VHDL Week 7

Ex1

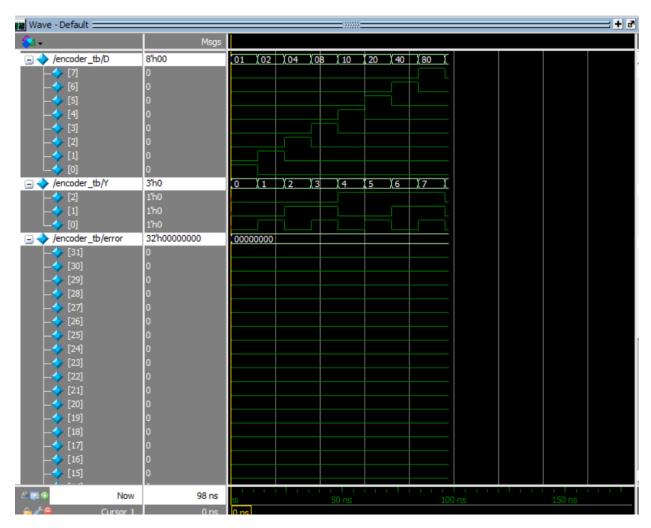
1 Encoder 8x3

Verilog

Testbench

```
Y I Now S
 Ln#
  2
     module encoder_tb;
  3
        reg [7:0] D;
  4
  5
        wire [2:0] Y;
  6
        integer error;
     p encoder8_3 encoder (
  8
         .D(D),
 10
         .Y(Y)
 11
 12
 13
     initial begin
        error = 0;
 14
          D = 4'b0001;
 15
 16
          #2;
          if (Y != $clog2(D)) begin
 17
            error = error + 1;
 18
 19
           end
 20
           $display($stime, ":\t\tD = %b", D, "\t\tY = %b", Y, "\t\terror = %d", error);
 21
     中
          repeat(8) begin
 22
           #10;
 23
           D = D << 1;
 24
           #2;
 25
           if (Y != $clog2(D)) begin
 26
            error = error + 1;
 27
           end
 28
           $display($stime, ":\t\tD = %b", D, "\t\tY = %b", Y, "\t\terror = %d", error);
 29
          end
 30 🔷
          $stop;
 31
        end
 32
      endmodule : encoder_tb
```

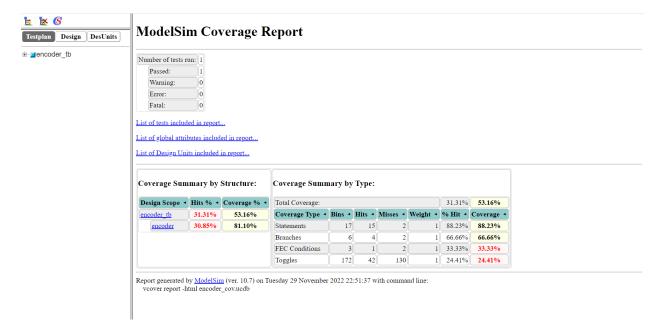
Wave



Script

```
add wave -position insertpoint sim:/encoder_tb/*
VSIM 8> run -all
          2: D = 00000001
                             Y = 000
                                                               0
                                              error =
              D = 00000010 Y = 001
                                                               0
          14:
                                              error =
          26:
              D = 00000100 Y = 010
                                                               0
                                              error =
              D = 00001000
                            Y = 011
          38:
                                                               0
                                              error =
         50:
                             Y = 100
              D = 00010000
                                                               0
                                              error =
          62:
               D = 00100000
                             Y = 101
                                              error =
                                                               0
                             Y = 110
          74:
              D = 01000000
                                              error =
                                                               0
                              Y = 111
                                              error =
          86:
              D = 100000000
                                                               0
          98:
              D = 000000000
                             Y = 000
                                                               0
                                              error =
                   : F:/VHDL/ET5080E - 20221/HW7/BCD/encoder_tb.v(30)
  ** Note: $stop
    Time: 98 ns Iteration: 0 Instance: /encoder_tb
# Break in Module encoder_tb at F:/VHDL/ET5080E - 20221/HW7/BCD/encoder
 tb.v line 30
VSIM 9>
```

