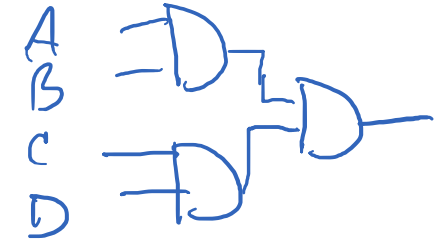


Verilog Basics

Andrew Lukefahr

$$\Rightarrow \boxed{A} \Rightarrow A \cdot B \Rightarrow A \& B$$



Truth Table to Boolean Equations

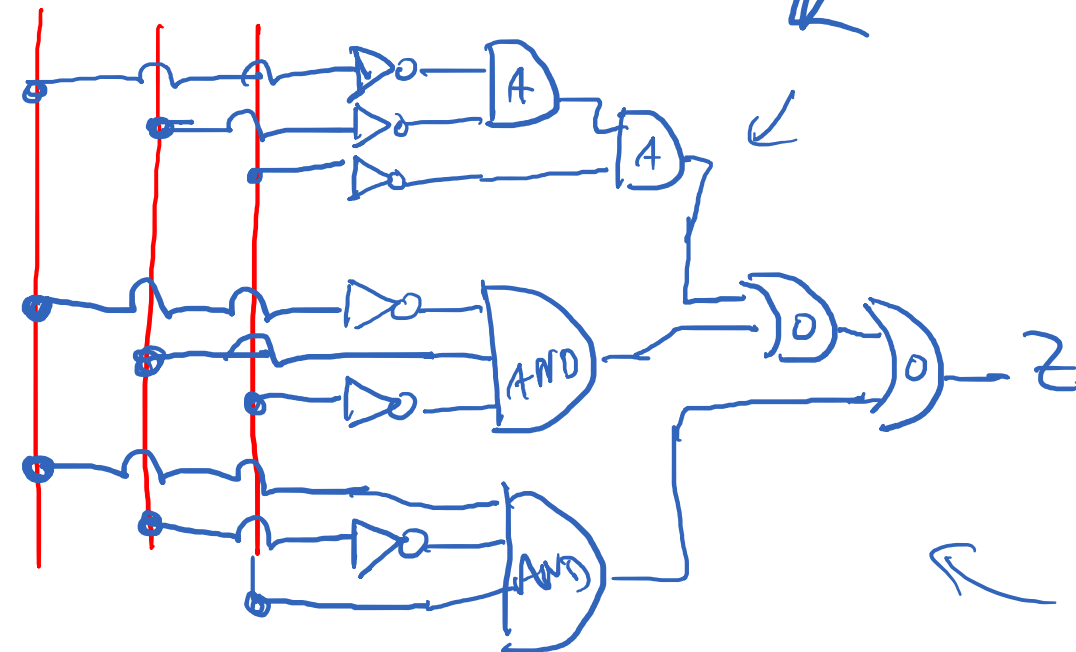
A	B	C	Z
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	0

$$Z = \bar{A} \cdot \bar{B} \cdot \bar{C} + \bar{A} \cdot B \cdot \bar{C} + A \cdot \bar{B} \cdot C$$

