

### UNIVERSITI KUALA LUMPUR MALAYSIAN SPANISH INSTITUTE

# SAB36603 ADVANCE DIGITAL DESIGN AND FPGA

## LAB 5 VERILOG DESIGN AND SIMULATION WITH QUARTUS II

#### PREPARED BY:

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#### 1. Introduction

The ME2200 Digital Systems Lab 5 delves into the realm of Verilog Design and Simulation using Quartus II software. This laboratory session aims to equip students with the essential skills required to create, analyze, and simulate Verilog designs for programmable logic devices, specifically field-programmable gate arrays (FPGAs). Through a series of hands-on exercises, students will explore the intricacies of Verilog code, design entry processes, synthesis, functional simulation, fitting, timing analysis, and programming within the Quartus II environment. By immersing themselves in this practical experience, students will gain a deeper understanding of digital systems design and implementation, paving the way for proficiency in FPGA-based projects and applications. This laboratory report encapsulates the journey of discovery and learning undertaken during the ME2200 Digital Systems Lab 5, shedding light on the fundamental concepts and methodologies essential for modern digital design practices.

#### 2. Objectives

The objectives of this laboratory are:

• To get started on using Quartus II software to create Verilog designs, analyze, and perform simulations.

#### Equipment Required:

 One PC running Microsoft® Windows 2000/XP/Vista® with a minimum of 512 MB RAM with USB ports, and installed with Altera Quartus II v13.0 SP1 software

#### 3. Schematic/HDL Language

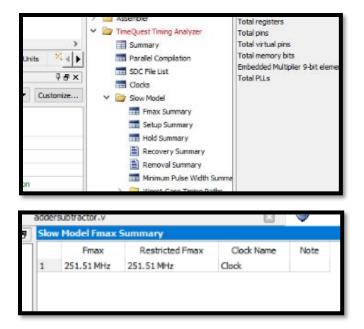
#### 3.1 Creating a New Project

- Create a New Project Wizard, name the project and top-level entity as *addersubtractor*.
- Click on the **Finish** button to create the **New Project Wizard**. Then, proceed to create a new Verilog HDL file name as *addersubtractor.v*.
- Use the Verilog template as shown below.

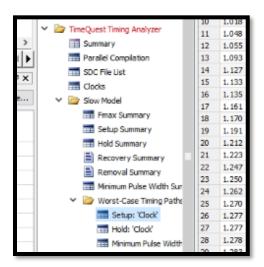
```
//Top-level module
module addersubtractor (A, B, Clock, Reset, Sel, AddSub, Z, Overflow);
        parameter n = 16;
        input [n-1:0] A, B;
        input Clock, Reset, Sel, AddSub;
        output [n-1:0] Z;
        output Overflow;
        reg SelR, AddSubR, Overflow;
        reg [n-1:0] Areg, Breg, Zreg;
        wire [n-1:0] G, H, M, Z;
        wire carryout, over flow;
//Define combinational logic circuit
        assign H = Breg ^ {n{AddSubR}};
        mux2to1 multiplexer (Areg, Z, SelR, G);
            defparam multiplexer.k = n;
        adderk nbit adder (AddSubR, G, H, M, carryout);
            defparam nbit adder.k = n;
        assign over flow = carryout ^G[n-1] ^H[n-1] ^M[n-1];
        assign Z = Zreg;
//Define flip-flops and registers
        always @(posedge Reset or posedge Clock)
           if (Reset == 1)
           begin
               Areg <= 0; Breg <= 0; Zreg <= 0;
               SelR <= 0; AddSubR <= 0; Overflow <= 0;
           end
           else
           begin
              Areg <= A; Breg <= B; Zreg <= M;
              SelR <= Sel; AddSubR <= AddSub; Overflow <= over flow;</pre>
           end
endmodule
//k-bit 2-to-1 multiplexer
module mux2to1 (V, W, Sel, F);
```

