

## Part 1: Gate-level & Behavioral 3-to-8 decoder

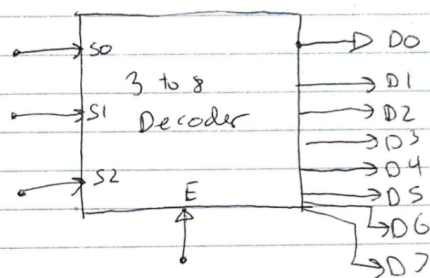
### Design Diagram:

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Project 1

- 1) Behavior level of 3-to-8 decoder (one verilog module) (one-hot)
- 2) Gate level of 3-to-8 decoder (using basic modules)

3-to-8 decoder



S0	S1	S2	E	D0	D1	D2	D3	D4	D5	D6	D7
x	x	x	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0	0	1
0	0	1	1	0	0	0	0	0	0	1	0
0	1	0	1	0	0	0	0	0	1	0	0
0	1	1	1	0	0	0	0	1	0	0	0
1	0	0	1	0	0	0	1	0	0	0	0
1	0	1	1	0	0	1	0	0	0	0	0
1	1	0	1	0	1	0	0	0	0	0	0
1	1	1	1	1	0	0	0	0	0	0	0

$$D0 = \overline{S0} \overline{S1} \overline{S2}$$

$$D4 = \overline{S0} S1 S2$$

$$D1 = \overline{S0} S1 \overline{S2}$$

$$D5 = \overline{S0} S1 S2$$

$$D2 = \overline{S0} \overline{S1} S2$$

$$D6 = \overline{S0} \overline{S1} \overline{S2}$$

$$D3 = \overline{S0} \overline{S1} \overline{S2}$$

$$D7 = \overline{S0} S1 \overline{S2}$$

### 3-to-8 Decoder Gate level

```
// Mark Mitri
// ECE201
// Project 1
// 3 to 8 Decoder gate level

module threeto8decoder_gatelevel(input s0,input s1,input s2, output [7:0] dOut);

    assign dOut[0]=and(~s0,~s1,~s2);
    assign dOut[1]=and(~s0,~s1,s2);
    assign dOut[2]=and(~s0,s1,~s2);
    assign dOut[3]=and(~s0,s1,s2);
    assign dOut[4]=and(s0,~s1,s2);
    assign dOut[5]=and(s0,~s1,s2);
    assign dOut[6]=and(s0,s1,~s2);
    assign dOut[7]=and(s0,s1,s2);

endmodule
```

```
// Mark Mitri
// ECE201 Project 1
// 3 to 8 decoder gate level

module threeto8decoder_gatelevel_testbench;
    reg s0;
    reg s1;
    reg s2;
    wire [7:0] dOut;

    threeto8decoder_gatelevel uut ( .s0(s0),.s1(s1),.s2(s2),.dOut(dOut) );

    initial begin
        s0=1'b0;s1=1'b0;s2=1'b0;
        #100 s0=1'b0;s1=1'b0;s2=1'b0;
        #100 s0=1'b0;s1=1'b0;s2=1'b1;
        #100 s0=1'b0;s1=1'b1;s2=1'b0;
        #100 s0=1'b0;s1=1'b1;s2=1'b1;
        #100 s0=1'b1;s1=1'b0;s2=1'b0;
        #100 s0=1'b1;s1=1'b0;s2=1'b1;
        #100 s0=1'b1;s1=1'b1;s2=1'b0;
        #100 s0=1'b1;s1=1'b1;s2=1'b1;
    end
```

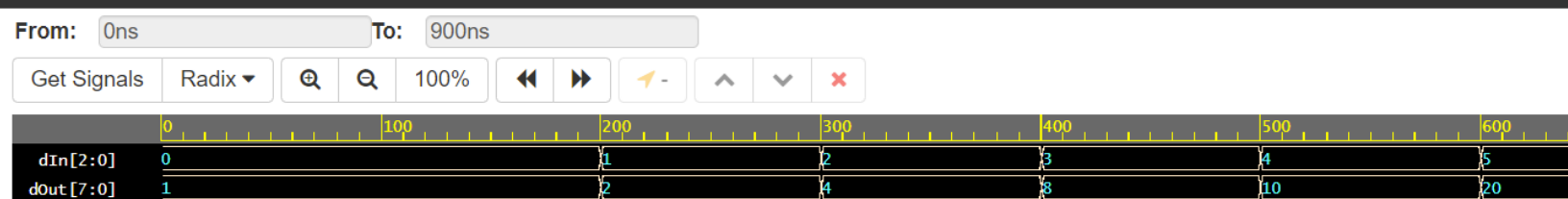
```

end

initial begin
    $monitor ("%t | s0 = %d| s1 = %d| s2 = %d| dOut = %d", $time, s0, s1, s2, dOut);
    $dumpfile("dump.vcd");
    $dumpvars(1);
    end
endmodule

```

## EPWave



Note: To revert to EPWave opening in a new browser window, set that option on your user page.

