

EEC 180 Lab 1

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Objective and Introduction:

The objective of the first part of this lab is to become familiar with the quartus and modelsim environments, while the objective of the second part is to review EEC 018 material and implement a simple verilog description. This is achieved through the use of karnaugh maps and using verilog assign statements. Finally the lab requires the construction of a test bench file in order to verify the behavior of the verilog description with the behavior of the DE10 FPGA board.

Experiment:

Part 1. Implementing Basic Combinational Logic Gates on the DE10-Lite Board

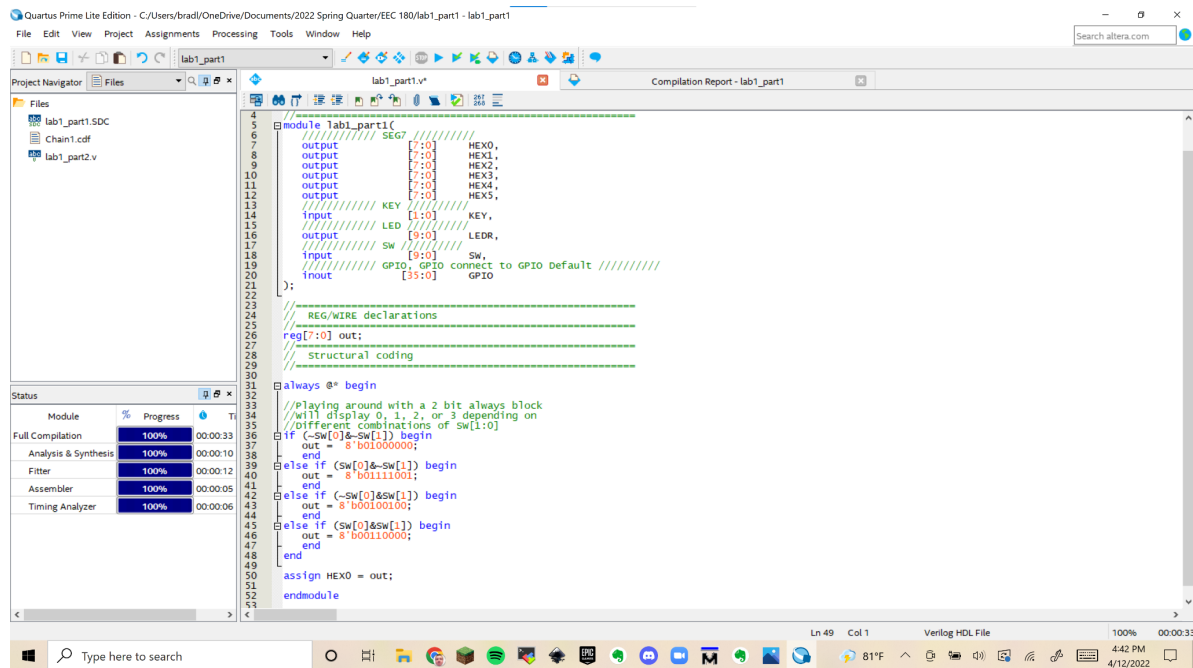


