

**EE 316 – Lab 6 Report: Custom Processor Design: Programmable  
Stopwatch/Timer**

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a) HLSM Design

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Inputs: start stop, reset, sw [7:0], mode [1:0]

Output: an [3:0], sseg [6:0]

clk-divider

Input: clk, reset

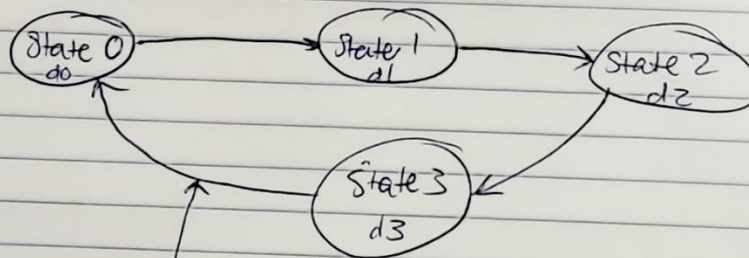
output: refresh-clk, time clk

Stopwatch

Input: clk, start stop, reset, mode [1:0], switch [7:0]

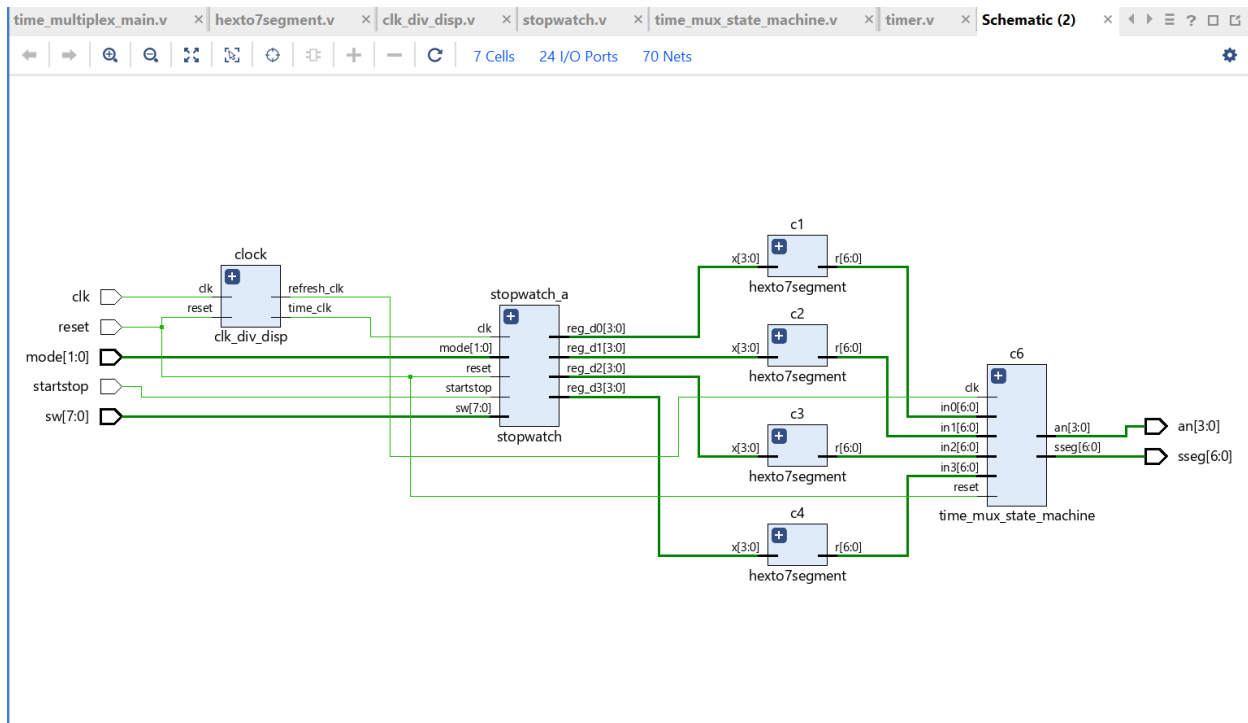
Output: reg=d0-d3, components for each digit

