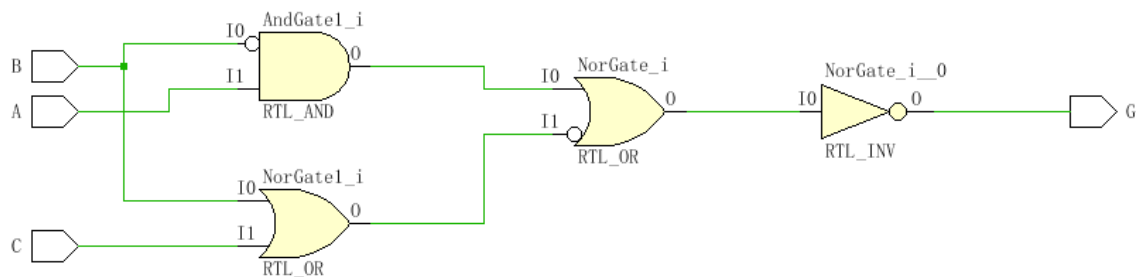


HOMEWORK 1

Cunyang Liu U201811446

PROBLEM 1

Figure



PROBLEM 2

Code

- Problem2.v

```
1  `timescale 1ns / 1ps
2  //Problem 2 Homework #1 summer 2021 HUST
3  module p2hw1summer2021HUST(input I1,I2,I3,I4,output Straight,Tum)
4      wire NotOut,OUT1,OUT3,OUT4;
5      not U1(NotOut,I2);
6      nand U2(OUT1,NotOut,I1);
7      nor U3(OUT3,I3,I4);
8      nand U4(OUT4,I3,I4);
9      and U5(Straight,OUT1,OUT3);
10     not U6(Tum,OUT4);
11 endmodule
```

PROBLEM 3

Code

- MultiplierBehavior.v

```
1  module MultiplierBehavior(
2      input [1:0] A,B,
3      output reg [2:0] Product
4  );
5      always @(A,B) begin
6          Product = A * B;
7      end
8  endmodule
```

- MultiplierExpression.v

```

1 module MultiplierExpression(
2     input [1:0] A,B,
3     output reg [2:0] Product
4 );
5     assign Product[2] = (A[1]&(!A[0])&B[1]) | (A[1]&B[1]&(!B[0]));
6     assign Product[1] = ((!A[1]&A[0]&B[1]) | (A[0]&B[1]&(!B[0])) | (A[1]&
7     (!A[0])&B[0]) | (A[1]&(!B[1])&B[0]));
8     assign Product[0] = A[0] & B[0];
9 endmodule

```

- MultiplierGates.v

```

1 module MultiplierGates(
2     input [1:0] A,B,
3     output reg [2:0] Product
4 );
5     or P2(Product[2], (A[1]&(!A[0])&B[1]), (A[1]&B[1]&(!B[0])));
6     or P1(Product[1], (!A[1]&A[0]&B[1]), (A[0]&B[1]&(!B[0])), (A[1]&
7     (!A[0])&B[0]), (A[1]&(!B[1])&B[0]));
8     and P0(Product[0], A[0], B[0]);
9 endmodule

```

- MultiplierTruthTable.v

```

1 module MultiplierTruthTable(
2     input [1:0] A,B,
3     output reg [2:0] Product
4 );
5     always @(A,B) begin
6         case ({A,B})
7             4'b0000: Product = 3'b000;
8             4'b0001: Product = 3'b000;
9             4'b0010: Product = 3'b000;
10            4'b0011: Product = 3'b000;
11            4'b0100: Product = 3'b000;
12            4'b0101: Product = 3'b001;
13            4'b0110: Product = 3'b010;
14            4'b0111: Product = 3'b011;
15            4'b1000: Product = 3'b000;
16            4'b1001: Product = 3'b010;
17            4'b1010: Product = 3'b100;
18            4'b1011: Product = 3'b110;
19            4'b1100: Product = 3'b000;
20            4'b1101: Product = 3'b011;
21            4'b1110: Product = 3'b110;
22            4'b1111: Product = 3'b001;
23        endcase
24    end
25 endmodule

