

Lab. 04

Logic Design Lab.

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Verilog

Overview

- Hardware description languages (HDLs)
- Types of programming
 - Gate-level design
 - Behavioral design / Register-transfer level design
- Verilog Basics
 - Verilog Notations
 - Verilog Operators
 - Verilog Keywords & Constructs

Overview

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 - Verilog Keywords & Constructs

Hardware description languages (HDLs)

- Different kinds of HDLs
 - Abel (circa 1983) - developed by Data-I/O
 - ISP (circa 1977) - research project at CMU
 - **Verilog** (circa 1985) - developed by Gateway (absorbed by Cadence)
 - **VHDL** (circa 1987) - DoD sponsored standard
- Advantages of HDLs
 - IEEE standard
 - Common
 - Flexible – Delay modeling, Matrices ...
 - Describe hardware at varying levels of abstraction
(= Describe hardware to other people briefly)

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Types of programming

- Describe hardware at varying levels of abstraction
- Gate-level design
 - Textual replacement for schematic
 - Hierarchical composition of logic gates
- Register-transfer level design
 - Specify dataflow between hardware registers
- **(Synthesizable)** Behavioral design
 - Describe what module does, not how
 - Synthesis generates circuit for module

behavioral design해도 되지만,
synthesizable해야 한다. 꼭!
보통 gate level로 짤다?

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Verilog Notations

- Verilog is:
 - Case sensitive(event-driven)
 - Based on the programming language C

- Comments

- Single Line

//

[end of line]

- Multiple Line

/*

.....

.....

*/

- List element separator: ,
- Statement terminator: ;

Verilog Notations

■ Binary Values for Constants and Variables

- 0
- 1
- x, X - Unknown
- z, Z - High impedance state (open circuit) floating

■ Constants

- n'b[integer]: 1'b1 = 1, 8'b1 = 00000001, 4'b0101 = 0101,
8'bxxxx = 0000xxxx
- n'h[integer]: 8'hA9 = 10101001, 16'hf1 = 0000000011110001
텍스트

■ Identifier Examples

- Scalar: A, C, RUN, stop, m, n
- Vector: sel[0:2], f[0:5], ACC[31:0], SUM[15:0],
sum[15:0]

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Verilog Operators

- Bitwise Operators

- ~ NOT

- & AND

- | OR

- ^ XOR

- ^^ or ~^ XNOR

- **Example:**

- ```
input[3:0] A, B;
```

- ```
output[3:0] Z ;
```

- ```
assign Z = A | ~B; // Z = A + B'
```

# Verilog Operators

---

- Logical & Relational Operators

!, &&, ||, =, !=, >=, <=, >, <, etc.

- Arithmetic Operators

+, -, etc.

- Concatenation & Replication Operators

{identifier\_1, identifier\_2, ...}

{n{identifier}}

– Examples: {REG\_IN[6:0], Serial\_in}, {8 {1'b0}}

반복하려는 경우 중괄호 사용한다.

# Overview

---

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  - Verilog Keywords & Constructs

# Verilog Keywords & Constructs

- **module** – fundamental building block for Verilog designs
  - Used to construct design hierarchy
  - Cannot be nested **module - endmodule** 꼭 하나다. 여러 개 안됨.
- **endmodule** – ends a module – not a statement
  - => no “;”
- Module Declaration
  - **module** *module\_name* ( *module\_port*, *module\_port*, ... ) ;
  - Example: **module** full\_adder (A, B, c\_in,  
                                  c\_out, S);  
                                  ...  
                                  **endmodule**



# Verilog Keywords & Constructs

---

## ■ Input Declaration

- Scalar
  - `input` *list of input identifiers*;
  - Example: `input A, B, c_in`;
- Vector
  - `input[range]` *list of input identifiers*;
  - Example: `input[15:0] A, B, data`;

## ■ Output Declaration

- Scalar Example: `output c_out, OV, MINUS`;
- Vector Example: `output[7:0] ACC, REG_IN, data_out`;

## ■ Wire Declaration

- Scalar Example: `wire t1, t2`;
- Vector Example: `wire[7:0] t1, t2`;

# Verilog Keywords & Constructs

---

- `wire` and `reg`
- Values must be retained over time
  - Register type: `reg`
  - The `reg` in contrast to `wire` stores values between executions of the process
- We can set values on `reg`, but cannot on `wire`  
value set 불가능 중요

# Verilog Keywords & Constructs

## ■ Primitive Gates

- `buf`, `not`, `and`, `or`, `nand`, `nor`, `xor`, `xnor`
- Syntax:

*gate\_operator instance\_identifer (output, input\_1, input\_2, ...)*

- Example:

```
 output, input1, input2
or O1 (t1, A, B)
 O2 (t2, B, C, D);
// t1=A+B, t2=B+C+D
and A1 (OUT, t1, t2);
// OUT = t1•t2 (OUT = (A+B)•(B+C+D))
```

# Verilog Keywords & Constructs

## ■ Process

- The body of a process consists of procedural statement to make desired outputs from inputs as like a common programming
- Processes are running in parallel

- `initial` – executes only once beginning at  $t = 0$
- **Only works on simulation – cannot be synthesized!**

- **Syntax:**

`initial Statement;`

```
initial begin
 Statement;
 Statement;
```

```
...
end
```

합성시 다 사라진다. 결국 값 사라짐. \*\*\*  
0초일때 한번만 실행된다.

- `always` – executes at  $t = 0$  and repeatedly thereafter following repeat conditions.

- **Syntax:**

`always Repeat condition  
Statement;`

```
always Repeat condition begin
 Statement;
 Statement;
```

```
...
end
```

조건에 따라 0초일때도 실행 안될수도 있다.

**clock?**

# Verilog Keywords & Constructs

- Timing Control Statement (for repeat conditions)

| Type                 | Syntax                       | Description                                                                        |
|----------------------|------------------------------|------------------------------------------------------------------------------------|
| Delay Control        | #10                          | Delay 10 unit time                                                                 |
| Event Control        | @(a)                         | Wait until signal 'a' is changed                                                   |
| <b>true가 될때마다이다.</b> | @(posedge a)<br>@(negedge a) | Wait until signal 'a' is changed to '1'<br>Wait until signal 'a' is changed to '0' |
| Level Control        | wait (a==0)                  | Wait until signal 'a' is equal to '0'                                              |

- The body of the process consists of procedural assignments
  - Blocking assignments
    - Example: C = A + B;
    - Execute sequentially as in a programming language
  - Non-blocking assignments
    - Example: C <= A + B;
    - Evaluate right-hand sides, but do not make any assignment until all right-hand sides evaluated. Execute concurrently unless delays are specified.