Figure 1: lab1_part1.v

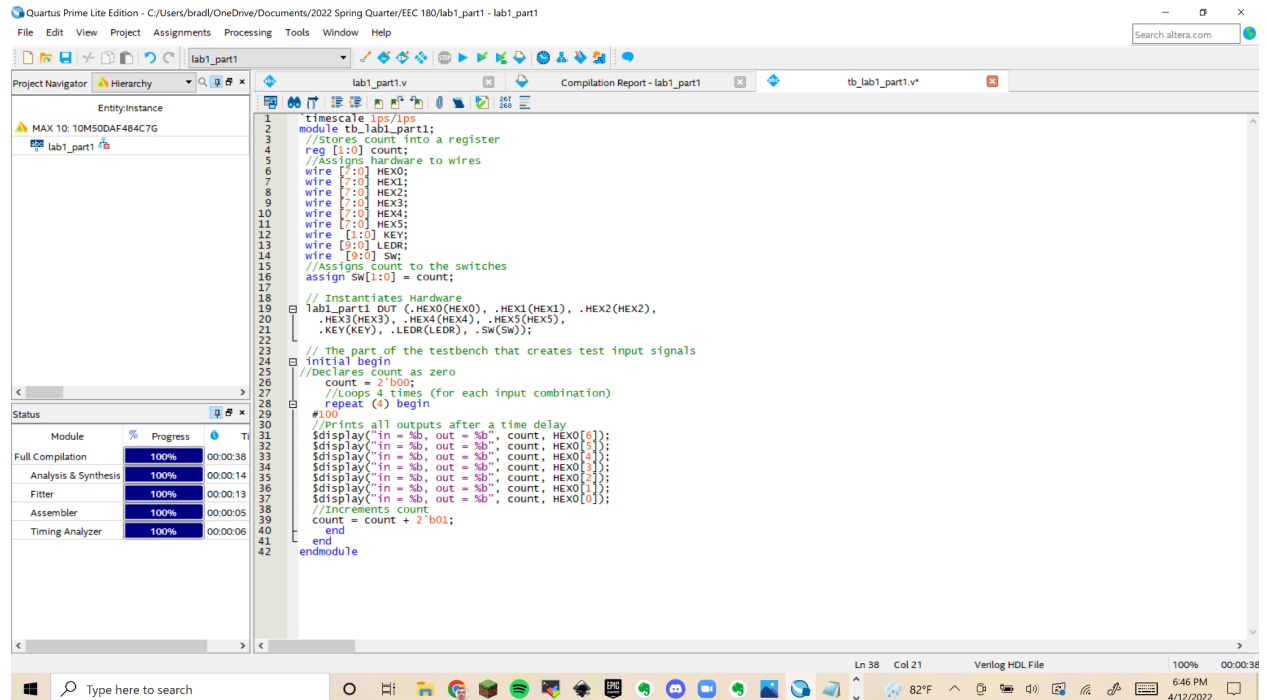


Figure 2: tb_lab1_part1.v

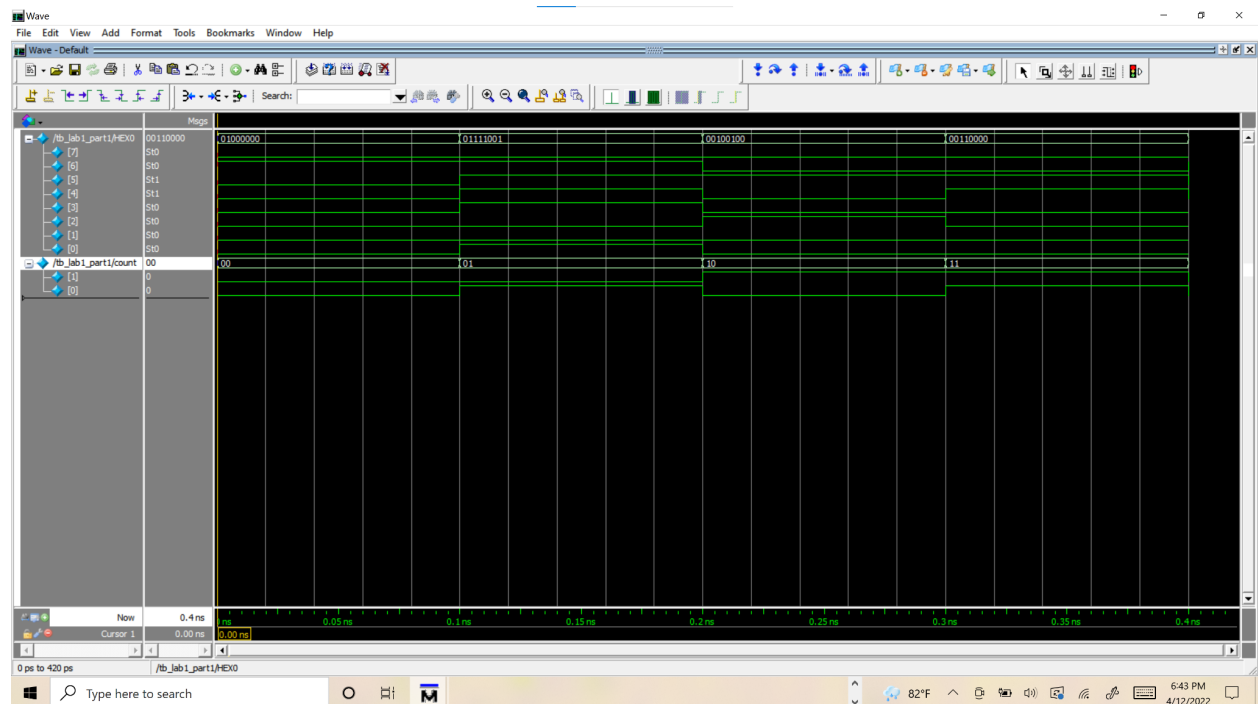


Figure 3: Testbench Simulation of tb_lab1_part1.v

Part 2. Implementing a Combinational Logic Decimal 7-segment Display for 4-bit Switch Inputs

	SW[3-0]				HEX1[6-0]								HEX0[6-0]												
	3	2	1	0	6	5	4	3	2	1	0	6	5	4	3	2	1	0	6	5	4	3	2	1	0
0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0
1	0	0	0	1	1	0	0	0	0	0	0	1	1	1	1	0	0	1	1	1	1	0	0	1	1
2	0	0	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1	0	0	1	0	0	0	0	0
3	0	0	1	1	1	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0
4	0	1	0	0	1	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0	1	0	0	1	0
5	0	1	0	1	1	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	1	0	0	1	0
6	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0
7	0	1	1	1	1	0	0	0	0	0	0	1	1	1	1	0	0	0	1	1	1	1	0	0	0
8	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	1	0	0	1	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0
10	1	0	1	0	1	1	1	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0
11	1	0	1	1	1	1	1	1	0	0	1	1	1	1	1	0	0	1	1	1	1	0	0	1	1
12	1	1	0	0	1	1	1	1	0	0	1	0	1	0	0	1	0	0	0	1	0	0	1	0	0
13	1	1	0	1	1	1	1	1	0	0	1	0	1	1	0	0	0	0	0	1	0	0	0	0	0
14	1	1	1	0	1	1	1	1	0	0	1	0	0	1	1	0	0	1	0	0	1	0	0	1	0
15	1	1	1	1	1	1	1	1	0	0	1	0	0	1	0	0	1	0	0	0	1	0	0	1	0

