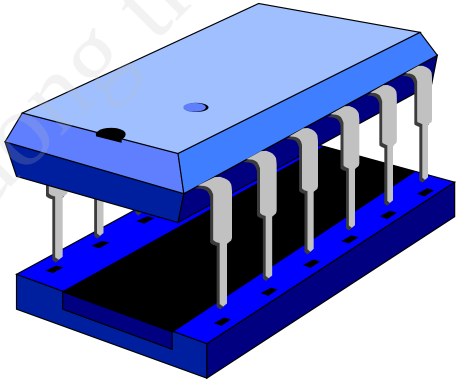
ĐẠI HỌC QUỐC GIA TP.HỒ CHÍ MINH
TRƯỜNG ĐẠI HỌC BÁCH KHOA
KHOA ĐIỆN-ĐIỆN TỬ
BỘ MÔN KỸ THUẬT ĐIỆN TỬ

VERILOG HDL BASIC



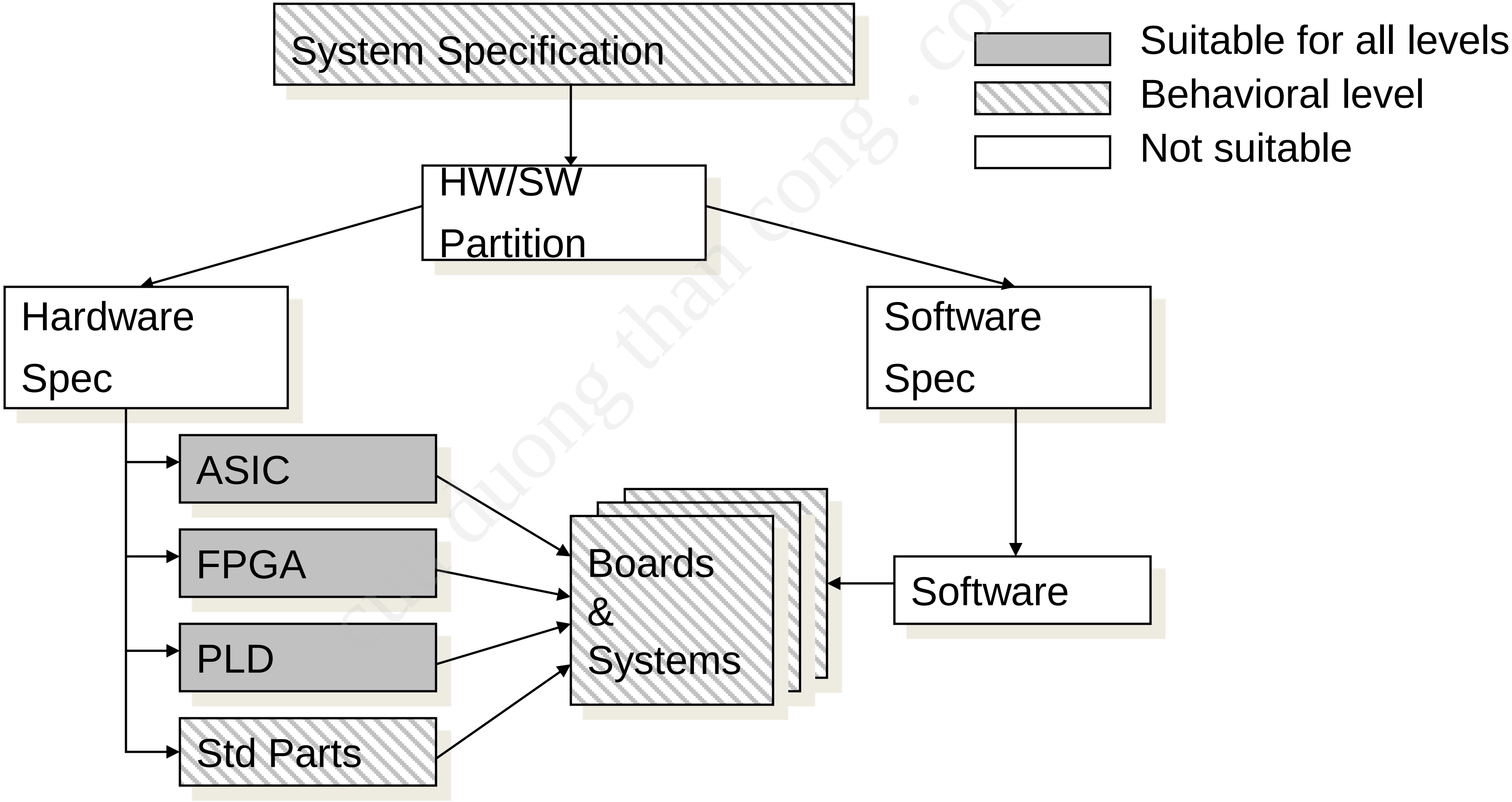
What is Verilog

- Hardware Description Language (HDL)

- Developed in 1984

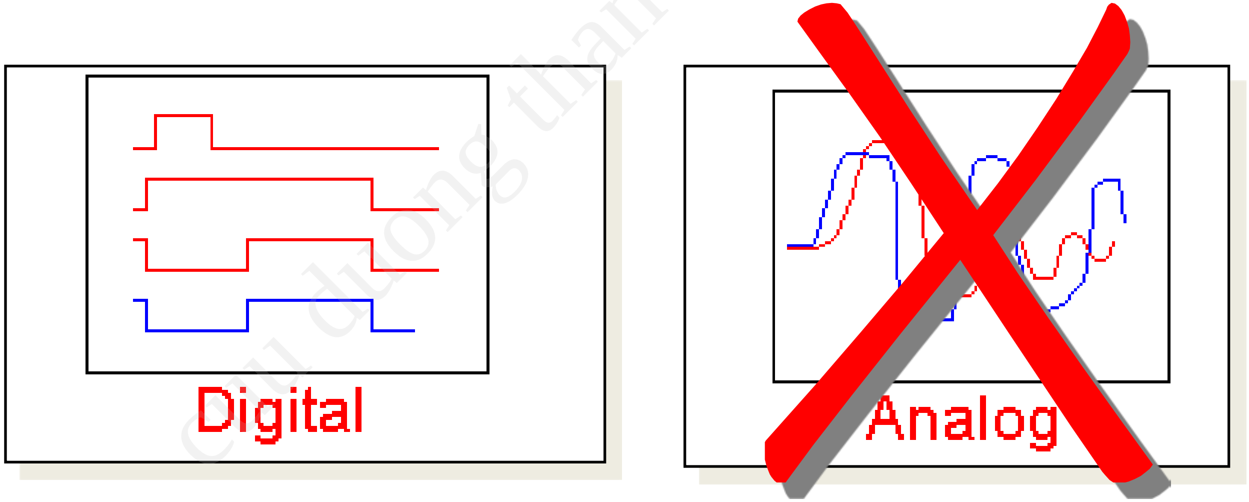
- Standard: IEEE 1364, Dec 1995

Application Areas of Verilog



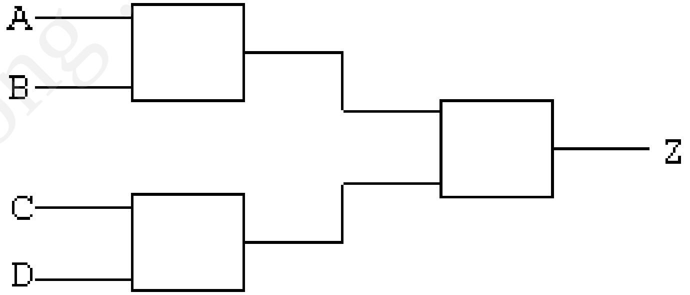
Basic Limitation of Verilog

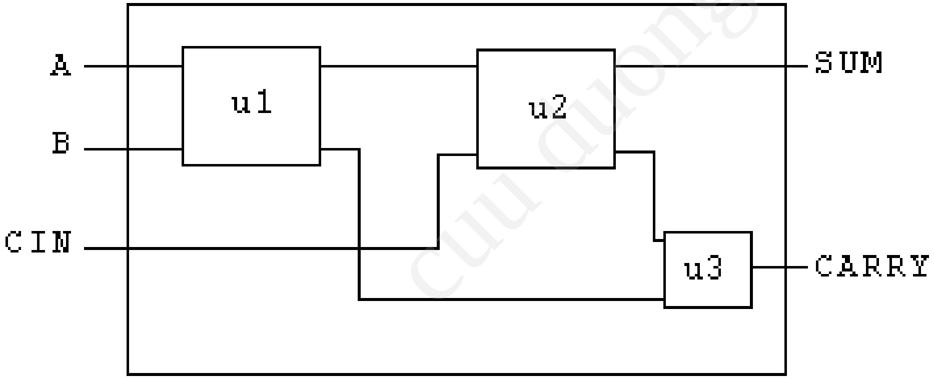
Description of digital systems only



Main Language Concepts (i)

