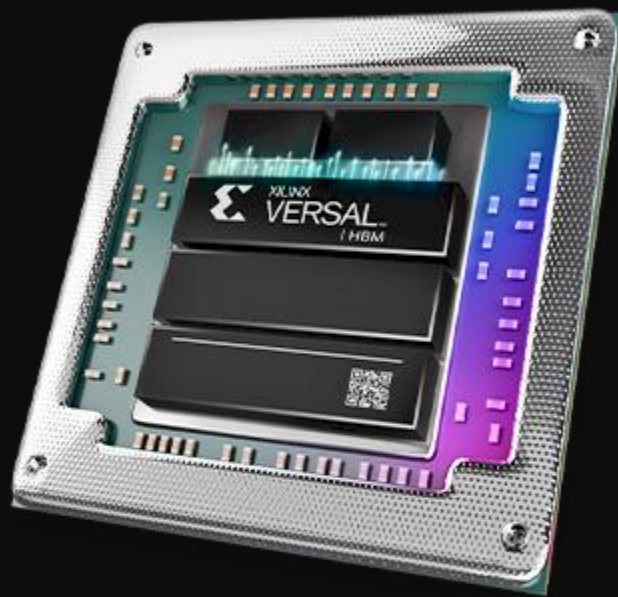


EC204

Digital System Design Lab

Lab – 4



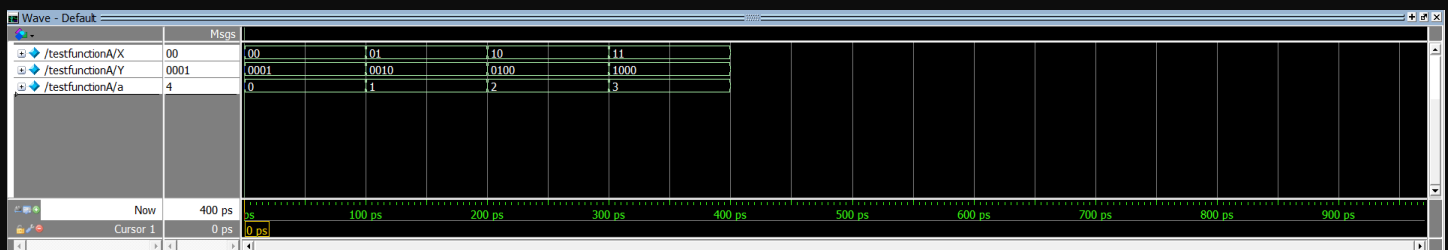
Utkarsh R Mahajan
201EC164

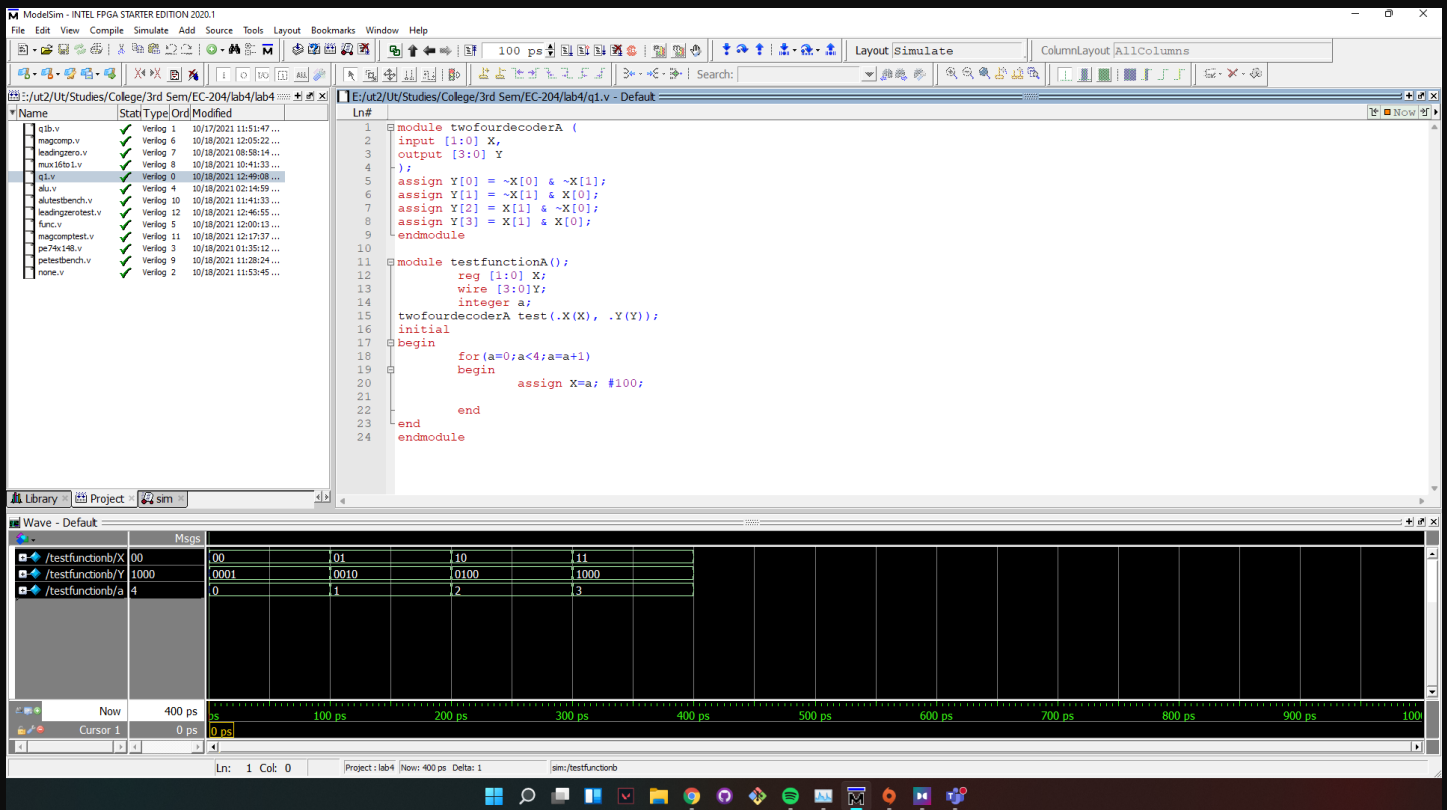
1] 2 to 4 decoder using

(a) concurrent signal assignment statements

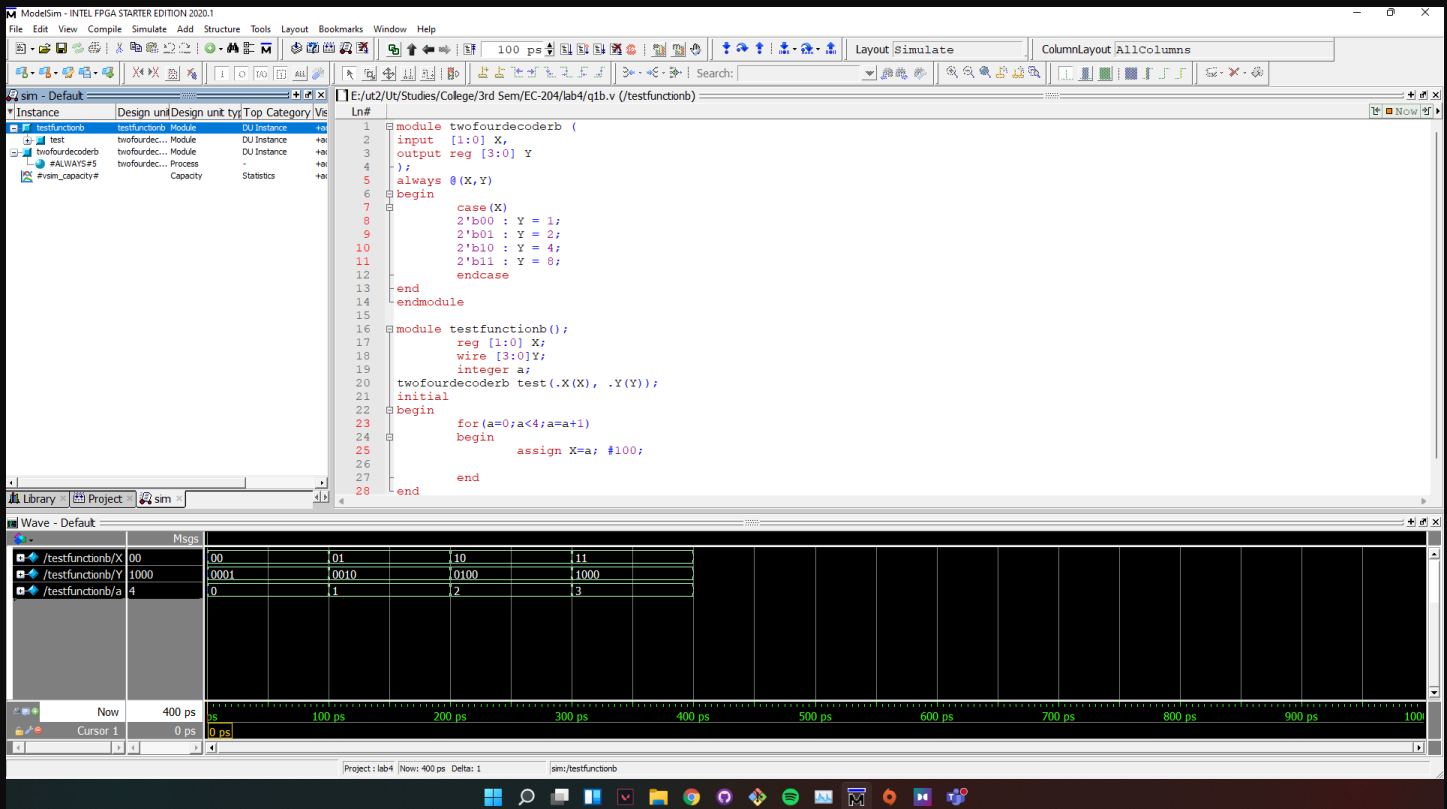
```
module twofourdecoderA (  
input [1:0] X,  
output [3:0] Y  
);  
assign Y[0] = ~X[0] & ~X[1];  
assign Y[1] = ~X[1] & X[0];  
assign Y[2] = X[1] & ~X[0];  
assign Y[3] = X[1] & X[0];  
endmodule  
  
module testfunctionA();  
    reg [1:0] X;  
    wire [3:0] Y;  
    integer a;  
    twofourdecoderA test(.X(X), .Y(Y));  
    initial  
    begin  
        for(a=0;a<4;a=a+1)  
        begin  
