





Lecture 10: Verilog

- Verilog resources
- Verilog vs VHDL
- HDL Design questions
- Verilog examples

Verilog Resources

Sakai: folder in Resources

Pacific Library (electronic books):

- Verilog digital system design: RT level synthesis, testbench, and verification by Zainalabedin Navabi
- FSM-based digital design using Verilog HDL by Peter D. Minns
- Verilog Quickstart: a practical guide to simulation and synthesis in Verilog by James M. Lee
- The Verilog hardware description language by D. E. Thomas

Online:

- http://en.wikipedia.org/wiki/Verilog
- http://www.asic-world.com/verilog/veritut.html
- http://www.altera.com/support/examples/verilog/verilog.html

Verilog vs VHDL

Verilog	VHDL
C-like language	More explicit typing
Easier coding	Less error prone
US Industry supported (sort of)	Government/research and external US supported (sort of)

Fundamentally, best to know both with serious expertise in at least one!

HDL Design

How do we:

- Define the ports?
- Implement sequential logic?
 - Where do we place the code?
 - How do we define the clock and initiate a block of logic?
 - How do we declare variables?
- Design hierarchically?

```
Verilog:
module blah
(input a,
 output b);
endmodule;
```

```
VHDL:
```

```
ENTITY blah IS
   PORT (a : in STD_LOGIC_VECTOR(2 DOWNTO 0);
        b : out STD_LOGIC_VECTOR(0 TO 1));
END blah;
```

```
Verilog:
module blah
(input [2:0] a,
 output [0:1] b);
endmodule;
```

```
Verilog:
module blah (a,b);
  input [2:0] a;
  output [0:1] b;
endmodule;
```

HDL Design: Sequential – Code?

Where do we place the code?

```
VHDL:
```

HDL Design: Sequential – Code?

Where do we place the code? Verilog: module blah (a,b); input [2:0] a; output [0:1] b; CODE GOES HERE endmodule;

HDL Design: Sequential – Clocks?

How do we define the clock and initiate a block of logic?

```
VHDL:
ENTITY blah IS
  PORT (clk : in STD LOGIC;
         a : in STD_LOGIC_VECTOR(2 DOWNTO 0);
         b : out STD LOGIC VECTOR(0 TO 1));
END blah:
ARCHITECTURE Behavior OF blah IS
BEGIN
  PROCESS (clk)
  BEGIN
    IF(rising_edge(clk)) THEN
    END IF;
  END PROCESS:
END Behavior:
```

HDL Design: Sequential – Clocks?

How do we define the clock and initiate a block of logic?

```
Verilog:
```

```
module blah (clk,a,b);
  input clk;
  input [2:0] a;
  output [0:1] b;

always @(posedge clk) begin
  end
end
endmodule;
```

HDL Design: Sequential – Variables?

How do we declare variables?

```
VHDL:
ENTITY blah IS
  PORT (clk : in STD_LOGIC;
         a : in STD LOGIC VECTOR(2 DOWNTO 0);
         b : out STD LOGIC VECTOR(0 TO 1));
END blah:
ARCHITECTURE Behavior OF blah IS
  SIGNAL y : STD_LOGIC_VECTOR(1 DOWNTO 0);
BEGIN
  PROCESS(clk)
    VARIABLE resync : STD LOGIC VECTOR(1 DOWNTO 0);
  BEGIN
    IF(rising_edge(clk)) THEN
    END IF:
  END PROCESS:
END Behavior:
```

HDL Design: Sequential – Variables?

