Digital Design with SystemVerilog

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Synchronous Digital Design

Combinational Logic

Sequential Logic

Summary of Modeling Styles

Testbenches
Why HDLs?

1970s: SPICE transistor-level netlists

An XOR built from four NAND gates

```plaintext
.MODEL P PMOS
.MODEL N NMOS

.SUBCKT NAND A B Y Vdd Vss
M1 Y A Vdd Vdd P
M2 Y B Vdd Vdd P
M3 Y A X Vss N
M4 X B Vss Vss N
.ENDS

X1 A B I1 Vdd 0 NAND
X2 A I1 I2 Vdd 0 NAND
X3 B I1 I3 Vdd 0 NAND
X4 I2 I3 Y Vdd 0 NAND
```
Why HDLs?

1980s: Graphical schematic capture programs
Why HDLs?

1990s: HDLs and Logic Synthesis

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity ALU is
port(A: in unsigned(1 downto 0);
  B: in unsigned(1 downto 0);
  Sel: in unsigned(1 downto 0);
  Res: out unsigned(1 downto 0));
end ALU;
architecture behv of ALU is begin
  process (A,B,Sel) begin
    case Sel is
      when "00" => Res <= A + B;
      when "01" => Res <= A + (not B) + 1;
      when "10" => Res <= A and B;
      when "11" => Res <= A or B;
      when others => Res <= "XX";
    end case;
  end process;
end behv;
```
Separate but Equal: Verilog and VHDL

Verilog: More succinct, really messy

VHDL: Verbose, overly flexible, fairly messy

Part of languages people actually use identical

Every synthesis system supports both

SystemVerilog a newer version. Supports many more features.
Synchronous Digital Design
The Synchronous Digital Logic Paradigm

Gates and D flip-flops only

No level-sensitive latches

All flip-flops driven by the same clock

No other clock signals

Every cyclic path contains at least one flip-flop

No combinational loops
Timing in Synchronous Circuits

$t_c$: Clock period. E.g., 10 ns for a 100 MHz clock
Timing in Synchronous Circuits

Sufficient Hold Time?

$t_p(\text{min, FF})$ \hspace{2cm} $t_p(\text{min, CL})$

Hold time constraint: how soon after the clock edge can $D$ start changing? Min. FF delay + min. logic delay
Timing in Synchronous Circuits

Setup time constraint: when before the clock edge is D guaranteed stable? Max. FF delay + max. logic delay
Combinational Logic
Systems are built from modules.

"Continuous assignment" expresses combinational logic.

Full Adder

module full_adder(input logic a, b, c,
                    output logic sum, carry);

    assign sum = a ^ b ^ c;
    assign carry = a & b | a & c | b & c;

endmodule
module gates(input logic [3:0] a, b, 
            output logic [3:0] y1, y2, y3, 
                              y4, y5);

    /* Five groups of two-input logic gates 
       acting on 4-bit busses */
    assign y1 = a & b;    // AND
    assign y2 = a | b;    // OR
    assign y3 = a ^ b;    // XOR
    assign y4 = ~(a & b); // NAND
    assign y5 = ~(a | b); // NOR
endmodule
Reduction AND Operator

```verilog
module and8(input logic [7:0] a,
            output logic y);

assign y = &a;  // Reduction AND

// Equivalent to

// Also ~|a  NAND
//    |a  OR
// ~|a  NOR
//  ^a  XOR
// ~^a  XNOR

endmodule
```
module mux2(input logic [3:0] d0, d1,
           input logic s,
           output logic [3:0] y);

   // Array of two-input muxes
assign y = s ? d1 : d0;
endmodule
### Operators in Precedence Order

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>!c -c &amp;c ~&amp;c</td>
<td>NOT, Negate, Reduction AND, NAND</td>
</tr>
<tr>
<td></td>
<td><strong>OR</strong></td>
</tr>
<tr>
<td></td>
<td>Multiply, Divide, Modulus</td>
</tr>
<tr>
<td></td>
<td>Add, Subtract</td>
</tr>
<tr>
<td>a*b a/b a%b</td>
<td>Logical Shift</td>
</tr>
<tr>
<td>a&lt;b a&lt;=b a&gt;b a&gt;=b</td>
<td>Relational</td>
</tr>
<tr>
<td>a==b a!=b</td>
<td>Equality</td>
</tr>
<tr>
<td>a&amp;b a^&amp;b</td>
<td>AND</td>
</tr>
<tr>
<td>a^b a~^b</td>
<td>XOR, XNOR</td>
</tr>
<tr>
<td>a</td>
<td>b</td>
</tr>
<tr>
<td>a?b:c</td>
<td>Conditional</td>
</tr>
<tr>
<td>{a,b,c,d}</td>
<td>Concatenation</td>
</tr>
</tbody>
</table>
An XOR Built Hierarchically

