

Verilog HW#4: Sequential Controller Design



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6/1/2020

Verilog HW#4

- ❑ Goal: Design a synchronous circuit with a finite state machine that reads an 8 elements 8-bit signed integer array from its input port, computes the maximal sum of all its subsequences, and output the maximal sum through its output port.
- ❑ Deadline: 6/17, 23:55pm. You must upload your Verilog module to the E3 website by the deadline.

Maximal Subsequence Sum Example

- For example, if the input sequence is

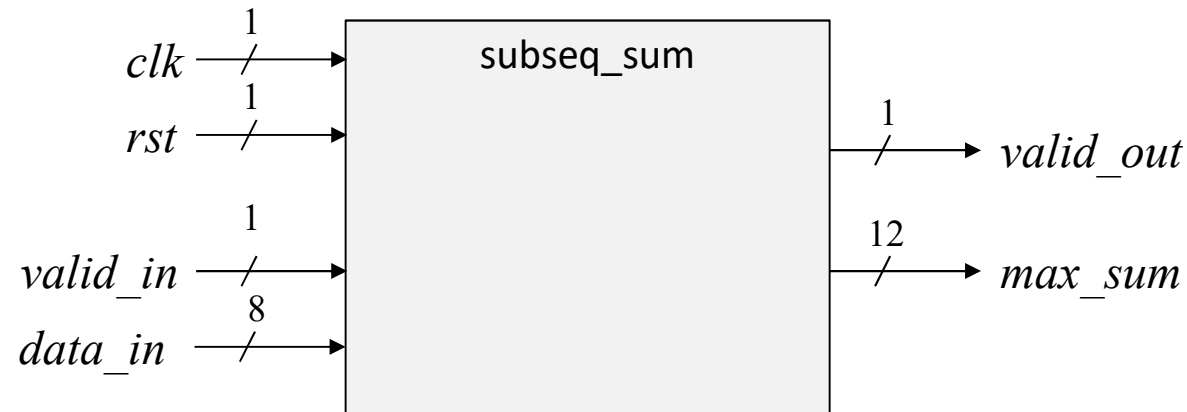
$$\{ -7, 1, -3, 2, -1, 1, 3, -5 \},$$

the maximal-sum subsequence sum should be the sum of $\{ 2, -1, 1, 3 \}$ which equals 5.

- Note that you can assume that **at least one of the number in the input array will be positive**, so the output is always a positive number.

Block Diagram of the Module

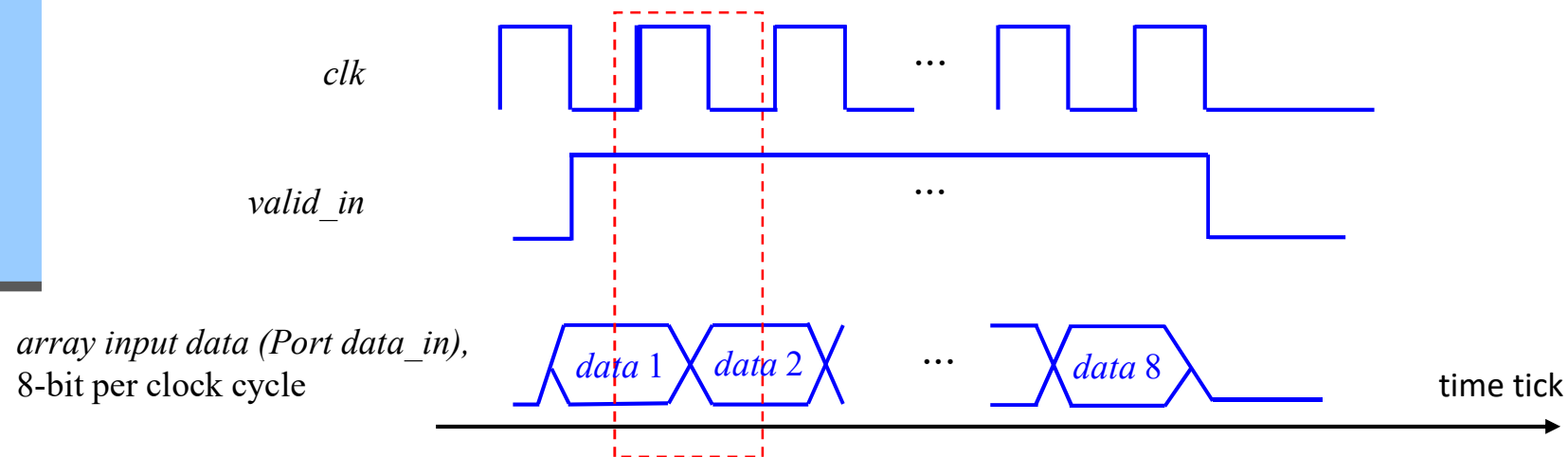
- ❑ Your module should be called `subseq_sum`, as follows:



- `clk` is the **100MHz** reference clock.
- `rst` is the reset signal for the circuit.
- `data_in` is the input ports for two 1×8 vectors.
- `sum` is the output port for the maximal sum value.
- `valid_in` and `valid_out` are the same as in HW#03.

Input of the array

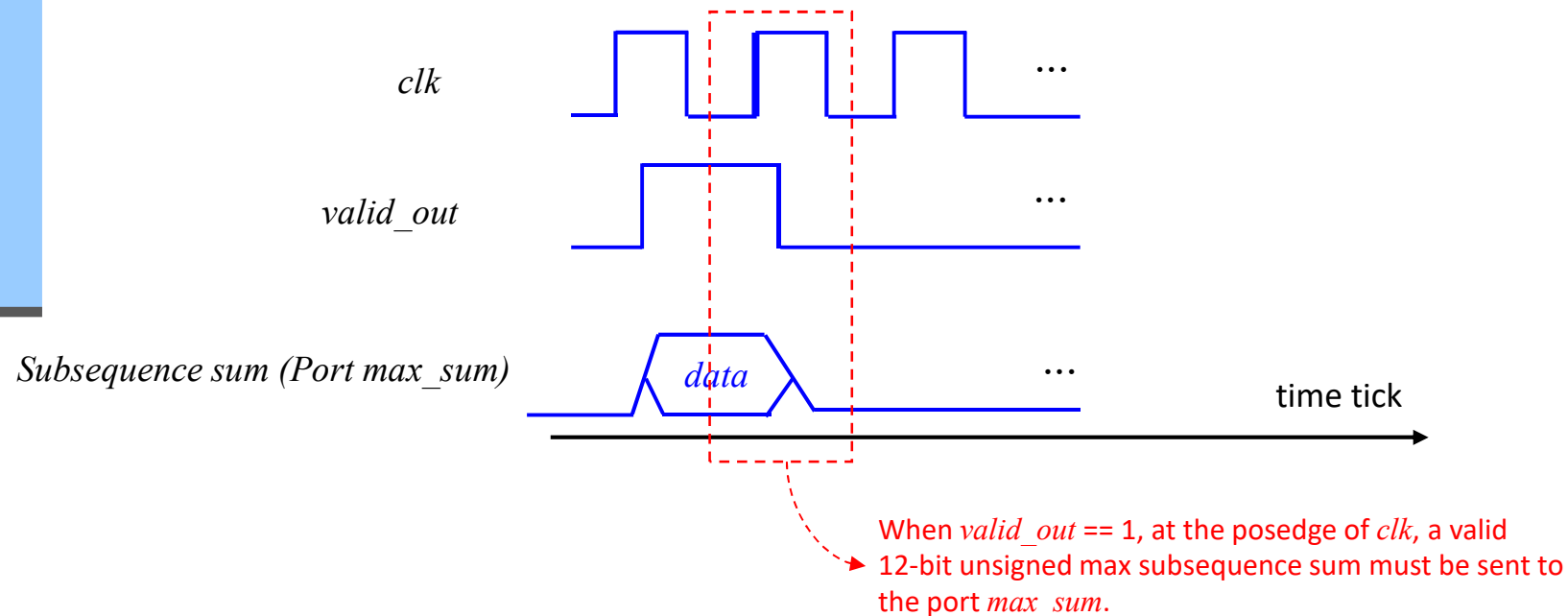
- ❑ The input interface is like that in HW#03, except you only have 8 signed 8-bit numbers to read
- ❑ The input must be read into a register array in your circuit for further processing



When *valid_in* == 1, at each posedge of *clk*, there will be a valid 8-bit number on the input port. It will take 8 cycles for you to read the input array.

