EECS 151/251A
Discussion 3

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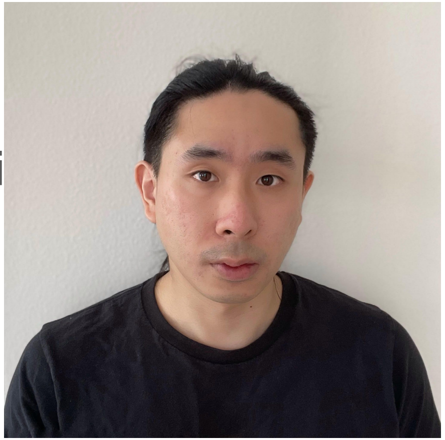
9/14, 9/15 and 9/20

About Me (Zhaokai Liu)

- 5th year PhD student advised by Bora
- Research in mixed-signal design, ADC, analog circui
  automation, …
- Took this class 4 years ago



- Office hour
  - Friday 2-3pm

Agenda

- Administrivia
- Verilog
- Simulating Verilog

Administrivia

- Homework 2 due 11:59pm, Friday, 9/17
- Homework 3 out this Thursday

Verilog

Exercise: Fix the Errors (not in HW)

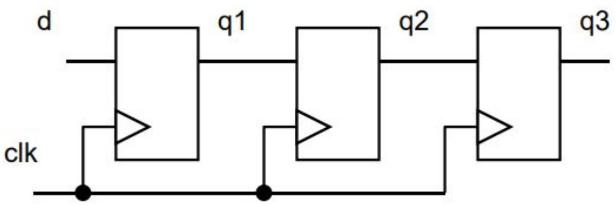
```
module this_is_wrong_1(
  input a,
  input b,
  input reg rst
);
  wire x;
  always @(a or b) begin
      assign x = a + b;
  end
  always @(rst) begin
      assign x = 1'b0;
  end
endmodule
```

```
module this_is_wrong_2(
  input [N-1:0] a,
  input b,
  output reg c
);
  wire [N:0] x;

  generate
    for (i=0; i<N; i=i+1) begin
      SubMod submod(.in0(a[i]), .in1(x[i]), .out(x[i+1]))
    end
  endgenerate

  assign c = x[N];
endmodule
```

Race Conditions: Synthesis vs. Simulation



Want: a register pipeline

Determine:

1. Does it *synthesize* correctly?
2. Does it *simulate* correctly?
    - Note: always blocks may simulate in any order
3. Is it good coding practice?

Candidate #1:

```
always @(posedge clk) begin
  q1 = d;
  q2 = q1;
  q3 = q2;
end
```

Candidate #2:

```
always @(posedge clk) begin
  q3 = q2;
  q2 = q1;
  q1 = d;
end
```

Candidate #3:

```
always @(posedge clk) begin
  q1 <= d;
  q2 <= q1;
  q3 <= q2;
end
```

Candidate #4:

```
always @(posedge clk) q1 = d;
always @(posedge clk) q2 = q1;
always @(posedge clk) q3 = q2;
```

Candidate #5:

```
always @(posedge clk) q3 = q2;
always @(posedge clk) q2 = q1;
always @(posedge clk) q1 = d;
```

Candidate #6:

```
always @(posedge clk) q1 <= d;
always @(posedge clk) q2 <= q1;
always @(posedge clk) q3 <= q2;
```

Simulating Verilog

Adder

We can test RTL via simulation before putting it on the FPGA of fabricating an ASIC
Let's see a 32 bit adder.

```
module adder(
  input [31:0] a,
  input [31:0] b,
  output [31:0] c
);
  assign c = a + b;
endmodule
```

or

```
module adder(a, b, c);
  input [31:0] a, b;
  output [31:0] c;
  assign c = a + b;
endmodule
```

- The adder module is synthesizable. It can be implemented on ASIC (gates, optimized by compiler) or FPGA (LUTs)
- Note that 32-bit a + 32-bit b produces a 33-bit result, which is truncated to 32-bit when assigning to c
- In the test bench, we will refer to the adder module as DUT (design under test)

Testbench

```
module adder_tester();
  reg [31:0] a, b;
  wire [31:0] c;
  adder dut(.a(a), .b(b), .c(c));  // device under test
  // ... initial block of adder_tester
endmodule
```

- The `adder_tester` module is not synthesizable. It is executed by an *RTL simulator*
- Note we have created reg nets to drive the DUT's inputs, and wire nets to sense the DUT's outputs
- Testbench is super important! Make sure you have covered the circumstances as many as possible. Basically you can do nothing with the bugs on a tape-out chip

Testbench initial block

```
initial begin
  a = 32'd1;
  b = 32'd2;
  #1; // wait for 1
timestep
  if (c != 32'd3) begin
    $display("FAILED");
  end
  a = 32'd5;
  b = 32'd10;
  #1;
  if (c != 32'd15) begin
    $display("FAILED");
  end
  $finish();
end
```