State machine



transitions on each pos-edge of clk

## b) Processor Architecture



## c) Verilog Code

### constraint.xdc

#### ## Clock signal

```
set_property PACKAGE_PIN W5 [get_ports clk]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports clk]
```

```
create_clock -add -name sys_clk_pin -period 10.00 -waveform {0 5} [get_ports clk]
```

#### # Switches

```
set_property PACKAGE_PIN V2 [get_ports {sw[0]}]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports {sw[0]}]
```

```
set_property PACKAGE_PIN T3 [get_ports {sw[1]}]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports {sw[1]}]
```

```
set_property PACKAGE_PIN T2 [get_ports {sw[2]}]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports {sw[2]}]
```

```
set_property PACKAGE_PIN R3 [get_ports {sw[3]}]
```

```
        set_property IOSTANDARD LVCMOS33 [get_ports {sw[3]]}
set_property PACKAGE_PIN W2 [get_ports {sw[4]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sw[4]]}
set_property PACKAGE_PIN U1 [get_ports {sw[5]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sw[5]]}
set_property PACKAGE_PIN T1 [get_ports {sw[6]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sw[6]]}
set_property PACKAGE_PIN R2 [get_ports {sw[7]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sw[7]]}


set_property PACKAGE_PIN V17 [get_ports {mode[0]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {mode[0]]}
set_property PACKAGE_PIN V16 [get_ports {mode[1]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {mode[1]]}


set_property PACKAGE_PIN W7 [get_ports {sseg[6]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[6]]}
set_property PACKAGE_PIN W6 [get_ports {sseg[5]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[5]]}
set_property PACKAGE_PIN U8 [get_ports {sseg[4]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[4]]}
set_property PACKAGE_PIN V8 [get_ports {sseg[3]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[3]]}
set_property PACKAGE_PIN U5 [get_ports {sseg[2]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[2]]}
set_property PACKAGE_PIN V5 [get_ports {sseg[1]]}
        set_property IOSTANDARD LVCMOS33 [get_ports {sseg[1]]}
```

```
set_property PACKAGE_PIN U7 [get_ports {sseg[0]}]
    set_property IOSTANDARD LVCMOS33 [get_ports {sseg[0]}]
```

```
set_property PACKAGE_PIN U2 [get_ports {an[0]}]
    set_property IOSTANDARD LVCMOS33 [get_ports {an[0]}]
set_property PACKAGE_PIN U4 [get_ports {an[1]}]
    set_property IOSTANDARD LVCMOS33 [get_ports {an[1]}]
set_property PACKAGE_PIN V4 [get_ports {an[2]}]
    set_property IOSTANDARD LVCMOS33 [get_ports {an[2]}]
set_property PACKAGE_PIN W4 [get_ports {an[3]}]
    set_property IOSTANDARD LVCMOS33 [get_ports {an[3]}]
```

```
set_property PACKAGE_PIN T18 [get_ports startstop]
    set_property IOSTANDARD LVCMOS33 [get_ports startstop]
set_property PACKAGE_PIN U18 [get_ports reset]
    set_property IOSTANDARD LVCMOS33 [get_ports reset]
```

### **clk\_div\_disp.v**

```
module clk_div_disp(
    input clk,
    input reset,
    output refresh_clk,
    output time_clk
);

    reg [16:0] refresh;
    reg [19:0] time_count;
    reg ref;
```

```
reg time_c;
assign refresh_clk = ref;
assign time_clk = time_c;

always @(posedge clk) begin
    if (time_count < 500000) begin
        time_count <= time_count + 1;
    end
    else begin
        time_c <= ~time_c;
        time_count <= 0;
    end
end
```

```
always @(posedge clk) begin
    if (refresh < 100000) begin
        refresh <= refresh + 1;
    end
    else begin
        ref <= ~ref;
        refresh <= 0;
    end
end
```

```
endmodule
```

### **hexto7segment.v**

```
module hexto7segment(
    input [3:0] x,
```

```
output reg [6:0] r  
);
```

```
always @(*)
```

```
case(x)
```

```
    4'b0000: r = 7'b00000001;
```

```
    4'b0001: r = 7'b10011111;
```

```
    4'b0010: r = 7'b00100101;
```

```
    4'b0011: r = 7'b00001110;
```

```
    4'b0100: r = 7'b10011100;
```

```
    4'b0101: r = 7'b01001001;
```

```
    4'b0110: r = 7'b01000001;
```

```
    4'b0111: r = 7'b00011111;
```

```
    4'b1000: r = 7'b00000000;
```

```
    4'b1001: r = 7'b00001001;
```

```
endcase
```

```
endmodule
```