```

- p3hw1TestFixture.v

```

1 `timescale 1ns / 1ps

```

```

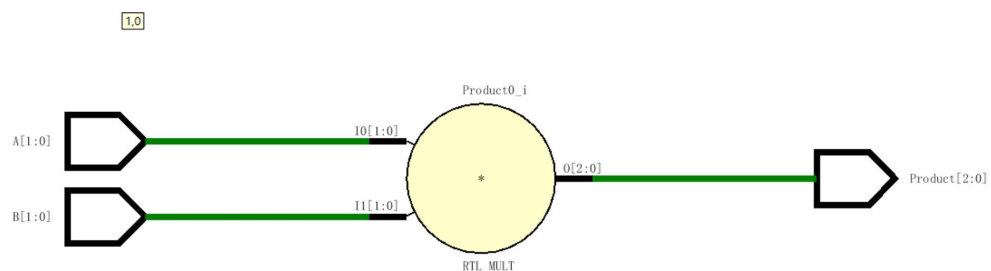
2 //Multiplier test bench
3 module p3hw1TestFixture;
4 reg A[1:0], B[1:0];
5 wire ProductBgates[2:0], ProductExpressions [2:0], ProductTruthTable[2:0],
6 ProductBbehavior[2:0];
7 //insert four circuits
8 initial begin
9 A[0]=0;A[1]=0; B[0]=0;B[1]=0; #10;
10 A[0]=0;A[1]=0; B[0]=1;B[1]=0; #10;
11 A[0]=0;A[1]=0; B[0]=0;B[1]=1; #10;
12 A[0]=0;A[1]=0; B[0]=1;B[1]=1; #10;
13
14 A[0]=1;A[1]=0; B[0]=0;B[1]=0; #10;
15 A[0]=1;A[1]=0; B[0]=1;B[1]=0; #10;
16 A[0]=1;A[1]=0; B[0]=0;B[1]=1; #10;
17 A[0]=1;A[1]=0; B[0]=1;B[1]=1; #10;
18
19 A[0]=1;A[1]=1; B[0]=0;B[1]=0; #10;
20 A[0]=1;A[1]=1; B[0]=1;B[1]=0; #10;
21 A[0]=1;A[1]=1; B[0]=0;B[1]=1; #10;
22 A[0]=1;A[1]=1; B[0]=1;B[1]=1; #10;
23
24 A[0]=0;A[1]=1; B[0]=0;B[1]=0; #10;
25 A[0]=0;A[1]=1; B[0]=1;B[1]=0; #10;
26 A[0]=0;A[1]=1; B[0]=0;B[1]=1; #10;
27 A[0]=0;A[1]=1; B[0]=1;B[1]=1; #10;
28 end
29
30 MultiplierBehavior Unit1({A[1],A[0]},{B[1],B[0]},
31 {ProductBbehavior[2],ProductBbehavior[1],ProductBbehavior[0]});
32 MultiplierExpression Unit2({A[1],A[0]},{B[1],B[0]},
33 {ProductExpressions[2],ProductExpressions[1],ProductExpressions[0]});
34 MultiplierGates Unit3({A[1],A[0]},{B[1],B[0]},
35 {ProductBgates[2],ProductBgates[1],ProductBgates[0]});
36 MultiplierTruthTable Unit4({A[1],A[0]},{B[1],B[0]},
37 {ProductTruthTable[2],ProductTruthTable[1],ProductTruthTable[0]});
38
39 //generate test patterns
40 endmodule