            assign X=a; #100;  
        end  
    end  
end  
endmodule
```

Wave:

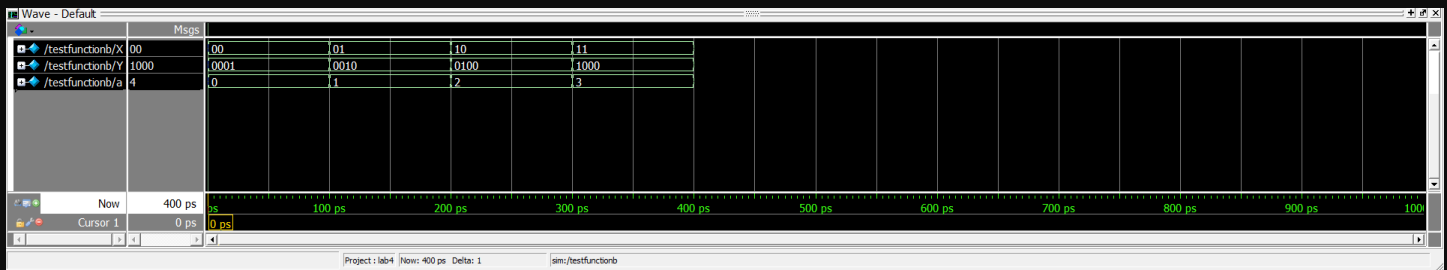




(b) using case statement



Wave:



```
module twofourdecoderb (  
    input  [1:0] X,  
    output reg [3:0] Y  
);  
always @(X,Y)  
begin  
    case(X)  
        2'b00 : Y = 1;  
        2'b01 : Y = 2;  
        2'b10 : Y = 4;  
        2'b11 : Y = 8;  
    endcase  
end  
endmodule  
  
module testfunctionb();  
    reg [1:0] X;  
    wire [3:0] Y;  
    integer a;  
    twofourdecoderb test(.X(X), .Y(Y));  
    initial  
    begin  
        for(a=0;a<4;a=a+1)  
        begin  
            assign X=a; #100;  
        end  
    end  
end  
endmodule
```

