



# EE6094

## CAD for VLSI Design



# PA4: NCVerilog and Behavior Description

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# Outline

- ◆ Verilog Simulation
- ◆ Examples
- ◆ Cases





# Outline

◆ Verilog Simulation

◆ Examples

◆ Cases





# Verilog Simulation

## ◆ How to use the Verilog Simulation on workstation?

➤ Step1: Key in the following source commands.

```
source /usr/cad/synopsys/CIC/customexplorer.cshrc
```

```
source /usr/cad/cadence/CIC/incisiv.cshrc
```

```
source /usr/cad/synopsys/CIC/verdi.cshrc
```

```
source /usr/cad/synopsys/CIC/synthesis.cshrc
```

```
source /usr/cad/synopsys/CIC/vcs.cshrc
```

```
[109521121@eda359_forclass ~]$ source /usr/cad/synopsys/CIC/customexplorer.cshrc
[109521121@eda359_forclass ~]$ source /usr/cad/cadence/CIC/incisiv.cshrc
[109521121@eda359_forclass ~]$ source /usr/cad/synopsys/CIC/verdi.cshrc
[109521121@eda359_forclass ~]$ source /usr/cad/synopsys/CIC/synthesis.cshrc
Platform = amd64
[109521121@eda359_forclass ~]$ source /usr/cad/synopsys/CIC/vcs.cshrc
```





# Verilog Simulation

## ◆ How to use the Verilog Simulation on workstation?

➤ Step2: You need to add some program syntax for testbench to generate waveform.

- \$fsdbDumpfile("your\_circuit.fsdb");
- \$fsdbDumpvars(0, your\_circuit \_tb);

```
1 //Half Adder Full Case Testbench
2 `timescale 1ns/1ns
3
4 module Half_Adder_full_tb;
5
6 reg x, y;
7 wire sum, carry;
8
9 Half_Adder hal( .x(x) , .y(y) , .sum(sum) , .carry(carry) );
10
11 initial
12 begin
13
14     $fsdbDumpfile("Half_Adder.fsdb");
15     $fsdbDumpvars(0,Half_Adder full tb);
16     #0 x=1'b0; y=1'b0;
17     #5 x=1'b0; y=1'b1;
18     #5 x=1'b1; y=1'b0;
19     #5 x=1'b1; y=1'b1;
20     #5 $finish;
21
22 end
23
24 endmodule
```





# Verilog Simulation

## ◆ How to use the Verilog Simulation on workstation?

➤ Step3: Key in the following command for your circuit and testbench.

- `ncverilog +access+r your_circuit.v your_circuit_tb.v`

```
[109521121@eda359_forclass Half_Adder]$ ncverilog +access+r Half_Adder.v Half_Adder_tb.v
```

