Assignment 1

By: Abdelrahman Maher Hassan

Question 1

Codes:

```
1 module priority_enc (
2 input clk,
3 input rst,
4 input [3:0] D,
5 output reg [1:0] Y,
6 output reg valid
7 );
8
9 always @(posedge clk) begin
10 if (rst)
11 | Y <= 2'b0;
12 else
13 begin
14 casex (D)
15 4'b1000: Y <= 0;
16 4'bX100: Y <= 1;
17 4'bXXX1: Y <= 3;
18 default: Y <= 2'bX;
19 end case
21 valid <= (~|D)? 1'b0: 1'b1;
22 end
23 end
24 endmodule</pre>
```

Test Bench:

```
| continue | continue
```

Simulation:



Question 2

Codes:

```
module ALU_4_bit (
input clk,
input reset,
input signed [3:0] A, // Input data A in 2's complement
input signed [3:0] B, // Input data B in 2's complement
input signed [3:0] B, // ALU output in 2's complement

output reg signed [4:0] C // ALU output in 2's complement
);

reg signed [4:0] Alu_out; // ALU output in 2's complement

localparam Add = 2'b00; // A + B

localparam Sub = 2'b01; // A - B

localparam Not_A = 2'b10; // ~A

localparam ReductionOR_B = 2'b11; // |B

// Do the operation
always @(*) begin
case (Opcode)
Add: Alu_out = A + B;
Sub: Alu_out = A - B;
Not_A: Alu_out = ~A;
ReductionOR_B: Alu_out = |B;
default: Alu_out = |B;
default: Alu_out = 5'b0;
endcase
end // always @ *

// Register output C
always @(posedge clk or posedge reset) begin
if (reset)
C <= S'b0;
else
C <= Alu_out;
end

endmodule
```

Test Bench:

```
module ALU_4_bit_TB ();
   reg clk, reset;
reg [1:0] Opcode; // The opcode
reg signed [3:0] A, B; // Input data B in 2's complement
 initial begin
  clk = 0;
  forever
  #1 clk = ~clk;
   initial begin
  error_count = 0;
  correct_count = 0;
     A = 0;
B = 0;
Opcode = 0;
      check_reset;
      A = 5;
B = 2;
Opcode = 0;
check_result(7);
      check_reset;
      Opcode = 0;
check_result(9);
```

```
## A = 11;
| S = 5;
| Opcode = 0;
| Opcode =
```

```
### Check_result(1);

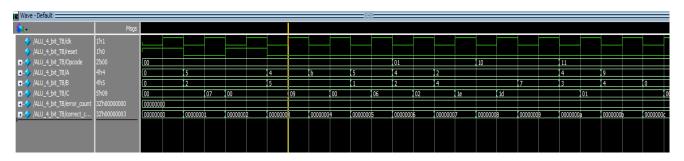
### A = 9;

### B = 0;

### Opcode - 3;

### Opcode
```

Simulation:



Question 3

A Code:

```
//specs: if A is high in +ve edge oa aclock then signal B should be high after 2 clock cycles

module Q3_A ();

sequence sr1;
    ##2 b;
    endsequence

property pr1;
    @(posedge clk) a |-> sr1;
    endproperty

assert property (pr1) $display("%t: Pass",$time); else $display("%t: Fail",$time);

endmodule

endmodule
```

B Code:

```
//specs: if a is high & b is high then signal c should be high after 1 to 3 clock cycles later

module Q3_B ();

sequence sr1;

##[1:3] c;
endsequence

property pr1;
endproperty

assert property (pr1) $display("%t: Pass",$time); else $display("%t: Fail",$time);

endmodule

endmodule

endmodule
```

C Code:

```
//specs: write a seuence s11b, after 2 +ve clock edges, signal b shold be low

module Q3_C ();

sequence s11b;
##[2] (b==0);
endsequence

/*property pr1;
@(posedge clk) |-> s11b;
endproperty

assert property (pr1) $display("%t: Pass",$time); else $display("%t: Fail",$time);

*/
endmodule

endmodule
```

D-1 Code:

D-2 Code:

```
//specs: write a property: 4 to 2 priority encoder output valid
// at each +ve edge of clock, if D bits are low then after one cycle output valid must be low

module Q3_D_2 ();

sequence Seq1;
##1 (valid == 0);
endsequence

property pr1;
@(posedge clk) (D = 4'b0000) |-> Seq1;
endproperty
assert property (pr1) $display("%t: Pass",$time); else $display("%t: Fail",$time);
endmodule
```