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### RESEARCH ARTICLE

## 8 TO 3 PRIORITY ENCODERS

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### Abstract

The Hardware Description Language(HDL)is a computer language use d to describe the structure and behavior of digital circuits and systems. HDLs are very important in the designing and development of digital circuits in the form of integrated circuits (ICs) and field-programmable gate arrays(FPGAs).Verilog is a hardware description language (HDL) used to model and design digital circuits.It's widely used in the semicon ductor industry for designing and verifying digital systems,especially in the context of Field Programmable Gate Arrays(FPGAs)and Applicatio n-Specific Integrated Circuits (ASICs) They allow designers to model, simulate,and synthesize hardware designs,effectively creating a bluepri nt for the physical hardware.In this paper we presented 8 to 3 Priority E ncoders with and without priority which was implemented using Verilo g.Here,the Verilog modules for 8 to 3 priority encoders with and witho ut priorities were written and Test bench modules were developed and then the designs were simulated and synthesized using Xilinx 14.7.

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### Introduction:-

Hardware Description Language (HDL) designers can model, simulates, and synthesizes hardware designs, effectively creating a blueprint for the physical hardware. HDLs are used to create models of digital circuits, allowing designers to simulate their behavior using Verilog or VHDL before physical fabrication.

HDL code can be automatically converted into physical implementation (e.g., an IC) using specialized software tools like Xilinx, Vivado, Modelsim/Questasim, HDL Designer, HDL coder, HDL Verifier, Icarus Verilog which is a process called synthesis. HDLs support various levels of abstraction like Behavioral Level abstraction, Register Transfer Level and Gate-Level abstractions.

Behavioral level concentrates on functionality rather than internal structure of a design. RTL focuses on data flow between registers. Gate level focuses on circuit which is an interconnection of logic gates. HDLs include two IEEE standards VHDL and Verilog.Verilog enables designers to describe the connections and behavior of digital circuits, allowing for a structured and systematic approach to hardware design.

Verilog creates test benches that check the functionality and correctness of a digital design. Test benches include various possible input combinations which checks the desired output.

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An encoder is a digital circuit that converts one form of information into another form. For example an encoder encodes text “ABCDEFGH” into “DEFGHIJL”. In this encoding technique letter ‘A’ has been encoded into letter ‘D’, ‘B’ has been encoded into ‘E’ and so on. Similarly, in digital electronics, an 8 to 3 priority encoder without and priority encodes “00000001” into “000” based on some rule. There are encoders that can encode binary values, speech signals and video signals as well.

Generally, an encoder has  $2^n$  input lines and n-output lines. Only one of the  $2^n$  input lines is activated at a time and the corresponding encoded code appears at the output. There are several types of encoders available such as Binary encoders, priority encoders and encoders for Number systems like Hexadecimal to binary encoders, Octal to binary encoders, keyboard encoders, decimal to BCD encoders etc.

A set of examples of  $2^n$  to n Priority encoders includes 4 to 2 priority encoders, 8 to 3 priority encoders, 16 to 4 priority encoders and 32 to 5 priority encoders etc.

**RTL schematic:-**

RTL (Register Transfer Level) schematic provides block diagram representation of a digital circuit at an abstract level. It focuses on how data moves between registers and the logical operations performed on that data, rather than on the detailed implementation using individual logic gates.

**Technology schematic:-**

Technology schematics are schematics that uses technology-specific or target specific FPGA components like LUTs (Look Up Tables), I/O buffers, carry logic and other technology-specific components.

**Device Utilization Summary:-**

In the context of VHDL, device utilization summary is a report generated by synthesis and implementation tools (e.g., Xilinx, Intel Quartus Prime, Vivado) after processing a Verilog module for a target ASIC or FPGA. That is device utilization summary is a synthesis report generated after simulating Verilog Test bench module using Behavioural model. A number of devices can be selected to generate synthesis reports. In this paper device 7a100tcsg324-3 is selected to generate synthesis report. This summary provides a detailed breakdown of how the logic described in the Verilog code translates into physical resources available on the chosen device.

The device utilization summary includes Slice Logic Utilization, Slice Logic Distribution, IO Utilization, Specific Feature Utilization, Partition Resource Summary, I/O Pin Utilization, and Clock Resources. The device utilization summary is required for Cost Estimation, Design Feasibility, Resource Management and Performance Analysis.

