Quick Reference

for

Verilog® HDL

Rajeev Madhavan
AMBIT Design Systems, Inc.

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San Jose, CA 95129
Quick Reference for Verilog® HDL

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Design Automation Series

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Preface

This is a brief summary of the syntax and semantics of the Verilog Hardware Description Language. The summary is not intended at being an exhaustive list of all the constructs and is not meant to be complete. This reference guide also lists constructs that can be synthesized. For any clarifications and to resolve ambiguities please refer to the Verilog Language Reference Manual, Copyright © 1993 by Open Verilog International, Inc. and synthesis vendors Verilog HDL Reference Manuals.

In addition to the OVI Language Reference Manual, for further examples and explanation of the Verilog HDL, the following textbook is recommended: Digital Design and Synthesis With Verilog HDL, Eli Sternheim, Rajvir Singh, Rajeev Madhavan and Yatin Trivedi, Copyright © 1993 by Automata Publishing Company.

Rajeev Madhavan

# Quick Reference for Verilog HDL

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1.0 Lexical Elements

The language is case sensitive and all the keywords are lower case. White space, namely, spaces, tabs and new-lines are ignored. Verilog has two types of comments:

1. One line comments start with // and end at the end of the line
2. Multi-line comments start with /* and end with */

Variable names have to start with an alphabetic character or underscore followed by alphanumeric or underscore characters. The only exception to this are the system tasks and functions which start with a dollar sign. Escaped identifiers (identifier whose first characters is a backslash (\)) permit non alphanumeric characters in Verilog name. The escaped name includes all the characters following the backslash until the first white space character.

1.1 Integer Literals

<table>
<thead>
<tr>
<th>Binary literal</th>
<th>Octal literal</th>
<th>Decimal literal</th>
<th>Hexadecimal literal</th>
</tr>
</thead>
<tbody>
<tr>
<td>2'b12</td>
<td>2’017</td>
<td>9 or ’d9</td>
<td>3’h189</td>
</tr>
</tbody>
</table>

Integer literals can have underscores embedded in them for improved readability. For example,

```
Decimal literal 24_000
```

1.2 Data Types

The values z and Z stand for high impedance, and x and X stand for uninitialized variables or nets with conflicting drivers. String symbols are enclosed within double quotes (“string”) and cannot span multiple lines. Real number literals can be either in fixed notation or in scientific notation.

```
Real and Integer Variables example
```

```
real a, b, c ; // a,b,c to be real
integer j, k ; // integer variable
integer i[1:32] ; // array of integer variables
```
2.0 Registers and Nets

A register stores its value from one assignment to the next and is used to model data storage elements.

```verilog
reg [5:0] din;
/* a 6-bit vector register: individual bits din[5],...., din[0] */
```

Nets correspond to physical wires that connect instances. The default range of a wire or reg is one bit. Nets do not store values and have to be continuously driven. If a net has multiple drivers (for example two gate outputs are tied together), then the net value is resolved according to its type.

### Net types

<table>
<thead>
<tr>
<th>wire</th>
<th>tri</th>
</tr>
</thead>
<tbody>
<tr>
<td>wand</td>
<td>triand</td>
</tr>
<tr>
<td>wor</td>
<td>trior</td>
</tr>
<tr>
<td>tri0</td>
<td>tri1</td>
</tr>
<tr>
<td>supply0</td>
<td>supply1</td>
</tr>
<tr>
<td>trireg</td>
<td></td>
</tr>
</tbody>
</table>

For a wire, if all the drivers have the same value then the wire resolves to this value. If all the drivers except one have a value of z then the wire resolves to the non z value. If two or more non z drivers have different drive strength, then the wire resolves to the stronger driver. If two drivers of equal strength have different values, then the

```verilog
time newtime;
/* time and integer are similar in functionality,
 time is an unsigned 64-bit used for time variables */
reg [8*14:1] string;
/* This defines a vector with range [msb_expr: lsb_expr] */
initial begin
    a = 0.5 ; // same as 5.0e-1. real variable
    b = 1.2e12 ;
    c = 26.19_60_e-11 ; // _'s are // used for readability
    string = " string example ";
    newtime =$time;
end
```
wire resolves to $x$. A `trireg` net behaves like a `wire` except that when all the drivers of the net are in high impedance (z) state, then the net retains its last driven value. `trireg`’s are used to model capacitive networks.

```
wire net1;
/* wire and tri have same functionality. tri is
used for multiple drive internal wire */
trireg (medium) capacitor;
/* small, medium, weak are used for charge
strength modeling */
```

