

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

Video Lecture [Link](#)

Verilog HDL Design of Round Robin Arbiter (Variable Time Slices)

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

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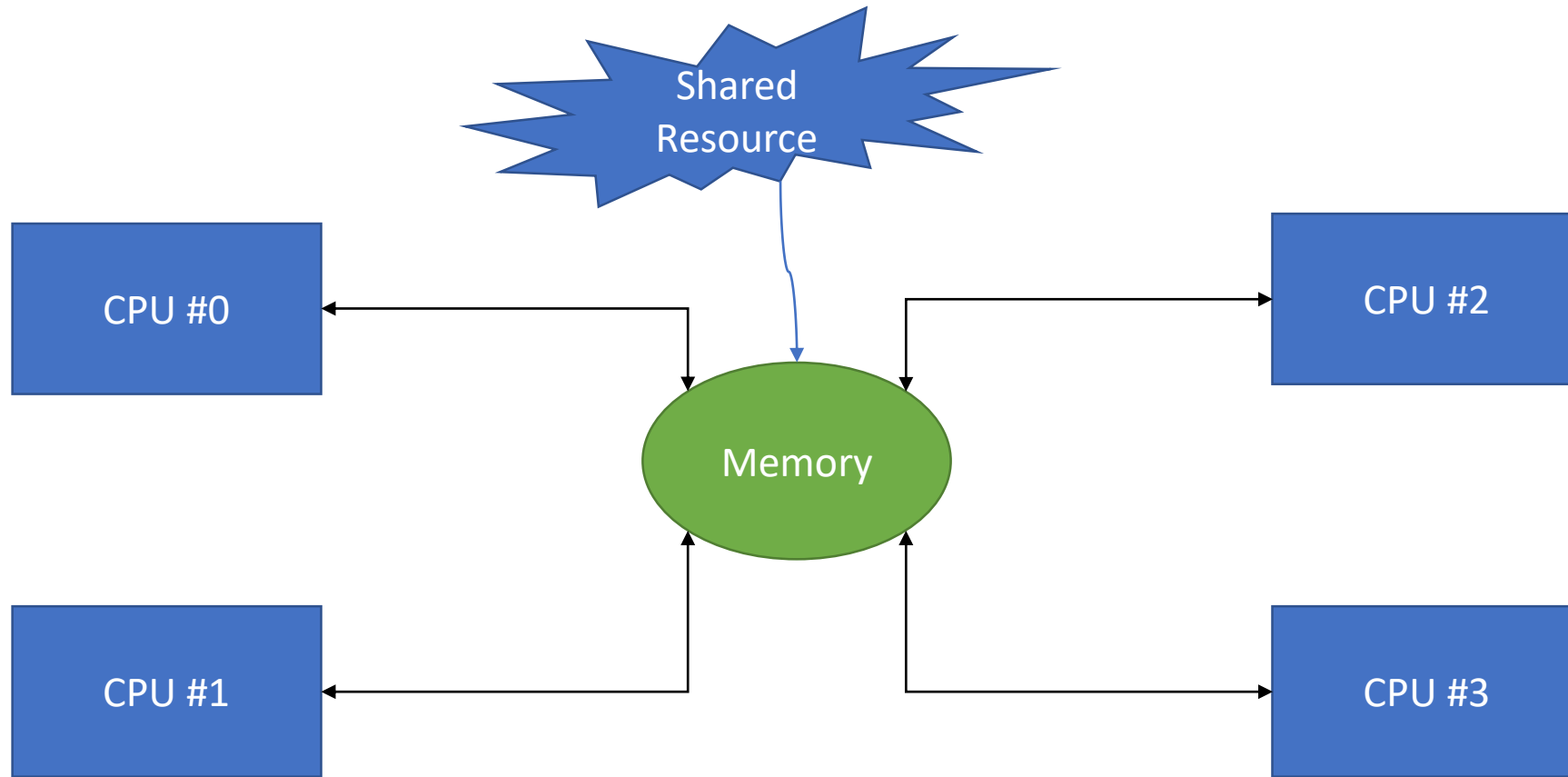


