

Combinational Logic Design Process

Truth Table to Gates

- Design a ROUNDER circuit with a 3-bit input A (represented as three inputs A2, A1, A0) and a 3-bit output R (represented as three outputs R2, R1, R0) where the output of the circuit is the input value A rounded up to the nearest multiple of 2. For example, if the input A is 5 (101), the output R will be 6 (110). If the input A is equal to 7 (111), the output should be 0 (000). Provide the Boolean equations for each of the three outputs.

Verilog - Combinational Logic

Behavioral Descriptions of Combination Logic

- Create a Verilog description for the ROUNDER circuit.

```
module ROUNDER(A2, A1, A0, R2, R1, R0);  
  input A2, A1, A0;  
  output reg R2, R1, R0;  
  
  always @(A2, A1, A0) begin  
    R2 <= ~A2 & A1 & A0 | A2 & ~A1 & ~A0 |  
          A2 & ~A1 & A0 | A2 & A1 & ~A0;  
    R1 <= ~A2 & ~A1 & A0 | ~A2 & A1 & ~A0 |  
          A2 & ~A1 & A0 | A2 & A1 & ~A0;  
    R0 <= 0;  
  end  
endmodule
```

□ Are there any problems with the Verilog code?

```
module WhatIsThis(I1, I0, En, D3, D2, D1, D0);
    input I1, I0, En;
    output reg D3, D2, D1, D0;

    always @(I1, I0, En)
    begin
        D3 <= 0; D2 <= 0; D1 <= 0; D0 <= 0;

        if (EN) begin
            if (I1==0 && I0==0) begin
                D0 <= 1;
            end
            else if (EN && I1==0 && I0==1) begin
                D1 <= 1;
            end
            else if (I1==1 && I0==0) begin
                D2 <= 1;
            end
            else begin
                D3 <= 1;
            end
        end
    end
endmodule
```

□ What circuit does the following Verilog describe?

```
module WhatIsThis(I1, I0, En, D3, D2, D1, D0);
    input I1, I0, En;
    output reg D3, D2, D1, D0;

    always @(I1, I0, En)
    begin
        D3 <= 0; D2 <= 0; D1 <= 0; D0 <= 0;

        if (EN) begin
            if (I1==0 && I0==0) begin
                D0 <= 1;
            end
            else if (EN && I1==0 && I0==1) begin
                D1 <= 1;
            end
            else if (I1==1 && I0==0) begin
                D2 <= 1;
            end
            else begin
                D3 <= 1;
            end
        end
    end
endmodule
```