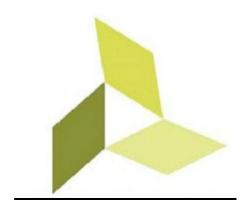
PROJECT WORK

"Verilog Implementation of a Voting Machine Circuit Designs on FPGA using Vivado"

Topic: Voting Machine System Design using Verilog



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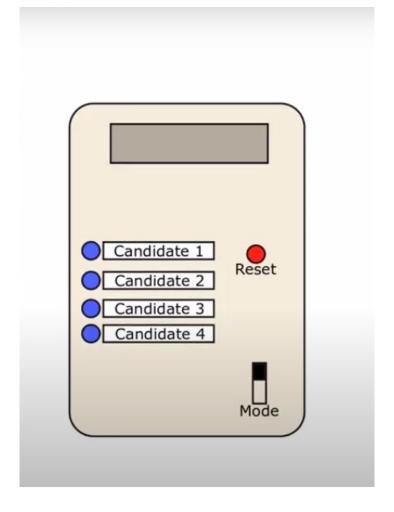
University of Verona (UNVR)

ACKNOWLEDGEMENT

I take this opportunity to express my profound gratitude and deep regards to my guide Professor Luigi Capogrosso and Professor Michele Lora for their exemplary guidance, monitoring and constant encouragement throughout the course of this project.

PROBLEM STATEMENT

The aim of the project is to design a Voting Machine System for 4 Different Candidate thereby giving to any User the possibility to vote between one of those 4 Candidates. Users can be able to press one of the four buttons to vote for a candidate, and the machine stores the vote accordingly. The System also have a Display Percentage Option thereby given possibility for Pressing any of the four buttons displays the percentage (rounded to an integer) of votes received by the corresponding candidate.



As System implementation is Made up of 4 design Schema

1-VotingMachine.v

it has inputs for **clock, reset, mode**, and **buttons** for each candidate, as well as outputs for vote counts and LEDs. Vote Counting Process: On each clock cycle, it increments the vote counts for candidates based on button presses when in vote collection mode. Reset Functionality: When reset is asserted, all vote counts are reset to zero.

Output Assignment: The module assigns the current vote counts to corresponding output ports.

LED Output: There's a port for LED output, although it's not used in this portion of the code.

Other Modules: The code doesn't instantiate any other modules, but it's indicated for potential expansion.

Overall, this module provides the basic functionality of a voting machine, where button presses increment vote counts for candidates, and the counts can be read externally.

2-ButtonControl.v

It is designed to de-bounce a button input and generate a valid vote signal. Here's a summary:

- **Inputs:** Clock, reset, button.
- Outputs: Valid_vote.
- **Internal Signal:** Counter (2-bit register).
- **Parameter:** COUNTER_LIMIT (set to 100,000,000).

Functionality:

- On each clock cycle, if reset is asserted, the counter is reset.
- If the button is pressed and the counter has not reached its limit, the counter increments, effectively de-bouncing the button.
- When the button is released, the counter resets.
- Another process checks if the counter reaches the limit, indicating a valid vote, and sets valid_vote accordingly.
- **Purpose:** Ensures that only sustained button presses beyond a certain duration are considered as valid votes, filtering out noise or bouncing from the button.

This module effectively filters out noise or bouncing from the button signal and generates a single, valid vote signal once the button has been held down for a certain duration, ensuring accurate voting.

3-ModeControl.v

This Verilog module, controls the operation of the voting machine based on different modes. Here's a summary of its functionality:

Module Description:

- ➤ Inputs: clock, reset, mode, valid_vote_casted, candidate vote counts, and buttons for each candidate.
- > Outputs: LEDs.
- ➤ Internal Signals:
- > sync reset: Synchronized reset signal.
- ➤ leds_internal: Internal signal for LED logic.
- candidate_votes: Array to hold vote counts for each candidate.
- > counter: Counter for mode switching and vote counting.
- total_votes: Total number of votes received.
- mode_previous: Previous mode value for detecting mode changes.

