

Lecture 2

Embedded system design

Memories

CS476 - ESD

February 29, 2024

Memories

Usage of memories

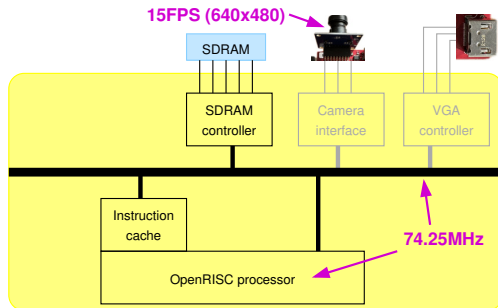
Ping-pong buffer

LIFO-buffer

FIFO-buffer

Testbench

Dr. Theo Kluter
EPFL



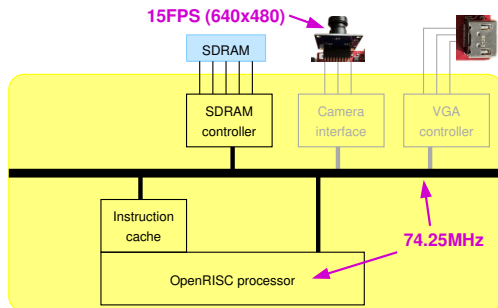
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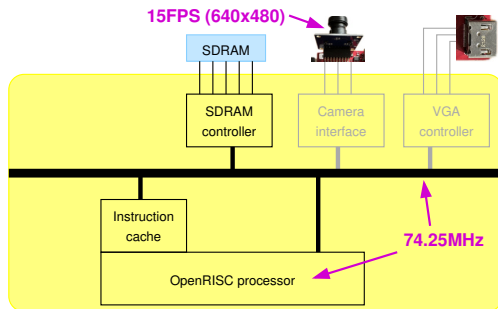
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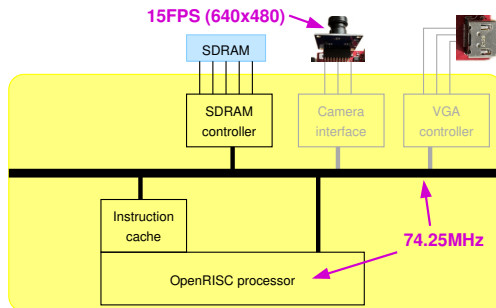
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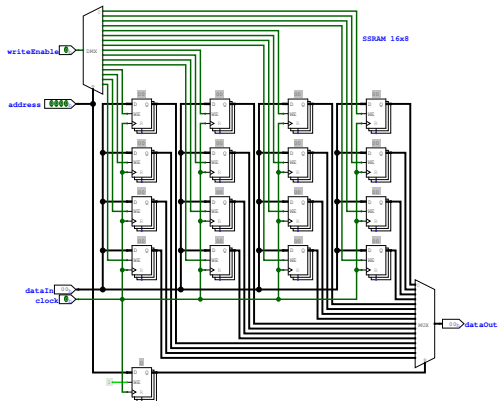
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- ▶ We can accelerate the system by moving parts of the software to hardware.
- ▶ Ways to do this are custom instructions, accelerators, stream processing, ...
- ▶ We will visit all these methods later on. But all have something in common: they often need memory for temporal storage.

Synchronous Static Random Access Memories (SSRAM's)

- ▶ In digital technology nodes (ASIC and FPGA) we only find SSRAM's. Of course they are not build-up with flipflops as shown here.



