



Department of Computer Science and Information Engineering

National Cheng Kung University

LAB - 05

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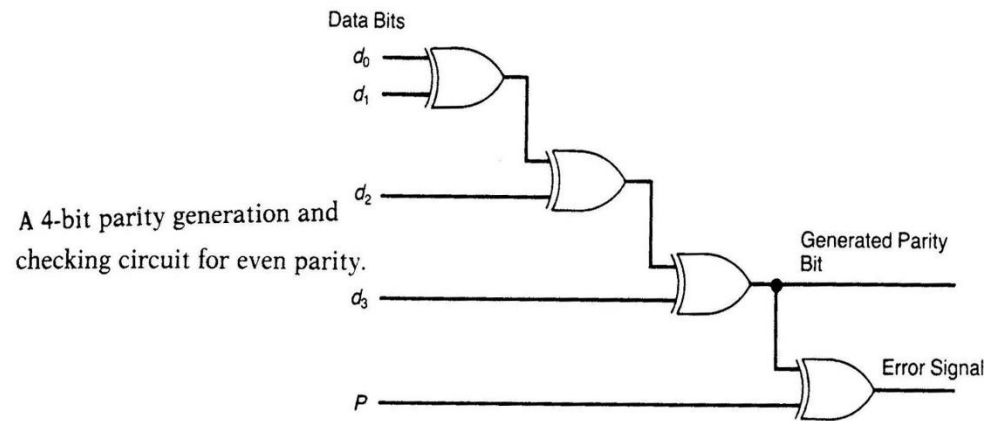
國立成功大學 資訊工程系



Outline

- Video preview for HDL 介紹 (Parts I~IV)
- Combinational circuit
- Lab I-- 4-Bit Adder Subtractor
- Lab II-- 8 to 3 encoder
- Appendix

Combinational Circuit



- 組合電路是一種邏輯電路，它任一時刻的輸出值，僅與目前的(present)輸入值有關，而與先前的(previous)輸入值無關
- 在電路結構上，組合電路由各種邏輯閘組成，電路中無記憶元件與反饋線
- 與之相對的則是循序邏輯電路，循序邏輯電路的輸出結果與目前的輸入及先前的輸入都有關係

Continuous assignment

The first way to define a combinational circuit.

```
module half_adder (x, y, out);
```

```
// port declaration
```

```
input      x, y;
```

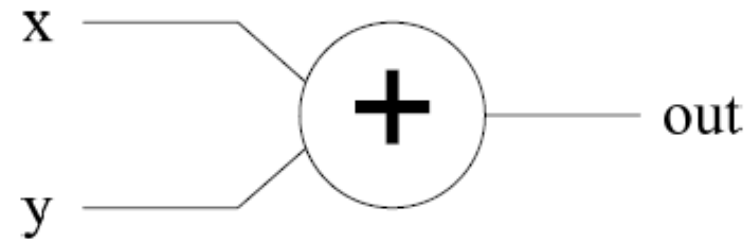
```
output [1:0] out;
```

```
// functionality or structure
```

```
assign out = x + y;
```

```
endmodule
```

```
s = x ^ y;  
c = x & y;
```



always block

The second way to define a combinational circuit.

```
module half_adder (x, y, out);
```

```
// port declaration
```

```
input      x, y;
```

```
output [1:0] out;
```

```
// I/O type
```

```
reg [1:0] out;
```

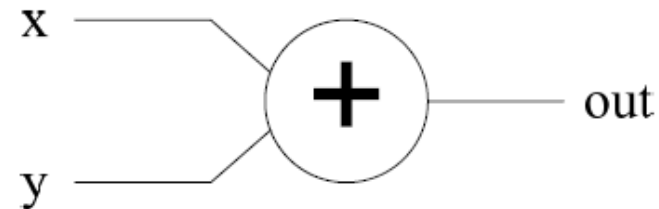
```
// functionality or structure
```

```
always @ (x or y)
```

```
begin
```

```
    out = x + y;
```

```
end
```



Sensitivity list

Example: half adder (1/3)

- Data flow description

```
module half_adder (x, y, c, s);
```

```
// port declaration
```

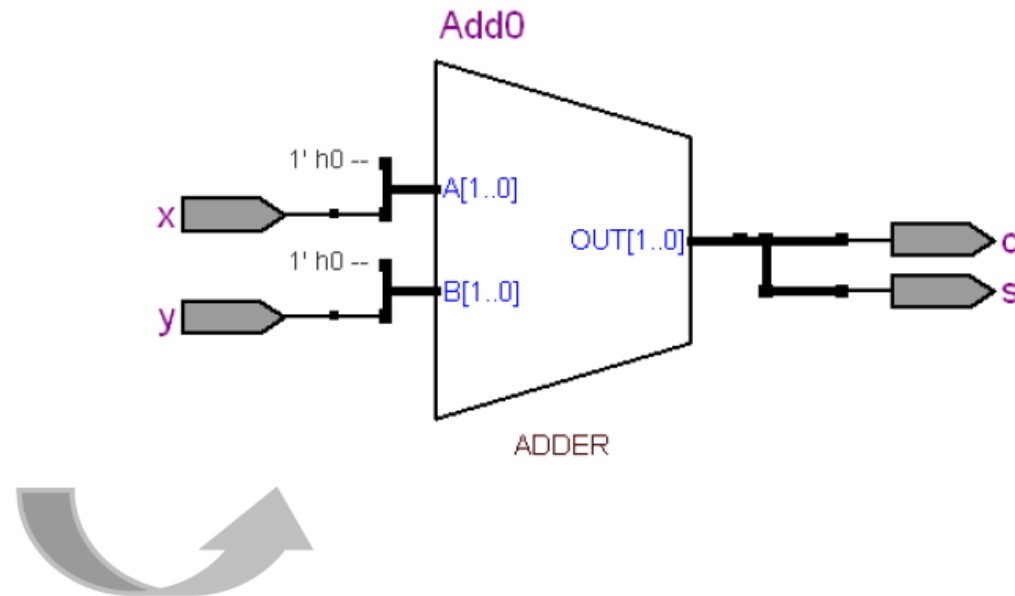
```
input  x, y;
```

```
output c, s;
```

```
// functionality or structure
```