- Concurrency

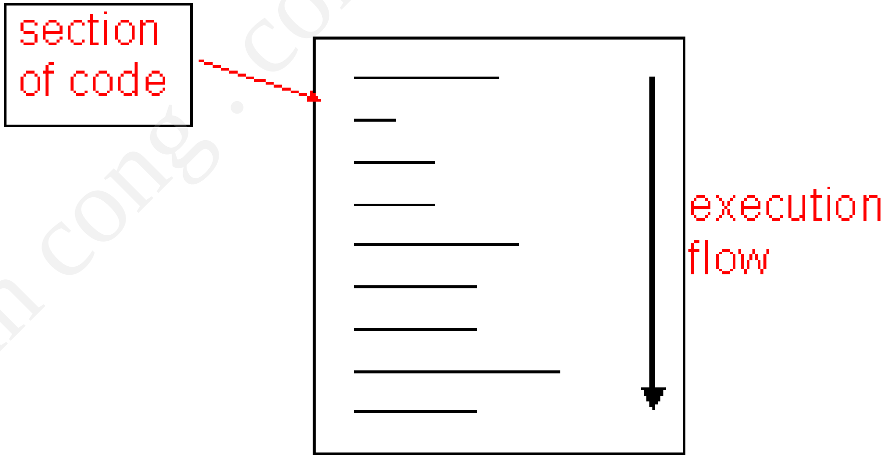


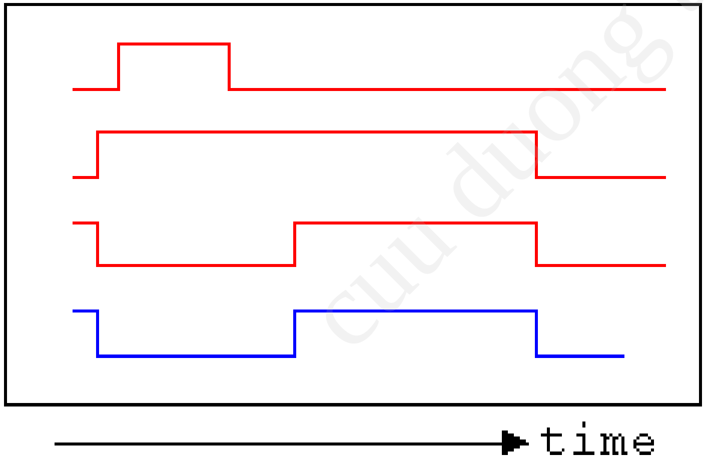


- Structure

Main Language Concepts (ii)

- Procedural Statements





- Time

User Identifiers

- Formed from {[A-Z], [a-z], [0-9], _, $}, but ..
- .. can’t begin with $ or [0-9]
  - `myidentifier` 📄
  - `m_y_identifier` 📄
  - `3my_identifier` ⌨
  - `$my_identifier` ⌨
  - `_myidentifier$` 📄
- Case sensitivity
  - `myid` ≠ `Myid`

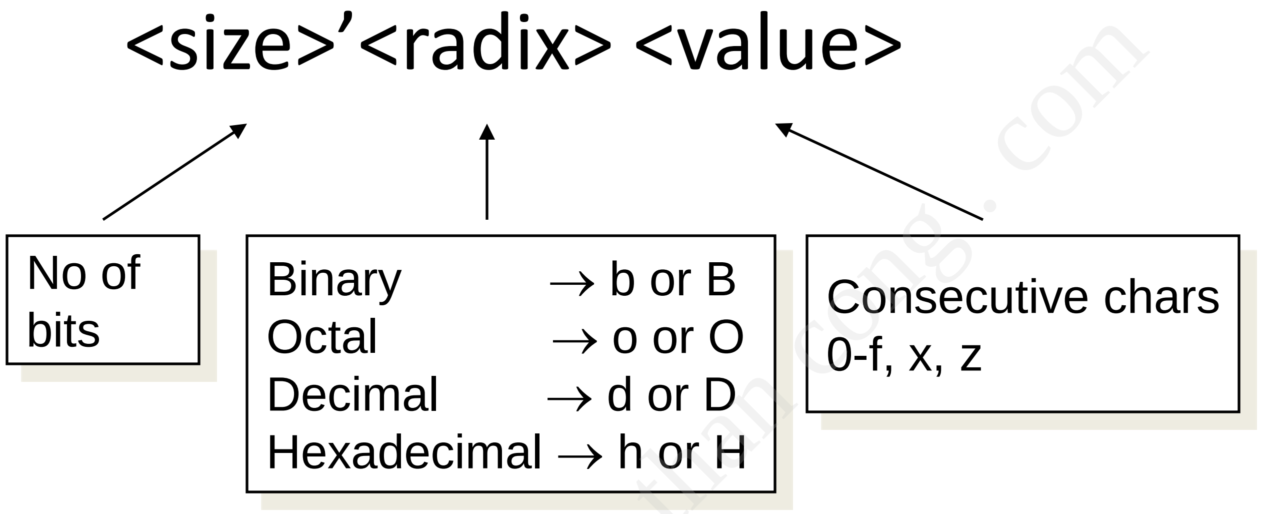
Comments

- // The rest of the line is a comment
- /* Multiple line
  comment */
- /* Nesting /* comments */ do **NOT** work */

Verilog Value Set

- *0* represents low logic level or false condition
- *1* represents high logic level or true condition
- *x* represents unknown logic level
- *z* represents high impedance logic level

Numbers in Verilog (i)



<size>’<radix> <value>

No of bits

Binary → b or B
Octal → o or O
Decimal → d or D
Hexadecimal → h or H

Consecutive chars 0-f, x, z

– 8’h ax = 1010xxxx

– 12’o 3zx7 = 011zzzxxx111

Numbers in Verilog (ii)

- You can insert “_” for readability
  - 12’b 000_111_010_100
  - 12’b 000111010100
  - 12’o 07_24

Represent the same number

- Bit extension
  - MS bit = 0, x or z ⇒ extend this
    - 4’b x1 = 4’b xx_x1
  - MS bit = 1 ⇒ zero extension
    - 4’b 1x = 4’b 00_1x

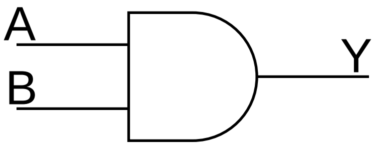
Numbers in Verilog (iii)

- If *size* is ommitted it
  - is inferred from the *value* or
  - takes the simulation specific number of bits or
  - takes the machine specific number of bits
- If *radix* is ommitted too .. decimal is assumed
  - 15 = <size>’d 15

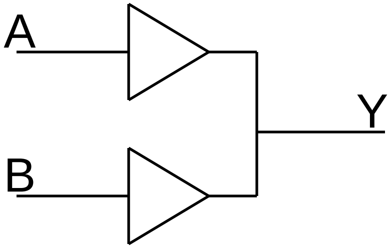
Nets (i)

- Can be thought as hardware wires driven by logic
- Equal *z* when unconnected
- Various types of nets
  - `wire`
  - `wand` (wired-AND)
  - `wor` (wired-OR)
  - `tri` (tri-state)
- In following examples: Y is evaluated, ***automatically***, every time A or B changes

Nets (ii)



```
wire Y;  // declaration
assign Y = A & B;
```

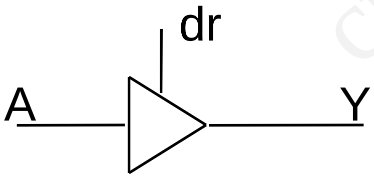


```
wand Y;  // declaration
assign Y = A;
assign Y = B;
```

Y		A	
		0	1
B	0	0	0
	1	0	1

```
wor Y;  // declaration
assign Y = A;
assign Y = B;
```

Y		A	
		0	1
B	0	0	1
	1	1	1



```
tri Y;  // declaration
assign Y = (dr) ? A : z;
```

Registers

- Variables that store values
- Do not represent real hardware but ..
- .. real hardware can be implemented with registers
- Only one type: `reg`

```
reg A, C; // declaration
// assignments are always done inside a procedure
A = 1;

C = A; // C gets the logical value 1
A = 0; // C is still 1
C = 0; // C is now 0
```

- Register values are updated explicitly!!

