

Logic Design Lab Report: Week 4

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1. Introduction

이번 시간에는 verilog를 이용해 직접 논리 회로를 설계하는 방법에 대해 배웠다. 직접 코딩한 4-to-1 Multiplexer를 가지고 16-to-1 Multiplexer를 설계해 보았다.

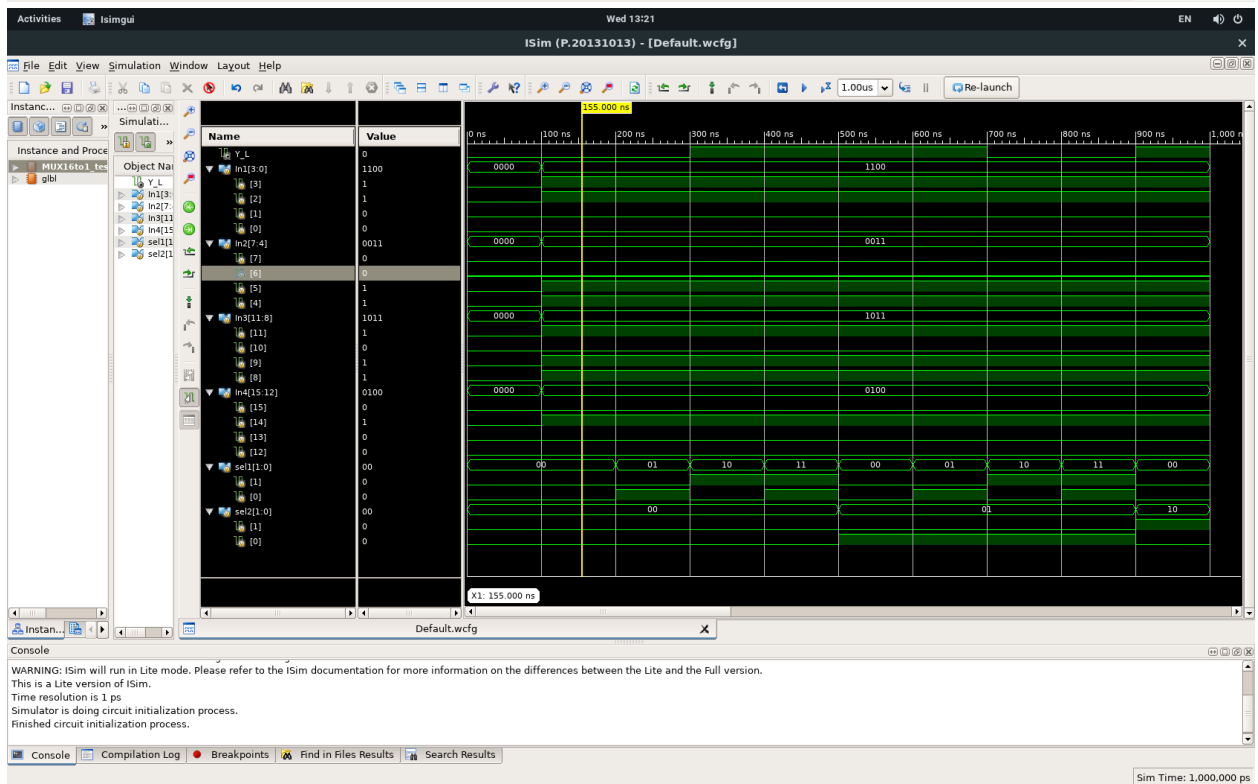
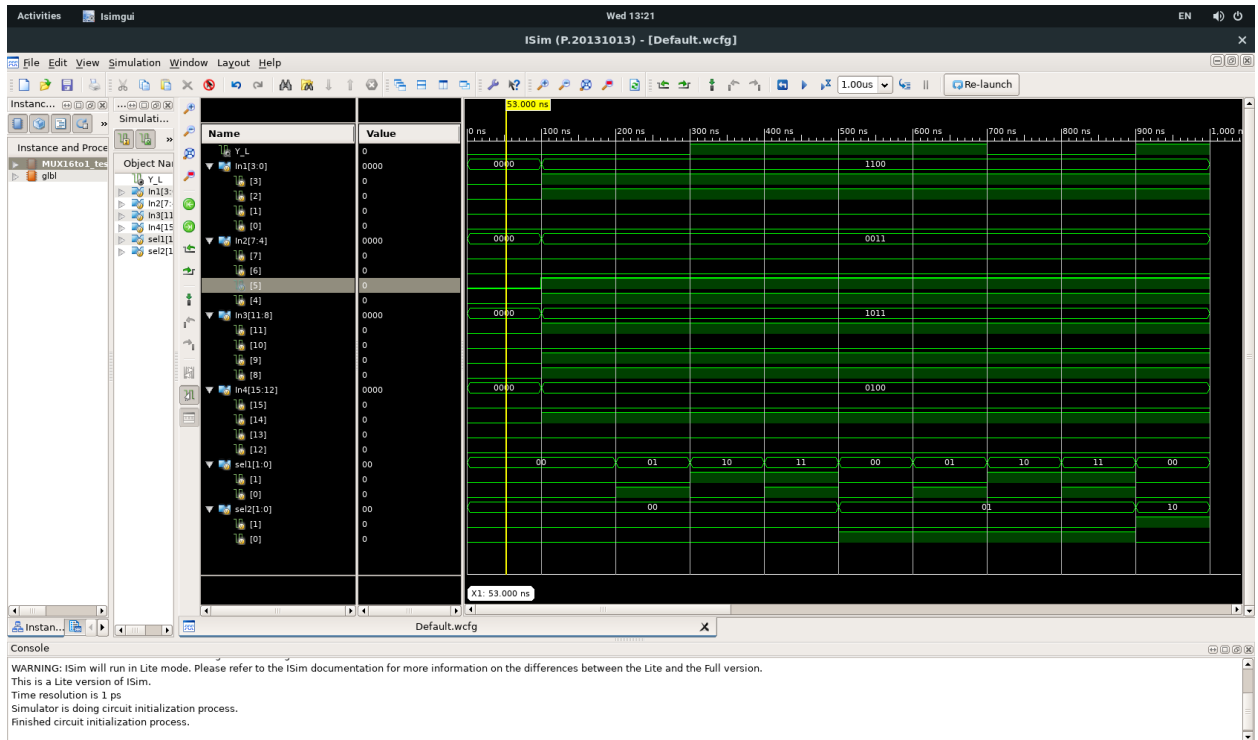
2. Implementation

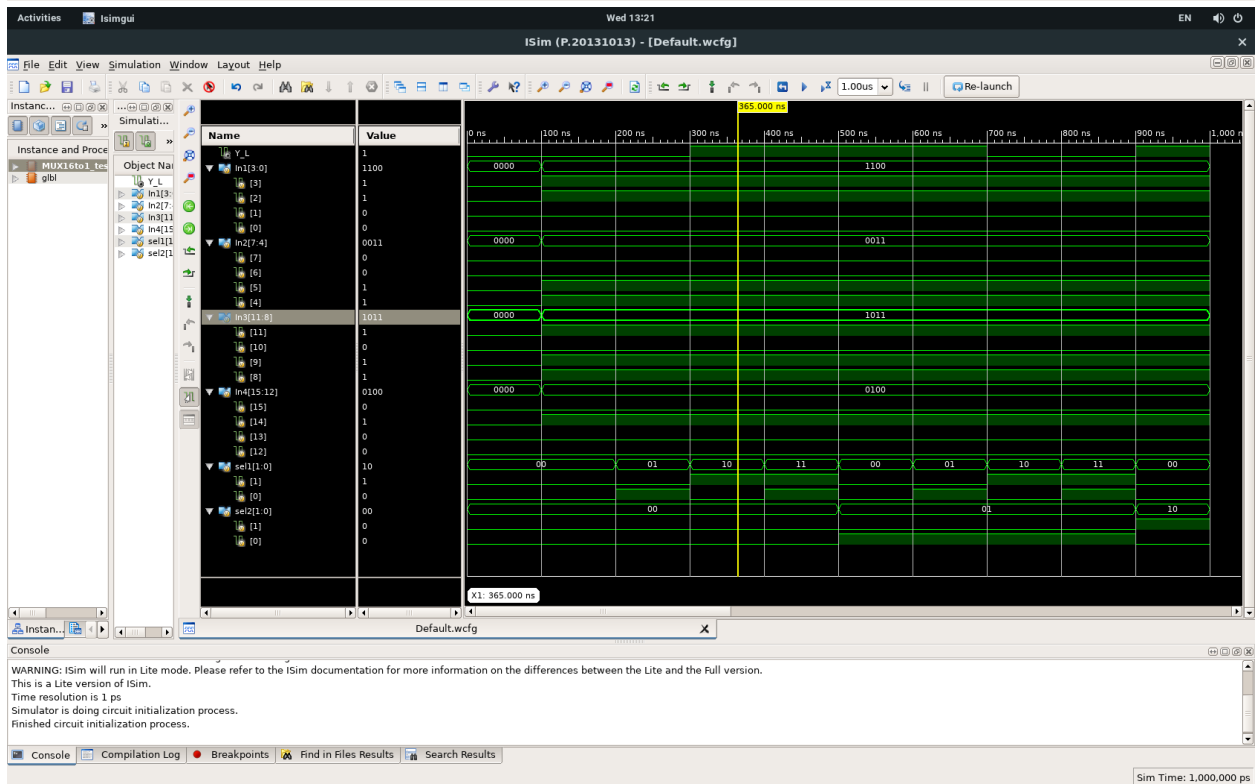
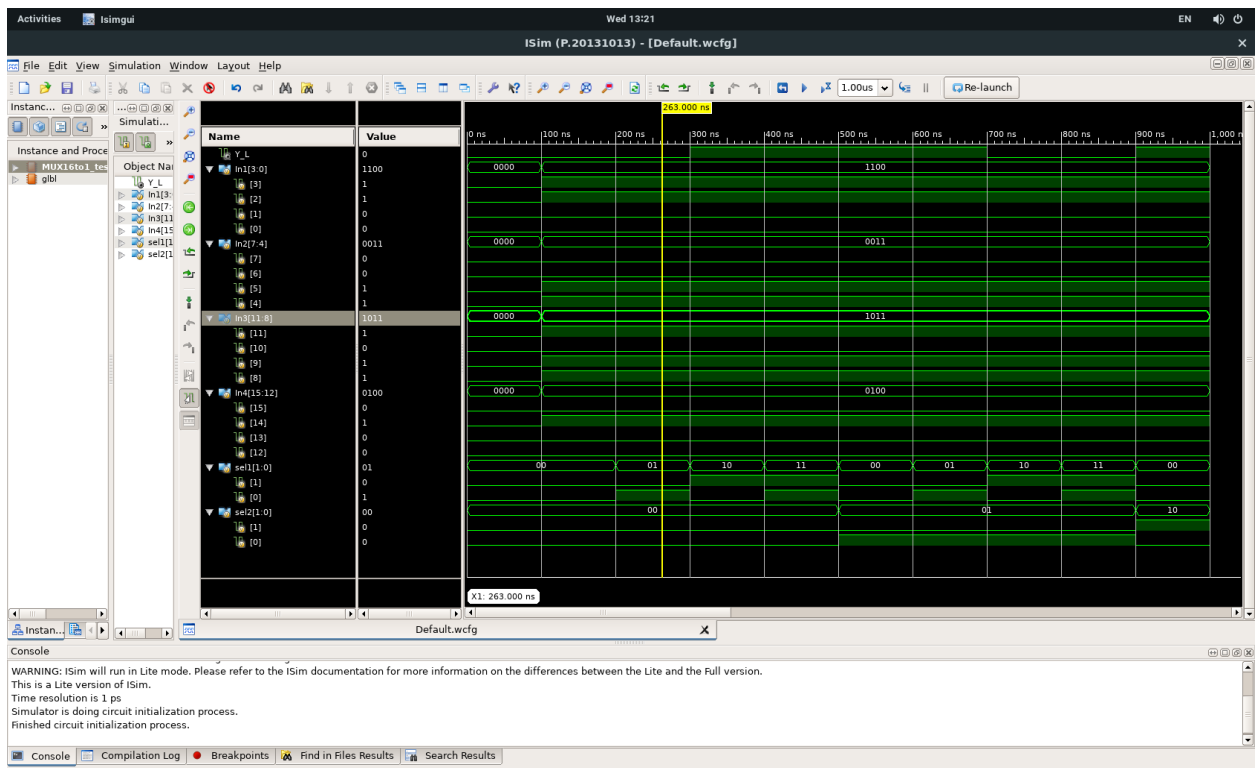
Verilog의 문법에 따라 4-to-1 Multiplexer 코드, 16-to-1 Multiplexer 코드, 16-to-1 Multiplexer testbench 코드를 작성했다. 코드를 실행한 후 나오는 결과에서 selection line의 값에 해당하는 input line의 값이 output과 같은 지 비교하였다.