**Timing Summary:-**

The Timing Summary is a type of synthesis report that provides details about Minimum period, Minimum input arrival time before clock, Maximum output required time after clock, Maximum combinational path delay.

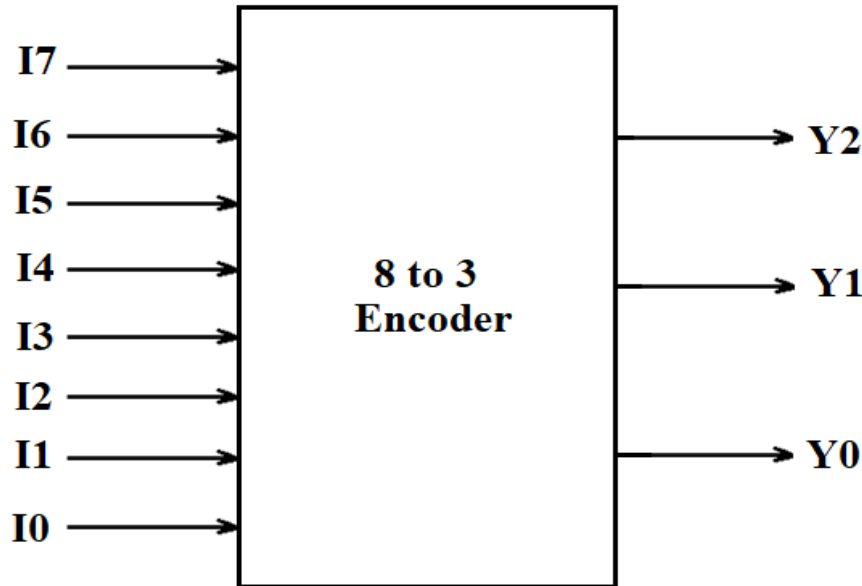
In Verilog, timing summaries gives overview of the timing behavior of a Verilog design generated during synthesis or static timing analysis (STA). They illustrate how signals propagate within the circuit, potential timing violations like hold time and setup issues. They summarize the timing characteristics of paths within the Verilog module.

**Priority Encoder:-**

A priority encoder is a combinational logic circuit with a priority function that encodes multiple input lines into a multiple output lines. It works based on the rule that the input which is active high, then the corresponding binary value will be assigned to the multiple output lines. This is different from a binary encoder. Hence it is named as priority encoder.

**8 to 3 Priority Encoder without priority:-**

A priority encoder 8 to 3 converts eight binary inputs into a 3-bit binary output without priority

**Block Diagram of 8 to 3 Encoder without priority:-**

**Fig: 8 to 3 Encoder without priority**

The Block Diagram of 8 to 3 Encoder without priority consists of 8 inputs from  $I_7 - I_0$  and outputs from  $Y_2 - Y_0$ .

**Working of 8 to 3 Encoder without priority:-**

The working of 8 to 3 Encoder without priority is as follows,

When the input  $I_0$  is active high ( $I_0 = 1$ ) and all other inputs are active low ( $I_1 I_2 I_3 I_4 I_5 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 000.

When the input  $I_1$  is active high ( $I_1 = 1$ ) and all other inputs are active low ( $I_0 I_2 I_3 I_4 I_5 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 001.

When the input  $I_2$  is active high ( $I_2 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_3 I_4 I_5 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 010.

When the input  $I_3$  is active high ( $I_3 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_2 I_4 I_5 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 011.

When the input  $I_4$  is active high ( $I_4 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_2 I_3 I_5 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 100.

When the input  $I_5$  is active high ( $I_5 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_2 I_3 I_4 I_6 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 101.

When the input  $I_6$  is active high ( $I_6 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_2 I_3 I_4 I_5 I_7 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 110.

Similarly, when the input  $I_7$  is active high ( $I_7 = 1$ ) and all other inputs are active low ( $I_0 I_1 I_2 I_3 I_4 I_5 I_6 = 0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 111.

