

```
module DE1_SoC_Computer (  
    ///////////////////////////////////////////////////  
    // FPGA Pins  
    ///////////////////////////////////////////////////  
  
    // Clock pins  
    CLOCK_50,  
    CLOCK2_50,  
    CLOCK3_50,  
    CLOCK4_50,  
  
    // ADC  
    ADC_CS_N,  
    ADC_DIN,  
    ADC_DOUT,  
    ADC_SCLK,  
  
    // Audio  
    AUD_ADCDAT,  
    AUD_ADCLRCK,  
    AUD_BCLK,  
    AUD_DACDAT,  
    AUD_DACLK,  
    AUD_XCK,  
  
    // SDRAM  
    DRAM_ADDR,  
    DRAM_BA,  
    DRAM_CAS_N,  
    DRAM_CKE,  
    DRAM_CLK,  
    DRAM_CS_N,  
    DRAM_DQ,  
    DRAM_LDQM,  
    DRAM_RAS_N,  
    DRAM_UDQM,  
    DRAM_WE_N,  
  
    // I2C Bus for Configuration of the Audio and Video-In Chips  
    FPGA_I2C_SCLK,  
    FPGA_I2C_SDAT,
```

```
// 40-Pin Headers
```

```
GPIO_0,
```

```
GPIO_1,
```

```
// Seven Segment Displays
```

```
HEX0,
```

```
HEX1,
```

```
HEX2,
```

```
HEX3,
```

```
HEX4,
```

```
HEX5,
```

```
// IR
```

```
IRDA_RXD,
```

```
IRDA_TXD,
```

```
// Pushbuttons
```

```
KEY,
```

```
// LEDs
```

```
LEDR,
```

```
// PS2 Ports
```

```
PS2_CLK,
```

```
PS2_DAT,
```

```
PS2_CLK2,
```

```
PS2_DAT2,
```

```
// Slider Switches
```

```
SW,
```

```
// Video-In
```

```
TD_CLK27,
```

```
TD_DATA,
```

```
TD_HS,
```

```
TD_RESET_N,
```

```
TD_VS,
```

```
// VGA
```

```
VGA_B,
```

```
VGA_BLANK_N,
```

```
VGA_CLK,
```

```
VGA_G,
```

VGA_HS,
VGA_R,
VGA_SYNC_N,
VGA_VS,

////////////////////////////////////
// HPS Pins
////////////////////////////////////

// DDR3 SDRAM
HPS_DDR3_ADDR,
HPS_DDR3_BA,
HPS_DDR3_CAS_N,
HPS_DDR3_CKE,
HPS_DDR3_CK_N,
HPS_DDR3_CK_P,
HPS_DDR3_CS_N,
HPS_DDR3_DM,
HPS_DDR3_DQ,
HPS_DDR3_DQS_N,
HPS_DDR3_DQS_P,
HPS_DDR3_ODT,
HPS_DDR3_RAS_N,
HPS_DDR3_RESET_N,
HPS_DDR3_RZQ,
HPS_DDR3_WE_N,

// Ethernet
HPS_ENET_GTX_CLK,
HPS_ENET_INT_N,
HPS_ENET_MDC,
HPS_ENET_MDIO,
HPS_ENET_RX_CLK,
HPS_ENET_RX_DATA,
HPS_ENET_RX_DV,
HPS_ENET_TX_DATA,
HPS_ENET_TX_EN,

// Flash
HPS_FLASH_DATA,
HPS_FLASH_DCLK,
HPS_FLASH_NCSO,

// Accelerometer

```
HPS_GSENSOR_INT,  
  
// General Purpose I/O  
HPS_GPIO,  
  
// I2C  
HPS_I2C_CONTROL,  
HPS_I2C1_SCLK,  
HPS_I2C1_SDAT,  
HPS_I2C2_SCLK,  
HPS_I2C2_SDAT,  
  
// Pushbutton  
HPS_KEY,  
  
// LED  
HPS_LED,  
  
// SD Card  
HPS_SD_CLK,  
HPS_SD_CMD,  
HPS_SD_DATA,  
  
// SPI  
HPS_SPIM_CLK,  
HPS_SPIM_MISO,  
HPS_SPIM_MOSI,  
HPS_SPIM_SS,  
  
// UART  
HPS_UART_RX,  
HPS_UART_TX,  
  
// USB  
HPS_CONV_USB_N,  
HPS_USB_CLKOUT,  
HPS_USB_DATA,  
HPS_USB_DIR,  
HPS_USB_NXT,  
HPS_USB_STP  
);  
  
//=====  
// PARAMETER declarations
```

```
//=====
```

```
//=====
```

```
// PORT declarations
```

```
//=====
```

```
////////////////////////////////////
```

```
// FPGA Pins
```

```
////////////////////////////////////
```

```
// Clock pins
```

```
input          CLOCK_50;
input          CLOCK2_50;
input          CLOCK3_50;
input          CLOCK4_50;
```

```
// ADC
```

```
inout          ADC_CS_N;
output         ADC_DIN;
input          ADC_DOUT;
output         ADC_SCLK;
```

```
// Audio
```

```
input          AUD_ADCDAT;
inout          AUD_ADCLRCK;
inout          AUD_BCLK;
output         AUD_DACDAT;
inout          AUD_DAACLK;
output         AUD_XCK;
```

```
// SDRAM
```

```
output         [12: 0] DRAM_ADDR;
output         [ 1: 0] DRAM_BA;
output         DRAM_CAS_N;
output         DRAM_CKE;
output         DRAM_CLK;
output         DRAM_CS_N;
inout          [15: 0] DRAM_DQ;
output         DRAM_LDQM;
output         DRAM_RAS_N;
output         DRAM_UDQM;
output         DRAM_WE_N;
```

```

// I2C Bus for Configuration of the Audio and Video-In Chips
output          FPGA_I2C_SCLK;
inout           FPGA_I2C_SDAT;

// 40-pin headers
inout           [35: 0] GPIO_0;
inout           [35: 0] GPIO_1;

// Seven Segment Displays
output          [ 6: 0] HEX0;
output          [ 6: 0] HEX1;
output          [ 6: 0] HEX2;
output          [ 6: 0] HEX3;
output          [ 6: 0] HEX4;
output          [ 6: 0] HEX5;

// IR
input           IRDA_RXD;
output          IRDA_TXD;

// Pushbuttons
input           [ 3: 0] KEY;

// LEDs
output          [ 9: 0] LEDR;

// PS2 Ports
input           PS2_CLK;
input           PS2_DAT;

input           PS2_CLK2;
input           PS2_DAT2;

// Slider Switches
input           [ 9: 0] SW;

// Video-In
input           TD_CLK27;
input           [ 7: 0] TD_DATA;
input           TD_HS;
output          TD_RESET_N;
input           TD_VS;

// VGA

```

```

output      [ 7: 0] VGA_B;
output
output      VGA_BLANK_N;
output      VGA_CLK;
output      [ 7: 0] VGA_G;
output      VGA_HS;
output      [ 7: 0] VGA_R;
output      VGA_SYNC_N;
output      VGA_VS;

```

```

////////////////////////////////////

```

```

// HPS Pins

```

```

////////////////////////////////////

```

```

// DDR3 SDRAM

```

```

output      [14: 0] HPS_DDR3_ADDR;
output      [ 2: 0] HPS_DDR3_BA;
output      HPS_DDR3_CAS_N;
output      HPS_DDR3_CKE;
output      HPS_DDR3_CK_N;
output      HPS_DDR3_CK_P;
output      HPS_DDR3_CS_N;
output      [ 3: 0] HPS_DDR3_DM;
inout       [31: 0] HPS_DDR3_DQ;
inout       [ 3: 0] HPS_DDR3_DQS_N;
inout       [ 3: 0] HPS_DDR3_DQS_P;
output      HPS_DDR3_ODT;
output      HPS_DDR3_RAS_N;
output      HPS_DDR3_RESET_N;
input       HPS_DDR3_RZQ;
output      HPS_DDR3_WE_N;