Vectors

- Represent buses

```
wire [3:0] busA;
reg [1:4] busB;
reg [1:0] busC;
```

- Left number is MS bit
- Slice management

```
busC = busA[2:1];   ⇔   ⎧ busC[1] = busA[2];
                         ⎩ busC[0] = busA[1];
```

- Vector assignment (***by position!!***)

```
                       ⎧ busB[1] = busA[3];
busB = busA;    ⇔     ⎨ busB[2] = busA[2];
                       ⎪ busB[3] = busA[1];
                       ⎩ busB[4] = busA[0];
```

Integer & Real Data Types

- Declaration

```
integer i, k;
real r;
```

- Use as registers (inside procedures)

```
i = 1; // assignments occur inside procedure
r = 2.9;
k = r; // k is rounded to 3
```

- Integers are not initialized!!
- Reals are initialized to *0.0*

Time Data Type

- Special data type for simulation time measuring
- Declaration

```
time my_time;
```

- Use inside procedure

```
my_time = $time; // get current sim time
```

- Simulation runs at simulation time, not real time

Arrays (i)

- Syntax

```
integer count[1:5]; // 5 integers
reg var[-15:16]; // 32 1-bit regs
reg [7:0] mem[0:1023]; // 1024 8-bit regs
```

- Accessing array elements
  - Entire element: `mem[10] = 8’b 10101010;`
  - Element subfield (needs temp storage):

```
reg [7:0] temp;
..
temp = mem[10];
var[6] = temp[2];
```

Arrays (ii)

- Limitation: Cannot access array subfield or entire array at once

```
var[2:9] = ???; // WRONG!!
var = ???; // WRONG!!
```

- No multi-dimentional arrays

```
reg var[1:10] [1:100]; // WRONG!!
```

- Arrays don’t work for the Real data type

```
real r[1:10]; // WRONG !!
```

Strings

- Implemented with regs:

```
reg [8*13:1] string_val; // can hold up to 13 chars
..
string_val = “Hello Verilog”;
string_val = “hello”; // MS Bytes are filled with 0
string_val = “I am overflowed”; // “I ” is truncated
```

- Escaped chars:

\n	newline
\t	tab
%%	%
\\	\
\“	“

Logical Operators

- && → logical AND
- || → logical OR
- ! → logical NOT
- Operands evaluated to ONE bit value: *0, 1* or *x*
- Result is ONE bit value: *0, 1* or *x*

```
A = 6;          A && B → 1 && 0 → 0
B = 0;          A || !B → 1 || 1 → 1
C = x;          C || B → x || 0 → x
```

but C&&B=0

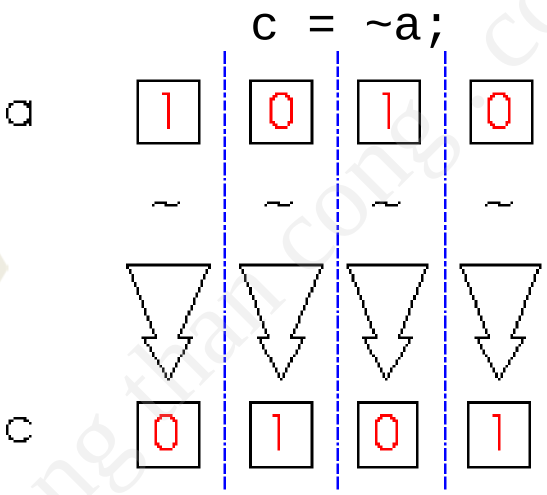
Bitwise Operators (i)

- & → bitwise AND
- | → bitwise OR
- ~ → bitwise NOT
- ^ → bitwise XOR
- ~^ or ^~ → bitwise XNOR

- Operation on bit by bit basis

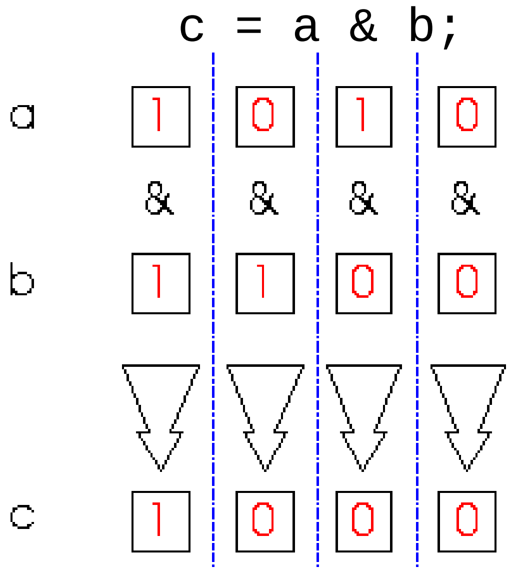
Bitwise Operators (ii)

- a = 4’b1010;
  b = 4’b1100;



c = ~a;

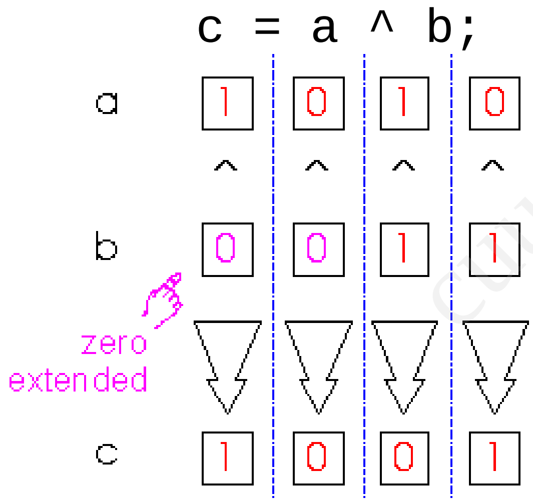
a	1	0	1	0
	~	~	~	~
c	0	1	0	1



c = a & b;

a	1	0	1	0
	&	&	&	&
b	1	1	0	0
c	1	0	0	0

- a = 4’b1010;
  b = 2’b11;



c = a ^ b;

a	1	0	1	0
	^	^	^	^
b	0	0	1	1
c	1	0	0	1

Reduction Operators

- & → AND
- | → OR
- ^ → XOR
- ~& → NAND
- ~| → NOR
- ~^ or ^~ → XNOR

- One multi-bit operand → One single-bit result

```
a = 4’b1001;
..
c = |a; // c = 1|0|0|1 = 1
```

Shift Operators

- >> → shift right
- << → shift left

- Result is same size as first operand, **always zero filled**

```
a = 4’b1010;
...
d = a >> 2;   // d = 0010
c = a << 1;   // c = 0100
```

Concatenation Operator

- `{op1, op2, ..}` → concatenates op1, op2, .. to single number
- Operands must be sized !!

```
reg a;
reg [2:0] b, c;
..
a = 1'b 1;
b = 3'b 010;
c = 3'b 101;
catx = {a, b, c};          // catx = 1_010_101
caty = {b, 2'b11, a};      // caty = 010_11_1
catz = {b, 1};             // WRONG !!
```

- Replication ..

```
catr = {4{a}, b, 2{c}};    // catr = 1111_010_101101
```

Relational Operators

- >   → greater than
- <   → less than
- >= → greater or equal than
- <= → less or equal than

- Result is one bit value: *0*, *1* or *x*

```
1 > 0          → 1
'b1x1 <= 0     → x
10 < z         → x
```

Equality Operators

- `==` → logical equality
- `!=` → logical inequality
- `===` → case equality
- `!==` → case inequality

Return *0*, *1* or *x*

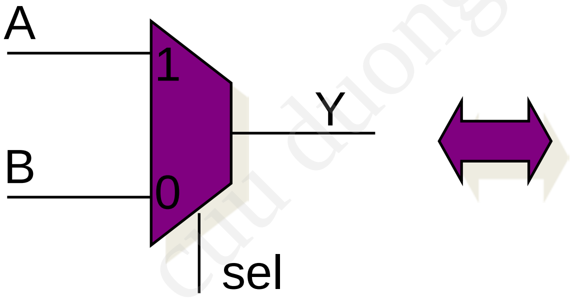
Return *0* or *1*

- `4’b 1z0x == 4’b 1z0x` → *x*
- `4’b 1z0x != 4’b 1z0x` → *x*
- `4’b 1z0x === 4’b 1z0x` → *1*
- `4’b 1z0x !== 4’b 1z0x` → *0*

Conditional Operator

- `cond_expr ? true_expr : false_expr`

- Like a 2-to-1 mux ..



```
Y = (sel)? A : B;
```

Arithmetic Operators (i)

- +, -, *, /, %
- If any operand is *x* the result is *x*
- Negative registers:
  - regs can be assigned negative but are treated as unsigned

