

A decorative graphic on the left side of the slide, consisting of a network of white lines and circles on a blue gradient background. The lines are vertical and horizontal, with some diagonal segments, and the circles are of varying sizes, resembling a circuit board or a digital network.

# DIGITAL DESIGN

LAB7 COMBINATORIAL CIRCUIT

2020 FALL TERM @ CSE . SUSTECH

# LAB7

- Verilog
  - Non-blocking assignment , RHS ,LHS
  - Intra-statement delay vs Inter-statement delay
  - Sequential block vs Parallel block
- Combinatorial circuit
  - 1bit full adder , 2bits full adder
  - Lighting 7 segment digital tube
- practice

组合逻辑:

输出只与当前的输入值有关，与历史状态无关

# PRACTICE 2 IN LAB6

```
module testswap( );
    reg temp=0, in2, in1, clock;
    initial begin
        clock = 1'b0;
        forever #50 clock = ~clock; 时钟信号
    end
    initial $display("temp <= in1:    in1 <= in2:    in2 <= temp:");
    always@(posedge clock)
    begin
        $display("=====");
        $display($time, "(display)Before swap: \tin1 = %d, in2 = %d, temp = %d", in1, in2, temp);
        $strobe($time, "(strobe )After swap: \tin1 = %d, in2 = %d, temp = %d", in1, in2, temp);
        temp <= in1;    in1 <= in2;    in2 <= temp;
        $display($time, "(display)After swap: \tin1 = %d, in2 = %d, temp = %d", in1, in2, temp);
    end

    initial begin
        {in1, in2 } = 2'b00;
        repeat(3)
            #100 {in1, in2} = {in1, in2} + 1;
            #100 $finish(0);
        end
    endmodule
```

```
temp <= in1;    in1 <= in2;    in2 <= temp;

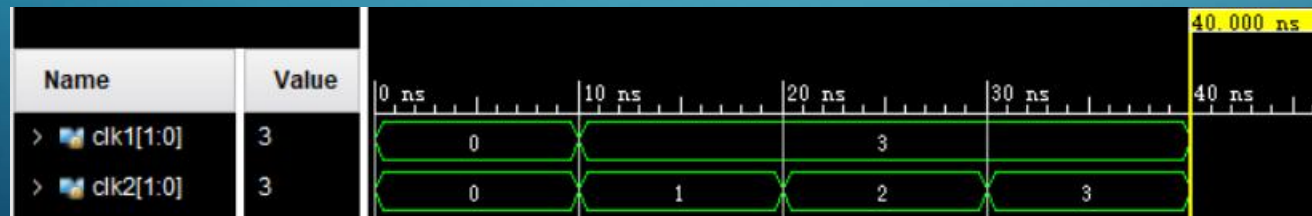
=====
50(display)Before swap:    in1 = 0, in2 = 0, temp = 0
50(display)After swap:    in1 = 0, in2 = 0, temp = 0
50(strobe )After swap:    in1 = 0, in2 = 0, temp = 0
=====
150(display)Before swap:    in1 = 0, in2 = 1, temp = 0
150(display)After swap:    in1 = 0, in2 = 1, temp = 0
150(strobe )After swap:    in1 = 1, in2 = 0, temp = 0
=====
250(display)Before swap:    in1 = 1, in2 = 1, temp = 0
250(display)After swap:    in1 = 1, in2 = 1, temp = 0
250(strobe )After swap:    in1 = 1, in2 = 0, temp = 1
=====
350(display)Before swap:    in1 = 1, in2 = 1, temp = 1
350(display)After swap:    in1 = 1, in2 = 1, temp = 1
350(strobe )After swap:    in1 = 1, in2 = 1, temp = 1

$finish called at time : 400 ns
```

RHS calculate execute at the very beginning, \$strobe \$monitor execute at end, LHS just before the \$strobe and \$monitor

