

Digital Systems Design and Laboratory

[Lab 1. Combinational Circuit Design]

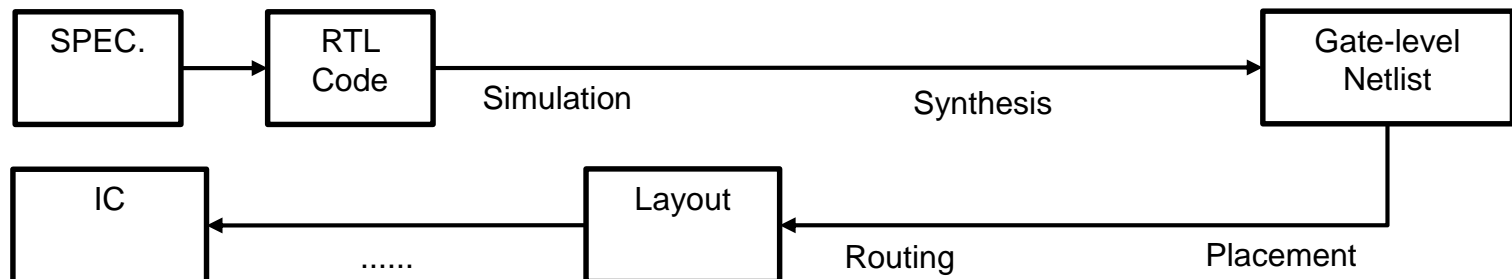
CSIE Department
National Taiwan University

Outline

- ❑ **Introduction**
- ❑ Verilog Syntax
- ❑ Simulator Installation
- ❑ Assignment

Hardware Description Language (HDL)

- ❑ A HDL language is used to **describe** the structure and behavior of electronics circuit
- ❑ Popular languages
 - **Verilog**, VHDL, SystemVerilog
- ❑ Simulation
 - Use a test bench to check if the behavior meets your requirements
- ❑ Synthesis
 - First convert HDL code into a netlist
 - Then place and route them to generate a set of masks (for IC) or a list of mapping and interconnections (for FPGA/CPLD)



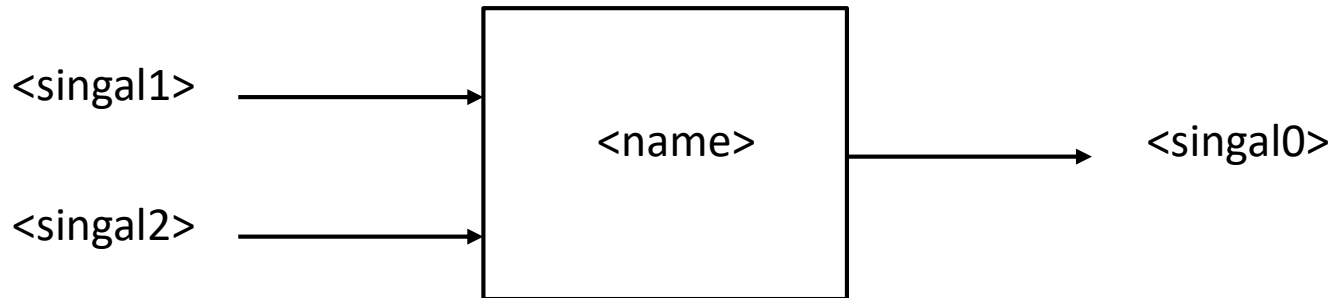
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Module

- ❑ Basic functional unit, can be instantiated in other modules

```
➤ module <name>(<signal0>, <signal1>, <signal2>);  
    output <signal0>;  
    input <signal1>, <signal2>;  
    // implementation  
endmodule
```



Data Types

❑ **wire**

- Driven outside a process block, becomes a net after synthesis
- Type of **input** and **output** is **wire** unless specified

