



Lab 6 Report

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2 to 4 Line Decoder)

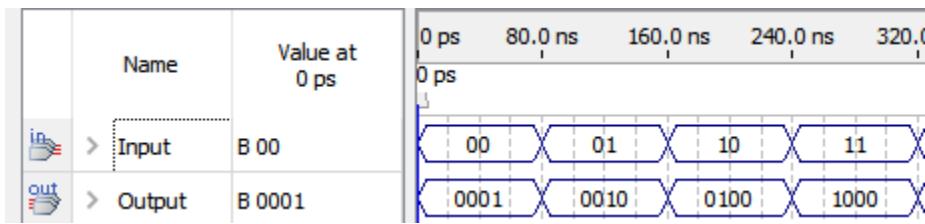
Verilog code:

```
1  module Decoder_2_To_4(Input, Output);
2
3  parameter size = 4;
4
5  input [size-3: 0] Input;
6  output reg [size-1:0] Output;
7
8
9
10 always @(Input) begin
11
12   if(Input == 2'b00) begin
13     Output = 4'b0001;
14   end
15   else if(Input == 2'b01) begin
16     Output = 4'b0010;
17   end
18   else if(Input == 2'b10) begin
19     Output = 4'b0100;
20   end
21   else if(Input == 2'b11) begin
22     Output = 4'b1000;
23   end
24 end
25
26 endmodule
27
```

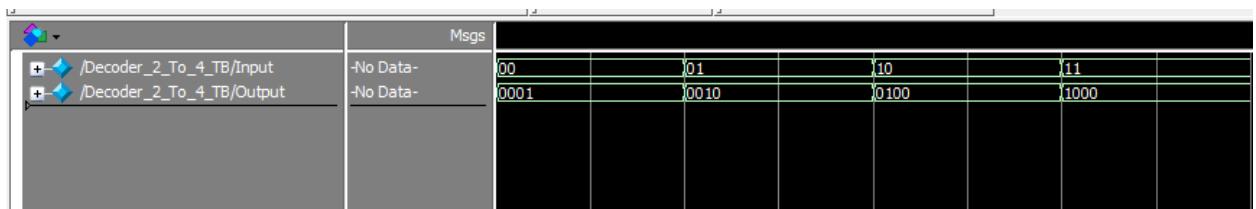
ModelSim Testbench:

```
1  module Decoder_2_To_4_TB();
2
3  parameter size = 4;
4
5  reg [size-3:0] Input;
6  wire [size-1:0] Output;
7
8  Decoder_2_To_4 DUT(Input, Output);
9
10 initial begin
11   Input = 2'b00; #100;
12   Input = 2'b01; #100;
13   Input = 2'b10; #100;
14   Input = 2'b11; #100;
15
16 end
17
18 endmodule
19
```

Functional Simulation:



ModelSim Simulation:



Comments: By using the truth table provided we designed a simple 2 to 4 Line Decoder. The functional simulation and modelsim simulation confirms the functionality of the decoder.

4 bit 2 to 1 Mux)

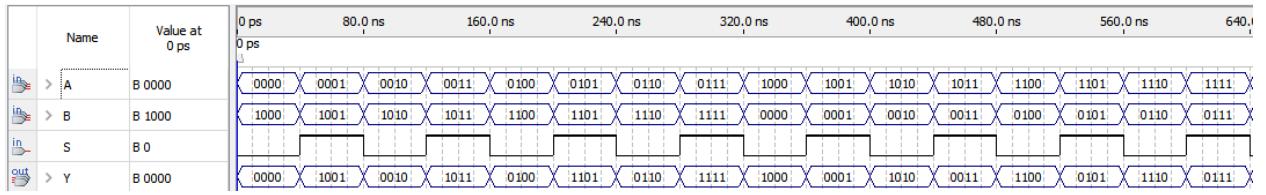
Verilog code:

```
1  module Four_Bit_2_To_1_Mux(A, B, S, Y);
2
3  parameter size = 4;
4
5  input [size-1:0] A, B;
6  input S;
7
8  output reg [size-1:0] Y;
9
10 integer i;
11
12 always @ (A or B or S)
13
14 begin: Four_Bit_2_To_1_Mux
15     for(i=0; i<size; i=i+1) begin
16         Y[i] = A[i] & ~S | B[i] & S;
17     end
18 endmodule
19
20
```

