Verilog – Part II

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Presentation Outline

- Modeling Latches and Flip-Flops
- Blocking versus Non-Blocking Assignments
- Modeling Sequential Circuit Diagrams
- Modeling Mealy and Moore State Diagrams
- Modeling Registers and Counters

Recall: Sensitivity List of always block

- Syntax:

```
always @(sensitivity list) begin
   procedural statements
end
```

- Sensitivity list is a list of signals: **@(*signal1, signal2, …*)**
- The sensitivity list triggers the execution of the **always** block

  When there is a ***change of value in any listed signal***

  Otherwise, the **always** block does nothing until another change occurs on a signal in the sensitivity list

Guidelines for Sensitivity List

- For combinational logic, the sensitivity list must include **ALL** the signals that are read inside the **`always`** block

  Combinational logic can also use: **`@(*)`** or **`@*`**

- For sequential logic, the sensitivity list may not include all the signals that are read inside the **`always`** block

- For **edge-triggered** sequential logic use:

  ```
  always @(posedge signal1, negedge signal2, …)
  ```

- The ***positive edge*** or ***negative edge*** of each signal can be specified in the sensitivity list

Modeling a D Latch with Enable

```
// Modeling a D Latch with Enable and output Q
// Output Q must be of type reg
// Notice that the if statement does NOT have else
// If Enable is 0, then value of Q does not change
// The D_latch stores the old value of Q

module D_latch (input D, Enable, output reg Q);
  always @(D, Enable)
    if (Enable) Q <= D;  // Non-blocking assignment
endmodule
```

Modeling a D-type Flip-Flop

```
// Modeling a D Flip-Flop with outputs Q and Qbar
module D_FF (input D, Clk, output reg Q, Qbar);
  // Q and Qbar change at the positive edge of Clk
  // Notice that always is NOT sensitive to D
  always @(posedge Clk)
  begin
    Q <= D;          // Non-blocking assignment
    Qbar <= ~D;      // Non-blocking assignment
  end
endmodule
```

Negative-Edge Triggered D-type Flip-Flop

```
// Modeling a Negative-Edge Triggered D Flip-Flop
// The only difference is the negative edge of Clk
module D_FF2 (input D, Clk, output reg Q, Qbar);
  // Q and Qbar change at the negative edge of Clk
  always @(negedge Clk)
  begin
    Q <= D;          // Non-blocking assignment
    Qbar <= ~D;      // Non-blocking assignment
  end
endmodule
```

D-type Flip-Flop with Synchronous Reset

```
// Modeling a D Flip-Flop with Synchronous Reset input
module D_FF3 (input D, Clk, Reset, output reg Q, Qbar);
  // always block is NOT sensitive to Reset or D
  // Updates happen only at positive edge of Clk
  // Reset is Synchronized with Clk
  always @(posedge Clk)
    if (Reset)
      {Q, Qbar} <= 2'b01;
    else
      {Q, Qbar} <= {D, ~D};
endmodule
```

D-type Flip-Flop with Asynchronous Reset

```
// Modeling a D Flip-Flop with Asynchronous Reset input
module D_FF4 (input D, Clk, Reset, output reg Q, Qbar);
  // Q and Qbar change at the positive edge of Clk
  // Or, at the positive edge of Reset
  // Reset is NOT synchronized with Clk
  always @(posedge Clk, posedge Reset)
    if (Reset)
      {Q, Qbar} <= 2'b01;
    else
      {Q, Qbar} <= {D, ~D};
endmodule
```

JK flip-flop

```
module JK_FF (input J, K, Clk, output reg Q, output Q_b);
  assign Bib = ~Q;
  always @ (posedge Clk)
    case ({J,K})
      2'b00: Q <= Q;
      2'b01: Q <= 1'b0;
      2'b10: Q <= 1'b1;
      2'b11: Q <= !Q;
    encase;
endmodule;
```

T flip-flop

```
module T_FF (Q,T,CLK,RST);
   output Q;
   input T,CLK,RST;
   reg Q;
     always @ (posedge CLK or negedge RST)
       if (~RST) Q = 1'b0;
       else Q = Q ^ T;
endmodule
```