Truth Table : 8 to 3 Encoder without priority:-

<b>I7</b>	<b>I6</b>	<b>I5</b>	<b>I4</b>	<b>I3</b>	<b>I2</b>	<b>I1</b>	<b>I0</b>	<b>Y2</b>	<b>Y1</b>	<b>Y0</b>
0	0	0	0	0	0	0	1	0	0	0
0	0	0	0	0	0	1	0	0	0	1
0	0	0	0	0	1	0	0	0	1	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	0
0	0	1	0	0	0	0	0	1	0	1
0	1	0	0	0	0	0	0	1	1	0
1	0	0	0	0	0	0	0	1	1	1

Logic Diagram of 8 to 3 Encoder without priority:-

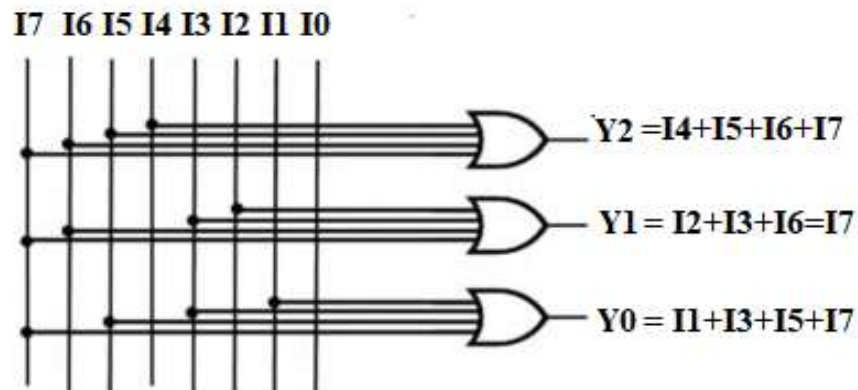
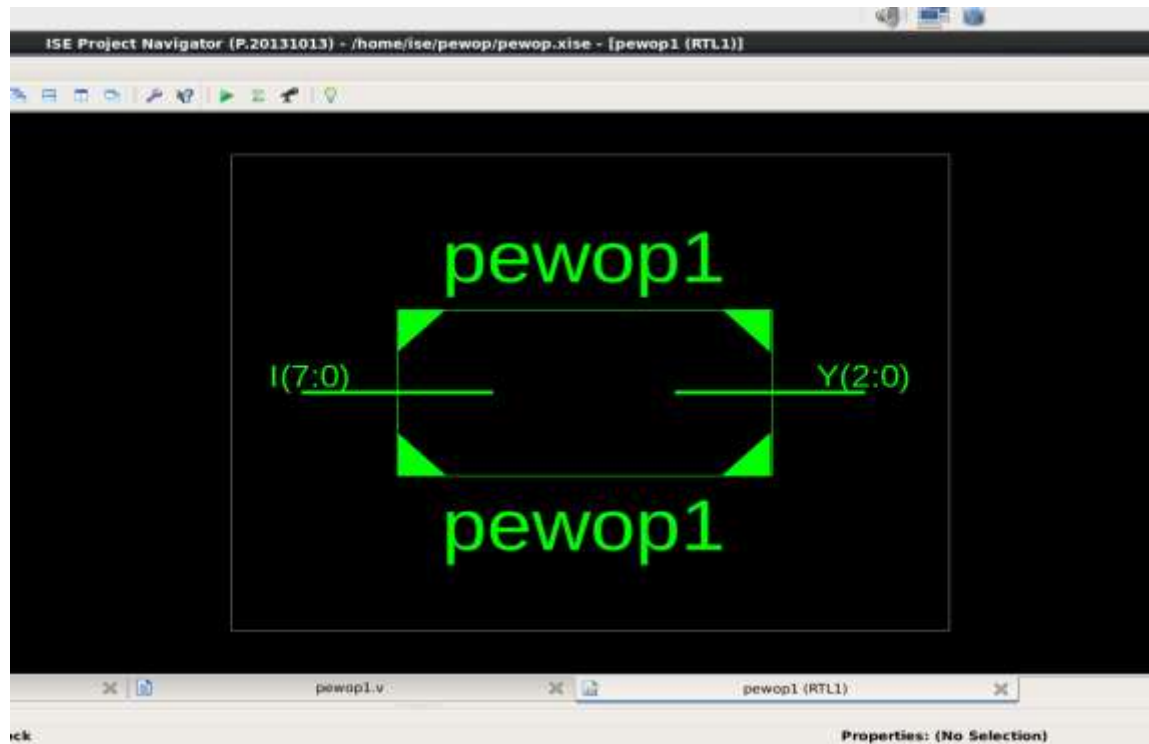
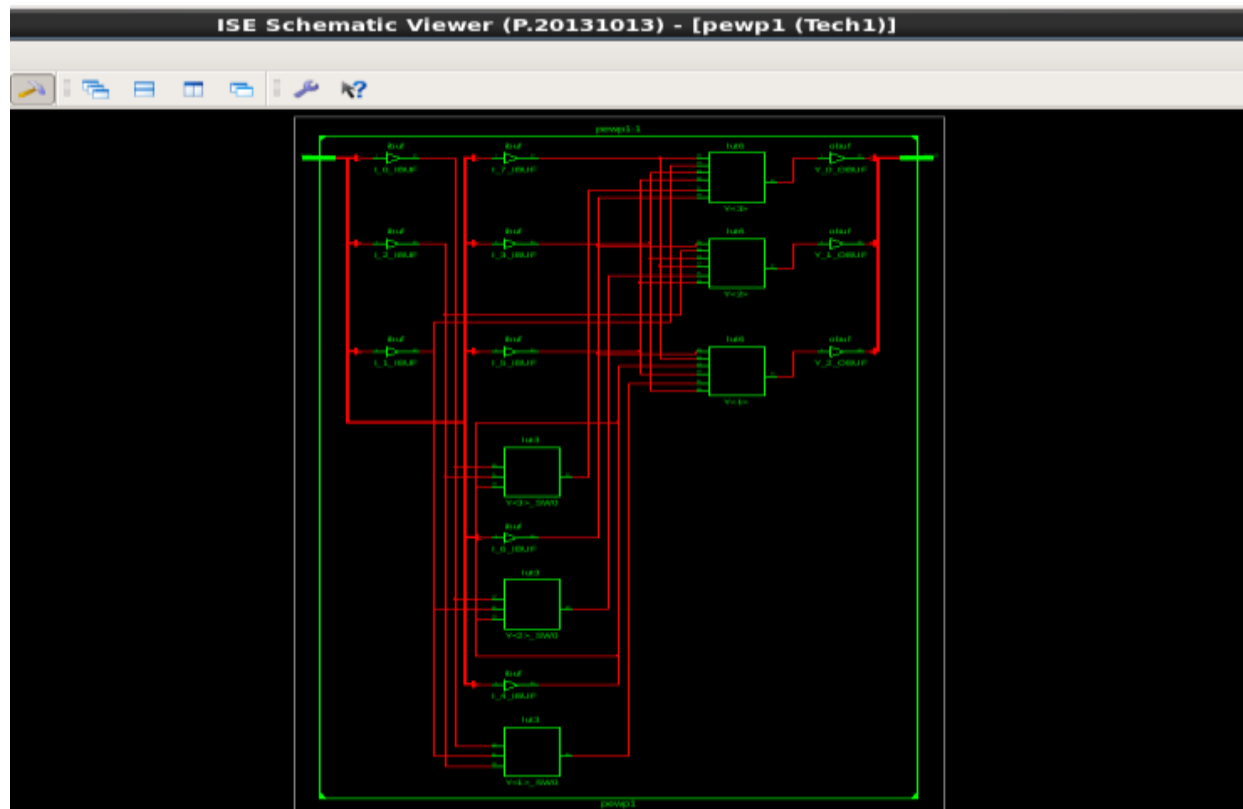


