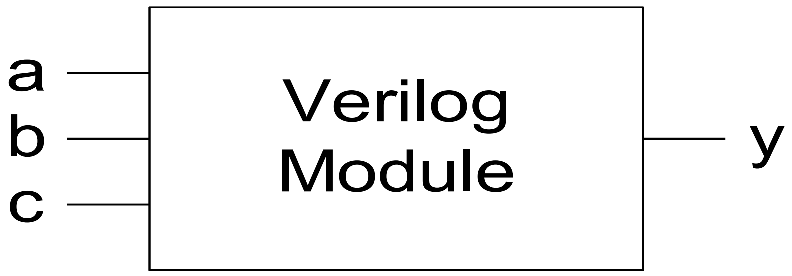
Two Hardware Description Languages

- **Verilog**
  - developed in 1984 by Gateway Design Automation
  - became an IEEE standard (1364) in 1995
  - More popular in US
- **VHDL (VHSIC Hardware Description Language)**
  - Developed in 1981 by the Department of Defense
  - Became an IEEE standard (1076) in 1987
  - More popular in Europe
- **In this course we will use Verilog**

Defining a module

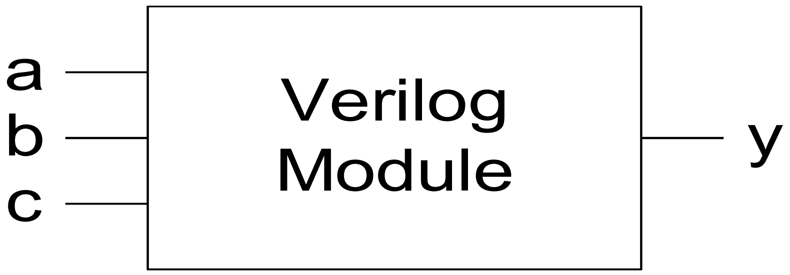
- **A module is the main building block in Verilog**

- **We first need to declare:**
  - Name of the module
  - Types of its connections (input, output)
  - Names of its connections



Defining a module

```
module example (a, b, c, y);
        input a;
        input b;
        input c;
        output y;

// here comes the circuit description

endmodule
```



A question of style

The following two codes are identical

```
module test ( a, b, y );
       input a;
       input b;
       output y;

endmodule
```

```
module test ( input a,
              input b,
              output y );

endmodule
```

What if we have busses?

- **You can also define multi-bit busses.**
  - [range_start : range_end]
- **Example:**

```
input  [31:0] a;   // a[31], a[30] .. a[0]
output [15:8] b1;  // b1[15], b1[14] .. b1[8]
output [7:0]  b2;  // b2[7], b2[6] .. b1[0]
input         clk; // single signal
```

Basic Syntax

- **Verilog is case sensitive:**
  - `SomeName` and `somename` are not the same!
- **Names cannot start with numbers:**
  - `2good` is not a valid name
- **Whitespace is ignored**

```
// Single line comments start with a //

/* Multiline comments
   are defined like this */
```

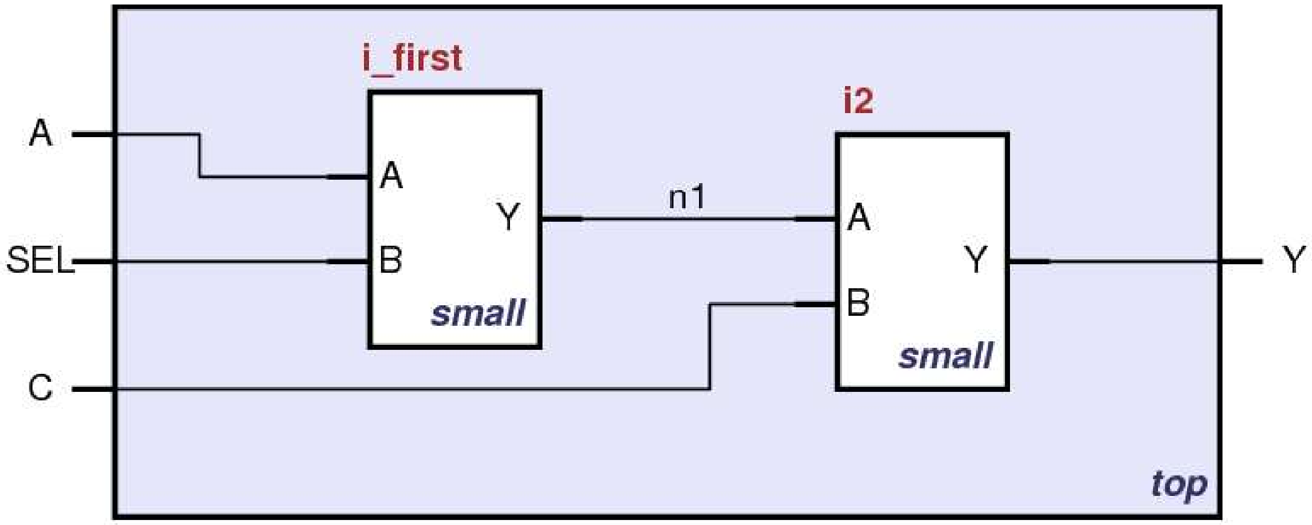
Good Practices

- **Develop/use a consistent naming style**
- **Use MSB to LSB ordering for busses (little-endian)**
  - Try using "`a[31:0]`" and not "`a[0:31]`"
- **Define one module per file**
  - Makes managing your design hierarchy easier
- **Use a file name that equals module name**
  - i.e. module TryThis is defined in a file called TryThis.v

There are Two Main Styles of HDL

- **Structural**
  - Describe how modules are interconnected
  - Each module contains other modules (instances)
  - … and interconnections between these modules
  - Describes a hierarchy
- **Behavioral**
  - The module body contains functional description of the circuit
  - Contains logical and mathematical operators
- **Practical circuits would use a combination of both**

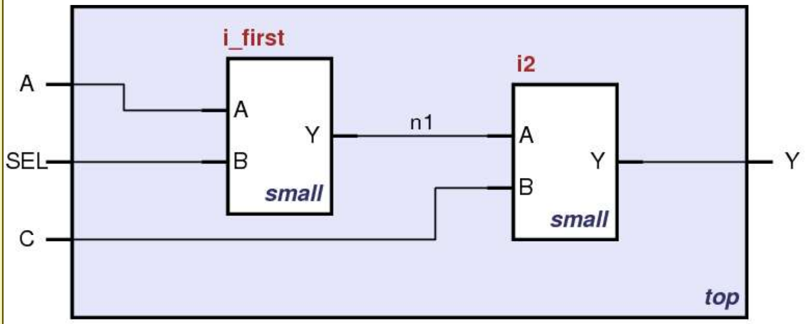
Structural HDL: Instantiating a Module



Structural HDL Example

Module Definitions

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;










endmodule
```

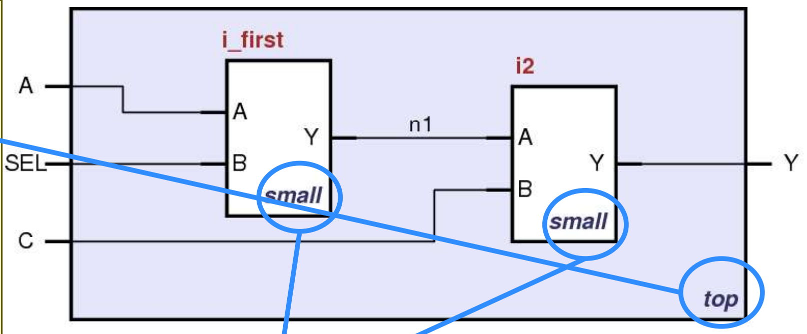


```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

Structural HDL Example

Module Definitions

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;









endmodule
```

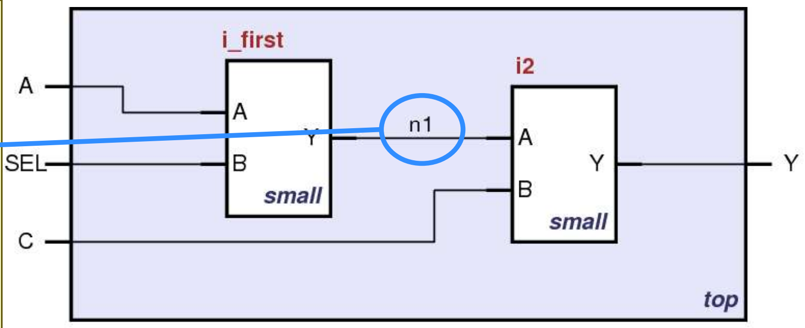


```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

Structural HDL Example

Wire definitions

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;