$$Z = (A \& B) \& C \& D$$

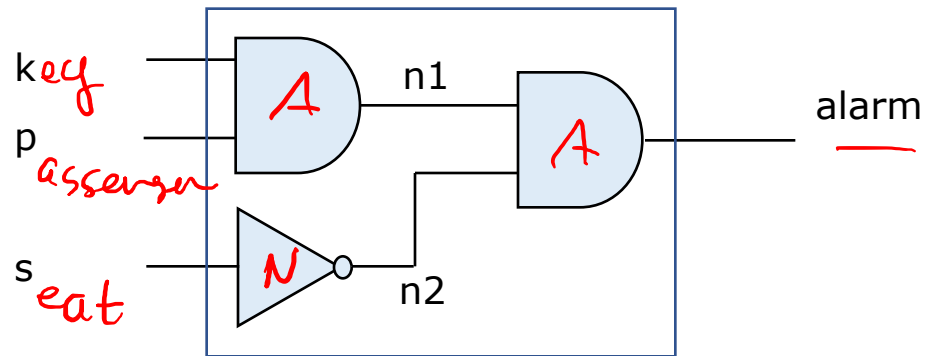
• → &
+ → |

A B C

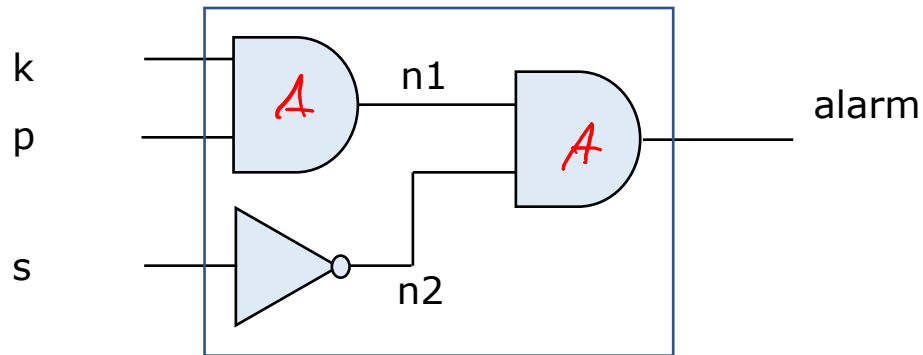


Example: Seat Belt Alarm

- Goal: Set an output alarm to logic 1 if:
 - The key is in the car's ignition slot ($k==1$), and
 - A passenger is seated ($p==1$), and
 - The seat belt is not bucked ($s==0$)



Boolean Logic in Verilog



C-Aside

$a \& b \rightarrow$ bitwise

$a \&\& b \rightarrow$ logical

$a = 5 = 0101$

$b = 2 = 0010$

- We can use Boolean logic models in Verilog:

\rightarrow `assign alarm = (k & p) & ~s;`

- Evaluated when **any** of the right-hand-side operands changes
- Assigns a new value to the left-hand-side operand

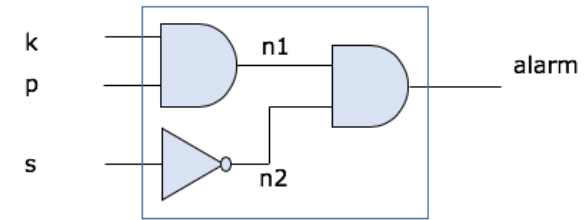
$a \& b =$

$$\begin{array}{r} 0101 \\ \& 0010 \\ \hline 0000 = F \end{array}$$

$a \&\& b = T$

$5 \&\& 2 = 0$

Verilog Example



```
`timescale 1 ns/1 ns

//-----
// Example: Belt alarm
// Model:   Boolean level
//-----

module BeltAlarm(
    input k, p, s,      // definition of input ports
    output alarm        // definition of output ports
);

    assign alarm = k & p & ~s; //Boolean equation

endmodule
```

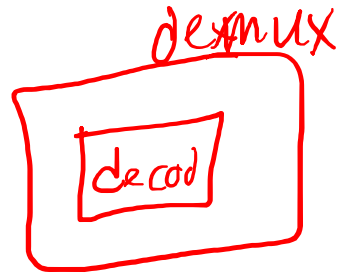
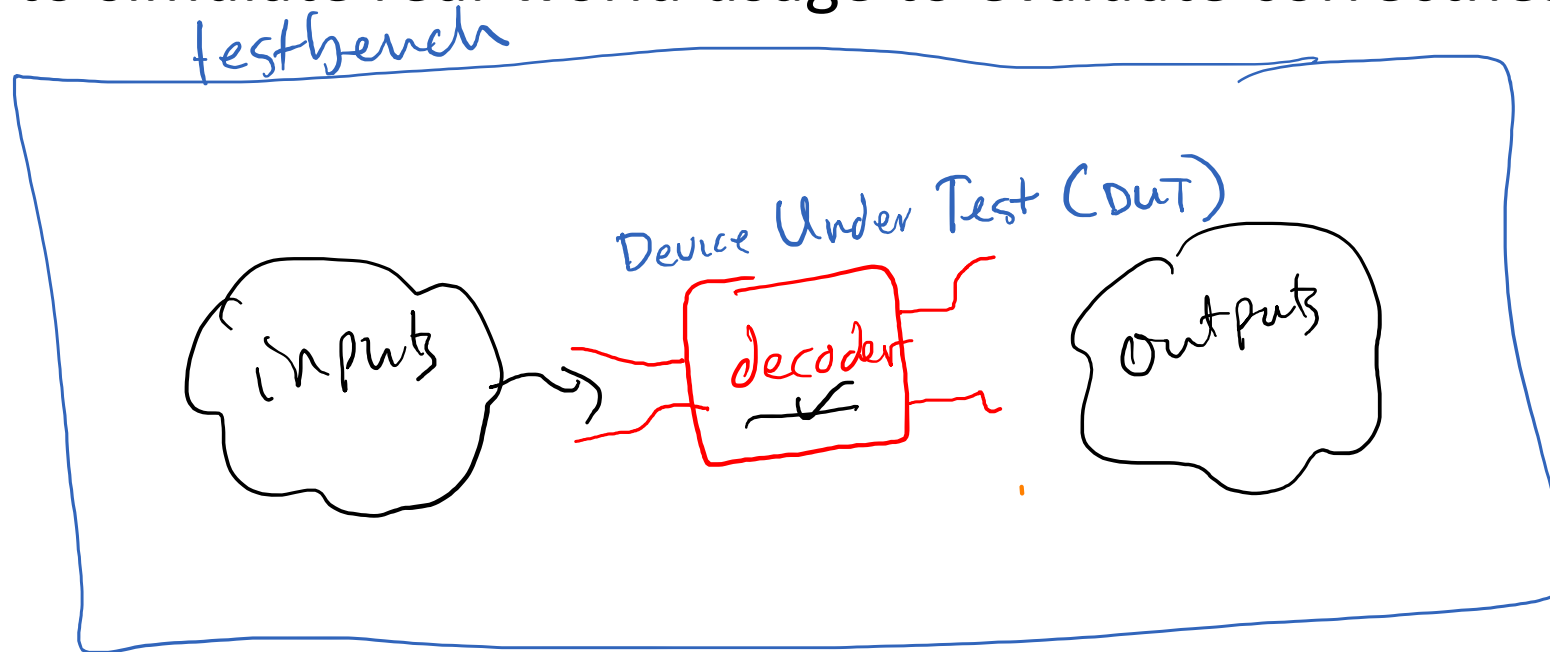
Testing