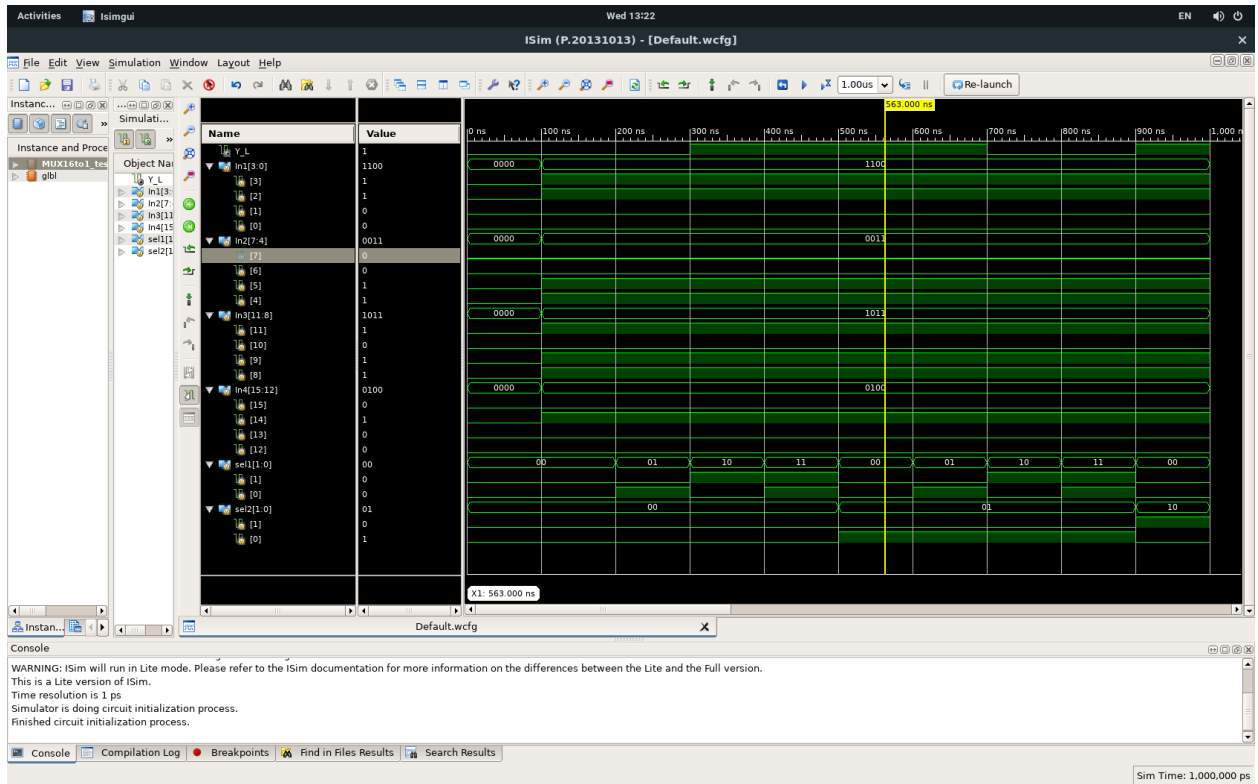
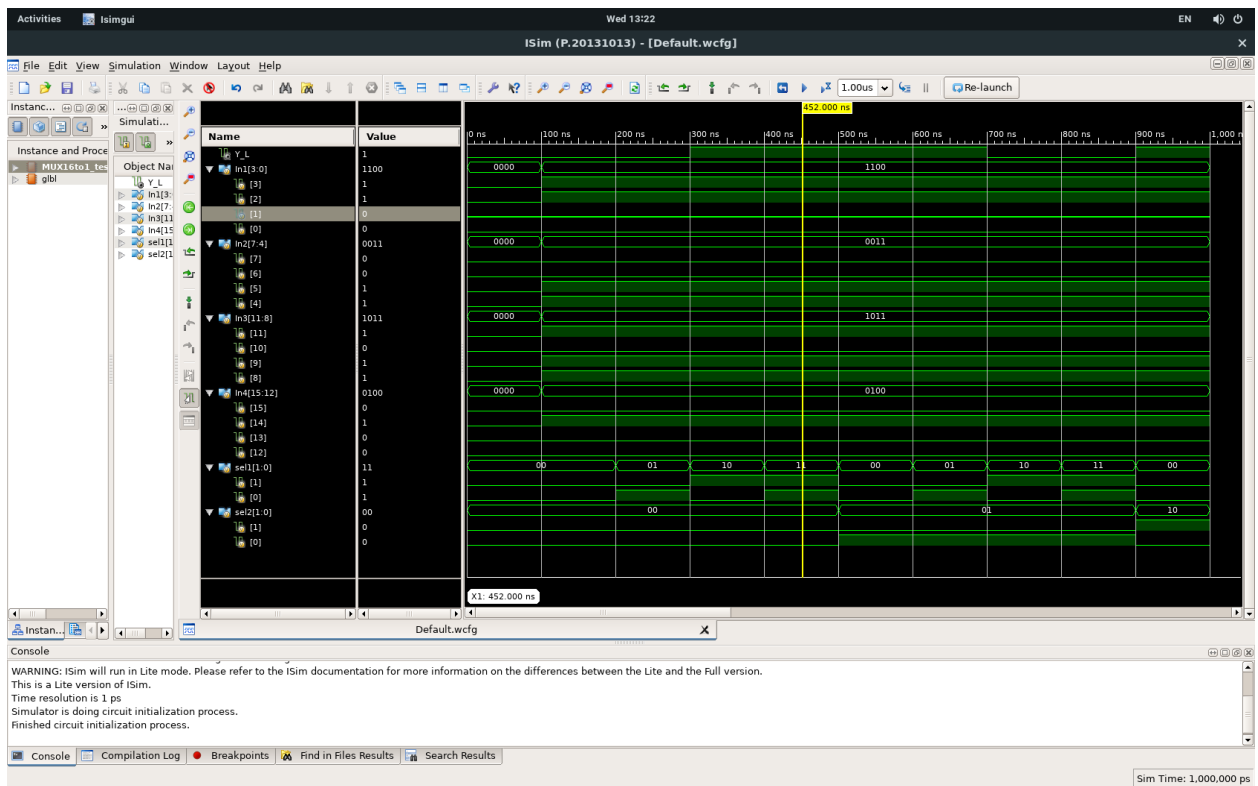
3. Result

