



# SNS COLLEGE OF TECHNOLOGY

Coimbatore-35  
An Autonomous Institution



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Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

## DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

### 19ECB302-VLSI DESIGN

III YEAR/ V SEMESTER

UNIT 5-SPECIFICATION USING VERILOG HDL

TOPIC 11,12 –**TEST BENCHES, SIX EXAMPLES:** DECODER, (EQUALITY  
DETECTOR) COMPARATOR, PRIORITY ENCODER, FULL ADDER, RIPPLE  
**CARRY ADDER AND D FLIP FLOP.**

11/3/2024



# OUTLINE



- TEST BENCHES
- FULL ADDER-BEHAVOURAL,STRUCTURAL EXAMPLES
- ACTIVITY
- DECODER,
- (EQUALITY DETECTOR) COMPARATOR,
- PRIORITY ENCODER,
- FULL ADDER,
- RIPPLE CARRY ADDER AND
- D FLIP FLOP.
- SUMMARY



# TEST BENCH



```
timescale 1ns/100ps
```

```
module Top;
```

```
reg PA, PB;
```

```
wire PSum, PCarry;
```

```
HalfAdder G1(PA, PB, PSum, PCarry);
```

```
initial begin: LABEL
```

```
reg [2:0] i;
```

```
for (i=0; i<4; i=i+1) begin
```

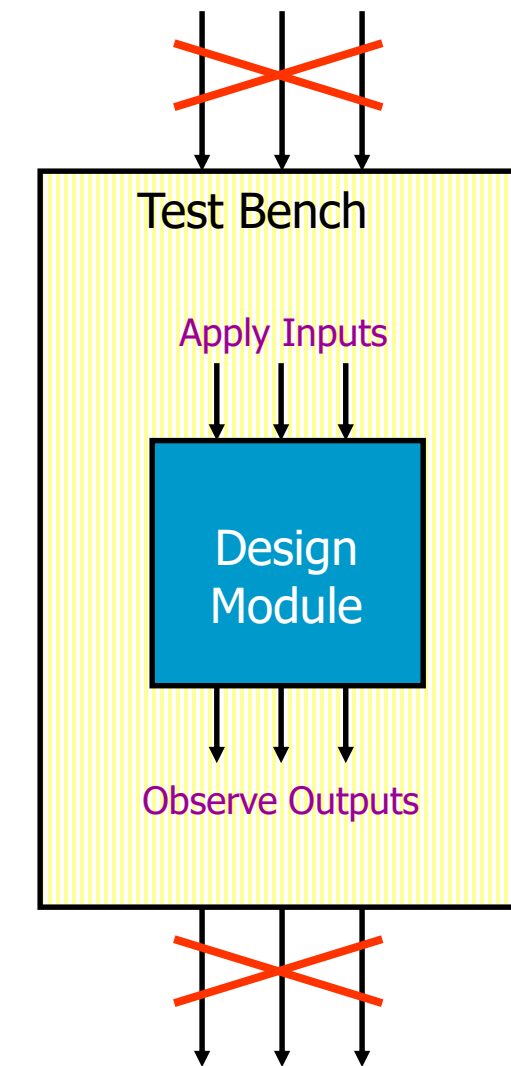
```
{PA, PB} = i;
```

```
#5 $display ("PA=%b PB=%b PSum=%b  
PCarry=%b", PA, PB, PSum, PCarry);
```

```
end // for
```

```
end // initial
```

```
endmodule
```





