FPGA PROCESSOR IMPLEMENTATION FOR THE FORWARD KINEMATICS OF THE UMDH

THESIS

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Dr. Kuldip Rattan	2 Dec 97 date
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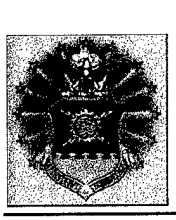

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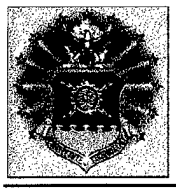

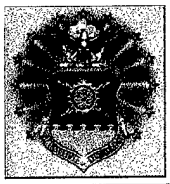

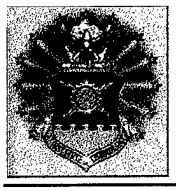

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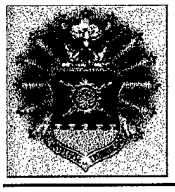

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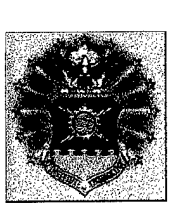
Abstract

The focus of this research was on the implementation of a forward kinematic algorithm for the Utah MIT Dexterous Hand (UMDH). Specifically, the algorithm was synthesized from mathematical models onto a Field Programmable Gate Array (FPGA) processor. This approach is different from the classical, general-purpose microprocessor design where all robotic controller functions including forward kinematics are executed serially from a compiled programming language such as C. The compiled code and subsequent real-time operating system must be stored on some form of nonvolatile memory, typically magnetic media such as a fixed or hard disk drive, along with other computer hardware components to allow the user to load and execute the software. With a future goal of moving the controllers to a portable platform like a dexterous prosthetic hand for amputee patients, the application of such a hardware implementation is impossible.

Instead, this research explores a different implementation based on a modular approach of dedicated hardware controllers. The controller for the forward kinematics of the UMDH is used as a test case. The resulting FPGA processor replaces a robotic system's burden of repetitive and discrete software system calls with a stand-alone hardware interface that appears more like a single hardware function call. The robotic system is free to tackle other tasks while the FPGA processor is busy computing the results of the algorithm.

The forward kinematic algorithm for the UMDH was chosen as test case due to its familiarity among the academic community. Although considerable time was spent deriving the equations, the specifics of the UMDH algorithm itself was not the focus of this thesis. Rather, the focus was on the implementation of such an extensive and complex algorithm onto an FPGA processor. Forward kinematic algorithms from other portable robotic devices such as planetary rovers, flight line bomb loaders, or teleoperation systems could have been implemented just as well.

This thesis is divided into three parts. First, the UMDH is examined and the forward kinematic equations for it are developed. This stage will be different for every robotic system, but the process will remain the same. Second, the resulting equations are evaluated for maximum and minimum numeric ranges and amounts of desired precision. This information is used in the third part, where mathematical, memory storage, and controller functional units are developed. Specifically, VHDL models are created, simulated, synthesized, and placed into an FPGA processor.



1. Introduction

1.1 Background

Although robotic devices have been in existence for many years, they were hindered due to the high computational demands until the digital computer revolution came about. Today, highly sophisticated control algorithms are written in software, usually with a real time operating system such as Chimera(Khosla), VX-Works(Wind), or Condor(Narasimhan) and executing on a VME based processor or similar dedicated hardware platform. Each part of the algorithm may be executing concurrently with other parts and may be highly repetitive in nature.

One particular part that is highly repetitive is the calculation of the forward kinematics of the device. The forward kinematics allow the angles of the device to be transformed to the spatial position and orientation of the end of the device. Even a small motion at the base of the device may cause considerable motion farther out on the tip of the device, so the transform must be calculated repetively in order to keep track of the device in Cartesian coordinates.

1.2 Problem Statement

The forward kinematics of the Utah MIT Dexterous Hand (UMDH) (Sarcos) will be developed and implemented on a Xilinx Field Programmable Gate Array (FPGA) (Xilinx). The result is a Forward Kinematic Processor for the UMDH that will autonomously calculate the results while the surrounding system performs more task specific operations.

1.3 Assumptions

Although the process used to calculate the forward kinematics is the same for most common robotic devices, there could exist a device or devices which would not easily map to the algorithms discussed. On example is a parallel linkage device like a bomb loader. It is assumed that the developed algorithm is for the UMDH specifically and that all UMDHs are mechanically identical.

1.4 Approach

The design of the Forward Kinematic Processor starts with the development of the forward kinematic algorithm specifically for the UMDH. This algorithm is evaluated for arithmetic and transcendental properties and arranged such that a minimum amount of hardware time is required. The required arithmetic and transcendental operations lead to the development of functional units to process the numeric data. The functional units are then integrated into one complete processing unit, and synthesized from VHDL code to logic blocks on a Xilinx FPGA.

1.5 Overview

The remaining chapters of this document describe the development and implementation of the Forward Kinematic Processor. Chapter 2 reviews the mathematical foundation of general forward kinematics and applies it to the specific nature of the UMDH. Chapter 3 looks at the results of Chapter 2, particularly the equations for position and orientation, and evaluates them for magnitude constraints, required precision, and operational occurrences. Chapter 4 describes the development of a VHDL model that simulates the digital hardware implementation of an application specific microprocessor that can compute the equations from Chapter 2. Chapter 5

deals with synthesizing the model directly to an Xilinx FPGA. Chapter 6 evaluates the results and Chapter 7 discusses recommendations and possible future work.

2. Literature Review and Background

2.1 Review

As mentioned in Chapter 1, a typical robotics research environment consists of a real time operating system supported by a relatively large hardware platform. The use of such a system allows researchers to quickly change various parameters of the control structure for robotic devices. Although dedicated hardware may show an increase in performance for a particular application, to build and maintain it is sometimes too much overhead for researchers whose primary focus is robotics, not hardware design (Narasimhan).

The concept of a dexterous prosthetic hand requires a contoller that moves with the device. Obviously, a generalized hardware platform would be much too large to be portable. Such area requirements may necessitate a custom hardware implementation (Narasimhan). With the hopes of a stand-alone dexterous prosthetic hand and the advent and popularity of the FPGA, it is now possible to merge the two technologies and create a truly portable solution. As the controller algorithms in the research laboratory are upgraded, they can be downloaded into the existing hardware of the hand using the reconfigurable properties of the FPGA (Xilinx).

2.2 Introduction

This chapter discusses a method to represent the mechanical attributes of a particular manipulator. This representation is then used to determine the transformation from the relative angles of each link to the 3-dimensional coordinate locations and orientations of the tip of the end link. The process, known as forward kinematics, is then applied to the unique nature of the Utah

MIT Dexterous Hand (UMDH). Specifically, the thumb mechanism of the UMDH is evaluated and the resulting control equations will form the basis for FPGA implementation in the remaining chapters.

2.3 Review of Forward Kinematic Computations and the Denavit-Hartenberg Notation (Craig)

In order to represent the mechanical attributes of any general purpose manipulator, a convention is formulated that will relate the various physical parts that make up the manipulator. It is composed of rigid links connected by joints to allow for relative motion of the neighboring links. Most manipulators have joints that are either revolute or prismatic as shown in Figure 2.1. Revolute joints are typical hinge style joints and the unit of measurement is the joint angle between the two halves of the joint. Prismatic joints are designed such that one half can slide back and forth in relation to the fixed half. The measuring unit is the joint offset between the two halves. Other possible joint configurations include cylindrical, planar, screw, and spherical (Craig:69).

Link 0 is considered to be the immobile base of the manipulator. Link 1 is the first moving part, followed by link 2, and so on out to the end link n. The axes of the joints which connect the links are measured relative to the previous axis. Each joint axis defines a vector in which the next link in the chain will rotate about. However, the link and its previous joint are given the same index. This vector is based on the coordinate frame of the previous joint. There are two quantities to measure the difference between the two axes as shown in Figure 2.2. First, the link length a_{i-1} is the distance of the line that is mutually perpendicular to both axes. Second, the link

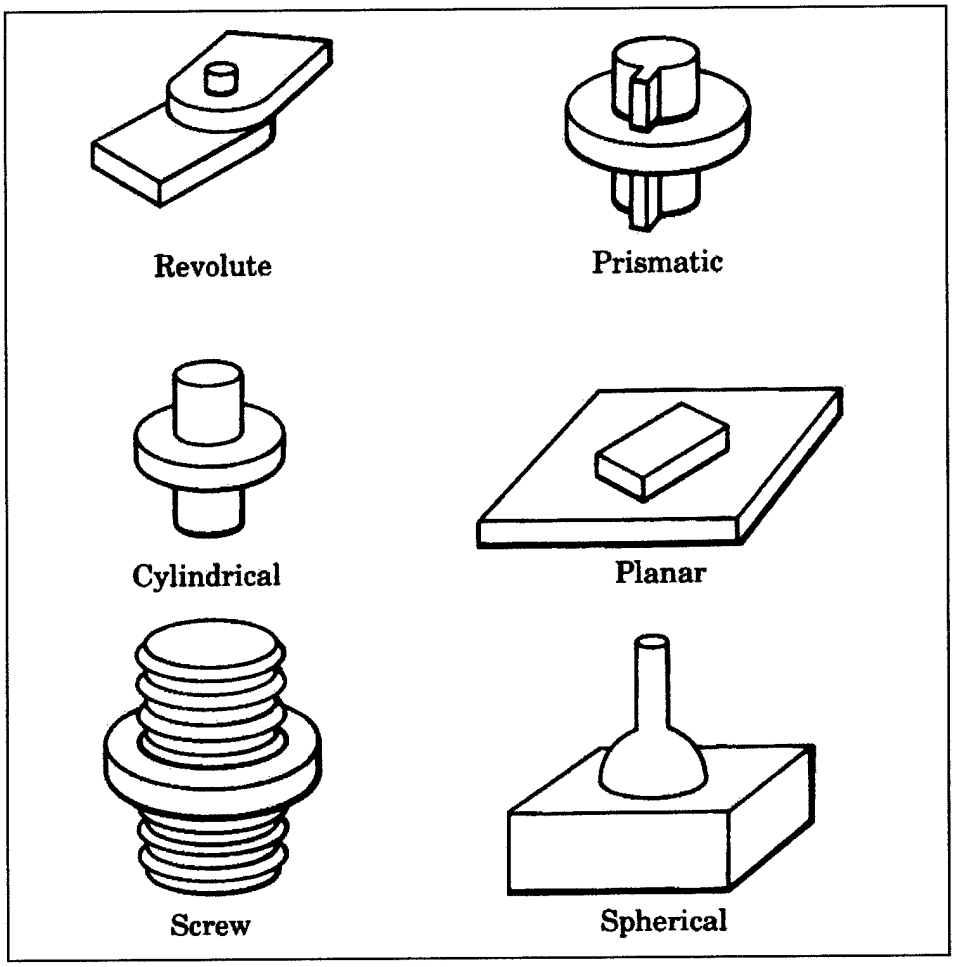


Figure 2.1. The Six Possible Joints

twist α_{i-1} is the angle between the i-1 axis and a parallel projection of the axis i onto the origin point of the perpendicular line found earlier.

For links that have a common joint between them, there are two quantities that can be measured. First, the link offset d_i is the distance between the connection points of the two links along the axis of the common joint. If this value is zero, then that implies a door like hinge. If the value is non-zero, then that implies a sort of scissors-like hinge where the two links use the same

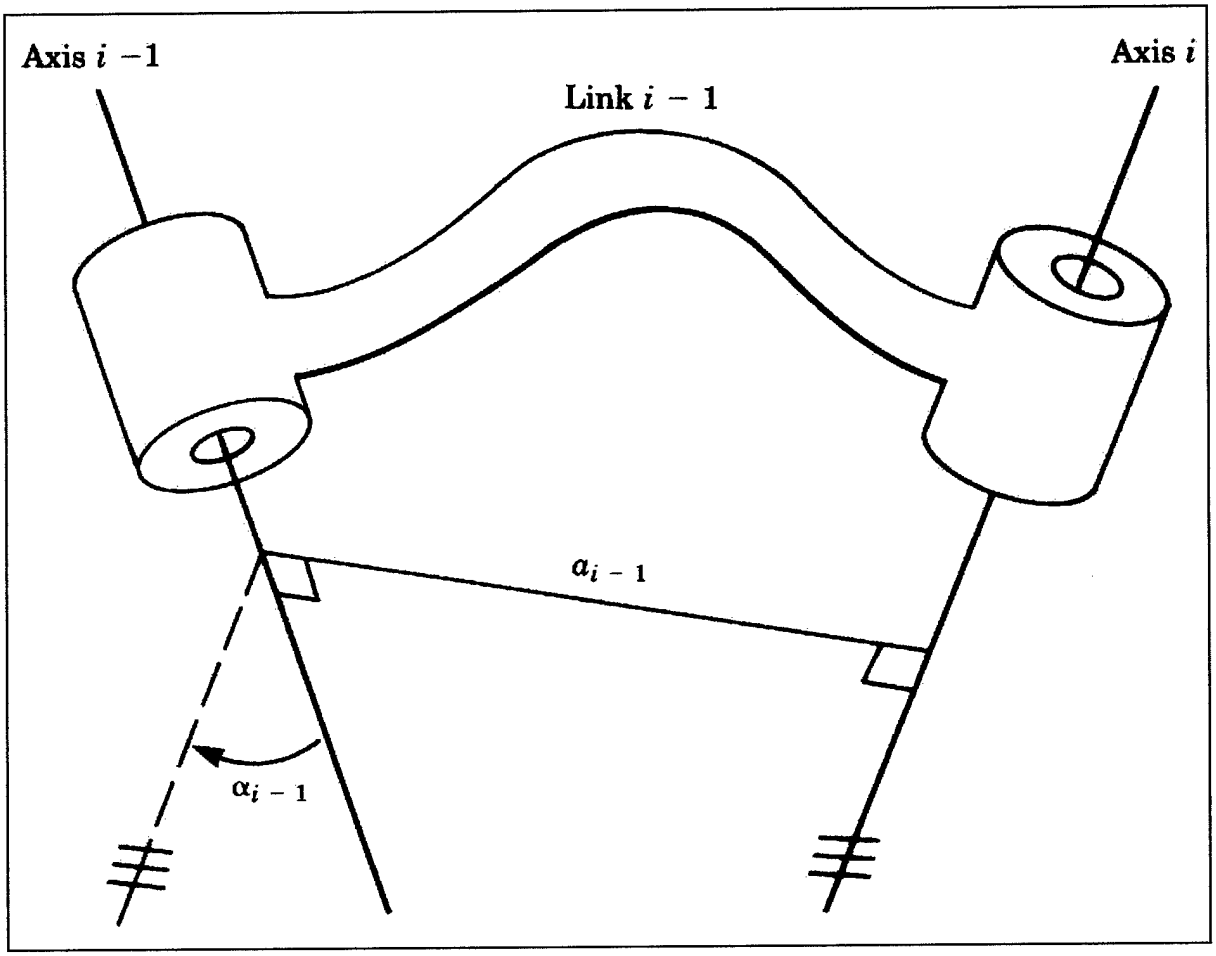


Figure 2.2. Link Length and Link Twist

value is non-zero, then that implies a sort of scissors-like hinge where the two links use the same joint but are slightly offset from each other. Secondly, the joint angle θ_i is the rotational difference between the two links about their common joint. These two quantities are shown in Figure 2.3. If the joint is revolute, then the link offset is fixed and the joint angle will be allowed to vary. Similarly, if the joint is prismatic, then the joint angle is fixed and the link offset is allowed to vary. For the first and last links, the fixed quantity will be set to zero (Craig:73).

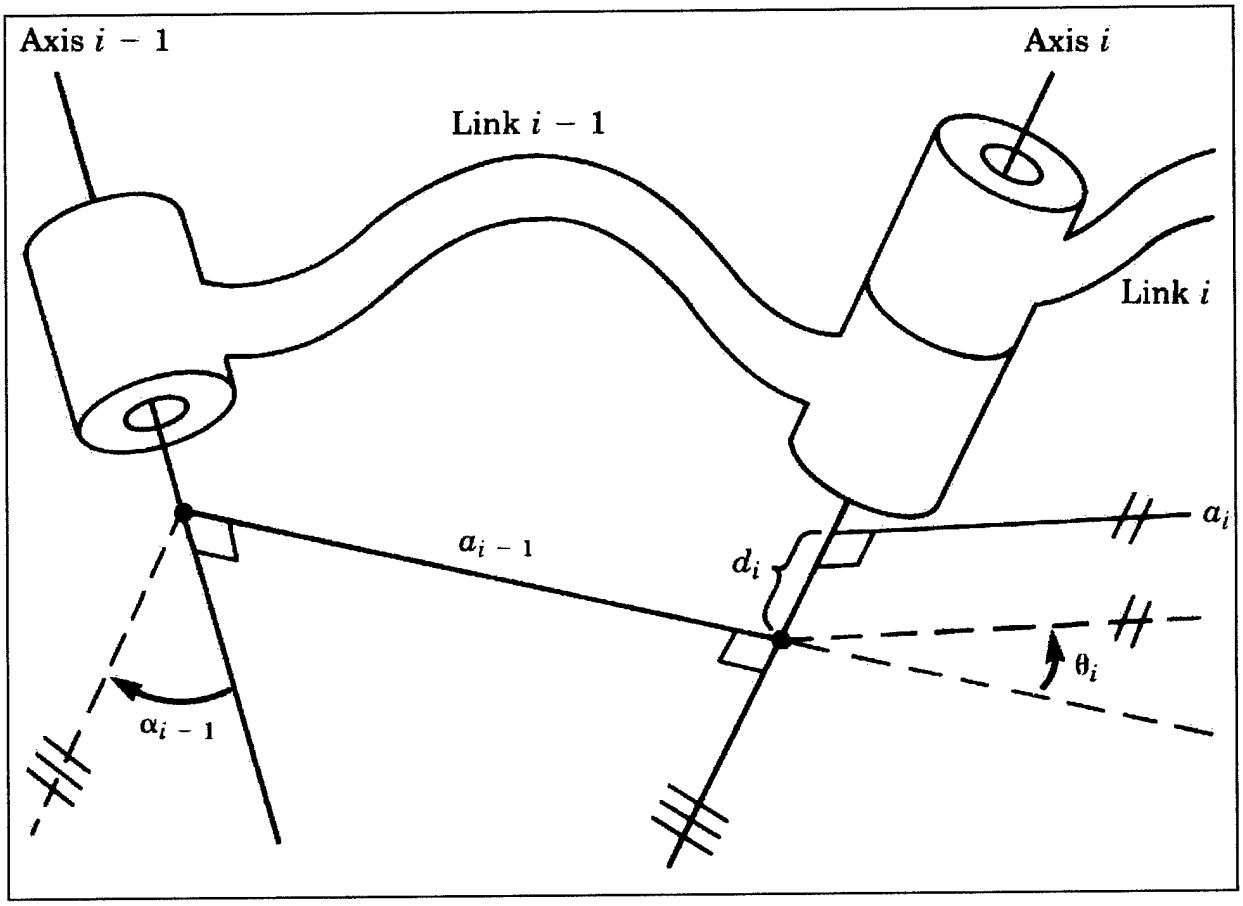


Figure 2.3. Link Offset and Joint Angle

These four quantities, link length a_{i-1}, link twist α_{i-1}, link offset d_i, and joint angle θ_i, allow for the unique description of any common manipulator. Together, they form a convention known as the Denavit-Hartenberg notation (Craig:74). The four quantities are then regularly placed into a DH table containing the information for all degrees of freedom of the manipulator (Craig:68-82; Rattan:37-44).

The next step is to relate the frames of links i and i-1. To do this, three intermediate frames are created to allow the transformation form one link to the next. Figure 2.4 shows the addition of these three frames, denoted R, Q, and P (Craig:83).

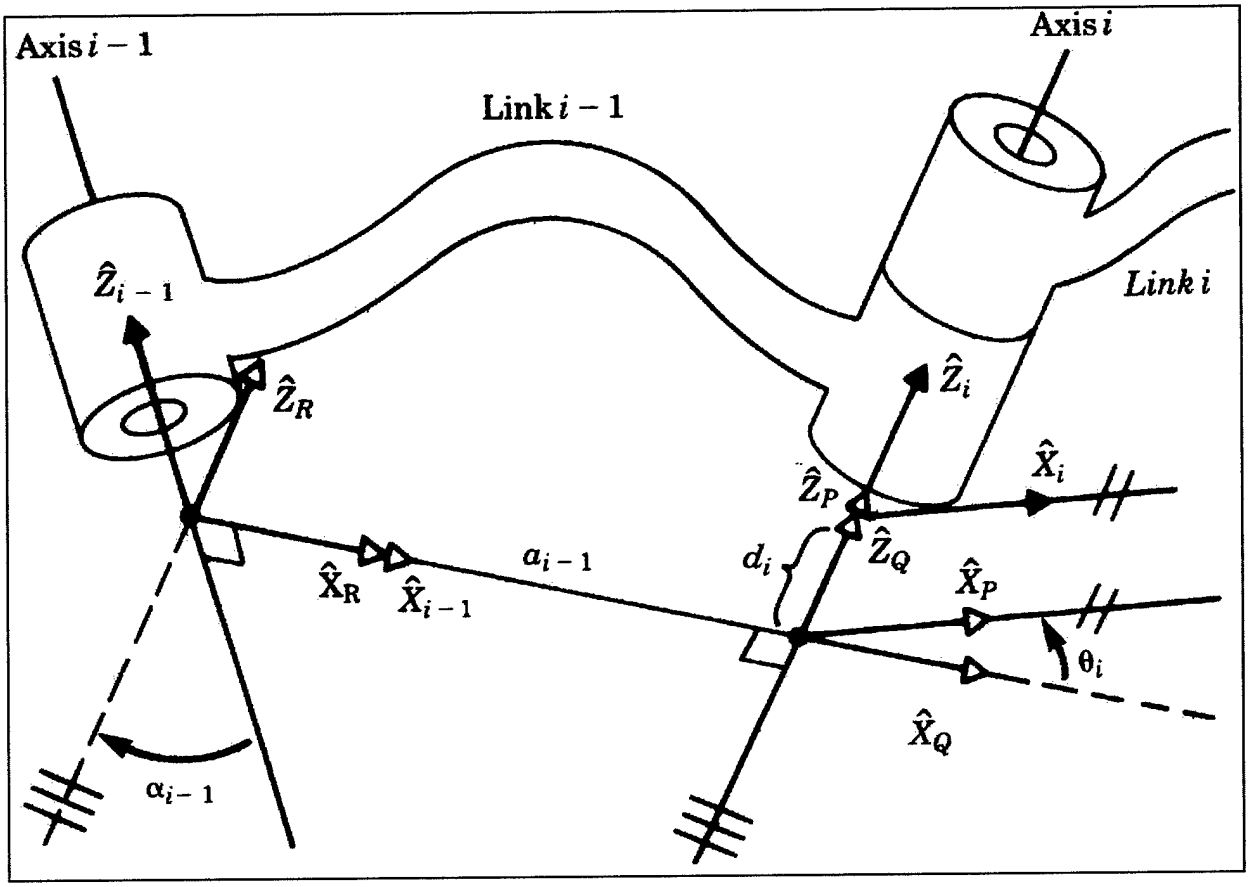


Figure 2.4 Intermediate Frames

First, the R frame is placed at the same origin as the i-1 frame but rotated about the x-axis by the link twist α_{i-1} amount. The Q frame is then placed in the same orientation as P but it is shifted along the x-axis by the link length a_{i-1} amount towards the next link. The R frame is then placed at the same origin as Q but rotated by the z-axis by the joint angle θ_i amount. Finally, the frame of link i has the same orientation as R but it is shifted along the z-axis by the link offset d_i amount towards the next link (Craig:83-84;Rattan:45-52).

Because moving from i-1 to R is a rotation, its rotational matrix is given by Equation 2.1. The transformation from R to Q is given by the positional scaling vector of Equation 2.2. Together, Equations 2.1 and 2.2 form the transformation matrix shown in Equation 2.3.

Rotation about x-axis $= \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\alpha_{i-1}) & -\sin(\alpha_{i-1}) \\ 0 & \sin(\alpha_{i-1}) & \cos(\alpha_{i-1}) \end{bmatrix}$ **Equation 2.1**

Scaling along x-asis $= \begin{bmatrix} a_{i-1} \\ 0 \\ 0 \end{bmatrix}$ **Equation 2.2**

Transform (i-1 to Q) $= \begin{bmatrix} 1 & 0 & 0 & a_{i-1} \\ 0 & \cos(\alpha_{i-1}) & -\sin(\alpha_{i-1}) & 0 \\ 0 & \sin(\alpha_{i-1}) & \cos(\alpha_{i-1}) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$ **Equation 2.3**

Similarly, moving from Q to P is a rotation. Its rotational matrix is given by equation 2.4. The transformation from P to i is given by the positional scaling vector of Equation 2.5. Together, Equations 2.4 and 2.5 form the transformation matrix shown in Equation 2.6.

Rotation about z-axis $= \begin{bmatrix} \cos(\theta_i) & -\sin(\theta_i) & 0 \\ \sin(\theta_i) & \cos(\theta_i) & 0 \\ 0 & 0 & 1 \end{bmatrix}$ **Equation 2.4**

Scaling along z-axis $= \begin{bmatrix} 0 \\ 0 \\ d_i \end{bmatrix}$ **Equation 2.5**

Transform (Q to i) $= \begin{bmatrix} \cos(\theta_i) & -\sin(\theta_i) & 0 & 0 \\ \sin(\theta_i) & \cos(\theta_i) & 0 & 0 \\ 0 & 0 & 1 & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$ **Equation 2.6**

The complete transformation is the matrix multiplication of Equations 2.3 and 2.6. This is the transformation from the i-1 to the i link and is shown in Equation 2.7.

Transform (i-1 to i) $= \begin{bmatrix} \cos(\theta_i) & -\sin(\theta_i) & 0 & a_{i-1} \\ \sin(\theta_i)\cos(\alpha_{i-1}) & \cos(\theta_i)\cos(\alpha_{i-1}) & -\sin(\alpha_{i-1}) & -\sin(\alpha_{i-1})d_i \\ \sin(\theta_i)\sin(\alpha_{i-1}) & \cos(\theta_i)\sin(\alpha_{i-1}) & \cos(\alpha_{i-1}) & \cos(\alpha_{i-1})d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$

Equation 2.7

To find the nth frame, simply multiply the transforms of each intermediate frame together as in Equation 2.8a. Equation 2.8b shows the final transformation matrix from 0 to n. The result is a 4 by 4 matrix that represents the orientation of frame n with respect to frame 0 and the

location of the last link with respect to frame 0. The first column represents the normal vector N, the second column represents the sliding vector S, the third column represents the approach vector A, and the fourth column represents the position vector P. Due to the nature of the zeros and ones in Equations 2.3 and 2.6, the fourth row will always be [0 0 0 1] (Craig:84-85; Rattan:53, 55).

$$ {}^{0}_{n}T = ({}^{0}_{1}T)({}^{1}_{2}T)({}^{2}_{3}T)\ldots({}^{n-1}_{n}T) $$

Equation 2.8a

$$ {}^{0}_{4}T = \begin{bmatrix} N_x & S_x & A_x & P_x \\ N_y & S_y & A_y & P_y \\ N_z & S_z & A_z & P_z \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.8b

If there is an extension from the last joint, such as a tool or a finger tip of length L in the case of the UMDH, the orientation is the same as the joint itself, but the position is shifted by the amount L along the normal vector n of the joint. Equations 2.9, 2.10, and 2.11 show the modification to the position vector from the last joint to get the new position vector of the end of the extension (Solanki and Rattan:72).

$$ P_x' = P_x + N_x L $$

Equation 2.9

$$ P_y' = P_y + N_y L $$

Equation 2.10

$$P_z' = P_z + N_z L$$

Equation 2.11

2.4 UMDH Forward Kinematic Computations

The UMDH shown in figure 2.5 is composed of three fingers and a thumb. The three fingers are kinematically identical with the exception of their offsets at the knuckle locations. The thumb is slightly different from the fingers and it is located between the first and second fingers on the palm of the hand.

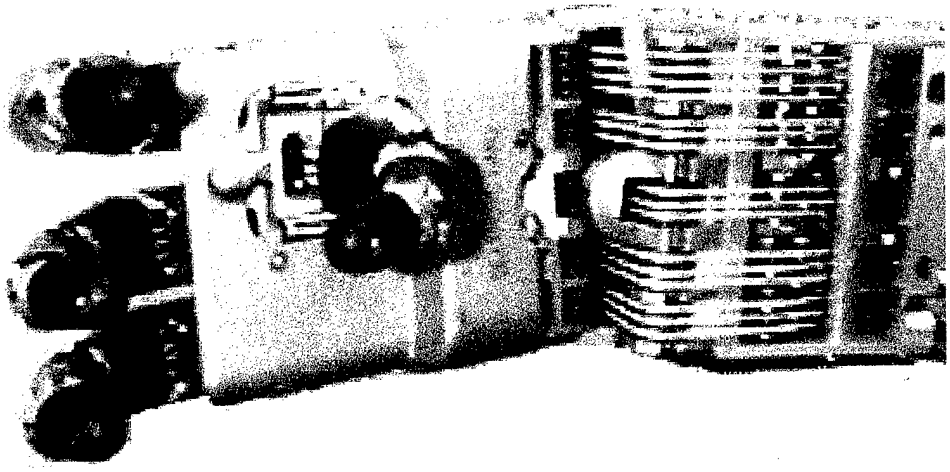


Figure 2.5. Utah MIT Dextrous Hand

Figures 2.6 and 2.7 show the top and side view of the UMDH respectively (Solanki and Rattan:67-68). Notice how the 0th frame is located back towards the wrist. It is defined at this location because it is the intersection of the joint axis for both the thumb and the middle finger. This could have been chosen at a different location but would result in more complicated transformation matricies (Solanki and Rattan:66).

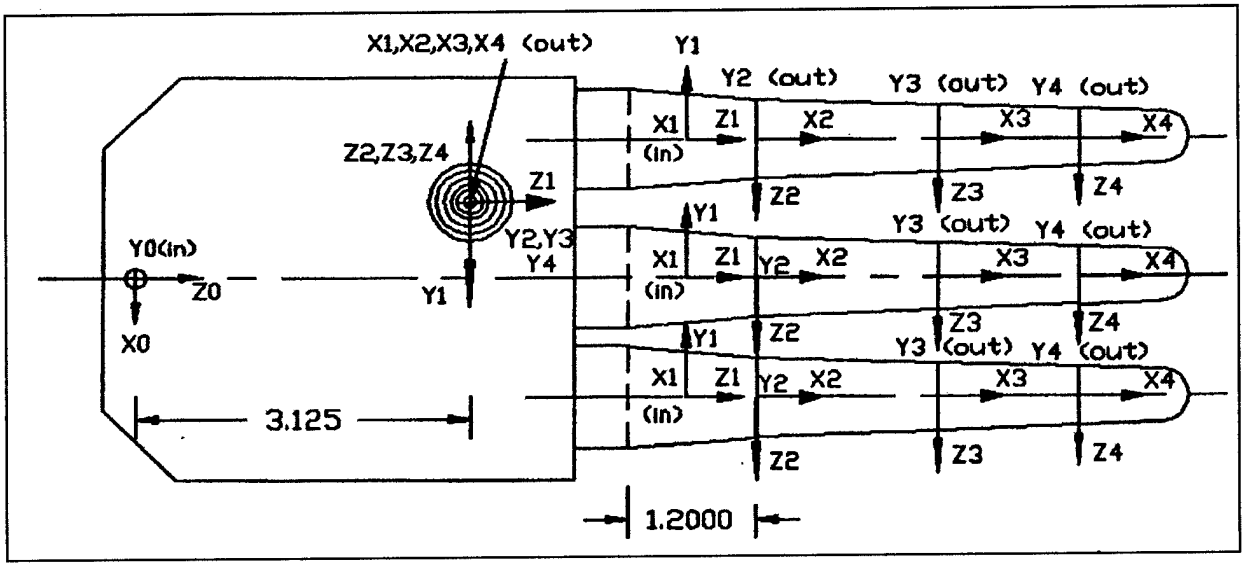


Figure 2.6. Top View of UMDH (thumb extends out of page)

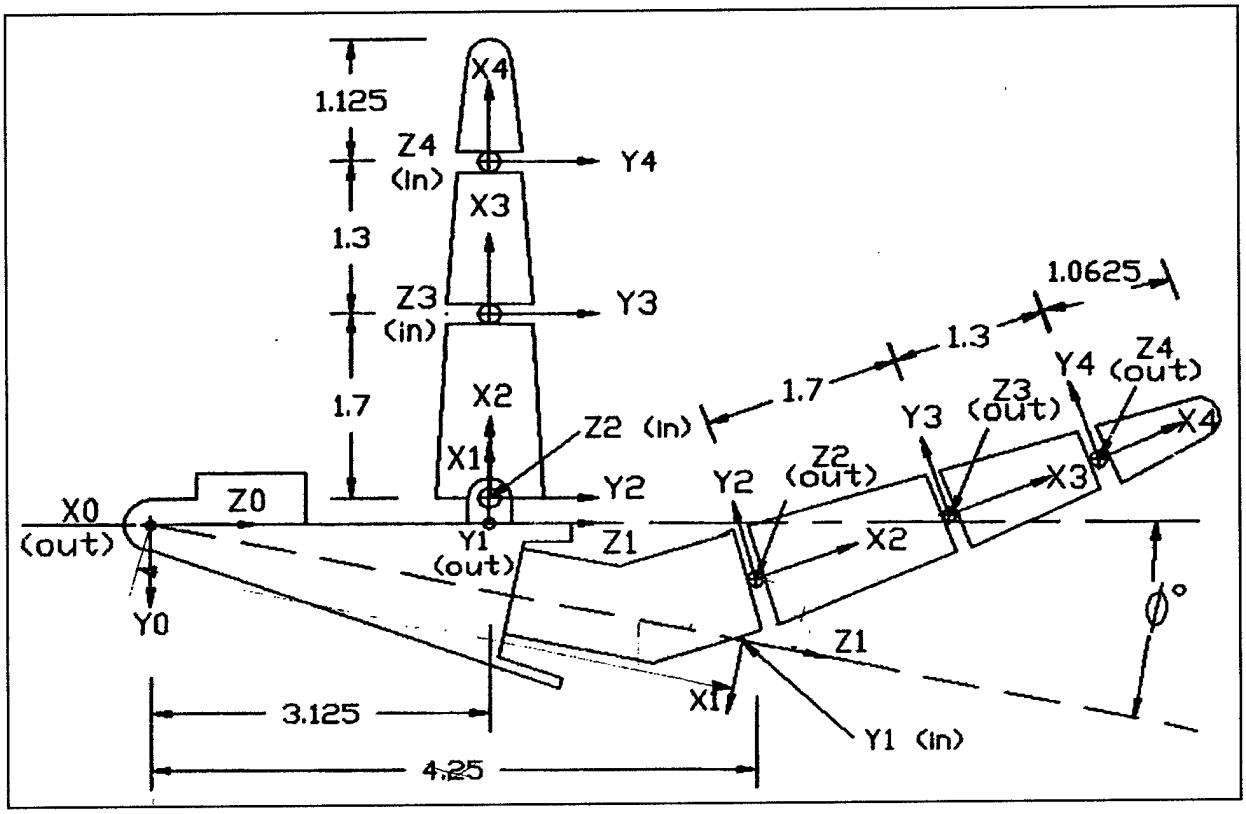


Figure 2.7. Side View of UMDH

Because the three fingers and the thumb are almost kinematically identical, only one will be further explored. The thumb mechanism alone represents a serial chain manipulator with four degrees of freedom resulting from the four revolute joints. The DH table for the thumb of the UMDH in this configuration is shown in Table 2.1 (Solanki and Rattan:69). Using these values and Equation 2.7, each link relationship can be calculated. Replacing the i and i-1 variables with the fixed quantities from the DH table results in much simplified versions of the transformation matrices. Equations 2.12 through 2.15 shows each intermediate matrix (Solanki and Rattan:70).

Table 2.1. DH table for Thumb of UMDH

i	link twist	link length	link offset	joint angle
1	$\alpha_0 = 0°$	$a_0 = -0.75"$	$d_1 = 3.125"$	θ_1
2	$\alpha_1 = 90°$	$a_1 = 0.375"$	$d_2 = 0"$	θ_2
3	$\alpha_2 = 0°$	$a_2 = 1.700"$	$d_3 = 0"$	θ_3
4	$\alpha_3 = 0°$	$a_3 = 1.300"$	$d_4 = 0"$	θ_4

$$ {}^{0}_{1}T = \begin{bmatrix} \cos(\theta_1) & -\sin(\theta_1) & 0 & a_0 \\ \sin(\theta_1) & \cos(\theta_1) & 0 & 0 \\ 0 & 0 & 1 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.12

$$ {}^{1}_{2}T = \begin{bmatrix} \cos(\theta_2) & -\sin(\theta_2) & 0 & a_1 \\ 0 & 0 & -1 & 0 \\ \sin(\theta_2) & \cos(\theta_2) & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.13

$$ {}^{2}_{3}T = \begin{bmatrix} \cos(\theta_3) & -\sin(\theta_3) & 0 & a_2 \\ \sin(\theta_3) & \cos(\theta_3) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.14

$$ {}^{3}_{4}T = \begin{bmatrix} \cos(\theta_4) & -\sin(\theta_4) & 0 & a_3 \\ \sin(\theta_4) & \cos(\theta_4) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.15

These four transformation matrices are concatenated into one using Equation 2.8. The result, after consecutive matrix multiplications, is shown in Equation 2.16 (Solanki and Rattan:71).

$$ {}^{0}_{4}T = \begin{bmatrix} \cos(\theta_1)\cos(\theta_2+\theta_3+\theta_4) & -\cos(\theta_1)\sin(\theta_2+\theta_3+\theta_4) & \sin(\theta_1) & a_0+\cos(\theta_1)(a_1+a_2\cos(\theta_2)+a_3\cos(\theta_2+\theta_3)) \\ \sin(\theta_1)\cos(\theta_2+\theta_3+\theta_4) & -\sin(\theta_1)\sin(\theta_2+\theta_3+\theta_4) & -\cos(\theta_1) & \sin(\theta_1)(a_1+a_2\cos(\theta_2)+a_3\cos(\theta_2+\theta_3)) \\ \sin(\theta_2+\theta_3+\theta_4) & \cos(\theta_2+\theta_3+\theta_4) & 0 & a_2\sin(\theta_2)+a_3\sin(\theta_2+\theta_3)+d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} $$

Equation 2.16

The elements within the matrix of Equation 2.16 are one to one equivalent to Equation 2.8b. The resulting twelve equations out of sixteen (four equations are a constant 0 or 1) can now be used as the basis for the remaining chapters.

2.5 Conclusions

This chapter investigated a mathematical method for the calculation of the forward kinematic equations of the thumb mechanism of the Utah MIT Dexterous Hand. The resulting Equation 2.16 = 2.8b represents the locations and orientation of the last joint of the UMDH. It does not directly give the location of the tip of the thumb. It will require the application of Equations 2.9 through 2.11 to derive such information from 2.16. The L term can be fixed as the length of the last link, or 1.3 inches if the desired answer is for the tip of the thumb. Other L values can be used to represent tools attached to the tip. Such tools might be force or temperature sensors. The remaining chapters will deal with the Equation 2.16 since this represents the base configurations of all UMDHs.

3. Algorithm Analysis and Profiling

3.1 Introduction

Before a physical computational architecture can be defined for implementation, the twelve equations derived in Chapter 2 need to be evaluated in the context of the desired performance of the UMDH. Only those hardware components that are absolutely necessary will be implemented. It is proposed that the desired forward kinematic processor deals only with mathematical operations and does not work with concepts such as character strings, addressing modes, or conditional branches typically found in a general purpose microprocessor. Therefore, this chapter deals with the trade-offs involved in finding an optimum hardware representation for both high performance and low hardware overhead.

3.2 Numeric Magnitude

The first metric that is evaluated is the notion of numeric magnitude. We need to know the highest valued (positive or negative) number that is ever used within any stage in the calculation of the equation. This defines the amount of hardware needed to hold such a number.

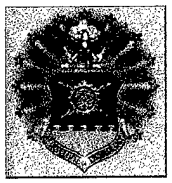
To determine such a number, the algorithm was written in the C language as a procedure call and is listed in Appendix A. The procedure is called by the main routine for many different UMDH configurations. Each of the four joints of the UMDH are controlled by nested FOR loops which cause the angles to sweep through each joint's given range shown in Table 3.1 (Solanki and Rattan:69). The results of the equations for each particular configuration were written to a data

file. The data file was then imported into the Matlab environment and searched for the maximum and minimum values as listed in Appendix A. The values of the angles, including intermediate steps where up to three angles are added together, show that they never exceed the range +360 to -360 degrees. Intermediate additions, subtractions, and multiplications never exceed -2.3864 to +3.3750. The final results of the NSAP matrix never exceed -2.3864 to +5.6271.

Table 3.1. Kinematic Range of UMDH

Joint Angle	Range of motion in degrees
θ_1	-45 to 135
θ_2	-15 to 60
θ_3	6.5 to 90
θ_4	0 to 90

The implementation of the integer portions of such numbers can be accomplished directly with just four bits of hardware (three bits represent the integers 0 to 7 and one bit for the sign). However, since the values obtained are just a sample of the results from entire range of the UMDH, and not an exhaustive test. This represents the minimum hardware size required. Also, the future expansion to another type of manipulator may require more than just four bits. Therefore, at least four bits will be held for now for hardware implementation..



3.3 Numeric Precision

The second metric used is the numeric precision required by the system. The UMDH was designed with metal joints that are controlled remotely via a set of tendons running around plastic pulleys. The coulomb friction of the joints and pulleys causes a motion deadband every time a joint stops. The electronic control system of the UMDH attempts to track the desired position of each joint, but it is limited by these mechanical properties. Consequently, simply turning up the gains of the UMDH controller would not suffice because that causes the joints to become unstable and to begin oscillating.

Therefore, in an attempt to avoid decreasing performance beyond that of the current system and to avoid possible truncation problems at intermediate stages in the equations, the number of decimal bits required is set to eight. This allows for a resolution of 0.003906250 per least significant bit since the last bit is the placeholder for 2^{-8}. If the value is representative of an angle, then it is clear that 0.003906250 degrees is much higher a precision than the UMDH could ever track. If the value represents a Cartesian coordinate of the end of the finger, then the same applies to 0.003906250 inches. Although the UMDH was modeled as an ideal body of rigid links, all devices will inherently flex to some extent.

3.4 Mathematical Operator Usage

The 12 equations are examined for occurrences of additions/subtractions, multiplications, or cosines/sines. A brute force approach by simply counting the number of operations found in Equation 2.16 results in 22 additions, three subtractions, 12 multiplications, 11 cosines, and nine sines. However, many of the terms in the 12 equations appear in more than one location.

Therefore, the number of operations can be reduced by sharing these terms. Both the cosine and sine of three angles are used three separate times. Similarly, the entire last half of P_x and P_y are identical. If the order of calculation for the 12 equations takes advantage of the common terms then the number of operations can be reduced to seven additions, three subtractions, 10 multiplications, four cosines, and four sines. This is a 68.2% decrease in additions, 16.6% decrease in multiplication, 63.6% decrease in cosines, and 55.5% decrease in sines. The subtractions remain unchanged because of the negative signs on P_y, S_x and S_y.

3.5 Conclusions

This chapter evaluated the equations from Chapter 2 to determine the best representation of the numbers. We determined that the absolute largest number only required four bits but that more bits for higher numbers may be required in future implementations. To keep the precision of each number, eight bits are required for a minimum of 1/256th difference between each number.

Therefore, the implementation of the numbers in hardware are done with a total of eight bits for the integer portion and eight bits for the decimal portion. Together, the 16 bits form the basis for a fixed point number with the binary point in the center between the set of eight bits. This results in a maximum number of +127.99609375 and a minimum number of -128.00000000.

Finally, we determined that the 12 equations can be calculated in just 28 operations if common terms are reused. This is a decrease of 50.9% from the original 57 operations.

4. VHDL Model

4.1 Introduction

This chapter discusses the first step in the implementation of the forward kinematic processor. The step is the development of behavioral VHDL models for each of the required mathematical operations found in Equation 2.16 as well as temporary register-based memory and other structures used to route the data within the processor. Finally, a structural VHDL model for the entire processor is developed. Each model is developed and simulated using the Synopsys Analyzer and Simulator (Synopsys) before synthesis in Chapter 5.

4.2 Functional Units

In all models, the 16-bit fixed-point representation of all numeric data will be implemented as a bit vector of size 15 down to 0. The binary point is implied to be at the center, between bits 8 and 9.

4.2.1 Cosine/Sine Unit.

The first functional unit developed was the cosine and sine unit. Both transcendental functions are designed into one model as shown in Figure 4.1. The unit calculated the cosine or sine by means of an external lookup table. An address is generated and sent to a ROM chip that returns the result back to the cosine/sine unit. Since the specifications of the external ROM chip were not known at the start of the design, the model incorporated the ability to set the delay before the unit latches the results from the ROM. These wait states allow the possibility of the use of slower ROM devices.

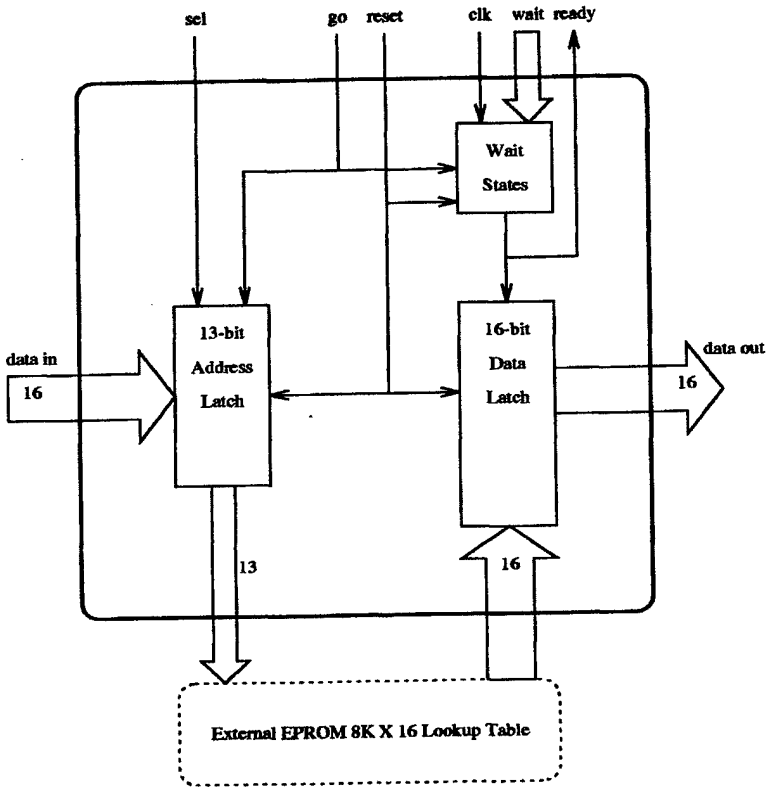


Figure 4.1. Cosine/Sine Unit Block Diagram

For example, if the system clock of the forward kinematic processor has a clock period of 40 ns (25 MHz) and the ROM device has an access time of only 150 ns, then the number of wait states would be set to three. Three wait states causes three extra 40 ns clock cycles in addition to the current cycle, for a total of 4 cycles or 160 ns. This prevents the cosine/sine unit from reading in incorrect data early.

The state machine is shown in Figure 4.2. A reset signal during any state will force the system to state 0. In state 0, the ready output signal is not asserted, the number of wait states are calculated, the temporary counter is set to zero and look-up table address is formed and sent to the external ROM. To form the address, the unit takes as input a 16-bit vector and strips off the

lower 11 bits, representative of three bits of integer and eight bits of decimal. Also, the highest bit, representing the sign, is also pulled out. Finally, an input signal called sel, that determines cosine or sine, is also taken and these 13 bits form the address into the ROM lookup table containing the results of both cosine and sine.

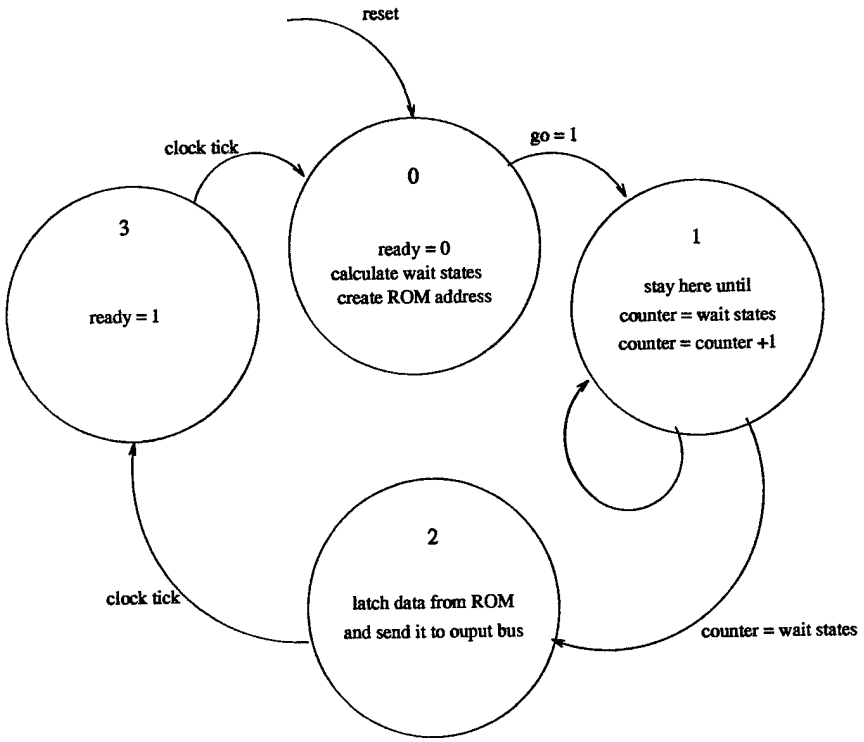


Figure 4.2. Cosine/Sine Unit State Machine

The unit will stay in state 0 until the go input signal is asserted. Once in state 1, it will stay there, incrementing the counter until it matches the precalculated number of wait states. It will then move to state 2 where the results from the ROM look-up table are latched into the output bus. The unit then transitions to state 3 at the next rising edge of the clock and the ready output signal is asserted. The next transition on the rising edge of the clock is back to state 0, where it waits for the next cycle.

