CSE140L: Components and Design Techniques for Digital Systems Lab

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Overview

• Lab #1 due

• What we’ve covered previously:
  – Transistor level design – delay analysis
  – Muxes and Adders

• What we’ll be covering next:
  – When is delay a good thing?
  – Verilog HDL
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Timing and delay

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When is non-ideal gate behavior a good thing?

- Can be useful — pulse shaping circuits
- Can be a problem — incorrect circuit operation
- Example: pulse shaping circuit
  - \( A' \cdot A = 0 \)
  - delays matter

\[ \text{D remains high for three gate delays after } A \text{ changes from low to high} \]

\[ \text{F is not always 0 pulse 3 gate-delays wide} \]
Oscillatory behavior

- Another pulse shaping circuit
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Verilog HDL

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Source: Eric Crabill, Xilinx
Hardware description languages

• Used to describe & model the operation of digital circuits.

• Specify simulation procedure for the circuit and check its response.
  – Simulation requires a logic simulator.

• Synthesis: transformation of the HDL description into a physical implementation (transistors, gates)
  – When a human does this, it is called logic design.
  – When a machine does this, it is called synthesis.
HDLs

• Abel (circa 1983) - developed by Data-I/O
  – targeted to programmable logic devices
  – not good for much more than state machines
• ISP (circa 1977) - research project at CMU
  – simulation, but no synthesis
• Verilog (circa 1985) - developed by Gateway (absorbed by Cadence)
  – similar to C
  – delays are the only interaction with the simulator
  – fairly efficient and easy to write
  – IEEE standard
• VHDL (circa 1987) - DoD sponsored standard
  – VHSIC Hardware Description Language
    (VHSIC is Very High Speed Integrated Circuit).
  – simulation semantics visible; very general but verbose
  – IEEE standard
Verilog Usage

• Verilog may be used to model circuits and behaviors at various levels of abstraction:
  • Transistor. LOW
  • Gate.
  • Logic.
  • Behavioral.
  • Algorithmic. HIGH

• Transistor and gate level modeling is not appropriate for design with FPGA devices.
Verilog

• Supports structural and behavioral descriptions

• Structural
  – explicit structure of the circuit
  – e.g., each logic gate instantiated and connected to others

• Behavioral
  – program describes input/output behavior of circuit
  – many structural implementations could have same behavior
  – e.g., different implementation of one Boolean function
module xor_gate (out, a, b);
    input    a, b;
    output   out;
    wire     abar, bbar, t1, t2;

    inverter invA (abar, a);
    inverter invB (bbar, b);
    and_gate and1 (t1, a, bbar);
    and_gate and2 (t2, b, abar);
    or_gate  or1 (out, t1, t2);

endmodule
Behavioral model

module xor_gate (out_or, out_and, a, b);
  input a, b;
  output out_or, out_and;
  reg out_or, out_and;

  always @(a or b) begin
    out_or = a ^ b;
  end

  assign out_and = a & b;
endmodule
Data Values

• For our logic design purposes, we’ll consider Verilog to have four different bit values:
  – 0, logic zero.
  – 1, logic one.
  – z, high impedance.
  – x, unknown.
Data Types and Values

- There are two main data types in Verilog.
  - Wires.
  - Regs.
- These data types may be single bit or multi-bit.
  - The general syntax is: \{bit width\}'{base}{value}
    - 4’d14  // 4-bit value, specified in decimal
    - 4’he   // 4-bit value, specified in hex
    - 4’b1110 // 4-bit value, specified in binary
    - 4’b10xz // 4-bit value, with x and z, in binary
Data Types

- **Wires:**
  - “continuously assigned” values and do not store information.
  - may have multiple drivers assigning values.
  - When multiple drivers exist, the simulator resolves them into a single value for the wire.
  - Every time a driver changes its output value, the resulting wire value is re-evaluated.

- This behaves much like an electrical wire...
Data Types

- **Regs**
  - “procedurally assigned” values that store information until the next value assignment is made.
  - can be used to model combinational or sequential logic.
  - The name “reg” does **not** mean it is a register!
  - A reg may be assigned by multiple processes.
  - Other reg varieties include integer, real, and time.
• Consider a top level module declaration:
  module testbench;
      // Top level modules do not have ports.
  endmodule

• Consider a module declaration with ports:
  module two_input_xor (in1, in2, out);
  input in1, in2;
  output out;
      // We’ll add more later...
  endmodule
• Ports may be of type \{input, output, inout\} and can also be multiple bits wide.

module some_random_design (fred, bob, joe, sam, tom, ky);
  input        fred; // 1-bit input port
  input  [7:0] bob; // 8-bit input port
  output       joe; // 1-bit output port
  output  [1:0] sam; // 2-bit output port
  inout       tom; // 1-bit bidirectional port
  inout  [3:0] ky; // 4-bit bidirectional port

  // Some design description would be here...
endmodule
Port and Data Types

• Input port:
  – driven from *outside* the module by a wire or a reg,
  – *inside* the module it can only drive a wire

• Output port
  – driven from *inside* the module by a wire or a reg,
  – *outside* the module it can only drive a wire.

