

# Hardware Description Language - Introduction

- ◆ HDL is a language that describes the hardware of digital systems in a textual form.
- ◆ It resembles a programming language, but is specifically oriented to describing hardware structures and behaviors.
- ◆ The main difference with the traditional programming languages is HDL's representation of extensive parallel operations whereas traditional ones represents mostly serial operations.
- ◆ The most common use of a HDL is to provide an alternative to schematics.

# HDL – Introduction (2)

- ◆ When a language is used for the above purpose (i.e. to provide an alternative to schematics), it is referred to as a *structural description* in which the language describes an interconnection of components.
- ◆ Such a structural description can be used as input to logic simulation just as a schematic is used.
- ◆ Models for each of the primitive components are required.
- ◆ If an HDL is used, then these models can also be written in the HDL providing a more uniform, portable representation for simulation input.

## HDL – Introduction (3)

- ◆ HDL can be used to represent logic diagrams, Boolean expressions, and other more complex digital circuits.
- ◆ Thus, in top down design, a very high-level description of a entire system can be precisely specified using an HDL.
- ◆ This high-level description can then be refined and partitioned into lower-level descriptions as a part of the design process.

# HDL – Introduction (4)

- ◆ As a documentation language, HDL is used to represent and document digital systems in a form that can be read by both humans and computers and is suitable as an exchange language between designers.
- ◆ The language content can be stored and retrieved easily and processed by computer software in an efficient manner.
- ◆ There are two applications of HDL processing: *Simulation* and *Synthesis*

# Logic Simulation

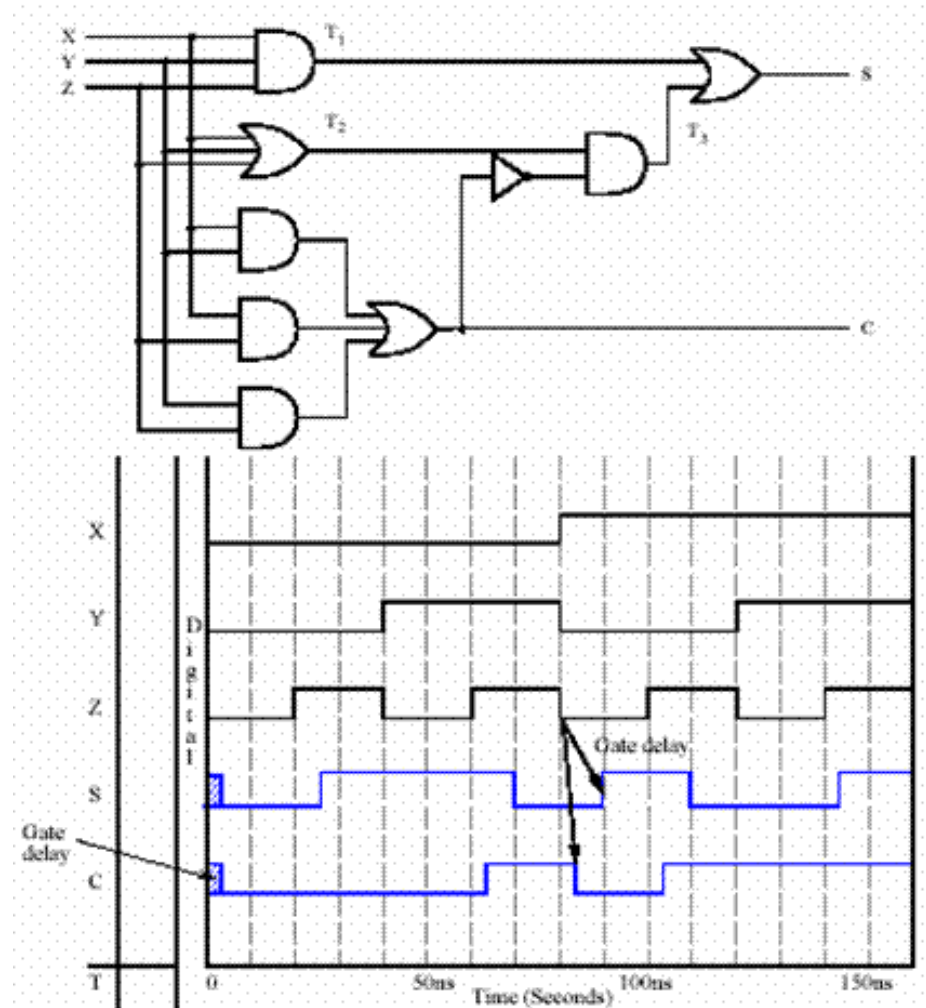
- ◆ A simulator interprets the HDL description and produces a readable output, such as a timing diagram, that predicts how the hardware will behave before its is actually fabricated.
- ◆ Simulation allows the detection of functional errors in a design without having to physically create the circuit.

