DIGITAL DESIGN

ASSIGNMENTREPORT

ASSIGNMENT ID: 01

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PART 1: DIGITAL DESIGN THEORY

1.

Decimal	Octal	Hexadecimal	Base 14
12	14	C	C
13	15	D	D
14	16	E	10
15	17	F	11
16	20	10	12
17	21	11	13
18	22	12	14
19	23	13	15
20	24	14	16
21	25	15	17
22	26	16	18
23	27	17	19
24	30	18	1A
25	31	19	1B
26	32	1A	1C
27	33	1B	1D
28	34	1C	20

2.The largest signed binary number with 14 bits is $(01111111111111)_2$, corresponding to the decimal number is 8191, corresponding to the hexadecimal number is $(1FFF)_{16}$.

The largest unsigned binary number with 14 bits is $(11111111111111)_2$, corresponding to the decimal number is 16383, corresponding to the hexadecimal number is $(3FFF)_{16}$.

3.

Convert 240 to binary number:

240/2=120……0 120/2=60……0 60/2=30……0 30/2=15……0

15/2=7……1 7/2=3……1 3/2=1……1 1/2=0……1

Such that the binary number is $(11110000)_2$

Convert 240 to hexadecimal number: 240/16=15……0 15/16=0……15

Such that the hexadecimal number is $(F0)_{16}$

Convert $(F0)_{16}$ to binary number $(11110000)_2$

The second method is faster.

4.

AND • : Only when all things happen, the result is true, else the result is false.

A	B	A • B
0	0	0
0	1	0
1	0	0
1	1	1

OR + : If One of the things happens, the result is true. Only if all of the things does not happen, the result is false.

A	B	A + B
0	0	0
0	1	1
1	0	1
1	1	1

NOT ’ : When the thing happens, the result is false. When the thing does not happen, the result is true.

A	A’
0	1
1	0

5.

14274836/16=892177……4　892177/16=55761……1　55761/16=3485……1

3485/16=217……13　217/16=13……9　13/16=0……13

Such that the decimal number 14274836 corresponds to the hexadecimal number $(00D9D114)_{16}$. Since the number is positive, the complement code is also $(00D9D114)_{16}$.

Since the decimal number is negative, transfer it to the binary number $(1000\ 0001\ 1010\ 1001\ 0000\ 0100\ 1110\ 0000)_2$. Then we can transfer it to Radix-minus-one complement $(1111\ 1110\ 0101\ 0110\ 1111\ 1011\ 0001\ 1111)_2$, corresponding to $(FE56FB1F)_{16}$. Then we can get the complement code in binary number $(1111\ 1110\ 0101\ 0110\ 1111\ 1011\ 0010\ 0000)_2$.Such that the complement code in hexadecimal notation $(FE56FB20)_{16}$

PART 2: DIGITAL DESIGN LAB (TASK1)

DESIGN

Verilog Design Code:

```
module add_design(addend, augend, addend_led, augend_led, sum_led);
input [1:0]addend;
input augend;
output [1:0]addend_led;
output augend_led;
output [2:0]sum_led;
assign addend_led=addend;
assign augend_led=augend;
```

```
assign sum_led = addend+augend;
endmodule
```

Truth Table:

Add1	Add2	Aug	Add	Aug	Sum1	Sum2	Sum3	Sum
0	0	0	0	0	0	0	0	0
0	1	0	1	0	0	0	1	1
1	0	0	2	0	0	1	0	2
1	1	0	3	0	0	1	1	3
0	0	1	0	1	0	0	1	1
0	1	1	1	1	0	1	0	2
1	0	1	2	1	0	1	1	3
1	1	1	3	1	1	0	0	4