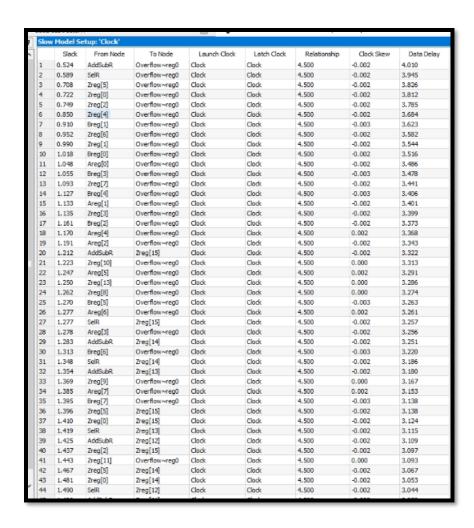
```
parameter k = 8;
        input [k-1:0] V, W;
        input Sel;
        output [k-1:0] F;
        reg [k-1:0] F;
        always @(V or W or Sel)
           if (Sel == 0)
               F = V;
           else
               F = W;
endmodule
//k-bit adder
module adderk (carryin, X, Y, S, carryout);
        parameter k = 8;
        input carryin;
        input [k-1:0] X, Y;
        output [k-1:0] S;
        output carryout;
        reg [k-1:0] S;
        reg carryout;
        always @(X or Y or carryin)
           {carryout, S} = X + Y + carryin;
endmodule
```

- Compiling the Verilog Code by selecting **Processing > Start Compilation**, or click the toolbar icon to begin with compilation.
- After completed compiling the Verilog Code, click on the ▶ symbol next to the TimeQuest Timing Analyzer to expand the section of the report. Select on TimeQuest Timing Analyzer > Slow Model > Fmax Summary to display the table as shown below.

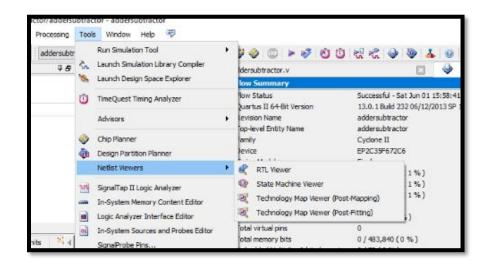


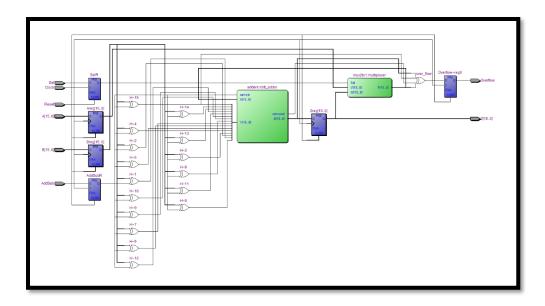
• To see the paths in the circuit that limit the fmax, select **TimeQuest Timing Analyzer** > **Slow Mode** > **Worst-Case Timing Paths** > **Setup 'Clock'**which obtain in the table shown as below.



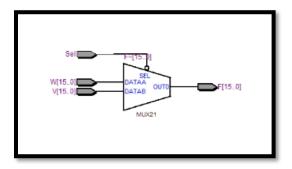


In Quartus II software, there are features to display a schematic diagram of
the designed circuit at the Register Transfer Level. The tool called RTL
Viewer. Click on Tools > Netlist Viewer > RTL Viewer, to open the
window shown as below.



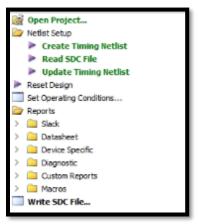


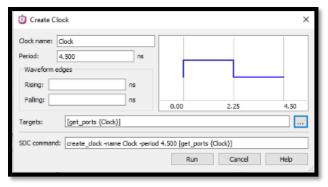
• The RTL Viewer can also be accessed through the **Project Navigator** window. To locate the mux2to1 subcircuit in the **Hierarchy** view, right-click on it and choose **Locate** > **Locate** in **RTL Viewer** from the pop-up menu. This presents the right-to-left (RTL) perspective of the subcircuit.

