



CprE 281: Digital Logic

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<http://www.ece.iastate.edu/~alexs/classes/>

Intro to Verilog

*CprE 281: Digital Logic
Iowa State University, Ames, IA
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Administrative Stuff

- **HW3 is due on Monday Sep 7 @ 4p**

Administrative Stuff

- **Sample homework solutions are posted on Canvas**
- **Look under 'Files'**

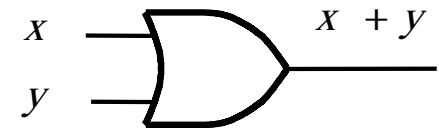
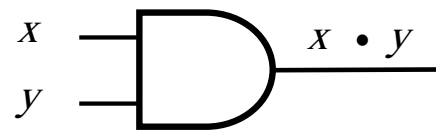
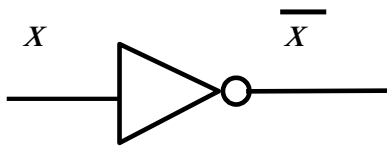
Quick Review

The Three Basic Logic Gates

| x | NOT |
|---|-----|
| 0 | 1 |
| 1 | 0 |

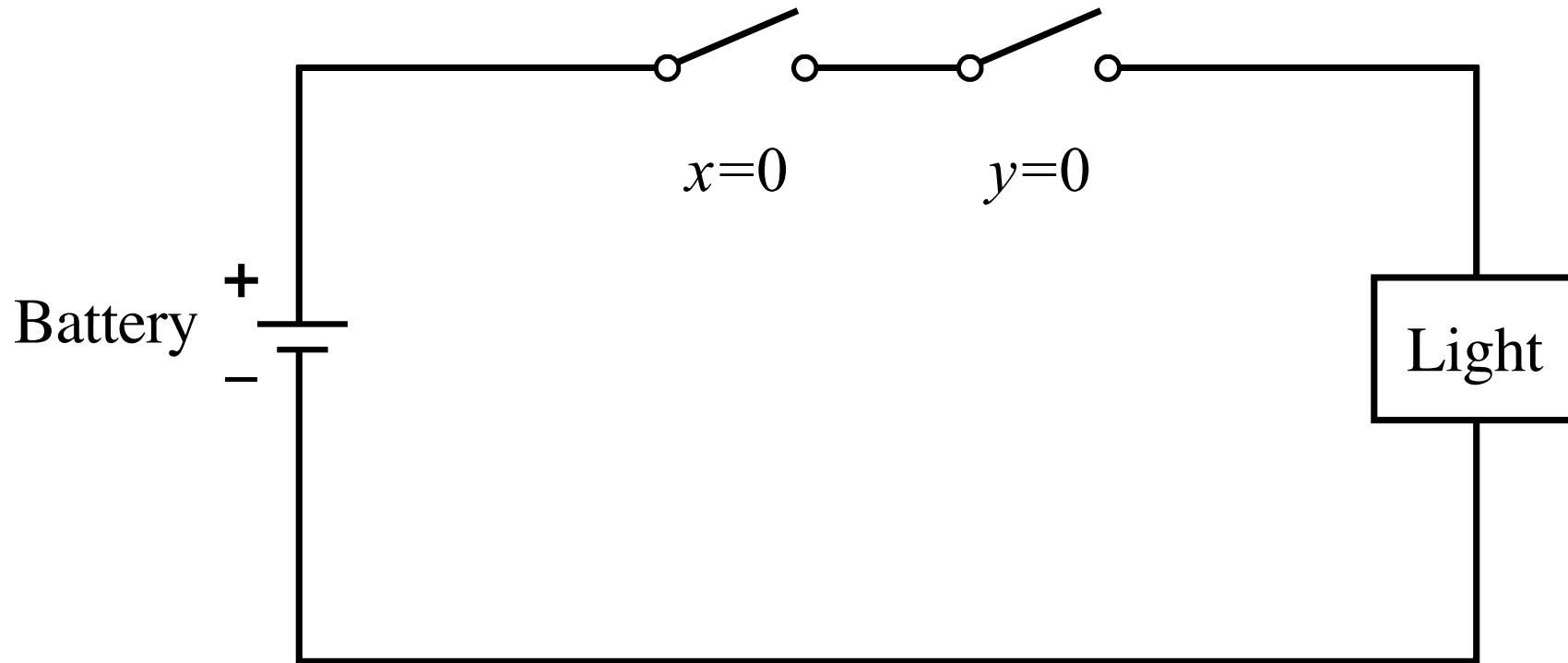
| x | y | AND |
|---|---|-----|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

| x | y | OR |
|---|---|----|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

