

## Chapter 3 - Verilog crash course

Course authors (Git file)



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# Section 1

## Introduction



# Introduction

Verilog was initially developed as a simulation language in 1983/1984, bought up by Cadence and freely released in 1990.

The first standardization took place in 1995 by the IEEE (Verilog 95). A newer version is IEEE Standard 1364-2001 (Verilog 2001).

- Syntax comparable to C (VHDL was started on ADA / Pascal) with compact code
- Spread in North America and Japan (less in Europe)
- Can also be used as the language for netlists
- Support from open source tools
- The majority of the ASICs are developed in Verilog.
- Less expressive than VHDL (curse and blessing)



The proximity to C and Java may lead to confusion. In Verilog, too, lines that describe a combinatorial circuit can also be replaced.

**\*\* Verilog is a hardware description language (HDL)\*\***

This crash course is limited to a subset of synthesible language constructs in Verilog.

The aim of this selection is not commercial tools, but open-source development tools such as OpenRoad<sup>1</sup> or Toolchains for FPGAs, i.e. we also use some language constructs from Systemverilog, which are supported by the Yosys synthesis tool.

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<sup>1</sup><https://theopenroadproject.org/>



## Literature

- Donald E. Thomas, Philip R. Moorby, The Verilog Hardware Description Language, Kluwer Academic Publishers, 2002, ISBN 978-1475775891
- Blaine Readler, Verilog by example, Full Arc Press, 2011, ISBN 978-0983497301



# Contributions, mentions and license

- This course is a translated, modified and ‘markdownized’ version of a Verilog crash course from Steffen Reith, original in german language.

<https://github.com/SteffenReith>

- The initial rework (translate, modify and markdownize) was done by:

<https://github.com/ThorKn>

- The build of the PDF slides is done with pandoc:

<https://pandoc.org/>

- Pandoc is wrapped within this project:

<https://github.com/alexeygumirov/pandoc-beamer-how-to>

- License:

GPLv3



# Synthesis tool: Yosys

One should also deal with the peculiarities of the synthesis tool. The well-known open source synthesis tool Yosys writes about this

Yosys is a framework for VerilogRTLsynthesis. It currently has extensive Verilog-2005 support and provides a basic set of synthesis algorithms for various application domains. Selected features and typical applications:

- Process almost any synthesizable Verilog-2005 design
- Converting Verilog to BLIF / EDIF/ BTOR / SMT-LIB /simple RTL Verilog / etc.
- ...





## Section 2

# Verilog elements



# Structure of a verilog module

```
1  module module_name (port_list);  
2  // Definition of the interface  
3  Port declaration  
4  Parameter declaration  
5  
6  // Description of the circuit  
7  Variables declaration  
8  Assignmente  
9  Module instantiations  
10  
11 always-blocks  
12  
13 endmodule
```

Port list and port declaration can be brought together in modern verilog.

// introduces a comment.



# Example: A linear feedback shiftregister

```

1  module LFSR (
2
3  input  wire  load ,
4  input  wire  loadIt ,
5  input  wire  enable ,
6  output wire  newBit ,
7  input  wire  clk ,
8  input  wire  reset ;
9
10 wire      [17:0]  fsRegN ;
11 reg       [17:0]  fsReg ;
12 wire      taps_0 , taps_1 ;
13 reg       genBit ;
14
15 assign taps_0 = fsReg[0];
16 assign taps_1 = fsReg[11];
17
18 always @(*) begin
19     genBit = (taps_0 ^ taps_1);
20     if (loadIt) begin
21         genBit = load;
22     end
23 end

```

```

24 assign newBit = fsReg[0];
25 assign fsRegN = {genBit,fsReg[17 : 1]};
26
27 always @(posedge clk) begin
28     if(reset) begin
29         fsReg <= 18'h0;
30     end else begin
31         if(enable) begin
32             fsReg <= fsRegN;
33         end
34     end
35 end
36
37 endmodule

```

**input** and **output** define the directions of the ports.



This part of the code

```
18 always @(*) begin
19     genBit = (taps_0 ^ taps_1);
20     if(loadIt) begin
21         genBit = load;
22     end
23 end
```

becomes this combinational circuit:

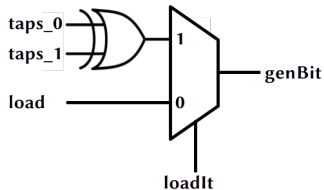


Figure 1: combinational part



And this part of the code

```
18 always @(posedge clk) begin
19     if(reset) begin
20         fsReg <= 18'h0;
21     end else begin
22         if(enable) begin
23             fsReg <= fsRegN;
24         end
25     end
26 end
```

becomes a sequential with memory (flip flops) in it. The flip flops will look something like this:

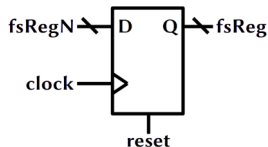


Figure 2: sequential part



# Constants and Operators

There are four values available for constants and signals:

- 0 / 1
- X or x (unknown)
- Z or z (high impedance)

One can specify the width of constants:

- Hexadepimal constant with 32 bit: 32'hDEADBEEF
- Binary constant with 4 bit: 4'b1011
- For better readability you can also use underscores: 12'B1010\_1111\_0001

To specify the number base use

- b (binary)
- h (hexadecimal),
- o (octal)
- d (decimal)

The default is decimal (d) and the bit width is optional, i.e. 4711 is a valid (decimal) constant.



There is an array notation:

- `wire [7:0] serDat;`
- `reg [0:32] shiftReg;`
- Arrays can be sliced to Bits:
  - `serDat[3 : 0]` (low-nibble)
  - `serDat[7]` (MSB).
- `{serDat[7:6], serDat[1:0]}` notes the concatenation.
- Bits can be replicated and converted into an array, i.e `{8{serData[7 : 4]}}` contains eight copies of the high-nibble from `serDat` and has a width of 32.

Arithmetic operations, relations, equivalences and negation:

- `a + b`, `a - b`, `a * b`, `a / b` und `a % b`
- `a > b`, `a <= b`, und `a >= b`
- `a == b` und `a != b`,
- `!(a = b)`



**\*\* Attention: \*\*** If x or z do occur, the simulator determines false in a comparison. If you want to avoid this, the operators `===` and `!==` exist. So the following applies:

```
1  if (4'b110z === 4'b110z)
2  // not taken
3  then_statement;
```

```
1  if (4'b110z == 4'b110z)
2  // not taken
3  then_statement;
```

Boolean operations exist as usual:

**bitwise operators:** `&` (AND), `|` (OR), `~` (NOT), `^` (XOR) and `~^` (XNOR)

**logic operators:** `&&` (AND), `||` (OR) and `!` (NOT)





## Shiftoperations:

- `<<` Shift Left, Logical (fill with zero)
- `>>` Shift Right, Logical (fill with zero)
- `<<<` Shift Left, Arithmetic (keep sign)
- `>>>` Shift Right, Arithmetic (keep sign)

Syntax: `a<<b`, `a>>b`, `a<<<b`, `a>>>b`.

A negative number `b` is not permitted.



# Parameters (old style)

In order to be able to adapt designs easier, Verilog offers the use of parameters.

```
1  module mux (  
2      in1, in2,  
3      sel,  
4      out);  
5  
6      parameter WIDTH = 8; // Number of bits  
7  
8      input  [WIDTH - 1 : 0] in1, in2;  
9      input  sel;  
10     output [WIDTH - 1 : 0] out;  
11  
12     assign out = sel ? in1 : in2;  
13  
14 endmodule
```



# Instances and structural descriptions

If you describe a circuit through its (internal) structure or if a partial circuit is to be reused, an instance is generated and wired.

```
1 module xor2 (  
2     input wire a,  
3     input wire b,  
4     output wire e);  
5     assign e = a ^ b;  
6 endmodule
```

```
1 module xor3 (  
2     input wire a,  
3     input wire b,  
4     input wire c,  
5     output wire e);  
6  
7     wire tmp;  
8     xor2 xor2_1 // Instance 1  
9     (  
10        .a(a),  
11        .b(b),  
12        .e(tmp)  
13    );  
14     xor2 xor2_2 // Instance 2  
15     (  
16        .a(c),  
17        .b(tmp),  
18        .e(e)  
19    );  
20  
21 endmodule
```

# Code for sequential circuits

A flip-flop takes over the input of the rising or falling edges of the clock. For this, the block entry is used with the *@-symbol* and *always* blocks:

```
1  module FF (input  clk ,
2             input  rst ,
3             input  d ,
4             output q);
5      reg q;
6
7      always @ ( posedge clk or
8                posedge reset)
9      begin
10         if ( rst )
11             q <= 1'b0;
12         else
13             q <= d;
14     end
15 endmodule
```

The list of signals after the @-symbol means sensitivity list. The reset is synchronized when you remove *or posedge reset*.



