

ECE 3300L Lab 3 - 16x1 Multiplexer Using Nested 2x1 MUX with Debounced Toggle Select

Control

By: Raj Gokidi and Priyanka Ravinder

California State Polytechnic University, Pomona

July 2<sup>nd</sup>, 2025

## Introduction

The objective of this lab is to design a 16-to-1 multiplexer using nested 2x1 multiplexers in Verilog and implement it on the Nexys A7 FPGA board. We will create a debouncing circuit and toggle flip-flops to control the multiplexer's select lines using pushbuttons that act like switches. The final design will display the selected input from 16 switches on an LED, with a testbench and lab report documenting the functionality and performance.

## Verilog Code

```
module debounce(  
    input clk,  
    input btn_in,  
    output reg btn_clean  
);  
    reg [2:0] shift_reg;  
    always @(posedge clk) begin  
        shift_reg <= {shift_reg[1:0], btn_in};  
        if (shift_reg == 3'b111)  
            btn_clean <= 1;  
        else if (shift_reg == 3'b000)  
            btn_clean <= 0;  
    end  
endmodule
```

The debounce module filters noisy pushbutton signals to produce a clean, stable output by checking for consistent input over multiple clock cycles.

```

module mux2x1(
    input a, b,
    input sel,
    output y
);
    wire nsel, a1, b1;
    not (nsel, sel);
    and (a1, a, nsel);
    and (b1, b, sel);
    or (y, a1, b1);
endmodule

```

The mux2x1 module implements a 2-to-1 multiplexer in Verilog using gate-level logic to select one of two inputs based on a select signal.

```

module mux16x1(
    input [15:0] in,
    input [3:0] sel,
    output out
);
    wire [7:0] level1;
    wire [3:0] level2;
    wire [1:0] level3;
    // Level 1: 8 mux2x1
    genvar i;
    generate
        for (i = 0; i < 8; i = i + 1) begin : L1
            mux2x1 m1 (.a(in[2*i]), .b(in[2*i+1]), .sel(sel[0]), .y(level1[i]));
        end
        // Level 2: 4 mux2x1
        for (i = 0; i < 4; i = i + 1) begin : L2
            mux2x1 m2 (.a(level1[2*i]), .b(level1[2*i+1]), .sel(sel[1]), .y(level2[i]));
        end
        // Level 3: 2 mux2x1
        for (i = 0; i < 2; i = i + 1) begin : L3
            mux2x1 m3 (.a(level2[2*i]), .b(level2[2*i+1]), .sel(sel[2]), .y(level3[i]));
        end
    endgenerate
    // Level 4: Final mux2x1
    mux2x1 m4 (.a(level3[0]), .b(level3[1]), .sel(sel[3]), .y(out));
endmodule

```

The mux16x1 module constructs a 16-to-1 multiplexer by nesting multiple 2x1 multiplexers to choose one of 16 switch inputs for output on an LED.

```

module toggle_switch(
    input clk,
    input rst,
    input btn_raw,
    output reg state
);
    wire btn_clean;
    reg btn_prev;
    debounce db (.clk(clk), .btn_in(btn_raw), .btn_clean(btn_clean));
    always @(posedge clk) begin
        if (rst) begin
            state <= 0;
            btn_prev <= 0;
        end else begin
            if (btn_clean && !btn_prev)
                state <= ~state;
            btn_prev <= btn_clean;
        end
    end
endmodule

```

The toggle\_switch module uses a debounced button input to toggle a flip-flop state, controlling a single select bit for the multiplexer.

```

module top_mux_lab3(
    input clk,
    input rst,
    input [15:0] SW,
    input btnU, btnD, btnL, btnR,
    output LED0
);
    wire [3:0] sel;
    toggle_switch t0 (.clk(clk), .rst(rst), .btn_raw(btnD), .state(sel[0]));
    toggle_switch t1 (.clk(clk), .rst(rst), .btn_raw(btnR), .state(sel[1]));
    toggle_switch t2 (.clk(clk), .rst(rst), .btn_raw(btnL), .state(sel[2]));
    toggle_switch t3 (.clk(clk), .rst(rst), .btn_raw(btnU), .state(sel[3]));
    mux16x1 mux (.in(SW), .sel(sel), .out(LED0));
endmodule