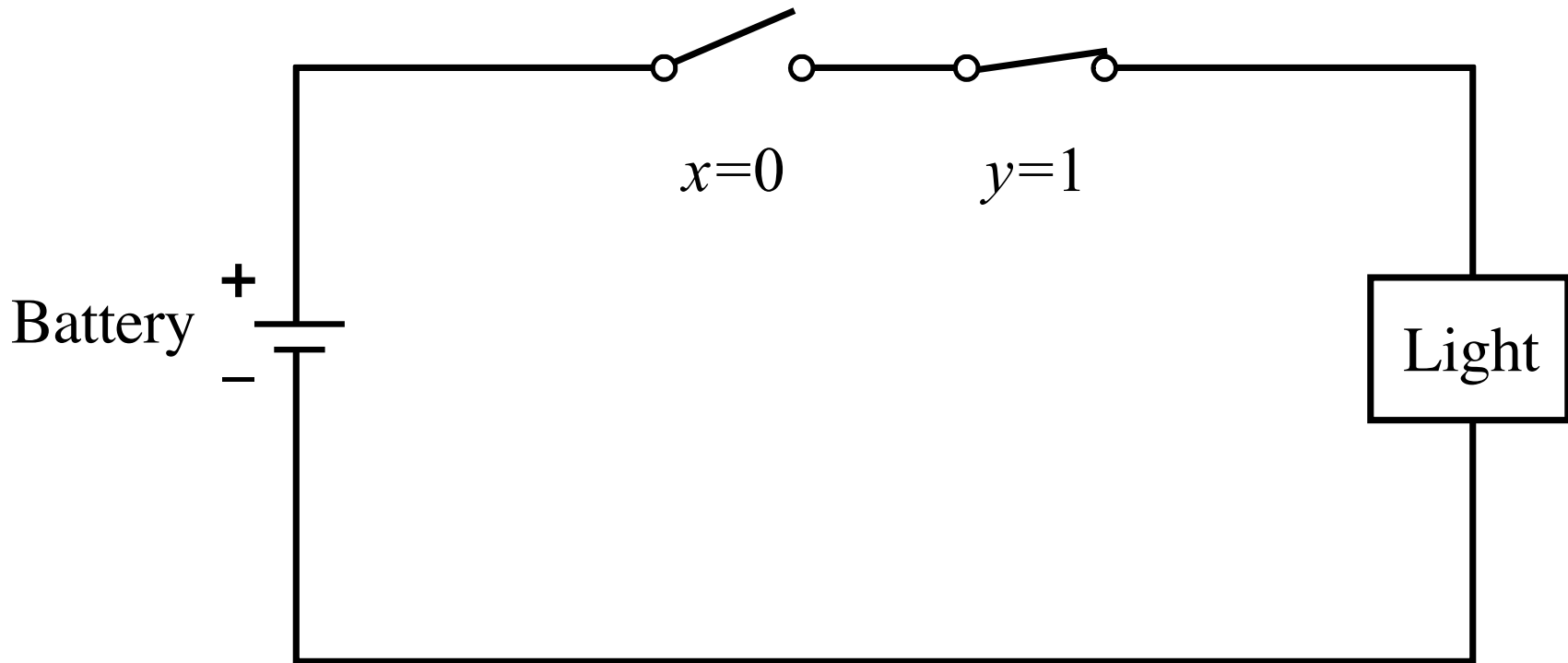


AND with Switches

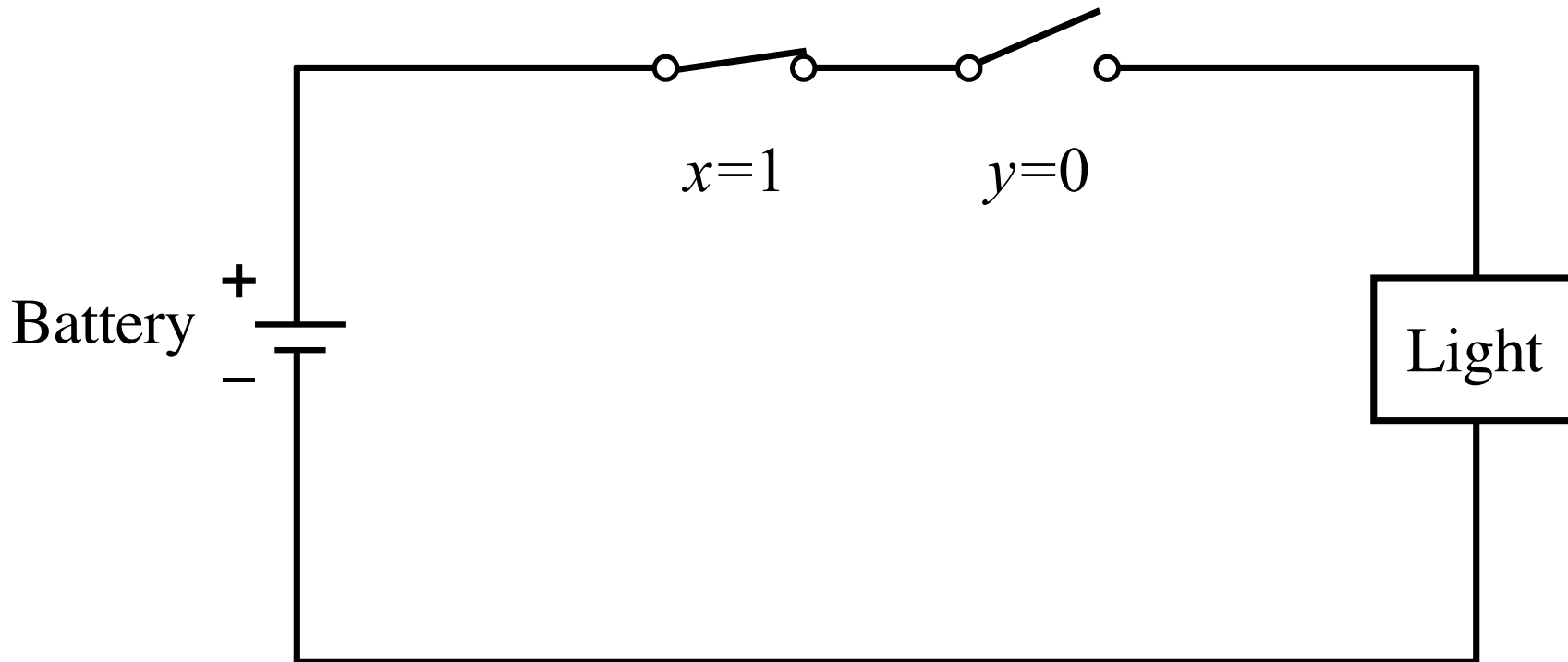
AND Circuit



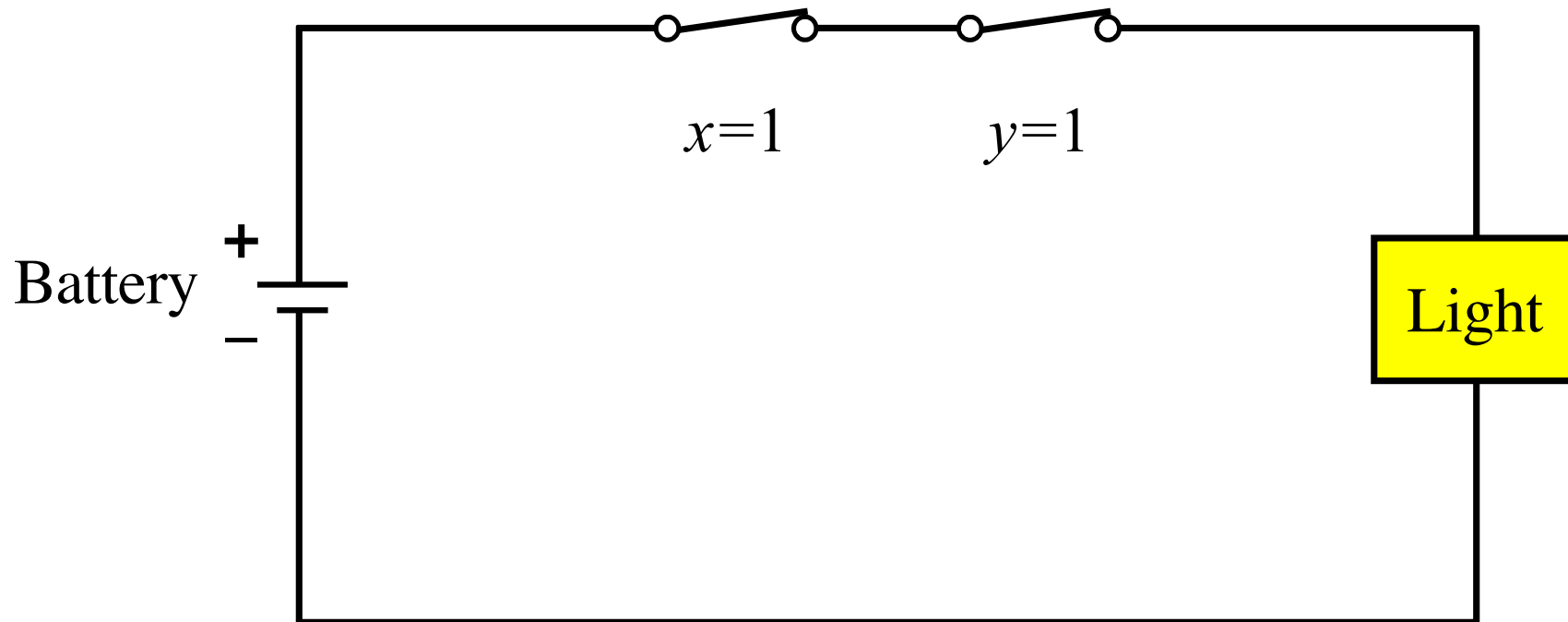
AND Circuit



AND Circuit

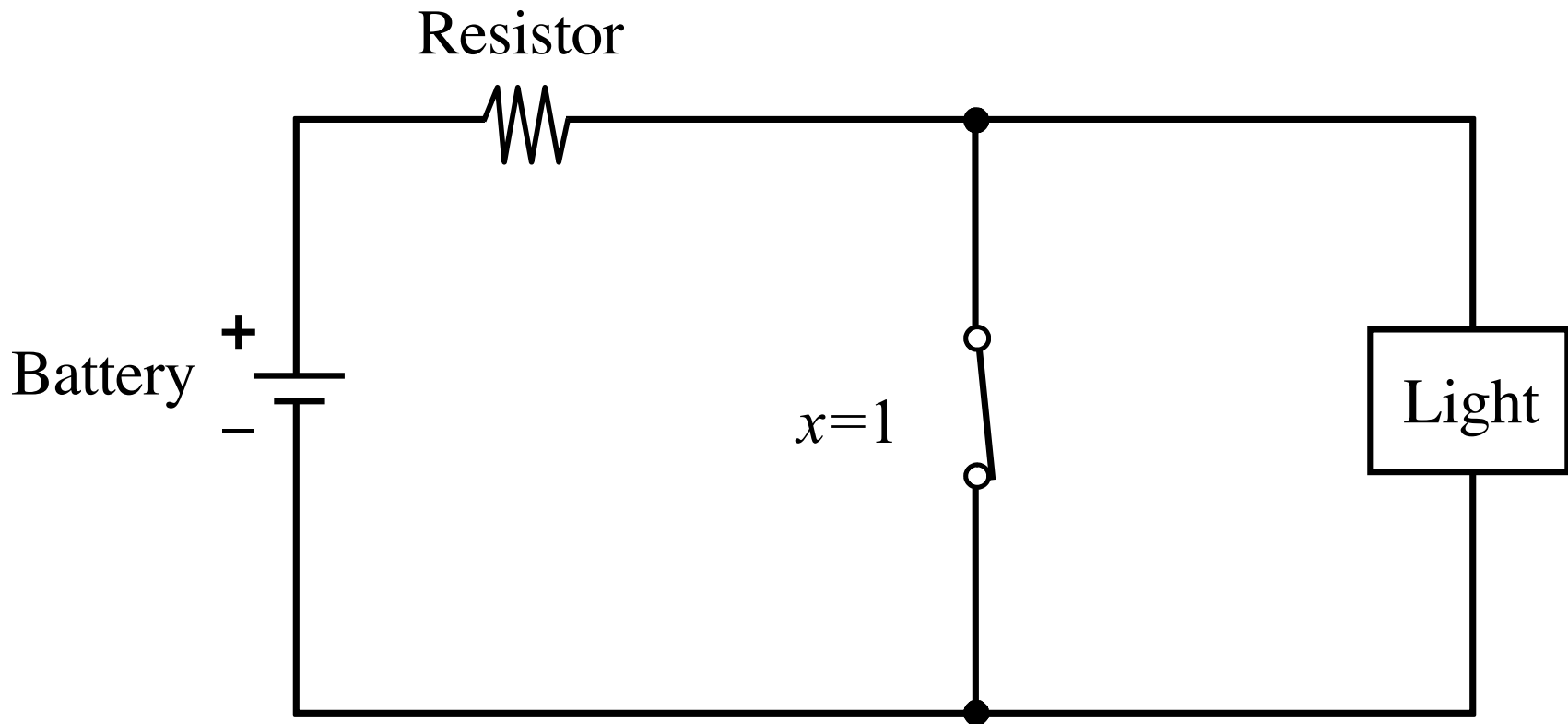


AND Circuit

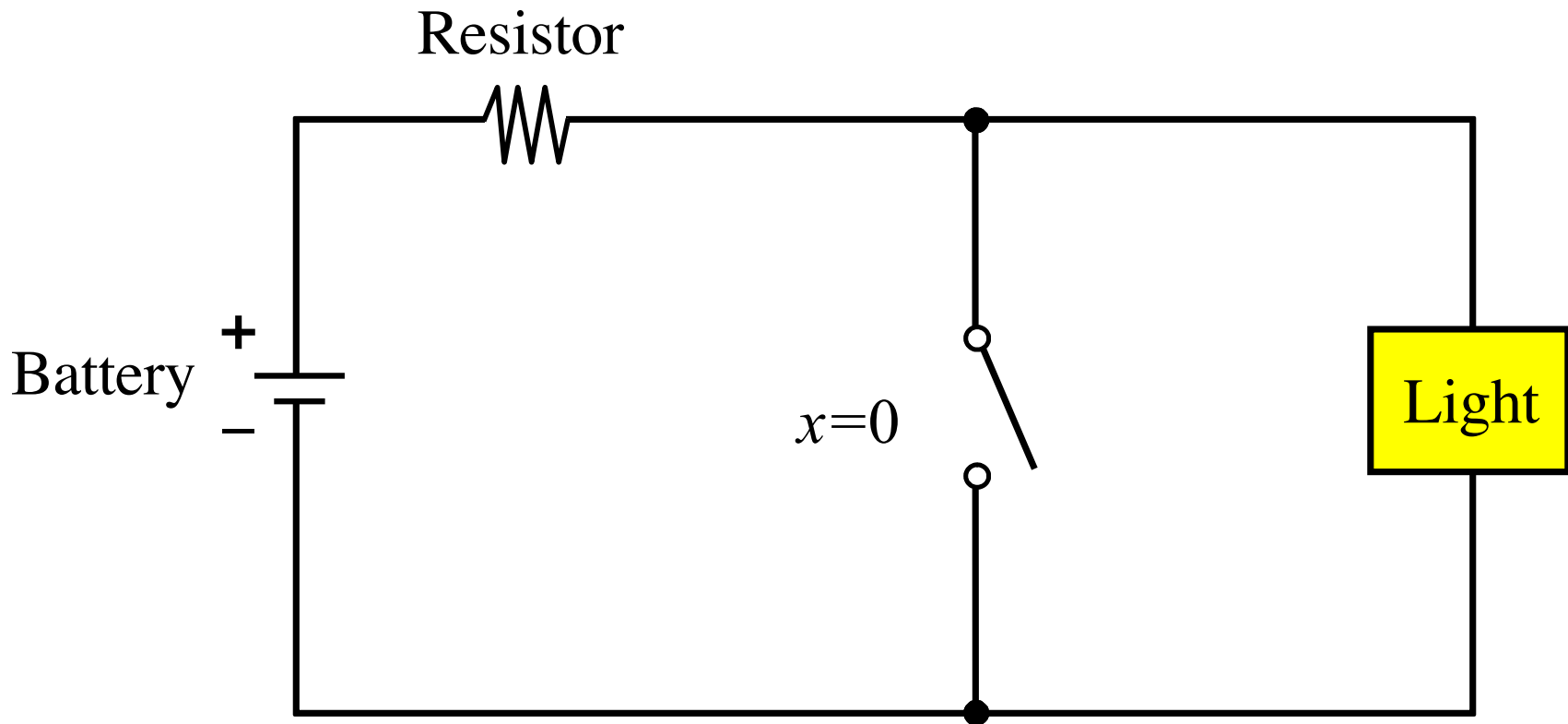


NOT with Switches

NOT Circuit

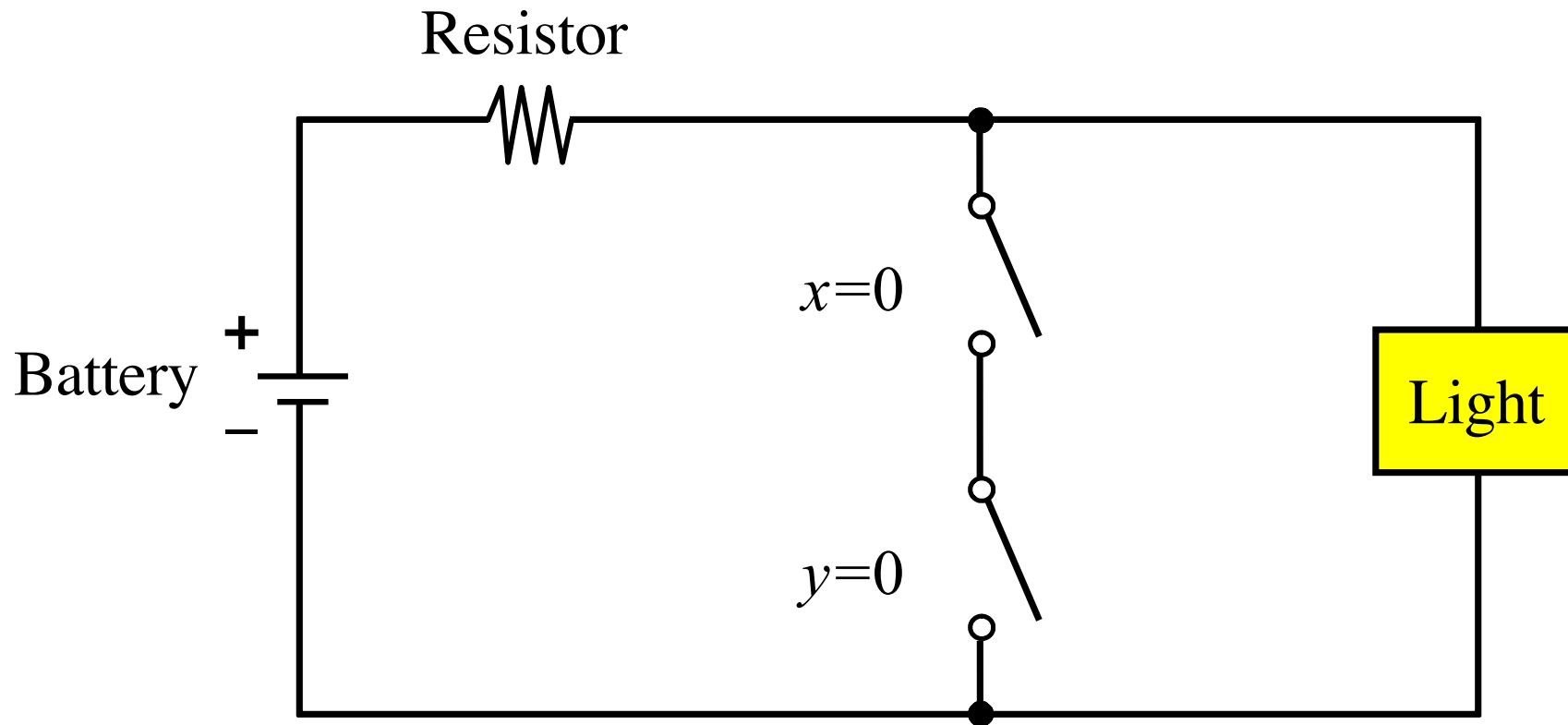


NOT Circuit

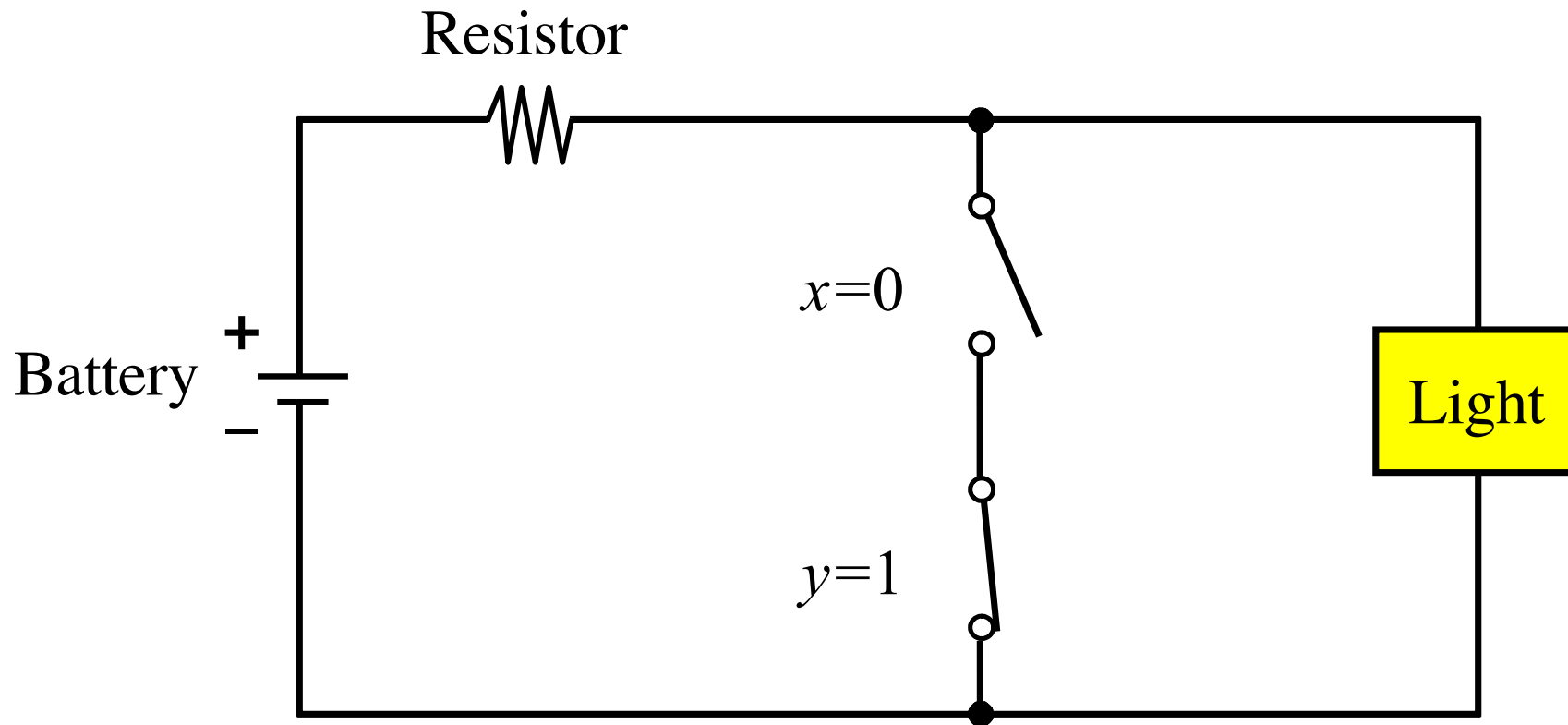


NAND with Switches

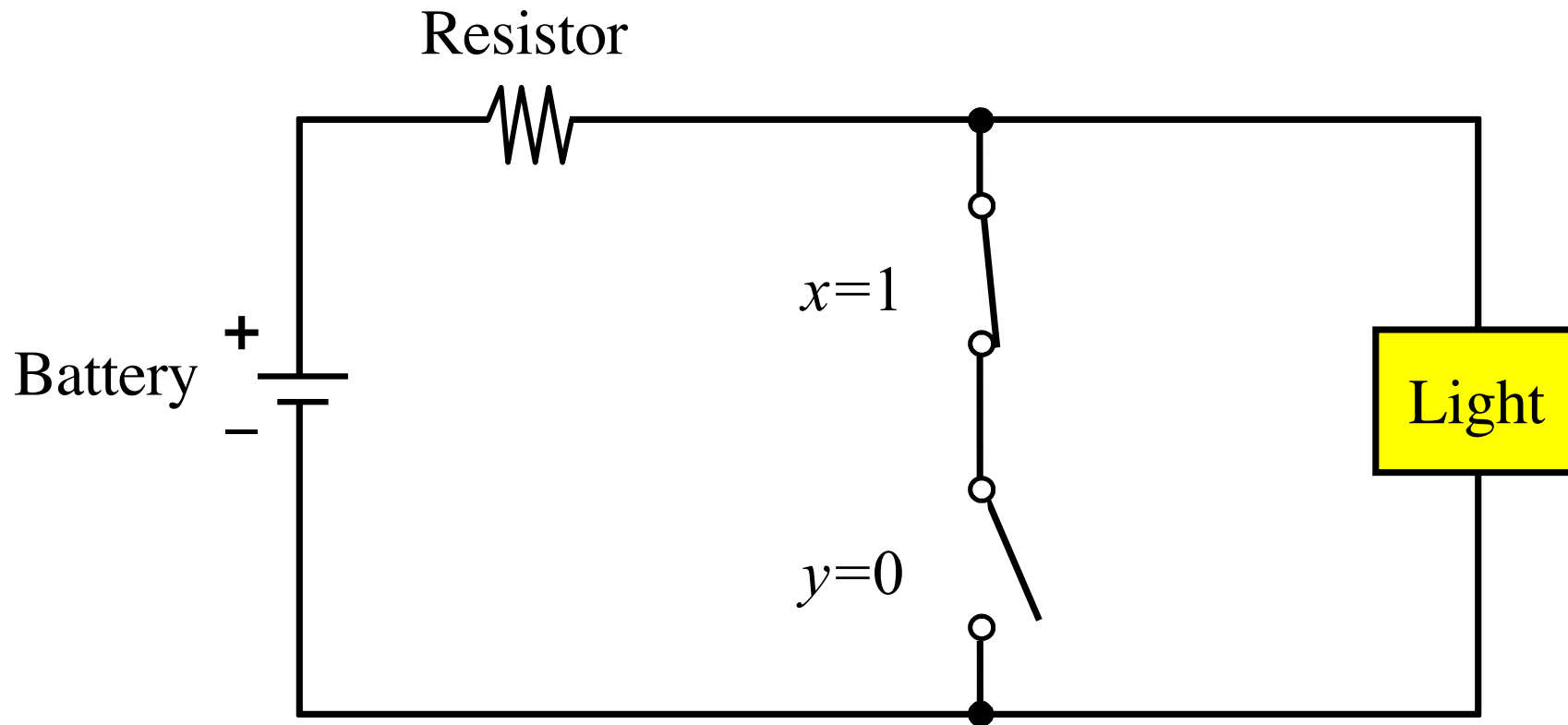
NAND Circuit



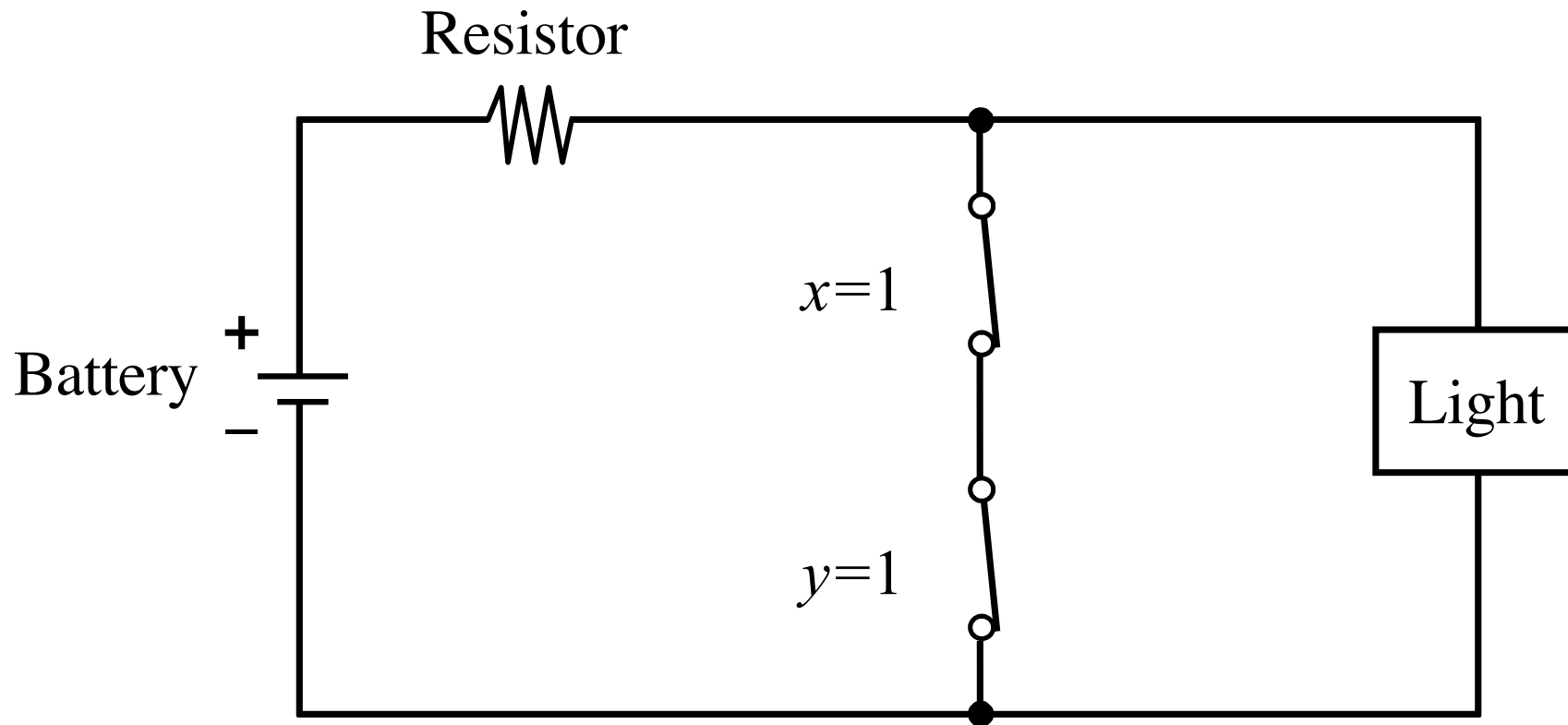
NAND Circuit



NAND Circuit

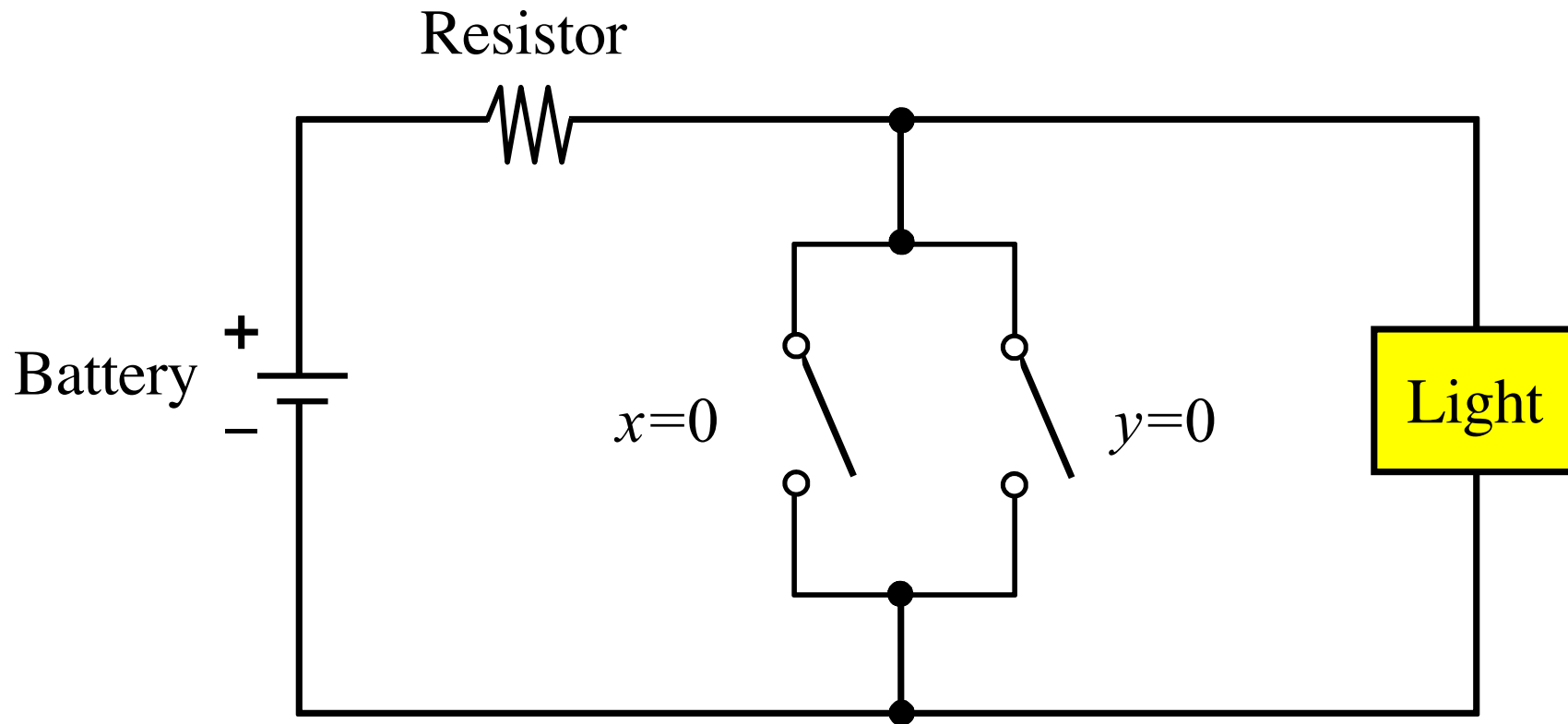


NAND Circuit

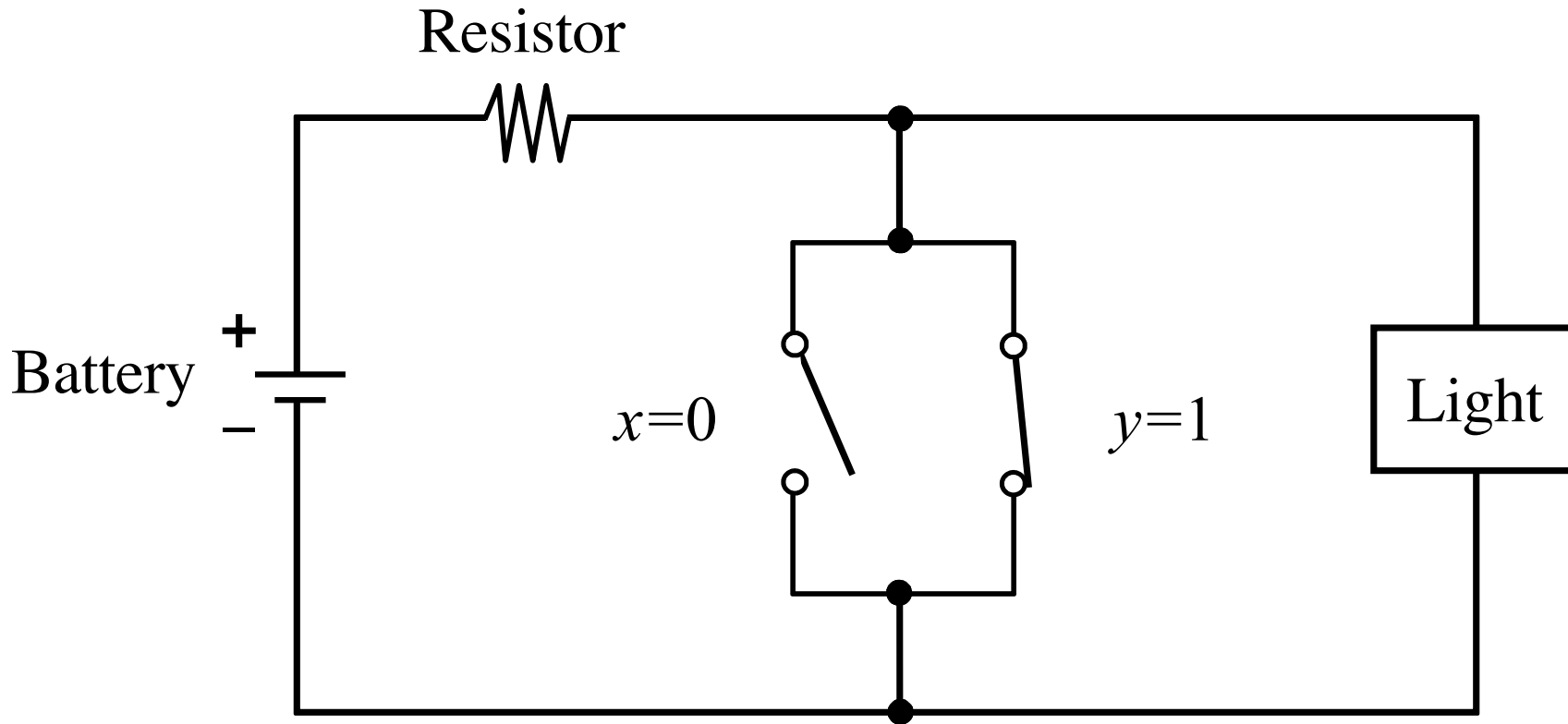


NOR with Switches

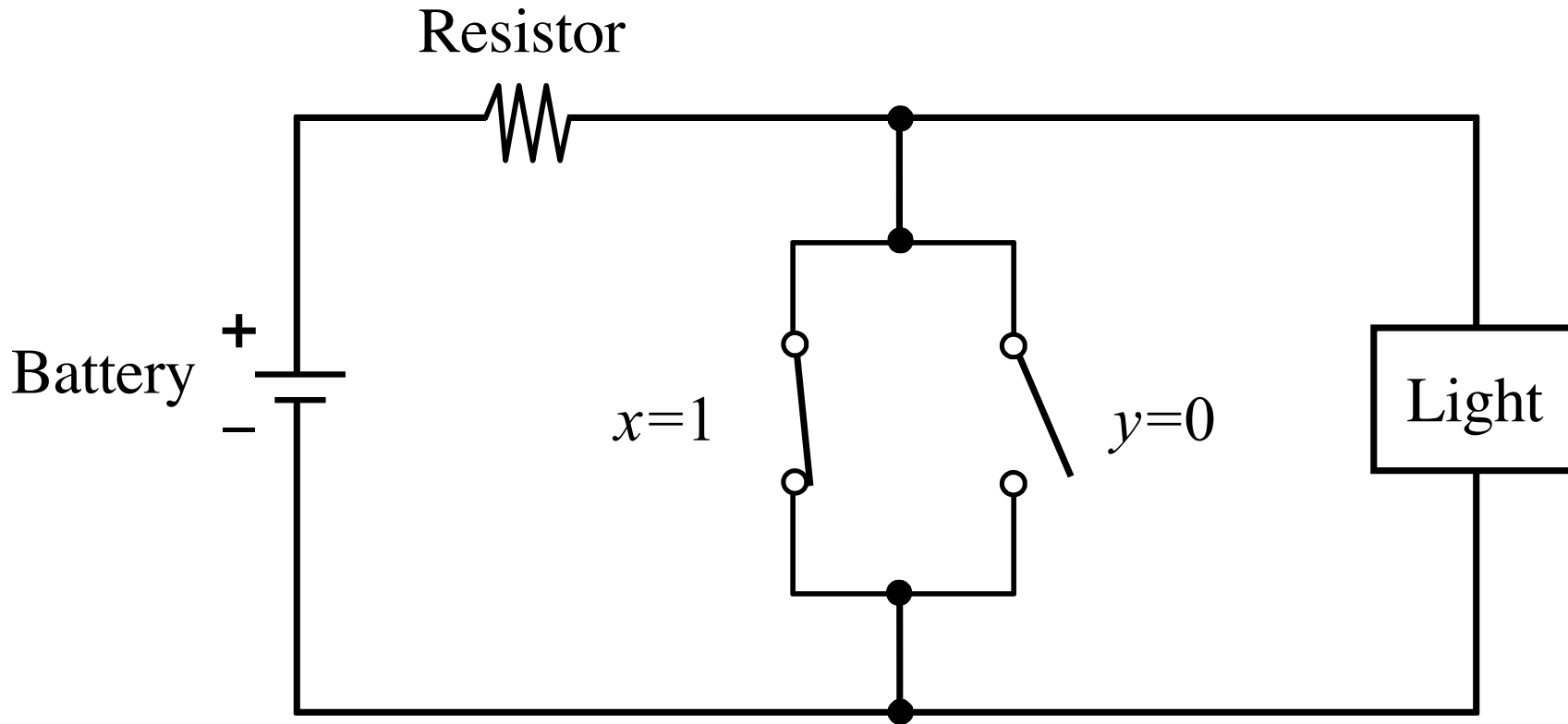
NOR Circuit



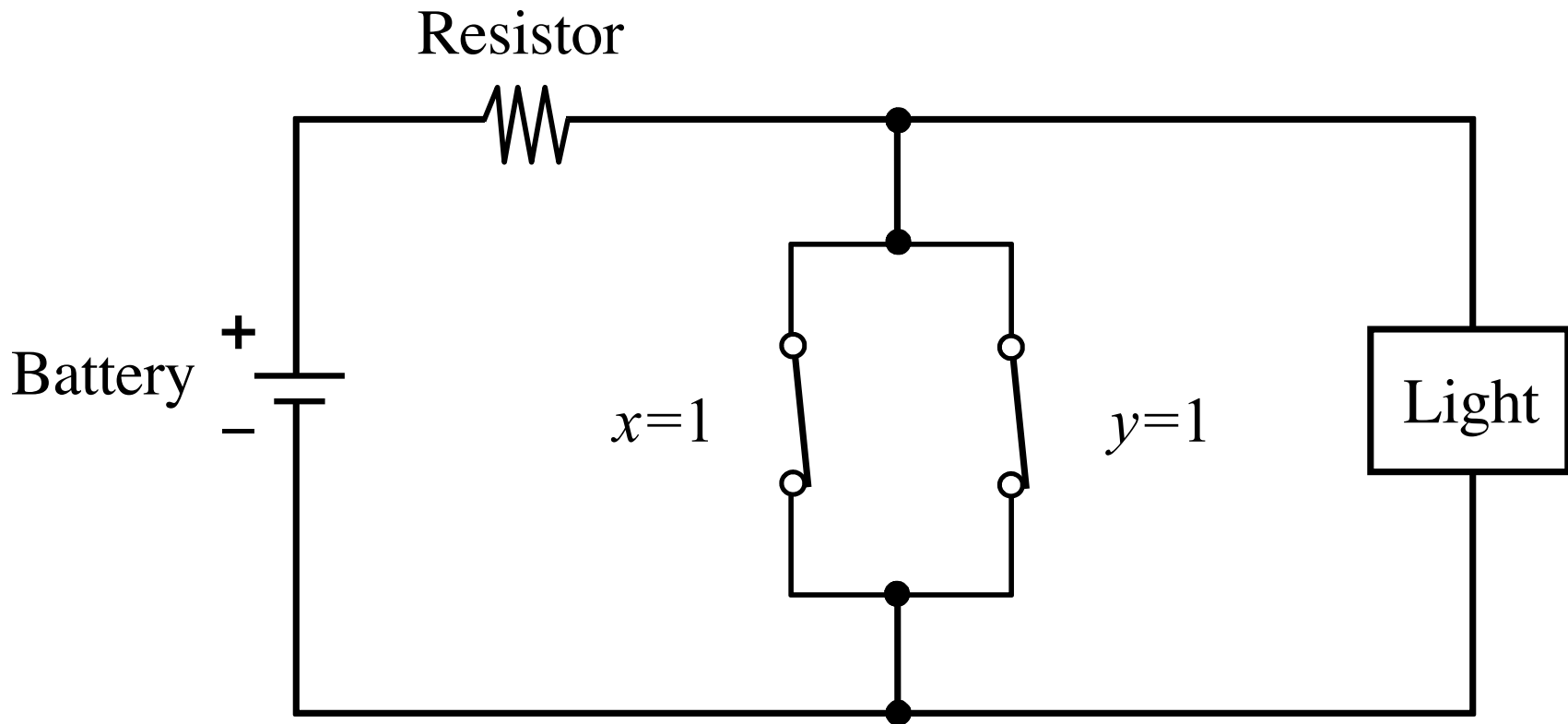
NOR Circuit



NOR Circuit



NOR Circuit

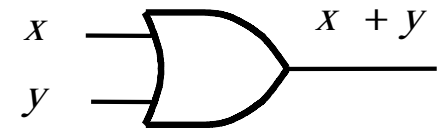