Unit Testing

- **UNIT TESTING** is a level of software testing where **individual components** of a software **are tested**. The purpose is to validate that each unit of the software performs as designed.
- We're going to test (almost) every module!

TestBench

- Another Verilog module to drive and monitor our Verilog module
- Goal is to simulate real-world usage to evaluate correctness



Simulation vs Synthesis

- Synthesis: Real gates on real hardware
 - Only "synthesizable" Verilog allowed

→ decoder / demux } ^{on} FPGA

- Simulation: Test our design with software
 - "Non-synthesizable" Verilog allowed
 - \$initial
 - \$display

→ decoder_tb
demux_tb } ^{not} _{on} FPGA

“initial” statement

- **Simulation only!**
- An initial block starts at simulation time 0, executes exactly once, and then does nothing.
- Group multiple statements with `begin` and `end`.

→ • begin/end are the ‘{’ and ‘}’ of Verilog.

```
initial
begin
    a = 1;
    b = 0;
end
```

→ a = 1; b = 0;
delay
a = 0; b = 1;

timescale 1ns / 1ps
Delayed execution

→ #1 → 1ns
#10 → 10ns

- If a delay #<delay> is seen before a statement, the statement is executed <delay> time units after the current simulation time.

```
initial  
begin
```

```
  #10 a = 1; // executes at 10 time units  
  #25 b = 0; // executes at 35 time units  
end
```

a = 1;
a = 0;

assign X = a

- We can use this to test different inputs of our circuits

a = 0;
#1 x = 0
a = 1; x = 0
#1 x = 1

timescale 1ns / 1ps ←

Delayed execution

10.0005 ← appear
10.0001 ← the same

- If a delay #<delay> is seen before a statement, the statement is executed <delay> time units after the previous statement.

```
initial  
begin  
  (0 ns) #10 a = 1; // executes at 10 time units  
          #25 b = 0; // executes at 35 time units  
end
```

- We can use this to test different inputs over time on our circuits

\$monitor

- `$monitor` prints a new line every time it's output changes
- C-like format
- ```
$monitor($time,
 "K= %b, P= %b, S= %b, A= %b\n",
 K, P, S, A) ;
```

## Example Output:

```
0 K= 0, P= 0, S= 0, A= 0
5 K= 1, P= 0, S= 0, A= 0
10 K= 1, P= 1, S= 0, A= 1
```

# \$monitor

- `$monitor` prints a new line every time it's output changes
- C printf-like format

```
$monitor($time,
 "K= %b, P= %b, S= %b, A= %b\n",
 K,P,S,A);
```

