

Solution to the Assignment-1 [B.] answer (Answer For the mux related diagram):

Show how the function, $f = w1!w3! + w1w3 + w2w3 + w1w2$, can be realized using one or more instances of the circuit in Figure P4.1. Note that there are no NOT gates in the circuit; hence complements of signals have to be generated using the multiplexers in the logic block.

The below figure shows what can be the inputs for the corresponding unknown values of i_1 - i_8 . Only one instance of the below circuit can be used to implement the above 'f' equation.

In order to write the structural code the gate names need to be used in the form of gate_name instance_name (output, inp1,input) etc.,.

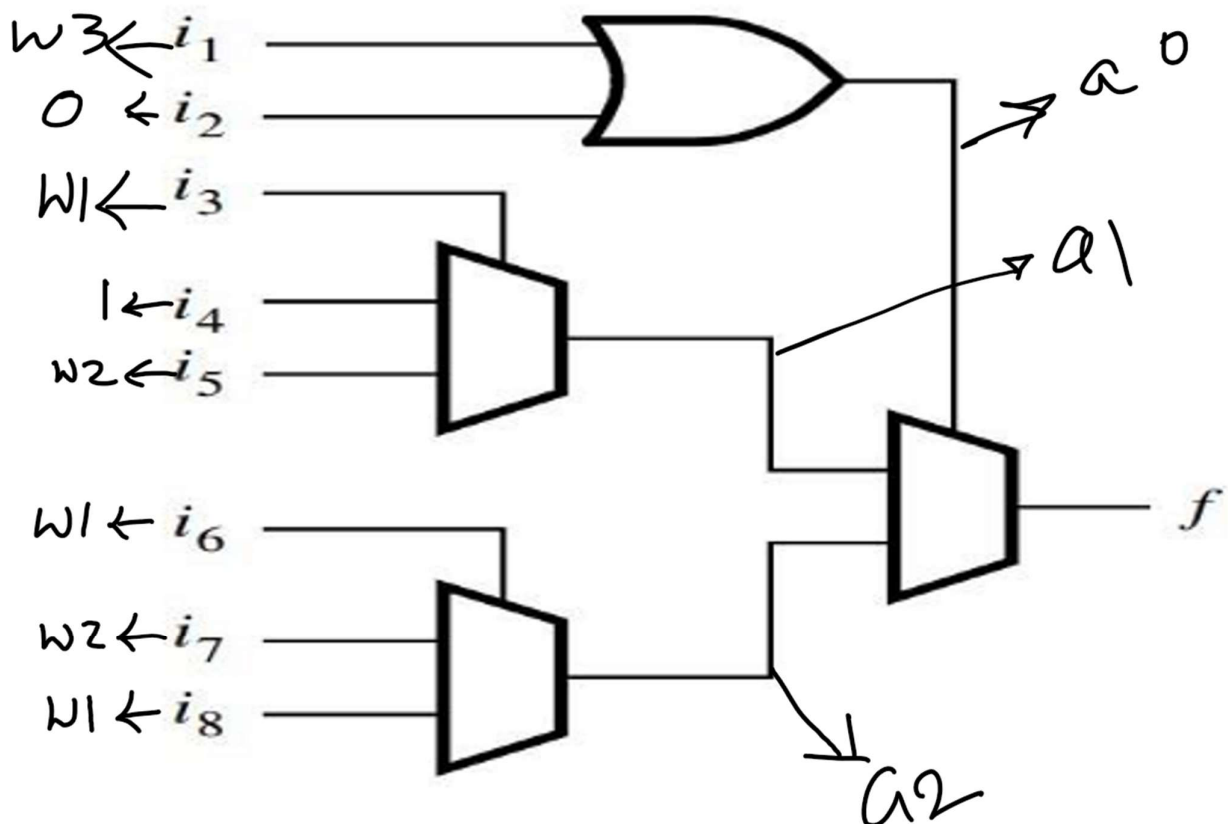


Figure 3. The FigureP4.1 with solved inputs

Design Description:

The design consists of:

- Inputs: w1, w2, w3 (1-bit each)
- Output: f (1-bit)
- Internal registers: a0, a1, a2
- Constants: b = 0, i0 = 1