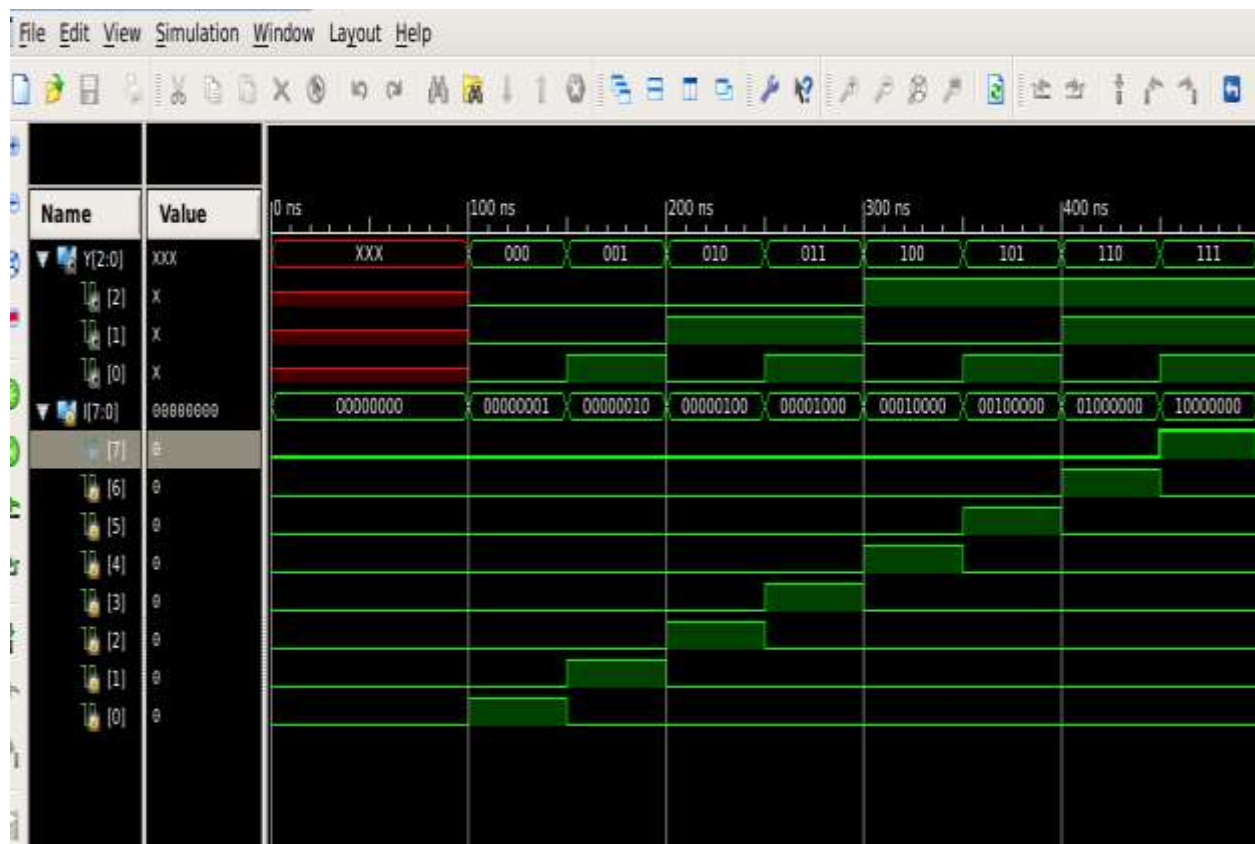
Fig: Logic Diagram of 8 to 3 Encoder without priority