• Inout port
  – May be driven by a wire, and drive a wire.
module testbench;
wire    sig3;   // wire driven by submodule
reg     sig1, sig2;  // regs assigned by testbench

two_input_xor my_xor (.in1(sig1), .in2(sig2), .out(sig3));
endmodule

module two_input_xor (in1, in2, out);
input in1, in2;
output out;
// We’ll add more later...
endmodule
Operators

• Used in both procedural and continuous assignments.
• Listed in the order of evaluation precedence:
  – `{ }` is used for concatenation.
    Say you have two 1-bit data objects, sam and bob.
    `{sam, bob}` is a 2-bit value from concatenation
  – `{{ }}` is used for replication.
    Say you have a 1-bit data object, ted.
    `{4{ted}}` is a 4-bit value, ted replicated four times.
  – Unary operators:
    ! Performs logical negation (test for non-zero).
    ~ Performs bit-wise negation (complements).
    & Performs unary reduction of logical AND.
    | Performs unary reduction of logical OR.
    ^ Performs unary reduction of logical XOR.
Operators cont.

• Dyadic arithmetic operators (signed and can generate carry out):
  * Multiplication.
  / Division.
  % Modulus.
  + Addition.
  - Subtraction.

• Dyadic logical shift operators:
  << Shift left.
  >> Shift right.

• Dyadic relational operators:
  > Greater than.
  < Less than.
  >= Greater than or equal.
  <= Less than or equal.
• Dyadic comparison operators:
  
  == Equality operator (compares to z, x are invalid).
  != Not equal.

• Dyadic binary bit-wise operators:
  & Bit-wise logical AND.
  | Bit-wise logical OR.
  ^ Bit-wise logical XOR.
  ~^ Bit-wise logical XNOR.

• Dyadic binary logical operators:
  && Binary logical AND.
  || Binary logical OR.

• Ternary operator for conditional selection:
  sel ? value_if_sel_is_one : value_if_sel_is_zero
  oe ? driven_value : 1’bz
Continuous Assignment

• Continuous assignments are made with the assign statement:
  – assign LHS = RHS;
    • The left hand side, LHS, must be a wire.
    • The right hand side, RHS, may be a wire, a reg, a constant, or expressions with operators using one or more wires, regs, and constants.

• The value of the RHS is continuously driven onto the wire of the LHS.
• Values x and z are allowed and processed.
• All assign statements operate concurrently.
Continuous Assignment

module two_input_xor (in1, in2, out);
input in1, in2; // use these as a wire
output out;  // use this as a wire
assign out = in1 ^ in2;
endmodule

module two_input_xor (in1, in2, out);
input in1, in2;
output out;
wire product1, product2;
assign product1 = in1 & !in2; // could have done all in
assign product2 = !in1 & in2; // assignment of out with
assign out = product1 | product2; // bigger expression
endmodule
Continuous Assignment

module two_input_xor (in1, in2, out);
    input in1, in2;
    output out;
    assign out = (in1 != in2);
endmodule

module two_input_xor (in1, in2, out);
    input in1, in2;
    output out;
    assign out = in1 ? (!in2) : (in2);
endmodule
Procedural Assignment

• Models combinational and sequential logic
• Operates concurrently and is preceded by event control.
• In block statements start with “begin” and end with “end”.
  – Single assignments can omit begin and end.
• A sensitivity list specifies events which cause the execution to begin:
  – always @(a or b) // any changes in a or b
  – always @(posedge a)    // a transitions from 0 to 1
  – always @(negedge a) // a transitions from 1 to 0
  – always @(a or b or negedge c or posedge d)
Procedural Assignment

initial
begin
  // These procedural assignments are executed
  // one time at the beginning of the simulation.
end

always @(sensitivity list)
begin
  // These procedural assignments are executed
  // whenever the events in the sensitivity list
  // occur.
end
Procedural Assignment

• Inside a block, two types of assignments exist:
  – LHS = RHS;       // blocking assignment
  – LHS <=RHS;      // non-blocking assignment
  – Do not mix them in a given block.

• Assignment rules:
  – The left hand side, LHS, must be a reg.
  – The right hand side, RHS, may be a wire, a reg, a constant, or expressions with operators using one or more wires, regs, and constants.
Procedural Assignment

• Do I use blocking or non-blocking assignments?
  – Blocking assignments are especially useful when describing combinational logic.
    • You can “build up” complex logic expressions.
    • Blocking assignments make your description evaluate in the order you described it.
  – Non-blocking assignments are useful when describing sequential logic.
    • At a clock or reset event, all memory elements change state at the same time, best modeled by non-blocking assignments.