# Logic Simulation (2)

- ◆ The stimulus that tests the functionality of the design is called a test bench.
- ◆ To simulate a digital system
  - Design is first described in HDL
  - Verified by simulating the design and checking it with a test bench which is also written in HDL.

# Logic Simulation

- ◆ Logic simulation is a fast, accurate method of analyzing a circuit to see its waveforms



# Types of HDL

- ◆ There are two standard HDL's that are supported by IEEE.
  - **VHDL** (*Very-High-Speed Integrated Circuits Hardware Description Language*) - Sometimes referred to as VHSIC HDL, this was developed from an initiative by US. Dept. of Defense.
  - **Verilog HDL** – developed by Cadence Data systems and later transferred to a consortium called *Open Verilog International* (OVI).

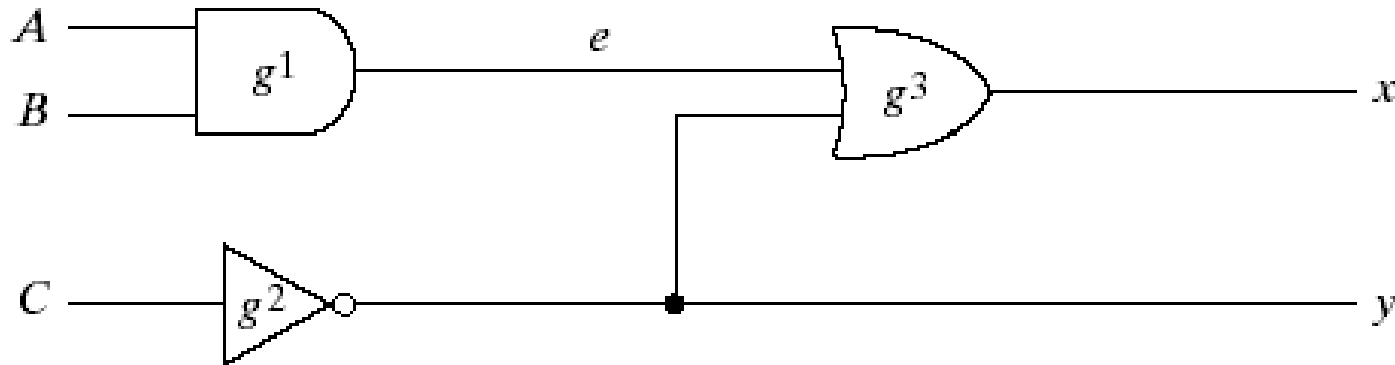


# Verilog

- ◆ Verilog HDL has a syntax that describes precisely the legal constructs that can be used in the language.
- ◆ It uses about 100 keywords pre-defined, lowercase, identifiers that define the language constructs.
- ◆ Example of keywords: *module*, *endmodule*, *input*, *output*, *wire*, *and*, *or*, *not* , etc.,
- ◆ Any text between two slashes (//) and the end of line is interpreted as a comment.
- ◆ Blank spaces are ignored and names are case sensitive.

# Verilog - Module

- ♦ A *module* is the building block in Verilog.
- ♦ It is declared by the keyword *module* and is always terminated by the keyword *endmodule*.
- ♦ Each statement is terminated with a semicolon, but there is no semi-colon after *endmodule*.

