

EE/CSE371 SystemVerilog Quick Reference Sheet

Max Arnold, Justin Hsia

Signal Basics
<code>logic var1; // single-bit wire/value</code>
<code>logic [7:0] var2; // 8-bit packed array (bus)</code>
<code>4'b1101 // 4-bit constant (equivalently: 4'd13, 4'hD)</code>
<code>{expr1, ..., exprN} // concatenation</code>
<code>{6{expr}} // replication</code>
<code>parameter [1:0] S_idle = 2'd0; // named parameter</code>
<code>enum {S_0, S_1} state; // enumerated state variable</code>

Basic Operators
<code>~, &, , ^, ~&, ~ , ~^ // Boolean operators</code>
<code>!, &&, , == // Logical operators</code>
<code>assign out = expr; // continuous assignment</code>
<code>cond ? true_expr : false_expr // ternary operator</code>

“Control Flow”
<code>begin // start of code block, '{' in C/Java</code>
<code><code></code>
<code>end // end of code block, '}' in C/Java</code>
<code>if, else, for, while // syntax similar to C/Java</code>
<code>case (state) // case has no fall through</code>
<code>2'd0: <code> // constant specified</code>
<code>S_1: <code> // named value specified</code>
<code>default: <code> // catch-all case</code>
<code>endcase</code>
<code>repeat (num) <statement>; // repeat num times</code>

Procedural Blocks
<code>always_comb begin // for combinational logic</code>
<code>var1 = var2 var3; // blocking assign (=)</code>
<code>end</code>
<code>always_ff @(posedge clk) begin // for sequential logic</code>
<code>var1 <= var2 var3; // non-blocking assign (<=)</code>
<code>end</code>
<code>initial // starts at beginning of simulation</code>

Module Definition
<code>// separate port list and declarations</code>
<code>module calculate (in1, in2, out1);</code>
<code>input logic in1;</code>
<code>input logic [3:0] in2;</code>
<code>output logic out1;</code>
<code><code></code>
<code>endmodule</code>
<code>// combined port list and declarations</code>
<code>module calculate (input logic in1,</code>
<code>input logic [3:0] in2,</code>
<code>output logic out1);</code>
<code><code></code>
<code>endmodule</code>
<code>module calculate_testbench (); // no ports for</code>
<code><testbench code> // testbenches</code>
<code>endmodule</code>

Module Instantiation
<code>logic sig1, sig2; // by position (discouraged)</code>
<code>calculate c1 (sig1, sig2);</code>
<code>logic in1, out1; // implicitly by name</code>
<code>calculate c2 (.in1, .out1);</code>
<code>logic sig1, sig2; // explicitly by name</code>
<code>calculate c3 (.in1(sig1), .out1(sig2));</code>
<code>logic in1, sig1, out1; // match all remaining by name</code>
<code>calculate c4 (. *);</code>
<code>calculate c5 (.in1(sig1), . *);</code>

Module Parameterization
<code>module calc #(parameter width=4) // parameter list</code>
<code>(<port list>);</code>
<code><code></code>
<code>endmodule</code>
<code>calc #(8) c6 (. *); // positional param</code>
<code>calc #(.width(8)) c7 (. *); // explicit param</code>

Testbench Timing Controls

```
// Note: oftentimes <statement> is empty
#10 <statement>; // wait 10 time units
#(num) <statement>; // wait num time units

// wait until next rising edge of clock
@(posedge clk) <statement>;
```

Testbench Simulated Clock

```
logic clk;
parameter CLOCK_PERIOD = 10; // arbitrary choice
initial begin
    clk <= 0;
    forever #(CLOCK_PERIOD/2) clk <= ~clk;
end
```

System Tasks for Simulation

```
// outputs once when encountered (+newline)
$display(<format string>, ...);

// outputs once when encountered (no newline)
$write(<format string>, ...);

// outputs anytime one of its signal changes (+newline)
$monitor(<format string>, ...);

// returns current time (in time format)
$time

// interrupts simulation (for examination)
$stop;
```

Format String Escape Sequences

```
"%0b %0h %0d" // binary, hex, decimal
"%1.2f %1.2e" // real (decimal), real (scientific)
"%c %s" // ASCII character, string
"%0t" // time format
```

Generate Statement

```
genvar i;
generate
    for (i = 0; i < 16; i++) begin : label1
        // structures to be generated go here, including
        // modules, always blocks, and assign statements.
        module1 m1 (.in(arr[i]), .out(outArr[i]));
        always_ff @(posedge clk)
            <code>
    end
endgenerate
```