



Digital Techniques 2

L7: Sequential Logic 2



Recap from Previous Lecture

- Sequential processes must be modeled using "industry-standard" **code templates** so that all synthesis tools can infer registers in the same way
- Learn the basic templates for different cases (with or without active-high or active-low asynchronous or synchronous reset)
- Start coding by first writing the complete template and then **fill in the blanks**

```
always_ff @ (posedge clk or negedge rst_n)
begin
  if (rst_n == '0)
    begin
      // Reset the variables here
    end
  else
    begin
      // Compute next state
      // values here
    end
end
```



Example: Universal Shift-Register

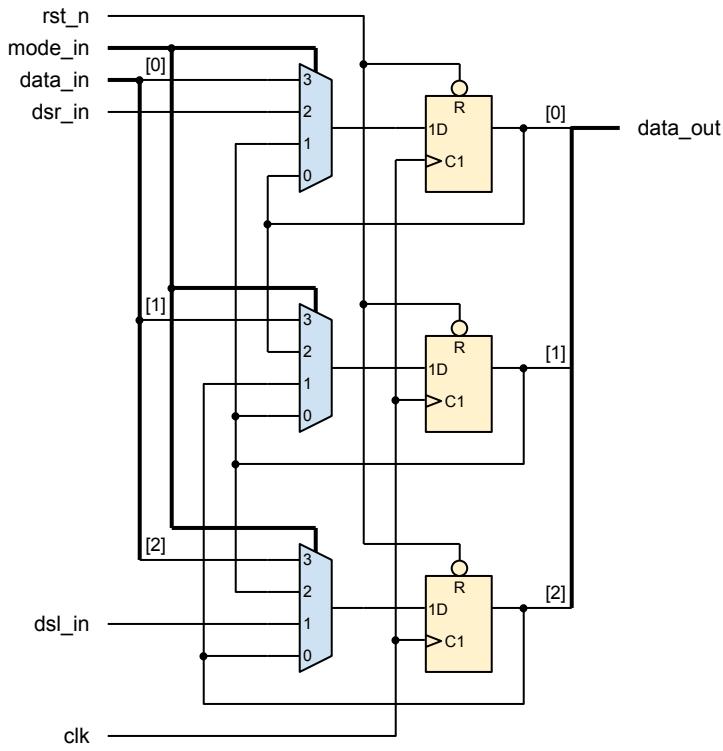
```
module srg #( parameter int BITS = 4 )
  (input logic clk, rst_n, dsl_in, dsr_in
   input logic [1:0] mode_in,
   input logic [BITS-1:0] data_in,
   output logic [BITS-1:0] data_out);

  logic [BITS-1:0] srg_r;

  always_ff @(posedge clk or negedge rst_n)
  begin : srg_proc
    if (rst_n == '0)
      srg_r <= '0;
    else
      case (mode_in)
        2'b00: // NO OP
          srg_r <= srg_r;
        2'b01: // SHIFT LEFT
          srg_r <= { srg_r[BITS-2:0], dsl_in }; // { } = concatenation
        2'b10: // SHIFT RIGHT
          srg_r <= { dsr_in, srg_r[BITS-1:1] };
        2'b11: // LOAD
          srg_r <= data_in;
      endcase
    end : srg_proc

    assign data_out = srg_r;
  endmodule
```

| | mode_in | dsl_in | dsr_in | data_in | srg_r | next | srg_r |
|-------------|---------|--------|--------|---------|-------|------|-------|
| NO OP | 00 | 0 | 0 | 111 | 000 | 000 | 000 |
| LOAD | 11 | 0 | 0 | 111 | 000 | 111 | 111 |
| SHIFT LEFT | 01 | 0 | 0 | 111 | 111 | 110 | 100 |
| SHIFT LEFT | 01 | 0 | 0 | 111 | 110 | 100 | 100 |
| SHIFT RIGHT | 10 | 0 | 0 | 111 | 100 | 010 | 010 |
| SHIFT RIGHT | 10 | 1 | 0 | 111 | 010 | 101 | 101 |





