

ELEX 7660: Pre-Lab 2

Matrix Keypad Decoder

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# **Table of Contents**

1 M	odules	3
1.1	Colseq	
1.2	Kpdecode	
1.3	Decode7	5
1.4	Simulation Results	5
Table	e of Figures	
Figure 1: Simulation Results		5

### 1 Modules

## 1.1 Colseq

```
// colseq.sv - ELEX 7660 - Sequentially pulls each column of the keypad low until a
matching keypress is detected.
// Nicholas Huttemann 2018-01-22
module colseq (input logic [3:0] kpr ,
              input logic clk, reset n,
               output logic [3:0] kpc = 'b0111);
// The four states corresponding to each column
int states [4] = '{'b0111, 'b1011, 'b1101, 'b1110};
logic [1:0] state = 0;
logic hold;
always comb
                           // If there was a keypress, hold
      if (kpr == 'b1111)
           hold \leq 0;
      else
           hold <= 1;
always_ff @ (posedge clk, negedge reset_n) begin
      if (~reset n)
            kpc <= 'b0111;
      else
                                     // If not holding, cycle through the columns
            if (~hold) begin
                  kpc = states[state];
                  if (state == 3)
                        state = 0;
                  else
                        state++;
            end
end
endmodule
```

## 1.2 Kpdecode

```
/* kpdecode.sv - ELEX 7660 - Given the detected row ('kpr') and column ('kpc')
location of a press on the keypad,
set 'num' to the decoded key value and drive the 7-segment with 'kphit'.
Nicholas Huttemann 2018-01-22 */
output logic [3:0] num,
                output logic kphit);
// Define a virtual keypad as a 2D array
int keypad [4][4] = '\{'\{1,2,3,10\},\
                     '{4,5,6,11},
                     '{7,8,9,12},
                     '{14,0,15,13}};
int row;
int col;
always comb begin
      num = 0;
     row = 0;
     col = 0;
      if (kpr != 'b1111) begin  // A key has been pressed, decode its value
           kphit = 1;
                                     // Which column was detected?
           case (kpc)
                 'b0111 : col = 0;
                 b1011 : col = 1;
                 b1101 : col = 2;
                 b11110 : col = 3;
                 default: col = 0;
           endcase
                                     // Which row was detected?
           case (kpr)
                  b0111 : row = 0;
                 b1011 : row = 1;
                  b1101 : row = 2;
                 b1110 : row = 3;
                 default: row = 0;
            endcase
                                    // The decoded value is located in 'keypad'
           num = keypad[row][col];
at the detected row and column index.
       end
       else
                                      // No key was pressed
           kphit = 0;
end
endmodule
```

#### 1.3 Decode7

```
// decode7.sv - ELEX 7660 - Converts 'num', an integer 0 - 15, into an 8-bit vector
'leds' that will light up corresponding segments on a 7-segment LED.
// Nicholas Huttemann 2018-01-22
module decode7 ( input logic [3:0] num,
                output logic [7:0] leds);
always comb
      case (num)
            0 : leds = 8'b11000000;
            1 : leds = 8'b11111001;
            2 : leds = 8'b10100100;
            3 : leds = 8'b10110000;
            4 : leds = 8'b10011001;
            5 : leds = 8'b10010010;
            6 : leds = 8'b10000010;
            7 : leds = 8'b111111000;
            8 : leds = 8'b10000000;
            9 : leds = 8'b10010000;
          4'ha: leds = 8'b10001000;
          4'hb: leds = 8'b10000011;
          4'hc: leds = 8'b11000110;
          4'hd: leds = 8'b10100001;
          4'he: leds = 8'b10000110;
          4'hf: leds = 8'b10001110;
       default: leds = 8'b11000000;
      endcase
endmodule
```

#### 1.4 Simulation Results

```
VSIM 3> run -all
 on reset kpc = 0111 (should be 0111)
 PASS: key 0 => num 1 (should be 1)
 PASS: num 1 => led f9 (should be f9)
 PASS: key 1 => num 2 (should be 2)
 PASS: num 2 => led a4 (should be a4)
 PASS: key 2 => num 3 (should be 3)
 PASS: num 3 => led b0 (should be b0)
 PASS: key 3 => num a (should be a)
 PASS: num 10 => led 88 (should be 88)
 PASS: key 4 => num 4 (should be 4)
 PASS: num 4 => led 99 (should be 99)
 PASS: key 5 => num 5 (should be 5)
 PASS: num 5 => led 92 (should be 92)
 PASS: key 6 => num 6 (should be 6)
 PASS: num 6 => led 82 (should be 82)
 PASS: key 7 => num b (should be b)
 PASS: num 11 => led 83 (should be 83)
 PASS: key 8 => num 7 (should be 7)
 PASS: num 7 => led f8 (should be f8)
 PASS: key 9 => num 8 (should be 8)
 PASS: num 8 => led 80 (should be 80)
 PASS: key 10 => num 9 (should be 9)
 PASS: num 9 => led 90 (should be 90)
 PASS: key 11 => num c (should be c)
 PASS: num 12 => led c6 (should be c6)
 PASS: key 12 => num e (should be e)
 PASS: num 14 => led 86 (should be 86)
 PASS: key 13 => num 0 (should be 0)
 PASS: num 0 => led c0 (should be c0)
 PASS: key 14 => num f (should be f)
 PASS: num 15 => led 8e (should be 8e)
 PASS: key 15 => num d (should be d)
 PASS: num 13 => led al (should be al)
    Note: $stop : C:/Users/A00920439/Desktop/Lab2/lab2_tb.sv(110)
Time: 113500 ns Iteration: 1 Instance: /lab2_tb
 ** Note: $stop
# Break in Module lab2_tb at C:/Users/A00920439/Desktop/Lab2/lab2_tb.sv line 110
```

Figure 1: Simulation Results