# INTRA-STATEMENT DELAY VS INTER-STATEMENT DELAY

- Intrastatement delay: happened in a statement
  - such as :  $A = \text{\#10 } 1'b0;$  //get RHS, delay 10 ,then assign to A
- Interstatement delay: happened before the execution of the statement
  - such as:  $\text{\#10 } A=1'b0;$  //delay 10, get RHS ,then assignment to A



```
module test_delay();
    reg [1:0] clk1, clk2;
    initial
        {clk1, clk2} = 4'h0;

    initial
    begin
        #10 clk2 <= 2'd1;
        #10 clk2 <= 2'd2;
        #10 clk2 <= 2'd3;
    end

    initial
    begin
        clk1 <= #10 2'd1;
        clk1 <= #10 2'd2;
        clk1 <= #10 2'd3;
    end

    initial
        #40 $finish(1);
endmodule
```

# SEQUENTIAL BLOCK VS PARALLEL BLOCK

initial 同时从0时刻开始执行

begin 内部顺次执行--顺序执行

fork 内部是并行执行

```
module block2();
    reg [1:0] x,y;
    initial
    begin
        #10 x=2'd0;
        #10 x=2'd1;
        #10 x=2'd2;
        #10 x=2'd3;
    end

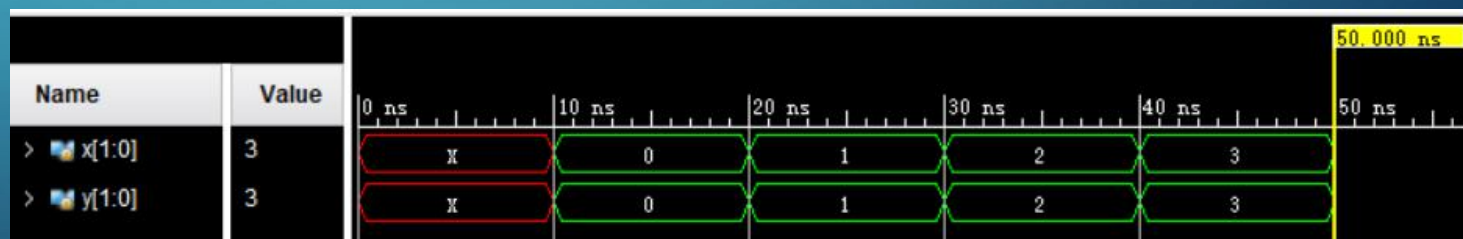
    initial
    fork
        #10 y=2'd0;
        #20 y=2'd1;
        #30 y=2'd2;
        #40 y=2'd3;
    join

    initial
    #50 $finish(1);
endmodule
```

- In one module all the block executes at the same time(time 0)
- Sequential block(begin ... end): -----synthesizable
  - all the statements (except unblock assignment) in one sequential block executes with the order of writing.
- Parallel block(fork ... join): -----Not synthesizable
  - all the statement in one parallel block executes at same time

Testbench 中很多语句不可综合

不要放在设计文件中



没有初始化 显示不定态



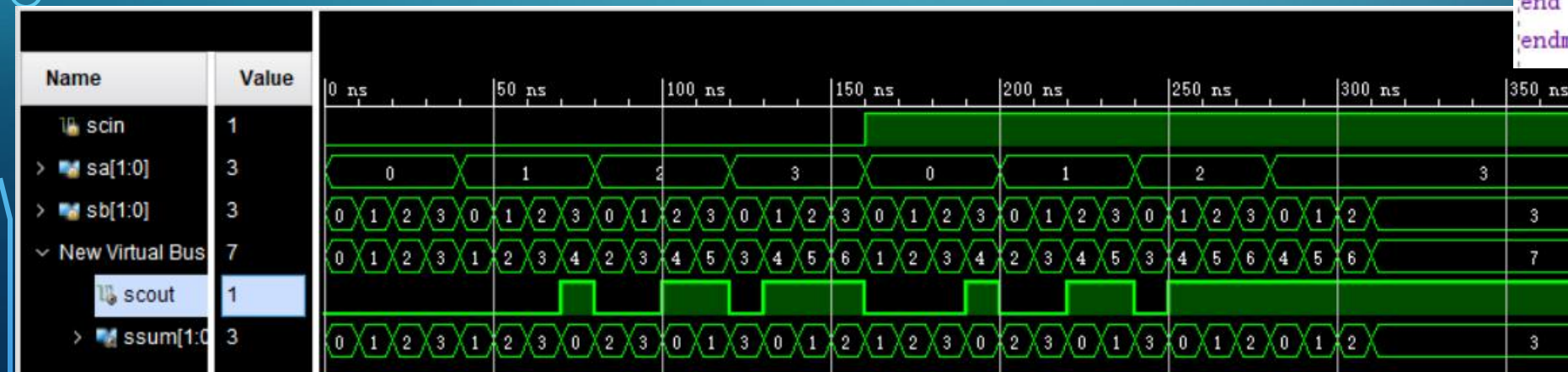
# 1 BIT FULL ADDER VS MULTI-BITS FULL ADDER

```
module full_add_1b(a, b, cin, sum, cout);  
input a, b, cin;  
output sum, cout;  
assign {cout, sum}=a+b+cin;  
endmodule
```

