

Lecture - 5

★ Verilog Operators

* Arithmetic Operators

→ Unary operator

+ : unary plus : Eg: +A

- : unary minus : Eg: -A

→ Binary operator

+ : binary plus

- : binary minus

* : multiply

/ : divide

% : modulus

** : exponential

* Logical Operators

! logical negation

&& logical AND

|| logical OR

* these should be used for checking condition like in "if" statement

* Relational Operators

!= not equal

== equal

>= greater or equal

<= less or equal

> greater

< less

* Bitwise Operators

~ bitwise NOT

& bitwise AND

| bitwise OR

^ bitwise XOR

~^ bitwise XNOR

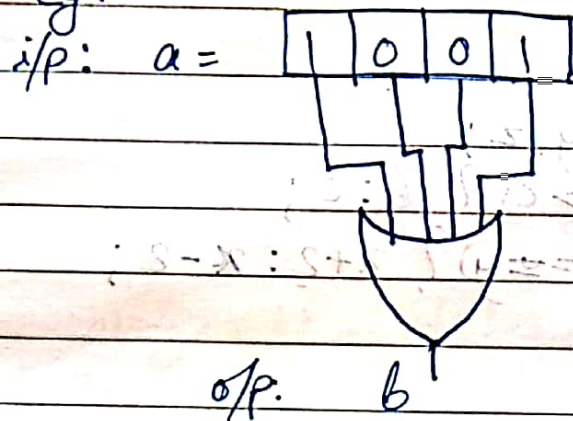
Eg: wire a, b, f1;

assign f1 = ~(a|b);

* Reduction Operators (unary operators)

- input: a single word operand (Eg: `011110`)
- output: a single bit output

Eg:



• Operators

- $\&$ bitwise AND
- $|$ bitwise OR
- $\sim \&$ bitwise NAND
- $\sim |$ bitwise NOR
- \wedge bitwise XOR
- $\sim \wedge$ bitwise XNOR

Eg:

wire [7:0] a, b, c;

wire f1, f2, f3;

assign a = 4'b0111;

assign b = 4'b1100;

assign c = 4'b1010;

assign f1 = \wedge a;

assign f2 = $\&$ (a $\&$ b)

assign f3 = (\wedge a) $\&$ (\sim b)

* Shift Operators

- insert zeros $\left\{ \begin{array}{l} \gg \\ \ll \end{array} \right.$ shift right / shift left
- insert MSB \ggg arithmetic shift right
- insert zero \lll arithmetic shift left

Eg: assign target = data \ggg 3;

\ggg \lll

\ll $\&$ \lll work in similar way

* Conditional Operator

• `cond_expr ? true_expr : false_expr ;`

• Eg: `wire a, b, c ;`
`wire [7:0] x, y, z ;`
`assign a = (b > c) ? b : c ;`
`assign z = (x == y) ? x + 2 : x - 2 ;`

* Concatenation Operation

• `{ ..., ..., ... }`

• Eg: `assign f = {a, b} ;`
`assign f = {a, 3'b101, b} ;`
`assign f = {x[2], y[0], a} ;`

* Replication Operator

• `{n {m}}` \rightarrow repeat 'm', 'n' times

• Eg: `assign f = {2'b10, 3{2'b01}, x}`

\rightarrow f \rightarrow 10 01 01 01 x

* Eg:

```

module operator eg (x, y, f1, f2);
    input x, y;
    output f1, f2;
    wire [9:0] x, y;
    wire [4:0] f1;
    wire f2;
    assign f1 = x[4:0] & y[4:0];
    assign f2 = x[2] | ~f1[3];
    assign f2 = ~ & x;
    assign f1 = f2 ? x[9:5] : x[4:0];
endmodule

```

* Operator Precedence

+	-	!	~	(unary)
*	*			
*	/	.	.	
<<	>>	>>>	<<<	
<	<=	>	>=	
==	!=	===	!==	
&	~	&		
^	~^			
	~			
&&				
?:				

Precedence increases ↑

- all operators associate left to right in an expression except ?:

Eg: $\frac{a+b}{1^{st}}$ $\frac{+c}{2^{nd}}$

left → right

- parentheses can be used to change the precedence.

★ Homework

* statement 1: `assign f = a + b;`
statement 2: `f = a + b;`

Q] When to use assign statement?

Q] Find the meaning of `==`, `!=`, `===`, `!==`.