A `wand` net or `triand` net operates as a wired and (wand), and a wor net or `trior` net operates as a wired or (wor). tri0 and tri1 nets model nets with resistive pulldown or pulldup devices on them. When a tri0 net is not driven, then its value is 0. When a tri1 net is not driven, then its value is 1. supply0 and supply1 model nets that are connected to the ground or power supply.

```
wand net2; // wired-and
wor net3; // wired-or
triand [4:0] net4; // multiple drive wand
trior net5; // multiple drive wor
tri0 net6;
tri1 net7;
supply0 gnd; // logic 0 supply wire
supply1 vcc; // logic 1 supply wire
```

Memories are declared using register statements with the address range specified as in the following example,

```
reg [15:0] mem16X512 [0:511];
// 16-bit by 512 word memory
// mem16X512[4] addresses word 4
// the order lsb:msb or msb:lsb is not important
```

The keyword `scalared` allows access to bits and parts of a bus and `vectored` allows the vector to be modified only collectively.

```
wire vectored [5:0] neta;
/* a 6-bit vectored net */
tril vectored [5:0] netb;
/* a 6-bit vectored tril */
```

### 3.0 Compiler Directives
Verilog has compiler directives which affect the processing of the input
files. The directives start with a grave accent (’ ) followed by some keyword. A directive takes effect from the point that it appears in the file until either the end of all the files, or until another directive that cancels the effect of the first one is encountered. For example,

```
'define OPCODEADD 00010
```

This defines a macro named OPCODEADD. When the text ‘OPCODEADD appears in the text, then it is replaced by 00010. Verilog macros are simple text substitutions and do not permit arguments.

```
'ifdef SYNTH <Verilog code> 'endif
```

If “SYNTH” is a defined macro, then the Verilog code until ‘endif is inserted for the next processing phase. If “SYNTH” is not defined macro then the code is discarded.

```
'include <Verilog file>
```

The code in <Verilog file> is inserted for the next processing phase. Other standard compiler directives are listed below:

```
'resetall - resets all compiler directives to default values
'define - text-macro substitution
'timescale lns / 10ps - specifies time unit/precision
'ifdef, 'else, 'endif - conditional compilation
'include - file inclusion
'signed, 'unsigned - operator selection (OVI 2.0 only)
'celldefine, 'endcelldefine - library modules
'default_nettype wire - default net types
'unconnected_drive pull0|pull1, 'nounconnected_drive - pullup or down unconnected ports
'protect and 'endprotected - encryption capability
'expand_vectornets, 'noexpand_vectornets, 'autoexpand_vectornets - vector expansion options
'remove_gatename, 'noremove_gatenames - remove gate names for more than one instance
'remove_netname, 'noremove_netnames - remove net names for more than one instance
```

### 4.0 System Tasks and Functions

System tasks are tool specific tasks and functions.

```
$display( "Example of using function");
/* display to screen */
$monitor($time, "a=$b, clk = $b, add=$h", a, clk, add); // monitor signals
$setuphold( posedge clk, datain, setup, hold); // setup and hold checks
```
A list of standard system tasks and functions are listed below:

- $display, $write - utility to display information
- $fdisplay, $fwrite - write to file
- $strobe, $fstrobe - display/write simulation data
- $monitor, $fmonitor - monitor, display/write information to file
- $time, $realtime - current simulation time
- $finish - exit the simulator
- $stop - stop the simulator
- $setup - setup timing check
- $hold, $width - hold/width timing check
- $setuphold - combines hold and setup
- $readmemb/$readmemh - read stimulus patterns into memory
- $readmemb/$sreadmemh - load data into memory
- $getpattern - fast processing of stimulus patterns
- $monitor - display/write information to file
- $finish - exit the simulator
- $stop - stop the simulator
- $setup - setup timing check
- $hold, $width - hold/width timing check
- $setuphold - combines hold and setup
- $readmemb/$readmemh - read stimulus patterns into memory
- $readmemb/$sreadmemh - load data into memory
- $getpattern - fast processing of stimulus patterns
- $history - print command history
- $save, $restart, $incsave - saving, restarting, incremental saving
- $scale - scaling timeunits from another module
- $scope - descend to a particular hierarchy level
- $showscopes - complete list of named blocks, tasks, modules...
- $showvars - show variables at scope

### 5.0 Reserved Keywords

The following lists the reserved words of Verilog hardware description language, as of OVL RM 2.0.

```
and  always  assign  attribute
begin  buf  bufif0  bufif1
case  cmos  deassign  default
defparam  disable  else  endattribute
demodule  endcase  endfunction  endprimitive
end  endcase  endtask  event
for  force  forever  fork
function  highz0  highz1  if
initial  inout  input  integer
join  large  medium  module
nand  negedge  nor  not
notif0  notif1  nmos  or
output  parameter  pmos  posedge
primitive  pulldown  pullup  pull0
pull1  rcmos  reg  release
repeat  rmos  rpmos  rtran
rtranif0  rtranif1  scalared  small
specify  specparam  strong0  strong1
supply0  supply1  table  task
tran  tranif0  tranif1  time
tri  triand  trior  trireg
tri0  tril  vectored  wait
wand  weak0  weak1  while
wire  wor
```

---

5
6.0 Structures and Hierarchy

Hierarchical HDL structures are achieved by defining modules and instantiating modules. Nested module definitions (i.e. one module definition within another) are not permitted.

