Overview

- Last lecture
  - K-Maps
- Today
  - Verilog
    - Structural constructs
    - Describing combinational circuits

Ways of specifying circuits

- Schematics
  - Structural description
  - Describe circuit as interconnected elements
    - Build complex circuits using hierarchy
    - Large circuits are unreadable
- HDLs
  - Hardware description languages
    - Not programming languages
    - Parallel languages tailored to digital design
  - Synthesize code to produce a circuit

Hardware description languages (HDLs)

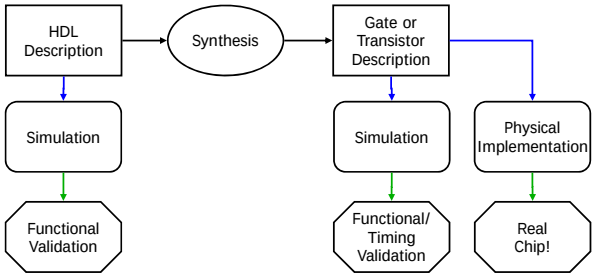
- Abel (~1983)
  - Developed by Data-I/O
  - Targeted to PLDs (programmable logic devices)
  - Limited capabilities (can do state machines)
- Verilog (~1985)
  - Developed by Gateway (now part of Cadence)
  - **Syntax** similar to C
  - Moved to public domain in 1990
- VHDL (~1987)
  - DoD (Department of Defence) sponsored
  - **Syntax** similar to Ada

Verilog versus VHDL

- Both "IEEE standard" languages
- Most tools support both
- Verilog is "simpler"
  - Less syntax, fewer constructs
- VHDL is more structured
  - Can be better for large, complex systems
  - Better modularization

Simulation and synthesis

- Simulation
  - "Execute" a design to verify correctness
- Synthesis
  - Generate a physical implementation from HDL code



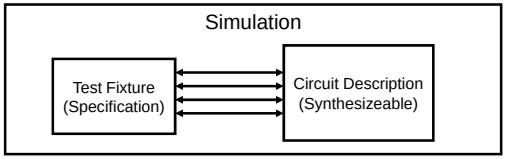
Simulation and synthesis (con't)

- Simulation
  - Models what a circuit does
    - Multiply is "*", ignoring implementation options
  - Can include static timing
  - Allows you to test design options
- Synthesis
  - Converts your code to a netlist
    - Can simulate synthesized design
  - Tools map your netlist to hardware
- Simulation and synthesis in the CSE curriculum
  - CSE370: Learn simulation
  - CSE467: Learn synthesis

Simulation

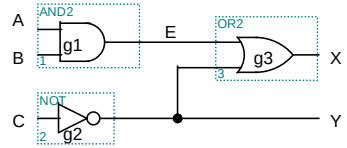
- You provide an environment
  - Using non-circuit constructs
    - Active-HDL waveforms, Read files, print
  - Using Verilog simulation code
    - A “test fixture”

Note: We will ignore timing and test benches until later



Specifying circuits in Verilog

- There are three major styles
  - Instances ‘n wires
  - Continuous assignments
  - “always” blocks



“Structural”

```
wire E;
and g1(E,A,B);
not g2(Y,C);
or  g3(X,E,Y);
```

“Behavioral”

```
wire E;
assign E = A & B;
assign Y = ~C;
assign X = E | Y;
```

```
reg E, X, Y;
always @ (A or B or C)
begin
  E = A & B;
  Y = ~C;
  X = E | Y;
end
```

Data types

- Values on a wire
  - 0, 1, ***x*** (unknown or conflict), ***z*** (tristate or unconnected)
- Vectors
  - A[3:0] vector of 4 bits: A[3], A[2], A[1], A[0]
    - Unsigned integer value
    - Indices must be constants
  - Concatenating bits/vectors
    - e.g. sign extend
      - B[7:0] = {A[3], A[3], A[3], A[3], A[3:0]};
      - B[7:0] = {4{A[3]}, A[3:0]};
  - Style: Use a[7:0] = b[7:0] + c[7:0]
    Not a = b + c;
  - Legal syntax: C = &A[6:7]; // logical *and* of bits 6 and 7 of A

Data types that do not exist

- Structures
- Pointers
- Objects
- Recursive types
- (Remember, Verilog is not C or Java or Lisp or ...!)

