

Verilog

- See EE 8999 page for Verilog links.
 - ◆ Verilog compile command under Model tech is 'vlog' on NT, on Unix it is "qvc"om"
- See ~reese/verilog_train for many Verilog examples
- Book "Verilog QuickStart" from Kluwer Academic publishers is a good book, but expensive.

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VHDL vs Verilog:

Process Block
VHDL:
 process (siga, sigb)
 begin

 end;
Verilog:
 always @ (siga or sigb)
 begin

 end

Concurrent signal assignment:
 c <= a and b (VHDL)
 assign c = a & b ;

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VHDL vs Verilog (cont):

Signal Delays
a <= transport b after 1 ns; (VHDL)
#1 assign a = b; (Verilog)

'a' output is delayed by 1 time unit

The '# ' operator is the delay operator. #N will delay for N simulation units. Delays can assigned to both inputs and outputs.

#1 assign a = #1 b;

'b' is delayed by 1 unit, then assigned to 'a', which is then delayed by 1 time unit.

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Infinite Loop

```
always
begin
    c = a & b ;
end;
```

Same as infinite process loop in VHDL.

Clock Generator

VHDL:

```
signal clk : std_logic := '0';
process
begin
    clk <= not (clk) after clkperiod/2;
    wait on clk;
end;
```

Verilog:

```
initial clk = 0;
always #(clkperiod/2) clk = ~ clk;
```

Verilog Data Types

bit , can take on values of '1', '0', 'x', 'z'

integer : 32 bits

```
integer a,b;
```

reg (register, holds unsigned integers N bits wide)

```
reg x, y[7:0], z[0:7] ;
```

x is a 1 bit register, y,z are 8 bit registers. Most significant bit is always left most bit.

real x, y;

time t1, t2;

Time value are 64 bits, units can be set on a per module basis.

Verilog Data Types (cont)

```
module string1;
  reg[8*13 : 1] s;
  initial begin
    s = "Hello Verilog";
    $display("The string %s is stored as %h", s, s);
  end
endmodule

Strings are stored in registers that hold 8 * the number of characters in the
string.
```

Register with Sync Clear

```
module reg16t(q, d, clk, clr_n);
  input [15:0] d;
  input clk, clr_n;
  output [15:0] q;
  reg [15:0] q;

  always @(posedge clk)
    if (clr_n)
      q = #1 d;
    else
      #1 q = 0;
endmodule
```

Verilog Primitives

- Gates
 - ◆ and, nand, or, nor, xor, xnor
- Buffers
 - ◆ buf, not, pulldown, pullup, bufif0, notif0, bufif1, notif1
- Transistors
 - ◆ nmos, pmos, cmos, (unidirectional switches)
 - ◆ rnm, rp, rcm (strength reduction of unidirectional switches)
 - ◆ tran, rtran, tranif0, rtranif0, tranif1, rtranif1 (bi-directional switches with their strength reduction equivalents)

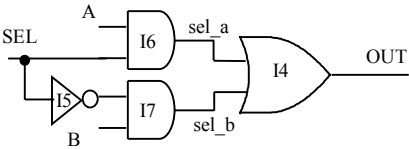
Structural Model

```
module mux(OUT, A, B, SEL);
  output OUT;
  input A,B,SEL;
  not I5 (sel_n, SEL);
  and I6 (sel_a, A, SEL);
  and I7 (sel_b, sel_n, B);
  or I4 (OUT, sel_a, sel_b);
endmodule
```

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MUX



AND, OR, XOR, etc primitives can have any number of inputs.

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Two Muxes

```
module mux2(OUT, A, B, SEL);
  output [1:0] OUT;
  input [1:0] A,B;
  input SEL;

  mux hi (OUT[1], A[1], B[1], SEL);
  mux lo (OUT[0], A[0], B[0], SEL);

endmodule
```

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Wires

- Wire declarations are used in structural models to connect instance pins that are not connected to ports
 - ◆ wire sum; // one bit wire
 - ◆ wire [7:0] d, e, f; // three 8-bit vectors
- A vector is a wire wider than 1 bit
- Different wire types available
 - ◆ supply1, supply0 - always '1', always '0' with a strength of 'supply'.
 - ◆ wand - wired and
 - ◆ wor - wired or
 - ◆ tri1 - wire with built in pullup
 - ◆ tri0 - wire with built in pulldown
 - ◆ trireg - storage node for switch-level modeling

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Drive Strengths

- 8 different drive strengths
 - ◆ 0 to 7, 0 is weakest, 7 is highest
- Drive table
 - ◆ 0 (highz0, highz) high impedance
 - ◆ 1 (-, -) small capacitor
 - ◆ 2 (-, -) medium capacitor
 - ◆ 3 (weak0, weak1) weak drive
 - ◆ 4 (-, -) large capacitor
 - ◆ 5 (pull0, pull1) pull drive
 - ◆ 6 (strong0, strong1) strong drive
 - ◆ 7 (supply1, supply0) supply drive
- Default drive is 'strong'.

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Using Drive Strengths, Delays in Primitives

- Nand gate with open drain output
 - ◆ nand (strong0, highz1) G0 (y, a, b)
- Wimpy buffer
 - ◆ buff (weak1, weak0) #6 G1 (out, in)
 - ◆ Note that this buffer output has a delay of 6 units
- Delays on primitive outputs can specified as (rise, fall, turnoff). Only use turnoff if output can go to 'z' value
 - ◆ and #(3,2) a(c, w, z); rise/fall delay
- Delays can also have (min:typ:max) values
 - ◆ bufif0 #(2:3:4, 1:2:3, 3:4:5) b2 (f, e, d)
 - ◆ Note that each rising, falling, turnoff delay has min, typical, maximum values.

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Time Units specified in Module

```
`timescale 1ns / 100ps
module mod1;
    // #1.1 in this module = 1.1 ns
endmodule

`timescale 100ps / 1ps
module mod2;
    // #2 in this module = 200 ps
endmodule;
```

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User Defined Primitives (UDP)

Use truthables to describe module behavior. Below is a MUX description:

```
primitive pmux( y, sel, a, b );
output y;
input sel, a, b;
table
// s a b : y;
0 0 ? : 0;
0 1 ? : 1;
1 ? 0 : 0;
1 ? 1 : 1;
endtable
endprimitive
```

UDP table symbols: '1', '0', 'x' (unknown), '?' (matches 0, 1, x)
If a set of inputs is not covered by a line in the table, output is unknown.

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UDP for D Flip-Flop

```
primitive dff(q,clk,d);
output q;
reg q;
input clk, d;
table
// c d : q : q+
r 0 : ? : 0;
r 1 : ? : 1;
f ? : ? : -; // no change on falling clock
? * : ? : -; // no change on steady clock
endtable
endprimitive
```

Sequential UDP table symbols: 'r' (rising), 'f' (falling),
'*' (any change), '-' (output remains unchanged).

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UDP misc

- Only 1 output allowed, max of 10 inputs
- Cannot use 'z' in input table
- UDP instances just like module instance declarations
 - ◆ output must come first followed by input names
- In a sequential UDP, all transitions that do not affect the output must be specified, or output goes to 'x'
 - ◆ Input transitions and their effect on the output must be fully specified

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Parameterized MUX

```
module nmux4(a,b,c,d,sel,y);
// Parameterized n bit wide 4 to 1 mux.
parameter size = 32; // default to 32 bits
input [size-1 : 0] a,b,c,d;
input [1:0] sel;
output [size-1 :0] y;
reg [size-1 :0] y;

always @(a or b or c or d or sel)
  case (sel)
    0 : y = a;
    1 : y = b;
    2 : y = c;
    3 : y = d;
    default : y = 'bx;
    // will automatically size to fit
  endcase

endmodule
```

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TestBench

```
module test_adder;
reg [7:0] a,b;
reg carry_in ;
wire [7:0] sum;
wire carry_out;

adder8 dut(carry_out, sum, a,b, carry_in);
// initial block always executed at time 0, only once
initial begin
  a = 0; b = 0; carry_in = 0;
  # 100 if (sum != 0) begin
    $display("sum is wrong");
    $finish; // 'finish' causes simulator exit
  end

  a = 1; b = 0; carry_in = 0;
  # 100 if (sum != 1) begin
    $display("sum is wrong");
    $finish;
  end
end
$finish
end
endmodule
```

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Verilog Strengths

- Built in primitives for gate level, switch level modeling
 - ◆ UDPs nice, compact method for specifying custom gate behavior
 - ◆ Built-in strength system, multi-valued logic system
 - ◆ Delay system with rising/falling/turnoff with max/min/typical values
- Also has a defined interface for calling modules written in other programming languages such as 'C'
 - ◆ helps offset weakness in high level modeling

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Verilog Weaknesses

- Not well suited for complex, high level modeling
 - ◆ No user defined type definition
 - ◆ No concept of libraries, packages, configurations
 - ◆ No 'generate' statement - can't build parameterized structural models
 - ◆ No complex types above a two-dimensional array

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Bottom Line

- Usually a company is either all Verilog or all VHDL
 - ◆ Most VLSI companies (US) use Verilog
 - ◆ Texas Instruments, Intel use VHDL - most European companies use VHDL
- Model Tech supports mixed Verilog/VHDL models
 - ◆ Would be nice to have low level blocks specified in Verilog, high level blocks in VHDL
- Extensions to both Verilog and VHDL for analog simulation (mixed signal) are in the works.

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