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CS61C : Machine Structures

**Lecture 24 –
Verilog I**

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We shut out AZ 38-0!! ⇒

Football team continues to roll!

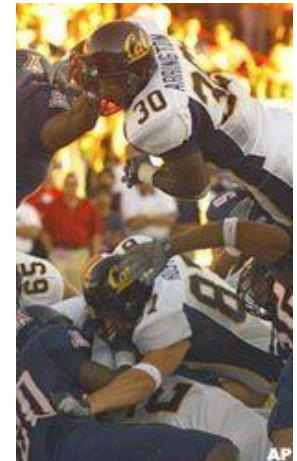
The #7 Bears shut out Arizona in a rout. McArthur had 6 catches for 94 yards, breaking the school record for career yards with 2,768.

Rodgers threw three first-half touchdowns, J. J. Arrington topped 100 yards for 6th

consec. game. At #23 ASU (3-1,6-1) Sat.

calbears.com

Garcia, Fall 2004 © UCB



Verilog Overview (1/3)

- **A Hardware Description Language (HDL) for describing & testing logic circuits.**
 - **text based way to talk about designs**
 - **easier to simulate before silicon**
 - **translate into silicon directly**
- **No sequential execution, normally hardware just “runs” continuously.**
- **Verilog: A strange version of C, with some changes to account for time**
 - **VHDL is alternative; similar and can pick it up easily. Verilog simpler to learn!**



Verilog Overview (2/3)

- Verilog description composed of modules:

```
module Name ( port list ) ;
```

```
    Declarations and Statements;
```

```
endmodule
```

- Modules can have instantiations of other modules, or use primitives supplied by language
- Note that Verilog varies from C syntax, borrowing from Ada programming language at times (endmodule)



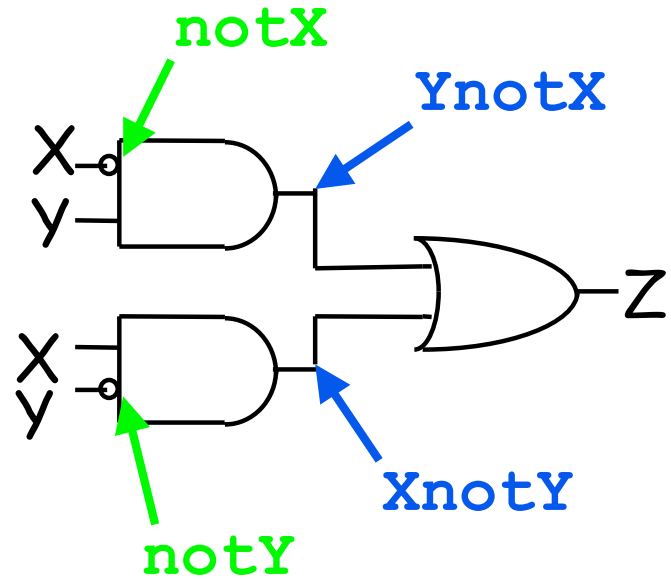
Verilog Overview (3/3)

- Verilog has 2 basic modes
 1. **Structural composition**: describes that structure of the hardware components, including how ports of modules are connected together
 - module contents are builtin gates (`and`, `or`, `xor`, `not`, `nand`, `nor`, `xnor`, `buf`) or other modules previously declared
 2. **Behavioral**: describes what should be done in a module
 - module contents are C-like assignment statements, loops



Example: Structural XOR (xor built-in, but..)

```
module xor(X, Y, Z);  
  input X, Y;  which "ports" input, output  
  output Z;    Default is 1 bit wide data  
  wire notX, notY, "ports" connect components  
        XnotY, YnotX;  
  not  
    (notX, X),  
    (notY, Y);  
  and  
    (YnotX, notX, Y),  
    (XnotY, X, notY);  
  or  
    (Z, YnotX, XnotY);  
endmodule
```



