

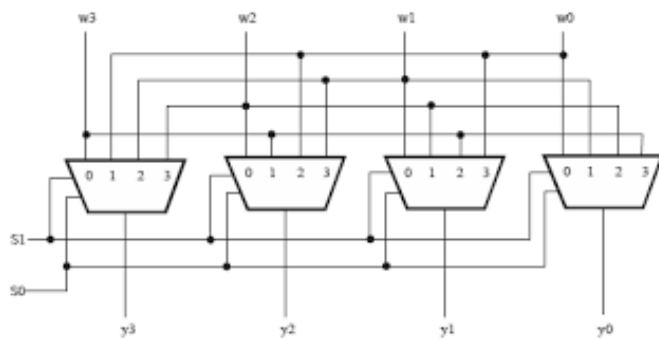
LAB REPORT-B20EE016

Digital Design - EEL2020

Dhruv

B20EE016

Barrel Shifter



| S1 | S0 | Q4 | Q3 | Q2 | Q1 |
|----|----|----|----|----|----|
| 0 | 0 | D4 | D3 | D2 | D1 |
| 0 | 1 | D3 | D2 | D1 | D4 |
| 1 | 0 | D2 | D1 | D4 | D3 |
| 1 | 1 | D1 | D4 | D3 | D2 |

Code

```
`timescale 1ns / 1ps

module Mux(
input a,b,c,d,
input s0, s1,
output out);
assign out = s1 ? (s0 ? d : c) : (s0 ? b : a);
endmodule

module BarrelShifter(
input [3:0] w,

input s0,s1,
output [3:0] y
);

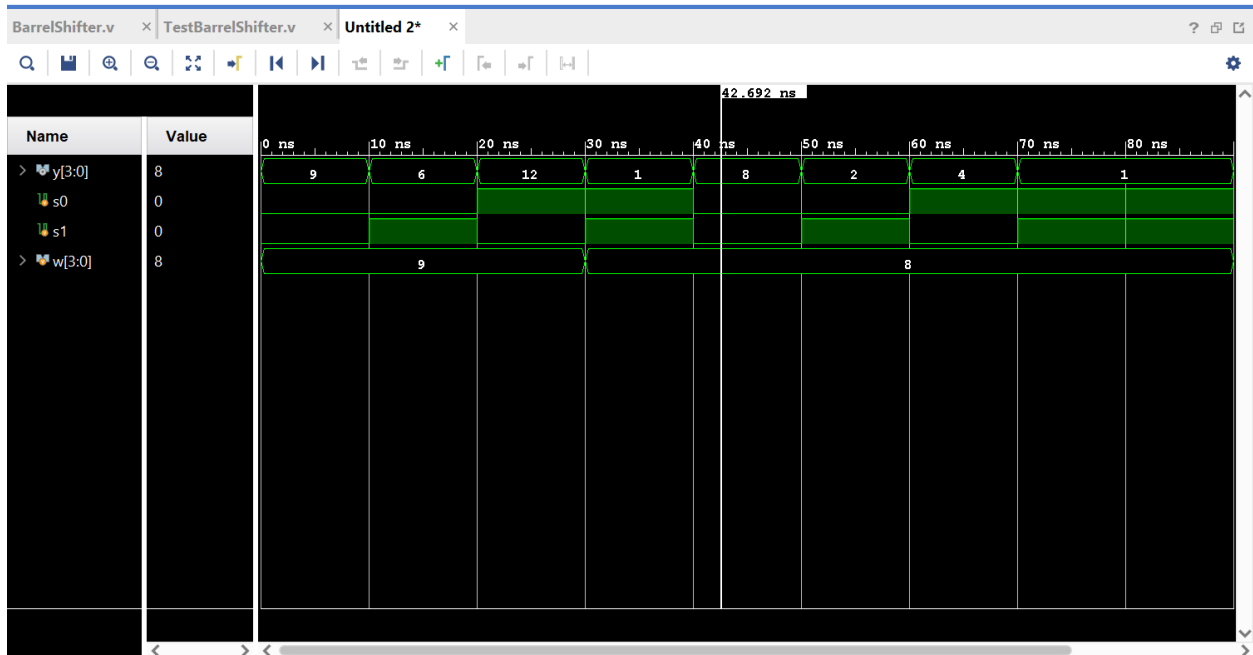
Mux M1(w[3], w[0], w[1], w[2], s0, s1, y[3]);
```

```

Mux M2(w[2], w[3], w[0], w[1], s0, s1, y[2]);
Mux M3(w[1], w[2], w[3], w[0], s0, s1, y[1]);
Mux M4(w[0], w[1], w[2], w[3], s0,s1, y[0]);
endmodule