• For conditional assignments use if-else and various types of case statements.

• You also can make use of additional timing control:
  – wait, #delay, repeat, while, etc…
Procedural Assignment

- **Combinational logic using operators:**

  module two_input_xor (in1, in2, out);
  
  input  in1, in2;  // use these as wires
  output out;      // use this as a wire
  reg    out;

  always @(in1 or in2)  // Note that all input terms
  begin  // are in sensitivity list!
    out = in1 ^ in2;  // Or equivalent expression...
  end

  // I could have simply used:
  // always @(in1 or in2) out = in1 ^ in2;

  endmodule
Procedural Assignment

- Combinational logic using if-else:

```verilog
module two_input_xor (in1, in2, out);
input  in1, in2; // use these as wires
output out;   // use this as a wire
reg    out;

always @(in1 or in2) // Note that all input terms
begin               // are in sensitivity list!
    if (in1 == in2) out = 1'b0;
    else out = 1'b1;
end

endmodule
```
Procedural Assignment

• Combinational logic using case:

```verilog
module two_input_xor (in1, in2, out);
input  in1, in2; // use these as wires
output out;    // use this as a wire
reg    out;

always @(in1 or in2) // Note that all input terms
begin                // are in sensitivity list!
    case ({in2, in1}) // Concatenated 2-bit selector
        2'b01: out = 1'b1;
        2'b10: out = 1'b1;
        default: out = 1'b0;
    endcase
end
endmodule
```
Delay Control

- You can add delay to continuous assignments.
  - `assign #delay LHS = RHS;
  * The `#delay` indicates a time delay in simulation time units; for example, `#5` is a delay of five.
  * This can be used to model physical delays of combinational logic.

- The simulation time unit can be changed by the Verilog `\`timescale` directive.
Delay Control

• Control the timing of assignments in procedural blocks by:
  – Level triggered timing control.
    • wait (!reset);
    • wait (!reset) a = b;
  – Simple delays.
    • #10;
    • #10 a = b;
  – Edge triggered timing control.
    • @(a or b);
    • @(a or b) c = d;
    • @(posedge clk);
    • @(negedge clk) a = b;
module Compare1 (Equal, Alarger, Blarger, A, B);
  input     A, B;
  output    Equal, Alarger, Blarger;

  assign #5 Equal = (A & B) | (~A & ~B);
  assign #3 Alarger = (A & ~B);
  assign #3 Blarger = (~A & B);
endmodule
Delay Control

- Generation of clock and resets in testbench:

```vhdl
reg rst, clk;
initial // this happens once at time zero
begin
    rst = 1'b1; // starts off as asserted at time zero
    #100; // wait for 100 time units
    rst = 1'b0; // deassert the rst signal
end
always // this repeats forever
begin
    clk = 1'b1; // starts off as high at time zero
    #25; // wait for half period
    clk = 1'b0; // clock goes low
    #25; // wait for half period
end
```
System Tasks

- The $ sign denotes Verilog system tasks, there are a large number of these, most useful being:
  - $display("The value of a is \%b", a);
    - Used in procedural blocks for text output.
    - The \%b is the value format (binary, in this case…)
  - $finish;
    - Used to finish the simulation.
    - Use when your stimulus and response testing is done.
  - $stop;
    - Similar to $finish, but doesn’t exit simulation.
Driving a simulation through a “testbench”

module testbench (x, y);
  output       x, y;
  reg [1:0]    cnt;

  initial begin
    cnt = 0;
    repeat (4) begin
      #10 cnt = cnt + 1;
      $display ("@ time=%d, x=%b, y=%b, cnt=%b",
        $time, x, y, cnt);
    end
    #10 $finish;
  end

  assign x = cnt[1];
  assign y = cnt[0];
endmodule
module life (n0, n1, n2, n3, n4, n5, n6, n7, self, out);
  input n0, n1, n2, n3, n4, n5, n6, n7, self;
  output out;
  reg out;
  reg [7:0] neighbors;
  reg [3:0] count;
  reg [3:0] i;

assign neighbors = {n7, n6, n5, n4, n3, n2, n1, n0};

always @(neighbors or self) begin
  count = 0;
  for (i = 0; i < 8; i = i+1) count = count + neighbors[i];
  out = (count == 3);
  out = out | ((self == 1) & (count == 2));
end

endmodule
HDLs vs. PLs

• Program structure
  – instantiation of multiple components of the same type
  – specify interconnections between modules via schematic
  – hierarchy of modules

• Assignment
  – continuous assignment (logic always computes)
  – propagation delay (computation takes time)
  – timing of signals is important (when does computation have its effect)

• Data structures
  – size explicitly spelled out - no dynamic structures
  – no pointers

• Parallelism
  – hardware is naturally parallel (must support multiple threads)
  – assignments can occur in parallel (not just sequentially)