

# EECS 151/251A

## SP2022 Discussion 1

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# My job:

- To help **you** get the most out of this class!
- Discussion sections
  - Cory 540 every Friday
  - Review this week
  - Answer questions
  - Example problems
- Office hours
  - Yikuan's: Thursday 10-11am
  - Office hour of each staff listed on course website:
    - <https://inst.eecs.berkeley.edu/~eecs151/sp22/>
- Piazza
  - Please contact GSIs here instead of email so your question could bring value to all students
  - GSIs will try to respond within 24 hours

# How to success

- Put the most effort into labs/project

They make you a great engineer, not just a good IC student

- Understand abstraction leverage it for productive design

Stay in circuit design: Apple shows you how desperate they are!

- Choose final project partners wisely. It Takes Two to make a team

# What else

- Homework stresses understanding

All questions will be graded on correctness, but [open-ended](#) questions have higher weighting

- Stay up-to-date on industry & research trends!

[IEEE Computing & Semiconductors](#), [EE Times](#), [Semiconductor Engineering](#), [TechInsights](#)  
[IEEE CAS & Computer Societies](#), [ACM](#), etc.

# Agenda

- Administrative
- ASIC vs FPGA
- Verilog intro

# Administrative

- Homework 1 will be posted this week
- Labs are in Cory 111/117 – There's a Monday Lab 2-5pm, GSI Seah Kim

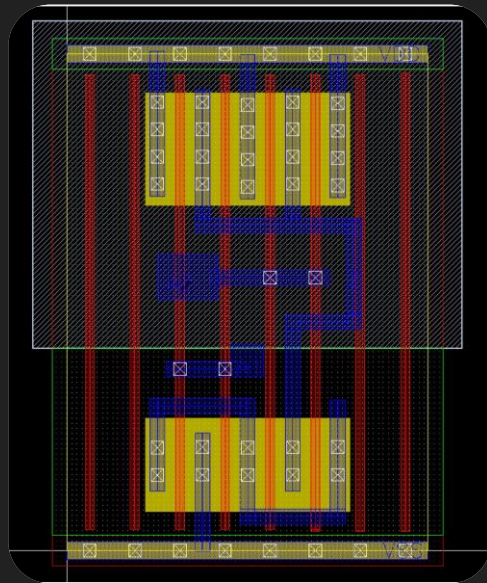


# ASIC vs FPGA



# ASIC

- Application-Specific Integrated Circuit
- Optimized for the application
- Use standard cells, SRAM, custom analog circuits



2-input NAND gate

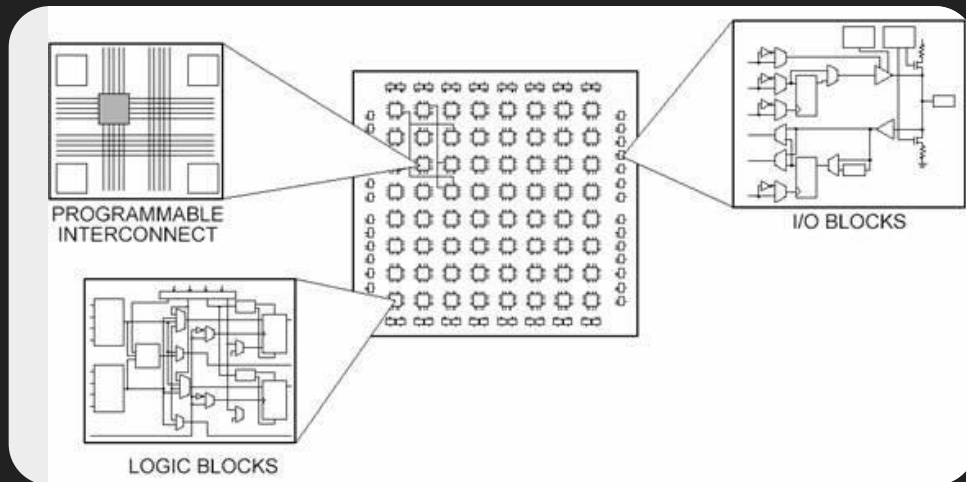


Apple's A11 Bionic SoC



# FPGA

- Field-Programmable Gate Array.
- Can be programmed on the fly, hence Field-Programmable
- Look-up Table (LUT, /lʌt/) based, pre-placed



Typical FPGA Structure



Xilinx Virtex Family

# ASIC vs FPGA

	ASIC	FPGA
Performance		
Design cost		
Per-unit cost		
Design time		
Custom blocks		
Job perspective		

