

VLSI LAB Experiment-5

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Part A:-

Aim :-

The aim of this experiment is to design a Clock with Time Period=40ns and a duty cycle of 25% by using the always and initial Statements. The Value of clock at time = 0 ,should be initialized to 0.

Description :-

- ❖ The model is implemented using only always and initial statements.
- ❖ Duty cycle of 25% indicates that the clock is on for 1/4th of the time period.
- ❖ Time period is made in ns by using (`timescale 10ns / 1ns) :- this defines 10ns for 1 timeunit i.e., 4 time units is a time period here.
- ❖ The clock is initialized with 0 and it is made to 1 after 30 ns(3 time units)(i.e., 0 is present only for 30ns).
- ❖ The clock is again modified from 1 to 0 after 10 ns(1 time unit)(i.e., 1 is present only for 10ns).
- ❖ This will make the duty cycle of 25% for the clock.

Verilog codes :-

```
`timescale 10 ns/1 ns

module CLK();

    reg clock;
```

```
initial
clock = 1'b0;

always
begin
    if(clock)
        #1 clock = ~clock;
    else
        #3 clock = ~clock;
end

initial
#30 $finish;

initial
$monitor("time = %d*10 ns, clock = %b", $time ,clock);

initial begin
    $dumpfile("test.vcd");
    $dumpvars;
end

endmodule
```

Runtime log :-

VCD info: dumpfile test.vcd opened for output.

```
time =          0*10 ns, clock = 0
time =          3*10 ns, clock = 1
time =          4*10 ns, clock = 0
time =          7*10 ns, clock = 1
time =          8*10 ns, clock = 0
time =         11*10 ns, clock = 1
time =         12*10 ns, clock = 0
time =         15*10 ns, clock = 1
time =         16*10 ns, clock = 0
time =         19*10 ns, clock = 1
time =         20*10 ns, clock = 0
time =         23*10 ns, clock = 1
time =         24*10 ns, clock = 0
time =         27*10 ns, clock = 1
time =         28*10 ns, clock = 0
```

Results :-



Discussion/Conclusion :-

- ❖ The clock with duty cycle of 25% and time period of 40ns is made using only initial and always statements only.
- ❖ The output is plotted and displayed using GTKWAVE.

Drive links for verilog codes :-

[Part-A](#)

Part B:-

Aim :-

The aim of this experiment is to design a 1-to-4 DeMUX(from 1-to-2 DeMUX) using switch level Verilog description.