```

```

// Ethernet

```

```

output      HPS_ENET_GTX_CLK;
inout       HPS_ENET_INT_N;
output      HPS_ENET_MDC;
inout       HPS_ENET_MDIO;
input       HPS_ENET_RX_CLK;
input       [ 3: 0] HPS_ENET_RX_DATA;
input       HPS_ENET_RX_DV;
output      [ 3: 0] HPS_ENET_TX_DATA;
output      HPS_ENET_TX_EN;

```

```

// Flash
inout          [ 3: 0] HPS_FLASH_DATA;
output         HPS_FLASH_DCLK;
output         HPS_FLASH_NCSO;

// Accelerometer
inout         HPS_GSENSOR_INT;

// General Purpose I/O
inout        [ 1: 0] HPS_GPIO;

// I2C
inout         HPS_I2C_CONTROL;
inout         HPS_I2C1_SCLK;
inout         HPS_I2C1_SDAT;
inout         HPS_I2C2_SCLK;
inout         HPS_I2C2_SDAT;

// Pushbutton
inout         HPS_KEY;

// LED
inout         HPS_LED;

// SD Card
output        HPS_SD_CLK;
inout         HPS_SD_CMD;
inout        [ 3: 0] HPS_SD_DATA;

// SPI
output        HPS_SPIM_CLK;
input         HPS_SPIM_MISO;
output        HPS_SPIM_MOSI;
inout         HPS_SPIM_SS;

// UART
input         HPS_UART_RX;
output        HPS_UART_TX;

// USB
inout         HPS_CONV_USB_N;
input         HPS_USB_CLKOUT;
inout        [ 7: 0] HPS_USB_DATA;
input         HPS_USB_DIR;

```

```
input          HPS_USB_NXT;
output         HPS_USB_STP;
```

```
//=====
// REG/WIRE declarations
//=====
```

```
wire          [15: 0] hex3_hex0;
//wire        [15: 0] hex5_hex4;
```

```
//assign HEX0 = ~hex3_hex0[ 6: 0]; // hex3_hex0[ 6: 0];
//assign HEX1 = ~hex3_hex0[14: 8];
//assign HEX2 = ~hex3_hex0[22:16];
//assign HEX3 = ~hex3_hex0[30:24];
assign HEX4 = 7'b11111111;
assign HEX5 = 7'b11111111;
```

```
HexDigit Digit0(HEX0, hex3_hex0[3:0]);
HexDigit Digit1(HEX1, hex3_hex0[7:4]);
HexDigit Digit2(HEX2, hex3_hex0[11:8]);
HexDigit Digit3(HEX3, hex3_hex0[15:12]);
```

```
//=====
// SRAM/VGA state machine
//=====
```

```
// --Check for sram address=0 nonzero, which means that
// HPS wrote some new data.
```

```
//
```

```
// --Read sram address 1 and 2 to get x1, y1
```

```
// left-most x, upper-most y
```

```
// --Read sram address 3 and 4 to get x2, y2
```

```
// right-most x, lower-most y
```

```
// --Read sram address 5 to get color
```

```
// --write a rectangle to VGA
```

```
//
```

```
// --clear sram address=0 to signal HPS
```

```
//=====
// Controls for Qsys sram slave exported in system module
//=====
```

```
wire [31:0] sram_readdata ;
reg [31:0] data_buffer, sram_writedata ;
reg [10:0] sram_address;
reg sram_write;
wire sram_clken = 1'b1;
```

```

wire sram_chipselect = 1'b1;
//reg [7:0] state;

// rectangle corners
//reg [9:0] x1, y1, x2, y2 ;
reg [31:0] timer ; // may need to throttle write-rate
//=====
// Controls for VGA memory
//=====
wire [31:0] vga_out_base_address = 32'h0000_0000 ; // vga base addr
reg [7:0] vga_sram_writedata ;
reg [31:0] vga_sram_address;
reg vga_sram_write ;
wire vga_sram_clken = 1'b1;
wire vga_sram_chipselect = 1'b1;
reg [9:0] vga_x_cood, vga_y_cood;

//=====

//conv2d genius(.clk(CLOCK_50),.reset(pio_rst),.result(result));

//=====
parameter wsize=3;
parameter isize=30;
//we use 6.21 floating representation
//for each 27*27 multiplier it needs one DSP block
//input clk,reset;
//output [26:0] result; // lx

reg signed [26:0] d;
wire signed [26:0] d_lx2, d_ly2, d_lxy, d_R;
wire signed [26:0] q, q_lx2, q_ly2, q_lxy, q_R;
reg [9:0] write_address,read_address;
reg we, we_lx2, we_R;
reg [10:0] mem_addr;
wire [26:0] mem_out, mem_out_zero;

reg signed [26:0] kernel_Gx [0:wsize*wsize-1];
reg signed [26:0] kernel_Gy [0:wsize*wsize-1];
reg signed [26:0] kernel_Gxy [0:wsize*wsize-1];

wire signed [26:0] result_x, result_y ,result_xy, result_lx2, result_ly2, result_lxy;

```

```

reg signed [26:0] image_temp0 [0:wsizer*wsizer-1];
reg signed [26:0] image_temp1 [0:wsizer*wsizer-1];
reg signed [26:0] image_temp2 [0:wsizer*wsizer-1];

wire signed [26:0] temp_x    [0:wsizer*wsizer-1];
wire signed [26:0] temp_y    [0:wsizer*wsizer-1];
wire signed [26:0] temp_xy   [0:wsizer*wsizer-1];

wire signed [26:0] temp_add_x [0:2];
wire signed [26:0] temp_add_y [0:2];
wire signed [26:0] temp_add_xy [0:2];

reg signed [26:0] kernel0    [0:wsizer*wsizer-1]; // kernel
reg signed [26:0] kernel1    [0:wsizer*wsizer-1]; // kernel
reg signed [26:0] kernel2    [0:wsizer*wsizer-1]; // kernel

reg    [2:0]    x,y;
reg    [3:0]    image_counter;
wire signed [26:0] result_R;

generate
    genvar n,m;
    for (n = 0; n < wsizer*wsizer; n = n + 1) begin: multGen
        signed_mult multipliers_x( .a(kernel0[n]), .b(image_temp0[n]),
.out(temp_x[n]));
        signed_mult multipliers_y( .a(kernel1[n]), .b(image_temp1[n]),
.out(temp_y[n]));
        signed_mult multipliers_xy( .a(kernel2[n]), .b(image_temp2[n]),
.out(temp_xy[n])); // Sxy
    end

    for (m = 0; m < 3 ;m=m+1)begin: addertree
        adder adders_x(.a(temp_x[0+m*3]), .b(temp_x[1+m*3]),
.c(temp_x[2+m*3]), .out(temp_add_x[m]));
        adder adders_y(.a(temp_y[0+m*3]), .b(temp_y[1+m*3]),
.c(temp_y[2+m*3]), .out(temp_add_y[m]));
        adder adders_xy(.a(temp_xy[0+m*3]), .b(temp_xy[1+m*3]),
.c(temp_xy[2+m*3]), .out(temp_add_xy[m])); //Sxy
    end
endgenerate

adder adders0 (.a(temp_add_x[0]), .b(temp_add_x[1]), .c(temp_add_x[2]),
.out(result_x)); // lx, Sx

