

## 9<sup>th</sup> Day

# Linear Feedback Shift Register

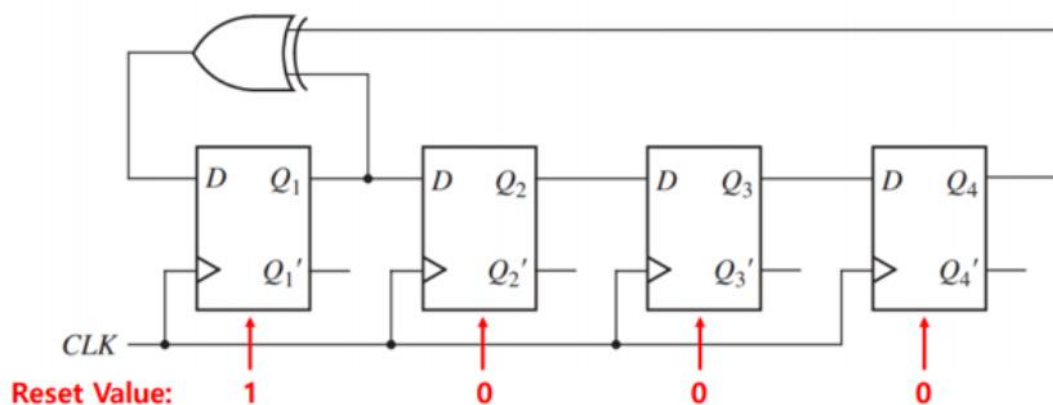
### ◇ Introduction

A **Linear Feedback Shift Register (LFSR)** is a sequential shift register that generates **pseudo-random binary sequences (PRBS)** using **XOR-based feedback**. LFSRs are widely used in cryptography, error detection, and random number generation due to their ability to produce long, repeating sequences with minimal hardware.

### ◇ LFSR Working Principle

- The LFSR consists of **D flip-flops** connected in series.
- The **feedback path** is generated using an **XOR operation** between selected bits
- On each clock cycle, the **register shifts right**, with the new input bit determined by the feedback equation.
- The initial seed (reset values) determines the sequence generated.

### ◇ 4-bit LFSR Design



In this implementation, the **feedback equation** is:

$$D = Q_1 \oplus Q_4$$

where **Q1** is the **MSB** and **Q4** is the **LSB**.

## Design

```
module lfsr_4bit (input clk,rst,output reg Q1, Q2, Q3, Q4);
```

```
// XOR feedback (D = Q3 ^ Q4)
```

```
wire D = Q1 ^ Q4;
```

```
always @(posedge clk)
```

```
begin
```

```
if (rst) begin
```

```
// Reset values: Q1=1, Q2=0, Q3=0, Q4=0
```

```
Q1 <= 1'b1;
```

```
Q2 <= 1'b0;
```

```
Q3 <= 1'b0;
```

```
Q4 <= 1'b0;
```

```
end
```

```
else begin
```

```
// Shift register with XOR feedback
```

```
Q4 <= Q3;
```

```
Q3 <= Q2;
```

```
Q2 <= Q1;
```

```
Q1 <= D; // Feedback from Q1 ^ Q4
```

```
end
```

```
end
```

```
endmodule
```

## Testbench

```
module lfsr_4bit_tb;

    reg clk, rst;

    wire Q1, Q2, Q3, Q4;

    lfsr_4bit dut (clk,rst,Q1,Q2,Q3,Q4);

    // Clock generation
    always #5 clk = ~clk; // 100MHz clock (10ns period)

    initial begin
        clk = 0;
        rst = 1;
        #20;
        rst = 0;
        #200;

        $finish;
    end

    initial
    begin

        $monitor("Time = %0t | Q1 Q2 Q3 Q4 = %b%b%b%b", $time, Q1, Q2, Q3, Q4);

    end

endmodule
```

## Simulation

```
# run 1000ns
Time = 0 | Q1 Q2 Q3 Q4 = xxxx
Time = 5000 | Q1 Q2 Q3 Q4 = 1000
Time = 25000 | Q1 Q2 Q3 Q4 = 1100
Time = 35000 | Q1 Q2 Q3 Q4 = 1110
Time = 45000 | Q1 Q2 Q3 Q4 = 1111
Time = 55000 | Q1 Q2 Q3 Q4 = 0111
Time = 65000 | Q1 Q2 Q3 Q4 = 1011
Time = 75000 | Q1 Q2 Q3 Q4 = 0101
Time = 85000 | Q1 Q2 Q3 Q4 = 1010
Time = 95000 | Q1 Q2 Q3 Q4 = 1101
Time = 105000 | Q1 Q2 Q3 Q4 = 0110
Time = 115000 | Q1 Q2 Q3 Q4 = 0011
Time = 125000 | Q1 Q2 Q3 Q4 = 1001
Time = 135000 | Q1 Q2 Q3 Q4 = 0100
Time = 145000 | Q1 Q2 Q3 Q4 = 0010
Time = 155000 | Q1 Q2 Q3 Q4 = 0001
Time = 165000 | Q1 Q2 Q3 Q4 = 1000
Time = 175000 | Q1 Q2 Q3 Q4 = 1100
Time = 185000 | Q1 Q2 Q3 Q4 = 1110
Time = 195000 | Q1 Q2 Q3 Q4 = 1111
Time = 205000 | Q1 Q2 Q3 Q4 = 0111
Time = 215000 | Q1 Q2 Q3 Q4 = 1011
$finish called at time : 220 ns :| File "C:/Users/manojmsd/100_days_of_RTL/100_days_of_RTL.srcs/sources_1/new/lfsr_4bi
INFO: [USEF-XSim-961] XSim completed. Design snapshot 'lfsr_4bit_th_behav' loaded
```