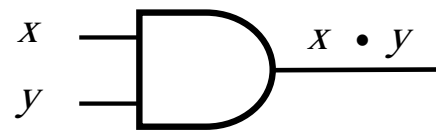
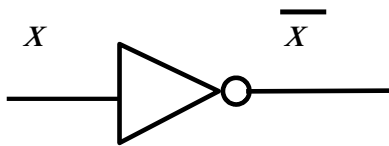


The Three Basic Logic Gates

| x | NOT |
|---|-----|
| 0 | 1 |
| 1 | 0 |

| x | y | AND |
|---|---|-----|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

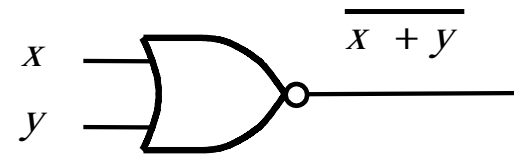
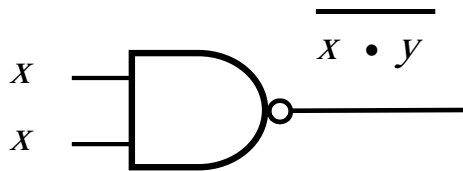
| x | y | OR |
|---|---|----|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |



NAND and NOR

| x | y | NAND |
|---|---|------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

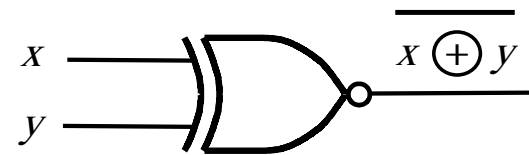
| x | y | NOR |
|---|---|-----|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |



XOR and XNOR

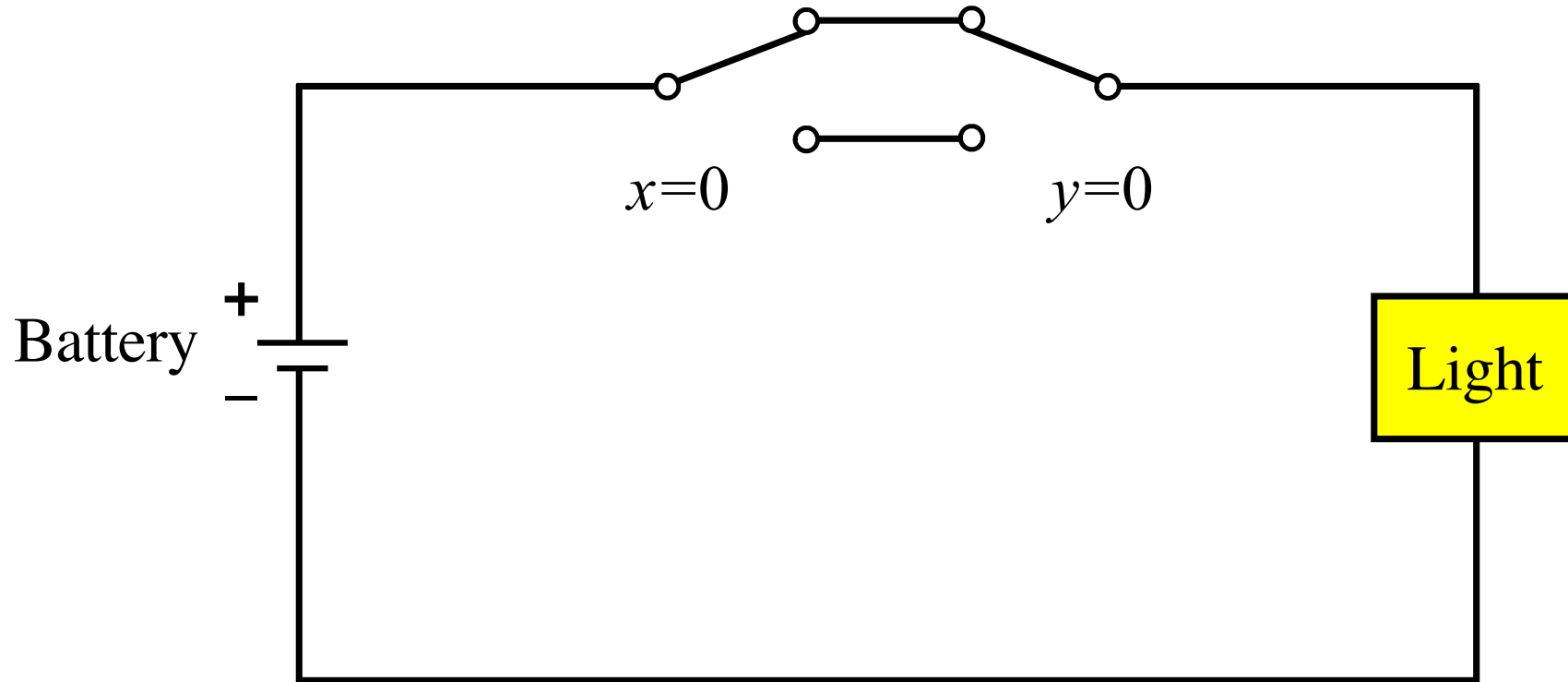
| x | y | XOR |
|---|---|-----|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

| x | y | XNOR |
|---|---|------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