*%b = binary*

*%h = hex*

*%d = decimal*

## Example Output:

```
0 K= 0, P= 0, S= 0, A= 0
5 K= 1, P= 0, S= 0, A= 0
10 K= 1, P= 1, S= 0, A= 1
```

# A simple testbench

```
`timescale 1ns/1ps
module BeltAlarm_tb();

 logic k, p, s;
 wire alarm;
 BeltAlarm dut0(.k(k), .p(p), .s(s), .alarm(alarm));

 initial
 begin
 k = 'h0; p = 'h0; s = 'h0;
 $monitor ("k:%b p:%b s:%b a:%b", k, p, s, alarm);
 #10
 assert(alarm == 'h0) else $fatal(1, "bad alarm");
 $display("@@@Passed");
 end
endmodule
```

```
module BeltAlarm(
 input k, p, s,
 output alarm
);

 assign alarm = k & p & ~s;
endmodule
```

# A simple testbench

```
✓ timescale 1ns/1ps
module BeltAlarm_tb();

 logic k, p, s;
 wire alarm;

 BeltAlarm dut0(.k(k), .p(p), .s(s), .alarm(alarm));
```

```
module BeltAlarm(
 input k, p, s,
 output alarm
);
 assign alarm = k & p & ~s;
endmodule
```

```
initial
begin
 - k = 'h0; p = 'h0; s = 'h0;
 $monitor ("k:%b p:%b s:%b a:%b", k, p, s, alarm);
 #10 // dec.
 assert(alarm == 'h0) else $fatal(1, "bad alarm");
 $display("@@@Passed");
end
endmodule
```

`printf("%d", x)`

`%b` ⇒ binary

`%h` ⇒ hex

`%d` ⇒ decimal



# Tasks in Verilog



- A task in a Verilog simulation behaves similarly to a C function call.

```
task taskName(
 input localVariable1,
 input localVariable2,
);

 #1 //1 ns delay
 globalVariable1 = localVariable1;
 #1 // 1ns delay
 assert(globalVariable2 == localVariable2)
 else $fatal(1, "failed!");

endtask
```

# SeatBelt Task

```
task checkAlarm(
 input kV, pV, sV,
 input alarmV
);

 k = kV; p=pV; s=sV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b got:%b",
 alarmV, alarm);
endtask
```

# SeatBelt Testing

```
initial
begin
 k = 'h0; p = 'h0; s= 'h0;
 $monitor ("k:%b p:%b s:%b a:%b",
 k, p, s, alarm);
 checkAlarm('h0,'h0,'h0, 'h0);
 checkAlarm('h0,'h0,'h1, 'h0);
 checkAlarm('h0,'h1,'h0, 'h0);
 checkAlarm('h0,'h1,'h1, 'h0);
 checkAlarm('h1,'h0,'h0, 'h0);
 checkAlarm('h1,'h0,'h1, 'h0);
 checkAlarm('h1,'h1,'h0, 'h1);
 checkAlarm('h1,'h1,'h1, 'h0);
 $display("@@@Passed");
end
```

```
task checkAlarm(
 input kV, pV, sV,
 input alarmV
);

 k = kV; p=pV; s=sV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b
got:%b",
 alarmV, alarm);
endtask
```

# Tasks in Testing

- `tasks` are very useful for quickly testing Verilog code
- Call a `task` to quickly change + check things
- A `task` can call another `task`
- There is a `function` in Verilog.
- **We don't use it.**