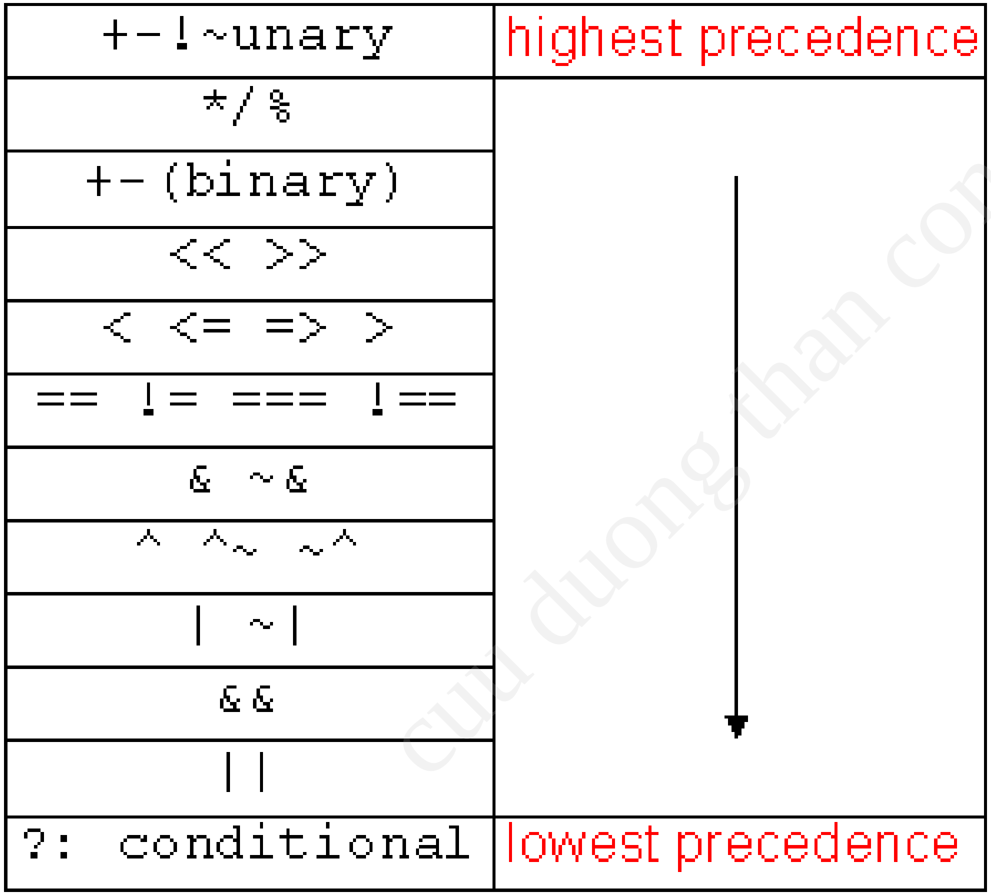
```
reg [15:0] regA;
..
regA = -4’d12;       // stored as 2^16-12 = 65524
regA/3          evaluates to 21861
```

Arithmetic Operators (ii)

- Negative integers:
  - can be assigned negative values
  - different treatment depending on base specification or not

```
reg [15:0] regA;
integer intA;
..
intA = -12/3;     // evaluates to -4 (no base spec)
intA = -’d12/3;  // evaluates to 1431655761 (base spec)
```

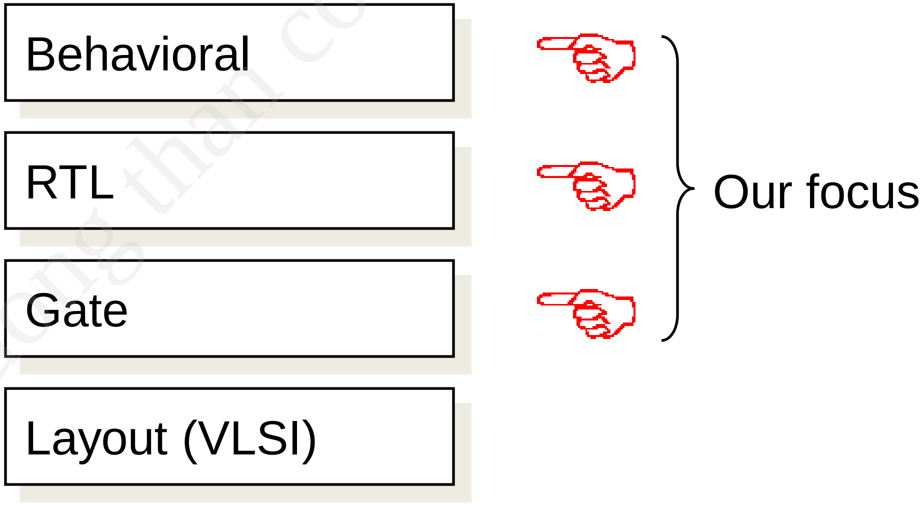
Operator Precedence



<table>
<tr><td>+-!~unary</td><td>highest precedence</td></tr>
<tr><td>*/ %</td><td></td></tr>
<tr><td>+-(binary)</td><td></td></tr>
<tr><td>&lt;&lt; &gt;&gt;</td><td></td></tr>
<tr><td>&lt; &lt;= =&gt; &gt;</td><td></td></tr>
<tr><td>== != === !==</td><td></td></tr>
<tr><td>&amp; ~&amp;</td><td></td></tr>
<tr><td>^ ^~ ~^</td><td></td></tr>
<tr><td>| ~|</td><td></td></tr>
<tr><td>&amp;&amp;</td><td></td></tr>
<tr><td>||</td><td></td></tr>
<tr><td>?: conditional</td><td>lowest precedence</td></tr>
</table>

Use parentheses to enforce your priority

Abstraction Levels in Verilog



Behavioral

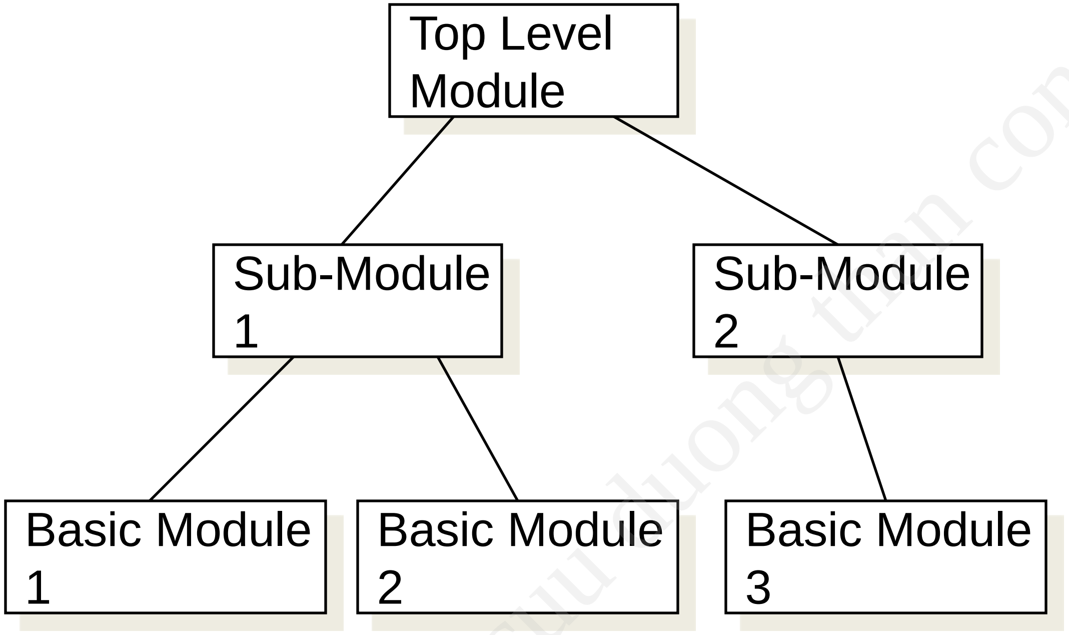
RTL

Gate

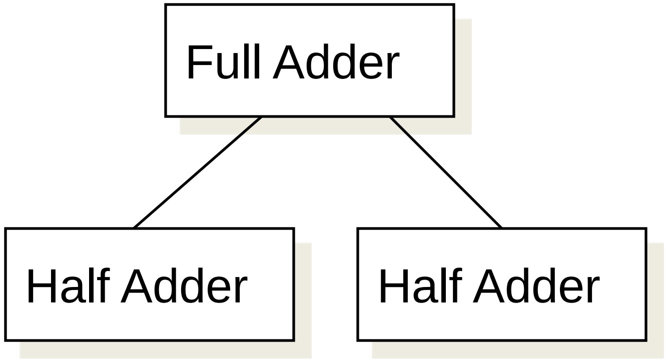
Layout (VLSI)

Our focus

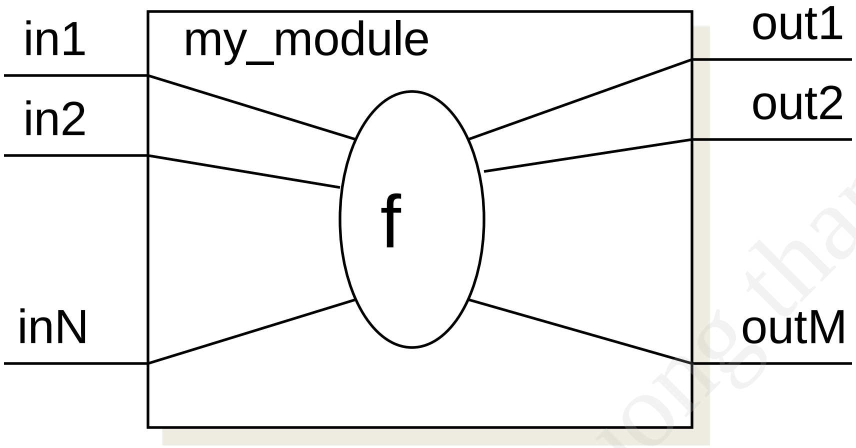
Hierarchical Design



E.g.