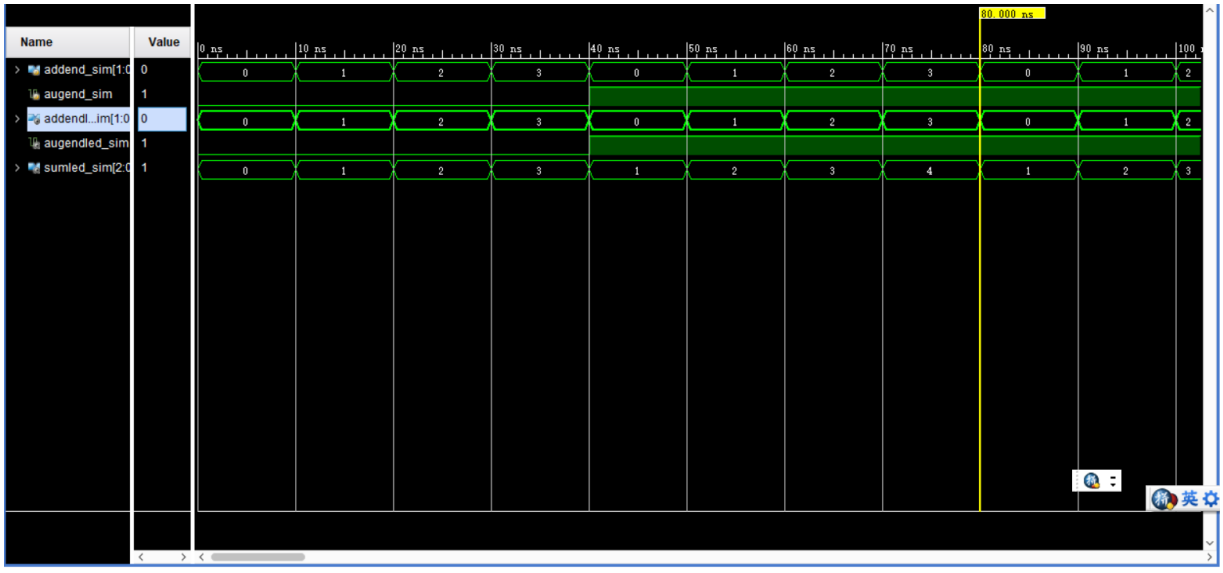
SIMULATION

Verilog Simulation Code:

```
module add_sim( );
reg [1:0]addend_sim;
reg augend_sim;
wire [1:0]addendled_sim;
wire augendled_sim;
wire [2:0]sumled_sim;

add_design u(
.addend(addend_sim),.augend(augend_sim),.addend_led(addendled_sim),.augend_led(augendled
_sim),.sum_led(sumled_sim));
```

```
initial
begin
   addend_sim=0;augend_sim=0;
    #40 augend_sim=1;
end


always
begin
     #10 addend_sim = addend_sim+1;
end

endmodule
```

Wave Form:



Analysis

When 0ns – 40ns, augend is equal to 0, and let addend add 1 per 10ns from 0. It shows that the sum also add 1 per 10 ns from 0, which is same as the truth table.

When 40ns – 80ns, augend is equal to 1, and let addend add 1 per 10ns from 0. It shows that the sum add 1 per 10 ns from 1, which is also same as the truth table.

Above all, the simulation result is same as the truth table and the function of design meets our expectation.

CONSTRAINT FILE AND THE TESTING

Constraint File

Name	Direction	Neg Diff Pair	Package Pin	Fixed	Bank	I/O Std	Vcco	Vref	Drive Strength	Slew Type	Pull Type
All ports (9)											
addend (2)	IN			☑	34	LVCMOS33*	3.300				NONE
addend[1]	IN		Y9	☑	34	LVCMOS33*	3.300				NONE
addend[0]	IN		W9	☑	34	LVCMOS33*	3.300				NONE
addend_led (2)	OUT			☑	15	LVCMOS33*	3.300		12	SLOW	NONE
addend_led[1]	OUT		K17	☑	15	LVCMOS33*	3.300		12	SLOW	NONE
addend_led[0]	OUT		L13	☑	15	LVCMOS33*	3.300		12	SLOW	NONE
sum_led (3)	OUT			☑	15	LVCMOS33*	3.300		12	SLOW	NONE
sum_led[2]	OUT		K14	☑	15	LVCMOS33*	3.300		12	SLOW	NONE
sum_led[1]	OUT		K13	☑	15	LVCMOS33*	3.300		12	SLOW	NONE
sum_led[0]	OUT		M20	☑	15	LVCMOS33*	3.300		12	SLOW	NONE
Scalar ports (2)											
augend	IN		Y7	☑	34	LVCMOS33*	3.300				NONE
augend_led	OUT		M13	☑	15	LVCMOS33*	3.300		12	SLOW	NONE