Initialization:

On reset, initializes counters and vote counts.

Mode Switching:

Tracks mode changes and resets vote counts accordingly.

LED Display Logic:

Displays different patterns based on the current mode and button presses.

Vote Counting Logic:

Increments total votes and candidate votes based on valid votes received.

Output Assignment:

Assigns the internal LED signal to the output port, synchronized with the clock.

Overall, this module manages the voting machine's operation, including mode switching, vote counting, LED display logic, and output control based on button presses and mode changes.

4-voteLogger.v

It is Principally responsible for logging valid votes received for each candidate. Here's a summary of its functionality:

Module Description:

- ➤ Inputs: clock, reset, mode, and signals indicating valid votes for each candidate.
- Outputs: Registers to store the received votes for each candidate.

Vote Logging Logic:

- On each clock cycle, if reset is asserted, the stored vote counts for all candidates are reset to zero.
- If the mode is set to 0 (indicating vote collection mode):
- The module increments the stored vote count for each candidate if a valid vote signal is received for that candidate.

Initialization:

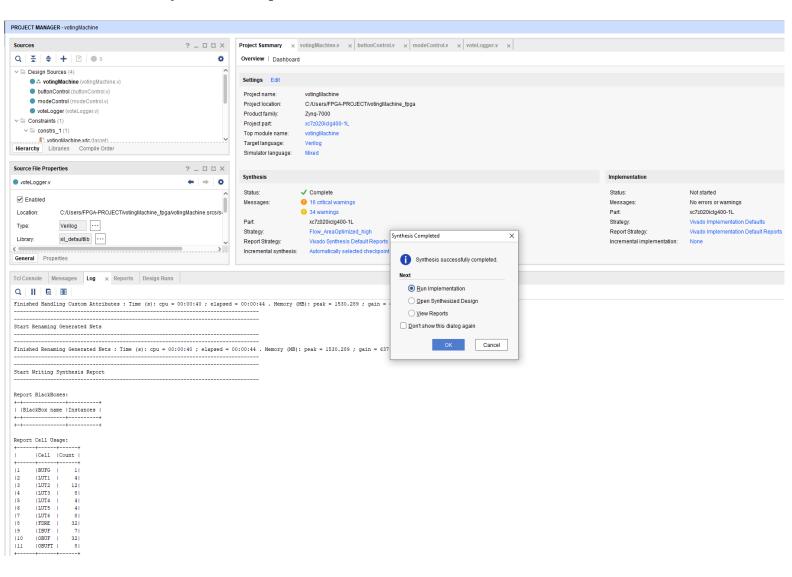
• On reset, all stored vote counts are reset to zero.

Output Assignment:

• The module assigns the updated vote counts to the corresponding output registers.

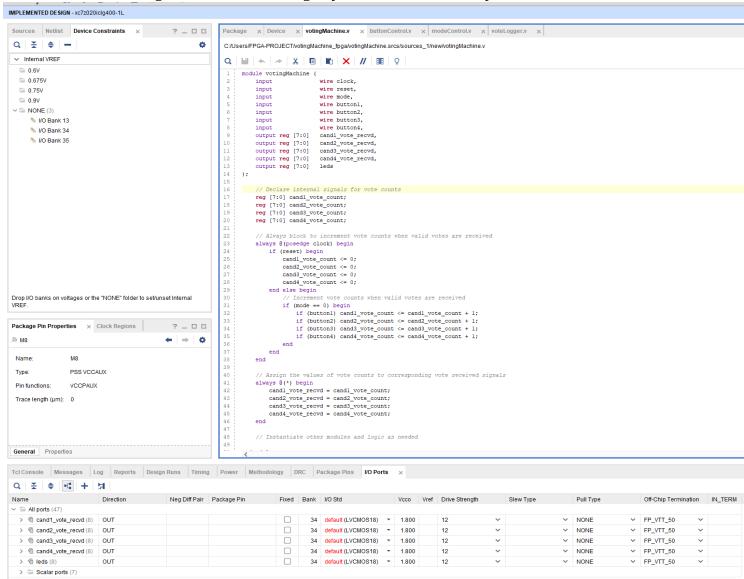
Overall, this module acts as a simple vote logger, incrementing the vote count for each candidate when a valid vote signal is received, and providing the current count as output.