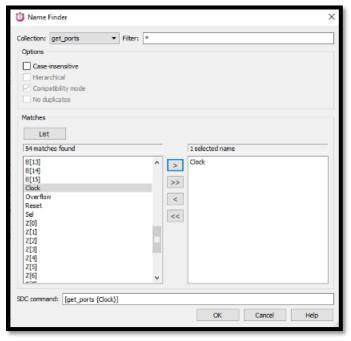


- To access the TimeQuest Timing Analyzer, you may either go to **Tools** > **TimeQuest Timing Analyzer** or click on the toolbar icon. Assume that we require a circuit capable of functioning with a clock period of **4.5 ns**. The TimeQuest Timing Analyzer tool can be utilized to generate a new SDC (Synopsys Design Constraints) file that includes the clock constraint.
- In the TimeQuest Analyzer, double-click **Create Timing Netlist** under Tasks. Then go to **Constraints > Create Clock**. In the dialog box, name the clock **Clock**, set the **Period** to **4.5** ns, and select the port **Clock** from the list of targets. Click **OK**.
- View the SDC command, which creates a 4.5 ns clock named **CLOCK** and links it to the port Clock. Click **Run**. **Select Contraints** > **write SDC file** and save the SDC file as *addersubtractor.out.sdc* in the project directory. Close the TimeQuest Analyzer.

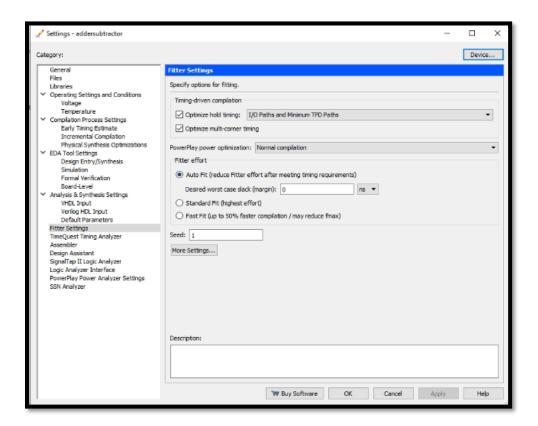
• In Quartus II, go to **Assignments > Settings**, select **TimeQuest Timing Analyzer**, and **add** the SDC file to the project by selecting *addersubtractor.out.sdc*. Click **OK**.



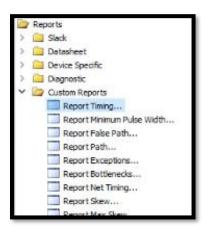


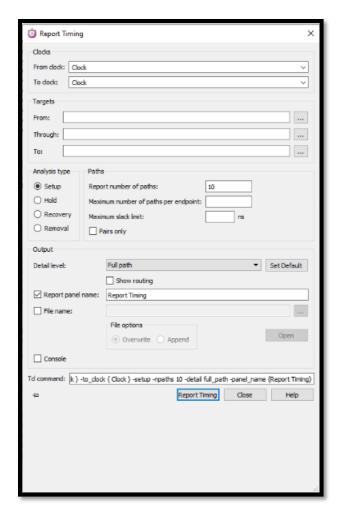


• In the Settings dialog, select **Fitter Settings**. Choose **Auto Fit** for a quick, adequate implementation. **Fast Fit** reduces compilation time but may lower fmax. **Standard Fit** aims for the best implementation, possibly taking longer. Click **OK** and recompile the circuit.

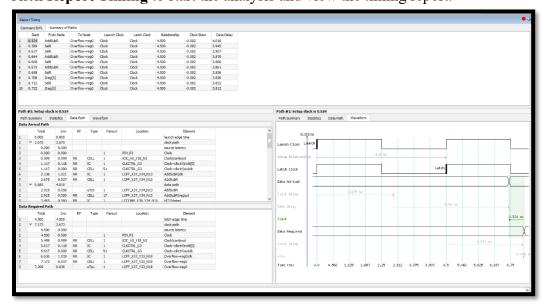


• The fmax of a circuit is limited by its longest delay path. To view this critical path, open the TimeQuest Timing Analyzer. Under Tasks, select Reports > Custom Reports > Report Timing. Choose CLOCK for both From clock and To clock fields. Set Report number of paths to 10.



