

Fall 2024 Lab 1: Gate-Level Verilog

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- Lab 1 Outline
- Lab 1 Basic Questions
- Lab 1 Advanced Questions
- Basic Concept of Verilog Testbench



Lab 1 Outline

- Basic questions (1.5%)
 - Individual assignment
 - Due on 9/12/2024. In class.
 - Only demonstration is necessary. Nothing to submit.
- Advanced questions (5%)
 - Group assignment
 - EEclass submission due on 9/19/2024. 23:59:59.
 - Demonstration on your FPGA board (In class, on 9/19/2024)
 - Assignment submission (Submit to eeclass)
 - Source codes and testbenches
 - Lab report in PDF

Lab 1 Rules

- Only gate-level description is permitted
 - Only basic logic gates are ALLOWED (AND, OR, NAND, NOR, NOT)
 - Sorry, no XOR & XNOR
- Please AVOID using
 - Continuous assignment and conditional operators
 - Behavioral operators (e.g., =,+, -, &, |, ^, &&, !, ~....., etc.)

Lab 1 Submission Requirements

- Source codes and test benches
 - Please follow the templates EXACTLY
 - We will test your codes by TAs' testbenches
- Lab 1 report
 - Please submit your report in a single PDF file
 - Please draw the gate-level circuits of your designs
 - Remember <u>not to draw them by hands</u>
 - Please explain your designs in detail
 - Please explain how you test your design
 - Please describe the contributions of each member
 - What you have learned from Lab 1

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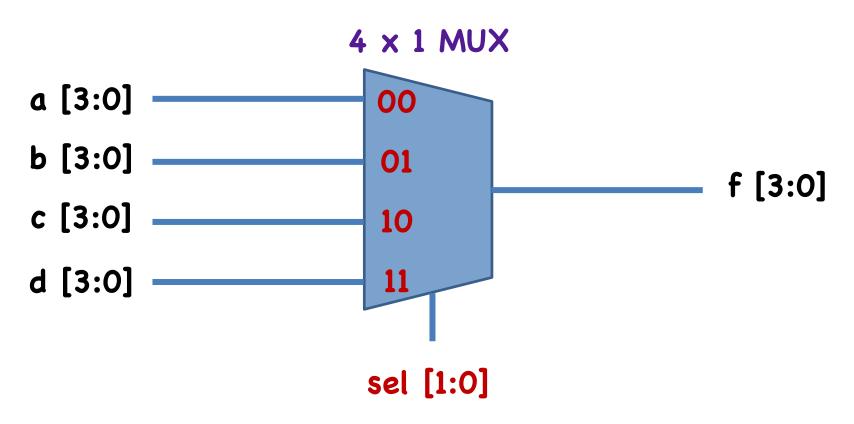
CALM
AND
DO YOUR
HOMEWORK

Basic Questions

- Individual assignment
- Verilog questions (due on 9/12/2024. In class.)
 - (Gate-level) 4-bit 4-to-1 multiplexer (abbreviated as MUX)
 - (Gate-level) 1-bit D flip-flop (DFF) with D Latches
- Please demonstrate your work by waveforms

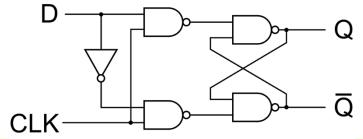
Verilog Basic Question 1

- (Gate-level) 4-bit 4-to-1 multiplexer (MUX)
- Construct your 4-to-1 MUX with three 2-to-1 MUXes

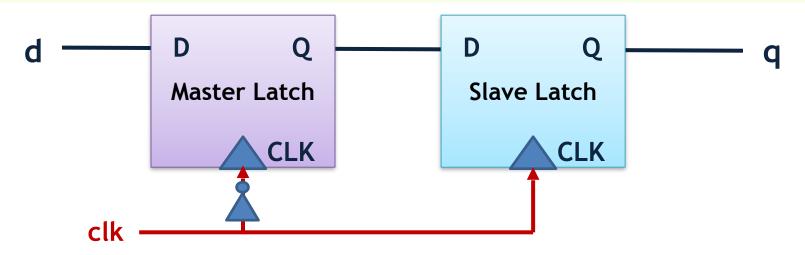


Verilog Basic Question 2

- (Gate Level) 1-bit D Flip-Flop (DFF) with D Latches
- Design a latch module as follows:



Then design a clk positive edge trigger flip-flop module as:



We will test your latch and flip-flop by TA's testbenches

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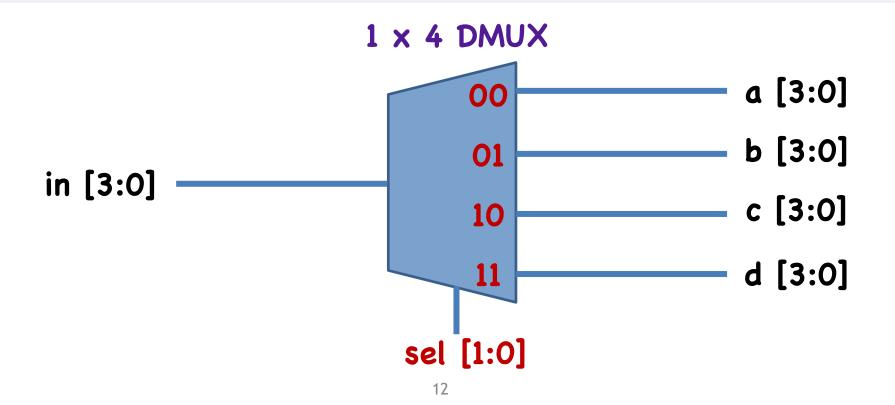




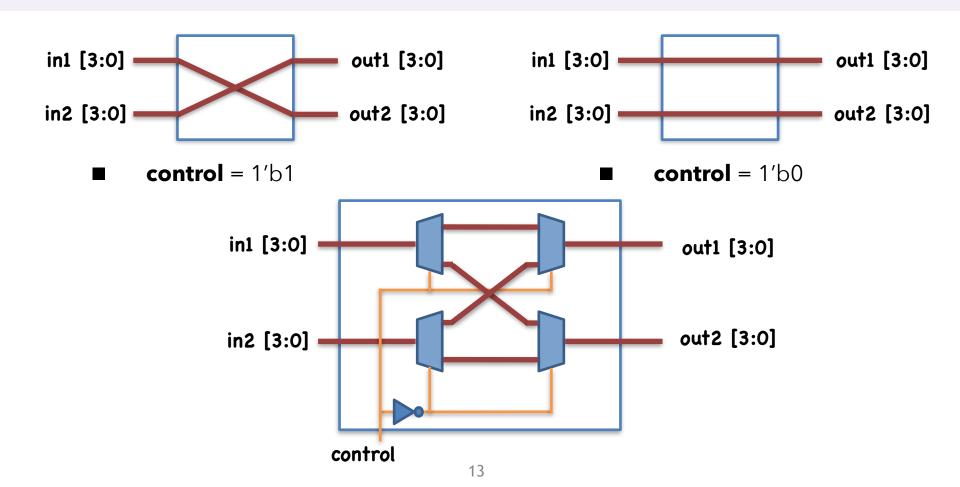
Advanced Questions

- Group assignment
- Verilog questions (due on 9/19/2024. 23:59:59.)
 - Necessary: (Gate-level) 4-bit 1-to-4 de-multiplexer (DMUX)
 - Necessary: (Gate-level) 4-bit simple crossbar switch with MUX/ DMUX
 - Necessary: (Gate-level) 4-bit 4x4crossbar with simple crossbar switch
 - Necessary:(Gate-level) 1-bit toggle flip flop (TFF)
- FPGA demonstration (due on 9/19/2024. In class.)
 - Necessary: (Gate-level) 4-bit simple crossbar switch with MUX/ DMUX

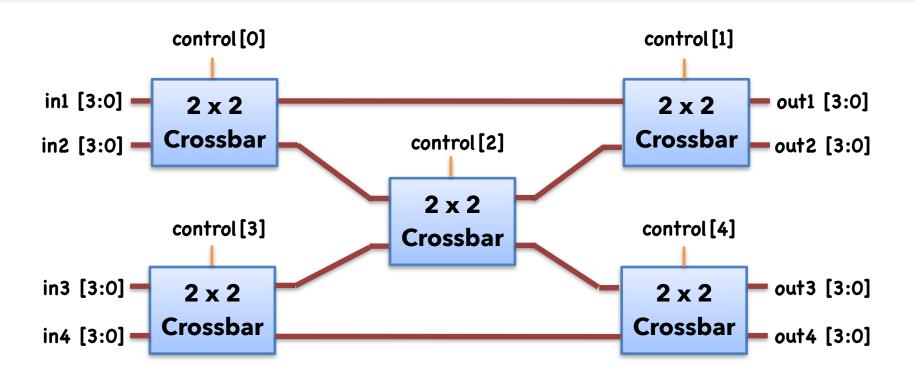
- (Gate-level) 4-bit 1-to-4 de-multiplexer (DMUX)
- The value of the selected output is set to **in**, while the others' are set to **0**.
- Construct your 1-to-4 DMUX with three 1-to-2 DMUXes