Example: Up-Down Counter with Parallel Load

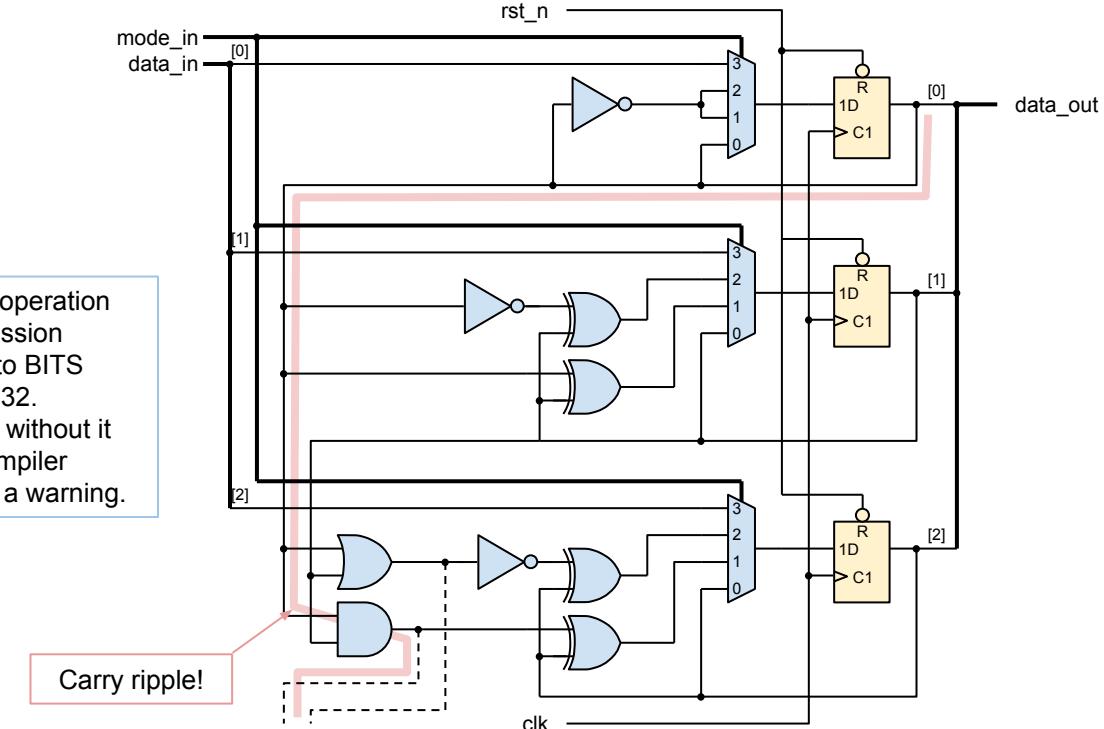
```
module ctr #( parameter int BITS = 3 )
  (input logic clk, rst_n,
   input logic [1:0] mode_in,
   input logic [BITS-1:0] data_in,
   output logic [BITS-1:0] data_out);

  logic [BITS-1:0] ctr_r;

  always_ff @(posedge clk or negedge rst_n)
  begin : counter
    if (rst_n == '0)
      ctr_r <= '0;
    else
      case (mode_in)
        2'b00: // NO OP
          ctr_r <= ctr_r;
        2'b01: // COUNT UP
          ctr_r <= BITS'(ctr_r + 1);
        2'b10: // COUNT DOWN
          ctr_r <= BITS'(ctr_r - 1);
        2'b11: // LOAD
          ctr_r <= data_in;
      endcase
  end : counter

  assign data_out = ctr_r;
endmodule
```

Type cast operation sets expression bit-length to BITS instead of 32. Works OK without it but the compiler generates a warning.