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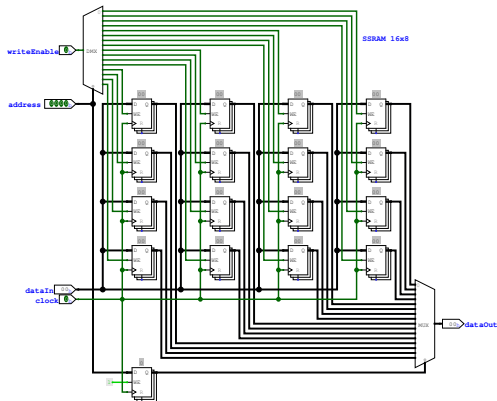
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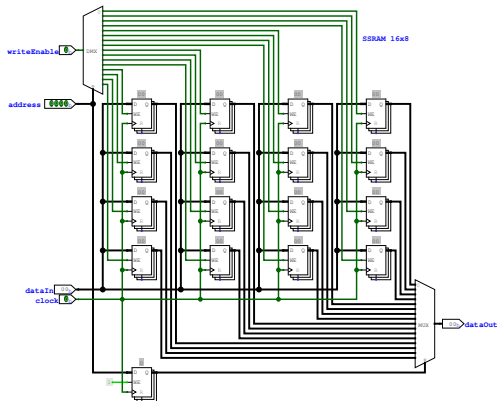
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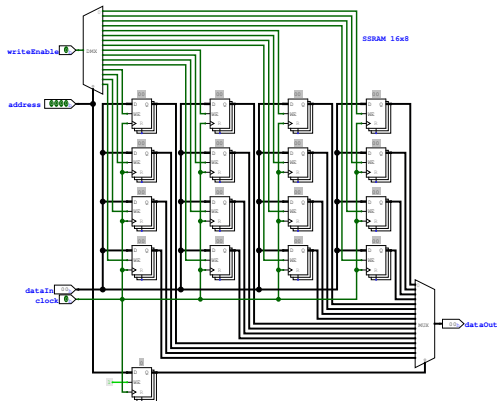
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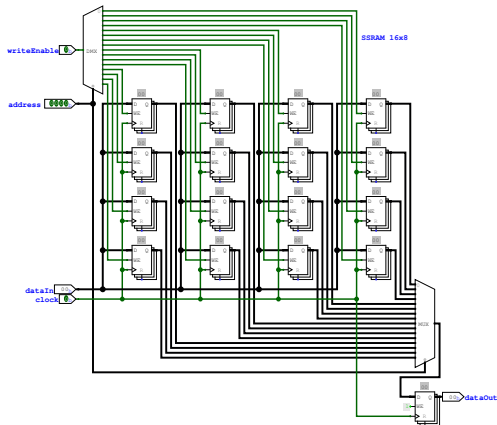
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 - ▶ *Write before read*: The value written to the memory cell is also available on the output.

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- ▶ There are two distinct behaviors in case of a write:
 - ▶ *Write before read*: The value written to the memory cell is also available on the output.
 - ▶ *Read before write*: The value in the memory cell prior to the write operation is available on the output.

Memories

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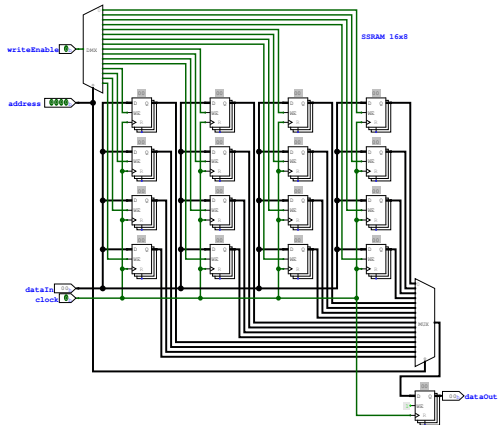
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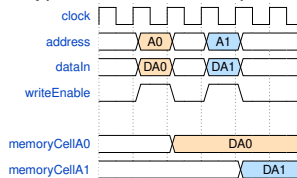
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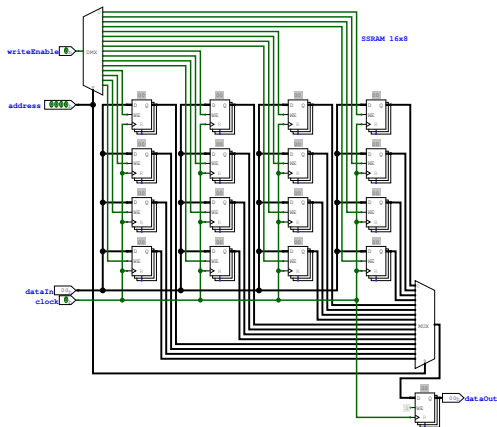
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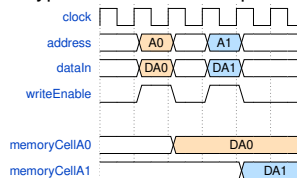
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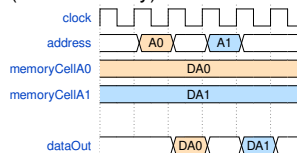
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Memories

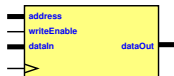
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- ▶ SSRAM's can be found in different configurations, namely:

- ▶ single-ported



- ▶ This is the smallest memory and arguably most used.

Memories

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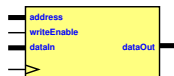
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Testbench

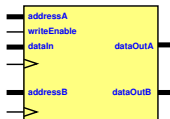
- ▶ SSRAM's can be found in different configurations, namely:

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- ▶ This is the smallest memory and arguably most used.

- ▶ semi-dual-ported



- ▶ Here we have two *read-ports*, but we can only write on the *A-port*.

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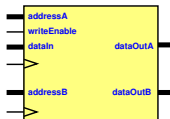
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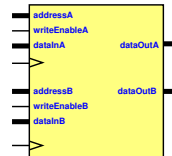
- ▶ This is the smallest memory and arguably most used.