## RTL schematic:- 8 to 3 Encoder without priority



## Technology schematic:- 8 to 3 Encoder without priority



**Output Waveform: - 8 to 3 Encoder without priority****Timing Summary:- 8 to 3 Encoder without priority****Speed Grade: -3**

Minimum period	No path found
Minimum input arrival time before clock	No path found
Maximum output required time after clock	No path found
Maximum combinational path delay	1.679ns

**Device utilization summary:- 8 to 3 Encoder without priority****Selected Device: 7a100tcsg324-3**

<b>Slice Logic Utilization:</b>		
Number of Slice LUTs:	6 out of 63400	0%
Number used as Logic:	6 out of 63400	0%
<b>Slice Logic Distribution:</b>		

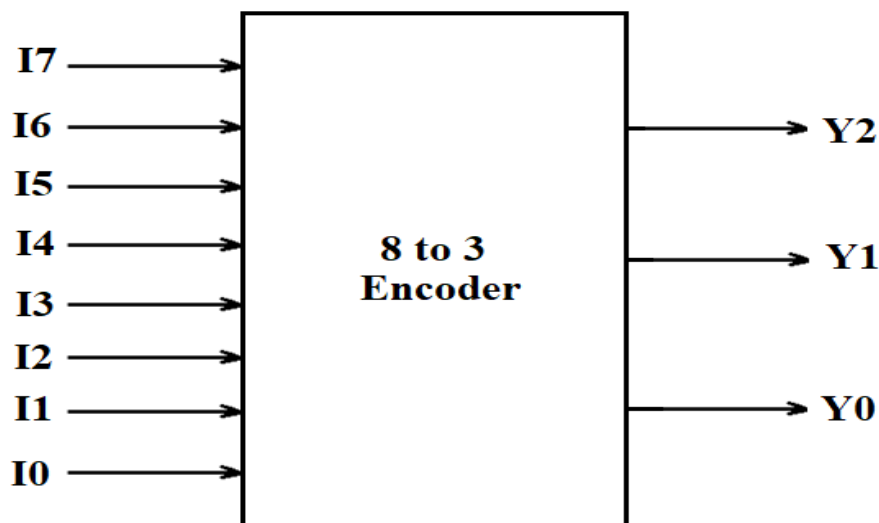
Number of LUT Flip Flop pairs used	6
Number with an unused Flip Flop	6 out of 6 100%
Number with an unused LUT	0 out of 6 0%
Number of fully used LUT-FF pairs	0 out of 6 0%
Number of unique control sets	0
<b>IO Utilization:</b>	
Number of IOs	11
Number of bonded IOBs	11 out of 210 5%

**Primitive and Black Box Usage:- 8 to 3 Encoder withput priority**

#BELS	6
#LUT3	3
#LUT6	3
# IO Buffers	11
# IBUF	8

**8 to 3 Priority Encoder with priority:-**

A priority encoder 8 to 3 converts eight binary inputs into a 3-bit binary output with priority.



**Fig: 8 to 3 Encoder with priority**

**Working of 8 to 3 Encoder with priority:-**

The working of 8 to 3 Encoder with priority is as follows,

When the enable input is active low(en = 0):

When all the other inputs are active low( $I_0 I_1 I_2 I_3 I_4 I_5 I_6 I_7 = 00000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes ZZZ (High impedance state).

When the enable input is active high(en = 1):

When all the other inputs are active low( $I_0 I_1 I_2 I_3 I_4 I_5 I_6 I_7 = 00000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes XXX.

When the input  $I_0$  is active high( $I_0 = 1$ ) and all other inputs are active low( $I_1 I_2 I_3 I_4 I_5 I_6 I_7 = 00000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 000.

When the input  $I_1$  is active high( $I_1 = 1$ ) and all other inputs are active low( $I_0 I_2 I_3 I_4 I_5 I_6 I_7 = X0000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 001.

When the input  $I_2$  is active high( $I_2 = 1$ ) and all other inputs are active low( $I_0 I_1 I_3 I_4 I_5 I_6 I_7 = 0X000000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 010.

When the input  $I_3$  is active high( $I_3 = 1$ ) and all other inputs are active low( $I_0 I_1 I_2 I_4 I_5 I_6 I_7 = 00X00000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 011.

When the input  $I_4$  is active high( $I_4 = 1$ ) and all other inputs are active low( $I_0 I_1 I_2 I_3 I_5 I_6 I_7 = 000X0000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 100.

When the input  $I_5$  is active high( $I_5 = 1$ ) and all other inputs are active low( $I_0 I_1 I_2 I_3 I_4 I_6 I_7 = 0000X000$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 101.

When the input  $I_6$  is active high( $I_6 = 1$ ) and all other inputs are active low( $I_0 I_1 I_2 I_3 I_4 I_5 I_7 = 00000X00$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 110.

Similarly, when the input  $I_7$  is active high( $I_7 = 1$ ) and all other inputs are active low( $I_0 I_1 I_2 I_3 I_4 I_5 I_6 = 000000X$ ) then the output ( $Y_2 Y_1 Y_0$ ) becomes 111.