```

Simulation



Test Bench

```

`timescale 1ns / 1ps
module TestBarrelShifter;

wire [3:0]y;
reg s0,s1;
reg [3:0]w;

BarrelShifter B(w,s0,s1,y);
initial
begin
assign w = 4'b1001;
s0 = 1'b0; s1 = 1'b0;
#10 s0 = 1'b0; s1 = 1'b1;
#10 s0 = 1'b1; s1 = 1'b0;
#10 s0 = 1'b1; s1 = 1'b1;
assign w = 4'b1000;

```

```

#10 s0 = 1'b0; s1 = 1'b0;
#10 s0 = 1'b0; s1 = 1'b1;
#10 s0 = 1'b1; s1 = 1'b0;
#10 s0 = 1'b1; s1 = 1'b1;
end
initial #90 $finish;
endmodule

```

ALU

| Operation | Input | 4 bit Output |
|-------------|-------|--------------|
| Clear | 000 | 0000 |
| Addition | 001 | A + B |
| Subtraction | 010 | A - B |
| A * 2 | 011 | Left shift |
| A / 2 | 100 | Right Shift |
| A AND B | 101 | A & B |
| A OR B | 110 | A B |
| A XOR B | 111 | A ^ B |

Code

```

`timescale 1ns / 1ps

module ALU(
input [31:0] A,B,
input [2:0] inp,
output reg [31:0] out

);

always @(A,B,inp)
begin
case(inp)

3'b000: out= 0;

```

```

        3'b001: out = A+B;

        3'b010: out= A - B;

        3'b011: out = A << 1;

        3'b100: out = A>> 1;

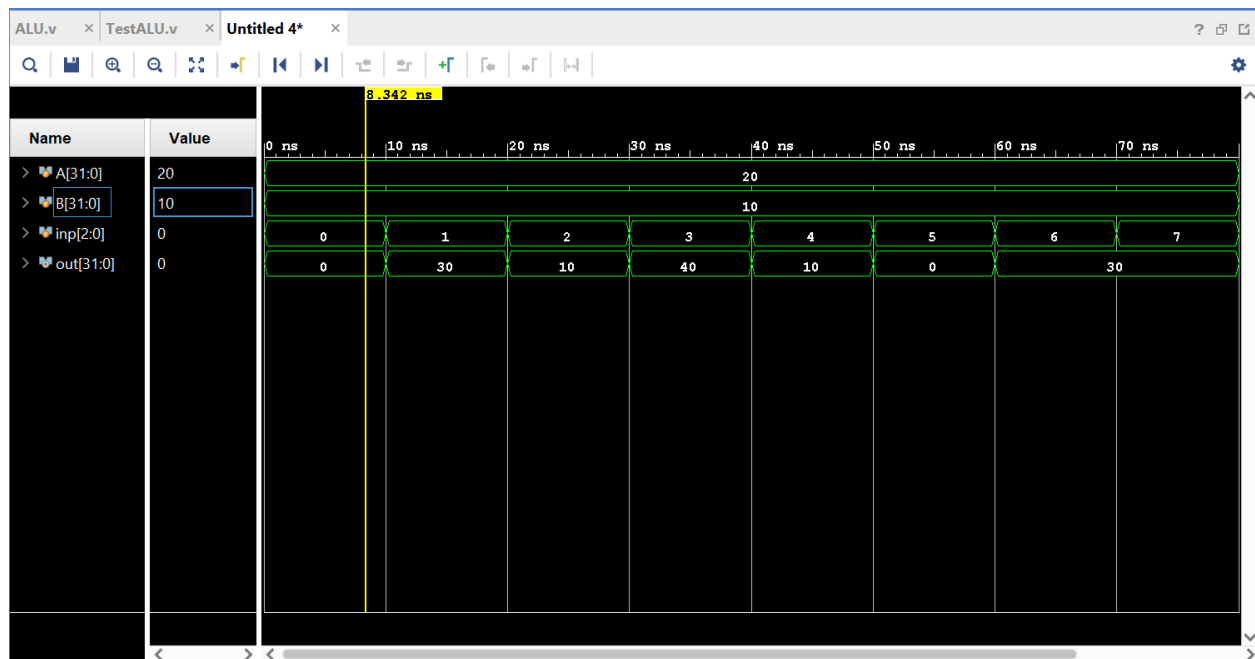
        3'b101: out = A & B;

        3'b110: out = A | B;

        3'b111: out = A^B;
    endcase
end
endmodule