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- ▶ Here we have two *read-ports*, but we can only write on the *A-port*.

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- ▶ Here we have two complete ports that access the same memory array.

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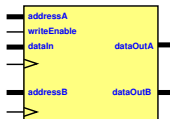
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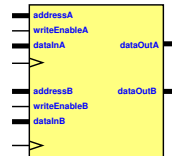
- ▶ And we can easily describe them in Verilog.

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- ▶ Here we have two *read-ports*, but we can only write on the *A-port*.

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Testbench


```
module singlePortSSRAM #( parameter bitwidth = 8,  
                           parameter nrOfEntries = 512,  
                           parameter readAfterWrite = 0 )  
    ( input wire                clock,  
      input wire                writeEnable,  
      input wire [$clog2(nrOfEntries)-1 : 0] address,  
      input wire [bitwidth-1 : 0] dataIn,  
      output reg [bitwidth-1 : 0] dataOut);  
  
    reg [bitwidth-1 : 0] memoryContent [nrOfEntries-1 : 0];  
  
    always @(posedge clock)  
        begin  
            if (readAfterWrite != 0) dataOut = memoryContent[address];  
            if (writeEnable == 1'b1) memoryContent[address] = dataIn;  
            if (readAfterWrite == 0) dataOut = memoryContent[address];  
        end  
  
endmodule
```

Memories

Usage of memories

Ping-pong buffer

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Testbench

```
module semiDualPortSSRAM #( parameter bitwidth = 8,
                             parameter nrOfEntries = 512,
                             parameter readAfterWrite = 0 )
    ( input wire                clockA, clockB,
      input wire                writeEnable,
      input wire [$clog2(nrOfEntries)-1 : 0] addressA, addressB,
      input wire [bitwidth-1 : 0] dataIn,
      output reg [bitwidth-1 : 0] dataOutA, dataOutB);

    reg [bitwidth-1 : 0] memoryContent [nrOfEntries-1 : 0];

    always @(posedge clockA)
        begin
            if (readAfterWrite != 0) dataOutA = memoryContent[addressA];
            if (writeEnable == 1'b1) memoryContent[addressA] = dataIn;
            if (readAfterWrite == 0) dataOutA = memoryContent[addressA];
        end

    always @(posedge clockB)
        dataOutB = memoryContent[addressB];

endmodule
```

Dual-ported SSRAM

```
module dualPortSSRAM #( parameter bitwidth = 8,
                        parameter nrOfEntries = 512,
                        parameter readAfterWrite = 0 )
    ( input wire          clockA, clockB,
      input wire          writeEnableA, writeEnableB,
      input wire [$clog2(nrOfEntries)-1 : 0] addressA, addressB,
      input wire [bitwidth-1 : 0] dataInA, dataInB,
      output reg [bitwidth-1 : 0] dataOutA, dataOutB);

    reg [bitwidth-1 : 0] memoryContent [nrOfEntries-1 : 0];

    always @(posedge clockA)
        begin
            if (readAfterWrite != 0) dataOutA = memoryContent[addressA];
            if (writeEnableA == 1'b1) memoryContent[addressA] = dataInA;
            if (readAfterWrite == 0) dataOutA = memoryContent[addressA];
        end

    always @(posedge clockB)
        begin
            if (readAfterWrite != 0) dataOutB = memoryContent[addressB];
            if (writeEnableB == 1'b1) memoryContent[addressB] = dataInB;
            if (readAfterWrite == 0) dataOutB = memoryContent[addressB];
        end

endmodule
```

- ▶ In ASIC-design the size of the SSRAM's is dependent on the memory-generator and the *area* you have available.

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- ▶ In ASIC-design the size of the SSRAM's is dependent on the memory-generator and the *area* you have available.
- ▶ In FPGA-design it is more restricted, as the memories are already implemented. You can only use what you have:

Table 1–1. Resources for the Cyclone IV E Device Family

Resources	EP4CE6	EP4CE10	EP4CE15	EP4CE22	EP4CE30	EP4CE40	EP4CE55	EP4CE75	EP4CE115
Logic elements (LEs)	6,272	10,320	15,408	22,320	28,848	39,600	55,856	75,408	114,480
Embedded memory (Kbits)	270	414	504	594	594	1,134	2,340	2,745	3,888
Embedded 18 × 18 multipliers	15	23	56	66	66	116	154	200	266
General-purpose PLLs	2	2	4	4	4	4	4	4	4
Global Clock Networks	10	10	20	20	20	20	20	20	20
User I/O Banks	8	8	8	8	8	8	8	8	8
Maximum user I/O ⁽¹⁾	179	179	343	153	532	532	374	426	528

Note to Table 1–1:

- (1) The user I/Os count from pin-out files includes all general purpose I/O, dedicated clock pins, and dual purpose configuration pins. Transceiver pins and dedicated configuration pins are not included in the pin count.

