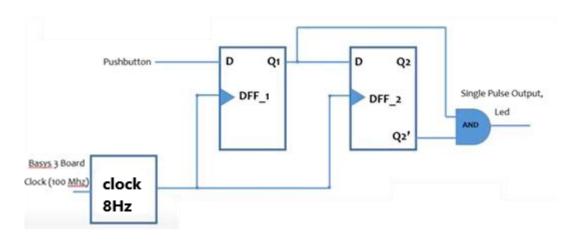
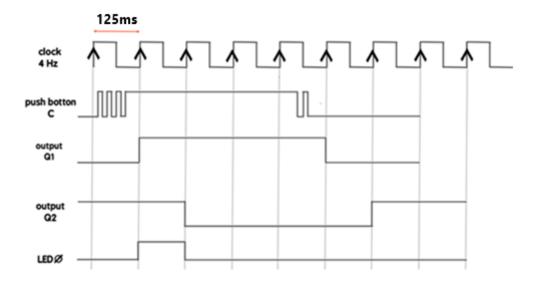
button debounce

FPGA의 버튼을 누를 때 단일 펄스만 생성하도록 Verilog에 간단한 디바운싱 회로를 구현.



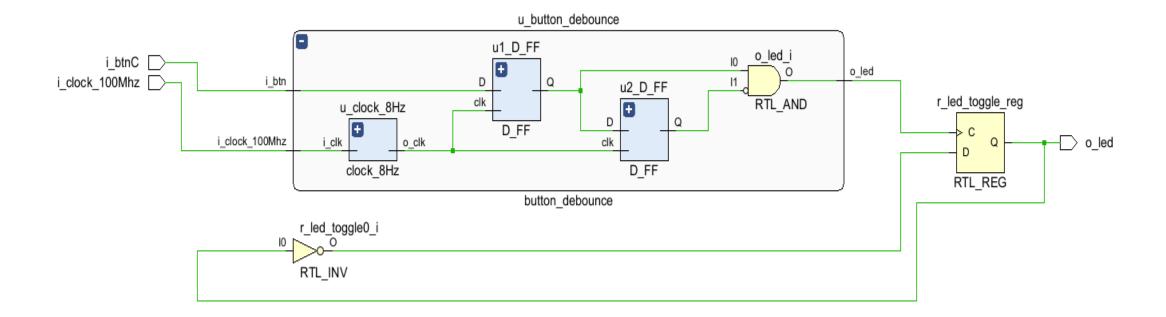
FPGA의 버튼에 대한 디바운싱 회로

FPGA 의 버튼을 눌렀다 놓으면 푸시 버튼 신호에서 예기치 않은 위아래 바운스가 많이 발생. 디바운싱 회로는 예상대로 바운싱 없이 clock 기간을 가진 단일 pulse만 생성



디바운싱 회로의 예상 파형

아래는 btnC를 1번 눌렀다 떼면 led가 on <--> off toggle



verilog code

```
✓ ● ∴ top_button_toggle_test (top_button_toggle_test.v) (1)
   ✓ ■ u_button_debounce : button_debounce (button_debounce.v) (3)
        u_clock_8Hz: clock_8Hz (clock_8 Hz.v)
        u1_D_FF : D_FF (D_FF.v)
        u2_D_FF : D_FF (D_FF.v)
     'timescale 1ns / 1ps
     module top button toggle test (
                   input i btnC,
                   input i_clock_100Mhz,
        output o_led
     wire w clock 8Hz;
     wire w btn debounce;
     reg r led toggle = 1'b0;
     button debounce u button debounce (
        .i btn(i btnC),
        i clock 100Mhz(i clock 100Mhz),
        .o led(w btn debounce)
        always @(posedge w btn debounce)
        begin
            r led toggle <= ~r led toggle;
        end
        assign o led = (r led toggle == 1) ? 1'b1 : 1'b0; endmodule
     endmodule
              top button togale test.v
```

```
'timescale 1ns / 1ps
module button debounce(
             input i btn,
             input i clock 100Mhz,
             output o led
             wire w out clk;
             wire w Q1, w Q2, w Q2 bar;
             clock 8Hz u clock 8Hz(
                          .i clk(i clock 100Mhz),
                          .o clk(w out clk)
             );
             D FF u1 D FF(
                          .clk(w out clk),
                          .D(i btn),
                          .Q(w Q1)
             );
             D FF u2 D FF(
                          .clk(w out clk),
                          .D(w Q1),
                          .Q(w Q2)
             );
             assign w Q2 bar = \simw Q2;
             assign o led = w Q1 & w Q2 bar;
```

button debounce.v

```
'timescale 1ns / 1ps
module clock 8Hz(
    input i clk, // input clock of the basys3
    output reg o clk // 8Hz clock
   reg [25:0] i count=0;
    always @(posedge i_clk)
    begin
        i count <= i count + 1;
       if (i count == 62 500) // 8Hz 125000/2 ->
62500
       begin
             i count \leq 0;
             o clk = \sim o clk;
       end
    end
endmodule
```

```
< clock 8Hz.v >
```

verilog code

```
`timescale 1ns / 1ps

module D_FF(
    input clk,
    input D,
    output reg Q,
    output reg Qbar
);

always @ (posedge clk)
begin
    Q <= D;
    Qbar <= !Q;
    end
endmodule</pre>
```

D_FF.V

Basys3-Master_orginal.xdc

```
## This file is a general .xdc for the Basys3 rev B board
## To use it in a project:
## - uncomment the lines corresponding to used pins
## - rename the used ports (in each line, after get ports) according to the top level signal names in the project
## Clock signal
set_property -dict { PACKAGE_PIN W5 | IOSTANDARD LVCMOS33 } [get_ports i_clock_100Mhz]
create_clock -add -name sys_clk_pin -period 10.00 -waveform {0 5} [get_ports i_clock_100Mhz]
## LEDs
set_property -dict { PACKAGE_PIN U16 | IOSTANDARD LVCMOS33 } [get_ports {o_led}]
##Buttons
set_property -dict { PACKAGE_PIN U18 | IOSTANDARD LVCMOS33 } [get_ports i_btnC]
set_property BITSTREAM.CONFIG.CONFIGRATE 33 [current_design]
set_property CONFIG_MODE SPIx4 [current_design]
```