Those 4 Synthesis compilation is Visible as below.

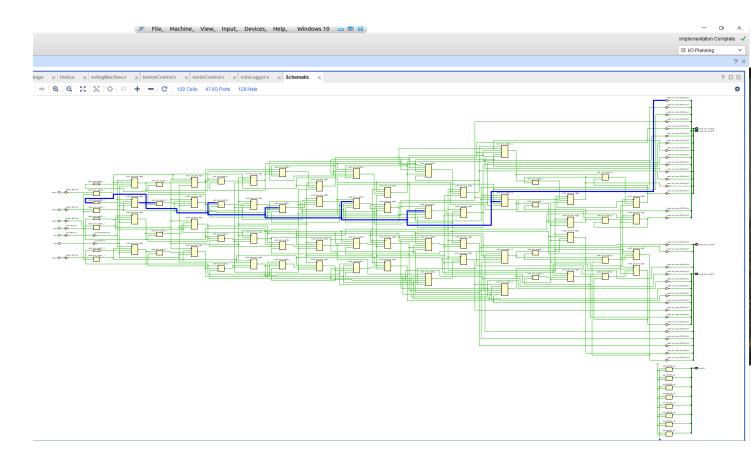


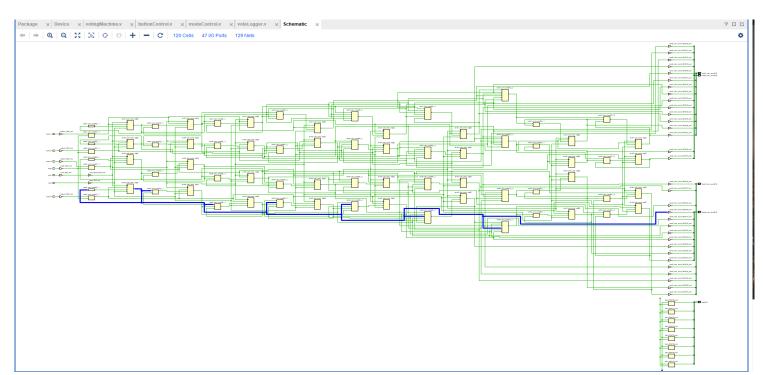
VERILOG CODE

The Verilog Code for those 4 design System is attach in the Zip Folder.



