6) put ESC count prev\_char in buffer.

And then set the value of count = 1 and prev\_char <= input.

## IMPLEMENTATION OF BUFFER

I have created a variable named `buffer_v` of size 1536 down to 0. The value 1536 is taken by  $64 \times 3 \times 8$ , this variable will be used as buffer which will store the output that should be given in order.

I have created 2 variables `l`, `r` which are the pointers to the positions in the buffer. The `l` value points the position whose value should be output and the value of `r` points to the position where the new output should be buffered that is stored.

Now how am I giving the output?

When `l+5` less than `r` then there is a byte in buffer which is to be given as output in current clock cycle. And also the value of valid given as output should be 1 and increment `l` by 8.

Else the nothing should be given as output that is the output given should be "UUUUUUUU". And that of valid should be 0.

## IMPLEMENTATION OF TESTBENCH

In the testbench first the value of in std\_logic for rst = 1 is given as:

rst = 1    clk = 0        input = "00000000";

rst = 1    clk = 1        input = "00000000";

rst = 0    clk = 0        input = "00000000";

then opened the input file i.e input.txt and I have implemented a :

while loop for line\_count<129;

if line\_count = 0 open the output.txt in write\_mode.

Now I increment line count by one.

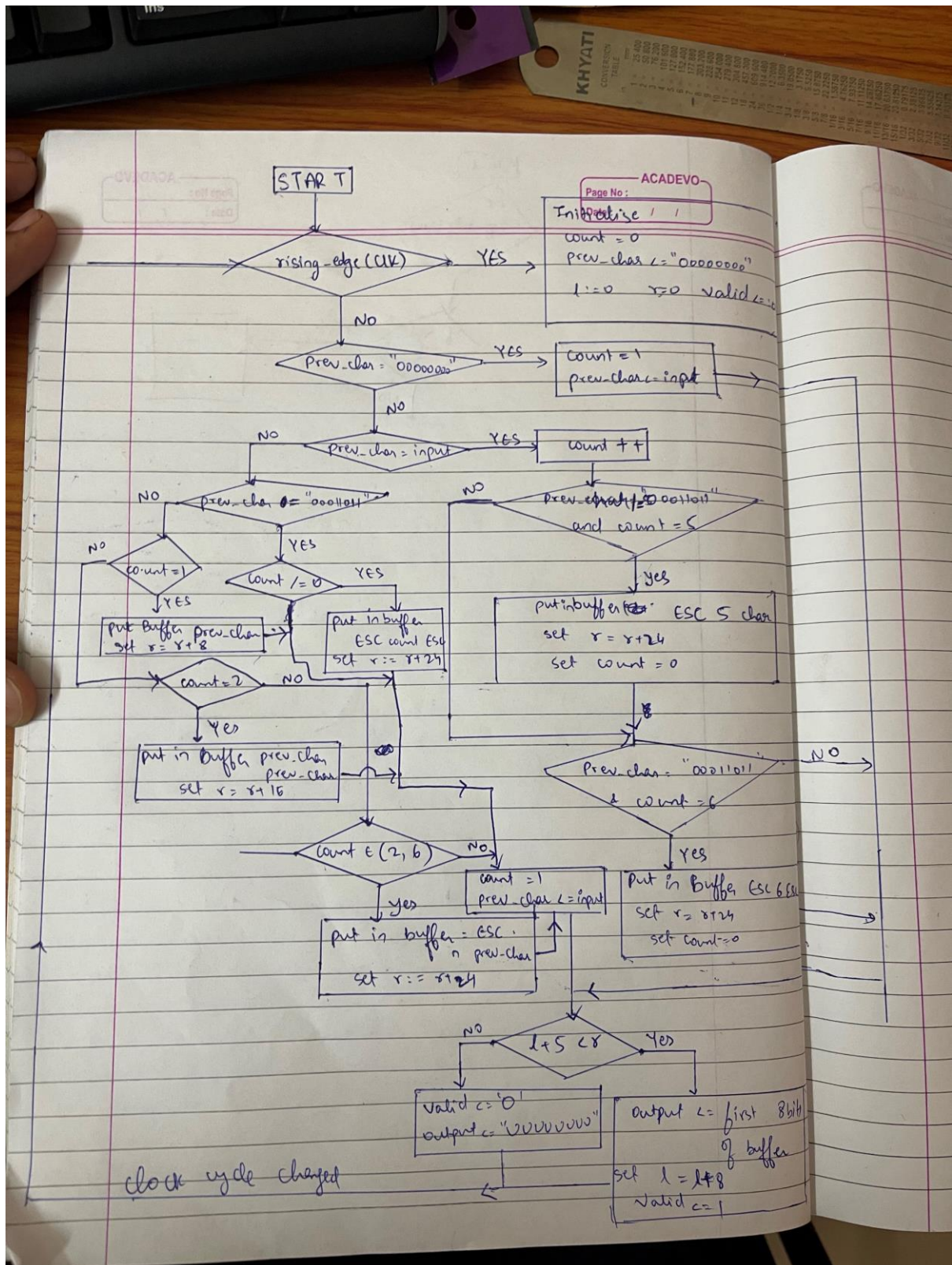
if line\_count<65 read from the input file and give the line as input to the code.

If line\_count=65 then close input file and I have given input as "00000000" which will not be counted in my code (the way I framed the code).

If line\_count>65 just give the input as "00000000" just give input as "00000000"

Now for valid = "1" write the output in the output.txt file. else do nothing.

At end close the output.txt file.



**THE END**