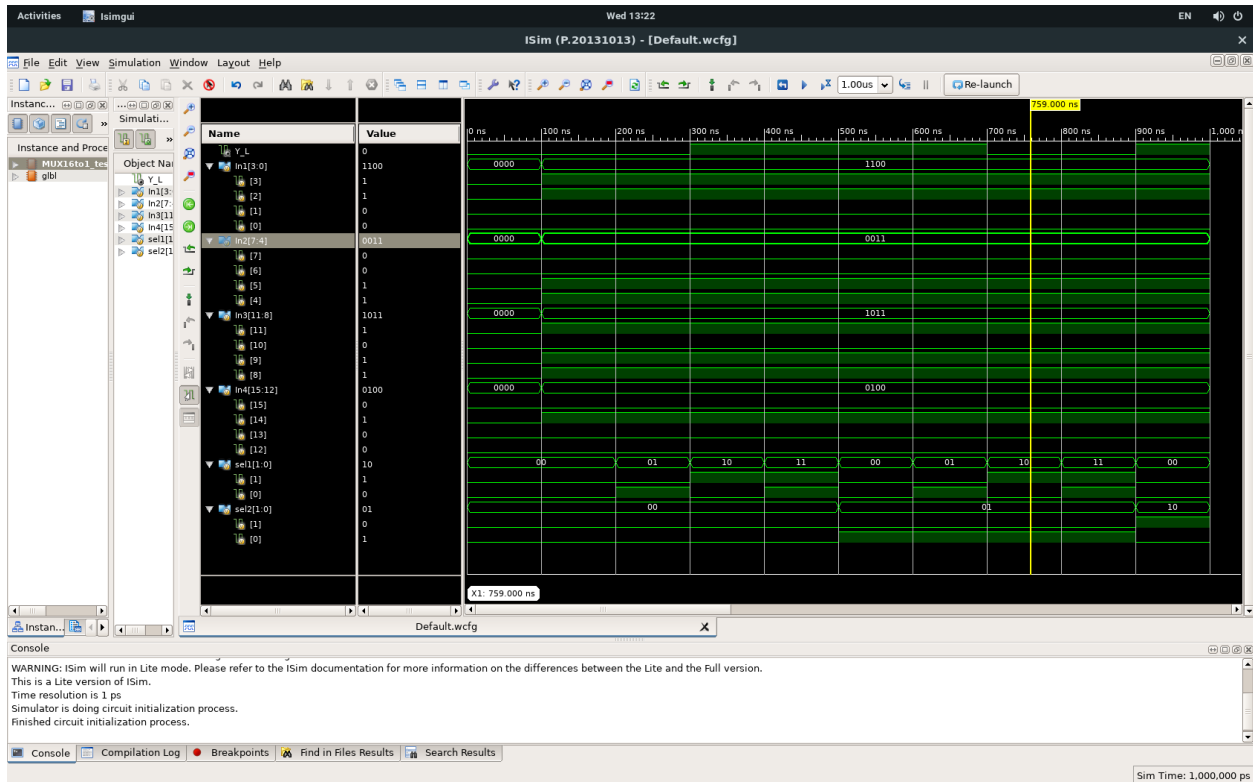
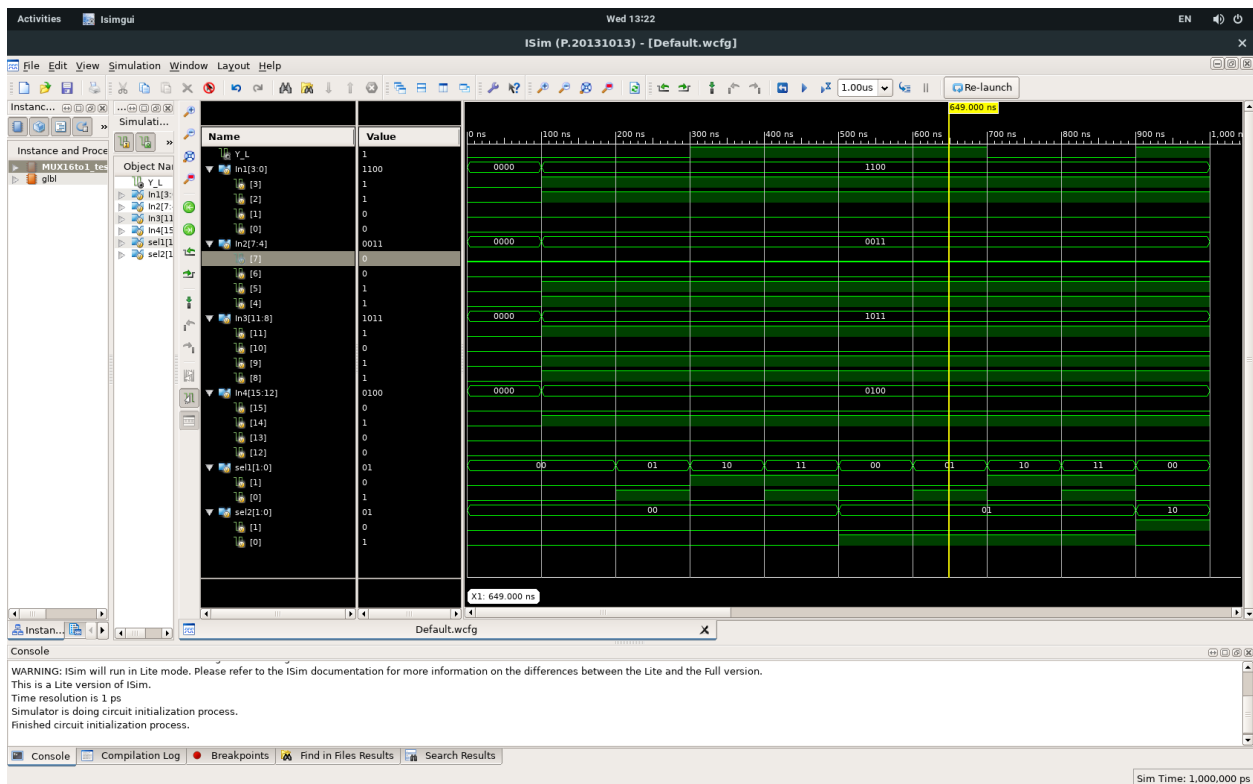
4-to-1 Multiplexer 코드 파일, 16-to-1 Multiplexer 코드 파일, 16-to-1 Multiplexer testbench 코드 파일은 압축하여 리포트와 함께 제출하였다.

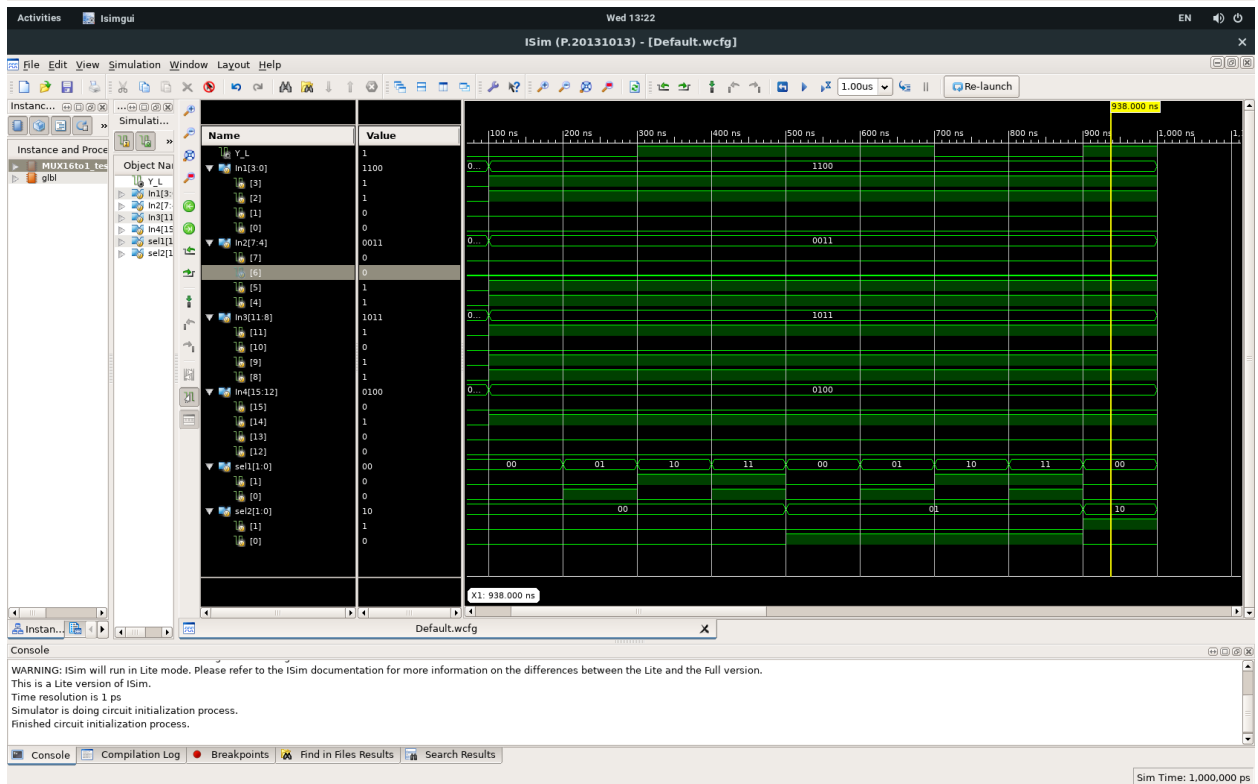
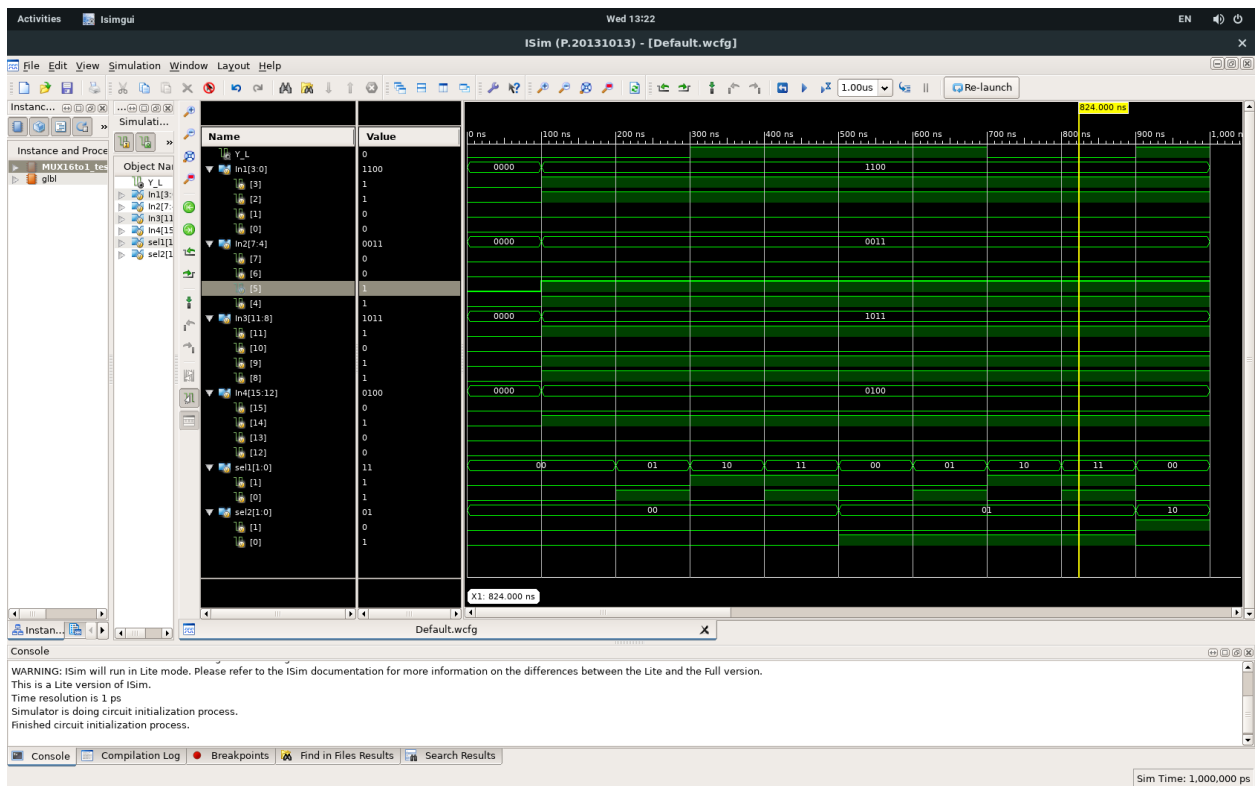
//1st case fixed input 16'b1100001110110100