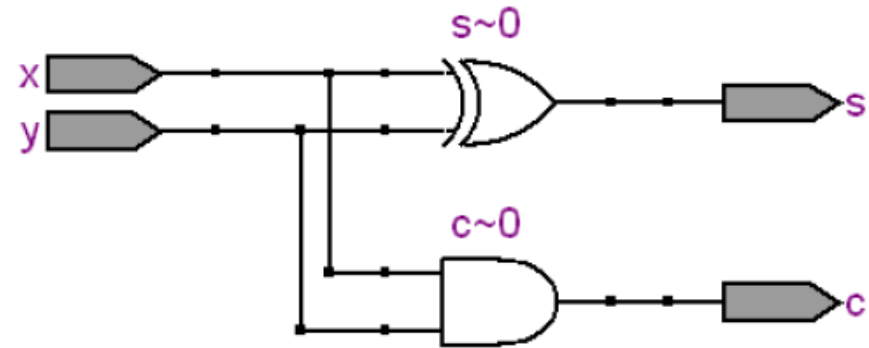
```
assign {c, s} = x + y;
```

```
endmodule
```



Example: half adder (2/3)

```
module half_adder (x, y, c, s);  
  // port declaration  
  input  x, y;  
  output c, s;  
  
  // I/O type  
  reg    c, s;  
  
  // functionality or structure  
  always @ (x or y)  
  begin  
    s = x ^ y;  
    c = x & y;  
  end  
endmodule
```

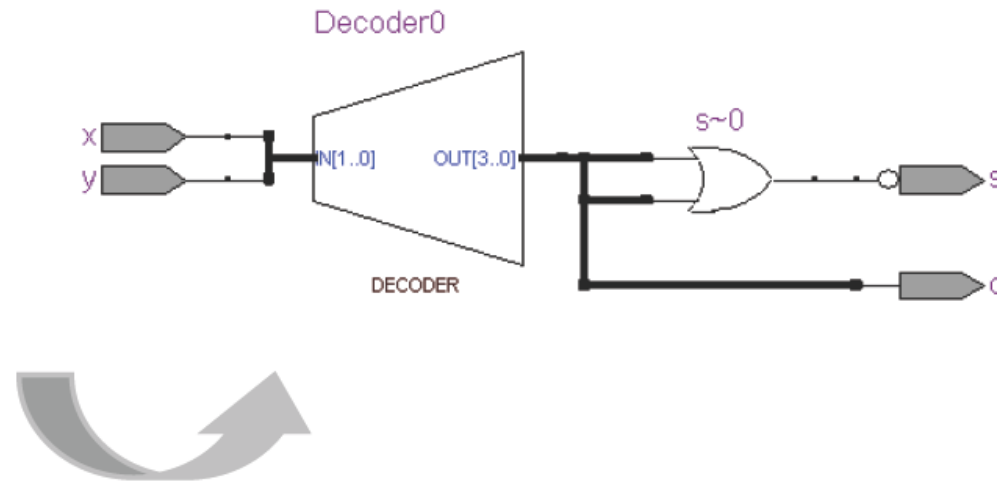


Example: half adder (3/3)

```
// functionality or structure
always @ (x or y)
begin
  case ({x, y})
    2'b00: begin
      s = 0;
      c = 0;
    end
    2'b01: begin
      s = 1;
      c = 0;
    end
    2'b10: begin
      s = 1;
      c = 0;
    end
    2'b11: begin
      s = 0;
      c = 1;
    end
  endcase
end //end always block
```

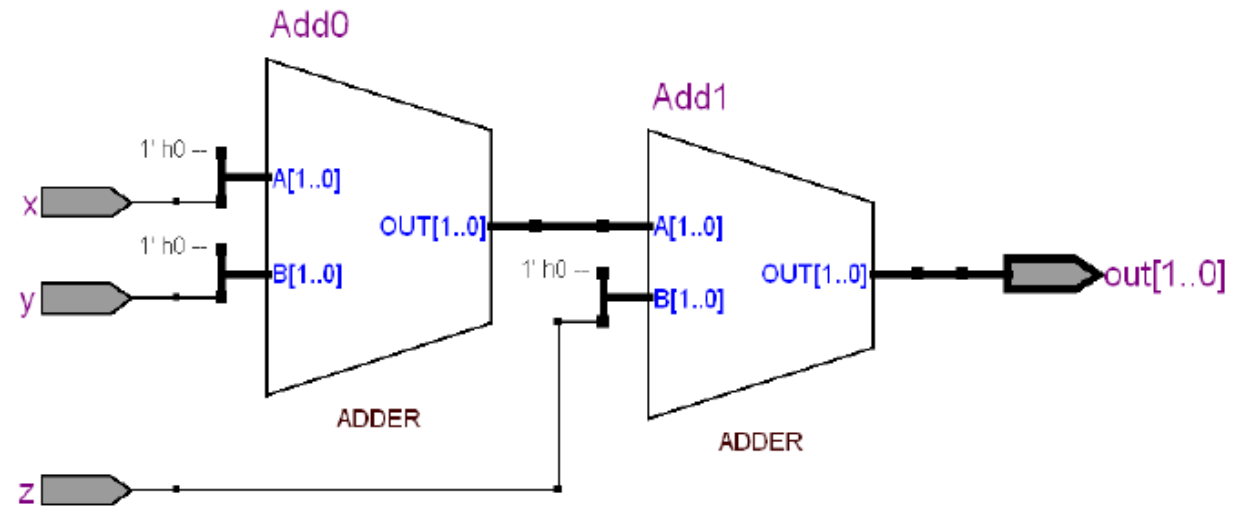
Truth table

x	y	c	s
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



Example: full adder (1/2)