Note: order of gates doesn't matter, since structure determines relationship



Example: Behavioral XOR in Verilog

```
module xorB(X, Y, Z);  
  input X, Y;  
  output Z;  
  reg Z;  
  always @ (X or Y)  
    Z = X ^ Y;  
endmodule
```

- **Unusual parts of above Verilog**

- “always @ (X or Y)” => whenever X or Y changes, do the following statement
- “reg” is only type of behavioral data that can be changed in assignment, so must redeclare Z



- **Default is single bit data types: X, Y, Z**

Verilog: replication, hierarchy

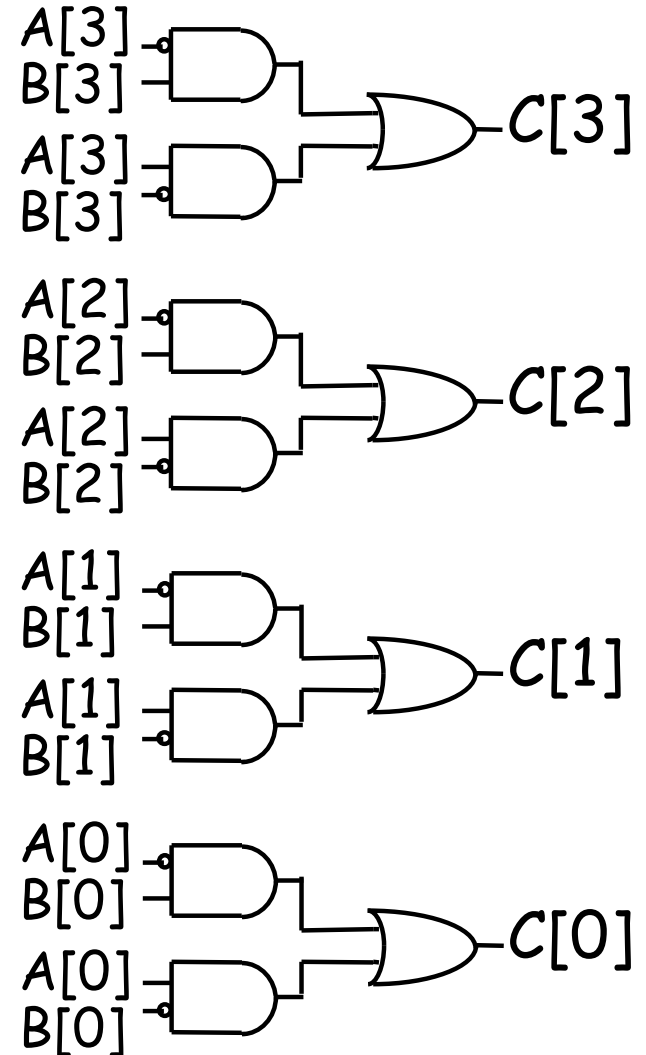
- **Often in hardware need many copies of an item, connected together in a regular way**
 - **Need way to name each copy**
 - **Need way to specify how many copies**
- **Specify a module with 4 XORs using existing module example**



Example: Replicated XOR in Verilog

```
module 4xor(A, B, C);  
  input[3:0] A, B;  
  output[3:0] C;  
  xorB My4XOR[3:0]  
    (.X(A), .Y(B), .Z(C) );  
endmodule
```

- **Note 1: can associate ports explicitly by name,**
 - (.X(A), .Y(B), .Z(C))
- **or implicitly by order (as in C)**
 - (A, B, C)
- **Note 2: must give a name to new instance of xors (My4XOR)**