Figure #01: Shared Resource Access by 4 CPUs

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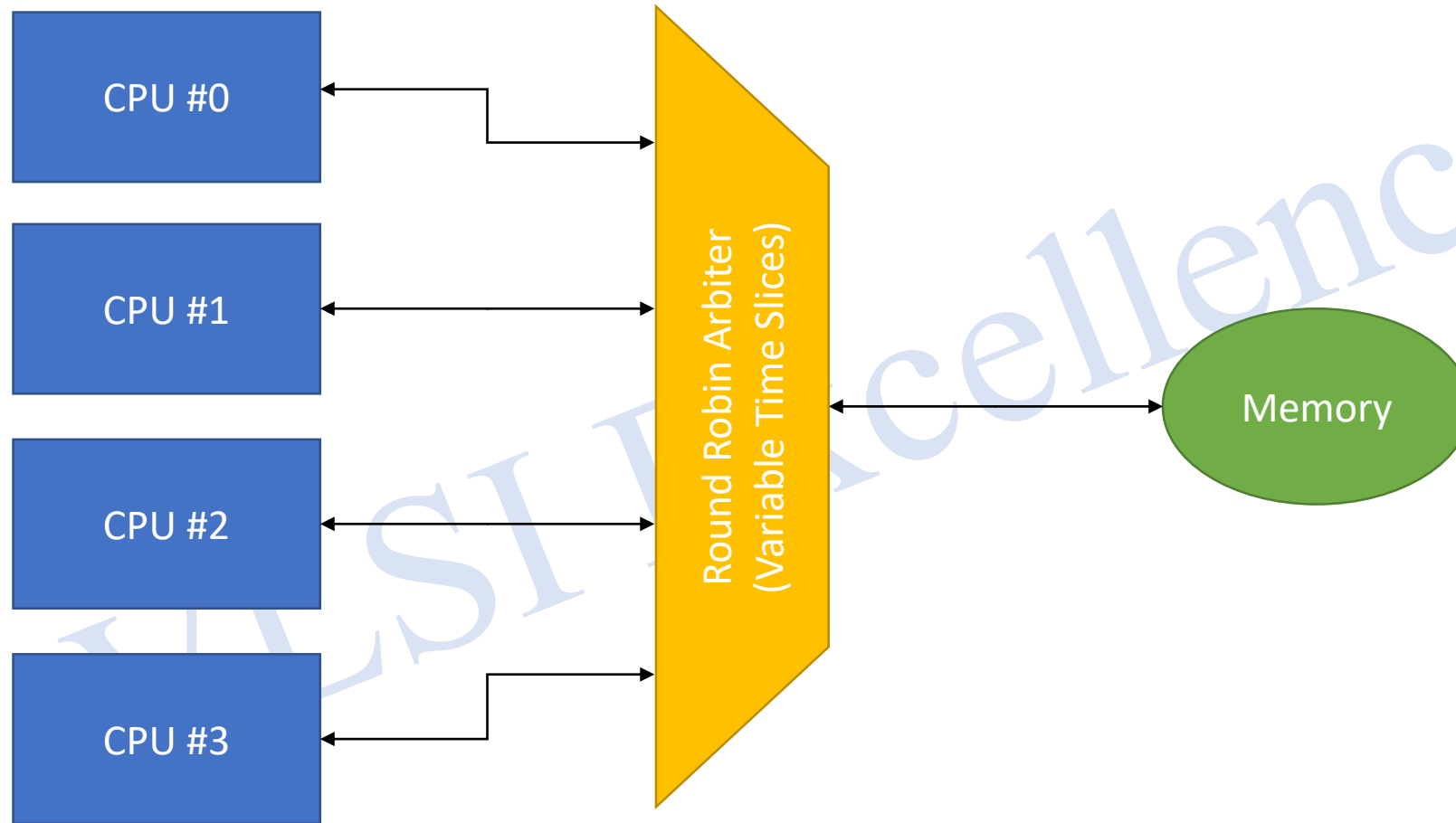


Figure #02: Application of Arbiter in Accessing Shared Resource

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Figure #03: Arbiter Block Diagram

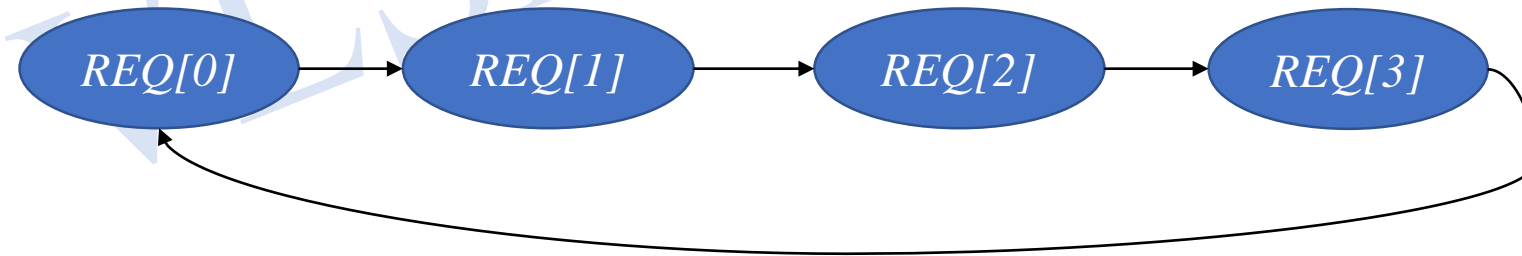


Figure #04: Arbiter Finite State Machine

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Applications/Examples :

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

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

Advantage:

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

Disadvantage:

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

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Specification:

1. The arbiter takes 4 input requests and outputs a single grant in the form of ONE HOT
2. Round Robin Scheduling $REQ[0] > REQ[1] > REQ[2] > REQ[3] > REQ[0] \dots$
3. 4 clock cycles are allocated to each requester
4. However, to save the time the 4 clock cycle slices are variable in nature
5. That means, if a particular requester is only using the shared resource for 2 clock cycles then the another 2 clock cycles can be allocated to the next requester. Hence saving the time

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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 Playground)

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

Verilog Project [Link](#)

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Thank You !!!