Schematic diagrams and labels :-

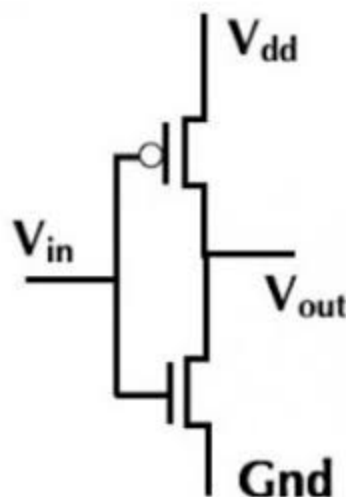


Fig.1: cmos inverter implementation using PMOS and NMOS

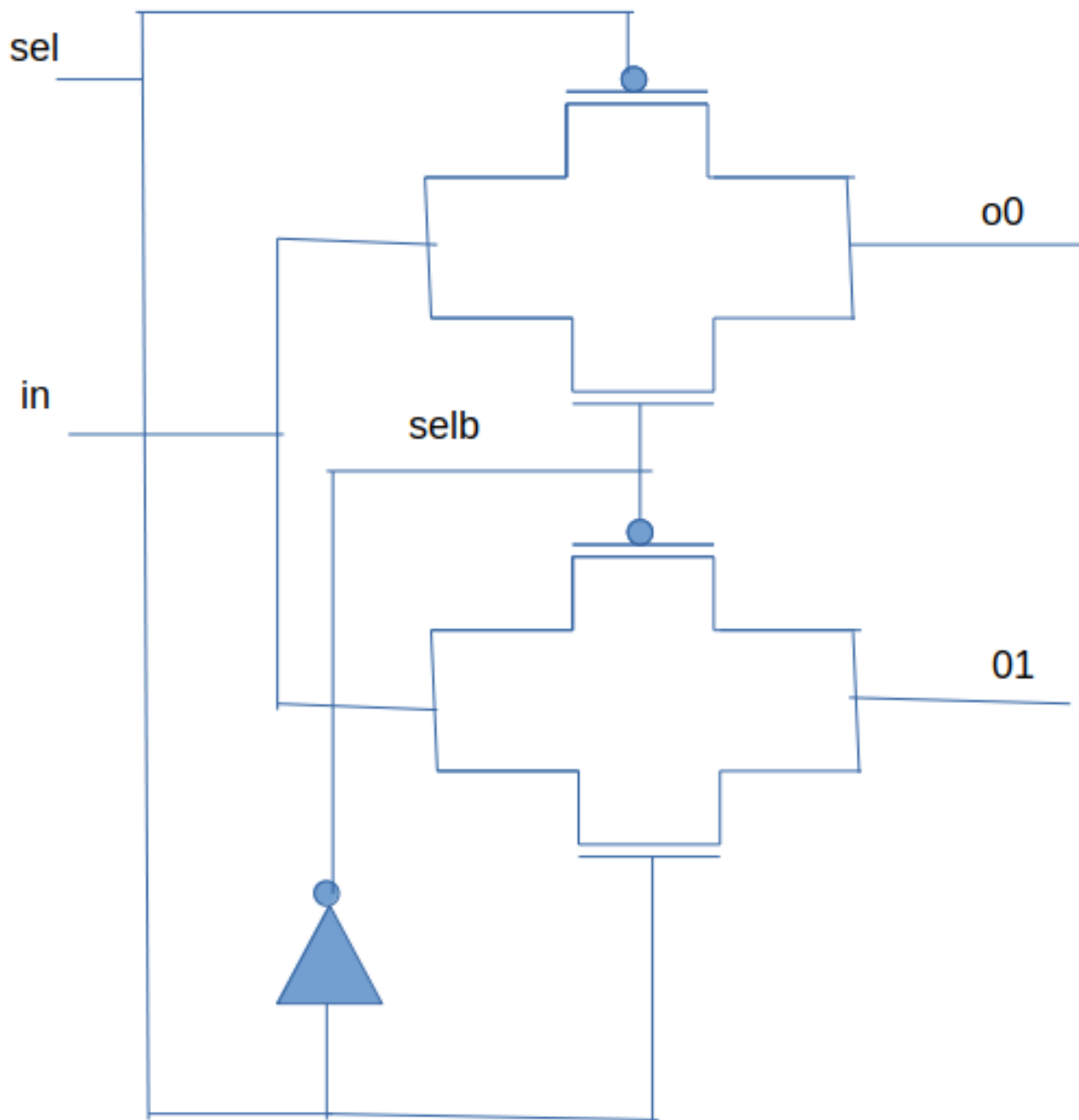


Fig.2:Implementation of 1x2 Demultiplexer using cmos(transmission logic gates) and a inverter

