

Aim: Write the Verilog code to implement given logic functions using continuous assignments.

g=x1x3+x2x4

h = (x1 + x3 bar)(x2bar + x4)

f = g + h

IDE: EDA Playground

## **Theory:**

Binary operation performs by any digital circuit with the set of elements 0 and 1 ,are called logical operations or logic functions. The algebra used to symbolically represent the logic function is called Boolean algebra. It is a two state algebra invented by George Boole in 1854.

Thus, a Boolean algebra is a system of mathematics logic for the analysis and designing of digital systems.

A variable or function of variables in Boolean algebra can assume only two values ,either a '0' or a '1'. Hence, there are no fractions, no negative numbers, no square roots, no cube roots, no logarithms etc.

#### Pre Lab Exercise:

- a. What is logic function?
- b. What is the minimum number of two-input NAND gates used to perform the function of two input OR gate?
- c. A student makes a mistake somewhere in the process of simplifying the following Boolean expression:

$$AB + A(B+C)$$

$$AB + AB + C$$

$$AB + C$$



# Marwadi University Faculty of Technology

# **Department of Information and Communication Technology**

Subject: Digital Design using Verilog (01CT0619)

Aim: Write the Verilog code to implement logic functions using continuous assignments.

Experiment No: 01 Date: Enrollment No: 92100133020

Determine where the mistake was made, and what the proper sequence of steps should be to simplify the original expression.

#### **Verilog Code:**

```
// Experiment 1
// Write the Verilog code to implement given logic functions using continuous assignments.
module and_gate (in1,in2,out);
  input in1;
  input in2;
  output out;
  and(out,in1,in2);
endmodule
module or_gate (in1,in2,out);
  input in1;
  input in2;
  output out;
  or(out,in1,in2);
endmodule
module not_gate (in,out);
  input in;
  output out;
  not(out,in);
endmodule
```



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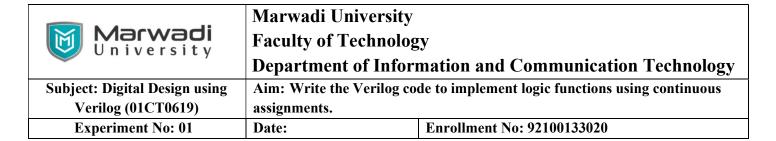
Subject: Digital Design using Verilog (01CT0619) Aim: Write the Verilog code to implement logic functions using continuous assignments.

**Experiment No: 01** 

Date: Enrollment No: 92100133020

### **Testbench:**

```
// Testbench
module and_gate_tb;
 reg x1=0, x2=0, x3=0, x4=0;
 wire g_out, h_out, f_out, out1, out2, x3_bar, x2_bar, out3, out4;
 reg [4:0] inputs; // 4-bit binary counter
 and gate a(x1, x3, out1);
 and_gate b(x2, x4, out2);
 or_gate c(out1, out2, g_out);
 not gate d(x3, x3 bar);
 not_gate e(x2, x2_bar);
 or_gate f(x1, x3_bar, out3);
 or gate g(x2 bar, x4, out4);
 and_gate h(out3, out4, h_out);
 or_gate i(g_out, h_out, f_out);
 initial begin
    for (inputs = 0; inputs < 16; inputs = inputs + 1) begin
        x1 = inputs[0]; // Oth bit for x1
        x2 = inputs[1]; // 1st bit for x2
        x3 = inputs[2]; // 2nd bit for x3
        x4 = inputs[3]; // 3rd bit for x4
        #10000; // Delay of 1 second
        // Display inputs and corresponding outputs
        display("x4 = \%b | x3 = \%b | x2 = \%b | x1 = \%b | x2_bar = \%b | x3_bar = \%b -> G_Out:
%b | H_Out: %b | F_Out: %b", x4, x3, x2, x1, x2_bar, x3_bar, g_out, h_out, f_out);
    $finish;
endmodule
```



