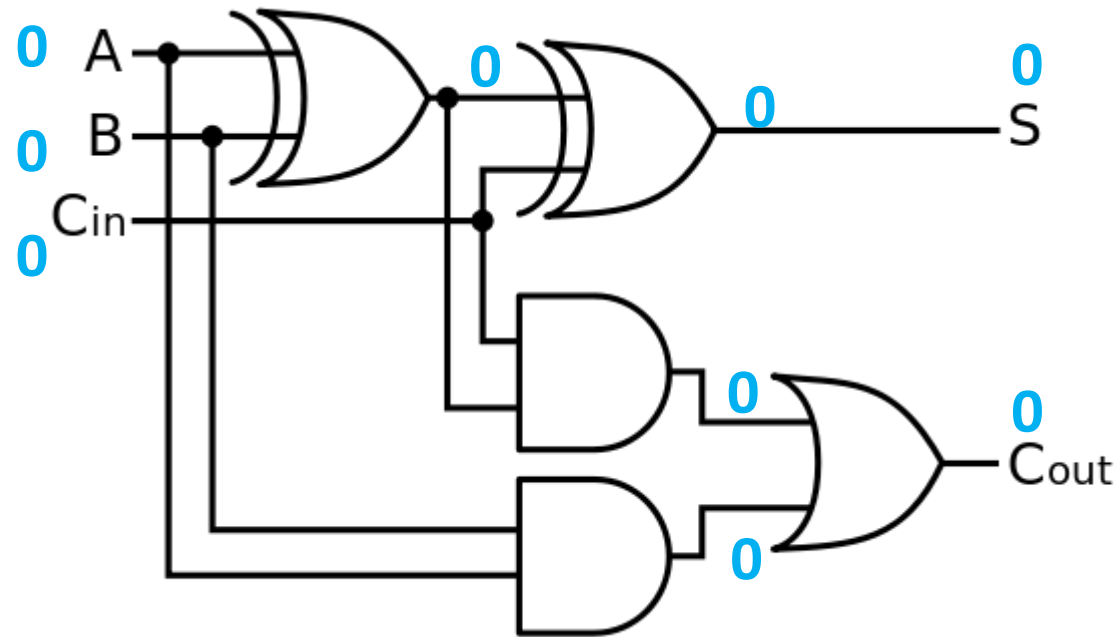
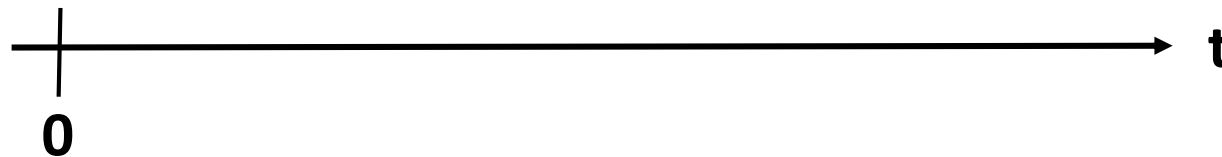


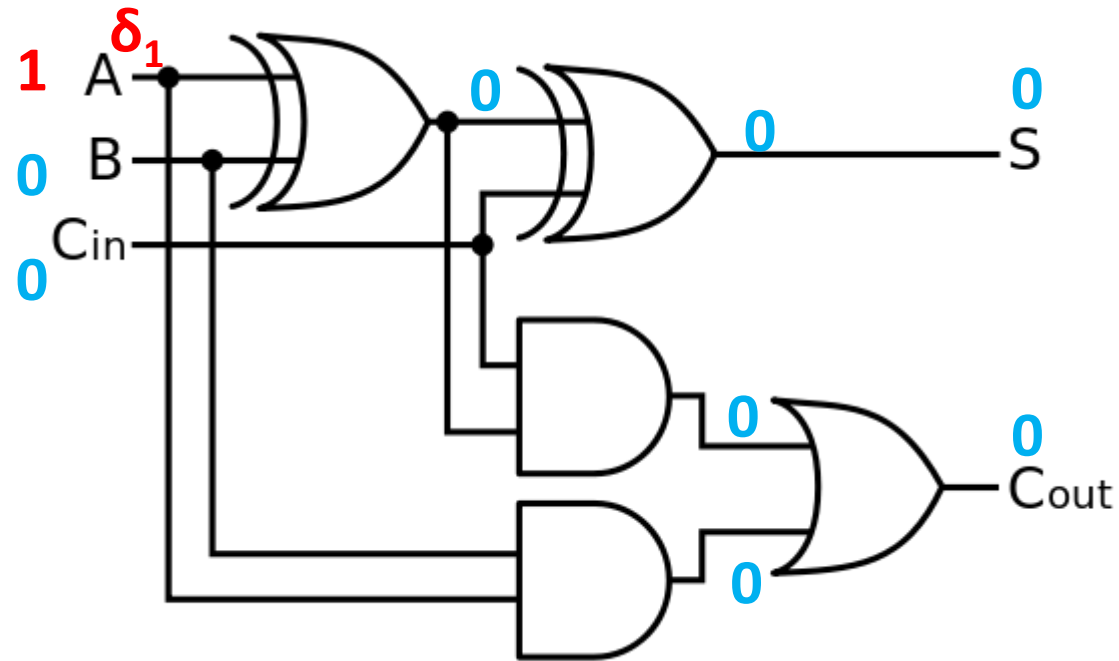
Example of gate-level RTL Delta Cycle



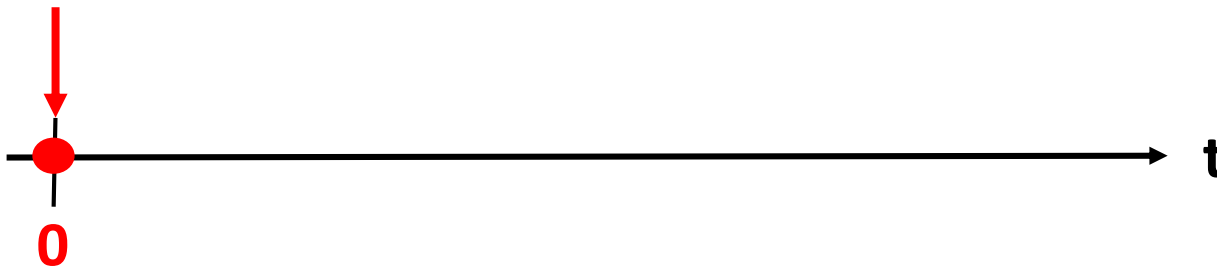
Event
None



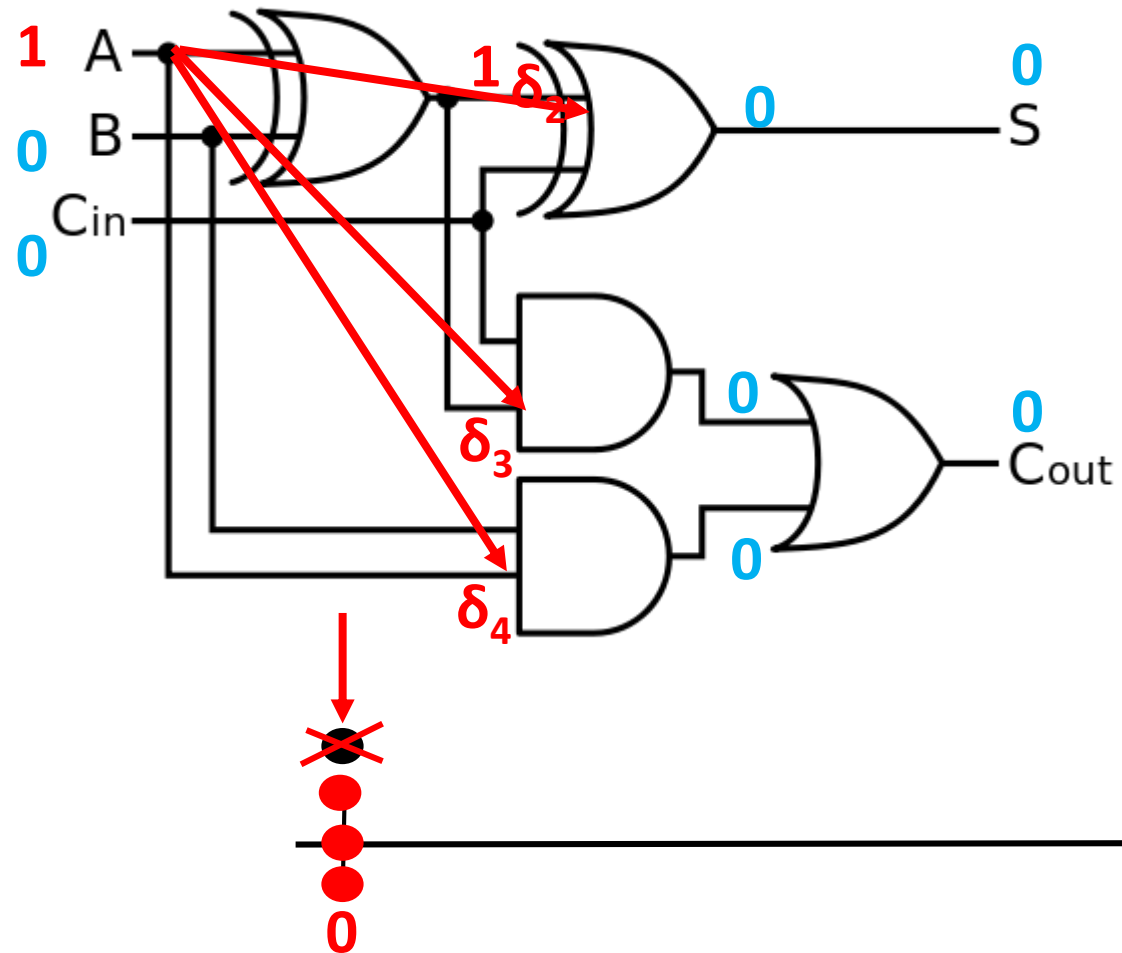
Input change at t=0: first delta event



Event	Time
δ_1	0

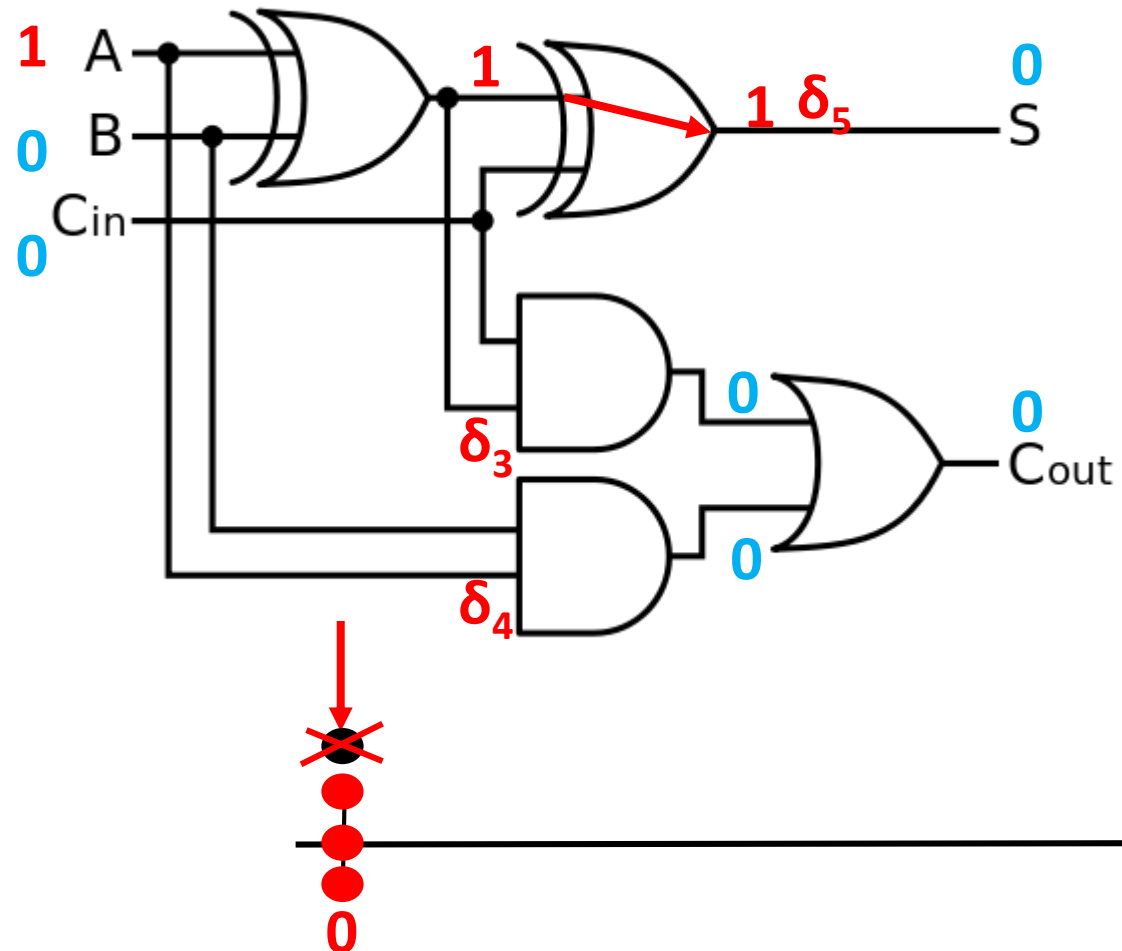


Processing δ_1 : propagation



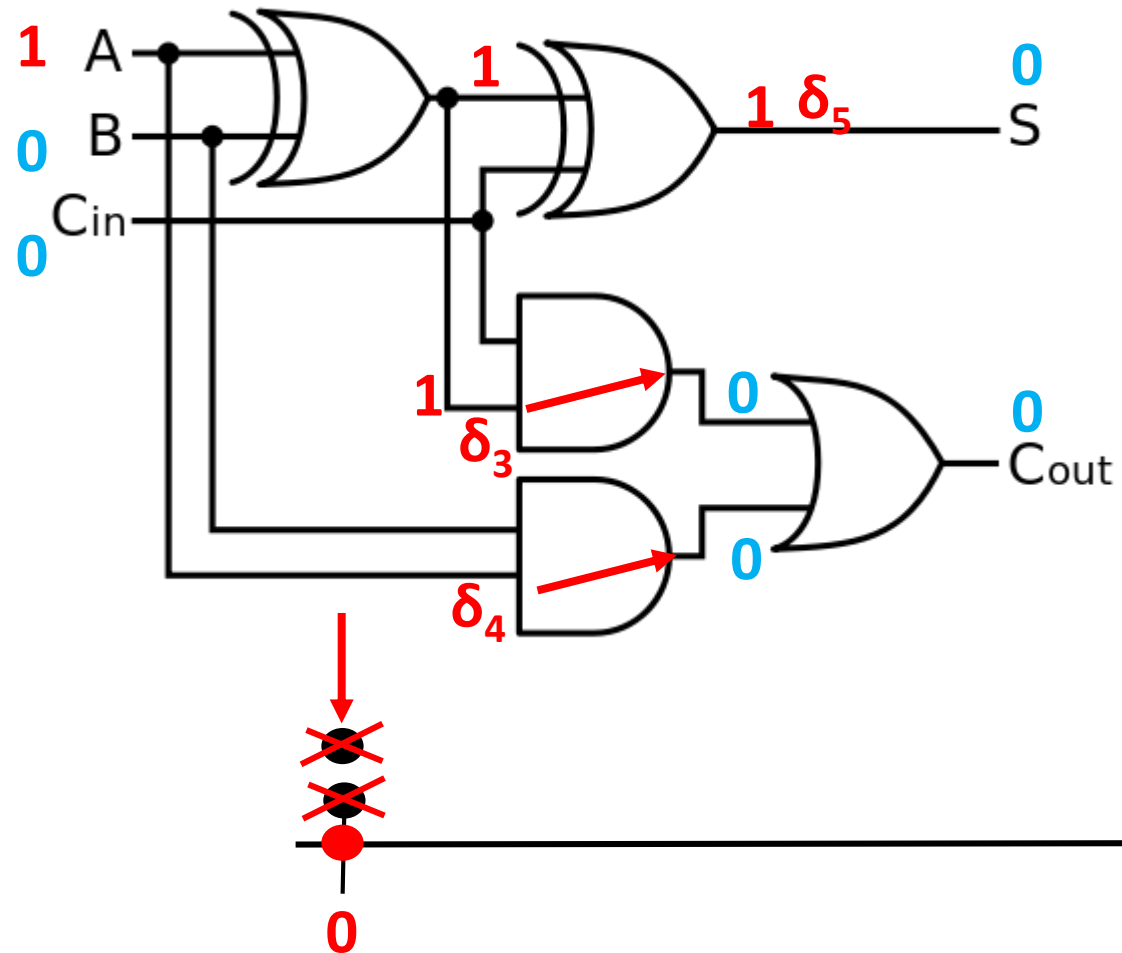
Event	Time
δ_2	0
δ_3	0
δ_4	0

Processing $\delta 2$: propagation



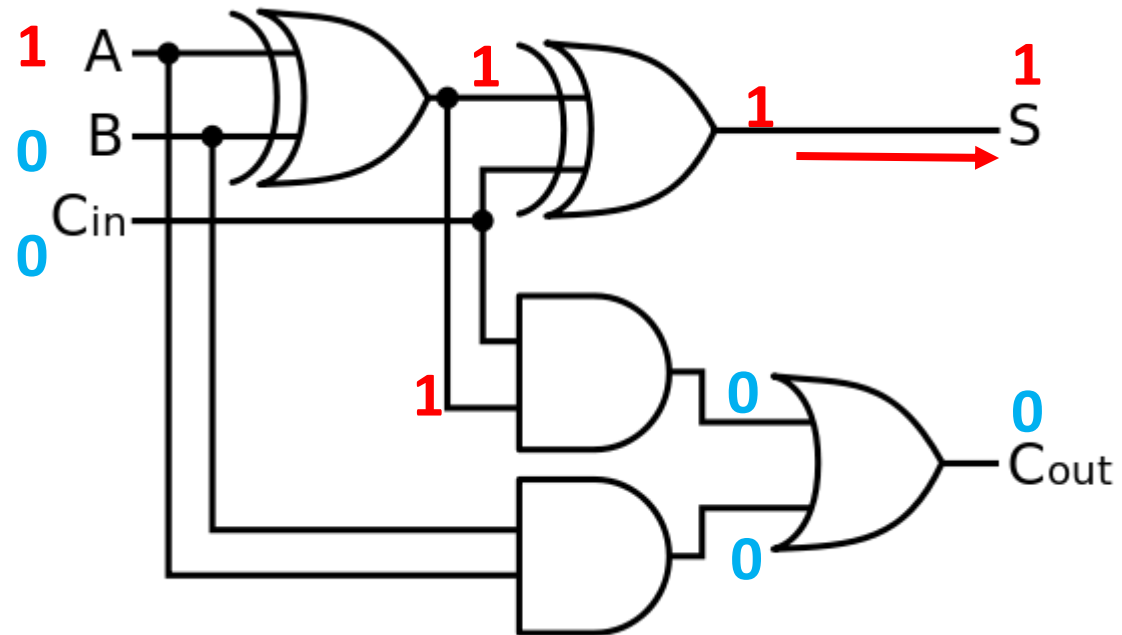
Event	Time
δ_3	0
δ_4	0
δ_5	0

Processing $\delta 3$: absorption

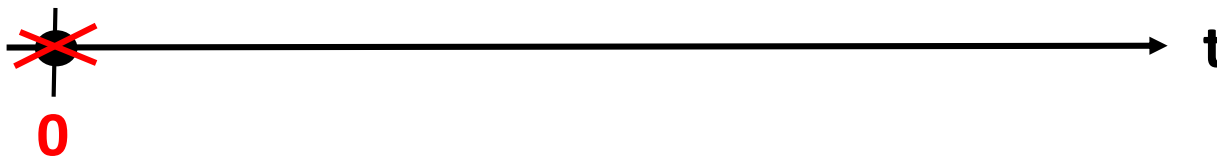


Event	Time
δ_5	0

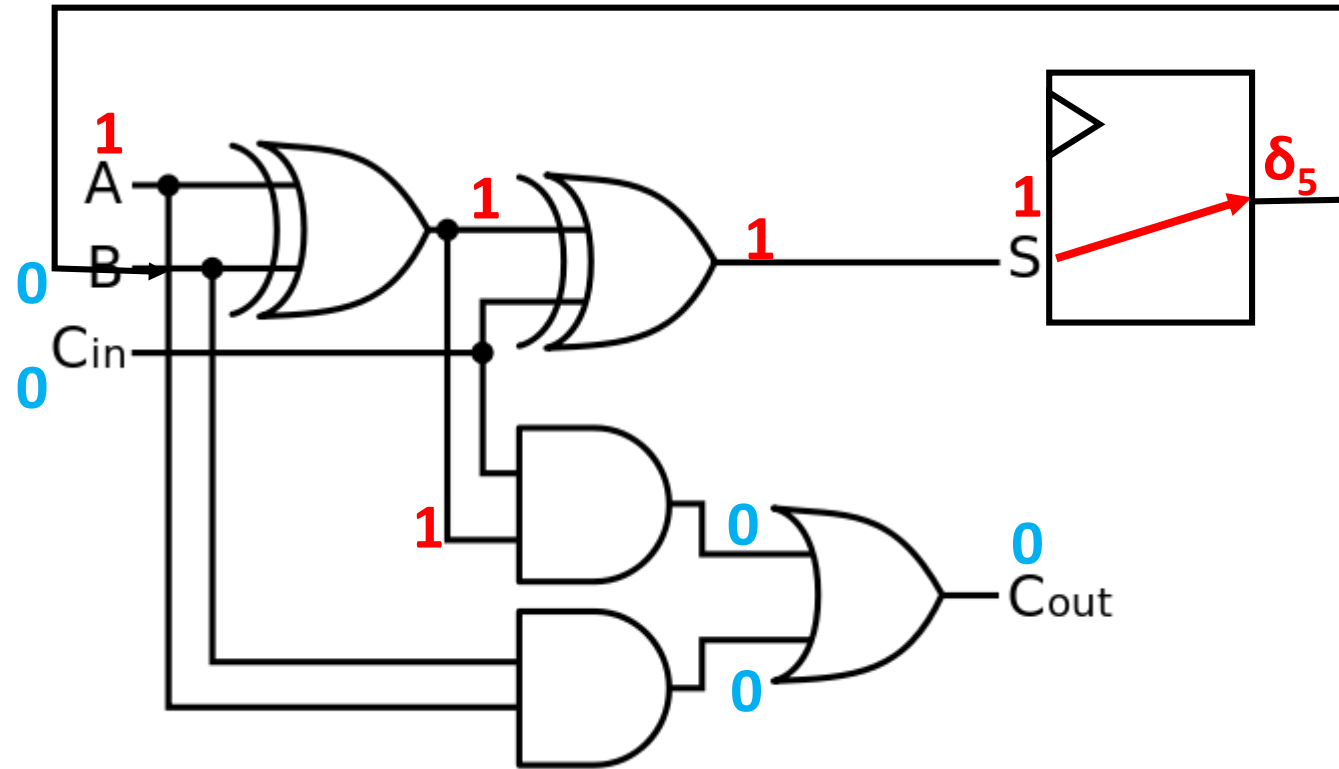
Processing $\delta 4$: end of simulation



Event	Time

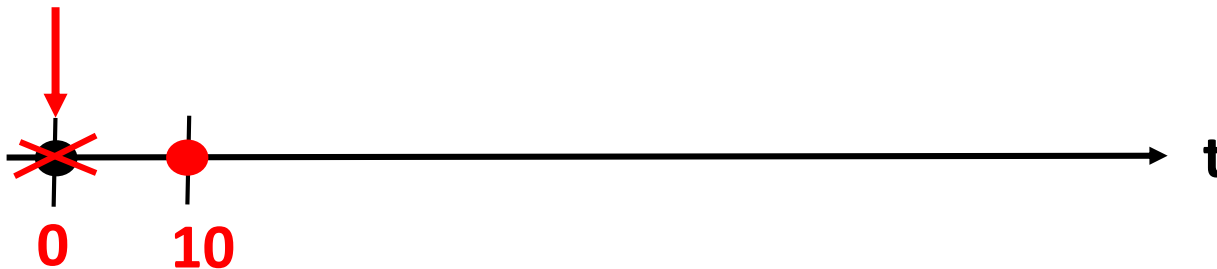


Flip-Flop: propagation in time

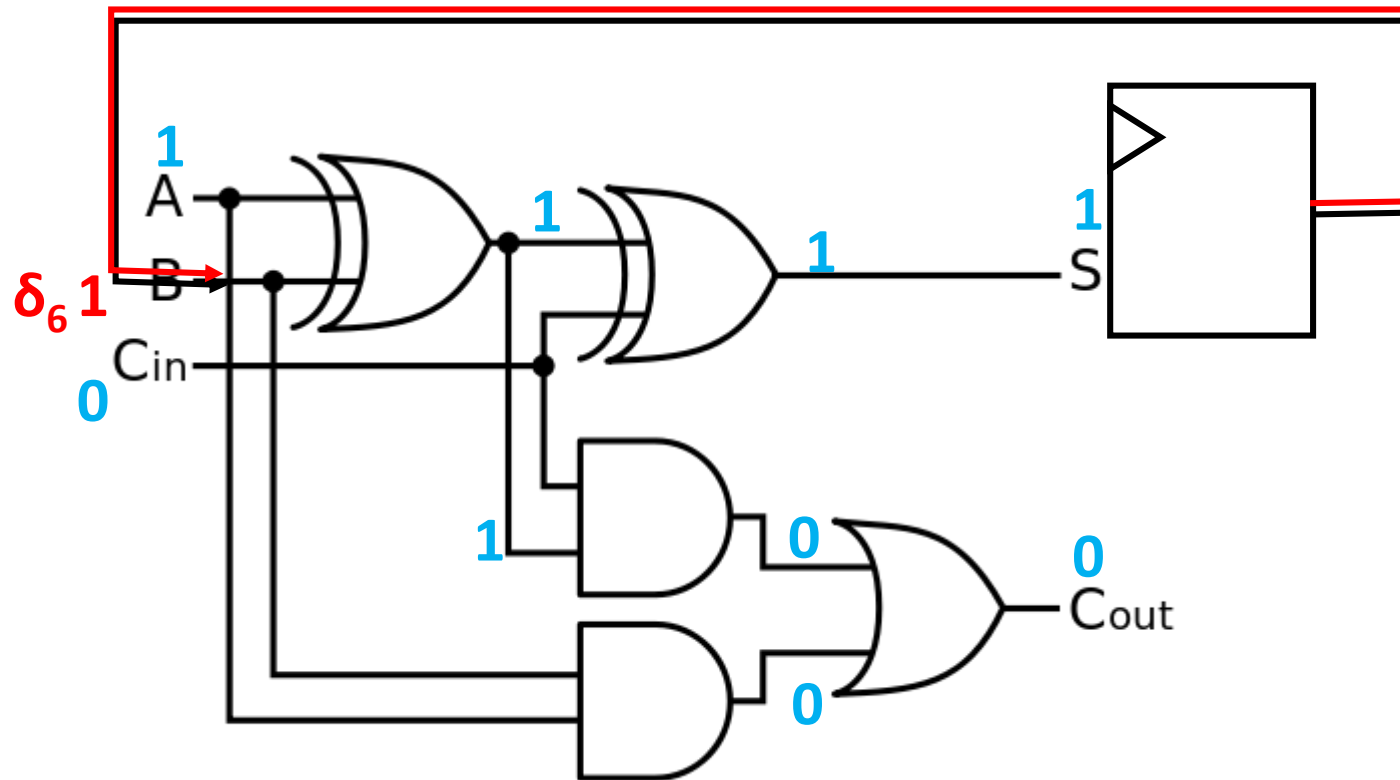


Event	Time
δ_5	10ns

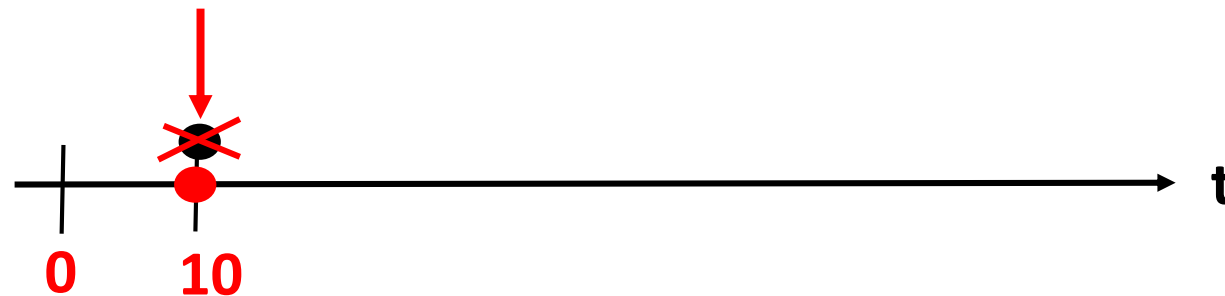
Clk period



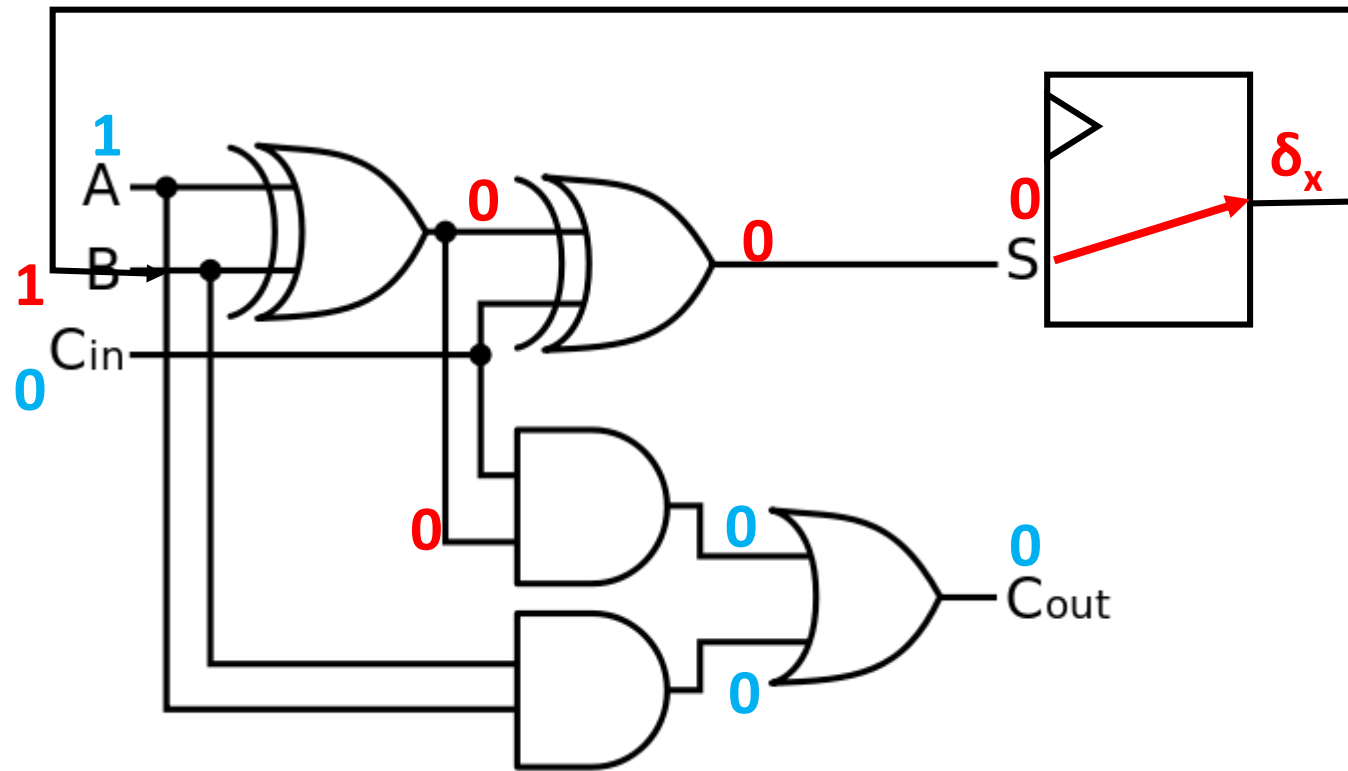
Flip-Flop: propagation in time



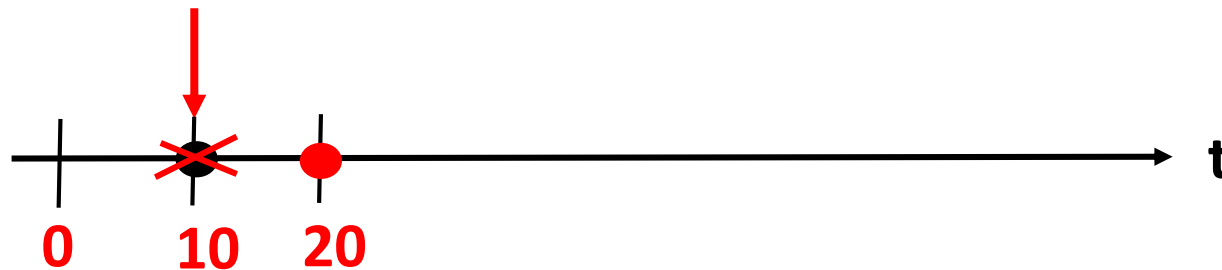
Event	Time
δ_6	10ns



...after δ propagation at time 10...



Event	Time
δx	20ns

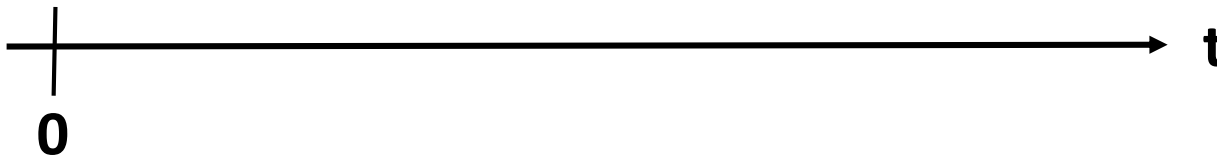


VHDL Delta Cycle

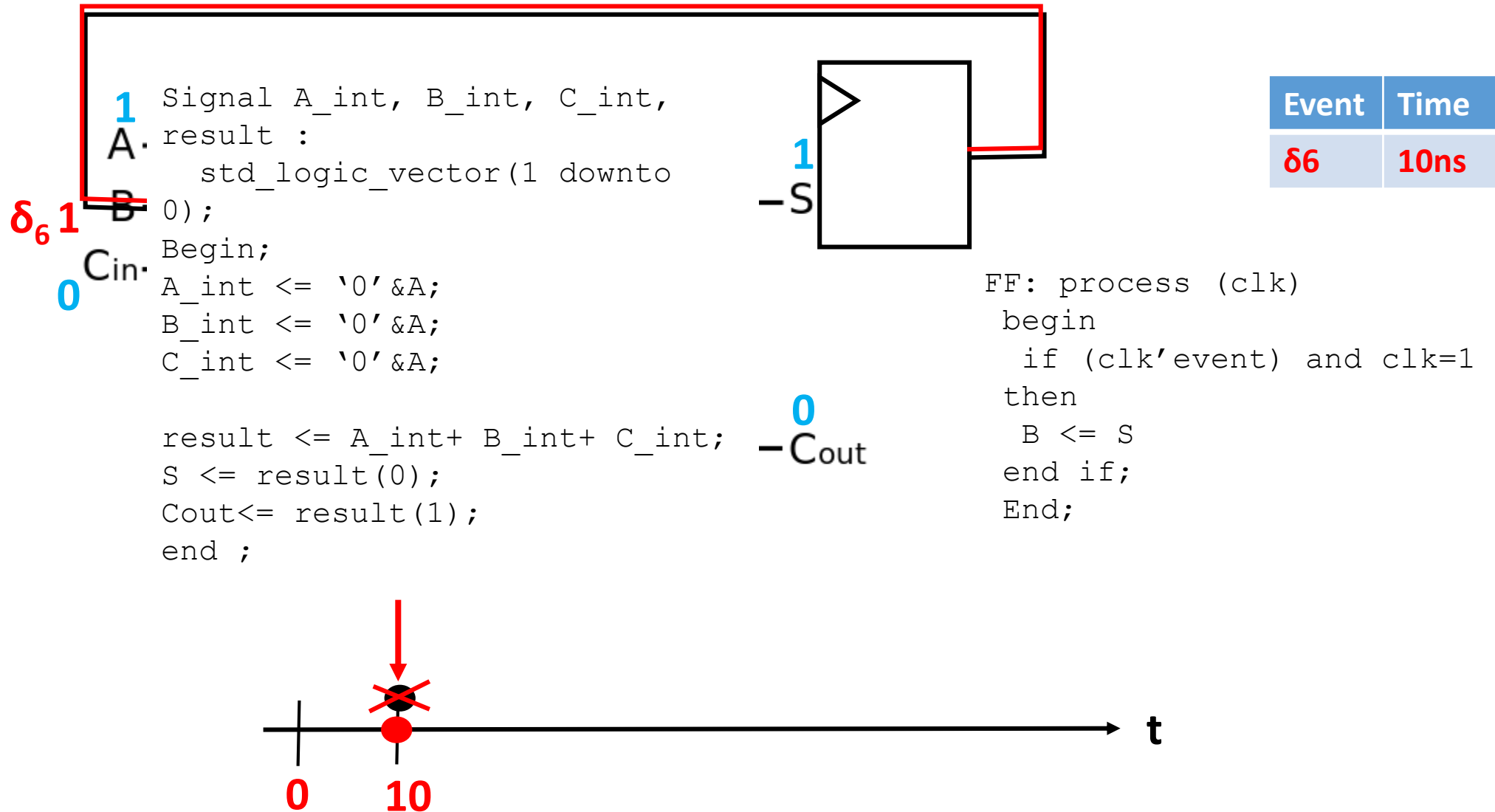
```
Signal A_int, B_int, C_int,  
0 A. result :  
    std_logic_vector(1 downto 0);  
0 B. Begin;  
    A_int <= '0' & A;  
0 Cin. B_int <= '0' & A;  
    C_int <= '0' & A;  
  
    result <= A_int+ B_int+ C_int;  
    S <= result(0);  
    Cout<= result(1);  
end ;
```

0 -S
0 -Cout

Event
None



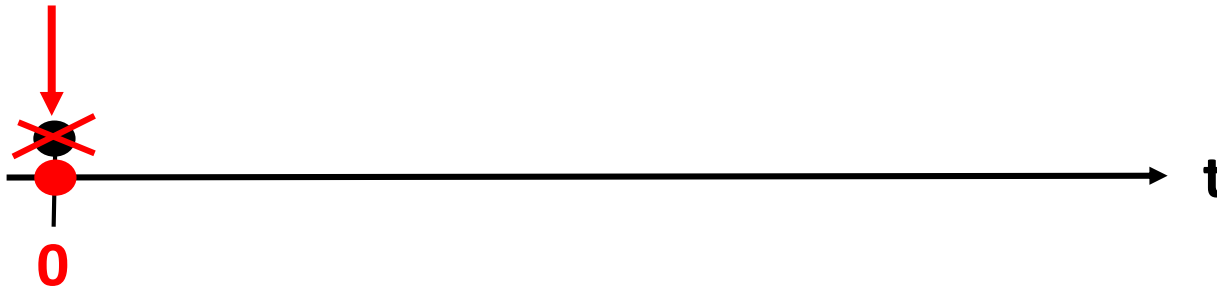
VHDL FF: propagation in time



Watch out for combinatorial loops!

```
Signal A_int, B_int, C_int,
1 A.result :
std_logic_vector(1 downto 0);
1 S
0 B.Begin;
0 Cin
A_int <= '0' & A;
B_int <= '0' & A;
C_int <= '0' & A;

result <= A_int + B_int + C_int;
S <= result(0);
Cout <= result(1);
0 Cout
B_int <= result(0);
end ;
```

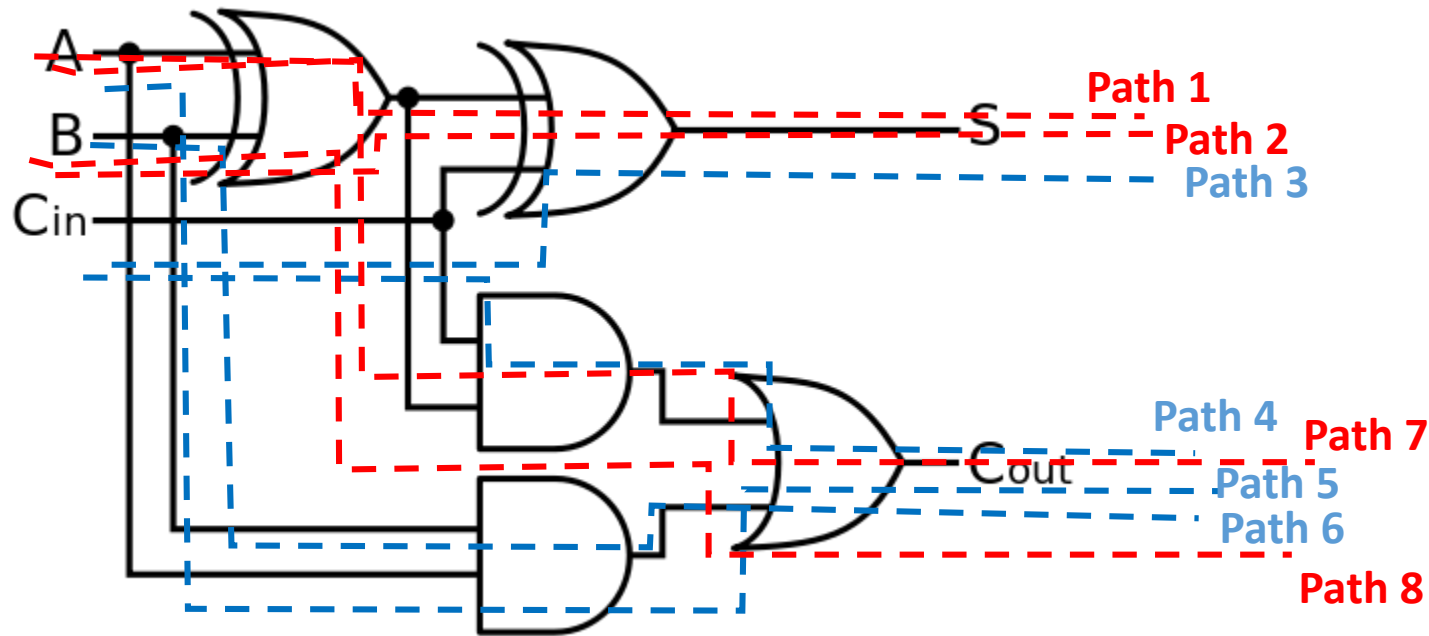


Event	Time
δ_6	0ns

Time did not change:
infinite loop!

Static Timing Analysis: gate transversal

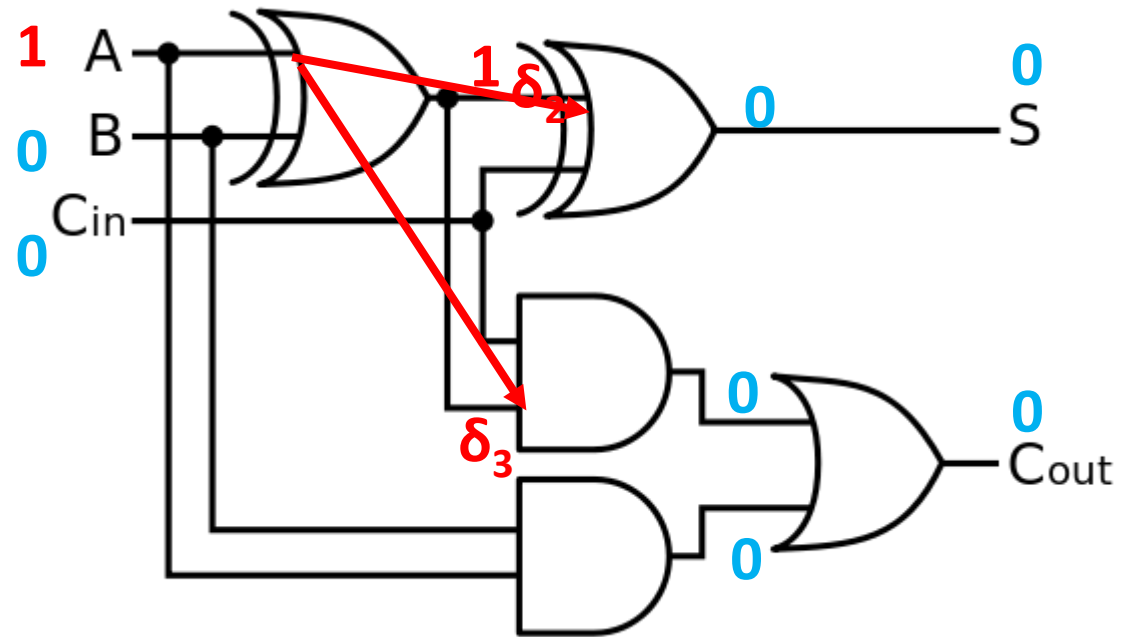
Base cells: Xor: 4ns, AND: 2ns, OR: 2 ns;



Path #	Delay
1	8ns
2	8ns
3	4ns
4	4ns
5	4ns
6	4ns
7	8ns
8	8ns

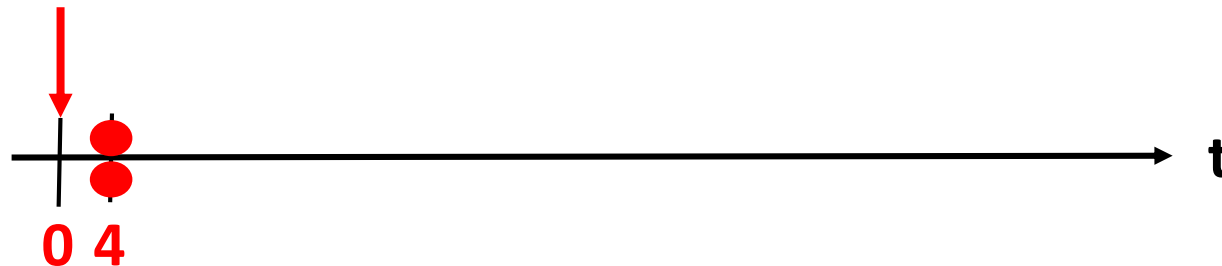
Critical Path 8ns => $F_{MAX}=125$ Mhz

Post synthesis: gate delay

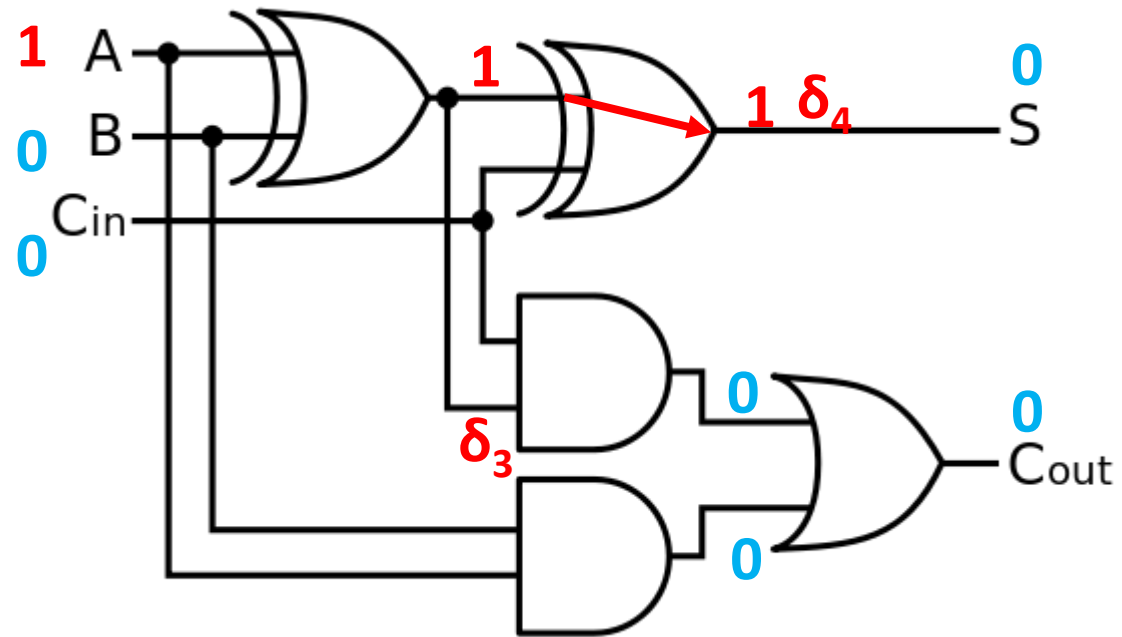


Event	Time
δ_2	4
δ_3	4

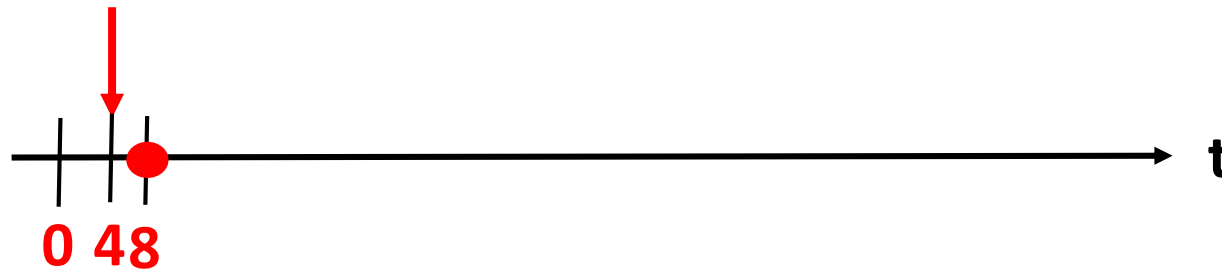
Gate delays from
synthesis :
Standard Delay Format
(SDF) file



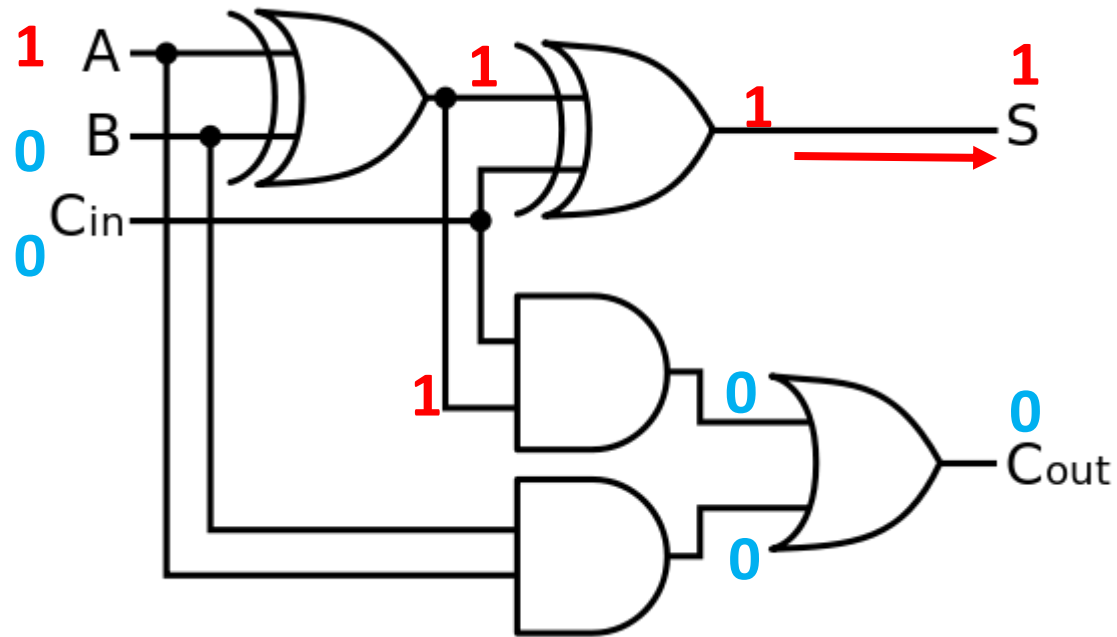
Processing δ_2 : propagation



Event	Time
δ_3	4
δ_4	8



End of timed simulation



Event	Time

Three times steps
instead of one!

