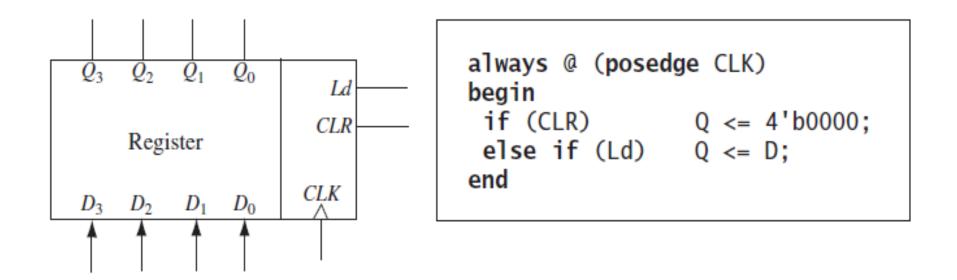
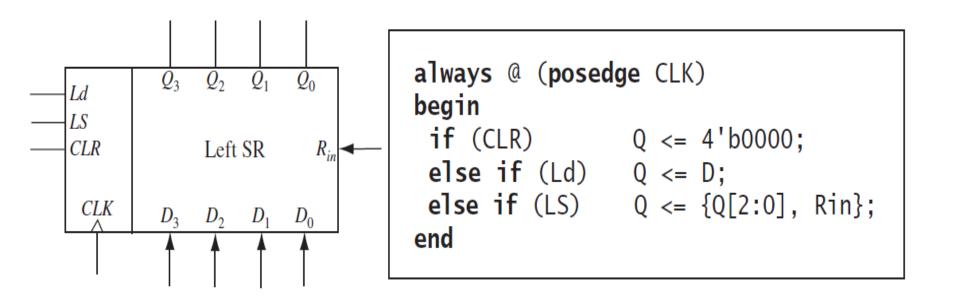
INTRODUCTION TO VERILOG



Register with synchronous clear and load



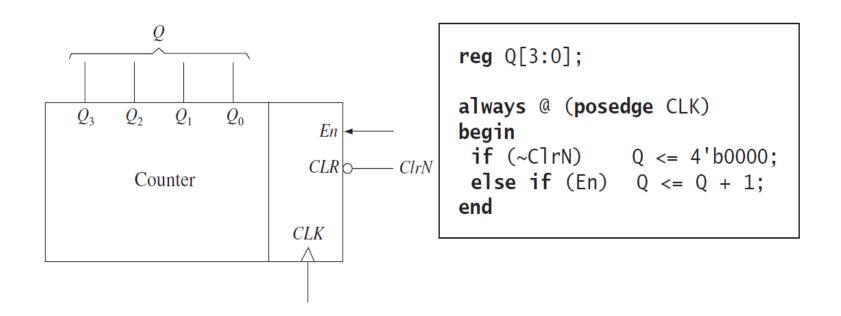
Left shift register with synchronous clear and load

$$Q = 1101$$
, Rin = 0

LS control input

LS = I, contents of the register shifted left and right most bit set equal to Rin.

Extract right most 3 bits of Q - Q[2:0], concatenate them with Rin. (1010)



Synchronous counter

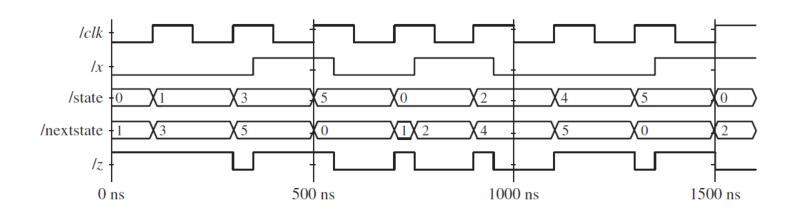
```
module counter(clk, CE, reset,
                                   always @(posedge clk)
M, count);
                                         if (reset)
                                                count <= 0;
//CE=Clock Enable, clk=clock,
                                         else if (CE)
M=Mode(up or down)
                                         if (M)
                                         count <= count + 1;
input clk, CE, reset, M;
                                         else
output [3:0] count;
                                         count <= count - 1;
                                   endmodule
reg [3:0] count;
//reg [<upper>:0] <reg name>;
```

```
initial begin
// Initialize Inputs
             clk = 0;
             CE = 0;
             reset = 1;
             M = 1;
#100;
                                  #200;
CE=1;
                                  M=0;
#100;
                                  end
reset=0;
                                  always #10 clk=~clk;
                                   endmodule
```

```
force CLK 0 0, 1 100 -repeat 200 force X 0 0, 1 350, 0 550, 1 750, 0 950, 1 1350 run 1600
```

- Clock with a period of 200 ns. CLK = 0 at 0ns, 1 at time
 100 ns and repeats every 200 ns.
- Forcing x inputs. X = 0010 1001.

force CLK 0 0, 1 100 -repeat 200 force X 0 0, 1 350, 0 550, 1 750, 0 950, 1 1350 run 1600

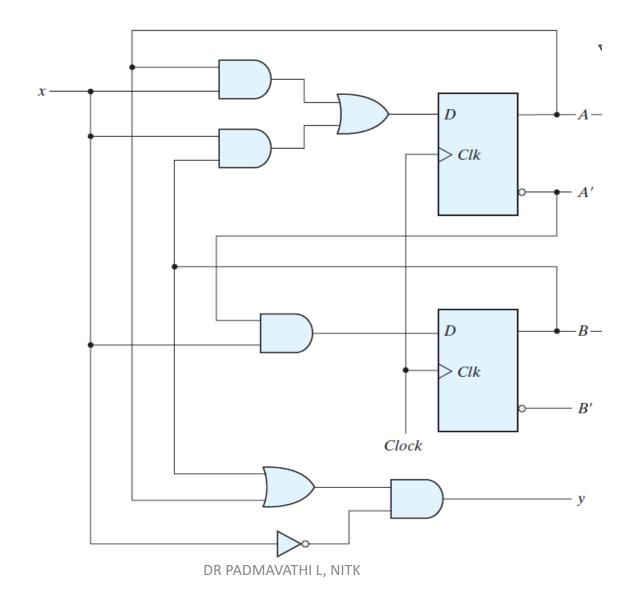


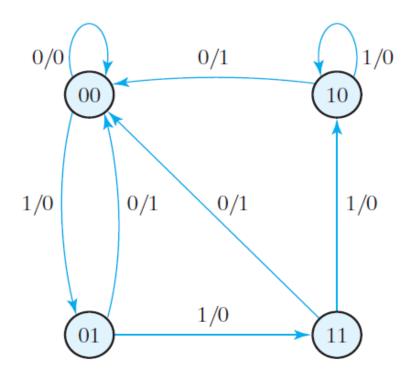
- Several ways to model sequential machines.
- One approach two always blocks represent the two parts of the circuit.
- One always block models the combinational part of the circuit – generates next state information and outputs.
- Other always block models the state registers update the state at the appropriate edge of the clock.
- Circuit output and next state can change with state or input changes sensitivity list includes both.

```
always @ (posedge CLK)  // State Register
begin  // (synthesis)
State <= Nextstate;  // rising edge of clock
end</pre>
```

- Manual design of the state machine behavioral description – may not result in exactly same circuit.
- State assignment.

- Another approach to create Verilog module structural description of flip-flops and gates.
- Designer manually performs the design obtain gate level circuitry in order to create a model.
- Specification of components and interconnections by designers — synthesizer tool does not have to translate any structural description.
- More control over the generated circuitry with structural description – lot more effort to produce a structural model.





// Mealy FSM zero detector

```
module Mealy_Zero_Detector (output reg y_out, input
x_in, clock, reset);
```

```
reg [1: 0] state, next_state;

parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10, S3 = 2'b11;
```

always @ (posedge clock, negedge reset)

```
if (reset == 0) state <= S0;
else state <= next_state;</pre>
```

```
// Form the next state
always @ (state, x in)
case (state)
      if (x in) next state = S1; else next state = S0;
S0:
S1: if (x in) next state = S3; else next state = S0;
S2: if (^{\sim}x in) next state = S0; else next state = S2;
S3:
      if (x in) next state = S2; else next state = S0;
endcase
always @ (state, x in)
                                  // Form the Mealy output
case (state)
S0: y \text{ out} = 0;
S1, S2, S3: y \text{ out} = ^x \text{ in};
endcase
```

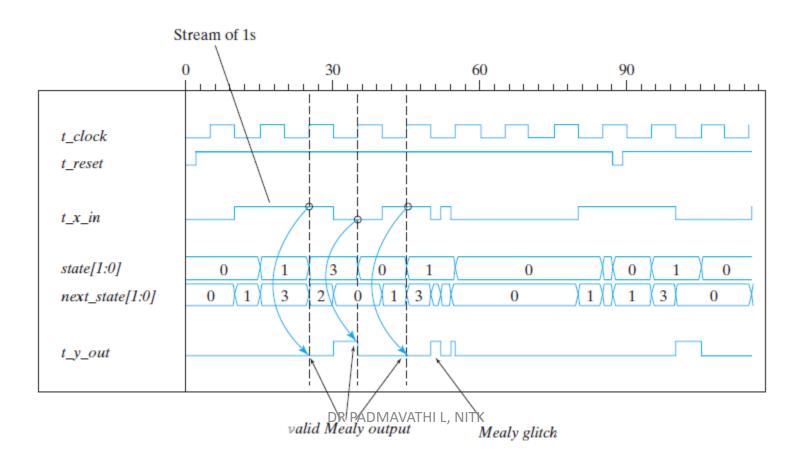
endmodule

- First always statement resets the circuit to the initial state S0 = 00 – specifies synchronous clocked operation.
- At every rising edge of the clock reset not equal to 0, state of the machine updated by first always block.
- Change in state detected by the sensitivity list mechanism of second always block – updates the value of next state – will be used by the first always block in the next clock cycle.
- Third always block detects change in state updates the value of the output.

 Second and third always block responds to changes in x input – update the next state and y-out accordingly.

```
initial
                                         #10 t x in = 1;
                                         #30 t x in = 0;
begin
                                         #40 t x in = 1;
                                         #50 t x in = 0;
t clock = 0;
                                         #52 t x in = 1;
                                         #54 t x in = 0;
forever #5 t clock = ~t clock;
                                         #70 t x in = 1;
end
                                         #80 t x in = 1;
                                         #70 t x in = 0;
initial
                                         #90 t x in = 1;
                                         #100 t x in = 0;
fork
                                         #120 t x in = 1;
                                         #160 t x in = 0;
t reset = 0;
                                         #170 t x in = 1;
#2 t reset = 1;
#87 t reset = 0;
                                         join
#89 t reset = 1;
                                         PROPADOMANDAUHEL. NITK
```

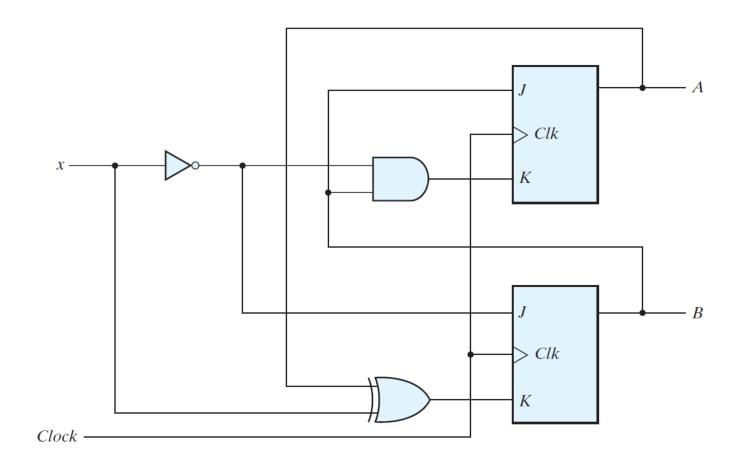
- Notice how output responds to changes in both the state and the input.
- Look for transient logic and glitches

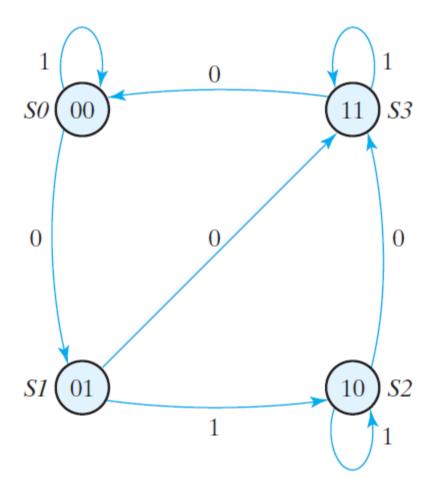


- fork...join construct
- Statements within the fork...loin block execute in parallel.
- Time delays are relative to a common reference of t = 0
 time at which the block begins execution.
- Reset can be triggered on the fly machine recovers from an unexpected reset condition during any state.

- First always block corresponds to D flip-flop implementation of state registers.
- Second always block combinational logic block describing the next state.
- Third always block output combinational logic of the Mealy machine.
- Register operation of the state transition uses nonblocking assignment operator <= — FFs of a sequential machine updated concurrently by a common clock.

- Second and third always block uses blocking assignment operator. (=)
- Sensitivity list includes both the state and the input logic must respond to change in either or both of them.
- Commonly used Verilog model of Mealy machine close relationship to the state diagram of the machine.
- Simpler and more readable description.





HDL models of sequential circuits // Moore model FSM

module Moore_Model (**output** [1: 0] y_out, **input** x_in, clock, reset);

reg [1: 0] state;

parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10, S3 = 2'b11;

always @ (posedge clock, negedge reset)
if (reset == 0) state <= S0; // Initialize to state S0</pre>

else case (state)

S0: **if** (~x_in) state <= S1; **else** state <= S0;

```
S1: if (x_in) state <= S2; else state <= S3; S2: if (~x_in) state <= S3; else state <= S2; S3: if (~x_in) state <= S0; else state <= S3; endcase
```

assign y_out = state; // Output of fl ip-fl ops

endmodule

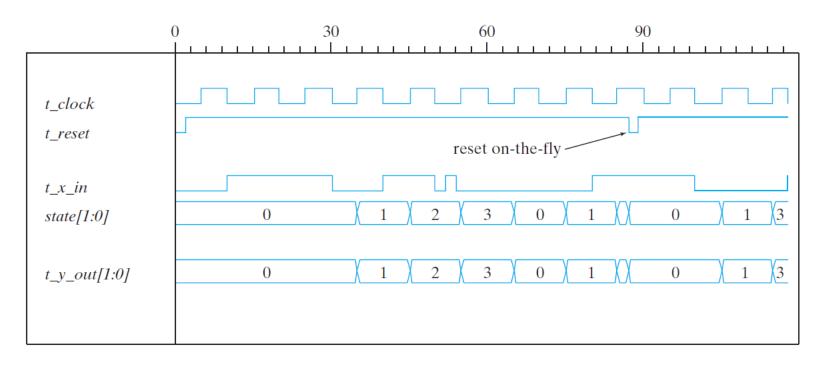
Alternate style – state transitions of the machine described by a single clocked cyclic behavior – one always block.

Present state – identified by the variable state.

State transitions triggered by the rising edge of the clock – according to the conditions listed in the case statement.

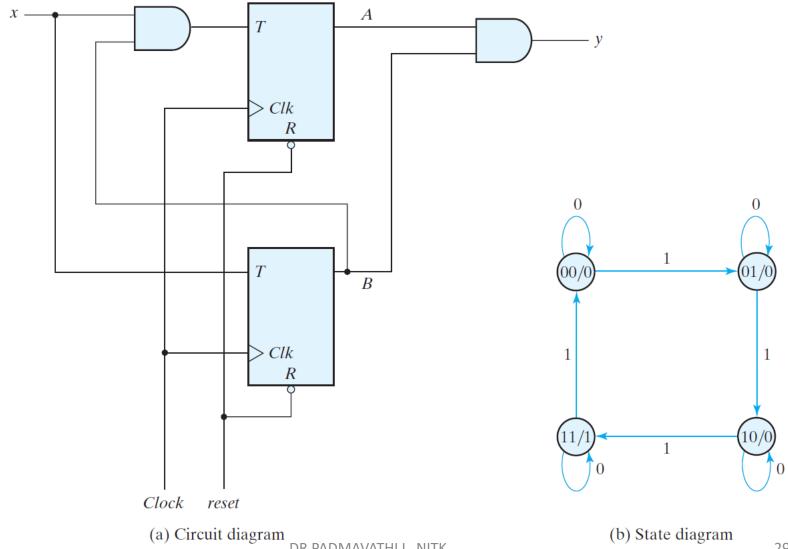
Moor machine – output is independent of the input.

2 bit y output specified as a continuous assignment.



Output depends only on the present state of the input.

Reset on the fly – forces the state of the machine back to SO(00).



// State-diagram-based model

```
module Moore_Model(output y_out, input x_in, clock,
reset);
reg [1: 0] state;
```

parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10, S3 = 2'b11;

```
always @ ( posedge clock, negedge reset)
if (reset == 0) state <= S0;  // Initialize to state S0</pre>
```

```
else case (state)
S0: if (x in) state <= S1; else state ≤= S0;
```

```
S1: if (x_in) state <= S2; else state <= S1;
S2: if (x_in) state <= S3; else state <= S2;
S3: if (x_in) state <= S0; else state <= S3;
endcase

assign y_out = state; // Output of fl ip-fl ops
endmodule
```

```
// Structural model
module Moore Model STR (output y out, A, B, input x in,
clock, reset);
wire TA, TB;
// Flip-fl op input equations
assign TA = x \text{ in } \& B;
assign TB = x in;
```

```
// Output equation
assign y_out = A & B;

// Instantiate Toggle flip-flops

Toggle_flip_flop_3 M_A (A, TA, clock, reset);
Toggle_flip_flop_3 M_B (B, TB, clock, reset);
```

endmodule

```
module Toggle_flip_flop (Q, T, CLK, RST_b);
```

```
output Q;
input T, CLK, RST_b;
```

reg Q;

always @ (posedge CLK, negedge RST_b)

```
if (RST_b == 0) Q <= 1'b0;
else if (T) Q <= ~Q;</pre>
```

- Continuous assignment statement and corresponding Boolean expressions.
- Instantiated T FFs use TA and TB defined by the input equations.

initial #200 \$finish;

initial begin

```
t_reset = 0;
t_clock = 0;
#5 t_reset = 1;
```

repeat (16) #5 t_clock = ~t_clock; end

initial begin

```
t_x_in = 0;
#15 t_x_in = 1;
```

```
repeat (8)
#10 t_x_in = ~t_x_in;
end
```

