

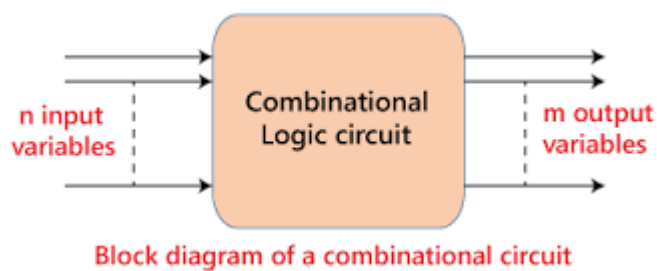
Important guideline of Verilog

Index

- [Sequential Circuit Introduction](#)
- [Coding Style](#)
 - [Naming conventions](#)
 - [Reg/Wire declaration](#)
 - [Coding Precautions](#)
 - [Latch](#)
 - [Reset](#)
- [FSM](#)
- [REFERENCE](#)

Sequential Circuit Introduction

Combinational Circuit



- Take some combinational logic circuits for example. Logic gate(e.g. and, or...), MUX, Decoder, Selector...
- Coding example:

```
//assign
wire a,b,c;
assign a = b & c;

//always block
reg a; // this is not a DFF
wire b,c;
always @(*) begin
    a = b & c;
end
```

Sequential Circuit

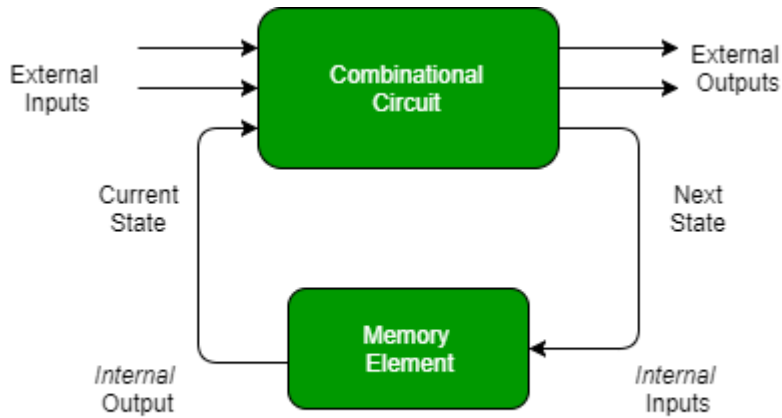


Figure: Sequential Circuit

- Sequential elements are used for storage
- Coding example:

```
//synchronous negedge reset
reg a; // this is a DFF
wire b;
always @(posedge clk) begin
    if(!rst_n) a <= 0;
    else a <= b;
end

//asynchronous posedge reset
reg a; // this is a DFF
wire b;
always @(posedge clk or posedge rst) begin
    if(rst) a <= 0;
    else a <= b;
end
```

Coding Style

Naming conventions

- rst for reset, clk for clock
- _n for active-low
- Using _ rather than - in naming reg/wire
- **Naming must be meaningful**
- Naming example: I want to define a flag that represents reg tmp_A larger than tmp_B, it can call tmp_A_lr_tmp_B or A_lr_B.
- **uppercase letters and lowercase letters are different in Verilog.**
- You can use uppercase letters or _ to separate reg/wire naming variables. For example, current_state or currentState.
- Use uppercase letters for names of constants and user-defined types.
e.g. `define BUS_LENGTH 32 or localparam BUS_LENGTH = 32
- Use lowercase letters for all signals, variables, and ports.
e.g. wire clk, rst...
- Other naming conventions
 - *_r: register type(DFF)
 - *_w: wire type or reg type but represent combinational logic.

Reg/Wire declaration

- Using little-endian for vector initialization, for example, reg [7:0] counter or wire [7:0] adderResult.
- Using big-endian for multi-bit array declaration, for example, reg [31:0] mem [0:31].

