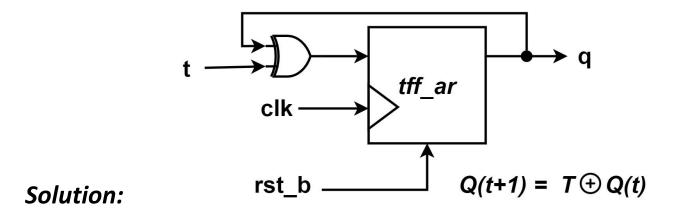
Week 4 – Using always and initial blocks

Using sequential always blocks

P.4.1 Implement, using Verilog, a module for a **D**-type flip-flop (flip-flop) circuit having an asynchronous, active-low **reset line**. Use a **sequential always block** for the behavioral description of the circuit.

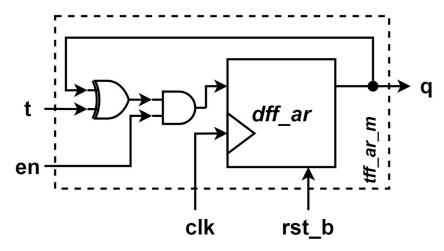
Solution:

P.4.2 Implement, using Verilog, a module for a **T**-type flip-flop circuit, characterized by the relationship: $Q(t+1) = T \land Q(t)$ and having the asynchronous **reset line**, active low. Use a **sequential always block** to describe the circuit in the statement.



```
module tff_ar (
    input t, clk, rst_b,
    output reg q
);
always @(posedge clk, negedge rst_b) begin
if (!rst_b) q <= 1'b0;
else q <= t ^ q;
end
endmodule</pre>
```

- **P.4.3** Design, using Verilog, the sequential circuit architecture shown below using:
- a) a *dff_ar* instance for the modified variant in the figure.
- b) a **sequential always block**.



Solution: a)

```
module tff_ar_mod (
    input t, en, clk, rst_b,
    output q
);
wire w1;
assign w1 = (t^q) & en;

dff_ar t1 (.d(w1), .clk(clk), .rst_b(rst_b), .q(q));
endmodule
```

Solution: b)

```
module tff_ar_mod (
    input t, en, clk, rst_b,
    output reg q
);
always @(posedge clk, negedge rst_b) begin
    if ((!rst_b) || (!en)) q <= 1'b0;
else if (en) q <= t ^ q;
end
endmodule</pre>
```

- **P.4.4** Design, using Verilog, a 2-bit parallel load register with a clock (clk), asynchronous reset line (rst), a load line (ld), a 2-bit d input, and a 2-bit output denoted by q.
- a) Draw the detailed architecture of the 2-bit parallel load register, *reg_parl_2b*.
- b) Construct, by instantiation, the architecture designed in subpoint *a*).

```
module reg_parl_2b (
    input clk, rst,ld,
    output [3:0] q );
    wire w1,w2;

//Layer 1

mux_1s_1b m1 (.d1(d[1]), .d0(q[1]), .s(ld), .o(w1);

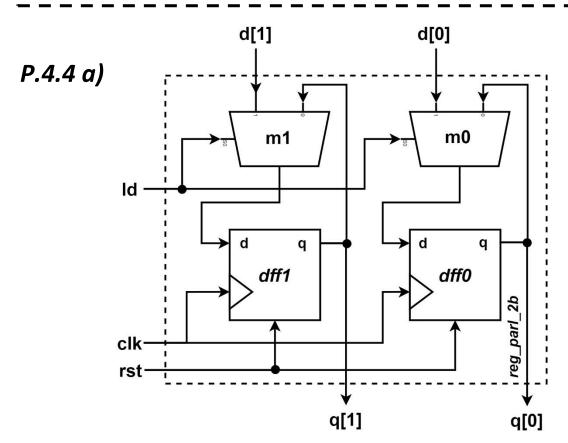
mux_1s_1b m0 (.d1(d[0]), .d0(q[0]), .s(ld), .o(w2);

// the mux_1s_1b module is reused from previous laboratory

//Layer 2

dff_ar dff1 (.d(w1), .clk(clk), .rst(rst), .q(q[1]));

dff_ar dff0 (.d(w2), .clk(clk), .rst(rst), .q(q[0]));
endmodule
```



P.4.5 Design, using Verilog, a testbench for exhaustive checking of the **mux_1s_1b** module. The module's name will be **mux_1s_1b_tb**.

Solution:

```
module mux 1s 1b tb (
    output reg s,d1,d0,
    output o
);
// Instantiation
mux 1s 1b DUT (.d0(d0), .d1(d1), .s(s), .o(o));
// Initial begin block
integer i;
initial begin
\{s,d1,d0\} = 3'b0;
for (i = 0; i < 8; i = i + 1)
# 50 {s,d1,d0} = i[2:0];
end
endmodule
```

P.4.6 Design, using Verilog, a testbench for non-exhaustive checking of the dff_ar module. The module's name will be dff_ar_b . The clock signal has T = 20 ps.

```
module dff ar tb (
      output reg d,clk,rst,
      output q
                      );
 // Instantiation
 dff_ar DUT (.d(d), .clk(clk), .rst(rst), .q(q));
  initial begin // Clock signal generation
I clk = 1'b0;
 forever #10 clk = ~clk;
 end
 initial begin // Reset signal generation
 rst = 1'b0;
| \#5 \text{ rst} = 1'b'1;
 #15 \text{ rst} = 1'b'0;
#10 rst = 1'b1;
initial begin // Data signal generation
 d = 1'b0;
| #10 d = 1'b'1;
 #15 d = 1'b'0;
 #10 d = 1'b1;
 end
 endmodule
```