Figure 4: Truth Table for Seven Segment Display

HEX1[6]
 $S_3 S_2 S_1 S_0$

HEX1[2]
 $\bar{S}_3 \bar{S}_2 \bar{S}_1 \bar{S}_0$

HEX1[1]
 $\bar{S}_3 \bar{S}_2 \bar{S}_1 S_0$

10 HEX1[5,4,3,0]

	00	01	11	10
00	0	0	0	0
01	0	0	0	0
11	1	1	1	1
10	0	0	1	1

$f = S_3 S_2 + S_3 S_1$

1	1	0	0
1	1	0	1
1	1	1	1
1	1	1	0
1	1	-	-

$S_3 S_2$

1	1	1	1
1	1	1	0
1	0	1	1
1	0	1	0
1	-	1	-

$S_3 S_1$

Figure 5: HEX1[7:0] K-Map and Equations

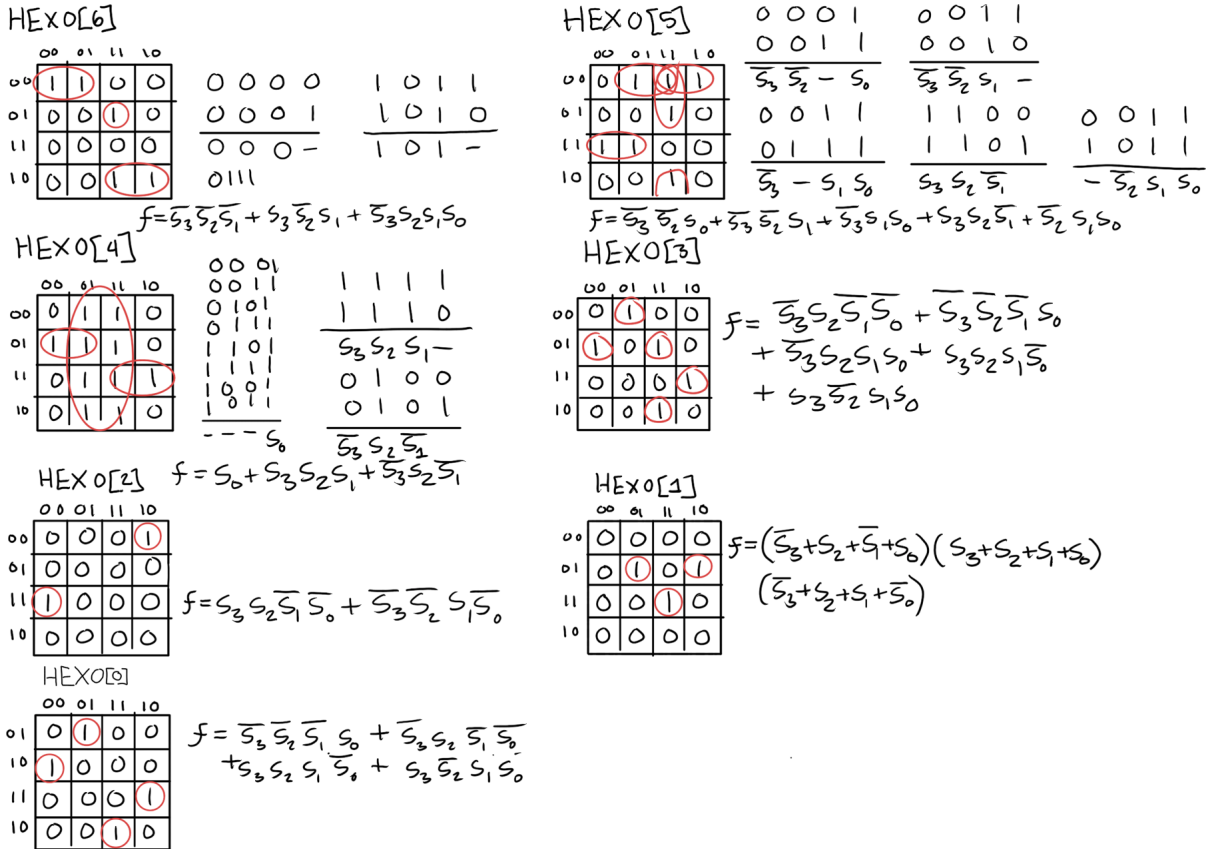


Figure 6: HEX0[7:0] K-Maps and Equations

```

3 //
4 //
5 module lab1_part2(
6     output [7:0] HEX0,
7     output [7:0] HEX1,
8     output [7:0] HEX2,
9     output [7:0] HEX3,
10    output [7:0] HEX4,
11    output [7:0] HEX5,
12    input [1:0] KEY,
13    input [9:0] LEDR,
14    input [9:0] SW
15);
16
17 // structural coding
18
19 // Turns off All HEX5[]-HEX2[]
20 assign HEX5 = 8'b11111111;
21 assign HEX4 = 8'b11111111;
22 assign HEX3 = 8'b11111111;
23 assign HEX2 = 8'b11111111;
24
25 // Turns off decimals for HEX1[] and HEX0[]
26 assign HEX1[7] = 1;
27 assign HEX0[7] = 1;
28
29 // Assignments for HEX1[] based on SOP
30 assign HEX1[6] = 1;
31 assign HEX1[5] = (SW[3]&SW[2])|(SW[3]&SW[1]);
32 assign HEX1[4] = (SW[3]&SW[2])|(SW[3]&SW[1]);
33 assign HEX1[3] = (SW[3]&SW[2])|(SW[3]&SW[1]);
34 assign HEX1[2] = 0;
35 assign HEX1[1] = 0;
36 assign HEX1[0] = (SW[3]&SW[2])|(SW[3]&SW[1]);
37
38 // Assignments for HEX0[] based on SOP
39 assign HEX0[6] = (~SW[3]&~SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
40 assign HEX0[5] = (~SW[3]&~SW[2]&SW[0])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
41 assign HEX0[4] = (~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
42 assign HEX0[3] = (~SW[3]&~SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
43 assign HEX0[2] = (~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
44 assign HEX0[1] = (~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
45 assign HEX0[0] = (~SW[3]&~SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[3]&SW[2]&SW[1])|(~SW[2]&SW[1]&SW[0]);
46
47 endmodule