# TEST BENCH...



- Example: A sequence of values

**initial begin**

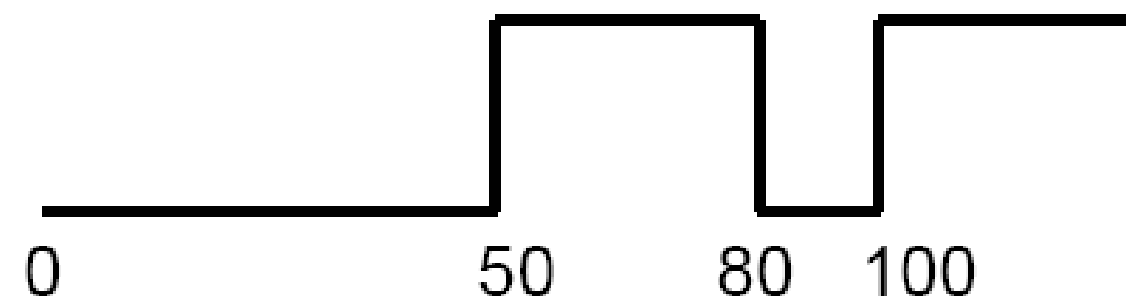
Clock = 0;

#50 Clock = 1;

#30 Clock = 0;

#20 Clock = 1;

**end**

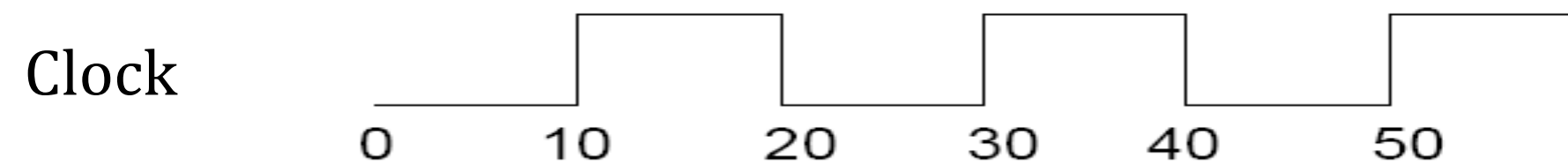




# TEST BENCH...



- Repetitive Signals (clock)



- A Simple Solution:
  - `wire` Clock;
  - `assign #10 Clock = ~ Clock`
- Caution:
  - Initial value of Clock (*wire* data type) = z
  - $\sim z = x$  and  $\sim x = x$



## TEST BENCH...



- Initialize the Clock signal

```
initial begin
```

```
    Clock = 0;
```

```
end
```

- Caution: Clock is of data type *wire*, cannot be used in an *initial* statement

- Solution:

```
reg Clock;
```

```
...
```

```
initial begin
```

```
    Clock = 0;
```

```
end
```

```
...
```

```
always begin
```

```
    #10 Clock = ~ Clock;
```

```
end
```

forever loop can  
also be used to  
generate clock



# VERILOG MODULE EXAMPLE & RTL VS STRUCTURAL



```
module Full_Adder_Behavioral_Verilog(  
  input X1, X2, Cin,  
  output S, Cout  
);  
  reg[1:0] temp;  
  always @(*)  
  begin  
    temp = {1'b0,X1} + {1'b0,X2}+{1'b0,Cin};  
  end  
  assign S = temp[0];  
  assign Cout = temp[1];  
endmodule
```



# TEST BENCH FOR BEHAVIOURAL MODEL EXAMPLE



```
timescale 10ns/ 10ps;
module Testbench_Behavioral_adder();
reg A,B,Cin;
wire S,Cout;
//Verilog code for the structural full adder Full_Adder_Behavioral_Verilog
Behavioral_adder
( .X1(A), .X2(B), .Cin(Cin), .S(S), .Cout(Cout) );
initial begin
A = 0; B = 0; Cin = 0;
#5; A = 0; B = 0; Cin = 1;
    #5; A = 0; B = 1; Cin = 0;
    #5; A = 0; B = 1; Cin = 1;
#5; A = 1; B = 0; Cin = 0;
#5; A = 1; B = 0; Cin = 1;
    #5; A = 1; B = 1; Cin = 0;
    #5; A = 1; B = 1; Cin = 1;
#5; end endmodule
```