### **stopwatch.v**

```
module stopwatch(  
    input clk,  
    input startstop,  
    input reset,  
    input [1:0] mode,  
    input [7:0] sw,  
    output reg [3:0] reg_d0, //count for right most digit  
    output reg [3:0] reg_d1, //count for 2nd right most digit  
    output reg [3:0] reg_d2, //count for 2nd left most digit
```

```

output reg [3:0] reg_d3 //count for left most digit
);

reg startstop_ff;
reg ss = 1;
reg finish;
reg idle = 1;

always @ (posedge clk) begin
    startstop_ff <= startstop;
    if( startstop_ff && !startstop)
        ss <= ~ss;
end

always @ (posedge clk) begin

/*----- Mode 1 (Counting Up from 00.00) -----*/
    if (mode == 2'b00) begin
        if (ss == 1 && reset == 1) //if both stop & reset asserted
            begin
                reg_d0 <= 0; //counter0 is 0
                reg_d1 <= 0; //counter1 is 0
                reg_d2 <= 0; //counter2 is 0
                reg_d3 <= 0; //counter3 is 0
                finish = 0;
            end

        // if only stop signal is asserted, store the previous count
        // when stop button is pressed again, resume the old count

```

```

else if (ss == 1 && reset != 0)
    begin
        //store the old count
        reg_d0 <= reg_d0;
        reg_d1 <= reg_d1;
        reg_d2 <= reg_d2;
        reg_d3 <= reg_d3;
    end

//Start stopwatch
else if (ss != 1 && finish != 1)
    begin
        if(reg_d0 == 9) begin
            reg_d0 <= 0;
            if (reg_d1 == 9) begin
                reg_d1 <= 0;
                if (reg_d2 == 9) begin
                    reg_d2 <= 0;
                    if(reg_d3 == 9)begin
                        reg_d2 <= 9;
                        reg_d1 <= 9;
                        reg_d0 <= 9;
                        finish = 1;
                    end else
                        reg_d3 <= reg_d3 + 1;
                    end else
                        reg_d2 <= reg_d2 + 1;
                end else
                    reg_d1 <= reg_d1 + 1;
            end
        end
    end

```



```
        end else
            reg_d0 <= reg_d0 + 1;
        end
    end
```

```
/*----- Mode 2 (Counting Up from XX.00) -----*/
```

```
if (mode == 2'b01) begin
    if(ss == 1 && reset == 0 && idle == 1) begin
        reg_d0 <= 0; //counter0 is 0
        reg_d1 <= 0; //counter1 is 0
        reg_d2 <= sw[3:0]; //counter2 is 0
        reg_d3 <= sw[7:4]; //counter3 is 0
        finish = 0;
    end

    if (ss == 1 && reset == 1) //if both stop & reset asserted
    begin
        reg_d0 <= 0; //counter0 is 0
        reg_d1 <= 0; //counter1 is 0
        reg_d2 <= sw[3:0]; //counter2 is 0
        reg_d3 <= sw[7:4]; //counter3 is 0
        finish = 0;
        idle = 1;
    end

    end

    // if only stop signal is asserted, store the previous count
    // when stop button is pressed again, resume the old count
    else if (ss == 1 && reset != 0)
    begin
        //store the old count
```

```
    reg_d0 <= reg_d0;
    reg_d1 <= reg_d1;
    reg_d2 <= reg_d2;
    reg_d3 <= reg_d3;
    idle = 1;
end
```

```
//Start stopwatch
```

```
else if (ss != 1 && finish != 1)
begin
idle = 0;
if(reg_d0 == 9) begin
    reg_d0 <= 0;
    if (reg_d1 == 9) begin
        reg_d1 <= 0;
        if (reg_d2 == 9) begin
            reg_d2 <= 0;
            if(reg_d3 == 9)begin
                reg_d2 <= 9;
                reg_d1 <= 9;
                reg_d0 <= 9;
                finish = 1;
            end else
                reg_d3 <= reg_d3 + 1;
        end else
            reg_d2 <= reg_d2 + 1;
    end else
        reg_d1 <= reg_d1 + 1;
end else
```

```
        reg_d0 <= reg_d0 + 1;
    end
end
```

```
/*----- Mode 3 (Counting Down from 99.99) -----*/
```

```
if (mode == 2'b10) begin
    if (ss == 1 && reset == 1)
```

```
        begin
            reg_d0 <= 9;
            reg_d1 <= 9;
            reg_d2 <= 9;
            reg_d3 <= 9;
```

```
        end
```

```
    else if (ss == 1 && reset != 0)
```

```
        begin
            reg_d0 <= reg_d0; //store the old count
            reg_d1 <= reg_d1; //store the old count
            reg_d2 <= reg_d2; //store the old count
            reg_d3 <= reg_d3; //store the old count
```

```
        end
```

```
    else if (ss != 1 && finish == 0) begin
```

```
        if (reg_d0 == 0) begin
            reg_d0 <= 9;
            if (reg_d1 == 0) begin
                reg_d1 <= 9;
```

```

    if (reg_d2 == 0) begin
        reg_d2 <= 9;
        if(reg_d3 == 0) begin
            reg_d0 <= 0;
            reg_d1 <= 0;
            reg_d2 <= 0;
            reg_d3 <= 0;
            finish = 1;
        end else
            reg_d3 <= reg_d3 - 1;
        end else
            reg_d2 <= reg_d2 - 1;
        end else
            reg_d1 <= reg_d1 - 1;
        end else
            reg_d0 <= reg_d0 - 1;
        end
    end
end