```

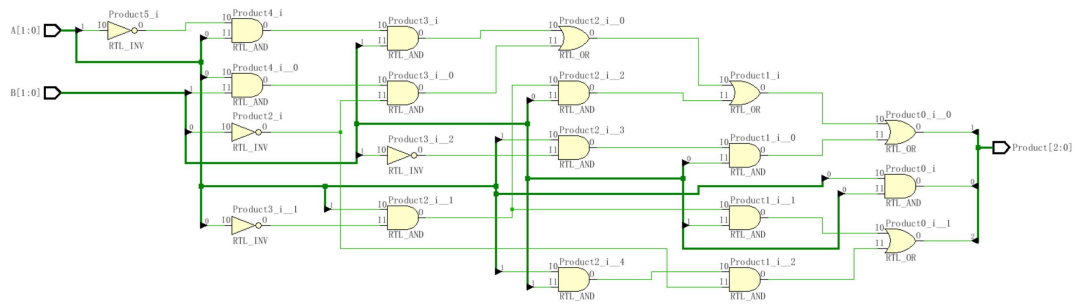
Figure

Schematic

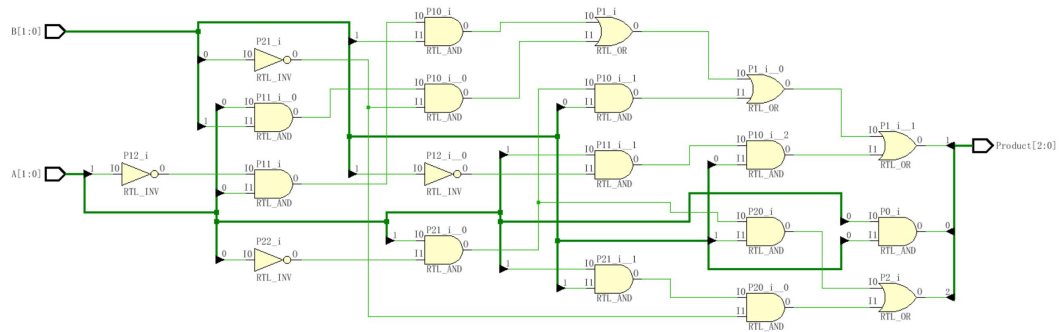
- MultiplierBehavior



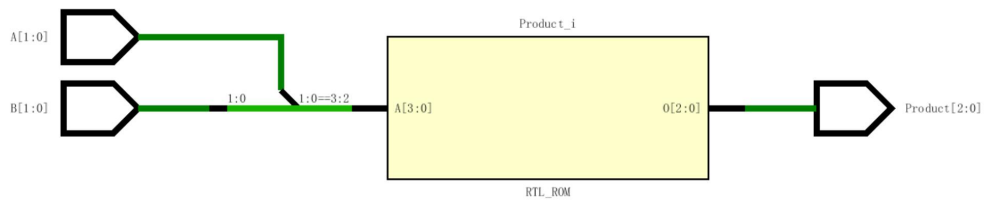
- MultiplierExpression



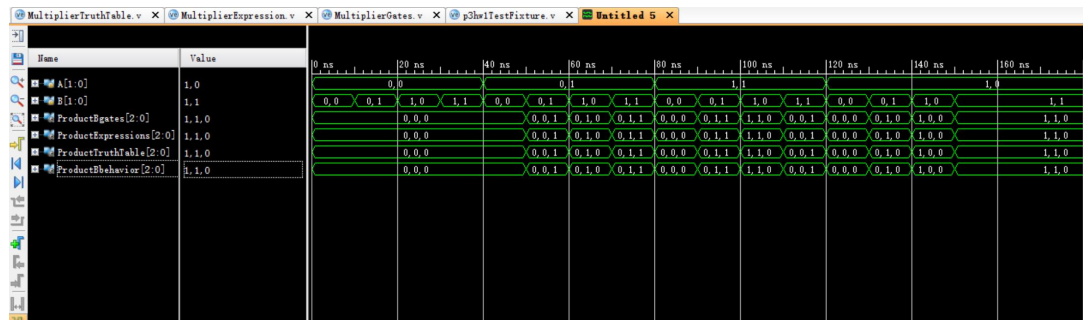
- MultiplierGates



- MultiplierTruthTable



- Waveforms



- Table and Logic Expression

A[1:0]	B[1:0]	Product[2]	Product[1]	Product[0]
00	00	0	0	0
00	01	0	0	0
00	10	0	0	0
00	11	0	0	0
01	00	0	0	0
01	01	0	0	1
01	10	0	1	0
01	11	0	1	1
10	00	0	0	0
10	01	0	1	0
10	10	1	0	0
10	11	1	1	0
11	00	0	0	0
11	01	0	1	1
11	10	1	1	0
11	11	0	0	1

		A[1:0]			
		00	01	11	10
B[1:0]	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

Product[0] = $A[0]B[0]$

		A[1:0]			
		00	01	11	10
B[1:0]	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

Product[1] = $\overline{A[1]}A[0]B[1] + A[0]B[1]\overline{B[0]} + A[1]A[0]B[0] + A[1]\overline{B[1]}B[0]$

		A[1:0]			
		00	01	11	10
B[1:0]	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

Product[2] = $A[1]\overline{A[0]}B[1] + A[1]B[1]\overline{B[0]}$

PROBLEM 4

4.(a)