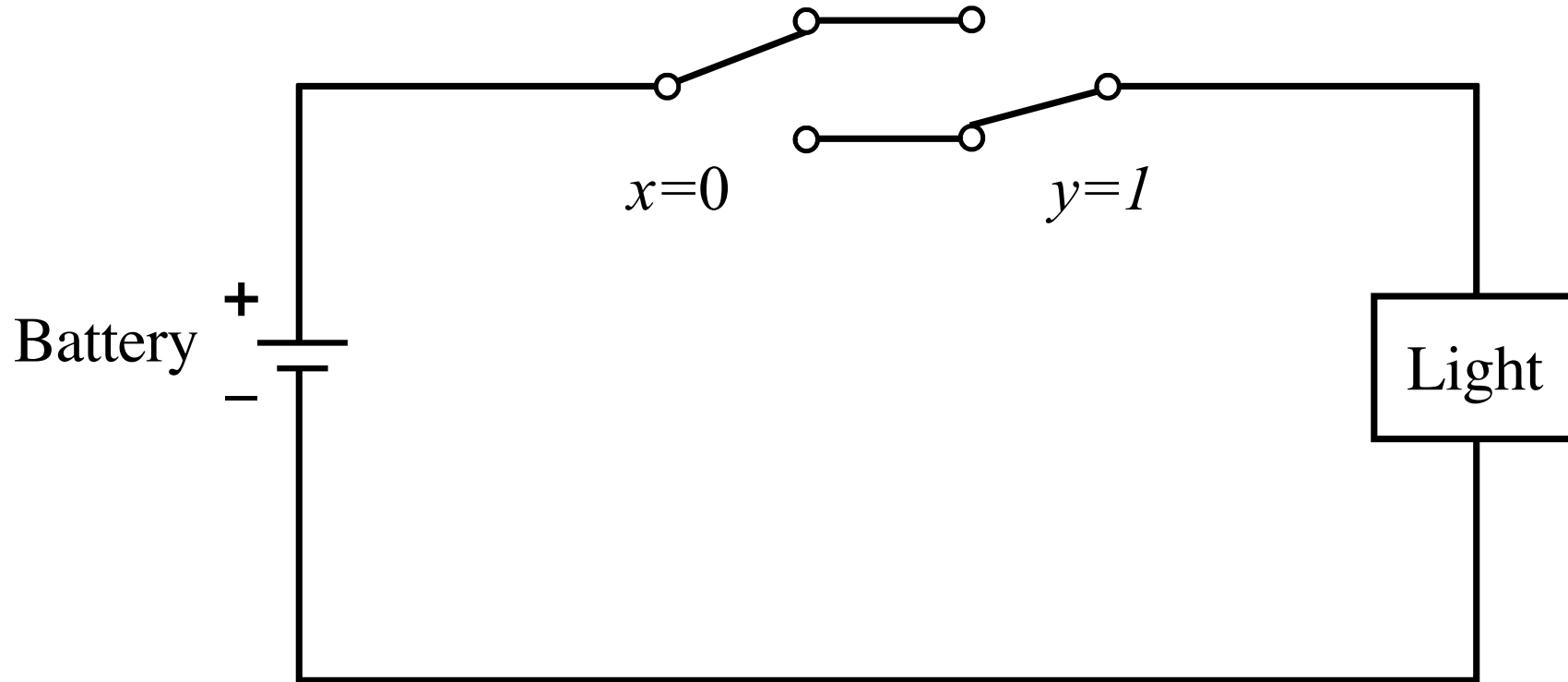


XNOR with Switches

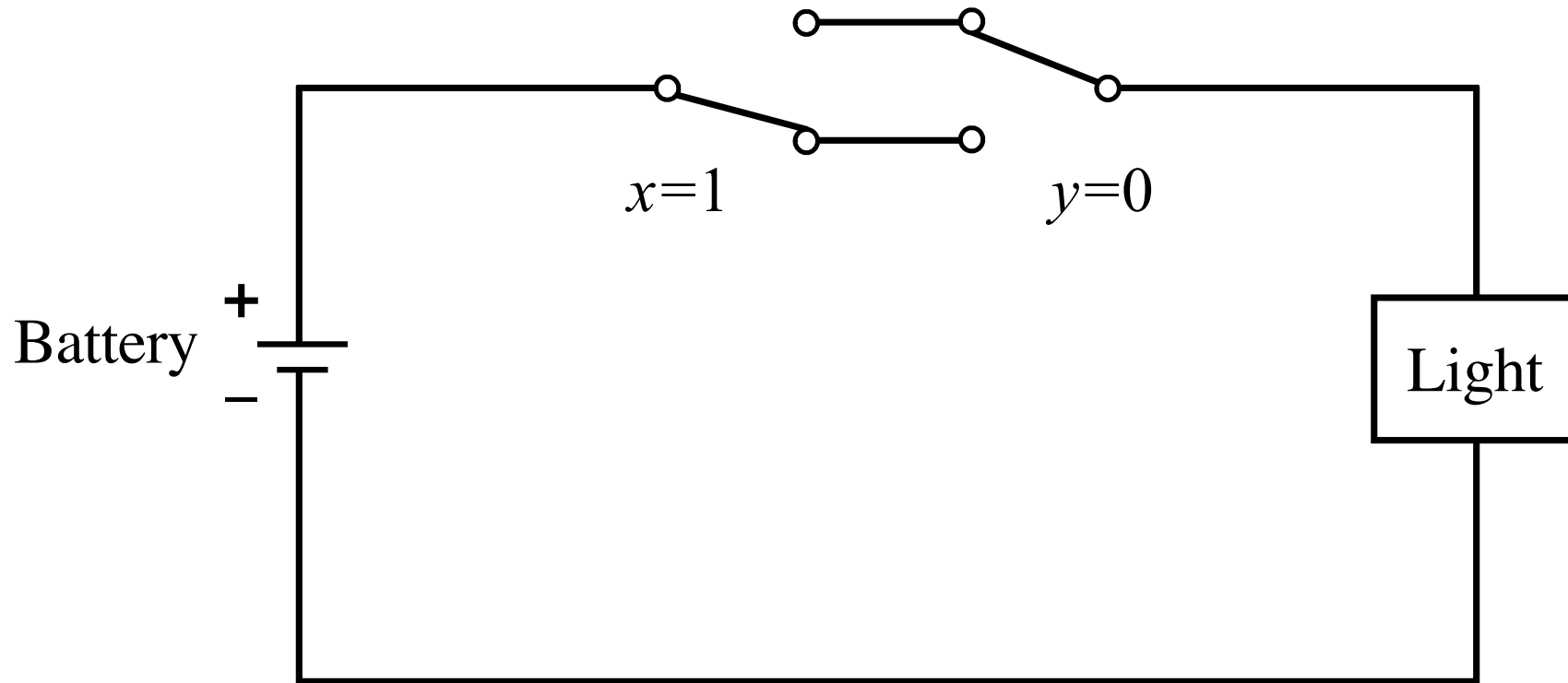
XNOR Circuit



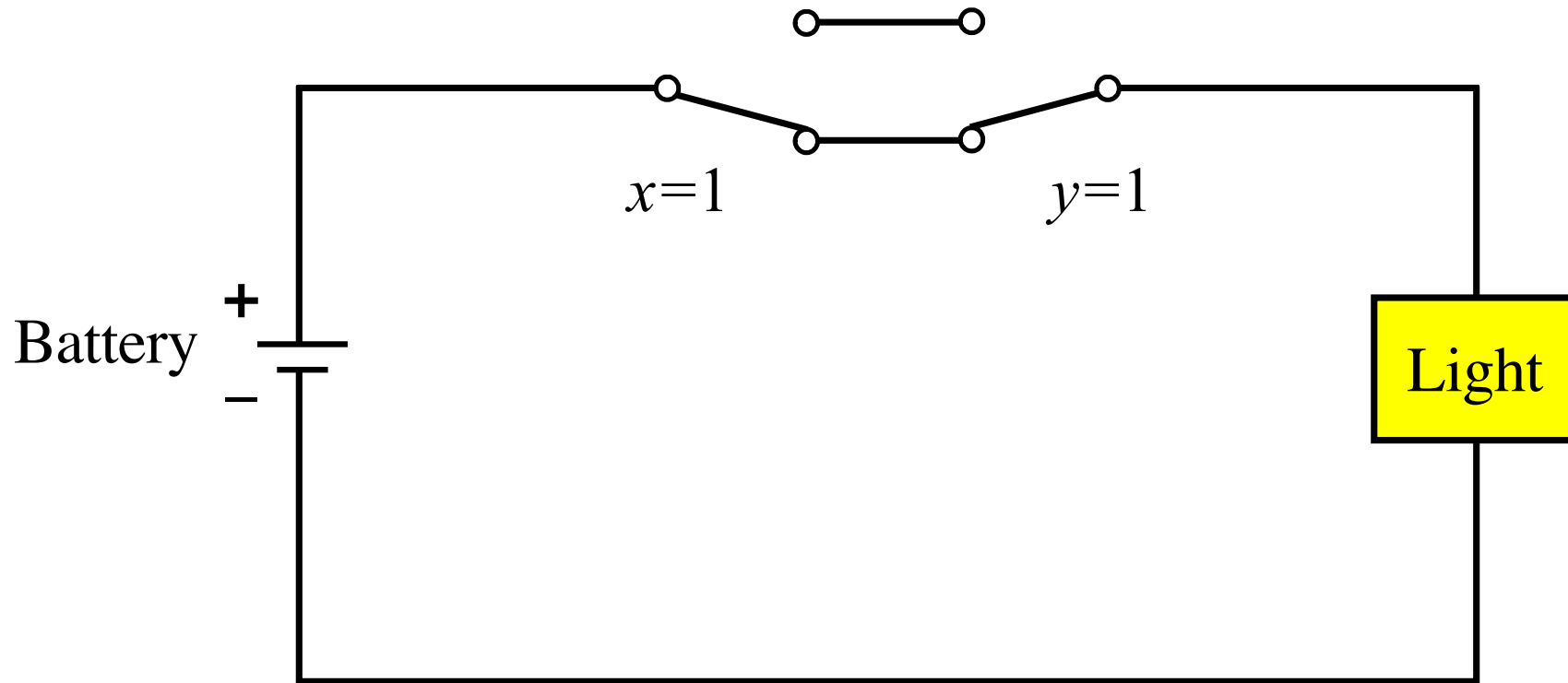
XNOR Circuit



XNOR Circuit

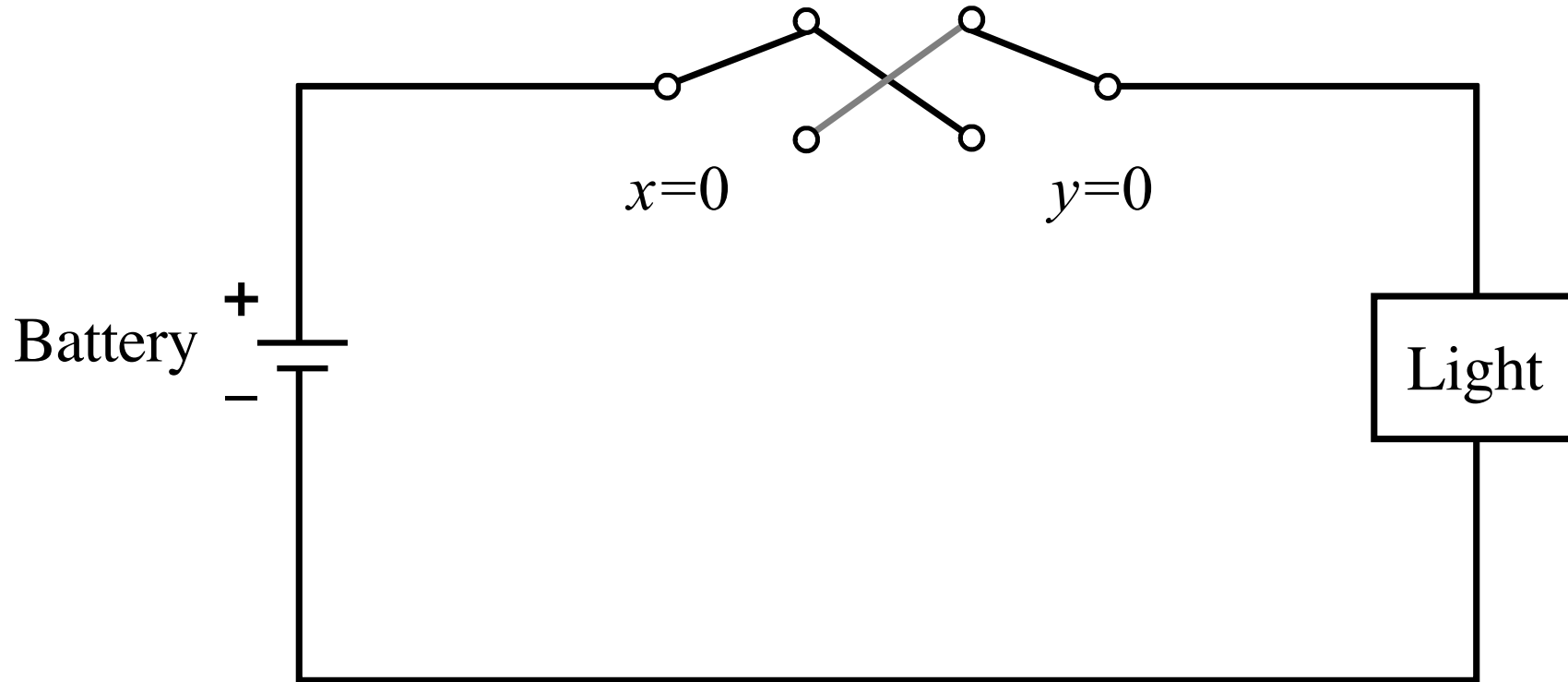


XNOR Circuit

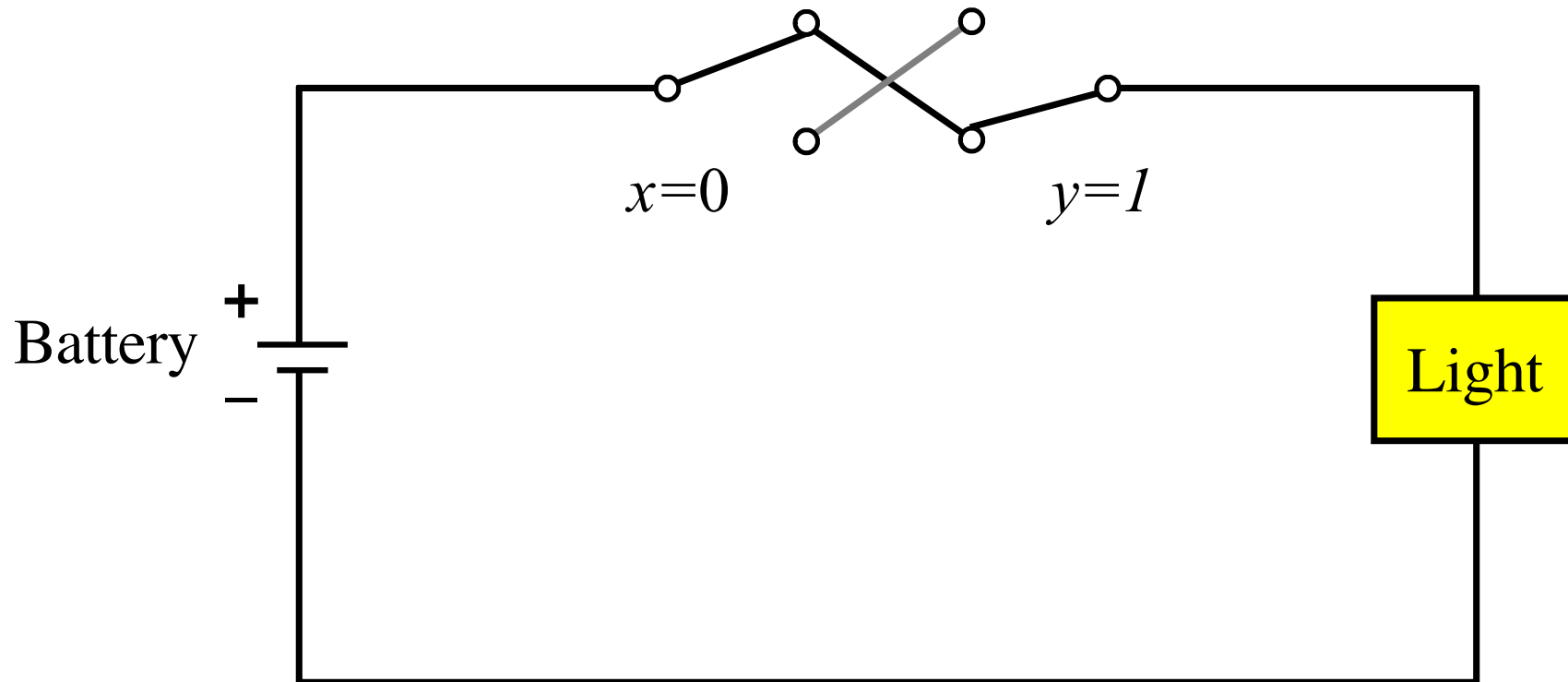


XOR with Switches

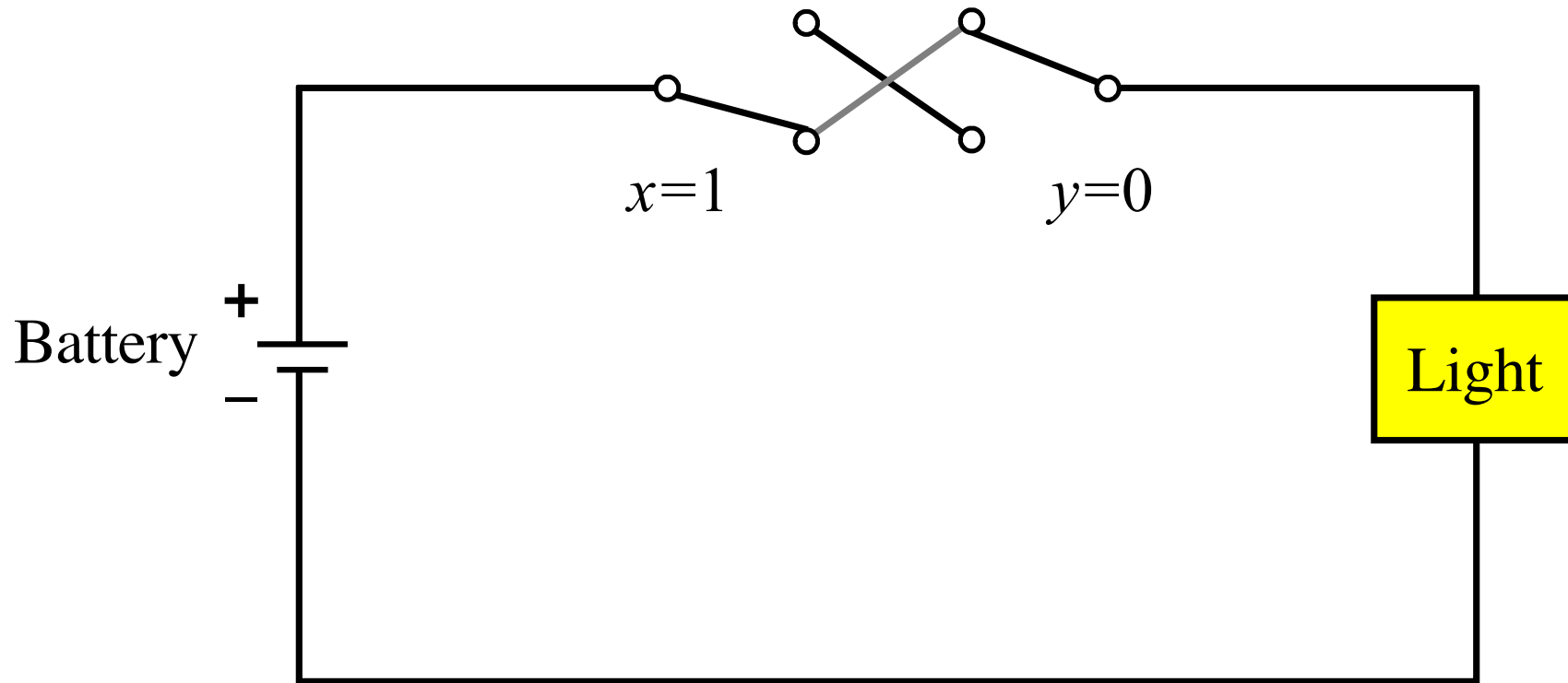
XOR Circuit



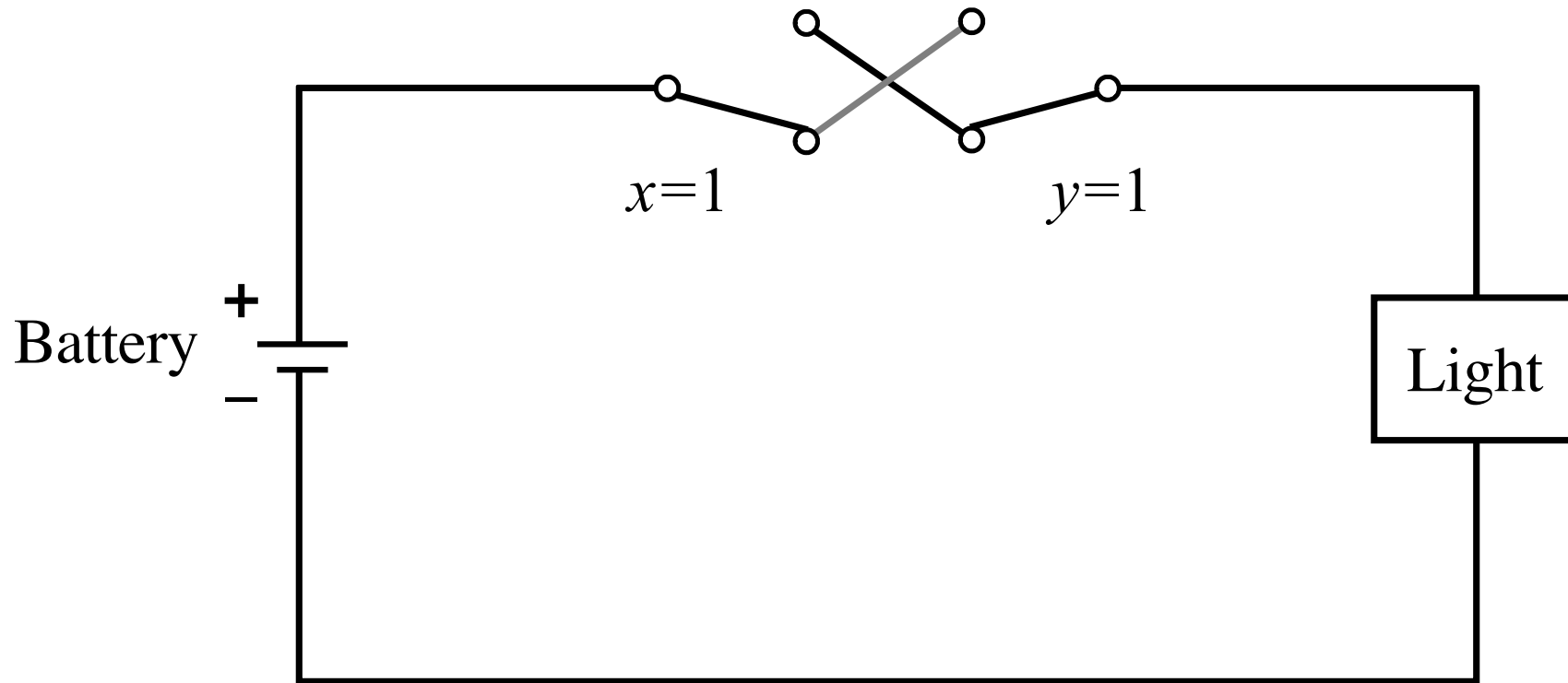
XOR Circuit



XOR Circuit

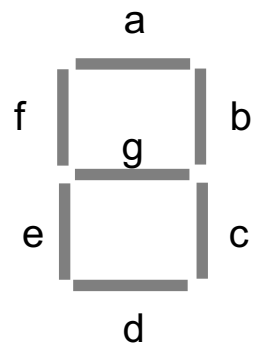


XOR Circuit

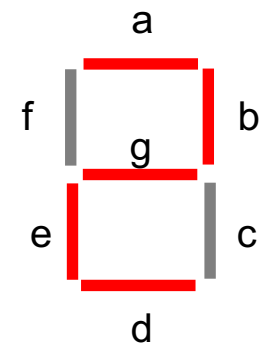
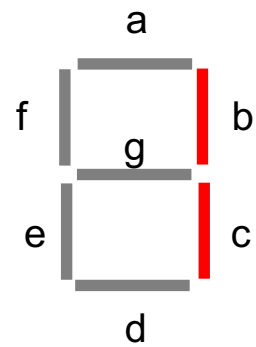
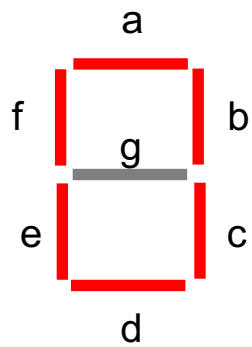


7-Segment Display Example

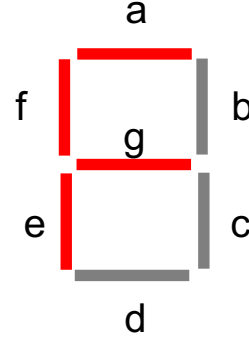
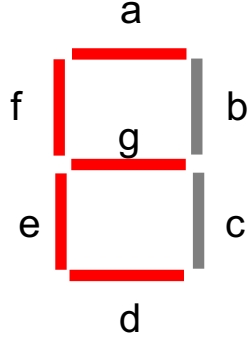
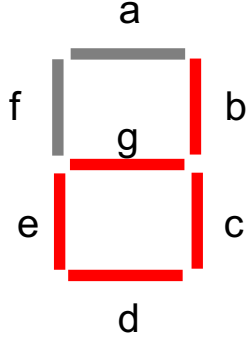
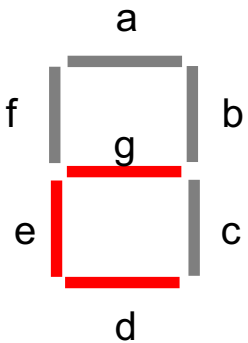
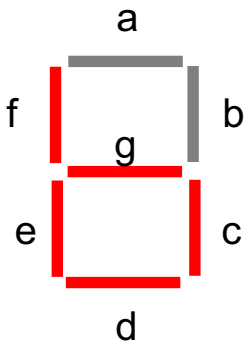
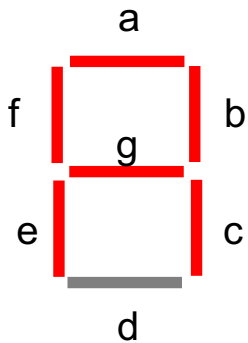
7-Segment Display



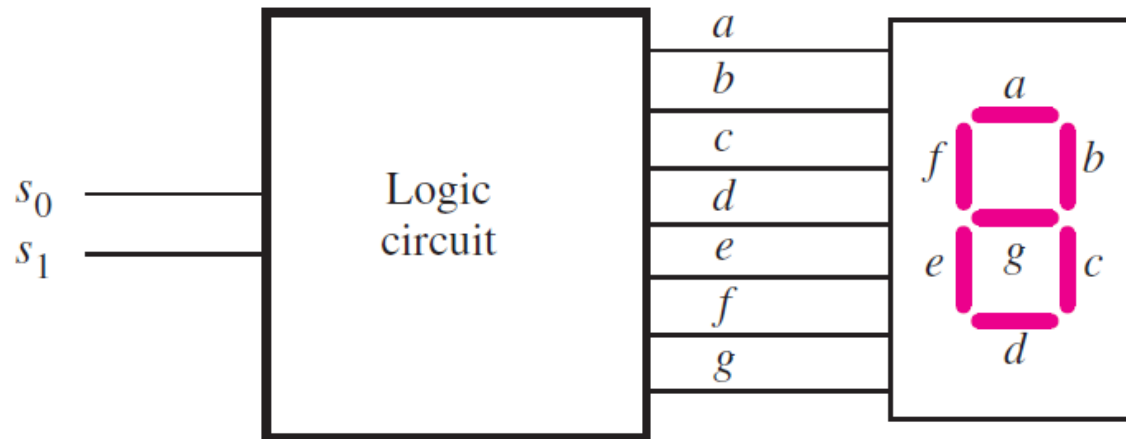
Displaying Some Numbers



Displaying Some Hexadecimal Numbers



Display of numbers



(a) Logic circuit and 7-segment display

| | s_1 | s_0 | a | b | c | d | e | f | g |
|---|-------|-------|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| 2 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 |

(b) Truth table

Display of numbers

| | s_1 | s_0 | a | b | c | d | e | f | g |
