

(The Course) Verilog Environment

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Verilog

- Circuits drawings are not useful as input to programs
- We have hardware description languages (HDLs)
  - ▶ Two languages are mainstream
  - ▶ The one we will **not** use is VHDL
  - ▶ It is ADA like, I hate it
- Verilog is the language we will use
- Verilog is **not** a programming language
- The Web is choke full of material on Verilog
- Books titled 'digital design' and 'Verilog' will also do
- This chapter aims to show how to use the software
- Definitely **not** to teach Verilog

|               |
|---------------|
| Verilog       |
| © C.M.        |
| Primitives    |
| Demo: and3    |
| Library       |
| Seven-Segment |
| mod 3         |
| Half Adder    |
| 2-Bits Adder  |
| Full Adder    |
| Binary Adder  |

Software Needed

- iverilog - Verilog compiler
- vvp - Circuit emulator
- GTKWave - Waveform viewer
- gmake/make - (recommended) make

Installing

- All of the programs above are GPL'ed
- There is an easy Windows [installer](#)
- The programs are in the bin folders
- You can add them to your path (I did not)
- gmake can be found in, e.g., strawberry Perl
  - ▶ folder: C:\Strawberry\c\bin

Verilog Levels

Levels used in this course

- Gate level - Will be used to synthesize circuits
- Data flow - Will be used for testbenches
- Behavioral - If there is no other way

The reasons for the above are pedagogical

Namely, in a first course, students should use only gates

|               |
|---------------|
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Verilog Gate Primitives

| Gate                                                                                                                                     | Verilog Primitive                    |
|------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
|  $y = \bar{x}$                                          | <code>not (y, x)</code>              |
|  $y = x$                                                | <code>buf (y, x)</code>              |
|  $y = \begin{cases} x & c = 1 \\ Z & c = 0 \end{cases}$ | <code>bufif1 (y, x, c)</code>        |
|  $y = x_0 \cdots x_n$                                   | <code>and (y, x0, \dots, xn)</code>  |
|  $y = x_0 + \cdots + x_n$                               | <code>or (y, x0, \dots, xn)</code>   |
|  $y = x_0 \oplus \cdots \oplus x_n$                     | <code>xor (y, x0, \dots, xn)</code>  |
|  $y = \overline{x_0 + \cdots + x_n}$                    | <code>nor (y, x0, \dots, xn)</code>  |
|  $y = \overline{x_0 \cdots x_n}$                        | <code>nand (y, x0, \dots, xn)</code> |
|  $y = \overline{x_0 \oplus \cdots \oplus x_n}$          | <code>xnor (y, x0, \dots, xn)</code> |

Do not use the primitives directly

There is no delay when using them

Demo: a 3-input Gate with Delay

Introducing the Following Features

- Gate primitive invocation
- Module definition

Demo: and3

Gate Level Example

```
Listing 1: demo/1/and3.v
`timescale 1ns/1ns

module and3(
    output xyz,
    input x,
    input y,
    input z);

    and #(7ns) (xyz,x,y,z);

endmodule
```

Notes on the above

- Without the optional timescale, iverilog has issues
- As it stands we have defined a circuit
- No input, no output, no nothing
- We **must** check it
- We will add a **testbench**
- Testbenches are simulations, we use data flow for them

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Primitives  
Demo: and3  
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Binary Adder

Introducing the following Features

- Multiple modules in the same .v files
- Module instancing
- logic definition
- wire definition
- assign statement
- repeat statement
- initial block
- \$dumpfile, \$dumpvars, \$finish

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Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Demo: and3 with testbench I

Listing 2: demo/2/and3.v

```
'timescale 1ns/1ns

module and3(
    output xyz,
    input x,
    input y,
    input z);

    and #(7ns) (xyz,x,y,z);

endmodule

module and3_tb;
```

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Binary Adder

Demo: and3 with testbench II

```
logic x,y,z; // Simulator thing
wire t;
and3 a(t,x,y,z);

initial begin
    $dumpfile("and3.vcd");
    $dumpvars;

    x = 0;
    y = 0;
    z = 0;

    repeat (2) begin
```

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Binary Adder

Demo: and3 with testbench III

```
repeat (2) begin
  repeat (2) begin
    #20ns;
    $display(x,y,z,t);
    z = z + 1;
  end
  y = y + 1;
end
x = x + 1;
end
$finish();
end
endmodule
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Compiling

Compiling and3.v  $\implies$  and3