- B; Active low

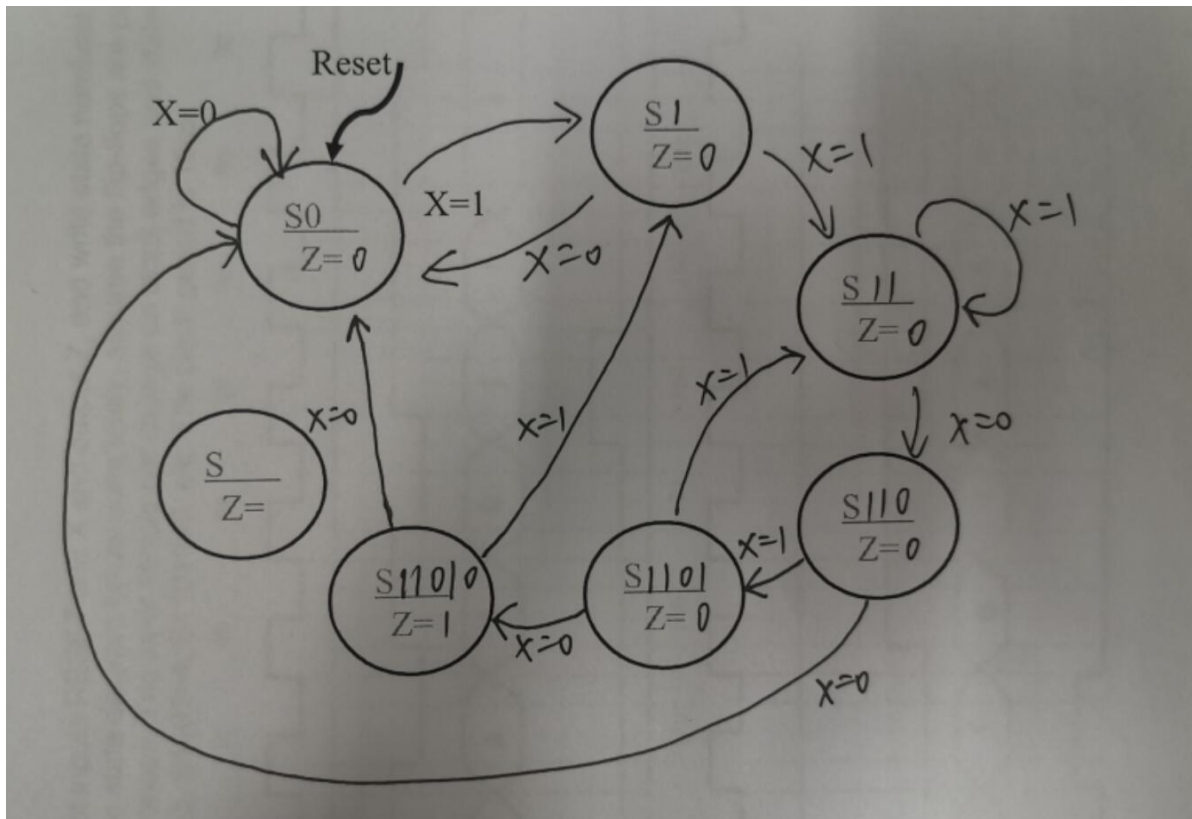
4.(b)

