

FPGA Design Challenge

Techkriti 2013

Digital Logic Design using Verilog

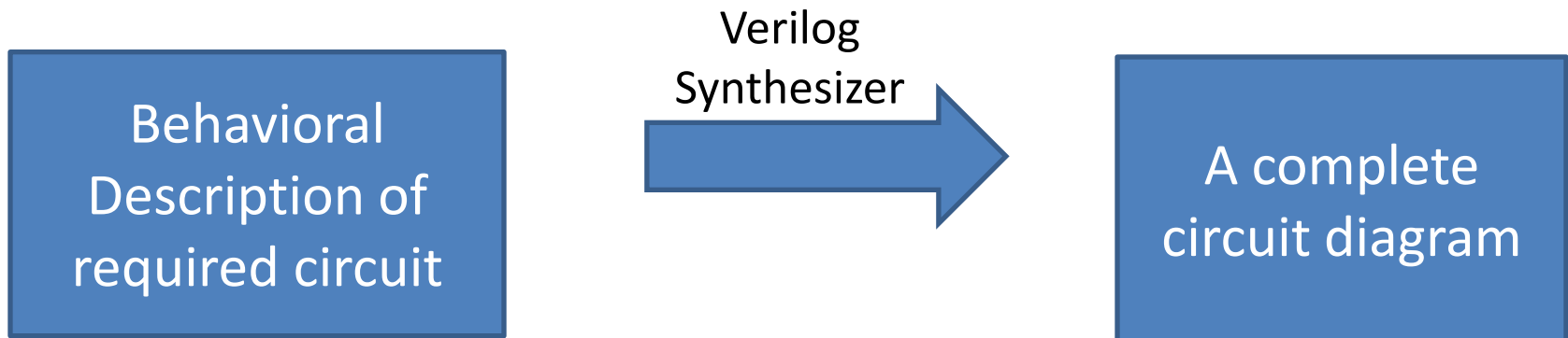
Part 1

By

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Introduction

- Verilog: A Hardware Description Language
 - mostly describes a digital circuit
- Motivation for such a language
- Adds a level of abstraction in digital design
- Basic Idea:

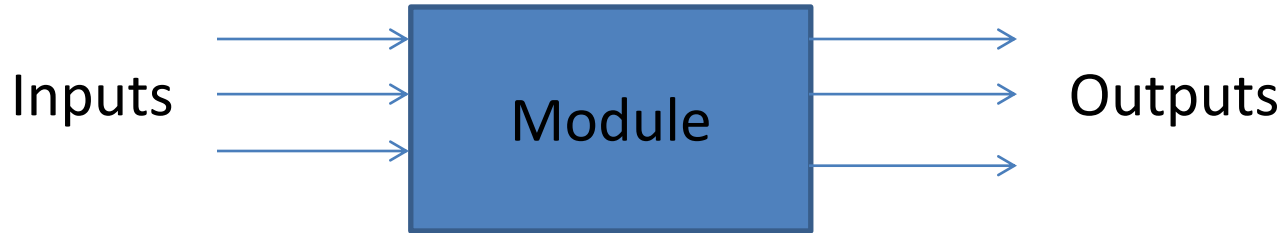


Introduction to Verilog

- Data types?
 - Yes, called Drivers in Verilog
- Drivers: wire and register
 - Wire: Connects to points in circuit – wire clk
 - Register (reg) : Stores values – reg A
- Arrays?
 - wire [31:0] in
 - reg [16:0] bus

Modules

- Modules are like 'Black boxes'.



- Example: Inverter

```
module Inverter(  
    input wire A,  
    output wire B  
);  
    assign B = ~A;  
endmodule
```

Note:

Input and Output ports of the module should be specified.

Combinational Circuits

- Combinational circuits are **acyclic** interconnections of gates.
 - And, Or, Not, Xor, Nand, Nor
 - Multiplexers, Decoders, Encoders
 - Adders, Multipliers
- How are these gates, muxs etc. abstracted in Verilog?
 - Gates, Add, Multiply ... : by simple operators like in C
 - Multiplexers ... : by control statements like if-else, case, etc.
- Gate level implementation of above high level operators done by Verilog synthesizer.

Some Operators

Arithmetic	*	Multiply
	/	Division
	+	Add
	-	Subtract
	%	Modulus
	+	Unary plus
	-	Unary minus
Logical	!	Logical negation
	&&	Logical and
		Logical or
Relational	>	Greater than
	<	Less than
	==	Equality
Shift	>>	Right shift
	<<	Left shift

Control Statements

- if-else, case :
 - Exactly like C.
 - *Hardware view*: implemented using multiplexers
- for loops, repeat:
 - for-loops are synthesizable only if length of iteration is determined at compile time & finite.
 - repeat -similar to for loop.
 - *Hardware view*: All loops are unrolled during synthesis.

Syntax-Control Statements

```
for (i = 0; i < n; i = i + 1)
begin
    .....
end
```

```
case(address)
0 : .....
1 : .....
2 : .....
default : .....
endcase
```

```
if ( ..... )
begin
    .....
end
else begin
    .....
end
```

```
repeat (18)
begin
    .....
end
```


assign statement

- Continuous assignment statement.
- Used for modeling only combinational logic.

```
module BusInverter(  
    input wire A,  
    output wire B  
);  
    assign B = ~A;  
endmodule
```

- Basically B is shorted to $\sim A$.
- RHS should have variable of wire type.

Example-1 bit Full Adder

```
module full_adder(  
    input wire a,  
    input wire b,  
    input wire cin,  
    output wire sum,  
    output wire carry  
);  
    assign sum = a & ~b & ~cin | ~a  
& b & ~cin | ~a & ~b & cin | a & b &  
cin;  
    assign carry = a & b | a & cin | b  
& cin;  
endmodule
```

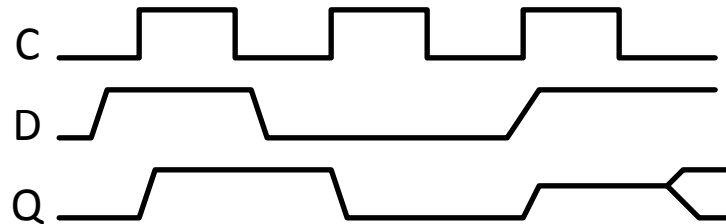
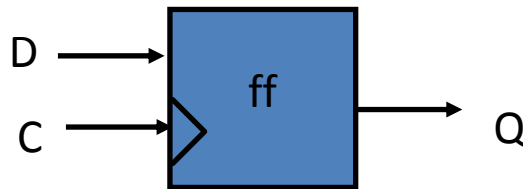
Gate Level Description

```
module full_adder(  
    input wire a,  
    input wire b,  
    input wire cin,  
    output wire sum,  
    output wire carry  
);  
    assign { carry, sum } = a+b+cin;  
endmodule
```

Behavioral Description

Sequential Circuits

- Circuits containing state elements are called *sequential circuits*.
- The simplest synchronous state element: Edge-Triggered D Flip-Flop



- How do you implement such an element in Verilog?

always@ Block

- It is an abstraction provided in Verilog to mainly implement sequential circuits.
- Also used for combinational circuits.

- Structure of always block:

```
always @(#sensitivity list#)
begin
    ..... //No assign statements inside always@
end
```

- Execution of always block depends on the sensitivity list.

The Sensitivity List

- Run continuously. (mostly used in Test Benches)
always
- Run when any variable changes its value.
always @(*) //for combinational ckts
- Run when the variables `a' or `b' change their value.
always @(a, b)
- Run when a positive edge is detected on CLK.
always @(posedge CLK) //for sequential ckts

initial block

- An initial block is executed only once when simulation starts
- This is useful in writing test benches
- If we have multiple initial blocks, then all of them are executed at the beginning of simulation

Example- Counter

```
module Counter(  
    input wire CLK,  
    output reg [31:0] OUT  
);  
    initial  
        OUT <= 0;  
    always @(posedge CLK)  
        OUT <= OUT + 1;  
endmodule
```

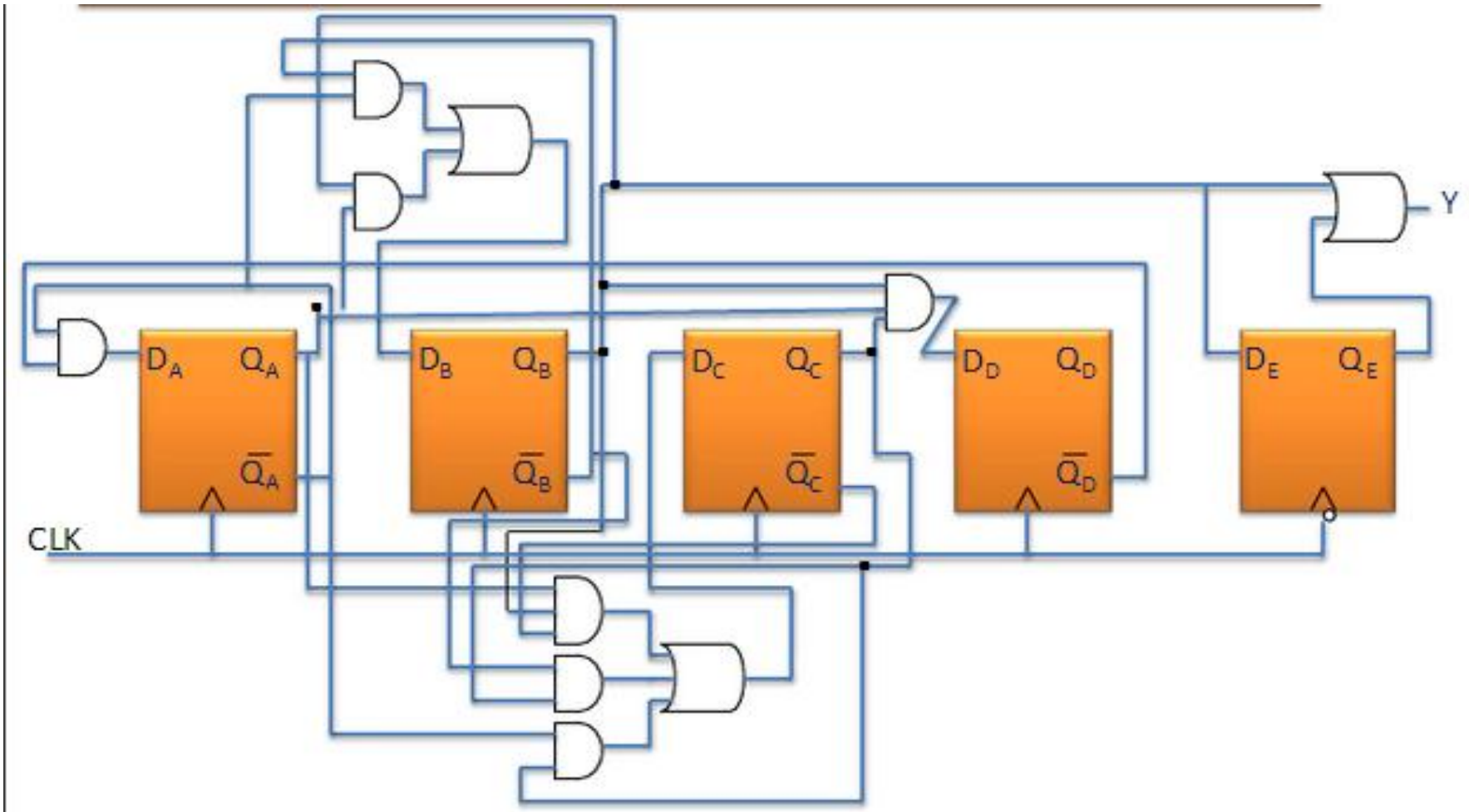
Note the '<=' sign for register assignment

Divide by 9 counter In Verilog

```
module Counter(  
    input wire CLK,  
    output reg [4:0] OUT  
);  
    initial  
        OUT <= 4'b0;  
    always @(posedge CLK)  
    begin  
        if(OUT==4'b1000)  
            OUT <= 4'b0;  
        else  
            OUT <= OUT + 1;  
    end  
endmodule
```


Divide by 9 counter

By hand analysis



Designing this is messy!

Blocking and Non-Blocking Statements

- Non-blocking assignments happen in parallel.

```
always @ ( #sensitivity list # ) begin
```

```
    B <= A ;
```

```
    C <= B ;
```

```
(A,B) = (1,2) -> (B,C) = (1,2)
```

```
end
```

- Blocking assignments happen sequentially.

```
always @ ( #sensitivity list # ) begin
```

```
    B = A ;
```

```
    C = B ;
```

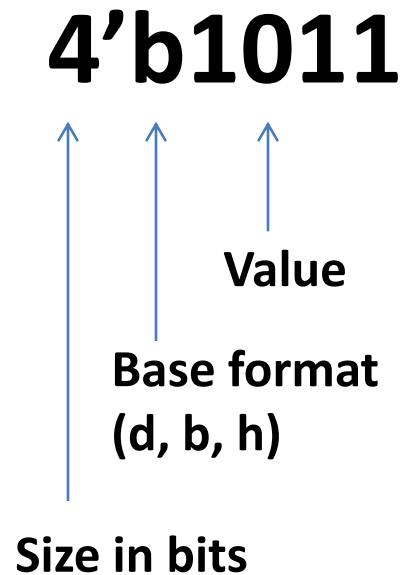
```
(A,B) = (1,2) -> (B,C) = (1,1)
```

```
end
```

Points to Note

- Use always@(*) block with blocking assignments for combinational circuits.
- Use always@(posedge CLK) block with non-blocking assignments for sequential circuits.
- Do not mix blocking and non-blocking assignments.

Extras- Bit Literals



- If no size given, number is assumed to be 32 bits.
- If <size> is smaller than value
 - MSB of value truncated
- If <size> is greater than value
 - MSB of 'value' filled with zeros
- e.g. - hexadecimal: 4'hB
- If no base given, number assumed to be decimal. e.g. - 11

More to come

- Parameterized Modules
- Modular Circuits
- Test Benches
- FPGA Design Challenge, Techkriti 13
 - Problem Statement Discussion

Questions?