# Verilog Keywords & Constructs

## – Examples:

```
Always @(*) *은 모든 상황을 말한다. 항상 실행된다.
begin
 B = A;
 C = B; 결국은 C에 A 대입.
end
```

- Suppose initially A = 0, B = 1, and C = 2  
After execution, B = 0 and C = 0

```
Always @(*)
begin
 B <= A;
 C <= B;
end
```

그냥 처음부터 non blocking으로 사용하쟈

- Suppose initially A = 0, B = 1, and C = 2  
After execution, B = 0 and C = 1

# Verilog Keywords & Constructs

---

- Conditional constructs

- The `if-else`

```
if (condition)
 begin procedural statements end
{else if (condition)
 begin procedural statements end}
else
 begin procedural statements end
```

- The `case`

```
case expression
{case expression : statements}
endcase;
```

# Lab

---



# Today

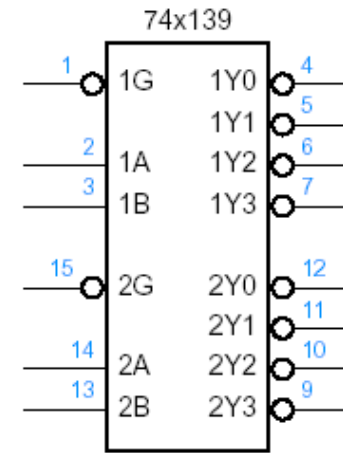
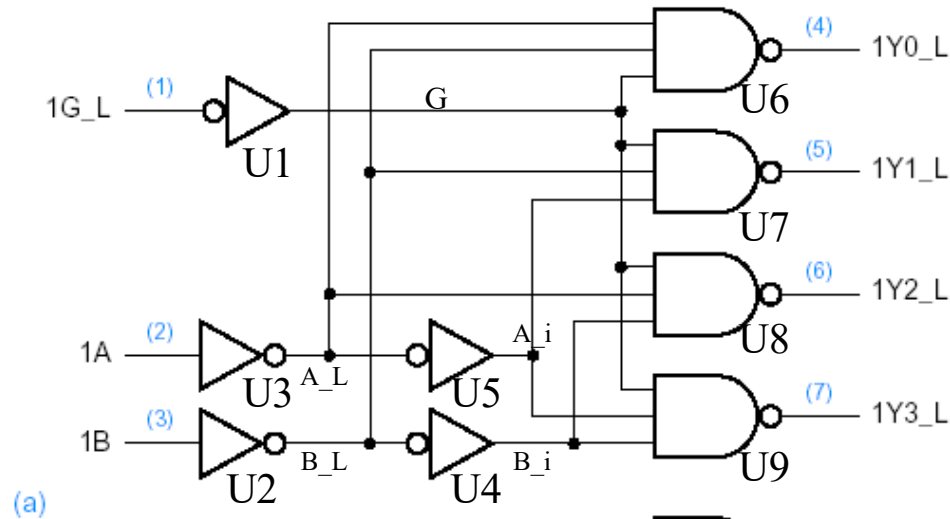
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## 1. Design a 74x139(dual 2-to-4 decoder) in Verilog

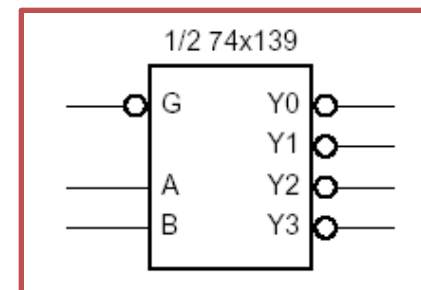
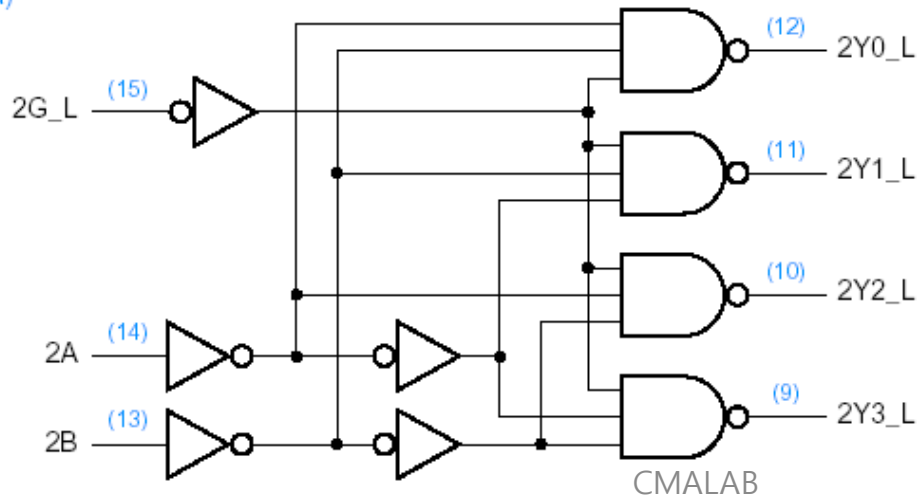
- 1) Practice all designing methods for half 74x139 each and simulate them
  - 1) Gate-level
  - 2) Behavioral / RTL
- 2) Implement a 74x139 and simulate it
  - **Prepare simulations for all possible input combinations**

# Designing 74x139(Dual 2-to-4 decoder)

## ■ Schematic design of a 74x139



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Digital Design Principles and Practices, 3/e



# Designing 74x139(Dual 2-to-4 decoder)

## ▪ Gate level design (Half 74x139)

- Circuit function can be described with gate primitives

```
`timescale 1ns / 1ps

module v74x139h_a(
 input G_L,
 input A,
 input B,
 output Y0_L,
 output Y1_L,
 output Y2_L,
 output Y3_L
);
/* You can write as below either
module v74x139h_a(G_L,A,B,Y0_L,Y1_L,Y2_L,Y3_L);
 input G_L, A, B;
 output Y0_L, Y1_L, Y2_L, Y3_L;
*/
 wire A_L, B_L, G, A_i, B_i;

 not U1(G, G_L);
 not U2(B_L, B);
 not U3(A_L, A);
 not U4(B_i, B_L);
 not U5(A_i, A_L);
 nand U6(Y0_L, A_L, B_L, G);
 nand U7(Y1_L, G, B_L, A_i);
 nand U8(Y2_L, G, A_L, B_i);
 nand U9(Y3_L, G, A_i, B_i);
endmodule
```

# Designing 74x139(Dual 2-to-4 decoder)

## ▪ RTL design (Half 74x139)

- Circuit function can be described by assign(assign/always) statements and the conditional operator with binary combinations as in a truth table

```
`timescale 1ns / 1ps

module v74x139h_b2(
 input G_L,
 input A,
 input B,
 output [3:0] Y_L
);

 wire G;
 wire [1:0] In;
 wire [3:0] Y;

 assign In = {B, A};
 assign G = ~G_L;
 assign Y_L = ~Y;

 assign Y = (In == 2'b00 && G == 1) ? 4'b0001 :
 (In == 2'b01 && G == 1) ? 4'b0010 :
 (In == 2'b10 && G == 1) ? 4'b0100 :
 (In == 2'b11 && G == 1) ? 4'b1000 :
 4'b0000;

endmodule
```