### 3-to-8 Decoder Behavioral

```

// Mark Mitri
// ECE201 Project 1
// Part 1
// 3-8 decoder behavioral

module threeTo8decoder_behavioral(dIn,dOut);
    input [2:0] dIn;
    output reg [7:0] dOut;

    always @(dIn)
        case (dIn)
            3'b000 : dOut = 8'b00000001;
            3'b001 : dOut = 8'b00000010;
            3'b010 : dOut = 8'b00000100;
            3'b011 : dOut = 8'b00001000;
            3'b100 : dOut = 8'b00010000;
            3'b101 : dOut = 8'b00100000;
            3'b110 : dOut = 8'b01000000;

```

```

        3'b111 : dOut = 8'b10000000;
        default : dOut = 8'b00000000;
    endcase
endmodule

// Mark Mitri
// ECE201 Project 1
// Part 1
// 3-8 decoder behavioral
// testbench

module threeTo8decoder_behavioral_tb;
    reg [2:0] dIn;
    wire [7:0] dOut;

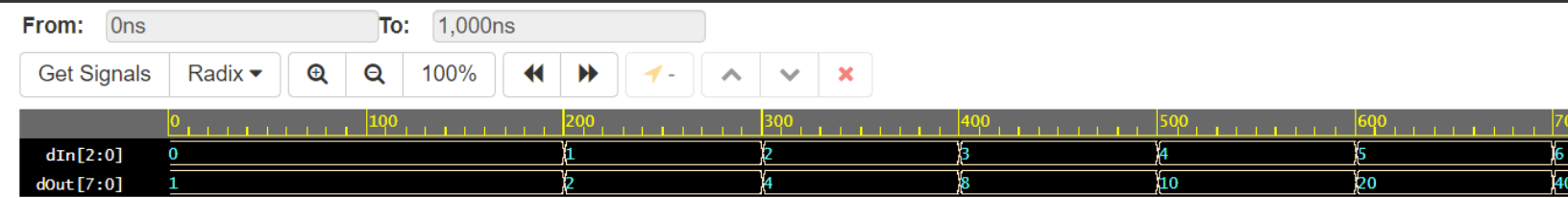
    threeTo8decoder_behavioral uut (.dIn(dIn), .dOut(dOut));

    initial begin
        $dumpfile("dump.vcd");
        $dumpvars(1);
        dIn = 0; #100;
        dIn = 3'b000; #100;
        dIn = 3'b001; #100;
        dIn = 3'b010; #100;
        dIn = 3'b011; #100;
        dIn = 3'b100; #100;
        dIn = 3'b101; #100;
        dIn = 3'b110; #100;
        dIn = 3'b111; #100;
        #100 $stop;
    end

    initial begin
        $monitor ("%t | dIn = %d| dOut = %d", $time, dIn, dOut);
        $dumpfile("dump.vcd");
        $dumpvars(1);
    end
endmodule

```

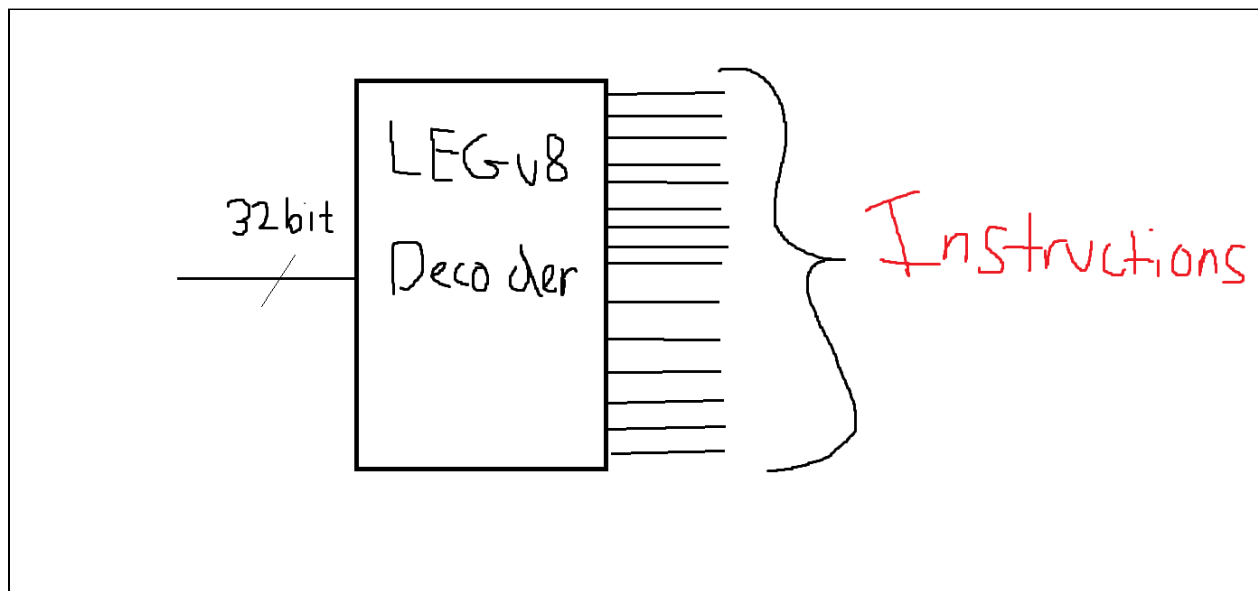
## EPWave



Note: To revert to EPWave opening in a new browser window, set that option on your user page.