➤ Step4: Open wave viewer to check the waveform

- `wv&`

```
[109521121@eda359_forclass Half_Adder]$ wv&  
[1] 36277
```



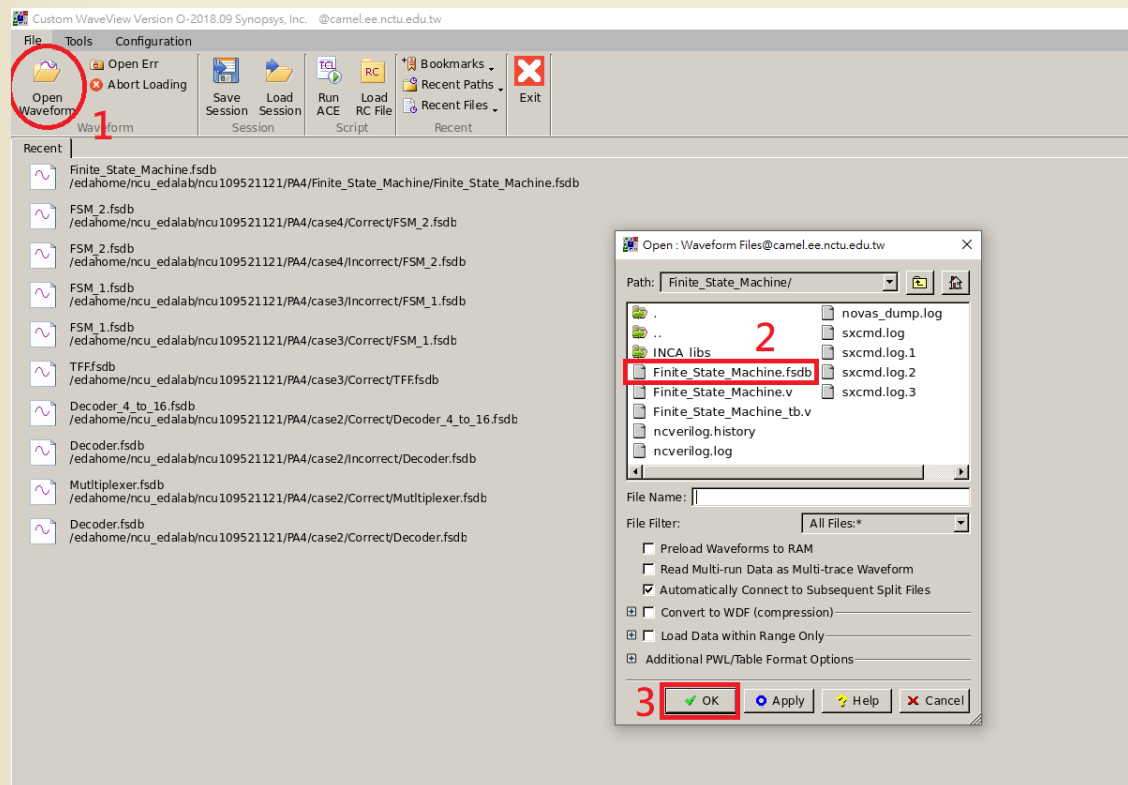


# Verilog Simulation

◆ How to use the Verilog Simulation on workstation?

➤ Step4: Open wave viewer to check the waveform

- wv&



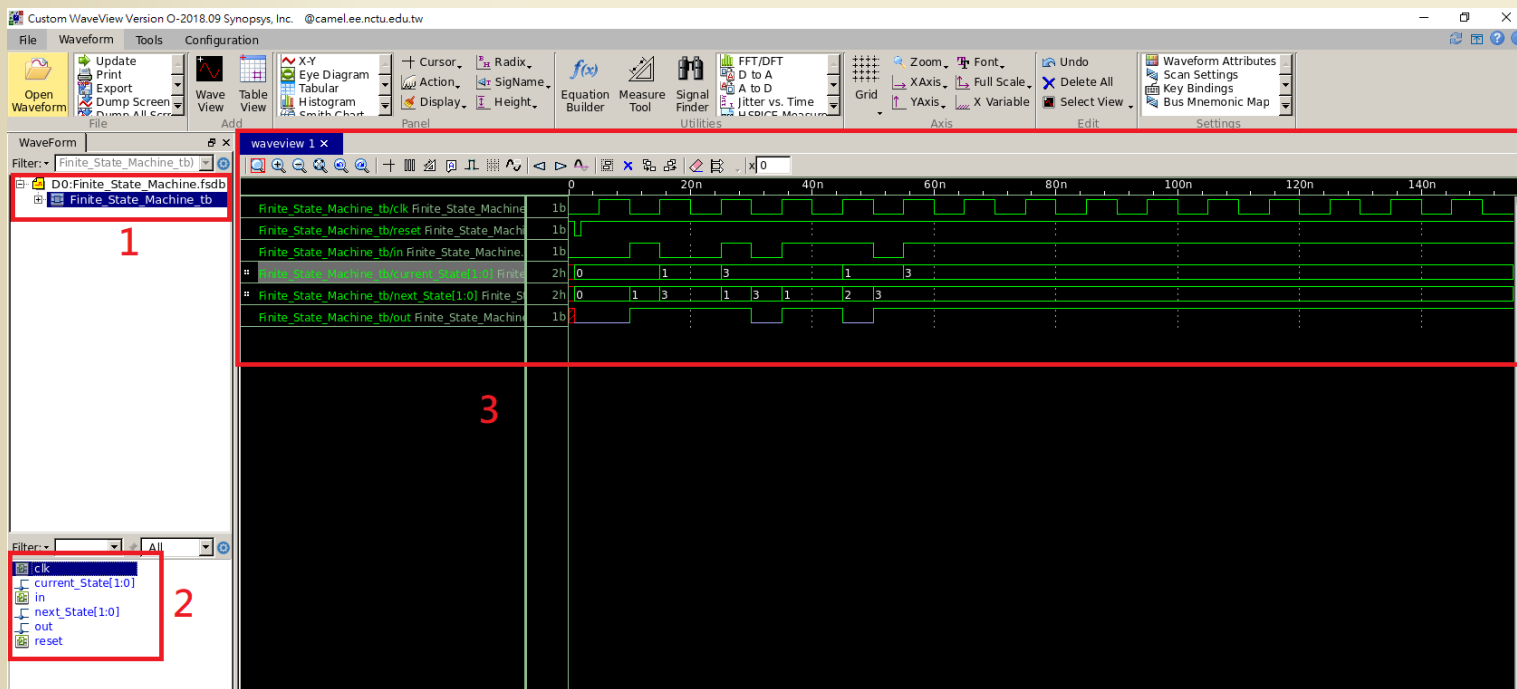


# Verilog Simulation

◆ How to use the Verilog Simulation on workstation?

➤ Step4: Open wave viewer to check the waveform

- wv&







# Verilog Simulation

- ◆ How to use the Verilog Simulation on workstation?
  - Step5(Optional): You can write some values from Verilog for c++/c to use for automated detection.
    - <https://www.cnblogs.com/oomusou/archive/2008/02/11/1066839.html>





# Outline

## ◆ Verilog Simulation

## ◆ Examples

- Half Adder
- Full Adder
- Finite State Machine

## ◆ Cases





# Half Adder

## ◆ Half Adder Correct Behavior

X	Y	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1





# Full Adder

## ◆ Full Adder Correct Behavior

Carry_in	Augend	Addend	Sum	Carry_out
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

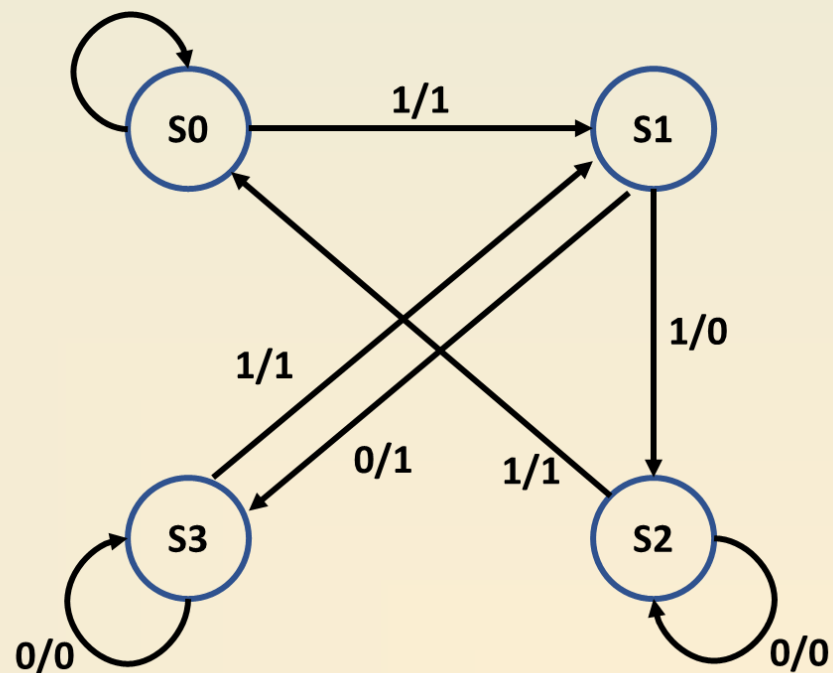




# Finite State Machine

## ◆ Finite State Machine Correct Behavior

Current State	Next State		out	
	in=0	in=1	in=0	in=1
S0	S0	S1	0	1
S1	S3	S2	1	0
S2	S2	S0	0	1
S3	S3	S1	0	1





# Outline

◆ Verilog Simulation

◆ Example

◆ Cases

➤ Case 1: Comparator 4-bit

➤ Case 2: Decoder

➤ Case 3: FSM 1




➤ Case 4: FSM 2





# Comparator 4-bit

## ◆ Comparator

- $A < B$   Result: 100
- $A > B$   Result: 010
- $A = B$   Result: 001

A	B	Result
4'd3	4'd9	3'b100
4'd12	4'd5	3'b010
4'd7	4'd7	3'b001





# Decoder

## ◆ Decoder Correct Behavior

Select				D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
0	1	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
1	0	0	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1



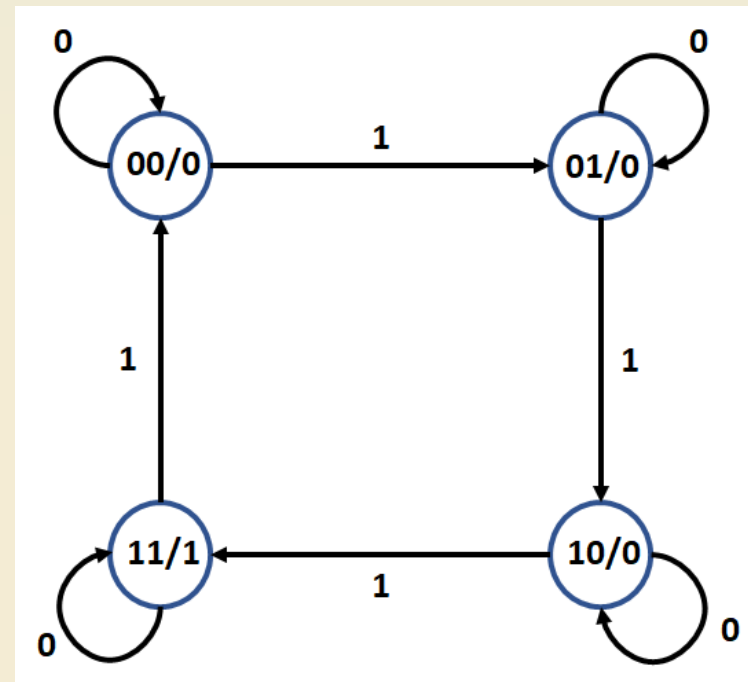




# FSM 1

## ◆FSM 1 Correct Behavior

Current State		Input	Next State		Output
A	B	in	A	B	out
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	1	0	0
1	0	0	1	0	0
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	1





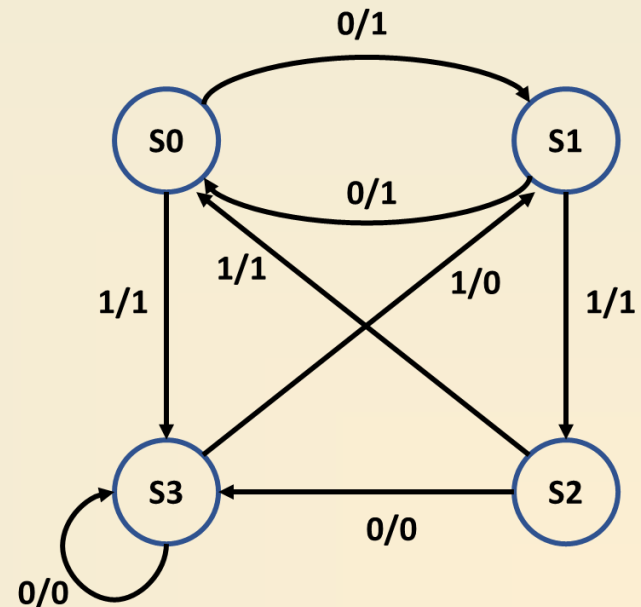
# FSM 2

## ◆FSM 2 Correct Behavior

➤ FSM 2 can be divided into two parts, the first is normal operation mode and the second is idle mode.

- Normal mode:

Current State	Next State		out	
	in=0	in=1	in=0	in=1
S0	S1	S3	1	1
S1	S0	S2	1	1
S2	S3	S0	0	1
S3	S3	S1	0	0

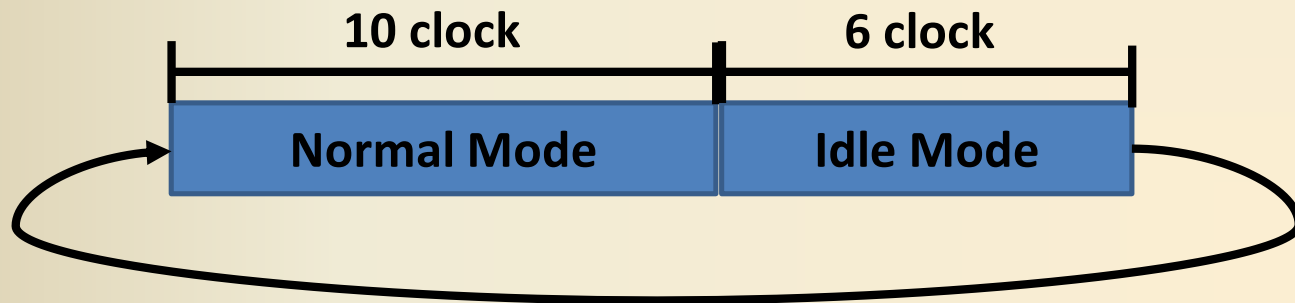




# FSM 2

## ◆ FSM 2 Correct Behavior

- FSM 2 can be divided into two parts, the first is normal operation mode and the second is idle mode.
  - Idle mode:
    - After 10 clock periods of normal mode, the current state will remain for 6 clock periods, that is, idle mode.
  - Normal mode and idle mode will rotate with each other





Thank You.

