

DAILY ASSESSMENT FORMAT

Date:	02-06-2020	Name:	Sahana S R
Course:	Digital design using HDL	USN:	4a117ec083
Topic:	<ul style="list-style-type: none"> •FPGA Basics Architecture Application and Uses •Verilog HDL Basics by intel •Verilog testbench code to verify the design under test (DUT) 	Semester & Section:	6 th sem B sec
Github Repository:	sahanasr-course		

FORENOON SESSION DETAILS

Image of session

Verilog HDL Basics

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Behavior Modeling

- Only the functionality of the circuit, no structure
- Synthesis tool creates correct logic

```

if (shift_left) begin
    out[0] <= #5 0;
    for (j=1; j<8; j=j+1)
        out[j] <= #5 out[j-1];
end
                    
```

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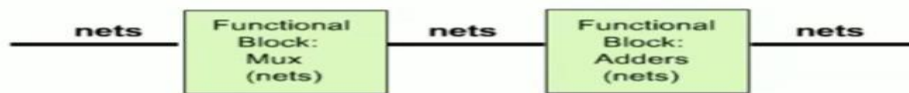
Structural Modeling

- Functionality and structure of the circuit
- Call out the specific hardware

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Data Types

- Net data type - represents physical interconnect between structures (activity flows)



- Variable data type - represents element to store data temporarily



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Parameter

- Value assigned to a symbolic name
- Must resolve to a constant at compile time
- Can be overwritten at compile time
- localparam – same as parameter but cannot be overwritten

```
parameter size = 8;
localparam outsize = 16;
reg [size-1:0] dataa, datab;
reg [outsize-1:0] out
```

- Verilog-2001 style, include with module declaration

```
module mult_acc
#(parameter size = 8)
(...);
```

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Blocking vs. Nonblocking Assignments

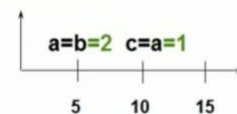
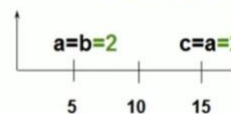
Blocking (=)

```
initial
begin
    a = #5 b;
    c = #10 a;
end
```

Nonblocking (<=)

```
initial
begin
    a <= #5 b;
    c <= #10 a;
end
```

Assuming initially a=1 and b=2



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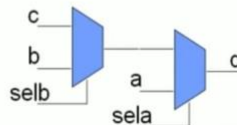
if-else Statements

Format:

```
if <condition1>
    {sequence of statement(s)}
else if <condition2>
    {sequence of statement(s)}
...
else
    {sequence of statement(s)}
```

Example:

```
always @* begin
    if (sela)
        q = a;
    else if (selb)
        q = b;
    else
        q = c;
end
```



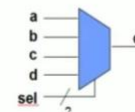
case Statement

Format:

```
case {expression}
    <condition1> :
        {sequence of statements}
    <condition2> :
        {sequence of statements}
    ...
    default : -- (optional)
        {sequence of statements}
endcase
```

Example:

```
always @* begin
    case (sel)
        2'b00 : q = a;
        2'b01 : q = b;
        2'b10 : q = c;
        default : q = d;
    endcase
end
```



Synchronous vs. Asynchronous

Synchronous Preset & Clear

```
module dff_sync (
    input d, clk, sclr, spre,
    output reg q
);
    always @(posedge clk)
    begin
        if (sclr)
            q <= 1'b0;
        else if (spre)
            q <= 1'b1;
        else
            q <= d;
        end
    endmodule
```

Asynchronous Clear

```
module dff_async (
    input d, clk, aclr,
    output reg q
);
    always @(posedge clk,
        posedge aclr)
    begin
        if (aclr)
            q <= 1'b0;
        else
            q <= d;
        end
    endmodule
```

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Clock Enable

```

module dff_ena (
    input d, enable, clk;
    output reg q
);

/* If clock enable port does not exist in
target technology, then a mux in
front of the d input is generated */

always @(posedge clk)
    if (enable)
        q <= d;

endmodule

```

```

function [15:0] mult;
input [7:0] a, b;
reg [15:0] r;
integer i;
begin
    if (a[0] == 1)
        r = b;
    else
        r = 0;
    for (i = 1; i <= 7; i = i + 1) begin
        if (a[i] == 1)
            r = r + b << i;
        end
    mult = r;
end
endfunction

