



Welcome to The Logic Design Lab!

Fall 2021

Lab 1: Gate-Level Verilog

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National Tsing Hua University

Agenda

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



KEEP
CALM
AND
DO YOUR
HOMEWORK

Lab 1 Outline

- Basic questions (1.5%)
 - Individual assignment
 - Due on **9/23/2021. In class.**
 - Only demonstration is necessary. Nothing to submit.
- Advanced questions (5%)
 - Group assignment
 - eeclass submission due on **9/30/2021. 23:59:59.**
 - Demonstration on your FPGA board (**In class**)
 - 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 **not to draw them by hands**
 - Please **explain** your designs in detail
 - Please **list** the contributions of each team member clearly
 - **Please explain how you test your design**
 - What you have **learned** from Lab 1

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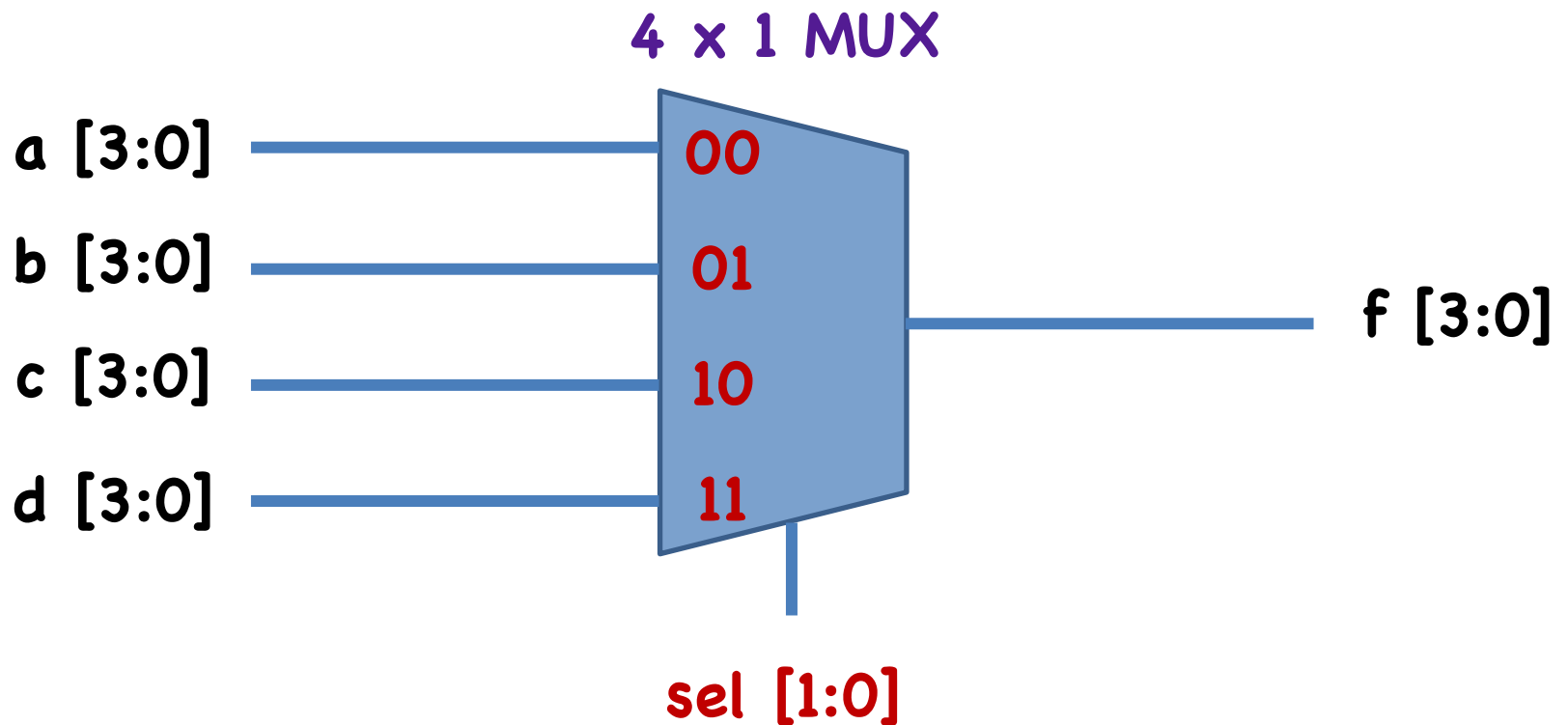
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Basic Questions