```

Simulation



Test Bench

```

`timescale 1ns / 1ps

module TestALU();

```

```

reg [31:0] A,B;
reg [2:0] inp;
wire [31:0] out;

ALU A1(A,B,inp,out);
initial
begin
    assign A =20;
    assign B = 10;
    inp = 0; #10;
    inp = 1; #10;
    inp = 2; #10;
    inp = 3; #10;
    inp = 4; #10;
    inp = 5; #10;
    inp= 6; #10;
    inp = 7; #10;
end

initial #80 $finish;
endmodule

```

Priority Encoder (Case Statement)

| Inputs | | | | Outputs | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------|
| D₀ | D₁ | D₂ | D₃ | Y₁ | Y₀ | V |
| 0 | 0 | 0 | 0 | × | × | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| × | 1 | 0 | 0 | 0 | 1 | 1 |
| × | × | 1 | 0 | 1 | 0 | 1 |
| × | × | × | 1 | 1 | 1 | 1 |

Code

```

`timescale 1ns / 1ps

module PECasex(
input [3:0] A,

```

```

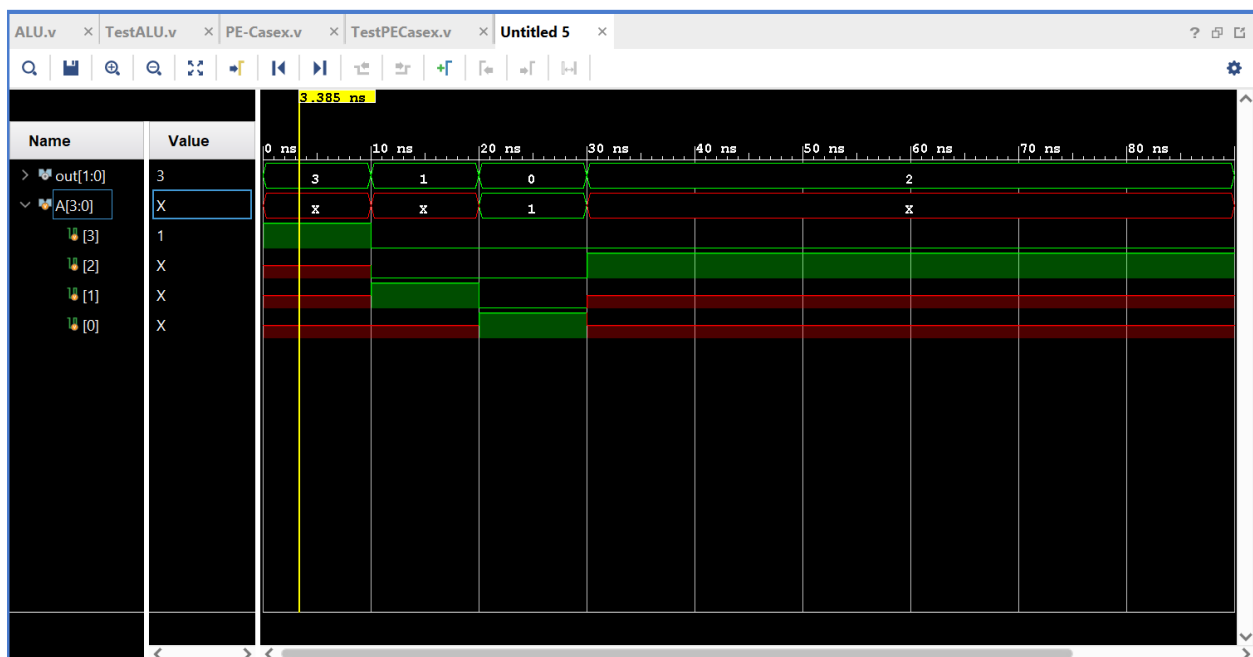
output reg [1:0] out
);

always@(A)
begin
    case(A)
        4'b1XXX:out=2'b11;
        4'b01XX:out=2'b10;
        4'b001X:out=2'b01;
        4'b0001:out=2'b00;
        default:out=2'bX;

    endcase
end
endmodule