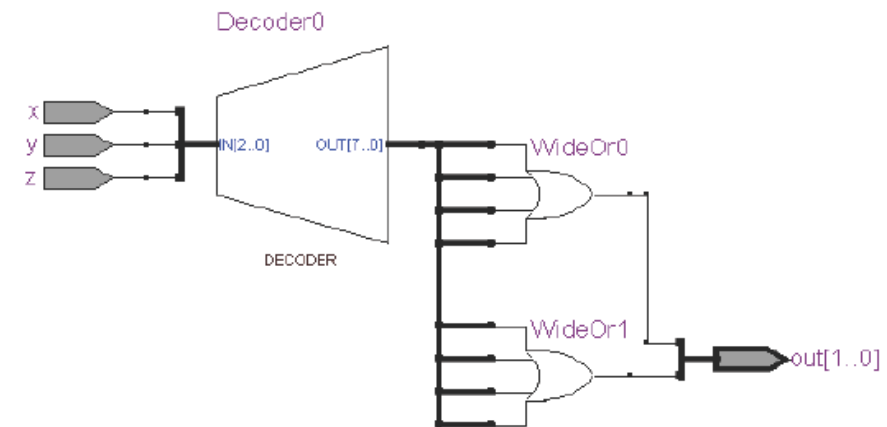
```
module full_adder (x, y, z, out);  
  // port declaration  
  input      x, y, z;  
  output [1:0] out; // 2-bit wide  
  
  // I/O type  
  reg [1:0] out;  
  
  // functionality or structure  
  always @ (x or y or z)  
  begin  
    out = x + y + z;  
  end  
endmodule
```



Example: full adder (2/2)

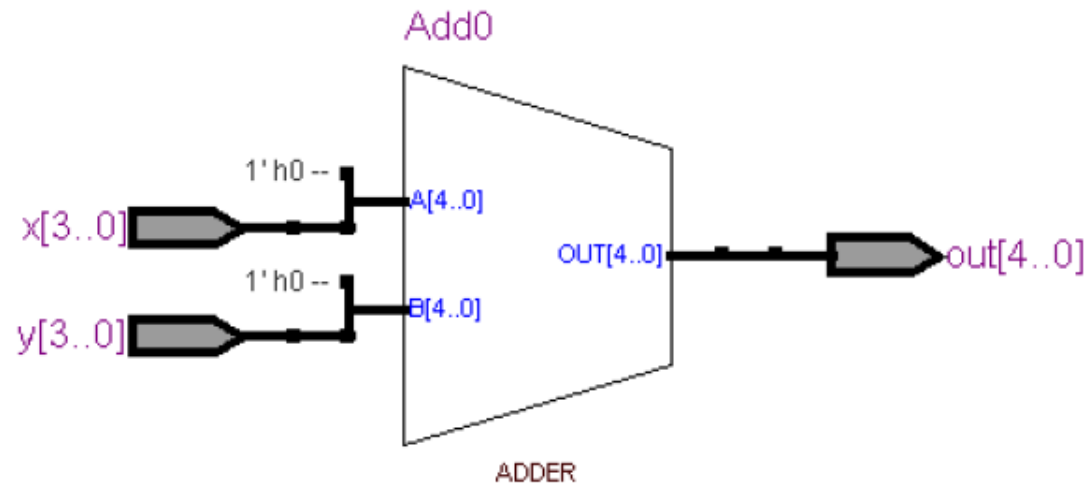
```
module full_adder (x, y, z, out);  
  // port declaration  
  input      x, y, z;  
  output [1:0] out; // 2-bit wide  
  
  // I/O type  
  reg [1:0] out;  
  
  // functionality or structure  
  always @ (x or y or z)  
  begin  
    case ({x, y, z})  
      3'b000: out = 2'b00;  
      3'b001: out = 2'b01;  
      3'b010: out = 2'b01;  
      3'b011: out = 2'b10;  
      3'b100: out = 2'b01;  
      3'b101: out = 2'b10;  
      3'b110: out = 2'b10;  
      3'b111: out = 2'b11;  
    endcase  
  end  
endmodule
```

x	y	z	C	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

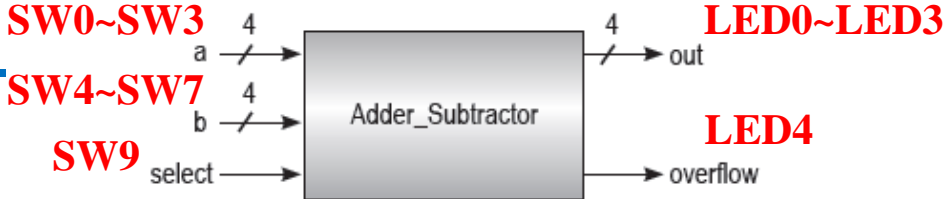


Example: 4-bit adder

```
module four_bit_adder (x, y, out);  
  // port declaration  
  input  [3:0] x, y;  
  output [4:0] out; // 5-bit wide  
  
  // I/O type  
  reg  [4:0] out;  
  
  // functionality or structure  
  always @ (x or y)  
  begin  
    out = x + y;  
  end  
endmodule
```



Lab I

- Please design a 4-Bit Adder Subtractor.
- 

無號數加減法器藉由選擇 (select) 訊號決定目前是做加法或減法運算：選擇線為 1 時做加法，選擇線為 0 時做減法，而溢位 (overflow) 訊號則是用來判斷加法有無進位或減法有無借位。

Reference: 1-bit Adder Subtractor

輸入 (input)			輸出 (output)	
被加減數 (a)	加減數 (b)	選擇 (select)	和 / 差 (out)	溢位 (overflow)
0	0	0	0	0
0	0	1	0	0
0	1	0	1	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	0	0
1	1	1	0	1

Notice for Lab I

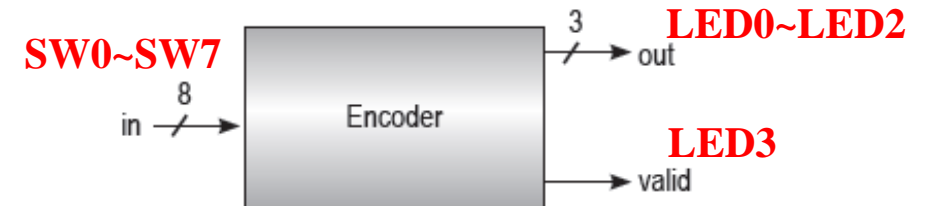
- 加減法器裝置模擬
 - select=1
 - 加法
 - Ex: $9+10=19$ (overflow)
 - $9 = 1001$
 - $10 = 1010$
 - $19(\text{overflow}) = 10011$
 - select=0
 - 減法
 - Ex: $4-7=3$ (overflow)
 - $4 = 0100$
 - $7 = 0111$
 - $3(\text{overflow}) = 10011$