|---|-------|-------|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| 2 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 |

Display of numbers

| | s_1 | s_0 | a | b | c | d | e | f | g |
|---|-------|-------|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| 2 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 |

$$a = \overline{s_0}$$

$$c = \overline{s_1}$$

$$e = \overline{s_0}$$

$$g = s_1 \overline{s_0}$$

$$b = 1$$

$$d = \overline{s_0}$$

$$f = \overline{s_1} \overline{s_0}$$

Intro to Verilog

History

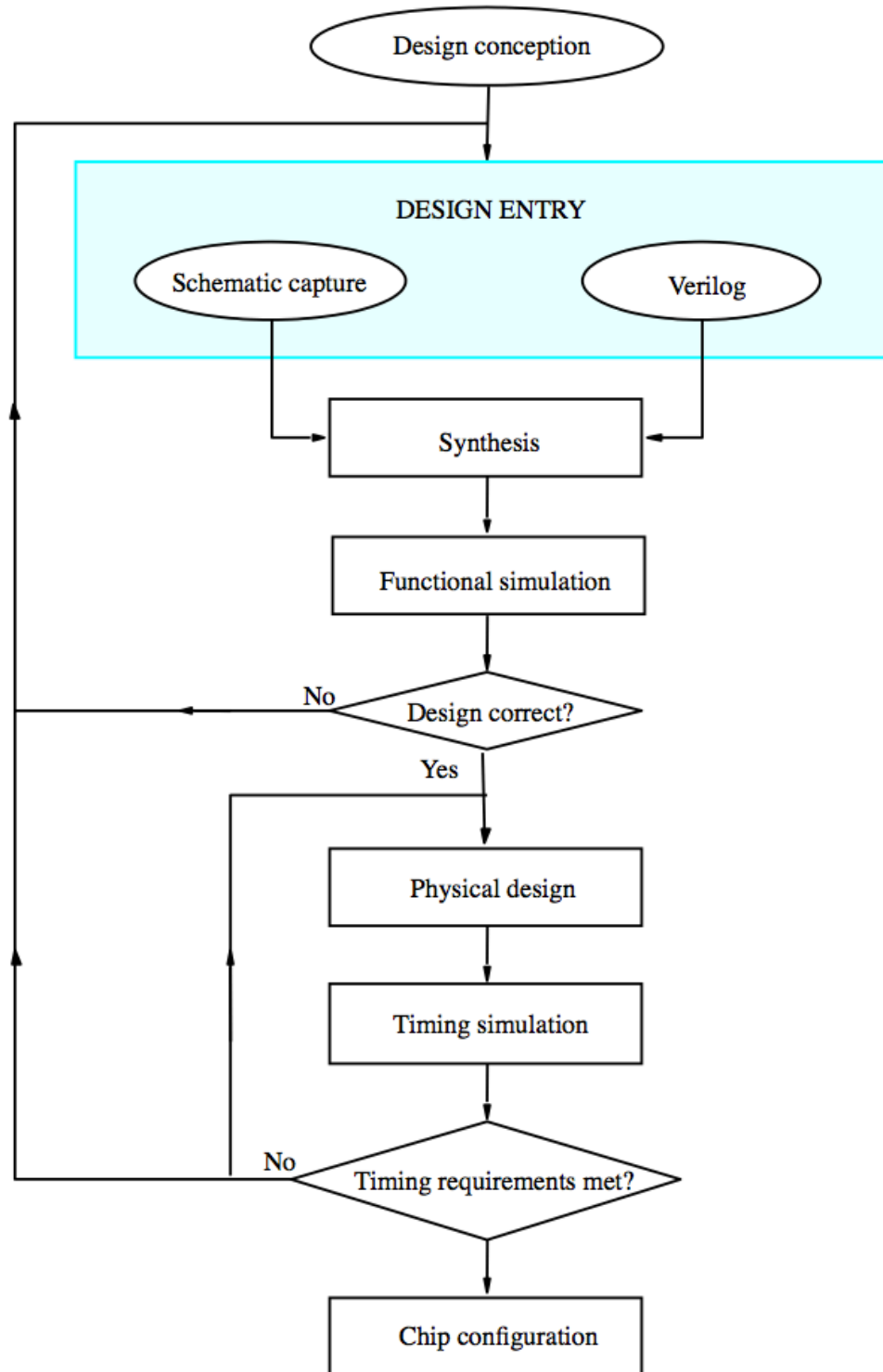
- **Created in 1983/1984**
- **Verilog-95 (IEEE standard 1364-1995)**
- **Verilog 2001 (IEEE Standard 1364-2001)**
- **Verilog 2005 (IEEE Standard 1364-2005)**
- **SystemVerilog**
- **SystemVerilog 2009 (IEEE Standard 1800-2009).**

HDL

- **Hardware Description Language**
- **Verilog HDL**
- **VHDL**

Verilog HDL \neq VHDL

- **These are two different Languages!**
- **Verilog is closer to C**
- **VHDL is closer to Ada**

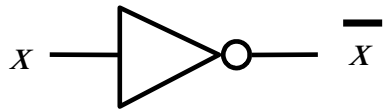


[Figure 2.35 from the textbook]

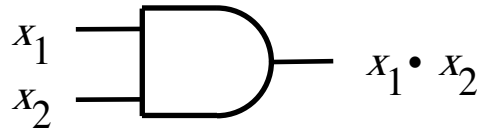
Sample Verilog Program

```
module example1 (x1, x2, s, f);  
    input x1, x2, s;  
    output f;  
  
    not (k, s);  
    and (g, k, x1);  
    and (h, s, x2);  
    or (f, g, h);  
  
endmodule
```