```

Simulation



Test-Bench

```

`timescale 1ns / 1ps
module TestPECasex();
    wire[1:0]out;
    reg[3:0]A;

```

```

    PECasex PE1(A,out);
    initial
    begin
        A=4'b0000;
        A = 4'b1XXX; #10;
        A = 4'b001X; #10;
        A = 4'b0001; #10;

        A = 4'b01XX; #10;

    end
    initial #90 $finish;
endmodule

```

Priority Encoder (For loop)

Code

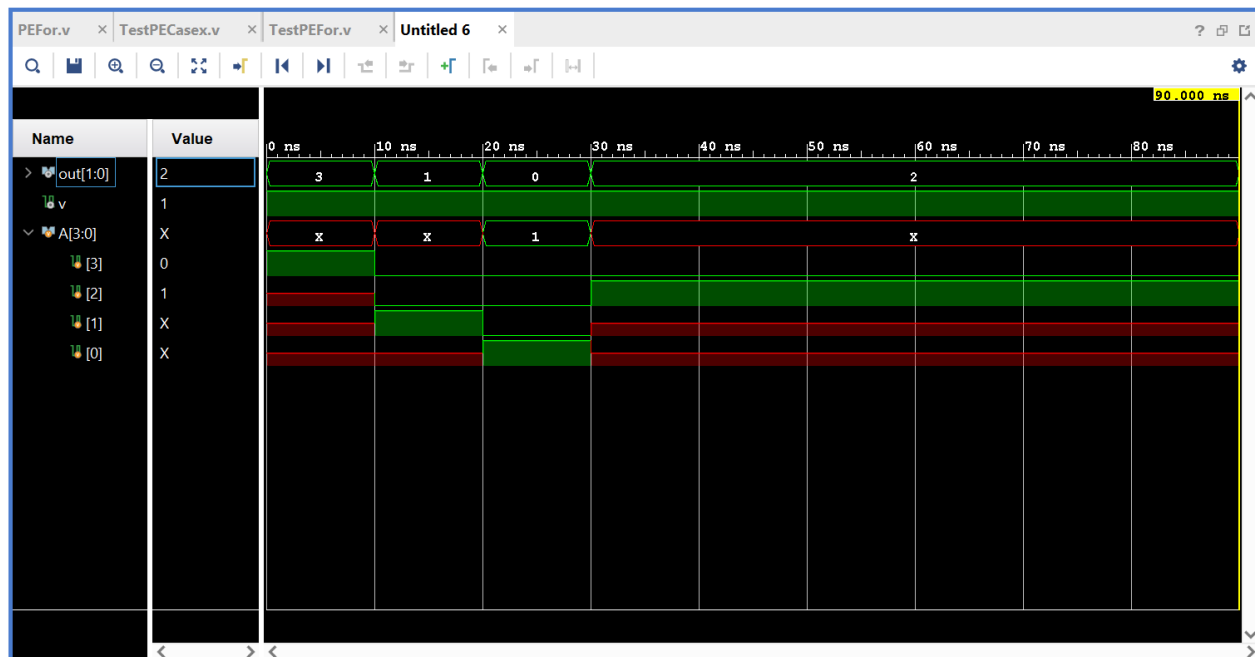
```

`timescale 1ns / 1ps
module PEFfor(
    input [4:0]A,
    output reg v,
    output reg [1:0]out
);

    integer i;
    always @(A)
    begin
        out = 2'bxx;
        v = 0;
        for(i = 0;i<4; i=i+1)
            if(A[i])
            begin
                out = i;
                v = 1;
            end
    end
endmodule