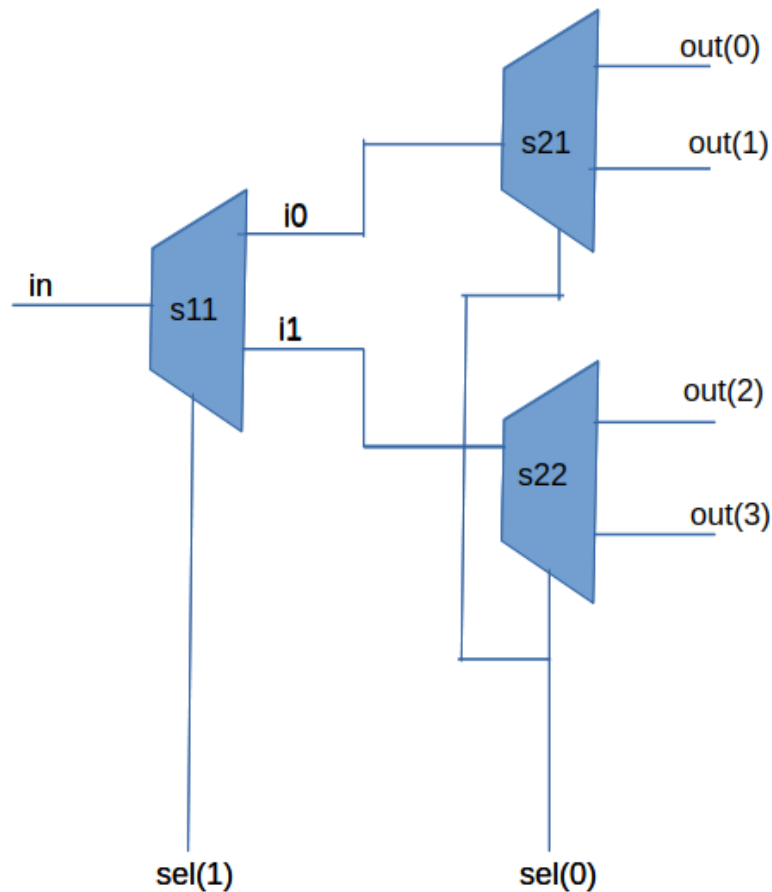


Fig.3:Implementation of 1x4 Demux using 1x2 Demux

Description :-

- ❖ The model is implemented using the transmission logic gates..
- ❖ A demultiplexer is a device that takes a single input line and routes it to one of several digital output lines.
- ❖ A demultiplexer of 2^n outputs has n select lines, which are used to select which output line to send the input. A demultiplexer is also called a data distributor.
- ❖ CMOS switches(transmission logic gates) are used to implement the 1x2 demultiplexer.
- ❖ a 1x4 demultiplexer is implemented using three 1x2 demultiplexers(which are implemented in switch level).
- ❖ The input data{in} will be read at one of the terminals {out(0) , out(1) , out(2) , out(3) } depending on the select lines.

Verilog codes :-

```
module cmos_inverter (o,i);  
  
    input i;  
  
    output o;  
  
  
    supply1 vdd;  
    supply0 gnd;  
  
    pmos(o,vdd,i);  
    nmos(o,gnd,i);  
  
endmodule  
  
module Mux_1x2 (o0,o1,sel,in);  
  
    input sel,in;  
  
    output o0,o1;  
  
    wire selb;  
  
    cmos_inverter nt(selb,sel);  
    //Transmission logic gates  
    cmos(o0,in,selb,sel);  
    cmos(o1,in,sel,selb);  
  
endmodule  
  
module Mux_1x4(out,s,in);
```

```
input in;

input [1:0]s;

output [3:0]out;

wire i0,i1;

// First Layer of the Demux
Mux_1x2 S11(i0,i1,s[1],in);

// Second Layer of the Demux
Mux_1x2 S21(out[0],out[1],s[0],i0);
Mux_1x2 S22(out[2],out[3],s[0],i1);

endmodule

module test_bench();

reg in;

reg [1:0] sel;

wire [3:0]out;

Mux_1x4 uut(out,sel,in);

initial
begin

    $monitor("time=%5d, input=%b, select=%b, output=%b", $time,in,sel,out);

    //initialisation of select lines

    #0 in = 1'b1;sel = 2'b00;

    #5 sel = 2'b01;

    #5 sel = 2'b10;

    #5 sel = 2'b11;
```



```
#5 in = 1'b0;sel = 2'b00;

#5 sel = 2'b01;

#5 sel = 2'b10;

#5 sel = 2'b11;

#5 $finish;

end

initial begin

    $dumpfile("test.vcd");

    $dumpvars;

end

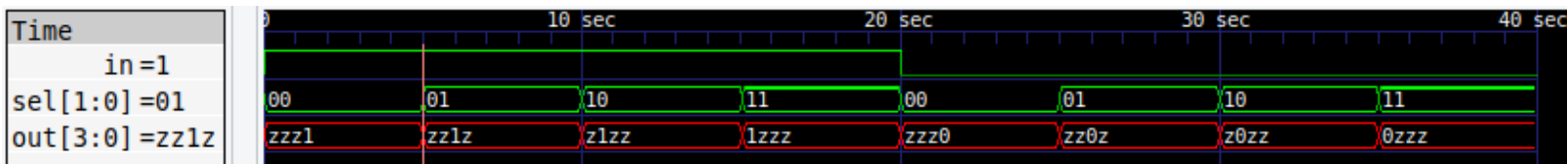
endmodule
```

Runtime log :-

VCD info: dumpfile test.vcd opened for output.

time= 0, input=1, select=00, output=zzz1
time= 5, input=1, select=01, output=zz1z
time= 10, input=1, select=10, output=z1zz
time= 15, input=1, select=11, output=1zzz
time= 20, input=0, select=00, output=zzz0
time= 25, input=0, select=01, output=zz0z
time= 30, input=0, select=10, output=z0zz
time= 35, input=0, select=11, output=0zzz

Results :-



Discussion/Conclusion :-

- ❖ The output is plotted and displayed using GTKWAVE.
- ❖ When input is **1**, then output line depending on the sel lines will get **1**, the other output lines will get **z(floating bits i.e., undefined state)** as output and same as the case when input is **0**.

Drive links for verilog codes :-

[Part-B](#)