```verilog
module mynand2(input logic a, b, output logic y);
    assign y = ~(a & b);
endmodule

module myxor2(input logic a, b, output logic y);
    logic abn, aa, bb;
    mynand2 n1(a, b, abn),
        n2(a, abn, aa),
        n3(abn, b, bb),
        n4(aa, bb, y);
endmodule
```

Declare internal wires

n1: A mynand2 connected to a, b, and abn
module dec7seg(input logic [3:0] a, output logic [6:0] y);

always_comb:

always_comb:

combinational

logic in an

imperative style

always_comb

case (a):

4'd0: y = 7'b111_1110;
4'd1: y = 7'b011_0000;
4'd2: y = 7'b110_1101;
4'd3: y = 7'b111_1001;
4'd4: y = 7'b011_0011;
4'd5: y = 7'b101_1011;
4'd6: y = 7'b101_1111;
4'd7: y = 7'b111_0000;
4'd8: y = 7'b111_1111;
4'd9: y = 7'b111_0011;

default: y = 7'b000_0000;

endcase

endmodule
Verilog Numbers

16’h8_0F

Number of Bits
Base: b, o, d, or h

Value:
’s are ignored
Zero-padded

4’b1010 = 4’o12 = 4’d10 = 4’ha
16’h4840 = 16’b 100_1000_0100_0000
Imperative Combinational Logic

module comb1(
    input logic [3:0] a, b,
    input logic s,
    output logic [3:0] y);

    always_comb
        if (s)
            y = a + b;
        else
            y = a & b;

endmodule

Both a + b and a & b computed, mux selects the result.
module comb2(
    input logic [3:0] a, b,
    input logic s, t,
    output logic [3:0] y);

    always_comb
        if (s)
            y = a + b;
        else if (t)
            y = a & b;
        else
            y = a | b;
endmodule

All three expressions computed in parallel.
Cascaded muxes implement priority (s over t).

<table>
<thead>
<tr>
<th>s</th>
<th>t</th>
<th>y</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>–</td>
<td>a + b</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>a &amp; b</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>a</td>
</tr>
</tbody>
</table>
Imperative Combinational Logic

```verilog
module comb3(
    input logic [3:0] a, b,
    input logic s, t,
    output logic [3:0] y, z);

    always_comb begin
        z = 4'b0;
        if (s) begin
            y = a + b;
            z = a - b;
        end else if (t) begin
            y = a & b;
            z = a + b;
        end else
            y = a | b;
    end

endmodule
```

Separate mux cascades for \(y\) and \(z\).
One copy of \(a + b\).
module adecode(input logic [15:0] address, 
    output logic RAM, ROM, 
    output logic VIDEO, IO);

always_comb begin 
    {RAM, ROM, VIDEO, IO} = 4'b 0; 
    if (address[15]) 
        RAM = 1; 
    else if (address[14:13] == 2'b 00 ) 
        VIDEO = 1; 
    else if (address[14:12] == 3'b 101) 
        IO = 1; 
    else if (address[14:13] == 2'b 11 ) 
        ROM = 1; 
    end 

endmodule

Omitting defaults for RAM, etc. will give “construct does not infer purely combinational logic.”
Sequential Logic
A D-Flip-Flop

