



HACETTEPE UNIVERSITY
COMPUTER ENGINEERING DEPARTMENT

BM233 LOGIC DESIGN LAB - 2021 FALL

Verilog Assignment 1

December 6, 2021

Student name:
Metin Eren OKTAY

Student Number:
2210356137

1 Problem Definition

We are required to create a combinational circuit using a 2x4 decoder and a 4x1 MUX in Verilog to learn basics of Verilog and Vivado.

2 Verilog Code Solutions

2.1 Decoder 2x4

```
1 module decoder_2x4(  
2     input[1:0] A,  
3     output[3:0] D  
4 );  
5     assign D[3] = (A[0]) && (A[1]);  
6     assign D[2] = (!A[0]) && (A[1]);  
7     assign D[1] = (A[0]) && (!A[1]);  
8     assign D[0] = (!A[0]) && (!A[1]);  
9 endmodule
```

2.2 Mux 4x1

```
1 module mux_4x1(  
2     input[3:0] i,  
3     input[1:0] s,  
4     output F  
5 );  
6     wire s1neg, s0neg, T1, T2, T3, T4;  
7     not (s0neg, s[0]), (s1neg, s[1]), (i1neg, i[1]), (i2neg, i[2]);  
8     and (T1, i[0], s0neg, s1neg);  
9     and (T2, i[1], s[0], s1neg);  
10    and (T3, i[2], s0neg, s[1]);  
11    and (T4, i[3], s[0], s[1]);  
12    or(F, T1, T2, T3, T4);  
13 endmodule
```

2.3 Circuit

```
1  'include "dec.v"
2  'include "mu.v"
3  module circuit(
4      input a,
5      input b,
6      input c,
7      input d,
8      output F
9  );
10     wire [3:0] Carries;
11     decoder_2x4 DE(.A({a,b}), .D(Carries));
12     mux_4x1 MU(.i(Carries), .s({c,d}), .F(F));
13 endmodule
```

3 Testbench Waveforms

3.1 Decoder 2x4 TB

```
1  module decoder_2x4_tb;
2      reg [1:0] A;
3      wire [3:0] D;
4      decoder_2x4 uut(.A(A), .D(D));
5      initial begin
6          A[1] = 1'b0; A[0] = 1'b0;
7          #5 A[1] = 1'b0; A[0] = 1'b1;
8          #5 A[1] = 1'b1; A[0] = 1'b0;
9          #5 A[1] = 1'b1; A[0] = 1'b1;
10         #5 $finish;
11     end
12 endmodule
```

3.2 MUX 4x1 TB

```
1 module mux_4x1_tb;
2     reg [3:0] i;
3     reg [1:0] s;
4     wire F;
5     mux_4x1 uut(.i(i), .s(s), .F(F));
6     initial begin
7         s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b0; i[1]=1'b0; i[0]=1'b1;
8         #5 s[1]=1'b0; s[0]=1'b0; i[3]=1'b1; i[2]=1'b1; i[1]=1'b1; i[0]=1'b0;
9         #5 s[1]=1'b0; s[0]=1'b1; i[3]=1'b0; i[2]=1'b0; i[1]=1'b1; i[0]=1'b0;
10        #5 s[1]=1'b0; s[0]=1'b1; i[3]=1'b1; i[2]=1'b1; i[1]=1'b0; i[0]=1'b1;
11        #5 s[1]=1'b1; s[0]=1'b0; i[3]=1'b0; i[2]=1'b1; i[1]=1'b0; i[0]=1'b0;
12        #5 s[1]=1'b1; s[0]=1'b0; i[3]=1'b1; i[2]=1'b0; i[1]=1'b1; i[0]=1'b1;
13        #5 s[1]=1'b1; s[0]=1'b1; i[3]=1'b1; i[2]=1'b0; i[1]=1'b0; i[0]=1'b0;
14        #5 s[1]=1'b1; s[0]=1'b1; i[3]=1'b0; i[2]=1'b1; i[1]=1'b1; i[0]=1'b1;
15        #5 $finish;
16    end
17 endmodule
```