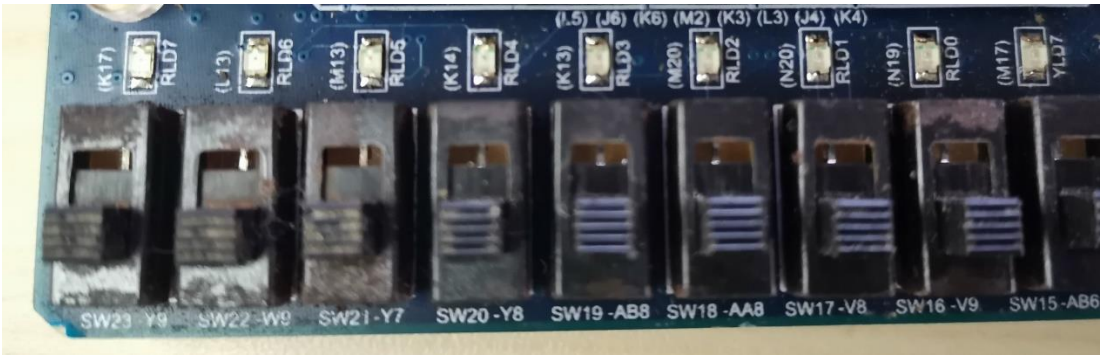
const.xdc

D:/Vivado/Lab2_Addition/Lab2_Addition.srcs/constrs_1/new/const.xdc

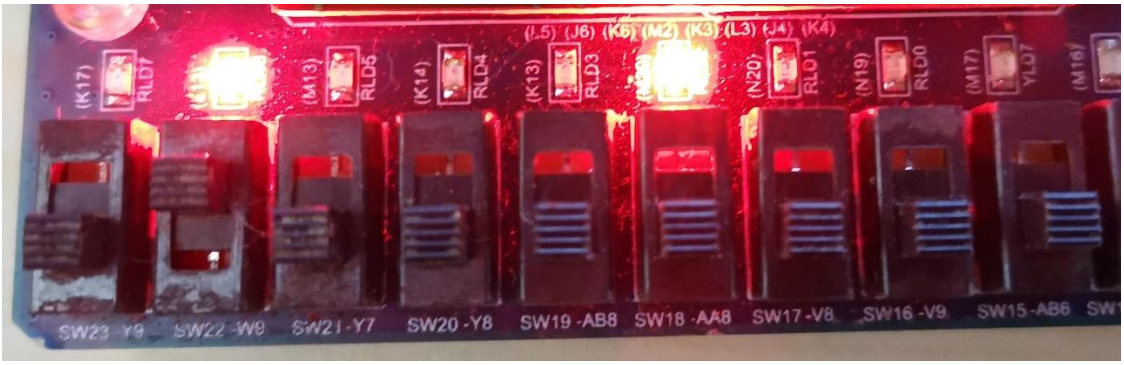
```
set_property IOSTANDARD LVCMOS33 [get_ports {addend[0]}]
set_property IOSTANDARD LVCMOS33 [get_ports {addend[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {addend_led[0]}]
set_property IOSTANDARD LVCMOS33 [get_ports {addend_led[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {sum_led[0]}]
set_property IOSTANDARD LVCMOS33 [get_ports {sum_led[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {sum_led[2]}]
set_property PACKAGE_PIN Y9 [get_ports {addend[1]}]
set_property PACKAGE_PIN W9 [get_ports {addend[0]}]
set_property PACKAGE_PIN K17 [get_ports {addend_led[1]}]
set_property PACKAGE_PIN L13 [get_ports {addend_led[0]}]
set_property PACKAGE_PIN Y7 [get_ports augend]
set_property PACKAGE_PIN M13 [get_ports augend_led]
set_property IOSTANDARD LVCMOS33 [get_ports augend]
set_property IOSTANDARD LVCMOS33 [get_ports augend_led]
set_property PACKAGE_PIN K14 [get_ports {sum_led[2]}]
set_property PACKAGE_PIN K13 [get_ports {sum_led[1]}]
set_property PACKAGE_PIN M20 [get_ports {sum_led[0]}]
```

Testing:

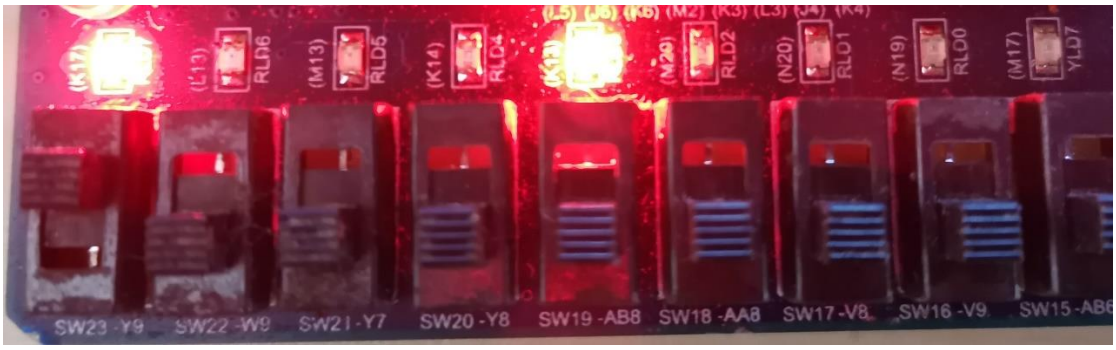
Step1: set augend(Y7) off(augend=0), and addend be 0(both Y9,W9 off), then the result is below.(K14,K13,M20 are all off, which mean the result is $(000)_2$, corresponding to 0)



Step2: set augend(Y7) off(augend=0), and addend be 1(Y9 off,W9 on), then the result is below.(K14,K13 are off and M20 is on, which mean the result is $(001)_2$, corresponding to 1)