- The initial block defines the ‘entry point’ of the simulator. It executes only once at time zero
- The code in initial block runs sequentially, just like other languages (C, python)
- The input signals are driven using blocking (=) assignments
- #(n) is used to advance simulation time by n timesteps.
- $display and $finish are system functions

Timescales and timesteps

```
`timescale 1ns/10ps
`timescale (simulation time step)/(simulation time resolution)
```

- `` `timescale `` declaration is at the top of each testbench
- Simulation time step defines how much time is advanced when running #1
- Simulation time resolution defines the smallest amount of time can be advanced
- In the example, `#1 = 1ns;` #0.01 is the smallest possible delay

Delay

```
reg [7:0] r;
reg a, b;
wire c, d;
initial begin
  a = 0;
  b = 1;
  #1 r = 8'd20;
  r = #1 8'b0001_0100;
end

assign #3 c = a & b;
and #3 (d, a, b);
// an AND gate with 3 timestep
delay
```

- Delay at LHS: Everything happens after the time step
- Delay at RHS: RHS is evaluated first, and assigned to the left at the end of that time step
- Pay attention if blocking/non-blocking assignments are both used (not recommended)

Blocking vs Non-blocking + Delay

```
initial begin
  a <= 0;
  b <= 0;
  q <= 0;

  #5 a <= 1;
  b <= 1;

  #5 q <= a & b;
end

/* Output:
     t=0:  a=0, b=0, q=0
     t=5:  a=1, b=1, q=0
     t=10: a=1, b=1, q=1
*/
```

```
initial begin
  a <= 0;
  b <= 0;
  q <= 0;

  #5 a <= 1;
  b <= 1;

  q <= #5 a & b;
end

/* Output:
     t=0: a=0, b=0, q=0
     t=5: a=1, b=1, q=0
     No change after t=5!
*/
```

```
initial begin
  a <= 0;
  b <= 0;
  q <= 0;

  #5 a = 1;
  b = 1;

  q <= #5 a & b;
end

/* Output:
     t=0:  a=0, b=0, q=0
     t=5:  a=1, b=1, q=0
     t=10: a=1, b=1, q=1
*/
```

- This article is helpful for understanding!

Adder Demo

https://www.edaplayground.com/x/fHwj

Exhaustive Testing Demo

A small adder can be tested exhaustively by using nested for loops.

https://www.edaplayground.com/x/JEZg

Randomized Testing Demo

A large adder can’t be tested exhaustively since it would take too much time. Instead test it using random stimulus.

https://www.edaplayground.com/x/mEVz

4-state Signals in Verilog

```
module counter(input clk);
    reg [3:0] count;
    always @(posedge clk) begin
        count <= count + 'd1;
    end
endmodule
```

- All *registers* begin with an initial value of `x' in simulation unless otherwise specified
- Every signal in Verilog has 4 potential states: 0, 1, `x` (unknown), `z' (high-impedance/unconnected)
- We can set initial values of *registers* with `initial count = 0`
- Initial values are synthesizable on some FPGAs but not on ASICs, so using a `reset` is recommended

Simulation Constructs

```
@(posedge signal);
@(posedge signal);
//wait for 2 rising edges of signal

repeat (10) @(negedge clk);
//wait for 10 falling edge of clk
```

```
reg clk;
initial clk = 0;
always #(10) clk <= ~clk;
// an easy way to create a clock in testbench
```

$display

```
$display("Wire x in decimal is %d" , x);
$display("Wire x in binary is %b" , x);
//Similar to printf() in C
```

```
module x(input clk, input valid, input data);
  always @(posedge clk) begin
    if (valid) $display("Data is %d", data);
  end
endmodule
// $ display can be used inside RTL as well
```

Counter Demo

Run through the counter testbench. Deal with unknown values, initialize registers, add a reset. Use $display in the DUT.

https://www.edaplayground.com/x/mmHN

Generate Macros

```
genvar i;
generate for (i = 0; i < n; i = i + 1) begin
    full_adder u0(.a(a[i]), .b(b[i]), .cin(c[i]), .s(s[i]), .cout(c[i+1]));
  end
endgenerate

// there is a module parameter named mult_option
generate if (mult_option == 1)
  assign z = x * y;
else
  assign z = x + y; // will you see a multiplier and an adder on the hardware
endgenerate         // at the same time?
```

- Generate macros (`generate for` and `generate if`) can be used to programmatically instantiate hardware

2D Regs + Memories

```
// A memory structure that has eight 32-bit elements
reg [31:0] mem [7:0];

mem[2]
// The 3rd 32-bit element

mem[5][7:0]
// The lowest Byte (8-bit) of the 6th 32-bit element
```