

More Verilog

Exercise 1: Is a signal named overload active-high or active-low? Is there an overload if this signal is high? What if the signal was named overload?

active-low

$H \Rightarrow \text{false}$

"overload" is false \Rightarrow no overload.

overload
active-high

$H \Rightarrow \text{true}$

"overload" is true \Rightarrow yes, overload.

Exercise 2: Come up with active-high and an active-low names for a signal that is at 3 V when a door is open and 0 V when the door is closed.

open \rightarrow active high

closed \rightarrow active low

Exercise 3: If \bar{D} is a word and $\overline{D_0}$ is low, is the word an even or odd number?

for bits in \bar{D}

$L = 1$

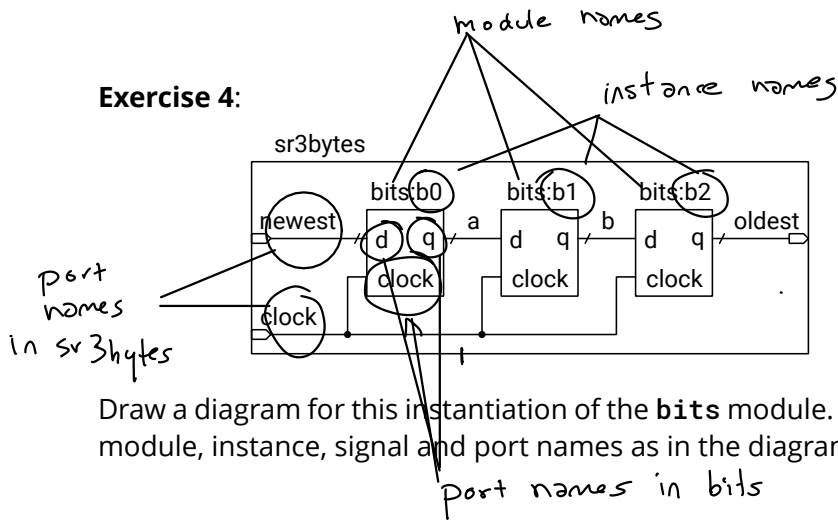
$H = 0$

(l.s. bit is low $\equiv 1$), odd

$D_0 \equiv D[0] = \text{l.s. bit of } D.$

(overbar means active-low not complement).

Exercise 4:



signals in sr3bytes:
newest, oldest, clock, a, b

ports in sr3bytes
newest, oldest, clock

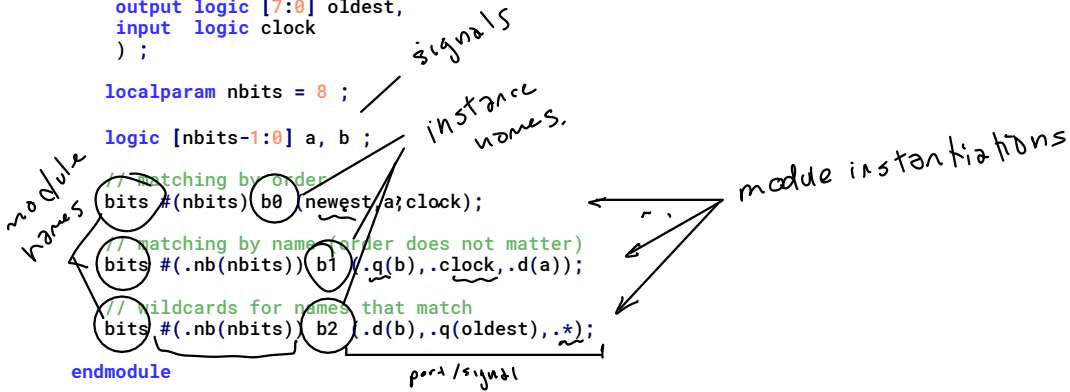
ports in bits:
d, q, clock

Draw a diagram for this instantiation of the **bits** module. Label the module, instance, signal and port names as in the diagram above.

Exercise 5:

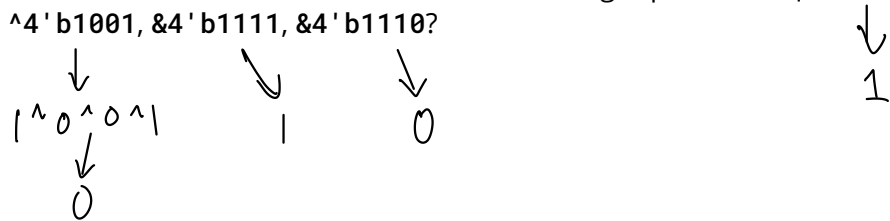
```

module sr3bytes
(
    input logic [7:0] newest,
    output logic [7:0] oldest,
    input logic clock
);
    localparam nbits = 8;
    logic [nbits-1:0] a, b;
    // matching by order
    bits #(nbits) b0 (newest, a, clock);
    // matching by name (order does not matter)
    bits #(.nb(nbits)) b1 (.q(b), .clock, .d(a));
    // wildcards for names that match
    bits #(.nb(nbits)) b2 (.d(b), .q(oldest), .*);
endmodule
    
```



Identify the module instantiation statements in the code above. For each one, what is the instantiated module's name? The instance name?

Exercise 6: What are the values of the following expressions: $|4'b0001, ^4'b1001, \&4'b1111, \&4'b1110?$



Exercise 7:

```

// concatenation:
logic [3:0] x = { 2'b00, 2'b11 }; x is 4'b0011
// array literal:
logic [3:0] x[2] = { 4'b0011, 4'b1010 }; x[0] is 4'b0011, x[1] is 4'b1010
// replication within literal:
logic [3:0] x[2] = { 2{ 2'b00, 2'b11 } };
    
```

What are the initial values of x in the examples above?

should be '{ 2{ { 2'b00, 2'b11 } } }'
initial value of x[0] and x[1] is 4'b0011