```
c:\iverilog\bin\iverilog -g2012 -oand3 and3.v
```

- -gyear - Verilog standard year
- -o output - Default is a.out
- file(s) - list of Verilog files to compile

Root module

- Modules not instanced will be root instanced
- -sroot can be used to specify the root module

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Simulating

Simulate and3  $\implies$  and3.vcd (due to \$dumpfile)

```
c:\iverilog\bin\vvp and3
```

View and3.vcd

```
c:\iverilog\gtkwave\bin\gtkwave and3
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

(Carmi) Lecture 7 reached here

makefile I

Listing 3: demo/2/makefile

```
dir      = c:/iverilog/bin/
dir2     = c:/iverilog/gtkwave/bin/
module   = and3

all: $(module).vcd

$(module): $(module).v
    $(dir)iverilog \
        -g2012 \
        -o $(module) \
        $(module).v

$(module).vcd: $(module)
```

makefile II

```
$(dir)vvp $(module)
$(dir2)gtkwave $(module).vcd

clean:
    -del $(module)
    -del $(module).vcd
```

Splitting to Several Files: and3

Listing 4: demo/3/and3.v

```
`timescale 1ns/1ns

module and3(
    output xyz,
    input x,
    input y,
    input z);

    and #(7ns) (xyz,x,y,z);

endmodule
```

Splitting to Several Files: and3\_tb I

Listing 5: demo/3/and3\_tb.v

```
`timescale 1ns/1ns

module and3_tb;

    logic x,y,z;
    wire t;
    and3 a(t,x,y,z);

    initial begin
        $dumpfile("and3.vcd");
        $dumpvars;
    end

endmodule
```

Splitting to Several Files: and3\_tb II

```
x = 0;
y = 0;
z = 0;

repeat (2) begin
  repeat (2) begin
    repeat (2) begin
      #20ns;
      $display(x,y,z,t);
      z = z + 1;
    end
    y = y + 1;
  end
  x = x + 1;
end
```

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- Demo: and3
- Library
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Splitting to Several Files: and3\_tb III

```
$finish();
end
endmodule
```

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Compiling Multifile Project

Two options

- List of files:  
c:\iverilog\bin\iverilog -g2012 -oand3 and3.v and3\_tb.v
- Command file  
c:\iverilog\bin\iverilog -g2012 -oand3 -cand3.cf  
and in the file and3.cf  
and3.v  
and3\_tb.v

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verilog.zip and demo.zip

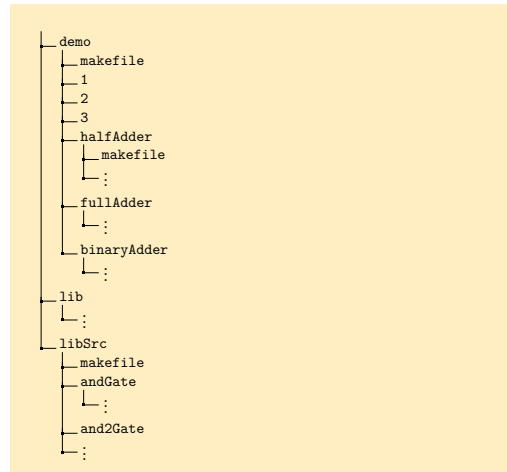
(extraction of .zip files from the site)

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- Full Adder
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Folder Structure



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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Library

- A folder can be designated a library with the `-y` option
- A file in the library should contain only **one** module
- The file name and the module name must be **identical**
- A library is searched when an instanced module is not found

We supply a library

- It contains gates with delays
- It is in the folder `lib`
- The source code, so to speak, is in the `verilog` folder

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Full Adder  
Binary Adder

Delays

Do not be misled

- The library delays are in order to get the gist of delays
- The delays are technology specific
- Usually the transitions times of  $0 \rightarrow 1$  and  $1 \rightarrow 0$  are different
- (Verilog has the machinery for different delays)

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Binary Adder

Library Modules

| 2-pins   | 3-pins    | 4-pins    | 5-pins    |
|----------|-----------|-----------|-----------|
| andGate  | and3Gate  | and4Gate  | and5Gate  |
| orGate   | or3Gate   | or4Gate   | or5Gate   |
| xorGate  | xor3Gate  | xor4Gate  | xor5Gate  |
| nandGate | nand3Gate | nand4Gate | nand5Gate |
| norGate  | nor3Gate  | nor4Gate  | nor5Gate  |

- 1-pin: `notGate`, `bufGate`, `bufifGate`
- $n$ -pins: `andMulti`, `orMulti`, `xorMulti`, `nandMulti`, `norMulti`

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## Completing the Motivation

The previous chapter circuits in Verilog

The code is in the demo folder

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Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Seven-Segment (formulae)

$$m_0 = \bar{b}_3 \bar{b}_2 \bar{b}_1 \bar{b}_0$$
$$m_1 = \bar{b}_3 \bar{b}_2 \bar{b}_1 b_0$$
$$m_2 = \bar{b}_3 \bar{b}_2 b_1 \bar{b}_0$$
$$m_3 = \bar{b}_3 \bar{b}_2 b_1 b_0$$
$$m_4 = \bar{b}_3 b_2 \bar{b}_1 \bar{b}_0$$
$$m_5 = \bar{b}_3 b_2 \bar{b}_1 b_0$$
$$m_6 = \bar{b}_3 b_2 b_1 \bar{b}_0$$
$$m_7 = \bar{b}_3 b_2 b_1 b_0$$
$$m_8 = b_3 \bar{b}_2 \bar{b}_1 \bar{b}_0$$
$$m_9 = b_3 \bar{b}_2 \bar{b}_1 b_0$$

$$a = \bar{m}_1 \bar{m}_4 \bar{m}_6$$
$$b = \bar{m}_5 \bar{m}_6$$
$$c = \bar{m}_2$$
$$d = \bar{m}_1 \bar{m}_4 \bar{m}_7$$
$$e = \bar{m}_1 \bar{m}_3 \bar{m}_4 \bar{m}_5 \bar{m}_7 \bar{m}_9$$
$$f = \bar{m}_1 \bar{m}_2 \bar{m}_3 \bar{m}_7$$
$$g = \bar{m}_0 \bar{m}_1 \bar{m}_7$$

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Full Adder  
Binary Adder

## Seven Segment (module) I

Listing 6: segments7.v

```
'timescale 1ns/1ns

module segments7(
    output a,
    output b,
    output c,
    output d,
    output e,
    output f,
    output g,
    input  n3,
    input  n2,
    input  n1,
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Seven Segment (module) II

```
    input  n0
);

    wire n0n, n1n, n2n, n3n;
    notGate ng0(n0n, n0);
    notGate ng1(n1n, n1);
    notGate ng2(n2n, n2);
    notGate ng3(n3n, n3);

    wire m0n, m1n, m2n, m3n, m4n, m5n, m6n, m7n;
    nand4Gate nnd0(m0n, n3n, n2n, n1n, n0n);
    nand4Gate nnd1(m1n, n3n, n2n, n1n, n0 );
    nand4Gate nnd2(m2n, n3n, n2n, n1 ,n0n);
    nand4Gate nnd3(m3n, n3n, n2n, n1 ,n0 );
    nand4Gate nnd4(m4n, n3n, n2 ,n1n, n0n);
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Seven Segment (module) III

```
nand4Gate nnd5(m5n,n3n,n2 ,n1n,n0 );
nand4Gate nnd6(m6n,n3n,n2 ,n1 ,n0n);
nand4Gate nnd7(m7n,n3n,n2 ,n1 ,n0 );
nand4Gate nnd8(m8n,n3 ,n2n,n1n,n0n);
nand4Gate nnd9(m9n,n3 ,n2n,n1n,n0 );

wire eTmp;
and3Gate anda(a,m1n,m4n,m6n);
andGate andb(b,m5n,m6n);
assign c = m2n;
and3Gate andd(d,m1n,m4n,m7n);
and4Gate ande1(eTmp,m1n,m3n,m4n,m5n);
and3Gate ande(e,eTmp,m7n,m9n);
and4Gate andf(f,m1n,m2n,m3n,m7n);
and3Gate andg(g,m0n,m1n,m7n);
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

endmodule

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Seven Segment (testbench) I