```verilog
module mydff(input logic clk, input logic d, output logic q);

always_ff @(posedge clk)
  q <= d;

endmodule
```

always_ff introduces sequential logic

Triggered by the rising edge of clk

Copy d to q

Non-blocking assignment: happens “just after” the rising edge

$q\sim\text{reg0}$

\[ d \rightarrow D \rightarrow q \]

\[ \text{clk} \rightarrow \text{CLK} \rightarrow q \]
module count4(input logic clk, 
    output logic [3:0] count);

always_ff @(posedge clk)
    count <= count + 4'd 1;
endmodule

A Four-Bit Binary Counter

Component diagram: 
- clk input
- A[3..0] input
- 4'h8 B[3..0] input
- OUT[3..0] output
- count[0]~reg[3..0] output
- count[3..0] output
module dec_counter(input logic clk,
                  input logic reset, hold, load,
                  input logic [3:0] d,
                  output logic [3:0] count);

  always_ff @(posedge clk)
    if (reset)      count <= 4'd 0;
    else if (load)  count <= d;
    else if (~hold)
      if (count == 4'd 9) count <= 4'd 0;
      else              count <= count + 4'd 1;

endmodule
Moore and Mealy Finite-State Machines

The Moore Form:

Outputs are a function of *only* the current state.
The Mealy Form:

Outputs may be a function of both the current state and the inputs.

A mnemonic: *Moore* machines often need *more* states.
module moore_tlc(input logic clk, reset,
                  input logic advance,
                  output logic red, yellow, green);

enum logic [2:0] {R, Y, G} state; // Symbolic state names

always_ff @(posedge clk) // Moore-style next-state logic
  if (reset) state <= R;
  else case (state)
    R: if (advance) state <= G;
    G: if (advance) state <= Y;
    Y: if (advance) state <= R;
    default: state <= R;
  endcase

assign red = state == R; // Combinational output logic
assign yellow = state == Y; // separated from next-state logic
assign green = state == G;
endmodule
module mealy_tlc(input logic clk, reset,
    input logic advance,
    output logic red, yellow, green);

typedef enum logic [2:0] {R, Y, G} state_t;
state_t state, next_state;

always_ff @(posedge clk) state <= next_state;

always_comb begin  // Mealy-style next state and output logic
    {red, yellow, green} = 3'b0;  // Default: all off and
    next_state = state;  // hold state
    if (reset) next_state = R;
    else case (state)
        R: begin red = 1;
            if (advance) next_state = G; end
        G: begin green = 1;
            if (advance) next_state = Y; end
        Y: begin yellow = 1;
            if (advance) next_state = R; end
        default: if (advance) next_state = R;
    endcase
end
endmodule
# Blocking vs. Nonblocking assignment

```verilog
module nonblock(input clk, input logic a, output logic d);
    logic b, c;
    always_ff @(posedge clk)
        begin
            b <= a;  // Nonblocking assignment:
            c <= b;  // All run on the clock edge
            d <= c;
        end
endmodule
```

```verilog
module blocking(input clk, input logic a, output logic d);
    logic b, c;
    always_ff @(posedge clk)
        begin
            b = a;  // Blocking assignment:
            c = b;  // Effect felt by next statement
            d = c;
        end
endmodule
```
Summary of Modeling Styles
module styles_tlc(input logic clk, reset, 
    input logic advance, 
    output logic red, yellow, green);

enum logic [2:0] {R, Y, G} state;

always_ff @(posedge clk) // Imperative sequential
    if (reset) state <= R; // Non-blocking assignment
    else case (state) // Case
        R: if (advance) state <= G; // If-else
        G: if (advance) state <= Y;
        Y: if (advance) state <= R;
        default: state <= R;
    endcase

always_comb begin // Imperative combinational
    {red, yellow} = 2'b 0; // Blocking assignment
    if (state == R) red = 1; // If-else
    case (state) // Case
        Y: yellow = 1;
        default: ;
    endcase;
end

assign green = state == G; // Cont. assign. (comb)
endmodule
Testbenches
A model of the environment; exercises the module.

// Module to test:
// Three-bit
// binary counter

module count3(
    input logic clk,
    reset,
    output logic [2:0] count);

always_ff
    @(posedge clk)
    if (reset)
        count <= 3’d 0;
    else
        count <=
            count + 3’d 1;
endmodule

module count3_tb;
    logic clk, reset;
    logic [2:0] count;

    count3 dut(.*);

    initial begin
        clk = 0;
        forever
            #20ns clk = ~clk;
    end

    initial begin // Reset
        reset = 0;
        repeat (2)
            @(posedge clk);

        reset = 1;
        repeat (2)
            @(posedge clk);

        reset = 0;
    end
endmodule
Running this in ModelSim