endmodule
```

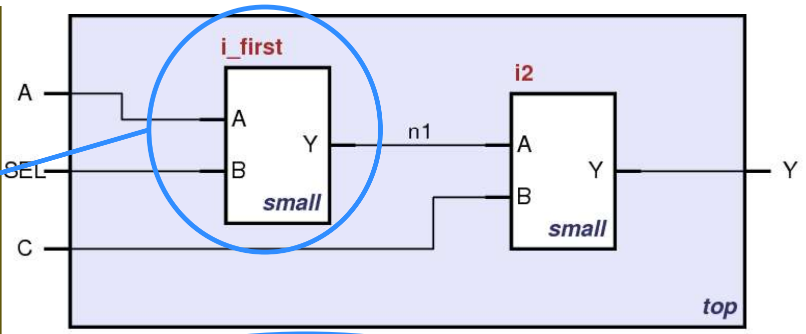


```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

Structural HDL Example

Instantiate first module

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;

// instantiate small once
small i_first ( .A(A),
                .B(SEL),
                .Y(n1)   );




endmodule
```

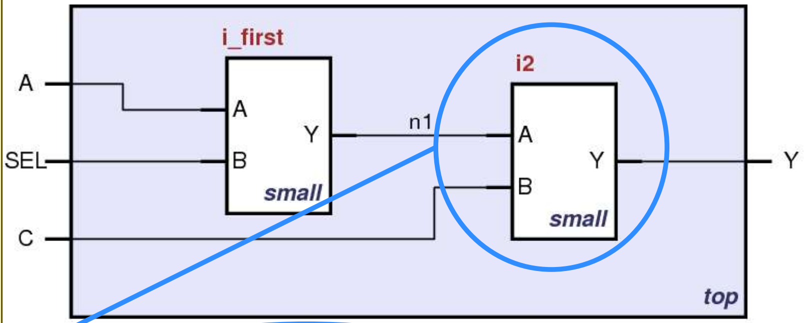


```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

Structural HDL Example

Instantiate second module

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;

// instantiate small once
small i_first ( .A(A),
                .B(SEL),
                .Y(n1)   );

// instantiate small second time
small i2 ( .A(n1),
           .B(C),
           .Y(Y) );

endmodule
```

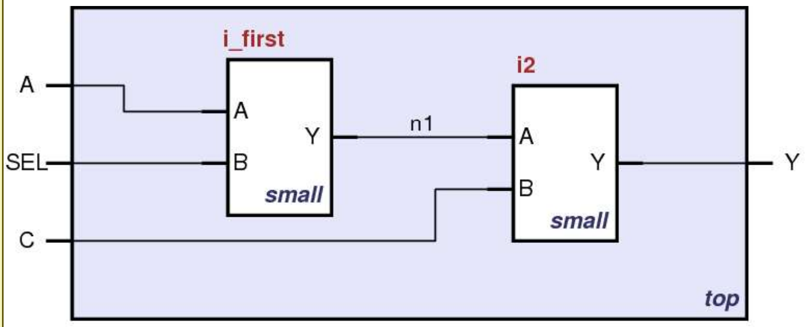


```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

Structural HDL Example

Short Instantiation

```
module top (A, SEL, C, Y);
  input A, SEL, C;
  output Y;
  wire n1;

// alternative
small i_first ( A, SEL, n1 );

/* Shorter instantiation,
   pin order very important */

// any pin order, safer choice
small i2 ( .B(C),
           .Y(Y),
           .A(n1) );

endmodule
```



```
module small (A, B, Y);
  input A;
  input B;
  output Y;

// description of small

endmodule
```

