

# Verilog & VHDL : two languages for digital system design

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*rev. 2g*

## HISTORY

### VHDL

#### Origin :

Project V.H.S.I.C. (Very High Speed Integrated Circuit) of the D.O.D. (Department of Defense, American Army) (1983).

#### Goal :

Define a formal language for digital systems **specification**.

#### Means :

A group of programming language experts, already involved in the development of Ada (a general purpose programming language)

#### Results :

Standard **IEEE 1076B** (1987), L.R.M. (Language Ref. Manual) (1993), package **IEEE 1164** (1993), Standard **IEEE 1076-2002**, Standard **IEEE 1076-2008** (plus the Analog Mixed-Signal extension, not addressed here)

#### Use :

Specification, Simulation, Synthesis

### Verilog

#### Origin :

A need expressed by the logic simulator users, for having a unique tool for structural and behavioral models.

#### Goal :

Increase the **productivity** of digital systems designers.

#### Means :

A group of developers in a small company (Gateway Design Automation, Philip Moorby) selling CAD tools.

#### Results :

Simulator Verilog-XL (1985), Public Domain (1991), Standard **IEEE 1364-1995**, **IEEE 1364-2001** (plus the Analog Mixed-Signal extension, the System-Verilog extension, **IEEE 1800-2009**, not addressed here)

#### Use :

Specification, Simulation, Synthesis

## Common Concepts :

- **Structural** representation : interconnected elements (cells, blocks), described in a hierarchical way.
- **Behavioral** representation : a functionality described independantly of its future implementation.

for the behavioral representation :

- **Concurrent** mode : data propagate in elements the behavior of which is described by declarations which have a permanent effect (like in structural representations)
- **Procedural** mode : data are processed by sequences of instructions (like in computer programs)

## VHDL

- Everything is contained in *entities*, which are nodes of hierarchical trees
- Concurrent mode : data carried by *signals*
- Procedural mode : data carried by *variables* or *signals* (option)
- Procedural mode : statements embedded in *processes*

## Verilog

- Everything is contained in *modules*, which are nodes of hierarchical trees
- Concurrent mode : data carried by *nets*
- Procedural mode : data carried by “registers” (*regs*)
- Procedural mode : statements embedded in *procedural blocks*



# STYLES

## VHDL

- Redundancy : repetition of entity interface specification as component declaration in each architecture.
- Support for multiple (optional) architectures in an entity
- logic types to be defined externally (built-in BIT type unusable)  
ex: `IEEE.std_logic_1164`
- strengths and resolutions to be defined externally  
ex: `IEEE.std_logic_1164`
- integer-vector conversion to be defined, no implicit conversion  
ex: `IEEE.std_logic_unsigned`
- structured types : *record*
- arrays : general implementation
- pointers : type *access*
- procedural constructs : style Ada  
ex: `if (...) then ...; ...; ...; end if;`
- case insensitive

More general language (but implementations may be partial)

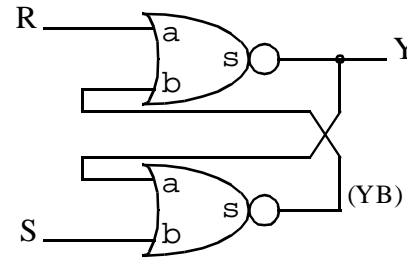
## Verilog

- no redundancy
- No explicit support for multiple architectures in an entity
- predefined logic type and states
- predefined strengths and resolutions
- built-in implicit integer-vector conversion
- structured types : none
- arrays : only vector arrays (RAM, ROM)
- pointers : no
- procedural constructs : style C - Pascal  
ex: `if (...) begin ...; ...; ...; end`
- case sensitive

More user-friendly language



## Structural view : exemple



### VHDL

```

library IEEE;
use IEEE.std_logic_1164.all;

entity rs_latch is
    port( R, S : in std_logic;
          Y : out std_logic );
end rs_latch;

architecture circuit of rs_latch is
    component LibNo2
        port( s : out std_logic;
              a, b : in std_logic );
    end component;

    signal Y_port, YB : std_logic;

