

Encoder

Design.v

Untitled 1

D:/Vivado/Encoder/Encoder.srscs/sources_1/new/Design.v

1

//8:3 encoder design code

2

module encoder(d,y);

3

input[7:0]d;

4

output[2:0]y;

5

assign y[2]=d[4]|d[5]|d[6]|d[7];

6

assign y[1]=d[2]|d[3]|d[6]|d[7];

7

assign y[0]=d[1]|d[3]|d[6]|d[7];

8

endmodule

testbench.v

testbench.v

D:/Vivado/Encoder/Encoder.srscs/sim_1/new/testbench.v

1

//8:3 encoder test bench

2

module tb;

3

reg [7:0]d;

4

wire[2:0]y;

5

encoder u1(.y(y),.d(d));

6

initial

7

begin

8

\$monitor("d=%0b,y=%0b",d,y);

9

d=8'b00000001;

10

#10d=8'b00000010;

11

#10d=8'b00000100;

12

#10d=8'b00001000;

13

#10d=8'b00010000;

14

#10d=8'b00100000;

15

#10d=8'b01000000;

16

#10d=8'b10000000;

17

end

18

endmodule

Design.v

testbench.v

Untitled 1

0.000 ns

0.000 ns

10.000 ns

20.000 ns

30.000 ns

40.000 ns

50.000 ns

60.000 ns

70.000 ns

80.000 ns

90.000 ns

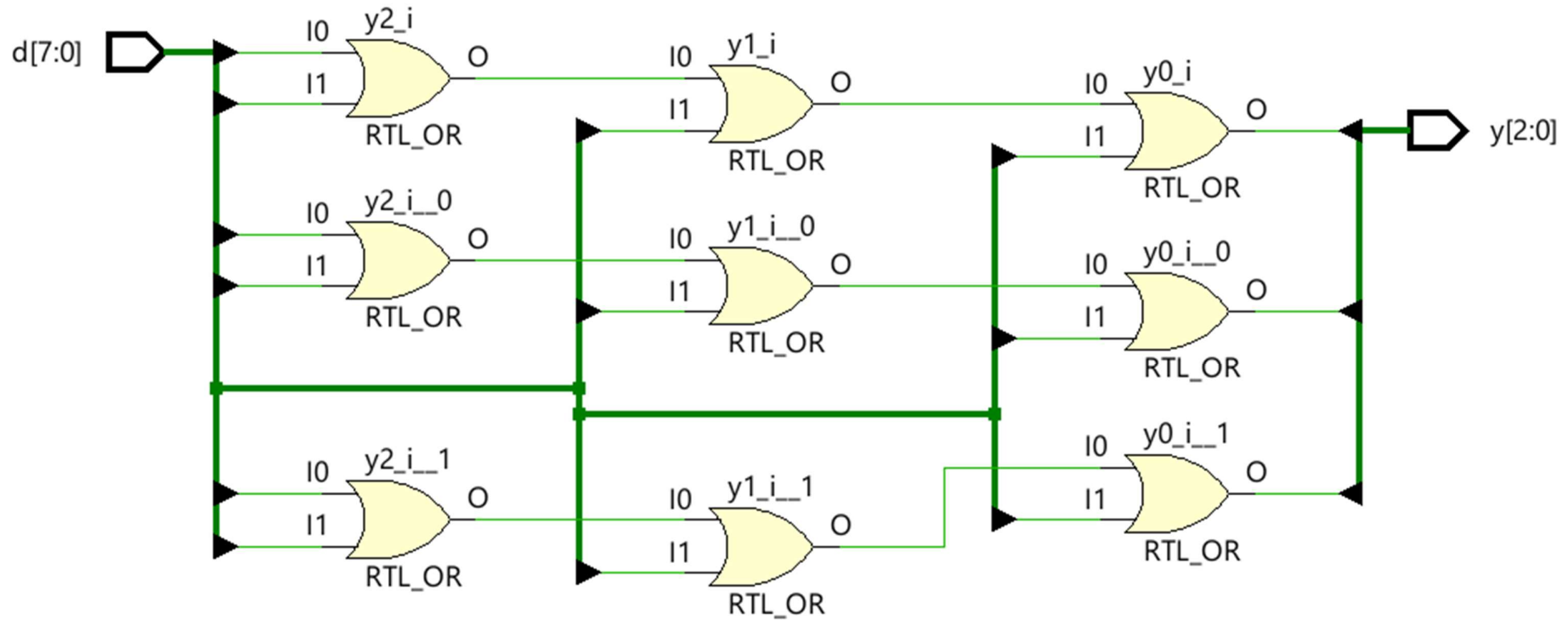
100.000 ns

110.000 ns

120.000 ns

130.000 ns

Name	Value	0.000 ns	10.000 ns	20.000 ns	30.000 ns	40.000 ns	50.000 ns	60.000 ns	70.000 ns	80.000 ns	90.000 ns	100.000 ns	110.000 ns	120.000 ns	130.000 ns
> d[7:0]	01	01	02	04	08	10	20	40				80			
> y[2:0]	0	0	1	2	3	4				7					



OUT PUT TEST CASE

```
# KERNEL : d=1,y=0
# KERNEL : d=10,y=1
# KERNEL : d=100,y=10
# KERNEL : d=1000,y=11
# KERNEL : d=10000,y=100
# KERNEL : d=100000,y=100
# KERNEL : d=1000000,y=111
# KERNEL : d=10000000,y=111
# KERNEL : Simulation has finished.
```

An **encoder** is a device or process that converts information from one format to another, typically for purposes of compatibility, efficiency, or standardization. Encoders are widely used in various fields, such as electronics, computing, automation, and machine learning. Here are the key concepts:

Basic Definition

- **General Purpose:** An encoder transforms data, motion, or signals into a specific format for processing, storage, or transmission.
- **Physical Motion to Digital Signal:** In industrial and automation contexts, encoders convert mechanical motion (e.g., rotation or linear displacement) into an electrical signal that can be interpreted by control systems¹⁶.

Types of Encoders

1. Rotary Encoders:

- Measure rotational position or speed.
- Common in motors and robotics.

2. Linear Encoders:

- Measure straight-line motion.

3. Absolute Encoders:

- Provide unique position values for every location.

4. Incremental Encoders:

- Provide relative position changes through pulses.

Applications

- **Industrial Automation:** Used in CNC machines, robotics, and motor control to ensure precise movement and positioning¹⁶.
- **Data Communication:** Encoding ensures efficient data transmission by converting information into standardized formats like ASCII or Unicode²³.
- **Machine Learning:** In encoder-decoder architectures (e.g., for translation), encoders convert input sequences into vector representations for further processing by decoders⁵.

Key Components

1. **Sensing Element:** Detects physical motion (e.g., light beams in optical encoders).
2. **Signal Converter:** Translates detected motion into an electrical signal.
3. **Output Interface:** Processes and communicates the signal to a control system¹⁶.

Encoders are indispensable in modern technology due to their role in translating physical or digital inputs into actionable data across diverse applications.