

Digital VLSI Circuits and HDL

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What can we implement using the three modeling methods?

- For Combinational Circuits

- We can use:

- Gate level modeling
 - Data flow modeling
 - Behavioral modeling

- For Sequencing Elements

- We can use only:

- Behavioral modeling
 - (We may have some readymade modules for sequencing elements; But if we use that, then it becomes more like “structural” modeling (similar to gate level modeling))

Writing Comments

```
a = b && c; // This is a one-line comment
```

```
/* This is a multiple line  
   comment */
```

```
/* This is /* an illegal */ comment */
```

Signal Values

Table 3-1 Value Levels

Value Level	Condition in Hardware Circuits
0	Logic zero, false condition
1	Logic one, true condition
x	Unknown value
z	High impedance, floating state

Gate Primitives in Verilog

```
wire OUT, IN1, IN2;
```

```
// basic gate instantiations.
```

```
and a1(OUT, IN1, IN2);
```

```
nand na1(OUT, IN1, IN2);
```

```
or or1(OUT, IN1, IN2);
```

```
nor nor1(OUT, IN1, IN2);
```

```
xor x1(OUT, IN1, IN2);
```

```
xnor nx1(OUT, IN1, IN2);
```

```
// More than two inputs; 3 input nand gate
```

```
nand na1_3inp(OUT, IN1, IN2, IN3);
```

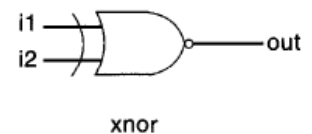
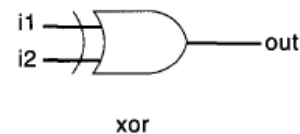
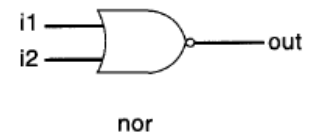
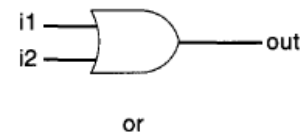
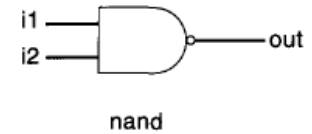
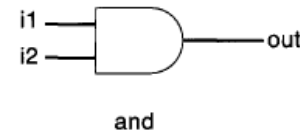
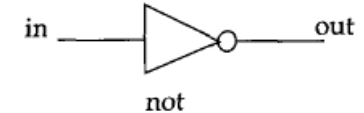
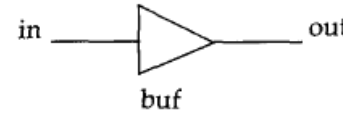
```
// gate instantiation without instance name
```

```
and (OUT, IN1, IN2); // legal gate instantiation
```

```
// basic gate instantiations
```

```
buf b1(OUT1, IN);
```

```
not n1(OUT1, IN);
```



- **Truth-tables for the gate primitives**

- z means floating
- x means undefined

		i1			
i2	and	0	1	x	z
	0	0	0	0	0
	1	0	1	x	x
	x	0	x	x	x
	z	0	x	x	x

		i1			
i2	nand	0	1	x	z
	0	1	1	1	1
	1	1	0	x	x
	x	1	x	x	x
	z	1	x	x	x

		i1			
i2	or	0	1	x	z
	0	0	1	x	x
	1	1	1	1	1
	x	x	1	x	x
	z	x	1	x	x

		i1			
i2	nor	0	1	x	z
	0	1	0	x	x
	1	0	0	0	0
	x	x	0	x	x
	z	x	0	x	x

buf	in	out
	0	0
	1	1
	x	x
	z	x

not	in	out
	0	1
	1	0
	x	x
	z	x

		i1			
i2	xor	0	1	x	z
	0	0	1	x	x
	1	1	0	x	x
	x	x	x	x	x
	z	x	x	x	x

		i1			
i2	xnor	0	1	x	z
	0	1	0	x	x
	1	0	1	x	x
	x	x	x	x	x
	z	x	x	x	x