INTRODUCTION TO VERILOG

Behavioral models – abstract representations of the functionality of digital hardware.

Description of the circuit behavior – do not specify the internal details of the circuit.

Abstract description – by truth tables, state tables and state diagrams.

Behavior declared by initial keyword – single pass behavior – expires after the associated statement executes.

Always keyword – declares cyclic behavior - executes and re-executes indefinitely until the simulation is stopped.

Module – may contain arbitrary number of initial and always behavioral statements.

Execute concurrently w.r.t each other starting at t = 0, may interact through common variables.

Two possible ways to provide a free running clock – operates for a specified number of cycles:

Initial

begin

```
clock = 1'b0;
repeat (30)
#10 clock = ~clock;
```

initial

```
begin
clock = 1'b0;
end
```

```
initial 300 $ finish ;
always #10 clock = ~clock;
```

end

Specified loop re-executes 30 times – toggles the value of clock every 10 time units.

15 clock cycles – clock cycle time = 20 time units.

Initial

begin

```
clock = 1'b0;
repeat (30)
#10 clock = ~clock;
```

Second initial statement – declares a stopwatch for the simulation.

Simulation stops unconditionally after 300 time units elapsed.

Provides a clock generator – cycle time of 20 time units.

initial

initial 300 \$ finish ;
always #10 clock = ~clock;

begin
clock = 1'b0;
end

Another way to describe a free running clock:

initial begin clock = 0; forever #10 clock = ~clock; end

Executes an indefinite loop.

- # delay control operator.
- @ event control operator

end

always @ (event control expression) **begin** // Procedural assignment statements that execute when the condition is met

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always @ (A or B or C), always @(posedge clock, negedge reset)

Posedge or negedge – accomplish the functionality of an edge triggered device.

```
// Description of D latch
module D latch (Q, D, enable);
output Q;
input D, enable;
reg Q;
always @ (enable or D)
                                // Same as: if (enable == 1)
if (enable) Q <= D;
endmodule
```

module D_latch (output reg Q, input enable, D);

always @ (enable, D)

if (enable) Q <= D;</pre>

// No action if *enable* not asserted

endmodule

```
// D flip-flop without reset
module D FF (Q, D, Clk);
output Q;
input D, Clk;
reg Q;
always @ (posedge Clk)
Q \leq D;
endmodule
```

```
// D flip-flop without reset
module D FF (Q, D, Clk);
output Q;
input D, Clk;
reg Q;
always @ (posedge Clk)
Q <= #5 D;
endmodule
```

```
module DFF (output reg Q, input D, Clk, rst);
```

always @ (posedge Clk, negedge rst)

```
if (!rst) Q <= 1'b0;  // Same as: if (rst == 0) else Q <= D;
```

endmodule

 Event expression after the @ symbol in the always statement – may have any number of edge events.

// Functional description of JK flip-flop

```
module JK_FF (input J, K, Clk, output reg Q, output Q_b);
```

```
assign Q_b = ^Q Q;
```

```
always @ ( posedge Clk)
case ({J,K})
2'b00: Q <= Q;
```

endcase

endmodule

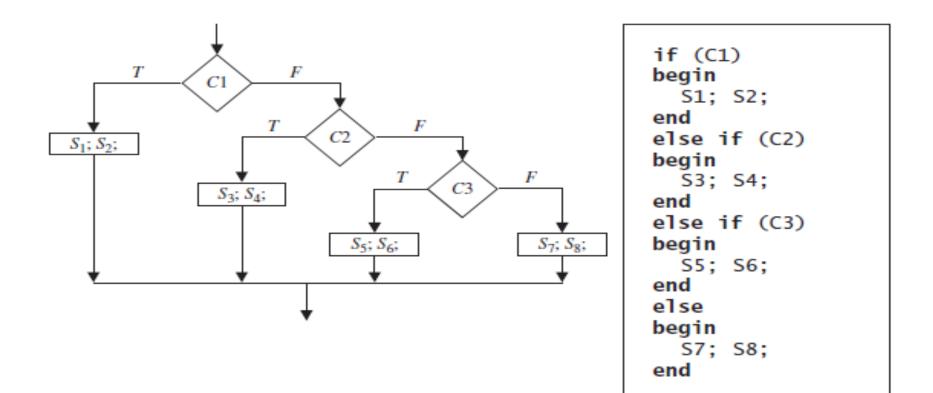
Case multi-way branch condition

Checks for 2 bit binary number – obtained by concatenating J and K bits.

```
if (condition)
  sequential statements1
else
  sequential statements2
```

Form of the basic if statements.

```
if (condition)
   sequential statements
  // 0 or more else if clauses may be included
else if (condition)
   sequential statements}
[else sequential statements]
```



Equivalent representation of a flowchart using nested ifs and else-ifs.