## Section 3

# Simple circuits: Combinational



Combinational circuits correspond to pure boolean functions and therefore do not contain the key word *reg*. No memory (flip-flops) gets generated and assignments are done with *assign*.

```
1 module mux4to1 (in1, in2, in3, in4, sel, out);  
2  
3     parameter WIDTH = 8;  
4  
5     input [WIDTH - 1 : 0] in1, in2, in3, in4;  
6     input [1:0] sel;  
7     output [WIDTH - 1 : 0] out;  
8  
9     assign out = (sel == 2'b00) ? in1 :  
10                (sel == 2'b01) ? in2 :  
11                (sel == 2'b10) ? in3 :  
12                in4;  
13 endmodule
```



# Priority encoder

Similarly to the VHDL version, we describe the priority encoder as follows:

```
1  module prienc (input wire [4 : 1] req,  
2                 output wire [2 : 0] idx);  
3  
4      assign idx = (req[4] == 1'b1) ? 3'b100 :  
5                  (req[3] == 1'b1) ? 3'b011 :  
6                  (req[2] == 1'b1) ? 3'b010 :  
7                  (req[1] == 1'b1) ? 3'b001 :  
8                  3'b000;  
9  
10 endmodule
```



# Priority encoder (alternative version)

For a priority encoder you can use the *don't care* feature from Verilog.

```
1  module prienc (input  [4:1] req,  
2                  output reg [2:0] idx);  
3  
4      always @(*) begin  
5          casez (req) // casez allows don't-care  
6              4'b1???: idx = 3'b100; // Also: idx = 4;  
7              4'b01???: idx = 3'b011;  
8              4'b001?: idx = 3'b010;  
9              4'b0001: idx = 3'b001;  
10             default: idx = 3'b000;  
11         endcase  
12     end  
13  
14 endmodule
```





## Section 4

# Simple circuits: Sequential



# Synchronous design

Contrary to combinational circuits, sequential circuits use internal memory, i.e. the output not only depends on the input.

In the synchronous method, all memory elements are checked / synchronized by a global clock. All calculations are carried out on the rising (and/or) falling edge of the clock.

The synchronous design enables the draft, test and the synthesis of large circuits with market tools. For this reason, it is advisable to remember this design principle.

Furthermore, there should be no (combinational) logic in the clock path, as this can lead to problems with the distribution times of the clock signals.



# Synchronous circuits

The structure of synchronous circuits is idealized as follows:

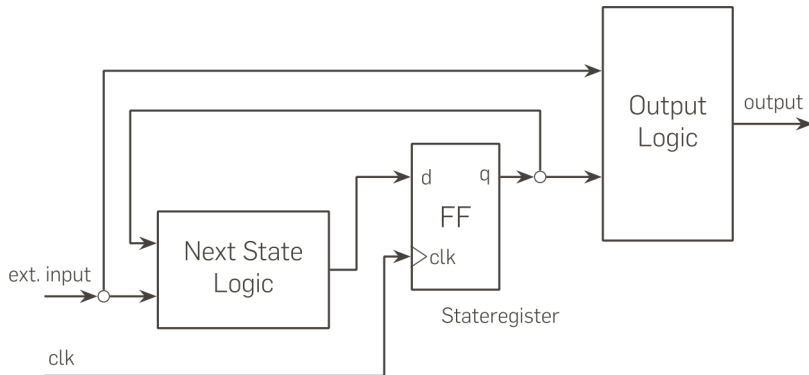


Figure 3: Idealized diagram of a synchronous circuit



# A binary counter

According to the synchronous design, a free running binary counter can be realized:

```

1  module freecnt (value, clk, reset);
2
3      parameter WIDTH = 8;
4
5      input  wire clk;
6      input  wire reset;
7      output wire [WIDTH - 1 : 0] value;
8
9      wire [WIDTH - 1 : 0] valN;
10     reg  [WIDTH - 1 : 0] val;
11
12     always @(posedge clk) begin
13
14         if (reset) begin // Synchron reset
15             val <= {WIDTH{1'b0}};
16         end else begin
17             val <= valN;
18         end
19
20     end
21
22     assign valN = val + 1; // Nextstate logic
23     assign value = val; // Output logic
24 endmodule

