### **OBJECTIVES:**

- (i) To construct the Verilog code using HDL
- (ii) To design a Verilog code for delay timer using HDL.

### AIM:

(i) To design and construct the Verilog code for delay timer.

### **SOFTWARE REQUIRED:**

Xilinx ISE

### **THEORY:**

### **CODE DESCRIPTION:**

The digital delay timer being implemented is CMOS IC LS7212 which is to generate programmable delays. The specification of the delay timer can be easily found here. Basically, the delay timer has 4 operating modes: one-shot (OS), Delayed Operate (DO), Delayed Release (DR), Dual Delay (DD). Those four modes will be selected by inputs mode\_a and mode\_b. The wb [7:0] input is to program the delays according to given equations in the specification of the delay timer.

### **FUCNTION TABLE:**

### **Table:1** Function table

| mode_a | mode_b | Mode            |
|--------|--------|-----------------|
| 0      | 0      | One-shot        |
| 0      | 1      | Delayed operate |
| 1      | 0      | Delayed release |
| 1      | 1      | Dual delay      |



## Figure: 3.1 Block diagram of LS7212

### **VERILOG CODE FOR DELAY TIMER:**

module delay\_timer\_ls7212

```
(
```

input [7:0] wb, input reset, input clk, input trigger, input mode a, mode b, output reg delay out n ); reg[7:0] PULSE\_WIDTH ; reg [7:0] DELAY; reg [7:0] TIMER=0; reg trigger sync 1=0,trigger sync 2=0; wire trigger\_rising, trigger\_falling; reg timer\_start=0,out\_low=0; wire timer\_clear2,timer\_clear3,timer\_clear; reg [1:0] mode;

```
reg reset timer1=0,reset timer2=0,reset timer=0;
wire
        reset timer3, reset det;
                                              reg
reset det1=0,reset det2=0;
always @(posedge clk) begin
      trigger sync 1 <= trigger;
trigger sync 2 \leq trigger sync 1;
reset timer1 <= reset timer;
reset timer2 <= reset timer1;</pre>
reset det1 <= reset;
  reset det2 <= reset det1;
end
assign trigger rising = trigger sync 1 & (~trigger sync 2);
assign trigger falling = trigger sync 2 & (~trigger sync 1);
assign reset timer3 = reset timer1 & (~reset timer2);
assign reset det = reset det2 & (~reset det1);
always @(trigger rising,trigger falling,mode a,mode b,wb) begin
   if(trigger falling == 1 \parallel trigger rising == 1) begin
      PULSE WIDTH = wb;
DELAY = (2*wb + 1)/2;
                                mode
= {mode a,mode b};
   end
end
always
@(mode,reset,trigger falling,trigger rising,TIMER,reset,trigger,PULSE WIDTH,DELAY,re
set det) begin
                     case(mode)
         2'b00: // One-Shot Mode
begin
                  if(reset) begin
out low \leq 0;
```

timer\_start <= 0;

reset\_timer <= 1; end

```
else if(trigger_rising==1) begin
out low \leq 1;
                                         timer start
<= 1;
                                  reset_timer <= 1;</pre>
end
                    else if(TIMER>=PULSE WIDTH) begin
                       out low \leq 0;
                       <=
                                      0;
timer_start
reset timer \leq 1;
                                     end
end
                begin
                   if(reset) begin
out_low <= 0;
timer start \leq 0;
reset timer \leq 1;
      end
else if(reset det==1 && trigger==1) begin
 timer_start<=1;</pre>
reset timer \leq 0;
        end
 else if(trigger rising==1) begin
timer_start <= 1;</pre>
reset_timer <= 0;</pre>
                                          end
 else if(trigger falling==1 ||
                                      trigger
                                                       0)
                                                 ==
                                                             begin
out low \leq 0;
    reset timer \leq 1;
timer start \leq 0;
                                       end
   else if(TIMER >= DELAY) begin
out low \leq 1;
   timer start \leq 0;
   reset timer \leq 1;
                                           end
```

```
reset_timer <= 0;</pre>
end
                 begin
if(reset) begin
out low \leq 0;
timer start \leq 0;
reset_timer <= 1;</pre>
end
else if(trigger_rising==1 || trigger == 1) begin
out low \leq 1;
                                     end
 else if(trigger_falling==1) begin
timer start \leq 1;
reset_timer <= 0;</pre>
            end
else if(TIMER>=DELAY) begin
out low \leq 0;
      timer start \leq 0;
    reset timer <= 1;
                                             end
end
begin
                            if(reset)
begin
                                out low
<= 0;
timer_start <= 0;</pre>
reset_timer <= 1;</pre>
end
else if(reset_det==1 && trigger==1) begin
timer start \leq 1;
reset timer \leq 0;
end
```

```
else
       if(trigger_falling==1
                               trigger_rising==1 )
                                                                begin
timer start \leq 1;
 reset_timer <= 0;</pre>
 end
 else
if(TIMER>=DELAY)
begin
    out low
                          <=
                                           trigger;
timer start \leq 0;
                                       reset timer
<= 1;
                         end
   end
endcase end
always @(posedge clk or posedge timer_clear)
                          TIMER <= 0; else
begin if(timer_clear)
if(timer_start)
   TIMER \leq TIMER + 1;
end
assign timer clear = reset timer3 | trigger rising == 1 | timer clear3 ;
assign timer clear2 = (trigger rising == 1)|(trigger falling == 1); assign
timer clear3 = timer clear2 & (mode == 2'b11);
if(out low
                      1)
              ==
delay out n
                      0;
               \leq=
else
delay out n \le 1; end
endmodule
```

