

Laboratory Report #2

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Laboratory Exercise Title: Basic Constructs in Verilog HDL Date Completed: 09-27-2020

Target Course Outcomes:

CO1: Create descriptions of digital hardware components such as in combinational and sequential circuits using synthesizable Verilog HDL constructs.

CO2: Verify the functionality of HDL-based components through design verification tools.

Exercise 2A:

In exercise 2A, that task was to setup the testbench of the halfadder circuit. First, the ModelSim-Altera feature of the Quartus Software was setup, then the design entry was coded to program how the simulation will run, it has 2 inputs that explains the variables x and y which were treated as regs, and 2 outputs, C and S which were treated as wire types. The design entry/code can be found on Figure 1.1 After writing the testbench code, it was added to the group of testbench for the ModelSim-Altera.

After setting-up the testbench, the project was analyzed and synthesized, flow summary can be found in Figure 1.23. Then after, the RTL Simulation with framework ModelSim-Altera was run. In the RTL Simulation, the timing diagram of the outputs were displayed as seen on Figure 1.3.

Figure 1.1. Design Entry of Test Bench

```
OO 15 == == [] [] [] [] [] [] [] 268 =__
   timescale 1 ns / 1
  module tb_HalfAdder();
     //all inputs from UUT are reg type
     reg_x,y;
     //all outputs from UUT are wire type
     wire C,S;
     //instatntiate UUT with implicit port mapping
     HalfAdder UUT(x, y, C,S);
     //generate stimuli
     initial
     begin
x = 0; y = 0; #10
        x = 0; y = 1; #10

x = 1; y = 0; #10

x = 1; y = 1; #50
            $stop;
         end
     endmodule.
```



Figure 1.2. Flow Summary

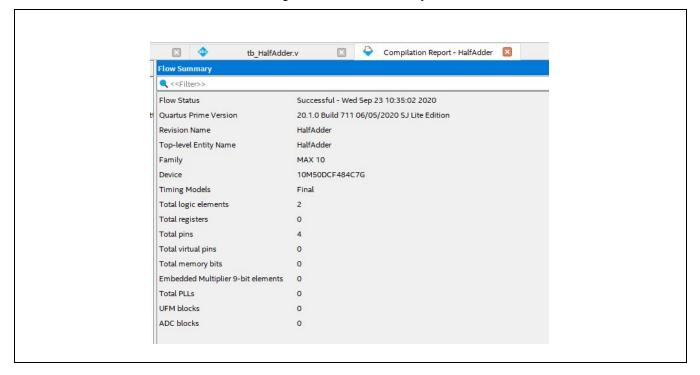
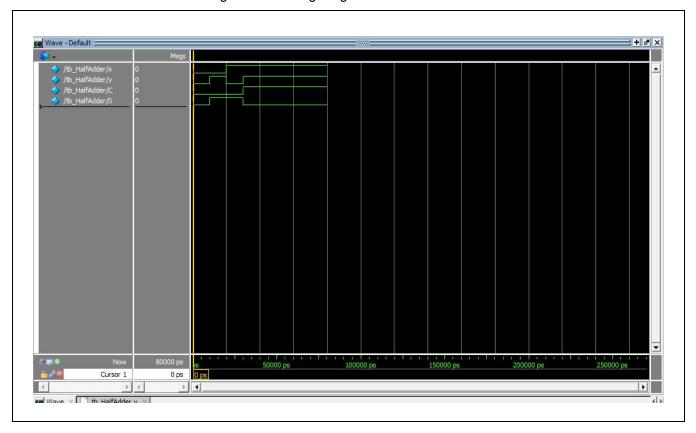


Figure 1.3. Timing Diagram in ModelSim-Altera





Exercise 2B:

In exercise 2A, that task was to create a full adder circuit and make a testbench for it. First, the truth table and output functions were determined. Second, the Verilog Entry was created based on the functions determined. Third, the test bench file was created, following the steps in Exercise 2B. Fourth, the RTL Simulation was run.