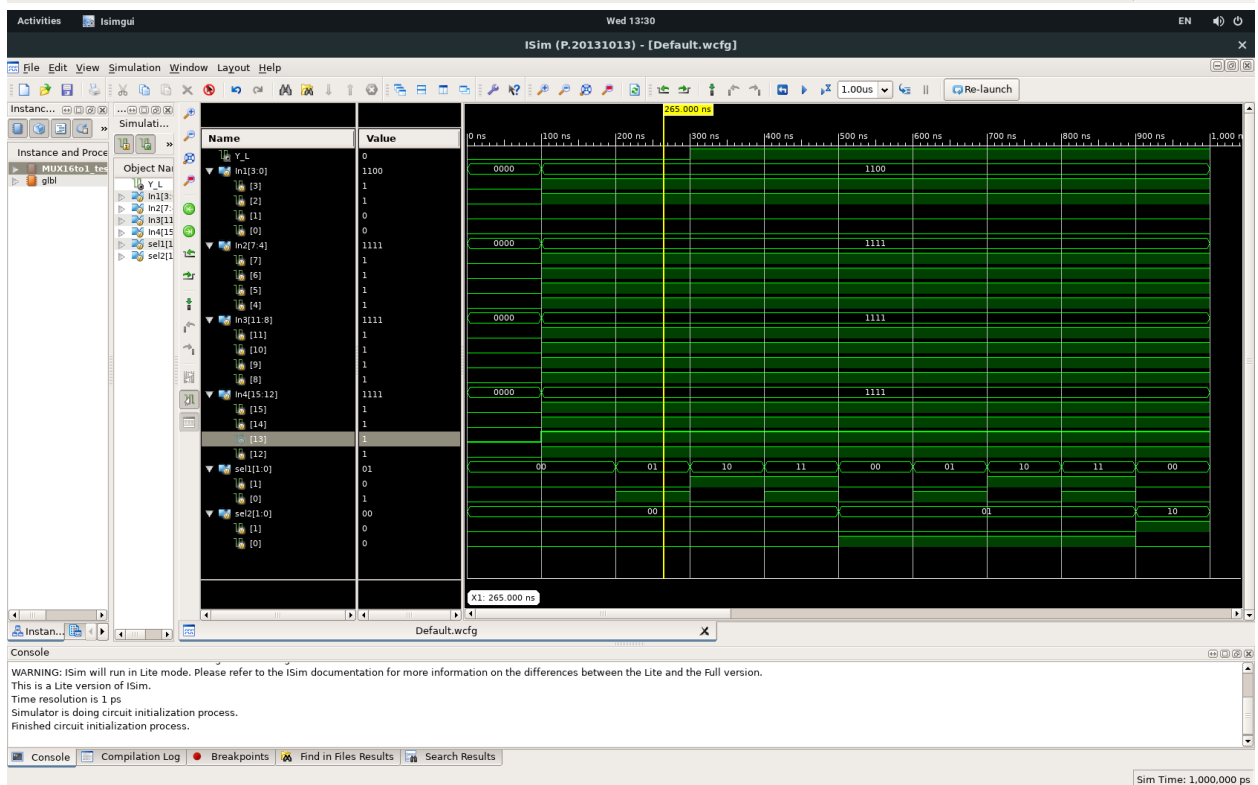
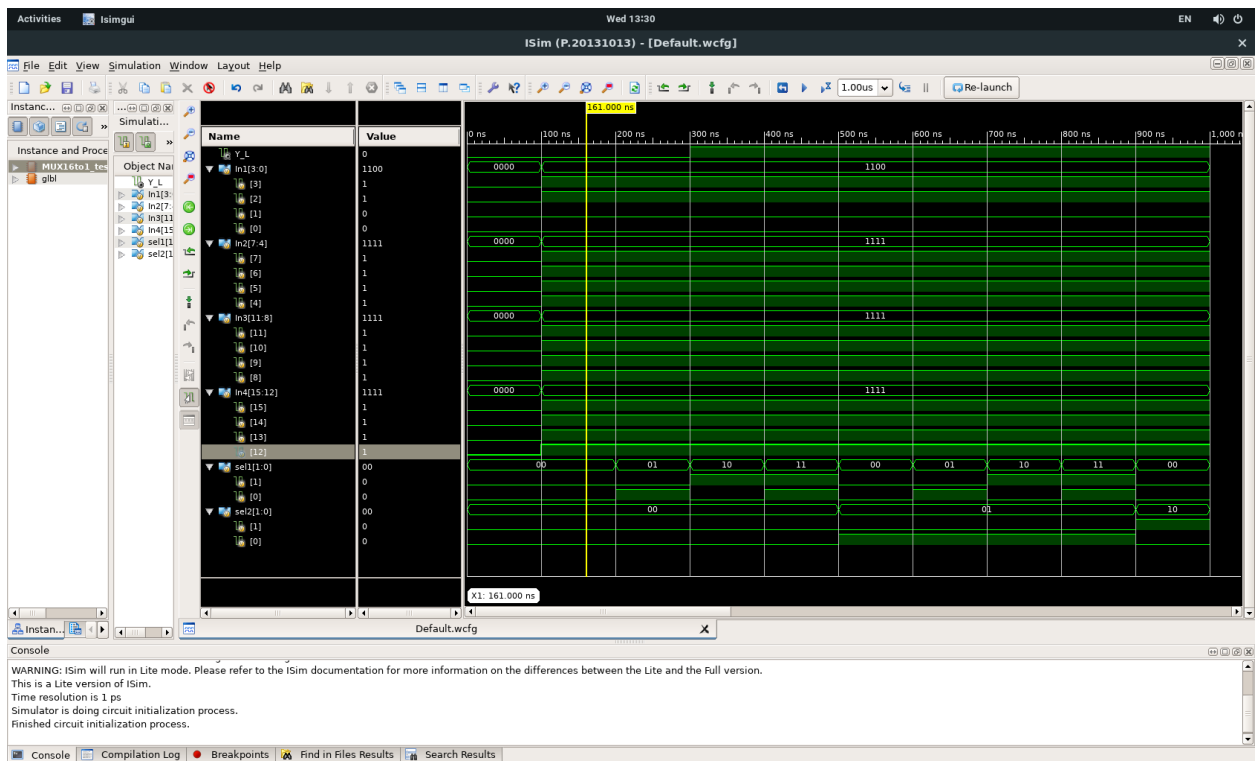


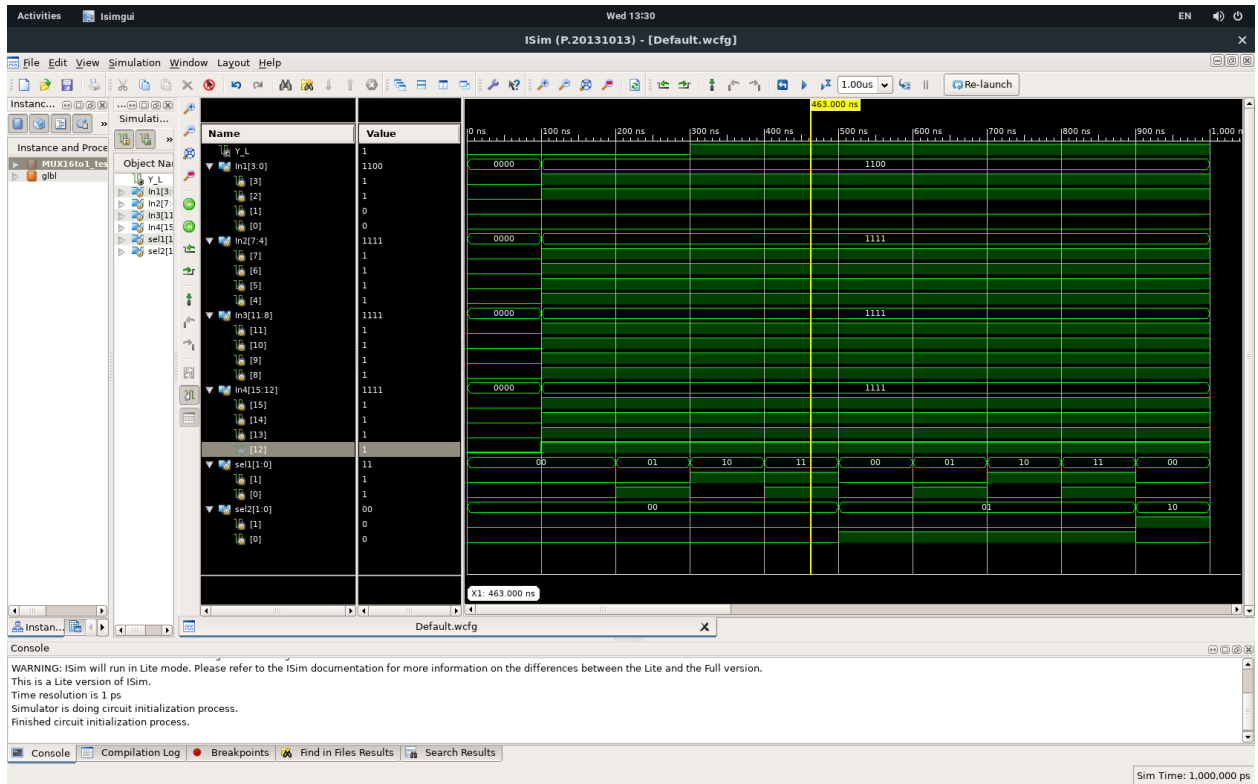
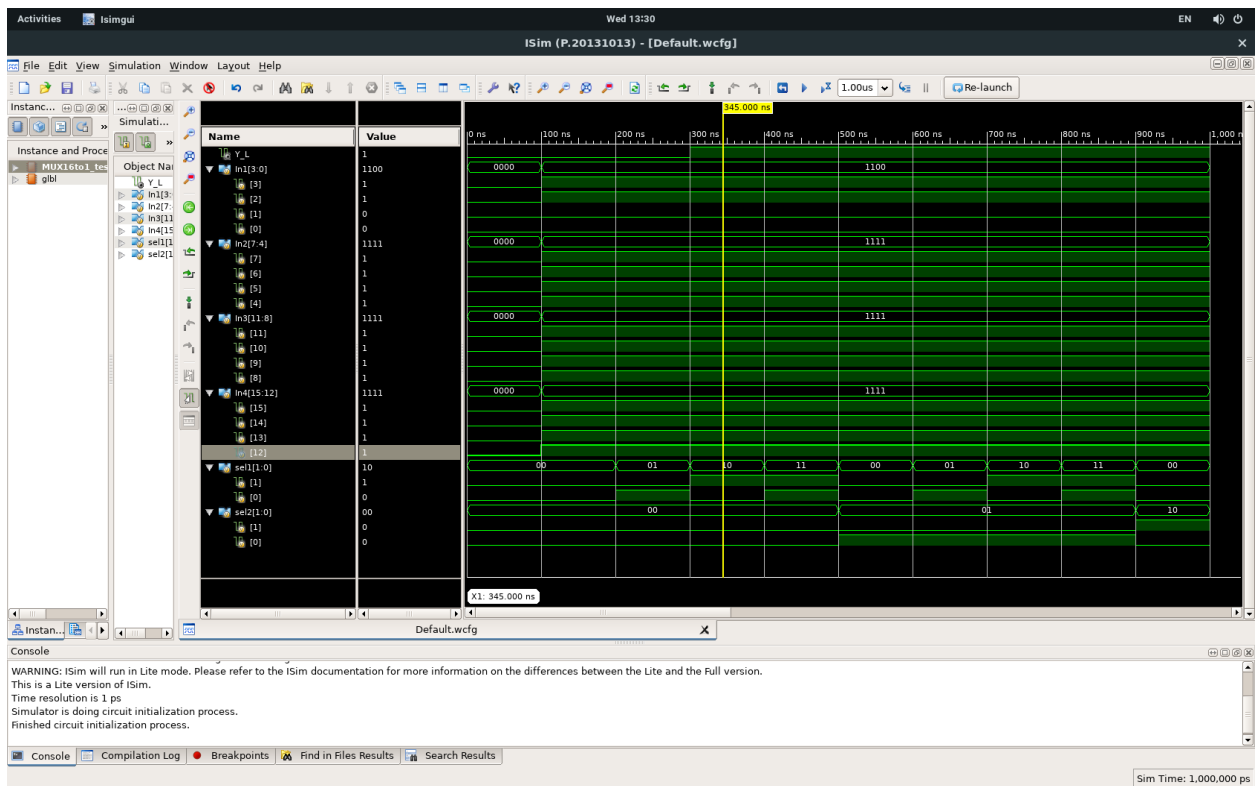