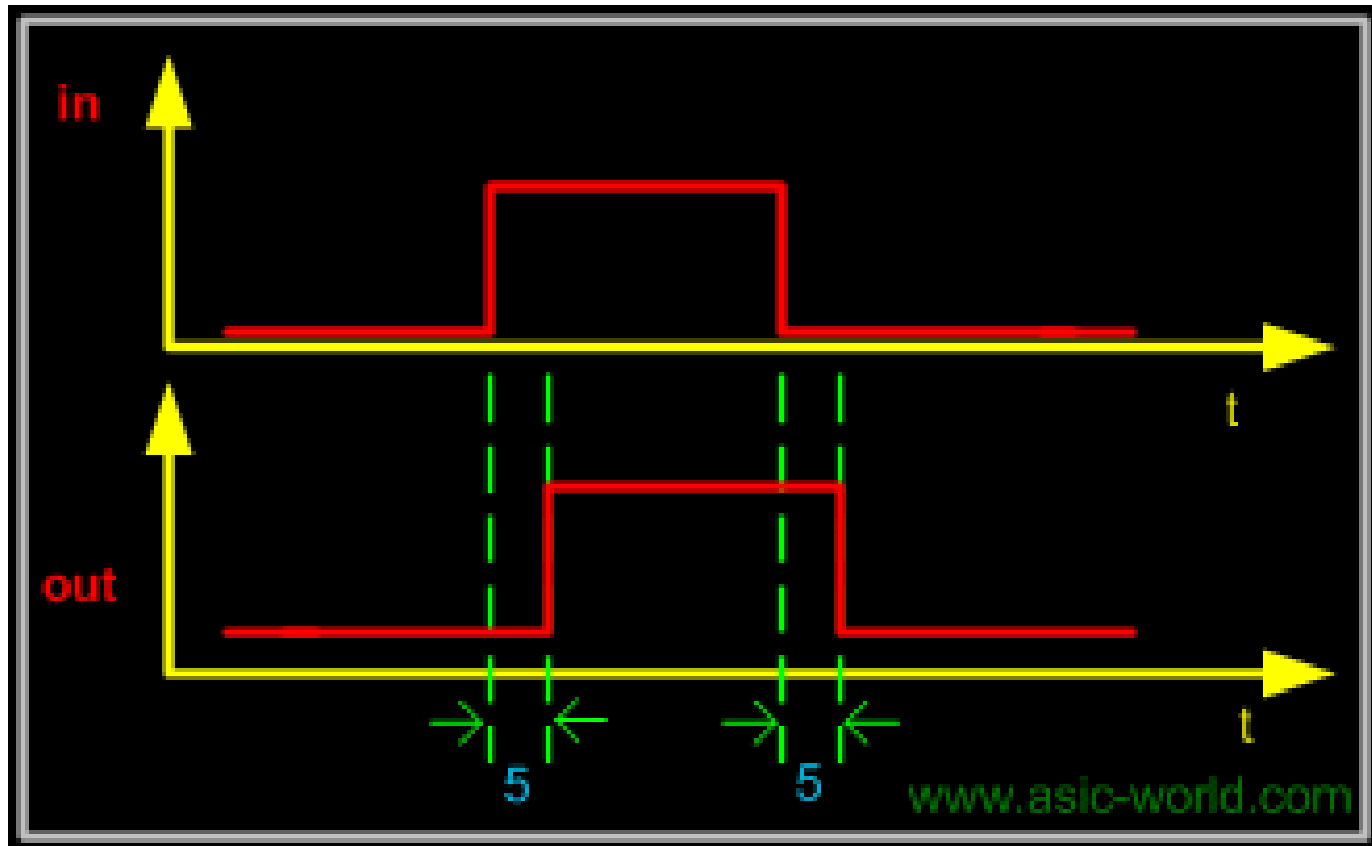


# Verilog – Module (2)

## HDL Example

```
module  smpl_circuit (A,B,C,x,y) ;  
    input   A,B,C;  
    output  x,y;  
    wire    e;  
    and  g1 (e,A,B) ;  
    not  g2 (y,C) ;  
    or   g3 (x,e,y) ;  
endmodule
```

# Verilog – Gate Delays



Source: <http://www.asic-world.com/verilog/gate3.html>

# Verilog – Gate Delays

- ◆ Sometimes it is necessary to specify the amount of delay from the input to the output of gates.
- ◆ In Verilog, the delay is specified in terms of time units and the symbol #.
- ◆ The association of a time unit with physical time is made using *timescale* compiler directive.
- ◆ Compiler directive starts with the “backquote (”)” symbol.  
``timescale 1ns/100ps`
- ◆ The first number specifies the *unit of measurement* for time delays.
- ◆ The second number specifies the *precision* for which the delays are rounded off, in this case to 0.1ns.