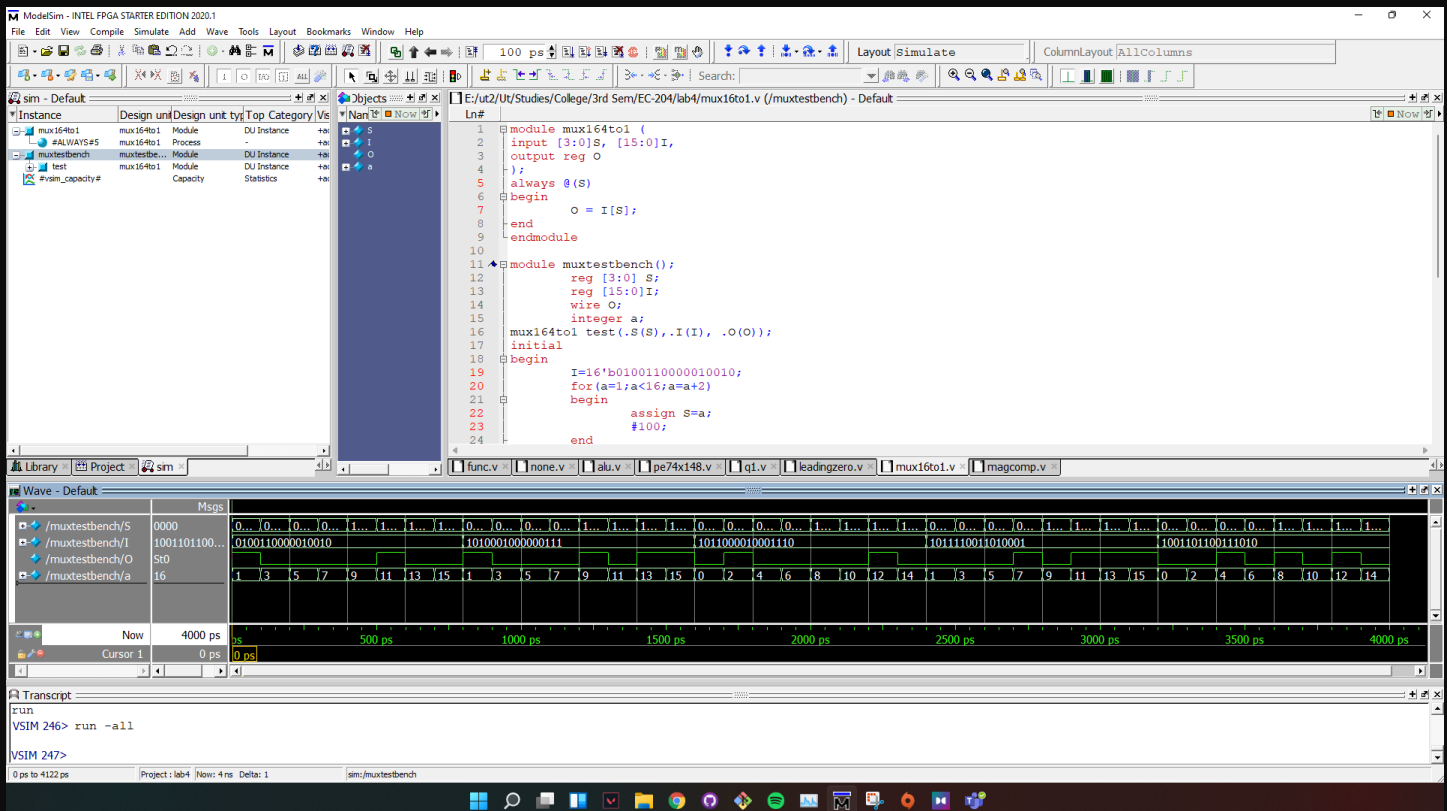
2] 16:1 multiplexer

```
module muxtestbench();
    reg [3:0] S;
    reg [15:0] I;
    wire 0;
    integer a;
mux164to1 test(.S(S),.I(I), .O(0));
initial
begin
    I=16'b01001100000010010;
    for(a=1;a<16;a=a+2)
    begin
        assign S=a;
        #100;
    end
    I=16'b10100010000000111;
    for(a=1;a<16;a=a+2)
    begin
        assign S=a;
        #100;
    end
    I=16'b1011000010001110;
    for(a=0;a<16;a=a+2)
    begin
        assign S=a;
        #100;
    end
    I=16'b1011110011010001;
    for(a=1;a<16;a=a+2)
    begin
        assign S=a;
        #100;
    end
    I=16'b1001101100111010;
    for(a=0;a<16;a=a+2)
    begin
        assign S=a;
        #100;
    end
end
endmodule
```

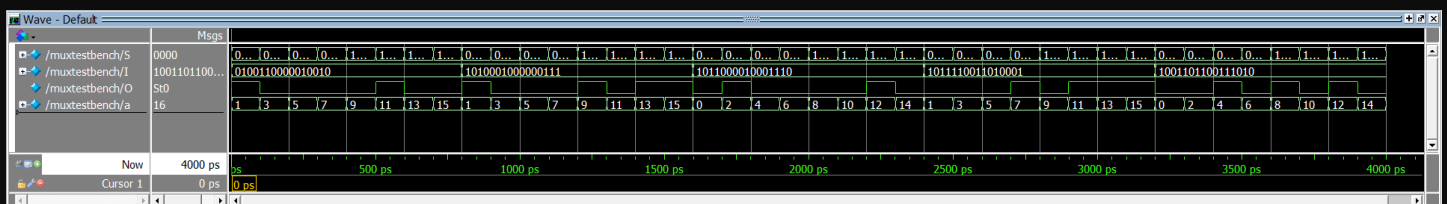
```

module mux164to1 (
input [3:0]S, [15:0]I,
output reg O
);
always @(S)
begin
    O = I[S];
end
endmodule

```



Wave:



3] Functionality of 74x148 priority encoder

```

module priorityEncoder74x148 (
input  [7:0] IL,
input  EIL,
output reg [2:0] AL,
output reg  GSL,
output reg  EOL
);
always @(EIL,IL)
begin
    if(EIL==0)
    begin
        casex(IL)
            8'b0??????: begin
                AL = 3'b000;
                GSL = 0;
                EOL = 1;
            end
            8'b10?????: begin
                AL = 3'b001;
                GSL = 0;
                EOL = 1;
            end
            8'b110?????: begin
                AL = 3'b010;
                GSL = 0;
                EOL = 1;
            end
            8'b1110????: begin
                AL = 3'b011;
                GSL = 0;
                EOL = 1;
            end
            8'b11110????: begin
                AL = 3'b100;
                GSL = 0;
                EOL = 1;
            end
            8'b111110??: begin
                AL = 3'b101;
                GSL = 0;
                EOL = 1;
            end
            8'b1111110?: begin
                AL = 3'b110;
                GSL = 0;
            end
        endcase
    end
end

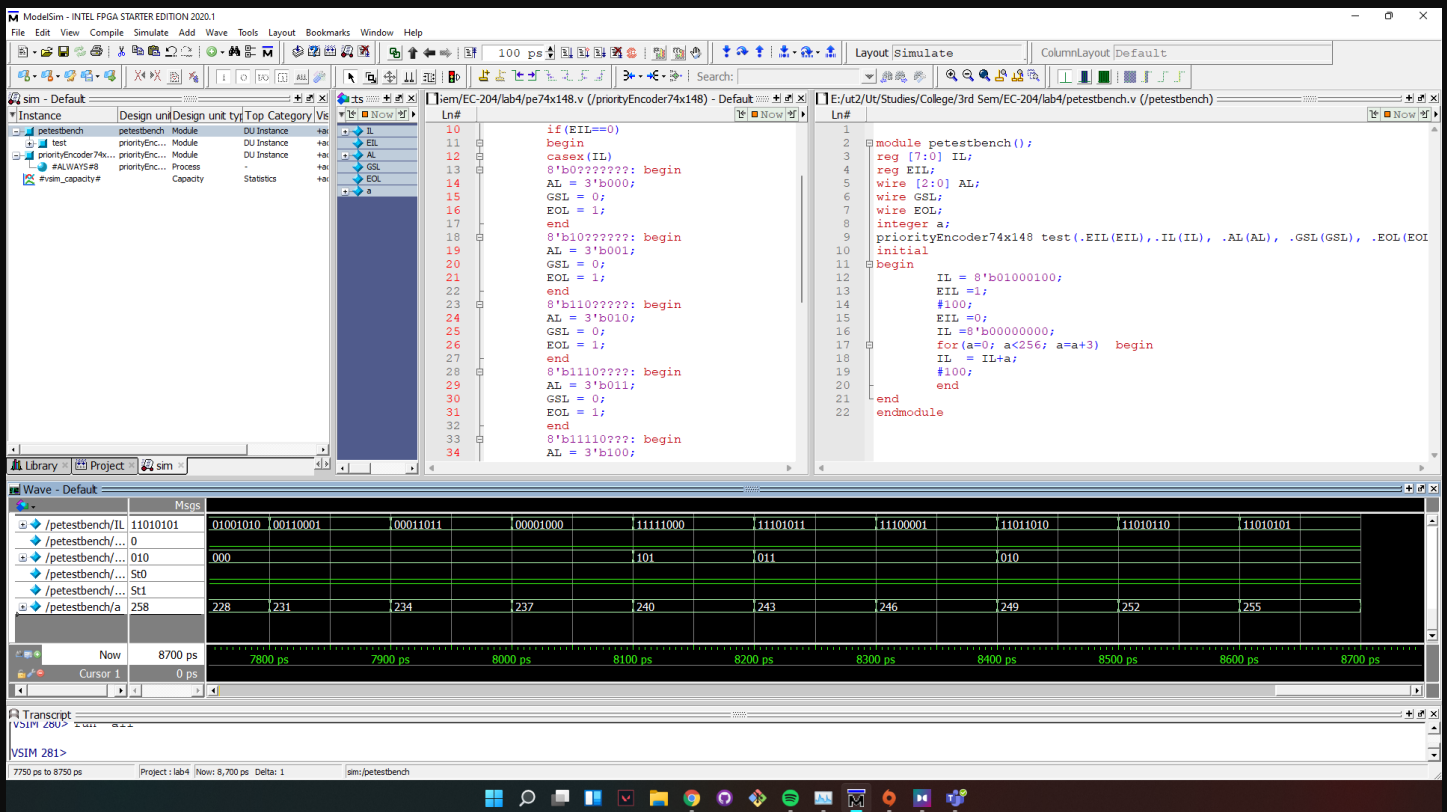
```

```

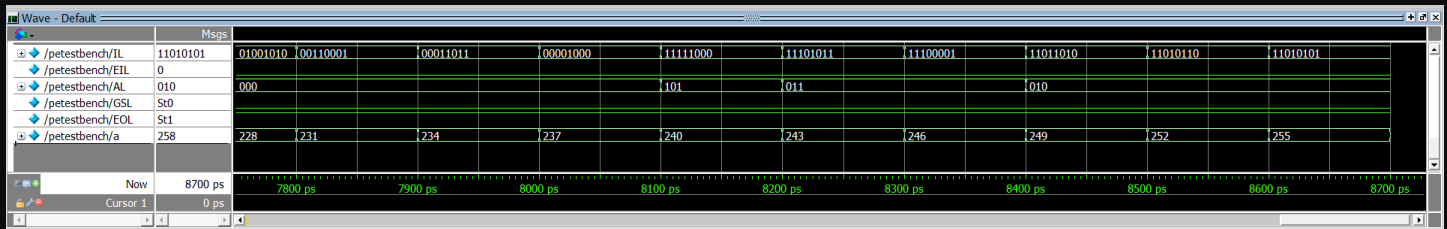
    EOL = 1;
    end
    8'b11111110: begin
    AL = 3'b111;
    GSL = 0;
    EOL = 1;
    end
    8'b11111111: begin
    AL = 3'b111;
    GSL = 1;
    EOL = 0;
    end
    endcase
    end else begin
    AL = 3'b111;
    GSL = 1;
    EOL = 1;
    end
end
endmodule

module petestbench();
reg [7:0] IL;
reg EIL;
wire [2:0] AL;
wire GSL;
wire EOL;
integer a;
priorityEncoder74x148 test(.EIL(EIL),.IL(IL), .AL(AL), .GSL(GSL),
.EOL(EOL));
initial
begin
    IL = 8'b01000100;
    EIL =1;
    #100;
    EIL =0;
    IL =8'b00000000;
    for(a=0; a<256; a=a+3) begin
    IL = IL+a;
    #100;
    end
end
endmodule

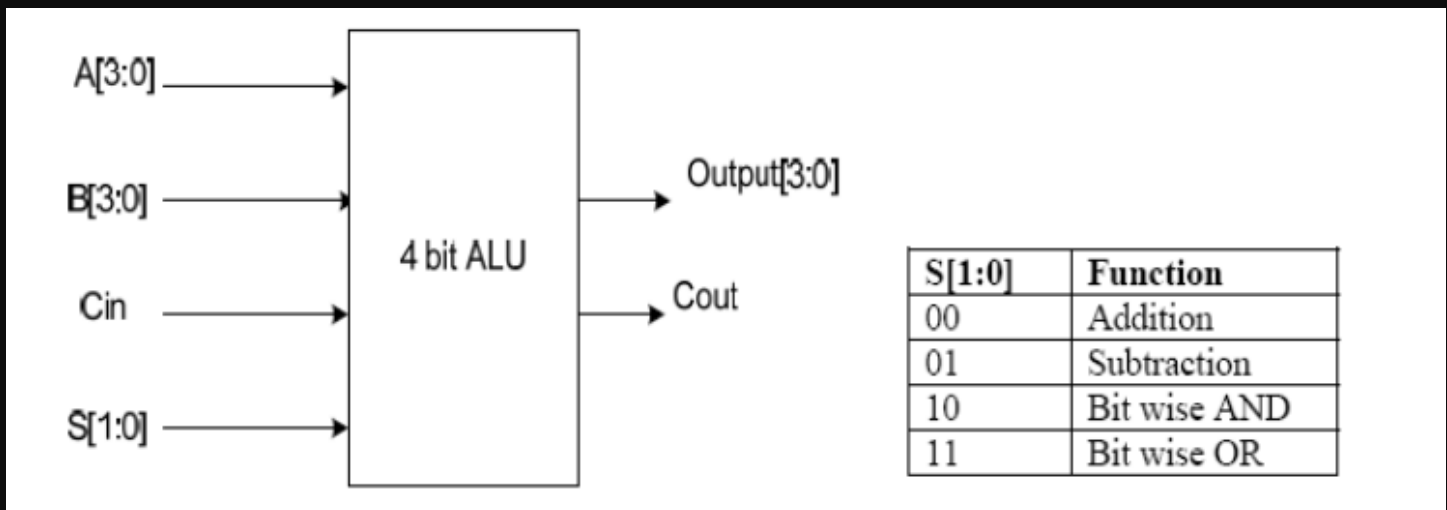
```

