Simple Behavioral Model: the always block

```verilog
module and_gate (out, in1, in2);
  input in1, in2;
  output out;
  reg out;
  always @(in1 or in2) begin
    out = in1 & in2;
  end
endmodule
```

- `always block`:
  - Always waiting for a change to a trigger signal
  - Then executes the body

Not a real register!!
A Verilog register
Needed because of assignment in always block

Specifies when block is executed
I.e., triggered by which signals
always Block

Procedure that describes the function of a circuit
- Can contain many statements including if, for, while, case
- Statements in the always block are executed \textit{sequentially}
  (Continuous assignments $<=$ are executed in \textit{parallel})
- Entire block is executed at once
- \textit{Final result} describes the function of the circuit for current set of inputs
  intermediate assignments don’t matter, only the final result

\texttt{begin/end} used to group statements
“Complete” Assignments

If an always block executes, and a variable is *not* assigned

- Variable keeps its old value (think implicit state!)
- *NOT* combinational logic $\Rightarrow$ latch is inserted (implied memory)

This is usually *not* what you want: dangerous for the novice!

Any variable assigned in an always block should be assigned for any (and every!) execution of the block.
Incomplete Triggers

Leaving out an input trigger usually results in a sequential circuit

Example: Output of this “and” gate depends on the input history

module and_gate (out, in1, in2);
    input    in1, in2;
    output   out;
    reg      out;

    always @(in1) begin
        out = in1 & in2;
    end
endmodule
Verilog if

Same as C if statement

// Simple 4:1 mux
module mux4 (sel, A, B, C, D, Y);
input [1:0] sel; // 2-bit control signal
input A, B, C, D;
output Y;
reg Y; // target of assignment

always @(sel or A or B or C or D)
  if (sel == 2'b00) Y = A;
  else if (sel == 2'b01) Y = B;
  else if (sel == 2'b10) Y = C;
  else if (sel == 2'b11) Y = D;

endmodule
Verilog if

Another way

// Simple 4:1 mux
module mux4 (sel, A, B, C, D, Y);
input [1:0] sel;       // 2-bit control signal
input A, B, C, D;
output Y;
reg Y;                // target of assignment

always @(sel or A or B or C or D)
  if (sel[0] == 0)
    if (sel[1] == 0) Y = A;
    else             Y = B;
  else
    if (sel[1] == 0) Y = C;
    else             Y = D;
endmodule
Verilog case

Sequential execution of cases
- Default case can be used

// Simple 4-1 mux
module mux4 (sel, A, B, C, D, Y);
input [1:0] sel;       // 2-bit control signal
input A, B, C, D;
output Y;
reg Y;                // target of assignment

always @(sel or A or B or C or D)
case (sel)
  2'b00: Y = A;
  2'b01: Y = B;
  2'b10: Y = C;
  2'b11: Y = D;
endcase
endmodule

Conditions tested in top to bottom order
Verilog case

Without the default case, this example would create a latch for Y. Assigning X to a variable means synthesis is free to assign any value.

// Simple binary encoder (input is 1-hot)
module encode (A, Y);
input [7:0] A; // 8-bit input vector
output [2:0] Y; // 3-bit encoded output
reg [2:0] Y; // target of assignment

always @(A)
case (A)
  8'b00000001: Y = 0;
  8'b00000010: Y = 1;
  8'b00000100: Y = 2;
  8'b00001000: Y = 3;
  8'b00010000: Y = 4;
  8'b00100000: Y = 5;
  8'b01000000: Y = 6;
  8'b10000000: Y = 7;
  default:     Y = 3'bX; // Don't care when input is not 1-hot
endcase
endmodule
Encoder Example

- Nested IF-ELSE might lead to “priority logic”
  - Example: 4-to-2 encoder

```verbatim
code
always @(x)
begin
  if (x == 4'b0001) y = 2'b00;
  else if (x == 4'b0010) y = 2'b01;
  else if (x == 4'b0100) y = 2'b10;
  else if (x == 4'b1000) y = 2'b11;
  else y = 2'bxx;
end
```

- This style of cascaded logic may adversely affect the performance of the circuit

```
[Diagram of a 4-to-2 encoder circuit]
```
Encoder Example (cont.)