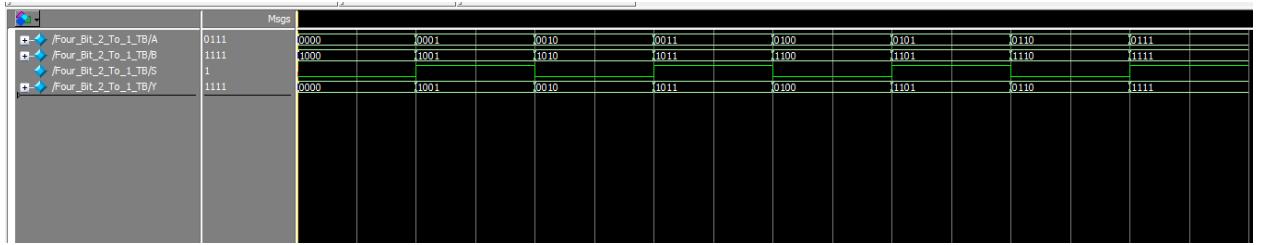
ModelSim Testbench:

```
1  module Four_Bit_2_To_1_TB();
2
3  parameter size = 4;
4
5  reg [size-1:0] A, B;
6  reg S;
7  wire [size-1:0] Y;
8
9  Four_Bit_2_To_1_Mux DUT(A, B, S, Y);
10
11 initial begin
12     A = 4'b0000; B = 4'b1000; S = 1'b0; #100;
13     A = 4'b0001; B = 4'b1001; S = 1'b1; #100;
14     A = 4'b0010; B = 4'b1010; S = 1'b0; #100;
15     A = 4'b0011; B = 4'b1011; S = 1'b1; #100;
16     A = 4'b0100; B = 4'b1100; S = 1'b0; #100;
17     A = 4'b0101; B = 4'b1101; S = 1'b1; #100;
18     A = 4'b0110; B = 4'b1110; S = 1'b0; #100;
19     A = 4'b0111; B = 4'b1111; S = 1'b1; #100;
20
21 end
22 endmodule|
```

Functional Simulation:



ModelSim Simulation:



Comments: We designed a simple 4 bit 2 to 1 Mux whose functionality is confirmed by the functional and modelsim simulation. Whenever S = 0, Input A is chosen as output and whenever S = 1, Input B is chosen as the output.

4 bit 4 to 1 Mux)

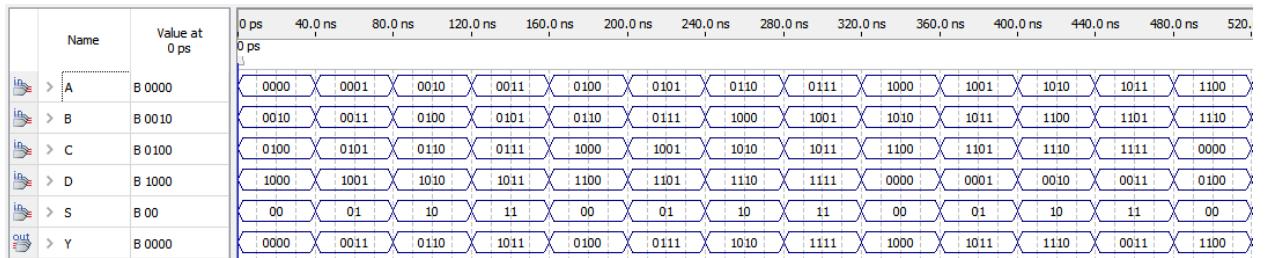
Verilog code:

```
1  module Four_Bit_4_To_1_Mux(A, B, C, D, S, Y);
2
3  parameter size = 4;
4
5  input [size-1:0] A, B, C, D;
6  input [size-3:0] S;
7
8  output reg [size-1:0] Y;
9
10
11 always @(A or B or C or D or S)
12
13   if(S == 2'b00) begin
14     Y = A;
15   end
16   else if(S == 2'b01) begin
17     Y = B;
18   end
19   else if(S == 2'b10) begin
20     Y = C;
21   end
22   else begin
23     Y = D;
24   end
25
26 endmodule
```