```

Simulation



Test-Bench

```

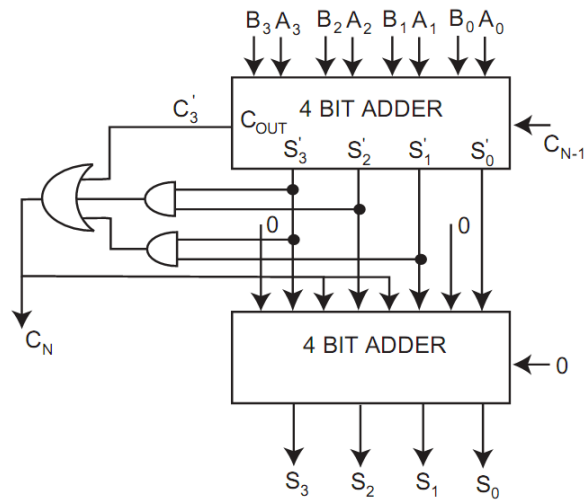
`timescale 1ns / 1ps
module TestPEFor();
    wire[1:0]out;
    wire v;
    reg[3:0]A;
    PEFor PE1(A,v,out);
    initial
    begin
        A=4'b0000;
        A = 4'b1XXX; #10;
        A = 4'b001X; #10;
        A = 4'b0001; #10;

        A = 4'b01XX; #10;

    end
    initial #90 $finish;
endmodule

```

BCD Adder



| Binary Sum | | | | | BCD Sum | | | | | Decimal |
|------------|----------------|----------------|----------------|----------------|---------|----------------|----------------|----------------|----------------|---------|
| K | Z ₃ | Z ₂ | Z ₁ | Z ₀ | C | S ₃ | S ₂ | S ₁ | S ₀ | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 2 |
| . | . | . | . | . | . | . | . | . | . | . |
| . | . | . | . | . | . | . | . | . | . | . |
| . | . | . | . | . | . | . | . | . | . | . |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 8 |
| 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 9 |

| 10 to 19 Binary and BCD codes are not the same | | | | | | | | | | |
|--|---|---|---|---|---|---|---|---|---|----|
| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 10 |
| 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 11 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 12 |
| 0 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 13 |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 14 |
| 0 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | 15 |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 16 |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 17 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 18 |
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 19 |

Code

```

`timescale 1ns / 1ps

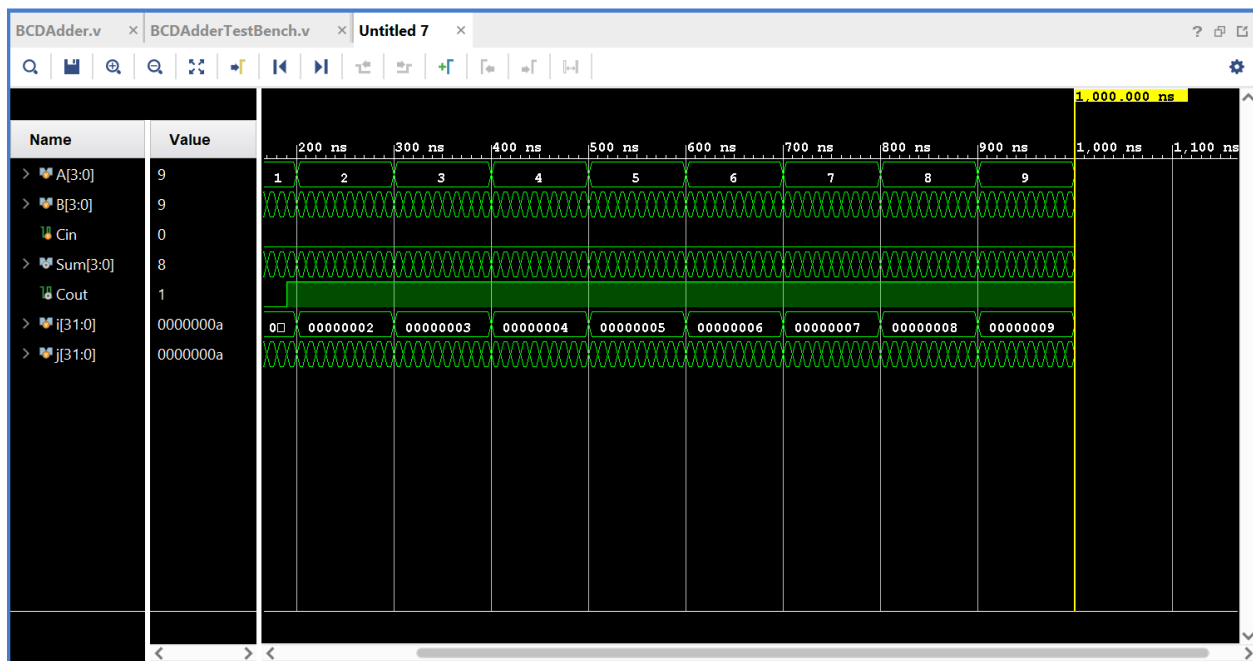
module BCDAdder(
    input [3:0] A,B,
    input Cin,
    output reg [3:0] sum,
    output reg Cout
);
    reg [4:0] sum1;
    reg [3:0] sum2;

    always @(A,B, Cin)
    begin
        sum1 = A+B+Cin;
        if(sum1 > 9)
            begin
                sum1 = sum1+6;
                assign Cout = 1;
                sum = sum1;
            end
        else
            begin
                Cout = 0;
                sum = sum1;
            end
    end

endmodule

