

Digital Design Report

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1 Question 1: 4-to-2 Priority Encoder

1.1 Approach

The priority encoder checks inputs from highest to lowest priority:

- Uses a series of **if-else** statements to implement priority
- Highest priority input **in[3]** is checked first
- If none are active, **valid** is set to 0
- Output encoding:
 - **in[3]** → 11
 - **in[2]** → 10
 - **in[1]** → 01
 - **in[0]** → 00

1.2 Verilog Code

```
1 module priority_encoder_4to2 (  
2     input [3:0] in,  
3     output reg [1:0] out,  
4     output reg valid  
5 );  
6  
7 always @(*) begin  
8     if (in[3]) begin  
9         out = 2'b11;  
10        valid = 1'b1;  
11    end  
12    else if (in[2]) begin  
13        out = 2'b10;  
14        valid = 1'b1;  
15    end  
16    else if (in[1]) begin  
17        out = 2'b01;  
18        valid = 1'b1;  
19    end  
20    else if (in[0]) begin  
21        out = 2'b00;  
22        valid = 1'b1;  
23    end  
24    else begin  
25        out = 2'b00;  
26        valid = 1'b0;  
27    end  
28 end  
29  
30 endmodule
```

2 Question 2: 4-bit Up Counter

2.1 Approach

The counter implements the following behavior:

- Asynchronous reset has highest priority (immediate effect)
- On rising clock edge when enabled, increments count
- Automatically wraps around from 15 (4'b1111) to 0
- Maintains value when not enabled
- Uses non-blocking assignments (<=) for sequential logic

2.2 Verilog Code

```
1 module counter_4bit (  
2     input clk,  
3     input reset,    // Active-high asynchronous reset  
4     input enable,   // Count enable  
5     output reg [3:0] count // 4-bit counter output  
6 );  
7  
8 // Counter logic  
9 always @(posedge clk or posedge reset) begin  
10     if (reset) begin  
11         // Asynchronous reset (highest priority)  
12         count <= 4'b0000;  
13     end  
14     else if (enable) begin  
15         // Increment counter when enabled  
16         count <= count + 1'b1;  
17     end  
18     // Else: count maintains its value (implicit)  
19 end  
20  
21 endmodule
```

3 Question 3: 8-bit Even Parity Generator

Approach

- Uses XOR reduction operator (^data)
- Combinational logic (no clock)
- Outputs 1 when odd number of 1's in input

3.1 Verilog Code

```
1 module even_parity_gen (  
2     input [7:0] data,  
3     output reg parity  
4 );  
5  
6 always @(*) begin  
7     parity = ^data; // XOR reduction operator  
8 end  
9  
10 endmodule
```