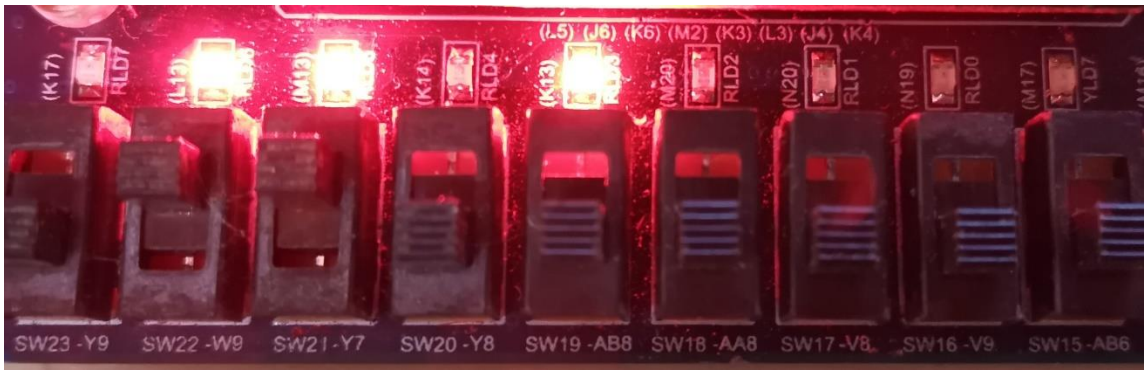
Step3: set augend(Y7) off(augend=0), and addend be 2(Y9 on,W9 off), then the result is below.(K14,M20 are off and K13 is on, which mean the result is $(010)_2$, corresponding to 2)



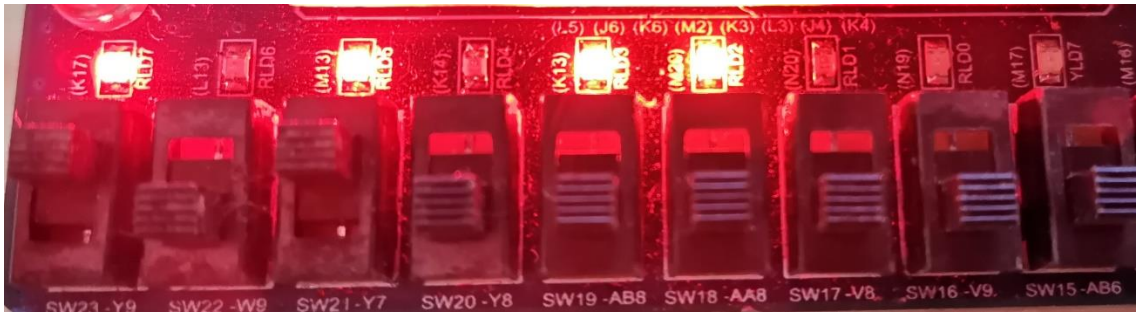
Step4: set augend(Y7) off(augend=0), and addend be 3(both Y9,W9 on), then the result is below.(K13,M20 are on and K14 is off, which mean the result is $(011)_2$, corresponding to 3)

Step5: set augend(Y7) on(augend=1), and addend be 0(both Y9,W9 off), then the result is below.(K14,K13 are off and M20 is on, which mean the result is $(001)_2$, corresponding to 1)

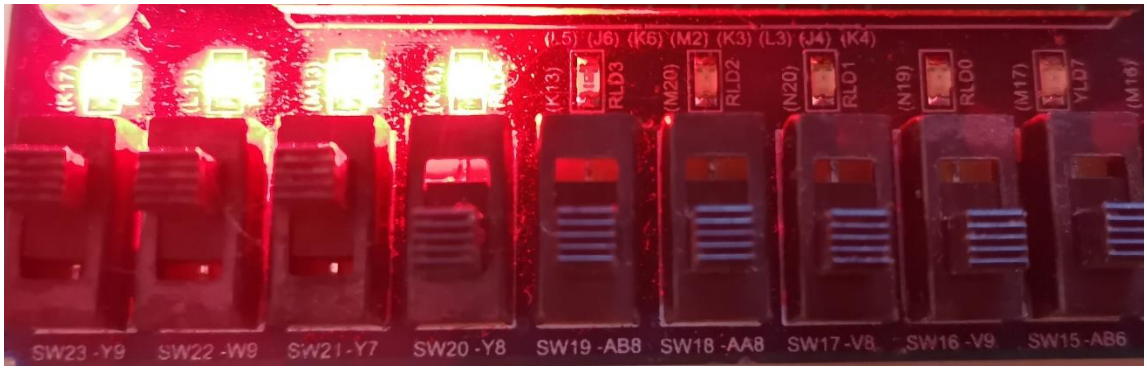
Step6: set augend(Y7) on(augend=1), and addend be 1(Y9 off,W9 on), then the result is below.(K14,M20 are off and K13 is on, which mean the result is $(010)_2$, corresponding to 2)



Step7: set augend(Y7) on(augend=1), and addend be 2(Y9 on,W9 off), then the result is below.(K13,M20 are on and K14 is off, which mean the result is $(011)_2$, corresponding to 3)



Step8: set augend(Y7) on(augend=1), and addend be 3(both Y9,W9 on), then the result is below.(both K13,M20 are off and K14 is on, which mean the result is $(100)_2$, corresponding to 4)



THE DESCRIPTION OF OPERATION

This question is not very difficult, and the operations are very easy. The only difficult I met is that I cannot do simulation the first time. The report told me there were something errors in my simulation code. So I check my simulation code repeatedly, and finally I do simulation successfully.

Actually, I really don't know what should I write in this part ("The description of operation") because I think the operation is basic. But I am worried about that if I don't write anything here, my assignment will be lower.

PART 2: DIGITAL DESIGN LAB (TASK2)

DESIGN

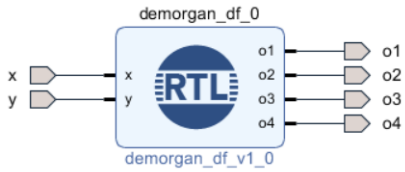
Verilog Design Code(Data flow style):

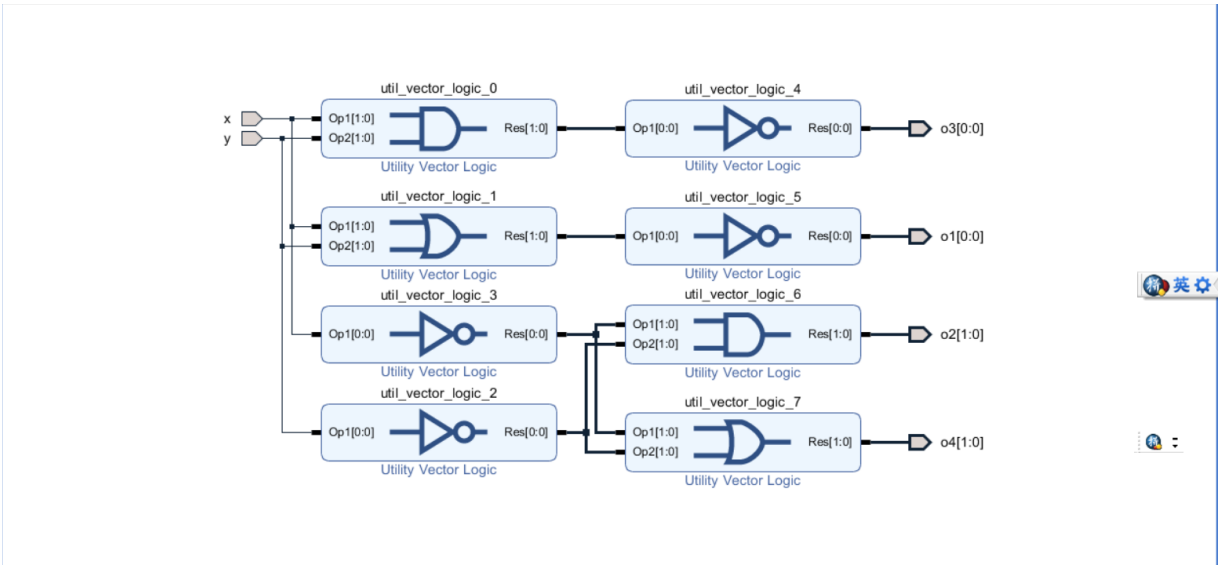
```
module demorgan_df(x,y,o1,o2,o3,o4);
input x,y;
output o1,o2,o3,o4;
assign o1 = ~(x|y);
assign o2 = (~x)&(~y);
assign o3 = ~(x&y);
assign o4 = ~x|~y;
endmodule
```

Verilog Design Code(Structured design style):

```
module demorgan_sd(x,y,o1,o2,o3,o4);
input x,y;
output o1,o2,o3,o4;
wire xandy,xory,notx,noty;

or or1(xory,x,y);
and and1(xandy,x,y);
not not1(notx,x);
not not2(noty,y);

not not3(o1,xory);
and and2(o2,notx,noty);
not not4(o3,xandy);
or or2(o4,notx,noty);
endmodule
```

Verilog Design Screen Shots(Block design style):





Truth-table

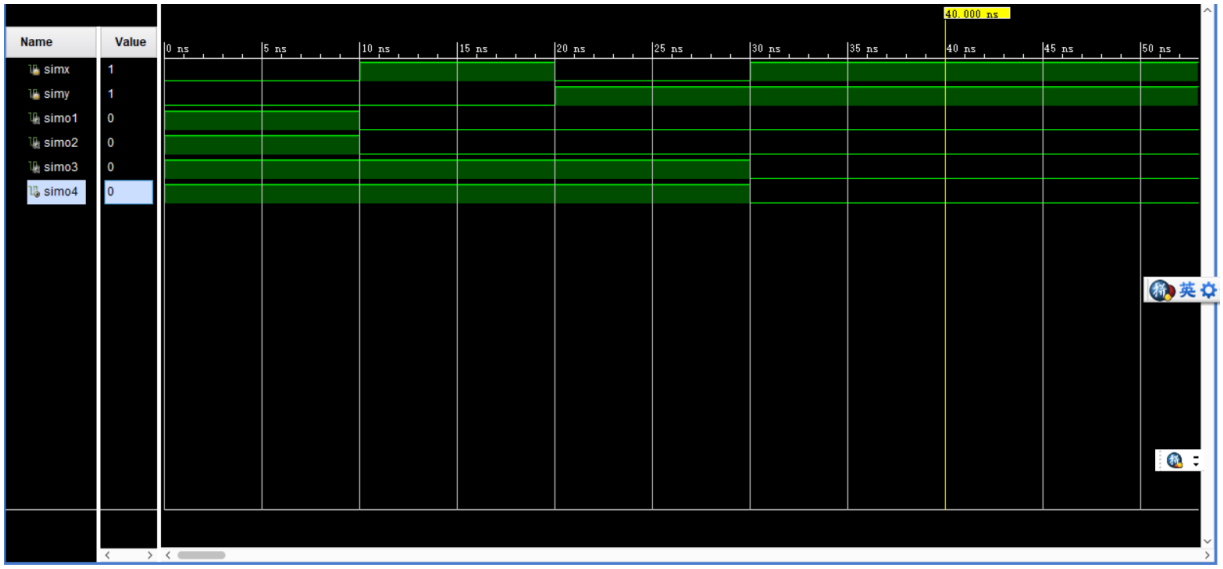
x	y	(x+y)’	x’y’	(xy)’	x’+y’
0	0	1	1	1	1
1	0	0	0	1	1
0	1	0	0	1	1
1	1	0	0	0	0

SIMULATION

Verilog Simulation Code:

```
module demorgan_sim( );
reg simx,simy;
wire simo1,simo2,simo3,simo4;

demorgan_sd u(
.x(simx),.y(simy),.o1(simo1),.o2(simo2),.o3(simo3),.o4(simo4));

initial
begin
    simx=0;simy=0;
     #10 simx=1;simy=0;
     #10 simx=0;simy=1;
     #10 simx=1;simy=1;
end
endmodule
```

Wave Form:



Analysis:

When 0ns – 10ns, simx=0, simy=0, it shows that simo1((x+y)'), simo2(x'y'), simo3((xy)'), simo4(x'+y') are all equal to 1, which is same as the truth table.

When 10ns – 20ns, simx=1, simy=0, it shows that simo1((x+y)'), simo2(x'y') are equal to 0, simo3((xy)'), simo4(x'+y') are equal to 1, which is same as the truth table.

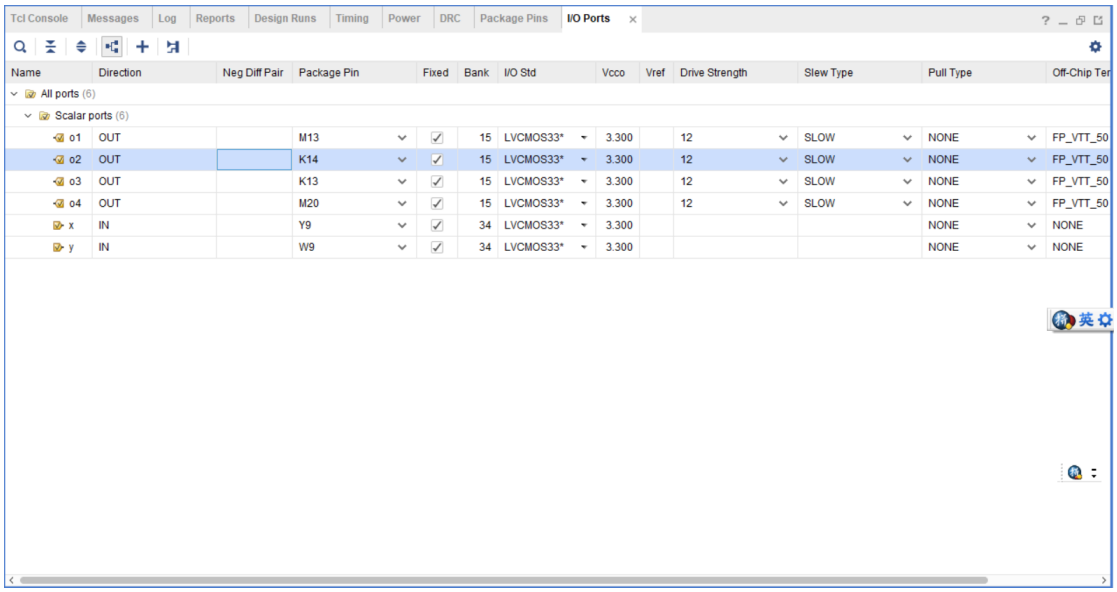
When 20ns – 30ns, simx=0, simy=1, it shows that simo1((x+y)'), simo2(x'y') are equal to 0, simo3((xy)'), simo4(x'+y') are equal to 1, which is same as the truth table.

