

# Sys-Verilog Questions Review

*Some Solutions to questions from ChipIO-Dev*

Hector “Hectron” Williams

# Counter

clk

Bit

n\_ticks

Logic [7:0]



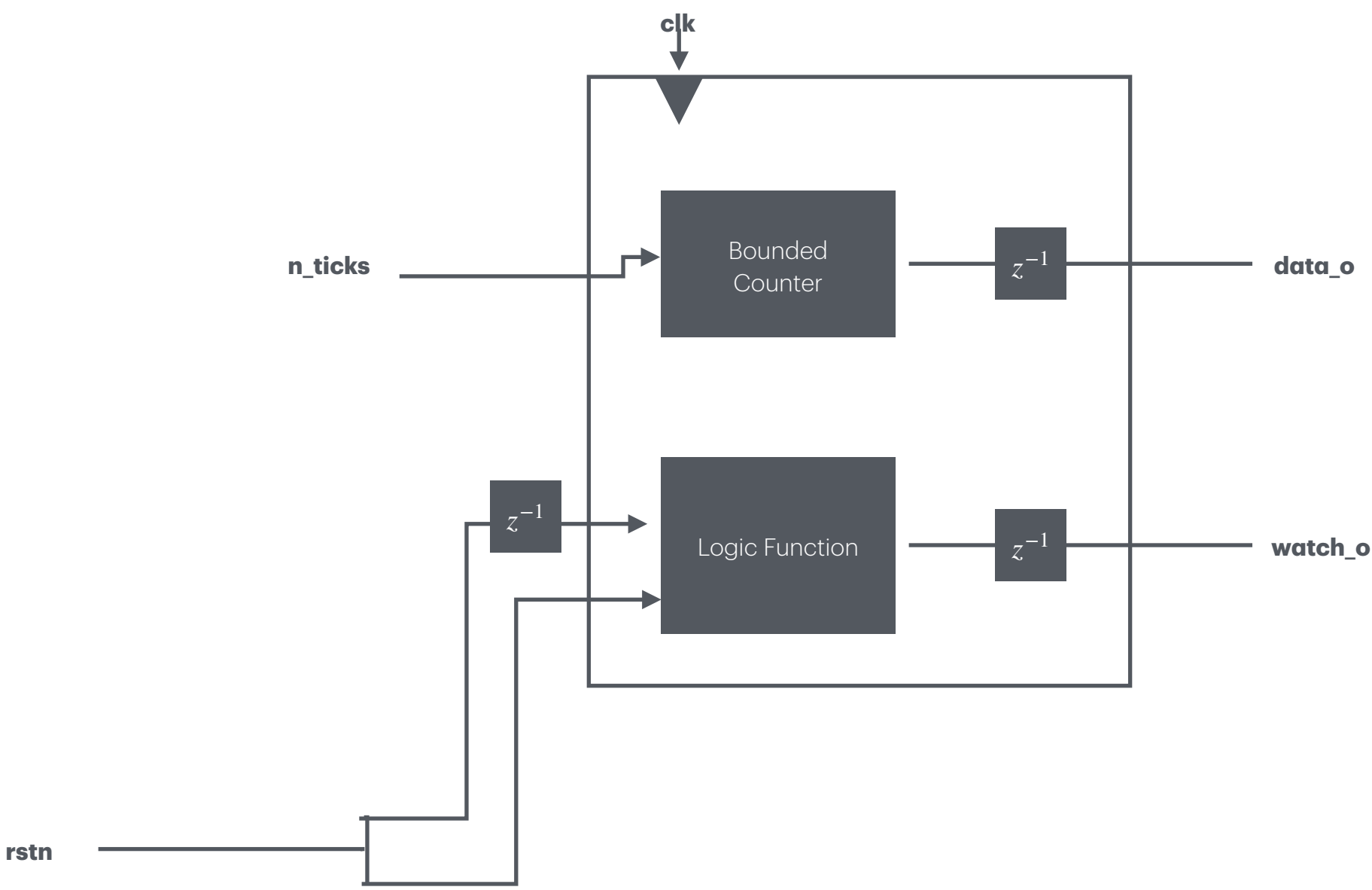
data\_o

Logic [7:0]

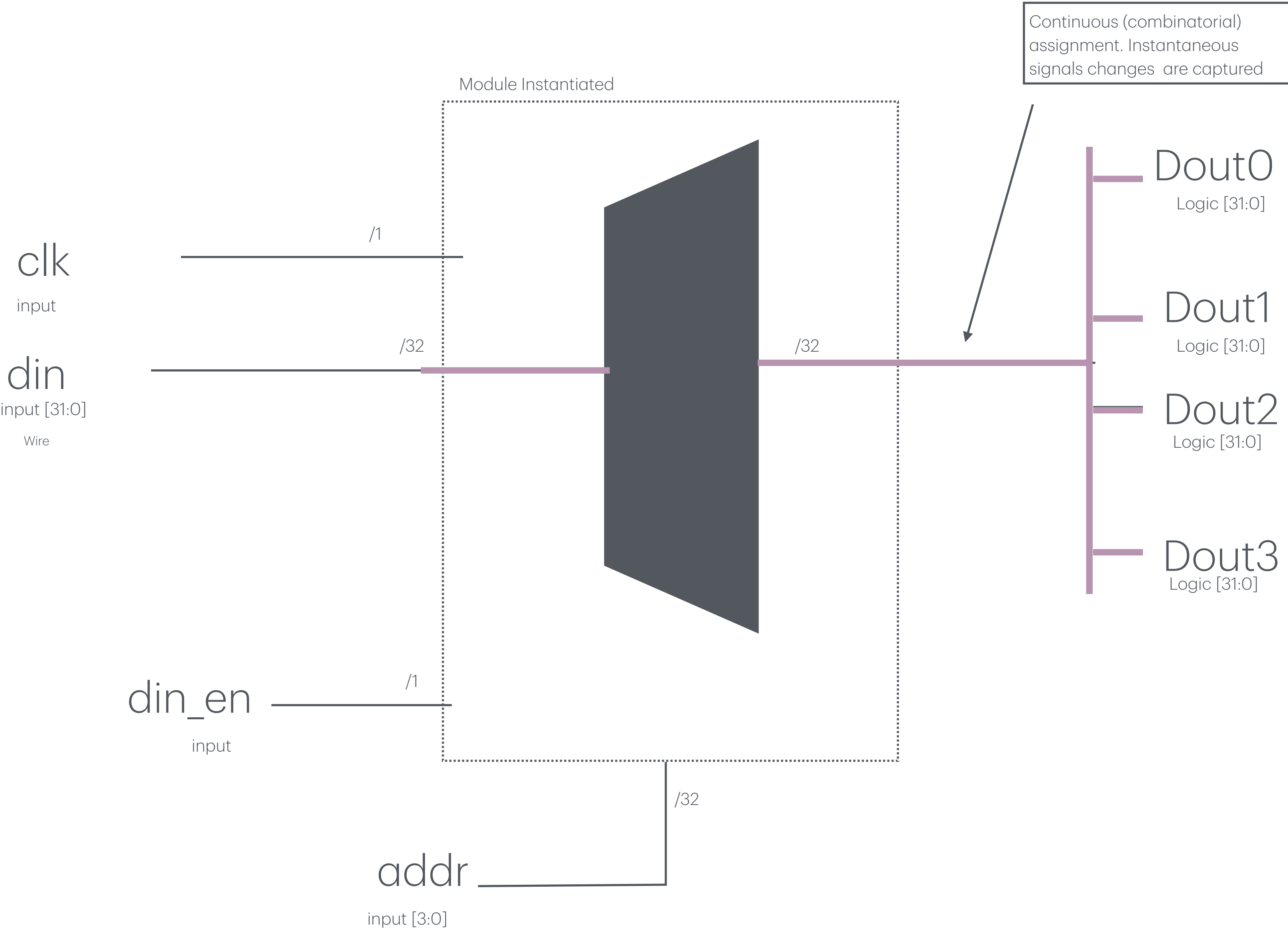
watch\_o

Bit

# Counter



# Router



# Connect (wire)



Log2

clk

Bit

X

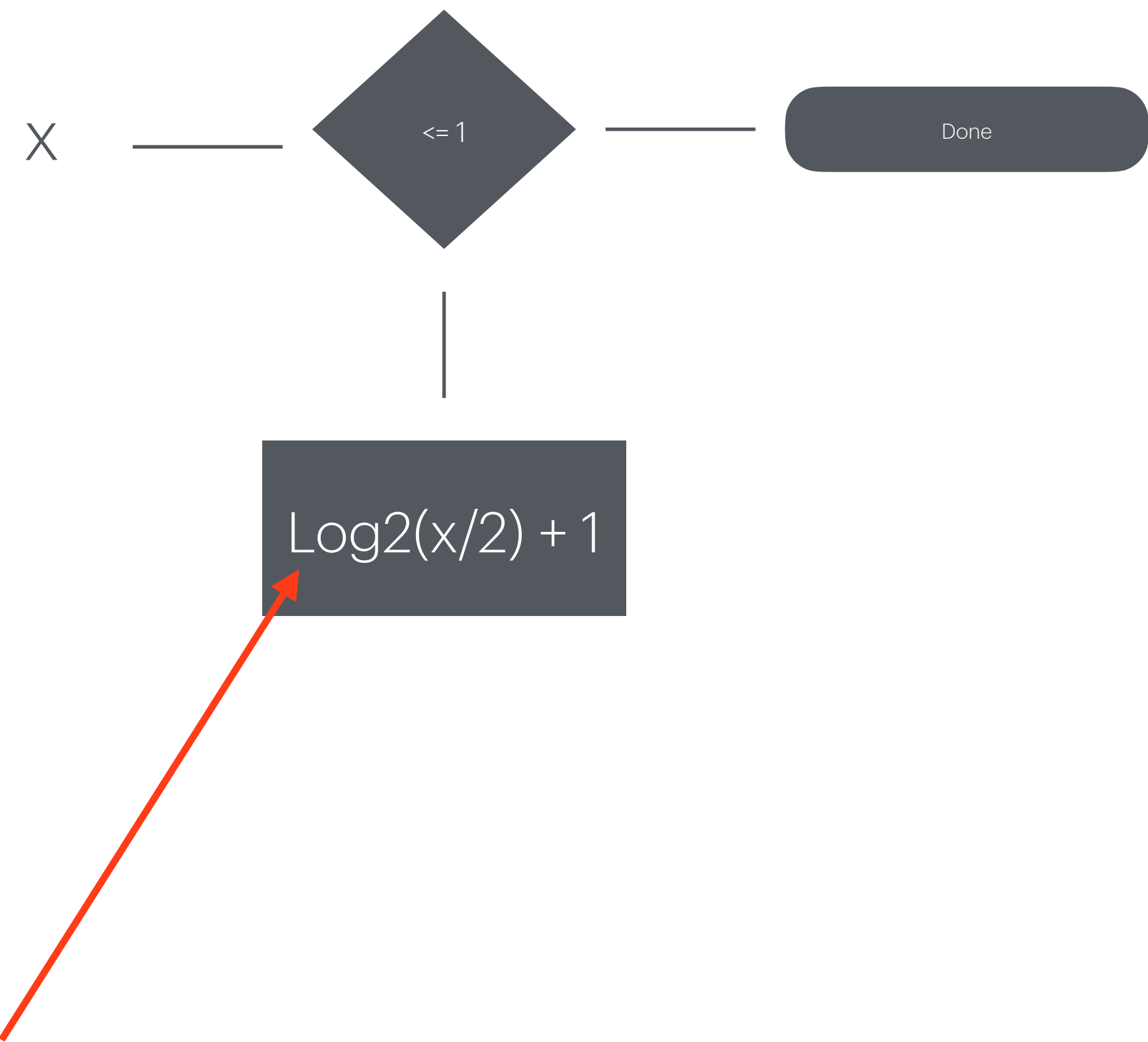
Logic [7:0]

y

Logic [7:0]



# Log2



Recursion or calling the same hardware segment repeatedly

Log2(**5**)

5

Log2(5)

1

Log2(2)

2

Log2(1)

Minimum number of bits represent 5?

Min = 2

**5** >  $2^2$  ( increment)

\_\_\_\_\_



Log2(**4**)

5

Log2(4)

1

Log2(2)

2

Log2(1)

Minimum number of bits represent 5?

Min = 2

4  $\nless$   $2^2$  (perfect)

\_\_\_\_\_

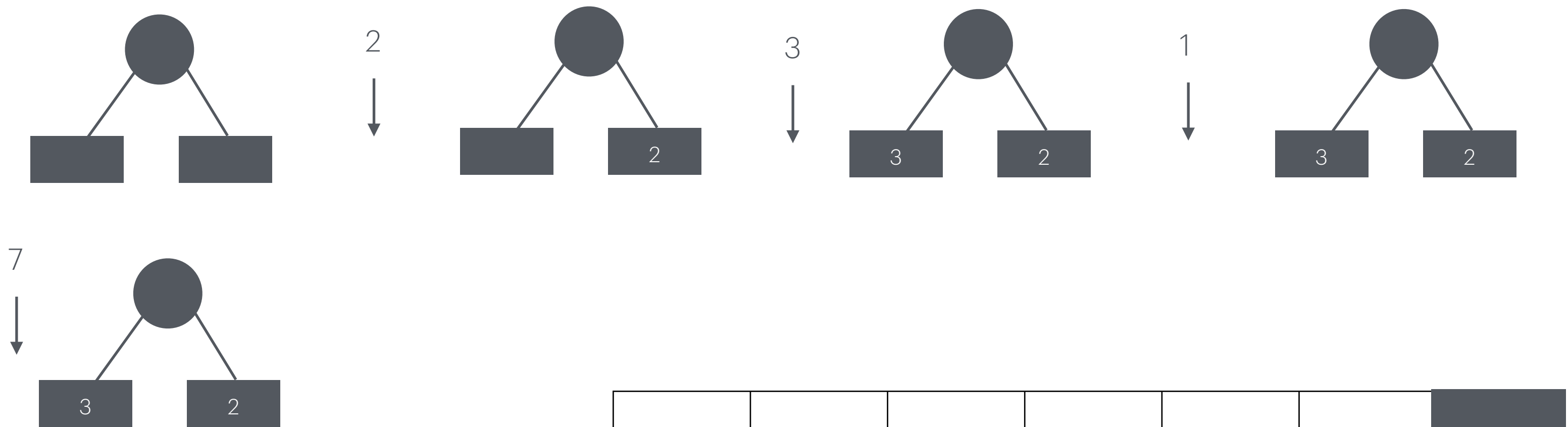
Log2 : Debug Results

VECTOR SENT [1] - [36]  
VECTOR SENT [2] - [129]  
VECTOR SENT [3] - [9]  
VECTOR SENT [4] - [99]  
VECTOR SENT [5] - [13]  
VECTOR SENT [6] - [141]



VECTOR RCVD [6]  
VECTOR RCVD [8]  
VECTOR RCVD [4]  
VECTOR RCVD [7]  
VECTOR RCVD [4]  
VECTOR RCVD [8]

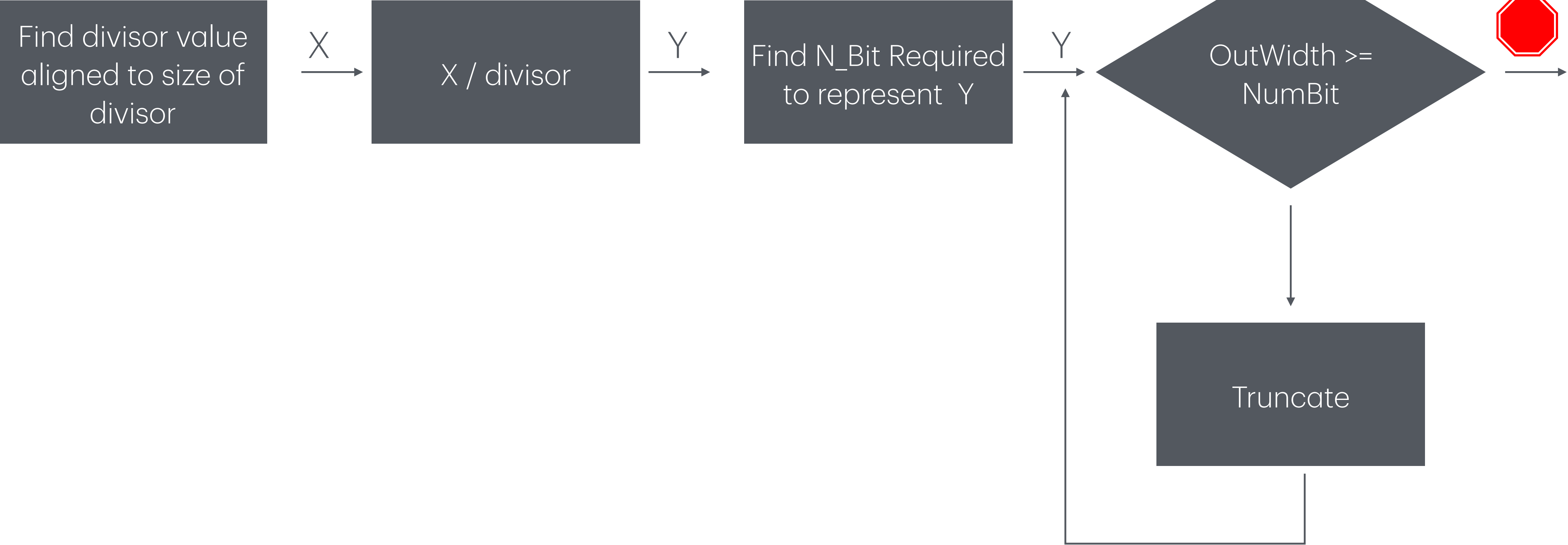
# Second Largest



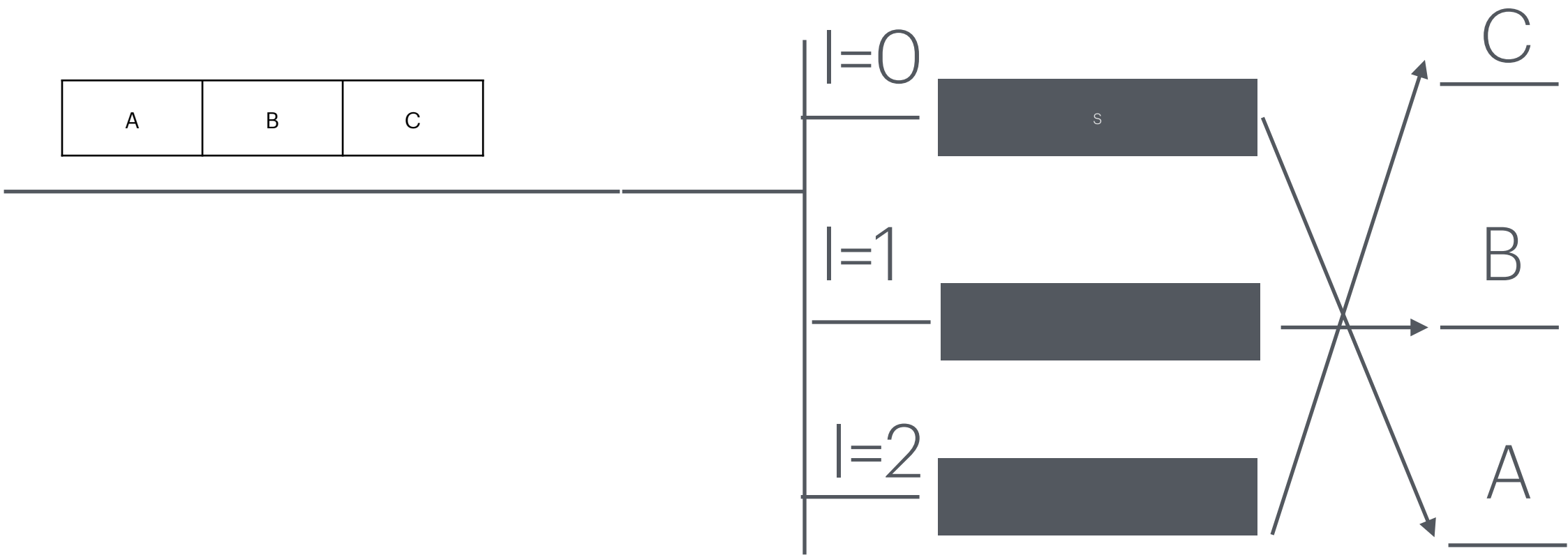
Count	0	1	2	3	4	
Data_In	D0	D1	D2	D3	D4	
2nd Largest	0	0	2	2	2	3

-, **2**    3, **2**    3, **2**    3, **2**    7, **3**

# Rounded Division



# Reverse Bits



**Generate** Logic Blocks

Gray code

RST

CLK

Counter

$i$

$id$

$$2^{id} = (counter + 1)$$

$\lceil$

FSM

out[l]

Register  
Size =  $2^i$

$i+1$

$id$

$$2^{id+1} = active\_bits$$

$\lceil$

FSM

out[l+1]

Register  
Size =  $2^i$

⋮

out

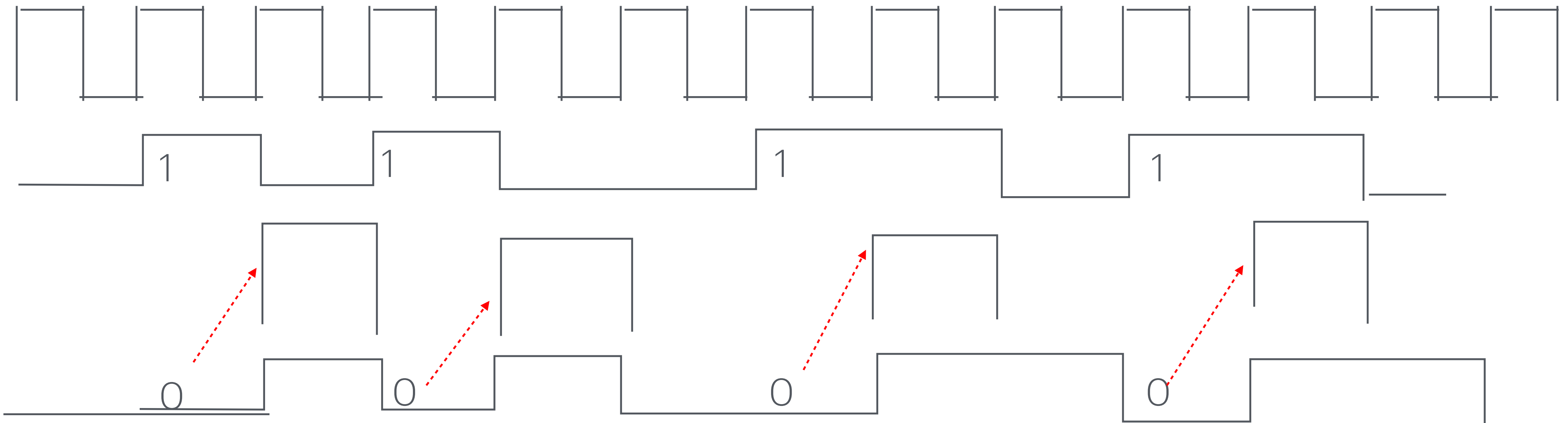
Gray code

Vertical Delay :)

$2^3 = 8cycle$        $2^2 = 4cycle$        $2^1 = 2cycle$        $2^0 = 1cycle$

	0	0	0	0
	0	0	0	1
	0	0	1	1
	0	0	1	0
	0	1	1	0

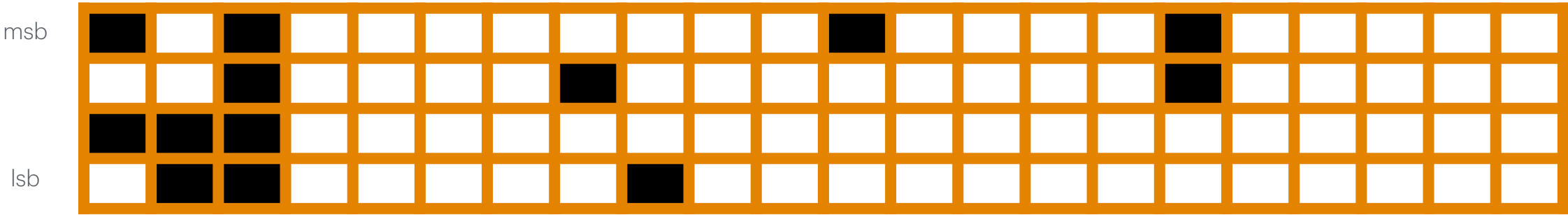
# Edge Detector





# Parralel In -Serial Out

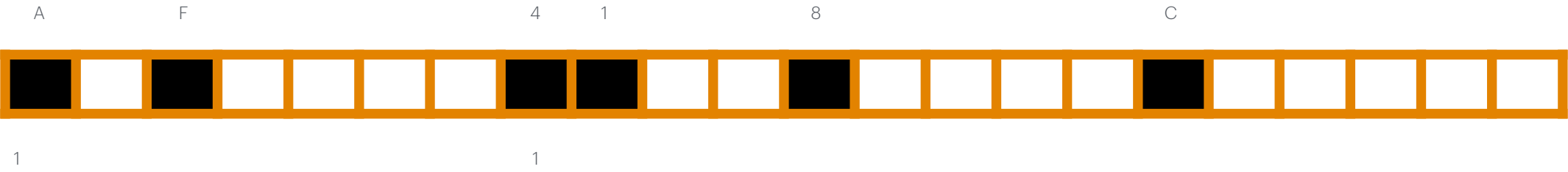
DATA



Bit Sequence



Enable



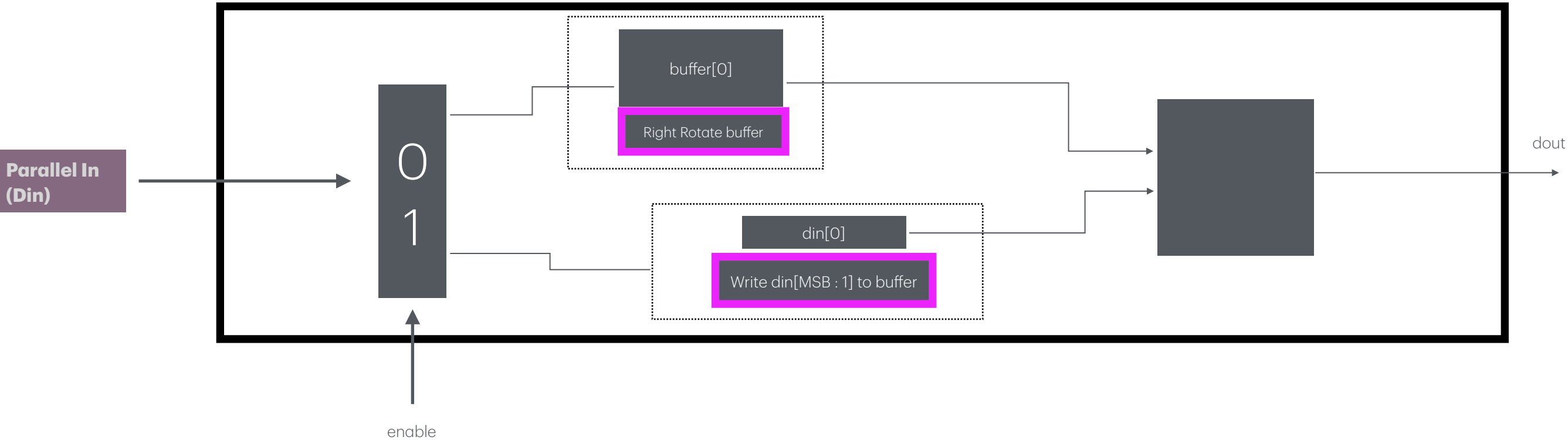
D\_IN



RST



Output



# Serial to Parallel

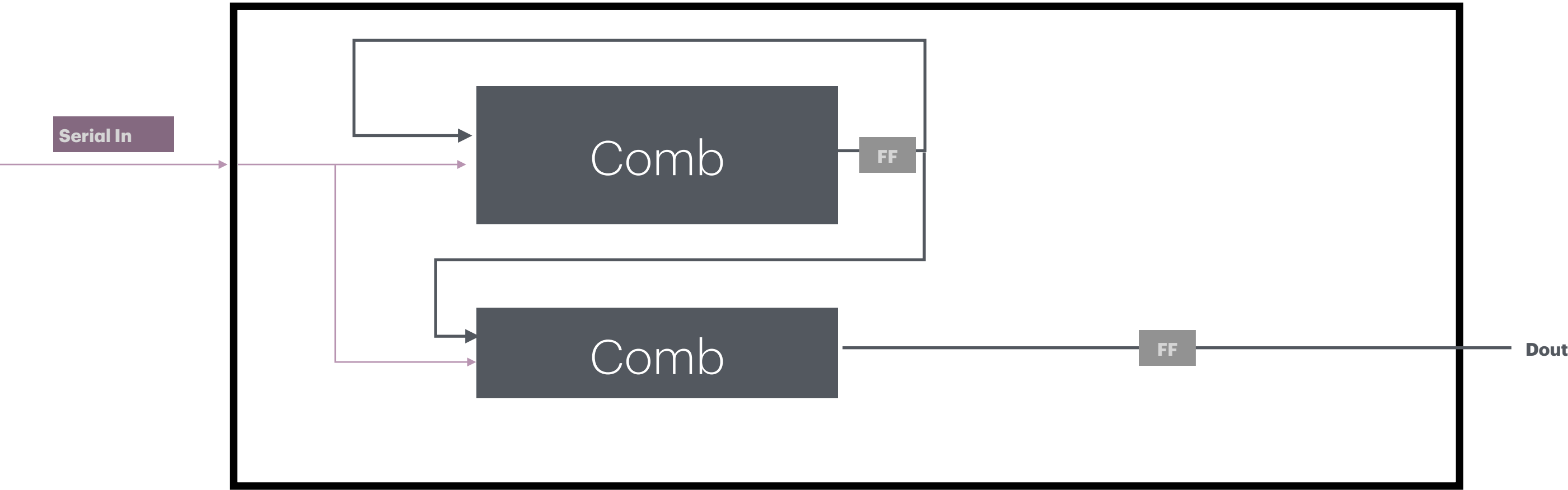
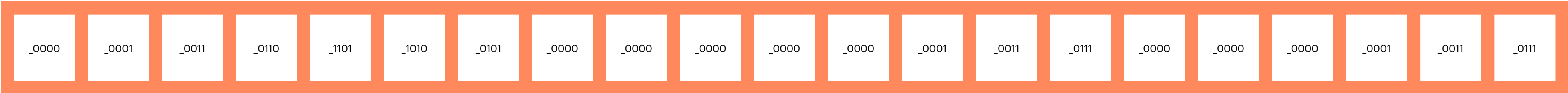
Din



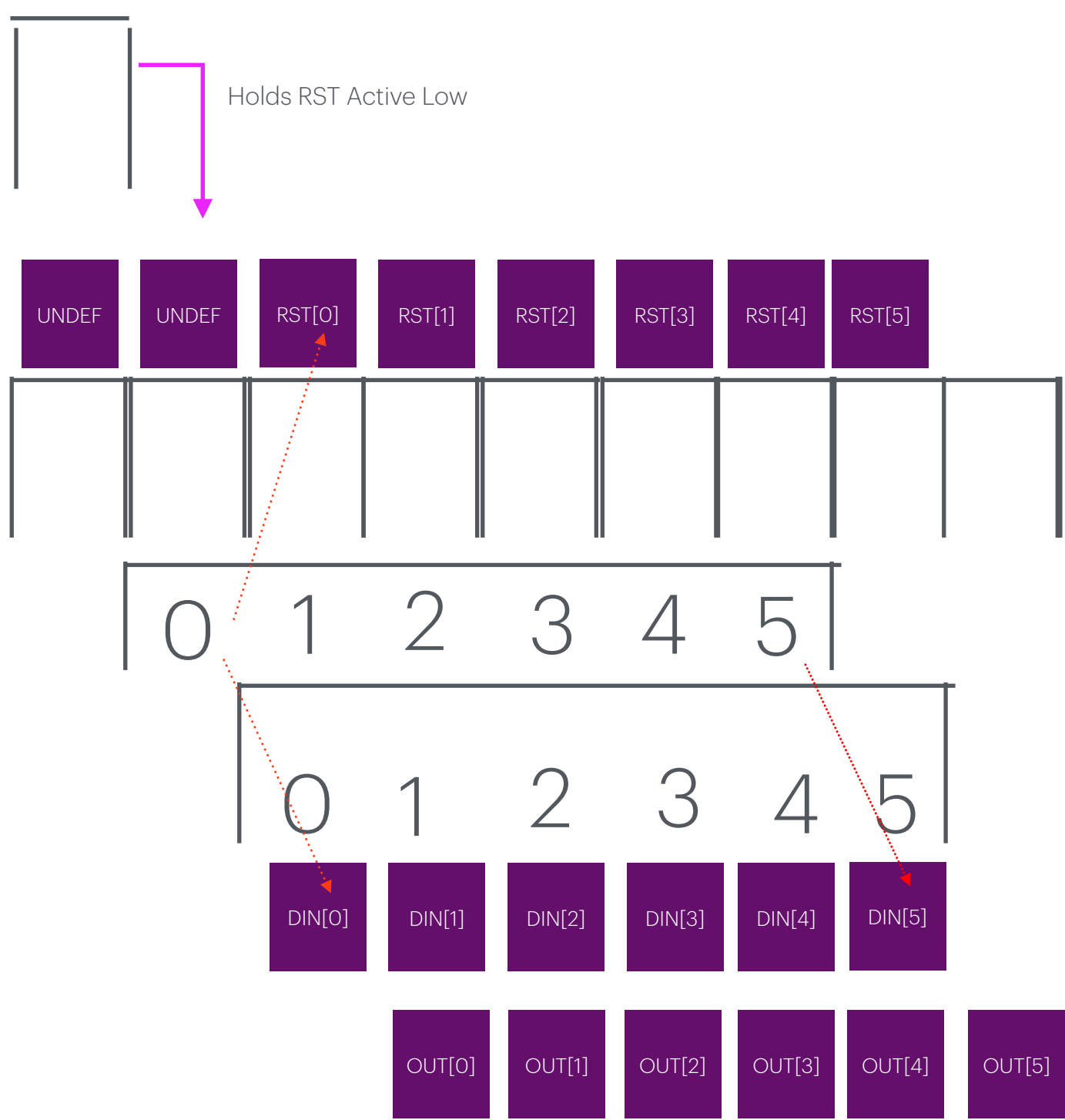
Reset



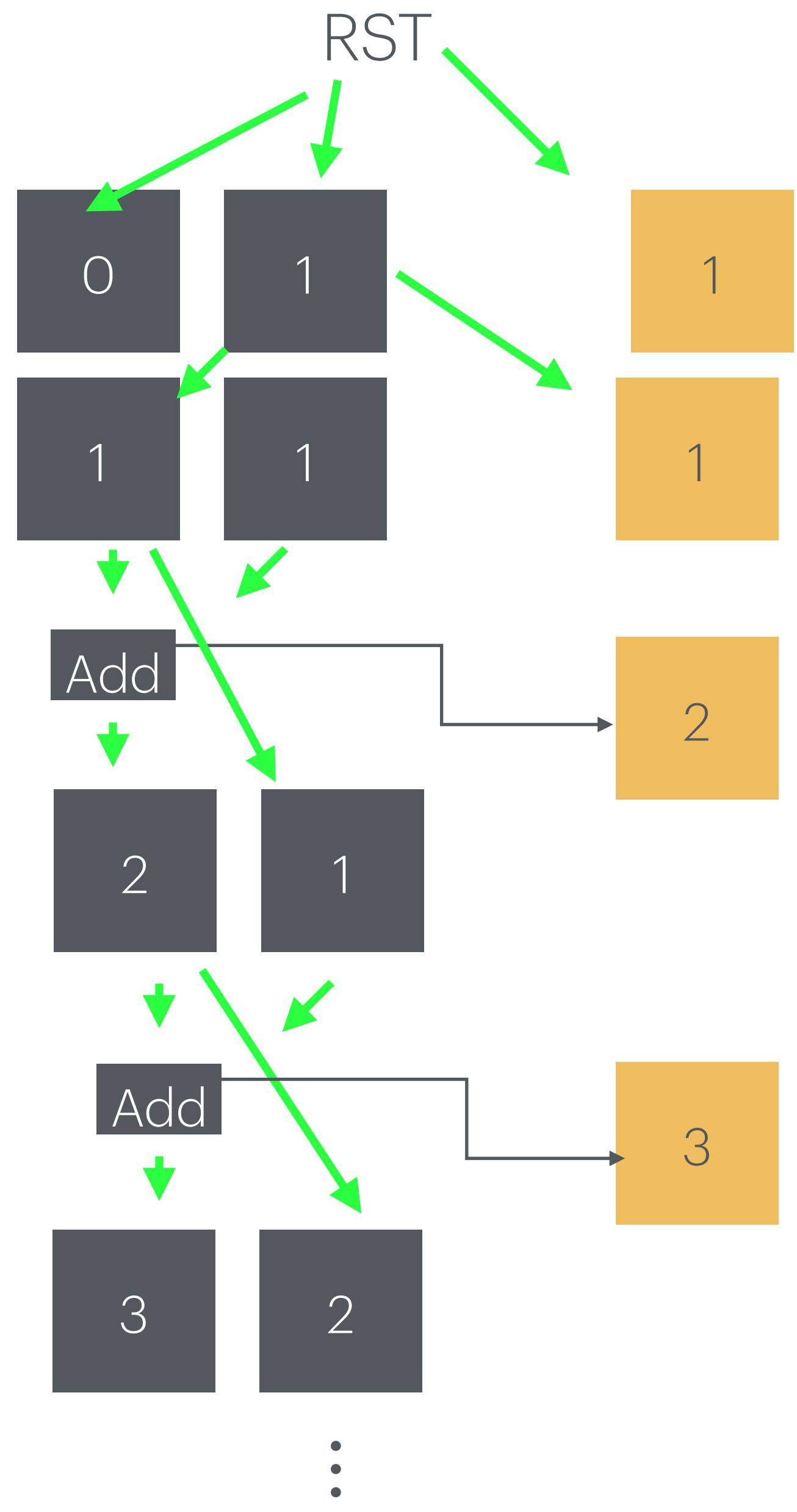
Data



# Serial to Parallel ( Simulation Concept)

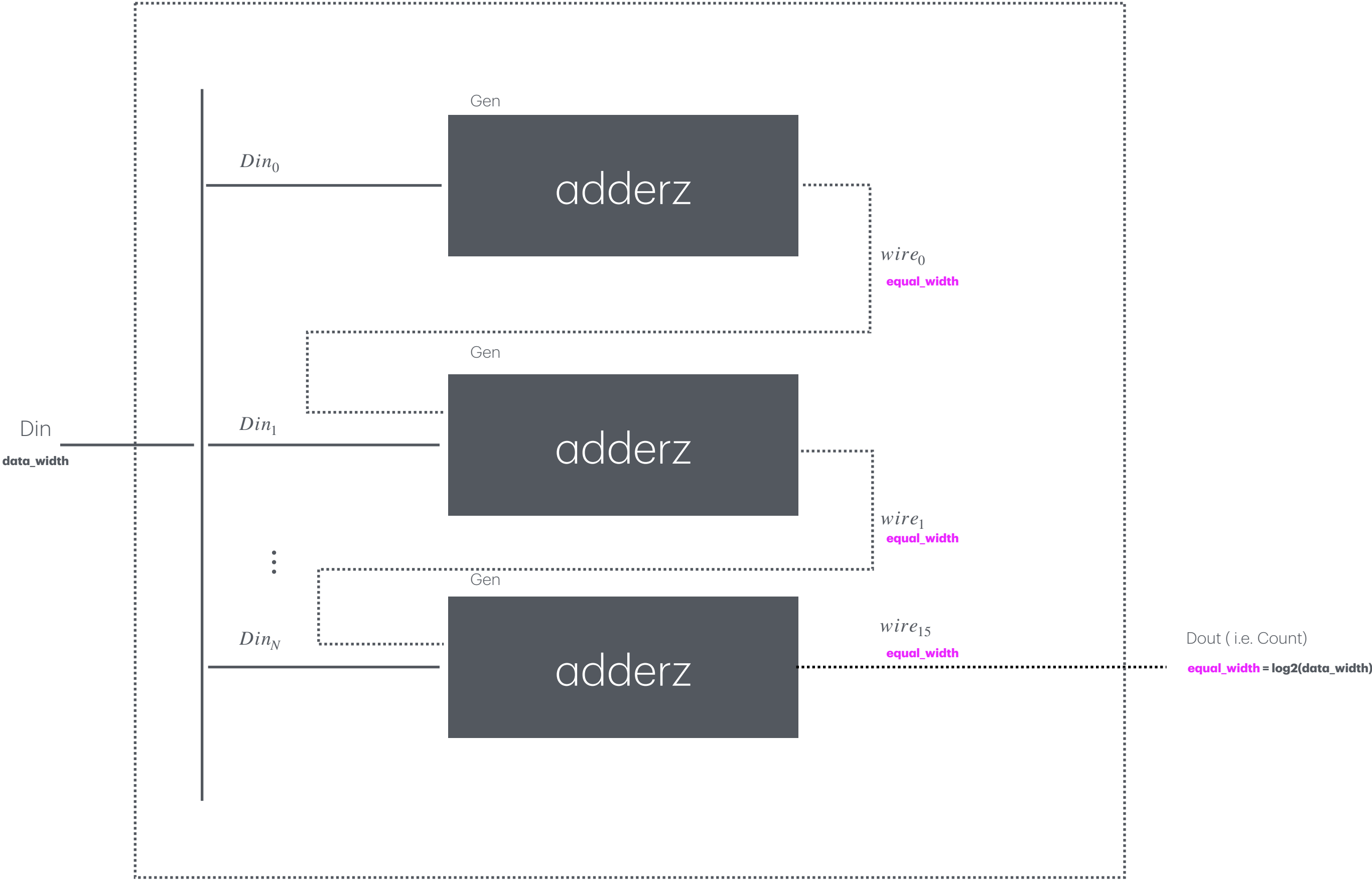


Fibonacci



# Count Ones

Architecture Similar to Linked List



# Count Ones

```
[2025-10-21 23:50:16 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

```
index - 0  input - 3  n_ones - 2
```

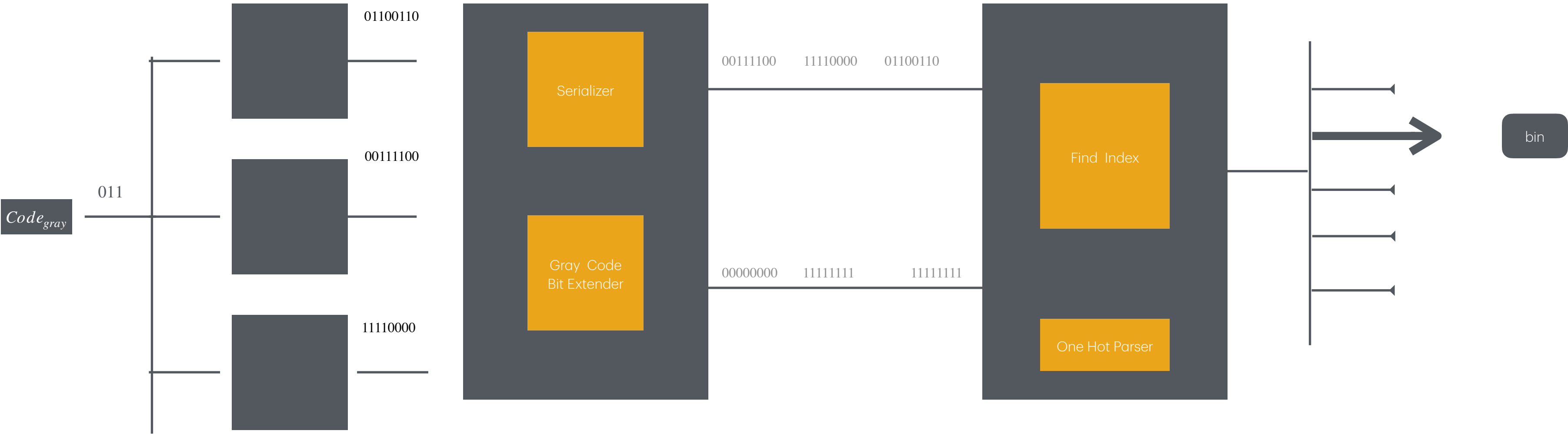
```
index - 1  input - 5  n_ones - 2
```

```
index - 2  input - 8  n_ones - 1
```

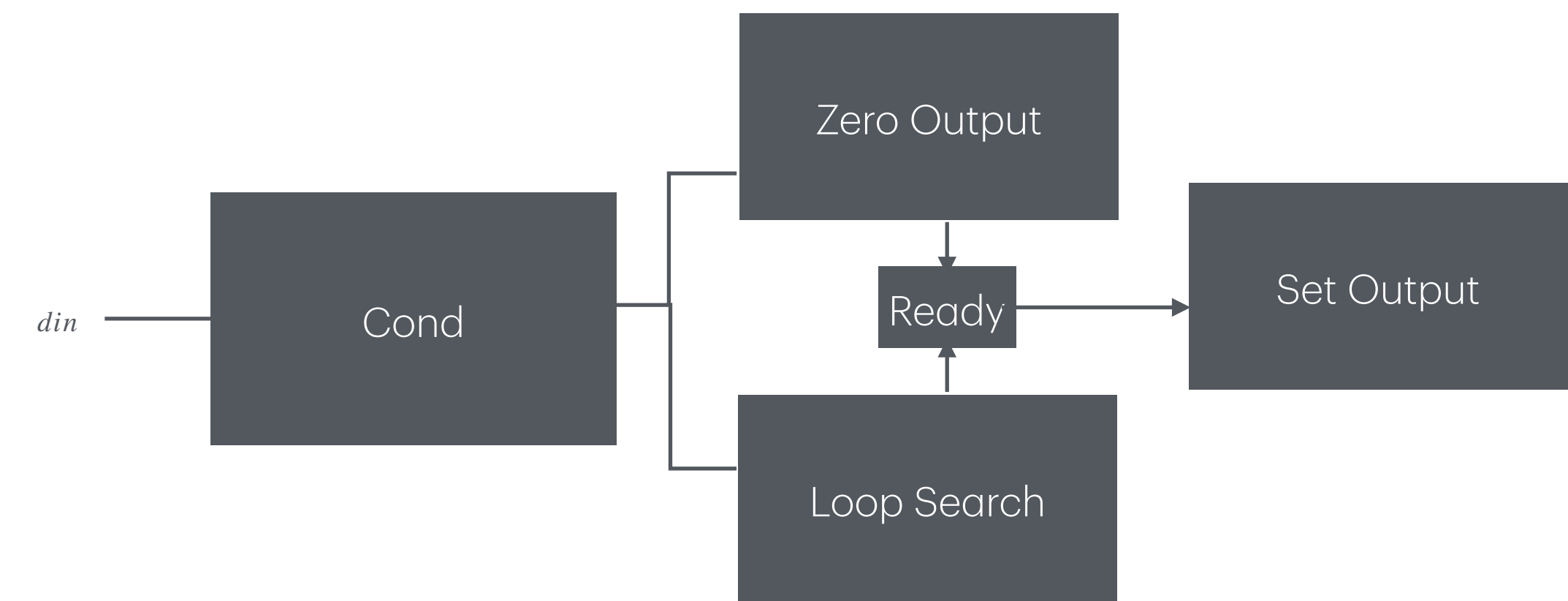
```
testbench.sv:44: $finish called at 9 (1s)
```

```
Done
```

# Gray Code to Binary ( Width = 3)



# Trailing Ones





# StopWatch Timer

TICK	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
START																								
RESET																								
STOP																								
COUNT	0	0	0	1	2	0	0	0	0	0	0	1	2	0	0	1	1	1	1	1	1	2	3	4



Testbench **monitors rdy** at this time stamp

# StopWatch Timer

prev\_button

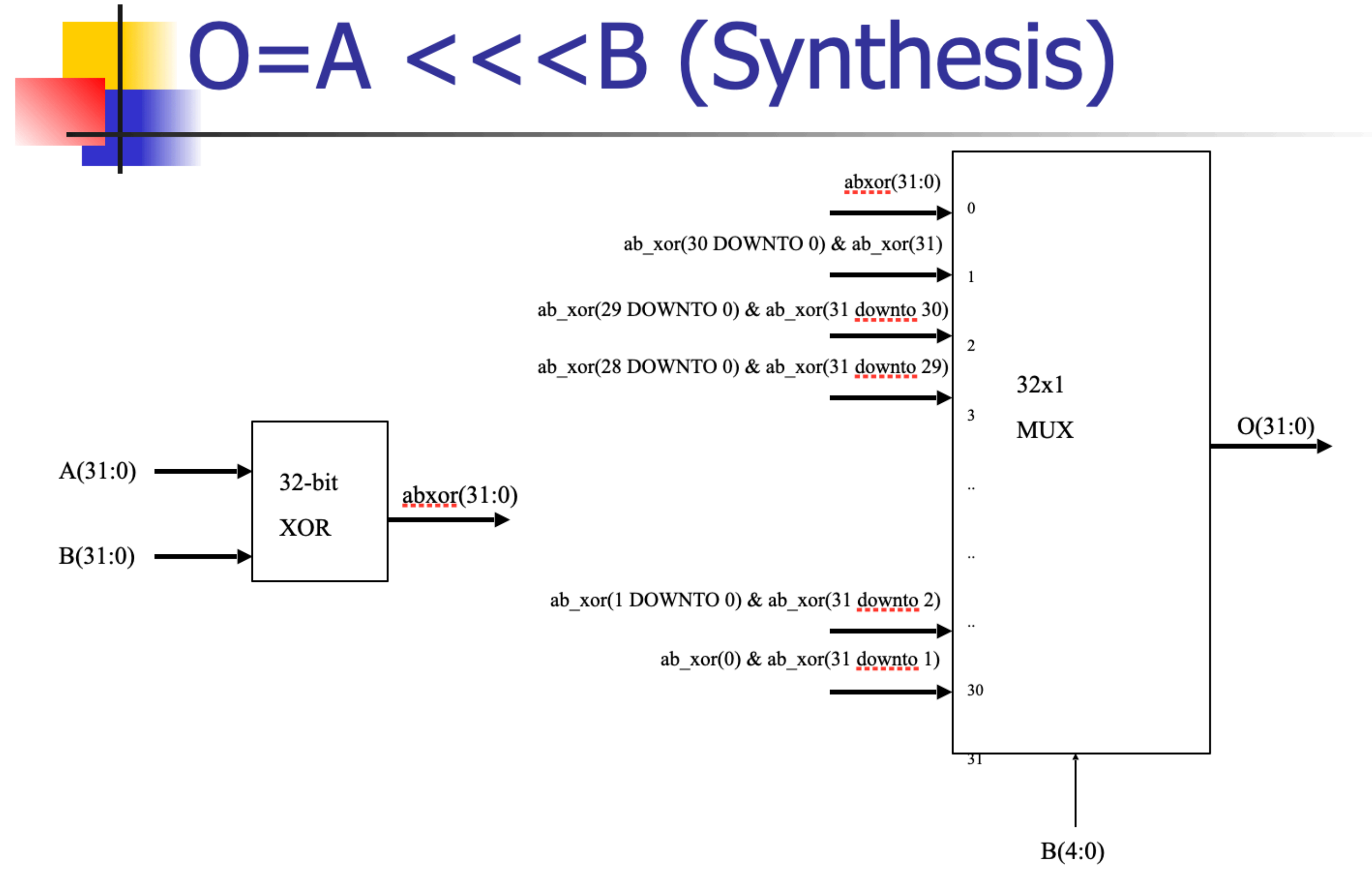
prev\_button Event

```
[2025-10-23 19:15:00 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

```
[ 0] Button Press: reset[0] start[0] stop[0] return - 0
[ 1] Button Press: reset[0] start[0] stop[0] return - 0
[ 2] Button Press: reset[0] start[1] stop[0] return - 0
[ 3] Button Press: reset[0] start[0] stop[0] return - 1
[ 4] Button Press: reset[1] start[0] stop[0] return - 2
[ 5] Button Press: reset[0] start[0] stop[0] return - 0
[ 6] Button Press: reset[0] start[0] stop[0] return - 0
[ 7] Button Press: reset[0] start[1] stop[1] return - 0
[ 8] Button Press: reset[0] start[0] stop[0] return - 0
[ 9] Button Press: reset[0] start[0] stop[0] return - 0
[10] Button Press: reset[0] start[1] stop[0] return - 0
[11] Button Press: reset[0] start[0] stop[0] return - 1
[12] Button Press: reset[1] start[1] stop[1] return - 2
[13] Button Press: reset[0] start[0] stop[0] return - 0
[14] Button Press: reset[0] start[1] stop[0] return - 0
[15] Button Press: reset[0] start[0] stop[1] return - 1
[16] Button Press: reset[0] start[0] stop[0] return - 1
[17] Button Press: reset[0] start[0] stop[0] return - 1
[18] Button Press: reset[0] start[0] stop[1] return - 1
[19] Button Press: reset[0] start[0] stop[0] return - 1
[20] Button Press: reset[0] start[1] stop[0] return - 1
[21] Button Press: reset[0] start[0] stop[0] return - 2
[22] Button Press: reset[0] start[0] stop[0] return - 3
[23] Button Press: reset[0] start[0] stop[0] return - 4
```

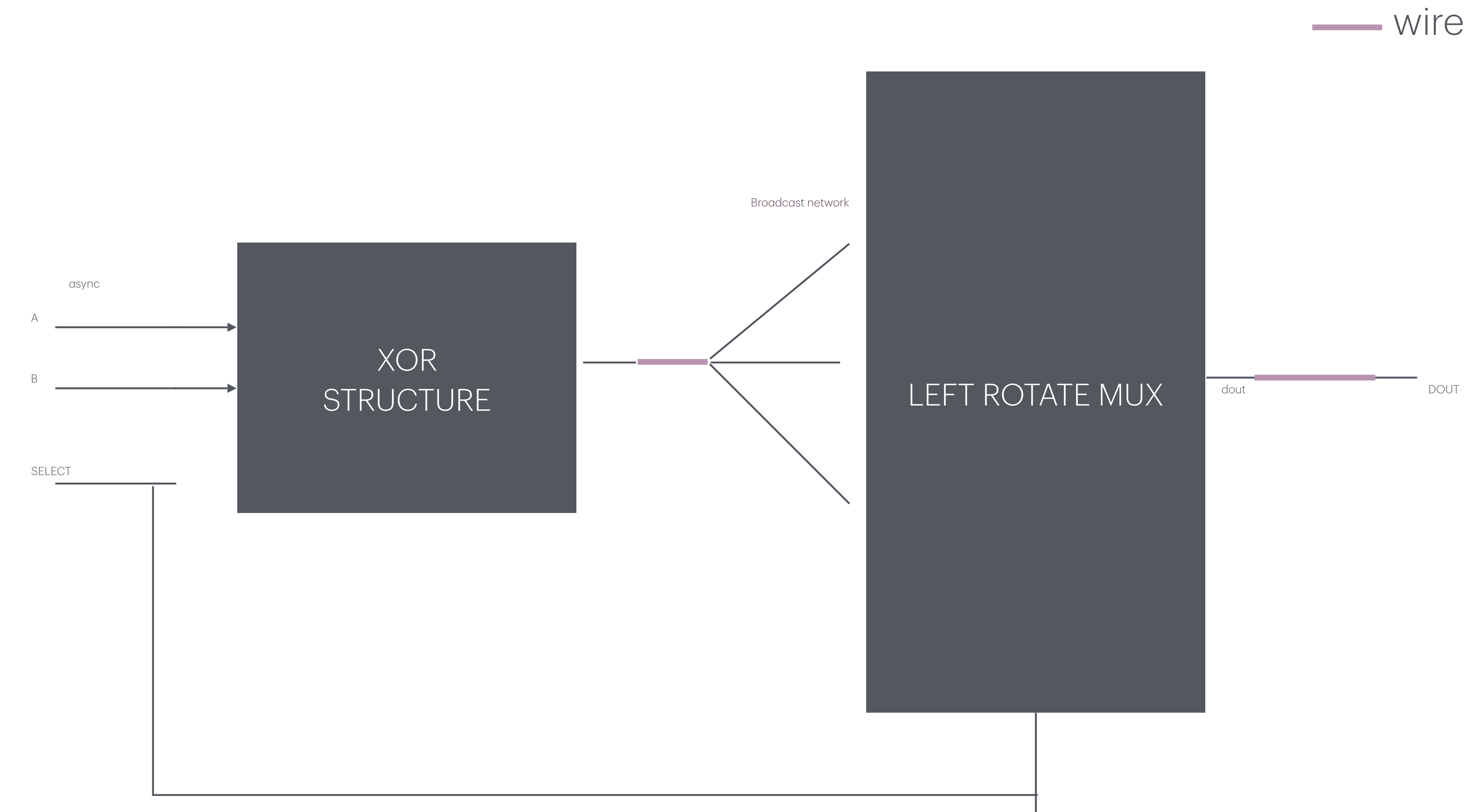
```
testbench.sv:136: $finish called at 114000 (1ps)
```

Done

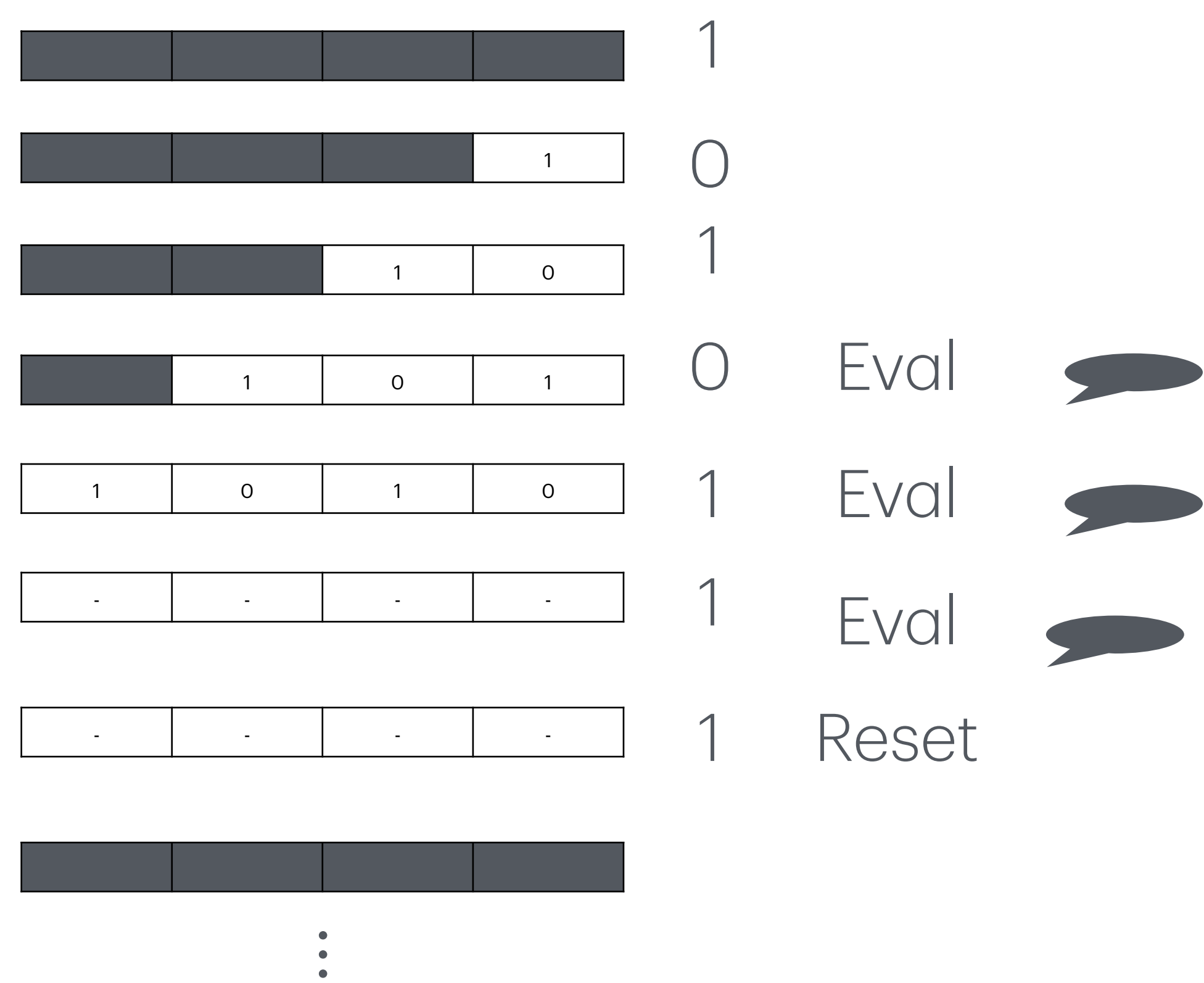


Circuit from OLD grad school slides :). Might as well build it in SV

# Random Circuit 1

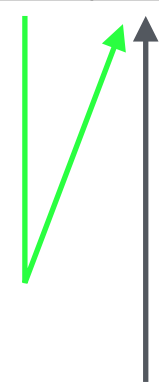


# Sequence Detector



# Sequence Detector

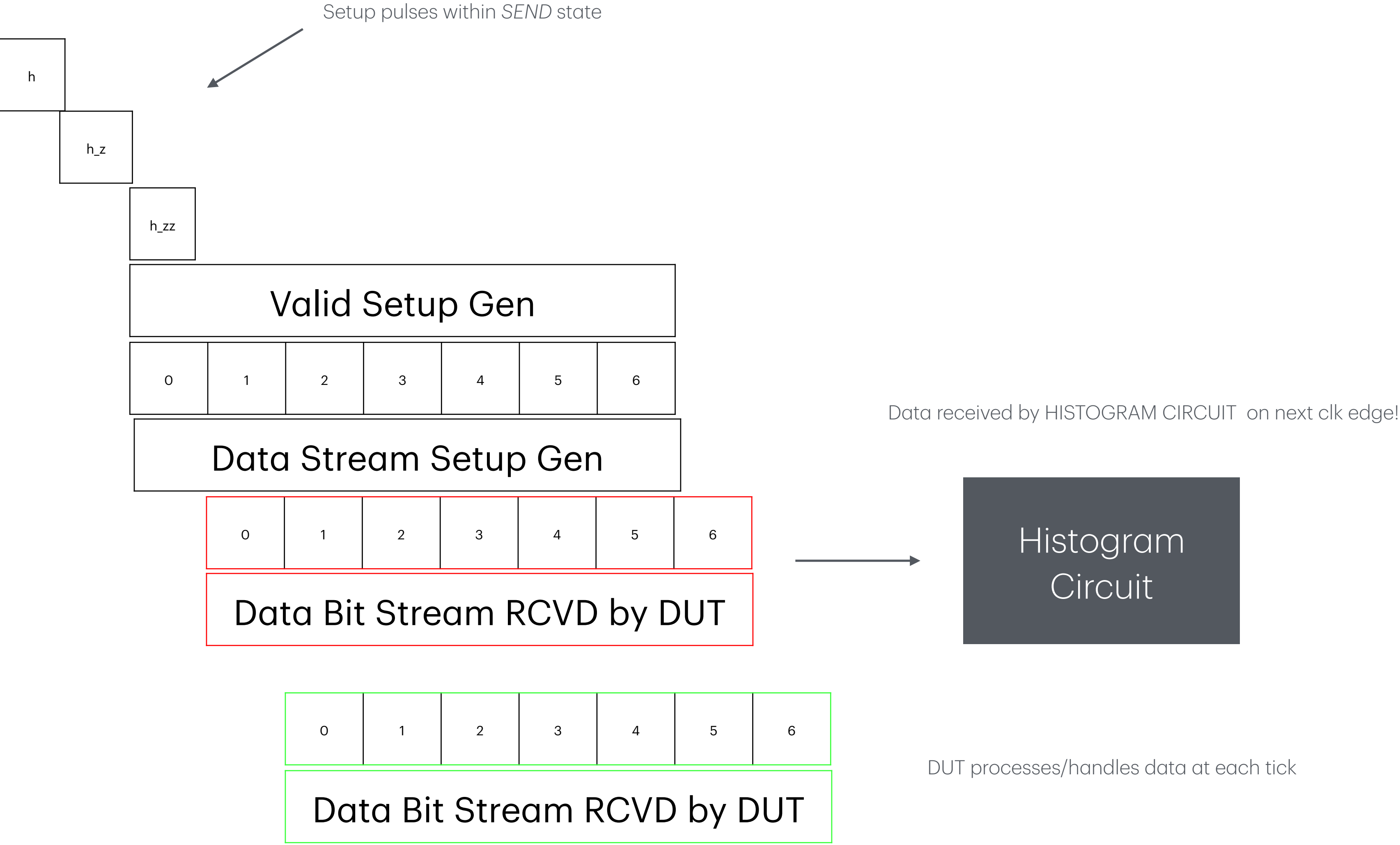
1	0	1	0	1	1	1	1	0	1	0	1	0	1	0	1	1	0	1	0	1	1	1	1	0	0	0	0	0	0	0		
NOP 0000	0001	0010	0101	1010	0101	1011	1111	1111	1110	1101	1010	0101	1010	0101	1010	0101	1011	0110	1101	1010	0101	1011	0111	1111	1110	1100	1000	0000	0000	0000	0000	0000



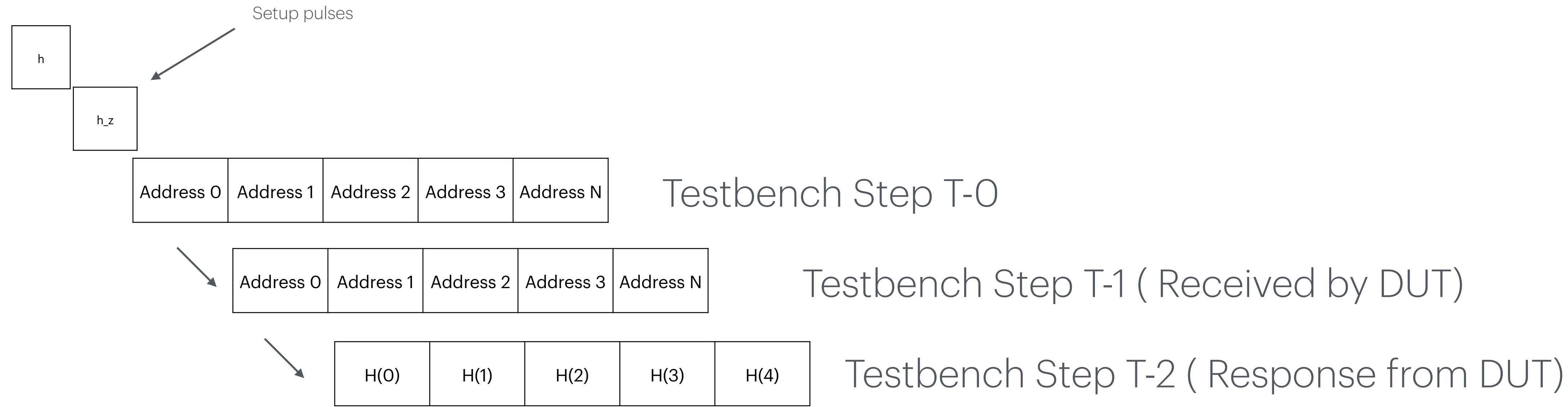
FIFO FULL

Evaluations of sequence are valid

Send Mechanism



Receive Mechanism ( Test Address )

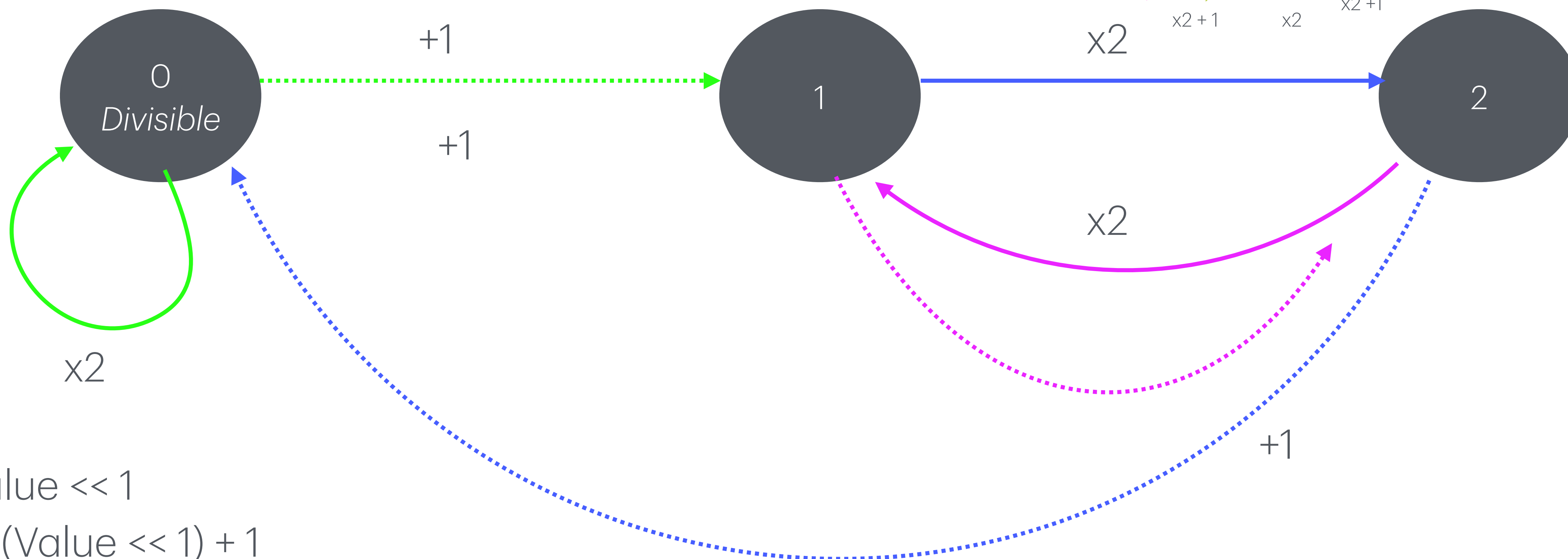




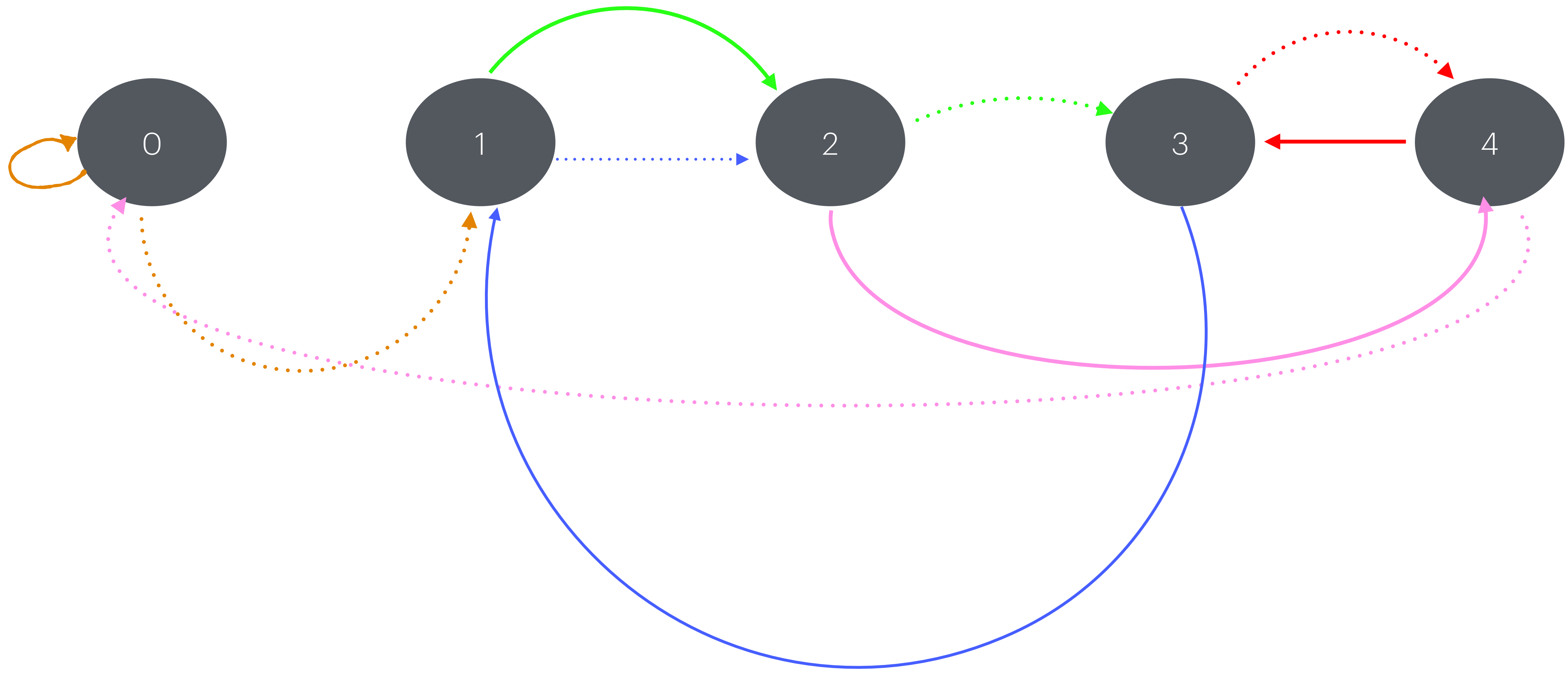
# Divisible By Three

Index = 5			Index = 4			Index = 3			Index = 2			Index = 1			Index = 0		
2	1	0	2	1	0	2	1	0	2	1	0	2	1	0	2	1	0
17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

State Flow



# Divisible By Five



Palindrome

Odd Data Width

0	1	0	1	0
---	---	---	---	---

RotateRight by mid+1



NOT



Multiply by ones vector  
Size = Half\_Size\_Floored



== DataIn[mid:0]

Half\_Size\_Floored = 2

Even Data Width

0	1	1	1
---	---	---	---

RotateRight by mid



NOT

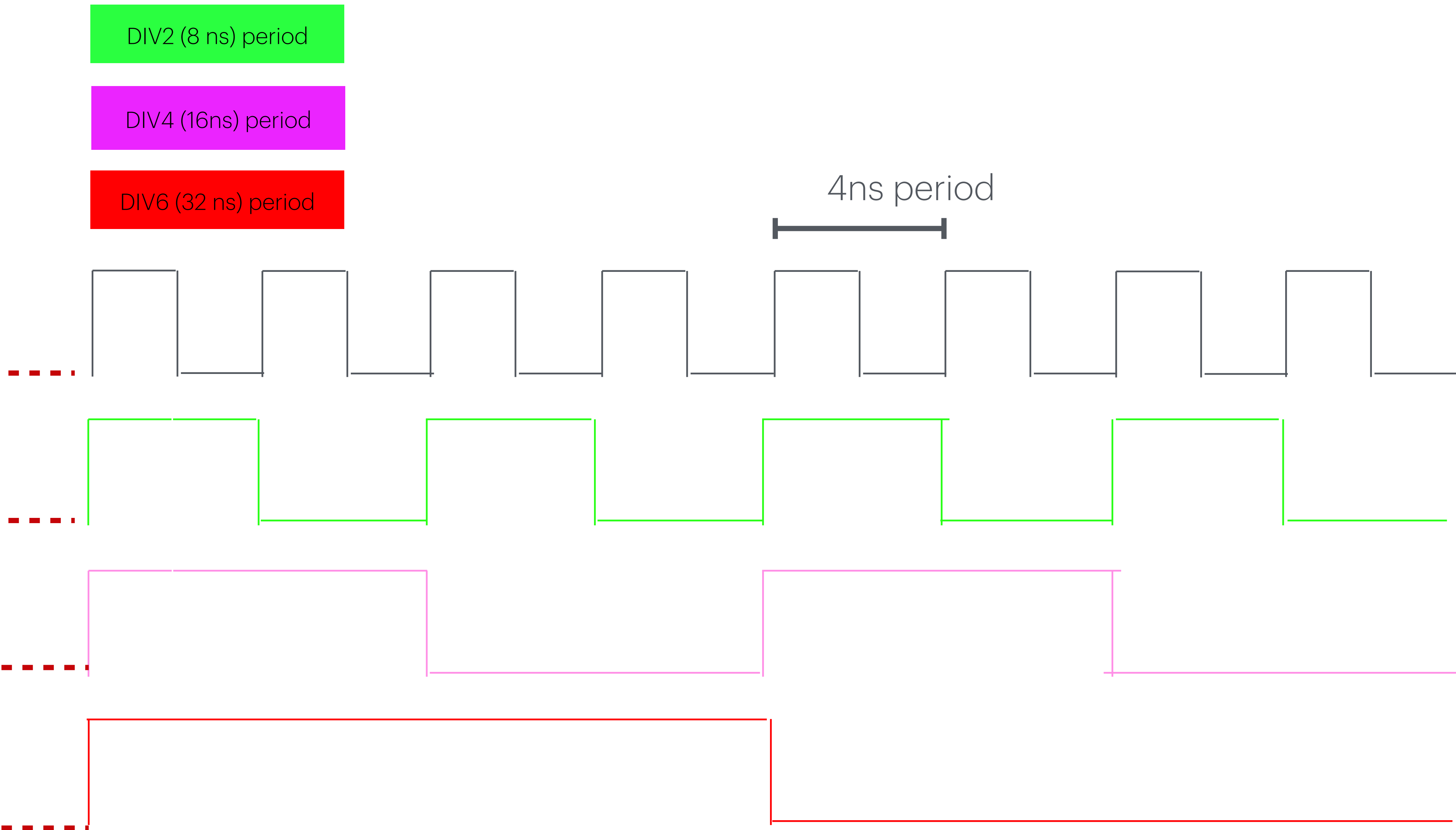


Multiply by ones vector  
Size = Half\_Size\_Floored

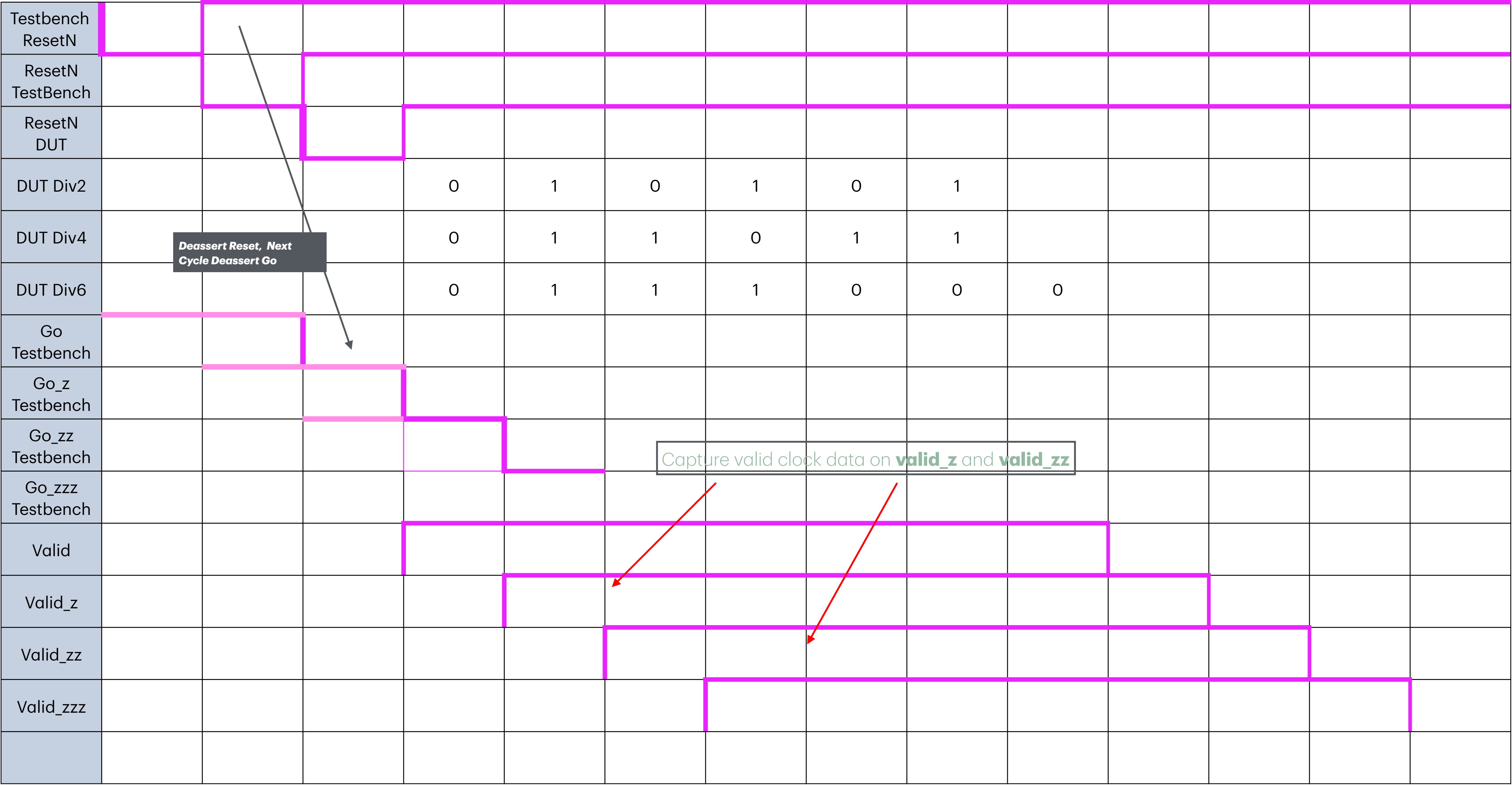


== DataIn[mid:0]

# Divide-By-Events



Divide-By-Events Timing



## Testbench Log

```
TARGETS [11011]  [11110]
Input 00001 Response 0
Input 00010 Response 0
Input 00101 Response 0
Input 01011 Response 0
Input 10111 Response 0
Input 01111 Response 0
Input 11111 Response 0
Input 11110 Response 1
Input 11101 Response 0
Input 11011 Response 0
testbench.sv:132: $finish called at 33 (1s)
Done
```

# FizzBuzz

12	11	10	9	8	7	6	5	4	3	2	1	0	Tick
2	1	0	4 — 3		2	1	0	0 — 4		2	1	0 —	Fizz Mod
0 — 2		1	0 — 2		1	0 — 2		1	0 — 2		1	0 —	Buzz Mod

# FizzBuzz

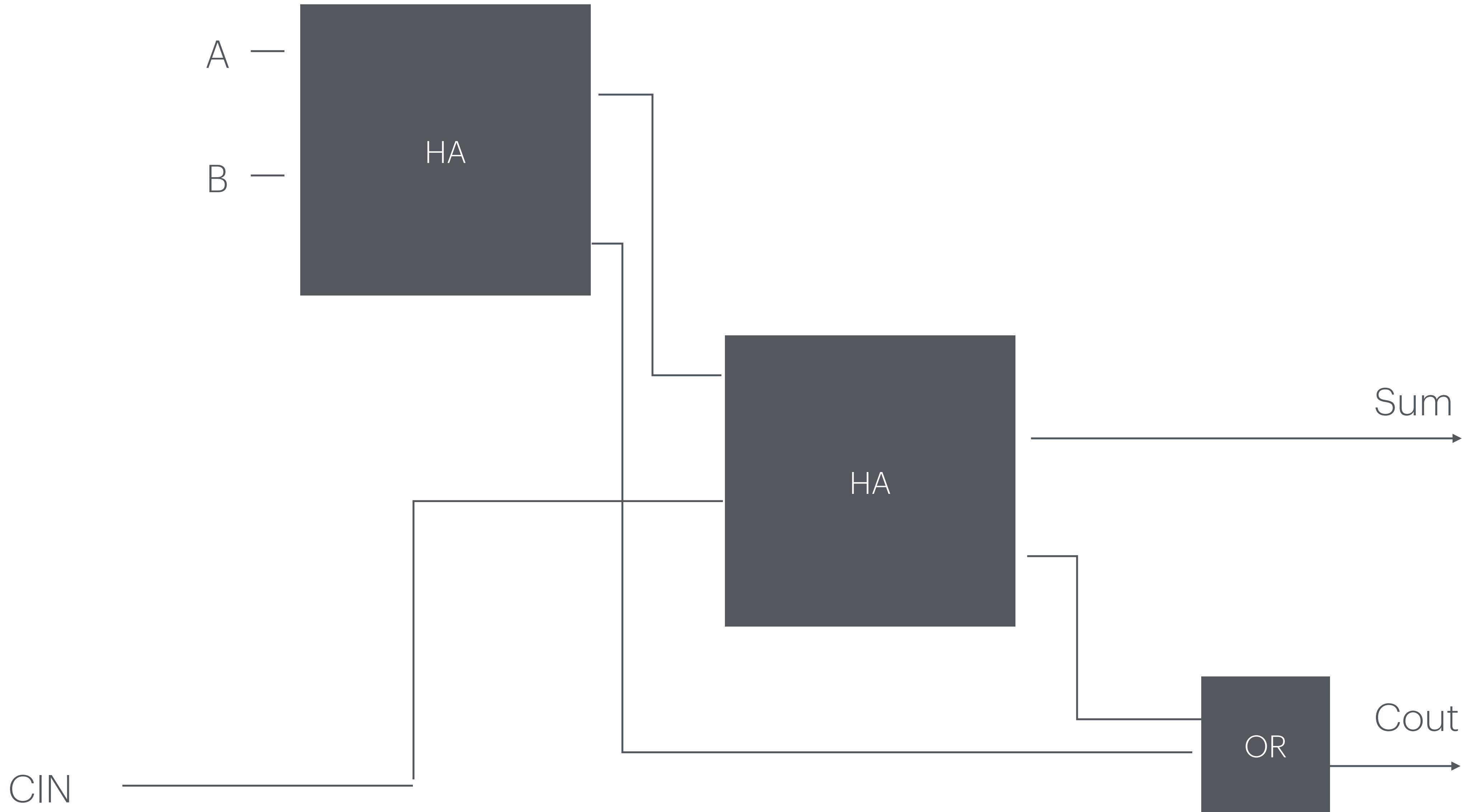
```
[2025-10-27 23:34:07 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

```
Time 0  f1ss - 1. buzz - 1. f1zzbuzz 1
Time 1  f1ss - 0. buzz - 0. f1zzbuzz 0
Time 2  f1ss - 0. buzz - 0. f1zzbuzz 0
Time 3  f1ss - 1. buzz - 0. f1zzbuzz 0
Time 4  f1ss - 0. buzz - 0. f1zzbuzz 0
Time 5  f1ss - 0. buzz - 1. f1zzbuzz 0
Time 6  f1ss - 1. buzz - 0. f1zzbuzz 0
Time 7  f1ss - 0. buzz - 0. f1zzbuzz 0
Time 8  f1ss - 0. buzz - 0. f1zzbuzz 0
Time 9  f1ss - 1. buzz - 0. f1zzbuzz 0
Time 10 f1ss - 0. buzz - 1. f1zzbuzz 0
Time 11 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 12 f1ss - 1. buzz - 0. f1zzbuzz 0
Time 13 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 14 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 15 f1ss - 1. buzz - 1. f1zzbuzz 1
Time 16 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 17 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 18 f1ss - 1. buzz - 0. f1zzbuzz 0
Time 19 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 20 f1ss - 0. buzz - 1. f1zzbuzz 0
Time 21 f1ss - 1. buzz - 0. f1zzbuzz 0
Time 22 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 23 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 24 f1ss - 1. buzz - 0. f1zzbuzz 0
Time 25 f1ss - 0. buzz - 1. f1zzbuzz 0
Time 26 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 27 f1ss - 1. buzz - 0. f1zzbuzz 0
Time 28 f1ss - 0. buzz - 0. f1zzbuzz 0
Time 29 f1ss - 0. buzz - 0. f1zzbuzz 0
testbench.sv:97: $finish called at 67 (1s)
```

Done



# Full Adder



## Full Adder

```
[2025-10-28 03:53:35 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

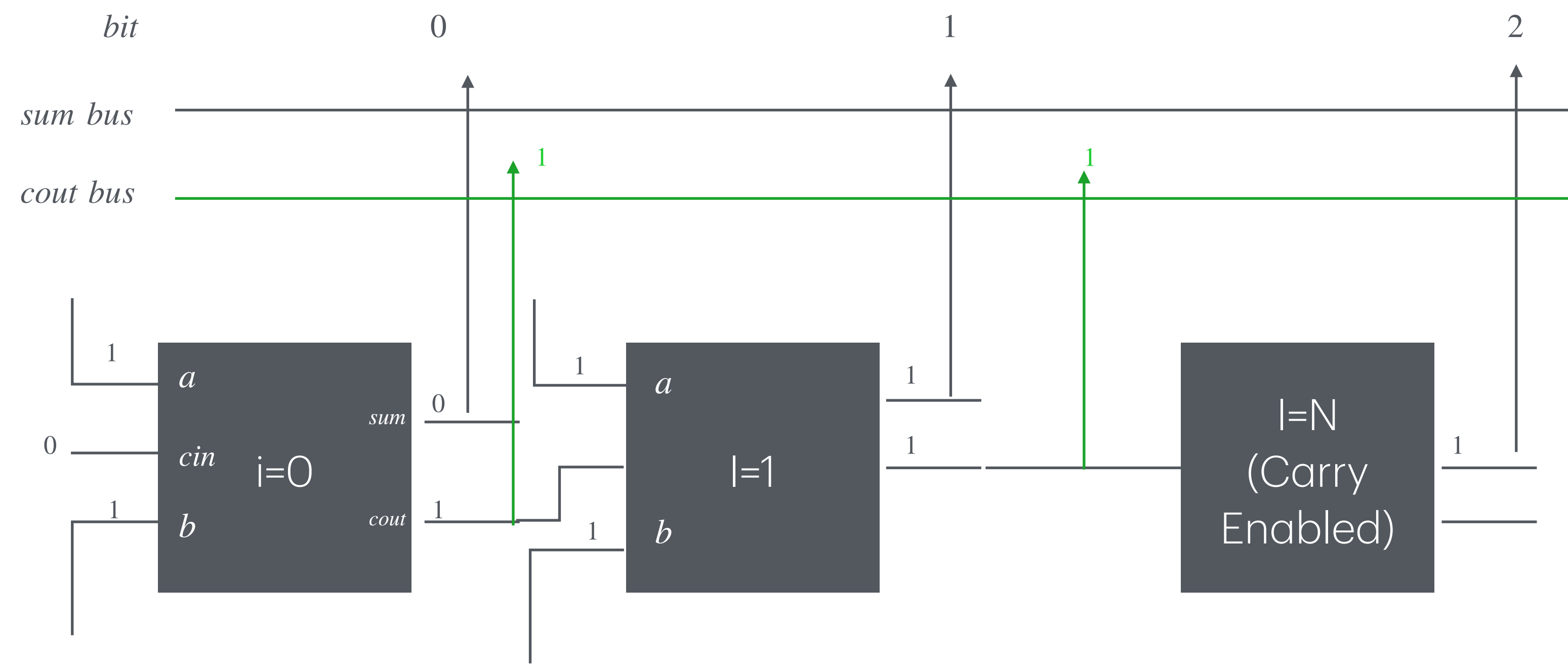
```
a - 0  b - 0. cin - 0 sum - 0  cout - 0
a - 0  b - 0. cin - 1 sum - 1  cout - 0
a - 0  b - 1. cin - 0 sum - 1  cout - 0
a - 0  b - 1. cin - 1 sum - 0  cout - 1
a - 1  b - 0. cin - 0 sum - 1  cout - 0
a - 1  b - 0. cin - 1 sum - 0  cout - 1
a - 1  b - 1. cin - 0 sum - 0  cout - 1
a - 1  b - 1. cin - 1 sum - 1  cout - 1
```

Done

# Ripple Adder

A = 2b'11

B = 2b'11



**1**  
1 1  
1 1  
—  
**0**

**1** 1  
1 1  
1 1  
—  
**1** 0

**1** 1  
1 1  
1 1  
—  
**1** 1 0

Ripple Adder Testbench Logs

```
[2025-10-28 05:50:07 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

```
a - 3 b - 3 sum 000000110 cout 00000011
a - 7 b - 10 sum 000010001( 17) cout 00001110
a - 123 b - 189 sum 100111000(312) cout 11111111
```

Done

Time Step	0	1	2	3	4	5	6	7	8	9	10	11	
DIN	0	A	A	A									
ADDR		1	2	2	0	0	3	4	5	6	6	7	
WR		1		1									
RD		1	1		1		1	1	1	1	1	1	
RESETN													
DOUT						A	A	A	A	A	A	A	A
ERRR			1	1		1	0	1	1	1	1	1	1

Previous valid read  
persists on dout  
port

```
[2025-10-28 18:35:06 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
```

```
Time -    0 dout -    0 error - 0
```

```
Time -    1 dout -    0 error - 1
```

```
Time -    2 dout -    0 error - 1
```

```
Time -    3 dout -    0 error - 0
```

```
Time -    4 dout -    0 error - 1
```

```
Time -    5 dout -    0 error - 0
```

```
Time -    6 dout -    0 error - 1
```

```
Time -    7 dout -    0 error - 1
```

```
Time -    8 dout -    0 error - 1
```

```
Time -    9 dout -    0 error - 1
```

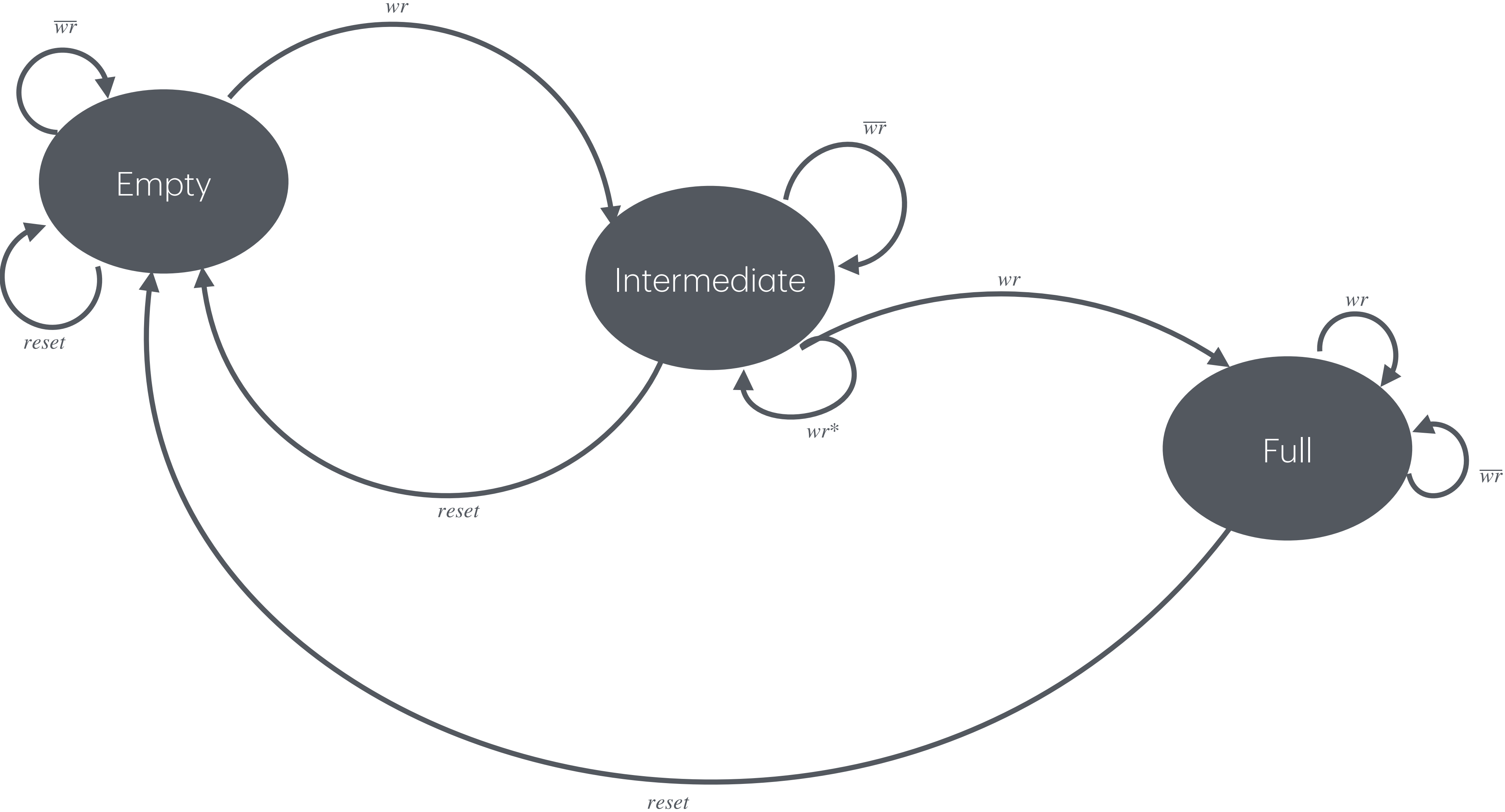
```
Time -   10 dout -    0 error - 1
```

```
Time -   11 dout -    0 error - 1
```

```
testbench.sv:185: $finish called at 35 (1s)
```

```
Done
```

MULTI BIT FIFO



MULTI BIT FIFO

Time Step	0	1	2	3	4	5	6	
DIN	0	5	3	6	6	0	0	
WR	0	1	1	1	1	0	0	
DOUT	-	0	5	5	3	6	6	0
FULL	-	0	0	1	1	1	1	1
EMPTY	-	1	0	1	1	1	1	1

The diagram illustrates the operation of a Multi-Bit FIFO. Red arrows show the flow of data from the DIN (Data In) row to the DOUT (Data Out) row. The arrows indicate that data is read out from the FIFO at a later time step than it was received, demonstrating the buffer's delay. For example, the first '0' in DIN at time step 0 is read out at time step 1. The last '0' in DIN at time step 6 is read out at time step 7.