## 2 seats?



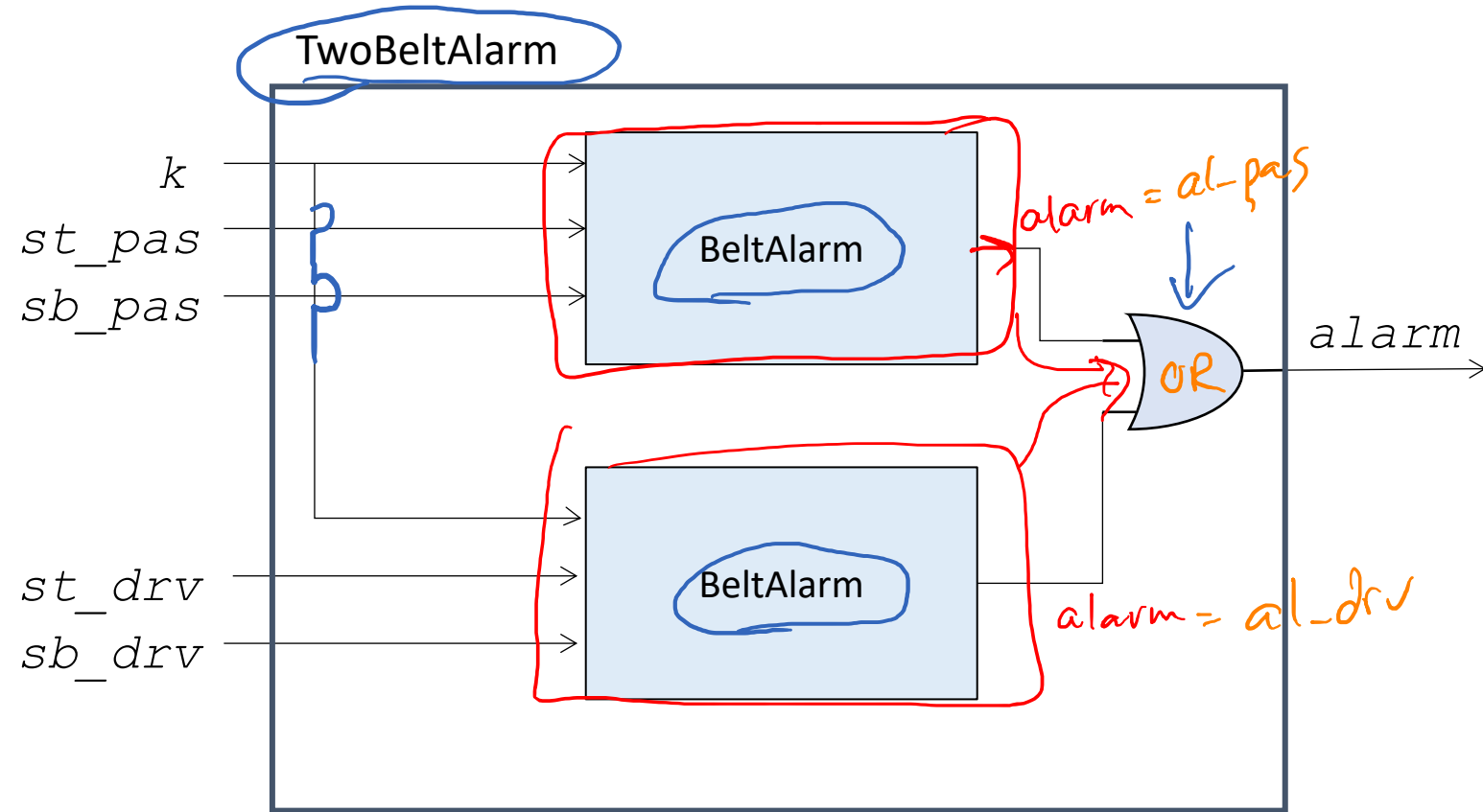
- What if I have a car with 2 seats?

- • *k*: a car's key in the ignition slot (logic 1)
- *st\_pas*: the passenger is seated (logic 1)
  - *sb\_pas*: the passenger's seat belt is buckled (logic 1)
- *st\_drv*: the driver is seated (logic 1)
  - *sb\_drv*: the driver's seat belt is buckled (logic 1)

Goal: Set an output *alarm* to logic 1 if:

The key is in the car's ignition slot ( $k==1$ ), and  
( (  $st\_drv==1$  and  $sb\_drv == 0$  ) or  
(  $st\_pas==1$  and  $sb\_pas == 0$  ) )

## Solution 2: Use Submodules



# Submodule Example

```
`timescale 1 ns/1 ns

module TwoBeltAlarm(
 input k, st_pas, sb_pas,
 input st_drv, sb_drv
 output alarm
);

 wire al_pas, al_drv; //intermediate wires

 //submodules, two different examples
 BeltAlarm ba_drv(k, st_drv, sb_drv, al_drv); //no named arguments
 BeltAlarm ba_pas(.k(k), .p(st_pas),
 .s(sb_pas), .alarm(al_pas)); // with named arguments

 assign alarm = al_pas | al_drv;
endmodule
```

```
`timescale 1 ns/1 ns

module BeltAlarm(
 input k, p, s,
 output alarm
);

 assign alarm = k & p & ~s;

endmodule
```