## EXAMPLE WITH A TEST FIXTURE



- A Full Adder

```
module testfixture;
reg  a, b, cin;
wire sum, carry;
adder  u0 (carry, sum, a, b, cin); initial
begin

$monitor($time, "a=%b b=%b
cin=%b sum=%b carry=%b", a, b,
cin, sum, carry);
a=0; b=0; cin=0;
#10 a=0; b=0; cin=1;
#10 a=0; b=1; cin=0;
#10 a=0; b=1; cin=1;
#10 a=1; b=0; cin=0;
#10 a=1; b=0; cin=1;
#10 a=1; b=1; cin=0;
#10 a=1; b=1; cin=1;
#10 $stop; #10 $finish; end
endmodule
```

```
module adder (carry, sum, a, b, cin);
output carry, sum;
input  a, b, cin;
Wire  w0, w1, w2;
xor  u0(sum, a, b, cin);

and u1(w0, a, b);
and u2(w1, b, cin);
and u3(w2, cin, b);
or  u4(carry, w0, w1, w2)

endmodule
```

This will generate some text outputs as

```
0 a=0 b=0 c=0 sum=0 carry=0
10 a=0 b=0 c=1 sum=1 carry=0
... ..
```



# TEST BENCH FOR STRUCTURAL MODEL EXAMPLE



```
Module Full_Adder_Structural_Verilog ( input X1, X2, Cin, output S, Cout );  
    wire a1, a2, a3;  
    xor u1(a1,X1,X2);  
and u2(a2,X1,X2);  
and u3(a3,a1,Cin);  
or u4(Cout,a2,a3);  
    xor u5(S,a1,Cin);  
endmodule
```



## TEST BENCH FOR STRUCTURAL MODEL EXAMPLE



```
timescale 10ns/ 10ps;
module Testbench_structural_adder();
  reg A,B,Cin;
  wire S,Cout;
  //Verilog code for the structural full adder
  Full_Adder_Structural_Verilog structural_adder
  (  .X1(A),  .X2(B),  .Cin(Cin),  .S(S),  .Cout(Cout)  );
  initial begin
    A = 0; B = 0; Cin = 0;
    #10; A = 0; B = 0; Cin = 1;
      #10; A = 0; B = 1; Cin = 0;
      #10; A = 0; B = 1; Cin = 1;
    #10; A = 1; B = 0; Cin = 0;
    #10; A = 1; B = 0; Cin = 1;
      #10; A = 1; B = 1; Cin = 0;
      #10; A = 1; B = 1; Cin = 1;
    #10; end endmodule
```



## MIXED MODLING STYLE



```
//mixed-design full adder
module full_adder_mixed (a, b, cin, sum, cout);
//list inputs and outputs
input a, b, cin;
output sum, cout;
//define reg and wires
reg cout;
wire a, b, cin;
wire sum;
wire net1;
//built-in primitive
xor (net1, a, b);
//behavioral
always @ (a or b or cin)
begin
    cout = cin & (a ^ b) | (a & b);
end
//dataflow
assign sum = net1 ^ cin;    endmodule
```



## MIXED MODLING STYLE-TEST BENCH



```
//mixed-design full adder test bench
module full_adder_mixed_tb;
reg a, b, cin;
wire sum, cout;
//display variables
initial
$monitor ("a b cin = %b %b %b, sum = %b, cout = %b", a, b, cin, sum, cout);
//apply input vectors
initial
begin
#0 a = 1'b0; b = 1'b0; cin = 1'b0;
#10 a = 1'b0; b = 1'b0; cin = 1'b1;
#10 a = 1'b0; b = 1'b1; cin = 1'b0;
#10 a = 1'b0; b = 1'b1; cin = 1'b1;
#10 a = 1'b1; b = 1'b0; cin = 1'b0;
#10 a = 1'b1; b = 1'b0; cin = 1'b1;
#10 a = 1'b1; b = 1'b1; cin = 1'b0;
#10 a = 1'b1; b = 1'b1; cin = 1'b1;
#10 $stop; end

//instantiate the module into the
test bench full_adder_mixed inst1(
.a(a),
.b(b),
.cin(cin),
.sum(sum),
.cout(cout) );
endmodule
```