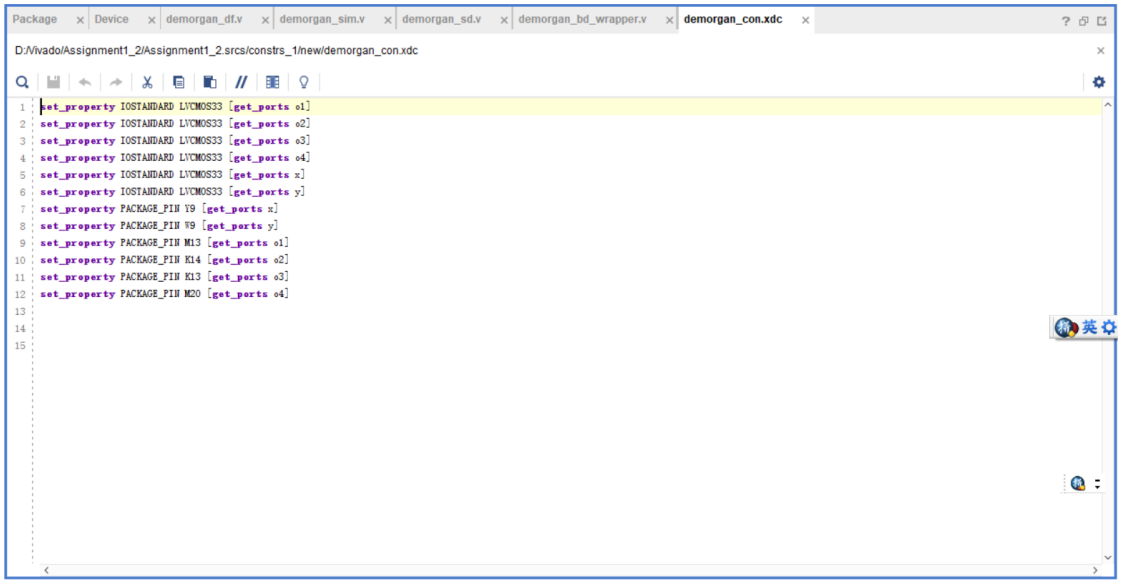
When 30ns – 40ns, simx=1, simy=1, it shows that simo1((x+y)'), simo2(x'y'), simo3((xy)'), simo4(x'+y') are all equal to 0, which is same as the truth table.

Above all, the simulation result is same as the truth table and the function of design meets our expectation.