Procedural Assignment

- Procedural assignment is used inside a **procedural block** only
- Two types of procedural assignments:
- **Blocking assignment:**

```
variable = expression;    // = operator
```

  Variable is updated **before** executing next statement

  Similar to an assignment statement in programming languages

- **Non-Blocking assignment:**

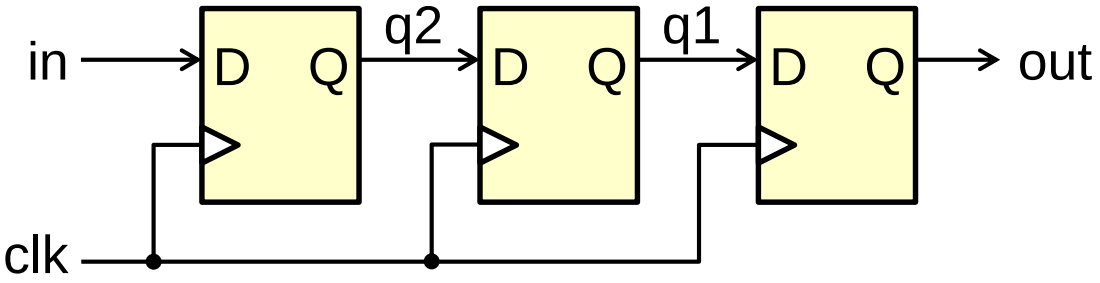
```
variable <= expression;   // <= operator
```

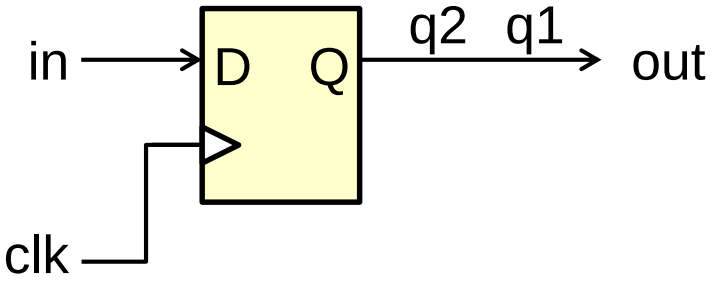
  Variable is updated **at the end** of the procedural block

  Does not block the execution of next statements

Blocking versus Non-Blocking Assignment

Guideline: Use Non-Blocking Assignment for Sequential Logic






```
module nonblocking
(input in, clk, output reg out);
  reg q1, q2;
  always @ (posedge clk) begin
    q2  <= in;
    q1  <= q2;
    out <= q1;
  end
endmodule
```

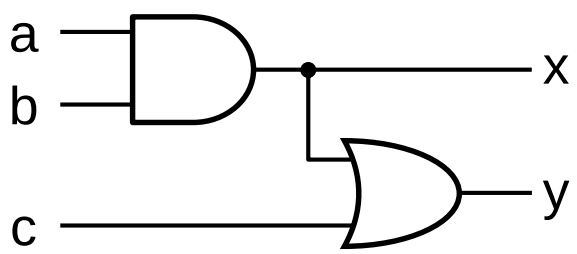
Read: in, q2, q1

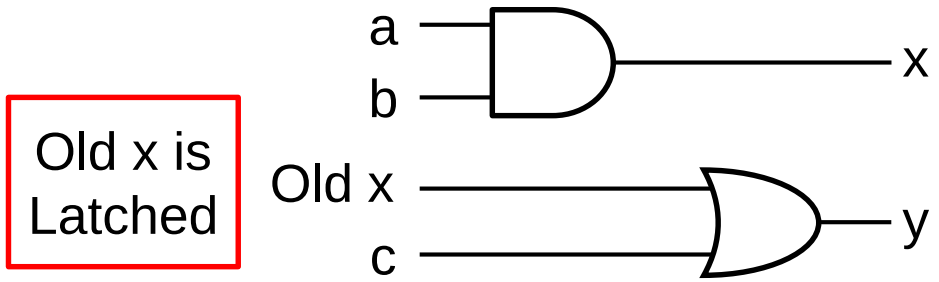
Parallel Assignment at the end

```
module blocking
(input in, clk, output reg out);
  reg q1, q2;
  always @ (posedge clk) begin
    q2  = in;
    q1  = q2;  // q1 = in
    out = q1;  // out = in
  end
endmodule
```