```

```

    adder adders1 (.a(temp_add_y[0]), .b(temp_add_y[1]), .c(temp_add_y[2]),
.out(result_y)); // ly, Sy
    adder adders2 (.a(temp_add_xy[0]), .b(temp_add_xy[1]), .c(temp_add_xy[2]),
.out(result_xy)); // Sxy

    signed_mult multipliers_lx2( .a(result_x), .b(result_x), .out(result_lx2)); // lx2
    signed_mult multipliers_ly2( .a(result_y), .b(result_y), .out(result_ly2)); // ly2
    signed_mult multipliers_lxy( .a(result_x), .b(result_y), .out(result_lxy)); // lxy

    //sync_rom_image image_init (.clk(CLOCK_50), .address(mem_addr),
.mem_out(mem_out));
    sync_rom_zero zero_ped (.clk(CLOCK_50), .address(mem_addr),
.mem_out(mem_out_zero));
    //dual_clock_ram image (.q(q), .d(mem_out), .write_address(write_address),
.read_address(read_address), .we(we), .clk1(CLOCK_50), .clk2(CLOCK_50));
    dual_clock_ram image (.q(q), .d(sram_readdata[26:0]),
.write_address(write_address), .read_address(read_address), .we(we), .clk1(CLOCK_50),
.clk2(CLOCK_50));
    dual_clock_ram lx2 (.q(q_lx2), .d(d_lx2), .write_address(write_address),
.read_address(read_address), .we(we_lx2), .clk1(CLOCK_50), .clk2(CLOCK_50));
    dual_clock_ram ly2 (.q(q_ly2), .d(d_ly2), .write_address(write_address),
.read_address(read_address), .we(we_ly2), .clk1(CLOCK_50), .clk2(CLOCK_50));
    dual_clock_ram lxy (.q(q_lxy), .d(d_lxy), .write_address(write_address),
.read_address(read_address), .we(we_lxy), .clk1(CLOCK_50), .clk2(CLOCK_50));
    dual_clock_ram R (.q(q_R), .d(result_R), .write_address(write_address),
.read_address(read_address), .we(we_R), .clk1(CLOCK_50), .clk2(CLOCK_50));

    response tensor(.R(result_R), .x2(result_x), .y2(result_y), .xy(result_xy), .rst(pio_rst));

    parameter [5:0] state_signal_ready=6'd0, state_signal=6'd1, state_mem_prep = 6'd2,
state_mem_ready = 6'd3, state_mem =6'd4, state_der_ready = 6'd5, state_der = 6'd6,
state_der_idle = 6'd7, state_sum_ready = 6'd8, state_sum = 6'd9, state_idle = 6'd10;
    reg [5:0] state;

    reg [4:0] row_counter, col_counter;
    integer i,j,k;

    reg [3:0] image_state;
    reg addr_en;
    reg [4:0] read_counter;
    reg isFirst, sram_en;
    reg [1:0] idle_counter;
    reg [9:0] tensor_counter;

```

```
assign d_lx2 = (state == state_mem) ? mem_out_zero : result_lx2;
assign d_ly2 = (state == state_mem) ? mem_out_zero : result_ly2;
assign d_lxy = (state == state_mem) ? mem_out_zero : result_lxy;
```

```
always @(posedge CLOCK_50) begin
    if (pio_rst) begin
        read_address <= 10'd0;
        read_counter <= 5'd0;
        image_state <= 4'd0;
    end else begin
        if (addr_en) begin
            if (image_state == 4'd0) begin
                read_address <= read_address + 1;
                image_state <= 4'd1;
            end

            if (image_state == 4'd1) begin
                read_address <= read_address + 1;
                image_state <= 4'd2;
            end

            if (image_state == 4'd2) begin
                read_address <= read_address + 30;
                image_state <= 4'd3;
            end

            if (image_state == 4'd3) begin
                read_address <= read_address + 1;
                image_state <= 4'd4;
            end

            if (image_state == 4'd4) begin
                read_address <= read_address + 1;
                image_state <= 4'd5;
            end

            if (image_state == 4'd5) begin
                read_address <= read_address + 30;
                image_state <= 4'd6;
            end

            if (image_state == 4'd6) begin
                read_address <= read_address + 1;
                image_state <= 4'd7;
            end
        end
    end
end
```

```

        end

        if (image_state == 4'd7) begin
            read_address <= read_address + 1;
            image_state <= 4'd8;
        end

        if (image_state == 4'd8) begin
            if (read_counter < 29) begin
                read_address <= read_address - 65;
                read_counter <= read_counter + 1;
            end
            else begin
                read_address <= read_address - 63;
                read_counter <= 0;
            end
            image_state <= 4'd0;
        end
    end else begin
        read_address <= 10'd0;
        read_counter <= 5'd0;
        image_state <= 4'd0;
    end
end

end

always@(posedge CLOCK_50)begin
    if(pio_rst)begin
        //state<=state_mem;
        state <= state_signal_ready;

        mem_addr<=11'b0;
        write_address<=10'b0;
        //read_address <=10'b0;
        image_counter<=0;
        addr_en <= 1'b0;
        //image_state<=4'b0;
        isFirst <=1'b1;

        //counters for indexing write 1x2 to M10K
        row_counter <= 5'b0;
        col_counter <= 5'b0;

        idle_counter <= 0;
    end
end

```

```

tensor_counter <= 10'b0;

// vga
vga_sram_write <= 1'b0;
vga_x_cood <= 10'b0;
vga_y_cood <= 10'b0;

// hps handshake sram
sram_write <= 1'b0;
sram_en <= 1'b0;

kernel_Gx[ 0 ] <= 27'b 111111101000011101001010100 ;
kernel_Gx[ 1 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gx[ 2 ] <= 27'b 00000001011110001011010101011 ;
kernel_Gx[ 3 ] <= 27'b 1111110110010010111101001101 ;
kernel_Gx[ 4 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gx[ 5 ] <= 27'b 000000100110110100010110010 ;
kernel_Gx[ 6 ] <= 27'b 111111101000011101001010100 ;
kernel_Gx[ 7 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gx[ 8 ] <= 27'b 00000001011110001011010101011 ;

kernel_Gy[ 0 ] <= 27'b 111111101000011101001010100 ;
kernel_Gy[ 1 ] <= 27'b 1111110110010010111101001101 ;
kernel_Gy[ 2 ] <= 27'b 111111101000011101001010100 ;
kernel_Gy[ 3 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gy[ 4 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gy[ 5 ] <= 27'b 0000000000000000000000000000 ;
kernel_Gy[ 6 ] <= 27'b 00000001011110001011010101011 ;
kernel_Gy[ 7 ] <= 27'b 000000100110110100010110010 ;
kernel_Gy[ 8 ] <= 27'b 00000001011110001011010101011 ;

kernel_Gxy[ 0 ] <= 27'b 00000001011110001011010101011 ;
kernel_Gxy[ 1 ] <= 27'b 000000100110110100010110010 ;
kernel_Gxy[ 2 ] <= 27'b 00000001011110001011010101011 ;
kernel_Gxy[ 3 ] <= 27'b 000000100110110100010110010 ;
kernel_Gxy[ 4 ] <= 27'b 0000010000000000000000000000 ;
kernel_Gxy[ 5 ] <= 27'b 000000100110110100010110010 ;
kernel_Gxy[ 6 ] <= 27'b 00000001011110001011010101011 ;
kernel_Gxy[ 7 ] <= 27'b 000000100110110100010110010 ;
kernel_Gxy[ 8 ] <= 27'b 00000001011110001011010101011 ;

//we <=1'b1; // one cycle ahead state mem
//we_lx2 <= 1'b1; // one cycle ahead state_mem
sram_address <= 11'd0;

```

```

end
else begin
    case(state)
        state_signal_ready: begin
            state <= state_signal;
        end

        state_signal: begin
            if (sram_readdata == 32'b1) begin
                state <= state_mem_prep;
            end else begin
                state <= state_signal; // polling
            end
        end

        state_mem_prep: begin
            sram_address <= 11'b1;
            sram_write <= 1'b0;
            state <= state_mem_ready;
        end

        state_mem_ready: begin
            we <= 1'b1; // one cycle ahead state mem
            we_lx2 <= 1'b1; // one cycle ahead state_mem
            state <= state_mem;
            if (mem_addr == 11'd1024) begin
                addr_en <= 1'b1; //use to generate the window
temp read address pattern, fixed// make appear 3 clock ahead of the first read address update
            end
        end

        state_mem:begin
            if (mem_addr < 11'd1024)begin //force to correct
                mem_addr <= mem_addr+1'b1;
                //d <= mem_out;
                write_address<= mem_addr;
                /*if (mem_addr == 11'd1023) begin
                    addr_en <= 1'b1; //use to generate the
window temp read address pattern, fixed// make appear 3 clock ahead of the first read address
update

                end*/
                sram_address <= sram_address + 1;
                state <= state_mem_ready;
            end else begin
                state <=state_der_ready;