C = int x

## Submodule Example

```
`timescale 1 ns/1 ns
```

```
module TwoBeltAlarm(
 input k, st_pas, sb_pas,
 input st_drv, sb_drv
 output alarm
);
```

```
 → wire al_pas, al_drv; //intermediate wires
```

```
 //submodules, two different examples
```

```
 → BeltAlarm ba_drv(k, st_drv, sb_drv, al_drv); //no named arguments
```

```
 → BeltAlarm ba_pas(.k(k), .p(st_pas),
 .s(sb_pas), .alarm(al_pas)); // with named arguments
```

```
 assign alarm = al_pas | al_drv;
endmodule
```

```
`timescale 1 ns/1 ns
```

```
module BeltAlarm(
```

```
 input k, p, s,
 output alarm
```

```
);
```

```
 assign alarm = k & p & ~s;
```

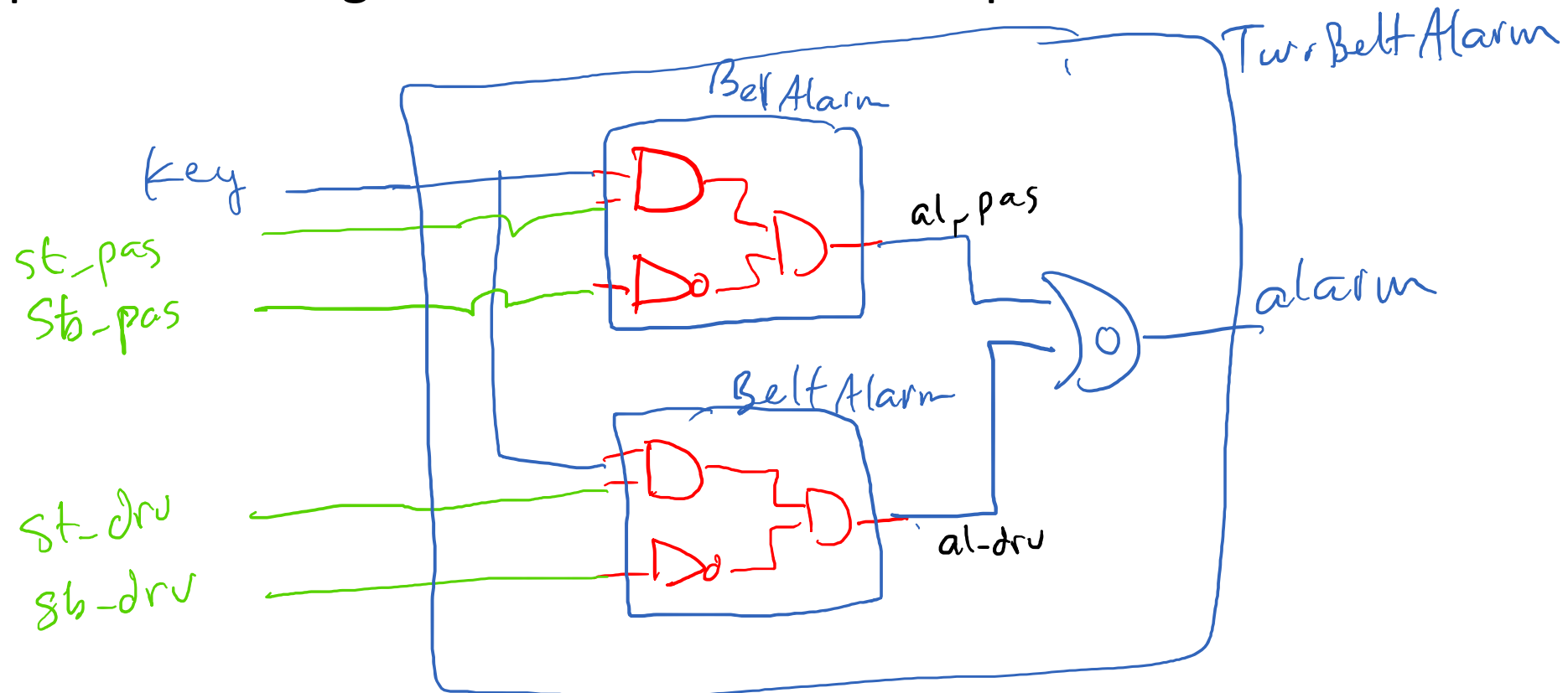
```
endmodule
```

$\cdot p(st\_pas)$



# Hierarchical Models

- Modules are basic building block in Verilog
- Group modules together to form more complex structure