```

Simulation



Test-Bench

```
`timescale 1ns / 1ps

module BCDAdderTestBench();
    reg[3:0]A,B;
    reg Cin;
    wire [3:0]Sum;
    wire Cout;
    integer i,j;
    BCDAdder B11(A,B,Cin,Sum,Cout);
    initial
    begin
        A = 0;
        B = 0;
        Cin=1'b0;

        for(i=0;i<10;i=i+1) begin
            for(j=0;j<10;j=j+1) begin
                A = i;
                B = j;
                #10;
            end end
        end
    end
```

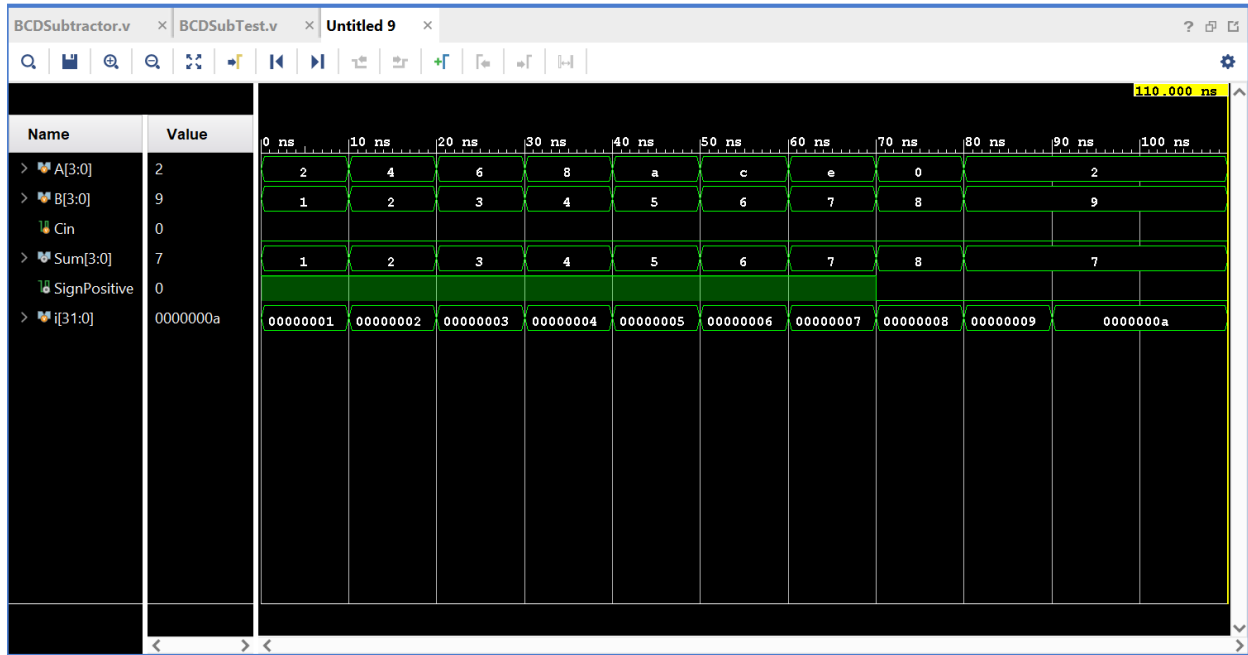
```
//initial # $finish;  
endmodule
```