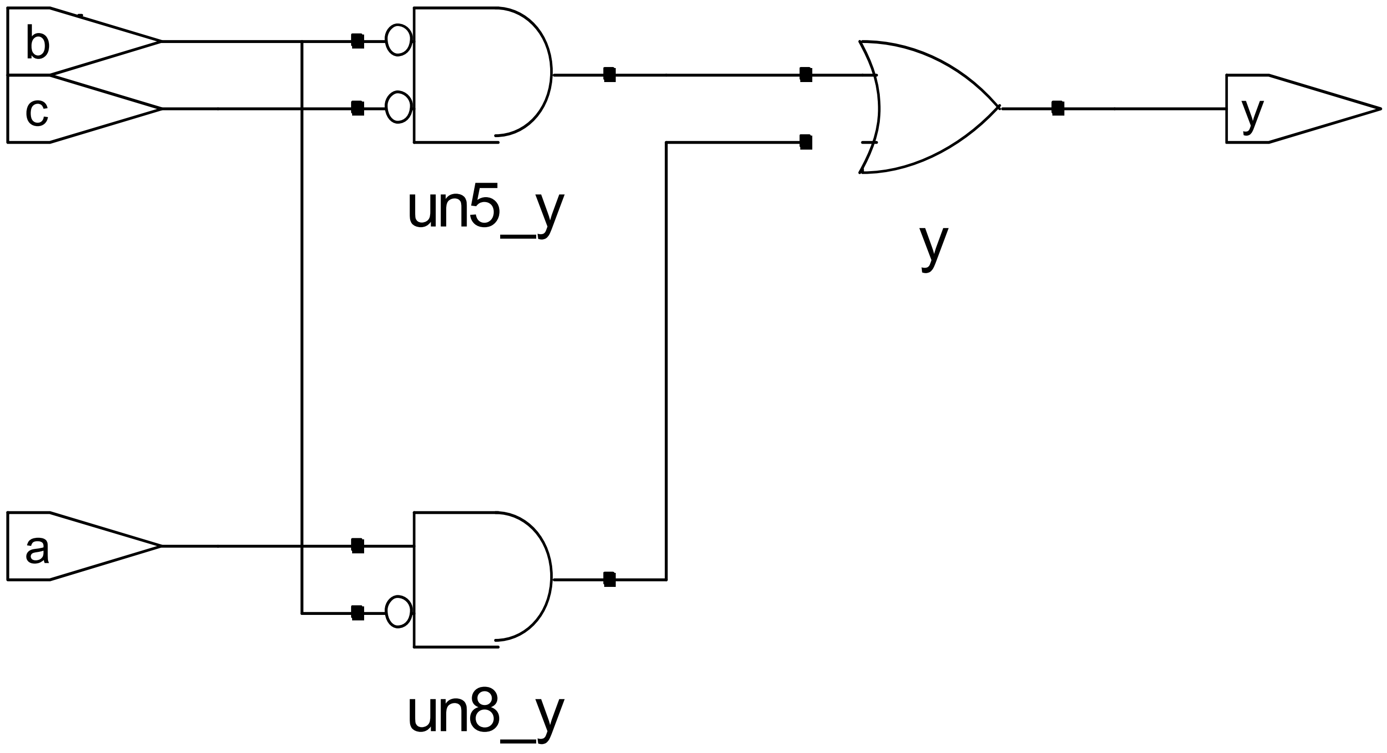
What Happens with HDL code?

- **Automatic Synthesis**
  - Modern tools are able to map a behavioral HDL code into gate-level schematics
  - They can perform many optimizations
  - … however they can not guarantee that a solution is optimal
  - Most common way of Digital Design these days
- **Simulation**
  - Allows the behavior of the circuit to be verified without actually manufacturing the circuit
  - Simulators can work on behavioral or gate-level schematics