## Verilog – Module (4)

```
//Description of circuit with delay
`timescale 1ns/100ps
module circuit_with_delay (A,B,C,x,y);
    input    A,B,C;
    output   x,y;
    wire     e;
    and #(30) g1(e,A,B);
    or  #(20) g3(x,e,y);
    not #(10) g2(y,C);
endmodule
```

# Verilog – Module (5)

- ◆ In order to simulate a circuit with HDL, it is necessary to apply inputs to the circuit for the simulator to generate an output response.
- ◆ An HDL description that provides the stimulus to a design is called a **test bench**.
- ◆ The *initial* statement specifies inputs between the keyword *begin* and *end*.
- ◆ Initially ABC=000 (A,B and C are each set to 1'b0 (one binary digit with a value 0).
- ◆ **\$finish** is a *system task*.

# Verilog – Module (6)

```
module circuit_with_delay
(A,B,C,x,y);
  input A,B,C;
  output x,y;
  wire e;
  and #(30) g1(e,A,B);
  or #(20) g3(x,e,y);
  not #(10) g2(y,C);
endmodule
```

```
//Stimulus for simple circuit
module stimcrct;
reg A,B,C;
wire x,y;
circuit_with_delay cwd(A,B,C,x,y);
initial
  begin
    A = 1'b0; B = 1'b0; C = 1'b0;
    #100
    A = 1'b1; B = 1'b1; C = 1'b1;
    #100 $finish;
  end
endmodule
```



# Verilog – Module (6)

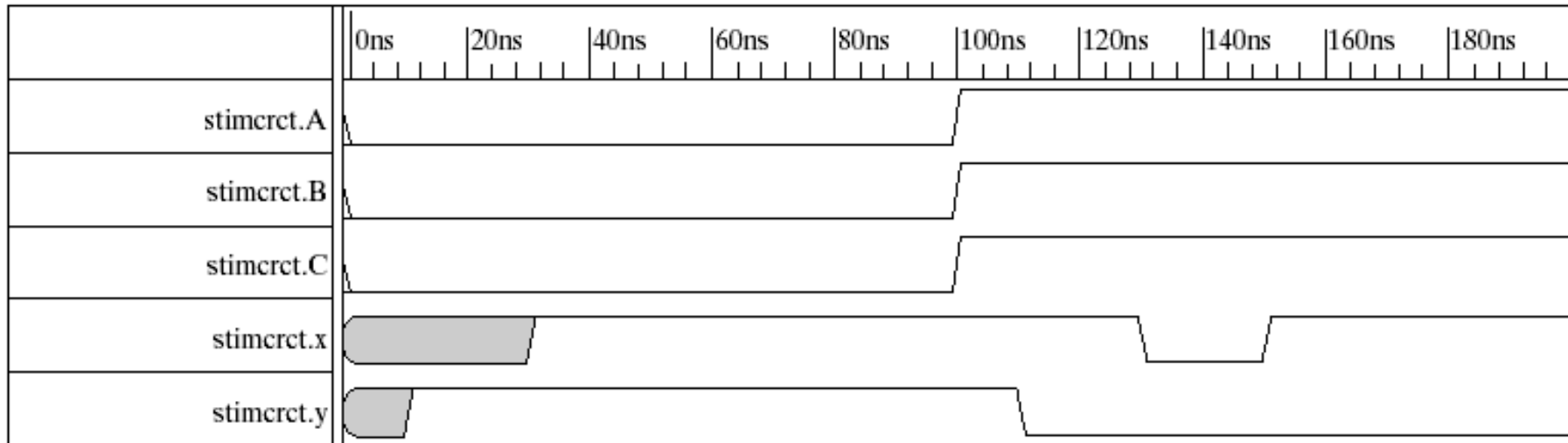


Fig. 3-38 Simulation Output of HDL Example 3-3

In the above example, **cwd** is declared as one instance **circuit\_with\_delay**. (similar in concept to object<->class relationship)

# Verilog – Module (7)

## Bitwise operators

- Bitwise NOT :  $\sim$
- Bitwise AND:  $\&$
- Bitwise OR:  $|$
- Bitwise XOR:  $\wedge$
- Bitwise XNOR:  $\sim\wedge$  or  $\wedge\sim$