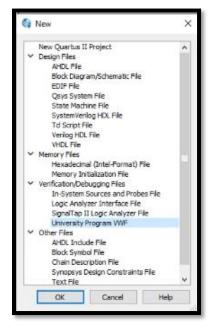


• Click **Report Timing** to start the analysis and view the timing report.

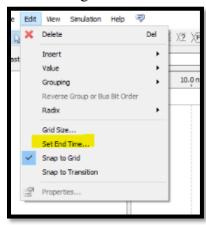


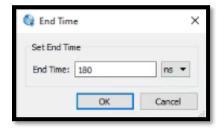
#### 3.2 Timing Diagram Setup

 Open the Waveform Editor window by selecting File > New, which gives the window shown in figure below. Choose University Program VWF and click OK.

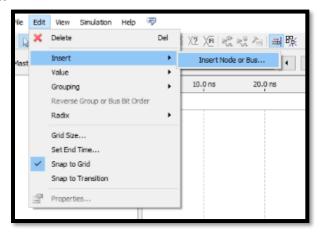


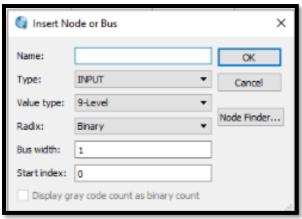
• In the Waveform Editor, save the file as addersubtractor.vwf. Set the simulation to run to 180 ns via **Edit > End Time**. Select **View > Fit in Window** to display the entire range.

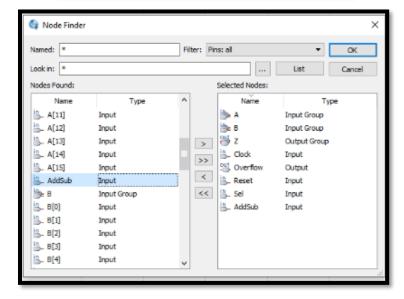




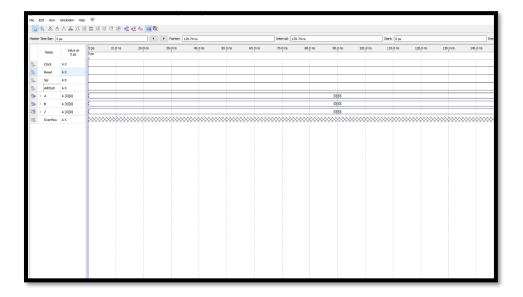
• To include input and output nodes for simulation, go to Edit > Insert > Insert Node or Bus. Click Node Finder, set the filter to Pins: all, and click List. Select the input and output signals A, B, and Z as 16-bit vectors for convenience.







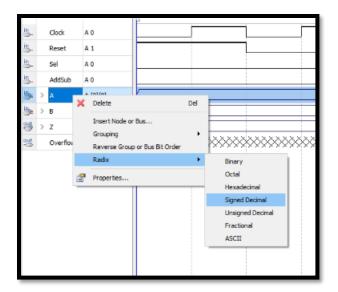
• Use the scroll bar in the Nodes Found box to find the Clock signal. Select it and click the > sign to add it to the Selected Nodes box. Repeat for Reset, Sel, AddSub, vectors A, B, Z, and the output Overflow. Click OK to close Node Finder, and OK again in the Insert Node or Bus window. Rearrange nodes in the Waveform Editor by dragging them up or down in the Name column.



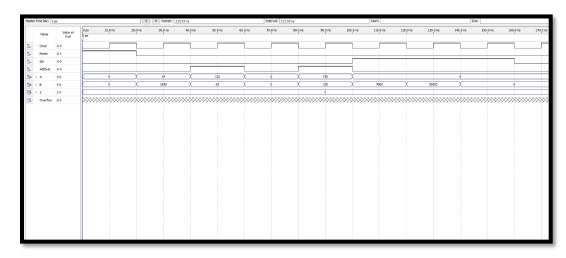
For simplicity, assume input signals change at the clock's negative edges. To reset the circuit, set Reset = 1 from 0 to 20 ns by dragging the mouse over this interval and selecting logic value 1 from the toolbar. Set Sel = 1 from 100 to 160 ns, and AddSub = 1 from 40 to 60 ns and 80 to 100 ns. This should match the image in figure below.



