

Lab. 03

Logic Design Lab.

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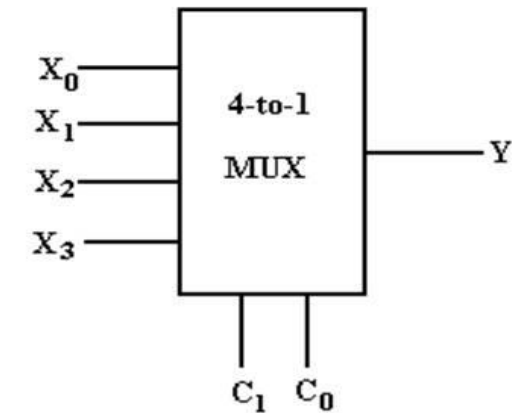
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- **Encoder, Decoder**
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 - Implement a Decoder using Verilog
 - Implement a 3-to-8 Decoder using a 2-to-4 Decoder

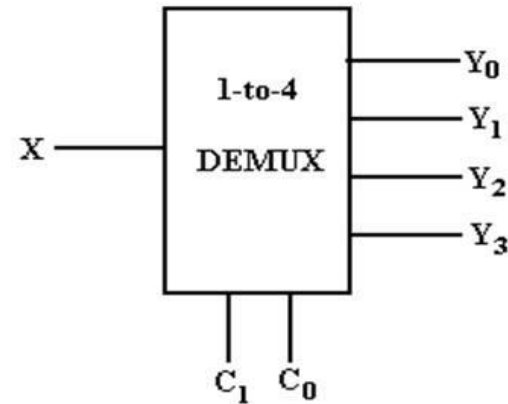
Multiplexer, Demultiplexer

Multiplexer and Demultiplexer



C_1	C_0	M
0	0	X_0
0	1	X_1
1	0	X_2
1	1	X_3

- 2^n inputs, 1 outputs
- Selection lines exist

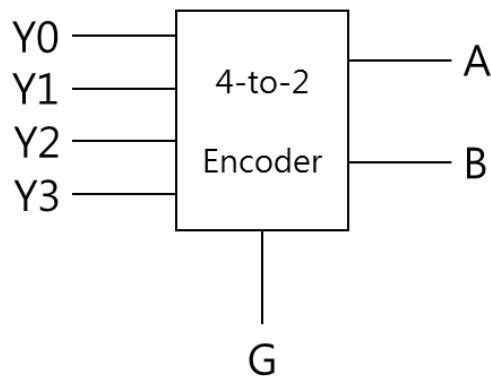


C_1	C_0	Selected Output
0	0	$Y_0 = X$ Other outputs 0
0	1	$Y_1 = X$ Other outputs 0
1	0	$Y_2 = X$ Other outputs 0
1	1	$Y_3 = X$ Other outputs 0

- 1 inputs, 2^n outputs
- Selection lines exist

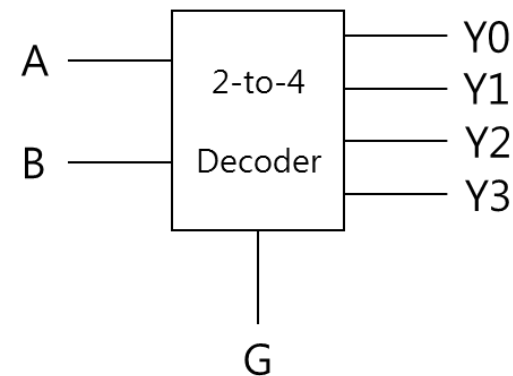
Encoder, Decoder

Encoder, Decoder



G	Y0	Y1	Y2	Y3	A	B
1	1	0	0	0	0	0
1	0	1	0	0	0	1
1	0	0	1	0	1	0
1	0	0	0	1	1	1

- 2^n inputs, n outputs
- Outputs the binary value of the selected input
- No selection lines exist



G	A	B	Y0	Y1	Y2	Y3
1	0	0	1	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	1	0
1	1	1	0	0	0	1

- n inputs, 2^n outputs
- Selects one of 2^n outputs by decoding the binary value on the n inputs
- No selection lines exist

Verilog

Overview

- Hardware description languages (HDLs)
 - We will focus on **Verilog**
- Verilog Basics
 - **Verilog Notations**
 - **Verilog Operators**
 - **Verilog Keywords & Constructs**
- Types of programming (description)
 - **Structural** description
 - **Data-flow style** description
 - **Behavioral** description

FPGA development process

- FPGA(Field-Programmable Gate Array)

Requirements
Specification



RTL Design



Synthesis

Gate-level
Design



Place & Route

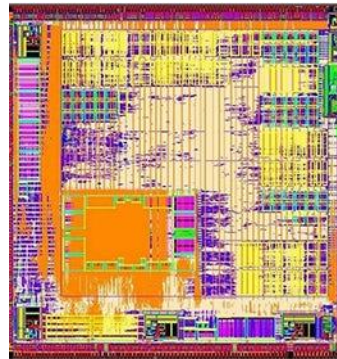
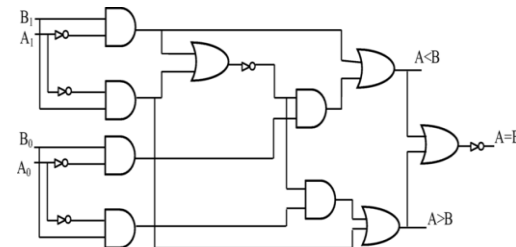
Layout



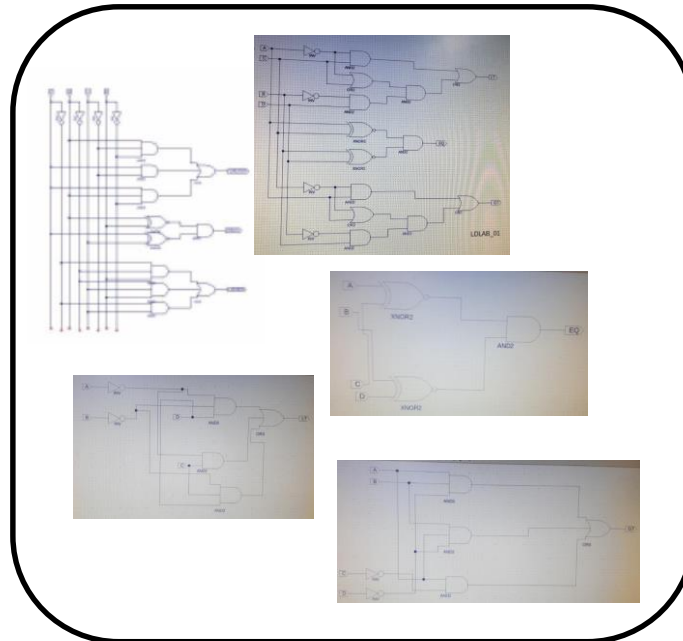
Download

FPGA

```
p_synchronous_reset : process (clk) is
begin
  if rising_edge(clk) then
    if rst = '1' then
      q <= '0';
    else
      q <= d;
    end if;
  end if;
end process p_synchronous_reset;
```



Hardware description languages (HDLs)



2-bit Comparator

- Hard to understand
- Too many papers...
 - ➔ **Let's make standard HDL !**

Verilog Basics : Verilog Notations (1)

- Verilog is **Hardware Description** Language
- Verilog is:
 - Case sensitive
 - Based on the programming language C
- Comments:
 - `// this is a comment` Single line
 - `/* this is a comment */` Multiple line
- Statement terminator:
 - Every statement should be terminated with ; (semi-colon)

Verilog Basics : Verilog Notations (2)

■ Literals

- **[bit_size]'[base_format][value]**

Example > below literals represent same value

8'b10100001

8'hA1

8'd161

■ Identifiers

- **Scalar (always 1 bit)**

Example > below identifiers are similar with single variable in C

A, B, myA, myB...