# ACTIVITY



# GROUP DISCUSSION



## SIX EXAMPLES: DECODER



- 3-to 8 decoder with an enable control

```
module decoder(o,enb_sel) ;
```

```
output [7:0] o ;
```

```
input enb_ ;
```

```
input [2:0] sel ;
```

```
reg [7:0] o ;
```

```
always @ (enb_ or sel)
```

```
if(enb_)
```

```
o = 8'b1111_1111 ;
```

```
else
```

```
case(sel)
```

```
3'b000 : o = 8'b1111_1110 ;
```

```
3'b001 : o = 8'b1111_1101 ;
```

```
3'b010 : o = 8'b1111_1011 ;
```

```
3'b011 : o = 8'b1111_0111 ;
```

```
3'b100 : o = 8'b1110_1111 ;
```

```
3'b101 : o = 8'b1101_1111 ;
```

```
3'b110 : o = 8'b1011_1111 ;
```

```
3'b111 : o = 8'b0111_1111 ;
```

```
default : o = 8'bx ;
```

```
endcase
```

```
endmodule
```



# PRIORITY ENCODER



always @ (d0 or d1 or d2 or d3)

if (d3 == 1)

{x,y,v} = 3'b111 ;

else if (d2 == 1)

{x,y,v} = 3'b101 ;

else if (d1 == 1)

{x,y,v} = 3'b011 ;

else if (d0 == 1)

{x,y,v} = 3'b001 ;

else

{x,y,v} = 3'bxx0 ;

Inputs				Outputs		
$D_0$	$D_1$	$D_2$	$D_3$	$x$	$y$	$v$
0	0	0	0	X	X	0
1	0	0	0	0	0	1
X	1	0	0	0	1	1
X	X	1	0	1	0	1
X	X	X	1	1	1	1