```
Listing 7: segments7_tb.v

`timescale 1ns/1ns

module segments7_tb;
    logic x3,x2,x1,x0;
    wire a,b,c,d,e,f,g;

    segments7 m(a,b,c,d,e,f,g,x3,x2,x1,x0);

    initial begin
        $dumpfile("segments7.vcd");
        $dumpvars;

        x3 = 0;
```

Seven Segment (testbench) II

```
x2 = 0;
x1 = 0;
x0 = 0;

repeat (2) begin
    repeat (2) begin
        repeat (2) begin
            repeat (2) begin
                #30ns;
                $display(x3,x2,x1,x0);
                carmi(a,b,c,d,e,f,g);
                $display();
                x0 = x0 + 1;
            end
            x1 = x1 + 1;
```

Seven Segment (testbench) III

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

```
        end
        x2 = x2 + 1;
    end
    x3 = x3 + 1;
end
$finish();
end

task carmi(input a,b,c,d,e,f,g);
if ((a == 1) || (f == 1))
    $write("*");
else
    $write(" ");

if (a == 1)
```

Seven Segment (testbench) IV

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

```
    $write("****");
else
    $write("      ");

if ((a == 1) || (b == 1))
    $write("*\n");
else
    $write(" \n");

repeat (2) begin
    if (f == 1)
        $write("*      ");
    else
        $write("        ");
```

Seven Segment (testbench) V

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

```
    if (b == 1)
        $write("*\n");
    else
        $write("\n");
end

if ((f == 1) || (g == 1) || (e == 1))
    $write("*");
else
    $write(" ");

if (g == 1)
    $write("****");
else
    $write("      ");
```

Seven Segment (testbench) VI

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

```
if ((b == 1) || (g == 1) || (c == 1))
    $write("*\n");
else
    $write(" \n");

repeat (2) begin
    if (e == 1)
        $write("*      ");
    else
        $write("        ");

    if (c == 1)
        $write("*\n");
    else
```

Seven Segment (testbench) VII

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- Primitives
- Demo: and3
- Library
- Seven-Segment
- mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

```
        $write("\n");
    end

    if ((e == 1) || (d == 1))
        $write("*");
    else
        $write(" ");
    end

    if (d == 1)
        $write("****");
    else
        $write("      ");
    end

    if ((d == 1) || (c == 1))
```

Seven Segment (testbench) VIII

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- Primitives
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- Library
- Seven-Segment
- mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

```
        $write("*\n");
    else
        $write(" \n");
    endtask;

endmodule
```

mod 3

(The circuits are from the logic gates chapter)

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mod 3 Functions

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$$f_1 = \bar{n}_3 \bar{n}_2 n_1 \bar{n}_0 + \bar{n}_3 n_2 \bar{n}_1 n_0 + n_3 \bar{n}_2 \bar{n}_1 \bar{n}_0 + n_3 \bar{n}_2 n_1 n_0 + n_3 n_2 n_1 \bar{n}_0$$
$$f_0 = \bar{n}_3 \bar{n}_2 \bar{n}_1 n_0 + \bar{n}_3 n_2 \bar{n}_1 \bar{n}_0 + \bar{n}_3 n_2 n_1 n_0 + n_3 \bar{n}_2 \bar{n}_1 \bar{n}_0 + n_3 n_2 \bar{n}_1 n_0$$

mod 3 (module) I

Listing 8: mod3.v

```
'timescale 1ns/1ns

module mod3(
    output f1,
    output f0,
    input  n3,
    input  n2,
    input  n1,
    input  n0
);

    wire n3n, n2n, n1n, n0n;
    notGate not1(n3n, n3);
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

mod 3 (module) II

```
notGate not2(n2n, n2);
notGate not3(n1n, n1);
notGate not4(n0n, n0);

wire m1, m2, m4, m5, m7, m8, m10,
      m11, m13, m14;

and4Gate and1(m1, n3n, n2n, n1n, n0 );
and4Gate and2(m2, n3n, n2n, n1 , n0n);
and4Gate and4(m4, n3n, n2 , n1n, n0n);
and4Gate and5(m5, n3n, n2 , n1n, n0 );
and4Gate and7(m7, n3n, n2 , n1 , n0);
and4Gate and8(m8, n3 , n2n, n1n, n0n);
and4Gate and10(m10, n3 , n2n, n1 , n0n);
and4Gate and11(m11, n3 , n2n, n1 , n0 );
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

mod 3 (module) III