## TIME BENCH:

module tb\_ls7212; reg [7:0] wb; reg clk;

```
reg reset;
                 reg
trigger;
            reg
mode_a;
             reg
mode_b;
delay_out_n;
delay_timer_ls7212 uut (
      .wb(wb),
      .clk(clk),
      .reset(reset),
      .trigger(trigger),
      .mode_a(mode_a),
      .mode_b(mode_b),
      .delay_out_n(delay_out_n)
   ); initial begin
wb = 10;
mode_a = 0;
mode_b = 0;
reset = 0;
trigger = 0;
#500;
              trigger =
          #15000;
1;
trigger = 0;
            trigger = 1;
#15000;
      #2000;
trigger = 0;
#2000;
trigger = 1;
#2000;
trigger = 0;
#20000;
```

trigger = 1;#30000; trigger = 0;#2000; trigger = 1;#2000; trigger = 0;#4000; trigger = 1;#10000; reset = 1; #10000; reset = 0;end initial begin clk = 0;forever #500  $clk = \sim clk;$ end endmodule

#### **TECHNICAL SPECIFICATION:**

In this Verilog code, we have defined a module called Digital Delay Timer. It takes several inputs: clk(clock signal), reset (reset signal), enable (enable signal), and delay value (the desired delay value in number of clock cycles). It provides one output, timer done, which indicates when the delay has completed.

The module includes two always blocks. The first one is responsible for incrementing the count register when the timer is enabled and running. The second always block controls the state of the timer running register based on the enable signal and the count reaching the desired delay value.

## **OUTPUT ANALYSIS:**

| 📷 wb[7:0]   | 00001010 |  |  | 00001010 |  |
|-------------|----------|--|--|----------|--|
| 🔚 dk        | 0        |  |  |          |  |
| 1 reset     | 0        |  |  |          |  |
| 🔚 trigger   | 1        |  |  |          |  |
| delay_out_n | 1        |  |  |          |  |
| 1 mode_a    | 0        |  |  |          |  |

### Figure: 3.2 Output of digital delay timer

#### **PRE LABQUESTIONS:**

#### **1.What is Verilog HDL?**

The Verilog Hardware Description Language (Verilog HDL) is a language that describes the behaviour of electronic circuits, most commonly digital circuits.

#### 2.What is main use age of Verilog HDL software?

Verilog, standardized as IEEE 1364, is a hardware description language (HDL) used to model electronic systems. It is most commonly used in the design and verification of digital circuits at the register-transfer level of abstraction. Verilog HDL for designing hardware and for creating test entities to verify the behaviour of a piece of hardware. Verilog HDL is used as an entry format by a variety of EDA tools, including synthesis tools.

#### **POST LAB QUESTIONS:**

#### 1.What is use of delay timer in Verilog HDL?

The digital delay timer being implemented is CMOS IC LS7212 which is to generate programmable delays. The specification of the delay timer can be easily found here. Basically, the delay timer has 4 operating modes: one-shot (OS), Delayed Operate (DO), Delayed Release (DR), Dual Delay (DD).

# 2.Advantage and disadvantage of Verilog HDL?

## Advantages

- Verilog HDL allows different levels of abstraction to be mixed in the same model.
- Thus, a designer can define a hardware model in terms of switches, gates, RTL, or behavioral code.
- A designer needs to learn only one language for stimulus and hierarchical design. of choice for designers.

## Disadvantages

- The control logic is designed with traditional techniques.
- The intent of design gets lost in complexity and details.
- The schematics are accompanied with documentation.
- Portability is an issue.
- Simulation environment for schematic capture design is not same.

## **RESULT:**

Thus the digital delay timer (LS7212) in Verilog HDL has been stimulated and the output has been verified successfully.

# MARK ALLOCATION:

| S. | D (                  | Mark     | Mark Awarded |
|----|----------------------|----------|--------------|
| No | Parameters           | Allotted |              |
| 1  | Circuit Design/ code |          |              |
|    | developing and       | 0-3      |              |
|    | debugging            |          |              |
|    | / Trouble shooting   |          |              |
| 2  | Implementation and   | 0.2      |              |
|    | Demonstration        | 0-3      |              |
| 3  | Discussion           | 0-3      |              |
| 4  | Report writing &     | 0.3      |              |
|    | Presentation         | 0-3      |              |
| 5  | Contribution & Team  | 0.2      |              |
|    | Dynamics             | 0-3      |              |
|    | Total                | 15       |              |

Signature of Lab In-charge