DIGITAL DESIGN

VERILOG SUMMARY

2022 SUMMER TERM

LAB14

- Verilog
  - Summary
  - Synthesizable vs Non-Synthesizable

VERILOG SUMMARY(1)

- **Design-Under-Test** vs **Test-Bench**
- **Structured design**
  - (top module , instance modules)
- **Block**
  - Combinational, Sequential
- **Statement**
  - continuous assignment
  - Unblock assignment vs block assignment
  - If else, case, loop
- **Variable** vs **Constant**
  - reg vs wire
  - Splicing { , }
  - Number system

VERILOG SUMMARY(2)

- **Non-Synthesizable Verilog** which **is NOT suggested** to use in your design
  - initial
  - Task, function
  - System task : $display, $monitor, $strobe, $finish
  - fork... join
  - UDP

VERILOG SUMMARY(3)

- **Suggested**
  - Using an asynchronous reset to make your system go to initial state
  - Using case instead of embedded 'if-else' to avoid unwanted priority and longer delay
- **NOT suggested**
  - Embedded 'if-else'
  - Two different edge trigger for one always block
  - (!!!) **a signal/port is assigned in more than one always block** (it won't report error while synthesized but its behavior maybe wrong after synthesize)
  - Mix-use blocking assignment and non-blocking assignment in one always block

DUT VS TESTBENCH

- DUT is a designed module with input and output ports
  - While do the design, non-synthesizable grammar means can't be convert to circuit, is NOT suggested!
  - DUT may be a top module using structured design which means the sub module is instanced and connected in the top module
- Testbench is used for test DUT with NO input and output ports
  - Instance the DUT, bind its ports with variable, set the states of variable which bind with inputs and check the states of variable which bind with outputs
  - Testbench is NOT part of Design, it only runs in FPGA/ASIC EDA, so the un-synthesizable grammar can be used in testbench

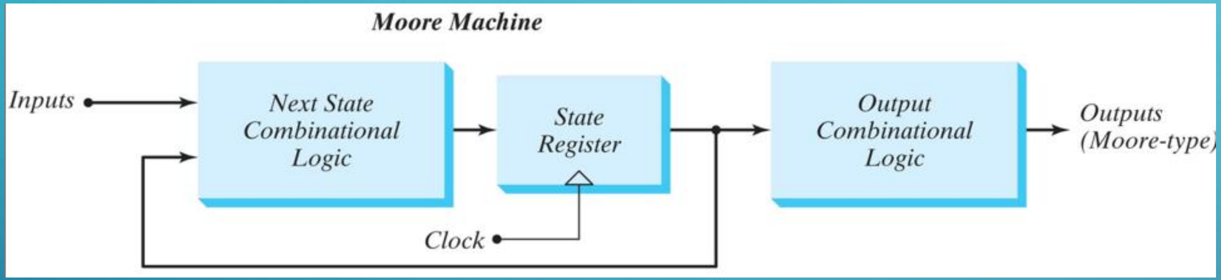
MODULE (STRUCTURED LEVEL VS TESTBENCH)

```
module multiplexer_153(out,c0,c1,c2,c3,a,b,g1n);
input c0,c1,c2,c3;
input a,b;
input g1n;
output reg [3:0] out;

always @(*)
if(1'b0==g1n)
   case({b,a})
      2'b00:out=4'b1110;
      2'b01:out=4'b1101;
      2'b10:out=4'b1011;
      2'b11:out=4'b0111;
   endcase
else
   out = 4'b1111;
endmodule
```

```
module multiplexer_153_2(out1,out2,c10,c11,c12,c13,a1,b1,g1n,
                         c20,c21,c22,c23,a2,b2,g2n);

input c10,c11,c12,c13,a1,b1,g1n,c20,c21,c22,c23,a2,b2,g2n;
output out1,out2;

multiplexer_153 m1(
                   .g1n(g1n),
                   .a(a1),
                   .b(b1),
                   .c0(c10),
                   .c1(c11),
                   .c2(c12),
                   .c3(c13),
                   .out(out1)
                   );

multiplexer_153 m2(
                   .g1n(g2n),
                   .a(a2),
                   .b(b2),
                   .c0(c20),
                   .c1(c21),
                   .c2(c22),
                   .c3(c23),
                   .out(out2)
);

endmodule
```

```
module lab3_df_sim( );
    reg simx, simy;
    wire simq1, simq2, simq3;
    lab3_df u_df(
    .x(simx), .y(simy), .q1(simq1), .q2(simq2), .q3(simq3) );

    initial
    begin
        simx=0;
        simy=0;
     #10
        simx=0;
        simy=1;
     #10
        simx=1;
        simy=0;
     #10
        simx=1;
        simy=1;
    end
endmodule
```