```
and4Gate and13(m13, n3 , n2 , n1n, n0 );
and4Gate and14(m14, n3 , n2 , n1 , n0n);

or5Gate o1(f1, m2, m5, m8, m11, m14);
or5Gate o0(f0, m1, m4, m7, m10, m13);
endmodule
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

mod 3 (testbench) I

Listing 9: mod3\_tb.v

```
'timescale 1ns/1ns

module mod3_tb;
    logic x3, x2, x1, x0;
    wire f1, f0;

    mod3 m(f1, f0, x3, x2, x1, x0);

    initial begin
        $dumpfile("mod3.vcd");
        $dumpvars;

        x3 = 0;
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

mod 3 (testbench) II

```
x2 = 0;
x1 = 0;
x0 = 0;

repeat (2) begin
  repeat (2) begin
    repeat (2) begin
      repeat (2) begin
        #30ns;
        $display(x3,x2,x1,x0," ",f1,f0);
        x0 = x0 + 1;
      end
      x1 = x1 + 1;
    end
    x2 = x2 + 1;
  end
end
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

mod 3 (testbench) III

```
end
  x3 = x3 + 1;
end
$finish();
end

endmodule
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

(Carmi) Lecture 8 reached here

Half Adder

The circuit is from the Logic Gates lecture

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

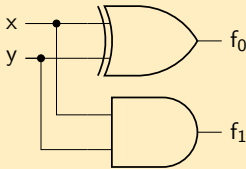
Half Adder

2-Bits Adder

Full Adder

Binary Adder

Half Adder: Circuit



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Primitives  
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Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Half Adder: Module

```
Listing 10: halfAdder.v

`timescale 1ns/1ns

module halfAdder(
    output f1,
    output f0,
    input  x,
    input  y
);
    andGate a1(f1,x,y);
    xorGate x1(f0,x,y);
endmodule
```

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Seven-Segment  
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Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Half Adder: Testbench I

Listing 11: halfAdder\_tb.v

```
`timescale 1ns/1ns

module halfAdder_tb;
    logic x,y;
    wire c, s;

    halfAdder h(c, s, x, y);

    initial begin
        $dumpfile("halfAdder.vcd");
        $dumpvars;

        x = 0;
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

Half Adder: Testbench II

```
y = 0;
repeat (2) begin
    repeat (2) begin
        #20ns;
        $display(x,y,c,s);
        y = y + 1;
    end
    x = x + 1;
end
$finish();
end

endmodule
```

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Primitives  
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Half Adder  
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## 2-Bits Adder

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Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

2-Bits Binary Adder (Function)

$$f_2 = \bar{x}_1 x_0 y_1 y_0 + x_1 \bar{x}_0 y_1 \bar{y}_0 + x_1 \bar{x}_0 y_1 y_0 + x_1 x_0 \bar{y}_1 y_0 + x_1 x_0 y_1 \bar{y}_0 + x_1 x_0 y_1 y_0$$
$$f_1 = \bar{x}_1 \bar{x}_0 y_1 \bar{y}_0 + \bar{x}_1 \bar{x}_0 y_1 y_0 + \bar{x}_1 x_0 \bar{y}_1 y_0 + \bar{x}_1 x_0 y_1 \bar{y}_0 + x_1 \bar{x}_0 \bar{y}_1 \bar{y}_0 + x_1 \bar{x}_0 \bar{y}_1 y_0 + x_1 x_0 \bar{y}_1 \bar{y}_0 + x_1 x_0 y_1 y_0$$
$$f_0 = \bar{x}_1 \bar{x}_0 y_1 \bar{y}_0 + \bar{x}_1 \bar{x}_0 y_1 y_0 + \bar{x}_1 x_0 \bar{y}_1 \bar{y}_0 + \bar{x}_1 x_0 y_1 \bar{y}_0 + x_1 \bar{x}_0 \bar{y}_1 y_0 + x_1 \bar{x}_0 y_1 y_0 + x_1 x_0 \bar{y}_1 \bar{y}_0 + x_1 x_0 y_1 \bar{y}_0$$

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

## 2-Bits Adder (module) I

Listing 12: add2bits.v

```
'timescale 1ns/1ns

module add2bits(
    output f2,
    output f1,
    output f0,
    input  n3,
    input  n2,
    input  n1,
    input  n0
);

    wire n3n, n2n, n1n, n0n;
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

2-Bits Adder (module) II