❑ **reg**

- Driven in a process block, may become a net or a register after synthesis

❑ **integer**

- Default to be 32 bit signed, usually used in test bench

❑ **time**

- Equivalent to **reg[63:0]**

❑ More details

- https://en.wikibooks.org/wiki/Programmable_Logic/Verilog_Data_Types

Number Representation

- ❑ Binary (2): **4'b1011**
- ❑ Octal (8): **4'o13**
- ❑ Hexadecimal (16): **4'hb**
- ❑ Decimal (10): **4'd11 == -4'd5**
- ❑ Concatenation: **{2'b10, 2'b11} == 4'b1011**
- ❑ More details
 - http://web.engr.oregonstate.edu/~traylor/ece474/beamer_lectures/verilog_number_literals.pdf

Arrays

❑ Unpacked array (array)

```
reg an_unpacked_array[2:0];
```

❑ Packed array (vector)

```
reg[5:0] a_packed_array;
```

```
reg[0:5] a_packed_array;
```

```
reg[3:5] a_packed_array; // it's legal syntax!
```

❑ Example

```
integer [7:0] A [3:0]; // 4 8-bit integer
```

```
reg B [3:0][7:0] // 4*8 1-bit register
```

❑ Icarus Verilog only supports 1-dimensional arrays

```
reg[5:0][4:0] two_dimensional_array[3:0][2:0]
```

```
// syntax error in Icarus Verilog
```

❑ More details

- <https://verificationacademy.com/forums/ovm/difference-between-packed-and-unpacked-arrays>

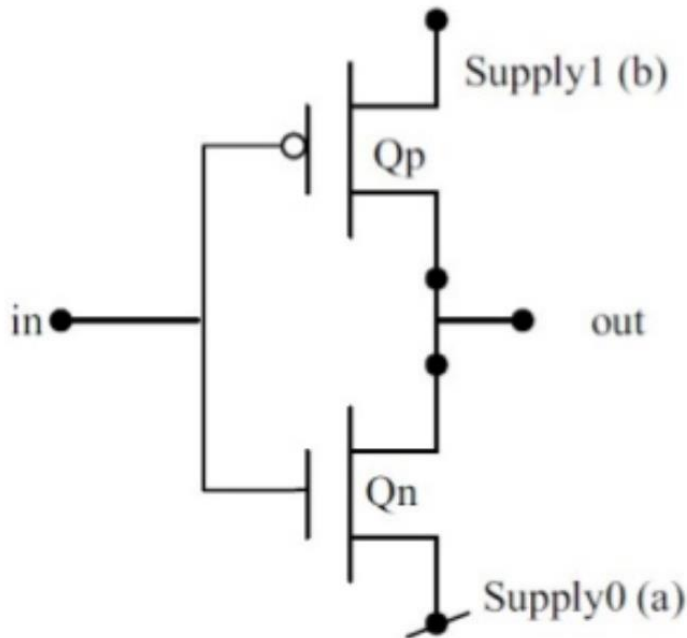
Level of Description

- ❑ Verilog is to describe the structure and behavior of circuit
- ❑ Describe the operations of a circuit at various level
 - Behavior Level
 - Dataflow Level
 - Gate Level
 - Switch Level
- ❑ Behavior level and dataflow level are collectively referred to as RTL (Register Transfer Level)
- ❑ Verilog only touch the first three levels in most of cases

Verilog: Switch Level Modeling

More details

➤ <https://www.slideshare.net/pradeepdevip/switch-level-modeling>

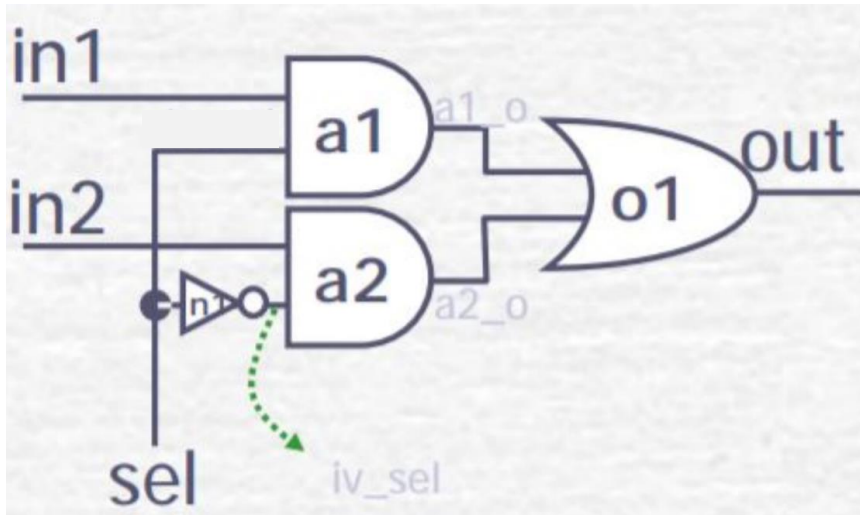


```
module inv(in, out);  
    output out;  
    input in;  
    supply0 a;  
    supply1 b;  
    nmos(out, a, in);  
    pmos(out, b, in);  
endmodule
```