```

```

        we_lx2 <= 1'b0;
    end
end
state_der_ready:begin
    we <= 1'b0;

    //we_lx2 <= 1'b0;
    state<=state_der;
    for (i=0; i < wsize*wsize; i=i+1) begin
        kernel0[i] <= kernel_Gx[i];
        kernel1[i] <= kernel_Gy[i];
    end
end

end
state_der:begin
    if (col_counter < 5'd30) begin
        we_lx2 <= 1'b0; // write to M10K for every 8 cycles
        image_temp0[image_counter] <= q;
        image_temp1[image_counter] <= q;
        //image_counter <= image_counter + 1;
        if (image_counter == 8) begin
            if (isFirst)begin
                write_address <= 10'd33;
                isFirst <= 1'b0;
            end else begin
                if (row_counter < 5'd29) begin
                    row_counter <= row_counter
+ 1;

                    write_address <=
write_address + 1;

                end else begin
                    row_counter <= 5'b0;
                    col_counter <= col_counter +
1;

                    write_address <=
write_address + 3;

                end
            end
        end
        we_lx2 <= 1'b1;
        if (write_address == 10'd990) begin
            we_lx2 <= 1'b0;
        end
        image_counter <= 0;
    end
end

```

```

        else begin
            image_counter <= image_counter + 1;
        end
        state <= state_der;
    end else begin
        state <= state_der_idle;
        addr_en <= 1'b0;
    end
end
end

state_der_idle: begin
    if (idle_counter < 1) begin
        addr_en <= 1'b1;
        state <= state_der_idle;
        idle_counter <= idle_counter + 1;
    end else begin
        state <= state_sum_ready;
    end
end
end

state_sum_ready: begin
    for (i=0; i < wsize*wsize; i=i+1) begin
        kernel0[i] <= kernel_Gxy[i];
        kernel1[i] <= kernel_Gxy[i];
        kernel2[i] <= kernel_Gxy[i]; // only used for Sxy
    end
    image_counter <= 4'b0;
    isFirst <= 1'b1;
    state <= state_sum;
end
end

state_sum: begin
    if (tensor_counter < 10'd900) begin
        we_R <= 1'b0; // write to M10K for every 8 cycles
        vga_sram_write <= 1'b0;
        sram_write <= 1'b0;
        image_temp0[image_counter] <= q_lx2;
        image_temp1[image_counter] <= q_ly2;
        image_temp2[image_counter] <= q_lxy;
        //image_counter <= image_counter + 1;
        if (image_counter == 8) begin
            if (isFirst)begin
                write_address <= 0;
                isFirst <= 1'b0;
            end
        end
    end
end

```

convolution

```

end else begin
    write_address <= write_address + 1;
end
we_R <= 1'b1;

sram_en <= 1;
/*
sram_write <= 1'b1;
sram_address <= tensor_counter + 1;
if ( $signed(result_R) >
$signed(27'b0000000000000011001100110011) )begin
    vga_sram_write <= 1'b1;
    vga_sram_writedata <=
8'b11111111;

    vga_sram_address <=
vga_out_base_address + {22'b0, vga_x_cood} + ({22'b0,vga_y_cood}*640);
    // write R to hps; otherwise, write 0
    sram_writedata <= {5'b0, result_R};
end else begin
    sram_writedata <= 32'b0;
end*/

if (vga_x_cood < 30) begin
    vga_x_cood <= vga_x_cood + 1;
end else begin
    vga_x_cood <= 0;
    vga_y_cood <= vga_y_cood + 1;
end
image_counter <= 0;
tensor_counter <= tensor_counter + 1;
end else begin
    image_counter <= image_counter + 1;
end
if (sram_en) begin
    sram_write <= 1'b1;
    sram_address <= tensor_counter;
    sram_writedata <= {5'b0, result_R};
    sram_en <= 1'b0;
end
state <= state_sum;
end else begin
    we_R <= 1'b0;
    // let the hps know fpga done
    sram_address <= 8'd0;

```

```

        sram_writedata <= 32'b0;
        sram_write <= 1'b1;
        state <= state_idle;
    end
end
state_idle:begin
    sram_write <= 1'b0;
    state <= state_idle;
end
endcase
end
end
//endmodule

//=====
// Structural coding
//=====
// From Qsys

Computer_System The_System (
    ///////////////////////////////////////////////////////////////////
    // FPGA Side
    ///////////////////////////////////////////////////////////////////

    // Global signals
    .system_pll_ref_clk_clk          (CLOCK_50),
    .system_pll_ref_reset_reset     (1'b0),

    // SRAM shared block with HPS
    .onchip_sram_s1_address          (sram_address),
    .onchip_sram_s1_clken            (sram_clken),
    .onchip_sram_s1_chipselect       (sram_chipselect),
    .onchip_sram_s1_write            (sram_write),
    .onchip_sram_s1_readdata         (sram_readdata),
    .onchip_sram_s1_writedata        (sram_writedata),
    .onchip_sram_s1_byteenable       (4'b1111),

    // sram to video
    .onchip_vga_buffer_s1_address    (vga_sram_address),
    .onchip_vga_buffer_s1_clken      (vga_sram_clken),
    .onchip_vga_buffer_s1_chipselect (vga_sram_chipselect),
    .onchip_vga_buffer_s1_write      (vga_sram_write),
    .onchip_vga_buffer_s1_readdata   (), // never read from vga here
    .onchip_vga_buffer_s1_writedata  (vga_sram_writedata),

```

```

// AV Config
.av_config_SCLK                (FPGA_I2C_SCLK),
.av_config_SDAT                (FPGA_I2C_SDAT),

// 50 MHz clock bridge
.clock_bridge_0_in_clk_clk     (CLOCK_50), //(CLOCK_50),

// VGA Subsystem
.vga_pll_ref_clk_clk          (CLOCK2_50),
.vga_pll_ref_reset_reset      (1'b0),
.vga_CLK
(VGA_CLK),
.vga_BLANK
(VGA_BLANK_N),
.vga_SYNC
(VGA_SYNC_N),
.vga_HS
(VGA_HS),
.vga_VS
(VGA_VS),
.vga_R                          (VGA_R),
.vga_G                          (VGA_G),
.vga_B                          (VGA_B),

// SDRAM
.sdram_clk_clk                (DRAM_CLK),
.sdram_addr                  (DRAM_ADDR),
.sdram_ba                    (DRAM_BA),
.sdram_cas_n                 (DRAM_CAS_N),
.sdram_cke                    (DRAM_CKE),
.sdram_cs_n
(DRAM_CS_N),
.sdram_dq                    (DRAM_DQ),
.sdram_dqm
({DRAM_UDQM,DRAM_LDQM}),
.sdram_ras_n                 (DRAM_RAS_N),
.sdram_we_n
(DRAM_WE_N),

////////////////////////////////////
// HPS Side
////////////////////////////////////
.pio_rst_external_connection_export (pio_rst),