```
notGate not1(n3n, n3);
notGate not2(n2n, n2);
notGate not3(n1n, n1);
notGate not4(n0n, n0);

wire m1, m2, m3, m4, m5, m6, m7, m8, m9, m10, m11, m13, m14, m15;

and4Gate and1(m1, n3n, n2n, n1n, n0 );
and4Gate and2(m2, n3n, n2n, n1 ,n0n);
and4Gate and3(m3, n3n, n2n, n1 ,n0 );
and4Gate and4(m4, n3n, n2 ,n1n, n0n);
and4Gate and5(m5, n3n, n2 ,n1n, n0 );
and4Gate and6(m6, n3n, n2 ,n1 ,n0n);
and4Gate and7(m7, n3n, n2 ,n1 ,n0);
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

2-Bits Adder (module) III

```
and4Gate and8(m8, n3 ,n2n,n1n,n0n);
and4Gate and9(m9, n3 ,n2n,n1n,n0 );
and4Gate and10(m10, n3 ,n2n,n1 ,n0n);
and4Gate and11(m11, n3 ,n2n,n1 ,n0 );
and4Gate and12(m12, n3 ,n2 ,n1n,n0n);
and4Gate and13(m13, n3 ,n2 ,n1n,n0 );
and4Gate and14(m14, n3 ,n2 ,n1 ,n0n);
and4Gate and15(m15, n3 ,n2 ,n1 ,n0);

wire f2_0, f2_1;
or3Gate o_f20(f2_0, m7, m10, m11);
or3Gate o_f21(f2_1, m13, m14, m15);
orGate o_f2(f2, f2_0, f2_1);

wire f1_0, f1_1;
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

2-Bits Adder (module) IV

or4Gate o\_f10(f1\_0, m2, m3, m5, m6);  
or4Gate o\_f11(f1\_1, m8, m9, m12, m15);  
orGate o\_f1(f1, f1\_0, f1\_1);  
  
wire f0\_0, f0\_1;  
or4Gate o\_f00(f0\_0, m1, m3, m4, m6);  
or4Gate o\_f01(f0\_1, m9, m11, m12, m14);  
orGate o\_f0(f0, f0\_0, f0\_1);  
endmodule

Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

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2-Bit Adder (testbench) I

Listing 13: add2bits.tb.v

```
'timescale 1ns/1ns

module add2bits_tb;
  logic x0,x1,y0,y1;
  wire f2, f1, f0;

  add2bits add2(f2,f1,f0,x1,x0,y1,y0);

  initial begin
    $dumpfile("add2bits.vcd");
    $dumpvars;

    x1 = 0;
```

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Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

2-Bit Adder (testbench) II

x0 = 0;  
y1 = 0;  
y0 = 0;  
  
repeat (2) begin  
 repeat (2) begin  
 repeat (2) begin  
 #30;  
 \$display(x1,x0," ",y1,y0," ",  
 f2,f1,f0);  
 y0 = y0 + 1;  
 end  
 y1 = y1 + 1;  
 end  
end

Primitives  
Demo: and3  
Library  
Seven-Segment  
mod 3  
Half Adder  
2-Bits Adder  
Full Adder  
Binary Adder

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2-Bit Adder (testbench) III

```
        x0 = x0 + 1;
    end
    x1 = x1 + 1;
end
$finish();
end
endmodule
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Full Adder

(The circuit is from the Logic Gates lecture)

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

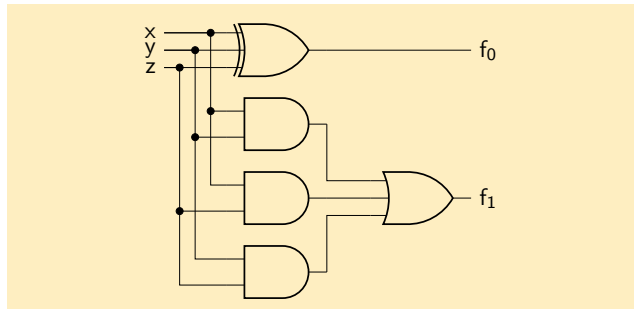
Half Adder

2-Bits Adder

Full Adder

Binary Adder

Full Adder: Simplified Circuit



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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

fullAdder: Module I

Listing 14: fullAdder.v

```
'timescale 1ns/1ns

module fullAdder(
    output f1,
    output f0,
    input  x,
    input  y,
    input  z
);

    andGate a1(xy,x,y);
    andGate a2(xz,x,z);
    andGate a3(yz,y,z);
```