#### **Results:**

```
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> iverilog exp_1.v
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> vvp a.out
x4 = 0
         x3 = 0
                  x2 = 0
                           x1 = 0
                                    x2_bar = 1
                                                  x3 bar = 1 -> G Out: 0
                                                                           H Out: 1
                                                                                       F Out: 1
x4 = 0
         x3 = 0
                  x2 = 0
                                                  x3 bar = 1 -> G Out: 0
                           x1 = 1
                                    x2 bar = 1
                                                                           H Out: 1
                                                                                       F Out: 1
x4 = 0
        x3 = 0
                  x2 = 1
                                    x2 bar = 0
                                                  x3 bar = 1 -> G Out: 0
                                                                           H Out: 0
                           x1 = 0
                                                                                       F Out: 0
x4 = 0
        x3 = 0
                  x2 = 1
                           x1 = 1
                                    x2 bar = 0
                                                  x3 bar = 1 -> G Out: 0
                                                                           H Out: 0
                                                                                       F Out: 0
x4 = 0
        x3 = 1
                  x2 = 0
                           x1 = 0
                                    x2 bar = 1
                                                  x3 bar = 0 -> G Out: 0
                                                                           H Out: 0
                                                                                       F Out: 0
                  x2 = 0
                                    x2 bar = 1
x4 = 0
        x3 = 1
                                                  x3_bar = 0 -> G_Out: 1
                                                                           H_Out: 1
                           x1 = 1
                                                                                       F_Out: 1
x4 = 0
        x3 = 1
                  x2 = 1
                                    x2 bar = 0
                                                  x3 bar = 0 -> G Out: 0
                                                                           H Out: 0
                                                                                       F Out: 0
                           x1 = 0
x4 = 0
        x3 = 1
                  x2 = 1
                           x1 = 1
                                    x2 bar = 0
                                                  x3 bar = 0 -> G Out: 1
                                                                           H Out: 0
                                                                                       F Out: 1
x4
  = 1
        x3 = 0
                  x2 = 0
                           x1 = 0
                                    x2 bar = 1
                                                  x3 bar = 1 -> G Out: 0
                                                                           H Out: 1
                                                                                       F Out: 1
x4 = 1
        x3 = 0
                  x2 = 0
                           x1 = 1
                                    x2 bar = 1
                                                  x3 bar = 1 -> G Out: 0
                                                                           H Out: 1
                                                                                       F Out: 1
x4 = 1
        x3 = 0
                  x2 = 1
                           x1 = 0
                                    x2 bar = 0
                                                  x3 bar = 1 -> G Out: 1
                                                                           H Out: 1
                                                                                       F Out: 1
x4 = 1
        x3 = 0
                  x2 = 1
                                    x2 bar = 0
                                                  x3 bar = 1 -> G Out: 1
                                                                           H Out: 1
                           x1 = 1
                                                                                       F Out: 1
x4 = 1
        x3 = 1
                  x2 = 0
                           x1 = 0
                                    x2 bar = 1
                                                  x3 bar = 0 -> G Out: 0
                                                                           H_Out: 0
                                                                                       F Out: 0
x4 = 1
                  x2 = 0
                                    x2 bar = 1
                                                  x3 bar = 0 -> G Out: 1
         x3 = 1
                           x1 = 1
                                                                           H Out: 1
                                                                                       F Out: 1
                                                                                       F_Out: 1
x4 = 1
        x3 = 1
                  x2 = 1
                           x1 = 0
                                    x2 bar = 0
                                                  x3 bar = 0 -> G Out: 1
                                                                           H Out: 0
                                    x2 bar = 0
x4 = 1
        x3 = 1
                  x2 = 1
                           x1 = 1
                                                 x3 bar = 0 -> G Out: 1
                                                                           H Out: 1
                                                                                       F Out: 1
exp 1.v:60: $finish called at 160000 (1s)
```

# **Observation and Result Analysis:**

rite the final observ	ation and Analy	/sis		

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Experiment No: 01	Date:	Enrollment No: 92100133020			

## **Post Lab Exercise:**

a. An engineer hands you a piece of paper with the following Boolean expression on it, and tells you to build a gate circuit to perform that function:

$$A\overline{B} + \overline{C}(A+B)$$

Write Verilog code and test bench for the same. Also Mention Output for the same.

# **Verilog Code:**

```
// Lab Experiment 1 - Post Lab 1
// Equation is: AB' + C'(A + B)

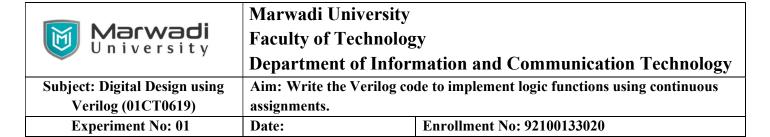
module exp1_postlab1(inA, inB, inC, out);
   input inA, inB, inC;
   wire w1, w2, w3, w4, w5;
   output out;

   or(w1, inA, inB);
   not(w2, inC);
   and(w3, w1, w2);
   not(w4, inB);
   and(w5, inA, w4);
   or(out, w3, w5);
endmodule
```

# **Testbench:**

```
// Testbench

module exp1_postlab1_tb;
  reg x1=0, x2=0, x3=0;
  wire out;
  reg [3:0] inputs; // 3-bit binary counter
```