```

```
.pio_zoom_external_connection_export (pio_ci1_new),  
.pio_zout_external_connection_export (pio_ci2_new),  
.pio_ci3_new_external_connection_export (pio_ci3_new),
```

```
// DDR3 SDRAM
```

```
.memory_mem_a          (HPS_DDR3_ADDR),  
.memory_mem_ba         (HPS_DDR3_BA),  
.memory_mem_ck         (HPS_DDR3_CK_P),  
.memory_mem_ck_n       (HPS_DDR3_CK_N),  
.memory_mem_cke        (HPS_DDR3_CKE),  
.memory_mem_cs_n       (HPS_DDR3_CS_N),  
.memory_mem_ras_n      (HPS_DDR3_RAS_N),  
.memory_mem_cas_n      (HPS_DDR3_CAS_N),  
.memory_mem_we_n       (HPS_DDR3_WE_N),  
.memory_mem_reset_n    (HPS_DDR3_RESET_N),  
.memory_mem_dq         (HPS_DDR3_DQ),  
.memory_mem_dqs        (HPS_DDR3_DQS_P),  
.memory_mem_dqs_n      (HPS_DDR3_DQS_N),  
.memory_mem_odt        (HPS_DDR3_ODT),  
.memory_mem_dm         (HPS_DDR3_DM),  
.memory_oct_rzqin      (HPS_DDR3_RZQ),
```

```
// Ethernet
```

```
.hps_io_hps_io_gpio_inst_GPIO35 (HPS_ENET_INT_N),  
.hps_io_hps_io_emac1_inst_TX_CLK (HPS_ENET_GTX_CLK),  
.hps_io_hps_io_emac1_inst_TXD0 (HPS_ENET_TX_DATA[0]),  
.hps_io_hps_io_emac1_inst_TXD1 (HPS_ENET_TX_DATA[1]),  
.hps_io_hps_io_emac1_inst_TXD2 (HPS_ENET_TX_DATA[2]),  
.hps_io_hps_io_emac1_inst_TXD3 (HPS_ENET_TX_DATA[3]),  
.hps_io_hps_io_emac1_inst_RXD0 (HPS_ENET_RX_DATA[0]),  
.hps_io_hps_io_emac1_inst_MDIO (HPS_ENET_MDIO),  
.hps_io_hps_io_emac1_inst_MDC (HPS_ENET_MDC),  
.hps_io_hps_io_emac1_inst_RX_CTL (HPS_ENET_RX_DV),  
.hps_io_hps_io_emac1_inst_TX_CTL (HPS_ENET_TX_EN),  
.hps_io_hps_io_emac1_inst_RX_CLK (HPS_ENET_RX_CLK),  
.hps_io_hps_io_emac1_inst_RXD1 (HPS_ENET_RX_DATA[1]),  
.hps_io_hps_io_emac1_inst_RXD2 (HPS_ENET_RX_DATA[2]),  
.hps_io_hps_io_emac1_inst_RXD3 (HPS_ENET_RX_DATA[3]),
```

```
// Flash
```

```
.hps_io_hps_io_qspi_inst_IO0 (HPS_FLASH_DATA[0]),  
.hps_io_hps_io_qspi_inst_IO1 (HPS_FLASH_DATA[1]),  
.hps_io_hps_io_qspi_inst_IO2 (HPS_FLASH_DATA[2]),  
.hps_io_hps_io_qspi_inst_IO3 (HPS_FLASH_DATA[3]),
```

```

.hps_io_hps_io_qspi_inst_SS0      (HPS_FLASH_NCSO),
.hps_io_hps_io_qspi_inst_CLK      (HPS_FLASH_DCLK),

// Accelerometer
.hps_io_hps_io_gpio_inst_GPIO61   (HPS_GSENSOR_INT),

//.adc_sclk                (ADC_SCLK),
//.adc_cs_n                 (ADC_CS_N),
//.adc_dout                 (ADC_DOUT),
//.adc_din                  (ADC_DIN),

// General Purpose I/O
.hps_io_hps_io_gpio_inst_GPIO40   (HPS_GPIO[0]),
.hps_io_hps_io_gpio_inst_GPIO41   (HPS_GPIO[1]),

// I2C
.hps_io_hps_io_gpio_inst_GPIO48   (HPS_I2C_CONTROL),
.hps_io_hps_io_i2c0_inst_SDA       (HPS_I2C1_SDAT),
.hps_io_hps_io_i2c0_inst_SCL       (HPS_I2C1_SCLK),
.hps_io_hps_io_i2c1_inst_SDA       (HPS_I2C2_SDAT),
.hps_io_hps_io_i2c1_inst_SCL       (HPS_I2C2_SCLK),

// Pushbutton
.hps_io_hps_io_gpio_inst_GPIO54   (HPS_KEY),

// LED
.hps_io_hps_io_gpio_inst_GPIO53   (HPS_LED),

// SD Card
.hps_io_hps_io_sdio_inst_CMD       (HPS_SD_CMD),
.hps_io_hps_io_sdio_inst_D0        (HPS_SD_DATA[0]),
.hps_io_hps_io_sdio_inst_D1        (HPS_SD_DATA[1]),
.hps_io_hps_io_sdio_inst_CLK       (HPS_SD_CLK),
.hps_io_hps_io_sdio_inst_D2        (HPS_SD_DATA[2]),
.hps_io_hps_io_sdio_inst_D3        (HPS_SD_DATA[3]),

// SPI
.hps_io_hps_io_spim1_inst_CLK       (HPS_SPIM_CLK),
.hps_io_hps_io_spim1_inst_MOSI     (HPS_SPIM_MOSI),
.hps_io_hps_io_spim1_inst_MISO     (HPS_SPIM_MISO),
.hps_io_hps_io_spim1_inst_SS0      (HPS_SPIM_SS),

// UART
.hps_io_hps_io_uart0_inst_RX       (HPS_UART_RX),

```

```

.hps_io_hps_io_uart0_inst_TX      (HPS_UART_TX),

// USB
.hps_io_hps_io_gpio_inst_GPIO09  (HPS_CONV_USB_N),
.hps_io_hps_io_usb1_inst_D0      (HPS_USB_DATA[0]),
.hps_io_hps_io_usb1_inst_D1      (HPS_USB_DATA[1]),
.hps_io_hps_io_usb1_inst_D2      (HPS_USB_DATA[2]),
.hps_io_hps_io_usb1_inst_D3      (HPS_USB_DATA[3]),
.hps_io_hps_io_usb1_inst_D4      (HPS_USB_DATA[4]),
.hps_io_hps_io_usb1_inst_D5      (HPS_USB_DATA[5]),
.hps_io_hps_io_usb1_inst_D6      (HPS_USB_DATA[6]),
.hps_io_hps_io_usb1_inst_D7      (HPS_USB_DATA[7]),
.hps_io_hps_io_usb1_inst_CLK     (HPS_USB_CLKOUT),
.hps_io_hps_io_usb1_inst_STP     (HPS_USB_STP),
.hps_io_hps_io_usb1_inst_DIR     (HPS_USB_DIR),
.hps_io_hps_io_usb1_inst_NXT     (HPS_USB_NXT)
);
endmodule // end top level

//=====================================================
// M10K module for testing
//=====================================================
// See example 12-16 in
// http://people.ece.cornell.edu/land/courses/ece5760/DE1_SOC/HDL_style_qts_qii51007.pdf
//=====================================================

module M10K_256_32(
    output reg [31:0] q,
    input [31:0] d,
    input [7:0] write_address, read_address,
    input we, clk
);
    // force M10K ram style
    // 256 words of 32 bits
    reg [31:0] mem [255:0] /* synthesis ramstyle = "no_rw_check, M10K" */;

    always @ (posedge clk) begin
        if (we) begin
            mem[write_address] <= d;
        end
        q <= mem[read_address]; // q doesn't get d in this clock cycle
    end
endmodule

```

```

//=====
// MLAB module for testing
//=====
// See example 12-16 in
// http://people.ece.cornell.edu/land/courses/ece5760/DE1_SOC/HDL_style_qts_qii51007.pdf
//=====
module MLAB_20_32(
    output reg signed [31:0] q,
    input [31:0] data,
    input [7:0] readaddr, writeaddr,
    input wren, clock
);
    // force MLAB ram style
    // 20 words of 32 bits
    reg signed [31:0] mem [19:0] /* synthesis ramstyle = "no_rw_check, MLAB" */;

    always @ (posedge clock)
    begin
        if (wren) begin
            mem[writeaddr] <= data;
        end
        q <= mem[readaddr];
    end
endmodule

/*****
* Following floating point modules written by Bruce Land
* March 2017
*****/
/*****
* Floating Point to 16-bit integer
* Combinational
* Numbers with mag > than +/-32768 get clipped to 32768 or -32768
*****/
module Int2Fp(
    input signed [15:0] iInteger,
    output[26:0] oA
);
    // output fields
    wire A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;

    wire [15:0] abs_input ;