Example: Register Bank

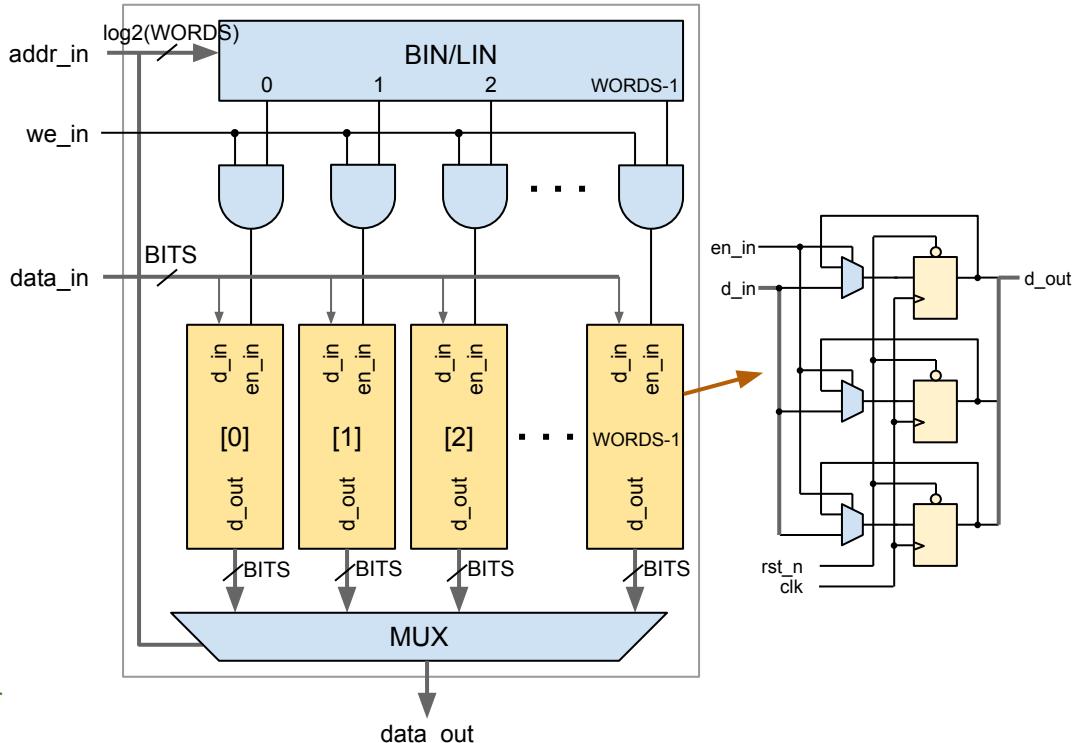
```
module regbank #( parameter int WORDS = 8, BITS = 4 )
  (input logic clk, rst_n, we_in,
   input logic [$clog2(WORDS)-1:0] addr_in,
   input logic [BITS-1:0] data_in,
   output logic [BITS-1:0] data_out);

  logic [WORDS-1:0][BITS-1:0] regbank_r;

  always_ff @(posedge clk or negedge rst_n)
    begin : regbank_proc
      if (rst_n == '0)
        regbank_r <= '0;
      else
        if (we_in == '1 && addr_in < WORDS)
          regbank_r[addr_in] <= data_in;
    end : regbank_proc

  always_comb
  begin
    if (addr_in < WORDS)
      data_out = regbank_r[addr_in];
    else
      data_out = '0;
  end
endmodule
```

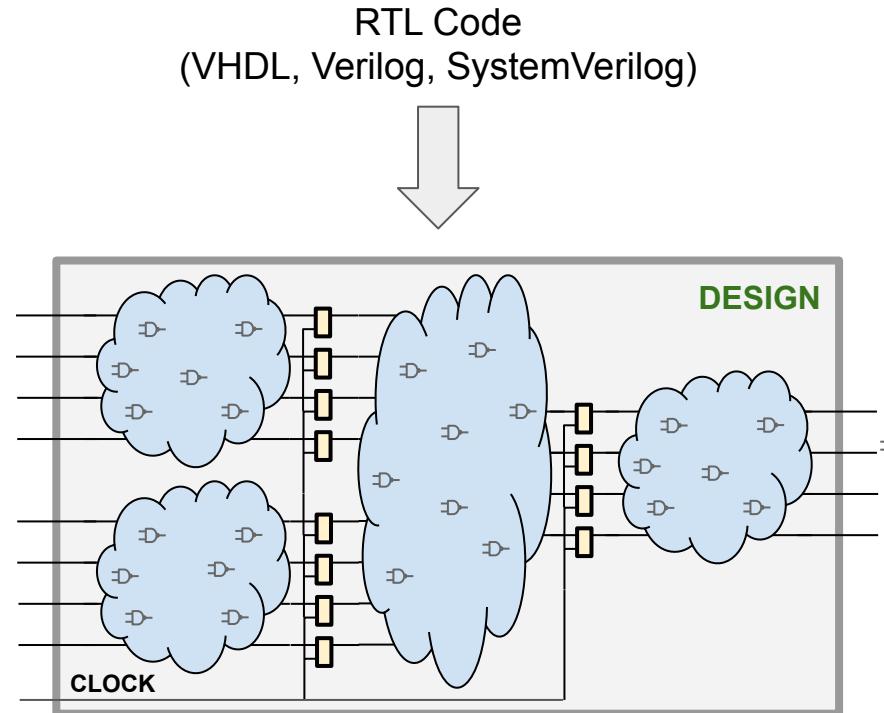
* If WORDS is a power of 2, range checking is not required.