Wave:



4] ALU design: Design a 4 bit ALU that is capable of performing addition, subtraction, bitwise AND and bit-wise OR instructions on 4 bit operands.



```

module alu (
input [1:0] S,
input [3:0] A, B,
input Cin,
output reg [3:0] Output,
output reg Cout
);
always @ (S, A, B)
begin
case (S)
2'b00: begin
{Cout, Output} = A + B;
end
2'b01: begin
{Cout, Output} = A - B;
end
2'b10: begin
Output = A & B;
Cout =0;
end
2'b11: begin
Output = A | B;
Cout = 0;
end
endcase
end
endmodule

```

```

module alutestbench ();
reg [1:0]S;
reg [3:0] A, B;
reg Cin;
wire [3:0] Output;
wire Cout;
integer i;
alu test(.S(S), .A(A), .B(B), .Cin(Cin), .Output(Output),
.Cout(Cout));
initial
begin
for(i=0;i<4;i=i+1)begin
S= i;
if(S[0]==0) Cin =1;
else Cin =0;
A= 4'b1110;
B= 4'b0110;

```

```

#100;
A= 4'b0100;
B= 4'b0111;
#100;
A= 4'b1010;
B= 4'b1111;
#100;
A= 4'b1101;
B= 4'b0000;
#100;
A= 4'b0011;
B= 4'b1100;
#100;
A= 4'b1011;
B= 4'b0101;
#100;
end
endmodule

```

The screenshot displays the Intel FPGA Starter Edition 2020.1 interface. The main window shows a Verilog testbench for an ALU module. The testbench includes a module instantiation for 'alu' and a 'test' module. The 'test' module contains a series of test cases for the ALU, each with specific input values for A, B, and Cin, and a delay of 100 ps between cases. The ALU module implements a 4-bit ALU with inputs S, A, B, and Cin, and outputs Output and Cout. The ALU logic is defined in the 'alu' module, which includes a case statement for different operations based on the input S.

The simulation results are shown in the 'Wave - Default' window. The waveforms for the testbench signals (S, A, B, Cin, Output, Cout) are displayed. The time scale is set to 200 ps. The simulation shows the ALU performing various operations (addition, subtraction, AND, OR) as defined by the testbench. The 'Cout' signal is also shown, indicating the carry-out of the ALU.

The 'Transcript' window shows the simulation log, including the time taken for the simulation (4 ps to 2528 ps) and the project name (lab4).