```

### Verilog

```

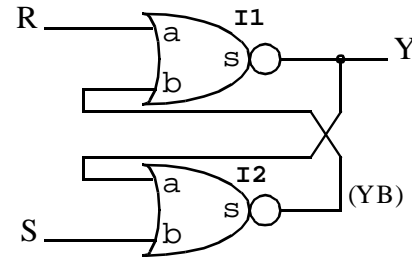
module rs_latch( R, S, Y );
    input R, S;
    output Y;

    wire YB; // unfortunately optional

```



## Explicit connexion



```

begin
Y <= Y_port;
I1 : LibNo2
    port map( a => R,  b => YB, s => Y_port );
I2 : LibNo2
    port map( s => YB, a => Y_port,  b => S );

end circuit;
endmodule

```

## Alternative solution , implicit connection (by port order)

```

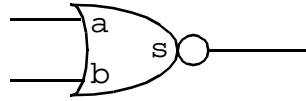
begin
Y <= Y_port;
I1 : LibNo2 port map( Y_port, R, YB );
I2 : LibNo2 port map( YB, Y_port, S );

end circuit;
endmodule

```



## Concurrent description (Data flow)



### VHDL

```

library IEEE;
use IEEE.std_logic_1164.all;

entity LibNo2 is
    port( s : out std_logic;
          a, b : in std_logic);
end LibNo2;

architecture ARC of LibNo2 is
begin
    s <= not( a or b );
end ARC;

```

### Verilog

```

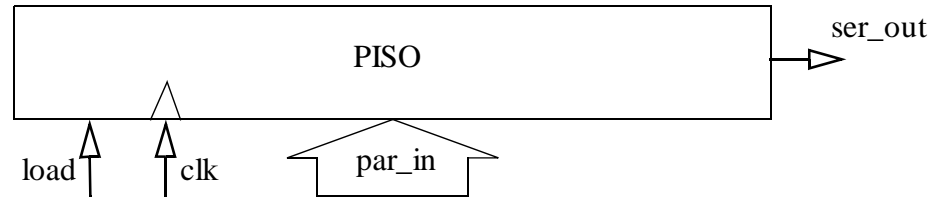
module LibNo2 ( s, a, b );    // NOR gate
    output s;
    input a, b;

    assign s = ~(a|b);
endmodule

```



Procedural description :  
 “PISO” shift register  
 (Parallel-IN, Serial-  
 OUT)



## VHDL

```

library IEEE;
use IEEE.std_logic_1164.all;

entity piso4 is
port(
    clk, load : in std_logic;
    par_in : in std_logic_vector (3 downto 0);
    ser_out : out std_logic
);
end piso4;

architecture ARC of piso4 is

    signal contenu : std_logic_vector (3 downto 0);
  
```

## Verilog

```

module piso4( clk, load, par_in, ser_out );

    input clk, load;
    input [3:0] par_in;
    output ser_out;

    reg [3:0] contenu;
  
```



```

begin

process (clk)
begin
if ( clk'event and clk = '1' ) then
    if ( load = '1' )
    then contenu <= par_in;
    else contenu <= ('0' & contenu(3 downto 1));
    end if;
end if;
end process;

ser_out <= contenu(0);

end ARC;

```

```

always @ (posedge clk)
begin

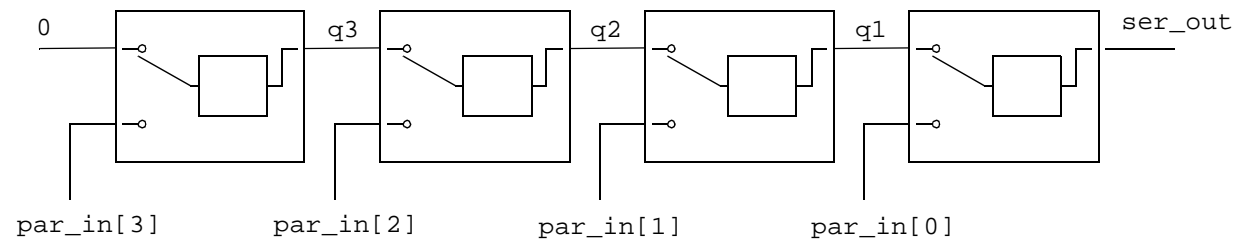
if ( load )
    contenu <= par_in;           // load
else
    contenu <= { 1'b0, contenu[3:1] }; // shift
end

assign ser_out = contenu[0];

endmodule

```

This circuit is expected...





## Notes on the previous examples :

**vector declaration :**

```
par_in : in std_logic_vector (3 downto 0);
```

(msb on the left is recommended)

**concurrent assignment**

```
s <= not( a or b );
```

```
ser_out <= contenu(0);
```

(left member may be **port** or **signal**)

(right member CANNOT reference an output port)

**synchronous process** (==> infer DFF) :

```
process (clk)
```

```
begin
```

```
if ( clk'event and clk = '1' ) then
```

**procedural assignment** (in a process) :

```
contenu <= par_in;
```

(left member may be **port** or **signal**)

(right member CANNOT reference an output port)

**Shifting a vector** (to the right, unsigned) :

```
('0' & contenu(3 downto 1))
```

(symbol & concatenates vectors)

**vector declaration :**

```
input [3:0] par_in;
```

(msb on the left is recommended)

**continuous assignment**

```
assign s = ~(a|b);
```

```
assign ser_out = contenu[0];
```

(left member may be **port** or **net (wire)**)

(right member can reference any type)

**synchronous procedural block** (==> infer DFF)

```
always @ (posedge clk)
```

**procedural assignment** (in a procedural block) :

```
contenu <= par_in;
```

(left member MUST be a **reg**)

(right member can reference any type)

**Shifting a vector** (to the right, unsigned) :

```
{ 1'b0, contenu[3:1] } or contenu >> 1
```

(symbols {} concatenate vectors)



## Inferring a D flip\_flop with asynchronous reset

(according to Synopsys documentation)

(triggered by ck rising edge and reset high level)

### VHDL

```
signal Q : std_logic;

process( ck, reset )
begin
  if ( reset = '1' )
    then Q <= '0';
    else if ( ck'event and ck = '1' )
      then Q <= D;
    end if;
  end if;
end process;
```

### Verilog

```
reg Q;

always @ ( posedge ck or posedge reset )

  if ( reset )
    Q = 0;

  else Q = D;
```



## Inferring a level sensitive latch

(according to Synopsys documentation)  
(loaded by LD high level)

### VHDL

```
signal Q : std_logic;

process( D, LD )
begin
    if ( LD = '1' )
        then Q <= D;
    end if;
end process
```

### Verilog

```
reg Q;

always @ ( D or LD )

if ( LD )
    Q = D;
```

### WARNING : DANGER

Risk of unintentional latch inference in a combinatorial block...



## Inferring a tri-state buffer

(according to Synopsys documentation)  
(enabled by OE high level)

### VHDL

```
signal Q : std_logic;

process( OE, D )
  if ( OE = '1' )
    then Q <= D;
    else Q <= 'Z';
  end if;
end process;
```

### Verilog

```
reg Q;

always @ ( OE or D )
  if ( OE )
    Q = D;
  else Q = 1'bz; // high impedance
```



## Example : bidirectional register for bus access

Register contains two 8-bit latches, one for writing to the bus, one for reading.

Signal OEN (active low) enables write access to the bus.

Signals LDW et LDR (active high) cause data memorization.

### VHDL

```

library IEEE;
use IEEE.std_logic_1164.all;

entity Regbid is
port(
    Din : in std_logic_vector (7 downto 0);
    Dout : out std_logic_vector (7 downto 0);
    Busbi : inout std_logic_vector (7 downto 0);
    OEN, LDW, LDR : in std_logic );
end Regbid;

architecture Lereg of regbid is
signal Lout : std_logic_vector (7 downto 0);

```

### Verilog

```

module Regbid
    ( Din, Dout, Busbi, OEN, LDW, LDR );
    input [7:0] Din;
    output [7:0] Dout;
    input OEN, LDW, LDR;
    inout [7:0] Busbi;

    reg [7:0] Busbi; // also inout
    reg [7:0] Dout; // also output

    reg [7:0] Lout;

