

8.3 Multivalued Logic & Signal Resolution

Multivalued Logic and Signal Resolution

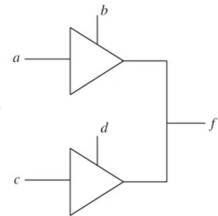
- Verilog uses *4-valued* logic system by default.
- Four values for signals in a 4-valued logic : *X*, 0, 1, and *Z*

X	Unknown state. May occur if the initial value of a signal is unknown, or if a signal is simultaneously driven to two conflicting values, such as 0 and 1.
0	0
1	1
Z	High impedance. Used for modeling <i>tristate buffers</i> and <i>busses</i> .

8-24

Example

- Tristate buffers with active-high output enable:



(a) Tristate module with **always** statements:

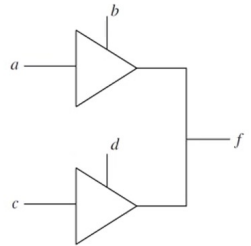
```
module t_buff_exmpl (a, b, c, d, f);
  input a;
  input b;
  input c;
  input d;
  output f;
  reg f;

  always @(a or b)
  begin : buff1
    if (b == 1'b1)
      f = a;
    else
      f = 1'bz;
  end
```

* Violation of the guideline:

Set an output in two **always** blocks.
However, match the requirement of the circuit.

```
always @(c or d)
begin : buff2
  if (d == 1'b1)
    f = c;
  else
    f = 1'bz;
end
endmodule
```



(b) Tristate module with **assign** statements:

```

module t_buff_exmpl2 (a, b, c, d, f);
  input a;
  input b;
  input c;
  input d;
  output f;

  assign f = b ? a : 1'bz ;
  assign f = d ? c : 1'bz ;

endmodule

```

* Violation of the guideline:

Set a single output in two **assign** statements.

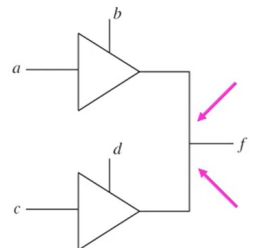
However, match the requirement of the circuit.

8-28

Operation of Tristate Bus

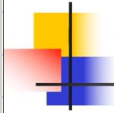
Operation of a tristate bus with 4-valued logic:

	X	0	1	Z
X	X	X	X	X
0	X	0	X	0
1	X	X	1	1
Z	X	0	1	Z



- X resolved w/ any value returns X.
- Z resolved w/ any value returns that value.
- 0 resolved w/ 1 returns X.

8-29



Example

	X	0	1	Z
X	X	X	X	X
0	X	0	X	0
1	X	X	1	1
Z	X	0	1	Z

- Resolved value of a signal for each pair of input values:
 - individual wires: $s(0)$, $s(1)$, $s(2)$
 - Result of the resolution: R

Time	$s(0)$	$s(1)$	$s(2)$	R
0	Z	Z	Z	Z
2	0	Z	Z	0
4	0	1	Z	X
6	Z	1	Z	1
8	Z	1	1	1
10	Z	1	0	X

8-30



AND/OR Functions for 4-Valued Logic

- AND and OR functions for the 4-valued logic:

AND	X	0	1	Z
X	X	0	X	X
0	0	0	0	0
1	X	0	1	X
Z	X	0	X	X

OR	X	0	1	Z
X	X	X	1	X
0	X	0	1	X
1	1	1	1	1
Z	X	X	1	X