Report



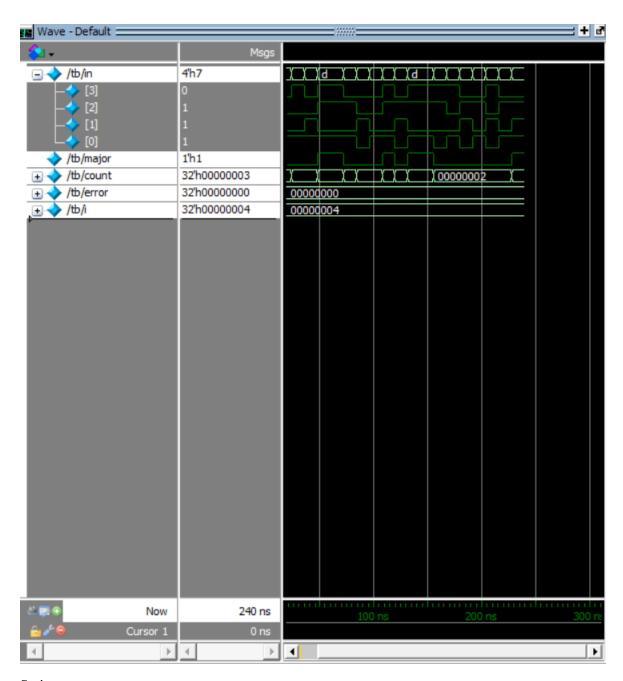
2 Majority 4 bit

Verilog

```
Y wow □
 Ln#
 2
      input [3:0] in
  3
       output reg major
     -);
  4
  5
  6
      reg pre_major;
  7 always ((in) begin
       pre_major = (in[0] & in[1]) |
 9
                 (in[1] & in[2]) |
 10
                 (in[0] & in[2]);
     - end
 11
 12
 13 🛱 always @(in, pre_major) begin
 14
       major = (in[2] & in[1] & in[0] == 1) ? 1 : (pre_major & in[3]);
 15
      end
 16
 17
    endmodule : majority_4bit
 18
 19
```

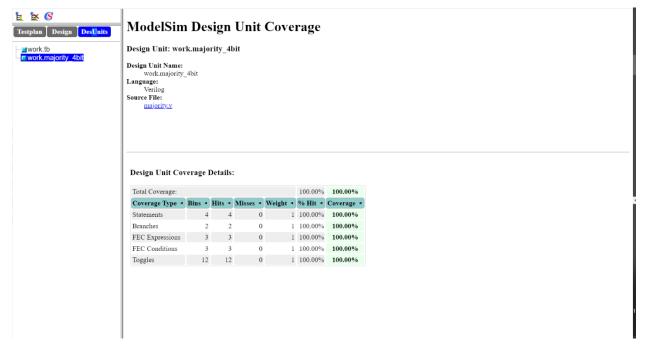
Testbench

Wave



Script

Report



3 BCD 7-segment

Verilog

```
module encoder_7segment (
input [3:0] in ,
output reg [6:0] out
);
always @(in) begin
```

```
case (in)
 4'b0000: begin
  out = 7'b1111110;
 end
 4'b0001: begin
  out = 7'b0110000;
 end
 4'b0010: begin
  out = 7'b1101101;
 end
 4'b0011: begin
  out = 7'b1111001;
 end
 4'b0100: begin
  out = 7'b0110011;
 end
 4'b0101: begin
  out = 7'b1011011;
 end
 4'b0110: begin
  out = 7'b1011111;
 end
```

4'b0111: begin

```
out = 7'b1110000;
end

4'b1000: begin
out = 7'b1111111;
end

4'b1001: begin
out = 7'b1111011;
end

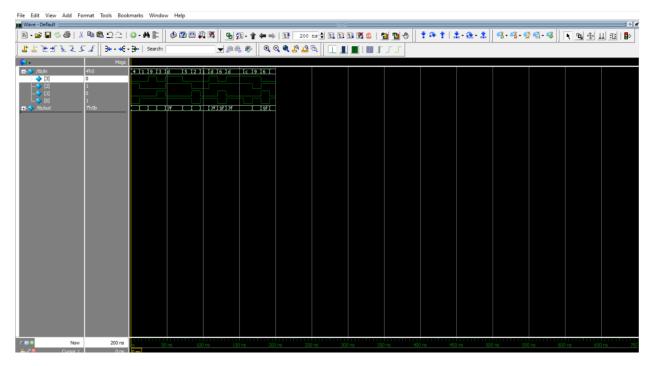
default : begin
out = 7'b1111111;
end
endcase
end

endmodule : encoder_7segment
```