Coding Precautions

- Adding some proper comments or documentation for recording.
- Avoid using both edges of a clock due to the reason that it is difficult for DFT(Design-For Testability) process.
- Avoid tri-state buses
- Codes must be synthesizable. For example
assign, always block, called sub-modules, if-else if-else, cases, parameter, operators
- *Bitwise operators* — perform operations on each bit of a vector
~ & | ^ ^~ ~^
- *Unary reduction operators* — collapse a vector to a 1-bit result
~ & | ^ ~& ~| ^~ ~^
- *Logical operators* — return a true/false result, based on a logical test
&& ||
- *Equality, relational operators* — return true/false, based on a comparison
= != < <= > >=
- *Shift operators* — shift the bits of a vector left or right
<< <<< >> >>>
- *Concatenate operators* — join multiple expressions into a vector
{ } {n{ }}
- *Conditional operator* — selects one expression or another
?:
- *Arithmetic operators* — perform integer and floating point math
+ - * / % **
- Data has to be described in one always block, for example

```
//multiple source drive is not allow
always @(posedge clk) begin
    if(!rst_n) out_r <= 'd0;
    else out_r <= out_r + 'd1;
end
always @(posedge clk) begin
    if(ready) out_r <= 'd1;
end

//correct
always @(posedge clk) begin
    if(!rst_n) out_r <= 'd0;
    else if(ready) out_r <= 'd1;
    else out_r <= out_r + 'd1;
end
```

- **Only use "<=" when you are writing sequential blocks, and do not use "<=" and "=" in one always block.**
- Avoid assigning unknown or high impedance values in your code.

- Bit width must be matching when you are using an assigned statement. For example

```
wire [3:0] a;  
wire [2:0] b;  
assign a = b // this is not allowed
```

- Avoid combination feedback circuits, for example

```
//wire feedback is not allowed  
wire [1:0] a = a + 'd1;  
  
//correct  
reg [1:0] a_r;  
wire [1:0] a = a_r + 'd1;  
always @(posedge clk) begin  
    if(!rst_n) a_r <= 'd0;  
    else a_r <= a;  
end
```

- Suggest using only a variable in one always block.

```
reg [1:0] a_r,b_r;  
// bad  
always @(posedge clk) begin  
    if(!rst_n) begin  
        a_r <= 'd0;  
        b_r <= 'd0;  
    end  
    else if(trigger_1) b_r <= 'd1;  
    else a_r <= 'd2;  
end  
  
// good  
always @(posedge clk) begin  
    if(!rst_n) begin  
        a_r <= 'd0;  
    end  
    else a_r <= 'd2;  
end  
always @(posedge clk) begin  
    if(!rst_n) begin  
        b_r <= 'd0;  
    end  
    else if(trigger_1) b_r <= 'd1;  
end
```

- Suggest combinational and sequential logic separating.

```
// bad
always @(posedge clk or negedge rst_n) begin
    if(!rst_n) begin
        cur_state <= IDLE;
    end
    else begin
        if (cal_start) cur_state <= CAL;
        else if(cal_done) cur_state <= OUT
        else if(out_done) cur_state <= IDLE;
    end
end

//good
always @(posedge clk or negedge rst_n) begin
    if(!rst_n) begin
        cur_state <= IDLE;
    end
    else begin
        cur_state <= next_state;
    end
end
always @(*) begin
    case(curr_state)
        IDLE : next_state = cal_start ? CAL : IDLE;
        CAD : next_state = cal_done ? OUT : CAD;
        OUT : next_state = out_done ? IDLE : OUT;
        default : next_state = IDLE;
    end
```