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- ▶ For the FPGA we are using, following are the permissible `nrOfEntries` x `bitwidth` configurations:

- ▶ 8192 x 1 bit
- ▶ 4092 x 2 bit
- ▶ 2048 x 4 bit
- ▶ 1024 x 8 bit **or** 1024 x 9 bit
- ▶ 512 x 16 bit **or** 512 x 18 bit
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- ▶ For small memories, most FPGA's provide also the so-called LUT-RAM's. These have most of the time a `16 x 1 bit` configuration in a single-port or semi dual-port architecture.
- ▶ *Note:* the FPGA on our platform does not support LUT-RAM's.

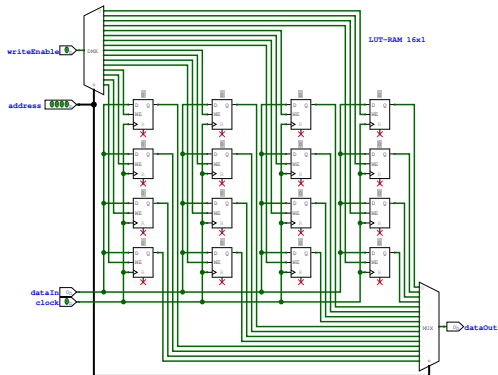
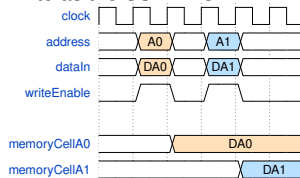
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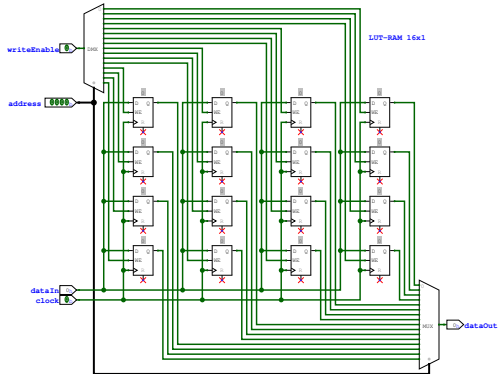
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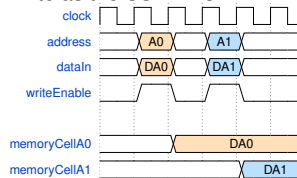
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- The LUT-RAM's have the same synchronous write as the SSRAM's:

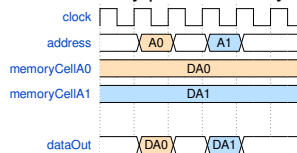


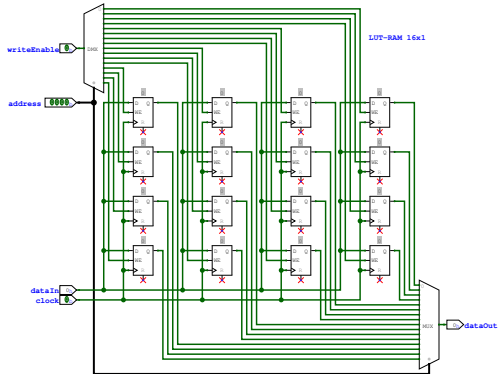


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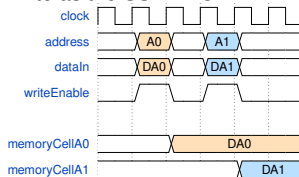


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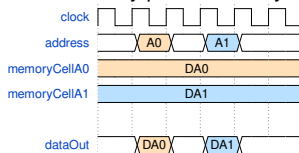




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- ▶ Also LUT-RAMs can be easily described in Verilog:

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module singlePortLUTRAM #( parameter bitwidth = 8,  
                           parameter nrOfEntries = 32)  
  ( input wire                clock,  
    input wire                writeEnable,  
    input wire [$clog2(nrOfEntries)-1 : 0] address,  
    input wire [bitwidth-1 : 0] dataIn,  
    output wire [bitwidth-1 : 0] dataOut);  
  
  reg [bitwidth-1 : 0] memoryContent [nrOfEntries-1 : 0];  
  
  assign dataOut = memoryContent[address];  
  
  always @(posedge clock)  
    if (writeEnable == 1'b1) memoryContent[address] = dataIn;  
  