The behavioral VHDL model for the cosine/sine model is listed in Appendix B.1.1. The VHDL testbench code and results for it are listed in Appendix B.1.2. The testbench sends the unit through the eight possible wait states with a simulated external ROM. These results are shown in Appendix B.1.3.

4.2.2 Adder/Subtractor Unit.

The adder and subtractor are contained within one functional unit. The subtractor is implemented using the adder model and inverting the secondary input before applying it to the adder. In both cases, two 16-bit numbers are input into the unit and one 16-bit number is output as shown in Figure 4.3. There are no provisions for overflow or underflow conditions because of the nature of the operands. At no time should there occur an overflow or underflow condition.

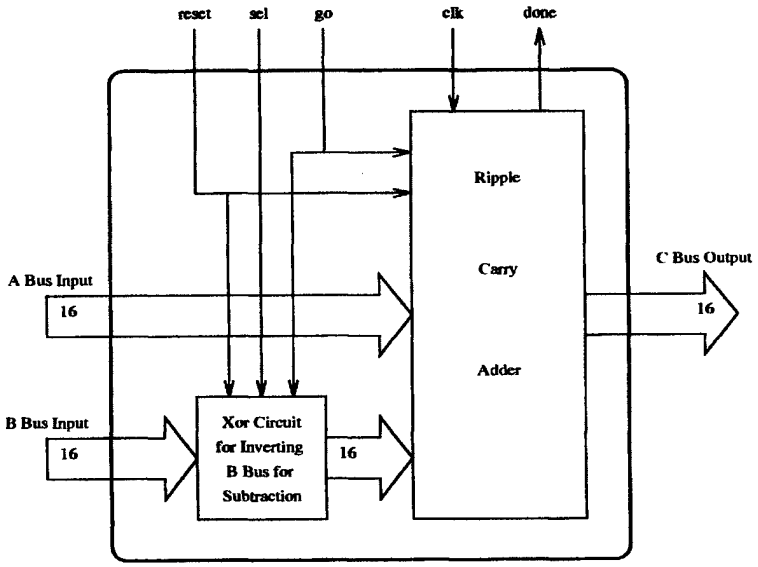


Figure 4.3. Adder/Subtractor Unit Block Diagram

The unit starts at idle in state 0 shown in Figure 4.4. When the go input signal is asserted, the unit starts by calculating the sum and carry terms of Equation 4.1 and 4.2 for the least significant bits, where A and B are inputs bits and C is the carry in from the previous bit. (Weste and Eshraghian:517). Each clock tick causes the unit to progress to the next state and calculate the next bit. After sixteen clock ticks, all sums have been calculated and the result is sent to the output bus. A done output signal is asserted indicating completion and the state machine returns to state 0 in preparation for another addition or subtraction.

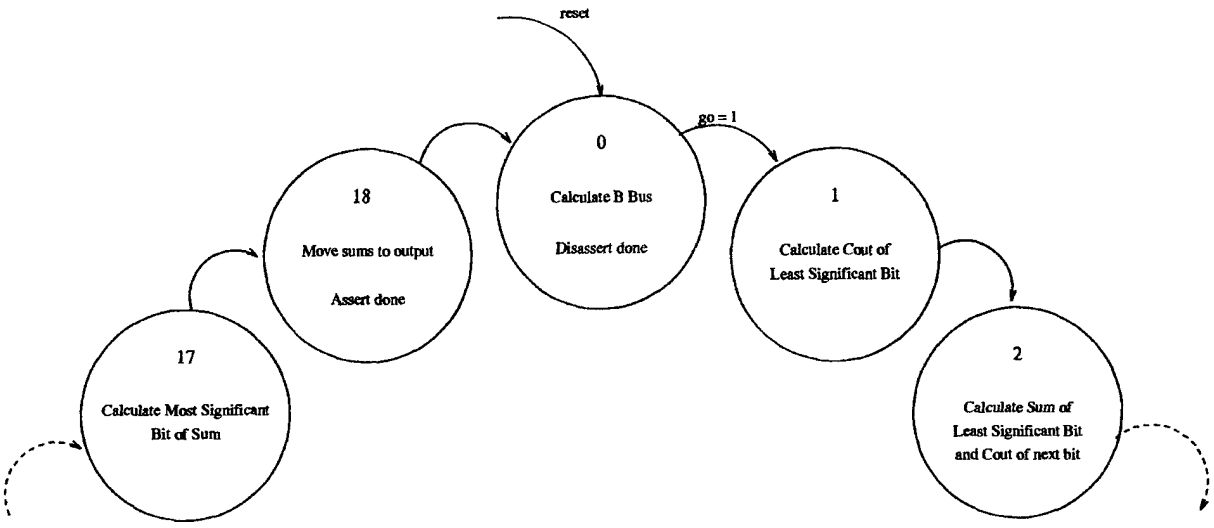
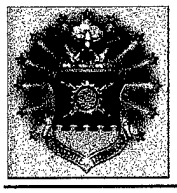


Figure 4.4. Adder/Subtractor Unit State Machine

$$\mathbf{Carry = AB + C(A+B)} \qquad \textbf{Equation 4.1}$$

$$\mathbf{Sum = ABC + (A+B+C)Carry} \qquad \textbf{Equation 4.2}$$



Typically, an adder/subtractor would not be implemented as a state machine requiring at least 16 clock ticks. However, since the target platform is an FPGA, and the timing of the synthesized design will not be known until Chapter 5, it is impossible to determine how long it will take to allow all the sum and carry terms to ripple their results to the final result. Therefore, the unit indicates to the surrounding system when it has completed the final state by asserting the done signal. If at any time the reset signal is asserted, the unit is forced back to state 0.

The behavioral VHDL model for the adder/subtractor model is listed in Appendix B.2.1. The VHDL testbench code for it is listed in Appendix B.2.2. The testbench sends the unit through 30 different additions and 30 different subtractions. These results are shown in Appendix B.2.3.

4.2.3 Multiplier Unit.

The multiplier unit has the same data interface as the adder/subtractor unit. Figure 4.5 shows the two 16-bit inputs and one 16-bit result. Once again there are no provisions for overflow or underflow. Typically two 16-bit numbers multiplied together would result in a 32-bit result, but in this specific implementation, the numbers should never exceed 16-bits, a constraint of the 16-bit architecture.

The multiplier actually uses a modified copy of the adder/subtractor inside its design. The adder/subtractor is extended to 32-bits to handle the accumulation of the partial products. The multiplier follows the same basic data flow as the adder/subtractor except that it requires many more states to calculate the result. Figure 4.6 shows the state machine for the multiplier unit.

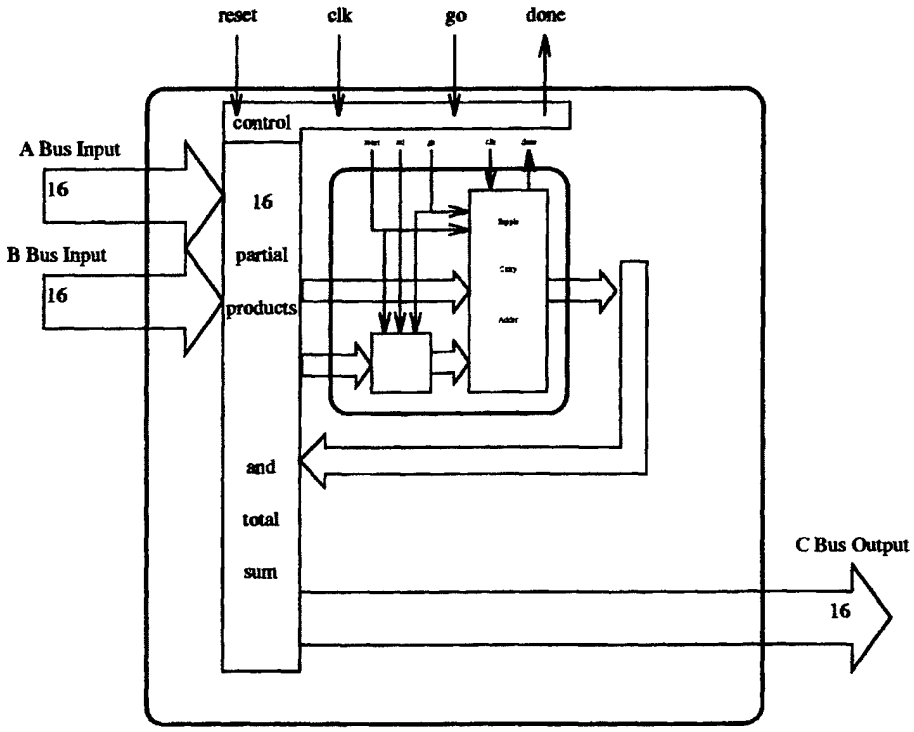


Figure 4.5. Multiplier Unit Block Diagram

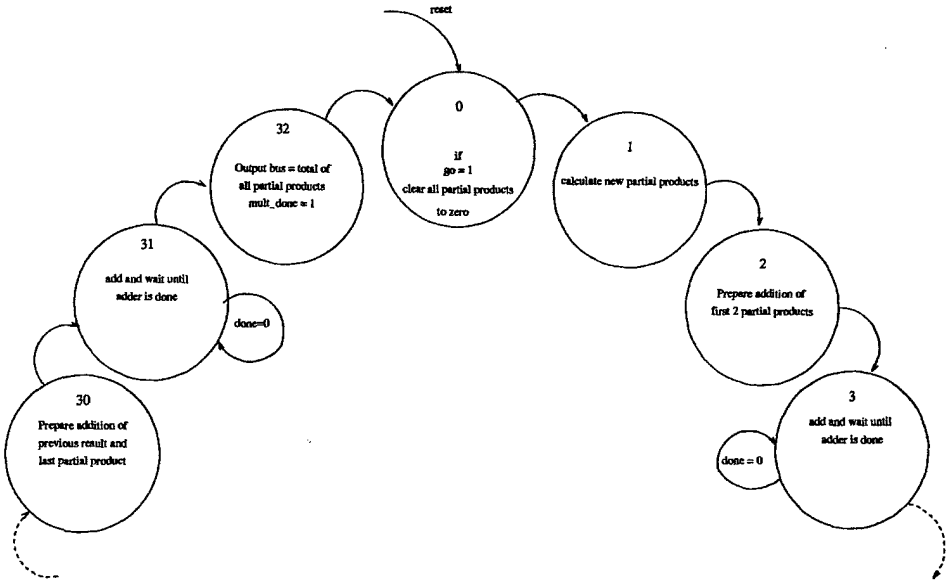


Figure 4.6. Multiplier Unit State Machine

It stays idle in state 0 until the go input signal is asserted. Each of 16 partial products are calculated and then repetitively added up to form the final result. Similar to the adder/subtractor unit, when the final state is reached, an output signal ready is asserted to indicate to the surrounding system that multiplication is complete. If at any time the reset signal is asserted, the unit is forced back to state 0.

The behavioral VHDL model for the multiplier model is listed in Appendix B.3.1. The VHDL testbench code for it is listed in Appendix B.3.2. The testbench sends the unit through the same 30 inputs as the adder/subtractor but multiplies rather than adds or subtracts. These results are shown in Appendix B.3.3.

4.2.4 Register File Unit.

The register file unit is used to store the starting angles of the UMDH, certain constants from the DH table, temporary and intermediate calculations, and the 12 equation results. It is designed to hold the 16-bit numbers in any of 32 different locations, except for the first two locations. The first location is hard wired to always hold a zero value and the second location holds a hard wired one value. This was designed early on because of the expected need to increment by one or to allow for moves from one location to another through the adder/subtractor unit with one of the inputs being zero.

It is designed with one 16-bit input bus called the C bus and two 16-bit output buses called the A and B bus as shown in Figure 4.7. The data of the C bus is written to any of the remaining 30 locations by use of the C bus address and a latch signal. Data can be read from any

of the 32 locations to both A and B bus by using the A and B address. If the reset signal is asserted, the 30 locations are forced to zero.

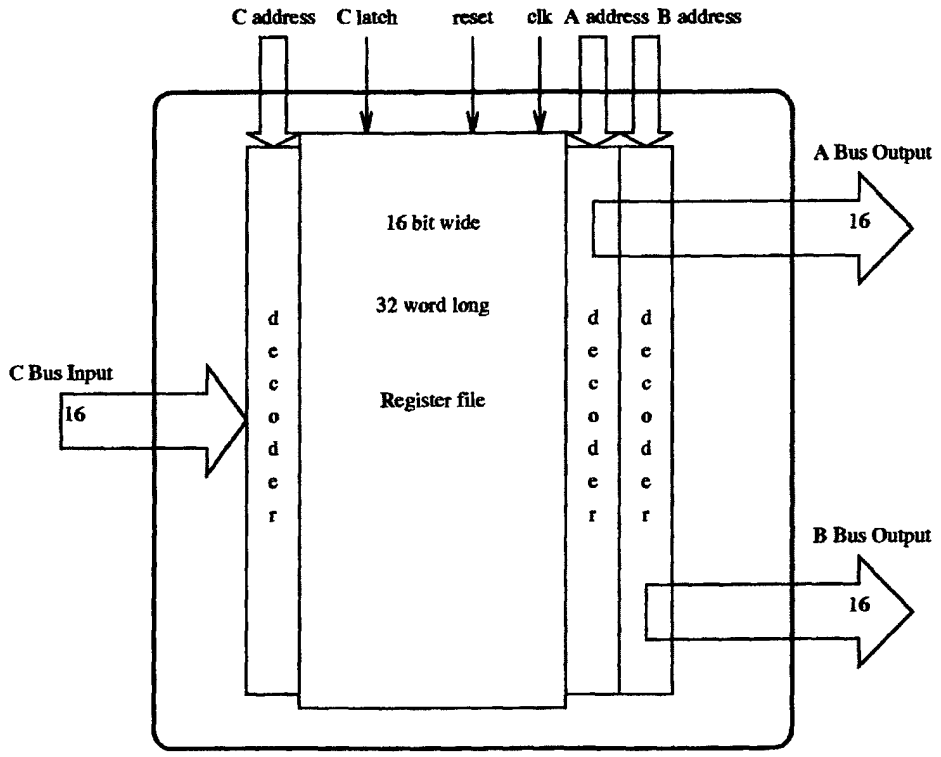


Figure 4.7. Register File Unit Block Diagram

The behavioral VHDL model for the register file model is listed in Appendix B.4.1. The VHDL testbench code for it is listed in Appendix B.4.2. The testbench has three parts. In the first part, a reset is asserted and the zero register and one register are verified as well as that the remaining 30 were forced to zero. In the second part, all 32 registers are given test values. In the third part, all 32 registers are evaluated again showing that all but the two hard wired registers accepted the values. These results are shown in Appendix B.4.3.

4.2.5 Latches and Multiplexors.

The latches and multiplexors are required in the design as glue logic between the other functional units. To start, there is a 16-bit latch as shown in Figure 4.8. When its latch signal is asserted, the input bus is transferred to the output and held at that value until the next time this latch is asserted. This design requires two latches as described in the next section. The behavioral model for the latch is found in Appendix B.5.1 and its testbench is located in B.5.2. The results of the testbench are found in Appendix B.5.3.

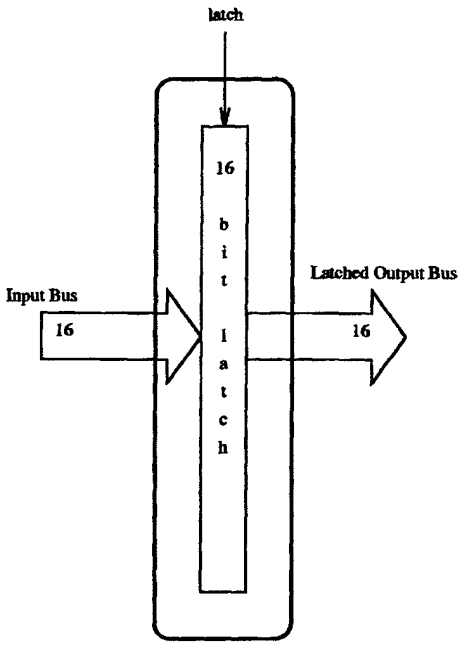


Figure 4.8. Latch Unit Block Diagram

Also required is a multiplexor as shown in Figure 4.9. It directs one of four inputs to a single output. The multiplexor is 16 bits wide for all inputs and outputs and is controlled by two input signals determining the one of four paths.

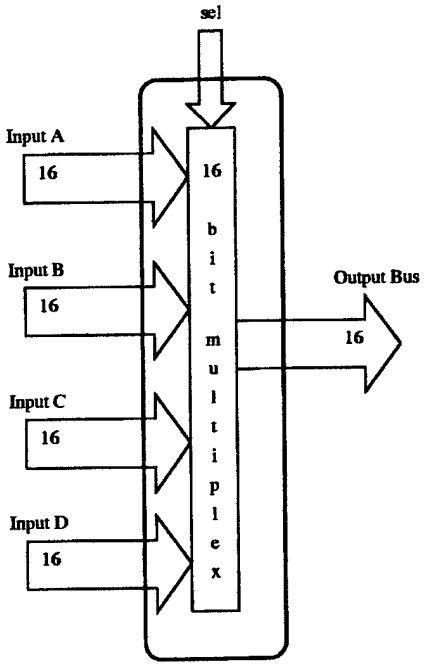


Figure 4.9. Multiplexor Unit Block Diagram

The behavioral VHDL model for the multiplexor is found in Appendix B.6.1 and its testbench is located in B.6.2. The results of the testbench are found in Appendix B.6.3.

4.2.6 FKP Core.

The functional units designed so far are brought together to form the core of the Forward Kinematic Processor (FKP). This core encapsulates the functional units such that they appear like a single large functional unit. Two latches and one multiplexor are used to glue the other functional units together so that data can travel from unit to unit in a productive manner. Figure 4.10 shows the connections of the units inside the core. There is one 16-bit data input bus which is routed to the input data latch. From there, the data is passed though the multiplexor and back around to the register file for storage. Once data is loaded into the registers, they can be sent to the cosine, sine, addition, subtraction, or multiplication units and rolled back around to the

register file via the multiplexor again. When the desired computations are complete, the data in a register is sent to the output latch and then to the output bus. To control the dataflow, all of the control signals from each of the functional units are passed as control signals for the core unit. This model does not handle the actual control of the core, but rather gives one concise shell for everything inside it.

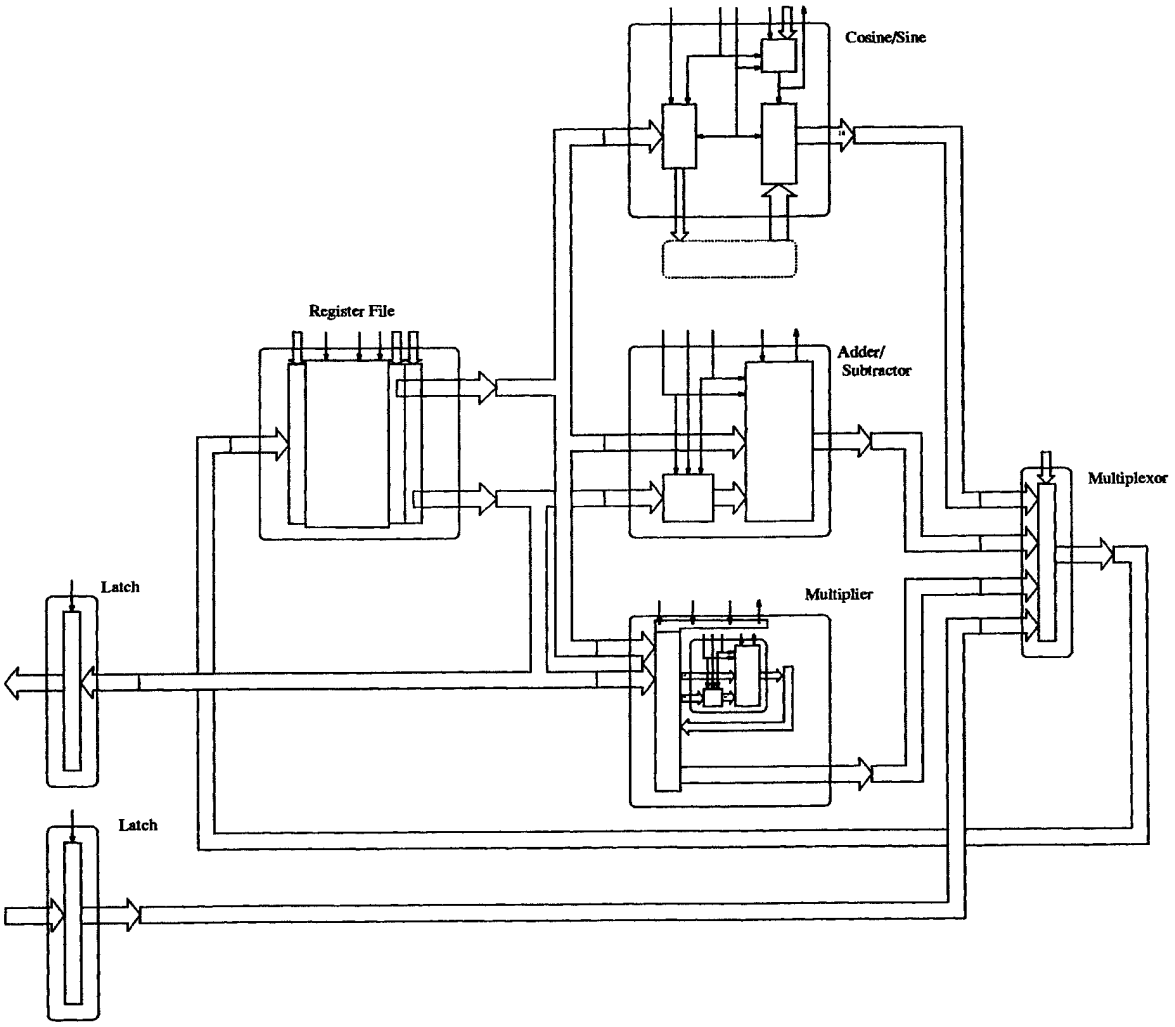


Figure 4.10. FKP Core Block Diagram

The structural VHDL model of the FKP core is shown in Appendix B.7.1 with the testbench in B.7.2. The testbench performs the actions described above on some data. It was designed to prove functionality of the core since each subunit has already been verified. The results are shown in Appendix B.7.3.

4.2.7 Microcode Store.

This section defines the instruction set of the processor. Because this is an application specific design, the instruction set contains only commands for moving data in and out, and performing one of the arithmetic or transcendental operations. Table 4.1 shows all possible instructions utilized within the processor. The microcode for each instruction is derived from the testbench of the FKP core. Since the FKP core does not supply autonomous control over the functional units, each simulated instruction was hard coded in sequence. The microcode store has taken each simulated instruction and formed each into a procedure (opcode) call with its parameters (operands) being the passed into the procedure. All procedures are contained in a package model that can be called by the control unit of the next section.

The behavioral VHDL package model of the instructions are shown in Appendix B.8.1 with the testbench in Appendix B.8.2 performing the same operations as the FKP core testbench. The results in Appendix B.8.3 show that the replacement of the autonomous microcode performs identically to the hard coded testbench of the FKP core.

Table 4.1. FKP Instruction Set

Instruction	Description
move_in (R, data)	Latch input bus, pass data through multiplexor to register R
move_out (data, R)	Move data out of register R, through output latch to output bus
add (R1, R2, R3)	Send data from two registers (R2 and R3) to two inputs of adder/subtractor unit, add, send result back to register R1
sub (R1, R2, R3)	Send data from two registers (R2 and R3) to two inputs of adder/subtractor unit, subtract, send result back to register R1
mult (R1, R2, R3)	Send data from two registers (R2 and R3) to two inputs of multiplier unit, multiply, send result back to register R1
cos (R1, R2)	Send data from register R2 to input of cosine/sine unit, perform cosine, send result back to register R1
sin (R1, R2)	Send data from register R2 to input of cosine/sine unit, perform sine, send result back to register R1

4.2.8 Control Unit.

The control unit can now utilize the microcode store package to make the FKP core perform the various instructions without the burden of worrying about dataflow on every single clock tick. The control unit allows interface with the outside world via an six bit control port and a seven bit command port as shown in Table 4.2 and 4.3 respectively. The control unit is a shell for the microcode store and the FKP core as shown in Figure 4.11.

Table 4.2. Control Port

Bit #	5	4	3	2	1	0
Name	Clock	Reset	Strobe	Ready	DataGetValid	DataGetAck
IN/OUT	IN	IN	IN	OUT	OUT	IN

Table 4.3. Command Port

Description bit #	CMD1 6	CMD0 5	A4 4	A3 3	A2 2	A1 1	A0 0
Set Register	0	0	A4	A3	A2	A1	A0
Get Register	0	1	A4	A3	A2	A1	A0
Run	1	0	X	X	X	X	X

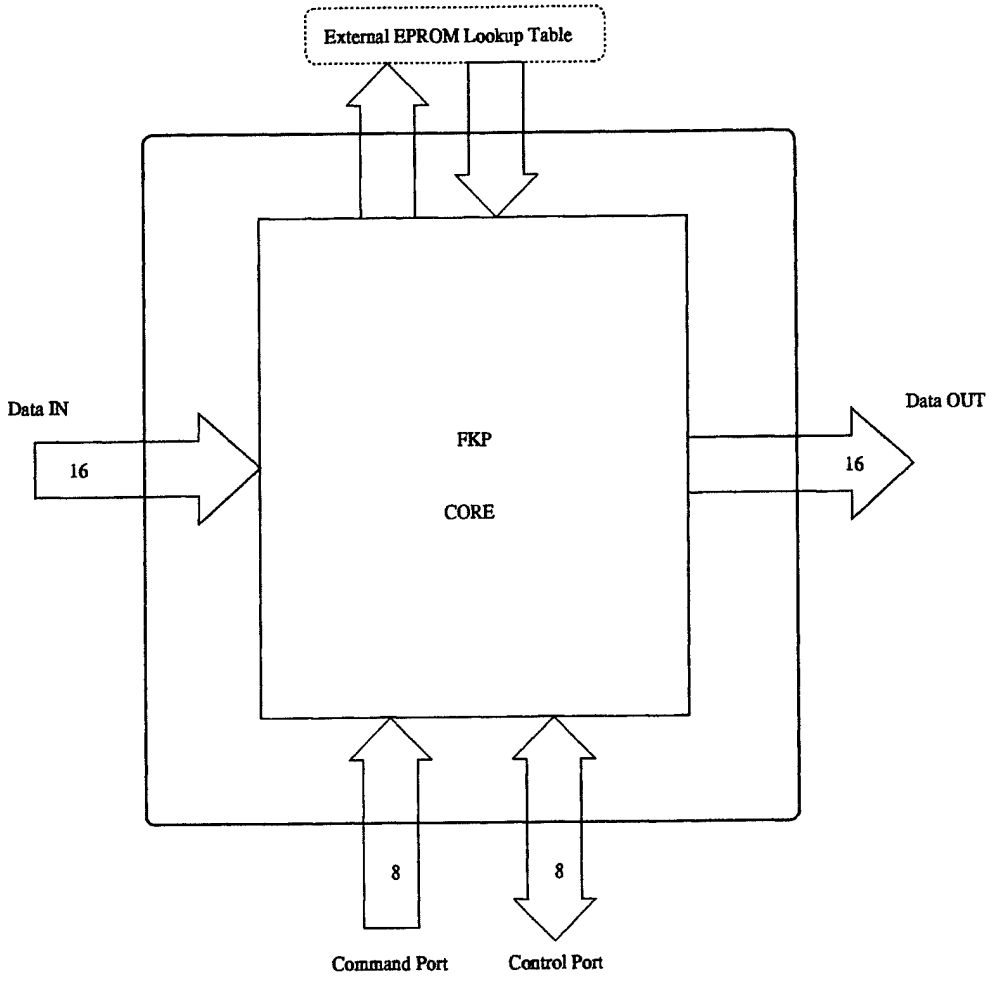


Figure 4.11. FKP System Block Diagram

The clock input is the overall system clock for the processor. The reset is the overall system reset for the processor. The remaining bits of the control port are utilized in conjunction with the command port. After system reset, the ready output signal is asserted, indicating that the processor is available to perform one of the three functions: set register, get register, or run. The user sets the CMD0 and CMD1 bits to correspond to the desired function and asserts the strobe input signal. The processor will deassert the ready signal, evaluate the command port and take the appropriate action. When the function is complete, the ready signal is reasserted.

If the function is a set register, then the 16-bit input data bus is latched in and routed to the register designated by bits A4-A0 of the command port. If the function is a get function, then the register designated by bits A4-A0 are sent through the output latch and to the 16-bit data output bus. Finally, if the function is run, then the A4-A0 bits are ignored and the predetermined sequence of instructions is executed.

The sequence is arranged to take advantage of any common terms found in the 12 equations of Chapter 2. Chapter 3 evaluated the equations and determined that there would be seven additions, three subtractions, 10 multiplication's, four cosines, and four sines. This would require a total of 28 instructions. However, this did not count for the data moves into and out of the processor using the set and get functions. Table 4.4a shows the operations involved with moving in the angles and possibly some constants into the registers. The register locations that hold this constant data is fixed due to the fact that the run function will expect the correct data in these locations. The first time theses data values are loaded, both constants (a's) and angles (b's)

are required. But from then on, only the new set of angles are needed because the constants do not change and are not written over unless due to power loss or system reset.

Table 4.4a. Operations Involved with the Set Function

Step #	Register #	Instruction and Description
1a	2	*move_in (2, a0)* = move link length 0 into register 2
2a	3	*move_in (3, a1)* = move link length 1 into register 3
3a	4	*move_in (4, a2)* = move link length 2 into register 4
4a	5	*move_in (5, a3)* = move link length 3 into register 5
5a	6	*move_in (6, d1)* = move link offset 1 into register 6
1b	7	*move_in (7, θ1)* = move theta 1 into register 7
2b	8	*move_in (8, θ2)* = move theta 2 into register 8
3b	9	*move_in (9, θ3)* = move theta 3 into register 9
4b	10	*move_in (10, θ4)* = move theta 4 into register 10

With the constants and angles loaded, the run function can be initiated. Table 4.4b shows the internal steps involved with calculating the results of the twelve equations. There is one extra add of step 18 due to the internal move of the zero in the zero register to register 28.

Figure 4.4b. Internal Operations During Run Function

Step #	Register #	Instruction and Description
2	11	*cos(11, 7)* = cos(θ1)
3	12	*sin(12, 7)* = sin(θ2)

4	13	*cos(13, 8)* = cos(θ2)
5 8	14	*add(14,8, 9)* = θ2+θ3 *add(14, 14, 10)* = θ2+θ3+θ4
6	15	*sin(15, 14)* = sin(θ2+θ3)
7	16	*cos(16, 14)* = cos(θ2+θ3)
19 21 22	17	*mult(17, 4, 13)* = a2 cos(θ2) *add(17, 17, 18)* = a2 cos(θ2) + a3 cos(θ2+θ3) *add(17, 17, 3)* = a1 + a2 cos(θ2) + a3 cos(θ2+θ3)
20 23	18	*mult(18, 5, 16)* = a3 cos(θ2+θ3) *mult(18, 17, 11)* = cos(θ1)(a1 + a2 cos(θ2) + a3 cos(θ2+θ3))
26	19	*mult(19, 4, 12)* = a2 sin(θ2)
11	20	*mult(20, 11, 25)* = cos(θ1)cos(θ2+θ3+θ4)
12	21	*mult(21, 26, 25)* = sin(θ1)cos(θ2+θ3+θ4)
9	22	*sin(22, 14)* = sin(θ2+θ3+θ4)
13 14	23	*mult(23, 11, 22)* = cos(θ1)sin(θ2+θ3+θ4) *sub(23, 0, 23)* = -(cos(θ1)sin(θ2+θ3+θ4))
15 16	24	*mult(24, 26, 22)* = sin(θ1)sin(θ2+θ3+θ4) *sub(24, 0, 24)* = -(sin(θ1)sin(θ2+θ3+θ4))
10	25	*cos(25, 14)* = cos(θ2+θ3+θ4)
1	26	*sin(26, 7)* = sin(θ1)

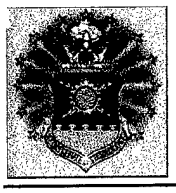
17	27	*sub(27, 0, 11)* = -cos(θ1)
18	28	*add(28, 0, 0)* = 0
24	29	*add(29, 18, 2)* = a0 + cos(θ1)(a1 + a2 cos(θ2) + a3 cos(θ2+θ3))
25	30	*mult(30, 17, 26)* = sin(θ1)(a1 + a2 cos(θ2) + a3 cos(θ2+θ3))
27 28 29	31	*mult(31, 5, 15)* = a3 sin(θ2+θ3) *add(31, 31, 19)* = a2 sin(θ2) + a3 sin(θ2+θ3) *add(31, 31, 6)* = a2 sin(θ2) + a3 sin(θ2+θ3) + d1

The get functions can now be used to retrieve the last 12 registers for the results of the 12 equations. Each value is moved out one at a time and in any order the user desires.

The structural VHDL model of the Forward Kinematic Processor is shown in Appendix B.9.1.

4.3 Conclusions

This chapter developed the models of each of the required functional units. Each model was tested as a stand-alone design before integration into the Forward Kinematic Processor. Once the initial five constants are loaded in, the processor takes four instructions to load the angles, 29 instructions to calculate the results, and 12 instructions to get them out, for a total of 45 instructions. The processor was then tested from the top most level of the design model. With the simulation of the processor complete, the next step in the implementation is synthesis to an FPGA. This is described in Chapter 5.



5. VHDL To FPGA Synthesis

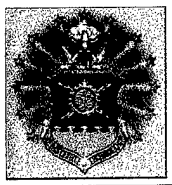
5.1 Introduction

The goal of this chapter is to move the FKP design modeled in the hardware description language straight to an FPGA implementation. The models were behavioral descriptions of the functional units with a top level structural description of the entire processor. At this level of abstraction, there is no implied physical architecture. We have not even worked with a gate level representation of the design. The synthesis into an FPGA induces an explicit physical architecture based on the target device; in this case the Xilinx 4020E.

5.2 VHDL Source Restrictions

VHDL was originally designed as a simulation and modeling language. The concept of synthesis directly from the model was not included in the design of the language. Therefore, some of the constructs found in VHDL are not synthesizable. The most obvious limitation is the use of specific time delays. For example, the statement "wait for 10ns" or "A <= B after 5ns" has no meaning to a synthesis tool because there is no on-chip clock to direct when the action is to take place. Also, constructs such as access types, records, recursive subprograms, and multidimensional arrays are non-synthesizable (Raines; Ailes:21).

Most of these restrictions were known when beginning the development of the models from Chapter 4, but some unexpected and potentially detrimental constraints appeared as the design moved on. First was the use of more than one signal inside of process sensitivity list. Typically, many signals can be listed in the sensitivity list of the process, indicating execution of



the process if any of the listed signals changes state. The synthesis tools could only handle one signal in the list. A process that is dependent on both the clock and the reset signal would cause errors during synthesis. To work around this problem, most all sensitivity lists became empty forcing continuous execution, with the clock events being listed as a separate wait statement within the process body. The second problem pertains to the need to assert a signal for one clock period and then deassert it on the next clock period. Such an event infers a clock wait between the two transitions, but only one wait statement is allowed on each pass through the process body. The result is a streamlined hardware description such as "A<=B; wait until clock tick; A<=not(B); wait until clock tick" being unrolled to an explicit state machine where the execution through the process body takes a different path for each state. Each state then contains a unique command for "A<=B" or "A<=not(B)" and there is only one wait statement for all paths.

5.3 Design Flow

There are four major tools used to perform the synthesis step. The Synopsys VHDL analyzer is used to compile the VHDL code. This includes compilation of the testbenches for each functional unit. The functional units are then simulated with the Synopsys VHDL simulator. These two tools together, both executing on a UNIX platform, form the primary development tools of the models (Synopsys). Because both the Analyzer and Simulator do not aim towards synthesis, the restrictions from section 5.2 are ignored and pushed aside for later tools. The other three major tools are Synopsys Design Analyzer and Exemplar Leonardo for synthesis, and Xilinx XACTstep for mapping.

5.3.1 Synopsys Design Analyzer

The Synopsys Design Analyzer started out as the primary UNIX synthesis tool. Within the Design Analyzer is a feature called the FPGA Compiler. It accepts VHDL as input and attempts to produce a hybrid Synopsys/Xilinx netlist. The drawback to using this tool is its turnaround time. Typically, a small model such as the cosine/sine unit will take upwards of two hours to generate the netlist (Synopsys).

5.3.2 Exemplar Leonardo

The PC/Windows 95 based Exemplar Leonardo application turned out to be quicker than Synopsys and much easier to learn and use. The following sequence describes the path used to generate a correctly targeted netlist (Exemplar). First, the program is loaded and the startup screen is shown in Figure 5.1.

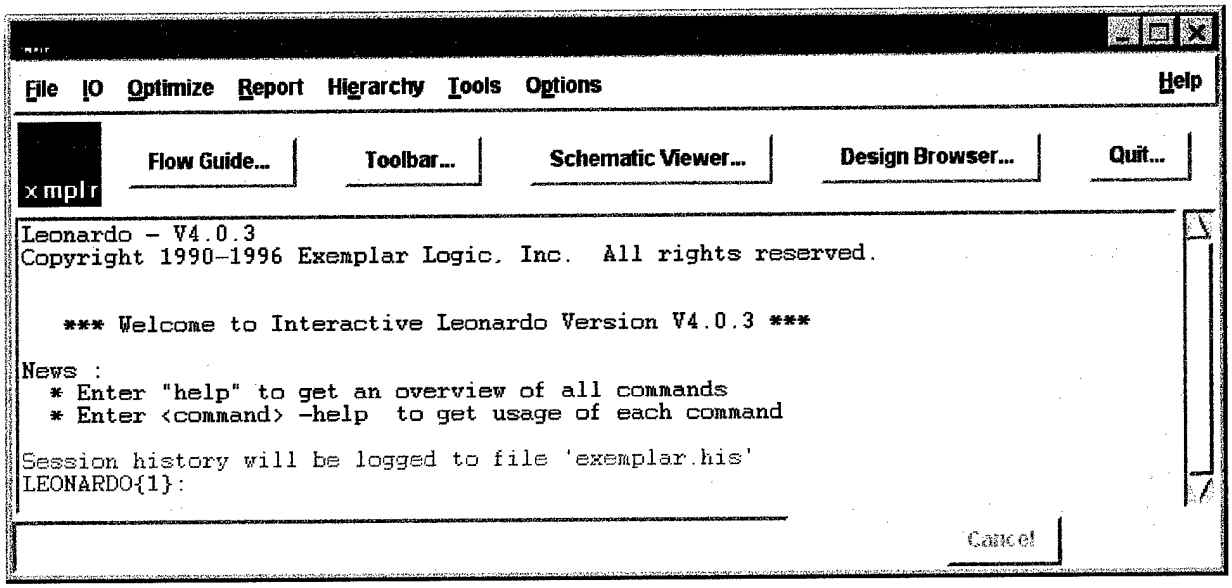


Figure 5.1. Exemplar Logic Leonardo Startup Screen

The first action taken is to click on the Flow Guide button. The Flow Guide shown in Figure 5.2 appears. Because we wish to customize certain aspects of the design, the Customize Flow Guide button is clicked. Another window appears that allows us to inform the tool that the design consists of multiple VHDL files because many of the functional units depend on a package or header file. We also select the option of packing the configurable logic blocks (CLB) of a Xilinx FPGA, decomposition of Look Up Tables (LUT), and reporting of area used as shown in Figure 5.3. The result is a variation of Figure 5.2 with the extra steps added into the design Flow Guide of Figure 5.4.

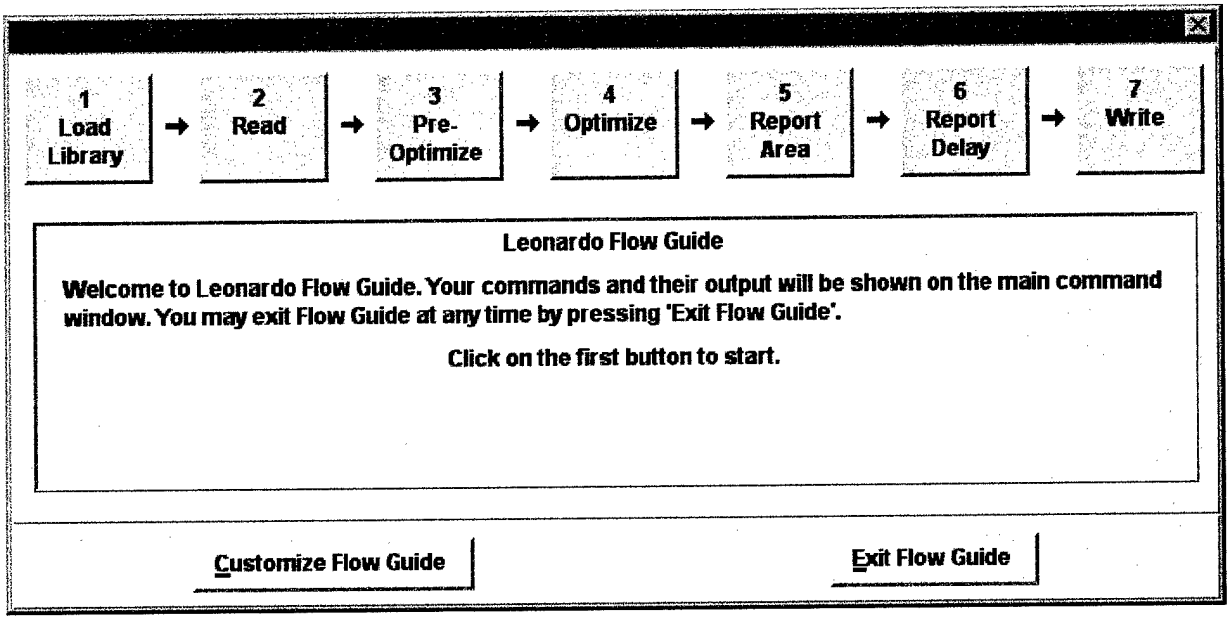


Figure 5.2. Leonardo Flow Guide

The first button, Load Library, is selected and we choose the 4000E family as shown in Figure 5.5. The second button is used repetitively to read in and analyze the VHDL files. A window appears that allows the filename to be input as shown in Figure 5.6. As each file is being read in, any warning messages are displayed regarding synthesis problems.

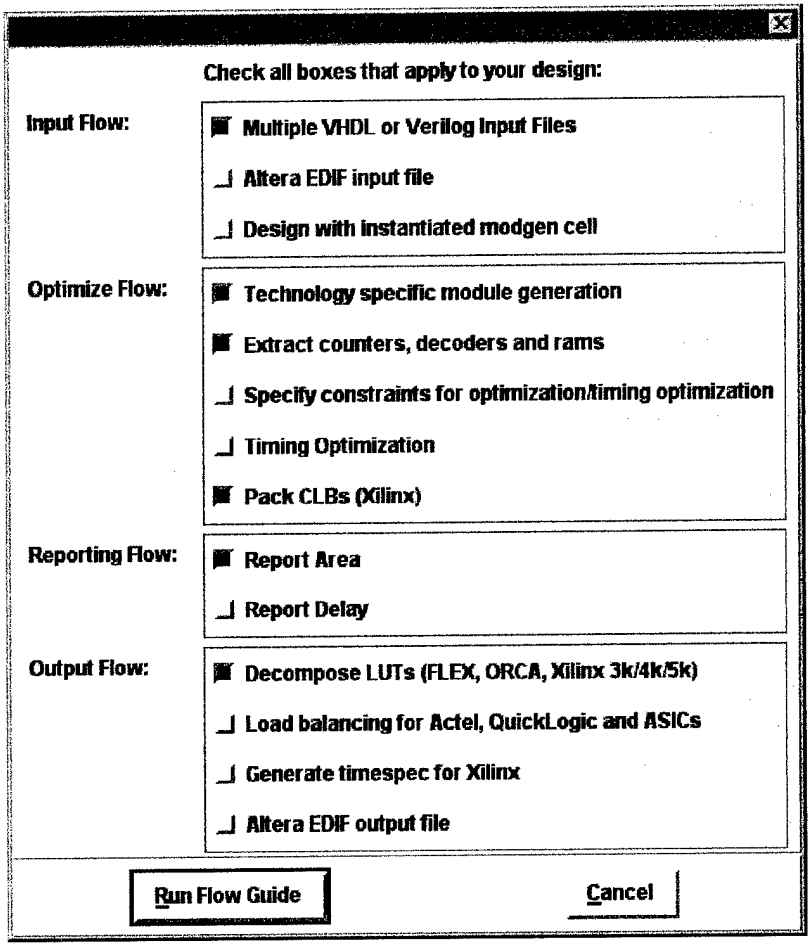


Figure 5.3. Customize Flow Guide

Once all the VHDL files are loaded in, the design is elaborated based on the top level entity description. Figure 5.7 shows the Elaborate window. Clicking the elaborate button automatically determines what the top level is and considers its port declaration as the I/O of the design. Next, the Pre-Optimize step is accomplished, shown in Figure 5.8, followed by the selection of the Modgen Library in Figure 5.9, and the resolution of the Modgens shown in Figure 5.10.

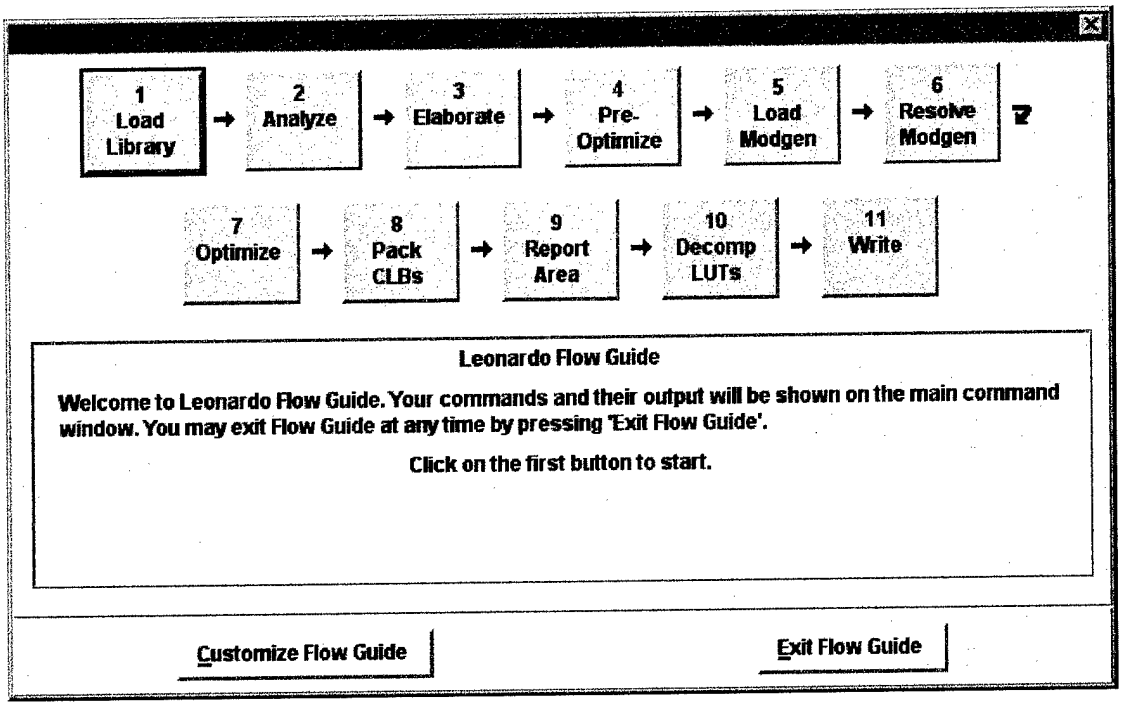


Figure 5.4. Customized Flow Guide

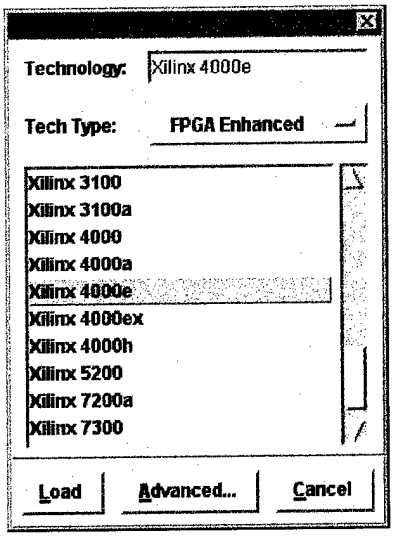


Figure 5.5. Load Library

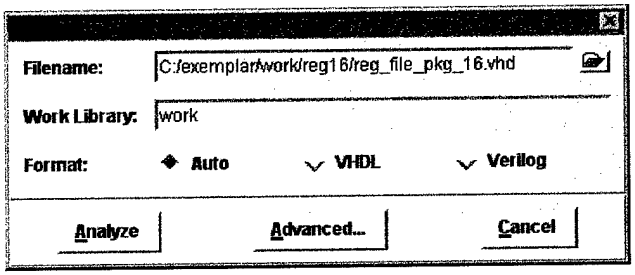


Figure 5.6. Analyze

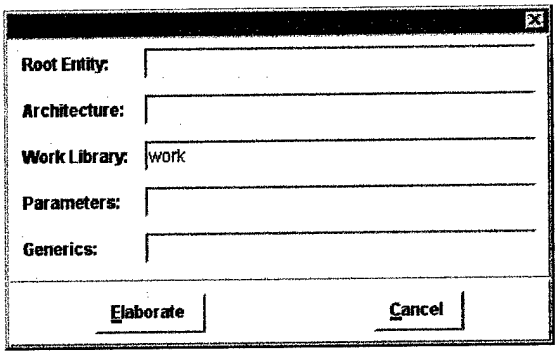


Figure 5.7. Elaborate

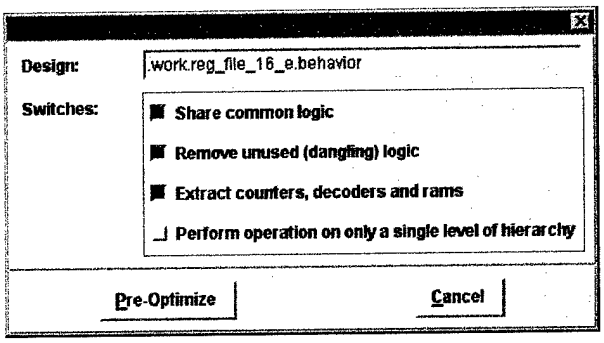


Figure 5.8. Pre Optimize

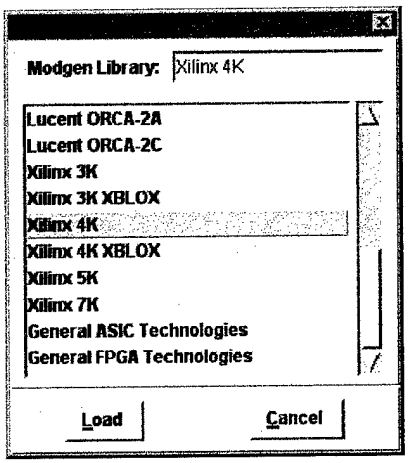


Figure 5.9. Load Modgen Library

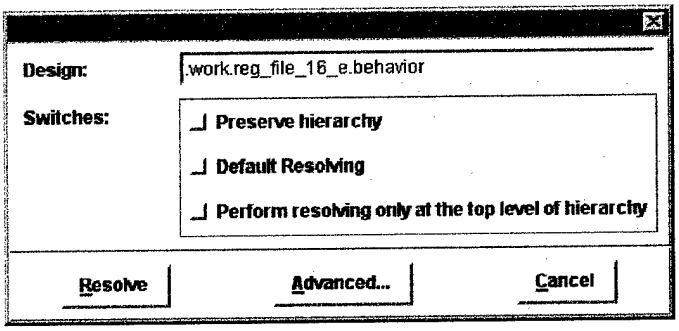


Figure 5.10. Resolve Modgen

The heart of this design flow is the Optimize step, where we can choose what type of optimization to do. The exhaustive selection will require multiple hours to complete. On the other hand, a quick optimization may only require five to 10 minutes. Because we are primarily concerned with area and not with speed, the area optimization box is checked as shown in Figure 5.11. The results of the optimization are shown in Figure 5.12, but the numbers are not entirely accurate. The critical path is listed as 29ns. However, the design has not yet been placed and routed on the chip. We will see later in Chapter 6 that the critical path is closer to 100ns.