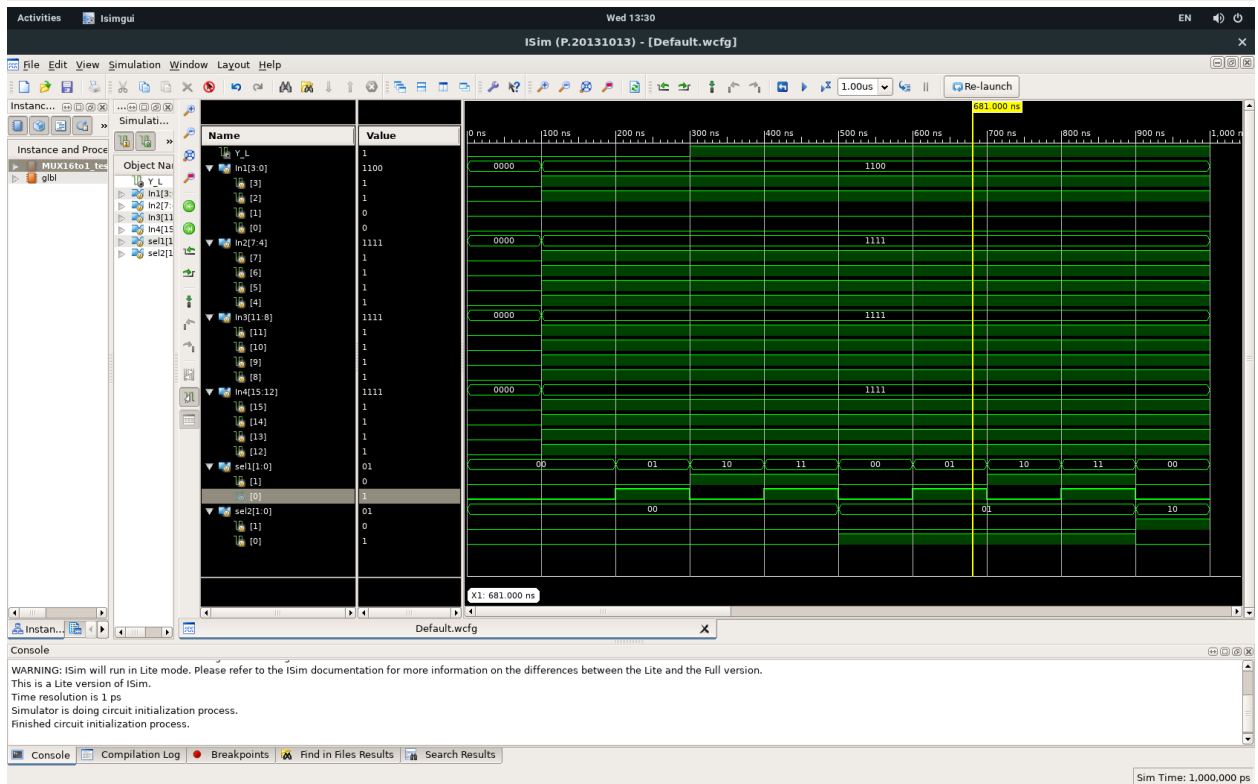
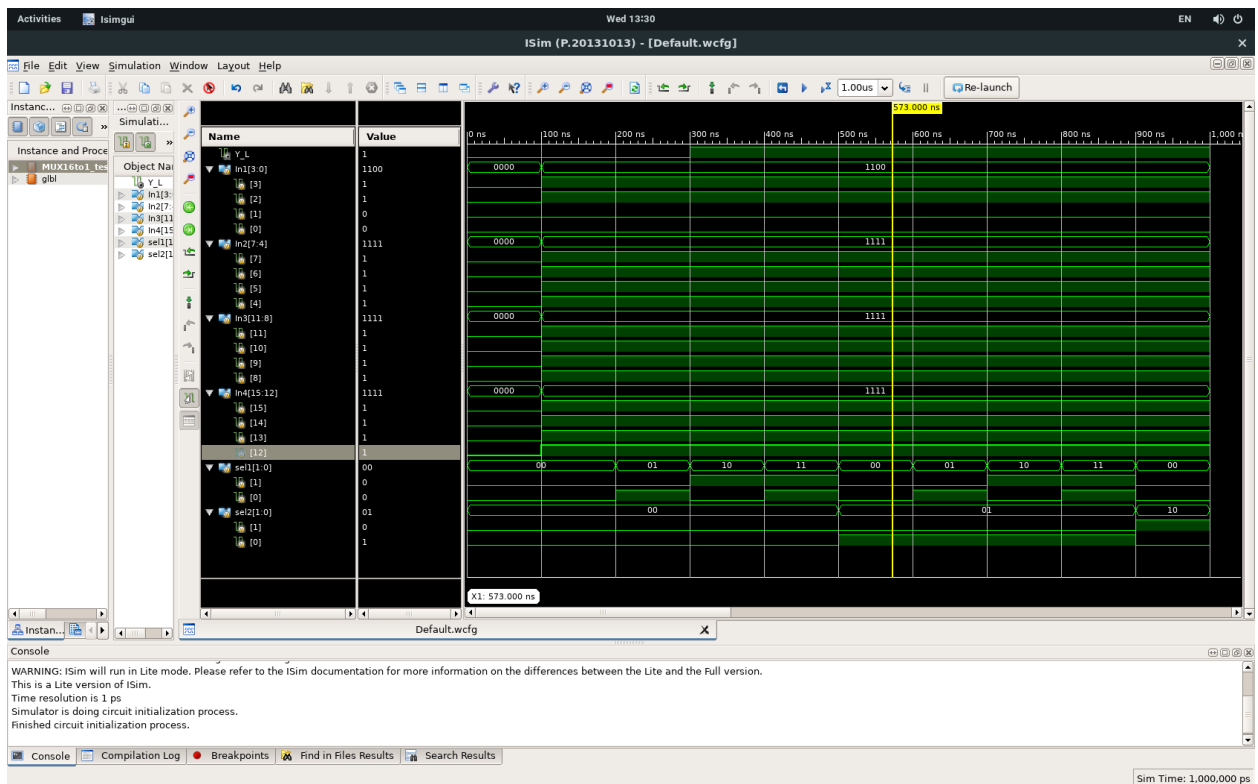


