Edge detector

Given timing diagram:

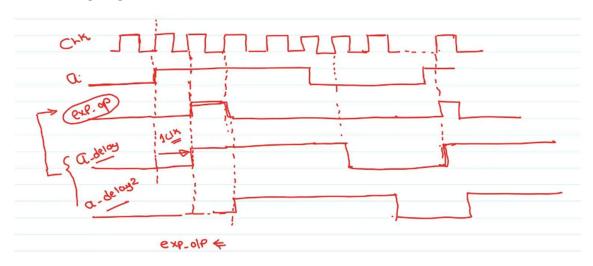


Figure 1: Question

Block diagram:

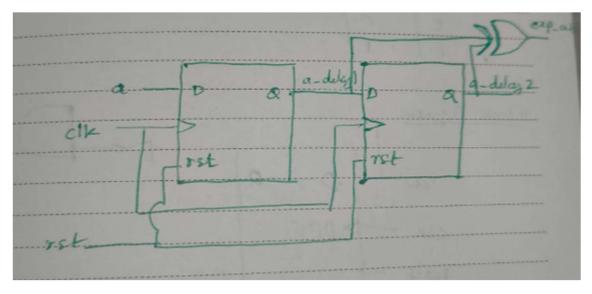


Figure 2: Block diagram

Verilog code:

module edgeDetection(

input clk,

input reset,

input a,

output exp_op,

```
output a_delay1, a_delay2
  );
  dff d1(clk,reset,a,a_delay1);
  dff d2(clk,reset,a_delay1,a_delay2);
  assign exp_op= a_delay1 & ~a_delay2;
endmodule
module dff(input clk, input reset, input d, output reg q);
  always @(posedge clk) begin
    if (reset)
      q <= 1'b0;
    else
      q <= d;
  end
endmodule
Testbench code:
module edgeDetection_tb;
reg clk;
reg reset;
reg a;
wire exp_op;
wire a_delay1;
wire a_delay2;
edgeDetection\ uut(.clk(clk),.reset(reset),.a(a),.exp\_op(exp\_op),.a\_delay1(a\_delay1),.a\_delay2(a\_delay2));\\
initial begin
  clk = 0;
  forever #10 clk = ~clk;
```

```
initial begin
  reset = 1; a = 0;
#10;
  reset = 0;
#10; a = 0;
#10; a = 1;
#10; a = 1;
#10; a = 1;
#10; a = 1;
#10; a = 0;
#10; reset = 1;
#10;
$finish;
```

initial begin

 $monitor("time = \%0t | clk = \%b | reset = \%b | a = \%b | a_delay1 = \%b | a_delay2 = \%b | exp_op = \%b",$time, clk, reset, a, a_delay1, a_delay2, exp_op);$

end

endmodule

Schematics:

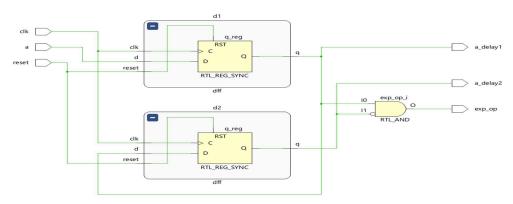


Figure 3: RTL Schematic

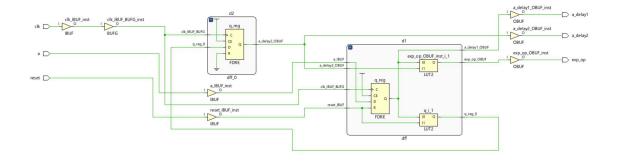


Figure 4: Synthesized Schematic

Slice Table:

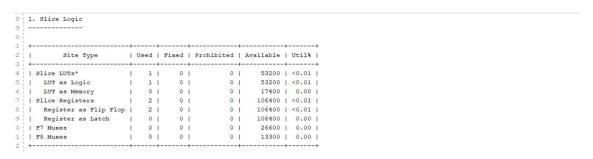


Figure 5: Slice logic table

Number of slice LUT's used = 1

Timing diagram:

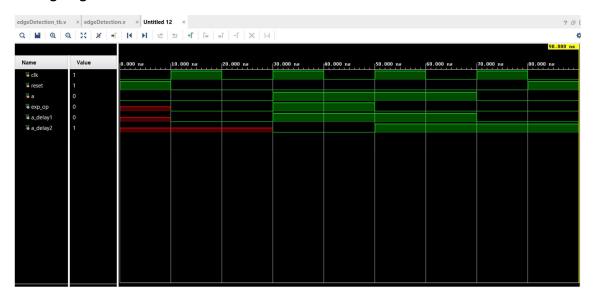


Figure 6: Timing diagram