# Designing 74x139(Dual 2-to-4 decoder)

## ■ Behavioral design (Half 74x139)

- Circuit function can be described by assign(assign/always) statements and the conditional operator with binary combinations as in a truth table

```
`timescale 1ns / 1ps

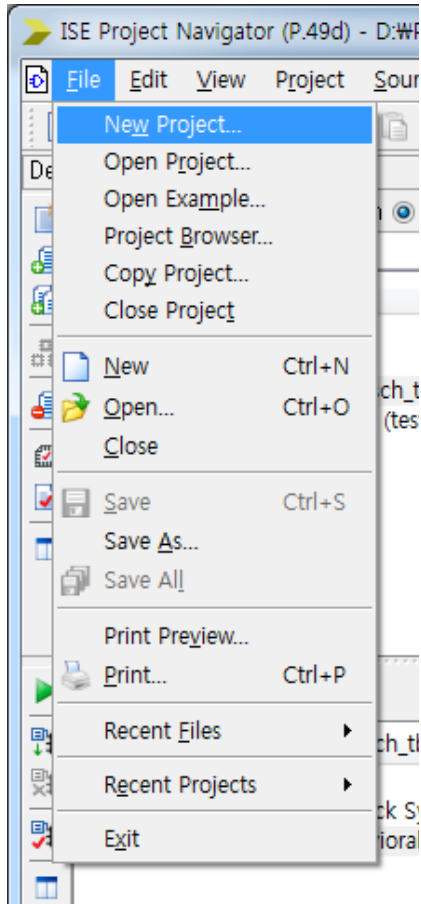
module v74x139h_c(
 input G_L,
 input A,
 input B,
 output [3:0] Y_L
);

 wire G;
 wire [1:0] In;
 // You should make it as a reg b/c you are using it in the always statement.
 reg [3:0] Y;

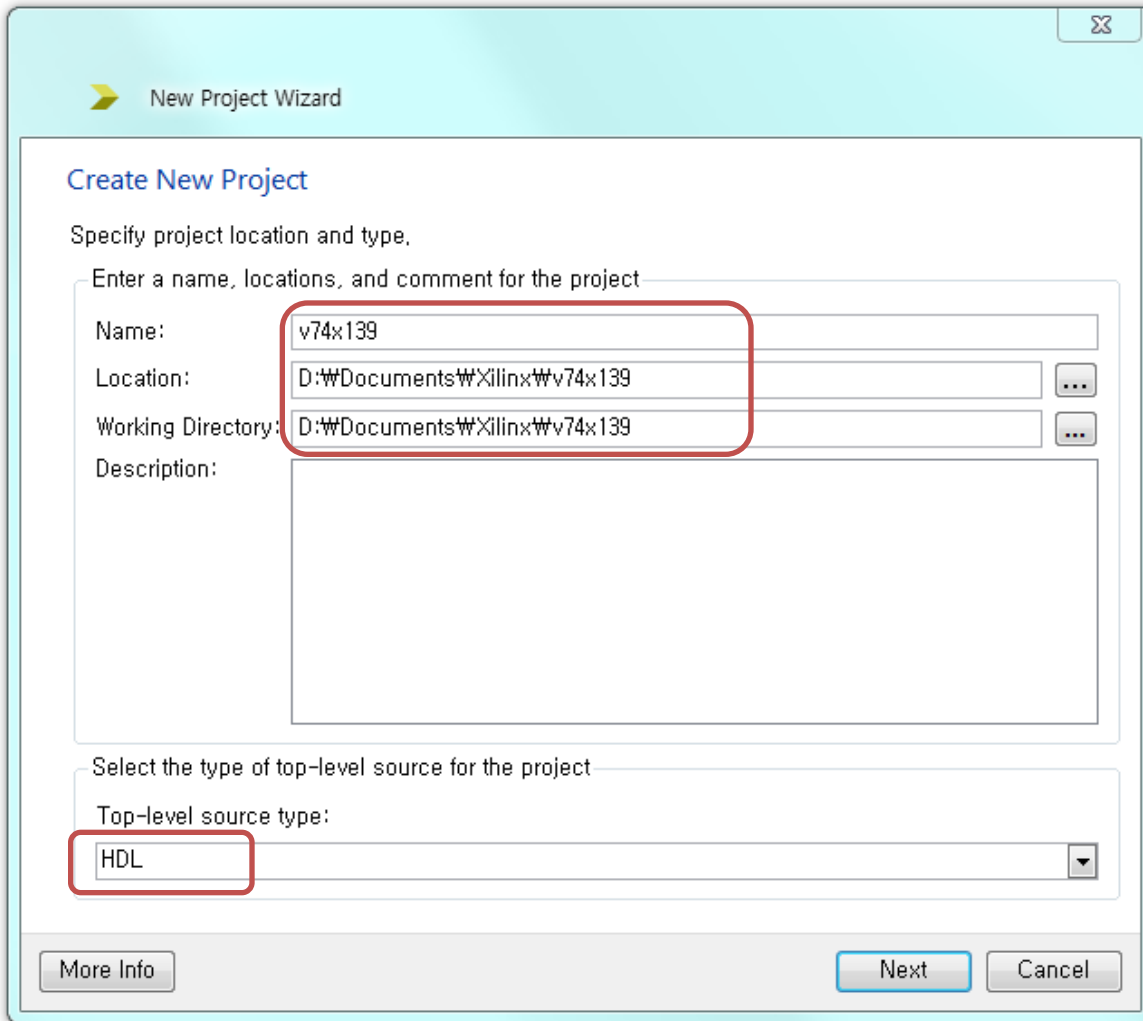
 assign G = ~G_L;
 assign In = {B, A};
 assign Y_L = ~Y;

 always@(G or In)
 begin
 if(G == 1)
 begin
 case(In)
 2'b00 : Y = 4'b0001;
 2'b01 : Y = 4'b0010;
 2'b10 : Y = 4'b0100;
 2'b11 : Y = 4'b1000;
 endcase
 end
 else
 begin
 Y = 4'b0000;
 end
 end
 end
endmodule
```

# Create a new Verilog project



# Set the project name, location, type



The image shows a 'New Project Wizard' dialog box with a light blue header. The title bar says 'New Project Wizard'. Below the header, the text 'Create New Project' is displayed in blue. The main area is titled 'Specify project location and type.' and contains two sections. The first section, 'Enter a name, locations, and comment for the project', has four fields: 'Name:' with the value 'v74x139', 'Location:' with the value 'D:\Documents\Xilinx\v74x139', 'Working Directory:' with the value 'D:\Documents\Xilinx\v74x139', and 'Description:' which is an empty text area. The second section, 'Select the type of top-level source for the project', has a label 'Top-level source type:' and a dropdown menu showing 'HDL'. At the bottom, there are three buttons: 'More Info', 'Next', and 'Cancel'. A red rectangle highlights the 'Name', 'Location', and 'Working Directory' fields. Another red rectangle highlights the 'HDL' option in the dropdown menu.

New Project Wizard

Create New Project

Specify project location and type.

