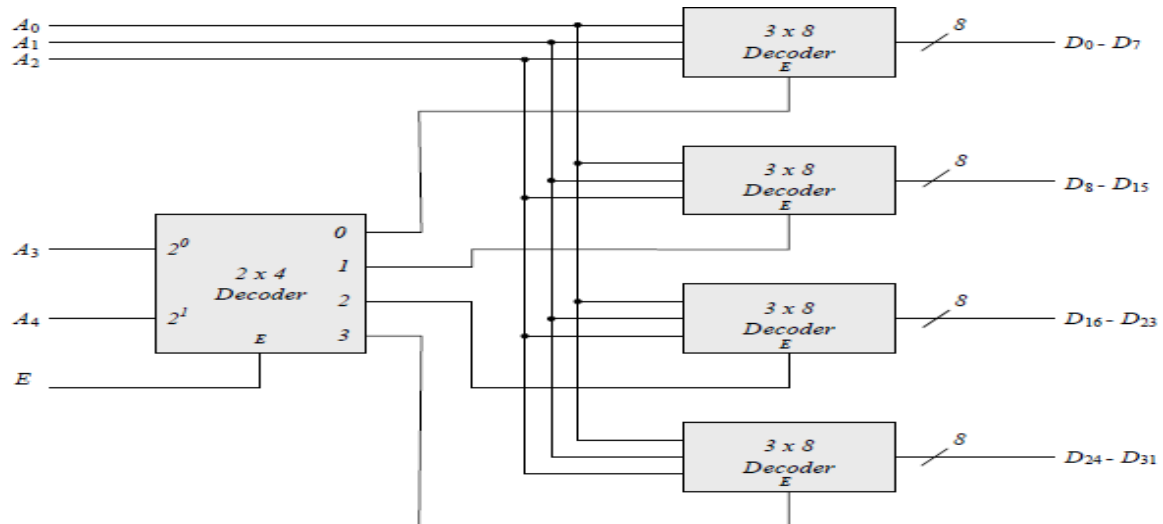


## Sheet (ch4)

**Q1-Construct a 5-to-32-line decoder with four 3-to-8-line decoders with enable and a 2-to-4-line decoder. use block diagrams for the components.**

ANS

**(a) Block diagram:-**



**(b) Code:-**

```
module decoder_2x4 ( output [3:0] d,  
    input A,B,E);
```

```
    wire An,Bn;
```

```
    not (An,A);  
    not (Bn,B);  
    and (d[0],An,Bn,E);  
    and (d[1],An,B,E);  
    and (d[2],A,Bn,E);  
    and (d[3],A,B,E);
```

```
endmodule
```

```
module decoder_3x8 ( output [7:0] d,  
    input x,y,z,E);
```

```
    wire xn,yn,zn;
```

```
    not (xn,x);  
    not (yn,y);  
    not (zn,z);
```

---

```
and (d[0],zn,yn,xn,E);
and (d[1],z,yn,xn,E);
and (d[2],zn,y,xn,E);
and (d[3],z,y,xn,E);
and (d[4],zn,yn,x,E);
and (d[5],z,yn,x,E);
and (d[6],zn,y,x,E);
and (d[7],z,y,x,E);
```

```
endmodule
```

```
module decoder_5x32 ( output [31:0] D,
                    input [4:0] A,
                    input E);
wire [3:0] c;

decoder_2x4 m(c[3:0],A[4],A[3],E);
decoder_3x8 w1(D[7:0],A[2],A[1],A[0],c[0]);
decoder_3x8 w2(D[15:8],A[2],A[1],A[0],c[1]);
decoder_3x8 w3(D[23:16],A[2],A[1],A[0],c[2]);
decoder_3x8 w4(D[31:24],A[2],A[1],A[0],c[3]);
```

```
endmodule
```

```
`timescale 1ns/1ps
```

```
module decoder_5x32_ts();
```

```
reg [4:0] A;
reg E;
wire [31:0] D2;
integer i = 0;
```

```
decoder_5x32 c(D2,A,E);
```

```
initial
begin
```

```
E = 1'b0;
A = 5'b0;
```

```
$monitor ("in : %d E : %b out : %b",A,E,D2);
```

```
#10 E = 1'b1;
for (i = 1 ; i <= 32 ; i = i + 1)
#10 A = A + 1;
end
```

```
endmodule
```