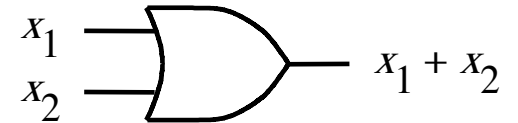
The Three Basic Logic Gates



NOT gate



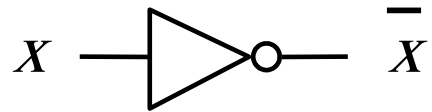
AND gate



OR gate

You can build any circuit using only these three gates

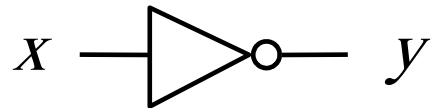
How to specify a NOT gate in Verilog



NOT gate

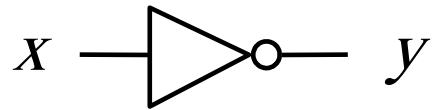
How to specify a NOT gate in Verilog

we'll use the letter *y* for the output



NOT gate

How to specify a NOT gate in Verilog

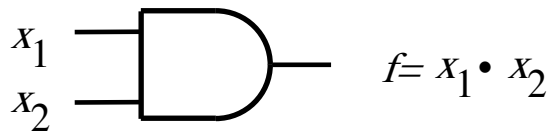


`not (y, x)`

NOT gate

Verilog code

How to specify an AND gate in Verilog

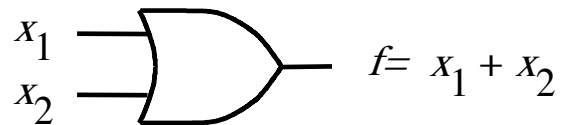


`and (f, x1, x2)`

AND gate

Verilog code

How to specify an OR gate in Verilog



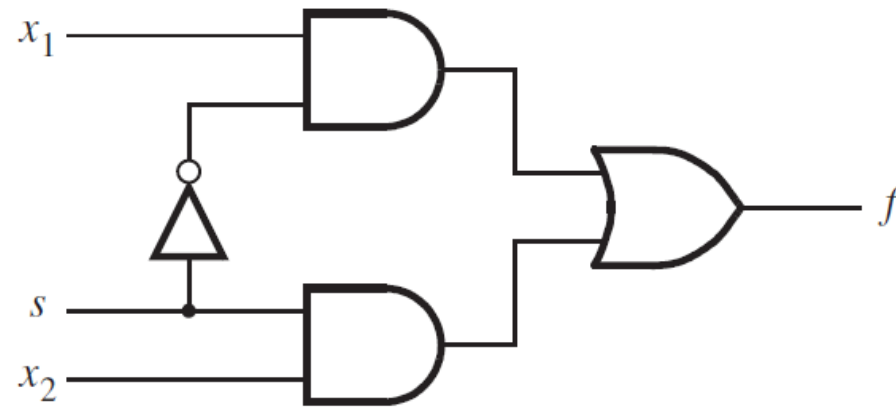
`or (f, x1, x2)`

OR gate

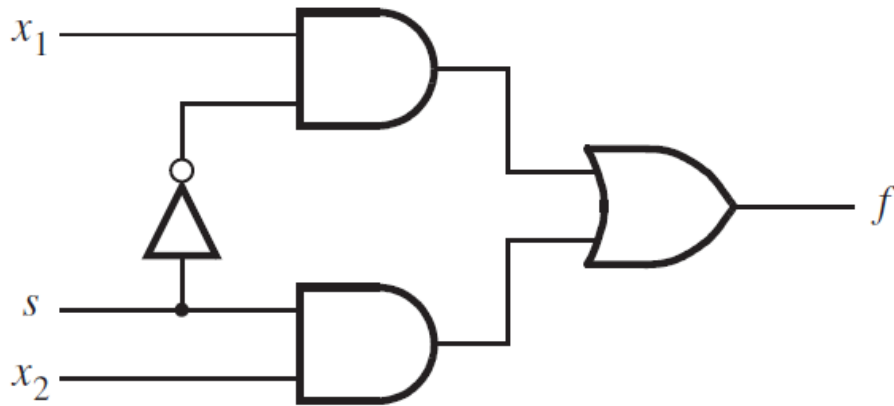
Verilog code

Specifying a 2-to-1 Multiplexor in Verilog

2-1 Multiplexer

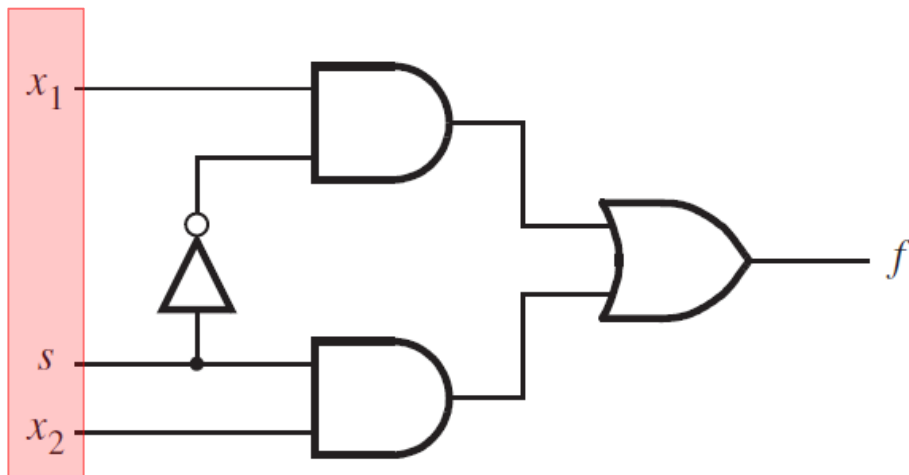


Verilog Code for a 2-1 Multiplexer



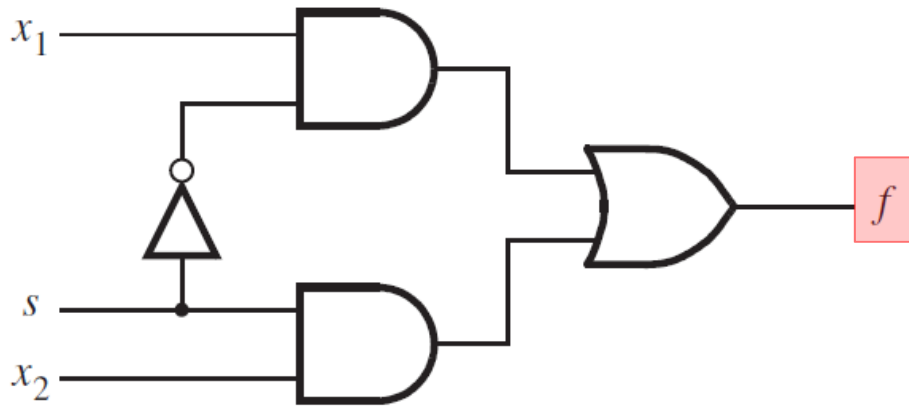
```
module example1 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  not (k, s);  
  and (g, k, x1);  
  and (h, s, x2);  
  or (f, g, h);  
  
endmodule
```

Verilog Code for a 2-1 Multiplexer



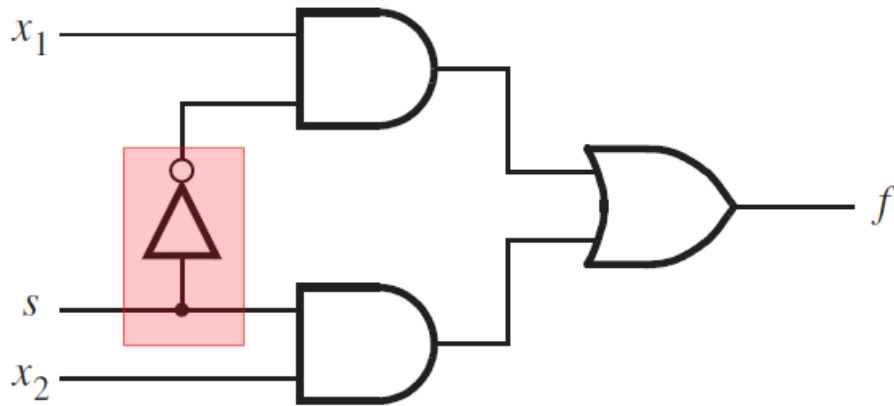
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endmodule
```

Verilog Code for a 2-1 Multiplexer



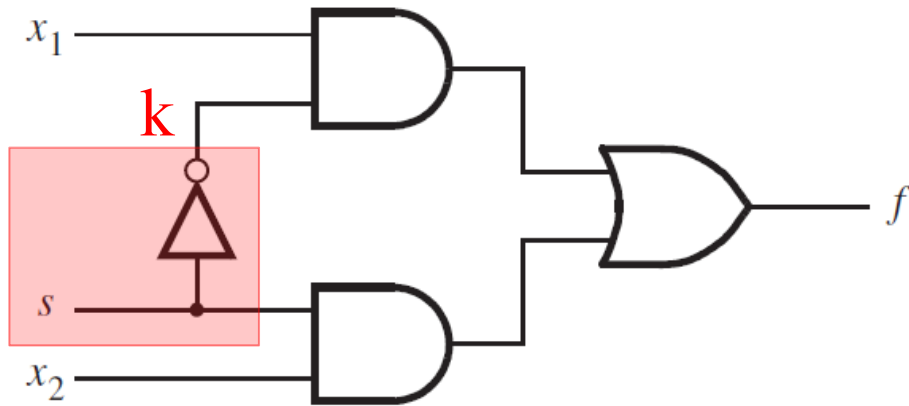
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module example1 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  not (k, s);  
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  and (h, s, x2);  
  or (f, g, h);  
  
endmodule
```

Verilog Code for a 2-1 Multiplexer



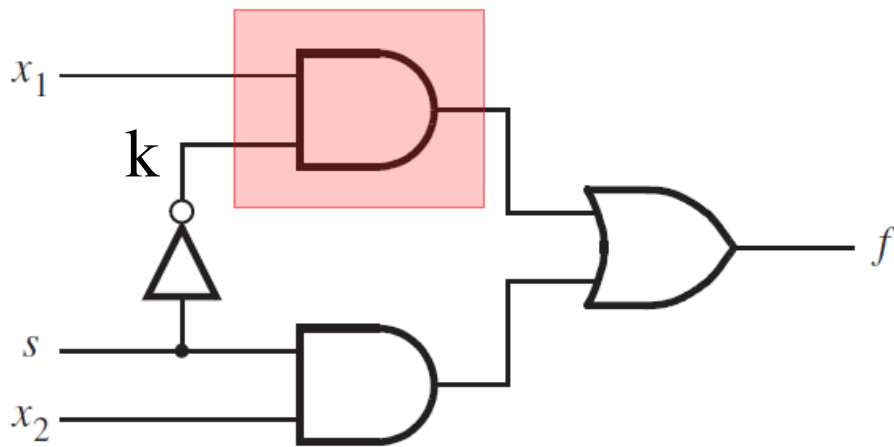
```
module example1 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  not (k, s);  
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  and (h, s, x2);  
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endmodule
```

Verilog Code for a 2-1 Multiplexer



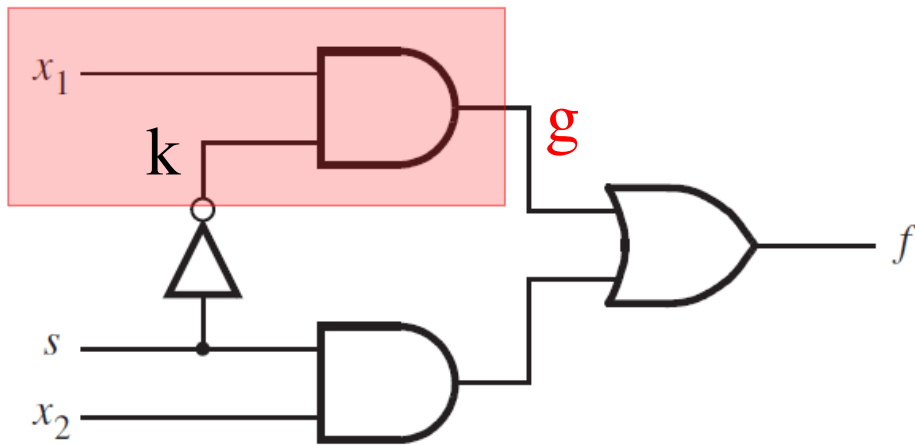
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  input x1, x2, s;  
  output f;  
  
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  and (h, s, x2);  
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endmodule
```

Verilog Code for a 2-1 Multiplexer



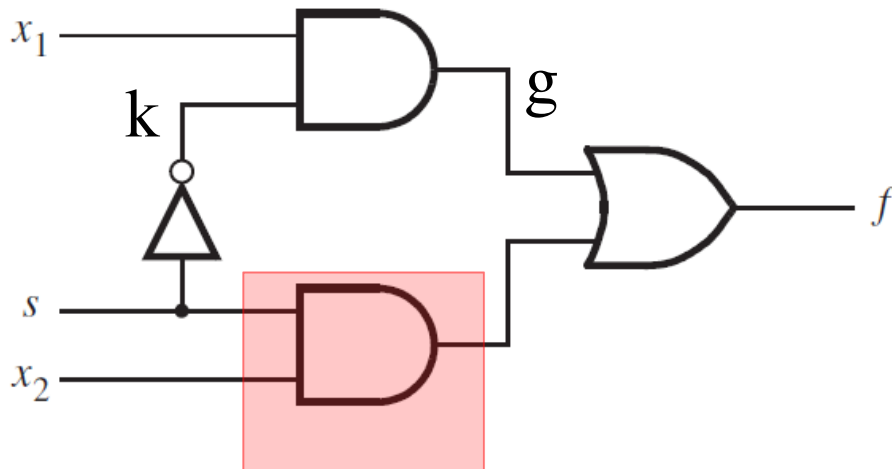
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module example1 (x1, x2, s, f);  
  input x1, x2, s;  
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endmodule
```


Verilog Code for a 2-1 Multiplexer



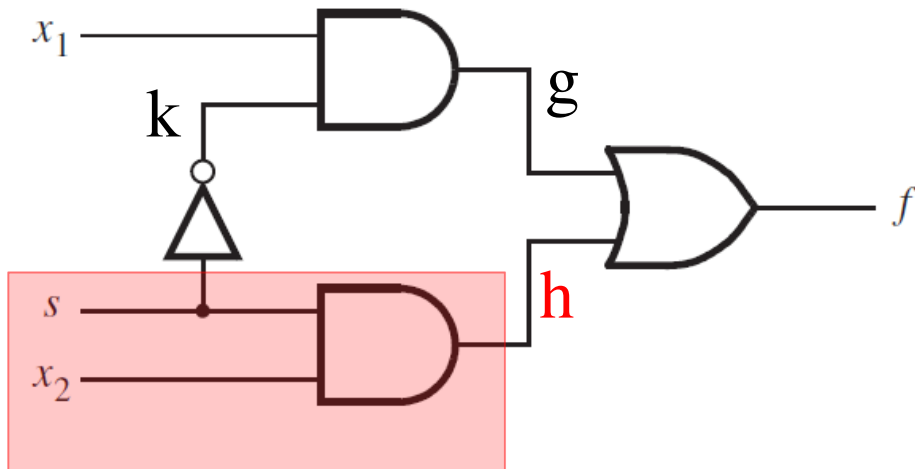
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    input x1, x2, s;  
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    and (g, k, x1);  
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    or (f, g, h);  
  
endmodule
```

Verilog Code for a 2-1 Multiplexer



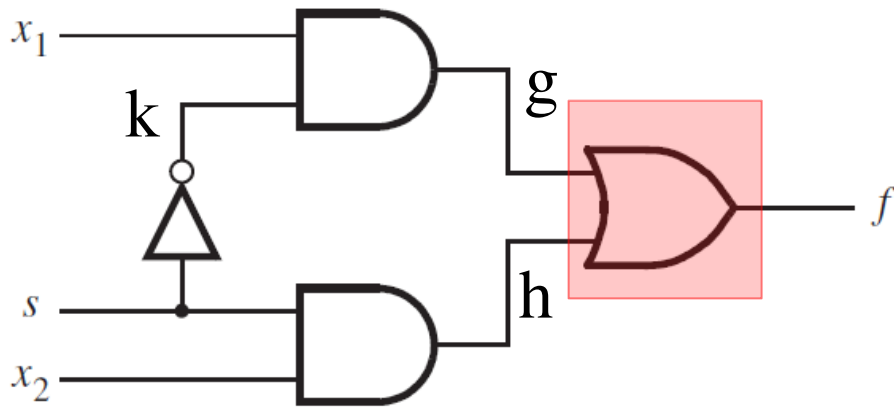
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module example1 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
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  and (g, k, x1);  
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Verilog Code for a 2-1 Multiplexer



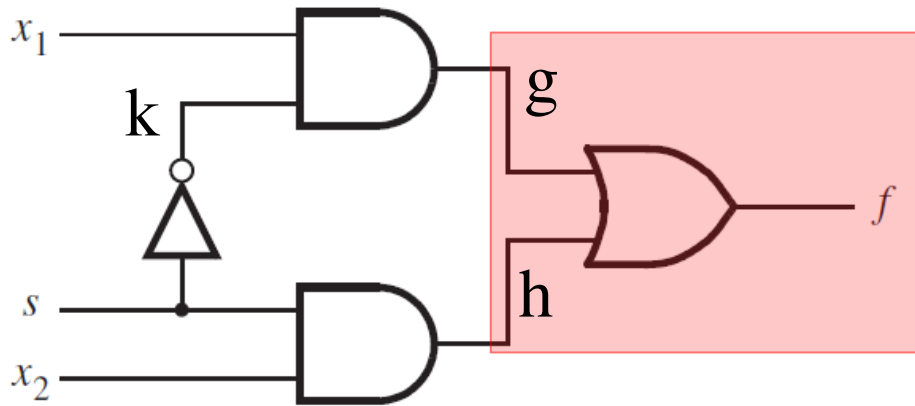
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```

Verilog Code for a 2-1 Multiplexer



