

Verilog and VHDL

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Overview

- ▶ VHDL and Verilog
- ▶ Interesting presentations in [FSiC 2025](#)
 - ▶ Check the Chinese OSOC project
 - ▶ OSOC stands for: One Student One Chip

Verilog Introduction

- ▶ You learned Chisel
- ▶ Verilog is the industry standard
- ▶ Used by tools as an exchange format
- ▶ Old language with a lot of quirks
- ▶ You mainly need to be able to read it
- ▶ And a few lines to connect stuff
- ▶ For serious work: use Chisel

Verilog vs SystemVerilog

- ▶ Verilog is the old standard
- ▶ SystemVerilog is an extension
- ▶ Adding a lot of features
 - ▶ 200+ keywords
- ▶ Mainly for verification (with UVM)
 - ▶ E.g., object-oriented programming
- ▶ But open-source tools do not fully support SV
- ▶ We stick to plain Verilog

Verilog Syntax

- ▶ Very C-like
 - ▶ e.g, has include file
 - ▶ defines
- ▶ Module-based
- ▶ Ports
- ▶ Wires and regs
- ▶ Always blocks
- ▶ Initial blocks
 - ▶ Only for simulation

Verilog (and VHDL) by Examples

- ▶ Will show you some examples
- ▶ First Chisel code, then Verilog (and VHDL)
- ▶ Again, we only need to be able to read some Verilog
- ▶ It is OK to use LLMs for generating Verilog or VHDL
 - ▶ Only for simulation
- ▶ You **just** need to be able to fix errors ;-)
- ▶ See also the [Verilog Cheat Sheet](#)

A Simple Component in Chisel

```
import chisel3._
import chisel3.util._

class ChiselAdder extends Module {
  val io = IO(new Bundle() {
    val a, b = Input(UInt(8.W))
    val sum = Output(UInt(8.W))
  })
  io.sum := io.a + io.b
}
```

- ▶ This is a too small component in practice

A Simple Component in Verilog

```
module adder(  
    input  [7:0] a,  
    input  [7:0] b,  
    output [7:0] sum  
);  
  
    assign sum = a + b;  
  
endmodule
```

A Simple Component in VHDL

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity adder is
  port (
    a, b : in unsigned(7 downto 0);
    sum : out unsigned(7 downto 0)
  );
end entity;

architecture rtl of adder is
begin
  sum <= a + b;
end architecture;
```

Using the ChiselAdder Component in Chisel

```
val in1 = Wire(UInt(8.W))
val in2 = Wire(UInt(8.W))
val result = Wire(UInt(8.W))

val m = Module(new ChiselAdder)
m.io.a := in1
m.io.b := in2
result := m.io.sum
```

Using the adder Component in Verilog

```
wire [7:0] in1;  
wire [7:0] in2;  
wire [7:0] result;  
  
adder m(.a(in1), .b(in2), .sum(result));
```

Using the adder Component in VHDL

```
signal in1, in2, result : unsigned(7 downto 0);
```

```
component adder
```

```
  port (
```

```
    a, b : in unsigned(7 downto 0);
```

```
    sum : out unsigned(7 downto 0)
```

```
  );
```

```
end component;
```

```
begin
```

```
  m: adder
```

```
    port map (
```

```
      a => in1,
```

```
      b => in2,
```

```
      sum => result
```

```
    );
```

A Register with Reset and Enable in Chisel

```
val reg = RegEnable(data, 0.U(8.W), enable)
```

A Register with Reset and Enable in Verilog

```
reg [7:0] reg_data;

always @(posedge clk) begin
    if (reset)
        reg_data <= 8'b0;
    else if (enable)
        reg_data <= data;
end
```

A Register with Reset and Enable in VHDL

```
    signal reg : std_logic_vector(7 downto 0);

begin
  process (clock)
  begin
    if rising_edge(clock) then
      if reset = '1' then
        reg <= (others => '0');
      elsif enable = '1' then
        reg <= data;
      end if;
    end if;
  end process;
```

A switch Statement in Chisel

```
io.out := 0.U
switch(io.sel) {
  is("b00".U) { io.out := io.in(0) }
  is("b01".U) { io.out := io.in(1) }
  is("b10".U) { io.out := io.in(2) }
  is("b11".U) { io.out := io.in(3) }
}
```

A case Statement in Verilog

```
module comb(  
    input  [1:0] sel,  
    input  [3:0] in,  
    output reg out  
);  
  
    always @(*) begin  
        case (sel)  
            2'b00: out = in[0];  
            2'b01: out = in[1];  
            2'b10: out = in[2];  
            2'b11: out = in[3];  
            default: out = 1'b0;  
        endcase  
    end  
  
endmodule
```

A case Statement in VHDL

```
process (sel, input)
begin
  case sel is
    when "00" => output <= input(0);
    when "01" => output <= input(1);
    when "10" => output <= input(2);
    when "11" => output <= input(3);
    when others => output <= '0';
  end case;
end process;
```

An “if...else if...else” Statement in Chisel

```
when (io.c1) {  
  io.out := io.in1  
} .elsewhen (io.c2) {  
  io.out := io.in2  
} .otherwise {  
  io.out := io.in3  
}
```

An “if...else if...else” Statement in Verilog

```
always @(*) begin
  if (c1)
    out = in1;
  else if (c2)
    out = in2;
  else
    out = in3;
end
```

An “if...else if...else” Statement in VHDL

```
process(c1, c2, in1, in2, in3)
begin
  if c1 = '1' then
    output <= in1;
  elsif c2 = '1' then
    output <= in2;
  else
    output <= in3;
  end if;
end process;
```

Advanced Features in Chisel

- ▶ Object-oriented code for Hardware
- ▶ Functional programming for generators
- ▶ Bundles with directions

Summary

- ▶ Hardware can be described in any HDL
- ▶ The abstraction is different
- ▶ SystemVerilog is not very well supported
- ▶ VHDL is dying (although there is a lot of legacy code)
- ▶ You might need to read (and write) some Verilog code
- ▶ Should be able to pick it up on the job
- ▶ Digital design is independent of the language