- Always block using event controlled statements
- Alternative form of always block uses wait or event controlled statements instead of a sensitivity list.
- Sensitivity list can be omitted at the always keyword delays or time controlled events must be specified inside the always block.
- Always block cannot have both sensitivity list and wait statements.

```
begin
#10 clk <= ~clk;
end
always
begin
  rst = 1; // sequential statements
  @(posedge CLK); //wait until posedge CLK
  // more sequential statements
end
```

always

- assign #5 D = A && B;
- Models an AND gate with a propagation delay of 5 ns.
- If suppose, the inputs change very often in comparison to the gate delay (1 ns to 4 ns) – simulation output will not show changes.
- Two models of delay in Verilog
 - Inertial delay
 - Transport delay.

Inertial delay for combinational blocks

```
// explicit continuous assignment
wire D;
assign #5 D = A && B;

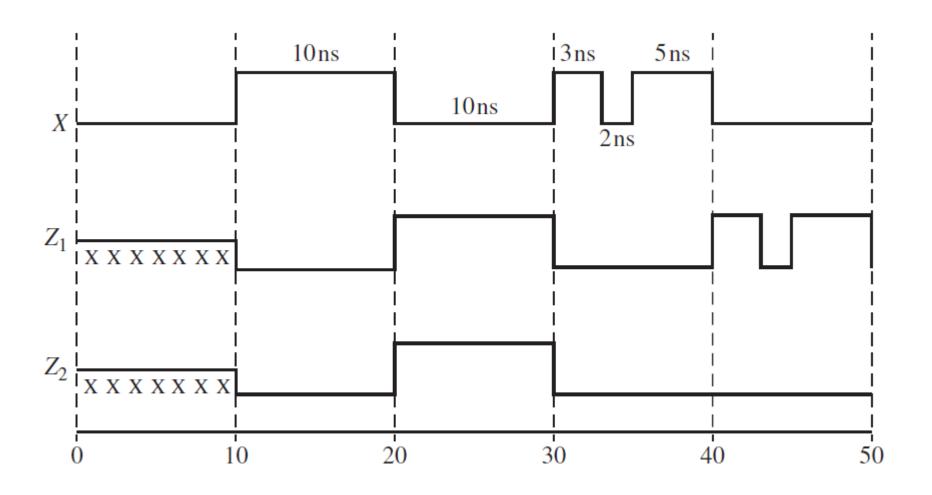
// implicit continuous assignment
wire #5 D = A && B;
```

 Any change in A and B will result in a delay of 5 ns – before the change in output visible.

- Inertial delay intended to model gates and other devices that do not propogate short pulses from the input to the output.
- Transport delay intended to model the delay introduced by wiring.
- Simply delays an input signal by the specified delay time.
- Delay value specified in the right hand side of the statement.

```
always @ (X)
begin
  Z1 <= #10 (X);  // transport delay
end
assign #10 Z2 = X;  // inertial delay</pre>
```

- Inertial delay any pulse which has a pulse width less than 10 ns will not be propagated to the output.
- In transport delay all the pulses has been propagated.



Expression on the RHS evaluated – but not assigned to
 Z1 until the delay has elapsed. – delayed assignment.

$$Z_1 <= #10 X;$$

#10 $Z_1 <= X;$

Delay of 10ns elapses first, then the expression evaluated – delayed evaluation

assign
$$a = #10 b$$
;

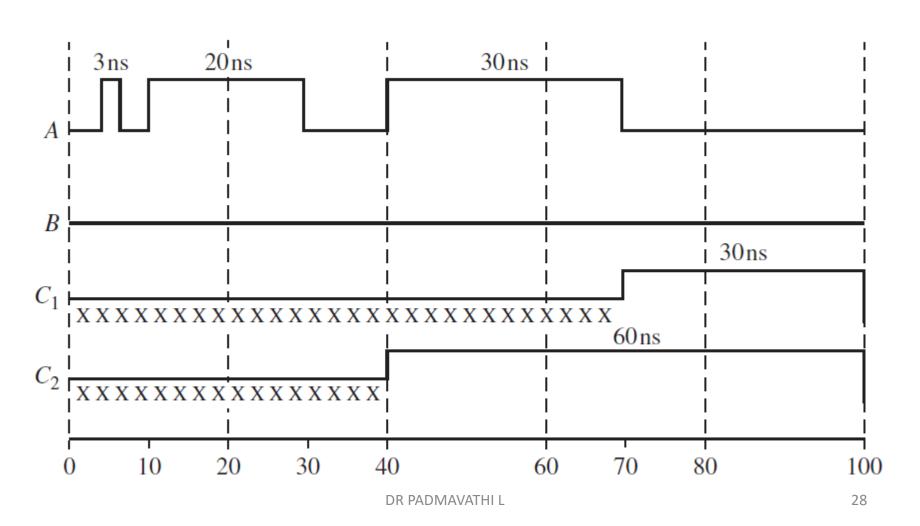
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Illegal - placement of delay on RHS with continuous assignment.