- A; Active high; Asynchronous

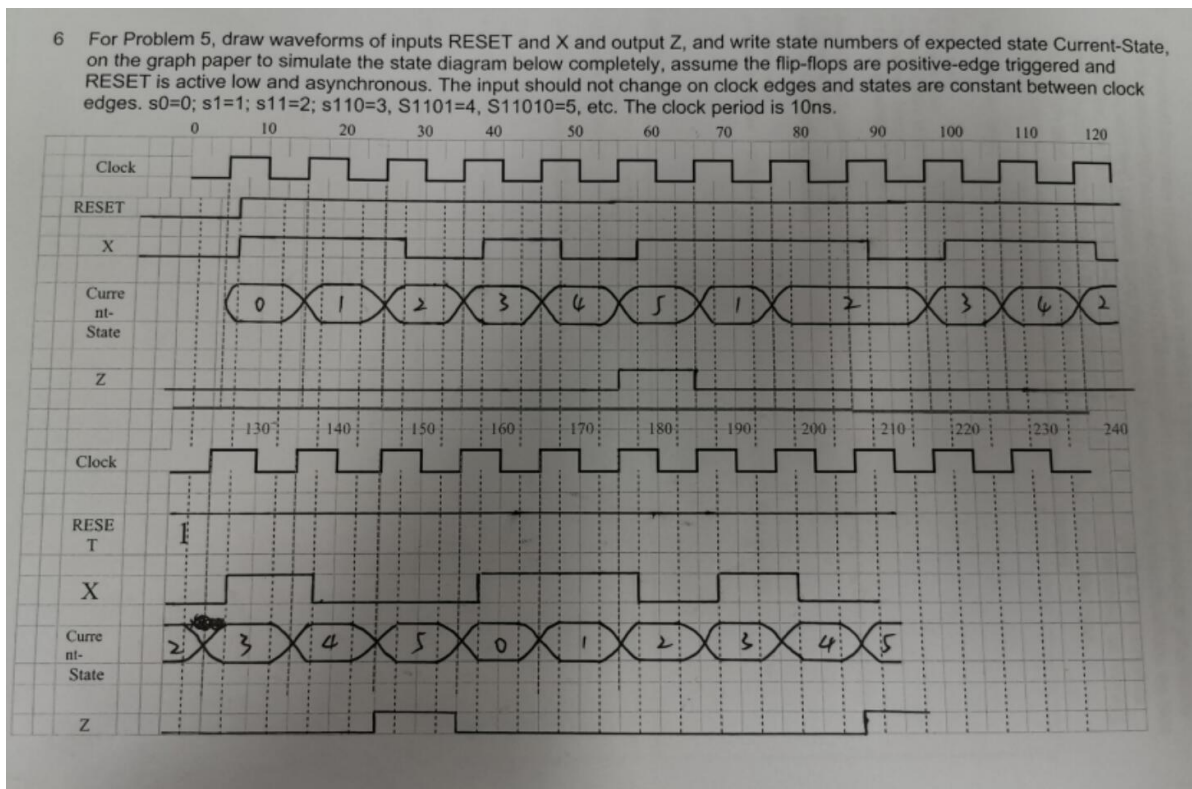
4.(c)

- C; Active low; Synchronous

PROBLEM 5



PROBLEM 6



PROBLEM 7

Code

- hw1p7summer2020HUSTdetect11010.v

```

1 `timescale 1ns / 100ps
2 // File name : hw1p7summer2020HUSTdetect11010.v
3 // Cunyang Liu

```

```

4 // Summer 2021 HUST
5 // Problem 7, Homework #1, summer 2021
6 // Detect sequence of 11010 recursively.
7 module hw1p5summer2021HUSTdetect11010(input InputBit, CLK, Reset, output re
g Detected11010);
8 // State variables
9 reg [2:0] CurrentState, NextState;
10 // State codes
11 parameter SInitial = 3'd0, S1 = 3'd1, S11 = 3'd2, S110= 3'd3, S1101=3'd4, S11
010=3'd5;
12
13 always @ (posedge CLK or negedge Reset)
14 begin
15 if (!Reset)
16     CurrentState <= SInitial;
17 else
18     CurrentState <= NextState;
19 end
20
21 always @ (*) begin
22 case (CurrentState)
23     SInitial:
24         if (InputBit == 1)
25             NextState <= S1;
26         else
27             NextState <= SInitial;
28     S1:
29         if (InputBit == 1)
30             NextState <= S11;
31         else
32             NextState <= SInitial;
33     S11:
34         if (InputBit == 1)
35             NextState <= S11;
36         else
37             NextState <= S110;
38     S110:
39         if (InputBit == 1)
40             NextState <= S1101;
41         else
42             NextState <= SInitial;
43     S1101:
44         if (InputBit == 1)
45             NextState <= S11;
46         else
47             NextState <= S11010;
48     S11010:
49         if (InputBit == 1)
50             NextState <= S1;
51         else
52             NextState <= SInitial;
53     default:
54         NextState <= SInitial;
55 endcase
56 end
57
58 //the output depends on the current state
59 always @ (*) begin

```

```

60     if (CurrentState == S11010)
61         Detected11010 <= 1;
62     else
63         Detected11010 <= 0;
64 end
65 endmodule

