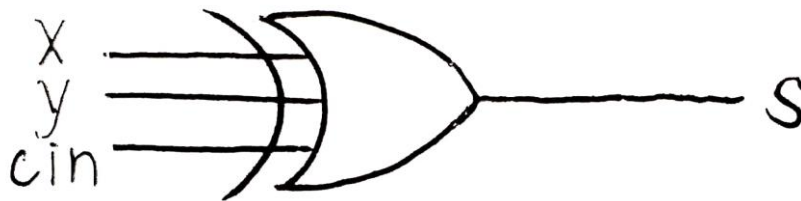
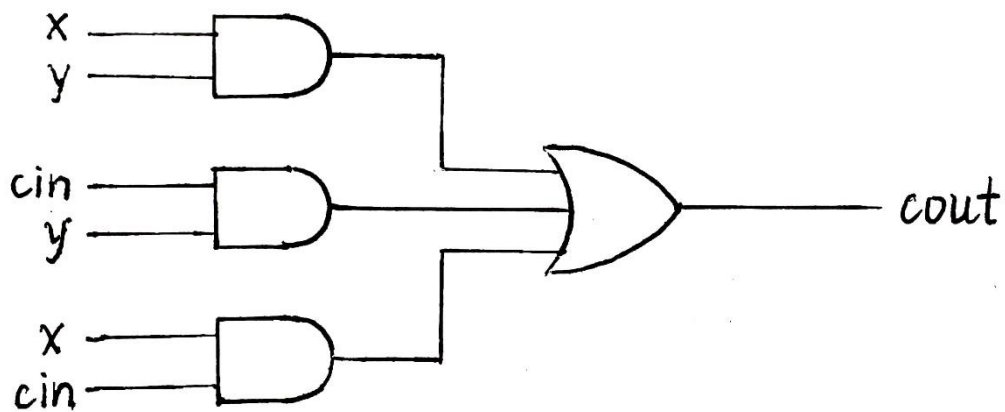


1. Emulate exp1 in lab1 (a full adder $s+cout=x+y+cin$) with the following parameters.

1.1 I/O:

I/O	x	y	cin	s	cout
LOC	V17	V16	W16	U16	E19

1.2 Circuit Diagram:



1.3 Verilog HDL Coding:

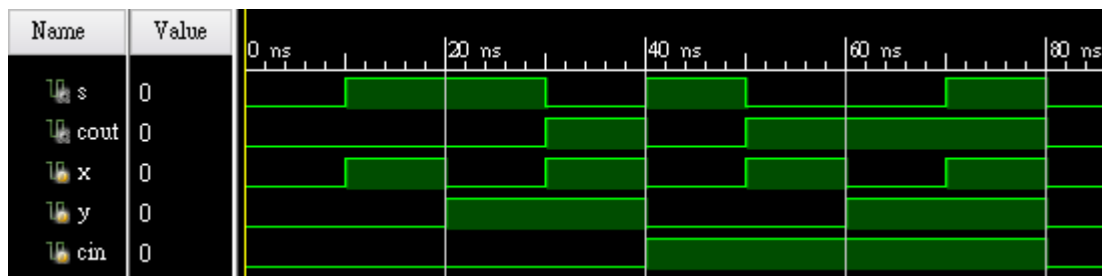
```
23 module fulladder(  
24     output s,    // sum  
25     output cout, // carry out  
26     input x,     // augend  
27     input y,     // addend  
28     input cin    // carry in  
29 );  
30  
31     assign {cout, s} = x + y + cin;  
32  
33 endmodule      // fulladder
```

1.4 Testbench Verification:

```

23 module fulladder_test();
24     // output
25     wire s;    // sum
26     wire cout; // carry out
27
28     // input
29     reg x;    // augend
30     reg y;    // addend
31     reg cin;  // carry in
32
33     // instantiate
34     fulladder DUT(
35         .s(s),    // sum
36         .cout(cout), // carry out
37         .x(x),    // augend
38         .y(y),    // addend
39         .cin(cin) // carry in
40     );
41
42     // stimulus
43     initial {cin, y, x} = 0;
44     always #10 {cin, y, x} = {cin, y, x} + 1;
45
46 endmodule // fulladder_test

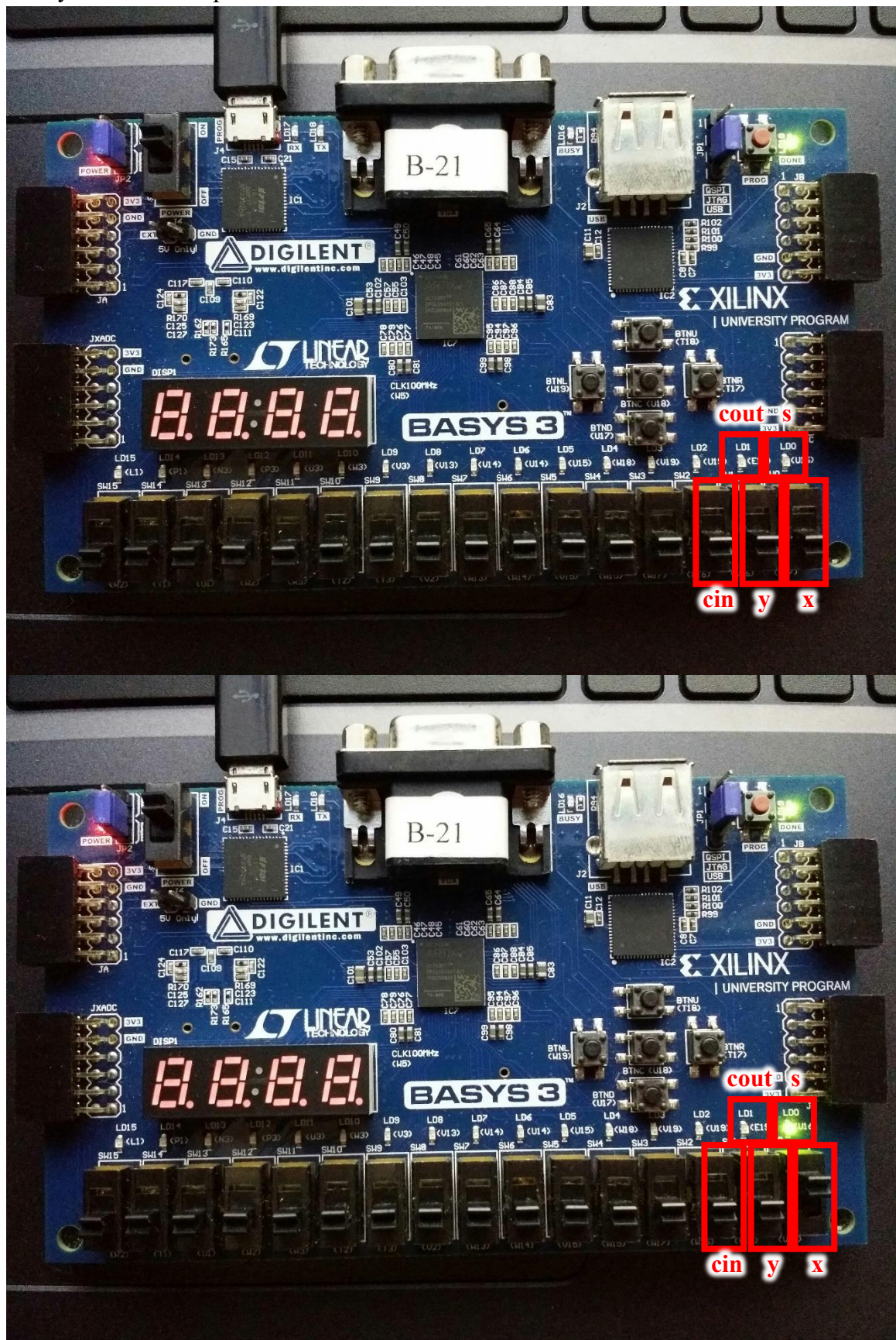
```

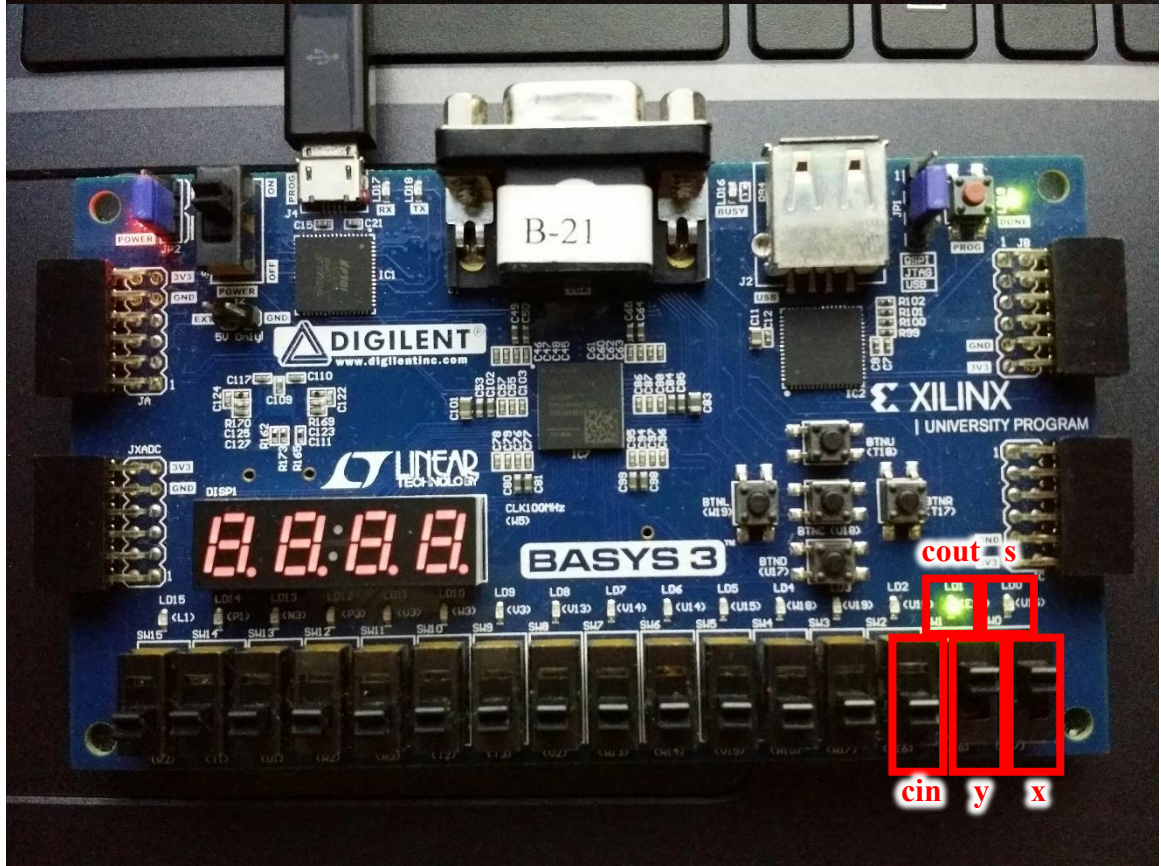
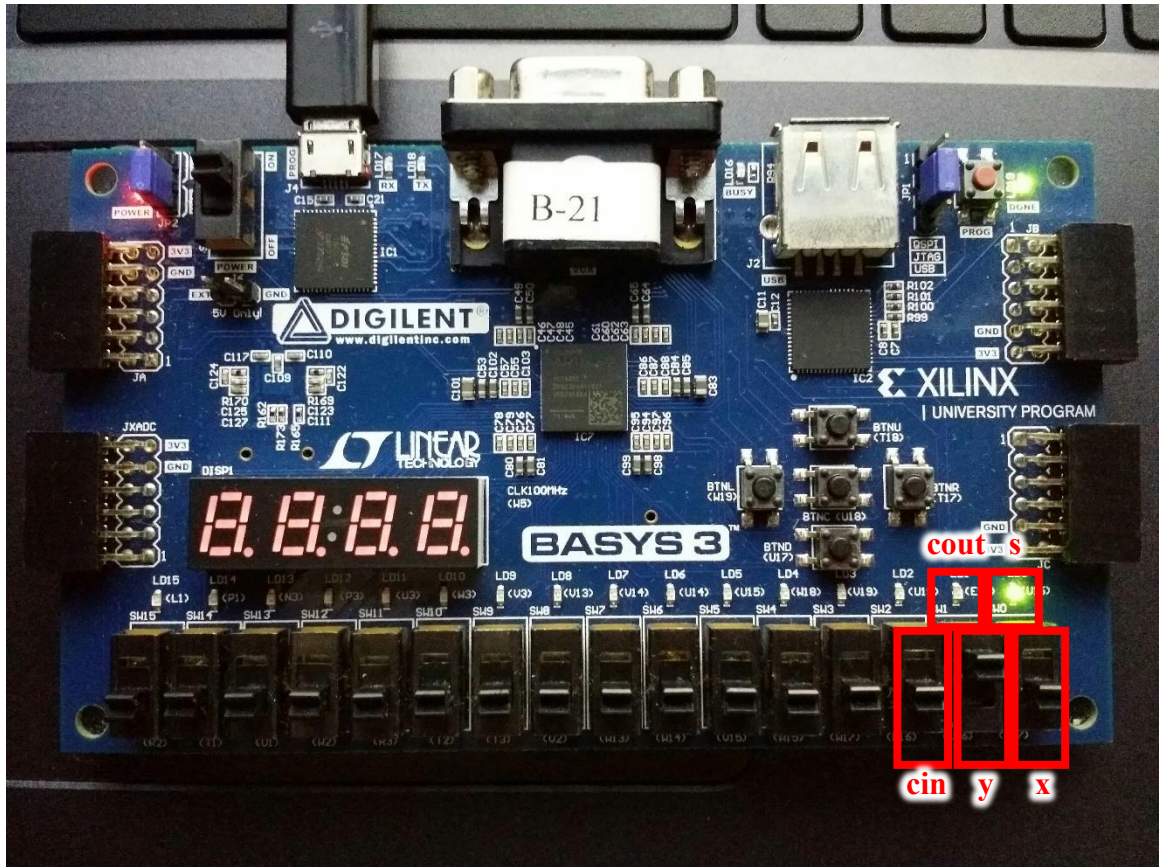


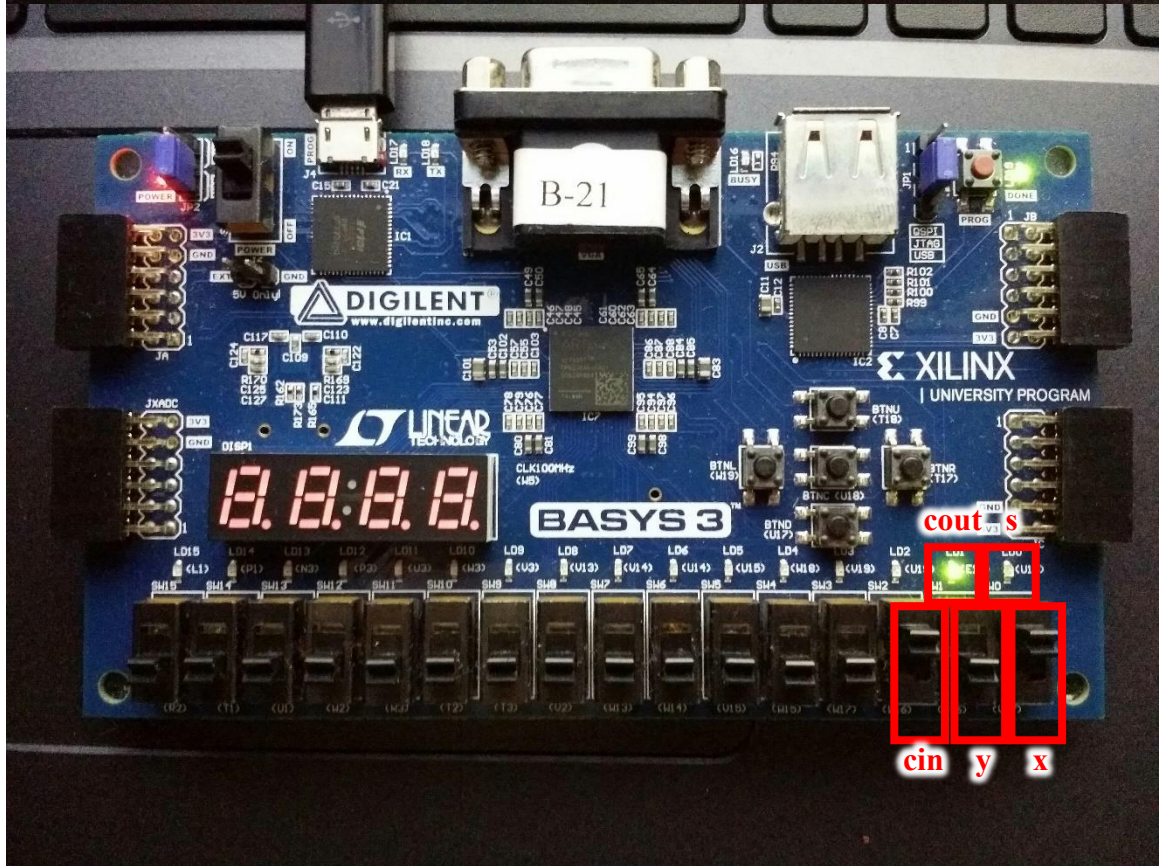
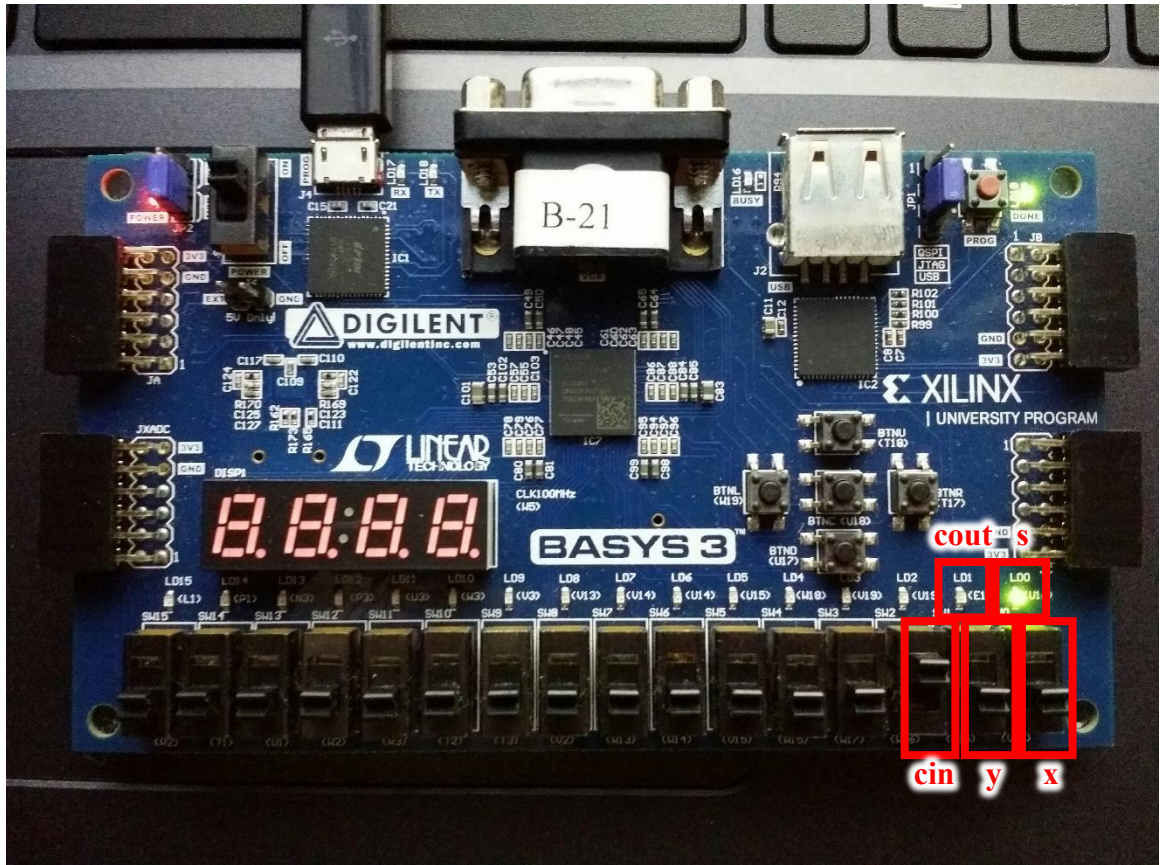
1.5 I/O Pins Assignment:

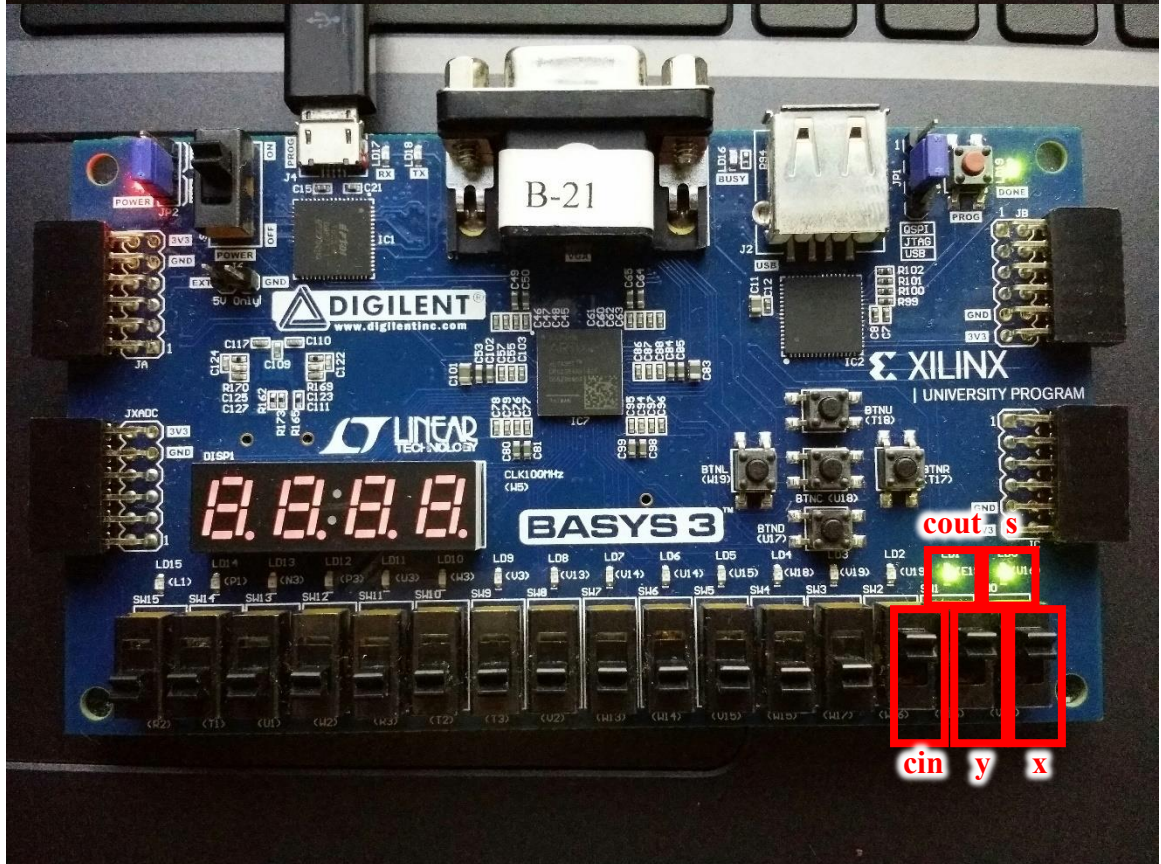
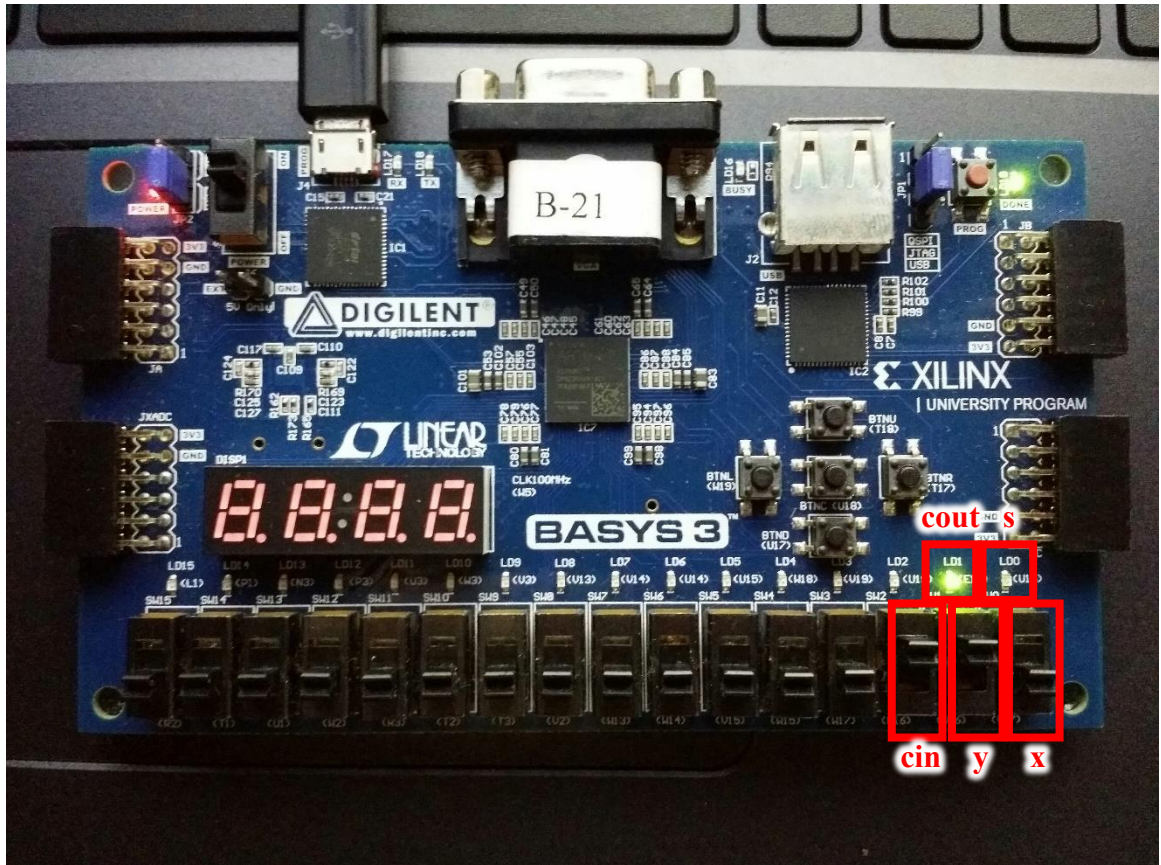
Name	Direction	Package Pin	I/O Std
All ports (5)			
Scalar ports (5)			
cin	IN	W16	LVCMOS33*
cout	OUT	E19	LVCMOS33*
s	OUT	U16	LVCMOS33*
x	IN	V17	LVCMOS33*
y	IN	V16	LVCMOS33*

1.6 Synthesis and Implementation:









2. Derive a BCD ($i[3:0]$) to 7-segment display decoder ($D_ssd[7:0]$), and also use four LEDs ($d[3:0]$) to monitor the 4-bit BCD number. (Other values of i outside the range will show F).