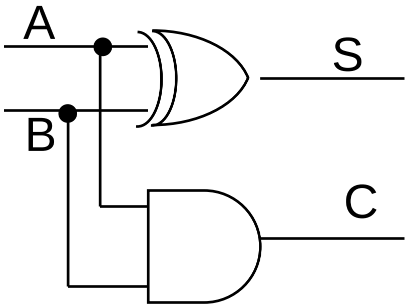
Module

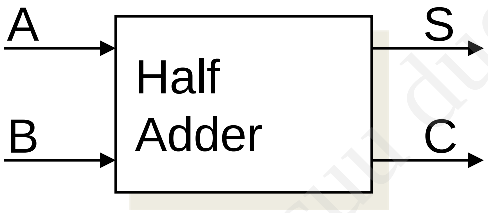


```
module my_module(out1, .., inN);
output out1, .., outM;
input in1, .., inN;

.. // declarations
.. // description of f (maybe
.. // sequential)

endmodule
```

Everything you write in Verilog must be inside a module
exception: compiler directives

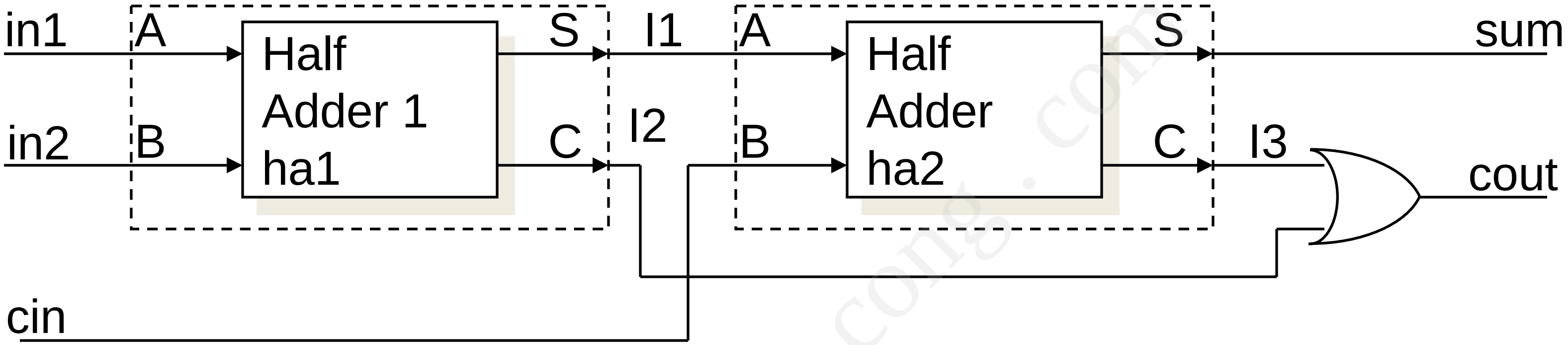
Example: Half Adder





```
module half_adder(S, C, A, B);
output S, C;
input A, B;

wire S, C, A, B;

assign S = A ^ B;
assign C = A & B;

endmodule
```

Example: Full Adder

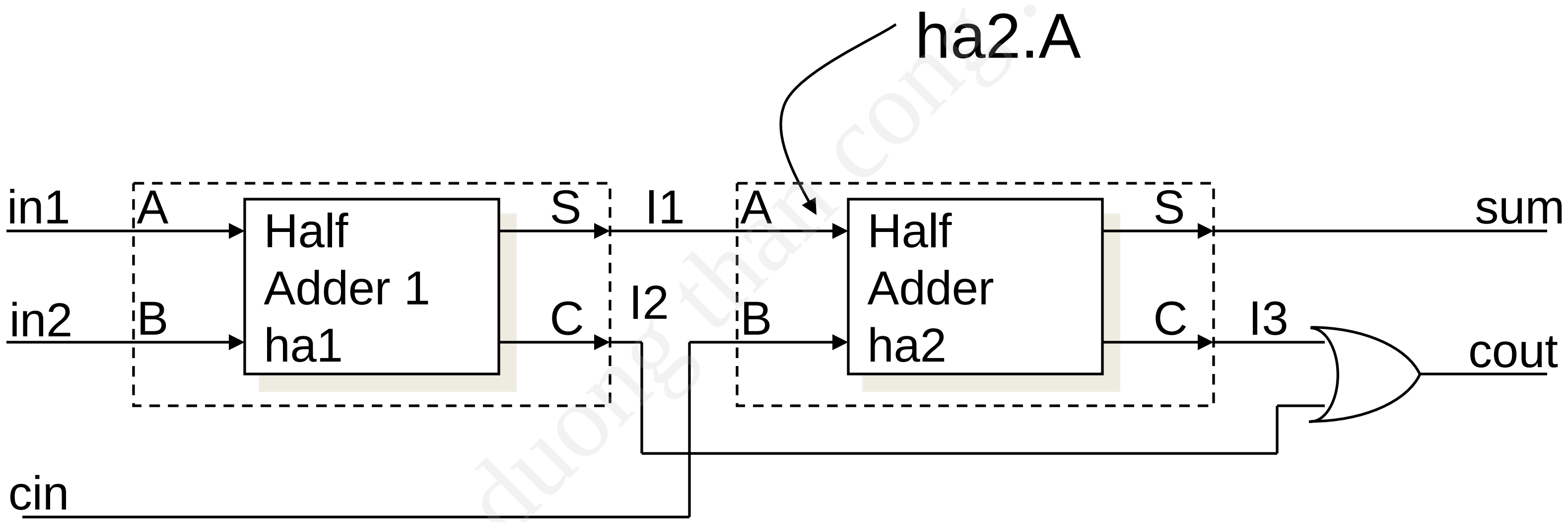


```
module full_adder(sum, cout, in1, in2, cin);
output sum, cout;
input in1, in2, cin;

wire sum, cout, in1, in2, cin;
wire I1, I2, I3;

half_adder ha1(I1, I2, in1, in2);
half_adder ha2(sum, I3, I1, cin);

assign cout = I2 || I3;

endmodule
```

Module name

Instance name

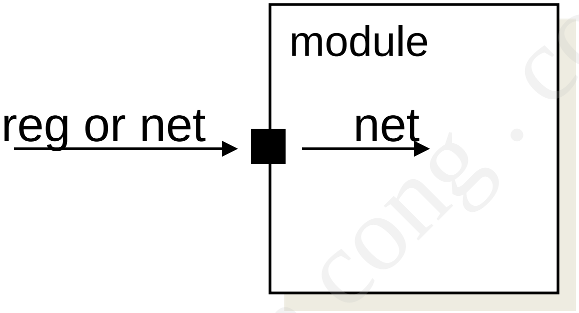
Hierarchical Names



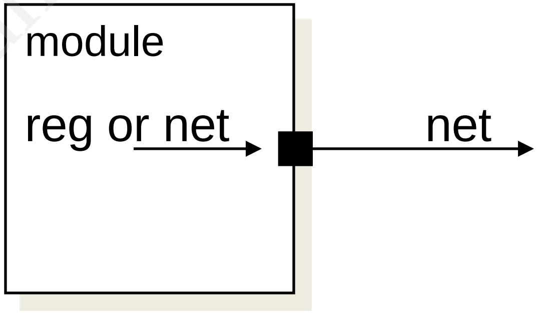
Remember to use instance names, not module names

Port Assignments

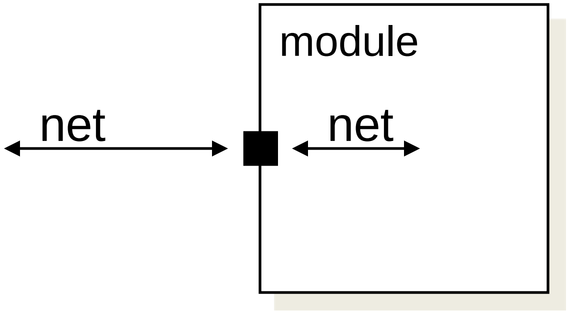
- Inputs



- Outputs



- Inouts

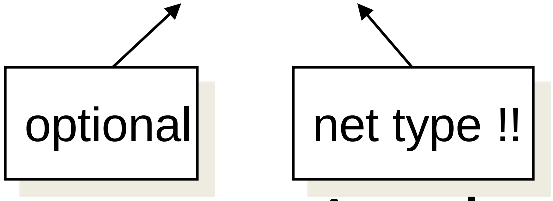


Continuous Assignements

a closer look

- Syntax:

```
assign #del <id> = <expr>;
```



optional

net type !!