```

/\*----- Mode 4 (Counting Down from XX.00) -----\*/

```

if (mode == 2'b11) begin
    if (ss == 1 && reset == 0 && idle == 1) begin
        reg_d0 <= 0;
        reg_d1 <= 0;
        reg_d2 <= sw[3:0];
        reg_d3 <= sw[7:4];
    end
    else if (ss == 1 && reset != 0) begin
        reg_d0 <= reg_d0; //store the old count
    end
end

```

```

    reg_d1 <= reg_d1; //store the old count
    reg_d2 <= reg_d2; //store the old count
    reg_d3 <= reg_d3; //store the old count
    idle = 1;
end
else if (ss != 1 && finish == 0) begin //if no stop
    idle = 0;
    if(reg_d0 == 0) begin
        reg_d0 <= 9;
        if (reg_d1 == 0) begin
            reg_d1 <= 9;
            if (reg_d2 == 0) begin
                reg_d2 <= 9;
                if(reg_d3 == 0) begin
                    reg_d0 <= 0;
                    reg_d1 <= 0;
                    reg_d2 <= 0;
                    reg_d3 <= 0;
                    finish = 1;
                end else
                    reg_d3 <= reg_d3 - 1;
                end else
                    reg_d2 <= reg_d2 - 1;
                end else
                    reg_d1 <= reg_d1 - 1;
                end else
                    reg_d0 <= reg_d0 - 1;
            end
        end
    end
end
end
end

```

end

endmodule

### **time\_multiplex\_main.v**

module time\_multiplex\_main(

input clk,

input startstop,

input reset,

input [7:0] sw,

input [1:0] mode,

output [3:0] an,

output [6:0] sseg

);

wire [6:0] in0, in1, in2, in3;

wire refresh\_clk;

wire time\_clk;

wire [3:0] reg\_d0; //count for right most digit

wire [3:0] reg\_d1; //count for second right most digit

wire [3:0] reg\_d2; //count for second left most digit

wire [3:0] reg\_d3; //count for left most digit

// Module instantiation of hexto7segment decoder

hexto7segment c1 (.x(reg\_d0), .r(in0));