Synthesis of Sequential Logic Circuits

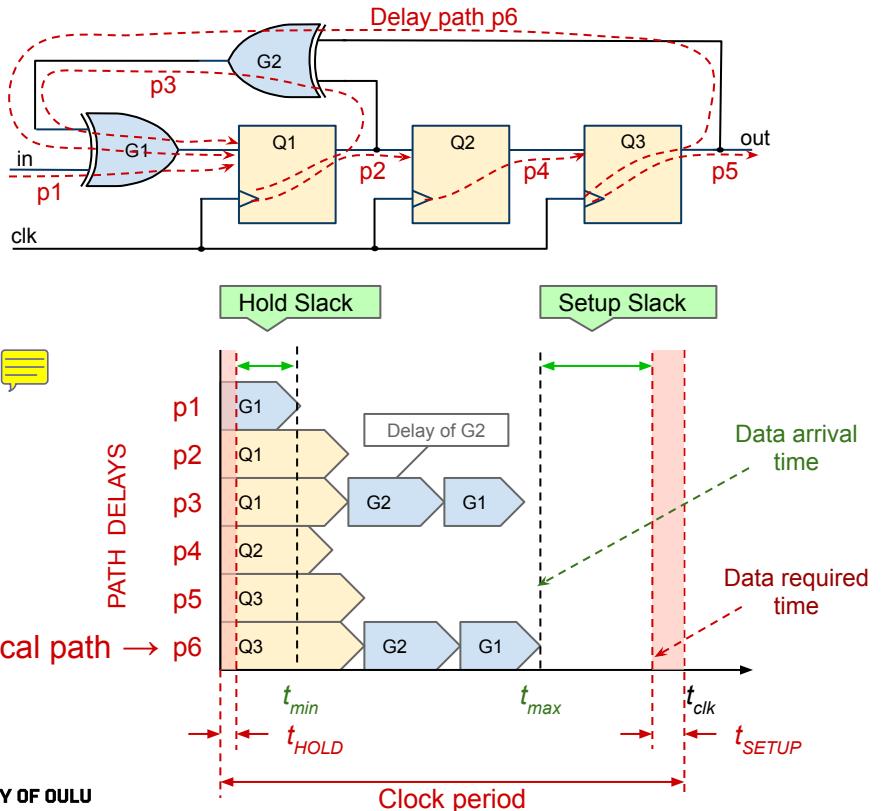
- After RTL code translation, the design consists of **combinational logic functions** and **flip-flops**
- The number of flip-flops is determined by the RTL architecture defined in the code
- Combinational logic, on the other hand, can be optimized for timing and area, and mapped to gates in many ways
- In logic synthesis, the synthesis tool tries to optimize all combinational logic "clouds" between the registers so that their **timing constraints** are met





