

$$3840 \times 2160 \times 60\text{fps} \times 16\text{bit} \div 8\text{bit}$$

$$= 995,328,000 \text{ B/s}$$

$$\approx 995 \text{ MB/s}$$

| | Input B/w | Output B/w |
|--------------|-----------|------------|
| TSD | | 10 MB/s |
| Mpeg | 10 MB/s | 995 MB/s |
| de-Interlace | 995 MB/s | 995 MB/s |
| Scaler | 995 MB/s | 995 MB/s |
| Mixer | 995 MB/s | 995 MB/s |
| GA | X | X |
| CPU | 100 MB/s | |
| 출력 | | 995 MB/s |

다 더하면 8080 MB/s

$$128\text{bit 버스 이므로} \rightarrow 8080 \div 128 \times 8 = 505 \text{ Mbps}$$

$$\Rightarrow 605 \text{ MHz}$$

2.

```
module ff(out, a, b, s);
```

```
input [3:0] a, b;
```

```
input [2:0] s;
```

```
output reg [4:0] out;
```

```
always @(a, b, s)
```

```
begin
```

```
case (s)
```

```
    3'b000: out = a;
```

```
    3'b001: out = a+b;
```

```
    3'b010: out = a-b;
```

```
    3'b011: out = a/b;
```

```
    3'b100: out = a%b;
```

```
    3'b101: out = a<<1;
```

```
    3'b110: out = a>>1;
```

```
    3'b111: out = (a>b);
```

```
    default: $display("Invalid");
```

```
endcase
```

```
end
```

```
endmodule
```

```
module stimulus;
```

```
reg [3:0] A, B;
```

```
reg [2:0] S;
```

```
wire [4:0] OUT;
```

```
ff example(OUT, A, B, S);
```

```
initial
```

```
begin
```

```
    A=4'b0001; B=4'b0010;
```

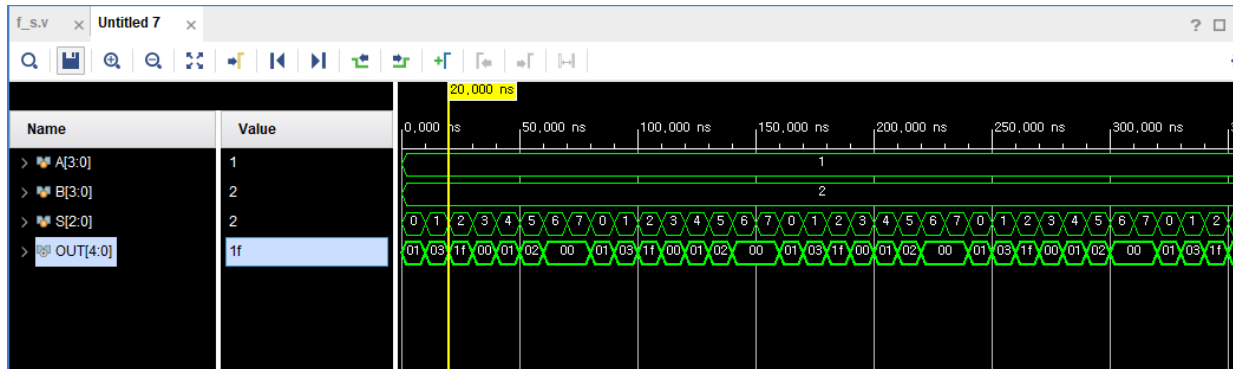
```
    S=3'b000;
```

```
end
```

always

```
#10 S=S+1'b1;
```

endmodule



3.

```
module example( z, x, clock, clear);
```

```
output z;
```

```
reg z;
```

```
input x;
```

```
input clock, clear;
```

```
parameter S0 = 3'd0 ,
```

```
        S1 = 3'd1 ,
```

```
        S2 = 3'd2 ,
```

```
        S3 = 3'd3 ,
```

```
        S7 = 3'd7;
```

```
reg [2: 0] state;
```

```
reg [2: 0] next_state;
```

```
always @(posedge clock)
```

```
    if( clear )
```

```
        state <= S0;
```

```
    else
```

```
        state <= next_state;
```

```
always @(state)
```

```
begin
```

```
    z = 1'd0;
```

```
    case(state)
```

```
        S0 : ;
```

```
        S1 : ;
```

```
        S2 : ;
```

```
        S3 : ;
```

```
        S7 : z = 1'd1;
```

```
    endcase
```

```
end
```

```
always @(state or x) // next state 를 결정하는 로직
begin
```

```
    case(state)
```

```
        S0 : if(x)
```

```
            next_state = S1;
```

```
        else
```

```
            next_state = S0;
```

```
        S1 : if(x)
```

```
            next_state = S3;
```

```
        else
```

```
            next_state = S2;
```

```
        S2 : if(x)
```

```
            next_state = S0;
```

```
        else
```

```
            next_state = S7;
```

```
        S3 : if(x)
```

```
            next_state = S2;
```

```
        else
```

```
            next_state = S7;
```

```
        S7 :
```

```
            next_state = S0;
```

```
    endcase
```

```
end
```