The Structural description of the Verilog using behavioural modelling style:

```
module top_module(  
  
    input wire w3,    // Input signal for OR logic (used in or1 block)  
    input wire w2,    // Input signal for mux logic  
    input wire w1,    // Selector input used in both muxes  
    output reg f      // Final output of the logic  
);  
  
    // Internal signals (intermediate outputs)  
    reg a0; // Output of OR logic (or1)  
    reg a1; // Output of first multiplexer (mx1)  
    reg a2; // Output of second multiplexer (mx2)  
  
    // Constants  
    wire b = 1'b0;    // Constant logic 0 (used in or1 logic)  
    wire i0 = 1'b1;   // Constant logic 1 (used in mx1 logic)  
  
    // -----  
    // or1 Logic Block  
    // -----  
    // Implements: if both w3 and b are 0 -> a0 = 0  
    // Otherwise, a0 = w3  
    always @ (w3) begin  
        if (w3 == 1'b0 && b == 1'b0)  
            a0 = 1'b0;  
        else  
            a0 = w3;  
    end  
  
    // -----  
    // mx1 Logic Block  
    // -----  
    // 2:1 Multiplexer:  
    // if w1 == 1 -> a1 = w2  
    // else      -> a1 = i0 (i.e., constant 1)  
    always @ (w2 or w1) begin  
        if (w1)  
            a1 = w2;
```

```

        else
            a1 = i0;
        end

// -----
// mx2 Logic Block
// -----
// 2:1 Multiplexer:
// if w1 == 1 -> a2 = w1
// else      -> a2 = w2
always @ (w2 or w1) begin
    if (w1)
        a2 = w1;
    else
        a2 = w2;
end

// -----
// mx3 Logic Block
// -----
// 2:1 Multiplexer:
// if a0 == 1 -> f = a2
// else      -> f = a1
always @ (a0 or a1 or a2) begin
    if (a0)
        f = a2;
    else
        f = a1;
end

endmodule

```

Theory behind the testbench code:

The testbench `tb_top_module` is designed to verify the functionality of the `top_module` by applying all **8 possible input combinations** of the three inputs: `w3`, `w2`, and `w1`.

Key Features of the Testbench:

- **Inputs:** `w1`, `w2`, `w3` (declared as `reg`)
- **Output:** `f` (observed as `wire`)
- **Design Under Test (DUT):** The `top_module` is instantiated and connected with the testbench inputs and output.
- **Input Combinations:** A `for` loop iterates over values from 0 to 7 using a 3-bit vector (`{w3, w2, w1}`), automatically generating all combinations.
- **Timing:** A short delay `#5` ensures proper signal propagation before sampling the output.
- **Display:** The simulation output is displayed in a tabular format using `$display`, allowing easy verification of the truth table.

Purpose of the Testbench:

To ensure that the logic inside `top_module` behaves correctly for **each combination** of `w1`, `w2`, and `w3`. It serves as an **automated test case generator** and output logger, reducing manual verification effort.

Output Interpretation:

- Each row printed by the testbench corresponds to a specific combination of inputs.
- The resulting output `f` is matched against expected behavior from the design logic.

Expected outputs:

w3	w2	w1	f
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

The testbench code for the above design the :