## Part 2: LEGv8 Decoder

### Design Diagram



### LEGv8 Decoder Code

```
// Mark Mitri  
// ECE 201 Project 1  
// Part 2  
// 32bit LEGv8 Decoder
```

```
/*
```

```
Outputs: AND, ADD, ORR, ADDS, EOR, SUB, LSR,  
         LSL, BR, ANDS, SUBS, ORRI, EORI, ADDI  
         ANDI, ADDIS, SUBI, SUBIS, ANDIS, B, BL
```

```
* From Computer Organization and Design Textbook: Fig. 2.20
```

Instruction	Opcode	Opcode Size	Instruction Format
AND	10001010000	11	R-Format
ADD	10001011000	11	R-Format
ORR	10101010000	11	R-Format
ADDS	10101011000	11	R-Format
EOR	11101010000	11	R-Format
SUB	11001011000	11	R-Format
LSR	11010011010	11	R-Format
LSL	11010011011	11	R-Format
BR	11010110000	11	R-Format
ANDS	11101010000	11	R-Format
SUBS	11101011000	11	R-Format
ORRI	1011001000	10	I-Format
EORI	1101001000	10	I-Format
ADDI	1001000100	10	I-Format
ANDI	1001001000	10	I-Format
ADDIS	1011000100	10	I-Format
SUBI	1101000100	10	I-Format
SUBIS	1111000100	10	I-Format
ANDIS	1111001000	10	I-Format
B	000101	06	B-Format
BL	100101	06	B-Format

```
*/
```

```
module legV8decoder(bus, instruction);
```

```
    input [31:0] bus;
```

```
    input opcodeSix = [31:25] bus;
```

```
    input opcodeEleven = [31:20] bus;
```

```
    output reg [7:0] instruction;
```

```
    if(//opcode length == 6)
```

```
        // always block for opcode length 6 instructions
```

```
        always @(bus)
```

```
        begin
```

```
            case(bus)
```

```
                6'b000101:instruction = 6'b000001; // Instruction = B
```

```
                6'b100101:instruction = 6'b000010; // Instruction = BL
```

```

        default:instruction = 6'b000000;
    endcase
else if(//opcode length == 10)
    begin
        // always block for opcode length 10 instructions
        always @(bus) begin
            case(bus)
                10'b1011001000:instruction = 6'b000011; // Instruction = ORRI
                10'b1101001000:instruction = 6'b000100; // Instruction = EORI
                10'b1001000100:instruction = 6'b000101; // Instruction = ADDI
                10'b1001001000:instruction = 6'b000110; // Instruction = ANDI
                10'b1011000100:instruction = 6'b000111; // Instruction = ADDIS
                10'b1101000100:instruction = 6'b001000; // Instruction = SUBI
                10'b1111000100:instruction = 6'b001001; // Instruction = SUBIS
                10'b1111001000:instruction = 6'b001010; // Instruction = ANDIS
                default:instruction = 6'b000000;
            endcase
        end
    end if(//opcode length == 11)
    begin
        // always block for opcode length 11 instructions
        always @(bus) begin
            case(bus)
                11'b10001010000:instruction = 6'b001011; // Instruction = AND
                11'b10001011000:instruction = 6'b001100; // Instruction = ADD
                11'b10101010000:instruction = 6'b001101; // Instruction = ORR
                11'b10101011000:instruction = 6'b001110; // Instruction = ADDS
                11'b11010101000:instruction = 6'b001111; // Instruction = EOR
                11'b11001011000:instruction = 6'b010000; // Instruction = SUB
                11'b11010011010:instruction = 6'b010001; // Instruction = LSR
                11'b11010011011:instruction = 6'b010010; // Instruction = LSL
                11'b11010110000:instruction = 6'b010011; // Instruction = BR
                11'b11010101000:instruction = 6'b010100; // Instruction = ANDS
                11'b11010110000:instruction = 6'b010101; // Instruction = SUBS
                default: instruction = 6'b000000;
            endcase
        end
    end else
endmodule

```

```

// Mark Mitri
// ECE 201 Project 1
// Part 2
// 32bit LEGv8 Decoder
// Testbench

```

```
module legV8decoder;
  reg [31:0] bus;
  reg [31:25] opcodeSix;
  reg [31:20] opcodeEleven;
  wire instruction;

  legV8decoder uut(.bus(bus), .opcodeSix(opcodeSix), .opcodeEleven(opcodeEleven),
    .instruction(instruction));

  initial begin
    $dumpfile("dump.vcd");
    $dumpvars(1);

  end
endmodule
```

The LEGv8 Decoder was the hardest part for me. I left the parts of the code that I didn't understand how to accomplish and I also was not sure of how to do the testbench.