Net delay

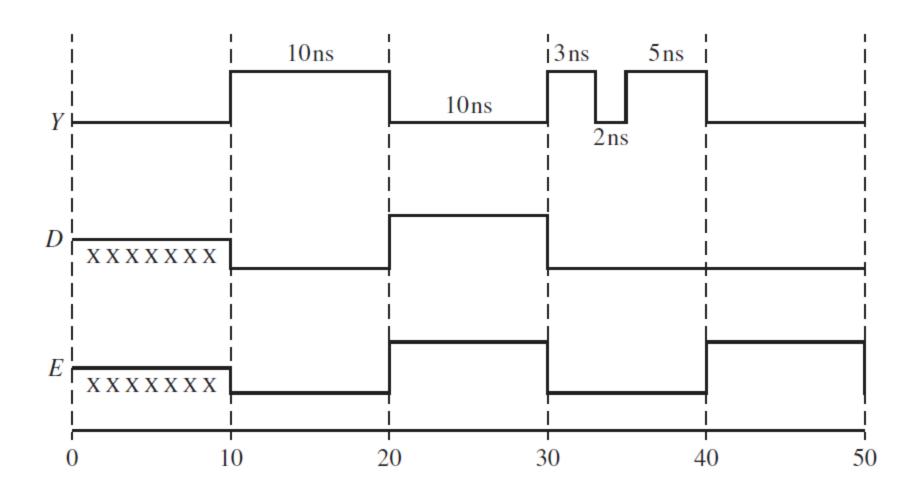
- Net delay refers to the time it takes from any driver on the net to change value to the time when the net value is updated and propagated further.
- After statement 2 processes its delay of 20 ns, net delay of 10 ns added to it.

Example of Net delays

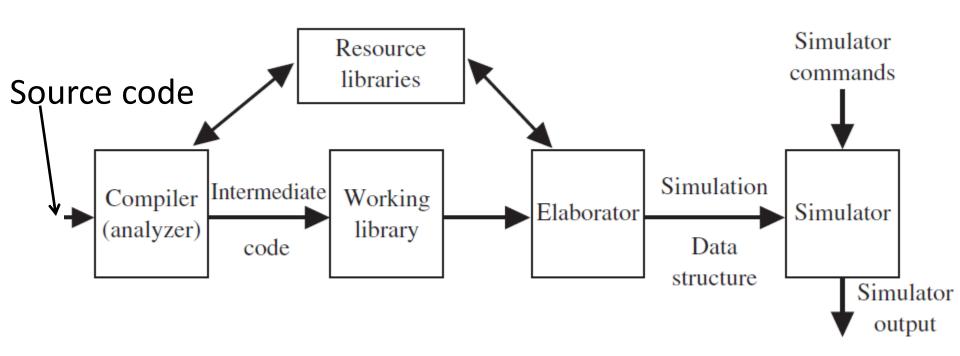


C1 rejects narrow pulses less than 30 ns, C2 rejects only pulses less than 20 ns.

```
wire #3 D; // net delay on wire D
assign #7 D = Y; // statement 1 - inertial delay
wire #7 E; // net delay on wire E
assign #3 E = Y; // statement 1 - inertial delay
```



- Understand the pulse rejection associated with inertial delays – improve your initial experience with Verilog – understand the output changes.
- Test sequence applied wider than the inertial delays of the modeled devices.



 Instantiate the modules, link it to the modules defined, parameters propagated among various modules – elaboration.

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- Driver created for each signal each driver holds the current value of a signal, queue of future signals.
- Mechanism established for executing the Verilog

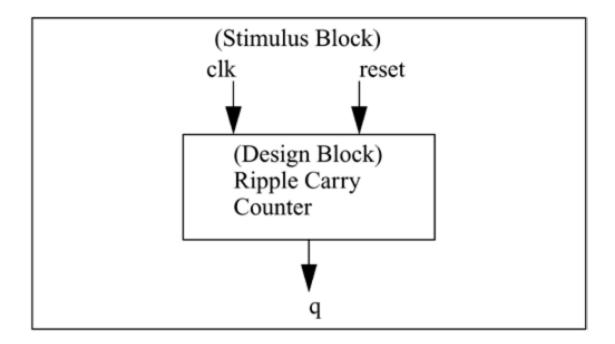
- Simulation discrete event simulation.
- Time unit discretised.
- Initilaization phase initial value to the signal
- Specify initial values in Verilog to facilitate correct initialization.
- Every change in value of a net or a variable in the circuit being simulated – update event.