Testbench

```
module tb;
        reg [3:0] in;
wire [6:0] out;
 3
 4
 5
 6
     encoder_7segment encoder (
          .in (in ),
8
          .out(out)
        );
9
10
     initial begin repeat (20) k
11
12
         repeat(20) begin
13
            in = $random();
14
15
            #2;
16
            $display($stime, ":\t\tin = %b", in, "\t\tout = %b", out);
17
18
            #10;
19
         end
          $stop;
20
21
        end
22
23
    i endmodule : tb
24
```

Wave



Script

```
VSIM 8> run
         2: in = 0100 out = 0110011
14: in = 0001 out = 0110000
         14: in = 0001
         26: in = 1001
                           out = 1111011
                            out = 1111001
         38:
              in = 0011
              in = 1101
         50:
                             out = 11111111
         62:
              in = 1101
                            out = 11111111
                           out = 1011011
         74:
              in = 0101
        86: in = 0010
                           out = 1101101
                           out = 0110000
        98: in = 0001
        110: in = 1101
                           out = 11111111
       122: in = 0110
                           out = 1011111
        134: in = 1101
                            out = 11111111
        146: in = 1101
                            out = 11111111
        158:
             in = 1100
                             out = 11111111
        170:
             in = 1001
                            out = 1111011
                        out = 1011111
        182:
             in = 0110
        194:
              in = 0101
                             out = 1011011
```

Report

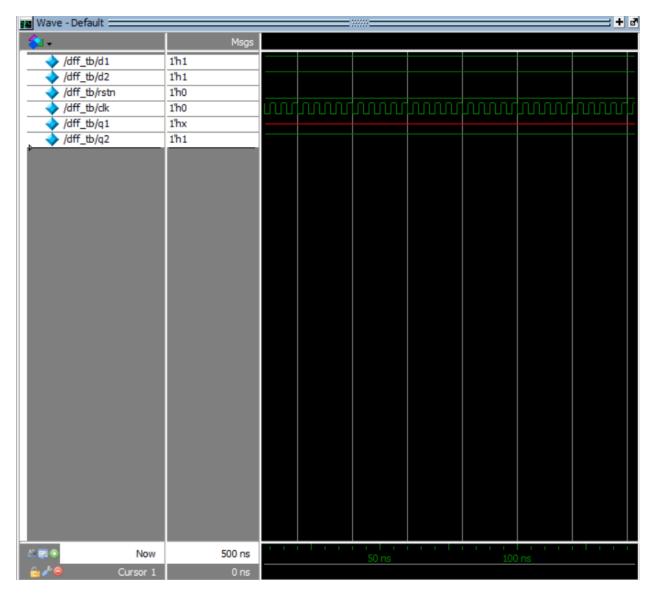


4

DFF

```
module dff(
2
     input d1,d2,
3
     input rstn,
4
     input clk,
     output reg q1,q2);
     always @(posedge clk or negedge rstn)
7
     if (!rstn)
8
     q2=d2;
9
     else
10
   q2=0;
endmodule
11
12
13
```