Blocking versus Non-Blocking Assignment

Guideline: Use Blocking Assignment for Combinational Logic






```
module blocking
(input a,b,c, output reg x,y);
  always @ (a, b, c) begin
    x = a & b;  // update x
    y = x | c;  // y = a&b | c;
  end
endmodule
```

```
module nonblocking
(input a,b,c, output reg x,y);
  always @ (a, b, c) begin
    x <= a & b;
    y <= x | c;
  end
endmodule
```

Evaluate all expressions

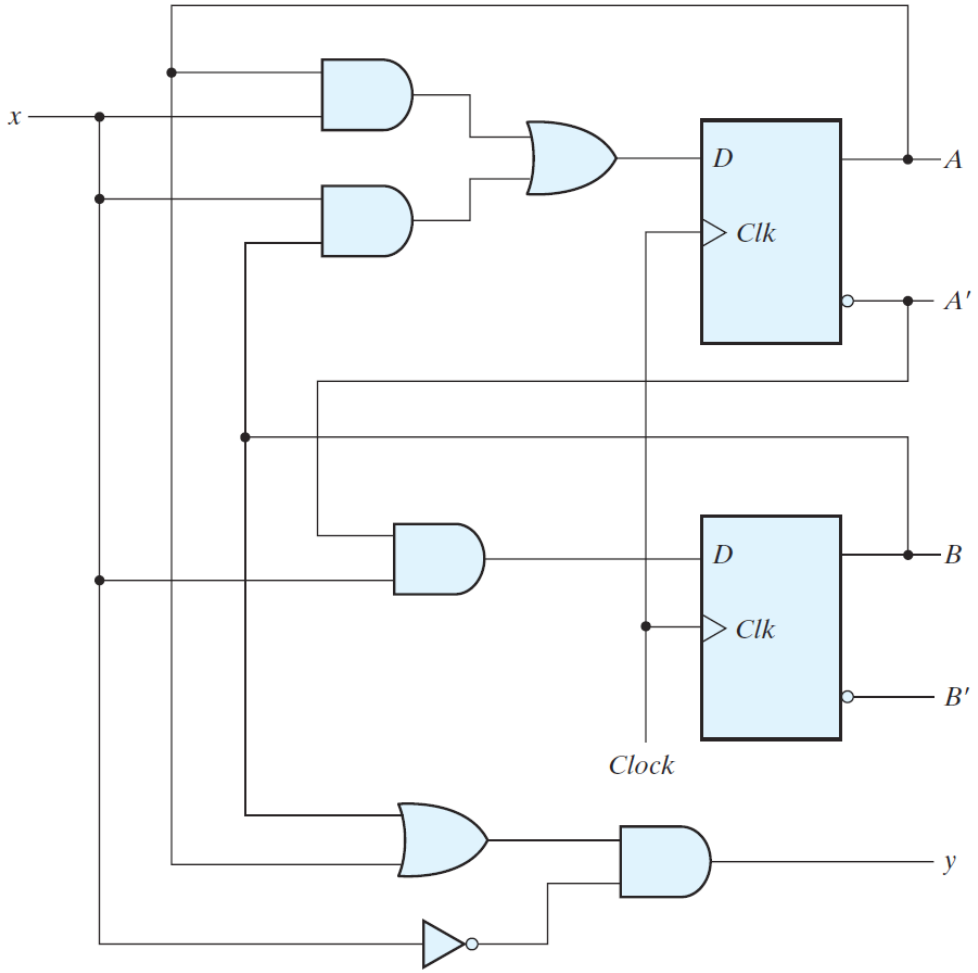
Parallel Assignment at the end

Verilog Coding Guidelines

1. When modeling **combinational** logic, use **blocking** assignments
2. When modeling **sequential** logic, use **non-blocking** assignments
3. When modeling **both sequential** and **combinational logic** within the same always block, use **non-blocking** assignments
4. Do **NOT** mix blocking with non-blocking assignments in the same always block
5. Do **NOT** make assignments to the same variable from more than one always block