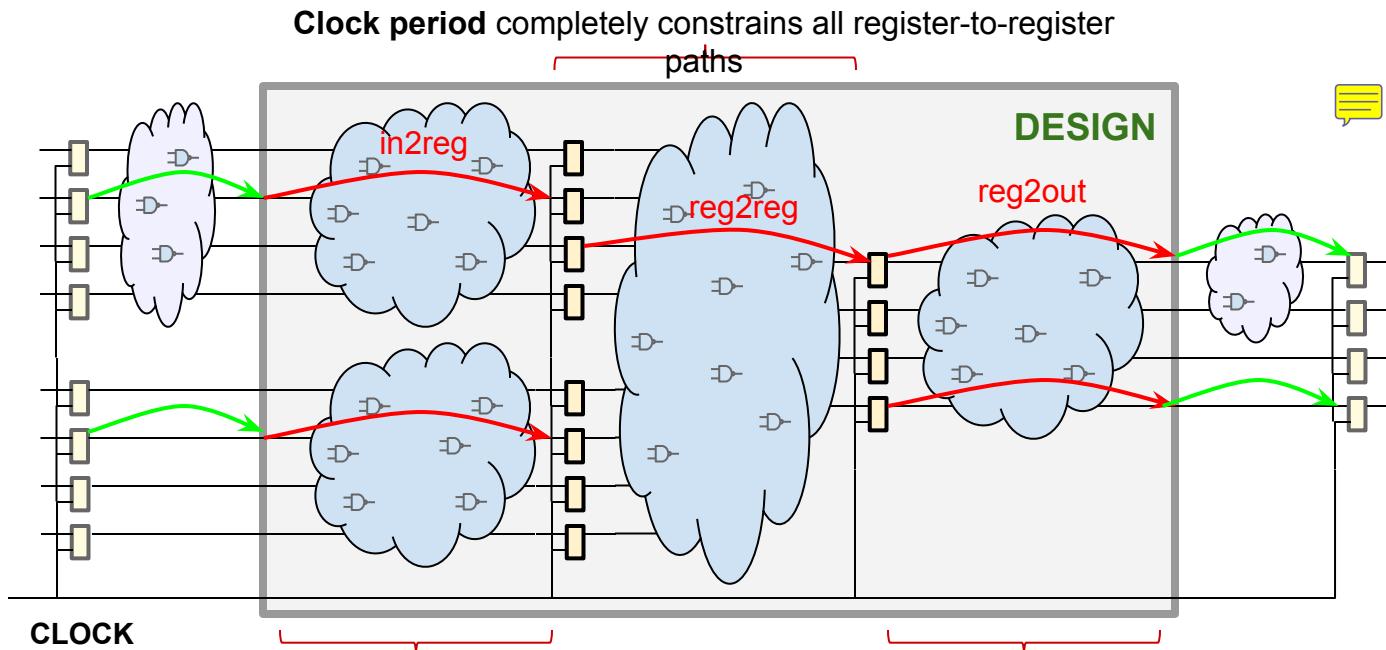
Static Timing Analysis (STA)

- **Setup and hold time constraints** of flip-flops must be respected on all delay **paths**
- In sequential logic synthesis, **static timing analysis** of all delay paths is performed to make sure that the design will work
- Typically, only setup time is considered in logic synthesis (hold fixing is done in routing phase)
- STA procedure for setup analysis:
 - 1) List all delay paths and their components
 - 2) Add up delays of all components on every path to form **data arrival times** for all path endpoints
 - 3) Compare most critical arrival time to **data-required time** ($T_{clk} - T_{SETUP}$ for setup paths)





Timing Constraints for Sequential Logic Synthesis



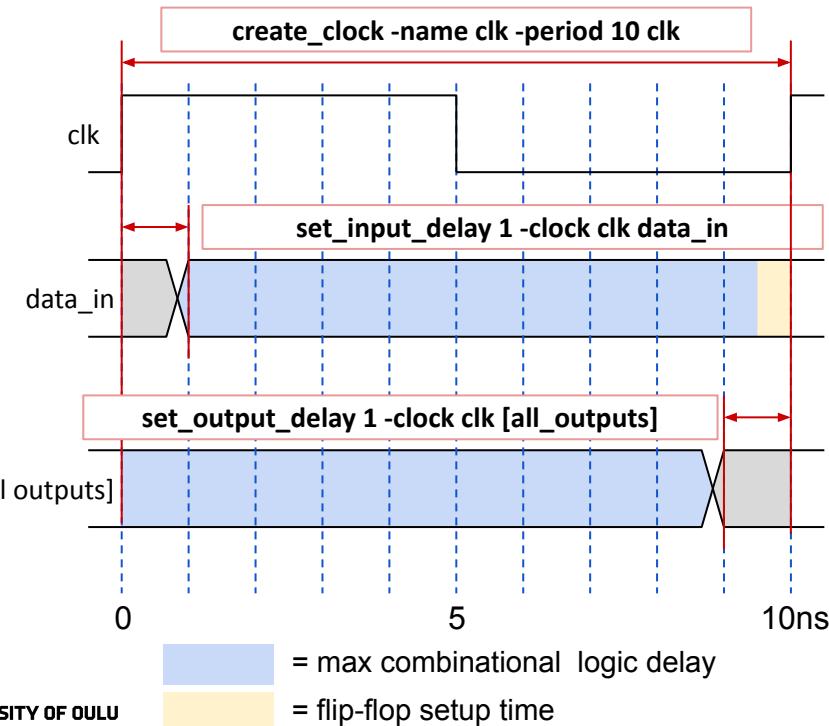
On paths that begin from inputs (in2reg) or end at outputs (reg2out) the maximum allowed delay is determined by clock period and the delay of **external paths**.