# Verilog

Verilog

# Hardware description language (HDL)

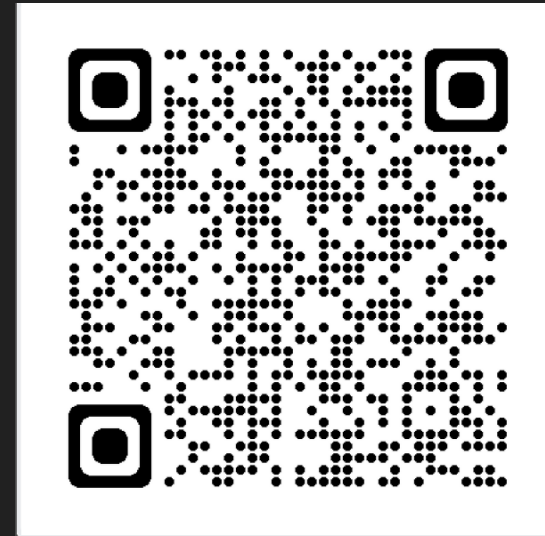
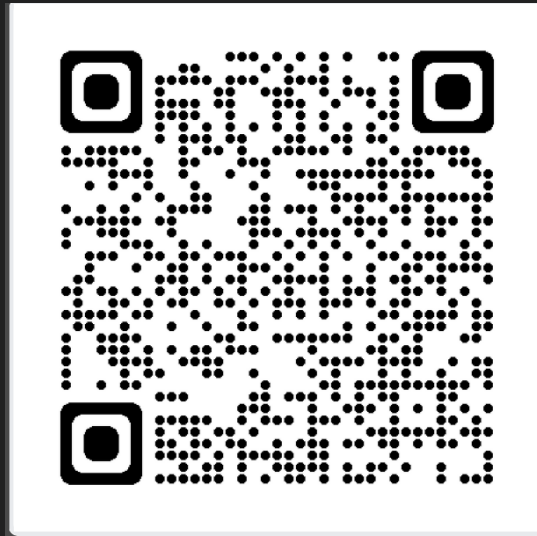
- Describes a digital system
- Tools can synthesize the code to emulate a circuit
- Keep reminding yourself: **I'm describing hardware, not writing a program**
- Always **sketch** out your circuit, even if just at a high level (modules, ports, connections, aka **boxes, texts and lines**)
- Learn by hands-on practice!

# Keep in mind

- Not a programming language!
  - Only the syntax is based on C for familiarity
  - Circuits are not programs and follow different rules
  - Think about it from a **circuit** perspective
- Not "programming a circuit"
- Writing a description

# Verilog Syntax References

- Like any program languages, there're many good online references for Verilog HDL
  - <https://www.chipverify.com/verilog/verilog-syntax>
  - [http://www.emmelmann.org/Library/Tutorials/docs/verilog\\_ref\\_guide/vlog\\_ref\\_top.html](http://www.emmelmann.org/Library/Tutorials/docs/verilog_ref_guide/vlog_ref_top.html)



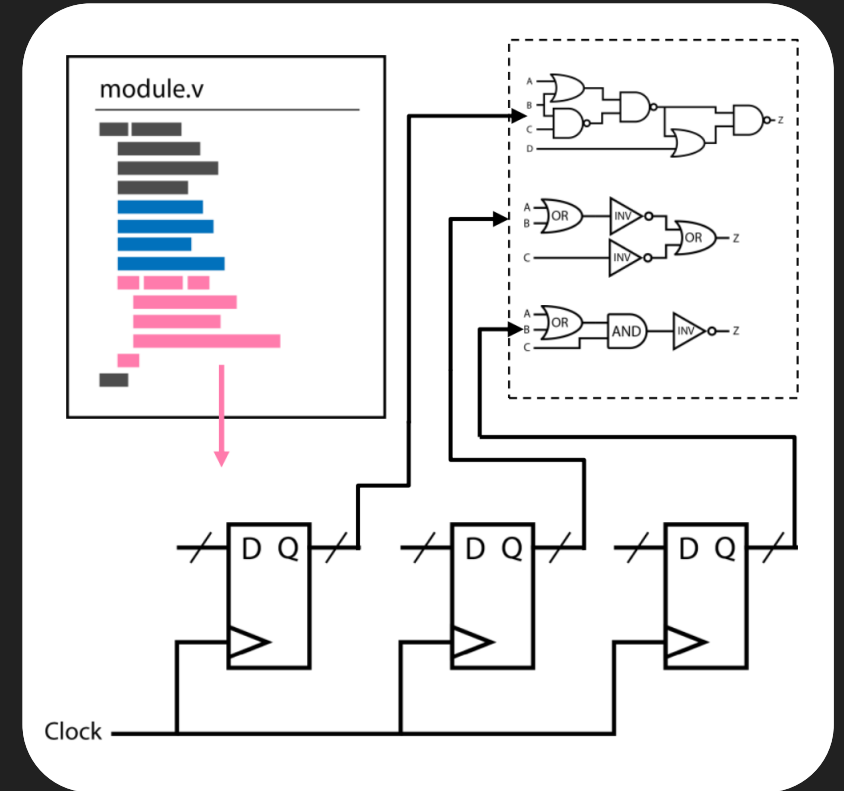
- Different sources might prefer a different flavor of Verilog syntax & formatting, we recommend that you keep **consistent with the lectures**.