Structural Modeling of Sequential Circuits

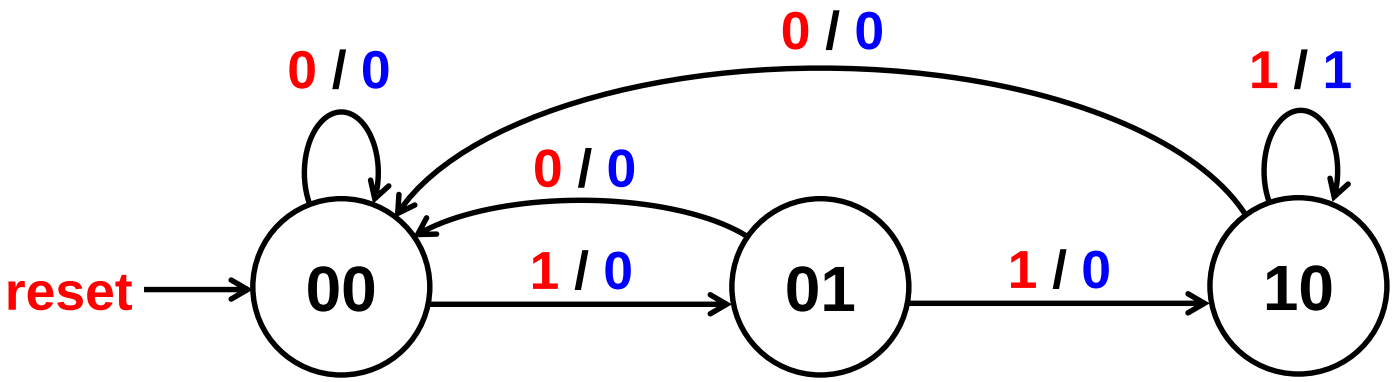
Modeling the Circuit Structure




```
// Mixed Structural and Dataflow
module Seq_Circuit_Structure
 (input x, Clock, output y);

 wire DA, DB, A, Ab, B, Bb;

 // Instantiate two D Flip-Flops
 D_FF FFA(DA, Clock, A, Ab);
 D_FF FFB(DB, Clock, B, Bb);

 // Modeling logic
 assign DA = (A & x) | (B & x);
 assign DB = Ab & x;
 assign y  = (A | B) & ~x;

endmodule
```

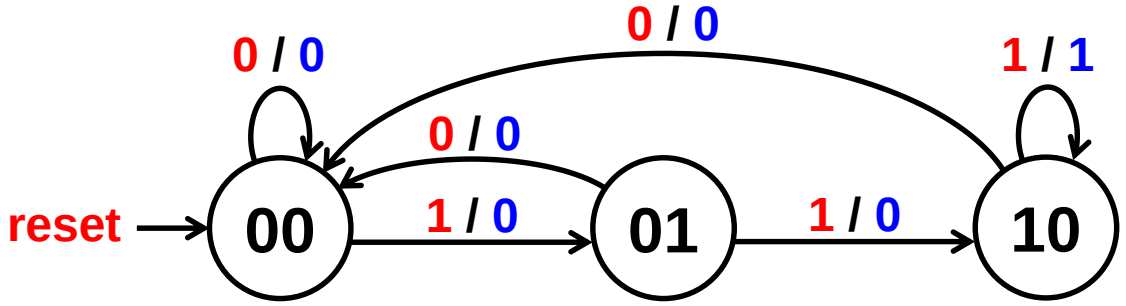
Modeling a State Diagram

- A state diagram can be modeled directly in Verilog
- Without the need of having the circuit implementation
- An example of a Mealy state diagram is shown below
- This is the state diagram of the **111** sequence detector
- State assignment: S_0 **= 00**, S_1 **= 01**, and S_2 **= 10**



