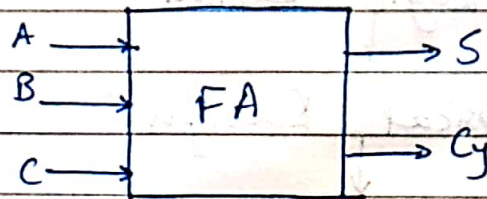


Lecture-2: Design Representation

* Three design representations

- i) Behavioral \rightarrow Programs, Specifications, Truth table
- ii) Structural \rightarrow Gates, adders, registers
- iii) Physical \rightarrow Transistors / layouts, cells, chips / boards

* Behavioral example: full adder



```
module carry(S, Cy, A, B, C);  
    input A, B, C;  
    output S, Cy;  
    assign S = A ^ B ^ C;  
    assign Cy = (A & B) | (B & C) | (A & C);  
endmodule
```

* Structural example: 4 bit binary adder

```
module add4(s, cy4, cy-in, x, y);  
    input [3:0] x, y;  
    input cy-in;  
    output cy4;  
    wire [2:0] cy-out;  
    add B0 (cy-out[0], s[0], x[0], y[0], cy-in);  
    add B1 (cy-out[1], s[1], x[1], y[1], cy-out[0]);  
    add B2 (cy-out[2], s[2], x[2], y[2], cy-out[1]);  
    add B3 (cy-out[3], s[3], x[3], y[3], cy-out[2]);  
endmodule;
```

* Concept of Module

- It is the basic unit of h/w in verilog.
- A module cannot contain definition of another module.
- A module can however be instantiated within another module.

* syntax:

```
module module_name (list of ports);  
    input/output declarations  
    local net declarations  
    parallel statements  
endmodule
```

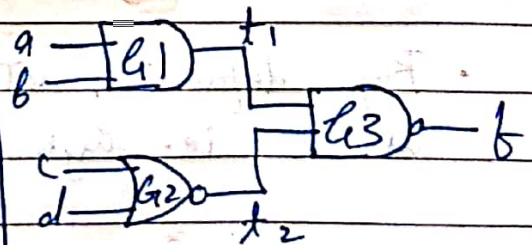
* Examples: AND gate

```
module simple_AND (f, x, y);  
    input x, y;  
    output f;  
    assign f = x & y;  
endmodule
```

N-W Write similar codes for all gates.

* Example:

```
module two_level (a, b, c, d, f);  
    input a, b, c, d;  
    output f;  
    wire t1, t2;  
    assign t1 = a & b;  
    assign t2 = ~(c | d);  
    assign f = ~(t1 & t2);  
endmodule
```



★ Assign Statement

- assign statement represents "continuous assignment" i.e. LHS gets updated whenever expression on RHS changes
- assign variable = expression;
- LHS must be a "net" type variable
- RHS can be a "register" type or "net" type
- A module can contain any no. of assign statements.

★ Data Types in Verilog

A variable in verilog belongs to one of the two data types:

a) NET

- must be continuously driven
- cannot be used to store a value
- used to model connections between continuous assignments & instantiations

b) REGISTER

- retains the last value assigned to it
 - often used to represent storage elements
 - default value is 'X'.
- By default, net are 1 bit values & with value as 'z' i.e. high impedance state.
 - Data types supported in NET:
 - wire, wor, wand, tri, supply0, supply1, etc.
 - Verilog supports 0, 1, X & Z

★ Example : Wired AND

```
module usewand(a,b,c,d,f);
```

```
input a,b,c,d;
```

```
output f;
```

```
wand f;
```

```
assign f = a & b;
```

```
assign f = c & d;
```

```
endmodule
```