- Where to write them:
  - inside a module
  - outside procedures
- Properties:
  - they all execute in parallel
  - are order independent
  - are continuously active

Structural Model (Gate Level)

- Built-in gate primitives:

```
and, nand, nor, or, xor, xnor, buf, not, bufif0,
bufif1, notif0, notif1
```

- Usage:

```
nand (out, in1, in2);
```
2-input NAND without delay

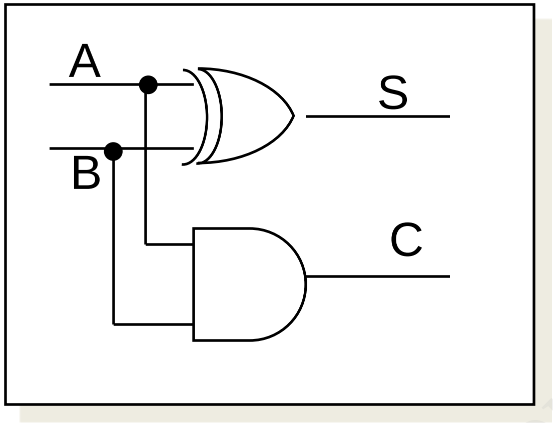
```
and #2 (out, in1, in2, in3);
```
3-input AND with 2 t.u. delay

```
not #1 N1(out, in);
```
NOT with 1 t.u. delay and instance name

```
xor X1(out, in1, in2);
```
2-input XOR with instance name

- Write them inside module, outside procedures

Example: Half Adder, 2nd Implementation

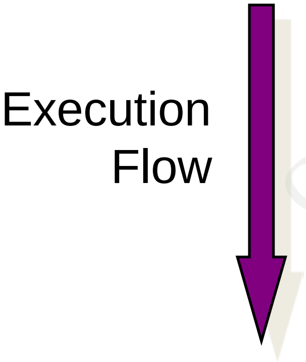


Assuming:
- XOR: 2 t.u. delay
- AND: 1 t.u. delay

```
module half_adder(S, C, A, B);
output S, C;
input A, B;

wire S, C, A, B;

xor #2 (S, A, B);
and #1 (C, A, B);

endmodule
```

Behavioral Model - Procedures (i)

- Procedures = sections of code that we know they execute sequentially
- Procedural statements = statements inside a procedure (they execute sequentially)
- e.g. another 2-to-1 mux implem:



Execution Flow

```
begin
  if (sel == 0)
        Y = B;
  else
        Y = A;
end
```

Procedural assignments:
Y must be reg !!

Behavioral Model - Procedures (ii)

- Modules can contain any number of procedures
- Procedures execute in parallel (in respect to each other) and ..
- .. can be expressed in two types of blocks:
  - initial → they execute only once
  - always → they execute for ever (until simulation finishes)

“Initial” Blocks

- Start execution at sim time zero and finish when their last statement executes

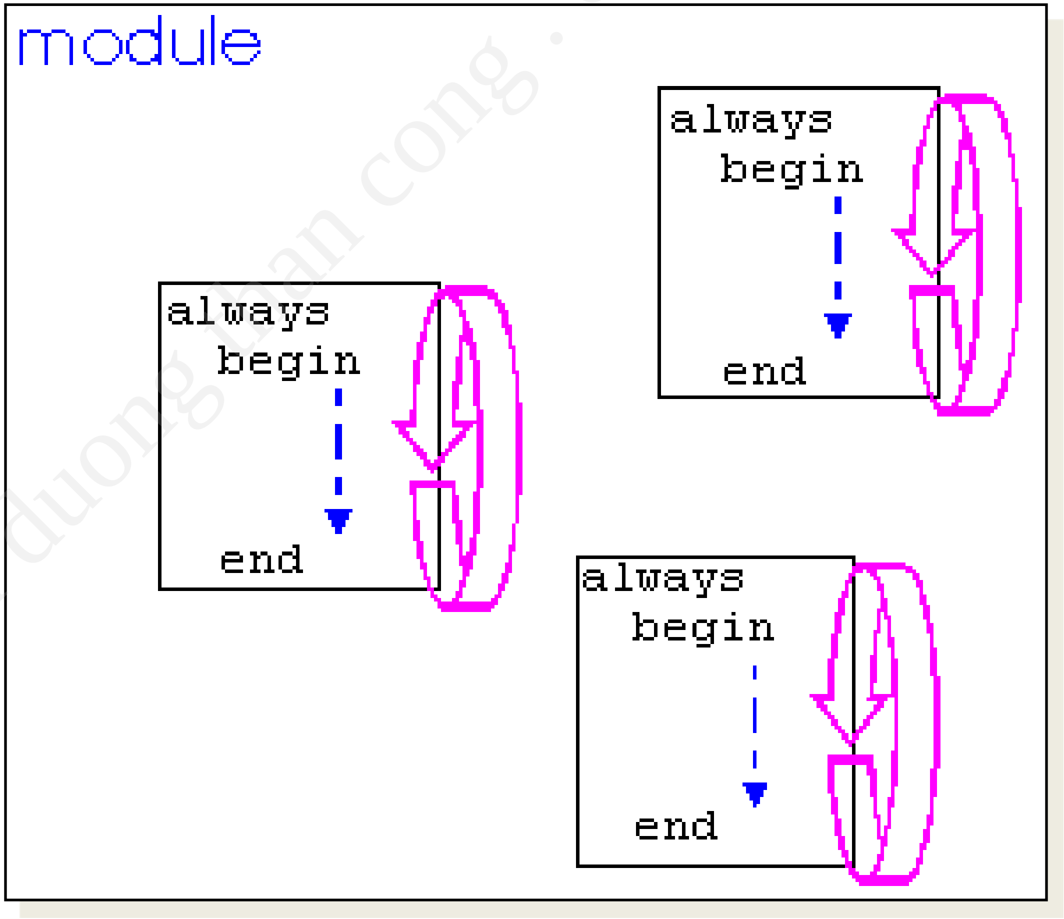
```
module nothing;

initial
  $display(“I’m first”);

initial begin
  #50;
  $display(“Really?”);
  end

endmodule
```

Will be displayed at sim time 0

Will be displayed at sim time 50

“Always” Blocks

- Start execution at sim time zero and continue until sim finishes



Events (i)

- @

```
always @(signal1 or signal2 or ..) begin
    ..
    end
```

execution triggers every time any signal changes

```
always @(posedge clk) begin
    ..
    end
```

execution triggers every time clk changes from *0* to *1*

```
always @(negedge clk) begin
    ..
    end
```

execution triggers every time clk changes from *1* to *0*

Examples

- 3rd half adder implem

```
module half_adder(S, C, A, B);
output S, C;
input A, B;

reg S,C;
wire A, B;

always @(A or B) begin
   S = A ^ B;
   C = A && B;
   end

endmodule
```

- Behavioral edge-triggered DFF implem

```
module dff(Q, D, Clk);
output Q;
input D, Clk;

reg Q;
wire D, Clk;

always @(posedge Clk)
   Q = D;

endmodule
```

Events (ii)

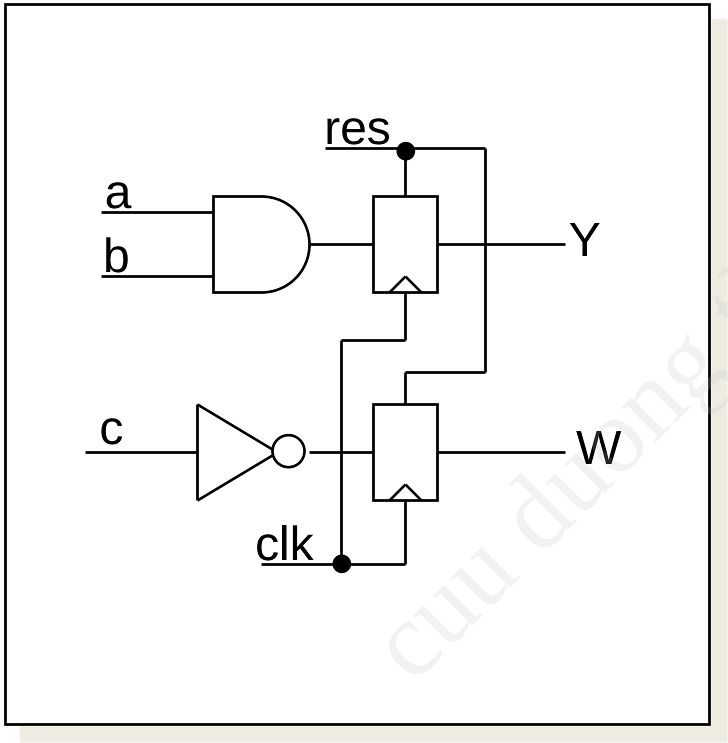
- wait (expr)

```
always begin
    wait (ctrl)
    #10 cnt = cnt + 1;
    #10 cnt2 = cnt2 + 2;

    end
```

execution loops every time ctrl = 1 (level sensitive timing control)

- e.g. Level triggered DFF ?

