ECE 271

Digital Logic Design Final Project

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1 Project Description

Intro to Project paragraph. The inputs and outputs of the overall design immediately follow. An overall description diagram is then shown in **Figure 1** and a hardware diagram is shown in **Figure 2**.

• Inputs: inputs

• Outputs: outputs

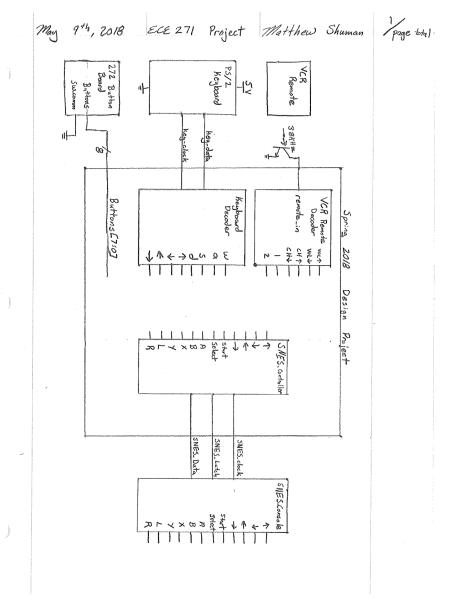


Figure 1: This image is legible, and conveys the point of the design. Your image can be hand drawn, but it must have straight lines, use your OSU ID. I don't recommend drafting this on the computer, because there aren't any decent tools to draw these block diagrams quickly.

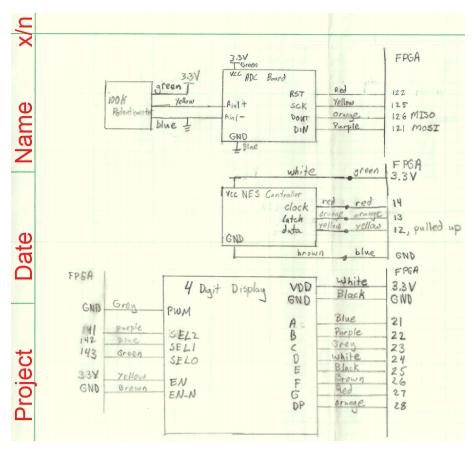


Figure 2: The hardware diagram shows which pins are used on the FPGA, module boards, and relevant supply voltages for the different pieces of hardware used in the system.

2 High Level Description

Top level introduction. The input and output specifications follow, a toplevel diagram follows in **Figure 3**, and the simulation results follow in **Figure 4**.

• Inputs: inputs

• Outputs: outputs

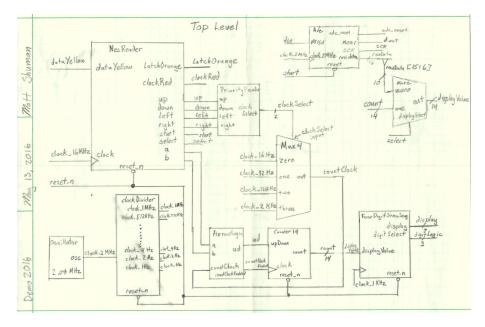


Figure 3: The top level design for the project. This would be improved by combining the priority encoder and Mux4 into a single clock select block. Combining the ArrowLogic and Counter14 would also make this diagram better. Use chapter 1 concepts wisely on this diagram, specifically hierarchy, modularity, regularity, and discipline.

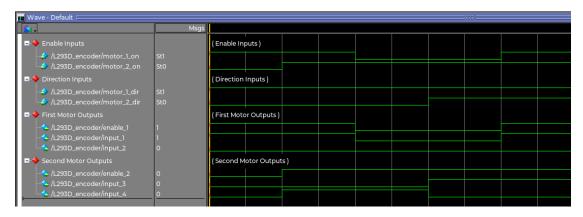


Figure 4: The simulation results of the top level design for the project.

The following subsections will discuss the inputs, outputs, designs, and simulation results of all elements of the design at two levels of scrutiny: functional units and individual blocks of digital logic.