```

The top\_mux\_lab3 module integrates the toggle switches, multiplexer, and clock to manage input selection and display the result on the FPGA's LED.

```

module tb_mux16x1;
    reg [15:0] in_tb;
    reg [3:0] sel_tb;
    wire out_tb;

    mux16x1 DUT (
        .in(in_tb),
        .sel(sel_tb),
        .out(out_tb)
    );

    integer i;

    initial begin

        in_tb = 16'b0110_1100_0101_1100;
        sel_tb = 4'b0000;

        for (i = 0; i < 16; i = i + 1) begin
            sel_tb = i;
            #10;

            if (out_tb !== in_tb[i])
                $fatal(1, "FAIL: sel=%0d | out=%b", i, out_tb);
            else
                $display("PASS: sel=%0d | out=%b", i, out_tb);
        end

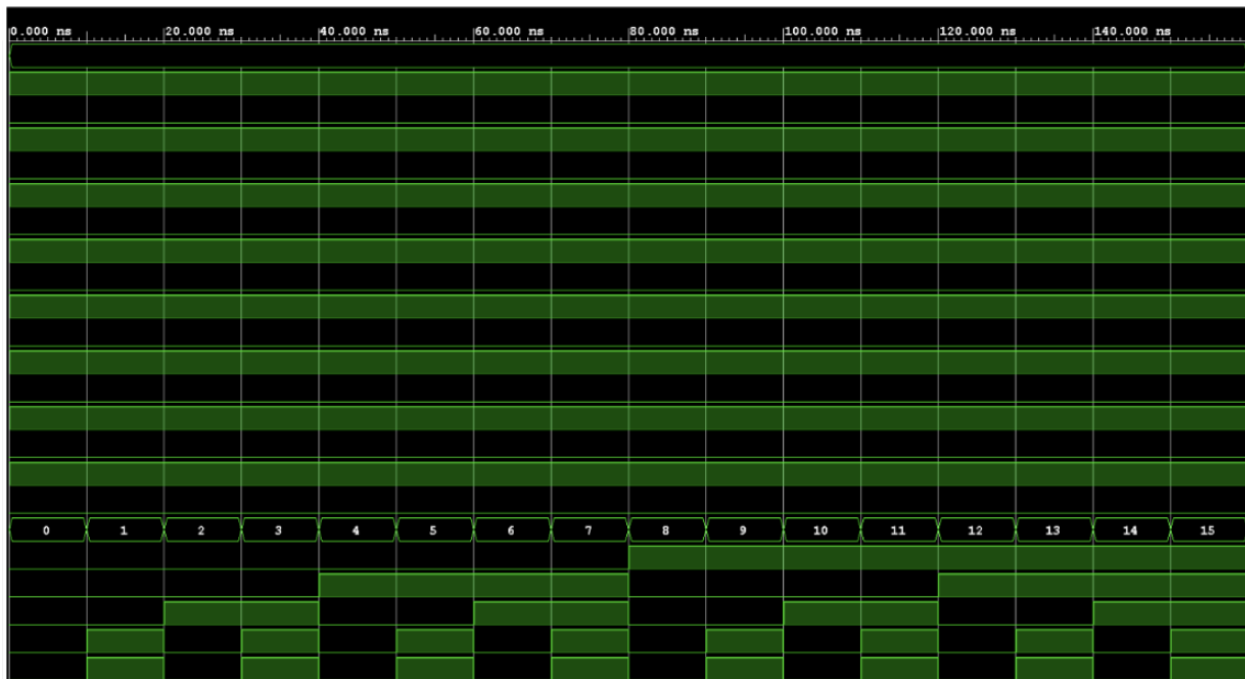
        $display("tests finished successfully.");
        $finish;
    end

endmodule

```

The tb\_mux16x1 module tests the 16-to-1 multiplexer by applying a fixed 16-bit input pattern, cycling through all select line combinations, and verifying the output matches the expected input bit in a Verilog simulation.

### Waveform from Test Bench



### LUT and Utilization

Resource	Utilization	Available	Utilization %
LUT	12	63400	0.02
FF	24	126800	0.02
IO	23	210	10.95

### Partner Contributions

Priyanka Ravinder: Verilog Code, Demo 50%

Raj Gokidi: Testbench, Simulation, Report 50%

Youtube link: <https://youtu.be/pP9wt5KdOU4>

Demo link: <https://youtu.be/cvyDauht9zE> (for some reason the original link's demo is very blurry)