```

Figure 7: lab1_part2.v

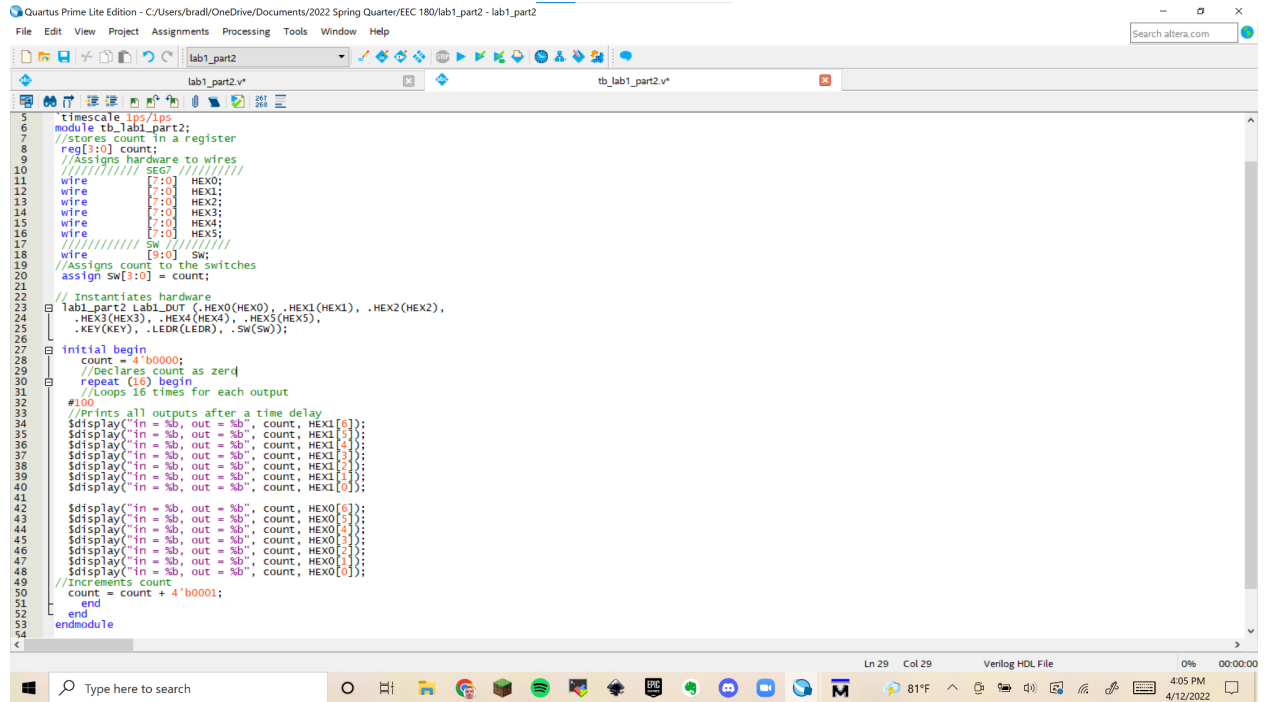


Figure 8: tb_lab1_part2.v

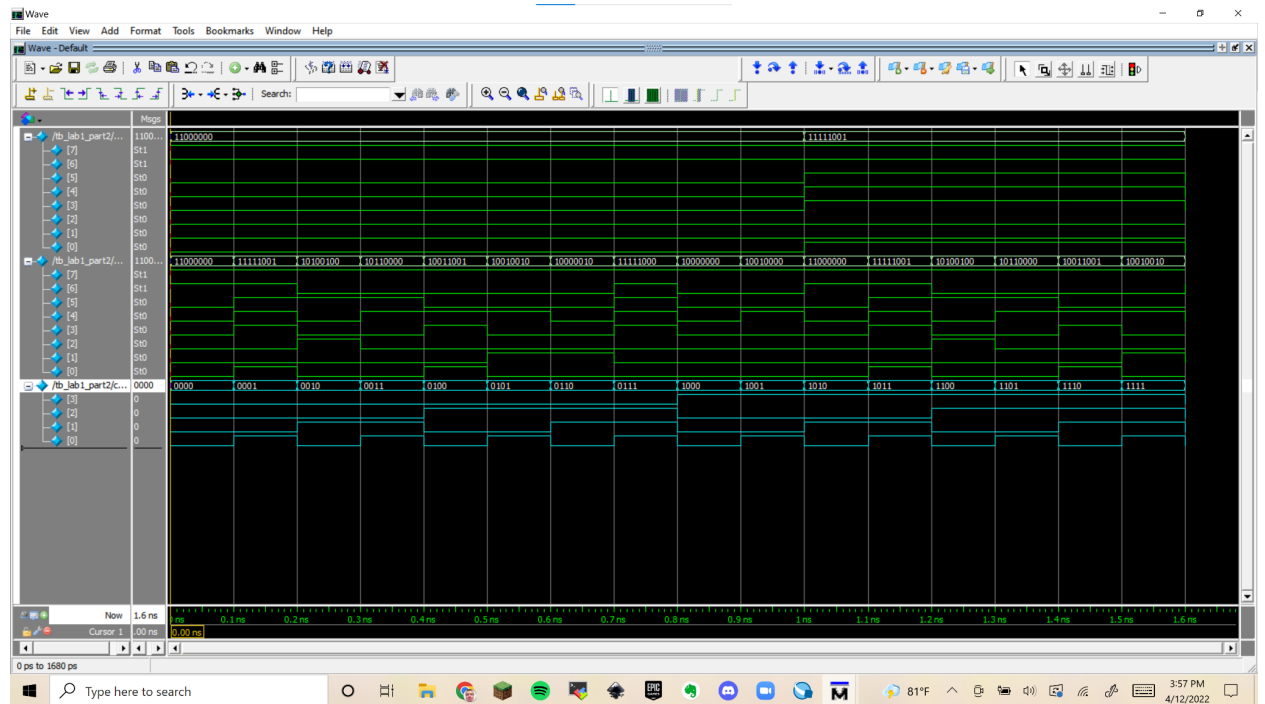


Figure 9: Testbench Simulation of tb_lab1_part2.v

Conclusion: After completing the lab, I have become more familiar with the Quartus and Modelsim environments as well as the verilog HDL, and I am eager to apply some concepts such as the technique I was playing around with in Part 1 to future labs in this class.