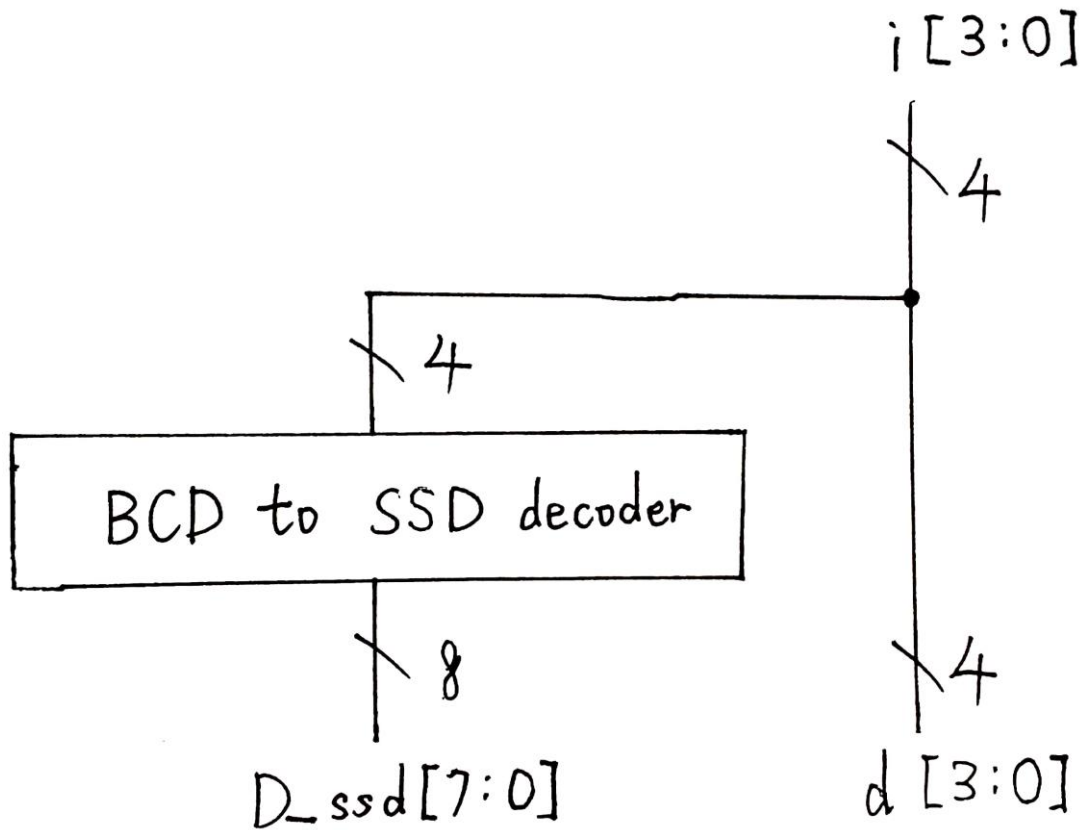
2.1 I/O:

inputs: $i[3:0]$

outputs: $D_ssd[7:0]$

$d[3:0]$

2.2 Circuit Diagram:



2.3 Verilog HDL Coding:

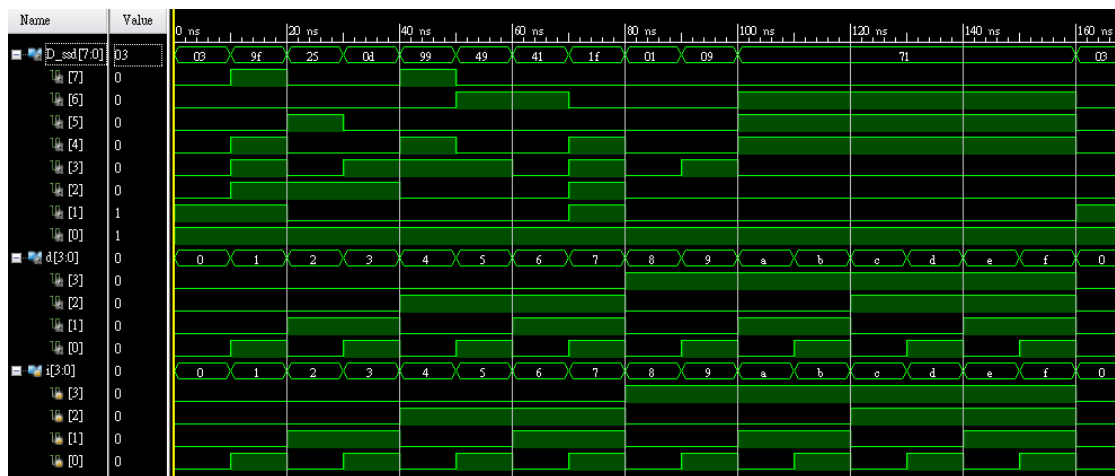
```
23 module BCD_to_SSD_decoder(  
24     output reg [7:0] D_ssd, // 7-segment display decode  
25     output [3:0] d, // LEDs to monitor  
26     input [3:0] i // 4-bit BCD number  
27 );  
28  
29 // four LEDs to monitor the 4-bit BCD number  
30 assign d = i;  
31  
32 // BCD to 7-segment display decoder  
33 always @ (i)  
34 begin  
35     case (i)  
36         0: D_ssd = 8'b0000001_1; //0  
37         1: D_ssd = 8'b1001111_1; //1  
38         2: D_ssd = 8'b0010010_1; //2  
39         3: D_ssd = 8'b0000110_1; //3  
40         4: D_ssd = 8'b1001100_1; //4  
41         5: D_ssd = 8'b0100100_1; //5  
42         6: D_ssd = 8'b0100000_1; //6  
43         7: D_ssd = 8'b0001111_1; //7  
44         8: D_ssd = 8'b0000000_1; //8  
45         9: D_ssd = 8'b0000100_1; //9  
46         default: D_ssd = 8'b0111000_1; //F  
47     endcase  
48 end  
49  
50 endmodule //BCD_to_SSD_decoder
```


2.4 Testbench Verification:

```

23 module BCD_to_SSD_decoder_test();
24     // output
25     wire [7:0] D_ssd; // 7-segment display decode
26     wire [3:0] d;     // LEDs to monitor
27
28     // input
29     reg [3:0] i;     // 4-bit BCD number
30
31     // instantiate
32     BCD_to_SSD_decoder DUT(
33         .D_ssd(D_ssd), // 7-segment display decode
34         .d(d),         // four LEDs to monitor the 4-bit BCD number
35         .i(i)          // 4-bit BCD number
36     );
37
38     // stimulus
39     initial
40         i = 0;
41     always
42         #10 i = i + 1;
43
44 endmodule // BCD_to_SSD_decoder_test

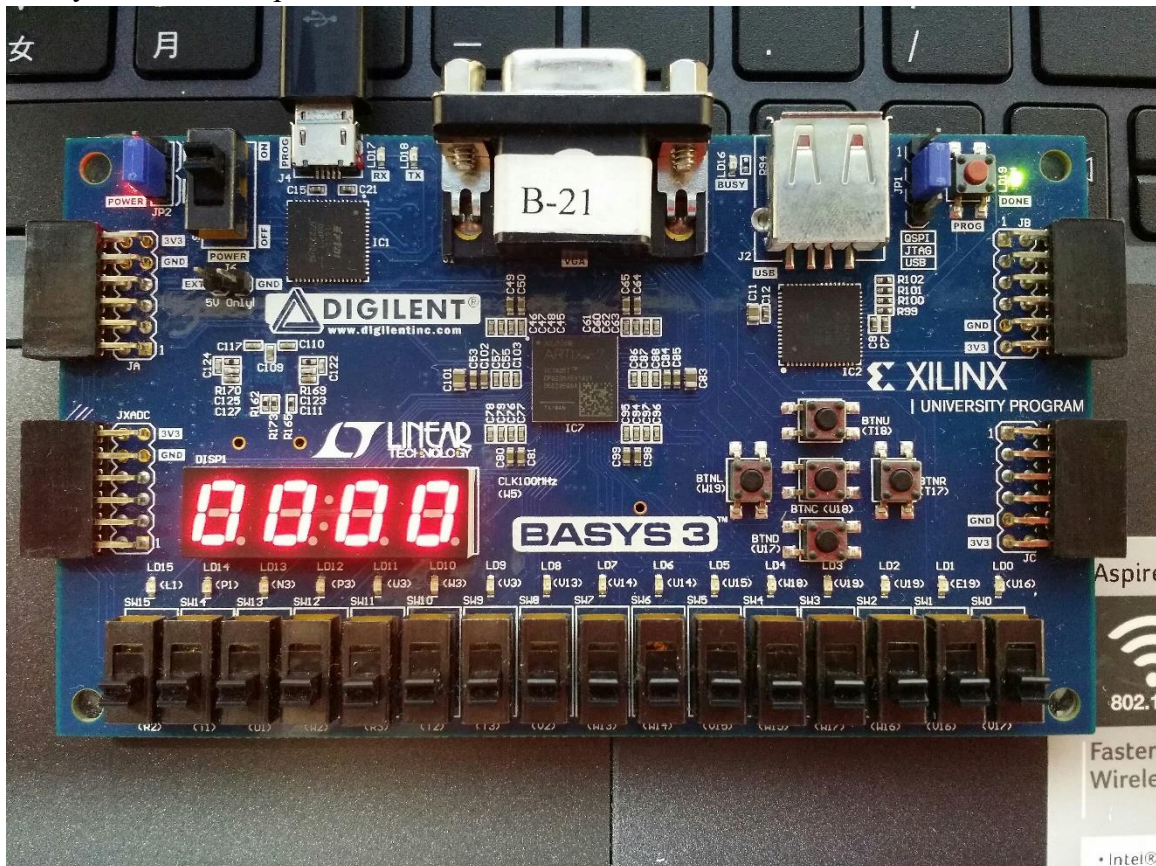
```

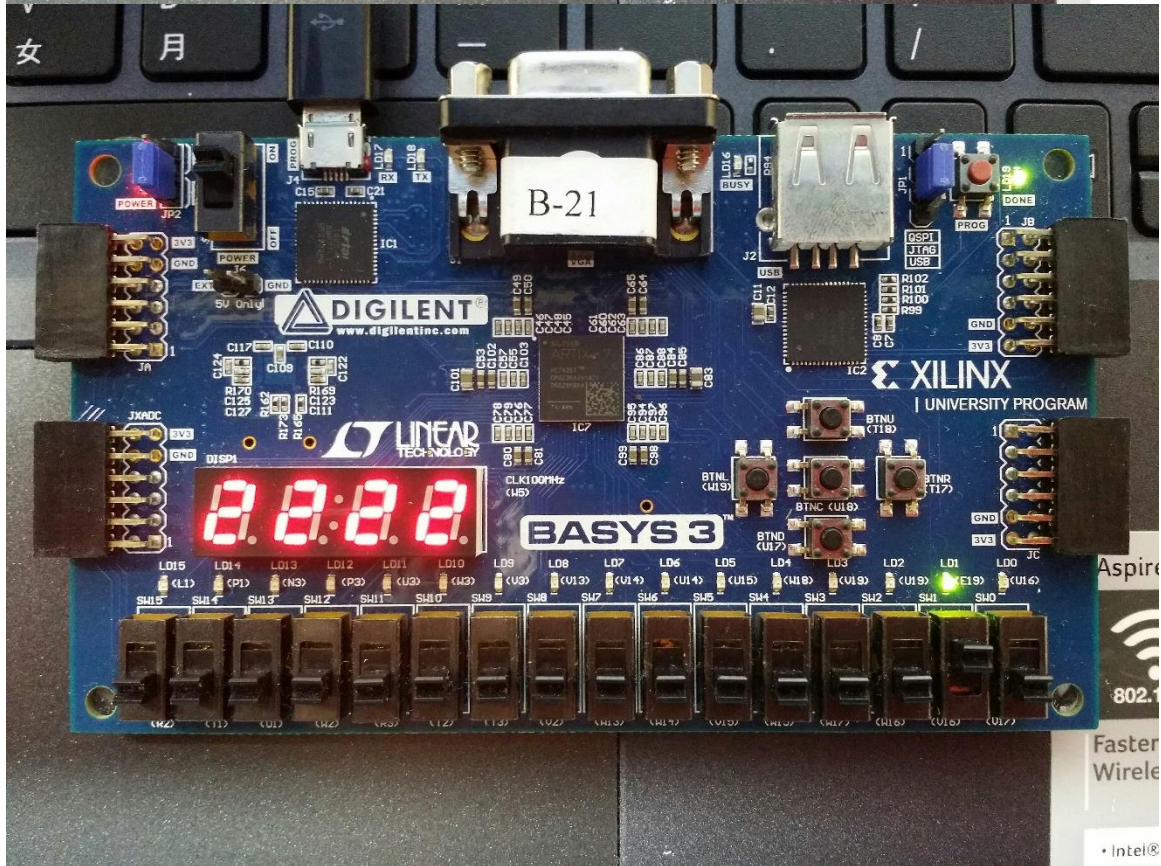
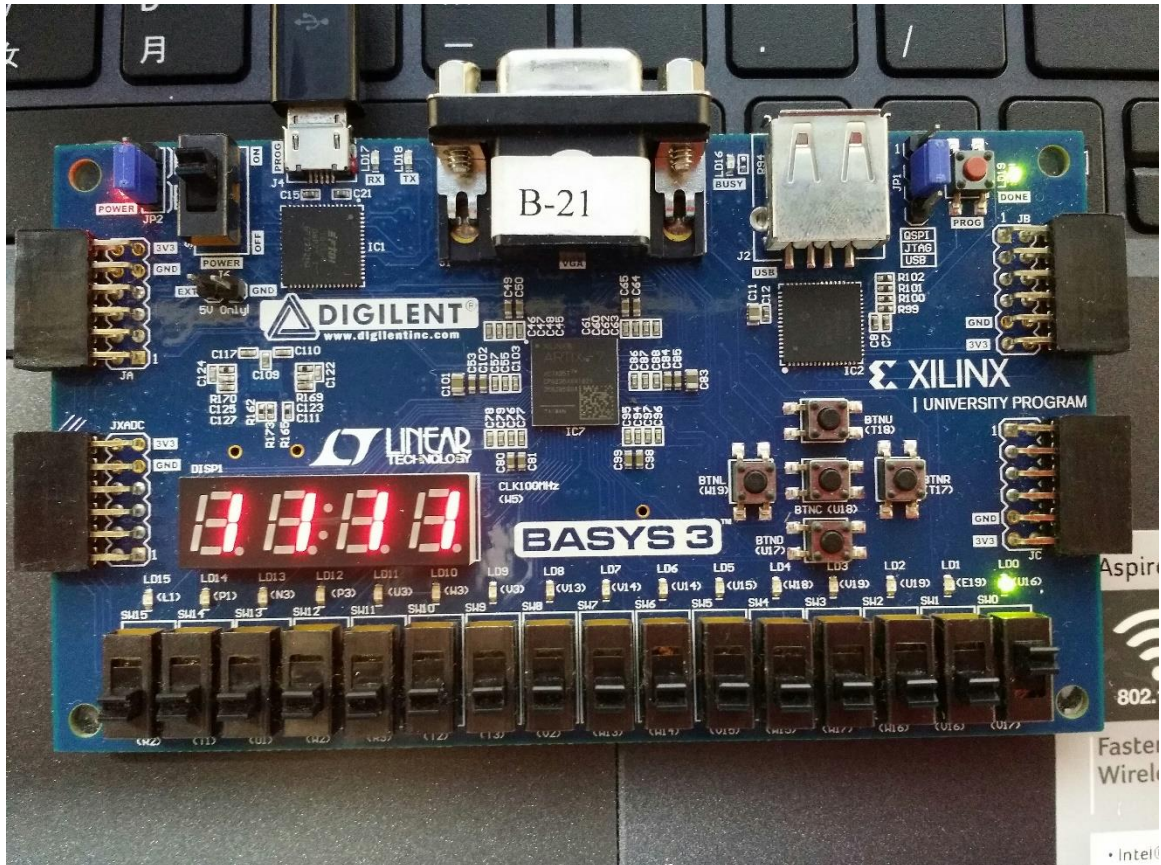


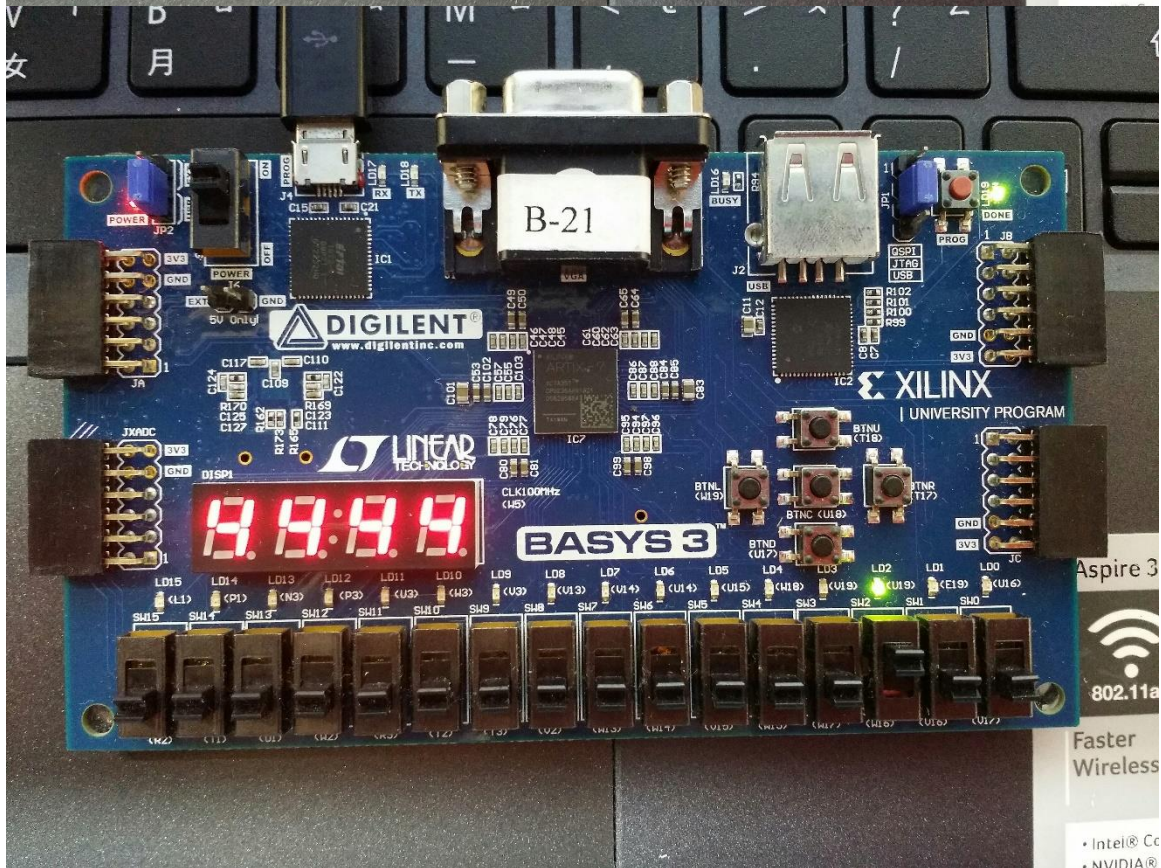
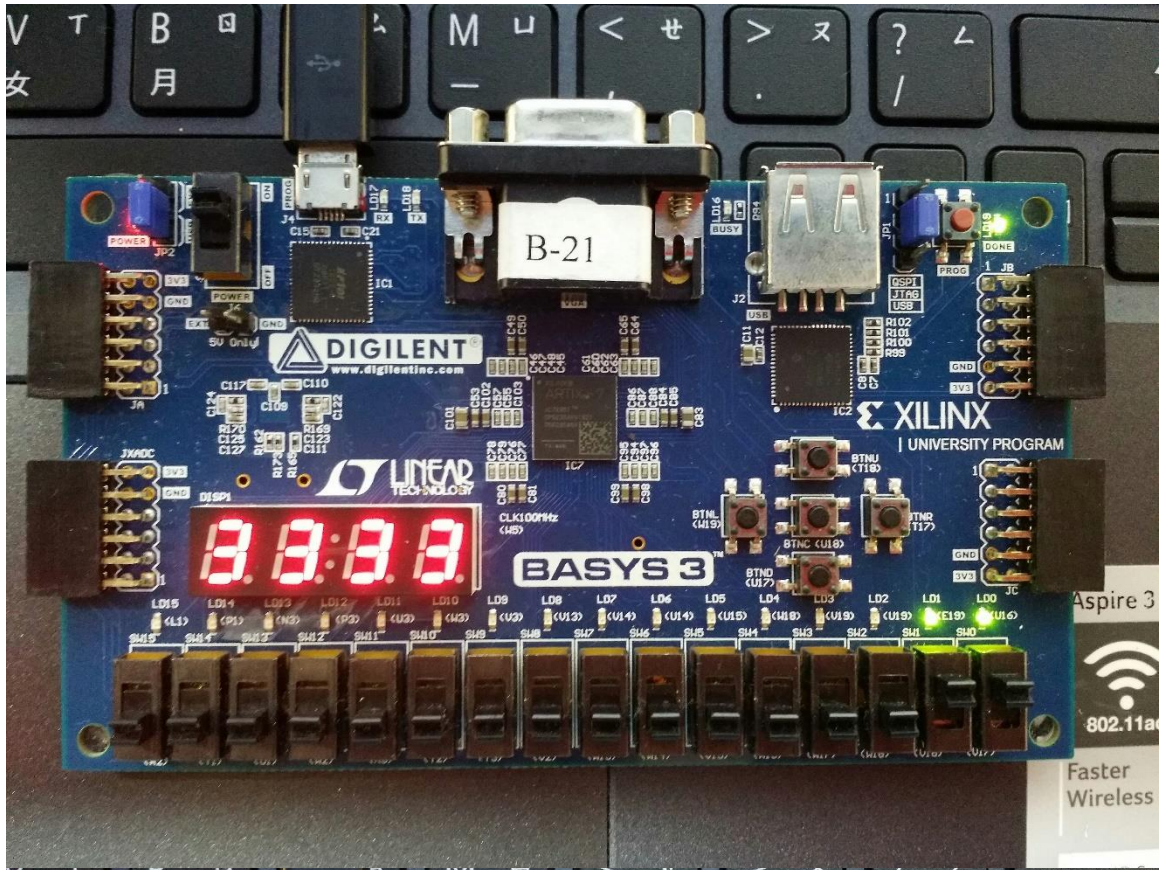
2.5 I/O Pins Assignment

Name	Direction	Package Pin	I/O Std
All ports (16)			
d (4)	OUT		LVCMOS33*
d[3]	OUT	V19	LVCMOS33*
d[2]	OUT	U19	LVCMOS33*
d[1]	OUT	E19	LVCMOS33*
d[0]	OUT	U16	LVCMOS33*
D_ssd (8)	OUT		LVCMOS33*
D_ssd[7]	OUT	W7	LVCMOS33*
D_ssd[6]	OUT	W6	LVCMOS33*
D_ssd[5]	OUT	U8	LVCMOS33*
D_ssd[4]	OUT	V8	LVCMOS33*
D_ssd[3]	OUT	U5	LVCMOS33*
D_ssd[2]	OUT	V5	LVCMOS33*
D_ssd[1]	OUT	U7	LVCMOS33*
D_ssd[0]	OUT	V7	LVCMOS33*
i (4)	IN		LVCMOS33*
i[3]	IN	W17	LVCMOS33*
i[2]	IN	W16	LVCMOS33*
i[1]	IN	V16	LVCMOS33*
i[0]	IN	V17	LVCMOS33*

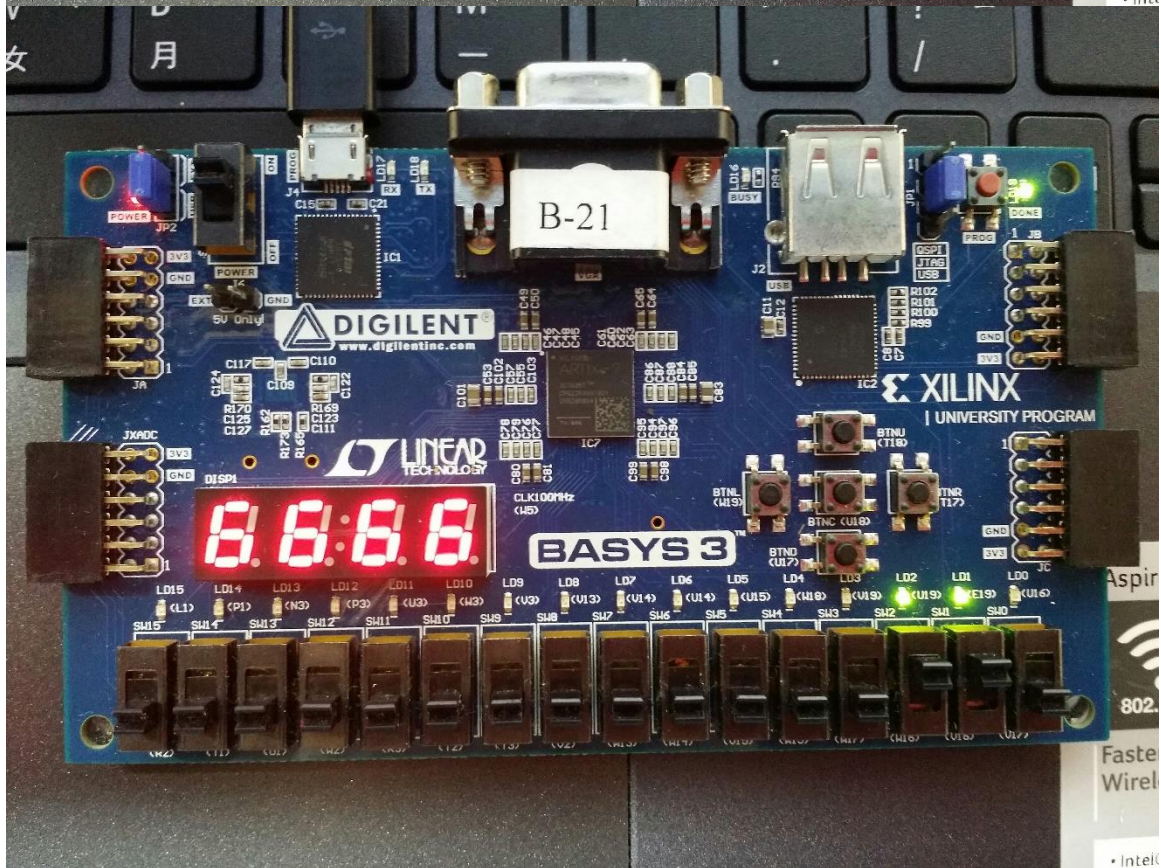
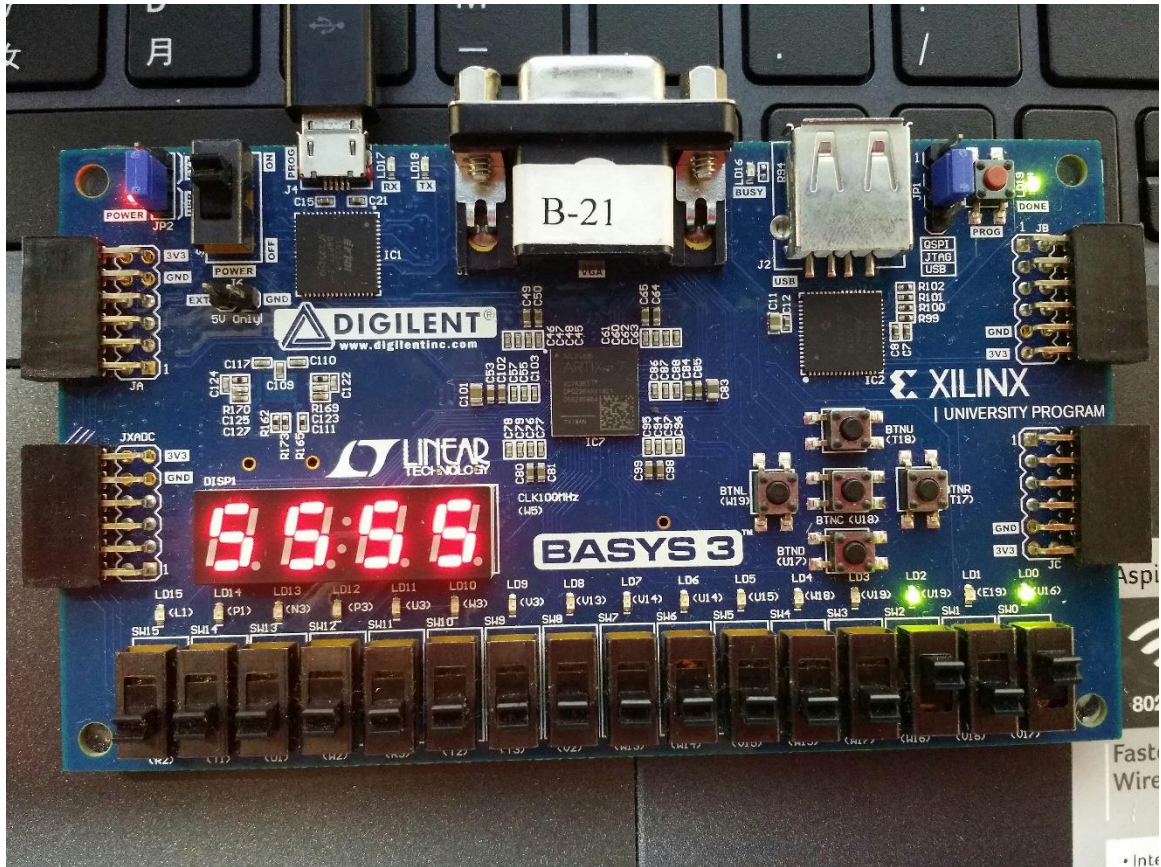
2.6 Synthesis and Implementation:

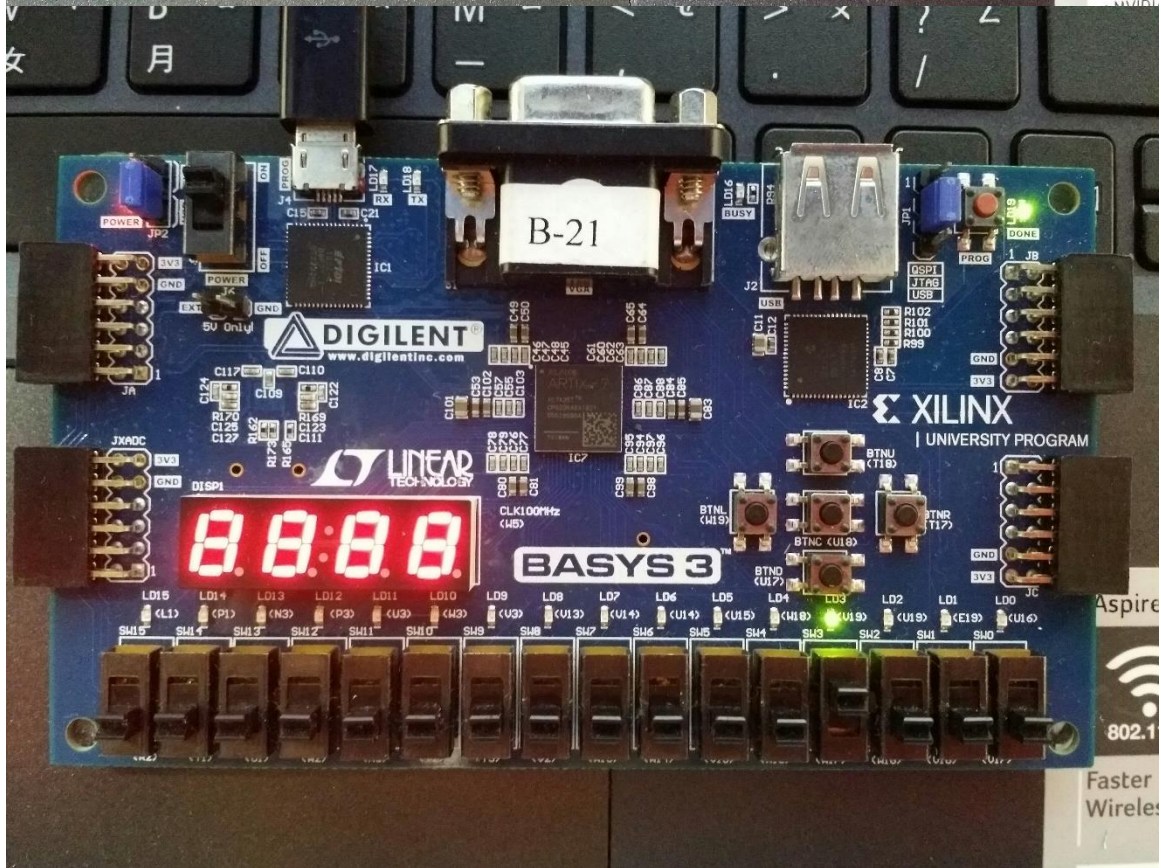
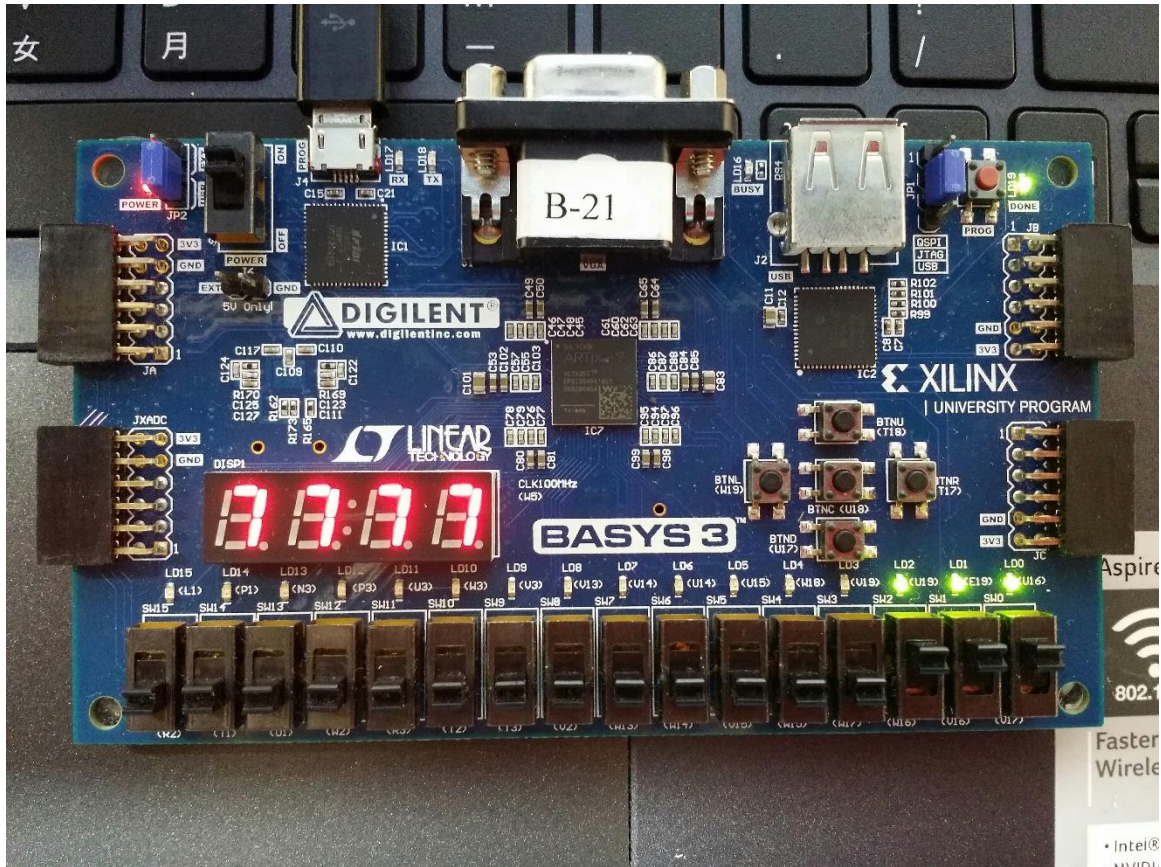