- Individual assignment
- Verilog questions (due on **9/23/2021. 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**

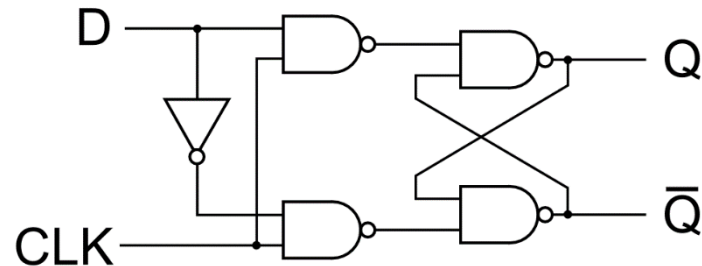
Verilog Basic Question 1

- (Gate-level) 4-bit 4-to-1 multiplexer (MUX)

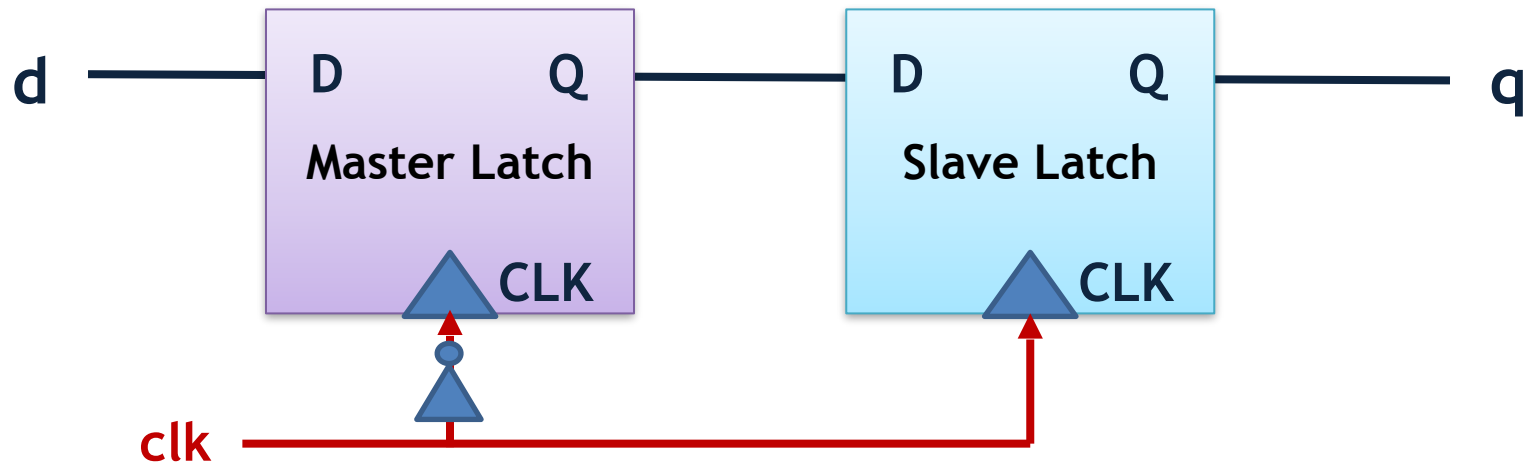


Verilog Basic Question 2

- (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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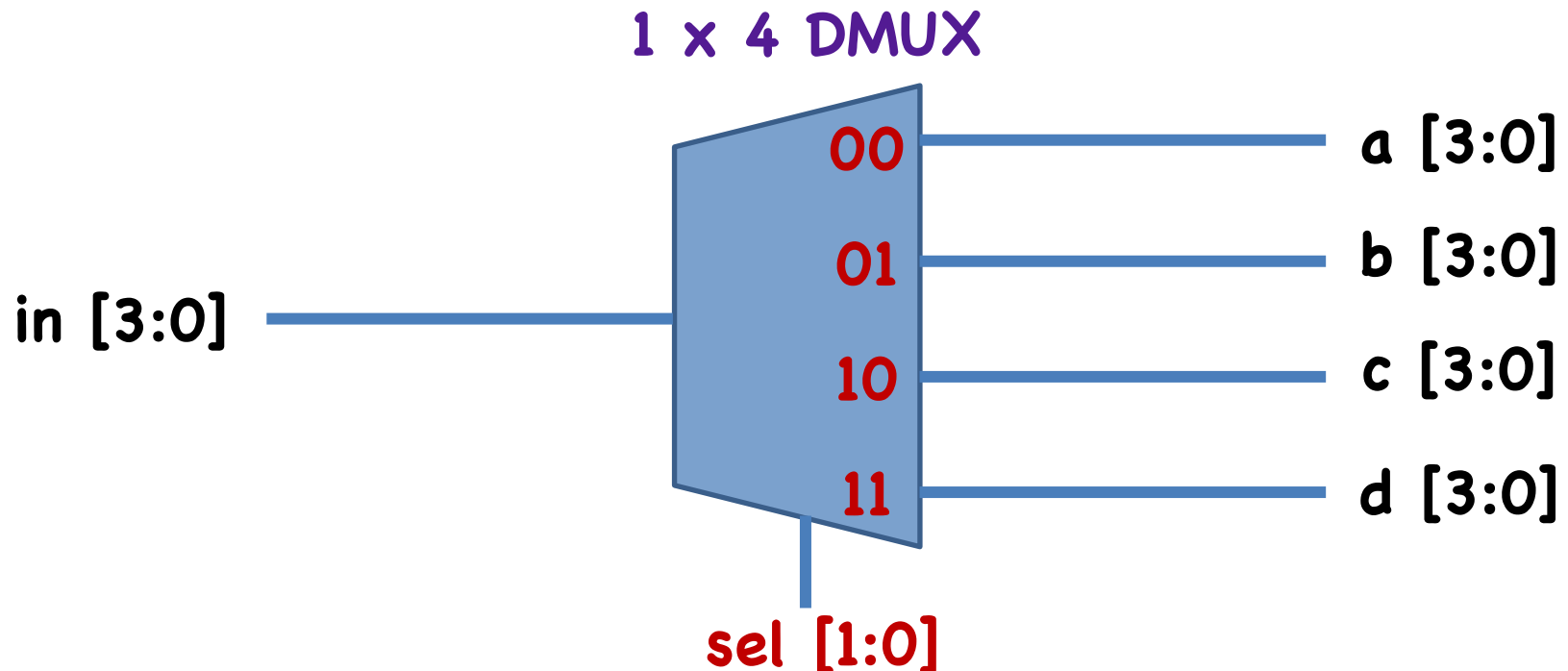
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Advanced Questions

- Group assignment
- **Verilog questions** (due on **9/30/2021. 23:59:59.**)
 - (Gate-level) 4-bit 1-to-4 de-multiplexer (DMUX)
 - (Gate-level) 4-bit simple crossbar switch with MUX/DMUX
 - (Gate-level) 4-bit 4x4crossbar with simple crossbar switch
 - (Gate-level) 1-bit toggle flip flop (TFF)
- **FPGA demonstration** (due on **9/30/2021. In class.**)
 - (Gate-level) 4-bit simple crossbar switch with MUX/DMUX