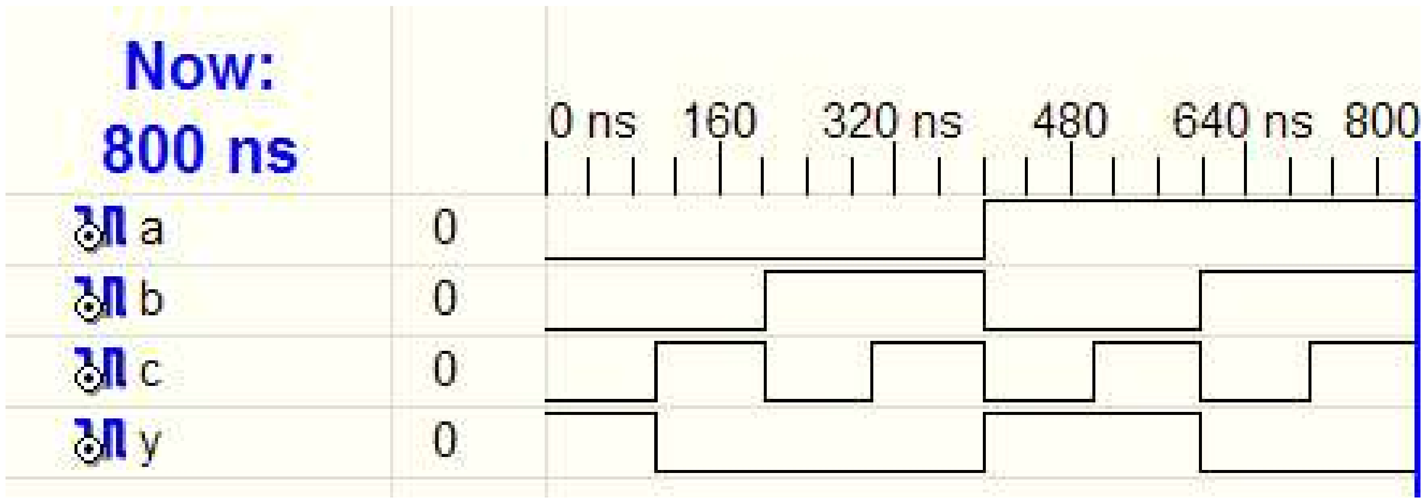
Behavioral HDL: Defining Functionality

```
module example (a, b, c, y);
       input a;
       input b;
       input c;
       output y;

// here comes the circuit description
assign y = ~a & ~b & ~c |
            a & ~b & ~c |
            a & ~b &  c;

endmodule
```

Behavioral HDL: Synthesis Results



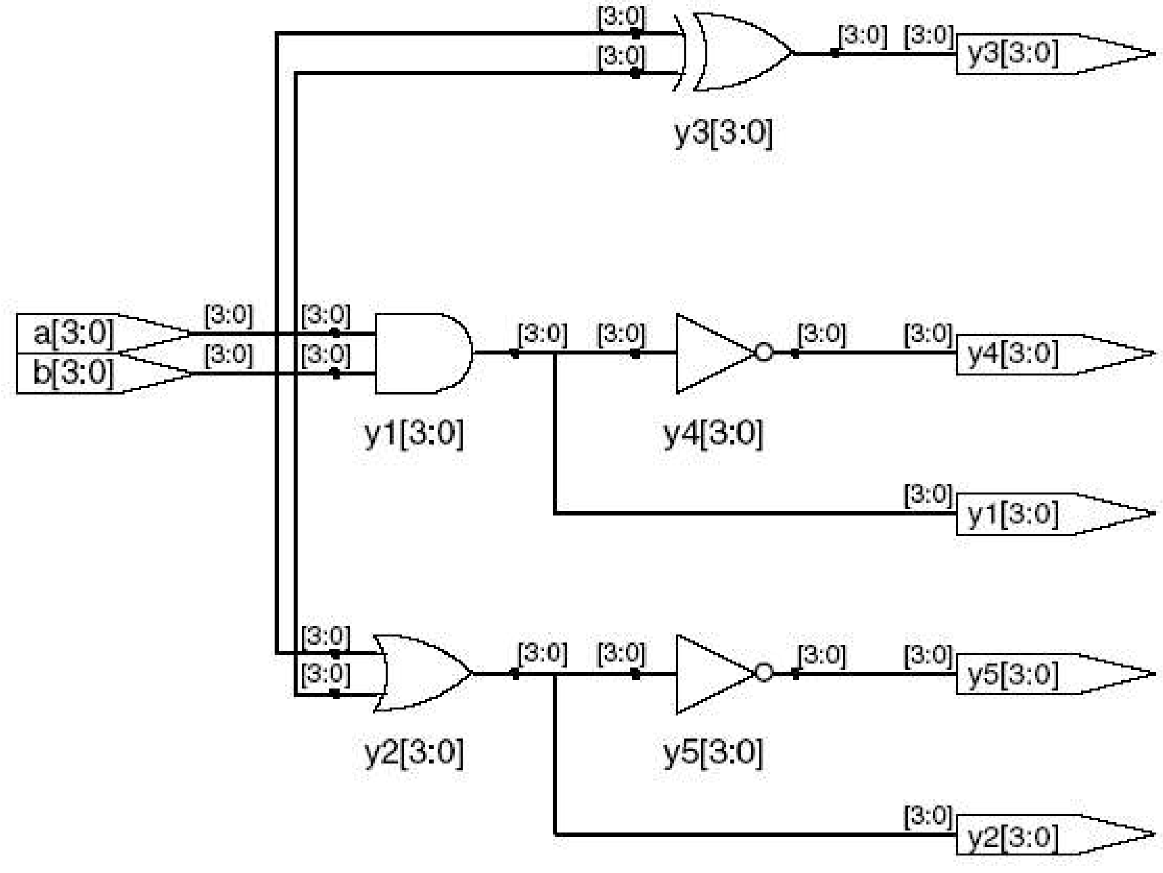
Behavioral HDL: Simulating the Circuit



Bitwise Operators

```
module gates(input  [3:0]  a, b,
             output [3:0] y1, y2, y3, y4, y5);

   /* Five different two-input logic
      gates acting on 4 bit busses */

   assign y1 = a & b;    // AND
   assign y2 = a | b;    // OR
   assign y3 = a ^ b;    // XOR
   assign y4 = ~(a & b); // NAND
   assign y5 = ~(a | b); // NOR

endmodule
```

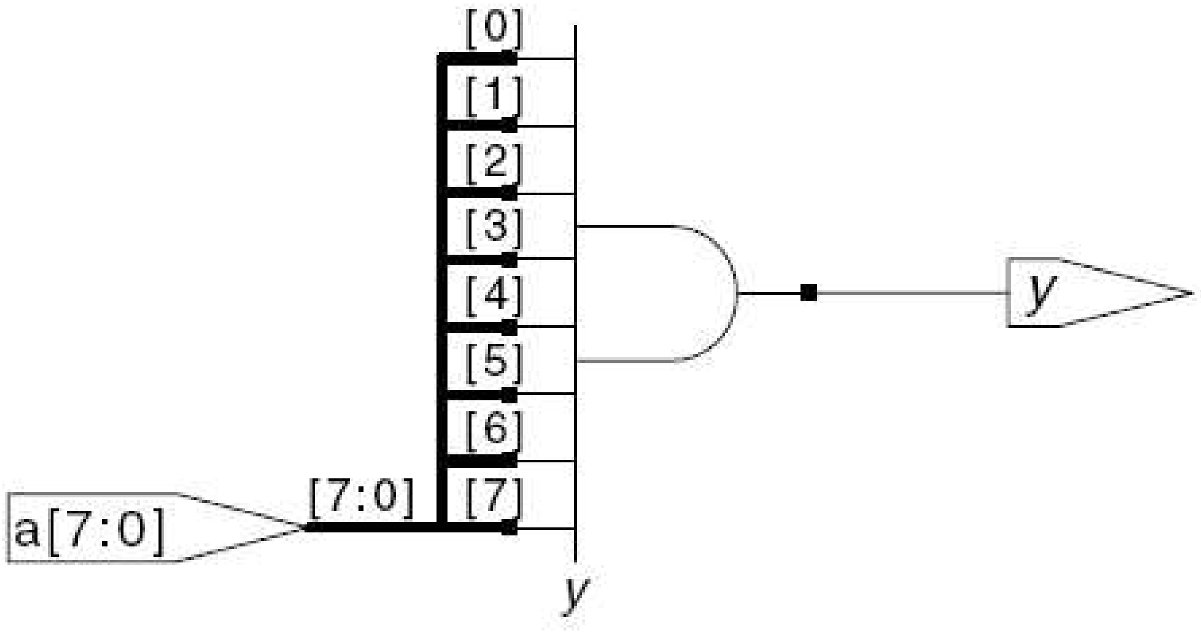
Bitwise Operators: Synthesis Results



Reduction Operators

```
module and8(input  [7:0] a,
            output       y);

   assign y = &a;

   // &a is much easier to write than
   // assign y = a[7] & a[6] & a[5] & a[4] &
   //            a[3] & a[2] & a[1] & a[0];

endmodule
```

Reduction Operators: assign y = &a;