Numbers

- Format: <sign><size><base format><number>
- 14
  - Decimal number
- –4'b11
  - 4-bit 2's complement binary of 0011 (is 1101)
- 12'b0000_0100_0110
  - 12 bit binary number (_ is ignored)
- 3'h046
  - 3-digit (12-bit) hexadecimal number
- Verilog values are unsigned
  - C[4:0] = A[3:0] + B[3:0];
    - if A = 0110 (6) and B = 1010(–6), then C = 10000 (*not* 00000)
    - B is zero-padded, *not* sign-extended

Operators

Verilog Operator	Name	Functional Group
( )	bit-select or part-select	
( )	parenthesis	
! ~ & | ~& ~| ^ ~^ or ^~	logical negation negation reduction AND reduction OR reduction NAND reduction NOR reduction XOR reduction XNOR	Logical Bit-wise Reduction Reduction Reduction Reduction Reduction Reduction
+ -	unary (sign) plus unary (sign) minus	Arithmetic Arithmetic
{ }	concatenation	Concatenation
{{ }}	replication	Replication
* / %	multiply divide modulus	Arithmetic Arithmetic Arithmetic
+ -	binary plus binary minus	Arithmetic Arithmetic
<< >>	shift left shift right	Shift Shift
>= < <=	greater than greater than or equal to less than less than or equal to	Relational Relational Relational Relational
== !=	logical equality logical inequality	Equality Equality
=== !==	case equality case inequality	Equality Equality
&	bit-wise AND	Bit-wise
^ ^~ or ~^	bit-wise XOR bit-wise XNOR	Bit-wise Bit-wise
|	bit-wise OR	Bit-wise
&&	logical AND	Logical
||	logical OR	Logical
?:	conditional	Conditional

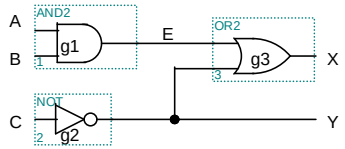
Similar to C operators

Two abstraction mechanisms

- Modules
  - More structural
  - Heavily used in 370 and “real” Verilog code
- Functions
  - More behavioral
  - Used to some extent in “real” Verilog, but not much in 370

Basic building blocks: Modules

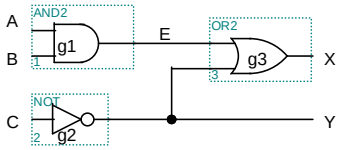
- Instanced into a design
  - Never called
- Illegal to nest module defs.
- Modules execute in parallel
- Names are case sensitive
- // for comments
- Name can’t begin with a number
- Use wires for connections
- *and, or, not* are keywords
- All keywords are lower case
- Gate declarations (and, or, etc)
  - List outputs first
  - Inputs second




```
// first simple example
module smpl (X,Y,A,B,C);
  input A,B,C;
  output X,Y;
  wire E
  and g1(E,A,B);
  not g2(Y,C);
  or  g3(X,E,Y);
endmodule
```

Modules are circuit components

- Module has ports
  - External connections
  - A,B,C,X,Y in example
- Port types
  - input
  - output
  - inout (tristate)
- Use assign statements for Boolean expressions
  - and ⇔ &
  - or ⇔ |
  - not ⇔ ~

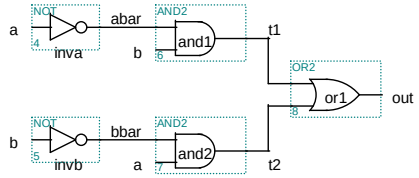



```
// previous example as a
// Boolean expression
module smpl2 (X,Y,A,B,C);
  input A,B,C;
  output X,Y;
  assign X = (A&B)|~C;
  assign Y = ~C;
endmodule
```