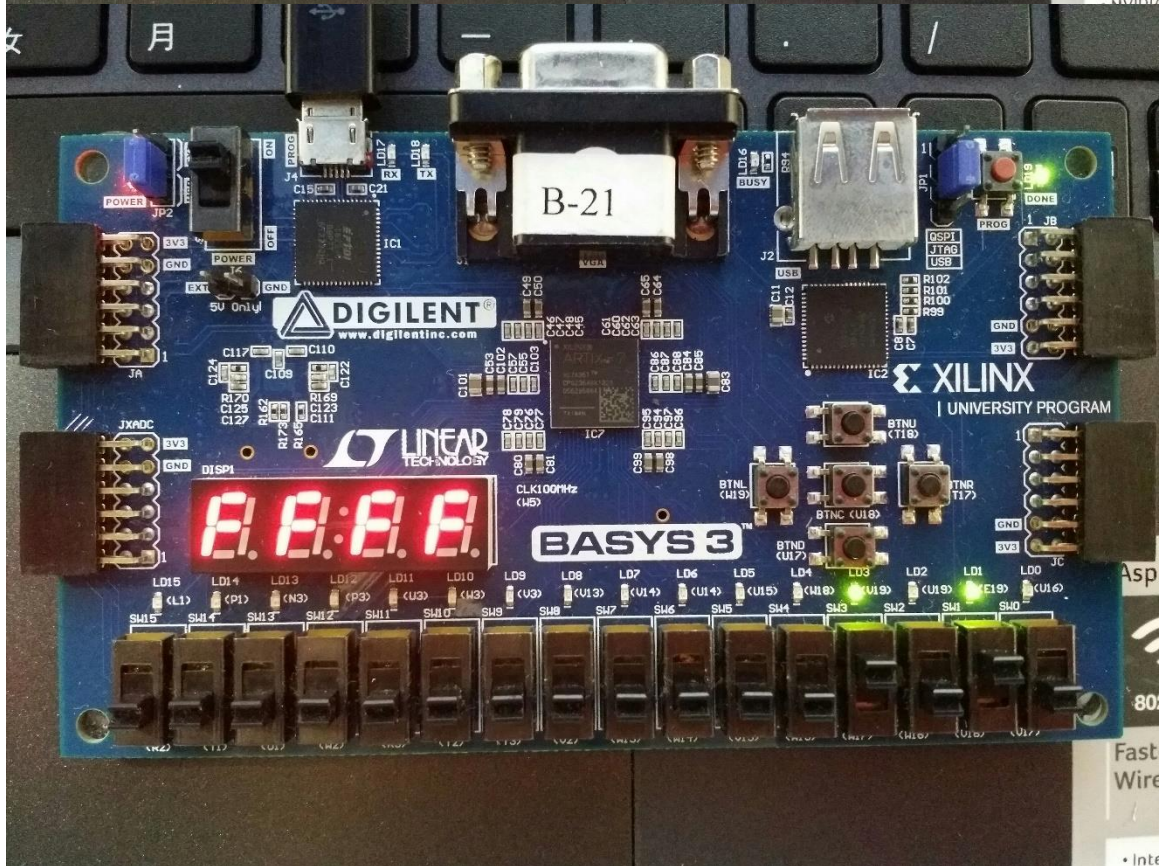
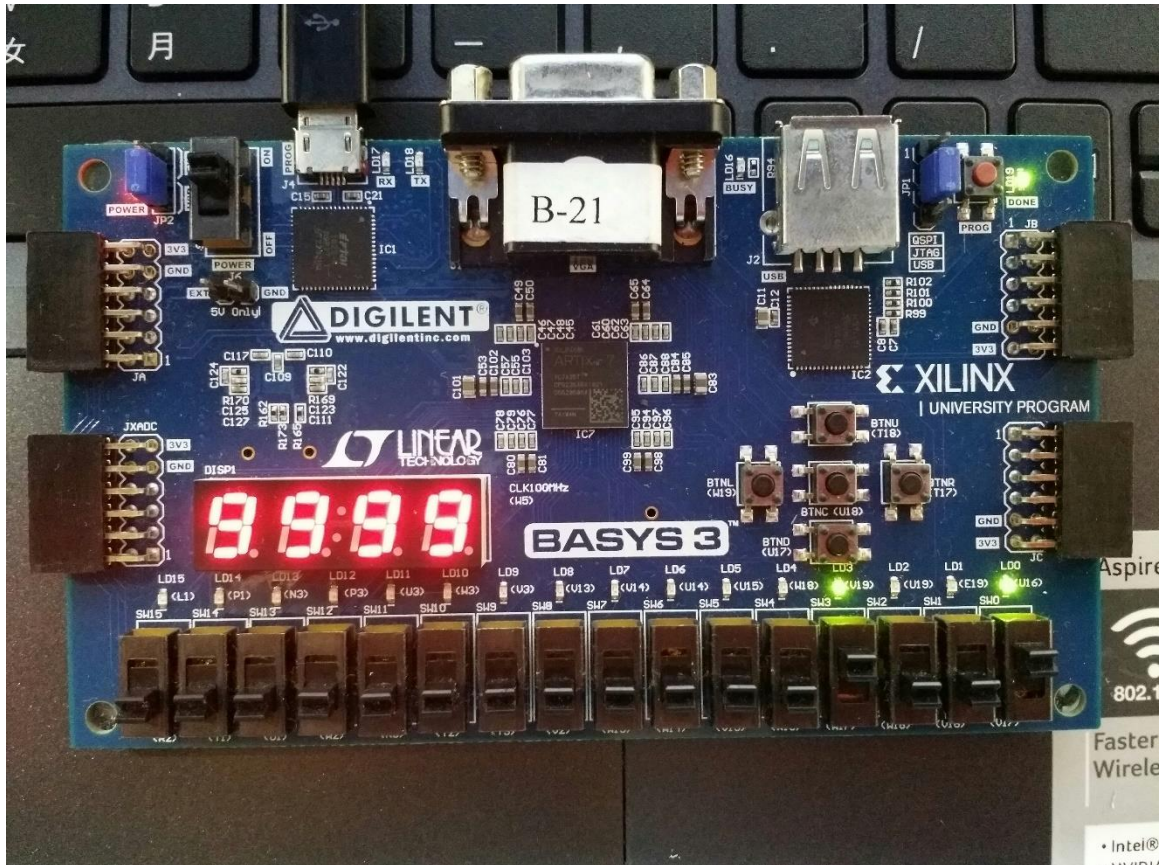


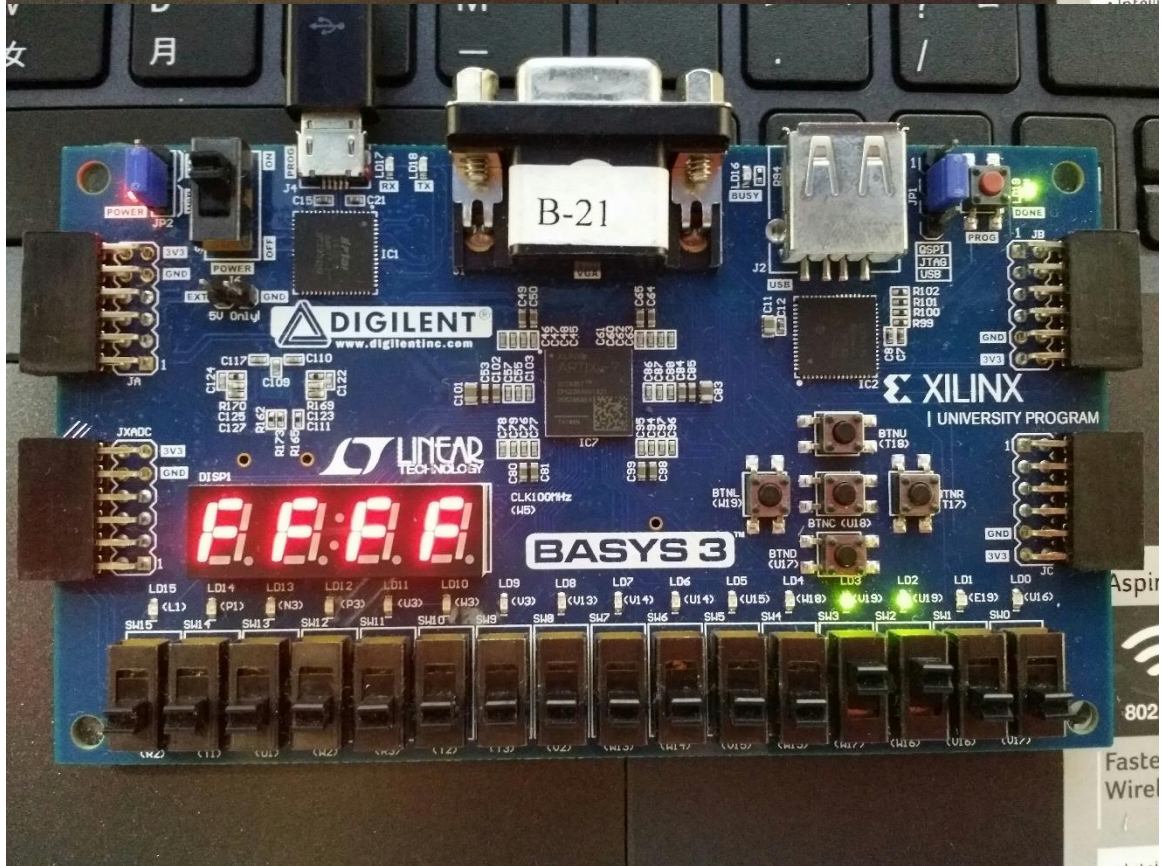
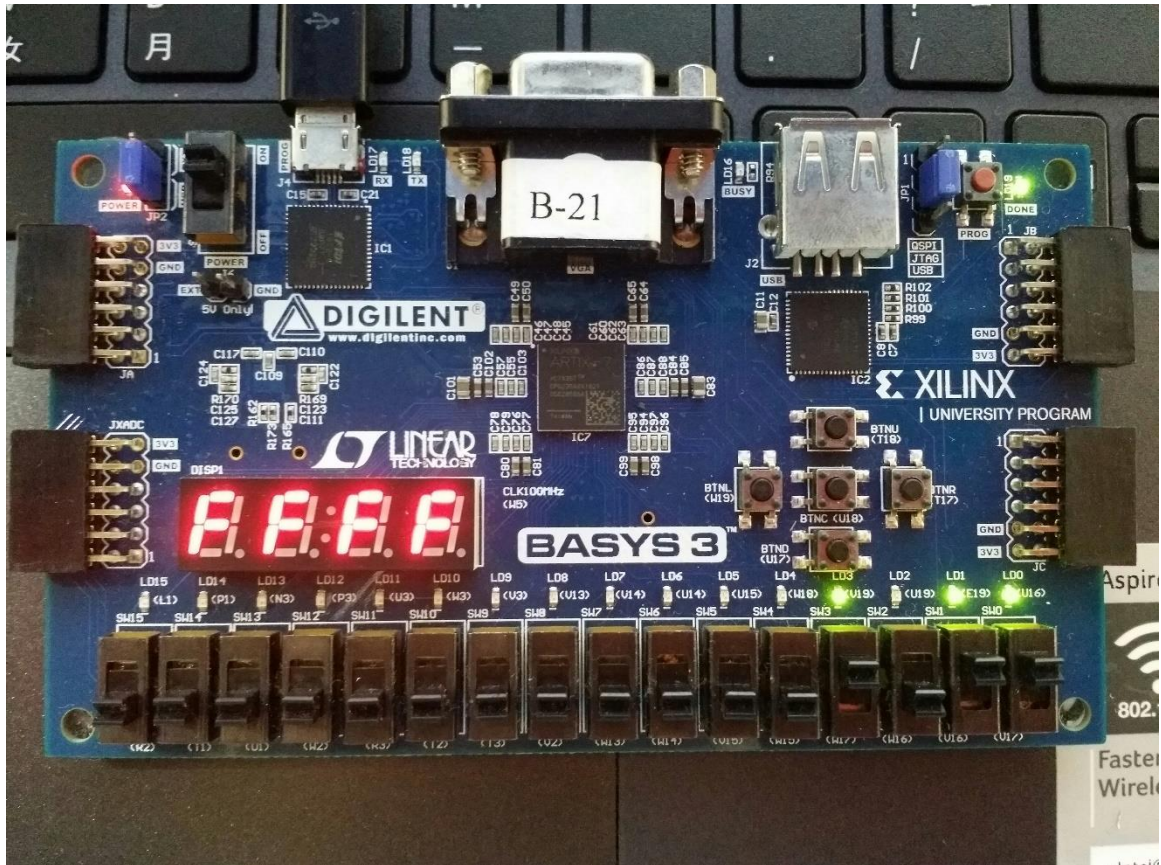


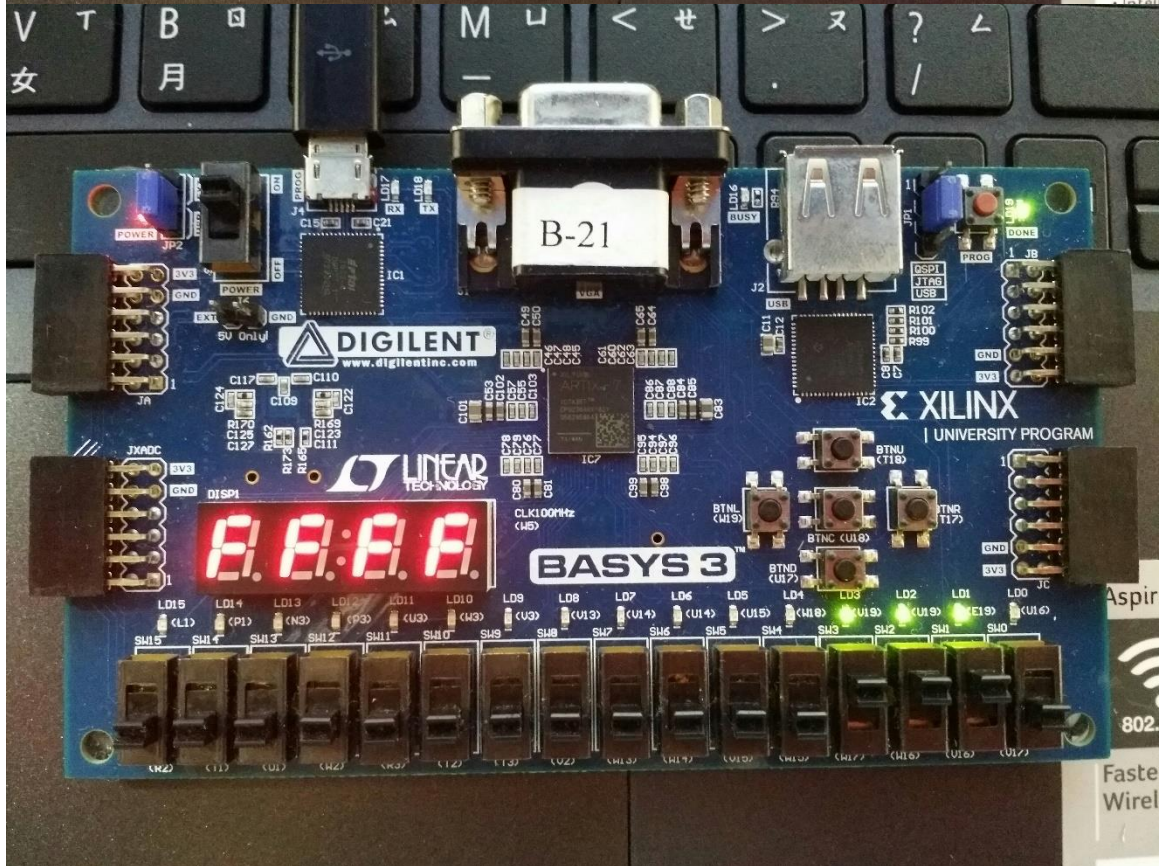
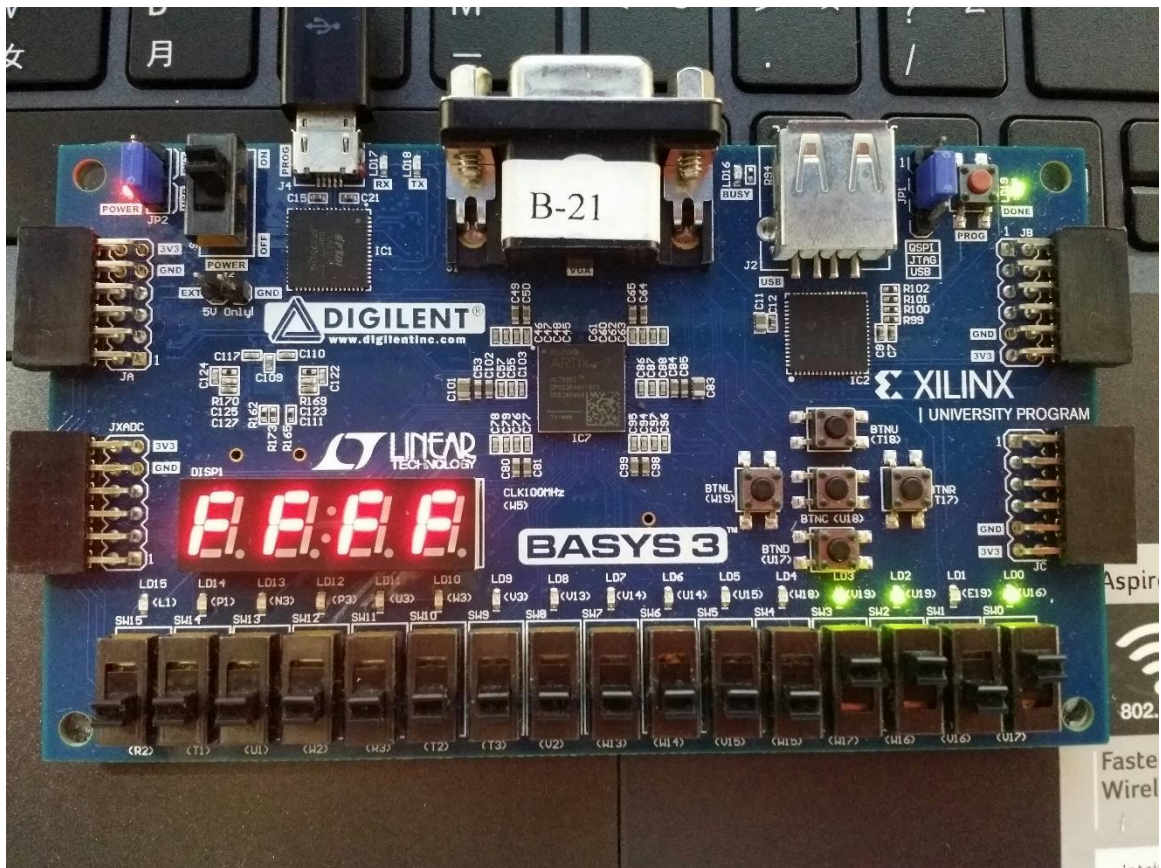
• Intel® Co
• NVIDIA®

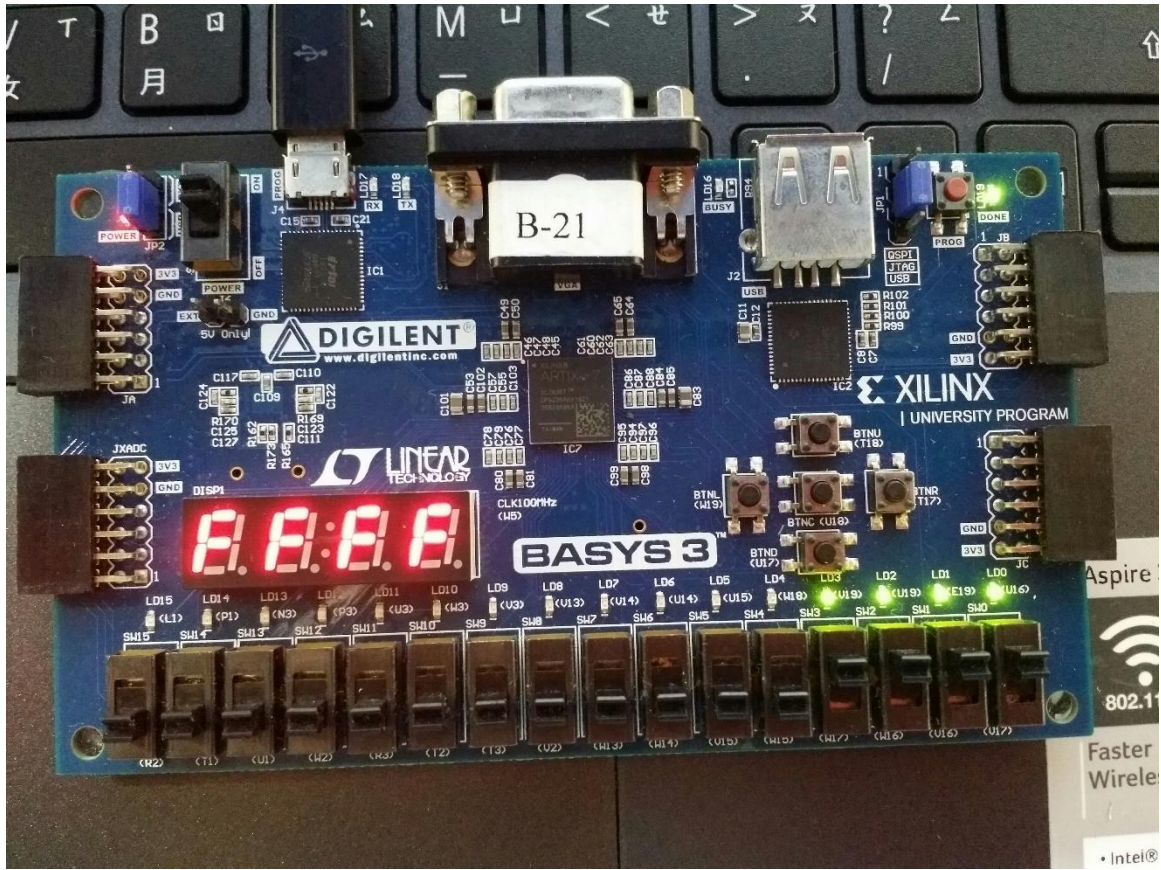












3. Derive a binary ($i[3:0]$, 0-9, a, b, c, d, e, f) to 7-segment display decoder ($D[7:0]$), and also use four LEDs ($d[3:0]$) to monitor the 4-bit binary number.

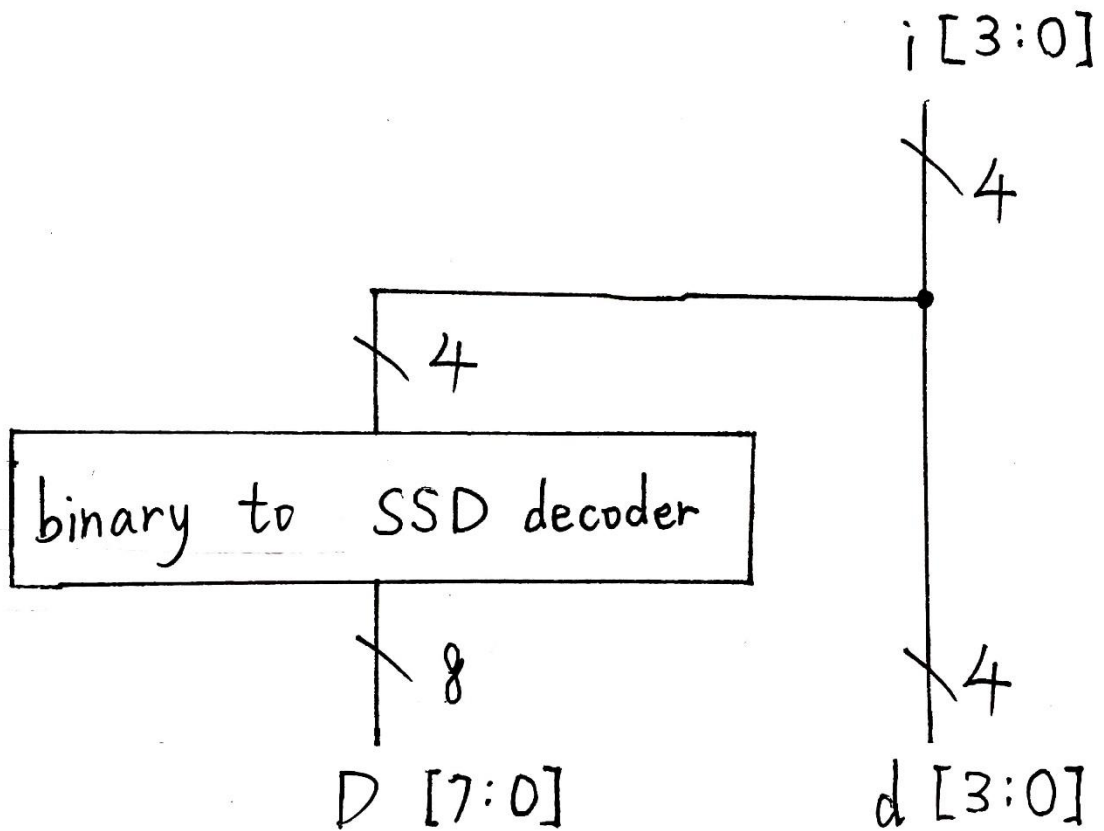
3.1 I/O:

inputs: $i[3:0]$

outputs: $D[7:0]$

$d[3:0]$

3.2 Circuit Diagram:



3.3 Verilog HDL Coding:

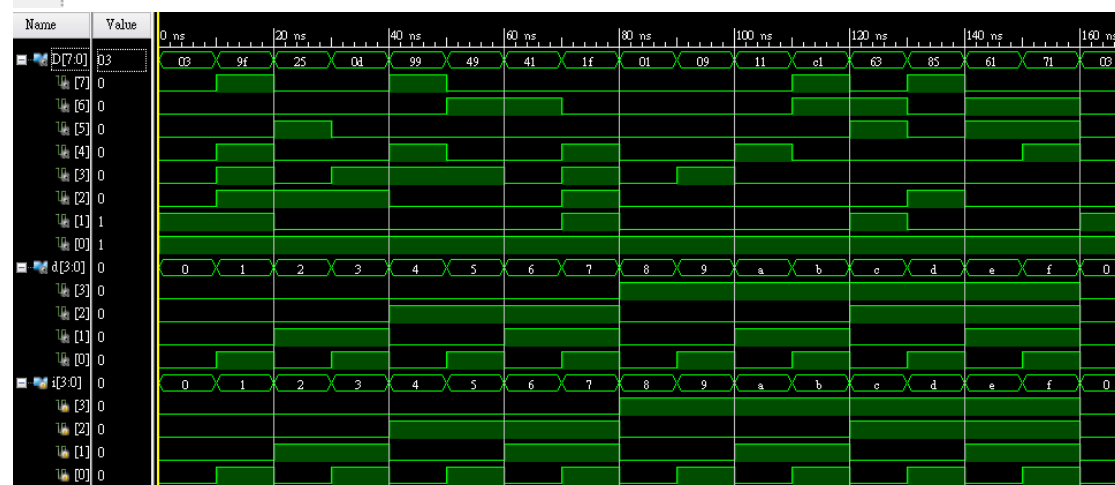
```
23 module binary_to_SSD_decoder(  
24     output reg [7:0] D,      // 7-segment display decode  
25     output   [3:0] d,      // LEDs to monitor  
26     input    [3:0] i       // 4-bit binary number  
27 );  
28  
29 // use four LEDs to monitor the 4-bit binary number  
30 assign d = i;  
31  
32 // binary (0-9, a, b, c, d, e, f) to 7-segment display decoder  
33 always @ (i)  
34 begin  
35     case (i)  
36         0:    D = 8'b0000001_1; //0  
37         1:    D = 8'b1001111_1; //1  
38         2:    D = 8'b0010010_1; //2  
39         3:    D = 8'b0000110_1; //3  
40         4:    D = 8'b1001100_1; //4  
41         5:    D = 8'b0100100_1; //5  
42         6:    D = 8'b0100000_1; //6  
43         7:    D = 8'b0001111_1; //7  
44         8:    D = 8'b0000000_1; //8  
45         9:    D = 8'b0000100_1; //9  
46         10:   D = 8'b0001000_1; //a  
47         11:   D = 8'b1100000_1; //b  
48         12:   D = 8'b0110001_1; //c  
49         13:   D = 8'b1000010_1; //d  
50         14:   D = 8'b0110000_1; //e  
51         15:   D = 8'b0111000_1; //f  
52         default: D = 8'b0111000_1; //f  
53     endcase  
54 end // always  
55  
56 endmodule // binary_to_SSD_decoder
```