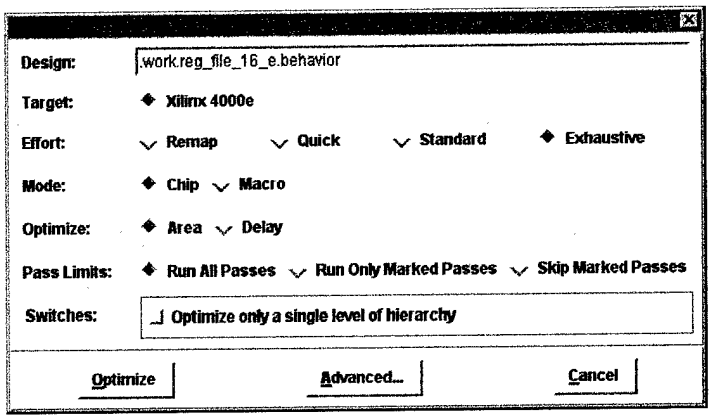


Figure 5.11. Optimize

```
-- Start optimization for design .work.reg_file_16_e.behavior

     Pass      Area     Delay      DFFs  PIs    POs --CPU--
               (FGs)     (ns)                      min:sec
     1         809        29        256    31     32   00:54

                       Resource Use Estimate

       Technology:     xi4e
       Area:           809 Function Generators
       Critical Path:  29 ns
       DFFs:           256 (in CLBs or IOBs)
       IOFFs:          32 (in IOBs)
       HM CLBs:        0
       Input Pins:     31
       Output Pins:    32
```

Figure 5.12. Results of Optimization

The optimized design is then packed into the CLBs by using the window shown in Figure 5.13, followed by decomposing the LUTs within the CLBs shown in Figure 5.14.

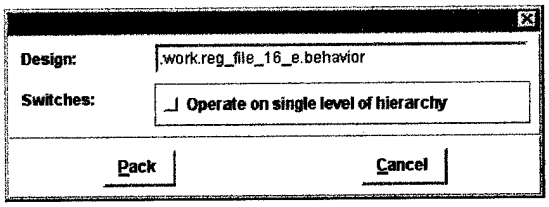


Figure 5.13. Pack CLBs

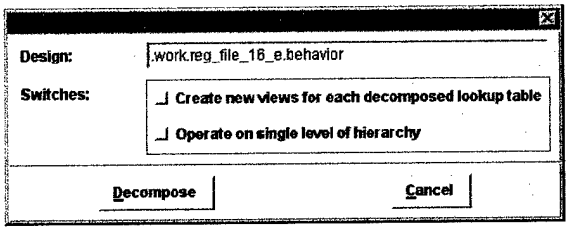


Figure 5.14. Decompose LUTs

The final step is the writing of the Xilinx Netlist Format (XNF) file to disk as shown in Figure 5.15.

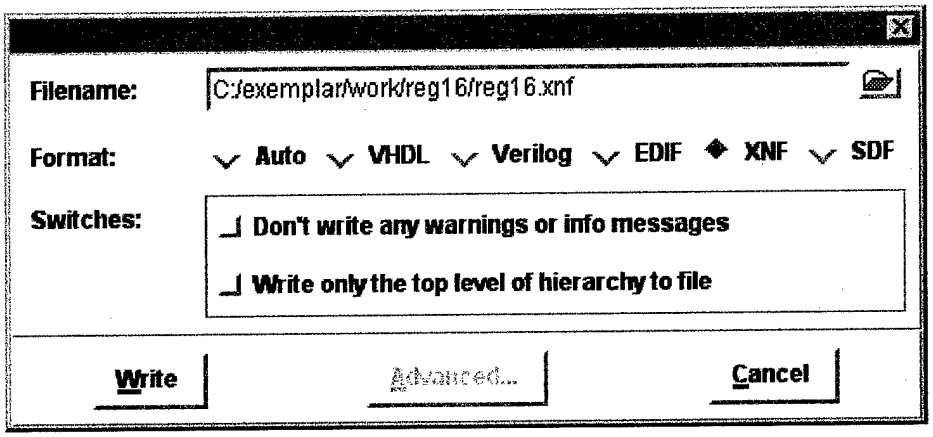


Figure 5.15. Write XNF

5.3.3 Xilinx XACTstep M1

The Xilinx XACTstep program picks up where the Exemplar tools stop. It inputs the XNF file and sets up a project manager screen that keeps track of the version and revision of the design as shown in Figure 5.16. Once loaded in as a project the design is implemented as shown

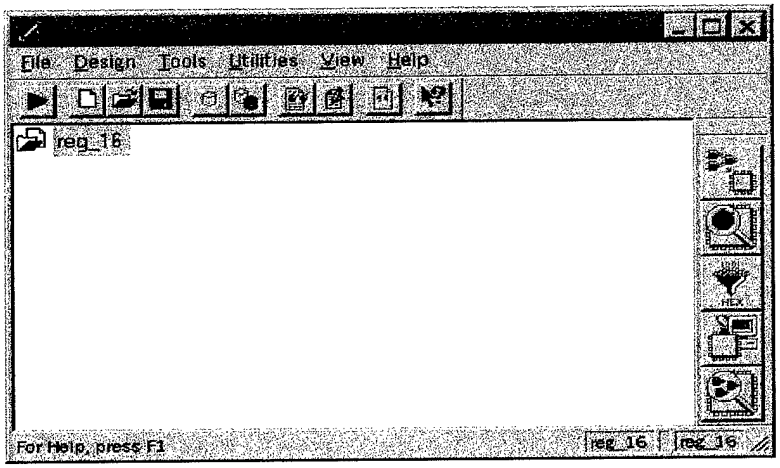


Figure 5.16. XACTstep Design Manager

in Figure 5.17. The target device is chosen, along with the current version and revision number. Additional options shown in Figure 5.18 allow a constraint file to be added to the design. In this case, a UCF file is used to lock certain I/O names to actual pins on the FPGA. Also, the configuration template can be edited from this screen. Figure 5.19 shows the configuration options screen. Both the inputs and the outputs are set to CMOS thresholds and the DONE, M0, M1, and M2 mode pins are set to have an internal pull-up resistor.

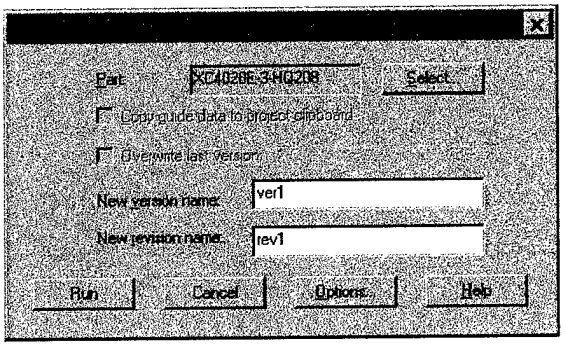


Figure 5.17. Implementation Window

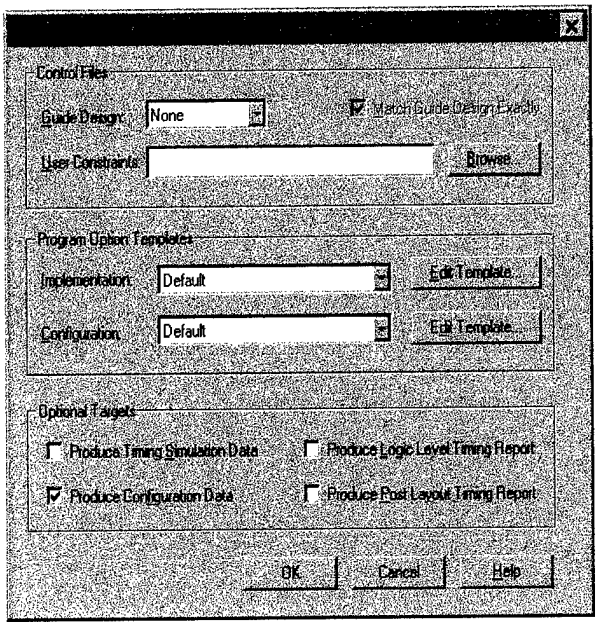


Figure 5.18. Implementation Options

The Flow engine is now invoked and the process of translating, mapping, placing and routing, and configuring is performed. Figure 5.20 shows the Flow Engine and the results of a synthesized design. The result is a BIT file that is ready for download into the FPGA.

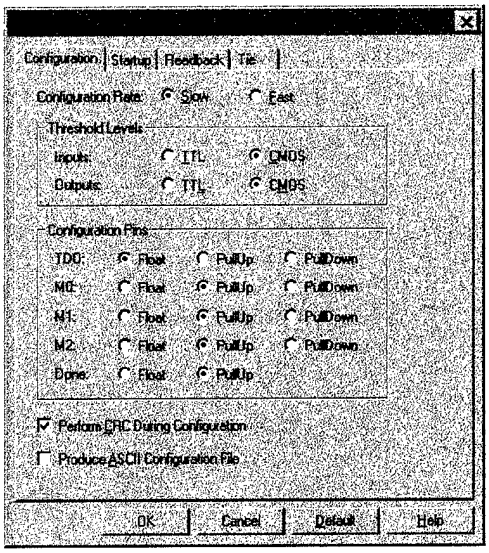


Figure 5.19. Configuration Options

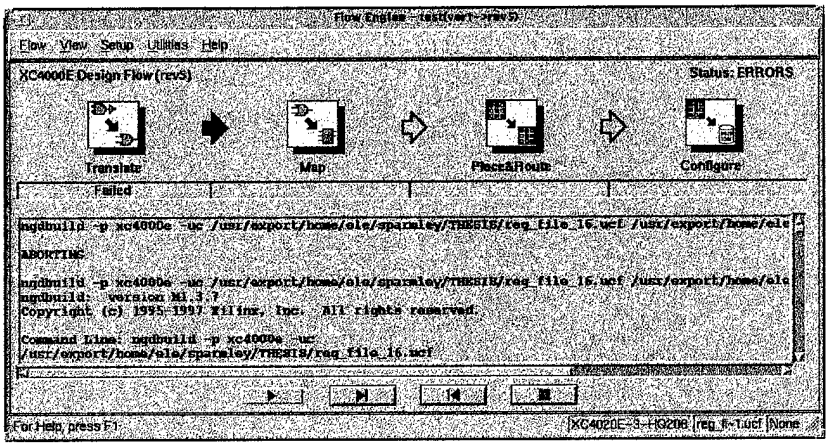


Figure 5.20. Flow Engine

5.4 Bitstream file to FPGA

The BIT file is downloaded to the FPGA using the Hardware Debugger utility of the XACTstep program. An X-Checker cable is used between the FPGA and the host computer's serial port. The Hardware Debugger then sends the proper headers, frames of data, and trailers down the X-Checker cable and into the FPGA.

5.5 Conclusions

This chapter discussed the procedures for synthesizing VHDL models to FPGA implementations. The process works, however the FKP processor cannot fit entirely on the target 4020E FPGA. If the target FPGA was much larger in capacity than the 4020E, then in theory, the entire design could be placed into one device. Instead, half of the register file unit is pushed through Exemplar Leonardo and Xilinx XACTstep and programmed into the 4020E that is available in the laboratory. Figure (5.21) shows the CLB and routing layout for the register file in the 4020E. This design used 40% of the total available CLBs, 27% of the total available IOBs, and 12% of the total CLKIOBs of the 4020E. A text log of the XACTstep process from XNF format to BIT format is listed in Appendix C.

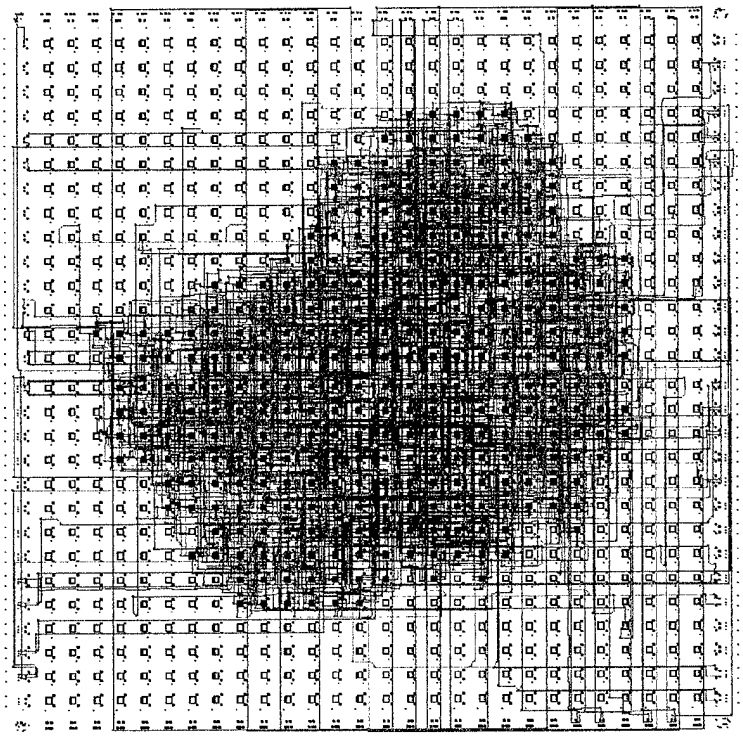


Figure 5.21. 4020E CLB and Routing for the Half Register File Unit

6. FPGA Verification

6.1 Introduction

This chapter investigates the physical implementation of one of the functional unit models into a Xilinx 4020E FPGA. The Logic Master XL100 by Integrated Measurements Systems (Integrated) will serve as the testbed for the programmed device. Because the 4020E package is not directly compatible with the IMS, a custom adapter is developed.

6.2 IMS Logic Master XL100 tester

The IMS Logic Master XL100, shown in Figure 6.1, can support up to 100MHz data and clock rates with up to 224 I/O channels. To test the 4020E FPGA, one XL PGA Auto Socket Card is used to form the interface to the IMS.

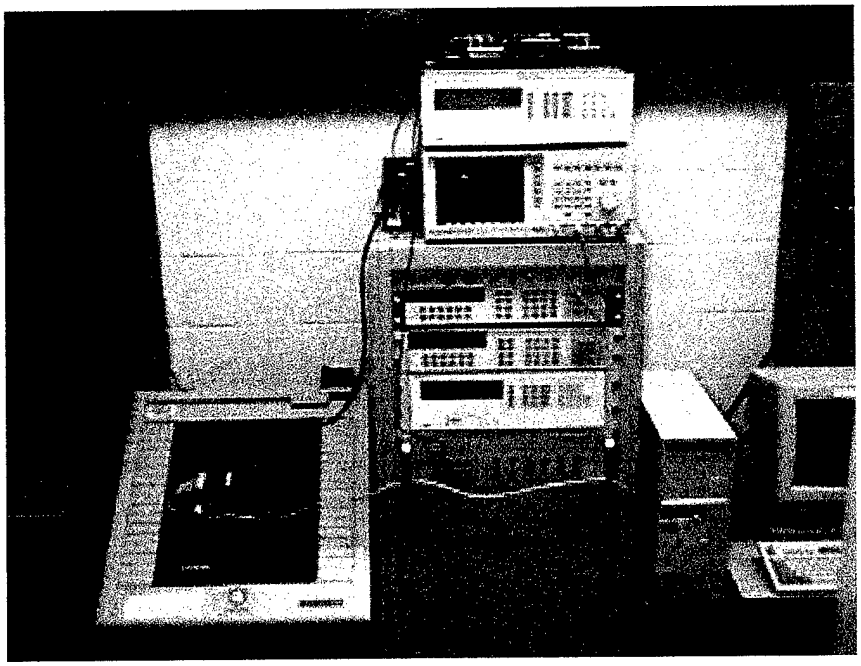


Figure 6.1. The IMS Logic Master XL100

6.3 HQ208 Chip Carrier and Daughter Board

The Xilinx 4020E FPGA is contained in a Heat-sinked Quad Flat Pack (HQFP) 208 pin package (Xilinx:10-35). Because the device does not have pins that can be easily inserted into a test circuit board, an adapter from Ironwood Electronics (see Appendix D) is used to mount the FPGA to the test board. The adapter is wire-wrapped to a set of connectors which match up with connectors installed on the IMS socket card. Figure 6.2 shows the completed test unit. Also shown in Figure 6.2 is the Xilinx X-Checker cable for downloading the serial bit stream from the host PC to the FPGA.

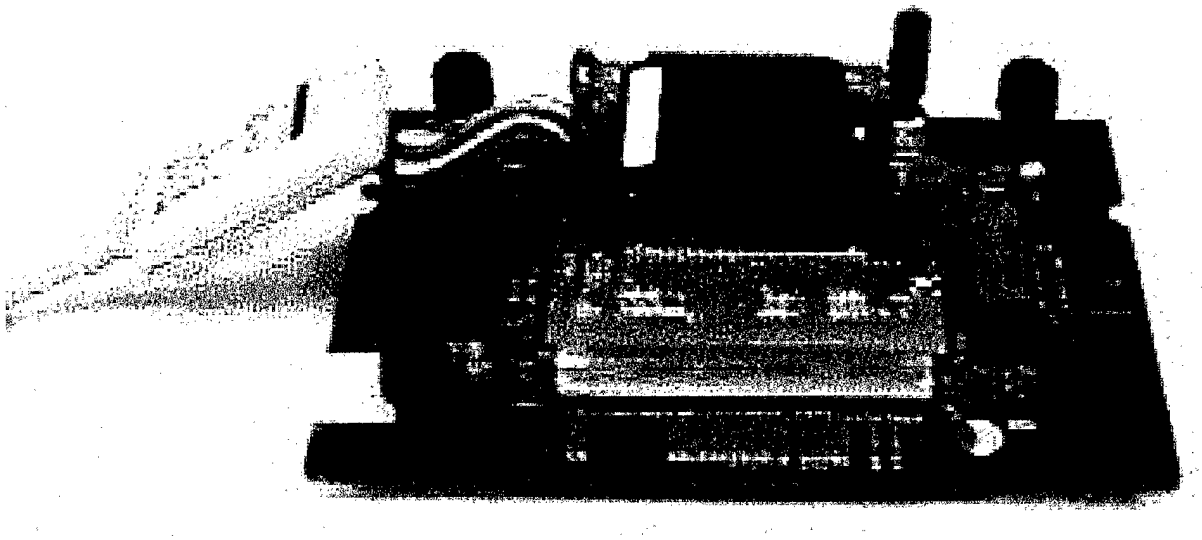


Figure 6.2. Completed Test Unit

There are 16 ground connections and seven +5 Volt connections to the adapter. The power supply is external to the IMS to allow the FPGA to be programmed and hold its configuration when the IMS is not cycling a test. When the IMS finishes a test and sits idle, it removes all power to the device under test. This would erase the configuration every time the

IMS stopped a test cycle because the configuration is stored in internal latches (Xilinx 13-39). By keeping power supplied to the FPGA, even while idle, the configuration is retained. One possible solution to the loss of configuration is to program a PROM device instead of the FPGA directly. The PROM can then hold the configuration information even when the power is removed, and transfer the data into the FPGA every time the system powers up.

Also connected to the adapter are control pins for the FPGA. The TCK pin is pulled up to Vcc to prevent the device from entering into a boundary scan EXTEST during the download process(Xilinx:13-30). The M0, M1, and M2 pins are also pulled up to Vcc to force the device into Serial Slave mode. This mode is the simplest to implement. The Init, Done, Rst, and Prog pins are all pulled up to Vcc. Combined those with the Din and Cclk from the X-Checker and we have the setup shown in Figure (6.3) (Xilinx:5-18).

The remaining connections represent either input or output of the FPGA. The Ironwood Electronics data sheet in Appendix C shows the 4020E pin name and number associated with the adapter pin numbers and corresponding IMS connections.

There is a switch wired to the Prog pin to allow a forced reset of the FPGA. This causes the configuration to be erased and the device will prepare for a new download. The small green LED indicates power to the FPGA from the external supply. The red LED indicates that the IMS has output 5 Volts on the J13 channel.

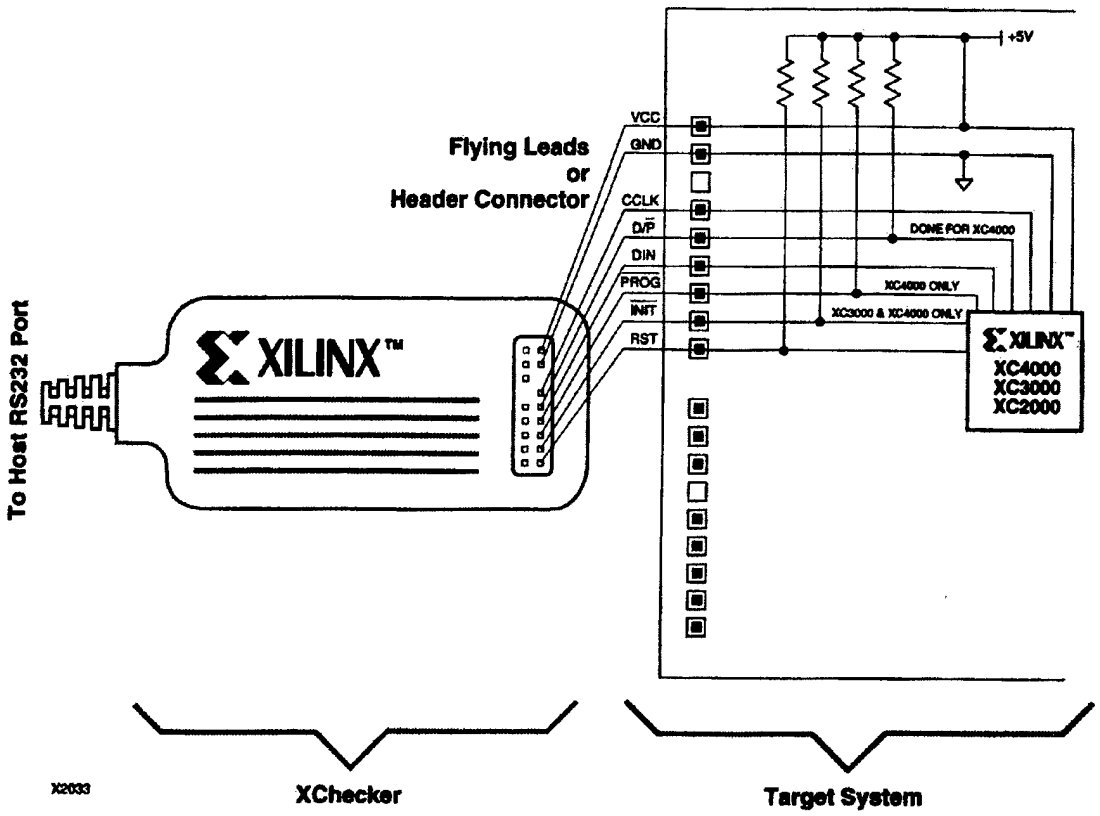


Figure 6.3. Slave Serial Download

6.4 Functional Unit Testing

The first design that was successfully tested was a combination AND/OR gate utilizing four I/O pins and one CLB out of a total of 784. The AND/OR gate was modeled in VHDL and pushed all the way through to implementation. Fastest speed rating on the gates was 11 ns, or 90.9MHz.

The second design was the half register file unit from Chapter 5. The only difference in the process the second time was the addition of a UCF constraint file to force the I/O pins to

predetermined locations. Even if the model changes and causes a resynthesis of the design, the surrounding environment of the FPGA does not have to change.

The IMS tester allowed for a functionality and speed test of the FPGA. For the functional test, the register file is reset and all 16 registers are output to the A and B bus in opposite orders. Figure 6.4 shows the waveforms and indicates that all registers except number 1 is cleared to a zero. If we recall from Chapter 4, the number 1 register always holds a numeric 1.0, and the number 0 register always holds a numeric 0.0.

After the registers are cleared, all 16 registers are written to with a different bit. Once again the two output buses A and B are given the values of each register in opposite order. The waveform shows that both the A and B bus can retrieve the stored information from all registers, with the exception of registers 0 and 1.

The speed test is performed by decreasing the IMS clock period until the above functionality test fails. At 48.5 ns, the test fails. Because the cycle of the register file is two cycles of the IMS, the actual failure time is a 97 ns clock period, or 10.3MHz.

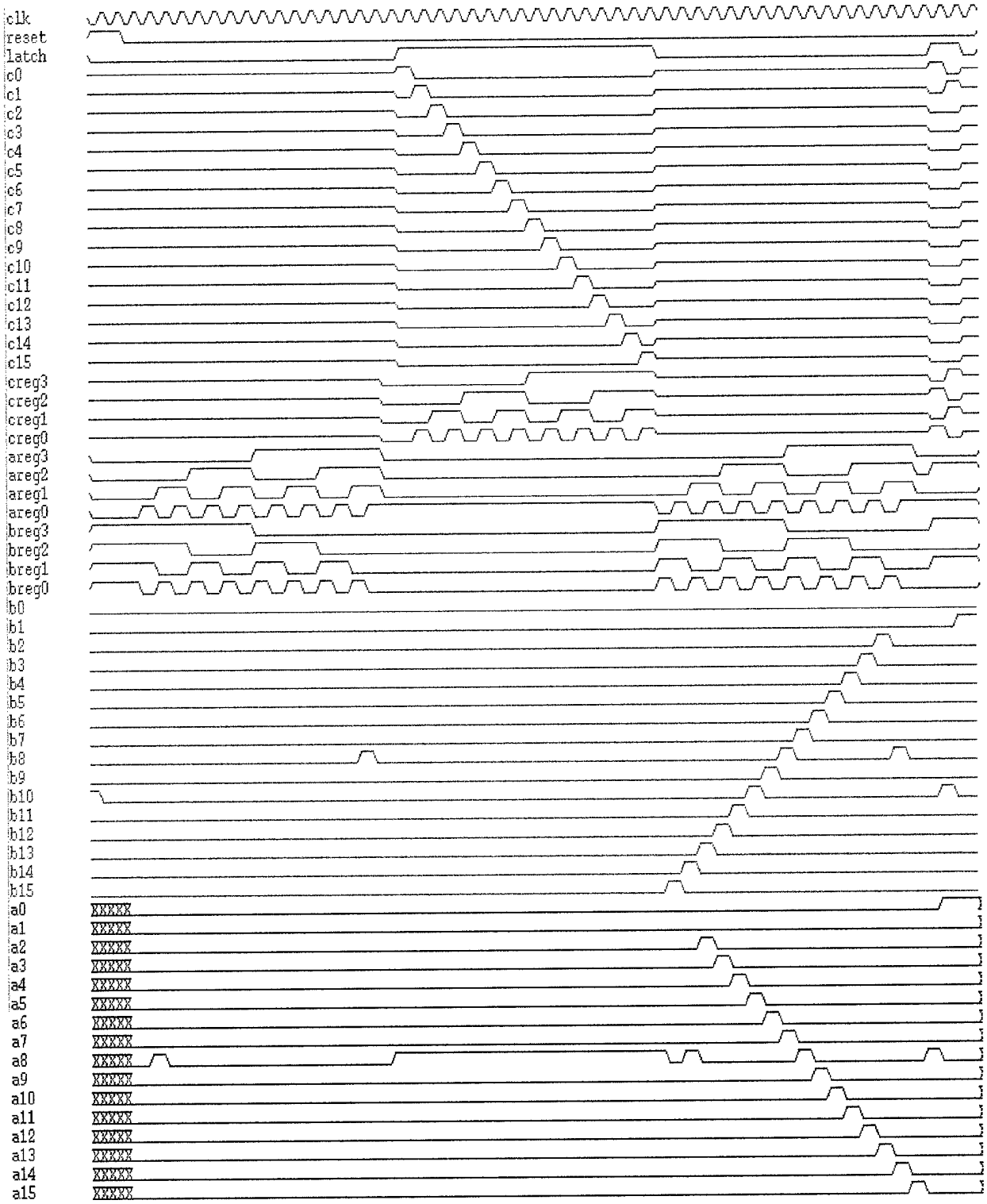
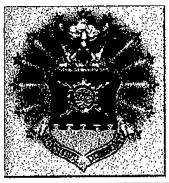
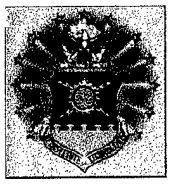


Figure 6.4. IMS Waveform Results of Register File



6.5 Conclusions

This chapter showed the physical implementation and electrical verification of only the half sized register file that was synthesized in Chapter 5. A Xilinx 4020E FPGA was configured from the host PC using a custom adapter board and electrically tested by using the IMS test station. The entire FKP model could not be implemented because the size of the design. It would require multiple 4020E FPGAs or possibly one FPGA from a higher density device, both of which were not available at the time of implementation. However, the success of the half sized register file indicates that the entire FKP model could have also been implemented successfully, assuming the model is correct and a multi-device partitioner program is available.



7. Conclusions and Recommendations for Future Work

7.1 Conclusions

The objective of this research was to implement the forward kinematic algorithm for the Utah MIT Dexterous Hand (UMDH) by creating VHDL models and directly synthesizing them into an FPGA. The forward kinematics of the UMDH were developed and analyzed and the resulting algorithm shows that 12 separate equations each containing multiple mathematical operations are needed. If common expressions are shared between equations, a total of 28 operations are required. These shared terms are stored in the register file unit and are sent to either a cosine/sine unit, an adder/subtractor unit, or a multiplier unit as the algorithm proceeds. The input (angles) and output (transformation matrix) are transferred through dedicated I/O buses. The design results in a semi-autonomous Forward Kinematic Processor (FKP) that can calculate the forward kinematics every time the surrounding system issues a run command. The surrounding system does not deal with the intricacies of the algorithm and can tackle other system tasks while the FKP is busy.

It was planned that the entire algorithm would fit into a single FPGA. However, without the availability of high density FPGAs in the laboratory, only a small portion of the design was able to become realized in hardware. The register file unit was chosen as the sub-model to implement because it contains combinational logic similar to all the other units plus memory storage. After a few iterations with the floorplanning tools, the register file itself proved to be larger than one 4020E FPGA. The register file unit was reduced to half its size and resynthesized.

The new design successfully fit using 40% of the configurable logic blocks of the 4020E. The design was programmed into a 4020E FPGA and tested using an IMS Logic Master XL. Electrical verification shows an upper bound on the clock frequency to be 10.3 MHz, above which the registers begin to hold incorrect data.

7.2 Lessons Learned

It can be concluded that small designs can accurately map into the FPGA and with short turn-around times. The Xilinx 4020E does not have the capacity that was initially expected and proved to be too small for the entire FKP design. The FKP core model and everything underneath is completely synthesizable. This required some restrictions on the coding style to avoid multiple signals in sensitivity lists, multiple wait statements in a process, and any reference to a specific delay of time.

7.3 Recommendations

The first issue to be addressed is the optimization of the VHDL code for synthesis. Some VHDL compilers support the use of in-line macro declarations for instantiation of complete structures such as fast adders already designed into the device. The use of such structures can not only speed up the design, but also take up less FPGA area. Secondly, this research focused solely on Xilinx devices. Using other vendors products such as Altera's MAX Plus II software and their Flex10K series of FPGAs may produce better or worse results. Third, portions of the FKP itself could be redesigned. The multiplier unit uses a 32-bit adder as on of its components. The adder/subtractor unit is 16 bits by itself. The two units could be merged into an ALU, thus eliminating the 16-bit adder and allowing all additions and subtractions to pass through the 32-bit

component of the ALU. The increased overhead to choose either multiplication or addition/subtraction should be minimal compared to the area saved by removing the 16-bit adder/subtractor unit. Fourth, investigation into partitioning tools for Xilinx devices may allow the design to be spread across multiple FPGAs. Last, the microstore and contoller units are not entirly synthesizable. Both need to be modified to adhere to the synthesis restrictions.

7.4 Ideas for Future Work

The architecture of the design could be modified to resemble more of a macropipeline structure. The core could be divided into three parts. The first part would calculate the angles needed. The second part would calculate the sines and cosines. The third part would perform the multiplications, additions and subtractions. The result would be a higher throughput system but with a two stage delay to get the answers. On the other hand, the two data buses, one input and one output, could be merged into a single I/O bus.

The design was based on the idea of the functional units each being a separate state machine and synchronously handshaking with the control unit. This allowed all timing propagation delays within the CLBs, IOBs and routing to be ignored.The result is a design that may waste time during a stage that is simple because the stage that requires the longest time restricts the rest of the design from going any faster. A possible better approach would be a more combinational, less state machine design. This would require knowledge of the delays of the circuit as it is placed into the FPGA.

Different algorithms such as the inverse kinematics of the UMDH or a gross/fine motion controller could be investigated using the same concepts and procedures developed here.

The investigation into PROM development for truly portable systems should be addressed. The PROM device can serially download the configuration of the FPGA every time the system powers up. This property of the FPGA also allows dynamic reconfiguration of parts of the design, allowing the controller of the FKP to swap in and out functional units as needed.

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Appendix A: Code for behavioral Algorithm

A.1 C code

"umdh.h" c code header file

```
/* ********************************************************************** */
/*                                                                        */
/*    umdh.h                                                              */
/*                                                                        */
/*          Steve Parmley                                                 */
/* ---------------------------------------------------------------------- */
/*                                                                        */
/*    Defines kinematic parameters of umdh thumb manipulators.            */
/*                                                                        */
/* ********************************************************************** */

#define UMDH_A0  (-0.75)
#define UMDH_A1  (0.375)
#define UMDH_A2  (1.7)
#define UMDH_A3  (1.3)
#define UMDH_D1  (3.125)
#define UMDH_D2  (0.0)
#define UMDH_D3  (0.0)
#define UMDH_D4  (0.0)
```

"range.c" c code

```
/* ************************************************************ */
/*                                                              */
/*  range.c                                                     */
/*                                                              */
/*  Steve Parmley  -  UMHD forward kinematic function           */
/* ------------------------------------------------------------ */
/*                                                              */
/*  Compute forward kinematics given current joint positions    */
/*  and writes all temp values to disk                          */
/*  Compile with  gcc range.c -lm                               */
/* ************************************************************ */


/* ************************************************************ */
/*          include files                                       */
/* ************************************************************ */

#include <math.h>
#include "umdh.h"
#include <stdio.h>
#include <stdlib.h>


/* ************************************************************ */
/*          umdhFwdKin                  Compute forward kinematics. */
/* ************************************************************ */

void  umdhFwdKin(float *jtang, float *noap, FILE *rangeptr)
{
 float      a0,a1,a2,a3, d1,d2,d3,d4;
 float      c1, c2, c3, c4;
 float s1, s2, s3, s4;
 float c23,s23,c234,s234;


 a0 = UMDH_A0;
 a1 = UMDH_A1;
 a2 = UMDH_A2;
 a3 = UMDH_A3;
 d1 = UMDH_D1;
 d2 = UMDH_D2;
 d3 = UMDH_D3;
 d4 = UMDH_D4;

 s1 = sin(jtang[0]);   c1 = cos(jtang[0]);
 s2 = sin(jtang[1]);   c2 = cos(jtang[1]);
 s3 = sin(jtang[2]);   c3 = cos(jtang[2]);
 s4 = sin(jtang[3]);   c4 = cos(jtang[3]);
 s23 = s2*c3 + c2*s3;   c23 = c2*c3 - s2*s3;
 s234 = sin(jtang[1]+jtang[2]+jtang[3]);
 c234 = cos(jtang[1]+jtang[2]+jtang[3]);

 fprintf(rangeptr,"%f\n%f\n%f\n%f\n%f\n%f\n%f\n%f\n",s1,s2,s3,s4,c1,c2,c3,c4);
 fprintf(rangeptr,"%f\n%f\n%f\n%f\n%f\n%f\n",s2*c3,c2*s3,s23,c23);


 /* n vector          */

 noap[0] = c1*c234;
 noap[1] = s1*c234;
 noap[2] = s234;


 /* o vector          */
```

```
 noap[3] = -c1*s234;
 noap[4] = -s1*s234;
 noap[5] = c234;


 /* a vector            */

 noap[6] = s1;
 noap[7] = -c1;
 noap[8] = 0.0;


 /* p vector            */

 noap[9] = a0 + c1*(a1 + a2*c2 + a3*c23);
 noap[10] = s1*(a1 + a2*c2 + a3*c23);
 noap[11] = a2*s2 + a3*s23 + d1;


 fprintf(rangeptr,"%f\n%f\n%f\n%f\n%f\n",a3*c23,
                                        a2*c2,
                                        a1+a2*c2+a3*c23,
                                        c1*(a1+a2*c2+a3*c23),
                                        s1*(a1+a2*c2+a3*c23));
 return;
}


main ()
{
FILE *fp;
FILE *rangeptr;

float jtang[6];
float noap[12];
float step = 3.1415 /8.0;

fp = fopen("fwdkin.dat","w");
rangeptr = fopen("range.dat","w");

for (jtang[0]=-3.1415/4.0;jtang[0] < 3.1415 / 4.0*3.0; jtang[0]=jtang[0]+step)
  for (jtang[1]=0.0;jtang[1] < 3.1415 / 3.0; jtang[1]=jtang[1]+step)
    for (jtang[2]=0.0;jtang[2] < 3.1415 / 2.0; jtang[2]=jtang[2]+step)
      for (jtang[3]=0.0;jtang[3] < 3.1415 / 2.0; jtang[3]=jtang[3]+step)
          {
          umdhFwdKin(jtang,noap,rangeptr);
                fprintf(fp,"%f\t%f\t%f\t%f\n",jtang[0],jtang[1],jtang[2],jtang[3]);
                fprintf(fp,"%f\t%f\t%f\t%f\n"  ,noap[0],noap[3],noap[6],noap[9]);
                fprintf(fp,"%f\t%f\t%f\t%f\n"  ,noap[1],noap[4],noap[7],noap[10]);
                fprintf(fp,"%f\t%f\t%f\t%f\n\n",noap[2],noap[5],noap[8],noap[11]);
        }

fclose(fp);
fclose(rangeptr);

}
```

A.2 Matlab code

"fk.m" Matlab code

```
% Steve Parmley                                    %
% Matlab code that loads data generated by C code %
% Plots positions of last joint and arc of fingertip %

clear;
close all;
load fwdkin.dat;
for i=1:599,
  nx(i)=fwdkin(i*4+2,1);
  ny(i)=fwdkin(i*4+3,1);
  nz(i)=fwdkin(i*4+4,1);
  ox(i)=fwdkin(i*4+2,2);
  oy(i)=fwdkin(i*4+3,2);
  oz(i)=fwdkin(i*4+4,2);
  ax(i)=fwdkin(i*4+2,3);
  ay(i)=fwdkin(i*4+3,3);
  az(i)=fwdkin(i*4+4,3);
  px(i)=fwdkin(i*4+2,4);
  py(i)=fwdkin(i*4+3,4);
  pz(i)=fwdkin(i*4+4,4);

  ppx(i) = px(i) + nx(i) * 1.125;
  ppy(i) = py(i) + ny(i) * 1.125;
  ppz(i) = pz(i) + nz(i) * 1.125;
end;

for i=1:24,
  px1(i) = px(i);
  py1(i) = py(i);
  pz1(i) = pz(i);
  ppx1(i) = ppx(i);
  ppy1(i) = ppy(i);
  ppz1(i) = ppz(i);

  px2(i) = px(i+24);
  py2(i) = py(i+24);
  pz2(i) = pz(i+24);
  ppx2(i) = ppx(i+24);
  ppy2(i) = ppy(i+24);
  ppz2(i) = ppz(i+24);

  px3(i) = px(i+49);
  py3(i) = py(i+49);
  pz3(i) = pz(i+49);
  ppx3(i) = ppx(i+49);
  ppy3(i) = ppy(i+49);
  ppz3(i) = ppz(i+49);

  px4(i) = px(i+74);
  py4(i) = py(i+74);
  pz4(i) = pz(i+74);
  ppx4(i) = ppx(i+74);
  ppy4(i) = ppy(i+74);
  ppz4(i) = ppz(i+74);

  px5(i) = px(i+149);
  py5(i) = py(i+149);
  pz5(i) = pz(i+149);
  ppx5(i) = ppx(i+149);
  ppy5(i) = ppy(i+149);
  ppz5(i) = ppz(i+149);
```

```
  px6(i) = px(i+224);
  py6(i) = py(i+224);
  pz6(i) = pz(i+224);
  ppx6(i) = ppx(i+224);
  ppy6(i) = ppy(i+224);
  ppz6(i) = ppz(i+224);

  px7(i) = px(i+299);
  py7(i) = py(i+299);
  pz7(i) = pz(i+299);
  ppx7(i) = ppx(i+299);
  ppy7(i) = ppy(i+299);
  ppz7(i) = ppz(i+299);

end;


plot3(ppx1,ppy1,ppz1,'-',px1,py1,pz1,'+',ppx2,ppy2,ppz2,'--',px2,py2,pz2,'o',ppx3,ppy3,ppz3,'-.',px3,py3,pz3,'x');
grid;
view(-45,10);
axis([-3 3 -6 0 1 7]);
title ('UMDH Thumb Motion (joint 0 fixed)');
h=legend('Fingertip Positions (Joint 2 Location A)','Joint 3 Positions (Joint 2 Location A)','Fingertip Positions (Joint 2 Location B)','Joint 3
Positions (Joint 2 Location B)','Fingertip Positions (Joint 2 Location C)','Joint 3 Positions (Joint 2 Location C)');
axes(h);
```

"range.m" Matlab code

```
% Steve Parmley                                    %
% Matlab code that loads data generated by C code %
% Plots positions of last joint and arc of fingertip    %

load fwdkin.dat;
max(fwdkin)
min(fwdkin)

load range.dat;
max(range)
min(range)
```

Appendix B: VHDL Functional Unit Models and Simulation Testbenches

B.1 Cosine/Sine Unit

B.1.1 Cosine/Sine Model

```
-------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   cos_sin.vhd
-- Other files required:
-- Date:                       Sept 19 97
-- Entity/Architecture Name:   cos_sin_e/behavior
-- Developer:                  Steve Parmley
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity cos_sin_e is
  port (cos_sin_reset    :    in    std_ulogic;
        cos_sin_clk      :    in    std_ulogic;
        cos_sin_A_bus    :    in    std_ulogic_vector(15 downto 0);
        cos_sin_go       :    in    std_ulogic;
        cos_sin_sel      :    in    std_ulogic;
        cos_sin_wait     :    in    std_ulogic_vector(2 downto 0);
        cos_sin_ready    :    out   std_ulogic;
        cos_sin_C_bus    :    out   std_ulogic_vector(15 downto 0);
    -- the following describes the connection to the rom
        cos_sin_rom_addr :    out   std_ulogic_vector(12 downto 0);
        cos_sin_rom_data :    in    std_ulogic_vector(15 downto 0));
end cos_sin_e;

architecture behavior of cos_sin_e is
begin

  lookup: process
variable state : integer;
variable wait_count, wait_counter : integer;

-- create sinks for four bits not used of A_bus
variable temp1,temp2,temp3,temp4 : std_ulogic;

   begin


        if cos_sin_reset = '1' then
                state := 0;
        end if;

        wait until (cos_sin_clk'event and cos_sin_clk='1');

        if state = 0 then
                -- turn off all signals
                cos_sin_ready <= '0';

                -- calculate how many waits
                wait_count := 0;
                wait_counter := 0;
                if cos_sin_wait(0) = '1' then
```

```
                    wait_count := wait_count + 1;
                end if;
                if cos_sin_wait(1) = '1' then
                    wait_count := wait_count + 2;
                end if;
                if cos_sin_wait(2) = '1' then
                    wait_count := wait_count + 4;
                end if;
                -- copy over lower 8 decimal bits and 3 LSBs of integer
                cos_sin_rom_addr(10 downto 0) <= cos_sin_A_bus(10 downto 0);
                -- copy in sign bit
                cos_sin_rom_addr(11) <= cos_sin_A_bus(15);
                -- copy in selector bit for cos or sin function
                cos_sin_rom_addr(12) <= cos_sin_sel;


                -- sink the 4 unused bits
                temp1 := cos_sin_A_bus(11);
                temp2 := cos_sin_A_bus(12);
                temp3 := cos_sin_A_bus(13);
                temp4 := cos_sin_A_bus(14);

                -- wait for go signal
                if cos_sin_go = '1' then
                    state := 1;
                end if;
        end if;
        if state = 1 then
                -- induce rom wait states for slower external devices
                if wait_count = wait_counter then
                    state := 2;
                else
                    wait_counter := wait_counter + 1;
                end if;
        end if;
        if state = 2 then
                -- latch data
                cos_sin_C_bus <= cos_sin_rom_data;
                -- indicate to control that the information is latched
                cos_sin_ready <= '1';
                -- wait one cycle and
                state := 3;
        elsif state = 3 then
                -- ready signal
                cos_sin_ready <= '0';
                -- start over
                state := 0;
        end if;

  end process lookup;
end behavior;
```

