

# Introduction to Verilog

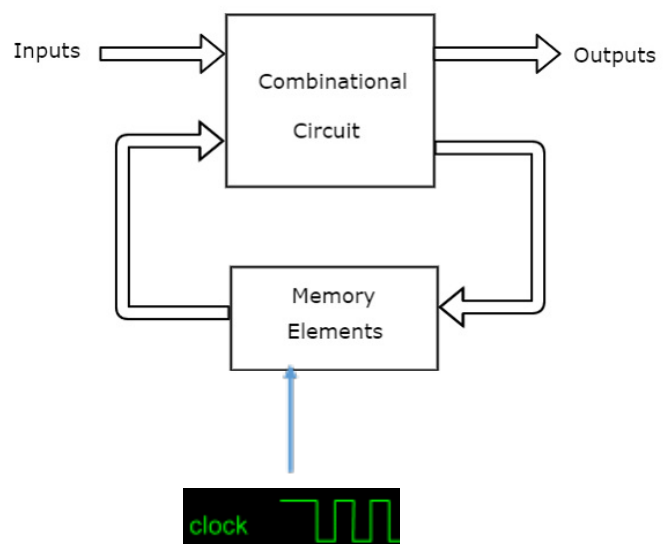
Mark

[bhbruce.cs07g@nctu.edu.tw](mailto:bhbruce.cs07g@nctu.edu.tw)

## Difference Between Hardware and Software

- Control synchronization
  - Combinational vs sequential
- Parallel data access
  - Parallel behavior

```
module Module_Name (  
    input    xxx,  
    output reg xxx  
);  
  
always @( posedge clk ) begin  
    /* logic here */  
end  
  
endmodule
```



# Data type

```
module example1 (
    input reset_n,
    input clk_i,
    input set_n,
    input [7:0] load,
    output reg [7:0] count
);

always @( posedge clk_i ) begin
    if( !reset_n ) begin
        count <= 0;
    end
    else if ( !set_n ) begin
        count <= load;
    end
    else begin
        count <= count + 1;
    end
end

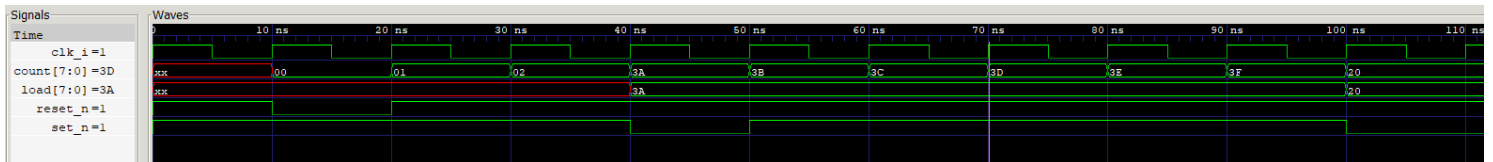
endmodule
```

## Wire

1. “Status of the bus at the moment”
2. Cannot “store” over clock cycle
1. Cannot be left value within clock triggered always block

## Reg

3. Buffer along the circuit
4. In sequential circuit, this is often the pump of the circuit



# Data type – Cont.

## • parameter

```
module tb;

    // Module instantiation override
    design_ip #(BUS_WIDTH = 64, DATA_WIDTH = 128) d0 ( [port list]);

    // Use of defparam to override
    defparam d0.FIFO_DEPTH = 128;

endmodule
```

```
module design_ip ( addr,
    wdata,
    write,
    sel,
    rdata);

    parameter BUS_WIDTH    = 32,
               DATA_WIDTH  = 64,
               FIFO_DEPTH   = 512;

    input  addr;
    input  wdata;
    input  write;
    input  sel;
    output rdata;

    wire [BUS_WIDTH-1:0] addr;
    wire [DATA_WIDTH-1:0] wdata;
    reg  [DATA_WIDTH-1:0] rdata;

    reg [7:0] fifo [FIFO_DEPTH];

    // Design code goes here ...

endmodule
```

# Blocking vs Non-Blocking

```

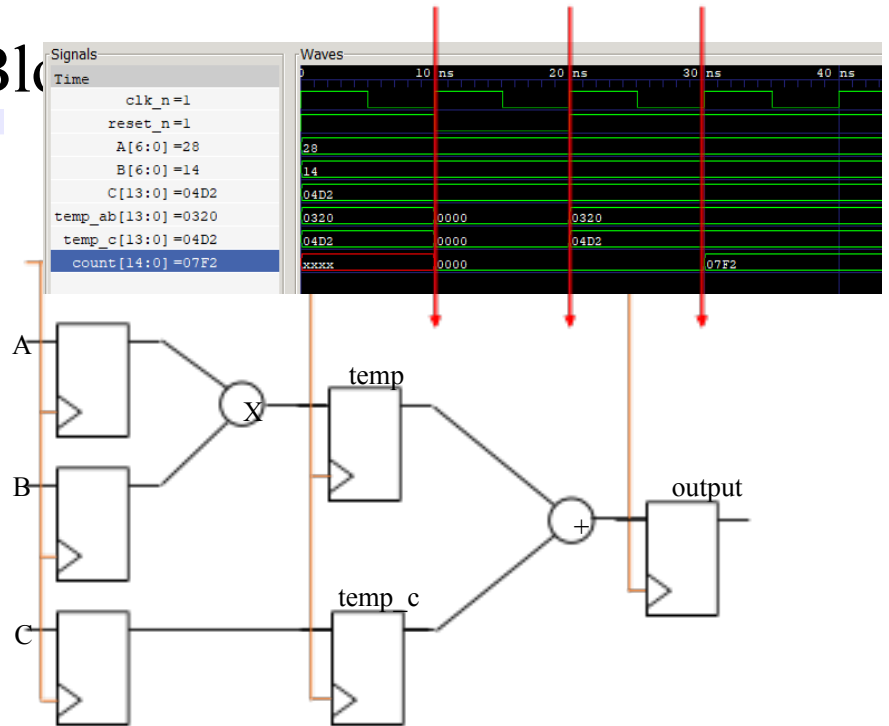
module counter2 (
    input      reset_n,
    input      clk_n,
    input [6:0] A,
    input [6:0] B,
    input [13:0] C,
    output reg [14:0] count
);

reg [13:0] temp_ab;
reg [13:0] temp_c;

always @( posedge clk_n ) begin
    if( !reset_n ) begin
        count <= 0;
        temp_ab <= 0;
        temp_c <= 0;
    end
    else begin
        temp_ab <= A * B;
        temp_c <= C;
        count <= temp_ab + temp_c;
    end
end

endmodule

```



# Blocking vs Non-Blocking

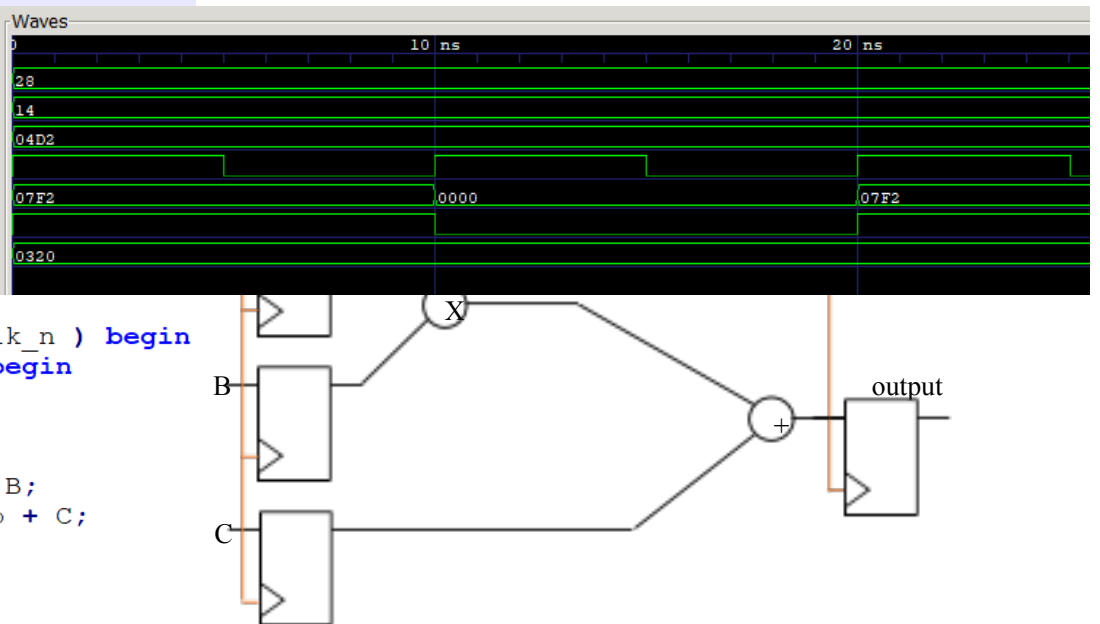
```

module counter1 /
Signals
Time
A[6:0]=28
B[6:0]=14
C[13:0]=04D2
clk_n=1
count[14:0]=07F2
)
reset_n=1
temp[13:0]=0320
r

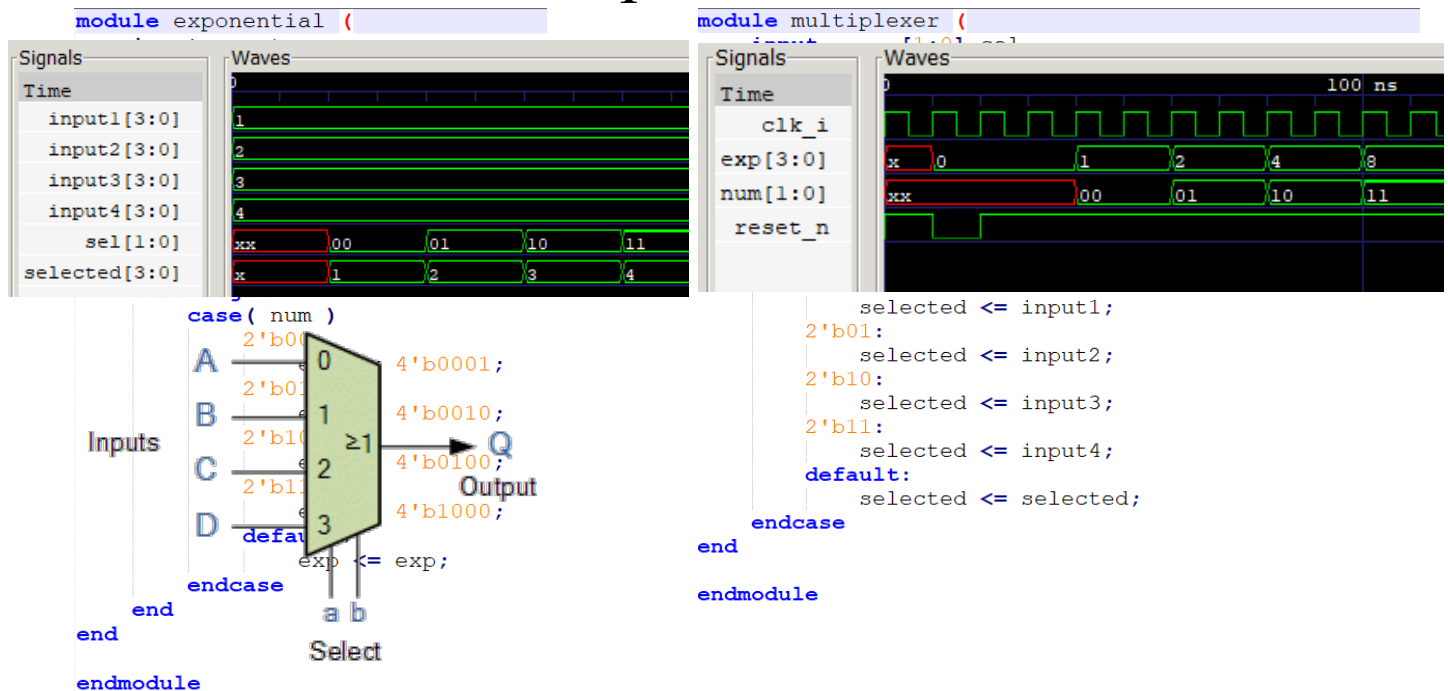
always @( posedge clk_n ) begin
    if( !reset_n ) begin
        count = 0;
    end
    else begin
        temp = A * B;
        count = temp + C;
    end
end

endmodule

```



# Decoder and Multiplexer



## Avoiding latch in Verilog

```

always @( a, b, c, x, y, z) begin
    x = a;
    y = b;
    z = c;
End
always @( a, b ) begin
    if( a ) begin .....; end
    else if ( b ) begin .....; end
    else begin .....; end
end

```

- All inputs used must appear in trigger list
- Unless all conditions are listed, use default ( case ) or else ( if else statement ) to prevent unpredicted behavior

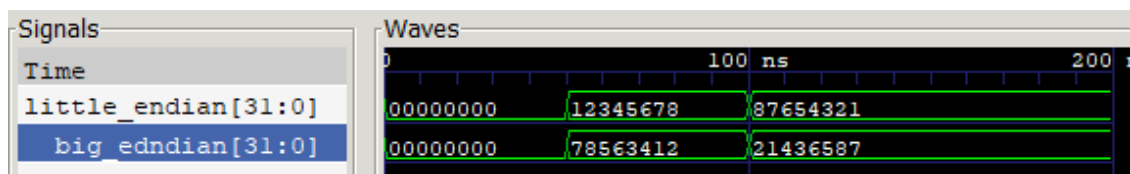
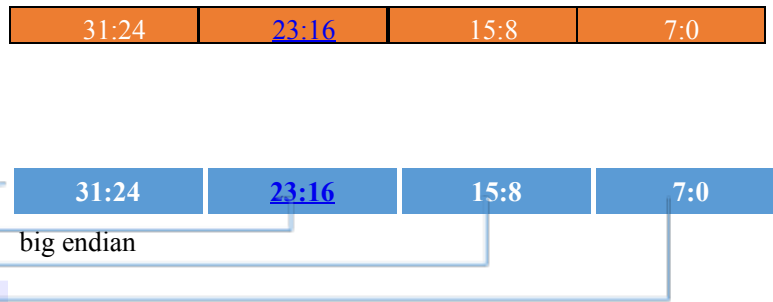
# Partial bit operation

little endian

```
module concatenation(
    input [31:0] little_endian,
    output [31:0] big_endian
);

assign big_endian =
    {little_endian[7:0],
     little_endian[15:8],
     little_endian[23:16],
     little_endian[31:24]};

endmodule
```



```
module add_or_multiply(
    input reset_n,
    input clk_i,
    input sel,
    input [3:0] input1,
    input [3:0] input2,
    output [7:0] selected
);

wire [7:0] added;
wire [7:0] multiplied;

adder add(
    .reset_n(reset_n),
    .clk_i(clk_i),
    .input1(input1),
    .input2(input2),
    .added(added)
);

multiplier multiply(
    .reset_n(reset_n),
    .clk_i(clk_i),
    .input1(input1),
    .input2(input2),
    .result(result)
);

mux mux(
    .input1(input1),
    .input2(input2),
    .sel(sel),
    .clk_i(clk_i),
    .Reset_n(reset_n),
    .multiplied(multiplied),
    .selected(selected)
);

endmodule
```

## Nested module

