

## Solutions to Assignment 1

### Question 1

```

case(i)
0: // using only logic operators (&, |, ^)
  begin
    sum = a ^ b ;
    carry = a & b ;
  end
1: // using only ternary operators (?:)
  begin
    sum = a ? ( b ? 0 : 1 ) : ( b ? 1 : 0 ) ;
    carry = a ? ( b ? 1 : 0 ) : 0 ;
  end
2: // using only if/else statements
  if ( a )
    if ( b ) begin
      sum = 0 ;
      carry = 1 ;
    end
    else begin
      sum = 1 ;
      carry = 0 ;
    end
  else
    if ( b ) begin
      sum = 1 ;
      carry = 0 ;
    end
    else begin
      sum = 0 ;
      carry = 0 ;
    end
  end
3:
  // using only a case statement (and concatenation)

  //case({a,b})
  // 2'b00: begin sum = 0; carry=0 ; end
  // 2'b01: begin sum = 1; carry=0 ; end
  // 2'b10: begin sum = 1; carry=0 ; end
  // 2'b11: begin sum = 0; carry=1 ; end

  // using only one case statement and no operators
  case(a)
  b: // a == b (00,11)
    begin
      sum=0 ;
      carry=a ;
    end
  default: // {a,b} == (01,10)
    begin
      sum=1;
      carry=0;
    end
  endcase
4: // using only concatenation ({,}), addition (+)
  // and bit subscript (slicing) ([:]) operators
  begin
    logic [1:0] s ;
    s = {1'b0,a}+{1'b0,b} ;
    {carry,sum} = s[1:0];
  end

```

```

end
5: // using only initialized array(s), concatenation
  // ({,}) and the indexing operator ([])
  begin
    static logic [1:0] tab[4]='{2'b00,2'b01,2'b10,2'b10} ;
    sum = tab[{a,b}][0] ;
    carry = tab[{a,b}][1] ;
  end
endcase

```

### Question 2

```

module mul8 ( input logic [7:0] a,
              input logic [7:0] b,
              output logic[15:0] c ) ;

  always_comb begin
    c = '0 ;
    for ( int i=$low(b) ; i<=$high(b) ; i++ )
      c += b[i] ? a << i : 0 ;
  end
endmodule

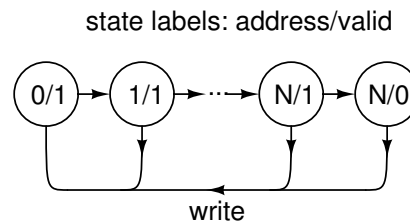
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### Question 3

The state transition table could be written as:

write	address	next address	next valid	next count
1	X	0	1	data
0	<count	address+1	1	count
0	>= count	address	0	count

The corresponding state transition diagram:



The synthesizable System Verilog description:

```

module asg1 ( input logic write,
              input logic [31:0] data,
              input logic clk,
              output logic [31:0] address,
              output logic valid ) ;

```

```

logic [31:0] count, count_next, data_next, address_next ;
logic valid_next ;

always_comb begin

    address_next = address ;
    valid_next = valid ;
    count_next = count ;

    if ( write ) begin
        address_next = '0 ;
        valid_next = '1 ;
        count_next = data ;
    end else begin
        if ( address + 1 <= count ) begin
            address_next = address + 1 ;
        end else begin
            valid_next = '0 ;
        end
    end

end

always_ff @(posedge clk) begin
    address <= address_next ;
    valid <= valid_next ;
    count <= count_next ;
end

endmodule

```