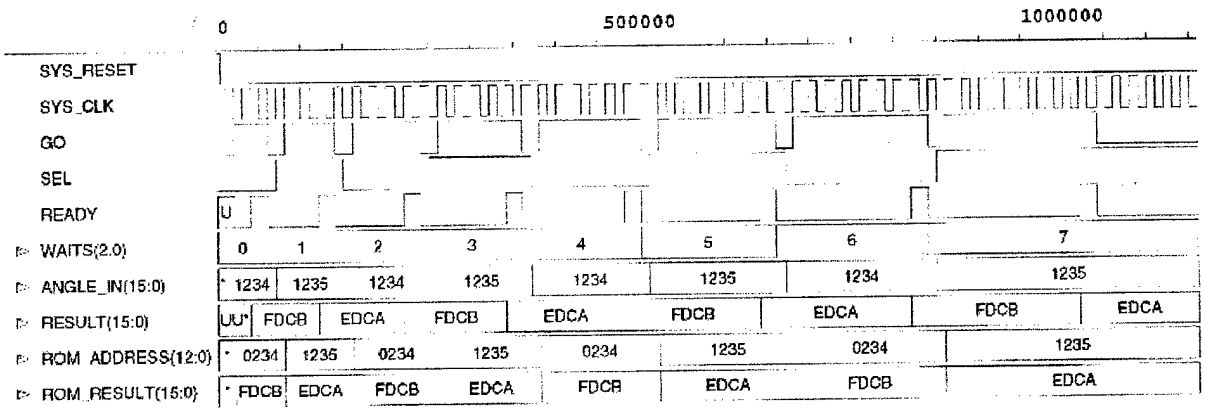
B.1.2 Cosine/Sine Testbench

```
-------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   cos_sin-bench.vhd
-- Other files required:
-- Date:                       sept 19 97
-- Entity/Architecture Name:   cos_sin_tb/test
-- Developer:                  Steve Parmley
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;



entity cos_sin_tb is
end cos_sin_tb;

architecture test of cos_sin_tb is

component cos_sin_e
  port (cos_sin_reset     :     in     std_ulogic;
        cos_sin_clk       :     in     std_ulogic;
        cos_sin_A_bus     :     in     std_ulogic_vector(15 downto 0);
        cos_sin_go        :     in     std_ulogic;
        cos_sin_sel       :     in     std_ulogic;
        cos_sin_wait      :     in     std_ulogic_vector(2 downto 0);
        cos_sin_ready     :     out    std_ulogic;
        cos_sin_C_bus     :     out    std_ulogic_vector(15 downto 0);
    -- the following describes the connection to the rom
        cos_sin_rom_addr  :     out    std_ulogic_vector(12 downto 0);
        cos_sin_rom_data  :     in     std_ulogic_vector(15 downto 0));
end component;

signal sys_reset, sys_clk, go, sel, ready : std_ulogic := '0';
signal waits          : std_ulogic_vector(2 downto 0) := "000";
signal angle_in : std_ulogic_vector(15 downto 0);
signal result         : std_ulogic_vector(15 downto 0);
signal rom_address : std_ulogic_vector(12 downto 0);
signal rom_result  : std_ulogic_vector(15 downto 0);

begin
U1 : cos_sin_e
  PORT MAP   (sys_reset,
              sys_clk,
              angle_in,
              go,
              sel,
              waits,
              ready,
              result,
              rom_address,
              rom_result);

clock : process
begin
        sys_clk <= not(sys_clk);
        wait for 10 ps;
end process clock;

rst : process
begin
        sys_reset <= '1';
```

```
        wait for 5 ps;
        sys_reset <= '0';
        wait for 15000 ps;
end process rst;

exercise : process
 variable wait_count : integer := 0;
 begin
        -- do it again with more waits
        case wait_count is
                when 0 => waits <= "000";
                when 1 => waits <= "001";
                when 2 => waits <= "010";
                when 3 => waits <= "011";
                when 4 => waits <= "100";
                when 5 => waits <= "101";
                when 6 => waits <= "110";
                when 7 => waits <= "111";
                when others =>  wait until sys_clk'event and sys_clk='1';
                                wait until sys_clk'event and sys_clk='1';
                                wait until sys_clk'event and sys_clk='1';
                                wait until sys_clk'event and sys_clk='1';
                                wait until sys_clk'event and sys_clk='1';
                                wait until sys_clk'event and sys_clk='1';
                                ASSERT false
                        REPORT "DONE"
                        SEVERITY failure;
                end case;

        wait_count := wait_count + 1;

        wait until sys_clk'event and sys_clk='0';
        -- processor is setting up input bus
        angle_in(15 downto 1) <= "000100100011010";
        angle_in(0) <= waits(0);
        -- set selection to sin or cos
        sel <= waits(0);

        -- wait for a while
        wait until sys_clk'event and sys_clk='1';
        -- and initiate function
        go <= '1';

        -- wait for function to report ready
        wait until ready = '1' and ready'event;

        wait until sys_clk'event and sys_clk='1';

        -- turn off go signal
        go <= '0';


 end process exercise;

rom : process
 begin
        wait until rom_address'event;

        -- make up some rom data (inverse of the address for now)
        rom_result(12 downto 0) <= not(rom_address(12 downto 0));

        -- fill in the rest
        rom_result(15 downto 13) <= "111";
 end process rom;
```

```
end test;


CONFIGURATION cos_sin_c OF cos_sin_tb IS
  FOR test
    FOR ALL: cos_sin_e
      USE ENTITY WORK.cos_sin_e(behavior);
    END FOR;
  END FOR;
END cos_sin_c;
```

B.1.3 Cosine/Sine Results



B.2 Adder/Subtractor Unit

B.2.1 Adder/Subtractor Model

```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         adder.vhd
-- Other files required:
-- Date:                             sept 30 97
-- Entity/Architecture Name:         adder_e/behavior
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity adder_e is
  port (adder_reset     :     in     std_ulogic;
        adder_clk       :     in     std_ulogic;
        adder_A_bus     :     in     std_ulogic_vector(15 downto 0);
        adder_B_bus     :     in     std_ulogic_vector(15 downto 0);
        adder_go        :     in     std_ulogic;
        adder_sel       :     in     std_ulogic;
        adder_done      :     out    std_ulogic;
        adder_C_bus     :     out    std_ulogic_vector(15 downto 0));
end adder_e;

architecture behavior of adder_e is
Signal state : integer;
Signal Bxor : std_ulogic_vector(15 downto 0);
Signal Cout : std_ulogic_vector(15 downto 0);
Signal SUM : std_ulogic_vector(15 downto 0);

begin

  addsub : process

    begin

    wait until adder_clk'event and adder_clk='1';

    if adder_reset = '1' then
          state <= 0;
    end if;

    if adder_go = '1' then

      if state = 0 then
          Bxor(0) <= adder_B_bus(0) xor adder_sel;
          Bxor(1) <= adder_B_bus(1) xor adder_sel;
          Bxor(2) <= adder_B_bus(2) xor adder_sel;
          Bxor(3) <= adder_B_bus(3) xor adder_sel;
          Bxor(4) <= adder_B_bus(4) xor adder_sel;
          Bxor(5) <= adder_B_bus(5) xor adder_sel;
          Bxor(6) <= adder_B_bus(6) xor adder_sel;
          Bxor(7) <= adder_B_bus(7) xor adder_sel;
          Bxor(8) <= adder_B_bus(8) xor adder_sel;
          Bxor(9) <= adder_B_bus(9) xor adder_sel;
          Bxor(10) <= adder_B_bus(10) xor adder_sel;
```

```
            Bxor(11) <= adder_B_bus(11) xor adder_sel;
            Bxor(12) <= adder_B_bus(12) xor adder_sel;
            Bxor(13) <= adder_B_bus(13) xor adder_sel;
            Bxor(14) <= adder_B_bus(14) xor adder_sel;
            Bxor(15) <= adder_B_bus(15) xor adder_sel;
            state <= 1;
        elsif state = 1 then
            Cout(0)    <= ((adder_A_bus(0) and Bxor(0)) or (adder_sel and (adder_A_bus(0) or Bxor(0)) ));
            state <= 2;
        elsif state = 2 then
            SUM(0)    <= ((adder_A_bus(0) and Bxor(0) and adder_sel) or ((adder_A_bus(0) or Bxor(0) or adder_sel) and (not Cout(0))));
            Cout(1)    <= ((adder_A_bus(1) and Bxor(1)) or (Cout(0) and (adder_A_bus(1) or Bxor(1)) ));
            state <= 3;
        elsif state = 3 then
            SUM(1)    <= ((adder_A_bus(1) and Bxor(1) and Cout(0)) or ((adder_A_bus(1) or Bxor(1) or Cout(0)) and (not Cout(1))));
            Cout(2)    <= ((adder_A_bus(2) and Bxor(2)) or (Cout(1) and (adder_A_bus(2) or Bxor(2)) ));
            state <= 4;
        elsif state = 4 then
            SUM(2)    <= ((adder_A_bus(2) and Bxor(2) and Cout(1)) or ((adder_A_bus(2) or Bxor(2) or Cout(1)) and (not Cout(2))));
            Cout(3)    <= ((adder_A_bus(3) and Bxor(3)) or (Cout(2) and (adder_A_bus(3) or Bxor(3)) ));
            state <= 5;
        elsif state = 5 then
            SUM(3)    <= ((adder_A_bus(3) and Bxor(3) and Cout(2)) or ((adder_A_bus(3) or Bxor(3) or Cout(2)) and (not Cout(3))));
            Cout(4)    <= ((adder_A_bus(4) and Bxor(4)) or (Cout(3) and (adder_A_bus(4) or Bxor(4)) ));
            state <= 6;
        elsif state = 6 then
            SUM(4)    <= ((adder_A_bus(4) and Bxor(4) and Cout(3)) or ((adder_A_bus(4) or Bxor(4) or Cout(3)) and (not Cout(4))));
            Cout(5)    <= ((adder_A_bus(5) and Bxor(5)) or (Cout(4) and (adder_A_bus(5) or Bxor(5)) ));
            state <= 7;
        elsif state = 7 then
            SUM(5)    <= ((adder_A_bus(5) and Bxor(5) and Cout(4)) or ((adder_A_bus(5) or Bxor(5) or Cout(4)) and (not Cout(5))));
            Cout(6)    <= ((adder_A_bus(6) and Bxor(6)) or (Cout(5) and (adder_A_bus(6) or Bxor(6)) ));
            state <= 8;
        elsif state = 8 then
            SUM(6)    <= ((adder_A_bus(6) and Bxor(6) and Cout(5)) or ((adder_A_bus(6) or Bxor(6) or Cout(5)) and (not Cout(6))));
            Cout(7)    <= ((adder_A_bus(7) and Bxor(7)) or (Cout(6) and (adder_A_bus(7) or Bxor(7)) ));
            state <= 9;
        elsif state = 9 then
            SUM(7)    <= ((adder_A_bus(7) and Bxor(7) and Cout(6)) or ((adder_A_bus(7) or Bxor(7) or Cout(6)) and (not Cout(7))));
            Cout(8)    <= ((adder_A_bus(8) and Bxor(8)) or (Cout(7) and (adder_A_bus(8) or Bxor(8)) ));
            state <= 10;
        elsif state = 10 then
            SUM(8)    <= ((adder_A_bus(8) and Bxor(8) and Cout(7)) or ((adder_A_bus(8) or Bxor(8) or Cout(7)) and (not Cout(8))));
            Cout(9)    <= ((adder_A_bus(9) and Bxor(9)) or (Cout(8) and (adder_A_bus(9) or Bxor(9)) ));
            state <= 11;
        elsif state = 11 then
            SUM(9)    <= ((adder_A_bus(9) and Bxor(9) and Cout(8)) or ((adder_A_bus(9) or Bxor(9) or Cout(8)) and (not Cout(9))));
            Cout(10)<= ((adder_A_bus(10) and Bxor(10)) or (Cout(9) and (adder_A_bus(10) or Bxor(10)) ));
            state <= 12;
        elsif state = 12 then
            SUM(10)  <= ((adder_A_bus(10) and Bxor(10) and Cout(9)) or ((adder_A_bus(10) or Bxor(10) or Cout(9)) and (not
Cout(10))));
            Cout(11)<= ((adder_A_bus(11) and Bxor(11)) or (Cout(10) and (adder_A_bus(11) or Bxor(11)) ));
            state <= 13;
        elsif state = 13 then
            SUM(11)  <= ((adder_A_bus(11) and Bxor(11) and Cout(10)) or ((adder_A_bus(11) or Bxor(11) or Cout(10)) and (not
Cout(11))));
            Cout(12)<= ((adder_A_bus(12) and Bxor(12)) or (Cout(11) and (adder_A_bus(12) or Bxor(12)) ));
            state <= 14;
        elsif state = 14 then
            SUM(12)  <= ((adder_A_bus(12) and Bxor(12) and Cout(11)) or ((adder_A_bus(12) or Bxor(12) or Cout(11)) and (not
Cout(12))));
            Cout(13)<= ((adder_A_bus(13) and Bxor(13)) or (Cout(12) and (adder_A_bus(13) or Bxor(13)) ));
            state <= 15;
        elsif state = 15 then
```

```
        SUM(13) <= ((adder_A_bus(13) and Bxor(13) and Cout(12)) or ((adder_A_bus(13) or Bxor(13) or Cout(12)) and (not
Cout(13))));
        Cout(14)<= ((adder_A_bus(14) and Bxor(14)) or (Cout(13) and (adder_A_bus(14) or Bxor(14)) ));
        state <= 16;
   elsif state = 16 then
        SUM(14) <= ((adder_A_bus(14) and Bxor(14) and Cout(13)) or ((adder_A_bus(14) or Bxor(14) or Cout(13)) and (not
Cout(14))));
        Cout(15)<= ((adder_A_bus(15) and Bxor(15)) or (Cout(14) and (adder_A_bus(15) or Bxor(15)) ));
        state <= 17;
   elsif state = 17 then
        SUM(15) <= ((adder_A_bus(15) and Bxor(15) and Cout(14)) or ((adder_A_bus(15) or Bxor(15) or Cout(14)) and (not
Cout(15))));
        state <= 18;
   elsif state = 18 then
        adder_C_bus <= SUM;
        adder_done <= '1';
    end if;
  else
        adder_done <= '0';
        state <= 0;

  end if;


 end process addsub;
end behavior;
```

B.2.2 Adder/Subtractor Testbench

```
-------------------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   adder-bench.vhd
-- Other files required:
-- Date:                       sept 30 97
-- Entity/Architecture Name:   adder_tb/test
-- Developer:                  Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;


entity adder_tb is
end adder_tb;

architecture test of adder_tb is

constant  Atest00   : std_ulogic_vector(15 downto 0) := "0000000000000000";
constant  Atest01 : std_ulogic_vector(15 downto 0) := "0000000000000001";
constant  Atest02   : std_ulogic_vector(15 downto 0) := "0000000000000010";
constant  Atest03 : std_ulogic_vector(15 downto 0) := "0000000000000011";
constant  Atest04   : std_ulogic_vector(15 downto 0) := "0101010101010101";
constant  Atest05 : std_ulogic_vector(15 downto 0) := "1010101010101010";
constant  Atest06   : std_ulogic_vector(15 downto 0) := "1111111111111110";
constant  Atest07 : std_ulogic_vector(15 downto 0) := "1111111101111111";
constant  Atest08   : std_ulogic_vector(15 downto 0) := "0111111111111111";
constant  Atest09 : std_ulogic_vector(15 downto 0) := "1111111111111111";
```

```
constant  Btest00   : std_ulogic_vector(15 downto 0) := "0000000000000000"; -- +/- 0
constant  Btest01 : std_ulogic_vector(15 downto 0) := "0000000000000001"; -- +/- 1
constant  Btest02   : std_ulogic_vector(15 downto 0) := "0000000000000010"; -- +/- 2
constant  Btest03 : std_ulogic_vector(15 downto 0) := "0000000100000000"; -- +/- 256
constant  Btest04   : std_ulogic_vector(15 downto 0) := "1000000000000000"; -- +/- 32K
constant  Btest05 : std_ulogic_vector(15 downto 0) := "1111111111111111"; -- +/- 65534

constant  add : std_ulogic := '0';
constant  sub : std_ulogic := '1';
component adder_e
 port (adder_reset          :        in       std_ulogic;
       adder_clk            :        in       std_ulogic;
       adder_A_bus          :        in       std_ulogic_vector(15 downto 0);
       adder_B_bus          :        in       std_ulogic_vector(15 downto 0);
       adder_go             :        in       std_ulogic;
       adder_sel            :        in       std_ulogic;
       adder_done           :        out      std_ulogic;
       adder_C_bus          :        out      std_ulogic_vector(15 downto 0));
end component;

signal sys_clk,sys_reset, go, sel, done : std_ulogic := '0';
signal A,B, result     : std_ulogic_vector(15 downto 0);

begin
U1 : adder_e
  PORT MAP   (sys_reset,
              sys_clk,
              A,
              B,
              go,
              sel,
              done,
              result);

clock : process
begin
       sys_clk <= not(sys_clk);
       wait for 10 ps;
end process clock;


exercise : process
 variable inputA, inputB : std_ulogic_vector(15 downto 0);
 begin

  sys_reset <= '0';

  For i in 0 to 1 loop
  -- add or sub

       CASE i IS
              WHEN 0 => sel <= add;
              WHEN 1 => sel <= sub;
       END CASE;

       for j in 0 to 9 loop
         for l in 0 to 5 loop
      -- pick a test
              CASE j IS
                     WHEN 0 => inputA := Atest00;
                     WHEN 1 => inputA := Atest01;
                     WHEN 2 => inputA := Atest02;
                     WHEN 3 => inputA := Atest03;
```

```
                    WHEN 4 => inputA := Atest04;
                    WHEN 5 => inputA := Atest05;
                    WHEN 6 => inputA := Atest06;
                    WHEN 7 => inputA := Atest07;
                    WHEN 8 => inputA := Atest08;
                    WHEN 9 => inputA := Atest09;
                END CASE;
                CASE I IS
                    WHEN 0 => inputB := Btest00;
                    WHEN 1 => inputB := Btest01;
                    WHEN 2 => inputB := Btest02;
                    WHEN 3 => inputB := Btest03;
                    WHEN 4 => inputB := Btest04;
                    WHEN 5 => inputB := Btest05;
                END CASE;



                go <= '0';

                wait until done = '0';


                FOR k IN 0 TO 15 loop
                    A(k) <= inputA(k);
                    B(k) <= inputB(k);
                end loop;

                wait until sys_clk'event and sys_clk='0';

                go <= '1';

                wait until done ='1';

                go <= '0';
            end loop;
        end loop;
    end loop;


                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
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                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';


    ASSERT false
            REPORT "DONE"
            SEVERITY failure;
    end process exercise;
end test;
```
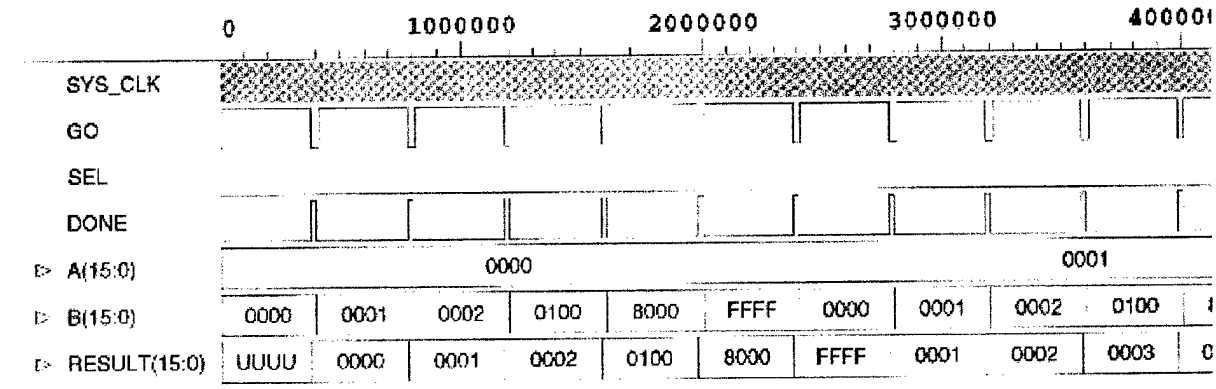
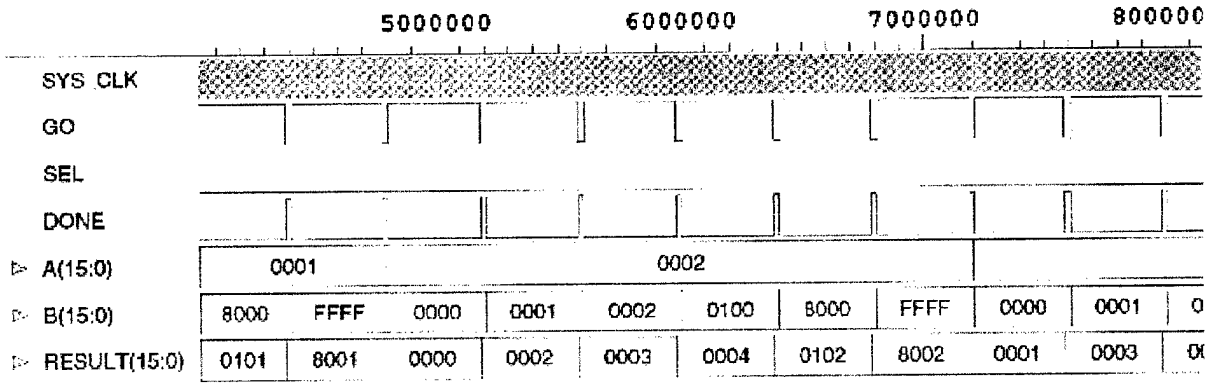
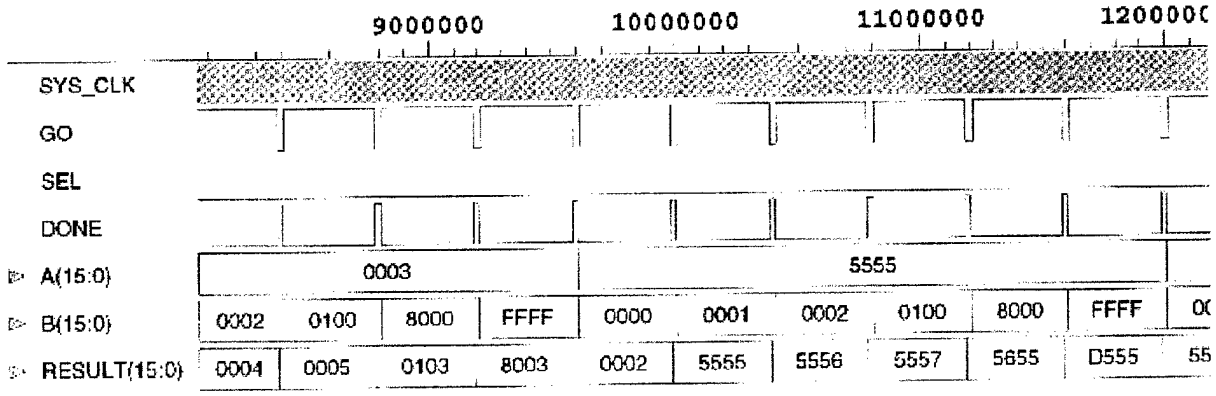
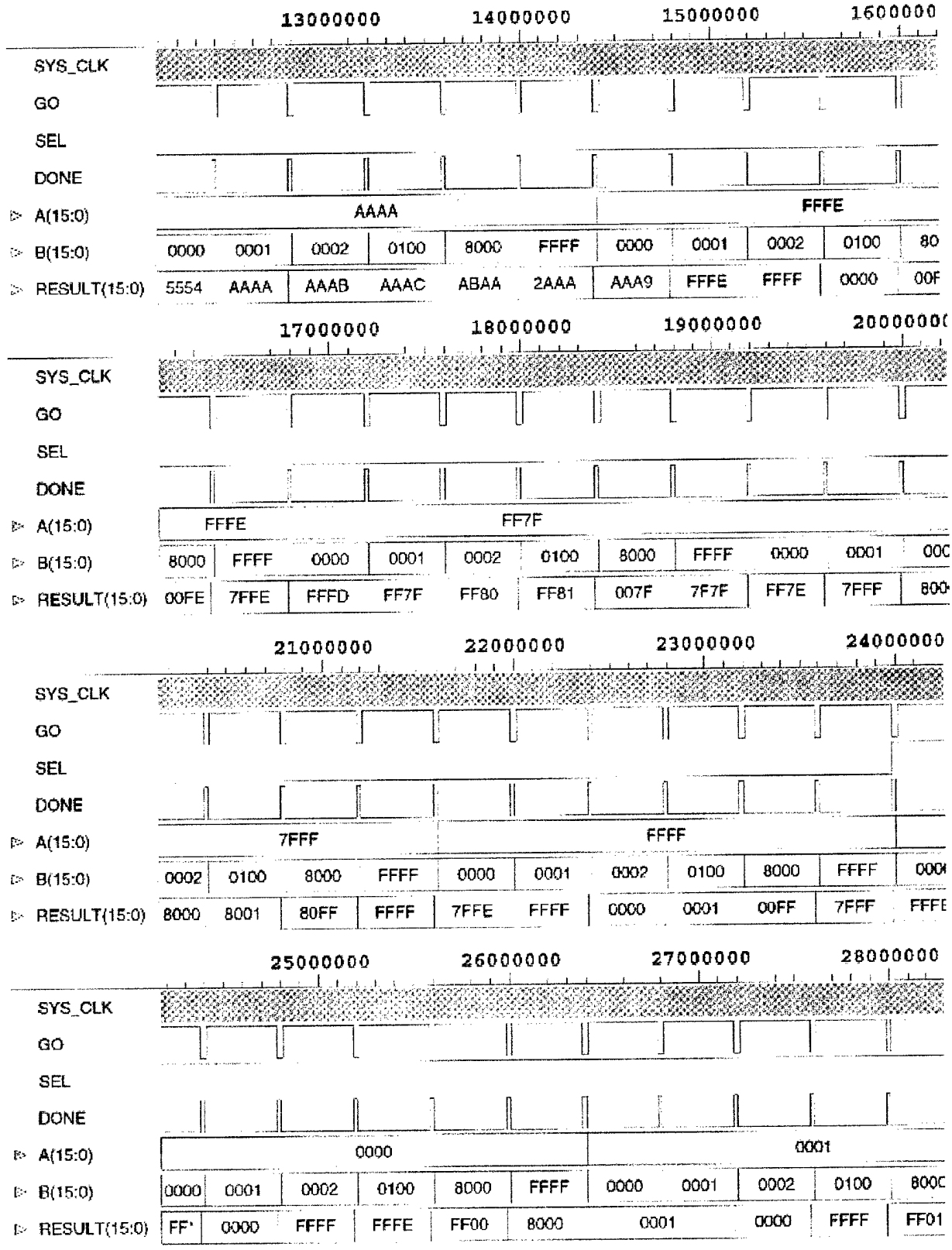

```
CONFIGURATION adder_c OF adder_tb IS
  FOR test
    FOR ALL: adder_e
      USE ENTITY WORK.adder_e(behavior);
    END FOR;
  END FOR;
END adder_c;
```

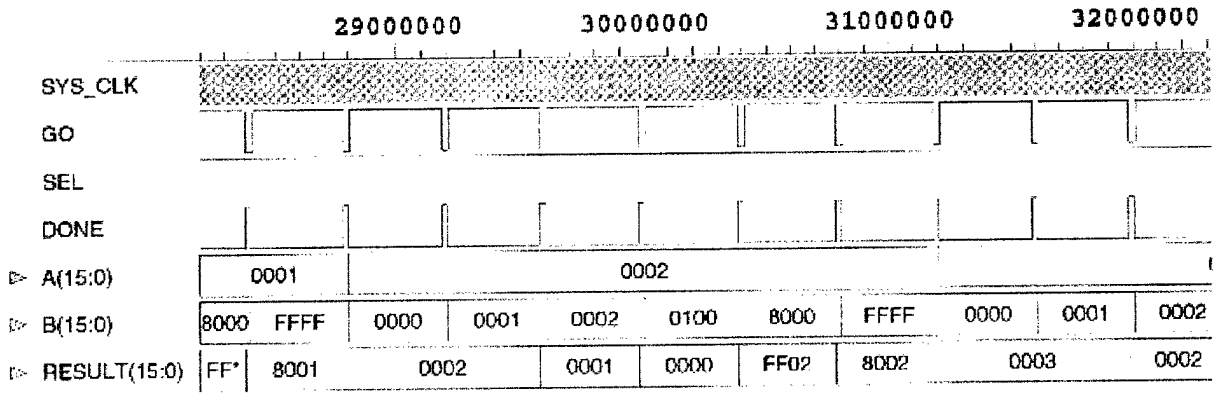
B.2.3 Adder/Subtractor Results

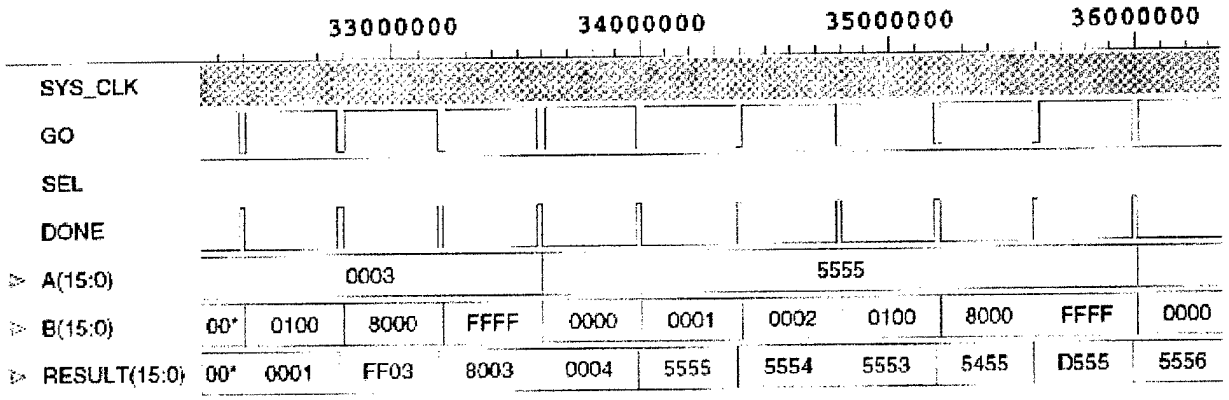


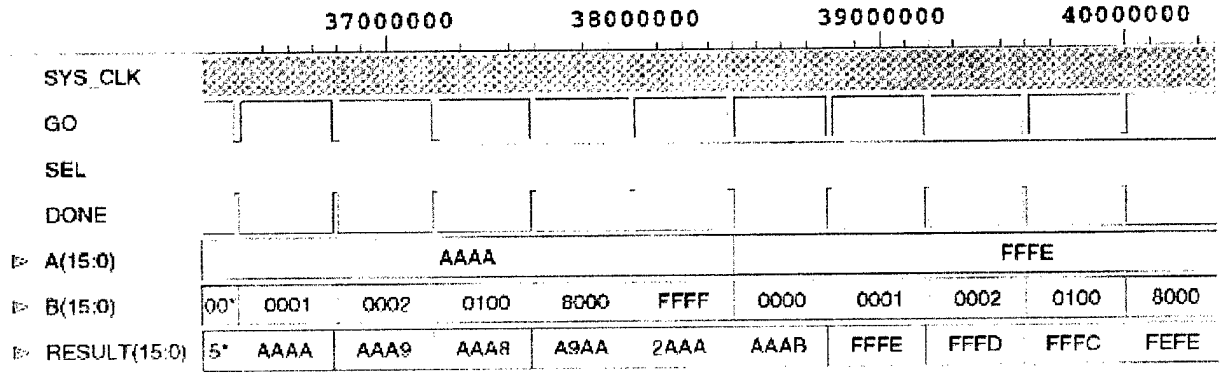


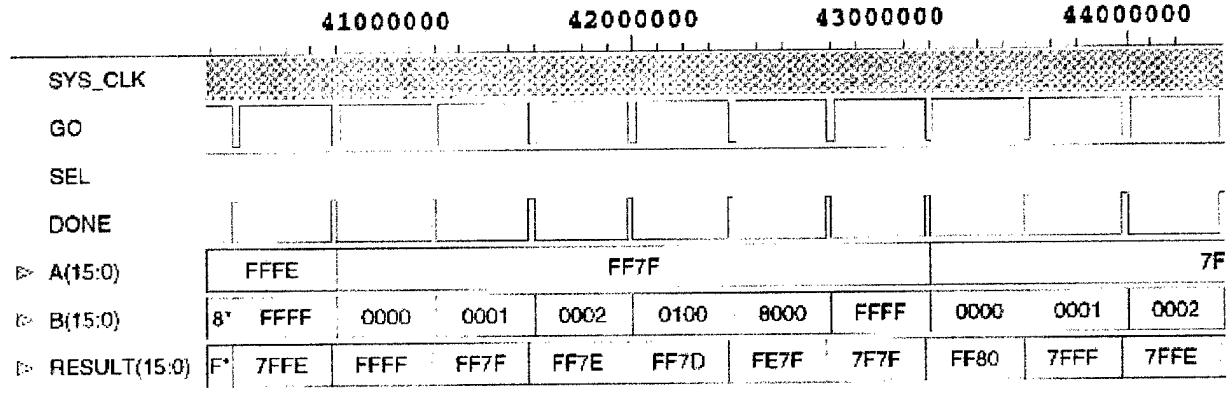


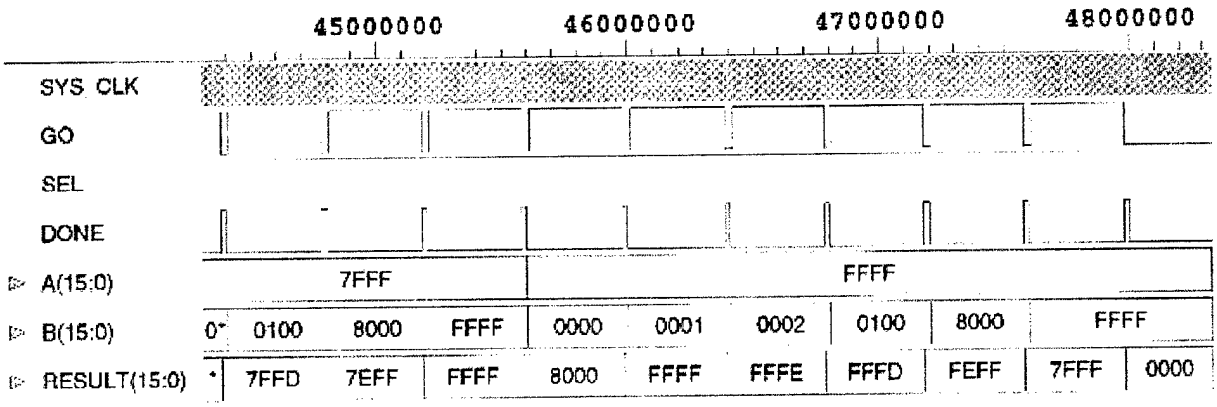

13000000
14000000
15000000
16000000
SYS_CLK
GO
SEL
DONE
A(15:0)
AAAA
FFFE
B(15:0)
0000 0001 0002 0100 8000 FFFF 0000 0001 0002 0100 80
RESULT(15:0)
5554 AAAA AAAB AAAC ABAA 2AAA AAA9 FFFE FFFF 0000 00F
17000000
18000000
19000000
20000000
SYS_CLK
GO
SEL
DONE
A(15:0)
FFFE
FF7F
B(15:0)
8000 FFFF 0000 0001 0002 0100 8000 FFFF 0000 0001 000
RESULT(15:0)
00FE 7FFE FFFD FF7F FF80 FF81 007F 7F7F FF7E 7FFF 800
21000000
22000000
23000000
24000000
SYS_CLK
GO
SEL
DONE
A(15:0)
7FFF
FFFF
B(15:0)
0002 0100 8000 FFFF 0000 0001 0002 0100 8000 FFFF 000
RESULT(15:0)
8000 8001 80FF FFFF 7FFE FFFF 0000 0001 00FF 7FFF FFFE
25000000
26000000
27000000
28000000
SYS_CLK
GO
SEL
DONE
A(15:0)
0000
0001
B(15:0)
0000 0001 0002 0100 8000 FFFF 0000 0001 0002 0100 800
RESULT(15:0)
FF 0000 FFFF FFFE FF00 8000 0001 0000 FFFF FF01


29000000
30000000
31000000
32000000
SYS_CLK
GO
SEL
DONE
A(15:0)
0001
0002
B(15:0)
8000 FFFF 0000 0001 0002 0100 8000 FFFF 0000 0001 0002
RESULT(15:0)
FF* 8001 0002 0001 0000 FF02 8002 0003 0002


33000000
34000000
35000000
36000000
SYS_CLK
GO
SEL
DONE
A(15:0)
0003
5555
B(15:0)
00* 0100 8000 FFFF 0000 0001 0002 0100 8000 FFFF 0000
RESULT(15:0)
00* 0001 FF03 8003 0004 5555 5554 5553 5455 D555 5556


37000000
38000000
39000000
40000000
SYS_CLK
GO
SEL
DONE
A(15:0)
AAAA
FFFE
B(15:0)
00* 0001 0002 0100 8000 FFFF 0000 0001 0002 0100 8000
RESULT(15:0)
5* AAAA AAA9 AAA8 A9AA 2AAA AAAB FFFE FFFD FFFC FEFE


41000000
42000000
43000000
44000000
SYS_CLK
GO
SEL
DONE
A(15:0)
FFFE
FF7F
7F
B(15:0)
8* FFFF 0000 0001 0002 0100 8000 FFFF 0000 0001 0002
RESULT(15:0)
F* 7FFE FFFF FF7F FF7E FF7D FE7F 7F7F FF80 7FFF 7FFE


45000000
46000000
47000000
48000000
SYS_CLK
GO
SEL
DONE
A(15:0)
7FFF
FFFF
B(15:0)
0
0100
8000
FFFF
0000
0001
0002
0100
8000
FFFF
RESULT(15:0)
7FFD
7EFF
FFFF
8000
FFFF
FFFE
FFFD
FEFF
7FFF
0000

B.3 Multipler Unit

B.3.1 Multiplier Model

```
-------------------------------------------------------
-- Project:                     Thesis
-- Filename:                    adder32.vhd
-- Other files required:
-- Date:                        sept 30 97
-- Entity/Architecture Name:    adder32_e/behavior
-- Developer:                   Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity adder32_e is
  port (adder_reset     :     in      std_ulogic;
        adder_clk       :     in      std_ulogic;
        adder_A_bus     :     in      std_ulogic_vector(31 downto 0);
        adder_B_bus     :     in      std_ulogic_vector(31 downto 0);
        adder_go        :     in      std_ulogic;
        adder_sel       :     in      std_ulogic;
        adder_done      :     out     std_ulogic;
        adder_C_bus     :     out     std_ulogic_vector(31 downto 0));
end adder32_e;

architecture behavior of adder32_e is
Signal state : integer;
Signal Bxor : std_ulogic_vector(31 downto 0);
Signal Cout : std_ulogic_vector(31 downto 0);
Signal SUM : std_ulogic_vector(31 downto 0);

begin

  addsub : process

    begin

    wait until adder_clk'event and adder_clk='1';

    if adder_reset = '1' then
          state <= 0;
    end if;

    if adder_go = '1' then

      if state = 0 then
          Bxor(0) <= adder_B_bus(0) xor adder_sel;
          Bxor(1) <= adder_B_bus(1) xor adder_sel;
          Bxor(2) <= adder_B_bus(2) xor adder_sel;
          Bxor(3) <= adder_B_bus(3) xor adder_sel;
          Bxor(4) <= adder_B_bus(4) xor adder_sel;
          Bxor(5) <= adder_B_bus(5) xor adder_sel;
          Bxor(6) <= adder_B_bus(6) xor adder_sel;
          Bxor(7) <= adder_B_bus(7) xor adder_sel;
          Bxor(8) <= adder_B_bus(8) xor adder_sel;
          Bxor(9) <= adder_B_bus(9) xor adder_sel;
          Bxor(10) <= adder_B_bus(10) xor adder_sel;
```

```
            Bxor(11) <= adder_B_bus(11) xor adder_sel;
            Bxor(12) <= adder_B_bus(12) xor adder_sel;
            Bxor(13) <= adder_B_bus(13) xor adder_sel;
            Bxor(14) <= adder_B_bus(14) xor adder_sel;
            Bxor(15) <= adder_B_bus(15) xor adder_sel;
            Bxor(16) <= adder_B_bus(16) xor adder_sel;
            Bxor(17) <= adder_B_bus(17) xor adder_sel;
            Bxor(18) <= adder_B_bus(18) xor adder_sel;
            Bxor(19) <= adder_B_bus(19) xor adder_sel;
            Bxor(20) <= adder_B_bus(20) xor adder_sel;
            Bxor(21) <= adder_B_bus(21) xor adder_sel;
            Bxor(22) <= adder_B_bus(22) xor adder_sel;
            Bxor(23) <= adder_B_bus(23) xor adder_sel;
            Bxor(24) <= adder_B_bus(24) xor adder_sel;
            Bxor(25) <= adder_B_bus(25) xor adder_sel;
            Bxor(26) <= adder_B_bus(26) xor adder_sel;
            Bxor(27) <= adder_B_bus(27) xor adder_sel;
            Bxor(28) <= adder_B_bus(28) xor adder_sel;
            Bxor(29) <= adder_B_bus(29) xor adder_sel;
            Bxor(30) <= adder_B_bus(30) xor adder_sel;
            Bxor(31) <= adder_B_bus(31) xor adder_sel;
            state <= 1;
    elsif state = 1 then
            Cout(0)    <= ((adder_A_bus(0) and Bxor(0)) or (adder_sel and (adder_A_bus(0) or Bxor(0)) ));
            state <= state + 1;
    elsif state = 2 then
            SUM(state-2)          <= ((adder_A_bus(state-2) and Bxor(state-2) and adder_sel) or ((adder_A_bus(state-2) or Bxor(state-2)
or adder_sel) and (not Cout(state-2))));
            Cout(state-1)         <= ((adder_A_bus(state-1) and Bxor(state-1)) or (Cout(state-2) and (adder_A_bus(state-1) or Bxor(state-
1)) ));
            state <= state + 1;
    elsif state >= 3 and state <= 32 then
            SUM(state-2)          <= ((adder_A_bus(state-2) and Bxor(state-2) and Cout(state-3)) or ((adder_A_bus(state-2) or Bxor(state-
2) or Cout(state-3)) and (not Cout(state-2))));
            Cout(state-1)         <= ((adder_A_bus(state-1) and Bxor(state-1)) or (Cout(state-2) and (adder_A_bus(state-1) or Bxor(state-
1)) ));
            state <= state + 1;
    elsif state = 33 then
            SUM(31) <= ((adder_A_bus(31) and Bxor(31) and Cout(30)) or ((adder_A_bus(31) or Bxor(31) or Cout(30)) and (not
Cout(31))));
            state <= state +1;
    elsif state = 34 then
            adder_C_bus <= SUM;
            adder_done <= '1';
    end if;
  else
            adder_done <= '0';
            state <= 0;

  end if;


 end process addsub;
end behavior;


-------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         mult.vhd
-- Other files required:
-- Date:                             Oct 10 97
-- Entity/mult_A_busrchitecture Name: mult32_e/behavior
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
```

```
-- History:
-- Last Analyzed On:
-------------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity mult_e is
  port (mult_reset          :       in      std_ulogic;
        mult_clk            :       in      std_ulogic;
        mult_A_bus          :       in      std_ulogic_vector(15 downto 0);
        mult_B_bus          :       in      std_ulogic_vector(15 downto 0);
        mult_go             :       in      std_ulogic;
        mult_done           :       out     std_ulogic;
        mult_C_bus          :       out     std_ulogic_vector(15 downto 0));
end mult_e;

architecture behavior of mult_e is

Signal state, state2 : integer;
Signal  result00,result01,result02,result03,result04,result05,result06,result07,
        result08,result09,result10,result11,result12,result13,result14,result15
        : std_ulogic_vector(31 downto 0);

signal sys_clk, sys_reset, go, sel, done : std_ulogic := '0';
signal A,B, result      : std_ulogic_vector(31 downto 0);

component adder32_e
  port (adder_reset         :       in      std_ulogic;
        adder_clk           :       in      std_ulogic;
        adder_A_bus         :       in      std_ulogic_vector(31 downto 0);
        adder_B_bus         :       in      std_ulogic_vector(31 downto 0);
        adder_go            :       in      std_ulogic;
        adder_sel           :       in      std_ulogic;
        adder_done          :       out     std_ulogic;
        adder_C_bus         :       out     std_ulogic_vector(31 downto 0));
end component;

begin
U1 : adder32_e
   PORT MAP    (sys_reset,
                sys_clk,
                A,
                B,
                go,
                sel,
                done,
                result);

  sys_clk <= mult_clk;
  sel <= '0';
  sys_reset <= mult_reset;

  addsub : process

    begin

    wait until mult_clk'event and mult_clk='1';

    if mult_reset = '1' then
          state <= 0;
    end if;

    if mult_go = '1' then
```

```
if state = 0 then
                result00 <= "00000000000000000000000000000000";
                result01 <= "00000000000000000000000000000000";
                result02 <= "00000000000000000000000000000000";
                result03 <= "00000000000000000000000000000000";
                result04 <= "00000000000000000000000000000000";
                result05 <= "00000000000000000000000000000000";
                result06 <= "00000000000000000000000000000000";
                result07 <= "00000000000000000000000000000000";
                result08 <= "00000000000000000000000000000000";
                result09 <= "00000000000000000000000000000000";
                result10 <= "00000000000000000000000000000000";
                result11 <= "00000000000000000000000000000000";
                result12 <= "00000000000000000000000000000000";
                result13 <= "00000000000000000000000000000000";
                result14 <= "00000000000000000000000000000000";
                result15 <= "00000000000000000000000000000000";

        state <= 1;
elsif state = 1 then
        for i in 0 to 15 loop
          if mult_B_bus(i) = '1' then
                case i is
                  when 0 => result00(15 downto 0) <= mult_A_bus ;
                  when 1 => result01(16 downto 1) <= mult_A_bus ;
                  when 2 => result02(17 downto 2) <= mult_A_bus ;
                  when 3 => result03(18 downto 3) <= mult_A_bus ;
                  when 4 => result04(19 downto 4) <= mult_A_bus ;
                  when 5 => result05(20 downto 5) <= mult_A_bus ;
                  when 6 => result06(21 downto 6) <= mult_A_bus ;
                  when 7 => result07(22 downto 7) <= mult_A_bus ;
                  when 8 => result08(23 downto 8) <= mult_A_bus ;
                  when 9 => result09(24 downto 9) <= mult_A_bus ;
                  when 10 => result10(25 downto 10) <= mult_A_bus ;
                  when 11 => result11(26 downto 11) <= mult_A_bus ;
                  when 12 => result12(27 downto 12) <= mult_A_bus ;
                  when 13 => result13(28 downto 13) <= mult_A_bus ;
                  when 14 => result14(29 downto 14) <= mult_A_bus ;
                  when 15 => result15(30 downto 15) <= mult_A_bus ;
                  when others =>
                end case;
          end if;
        end loop;
        state <= 2;

elsif state = 2 then
        go <= '0';
        if done = '0' then
                A <= result00;
                B <= result01;
                state <= 3;
        end if;
elsif state = 3 then
        go <= '1';
        if done = '1' then
                state <= 4;
                state2 <= 0;
        end if;


elsif state >= 4 and state <= 15 then
        if state2 = 0 then
                go <= '0';
                if done = '0' then
                        A <= result;
```

```
                        case state is
                          when 4 => B <= result02;
                          when 5 => B <= result03;
                          when 6 => B <= result04;
                          when 7 => B <= result05;
                          when 8 => B <= result06;
                          when 9 => B <= result07;
                          when 10 => B <= result08;
                          when 11 => B <= result09;
                          when 12 => B <= result10;
                          when 13 => B <= result11;
                          when 14 => B <= result12;
                          when 15 => B <= result13;
                          when 16 => B <= result14;
                          when 17 => B <= result15;
                          when others =>
                        end case;
                        state2 <= 1;
                end if;
        elsif state2 = 1 then
                go <= '1';
                if done = '1' then
                        state2 <= 0;
                        state <= state +1;
                end if;
        end if;

    elsif state = 18 then
        mult_C_bus <= result(23 downto 8);
        mult_done <= '1';
    end if;
   else
        mult_done <= '0';
        state <= 0;
   end if;


 end process addsub;
end behavior;
```