```

```

// get output sign bit
assign A_s = (iInteger < 0);
// remove sign from input
assign abs_input = (iInteger < 0)? -iInteger : iInteger ;

// find the most significant (nonzero) bit
wire [7:0] shft_amt;
assign shft_amt = abs_input[15] ? 8'd3 :
    abs_input[14] ? 8'd4 : abs_input[13] ? 8'd5 :
    abs_input[12] ? 8'd6 : abs_input[11] ? 8'd7 :
    abs_input[10] ? 8'd8 : abs_input[9] ? 8'd9 :
    abs_input[8] ? 8'd10 : abs_input[7] ? 8'd11 :
    abs_input[6] ? 8'd12 : abs_input[5] ? 8'd13 :
    abs_input[4] ? 8'd14 : abs_input[3] ? 8'd15 :
    abs_input[2] ? 8'd16 : abs_input[1] ? 8'd17 :
    abs_input[0] ? 8'd18 : 8'd19;
// exponent 127 + (18-shift_amt)
// 127 is 2^0
// 18 is amount '1' is shifted
assign A_e = 127 + 18 - shft_amt ;
// where the intermediate value is formed
wire [33:0] shift_buffer ;
// remember that the high-order '1' is not stored,
// but is shifted to bit 18
assign shift_buffer = {16'b0, abs_input} << shft_amt ;
assign A_f = shift_buffer[17:0];
assign oA = (iInteger==0)? 27'b0 : {A_s, A_e, A_f};

```

```
endmodule //Int2Fp
```

```

/*****
* Floating Point to 16-bit integer *
* Combinational
* Numbers with mag > than +/-32768 get clipped to 32768 or -32768
*****/
module Fp2Int(
    input [26:0] iA,
    output reg [15:0] oInteger
);
    // Extract fields of A and B.
    wire A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;
    assign A_s = iA[26];

```

```

assign A_e = iA[25:18];
assign A_f = iA[17:0];

```

```

wire [15:0] max_int = 16'h7fff ; //32768
wire [33:0] shift_buffer ;
// form (1.A_f) and shift it to position
assign shift_buffer = {15'b0, 1'b1, A_f}<<(A_e-127) ;

// If exponent less than 127, oInteger=0
// If exponent greater than 127+14 oInteger=max value
// Between these two values:
//     set up input mantissa with 1.mantissa
//     and the "1." in the lowest bit of an extended word.
//     shift-left by A_e-127
// If the sign bit is set, negate oInteger

```

```

always @(*) begin
    if (A_e < 127) oInteger = 16'b0;
    else if (A_e > 141) begin
        if (A_s) oInteger = -max_int;
        else oInteger = max_int;
    end
    else begin
        if (A_s) oInteger = -shift_buffer[33:18];
        else oInteger = shift_buffer[33:18];
    end
end
end

```

```

endmodule //Fp2Int

```

```

/*****
* Floating Point shift
* Combinational
* Negative shift input is right shift
*****/

```

```

module FpShift(
    input [26:0] iA,
    input [7:0] iShift,
    output [26:0] oShifted
);
    // Extract fields of A and B.
    wire A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;

```

```

assign A_s = iA[26];
assign A_e = iA[25:18];
assign A_f = iA[17:0];
    // Flip bit 26
    // zero the output if underflow/overflow
// assign oShifted = (A_e+iShift<8'd254 && A_e+iShift>8'd2)?
//
    assign oShifted = {A_s, A_e+iShift, A_f};
endmodule //FpShift

```

```

/*****
* Floating Point sign negation
* Combinational
*****/

```

```

module FpNegate(
    input [26:0] iA,
    output [26:0] oNegative
);
    // Extract fields of A and B.
    wire A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;
    assign A_s = iA[26];
    assign A_e = iA[25:18];
    assign A_f = iA[17:0];
    // Flip bit 26
    assign oNegative = {~A_s, A_e, A_f};
endmodule //FpNegate

```

```

/*****
* Floating Point absolute
* Combinational
*****/

```

```

module FpAbs(
    input [26:0] iA,
    output [26:0] oAbs
);
    // Extract fields of A and B.
    wire A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;
    assign A_s = iA[26];
    assign A_e = iA[25:18];
    assign A_f = iA[17:0];

```

```

        // zero bit 26
        assign oAbs = {1'b0, A_e, A_f};
    endmodule //Fp absolute

/*****
* Floating Point compare          *
* Combinational                  *
* output=1 if A>=B              *
*****/
module FpCompare(
    input  [26:0] iA,
    input  [26:0] iB,
    output reg oA_larger
);
    // Extract fields of A and B.
    wire  A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;
    wire  B_s;
    wire [7:0] B_e;
    wire [17:0] B_f;

    assign A_s = iA[26];
    assign A_e = iA[25:18];
    assign A_f = iA[17:0];
    assign B_s = iB[26];
    assign B_e = iB[25:18];
    assign B_f = iB[17:0];

    // Determine which of A, B is larger
    wire A_mag_larger ;
    assign A_mag_larger =(A_e > B_e)          ? 1'b1 :
        ((A_e == B_e) && (A_f >= B_f)) ? 1'b1 :
        1'b0;

    // now do the sign checks
    always @(*) begin
        if (A_s==0 && B_s==1) begin // A positive, B negative
            oA_larger = 1'b1 ;
        end
        else if (A_s==1 && B_s==0) begin // A negative, B positive
            oA_larger = 1'b0 ;
        end
        else if (A_s==0 && B_s==0) begin // A positive, B positive

```

```

        oA_larger = A_mag_larger ;
    end
    else if (A_s==1 && B_s==1) begin // A negative, B negative
        oA_larger = ~A_mag_larger ;
    end
    else oA_larger = 0; // make sure no inferred latch
end
end
endmodule //FpCompare

```

```

/*****

```

```

* Following floating point written by Mark Eiding mje56 *
* ECE 5760 *
* Modified IEEE single precision FP *
* bit 26: Sign (0: pos, 1: neg) *
* bits[25:18]: Exponent (unsigned) *
* bits[17:0]: Fraction (unsigned) *
* (-1)^SIGN * 2^(EXP-127) * (1+.FRAC) *
* (http://en.wikipedia.org/wiki/Single-precision\_floating-point\_format) *
* Adapted from Skyler Schneider ss868 *

```

```

*****/

```

```

/*****

```

```

* Floating Point Fast Inverse Square Root *
* 5-stage pipeline *
* http://en.wikipedia.org/wiki/Fast\_inverse\_square\_root *
* Magic number 27'd49920718 *
* 1.5 = 27'd33423360 *

```

```

*****/

```

```

module FpInvSqrt (
    input      iCLK,
    input  [26:0] iA,
    output  [26:0] oInvSqrt
);

```

```

// Extract fields of A and B.