• To avoid “priority logic” use the case construct:

```verilog
always @(x)
begin
  case (x)
    4'b0001: y = 2'b00;
    4'b0010: y = 2'b01;
    4'b0100: y = 2'b10;
    4'b1000: y = 2'b11;
    default: y = 2'bxx;
  endcase
end
```

• All cases are matched in parallel
Verilog case (cont)

*Cases are executed sequentially*

- Following implements a *priority* encoder

```verilog
// Priority encoder
module encode (A, Y);
input [7:0] A;          // 8-bit input vector
output [2:0] Y;        // 3-bit encoded output
reg    [2:0] Y;        // target of assignment

always @(A)
  case (1'b1)
    A[0]:    Y = 0;
    A[1]:    Y = 1;
    A[2]:    Y = 2;
    A[3]:    Y = 3;
    A[4]:    Y = 4;
    A[5]:    Y = 5;
    A[6]:    Y = 6;
    A[7]:    Y = 7;
    default: Y = 3'bX;  // Don’t care when input is all 0’s
  endcase
endmodule
```
Parallel Case

A priority encoder is more expensive than a simple encoder

- If we know the input is 1-hot, we can tell the synthesis tools
- "parallel-case" pragma (from "pragmatic") says the order of cases does not matter
- Pragmas or synthesis directives are specially formatted comments

```verbatim
// simple encoder
module encode (A, Y);
  input [7:0] A;            // 8-bit input vector
  output [2:0] Y;           // 3-bit encoded output
  reg [2:0] Y;              // target of assignment

  always @(A)
    case (1'b1)             // synthesis parallel-case
      A[0]: Y = 0;
      A[1]: Y = 1;
      A[2]: Y = 2;
      A[3]: Y = 3;
      A[4]: Y = 4;
      A[5]: Y = 5;
      A[6]: Y = 6;
      A[7]: Y = 7;
      default: Y = 3'bX;     // Don't care when input is all 0's
    endcase
  endmodule
```
Verilog `casex`

- Like case, but cases can include 'X'
  - X bits not used when evaluating the cases
  - In other words, you don’t care about those bits!
casex Example

// Priority encoder
module encode (A, valid, Y);
input [7:0] A;  // 8-bit input vector
output [2:0] Y;  // 3-bit encoded output
output valid;  // Asserted when an input is not all 0’s
reg [2:0] Y;  // target of assignment
reg valid;

always @(A) begin
  valid = 1;
  casex (A)
    8'bXXXXXXX1: Y = 0;
    8'bXXXXX10: Y = 1;
    8'bXXXX100: Y = 2;
    8'bXXX1000: Y = 3;
    8'bXX10000: Y = 4;
    8'bX100000: Y = 5;
    8'b1000000: Y = 6;
    default: begin
      valid = 0;
      Y = 3'bX;  // Don’t care when input is all 0’s
    end
  endcase
end
endmodule
Verilog for

for is similar to C
for statement is executed at compile time (like macro expansion)

```verilog
// simple encoder
module encode (A, Y);
input [7:0] A; // 8-bit input vector
output [2:0] Y; // 3-bit encoded output
reg [2:0] Y; // target of assignment

integer i; // Temporary variables for program only
reg [7:0] test;

always @(A) begin
    test = 8b’00000001;
    Y = 3’bX;
    for (i = 0; i < 8; i = i + 1) begin
        if (A == test) Y = i;
        test = test << 1;
    end
end
endmodule
```

for statements synthesize as cascaded combinational logic
⇒ Verilog unrolls the loop
Conway's Game of Life

The universe of the Game of Life is an infinite, two-dimensional orthogonal grid of square cells, each of which is in one of two possible states, alive or dead, (or populated and unpopulated, respectively).