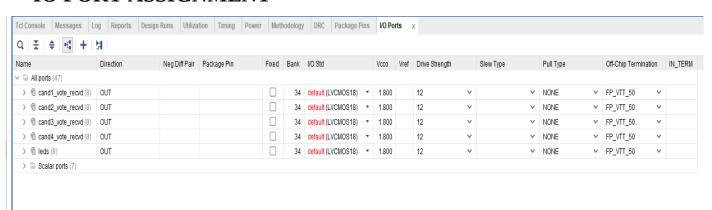
SCHEMATIC AFTER IMPLEMENTATION





Showcasing Various Connecting Lines

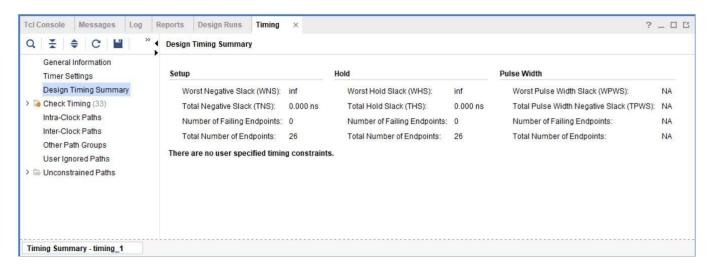
IO PORT ASSIGNMENT



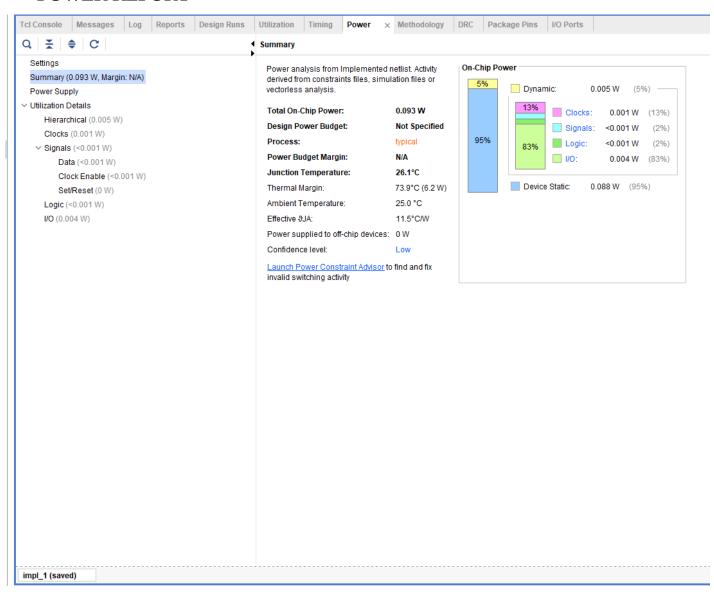
SCHEMATIC AFTER SYNTHESIS

REPORTS AFTER SYNTHESIS

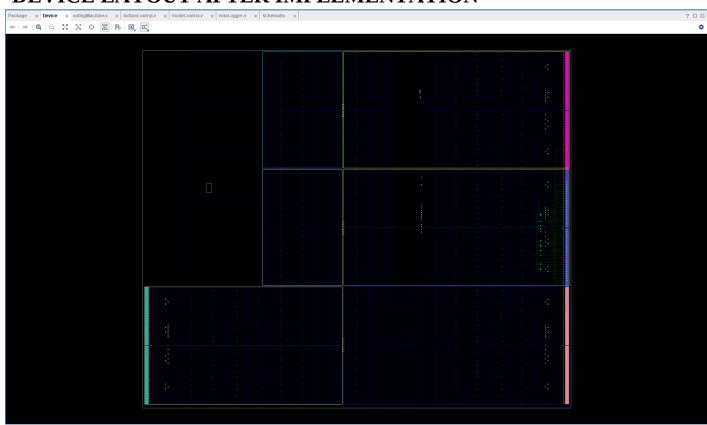
TIMING REPORT

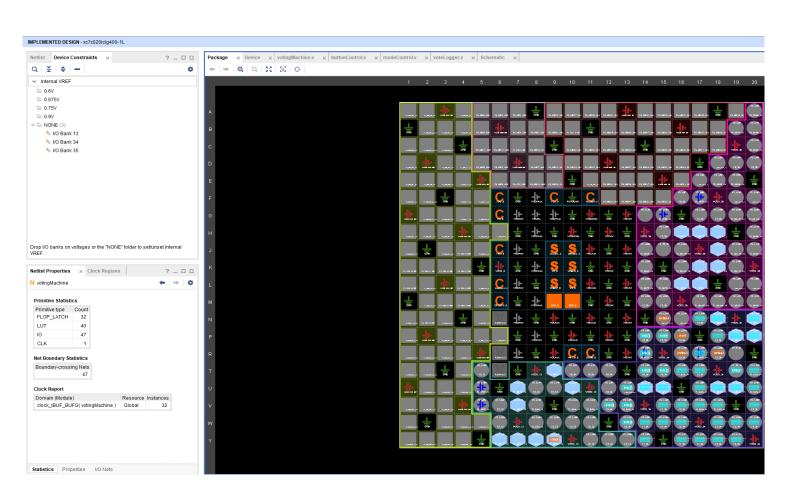


POWER REPORT



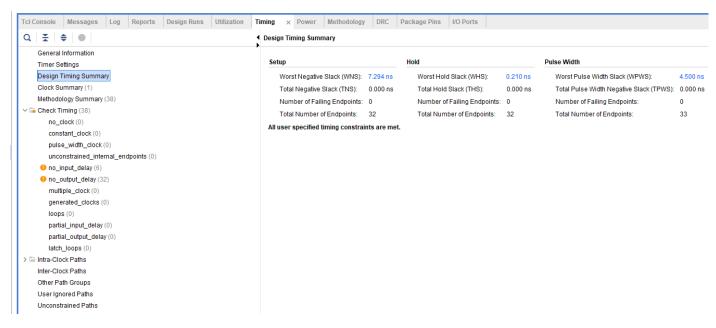
DEVICE LAYOUT AFTER IMPLEMENTATION



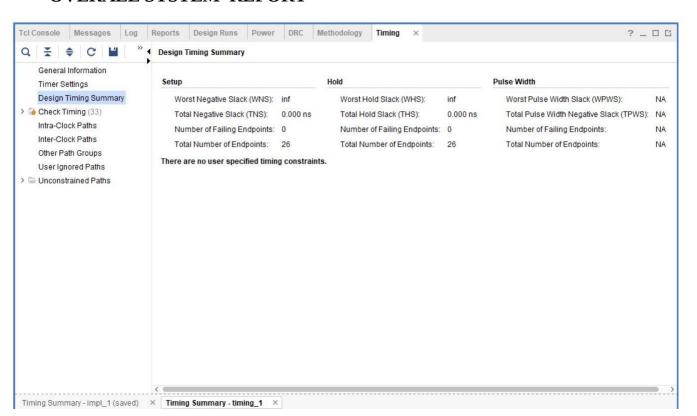


REPORTS AFTER IMPLEMENTATION

TIMING REPORT



OVERALL SYSTEM REPORT

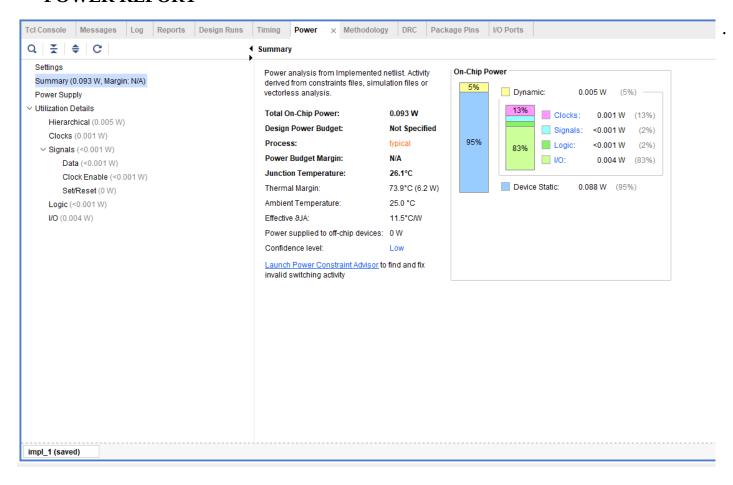


UTILIZATION REPORT

cl Console	Messages Lo	g Reports × Design	Runs Utilization	Timing	Power	Methodology	DRC	Package Pins	I/O Ports	
Q 🚆	♦ + − <i>a</i>	/ ▶								
Report		Туре	Options			Modif	ied	Size		
 Synthesis 										
∨ Synth D	Design (synth_design	n)								
[] (Jtilization - Synth Des	sign report_utilization				4/28/	24, 11:37 A	M 7.8 KB		
synthesis_report						4/28/	24, 11:37 A	M 26.7 KB		
Implemen	tation									
<pre> impl_1</pre>										
∨ Des	ign Initialization (init_	_design)								
	Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Opt	Design (opt_design))								
G	DRC	report_drc				4/28/	24, 11:40 A	M 3.9 KB		
	Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Pow	er Opt Design (powe	er_opt_design)								
[Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Plac	e Design (place_de	sign)								
G	lO	report_io				4/28/	24, 11:40 A	M 120.1 KB		