6.1 Module Declarations

The module name must be unique and no other module or primitive can have the same name. The port list is optional. A module without a port list or with an empty port list is typically a top level module. A macro-module is a module with a flattened hierarchy and is used by some simulators for efficiency.

```
module dff (q,qb,clk,d,rst);
  input clk,d,rst ; // input signals
  output q,qb ; // output definition

  //inout for bidirectionals

  // Net type declarations
  wire dl,dbl ;

  // parameter value assignment
  parameter delay1 = 3,
    delay2 = delay1 + 1; // delay2
    // shows parameter dependance

  /* Hierarchy primitive instantiation, port
     connection in this section is by ordered list */

  nand #delay1 n1(cf,dl,cbf),
    n2(cbf,clk,cf,rst);
  nand #delay2 n3(dl,d,dbl,rst),
    n4(dbl,dl,clk,cbf),
    n5(q,cbf,qb),
    n6(qb,dbl,q,rst);

  //***** for debugging model initial begin
  #500 force dff_lab.rst = 1 ;
  #550 release dff_lab.rst;
  // upward path referencing
  end *******

endmodule
```
6.2 User Defined Primitive (UDP) Declarations

The UDP’s are used to augment the gate primitives and are defined by truth tables. Instances of UDP’s can be used in the same way as gate primitives. There are 2 types of primitives:

1. Sequential UDP’s permit initialization of output terminals, which are declared to be of reg type and they store values. Level-sensitive entries take precedence over edge-sensitive declarations. An input logic state Z is interpreted as an X. Similarly, only 0, 1, X or - (unchanged) logic values are permitted on the output.

2. Combinational UDP’s do not store values and cannot be initialized.

The following additional abbreviations are permitted in UDP declarations.
<table>
<thead>
<tr>
<th>Logic/state Representation/transition</th>
<th>Abbreviation</th>
</tr>
</thead>
<tbody>
<tr>
<td>don’t care (0, 1 or X)</td>
<td>?</td>
</tr>
<tr>
<td>Transitions from logic x to logic y (xy). (01), (10), (0x), (1x), (x0), (?1) ..</td>
<td>(xy)</td>
</tr>
<tr>
<td>Transition from (01)</td>
<td>R or r</td>
</tr>
<tr>
<td>Transition from (10)</td>
<td>F or f</td>
</tr>
<tr>
<td>(01), (0X), (X1): positive transition</td>
<td>P or p</td>
</tr>
<tr>
<td>(10), (1x), (x0): negative transition</td>
<td>N or n</td>
</tr>
<tr>
<td>Any transition</td>
<td>* or (?)</td>
</tr>
<tr>
<td>binary don’t care (0, 1)</td>
<td>B or b</td>
</tr>
</tbody>
</table>

**Combinational UDP’s example**

```verilog
// 3 to 1 multiplexor with 2 select
primitive mux32 (Y, in1, in2, in3, s1, s2);
input in1, in2, in3, s1, s2;
output Y;

table
//in1 in2 in3 s1 s2 Y
0 ? ? 0 0 : 0 ;
1 ? ? 0 0 : 1 ;
? 0 ? 1 0 : 0 ;
? 1 ? 1 0 : 1 ;
? ? 0 ? 1 : 0 ;
? ? 1 ? 1 : 1 ;
0 0 ? ? 0 : 0 ;
1 1 ? ? 0 : 1 ;
0 ? 0 0 ? 0 : 1 ;
1 ? 1 0 ? : 1 ;
? 0 0 1 ? : 0 ;
? 1 1 1 ? : 1 ;
endtable
endprimitive
```
Sequential Level Sensitive UDP’s example

```verilog
// latch with async reset
primitive latch (q, clock, reset, data);
input clock, reset, data;
output q;
reg q;

initial q = 1’b1; // initialization
table

// clock reset data q, q+
? 1 ? : ? : 1;
0 0 0 : ? : 0;
1 0 ? : ? : -;
0 0 1 : ? : 1;
endtable
endprimitive
```

Sequential Edge Sensitive UDP’s example

```verilog
// edge triggered D Flip Flop with active high, async set and reset
primitive dff (QN, D, CP, R, S);
output QN;
input D, CP, R, S;
reg QN;
table

// D CP R S : Qtn : Qtn+1
1 (01) 0 0 : ? : 0;
1 (01) 0 x : ? : Q;
? ? 0 x : 0 : Q;
0 (01) 0 0 : ? : 1; // clocked data
0 (01) x 0 : ? : 1; // pessimism
? ? x 0 : 1 : 1; // pessimism
1 (x1) 0 0 : 0 : 0;
0 (x1) 0 0 : 1 : 1;
1 (0x) 0 0 : 0 : 0;
0 (0x) 0 0 : 1 : 1;
? ? 0 1 : ? : 0; // asynchronous set
? n 0 0 : ? : -;
endtable
endprimitive
```
7.0 Expressions and Operators

Arithmetic and logical operators are used to build expressions. Expressions perform operation on one or more operands, the operands being vectored or scalared nets, registers, bit-selects, part selects, function calls or concatenations thereof.

- **Unary Expression**
  \[
  \text{<operator> <operand>}
  \]
  \[
  a = !b;
  \]

- **Binary and Other Expressions**
  \[
  \text{<operand> <operator> <operand>}
  \]
  \[
  \text{if (a < b) // if (<expression>)}
  \]
  \[
  \text{\{c,d\} = a + b ;}
  \]
  \[
  \text{// concatenate and add operator}
  \]

- Parentheses can be used to change the precedence of operators. For example, \((a+b) * c\)

**Operator precedence**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>+, -, !, ~ (unary)</td>
<td>Highest</td>
</tr>
<tr>
<td>*, /, %</td>
<td></td>
</tr>
<tr>
<td>+, - (binary)</td>
<td></td>
</tr>
<tr>
<td>&lt;&lt;, &gt;&gt;</td>
<td></td>
</tr>
<tr>
<td>&lt;, &lt;=, &gt;, &gt;=</td>
<td></td>
</tr>
<tr>
<td>==, !=</td>
<td></td>
</tr>
<tr>
<td>===, !==</td>
<td></td>
</tr>
<tr>
<td>&amp;</td>
<td></td>
</tr>
<tr>
<td>&amp;, ^</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>? :</td>
<td>Lowest</td>
</tr>
</tbody>
</table>
- All operators associate left to right, except for the ternary operator "?:" which associates from right to left.

**Relational Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;</td>
<td>a &lt; b // is a less than b? // return 1-bit true/false</td>
</tr>
<tr>
<td>&gt;</td>
<td>a &gt; b // is a greater than b?</td>
</tr>
<tr>
<td>&gt;=</td>
<td>a &gt;= b // is a greater than or // equal to b</td>
</tr>
<tr>
<td>&lt;=</td>
<td>a &lt;= b // is a less than or // equal to b</td>
</tr>
</tbody>
</table>

**Arithmetic Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>c = a * b ; // multiply a with b</td>
</tr>
<tr>
<td>/</td>
<td>c = a / b ; // int divide a by b</td>
</tr>
<tr>
<td>+</td>
<td>sum = a + b ; // add a and b</td>
</tr>
<tr>
<td>-</td>
<td>diff = a - b ; // subtract b // from a</td>
</tr>
<tr>
<td>%</td>
<td>amodb = a % b ; // a mod(b)</td>
</tr>
</tbody>
</table>

**Logical Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>&amp;&amp;</td>
<td>a &amp;&amp; b ; // is a and b true? // returns 1-bit true/false</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>!</td>
<td>if (!a) ; // if a is not true c = b ; // assign b to c</td>
</tr>
</tbody>
</table>
### Equality and Identity Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>=</td>
<td>c = a ; // assign a to c</td>
</tr>
<tr>
<td>==</td>
<td>c == a ; /* is c equal to a returns 1-bit true/false applies for 1 or 0, logic equality, using X or Z operands returns always false 'hx == 'h5 returns 0 */</td>
</tr>
<tr>
<td>!=</td>
<td>c != a ; // is c not equal to // a, returns 1-bit true/ // false logic equality</td>
</tr>
<tr>
<td>===</td>
<td>a === b ; // is a identical to // b {includes 0, 1, x, z} / // 'hx === 'h5 returns 0</td>
</tr>
<tr>
<td>!==</td>
<td>a !== b ; // is a not identical to b returns 1- // bit true/false</td>
</tr>
</tbody>
</table>

### Unary, Bitwise and Reduction Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>Unary plus &amp; arithmetic(binary) addition</td>
</tr>
<tr>
<td>-</td>
<td>Unary negation &amp; arithmetic (binary) subtraction</td>
</tr>
<tr>
<td>&amp;</td>
<td>b = &amp;a ; // AND all bits of a</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>^</td>
<td>b = ^a ; // Exclusive or all bits of a</td>
</tr>
<tr>
<td>~&amp;, ~</td>
<td>, ~^</td>
</tr>
<tr>
<td>~, ~</td>
<td>, ~^</td>
</tr>
<tr>
<td>~&amp;, ~</td>
<td>, ~^</td>
</tr>
</tbody>
</table>
Shift Operators and other Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;&lt;</td>
<td>a &lt;&lt; 1 ; // shift left a by 1-bit</td>
</tr>
<tr>
<td>&gt;&gt;</td>
<td>a &gt;&gt; 1 ; // shift right a by 1</td>
</tr>
<tr>
<td>?:</td>
<td>c = sel ? a : b ; /* if sel is true c = a, else c = b , ?: ternary operator */</td>
</tr>
<tr>
<td>{}</td>
<td>(co, sum ) = a + b + ci ; /* add a, b, ci assign the overflow to co and the result to sum: operator is called concatenation */</td>
</tr>
<tr>
<td>{}</td>
<td>b = (3{a}) /* replicate a 3 times, equivalent to {a, a, a} */</td>
</tr>
</tbody>
</table>

7.1 Parallel Expressions

fork ... join are used for concurrent expression assignments.

```
initial begin: block
  begin
    fork // This waits for the first event a or b to occur
      @a disable block ;
      @b disable block ;
      // reset at absolute time 20
      $20 reset = 1 ;
      // data at absolute time 100
      $100 data = 0 ;
      // data at absolute time 120
      $120 data = 1 ;
    join
  end

join example
```

7.2 Conditional Statements

The most commonly used conditional statement is the if, if ... else ... conditions. The statement occurs if the expressions controlling the if statement evaluates to true.
if .. else ...conditions example

always @(rst)// simple if -else
  if (rst)
    // procedural assignment
    q = 0;
  else // remove the above continuous assign
    deassign q;

always @(WRITE or READ or STATUS)
begin
  // if - else - if
  if (!WRITE) begin
    out = oldvalue;
  end
  else if (!STATUS) begin
    q = newstatus;
    STATUS = hold;
  end
  else if (!READ) begin
    out = newvalue;
  end
end

case, casex, casez: case statements are used for switching between multiple selections (if (case1) ... else if (case2) ... else ...). If there are multiple matches only the first is evaluated. casez treats high impedance values as don’t care’s and casex treats both unknown and high-impedance as don’t care’s.

case statement example

module d2X8 (select, out); // priority encode
  input [0:2] select;
  output [0:7] out;
  reg [0:7] out;
  always @(select) begin
    out = 0;
    case (select)
      0: out[0] = 1;
      1: out[1] = 1;
      2: out[2] = 1;
      3: out[3] = 1;
      4: out[4] = 1;
      5: out[5] = 1;
      6: out[6] = 1;
      7: out[7] = 1;
    endcase
  end
endmodule
7.3 Looping Statements

For some of the loop constructs, it is important to use them in conjunction with other constructs, such as disabling other statements.

```verilog
forever
    // should be used with disable or timing control
    @(posedge clock) (co, sum) = a + b + ci;

for (i = 0 ; i < 7 ; i=i+1)
    memory[i] = 0; // initialize to 0

for (i = 0 ; i <= bit-width ; i=i+1)
    // multiplier using shift left and add
    if (a[i]) out = out + b << (i-1);

repeat(bit-width) begin
    if (a[0]) out = b + out;
    b = b << 1; // multiplier using
    a = a << 1; // shift left and add
end

while(delay) begin @(posedge clk);
    ldlang = oldldlang;
    delay = delay - 1;
end
```
8.0 Named Blocks, Disabling Blocks

Named blocks are used to create hierarchy within modules and can be used to group a collection of assignments or expressions. The disable statement is used to disable or de-activate any named block, tasks or modules. Named blocks, tasks can be accessed by full or reference hierarchy paths (example `dff_lab.stimuli`). Named blocks can have local variables.

**Named blocks and disable statement example**

```verbatim
initial forever @(posedge reset)
    disable MAIN ; // disable named block
    // tasks, modules can also be disabled

always begin: MAIN // defining named blocks
    if (!qfull) begin
        #30 recv(new, newdata) ; // call task
        if (new) begin
            q[head] = newdata ;
            head = head + 1 ; // queue
        end
    end
    else disable recv ;
end // MAIN
```

9.0 Tasks and Functions

Tasks and functions permit the grouping of common procedures and then executing these procedures from different places. Arguments are passed in the form of input/inout values and all calls to functions and tasks share variables. The differences between tasks and functions are

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<th>Functions</th>
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<tr>
<td>Permits time control</td>
<td>Executes in one simulation time</td>
</tr>
<tr>
<td>Can have zero or more arguments</td>
<td>Require at least one input</td>
</tr>
<tr>
<td>Does not return value, assigns value to outputs</td>
<td>Returns a single value, no special output declarations required</td>
</tr>
<tr>
<td>Can have output arguments, permits $, @, -&gt;, wait, task calls</td>
<td>Does not permit outputs, $, @, -&gt;, wait, task calls</td>
</tr>
</tbody>
</table>
task Example

```verilog
// task are declared within modules
task recv;
    output valid;
    output [9:0] data;
    begin
        valid = inreg;
        if (valid) begin
            ackin = 1;
            data = qin;
            wait(inreg);
            ackin = 0;
        end
    end

// task instantiation
always begin: MAIN //named definition
    if (!qfull) begin
        recv(new, newdata); // call task
        if (new) begin
            q[head] = newdata;
            head = head + 1;
        end
    end else
        disable recv;
end // MAIN
```

function Example

```verilog
module foo2 (cs, in1, in2, ns);
    input [1:0] cs;
    input in1, in2;
    output [1:0] ns;
    function [1:0] generate_next_state;
        input[1:0] current_state;
        input input1, input2;
        reg [1:0] next_state;
        // input1 causes 0->1 transition
        // input2 causes 1->2 transition
        // 2->0 illegal and unknown states go to 0
        begin
            case (current_state)
                2'h0 : next_state = input1 ? 2'h1 : 2'h0;
                2'h1 : next_state = input2 ? 2'h2 : 2'h1;
                2'h2 : next_state = 2'h0;
                default: next_state = 2'h0;
            endcase
        generate_next_state = next_state;
    endfunction // generate_next_state
    assign ns = generate_next_state(cs, in1, in2);
endmodule
```
10.0 Continuous Assignments

Continuous assignments imply that whenever any change on the RHS of the assignment occurs, it is evaluated and assigned to the LHS. These assignments thus drive both vector and scalar values onto nets. Continuous assignments always implement combinational logic (possibly with delays). The driving strengths of a continuous assignment can be specified by the user on the net types.

- Continuous assignment on declaration

```verilog
/* since only one net15 declaration exists in a given module only one such declarative continuous assignment per signal is allowed */
wire #10 (strong1, pull0) net15 = enable;
/* delay of 10 for continuous assignment with strengths of logic 1 as strong1 and logic 0 as pull0 */
assign #10 net15 = enable;
assign (weak1, strong0) {s,c} = a + b;
```

- Continuous assignment on already declared nets

```verilog
module dff (q, qb, clk, d, rst);
output q, qb;
input d, rst, clk;
reg q, qb, temp;
always
    $1 qb = ~q; // procedural assignment
always @(rst)
    // procedural assignment with triggers
    if (rst) assign q = temp;
    else deassign q;
always @(posedge clk)
    temp = d;
endmodule
```
force and release are also procedural assignments. However, they can force or release values on net data types and registers.

11.1 Blocking Assignment

```verilog
module adder (a, b, ci, co, sum, clk) ;
    input a, b, ci, clk ;
    output co, sum ;
    reg co, sum;
    always @(posedge clk) // edge control
        // assign co, sum with previous value of a,b,ci
        {co, sum} = #10 a + b + ci ;
endmodule
```

11.2 Non-Blocking Assignment

Allows scheduling of assignments without blocking the procedural flow. Blocking assignments allow timing control which are delays, whereas, non-blocking assignments permit timing control which can be delays or event control. The non-blocking assignment is used to avoid race conditions and can model RTL assignments.

```verilog
/* assume a = 10, b= 20 c = 30 d = 40 at start of block */
always @(posedge clk)
    begin:block
        a <= #10 b ;
        b <= #10 c ;
        c <= #10 d ;
    end

/* at end of block + 10 time units, a = 20, b = 30, c = 40 */
```

12.0 Gate Types, MOS and Bidirectional Switches

Gate declarations permit the user to instantiate different gate-types and assign drive-strengths to the logic values and also any delays

```verilog
<gate-declaration> ::= <component>
    <drive_strength>? <delay>? <gate_instance>
    <,?<gate_instance..>> ;
```
Quick Reference for Verilog HDL

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<th>Component</th>
</tr>
</thead>
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<td>Allows strengths</td>
</tr>
<tr>
<td>Three State Drivers</td>
<td>Allows strengths</td>
</tr>
<tr>
<td>MOS Switches</td>
<td>No strengths</td>
</tr>
<tr>
<td>Bi-directional switches</td>
<td>No strengths, non resistive</td>
</tr>
<tr>
<td></td>
<td>No strengths, resistive</td>
</tr>
<tr>
<td></td>
<td>Allows strengths</td>
</tr>
</tbody>
</table>

**Gates, switch types, and their instantiations**

cmos i1 (out, datain, ncontrol, pcontrol);
nmos i2 (out, datain, ncontrol);
pmos i3 (out, datain, pcontrol);
pullup (neta) (netb);
pulldown (netc);
nor i4 (out, in1, in2, ...);
and i5 (out, in1, in2, ...);
nand i6 (out, in1, in2, ...);
buf i7 (out, out2, in);
bufi1 i8 (out, in, control);
tranif1 i9 (inout1, inout2, control);

**Gate level instantiation example**

// Gate level instantiations
nor (highz1, strong0) #(2:3:5) (out, in1, in2);
    // instantiates a nor gate with out
    // strength of highz1 (for 1) and
    // strong0 for 0 #(2:3:5) is the
    // min:typ:max delay

pullup1 (strong1) net1;
    // instantiates a logic high pullup
cmos (out, data, ncontrol, pcontrol);
    // MOS devices
The following strength definitions exist:

- 4 drive strengths (supply, strong, pull, weak)
- 3 capacitor strengths (large, medium, small)
- 1 high impedance state highz

The drive strengths for each of the output signals are:

- Strength of an output signal with logic value 1:
  supply1, strong1, pull1, large1, weak1, highz1
- Strength of an output signal with logic value 0:
  supply0, strong0, pull0, large0, weak0, highz0

<table>
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<tr>
<th>Logic 0</th>
<th>Logic 1</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>supply0</td>
<td>supply1</td>
<td>supply1</td>
</tr>
<tr>
<td>strong0</td>
<td>strong1</td>
<td>strong1</td>
</tr>
<tr>
<td>pull0</td>
<td>pull1</td>
<td>pull1</td>
</tr>
<tr>
<td>large</td>
<td>large</td>
<td>large</td>
</tr>
<tr>
<td>weak0</td>
<td>weak1</td>
<td>weak1</td>
</tr>
<tr>
<td>medium</td>
<td>medium</td>
<td>medium</td>
</tr>
<tr>
<td>small</td>
<td>small</td>
<td>small</td>
</tr>
<tr>
<td>highz0</td>
<td>highz1</td>
<td>highz1</td>
</tr>
</tbody>
</table>

12.1 Gate Delays

The delays allow the modeling of rise time, fall time and turn-off delays for the gates. Each of these delay types may be in the min:typ:max format. The order of the delays are #(rise, fall, turn-off). For example,

```
    (out, a, b);
```
For `trireg`, the decay of the capacitive network is modeled using the rise-time delay, fall-time delay and charge-decay. For example,

```
trireg (large) #(0,1,9) capacitor
// charge strength is large
// decay with tr=0, tf=1, tdecay=9
```

### 13.0 Specify Blocks

A specify block is used to specify timing information for the module in which the specify block is used. Specparams are used to declare delay constants, much like regular parameters inside a module, but unlike module parameters they cannot be overridden. Paths are used to declare time delays between inputs and outputs.

**Timing Information using **`specify`** blocks**

```
specify // similar to defparam, used for timing
specparam delay1 = 25.0, delay2 = 24.0;
// edge sensitive delays -- some simulators
// do not support this
(posedge clock) => (out1 :+ in1) =
  (delay1, delay2) ;
// conditional delays
if (OPCODE == 3'h4) (in1, in2 *> out1) =
  (delay1, delay2) ;
// : implies edge-sensitive +ve polarity
// -: implies edge sensitive -ve polarity
// *> implies multiple paths
// level sensitive delays
if (clock) (in1, in2 *> out1, out2) = 30 ;
// setuphold
$setuphold(posedge clock && reset,
in1 &&& reset, 3:5:6, 2:3:6);
(reset *> out1, out2) = (2:3:5,3:4:5);
endspecify
```
Verilog

Synthesis Constructs

The following is a set of Verilog constructs that are supported by most synthesis tools at the time of this writing. To prevent variations in supported synthesis constructs from tool to tool, this is the least common denominator of supported constructs. Tool reference guides cover specific constructs.

14.0 Verilog Synthesis Constructs

Since it is very difficult for the synthesis tool to find hardware with exact delays, all absolute and relative time declarations are ignored by the tools. Also, all signals are assumed to be of maximum strength (strength 7). Boolean operations on $X$ and $Z$ are not permitted. The constructs are classified as

- Fully supported constructs — Constructs that are supported as defined in the Verilog Language Reference Manual
- Partially supported — Constructs supported with restrictions on them
- Ignored constructs — Constructs that are ignored by the synthesis tool
- Unsupported constructs — Constructs which if used, may cause the synthesis tool to not accept the Verilog input or may cause different results between synthesis and simulation.

14.1 Fully Supported Constructs

```
<module instantiation, with named and positional notations>
<integer data types, with all bases>
<identifiers>
<subranges and slices on right-hand side of assignment>
<continuous assignments>
>>, <<, ?, [:]
assign (procedural and declarative), begin, end case, case, casez, endcase
default
```
14.2 Partially Supported Constructs

<table>
<thead>
<tr>
<th>Construct</th>
<th>Constraints</th>
</tr>
</thead>
<tbody>
<tr>
<td>*, /, %</td>
<td>when both operands constants, or 2nd operand power of 2.</td>
</tr>
<tr>
<td>always</td>
<td>only edge-triggered events.</td>
</tr>
<tr>
<td>for</td>
<td>bounded by static variables: only use “+” or “-” to index.</td>
</tr>
<tr>
<td>posedge, negedge</td>
<td>only with always @.</td>
</tr>
<tr>
<td>primitive, endprimitive</td>
<td>Combinational and edge-sensitive user defined primitives are often supported.</td>
</tr>
<tr>
<td>table, endtable</td>
<td></td>
</tr>
<tr>
<td>&lt;=</td>
<td>limitations on usage with blocking assignment.</td>
</tr>
<tr>
<td>and, nand, or, nor, xor, xnor, buf, not, bufif0, bufif1, notif0, notif1</td>
<td>gate types supported without X or Z constructs</td>
</tr>
<tr>
<td>!, &amp;&amp;,</td>
<td></td>
</tr>
</tbody>
</table>
14.3 Ignored Constructs

- <intra-assignment timing controls>
- <delay specifications>
- scalar, vectored
- small, large, medium
- specify
time (some tools treat these as integers)
- weak1, weak0, highz0, highz1, pull0, pull1
- $keyword (some tools use these to set
  synthesis constraints)
- wait (some tools support wait with a
  bounded condition)

14.4 Unsupported Constructs

- <assignment with variable used as bit select
  on LHS of assignment>
- <global variables>
  ===, !==
- cmos, nmos, rcmos, rnmos, pmos, rpmos
deassign
defparam
event
force
fork, join
forever, while
initial
pullup, pulldown
release
repeat
rtran, tran, tranif0, tranif1, rtranif0,
rtranif1
table, endtable, primitive, endprimitive

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- NOTES -
## Symbols

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<th>Page</th>
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<td>5</td>
</tr>
<tr>
<td>$display, $fwrite</td>
<td>5</td>
</tr>
<tr>
<td>$finish</td>
<td>5</td>
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<tr>
<td>$getpattern</td>
<td>5</td>
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<td>$history</td>
<td>5</td>
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<tr>
<td>$hold, $width</td>
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<td>$monitor, $fmonitor</td>
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<td>$readmemb, $readmemh</td>
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<td>$save, $restart, $incsave</td>
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<td>$setup, $setuphold</td>
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<tr>
<td>$showvars</td>
<td>5</td>
</tr>
<tr>
<td>$sreadmemb/$sreadmemh</td>
<td>5</td>
</tr>
<tr>
<td>$stop</td>
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<td>$strobe, $fstrobe</td>
<td>5</td>
</tr>
<tr>
<td>$time, $realtime</td>
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<tr>
<td>/* */</td>
<td>1</td>
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<tr>
<td>// 1</td>
<td></td>
</tr>
<tr>
<td>`autoexpand_vectornets</td>
<td>4</td>
</tr>
<tr>
<td><code>celldefine, </code>endcelldefine</td>
<td>4</td>
</tr>
<tr>
<td>`default_nettype</td>
<td>4</td>
</tr>
<tr>
<td>`define</td>
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<td>`expand_vectornets</td>
<td>4</td>
</tr>
<tr>
<td>`noexpand_vectornets</td>
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</tr>
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<td><code>ifdef, </code>else, `endif</td>
<td>4</td>
</tr>
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<td>`include</td>
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<td>`nounconnected_drive</td>
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Quick Reference
for
Verilog® HDL

Rajeev Madhavan

This is a brief summary of the syntax and semantics of the Verilog Hardware Description Language. The reference guide describes all the Verilog HDL constructs and also lists the Register-Transfer Level subset of the Verilog HDL which is used by the existing synthesis tools. Examples are used to illustrate constructs in the Verilog HDL.

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