hexto7segment c2 (.x(reg\_d1), .r(in1));

```
hexto7segment c3 (.x(reg_d2), .r(in2));
```

```
hexto7segment c4 (.x(reg_d3), .r(in3));
```

```
// Module instantiation of clock divider
```

```
// same functionality as the clk_div before, but may have a different width requirement
```

```
clk_div_disp clock (.clk(clk), .reset(reset), .refresh_clk(refresh_clk), .time_clk(time_clk));
```

```
stopwatch stopwatch_a (
```

```
    .clk(time_clk),
```

```
    .startstop(startstop),
```

```
    .reset(reset),
```

```
    .mode(mode[1:0]),
```

```
    .sw(sw[7:0]),
```

```
    .reg_d0(reg_d0),
```

```
    .reg_d1(reg_d1),
```

```
    .reg_d2(reg_d2),
```

```
    .reg_d3(reg_d3));
```

```
// Module instantiation of the multiplexer
```

```
//replace slow_clk with clk for simulation, and vice versa
```

```
time_mux_state_machine c6 (
```

```
    .clk(refresh_clk),
```

```
    .reset(reset),
```

```
    .in0(in0),
```

```
    .in1(in1),
```

```
    .in2(in2),
```

```
    .in3(in3),
```

```
.an(an),  
.sseg(sseg));
```

```
Endmodule
```

### **time\_mux\_state\_machine.v**

```
module time_mux_state_machine(  
    input clk,  
    input reset,  
    input [6:0] in0,  
    input [6:0] in1,  
    input [6:0] in2,  
    input [6:0] in3,  
    output reg [3:0] an,  
    output reg [6:0] sseg  
);
```

```
    reg [1:0] state;  
    reg [1:0] next;
```

```
    always @ (*) begin
```

```
        case(state)
```

```
            2'b00: next = 2'b01;
```

```
            2'b01: next = 2'b10;
```

```
            2'b10: next = 2'b11;
```

```
            2'b11: next = 2'b00;
```

```
        endcase
```

```
    end
```



```
always @ (*) begin
```

```
    case(state)
```

```
        2'b00: sseg = in0;
```

```
        2'b01: sseg = in1;
```

```
        2'b10: sseg = in2;
```

```
        2'b11: sseg = in3;
```

```
    endcase
```

```
    case(state)
```

```
        2'b00: an = 4'b1110;
```

```
        2'b01: an = 4'b1101;
```

```
        2'b10: an = 4'b1011;
```

```
        2'b11: an = 4'b0111;
```

```
    endcase
```

```
end
```

```
always @ (posedge clk or posedge reset) begin
```

```
    if (reset)
```

```
        state <= 2'b00;
```

```
    else
```

```
        state <= next;
```

```
end
```

```
endmodule
```

```
timer.v
```

```
module timer(
```

```

input clk,
input reset,
output reg [3:0] reg_d0, //count for right most digit
output reg [3:0] reg_d1, //count for 2nd right most digit
output reg [3:0] reg_d2, //count for 2nd left most digit
output reg [3:0] reg_d3 //count for left most digit
);

reg [8:0] counter = 1'd9999;
reg startstop; //start, stop or resume signal

always @ (*) begin
if (startstop == 1 && reset ==1) //if both stop & reset asserted
begin
    reg_d0 <= 1'd9; //counter0 is 0
    reg_d1 <= 1'd9; //counter1 is 0
    reg_d2 <= 1'd9; //counter2 is 0
    reg_d3 <= 1'd9; //counter3 is 0
    // if only stop signal is asserted, store the previous count
    // when stop button is pressed again, resume the old count
end
else if (startstop == 1)
begin
    reg_d0 <= reg_d0; //store the old count
    reg_d1 <= reg_d1; //store the old count
    reg_d2 <= reg_d2; //store the old count
    reg_d3 <= reg_d3; //store the old count
end
else if (startstop != 1) //if no stop

```

```

begin
  if(reg_d0 == 9) // if count is xxx9
  begin
    reg_d0 <= 0; //assign count0 to 0
    if (reg_d1 == 9) //if count is xx99
    begin
      reg_d1 <= 0; //assign count1 to 0
      if (reg_d2 == 9) // if count is x999
      begin
        reg_d2 <= 0; // assign count2 to 0
        if(reg_d3 == 9) //if count is 9999
          reg_d3 <= 0; //assign count3 to 0
        else
          reg_d3 <= reg_d3 - 1; //else case for count 9999
        end else //else case for count x999
          reg_d2 <= reg_d2 - 1;
        end else //else case for count xx99
          reg_d1 <= reg_d1 - 1;
        end else // else case for count xxx9
          reg_d0 <= reg_d0 - 1;
      end
    end
  end

endmodule

```