```



```

begin          -- inferring tri-state buffers
process( OEN, Lout )
begin
if ( OEN = '0' )
    then Busbi <= Lout;
    else Busbi <= "ZZZZZZZZ";
end if;
end process;

-- inferring the latches
process ( Din , LDW )
begin
    if (LDW ='1') then Lout <= Din; end if;
end process;

process ( Busbi, LDR )
begin
    if (LDR ='1') then Dout <= Busbi; end if;
end process;

end Lereg;

```

```

          // inferring tri-state buffers
always @ ( OEN or Lout )

    if ( ~OEN )
        Busbi = Lout;
    else Busbi= 'bzzzzzzzz; // high impedance

// inferring the latches
always @ ( Din or LDW )

    if ( LDW ) Lout = Din;

always @ ( Busbi or LDR )

    if ( LDR ) Dout = Busbi;
endmodule

```

End of example : bidirectional register for bus access



## Notes on the previous examples :

The brackets following the keyword **process** contain the **sensitivity list**. The **process** may be considered as a program which is executed each time one of the signals in the list changes.

```
process( OE, D )
```

A test performed with a **if** allows to restrict the action to the rising edge :

```
if ( ck'event and ck = '1' )
```

### Binary constants :

```
'0' -- zero expressed on 1 bit
'1' -- one expressed on 1 bit
'Z' -- high impedance on 1 bit (std_logic)
"ZZZZZZZZ" -- high impedance on 8 bits
```

### Assignments :

The right member cannot reference an **out** port, but may reference an **inout** port.

The brackets following the keyword **always @** contain the **sensitivity list** of the procedural block. The block may be considered as a program which is executed each time one of the signals in the list changes. The keyword **or** is used between the elements of the list.

```
always @ ( OE or D )
```

The keyword **posedge** allows to restrict the sensitivity to the rising edge :

```
always @ ( posedge ck )
```

### Constantes binaires :

```
1'b0 // zero expressed on 1 bit
1'b1 // one expressed on 1 bit
1'bz // high impedance on 1 bit
8'bzzzzzzzz // high impedance on 8 bits
```

### Assignments :

Only **regs** may receive procedural assignments.  
**outputs** and **inouts** ports may be re-declared as **regs**.

```
output [7:0] Dout;
reg [7:0] Dout; // also output port
```



## Synchronous procedural assignments : advanced concepts

Variable assignments or blocking assignments are order-sensitive :

### VHDL

```

library IEEE; use IEEE.std_logic_1164.all;

entity Blk is
port( ck, D : in std_logic;
      X : out std_logic );
end Blk;

architecture ARC of Blk is
begin
  process (ck)
    variable V1, V2 : std_logic;
  begin
    if ( ck'event and ck='1' ) then
      X  <= V2;
      V1 := D;
      V2 := not(V1);
    end if;
  end process;
end ARC;
-- 2 flip-flops (V1 is eliminated) ...

```

### Verilog

```

module Blk(ck, D, X);
input  ck, D;
output X ;

reg X;

reg V1, V2;
always @ (posedge ck )
begin
  X  = V2;
  V1 = D;
  V2 = ~V1;
end

endmodule
// 2 flip-flops (V1 is eliminated)

```





## Synchronous procedural assignments : advanced concepts

Variable assignments or blocking assignments , continued :

### VHDL

```
architecture ARC of Blk is
begin
  process (ck)
    variable V1, V2 : std_logic;
    begin
      if ( ck'event and ck='1' ) then
        V1 := D;
        V2 := not(V1);
        X  <= V2;
      end if;
    end process;
end ARC;
-- 1 flip-flop : (V1 and V2 are eliminated)
```

### Verilog

```
reg X;

reg V1, V2;
always @ (posedge ck )
begin
  V1 = D;
  V2 = ~V1;
  X  = V2;
end

// 1 flip-flop : (V1 and V2 are eliminated)
```



## Synchronous procedural assignments : advanced concepts

Variable assignments or blocking assignments , continued :

### VHDL

```
architecture ARC of Blk is
begin
  process (ck)
    variable V1, V2 : std_logic;
    begin
      if ( ck'event and ck='1' ) then
        X  <= V2;
        V2 := not(V1);
        V1 := D;
      end if;
    end process;
  end ARC;
  -- 3 flip-flops !
```