- **Vector (bit size is specified as [high_bit:low_bit])**

Example > below identifiers are similar with array variable in C

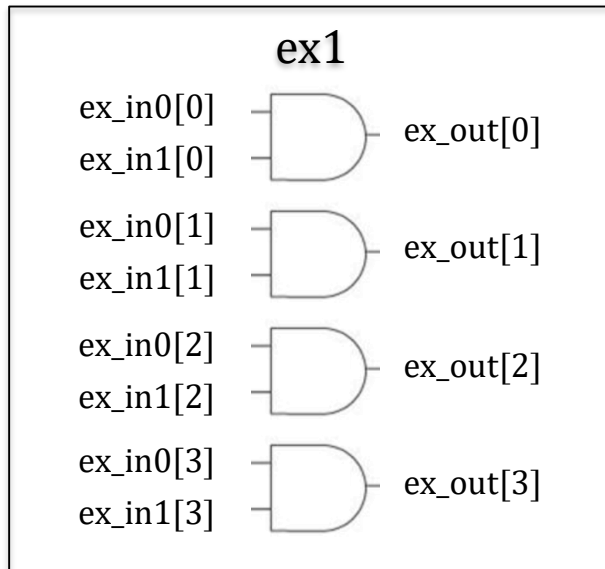
arrA[7:0], arrB[15:0], arrMyA[7:0], arrMyB[15:0]...

Verilog Basics : Verilog Operators (1)

■ Bitwise Operators

- ~ NOT
- & AND
- | OR
- ^ XOR

Example >



```
35 module ex1 (
36     input [3:0] ex_in0,
37     input [3:0] ex_in1,
38     output [3:0] ex_out
39 )
40
41     assign ex_out = ex_in0 & ex_in1;
42
43 endmodule
```

Verilog Basics : Verilog Operators (2)

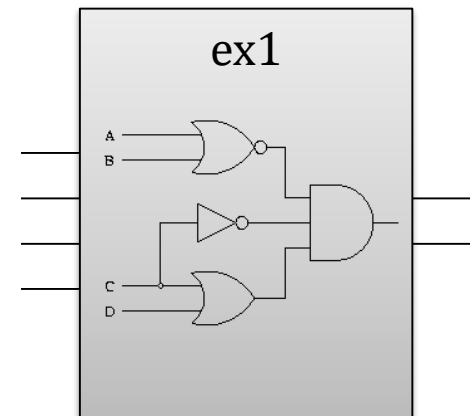
- Logical & Relational Operators
 - &&, |, ==, !=, >=, <=, >, <, etc.
- Arithmetic Operators
 - +, -, etc.
- Conditional Operators
 - Condition ? expression1 : expression2;
- Concatenation, Shift, Reduction...

Verilog Basics : Verilog Keywords & Constructs (1)

- Module declaration
 - Start with `module`, end with `endmodule`
- Module IO port declaration
 - Inputs use keyword, `input`, Outputs use keyword `output`.

Example >

```
21 module ex1(  
22     input ex_in0_scalar,  
23     input ex_in1_scalar,  
24     output ex_out_scalar,  
25     input [3:0] ex_in0_vector,  
26     input [3:0] ex_in1_vector,  
27     output [3:0] ex_out_vector  
28 );  
29  
30     assign ex_out_scalar = ex_in0_scalar & ex_in1_scalar;  
31     assign ex_out_vector = ex_in0_vector & ex_in1_vector;  
32  
33 endmodule
```



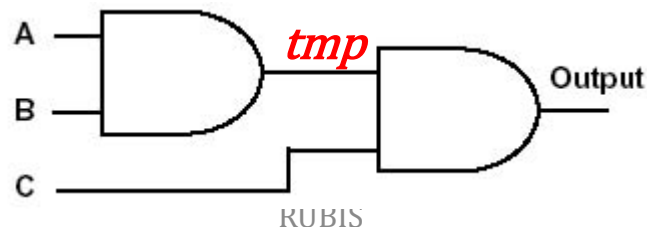
Verilog Basics : Verilog Keywords & Constructs (2)

■ Wire Declaration

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

Example >

```
21 module ex1 (  
22     input A,  
23     input B,  
24     input C,  
25     output Output  
26 );  
27  
28     wire tmp;  
29  
30     assign tmp = A & B;  
31     assign Output = tmp & C;  
32  
33 endmodule
```



Verilog Basics : Verilog Keywords & Constructs (3)

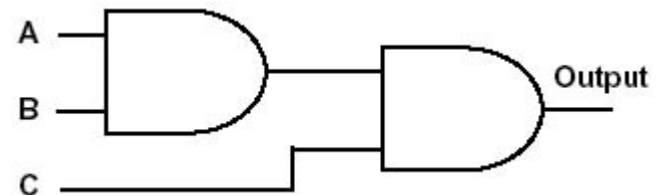
■ Primitive Gates

- not, and, or, nand, nor, xor, xnor
- **Syntax:**

[gate_operator] [instance_identifier] [(output, input_1, input_2, ...)]

Example >

```
21 module ex1 (  
22     input A,  
23     input B,  
24     input C,  
25     output Output  
26 );  
27  
28     wire tmp;  
29  
30     and (tmp, A, B);  
31     and (Output, tmp, C);  
32  
33 endmodule
```



Verilog Basics : Verilog Keywords & Constructs (4)

■ Process

- The body of a process consists of procedural statement to make desired outputs from inputs as like a common programming
 - **initial** – executes only once beginning at $t = 0$.
 - **Syntax:**
`initial Statement;`
 - **Example >**
`initial begin`
 `Statement;`
 `Statement;`
 `...`
`end`
 - **always** – executes at $t = 0$ and repeatedly thereafter following repeat conditions.
 - **Syntax:**
`always Repeat condition`
 `Statement;`
 - **Example >**
`always Repeat condition begin`
 `Statement;`
 `Statement;`
 `...`
`end`

Verilog Basics : Verilog Keywords & Constructs (5)

- 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
	@(posedge a) @(negedge a)	Wait until signal 'a' is changed to '1' 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: $C \leq A + B$;
 - Evaluate right-hand sides, but do not make any assignment until all right-hand sides evaluated. Execute concurrently unless delays are specified.

Verilog Basics : Verilog Keywords & Constructs (6)

Examples > blocking vs. Non-blocking

Always @(*)

```
begin
  B = A;
  C = B;
end
```

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

Always @(*)

```
begin
  B <= A;
  C <= B;
end
```

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

Verilog Basics : Verilog Keywords & Constructs (7)

- Because of the use of procedural rather than continuous assignment statements, assigned values must be retained over time.
 - Register type: `reg`
 - The `reg` in contrast to `wire` stores values between executions of the process
 - A `reg` type does not imply hardware storage!

Verilog Basics : Verilog Keywords & Constructs (8)

■ Conditional constructs

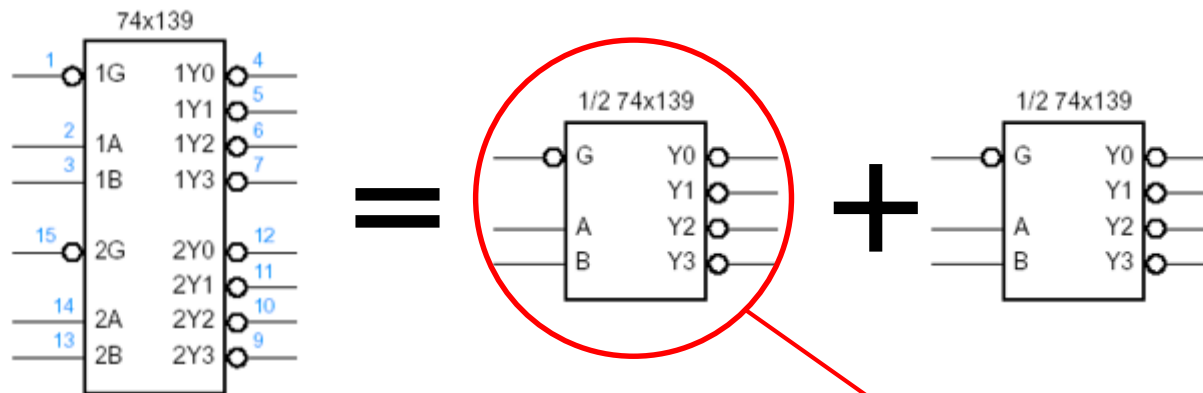
- The **if-else**
 if (*condition*)
 begin *procedural statements* **end**
 {**else if** (*condition*)
 begin *procedural statements* **end**}
 else
 begin *procedural statements* **end**
- The **case**
 case expression
 {**case** expression : statements}
 endcase;

Types of programming (description)

- Describe hardware at varying levels of abstraction
 - **Structural description**
 - Textual replacement for schematic
 - **Data-flow style description**
 - Textual replacement of truth table
 - **Behavioral/functional description**
 - Define just WHEN, WHAT, not HOW

Tutorials

1. Design Structure



New Source Wizard

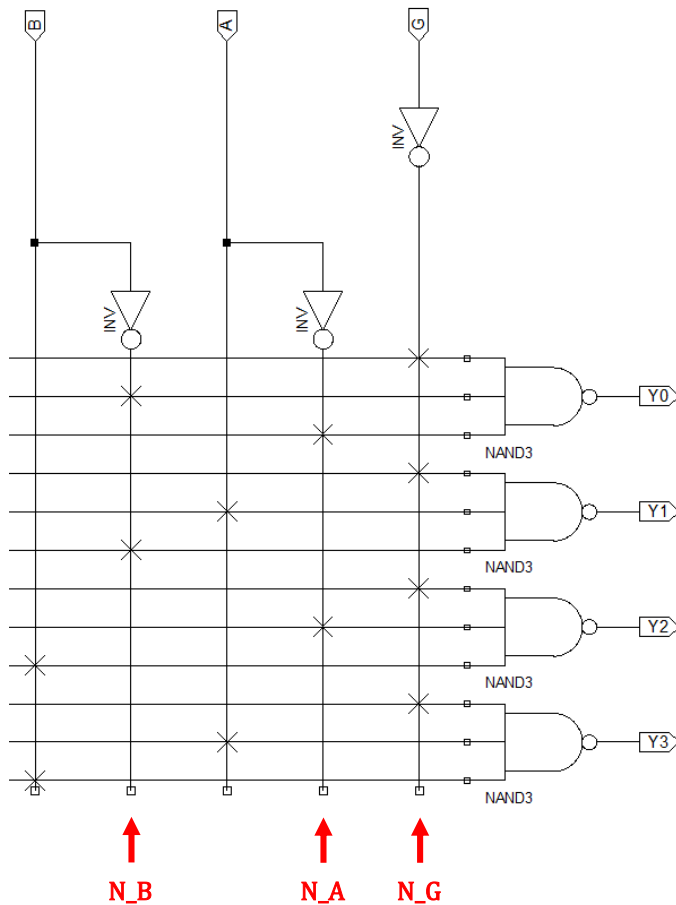
Define Module
Specify ports for module.

Module name: v74x139h

Port Name	Direction	Bus	MSB	LSB
G	input	<input type="checkbox"/>		
A	input	<input type="checkbox"/>		
B	input	<input type="checkbox"/>		
Y	output	<input checked="" type="checkbox"/>	3	0
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		

```
3 module v74x139h(  
4     input G,  
5     input A,  
6     input B,  
7     output [3:0] Y  
8 );  
9  
10  
11 endmodule
```

2-1. Structural Description



```
3 module v74x139h(  
4     input G,  
5     input A,  
6     input B,  
7     output [3:0] Y  
8 );  
9  
10 wire N_A, N_B, N_G;  
11  
12 not T1(N_G, G);  
13 not T2(N_A, A);  
14 not T3(N_B, B);  
15  
16 nand T4(Y[0], N_G, N_A, N_B);  
17 nand T5(Y[1], N_G, A, N_B);  
18 nand T6(Y[2], N_G, N_A, B);  
19 nand T7(Y[3], N_G, A, B);  
20  
21 endmodule
```

Textual representation of schematic

2-2. Data Flow Description

B	A	G	Y[3:0]
0	0	0	1110
0	1	0	1101
1	0	0	1011
1	1	0	0111
0	0	1	1111
0	1	1	1111
1	0	1	1111
1	1	1	1111

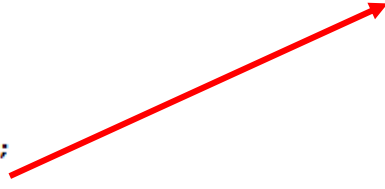
```
3 module v74x139h(  
4     input G,  
5     input A,  
6     input B,  
7     output [3:0] Y  
8 );  
9  
10 wire [1:0] sel;  
11 wire [3:0] out;  
12  
13 assign sel = {B, A};  
14 assign Y = ~out;  
15  
16 assign out = (sel == 2'b00 && G == 1'b0) ? 4'b0001 :  
17              (sel == 2'b01 && G == 1'b0) ? 4'b0010 :  
18              (sel == 2'b10 && G == 1'b0) ? 4'b0100 :  
19              (sel == 2'b11 && G == 1'b0) ? 4'b1000 :  
20              4'b0000;  
21  
22 endmodule
```

Textual representation of truth table

2-3. Behavioral Description

```
3 module v74x139h(  
4     input G,  
5     input A,  
6     input B,  
7     output [3:0] Y  
8 );  
9  
10 wire [1:0] sel;  
11 reg [3:0] out;  
12  
13 assign sel = {B, A};  
14 assign Y = ~out;  
15  
16 always@(G or sel) When?  
17     begin  
18         if (G == 1'b0)  
19             begin  
20                 case(sel)  
21                     2'b00 : out = 4'b0001;  
22                     2'b01 : out = 4'b0010;  
23                     2'b10 : out = 4'b0100;  
24                     2'b11 : out = 4'b1000;  
25                 endcase  
26             end  
27  
28  
29  
30  
31     end  
32  
33 endmodule
```

If there is no else-block,
reg out will be synthesized as storage



Which action?

2-4. Unify Modules

```
3 module v74x139(  
4     input G1,  
5     input G2,  
6     input B1,  
7     input B2,  
8     input A1,  
9     input A2,  
10    output [3:0] Y1,  
11    output [3:0] Y2  
12    );  
13  
14    v74x139h T1(.G(G1), .A(A1), .B(B1), .Y(Y1));  
15    v74x139h T2(.G(G2), .A(A2), .B(B2), .Y(Y2));  
16  
17 endmodule
```

It is same as using gate primitives

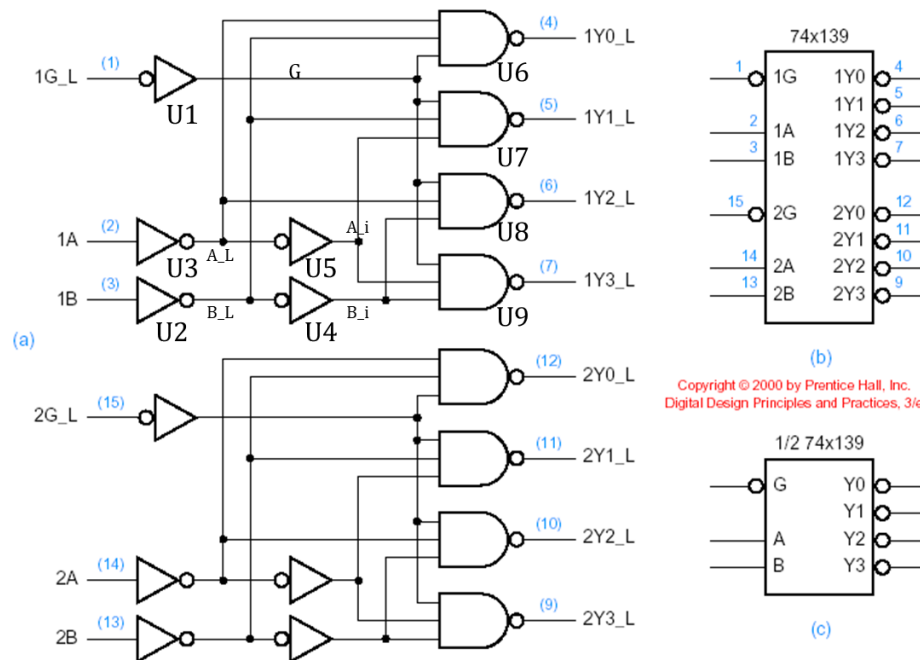
Lab

Today

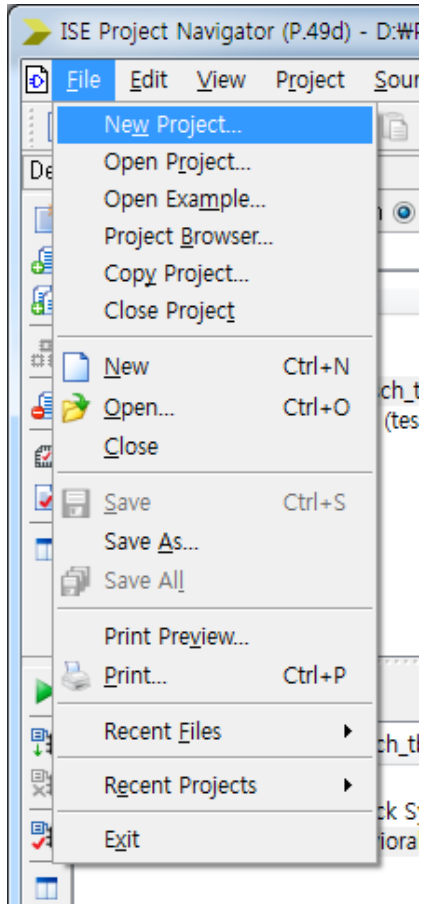
1. Design a 74x139 using Verilog.

- 1) Practice all the designing methods for half 74x139 each and simulate them
- 2) Implement a 74x139 and simulate it

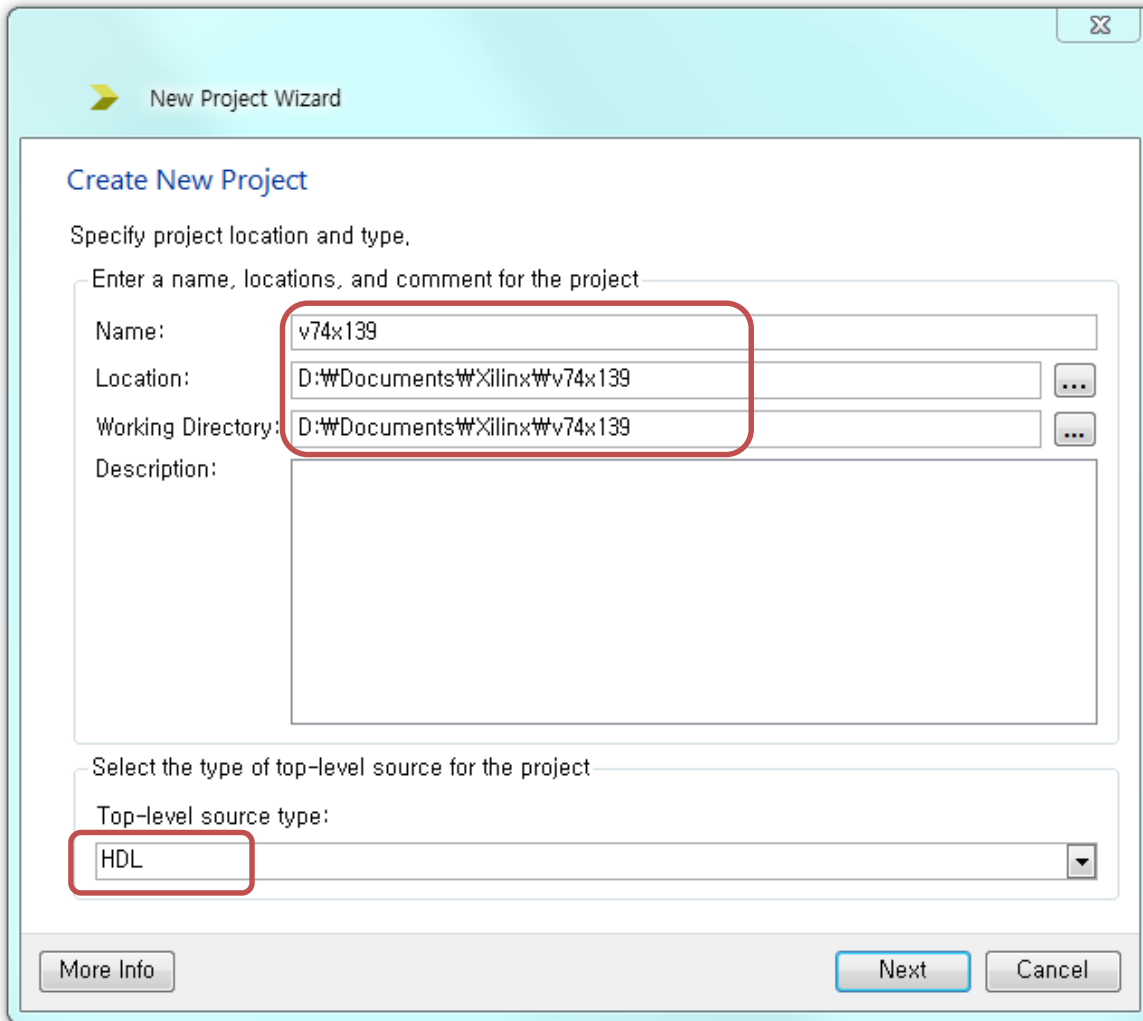
2. Design a 3-to-8 decoder using 2-to-4 decoders only and simulate it. (one of 3 designing methods)



Create a new Verilog project



Set the project name, location, type



The image shows a 'New Project Wizard' dialog box. It has a title bar with a yellow arrow icon and the text 'New Project Wizard'. Below the title bar, the text 'Create New Project' is displayed. The main area contains two sections. The first section is titled 'Specify project location and type.' and contains a sub-section 'Enter a name, locations, and comment for the project'. This section has four input 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 empty. The second section is titled 'Select the type of top-level source for the project' and contains a sub-section 'Top-level source type:' with a dropdown menu showing 'HDL'. At the bottom of the dialog, there are three buttons: 'More Info', 'Next', and 'Cancel'. Red rectangles highlight the 'Name', 'Location', 'Working Directory', and 'Top-level source type' fields.

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:

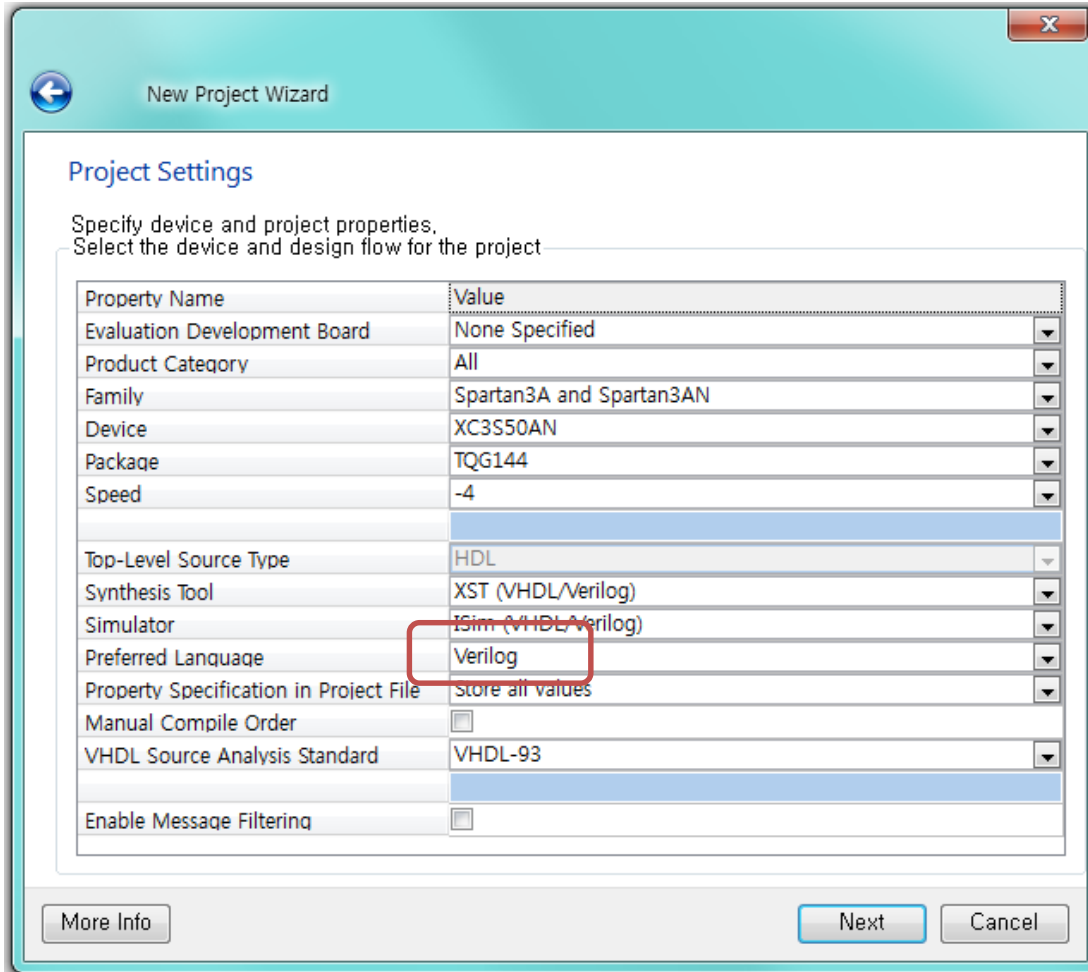
Select the type of top-level source for the project

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 active, displaying a list of properties and their values. The properties are: 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 (unchecked), VHDL Source Analysis Standard (VHDL-93), and Enable Message Filtering (unchecked). The 'Preferred Language' dropdown is highlighted with a red rectangle. At the bottom of the dialog are three buttons: 'More Info', 'Next', and 'Cancel'.

New Project Wizard

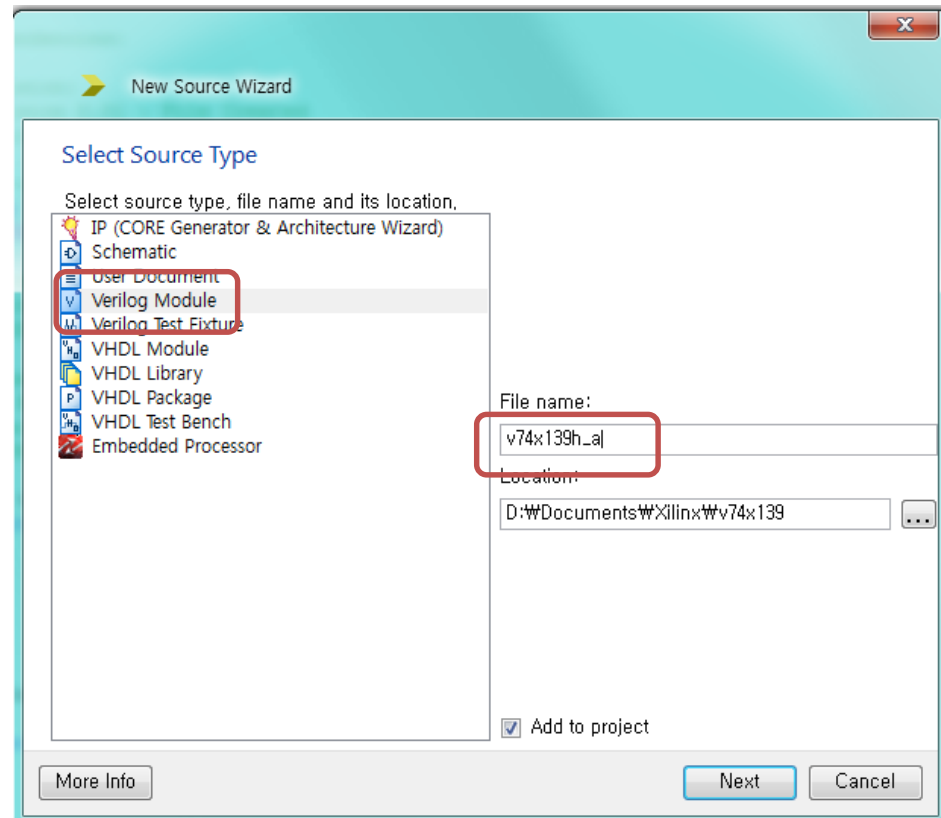
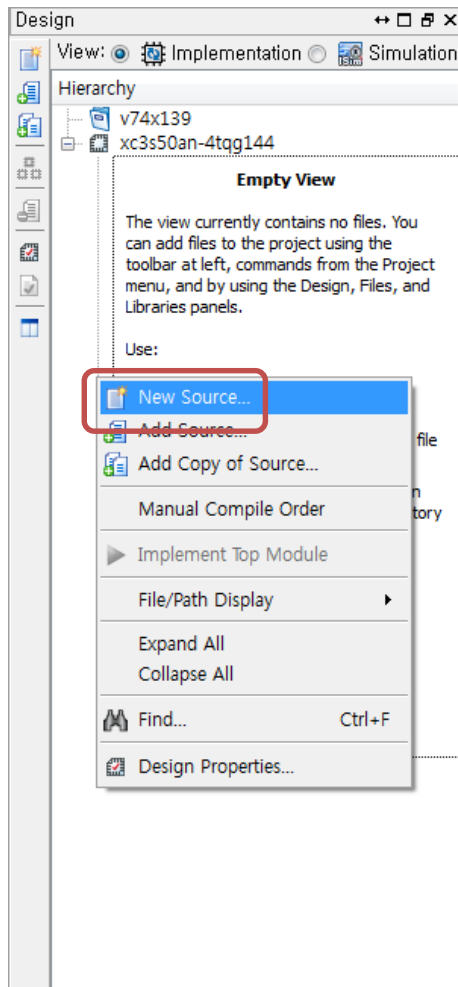
Project Settings

Specify device and project properties.
Select the device and design flow for the project

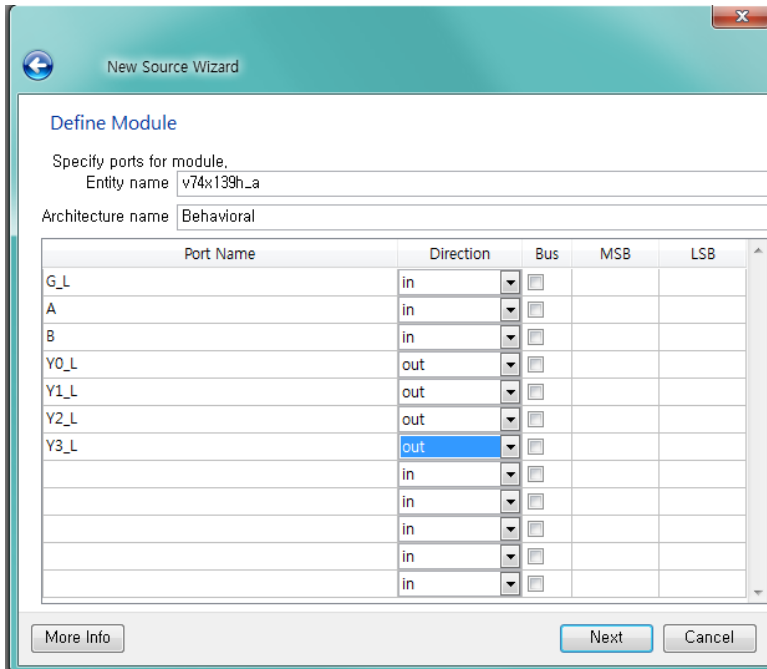
Property Name	Value
Evaluation Development Board	None Specified
Product Category	All
Family	Spartan3A and Spartan3AN
Device	XC3S50AN
Package	TQG144
Speed	-4
Top-Level Source Type	HDL
Synthesis Tool	XST (VHDL/Verilog)
Simulator	ISim (VHDL/Verilog)
Preferred Language	Verilog
Property Specification in Project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

More Info Next Cancel

Create a new Verilog source



Create a new Verilog source



New Source Wizard

Define Module

Specify ports for module.