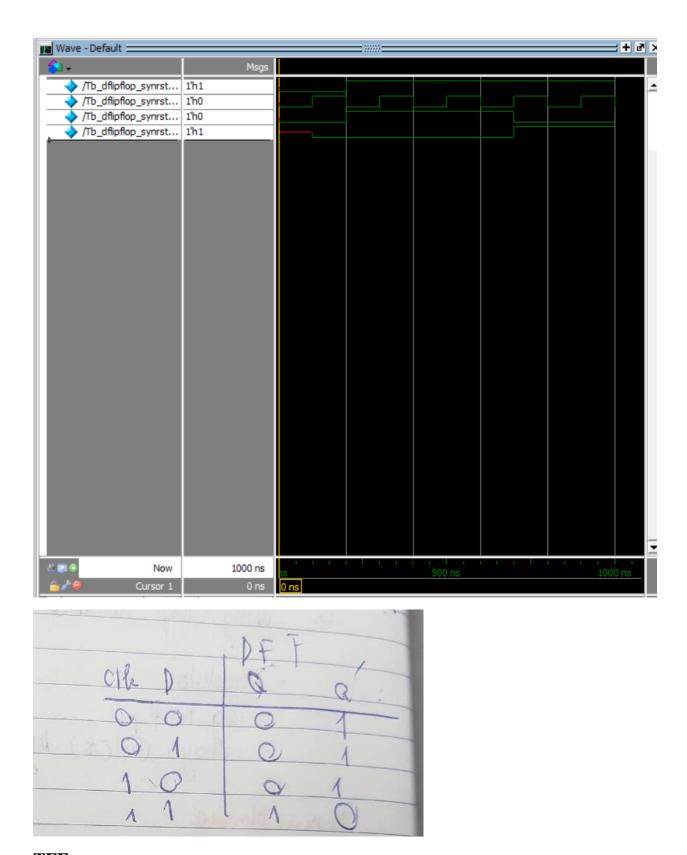
```
module dff tb();
2
      reg dl,d2,rstn,clk;
3
     wire ql,q2;
4
     dff al(dl,d2,rstn,clk,q1,q2);
5 pinitial begin
6
     $monitor("Value of dl = %b,d2 = %b, rstn=%b,clk = %b,ql=5b,q2=%b",dl,d2,rstn,clk,q1,q2);
     clk = 0;
8
     d1=0;d2=0;rstn=0;
9
     #2 dl=1; d2=1; rstn=0;
10
     #2 dl=1; d2=1; rstn=0;
     #2 dl=1; d2=1; rstn=0;
11
12
     - end
    always #2 clk=~clk;
endmodule
13
14
15
```



Synchronous

```
module d_flipflop_synrst(data_in,data_out,clock,reset);
 2
       input data_in;
 3
       input clock, reset;
4
5
      output reg data_out;
6
7
      always@(posedge clock)
8 🛱 begin
9
      if (reset)
     data_out<=1'd0;
10
11
      else
data_out<=data_in;
data_out<=data_in;
end
endmodule
15
```

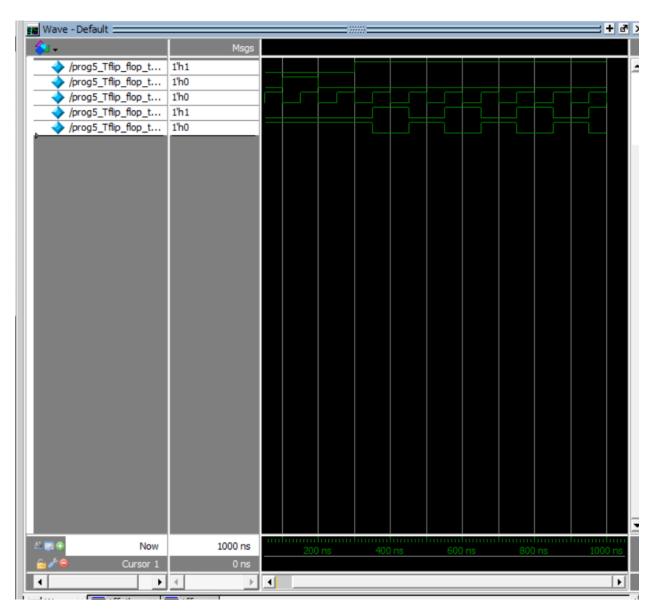
```
Ye wow □ →
 Ln#
  1
     □ module Tb_dflipflop_synrst();
  2
       reg data in;
  3
       reg clock, reset;
  4
       wire data_out;
  5
  6 \(\bar{p}\) d_flipflop_synrst UUT(.data_in(data_in),
      .data_out(data_out),
      .clock(clock),
-.reset(reset));
  8
  9
 10 | initial begin
 11
       // Initiliase Input Stimulus
 12
      data in = 0;
     clock = 0;
 13
 14
      reset=0;
 15
      - end
 16
 17
       always #100 clock=~clock;
 18
 19
      //Stimulus
 20
      initial
 21 🛱 begin
      #200 data_in = 1'b1;
 22
      reset = 1'b1;
 23
 24
       #200 data in = 1'b1;
       reset = 1'bl;
 25
 26
 27
      #300 data_in = 1'b1;
 28
      reset=1'b0;
 29
      #600 data in = 1'b0;
      #500 data_in = 1'b1;
 30
      #200 data_in = 1'b0;
 31
      #400 $stop;
 32
 33
      - end
 34
     <sup>L</sup> endmodule
 35
 36
```



TFF

```
[►] ■ NOW
1
    module prog5_Tflip_flop(q, qb, t, rst, clk);
     input t, rst, clk;
3
      output q, qb;
4
     reg q, qb;
5
     initial
6
     q = 0;
7 | always @(posedge clk or negedge rst)
8 | begin
9 🛱
             case({rst, t})
             2'b10 : q = 0;
10
             2'b00 : q = q;
11
             2'b01 : q = ~q;
12
13
             endcase
14
   qb = ~q;
end
15
16
   endmodule
```

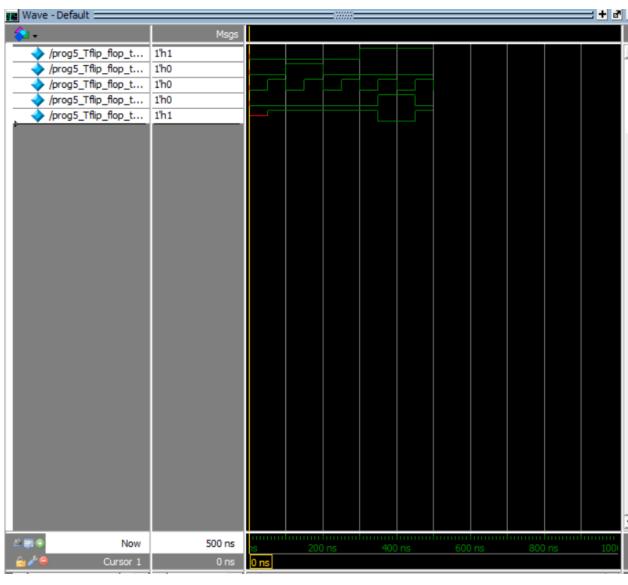
```
Y wow □
Ln#
 2
     prog5_Tflip_flop_tb_v;
 3
 4
              // Inputs
 5
             reg t;
 6
             reg rst;
 7
             reg clk;
 8
9
              // Outputs
10
              wire q;
11
              wire qb;
12
              // Instantiate the Unit Under Test (UUT)
13
14
              prog5_Tflip_flop uut (
15
                      .q(q),
16
                      .qb(qb),
17
                      .t(t),
18
                     .rst(rst),
19
                     .clk(clk)
20
             );
21
22
    中
             initial begin
23
                     // Initialize Inputs
24
                     t = 0;
25
                     rst = 0;
26
                     clk = 0;
27
28
                     // Wait 100 ns for global reset to finish
29
                     #100;
                     t = 0;
30
31
                     rst = 1;
32
33
                     #100:
34
                     t = 0;
                     rst = 0;
35
36
37
                     #100;
38
                     t = 1;
39
                     rst = 0;
```

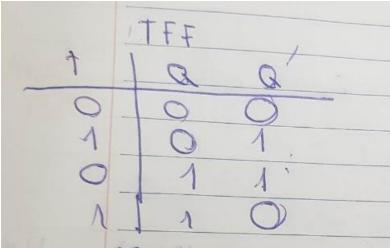


Synchronous

```
E | MOM | Z
input t, rst, clk;
cutput q, qb;
     reg q, qb;
initial
5
case({rst, t})
2'bl0 : q = 0;
10
            2'b00 : q = q;
2'b01 : q = ~q;
11
12
12 | 2'
13 | er
qb = ~q;
end
16 | endmodule
            endcase
17
```

```
E - 200 2
12
13
              // Instantiate the Unit Under Test (UUT)
14
              prog5_Tflip_flop uut (
15
                     .q(q),
16
                     .qb(qb),
17
                     .t(t),
18
                     .rst(rst),
19
                     .clk(clk)
20
            );
21
            initial begin
22 🛱
23
                     // Initialize Inputs
24
                     t = 0;
25
                     rst = 0;
26
                     clk = 0;
27
28
                     // Wait 100 ns for global reset to finish
29
                     #100;
30
                     t = 0;
31
                     rst = 1;
32
33
                     #100;
                     t = 0;
34
35
                     rst = 0;
36
37
                     #100;
38
                     t = 1;
39
                     rst = 0;
40
41
                     #100;
42
                     t = 1;
43
                     rst = 0;
44
                     // Add stimulus here
45
46
47
            end
48
                     always #50 clk = ~clk;
49
50 endmodule
```

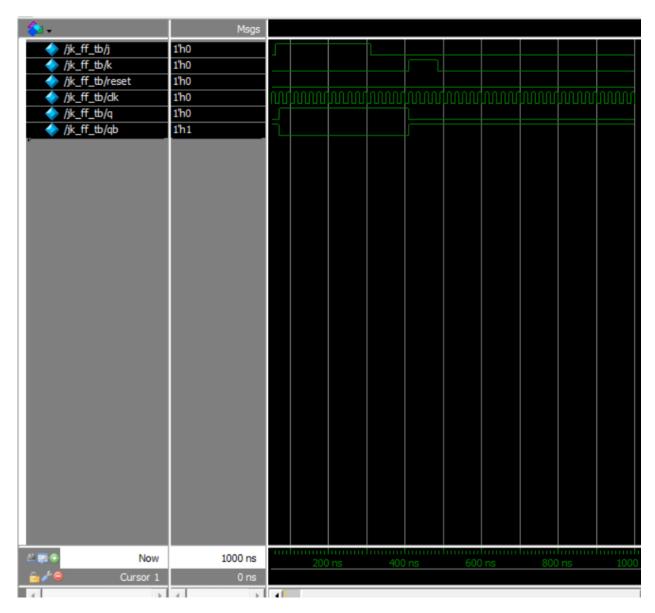




JKFF

```
module jk_ff( j, k , clk , reset, q ,qb );
2
     input j,k;
3
     input clk, reset ;
4
     output q,qb;
5
     reg q,qb;
6
     reg [1:0]jk;
7
     always @ ( posedge clk or posedge reset)
8
9 🛱 begin
10
     jk={j,k};
   if (reset)

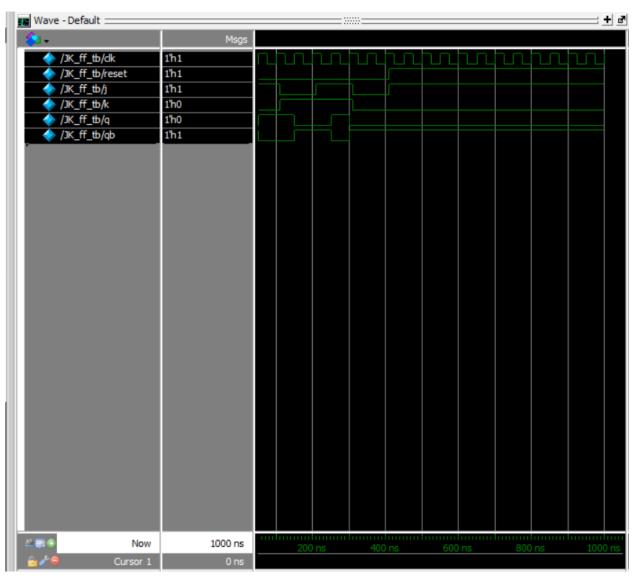
| begin
11
12
     q = 1'b0;
13
    qb = ~q;
-end
14
15
   else
Degin
16
17
   case (jk)
18
      2'd0 : q = q;
19
     2'dl : q = 1'b0;
20
     2'd2 : q = 1'b1;
21
     2'd3 : q = ~q;
22
23
     endcase
     qb = ~q;
24
     end
25
26
     - end
   endmodule
27
28
```

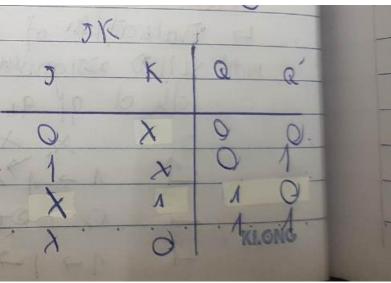


Synchronous

```
Ve ■ Now →
 Ln#
  1
     module JK_ff(j,k,clk,reset,q,q_bar);
  2
  3
       input j,k,clk,reset;
  4
      output q,q bar;
  5
  6
       wire j,k,clk,reset;
      reg q,q_bar;
  9
     always @(posedge clk) begin
 10
 11
    if (reset) begin
 12
      q=1'b0;
 13
      q_bar=1'bl;
 14
 15
      end else begin
 16
 17
     □ case({j,k})
       {1'b0,1'b0}: begin q=q;q_bar=q_bar; end
 18
       {1'b0,1'b1}: begin q=1'b0;q_bar=1'b1; end
 19
 20
       {1'b1,1'b0}: begin q=1'b1;q_bar=1'b0; end
 21
       {1'b1,1'b1}: begin q=~q; q bar=~q bar; end
 22
      - endcase
 23
 24
      end
 25
 26
      - end
 27
 28
       endmodule
```

```
Y wow □
Ln#
 1
     pmodule JK_ff_tb;
 2
 3
      reg clk;
 4
      reg reset;
 5
      reg j,k;
 6
 7
      wire q;
 8
      wire qb;
 9
      JK_ff jkflipflop( .clk(clk), .reset(reset), .j(j), .k(k), .q(q), .q_bar(qb) );
 10
 11
 12 pinitial begin
 13
      $monitor(clk,j,k,q,qb,reset);
14
      j = 1'b0;
15
16
      k = 1'b0;
17
      reset = 1;
18
      clk=1;
19
20
       #10
 21
      reset=0;
       j=1'b1;
 23
       k=1'b0;
 24
25
      #100
26
      reset=0;
27
       j=1'b0;
28
      k=1'b1;
29
30
      #100
31
      reset=0;
      j=1'b1;
32
33
      k=1'b1;
34
      #100
35
36
      reset=0;
37
      j=1'b0;
38
      k=1'b0;
39
```



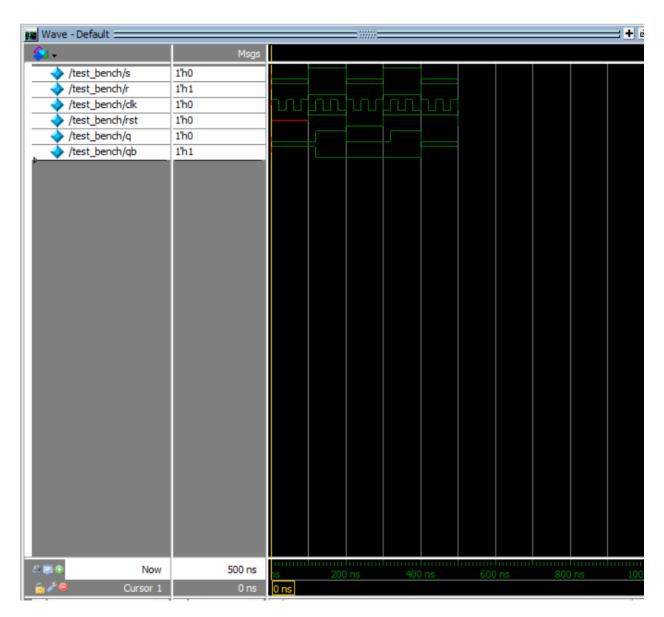


SRFF

```
Y ■ Now >
  input s,r,clk,rst;

output reg q,qb;
always@(posedge clk or negedge rst)
  5 | begin
  6 if (!rst)
      q <=0;
      else
  9 | if (s==1 & r==0) begin
 10 q <= 1;
11 qb <=0;
12 end
 13 | else
14 | pif (s==0 && r==1) begin
 15
       q <=0;
 16 | qb <=1;
17 | end
18 | end
19 | endmodule
 20
```

```
Y wow □
 Ln#
  1
     module test_bench(
  2
  3
         );
  4
         reg s,r,clk,rst;
  5
         wire q,qb;
  6
         sr_activelow_ GG1(q,qb,s,r,clk,rst);
         initial
  8
        begin
  9
            s=0; r=1; clk=1;
 10
        #100 rst=1; s=1; r=0;
 11
        #100 rst=0; s=0; r=1;
 12
        #100 rst=1; s=1; r=0;
 13
        #100 rst=1; s=0; r=1;
 14
        #100 rst=0; s=0; r=1;
        end
 15
 16
         always #20 clk <= ~clk;
     L endmodule
 17
 18
```



Synchronous

```
Ve ■ Now →
 Ln#
  1
     module SR_ff(s,r,clk,reset,q,q_bar);
  2
  3
      input s,r,clk,reset;
  4
  5
      output q,q_bar;
  7
      wire s,r,clk;
  8
      reg q,q_bar;
  9
 10 palways @(posedge clk) begin
 11
 12
    if (reset) begin
 13
       q=1'b0;
      q_bar=1'b1;
 14
 15
 16
      end else begin
 17
 18 | case({s,r})
 19
      {1'b0,1'b0}: begin q=q;q_bar=q_bar; end
 20
      {1'b0,1'b1}: begin q=1'b0;q bar=1'b1; end
      {1'b1,1'b0}: begin q=1'b1;q_bar=1'b0; end
 21
      {l'bl,l'bl}: begin q=l'bx; q bar=l'bx; end
 22
 23
      endcase
 24
 25
      end
 26
     end
endmodule
 27
 28
 29
```

```
reg clk;

reg reset;

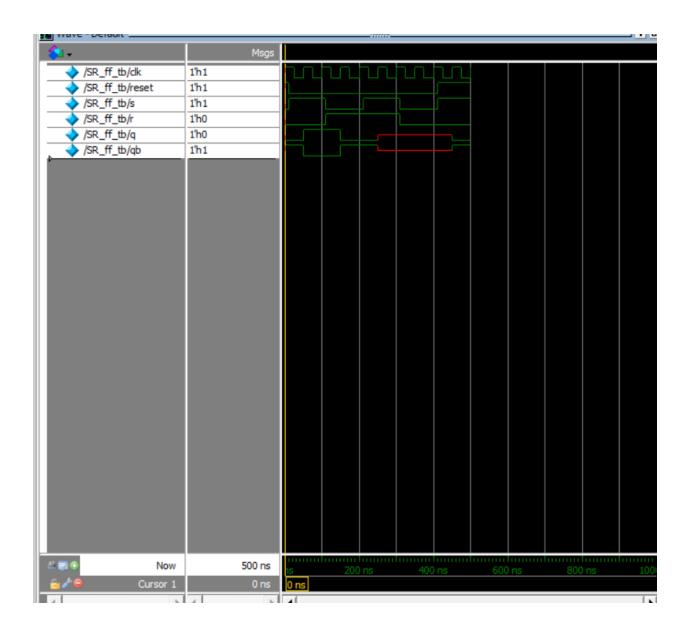
reg s.r;

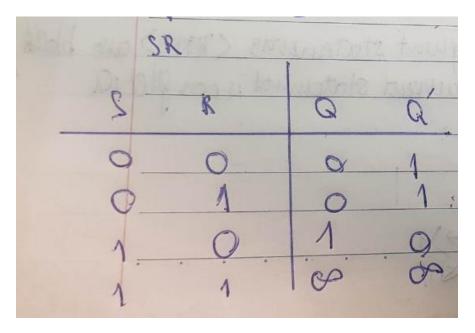
vise q;

vise q;

intid begin

intid b
```





Ex2

Always and initial blocks

Similarity: All starts at t = 0;

Differences:

Initial

Syntax for initial statement cam be indicated as below

<initial_statement>
::= initial <statement>

The instruction executes only once in the whole process. It begins its execution at the start of the simulation at the time t=0. If there exists more than 1 initial block, then all the initial blocks are executed concurrently

Always

Always statement executes repeatedly, although the execution starts at time t=0 and keep on executing all the simulation time. It works like an infinite loop. It is generally used to model a functionality that 's continuously repeated

Syntax:

always [timing_control] procedural_statement

To control the always statement we can use the trigger depending on what you are choosing to control	