How do we declare variables?

```
Verilog:
module blah (clk,a,b);
  input clk;
  input [2:0] a;
  output [0:1] b;
  reg [0:1] b; // storage elements
  wire [1:0] y; // literally wires
  always @(posedge clk) begin
  end
endmodule;
```

HDL Design: Hierarchy

```
VHDL:
ENTITY blah IS
   PORT (clk : IN STD LOGIC;
           a : IN STD LOGIC VECTOR(2 DOWNTO 0);
           b : OUT STD LOGIC VECTOR(0 TO 1));
END blah;
ARCHITECTURE Behavior OF blah IS
   SIGNAL y : STD LOGIC VECTOR(1 DOWNTO 0);
   SIGNAL outclk : STD LOGIC;
   COMPONENT masterclk
    PORT (iclk : IN STD LOGIC;
           oclk : OUT STD LOGIC);
   END COMPONENT:
BEGIN
  clkdivide : masterclk PORT MAP(iclk => clk, oclk => outclk);
  PROCESS (outclk)
    VARIABLE resync : STD LOGIC VECTOR(1 DOWNTO 0);
  BEGIN
    IF(rising edge(outclk)) THEN
    END IF:
  END PROCESS:
END Behavior:
```

HDL Design: Hierarchy

Verilog: module blah (clk,a,b); input clk; input [2:0] a; output [0:1] b; reg [0:1] b; wire [1:0] y; reg outclk; masterclk clkdivide(.iclk(clk),.oclk(outclk)); always @(posedge outclk) begin end endmodule;

Verilog: Numbers

Verilog has four different bit values:

- 0, logic zero
- 1, logic one
- z, high impedance
- x, unknown

The general syntax is:

{bit width}'{base}{value}

For example:

```
4'd14 // 4-bit value, specified in decimal
4'he // 4-bit value, specified in hex
4'b1110 // 4-bit value, specified in binary
```

— 4'b10xz // 4-bit value, with x and z, in binary

```
module mux4(a,b,c,d,sel,y);
  input a, b, c, d;
  input [1:0] sel;
  output y;
  always @(a or b or c or d or sel)
    case (sel)
      2'b00: y <= a;
      2'b01: y \le b;
      2'b10: y <= c;
      2'b11: y <= d;
      default : y <= 1'bx;</pre>
    endcase
endmodule
```

```
module dff(clk,reset,d,q);
  input clk, reset, d;
  output q;
  always @(posedge clk)
    if (~reset) begin
      q <= 1'b0;
    end else begin
      q \leq d;
    end
```

endmodule

```
module dff(clk,reset,d,q);
  input clk, reset, d;
  output q;
  always @(posedge clk or negedge reset)
    if (~reset) begin
      q <= 1'b0;
    end else begin
      q \le d;
    end
```

endmodule

```
module fsm1(clk,w,z);
  parameter idle = 2'b00;
  parameter state1 = 2'b01;
  parameter state2 = 2'b10;
  input clk, w;
  output z;
  reg [1:0] state;
  always @(posedge clk)
  begin
    case(state)
       idle:
         if(w == 1'b1)
           state <= state1;</pre>
         else
           state <= state2;</pre>
      state1: state <= idle;</pre>
      state2: state <= idle;</pre>
      default: state <= idle;</pre>
    endcase
  end
  always @*
  begin
    z <= (state == state1);</pre>
  end
```

endmodule

```
module fsm1(clk,w,z);
  parameter idle = 2'b00;
  parameter state1 = 2'b01;
  parameter state2 = 2'b10;
  input clk, w;
  output z;
  reg [1:0] state;
  always @(posedge clk)
  begin
    case(state)
      idle:
         if(w == 1'b1)
           state <= state1;</pre>
         else
           state <= state2;</pre>
      state1: state <= idle;</pre>
      state2: state <= idle;</pre>
      default: state <= idle;</pre>
    endcase
  end
  assign z = (state == state1);
endmodule
```

Quizzes, Project, and Questions?

- Quizzes delayed one week each:
 - Next one is two Tuesdays from today
 - Other one is Tuesday after Thanksgiving
- Project:
 - Handout posted
 - Need to form groups of 2-3
 - Need to meet with me to discuss topics
- Need all boards back by Nov. 30!