Verilog: Gate Level Modeling

❑ More details

- [http://access.ee.ntu.edu.tw/course/logic_design_94first/941%20Verilog%20HDL\(Gate%20Level%20design\).pdf](http://access.ee.ntu.edu.tw/course/logic_design_94first/941%20Verilog%20HDL(Gate%20Level%20design).pdf)



```
module mux(out, sel, in1, in2);  
    output out;  
    input sel, in1, in2;  
    wire iv_sel, a1_o, a2_o;  
    not n1(iv_sel, sel);  
    and a1(a1_o, in1, sel);  
    and a2(a2_o, in2, iv_sel);  
    or o1(out, a1_o, a2_o);  
endmodule
```

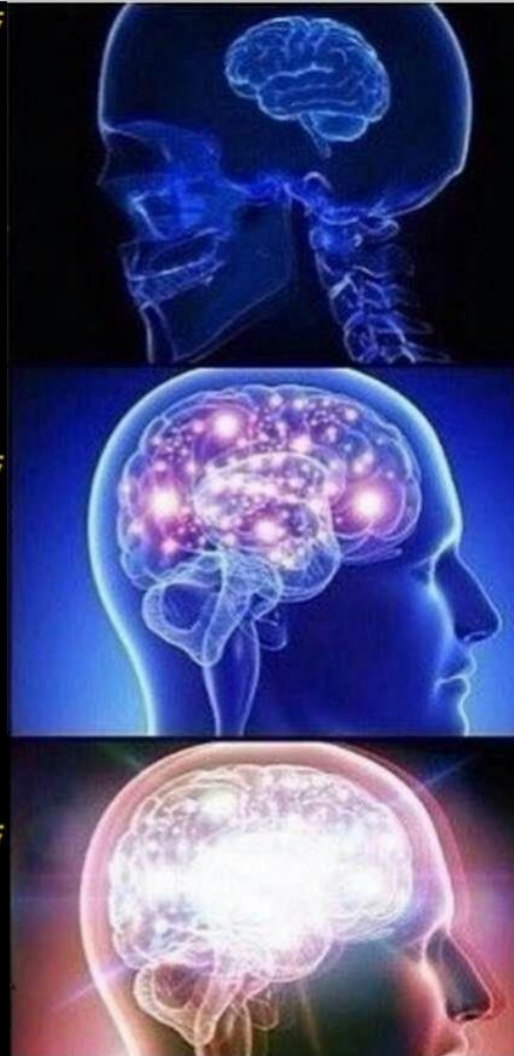
Verilog: Behavioral Level Modeling

❑ Register-Transfer Level (RTL)

```
module mux(out, sel, in1, in2);  
    output out;  
    input sel, in1, in2;  
    reg out;  
    always @(sel, in1, in2)  
        if(sel==1)  
            out = in1;  
        else  
            out = in2;  
endmodule
```

```
module mux(out, sel, in1, in2);  
    output out;  
    input sel, in1, in2;  
    assign out = sel&in1  
        | ~sel&in2;  
endmodule
```

```
module mux(out, sel, in1, in2);  
    output out;  
    input sel, in1, in2;  
    assign out = sel?in1:in2;  
endmodule
```



Concurrent and Sequential Statements

❑ Concurrent statement

- "Executed" at the same time

wire a, b, c; assign b = a; assign c = b;

- Connect **wire b** to **wire a** and then connect **wire c** to **wire b**
 - If **a** changes from 0 to 1, **b** and **c** will change at the same instant