FSM AND VERILOG




```verilog
`timescale 1ns / 1ps
//////////////////////////////////////////////////////////////////////////////////
module moore_2b(input clk,rst_n,x_in,output[1:0] state,next_state);
reg [1:0] state,next_state;
parameter S0=2'b00,S1=2'b01,S2=2'b10,S3=2'b11;
always @(posedge clk,negedge rst_n) begin
    if(~rst_n)
        state <= S0;
    else
        state <= next_state;
end
always @(state,x_in) begin
    case(state)
    S0: if(x_in) next_state = S1; else next_state = S0;
    S1: if(x_in) next_state = S2; else next_state = S1;
    S2: if(x_in) next_state = S3; else next_state = S2;
    S3: if(x_in) next_state = S0; else next_state = S3;
    endcase
end
endmodule
```

MODULE DESIGN

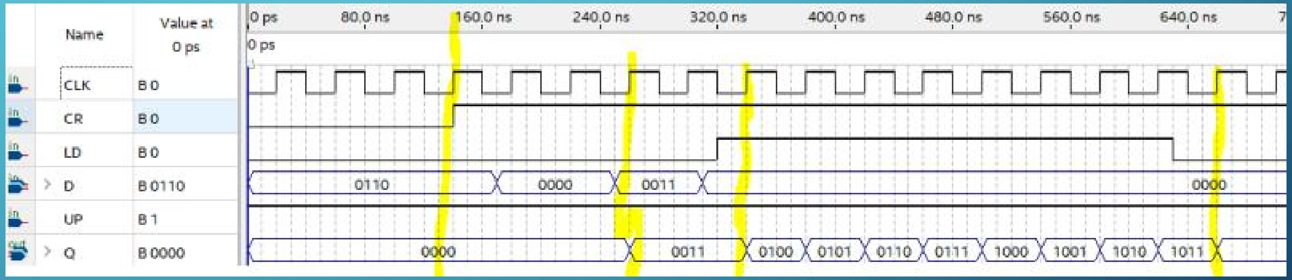
- Gate level
  - Implementation from the perspective of gate-level structure of the circuit, Using gates as components, connecting pins of gates
  - using logical and bitwise operators or original primitive(not , or , and , xor , xnor ..)
- Data streams
  - Implementation from the perspective of data processing and flow
  - Using continuous assignment, pay attention to the correlation between signals, the difference between logical and bitwise operators
- Behavior Level
  - Implementation from the perspective of the Behavior of Circuits
  - Implemented in the always statement block
  - The variable which is assigned in the always block Must be Reg type.