```

- hw1p7summer2021HUSTdetect11010_tb.v

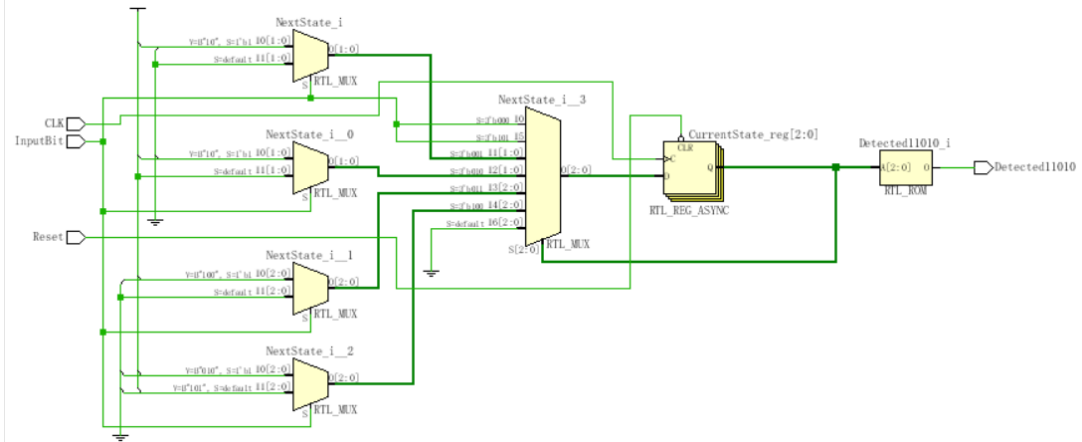
```

1  `timescale 1ns / 1ps
2  //Summer 2021 HUST
3  module hw1p7summer2021HUSTdetect11010_tb;
4  reg x, clk, reset;
5  wire detected;
6  wire [2:0] CurrentState=Unit1.CurrentState;
7
8  always #5 clk = ~clk;
9      initial begin
10         clk = 0;
11         reset = 0;
12         x = 0;
13         #8 reset=1;
14         #8 x=1;
15         #15 x = 1;
16         #15 x = 0;
17         #15 x = 1;
18         #15 x = 0;
19         #15 x = 1;
20         #15 x = 1;
21         #15 x = 1;
22         #15 x = 0;
23         #15 x = 1;
24         #15 x = 1;
25         #15 x = 0;
26         #15 x = 1;
27         #15 x = 0;
28         #15 x = 0;
29         #15 x = 1;
30         #15 x = 1;
31         #15 x = 0;
32         #15 x = 1;
33         #15 x = 0;
34     end
35     hw1p5summer2021HUSTdetect11010 Unit1(x, clk, reset,detected);
36 endmodule

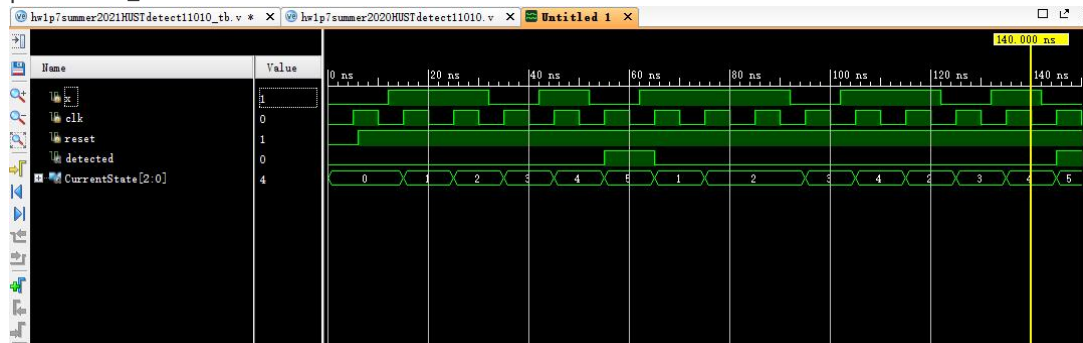
```