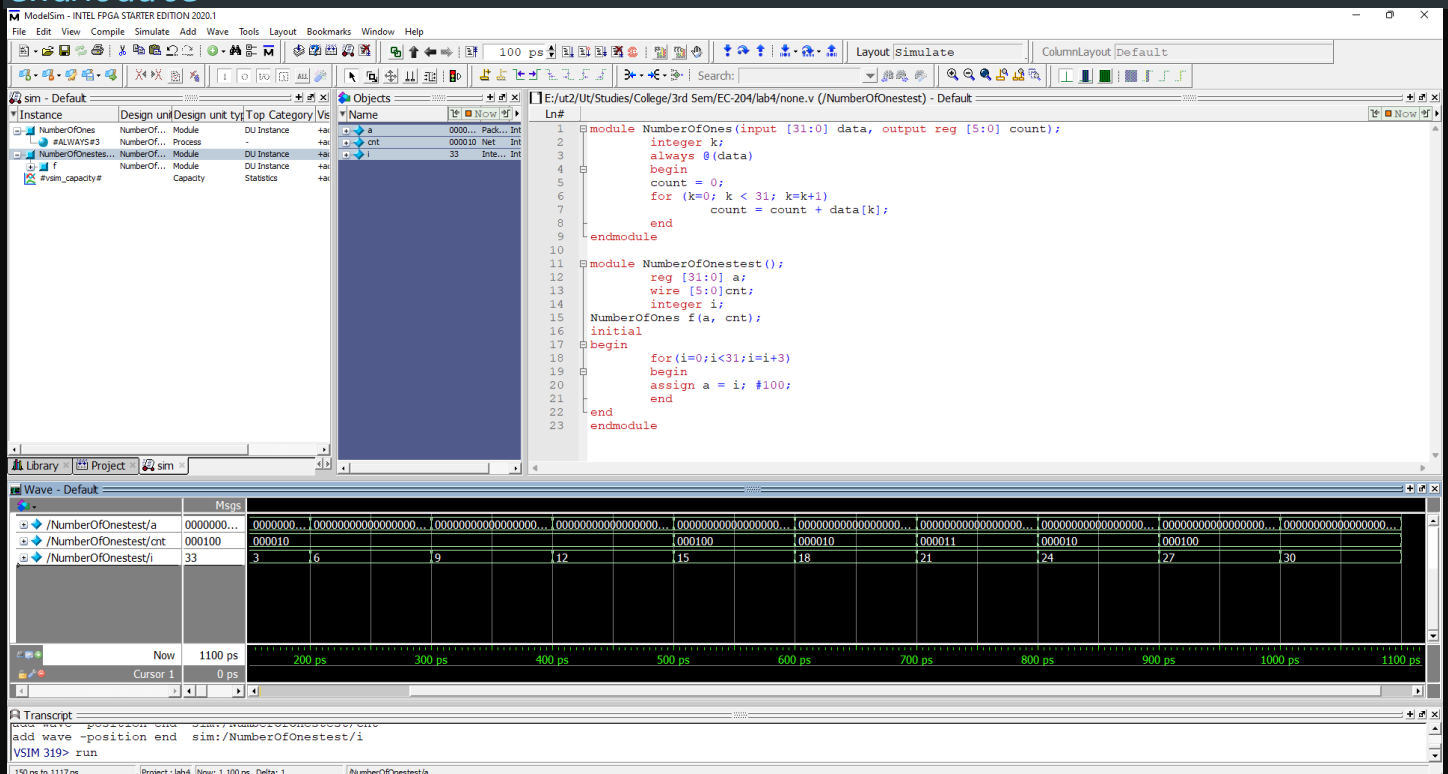
Wave:

The screenshot shows the 'Wave - Default' window with the simulation results for the ALU testbench. The waveforms for the testbench signals (S, A, B, Cin, Output, Cout) are displayed. The time scale is set to 200 ps. The simulation shows the ALU performing various operations (addition, subtraction, AND, OR) as defined by the testbench. The 'Cout' signal is also shown, indicating the carry-out of the ALU.

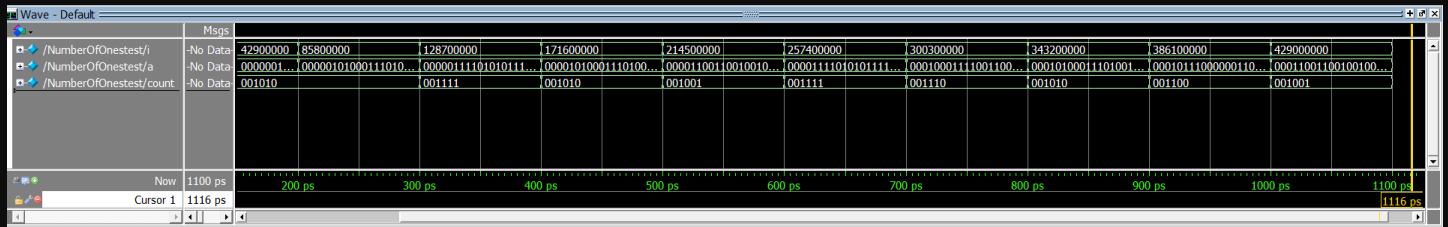
5] Count the number of 1s in a 32 bit number

```
module NumberOfOnes(input [31:0] data, output reg [5:0] count);
    integer k;
    always @(data)
    begin
        count = 0;
        for (k=0; k < 31; k=k+1)
            count = count + data[k];
        end
    endmodule
```

```
module NumberOfOnestest();
    reg [31:0] a;
    wire [5:0] cnt;
    integer i;
    NumberOfOnes f(.data(a), .count(cnt));
    initial
    begin
        for(i=0;i<429496729;i=i+42900000)
        begin
            assign a = i; #100;
        end
    end
endmodule
```



Wave:

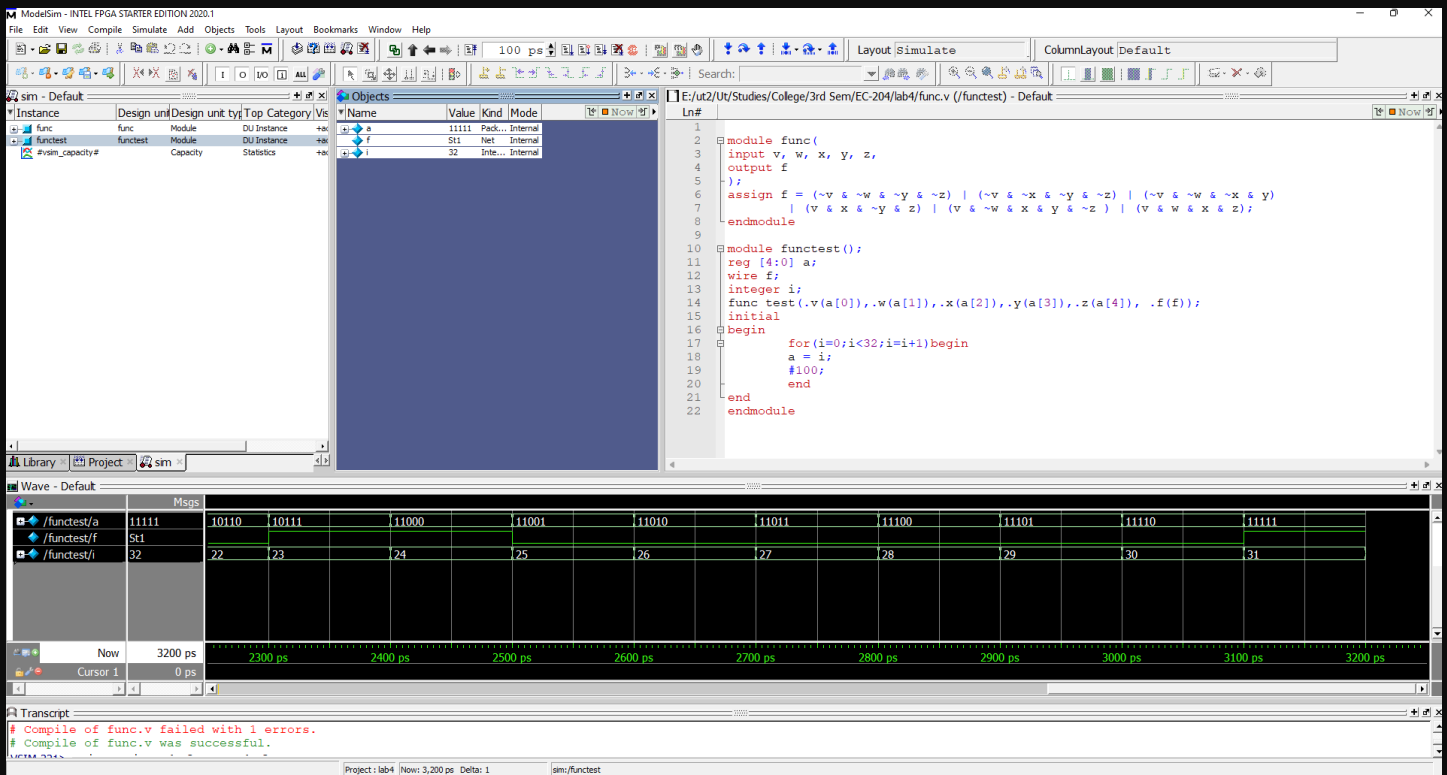


6] Implement $F(v,w,x,y,z) = \sum (0, 2, 3, 4, 8, 21, 22, 29, 31)$

```
module func(
input v, w, x, y, z,
output f
);
assign f = (~v & ~w & ~y & ~z) | (~v & ~x & ~y & ~z) | (~v & ~w &
~x & y)
| (v & x & ~y & z) | (v & ~w & x & y & ~z) | (v & w & x & z);
endmodule

module functest();
reg [4:0] a;
wire f;
integer i;
func test(.v(a[0]),.w(a[1]),.x(a[2]),.y(a[3]),.z(a[4]), .f(f));
initial
begin
for(i=0;i<32;i=i+1)begin
a = i;
#100;
end
end
endmodule
```





7] 16 bit magnitude comparator

```

module magcomp (input [15:0] A, B,
output reg P, Z, N);
always @(A,B)
begin
  if(A > B) begin
    P=1; Z=0; N=0;
  end else if(A==B) begin
    P=0; Z=1; N=0;
  end else begin
    P=0; Z=0; N=1;
  end
end
endmodule

module magcomptest();
reg [15:0] A, B;
wire P, Z, N;
magcomp test(.A(A),.B(B),.P(P),.Z(Z),.N(N));
initial
begin
  A=16'b1000110011001010;
  B=16'b0101010011011100;
  #100;
end

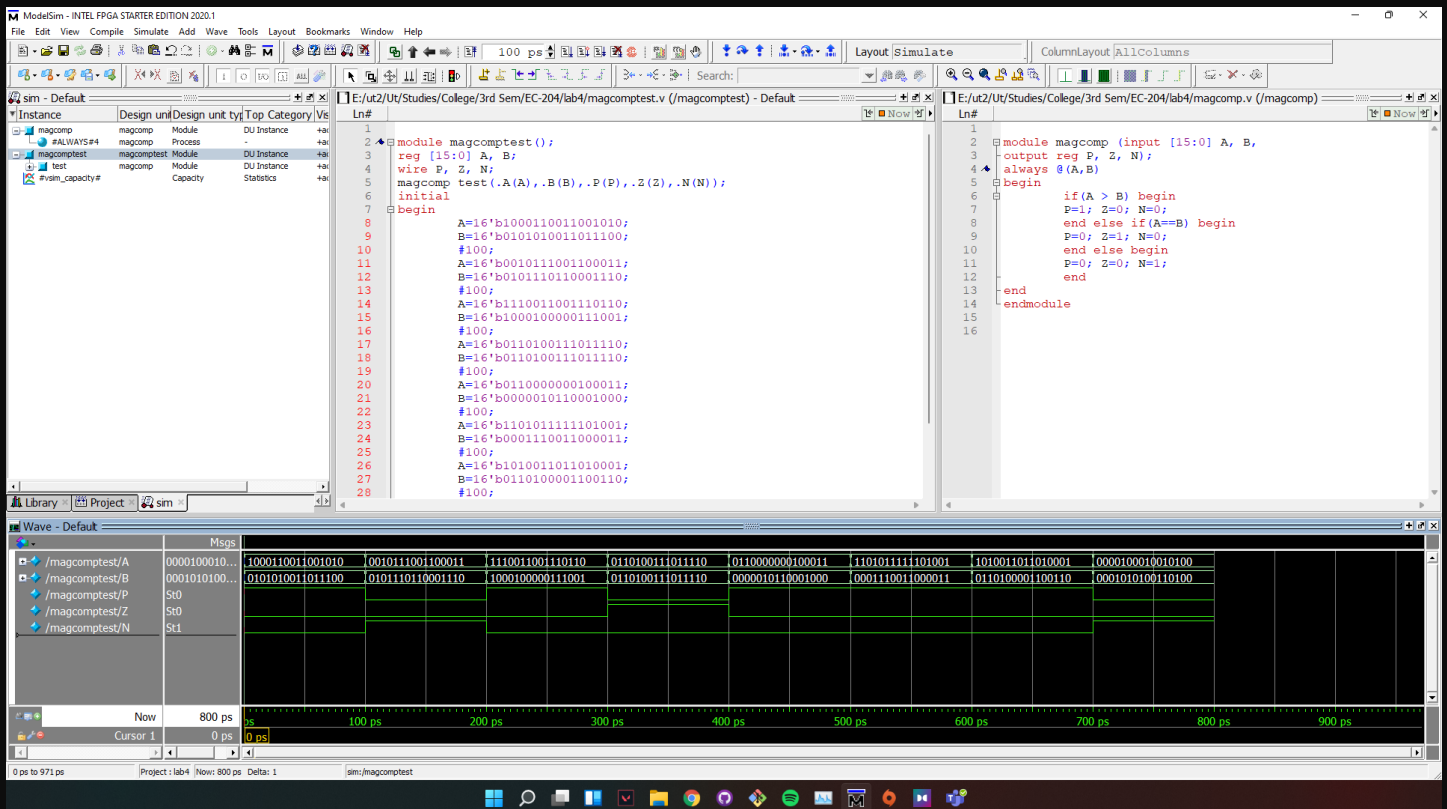
```

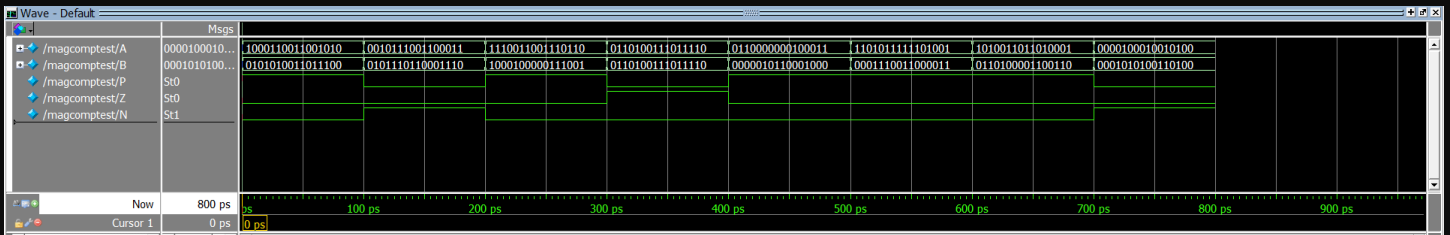
```

A=16'b0010111001100011;
B=16'b0101110110001110;
#100;
A=16'b1110011001110110;
B=16'b1000100000111001;
#100;
A=16'b0110100111011110;
B=16'b0110100111011110;
#100;
A=16'b0110000000100011;
B=16'b0000010110001000;
#100;
A=16'b1101011111101001;
B=16'b0001110011000011;
#100;
A=16'b1010011011010001;
B=16'b0110100001100110;
#100;
A=16'b0000100010010100;
B=16'b0001010100110100;
#100;

```

end
endmodule





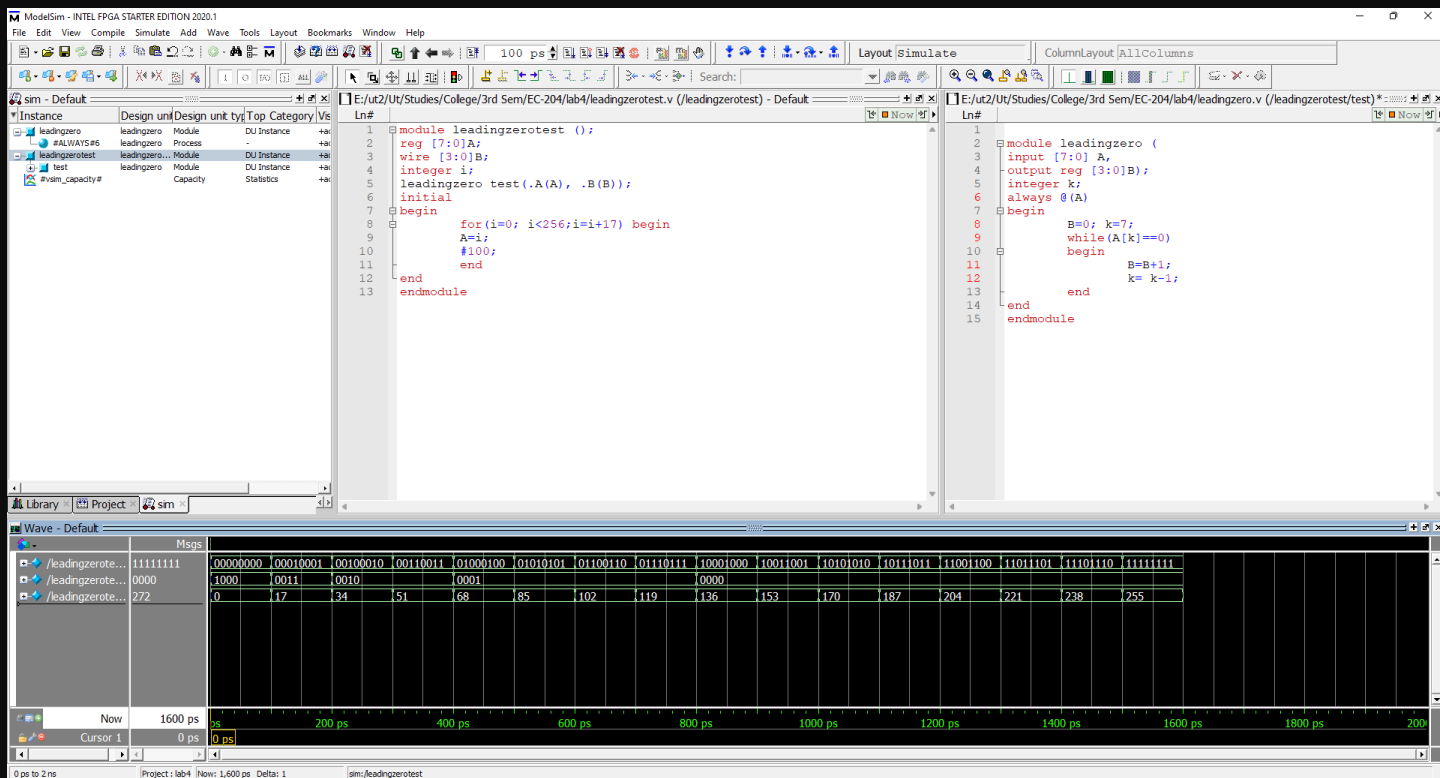
8] Count the number of leading 0s in an 8 bit number

```

module leadingzero (
input [7:0] A,
output reg [3:0]B);
integer k;
always @(A)
begin
    B=0; k=7;
    while(A[k]==0)
    begin
        B=B+1;
        k= k-1;
    end
end
endmodule

module leadingzerotest ();
reg [7:0]A;
wire [3:0]B;
integer i;
leadingzero test(.A(A), .B(B));
initial
begin
    for(i=0; i<256;i=i+17) begin
        A=i;
        #100;
    end
end
endmodule

```

Wave:

