Introduction to Verilog (Combinational Logic)

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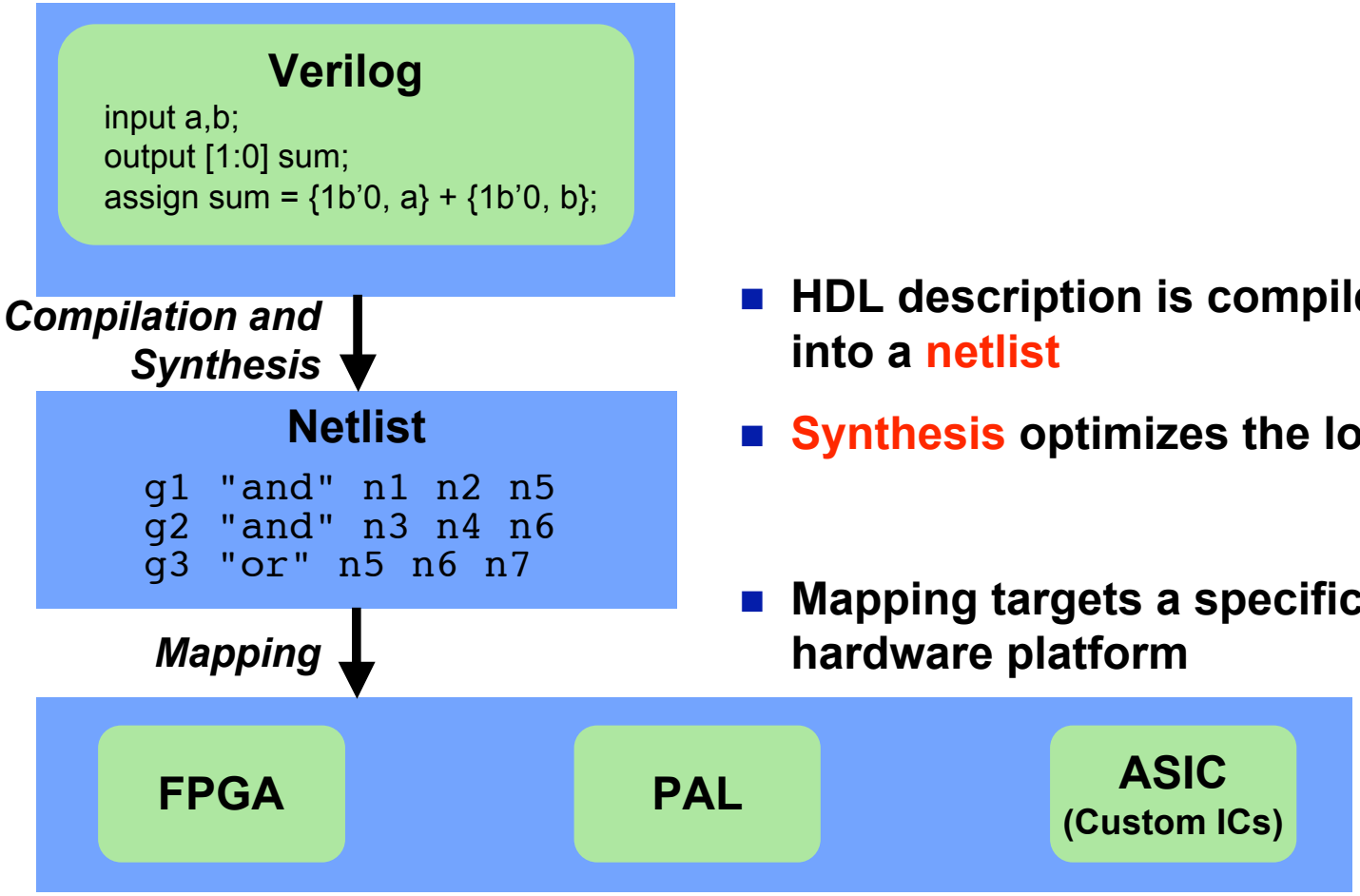
Verilog References:

• **Samir Palnitkar, *Verilog HDL*, Pearson Education (2nd edition).**
• **Donald Thomas, Philip Moorby, *The Verilog Hardware Description Language*, Fifth Edition, Kluwer Academic Publishers.**
• **J. Bhasker, *Verilog HDL Synthesis (A Practical Primer),* Star Galaxy Publishing**

Synthesis and HDLs

- **Hardware description language (HDL) is a convenient, device-independent representation of digital logic**



- **HDL description is compiled into a netlist**
- **Synthesis optimizes the logic**
- **Mapping targets a specific hardware platform**

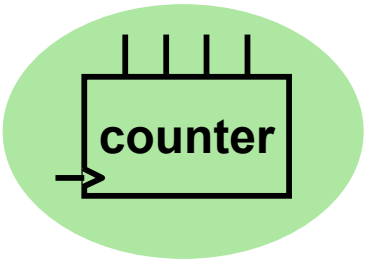
Synthesis and Mapping for FPGAs

- **Infer macros: choose the FPGA macros that efficiently implement various parts of the HDL code**

```
...
always @ (posedge clk)
begin
    count <= count + 1;
end
...
```

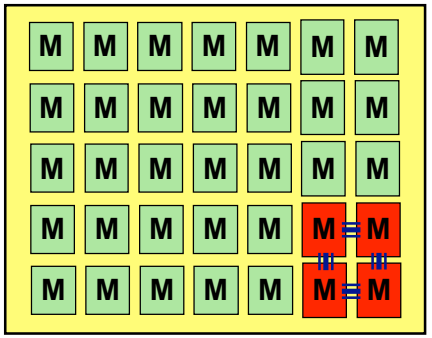
HDL Code

"This section of code looks like a counter. My FPGA has some of those..."



Inferred Macro

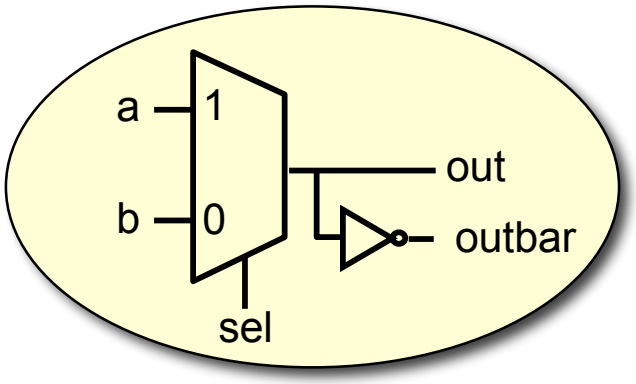
- **Place-and-route: with area and/or speed in mind, choose the needed macros by location and route the interconnect**



"This design only uses 10% of the FPGA. Let's use the macros in one corner to minimize the distance between blocks."

Verilog: The Module

- Verilog designs consist of interconnected modules.
- A module can be an element or collection of lower level design blocks.
- A simple module with combinational logic might look like this:



$$Out = sel \bullet a + \overline{sel} \bullet b$$

2-to-1 multiplexer with inverted output

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
// This is 2:1 multiplexor
  input a, b, sel;
  output out, outbar;
  assign out = sel ? a : b;
  assign outbar = ~out;
endmodule
```

Declare and name a module; list its ports. Don't forget that semicolon.

Comment starts with //
Verilog skips from // to end of the line

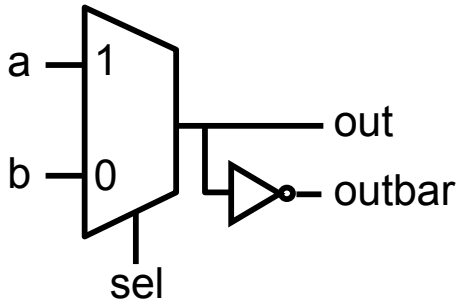
Specify each port as input, output, or inout

Express the module's behavior.
Each statement executes in parallel; order does not matter.

Conclude the module code.

Continuous (Dataflow) Assignment

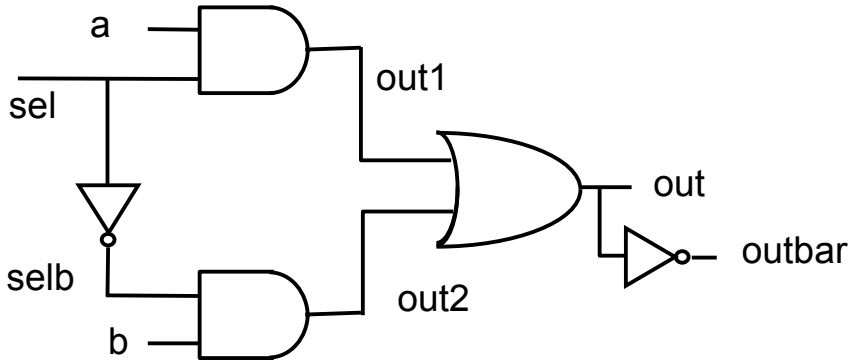
```
module mux_2_to_1(a, b, out,
                  outbar, sel);

  input a, b, sel;
  output out, outbar;

  assign out = sel ? a : b;
  assign outbar = ~out;

endmodule
```



- Continuous assignments use the `assign` keyword
- A simple and natural way to represent combinational logic
- Conceptually, the right-hand expression is continuously evaluated as a function of arbitrarily-changing inputs…just like dataflow
- The target of a continuous assignment is a net driven by combinational logic
- Left side of the assignment must be a scalar or vector net or a concatenation of scalar and vector nets. It can't be a scalar or vector register (*discussed later*). Right side can be register or nets
- Dataflow operators are fairly low-level:
  - Conditional operator: (conditional_expression) ? (value-if-true) : (value-if-false);
  - Boolean logic: ~, &, |, ^
  - Arithmetic: +, -, *
- Nested conditional operator (4:1 mux)
  - `assign out = s1 ? (s0 ? i3 : i2) : (s0? i1 : i0);`

Gate Level Description

```
module muxgate (a, b, out, outbar, sel);
  input a, b, sel;
  output out, outbar;
  wire out1, out2, selb;

  and a1 (out1, a, sel);
  not i1 (selb, sel);
  and a2 (out2, b , selb);
  or o1 (out, out1, out2);
  assign outbar = ~out;
endmodule
```



- Verilog supports basic logic gates as primitives
  - `and, nand, or, nor, xor, xnor, not, buf`
  - can be extended to multiple inputs: e.g., `nand` nand3in (out, in1, in2,in3);
  - `bufif1` and `bufif0` are tri-state buffers
- Net represents connections between hardware elements. Nets are declared with the keyword `wire`.

Procedural Assignment with `always`

- Procedural assignment allows an alternative, often higher-level, behavioral description of combinational logic
- Two structured procedural statements: `initial` and `always`
- Supports richer, C-like control structures such as `if`, `for`, `while`, `case`

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
  input a, b, sel;
  output out, outbar;

  reg out, outbar;

  always @ (a or b or sel)
  begin
    if (sel) out = a;
    else out = b;

    outbar = ~out;
  end
endmodule
```

Exactly the same as before.

Anything assigned in an `always` block must *also* be declared as type `reg` (next slide)

Conceptually, the `always` block runs *once* whenever a signal in the sensitivity list changes value

Statements within the `always` block are executed sequentially. Order matters!

Surround multiple statements in a single `always` block with `begin/end`.

Verilog Registers

- In digital design, registers represent memory elements (we will study these in the next few lectures)
- Digital registers need a clock to operate and update their state on certain phase or edge
- Registers in Verilog should not be confused with hardware registers
- In Verilog, the term register (`reg`) simply means a variable that can hold a value
- Verilog registers don't need a clock and don't need to be driven like a net. Values of registers can be changed anytime in a simulation by assigning a new value to the register

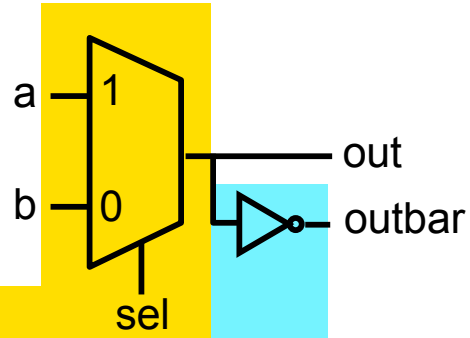
Mix-and-Match Assignments

- Procedural and continuous assignments can (and often do) co-exist within a module
- Procedural assignments update the value of `reg`. The value will remain unchanged till another procedural assignment updates the variable. This is the main difference with continuous assignments in which the right hand expression is constantly placed on the left-side

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
  input a, b, sel;
  output out, outbar;
  reg out;

  always @ (a or b or sel)
  begin
    if (sel) out = a;
    else out = b;
  end

  assign outbar = ~out;

endmodule
```

procedural description

continuous description



The `case` Statement

- `case` and `if` may be used interchangeably to implement conditional execution within `always` blocks
- `case` is easier to read than a long string of `if...else` statements

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
  input a, b, sel;
  output out, outbar;
  reg out;

  always @ (a or b or sel)
  begin
    if (sel) out = a;
    else out = b;
  end

  assign outbar = ~out;

endmodule
```

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
  input a, b, sel;
  output out, outbar;
  reg out;

  always @ (a or b or sel)
  begin
    case (sel)
      1'b1: out = a;
      1'b0: out = b;
    endcase
  end

  assign outbar = ~out;

endmodule
```

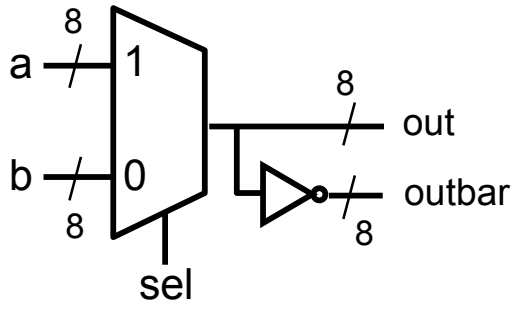
Note: cases should be exhaustive otherwise you'll get unexpected behavior! More about this in a few slides…

Note: Number specification notation: <size>'<base><number> (4'b1010 if a 4-bit binary value, 16'h6cda is a 16 bit hex number, and 8'd40 is an 8-bit decimal value)

The Power of Verilog: *n*-bit Signals

- **Multi-bit signals and buses are *easy* in Verilog.**
- **2-to-1 multiplexer with *8-bit operands*:**

```
module mux_2_to_1(a, b, out,
                  outbar, sel);
  input[7:0] a, b;
  input sel;
  output[7:0] out, outbar;
  reg[7:0] out;

  always @ (a or b or sel)
  begin
    if (sel) out = a;
    else out = b;
  end

  assign outbar = ~out;

endmodule
```



Concatenate signals using the { } operator

```
assign {b[7:0],b[15:8]} = {a[15:8],a[7:0]};
```

effects a byte swap

The Power of Verilog: Integer Arithmetic

- **Verilog's built-in arithmetic makes a 32-bit adder easy:**

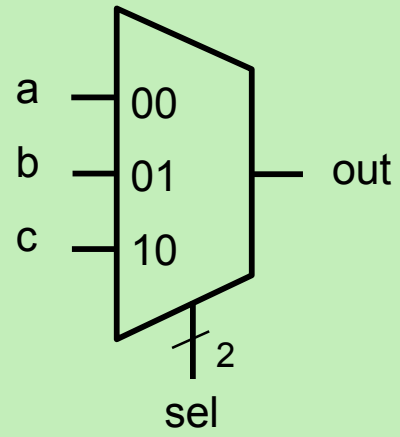
```
module add32(a, b, sum);
  input[31:0] a,b;
  output[31:0] sum;
  assign sum = a + b;
endmodule
```

- **A 32-bit adder with carry-in and carry-out:**

```
module add32_carry(a, b, cin, sum, cout);
  input[31:0] a,b;
  input cin;
  output[31:0] sum;
  output cout;
  assign {cout, sum} = a + b + cin;
endmodule
```

Dangers of Verilog: Incomplete Specification

Goal:



3-to-1 MUX
('11' input is a don't-care)

Proposed Verilog Code:

```
module maybe_mux_3to1(a, b, c,
                      sel, out);
  input [1:0] sel;
  input a,b,c;
  output out;
  reg out;

  always @(a or b or c or sel)
  begin
    case (sel)
      2'b00: out = a;
      2'b01: out = b;
      2'b10: out = c;
    endcase
  end
endmodule
```

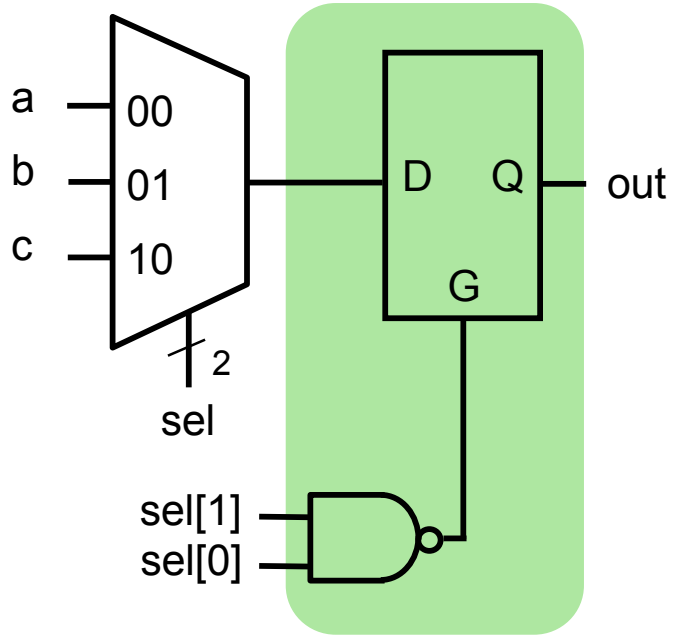
Is this a 3-to-1 multiplexer?

Incomplete Specification Infers Latches

```
module maybe_mux_3to1(a, b, c,
                      sel, out);
  input [1:0] sel;
  input a,b,c;
  output out;
  reg out;

  always @(a or b or c or sel)
  begin
    case (sel)
      2'b00: out = a;
      2'b01: out = b;
      2'b10: out = c;
    endcase
  end
endmodule
```

if `out` is not assigned during any pass through the always block, then the previous value must be retained!

Synthesized Result:



- **Latch memory "latches" old data when G=0 (we will discuss latches later)**
- **In practice, we almost *never* intend this**

Avoiding Incomplete Specification

- Precede all conditionals with a default assignment for all signals assigned within them…

```
always @(a or b or c or sel)
  begin
    out = 1'bx;
    case (sel)
      2'b00: out = a;
      2'b01: out = b;
      2'b10: out = c;
    endcase
  end
endmodule
```

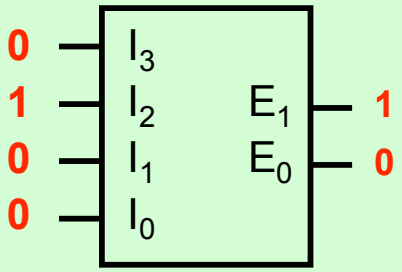
```
always @(a or b or c or sel)
  begin
  case (sel)
      2'b00: out = a;
      2'b01: out = b;
      2'b10: out = c;
      default: out = 1'bx;
    endcase
  end
endmodule
```

- …or, fully specify all branches of conditionals and assign all signals from all branches
  - For each `if`, include `else`
  - For each `case`, include `default`

Dangers of Verilog: Priority Logic

Goal:

4-to-2 Binary Encoder



I_3 I_2 I_1 I_0	E_1 E_0
0 0 0 1	0 0
0 0 1 0	0 1
0 1 0 0	1 0
1 0 0 0	1 1
all others	X X

Proposed Verilog Code:

```
module binary_encoder(i, e);
  input [3:0] i;
  output [1:0] e;
  reg e;

  always @(i)
  begin
    if (i[0]) e = 2'b00;
    else if (i[1]) e = 2'b01;
    else if (i[2]) e = 2'b10;
    else if (i[3]) e = 2'b11;
    else e = 2'bxx;
  end
endmodule
```

What is the resulting circuit?

Priority Logic

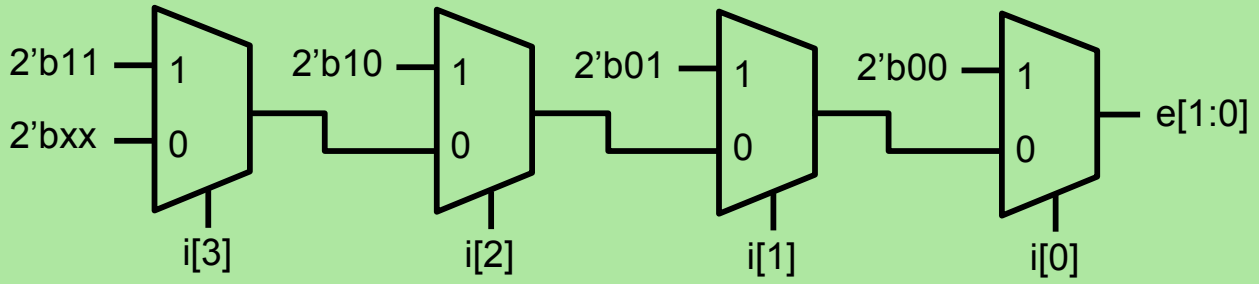
Intent: **if more than one input is 1, the result is a don't-care.**

I_3 I_2 I_1 I_0	E_1 E_0
0 0 0 1	0 0
0 0 1 0	0 1
0 1 0 0	1 0
1 0 0 0	1 1
all others	X X

Code: **if i[0] is 1, the result is 00 regardless of the other inputs.** ***i[0] takes the highest priority.***

```
if (i[0]) e = 2'b00;
else if (i[1]) e = 2'b01;
else if (i[2]) e = 2'b10;
else if (i[3]) e = 2'b11;
else e = 2'bxx;
end
```

Inferred Result:



- **`if-else` and `case` statements are interpreted very literally! Beware of unintended priority logic.**

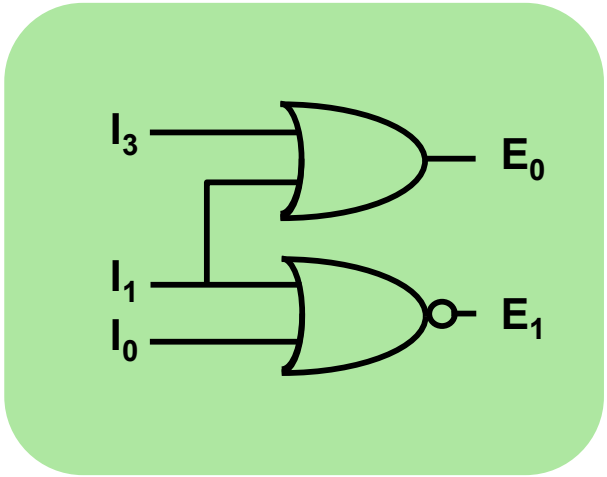
Avoiding (Unintended) Priority Logic

- Make sure that `if-else` and `case` statements are *parallel*
  - If mutually exclusive conditions are chosen for each branch...
  - ...then synthesis tool can generate a simpler circuit that evaluates the branches in parallel

Parallel Code:

```
module binary_encoder(i, e);
  input [3:0] i;
  output [1:0] e;
  reg e;

  always @(i)
  begin
    if (i == 4'b0001) e = 2'b00;
    else if (i == 4'b0010) e = 2'b01;
    else if (i == 4'b0100) e = 2'b10;
    else if (i == 4'b1000) e = 2'b11;
    else e = 2'bxx;
  end
endmodule
```

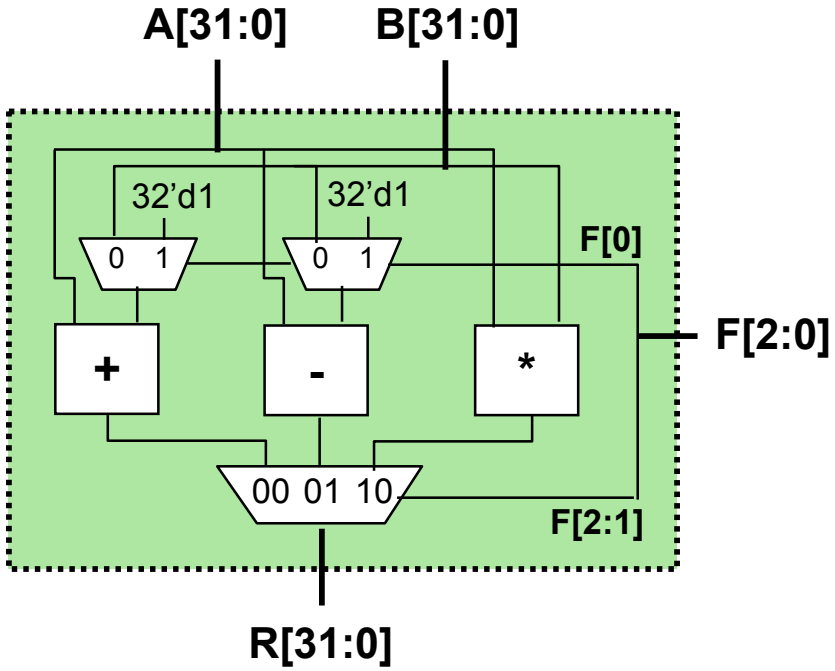
Minimized Result:



Interconnecting Modules

- Modularity is essential to the success of large designs
- A Verilog `module` may contain submodules that are "wired together"
- High-level primitives enable direct synthesis of behavioral descriptions (functions such as additions, subtractions, shifts (<< and >>), etc.

Example: A 32-bit ALU



Function Table

F2	F1	F0	Function
0	0	0	A + B
0	0	1	A + 1
0	1	0	A - B
0	1	1	A - 1
1	0	X	A * B

Module Definitions

2-to-1 MUX

```
module mux32two(i0,i1,sel,out);
input [31:0] i0,i1;
input sel;
output [31:0] out;

assign out = sel ? i1 : i0;

endmodule
```

3-to-1 MUX

```
module mux32three(i0,i1,i2,sel,out);
input [31:0] i0,i1,i2;
input [1:0] sel;
output [31:0] out;
reg [31:0] out;

always @ (i0 or i1 or i2 or sel)
begin
  case (sel)
    2'b00: out = i0;
    2'b01: out = i1;
    2'b10: out = i2;
    default: out = 32'bx;
  endcase
end
endmodule
```

32-bit Adder

```
module add32(i0,i1,sum);
input [31:0] i0,i1;
output [31:0] sum;

assign sum = i0 + i1;

endmodule
```

32-bit Subtracter

```
module sub32(i0,i1,diff);
input [31:0] i0,i1;
output [31:0] diff;

assign diff = i0 - i1;

endmodule
```

16-bit Multiplier

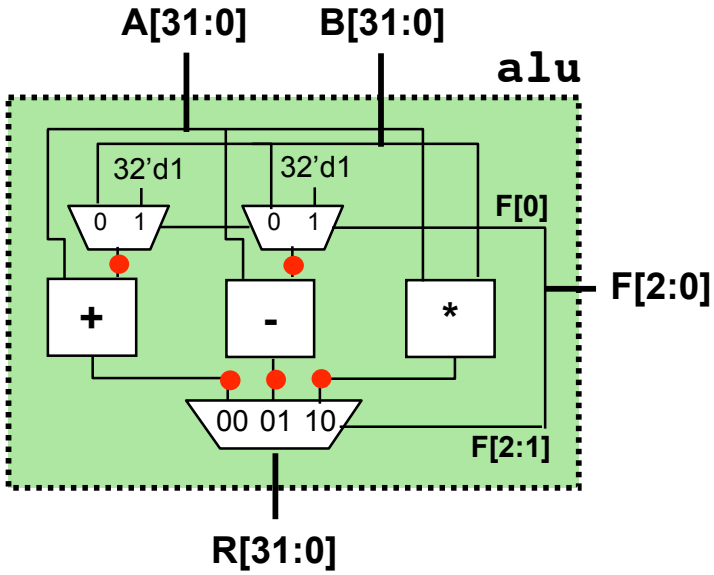
```
module mul16(i0,i1,prod);
input [15:0] i0,i1;
output [31:0] prod;

// this is a magnitude multiplier
// signed arithmetic later
assign prod = i0 * i1;

endmodule
```

Top-Level ALU Declaration

- **Given submodules:**

```
module mux32two(i0,i1,sel,out);
module mux32three(i0,i1,i2,sel,out);
module add32(i0,i1,sum);
module sub32(i0,i1,diff);
module mul16(i0,i1,prod);
```

- **Declaration of the ALU Module:**




```
module alu(a, b, f, r);
  input [31:0] a, b;
  input [2:0] f;
  output [31:0] r;

  wire [31:0] addmux_out, submux_out;
  wire [31:0] add_out, sub_out, mul_out;

  mux32two   adder_mux(b, 32'd1, f[0], addmux_out);
  mux32two   sub_mux(b, 32'd1, f[0], submux_out);
  add32      our_adder(a, addmux_out, add_out);
  sub32      our_subtracter(a, submux_out, sub_out);
  mul16      our_multiplier(a[15:0], b[15:0], mul_out);
  mux32three output_mux(add_out, sub_out, mul_out, f[2:1],
r);

endmodule
```

intermediate output nodes

module names

(unique) instance names

corresponding wires/regs in module alu

More on Module Interconnection

- **Explicit port naming allows port mappings in arbitrary order: better scaling for large, evolving designs**

  Given Submodule Declaration:

```
module mux32three(i0,i1,i2,sel,out);
```

  Module Instantiation with Ordered Ports:

```
mux32three output_mux(add_out, sub_out, mul_out, f[2:1], r);
```

  Module Instantiation with Named Ports:

```
mux32three output_mux(.sel(f[2:1]), .out(r), .i0(add_out),
                      .i1(sub_out), .i2(mul_out));
```

  submodule's port name

  corresponding wire/reg in outer module

- **Built-in Verilog gate primitives may be instantiated as well**
  - **Instantiations may omit instance name and must be ordered:**

```
buf(out1,out2,...,outN, in); and(in1,in2,...inN,out);
```

Useful Boolean Operators

- **Bitwise operators perform bit-sliced operations on vectors**
  - **~(4'b0101) = {~0,~1,~0,~1} = 4'b1010**
  - **4'b0101 & 4'b0011 = 4'b0001**
- **Logical operators return one-bit (true/false) results**
  - **!(4'b0101) = ~1 = 1'b0**
- **Reduction operators act on each bit of a single input vector**
  - **&(4'b0101) = 0 & 1 & 0 & 1 = 1'b0**
- **Comparison operators perform a Boolean test on two arguments**

Bitwise

~a	NOT
a & b	AND
a | b	OR
a ^ b	XOR
a ~^ b	XNOR

Logical

!a	NOT
a && b	AND
a || b	OR

Reduction

&a	AND
~&	NAND
|	OR
~|	NOR
^	XOR

Comparison

a < b a > b a <= b a >= b	Relational
a == b a != b	[in]equality returns x when x or z in bits. Else returns 0 or 1
a === b a !== b	case [in]equality returns 0 or 1 based on bit by bit comparison

Note distinction between ~a and !a

Summary

- Multiple levels of description: behavior, dataflow, logic and switch (not used in 6.111)
- Gate level is typically not used as it requires working out the interconnects
- Continuous assignment using `assign` allows specifying dataflow structures
- Procedural Assignment using `always` allows efficient behavioral description. Must carefully specify the sensitivity list
- Incomplete specification of `case` or `if` statements can result in non-combinational logic
- Verilog registers (`reg`) is not to be confused with a hardware memory element
- Modular design approach to manage complexity