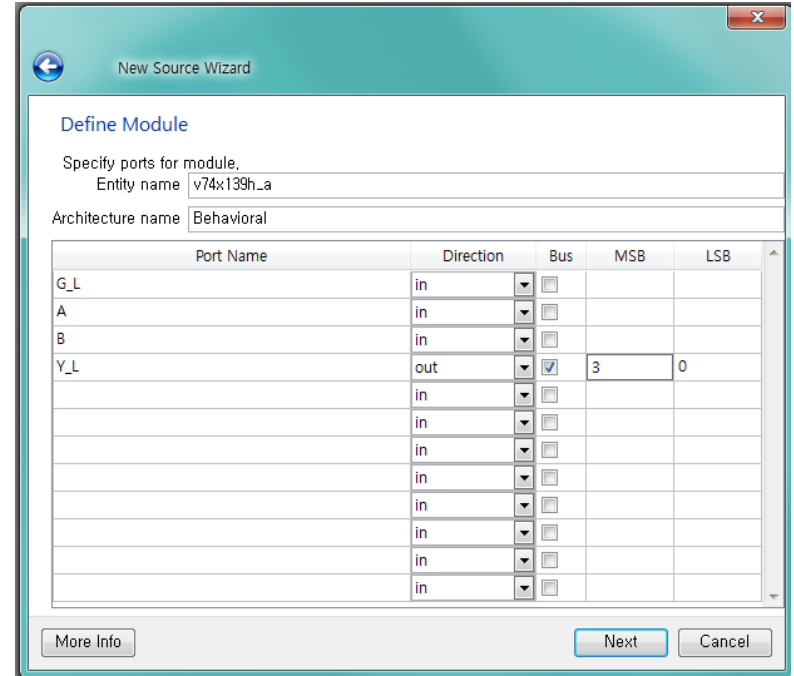
Entity name: v74x139h_a

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

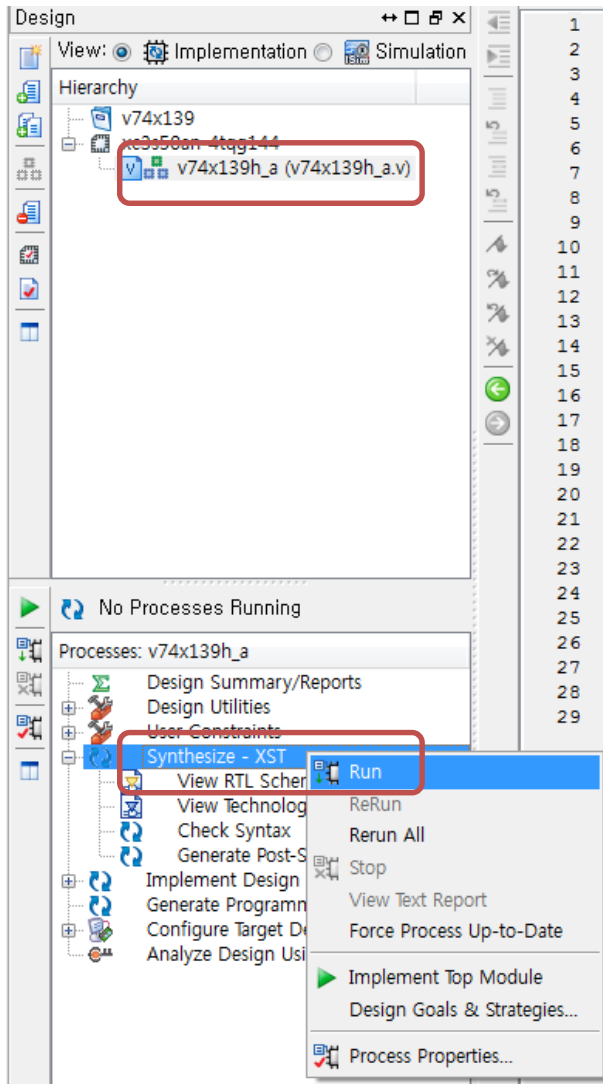
Port Name	Direction	Bus	MSB	LSB
G_L	in	<input type="checkbox"/>		
A	in	<input type="checkbox"/>		
B	in	<input type="checkbox"/>		
Y_L	out	<input checked="" type="checkbox"/>	3	0
	in	<input type="checkbox"/>		
	in	<input type="checkbox"/>		
	in	<input type="checkbox"/>		
	in	<input type="checkbox"/>	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