Structural Verilog

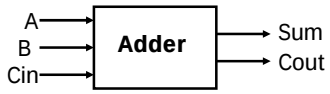
```
module xor_gate (out,a,b);
  input     a,b;
  output    out;
  wire      abar, bbar, t1, t2;
  not       inva (abar,a);
  not       invb (bbar,b);
  and       and1 (t1,abar,b);
  and       and2 (t2,bbar,a);
  or        or1 (out,t1,t2);
endmodule
```

8 basic gates (keywords):
and, or, nand, nor
buf, not, xor, xnor



Behavioral Verilog

- Describe circuit behavior
  - Not implementation




```
module full_addr (Sum,Cout,A,B,Cin);
  input     A, B, Cin;
  output    Sum, Cout;
  assign    {Cout, Sum} = A + B + Cin;
endmodule
```

{Cout, Sum} is a concatenation

Behavioral 4-bit adder

```
module add4 (SUM, OVER, A, B);
  input [3:0] A;
  input [3:0] B;
  output [3:0] SUM;
  output OVER;
  assign {OVER, SUM[3:0]} = A[3:0] + B[3:0];
endmodule
```

"[3:0] A" is a 4-wire bus labeled "A"
Bit 3 is the MSB
Bit 0 is the LSB

Can also write "[0:3] A"
Bit 0 is the MSB
Bit 3 is the LSB

Buses are implicitly connected
If you write BUS[3:2], BUS[1:0]
They become part of BUS[3:0]

Continuous assignment

- Assignment is continuously evaluated
  - Corresponds to a logic gate
  - Assignments execute in parallel

```
assign A = X | (Y & ~Z);
assign B[3:0] = 4'b01XX;
assign C[15:0] = 4'h00ff;
assign #3 {Cout, Sum[3:0]} = A[3:0] + B[3:0] + Cin;
```

Boolean operators (~ for bit-wise negation)

bits can assume four values (0, 1, X, Z)

variables can be n-bits wide (MSB:LSB)

arithmetic operator

Gate delay (used by simulator)

multiple assignment (concatenation)

Example: A comparator

```
module Compare1 (Equal, Alarger, Blarger, A, B);
  input     A, B;
  output    Equal, Alarger, Blarger;
  assign Equal = (A & B) | (~A & ~B);
  assign Alarger = (A & ~B);
  assign Blarger = (~A & B);
endmodule
```

Top-down design and bottom-up design are both okay

⇒ module ordering doesn't matter

⇒ because modules execute in parallel

Comparator example (con't)

```
// Make a 4-bit comparator from 4 1-bit comparators

module Compare4(Equal, Alarger, Blarger, A4, B4);
  input [3:0] A4, B4;
  output Equal, Alarger, Blarger;
  wire e0, e1, e2, e3, Al0, Al1, Al2, Al3, B10, Bl1, Bl2, Bl3;

  Compare1 cp0(e0, Al0, Bl0, A4[0], B4[0]);
  Compare1 cp1(e1, Al1, Bl1, A4[1], B4[1]);
  Compare1 cp2(e2, Al2, Bl2, A4[2], B4[2]);
  Compare1 cp3(e3, Al3, Bl3, A4[3], B4[3], );

  assign Equal = (e0 & e1 & e2 & e3);
  assign Alarger = (Al3 | (Al2 & e3) |
                    (Al1 & e3 & e2) |
                    (Al0 & e3 & e2 & e1));
  assign Blarger = (~Alarger & ~Equal);
endmodule
```


Sequential `assign`s don't make any sense

```
assign A = X | (Y & ~Z);
assign B = W | A;
assign A = Y & Z;
```