### Verilog

```
reg X;

reg V1, V2;
always @ (posedge ck )
begin
  X  = V2;
  V2 = ~V1;
  V1 = D;
end

// 3 flip-flops !
```



## Synchronous procedural assignments : advanced concepts

Signal assignments or non blocking assignments are not sensitive to order (pure RTL)

### VHDL

```
library IEEE; use IEEE.std_logic_1164.all;

entity Blk is
port( ck, D : in std_logic;
      X : out std_logic );
end Blk;

architecture ARC of Blk is
signal V1, V2 : std_logic;
begin
process (ck)
begin
if ( ck'event and ck='1' ) then
    V1 <= D;
    V2 <= not(V1);
    X  <= V2;
end if;
end process;
end ARC;
-- 3 flip-flops whatever the order is
```

### Verilog

```
module Blk(ck, D, X);
input ck, D;
output X ;

reg X;

reg V1, V2;

always @ (posedge ck )
begin
    V1 <= D;
    V2 <= ~V1;
    X  <= V2;
end

endmodule
// 3 flip-flops whatever the order is
```



## Notes on synchronous procedural assignments : advanced concepts

### VHDL

#### Variables :

Variable assignments allow a coding style which looks like a program.

Variables containing intermediate results may be eliminated by the synthesis process.

Variables are not visible from outside the process.

#### Signals :

Signal assignments are deferred to the exit of the current timestep, whatever is their position in the code.

Signals behave like registers, coding style is pure RTL (Register Transfer Level).

### Verilog

#### Blocking :

Blocking assignments allow a coding style which looks like a program. Then **regs** behave like variables.

The **regs** containing intermediate results may be eliminated by the synthesis process.

The **regs** are always visible from outside the process.

#### Non-blocking :

Non-blocking assignments are deferred to the end of the current timestep, whatever is their position in the code.

Then **regs** behave like registers, coding style is pure RTL (Register Transfer Level).

Assignment type is determined by the operator symbol :

- = (equal) for “variable style”
- <= (arrow) for “RTL style”

Note : a given **reg** can receive assignments of only one type (no mixing)



## Concurrent models of combinatorial functions :

### 3 examples of a multiplexer

#### VHDL

```
-- boolean version
y <= ( i0 and not(s) ) or (i1 and s );

-- conditional expression
y <= i1 when (s = '1') else i0;

-- vectored version (expandable to N inputs)
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity mux2 is
port( i : in std_logic_vector (1 downto 0) ;
      s : in std_logic_vector (0 downto 0);
      y : out std_logic );
end mux2;

architecture lemux of mux2 is
begin
y <= i( CONV_INTEGER(s) );
end lemux;
```

#### Verilog

```
// boolean version
assign y = ( i0 & ~s ) | (i1 & s );

// conditional expression (C style)
assign y = (s)?(i1):(i0);

// vectored version (expandable to N inputs)

module Mux2( i, s, y );
input [1:0] i;
input s;
output y;

assign y = i[s];
endmodule
```



## Procedural models of combinatorial functions : table based

## VHDL

```
signal entree : std_logic_vector (2 downto 0);
signal sortie : std_logic_vector (4 downto 0);

process (entree)
begin
  case (entree) is
    when "000" => sortie <= "01001";
    when "001" => sortie <= "01101";
    when "010" => sortie <= "11001";
    when others => sortie <= "11111";
  end case;
end process;

-- TIP : ALWAYS put an others entry.
```

## Verilog

```
wire [2:0] entree;
reg [4:0] sortie;

always @ (entree)
begin
  case (entree)
    'b000 : sortie = 'b01001;
    'b001 : sortie = 'b01101;
    'b010 : sortie = 'b11001;
    default : sortie = 'b11111;
  endcase
end

// TIP : ALWAYS put a default entry.
```



## Procedural models of combinatorial functions : algorithm

Description is sequential but a combinatorial circuit is expected...