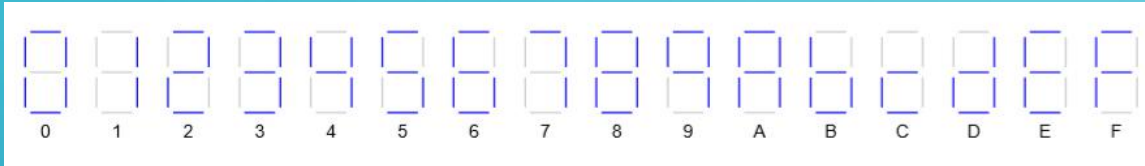
carry

```
module full_add_2b(a, b, cin, sum, cout);  
input [1:0]a, b;  
input cin;  
output[1:0] sum;  
output cout;  
  
wire cout1;  
full_add_1b u0(a[0], b[0], cin, sum[0], cout1);  
full_add_1b u1(a[1], b[1], cout1, sum[1], cout);  
endmodule
```

```
module full_add_sm( );  
reg scin;  
reg [1:0]sa, sb;  
wire [1:0]ssum;  
wire scout;  
full_add_2b u2(sa, sb, scin, ssum, scout);  
initial  
{scin, sa, sb} = 5'd0;  
  
initial  
begin  
    repeat(31)  
        #10 {scin, sa, sb} = {scin, sa, sb} +1;  
    end  
endmodule
```

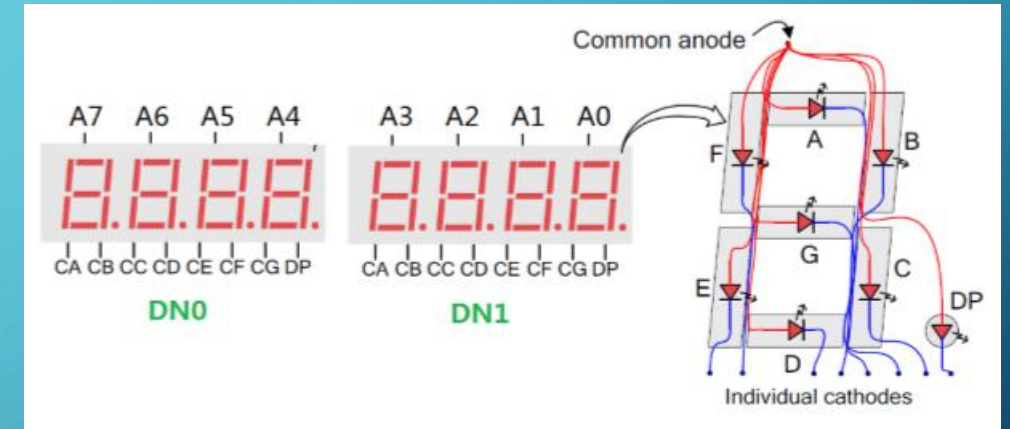


# LIGHTING A 7-SEG-TUBE



- There is an 4-bits width binary number , show its hexadecimal number.
- Using minisystem develop board
- 4\*dial switch are the inputs while 8\*7seg-tubes are the outputs

[7 : 0] enable 通过seg\_out来控制



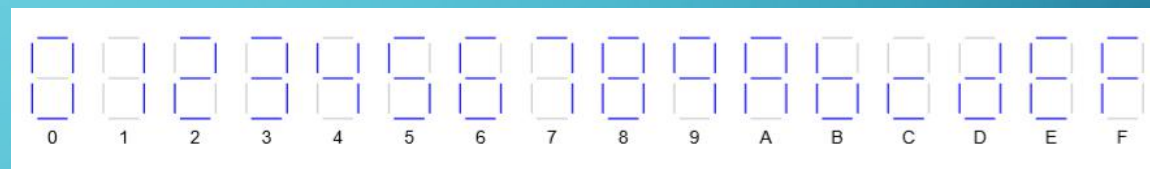
最高比特位是小数点 gfedcba

七段数码显示管

# LIGHTING A 7-SEG-TUBE(DESIGN)

低电频有效

```
module light_7seg(input [3:0] sw,output reg [7:0] seg_out,output [7:0] seg_en );
    assign seg_en = ~8'hff;      8个显示管都工作      控制哪个数码显示管工作
    always @ * begin
        case(sw)
            4'h0: seg_out = 8'b01000000; // 0
            4'h1: seg_out = 8'b01111001; // 1
            4'h2: seg_out = 8'b00100100; // 2
            4'h3: seg_out = 8'b00110000; // 3
            4'h4: seg_out = 8'b00011001; // 4
            4'h5: seg_out = 8'b00010010; // 5
            4'h6: seg_out = 8'b00000010; // 6
            4'h7: seg_out = 8'b01111000; // 7
            4'h8: seg_out = 8'b00000000; // 8
            4'h9: seg_out = 8'b00010000; // 9
            4'ha: seg_out = 8'b00001000; // A
            4'hb: seg_out = 8'b00000011; // b
            4'hc: seg_out = 8'b01000110; // c
            4'h d: seg_out = 8'b00100001; // d
            4'he: seg_out = 8'b00000110; // E
            4'hf: seg_out = 8'b00001110; // F
            default: seg_out = 8'b0000000;
        endcase
    end
```



Eight 7-seg-tubes, each one has a enable pin,  
while it's 0 it enable the tube while it's 1 it  
disable the tube

While 'seg\_en' is 8'h00, it means enable all  
the tubes

From DP to CA ~CG, all are negative enable



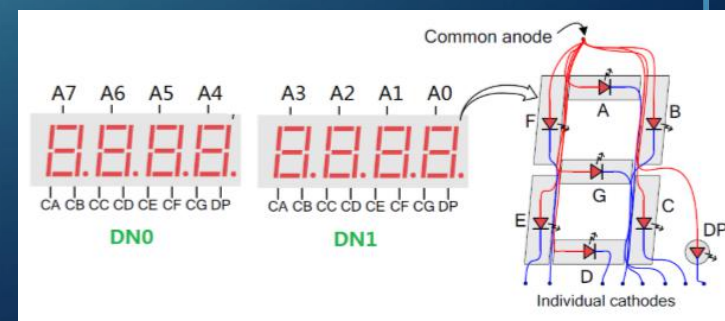
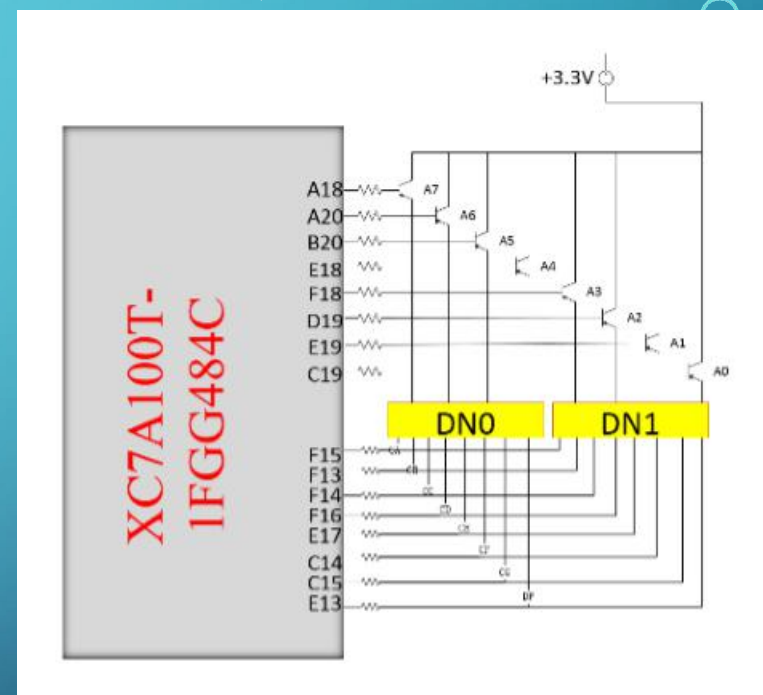
# LIGHTING A 7-SEG-TUBE(CONSTRAINTS FILE)