BCD Subtractor

Code

```
`timescale 1ns / 1ps  
module BCDSubtractor(  
    input [3:0]A,B,  
    input Cin,  
    output reg [3:0]out,  
    output reg Postive  
);  
  
    always @(A,B)  
    if(A>=B)  
    begin  
        out=A-B;  
        Postive = 1;  
    end  
    else  
    begin  
        out= B-A;  
        Postive = 0;  
    end  
endmodule
```

Simulation



Test-Bench

```
`timescale 1ns / 1ps
module BCDSubtractorTest();
    reg[3:0] A,B;
    reg Cin;
    wire [3:0] Sum;
    wire SignPositive;
    integer i;
    BCDSubtractor B11(A,B,Cin,Sum,SignPositive);
    initial
    begin
        for (i = 1; i<10;i=i+1)begin
            A=2*i;
            B=i;
            Cin=0;
            #10;
        end
        initial #110 $finish;
    end
endmodule
```

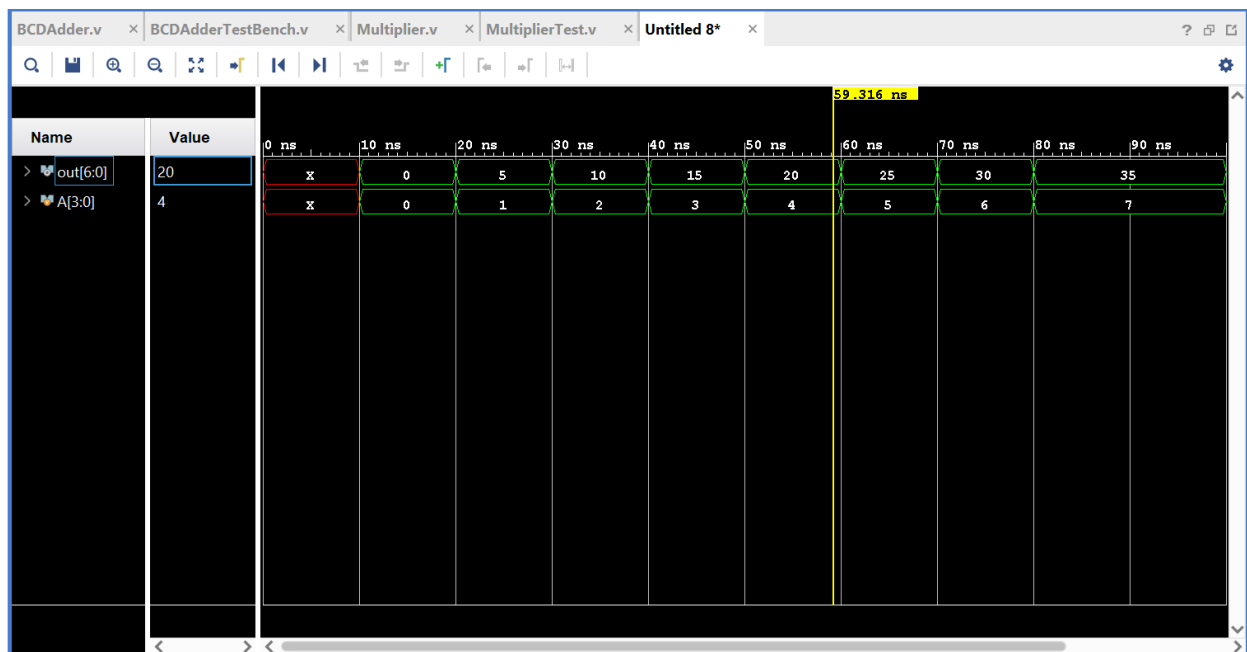
Multiplier

Code

```
`timescale 1ns / 1ps
module Multiplier(
  input [3:0]A,
  output [6:0] out
);

assign out= (A << 2) +A;
endmodule
```

Simulation



Test-Bench

```
`timescale 1ns / 1ps

module MultiplierTest();
  wire[6:0]out;
  reg[3:0]A;
  Multiplier M1(A,out);
  initial
  begin
```

```
#10 A=4'b0000;  
#10 A=4'b0001;  
#10 A=4'b0010;  
#10 A=4'b0011;  
#10 A=4'b0100;  
#10 A=4'b0101;  
#10 A =4'b0110;  
#10 A=4'b0111;  
end  
initial #100 $finish;  
endmodule
```