IF – ELSE IN BEHAVIOR MODELING

'if else' block can represent the priority between signals

From the overall structure, from top to bottom, priority decreases in turn

```
module updown_counter(D,CLK,CR,LD,UP,Q)
input [3:0]D;
input CLK,CR,LD,UP;
output reg [3:0] Q;

always @(posedge CLK )

if(!CR)
    Q=0;
    else if(!LD)
    Q=D;
    else if(UP)
    Q=Q+1;
    else
    Q=Q-1;

endmodule
```



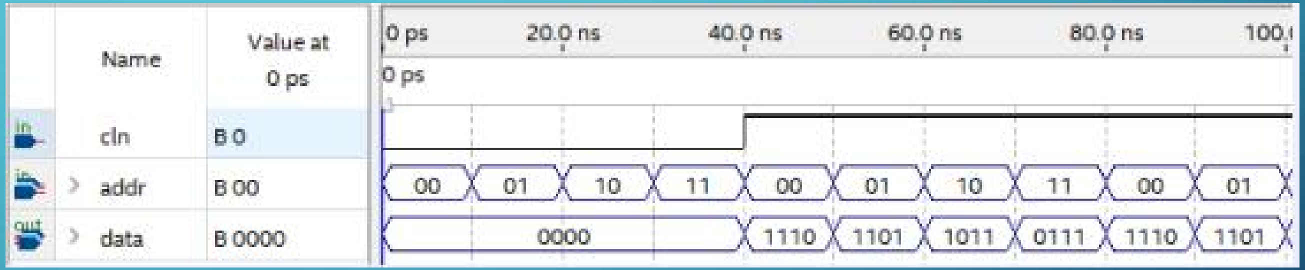
NOTIC:

1) If there is no 'else' branch in the statement, latches will be generated while doing the synthesis.
2) Nested 'if-else' is NOT suggested, 'case' is suggested as an alternative.

CASE IN BEHAVIOR MODELING

case	0	1	x	z
0	1	0	0	0
1	0	1	0	0
x	0	0	1	0
z	0	0	0	1

```
module decorder(cln,data,addr);
input cln;
input [1:0] addr;
output reg [3:0] data;

always @(cln or addr )

begin

if(0==cln)
    data=4'b0000;
else
    case(addr)
    2'b00:data=4'b1110;
    2'b01:data=4'b1101;
    2'b10:data=4'b1011;
    2'b11:data=4'b0111;
    endcase

end

endmodule
```



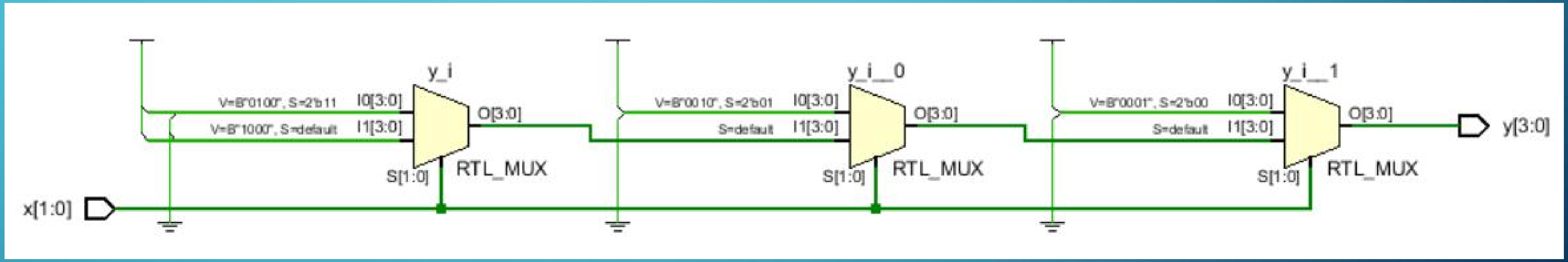
NOTIC:

Without defining default branches and NOT all situations is cleared under the “case”, latches will be generated while doing the synthesis.