B.3.2 Multiplier Testbench

```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         adder32-bench.vhd
-- Other files required:
-- Date:                             sept 30 97
-- Entity/Architecture Name:         adder32_tb/test
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;



entity adder32_tb is
end adder32_tb;
```

```
architecture test of adder32_tb is

constant  Atest00   : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000000";
constant  Atest01 : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000001";
constant  Atest02   : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000010";
constant  Atest03 : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000011";
constant  Atest04   : std_ulogic_vector(31 downto 0) := "01010101010101010101010101010101";
constant  Atest05 : std_ulogic_vector(31 downto 0) := "10101010101010101010101010101010";
constant  Atest06   : std_ulogic_vector(31 downto 0) := "11111111111111111111111111111110";
constant  Atest07 : std_ulogic_vector(31 downto 0) := "11111111011111111111111101111111";
constant  Atest08   : std_ulogic_vector(31 downto 0) := "01111111111111111111111111111111";
constant  Atest09 : std_ulogic_vector(31 downto 0) := "11111111111111111111111111111111";


constant  Btest00   : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000000";
constant  Btest01 : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000001";
constant  Btest02   : std_ulogic_vector(31 downto 0) := "00000000000000000000000000000010";
constant  Btest03 : std_ulogic_vector(31 downto 0) := "00000000000000000000000100000000";
constant  Btest04   : std_ulogic_vector(31 downto 0) := "10000000000000000000000000000000";
constant  Btest05 : std_ulogic_vector(31 downto 0) := "11111111111111111111111111111111";

constant  add : std_ulogic := '0';
constant  sub : std_ulogic := '1';
component adder32_e
 port (adder_reset          :        in       std_ulogic;
          adder_clk         :        in       std_ulogic;
          adder_A_bus       :        in       std_ulogic_vector(31 downto 0);
          adder_B_bus       :        in       std_ulogic_vector(31 downto 0);
          adder_go          :        in       std_ulogic;
          adder_sel         :        in       std_ulogic;
          adder_done        :        out      std_ulogic;
          adder_C_bus       :        out      std_ulogic_vector(31 downto 0));
end component;

signal sys_clk,sys_reset, go, sel, done : std_ulogic := '0';
signal A,B, result     : std_ulogic_vector(31 downto 0);

begin
U1 : adder32_e
  PORT MAP   (sys_reset,
                    sys_clk,
                    A,
                    B,
                    go,
                    sel,
                    done,
                    result);

clock : process
begin
          sys_clk <= not(sys_clk);
          wait for 10 ps;
end process clock;


exercise : process
 variable inputA, inputB : std_ulogic_vector(31 downto 0);
 begin

  sys_reset <= '0';

  For i in 0 to 1 loop
  -- add or sub

          CASE i IS
```

```
                WHEN 0 => sel <= add;
                WHEN 1 => sel <= sub;
        END CASE;

        for j in 0 to 9 loop
          for l in 0 to 5 loop
      -- pick a test
                CASE j IS
                        WHEN 0 => inputA := Atest00;
                        WHEN 1 => inputA := Atest01;
                        WHEN 2 => inputA := Atest02;
                        WHEN 3 => inputA := Atest03;
                        WHEN 4 => inputA := Atest04;
                        WHEN 5 => inputA := Atest05;
                        WHEN 6 => inputA := Atest06;
                        WHEN 7 => inputA := Atest07;
                        WHEN 8 => inputA := Atest08;
                        WHEN 9 => inputA := Atest09;
                END CASE;
                CASE l IS
                        WHEN 0 => inputB := Btest00;
                        WHEN 1 => inputB := Btest01;
                        WHEN 2 => inputB := Btest02;
                        WHEN 3 => inputB := Btest03;
                        WHEN 4 => inputB := Btest04;
                        WHEN 5 => inputB := Btest05;
                END CASE;



                go <= '0';

                wait until done = '0';


                FOR k IN 0 TO 31 loop
                        A(k) <= inputA(k);
                        B(k) <= inputB(k);
                end loop;

                wait until sys_clk'event and sys_clk='0';

                go <= '1';

                wait until done ='1';

                go <= '0';
          end loop;
        end loop;
end loop;


                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
```

```
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';


   ASSERT false
          REPORT "DONE"
          SEVERITY failure;
 end process exercise;
end test;

CONFIGURATION adder32_c OF adder32_tb IS
  FOR test
    FOR ALL: adder32_e
      USE ENTITY WORK.adder32_e(behavior);
    END FOR;
  END FOR;
END adder32_c;


-------------------------------------------------------
-- Project:                     Thesis
-- Filename:                    mult-bench.vhd
-- Other files required:
-- Date:                        oct 10 97
-- Entity/Architecture Name:    mult_tb/test
-- Developer:                   Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;


entity mult_tb is
end mult_tb;

architecture test of mult_tb is

constant  Atest00   : std_ulogic_vector(15 downto 0) := "0000000000000000";
constant  Atest01 : std_ulogic_vector(15 downto 0) := "0000000000000001";
constant  Atest02   : std_ulogic_vector(15 downto 0) := "0000000000000010";
constant  Atest03 : std_ulogic_vector(15 downto 0) := "0000000000000011";
constant  Atest04   : std_ulogic_vector(15 downto 0) := "0101010101010101";
constant  Atest05 : std_ulogic_vector(15 downto 0) := "1010101010101010";
constant  Atest06   : std_ulogic_vector(15 downto 0) := "1111111111111110";
constant  Atest07 : std_ulogic_vector(15 downto 0) := "1111111101111111";
constant  Atest08   : std_ulogic_vector(15 downto 0) := "0111111111111111";
constant  Atest09 : std_ulogic_vector(15 downto 0) := "1111111111111111";


constant  Btest00   : std_ulogic_vector(15 downto 0) := "0000000000000000"; -- +/- 0
constant  Btest01 : std_ulogic_vector(15 downto 0) := "0000000000000001"; -- +/- 1
constant  Btest02   : std_ulogic_vector(15 downto 0) := "0000000000000010"; -- +/- 2
constant  Btest03 : std_ulogic_vector(15 downto 0) := "0000000100000000"; -- +/- 256
constant  Btest04   : std_ulogic_vector(15 downto 0) := "1000000000000000"; -- +/- 32K
constant  Btest05 : std_ulogic_vector(15 downto 0) := "1111111111111111"; -- +/- 65534

constant  add : std_ulogic := '0';
```

```
constant   sub : std_ulogic := '1';
component mult_e
  port (mult_reset          :       in      std_ulogic;
        mult_clk            :       in      std_ulogic;
        mult_A_bus          :       in      std_ulogic_vector(15 downto 0);
        mult_B_bus          :       in      std_ulogic_vector(15 downto 0);
        mult_go             :       in      std_ulogic;
        mult_done           :       out     std_ulogic;
        mult_C_bus          :       out     std_ulogic_vector(15 downto 0));
end component;

signal sys_clk,sys_reset, go, done : std_ulogic := '0';
signal A,B, result      : std_ulogic_vector(15 downto 0);

begin
U1 : mult_e
   PORT MAP    (sys_reset,
                sys_clk,
                A,
                B,
                go,
                done,
                result);

clock : process
begin
        sys_clk <= not(sys_clk);
        wait for 10 ps;
end process clock;


exercise : process
variable    inputA, inputB          : std_ulogic_vector(15 downto 0);
  begin

        sys_reset <= '0';

        for j in 0 to 9 loop
          for I in 0 to 5 loop
      -- pick a test
                CASE j IS
                        WHEN 0 => inputA := Atest00;
                        WHEN 1 => inputA := Atest01;
                        WHEN 2 => inputA := Atest02;
                        WHEN 3 => inputA := Atest03;
                        WHEN 4 => inputA := Atest04;
                        WHEN 5 => inputA := Atest05;
                        WHEN 6 => inputA := Atest06;
                        WHEN 7 => inputA := Atest07;
                        WHEN 8 => inputA := Atest08;
                        WHEN 9 => inputA := Atest09;
                END CASE;
                CASE I IS
                        WHEN 0 => inputB := Btest00;
                        WHEN 1 => inputB := Btest01;
                        WHEN 2 => inputB := Btest02;
                        WHEN 3 => inputB := Btest03;
                        WHEN 4 => inputB := Btest04;
                        WHEN 5 => inputB := Btest05;
                END CASE;



                go <= '0';
```

```
                wait until done = '0';


                FOR k IN 0 TO 15 loop
                        A(k) <= inputA(k);
                        B(k) <= inputB(k);
                end loop;

                wait until sys_clk'event and sys_clk='0';

                go <= '1';

                wait until done ='1';

                go <= '0';
          end loop;
        end loop;


                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
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                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';
                wait until sys_clk'event and sys_clk='0';


  ASSERT false
        REPORT "DONE"
        SEVERITY failure;
 end process exercise;
end test;

CONFIGURATION mult_c OF mult_tb IS
  FOR test
    FOR ALL: mult_e
      USE ENTITY WORK.mult_e(behavior);
    END FOR;
  END FOR;
END mult_c;
```
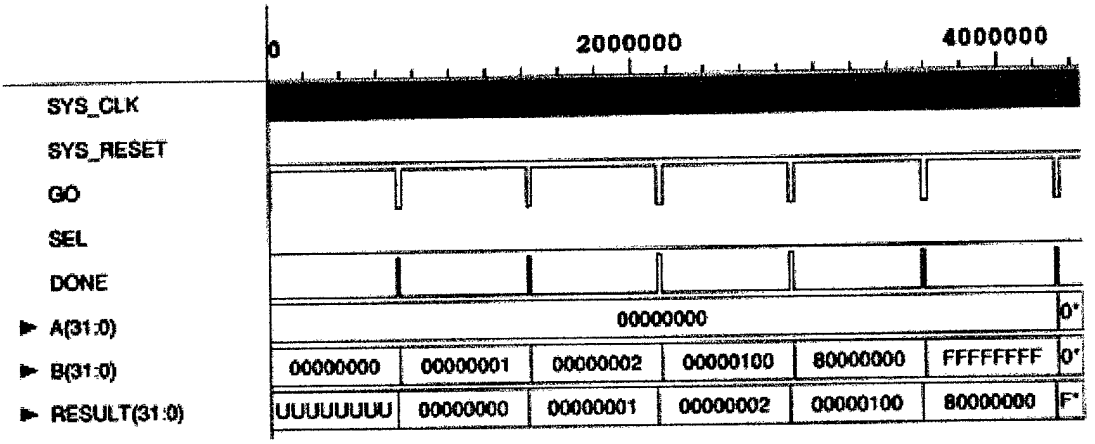
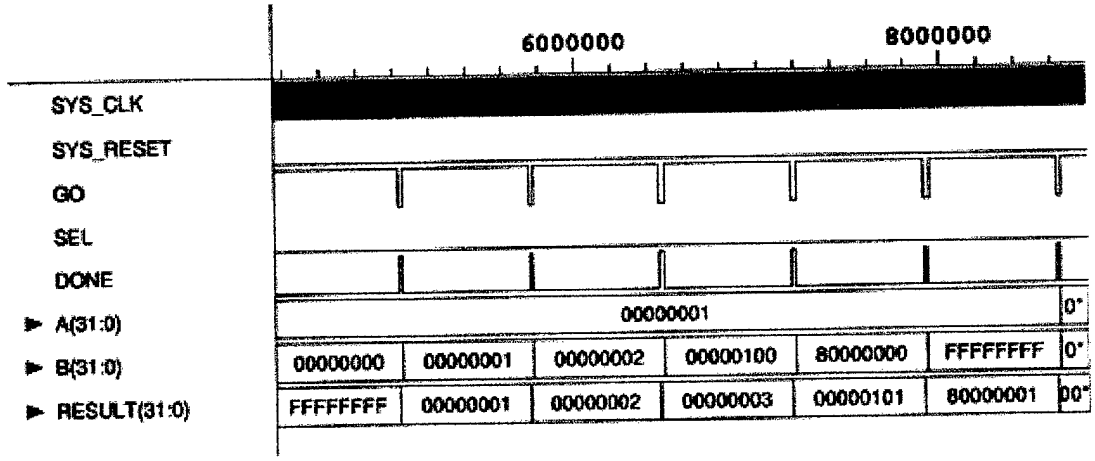
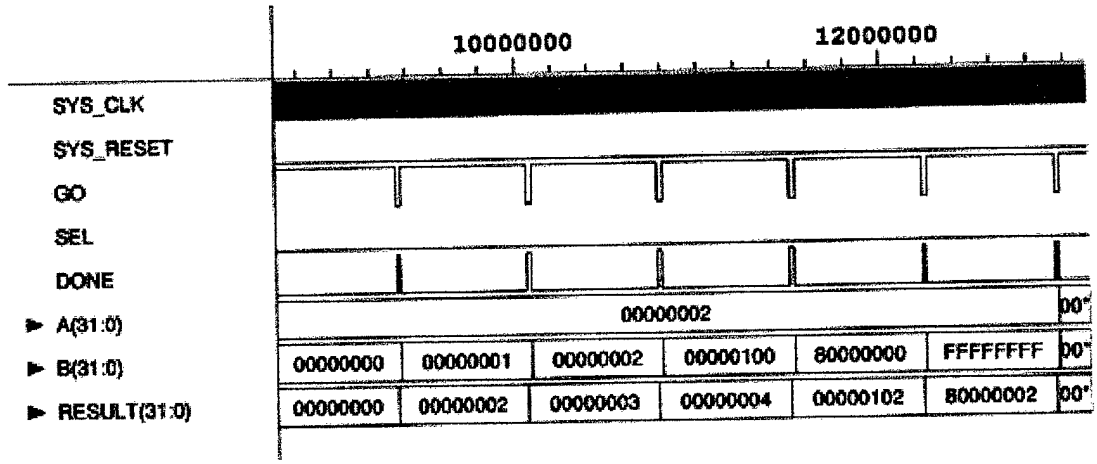
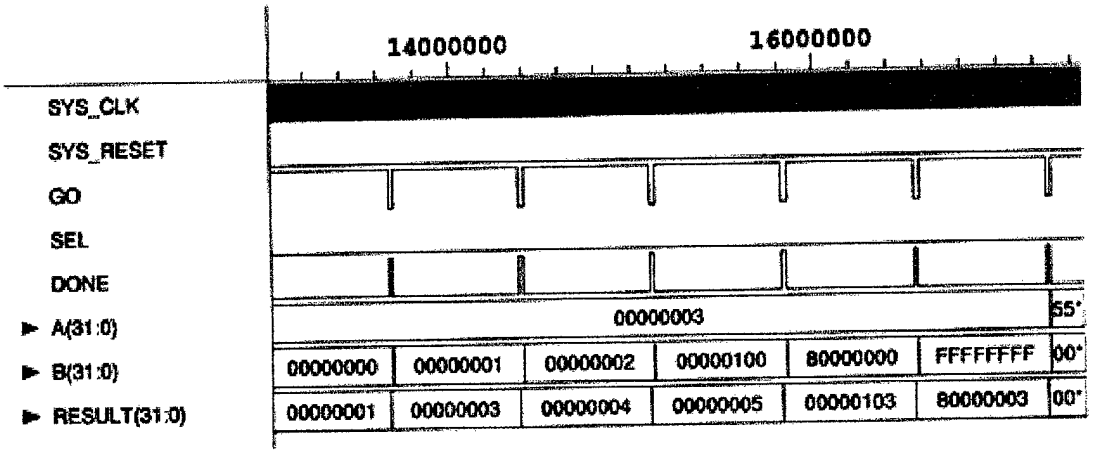

B.3.3 Multiplier Results

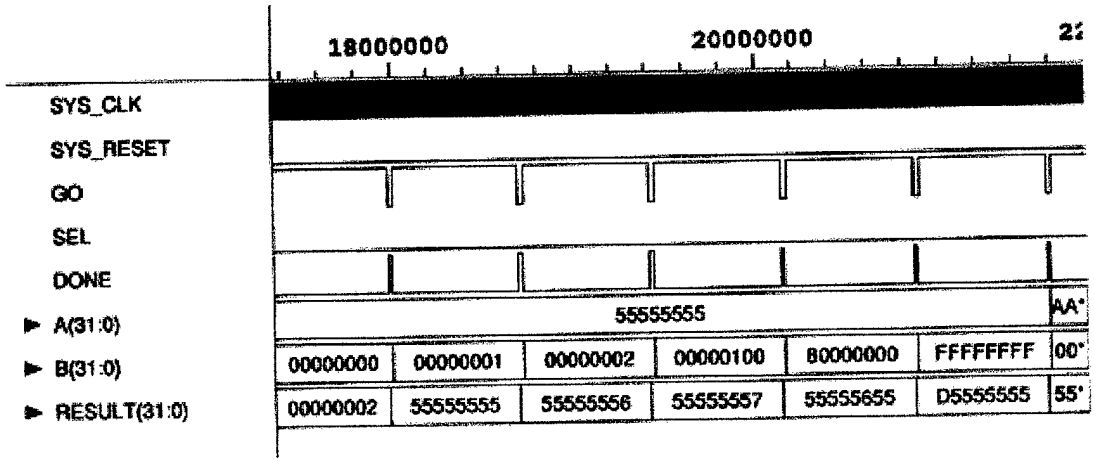
(Adder32)

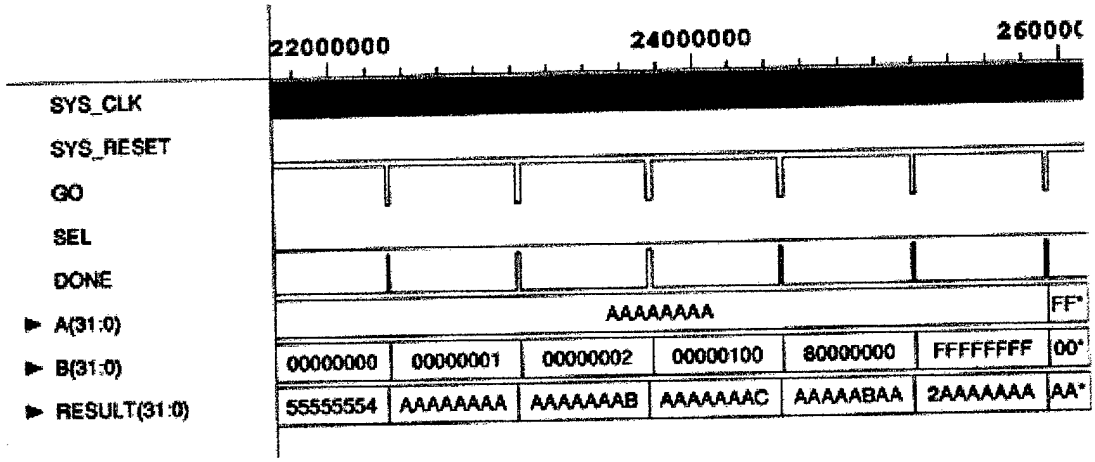


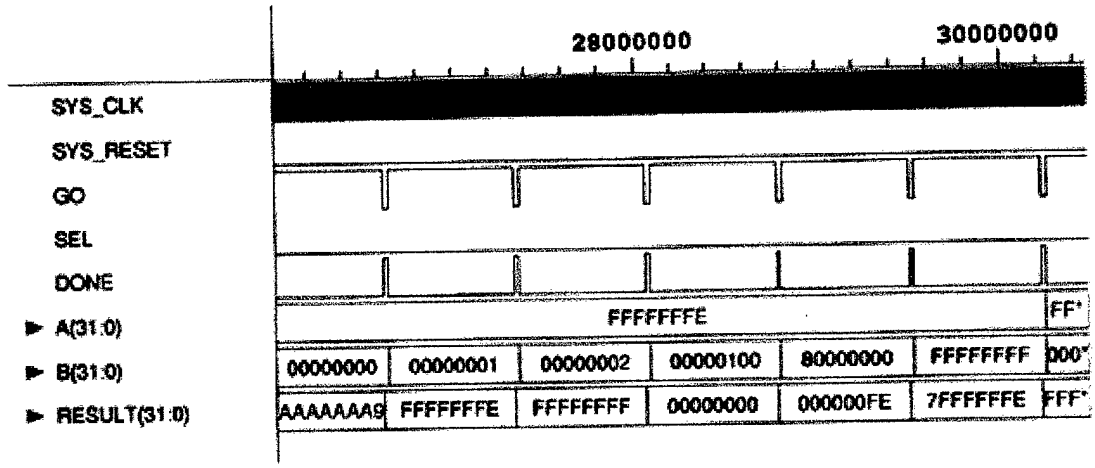


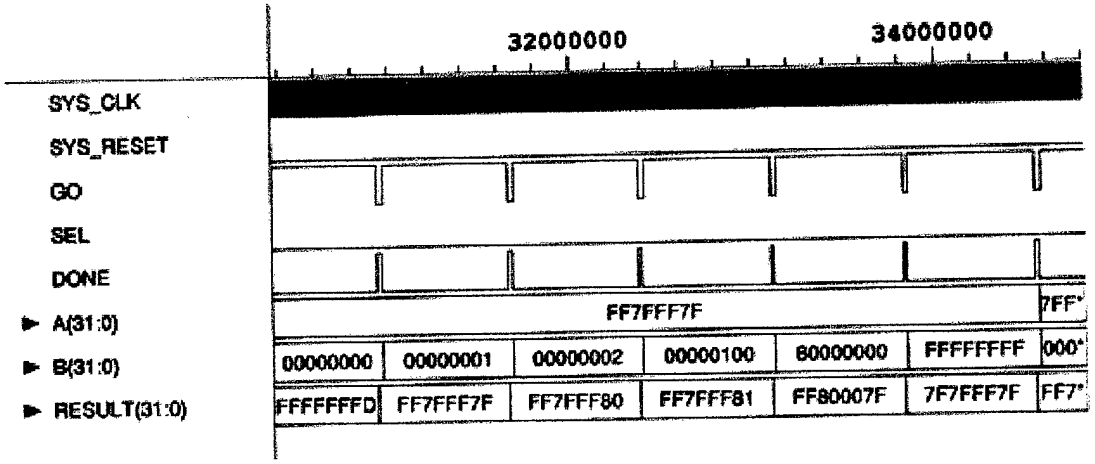


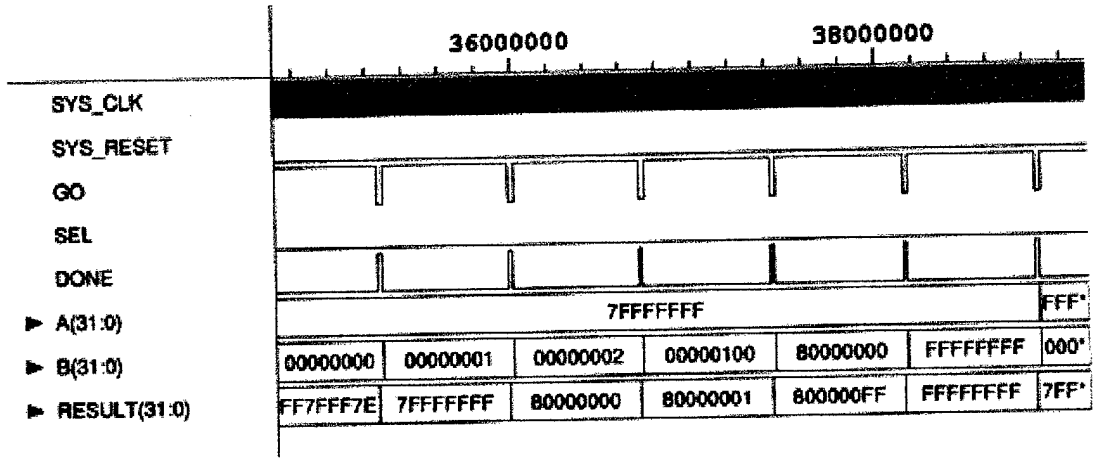

14000000
16000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
00000003
55*
00000000 00000001 00000002 00000100 80000000 FFFFFFFF 00*
00000001 00000003 00000004 00000005 00000103 80000003 00*

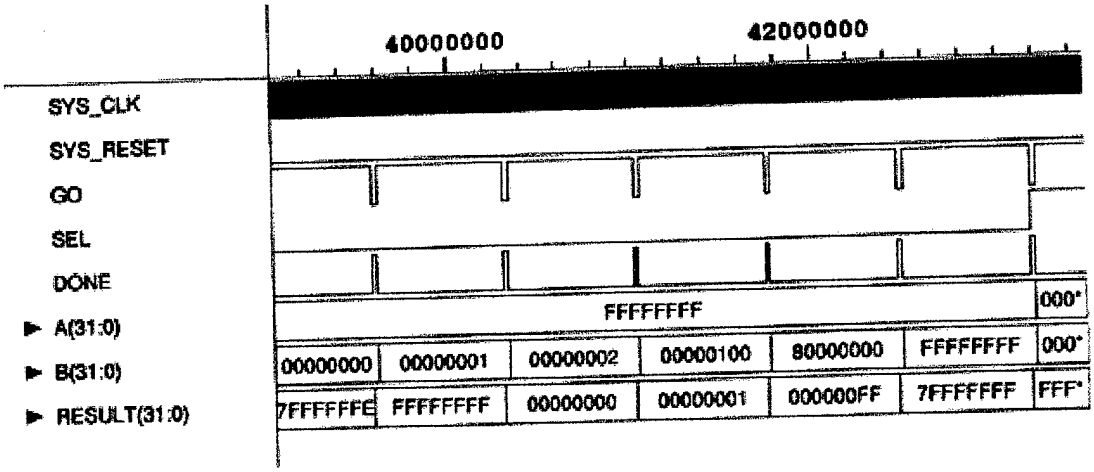

18000000
20000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
55555555
AA*
00000000 00000001 00000002 00000100 80000000 FFFFFFFF 00*
00000002 55555555 55555556 55555557 55555655 D5555555 55*

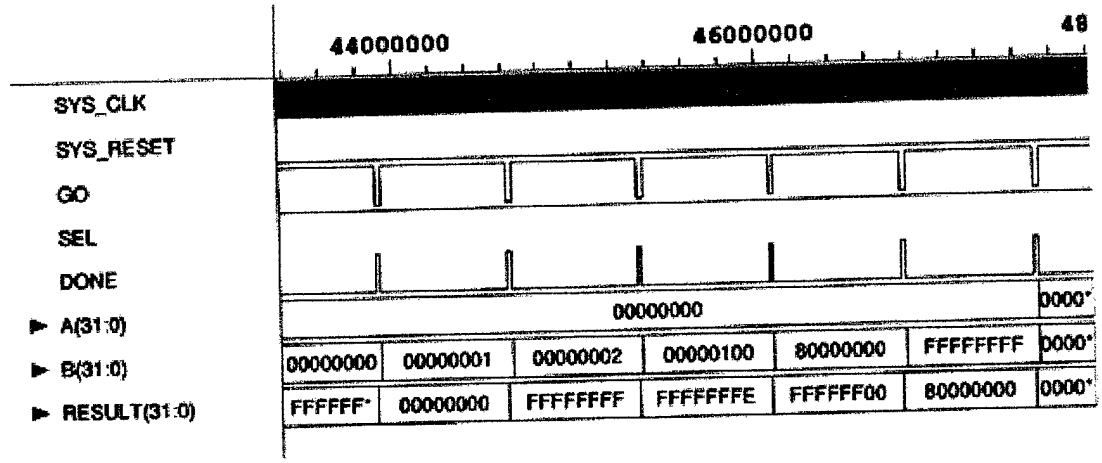

22000000
24000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
AAAAAAAA
FF*
00000000 00000001 00000002 00000100 80000000 FFFFFFFF 00*
55555554 AAAAAAAA AAAAAAAB AAAAAAAC AAAAABAA 2AAAAAAA AA*

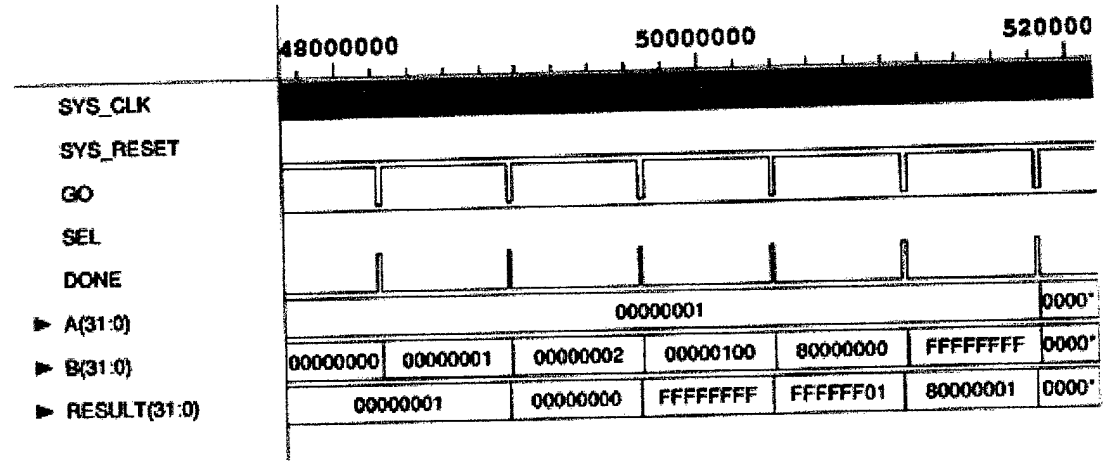

28000000
30000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FFFFFFFE
FF
00000000
00000001
00000002
00000100
80000000
FFFFFFFF
000
AAAAAAA9
FFFFFFFE
FFFFFFFF
00000000
000000FE
7FFFFFFE
FFF

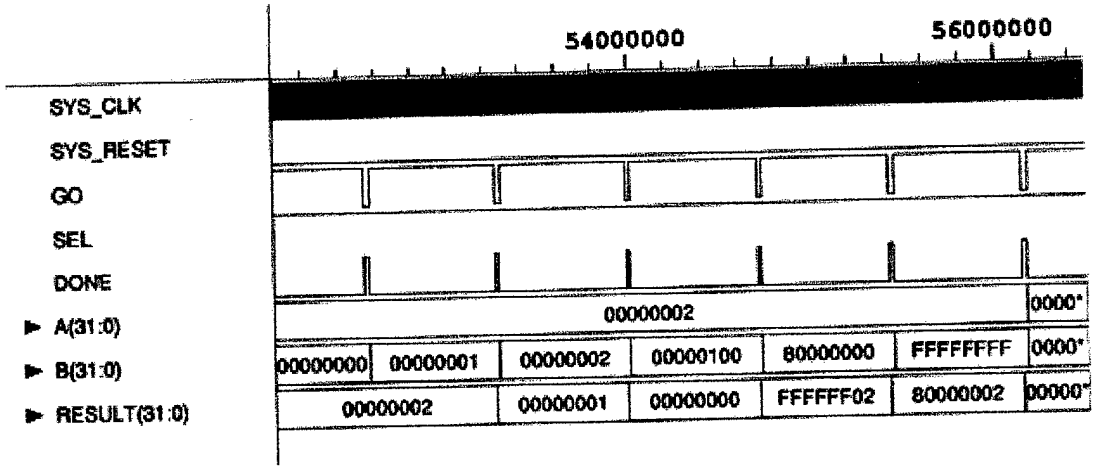

32000000
34000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FF7FFF7F
7FF
00000000
00000001
00000002
00000100
80000000
FFFFFFFF
000
FFFFFFFD
FF7FFF7F
FF7FFF80
FF7FFF81
FF80007F
7F7FFF7F
FF7

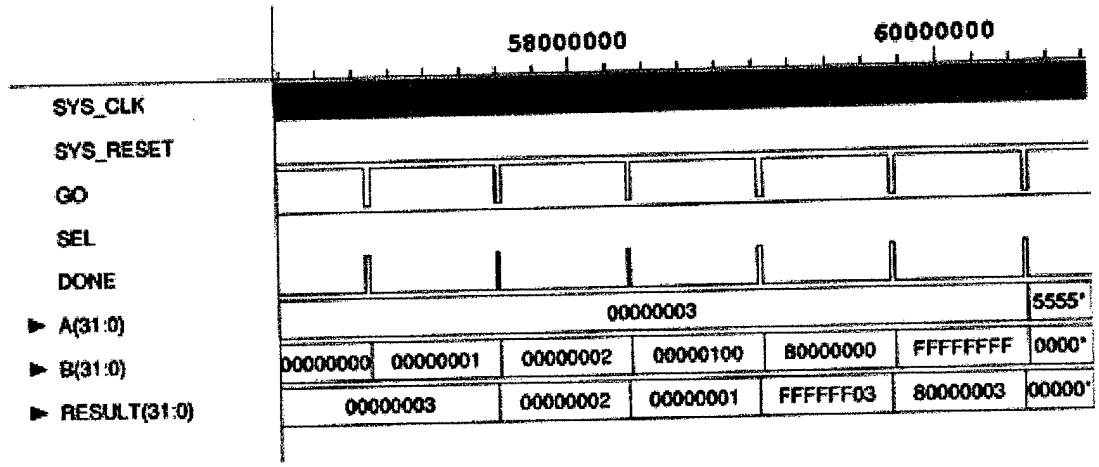

36000000
38000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
7FFFFFFF
FFF
00000000
00000001
00000002
00000100
80000000
FFFFFFFF
000
FF7FFF7E
7FFFFFFF
80000000
80000001
800000FF
FFFFFFFF
7FF

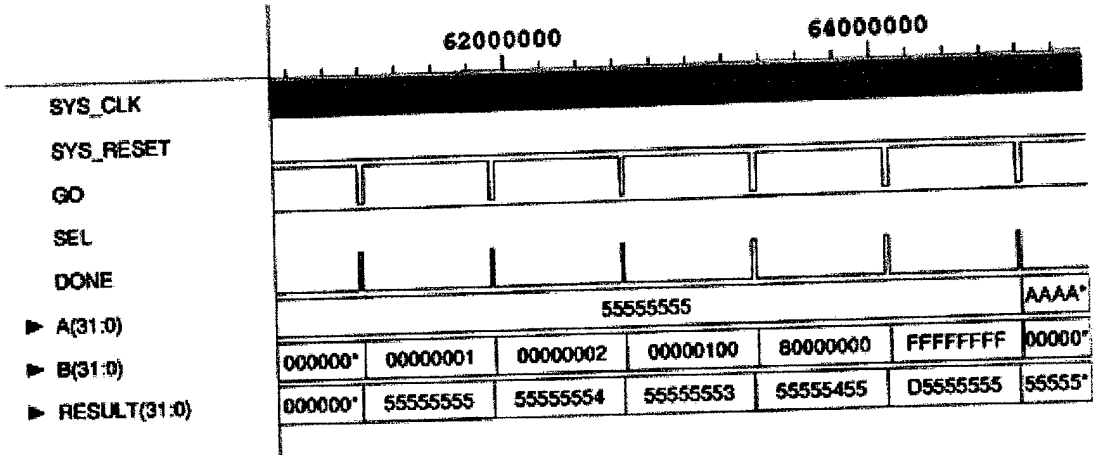

40000000
42000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FFFFFFFF
00000000 00000001 00000002 00000100 80000000 FFFFFFFF
7FFFFFFE FFFFFFFF 00000000 00000001 000000FF 7FFFFFFF

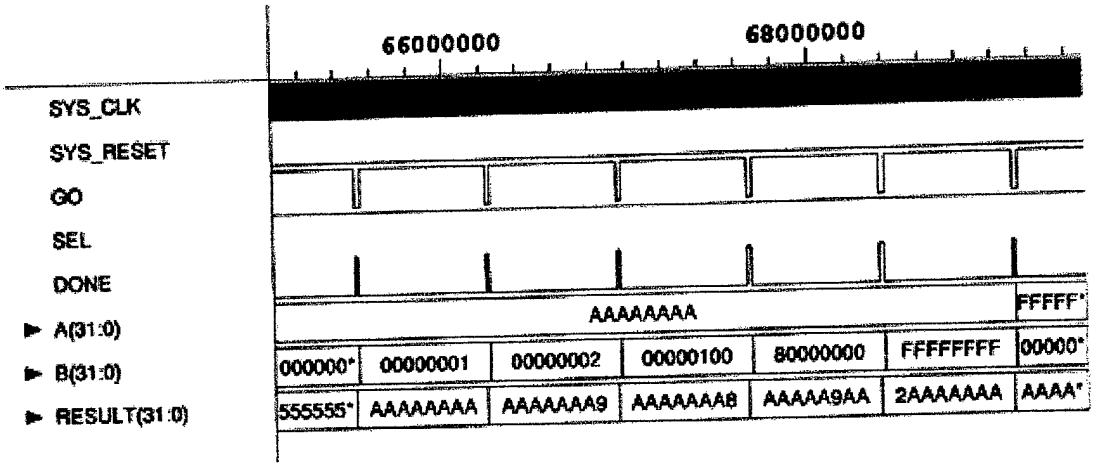

44000000
46000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
00000000
00000000 00000001 00000002 00000100 80000000 FFFFFFFF
FFFFFF 00000000 FFFFFFFF FFFFFFFE FFFFFF00 80000000

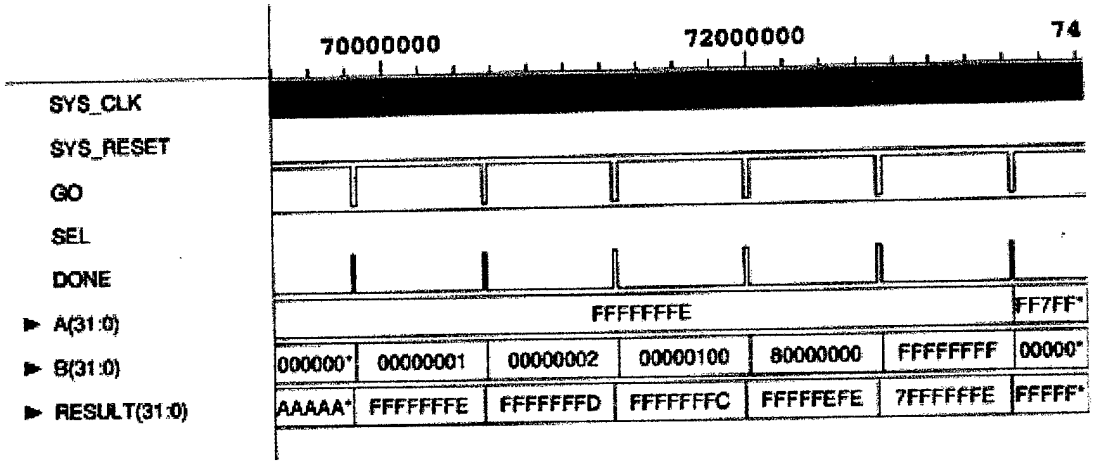

48000000
50000000
520000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
00000001
00000000 00000001 00000002 00000100 80000000 FFFFFFFF
00000001 00000000 FFFFFFFF FFFFFF01 80000001

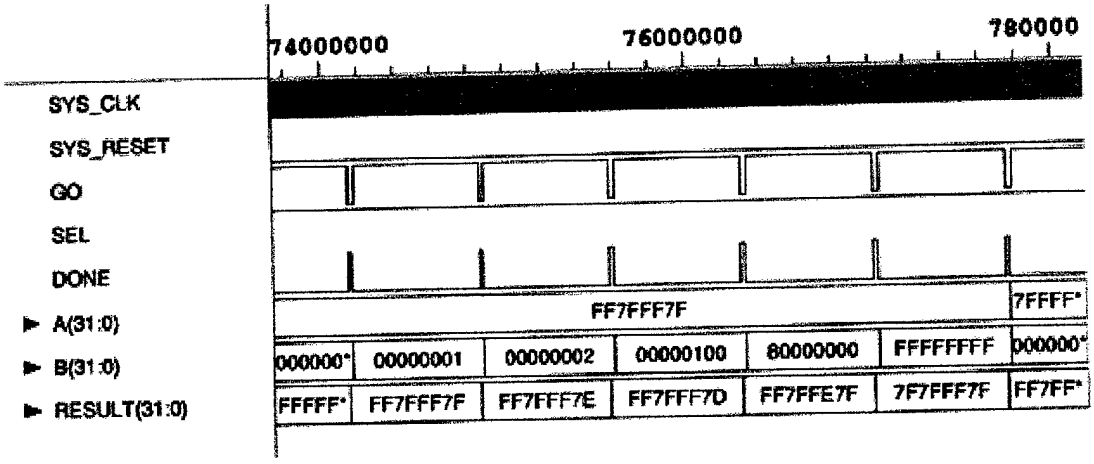

54000000
56000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
00000002
0000*
00000000 00000001 00000002 00000100 80000000 FFFFFFFF 0000*
00000002 00000001 00000000 FFFFFF02 80000002 00000*

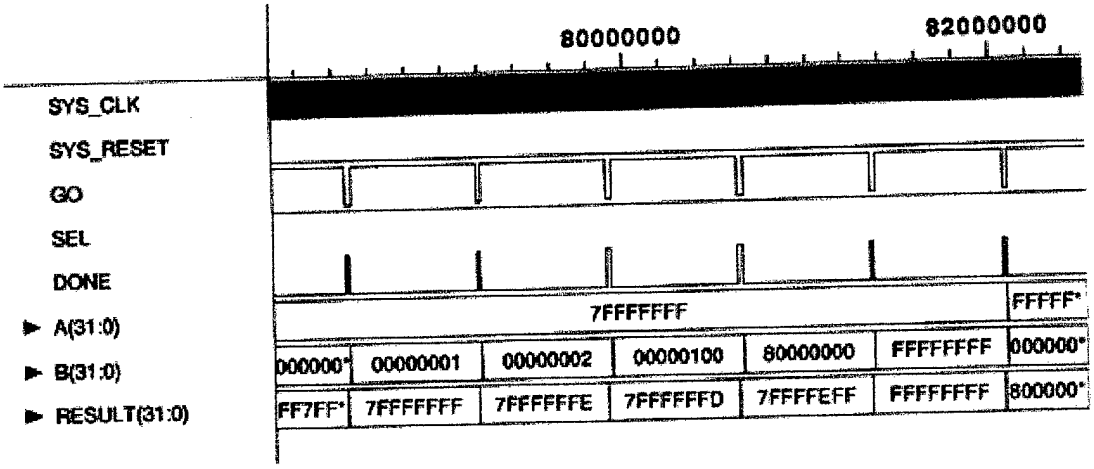

58000000
60000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
00000003
5555*
00000000 00000001 00000002 00000100 80000000 FFFFFFFF 0000*
00000003 00000002 00000001 FFFFFF03 80000003 00000*

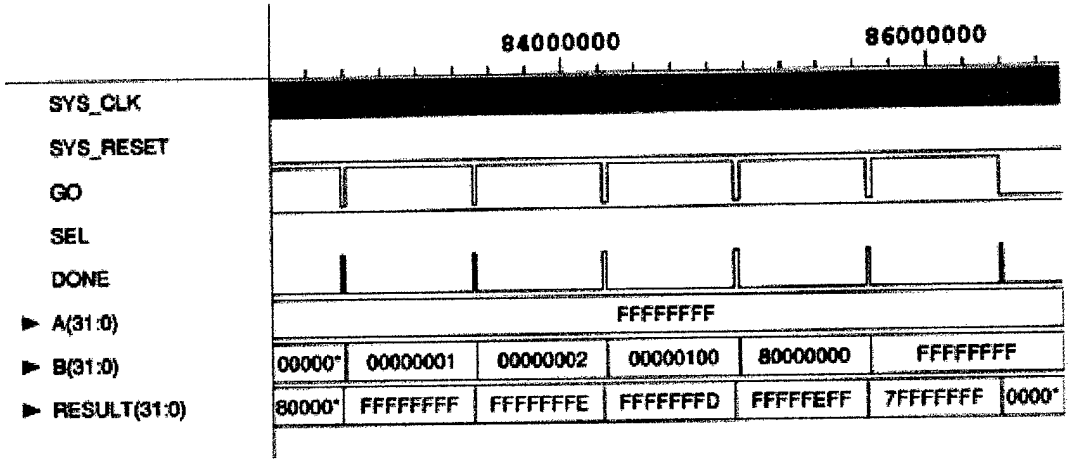

62000000
64000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
55555555
AAAA*
000000* 00000001 00000002 00000100 80000000 FFFFFFFF 00000*
000000* 55555555 55555554 55555553 55555455 D5555555 55555*


66000000
68000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
AAAAAAAA
FFFFF*
000000*
00000001
00000002
00000100
80000000
FFFFFFFF
00000*
555555*
AAAAAAAA
AAAAAAA9
AAAAAAA8
AAAAA9AA
2AAAAAAA
AAAA*


70000000
72000000
74
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FFFFFFFE
FF7FF*
000000*
00000001
00000002
00000100
80000000
FFFFFFFF
00000*
AAAAA*
FFFFFFFE
FFFFFFFD
FFFFFFFC
FFFFFEFE
7FFFFFFE
FFFFF*


74000000
76000000
780000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FF7FFF7F
7FFFF*
000000*
00000001
00000002
00000100
80000000
FFFFFFFF
000000*
FFFFF*
FF7FFF7F
FF7FFF7E
FF7FFF7D
FF7FFE7F
7F7FFF7F
FF7FF*


80000000
82000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
7FFFFFFF
FFFFF*
000000*
00000001
00000002
00000100
80000000
FFFFFFFF
000000*
FF7FF*
7FFFFFFF
7FFFFFFE
7FFFFFFD
7FFFFEFF
FFFFFFFF
800000*


84000000
86000000
SYS_CLK
SYS_RESET
GO
SEL
DONE
A(31:0)
B(31:0)
RESULT(31:0)
FFFFFFFF
00000*
00000001
00000002
00000100
80000000
FFFFFFFF
80000*
FFFFFFFF
FFFFFFFE
FFFFFFFD
FFFFFEFF
7FFFFFFF
0000*

B.4 Register Unit

B.4.1 Register Model

```
-------------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   reg_file_pkg.vhd
-- Other files required:
-- Date:                       sept 23 97
-- Entity/Architecture Name:   na
-- Developer:                  Steve Parmley
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

package reg_file_pkg is

        subtype addr is integer range 31 downto 0;

end reg_file_pkg;


-------------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   reg_file.vhd
-- Other files required:       reg_file_pkg.vhd
-- Date:                       sept 23 97
-- Entity/Architecture Name:   reg_file_e/behavior
-- Developer:                  Steve Parmley
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;

entity reg_file_e is
  port (reg_file_reset          :     in      std_ulogic;
        reg_file_clk            :     in      std_ulogic;
        reg_file_C_bus          :     in      std_ulogic_vector(15 downto 0);
        reg_file_C_reg_latch    :     in      std_ulogic;
        reg_file_C_reg_addr     :     in      addr;
        reg_file_A_bus          :     out     std_ulogic_vector(15 downto 0);
        reg_file_A_reg_addr     :     in      addr;
        reg_file_B_bus          :     out     std_ulogic_vector(15 downto 0);
        reg_file_B_reg_addr     :     in      addr);
end reg_file_e;

architecture behavior of reg_file_e is
begin

  registers: process
subtype reg is std_ulogic_vector(15 downto 0);
type bank is array(31 downto 0) of reg;
variable regs : bank;
   begin


        if reg_file_reset = '1' then
                for index in 31 downto 2 loop
                        regs(index) := "0000000000000000";
                end loop;
```

```
                -- force reg 0 and 1 to zero and one values
                regs(0) := "0000000000000000";
                regs(1) := "0000000100000000";
        end if;

        wait until (reg_file_clk'event and reg_file_clk='1');

        -- take care of write function first
        if reg_file_C_reg_latch = '1' then
                if (reg_file_C_reg_addr = 0) or (reg_file_C_reg_addr = 1) then
                        -- can not write to the zero and 1 registers
                else
                        regs(reg_file_C_reg_addr) := reg_file_C_bus;
                end if;
        end if;

        -- now do A bus
                reg_file_A_bus <= regs(reg_file_A_reg_addr);

        -- now do B bus
                reg_file_B_bus <= regs(reg_file_B_reg_addr);

 end process registers;
end behavior;
```

B.4.2 Register Testbench

```
-------------------------------------------------------------
-- Project:                     Thesis
-- Filename:                    reg_file-bench.vhd
-- Other files required:        reg_file_pkg.vhd, reg_file.vhd
-- Date:                        sept 23 97
-- Entity/Architecture Name:    reg_file_tb/test
-- Developer:                   Steve Parmley
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;

entity reg_file_tb is
end reg_file_tb;

architecture test of reg_file_tb is

component reg_file_e
  port (reg_file_reset          :       in      std_ulogic;
        reg_file_clk            :       in      std_ulogic;
        reg_file_C_bus          :       in      std_ulogic_vector(15 downto 0);
        reg_file_C_reg_latch    :       in      std_ulogic;
        reg_file_C_reg_addr     :       in      addr;
        reg_file_A_bus          :       out     std_ulogic_vector(15 downto 0);
        reg_file_A_reg_addr     :       in      addr;
        reg_file_B_bus          :       out     std_ulogic_vector(15 downto 0);
        reg_file_B_reg_addr     :       in      addr);
end component;

signal sys_reset, sys_clk : std_ulogic := '0';
signal bus_C, bus_A, bus_B : std_ulogic_vector(15 downto 0);
signal reg_addr_A, reg_addr_B, reg_addr_C : addr;
signal reg_latch_C : std_ulogic;
```

```
begin
U1 : reg_file_e
  PORT MAP   (sys_reset,
                    sys_clk,
                    bus_C,
                    reg_latch_C,
                    reg_addr_C,
                    bus_A,
                    reg_addr_A,
                    bus_B,
                    reg_addr_B);

clock : process
begin
          sys_clk <= not(sys_clk);
          wait for 10 ps;
end process clock;

rst : process
begin
          sys_reset <= '1';
          wait for 5 ps;
          sys_reset <= '0';
          wait for 15000 ps;
end process rst;

exercise : process
  begin

          reg_latch_C <= '0';
          bus_C <= "ZZZZZZZZZZZZZZZZ";
          reg_addr_A <= 15;
          reg_addr_B <= 15;
          reg_addr_C <= 0;
          wait until sys_clk'event and sys_clk ='0';

          -- verify that all regs are clear (except for zero regs 0 and 1)
          for i in 31 downto 0 loop
                    reg_addr_A <= i;
                    -- get B in reverse order to show dual bus works
                    reg_addr_B <= 31-i;
                    wait until sys_clk'event and sys_clk ='0';
          end loop;

          reg_addr_A <= 15;
          reg_addr_B <= 15;
          reg_addr_C <= 15;

          wait until sys_clk'event and sys_clk ='0';
          wait until sys_clk'event and sys_clk ='0';
          wait until sys_clk'event and sys_clk ='0';

          -- write some info to the regs
          reg_addr_C <= 0;
          bus_C <= "0100000000000001";
          wait until sys_clk'event and sys_clk ='0';
          reg_latch_C <= '1';
          wait until sys_clk'event and sys_clk ='0';
          reg_latch_C <= '0';

          reg_addr_C <= 1;
          bus_C <= "0100000000000010";
          wait until sys_clk'event and sys_clk ='0';
          reg_latch_C <= '1';
```