Enter a name, locations, and comment for the project

Name: v74x139

Location: D:\Documents\Xilinx\v74x139

Working Directory: D:\Documents\Xilinx\v74x139

Description:

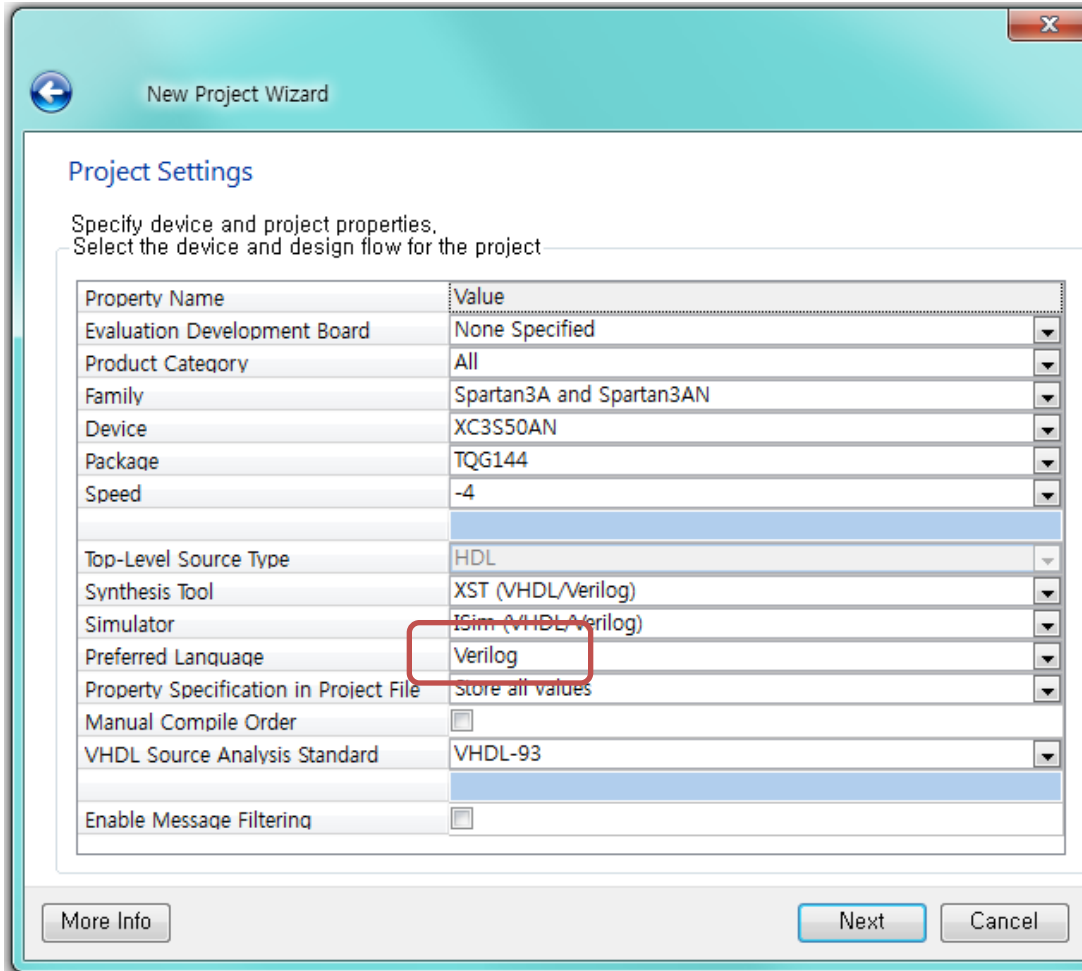
Select the type of top-level source for the project

Top-level source type:

HDL

More Info Next Cancel

# Set the project name, location, type

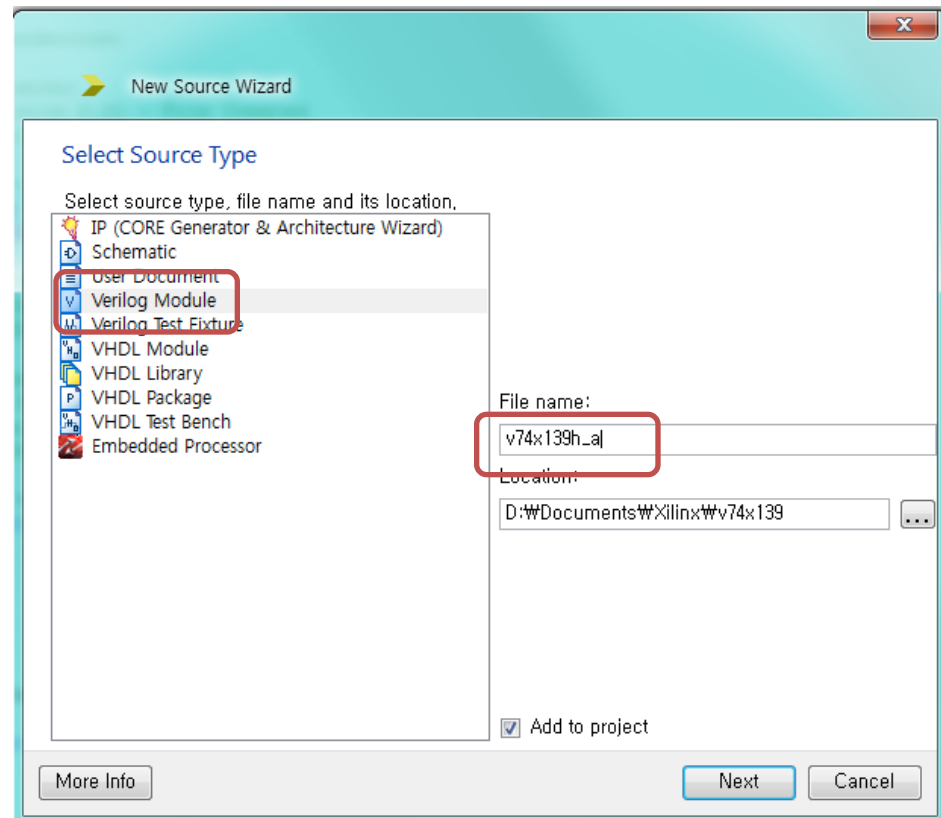
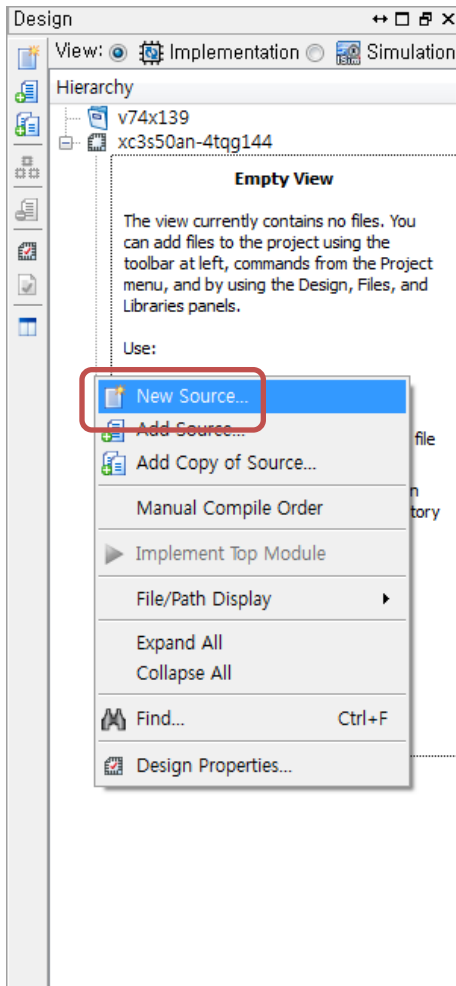


The image shows a 'New Project Wizard' dialog box with a 'Project Settings' tab. The dialog has a title bar with a back arrow, the text 'New Project Wizard', and a close button. Below the title bar, the 'Project Settings' section is titled 'Specify device and project properties. Select the device and design flow for the project'. It contains a table of properties with dropdown menus and checkboxes. The 'Preferred Language' dropdown is highlighted with a red rectangle and shows 'Verilog' selected. At the bottom, there are three buttons: 'More Info', 'Next', and 'Cancel'.

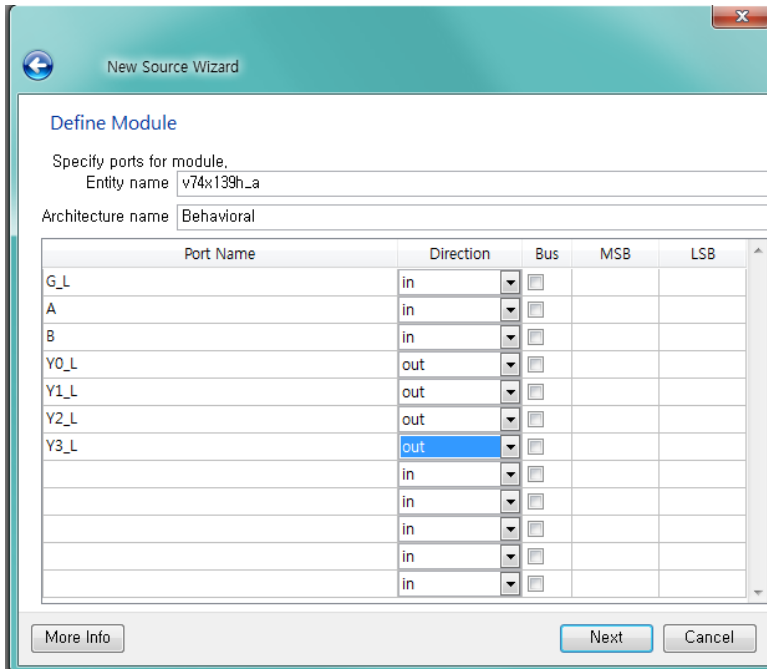
| Property Name                          | Value                    |
|----------------------------------------|--------------------------|
| Evaluation Development Board           | None Specified           |
| Product Category                       | All                      |
| Family                                 | Spartan3A and Spartan3AN |
| Device                                 | XC3S50AN                 |
| Package                                | TQG144                   |
| Speed                                  | -4                       |
| Top-Level Source Type                  | HDL                      |
| Synthesis Tool                         | XST (VHDL/Verilog)       |
| Simulator                              | ISim (VHDL/Verilog)      |
| Preferred Language                     | Verilog                  |
| Property Specification in Project File | Store all values         |
| Manual Compile Order                   | <input type="checkbox"/> |
| VHDL Source Analysis Standard          | VHDL-93                  |
| Enable Message Filtering               | <input type="checkbox"/> |



# Create a new Verilog source



# Create a new Verilog source



New Source Wizard

Define Module

Specify ports for module.

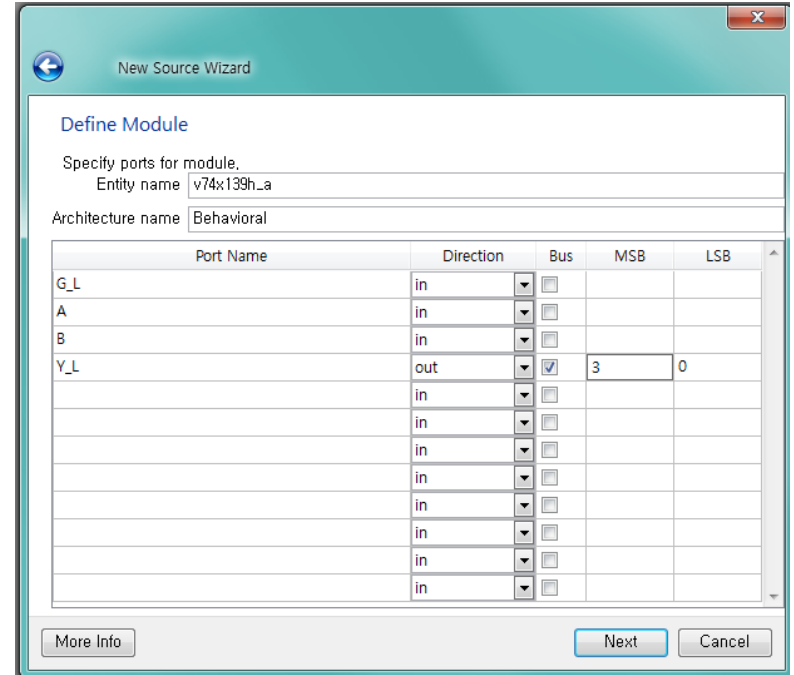
Entity name: v74x139h\_a

Architecture name: Behavioral

| Port Name | Direction | Bus                      | MSB | LSB |
|-----------|-----------|--------------------------|-----|-----|
| G_L       | in        | <input type="checkbox"/> |     |     |
| A         | in        | <input type="checkbox"/> |     |     |
| B         | in        | <input type="checkbox"/> |     |     |
| Y0_L      | out       | <input type="checkbox"/> |     |     |
| Y1_L      | out       | <input type="checkbox"/> |     |     |
| Y2_L      | out       | <input type="checkbox"/> |     |     |
| Y3_L      | out       | <input type="checkbox"/> |     |     |
|           | in        | <input type="checkbox"/> |     |     |
|           | in        | <input type="checkbox"/> |     |     |
|           | in        | <input type="checkbox"/> |     |     |
|           | in        | <input type="checkbox"/> |     |     |
|           | in        | <input type="checkbox"/> |     |     |

More Info Next Cancel

or



New Source Wizard

Define Module

Specify ports for module.

Entity name: v74x139h\_a

Architecture name: Behavioral

| Port Name | Direction | Bus                                 | MSB | LSB |
|-----------|-----------|-------------------------------------|-----|-----|
| G_L       | in        | <input type="checkbox"/>            |     |     |
| A         | in        | <input type="checkbox"/>            |     |     |
| B         | in        | <input type="checkbox"/>            |     |     |
| Y_L       | out       | <input checked="" type="checkbox"/> | 3   | 0   |
|           | in        | <input type="checkbox"/>            |     |     |
|           | in        | <input type="checkbox"/>            |     |     |
|           | in        | <input type="checkbox"/>            |     |     |
|           | in        | <input type="checkbox"/>            |     |     |
|           | in        | <input type="checkbox"/>            |     |     |
|           | in        | <input type="checkbox"/>            |     |     |

More Info Next Cancel

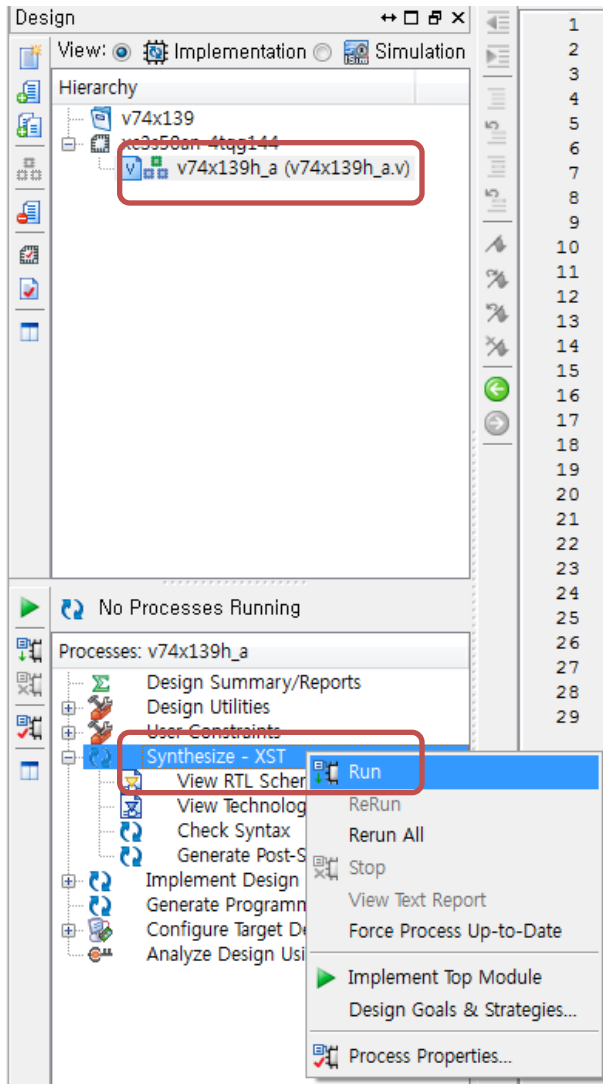
# Write your own Verilog codes

```
`timescale 1ns / 1ps

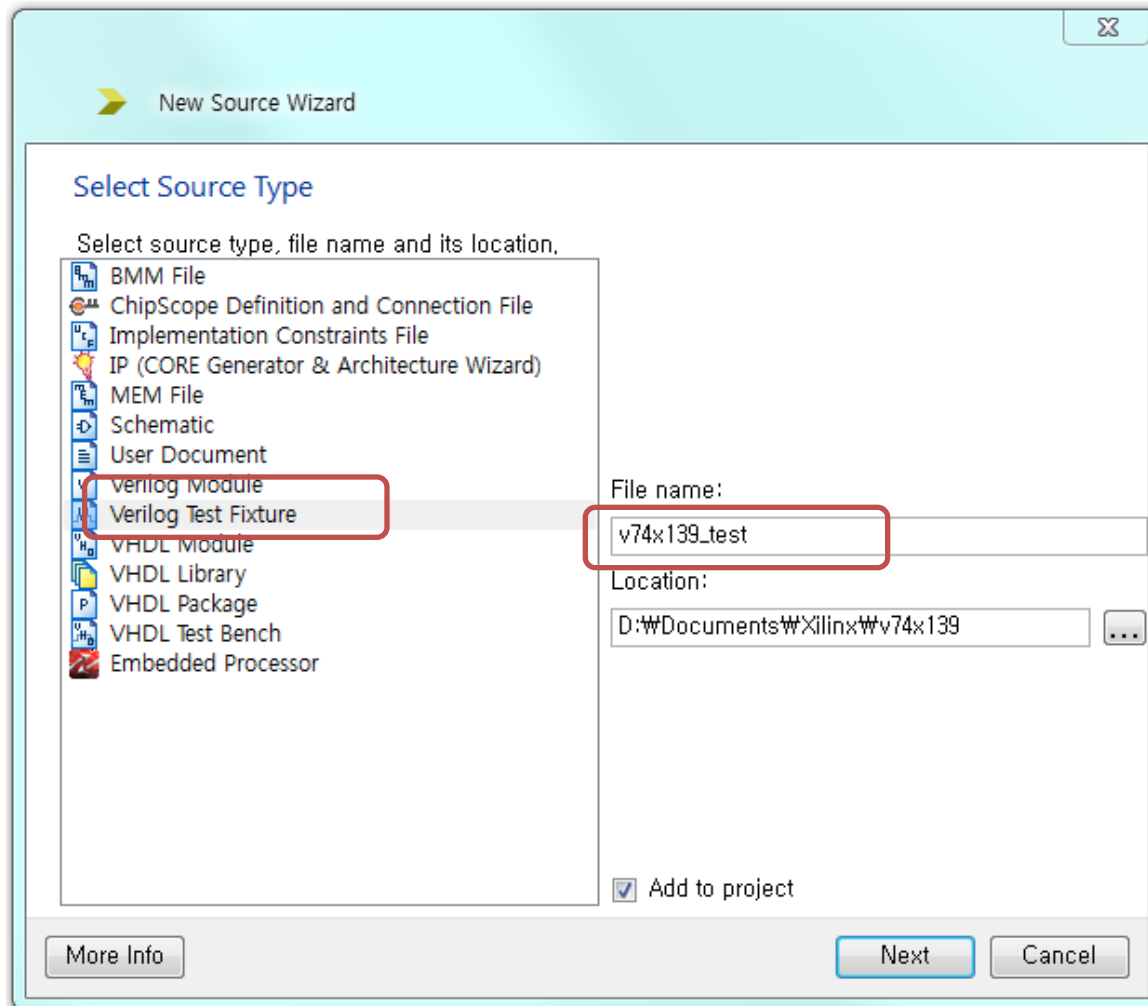
module v74x139h_a(
 input G_L,
 input A,
 input B,
 output Y0_L,
 output Y1_L,
 output Y2_L,
 output Y3_L
);
/* You can write as below either
module v74x139h_a(G_L,A,B,Y0_L,Y1_L,Y2_L,Y3_L);
 input G_L, A, B;
 output Y0_L, Y1_L, Y2_L, Y3_L;
*/
 wire A_L, B_L, G, A_i, B_i;

 not U1(G, G_L);
 not U2(B_L, B);
 not U3(A_L, A);
 not U4(B_i, B_L);
 not U5(A_i, A_L);
 nand U6(Y0_L, A_L, B_L, G);
 nand U7(Y1_L, G, B_L, A_i);
 nand U8(Y2_L, G, A_L, B_i);
 nand U9(Y3_L, G, A_i, B_i);
endmodule
```

# Compile and check errors



# Create a Verilog test bench



# Write a Verilog test bench codes

```
module v74x139h_test;

 // Inputs
 reg G_L;
 reg A;
 reg B;

 // Outputs
 wire Y0_L;
 wire Y1_L;
 wire Y2_L;
 wire Y3_L;

 // Instantiate the Unit Under Test (UUT)
 v74x139h_a uut (
 .G_L(G_L),
 .A(A),
 .B(B),
 .Y0_L(Y0_L),
 .Y1_L(Y1_L),
 .Y2_L(Y2_L),
 .Y3_L(Y3_L)
);

 initial begin
 // Initialize Inputs
 G_L = 0;
 A = 0;
 B = 0;

 // Wait 100 ns for global reset to finish
 #100;

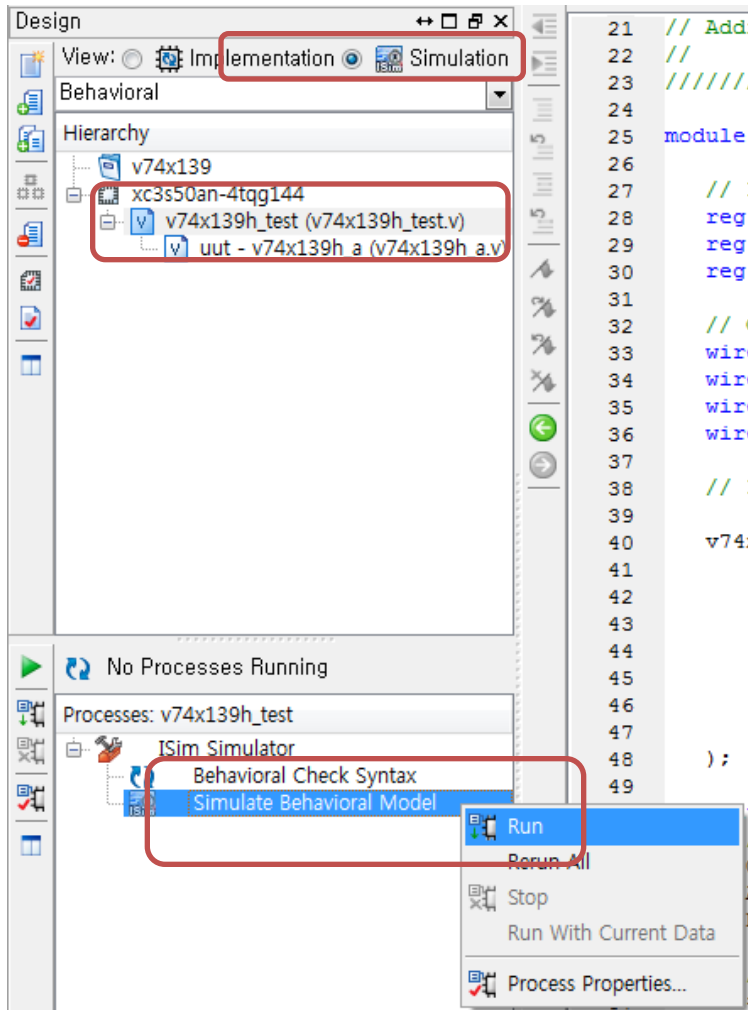
 // Add stimulus here
 G_L = 0;
 A = 1;
 B = 0;

 #100 G_L = 0; A = 0; B = 1;

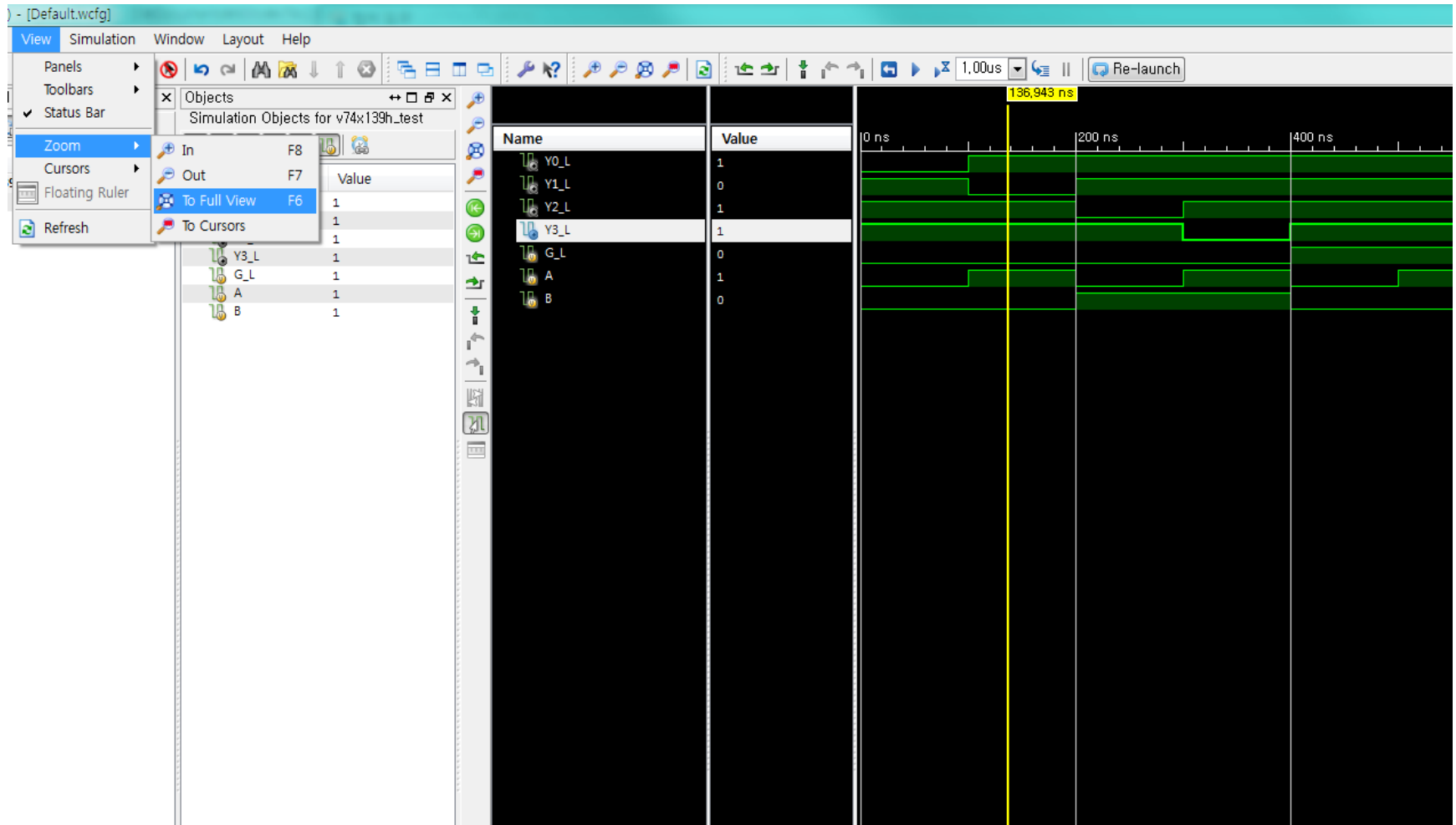
 #100 G_L = 0; A = 1; B = 1;

 #100;
 end
endmodule
```

# Simulate it

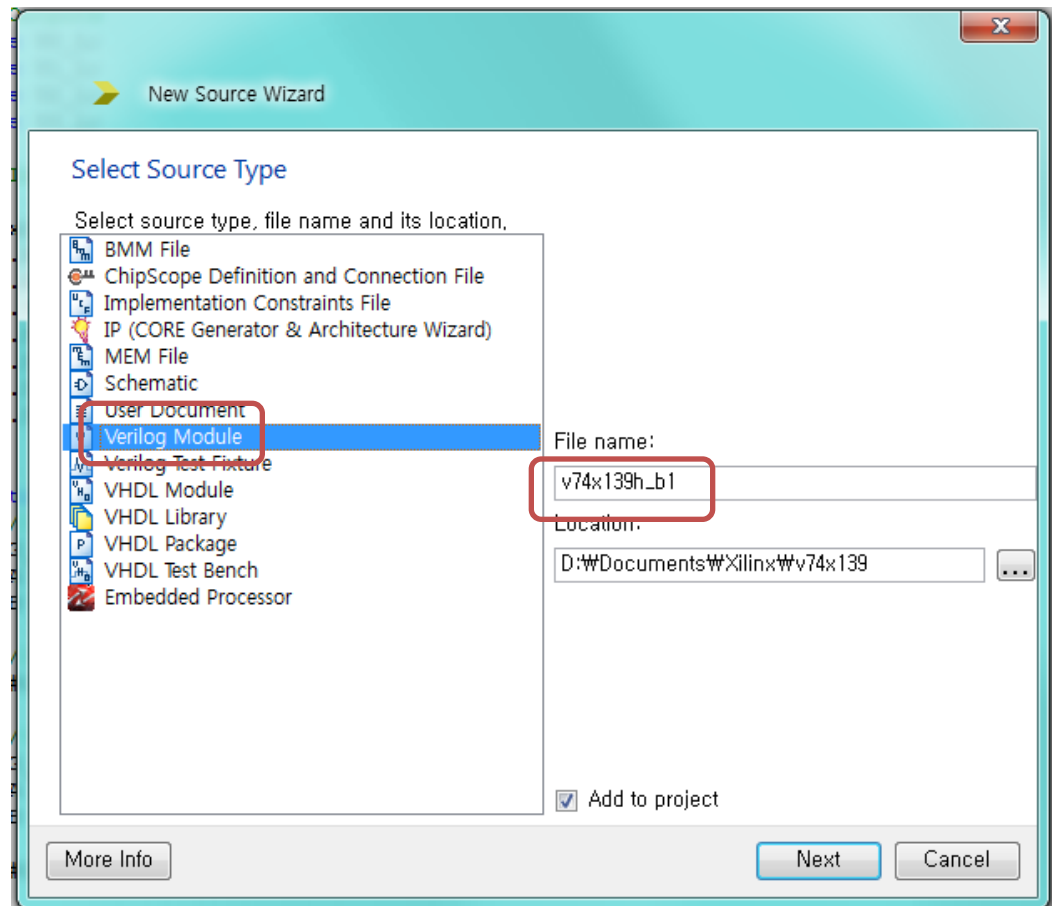
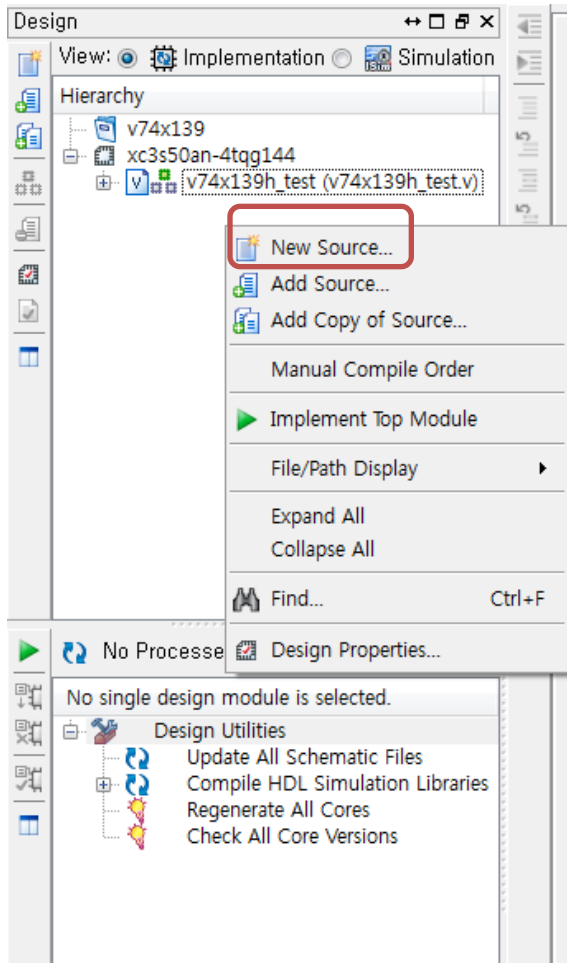


# Simulation result





# Create a new Verilog source



# Re-write a Verilog test bench codes

```
module v74x139h_test;

 // Inputs
 reg G_L;
 reg A;
 reg B;

 // Outputs
 wire[3:0] Y_L1, Y_L2;

 // Instantiate the Unit Under Test (UUT)
 v74x139h_b1 uut (
 .G_L(G_L),
 .A(A),
 .B(B),
 .Y_L(Y_L)
);

 initial begin
 // Initialize Inputs
 G_L = 0;
 A = 0;
 B = 0;

 // Wait 100 ns for global reset to finish
 #100;

 // Add stimulus here
 G_L = 0;
 A = 1;
 B = 0;

 #100 G_L = 0; A = 0; B = 1;
 end
endmodule
```

# Designing 74x139(Dual 2-to-4 decoder)

## ▪ Hierarchical Design ( $2 \times \frac{1}{2}$ 74x139)

- You make higher level module with the modules you already made

```
`timescale 1ns / 1ps

// if you need to include
// 'include "v74x139h_c.v"

module v74x139(
 input G_L1,
 input G_L2,
 input A1,
 input A2,
 input B1,
 input B2,
 output [3:0] Y_L1,
 output [3:0] Y_L2
);

 v74x139h_c U1(.G_L1(G_L1), .A(A1), .B(B1), .Y_L(Y_L1));
 v74x139h_c U2(.G_L1(G_L2), .A(A2), .B(B2), .Y_L(Y_L2));

endmodule
```

# Homework

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# Homework

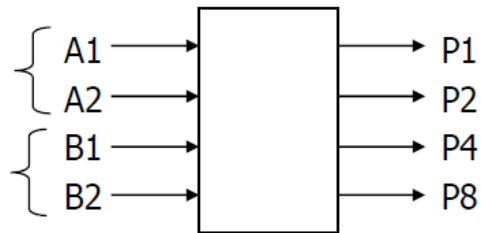
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1. Implement 3-to-8 decoder and simulate it
  - You have to re-use your 2-to-4 decoder implemented in lab
2. Implement 4-to-1 MUX and simulate it
  - Implement in gate and rtl/behavior level
  - Discuss two methods(Pros & Cons, etc.)
3. Implement 16-to-1 MUX and simulate it
  - You have to re-use your 4-to-1 MUX implemented above
4. Given a four-input Boolean function
$$F(A,B,C,D) = \sum m(0,2,4,5,8,10,12,13,14,15),$$
implement the function using a 16-to-1 MUX
  - You have to re-use YOUR 16-to-1 MUX implemented above

# Homework(Cont'd)

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5. Design a 2x2-bit multiplier.
- Implement in Verilog and simulate it



(TIP) This is a 2x2-bit multiplier that generates 4 bit output (whose MSB is P8 and LSB is P1). Note that A2 and B2 are MSBs.

# Report

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- Write a report
  - # of pages doesn't matter
  - Include **codes** and **simulation result**
  - The file size should not exceed 15MB
  - **Due : 7 Oct. (Before class begin at 7:00pm)**

# Appendix

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# An Example: Port Connection

```
module half_adder (x, y, s, c);
input x, y;
output s, c;
// -- half adder body-- //
// instantiate primitive gates
xor xor1 (s, x, y);
and and1 (c, x, y);
endmodule
```

Can only be connected by using positional association

Instance name is optional.

```
module full_adder (x, y, cin, s, cout);
input x, y, cin;
output s, cout;
wire s1, c1, c2; // outputs of both half adders
// -- full adder body-- //
// instantiate the half adder
half_adder ha_1 (x, y, s1, c1);
half_adder ha_2 (.x(cin), .y(s1), .s(s), .c(c2));
or (cout, c1, c2);
endmodule
```

Connecting by using positional association

Connecting by using named association

Instance name is necessary.