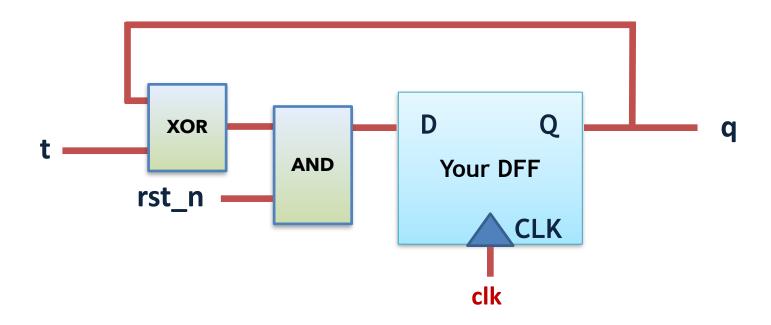
- (Gate-level) 4-bit simple crossbar switch with MUX/DMUX
- Reuse your 2-to-1 MUX and 1-to-2 DMUX modules



- (Gate-level) 4-bit 4x4crossbar with simple crossbar switch
- Please reuse your module in the previous question
- Some combinations of input and output pairs cannot be achieved by such a crossbar (e.g., [(in1, out3), (in2, out4), (in3, out1), (in4, out2)]). Please list all of them in your report.



- (Gate-level) 1-bit toggle flip flop (TFF)
- Please reuse your design of DFF, and avoid using XOR directly

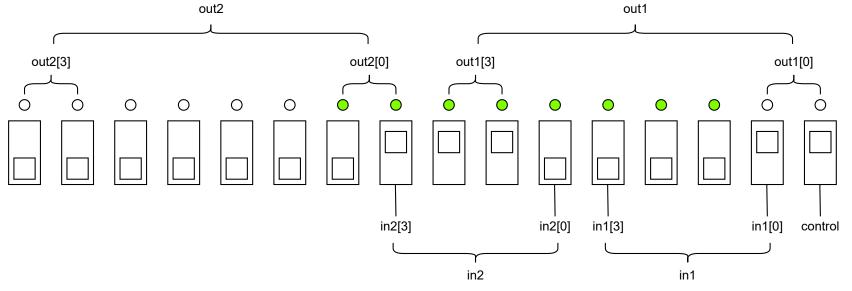


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FPGA Demonstration 1

- (Gate-level) 4-bit simple crossbar switch with MUX/DMUX
 - Please implement your gate-level 4-bit simple crossbar switch with MUX/DMUX on your FPGA board
 - Please use **SWITCHes** as your **inputs**, and **LEDs** as your **outputs**
 - Please assign your inputs/outputs as:
 - in2, in1, control: The rightmost nine **SWITCHes**, respectively
 - out2, out1: 16 LEDs (note that each output corresponds to TWO LEDs)
 - The detailed FPGA configuration is illustrated below.



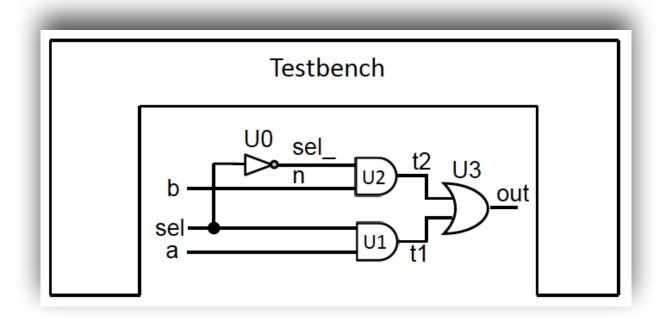
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Verilog Simulation Framework

- Testbench verifies whether a module is correct or not
- Similar to the main function in C++
- Generate stimulus and check the outputs



Verilog Testbench

G1

```
module Nand Latch 1 (q, qbar, preset, clear);
                                                                                         preset •
                   output
                             q, qbar;
                             preset, clear;
                   input
  Design
                   nand #1
                             G1 (q, preset, qbar),
                             G2 (qbar, clear, q);
                                                                                                                 qbar
                 endmodule
                                                                                          clear •
                                                                                                     G2
                 timescale 1ns / 1ps
                                                               // Simulation Unit / Accuracy
                 module
                             test Nand Latch 1;
                                                               // Testbench module
                             preset, clear;
                                                               // Inputs should be declared as reg
                  reg
                             q, qbar;
                                                               // Outputs should be declared as wire
                  Nand Latch 1 M1 (q, qbar, preset, clear);
                                                               // Instantiate YOUR DESIGN module
                  always begin
                                                               // always condition: The description always happens
                             clear = !clear:
                                                               // The value of clear inverts every 20 ns
                    #20
Testbench
                / initial
                                                              // Initial conditions
                   begin
                             preset = 1'b0; clear = 1'b1;
                    #10
                                                              // Units of "Simulation Units". In this case, 10ns
                             preset = 1'b1;
                  end
                rendmodule
```