---

---

```
module decoder_2x4_22 ( output [3:0] d,  
    input A,B,E);
```

```
    assign d[0] = E & (~A) & (~B);  
    assign d[1] = E & (~A) & (B);  
    assign d[2] = E & (A) & (~B);  
    assign d[3] = E & (A) & (B);
```

```
endmodule
```

```
module decoder_3x8_22 ( output [7:0] d,  
    input x,y,z,E);
```

```
    assign d[0] = E & (~z) & (~y) & (~x);  
    assign d[1] = E & (z) & (~y) & (~x);  
    assign d[2] = E & (~z) & (y) & (~x);  
    assign d[3] = E & (z) & (y) & (~x);  
    assign d[4] = E & (~z) & (~y) & (x);  
    assign d[5] = E & (z) & (~y) & (x);  
    assign d[6] = E & (~z) & (y) & (x);  
    assign d[7] = E & (z) & (y) & (x);
```

```
endmodule
```

```
module decoder_5x32_22 ( output [31:0] D,  
    input [4:0] A,  
    input E);
```

```
    wire [3:0] c;
```

```
    decoder_2x4_22 m(c[3:0],A[4],A[3],E);  
    decoder_3x8_22 w1(D[7:0],A[2],A[1],A[0],c[0]);  
    decoder_3x8_22 w2(D[15:8],A[2],A[1],A[0],c[1]);  
    decoder_3x8_22 w3(D[23:16],A[2],A[1],A[0],c[2]);  
    decoder_3x8_22 w4(D[31:24],A[2],A[1],A[0],c[3]);
```

```
endmodule
```

```
`timescale 1ns/1ps
```

```
module decoder_5x32_22_ts();
```

```
    reg [4:0] A;  
    reg E;  
    wire [31:0] D2;  
    integer i = 0;
```

```
    decoder_5x32_22 c(D2,A,E);
```

---

```

initial
begin

E = 1'b0;
A = 5'b0;

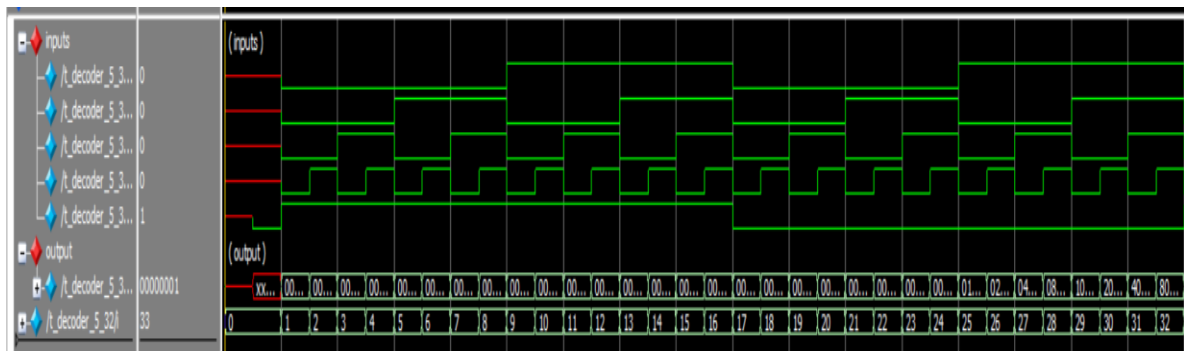
$monitor ("in : %d E : %b out : %b",A,E,D2);

#10 E = 1'b1;
for (i = 1 ; i <= 32 ; i = i + 1)
#10 A = A + 1;
end

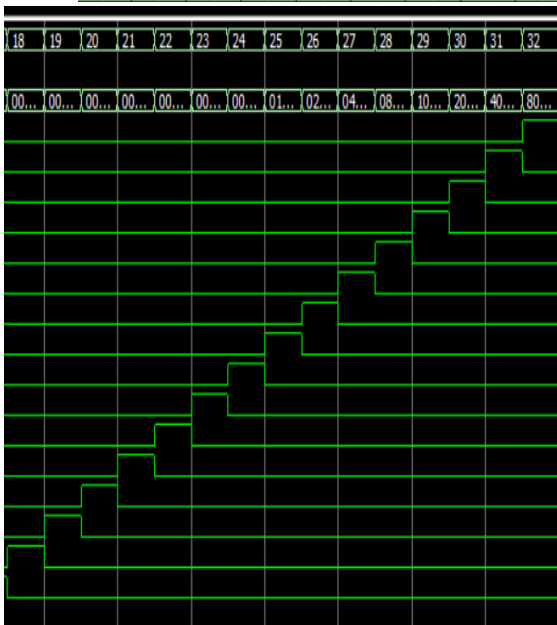
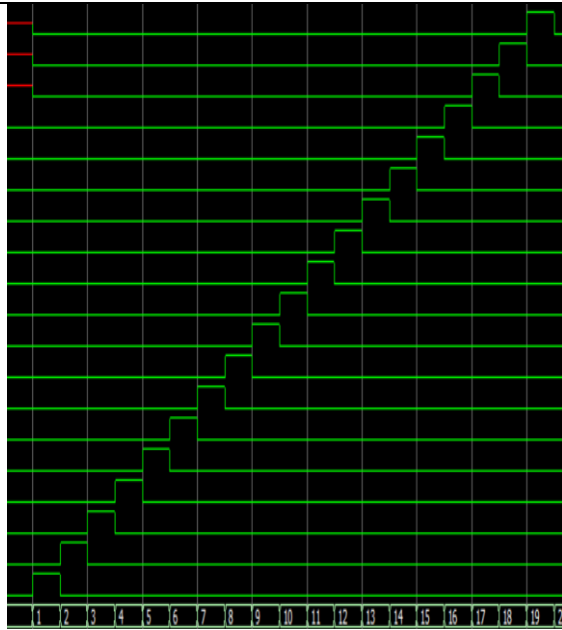
endmodule