Example

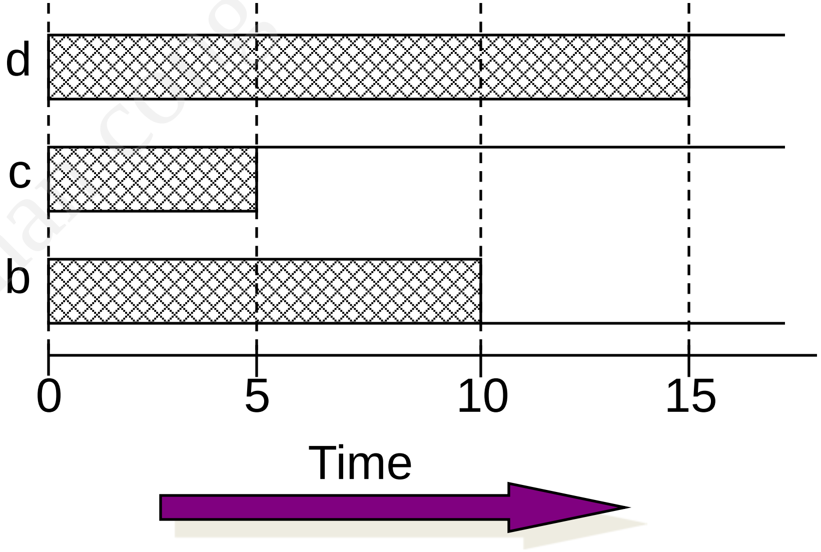


```
always @(res or posedge clk) begin
      if (res) begin
            Y = 0;
            W = 0;
            end
      else begin
            Y = a & b;
            W = ~c;
            end
      end
```

Timing (i)

```
initial begin
       #5 c = 1;
       #5 b = 0;
       #5 d = c;
       end
```

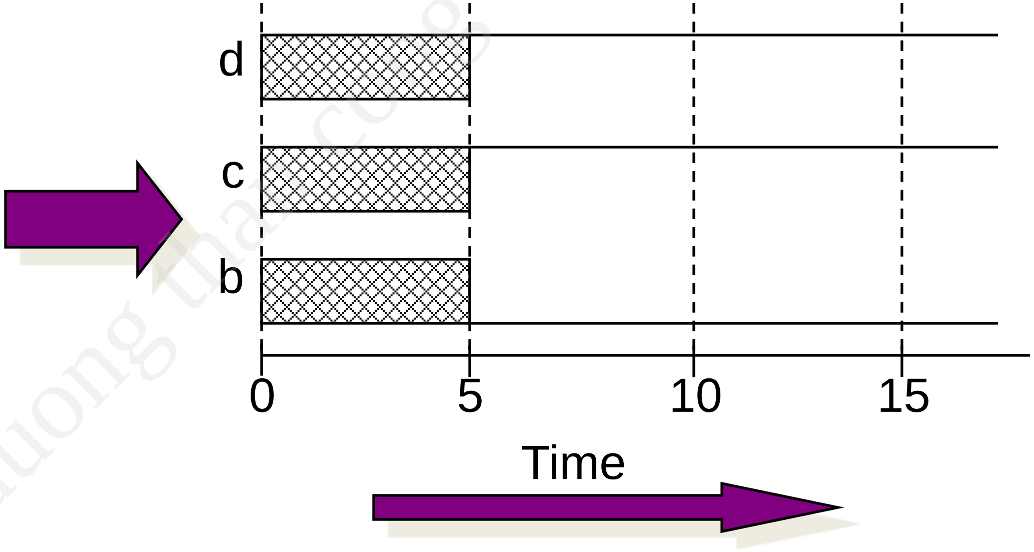
Each assignment is blocked by its previous one



Timing (ii)

```
initial begin
        fork
        #5 c = 1;
        #5 b = 0;
        #5 d = c;
        join
        end
```

Assignments are not blocked here



Procedural Statements: if

```
if (expr1)
        true_stmt1;

else if (expr2)
        true_stmt2;
..
else
        def_stmt;
```

E.g. 4-to-1 mux:

```
module mux4_1(out, in, sel);
output out;
input [3:0] in;
input [1:0] sel;

reg out;
wire [3:0] in;
wire [1:0] sel;

always @(in or sel)
        if (sel == 0)
                out = in[0];
        else if (sel == 1)
                out = in[1];
        else if (sel == 2)
                out = in[2];
        else
                out = in[3];
endmodule
```

Procedural Statements: case

```
case (expr)

item_1, .., item_n:     stmt1;
item_n+1, .., item_m:  stmt2;
..
default:                   def_stmt;

endcase
```

E.g. 4-to-1 mux:

```
module mux4_1(out, in, sel);
output out;
input [3:0] in;
input [1:0] sel;

reg out;
wire [3:0] in;
wire [1:0] sel;

always @(in or sel)
       case (sel)
       0: out = in[0];
       1: out = in[1];
       2: out = in[2];
       3: out = in[3];
       endcase
endmodule
```

Procedural Statements: for

for (init_assignment; cond;
step_assignment)
        stmt;

E.g.

```
module count(Y, start);
output [3:0] Y;
input start;

reg [3:0] Y;
wire start;
integer i;

initial
       Y = 0;

always @(posedge start)
       for (i = 0; i < 3; i = i + 1)
              #10 Y = Y + 1;
endmodule
```

Procedural Statements: while

while (expr) stmt;

E.g.

```
module count(Y, start);
output [3:0] Y;
input start;

reg [3:0] Y;
wire start;
integer i;

initial
        Y = 0;

always @(posedge start) begin
        i = 0;
        while (i < 3) begin
                #10 Y = Y + 1;
                i = i + 1;
                end
        end
endmodule
```

Procedural Statements: repeat

repeat (times) stmt;

Can be either an integer or a variable

E.g.

```
module count(Y, start);
output [3:0] Y;
input start;

reg [3:0] Y;
wire start;

initial
        Y = 0;

always @(posedge start)
        repeat (4) #10 Y = Y + 1;
endmodule
```

Procedural Statements: forever

forever stmt;

Executes until sim finishes

Typical example:

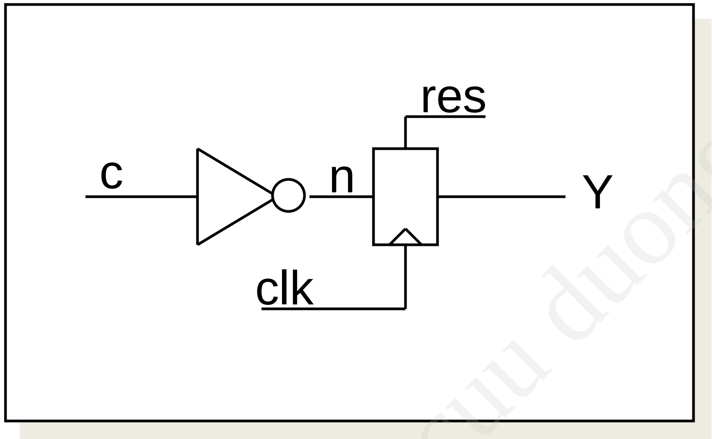
clock generation in test modules

```
module test;

reg clk;

initial begin
        clk = 0;
        forever #10 clk = ~clk;
        end

other_module1 o1(clk, ..);
other_module2 o2(.., clk, ..);

endmodule
```

