ECE 270 : Embedded Logic Design ⇒ CO + DC

Resource for Quiz : hdlbits.01xz.net/wiki/Main_Page
Lab videos : youtube

Programming : 1st half → Verilog
2nd half → Embedded C

Theory : FPGA and SOC

Vivado 2019.1 (including SDK)
arch user repository ⇐ AUR ✓

* GRADES:

mid sem	30 %
end sem	30 %
surprise quiz	25 %
lab hw	15 %

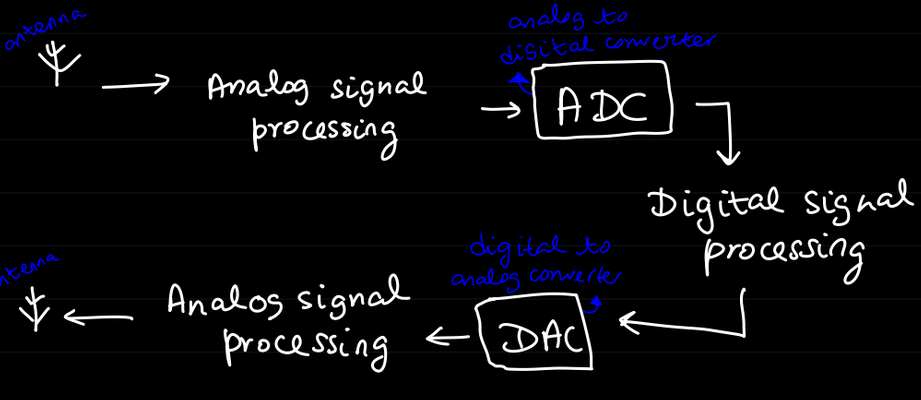
LECTURE : 1

* Which is faster : Analog vs digital ?

⇒ Depends on the use case

* No product is purely digital / analog ?

⇒ Analog is present in nature however digital can be processed easily and has more use cases.



HDL → Hardware Description language
↳ eg ⇒ Verilog

LECTURE : 2

* combinational circuit : The output depends upon the present input (same clock cycle)

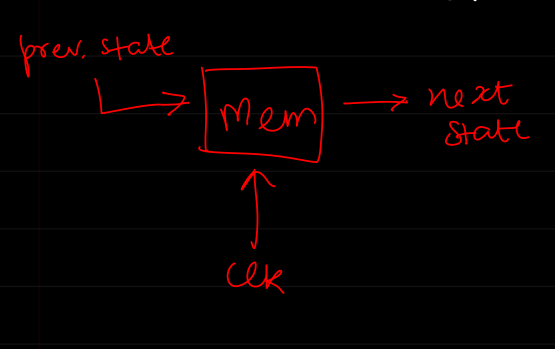
* sequential circuit : output depends upon the current input and the current state of the circuit

you need current state of circuit, need to store state, hence we use flip flops
Note: we need not store current input

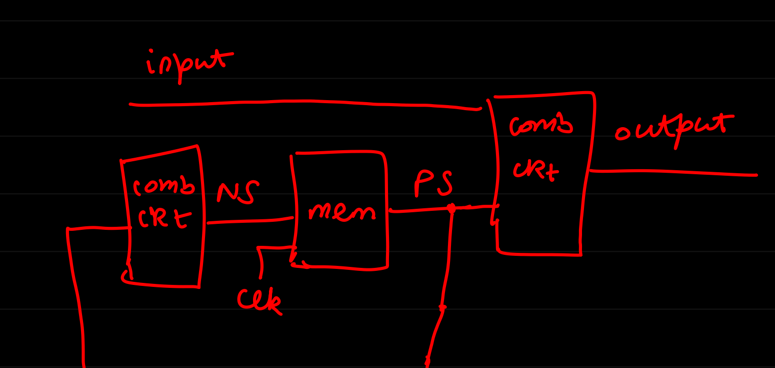
what we get → output + next state (because we go from one state to another)

⇒ Note: combinational circuits use clock as its an input as well.

* D flip flop : (edge triggered) input is stored at falling or rising edge of the clock (next state becomes current state)

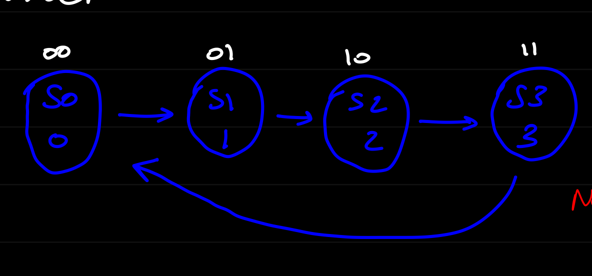


* Sequential circuit using combinational ckt



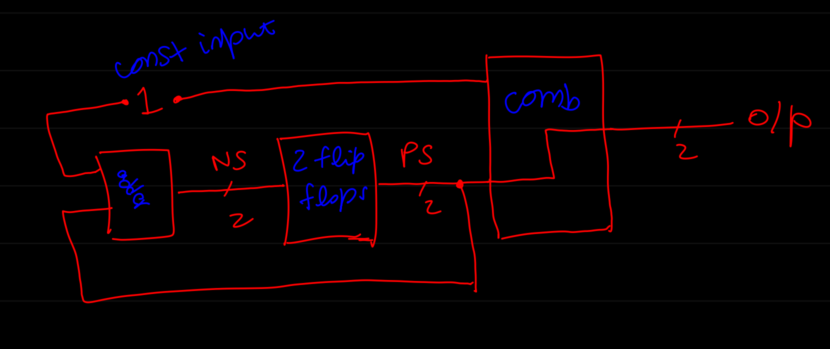
* FSM (finite state machine)

⇒ up counter

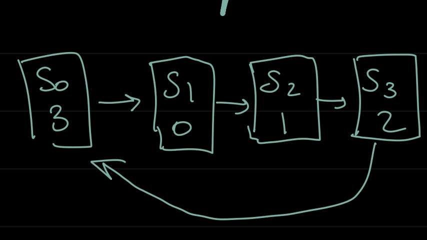


Note : if curr state = S_n, the output is n

2 bits required to store in mem

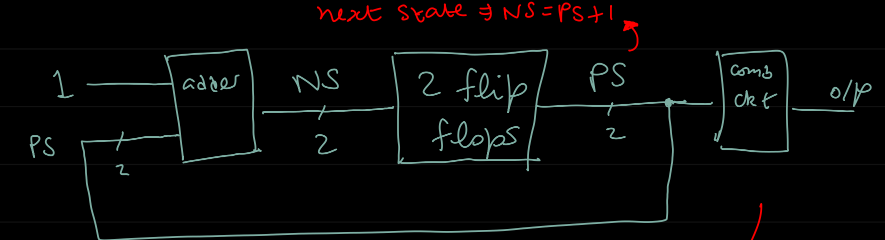


* Another example



$S_0 = 00$
$S_1 = 01$
$S_2 = 10$
$S_3 = 11$

relation btw present state and next state ⇒ NS = PS + 1



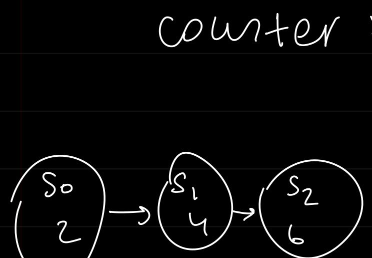
{ Here we should use 2 not gates for the 2 bits

eg: if PS = S_0 (00), output is 3 (11)
i.e. NOT(0), NOT(0) ⇒ (11)

So, we are storing current state + processing input (using comb ckt)

* Example : 3

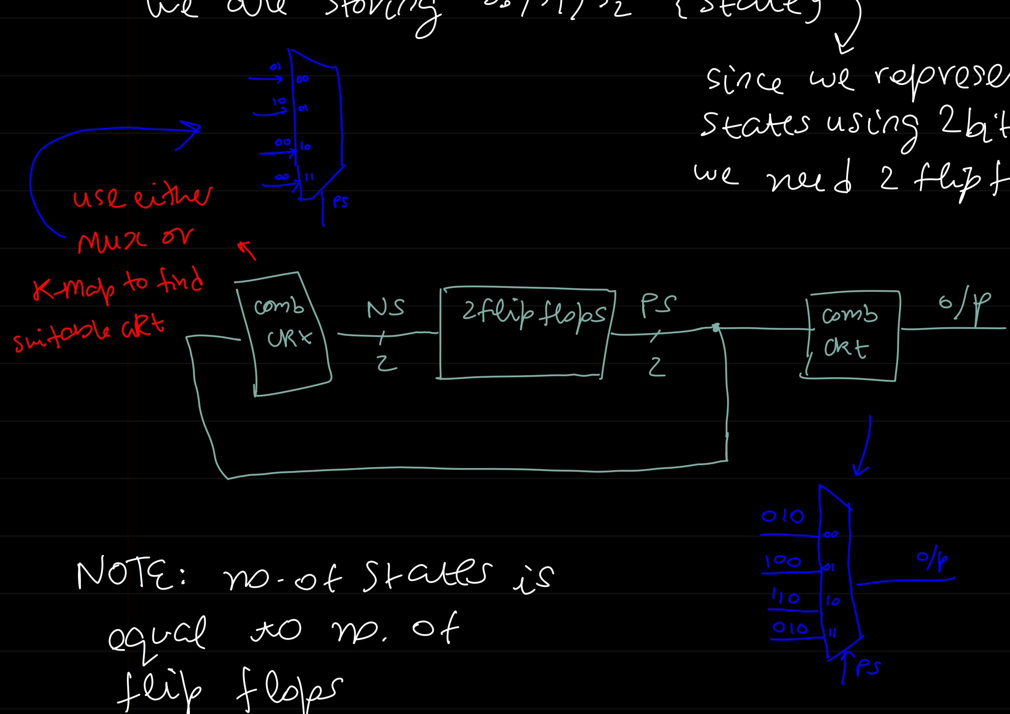
counter : 2 → 4 → 6



S_0	00
S_1	01
S_2	10

we are not storing 2/4/6 {output}
we are storing S_0/S_1/S_2 {state} → since we represent states using 2 bits, we need 2 flip flops

use either mux or K-map to find suitable ckt



NOTE: no. of states is equal to no. of flip flops

* Any combinational circuit can be implemented using memory (↳ lookup table) **LUT**

In DC, we learnt that we can implement any comb. ckt using gates.

However implementing it using memory is more versatile since we can always change memory (i.e. it is dynamic)

Conclusion,

Combinational ckts can be implemented using...

① Pure gates
② Lookup Table

* **FPGA** Field Programmable Gate Array
⇒ doesn't has gates, we use lookup tables to implement logic

→ Array of generic logic gates

→ Gates where logic function can be programmed

→ Programmable interconnection btw gates

→ Field : system can be programmed in the field (after fabrication)

CLB : configurable logic blocks
BUFG : global buffer
BUFR : regional "
BUFIO : input/output "

* Comb CKts on FPGA
≡ Generic FPGA Design Flow

Requirements
↓
Design specifications
↓
Design Formulation
↓
Design Entry { includes: block diagram* — specification / pseudo code, hand drawn block diagram
Hand-drawn schematics, VHDL, Verilog — " CAD ≥ computer aided design
↓
Behavioural Simulation : done using test benches / waveforms (or self checking test bench); ensures that the design is functionally correct } doesn't guarantee the code will work on the hardware
↓
Logic Synthesis ⇒ circuit netlist (output) (gate level circuit representation) ← VHDL description (input); automatically converts code to visual representation (instead of manual K-map)
↓
Post Synthesis Simulation ⇒ we use the same test bench and test the netlist for its functionality; the delay in the circuit is also calculated at this step
↓ output is NCD file (native circuit desc)
mapping, placement, routing
- Implementation ⇐ mapping, placement, routing
- mapping: maps the logic defined by an NGD file into FPGA elements; compares gate level circuit & FPGA circuit; out of all the blocks in the FPGA, which one am I gonna use?
- placement: ↳ location of diff components in the circuit in consideration with its placement requirement (eg. component temp)
- routing: connecting different blocks (eg. CLB) so that data flows from one to another depending on the logic ⇒ how the components are connected with each other

↙ ASIC / SoC ↘ FPGA

NGD : Native Generic Database
NCD : Native circuit description
delay : Logic delay + Routing delay
= combinational ckt delay

hence we need to run through the simulation again after Routing in order to verify functionality and timing constraints → post-place and route static timing

If you identify problems in the timing report
- increase the placer effort level
- using re-entrant routing
- using multi-pass place and route
- redesign the logic paths to use fewer levels of logic, moving to a faster device, or allocate more time for the paths.

Final Step : generating the bitstream (*.bit)

downloaded directly to the FPGA **OR** converted to a PROM file which contains programming information.

* Lecture : 3

Sat, Aug 17 3→4:30pm

- **ASIC design flow:** routed design is used to generate photomask for producing integrated circuits

Application specific integrated chip

FPGA	ASIC
The application can be configured and changed even after fabrication	fabricate the chip for one specific application
VHDL code can be converted to .bit and downloaded directly to FPGA	we have to send our VHDL code to the fabrication organization
	90% devices are ASIC as of this moment

- **APPLICATION SPECIFIC IC ⇒ ASIC**

High non-recurring engineering cost (NRE)
{the cost required for fabrication of the FIRST product}
one time cost to research, design, develop and test a new product

High cost for engineering change orders
hence testing is critical

lowest price for high volume production

fastest clock performance (high performance)
because ASIC is intended for specific application

unlimited size and low power consumption

design and test tools are expensive

expensive IPs

steep learning curve

- **Field Programmable Gates Array: FPGA**

lowest cost for low to medium volume

No NRE (non recurring engineering) cost and fastest time to market

Field reconfigurable and partial reconfigurable
≡ upgradable ✓

Slower performance than ASIC

Limited size and steep learning curve

Digital only

Industry often use FPGAs to prototype their chips before creating them
(FPGA → then ASIC)

* MICRO-CONTROLLERS

simple computer placed inside a single chip with all the necessary components like memory, timers etc., embedded inside and performs a specific task

↳ sequential execution
commands: one by one
one task at a time

Cannot carry out parallel operation

A micro controller designed for parallel operations ≡ GPU

consumes less power than FPGA and suitable for edge cases

* MICRO-PROCESSORS

ICs that come with a computer or CPU inside and are equipped with processing power.

No peripherals like Rom, memory

CPU GPU ASIC

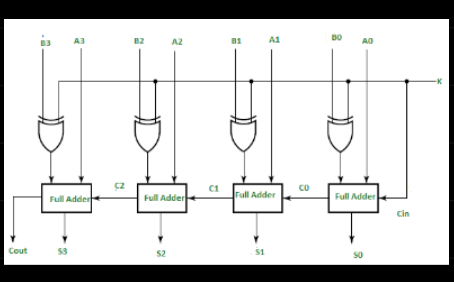
flexibility ⟷ efficiency

solution for the near future ≡ ARM + FPGA + GPU

microcontroller : time limited
FPGA : space limited

8:30 → 11

* LAB : 1 Design of Full Adder 20/08/24



In Hardware, execution occurs parallely whereas in software, we write programs that run sequentially

Two major HDLs : Verilog & VHDL

Verilog
- more popular
- syntax close to C
- easy to master
- more prominent in Indian VLSI industry
- 1983 : introduced by Gateway Design System
- Invented as a SIMULATION language. SYNTHESIS was an afterthought.
- 1987 : Verilog Synthesizer by Synopsis
- 1989 : Gateway Design System acquired by Cadence
- Latest verilog version = System Verilog
  - ↳ much simpler than initial versions

VHDL
- 1981 – 1983 : US Dept of defence developed VHDL (VHSIC HDL)
  - VHSIC : very high speed integrated circuit hardware description language
- open source unlike Verilog (closed src)
- Afraid of losing market share, Cadence made Verilog open sourced (1990)
- 1995 : became IEEE Standard 1364

↓ implementation of placement, routing of generating bitstream

Hardware : parallel processing
Software : sequential processing

In verilog, all lines execute parallely unlike languages like, C, Hs etc.

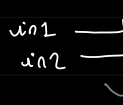
Verilog looks like C but describes hardware

Understand the circuit and specifications then figure out the code

* VERILOG

- Verilog HDL is case sensitive
- all keywords are in lower case
- statements terminated by semi-colon ;
- Two data types :
  - Net (wire) → default data type
  - variable (Reg, Integer, real, time, realtime)
- Primitive Logic Gates and Switch-Level gates are built in

* EXAMPLES



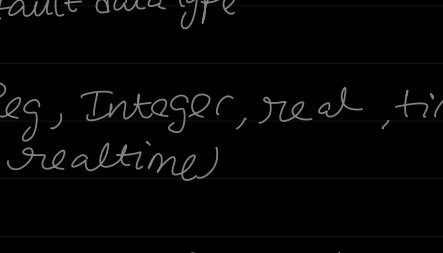
in 1	in 2	out
0	0	0
0	1	0
1	0	0
1	1	1

```
// <module_name> <ports>
module AND (out, in1, in2);
    input in1, in2;
    output wire out;
    // in1 and in2 are also
    // wire data type since
    // it is default type
    assign out = in1 & in2;
    // data flow - continuous assignment
endmodule
```

* 4 BIT FULL-ADDER

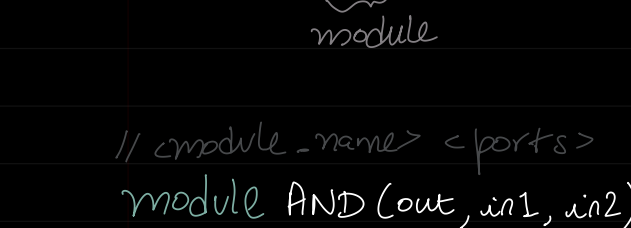
⇒ Half Adder

x	y	c	s
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



⇒ Full adder

C_i	x_i	y_i	C_{i+1}	S_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	0
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

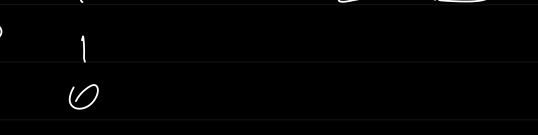



```
module full_adder_1bit (
    input FA1_InA,
    input FA1_InB,
    input FA1_InC,
    output FA1_OutSum,
    output FA1_OutC,
);

    assign FA1_OutSum = FA1_InA ^ FA1_InB ^
                        FA1_InC;
    assign FA1_OutC = (FA1_InA ^ FA1_InB) |
                      (FA1_InA & FA1_InB)

endmodule
```

Homework : currently the output = 5bits
now → make the output → 4bit with 1bit for overflow



* Lecture : 4

2010 8/24
3 → 4:30pm

* Verilog
- diff btw wire and register
- behavioural modelling
- blocking / non-blocking

eg: AND gate implimentation

(interface)

```
module  AND(in1 , in2 , out);
        input in1, in2;
        output out;
        assign out = in1 & in2;
endmodule
```

* Identifiers

name given to an object, such as register or a function or a module

must begin with alpha character or underscore
cannot start with number or "$"

can be upto 1024 characters

```
eg:  reg sum;  // this is 1 bit by
               //     default

// for defining 3 bits:
   reg foo [2:0];
```

* MODULE

- verilog describes a digital system as a set of modules.
- each module has an interface and contents desc.
- Modules communicate externally with
  - input
  - output
  - inout (bidirectional ports)
- modules consists of a list of statements declaring relationships between a module and its environment, and between signals within a module.

* Alternative to the AND example code

```
module AND(out, in1, in2);
       input in1, in2;
       output out;
           and (out, in1, in2);  // similar to
                                 // func. call
                                 // present in C
endmodule
```

This is called gate-level modelling.

Whereas, when we use the assign keyword, it is called Data flow modelling.

* Behavioural Modelling

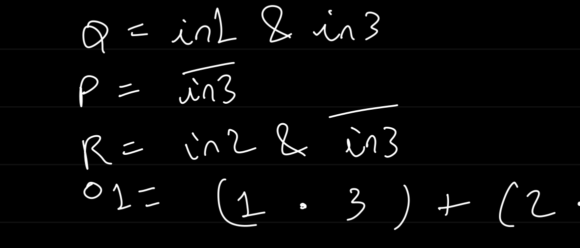
```
module AND (out, in1, in2);
       input in1, in2;
       output reg out;

       always @ ( in1 or in2)
           out = in1 & in2;
endmodule
```

- must be reg type when used as LHS in an always block
- always @ means only when in1 or in2 changes, do whatever is inside the block. When they don't change, the variable with reg datatype retains its previous value.
- register is a data type in Verilog
- different than the register in the memory in the hardware
- why did we define the output as a reg datatype and not as wire datatype
- output is not updating everytime. wherever in1 or in2 change, output changes here but when they don't, the output retains its last held value.
- if some variable is an output of the always block, it must be of the reg datatype.

eg: exam_1

Q = in1 & in3
P = $\overline{in3}$
R = in2 & $\overline{in3}$
o1 = (1 · 3) + (2 · $\overline{3}$)



1	2	3	out
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

2:1 multiplexer

in3 : select line
if in3 = 0 ⇒ out = in2
else ⇒ out = in1

* NOTE: We need to define wire datatype of size one bit

eg: 2 ⇒ 2 → 4 decoder

en	①	②	o0	o1	o2	o3
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	0
0	1	1	0	0	0	6
1	0	0	1	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	1	0
1	1	1	0	0	0	1

```
module decoder(
       input in_1,
       input in_2,
       input en,
       output out_0, out_1, out_2, out3
       );
       assign out_0 = (en & ~in_1 & ~in_2);
       assign out_1 = (en &  in_1 & ~in_2);
       assign out_2 = (en & ~in_1 &  in_2);
       assign out_3 = (en &  in_1 &  in_2);
endmodule
```

eg3   eq = p0 + p1
      p0 = ~i0 x ~i1
      p1 = i0 x i1

since ⇒ parallel processing

⇒ XNOR   ab + $\overline{ab}$
used to see if both inputs are same or not

eg3 Note: 1'b0 means 1 bit which is zero

2:1 multiplexer
using always @

```
module test_1 (
    input [2:0] in_1,
    input [2:0] in_2,
    input sel,
    output reg [2:0] out_1
    );

    always @ (*) begin
        if (sel == 1'b0)
            out_1 = in_1;
        else
            out_1 = in_2;
    end
```

eg3 4:1 Mux

```
module mux(
    input [1:0] in_1, in_2, in_3, in_4,
    input [1:0] sel,
    output reg out_1
    );

    always @ (*) begin

        if (sel == 2'b00)
            out_1 = in_1;
        else if (sel == 2'b01)
            out_1 = in_2;
        else if (sel == 2'b10)
            out_1 = in_3;
        else if (sel == 2'b11)
            out_1 = in_4;
    end

endmodule
```

HW: gate level representation of 4:1 mux

eg3 D latch [active high clear]
positive edge triggered

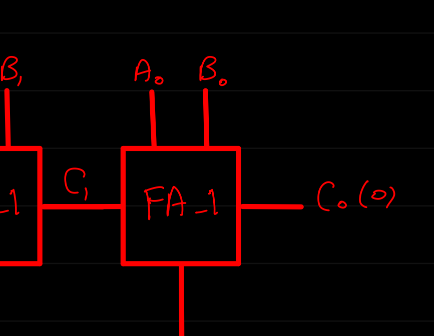
```
always @ (*) begin
    if (clr)
        Q_out = 1'b0;
    else if (clk)
        Q_out = D_in;
end
```

- In D-latch, if clk = 1, output = data_in
  if clk = 0, latch the previous state

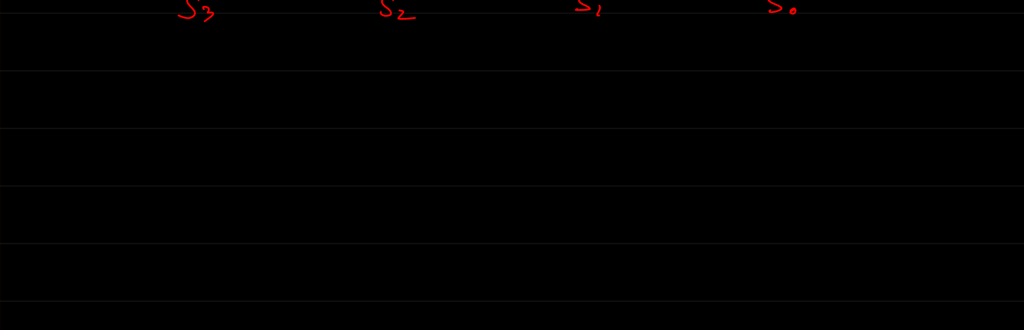
HW: HDL Bits
Q1–12   Lab HW2
             due: sept 2
submit report (PDF)

Lab HW1: 4bit adder.

full_adder_1_bit (A, B, Cin, Sum, Cout)



full_adder : 4bit



* Lecture: 5

8:1 multiplexer

```
module mux(
    input a,b,c,d,e,f,g,h,
    input [2:0] sel,
    output reg out
    );
    always @(*) begin
        if (sel ==3'b000)
            out = a;
        else if ....
            ....
    ...
    end
endmodule
```

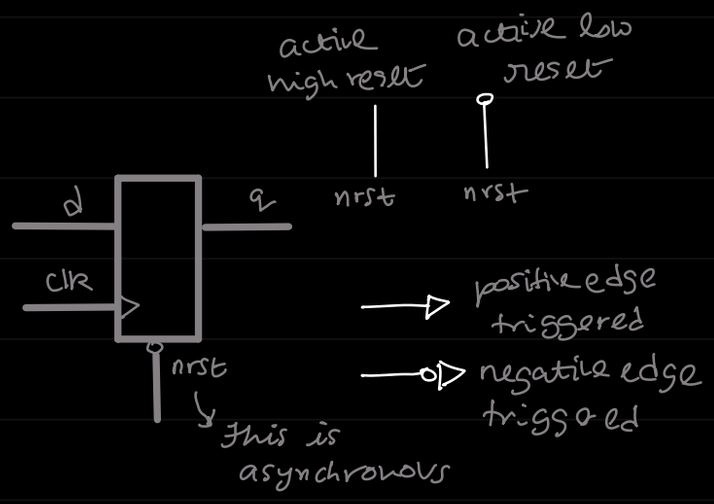
⇒ Note: These both are same

```
module foo(in1,in2,out);
    input in1 ,in2;
    output out;
endmodule

module bar(
    input in1, in2;
```

```
output out;
endmodule
```

* Flip flops:



- Reset : setting value to zero
- Preset : setting value to one

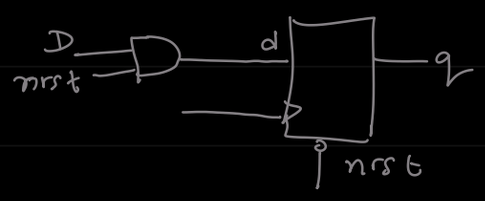
- Active high reset / clear / preset
  ↳ operation happens when input signal is active high

- Active low reset / clear / preset
  ↳ operation happens when input signal is active low

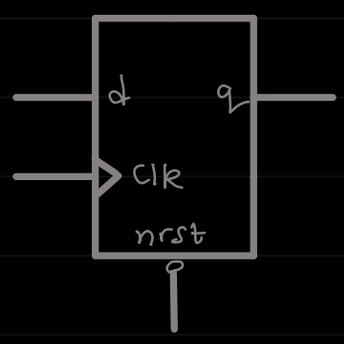
- Synchronous : operation will happen at the edge of the clock

- Asynchronous : operation can happen at any time (irrespective of the clock)

⇒ Flip flops are used to
- store something in memory
- pass a digital signal synchronously to make reset synchronous



* Verilog code for D flip flop




```
module D_FF(clk, nrst, d, q);
    input clk, nrst, d ;
    output reg q;

    always @ (posedge clk or negedge nrst)
        begin
            if (!nrst)
                q <= 0;
            else
                q <= d;

        end
endmodule
```

* NOTE: <= means blocking or non-blocking
we cannot assign inside always block
because assign uses data flow level approach

- Designing combinational ckt - use always@(*)

- Designing Flip Flops – Use always @(posedge clk)

* Parallel-In, Parallel-Out REGISTER

memory in the hardware, not the datatype here

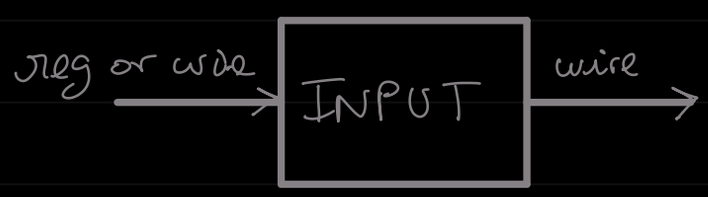
- Note: is reg datatype linked to a register in memory in the hardware?
  Not necessarily
  eg: not in mux code
  but yes in register code or d flip flop code

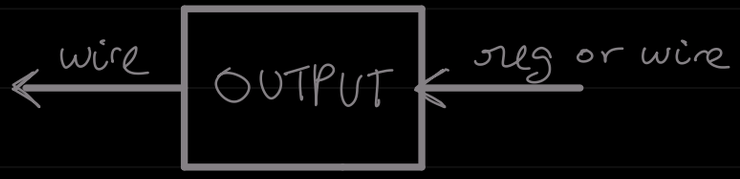
* MODULE PORTS : provide interface for the module to communicate with its environment

≡ interface
input, output, inout

- Declaration: <Port direction><width><port_name>;

- Port direction can be input/output/inout





- An Input Port
  driven by external entity
- An output Port
  driven by internal entity
- An Inout Port
  driven by both internal and external entities.

* Module Interconnections

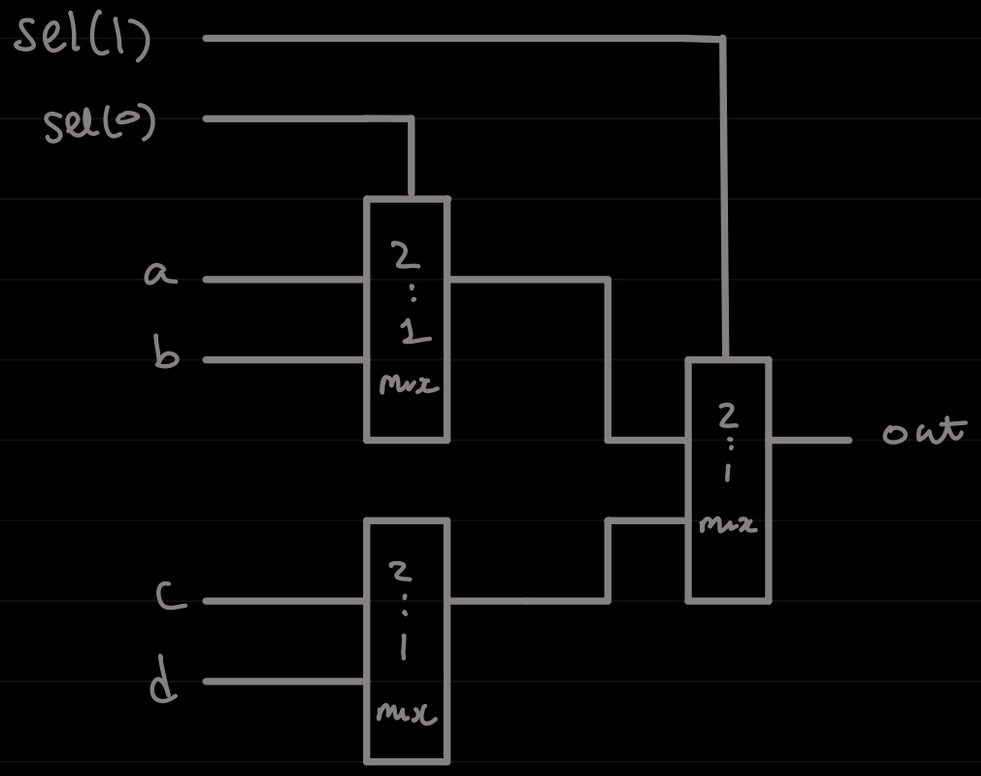
⇒ Named Association

```
FA9  fa_byname (.cout(COUT), .sum(SUM),
                .b(B), .a(A), .cin(Cin));
```

⇒ Order Association

```
FA4  fa_byorder (SUM, COUT, A, B, Cin) ;
```

* Coding a 4:1 Mux using 3x 2:1 Mux



* Design a 2:1 mux using data flow approach

```
module mux(a,b, sel,out);
    input a, b, sel;
    output out;

        assign out = a & sel | b & ~sel;
endmodule.
```

* VERILOG : Number Representation

- Verilog allows integer numbers to be specified as :

Sized	(dynamic size)
Unsized	(always 32 bits)

- In a radix of binary, hexa, octa, decimal (default)

Syntax:

549 ≡ 32'd549
'h8FF ≡ 32'h8FF
'o765 ≡ 32'o765
4'b11 ≡ 4'b11
8d9 × ⇒ 8'h9 ✓
1 ≡ 000.....00001
12'hx ≡ 12 bit unkown number

* Negative Number

– [number] Signed

default : positive number unsigned

in hardware : 2' compliment

eg: –4'b11

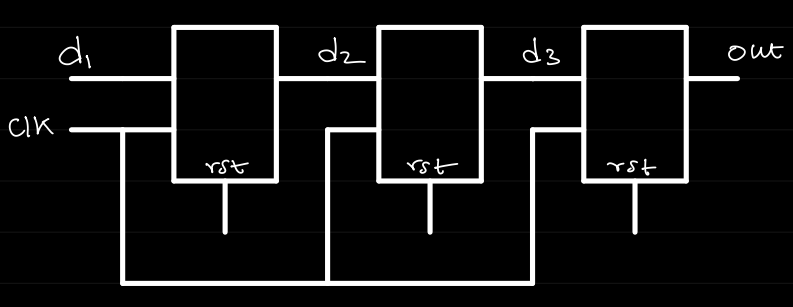
* LAB: ELD

27/08/24 8:30AM

- For counter to increment every second, Design 8 bit up counter (0→255) using behavioral modelling
- Design 1Hz clock from input 100MHz clock using clock divider
- Lab HW: Design up/down counter with maximum count of 85
- write a verilog code where output is delayed version of input by 1 clk cycle

Ans) just make a d flip flop

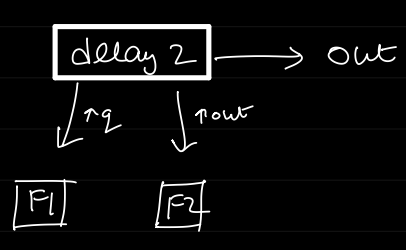
note: if we want 3 cycle delay, we pass the input through 3 d flip flops



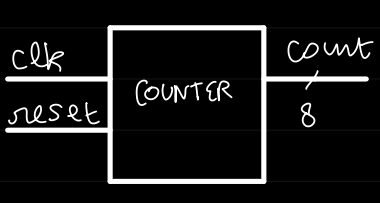

```
module delay_2(Din, clk, out);
    input Din, clk;
    output reg* out;

    D_FF F1(Din, clk, Q);
    D_FF F2(Q, clk, out);
endmodule
```

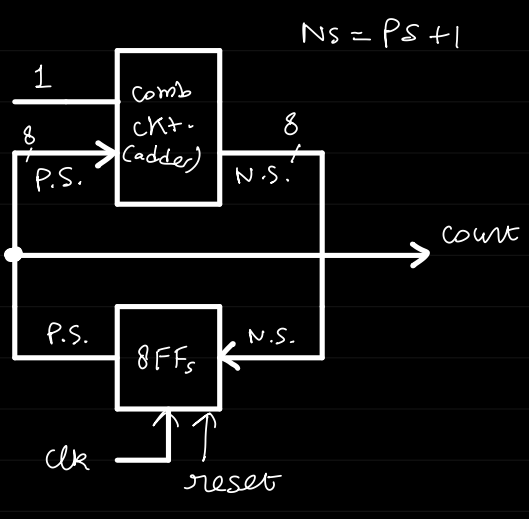
Note: Q and out are reg inside each D_FF block but will be wire in this module because both are inputs from perspective of our module. Look up previous lecture for the same.



- 8 bit up counter
  (1) block diagram
  (2) define all signals
  (3) write code



number of flip flops = 8
because number of states = 256
note: in the flip flop, we just store the state of the circuit




```
module counter(
    input clk, reset,
    output [7:0] count  reg or wire ?
    );

    reg [7:0] NS, PS;

    // flipflop
    always @ (posedge clk)
    begin
        if (reset)
            PS <= 8'b00000000
            // same as PS <= 8'd0
        else
            PS <= NS
    end

    // combinational ckt
    always @(*)
    begin
        NS = PS + 1;
    end

    // finally, assigning the output

    assign count = PS; // if we take count as wire

                  ↗ or * : same functionality
    always @(PS)        // if we take count as reg
    begin
        count = PS;
    end

endmodule
```

- Note: we need to define NS and PS here because they should be 8bit each but by default size = 1bit

synchronous, active high reset } ⇒ D flip flop

- Testbench :

The testbench verilog file will be higher as compared to src file in context of hierarchy.

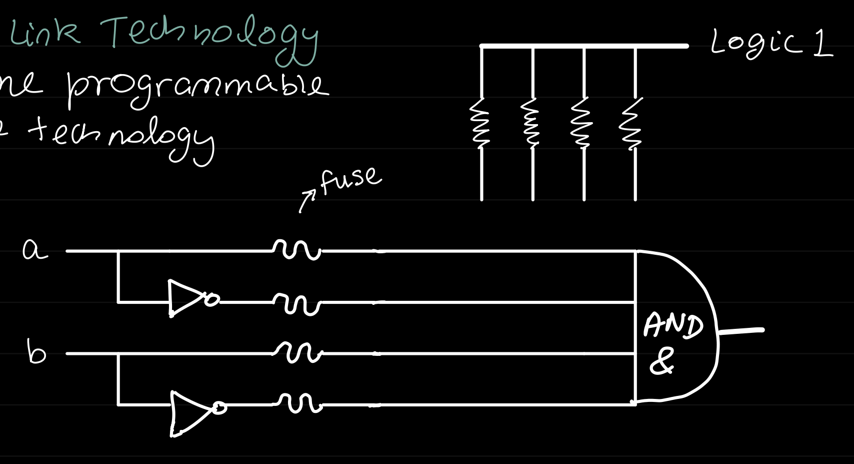
* LECTURE : 6 (Architecture)

27/08/24
3 - 4:30PM

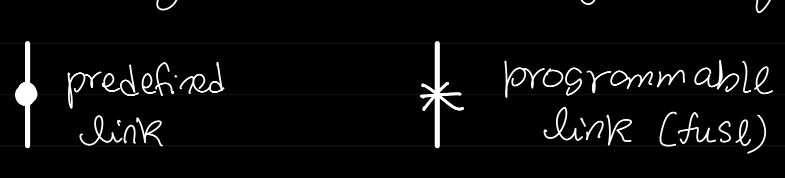
- Programmable Logic Device (PLD)
  Devices whose...
  Internal Architecture is predefined by manufacturer but are created in a way so that they can be configured in the field to perform variety of functions

- Programmability at the software level
  eg: Arduino / RPI Pico
  But you cannot change the instruction set architecture of the CPU

* Fusible Link Technology
  one time programmable
  antifuse technology
  → fuses cannot be changed once blown

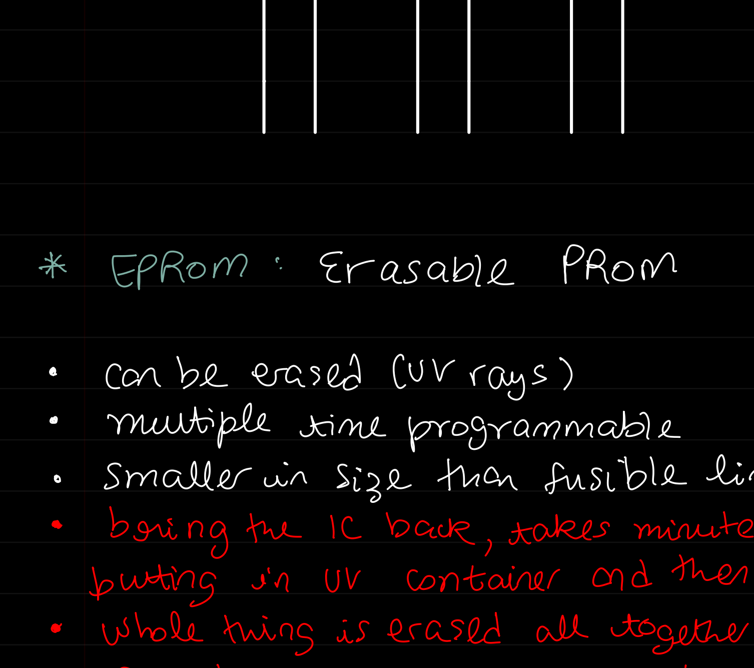


* PROM : progammable read-only memory (1970)



- blow the fuses as per your logic
- one time programmable
- Single PROM instead of multiple chips
  smaller
  lighter
  cheaper
  less prone to errors (fewer solder joints)
  easy to identify errors / correct errors
- Designed for use as memories to store computer programs and constant data values
- Also useful for implementation for simple logic function such as LUT & State machines

  very high amount of fuses required for complex ckts
  programmable once only
  need to switch fuse once blown



* EPROM : Erasable PROM (1971: by intel)

- can be erased (UV rays)
- multiple time programmable
- Smaller in size than fusible linked devices
- bring the IC back, takes minutes to erase by putting in UV container and then put it back
- whole thing is erased all together
  Cannot erase sections of the device.
- Expensive
- Erasing process becomes complex as density of transistors increases

* EEPROM : Electrically EPROM

* PLA : Programmable Logic Arrays (1975)

- High delay
- makes the left side of PROM programmable as well
- Did not get adopted because people were more comfortable with SoP form

* Programmable Logic Device

→ SPLD : simple
→ CPLD : complex

- Complex PLDs (CPLD) 1984

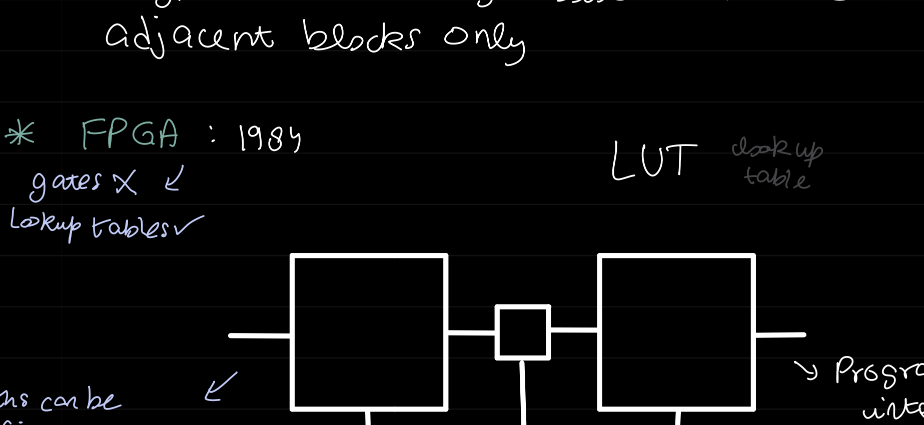
→ Need for bigger (functionally), smaller (size), faster and cheaper technology

→ MegaPAL : interconnection of 4 PAL ↳ Programmable Array Logic
  high power consumption

→ 1984: Altera introduced CPLD using CMOS (high density, low power) and EPROM / EEPROM (programmability) ‖ E²PROM

≡ multiple SPLDs

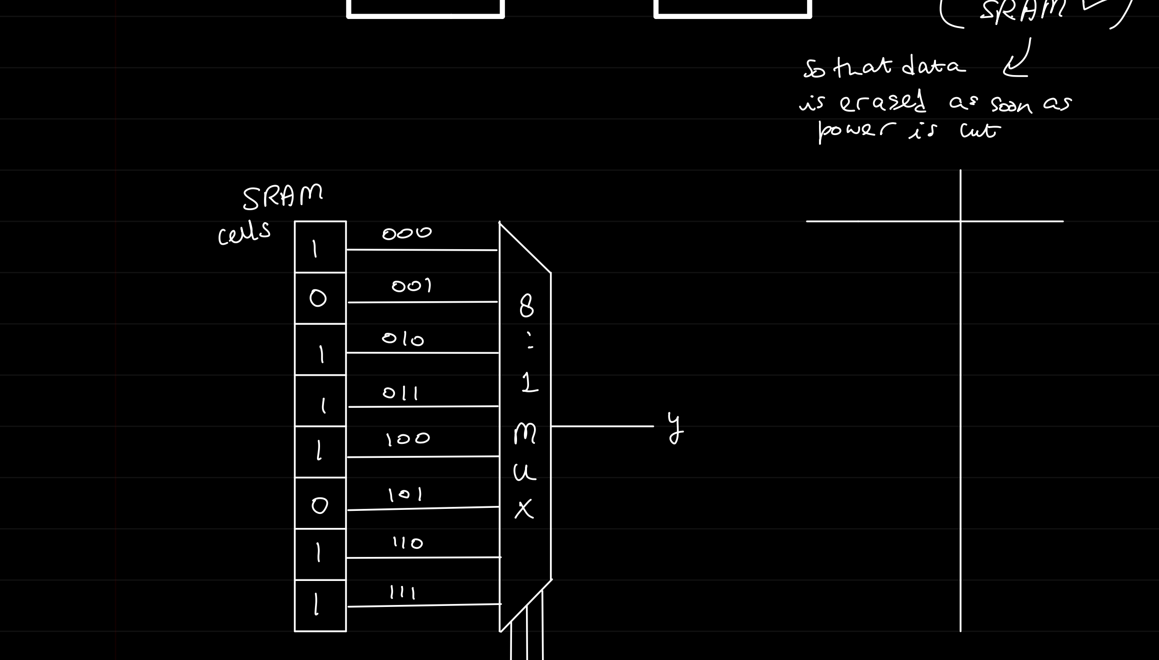
→ Added multiplexers to each SPLD so that only the necessary stuff is processed
≡ to combat higher power consumption

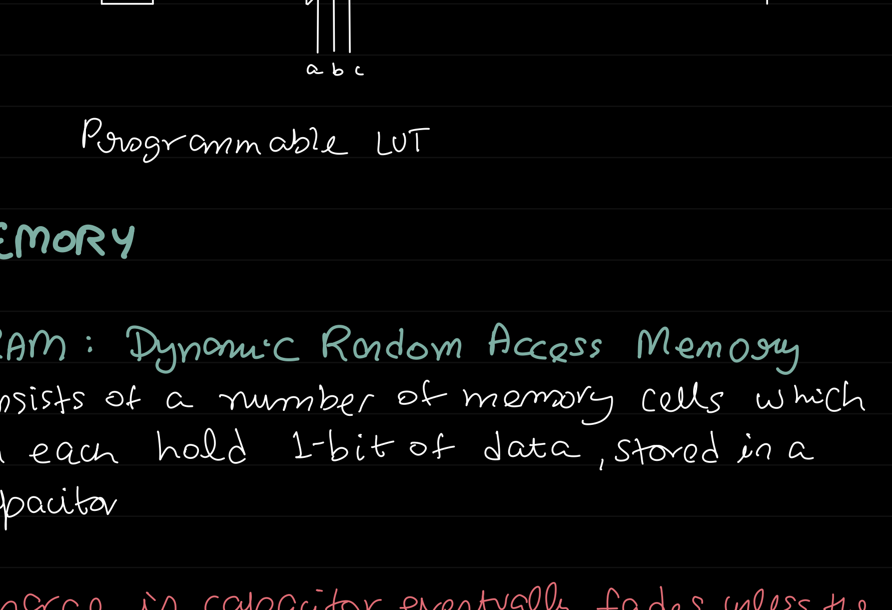


Signals from a logic block can travel (/communicate) through adjacent blocks only

* FPGA : 1984
  gates ✗
  Lookup tables ✓

LUT lookup table





Programmable LUT

* MEMORY

- DRAM : Dynamic Random Access Memory
  Consists of a number of memory cells which can each hold 1-bit of data, stored in a capacitor

  charge in capacitor eventually fades unless the data in each memory cell is refreshed periodically and we cannot read/write while it is being refreshed, hence, lower throughput

  The memory controller refreshes the memory cell by checking each one's state
  ≡ hence named dynamic

  used in all external memory since each bit uses only a single transistor to be stored.

