Assignment 01 – Combinatorial logic

EDB HDL

ANM, v03

Introduction

Implementation of combinatorial logic with SystemVerilog is in focus in this assignment.

Combinatorial logic can be implemented in different ways:

- Using gate primitives (not recommended)
- Using continuous assignments
- Using a behavioural description in an always comb block.

A brief example shall illustrate the concepts:

The following combinatorial logic shall be implemented: $Z = (R \& S) \mid T$

```
□//·Example·-->·combinatorial·logic·in·SV
     L//·ANM, ·26.09.2017
 4 ₱module comb_logic(
      ··input··logic·r,·s,·t,
      · · output · logic · z0, · z1, · z2, · z3
      ··//·using·gate·primitives·(not·recommended!)
10 ··logic·rs;
      and u0_and(rs,r,s);
      ••or •u0_or (z0,rs,t);
     ··//·using·continuous·assignments
      ··assign·z1·=·(r&s)·|·t;
16
      ··//·behavioral·1·-->·truth·table
18
19 - always_comb begin
20 | case ( {r,s,t} )
      ····3'b000 ·: ·z2 ·= ·1'b0;
      \cdots \cdot 3'b001 \cdot : \cdot z2 \cdot = \cdot 1'b1;
     ....3'b010::z2:=:1'b0;
     .....3'b011 ·: · z2 ·= ·1'b1;
.....3'b100 ·: · z2 ·= ·1'b0;
24
25
     .....3'b101::z2:=1'b0;
......3'b110::z2:=1'b1;
26
      \cdots \cdots 3'b111\cdot : \cdot z2 \cdot = \cdot 1'b1;
28
29
      ····endcase
30 end
      ··//·behavioral·2·-->·if, ·else, ·end
33 - · · always comb · begin
34 - · · · if · ( · (r&s) · | · t) · begin
      \cdots z3 = 1'b1;
36
      ····end
37 - ····else·begin
38
      \cdots z3 = 1'b0;
39
      ····end
40
41
       end
42
43
44
     endmodule
```

Figure 1: Different ways to implement combinatorial logic in SystemVerilog.

Task 01 – Seven segment decoder

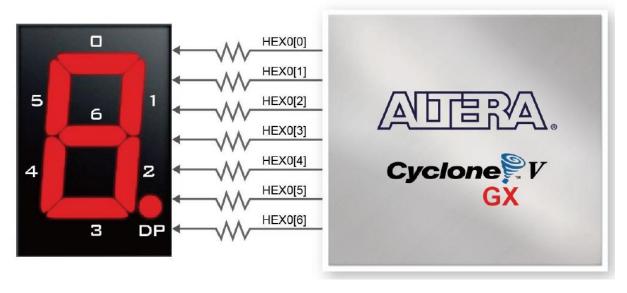
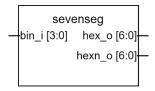


Figure 2: Seven segment display as used on the FPGA development board.

- Create the folder structure
 - o ./sevenseg/sim
 - ./sevenseg/src
- [1cp] Create a SystemVerilog module "sevenseg.sv" in the ./sevenseg /src folder that implements the decoder. You can choose in which way you want to implement the logic.



- Requirements
 - o Inputs
 - bin_i [3:0]
 - Outputs
 - hex_o [6:0]
 - hexn_o [6:0]
 - Translate binary number as set by "bin_i" to the correct sevenbit output "hex_o". Please refer to the figure in the appendix.
 - o "hexn o" is the negated version of "hex o". (Would be useful for active low displays.)
 - O Do not forget the numbers 10 (0xA) to 15 (0xF)!
- [2cp] Create a SystemVerilog test bench "tb_sevenseg.sv" in the ./sevenseg/sim folder
 - All input values are stimulated.
 - o Input and outputs are displayed in the simulator console "transcript".
 - It allows to check the correctness of the implemented logic in the wave window of the simulator.

- [1cp] Create a TCL script file "sim_tb_sevenseg.tcl" that controls the compile and simulation process. A wave window is opened and all relevant signals are displayed.
- [1cp] Create a short summary report "doc_sevenseg.pdf" that shows the simulation result.
 - o Show that your design fulfils the specification (verification).
 - o Discuss why you chose your implementation method (advantages, disadvantages).

Appendix

The figure below shows the desired segment outputs for all numbers from 0x0 to 0xF.

In the "hex_o" output hex_o[0] refers to segment A and hex_o[6] to segment G.

The DP is not used.

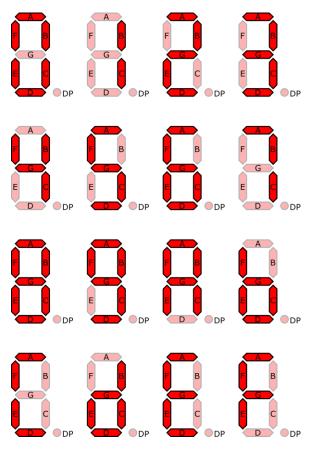


Figure 3: Number representation on a seven segment display.