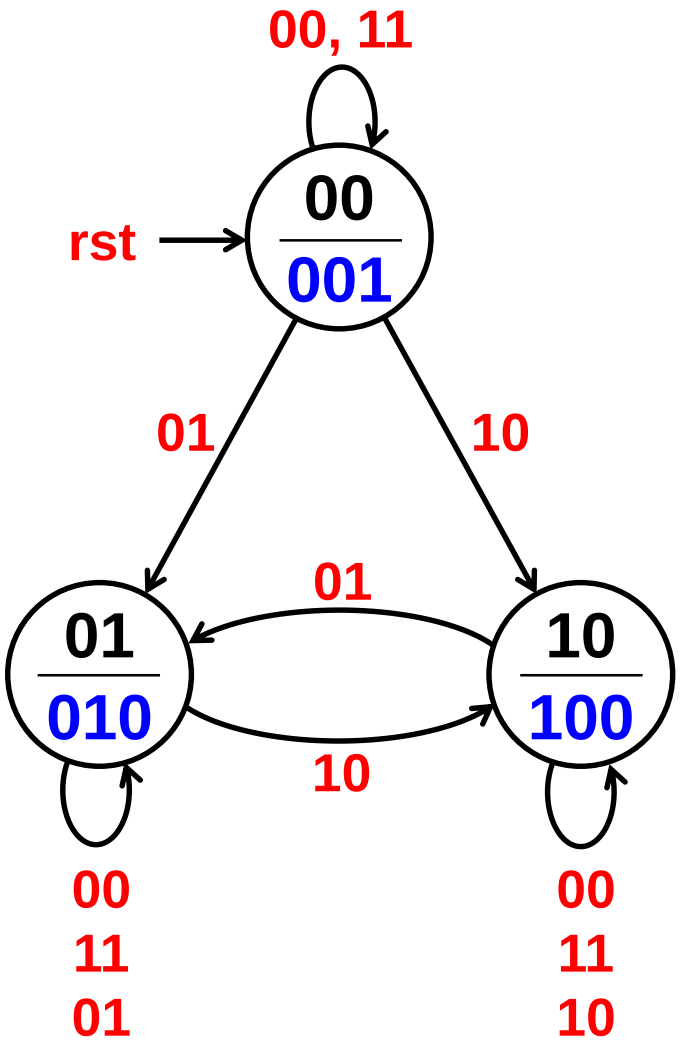
Modeling a Mealy State Diagram

```
module Mealy_111_detector (input x, clock, reset, output z);
  reg [1:0] state;          // present state
  always @(posedge clock, posedge reset)
    if (reset) state <= 'b00;
    else case(state)
      'b00: if (x) state <= 'b01; else state <= 'b00;
      'b01: if (x) state <= 'b10; else state <= 'b00;
      'b10: if (x) state <= 'b10; else state <= 'b00;
    endcase
  // output depends on present state and input x
  assign z = (state == 'b10) & x;
endmodule
```



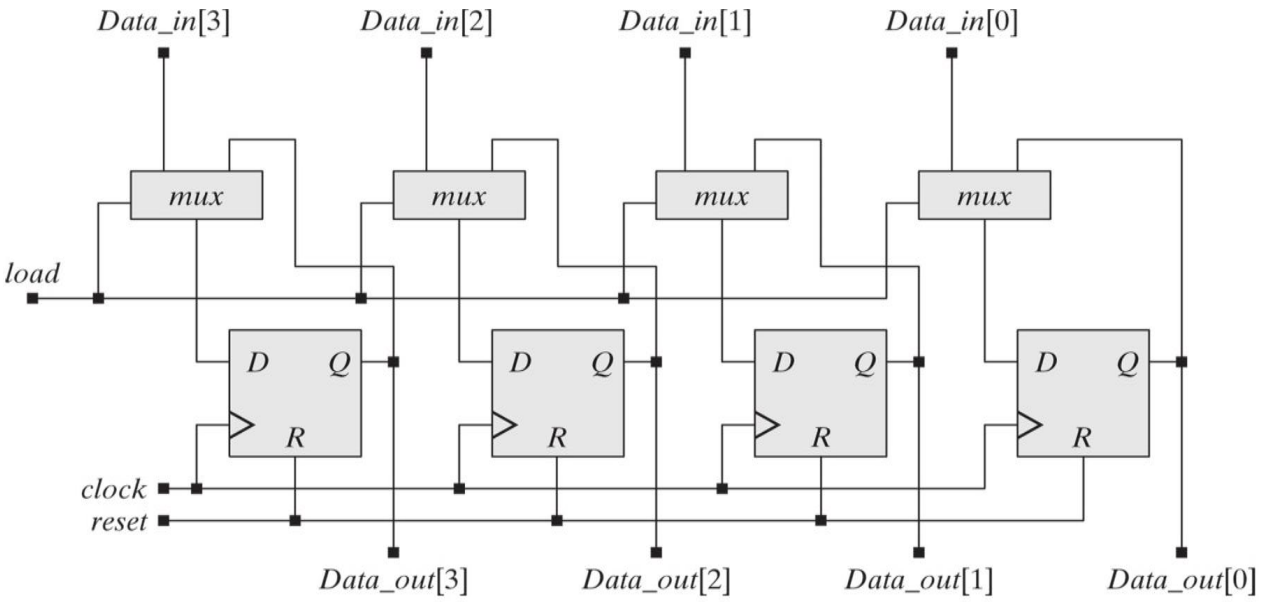
Modeling a Moore State Diagram

```
module Moore_Comparator (input A, B, clk, rst, output GT, LT, EQ);
 reg [1:0] state;   // present state
 assign GT = state[1];
 assign LT = state[0];
 assign EQ = ~(GT | LT);
 always @(posedge clk, posedge rst)
  if (rst) state <= 'b00;
  else case (state)
  'b00: state <= ({A,B}=='b01)?'b01:
                 ({A,B}=='b10)?'b10:'b00;
  'b01: state <= ({A,B}=='b10)?'b10:'b01;
  'b10: state <= ({A,B}=='b01)?'b01:'b10;
  endcase
endmodule
```