ModelSim Testbench:

```
1  module Four_Bit_4_To_1_TB();
2
3  parameter size = 4;
4
5  reg [size-1:0] A, B, C, D;
6  reg [size-3:0] S;
7  wire [size-1:0] Y;
8
9  Four_Bit_4_To_1_Mux DUT(A, B, C, D, S, Y);
10
11 initial begin
12   A = 4'b0000; B = 4'b1000; C = 4'b0010; D = 4'b0100; S = 2'b00; #100;
13   A = 4'b0001; B = 4'b1001; C = 4'b0011; D = 4'b0101; S = 2'b01; #100;
14   A = 4'b0010; B = 4'b1010; C = 4'b0100; D = 4'b0110; S = 2'b10; #100;
15   A = 4'b0011; B = 4'b1011; C = 4'b0101; D = 4'b0111; S = 2'b11; #100;
16   A = 4'b0100; B = 4'b1100; C = 4'b0110; D = 4'b1000; S = 2'b00; #100;
17   A = 4'b0101; B = 4'b1101; C = 4'b0111; D = 4'b1001; S = 2'b01; #100;
18   A = 4'b0110; B = 4'b1110; C = 4'b1000; D = 4'b1010; S = 2'b10; #100;
19   A = 4'b0111; B = 4'b1111; C = 4'b1001; D = 4'b1011; S = 2'b11; #100;
20
21 end
22
23 endmodule
```

Functional Simulation:



ModelSim Simulation:

	Msgs	Four_Bit_4_To_1_TB/A	Four_Bit_4_To_1_TB/B	Four_Bit_4_To_1_TB/C	Four_Bit_4_To_1_TB/D	Four_Bit_4_To_1_TB/S	Four_Bit_4_To_1_TB/Y									
		-No Data-	0000	10001	10110	10111	10100	0101	0110	0111						
		-No Data-	1000	11001	11110	11111	11100	1101	1110	1111						
		-No Data-	0010	2011	2100	2101	2110	2111	2100	2111	2100	2101	2110	2111	2111	
		-No Data-	0100	2101	2110	2111	2100	2001	2100	2110	2101	2110	2111	2111	2111	
		-No Data-	00	21	20	21	20	21	20	21	20	21	20	21	21	
		-No Data-	0000	11001	11110	11111	11100	1101	1110	1111	11100	1101	1110	1111	1111	

Comments: We designed a simple 4 bit 4 to 1 Mux whose functionality is confirmed by the functional and modelsim simulation. Whenever S = 00, Input A is chosen as output, whenever S = 01, Input B is chosen as the output, whenever S = 10, Input C is chosen as the output, whenever S = 11, Input D is chosen as the output.

D Flip Flop)

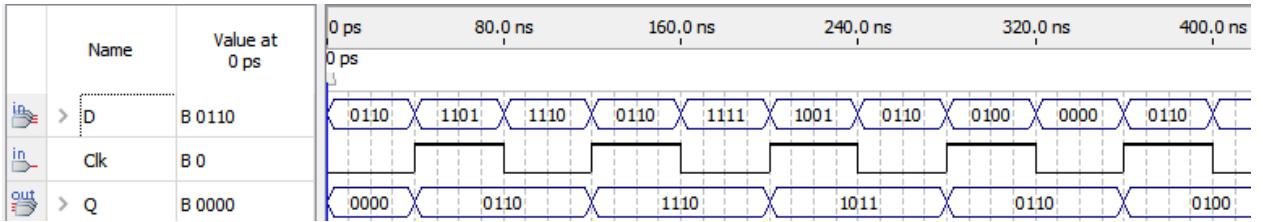
Verilog code:

```
1  module D_Flip_Flop(D, Clk, Q);
2
3  parameter size = 4;
4
5  input [size-1:0] D;
6  input Clk;
7  output reg [size-1:0] Q;
8
9
10 always @(posedge Clk)
11     Q <= D;
12
13 endmodule
```