### VHDL

```

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_arith.all;
use IEEE.std_logic_unsigned.all;

entity cnt_ones is
port( ent : in std_logic_vector(8 downto 1);
      res : out std_logic_vector(3 downto 1) );
end cnt_ones;

architecture ture of cnt_ones is
begin
  process (ent)
  variable ires : std_logic_vector(3 downto 1);
  begin
    ires := "000";
    for cnt in 1 to 8 loop
      ires := ires + ent(cnt);
    end loop;
    res <= ires;
  end process;
end ture;

```

### Verilog

```

module cnt_ones( ent, res );
  input  [8:1] ent;
  output [3:1] res;

  reg [3:1] res;
  integer cnt;      // internal variable

  always @ (ent)

  begin
    res = 0;
    for ( cnt = 1; cnt <= 8; cnt = cnt + 1 )
      res = res + ent[cnt];

  end
endmodule

```



## Notes on procedural models of combinatorial functions

Model must match the following conditions :

1. Every signal involved in the computation of the results of the process (or always block) appears in the sensitivity list
2. All the results of the process (or always block) are recomputed in every case of execution of the process (or always block)

*Otherwise, unwanted latches appear !*

### VHDL

#### Case :

the “**others**” entry helps satisfy condition 2

#### for loop :

Loop variable is implicit integer.

Assignments must be variable assignments

#### Vector :

Index must be integer.

Conversion functions are available between integer and vector.

Vector arithmetics require an extension of the std\_logic package.

### Verilog

#### Case :

the “**default**” entry helps satisfy condition 2

#### for loop:

Loop variable must be declared

Assignments must be blocking

#### Vector :

Index may be a vector.

Conversion between integer and vector is implicit.





## Parametrized or generic cell

### VHDL

```

library IEEE; use IEEE.std_logic_1164.all;
entity piso is
  generic ( N : integer := 4 );
  port(
    clk, load : in std_logic;
    par_in : in std_logic_vector (N-1 downto 0);
    ser_out : out std_logic );
end piso;
architecture ARC of piso is
  signal cont : std_logic_vector (N-1 downto 0);
begin
  process (clk)
  begin
    if ( clk'event and clk='1' ) then
      if ( load = '1' )
        then cont <= par_in;
        else cont <= ( '0' & contenu(N-1 downto 1) );
      end if;
    end if;
  end process;
  ser_out <= contenu(0);
end ARC;

```

### Verilog

```

module piso( clk, load, par_in, ser_out );

  parameter N = 4;

  input clk, load;
  input [(N-1):0] par_in;
  output ser_out;

  reg [(N-1):0] contenu;

  always @ (posedge clk)
    begin
      if ( load )
        contenu <= par_in;
      else
        contenu <= contenu >> 1;
      end

  assign ser_out = contenu[0];
endmodule

```



## Parametrized or generic cell : instantiation

### VHDL

```

architecture ARC of repiso is

    component piso
    generic ( N : integer := 4 );
    port(
        clk, load : in std_logic;
        par_in : in std_logic_vector (N-1 downto 0);
        ser_out : out std_logic );
    end component;

begin
    piso_inst : piso
        generic map ( N => 32 )
        port map (ck, load, data_in, ser_data );

end ARC;

```

### Verilog

```

defparam piso_inst.N = 32;
piso piso_inst ( ck, load, data_in, ser_data );

// alternative form :
piso #(32) piso_inst ( ck, load, data_in,
ser_data );

```



## Test Bench (non synthesizable code) : simulating the shift register example «PISO»

### VHDL

```

Library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_arith.all;
use IEEE.std_logic_textio.all;
use std.textio.all;

ENTITY test IS -- test entity has no port
END test;

ARCHITECTURE bench OF test IS

COMPONENT piso4
port(
    clk, load : in std_logic;
    par_in : in std_logic_vector (3 downto 0);
    ser_out : out std_logic
);
end component;

signal clk, load : std_logic;
signal par_in : std_logic_vector (3 downto 0);
signal ser_out : std_logic;

```

### Verilog

```

`timescale 1ns / 10ps

module test; // test module has no port

// input signals to the circuit under test
// will be driven in procedural mode, so
// they must be declared as regs,
// while output signals from the circuit must
// be declared as wires to be driven by it

reg clk, load;
reg [3:0] par_in;
wire ser_out;