Since the design has `w1`, `w2` & `w3` as the input combinations and `b=1'b0`, `i0=1'b1` already, so we need to go for the eight combinations of `w1`, `w2` & `w3`.

```
module tb_top_module;

    // Declare input signals for the DUT (Design Under Test)
    reg w1, w2, w3;
    wire f; // Output from DUT
    // Instantiate the DUT (top_module)
    top_module dut (
        .w1(w1),
        .w2(w2),
        .w3(w3),
        .f(f)
    );
    // Create a VCD file for GTKWave
    initial begin
        $dumpfile("ques1b_dump.vcd"); // VCD file to store waveform data
        $dumpvars(0, tb_top_module); // Dump all signals in the testbench
    end
    // Apply all possible input combinations and generate outputs
    initial begin
        $display("w3 w2 w1 | f");
        $display("-----");
```

```

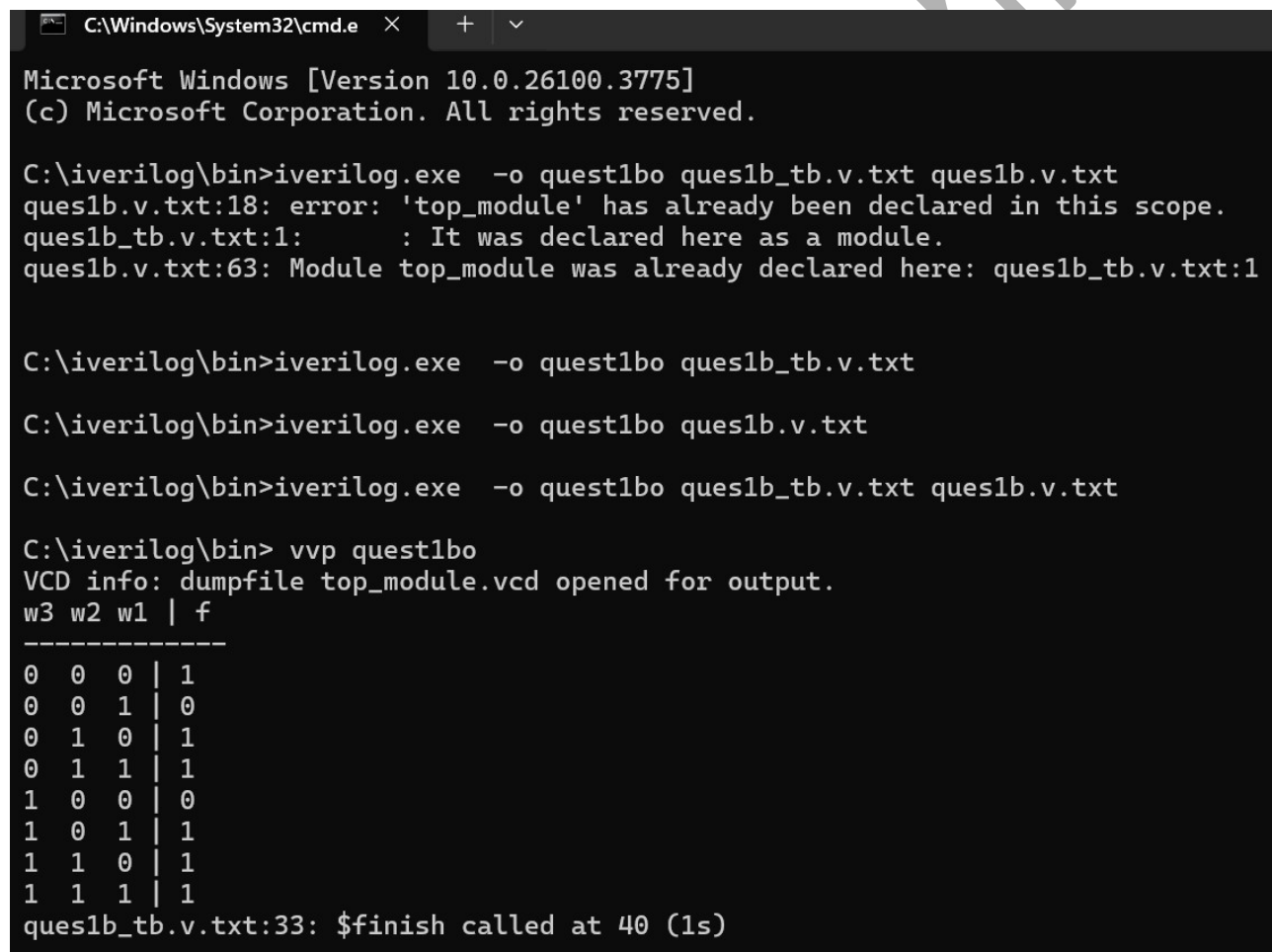
// Test all input combinations
for (integer i = 0; i < 8; i = i + 1) begin
    {w3, w2, w1} = i[2:0]; // Generate inputs from 000 to 111
    #5; // Wait for signal propagation
    $display("%b %b %b | %b", w3, w2, w1, f); // Display output
end

$finish; // End the simulation
end

endmodule

```

Simulation Results:



```

C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.26100.3775]
(c) Microsoft Corporation. All rights reserved.

C:\iverilog\bin>iverilog.exe -o questlbo ques1b_tb.v.txt ques1b.v.txt
ques1b.v.txt:18: error: 'top_module' has already been declared in this scope.
ques1b_tb.v.txt:1:      : It was declared here as a module.
ques1b.v.txt:63: Module top_module was already declared here: ques1b_tb.v.txt:1

C:\iverilog\bin>iverilog.exe -o questlbo ques1b_tb.v.txt

C:\iverilog\bin>iverilog.exe -o questlbo ques1b.v.txt

C:\iverilog\bin>iverilog.exe -o questlbo ques1b_tb.v.txt ques1b.v.txt

C:\iverilog\bin>vvp questlbo
VCD info: dumpfile top_module.vcd opened for output.
w3 w2 w1 | f
-----
0 0 0 | 1
0 0 1 | 0
0 1 0 | 1
0 1 1 | 1
1 0 0 | 0
1 0 1 | 1
1 1 0 | 1
1 1 1 | 1
ques1b_tb.v.txt:33: $finish called at 40 (1s)