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- ▶ We are now going to concentrate on how to use them, namely:
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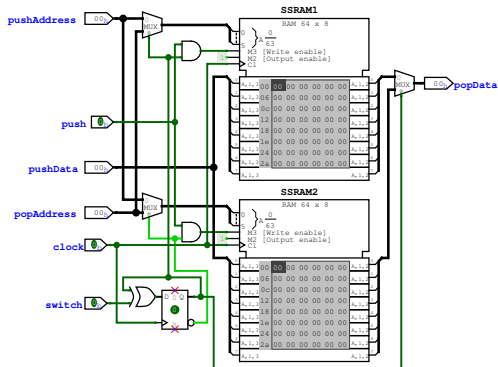
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- ▶ Each of these buffers are used for particular data-accesses in our system.
- ▶ Before starting with the buffers, some definitions:
 - ▶ *Producer*: a producer is an entity that generates data.
 - ▶ *Consumer*: a consumer is an entity that reads the data and does something with it.
 - ▶ *Push*: a push is a write of a datum by a producer.
 - ▶ *Pop*: a pop is a read of a datum by a consumer.

Ping-pong buffers

- In ping-pong buffers the producer writes its data in one memory, whilst the consumer reads from the other memory. The moment both are done, the memories are switched.



Memories

Usage of memories

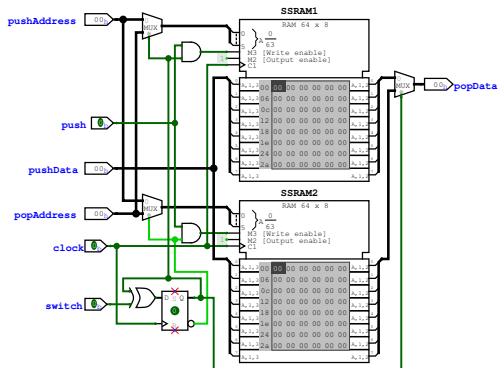
Ping-pong buffer

LIFO-buffer

FIFO-buffer

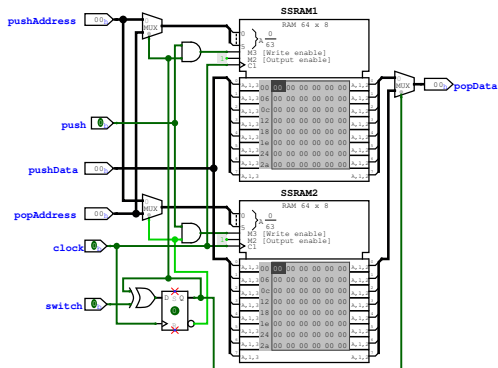
Testbench

Ping-pong buffers



- ▶ In ping-pong buffers the producer writes its data in one memory, whilst the consumer reads from the other memory. The moment both are done, the memories are switched.
- ▶ Typical applications for these kind of buffers are:
 - ▶ Data-transfer calculation overlap.
 - ▶ The access pattern of the producer on the data is different from the consumer.
 - ▶ The push/pop frequency is different, hence the producer/consumer have other timely accesses.
 - ▶ The consumer needs to access certain data multiple times, whilst the producer only provides it once.

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 - ▶ The consumer needs to access certain data multiple times, whilst the producer only provides it once.
- ▶ Of course, this only works if the consumer can consume the data in the time-slot that the producer requires to produce one block of data!

- ▶ The ping-pong buffers are arguably the most versatile kind of buffers.

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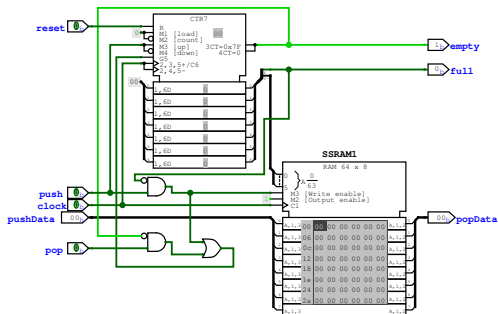
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- ▶ All questions for which there is no simple answer, as it depends the requirements and trade-offs.

Last-in First-out (LIFO) buffers



- In LIFO buffers, the last value *pushed* is the first that is *popped*. This can easily be realized to use an up/down counter that generates the address for the SSRAM.

Memories

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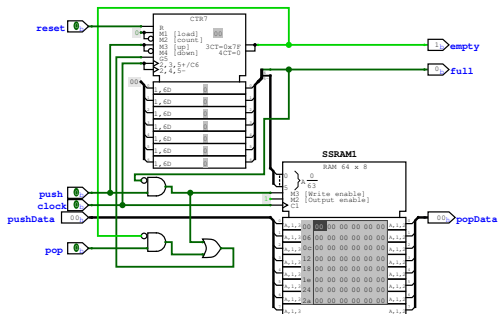
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Memories

Usage of memories

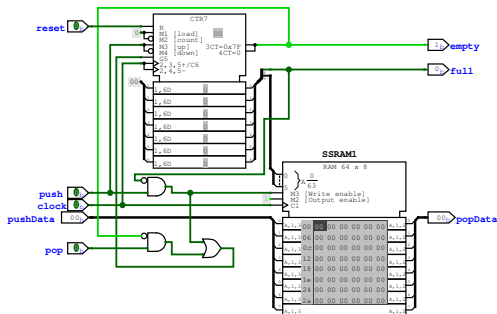
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- ▶ Typical applications for LIFO-buffers are:
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- ▶ In practice, the LIFO-buffers are not often used, more appropriate are the FIFO-buffers.