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

fullAdder: Module II

```
or3Gate o1(f1,xy,xz,yz);
xor3Gate x1(f0,x,y,z);
endmodule
```

|               |
|---------------|
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| Seven-Segment |
| mod 3         |
| Half Adder    |
| 2-Bits Adder  |
| Full Adder    |
| Binary Adder  |

Full Adder: Testbench I

Listing 15: fullAdder\_tb.v

```
'timescale 1ns/1ns

module fullAdder_tb;
  wire co, s;
  logic x, y, z;

  fullAdder fa(co,s,x,y,z);

  initial begin
    $dumpfile("fullAdder.vcd");
    $dumpvars;
```

|               |
|---------------|
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| Demo: and3    |
| Library       |
| Seven-Segment |
| mod 3         |
| Half Adder    |
| 2-Bits Adder  |
| Full Adder    |
| Binary Adder  |

Full Adder: Testbench II

```
x = 0;
y = 0;
z = 0;

repeat (2) begin
  repeat (2) begin
    repeat (2) begin
      #20ns;
      $display(x,y,z,co,s);
      z = z + 1;
    end
    y = y + 1;
  end
  x = x + 1;
end
```

|               |
|---------------|
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| Seven-Segment |
| mod 3         |
| Half Adder    |
| 2-Bits Adder  |
| Full Adder    |
| Binary Adder  |

Full Adder: Testbench III

```
$finish();
end

endmodule
```

|               |
|---------------|
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| Library       |
| Seven-Segment |
| mod 3         |
| Half Adder    |
| 2-Bits Adder  |
| Full Adder    |
| Binary Adder  |

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Binary Adder

(The circuit is from the Logic Gates lecture)

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Binary Adder: Circuit

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Verilog Features Introduced

- Module parameters
- parameter definition
- bus declaration
- bus usage
- signed
- genvar definition

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Primitives

Demo: and3

Library

Seven-Segment

mod 3

Half Adder

2-Bits Adder

Full Adder

Binary Adder

Binary Adder (module) I

Listing 16: binaryAdder.v

```

'timescale 1ns/1ns

module binaryAdder #(parameter WIDTH=1) (
    output cOut,
    output v,
    output [WIDTH-1:0] sum,
    input  [WIDTH-1:0] x,
    input  [WIDTH-1:0] y,
    input  cIn
);
    wire [WIDTH-1:0] c;

    assign cOut = c[WIDTH-1];

```

Binary Adder (module) II

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```
generate
  if (WIDTH > 1)
    xorGate xg(v,c[WIDTH-1], c[WIDTH-2]);
  else
    xorGate xg(v,c[WIDTH-1], cIn);
endgenerate

fullAdder fa(c[0],sum[0],x[0],y[0],cIn);

for (genvar i = 1; i < WIDTH; i = i + 1)
begin
  fullAdder fa(c[i],sum[i],x[i],y[i],
              c[i-1]);
end
```

- Primitives
- Demo: and3
- Library
- Seven-Segment mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

Binary Adder (module) III

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```
endmodule
```

- Primitives
- Demo: and3
- Library
- Seven-Segment mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

Binary Adder: Testbench I

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Listing 17: binaryAdder\_tb.v

```
'timescale 1ns/1ns

module binaryAdder_tb;
  parameter N = 8;

  wire c,v;
  wire [N-1:0] sum;
  logic [N-1:0] x, y;

  binaryAdder #(N) ba(c, v, sum, x, y, 1'b0);

  initial begin
    logic signed [N-1:0] sums, xs, ys;
```

- Primitives
- Demo: and3
- Library
- Seven-Segment mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

Binary Adder: Testbench II

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```
$dumpfile("binaryAdder.vcd");
$dumpvars;

repeat (100) begin
  x = $urandom_range(0,2**N-1);
  y = $urandom_range(0,2**N-1);
  #60ns;
  xs = x;
  ys = y;
  sums = sum;
  $display("%d %d %d %d ** %d %d %d %d",
    x, y, sum, c,
    xs, ys, sums, v);
end
```

- Primitives
- Demo: and3
- Library
- Seven-Segment mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

Binary Adder: Testbench III

```
    $finish();  
end  
  
endmodule
```

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- Library
- Seven-Segment
- mod 3
- Half Adder
- 2-Bits Adder
- Full Adder
- Binary Adder

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