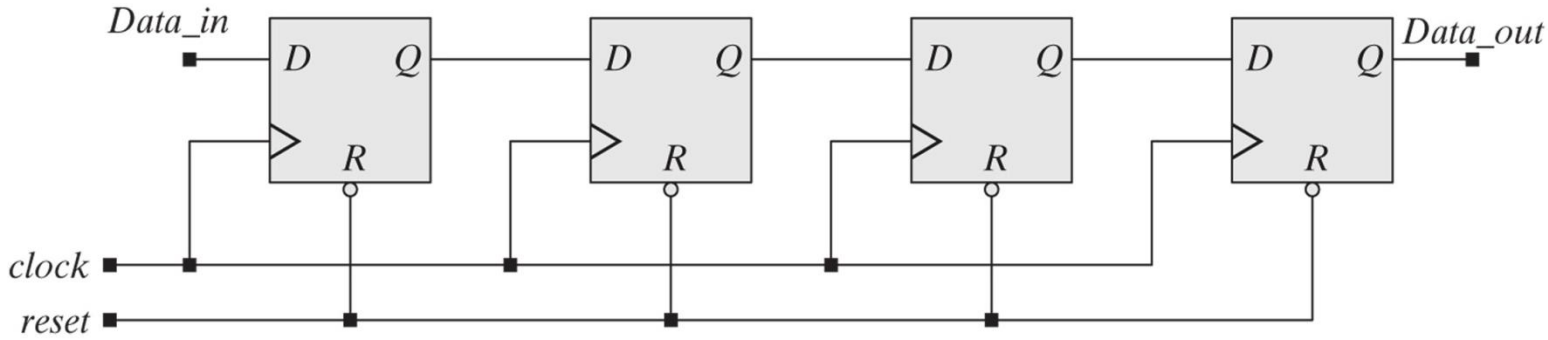
Modeling a Register with Parallel Load

```
module Register #(parameter n = 4)
  (input [n-1:0] Data_in, input load, clock, reset,
   output reg [n-1:0] Data_out);

  always @(posedge clock, posedge reset) // Asynchronous reset
    if (reset) Data_out <= 0;
    else if (load) Data_out <= Data_in;

endmodule
```



