Sys-Verilog Questions Review

Some Solutions to questions from ChipIO-Dev

Counter



Counter



Router



Connect (wire)









Recursion or calling the same hardware segment repeatedly

Log2(**5**)

Minimum number of bits represent 5?

$$Min = 2$$

$$5 > 2^2$$
 (increment) ____ ___

Log2(**4**)

Minimum number of bits represent 5?

$$Min = 2$$

$$4 \not< 2^2$$
 (perfect)

Log2 : Debug Results



Second Largest





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

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

Rounded Division





Generate Logic Blocks



Gray code

Vertical Delay:) $2^3 = 8cycle$ $2^2 = 4cycle$ $2^1 = 2cycle$ $2^0 = 1cycle$

$$2^3 = 8cycle$$

$$2^2 = 4cycle$$

$$2^1 = 2cycle$$

$$2^0 = 1$$
cycle

0	0	0	O
O	O	O	1
O	O	1	1
O	O	1	O
O	1	1	O



Parralel In -Serial Out



Serial to Parallel



Serial to Parallel (Simulation Concept)





Fibonacci



Count Ones

Architecture Similar to Linked List Gen Din_0 adderz $wire_0$ equal_width Gen Din_1 Din adderz data_width $wire_1$ equal_width $wire_{15}$ Dout (i.e. Count) adderz equal_width equal_width = log2(data_width)

Count Ones

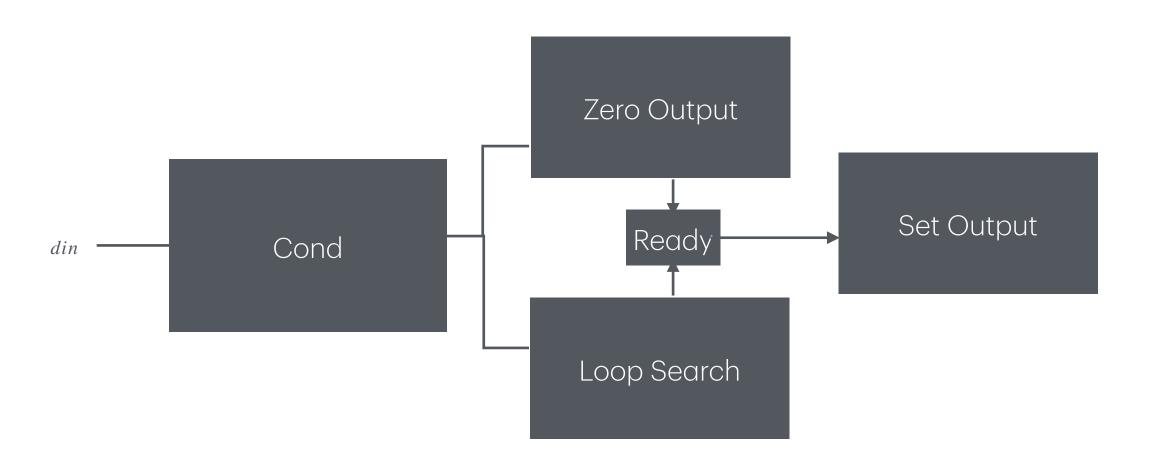
```
[2025-10-21 23:50:16 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out index - 0 input - 3 n_ones - 2 index - 1 input - 5 n_ones - 2 index - 2 input - 8 n_ones - 1 testbench.sv:44: $finish called at 9 (1s)

Done
```

Gray Code to Binary (Width = 3)



Trailing Ones



One-Hot Detector

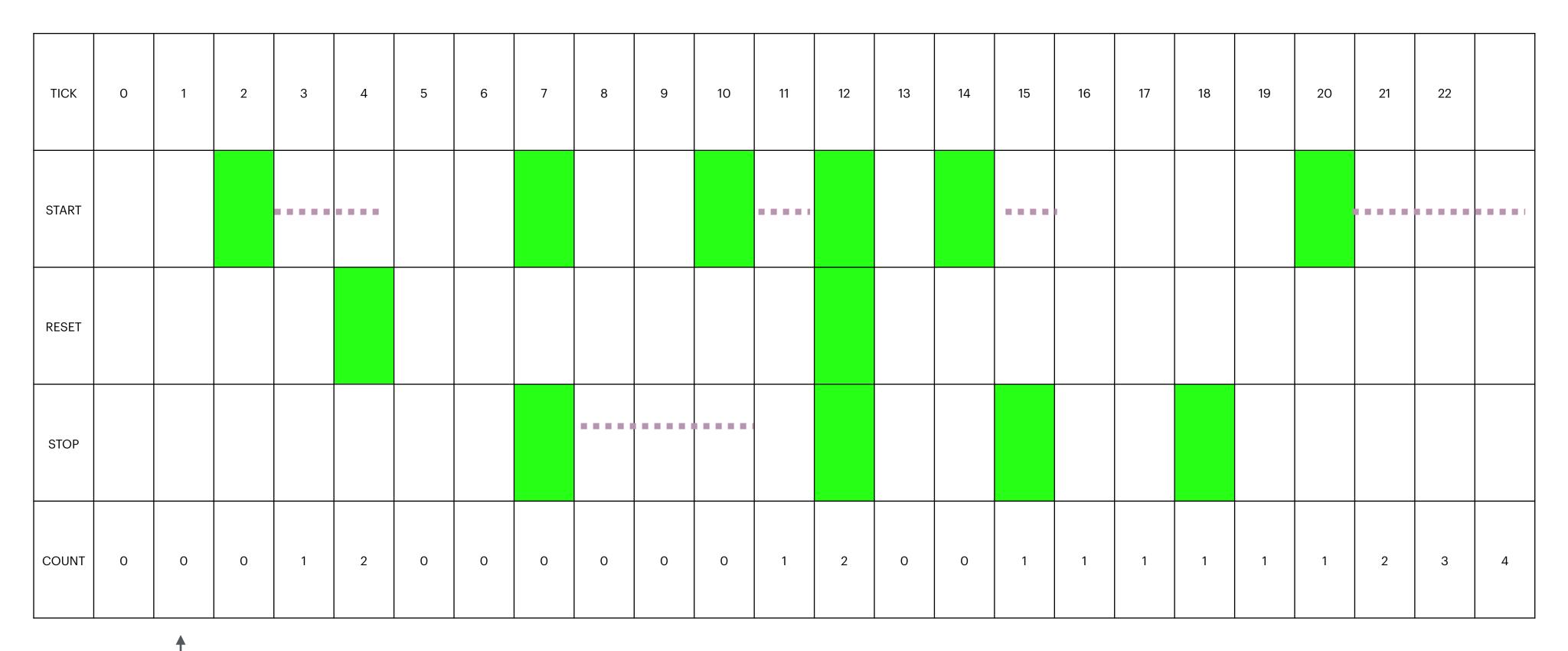
Testbench

	1
module one_hot_tb;	
parameter DATA_WIDTH = 6;	
parameter N_ELEMENTS = 6;	
logic clk;	
logic go, go_z;	
logic [2:0] rdy;	
logic [DATA_WIDTH - 1: 0] rom[N_ELEMENTS];	
logic [DATA_WIDTH-1:0] din;	

Module

```
module model
#(parameter
 DATA_WIDTH = 32
input [DATA_WIDTH-1:0] din,
 output logic onehot
 always @ (din) begin
  if(din == 0)
   onehot = 0;
  else
```

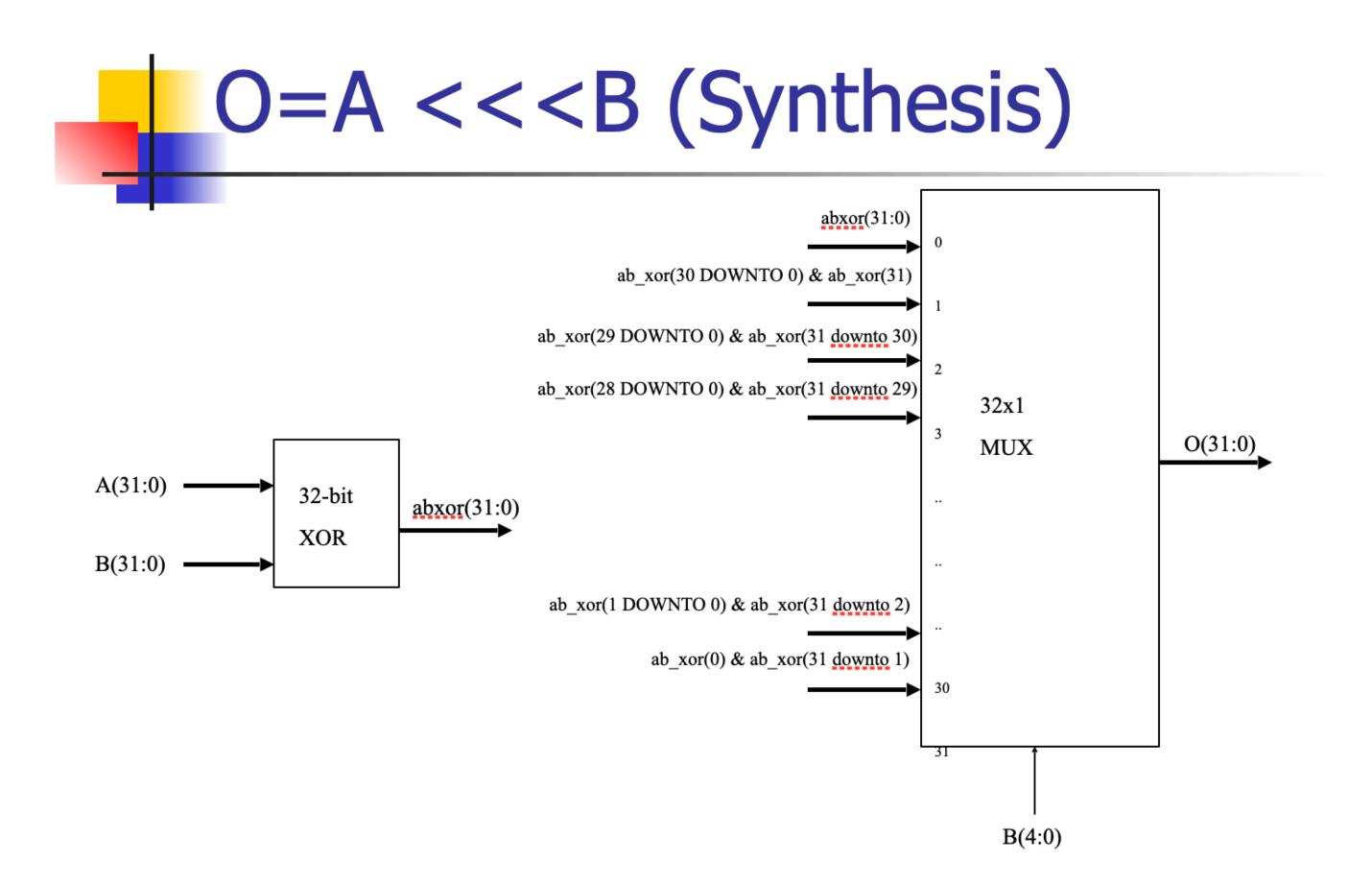
StopWatch Timer



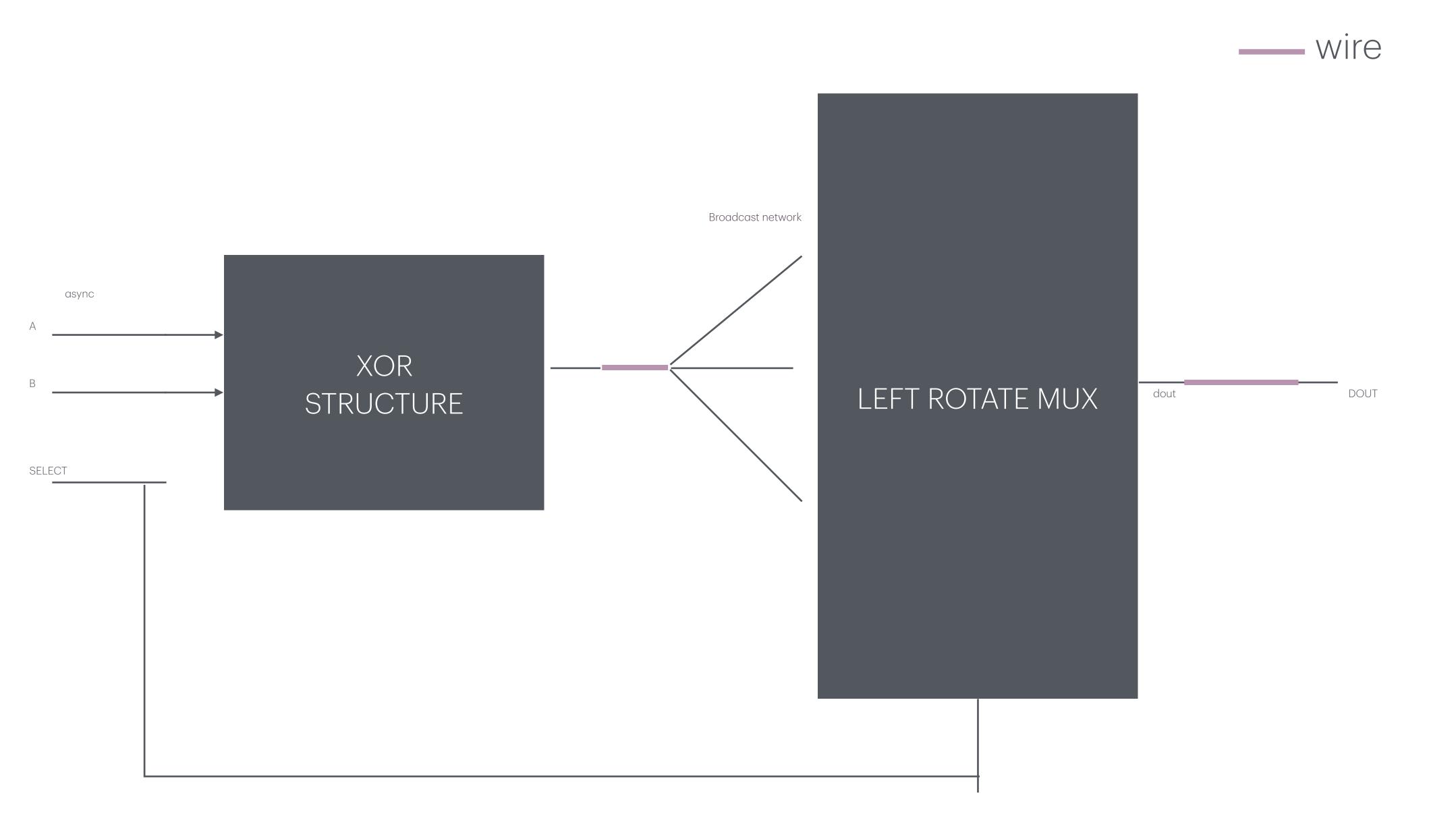




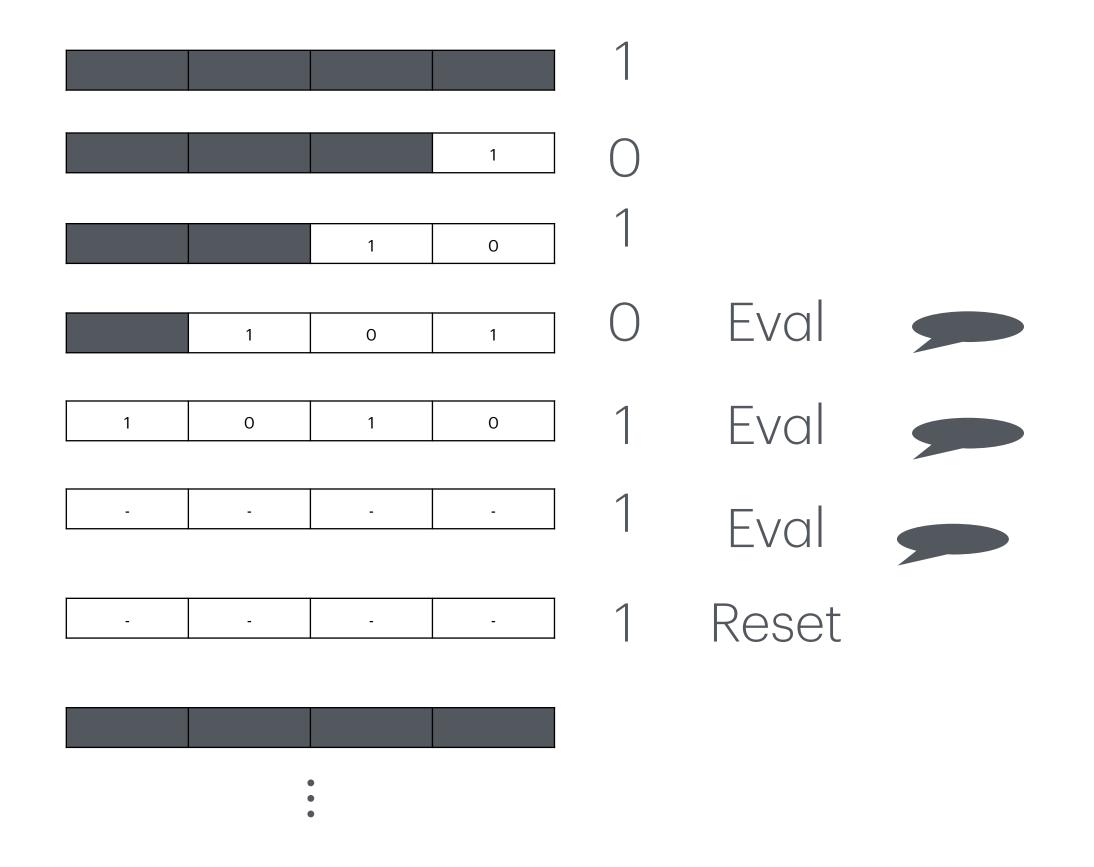
```
[2025-10-23 19:15:00 UTC] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out
prev_button
              0] Button Press: reset[0] start[0] stop[0]
                                                           return -
prev_button Event
              1] Button Press: reset[0] start[0] stop[0]
                                                           return -
              2] Button Press: reset[0] start[1] stop[0]
                                                           return -
                 Button Press: reset[0] start[0] stop[0]
                                                           return -
              4] Button Press: reset[1] start[0] stop[0]
                                                           return -
              5] Button Press: reset[0] start[0] stop[0]
                                                           return -
              6] Button Press: reset[0] start[0] stop[0]
                                                           return -
              7] Button Press: reset[0] start[1] stop[1]
                                                           return -
              8] Button Press: reset[0] start[0] stop[0]
                                                           return -
              9] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 10] Button Press: reset[0] start[1] stop[0]
                                                           return -
           [ 11] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 12] Button Press: reset[1] start[1] stop[1]
                                                           return -
           [ 13] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 14] Button Press: reset[0] start[1] stop[0]
                                                           return -
           [ 15] Button Press: reset[0] start[0] stop[1]
                                                           return -
           [ 16] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 17] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 18] Button Press: reset[0] start[0] stop[1]
                                                           return -
           [ 19] Button Press: reset[0] start[0] stop[0]
                                                           return -
           [ 20] Button Press: reset[0] start[1] stop[0]
                                                           return -
           [ 21] Button Press: reset[0] start[0] stop[0] return -
           [ 22] Button Press: reset[0] start[0] stop[0] return -
           [ 23] Button Press: reset[0] start[0] stop[0] return -
           testbench.sv:136: $finish called at 114000 (1ps)
           Done
```



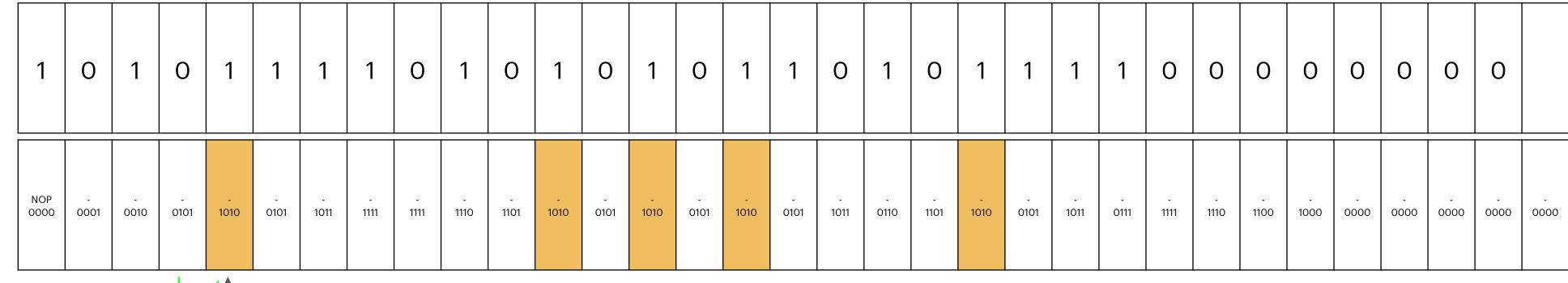
Circuit from OLD grad school slides:). Might as well build it in SV



Sequence Detector



Sequence Detector



FIFO FULL

Evaluations of sequence are valid

Divisible By Three

