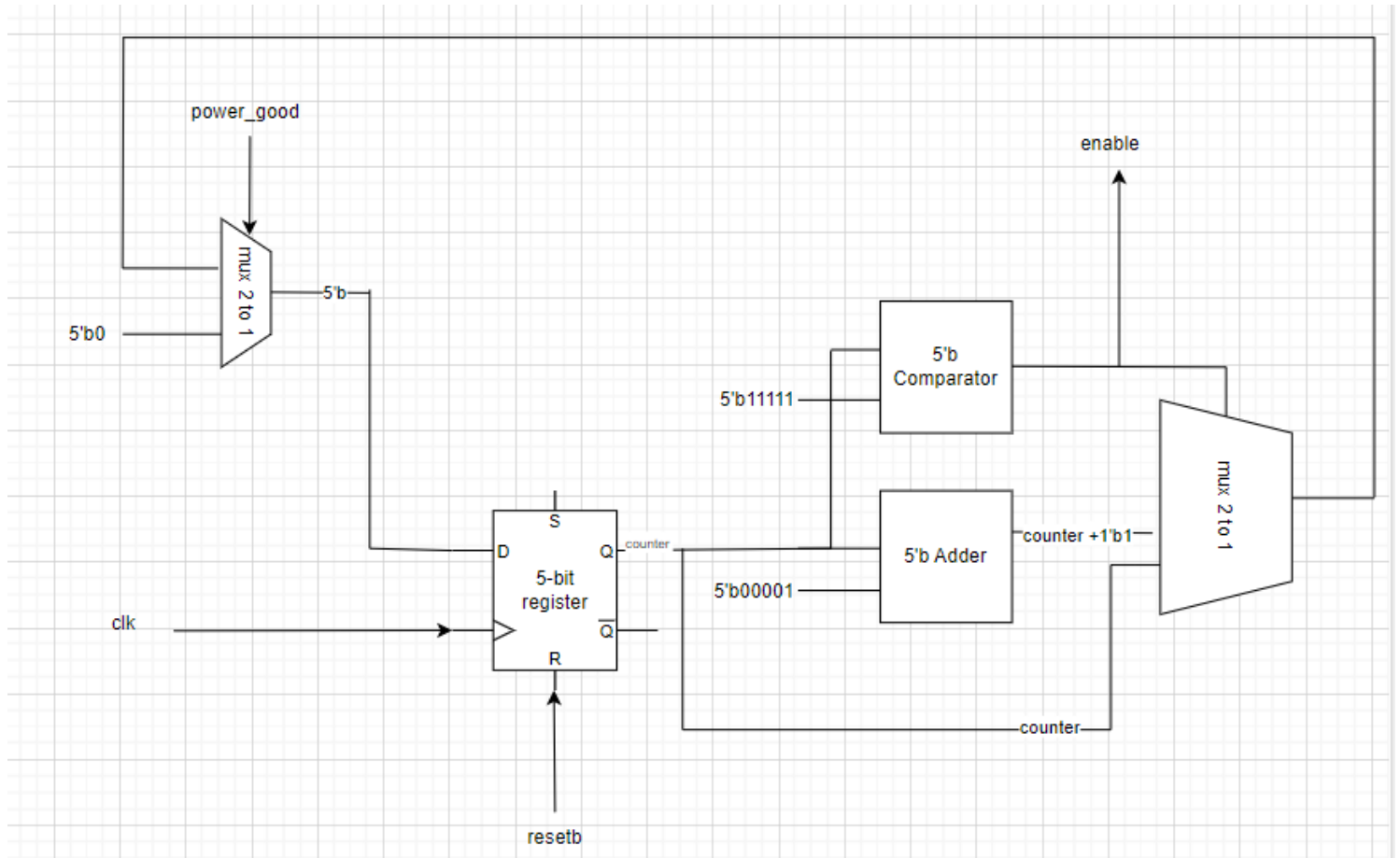


Advanced logic design - Lab3

Question 3:

a: Block Diagram:



B: power_on.sv :

```

1 `timescale 1ns/1ns
2 module power_on_tb();
3
4 logic resetb_tb;      //rst
5 logic clk_tb;         //clock
6 logic power_good_tb;  //Power good indication
7 logic enable_tb;      //Enable signal ,The enable should be asserted 300ns (=30 clock cycles at 100Mhz freq.) after
8                       //power_good signal is asserted and stable
9
10 time start_time_check; //in order to save current time
11 // DUT (Device Under Test)
12 //instatiation:
13 power_on DUT (
14     .resetb(resetb_tb),
15     .clk(clk_tb),
16     .power_good(power_good_tb),
17     .enable(enable_tb)
18 );
19
20 function void time_delay_printing( time start_time , time end_time);
21
22     $display("time delay between power_good and enable is %t", end_time - start_time); //printing delay from
23     //current time to relevant time
24 endfunction
25
26 //here all the signals are given logic values
27 initial
28     begin
29         clk_tb = 1'b0;
30         resetb_tb = 1'b0;
31         power_good_tb = 1'b0;
32         #3ns;
33         resetb_tb = 1'b1;
34         power_good_tb = 1'b1;
35         #399ns;
36         power_good_tb = 1'b0;
37         #10ns;
38         power_good_tb = 1'b1;
39         #350ns;
40     end
41 //generationg 100 Mhz clock
42 always
43     begin
44         #5ns;
45         clk_tb = ~clk_tb ;
46     end
47

```

```

1 module power_on (
2     input logic resetb,      //rst
3     input logic clk,         //clock
4     input logic power_good,  //Power good indication
5     output logic enable      //Enable signal ,The enable should be asserted 300ns (=30 clock cycles at 100Mhz freq.) after
6                             //power_good signal is asserted and stable
7 );
8
9 logic [4:0] counter ;      //counter to count until 31
10
11 always_ff @(posedge clk or negedge resetb)
12 begin
13     if (~resetb)
14         counter <= 5'b0;      //reset counter
15     else if (~power_good)
16         counter <= 5'b0;      //reset counter
17     else if (counter == 5'b11111)
18         counter <= counter;    //keep current counter
19     else if (counter != 5'b11111)
20         counter <= counter + 5'b00001; //if we haven't reached 31 cycle yet - need to add 1b'1
21 end
22
23 assign enable = (counter == 5'b11111); //if counter is 31 then we need to output enable as 1'b1
24
25 endmodule
26

```

C: power_on_tb.sv

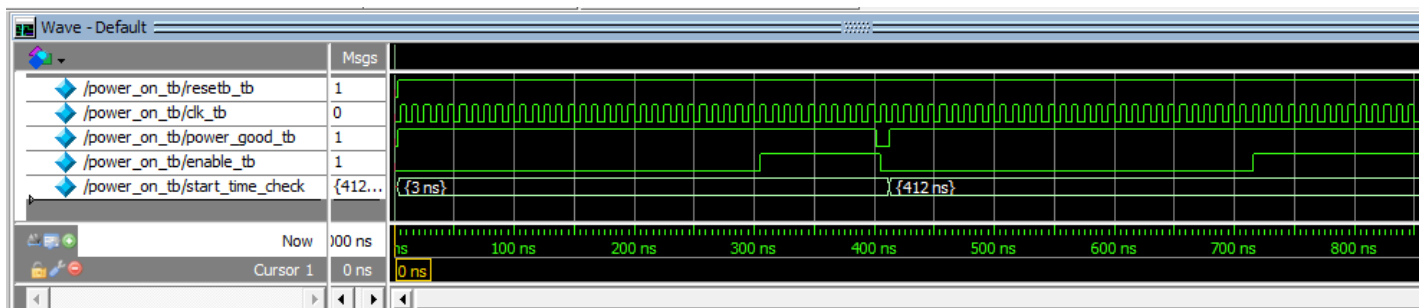
```

48 //2 always blocks in order to check if enable is raised at the required time
49 always @(posedge power_good_tb)
50 begin
51     start_time_check = $time ;
52 end
53
54 always @(posedge enable_tb)
55 begin
56     time_delay_printing(start_time_check , $time);
57 end
58
59
60 //Checker
61 initial forever
62 begin
63     @(posedge power_good_tb)
64     fork : checker_fork_join
65         //catching falsely raised enable
66         begin
67             @(posedge enable_tb) $error("enable is set earlier to reaching 300 ns");
68         end
69
70         //check if power_good was put down before 300 ns
71         begin
72             @(negedge power_good_tb);
73         end
74
75         //check if 300 ns were passed
76         begin
77             #300ns ;
78         end
79
80     join_any
81     disable checker_fork_join ;
82 end
83
84
85 endmodule
86

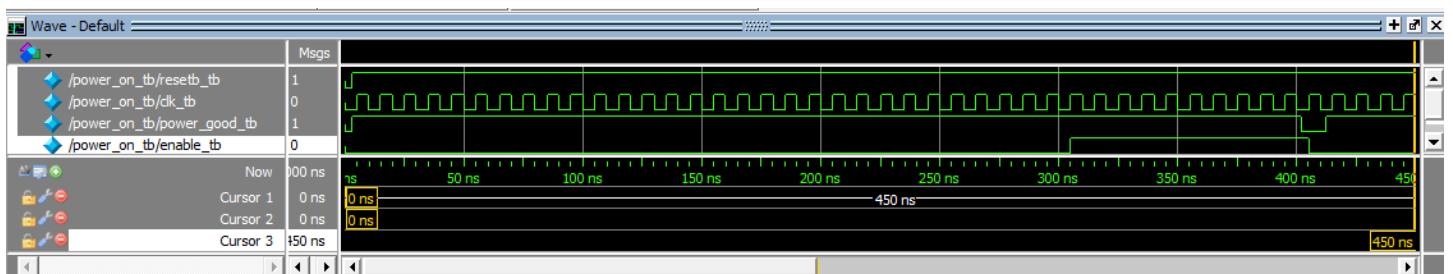
```

We have included waveform to prove the function correctness, when the difference between power_good and enable is less than 300 ns, we get error on the screen

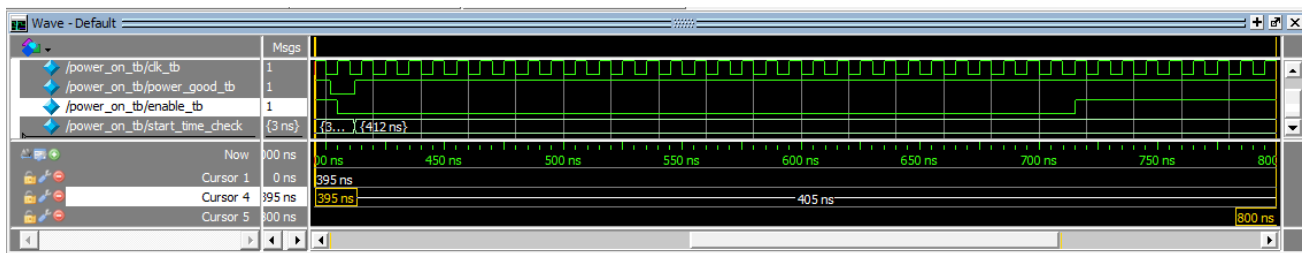
Simulation zoom out:



Zoom in: 0 - 450 ns :



Zoom in: 395 - 800 ns :