```



## Test Bench (non synthesizable code) : circuit instance and main sequence

```

constant p : time := 100 ns;    -- clock period

begin
inst : piso4
  PORT MAP( clk, load, par_in, ser_out );

process -- main test sequence
begin
  load <= '0'; par_in <= "0000";
  wait for p;
  load <= '1';
  par_in <= CONV_STD_LOGIC_VECTOR(13,4);
  wait for p;
  load <= '0';
  wait for (p*6);    -- time enough to shift
  load <= '1'; par_in <= "1011";
  wait for p;
  load <= '0';
  wait for (p*6);
  wait;
end process;

```

```

parameter p=100;    // clock period

piso4 inst ( clk, load, par_in, ser_out );

initial // main test sequence
begin
  load = 0; par_in = 0;
  #p
  load = 1;
  par_in = 13;    // decimal integer to vector
  #p
  load = 0;
  #(p*6)    // time enough to shift
  load = 1; par_in = 'b1011';
  #p
  load = 0;
  #(p*6)
  $stop;
end

```



## Test Bench (non synthesizable code) : clock generator and text display

```
process begin    -- clock source
  clk <= '0'; wait for (p/4);
  loop
    wait for (p/2); clk <= not clk;
  end loop;
end process;
```

```
-- synchronous text display
process (clk)
variable li: LINE; -- line buffer
begin
  if ( clk = '0' ) then
    write( li, string'("load=") );
    write( li, load );
    write( li, string'(" par_in=") );
    write( li, par_in );
    write( li, string'(" ser_out=") );
    write( li, ser_out );
    writeline( OUTPUT, li );
  end if;
end process;

end bench;
```

```
initial          // clock source
begin
  clk = 0; #(p/4)
  forever #(p/2) clk = ~clk;
end

// synchronous text display
always @ (negedge clk)

  $display("load=%b par_in=%b ser_out=%b",
           load, par_in, ser_out );

endmodule
```



## Notes on test bench writing

Since the test bench does not have to be synthesizable, all the constructs of the language may be used freely in the test bench.

This makes the test benches much harder to translate from VHDL to Verilog or conversely. This example is aimed at demonstrating a "portable" style.

File I/O is essential in big projects. Here is an example of text output to the simulator console and log file (special file).

Several processes (or procedural blocks) running in parallel may be usefull in test benches, here we have three of them.

### VHDL

#### Time :

The built-in physical type **time** requires specifying the unit with each numerical value (i.e. **ps**, **ns**, **us** etc...)

The statement **wait for** is used for present-time-relative delays.

#### One-shot process :

The naked **wait** statement at the end of a process prevents its repetition.

#### Text output :

A two-stage processing is done : text elements are appended to a line buffer (type **LINE** defined in package **std.textio**), then the buffer is written to a file (or to standard output called **OUTPUT**).

Displaying std\_logic bit and vector values requires the package **IEEE.std\_logic\_textio**.

### Verilog

#### Time :

The **`timescale** directive placed before the module header determines the unit used in time values. Its second argument is the claimed time resolution (actual resolution may be better)

The **#** symbol (hash sign) is used for present-time-relative delays.

#### One-shot process :

The **initial** keyword creates a procedural block like the **always** keyword, but this block is executed only once.

#### Text output :

System function **\$display** is similar to printf in C language.



## Appendix : some synthesizable Verilog 2001 extensions

### Procedural model of combinatorial function

In Verilog 95, the sensitivity list should include every input signal so that the synthesis program infers a combinational block (page 24)

In Verilog 2001, the **always @(\*)** block is automatically made sensitive to all signals read within the procedure, so that combinational logic is inferred in simulation and synthesis (may be written without parenthesis : **always @\***)

### Parametrized instance

In Verilog 95, the #() list contains parameter values, to be assigned by order (page 26)

```
piso #(32) piso_inst ( ck, load, data_in, ser_data );
```

In Verilog 2001, an explicit syntax is also allowed, similar to the explicit port connexion (page 5) :

```
piso #(.N(32)) piso_inst ( ck, load, data_in, ser_data );
```

