Group: Power Puff - Step 1: Verilog & LaTeX Basics

Group Members: Zainab Khan and Jade Wilson

July 7, 2025

Contents

1	Introduction	2
2	NOT Gate Implementation	3
	2.1 Verilog Code	. 3
	2.2 Testbench	. 3
	2.3 Waveform Results	. 4
3	NAND Gate Implementation	5
	3.1 Verilog Code	. 5
	3.2 Testbench	. 5
	3.3 Waveform Results	. 6
4	NOR Gate Implementation	7
	4.1 Verilog Code	. 7
	4.2 Testbench	. 7
	4.3 Waveform Results	
5	1x4-bit Arithmetic Shift Circuit	9
	5.1 Verilog Code	. 9
	5.2 Testbench	
	5.3 Waveform Results	
6	Conclusion	11

Introduction

This report summarizes the implementation and simulation of several 1-bit logic gates and a 1x4-bit arithmetic shift circuit using Verilog. The gates implemented include NOT, NAND, and NOR gates. We tested each circuit by running testbenches and verified their behavior using waveform simulations in GTKWave. Screenshots of the waveforms are included in the figures section.

NOT Gate Implementation

The NOT gate is a fundamental logic gate that outputs the logical negation of its single input.

2.1 Verilog Code

```
1 module not_1b (
2          input wire a,
3          output wire y
4 );
5          assign y = ~a;
6 endmodule
```

Figure 2.1 shows the waveform output for the NOT gate. At 0 ns, input a is 0, resulting in output y being 1. This confirms the expected inversion behavior.

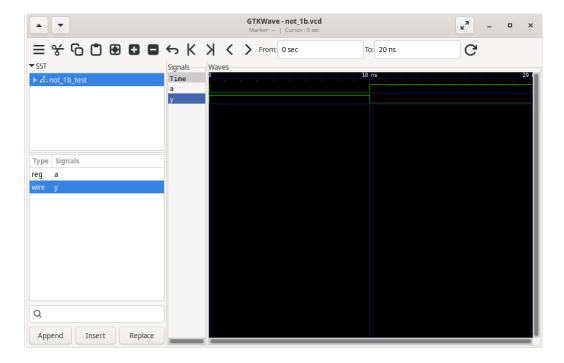


Figure 2.1: NOT Gate Waveform captured in GTKWave

NAND Gate Implementation

The NAND gate outputs the negation of the AND operation on two inputs.

3.1 Verilog Code

```
1 module nand_1b (
2     input wire a,
3     input wire b,
4     output wire y
5 );
6     assign y = ~(a & b);
7 endmodule
```

```
$dumpfile("nand_1b.vcd");
14
           $dumpvars(0, nand_1b_test);
15
16
           a = 0; b = 0; #10;
17
           a = 0; b = 1; #10;
18
           a = 1; b = 0; #10;
19
           a = 1; b = 1; #10;
20
21
           $finish;
22
      end
24 endmodule
```

Figure 3.1 displays the simulation waveform for the NAND gate. The output correctly reflects the NAND logic for all input combinations.

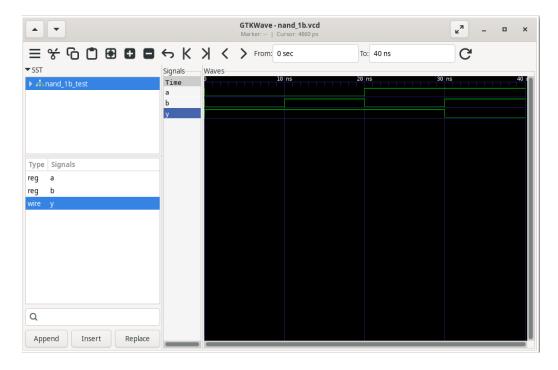


Figure 3.1: NAND Gate Waveform captured in GTKWave

NOR Gate Implementation

The NOR gate outputs the negation of the OR operation on two inputs.

4.1 Verilog Code

```
1 module nor_1b (
2     input wire a,
3     input wire b,
4     output wire y
5 );
6     assign y = ~(a | b);
7 endmodule
```

```
$dumpfile("nor_1b.vcd");
14
           $dumpvars(0, nor_1b_test);
15
16
           a = 0; b = 0; #10;
17
           a = 0; b = 1; #10;
18
           a = 1; b = 0; #10;
19
           a = 1; b = 1; #10;
20
21
           $finish;
22
      end
24 endmodule
```

Figure 4.1 shows the waveform simulation for the NOR gate. The output confirms the NOR truth table.

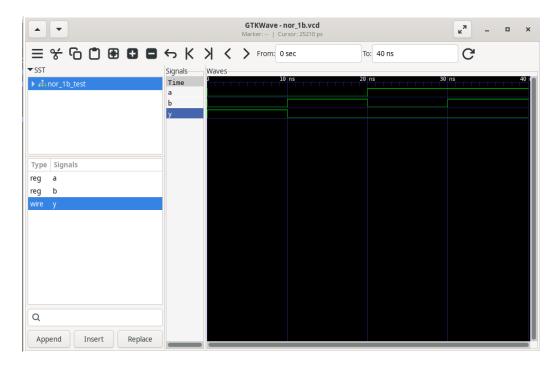


Figure 4.1: NOR Gate Waveform captured in GTKWave

1x4-bit Arithmetic Shift Circuit

This circuit performs an arithmetic shift operation on a 4-bit input, shifting bits either left or right.

5.1 Verilog Code

```
1 module shift_4b (
2     input wire [3:0] a,
3     output wire [3:0] y
4 );
5     assign y = a << 1;
6 endmodule</pre>
```

```
$dumpvars(0, shift_4b_test);
14
15
                                // 1 << 1 = 2
           a = 4'b0001; #10;
16
           a = 4,00011; #10;
                                // 3 << 1 = 6
17
           a = 4'b1010; #10;
                                // 10 << 1 = 4 (overflow bit lost
18
           a = 4'b1111; #10;
                                // 15 << 1 = 14 (overflow bit
19
              lost)
20
           $finish;
21
      end
22
23 endmodule
```

Figure 5.1 shows the waveform simulation for the 1x4-bit arithmetic shift circuit.

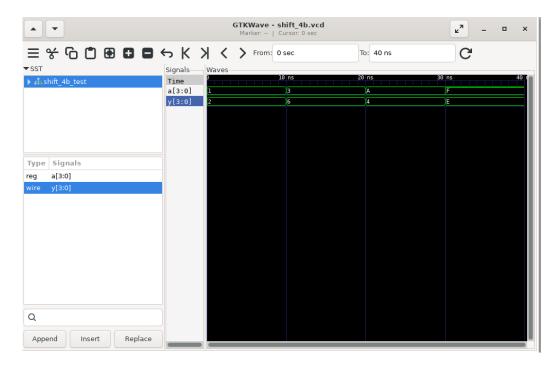


Figure 5.1: 1x4-bit Arithmetic Shift Circuit Waveform captured in GTK-Wave

Conclusion

We have successfully implemented and tested basic logic gates (NOT, NAND, NOR) and a 1x4-bit arithmetic shift circuit using Verilog. Testbenches were used to verify functionality, and waveform simulations confirmed correct operation of each circuit. This step establishes the foundation for more complex designs in future project steps.