

Experiment-7

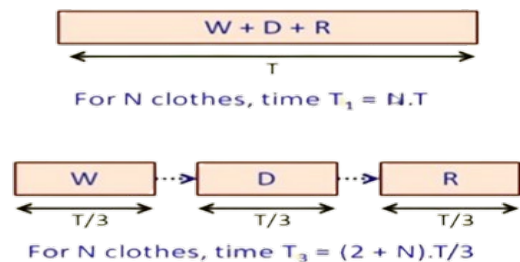
Aim:- Design and implementation of a pipeline architecture in verilog.

Prerequisites:- A fair understanding of pipeline concept and verilog language.

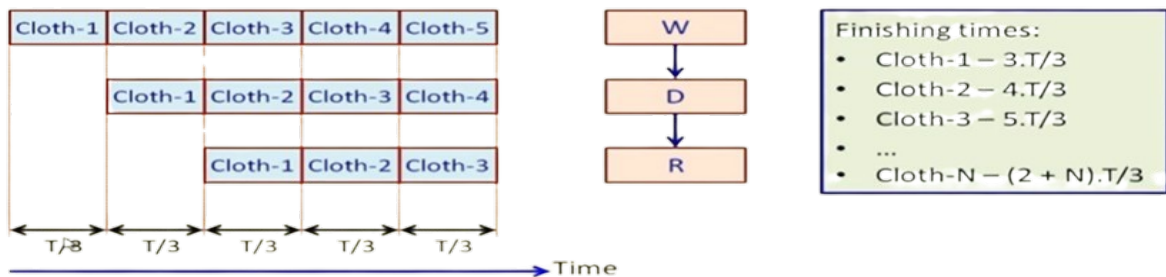
Theory:- Pipelining is a technique used in modern processors to improve performance by executing multiple instructions simultaneously. It breaks down the execution of instructions into several stages, where each stage completes a part of the instruction. These stages can overlap, allowing the processor to work on different instructions at various stages of completion, similar to an assembly line in manufacturing.

A Real-life Example

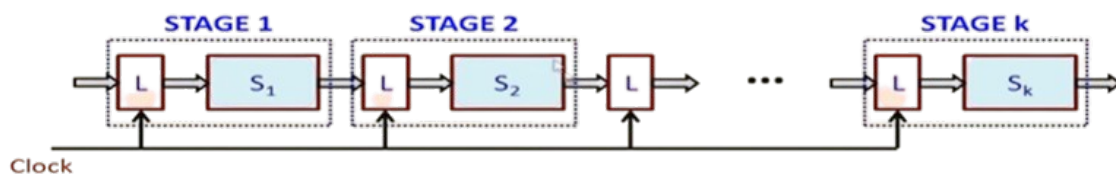
- Suppose you have built a machine M that can wash (W), dry (D), and iron (R) clothes, one cloth at a time.
 - Total time required is T .
- As an alternative, we split the machine into three smaller machines M_W , M_D and M_R , which can perform the specific task only.
 - Time required by each of the smaller machines is $T/3$ (say).



How does the pipeline work?



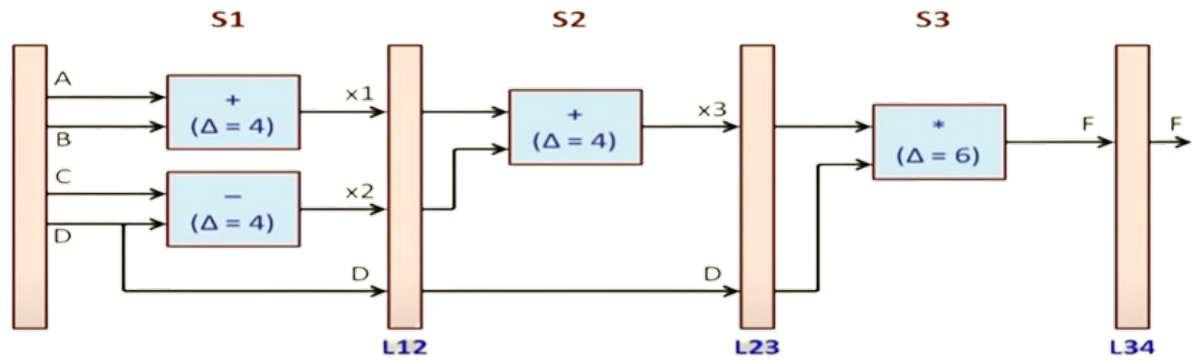
Model of a Synchronous k-stage Pipeline



- The latches are made with master-slave flip-flops, and serve the purpose of isolating inputs from outputs.
- The pipeline stages are typically combinational circuits.
- When **Clock** is applied, all latches transfer data to the next stage simultaneously.

A Simple Example

- We consider the example of a very simple 3-stage pipeline.
 - Four N -bit unsigned integers A , B , C and D as inputs.
 - An N -bit unsigned integer F as output.
 - The following computations are carried out in the stages:
 - a) $S1$: $x1 = A + B$; $x2 = C - D$;
 - b) $S2$: $x3 = x1 + x2$;
 - c) $S3$: $F = x3 * D$;
 - Point to note:
 - Input D is used in $S1$ as well as $S3$.
 - So the value of D must be forwarded to $S2$ and then to $S3$.



```

module pipe_ex (F, A, B, C, D, clk);
    parameter N = 10;

    input [N-1:0] A, B, C, D;
    input clk;
    output [N-1:0] F;
    reg [N-1:0] L12_x1, L12_x2, L12_D, L23_x3, L23_D, L34_F;

    assign F = L34_F;

    always @(posedge clk)
        begin
            L12_x1 <= #4 A + B;
            L12_x2 <= #4 C - D;
            L12_D <= D;                                     // ** STAGE 1 **
        end

```

**Pipeline
Modeling**

```

            L23_x3 <= #4 L12_x1 + L12_x2;
            L23_D <= L12_D;                                // ** STAGE 2 **

            L34_F <= #6 L23_x3 * L23_D;                    // ** STAGE 3 **
        end
    endmodule

```