Output of the Max Sum

- ❑ After computing the maximal subsequence sum, your circuit should send the result to the port *max_sum*.
 - You must raise the *valid_out* signal to inform the testbench the transmission of the output value:



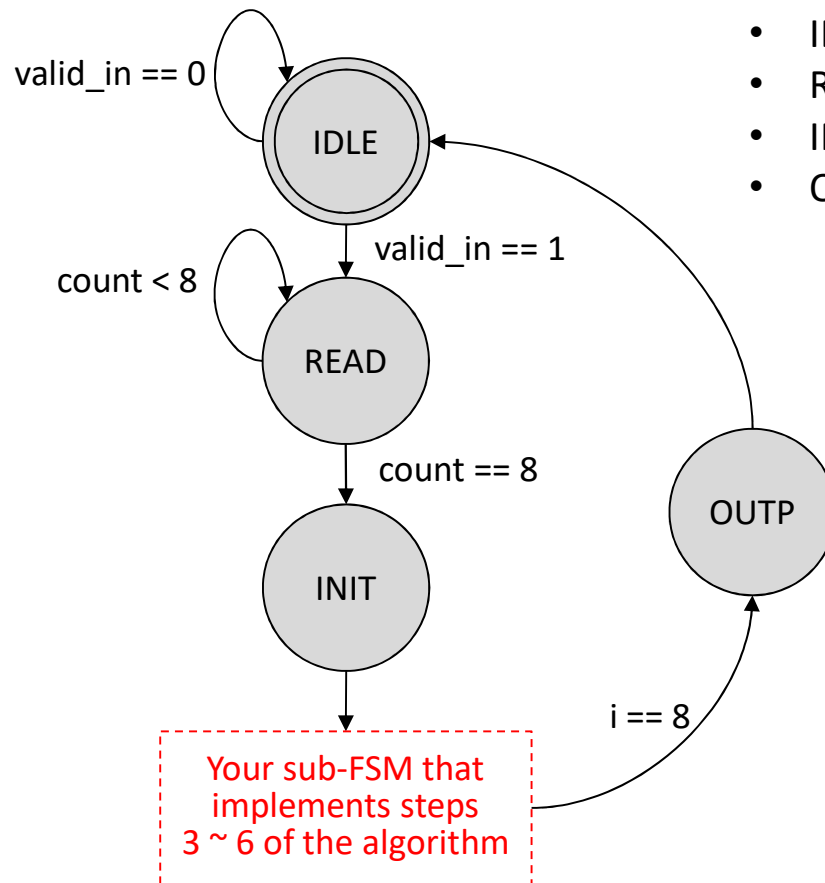
The Algorithm

- ❑ You must implement the following algorithm using a finite-state machine:

1. Read 8 numbers from input, and store them in $n[]$.
2. Set $i \leftarrow 0$, $\text{partial_sum} \leftarrow 0$, $\text{max_sum} \leftarrow 0$.
3. $\text{partial_sum} \leftarrow \text{partial_sum} + n[i]$.
4. if ($\text{partial_sum} < 0$) then $\text{partial_sum} \leftarrow 0$.
5. if ($\text{max_sum} < \text{partial_sum}$) $\text{max_sum} \leftarrow \text{partial_sum}$.
6. if ($i < 8$) then $i \leftarrow i + 1$, go to step 3.
7. Output the value max_sum .

Sample FSM

- A template of the FSM is as follows:



- IDLE: waiting for new input data
- READ: read input data into a register array
- INIT: $i \leftarrow 0$, $\text{partial_sum} \leftarrow 0$, $\text{max_sum} \leftarrow 0$
- OUTP: send max_sum to the output port

Requirements for Verilog HW#4 (1/2)

- ❑ The module you designed must be declared as follows:

```
module subseq_sum(input clk,
                  input rst,
                  input valid_in,
                  input signed [7:0] data_in,
                  output valid_out,
                  output unsigned [11:0] max_sum);

    /* Implement your design here. */
endmodule
```

- ❑ Your circuit must be able to perform subsequence sum repeatedly every time *valid_in* is set.
 - Note: the sample testbench TAs provided on E3 only tests your circuit once, you must try repeated testing by yourself!

Requirements for Verilog HW#4 (2/2)

- ❑ You can assume that once *valid_in* is set, it is guaranteed to last for 8 clock cycles.
- ❑ You can assume that at least one of the number in the input array will be positive.
- ❑ You **shall not** use for-loops in your module. All iterative operations shall be done through the FSM.
- ❑ You can design your own FSM freely, you do not have to use the template on page 8.