**Truth Table :- 8 to 3 Encoder with priority**

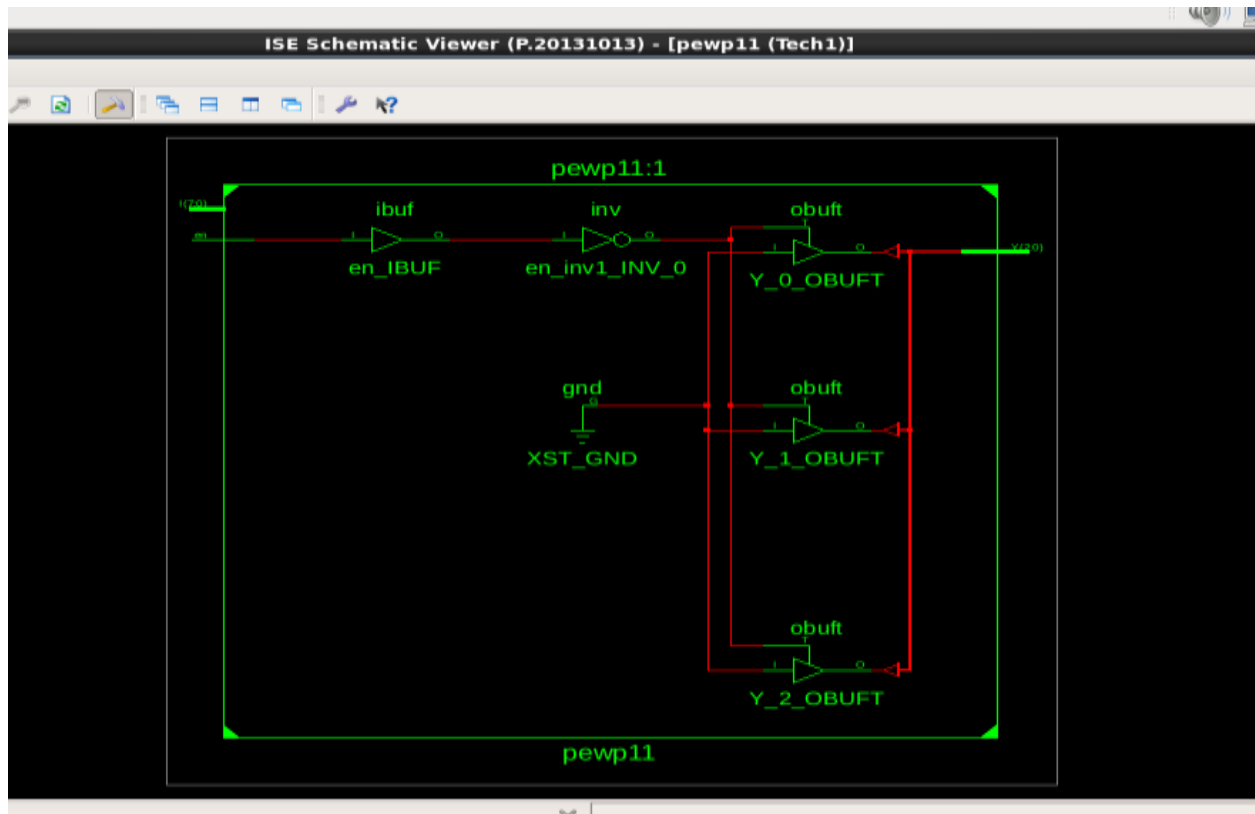
en	I7	I6	I5	I4	I3	I2	I1	I0	Y2	Y1	Y0
0	0	0	0	0	0	0	0	0	Z	Z	Z
1	0	0	0	0	0	0	0	0	X	X	X
1	0	0	0	0	0	0	0	1	0	0	0
1	0	0	0	0	0	0	1	X	0	0	1
1	0	0	0	0	0	1	X	X	0	1	0
1	0	0	0	0	1	X	X	X	0	1	1
1	0	0	0	1	X	X	X	X	1	0	0
1	0	0	1	X	X	X	X	X	1	0	1
1	0	1	X	X	X	X	X	X	1	1	0
1	1	X	X	X	X	X	X	X	1	1	1