More Info Next Cancel

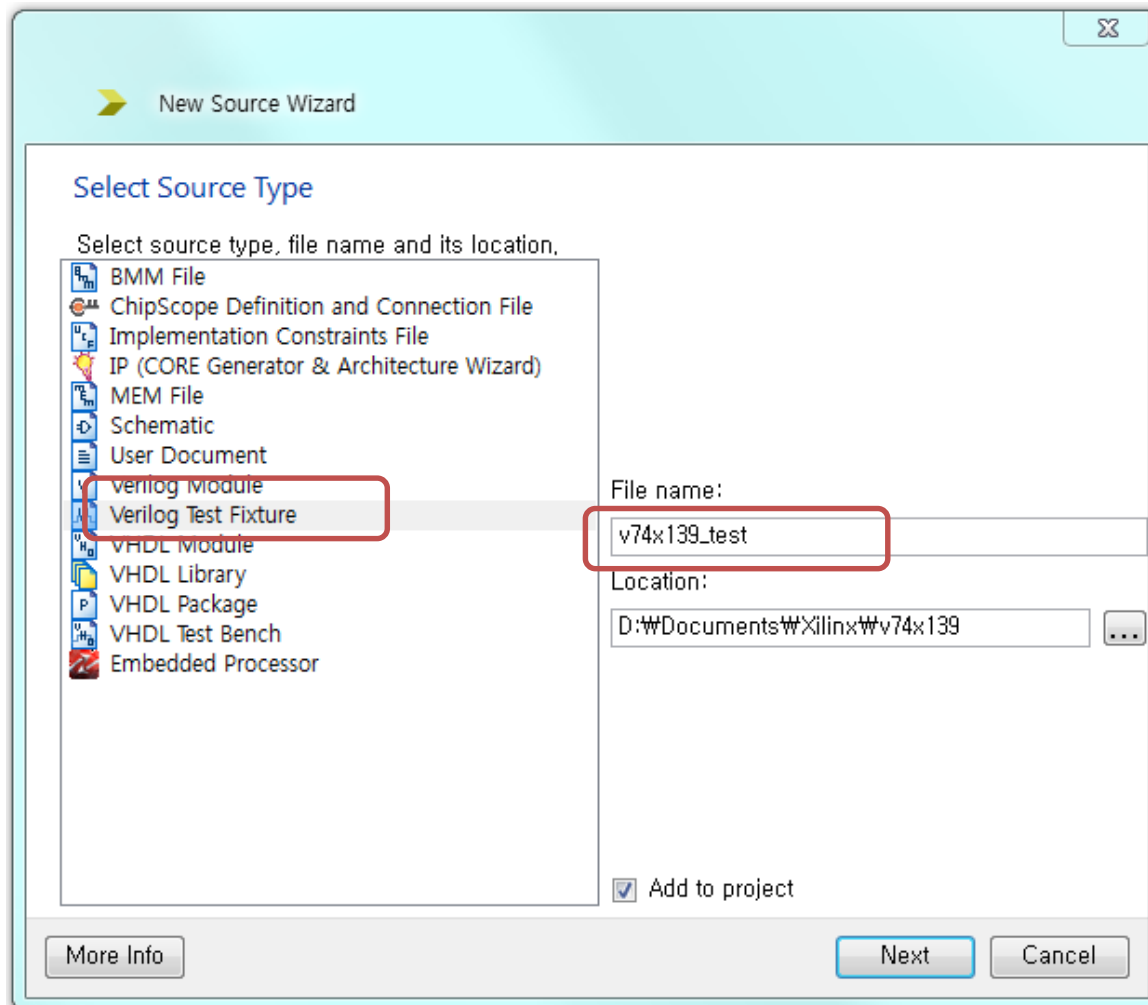
Write your own Verilog codes

```
3 module v74x139h(  
4     input G,  
5     input A,  
6     input B,  
7     output [3:0] Y  
8 );  
9  
10    wire N_A, N_B, N_G;  
11  
12    not T1(N_G, G);  
13    not T2(N_A, A);  
14    not T3(N_B, B);  
15  
16    nand T4(Y[0], N_G, N_A, N_B);  
17    nand T5(Y[1], N_G, A, N_B);  
18    nand T6(Y[2], N_G, N_A, B);  
19    nand T7(Y[3], N_G, A, B);  
20  
21 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;

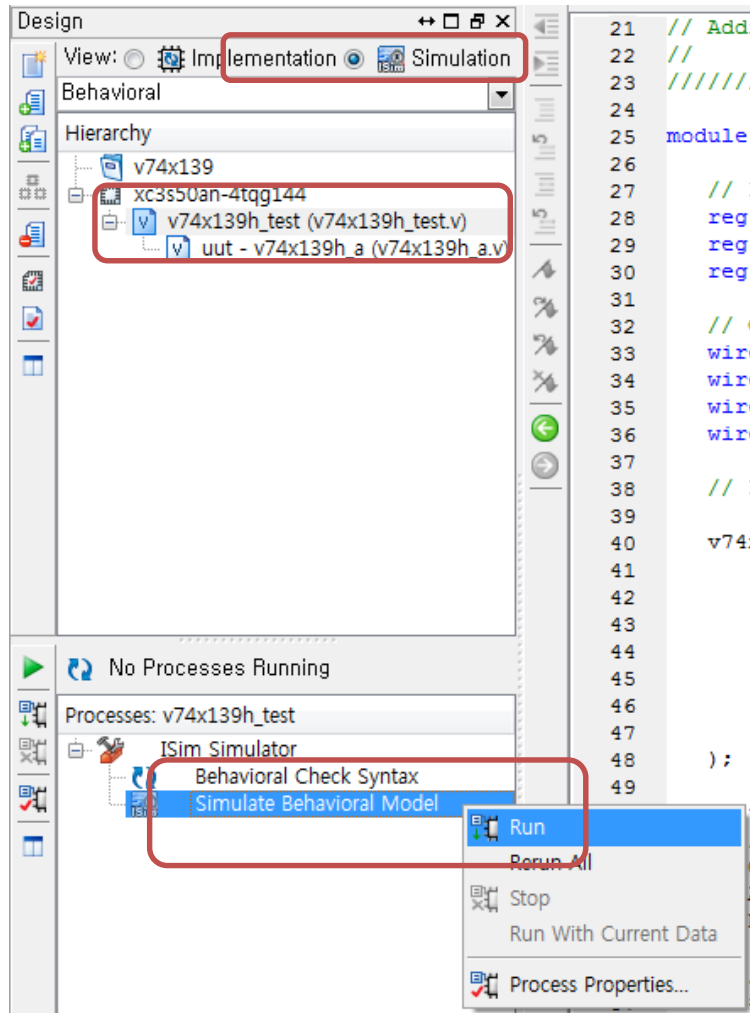
        // Add stimulus here
        G_L = 0;
        A = 1;
        B = 0;

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

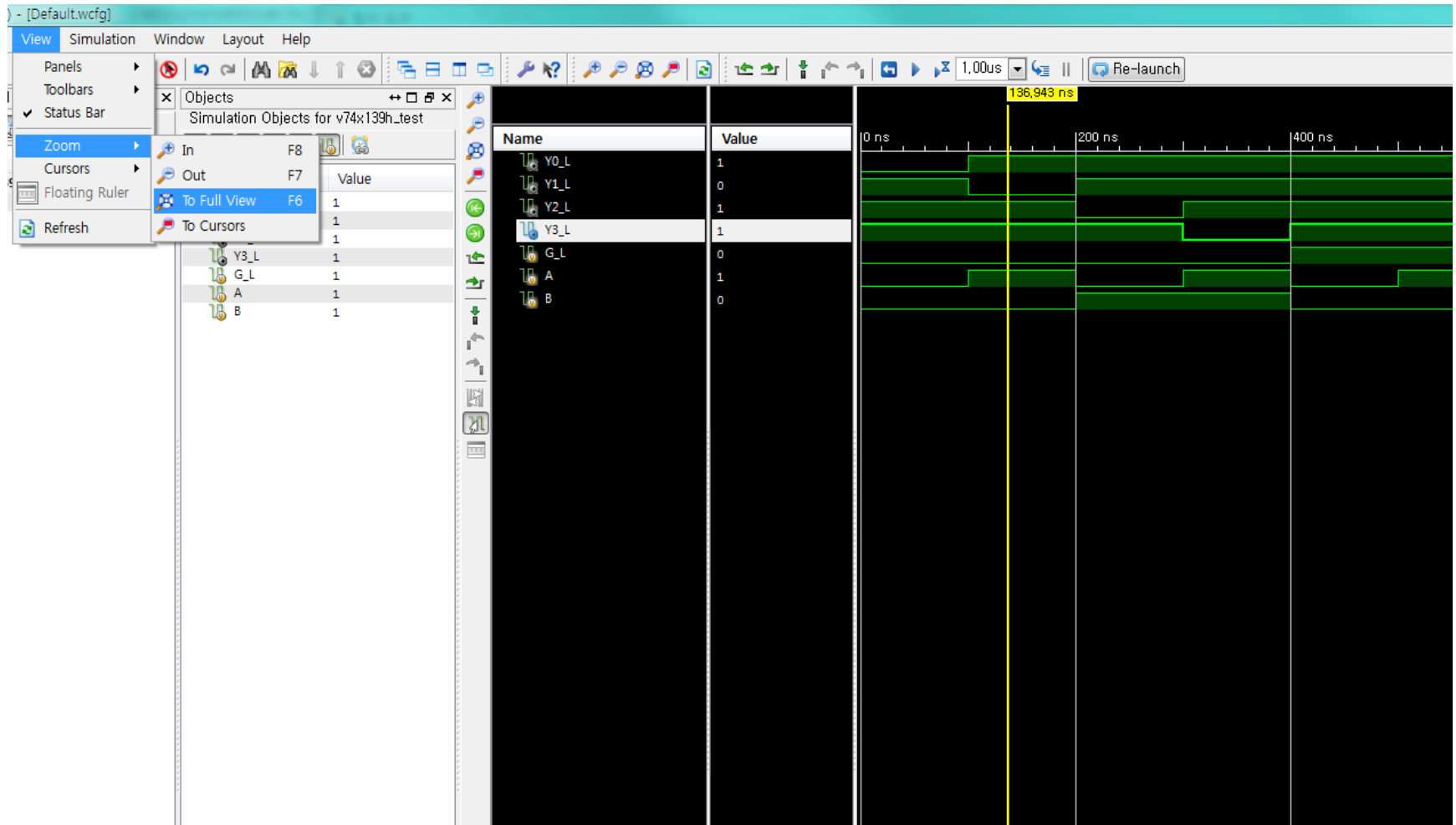
        #100 G_L = 0; A = 1; B = 1;

        #100;
    end
endmodule
```


Simulate it



Simulation result



Homework

Homework

(1) Lab Practice

- Implement 74x139 with 3 method and simulate it
- Implement a 3-to-8 decoder using 2-to-4 decoders only and simulate it (one of 3 designing methods)

(2) Implement 4-to-1 MUX with all the designing methods that we practiced and Simulate it.

(3) Discuss about each type of descriptions. (Pros & Cons, etc.)

(Optional) study part of the Verilog grammar and discuss about why it was designed that way

Ex) for loop, while loop, blocking, non-blocking assignments, module based feature, etc.

Report

- Write a report
 - Either in Korean or in English
 - **Your report should include**
 - discussion
 - Homework (if there is any)
 - # of pages doesn't matter
 - Documents should be submitted as **PDF file(less than 25Mb)**
 - **Attach source code and waveform screenshot**
 - Due :
 - Class 001 - April, 24th (Before class begin at 7:00pm)
 - Class 002 - April, 25th (Before class begin at 7:00pm)
 - Class 003 - April, 27th (Before class begin at 7:00pm)