Lab II

■ Please design an 8 to 3 encoder

編碼器可以將 2^n 個輸入訊號轉換成 n 位元輸出訊號。假設有 m 個輸入與 n 個輸出，則稱為 m 對 n 編碼器。

輸入 (input)								輸出 (output)			
in[7]	in[6]	in[5]	in[4]	in[3]	in[2]	in[1]	in[0]	valid	out[2]	out[1]	out[0]
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	1	0	1	0	0	1
0	0	0	0	0	1	0	0	1	0	1	0
0	0	0	0	1	0	0	0	1	0	1	1
0	0	0	1	0	0	0	0	1	1	0	0
0	0	1	0	0	0	0	0	1	1	0	1
0	1	0	0	0	0	0	0	1	1	1	0
1	0	0	0	0	0	0	0	1	1	1	1
其餘的輸入情況								0	0	0	0



Notice

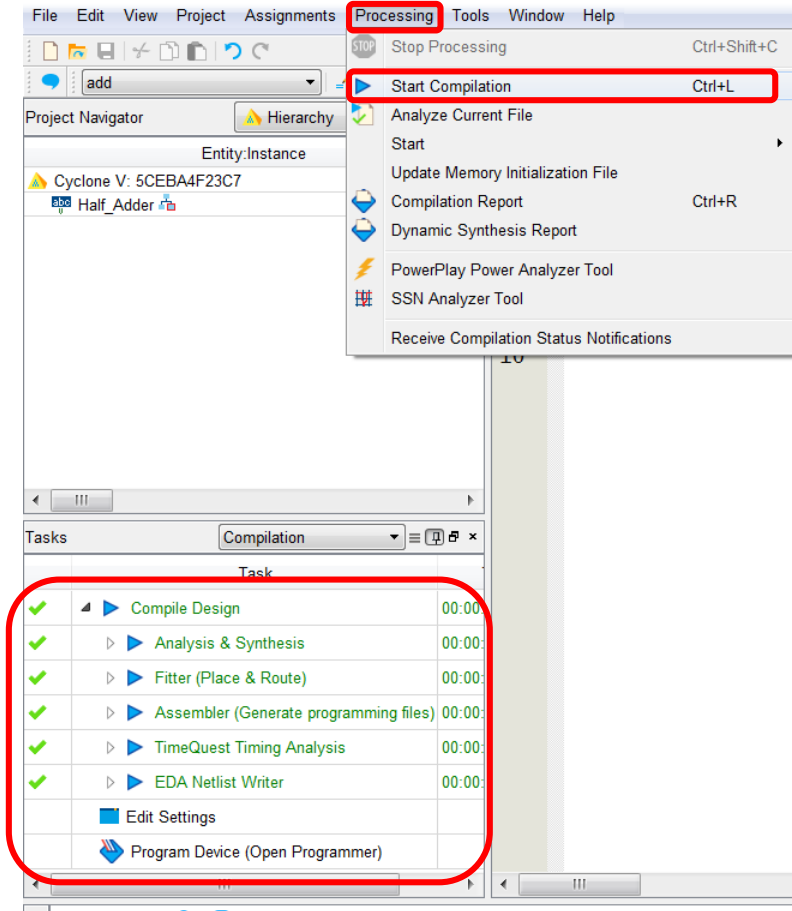
- 請勿命名中文資料夾
- Device family 請確認與 FPGA Chip 符合 (5CEBA4F23C7)
- Top module name & Project name 需要一致
- 確認 `module ... endmodule` 為keyword 變成藍色字體



Appendix

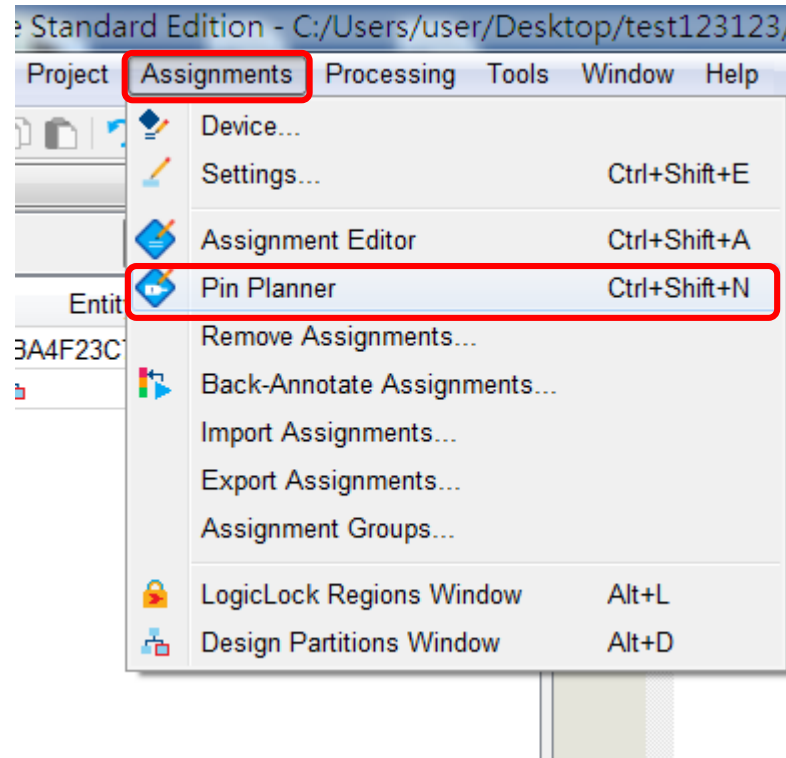
Programming DE0-CV (1/12)

■ Start compilation



Programming DE0-CV (2/12)

- Open Pin Planner



Programming DE0-CV (3/12)

■ Pin assignment

Top View - Wire Bond
Cyclone V - 5CEBA4F23C7

Report not available

Groups Report

Tasks

- Early Pin Planning
- Early Pin Planning...
- Run I/O Assignment Ana...

Named: * Edit: PIN_AA2 Filter: Pins: all

Node Name	Direction	Location	I/O Bank	VREF Group	Fitter Location	I/O Standard
a	Input	PIN U13	4A	B4A N0	PIN M16	2.5 V (default)
b	Input	PIN V13	4A	B4A N0	PIN N21	2.5 V (default)
carry	Output	PIN AA1	2A	B2A N0	PIN N16	2.5 V (default)
sum	Output	PIN AA2				
<<new node>>						





Pin Legend

Symbol	Pin Type
○	User I/O
●	User assigne...
●	Fitter assigne...
○	Unbonded pad
○	Reserved pin
○	DEV_OE
○	DIFF_n
○	DIFF_p
○	DIFF_n output
○	DIFF_p output

Double click

Programming DE0-CV (4/12)

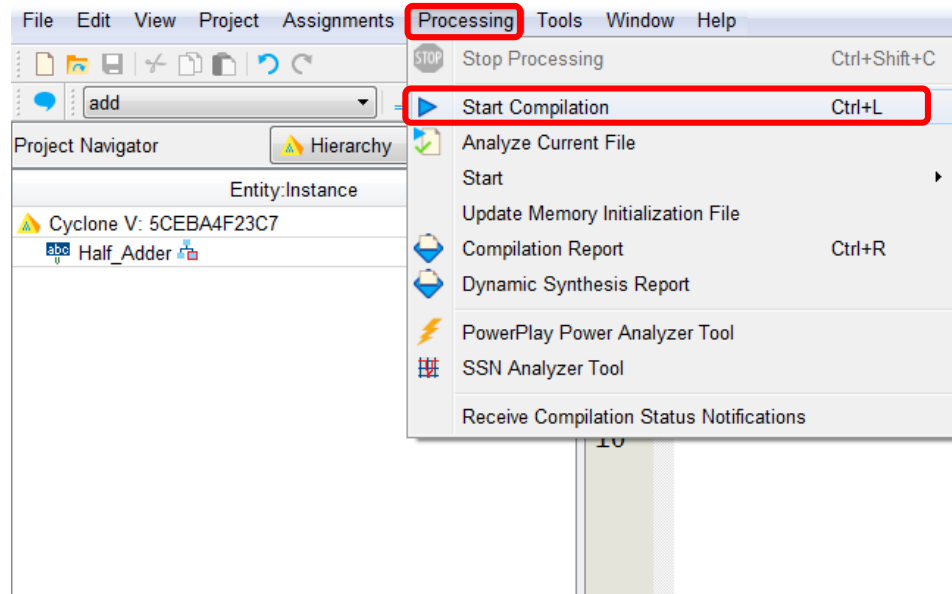
- Assign pin location to all inputs and outputs

Node Name	Direction	Location	I/O Bank	VREF Group	Fitter Location	I/O Standard
 a	Input	PIN U13 SW0	4A	B4A N0	PIN M16	2.5 V (default)
 b	Input	PIN V13 SW1	4A	B4A N0	PIN N21	2.5 V (default)
 carry	Output	PIN AA1 LED1	2A	B2A N0	PIN N16	2.5 V (default)
 sum	Output	PIN AA2 LED0				

- Please refer to DE0_pin.xls for pin location assignment

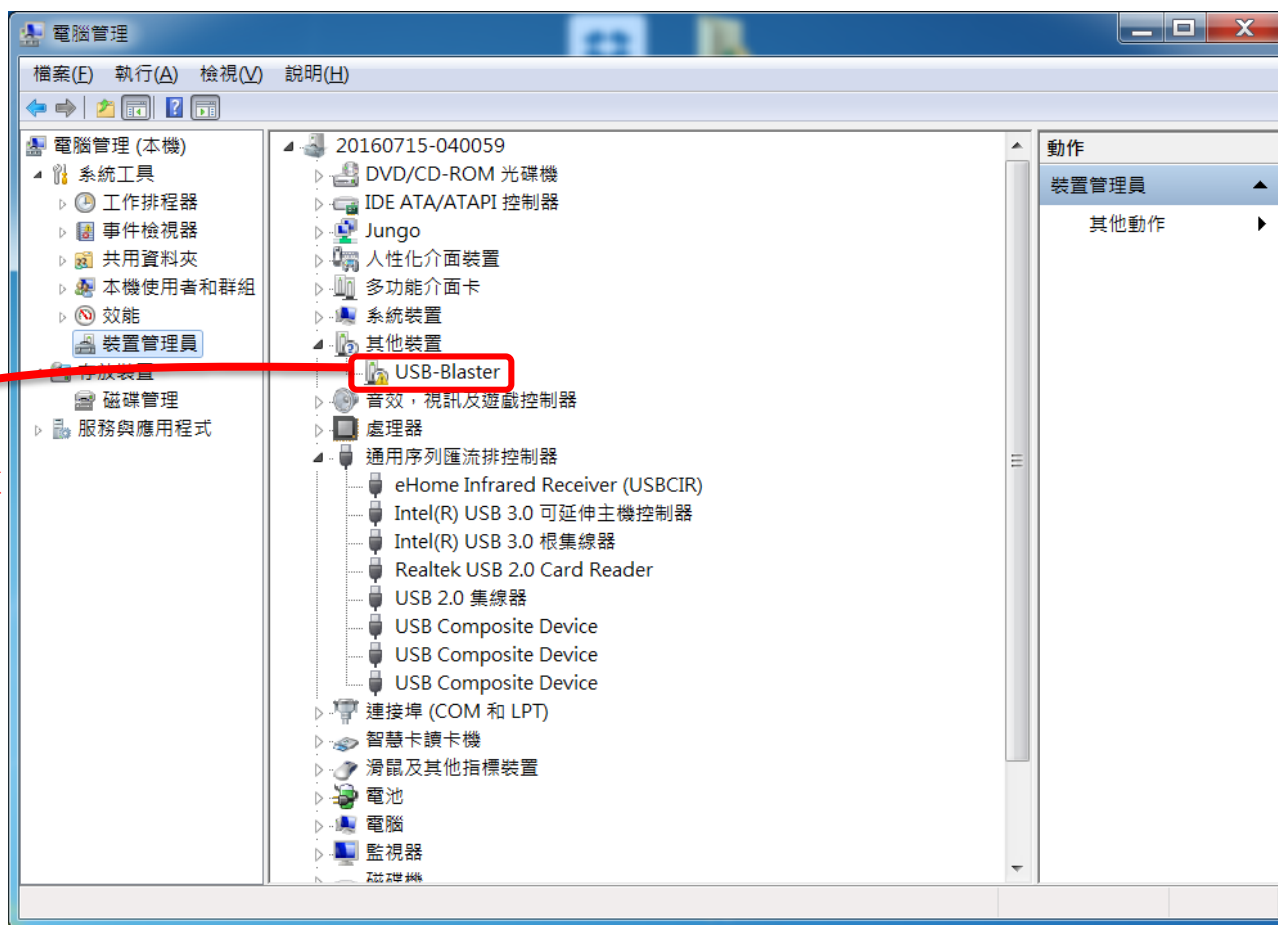
Programming DE0-CV (5/12)

- Start compilation

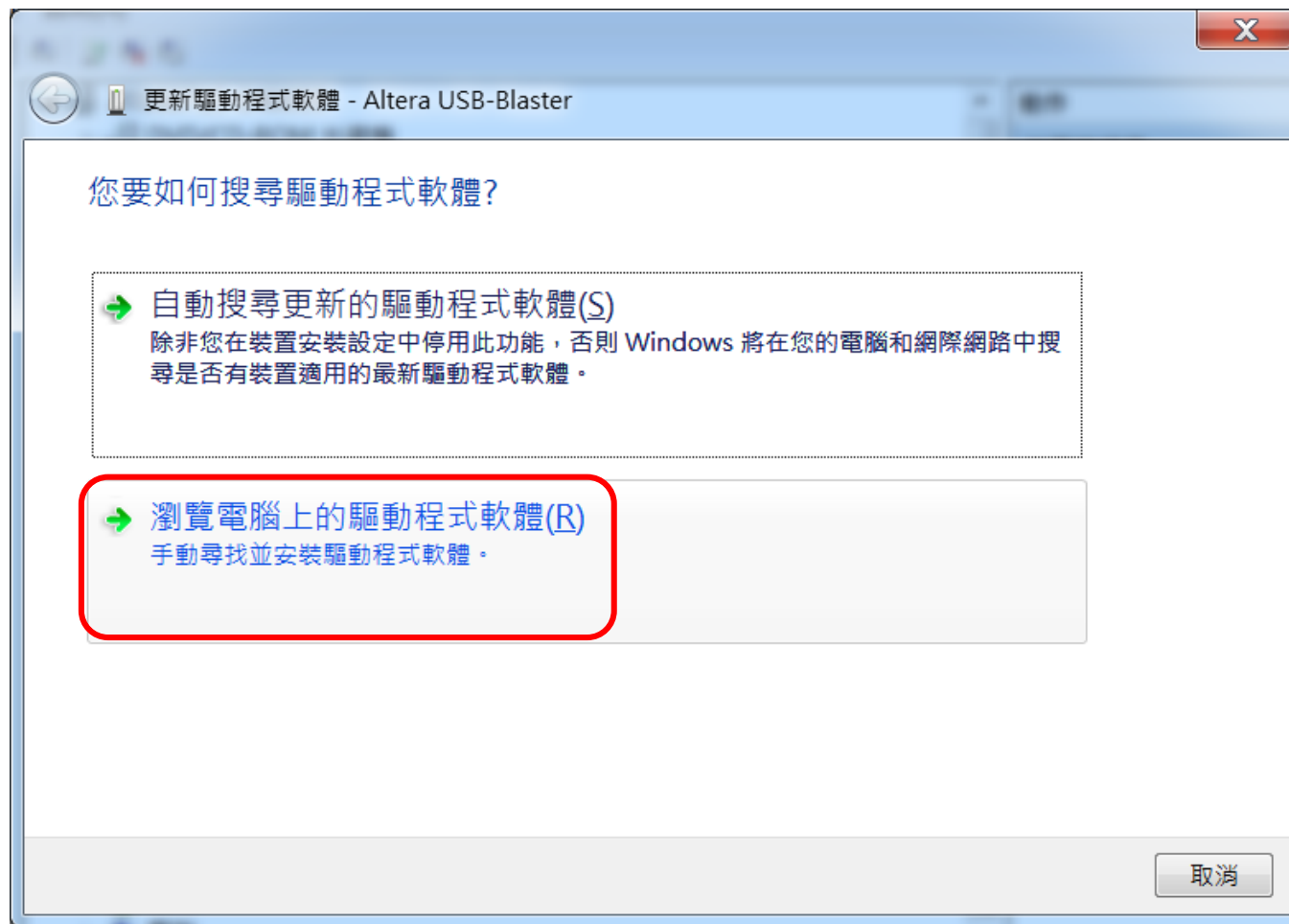


Programming DE0-CV (6/12)

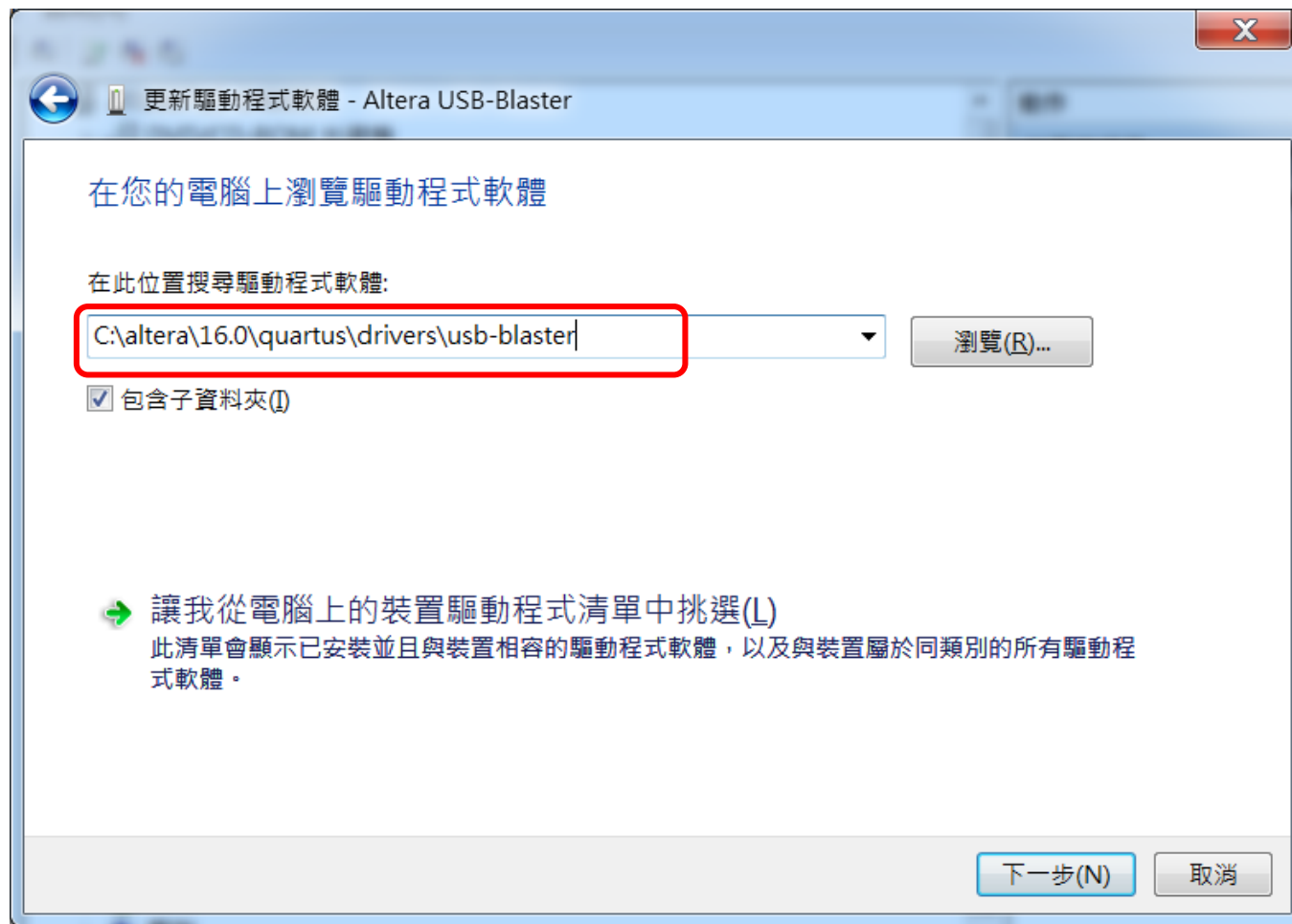
右鍵選更新驅動程式軟體



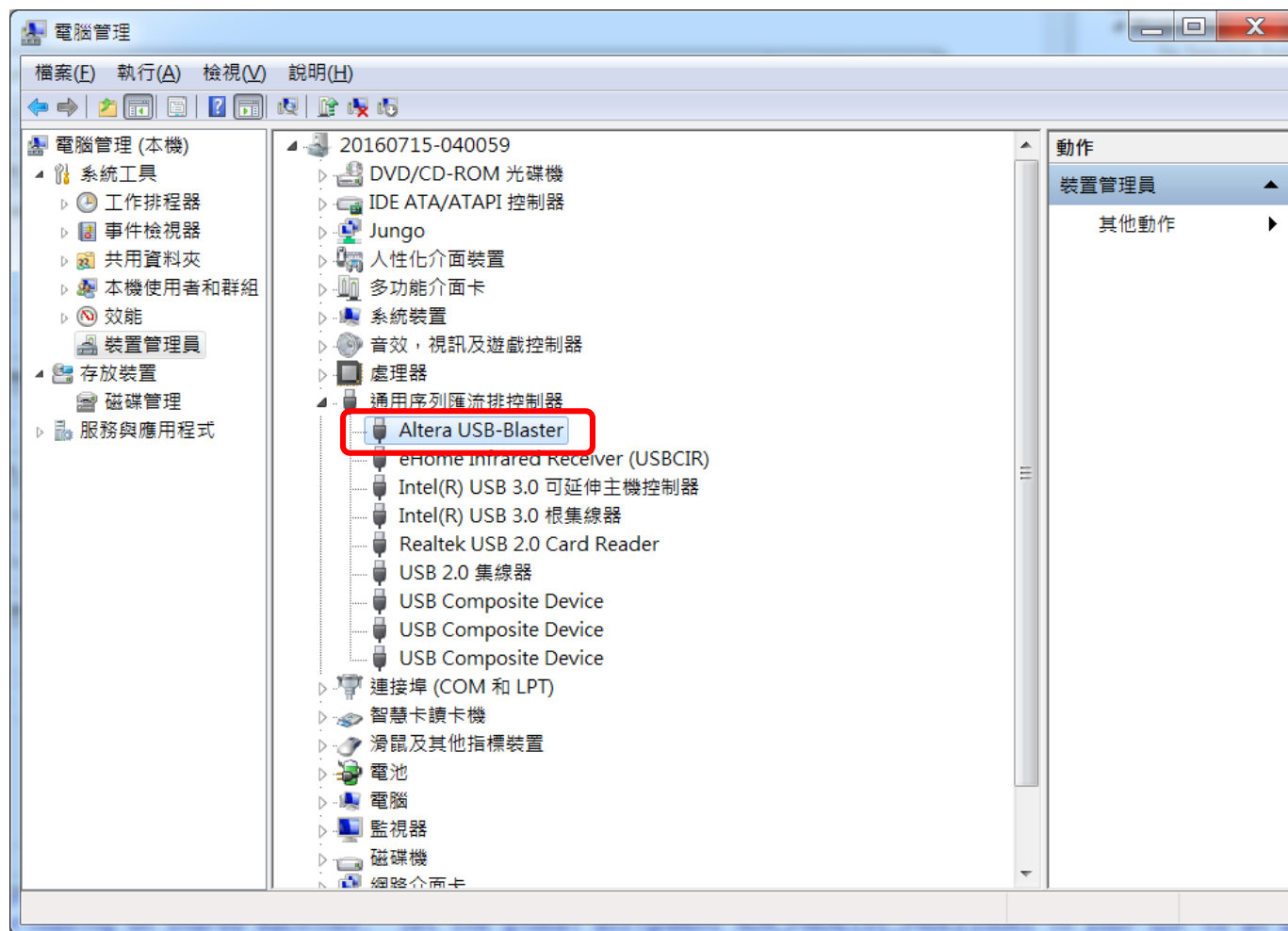
Programming DE0-CV (7/12)



Programming DE0-CV (8/12)

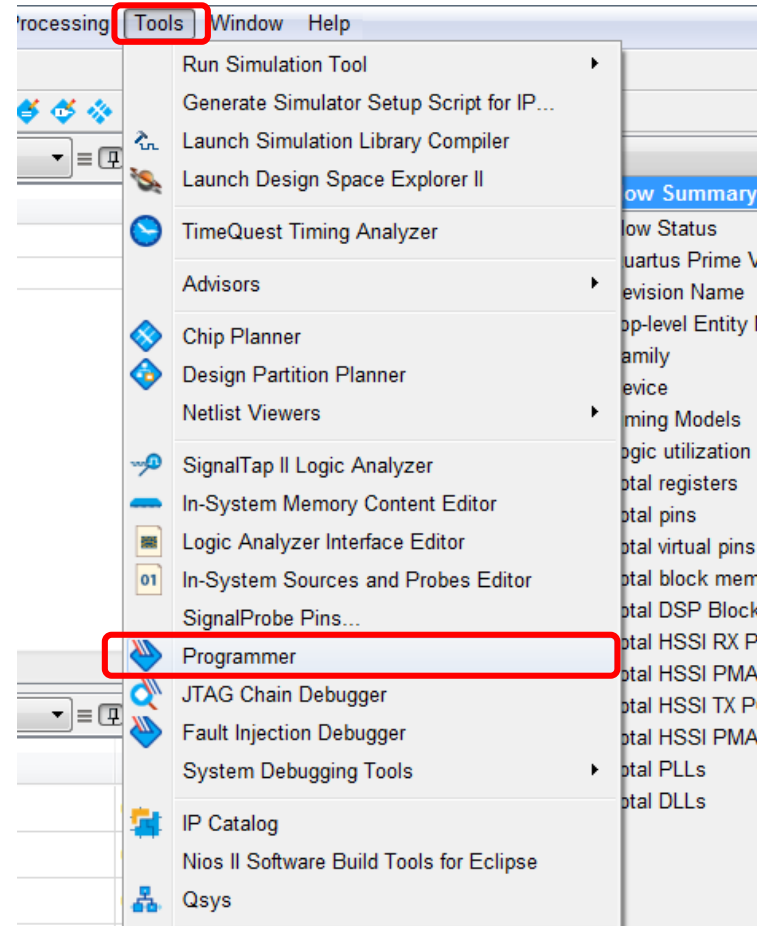


Programming DE0-CV (9/12)



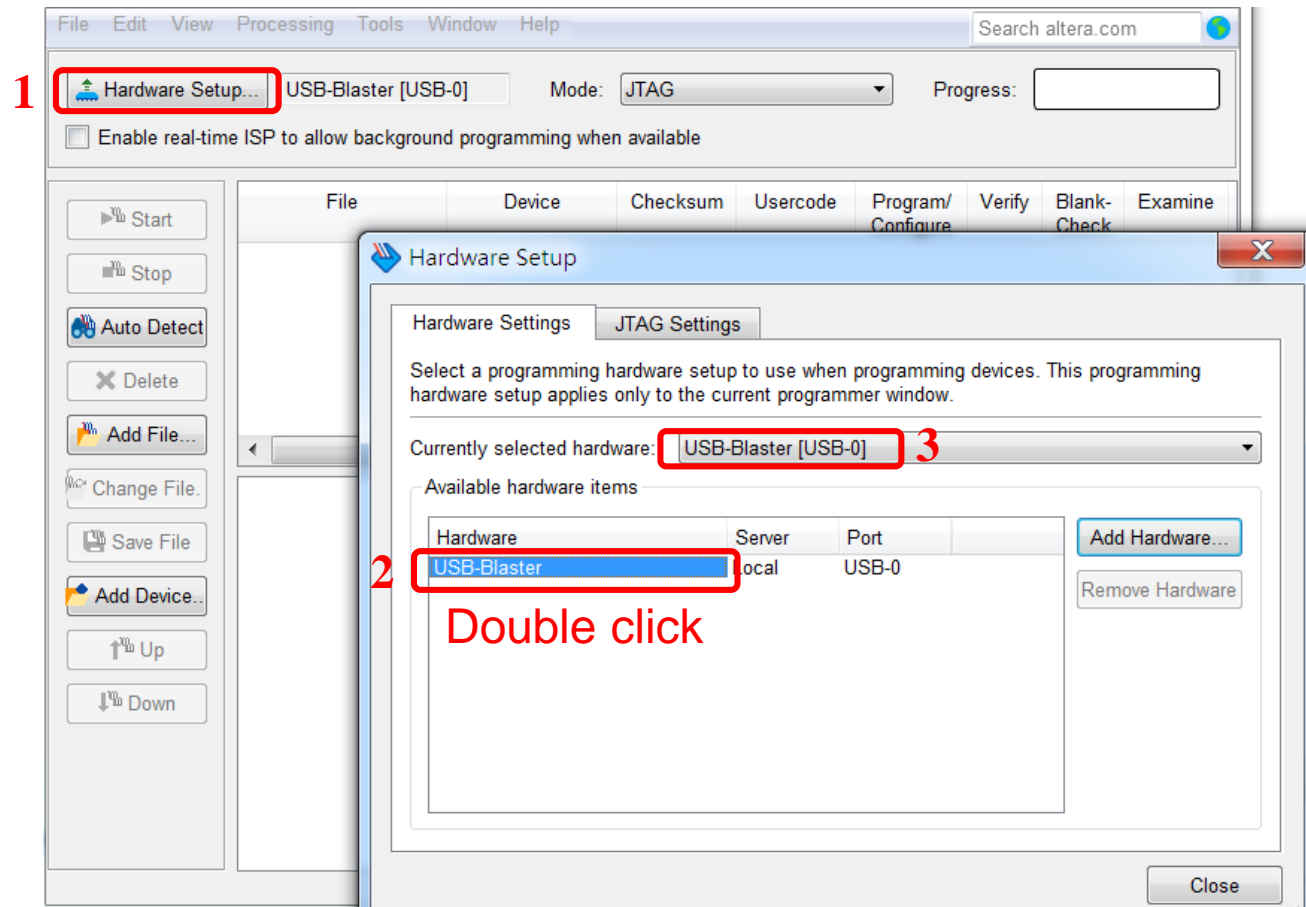
Programming DE0-CV (10/12)

■ Programming device



Programming DE0-CV (11/12)

- Hardware setup: add **USB-Blaster**



Programming DE0-CV (12/12)

■ Programming device