T_{clk} = 20 time units

Mixed Model

Code that contains various both structure and behavioral style



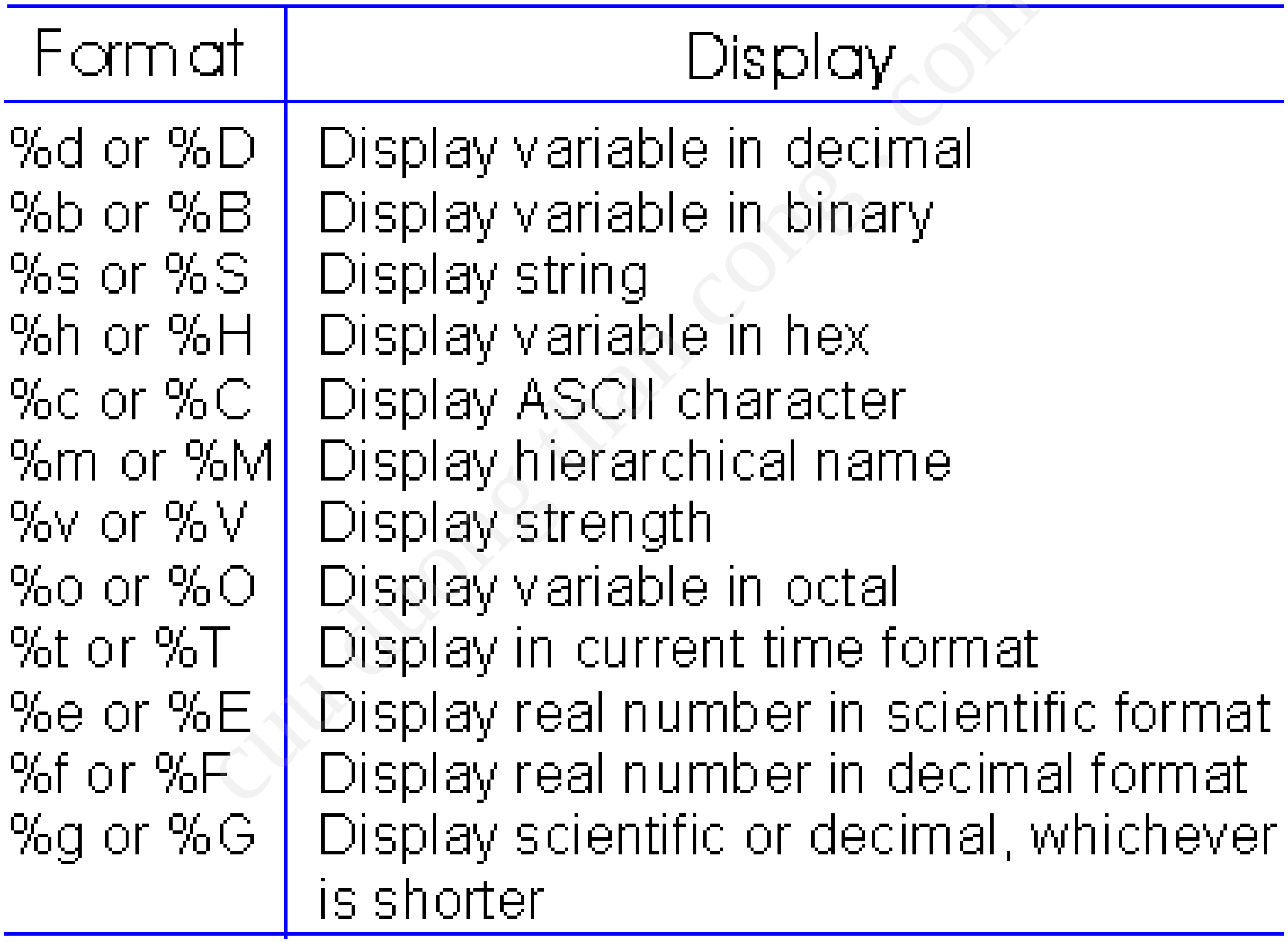
```
module simple(Y, c, clk, res);
output Y;
input c, clk, res;

reg Y;
wire c, clk, res;
wire n;

not(n, c); // gate-level

always @(res or posedge clk)
        if (res)
                Y = 0;
        else
                Y = n;
endmodule
```

System Tasks

Always written inside procedures

- $display("..", arg2, arg3, ..); → much like printf(), displays formatted string in std output when encountered
- $monitor("..", arg2, arg3, ..); → like $display(), but .. displays string each time any of arg2, arg3, .. Changes
- $stop; → suspends sim when encountered
- $finish; → finishes sim when encountered
- $fopen("filename"); → returns file descriptor (integer); then, you can use $fdisplay(fd, "..", arg2, arg3, ..); or $fmonitor(fd, "..", arg2, arg3, ..); to write to file
- $fclose(fd); → closes file
- $random(seed); → returns random integer; give her an integer as a seed

$display & $monitor string format



Format	Display
%d or %D	Display variable in decimal
%b or %B	Display variable in binary
%s or %S	Display string
%h or %H	Display variable in hex
%c or %C	Display ASCII character
%m or %M	Display hierarchical name
%v or %V	Display strength
%o or %O	Display variable in octal
%t or %T	Display in current time format
%e or %E	Display real number in scientific format
%f or %F	Display real number in decimal format
%g or %G	Display scientific or decimal, whichever is shorter

Compiler Directives

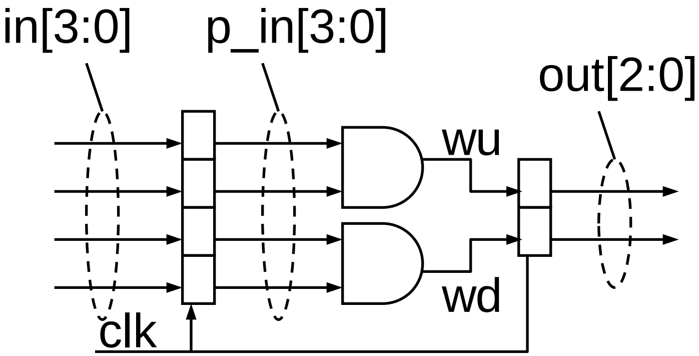
- `include “filename” → inserts contents of file into current file; write it anywhere in code ..

- `define <text1> <text2> → text1 substitutes text2;
  - e.g. `define BUS reg [31:0]      in declaration part: `BUS data;

- `timescale <time unit>/<precision>
  - e.g. `timescale 10ns/1ns   later: #5 a = b;

50ns

Parameters



A. Implelementation without parameters

```
module dff4bit(Q, D, clk);
output [3:0] Q;
input [3:0] D;
input clk;

reg [3:0] Q;
wire [3:0] D;
wire clk;

always @(posedge clk)
      Q = D;

endmodule
```

```
module dff2bit(Q, D, clk);
output [1:0] Q;
input [1:0] D;
input clk;

reg [1:0] Q;
wire [1:0] D;
wire clk;

always @(posedge clk)
      Q = D;

endmodule
```

Parameters (ii)

A. Implelementation without parameters (cont.)

```
module top(out, in, clk);
output [1:0] out;
input [3:0] in;
input clk;

wire [1:0] out;
wire [3:0] in;
wire clk;

wire [3:0] p_in;    // internal nets
wire wu, wd;

assign wu = p_in[3] & p_in[2];
assign wd = p_in[1] & p_in[0];

dff4bit instA(p_in, in, clk);
dff2bit instB(out, {wu, wd}, clk);
// notice the concatenation!!

endmodule
```

Parameters (iii)

B. Implelementation with parameters

```
module dff(Q, D, clk);
parameter WIDTH = 4;
output [WIDTH-1:0] Q;
input [WIDTH-1:0] D;
input clk;

reg [WIDTH-1:0] Q;
wire [WIDTH-1:0] D;
wire clk;

always @(posedge clk)
      Q = D;

endmodule
```

```
module top(out, in, clk);
output [1:0] out;
input [3:0] in;
input clk;

wire [1:0] out;
wire [3:0] in;
wire clk;

wire [3:0] p_in;
wire wu, wd;

assign wu = p_in[3] & p_in[2];
assign wd = p_in[1] & p_in[0];

dff instA(p_in, in, clk);
// WIDTH = 4, from declaration

dff instB(out, {wu, wd}, clk);
      defparam instB.WIDTH = 2;
// We changed WIDTH for instB only

endmodule
```

Testing Your Modules

```
module top_test;
wire [1:0] t_out;   // Top’s signals
reg [3:0] t_in;
reg clk;

top inst(t_out, t_in, clk); // Top’s instance

initial begin       // Generate clock
       clk = 0;
       forever #10 clk = ~clk;
end

initial begin       // Generate remaining inputs
       $monitor($time, " %b -> %b", t_in, t_out);
       #5 t_in = 4'b0101;
       #20 t_in = 4'b1110;
       #20 t_in[0] = 1;
       #300 $finish;
end

endmodule
```