

Chapter 8:

Chapter 8. Tasks and Functions

8.5 Exercises

1. Define a function to calculate the factorial of a 4-bit number. The output is a 32-bit value. Invoke the function by using stimulus and check results.

My answer:

```
1 //ex8-1 factorial
2
3 module top;
4
5
6 function automatic integer factorial;
7 input [3:0] oper;
8
9 begin
10     if(oper >=2)
11         factorial=factorial(oper-1)*oper;
12     else
13         factorial=1;
14 end
15 endfunction
16
17 integer result;
18 initial
19 begin
20     result=factorial(10);
21     $display("Factorial of 10 is %d",result);
22 end
23
24 endmodule
```

Factorial of 4 is 3628800

2. Define a function to multiply two 4-bit numbers a and b. The output is an 8-bit value. Invoke the function by using stimulus and check results.

My answer:

```
1 //ex8-2 multiply
2
3 module top;
4
5     function [7:0] product;
6     input [3:0] a,b;
7     begin
8         product=a*b;
9     end
10 endfunction
11
12 reg [3:0] a,b;
13 reg [7:0] result;
14
15 initial
16 begin
17     a=4'd15; b=4'd10;
18     result=product(a,b);
19     $display("a x b= %d",result);
20 end
21
22 endmodule
```

a x b= 150

3. Define a function to design an 8-function ALU that takes two 4-bit numbers a and b and computes a 5-bit result out based on a 3-bit select signal. Ignore overflow or underflow bits.

Select Signal	Function Output
3'b000	a
3'b001	$a+b$
3'b010	$a-b$
3'b011	a/b
3'b100	$a\%b$
3'b101	$a<<1$
3'b110	$a>>1$
3'b111	$(a>b)$

My answer:

```

1 //ex8-3
2
3 module top;
4
5     function [4:0] out;
6     input [2:0] s;
7     input [3:0] a,b;
8     begin
9         case(s)
10            3'b000:out=a;
11            3'b001:out=a+b;
12            3'b010:out=a-b;
13            3'b011:out=a/b;
14            3'b100:out=a*b;
15            3'b101:out=a<<1;
16            3'b110:out=a>>1;
17            3'b111:out=(a>b);
18        endcase
19    end
20 endfunction
21
22 reg [3:0] x,y;
23 reg [2:0] sl;
24 reg [4:0] result;
25
26 initial
27 begin
28     x=4'd15; y=4'd10;
29     sl=3'd0;
30 end
31
32 always
33 begin
34     #10 sl=sl+1;
35     result=out(sl,x,y);
36 end
37
38 initial
39     $monitor($time, " sl= %b, result= %d",sl,result);
40
41
42 endmodule

```

```

0 sl= 000, result= x
10 sl= 001, result= 25
20 sl= 010, result= 5
30 sl= 011, result= 1
40 sl= 100, result= 5
50 sl= 101, result= 30
60 sl= 110, result= 7
70 sl= 111, result= 1
80 sl= 000, result= 15
90 sl= 001, result= 25

```

4. Define a task to compute the factorial of 4-bit number. The output is a 32-bit value. The result is assigned to the output after a delay of 10 time units.

My answer:

```
1 //ex8-4
2
3 module top;
4
5     parameter delay=10;
6     reg [3:0] n;
7     reg [31:0] n_fac;
8
9     initial
10    begin
11        n=4'd5;
12        #delay factorial(n_fac,n);
13        $display($time, "Factorial of n is %d",n_fac);
14    end
15
16    task automatic factorial;
17    output [31:0] x_fac;
18    input [3:0] x;
19    begin
20        if(x>=2)
21            begin
22                factorial(x_fac,x-1);
23                x_fac=x_fac*x;
24            end
25        else
26            x_fac=1;
27        end
28    endtask
29
30 endmodule
```

```
10Factorial of n is      120
```

5. Define a task to compute even parity of a 16-bit number. The result is a 1-bit value that is assigned to the output after three positive edges of clock. (Hint: Use a repeat loop in the task).

My answer:

```
1 //ex8-5
2
3 module parity;
4
5     reg [15:0] addr;
6     reg par;
7     reg clk;
8
9     initial
10    begin
11        clk=1'b0;
12        forever #10 clk=~clk;
13    end
14
15    initial
16        addr=16'd11;
17        // #30 addr=16'd3;
18
19
20    always @(posedge clk)
21    begin
22        calc_parity(par,addr);
23        $display("Parity calculatad= %b",par);
24    end
25
26    task calc_parity;
27    output p;
28    input [15:0] a;
29    begin
30        repeat(3) @(posedge clk):
31            p^=a;
32    end
33    endtask
34
35
36 endmodule
```