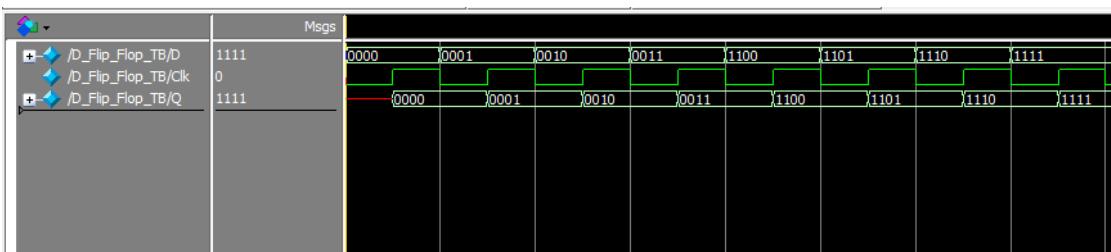
ModelSim Testbench:

```
1  module D_Flip_Flop_TB();
2
3  parameter size = 4;
4
5  reg [size-1:0] D;
6  reg Clk;
7  wire [size-1:0] Q;
8
9  D_Flip_Flop DUT(D, Clk, Q);
10
11 always begin
12     Clk = 0; #50;
13     Clk = 1; #50;
14 end
15 initial begin
16     D = 4'b0000; #100;
17     D = 4'b0001; #100;
18     D = 4'b0010; #100;
19     D = 4'b0011; #100;
20     D = 4'b1100; #100;
21     D = 4'b1101; #100;
22     D = 4'b1110; #100;
23     D = 4'b1111; #100;
24 end
25
26 endmodule
```

Functional Simulation:



ModelSim Simulation:



Comments: We designed a simple D flip flop. On the rising edge of the clock the input is assigned to the output and then the output value is held until the next rising edge of clock. The functionality is confirmed by the simulation.

ALU)

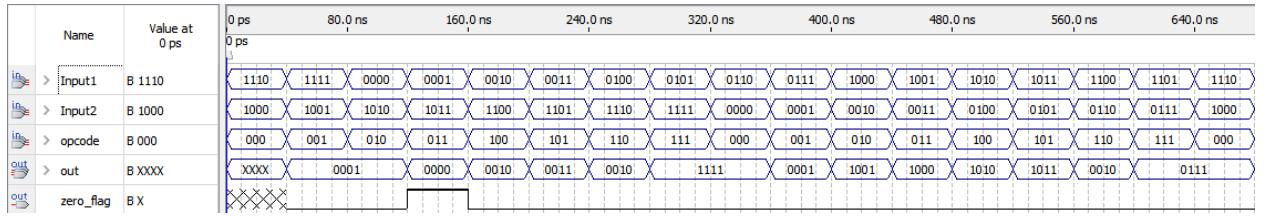
Verilog code:

```
1  module ALU(Input1, Input2, opcode, zero_flag, out);
2
3  parameter size = 4;
4
5  input [size-1:0] Input1, Input2;
6  input [size-2:0] opcode;
7
8  output reg zero_flag;
9  output reg [size-1:0] out;
10
11 always @ (Input1, Input2, opcode) begin
12
13   if(opcode == 3'b001) begin
14     out = 1;
15   end
16   else if(opcode == 3'b010) begin
17     out = Input1 + 1;
18   end
19   else if(opcode == 3'b011) begin
20     out = Input1 - 1;
21   end
22   else if(opcode == 3'b100) begin
23     out = Input1;
24   end
25   else if(opcode == 3'b101) begin
26     out = Input1;
27   end
28   else if(opcode == 3'b110) begin
29     out = Input1 + Input2;
30   end
31   else if(opcode == 3'b111) begin
32     out = Input2;
33   end
34
35   zero_flag = (~out[0] & ~out[1] & ~out[2] & ~out[3]);
36
37 endmodule
```

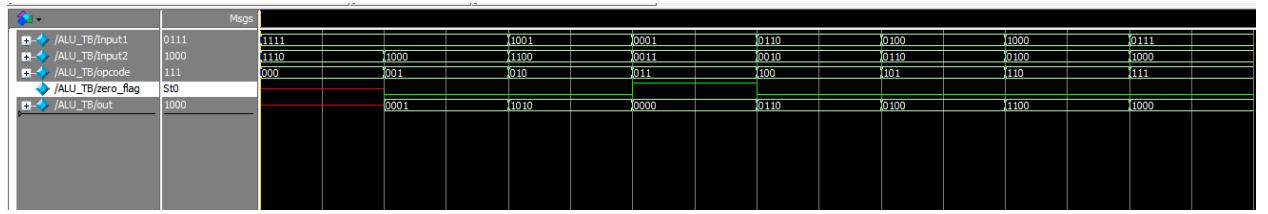
ModelSim Testbench:

```
1  module ALU_TB();
2
3      parameter size = 4;
4
5      reg [size-1:0] Input1, Input2;
6      reg [size-2:0] opcode;
7      wire zero_flag;
8      wire [size-1:0] out;
9
10     ALU DUT(Input1, Input2, opcode, zero_flag, out);
11
12     initial begin
13         Input1 = 4'b1111; Input2 = 4'b1110; opcode = 3'b000; #100;
14         Input1 = 4'b1111; Input2 = 4'b1000; opcode = 3'b001; #100;
15         Input1 = 4'b1001; Input2 = 4'b1100; opcode = 3'b010; #100;
16         Input1 = 4'b0001; Input2 = 4'b0011; opcode = 3'b011; #100;
17         Input1 = 4'b0110; Input2 = 4'b0010; opcode = 3'b100; #100;
18         Input1 = 4'b0100; Input2 = 4'b0110; opcode = 3'b101; #100;
19         Input1 = 4'b1000; Input2 = 4'b0100; opcode = 3'b110; #100;
20         Input1 = 4'b0111; Input2 = 4'b1000; opcode = 3'b111; #100;
21
22     end
23
24 endmodule
```