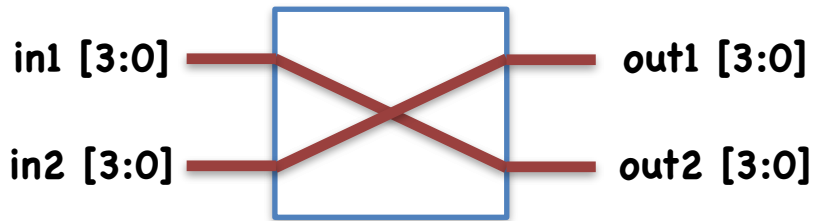
Verilog Advanced Question 1

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

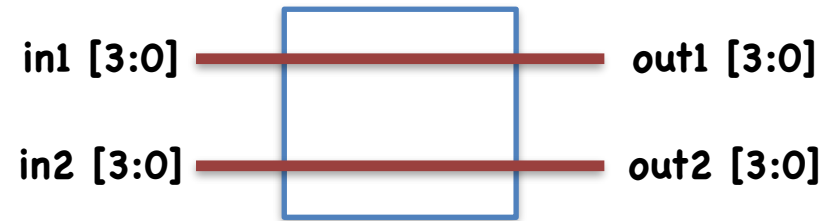


Verilog Advanced Question 2

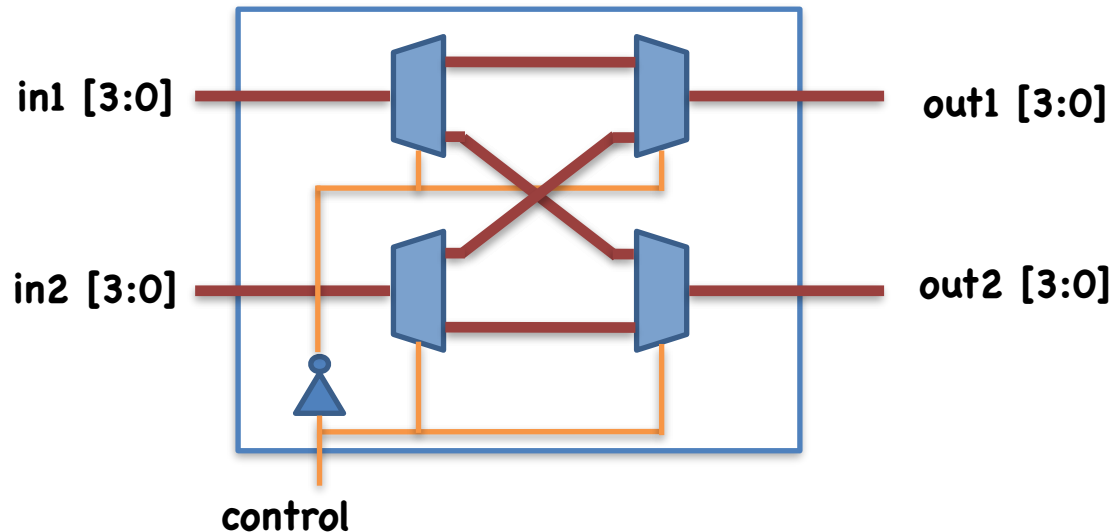
- (Gate-level) 4-bit simple crossbar switch with MUX/DMUX
- Instantiate your 2-to-1 MUX and 1-to-2 DMUX modules