3.3 Circuit TB

```
1 module circuit_tb;
2     reg a;
3     reg b;
4     reg c;
5     reg d;
6     wire F;
7     circuit uut(.a(a), .b(b), .c(c), .d(d), .F(F));
8     initial begin
9         a = 1'b0; b = 1'b0; c = 1'b0; d = 1'b0;
10        #5 a = 1'b0; b = 1'b0; c = 1'b0; d = 1'b1;
11        #5 a = 1'b0; b = 1'b0; c = 1'b1; d = 1'b0;
12        #5 a = 1'b0; b = 1'b0; c = 1'b1; d = 1'b1;
13        #5 a = 1'b0; b = 1'b1; c = 1'b0; d = 1'b0;
14        #5 a = 1'b0; b = 1'b1; c = 1'b0; d = 1'b1;
15        #5 a = 1'b0; b = 1'b1; c = 1'b1; d = 1'b0;
16        #5 a = 1'b0; b = 1'b1; c = 1'b1; d = 1'b1;
17        #5 a = 1'b1; b = 1'b0; c = 1'b0; d = 1'b0;
18        #5 a = 1'b1; b = 1'b0; c = 1'b0; d = 1'b1;
19        #5 a = 1'b1; b = 1'b0; c = 1'b1; d = 1'b0;
20        #5 a = 1'b1; b = 1'b0; c = 1'b1; d = 1'b1;
21        #5 a = 1'b1; b = 1'b1; c = 1'b0; d = 1'b0;
22        #5 a = 1'b1; b = 1'b1; c = 1'b0; d = 1'b1;
23        #5 a = 1'b1; b = 1'b1; c = 1'b1; d = 1'b0;
24        #5 a = 1'b1; b = 1'b1; c = 1'b1; d = 1'b1;
25        #5 $finish;
```

```

26     end
27 endmodule