```

Figure 4. obtained results using the Icarus Verilog tool

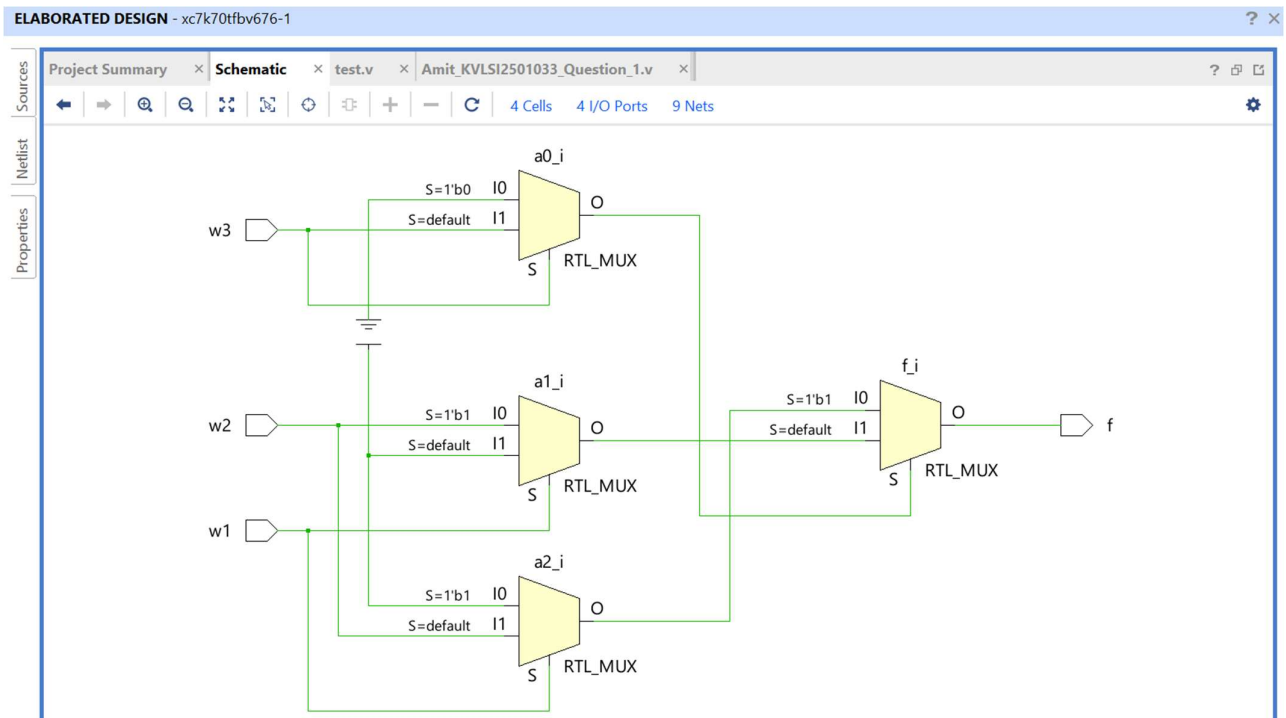


Figure 5. Vivado's output for the design (schematic)

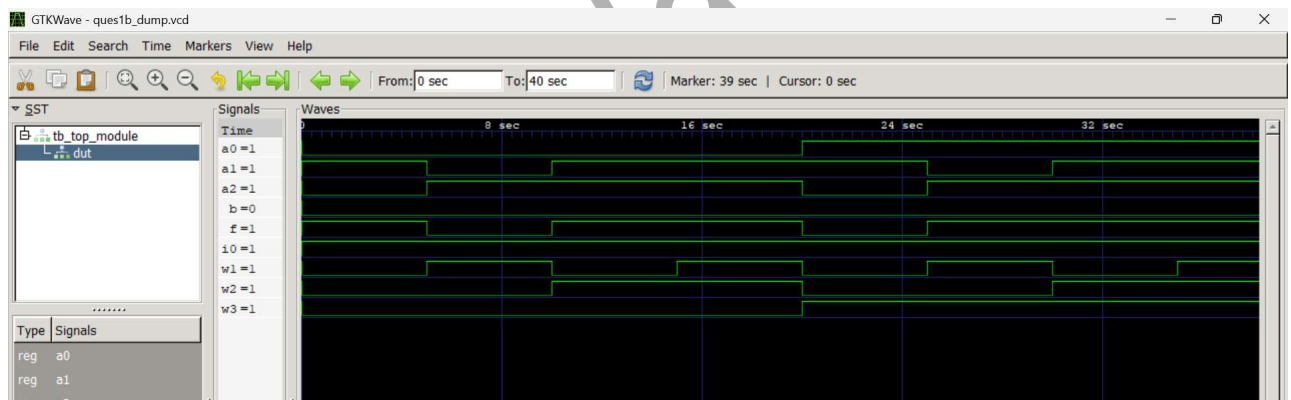


Figure 6. Waveform using GTKWave.

Links to the assignment and files :

Github:

https://github.com/amitvsuryavanshi04/amit_kvlsi_iitb/tree/main/KVLS602-High%20Level%20Synthesis

EDA Playground:

<https://edaplayground.com/x/Sj7X> Question 1A

<https://www.edaplayground.com/x/ri9T> Question 1B