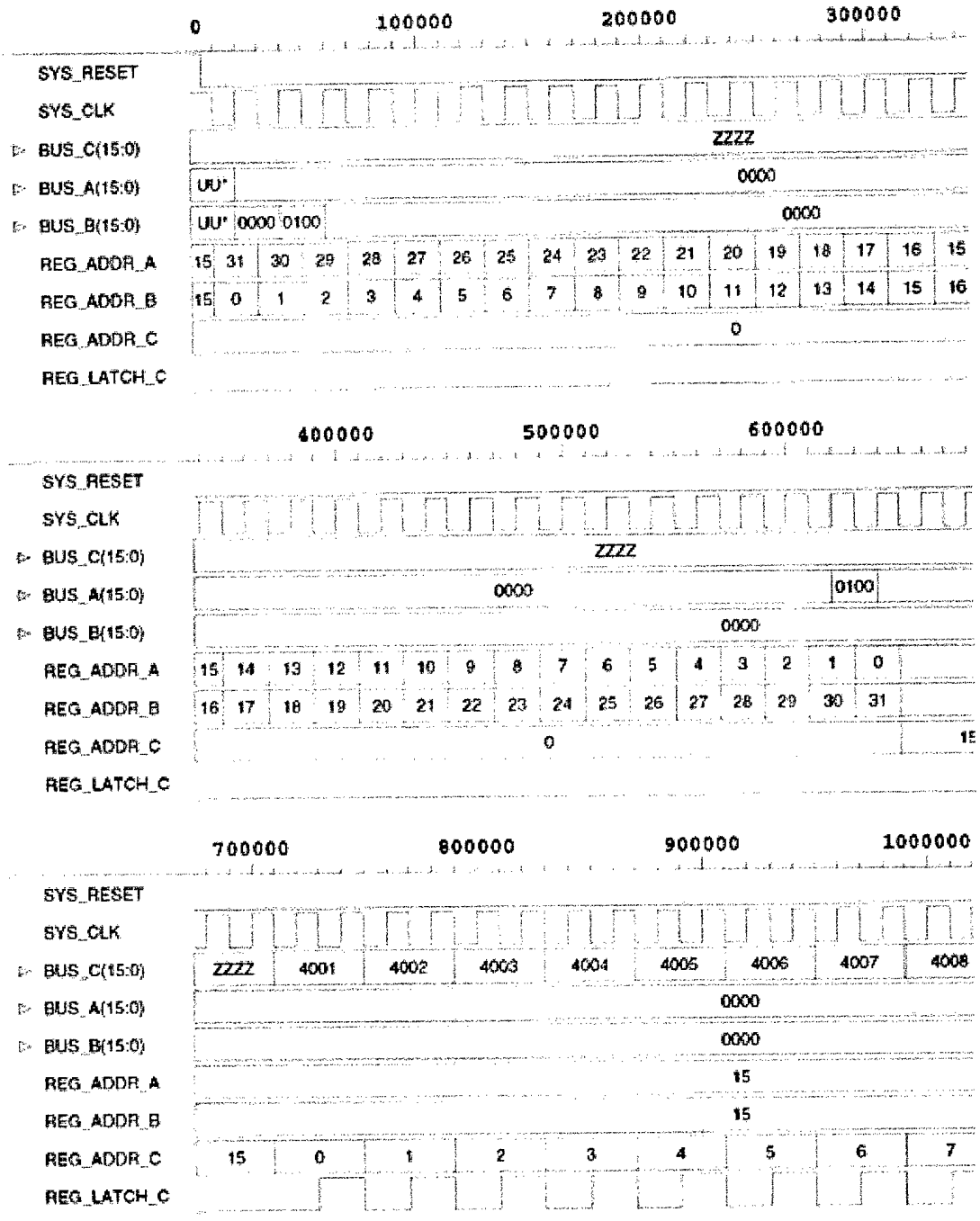
```
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 2;
bus_C <= "0100000000000011";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 3;
bus_C <= "0100000000000100";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 4;
bus_C <= "0100000000000101";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 5;
bus_C <= "0100000000000110";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 6;
bus_C <= "0100000000000111";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 7;
bus_C <= "0100000000001000";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 8;
bus_C <= "0100000000001001";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 9;
bus_C <= "0100000000001010";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 10;
bus_C <= "0100000000001011";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';
```

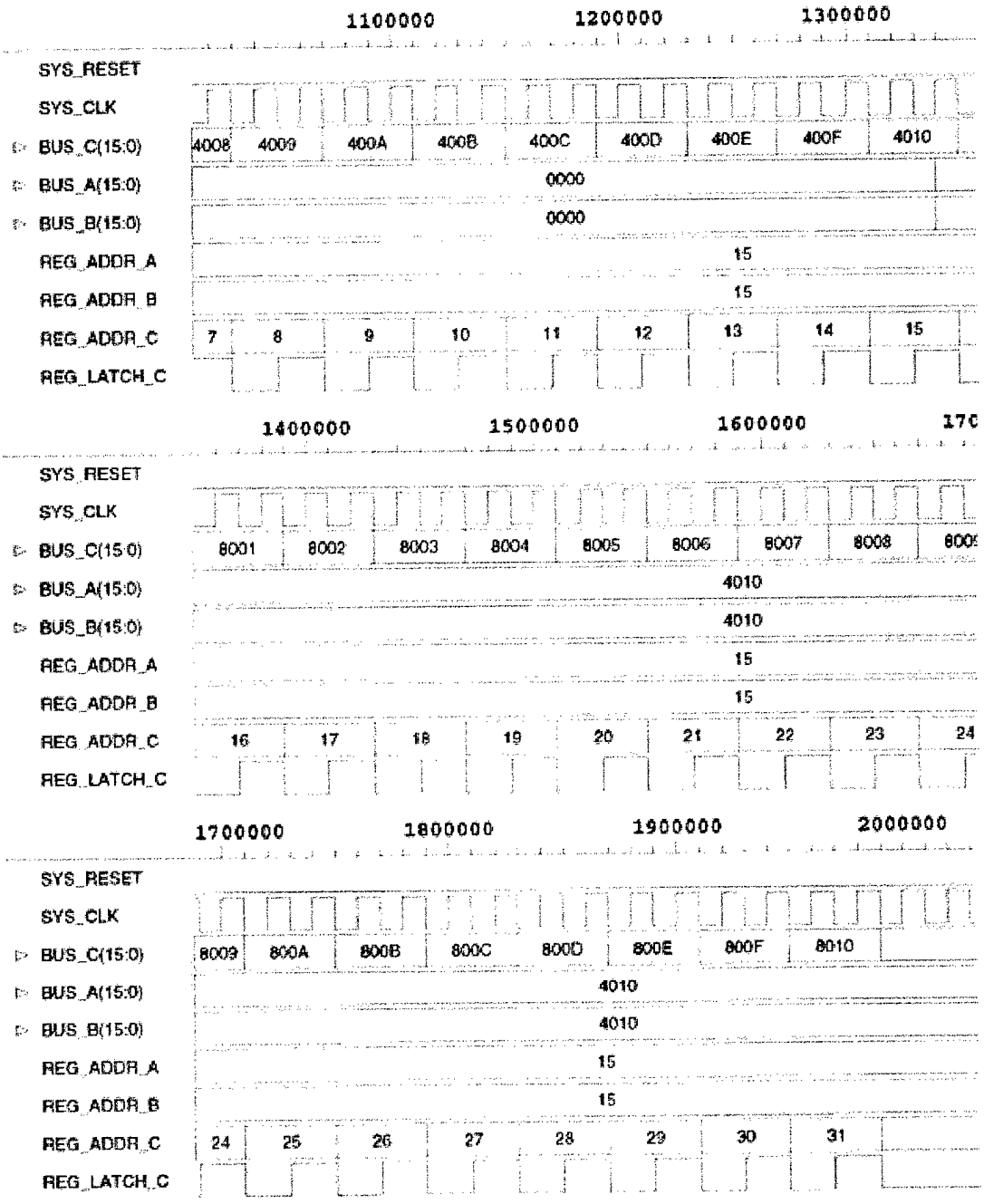
```
reg_addr_C <= 11;
bus_C <= "0100000000001100";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 12;
bus_C <= "0100000000001101";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 13;
bus_C <= "0100000000001110";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 14;
bus_C <= "0100000000001111";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 15;
bus_C <= "0100000000010000";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 16;
bus_C <= "1000000000000001";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 17;
bus_C <= "1000000000000010";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 18;
bus_C <= "1000000000000011";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 19;
bus_C <= "1000000000000100";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 20;
```

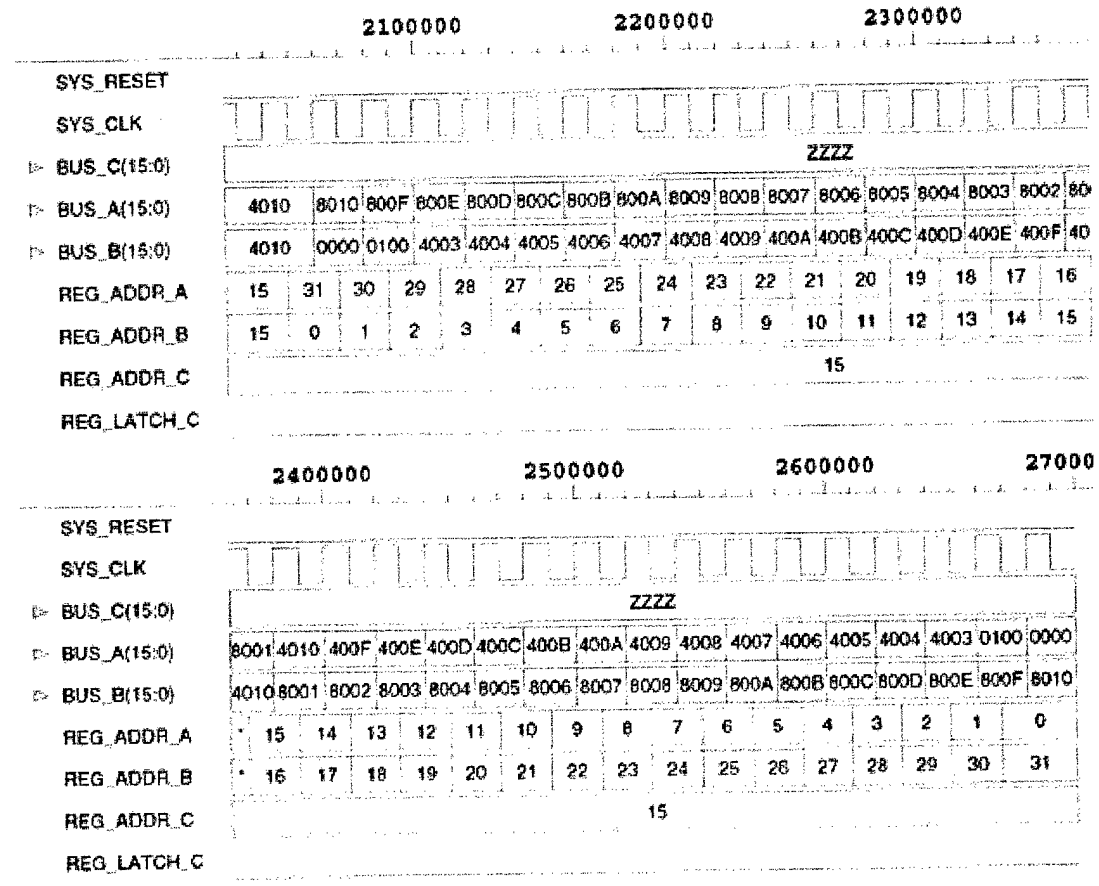
```
bus_C <= "1000000000000101";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 21;
bus_C <= "1000000000000110";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 22;
bus_C <= "1000000000000111";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 23;
bus_C <= "1000000000001000";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 24;
bus_C <= "1000000000001001";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 25;
bus_C <= "1000000000001010";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 26;
bus_C <= "1000000000001011";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 27;
bus_C <= "1000000000001100";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 28;
bus_C <= "1000000000001101";
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '1';
wait until sys_clk'event and sys_clk ='0';
reg_latch_C <= '0';

reg_addr_C <= 29;
bus_C <= "1000000000001110";
wait until sys_clk'event and sys_clk ='0';
```

```
        reg_latch_C <= '1';
        wait until sys_clk'event and sys_clk ='0';
        reg_latch_C <= '0';

        reg_addr_C <= 30;
        bus_C <= "1000000000001111";
        wait until sys_clk'event and sys_clk ='0';
        reg_latch_C <= '1';
        wait until sys_clk'event and sys_clk ='0';
        reg_latch_C <= '0';

        reg_addr_C <= 31;
        bus_C <= "1000000000010000";
        wait until sys_clk'event and sys_clk ='0';
        reg_latch_C <= '1';
        wait until sys_clk'event and sys_clk ='0';
        reg_latch_C <= '0';


        bus_C <= "ZZZZZZZZZZZZZZZZ";
        reg_addr_C <= 15;
        wait until sys_clk'event and sys_clk ='0';
        wait until sys_clk'event and sys_clk ='0';
        wait until sys_clk'event and sys_clk ='0';

        -- verify that all regs are correct (except for zero regs 5 and 6)
        for i in 31 downto 0 loop
                reg_addr_A <= i;
                reg_addr_B <= 31-i;
                wait until sys_clk'event and sys_clk ='0';
        end loop;

        wait until sys_clk'event and sys_clk ='1';

        ASSERT false
                REPORT "DONE"
                SEVERITY failure;

end process exercise;
end test;

CONFIGURATION reg_file_c OF reg_file_tb IS
  FOR test
    FOR ALL: reg_file_e
      USE ENTITY WORK.reg_file_e(behavior);
    END FOR;
  END FOR;
END reg_file_c;
```

B.4.3 Register Results




1100000
1200000
1300000
SYS_RESET
SYS_CLK
BUS_C(15:0)
4008 4009 400A 400B 400C 400D 400E 400F 4010
BUS_A(15:0)
0000
BUS_B(15:0)
0000
REG_ADDR_A
15
REG_ADDR_B
15
REG_ADDR_C
7 8 9 10 11 12 13 14 15
REG_LATCH_C
1400000
1500000
1600000
SYS_RESET
SYS_CLK
BUS_C(15:0)
8001 8002 8003 8004 8005 8006 8007 8008
BUS_A(15:0)
4010
BUS_B(15:0)
4010
REG_ADDR_A
15
REG_ADDR_B
15
REG_ADDR_C
16 17 18 19 20 21 22 23 24
REG_LATCH_C
1700000
1800000
1900000
2000000
SYS_RESET
SYS_CLK
BUS_C(15:0)
8009 800A 800B 800C 800D 800E 800F 8010
BUS_A(15:0)
4010
BUS_B(15:0)
4010
REG_ADDR_A
15
REG_ADDR_B
15
REG_ADDR_C
24 25 26 27 28 29 30 31
REG_LATCH_C


2100000
2200000
2300000
SYS_RESET
SYS_CLK
BUS_C(15:0)
BUS_A(15:0)
BUS_B(15:0)
REG_ADDR_A
REG_ADDR_B
REG_ADDR_C
REG_LATCH_C
ZZZZ
4010 8010 800F 800E 800D 800C 800B 800A 8009 8008 8007 8006 8005 8004 8003 8002
4010 0000 0100 4003 4004 4005 4006 4007 4008 4009 400A 400B 400C 400D 400E 400F
15 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16
15 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
15
2400000
2500000
2600000
27000
SYS_RESET
SYS_CLK
BUS_C(15:0)
BUS_A(15:0)
BUS_B(15:0)
REG_ADDR_A
REG_ADDR_B
REG_ADDR_C
REG_LATCH_C
ZZZZ
8001 4010 400F 400E 400D 400C 400B 400A 4009 4008 4007 4006 4005 4004 4003 0100 0000
4010 8001 8002 8003 8004 8005 8006 8007 8008 8009 800A 800B 800C 800D 800E 800F 8010
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
15

B.5 Latch

B.5.1 Latch Model

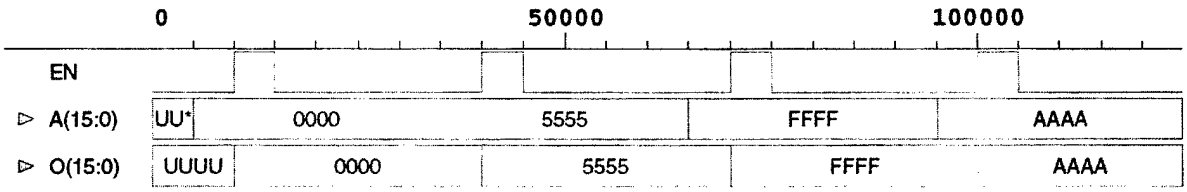
```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         latch.vhd
-- Other files required:
-- Date:                             Oct 17 97
-- Entity/A_busrchitecture Name:     latch_e/behavior
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity latch_e is
  port (latch_en          :       in      std_ulogic;
        latch_A_bus       :       in      std_ulogic_vector(15 downto 0);
        latch_O_bus       :       out     std_ulogic_vector(15 downto 0));
end latch_e;

architecture behavior of latch_e is
begin

latch : process (latch_en, latch_A_bus)
 begin
  if latch_en = '1' then
          latch_O_bus <= latch_A_bus;
  end if;
 end process latch;
end behavior;
```

B.5.2 Latch Testbench

```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         mux4_1-bench.vhd
-- Other files required:
-- Date:                             Oct 17 97
-- Entity/Architecture Name:         mux4_1_tb/test
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;


entity latch_tb is
end latch_tb;
```

```
architecture test of latch_tb is

constant  Atest0    : std_ulogic_vector(15 downto 0) := "0000000000000000";
constant  Atest1  : std_ulogic_vector(15 downto 0) := "0101010101010101";
constant  Atest2    : std_ulogic_vector(15 downto 0) := "1111111111111111";
constant  Atest3  : std_ulogic_vector(15 downto 0) := "1010101010101010";



component latch_e
 port (latch_en              :          in        std_ulogic;
          latch_A_bus        :          in        std_ulogic_vector(15 downto 0);
          latch_O_bus        :          out       std_ulogic_vector(15 downto 0));
end component;

signal en             : std_ulogic := '0';
signal A,O                    : std_ulogic_vector(15 downto 0);

begin
U1 : latch_e
  PORT MAP   (en,
                    A,
                    O);


exercise : process
 begin
          wait for 5 ps;

          For j in 0 to 3 loop

                    CASE j is
                              WHEN 0 => A <= Atest0;
                              WHEN 1 => A <= Atest1;
                              WHEN 2 => A <= Atest2;
                              WHEN 3 => A <= Atest3;
                    end CASE;

                    wait for 5 ps;

                    en <= '1';

                    wait for 5 ps;

                    en <= '0';

                    wait for 20 ps;

          end loop;


    ASSERT false
                    REPORT "DONE"
                    SEVERITY failure;
 end process exercise;
end test;

CONFIGURATION latch_c OF latch_tb IS
  FOR test
    FOR ALL: latch_e
      USE ENTITY WORK.latch_e(behavior);
    END FOR;
  END FOR;
END latch_c;
```

B.5.3 Latch Results



B.6 Multiplexor

B.6.1 Multiplexor Model

```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         mux4_1.vhd
-- Other files required:
-- Date:                             Oct 17 97
-- Entity/A_busrchitecture Name:     mux4_1_e/behavior
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

entity mux4_1_e is
 port (mux_clk          :      in      std_ulogic;
       mux_sel          :      in      std_ulogic_vector(1 downto 0);
       mux_A_bus        :      in      std_ulogic_vector(15 downto 0);
       mux_B_bus        :      in      std_ulogic_vector(15 downto 0);
       mux_C_bus        :      in      std_ulogic_vector(15 downto 0);
       mux_D_bus        :      in      std_ulogic_vector(15 downto 0);
       mux_O_bus        :      out     std_ulogic_vector(15 downto 0));
end mux4_1_e;

architecture behavior of mux4_1_e is
begin

mux : process
 begin
  wait until mux_clk'event and mux_clk='1';
  case mux_sel is
       when "00" => mux_O_bus <= mux_A_bus;
       when "01" => mux_O_bus <= mux_B_bus;
       when "10" => mux_O_bus <= mux_C_bus;
       when "11" => mux_O_bus <= mux_D_bus;
       when others => mux_O_bus <= mux_A_bus;
  end case;
 end process mux;
end behavior;
```

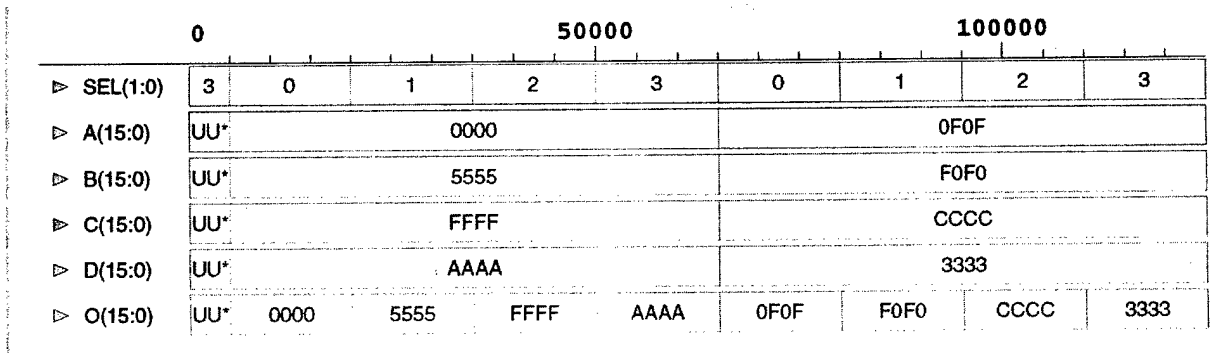
B.6.2 Multiplexor Testbench

```
-------------------------------------------------------------
-- Project:                          Thesis
-- Filename:                         mux4_1-bench.vhd
-- Other files required:
-- Date:                             Oct 17 97
-- Entity/Architecture Name:         mux4_1_tb/test
-- Developer:                        Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------
```

```
library IEEE;
  use IEEE.std_logic_1164.all;



entity mux4_1_tb is
end mux4_1_tb;

architecture test of mux4_1_tb is

constant  Atest0     : std_ulogic_vector(15 downto 0) := "0000000000000000";
constant  Btest0  : std_ulogic_vector(15 downto 0) := "0101010101010101";
constant  Ctest0     : std_ulogic_vector(15 downto 0) := "1111111111111111";
constant  Dtest0  : std_ulogic_vector(15 downto 0) := "1010101010101010";
constant  Atest1     : std_ulogic_vector(15 downto 0) := "0000111100001111";
constant  Btest1  : std_ulogic_vector(15 downto 0) := "1111000011110000";
constant  Ctest1     : std_ulogic_vector(15 downto 0) := "1100110011001100";
constant  Dtest1  : std_ulogic_vector(15 downto 0) := "0011001100110011";

constant  A_sel : std_ulogic_vector := "00";
constant  B_sel : std_ulogic_vector := "01";
constant  C_sel : std_ulogic_vector := "10";
constant  D_sel : std_ulogic_vector := "11";

component mux4_1_e
 port (mux_clk              :        in       std_ulogic;
       mux_sel              :        in       std_ulogic_vector(1 downto 0);
       mux_A_bus            :        in       std_ulogic_vector(15 downto 0);
       mux_B_bus            :        in       std_ulogic_vector(15 downto 0);
       mux_C_bus            :        in       std_ulogic_vector(15 downto 0);
       mux_D_bus            :        in       std_ulogic_vector(15 downto 0);
       mux_O_bus            :        out      std_ulogic_vector(15 downto 0));
end component;

signal sel            : std_ulogic_vector(1 downto 0) := "11";
signal A,B,C,D,O      : std_ulogic_vector(15 downto 0);
signal sys_clk                : std_ulogic := '0';

begin
U1 : mux4_1_e
  PORT MAP   (sys_clk,
              sel,
              A,
              B,
              C,
              D,
              O);

clock : process
begin
       sys_clk <= not(sys_clk);
       wait for 10 ps;
end process clock;


exercise : process
 begin
       wait for 20 ps;

       For j in 0 to 1 loop

              CASE j is
                     WHEN 0 => A <= Atest0;
                               B <= Btest0;
                               C <= Ctest0;
```

```
                        D <= Dtest0;
                WHEN 1 => A <= Atest1;
                        B <= Btest1;
                        C <= Ctest1;
                        D <= Dtest1;
        end CASE;


        For i in 0 to 3 loop
                CASE i IS
                        WHEN 0 => sel <= A_sel;
                        WHEN 1 => sel <= B_sel;
                        WHEN 2 => sel <= C_sel;
                        WHEN 3 => sel <= D_sel;
                END CASE;

                wait until sys_clk'event and sys_clk = '1';
        end loop;
    end loop;


    ASSERT false
        REPORT "DONE"
        SEVERITY failure;
 end process exercise;
end test;

CONFIGURATION mux4_1_c OF mux4_1_tb IS
  FOR test
    FOR ALL: mux4_1_e
      USE ENTITY WORK.mux4_1_e(behavior);
    END FOR;
  END FOR;
END mux4_1_c;
```

B.6.3 Multiplexor Results



B.7 FKP Core

B.7.1 FKP Core Model

```
-------------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   fkp_core_core.vhd
-- Other files required:       all FKP files
-- Date:                       Oct 17 97
-- Entity/Architecture Name:   fkp_core_e/behavior
-- Developer:                  Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;


entity fkp_core_e is
  port (fkp_core_clk              :       in      std_ulogic;
        fkp_core_reset            :       in      std_ulogic;
        fkp_core_data_in          :       in      std_ulogic_vector(15 downto 0);
        fkp_core_data_out         :       out     std_ulogic_vector(15 downto 0);
        fkp_core_data_in_latch    :       in      std_ulogic;
        fkp_core_data_out_latch   :       in      std_ulogic;
        fkp_core_c_reg_latch      :       in      std_ulogic;
        fkp_core_c_reg_addr       :       in      addr;
        fkp_core_a_reg_addr       :       in      addr;
        fkp_core_b_reg_addr       :       in      addr;
        fkp_core_cos_sin_ready    :       out     std_ulogic;
        fkp_core_cos_sin_go       :       in      std_ulogic;
        fkp_core_cos_sin_sel      :       in      std_ulogic;
        fkp_core_cos_sin_wait     :       in      std_ulogic_vector(2 downto 0);
        fkp_core_rom_addr         :       out     std_ulogic_vector(12 downto 0);
        fkp_core_rom_data         :       in      std_ulogic_vector(15 downto 0);
        fkp_core_adder_go         :       in      std_ulogic;
        fkp_core_adder_sel        :       in      std_ulogic;
        fkp_core_adder_done       :       out     std_ulogic;
        fkp_core_mult_go          :       in      std_ulogic;
        fkp_core_mult_done        :       out     std_ulogic;
        fkp_core_mux_sel          :       in      std_ulogic_vector(1 downto 0));
end fkp_core_e;

architecture structural of  fkp_core_e is

-- SIGNALS
signal     cos_sin_to_mux, adder_to_mux, mult_to_mux, data_in_to_mux : std_ulogic_vector(15 downto 0);
signal  mux_to_regs, A_bus, B_bus       : std_ulogic_vector(15 downto 0);


-- COMPONENTS
component adder_e
  port (adder_reset         :       in      std_ulogic;
        adder_clk           :       in      std_ulogic;
        adder_A_bus         :       in      std_ulogic_vector(15 downto 0);
        adder_B_bus         :       in      std_ulogic_vector(15 downto 0);
        adder_go            :       in      std_ulogic;
        adder_sel           :       in      std_ulogic;
```

```
        adder_done      :       out     std_ulogic;
        adder_C_bus     :       out     std_ulogic_vector(15 downto 0));
end component;

component mult_e
 port (mult_reset   :       in      std_ulogic;
        mult_clk    :       in      std_ulogic;
        mult_A_bus      :       in      std_ulogic_vector(15 downto 0);
        mult_B_bus      :       in      std_ulogic_vector(15 downto 0);
        mult_go         :       in      std_ulogic;
        mult_done       :       out     std_ulogic;
        mult_C_bus      :       out     std_ulogic_vector(15 downto 0));
end component;

component cos_sin_e
 port (cos_sin_reset :      in      std_ulogic;
        cos_sin_clk     :       in      std_ulogic;
        cos_sin_A_bus   :       in      std_ulogic_vector(15 downto 0);
        cos_sin_go      :       in      std_ulogic;
        cos_sin_sel     :       in      std_ulogic;
        cos_sin_wait    :       in      std_ulogic_vector(2 downto 0);
        cos_sin_ready   :       out     std_ulogic;
        cos_sin_C_bus   :       out     std_ulogic_vector(15 downto 0);
    -- the following describes the connection to the rom
        cos_sin_rom_addr:  out      std_ulogic_vector(12 downto 0);
        cos_sin_rom_data:  in       std_ulogic_vector(15 downto 0));
end component;

component reg_file_e
 port (reg_file_reset                   :       in      std_ulogic;
        reg_file_clk                    :       in      std_ulogic;
        reg_file_C_bus                  :       in      std_ulogic_vector(15 downto 0);
        reg_file_C_reg_latch            :       in      std_ulogic;
        reg_file_C_reg_addr             :       in      addr;
        reg_file_A_bus                  :       out     std_ulogic_vector(15 downto 0);
        reg_file_A_reg_addr             :       in      addr;
        reg_file_B_bus                  :       out     std_ulogic_vector(15 downto 0);
        reg_file_B_reg_addr             :       in      addr);
end component;

component latch_e
 port (latch_en     :       in      std_ulogic;
        latch_A_bus     :       in      std_ulogic_vector(15 downto 0);
        latch_O_bus     :       out     std_ulogic_vector(15 downto 0));
end component;

component mux4_1_e
 port (mux_clk                  :       in      std_ulogic;
        mux_sel                 :       in      std_ulogic_vector(1 downto 0);
        mux_A_bus               :       in      std_ulogic_vector(15 downto 0);
        mux_B_bus               :       in      std_ulogic_vector(15 downto 0);
        mux_C_bus               :       in      std_ulogic_vector(15 downto 0);
        mux_D_bus               :       in      std_ulogic_vector(15 downto 0);
        mux_O_bus               :       out     std_ulogic_vector(15 downto 0));
end component;


begin
U_adder_1 : adder_e
  PORT MAP   (fkp_core_reset,
                fkp_core_clk,
                A_bus,
                B_bus,
                fkp_core_adder_go,
                fkp_core_adder_sel,
```

```
                    fkp_core_adder_done,
                    adder_to_mux);

U_mult_1 : mult_e
  PORT MAP   (fkp_core_reset,
                    fkp_core_clk,
                    A_bus,
                    B_bus,
                    fkp_core_mult_go,
                    fkp_core_mult_done,
                    mult_to_mux);

U_cos_sin_1 : cos_sin_e
  PORT MAP   (fkp_core_reset,
                    fkp_core_clk,
                    A_bus,
                    fkp_core_cos_sin_go,
                    fkp_core_cos_sin_sel,
                    fkp_core_cos_sin_wait,
                    fkp_core_cos_sin_ready,
                    cos_sin_to_mux,
                    fkp_core_rom_addr,
                    fkp_core_rom_data);


U_reg_file_1 : reg_file_e
  PORT MAP   (fkp_core_reset,
                    fkp_core_clk,
                    mux_to_regs,
                    fkp_core_c_reg_latch,
                    fkp_core_c_reg_addr,
                    A_bus,
                    fkp_core_a_reg_addr,
                    B_bus,
                    fkp_core_b_reg_addr);

U_mux4_1_1 : mux4_1_e
  PORT MAP   (fkp_core_clk,
                    fkp_core_mux_sel,
                    cos_sin_to_mux,
                    adder_to_mux,
                    mult_to_mux,
                    data_in_to_mux,
                    mux_to_regs);

U_latch_in : latch_e
  PORT MAP   (fkp_core_data_in_latch,
                    fkp_core_data_in,
                    data_in_to_mux);

U_latch_out : latch_e
  PORT MAP   (fkp_core_data_out_latch,
                    B_bus,
                    fkp_core_data_out);

end structural;
```

B.7.2 FKP Core Testbench

```
-- Project:                    Thesis
-- Filename:                   fkp_core-bench.vhd
-- Other files required:       fkp_core.vhd
-- Date:                       Oct 20 97
-- Entity/Architecture Name:   fkp_core_tb/test
-- Developer:                  Steve Parmley

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;


entity fkp_core_tb is
end fkp_core_tb;

architecture test of fkp_core_tb is

component fkp_core_e
  port (fkp_core_clk                :       in      std_ulogic;
        fkp_core_reset              :       in      std_ulogic;
        fkp_core_data_in            :       in      std_ulogic_vector(15 downto 0);
        fkp_core_data_out           :       out     std_ulogic_vector(15 downto 0);
        fkp_core_data_in_latch      :       in      std_ulogic;
        fkp_core_data_out_latch     :       in      std_ulogic;
        fkp_core_c_reg_latch        :       in      std_ulogic;
        fkp_core_c_reg_addr         :       in      addr;
        fkp_core_a_reg_addr         :       in      addr;
        fkp_core_b_reg_addr         :       in      addr;
        fkp_core_cos_sin_ready      :       out     std_ulogic;
        fkp_core_cos_sin_go         :       in      std_ulogic;
        fkp_core_cos_sin_sel        :       in      std_ulogic;
        fkp_core_cos_sin_wait       :       in      std_ulogic_vector(2 downto 0);
        fkp_core_rom_addr           :       out     std_ulogic_vector(12 downto 0);
        fkp_core_rom_data           :       in      std_ulogic_vector(15 downto 0);
        fkp_core_adder_go           :       in      std_ulogic;
        fkp_core_adder_sel          :       in      std_ulogic;
        fkp_core_adder_done         :       out     std_ulogic;
        fkp_core_mult_go            :       in      std_ulogic;
        fkp_core_mult_done          :       out     std_ulogic;
        fkp_core_mux_sel            :       in      std_ulogic_vector(1 downto 0));
end component;

signal sys_reset, sys_clk : std_ulogic := '0';
signal a_reg_addr, b_reg_addr, c_reg_addr : addr;
signal data_in, data_out : std_ulogic_vector(15 downto 0);
signal data_in_latch, data_out_latch, c_reg_latch, cos_sin_ready : std_ulogic;
signal cos_sin_go, cos_sin_sel, adder_go, adder_sel, adder_done  : std_ulogic;
signal mult_go, mult_done                                        : std_ulogic;
signal cos_sin_wait : std_ulogic_vector(2 downto 0);
signal rom_addr : std_ulogic_vector(12 downto 0);
signal rom_data : std_ulogic_vector(15 downto 0);
signal mux_sel  : std_ulogic_vector(1 downto 0);

type opcode is (illegal, movein, moveout, move, cosine, sine, addition, subtraction, multiplication);
signal instruction : opcode;

begin
U1 : fkp_core_e
  PORT MAP   (sys_clk,
```

```
                    sys_reset,
                    data_in,
                    data_out,
                    data_in_latch,
                    data_out_latch,
                    c_reg_latch,
                    c_reg_addr,
                    a_reg_addr,
                    b_reg_addr,
                    cos_sin_ready,
                    cos_sin_go,
                    cos_sin_sel,
                    cos_sin_wait,
                    rom_addr,
                    rom_data,
                    adder_go,
                    adder_sel,
                    adder_done,
                    mult_go,
                    mult_done,
                    mux_sel);

clock : process
begin
        sys_clk <= not(sys_clk);
        wait for 10 ps;
end process clock;

rst : process
begin
        sys_reset <= '1';
        wait for 40 ps;

        sys_reset <= '0';
        wait for 50000 ps;
end process rst;

exercise : process
 begin

-- quick test
        instruction <= illegal;
        data_in_latch <= '0';
        data_out_latch <= '0';
        c_reg_latch <= '0';
        cos_sin_go <= '0';
        cos_sin_wait <= "111";
        adder_go <= '0';
        mult_go <= '0';
        a_reg_addr <= 15;
        b_reg_addr <= 15;
        c_reg_addr <= 15;
        mux_sel <= "00";
        wait for 60 ps;
        wait until sys_clk'event and sys_clk='1';

  -- MOVE IN
        instruction <= movein;
        data_in <= "0000000000000101";
        wait until sys_clk'event and sys_clk='1';

        mux_sel <= "11";
        c_reg_addr <= 2;
        data_in_latch <= '1';
        wait until sys_clk'event and sys_clk='1';
```

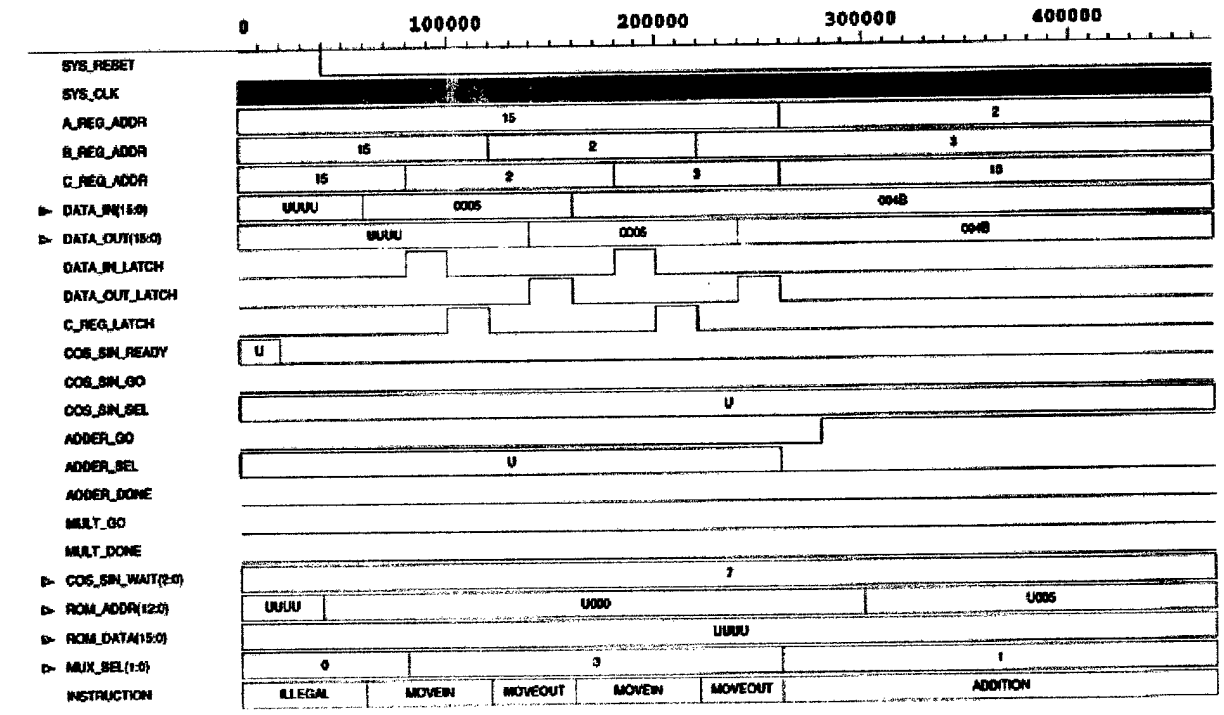
```
        data_in_latch <= '0';
        c_reg_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        c_reg_latch <= '0';
-- END MOVE IN

-- MOVE OUT
        instruction <= moveout;
        b_reg_addr <= 2;
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '0';
-- END MOVE OUT

-- MOVE IN
        instruction <= movein;
        data_in <= "0000000001001011";
        wait until sys_clk'event and sys_clk='1';

        mux_sel <= "11";
        c_reg_addr <= 3;
        data_in_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        data_in_latch <= '0';
        c_reg_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        c_reg_latch <= '0';
-- END MOVE IN

-- MOVE OUT
        instruction <= moveout;
        b_reg_addr <= 3;
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '0';
-- END MOVE OUT


-- ADD
        instruction <= addition;
        a_reg_addr <= 2;
        b_reg_addr <= 3;
        c_reg_addr <= 10;
        adder_sel  <= '0';
        mux_sel    <= "01";
        wait until sys_clk'event and sys_clk='1';

        adder_go <= '1';
        wait until adder_done = '1';

        adder_go <= '0';
        c_reg_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        c_reg_latch <= '0';
```

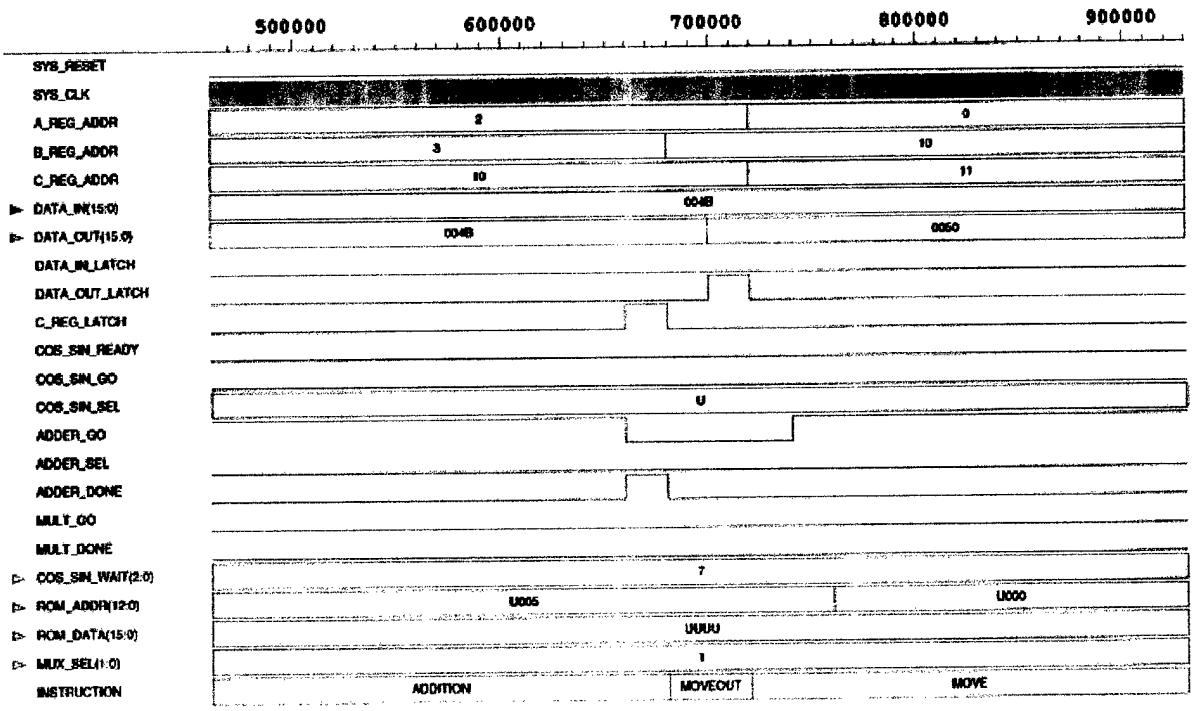
```
-- END ADD


-- MOVE OUT
        instruction <= moveout;
        b_reg_addr <= 10;
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '0';
-- END MOVE OUT

-- MOVE
        instruction <= move;
        a_reg_addr <= 0;
        b_reg_addr <= 10;
        c_reg_addr <= 11;
        adder_sel  <= '0';
        mux_sel    <= "01";
        wait until sys_clk'event and sys_clk='1';

        adder_go <= '1';
        wait until adder_done = '1';

        adder_go <= '0';
        c_reg_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        c_reg_latch <= '0';
-- END MOVE


for i in 0 to 3 loop

-- SUB
        instruction <= subtraction;
        a_reg_addr <= 11;
        b_reg_addr <= 1;
        c_reg_addr <= 11;
        adder_sel  <= '1';
        mux_sel    <= "01";
        wait until sys_clk'event and sys_clk='1';

        adder_go <= '1';
        wait until adder_done = '1';

        adder_go <= '0';
        c_reg_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        c_reg_latch <= '0';
-- END ADD


-- MOVE OUT
        instruction <= moveout;
        b_reg_addr <= 11;
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '1';
        wait until sys_clk'event and sys_clk='1';

        data_out_latch <= '0';
```

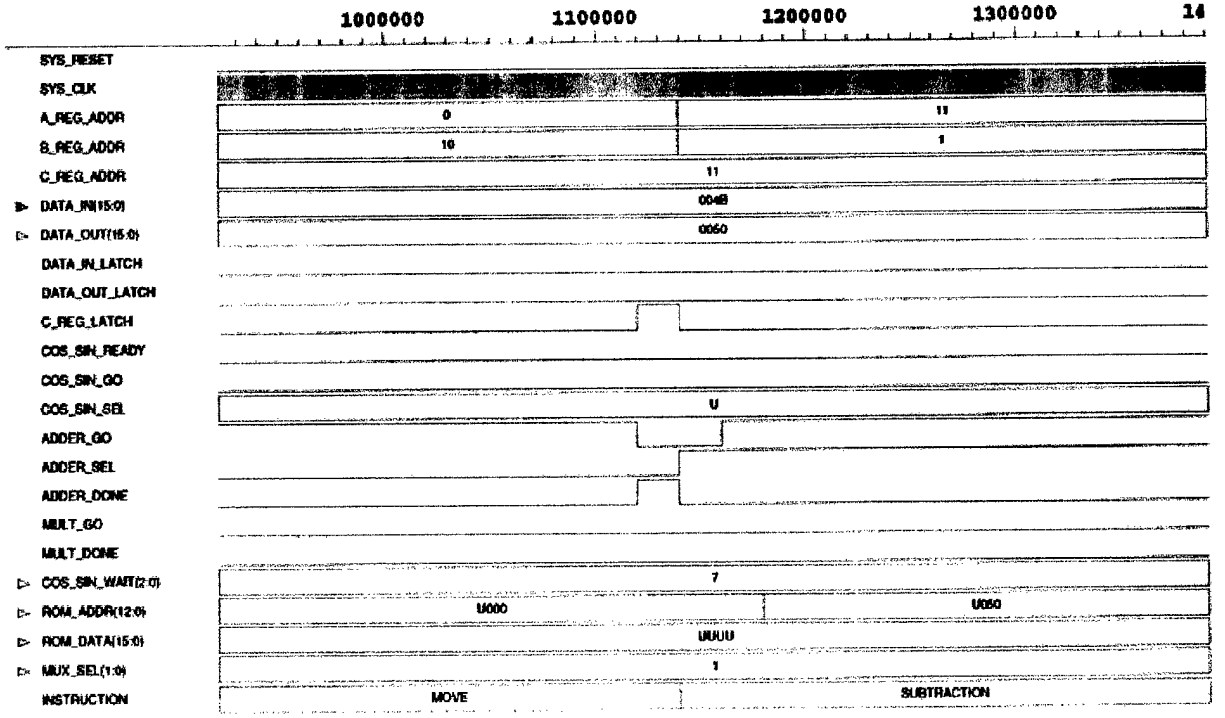
```
  -- END MOVE OUT


end loop;

  -- Multiply
          instruction <= multiplication;
          a_reg_addr <= 2;
          b_reg_addr <= 3;
          c_reg_addr <= 31;
          mux_sel     <= "10";
          wait until sys_clk'event and sys_clk='1';

          mult_go <= '1';
          wait until mult_done = '1';

          mult_go <= '0';
          c_reg_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          c_reg_latch <= '0';
  -- END ADD


for i in 0 to 31 loop
  -- MOVE OUT
          instruction <= moveout;
          b_reg_addr <= i;
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '0';
  -- END MOVE OUT
end loop;


  -- COSINE
          instruction <= cosine;
          cos_sin_sel <= '0';
          a_reg_addr <= 2;
          mux_sel <= "00";
          c_reg_addr <= 15;
          wait until sys_clk'event and sys_clk='1';

          cos_sin_go <= '1';
          wait until cos_sin_ready='1';

          cos_sin_go <= '0';
          c_reg_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          c_reg_latch <= '0';
  --

  -- MOVE OUT
          instruction <= moveout;
          b_reg_addr <= 15;
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '0';
```

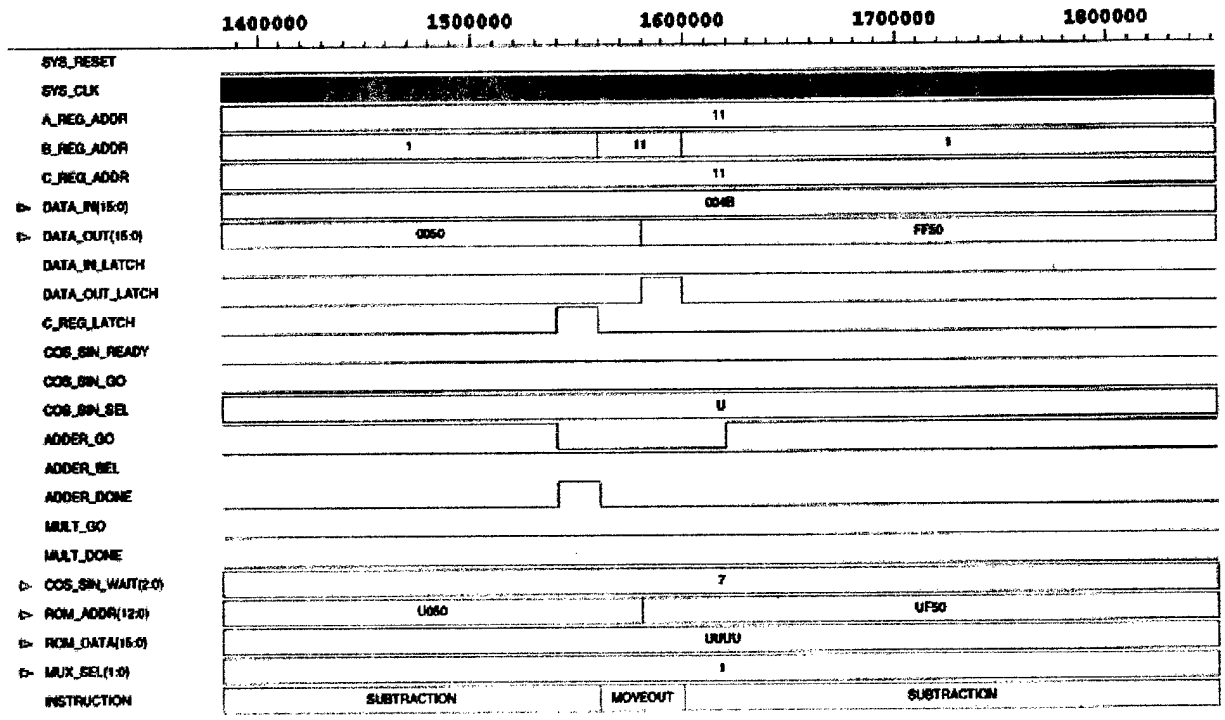
```
  -- END MOVE OUT

  -- SINE
          instruction <= sine;
          cos_sin_sel <= '1';
          a_reg_addr <= 3;
          mux_sel <= "00";
          c_reg_addr <= 16;
          wait until sys_clk'event and sys_clk='1';

          cos_sin_go <= '1';
          wait until cos_sin_ready='1';

          cos_sin_go <= '0';
          c_reg_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          c_reg_latch <= '0';
  --

  -- MOVE OUT
          instruction <= moveout;
          b_reg_addr <= 16;
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '1';
          wait until sys_clk'event and sys_clk='1';

          data_out_latch <= '0';
  -- END MOVE OUT

          wait until sys_clk'event and sys_clk='1';
          wait until sys_clk'event and sys_clk='1';
          wait until sys_clk'event and sys_clk='1';

          ASSERT false
                  REPORT "DONE"
                  SEVERITY failure;

end process exercise;

rom : process
  begin
          wait until rom_addr'event;

          -- make up some rom data (inverse of the address for now)
          rom_data(12 downto 0) <= not(rom_addr(12 downto 0));

          -- fill in the rest
          rom_data(15 downto 13) <= "000";
  end process rom;

end test;

CONFIGURATION fkp_core_c OF fkp_core_tb IS
  FOR test
    FOR ALL: fkp_core_e
      USE ENTITY WORK.fkp_core_e(structural);
    END FOR;
  END FOR;
END fkp_core_c;
```