■ **control** = 1'b0

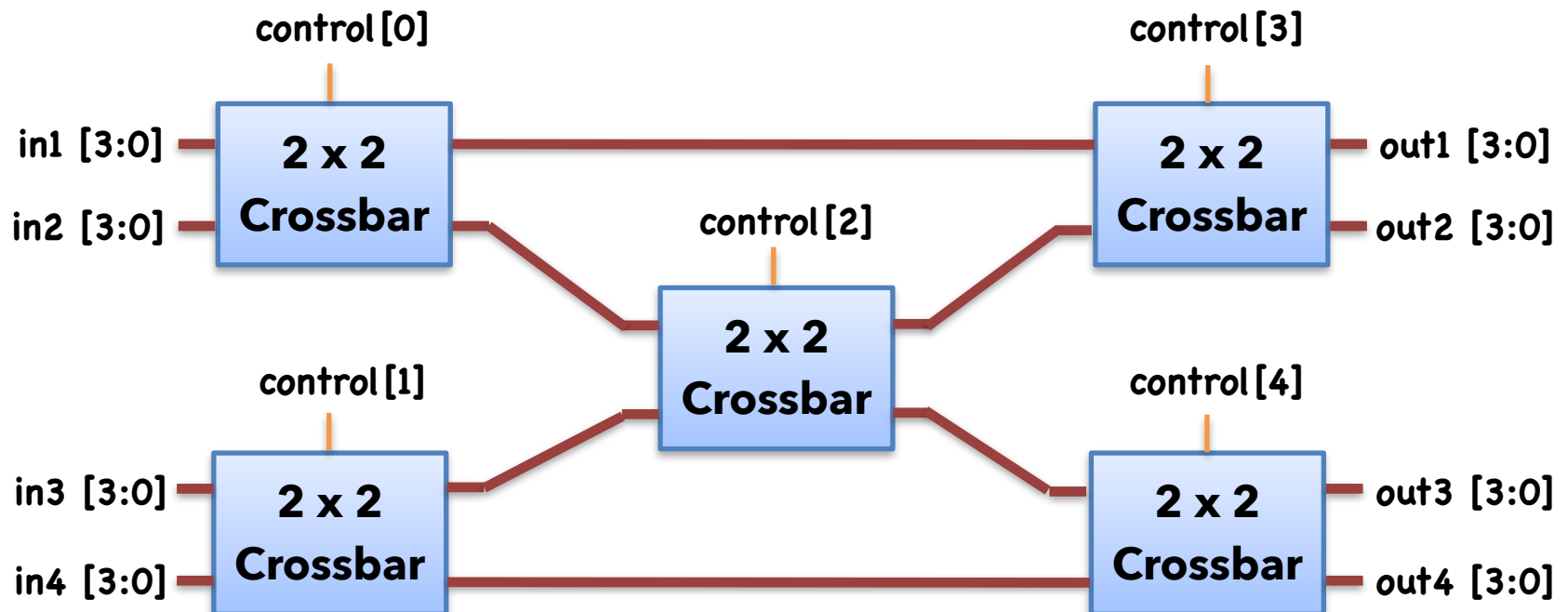


■ **control** = 1'b1



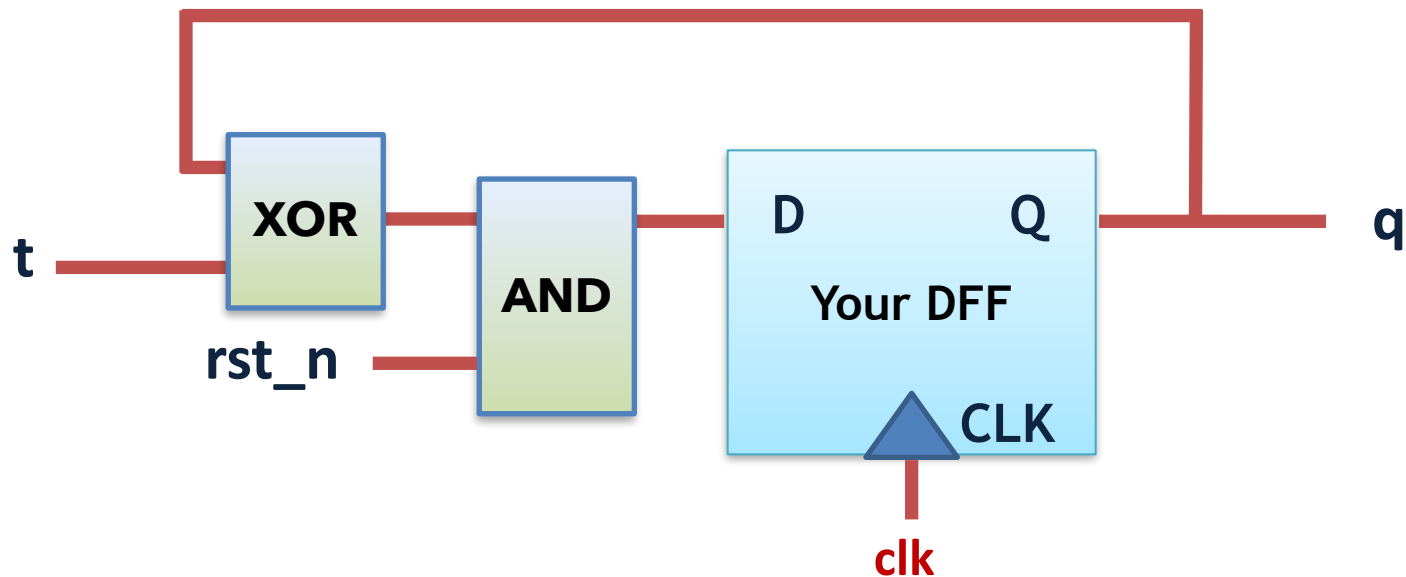
Verilog Advanced Question 3

- (Gate-level) 4-bit 4x4crossbar with simple crossbar switch
- Please reuse your module in the previous question
- Some configurations are not routable, please list them in your report



Verilog Advanced Question 4

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

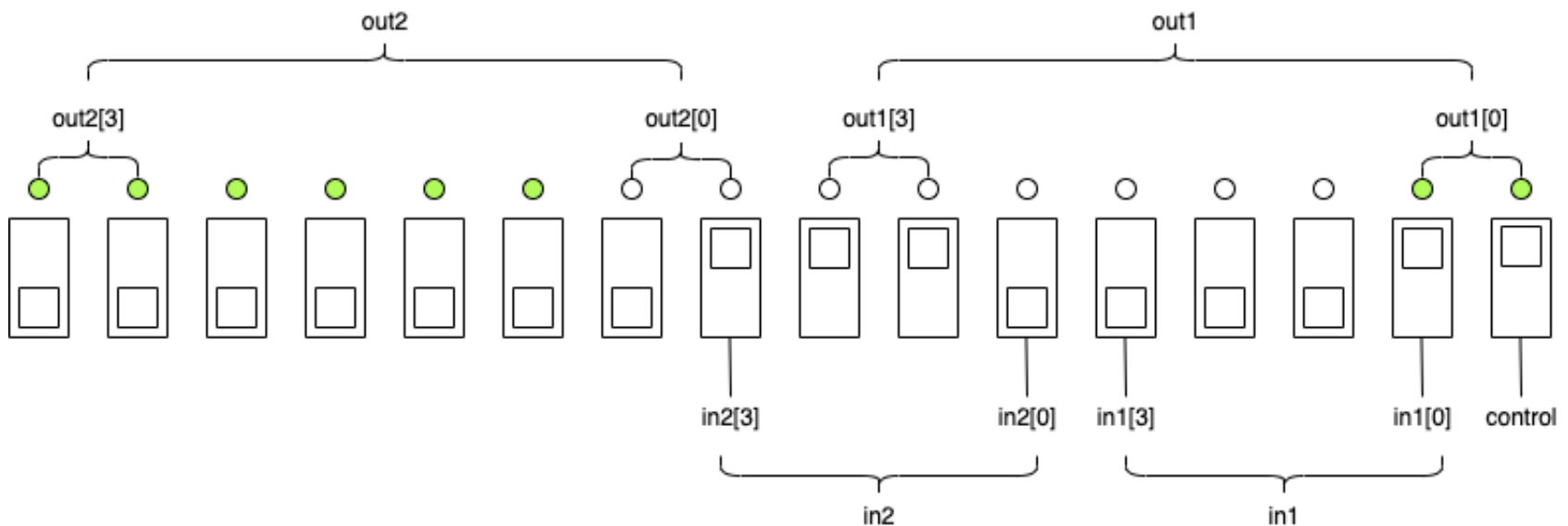


Advanced Questions

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 - (Gate-level) 4-bit simple crossbar switch with MUX/DMUX

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)
 - An example is illustrated below.



Agenda

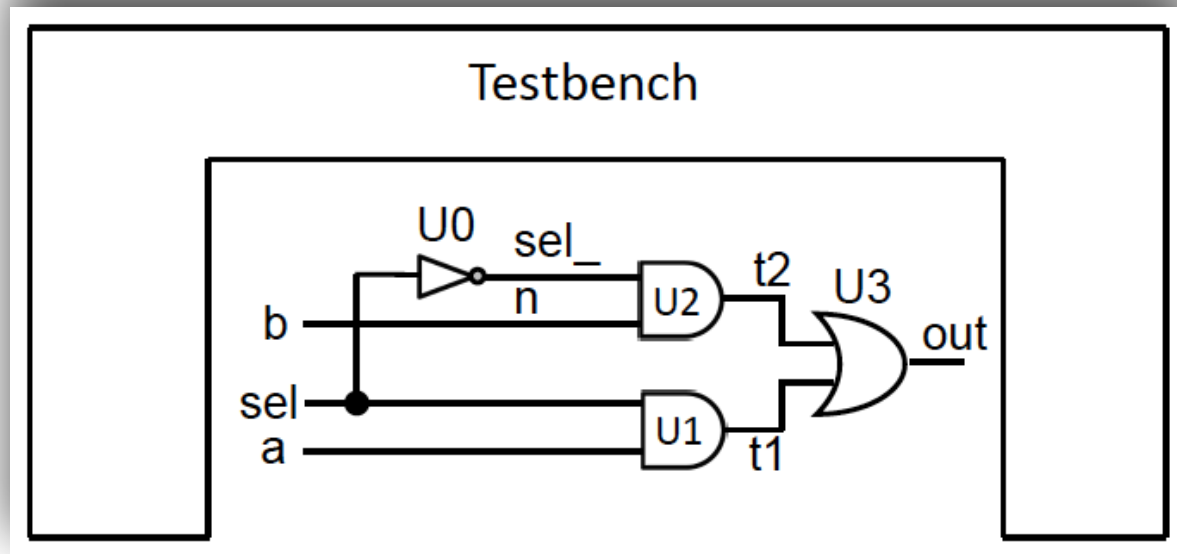
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Verilog Simulation Framework

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



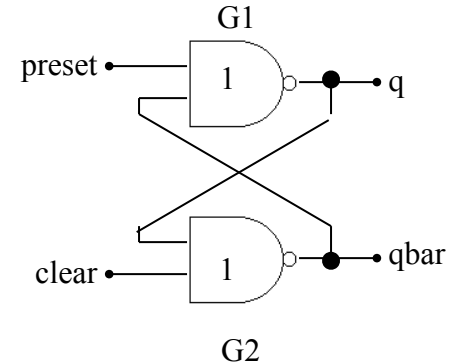
Verilog Testbench

Design

```

module Nand_Latch_1 (q, qbar, preset, clear);
  output    q, qbar;
  input     preset, clear;

  nand #1   G1 (q, preset, qbar),
            G2 (qbar, clear, q);
endmodule
  
```



Testbench

```

`timescale 1ns / 1ps
module    test_Nand_Latch_1;
  reg     preset, clear;
  wire    q, qbar;

  Nand_Latch_1 M1 (q, qbar, preset, clear);

  always begin
    #20    clear = !clear;
  end

  initial
  begin
    preset = 1'b0;  clear = 1'b1;

    #10
    preset = 1'b1;

  end
endmodule
  
```

// Simulation Unit / Accuracy
// Testbench module
// Inputs should be declared as reg
// Outputs should be declared as wire

// Instantiate YOUR DESIGN module

// always condition: The description always happens
// The value of clear inverts every 20 ns

// Initial conditions

// Units of "Simulation Units". In this case, 10ns



Thank you for your attention!

*Seattle night view taken at LA County Museum of Arts, Los Angeles, CA.
This picture is taken by Chun-Yi Lee himself, who is also a fan of photography