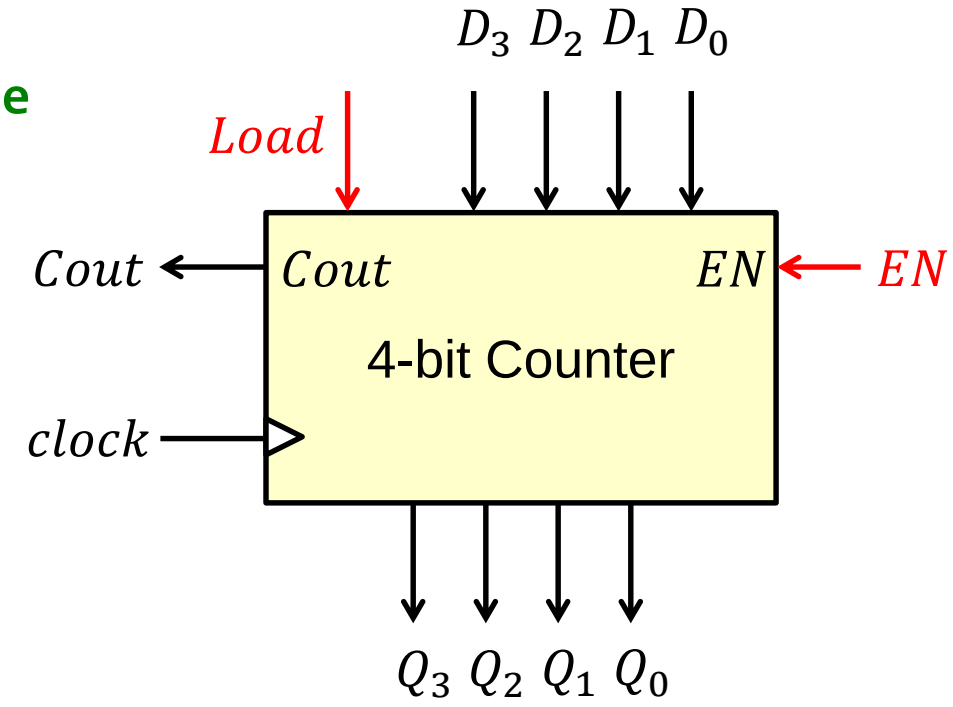
Modeling a Shift Register

```
module Shift_Register #(parameter n = 4)
  (input Data_in, clock, reset, output Data_out);
  reg [n-1:0] Q;
  assign Data_out = Q[0];
  always @(posedge clock, negedge reset) // Asynchronous reset
    if (!reset) Q <= 0;                  // Active Low reset
    else Q <= {Data_in, Q[n-1:1]};       // Shifts to the right
endmodule
```

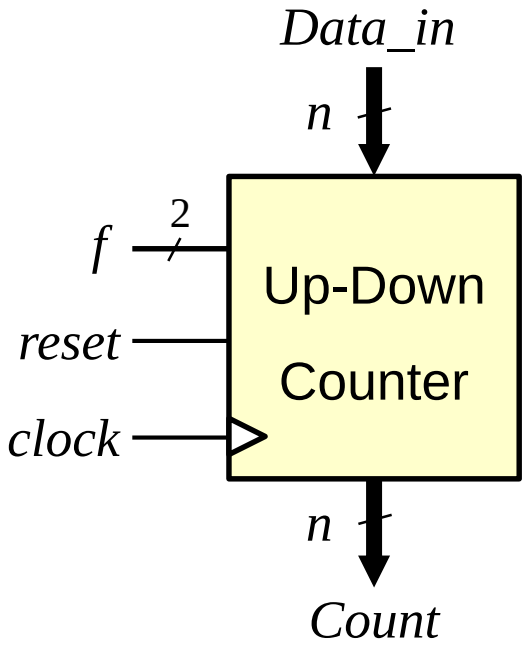


Modeling a Counter with Parallel Load

```
module Counter_with_Load #(parameter n = 4) // n-bit counter
  ( input [n-1:0] D, input Load, EN, clock,
    output reg [n-1:0] Q, output Cout);

  assign Cout = (&Q) & EN;

  // Sensitive to Positive-edge
  always @(posedge clock)
    if (Load)
      Q <= D;
    else if (EN)
      Q <= Q + 1;

endmodule
```



Modeling a Generic Up-Down Counter

```
module Up_Down_Counter #(parameter n = 16) // n-bit counter
  ( input [n-1:0] Data_in,
    input [1:0] f, input reset, clock,
    output reg [n-1:0] Count );

  // Asynchronous reset
  always @(posedge clock, posedge reset)
    if (reset) Count <= 0;
    else if (f == 1) Count <= Count + 1;
    else if (f == 2) Count <= Count – 1;
    else if (f == 3) Count <= Data_in;

endmodule
```

f = 0 ➔ Disable counter
f = 1 ➔ Count up
f = 2 ➔ Count down
f = 3 ➔ Load counter