3.4 Testbench Verification:

```

23 module binary_to_SSD_decoder_test();
24     // output
25     wire [7:0] D; // 7-segment display decode
26     wire [3:0] d; // LEDs to monitor
27
28     // input
29     reg [3:0] i; // 4-bit binary number
30
31     // instantiate
32     binary_to_SSD_decoder DUT(
33         .D(D), // 7-segment display decode
34         .d(d), // four LEDs to monitor the 4-bit binary number
35         .i(i) // 4-bit binary number
36     );
37
38     // stimulus
39     initial
40         i = 0;
41     always
42         #10 i = i + 1;
43
44 endmodule // binary_to_SSD_decoder_test

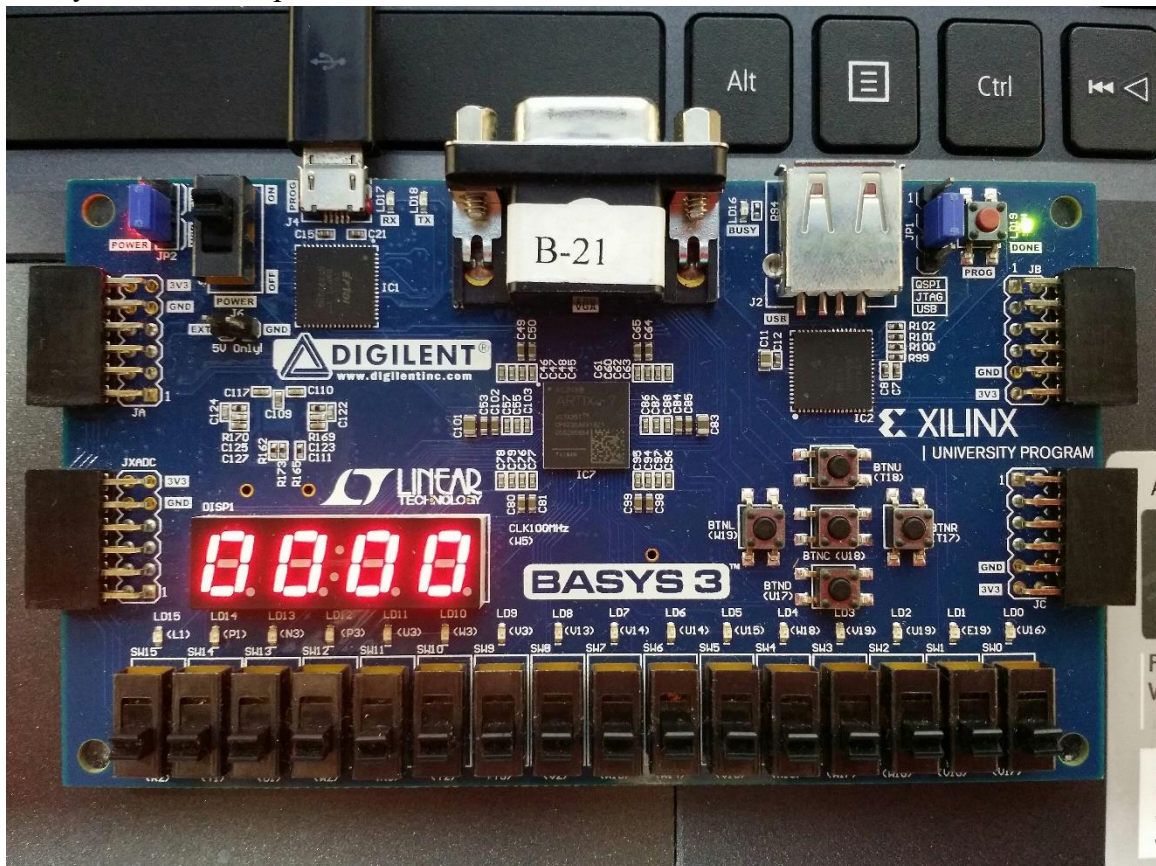
```

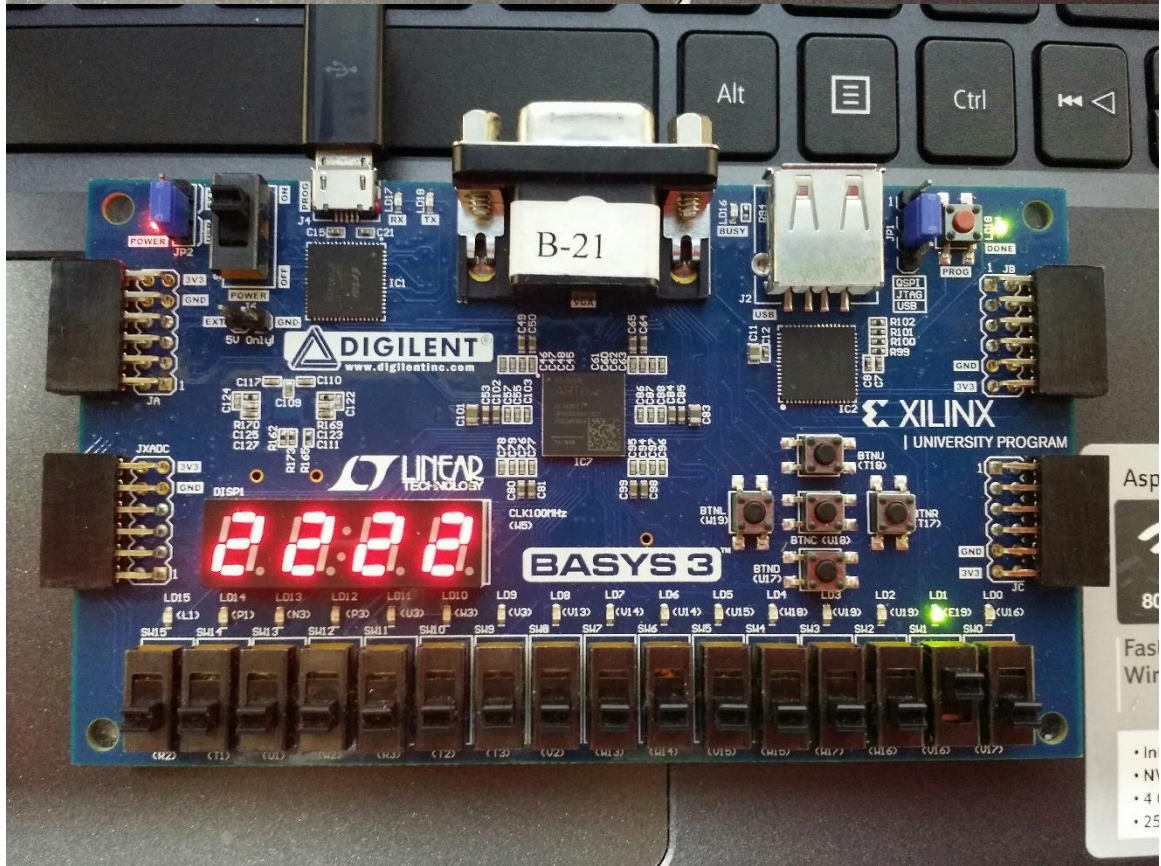
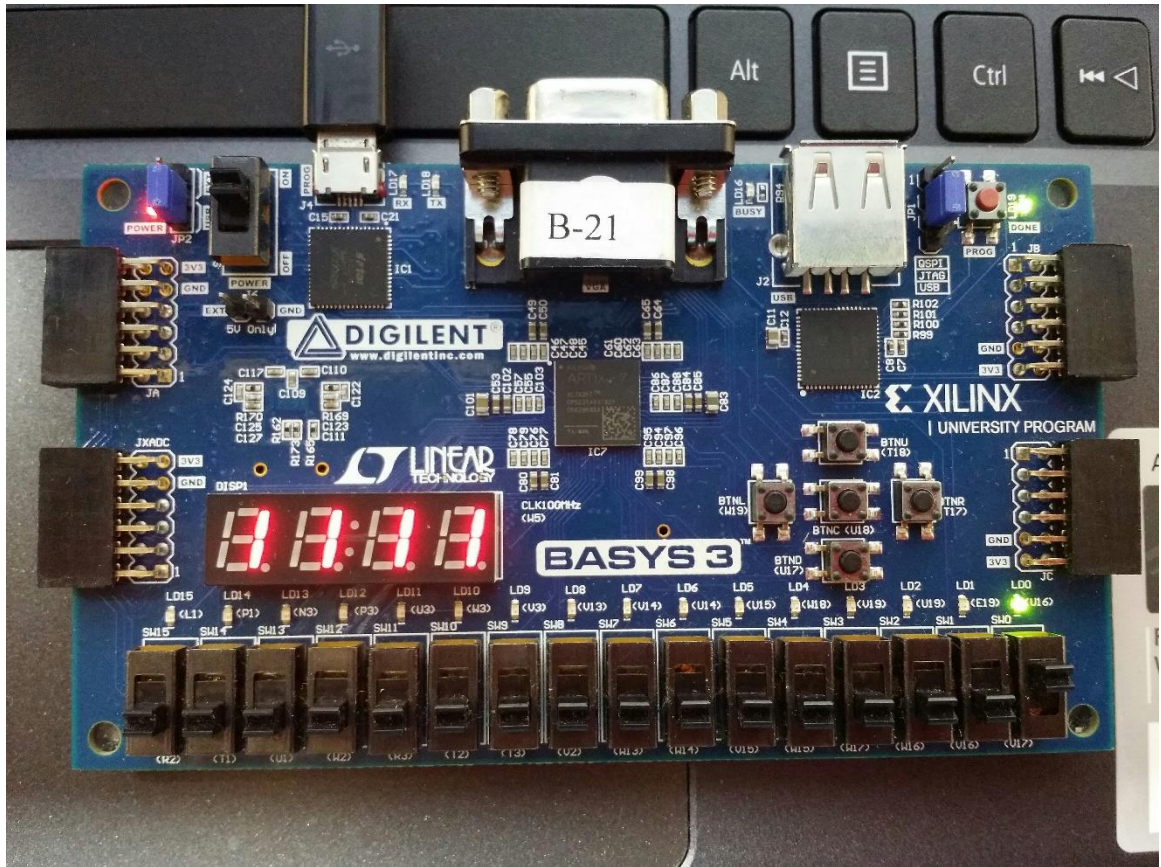


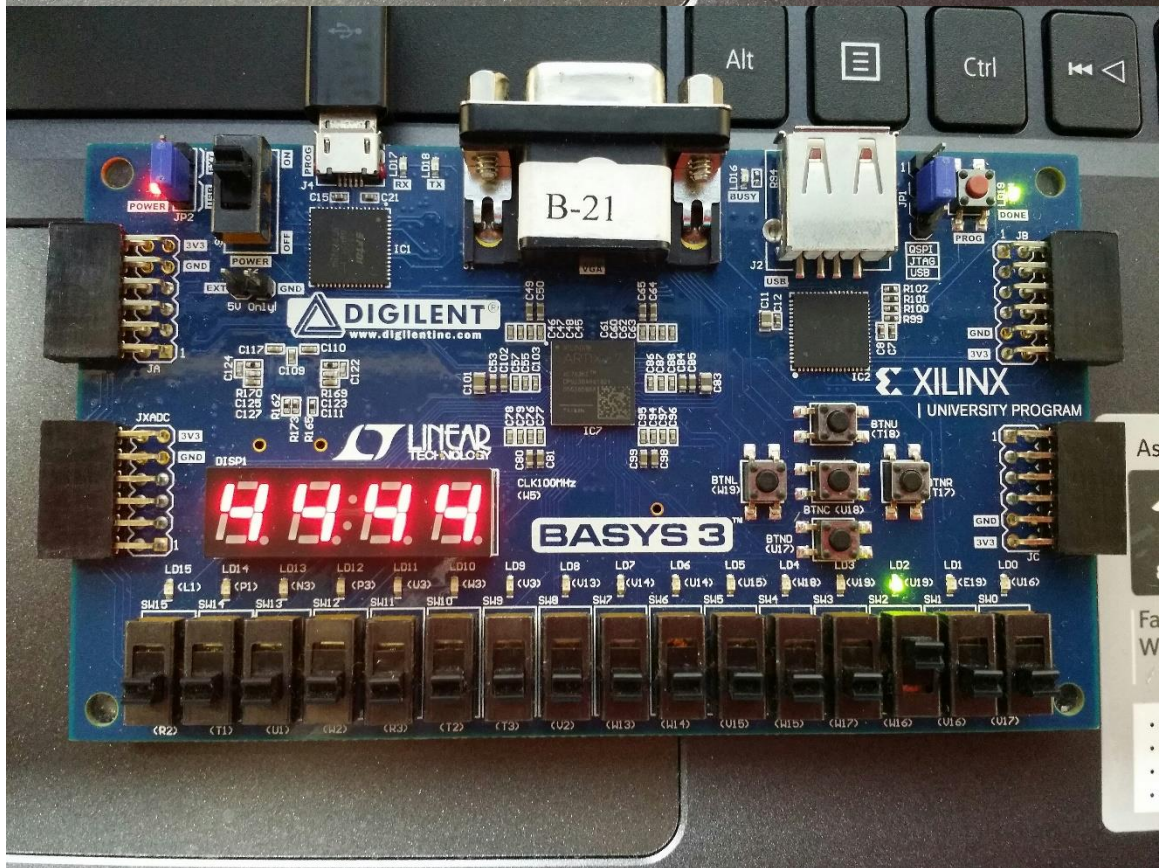
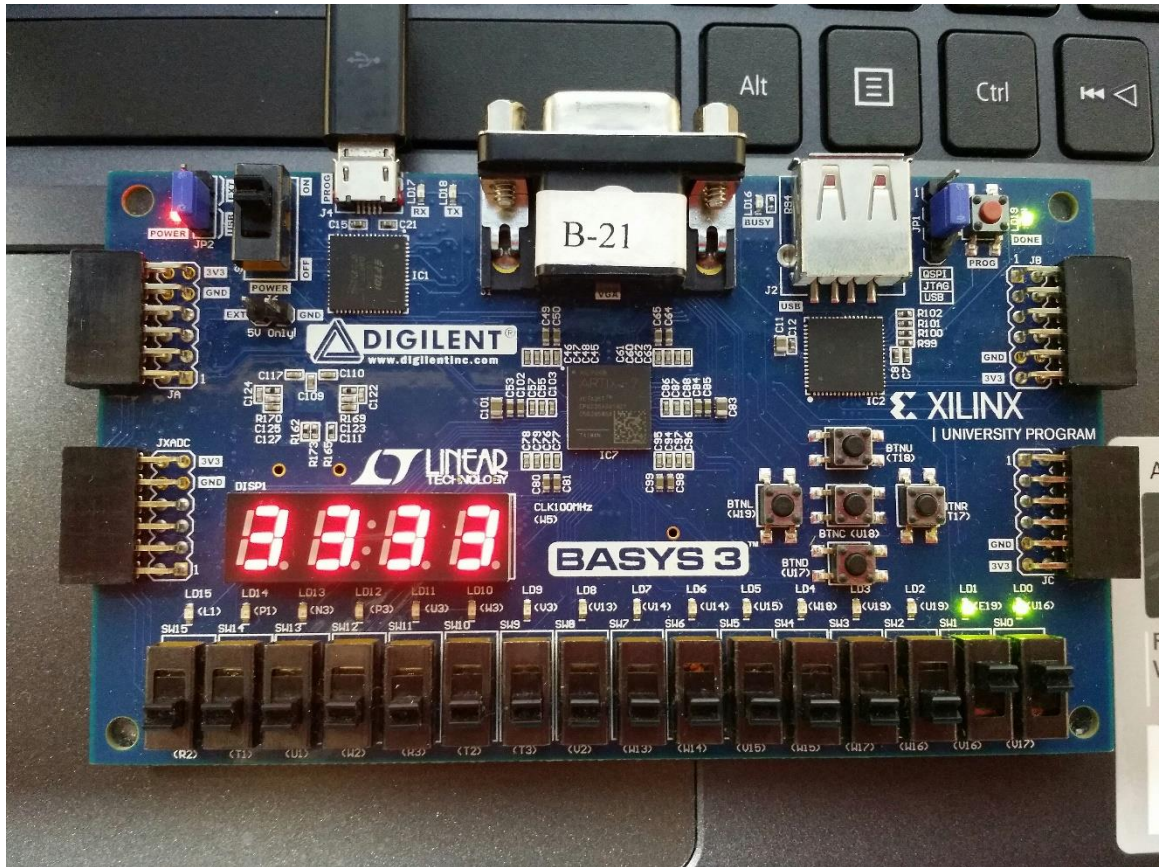
3.5 I/O Pins Assignment

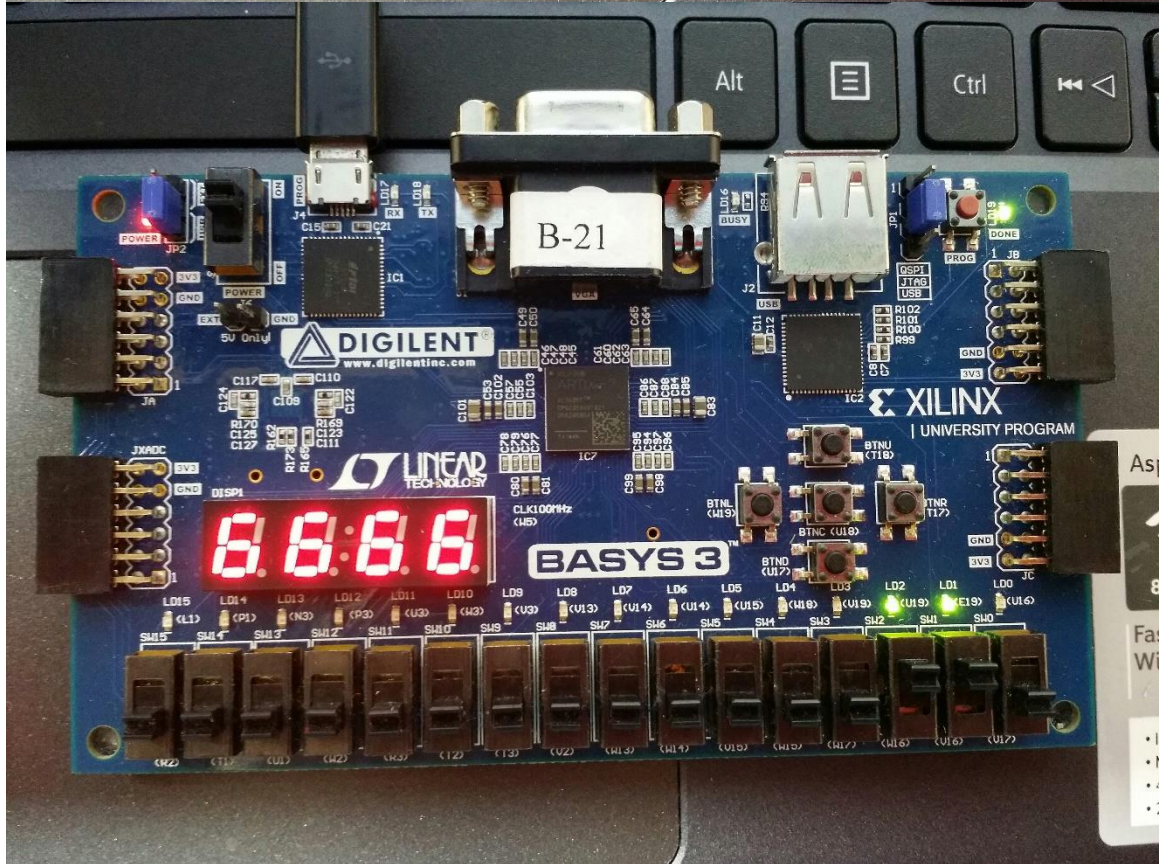
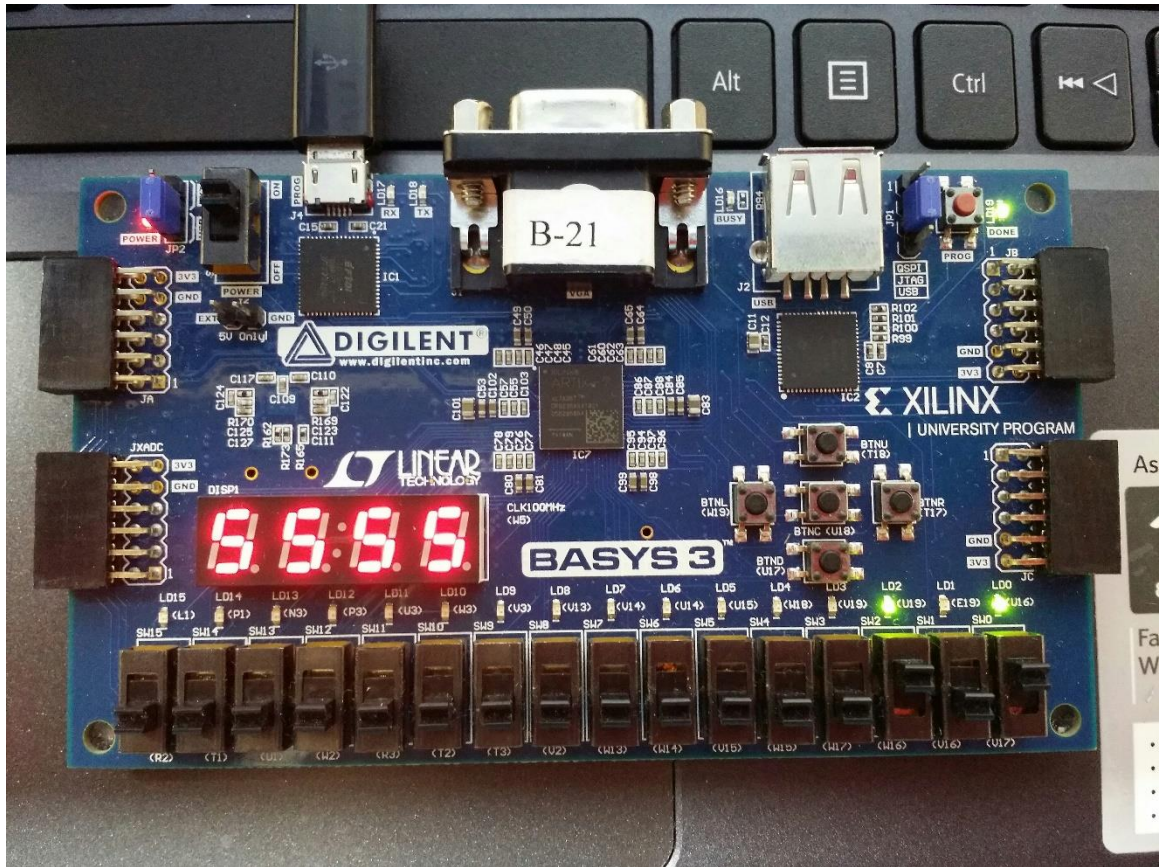
Name	Direction	Package Pin	I/O Std
All ports (16)			
D (8)	OUT		LVCMOS33*
D[7]	OUT	W7	LVCMOS33*
D[6]	OUT	W6	LVCMOS33*
D[5]	OUT	U8	LVCMOS33*
D[4]	OUT	V8	LVCMOS33*
D[3]	OUT	U5	LVCMOS33*
D[2]	OUT	V5	LVCMOS33*
D[1]	OUT	U7	LVCMOS33*
D[0]	OUT	V7	LVCMOS33*
d (4)	OUT		LVCMOS33*
d[3]	OUT	V19	LVCMOS33*
d[2]	OUT	U19	LVCMOS33*
d[1]	OUT	E19	LVCMOS33*
d[0]	OUT	U16	LVCMOS33*
i (4)	IN		LVCMOS33*
i[3]	IN	W17	LVCMOS33*
i[2]	IN	W16	LVCMOS33*
i[1]	IN	V16	LVCMOS33*
i[0]	IN	V17	LVCMOS33*

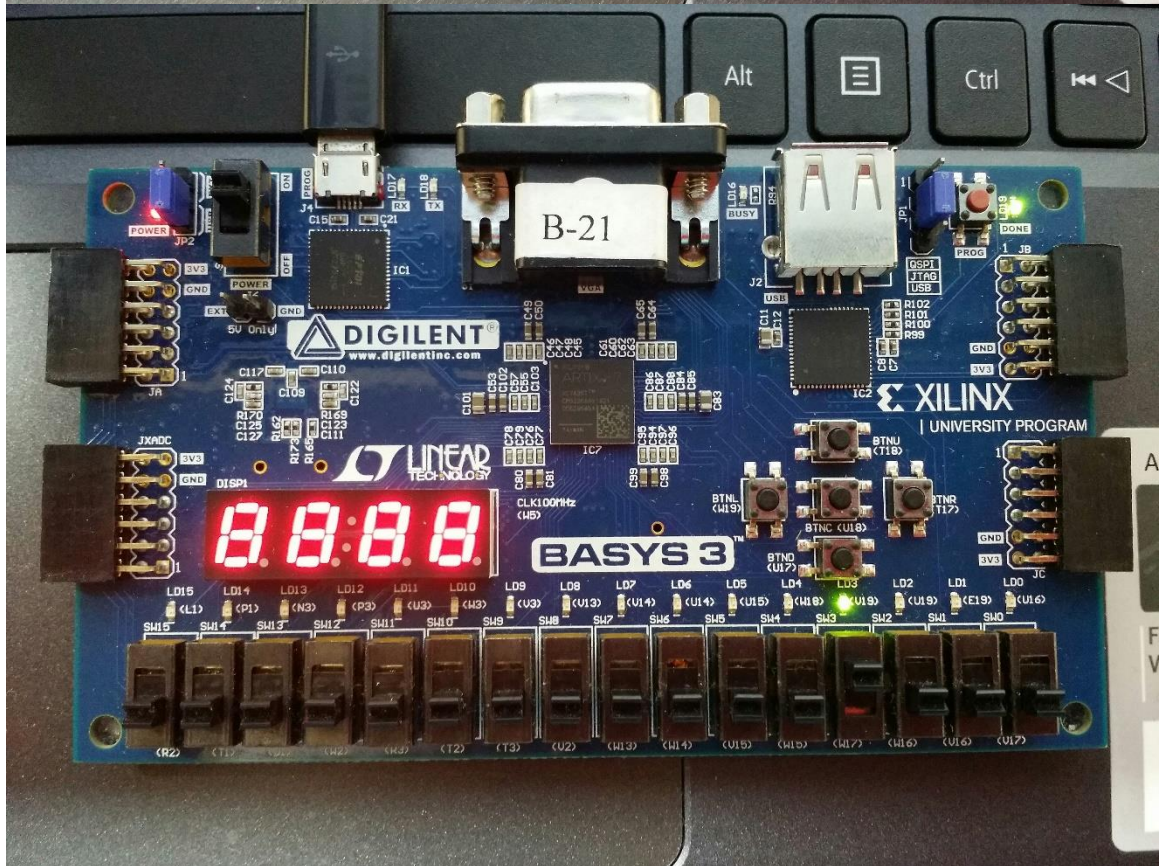
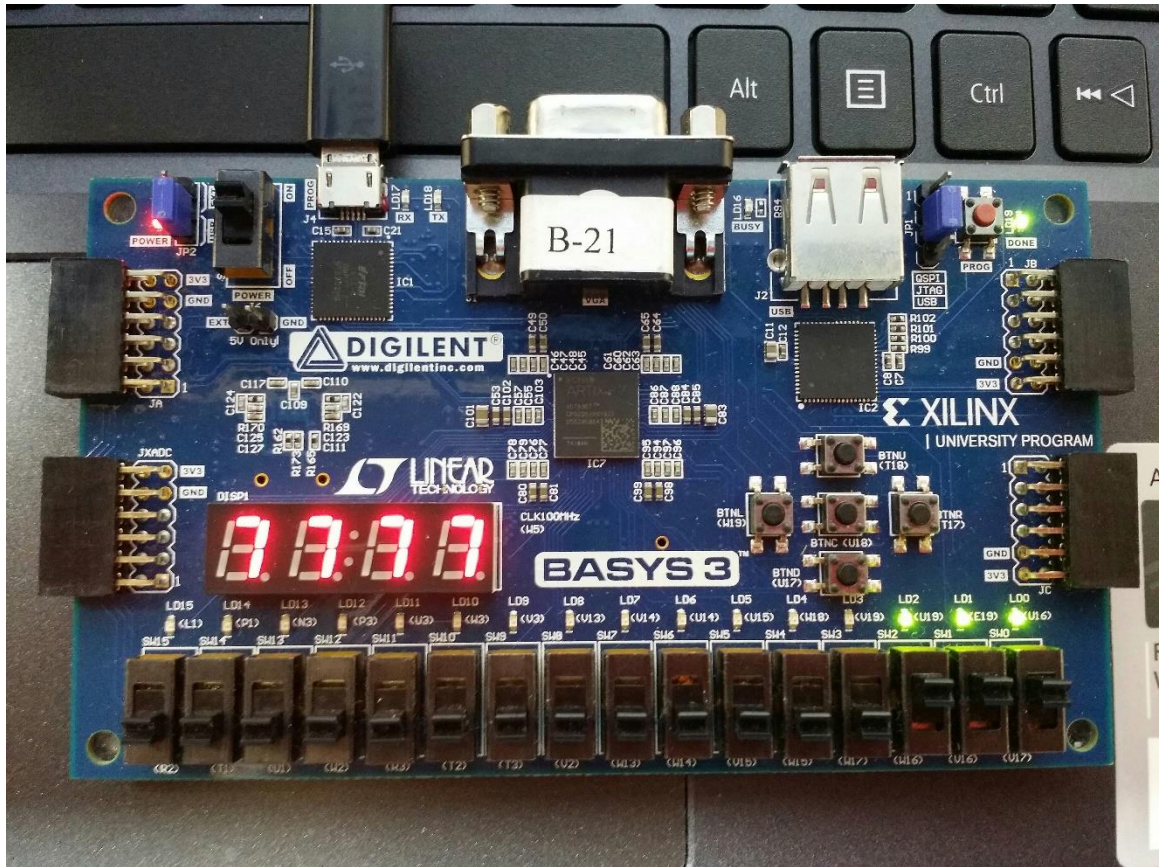
3.6 Synthesis and Implementation:

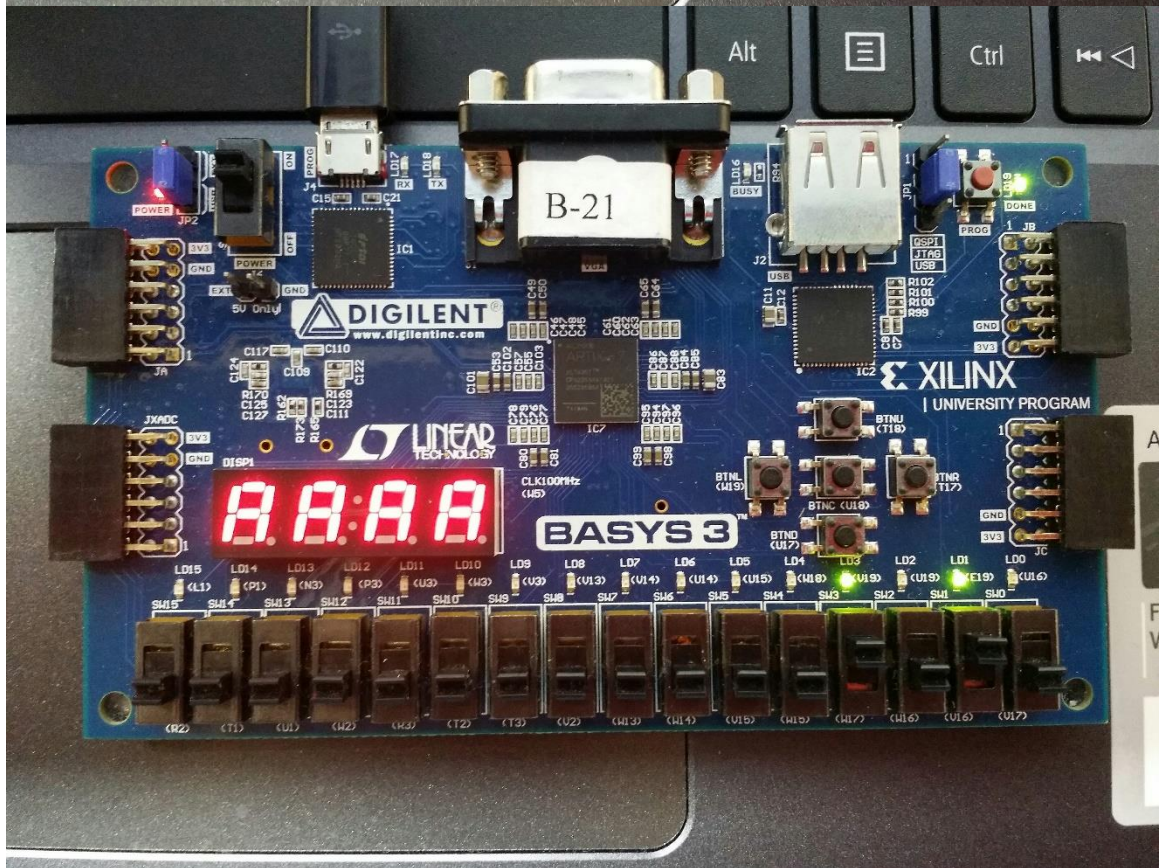
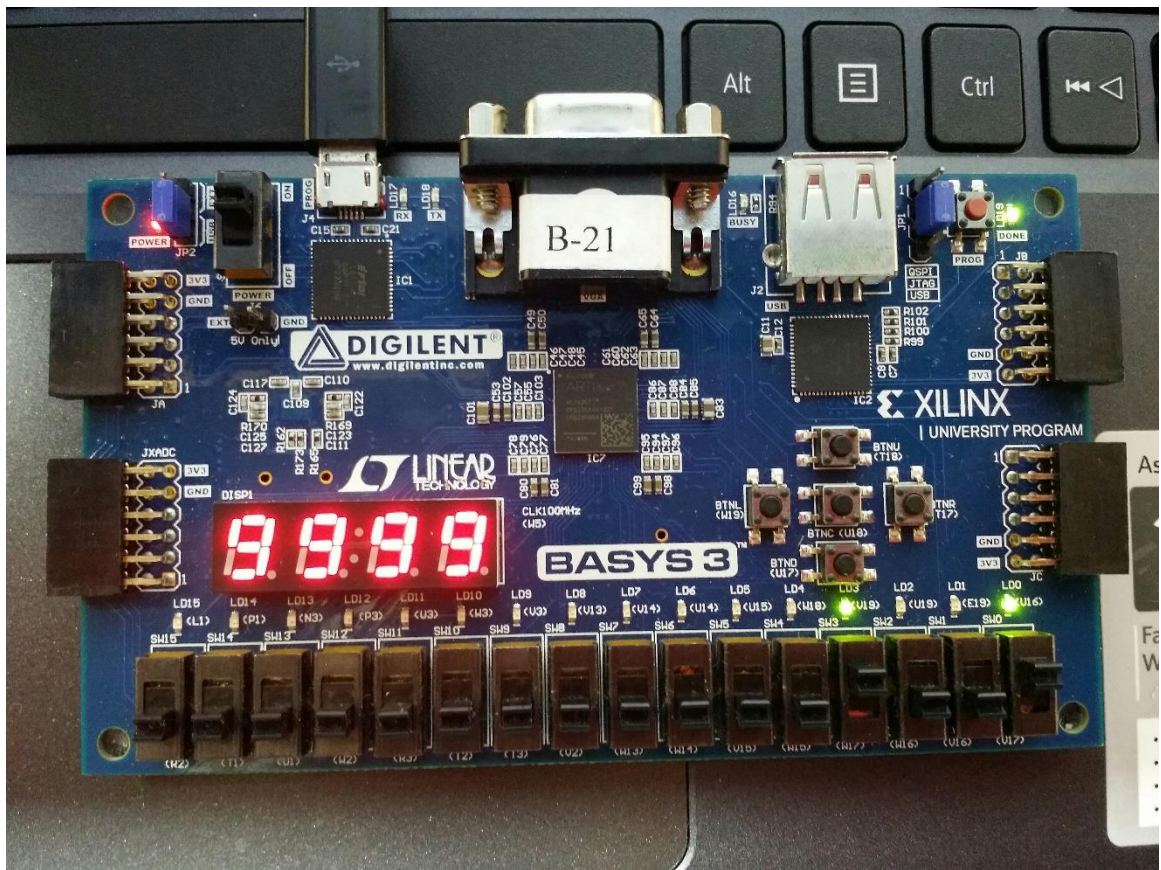


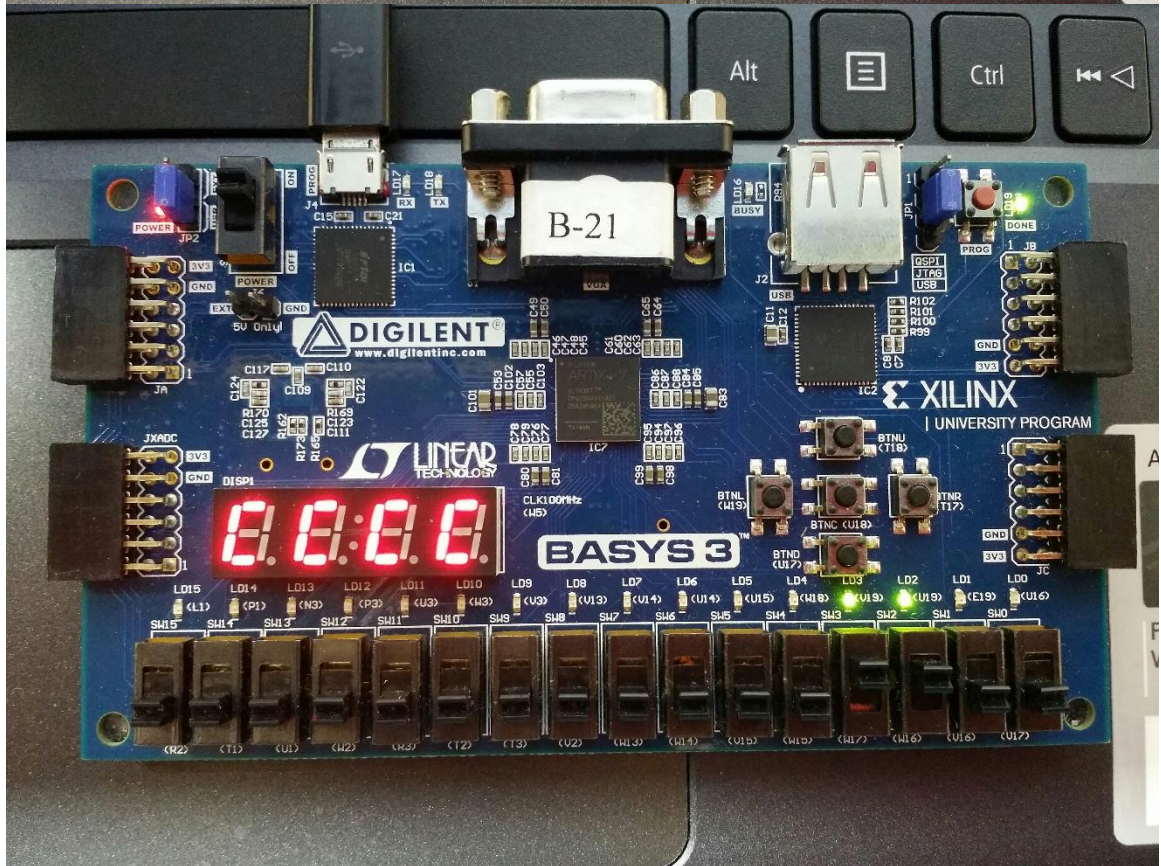
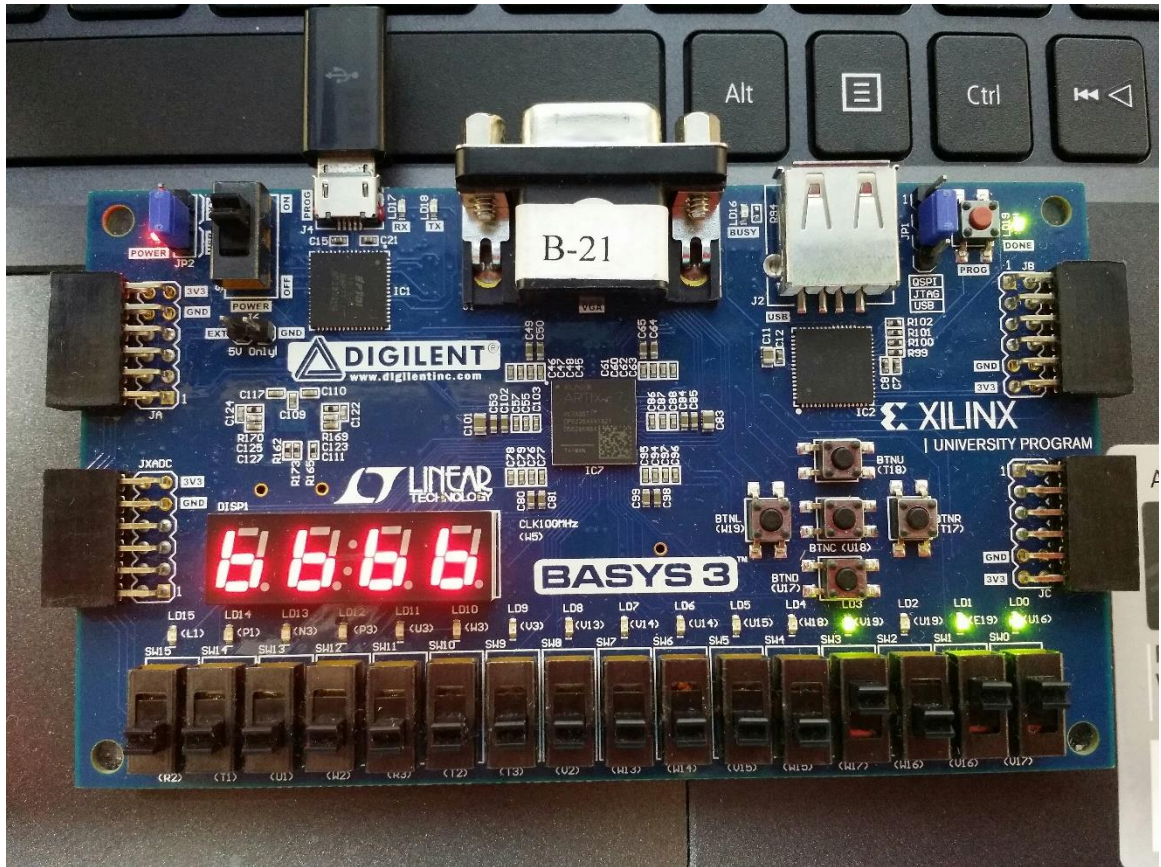


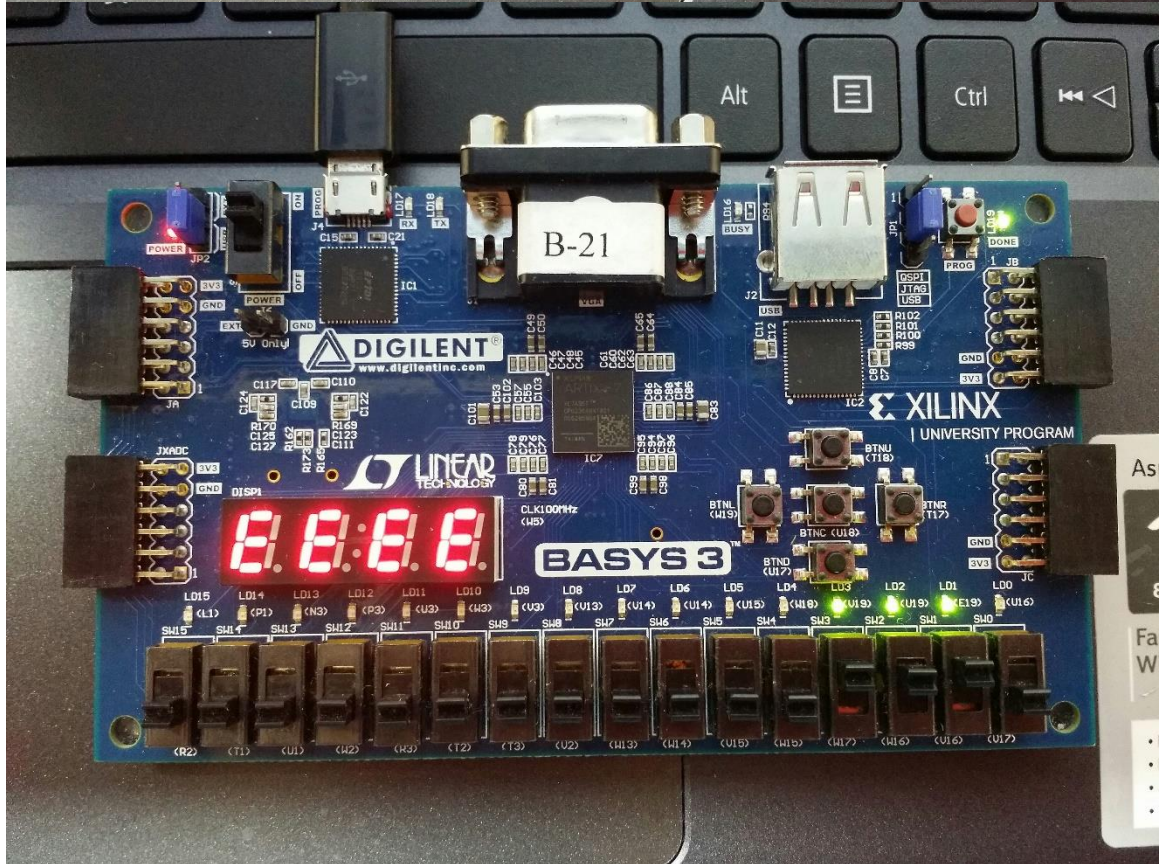
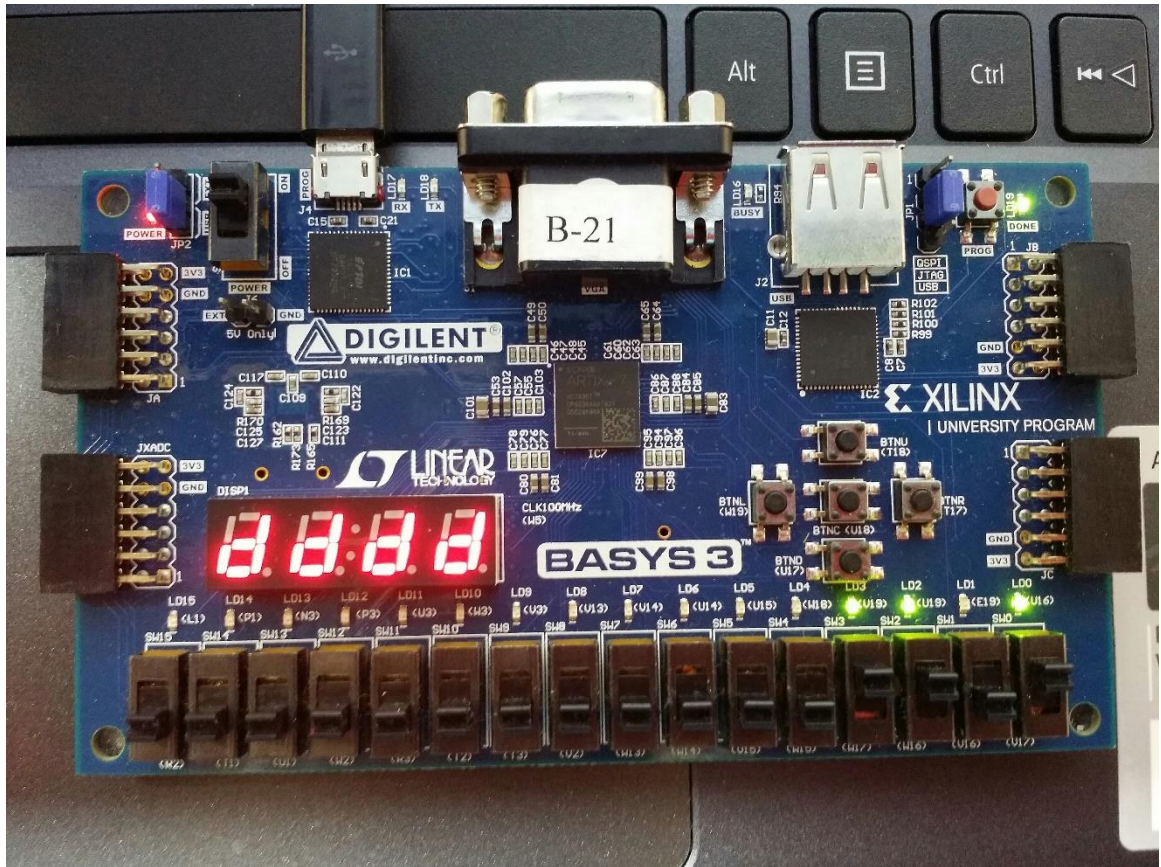


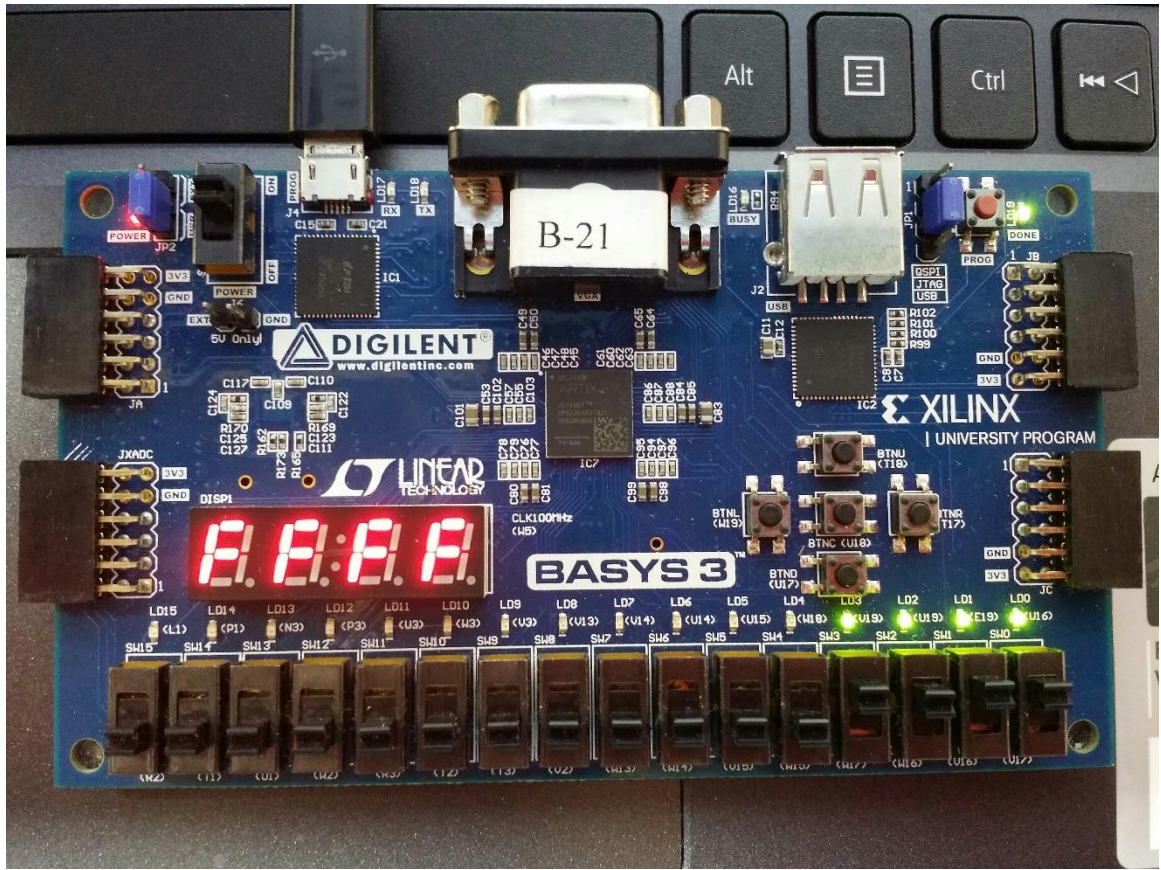












4. (Bonus) Design a combinational circuit that compares two 4-bit unsigned numbers A and B to see whether A is greater than B. The circuit has one output X such that $X = 0$ if $A \leq B$ and $X = 1$ if $A > B$. (let $A[3:0]$, $B[3:0]$ be controlled by 8 DIP switches, the binary numbers are displayed on 8 LEDs. The result X is on another LED.)

4.1 I/O:

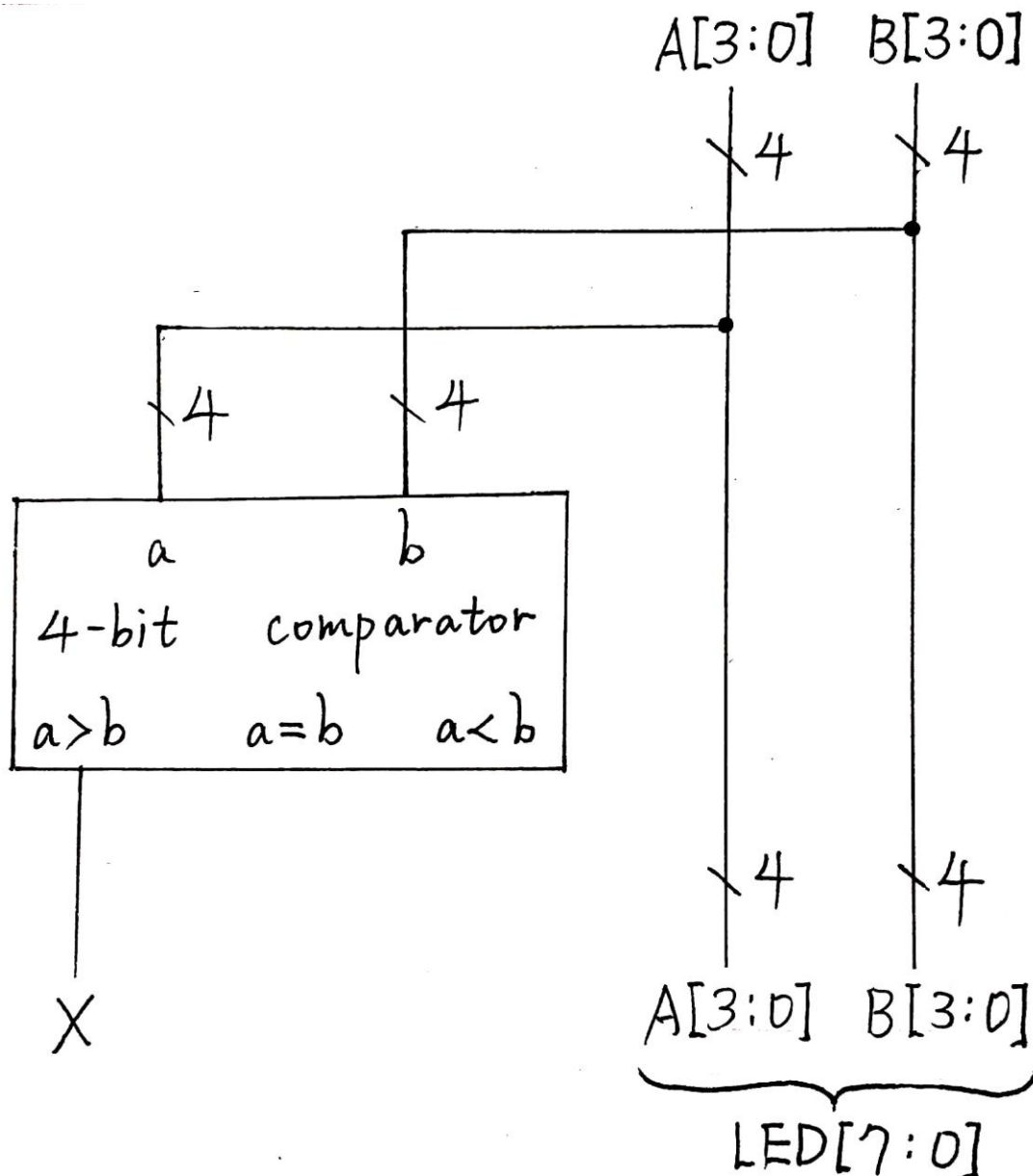
inputs: $A[3:0]$,

$B[3:0]$,

outputs: X

LED[7:0]

4.2 Circuit Diagram:

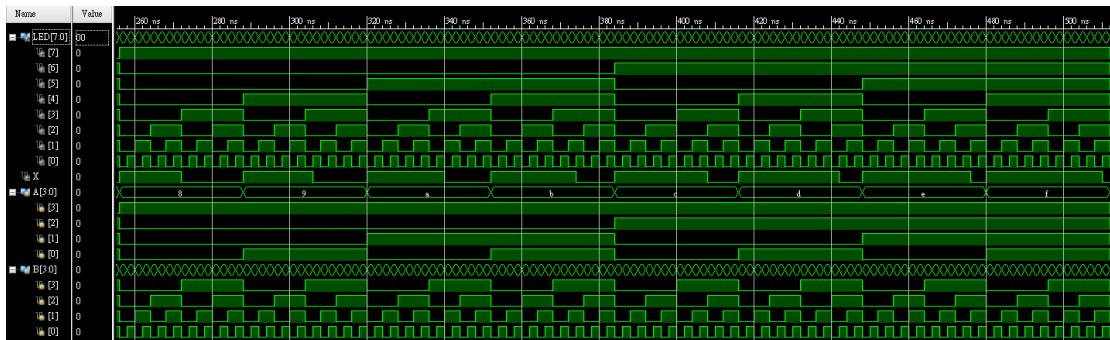
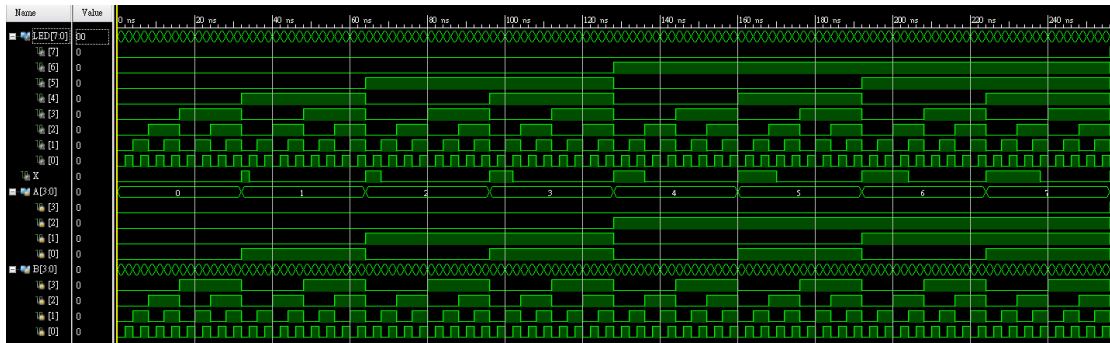


4.3 Verilog HDL Coding:

```
23 module comparator(  
24     output [7:0] LED, // 8 LEDs displaying A and B  
25     output      X,   // X=0 if A ? B and X=1 if A > B  
26     input  [3:0] A,   // 4-bit unsigned number to compare  
27     input  [3:0] B    // 4-bit unsigned number to compare  
28 );  
29  
30 assign LED = {A, B}; // 8 LEDs displaying A and B  
31 assign X = (A > B); // X=0 if A ? B and X=1 if A > B  
32  
33 endmodule // comparator
```

4.4 Testbench Verification:

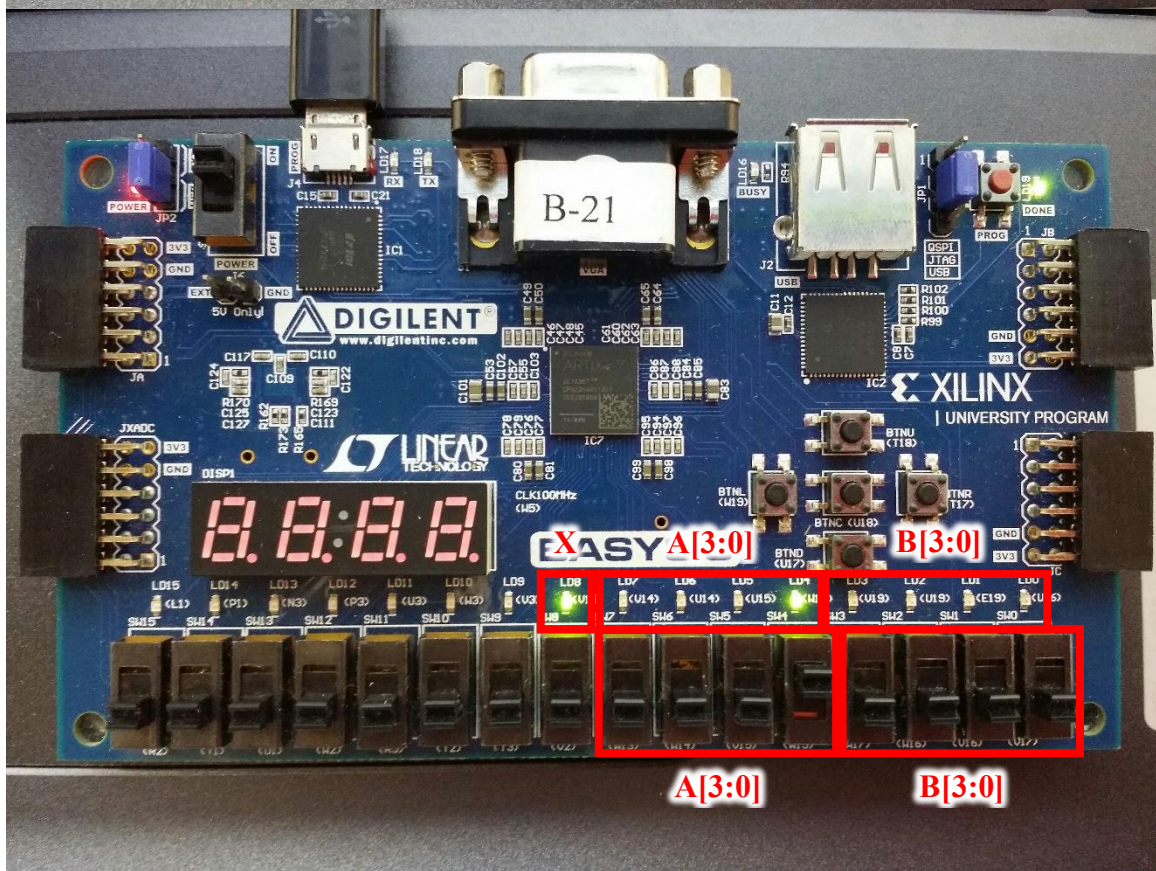
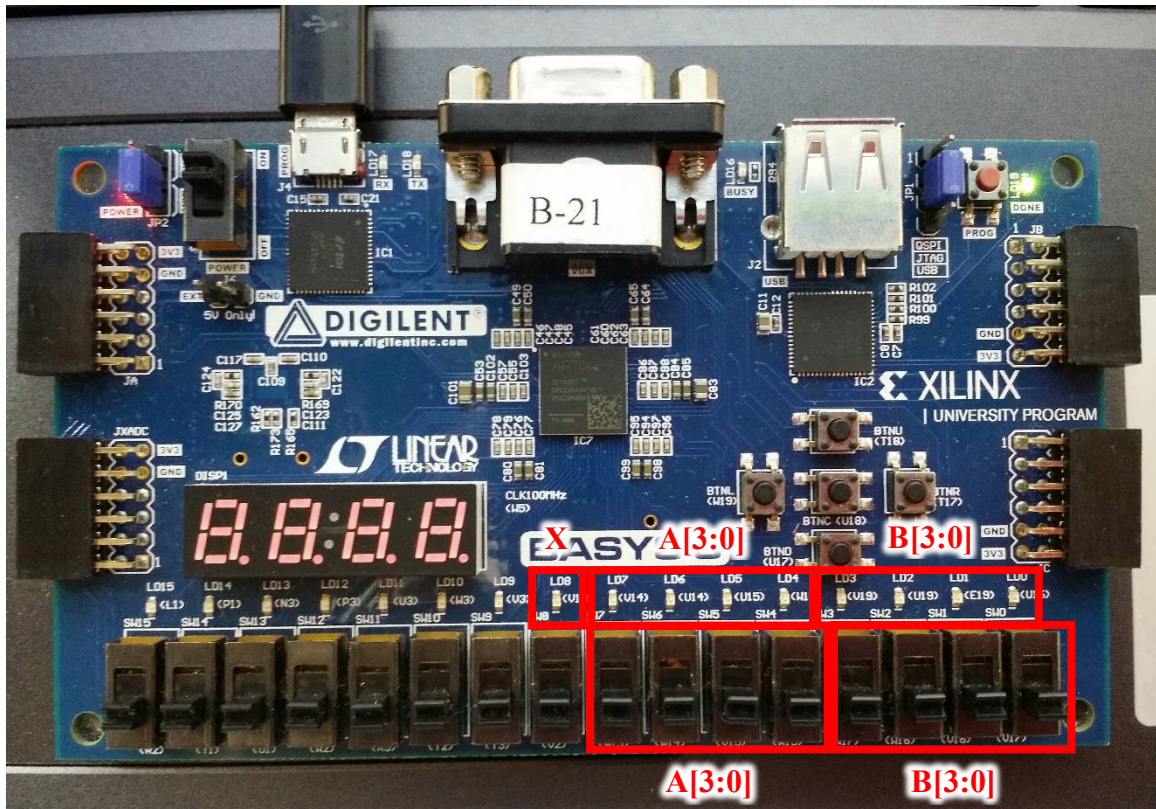
```
23 module comparator_test();  
24     // output  
25     wire [7:0] LED; // 8 LEDs displaying A and B  
26     wire      X;   // X=0 if A ? B and X=1 if A > B  
27  
28     // input  
29     reg [3:0] A; // 4-bit unsigned number to compare  
30     reg [3:0] B; // 4-bit unsigned number to compare  
31  
32     // instantiate  
33     comparator DUT(  
34         .LED(LED), // 8 LEDs displaying A and B  
35         .X(X),     // X=0 if A ? B and X=1 if A > B  
36         .A(A),     // 4-bit unsigned number to compare  
37         .B(B)      // 4-bit unsigned number to compare  
38     );  
39  
40     // stimulus  
41     initial  
42         {A, B} = 0;  
43     always  
44         #2 {A, B} = {A, B} + 1;  
45  
46 endmodule
```

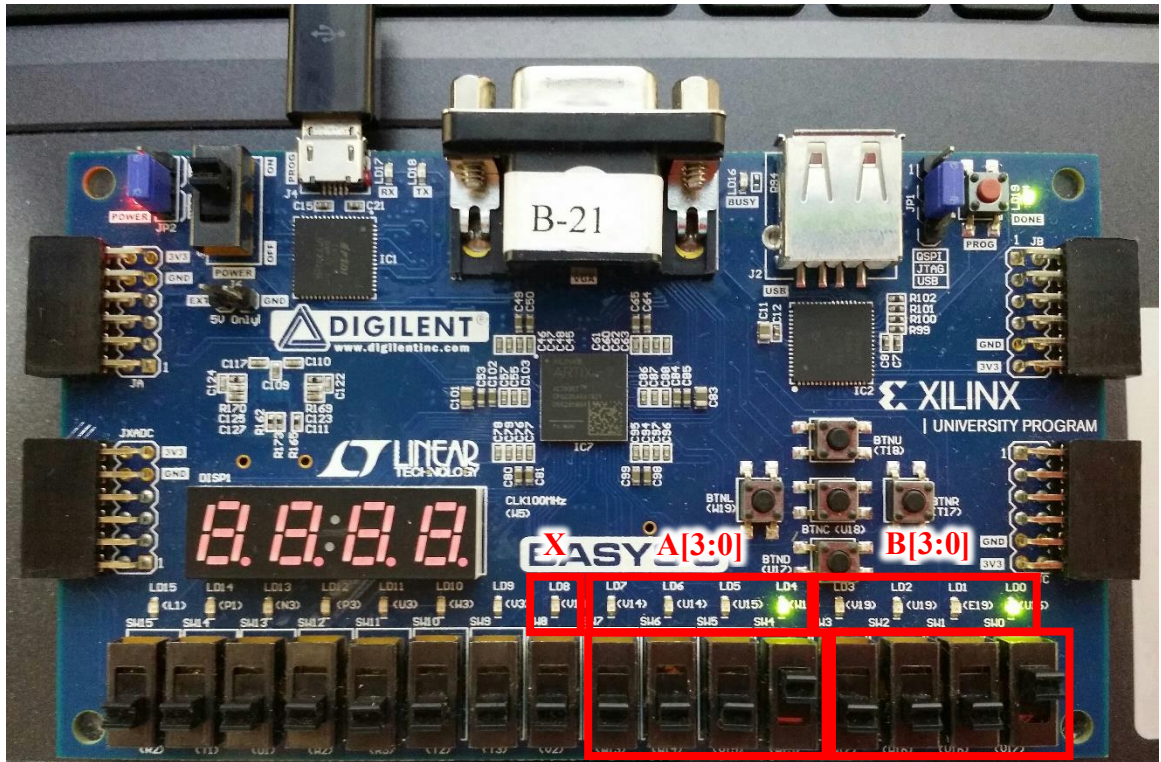



4.5 I/O Pins Assignment

Name	Direction	Package Pin	I/O Std
All ports (17)			
A (4)	IN		LVCMOS33*
A[3]	IN	W13	LVCMOS33*
A[2]	IN	W14	LVCMOS33*
A[1]	IN	V15	LVCMOS33*
A[0]	IN	W15	LVCMOS33*
B (4)	IN		LVCMOS33*
B[3]	IN	W17	LVCMOS33*
B[2]	IN	W16	LVCMOS33*
B[1]	IN	V16	LVCMOS33*
B[0]	IN	V17	LVCMOS33*
LED (8)	OUT		LVCMOS33*
LED[7]	OUT	V14	LVCMOS33*
LED[6]	OUT	U14	LVCMOS33*
LED[5]	OUT	U15	LVCMOS33*
LED[4]	OUT	W18	LVCMOS33*
LED[3]	OUT	V19	LVCMOS33*
LED[2]	OUT	U19	LVCMOS33*
LED[1]	OUT	E19	LVCMOS33*
LED[0]	OUT	U16	LVCMOS33*
Scalar ports (1)			
X	OUT	V13	LVCMOS33*

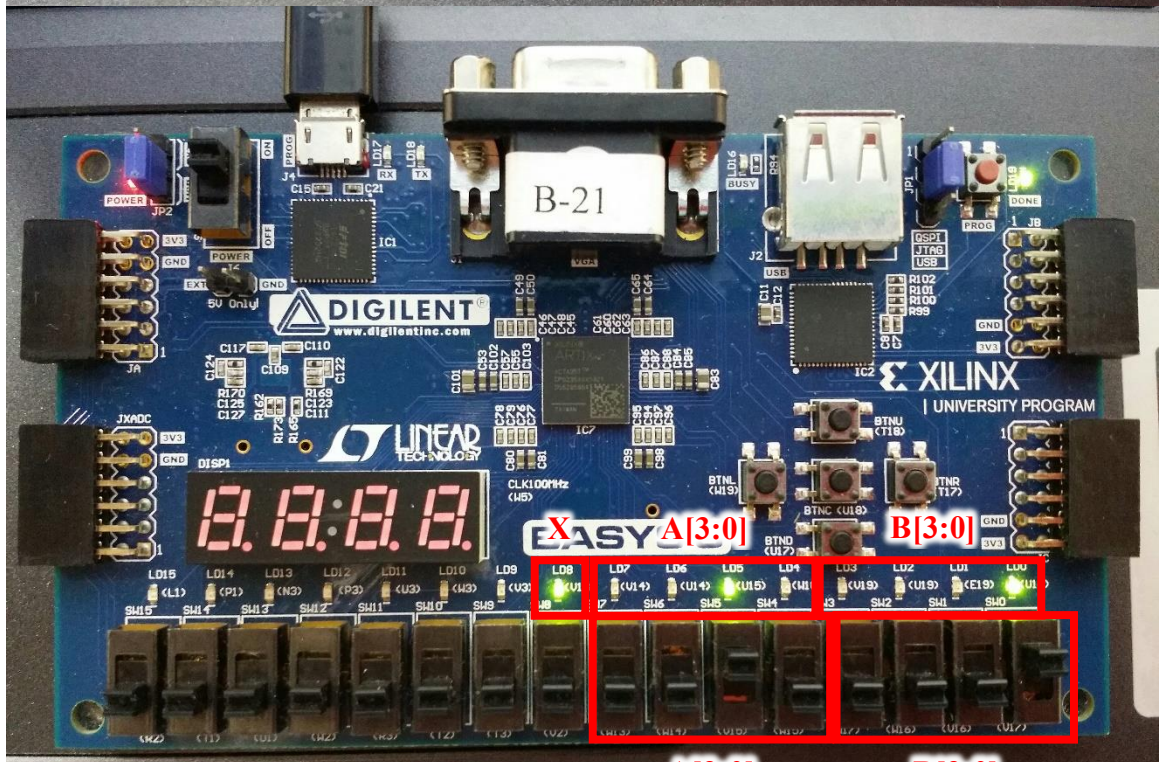
4.6 Synthesis and Implementation:





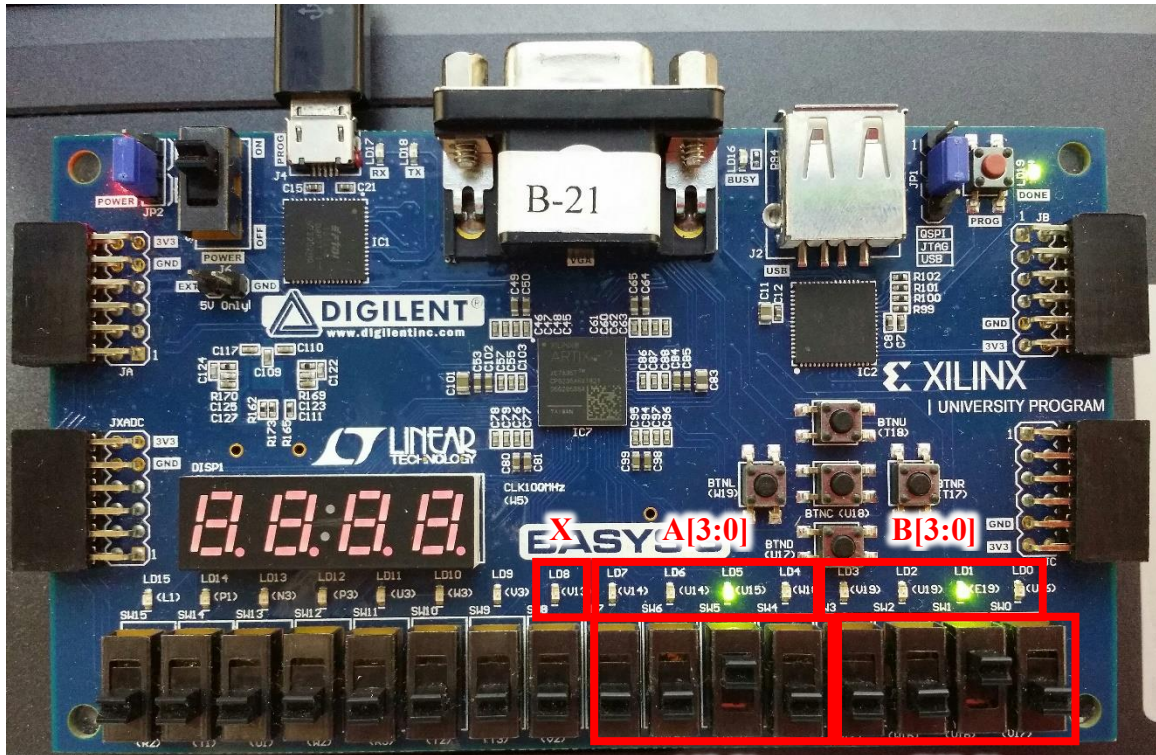
A[3:0]

B[3:0]



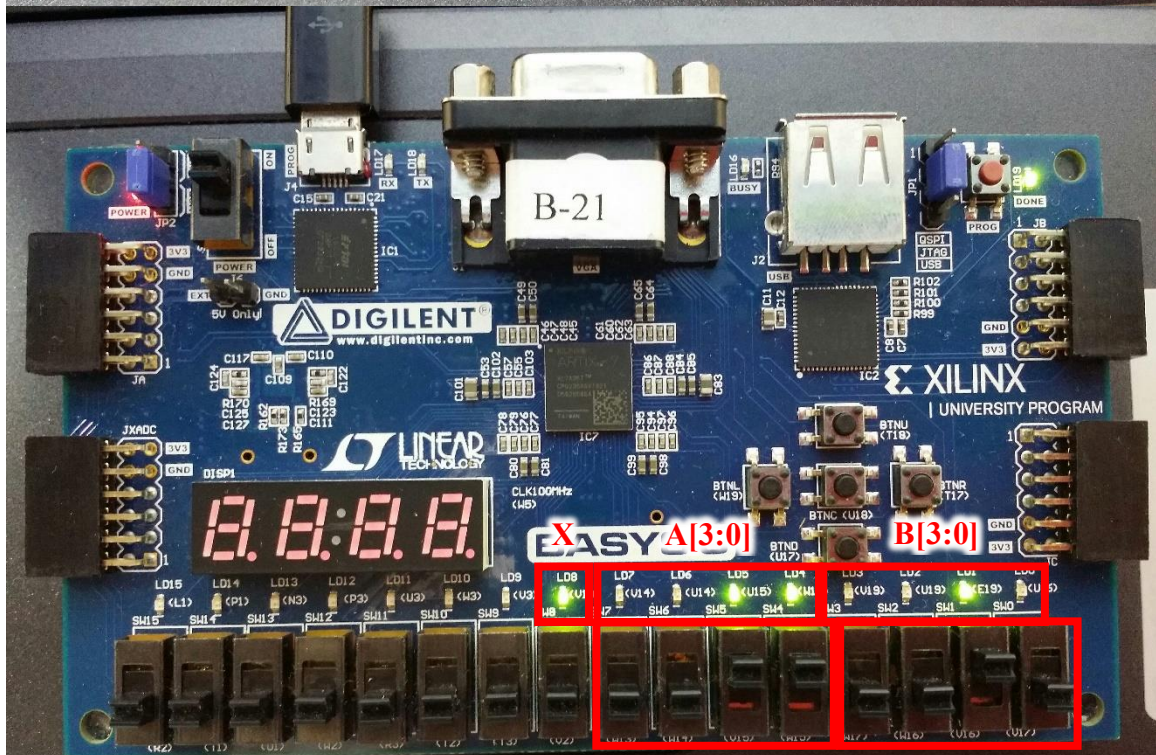
A[3:0]

B[3:0]



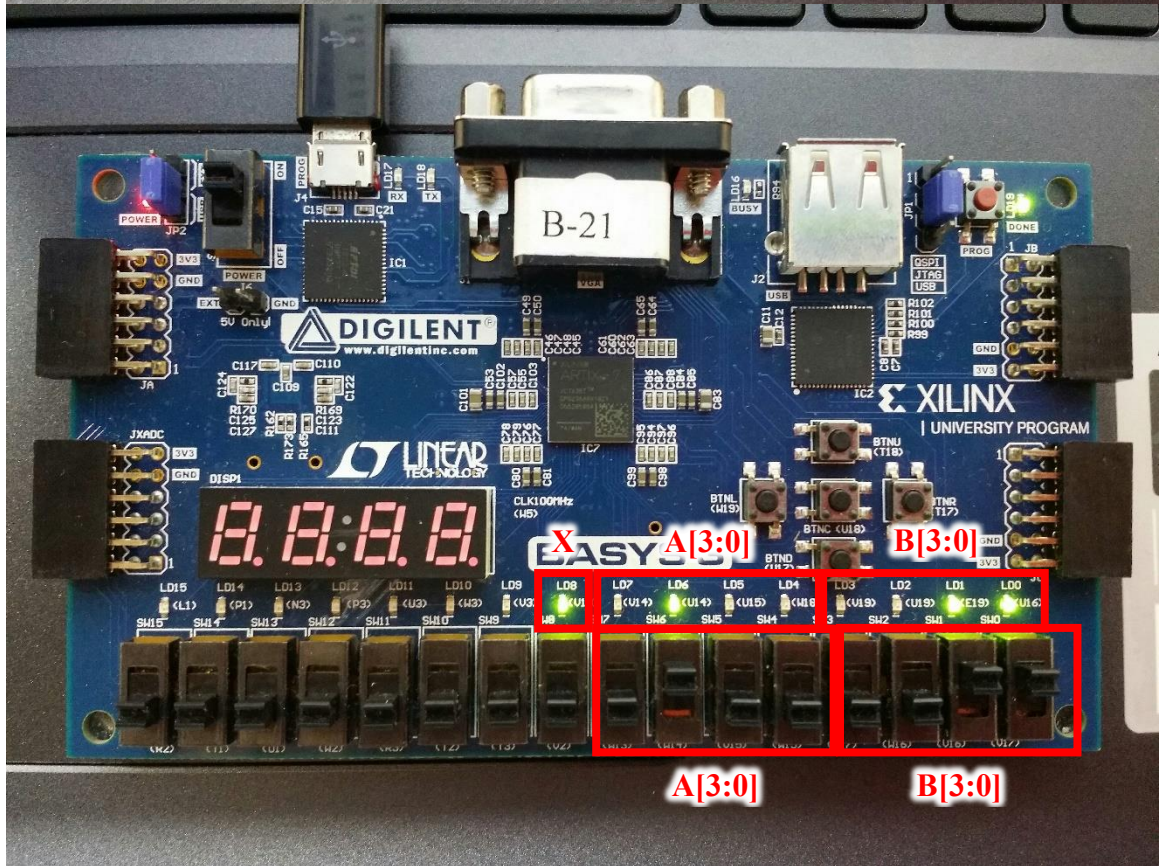
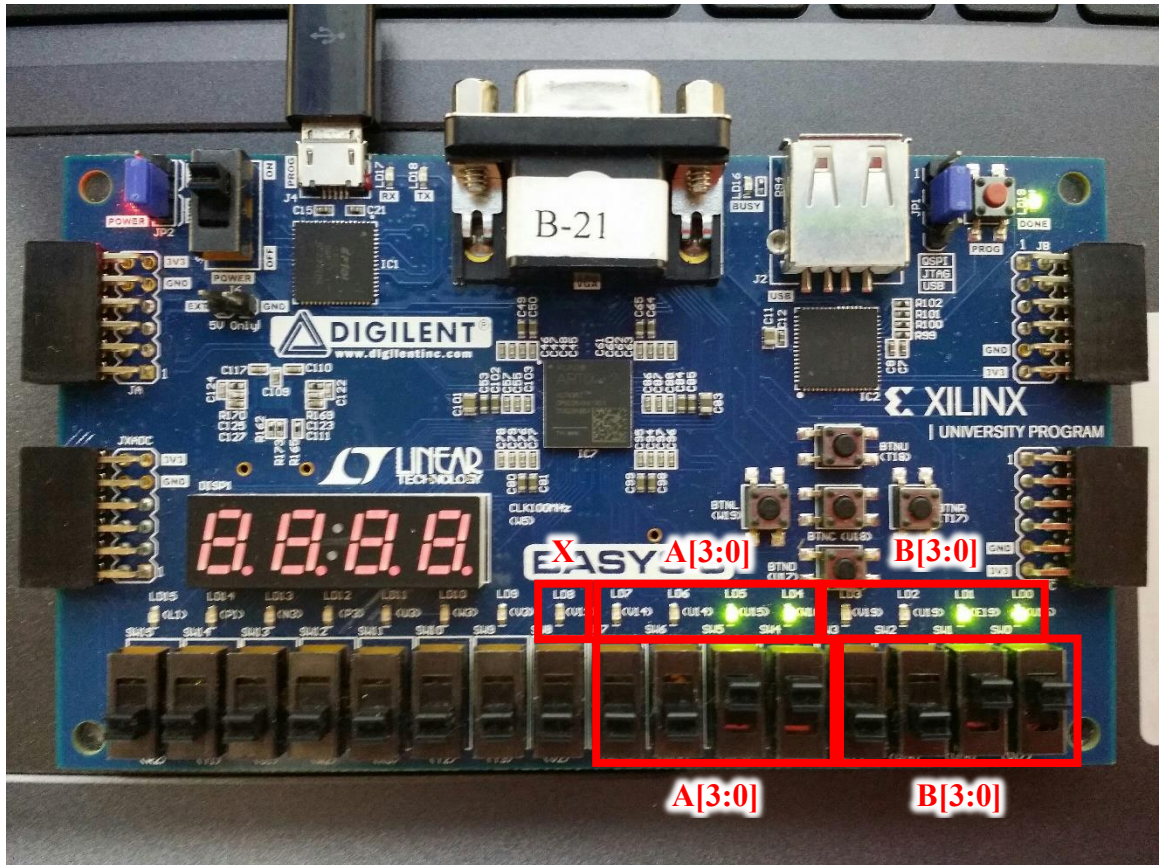
A[3:0]

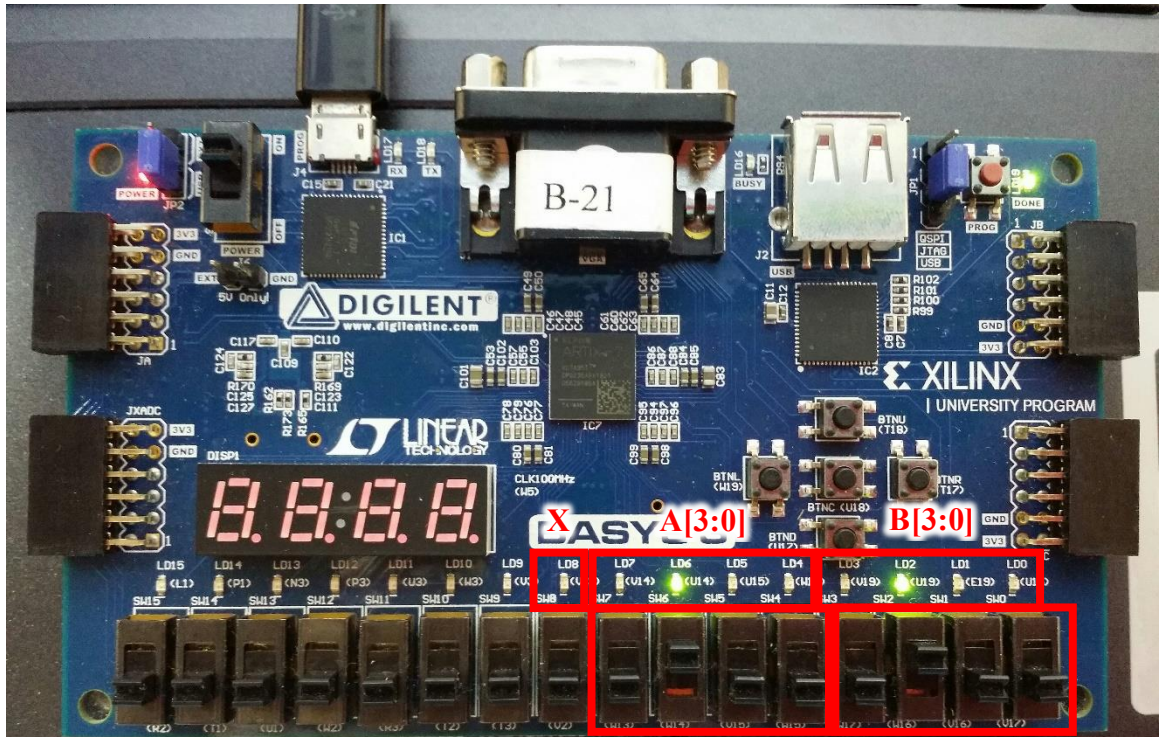
B[3:0]



A[3:0]

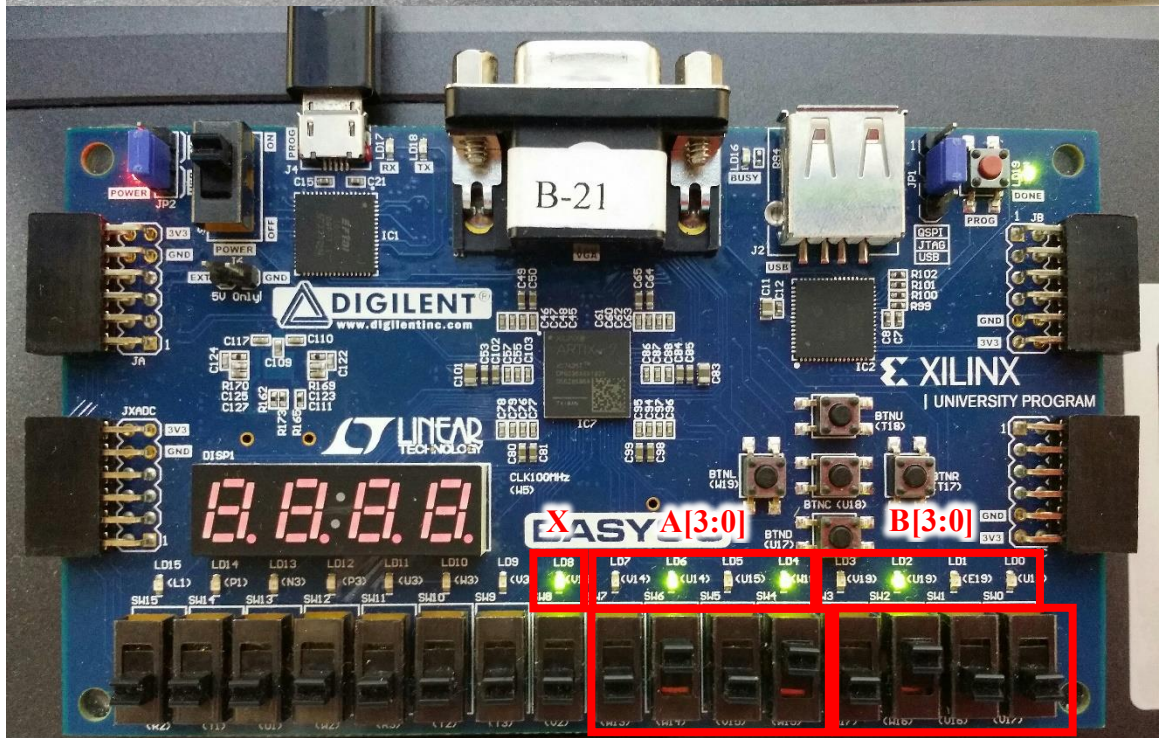
B[3:0]





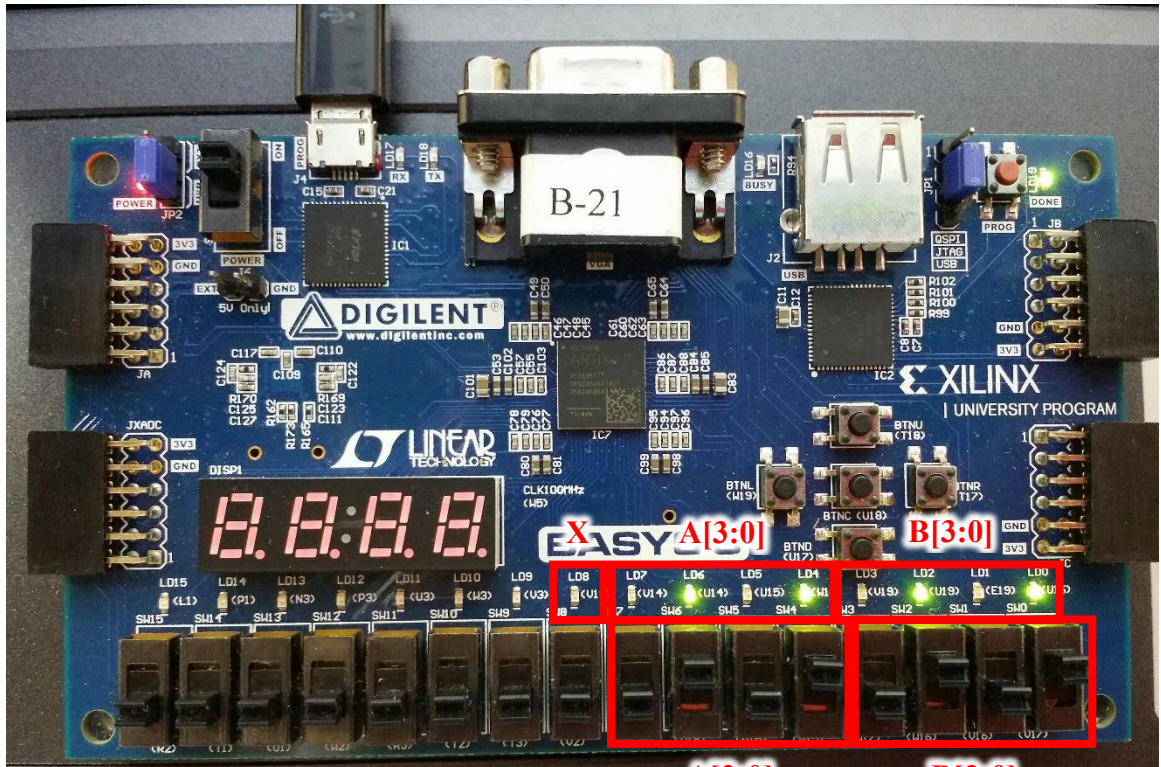
A[3:0]

B[3:0]



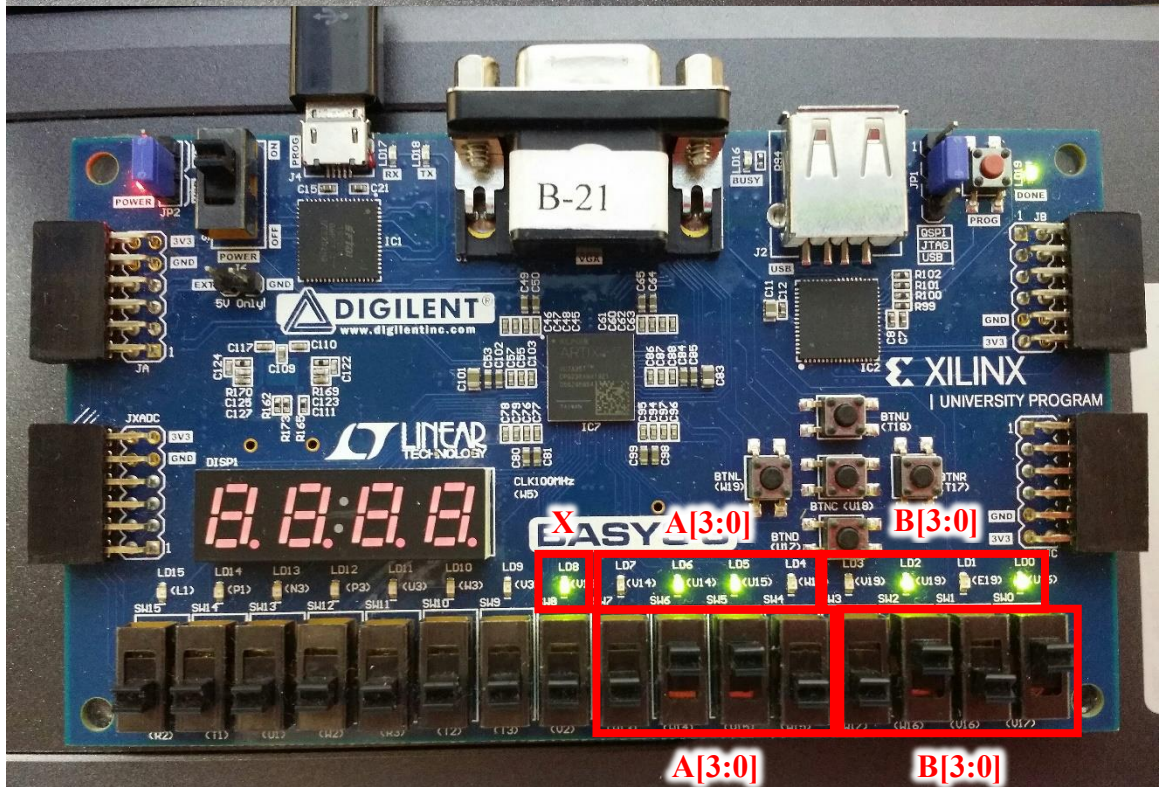
A[3:0]

B[3:0]



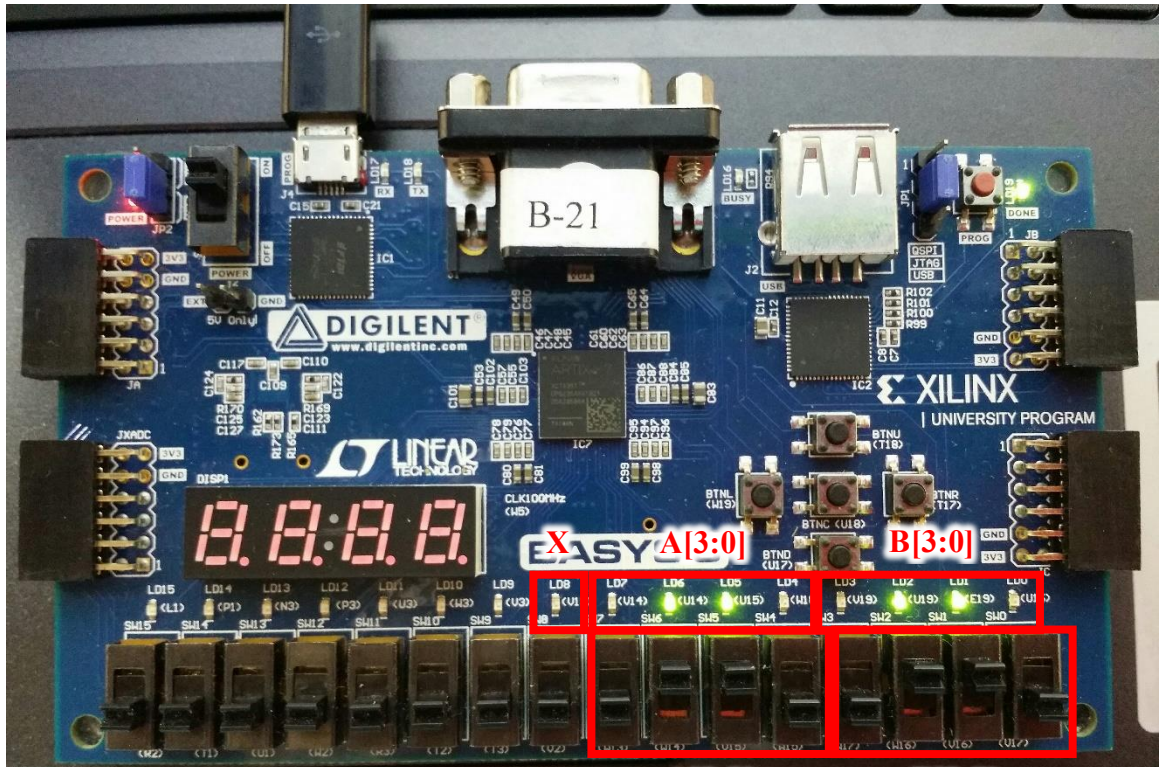
A[3:0]

B[3:0]



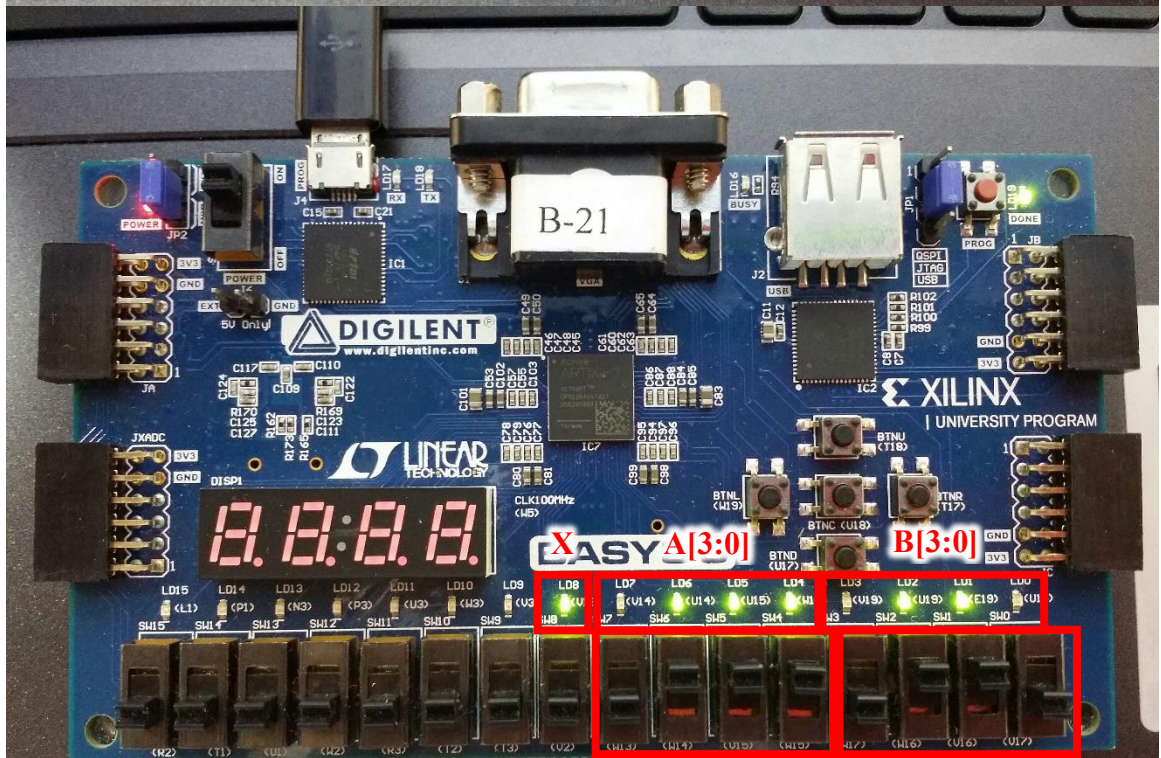
A[3:0]

B[3:0]



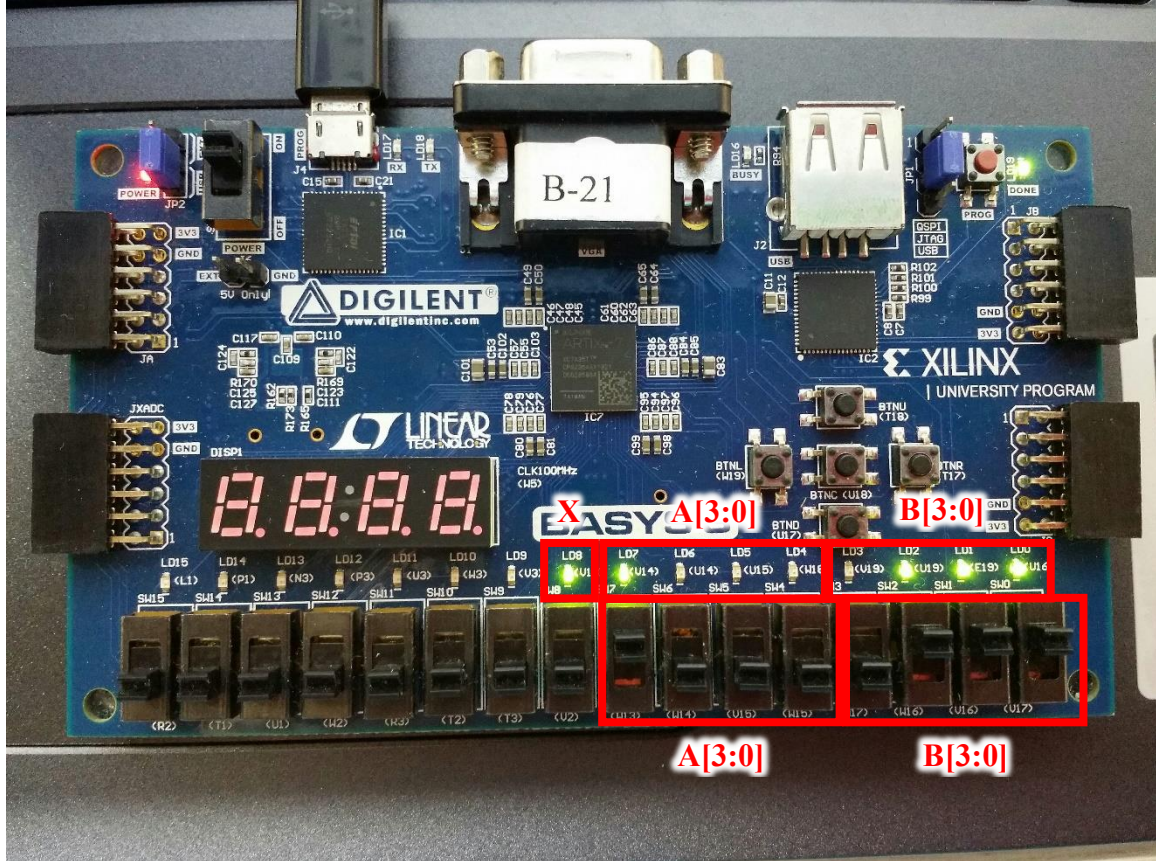
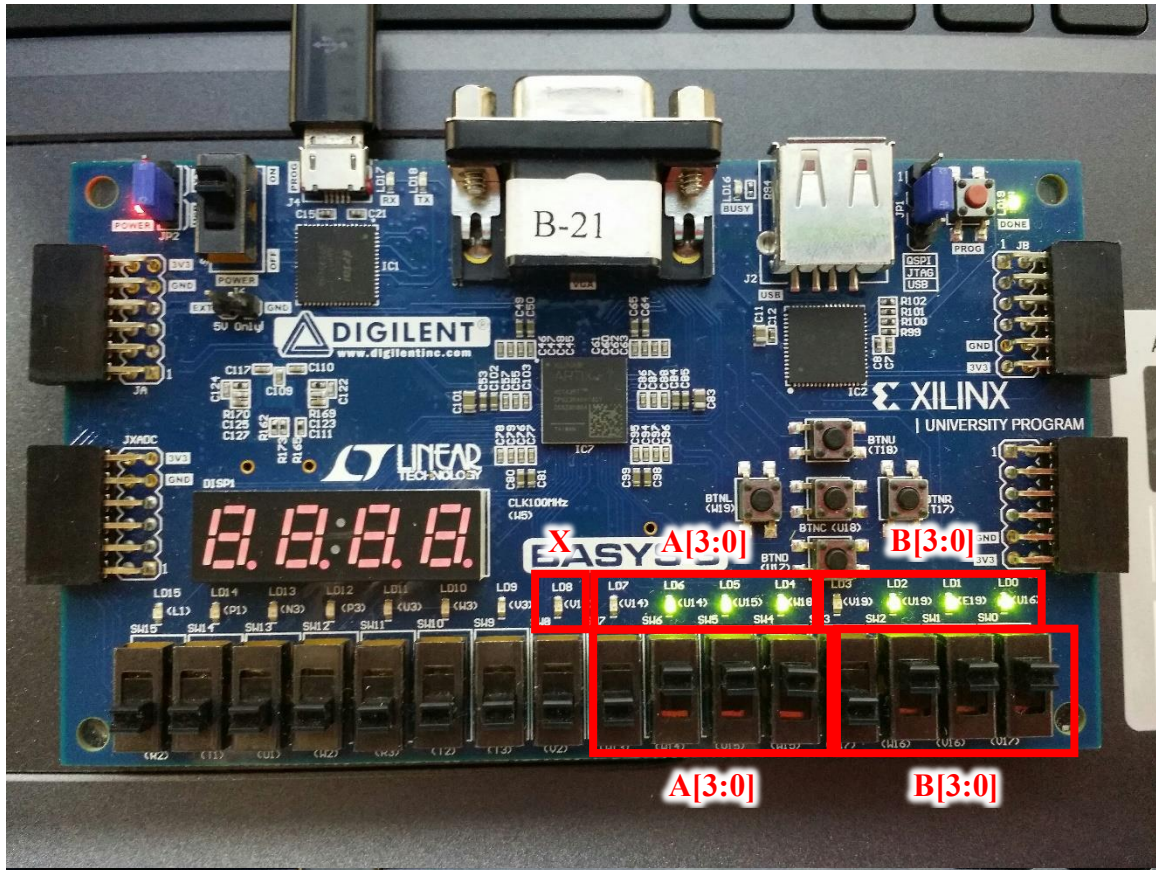
A[3:0]

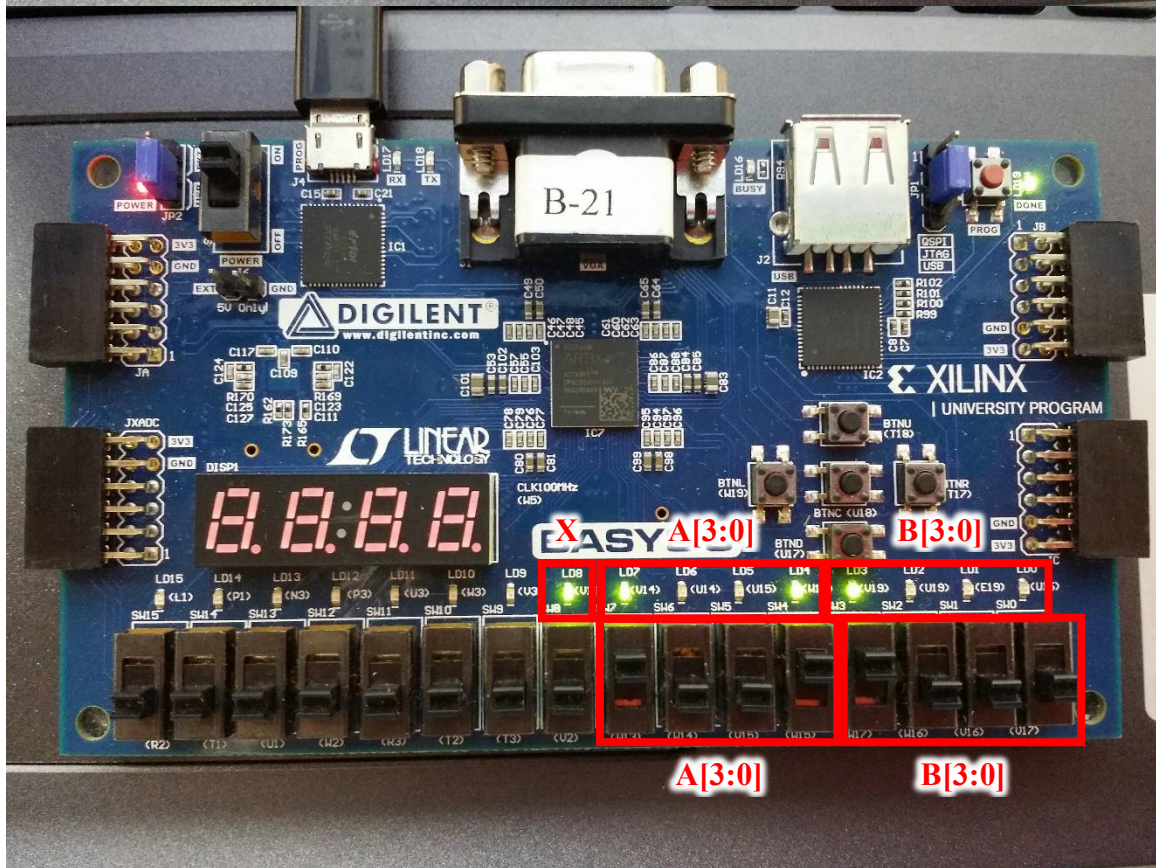
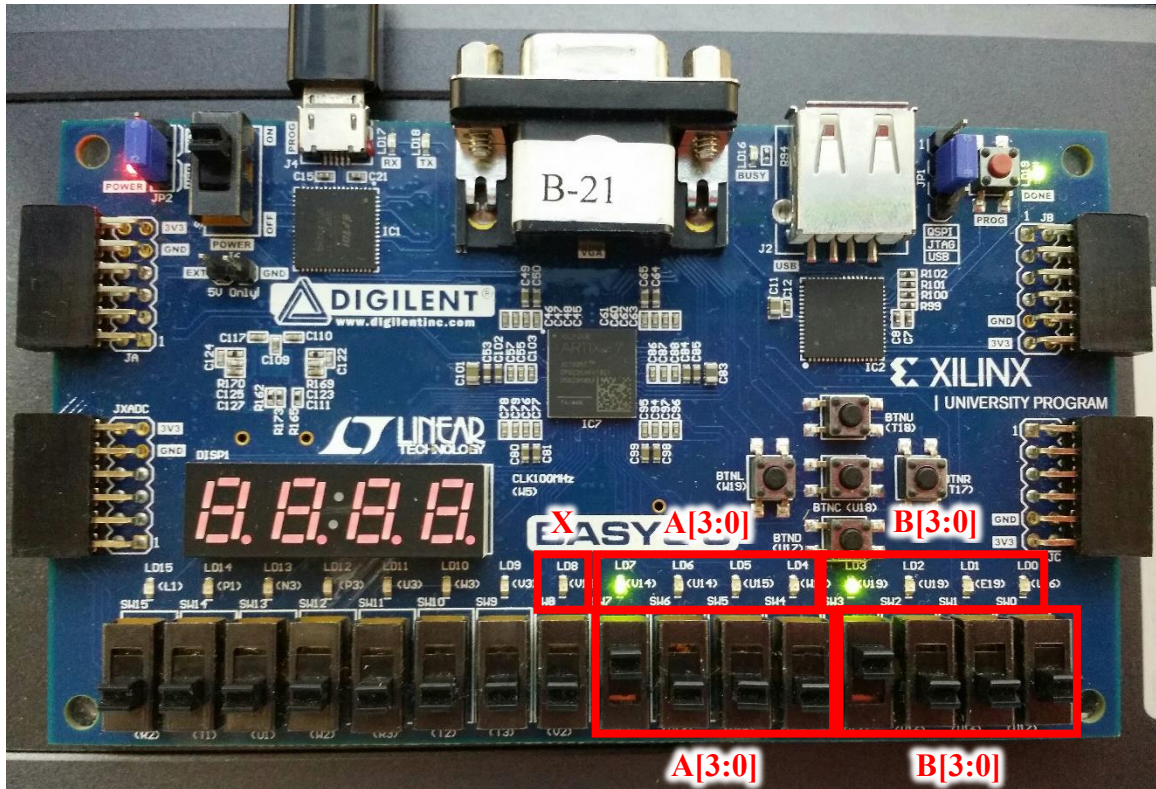
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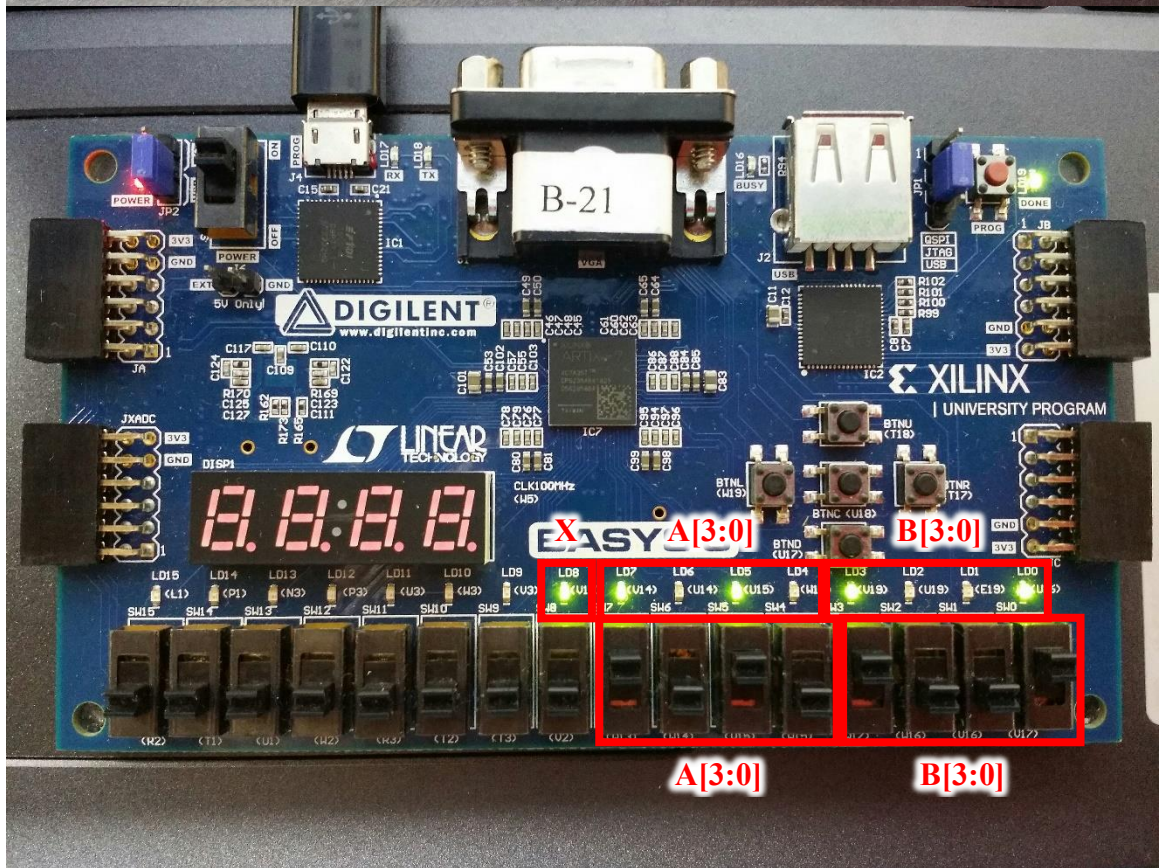
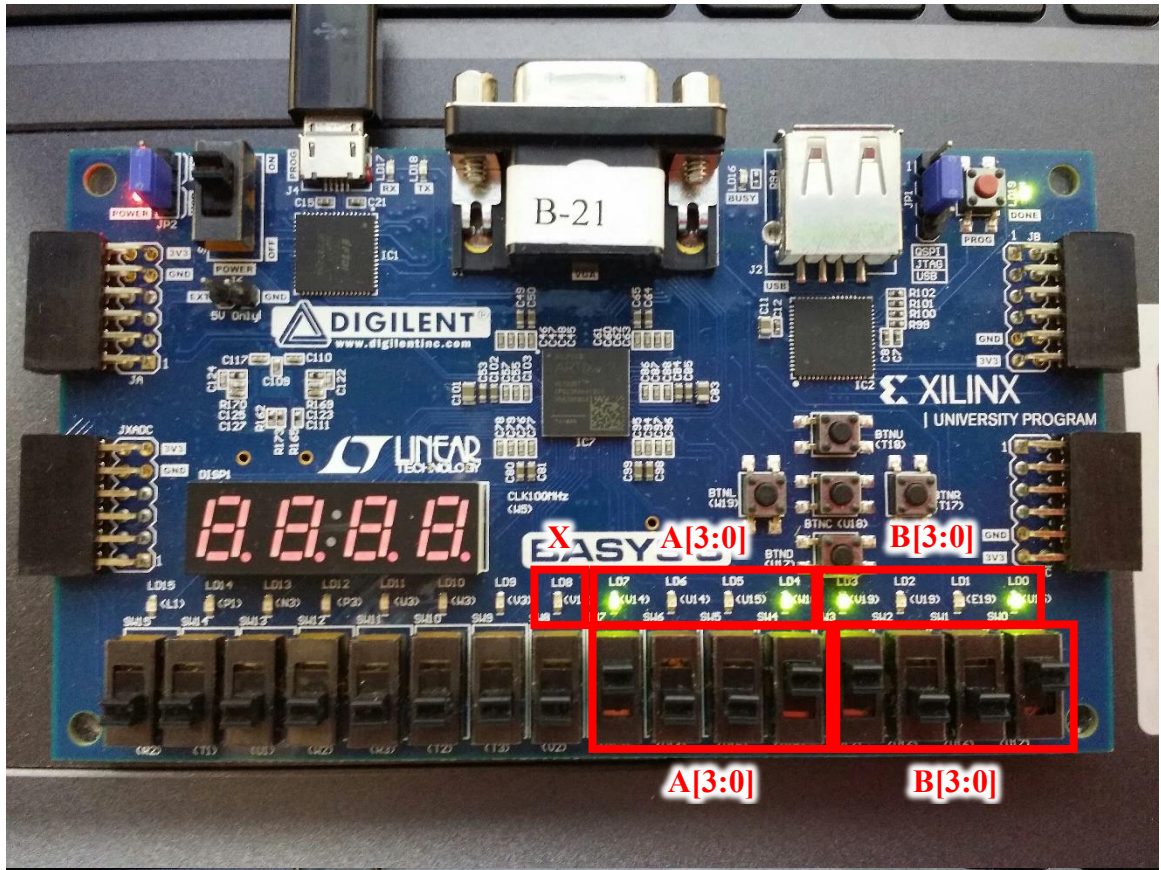


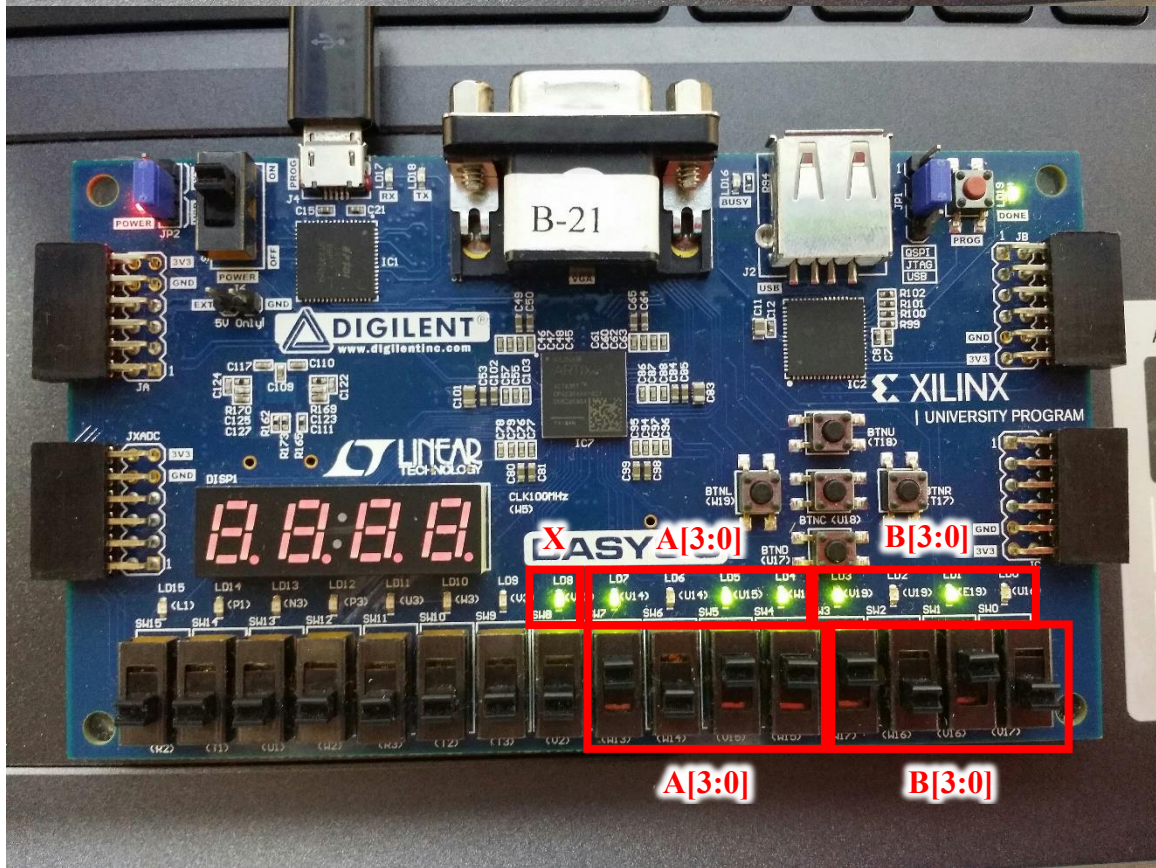
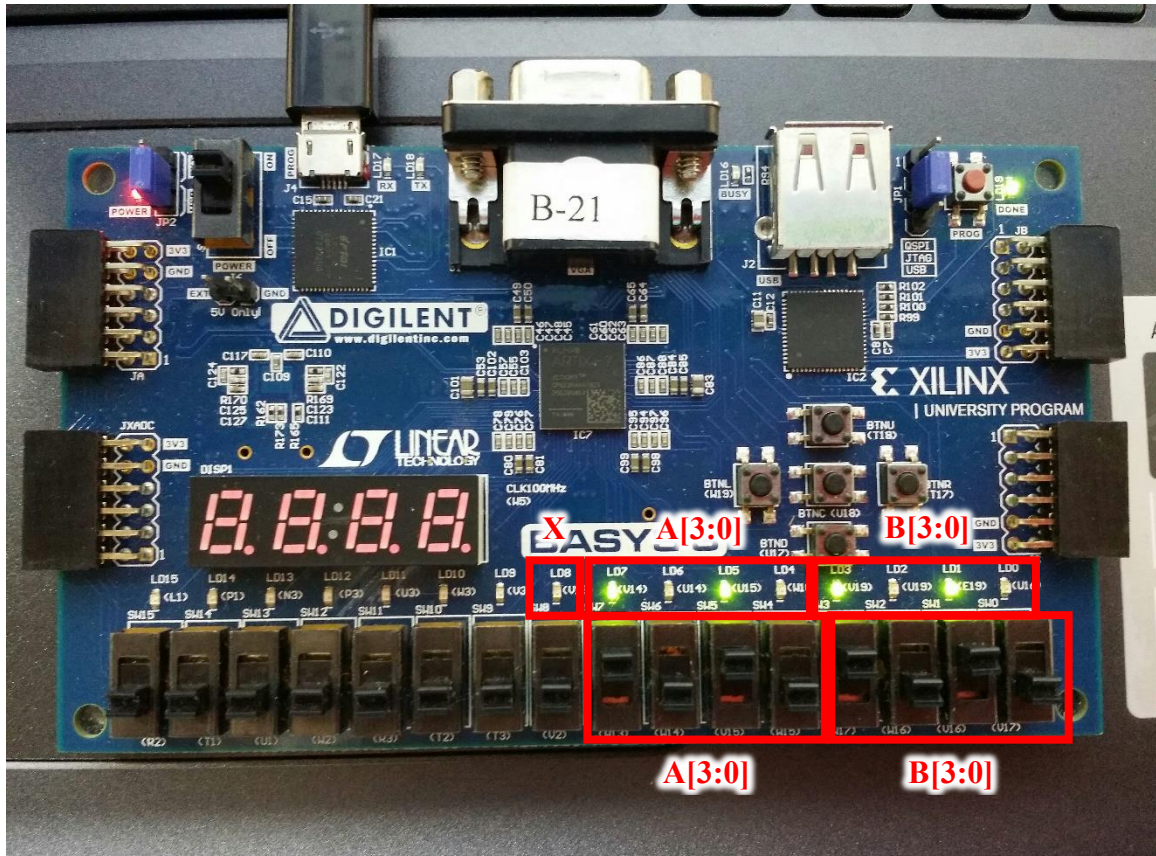
A[3:0]

