

# Verilog Tutorial-3

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BLOCKING AND NON-BLOCKING

# Recap...

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- The left-hand side of a procedural assignment statement can be one of:
  - a) A register type variable (“reg”, “integer”, “real”, or “time”)
  - b) A bit select of these variables (e.g. sum[15])
  - c) A part select of these variables (e.g. IR[31:26])
  - d) A concatenation of any of the above
- The right-hand side can be any expression consisting of “net” and “register” type variables that evaluates to a value.
- \*\*\*• Procedural assignment statements can only appear within procedural blocks (“initial” or “always”).

# Blocking-Assignment

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- General syntax:

`variable_name = [delay_or_event_control] expression;`

- The “=” operator is used to specify blocking assignment.
- Blocking assignment statements are executed in the order they are specified in a procedural block.
  - – The target of an assignments gets updated before the next sequential statement in the procedural block is executed.
  - – They do not block execution of statements in other procedural blocks.
- This is the recommended style for modeling combinational logic.

# Example

---

integer x, y, z;

initial

begin

x = 5; y = 10; z = 20; [\\statement 1](#)

x = y + z; [\\statement 2](#)

y = x - z; [\\statement 3](#)

z = x + y; [\\statement 4](#)

end

Statement 1: primary initialization

x=5 y=10 z=20

Statement 2 : x=30 y=10 z=20

Statement 3 : x=30 y= 10 z=20

Statement 4 : x=30 y= 10 z= 40

## (ii) Non-Blocking Assignment

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- General syntax:

`variable_name <= [delay_or_event_control] expression;`

- The “<=” operator is used to specify non-blocking assignment.
  - Non-blocking assignment statements allow scheduling of assignments without blocking execution of statements that follow within the procedural block.
    - – The assignment to the target gets scheduled for the end of the simulation cycle (at the end of the procedural block).
    - – Statements subsequent to the instruction under consideration are not blocked by the assignment. –
    - Allows concurrent procedural assignment, suitable for sequential logic.
    - PRIMARILY recommended for sequential circuit with common clock.

# Example

---

integer a, b, c;

initial

begin

a = 10; b = 20; c = 15;

end

initial

begin

a <= #5 b + c;

b <= #5 a + 5;

c <= #5 a - b;

end

- Initially, a=10, b=20, c=15
- a becomes 35 at time = 5
- b becomes 15 at time = 5
- c becomes -10 at time = 5

**Thumb rule to keep in mind , Evaluate all the right-hand expression and then assign the values to the variable.**

# Importance of non-blocking assignment:- Swapping two variables

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```
always @(posedge clk)
```

```
a = b;
```

```
b = a;
```

```
always @(posedge clk)
```

```
a <= b;
```

```
b <= a;
```

# Topics Covered

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- Writing Module
- Writing basic testbench
- Structural Modelling
- Behavioural Modelling
- Procedural Assignment – initial block , always block , loop statements
- Blocking Assignment
- Non-Blocking Assignment

These are the most important constructs in the verilog, anything further will either be the application of the above concepts or different representation of it.



# Topics left

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- Modelling Finite state machine
- Writing Controller Module
- Concept of synthesizable verilog codes

If Required

- Switch Modelling
- Modelling memory/registers

# Thank You

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