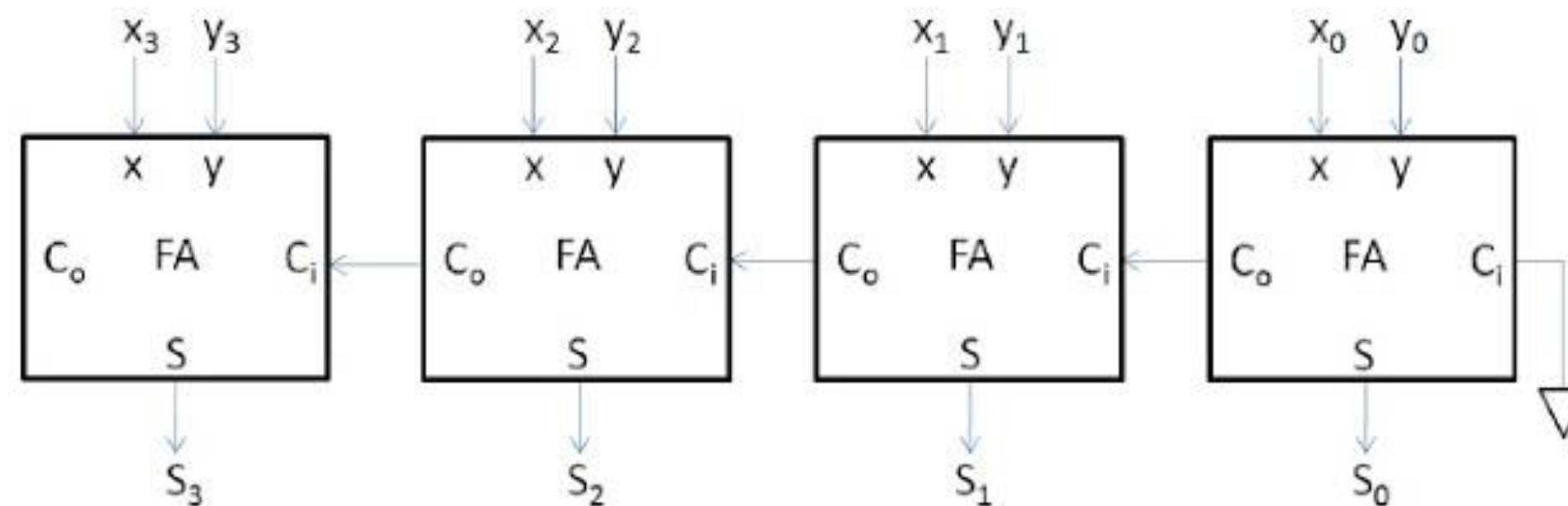
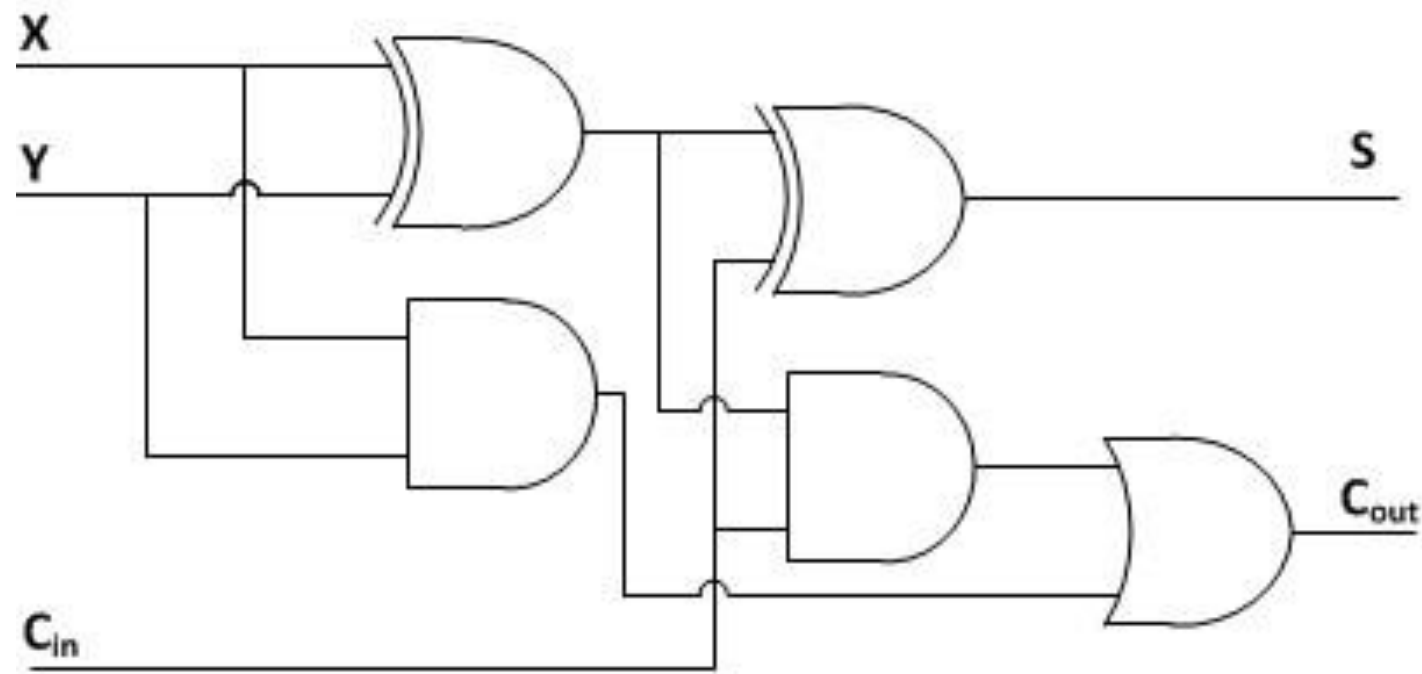
Priority encoder truth table