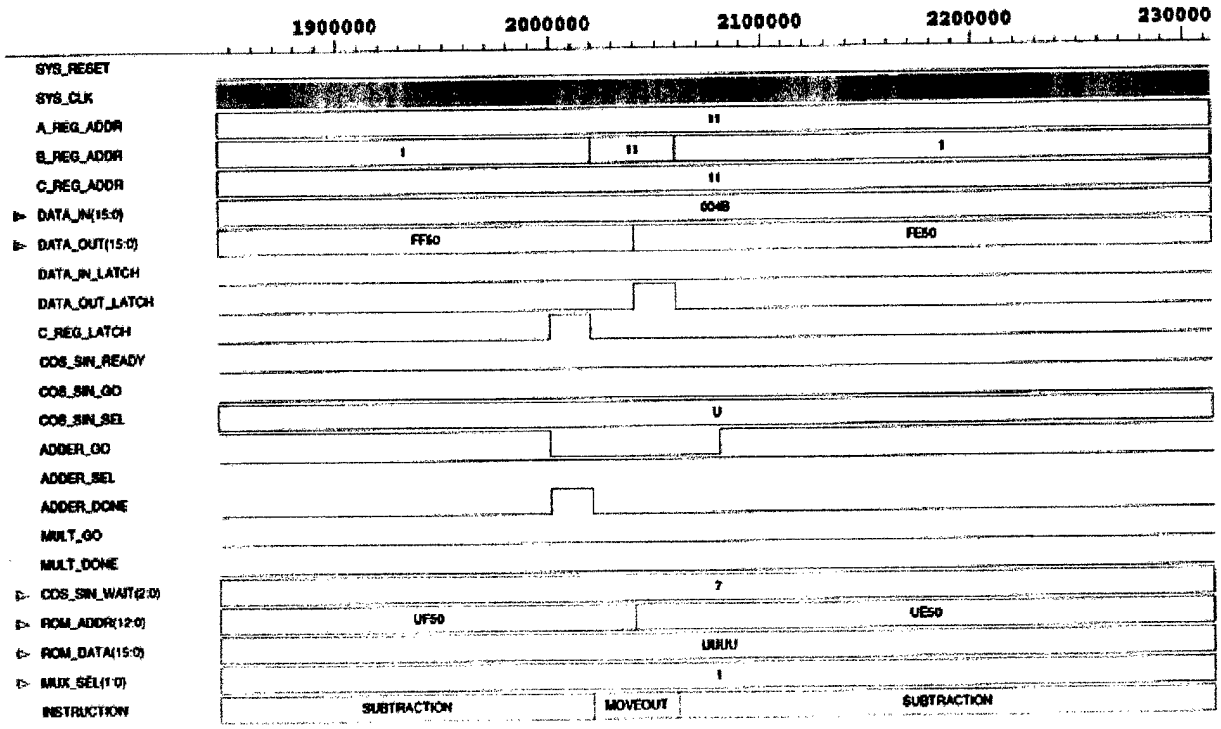
B.7.3 FKP Core Results

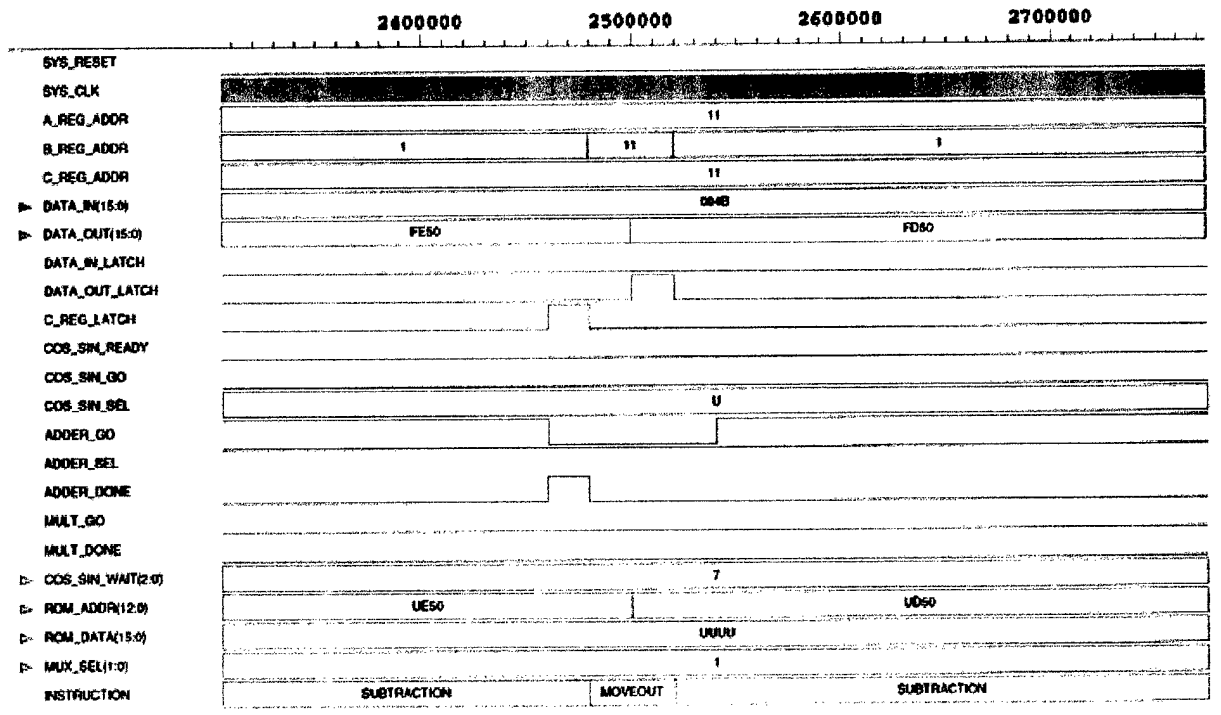


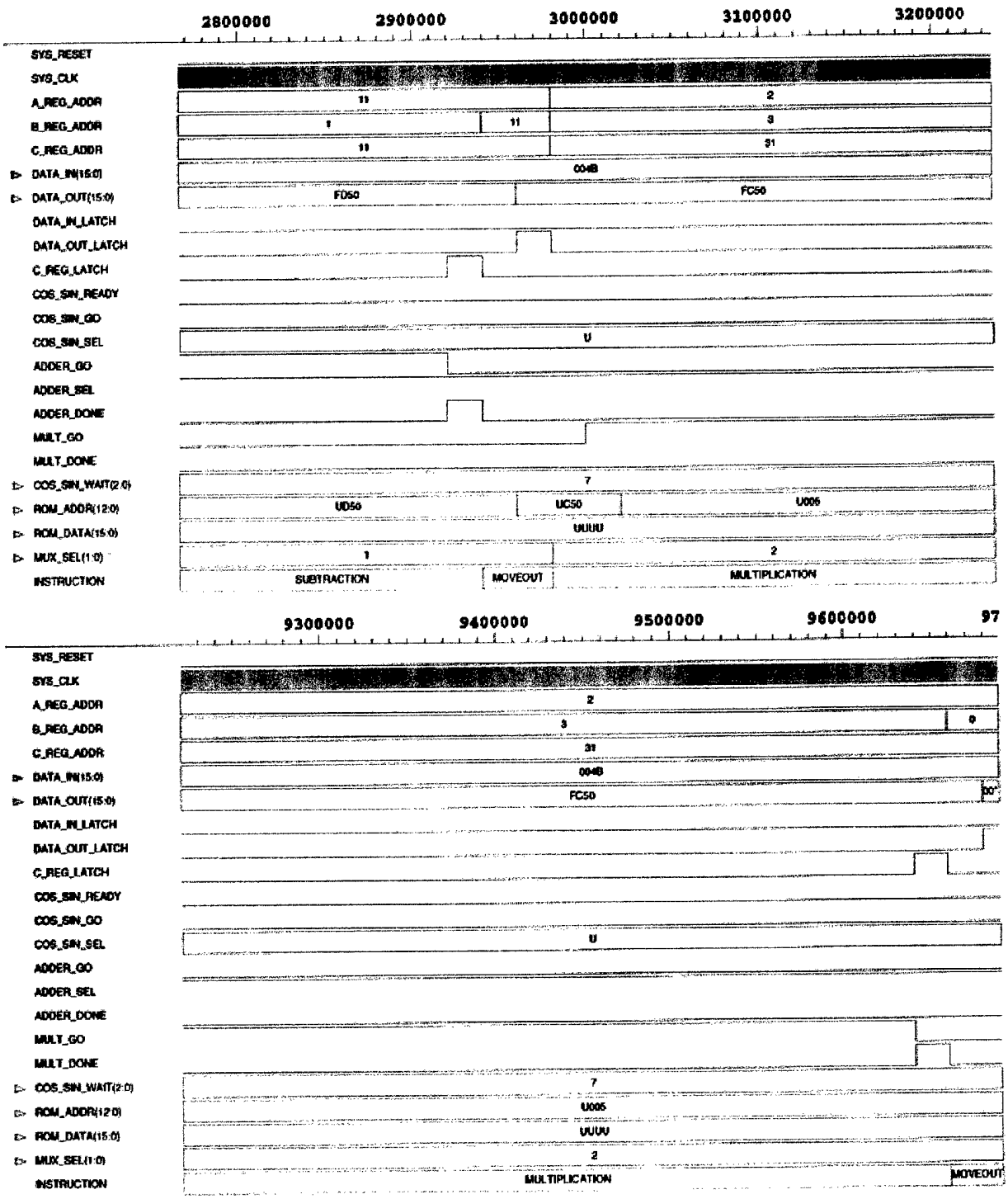


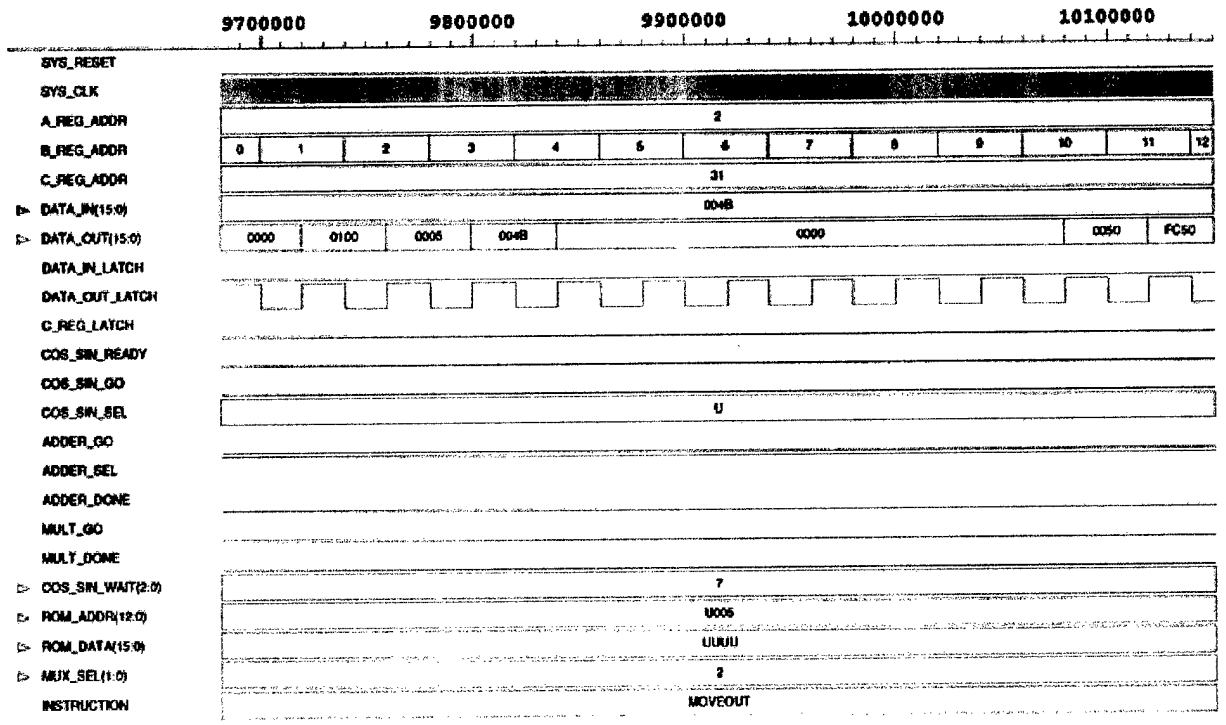

1000000
1100000
1200000
1300000
14
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN[15:0]
DATA_OUT[15:0]
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT[2:0]
ROM_ADDR[12:0]
ROM_DATA[15:0]
MUX_SEL[1:0]
INSTRUCTION
0
11
10
1
11
0048
0050
U
7
U000
U050
UUUU
1
MOVE
SUBTRACTION

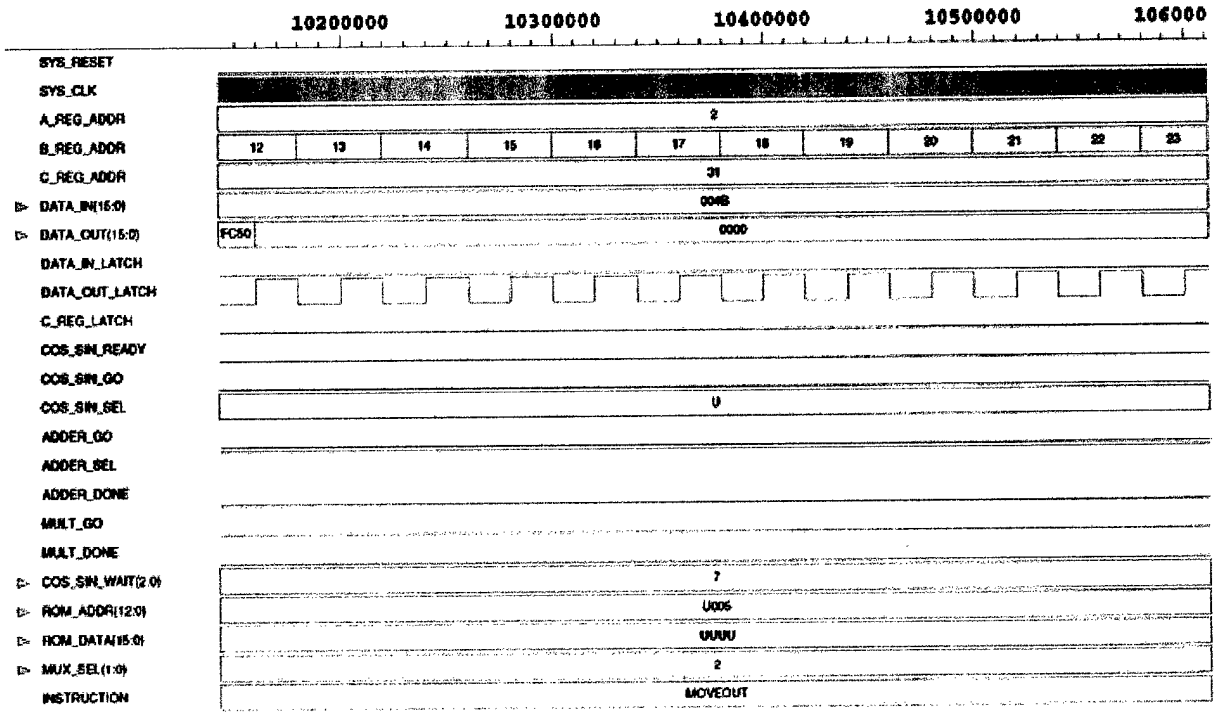

1400000
1500000
1600000
1700000
1800000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN[15:0]
DATA_OUT[15:0]
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT[2:0]
ROM_ADDR[12:0]
ROM_DATA[15:0]
MUX_SEL[1:0]
INSTRUCTION
11
1
11
1
11
0048
0050
FF50
U
7
U050
UF50
UUUU
1
SUBTRACTION
MOVEOUT
SUBTRACTION

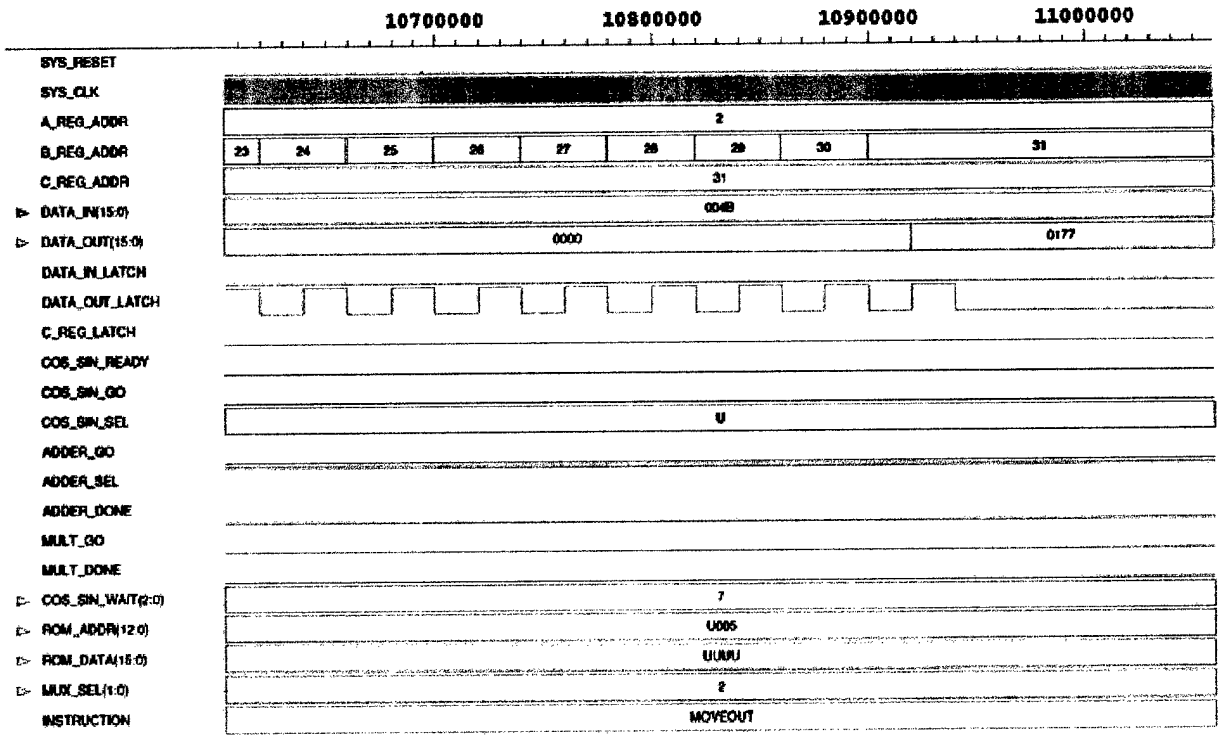

1900000
2000000
2100000
2200000
230000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
FF50
FE50
UF50
UE50
SUBTRACTION
MOVEOUT
SUBTRACTION

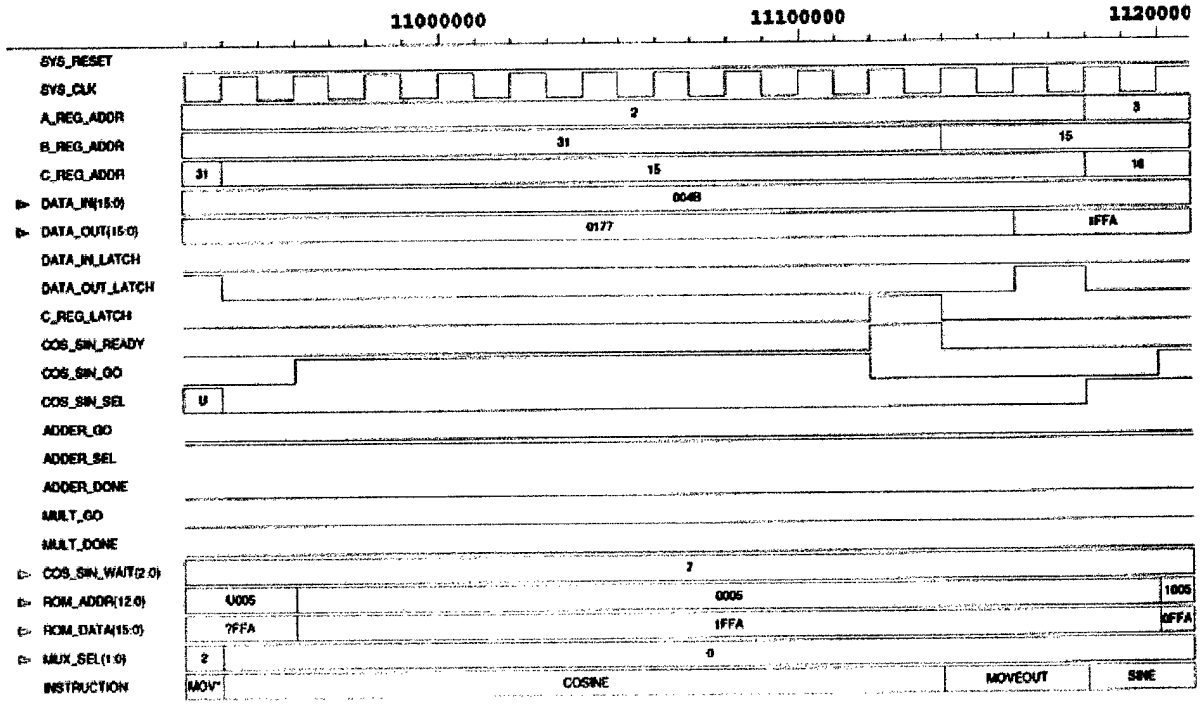

2400000
2500000
2600000
2700000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
FE50
FD50
UE50
UD50
SUBTRACTION
MOVEOUT
SUBTRACTION

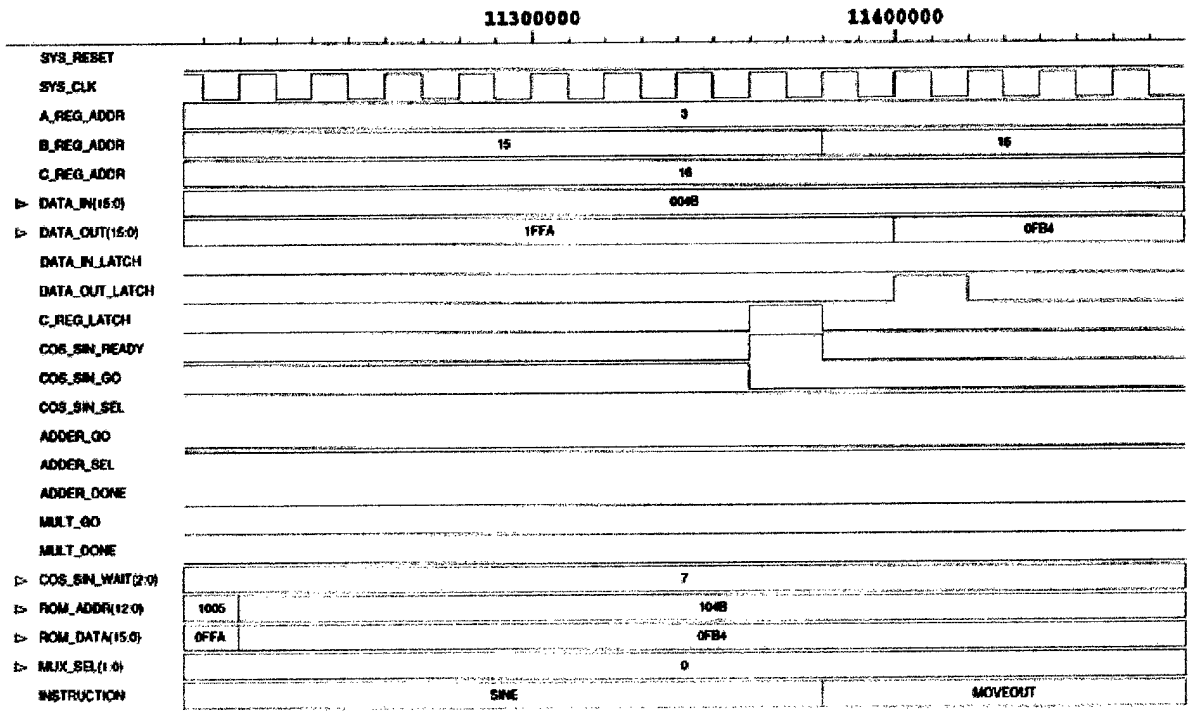

2800000
2900000
3000000
3100000
3200000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN[15:0]
DATA_OUT[15:0]
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT[2:0]
ROM_ADDR[12:0]
ROM_DATA[15:0]
MUX_SEL[1:0]
INSTRUCTION
11
2
1
11
3
11
31
004B
FD50
FC50
U
7
UD50
UC50
U005
UUUU
1
2
SUBTRACTION
MOVEOUT
MULTIPLICATION
9300000
9400000
9500000
9600000
97
2
3
0
31
004B
FC50
U
7
U005
UUUU
2
MULTIPLICATION
MOVEOUT


9700000
9800000
9900000
10000000
10100000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
0000
0100
0005
004B
0050
FC50
MOVEOUT


10200000
10300000
10400000
10500000
106000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
FC50
0000
MOVEOUT


10700000
10800000
10900000
11000000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
2
23
24
25
26
27
28
29
30
31
31
0049
0000
0177
U
7
0005
UUUU
2
MOVEOUT


11000000
11100000
1120000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
2
3
31
15
31
15
16
0049
0177
FFA
U
7
0005
1005
7FFA
FFA
2
0
MOV*
COSINE
MOVEOUT
SINE


11300000
11400000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
3
15
16
16
004B
1FFA
0FB4
7
1005
104B
0FFA
0FB4
0
SINE
MOVEOUT

B.5 Microstrore

B.5.1 Microstrore Model

```
-- Project:                    Thesis
-- Filename:                   microstore_head.vhd
-- Other files required:
-- Date:                       Oct 31 97
-- Entity/Architecture Name:   n/a
-- Developer:                  Steve Parmley
```

```
library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;

Package MICROSTORE is

  procedure move_in   (SIGNAL reg: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                       SIGNAL c_reg_addr: out addr;
                       SIGNAL data_in_latch: out std_ulogic;
                       SIGNAL c_reg_latch: out std_ulogic);

  procedure move_out  (SIGNAL reg: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL b_reg_addr: out addr;
                       SIGNAL data_out_latch: out std_ulogic);

  procedure add       (SIGNAL reg1, reg2, reg3: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL adder_done: in std_ulogic;
                       SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                       SIGNAL adder_sel: out std_ulogic;
                       SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                       SIGNAL adder_go: out std_ulogic;
                       SIGNAL c_reg_latch: out std_ulogic);

  procedure sub       (SIGNAL reg1, reg2, reg3: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL adder_done: in std_ulogic;
                       SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                       SIGNAL adder_sel: out std_ulogic;
                       SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                       SIGNAL adder_go: out std_ulogic;
                       SIGNAL c_reg_latch: out std_ulogic);

  procedure mult      (SIGNAL reg1, reg2, reg3: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL mult_done: in std_ulogic;
                       SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                       SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                       SIGNAL mult_go: out std_ulogic;
                       SIGNAL c_reg_latch: out std_ulogic);

  procedure cos       (SIGNAL reg1, reg2:in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL cos_sin_ready: in std_ulogic;
```

```
                        SIGNAL cos_sin_sel: out std_ulogic;
                        SIGNAL a_reg_addr, c_reg_addr: out addr;
                        SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                        SIGNAL cos_sin_go: out std_ulogic;
                        SIGNAL c_reg_latch: out std_ulogic);

 procedure sin      (SIGNAL reg1, reg2:in addr;
                        SIGNAL sys_clk: in std_ulogic;
                        SIGNAL cos_sin_ready: in std_ulogic;
                        SIGNAL cos_sin_sel: out std_ulogic;
                        SIGNAL a_reg_addr, c_reg_addr: out addr;
                        SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                        SIGNAL cos_sin_go: out std_ulogic;
                        SIGNAL c_reg_latch: out std_ulogic);

end MICROSTORE;



-------------------------------------------------------
-- Project:                 Thesis
-- Filename:                microstore.vhd
-- Other files required:
-- Date:                    Oct 31 97
-- Entity/Architecture Name: n/a
-- Developer:               Steve Parmley
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;


Package body MICROSTORE is

--  MOVE_IN (reg)   assume that data is present on input of latch
  procedure move_in   (SIGNAL reg: in addr;
                        SIGNAL sys_clk: in std_ulogic;
                        SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                        SIGNAL c_reg_addr: out addr;
                        SIGNAL data_in_latch: out std_ulogic;
                        SIGNAL c_reg_latch: out std_ulogic) is

    begin
            -- set mux to allow data in latch to reg
            mux_sel <= "11";

            -- set up register to write to
            c_reg_addr <= reg;

            -- latch the data already present on the input of the latch
            data_in_latch <= '1';

            wait until sys_clk'event and sys_clk='1';

            -- hold latched value
            data_in_latch <= '0';

            -- and copy it into register file
            c_reg_latch <= '1';

            wait until sys_clk'event and sys_clk='1';

            -- hold it in register file
```

```
        c_reg_latch <= '0';
  end move_in;


-- MOVE_OUT (reg)
  procedure move_out  (SIGNAL reg: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL b_reg_addr: out addr;
                       SIGNAL data_out_latch: out std_ulogic) is
  begin
        -- set up register to write to
        b_reg_addr <= reg;

        wait until sys_clk'event and sys_clk='1';

        -- latch the data from the register file to the output
        data_out_latch <= '1';

        wait until sys_clk'event and sys_clk='1';

        -- hold it on the output
        data_out_latch <= '0';
  end move_out;

-- ADD (reg1, reg2, reg3)
  procedure add     (SIGNAL reg1, reg2, reg3: in addr;
                       SIGNAL sys_clk: in std_ulogic;
                       SIGNAL adder_done: in std_ulogic;
                       SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                       SIGNAL adder_sel: out std_ulogic;
                       SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                       SIGNAL adder_go: out std_ulogic;
                       SIGNAL c_reg_latch: out std_ulogic) is
  begin
        -- set up two terms from reg file
        a_reg_addr <= reg2;
        b_reg_addr <= reg3;

        -- set up new register to hold result
        c_reg_addr <= reg1;

        -- set adder/subtractor to add
        adder_sel  <= '0';

        -- set mux to allow add result to go to register
        mux_sel    <= "01";

        wait until sys_clk'event and sys_clk='1';

        -- initiate adder unit
        adder_go <= '1';

        wait until adder_done = '1';
        wait until sys_clk'event and sys_clk='1';

        -- release adder unit
        adder_go <= '0';

        -- latch result into regiter
        c_reg_latch <= '1';

        wait until sys_clk'event and sys_clk='1';

        -- hold result in register
        c_reg_latch <= '0';
```

```
  end add;


-- SUB (reg1, reg2, reg3)
 procedure sub      (SIGNAL reg1, reg2, reg3: in addr;
                                SIGNAL sys_clk: in std_ulogic;
                                SIGNAL adder_done: in std_ulogic;
                                SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                                SIGNAL adder_sel: out std_ulogic;
                                SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                                SIGNAL adder_go: out std_ulogic;
                                SIGNAL c_reg_latch: out std_ulogic) is
  begin
          -- set up two terms from reg file
          a_reg_addr <= reg2;
          b_reg_addr <= reg3;

          -- set up new register to hold result
          c_reg_addr <= reg1;

          -- set adder/subtractor to sub
          adder_sel  <= '1';

          -- set mux to allow add result to go to register
          mux_sel    <= "01";

          wait until sys_clk'event and sys_clk='1';

          -- initiate adder unit
          adder_go <= '1';

          wait until adder_done = '1';
          wait until sys_clk'event and sys_clk='1';

          -- release adder unit
          adder_go <= '0';

          -- latch result into regiter
          c_reg_latch <= '1';

          wait until sys_clk'event and sys_clk='1';

          -- hold result in register
          c_reg_latch <= '0';
  end sub;


-- MULTIPLY (reg1, reg2, reg3)
 procedure mult     (SIGNAL reg1, reg2, reg3: in addr;
                                SIGNAL sys_clk: in std_ulogic;
                                SIGNAL mult_done: in std_ulogic;
                                SIGNAL a_reg_addr, b_reg_addr, c_reg_addr: out addr;
                                SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                                SIGNAL mult_go: out std_ulogic;
                                SIGNAL c_reg_latch: out std_ulogic) is
  begin
          -- set up two terms from reg file
          a_reg_addr <= reg2;
          b_reg_addr <= reg3;

          -- set up new register to hold result
          c_reg_addr <= reg1;

          -- set mux to allow mult resutl to go to register
          mux_sel    <= "10";
```

```
        wait until sys_clk'event and sys_clk='1';

        -- initiate multiplier unit
        mult_go <= '1';

        wait until mult_done = '1';
        wait until sys_clk'event and sys_clk='1';

        -- release mult unit
        mult_go <= '0';

        -- latch results into register
        c_reg_latch <= '1';

        wait until sys_clk'event and sys_clk='1';

        -- hold results in register
        c_reg_latch <= '0';
  end mult;

-- COS (reg1, reg2)
  procedure cos     (SIGNAL reg1, reg2:in addr;
                     SIGNAL sys_clk: in std_ulogic;
                     SIGNAL cos_sin_ready: in std_ulogic;
                     SIGNAL cos_sin_sel: out std_ulogic;
                     SIGNAL a_reg_addr, c_reg_addr: out addr;
                     SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                     SIGNAL cos_sin_go: out std_ulogic;
                     SIGNAL c_reg_latch: out std_ulogic) is
  begin
        -- set unit to do cosine
        cos_sin_sel <= '0';

        -- set input to A register
        a_reg_addr <= reg2;

        -- set up mux to allow cos/sin unit to go to registers
        mux_sel <= "00";

        -- set up new register to put result
        c_reg_addr <= reg1;

        wait until sys_clk'event and sys_clk='1';

        -- initiate unit
        cos_sin_go <= '1';

        wait until cos_sin_ready='1';
        wait until sys_clk'event and sys_clk='1';

        -- release unit
        cos_sin_go <= '0';

        -- latch result into register
        c_reg_latch <= '1';

        wait until sys_clk'event and sys_clk='1';

        -- hold result in register
        c_reg_latch <= '0';
  end cos;

-- SIN (reg1, reg2)
  procedure sin     (SIGNAL reg1, reg2:in addr;
```

```
                        SIGNAL sys_clk: in std_ulogic;
                        SIGNAL cos_sin_ready: in std_ulogic;
                        SIGNAL cos_sin_sel: out std_ulogic;
                        SIGNAL a_reg_addr, c_reg_addr: out addr;
                        SIGNAL mux_sel: out std_ulogic_vector(1 downto 0);
                        SIGNAL cos_sin_go: out std_ulogic;
                        SIGNAL c_reg_latch: out std_ulogic) is
  begin
        -- set unit to do sine
        cos_sin_sel <= '1';

        -- set input to A register
        a_reg_addr <= reg2;

        -- set up mux to allow cos/sin unit to go to registers
        mux_sel <= "00";

        -- set up new register to put result
        c_reg_addr <= reg1;

        wait until sys_clk'event and sys_clk='1';

        -- initiate unit
        cos_sin_go <= '1';

        wait until cos_sin_ready='1';
        wait until sys_clk'event and sys_clk='1';

        -- release unit
        cos_sin_go <= '0';

        -- latch result into register
        c_reg_latch <= '1';

        wait until sys_clk'event and sys_clk='1';

        -- hold result in register
        c_reg_latch <= '0';
    end sin;

end MICROSTORE;
```

B.5.2 Microstrore Testbench

```
-------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   microstore-bench.vhd
-- Other files required:       microstore.vhd
-- Date:                       Oct 31 97
-- Entity/Architecture Name:   microstore_tb/test
-- Developer:                  Steve Parmley
-------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;
use WORK.microstore.all;

entity microstore_tb is
end microstore_tb;

architecture test of microstore_tb is
```

```
component fkp_core_e
  port (fkp_core_clk                :        in        std_ulogic;
        fkp_core_reset              :        in        std_ulogic;
        fkp_core_data_in            :        in        std_ulogic_vector(15 downto 0);
        fkp_core_data_out           :        out       std_ulogic_vector(15 downto 0);
        fkp_core_data_in_latch      :        in        std_ulogic;
        fkp_core_data_out_latch     :        in        std_ulogic;
        fkp_core_c_reg_latch        :        in        std_ulogic;
        fkp_core_c_reg_addr         :        in        addr;
        fkp_core_a_reg_addr         :        in        addr;
        fkp_core_b_reg_addr         :        in        addr;
        fkp_core_cos_sin_ready      :        out       std_ulogic;
        fkp_core_cos_sin_go         :        in        std_ulogic;
        fkp_core_cos_sin_sel        :        in        std_ulogic;
        fkp_core_cos_sin_wait       :        in        std_ulogic_vector(2 downto 0);
        fkp_core_rom_addr           :        out       std_ulogic_vector(12 downto 0);
        fkp_core_rom_data           :        in        std_ulogic_vector(15 downto 0);
        fkp_core_adder_go           :        in        std_ulogic;
        fkp_core_adder_sel          :        in        std_ulogic;
        fkp_core_adder_done         :        out       std_ulogic;
        fkp_core_mult_go            :        in        std_ulogic;
        fkp_core_mult_done          :        out       std_ulogic;
        fkp_core_mux_sel            :        in        std_ulogic_vector(1 downto 0));
end component;

signal sys_reset, sys_clk : std_ulogic := '0';
signal a_reg_addr, b_reg_addr, c_reg_addr : addr;
signal data_in, data_out : std_ulogic_vector(15 downto 0);
signal data_in_latch, data_out_latch, c_reg_latch, cos_sin_ready : std_ulogic;
signal cos_sin_go, cos_sin_sel, adder_go, adder_sel, adder_done  : std_ulogic;
signal mult_go, mult_done                                        : std_ulogic;
signal cos_sin_wait : std_ulogic_vector(2 downto 0);
signal rom_addr : std_ulogic_vector(12 downto 0);
signal rom_data : std_ulogic_vector(15 downto 0);
signal mux_sel  : std_ulogic_vector(1 downto 0);

type opcode is (illegal, movein, moveout, move, cosine, sine, addition, subtraction, multiplication);
signal instruction : opcode;
signal reg1, reg2, reg3 : addr;

begin
U1 : fkp_core_e
  PORT MAP   (sys_clk,
              sys_reset,
              data_in,
              data_out,
              data_in_latch,
              data_out_latch,
              c_reg_latch,
              c_reg_addr,
              a_reg_addr,
              b_reg_addr,
              cos_sin_ready,
              cos_sin_go,
              cos_sin_sel,
              cos_sin_wait,
              rom_addr,
              rom_data,
              adder_go,
              adder_sel,
              adder_done,
              mult_go,
              mult_done,
              mux_sel);
```

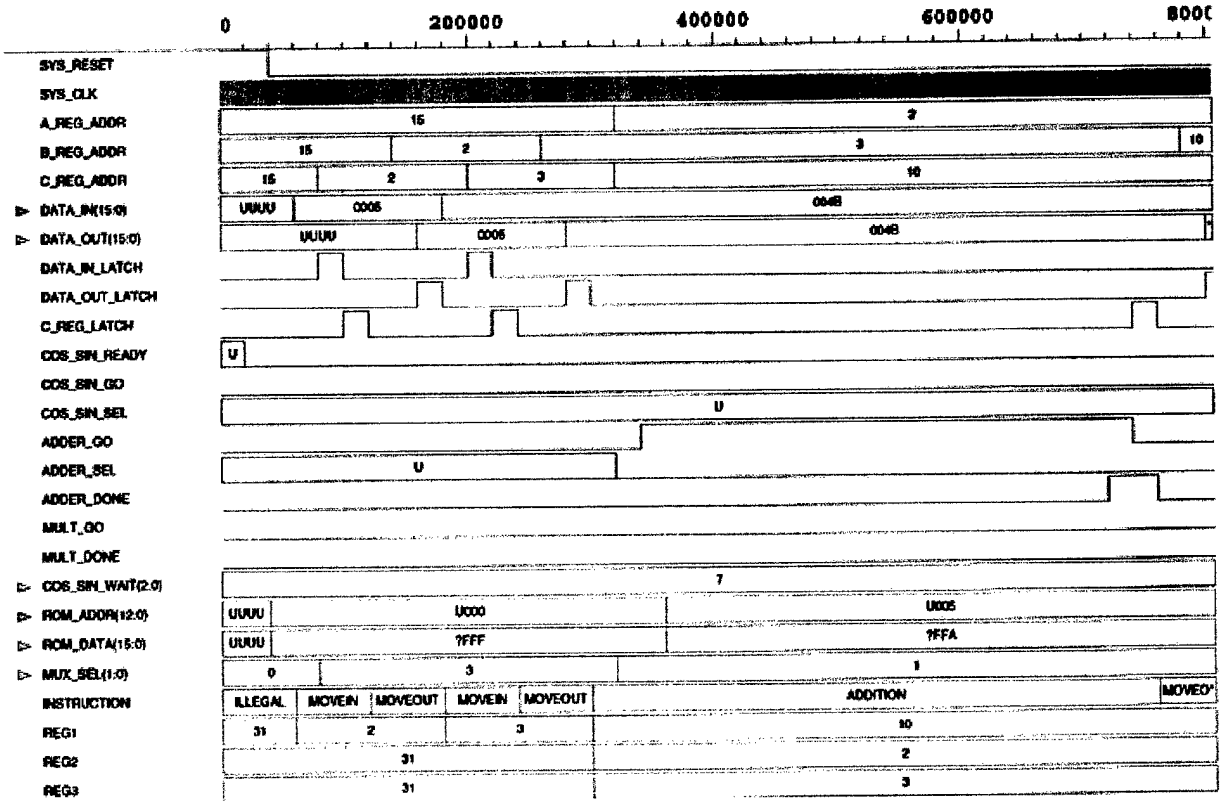
```
clock : process
begin
        sys_clk <= not(sys_clk);
        wait for 10 ps;
end process clock;

rst : process
begin
        sys_reset <= '1';
        wait for 40 ps;

        sys_reset <= '0';
        wait for 50000 ps;
end process rst;

exercise : process
 begin

        instruction <= illegal;
        data_in_latch <= '0';
        data_out_latch <= '0';
        c_reg_latch <= '0';
        cos_sin_go <= '0';
        cos_sin_wait <= "111";
        adder_go <= '0';
        mult_go <= '0';
        a_reg_addr <= 15;
        b_reg_addr <= 15;
        c_reg_addr <= 15;
        mux_sel <= "00";
        wait for 60 ps;
        wait until sys_clk'event and sys_clk='1';

  -- MOVE IN
        instruction <= movein;
        data_in <= "0000000000000101";
        reg1 <= 2;
        wait until sys_clk'event and sys_clk='1';
        move_in(reg1,sys_clk,mux_sel,c_reg_addr,data_in_latch,c_reg_latch);
  -- END MOVE IN


  -- MOVE OUT
        instruction <= moveout;
        reg1 <= 2;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
  -- END MOVE OUT

  -- MOVE IN
        instruction <= movein;
        data_in <= "0000000001001011";
        reg1 <= 3;
        wait until sys_clk'event and sys_clk='1';
        move_in(reg1,sys_clk,mux_sel,c_reg_addr,data_in_latch,c_reg_latch);
  -- END MOVE IN

  -- MOVE OUT
        instruction <= moveout;
        reg1 <= 3;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
  -- END MOVE OUT
```

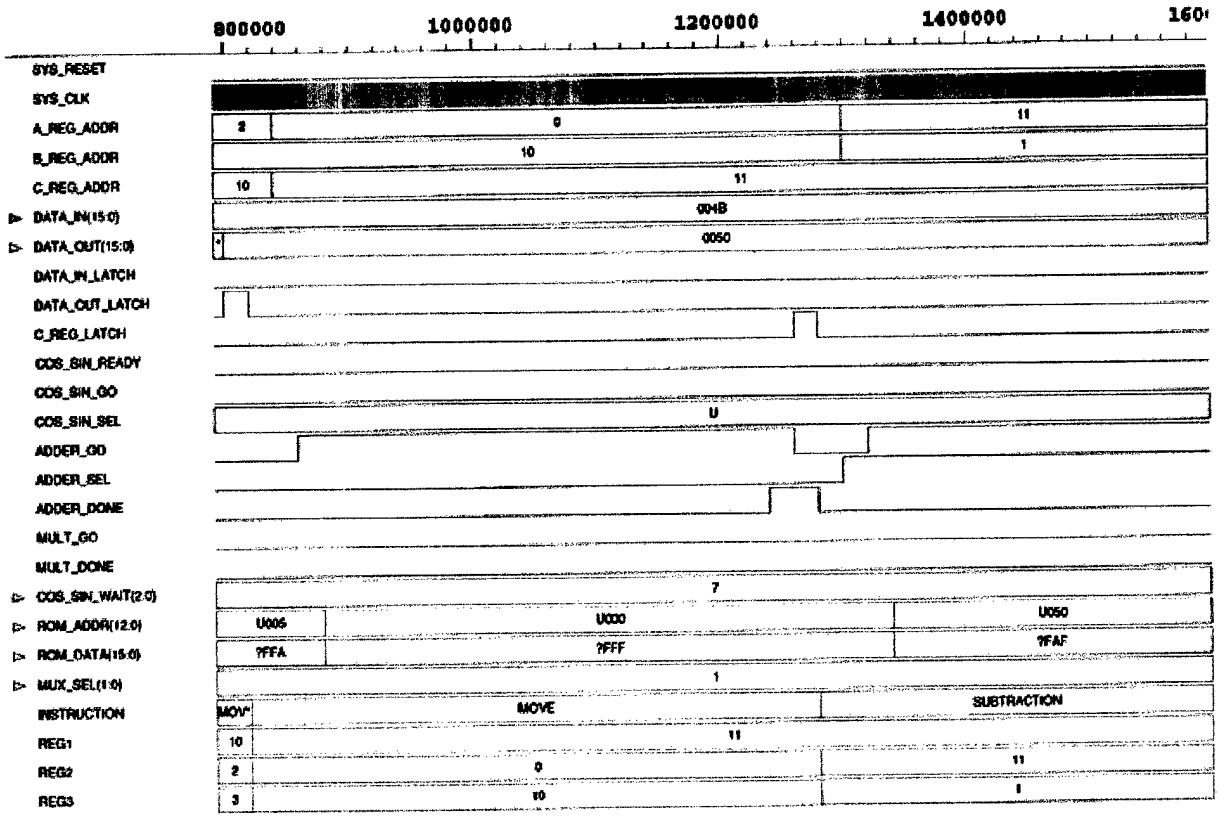
```
-- ADD
        instruction <= addition;
        reg1 <= 10;
        reg2 <= 2;
        reg3 <= 3;
        wait until sys_clk'event and sys_clk='1';
        add(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
                adder_sel,mux_sel,adder_go,c_reg_latch);
-- END ADD


-- MOVE OUT
        instruction <= moveout;
        reg1 <= 10;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
-- END MOVE OUT

-- MOVE
        instruction <= move;
        reg1 <= 11;
        reg2 <= 0;
        reg3 <= 10;
        wait until sys_clk'event and sys_clk='1';
        add(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
                adder_sel,mux_sel,adder_go,c_reg_latch);
-- END MOVE


for i in 0 to 3 loop

-- SUB
        instruction <= subtraction;
        reg1 <= 11;
        reg2 <= 11;
        reg3 <= 1;
        wait until sys_clk'event and sys_clk='1';
        sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
                adder_sel,mux_sel,adder_go,c_reg_latch);
-- END ADD


-- MOVE OUT
        instruction <= moveout;
        reg1 <= 11;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
-- END MOVE OUT


end loop;

-- Multiply
        instruction <= multiplication;
        reg1 <= 31;
        reg2 <= 2;
        reg3 <= 3;
        wait until sys_clk'event and sys_clk='1';
        mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
                mux_sel, mult_go, c_reg_latch);

-- END ADD
```