Latch

- Avoid using Latch in your code. For example
 1. Using case statements without default declaration in combination circuit.
 2. Using if-else if-else statement without else in combination circuit.

```
// case 1 : lack of else
always @(*) begin
    if(m==2'd0) out_w = 2'd0;
    else if(m==2'd1) out_w = 2'd1;
end

// case 2 : lack of default
always @(*) begin
    case(m)
        2'd0: out_w = 2'd0;
        2'd1: out_w = 2'd1;
    end

// case 1 : correct
always @(*) begin
    if(m==2'd0) out_w = 2'd0;
    else if(m==2'd1) out_w = 2'd1;
    else out_w = 2'd2;
end

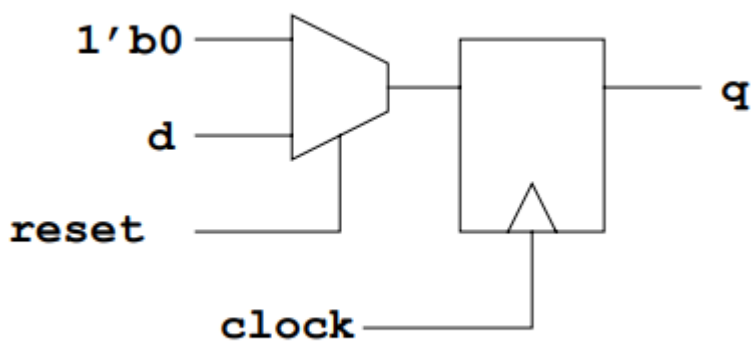
// case 2 : correct
always @(*) begin
    case(m)
        2'd0: out_w = 2'd0;
        2'd1: out_w = 2'd1;
        default: out_w = 2'd2;
    end
```

Reset

- Remember to reset all storage elements

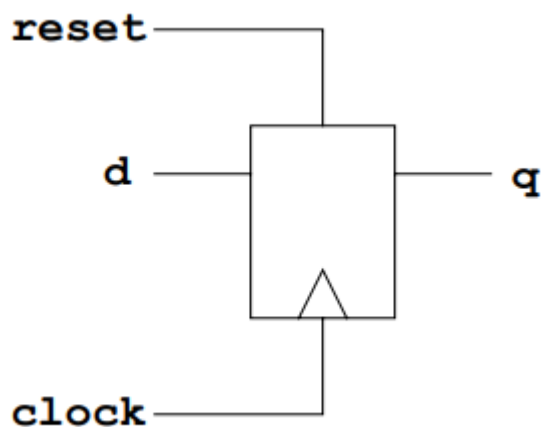
This can help you avoid accepting unknown signals.

- synchronous reset



```
//synchronous reset
always @(posedge clock) begin
    if(reset)
        q <= 0;
    else
        q <= d;
end
```

- asynchronous reset




```
//asynchronous reset
//active high
always @(posedge clock or posedge reset) begin
    if(reset)
        q <= 0;
    else
        q <= d;
end
//active low
always @(posedge clock or negedge reset) begin
    if(!reset)
        q <= 0;
    else
        q <= d;
end
```

- Some Poor coding style examples

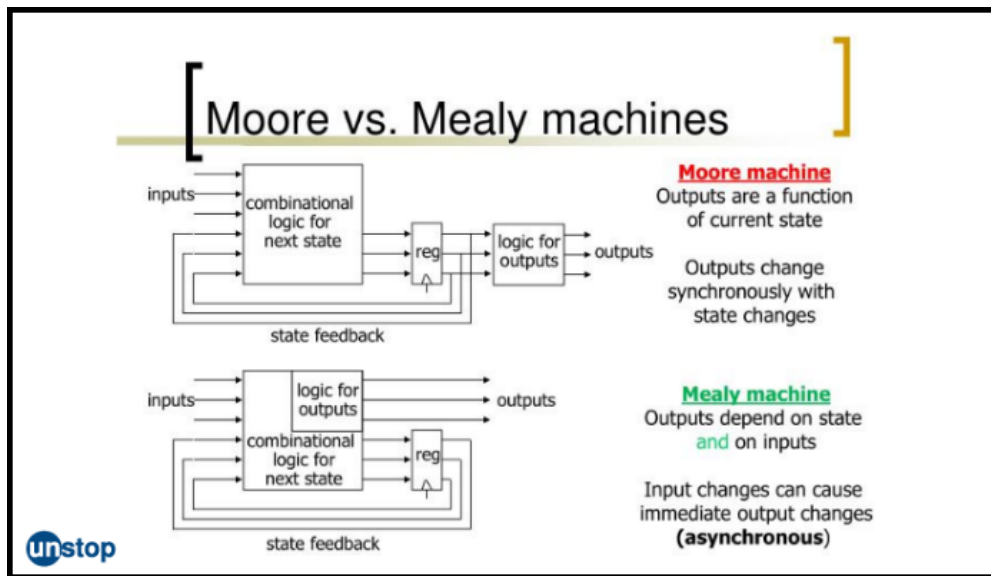
e.g. Reset combine another logic gate

```
//poor example
always @(posedge clk) begin
    if(!rst_n || !a) sig_r <= 'd0;
    else sig_r <= a;
end

//suggest example
always @(posedge clk) begin
    if(!rst_n) sig_r <= 'd0;
    else if(!a) sig_r <= 'd0';
    else sig_r <= a;
end
```

FSM

- Mealy_vs_Moore



Coding Example:

```
//current state logic
always @(posedge d_clk or negedge rst_n) begin
    if(!rst_n) begin
        curr_state <= IDLE;
    end
    else begin
        curr_state <= next_state;
    end
end
//next state logic
always @(curr_state) begin
    case (curr_state)
        IDLE : next_state = input_value[0] ? CAL : IDLE;
        CAL  : next_state = input_value[1] ? ...;
        DONE : next_state = DONE;
        default : ...;
    endcase
end
```

```
//Moore machine output logic
always @(posedge d_clk or negedge rst_n) begin
    if(!rst_n) begin
        out_r <= 'd0;
    end
    else begin
        case (curr_state)
            IDLE : out_r <= 'd0;
```

```
        CAL : out_r <= 'd1;
        DONE : out_r <= 'd2;
        default : ...;
    endcase
end
end

//Mealy machine output logic
always @(posedge d_clk or negedge rst_n) begin
    if(!rst_n) begin
        out_r <= 'd0;
    end
    else begin
        case (curr_state)
            IDLE : out_r <= 'd0;
            CAL : out_r <= input_value[7:6];
            DONE : out_r <= input_value[3:2];
            default : ...;
        endcase
    end
end
```

Introduce 3 level circuit

- Behavioral level
- Dataflow level
- Gate level or Structural level

Behavioral level

1. initial block

- Usually used for writing testbench.
- non synthesizable

2. always block

- Used for reg type variable
- Describing sequential circuit or combinational circuit.

Dataflow level

```
wire [1:0] a;
wire b,c;
//case 1
assign a = {b,c}; //concatenate
//case 2
assign a = {b,1'b0}; //concatenate
//case 3
assign a = {2{1'b0}}; //concatenate
```

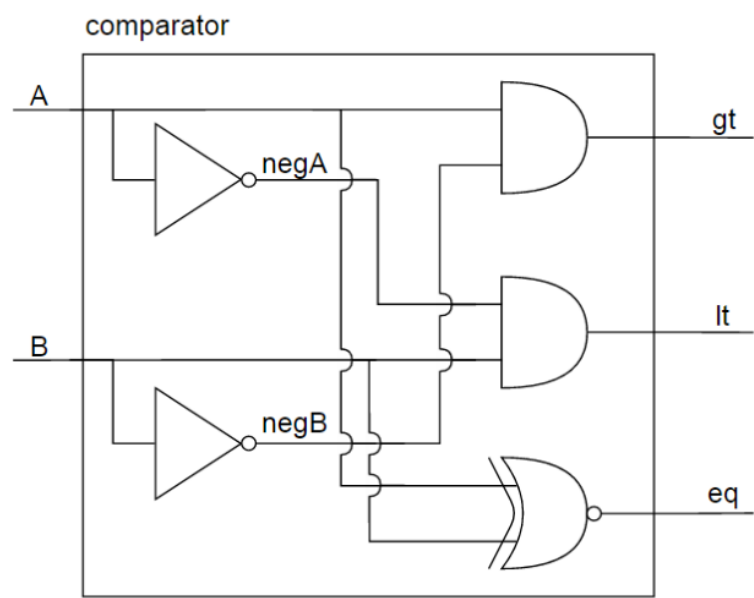
Gate level or Structural level

```
module comparator( A, B, gt, lt, eq );
    input A, B;
    output gt, lt, eq;

    wire negA, negB;

    not not1( negA, A );
    not not2( negB, B );
    and and1( gt, A, negB );
    and and2( lt, negA, B );
    xnor xnor1( eq, A, B );

endmodule
```



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