RTL schematic: - 8 to 3 Encoder with priority

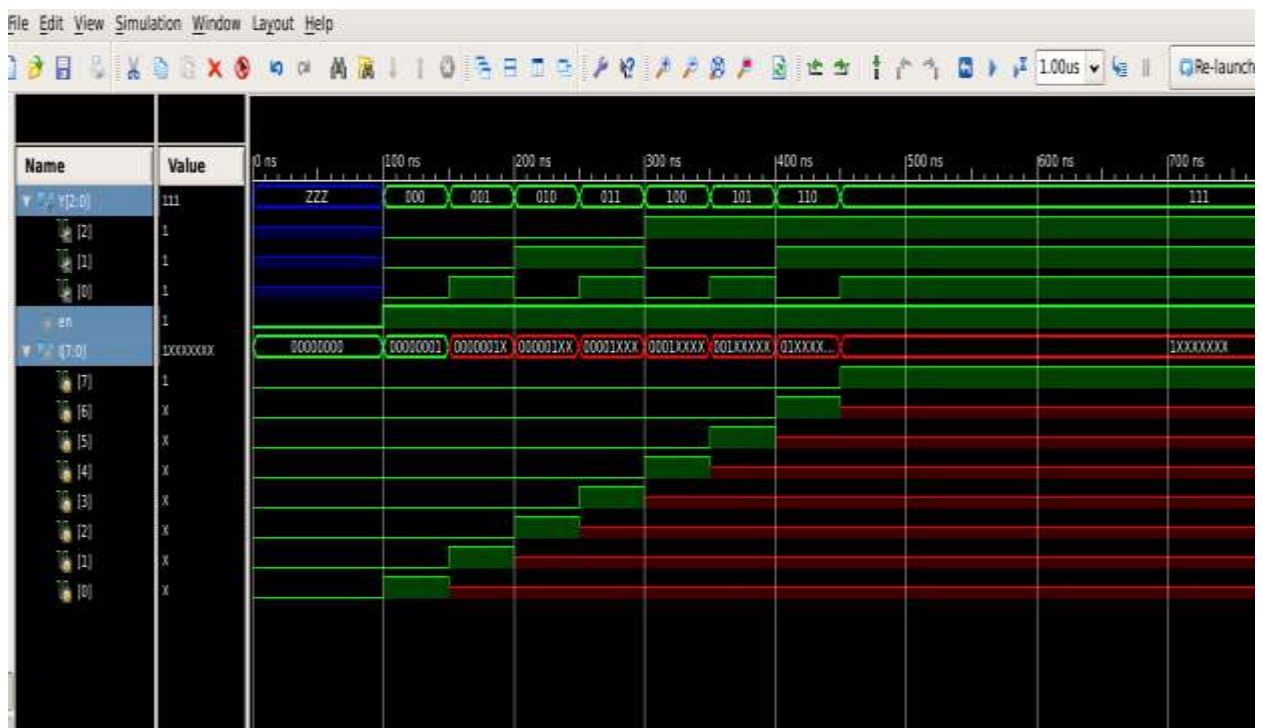




## Technology schematic: - 8 to 3 Encoder with priority



## Output Waveform: - 8 to 3 Encoder with priority



**Timing Summary: - 8 to 3 Encoder with priority****Speed Grade: -3**

Minimum period	No path found
Minimum input arrival time before clock	No path found
Maximum output required time after clock	No path found
Maximum combinational path delay	0.682ns

**Device utilization summary:- 8 to 3 Encoder with priority****Selected Device: 7a100tcs324-3**

<b>Slice Logic Utilization:</b>	
Number of Slice LUTs:	1 out of 63400 0%
Number used as Logic:	1 out of 63400 0%
<b>Slice Logic Distribution:</b>	
Number of LUT Flip Flop pairs used	1
Number with an unused Flip Flop	1 out of 1 100%
Number with an unused LUT	0 out of 1 0%
Number of fully used LUT-FF pairs	0 out of 1 0%
Number of unique control sets	0
<b>IO Utilization:</b>	
Number of IOs	12
Number of bonded IOBs	4 out of 210 1%

**Primitive and Black Box Usage:- 8 to 3 Encoder with priority**

#BELS	2
#GND	1
#INV	1
# IO Buffers	4
# IBUF	1
# OBUFT	3

**Conclusion:-**

In this paper priority encoders (8 to 3) with and without priorities was implemented and simulated and synthesized using Verilog. RTL and Technology schematics were obtained. Device Utilization Summary, Timing Summary and Primitive and Black Box Usage were summarized.

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