Figure

- problem7_RTL_schematic



- problem7_waveform



PROBLEM 8

- TxDataUnit_summer2021HUST.v

```

1 `timescale 1ns / 1ps
2 module TxDataUnit_summer2021HUST #(parameter DataLength=9)(
3     input [DataLength-1:0] Data,
4     input Load, ShiftOut, Parity, Reset, Clock,
5     output Tx);
6     reg [11:0] ShiftRegister;
7     wire ParityBit;
8     assign Tx=ShiftRegister[0];
9     assign
10    ParityBit=Parity^Data[0]^Data[1]^Data[2]^Data[3]^Data[4]^Data[5]^Data[6]^Data[7]^Data[8];
11     always@(negedge Clock)
12         if(Reset==1)
13             ShiftRegister<={ParityBit, Data, 2'b01};
14         else if(Load == 1)
15             ShiftRegister <= {1'b1,ParityBit,Data,1'b0};
16         else if(ShiftOut==1)
17             ShiftRegister<={ShiftRegister[0], ShiftRegister[11:1]};
18         else ShiftRegister<=ShiftRegister;
19 endmodule

```

- TxDataUnitTB_summer2021HUST.v

```

1 `timescale 1ns / 1ps
2 module TxDataUnitTB_summer2021HUST;
3     reg Load, Parity, ShiftOut, Reset, Clock;
4     reg [8:0] Data;

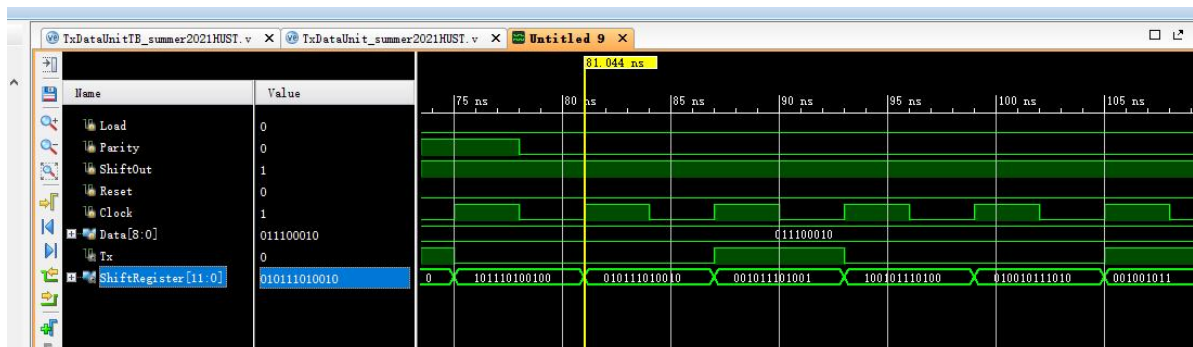
```

```

5    wire Tx;
6    wire [11:0] ShiftRegister=uut.ShiftRegister;
7
8    TxDataUnit_summer2021HUST uut (.Load(Load), .Data(Data),
9    .Parity(Parity),.Tx(Tx),
10   .ShiftOut(ShiftOut), .Reset(Reset), .Clock(Clock));
11
12   initial begin
13       Load = 0; Data = 0; Parity = 0; ShiftOut = 0; Reset = 0; Clock = 0;
14   end
15   always #3 Clock=~Clock;
16   initial fork
17       #0 Load = 0; #21 Load = 1; #32 Load = 0; #56 Load = 0; #152 Load =
18       1;
19       #165 Load = 0;
20       #0 Data = 8'b010010111; #56 Data = 8'b011100010;
21       #0 Parity = 1; #34 Parity = 1; #78 Parity = 0; #134 Parity = 1;
22       #0 ShiftOut = 0; #38 ShiftOut = 1; #148 ShiftOut = 0; #167 ShiftOut
23       = 1;
24       #284 ShiftOut = 0;
25       #0 Reset = 1; #12 Reset = 0;
26       #300 $stop;
27   join
28 endmodule

```

- Simulation Waveforms



- TxModule_Toplevel_summer2021HUST.v

```

1 `timescale 1ns / 1ps
2 module TxModule_Toplevel_summer2021HUST(input Start, Parity, Reset, Clock,
3                                           input [8:0] Data,
4                                           input [3:0] Speed, // baud in the
5                                           number of clock cycles
6                                           output Tx);
7     wire Load, ShiftOut;
8     TxController_summer2021HUST ControlUnit(Start, Reset, Clock, Speed,
9     Load, ShiftOut);
10    TxDataUnit_summer2021HUST DataUnit(Data, Load, ShiftOut, Parity, Reset,
11    Clock, Tx);
12 endmodule