```

```

wire  A_s;
wire [7:0] A_e;
wire [17:0] A_f;
assign A_s = iA[26];
assign A_e = iA[25:18];
assign A_f = iA[17:0];

```

```

//Stage 1

```

```

wire [26:0] y_1, y_1_out, half_iA_1;
assign y_1 = 27'd49920718 - (iA>>1);

```

```

assign half_iA_1 = {A_s, A_e-8'd1,A_f};
FpMul s1_mult ( .iA(y_1), .iB(y_1), .oProd(y_1_out) );
//Stage 2
reg [26:0] y_2, mult_2_in, half_iA_2;
wire [26:0] y_2_out;
FpMul s2_mult ( .iA(half_iA_2), .iB(mult_2_in), .oProd(y_2_out) );
//Stage 3
reg [26:0] y_3, add_3_in;
wire [26:0] y_3_out;
FpAdd s3_add ( .iCLK(iCLK), .iA({~add_3_in[26],add_3_in[25:0]}), .iB(27'd33423360),
.oSum(y_3_out) );
//Stage 4
reg [26:0] y_4;
//Stage 5
reg [26:0] y_5, mult_5_in;
FpMul s5_mult ( .iA(y_5), .iB(mult_5_in), .oProd(oInvsqrt) );

always @(posedge iCLK) begin
//Stage 1 to 2
y_2 <= y_1;
mult_2_in <= y_1_out;
half_iA_2 <= half_iA_1;
//Stage 2 to 3
y_3 <= y_2;
add_3_in <= y_2_out;
//Stage 3 to 4
y_4 <= y_3;
//Stage 4 to 5
y_5 <= y_4;
mult_5_in <= y_3_out;
end
endmodule

```

```

/*****
* Floating Point Multiplier
* Combinational
*****/

```

```

module FpMul (
input [26:0] iA, // First input
input [26:0] iB, // Second input
output [26:0] oProd // Product
);

```

```

// Extract fields of A and B.

```

```

wire    A_s;
wire [7:0] A_e;
wire [17:0] A_f;
wire    B_s;
wire [7:0] B_e;
wire [17:0] B_f;
assign A_s = iA[26];
assign A_e = iA[25:18];
assign A_f = {1'b1, iA[17:1]};
assign B_s = iB[26];
assign B_e = iB[25:18];
assign B_f = {1'b1, iB[17:1]};

// XOR sign bits to determine product sign.
wire    oProd_s;
assign oProd_s = A_s ^ B_s;

// Multiply the fractions of A and B
wire [35:0] pre_prod_frac;
assign pre_prod_frac = A_f * B_f;

// Add exponents of A and B
wire [8:0] pre_prod_exp;
assign pre_prod_exp = A_e + B_e;

// If top bit of product frac is 0, shift left one
wire [7:0] oProd_e;
wire [17:0] oProd_f;
assign oProd_e = pre_prod_frac[35] ? (pre_prod_exp-9'd126) : (pre_prod_exp - 9'd127);
assign oProd_f = pre_prod_frac[35] ? pre_prod_frac[34:17] : pre_prod_frac[33:16];

// Detect underflow
wire    underflow;
assign underflow = pre_prod_exp < 9'h80;

// Detect zero conditions (either product frac doesn't start with 1, or underflow)
assign oProd = underflow      ? 27'b0 :
              (B_e == 8'd0)  ? 27'b0 :
              (A_e == 8'd0)  ? 27'b0 :
              {oProd_s, oProd_e, oProd_f};

endmodule

```

```

/*****
* Floating Point Adder
* 2-stage pipeline
*****/
module FpAdd (
    input      iCLK,
    input  [26:0] iA,
    input  [26:0] iB,
    output reg [26:0] oSum
);

    // Extract fields of A and B.
    wire  A_s;
    wire [7:0] A_e;
    wire [17:0] A_f;
    wire  B_s;
    wire [7:0] B_e;
    wire [17:0] B_f;
    assign A_s = iA[26];
    assign A_e = iA[25:18];
    assign A_f = {1'b1, iA[17:1]};
    assign B_s = iB[26];
    assign B_e = iB[25:18];
    assign B_f = {1'b1, iB[17:1]};
    wire A_larger;

    // Shift fractions of A and B so that they align.
    wire [7:0] exp_diff_A;
    wire [7:0] exp_diff_B;
    wire [7:0] larger_exp;
    wire [36:0] A_f_shifted;
    wire [36:0] B_f_shifted;

    assign exp_diff_A = B_e - A_e; // if B bigger
    assign exp_diff_B = A_e - B_e; // if A bigger

    assign larger_exp = (B_e > A_e) ? B_e : A_e;

    assign A_f_shifted = A_larger      ? {1'b0, A_f, 18'b0} :
        (exp_diff_A > 9'd35) ? 37'b0 :
        ({1'b0, A_f, 18'b0} >> exp_diff_A);
    assign B_f_shifted = ~A_larger     ? {1'b0, B_f, 18'b0} :
        (exp_diff_B > 9'd35) ? 37'b0 :
        ({1'b0, B_f, 18'b0} >> exp_diff_B);

```

```

// Determine which of A, B is larger
assign A_larger = (A_e > B_e) ? 1'b1 :
                  ((A_e == B_e) && (A_f > B_f)) ? 1'b1 :
                  1'b0;

// Calculate sum or difference of shifted fractions.
wire [36:0] pre_sum;
assign pre_sum = ((A_s^B_s) & A_larger) ? A_f_shifted - B_f_shifted :
                 ((A_s^B_s) & ~A_larger) ? B_f_shifted - A_f_shifted :
                 A_f_shifted + B_f_shifted;

// buffer midway results
reg [36:0] buf_pre_sum;
reg [7:0] buf_larger_exp;
reg buf_A_e_zero;
reg buf_B_e_zero;
reg [26:0] buf_A;
reg [26:0] buf_B;
reg buf_oSum_s;
always @(posedge iCLK) begin
    buf_pre_sum <= pre_sum;
    buf_larger_exp <= larger_exp;
    buf_A_e_zero <= (A_e == 8'b0);
    buf_B_e_zero <= (B_e == 8'b0);
    buf_A <= iA;
    buf_B <= iB;
    buf_oSum_s <= A_larger ? A_s : B_s;
end

// Convert to positive fraction and a sign bit.
wire [36:0] pre_frac;
assign pre_frac = buf_pre_sum;

// Determine output fraction and exponent change with position of first 1.
wire [17:0] oSum_f;
wire [7:0] shft_amt;
assign shft_amt = pre_frac[36] ? 8'd0 : pre_frac[35] ? 8'd1 :
                 pre_frac[34] ? 8'd2 : pre_frac[33] ? 8'd3 :
                 pre_frac[32] ? 8'd4 : pre_frac[31] ? 8'd5 :
                 pre_frac[30] ? 8'd6 : pre_frac[29] ? 8'd7 :
                 pre_frac[28] ? 8'd8 : pre_frac[27] ? 8'd9 :
                 pre_frac[26] ? 8'd10 : pre_frac[25] ? 8'd11 :
                 pre_frac[24] ? 8'd12 : pre_frac[23] ? 8'd13 :

```

```

pre_frac[22] ? 8'd14 : pre_frac[21] ? 8'd15 :
pre_frac[20] ? 8'd16 : pre_frac[19] ? 8'd17 :
pre_frac[18] ? 8'd18 : pre_frac[17] ? 8'd19 :
pre_frac[16] ? 8'd20 : pre_frac[15] ? 8'd21 :
pre_frac[14] ? 8'd22 : pre_frac[13] ? 8'd23 :
pre_frac[12] ? 8'd24 : pre_frac[11] ? 8'd25 :
pre_frac[10] ? 8'd26 : pre_frac[9] ? 8'd27 :
pre_frac[8] ? 8'd28 : pre_frac[7] ? 8'd29 :
pre_frac[6] ? 8'd30 : pre_frac[5] ? 8'd31 :
pre_frac[4] ? 8'd32 : pre_frac[3] ? 8'd33 :
pre_frac[2] ? 8'd34 : pre_frac[1] ? 8'd35 :
pre_frac[0] ? 8'd36 : 8'd37;

```

```

wire [53:0] pre_frac_shft, uflow_shift;
// the shift +1 is because high order bit is not stored, but implied
assign pre_frac_shft = {pre_frac, 17'b0} << (shft_amt+1); //? shft_amt+1
assign uflow_shift = {pre_frac, 17'b0} << (shft_amt); //? shft_amt for overflow
assign oSum_f = pre_frac_shft[53:36];

```

```

wire [7:0] oSum_e;
assign oSum_e = buf_larger_exp - shft_amt + 8'b1;

```

```

// Detect underflow
wire underflow;
// this incorrectly sets uflow for 10-10.1
//assign underflow = ~oSum_e[7] && buf_larger_exp[7] && (shft_amt != 8'b0);