G	Utilization	report_utilization				4/28/	24, 11:40 A	M 9.7 KB		
G	Control Sets	report_control_sets	verbose = tru	ue;		4/28/	24, 11:40 A	M 4.2 KB		
<u> </u>	Incremental Reus	e report_incremental_	reuse							
G	Incremental Reus	e report_incremental_	reuse							
E	Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Post	t-Place Power Opt D	esign (post_place_power_o	pt_design)							
E .	Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Post	t-Place Phys Opt De	sign (phys_opt_design)								
E	Timing Summary	report_timing_sumn	nary max_paths :	= 10;						
∨ Rou	te Design (route_de	sign)								
G	DRC	report_drc				4/28/	24, 11:41 A	M 3.9 KB		
G	Methodology	report_methodology				4/28/	24, 11:41 A	M 8.7 KB		
G	Power	report_power				4/28/	24, 11:41 A	M 8.9 KB		
G	Route Status	report_route_status				4/28/	24, 11:41 A	M 0.6 KB		
G	Timing Summary	report_timing_sumn	nary max_paths =	= 10;		4/28/	24, 11:41 A	M 91.6 KB		
	Incremental Reus	e report_incremental_	reuse							
G	Clock Utilization	report_clock_utilizati	on			4/28/	24, 11:41 A	M 11.1 KB		
	Bus Skew	report_bus_skew	warn_on_vio	olation = true) ;	4/28/	24, 11:41 A	M 1.0 KB		
	implementation_lo	_				4/28/	24, 11:41 A	43.3 KB		
∨ Post	t-Route Phys Opt De	sign (post_route_phys_opt_								
G	Timing Summary	report_timing_sumn	nary max_paths :	= 10; warn_c	n_violation	n = true;				
G	Bus Skew	report_bus_skew	warn_on_vio	olation = true);					



POWER REPORT



PACKAGE PINS AFTER IMPLEMENTATION

