

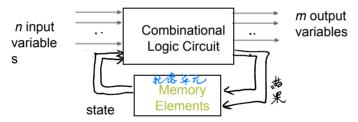
LAB - 07

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Sequential Circuit (1/3) 福序电路 { 同步

A sequential circuit is a system whose outputs at any time are determined <u>from the present combination of inputs and the previous inputs or outputs</u>.



- Sequential components contain memory elements
- The output values of sequential components depend on the input values and the values stored in the memory elements

Sequential Circuit (2/3)

```
clack
width
    module sequential circuit(clk, reset);
                                                        ▶正緣同步電路
    input clk, reset;
                                                                                 vising
                                                                                         Lalling
    always@(posedge clk or negedge reset)
                                                                                  adge
                                                                                          edge
    begin
 6
                                                        低位準非同步重置
         if(!reset
                                                                                       latches (level sonsitive)
         begin
             // Initialization
10
         end
                                                                                      Flip - Flops (edge - Sonsitive)
         else
12
         begin
13
             // Circut functionality
14
         end
15
16
    end
17
    endmodule
18
19
```

clock preriod !

Sequential Circuit (3/3)

56 57

endmodule

Blocking statement vs nonblocking statement

```
module combinational circuit(in, a, b);
                                                            module sequential circuit(clk, reset);
28
                                                            input clk, reset;
     input in:
30
     output rea [3:0] a,b:
                                                            rea [3:0] a.b:
31
32
     input in:
                                                            always@(posedge clk or negedge reset)
33
     output reg [3:0] a,b;
                                                            begin
34
35
     always@(*)
                                                                if(!reset)
36
     beain
                                                       10
                                                                beain
37
                                                       11
                                                                    a <= 4'h1;
38
                                                                    h <= 4'hf:
         if(in == 0)
                                                       12
39
         beain
                                                       13
                                                                 end
40
                                                       14
             a = 4'h1:
                                                                else
41
             b = 4'hf:
                                                       15
                                                                beain
42
                                                       16
                                                                    a \le b; // a -> 4'hf
                                                                 b <= a: // b -> 4'h1
43
           a = b; // a -> 4'hf
                                                       17
         b = a: // b \rightarrow 4'hf
44
                                                       18
                                                                 end
45
         end
                                                       19
46
                                                       20
         P1 5P
                                                            end
47
                                                       21
         beain
48
             a = 4'h1;
                                                       22
                                                            endmodul.e
49
             b = 4'hf:
50
51
            b = a: // b \rightarrow 4'h1
52
             a = b: // a -> 4'h1
53
         end
55
     end
```

Lab I (1/3)

- 請設計一個具備下列功能的計數器:
 - 正緣同步電路,低位準非同步重置
 - 當reset訊號為0,將目前狀態暫停,輸出維持0
 - · 當reset訊號為1

1)

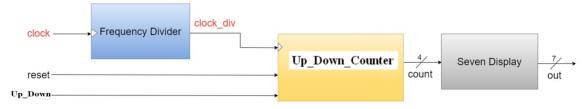
2)

```
Up Down = 0 , 每秒計數減1
```

- EX: 0 -> F -> E -> -> 2 -> 1 -> 0 -> F
 - Up Down = 1,每秒計數加1
- EX: 0 -> 1 -> 2 -> -> E -> F -> 0 -> 1
- FPGA版之clock頻率為50MHz,需藉由除頻器將clock訊號降為1Hz
 - 實現方式為透過一個計數器,計算經過幾個時脈正緣,當計數到50×10k 即代表經過一秒

Lab I (2/3)

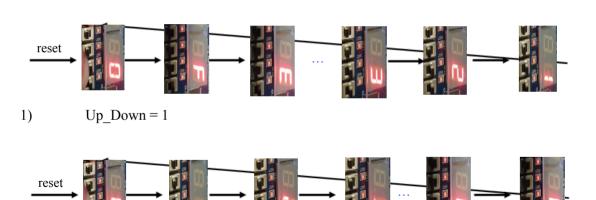
- 請將計數的數值顯示於七段顯示器
- 系統架構圖請參考下方
 - Input : clock(CLOCK_50), reset(SW0), Up_Down(SW1)
 - Output : out(7 bits , HEX06~HEX00)
- 可使用structural description設計,其中,除頻器及計數模組為 循序電路,七段顯示器控制模組則為組合電路



Lab I (3/3)

• 輸出範例

1) $Up_Down = 0$



Lab - Hint(1/2)

- Frequency Divider (sequential circuit)
 - 將clock頻率從50MHz降為1Hz
- Counter (sequential circuit)
 - 每秒進行計數
- Seven Display (combinational circuit)
 - 將Counter數值轉為七段顯示器控制訊號
- Module呼叫範例 (Structural description)
 - FrequencyDivider u FreqDiv (.clk(clock), .reset(reset), .clk div(clock div));
 - Counter u_counter(.clk(clock_div), .reset(reset), .count(count));
 - SevenDisplay u display(.count(count), .out(out));

module_name unit_name(.port_name(signal_name),.port_name(signal_name).....)

Lab - Hint(2/2)

- 除頻器範例:
 - 每0.5秒改變一次訊號(div clk)

```
`define TimeExpire 32'd25000000
    module clk div(clk,rst,div clk);
    input clk,rst;
    output div clk;
    reg div clk;
    reg [31:0]count:
    always@ (posedge clk)
   □begin
                  低位準同步reset
        if(!rst)
        begin
14
            count <= 32'd0;
            div clk <= 1'b0;
16
        end
        else
        begin
            if(count == `TimeExpire)
            begin
                count <= 32'd0;
                div clk <= ~div clk;
            end
24
            else
            begin
                count <= count + 32'd1;
            end
        end
    end
    endmodule
```

Notice

- 請勿命名中文或數字開頭的資料夾
- Device family 請確認與 FPGA Chip 符合 (5CEFA4F23C7)
- Top module name & Project name 需要一致
- 在組合電路中, case \ if...else...若沒有寫滿, 合成後會產生latch