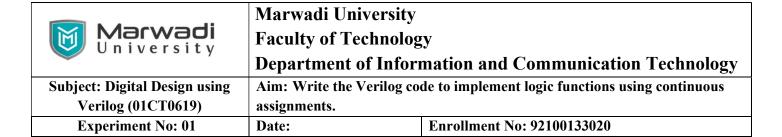
```
exp1_postlab1 a(x1, x2, x3, out);

initial begin
  for (inputs = 0; inputs < 8; inputs = inputs + 1) begin
      x1 = inputs[0]; // Oth bit for x1
      x2 = inputs[1]; // 1st bit for x2
      x3 = inputs[2]; // 2nd bit for x3
      #10000; // Delay of 1 second

      // Display inputs and corresponding outputs
      $display("x3 = %b | x2 = %b | x1 = %b -> Output : %b", x3, x2, x1, out);
    end
      $finish;
    end
endmodule
```

# **Results:**

```
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> iverilog exp_1_post1.v
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> vvp a.out
x3 = 0 | x2 = 0 | x1 = 0 -> Output : 0
x3 = 0 | x2 = 0 | x1 = 1 -> Output : 1
x3 = 0 | x2 = 1 | x1 = 0 -> Output : 1
x3 = 0 | x2 = 1 | x1 = 1 -> Output : 1
x3 = 1 | x2 = 0 | x1 = 0 -> Output : 0
x3 = 1 | x2 = 0 | x1 = 1 -> Output : 1
x3 = 1 | x2 = 1 | x1 = 0 -> Output : 0
x3 = 1 | x2 = 1 | x1 = 0 -> Output : 0
x3 = 1 | x2 = 1 | x1 = 1 -> Output : 0
exp_1_post1.v:37: $finish called at 80000 (1s)
```



b. The Boolean function  $(x + y) (\bar{x} + z) (y + z)$  is equal to which one of the following expressions?

```
(a) (x + y) (y + z) (b) (\bar{x} + z) (y + z) (c) (x + y) (\bar{x} + z) (d) (x + y) (\bar{x} + z)
```

Write Verilog code for given Boolean function and the answer which you have selected from options, Comment on the output for the same.

Here the answer is option C and D, because both the options are same and after implementation of the code the outputs are also same.

#### **Verilog Code:**

```
Lab Experiment 1 - Post Lab 2
/* The Boolean function ( x + y) ( \bar{x} + z) ( y+ z) is equal to which one of the following
expressions?
(a) (x + y)(y+z)
                          (b) (\bar{x} + z)(y+z)
                                                     (c) (x + y)(\bar{x} + z) (d) (x + y)(\bar{x} + z)
Write verilog code for given Boolean function and the answer which you have selected from
options, Comment on the output for the same.*/
module exp1 postlab2(inX, inY, inZ, out);
    input inX, inY, inZ;
   wire w1, w2, w3, w4, w5;
   output out;
   not(w2, inX);
   or(w1, inX, inY);
   or(w3, inZ, w2);
   or(w4, inY, inZ);
    and(w5, w3, w4);
    and(out, w5, w1);
endmodule
```

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# Testbench:

```
// Testbench
module exp1 postlab2 tb;
  reg x1=0, x2=0, x3=0;
  wire out;
  reg [3:0] inputs; // 3-bit binXry counter
  exp1 postlab2 a(x1, x2, x3, out);
  initial begin
    for (inputs = 0; inputs < 8; inputs = inputs + 1) begin
        x1 = inputs[0]; // Oth bit for x1
        x2 = inputs[1]; // 1st bit for x2
        x3 = inputs[2]; // 2nd bit for x3
        #10000; // Delay of 1 second
        // Display inputs and corresponding outputs
        \frac{1}{3} $\display(\(\text{"x3} = \%b \ x2 = \%b \ x1 = \%b -> \text{Output} : \%b\(\text{", x3, x2, x1, out}\);
    end
    $finish;
endmodule
```

#### **Results:**

```
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> iverilog exp_1_post2.v
PS D:\Mirror\ICT\3rd YEAR\SEM 6\DDV_Codes> vvp a.out
x3 = 0 | x2 = 0 | x1 = 0 -> Output : 0
x3 = 0 | x2 = 0 | x1 = 1 -> Output : 1
x3 = 0 | x2 = 1 | x1 = 0 -> Output : 1
x3 = 0 | x2 = 1 | x1 = 1 -> Output : 0
x3 = 1 | x2 = 0 | x1 = 0 -> Output : 0
x3 = 1 | x2 = 0 | x1 = 1 -> Output : 1
x3 = 1 | x2 = 1 | x1 = 0 -> Output : 1
x3 = 1 | x2 = 1 | x1 = 0 -> Output : 1
x3 = 1 | x2 = 1 | x1 = 1 -> Output : 1
exp_1_post2.v:38: $finish called at 80000 (1s)
```