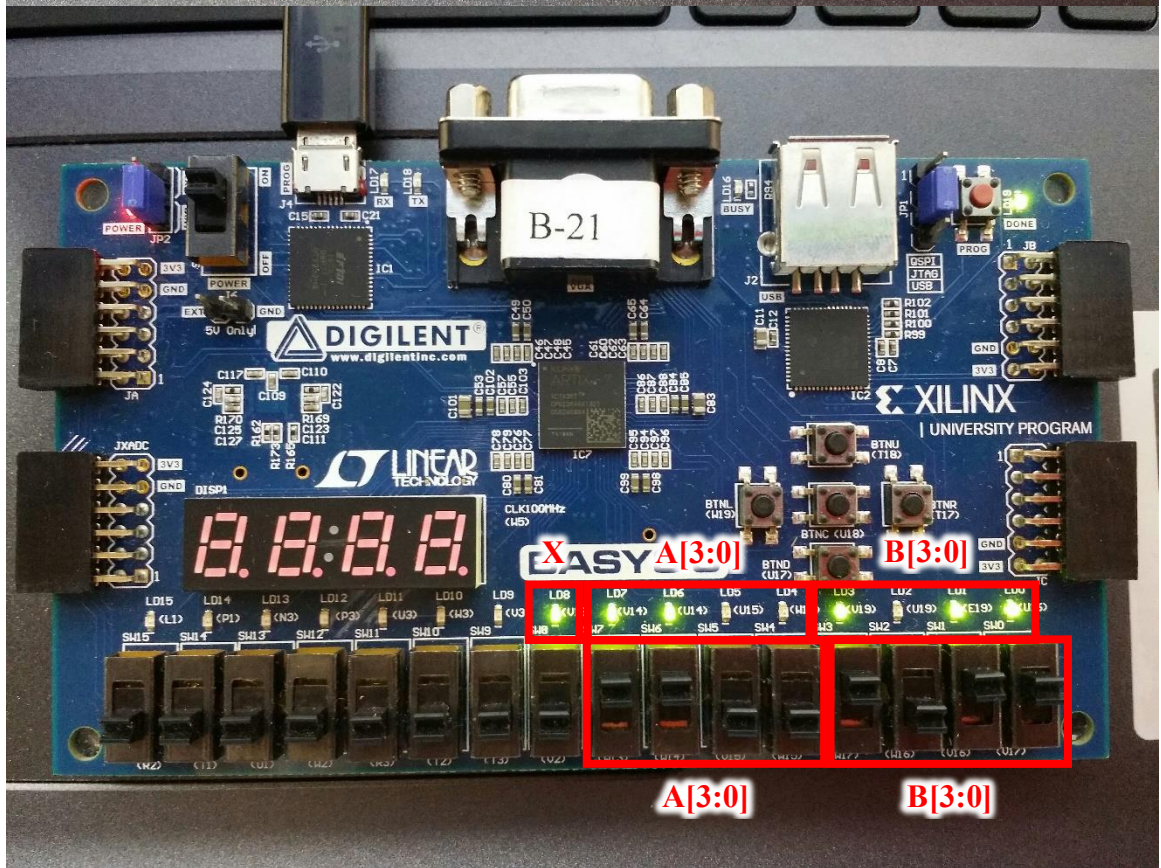
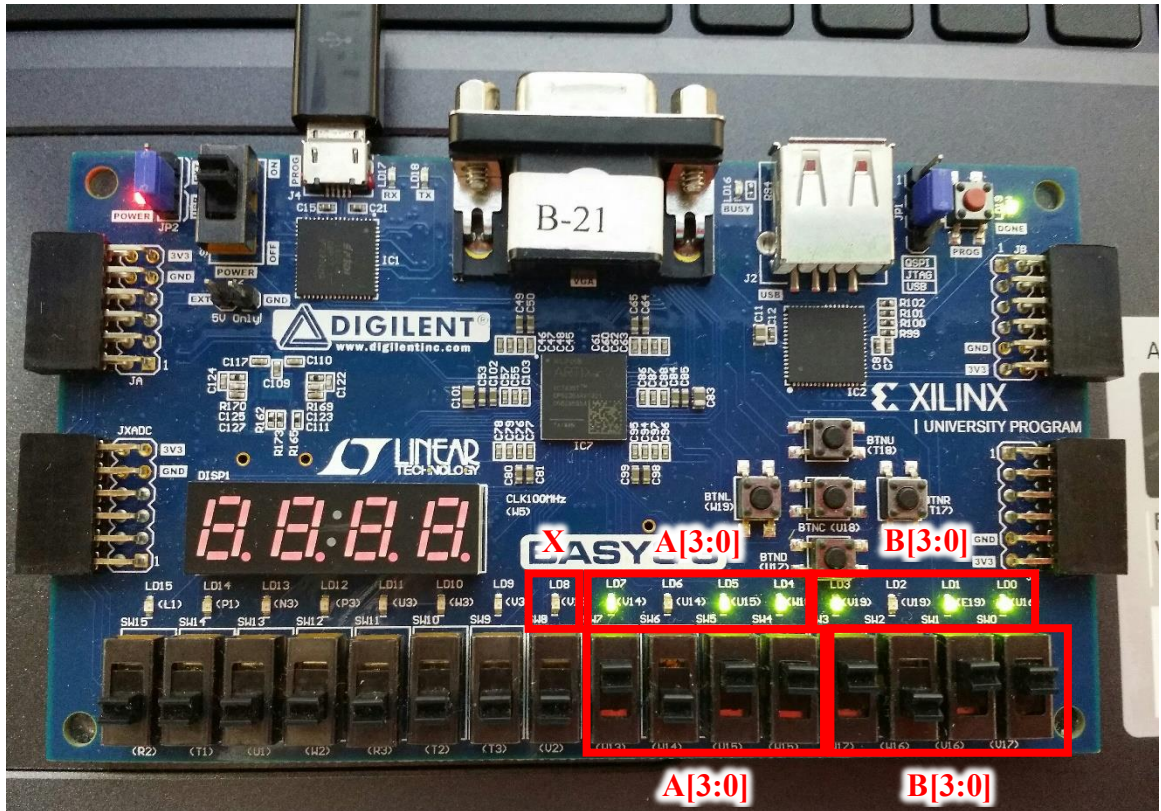
B[3:0]

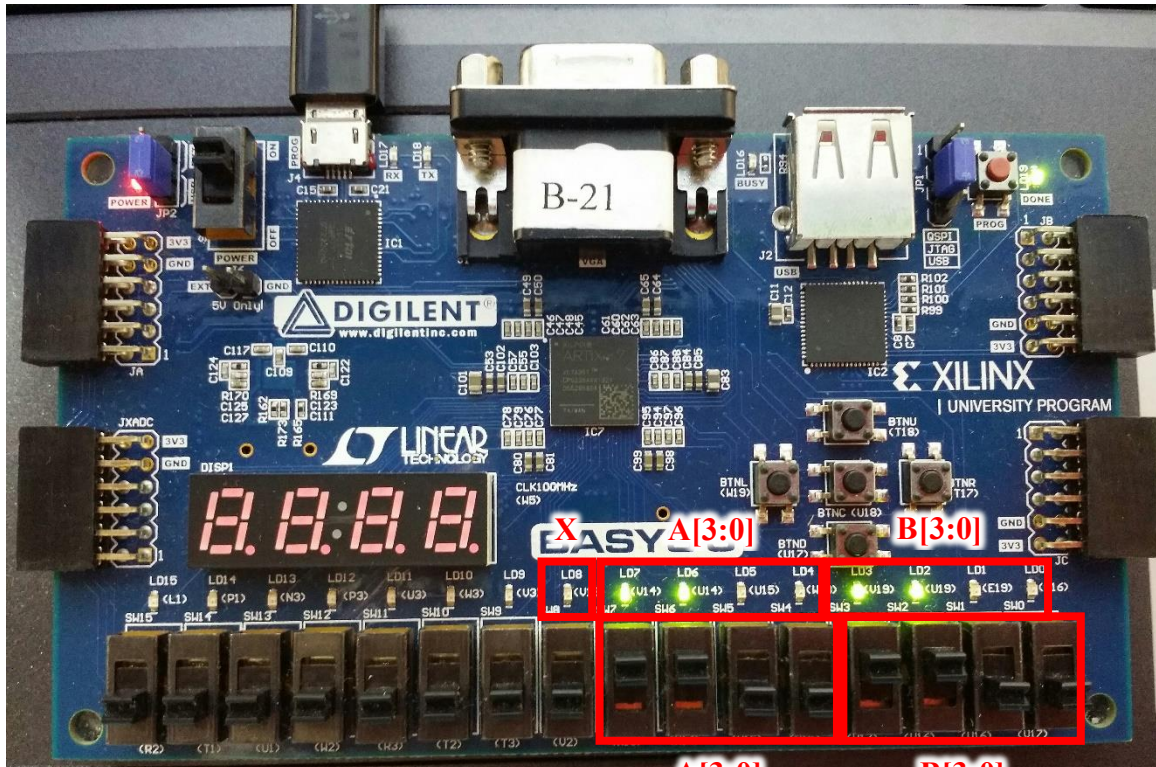






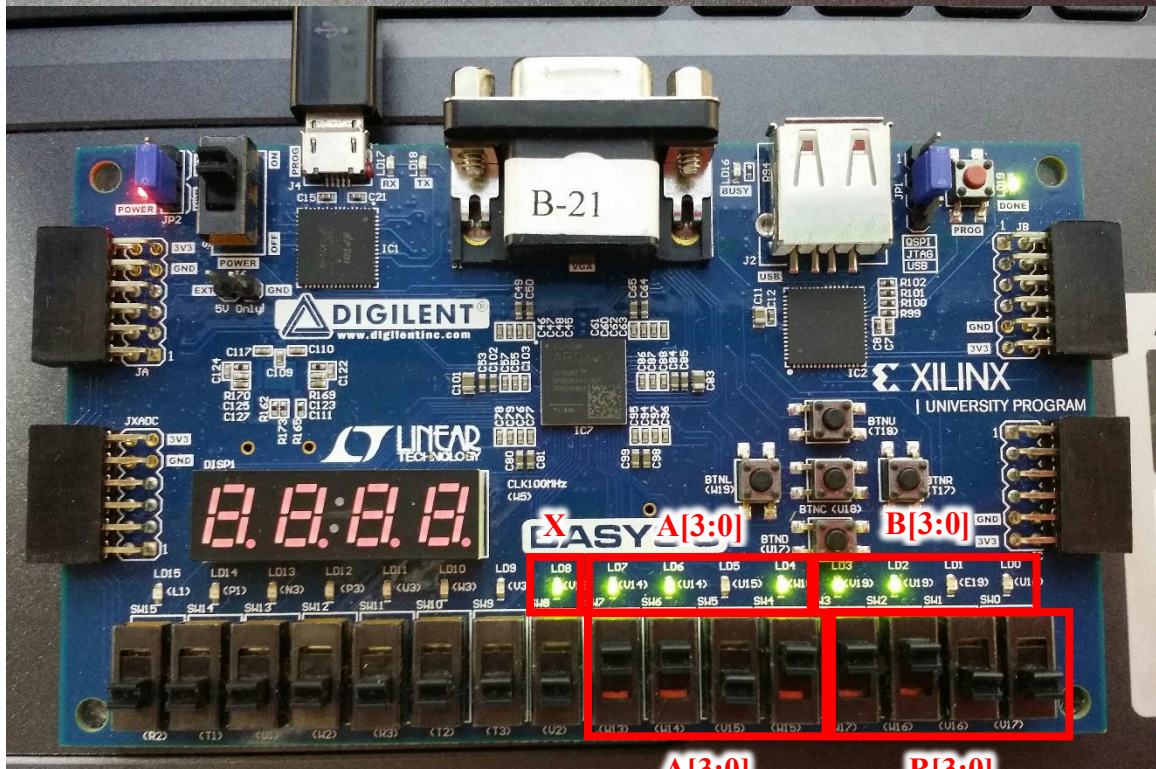






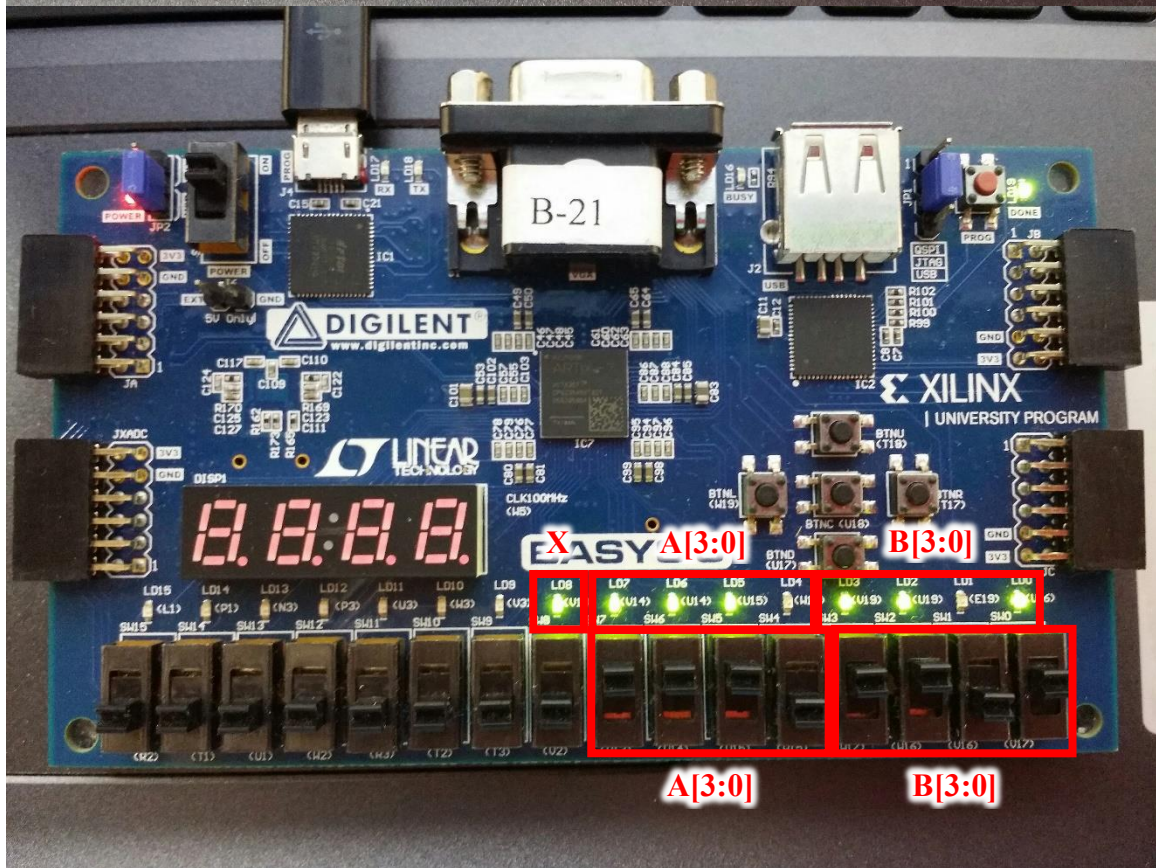
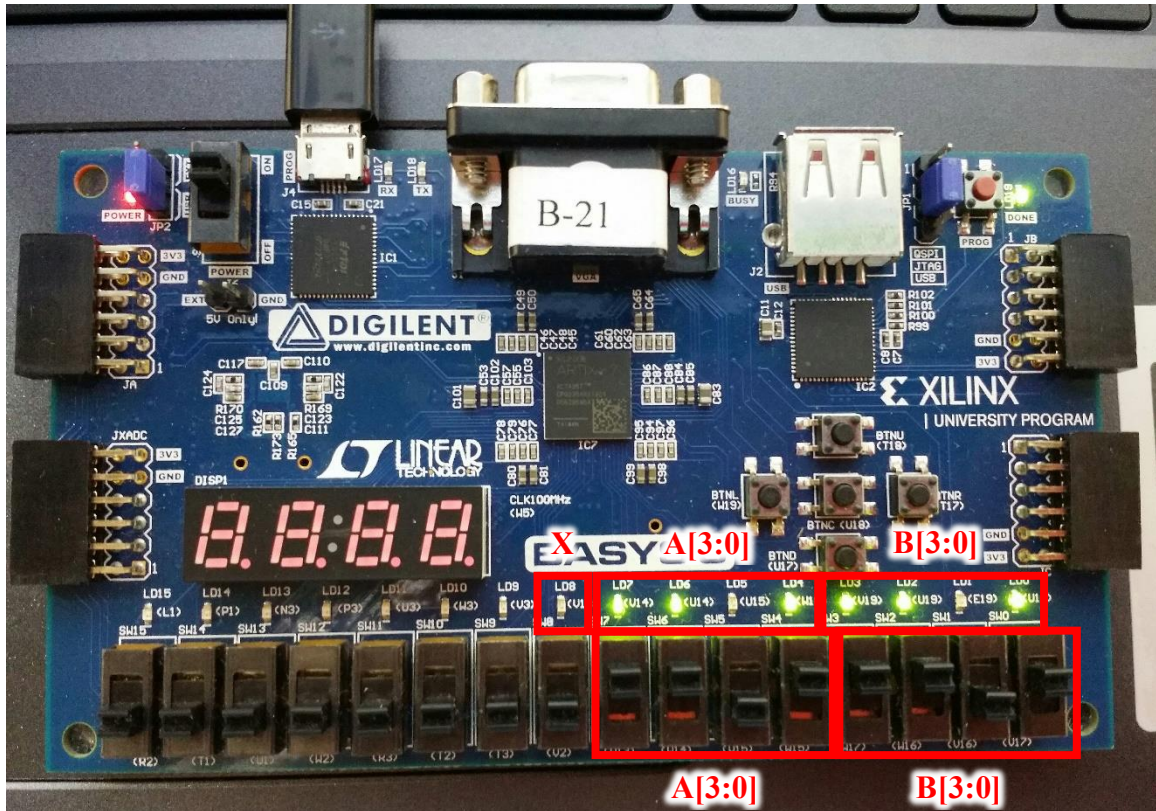
A[3:0]

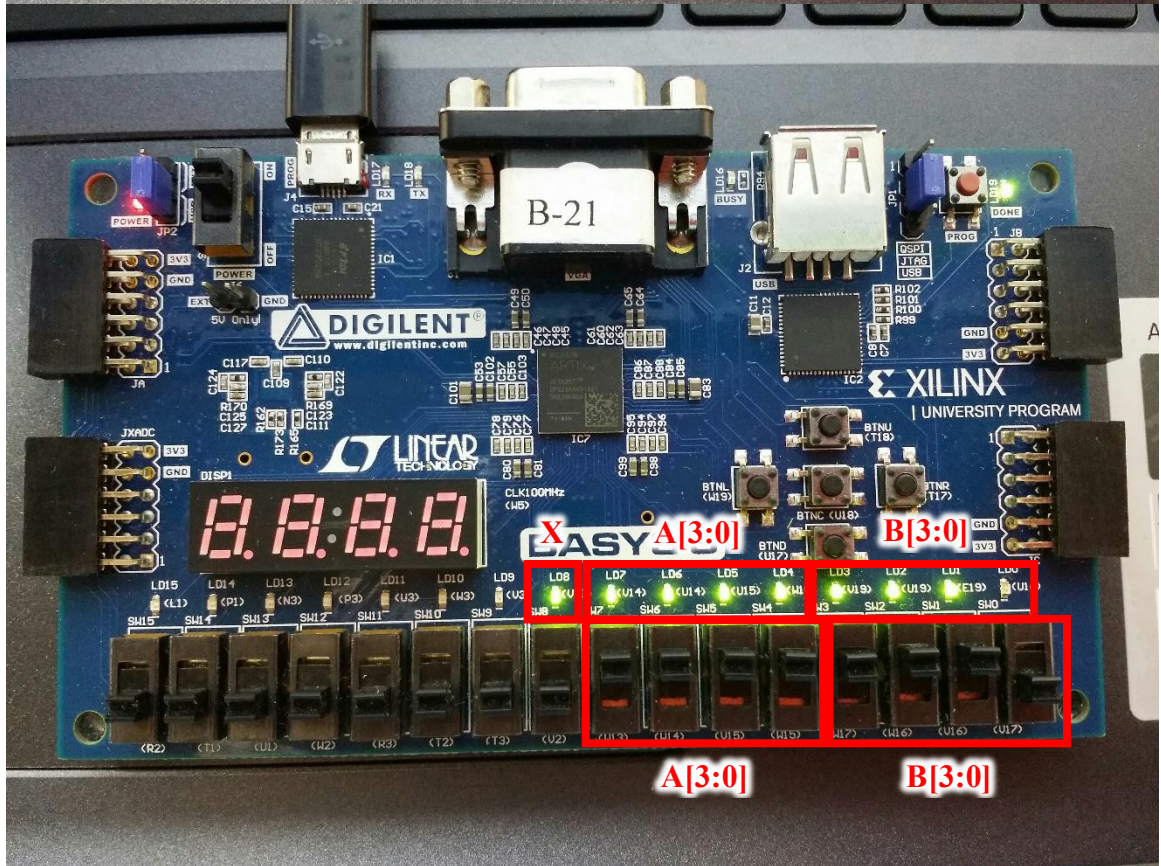
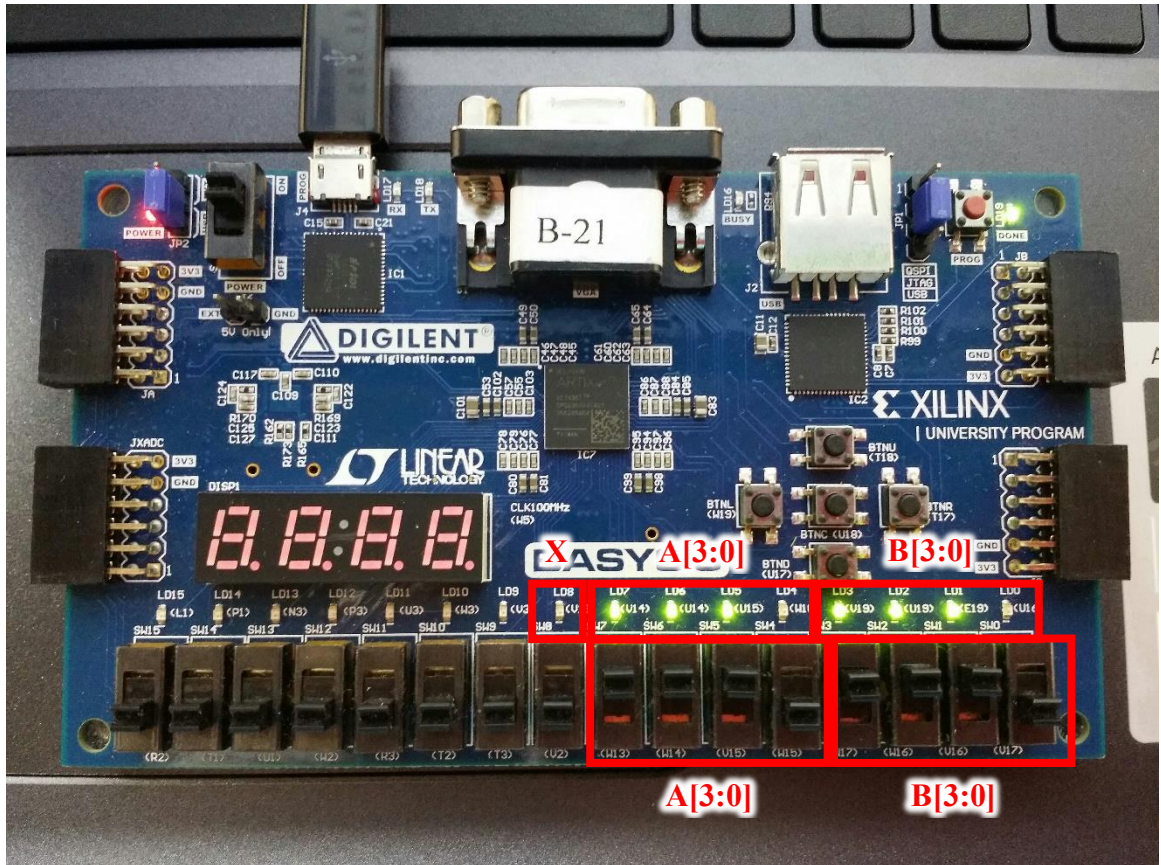
B[3:0]

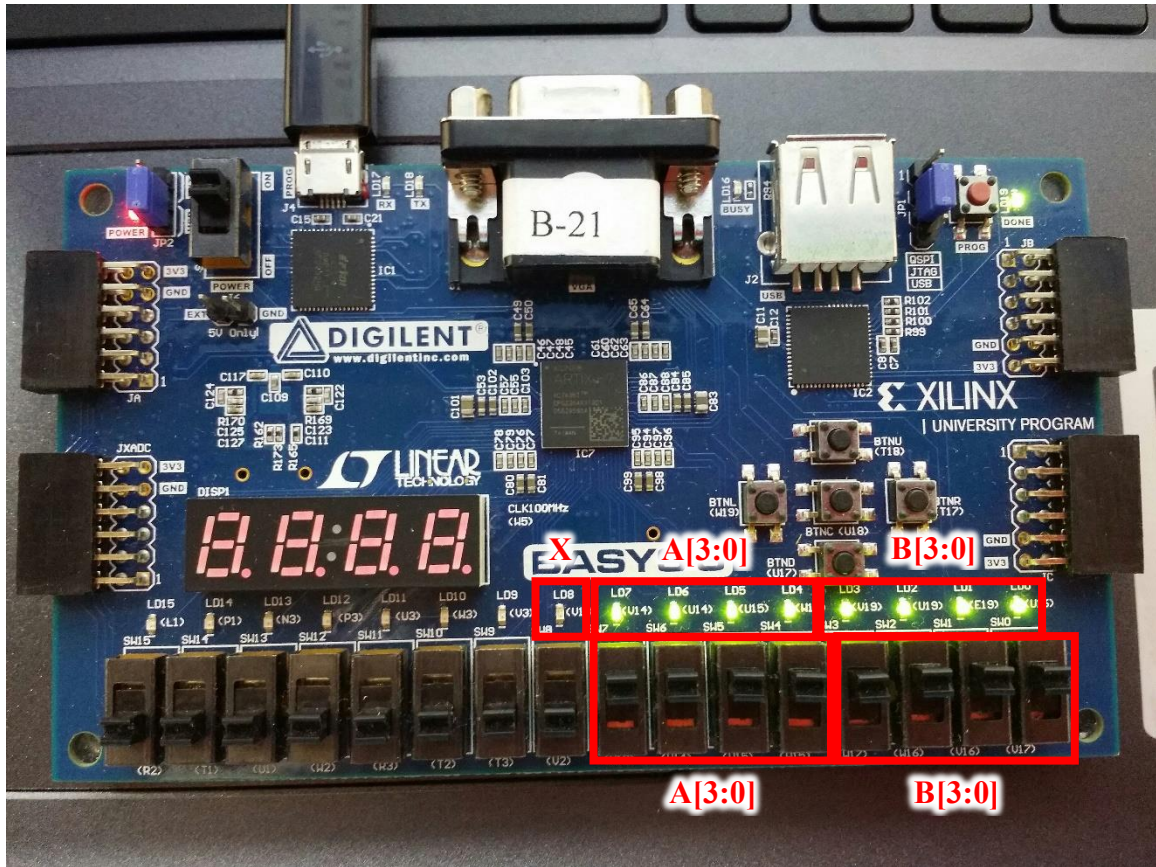


A[3:0]

B[3:0]







conclusion:

本次 LAB2 實作了加法器、七段顯示器、比較器等電路。與單純在螢幕上看到的 testbench 模擬波型圖比較起來，實際動手操作開關並觀察 LED 與七段顯示器等過程更真實、也更親近電路板。有了 LAB1 的基礎操作經驗之後，本次 LAB2 的 FPGA 操作練習過程十分順利。期待在接下來的數個 LAB 中學習到更多邏輯設計的實作經驗。