



VERILOG

SWITCH LEVEL DESIGN

Switch Level Modeling

- Verilog allows user to model design with help of **transistors**.
- This **style** of representing user design is called as **switch level modeling**.
- Verilog provides following switching elements to design a digital circuit.

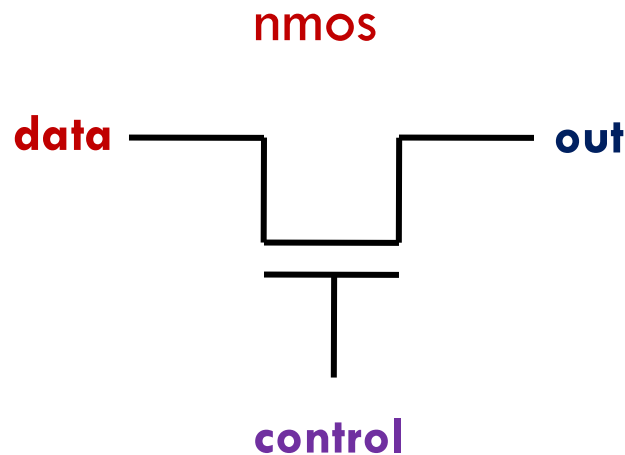
nmos
pmos

cmos
tran

tranif0
tranif1

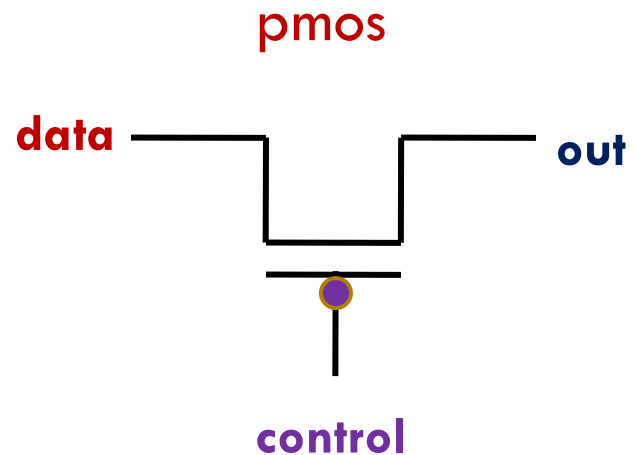
- **Resistive** versions of these switches are also available.

MOS Switches



control==0, out=Z
control==1, out=data

```
nmos n1 (out, data, control)  
nmos (out, data, control)
```

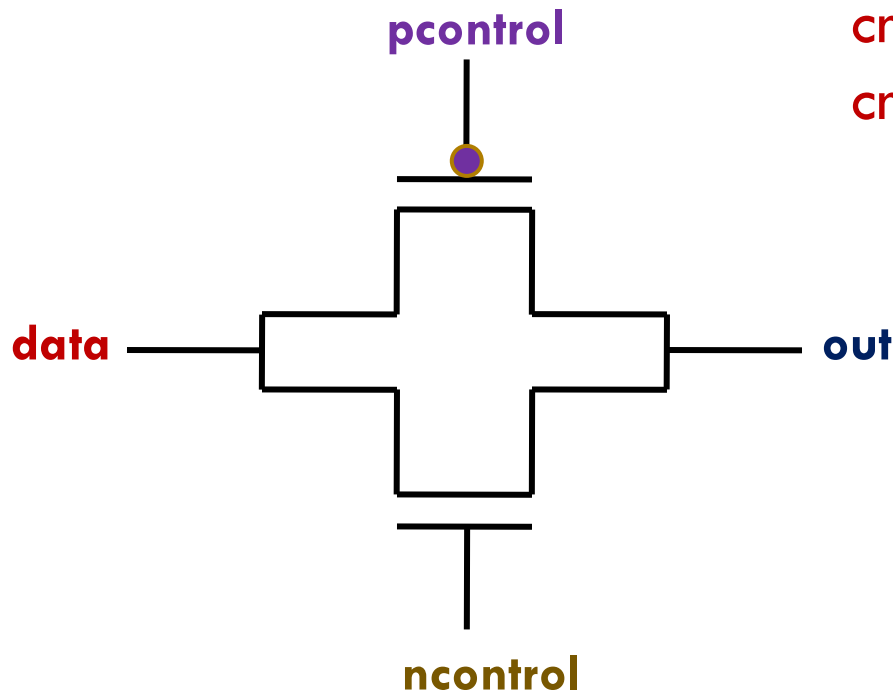


control==0, out=data
control==1, out=Z

```
pmos n1 (out, data, control)  
pmos (out, data, control)
```