```



# Synthesis result of the binary counter

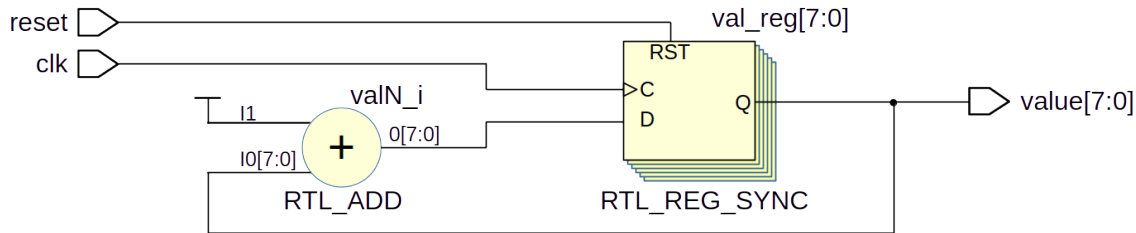


Figure 4: Synthesis diagram of the binary counter

At this point you can see that the result follows the diagram of the synchronous design.

`RTL_REG_SYNC` corresponds to the stateregister and `RTL_ADD` corresponds to the next state logic.



# Some remarks

So far we use three assignment operators:

- `assign signal0 = value`
- `signal2 <= value`
- `signal1 = value`

The *assign* instructions is known as the continuous assignment and corresponds (roughly) to an ever active wire connection. It is used for signals of the type *wire* and is not permitted for *reg* (register).

The operator `<=` means non-blocking assignment. This assignment is used for synthesized registers, i.e. in *always*-blocks with *posedge clk* in the sensitivity list.

The variant `=` is called blocking assignment and is used for combinational *always*-blocks. Attention: Not allowed for signals of the type *wire*. So use the type *reg*.



# A modulo counter

According to the synchronous design, a freely running modulo counter can be realized:

```

1  module modcnt (value, clk, reset, sync);
2
3      parameter WIDTH  = 10,
4                MODULO  = 800,
5                hsMin   = 656,
6                hsMax   = 751;
7
8      input wire clk;
9      input wire reset;
10     output wire [WIDTH - 1 : 0] value;
11     output wire sync;
12
13     wire [WIDTH - 1 : 0] valN;
14     reg [WIDTH - 1 : 0] val;

```

```

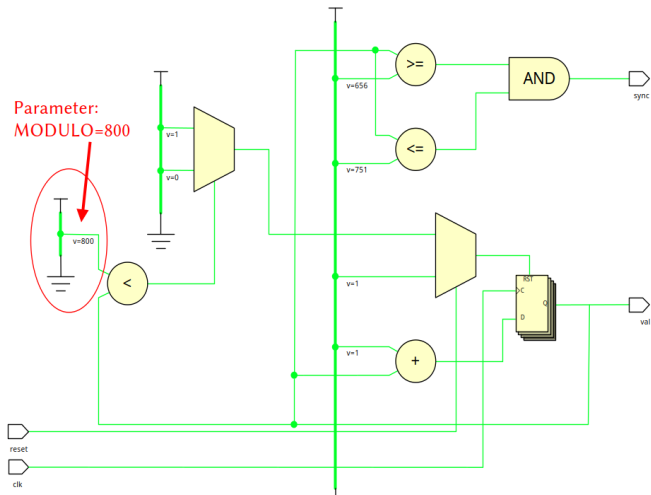
15     always @(posedge clk) begin
16
17         if (reset) begin // Synchron reset
18             val <= {WIDTH{1'b0}};
19         end else begin
20             val <= valN;
21         end
22
23     end
24
25     // Nextstate logic
26     assign valN = (val < MODULO) ? val + 1 : 0;
27
28     // Output logic
29     assign value = val;
30     assign sync = ((val >= hsMin) && (val <= hsMax)) ? 1 : 0;
31
32 endmodule

```



## Synthesis result of the modulo counter

In this case, next state logic and output logic are of course more complex:





# A register file

RISC-V processors have a register file with a special zero register. Reading always provides 0 and writing operations are ignored.

```

1  module regfile (input clk,
2                  input [4:0] writeAdr, input [31 : 0] dataIn,
3                  input wrEn,
4                  input [4:0] readAdrA, output reg [31:0] dataOutA,
5                  input [4:0] readAdrB, output reg [31:0] dataOutB);
6
7  reg [31 : 0] memory [1 : 31];
8
9  always @(posedge clk) begin
10
11     if ((wrEn) && (writeAdr != 0)) begin
12
13         memory[writeAdr] <= dataIn;
14
15     end
16
17     dataOutA <= (readAdrA == 0) ? 0 : memory[readAdrA];
18     dataOutB <= (readAdrB == 0) ? 0 : memory[readAdrB];
19
20 end
21
22 endmodule

```



## Section 5

Selected feature: Parameterized counter



# Selected feature: Parameterized counter

The newer variants of Verilog offer an improved version of the parameter feature:

```

1  module cnt
2      #(parameter N = 8,
3        parameter DOWN = 0)
4
5      (input clk,
6       input resetN,
7       input enable,
8       output reg [N-1:0] out);
9
10     always @ (posedge clk) begin
11
12         if (!resetN) begin // Synchron
13             out <= 0;
14         end else begin
15             if (enable)
16                 if (DOWN)
17                     out <= out - 1;
18                 else
19                     out <= out + 1;
20             else
21                 out <= out;
22         end
23     end
24 endmodule
25
26
```

```

1  module doubleSum
2      #(parameter N = 8)
3      (input clk,
4       input resetN,
5       input enable,
6       output [N : 0] sum);
7
8      wire [N - 1 : 0] val0;
9      wire [N - 1 : 0] val1;
10
11     // Counter 0
12     cnt #(.N(N), .DOWN(0)) c0 (.clk(clk),
13                                .resetN(resetN),
14                                .enable(enable),
15                                .out(val0));
16
17     // Counter 1
18     cnt #(.N(N), .DOWN(1)) c1 (.clk(clk),
19                                .resetN(resetN),
20                                .enable(enable),
21                                .out(val1));
22
23     assign sum = val0 + val1;
24
25 endmodule

```

# Synthesis result of the parameterized counter

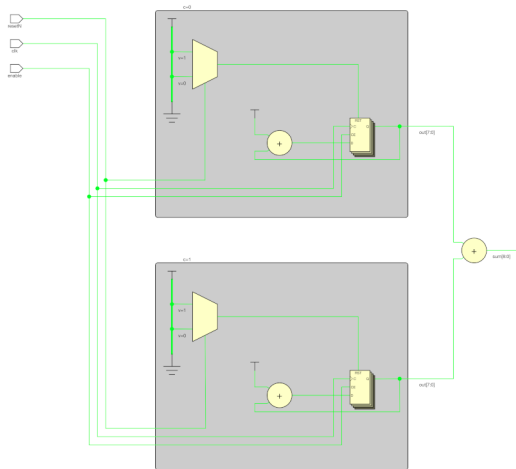


Figure 6: Parameterized counter



# An alternative version

Verilog still offers a (older) possibility for the parameterization of a design:

```

1  module double
2      #(parameter N = 8)
3      (input clk,
4       input resetN,
5       input enable,
6       output [N : 0] sum);
7
8      wire [N - 1 : 0] val0;
9      wire [N - 1 : 0] val1;
10
11     // Counter 0
12     defparam c0.N = N;
13     defparam c0.DOWN = 0;
14     cnt c0 (.clk(clk),
15            .resetN(resetN),
16            .enable(enable),
17            .out(val0));

```

```

18     // Counter 1
19     defparam c1.N = N;
20     defparam c1.DOWN = 1;
21     cnt c1 (.clk(clk),
22            .resetN(resetN),
23            .enable(enable),
24            .out(val1));
25
26     assign sum = val0 + val1;
27
28     endmodule

```

This variant leads to the same synthesis result.