Vectors A, B, and Z are initially ASCII codes but should be treated as signed decimal numbers. Right-click on A, select Properties, set the radix to signed decimal, ensure the bus width is 16 bits, and click OK. Repeat for vectors B and Z.



• Click the **Arbitrary Value** icon in the toolbar to open the pop-up window. Set the start time to **20 ns** and the **end time to 40 ns**, enter **54 under Numeric or named value**, and click **OK**. For subsequent 20-ns intervals, set A to 132, 0, 750, and then 0. Set B to 1850, 63, 0, 120, 7000, 30000, and 0. This generates the waveforms shown in figure below, with Z and Overflow displaying unknown values. **Save** the file.



• Start the simulation by selecting **Processing > Start Simulation** or using the icon. After completion, Quartus II will display a Simulation Report, as shown in figure in *Result* part.

#### 4. Result

The result obtain in the figure below is the timing report setup displays critical information about the designed circuit's timing analysis. This includes details on the 10 paths with the longest delays, highlighting the critical path that determines the maximum delay within the circuit.

Specifically, it shows the slack for each path, indicating the amount of delay that can be added to a path without violating the specified timing constraint. A positive slack value implies that the path meets timing requirements, while a negative slack value suggests a potential timing violation that needs attention.

Furthermore, this presents the actual elements involved in the selected critical path and the incremental delay contributed by each stage along the path. This breakdown helps to pinpoint areas where optimization may be necessary to enhance overall circuit performance and ensure compliance with timing constraints.

| Master 1          | Time Bar: 0 | ps               |              |         |               | 4 | Pointer: 954 | 36            |         |         | Interval: 954 | ps            |         |                       | Start:    |                       |          |               | End:     |          |          |       |
|-------------------|-------------|------------------|--------------|---------|---------------|---|--------------|---------------|---------|---------|---------------|---------------|---------|-----------------------|-----------|-----------------------|----------|---------------|----------|----------|----------|-------|
|                   | Name        | Value at<br>0 ps | 0 ps<br>0 ps | 10.0 ns | 20.0 m        | 3 | 90.0 ns      | 40.0 ns       | 50.0 ns | 60.0 ns | 70.0 ns       | 80.0 ns       | 90.0 ns | 100 <sub>-</sub> 0 ns | 110,0 ns  | 120 <sub>-</sub> 0 ns | 130.0 ns | 140,0 ns      | 150,0 ns | 160,0 ns | 170.0 ns | 180.0 |
| in_               | Clock       |                  | 3            |         |               |   |              |               |         |         |               |               |         |                       |           |                       |          |               |          |          |          | _     |
| in.               |             | A 1              | _            |         | — <u> </u>    |   |              |               |         |         |               |               |         |                       |           |                       |          |               |          |          |          |       |
| in                | Sel         | A 0              |              |         |               |   |              |               |         |         |               |               |         |                       |           |                       |          |               |          |          |          |       |
| in.               | AddSub      |                  |              |         |               |   |              |               |         | =       |               |               |         |                       |           |                       |          |               |          |          |          |       |
| 10 <sub>2</sub> > |             | 50               |              | 0       | $\overline{}$ |   | 54           |               | 132     |         | 0             |               | 750     | <u>;</u>              |           |                       |          |               |          |          |          | _     |
|                   | В           | 50               |              | 0       | =->           |   | 1850         | $\Rightarrow$ | 63      | —;—     | 0             | $\Rightarrow$ | 120     | $= \downarrow =$      | 7000      |                       | 30000    | $\rightarrow$ |          | 0        |          |       |
| 94 >              |             | 50               |              | •       | _             | 0 | 2000         |               | - W     | 1904    | v             | 69            | - 120   | -                     | 7000<br>V | 630                   | V        | 7630          |          | -275     | or .     | _     |
| -                 | Overflow    |                  |              |         |               |   |              |               |         | 1904    |               | 99            |         | - 1                   |           | 630                   |          | 7630          |          | 12/1     |          |       |
|                   |             |                  |              |         |               |   |              |               |         |         |               |               |         |                       |           |                       |          |               |          |          |          |       |

#### 5. Analysis

The Verilog code is to implement a parameterized 16-bit adder-subtractor module (addersubtractor) that can perform both addition and subtraction of two 16-bit binary numbers. This module also incorporates overflow detection and uses two submodules: a 2-to-1 multiplexer (mux2to1) and a k-bit adder (adderk).

- The top-level module (addersubtractor) is parameterized with n = 16, allowing flexibility for different bit-widths if modified.
- The module takes two 16-bit inputs (A and B) and performs either addition or subtraction based on the control signal AddSub. When AddSub is 0, the module performs addition; when AddSub is 1, it performs subtraction.
- Subtraction is achieved by adding the 2's complement of B to A. This is done by XORing B with AddSubR and adding AddSubR as the carry-in.
- A 2-to-1 multiplexer (mux2to1) is used to select between Areg and the previous output Z based on the Sel signal.
- The combinational logic calculates the intermediate results (G, H, M) required for the arithmetic operations.
- Overflow is detected using the formula carryout  $^{\land}$  G[n-1]  $^{\land}$  H[n-1]  $^{\land}$  M[n-1].
- Sequential logic updates the registers (Areg, Breg, Zreg, SelR, AddSubR, Overflow) on the rising edge of the clock or when a reset signal is received.
- On reset, all registers are cleared to 0.
- The module includes logic to detect arithmetic overflow and outputs an Overflow signal to indicate if overflow occurred during the operation.

#### Submodules

1) mux2to1

A k-bit 2-to-1 multiplexer that selects between two inputs (V, W) based on the select signal (Sel).

2) adderk

A k-bit adder that adds two k-bit inputs (X, Y) along with a carry-in (carryin) and produces a k-bit sum (S) and a carry-out (carryout).

#### Usage

1) Inputs

A, B: 16-bit input operands for the arithmetic operation.

- 2) Clock, Reset
  - Control signals for synchronous operation and reset functionality.
- 3) Sel

Select signal for the multiplexer.

4) AddSub

Control signal to choose between addition (0) and subtraction (1).

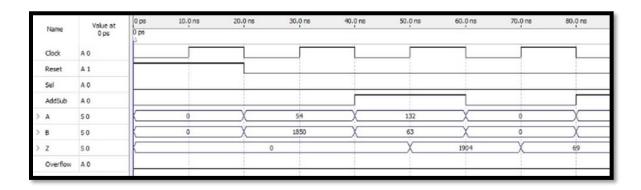
#### Outputs

1) Z

16-bit result of the arithmetic operation.

2) Overflow

Signal indicating if an overflow occurred.



The Verilog code defines a versatile arithmetic module capable of performing 16-bit addition and subtraction with overflow detection. It leverages modular design principles by using separate multiplexer and adder submodules. This design can be efficiently implemented in FPGA or ASIC environments, providing a flexible and robust solution for arithmetic operations in digital systems.

#### 6. Conclusion

The Verilog code for the parameterized 16-bit adder-subtractor module presents an efficient and flexible design for performing addition and subtraction of 16-bit binary numbers, with built-in overflow detection for robust arithmetic operations. Key features include its parameterized top-level module, control signal for switching operations, 2's complement subtraction mechanism, modular design with multiplexer and adder submodules, reliable overflow detection, and a combination of combinational and sequential logic for synchronous operation. The module's versatile outputs and suitability for FPGA or ASIC environments, alongside the comprehensive design and simulation flow facilitated by Quartus II software, provide a solid foundation for practical digital system design and implementation using Verilog.