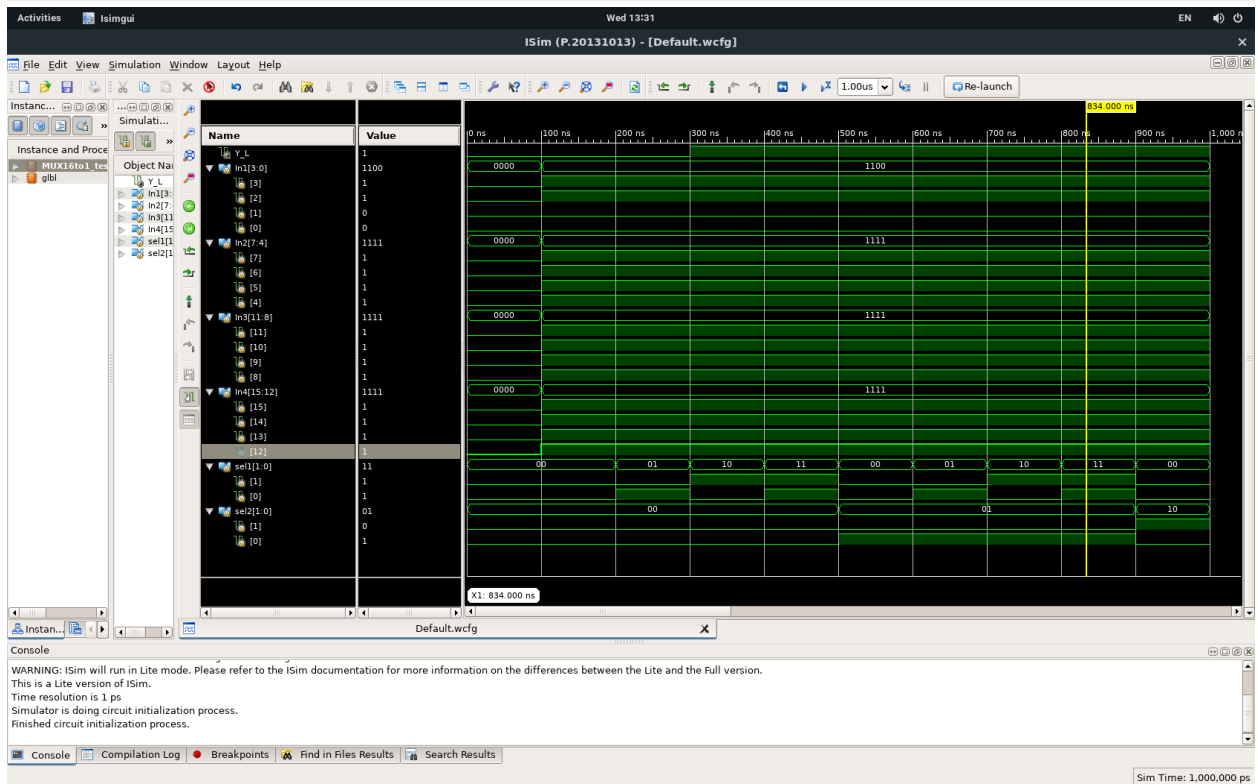
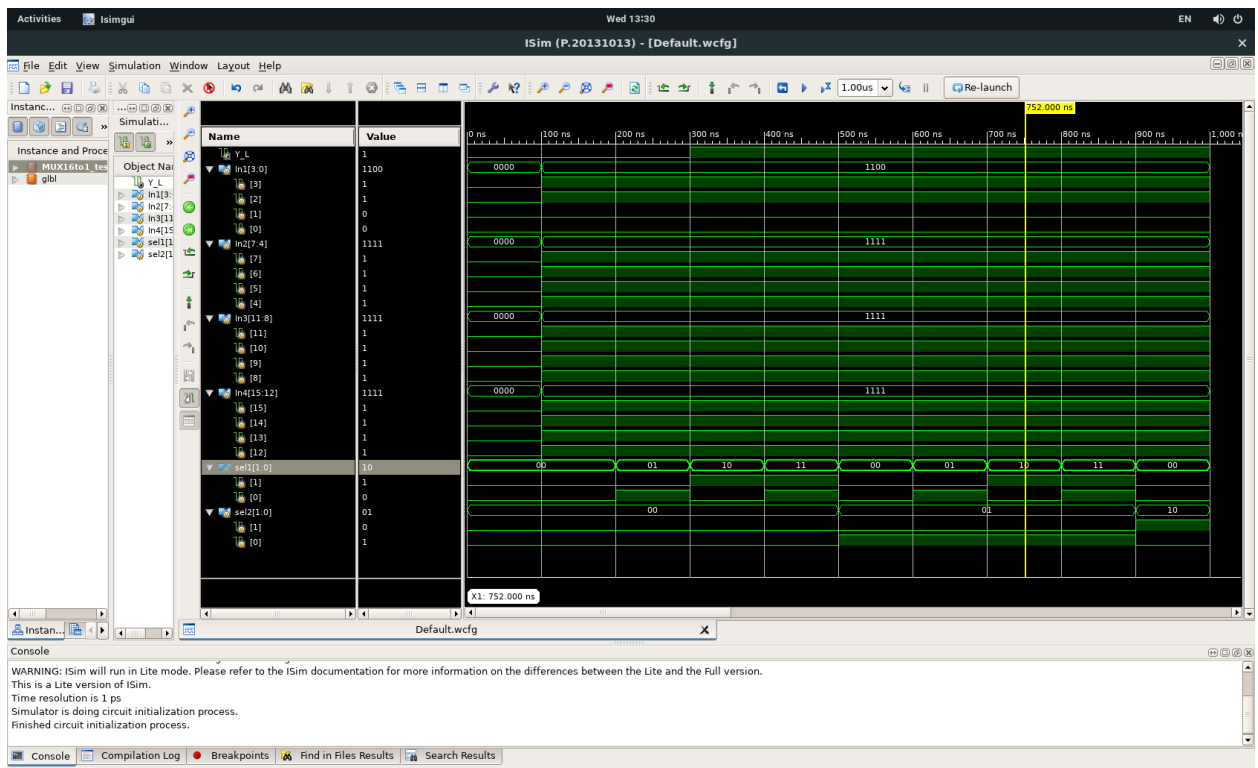


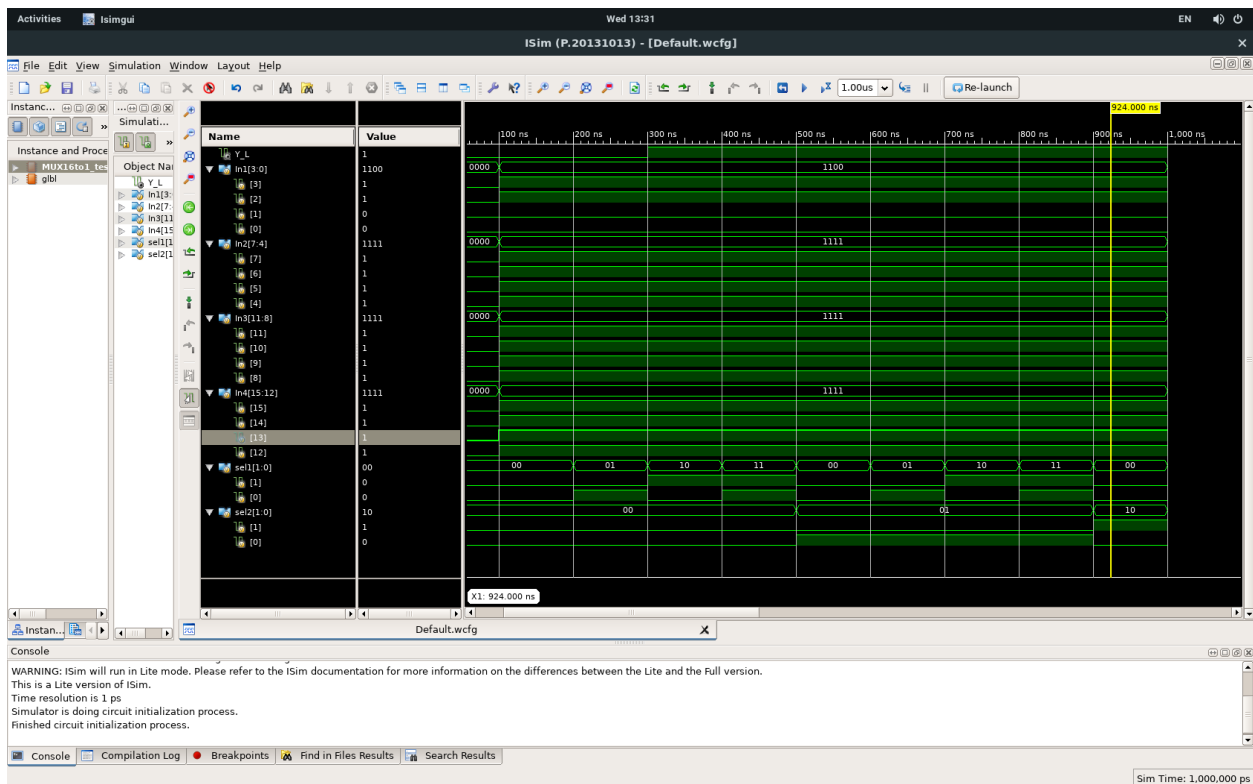
//2nd case fixed input 16'b1100111111111111



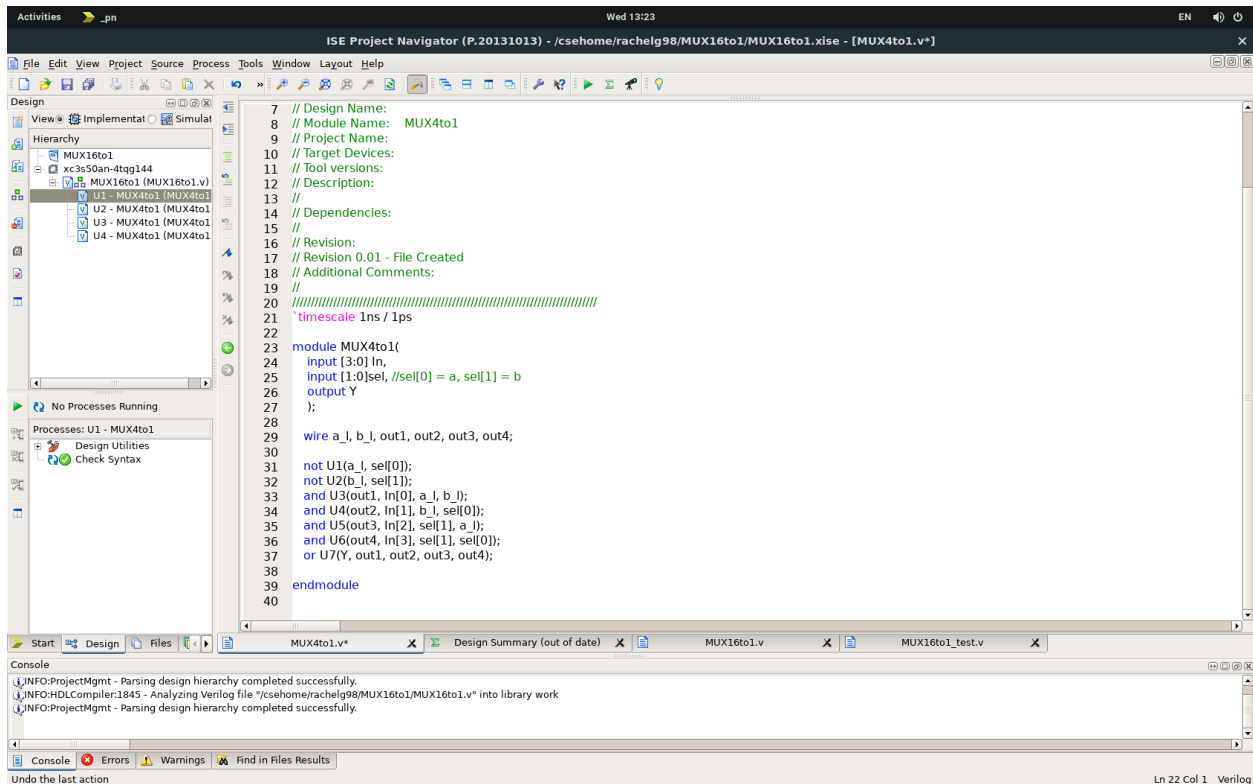




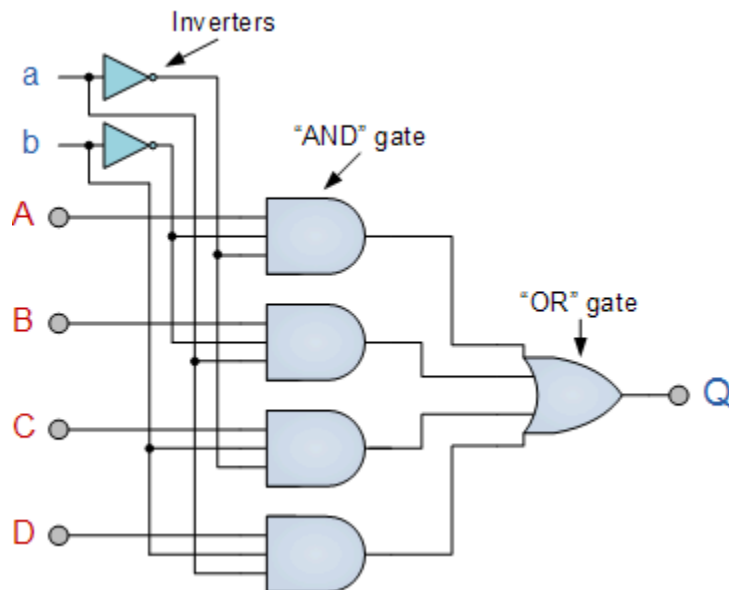
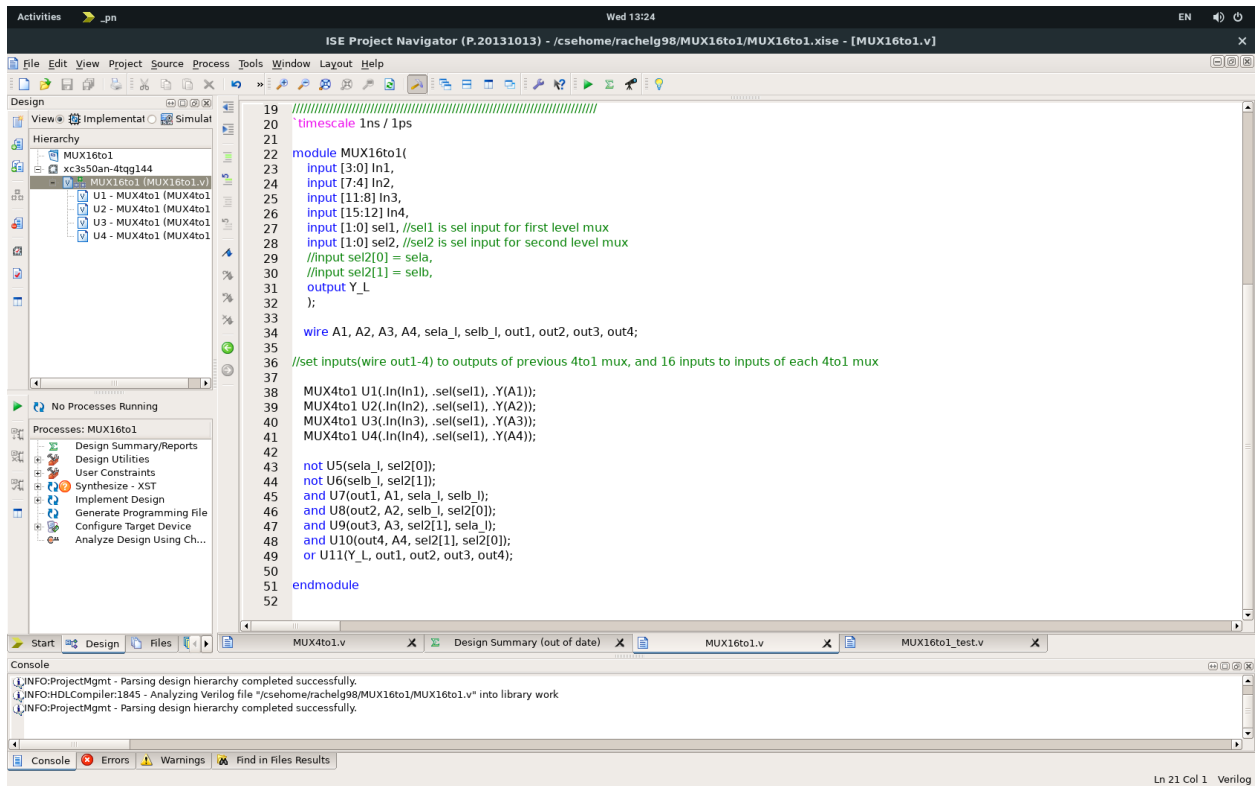




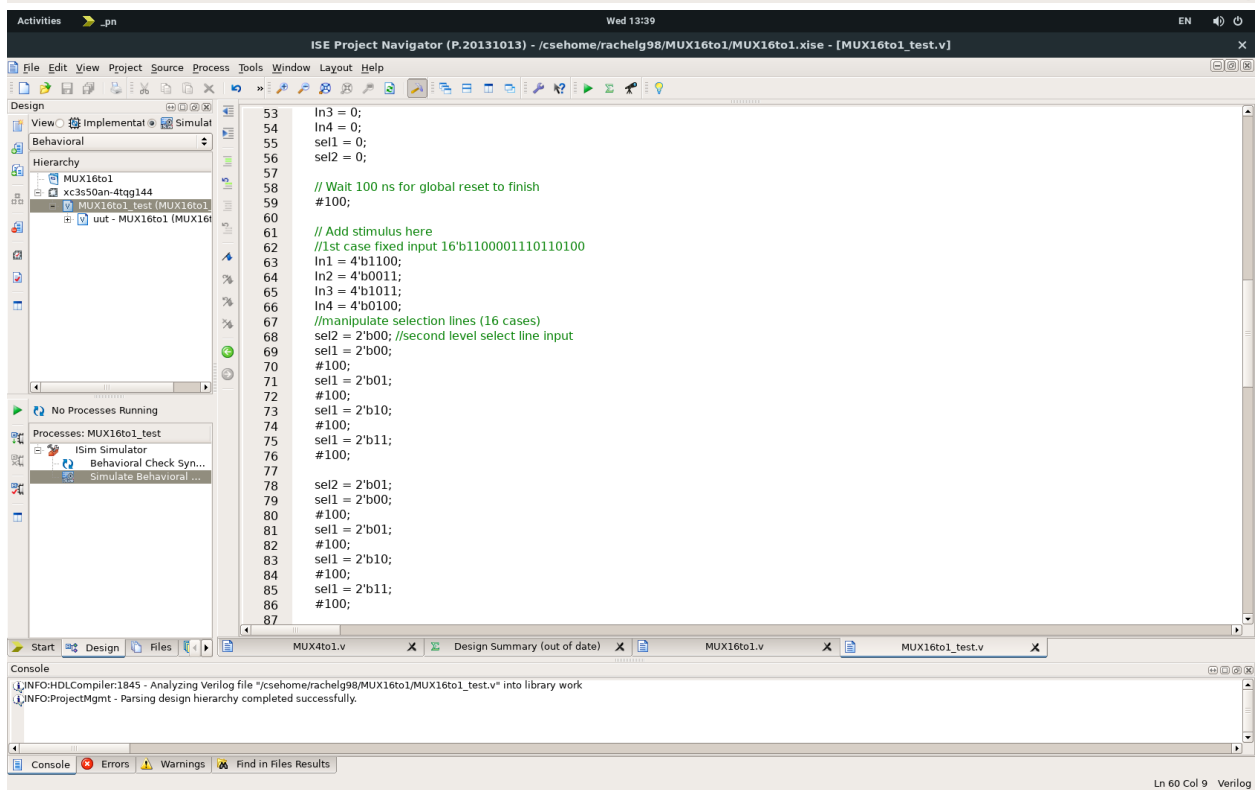
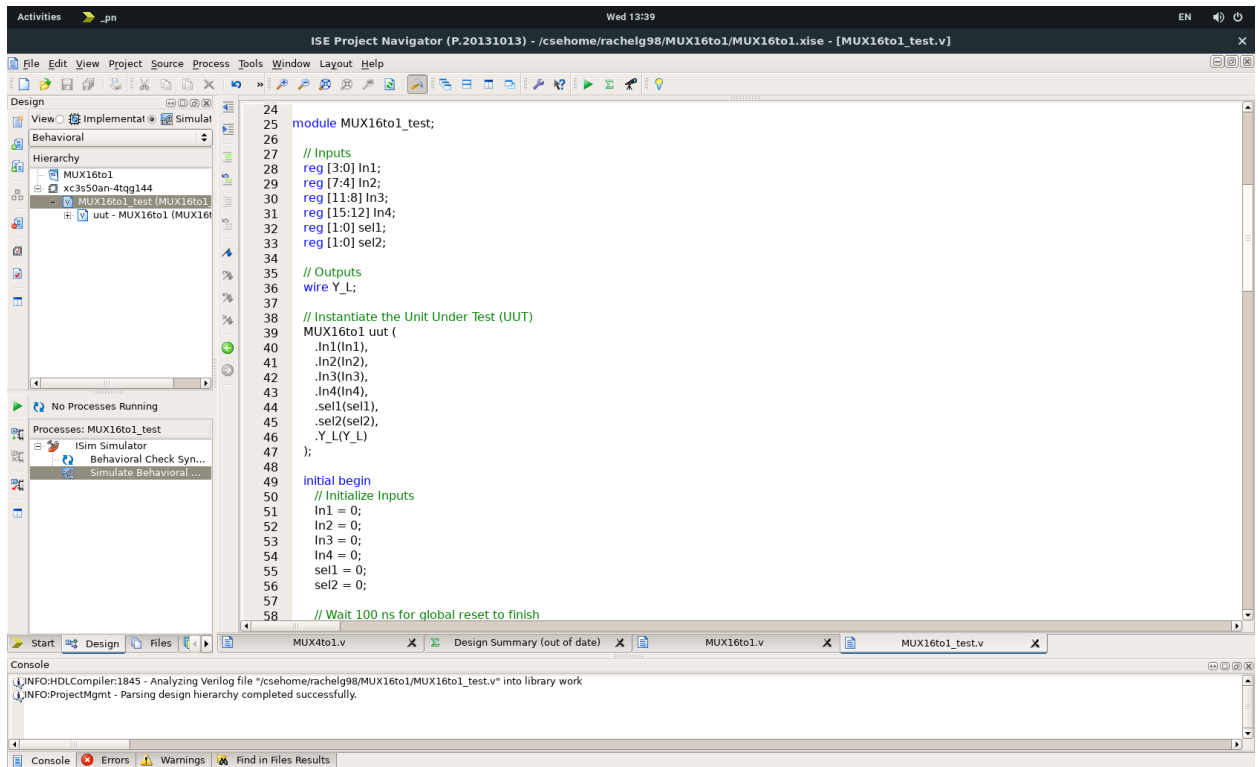
Code 4 to 1 MUX (Structural):

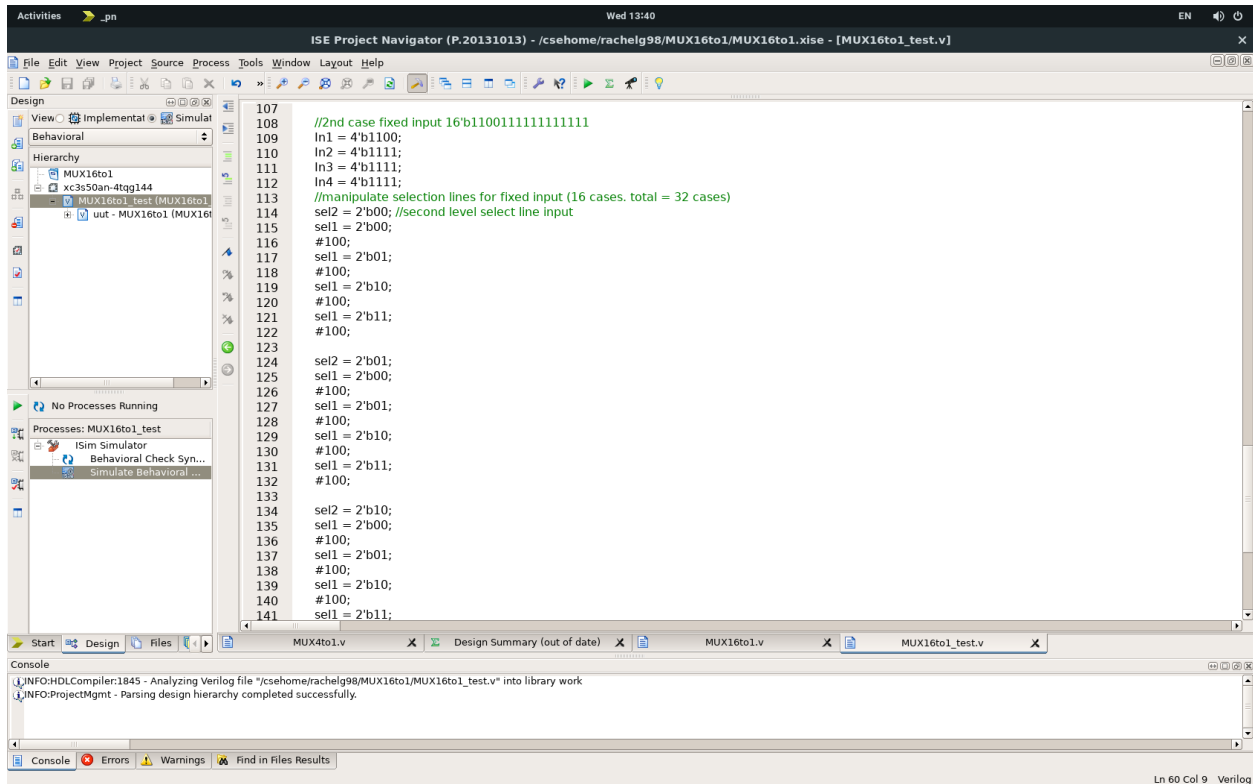
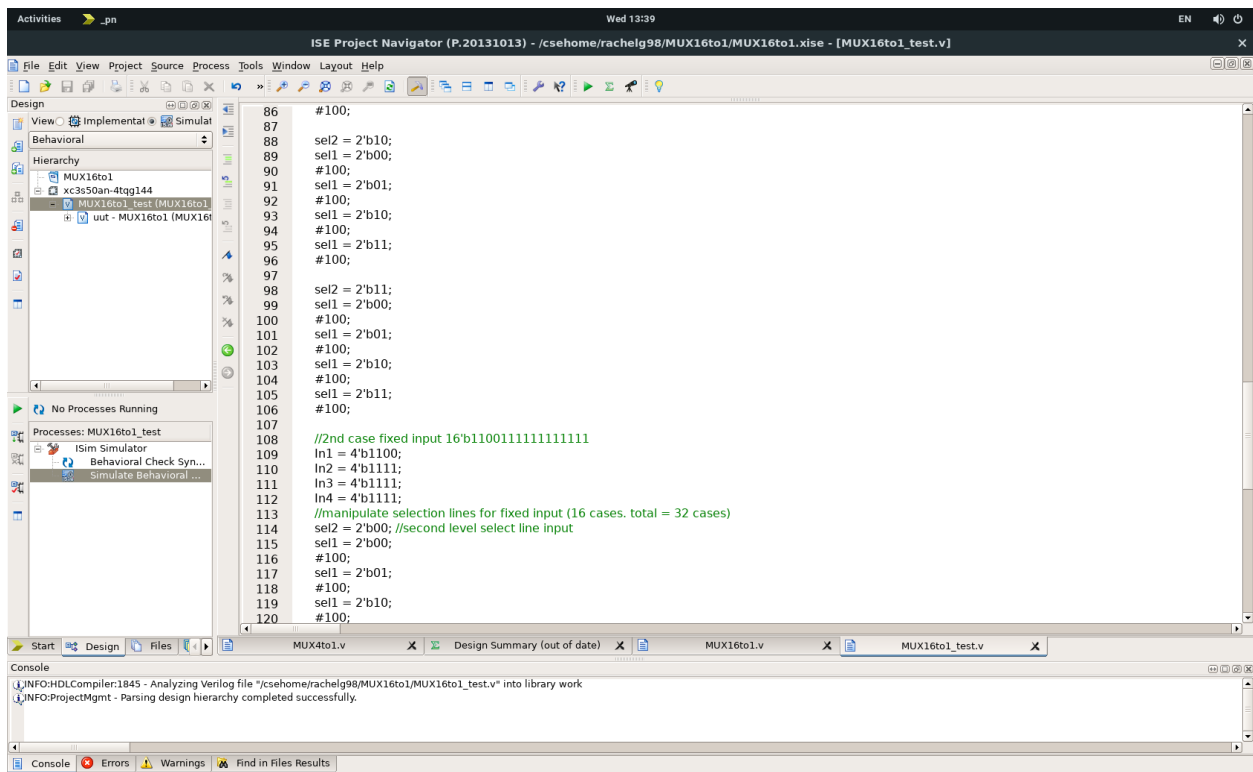


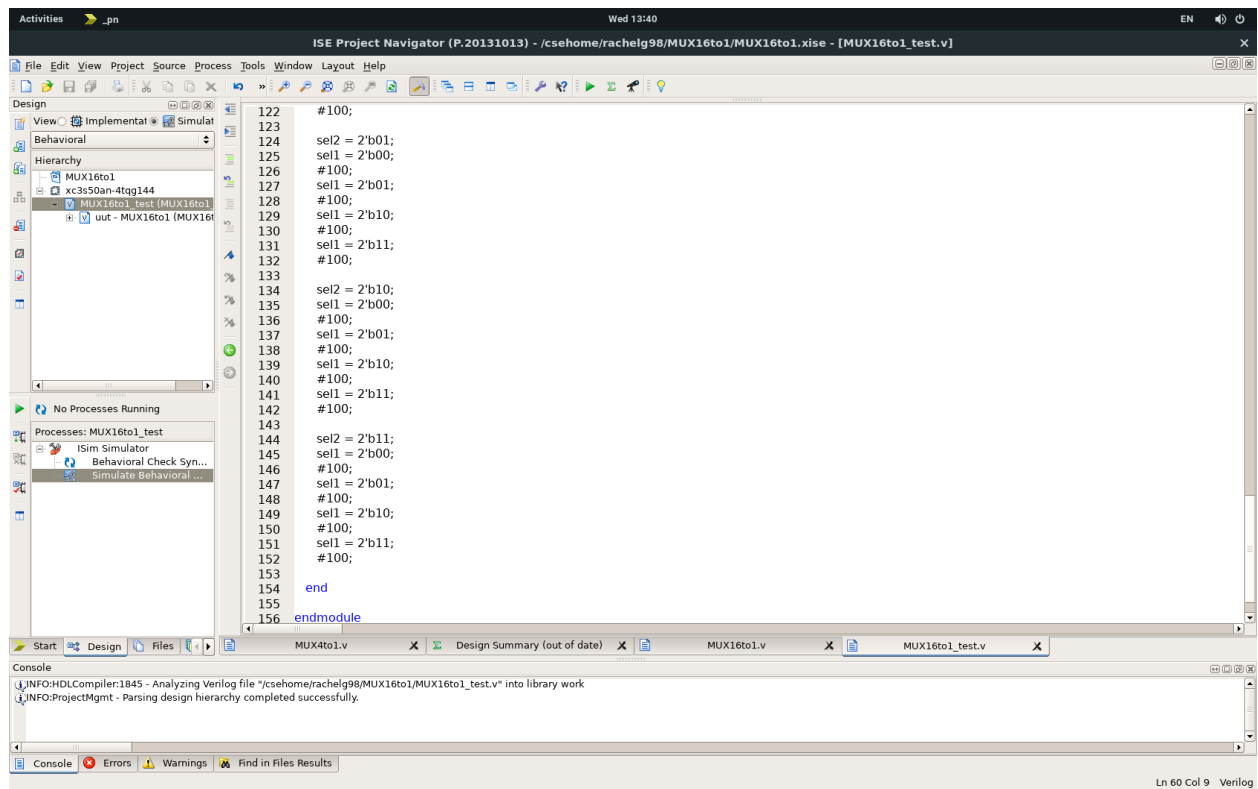
Code 16 to 1 (Hierarchy):



Test Bench:







4. Conclusion/Discussion

Verilog를 이용해 직접 논리 회로를 코딩하면서 verilog의 문법을 익혔다. Multiplexer의 기능도 이해했고

4-to-1 Multiplexer이 5개 있으면 16-to-1 Multiplexer를 설계할 수 있다는 사실을 알게 되었다.