# @TODO: Testbench for 2 SeatBelt!

```
`timescale 1ns/1ps
module tb();
```

```
 initial
 begin
```

```
 $display("@@@Passed");
 end
endmodule
```

```
module TwoBeltAlarm(
 input k, st_pas, sb_pas,
 input st_drv, sb_drv
 output alarm
);
 wire al_pas, al_drv;

 BeltAlarm ba_drv(k, st_drv, sb_drv, al_drv);
 BeltAlarm ba_pas(.k(k), .p(st_pas),
 .s(sb_pas), .alarm(al_pas));

 assign alarm = al_pas | al_drv;
endmodule
```

# @TODO: Testbench for 2 SeatBelt!

```
`timescale 1ns/1ps
module tb();

reg k, stPas, sbPas, stDrv, sbDrv;
wire alarm;

TwoBeltAlarm dut0(.k(k), .st_pas(stPas), .sb_pas(sbPas),
 .st_drv(stDrv), sb_drv(sbDrv), .alarm(alarm));

initial
begin
 k = 'h0; stPas='h0; sbPas='h0;
 stDrv='h0; sbDrv='h0;
 $monitor ("k:%b stPas:%b sbPas:%b stDrv:%b sbDrv:%b a:%b", k, stPas, sbPas, stDrv, sbDrv, alarm);
 #10
 assert(alarm == 'h0) else $fatal(1, "bad alarm");
 $display("@@@Passed");
end
endmodule
```

```
module TwoBeltAlarm(
 input k, st_pas, sb_pas,
 input st_drv, sb_drv
 output alarm
);
 wire al_pas, al_drv;

 BeltAlarm ba_drv(k, st_drv, sb_drv, al_drv);
 BeltAlarm ba_pas(.k(k), .p(st_pas),
 .s(sb_pas), .alarm(al_pas));

 assign alarm = al_pas | al_drv;
endmodule
```

## 2-BeltAlarm Task

```
task checkAlarm(
 input kV, stPasV, sbPasV,
 input stDrvV, sbDrvV,
 input alarmV
);

 k = kV; stPas=stPasV, sbPas=sbPasV;
 stDrv = stDrvV; sbDrv = sbDrvV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b got:%b",
 alarmV, alarm);

endtask
```

```
module TwoBeltAlarm(
 input k, st_pas, sb_pas,
 input st_drv, sb_drv
 output alarm
);

 wire al_pas, al_drv;

 BeltAlarm ba_drv(k, st_drv, sb_drv, al_drv);
 BeltAlarm ba_pas(.k(k), .p(st_pas),
 .s(sb_pas), .alarm(al_pas));

 assign alarm = al_pas | al_drv;
endmodule
```

## 2-BeltAlarm Testing

```
initial
begin
 k = 'h0; stPas='h0; sbPas='h0;
 stDrv='h0; sbDrv='h0;

 $monitor ("k:%b stPas:%b sbPas:%b stDrv:%b sbDrv:%b a:%b", k, stPas,
sbPas, stDrv, sbDrv, alarm);
 #10

 checkAlarm('h0,'h0,'h0,'h0,'h0, 'h0);
 //...
 checkAlarm('h1,'h1,'h1,'h1,'h1, 'h0);

 $display("@@@Passed");
end
```

```
task checkAlarm(
 input kV, stPasV, sbPasV,
 input stDrvV, sbDrvV,
 input alarmV
);

 k = kV; stPas=stPasV, sbPas=sbPasV;
 stDrv = stDrvV; sbDrv = sbDrvV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b got:%b",
 alarmV, alarm);
endtask
```

# For Loops in Testbenches

alu + b.sv

- You can write for-loops in your testbenches

```
module for_loop_simulation ();
 logic [7:0] r_Data; // Create 8 bit value
```

```
 initial begin
```

```
 for (int ii=0; ii<6; ii=ii+1) begin
```

```
 → r_Data = ii;
```

```
 → $display("Time %d: r_Data is %b", $time, r_Data);
```

```
 → #10;
```

```
 end
```

```
 end
```

```
endmodule
```

++i    i++    i+=1

- Please **no for-loops in your synthesizable code (yet)!**

alu.sv

```

initial begin
 k = 0; st_pas = 'b0; sb_pas = 'b0;
 st_drv = 'b0; sb_drv = 'h0;
 #10
 assert(alarm == 'h0) else $fatal(1, "bad alarm");
 #10
 checkAlarm(0,'b0,'h0, 'h0, 'h0, 'h0);
 for (int i = 0; i < 32; ++i) begin
 $display("i:%d [%b]", i, i[4:0]);

 end

 $display("@@@Passed");
end