```
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  input x1, x2, s;  
  output f;  
  
  not (k, s);  
  and (g, k, x1);  
  and (h, s, x2);  
  or (f, g, h);  
  
endmodule
```

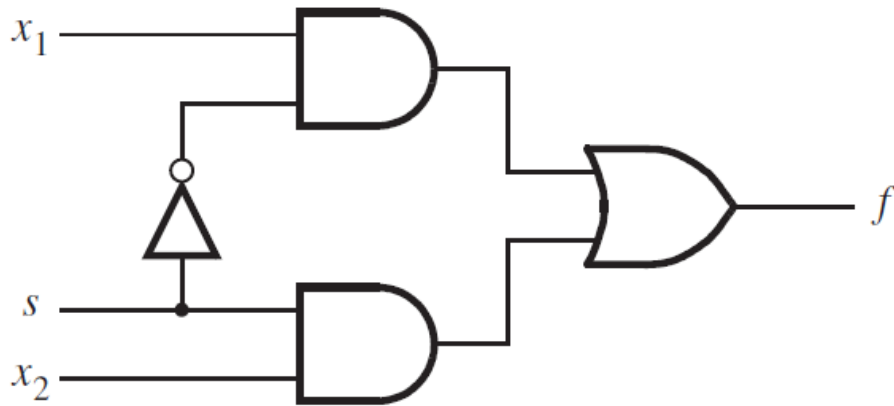
Verilog Code for a 2-1 Multiplexer



```
module example1 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  not (k, s);  
  and (g, k, x1);  
  and (h, s, x2);  
  or (f, g, h);  
  
endmodule
```

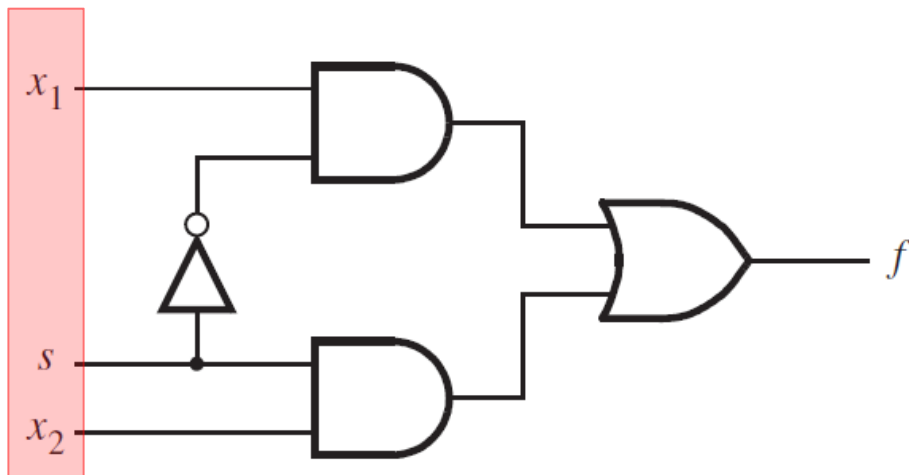
2-to-1 Multiplexor in Verilog (with abbreviated syntax)

Verilog Code for a 2-1 Multiplexer



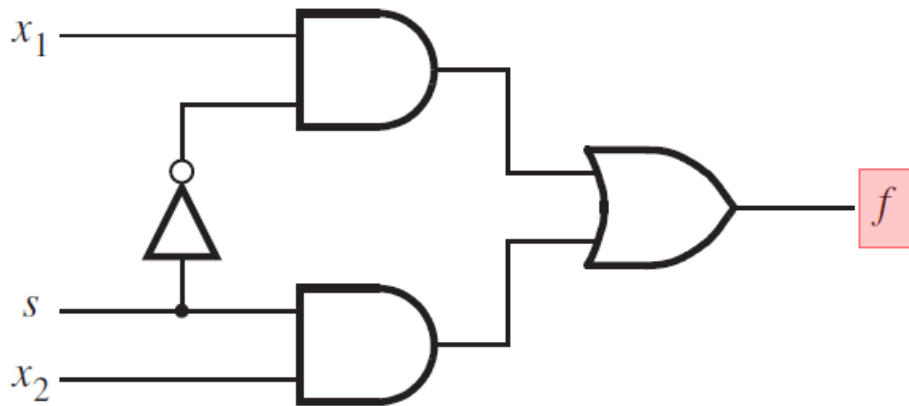
```
module example3 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  assign f = (~s & x1) | (s & x2);  
  
endmodule
```

Verilog Code for a 2-1 Multiplexer



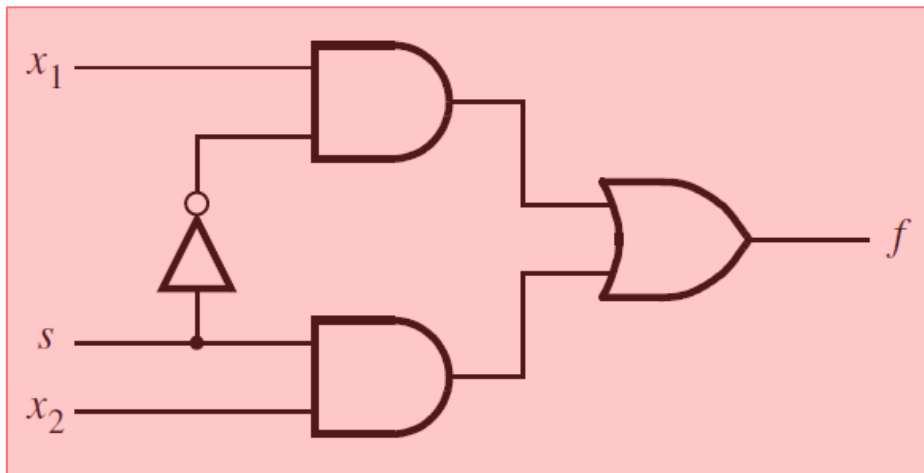
```
module example3 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  assign f = ( $\sim$ s & x1) | (s & x2);  
  
endmodule
```


Verilog Code for a 2-1 Multiplexer



```
module example3 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;  
  
  assign f = (~s & x1) | (s & x2);  
  
endmodule
```

Verilog Code for a 2-1 Multiplexer



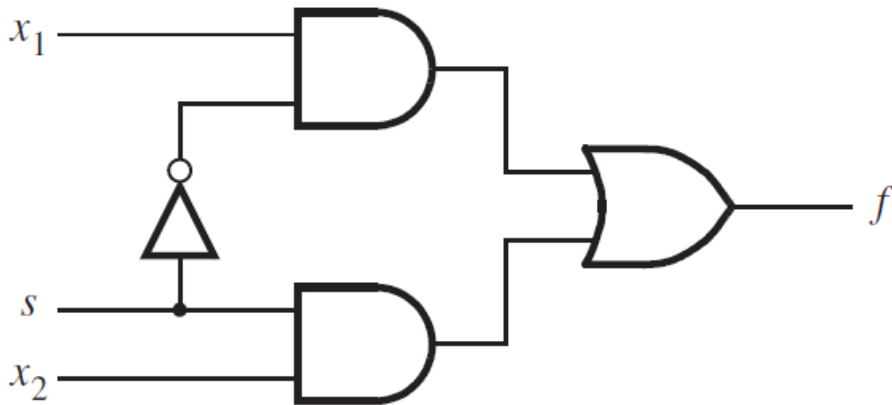
```
module example3 (x1, x2, s, f);  
  input x1, x2, s;  
  output f;
```

```
  assign f = (~s & x1) | (s & x2);
```

```
endmodule
```

2-to-1 Multiplexor in Verilog (with behavioral specification)

Verilog Code for a 2-1 Multiplexer



[Figure 2.36 from the textbook]

```
// Behavioral specification
module example5 (x1, x2, s, f);
    input x1, x2, s;
    output f;
    reg f;

    always @(x1 or x2 or s)
        if (s == 0)
            f = x1;
        else
            f = x2;

endmodule
```

[Figure 2.42 from the textbook]

Verilog Code for a 2-1 Multiplexer

A 2-to-1 Multiplexor has:

- **one output f**
- **two inputs: x_1 and x_2**
- **It also has another input line s**
- **If $s=0$, then the output is equal to x_1**
- **If $s=1$, then the output is equal to x_2**

```
// Behavioral specification
module example5 (x1, x2, s, f);
    input x1, x2, s;
    output f;
    reg f;

    always @(x1 or x2 or s)
        if (s == 0)
            f = x1;
        else
            f = x2;

endmodule
```

Verilog Code for a 2-1 Multiplexer

A 2-to-1 Multiplexor has:

- one output f
- two inputs: x_1 and x_2
- It also has another input line s
- If $s=0$, then the output is equal to x_1
- If $s=1$, then the output is equal to x_2

```
// Behavioral specification
module example5 (x1, x2, s, f);
    input x1, x2, s;
    output f;
    reg f;

    always @(x1 or x2 or s)
        if (s == 0)
            f = x1;
        else
            f = x2;

endmodule
```

always@ syntax

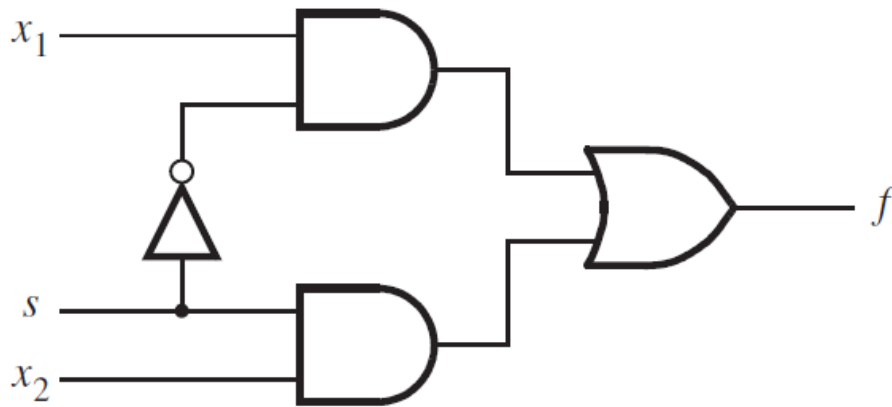
always @(x,y)

always @(x or y)

always @(*)

always @*

Verilog Code for a 2-1 Multiplexer



// Behavioral specification

```
module example5 (input x1, x2, s, output reg f);
```

```
    always @(x1, x2, s)
```

```
        if (s == 0)
```

```
            f = x1;
```

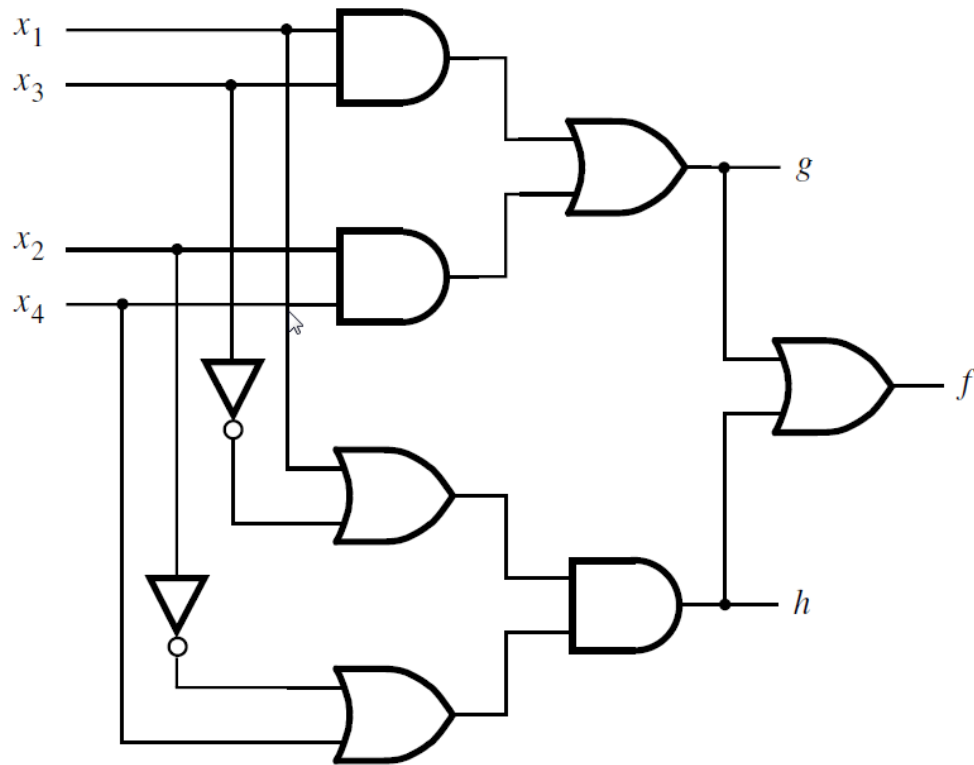
```
        else
```

```
            f = x2;
```

```
endmodule
```

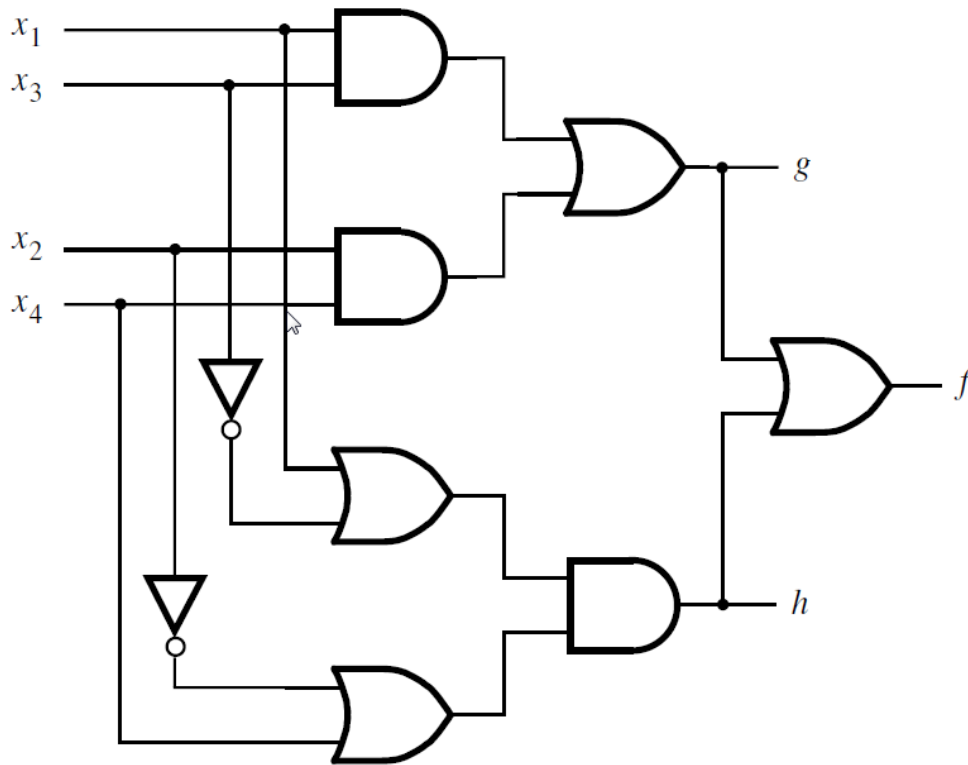
Another Example

Let's Write the Code for This Circuit



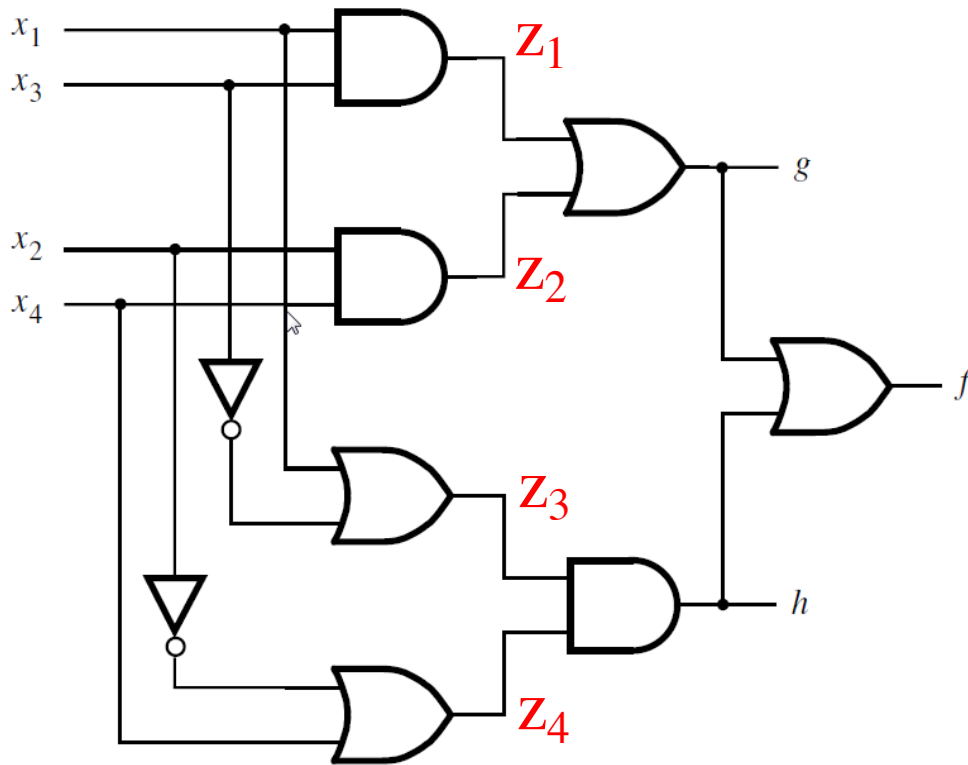
[Figure 2.39 from the textbook]

Let's Write the Code for This Circuit



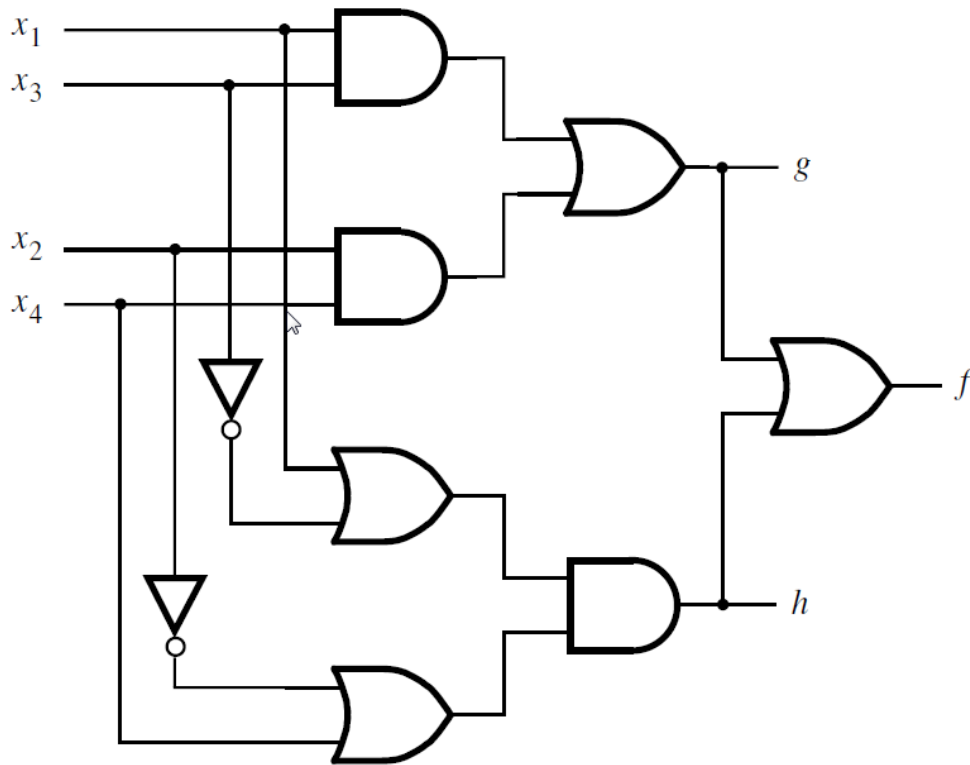
```
module example2 (x1, x2, x3, x4, f, g, h);  
    input x1, x2, x3, x4;  
    output f, g, h;  
  