```

4 Waveforms

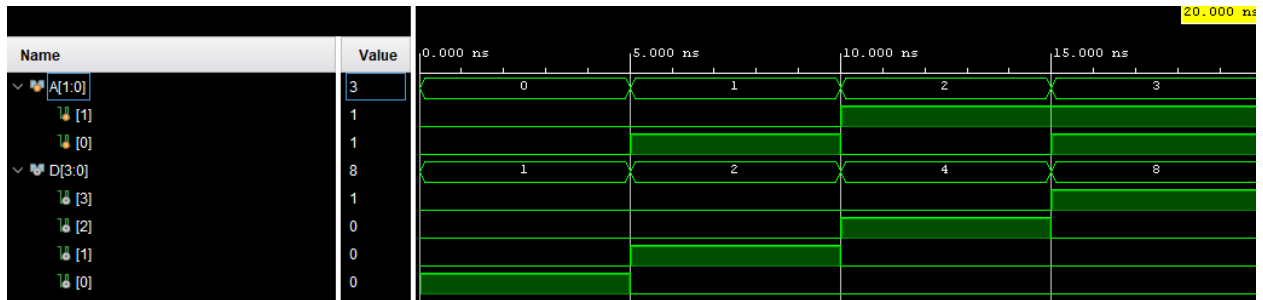


Figure 1: Decoder 2x4

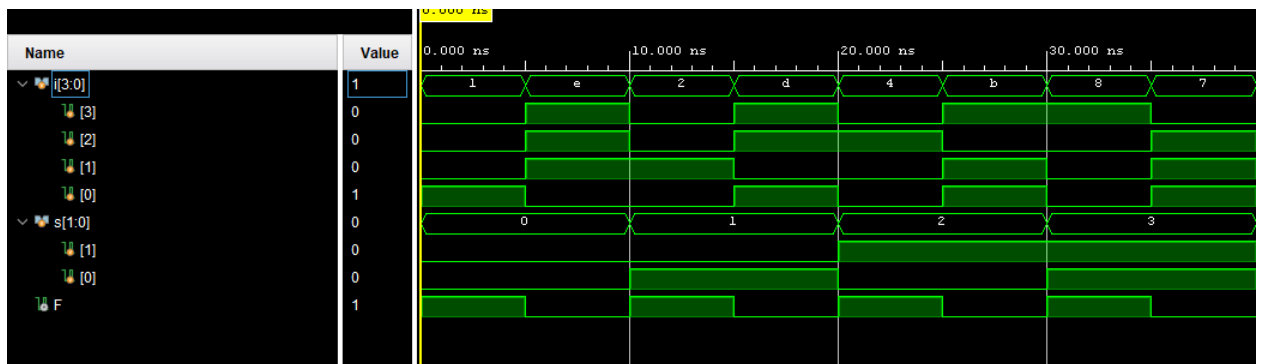


Figure 2: MUX 4X1

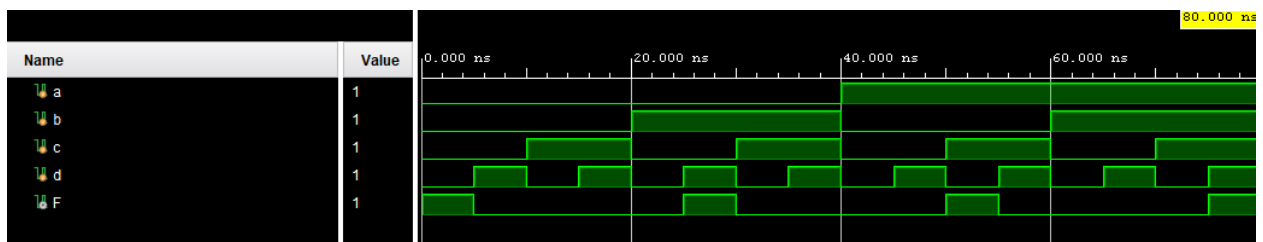


Figure 3: Circuit

5 Correctness of the Circuit

I designed a 2x4 decoder, a 4x1 multiplexer and combined these to implement a combinational circuit. As you can see below; giving the combinational circuit, you can get accurate outputs.

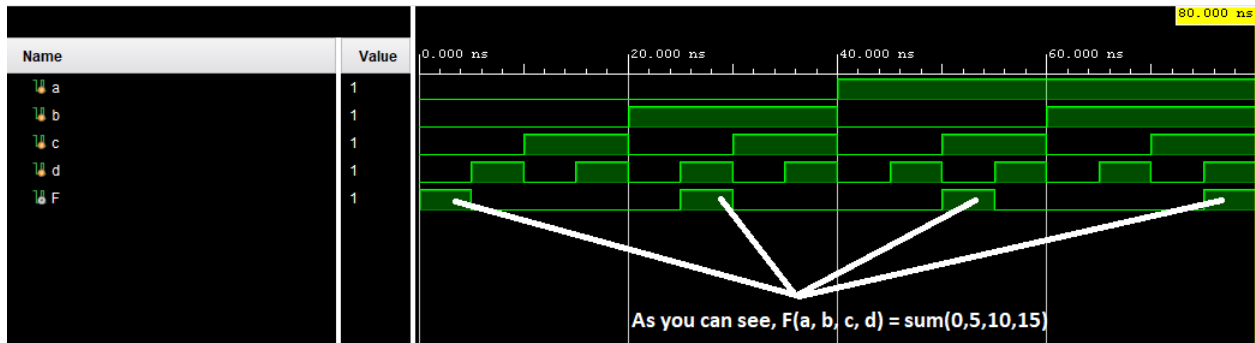


Figure 4: Decoder 2x4

References

- Mux implementation reference