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 To keep track of events and events processed in the correct order – managed by event queue.

Hierarchical modeling concepts

Stimulus block instantiating design block.

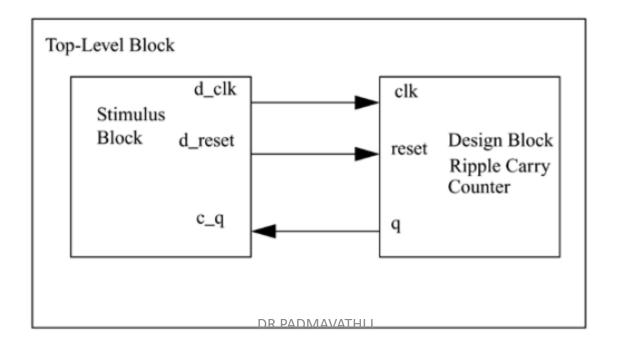


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Hierarchical modeling concepts

Instantiating both the stimulus and design blocks in a top-level dummy module.

Stimulus block interacts with the design block through interface. Top level block simply instantiates the design and stimulu block.



Writing test bench

Test bench for describing and applying stimuls to an HDL model of the circuit – test and observe its response during smulation.

Test bencehes – van be quiet complex, lengthy.

Care must be taken to –write stimuli that will test a circuit thoroughly

Exercise all the operating features that are specified.

Writing test bench

```
begin
A 0; B 0;
#10 A 1;
#20 A 0; B 1;
End
initial
begin
D 3'b000;
repeat (7)
#10 D D 3'b001;
end
```

initial

```
module test_module_name;
// Declare local reg and wire identifiers.
// Instantiate the design module under test.
// Specify a stopwatch, using $finish to terminate the simulation.
// Generate stimulus, using initial and always statements.
// Display the output response (text or graphics (or both)).
endmodule
```

Test module like any other module – but typically has no inputs or outputs.

Local reg data types, local reg wire types.

Instantiate the module under test – using local identifiers in the port list.

Simulator associates the local identifiers within the test bench with the formal identifiers of the module.

Response to the stimuls – appear in text fomat as standard output and as waveforms – timing diagrams.

Numerical outputs displayed by system tasks

Built in system functions – recognised by keywords that begin with \$ symbol.

Some system tasks useful for display:

\$display — display a one-time value of variables or strings with an end-of-line return,

\$write — same as **\$display**, but without going to next line, **\$monitor** — display variables whenever a value changes during a simulation run,

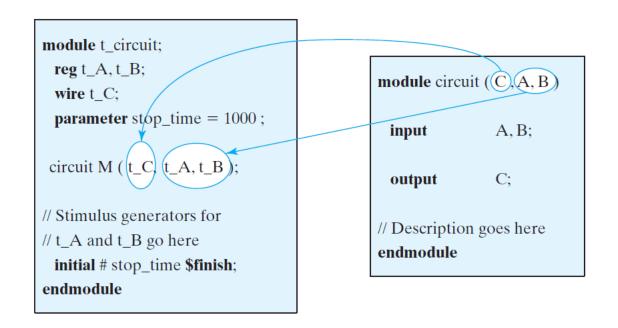
\$time — display the simulation time,

\$finish —terminate the simulation.

\$display ("%d %b %b", C, A, B);

base may be binary, decimal, hexadecimal, or octal - identified with the symbols %b, %d, %h, and %o. (%B, %D, %H, and %O are valid too).

No commas in the format specification – argument list seperated by commas.



Interaction between stimulus and design modules

```
// Dataflow description of two-to-one-line multiplexer
module mux 2x1 df(m out, A, B, select);
output m out;
input A, B;
input select;
assign m out (select)? A:B;
endmodule
```

```
// Test bench with stimulus for mux 2x1 df
module t mux 2x1 df;
wire t mux out;
reg t A, t B;
reg t select;
parameter stop _time = 50;
mux 2x1 df M1 (t mux out, t A, t B, t select);
                  // Instantiation of circuit to be tested
```

initial # stop_time \$finish;

initial begin

// Stimulus generator

```
t_select = 1; t_A = 0; t_B = 1;
#10 t_A = 1; t_B = 0;
#10 t_select = 0;
#10 t_A = 0; t_B = 1;
```

end

```
initial begin  // Response monitor
// $display (" time Select A B m_out ");
// $monitor ( $time ,, "%b %b %b %b" , t_select, t_A, t_B,
t m out);
```

```
$monitor ("time = ", $time ,, "select = %b A = %b B =
%b OUT = %b" , t_select, t_A, t_B, t_mux_out);
end
endmodule
```

Two types of verification – functional and timing verification.

Functional verification – study the circuit logical operation independent of timiing considerations.

Timing verification – study the circuit operation, including the effect of delays through the gates.