

Introduction to Verilog Programming on FPGA

Tanmay Agarwal, Hemanth Kumar Desineedi and G V V Sharma*

Component	Value	Quantity
Breadboard		1
Resistor	$\geq 220\Omega$	1
FPGA	Zedboard	1
Seven Segment Display	Common Anode	1
Jumper Wires		20

TABLE 0

Pin	Segment
JA1	a
JA2	b
JA3	c
JA4	d
JB1	e
JB2	f
JB3	g
Vcc	COM

TABLE 1: Pin Connections

Abstract—This manual provides an introduction to Verilog programming using the Zedboard FPGA. This is done by implementing a decade counter using verilog. The process is likely to be similar for other FPGA boards as well.

Problem 1. Connect the Zedboard to the seven segment display in Fig. 1 according to Table 1

Problem 2. In your xdc file, make the following changes for the pin connections.

*The author is with the Department of Electrical Engineering, Indian Institute of Technology, Hyderabad 502285 India e-mail: gadepall@iith.ac.in. All content in this manual is released under GNU GPL. Free and open source.

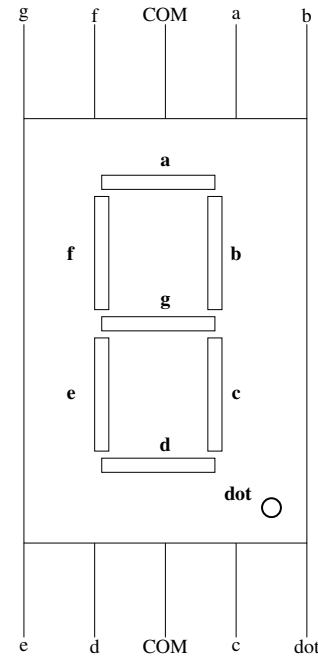


Fig. 1

```
set_property PACKAGE_PIN Y9 [
    get_ports {clk}]; # "GCLK"

# -----
# JA Pmod - Bank 13
# -----

set_property PACKAGE_PIN Y11 [
    get_ports {a}]; # "JA1"
set_property PACKAGE_PIN AA8 [
    get_ports {JA10}]; # "JA10"
set_property PACKAGE_PIN AA11 [
    get_ports {b}]; # "JA2"
set_property PACKAGE_PIN Y10 [
    get_ports {c}]; # "JA3"
set_property PACKAGE_PIN AA9 [
    get_ports {d}]; # "JA4"
set_property PACKAGE_PIN AB11 [
    get_ports {JA7}]; # "JA7"
```

```

set_property PACKAGE_PIN AB10 [
    get_ports {JA8}]; # "JA8"
set_property PACKAGE_PIN AB9 [
    get_ports {JA9}]; # "JA9"

# -----
# JB Pmod - Bank 13
# -----
set_property PACKAGE_PIN W12 [
    get_ports {e}]; # "JB1"
set_property PACKAGE_PIN V8 [
    get_ports {JB10}]; # "JB10"
set_property PACKAGE_PIN W11 [
    get_ports {f}]; # "JB2"
set_property PACKAGE_PIN V10 [
    get_ports {g}]; # "JB3"
set_property PACKAGE_PIN W8 [
    get_ports {JB4}]; # "JB4"
set_property PACKAGE_PIN V12 [
    get_ports {JB7}]; # "JB7"
set_property PACKAGE_PIN W10 [
    get_ports {JB8}]; # "JB8"
set_property PACKAGE_PIN V9 [
    get_ports {JB9}]; # "JB9"

```

Problem 3. Run the following program and verify if the number 1 is displayed.

```

`timescale 1ns / 1ps
// //////////////////////////////////
// Company:
// Engineer:
//
// Create Date: 31.10.2017
// 14:17:14
// Design Name:
// Module Name: sevenseg
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
// //////////////////////////////////

```

```

module sevenseg(input wire clk,
    output reg a, output reg b,
    output reg c, output reg d,
    output reg e, output reg f,
    output reg g

    );
    initial
    begin
        a=1;
        b=0;
        c=0;
        d=1;
        e=1;
        f=1;
        g=1;
    end
endmodule

```

Problem 4. Extend the previous program for all numbers between 0-9. Print E on the display if the input is not in this range.

Problem 5. Write a function for implementing a decade counter.

```

`timescale 1ns / 1ps
// //////////////////////////////////
// Company:
// Engineer:
//
// Create Date: 28.10.2017
// 13:08:19
// Design Name:
// Module Name: spidelay
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
// //////////////////////////////////

```

```

module display_decoder(
    input  wire clk,

    output reg a, //1-bit variable
        register // a, b, c, d, e, f
        , g are the final outputs.
    output reg b,
    output reg c,
    output reg d,
    output reg e,
    output reg f,
    output reg g
);
reg A;
reg B;
reg C;
reg D;
reg W;
reg X;
reg Y;
reg Z;

reg [26:0] delay; //for delay of
    1 second

initial begin
    W=0;
    X=0;
    Y=0;
    Z=0;
end
always @(posedge clk) begin

a = (!D & !C & !B & A) | (!D & C & !B & !A);
b = (!D & C & !B & A) | (!D & C & B & !A);
c = (!D & !C & B & !A);
d = (!D & !C & !B & A) | (!D & C & !B & !A) | (!D &
    C & B & A);
e = (!D & !C & !B & A) | (!D & !C & B & A) | (!D & C
    & !B & !A) | (!D & C & !B & A) | (!D & C & B & A)
    | (D & !C & !B & A);
f = (!D & !C & !B & A) | (!D & !C & B & !A) | (!D
    & C & B & A) | (!D & C & B & A);
g = (!D & !C & !B & !A) | (!D & !C & !B & A) | (!D
    & C & B & A);

D = (W & X & Y & !Z) | (!W & !X & !Y & Z);
C = (Y & !X) | (Y & !W) | (!Y & X & W);
B = (!W & X) | (!Z & !X & W);

```

```

A=!W;

delay = delay+1;

if( delay == 27'
    b1011111010111100001000000000
    )_begin

    _delay_ = _27'b0;
    W=A;
    X=B;
    Y=C;
    Z=D;

end

end
endmodule

```

Problem 6. In problem 5, verify that the binary number

$$1011111010111100001000000000 = 10^8 \quad (6.1)$$

This is the frequency of the Zedboard clock, which is 100 MHz.