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2.1 DisplaysDecoder Functional Unit

The DisplayDecoder Module converts a 4-bit input value into a display value on the seven segment display of the FPGA. The DisplayDecoder is able to output a hexadecimal display value between 0 and F. A block diagram of the unit follows in **Figure A** and the simulation results for the unit follows in **Figure B**.

- Inputs: The DisplayDecoder module takes a 4-bit binary value input, data, as its only input.
- Outputs: The DisplayDecoder module outputs a 7-bit binary value that is used to activate specific segments in the FPGA seven segment display.

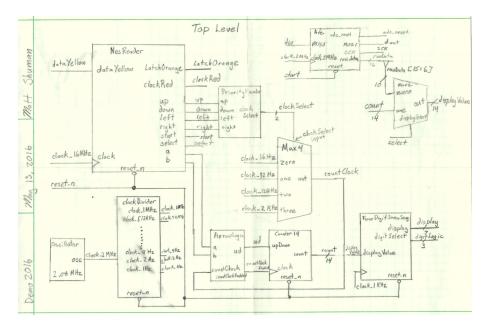


Figure 5: The logic design of the DisplayDecoder functional unit used in the final design.

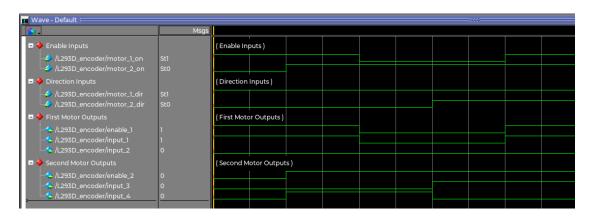


Figure 6: The simulation results for the Display Decoder Module.

2.2 vcr decoder Functional Unit

The vcr_decoder module converts an IR signal sent from a VCR remote into a decimal value between 0 and 9. A block diagram of the unit follows in **Figure A**, the simulation results for the unit follows in **Figure B**, and the details for each individual block comprising the unit follow after.

- Inputs: The vcr_decoder module two inputs, clk and IR. clk is a 10 KHz clock signal that is used to drive the module. IR is the Infrared signal coming from the VCR remote that will be translated by the module.
- Outputs: The vcr_decoder module has a single output, displayValue, which is the 0-9 representing the IR signal that was received by the module as input.

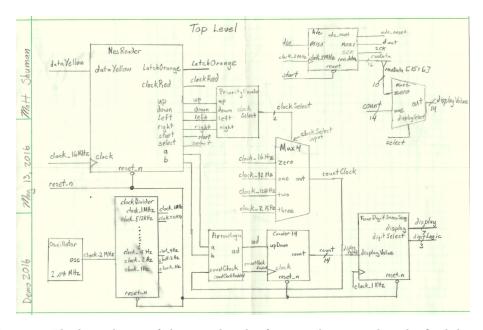


Figure 7: The logic design of the vcr_decoder functional unit used in the final design.



Figure 8: The simulation results of the vcr decoder Functional Unit.

2.2.1 ReadState Module

Introduction to individual block. The input and output specifications follow, as well as the block diagram (**Figure C**), and simulation results **Figure D** for the individual block.

• Inputs: inputs

• Outputs: outputs

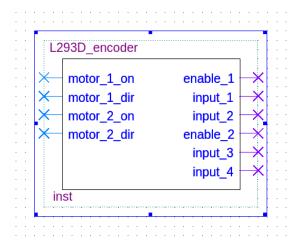


Figure 9: The block symbol of the (NAME) individual block used in the (NAME) functional unit.

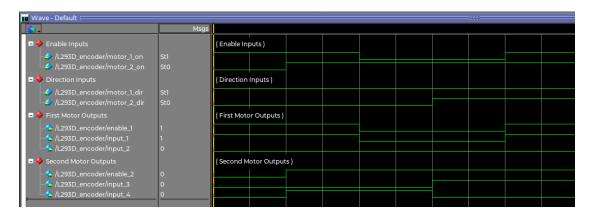


Figure 10: The simulation results of the (NAME) individual block used in the (NAME) functional unit.

A SystemVerilog Files

This appendix will list the System Verilog code used for each block used in the design project. Generate me!

B Simulation Files (Do Scripts)

This appendix will list the Do Scripts used to simulate each block used in the design project. Generate me!