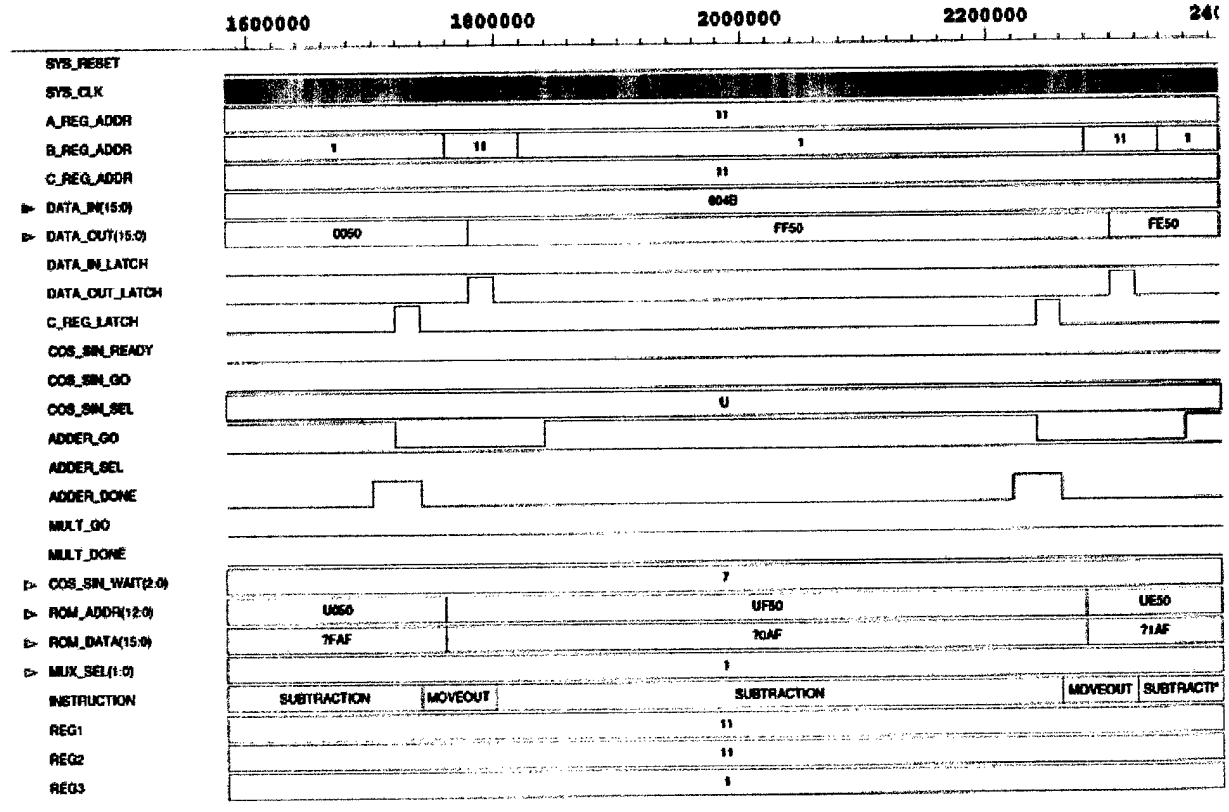
```
for i in 0 to 31 loop
 -- MOVE OUT
        instruction <= moveout;
        reg1 <= i;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
 -- END MOVE OUT
end loop;


 -- COSINE
        instruction <= cosine;
        reg2 <= 2;
        reg1 <= 15;
        wait until sys_clk'event and sys_clk='1';
        cos(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
                c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

 --

 -- MOVE OUT
        instruction <= moveout;
        reg1 <= 15;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
 -- END MOVE OUT

 -- SINE
        instruction <= sine;
        reg2 <= 3;
        reg1 <= 16;
        wait until sys_clk'event and sys_clk='1';
        sin(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
                c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);
 --

 -- MOVE OUT
        instruction <= moveout;
        reg1 <= 16;
        wait until sys_clk'event and sys_clk='1';
        move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
 -- END MOVE OUT

        wait until sys_clk'event and sys_clk='1';
        wait until sys_clk'event and sys_clk='1';
        wait until sys_clk'event and sys_clk='1';

        ASSERT false
                REPORT "DONE"
                SEVERITY failure;

end process exercise;

rom : process
 begin
        wait until rom_addr'event;

        -- make up some rom data (inverse of the address for now)
        rom_data(12 downto 0) <= not(rom_addr(12 downto 0));

        -- fill in the rest
        rom_data(15 downto 13) <= "000";
 end process rom;

end test;
```

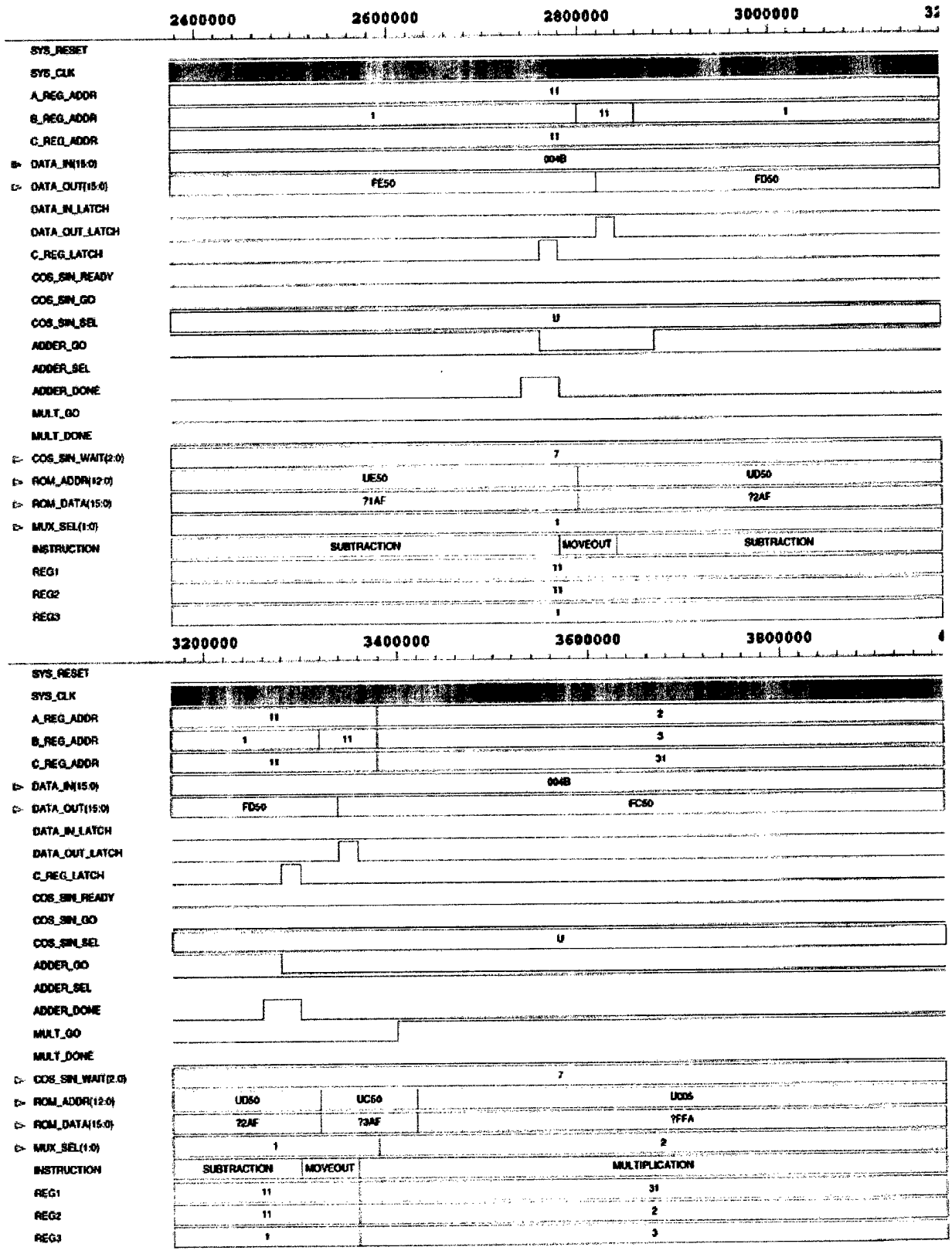
```
CONFIGURATION microstore_c OF microstore_tb IS
  FOR test
    FOR ALL: fkp_core_e
      USE ENTITY WORK.fkp_core_e(structural);
    END FOR;
  END FOR;
END microstore_c;
```

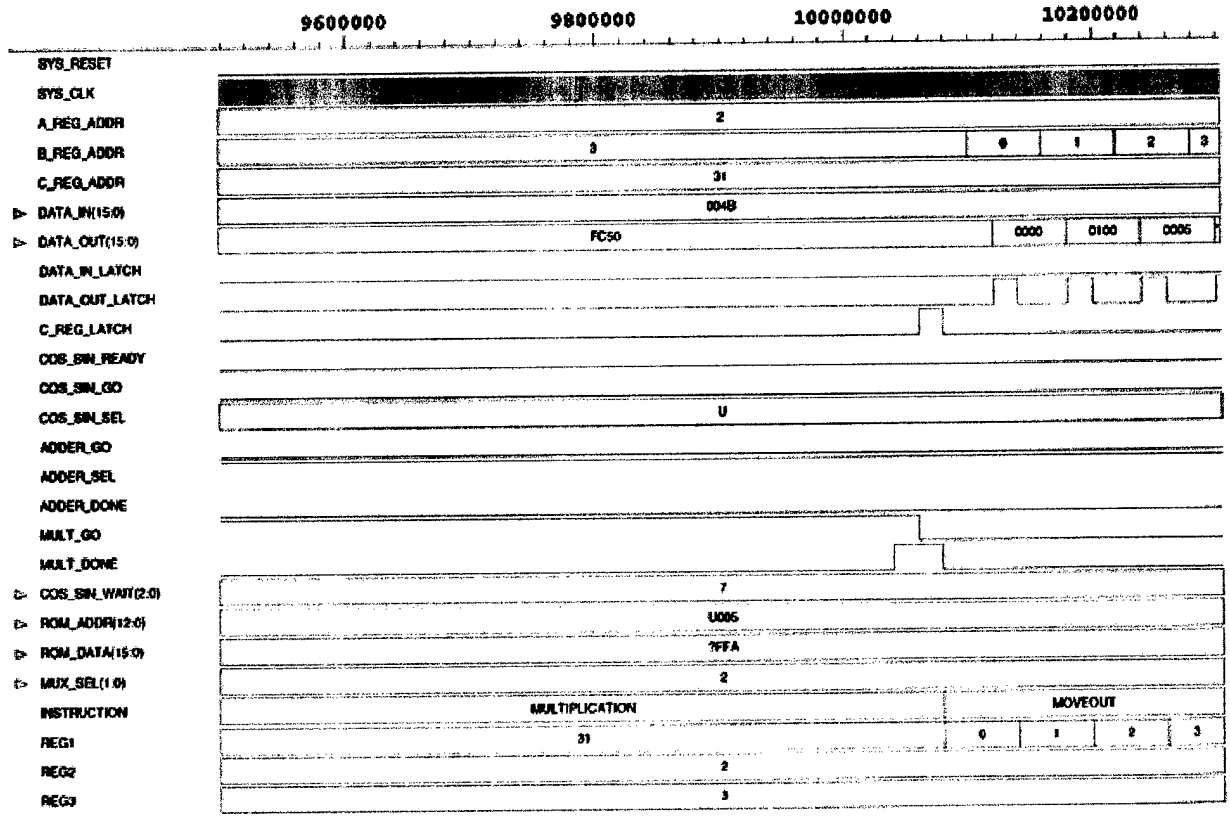
B.5.3 Microstrore Results

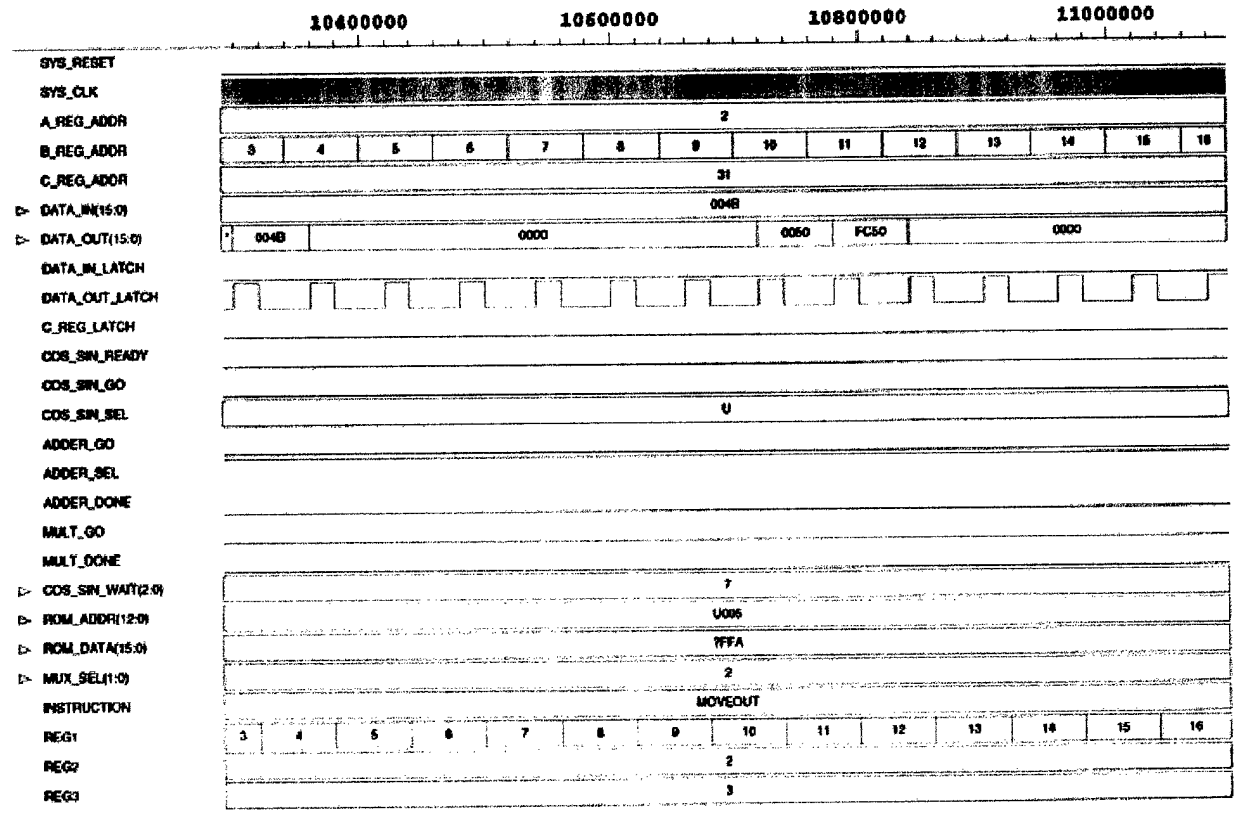


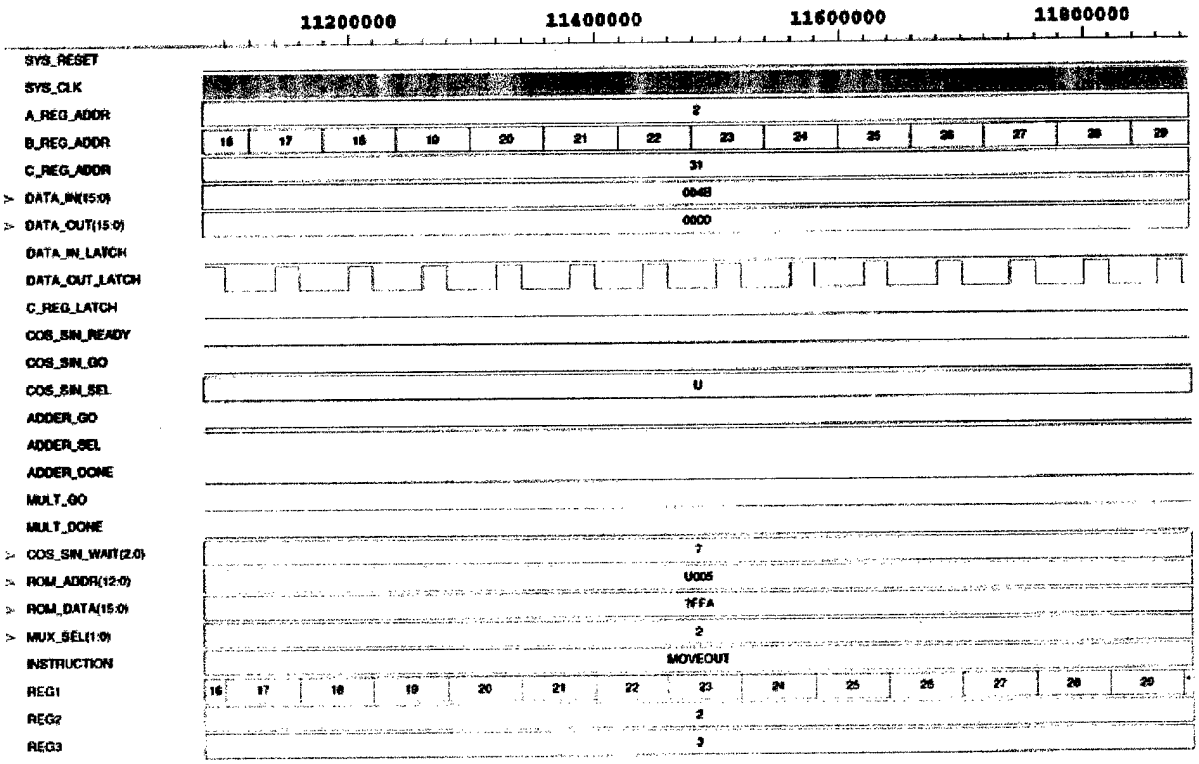

800000
1000000
1200000
1400000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
MOVE
SUBTRACTION

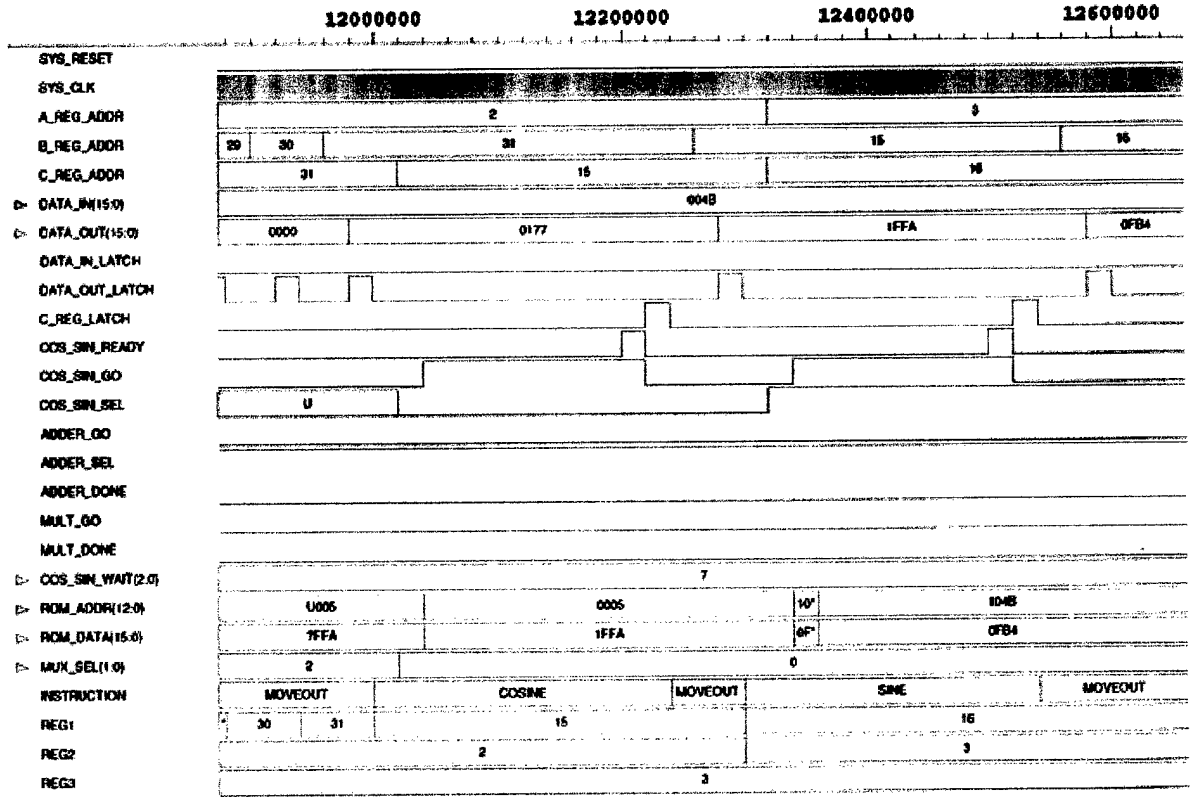

1600000
1800000
2000000
2200000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
SUBTRACTION
MOVEOUT


2400000
2600000
2800000
3000000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
004B
FE50
FD50
UE50
UD50
71AF
72AF
SUBTRACTION
MOVEOUT
3200000
3400000
3600000
3800000
FC50
UC50
UC05
73AF
7FFA
MULTIPLICATION


9600000
9800000
10000000
10200000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
MULTIPLICATION
MOVEOUT
FC50
0000
0100
0005
004B
U005
7FFA


10400000
10600000
10800000
11000000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
004B
0000
0050
FC50
U005
7FFA
MOVEOUT


11200000
11400000
11600000
11800000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
MOVEOUT


12000000
12200000
12400000
12600000
SYS_RESET
SYS_CLK
A_REG_ADDR
B_REG_ADDR
C_REG_ADDR
DATA_IN(15:0)
DATA_OUT(15:0)
DATA_IN_LATCH
DATA_OUT_LATCH
C_REG_LATCH
COS_SIN_READY
COS_SIN_GO
COS_SIN_SEL
ADDER_GO
ADDER_SEL
ADDER_DONE
MULT_GO
MULT_DONE
COS_SIN_WAIT(2:0)
ROM_ADDR(12:0)
ROM_DATA(15:0)
MUX_SEL(1:0)
INSTRUCTION
REG1
REG2
REG3
0000
0177
1FFA
0FB4
U0005
0005
1FFA
0048
MOVEOUT
COSINE
SINE

B.9 Control

B.5.9 Control Model

```
-------------------------------------------------------------
-- Project:                    Thesis
-- Filename:                   fkp.vhd
-- Other files required:       all FKP files
-- Date:                       Oct 17 97
-- Entity/Architecture Name:   fkp_e/behavior
-- Developer:                  Steve Parmley
-- Function:
-- Limitations:
-- History:
-- Last Analyzed On:
-------------------------------------------------------------

library IEEE;
  use IEEE.std_logic_1164.all;

use WORK.reg_file_pkg.all;
use WORK.microstore.all;

entity fkp_e is
  port (fkp_cntprt7_clock          :      in      std_ulogic;
        fkp_cntprt6_reset          :      in      std_ulogic;
        fkp_cntprt5_strobe         :      in      std_ulogic;
        fkp_cntprt4_ready          :      out     std_ulogic;
        fkp_cntprt3_dgv            :      out     std_ulogic;
        fkp_cntprt2_dga            :      in      std_ulogic;
--      fkp_cntprt1_dsv            :      in      std_ulogic;
--      fkp_cntprt0_dsa            :      out     std_ulogic;

        fkp_cmdprt6_cmd1           :      in      std_ulogic;
        fkp_cmdprt5_cmd0           :      in      std_ulogic;
        fkp_cmdprt4_a4             :      in      std_ulogic;
        fkp_cmdprt3_a3             :      in      std_ulogic;
        fkp_cmdprt2_a2             :      in      std_ulogic;
        fkp_cmdprt1_a1             :      in      std_ulogic;
        fkp_cmdprt0_a0             :      in      std_ulogic;

        fkp_data_in                :      in      std_ulogic_vector(15 downto 0);
        fkp_data_out               :      out     std_ulogic_vector(15 downto 0);

        fkp_rom_addr               :      out     std_ulogic_vector(12 downto 0);
        fkp_rom_data               :      in      std_ulogic_vector(15 downto 0));
end fkp_e;

architecture structural of  fkp_e is

-- SIGNALS
signal sys_reset, sys_clk : std_ulogic := '0';
signal a_reg_addr, b_reg_addr, c_reg_addr : addr;
signal data_in, data_out : std_ulogic_vector(15 downto 0);
signal data_in_latch, data_out_latch, c_reg_latch, cos_sin_ready : std_ulogic;
signal cos_sin_go, cos_sin_sel, adder_go, adder_sel, adder_done  : std_ulogic;
signal mult_go, mult_done                                        : std_ulogic;
signal cos_sin_wait : std_ulogic_vector(2 downto 0);
signal rom_addr : std_ulogic_vector(12 downto 0);
signal rom_data : std_ulogic_vector(15 downto 0);
signal mux_sel  : std_ulogic_vector(1 downto 0);

type opcode is (illegal, movein, moveout, move, cosine, sine, addition, subtraction, multiplication);
```

```
signal instruction : opcode;
signal reg1, reg2, reg3 : addr;

signal state : integer;


-- COMPONENTS
component fkp_core_e
 port (fkp_core_clk                 :        in      std_ulogic;
       fkp_core_reset               :        in      std_ulogic;
       fkp_core_data_in             :        in      std_ulogic_vector(15 downto 0);
       fkp_core_data_out            :        out     std_ulogic_vector(15 downto 0);
       fkp_core_data_in_latch       :        in      std_ulogic;
       fkp_core_data_out_latch      :        in      std_ulogic;
       fkp_core_c_reg_latch         :        in      std_ulogic;
       fkp_core_c_reg_addr          :        in      addr;
       fkp_core_a_reg_addr          :        in      addr;
       fkp_core_b_reg_addr          :        in      addr;
       fkp_core_cos_sin_ready       :        out     std_ulogic;
       fkp_core_cos_sin_go          :        in      std_ulogic;
       fkp_core_cos_sin_sel         :        in      std_ulogic;
       fkp_core_cos_sin_wait        :        in      std_ulogic_vector(2 downto 0);
       fkp_core_rom_addr            :        out     std_ulogic_vector(12 downto 0);
       fkp_core_rom_data            :        in      std_ulogic_vector(15 downto 0);
       fkp_core_adder_go            :        in      std_ulogic;
       fkp_core_adder_sel           :        in      std_ulogic;
       fkp_core_adder_done          :        out     std_ulogic;
       fkp_core_mult_go             :        in      std_ulogic;
       fkp_core_mult_done           :        out     std_ulogic;
       fkp_core_mux_sel             :        in      std_ulogic_vector(1 downto 0));
end component;


begin
U1 : fkp_core_e
  PORT MAP   (sys_clk,
                    sys_reset,
                    data_in,
                    data_out,
                    data_in_latch,
                    data_out_latch,
                    c_reg_latch,
                    c_reg_addr,
                    a_reg_addr,
                    b_reg_addr,
                    cos_sin_ready,
                    cos_sin_go,
                    cos_sin_sel,
                    cos_sin_wait,
                    rom_addr,
                    rom_data,
                    adder_go,
                    adder_sel,
                    adder_done,
                    mult_go,
                    mult_done,
                    mux_sel);


controller : process
variable r1 : integer;
 begin
          sys_clk <= fkp_cntprt7_clock;

          -- system wide reset ?
```

```
if fkp_cntprt6_reset = '1' then
        sys_reset <= '1';
        wait until sys_clk'event and sys_clk='1';
        sys_reset <= '1';
        state <= 0;
        fkp_cntprt4_ready <= '1';
        fkp_cntprt3_dgv <= '0';
end if;

-- ready to accept command
if state = 0 then
        -- either set, get, or run
        if fkp_cntprt5_strobe = '1' then
                -- set
                if fkp_cmdprt6_cmd1='0' and fkp_cmdprt5_cmd0='0' then
                        -- set not ready flag
                        fkp_cntprt4_ready <= '0';

                        -- set the register designated by the a4-a0 bits to
                        -- the data from the input data bus

                        -- MOVE IN
                        instruction <= movein;
                        data_in <= fkp_data_in;

                        -- transform bits to integer
                        r1 := 0;
                        if fkp_cmdprt4_a4 = '1' then
                                r1 := r1 + 16;
                        end if;
                        if fkp_cmdprt3_a3 = '1' then
                                r1 := r1 + 8;
                        end if;
                        if fkp_cmdprt2_a2 = '1' then
                                r1 := r1 + 4;
                        end if;
                        if fkp_cmdprt1_a1 = '1' then
                                r1 := r1 + 2;
                        end if;
                        if fkp_cmdprt0_a0 = '1' then
                                r1 := r1 + 1;
                        end if;

                        -- set target register
                        reg1 <= r1;

                        wait until sys_clk'event and sys_clk='1';

                        move_in(reg1,sys_clk,mux_sel,c_reg_addr,data_in_latch,c_reg_latch);
                        -- END MOVE IN

                        wait until fkp_cntprt5_strobe = '0';

                        -- set ready flag
                        fkp_cntprt4_ready <= '1';

                -- get
                elsif fkp_cmdprt6_cmd1='0' and fkp_cmdprt5_cmd0='1' then
                        -- set not ready flag
                        fkp_cntprt4_ready <= '0';

                        -- get the register designated by the a4-a0 bits to
                        -- the data from the input data bus

                        -- MOVE OUT
```

```
                instruction <= moveout;

                -- transform bits to integer
                r1 := 0;
                if fkp_cmdprt4_a4 = '1' then
                        r1 := r1 + 16;
                end if;
                if fkp_cmdprt3_a3 = '1' then
                        r1 := r1 + 8;
                end if;
                if fkp_cmdprt2_a2 = '1' then
                        r1 := r1 + 4;
                end if;
                if fkp_cmdprt1_a1 = '1' then
                        r1 := r1 + 2;
                end if;
                if fkp_cmdprt0_a0 = '1' then
                        r1 := r1 + 1;
                end if;

                -- set target register
                reg1 <= r1;

                wait until sys_clk'event and sys_clk='1';
                move_out(reg1,sys_clk,b_reg_addr,data_out_latch);
                -- END MOVE OUT

                fkp_data_out <= data_out;

                -- let user know data is valid
                fkp_cntprt3_dgv <= '1';

                wait until fkp_cntprt2_dga ='1';
                -- user has data

                -- release dgv
                fkp_cntprt3_dgv <= '0';

                wait until fkp_cntprt5_strobe = '0';

                -- set ready flag
                fkp_cntprt4_ready <= '1';


-- run
elsif fkp_cmdprt6_cmd1='1' and fkp_cmdprt5_cmd0='0' then
                -- set not ready flag
                fkp_cntprt4_ready <= '0';

                -- ASSUME that the 5 constansts are located in r2,r3,r4,r5,r6
                -- ASSUME that the 4 angles are located in r7,r8,r9,r10
                -- this was accomplished using the set function

                -- See table 4.4b of Thesis for order of operations

                -- **** STEP 1 ****
                -- desc:  reg 26 = sin of theta 1
                instruction <= sine;
                reg1 <= 26;
                reg2 <= 7;
                wait until sys_clk'event and sys_clk='1';
                sin(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
                        c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

                -- **** STEP 2 ****
```

```
-- desc:  reg 11 = cos of theta 1
instruction <= cosine;
reg1 <= 11;
reg2 <= 7;
wait until sys_clk'event and sys_clk='1';
cos(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 3 ****
-- desc:  reg 12 = sin of theta 2
instruction <= sine;
reg1 <= 12;
reg2 <= 8;
wait until sys_clk'event and sys_clk='1';
sin(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 4 ****
-- desc:  reg 13 = cos of theta 2
instruction <= cosine;
reg1 <= 13;
reg2 <= 8;
wait until sys_clk'event and sys_clk='1';
cos(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 5 ****
-- desc:  reg 14 = theta 2 + theta 3
instruction <= addition;
reg1 <= 14;
reg2 <= 8;
reg3 <= 9;
wait until sys_clk'event and sys_clk='1';
add(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 6 ****
-- desc:  reg 15 = sin of theta 2+3
instruction <= sine;
reg1 <= 15;
reg2 <= 14;
wait until sys_clk'event and sys_clk='1';
sin(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 7 ****
-- desc:  reg 16 = cos of theta 2+3
instruction <= cosine;
reg1 <= 16;
reg2 <= 14;
wait until sys_clk'event and sys_clk='1';
cos(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 8 ****
-- desc:  reg 14 = theta 2 + theta 3 + theta 4
instruction <= addition;
reg1 <= 14;
reg2 <= 14;
reg3 <= 10;
wait until sys_clk'event and sys_clk='1';
add(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 9 ****
```

```
-- desc:  reg 22 = sin of theta 2+3+4
instruction <= sine;
reg1 <= 22;
reg2 <= 14;
wait until sys_clk'event and sys_clk='1';
sin(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 10 ****
-- desc:  reg 25 = cos of theta 2+3+4
instruction <= cosine;
reg1 <= 25;
reg2 <= 14;
wait until sys_clk'event and sys_clk='1';
cos(reg1,reg2, sys_clk,cos_sin_ready,cos_sin_sel,a_reg_addr,
            c_reg_addr, mux_sel,cos_sin_go,c_reg_latch);

-- **** STEP 11 ****
-- desc:  reg 20 = cos (th1) * cos (th2+th3+th4)
instruction <= multiplication;
reg1 <= 20;
reg2 <= 11;
reg3 <= 25;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 12 ****
-- desc:  reg 21 = sin (th1) * cos (th2+th3+th4)
instruction <= multiplication;
reg1 <= 21;
reg2 <= 26;
reg3 <= 25;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 13 ****
-- desc:  reg 23 = cos (th1) * sin (th2+th3+th4)
instruction <= multiplication;
reg1 <= 23;
reg2 <= 11;
reg3 <= 22;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 14 ****
-- desc:  reg 23 = -(cos(th1) * sin(th2+th3+th4)
instruction <= subtraction;
reg1 <= 23;
reg2 <= 0;
reg3 <= 23;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 15 ****
-- desc:  reg 24 = sin (th1) * sin (th2+th3+th4)
instruction <= multiplication;
reg1 <= 24;
reg2 <= 26;
reg3 <= 22;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
```

```
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 16 ****
-- desc:  reg 24 = -(sin(th1) * sin(th2+th3+th4)
instruction <= subtraction;
reg1 <= 24;
reg2 <= 0;
reg3 <= 24;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 17 ****
-- desc:  reg 27 = -(cos(th1))
instruction <= subtraction;
reg1 <= 27;
reg2 <= 0;
reg3 <= 11;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 18 ****
-- desc:  reg 28 = 0
instruction <= addition;
reg1 <= 28;
reg2 <= 0;
reg3 <= 0;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 19 ****
-- desc:  reg 17 = a2 * cos (th2)
instruction <= multiplication;
reg1 <= 17;
reg2 <= 4;
reg3 <= 13;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 20 ****
-- desc:  reg 18 = a3 * cos (th2+th3)
instruction <= multiplication;
reg1 <= 18;
reg2 <= 5;
reg3 <= 16;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
            mux_sel, mult_go, c_reg_latch);

-- **** STEP 21 ****
-- desc:  reg 17 = a2*cos(th2) + a3*cos(th2+th3)
instruction <= addition;
reg1 <= 17;
reg2 <= 17;
reg3 <= 18;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
            adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 22 ****
-- desc:  reg 17 = a1 + a2*cos(th2) + a3*cos(th2+th3)
instruction <= addition;
```

```
reg1 <= 17;
reg2 <= 17;
reg3 <= 3;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
        adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 23 ****
-- desc: reg 18 = cos(th1) * (a1 + a2*cos(th2) + a3 * cos (th2+th3))
instruction <= multiplication;
reg1 <= 18;
reg2 <= 17;
reg3 <= 11;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
        mux_sel, mult_go, c_reg_latch);

-- **** STEP 24 ****
-- desc: reg 29 = a0 + cos(th1)*(a1 + a2*cos(th2) + a3*cos(th2+th3)
instruction <= addition;
reg1 <= 29;
reg2 <= 18;
reg3 <= 2;
wait until sys_clk'event and sys_clk='1';
sub(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
        adder_sel,mux_sel,adder_go,c_reg_latch);

-- **** STEP 25 ****
-- desc: reg 30 = sin(th1) * (a1 + a2*cos(th2) + a3 * cos (th2+th3))
instruction <= multiplication;
reg1 <= 30;
reg2 <= 17;
reg3 <= 26;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
        mux_sel, mult_go, c_reg_latch);

-- **** STEP 26 ****
-- desc: reg 19 = a2*sin(th2)
instruction <= multiplication;
reg1 <= 19;
reg2 <= 4;
reg3 <= 12;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
        mux_sel, mult_go, c_reg_latch);

-- **** STEP 27 ****
-- desc: reg 31 = a3 * sin (th2+th3))
instruction <= multiplication;
reg1 <= 31;
reg2 <= 5;
reg3 <= 15;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
        mux_sel, mult_go, c_reg_latch);

-- **** STEP 28 ****
-- desc: reg 31 = a2 * sin(th2) + a3 * sin (th2+th3))
instruction <= addition;
reg1 <= 31;
reg2 <= 31;
reg3 <= 19;
wait until sys_clk'event and sys_clk='1';
mult(reg1,reg2,reg3,sys_clk,mult_done,a_reg_addr,b_reg_addr,c_reg_addr,
```

```
                                        mux_sel, mult_go, c_reg_latch);

                                    -- **** STEP 29 ****
                                    -- desc:  reg 31 = a2 * sin(th2) + a3 * sin (th2+th3)) + d1
                                    instruction <= addition;
                                    reg1 <= 31;
                                    reg2 <= 31;
                                    reg3 <= 6;
                                    wait until sys_clk'event and sys_clk='1';
                                    add(reg1,reg2,reg3,sys_clk,adder_done,a_reg_addr,b_reg_addr,c_reg_addr,
                                    adder_sel,mux_sel,adder_go,c_reg_latch);


                                    wait until fkp_cntprt5_strobe = '0';

                                    -- set ready flag
                                    fkp_cntprt4_ready <= '1';

                                end if;
                            end if;
                        end if;

                end process controller;
            end structural;
```

Appendix C: XACTstep Synthesis Log File for Register File

```
ngdbuild -p xc4000e C:\exemplar\work\reg16\reg16.xnf xc4000e.ngd
ngdbuild:  version M1.3.7
Copyright (c) 1995-1997 Xilinx, Inc.  All rights reserved.

Command Line: ngdbuild -p xc4000e C:\exemplar\work\reg16\reg16.xnf xc4000e.ngd

Launcher: Using rule XNF_RULE
Launcher: reg16.ngo being compiled because it does not exist
Launcher: Running xnf2ngd from C:\exemplar\work\reg16\xproj\ver1\
Launcher: Executing xnf2ngd -p xc4000e -u "C:\exemplar\work\reg16\reg16.xnf"
"reg16.ngo"
xnf2ngd:  version M1.3.7
Copyright (c) 1995-1997 Xilinx, Inc.  All rights reserved.
  using XNF gate model
  reading XNF file "C:/exemplar/work/reg16/reg16.xnf" ...
  Writing NGO file "reg16.ngo" ...
Launcher: "xnf2ngd" exited with an exit code of 0.

Reading NGO file "C:/exemplar/work/reg16/xproj/ver1/reg16.ngo" ...
Reading component libraries for design expansion...

Running Timing Specification DRC...
Timing Specification DRC complete with no errors or warnings.

Running Logical Design DRC...
Logical Design DRC complete with no errors or warnings.

NGDBUILD Design Results Summary:
  2148 total blocks expanded.
Writing NGD file "xc4000e.ngd" ...

Writing NGDBUILD log file "xc4000e.bld"...

NGDBUILD Done.

map -p xc4020e-3-hq208 -o map.ncd ../xc4000e.ngd reg16.pcf
map:  version M1.3.7
Copyright (c) 1995-1997 Xilinx, Inc.  All rights reserved.
Reading NGD file "../xc4000e.ngd"...
Using target part "4020ehq208-3".
MAP xc4000e directives:
  Partname="xc4020e-3-hq208".
  No Guide File specified.
  No Guide Mode specified.
  Covermode="area".
  Coverlutsize=4.
  Coverfgsize=4.
  Perform logic replication.
  Pack CLBs to 97%.
Processing logical timing constraints...
Running general design DRC...
Verifying F/HMAP validity based on pre-trimmed logic...
Removing unused logic...
Processing global clock buffers...
WARNING:baste:24 - All of the external outputs in this design are using
  slew-rate-limited output drivers.  The delay on speed critical outputs can be
  dramatically reduced by designating them as fast outputs in the original
  design.  Please see your vendor interface documentation for specific
  information on how to do this within your design-entry tool.
Optimizing...
Removed Logic Summary:
```

Design Summary:

Number of warnings:	1
Number of errors:	0
Number of CLBs:	315 out of 784
Flops/latches:	224
4 input LUTs:	621
3 input LUTs:	183
Number of bonded IOBs:	63 out of 160
Number of clock IOBs:	1 out of 8
IO flops/latches:	32
Number of primary CLKs:	1 out of 4

Writing design file "map.ncd"...

par -w -l 4 -d 0 map.ncd reg16.ncd reg16.pcf
PAR: Xilinx Place And Route M1.3.7.

Constraints file: reg16.pcf

Placement level-cost: 4-1

Loading device database for application par from file "map.ncd".
"reg16" is an NCD, version 2.27, device xc4020e, package hq208, speed -3
Loading device for application par from file '4020e.nph' in environment
d:/xilinx.
Device speed data version: x1_0.79 PRELIMINARY.

Device utilization summary:

IO	63/224	28% used
	63/160	39% bonded
LOGIC	315/784	40% used
SPECIAL	1/3023	0% used
CLKIOB	1/8	12% used
IOB	62/224	27% used
CLB	315/784	40% used
PRI-CLK	1/4	25% used

Starting initial Placement phase. REAL time: 13 secs
Finished initial Placement phase. REAL time: 14 secs

Starting Constructive Placer. REAL time: 15 secs .
Placer score = 1081980
Placer score = 977380
Placer score = 886140
Placer score = 853480
Placer score = 783540
Placer score = 705220
Placer score = 634260
Placer score = 577740
Placer score = 486240
Placer score = 439200
Placer score = 375240
Placer score = 332160
Placer score = 298500
Placer score = 284400
Placer score = 271260
Placer score = 260940

Placer score = 255660
Placer score = 252840
Placer score = 248700
Placer score = 246900
Placer score = 245640
Placer score = 244680
Placer score = 244320
Placer score = 242160
Placer score = 241920
Placer score = 241140
Placer score = 240240
Placer score = 239220
Placer score = 238920
Placer score = 238560
Placer score = 237900
Finished Constructive Placer. REAL time: 11 mins 30 secs

Dumping design to file "reg16.ncd".

Starting Optimizing Placer. REAL time: 11 mins 31 secs
Optimizing .....
Swapped 30 comps.
Xilinx Placer [1] 235080 REAL time: 12 mins 40 secs
Optimizing .....
Swapped 5 comps.
Xilinx Placer [2] 234840 REAL time: 13 mins 45 secs
Finished Optimizing Placer. REAL time: 13 mins 45 secs

Dumping design to file "reg16.ncd".

Total REAL time to Placer completion: 13 mins 47 secs
Total CPU time to Placer completion: 13 mins 47 secs

0 connection(s) routed; 2231 unrouted.
Starting router resource preassignment
Completed router resource preassignment. Real time: 13 mins 49 secs
Starting iterative routing.
End of iteration 1
2231 successful; 0 unrouted; (0) real time: 14 mins
Constraints are met.
Power and ground nets completely routed.
Dumping design to file "reg16.ncd".
Starting cleanup
End of cleanup iteration 1
2231 successful; 0 unrouted; (0) real time: 15 mins 17 secs
Dumping design to file "reg16.ncd".
Total CPU time 15 mins 18 secs
Total REAL time: 15 mins 18 secs
Completely routed.
End of route. 2231 routed (100.00%); 0 unrouted.
No errors found.

Total REAL time to Router completion: 15 mins 20 secs
Total CPU time to Router completion: 15 mins 20 secs

Generating PAR statistics.
Timing Score: 0

Dumping design to file "reg16.ncd".

All signals are completely routed.

Total REAL time to PAR completion: 15 mins 28 secs
Total CPU time to PAR completion: 15 mins 28 secs

```
PAR done.

bitgen reg16.ncd  -l -w -f bitgen.ut

Loading device database for application Bitgen from file "reg16.ncd".
   "reg16" is an NCD, version 2.27, device xc4020e, package hq208, speed -3
Loading device for application Bitgen from file '4020e.nph' in environment
d:/xilinx.


BITGEN: Xilinx Bitstream Generator M1.3.7
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Running DRC.
DRC detected 0 errors and 0 warnings.
Saving ll file in "reg16.ll".
Creating bit map...
Saving bit stream in "reg16.bit".

xcpy reg16.bit C:\exemplar\work\reg16\reg16.bit

xcpy reg16.ll C:\exemplar\work\reg16\reg16.ll
```
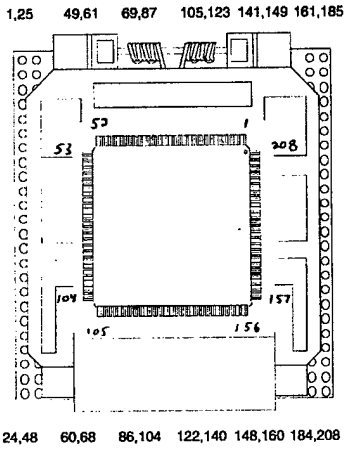
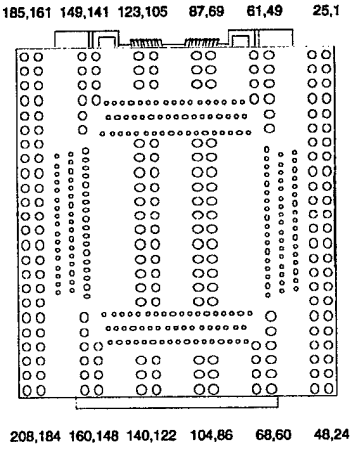

Appendix D: Ironwood Electronics Adapter to IMS and FPGA Pinouts

Ironwood Electronics, Inc.
PO Box 21151 • St Paul, MN 55121 • (612) 452-8100 • Fax (612) 452-8400

PA-QFE208SB2-C-Z-02(W) Map
RevB



Top View



Bottom View

QFE 4020	Base Ims
— 1	153
GND 2	144
— 3	151
Clk 4	154
5	143
6	150
7	152
8	149
TCK 9	141
10	142 A_{14}
11	123 B_{14}
12	124 C_{14}
13	126 D_{14}
GND 14	125
15	127
16	128
17	129
18	109

QFE 4020	Base Ims
19	108 A_{13}
20	107 B_{13}
21	130 C_{13}
22	110 D_{13}
23	106 E_{13}
24	111 F_{13}
GND 25	112
V_{cc} 26	105
27	87 G_{13}
28	94 H_{13}
29	88
30	93
31	92
32	89
33	76
34	90
35	75
36	91

QFE 4020	Base Ims
GND 37	74
38	71 A_1
39	73 A_2
40	72 A_3
41	69 A_4
42	70 A_5
43	62 A_6
44	49 A_7
45	61 A_8
46	52
47	63
M1 48	50
GND 49	54
M0 50	64
— 51	51
— 52	53
— 53	2
— 54	5

QFE 4020	Base Ims
V_{cc} 55	4
M_2 56	26
57	30
HOC 58	29
59	1
60	31
61	6
LDC 62	25
63	32
64	7
65	27
66	33
GND 67	8
68	3
69	34
70	9
71	28
72	35

— No Connect

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PA-QFE208SA1-C-Z-01, C1788 Map
Rev B

QFE	Base
4020	Ims
73	10
74	95
75	36
76	11
$\overline{Init}$ 77	77
V_{cc} 78	12
GND 79	13
80	78
81	37
82	14
83	96
84	38
85	15
86	45
87	39
88	16
89	22
GND 90	40
91	17 B_1
92	46 B_2
93	41 B_3
94	18 B_4
95	48 B_5
96	42 B_6
97	19 B_7
98	24 B_8
99	43
100	44
GND 101	47
– 102	20
Done 103	21
– 104	23
– 105	56
V_{cc} 106	65

QFE	Base
4020	Ims
– 107	58
Prog 108	55
109	66 J_1
110	59 J_2
111	57 J_3
112	60 J_4
113	68 K_1
114	67 K_2
115	86 K_3
116	85 K_4
117	83
118	84
GND 119	82
120	81
121	80
122	100 M_1
123	101 M_2
124	102 M_3
125	79 M_4
126	99 M_5
127	103 M_6
128	98 M_7
129	97 M_8
V_{cc} 130	104
GND 131	122
132	115
RST 133	121
134	116
135	117
136	120
137	133
138	119
139	134
140	118

QFE	Base
4020	Ims
141	135
GND 142	138
143	136 N_5
144	137 N_8
145	140 N_6
146	139 N_7
147	147 N_1
148	160 N_3
149	148 N_2
150	157 N_4
D.in 151	146
152	159
CCLK 153	155
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Vita

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13. ABSTRACT *(Maximum 200 words)*

The focus of this research was on the implementation of a forward kinematic algorithm for the Utah MIT Dexterous Hand (UMDH). Specifically, the algorithm was synthesized from mathematical models onto a Field Programmable Gate Array (FPGA) processor. This approach is different from the classical, general-purpose microprocessor design where all robotic controller functions including forward kinematics are executed serially from a compiled programming language such as C. The compiled code and subsequent real-time operating system must be stored on some form of nonvolatile memory, typically magnetic media such as a fixed or hard disk drive, along with other computer hardware components to allow the user to load and execute the software. With a future goal of moving the controllers to a portable platform like a dexterous prosthetic hand for amputee patients, the application of such a hardware implementation is impossible.

Instead, this research explores a different implementation based on a modular approach of dedicated hardware controllers. The controller for the forward kinematics of the UMDH is used as a test case. The resulting FPGA processor replaces a robotic system's burden of repetitive and discrete software system calls with a stand-alone hardware interface that appears more like a single hardware function call. The robotic system is free to tackle other tasks while the FPGA processor is busy computing the results of the algorithm.

14. SUBJECT TERMS

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