# Verilog Basics

- Examples of differences
- Combinational logic
  - All combinational blocks are always running in parallel
  - Output updates immediately\* with input
  - Just because something is assigned at a later line doesn't mean it runs later!
- Sequential logic
  - Many registers can update on same clock edge
  - Usually drive combinational blocks
  - Need to be careful not to have conflicts

\*Immediate only In RTL simulation. In gate-level simulation, there will be some gate delay before the output updates



# Basic Verilog module

## Two Equivalent Modules

```
module module1_name (  
    input [1:0] a,  
    input      b,  
    output     o  
);  
  
    assign o = (condition)?expression1 of a  
    and b : expression 2 of a and b;  
  
endmodule
```

```
module module1_name (a,b,o);  
    input [1:0] a;  
    input      b;  
    output reg  o;  
    // we call it an "always block"  
    always @ (*) begin  
        if(condition)begin  
            o = expression1 of a and b;  
        end else begin  
            o = expression2 of a and b;  
        end  
    end  
endmodule
```

# Basic Verilog module

Instantiating a module in another module

```
module sub_module_name (  
    input [1:0] a,  
    input      b,  
    output     o  
);  
  
assign o = (condition)?expression1 of  
a and b : expression 2 of a and b;  
  
endmodule
```

```
module big_module_name (  
    input [1:0] input,  
    output     output  
);  
  
wire b = 1'b1; //local wire with fixed value  
    sub_module_name my_sub(  
        .a(input),  
        .b(b)  
        .o(output)  
    );  
  
endmodule
```

- **Structural Verilog** vs **Behavioral Verilog**

- **Structural Verilog**

- Directly describe the physical **relationship & connection** in code
- Typically combinational logic circuits build out of basic gates and module instances

- **Behavioral Verilog**

- Describe the **action** of the module
- Use assign statements for continuous assignment
- Use always@(some\_condition) blocks to describe how a circuit behaves under certain conditions

# Verilog modules

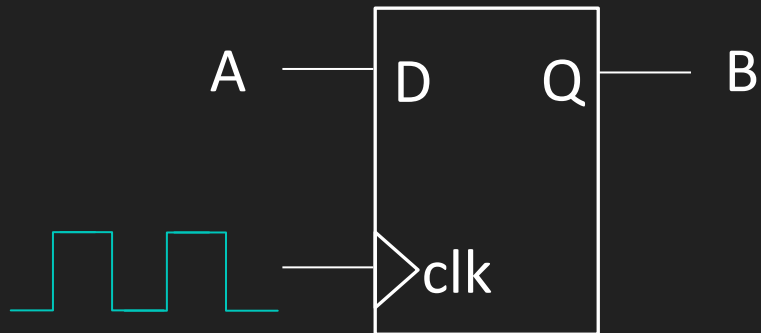
- **Black box** design unit with a specific purpose
- Designer specifies **inputs, outputs, and behavior**
- Example: 2-input multiplexer

# Wire vs. Register

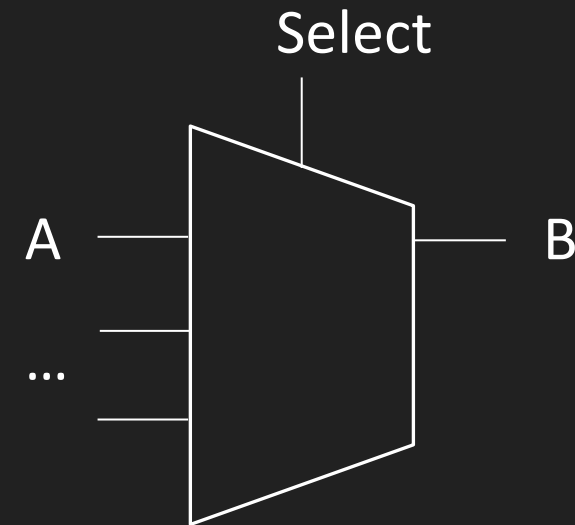
- wire



- Register (reg)



OR





# Examples (with common syntax errors)

```
module mux2 (  
    input [1:0] in,  
    input      select,  
    output     out  
);  
  
assign out = (select=1)? in[1] : in[0];  
endmodule
```

```
module mux2_behav (in,out,out_b)  
    input [0:1] in;  
    input select;  
    output out;  
    output out_b;  
    always @(in)  
        if (select == 1)  
            out = in[1]  
            out_b = ~in[1]  
        else  
            out = in[0]  
            out_b = ~in[0]  
    endmodule
```

# Examples (error corrected)

```
module mux2 (  
    input [1:0] in,  
    input      select,  
    output     out  
);  
  
assign out = (select==1)? in[1] : in[0];  
endmodule
```

```
module mux2_behav (in,select,out,out_b);  
    input [0:1] in;  
    input select;  
    output reg out;  
    output reg out_b;  
    always @(*) begin  
        if (select == 1)begin  
            out  = in[1]  
            out_b = ~in[1]  
        end else begin  
            out  = in[0]  
            out_b = ~in[0]  
        end  
    end  
end  
endmodule
```