```

```

task checkAlarm(
 input kV, stPasV, sbPasV,
 input stDrvV, sbDrvV,
 input alarmV
);

 k = kV; stPas=stPasV, sbPas=sbPasV;
 stDrv = stDrvV; sbDrv = sbDrvV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b got:%b",
 alarmV, alarm);
endtask

```

```

initial begin
 k = 0; st_pas = 'b0; sb_pas = 'b0;
 st_drv = 'b0; sb_drv = 'h0;
 #10
 assert(alarm == 'h0) else $fatal(1, "bad alarm");
 #10
 checkAlarm(0,'b0,'h0, 'h0, 'h0, 'h0);
 for (int i = 0; i < 32; ++i) begin
 $display("i:%d [%b]", i, i[4:0]);

 if ((i == 18) | (i == 22) | (i == 30)) // driver
 checkAlarm(i[4], i[3], i[2], i[1], i[0], 'h1);
 else if ((i == 24) | (i == 25) | (i==27)) //passenger
 checkAlarm(i[4], i[3], i[2], i[1], i[0], 'h1);
 else if ((i==26)) //both
 checkAlarm(i[4], i[3], i[2], i[1], i[0], 'h1);
 else
 checkAlarm(i[4], i[3], i[2], i[1], i[0], 'h0);
 end

 $display("@@@Passed");
end

```

```

task checkAlarm(
 input kV, stPasV, sbPasV,
 input stDrvV, sbDrvV,
 input alarmV
);

 k = kV; stPas=stPasV, sbPas=sbPasV;
 stDrv = stDrvV; sbDrv = sbDrvV;
 #10
 assert(alarm == alarmV) else
 $fatal (1, "bad alarm, expected:%b got:%b",
 alarmV, alarm);

endtask

```



# Arrays in Verilog

C: int x [5];  
type name # elements

- Bundle multiple wires together to form an array.

→ type [mostSignificantIndex:leastSignificantIndex] name;  
type Name

## • Examples

- • logic [15:0] x; //declare 16-bit array
- • x[2] // access ~~wire~~<sup>logic</sup> 2 within x
- • x[5:2] //access wires 5 through 2 x[5,4,3,2]
- • x[5:2] = {1,0,y,z}; //concatenate 4 signals

# Arrays in Verilog

- Can also be used in module definitions

Do NOT  
use this

DO USE

highest: lowest

```
module multiply (
 input [7:0] a, //8-bit signal
 input [7:0] b, //8-bit signal
 output [15:0] c //16-bit signal
);
 //stuff
```

input [0:7] a;

= 0x 1234 5678 ← want

x = 78 56 34 12 ← have

endmodule

flip  
endianress } assign

y = { x[7:0], x[15:8], x[23:16], x[31:24] }

# Constants in Verilog

- A wire only needs 1 or 0
- Arrays need more bits, how to specify?

```
logic x;
x = 'b0; = 'h0; = 0
```

```
logic [7:0] y;
assign y[0] = 0;
y[1] = 1;
y[2] = 0;
```

C:  $y = \underline{0}\underline{x}\underline{6}$ ;  
h = hex  
d = dec  
b = binary

```
assign y = 'h 6 // hexadecimal 6
assign y = 'd 6; // decimal 6
y = 00000110
```

```
assign y = 'b 00000110 // binary
6
```

# Constants in Verilog

- A `wire` only needs 1 or 0
- Arrays need more bits, how to specify?
- `8'h0 = 0000 0000 //using hex notation`
- `8'hff = 1111 1111`
- `8'b1 = 0000 0001 // using binary notation`
- `8'b10 = 0000 0010`
- `8'd8 = 0000 1000 //using decimal notation`

# Constants in Verilog

repeat { #times { value } }  
{ 3x { 'b01 } } = 01 01 01  
010101

```
module mtest;
```

```
 logic [7:0] aa = {1'b0, 1'b1, 1'b0, 1'b0,
 1'b1, 1'b0, 1'b0, 1'b0};
```

```
 logic [7:0] bb = 8'b01001000; // 8'h48
```

```
 wire [15:0] cc ;
```

```
 logic [7:0] yy = {8{1'b1}}; //concat + repeat
```

```
 logic [7:0] zz = 8'hff; //inferred
```

```
 multiply m0(.a(aa), .b(8'h1), .c(cc));
```

```
endmodule
```