```

**(c) Simulation:-**



**Inputs Waves**

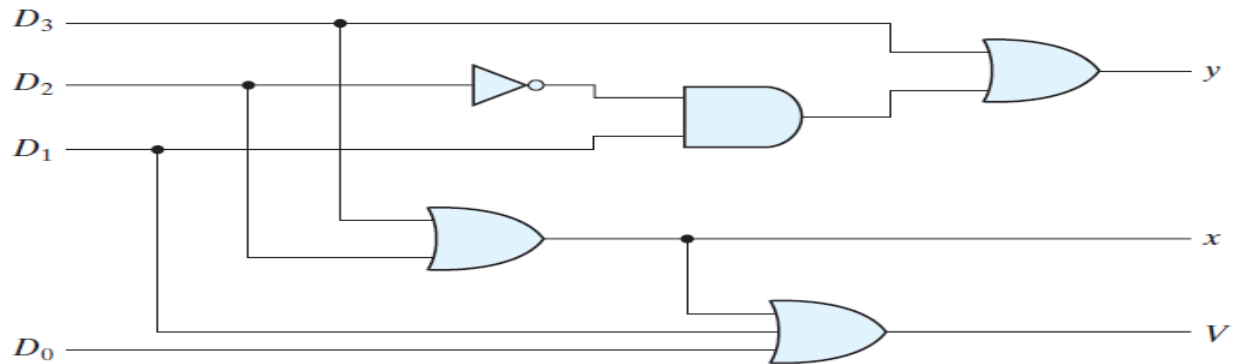


**Output Waves**

**Q2-Write the HDL gate-level description of the priority encoder circuit shown.**

**ANS**

### (a) Block diagram:-



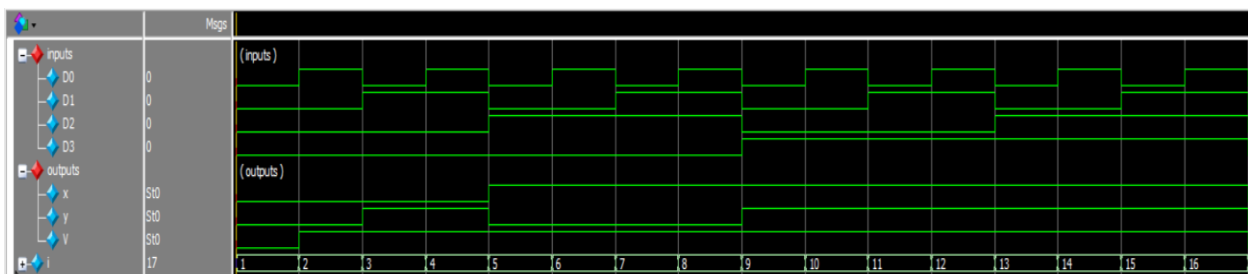
### (b) Code:-

```
module decoder_4_23_fig (output x,y,V,input D0,D1,D2,D3);
    wire n_D2,And;
    not (n_D2,D2);
    and (And,D1,n_D2);
    or (x,D2,D3);
    or (y,And,D3);
    or (V,x,D0,D1);
endmodule
```

```
`timescale 1ns/1ps
```

```
module tb_decoder_4_23_fig ();
    reg D0,D1,D2,D3;
    wire x,y,V;
    integer i;
    decoder_4_23_fig M (x,y,V,D0,D1,D2,D3);
    initial
    begin
        D0=0;D1=0;D2=0;D3=0;
        for (i=1;i<17;i=i+1)
            #5 {D3,D2,D1,D0}={D3,D2,D1,D0}+1;
    end
endmodule
```

### (c) Simulation:-

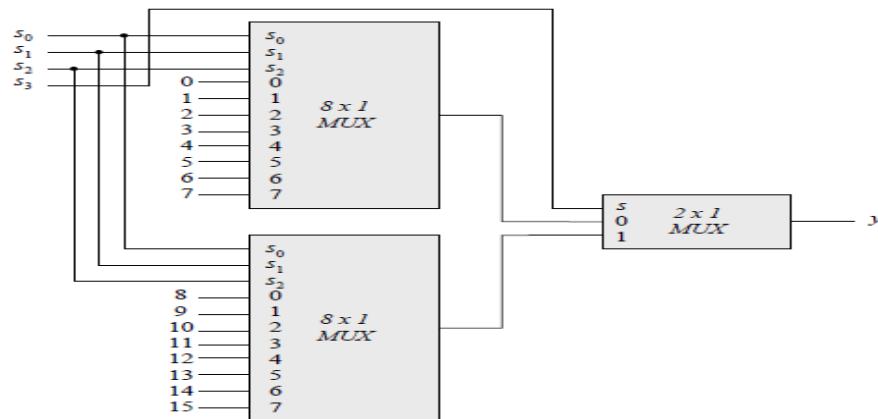


---

**Q3-Construct a 16×1 multiplexer with two 8×1 and one 2×1 multiplexers.use block diagrams.**

**ANS**

**(a) Block diagram:-**



---

**(b) Code:-**

```
module multiplexer_2x1 ( output F,  
                        input [1:0] I , S);  
    wire [1:0] W;  
    wire Sn;
```

```
    not (Sn,S);  
    and (W[0],I[0],Sn);  
    and (W[1],I[1],S);  
    or (F,W[1],W[0]);
```

```
endmodule
```

```
module multiplexer_2x1_ts();
```

```
    reg [1:0] I;  
    reg S;  
    wire D;
```

```
    multiplexer_2x1 c(D,I,S);
```

```
    initial  
    begin
```

```
        S = 1'b0;  
        I = 2'b0;
```

---

---

```
$monitor ("in = %d S = %b out = %b",I,S,D);
```

```
#10
S = 0; I[0] = 0; I[1] = 1;
#10
S = 0; I[0] = 1; I[1] = 0;
#10
S = 1; I[0] = 1; I[1] = 0;
#10
S = 1; I[0] = 0; I[1] = 1;
```

```
end
```

```
endmodule
```

```
////////////////////////////////////
```

```
module mulyiplexer_8x1 ( output F,
                        input [7:0] I , input [2:0] S);
wire [7:0] C;
wire [2:0] Sn;

not (Sn[0],S[0]);
not (Sn[1],S[1]);
not (Sn[2],S[2]);
and (C[0],I[0],Sn[2],Sn[1],Sn[0]);
and (C[1],I[1],Sn[2],Sn[1],S[0]);
and (C[2],I[2],Sn[2],S[1],Sn[0]);
and (C[3],I[3],Sn[2],S[1],S[0]);
and (C[4],I[4],S[2],Sn[1],Sn[0]);
and (C[5],I[5],S[2],Sn[1],S[0]);
and (C[6],I[6],S[2],S[1],Sn[0]);
and (C[7],I[7],S[2],S[1],S[0]);
or (F,C[0],C[1],C[2],C[3],C[4],C[5],C[6],C[7]);
```

```
endmodule
```

```
module multiplexer_8x1_ts();
```

```
reg [7:0] I;
reg [2:0] S;
wire D;
```

```
mulyiplexer_8x1 c(D,I,S);
```

```
initial
begin
```

```
S = 3'b0;
I = 8'b0;
```

---



---

```
$monitor ("in = %b S = %b out = %b",I,S,D);
```

```
#10
```

```
S = 3'b000; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b001; I[0]=0; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b010; I[0]=0; I[1]=0; I[2]=1; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b011; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b100; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=1; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b101; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
#10
```

```
S = 3'b110; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=1; I[7]=0;
```

```
#10
```

```
S = 3'b111; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
```

```
end
```

```
endmodule
```

```
////////////////////////////////////
```

```
module multiplexer_16x1 ( output F,  
                        input [15:0] I , input [3:0] S);  
wire [1:0] W;
```

```
multiplexer_8x1 C0 (W[0],I[7:0],S[2:0]);  
multiplexer_8x1 C1 (W[1],I[15:8],S[2:0]);  
multiplexer_2x1 C3 (F,W,S[3]);
```

```
endmodule
```

```
module multiplexer_16x1_ts();
```

```
reg [15:0] I;  
reg [3:0] S;  
wire D;
```

```
multiplexer_16x1 c(D,I,S);
```

```
initial  
begin
```

```
S = 4'b0;  
I = 16'b0;
```

```
$monitor ("in = %b S = %b out = %b",I,S,D);
```

```
#10
```

---

```

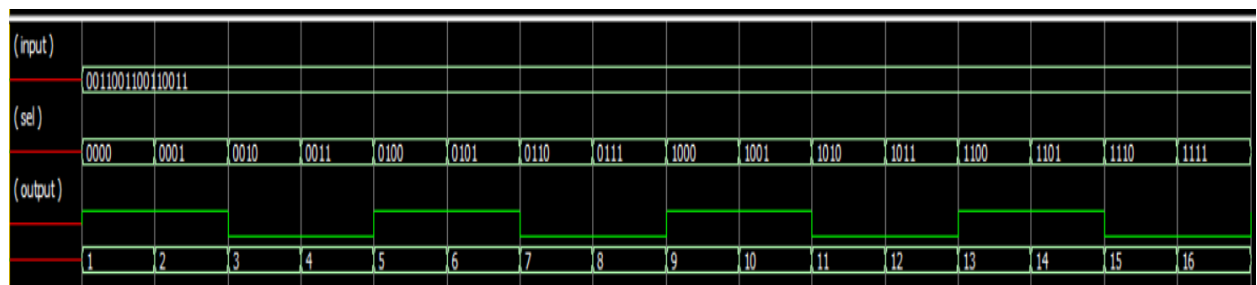
S = 4'b0000; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b0001; I[0]=0; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b0010; I[0]=0; I[1]=0; I[2]=1; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b0011; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b0100; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=1; I[5]=0; I[6]=0; I[7]=0;

#10
S = 4'b0101; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b0110; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=1; I[7]=0;
#10
S = 4'b0111; I[0]=1; I[1]=0; I[2]=0; I[3]=0; I[4]=0; I[5]=0; I[6]=0; I[7]=0;
#10
S = 4'b1000; I[8]=1; I[9]=0; I[10]=0; I[11]=0; I[12]=0; I[13]=0; I[14]=0; I[15]=0;
#10
S = 4'b1001; I[8]=0; I[9]=1; I[10]=0; I[11]=0; I[12]=0; I[13]=0; I[14]=0; I[15]=0;
#10
S = 4'b1010; I[8]=0; I[9]=0; I[10]=1; I[11]=0; I[12]=0; I[13]=0; I[14]=0; I[15]=0;
#10
S = 4'b1011; I[8]=0; I[9]=0; I[10]=0; I[11]=1; I[12]=0; I[13]=0; I[14]=0; I[15]=0;
#10
S = 4'b1100; I[8]=0; I[9]=0; I[10]=0; I[11]=0; I[12]=1; I[13]=0; I[14]=0; I[15]=0;
#10
S = 4'b1101; I[8]=0; I[9]=0; I[10]=0; I[11]=0; I[12]=0; I[13]=1; I[14]=0; I[15]=0;
#10
S = 4'b1110; I[8]=0; I[9]=0; I[10]=0; I[11]=0; I[12]=0; I[13]=0; I[14]=1; I[15]=0;
#10
S = 4'b1111; I[8]=0; I[9]=0; I[10]=0; I[11]=0; I[12]=0; I[13]=0; I[14]=0; I[15]=1;
end

```

endmodule

### (c) Simulation:-



**Q4-Write a hierarchical gate-level model of the multiplexer described in Q3 (diagram block, code completion and simulation is in Q3):-**

ANS

---

## Code:-

```
module mux_2_1 (output X,input [1:0]in,input sel);
wire nsel;
wire [1:0] A;
not (nsel,sel);
and (A[0],in[0],nsel);
and (A[1],in[1],sel);
or (X,A[0],A[1]);
endmodule
```

```
module mux_8_1 (output D,input [7:0] in,input [2:0] sel);
wire [7:0] A;
wire [2:0] nsel;
not (nsel[0],sel[0]);
not (nsel[1],sel[1]);
not (nsel[2],sel[2]);
and (A[0],in[0],nsel[2],nsel[1],nsel[0]);
and (A[1],in[1],nsel[2],nsel[1],sel[0]);
and (A[2],in[2],nsel[2],sel[1],nsel[0]);
and (A[3],in[3],nsel[2],sel[1],sel[0]);
and (A[4],in[4],sel[2],nsel[1],nsel[0]);
and (A[5],in[5],sel[2],nsel[1],sel[0]);
and (A[6],in[6],sel[2],sel[1],nsel[0]);
and (A[7],in[7],sel[2],sel[1],sel[0]);
or (D,A[0],A[1],A[2],A[3],A[4],A[5],A[6],A[7]);
endmodule
```

---

**Q5-Write an HDL behavioral description of a four-bit comparator with a six-bit output Y[5:0]. Bit 5 of Y is for “equals”, bit 4 for “not equal”, bit 3 for “greater than”, bit 2 for “less than”, bit 1 for “greater than or equal”, bit 0 for “less than or equal”.**

**ANS**

### (a) Code:-

```
module comparator_4_bit( output reg [5:0] Y,
                        input [3:0] A,
                        input [3:0] B);

always @* begin
    // Equals
    Y[5] = (A == B);

    // Not Equal
    Y[4] = (A != B);

    // Greater Than
    Y[3] = (A > B);
```

---

```
// Less Than
Y[2] = (A < B);

// Greater Than or Equal
Y[1] = (A >= B);

// Less Than or Equal
Y[0] = (A <= B);
end

endmodule
```

```
module comparator_4_bit_ts ();

    reg [3:0] A;
    reg [3:0] B;
    wire [5:0] Y;

    comparator_4_bit C (Y,A,B);
    initial
    begin
        $monitor("A=%b, B=%b, Y=%b", A, B, Y);

        // Test case 1: A = B
        A = 4'b1111; B = 4'b1111; #10;

        // Test case 2: A > B
        A = 4'b1110; B = 4'b1101; #10;

        // Test case 3: A < B
        A = 4'b0001; B = 4'b0110; #10;

        // Test case 4: A >= B
        A = 4'b1111; B = 4'b1110; #10;

        // Test case 5: A <= B
        A = 4'b0010; B = 4'b0010; #10;

    end

endmodule
```

---

**(b) Simulation:-**

	Msgs							
inputs		( inputs )						
A	0011		0110		0101		0011	
B	0101		0110		0011		0101	
output		( output )						
Y	010101		100011		011010		010101	

**Q6-Explain the function of the circuit specified by the following HDL description:-**

```
module Prob4_43(A, B, S, E, Q);  
input [1:0] A, B;  
input S, E;  
output [1:0] Q;  
assign Q=E ? (S ?A : B ) : 'bz;  
endmodule
```

*ANS*

Mux 2(A,B)×1(Q) with 2 bit inputs,selector(S) and enable(E),2 bit output

If  $E = 0 \rightarrow Q = z$ , if  $E = 1 \rightarrow Q$  will be depend on S.

When  $E=1$

If  $S = 1 \rightarrow Q=A$ .

If  $S = 0 \rightarrow Q=B$ .