* SRAM: Static RAM

- Uses latches to store the data

  very good for prototyping
  more space
  reprogrammable
  no refreshing needed
  overwritable unlike E²PROM in CPLD
  high speed, low capacity memory chips (L1 cache) ← can be erased instantly on power down
  difficult to reverse engineer

  uses 6 transistors
  large size of configuration cell
  expensive
  data can be changed due to radiations
  volatile
  will loose its data on power down
  unlike E²PROM / Antifuse
  must be programmed on power up

Note: Antifuse technology is used by military because it cannot be (or very difficult) reverse engineered and is safe from radiations

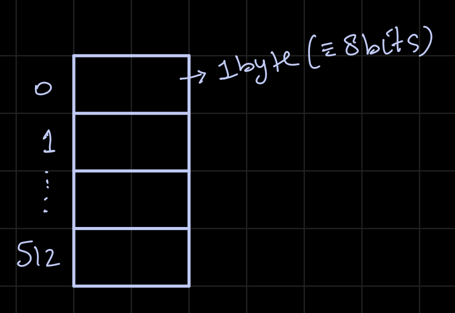
* Lecture : 7 28/08/24

• LUT as memory & LUT as ALU
↳ lookup table

⇒ Operations on memory : read OR write

read ↙ we provide the address of the memory → 9 bytes here

write ↘ you provide the data and the address
1 byte ↙ 9 bytes ↙



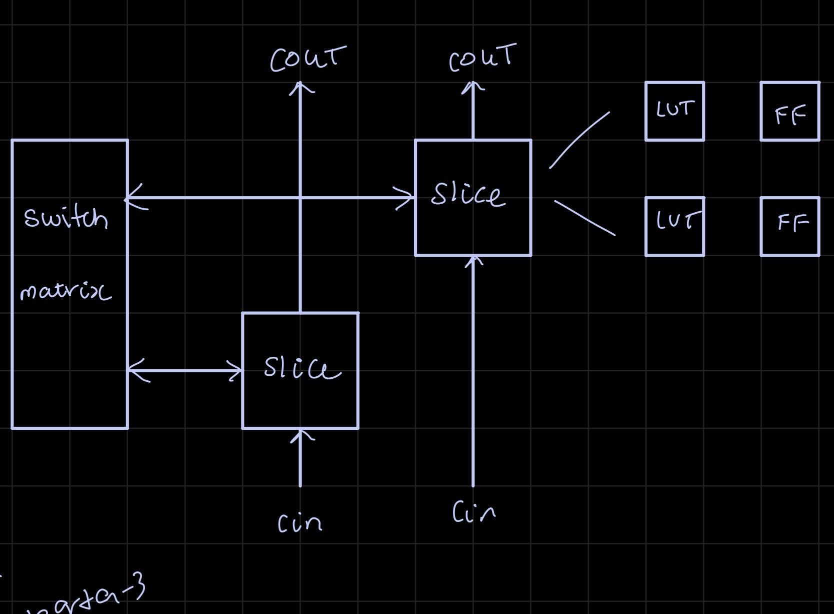
9 bits used to represent memory

* FPGA

CLB : configuration logic block
BRAM : block RAM (used to store large amt of data)
input/output block
CMT : clock management tile
FIFO Logic
BUFG : Global buffer
DSP : digital signal processing
BUF10 and BUFR : Input/output & Regional buffer
MGT : multi-gigabit transciever

→ we use one oscillator for generating one clock
→ we use CMT block for clocks other than the one generated by oscillator

* Configurable Logic Block [CLB]



slices can be 2/4/... in number inside CLB

2 LUT and 2 flip flops inside each slice in virtex-2/spartan-3 (1990s)

In vertex-5 : 4 LUT & 4 FFs in each slice

In vertex-6 : 4 LUT & 8 FFs in each slice

our flip flop now ↓

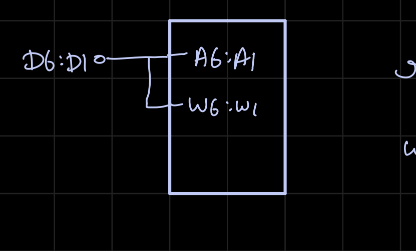
Slices	LUT	Flip Flops	Arithmetic & carry chains
2	8	16	2
	(4 LUT/slice) ≡ 6 input LUT	(8 FF/slice)	

total : 64 bit of data stored in LUTs
8 bits stored in each LUT (6 bits input to LUT)

≡ 512 bit of data in one CLB ✗ see below

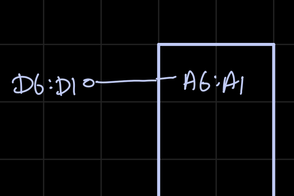
• CLB : SLICES

① SLICEM : Full slice } read and write only
- LUT can be used for logic (→ combinational circuit) and memory / SRL (shift register)



read address + write address

② SLICEL : logic and arithmetic only } read only
- LUT can only be used for logic (not memory / SRL)



read address only

• we store large amount of data in BRAM

→ in our FPGA (7-series), there are only 25% SLICEM and 75% SLICEL

So, we can store either 0 or 128 bits in one CLB depending on its type ↙
4 LUTs / slice and each LUT can store 64 bits but in CLB_LM half mem is taken by slice L

A/B/C/D ↖ _ is asynchronous
_Q is synchronous as it passes through FF

6 input LUT + 6 input LUT
(64+64 = 128 bit input)
↓
7 input LUT

FPGA → CLB → 2x slices → 4x LUT + MUX + carry chains + 4 Flip flops or latches + 4 additional flip flops

- slice L → LUT used logical / arithmetic
- slice M → LUT used for logic + memory

* Verilog : Vector and Memory

- only **net** or **reg** datatypes can be declared as vectors (multiple bit width)

- specifying vectors for *integer*, *real*, *realtime* and *time* datatype is not allowed

- default : 1 bit (scalar)

eg : `wire [7:0] a-byte ; reg [31:0] a_word;`

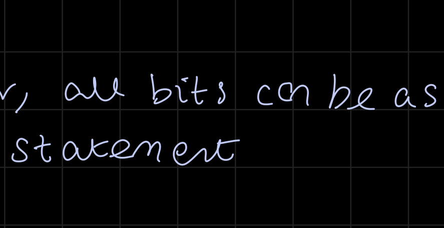
```
reg [11:0] counter;     12 bit
reg a;                  1 bit
reg [2:0] b;            3 bit

a = counter[7];         index 7
b = counter[4:2];       4,3,2
```

eg : `wire [-3:0];` 4 bits size

• memory

`reg [3:0] mem[255:0], red;`
↳ 4 bit vector



256 locations with each = 4 bits

• memory vs vector

- vector and mem declarations are not same

- in a vector, all bits can be assigned a value in one statement

- in memory, assigned separately.

```
reg [7:0] vect = 8'b 10100011
reg array [7:0];   // 8 locations of 1 bit
array [7] = .... ;
array [6] = ..... ;
   ⋮
array [0] = ... ;
```