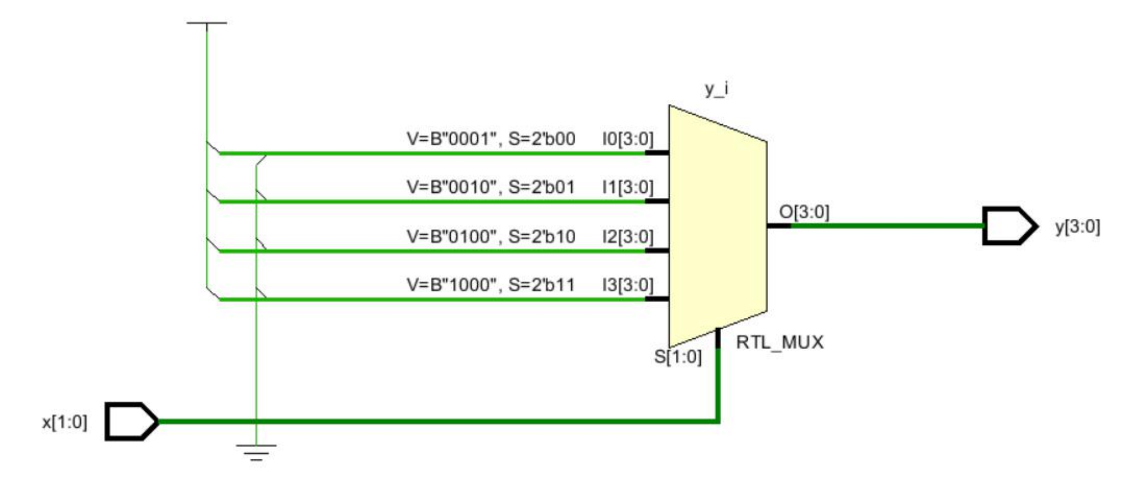
VERILOG (BE CAREFUL WITH EMBEDDED IF-ELSE)

- Embedded 'if-else' circuit brings priority and more latency compared to 'case'

```
always @*
   if( 2'b00 == x)
      y = 4'b0001;
   else if( 2'b01 == x)
      y = 4'b0010;
      else if( 2'b11 == x)
         y = 4'b0100;
         else
            y = 4'b1000;
```




```
always @*
   case(x)
      2'b00: y=4'b0001;
      2'b01: y=4'b0010;
      2'b10: y=4'b0100;
      2'b11: y=4'b1000;
   endcase
```



LOOP IN BEHAVIOR MODELING

- Loop is NOT used much in design, for its comprehensiveness is not very good.
- Loop is most often used in testbench to specify signal behavior:

```
repeat(12)
        begin
                Cin = 1'b0;
                Cin = #40000 1'b1;
                # 40000;
        end
```

STATEMENT

- Assignment
  - Continuous assign (MUST to a wire variable)
    - assign A = 1'b0 ;   //A MUST be defined as a wire
  - Block assign(used in initial or always block, MUST to a reg variable, usually in combinational block)
    - always @ *

      A = 1'b0;   //A MUST be defined as a reg
    - initial

      A = 1'b0;   //A MUST be defined as a reg
  - Un-block assign (used in initial or always block, MUST to a reg variable , usually in sequential block)
    - always @(posedge clk)

      A <= 1'b0 ;   //A MUST be defined as a reg

CONSTANT(1)

- Expression
  - <bit width>'<numerical system expression><number in the numerical system >
    - numerical system expression
      - B / b : Binary
      - O / o : Octal
      - D / d : decimal
      - H / h : hexadecimal
  - '<numerical system expression><number in the numerical system >
    - The default value of bit width is based on the machine-system(at least 32 bit)
  - <number> : default in decimal
    - The default value of bit width is based on the machine-system(at least 32 bit)

CONSTANT(2)

- x(uncertain state) and z (High resistivity state)
  - The default value of a wire variable is Z before its assignment
  - The default value of a reg variable is X before its assignment
- negative value
  - Minus sign must be ahead of bit-width
    - -4'd3 (is ok) while 4'd-3 is illegal
- underline
  - Can be used between number but can NOT be in the bit width and numerical system expression
    - 8'b0011_1010 (is ok) while 8'_b_0011_1010(is illegal)

CONSTANT(3)

- Parameter (symbolic constants)
    - Used for improve the Readability and maintainability
    - Declare an identifier on a constant
    - Parameter p1=expression1,p2=expression2,..;

VARIABLE (1)