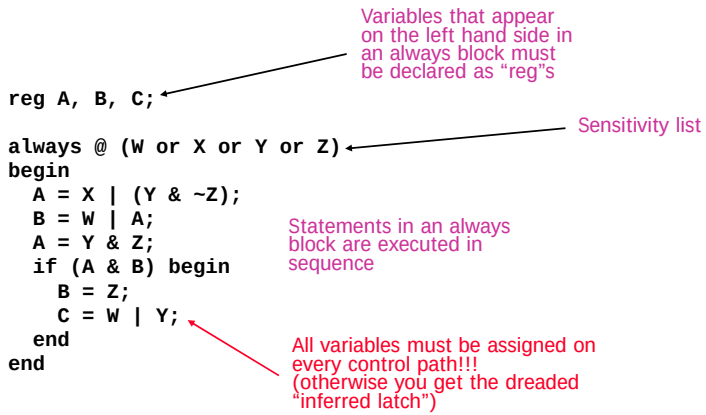
"Reusing" a variable in several assign statements is not allowed

```
assign A = X | (Y & ~Z);
assign B = W | A;
assign X = B & Z;
```

Cyclic dependencies also are bad

A depends on **X** which depends on **B** which depends on **A**

Always Blocks



Functions

- Use functions for complex combinational logic

```
module and_gate (out, in1, in2);
  input         in1, in2;
  output        out;

  assign out = myfunction(in1, in2);

  function myfunction;
   input in1, in2;
   begin
     myfunction = in1 & in2;
   end
  endfunction

endmodule
```

Benefit:

Functions force a result

⇒ Compiler will fail if function does not generate a result

Sequential Verilog-- Blocking and non-blocking assignments

- Blocking assignments (Q = A)
  - Variable is assigned immediately
    - New value is used by subsequent statements
- Non-blocking assignments (Q <= A)
  - Variable is assigned after all scheduled statements are executed
    - Value to be assigned is computed but saved for later
  - Usual use: Register assignment
    - Registers simultaneously take new values after the clock edge
- Example: Swap

```
always @(posedge CLK)
    begin
        temp = B;
        B = A;
        A = temp;
    end
```

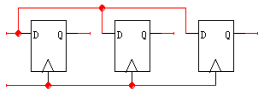
```
always @(posedge CLK)
    begin
        A <= B;
        B <= A;
    end
```


Sequential Verilog-- Assignments- watch out!

- Blocking versus Non-blocking

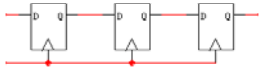
```
reg B, C, D;

always @(posedge clk)
   begin
      B = A;
      C = B;
      D = C;
   end
```




```
reg B, C, D;

always @(posedge clk)
   begin
      B <= A;
      C <= B;
      D <= C;
   end
```



Verilog tips

- **Do not** write C-code
  - Think hardware, not algorithms
    - Verilog is **inherently parallel**
    - Compilers don't map algorithms to circuits well
- Do describe hardware circuits
  - First draw a dataflow diagram
  - Then start coding
- References
  - Tutorial and reference manual are found in ActiveHDL help
  - http://www.cs.washington.edu/education/courses/cse370/08au/Tutorials/Tutorial_3.htm
  - "Starter's Guide to Verilog 2001" by Michael Ciletti
    copies for borrowing in hardware lab

Summary of two-level combinational-logic

- Logic functions and truth tables
  - AND, OR, Buf, NOT, NAND, NOR, XOR, XNOR
  - Minimal set
- Axioms and theorems of Boolean algebra
  - Proofs by re-writing
  - Proofs by perfect induction (fill in truth table)
- Gate logic
  - Networks of Boolean functions
  - NAND/NOR conversion and de Morgan's theorem
- Canonical forms
  - Two-level forms
  - Incompletely specified functions (don't cares)
- Simplification
  - Two-level simplification (K-maps)

Solving combinational design problems

- Step 1: Understand the problem
  - Identify the inputs and outputs
  - Draw a truth table
- Step 2: Simplify the logic
  - Draw a K-map
  - Write a simplified Boolean expression
    - SOP or POS
    - Use don't cares
- Step 3: Implement the design
  - Logic gates and/or Verilog