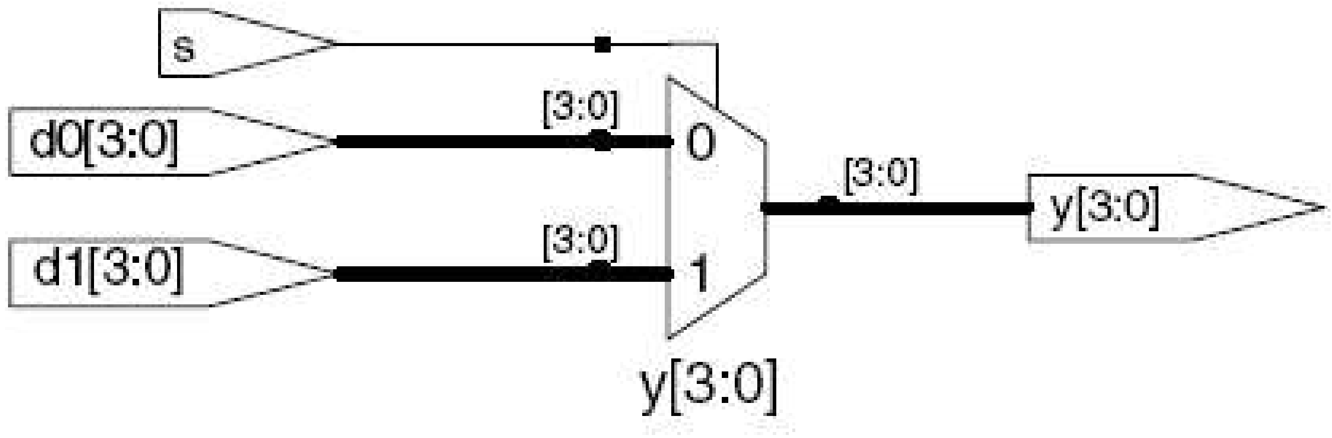


Conditional Assignment

```
module mux2(input  [3:0] d0, d1,
            input        s,
            output [3:0] y);

   assign y = s ? d1 : d0;
   // if (s) then y=d1 else y=d0;

endmodule
```

- **? : is also called a ternary operator as it operates on three inputs:**
    - s
    - d1
    - d0.

Conditional Assignment: y = s ? d1: d0;



More Conditional Assignments

```
module mux4(input  [3:0] d0, d1, d2, d3
            input  [1:0] s,
            output [3:0] y);

   assign y = s[1] ? ( s[0] ? d3 : d2)
                   : ( s[0] ? d1 : d0);
  // if (s1) then
  //      if (s0) then y=d3 else y=d2
  // else
  //      if (s0) then y=d1 else y=d0

endmodule
```

Even More Conditional Assignments

```
module mux4(input  [3:0] d0, d1, d2, d3
            input  [1:0] s,
            output [3:0] y);

   assign y = (s == 2’b11) ? d3 :
              (s == 2’b10) ? d2 :
              (s == 2’b01) ? d1 :
              d0;
// if      (s = “11” ) then y= d3
// else if (s = “10” ) then y= d2
// else if (s = “01” ) then y= d1
// else                     y= d0

endmodule
```

How to Express numbers ?

N’ Bxx

`8’b0000_0001`

- **(N) Number of bits**
  - Expresses how many bits will be used to store the value
- **(B) Base**
  - Can be b (binary), h (hexadecimal), d (decimal), o (octal)
- **(xx) Number**
  - The value expressed in base, apart from numbers it can also have X and Z as values.
  - Underscore _ can be used to improve readability

Number Representation in Verilog

Verilog	Stored Number	Verilog	Stored Number
4’b1001	1001	4’d5	0101
8’b1001	0000 1001	12’hFA3	1111 1010 0011
8’b0000_1001	0000 1001	8’o12	00 001 010
8’bxX0X1zZ1	XX0X 1ZZ1	4’h7	0111
‘b01	0000 .. 0001	12’h0	0000 0000 0000

What have seen so far:

- **Describing structural hierarchy with Verilog**
  - Instantiate modules in an other module
- **Writing simple logic equations**
  - We can write AND, OR, XOR etc
- **Multiplexer functionality**
  - If … then … else
- **We can describe constants**
- **But there is more:**

Precedence of operations in Verilog

Highest	~	NOT
	*, /, %	mult, div, mod
	+, -	add,sub
	<<, >>	shift
	<<<, >>>	arithmetic shift
	<, <=, >, >=	comparison
	==, !=	equal, not equal
	&, ~&	AND, NAND
	^, ~^	XOR, XNOR
	|, ~|	OR, NOR
Lowest	?:	ternary operator