❑ Sequential statement

- "Executed" one by one like programming languages
 - But actually converted into equivalent concurrent statements

reg a, b, c; b = a; c = b;

- **[reg a] → [reg b] → [reg c]**
 - If output of register **a** changes, **b** changes before **c**
- Sequential statements are only allowed in a process block

Assignment

❑ Continuous assignment

- Outside a process block

`assign x = y & z; // continuous assignment`

`// same as and a0(x, y, z) // x cannot be a reg`

❑ Blocking and non-blocking assignment

- Inside a process block

`x = y; // blocking assignment`

`a <= b; // non-blocking assignment`

`b <= a; // a and b exchanges their values`

Process Block (1/3)

□ **always** and **initial**

- Statements in **always** will be executed from time 0 and repeated forever
- **initial** is the same as **always** except that it only executes once

□ Example

- **always begin**
 <statements>
 end
- **always**
 <single statement>

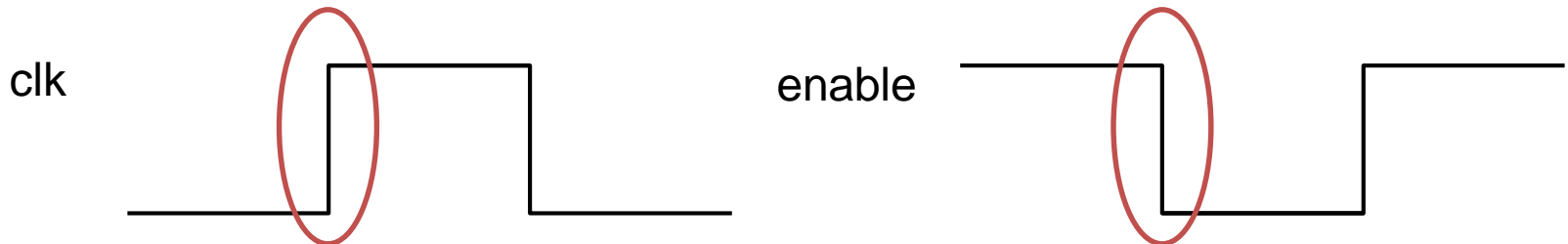
Process Block (2/3)

❑ Sensitivity list

- If **always** is followed by a **@**, the process will be executed once whenever the expressions in the list changes, instead of repeating from time 0

❑ Example

- **always @(a or b) //old syntax**
- **always @(a, b)**
- **always @(a, posedge clk, negedge enable)**
- **always @a**
- **always @***



Process Block (3/3)

- ❑ Flow control

- ❑ Example

- `if(condition) begin`
 `<statements>`

- `end`

- `else begin`

- `<statements>`

- `end`

- `while, case, for, repeat` are also supported

Operators

Verilog Operator	Name	Functional Group
[]	bit-select or part-select	
()	parenthesis	
! ~ & ~& ~ ^ ^~ or ^~	logical negation negation reduction AND reduction OR reduction NAND reduction NOR reduction XOR reduction XNOR	logical bit-wise reduction reduction reduction reduction reduction reduction
+ -	unary (sign) plus unary (sign) minus	arithmetic arithmetic
{ }	concatenation	concatenation
{ { } }	replication	replication
* / %	multiply divide modulus	arithmetic arithmetic arithmetic

+	binary plus	arithmetic
-	binary minus	arithmetic
<< >>	shift left shift right	shift shift
> >= < <=	greater than greater than or equal to less than less than or equal to	relational relational relational relational
== !=	logical equality logical inequality	equality equality
=== !==	case equality case inequality	equality equality
&	bit-wise AND	bit-wise
^ ^~ or ~^	bit-wise XOR bit-wise XNOR	bit-wise bit-wise
	bit-wise OR	bit-wise
&&	logical AND	logical
	logical OR	logical
?:	conditional	conditional