```

```

// if top bit of matissa is not set, then denorm
assign underflow = ~uflow_shift[53];

```

```

always @(posedge iCLK) begin
    oSum <= (buf_A_e_zero && buf_B_e_zero) ? 27'b0 :
    buf_A_e_zero ? buf_B :
    buf_B_e_zero ? buf_A :
    underflow ? 27'b0 :
    (pre_frac == 0) ? 27'b0 :
    {buf_oSum_s, oSum_e, oSum_f};
end //output update

```

```
endmodule
```

```
/// end //////////////////////////////////////
```

```

module adder(a,b,c,out);
input signed [26:0] a,b,c;
output signed [26:0] out;

```

```
    assign out = a+b+c;
endmodule
```

```
module signed_mult(a,b,out);
    input signed [26:0] a,b;
    output signed [26:0] out;

    wire signed [53:0] mult_out;
    assign mult_out = a * b;
    //4.23
    //assign out    = {mult_out[53],mult_out[48:23]};
    //6.21
    assign out = {mult_out[53],mult_out[47:21]};
endmodule
```

```
module response(R, x2, y2, xy, rst);
    output signed [26:0] R;
    input signed [26:0] x2, y2, xy;
    input rst;

    wire signed [26:0] temp_det0, temp_det1, temp_trace0, temp_trace1;
    wire signed [26:0] k;

    assign k = 27'b000000000010100011110101110; // This number is around 0.05; should
    be in the range of [0.04, 0.06]

    signed_mult det0(.a(x2>>>2), .b(y2>>>2), .out(temp_det0));
    signed_mult det1(.a(xy>>>2), .b(xy>>>2), .out(temp_det1));
    signed_mult trace0(.a((x2+y2)>>>2), .b((x2+y2)>>>2), .out(temp_trace0));
    signed_mult trace1(.a(k), .b(temp_trace0), .out(temp_trace1));
    assign R = temp_det0 - temp_det1 - temp_trace1;
endmodule
```

//This style will be synthesize to M10K block

```
module dual_clock_ram(q, d, write_address, read_address, we, clk1, clk2);
    parameter  isize=30;
    output reg signed [26:0] q;
    input  signed [26:0] d;
    input  [10:0] write_address, read_address; // for 900 nodes in one column
    input          we, clk1, clk2;

    reg [10:0] read_address_reg;
    reg signed [27:0] mem [0:(isize+2)*(isize+2)-1];
```

```

always @(posedge clk1)
begin
    if (we)
        mem[write_address] <= d;
    end
always @(posedge clk2) begin
    q <= mem[read_address_reg];
    read_address_reg <= read_address;
end
endmodule
/*
module sync_rom_image(clk,address,mem_out);
    input      clk;
    input      [10:0] address;
    output     [26:0] mem_out;
    reg signed [26:0] mem_out;
    always@(posedge clk) begin
        case(address)

            11'h0: mem_out = 27'b000000000000000000000000;
            11'h1: mem_out = 27'b000000000000000000000000;
            11'h2: mem_out = 27'b000000000000000000000000;
            11'h3: mem_out = 27'b000000000000000000000000;
            11'h4: mem_out = 27'b000000000000000000000000;
            11'h5: mem_out = 27'b000000000000000000000000;
            11'h6: mem_out = 27'b000000000000000000000000;
            11'h7: mem_out = 27'b000000000000000000000000;
            11'h8: mem_out = 27'b000000000000000000000000;
            11'h9: mem_out = 27'b000000000000000000000000;
            11'hA: mem_out = 27'b000000000000000000000000;
            11'hB: mem_out = 27'b000000000000000000000000;
            11'hC: mem_out = 27'b000000000000000000000000;
            11'hD: mem_out = 27'b000000000000000000000000;
            11'hE: mem_out = 27'b000000000000000000000000;
            11'hF: mem_out = 27'b000000000000000000000000;
            11'h10: mem_out = 27'b000000000000000000000000;
            11'h11: mem_out = 27'b000000000000000000000000;
            11'h12: mem_out = 27'b000000000000000000000000;
            11'h13: mem_out = 27'b000000000000000000000000;
            11'h14: mem_out = 27'b000000000000000000000000;
            11'h15: mem_out = 27'b000000000000000000000000;
            11'h16: mem_out = 27'b000000000000000000000000;
            11'h17: mem_out = 27'b000000000000000000000000;
            11'h18: mem_out = 27'b000000000000000000000000;

```



```
11'h3E1: mem_out = 27'b00000000000000000000000000000000;
11'h3E2: mem_out = 27'b00000000000000000000000000000000;
11'h3E3: mem_out = 27'b00000000000000000000000000000000;
11'h3E4: mem_out = 27'b00000000000000000000000000000000;
11'h3E5: mem_out = 27'b00000000000000000000000000000000;
11'h3E6: mem_out = 27'b00000000000000000000000000000000;
11'h3E7: mem_out = 27'b00000000000000000000000000000000;
11'h3E8: mem_out = 27'b00000000000000000000000000000000;
11'h3E9: mem_out = 27'b00000000000000000000000000000000;
11'h3EA: mem_out = 27'b00000000000000000000000000000000;
11'h3EB: mem_out = 27'b00000000000000000000000000000000;
11'h3EC: mem_out = 27'b00000000000000000000000000000000;
11'h3ED: mem_out = 27'b00000000000000000000000000000000;
11'h3EE: mem_out = 27'b00000000000000000000000000000000;
11'h3EF: mem_out = 27'b00000000000000000000000000000000;
11'h3F0: mem_out = 27'b00000000000000000000000000000000;
11'h3F1: mem_out = 27'b00000000000000000000000000000000;
11'h3F2: mem_out = 27'b00000000000000000000000000000000;
11'h3F3: mem_out = 27'b00000000000000000000000000000000;
11'h3F4: mem_out = 27'b00000000000000000000000000000000;
11'h3F5: mem_out = 27'b00000000000000000000000000000000;
11'h3F6: mem_out = 27'b00000000000000000000000000000000;
11'h3F7: mem_out = 27'b00000000000000000000000000000000;
11'h3F8: mem_out = 27'b00000000000000000000000000000000;
11'h3F9: mem_out = 27'b00000000000000000000000000000000;
11'h3FA: mem_out = 27'b00000000000000000000000000000000;
11'h3FB: mem_out = 27'b00000000000000000000000000000000;
11'h3FC: mem_out = 27'b00000000000000000000000000000000;
11'h3FD: mem_out = 27'b00000000000000000000000000000000;
11'h3FE: mem_out = 27'b00000000000000000000000000000000;
11'h3FF: mem_out = 27'b00000000000000000000000000000000;
```

```
endcase
```

```
end
```

```
endmodule
```

```
*/
```

```
module sync_rom_zero(clk,address,mem_out);
```

```
input      clk;
```

```
input  [10:0] address;
```

```
output [26:0] mem_out;
```

```
reg signed [26:0] mem_out;
```

```
always@(posedge clk) begin
```

```
case(address)
```



```
11'h3F4: mem_out = 27'b00000000000000000000000000000000;
11'h3F5: mem_out = 27'b00000000000000000000000000000000;
11'h3F6: mem_out = 27'b00000000000000000000000000000000;
11'h3F7: mem_out = 27'b00000000000000000000000000000000;
11'h3F8: mem_out = 27'b00000000000000000000000000000000;
11'h3F9: mem_out = 27'b00000000000000000000000000000000;
11'h3FA: mem_out = 27'b00000000000000000000000000000000;
11'h3FB: mem_out = 27'b00000000000000000000000000000000;
11'h3FC: mem_out = 27'b00000000000000000000000000000000;
11'h3FD: mem_out = 27'b00000000000000000000000000000000;
11'h3FE: mem_out = 27'b00000000000000000000000000000000;
11'h3FF: mem_out = 27'b00000000000000000000000000000000;
```

```
endcase
```

```
end
endmodule
```