- Variable
  - Changeable while process
- Wire
  - Net
  - Can ‘t store info, must be driven (such as continuous assignment)
  - The input and output port of module is wire by default
  - Can NOT be the type of left-hand side of assignment in initial or always block

```
wire  a;
wire [7:0] b;
wire [4:1] c,d;
```

VARIABLE (2)

- Reg
  - MUST be the type of left-hand side of assignment in initial or always block
  - The default initial value of reg is an indefinite value X. Reg data can be assigned positive values and negative values.
  - When a reg data is an operand in an expression, its value is treated as an unsigned value, that is, a positive value.
  - For example, when a 4-bit register is used as an operand in an expression, if the register is assigned-1. When performing operations in an expression. It is considered to be a complement representation of + 15 (- 1)

WIRE VS REG

```
module sub_wr();
    input reg in1,in2;
    output out1;
    output out2;
endmodule
```

```
Error: Port in1 is not defined
Error: Non-net port in1 cannot be of mode input
Error: Port in2 is not defined
Error: Non-net port in2 cannot be of mode input
```

```
23  module test_wire_reg(
24      );
25      wire i1,i2;
26      reg o1,o2;
27      sub_wr s1(i1,i2,o1,o2);
28  endmodule
29
30  module sub_wr(in1,in2,out1,out2);
31      input in1,in2;
32      output out1;
33      output reg out2;
34
```

```
module sub_wr(in1,in2,out1,out2);
    input in1,in2;
    output out1;
    output reg out2;

    assign in1 = 1'b1;

    initial begin
        in2 = 1'b1;
    end

endmodule
```

```
[Synth 8-685] variable 'o1' should not be used in output port connection [test_wire_reg.v:27]
```

```
Error: procedural assignment to a non-register in2 is not permitted, left-hand side should be reg/integer/time/genvar
```

MEMORY

- Memory can be seen as a set of registers with the same bit width.

Modeling memory by building arrays of reg variables, and addressing each unit of the array by array index

- Definition:

reg [n-1:0] memory name [m-1:0];   // there are m unit in memory, the size of each unit in the memory is n .

- Notes:
  - A n-bit register can be assigned in an assignment statement, but a full memory CAN NOT.
  - If you need to read and write a storage unit in memory, you must specify the address of the unit in memory.

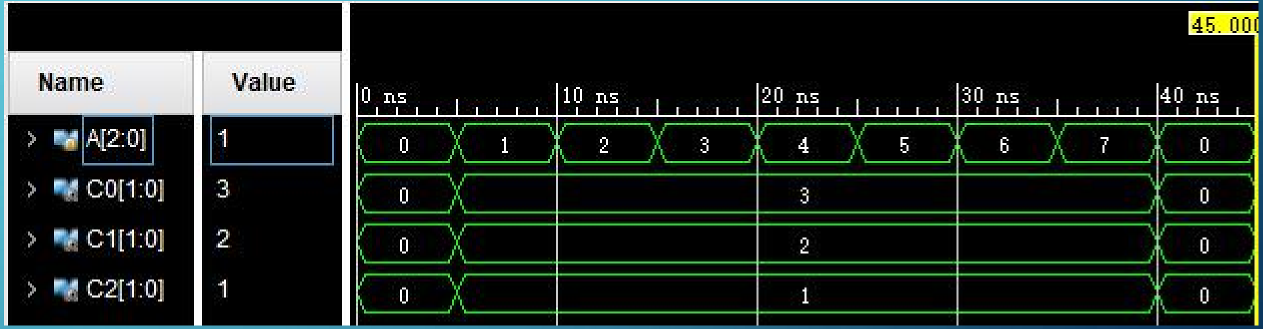
reg [2:0] Mema [4:0];   // define a memory named Mema which has 5 memory units, each with a bit width of 3 bits.