❑ Note: no **a++** and **a+=1**

➤ Use **a=a+1** instead

➤ More details: <https://class.ece.uw.edu/cadta/verilog/operators.html>

Delay

❑ Outside a process block

➤ **assign #10 a = b + c;**

- The adder has 10 time units of propagation delay

❑ Inside a process block

➤ **#10;**

- Delay 10 units

➤ **#10 a = b + c;**

- Delay 10 units of time and evaluate **b+c**, assign it to **a**

➤ **a = #10 b + c;**

- Evaluate **b+c** and execute the next statement, assign 10 time units later

❑ More details

➤ http://content.inflibnet.ac.in/data-server/eacharya-documents/53e0c6cbe413016f23443704_INFIEP_33/7/LM/33-7-LM-V1-S1__delay_modeling.pdf

Test Bench

❑ Macros and system tasks

- ``include <module>`
- ``define <parameter> <value>`
- ``timescale <unit>/<precision>`
- `$dumpfile("some_file.vcd");`
- `$dumpvars(<level>, <module>);`
 - Level = 0: variables in all levels
 - Level = 1: variables in only
 - Level = 2: variables in and one level below it
- `$display()`, `$write()`, `$monitor()`

References

❑ Summary of Synthesizable Verilog 2001 (2 pages)

- <https://www.cl.cam.ac.uk/teaching/0910/ECAD+Arch/files/verilogcheatsheet.pdf>

❑ Quick Reference for Verilog HDL (25 pages)

- <http://ece.eng.umanitoba.ca/undergraduate/ECE3610/Verilog%20Notes/VerilogQuickRef.pdf>

❑ Language reference

- <http://verilog.renerta.com/>

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Icarus Verilog and GTKWave

❑ What is Icarus Verilog?

- <http://iverilog.icarus.com/>

❑ For Windows users

- <https://bleyer.org/icarus/>
- http://bleyer.org/icarus/iverilog-0.9.7_setup.exe (recommended)
 - Reminder: Run the installer as administrator!

❑ For Linux-like OS users

- `sudo apt-get update`
- `sudo apt-get install iverilog`
- `sudo apt-get install gtkwave`

❑ For Mac users

- Use `brew install` instead

After Downloading Successfully

命令提示字元

```
Microsoft Windows [版本 10.0.18363.720]
(c) 2019 Microsoft Corporation. 著作權所有，並保留一切權利。

C:\Users\haha7>iverilog
iverilog: no source files.

Usage: iverilog [-EiSuvV] [-B base] [-c cmdfile|-f cmdfile]
               [-gl995|-g2001|-g2005|-g2005-sv|-g2009|-g2012] [-g<feature>]
               [-D macro[=defn]] [-I includedir]
               [-M [mode=]depfile] [-m module]
               [-N file] [-o filename] [-p flag=value]
               [-s topmodule] [-t target] [-T min|typ|max]
               [-W class] [-y dir] [-Y suf] [-l file] source_file(s)

See the man page for details.
```


Commands and File Extensions

❑ Compile

- `> iverilog [-o compiled_file.vvp] source_file.v`
 - If no `-o` option provided, `a.out` will be generated

❑ Simulate

- `> vvp compiled_file.vvp`
 - A dump file will be generated if `$dumpfile("dump_file.vcd")` is called
 - vcd stands for Value Change Dump

❑ View waveform

- Open a new cmd window
- `> gtkwave`
- Open `dump_file.vcd` in GUI
- You can also use `gtkwave dump_file.vcd` in the same line

After Opening dump_file.vcd

The screenshot shows the GTKWave interface with the file `lab1.vcd` open. The interface is divided into several panels:

- SST (Source Tree):** Located on the left, it shows the hierarchy of the design. The `lab1_main` block is expanded, showing its internal components: `adder` and `adder_gl`. A yellow arrow points to this panel.
- Signals:** A panel in the center-left that lists the signals in the design. It includes a table with the following data:

Type	Signals
reg	a[2:0]
reg	b[2:0]
reg	c0
wire	c3
wire	c3_gl
integer	delay
integer	i
integer	j
integer	max_delay
wire	s[2:0]

A yellow arrow points to this panel.
- Waves:** A large panel on the right that displays the timing diagram for the selected signals. It shows the values of the signals over time, with a time scale from 0 to 200 seconds. A yellow arrow points to this panel.