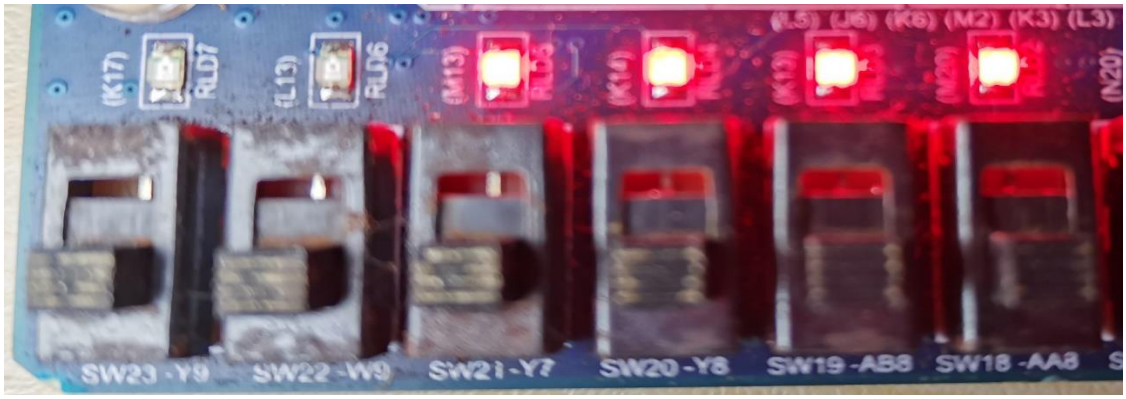
CONSTRAINT FILE AND THE TESTING

Constraint File

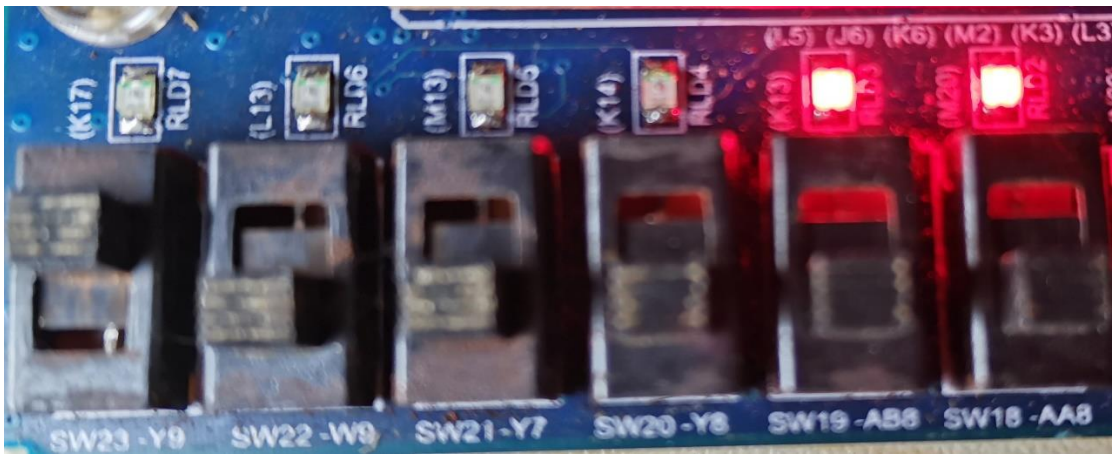




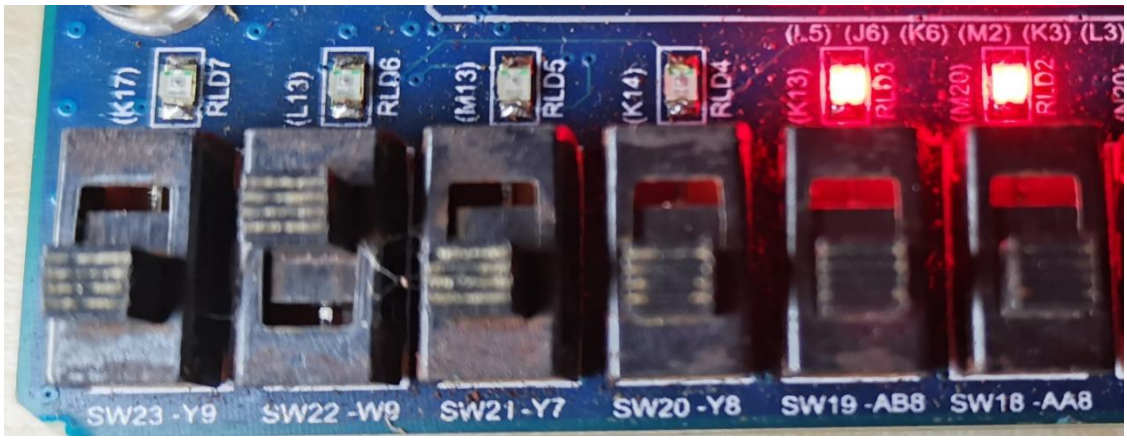
When both x(Y9) and y(W9) are off, it shows that (x+y)'(M13), x'y'(K14), (xy)'(K13), x'+y'(M20) are all equal to 1.



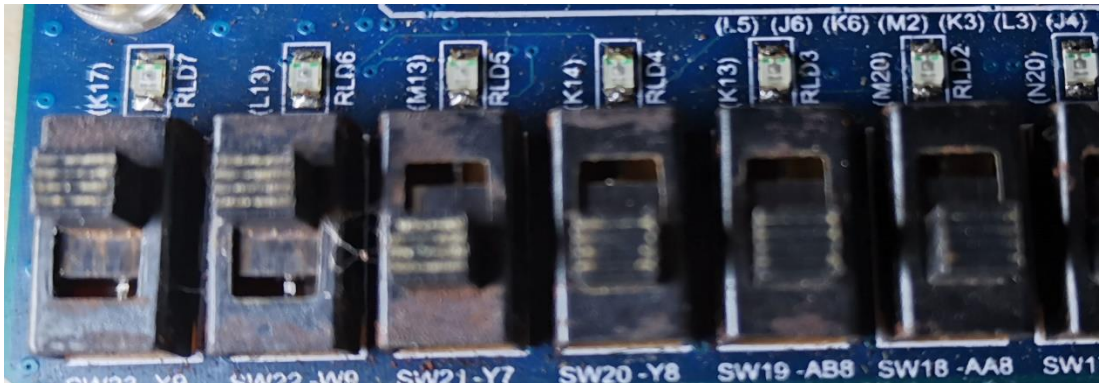
When x(Y9) is on and y(W9) is off, it shows that (x+y)'(M13), x'y'(K14) are equal to 0, (xy)'(K13), x'+y'(M20) are equal to 1.



When x(Y9) is off and y(W9) is on, it shows that (x+y)'(M13), x'y'(K14) are equal to 0, (xy)'(K13), x'+y'(M20) are equal to 1.



When both x(Y9) and y(W9) are on, it shows that (x+y)'(M13), x'y'(K14), (xy)'(K13), x'+y'(M20) are all equal to 0.



THE DESCRIPTION OF OPERATION

- *Since I have not used the structured style before, so I spent a lot of time understanding the usage of the structured style.*
- *Since I don't know whether should I use "add module" or "add IP" in my design file(block design style), I tried both of them.*