Example: Comparing two numbers

An XNOR gate

```
module MyXnor (input a, b,
               output z);

   assign z = ~(a ^ b); //not XOR

endmodule
```

An AND gate

```
module MyAnd (input a, b,
              output z);

   assign z = a & b;    // AND

endmodule
```

Example: Comparing Two Numbers

```
module compare (input a0, a1, a2, a3, b0, b1, b2, b3,
                output eq);
       wire c0, c1, c2, c3, c01, c23;

MyXnor i0 (.A(a0), .B(b0), .Z(c0) ); // XNOR
MyXnor i1 (.A(a1), .B(b1), .Z(c1) ); // XNOR
MyXnor i2 (.A(a2), .B(b2), .Z(c2) ); // XNOR
MyXnor i3 (.A(a3), .B(b3), .Z(c3) ); // XNOR
MyAnd haha (.A(c0), .B(c1), .Z(c01) ); // AND
MyAnd hoho (.A(c2), .B(c3), .Z(c23) ); // AND
MyAnd bubu (.A(c01), .B(c23), .Z(eq) ); // AND

endmodule
```

Example: Comparing Two Numbers

```
module compare (input a0, a1, a2, a3, b0, b1, b2, b3,
                output eq);
       wire c0, c1, c2, c3, c01, c23;

MyXnor i0 (.A(a0), .B(b0), .Z(c0) ); // XNOR
MyXnor i1 (.A(a1), .B(b1), .Z(c1) ); // XNOR
MyXnor i2 (.A(a2), .B(b2), .Z(c2) ); // XNOR
MyXnor i3 (.A(a3), .B(b3), .Z(c3) ); // XNOR
assign c01 = c0 & c1;
assign c23 = c2 & c3;
assign eq  = c01 & c23;

endmodule
```

Example: Comparing Two Numbers

```
module compare (input a0, a1, a2, a3, b0, b1, b2, b3,
                output eq);
       wire c0, c1, c2, c3;

MyXnor i0 (.A(a0), .B(b0), .Z(c0) ); // XNOR
MyXnor i1 (.A(a1), .B(b1), .Z(c1) ); // XNOR
MyXnor i2 (.A(a2), .B(b2), .Z(c2) ); // XNOR
MyXnor i3 (.A(a3), .B(b3), .Z(c3) ); // XNOR

assign eq  = c0 & c1 & c2 & c3;


endmodule
```

Example: Comparing Two Numbers

```
module compare (input a0, a1, a2, a3, b0, b1, b2, b3,
                output eq);
       wire [3:0] c; // bus definition

MyXnor i0 (.A(a0), .B(b0), .Z(c[0]) ); // XNOR
MyXnor i1 (.A(a1), .B(b1), .Z(c[1]) ); // XNOR
MyXnor i2 (.A(a2), .B(b2), .Z(c[2]) ); // XNOR
MyXnor i3 (.A(a3), .B(b3), .Z(c[3]) ); // XNOR

assign eq  = &c; // short format


endmodule
```

Example: Comparing Two Numbers

```
module compare (input [3:0] a, input [3:0] b,
                output eq);
       wire [3:0] c; // bus definition

MyXnor i0 (.A(a[0]), .B(b[0]), .Z(c[0]) ); // XNOR
MyXnor i1 (.A(a[1]), .B(b[1]), .Z(c[1]) ); // XNOR
MyXnor i2 (.A(a[2]), .B(b[2]), .Z(c[2]) ); // XNOR
MyXnor i3 (.A(a[3]), .B(b[3]), .Z(c[3]) ); // XNOR

assign eq  = &c; // short format


endmodule
```

Example: Comparing Two Numbers

```
module compare (input [3:0] a, input [3:0] b,
                output eq);
       wire [3:0] c; // bus definition



assign c = ~(a ^ b); // XNOR


assign eq  = &c; // short format


endmodule
```

Example: Comparing Two Numbers

```
module compare (input [3:0] a, input [3:0] b,
                output eq);



assign eq = (a == b) ? 1 : 0; // really short



endmodule
```

What is the BEST way of writing Verilog

- **Quite simply IT DOES NOT EXIST!**
- **Code should be easy to understand**
  - Sometimes longer code is easier to comprehend
- **Hierarchy is very useful**
  - In the previous example it did not look like that, but for larger designs it is indispensible
- **Try to stay closer to hardware**
  - After all the goal is to design hardware