Memories

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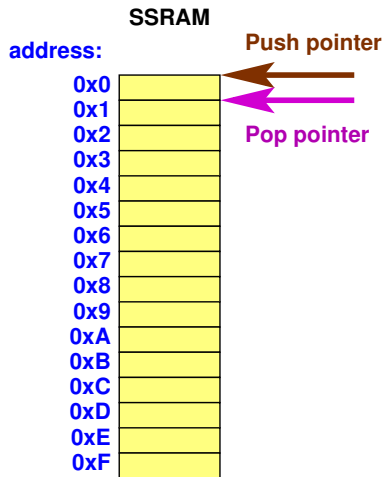
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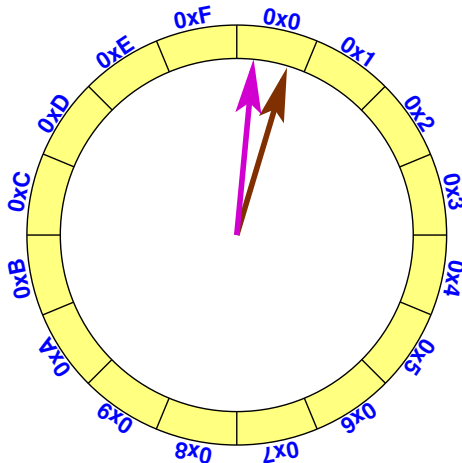
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- In a FIFO-buffer we transform the SSRAM