The top of the window contains a menu bar (File, Edit, Search, Time, Markers, View, Help) and a toolbar with various icons for file operations, navigation, and zooming. The status bar at the bottom indicates the current time range (From: 0 sec, To: 217 sec) and the cursor position (Cursor: 217 sec).

Hello World

❏ Save as wow.v

➤ > iverilog -o wow.vvp wow.v && vvp wow.vvp

```
module wow();
    wire out;
    reg in;
    not #3 n0(out, in);
    integer i;
    initial begin
        $display("time / in out");
        $monitor("%4d /  %b  %b", $time, in, out);
        for(i=0; i<5; i=i+1) begin
            $display("-----");
            in <= i; // high bits will be truncated
            #10;
        end
    end
endmodule
```

Trouble Shooting

❑ For Windows users

- If you cannot run iverilog on command line, uninstall and run the installer as administrator
- If an error message pop up saying that some dll is missing, or the compiler executed but didn't generate any output file, try the latest version:
 - http://bleyer.org/icarus/iverilog-v11-20190327-x64_setup.exe

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Half Adder and Full Adder

□ HA

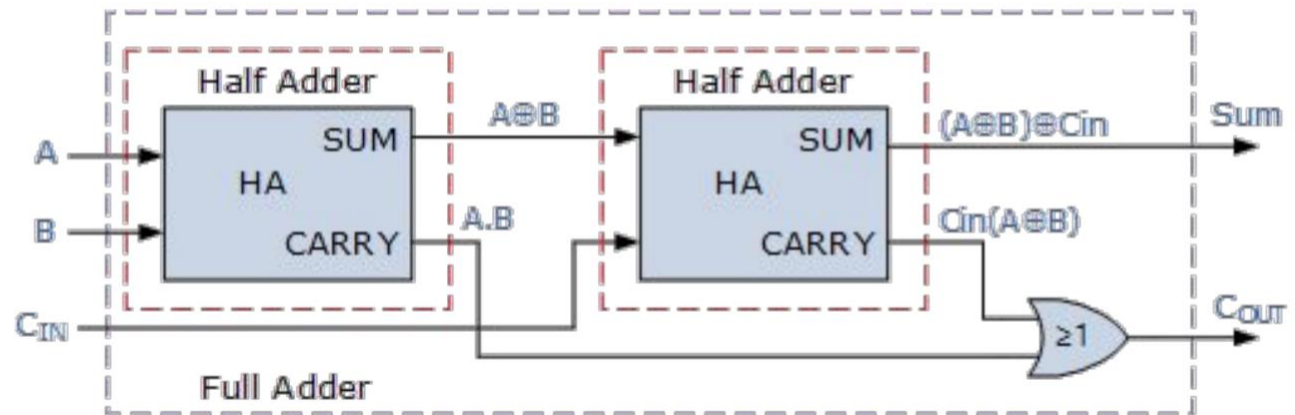
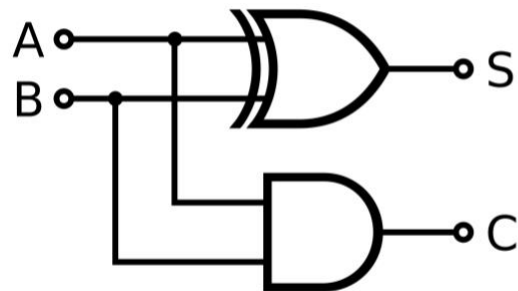
➤ assign {C, S} = A + B;

□ FA

➤ assign {Cout, S} = A + B + Cin;

