

NATIONAL UNIVERSITY OF HO CHI MINH CITY
UNIVERSITY OF INFORMATION TECHNOLOGY
FACULTY OF COMPUTER ENGINEERING

LECTURE

Subject:

VERILOG

Hardware Description Language

Chapter3: Modules and Hierarchical structure

Lecturer: Lam Duc Khai



Agenda

1. Chapter 1: Introduction (Week1)
2. Chapter 2: Fundamental concepts (Week1)
3. Chapter 3: Modules and hierarchical structure (Week2)
4. Chapter 4: Primitive Gates – Switches – User defined primitives (Week2)
5. Chapter 5: Structural model (Week3)
6. Chapter 6: Behavioral model – Combination circuit (Week4)
7. Chapter 7: Behavioral model – Sequential circuit (Week5)
8. Chapter 8: Tasks and Functions (Week6)
9. Chapter 9: State machines (Week6)
10. Chapter 10: Testbench and verification (Week7)



Agenda

3. Chapter 3: Module and Hierarchical structure

- Hierarchical structure
- Modules
- Instances

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Hierarchical structure

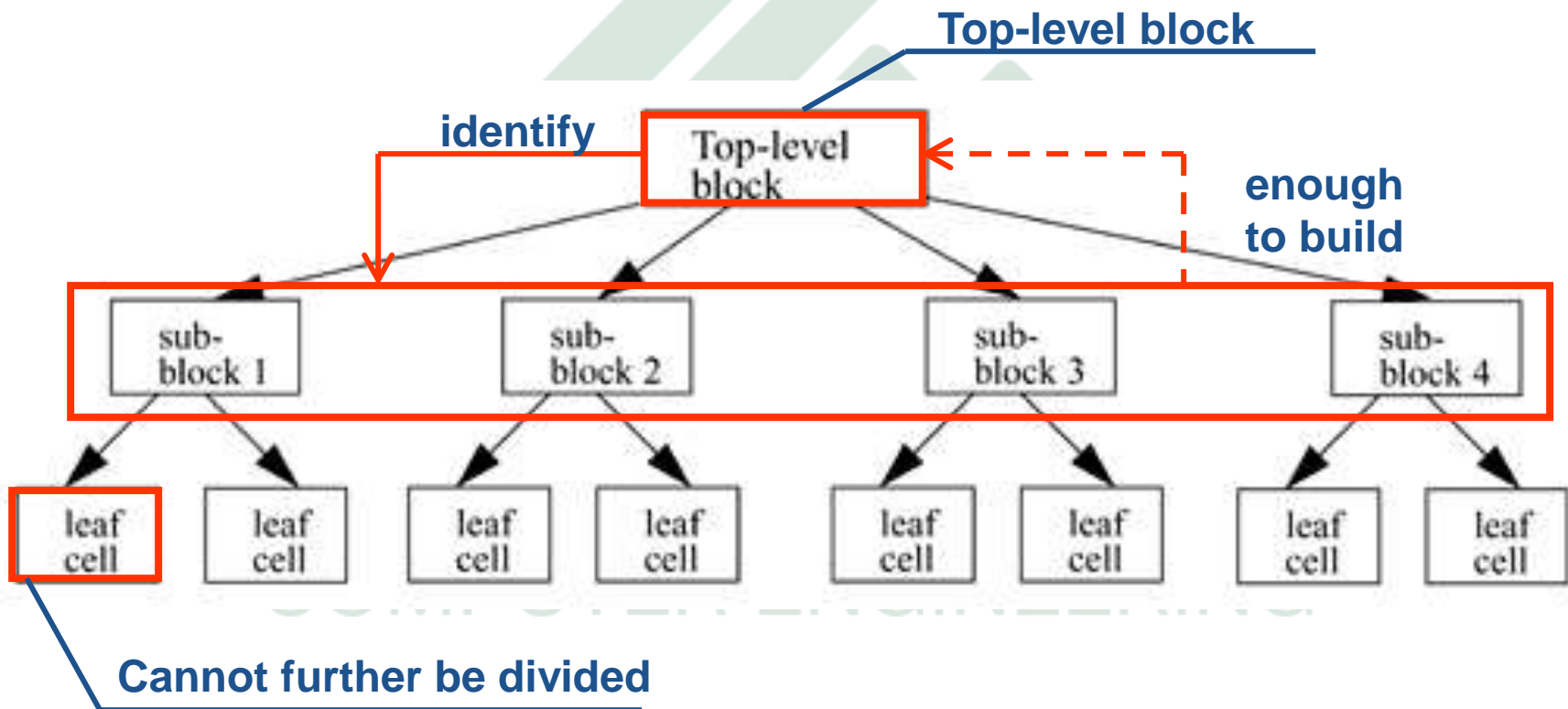
- The Verilog HDL supports a hierarchical hardware description structure by allowing modules to be embedded within other modules. Higher level modules create instances of lower level modules and communicate with them through input, output, and bidirectional ports. These module input/output (I/O) ports can be scalar or vector.

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Hierarchical structure (Cont'd)

➤ Top-down design methodology

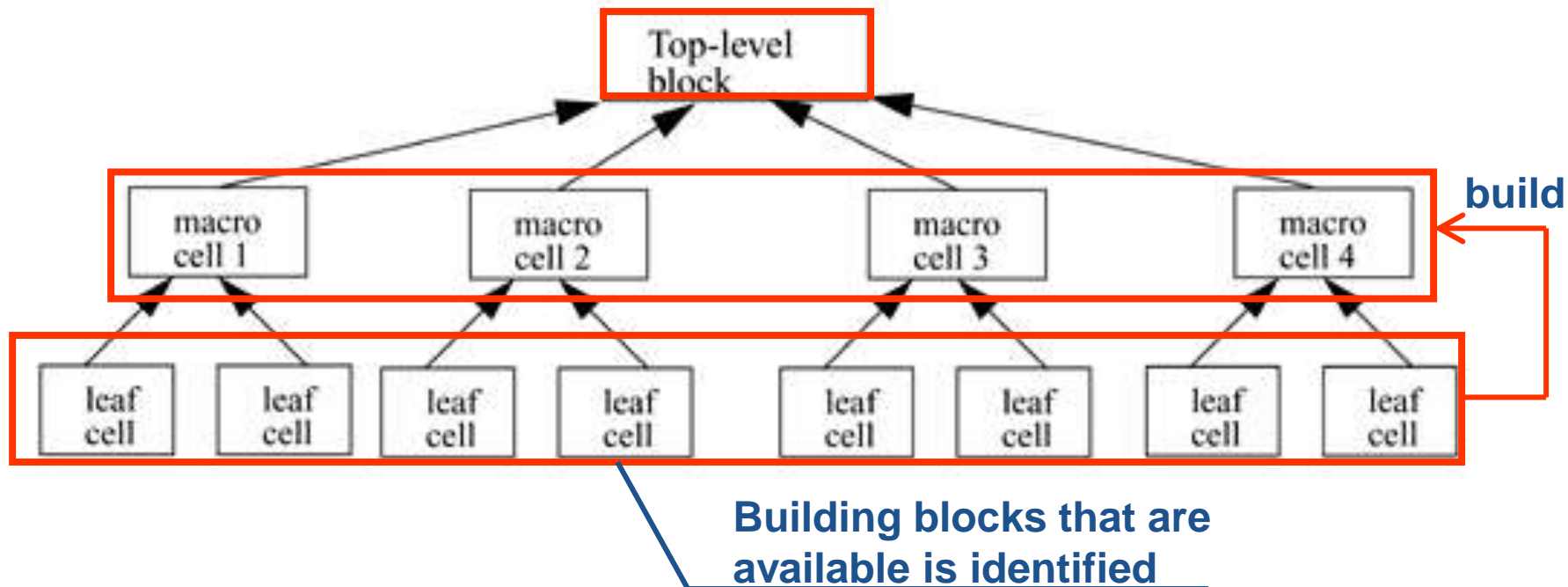




Hierarchical structure (Cont'd)

➤ Bottom-up design methodology

Top-level block, the final block in design





Hierarchical structure (Cont'd)

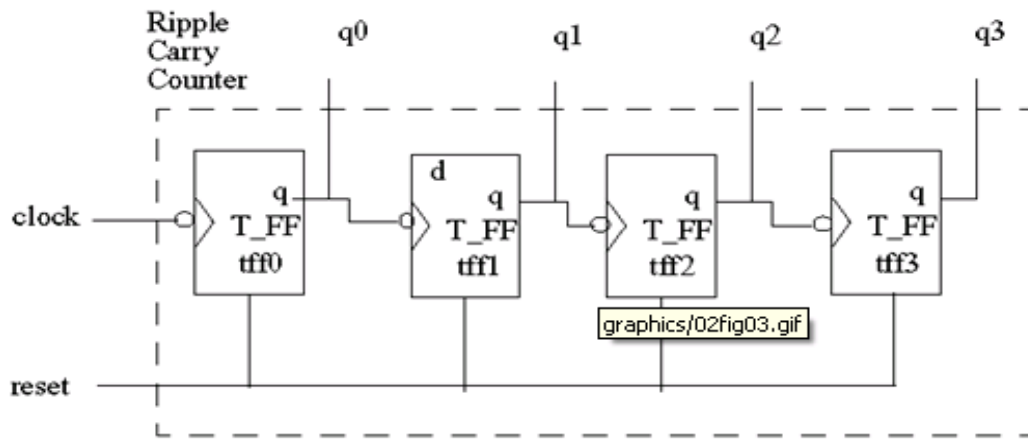
➤ Design Methodologies

- A **combination** of top-down and bottom-up flows is typically used
 - Design architects define the specifications of the top-level block
 - Logic designers break up the functionality into blocks and sub-blocks.
 - At the same time, circuit designers are designing optimized circuits for leaf-level cells. They build higher-level cells by using these leaf cells.
 - The flow meets at an intermediate point

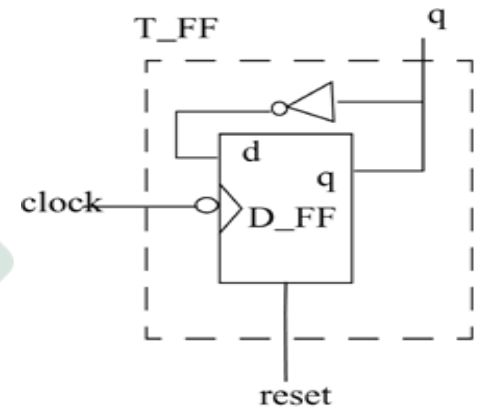


Hierarchical structure (Cont'd)

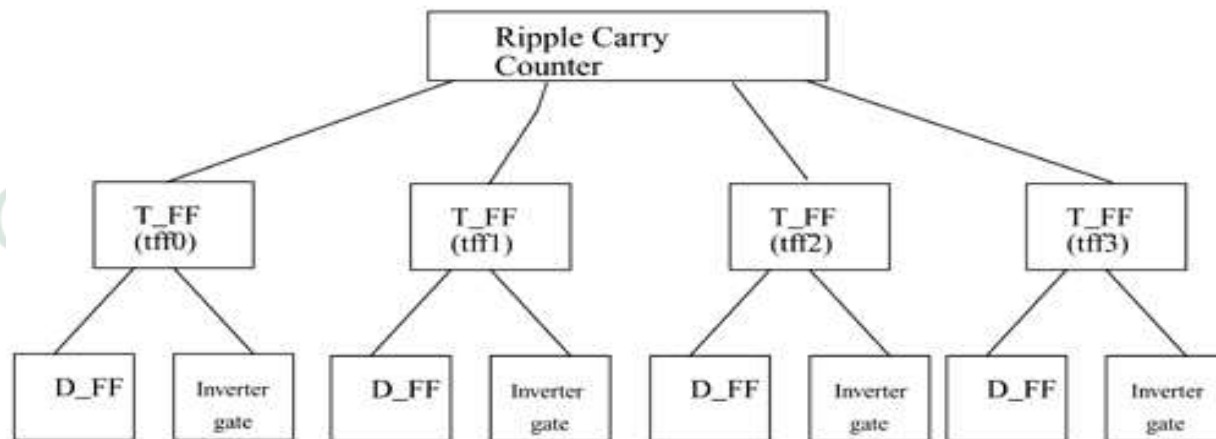
➤ Example: 4-bit Ripple Carry Counter



Ripple Carry Counter



T-flipflop



Design Hierarchy



Modules

- A **module** is the basic building block in Verilog
 - Can be an element or a collection of lower-level design blocks
 - Provide functionality for higher-level block through its port interface
 - Hide internal implementation
 - Is used at many places in the design
 - Allows designers modify module internals without effecting the rest of design

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Modules (Cont'd)

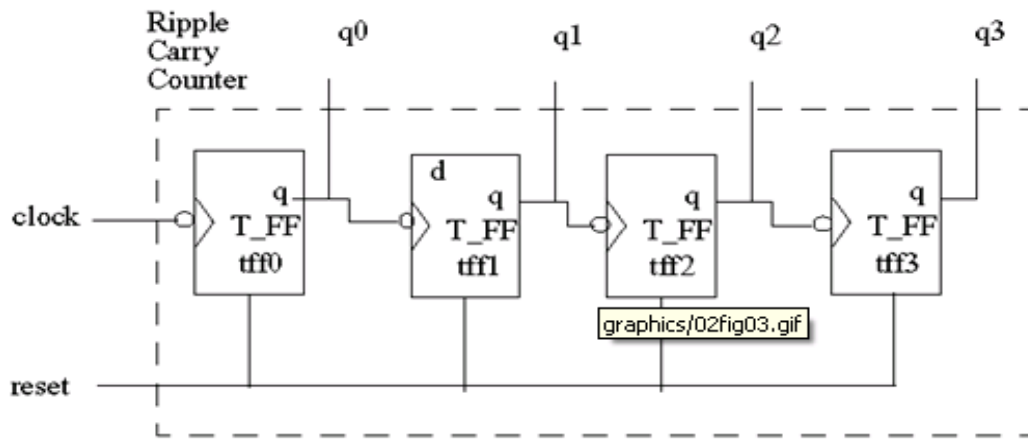
➤ Typical Module Components Diagram

| |
|--|
| Module name, Port list (optional, if there are ports) |
| Port declarations Parameter list |
| Declaration of variables (wires, reg, integer etc.) |
| Instantiation of inner (lower-level) modules |
| Structural statements (i.e., assign and gates) |
| Procedural blocks (i.e., always and initial blocks) Tasks and functions |
| endmodule declaration |



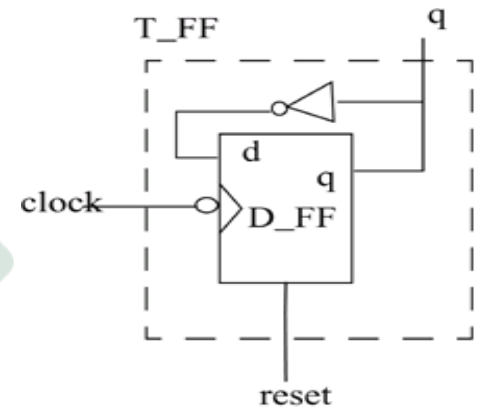
Modules (Cont'd)

➤ Example: 4-bit Ripple Carry Counter

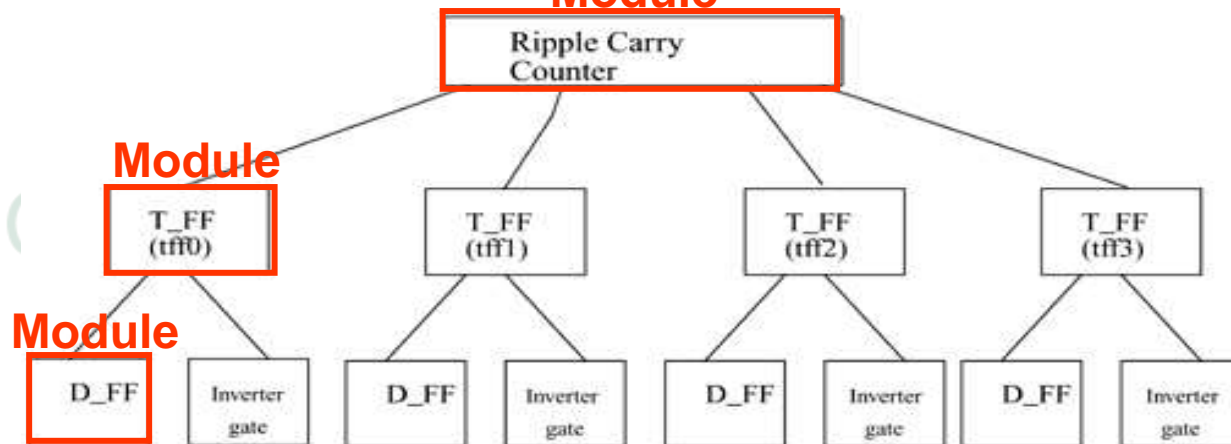


Ripple Carry Counter

Module



T-flipflop

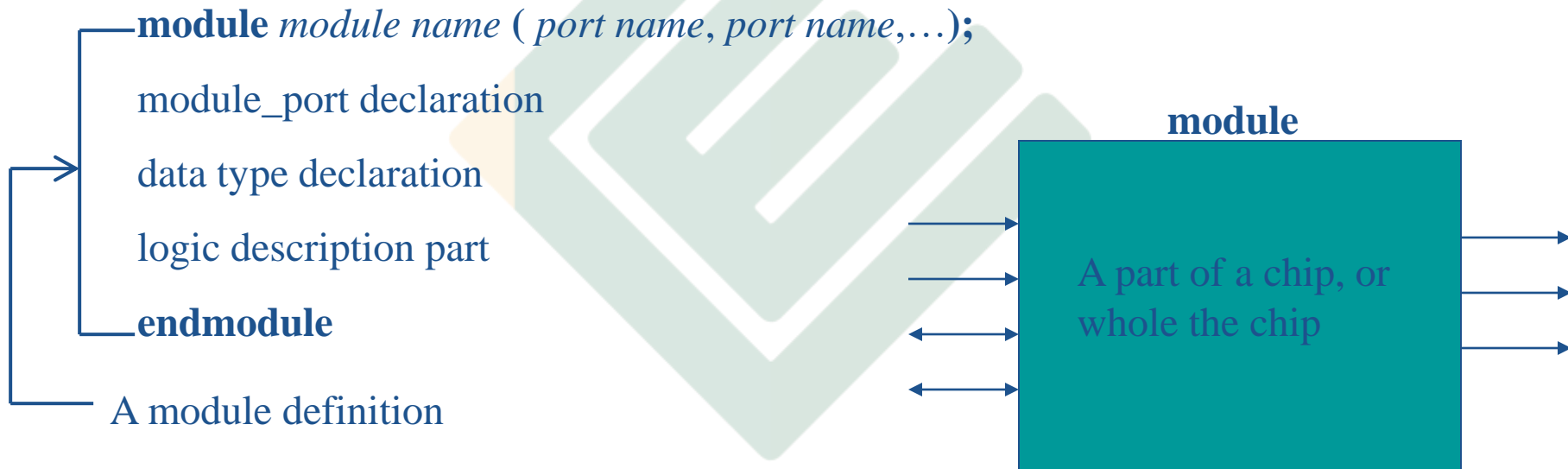


Design Hierarchy

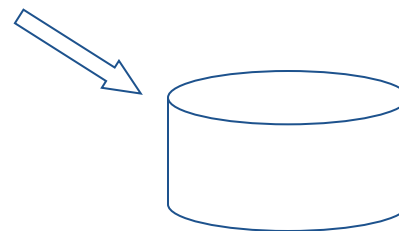


Modules (Cont'd)

➤ Module description



The file name for RTL source must be
"*module name.v*"





Modules (Cont'd)

➤ Module_port declaration

module *module name* (*port name*, *port name*, ...);

module_port declaration ← Declare whether the ports are input and/or output

input <port_size> *port name*, *port name*, ...;

output <port_size> *port name*, *port name*, ...;

inout <port_size> *port name*, *port name*, ...;

```
module data_conv ( a, b, ... );
```

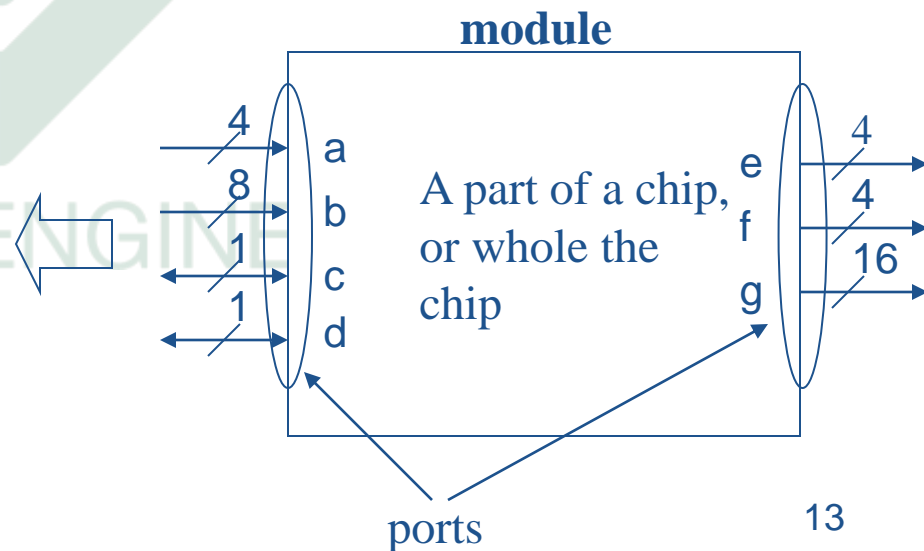
```
input [3:0] a;
```

```
input [7:0] b;
```

```
output [3:0] e, f;
```

```
output [15:0] g;
```

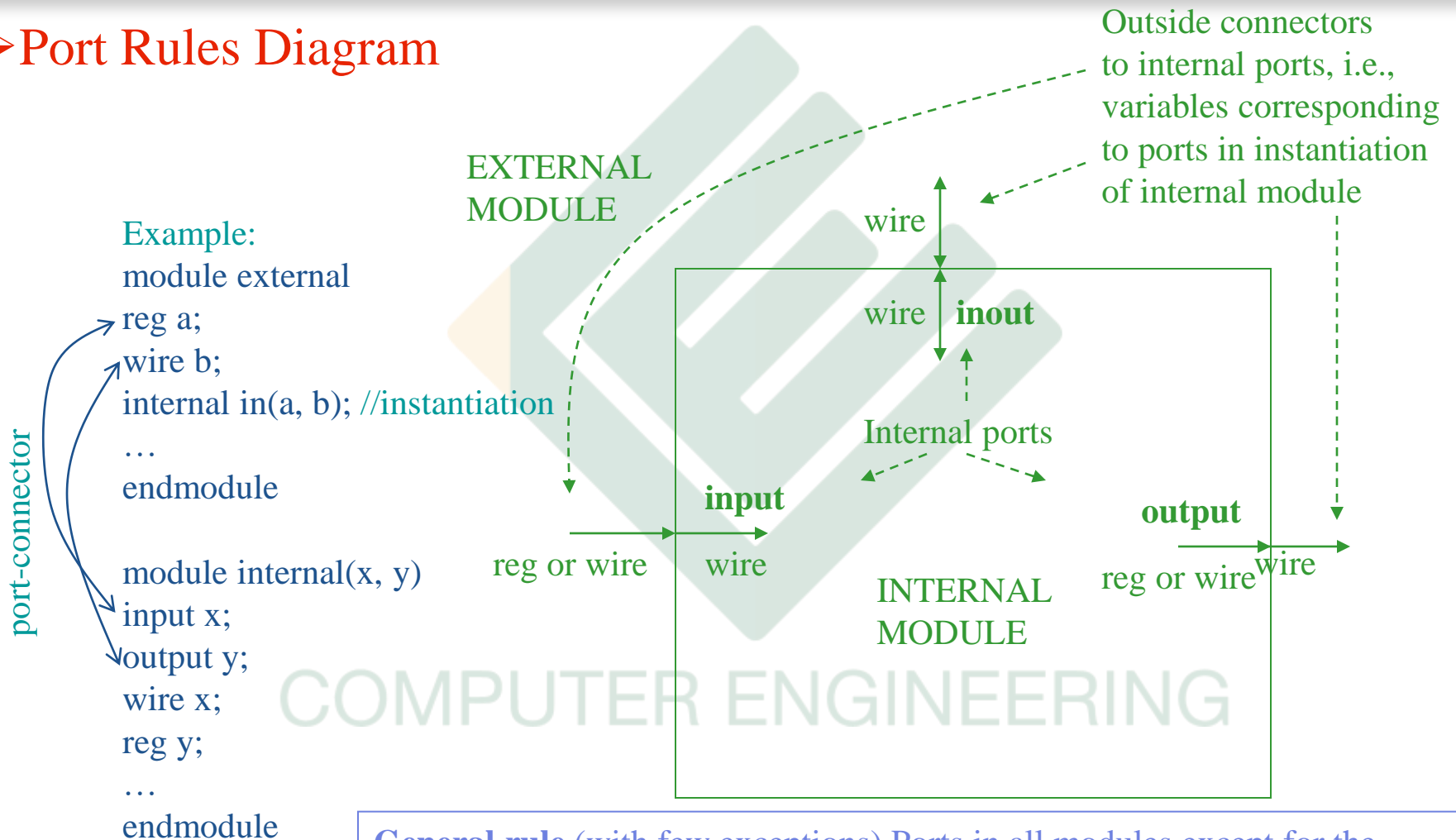
```
inout c, d;
```





Modules (Cont'd)

➤ Port Rules Diagram



General rule (with few exceptions) Ports in all modules except for the stimulus module should be wire. Stimulus module has registers to set data for internal modules and wire ports only to read data from internal modules.



Modules (Cont'd)

➤ Data type declaration (Cont'd)

module *module name* (*port name*, *port name*, ...);

module_port declaration

Define signals which are output of FF, registers, and other memory elements as register type variable.

Data type declaration

for register data type

reg <size> *variable name*, *variable name*, ...;

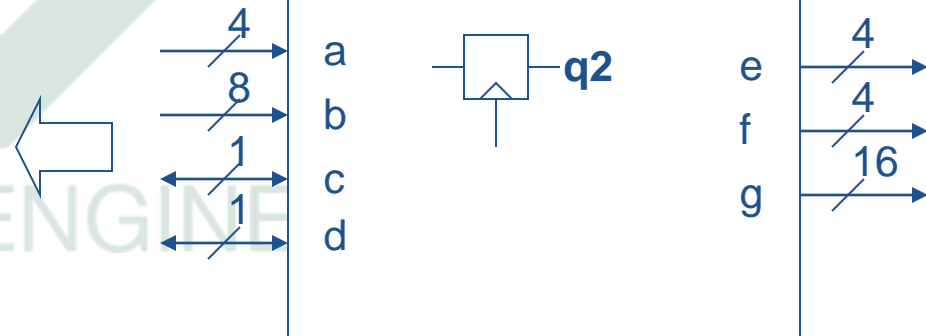
reg <size> *variable name*, *variable name*, ...;

wire [3:0] *e*;

wire [15:0] *g*;

wire *q2*;

....



Note:

Output does not have to be declared as register data type

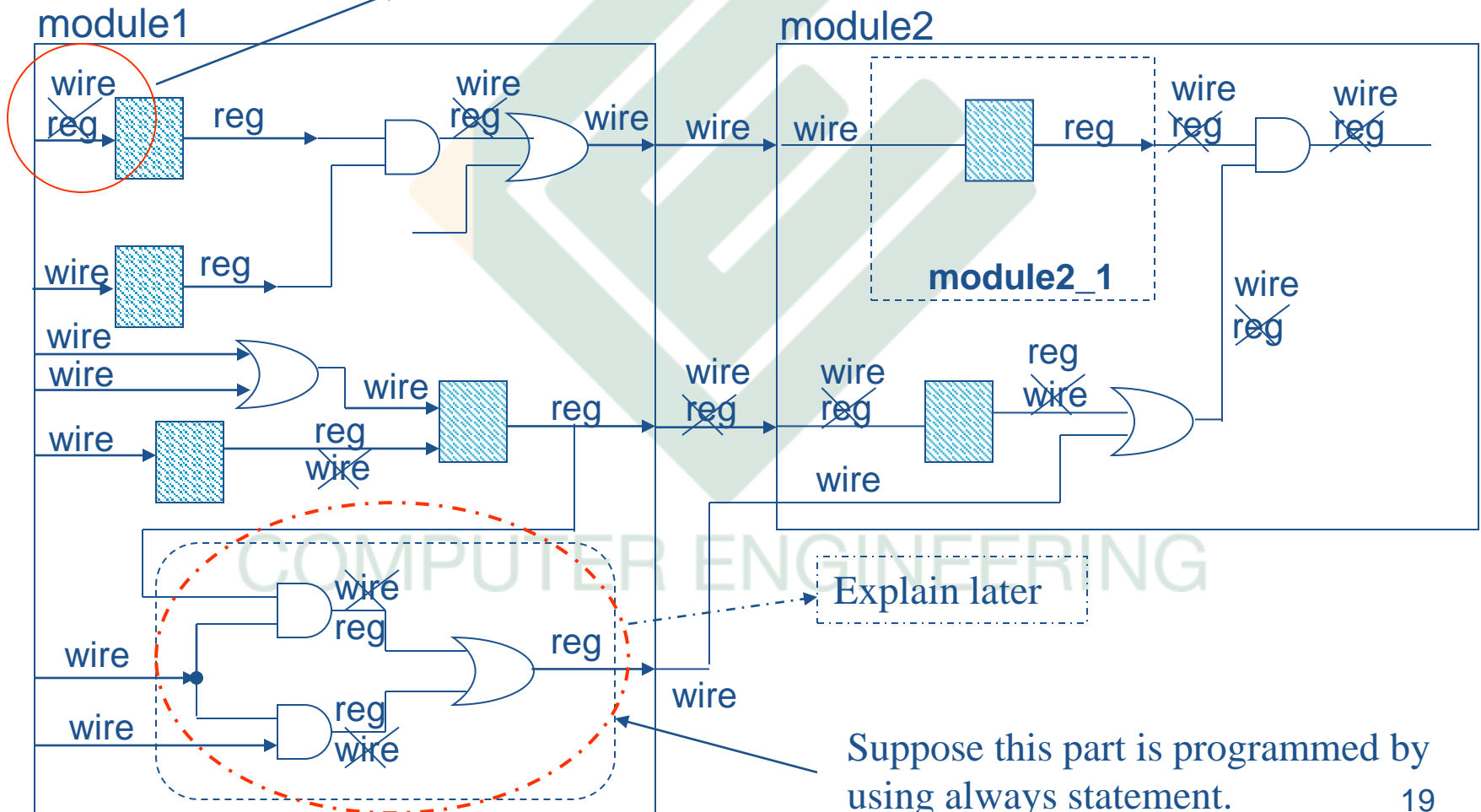
Input (inout) must not be declared as register data type



Modules (Cont'd)

➤ **Example:** Mistakes and **correct** on register and net data type (Cont'd)

Note: *reg* data type cannot be declared as an input !!!





Modules (Cont'd)

➤ Logic description part (Cont'd)

module *module name* (*port name*, *port name*,...);

module_port declaration

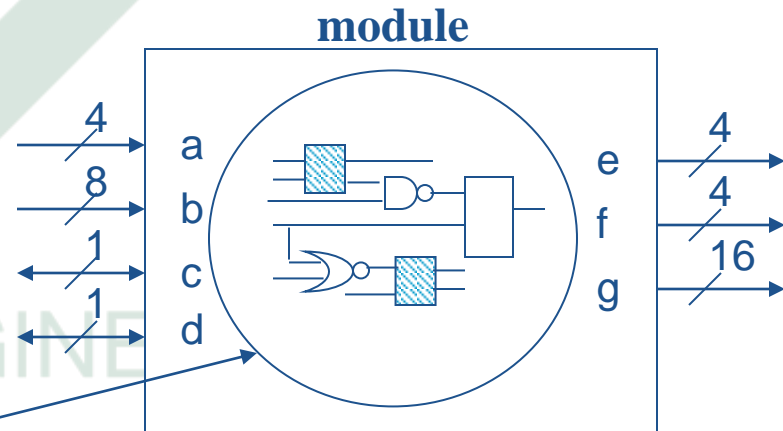
Data type declaration

Logic description part

endmodule

The main part of logic is written here.

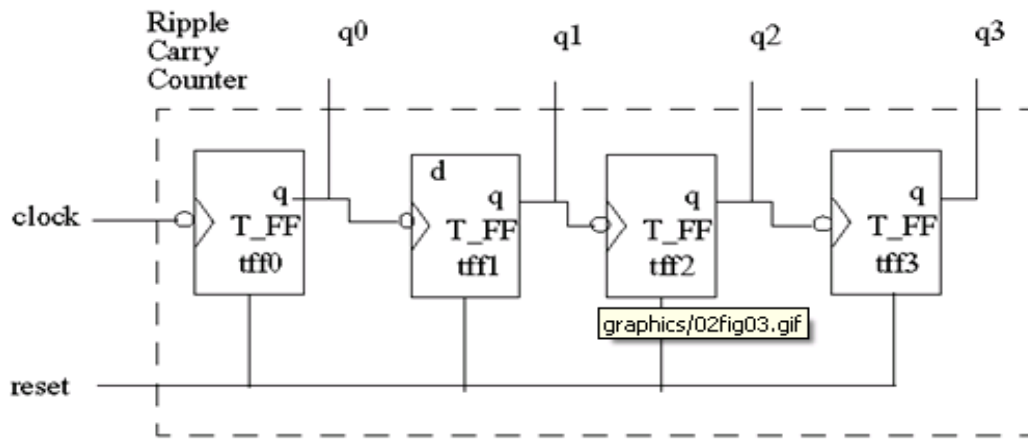
Logic is coded in this part using various operator including connections to lower level blocks.



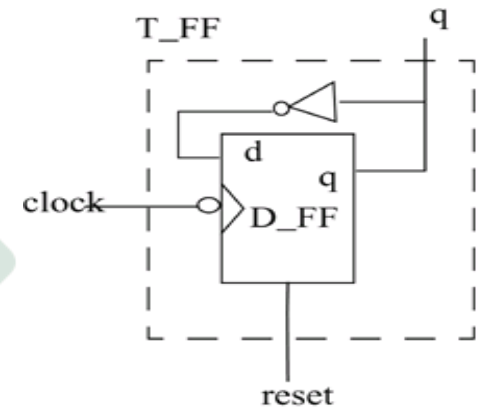


Instances

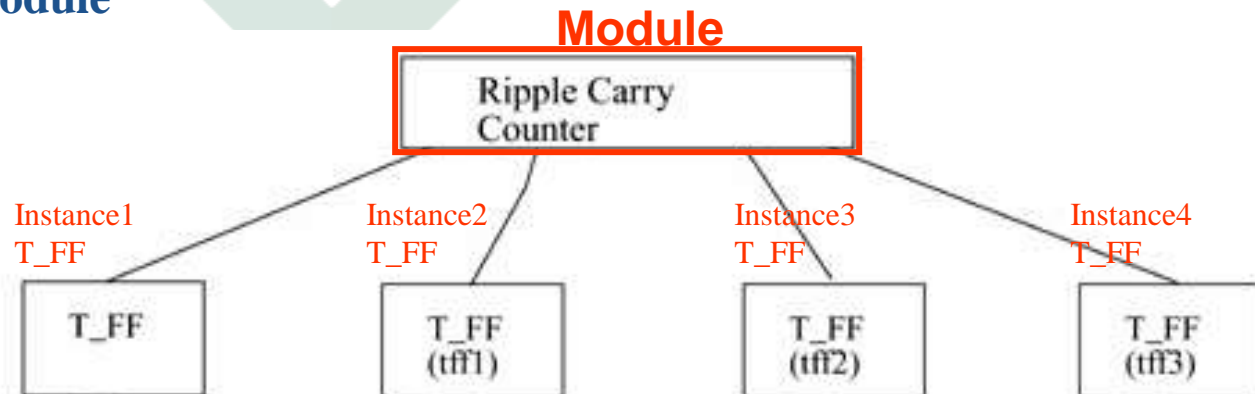
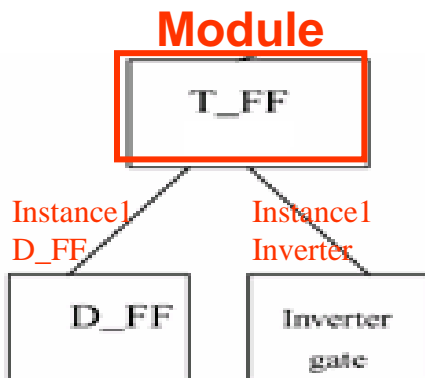
➤ Example: 4-bit Ripple Carry Counter



Ripple Carry Counter
module



T-flipflop module





Instances (Cont'd)

➤ Connecting module instance ports by ordered list

The port expressions listed for the module instance shall be in the same order as the ports listed in the module declaration.

```
module topmod;  
wire [4:0] v;  
wire a,b,c,w;  
modB b1 (v[0], v[3], w, v[4]);  
endmodule
```

```
module modB (wa, wb, c, d);  
inout wa, wb;  
input c, d;  
tranif1 g1 (wa, wb, cinvert);  
not #(2, 6) n1 (cinvert, int);  
and #(6, 5) g2 (int, c, d);  
endmodule
```



Instances (Cont'd)

➤ Connecting module instance ports by name

Connections are made by name, the order in which they appear is irrelevant.

```
module topmod;  
wire [4:0] v;  
wire a,b,c,w;  
modB b1 (.wb(v[3]),.wa(v[0]),.d(v[4]),.c(w));  
endmodule
```

```
module modB(wa, wb, c, d);  
inout wa, wb;  
input c, d;  
tranif1 g1(wa, wb, cinvert);  
not #(6, 2) n1(cinvert, int);  
and #(5, 6) g2(int, c, d);  
endmodule
```



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