Verilog big idea: Time

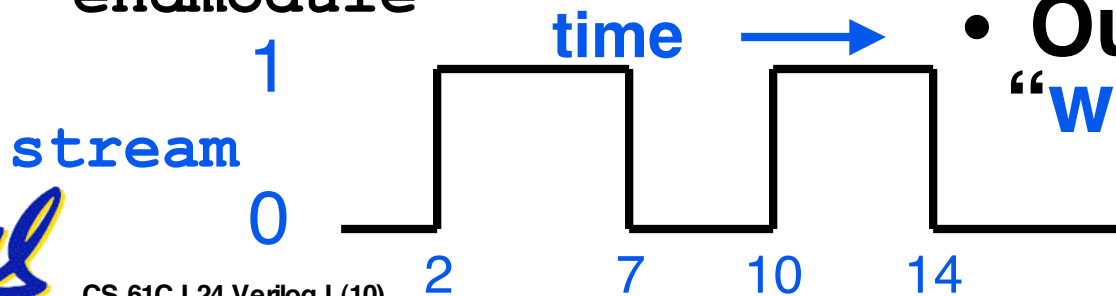
- Difference from normal prog. lang. is that time is part of the language
 - part of what trying to describe is **when** things occur, or **how long** things will take
- In both structural and behavioral Verilog, determine time with **#n** : event will take place in n time units
 - structural: `not #2 (notX, X)` says notX does not change until time advances 2 ns
 - behavioral: `Z = #2 A ^ B;` says Z does not change until time advances 2 ns
 - Default unit is nanoseconds; can change



Example:

```
module test(stream) ;
  output stream;
  reg stream;
  initial
  begin
    stream = 0;
    #2 stream = 1;
    #5 stream = 0;
    #3 stream = 1;
    #4 stream = 0;
  end
endmodule
```

- “Initial” means do this code once
- Note: Verilog uses begin ... end vs. { ... } as in C
- #2 stream = 1 means wait 2 ns before changing stream to 1



- Output called a “**waveform**”



Testing in Verilog

- Code above just defined a new module
- Need separate code to test the module (just like C/Java)
- Since hardware is hard to build, major emphasis on testing in HDL
- Testing modules called “**test benches**” in Verilog; like a bench in a lab dedicated to testing
- Can use time to say how things change



Testing Verilog

- **Create a test module that instantiates XOR:**

```
module testxor;  
    reg x, y, expected; wire z;  
    xor myxor(.x(x), .y(y), .z(z));  
    /* add testing code */  
endmodule
```

- **Syntax: declare registers, instantiate module.**



Testing continued

- Now we write code to try different inputs by assigning to registers:

...

```
initial
```

```
begin
```

```
    x=0; y=0; expected=0;
```

```
#10    y=1; expected=1;
```

```
#10 x=1; y=0;
```

```
#10    y=1; expected=0;
```

```
end
```



Testing continued

- **Pound sign syntax (#10) indicates code should wait simulated time (10 nanoseconds in this case).**
- **Values of registers can be changed with assignment statements.**
- **So far we have the `xor` module and a `testxor` module that iterates over all the inputs. How do we see if it is correct?**



Testing continued

- Use `$monitor` to watch some signals and see every time they change:

```
...
initial
$monitor(
"x=%b, y=%b, z=%b, exp=%b, time=%d",
x, y, z, expected, $time);
```

- Our code now iterates over all inputs and for each one: prints out the inputs, the gate output, and the expected output.
- `$time` is system function gives current time



Output

`x=0 , y=0 , z=0 , exp=0 , time=0`

`x=0 , y=1 , z=1 , exp=1 , time=10`

`x=1 , y=0 , z=1 , exp=1 , time=20`

`x=1 , y=1 , z=0 , exp=0 , time=30`

- **Expected value matches actual value, so Verilog works**



Peer Instruction

- **How many mistakes in this module?**

```
module test(X) ;  
    output X;  
    initial  
        begin  
            X = 0; X = 1;  
        end  
end
```

- | |
|------|
| 1. 1 |
| 2. 2 |
| 3. 3 |
| 4. 4 |
| 5. 5 |
| 6. 6 |
| 7. 7 |
| 8. 0 |



Peer Instruction Answer



In conclusion

- Verilog allows both structural and behavioral descriptions, helpful in testing
- Syntax a mixture of C (operators, for, while, if, print) and Ada (begin... end, case...endcase, module ...endmodule)
- Some special features only in Hardware Description Languages
 - # time delay, initial, monitor
- Verilog can describe everything from single gate to full computer system; you get to design a simple processor

