

Digital Hardware Design

Verilog in 10 Minutes – Verilog Coding Styles

Video Lecture [Link](#)

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Verilog Combinational Logic (CL)

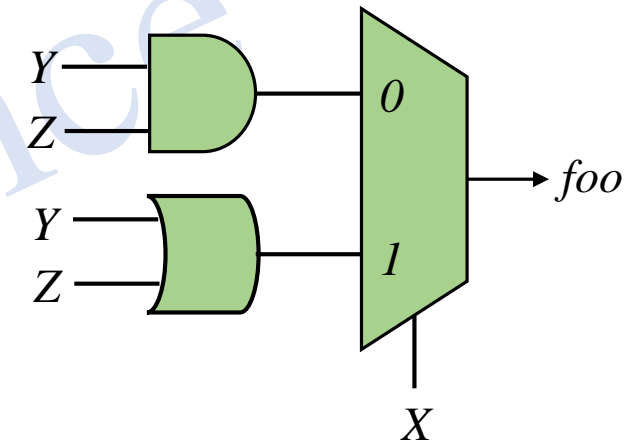
How would you describe the behavior of this function in words ?

If $X = 1$, then $foo = Y$ or Z ,
else $foo = Y$ and Z

How would you describe the behavior of this function in Verilog Code ?

```
always @ (X or Y or Z)
if(X) foo = Y | Z;
else foo = Y & Z;
```

foo can change when any of X, Y or Z changes
So, code must be rerun whenever any of these changes



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Alternative Coding Style for CL

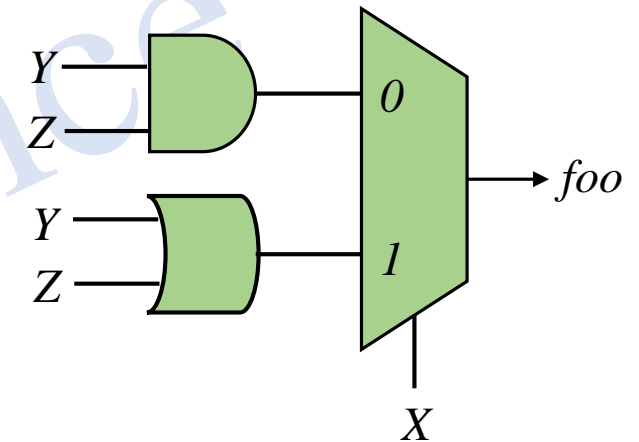
Verilog has a short hand way to capture Combinational Logic Called “Continuous Assignment”

```
assign foo = X ? Y | Z : Y & Z;
```

LHS Re-evaluated whenever anything in RSH changes

```
assign f = a ? b : c
```

Is same as
if(a) f = b;
else f = c;

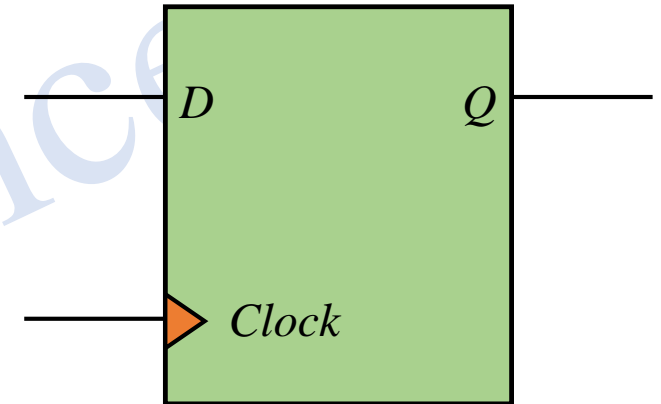


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Flip-Flop

Flip Flop Behavior -

For every positive edge of the clock Q changes to become equal to D



Flip Flop Behavior as Verilog Code -

```
always @ (posedge clock)
  Q <= D;
```

always @ ()

- Triggers execution of the following code block
- () is called 'Sensitivity List'
- Describe when execution triggered

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Verilog Module for Flip Flop

```
module flipflop (Clock, X, Y, Z, Q);
```

```
    input Clock, X, Y, Z;
```

```
    output Q;
```

```
    reg Q;
```

```
    wire D;
```

```
    assign D = X ? Y / Z : Y & Z;
```

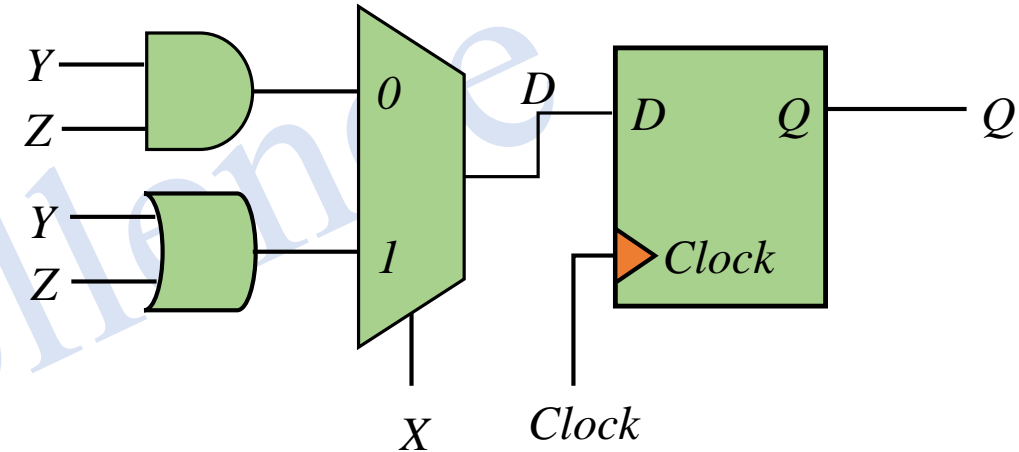
```
    always @ (posedge Clock)
```

```
    begin
```

```
        Q <= D;
```

```
    end
```

```
endmodule
```



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Verilog Module for Flip Flop

```
module flipflop (Clock, X, Y, Z, Q);
```

```
input Clock, X, Y, Z;
```

```
output Q;
```

```
reg Q;
```

```
wire D;
```

```
assign D = X ? Y / Z : Y & Z;
```

```
always @ (posedge Clock)
```

```
begin
```

```
Q <= D;
```

```
end
```

```
endmodule
```

Module Name

Connected Ports

Port Declarations

Local Variables Declarations

Code Segments

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RTL Coding Styles

Three Coding Styles -

- `always @(??.edge Clock)` -> Flip Flops and Input Logic
- `always @(*)` -> Combinational Logic (CL) specified by its behavior
- `assign a = ...` -> Combinational Logic (CL) specified as structure

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Thanks !!