Mema [1]= 3'b101;   // assign 3'b101 to Mema [1] unit in Mema

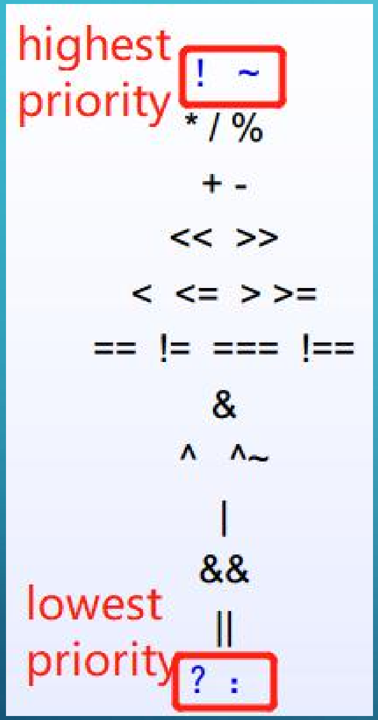
MEMORY (DEMO)

```
module test(
    A, C0, C1, C2
    );
      input [2:0] A;
      output [1:0] C0, C1, C2;
      reg[1:0] B [2:0];
      assign {C0, C1, C2} = {B[0], B[1], B[2]};
      always @(A)
      if(A)
      begin
          B[0] = 2'b11;
          B[1] = 2'b10;
          B[2] = 2'B01;
      end
      else
      begin
          B[0] = 2'b00;
          B[1] = 2'b00;
          B[2] = 2'B00;
      end
endmodule
```

```
module test(
    A, C0, C1, C2
    );
      input [2:0] A;
      output [1:0] C0, C1, C2;
      reg[1:0] B [2:0];
      assign {C0, C1, C2} = {B[0], B[1], B[2]};
      always @(A)
      if(A)
      begin
          {B[0], B[1], B[2]} = 6'b011011;
          /*B[0] = 2'b11;
          B[1] = 2'b10;
          B[2] = 2'B01;*/
      end
      else
      begin
          {B[0], B[1], B[2]} = 6'b0;
          /*B[0] = 2'b00;
          B[1] = 2'b00;
          B[2] = 2'B00;*/
      end
endmodule
```



OPERATOR(1)



- Bit splicing operator { }

  multiple data or bits of data are separated by commas in order, then using braces to splice them as a whole.

  Such as: { a, B[1:0], w, 2'b10 } // Equivalent to { a, B[1], B[0], w, 1'b1, 1'b0 }

- Repetition can be used to simplify expressions

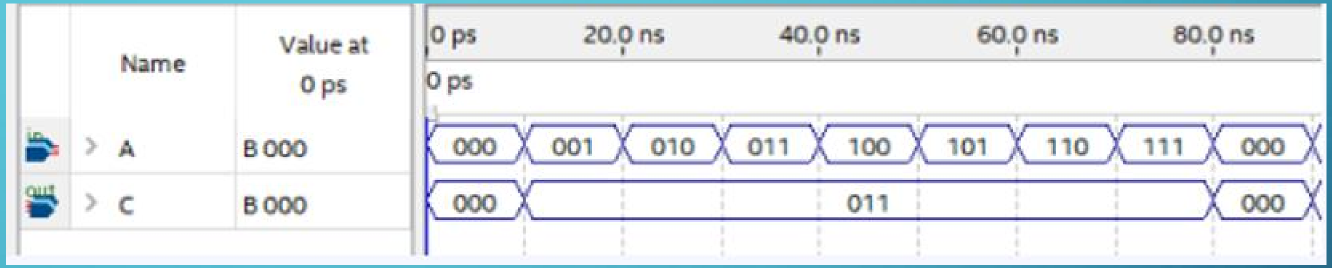
  { 4 {w} } // Equivalent to { w, w, w, w }