电气特性

```
set_property PACKAGE_PIN C19 [get_ports {seg_en[0]}]
set_property PACKAGE_PIN E19 [get_ports {seg_en[1]}]
set_property PACKAGE_PIN D19 [get_ports {seg_en[2]}]
set_property PACKAGE_PIN F18 [get_ports {seg_en[3]}]
set_property PACKAGE_PIN E18 [get_ports {seg_en[4]}]
set_property PACKAGE_PIN B20 [get_ports {seg_en[5]}]
set_property PACKAGE_PIN A20 [get_ports {seg_en[6]}]
set_property PACKAGE_PIN A18 [get_ports {seg_en[7]}]
```

```
set_property PACKAGE_PIN F15 [get_ports {seg_out[0]}]
set_property PACKAGE_PIN F13 [get_ports {seg_out[1]}]
set_property PACKAGE_PIN F14 [get_ports {seg_out[2]}]
set_property PACKAGE_PIN F16 [get_ports {seg_out[3]}]
set_property PACKAGE_PIN E17 [get_ports {seg_out[4]}]
set_property PACKAGE_PIN C14 [get_ports {seg_out[5]}]
set_property PACKAGE_PIN C15 [get_ports {seg_out[6]}]
set_property PACKAGE_PIN E13 [get_ports {seg_out[7]}]
```

C19,E19~A18 are select pins on eight 7-seg-tubes  
F15,F13~C15 are pins of CA~CG on 7-seg-tubes while E13 is the pin of DP on 7-seg-tube  
Constraints on other ports can be set by user



# TESTING RESULT

小数点：dp





# PRACTICES(1)

- There are sixteen wards, which are numbered from 0 to F respectively, among which #0 ward has the lowest priority, #F has the highest priority(Priority increases as the number increases). Each room has an call bell, it could be turn on or turn off. In the main control room there is a display screen which shows the ID of the room whose bell is on with highest priority of all the bell on room.
- Please write a circuit to implement this function and test.
  - Do the design and verify the function of your design.
  - Create the constrain file, do the synthetic and implementation, generate the bitstream file and program the device, then test on the minisys develop board.

# PRACTICES(2)

1. To make a multi-bits full adder with 3 inputs (a, b, cin) and 2 outputs(sum, cout), the width of a,b and sum is determined by a parameter while cin and cout are both 1 bit width
  1. Do the design
  2. Make a testbench to verify its function
  3. Try to display the value of cout on the 7-seg-tube of minisys-board
2. To make a clock (the period is 10 ps, last for 60 ps) in different ways (as many as you can)
  1. Using practice fork ... join block and begin ...end block
  2. Using block assignment and non-block assignment
  3. Using intra-statement delay and inter-statement delay