# FULL ADDER, RIPPLE CARRY ADDER

full adder based on its logic diagram



The 4-bit ripple-carry adder is built using 4 1-bit full adders



# VERILOG HDL CODE: 4-BIT RIPPLE-CARRY ADDER USING 4 1-BIT FULL ADDERS



```
module fulladder(X, Y, Ci, S, Co); input X, Y, Ci;  
output S, Co;  
wire w1,w2,w3;  
//Structural code for one bit full adder  
xor G1(w1, X, Y);  
xor G2(S, w1, Ci);  
and G3(w2, w1, Ci);  
and G4(w3, X, Y);  
or G5(Co, w2, w3);  
endmodule
```

```
module rippe_adder(X, Y, S, Co);  
input [3:0] X, Y; // Two 4-bit inputs  
output [3:0] S; output Co;  
wire w1, w2, w3;  
// instantiating 4 1-bit full adders in Verilog  
fulladder u1(X[0], Y[0], 1'b0, S[0], w1);  
fulladder u2(X[1], Y[1], w1, S[1], w2);  
fulladder u3(X[2], Y[2], w2, S[2], w3);  
fulladder u4(X[3], Y[3], w3, S[3], Co);  
endmodule
```



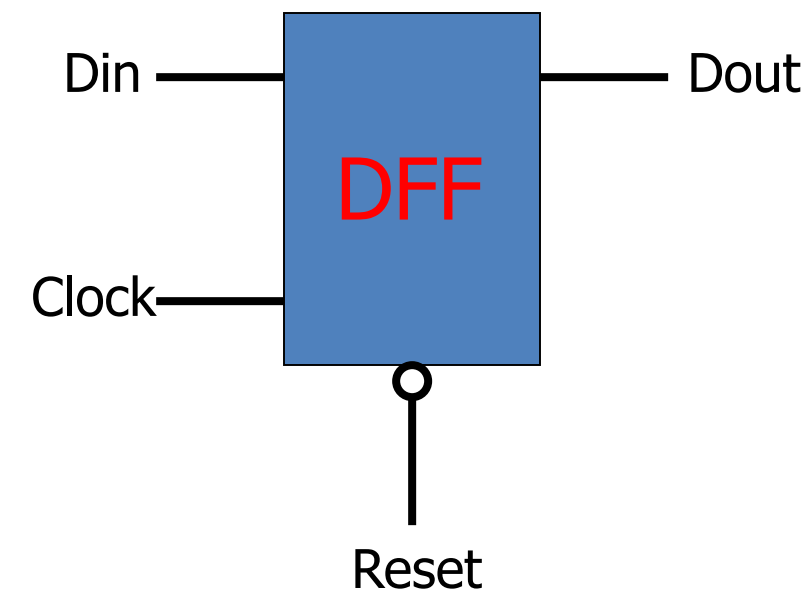
# VERILOG HDL CODE:COMPARATOR & D FLIPFLOP



## COMPARATOR

```
module comparator(large,  
equal, less, a, b);  
output large, equal, less;  
input [3:0] a, b;  
  
assign large = (a > b);  
assign equal = (a == b);  
assign less = (a < b);  
endmodule
```

```
module DFF ( Din, Dout, Clock, Reset );  
output Dout;  
input Din, Clock, Reset;  
reg Dout;  
always @( negedge Reset or posedge Clock )  
begin  
    if ( !Reset )  
        Dout <= 1'b0;  
    else  
        Dout <= Din;  
end  
endmodule
```





# ASSESSMENT



1. Write the test bench for behavioural model example
2. Write the Verilog HDL Code for : DECODER, PRIORITY ENCODER
3. Write the Verilog HDL Code for FULL ADDER, RIPPLE CARRY ADDER
4. Write the Verilog HDL Code for COMPARATOR AND D FLIP FLOP.



## SUMMARY & THANK YOU