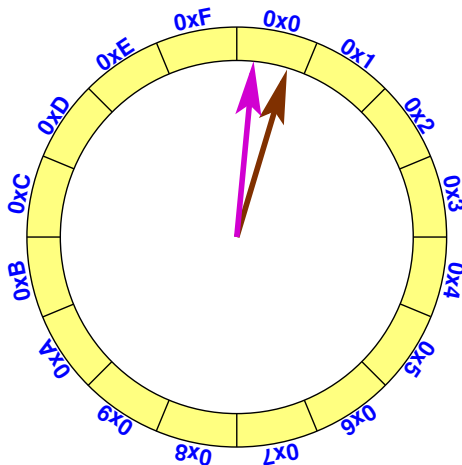
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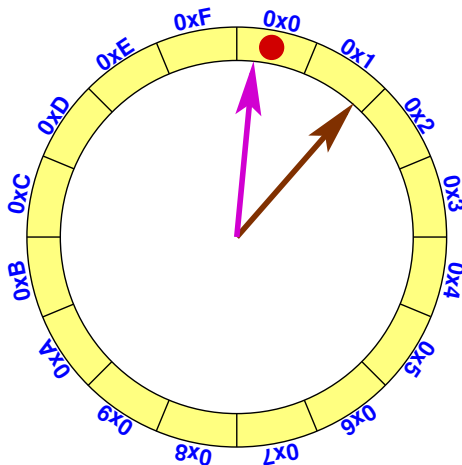
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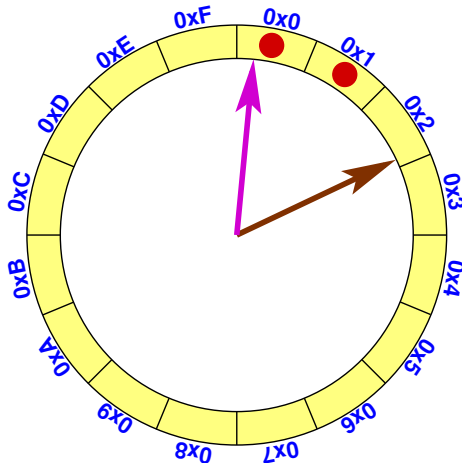
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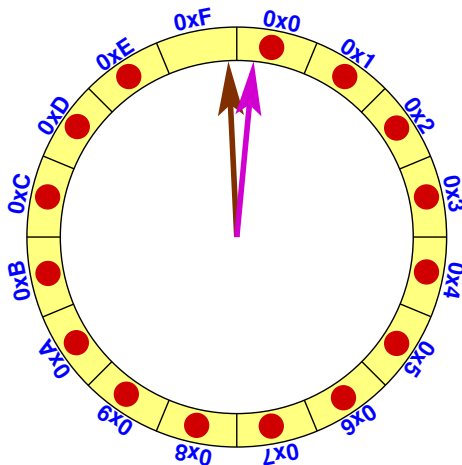
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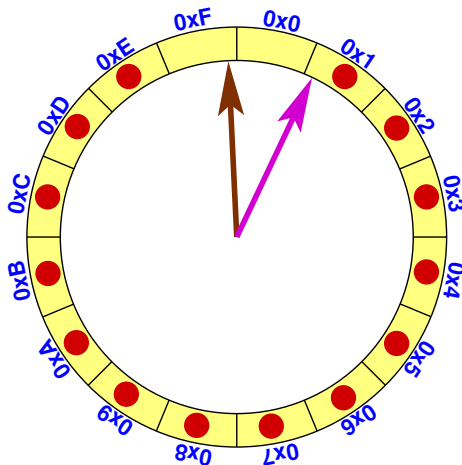
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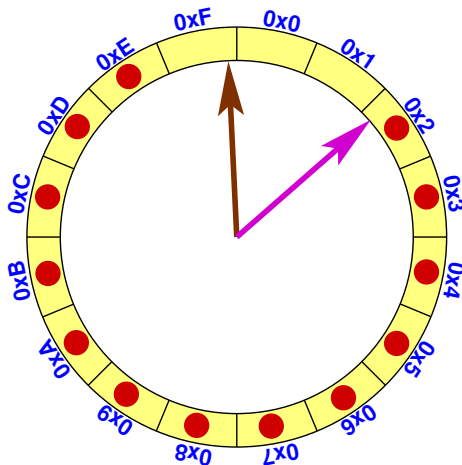
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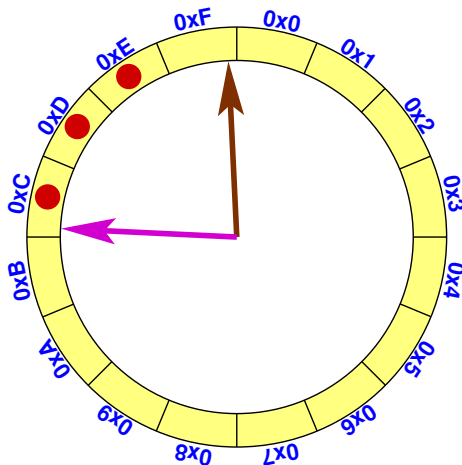
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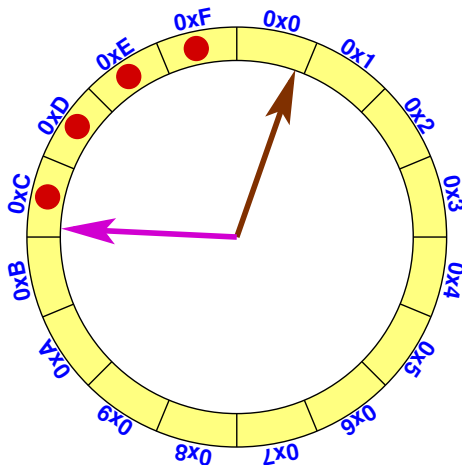
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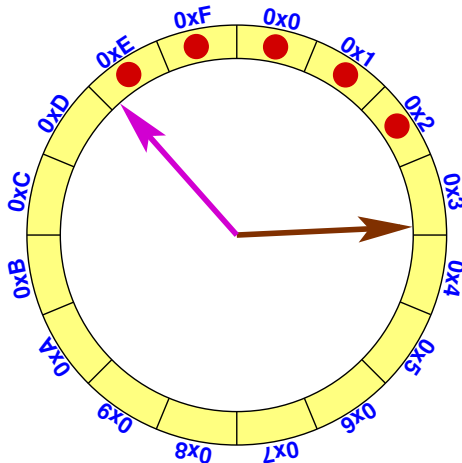
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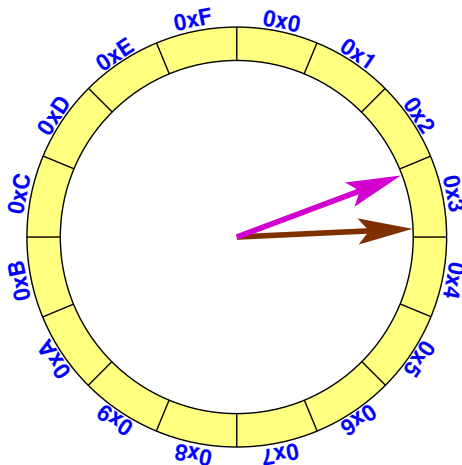
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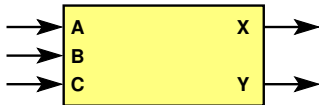
Testbench

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- ▶ But there is one part that is missing, how to test?