□ More details

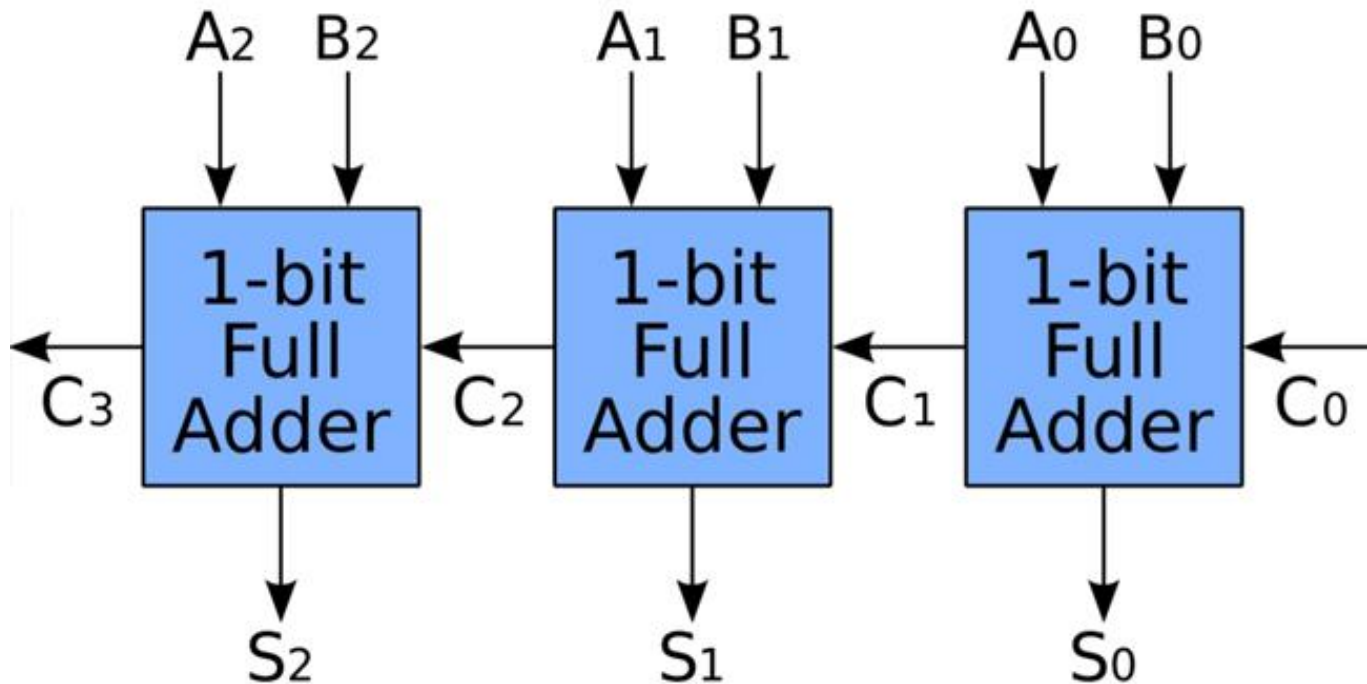
➤ https://www.electronics-tutorials.ws/combinational/comb_7.html