  { b, {2 {x, y} } } // Equivalent to { b, x, y, x, y }

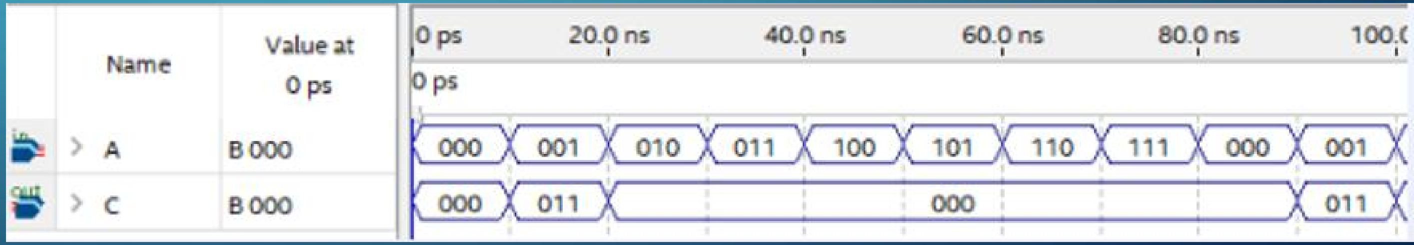
OPERATOR(2)

When numeric values are used for conditional judgment, non-zero values represent logical truth and zero values represent logical false.

```
module test_bool(A,C);
input [2:0]A;
output reg [2:0]C;

always @(A )
begin

if(A)
C=2'B11;
else
C=2'B00;

end

endmodule
```




```
module test_bool(A,C);
input [2:0]A;
output reg [2:0]C;

always @(A )
begin

if(A==1)
C=2'B11;
else
C=2'B00;

end

endmodule
```

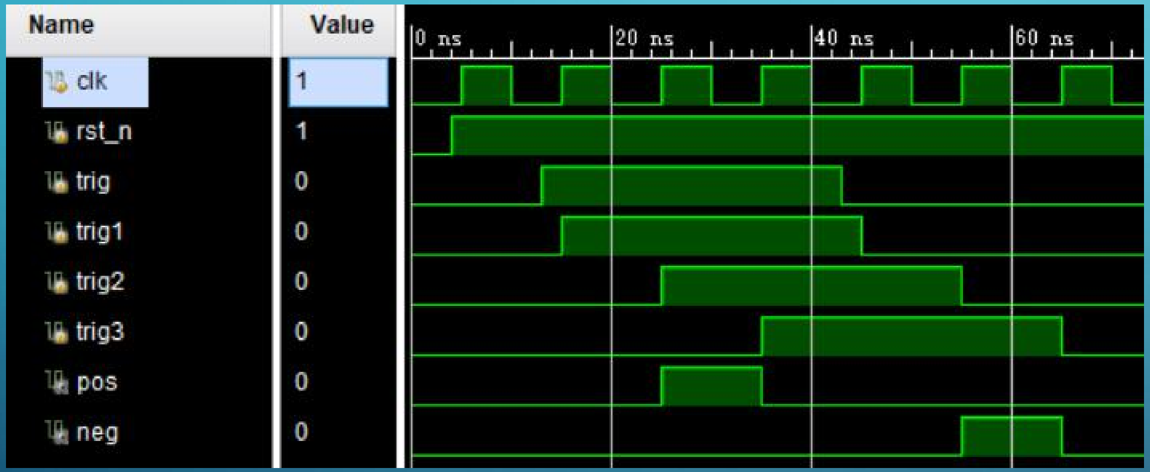


TIPS ON PROJECT(1)

- Using button on the developing board, notice the sharking of button while it is pressed and released.
- Avoid assigning to a variable in several always block, or it would cause conflicts
- Notice on the sensitive list of always block :
  - Suggested: '*' is suggested in combinational logic
  - NOT suggested:
    - (posedge clk, negedge clk) // there is no corresponding component in FPGA
    - (posedge in1) is not suggested to find a posedge of an input signal

TIPS ON PROJECT(2)

To find the posedge or negedge of input signal ‘trig’
Following method is suggested



TIPS ON VIVADO (ADD INTRAL SIGNAL TO WAVEFORM)