Creation of Timing Constraints

- **Clock period** sets a constraint on all register-to-register paths
- For input-to-register paths, we must define the **input delay** that tells when the data arrives at the input pins from a register outside our design
- For register-to-output paths, we must define the **output delay** that tells how much time must be reserved for the data to travel from our design's outputs to the next register outside our design
- SDC (Synopsys Design Constraints) is a widely used format for timing constraints

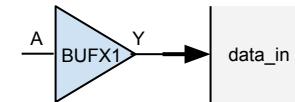
SDC Commands for Timing Constraints:



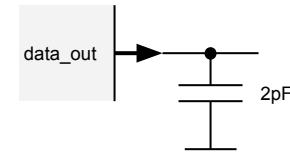


Environment Modeling for Synthesis

- For realistic timing analysis, the physical environment must be modeled
- For each input, the **drive capability** of the external driver must be modeled: Often a library component is used as a model for the driving component ("cell")
- For each output, a **load capacitance** must be defined
- Manufacturing **process**, supply **voltage** level, and operating **temperature** are usually modeled by using a component library that has been characterized for specific **operating conditions** ("PVT corner")



```
set_driving_cell -lib_cell BUFX1 -pin Y data_in
```



```
set_load 2 data_out
```

```
set target_library "saed32hvt_tt1p05v25c.db"
```

Process: Typical NMOS and PMOS transistors
Voltage: 1.05V
Temperature: 25°C



Timing Analysis Report

- Typically, a report for the most **critical path** is generated
- The report presents two paths:
 - **Data arrival time**: Delay of a data path from a launch clock edge through a register or input and combinational logic to a register or output
 - **Data-required** time computed from the capture clock edge and setup time requirement
- The difference between data required and data arrival time is called **slack**
- **Slack should be positive or zero**
- The optimizer tries to bring negative slack to zero on all paths by changing combinational logic structure

Diagram illustrating the timing analysis report:

The report shows two paths: a critical path (highlighted with a red oval) and a non-critical path (highlighted with a green arrow).

Critical Path (Red Oval):

| Point | Incr | Path |
|--------------------------------|------|--------|
| clock clk (rise edge) | 0.00 | 0.00 |
| clock network delay (ideal) | 0.00 | 0.00 |
| state_r_reg_0_/CLK (DFFX1_HVT) | 0.00 | 0.00 r |
| state_r_reg_0/_Q (DFFX1_HVT) | 0.17 | 0.17 f |
| U19/Y (AND4X1_HVT) | 0.11 | 0.28 f |
| U23/Y (NOR3X0_HVT) | 0.12 | 0.40 r |
| U26/Y (AND3X1_HVT) | 0.11 | 0.51 r |
| U29/Y (OA222X1_HVT) | 0.13 | 0.64 r |
| state_r_reg_3/_D (DFFX1_HVT) | 0.01 | 0.65 r |
| data arrival time | 0.65 | |

Non-Critical Path (Green Arrow):

| Point | Incr | Path |
|--------------------------------|-------|---------|
| clock clk (rise edge) | 10.00 | 10.00 |
| clock network delay (ideal) | 0.00 | 10.00 |
| state_r_reg_3_/CLK (DFFX1_HVT) | 0.00 | 10.00 r |
| library setup time | -0.07 | 9.93 |
| data required time | 9.93 | |
| data required time | 9.93 | |
| data arrival time | -0.65 | |

Slack (MET): 9.27

Actual Time: jaidar modde data obossoi pouchaithe hbe and aida nirdaron kore jee rule dewa ase ta,,like aii ckt aii poriman max time khabe and aii habe require max nirdaron hoi



References

1. Synopsys Timing Constraints User Guide