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№ V19	0											GND												GND
.0 W2	0											GND												GND
№ W12	0											GND												GND
№ Y5	0											GND												GND
N Y15	0											GND												GND
Ø G13	0											VCCINT												VCCINT
№ H12	0											VCCINT												VCCINT
№ J13	0											VCCINT												VCCINT
№ K12	0											VCCINT												VCCINT
№ L13	0											VCCINT												VCCINT
№ M12	0											VCCINT												VCCINT
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№ P12	0											VCCINT												VCCINT
№ R13	0											VCCINT												VCCINT
<i>№</i> J11	0											VCCAUX												VCCAU)
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№ H10	0											VCCBRAM												VCCBR
№ G8	0											PSS VCCPLL												VCCPLL
№ G9	0											PSS VCCAUX												VCCPAL
№ F8	0											PSS VCCAUX												VCCPAL
.0 H8	0											PSS VCCAUX												VCCPAL
.0 K8	0											PSS VCCAUX												VCCPAL
.0 M8	0											PSS VCCAUX												VCCPA
Д G7	0											PSS VCCINT												VCCPIN
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<i>№</i> L7	0											PSS VCCINT												VCCPIN
.0 N7	0											PSS VCCINT												VCCPIN
№ P8	0											PSS VCCINT												VCCPIN

REFERENCES:

- 1) HW Components Design on FPGA: Practice -Course Notes
- 2) Nptel lectures on Digital design by prof. Srinivasan
- 3) http://www.asic-world.com/tidbits/verilog_fsm.html