Functional Simulation:



ModelSim Simulation:



Comments: We designed the ALU as stated in the lab manual. All operations work according to the table provided in the manual and the simulations confirms the functionality. When opcode = 000, output is not defined so we get the red line in modelsim simulation.

FIBO Datapath)

Verilog code:

```
1  module FIBO_DATAPATH(wrt_addr, wrt_en, clk, load_data, rd_addr1, rd_addr2, alu_opcode, count, zero_flag, data);
2
3  parameter size = 4;
4
5  input [size-3:0] wrt_addr, rd_addr1, rd_addr2;
6  input [size-2:0] alu_opcode;
7  input [size-1:0] count;
8  input wrt_en, clk, load_data;
9
10 output [size-1:0] data;
11 output zero_flag;
12
13 wire [size-1:0] decoder_out, And_out, Mux_Enable_out, Mux0, Mux1, Mux2, Mux3, Mux4, FF1, FF2, FF3, FF4, Mux5, Mux6, Alu_out;
14
15 Decoder_2_To_4 D1(wrt_addr, decoder_out);
16
17 and A1(And_out[0], decoder_out[0], wrt_en);
18 and A2(And_out[1], decoder_out[1], wrt_en);
19 and A3(And_out[2], decoder_out[2], wrt_en);
20 and A4(And_out[3], decoder_out[3], wrt_en);
21
22 Four_Bit_2_To_1_Mux M0(data, count, load_data, Mux0);
23
24 //muxes
25 Four_Bit_2_To_1_Mux M1(FF1, Mux0, And_out[0], Mux1);
26 Four_Bit_2_To_1_Mux M2(FF2, Mux0, And_out[1], Mux2);
27 Four_Bit_2_To_1_Mux M3(FF3, Mux0, And_out[2], Mux3);
28 Four_Bit_2_To_1_Mux M4(FF4, Mux0, And_out[3], Mux4);
29
30 D_Flip_Flop F1(Mux1, clk, FF1);
31 D_Flip_Flop F2(Mux2, clk, FF2);
32 D_Flip_Flop F3(Mux3, clk, FF3);
33 D_Flip_Flop F4(Mux4, clk, FF4);
34
35 Four_Bit_4_To_1_Mux M01(FF1, FF2, FF3, FF4, rd_addr1, Mux5);
36 Four_Bit_4_To_1_Mux M02(FF1, FF2, FF3, FF4, rd_addr2, Mux6);
37
38 ALU AL1(Mux5, Mux6, alu_opcode, zero_flag, Alu_out);
39
40 D_Flip_Flop F5(Alu_out, clk, data);
41
42 endmodule
```

ModelSim Testbench:

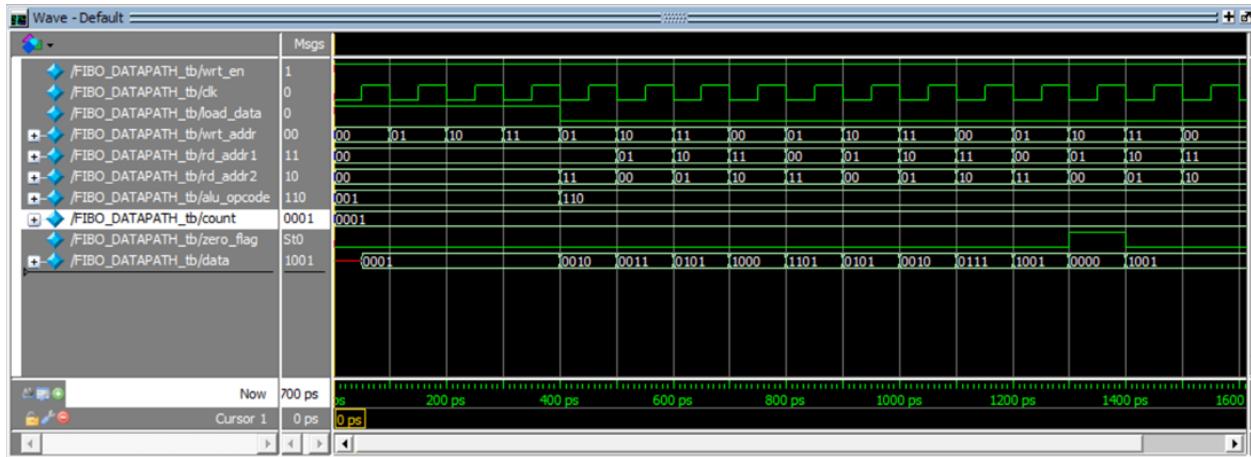
```
module FIBO_DATAPATH_tb();
parameter size=4;
reg     wrt_en,clk,load_data;
reg     [1:0]wrt_addr,rd_addr1,rd_addr2;
reg     [2:0]alu_opcode;
reg     [size-1:0]count;
wire    zero_flag;
wire    [size-1:0]data;

FIBO_DATAPATH DUT(wrt_addr,wrt_en,clk,load_data,rd_addr1,rd_addr2,alu_opcode,count,zero_flag,data);

always begin
clk=0; #50;
clk=1; #50;
end

initial
begin
wrt_addr=2'b00; wrt_en=1; load_data=1; rd_addr1=2'b00; rd_addr2=2'b00; alu_opcode=3'b001; count=4'b0001; #100;
wrt_addr=2'b01; wrt_en=1; load_data=1; rd_addr1=2'b00; rd_addr2=2'b00; alu_opcode=3'b001; count=4'b0001; #100;
wrt_addr=2'b10; wrt_en=1; load_data=1; rd_addr1=2'b00; rd_addr2=2'b00; alu_opcode=3'b001; count=4'b0001; #100;
wrt_addr=2'b00; wrt_en=1; load_data=1; rd_addr1=2'b00; rd_addr2=2'b00; alu_opcode=3'b001; count=4'b0001; #100;
wrt_addr=2'b01; wrt_en=1; load_data=0; rd_addr1=2'b00; rd_addr2=2'b11; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b10; wrt_en=1; load_data=0; rd_addr1=2'b01; rd_addr2=2'b00; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b11; wrt_en=1; load_data=0; rd_addr1=2'b10; rd_addr2=2'b01; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b00; wrt_en=1; load_data=0; rd_addr1=2'b11; rd_addr2=2'b10; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b01; wrt_en=1; load_data=0; rd_addr1=2'b00; rd_addr2=2'b11; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b10; wrt_en=1; load_data=0; rd_addr1=2'b01; rd_addr2=2'b00; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b11; wrt_en=1; load_data=0; rd_addr1=2'b10; rd_addr2=2'b01; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b00; wrt_en=1; load_data=0; rd_addr1=2'b11; rd_addr2=2'b10; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b01; wrt_en=1; load_data=0; rd_addr1=2'b00; rd_addr2=2'b11; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b10; wrt_en=1; load_data=0; rd_addr1=2'b01; rd_addr2=2'b00; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b11; wrt_en=1; load_data=0; rd_addr1=2'b01; rd_addr2=2'b00; alu_opcode=3'b110; count=4'b0001; #100;
wrt_addr=2'b00; wrt_en=1; load_data=0; rd_addr1=2'b11; rd_addr2=2'b10; alu_opcode=3'b110; count=4'b0001; #100;
end
endmodule
```

ModelSim Simulation:



Comments: We designed the datapath according to the schematic provided in the lab manual and then confirmed the fibonacci sequence using modelsim simulation. The simulation is as expected and the datapath works accordingly. Data is undefined for the first 50 ns as the clock hasn't yet reached a rising edge. After 90 ns we can see that data should have been 21 in denary, but since 21 cannot be stored in 4 bits the first 4 bits are correct but it doesn't show the 5th bit which becomes 1. So where it shows 0101 it is actually supposed to be 10101, which is 21.