Testing a unit by using a testbench



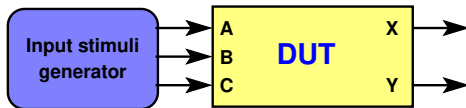
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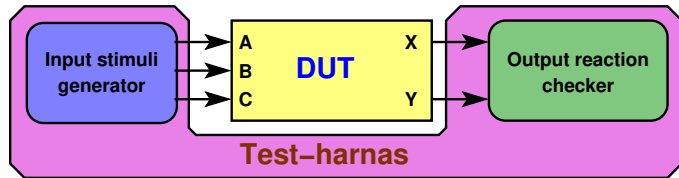
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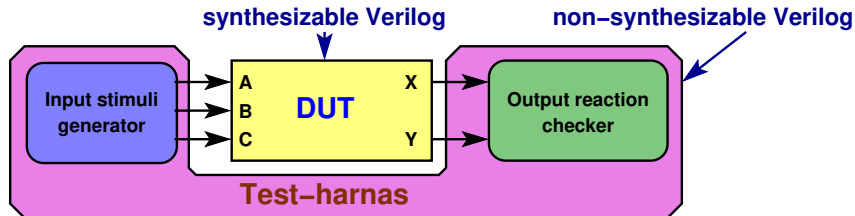
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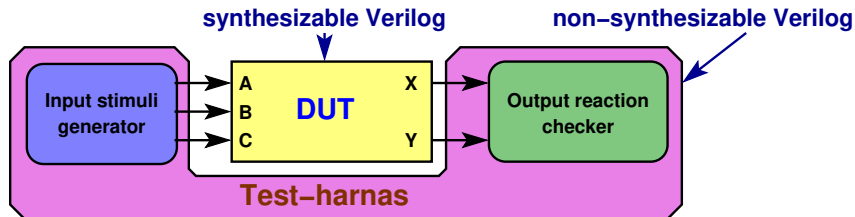
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- ▶ The *Input stimuli generator* and the *Output reaction checker* form the *test-harnas*.
- ▶ Whereas the DUT only uses *synthesizable* Verilog descriptions, the *test-harnas* uses *non-synthesizable* Verilog descriptions.
- ▶ The *test-harnas* is described in a new **module**, where the DUT is used as a **component**. This **module** is called the testbench.

- ▶ Let's take a FIFO as example for how to make a testbench. The FIFO is defined by:

```
module fifo #(parameter nrOfEntries = 16,  
               parameter bitWidth = 32)  
  (input wire      clock,  
   input wire      reset,  
   input wire      push,  
   input wire      pop,  
   input wire [bitWidth-1:0] pushData,  
   output wire      full,  
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- ▶ We have 2 parameters, and several connections.
- ▶ Note that we require a clock and a reset.
- ▶ We can now build-up our basic testbench:

testbench

```
/* set the time-units for simulation */
`timescale 1ps/1ps

module fifoTestbench;

    reg reset, clock;
    initial
        begin
            reset = 1'b1;
            clock = 1'b0;          /* set the initial values */
            repeat (4) #5 clock = ~clock; /* generate 2 clock periods */
            reset = 1'b0;          /* de-activate the reset */
            forever #5 clock = ~clock; /* generate a clock with a period of 10 time-units */
        end

    reg s_push, s_pop;
    wire s_full, s_empty; /* define the signals for the DUT */
    reg [7:0] s_pushData;
    wire [7:0] s_popData;

    fifo #(.nrOfEntries(32), /* instantiate the DUT as component */
        .bitWidth(8)) DUT
        (.clock(clock),
        .reset(reset),
        .push(s_push),
        .pop(s_pop),
        .pushData(s_pushData),
        .full(s_full),
        .empty(s_empty),
        .popData(s_popData));

    initial
        begin
            $dumpfile("fifoSignals.vcd"); /* define the name of the .vcd file that can be viewed by GTKWAVE */
            $dumpvars(1,DUT);             /* dump all signals inside the DUT-component in the .vcd file */
        end
endmodule
```

- ▶ Next we have to create the *input stimuli generator*, there are various ways to do this, namely:
 - ▶ A finite state machine that generates the required input values.
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- ▶ This time we will restrict ourselves to an initial block, like:

```
initial
begin
    s_push = 1'b0;
    s_pop = 1'b0;
    s_pushData = 8'd0;
    @(negedge reset);          /* wait for the reset period to end */
    repeat(2) @(negedge clock); /* wait for 2 clock cycles */
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    s_push = 1'b0;
    s_pop = 1'b1;
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- ▶ The checker we leave for the moment and just look at the wave-files.