```

- TxController_summer2021HUST.v

```
1 | `timescale 1ns / 1ps
```

```

2  module TxController_summer2021HUST(
3      input Start, Reset, Clock,
4      input [3:0] Speed,
5      output reg Load, reg ShiftOut
6  );
7      // State variables
8      reg [2:0] CurrentState;
9
10     // Counter
11     reg StartDelay;
12     reg [3:0] DataCounter;
13     wire delay_timeout;
14
15     // State codes
16     parameter InitialState = 3'd0, LoadState = 3'd1, DelayState = 3'd2,
17     ShiftState= 3'd3;
18
19     // module DelayTime(Start, Speed, Timeout,Reset, Clock);
20     DelayTime_summer2021HUST DelayUnit(StartDelay, Speed, delay_timeout,
21     Reset, Clock);
22
23     initial begin
24         CurrentState = InitialState;
25         StartDelay = 0;
26         DataCounter = 0;
27     end
28
29     always @(posedge Clock or posedge Reset) begin
30         if (Reset) begin
31             // reset
32             CurrentState <= InitialState;
33         end
34         else begin
35             case (CurrentState)
36                 InitialState:begin
37                     CurrentState = (Start) ? LoadState : InitialState;
38                 end
39                 LoadState:begin
40                     CurrentState = DelayState;
41                 end
42                 DelayState:begin
43                     CurrentState = (delay_timeout) ? ShiftState :
44                     DelayState;
45                 end
46                 ShiftState:begin
47                     CurrentState = (DataCounter < 12) ? DelayState :
48                     InitialState;
49                 end
50             endcase
51         end
52     end
53
54     always @(posedge Clock) begin
55         case (CurrentState)
56             InitialState:begin
57                 StartDelay <= 0;
58                 DataCounter <= 0;
59                 ShiftOut <= 0;

```

```

56         Load <= 0;
57         StartDelay = 0;
58     end
59     LoadState:begin
60         DataCounter <= 1;
61         Load <= 1;
62         ShiftOut <= 0;
63         StartDelay <= 0;
64     end
65     DelayState:begin
66         DataCounter <= DataCounter;
67         Load <= 0;
68         ShiftOut <= 0;
69         StartDelay <= 1;
70     end
71     ShiftState:begin
72         DataCounter <= DataCounter + 1;
73         Load <= 0;
74         ShiftOut <= 1;
75         StartDelay <= 0;
76     end
77 endcase
78 end
79 endmodule

```

- DelayTime_summer2021HUST.v

```

1  `timescale 1ns / 1ps
2  module DelayTime_summer2021HUST(Start, Speed, Timeout,Reset, Clock);
3      //delay time in number of clock cycles as speficied by Speed
4      parameter    NumberOfBits = 4;
5      input         Start, Reset, Clock;
6      input         [NumberOfBits-1:0] Speed;
7      output reg    Timeout;
8      reg           [NumberOfBits-1:0] count;
9
10     always @ (count or Speed)
11         if (count == (Speed-1'b1))
12             Timeout <= 1'b1;
13         else
14             Timeout <= 0;
15
16     always @ (posedge Clock)
17         if(Reset == 1)
18             count <= 4'd0;
19         else if(Start == 0)
20             count <= 4'd0;
21         else if (count >= (Speed-1'b1))
22             count <= 4'd0;
23         else
24             count <= count + 1'b1;
25 endmodule

```

- TxModule_Toplevel_summer2021HUSTTB.v

```

1  `timescale 1ns / 1ps

```

```

2
3 module TxModule_Toplevel_summer2021HUSTTB;
4 // Inputs
5     reg Start;
6     reg [8:0] Data;
7     reg [3:0] Speed;
8     reg Parity, Reset, Clock;
9     wire Tx;
10
11     TxModule_Toplevel_summer2021HUST TopLevel (Start, Parity, Reset, Clock,
12 Data, Speed, Tx);
13     initial begin
14         Start = 0; Data = 0; Speed = 0; Parity = 0; Reset = 0; Clock = 0;
15     end
16     always
17         #4 Clock=~Clock;
18     initial fork
19         #0 Reset = 1;
20         #0 Start = 0;
21         #0 Data = 9'b100101110;
22         #0 Speed = 1;
23         #0 Parity = 1;
24         #14 Reset = 0;
25         #23 Start = 1;
26         #45 Start = 0;
27         #200 Parity = 0;
28         #298 Data = 9'b101010110;
29         #349 Speed = 3;
30         #388 Start = 1;
31         #403 Start = 0;
32         #750 $stop;
33     join
34 endmodule

```

- waveform

