

Verilog HDL Design, Simulation & Synthesis of Round Robin Arbiter (Fixed Time Slices)

Video Lecture Link



- ☐ What is an Arbiter?
- ☐ Applications/ Examples
- ☐ Advantages/Disadvantages
- ☐ Verilog HDL Design
- ☐ Synthesizing the Design
- ☐ Test Bench Design
- ☐ Analysing Simulation Waveforms

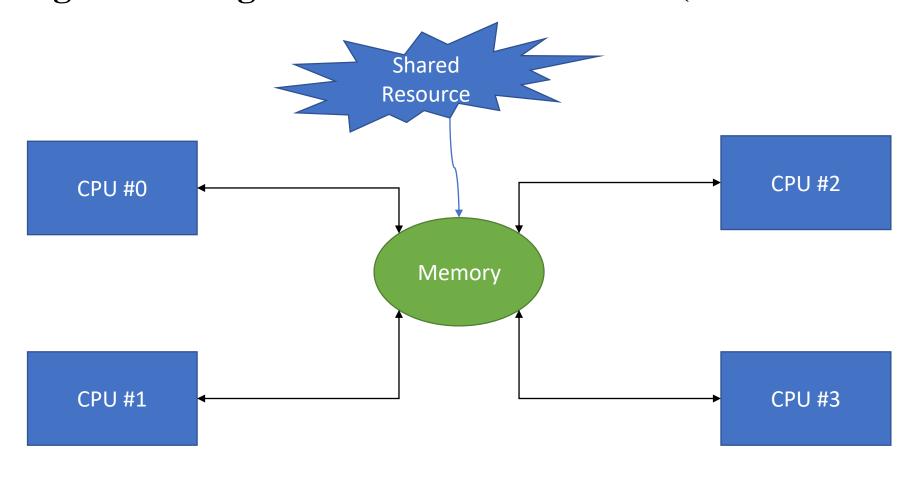


Figure #01: Shared Resource Access by 4 CPUs



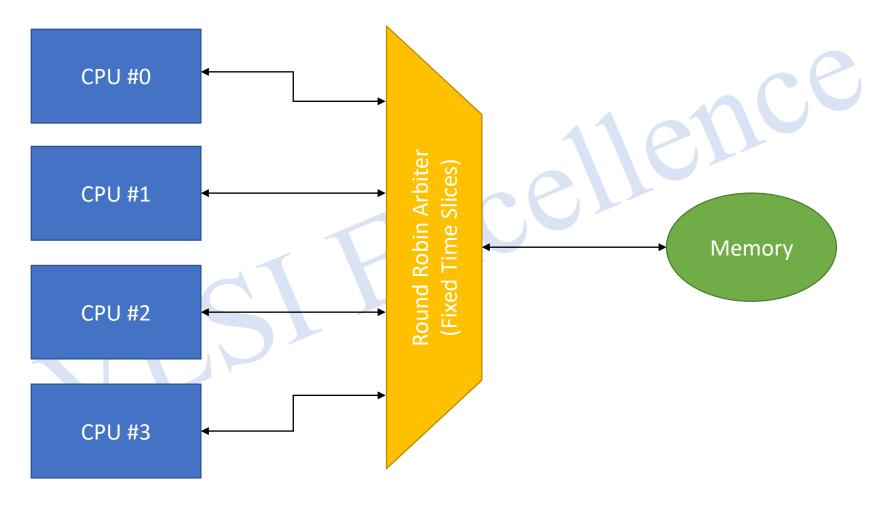


Figure #02: Application of Arbiter to Access a Shared Resource





Figure #03: Arbiter Block Diagram

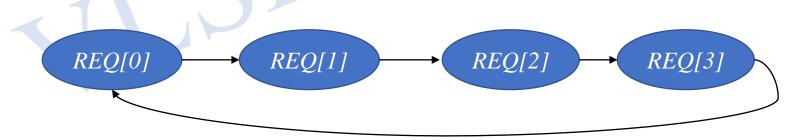


Figure #04: Arbiter Finite State Machine



Applications/Examples:

- 1. Accessing a memory location by multiple process
- 2. Routers where users are competing for a switch



Advantages and Disadvantages of Round Robin Arbiter (Fixed Time Slices)

Advantage:

Shared resource is allocated uniformly to all requesters and hence does not led the requesters to starvation

Disadvantage:

Since, all requesters are treated equally, we can not give importance to a specific requester



Specification:

- 1. The arbiter takes 4 input requests and outputs a single grant in the form of ONE HOT
- 2. Round Robin Scheduling $REQ[0] > REQ[1] > REQ[2] > REQ[3] > REQ[0] \dots$



Verilog HDL Design and Test-Bench Simulation:

We will be using **EDA Playground (https://www.edaplayground.com)** to design Fixed Priority Round Robin Arbiter in Verilog HDL.

Synthesis using Open Source Synthesis Tool: Yosys (Available in EDA Playgound)

Simulation using Open Source Simulation Tool: Riviera (Available in EDA Playground)

Verilog Project Link



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