```

Functions vs. Tasks

Functions	Tasks
<ul style="list-style-type: none"> Always execute in zero time <ul style="list-style-type: none"> Cannot pause their execution Cannot contain any delay, event, or timing control statements Must have at least one input argument <ul style="list-style-type: none"> Inputs may not be affected by function Arguments may not be outputs and inouts Always return a single value May call another function but not a task 	<ul style="list-style-type: none"> May execute in non-zero simulation time <ul style="list-style-type: none"> May contain delay, event, or timing control statements May have zero or more input, output, or inout arguments Modify zero or more values May call functions or other tasks

```

module test_counter;
    reg clk, clr;
    wire [7:0] out;

    counter CNT (clr, clk, out);

    initial clk = 1'b0;

    always #5 clk = ~clk;

    initial
    begin
        clr = 1'b1;
        #15 clr = 1'b0;
        #200 clr = 1'b1;
        #10 $finish;
    end
end

```

```

initial
begin
    $dumpfile ("counter.vcd");
    $dumpvars (0, test_counter);
    $monitor ($time, "Count: %d", out);
end

endmodule

```



Report – Report can be typed or hand written for up to two pages.

Day 2

What is Verilog

IEEE industry standard Hardware Description Language. Used to describe a digital system.

Use in both hardware simulation & synthesis.

- Behavior Modeling

Only the functionality of the circuit, no structure
Synthesis tool creates correct logic.

- Structural Modeling

Functionality and Structure of the circuit
Call out the specific hardware

- More Terminology

- Register Transfer Level
- Synthesis → RTL Synthesis

Verilog - Basic Modeling Structure

- Data Types : Net datatype

- Module Instantiation

- Port Connection Rules
- Parameter
- Arithmetic Operators
- Relation operators
- Equality operators
- Logic operators
- Shift operators
- Miscellaneous operator
- Operator precedence

Full Adder

```
module full-adder (s, co, a, b, c);
```

```
input a, b, c;
```

```
output s, co;
```

```
assign s = a ^ b ^ c;
```

```
assign co = (a & b) | (b & c) | (c & a);
```

```
endmodule
```


4 bit Shift register

```

module shiftreg_4bit (clock, clear, A, E);
    input clock, clear, A;
    output reg E;
    reg B, C, D;
    always @ (posedge clock or negedge clear)
    begin
        if (!clear) begin
            B <= 0; C <= 0; D <= 0; E <= 0;
        end
        else begin
            E <= D;
            D <= C;
            C <= B;
            B <= A;
        end
    end
endmodule

```

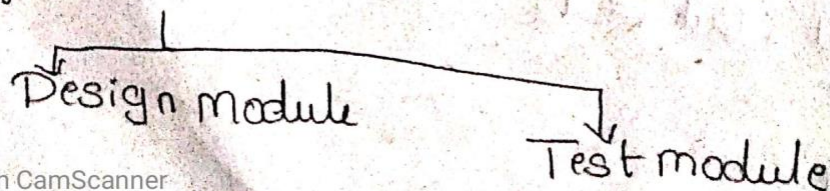
Automatic Verification of output

```

module fulladder (a, b, c, S, Co);
    input a, b, c;
    output S, Co;
    assign S = a ^ b ^ c;
endmodule

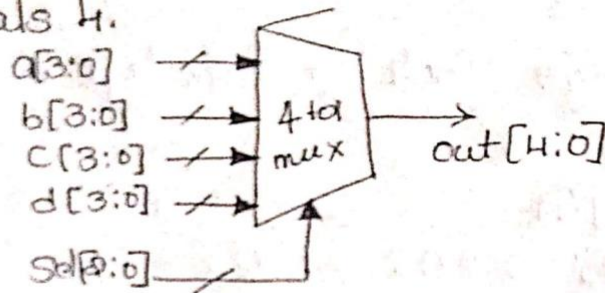
```

- Synchronous and Asynchronous
- Program Structure



4 to 1 Multiplexer

A multiplexer is a digital element that transfers data from one of the N inputs to the output based on the Select signal. The Case shown below is when N equals 4.



Assign Statement

```
module mux_4to1_assign( input[3:0] a, input[3:0] b,
    input[3:0] c, input[3:0] d, input[1:0] Sel, output[3:0] out)
    assign out = Sel[1] ? (Sel[0] ? d : c) : (Sel[0] ? b : a);
endmodule
```

Case Statement

```
module mux_4to1_case( input[3:0] a, input[3:0] b,
    input[3:0] c, input[3:0] d, input[1:0] Sel, output[3:0] out)
always @ (a or b or c or d or Sel)
begin
    case (Sel)
        2'b00 : out <= a;
        2'b01 : out <= b;
        2'b10 : out <= c;
        2'b11 : out <= d;
    endcase
end
endmodule
```