CMOS Switch

cmos



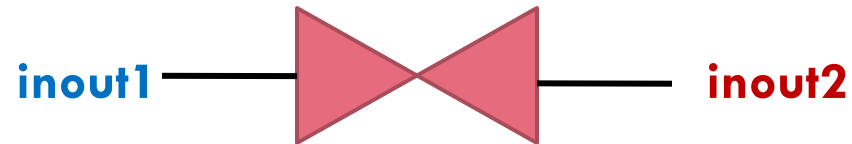
```
cmos n1 (out, data, ncontrol, pcontrol)
cmos    (out, data, ncontrol, pcontrol)
```

```
pmos (out, data, pcontrol)
nmos (out, data, ncontrol)
```

pcontrol and ncontrol are usually
complements of each other

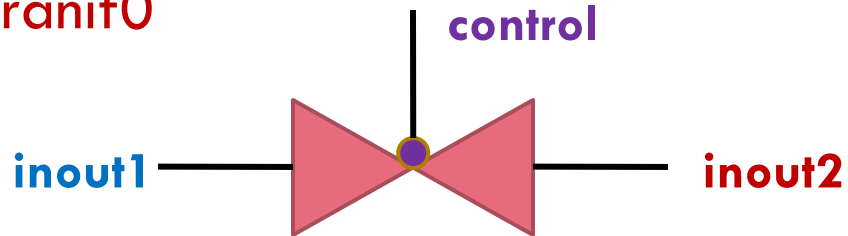
Bi-directional Switches

tran



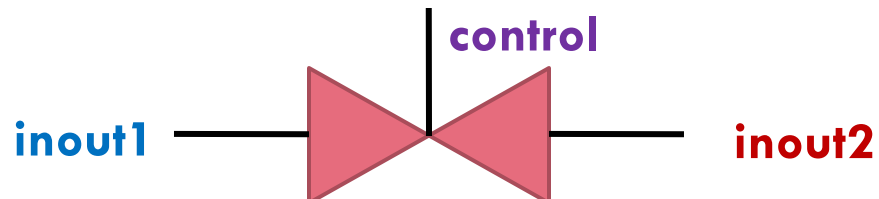
tran (inout1, inout2)

tranif0



tranif0 (inout1, inout2, control)

tranif1



tranif1 (inout1, inout2, control)

Resistive Switches

- Resistive switches offers source to drain impedance, which reduces signal strength when signal passes through it.
- Verilog provides following resistive switches.

rnmos

rpmos

rcmos

rtran

rtranif0

rtranif1

- Port ordering of resistive switches are same as that of their corresponding basic switch.

Strength Table

Input vs. **Output Strength** for Resistive Switches

Input Strength	Output Strength
supply	pull
strong	pull
pull	weak
weak	medium
large	medium
medium	small
small	small
high	high

Switch Delays

Switch	Delay Allowed	Examples
<code>pmos</code> , <code>nmos</code>	Rise, Fall, Turnoff	<code>pmos #(3) (out, data, control)</code>
<code>rpmos</code> , <code>rnmos</code>	Rise, Fall, Turnoff	<code>rpmos #(3, 2) (out, data, control)</code>
<code>cmos</code> , <code>rcmos</code>	Rise, Fall, Turnoff	<code>cmos #(3, 2, 1) (out, data, ncontrol, pcontrol)</code>
<code>tran</code> , <code>rtran</code>	None	<code>tran (inout1, inout2)</code>
<code>tranif0</code> , <code>rtranif0</code>	Turn-On, Turn-Off	<code>tranif0 #(3) (inout1, inout2, control)</code>
<code>tranif1</code> , <code>rtranif1</code>	Turn-On, Turn-Off	<code>tranif1 #(3, 2) (inout1, inout2, control)</code>