Table 2.1 Truth Table for Full Adder Circuit

INPUT			OUTPUT		
Α	В	C_in	S	C_out	
0	0	0	0	0	
0	0	1	1	0	
0	1	0	1	0	
0	1	1	0	1	
1	0	0	1	0	
1	0	1	0	1	
1	1	0	0	1	
1	1	1	1	1	

Figure 2.1 K-Maps

S K-Map							
A/B C_in	00	01	11	10			
0		1		1			
1	1		1				

 $S = A'B'C_in + A'BC_in' + AB'C_in' + ABC_in$

S = C_in XOR (A XOR B)

C_out K-Map							
A/B C_in	00	01	11	10			
0			1				
1		1	1	1			

C_out = BC_in + AC_in + AB



Figure 2.1. Design Entry of Full Adder

```
FullAdder.v
                                                  tb FullAdder.v
                                                                                  Compile
     66 (7) III III 10 10 🛣 🙋 267 📃
       //German E Felisarta III 16101002 Group 3 M 07:30 AM - 10:30 AM
 2
 3
       module FullAdder(A, B, C_in, S, C_out);
 4
 5
           input A, B, C_in;
           output S, C_out;
 67
           wire W1;
                                // S Wires
 8
                                  // C_out Wires
           wire W2, W3, W4;
 9
10
11
           //S Function
          xor X1 (W1, A, B);
xor X2 (S, C_in, W1);
12
13
14
           //C_out Function
15
           and A1 (W2, B, C_in);
and A2 (W3, A, C_in);
and A3 (W4, A, B);
16
17
18
19
20
           //joining gates for C_out
21
           or (C_out, W2, W3, W4);
22
23
24
25
       endmodule.
26
27
28
       14
29
30
       FULL ADDER FUNCTIONS
31
32
       S = C_{in} XOR (A XOR B)
33
       C_{out} = BC_{in} + AC_{in} + AB
34
35
36
37
```



Figure 2.2. RTL View of Full Adder

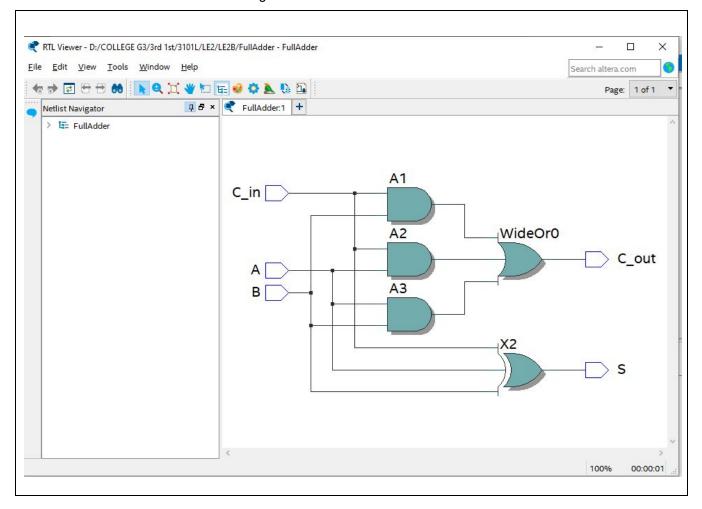




Figure 2.3. Design Entry of Full Adder Testbench

```
FullAdder.v
                                                    tb FullAdder.v
     66 (T) ## # P M M
 1
 2
                              tb_FullAdder.v
           FILE:
 3
           AUTHOR:
                              German E Felisarta III
 4
                              CPE 3101L
           CLASS:
 5
           GROUP/SCHED:
                              GROUP#3, M 07:30 AM - 10:30 AM
                             Testbench file for FullAdder.v
 6
           DESCRIPTION:
 7
 8
 9
10
        `timescale 1 ns / 1 ps
        module tb_FullAdder();
11
12
           //all inputs to UUT are declared as reg type
13
           reg A, B, C_in;
//all outputs from UUT are declares as wire type
14
15
16
17
           //instantiate UUT with implicit port mapping
18
           FullAdder UUT (A, B, C_in, S, C_out);
19
           //generate stimuli initial
20
21
     begin
               A = 0; B = 0; C_in = 0; #10

A = 0; B = 0; C_in = 1; #10
23
24
25
               A = 0; B = 1; C_{in} = 0; #10
               A = 0; B = 1; C_{in} = 1; #10
26
27
               A = 1; B = 0; C_{in} = 0; #10
              A = 1; B = 0; C_in = 1; #10
A = 1; B = 1; C_in = 0; #10
A = 1; B = 1; C_in = 1; #30
28
29
30
31
32
                  $stop;
33
           end
34
35
        endmodule
36
```



Figure 2.4. Flow Summary

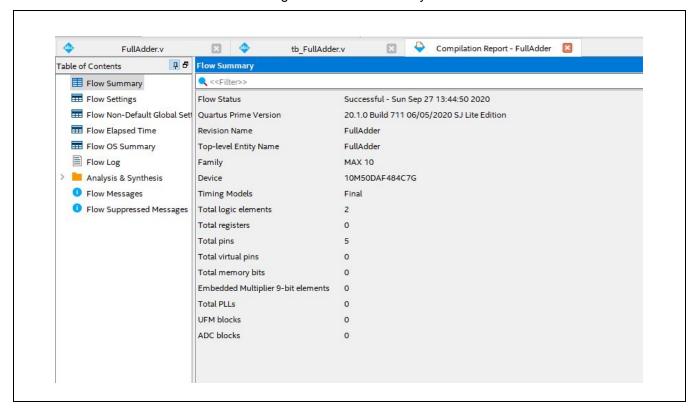
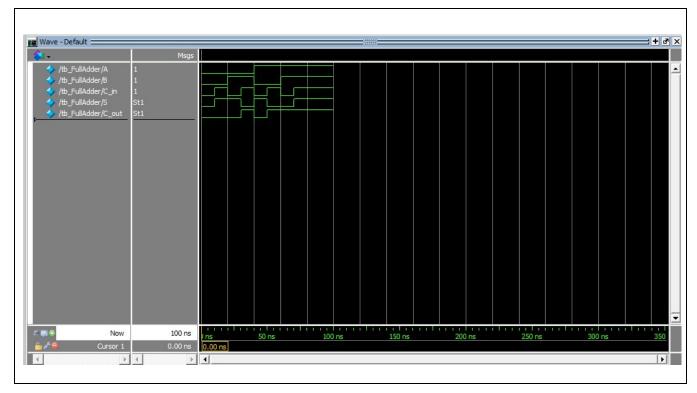


Figure 2.5. Timing Diagram in ModelSim-Altera





Exercise 2C:

In exercise 2C, that task was to create a 4 Bit adder circuit using the Full Adder Circuit created in Exercise 2B and make a testbench for it. First, another module called Adder_4Bit was made. Second, the Verilog Entry was based on the schematic diagram in the lab exercise sheet where 4 full adders are connected with the C_Out and C_In ports. Third, the test bench file was created, following the steps in Exercise 2B. Fourth, the RTL Simulation was run.

Figure 3.1. Design Entry of Adder 4Bit

```
1 2
                                  16101002 Group 3 M 07:30 AM - 10:30 AM
      //German E Felisarta III
 3
      module Adder_4Bit(X, Y, CIn, SUM, COut);
 4567
         input
                       [3:0]X;
                       [3:0]Y;
         input
         input
                          CIn;
 8
         output
                     [3:0]SUM;
 9
         output
                         cout;
10
         wire
                  W1, W2, W3;
11
         12
13
14
15
16
17
18
      endmodule:
19
20
      module FullAdder(A, B, C_in, S, C_out);
21
22
23
         input A, B, C_in;
         output S, C_out;
24
25
         wire W1, W2, W3, W4;
26
27
         //S Function
         xor X1 (W1, A, B);
xor X2 (S, C_in, W1);
28
29
30
         //c_out Function
31
         and A1 (W2, B, C_in);
32
         and A2 (W3, A, C_in);
33
34
         and A3 (W4, A, B);
35
36
         //joining gates for C_out
37
         or (C_out, W2, W3, W4);
38
39
40
      endmodule
41
<
```



Figure 3.2. RTL View of Adder_4Bit

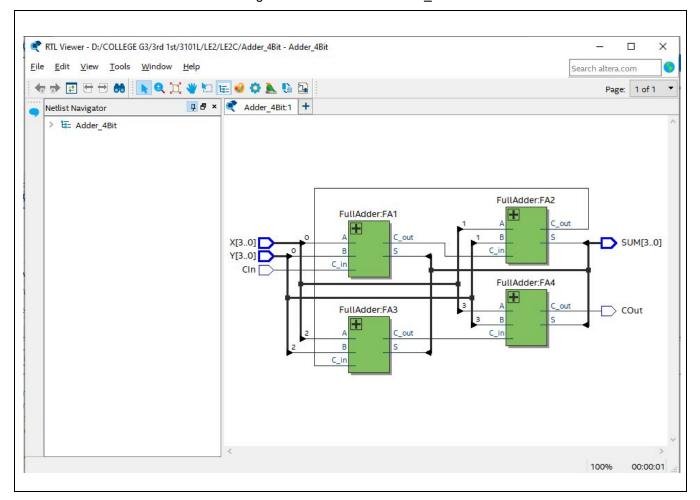




Figure 3.3. Design Entry of Adder_4Bit Testbench

```
•
                                                      Compilation Report - Adder_4Bit
                  Adder 4Bit.v
                                                                                                                          tb_Adder_4Bit.v*
 1
       1 2 3
                                        tb_Adder_4Bit.v
               FILE:
               AUTHOR:
                                        German E Felisarta III
                                       CPE 3101L
M 7:30 - 10:30 AM
Testbench file for Adder_4Bit.v
 4 5
               CLASS:
               GROUP/SCHED:
6
7
8
9
               DESC:
          'timescale 1 ns / 1 ps
module tb_Adder_4Bit();
11
                //all inputs to UUT are declared as reg type
12
               reg [3:0] A, B;
reg C_in;
13
14
15
16
17
               //all outputs from UUT are declared as wire type
wire [3:0] S;
wire C_out;
18
19
20
                //instantiate UUT with explicit mapping
               Adder_4Bit UUT (A, B, C_in, S, C_out);
22 23
               //generate stimuli
24
25
26
27
28
29
30
               begin
        gin

A = 4'd0;

A = 4'd1;

A = 4'd11;

A = 4'd12;

A = 4'd5;

A = 4'd15;

A = 4'd15;
                                     B = 4'd0;
B = 4'd8;
B = 4'd3;
B = 4'd6;
B = 4'd4;
B = 4'd15;
B = 4'd15;
                                                          C_in = 0; #10

C_in = 1; #10

C_in = 0; #10

C_in = 0; #10

C_in = 1; #10

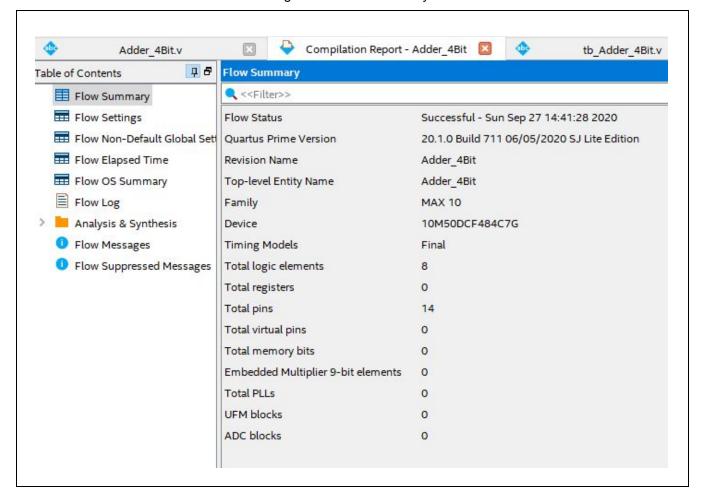
C_in = 0; #10

C_in = 0; #10

C_in = 1; #10
31
32
34
35
36
               end
37
          endmodule
<
```



Figure 3.4. Flow Summary





Wave - Default = /tb_Adder_4Bit/A
/tb_Adder_4Bit/C_in
/tb_Adder_4Bit/C_on
/tb_Adder_4Bit/C_out 1111 1111 0000 0011 1011 1100 0101 0001 1111 1000 0011 0110 0100 1001 1111 1111 St1 0010 1010 1110 1010 10 ns 20 ns 30 ns 40 ns 60 ns 70 ns 50 ns 80 ns Now 80 ns Wave × b_Adder_4Bit.v ×

Figure 3.5. Timing Diagram in ModelSim-Altera