Every cell interacts with its eight neighbours, which are the cells that are horizontally, vertically, or diagonally adjacent.

At each step in time, the following transitions occur:

Any live cell with fewer than two live neighbours dies, as if by underpopulation.

Any live cell with two or three live neighbours lives on to the next generation.

Any live cell with more than three live neighbours dies, as if by overpopulation.

Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction.
<table>
<thead>
<tr>
<th><strong>Still lifes</strong></th>
<th><strong>Oscillators</strong></th>
<th><strong>Spaceships</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Block</td>
<td>Blinker (period 2)</td>
<td>Glider</td>
</tr>
<tr>
<td>Beehive</td>
<td>Toad (period 2)</td>
<td>Lightweight spaceship (LWSS)</td>
</tr>
<tr>
<td>Loaf</td>
<td>Beacon (period 2)</td>
<td>Middleweight spaceship (MWSS)</td>
</tr>
<tr>
<td>Boat</td>
<td>Pulsar (period 3)</td>
<td>Heavyweight spaceship (HWSS)</td>
</tr>
<tr>
<td>Tub</td>
<td>Pentadecathlon (period 15)</td>
<td></td>
</tr>
</tbody>
</table>
Another Behavioral Example

Computing Conway's Game of Life rule

module life (neighbours, self, out);
    input         self;
    input [7:0]   neighbours;
    output        out;
    reg           out;
    integer       count;
    integer       i;

    always @(neighbours or self) begin
        count = 0;
        for (i = 0; i<8; i = i+1) count = count + neighbours[i];
        Out = 0;
        out = out | (count == 3);
        out = out | ((self == 1) & (count == 2));
    end
endmodule
Verilog while/repeat/forever (mainly for simulation)

while (expression) statement
  - Execute statement while expression is true

repeat (expression) statement
  - Execute statement a fixed number of times

forever statement
  - Execute statement forever
The keyword forever in Verilog creates a block of code that will run continuously.

Forever Loops should not be used in synthesizable code. They are intended for use in simulation test benches only.

A repeat loop in Verilog will repeat a block of code some defined number of times.

It is very similar to a for loop, except that a repeat loop's index can never be used inside the loop. Repeat loops just blindly run the code as many times as you specify.

Repeat Loops can be used for synthesizable code, but be careful with them!

They should only be used to expand replicated code
full-case and parallel-case

// synthesis parallel_case
- Tells compiler that ordering of cases is not important
- That is, cases do not overlap
  e.g., state machine - can’t be in multiple states
- Gives cheaper implementation

// synthesis full_case
- Tells compiler that cases left out can be treated as don’t cares
- Avoids incomplete specification and resulting latches
module for_loop_synthesis (i_Clock);
  input i_Clock;
  integer ii=0;
  reg [3:0] r_Shift_With_For = 4'b1;
  reg [3:0] r_Shift_Regular = 4'b1;

// Performs a shift left using a for loop
always @(posedge i_Clock)
  begin
    for(ii=0; ii<3; ii=ii+1)
      r_Shift_With_For[ii+1] <= r_Shift_With_For[ii];
  end

// Performs a shift left using regular statements
always @(posedge i_Clock)
  begin
    r_Shift_Regular[1] <= r_Shift_Regular[0];
    r_Shift_Regular[2] <= r_Shift_Regular[1];
    r_Shift_Regular[3] <= r_Shift_Regular[2];
  end
endmodule
module for_loop_synthesis_tb ();  // Testbench
reg t_clock = 1'b0;

initial
begin
    $dumpfile("forloop.vcd");
    $dumpvars(0, for_loop_synthesis_tb);
end

initial #200 $finish;

initial begin t_clock = 0; forever #5 t_clock = ~t_clock; end

// Instantiate the Unit Under Test (UUT)
for_loop_synthesis UUT (t_clock);
endmodule