    and (z1, x1, x3);  
    and (z2, x2, x4);  
    or (g, z1, z2);  
    or (z3, x1, ~x3);  
    or (z4, ~x2, x4);  
    and (h, z3, z4);  
    or (f, g, h);  
  
endmodule
```

Let's Write the Code for This Circuit



```
module example2 (x1, x2, x3, x4, f, g, h);  
    input x1, x2, x3, x4;  
    output f, g, h;  
  
    and (z1, x1, x3);  
    and (z2, x2, x4);  
    or (g, z1, z2);  
    or (z3, x1, ~x3);  
    or (z4, ~x2, x4);  
    and (h, z3, z4);  
    or (f, g, h);  
  
endmodule
```

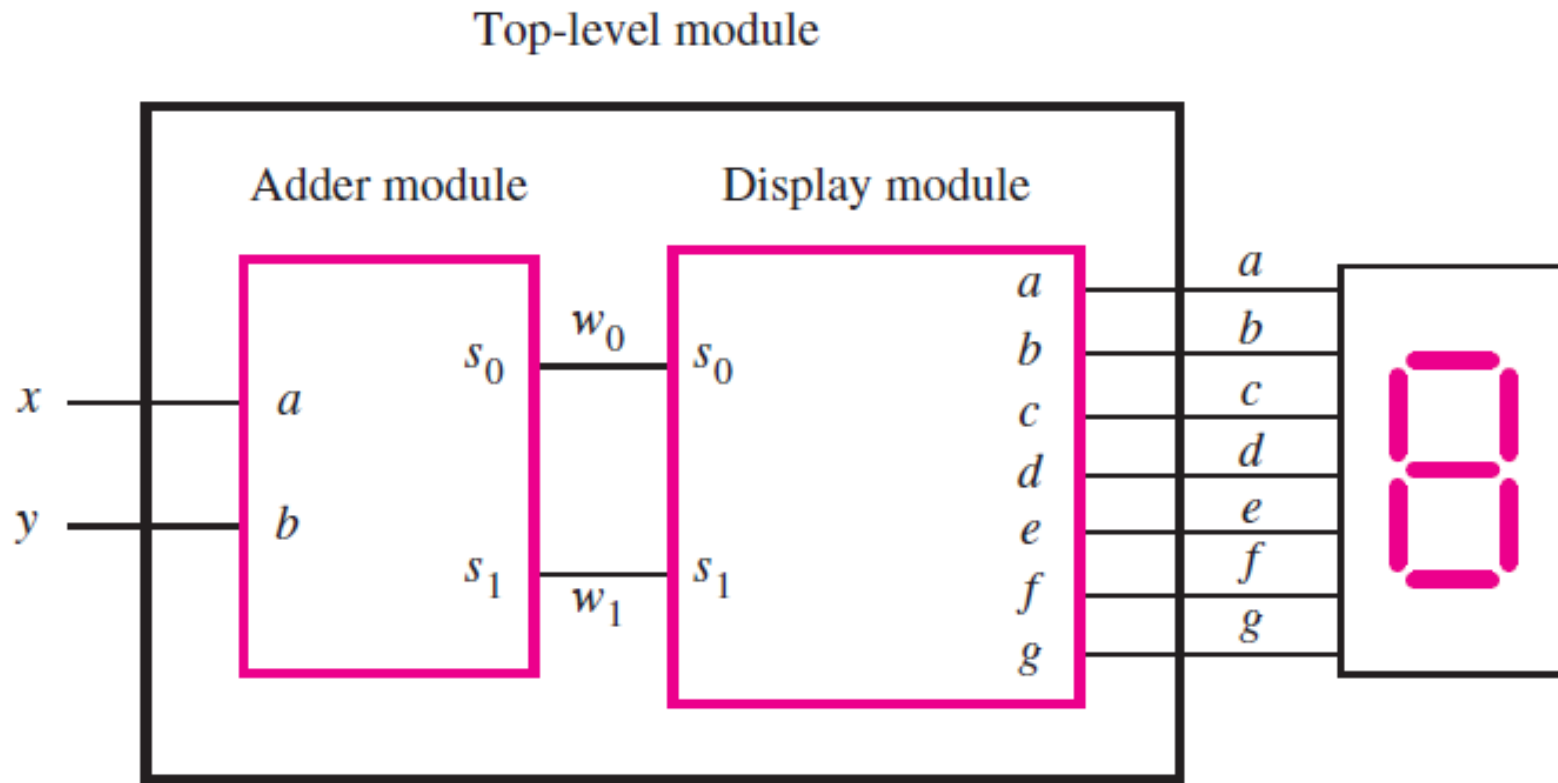

Let's Write the Code for This Circuit



```
module example4 (x1, x2, x3, x4, f, g, h);  
  input x1, x2, x3, x4;  
  output f, g, h;  
  
  assign g = (x1 & x3) | (x2 & x4);  
  assign h = (x1 | ~x3) & (~x2 | x4);  
  assign f = g | h;  
  
endmodule
```

Yet Another Example

A logic circuit with two modules



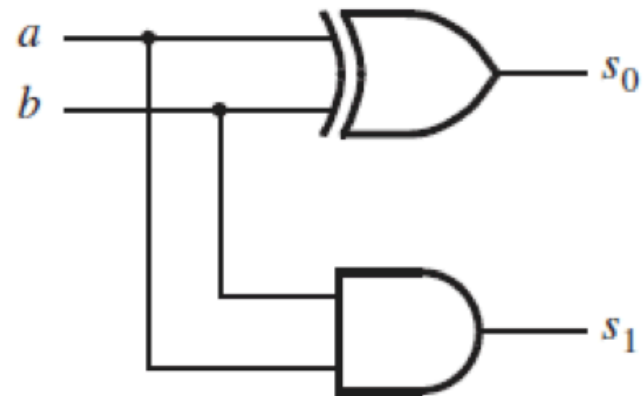
The adder module

| | | | | |
|-----------|------|------|------|------|
| a | 0 | 0 | 1 | 1 |
| $+b$ | $+0$ | $+1$ | $+0$ | $+1$ |
| $s_1 s_0$ | 0 0 | 0 1 | 0 1 | 1 0 |

(a) Evaluation of $S = a + b$

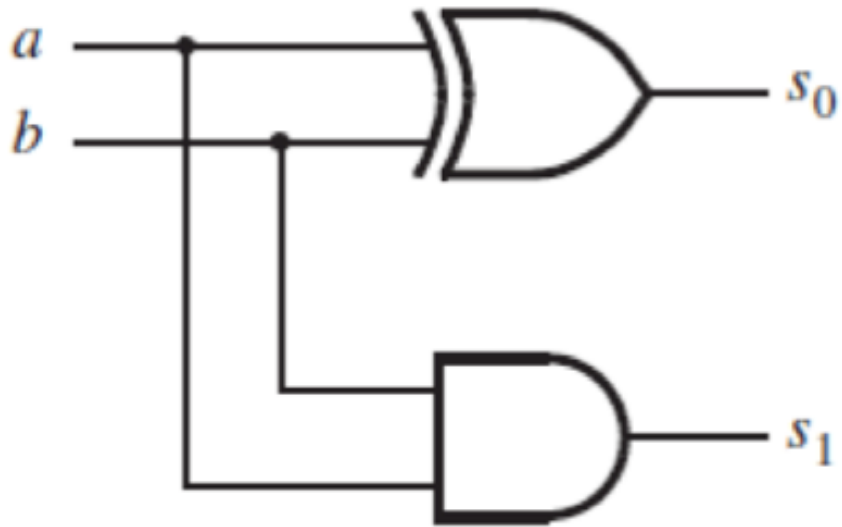
| a | b | s_1 | s_0 |
|-----|-----|-------|-------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 0 |

(b) Truth table



(c) Logic network

The adder module



```
// An adder module
module adder (a, b, s1, s0);
  input a, b;
  output s1, s0;

  assign s1 = a & b;
  assign s0 = a ^ b;

endmodule
```

The display module

| | s_1 | s_0 | a | b | c | d | e | f | g |
|---|-------|-------|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| 2 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 |

$$a = \overline{s_0}$$

$$c = \overline{s_1}$$

$$e = \overline{s_0}$$

$$g = s_1 \overline{s_0}$$

$$b = 1$$

$$d = \overline{s_0}$$

$$f = \overline{s_1} \overline{s_0}$$

The display module

$$a = \overline{s_0}$$

$$b = 1$$

$$c = \overline{s_1}$$

$$d = \overline{s_0}$$

$$e = \overline{s_0}$$

$$f = \overline{s_1} \overline{s_0}$$

$$g = s_1 \overline{s_0}$$

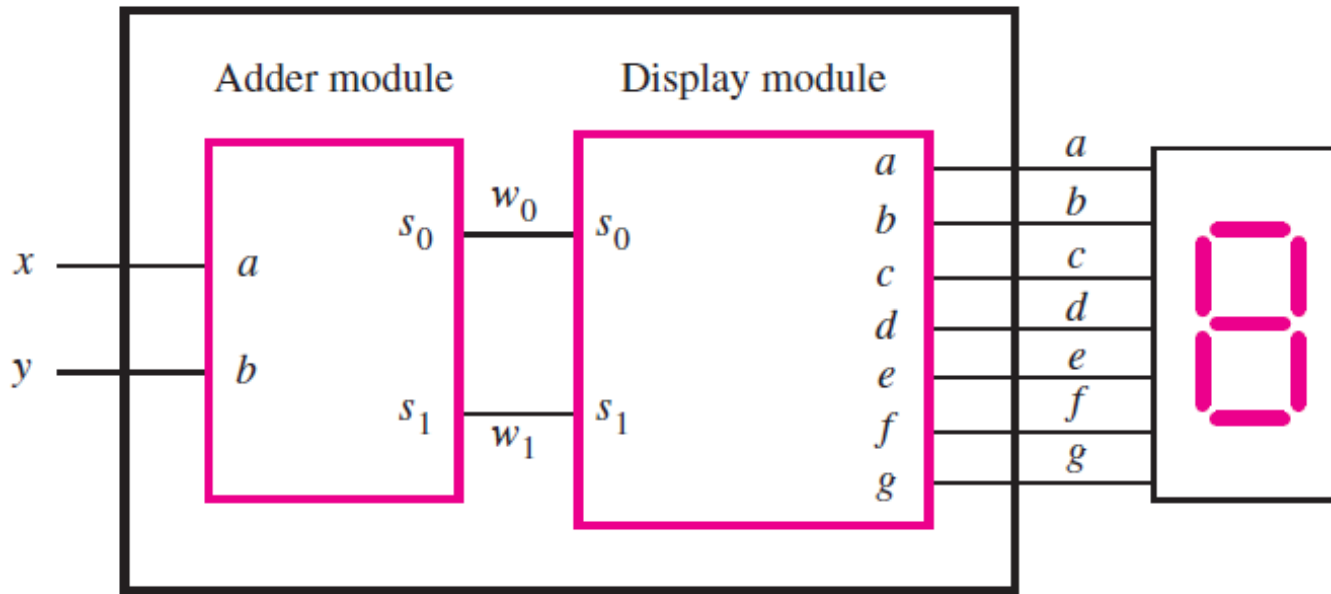
```
// A module for driving a 7-segment display
module display (s1, s0, a, b, c, d, e, f, g);
    input s1, s0;
    output a, b, c, d, e, f, g;

    assign a = ~s0;
    assign b = 1;
    assign c = ~s1;
    assign d = ~s0;
    assign e = ~s0;
    assign f = ~s1 & ~s0;
    assign g = s1 & ~s0;

endmodule
```

Putting it all together

Top-level module



```
// An adder module
module adder (a, b, s1, s0)
  input a, b;
  output s1, s0;

  assign s1 = a & b;
  assign s0 = a ^ b;

endmodule
```

```
// A module for driving a 7-segment display
module display (s1, s0, a, b, c, d, e, f, g);
  input s1, s0;
  output a, b, c, d, e, f, g;

  assign a = ~s0;
  assign b = 1;
  assign c = ~s1;
  assign d = ~s0;
  assign e = ~s0;
  assign f = ~s1 & ~s0;
  assign g = s1 & ~s0;

endmodule
```

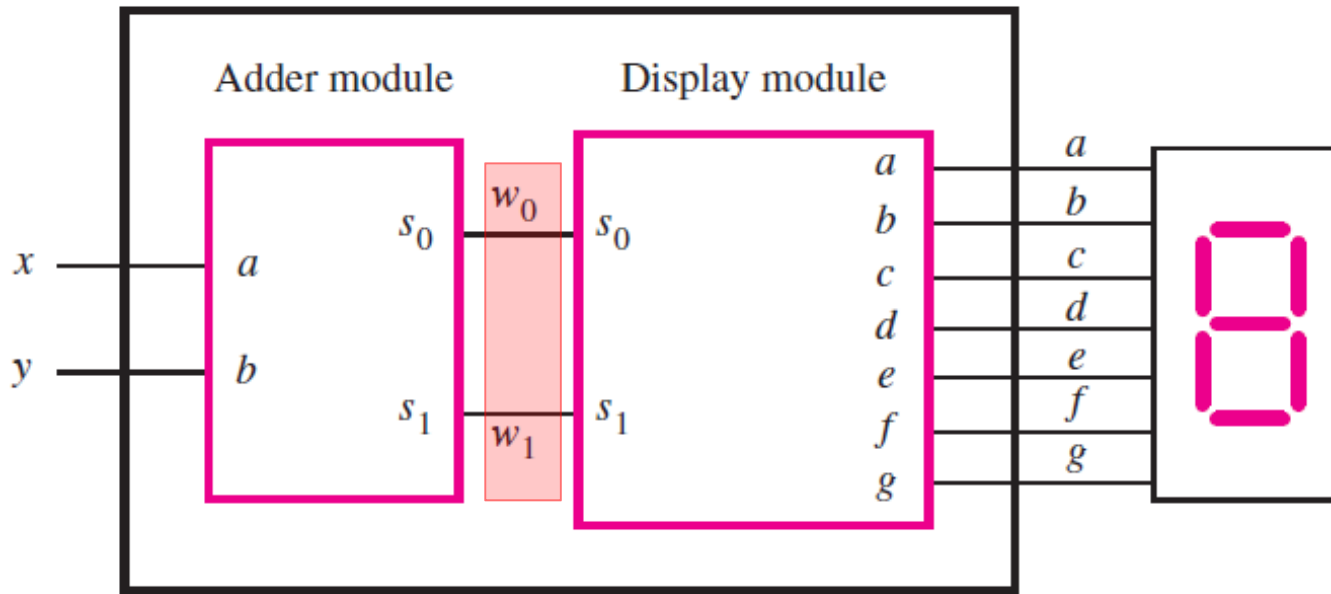
```
module adder_display (x, y, a, b, c, d, e, f, g);
  input x, y;
  output a, b, c, d, e, f, g;
  wire w1, w0;

  adder U1 (x, y, w1, w0);
  display U2 (w1, w0, a, b, c, d, e, f, g);

endmodule
```

Putting it all together

Top-level module



```
// An adder module
module adder (a, b, s1, s0)
  input a, b;
  output s1, s0;

  assign s1 = a & b;
  assign s0 = a ^ b;

endmodule
```

```
// A module for driving a 7-segment display
module display (s1, s0, a, b, c, d, e, f, g);
  input s1, s0;
  output a, b, c, d, e, f, g;

  assign a = ~s0;
  assign b = 1;
  assign c = ~s1;
  assign d = ~s0;
  assign e = ~s0;
  assign f = ~s1 & ~s0;
  assign g = s1 & ~s0;

endmodule
```

```
module adder_display (x, y, a, b, c, d, e, f, g);
  input x, y;
  output a, b, c, d, e, f, g;
  wire w1, w0;

  adder U1 (x, y, w1, w0);
  display U2 (w1, w0, a, b, c, d, e, f, g);

endmodule
```

Questions?

THE END