## Section 6

Selected feature: Preprocessor



# Selected feature: Preprocessor

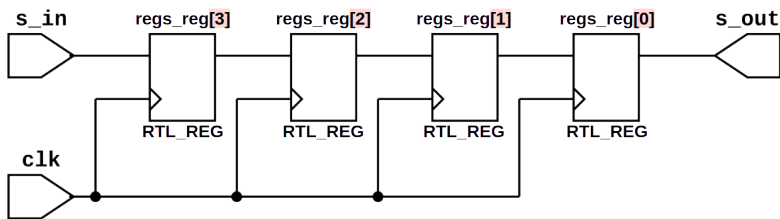
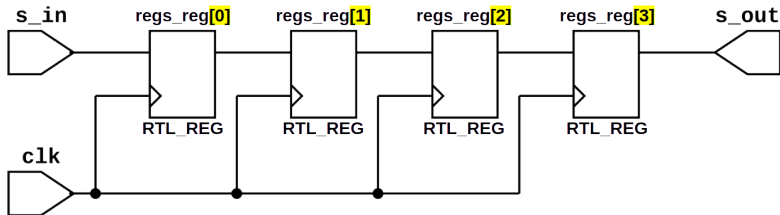
Verilog knows a preprocessor (cf. C/C++) with 'define, 'include and 'ifdef. A *parameter* defines a constant and 'define a text substitution.

```
1  `define SHIFT_RIGHT
2  module defineDemo (input clk, s_in,
3                      output s_out);
4
5      reg [3:0] regs;
6
7      always @(posedge clk) begin // next state logic in always-block
8          `ifdef SHIFT_RIGHT
9              regs <= {s_in, regs[3:1]};
10             `else
11                 regs <= {regs[2:0], s_in};
12             `endif
13         end
14
15         `ifdef SHIFT_RIGHT
16             assign s_out = regs[0];
17         `else
18             assign s_out = regs[3];
19         `endif
20
21     endmodule
```



# Two results of the synthesis

The conditional synthesis gives you two different shift registers:





# Modularisation

Comparable to the include mechanism of C/C++, Verilog offers the possibility of primitive modularization with 'include.

The tick symbol ' is again the marker for a preprocessor command, comparable to # at C/C++.

With 'include headers\_def.h, for example, configuration settings from the file headers\_def.h can be included. Since a pure text replacement is carried out, the file extension is basically arbitrary. It is meaningfully to use .h analogous to C.

If a 'define is arranged in front of a 'include, the text replacement is also carried out in the included header file, i.e. a 'define applies globally from the definition on. However, this can happen comparable to C unintentionally.



## Section 7

Selected feature: Yosys and Systemverilog



# Selected feature: Yosys and Systemverilog

The open source synthesetool Yosys provides some selected extensions from SystemVerilog.

- The logic datatype is particularly interesting, which simplifies allocations with *reg* and *wire*. With *logic signed* you declare signed numbers.
- The special block *always\_ff* was introduced for sequential logic. Only non-blocking assignments (*<=*) are used for assignments.
- For combinatorial logic, *always\_comb* replaces the construct *always @()*. Only blocking assignments (*=*) are used in *always\_comb* blocks.



# Another counter

Now the free running counter is to be re-implemented:

```

1  module freecnt2
2
3      #(parameter WIDTH = 8)
4      (input  logic clk ,
5       input  logic reset ,
6       output logic [WIDTH - 1 : 0] value);
7
8      logic [WIDTH - 1 : 0] valN;
9      logic [WIDTH - 1 : 0] val;
10
11     always_ff @(posedge clk) begin
12
13         if (reset) begin // Synchron reset
14             val <= {WIDTH{1'b0}};
15         end else begin
16             val <= valN;
17         end
18     end
19
20     always_comb begin
21
22         valN = val + 1; // Nextstate logic
23         value = val; // Output logic
24
25     end
26 endmodule
27

```

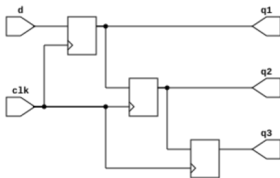
# Blocking and Non-blocking assignments in `always_ff`

Caution with false assignments in `always_ff`:

```

1  module demoOk (input clk ,
2      input d,
3      output q1,
4      output q2,
5      output q3);
6      always_ff @(posedge clk) begin
7          q1 <= d;
8          q2 <= q1;
9          q3 <= q2;
10     end
11 endmodule

```

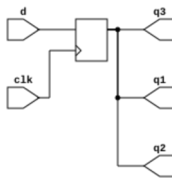


Okay:

```

1  module demoWrong (input clk ,
2      input d,
3      output q1,
4      output q2,
5      output q3);
6      always_ff @(posedge clk) begin
7          q1 = d;
8          q2 = q1;
9          q3 = q2;
10     end
11 endmodule

```



Wrong: