

An Introduction To Verilog

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References

- IEEE 1364-2005
- ***Verilog HDL*** by Samir Palnitkar,
ISBN-978-0132599702
- Various Verilog materials online, e.g.:
<http://www.asic-world.com/verilog/>
- The Icarus Verilog wiki

A Little History

- Philip Moorby created Verilog around 1983 in Gateway Design Automation to model hardware at various levels, developed with a simulator
- Verilog synthesis tool from Synopsys, 1987
- Gateway Design Automation → Cadence, 1989
- Verilog made public domain to compete with **VHDL**; standards in 1995, 2001, 2005
- There is also now **System Verilog**

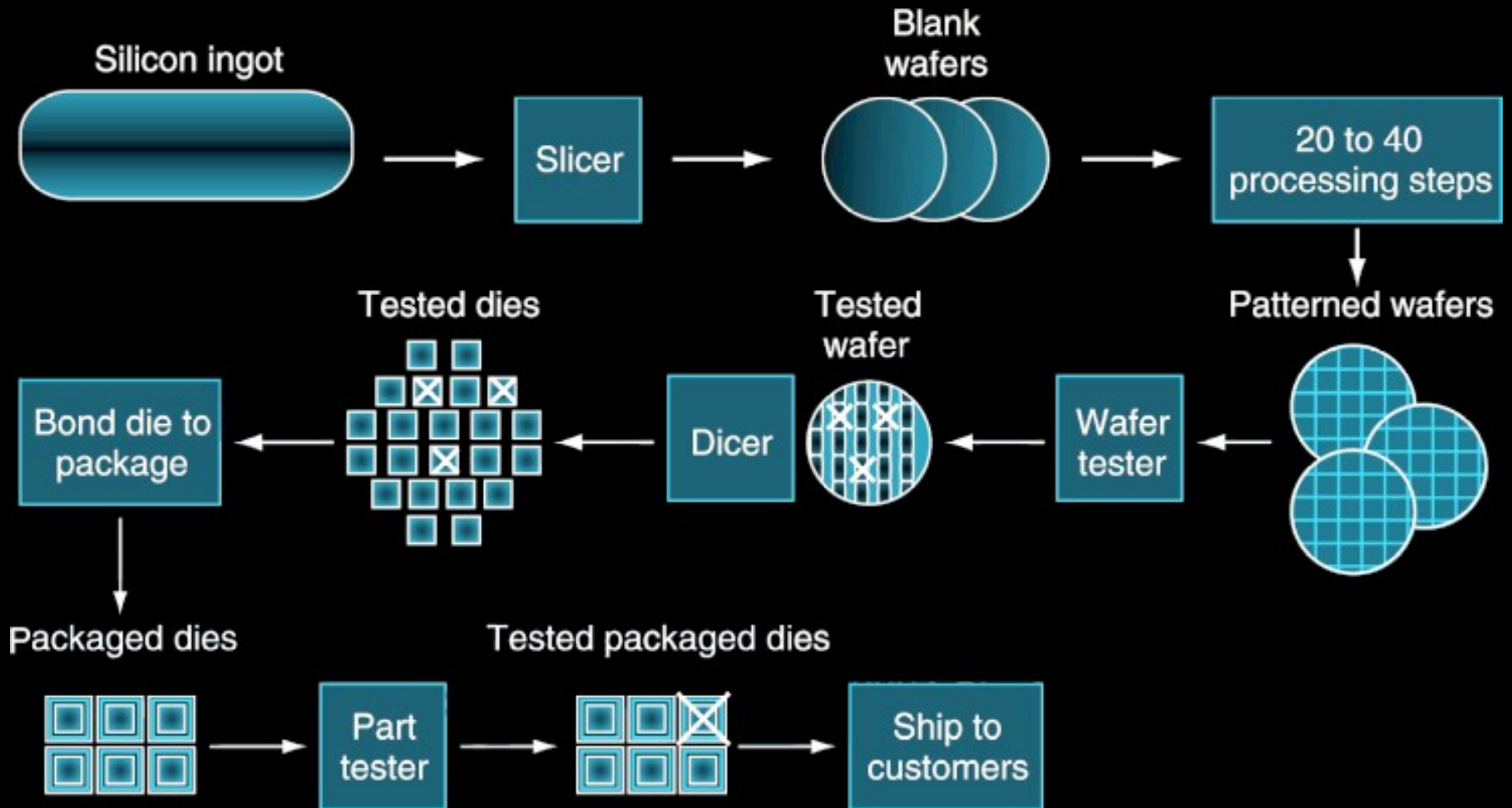
What are used HDLs for?

- Expressing complex digital circuit designs (although they can handle some analog too)
- Simulating and debugging designs
- Implementation of hardware as:
 - Complete systems
 - Board-level designs
 - FPGA-based implementations
 - Standard cell / custom integrated circuits

Chip Terminology

- **Silicon Ingot** – sausage-like single crystal
- **Wafer** – slice from above
- **Die** – one chip's area on a wafer
- **Chip** – a mounted die
- **Yield** – fraction that are good
- **SSI, MSI, LSI, VLSI, WSI** – Scale Integration;
Small, Medium, Large, Very Large, Wafer

Chip Fabrication



Chip Fabrication

$$\text{Cost per die} = \frac{\text{Cost per wafer}}{\text{Dies per wafer} \times \text{Yield}}$$

$$\text{Dies per wafer} \approx \text{Wafer area} / \text{Die area}$$

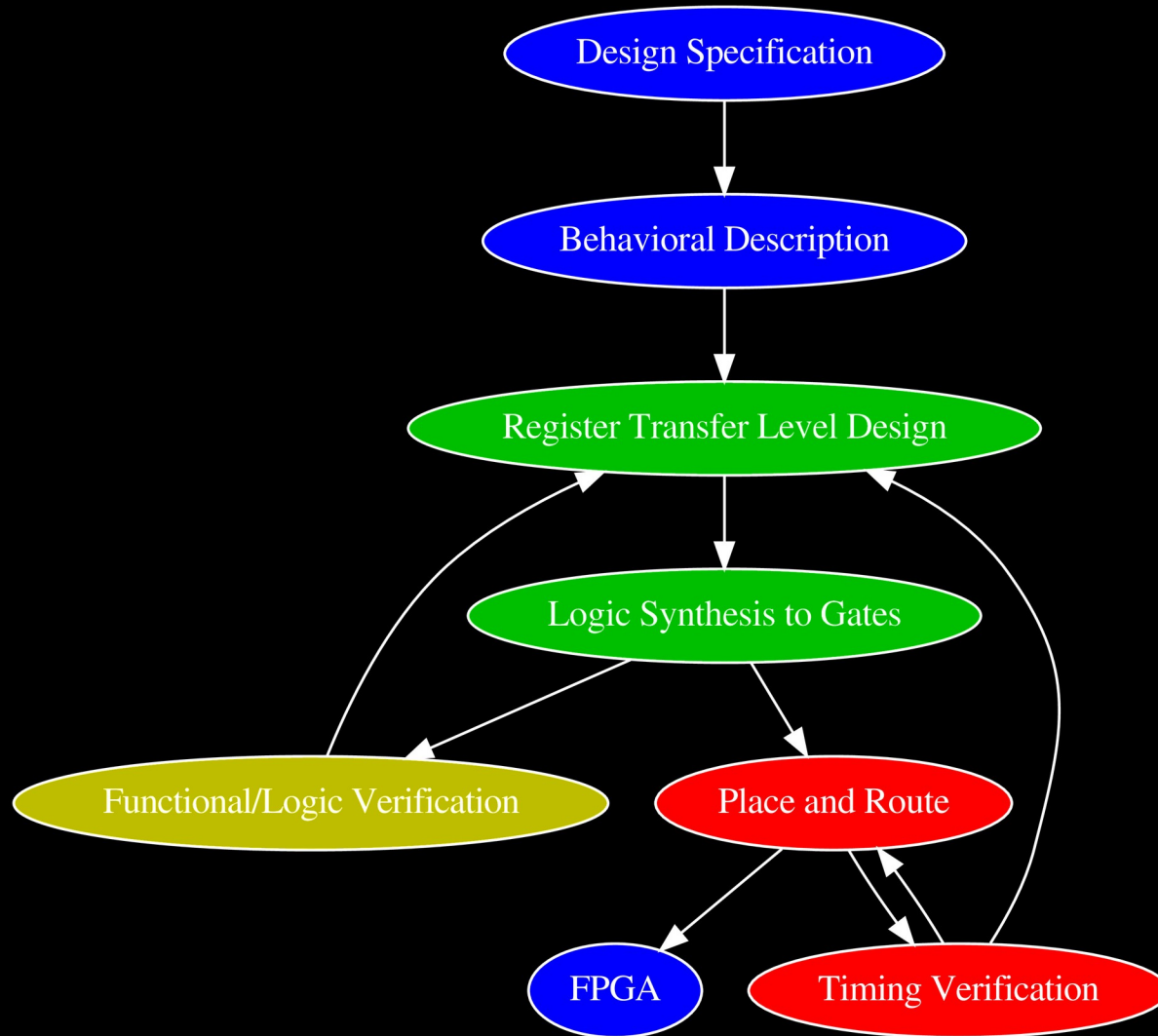
$$\text{Yield} = \frac{1}{(1 + (\text{Defects per area} \times \text{Die area} / 2))^2}$$

- Moore's Law is primarily about density, not speed
- Fab cost ~ cube of the die area

Digital Design Using An HDL

- **Circuit Under Design (CUD)**
(modeled using an HDL)
- **Test Bench**
 - Inputs (**stimulus**) to CUD
 - Simulation of the CUD
 - Method for checking outputs
- **Coverage**
(how much is really tested?)
- Generally, an iterative process...

Digital Design Methodology



Verilog Hello, World!

- You can do things at a high enough level so that Verilog is just a programming language:

```
module helloworld;  
  initial  
    $display("Hello, World!");  
endmodule
```

- That will **execute**. It will **not** build hardware!

Synthesizable Verilog

- Defines and instantiates hardware modules:

```
module not_gate(in, out);  
    input in;  
    output out;  
    // ain't Verilog neat!  
    assign out = ~in;  
endmodule
```

Module Nesting

- Can instantiate a module inside a module
- Cannot define a module inside a module

i.e., it works a lot like C functions...

Parametric Module Content

- A module specifies a chunk of hardware or executable (simulation) code, but it **can be parameterized in various ways**
- Constant values can be **parameters**
- Can **generate** structures at compile time using **genvar** variables

Parameter Example

```
module lsbof(dout, din);  
parameter BITS=4;  
output dout; input [BITS-1:0] din;  
assign dout = din[0];  
endmodule
```

```
module tryit;  
reg [7:0] b = 42; wire a;  
lsbof #(8) mylsb(a, b);  
initial #1 $display(a);  
endmodule
```

```
// instead of #(8), could have said  
lsbof #(.BITS(8)) mylsb(a, b); // or elsewhere said  
defparam tryit.mylsb.BITS = 8;
```

Parameter Example

- `tryit` only tries one input value
- Can run it here:
<http://aggregate.org/EE480/parameter.html>

A 4-bit Odd Parity Module

```
module parity4(dout, din); // compute odd parity
output dout; input [3:0] din;
wire [3:0] tmp; assign tmp[0] = din[0];
xor mygate1(tmp[1], tmp[0], din[1]);
xor mygate2(tmp[2], tmp[1], din[2]);
xor mygate3(tmp[3], tmp[2], din[3]);
assign dout = tmp[3];
endmodule
```

```
module tryit;
reg [3:0] b = 7; wire a;
parity4 myparity(a, b);
initial #1 $display(a);
endmodule
```


4-bit Odd Parity Example

- `tryit` only tries one input value
- Can run it here:
<http://aggregate.org/EE480/oddparity4.html>

Generate BITS-bit Odd Parity

```
module parity(dout, din); // compute odd parity
parameter BITS=4;
output dout; input [BITS-1:0] din;
wire [BITS-1:0] tmp; assign tmp[0] = din[0];
genvar i;
generate for (i=1; i<BITS; i=i+1) begin:xors
    // xor gates named xors[i].mygate
    xor mygate(tmp[i], tmp[i-1], din[i]); end endgenerate
assign dout = tmp[BITS-1];
endmodule
```

```
module tryit;
reg [7:0] b = 42; wire a;
parity #(8) myparity(a, b);
initial #1 $display(a);
endmodule
```

BITS-bit Odd Parity Example

- `tryit` only tries one input value
- Can run it here:
<http://aggregate.org/EE480/oddparity.html>

Tasks and Functions

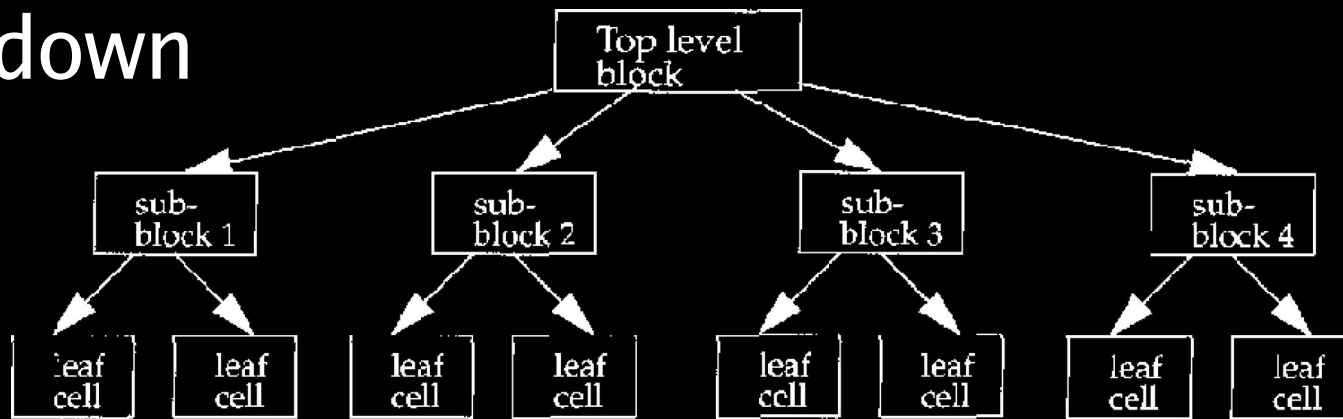
- More like local parametric macros...
 - Either can have multiple `input` variables
 - Can contain its own local variables
- A `function` is defined within a `module`
 - Returns a single value named like function
 - Call other functions, not tasks nor recurse
 - Combinatorial only
- A `task` is a subroutine within a `module`
 - Returns values via `output` variables
 - Can call other tasks, can include time delays

Verilog Abstraction Levels

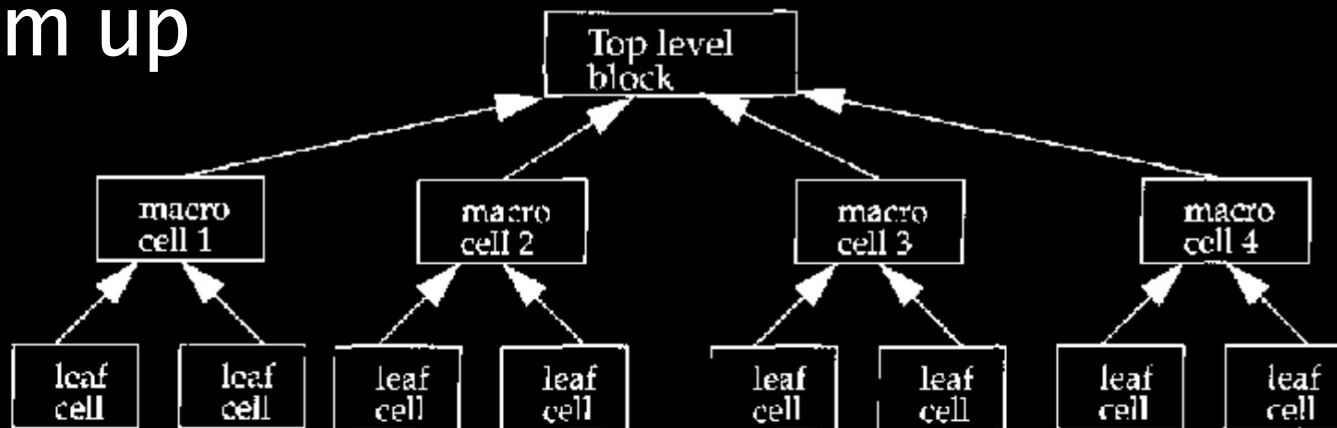
- **Behavioral** (algorithmic) level
 - programming, sort of
- **Dataflow** level
 - data flow between registers and processing
- **Gate** level
 - connecting logic gates
- **Switch** level
 - interconnecting (MOS) transistors
- **Register-Transfer Level (RTL)**
 - Behavioral + dataflow that is synthesizable

Hierarchical Modeling

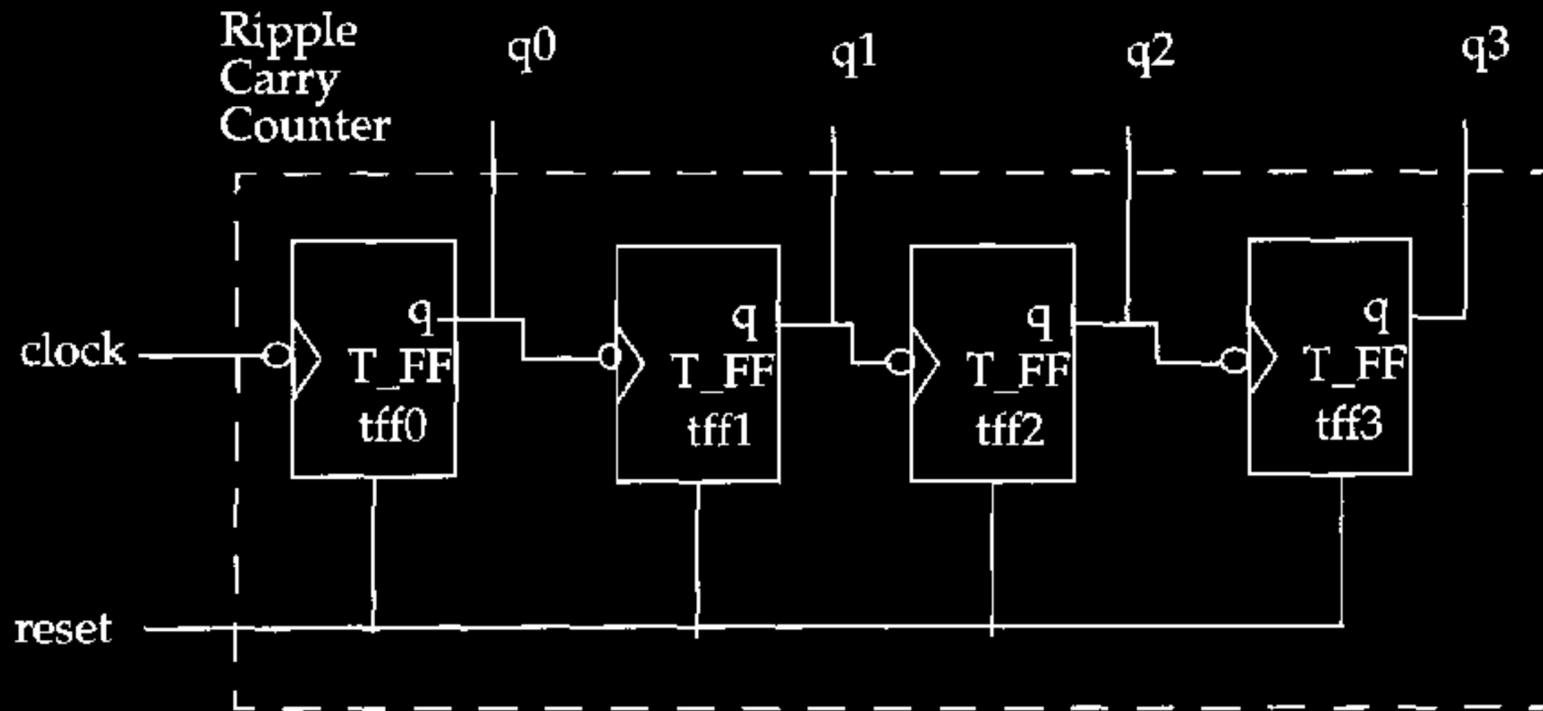
- Top down



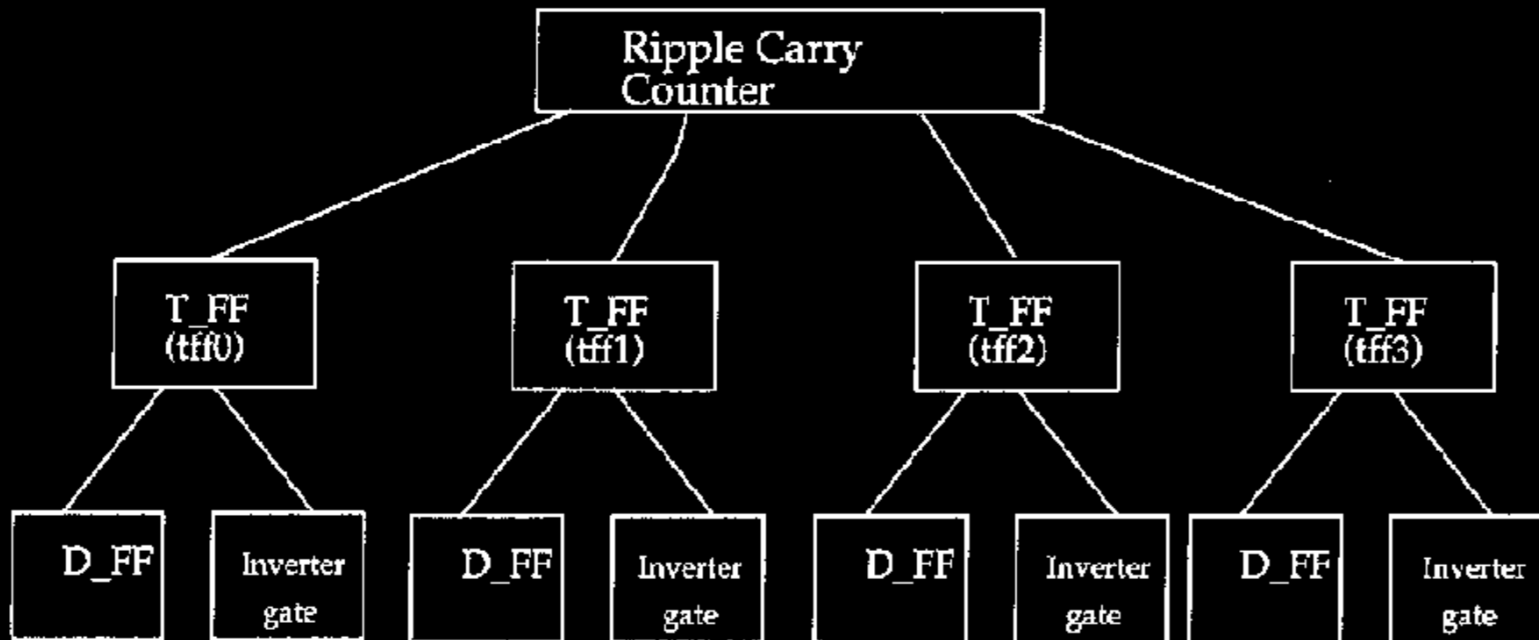
- Bottom up



4-bit Ripple Carry Counter

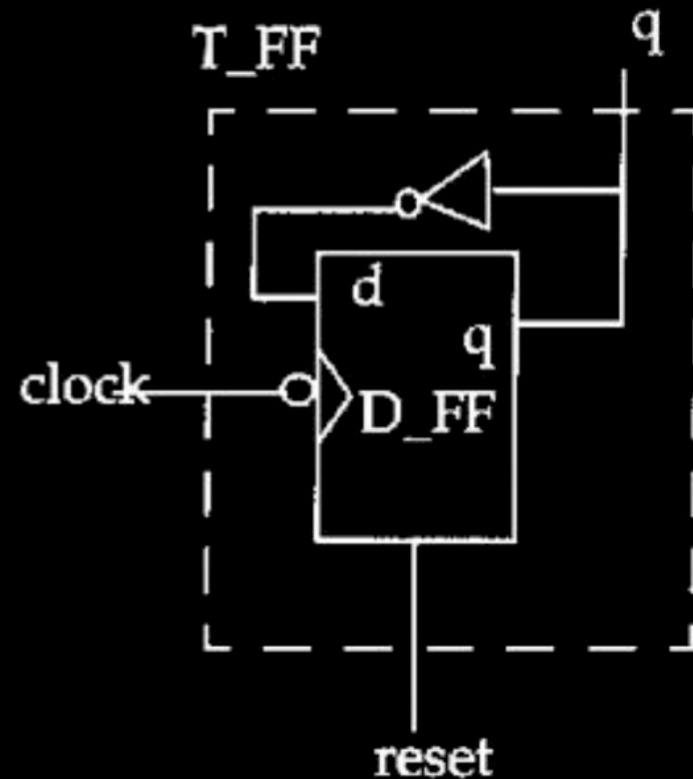


Ripple Counter Hierarchy



T-Flip-Flop

reset	q_n	q_{n+1}
1	1	0
1	0	0
0	0	1
0	1	0



D-Flip-Flop Module

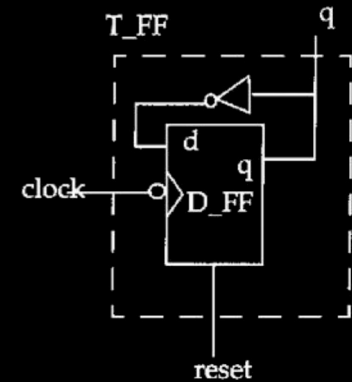
- Make a T from a D...

```
module DFF(q, d, clk, reset);  
  input d, clk, reset;  
  output q;  
  reg q; // q is a register  
  always @(posedge reset or  
          negedge clk)  
    if (reset) q = 1'b0; else q = d;  
endmodule
```

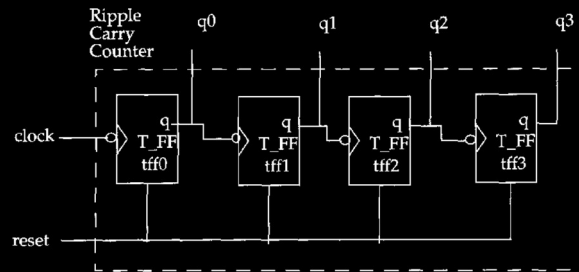
T-Flip-Flop Module

- Make a T from a **DFF** instance

```
module TFF(q, clk, reset);  
  input clk, reset;  
  output q;  
  wire d; // d is an internal wire  
  DFF dff0(q, d, clk, reset);  
  not n1(d, q); // use built-in not  
endmodule
```



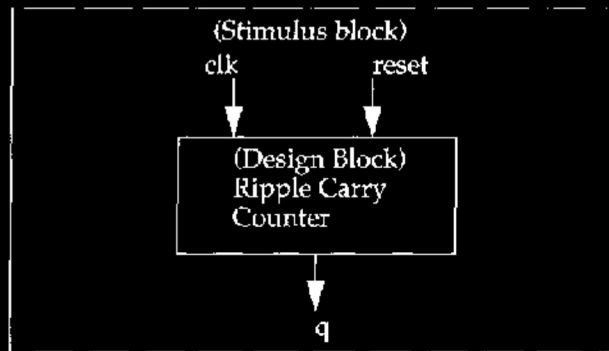
Ripple Counter From 4 TFFs



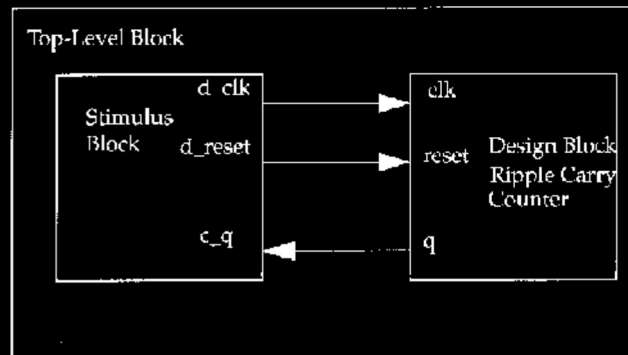
```
module ripcount(q, clk, reset);  
  input clk, reset;  
  output [3:0] q; // 4-bit output  
  TFF tff0(q[0], clk, reset);  
  TFF tff1(q[1], q[0], reset);  
  TFF tff2(q[2], q[1], reset);  
  TFF tff3(q[3], q[2], reset);  
endmodule
```

Test Bench Styles

- Stimulus instantiates design

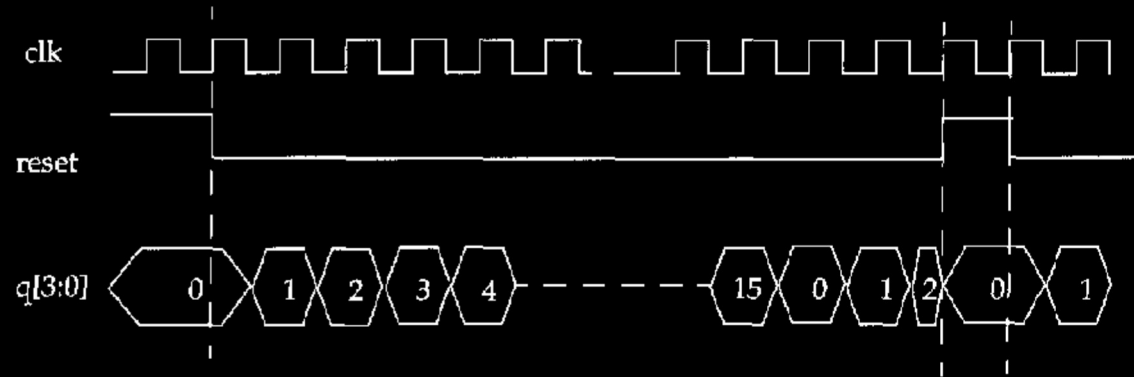


- Dummy module instantiates both

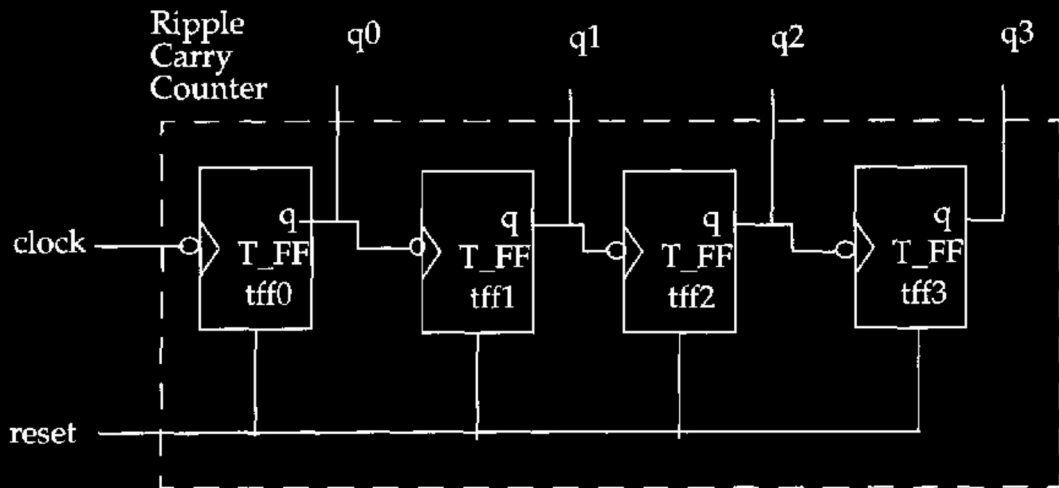


Example Design & Stimulus

- Stimulus and output waveforms



- Design block



Ripple Counter Stimulus

```
module stimulus;
  reg clk; reg reset; wire[3:0] q;
  ripcount r1(q, clk, reset);
  initial clk = 1'b0;
  always #5 clk = ~clk; // flip clk every 5 ticks
  initial // drive the reset signal sequence
  begin
    reset = 1'b1;
    #15 reset = 1'b0;
    #180 reset = 1'b1;
    #10 reset = 1'b0;
    #20 $finish; // end simulation
  end
  initial // output a trace
    $monitor($time, " Output q = %d", q);
endmodule
```

Ripple Counter

- Need a test framework to try it out...
 - stimulus module instantiates ripcount
 - Stimulus initializes values, generates clock, and prints results each time they change
- Can run it here:
<http://aggregate.org/EE480/ripplecount.html>

Verilog

As A Programming Language

(maybe your first **parallel** programming language)

Verilog Preprocessor

- There are global textual substitution directives
 - ``define` works like `#define` in C, except the defined name gets a ``` prefix
 - ``include` works like `#include` in C
 - ``ifdef`, ``else`, ``endif` works like in C, and the defined name doesn't get the ``` prefix
- Use these for global properties of a design

Example of Preprocessor Use

```
`define WORD [7:0] // make all words 8 bits long
`define VAL 380 // an ordinary constant
`define DEBUG // enable debug output

module demo;
    reg `WORD Ken = `VAL;
    initial // drive the reset signal sequence
        begin
`ifdef DEBUG // note: not `DEBUG
            if (Ken != `VAL) $display("Not Kenough!");
`endif
            $display("Hello, Ken ", Ken);
        end
endmodule
```

- Run it here: <http://aggregate.org/EE380/v24pre.html>

Verilog Comments

- Both C comment styles are supported:

`//` to end of this line is ignored

`/*` to matching close
is ignored `*/`

Verilog Names

- Similar to C in many ways:
 - All keywords are lowercase
 - Names can use `a-z`, `A-Z`, `0-9`, `_`
 - Names don't start with `0-9`
 - Only system task names can start with `$`
 - Whitespace generally treated as a separator
- Escaped identifiers start with `\` and end with whitespace... e.g.:
`*@#$$%&! //` is the name `*@#$$%&!`

Verilog Numbers

- Precision (in bits) can be explicit:
 - Prefix *size* ' specifies *size* bits precision
 - Unsized is at least 32 bits (' optional)
- Base defaults to 10, but can be specified:
 - Hexadecimal (base 16): **h** or **H**
 - Decimal (base 10): **d** or **D**
 - Octal (base 8): **o** or **O**
 - Binary (base 2): **b** or **B**
- E.g.: 255 'Hff 8'o377 8'b11111111

Verilog X And Z Values

- Used with base 2, 8, or 16 constants
- An unknown value is (lowercase): `x`
 - Number of bits in `x` determined by base
 - E.g.: `8'b1010xxx` `8'hax`
- A high-impedance value is (lowercase): `z`
 - Number of bits in `z` determined by base
 - E.g.: `8'bzzzzxxx` `8'hzx`
- Extending precision pads with: `x z 0`
e.g.: `4'bxx` `4'hx` ; `4'b1x` `4'b001x`

Other Value Oddities

- In numbers:
 - `?` can be used in place of `z`
 - `_` is ignored (but can't start a number)
 - E.g.: `8'h2_?` `8'b0010zzzz`
- Negative numbers:
 - Always treated as 2's complement
 - Sign before precision: `-8'1` *not* `8'-1`

Strength Levels

Strength level	Type	Degree
supply	Driving	 strongest
strong	Driving	
pull	Driving	
large	Storage	
weak	Driving	
medium	Storage	
small	Storage	
highz	High Impedance	

Verilog Strings

- Strings look like they do in C:
 - Surrounded by double-quotes
 - Escapes: `\t \n \" \\ \oct %%`
 - E.g.: `"Hello, World!\012"`
- Mostly used for arguments to system tasks
- Also can be `reg` vector initializers filling 8 bits/char from least to most significant

```
Reg [32*8:1] mystring;  
mystring = "Hello, World!\n"
```

Verilog Wires (Nets)

- Wires represent *potential* connections between hardware elements; signals that are continuously driven
- Keyword: `wire tri wand tri0 tri1`
- Default value: `z` (or given default `0` or `1`)
- Can specify width

```
wire myoutput; // a wire
tri [31:0] mybus; // tri-state bus
wand myand; // a wired-AND
```

Verilog Registers

- Registers represent data storage elements... like variables (not edge-triggered, clocked)
- Retain (*unsigned*) value until next assignment
- Keyword: `reg trireg`
- Default value: `x`
- Can specify width (default at least 32):

```
reg [15:0] r; // r is a 16-bit reg
```

Verilog Integers

- Integers are basically *signed* registers
- Keyword: `integer`
- Can specify width (default at least 32)
- Two equivalent declarations:

```
integer [15:0] r;
```

```
reg signed [15:0] r;
```

Verilog Reals

- Reals are floating-point values
 - Can use decimal: 3.14
 - Can use scientific notation: 314e-2
- Keyword: `real`
- Default value: 0
- Value is rounded when you need an integer

```
real r;
```

Verilog Times

- Times hold values of (simulated) time
- Keyword: `time`
- Precision is at least 64 bits
- `$time` system variable gives the current time

```
time when_started;  
initial  
    when_started = $time;
```

Verilog Vectors

- A vector specifies multiple-bit width
- Applies to `reg integer wire`
- Specifies range and order:
`[msb_index : lsb_index]`
- Can select a bit or a subset of bits

```
wire [31:0] mybus;  
reg [0:31] reversed;  
mybus[15:0] // not mybus[0:15]  
reversed[16] // just bit 16
```


Verilog Variable Vector Select

```
reg [255:0] data1; // little endian
reg [0:255] data2; // big endian
reg [7:0] byte;

// variable part select, fixed 8-bit width
byte = data1[31 -:8]; // data1[31:24]
byte = data1[24+:8]; // data1[31:24]
byte = data2[31 -:8]; // data1[24:31]
byte = data2[24+:8]; // data1[24:31]

// start bit pos can be a variable (but not width)
for (j=0; j<=31; j=j+1)
    byte = data1[(j*8)+:8]; // [7:0], [15:8], ...

// initialize only part of a vector
data1[(bytenum*8)+:8] = 8'b0;
```

Verilog Arrays

- An array specifies *multi-dimensional* collections
- Applies to all data types
- Specifies range and order:
[*start_index* : *end_index*]
- **Cannot slice, can only select an element**
- Syntactically declared after identifier,
but any vector subscripting comes last in use

```
wire [31:0] mybusses [0:4];  
mybusses[2][15:0] // bus 2, 16 lsb
```

Verilog Array Examples

```
integer count[0:7];  
reg bool[31:0];  
time chk_point[1:100];  
reg [4:0] port_id[0:7];  
integer matrix[4:0][0:16];  
wire [7:0] w_array[5:0];  
count[5] = 0;  
port_id[3] = 0;  
matrix[1][0] = 601;  
port_id = 0; // illegal!  
matrix[1] = 0; // illegal!
```

Verilog Memories

- RAM, ROM, and register files are all basically modeled as arrays of `reg` (synthesis is complicated using RAM blocks...)
- Word size for a memory is vector size, number of elements is array size
- Selecting an array element is basically a decoder/mux structure...

```
// memory holding 65536 bytes  
reg [7:0] myram[0:'hffff];
```

Verilog Operators

- Arithmetic: + - * / %
- Relational: < <= > >=
- Logical equality: == !=
- Case equality: === !==

```
// these all act combinatorial!  
assign a = (1 == 1); // a = 1  
assign b = (1 == 1'bx); // b = x  
assign c = (1'bx === 1'bx); // c = 1
```

Verilog Operators

- Logical: ! && ||
- Bitwise: ~ & | ^ ~^ (xnor)
- Unary reduction: & ~& | ~| ^ ~^
- Shift: >> << (always 0 filled)

```
// these all act combinatorial!  
assign a = (& 3'b010); // a = 0  
assign b = (& 3'bz11); // b = x  
assign c = (3'b110 >> 1); // c = 3
```

Verilog Operators

- Trinary conditional: `? :`
- Concatenation: `{ }`
- Replication: `{ { } }`

```
// these all act combinatorial!  
assign a = (1 ? 1'bX : 0); // a = x  
assign b = {1'1 , 1'0}; // b = 'b10  
assign c = {2{a,b}}; // c = {a,b,a,b}
```

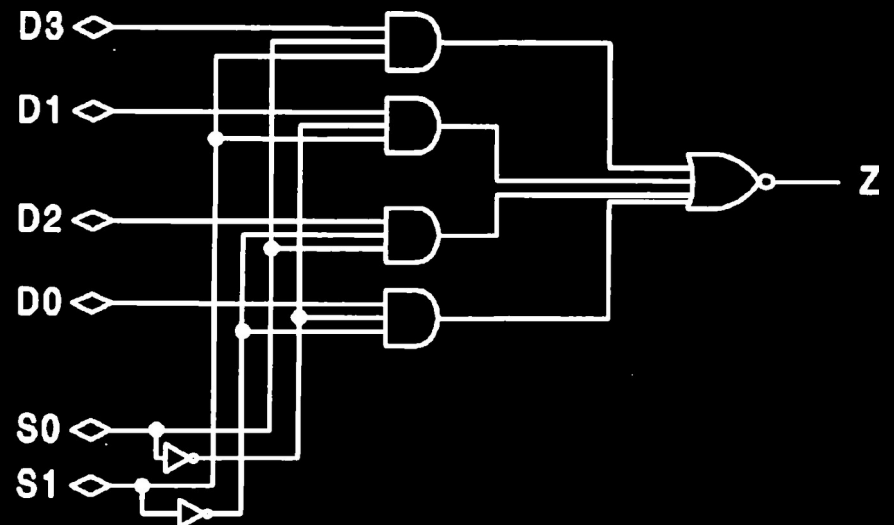
Verilog Gate Level

- Built-in: `and nand nor or xor xnor`
 - 1st argument is output, then inputs
- Built-in: `buf not` (drivers)
 - Any number of output arguments, then last is the only input
 - Any `z` input becomes an `x` output

```
// built-in gates are combinatorial
and a(out1, in1, in2);
buf b(out2, out3, out4, in3);
```


Gate Level 1-of-4 Mux

```
module mux1of4(Z,D0,D1,D2,D3,S0,S1);  
output Z;  
input D0,D1,D2,D3,S0,S1;  
not(S0bar,S0),(S1bar,S1);  
and(T0,D0,S0bar,S1bar),  
    (T1,D1,S0bar,S1),  
    (T2,D2,S0,S1bar),  
    (T3,D3,S0,S1);  
// should be or, not nor  
or(Z,T0,T1,T2,T3);  
endmodule
```



Gate-Level 1-of-4 Mux Example

- `tryit` only tries one input value
- Can run it here:
<http://aggregate.org/EE480/mux1of4.html>

Verilog Data Flow Modeling

- Uses **continuous assignment**: `assign`
 - A combinatorial operation
 - Lval: a net, part of a net, or concatenation
 - Rval is re-evaluated when anything changes

```
wire[7:0] a, b, c;  
wire[15:0] big;  
assign {b, c} = big;  
assign a = b & c;
```

Verilog Delay Modeling

- Delay between rval change and lval update
- Specified in units of `time`
 - Delay in individual `assign #delay`
 - Property of a `wire #delay`
- Changes faster than `delay` are skipped

```
wire #5 [7:0] a;  
wire [7:0] b, c;  
assign #2 b=c; // delayed 2  
assign a=c; // delayed 5
```

Verilog Behavioral Modeling

- Procedural blocks:
 - All activate at time 0
 - All execute concurrently
 - `initial` blocks execute only at time 0
 - `always` blocks execute repetitively, as specified, e.g.: `always@(posedge clk)`
- Mostly about changing `reg` values; but `always` could be combinatorial
- `begin` and `end` can group statements

Always Procedural Timing

- `always (timing_control)`
 - An `or` of identifiers
 - `posedge` of an identifier (`0→1`)
 - `negedge` of an identifier (`1→0`)
 - `#` time delay expression (make a waveform)

```
reg clk;  
always @(posedge clk) begin ... end  
always #5 clk = ~clk;
```

Procedural Assignments

- Usable in `initial` or `always` blocks
- Lval must be a `reg integer` ...
- Two different assignment operators:
 - For a wire: `=`
 - For a flip-flop: `<=`
- Wire assignments can be instantaneous, but flip-flops distinguish before and after state

Procedural Assignments

```
always @(A or B) // infer wire
begin
    B=A; C=B;
end
```

```
Always @(posedge CLK) // flip-flop
begin
    B<=A; C<=B; D<=C;
end // clock skew! (may be ok?)
```


Conditional Statements

- `if (expr) stat`
`if (expr) stat else stat`
- `case (expr) cases endcase`
A case is: `values : stats`
Can have a: `default: stats`
- For grouping: `begin ... end`

Looping Statements

- `while (expr) stat`
Just like C

- `for (expr ; expr ; expr) stat`
Note: no `++` operator, so `++i` is `i=i+1`

- `repeat (expr) stat`
Not like C – repeat `stat` `expr` times

- `forever stat`