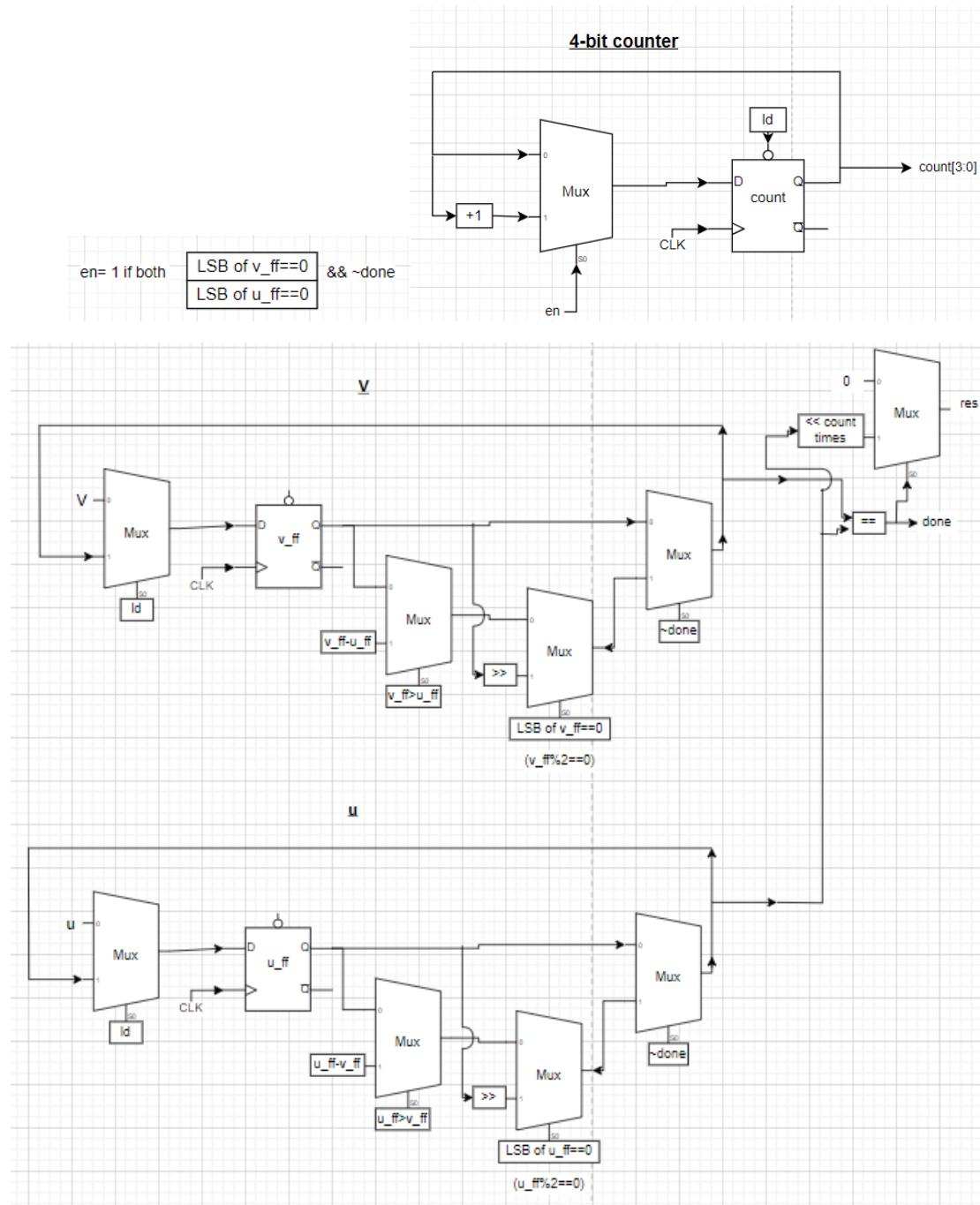
Messages we got when running the simulation:

```
VSIM 3> run
# time delay between power_good and enable is      302
# time delay between power_good and enable is      303
```

The additional 2 and 3 ns are due to the fact that in the simulation we need to raise power_good a bit before the posedge rising of the clock, so the correct value will be sampled.

Question 4 – GCD:

A: Block Diagram



B, C : *gcd.sv, gcd_tb.sv* files are attached

Waveform to prove the correctness of the design:

