# Digital Design with Verilog

Verilog

Lecture 12: Modeling Memory





### **Learning Objectives**

- Modeling of
  - Read-Only Memory in Verilog
  - Read-Write Memory in Verilog



## **How to Model Memory?**

- Memory is typically included by instantiating a predesigned module from a design library.
- Alternatively, we can model memories using twodimensional arrays.
  - Primarily used for simulation purpose
  - Sometime for the synthesis of small-sized memories.



 One of the way is to use a case statement to define the contents of each location in memory based on the incoming address.

endmodule

Behavioural Models of a 4x4 Asynchronous ROM



 A second approach is to declare an array and then initialize its contents.

```
module rom 4x4 async
   (output reg [3:0] data_out,
    input wire [1:0] address);
  req[3:0] ROM[0:3];
  initial
    begin
      ROM[0] = 4'b1110;
      ROM[1] = 4'b0010;
      ROM[2] = 4'b1111;
      ROM[3] = 4'b0100;
    end
  always @ (address)
    data out = ROM[address];
endmodule
```



```
module rom 4x4 sync
   (output reg [3:0] data out,
   input wire [1:0] address,
   input wire Clock);
 always @ (posedge Clock)
  case (address)
            : data out = 4'b1110;
    1 : data out = 4'b0010;
    2 : data out = 4'b1111;
    3 : data out = 4'b0100;
    default : data out = 4'bXXXX;
  endcase
```

endmodule

Behavioural Models of a 4x4 synchronous ROM



```
module rom 4x4 sync
   (output reg [3:0] data out,
    input wire [1:0] address,
    input wire Clock);
  reg[3:0] ROM[0:3];
  initial
   begin
     ROM[0] = 4'b1110;
     ROM[1] = 4'b0010;
     ROM[2] = 4'b1111;
     ROM[3] = 4'b0100;
    end
  always @ (posedge Clock)
    data out = ROM[address];
```

endmodule

Behavioural Models of a 4x4 synchronous ROM



Verilog allows you to initialize memory from a text file with either hex or binary values:

```
    $readmemh("hex_memory_file.mem", memory_array, [start_address],
        [end_address])
    $readmemb("bin_memory_file.mem", memory_array, [start_address],
        [end_address])
```

#### **Function Arguments**

- hex\_memory\_file.mem a text file containing hex values separated by whitespace (see below)
- bin\_memory\_file.mem a text file containing binary values separated by whitespace (see below)
- memory\_array the name of Verilog memory array of the form: reg [n:0] memory\_array
   [0:m]
- start\_address where in the memory array to start loading data (optional)
- end\_address where in the memory array to stop loading data (optional)

https://timetoexplore.net



#### Four 16-bit data values in hex:

#### Verilog:

```
reg [15:0] ex1_memory [0:3];
$readmemh("ex1.mem", ex1_memory);
```

#### Memory file contents:

```
dead
beef
0a0a
1234
```



Sixteen 8-bit data values in hex (mixing spaces and newlines):

#### Verilog:

```
reg [7:0] ex2_memory [0:15];
$readmemh("ex2.mem", ex2_memory);
```

#### Memory file contents (including comment):

```
ab cd ef 01 // this is a comment
ef 22 1e 00
9f ff 13 e6
ce b7 28 8f
```



Six 3-bit values in binary:

#### Verilog:

```
reg [2:0] ex3_memory [0:5];
$readmemb("ex3.mem", ex3_memory);
```

#### Memory file contents:

```
001 101 111 111 101 001
```

https://timetoexplore.net



Six 16-bit values in hex starting at array position 4:

Verilog:

```
reg [15:0] ex4_memory [0:255];
$readmemh("ex4.mem", ex4_memory, 4);
```

### Memory file contents:

```
dead beef 0a0a 1234 abab 987e
```

https://timetoexplore.net



- In a simple read/write memory model, there is an output port that provides data when reading (data\_out) and an input port that receives data when writing (data\_in).
- Within the module, an array signal is declared with elements of type reg.
- To write to the array, signal assignment are made from the data\_in port to the element within the array corresponding to the incoming address.



- To read from the array, the data\_out port is assigned the element within the array corresponding to the incoming address.
- A write enable (WE) signal tells the system when to write to the array (WE == 1) or when to read from the array (WE == 0).



```
module rw 4x4 async
   (output reg [3:0] data out,
    input wire [1:0] address,
    input wire WE,
    input wire [3:0] data in);
  reg[3:0] RW[0:3];
  always @ (address or WE or data in)
    if (WE)
     RW[address] = data in;
    else
      data out = RW[address];
endmodule
```

Behavioural Model of a 4x4 Asynchronous R/W Memory



```
module rw 4x4 sync
   (output reg [3:0] data out,
    input wire [1:0] address,
    input wire WE,
    input wire [3:0] data_in,
   input wire Clock);
  reg[3:0] RW[0:3];
  always @ (posedge Clock)
   if (WE)
     RW[address] = data in;
   else
     data out = RW[address];
```

endmodule

Behavioural Model of a 4x4 synchronous R/W Memory



```
module ram sp sr sw (
       clk, address, data, cs, we, oe );
       parameter DATA WIDTH = 8 ;
       parameter ADDR WIDTH = 8;
       parameter RAM DEPTH = 1 << ADDR WIDTH;
       //-----Input Ports-----
       input
       input [ADDR WIDTH-1:0] address
       input
       input
       input
       //-----Inout Ports-----
       inout [DATA WIDTH-1:0] data
       //----Internal variables-----
       reg [DATA WIDTH-1:0] data out ;
       reg [DATA WIDTH-1:0] mem [0:RAM DEPTH-1];
       //-----Code Starts Here-----
       // output : When we = 0, oe = 1, cs = 1
       assign data = (cs && oe && !we) ? data out : 8'bz;
       // Memory Write Block
       // Write Operation : When we = 1, cs = 1
       always @ (posedge clk)
       begin : MEM WRITE
         if (cs && we ) begin
             mem[address] = data;
          end
       // Memory Read Block
       // Read Operation : When we = 0, oe = 1, cs = 1
       always @ (posedge clk)
       begin : MEM READ
         if (cs && !we && oe) begin
          data out = mem[address];
         end
       end
endmodule
```



#### References

 Chapter 10, Introduction to Logic Circuits & Logic Design with Verilog by Brock J. LaMeres

 Disclaimer: "I don't claim the ownership of all the slides, some of the material is picked up from various publicly available sources on the internet".

# Thank you