Ripple-Carry Adder

□ Notice that carry_n depends on carry_{n-1}

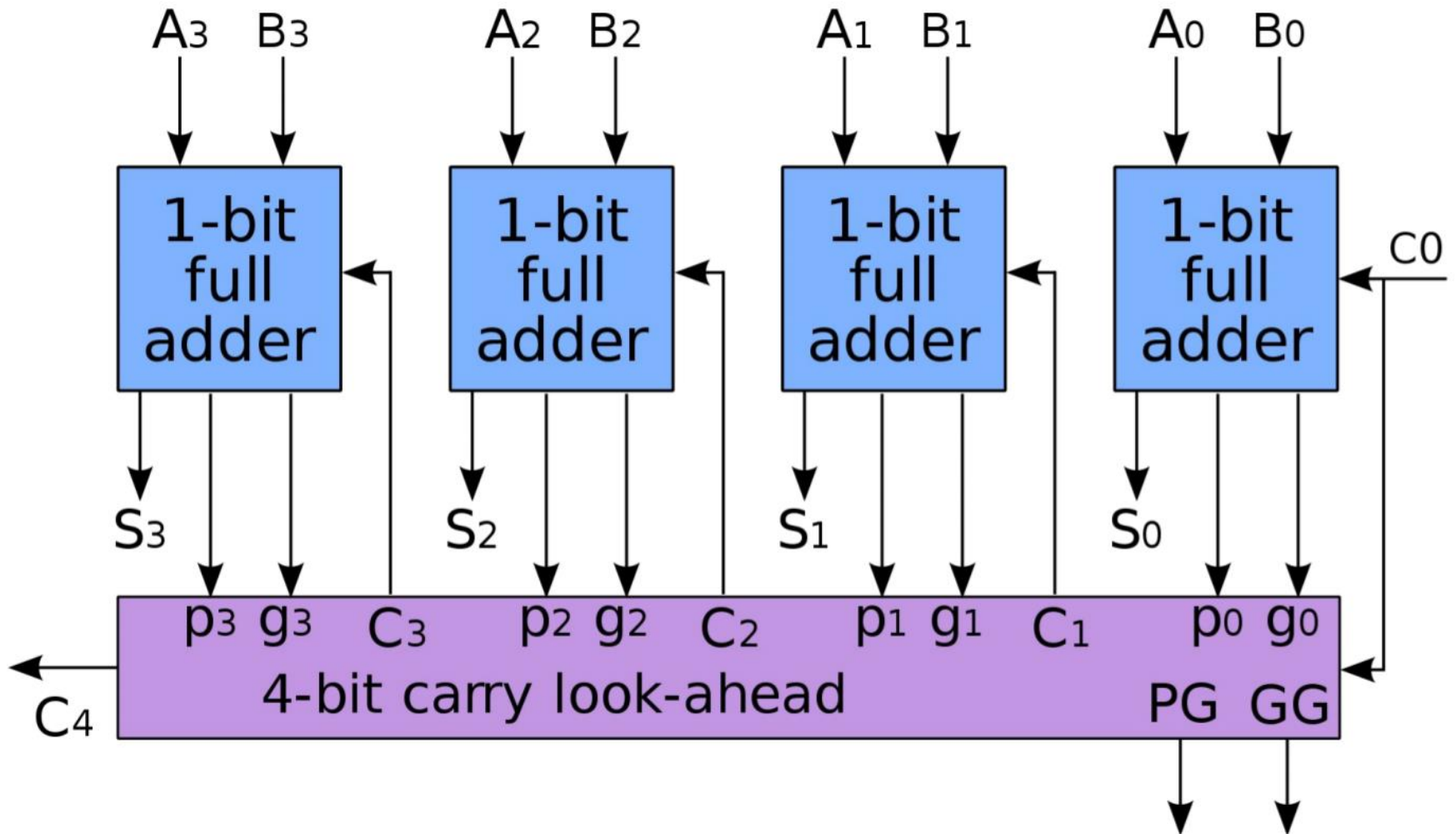
➤ Where is the longest propagation path?



□ More details

➤ [https://en.wikipedia.org/wiki/Adder_\(electronics\)](https://en.wikipedia.org/wiki/Adder_(electronics))

Carry-Lookahead Adder (1/2)



Carry-Lookahead Adder (2/2)

□ Carry lookahead method

➤ $G_i = A_i \cdot B_i$

➤ P_i can be either:

$$P_i = A_i \oplus B_i$$

$$P_i = A_i + B_i$$

□ Implementation details

➤ $C_1 = G_0 + P_0 \cdot C_0$

➤ $C_2 = G_1 + G_0 \cdot P_1 + C_0 \cdot P_0 \cdot P_1$

➤ $C_3 = G_2 + G_1 \cdot P_2 + G_0 \cdot P_1 \cdot P_2 + C_0 \cdot P_0 \cdot P_1 \cdot P_2$

➤ $C_4 = G_3 + G_2 \cdot P_3 + G_1 \cdot P_2 \cdot P_3 + G_0 \cdot P_1 \cdot P_2 \cdot P_3 + C_0 \cdot P_0 \cdot P_1 \cdot P_2 \cdot P_3$

□ Reference

➤ https://en.wikipedia.org/wiki/Carry-lookahead_adder

Requirements (1/2)

❑ Implement a 3-bit ripple-carry adder **rca_g1**

- Use gate-level modeling
- Follow the architecture in page 31
- Only the gates provided in **gates.v** (with delays) and FA, HA module in **adders.v** are allowed to use

❑ Implement a 3-bit carry-lookahead adder **cla_g1**

- Use gate-level modeling
- P has two ways to implement, try and choose one that have less delay
- Only the gates provided in **gates.v** (with delays) and FA, HA module in **adders.v** are allowed to use

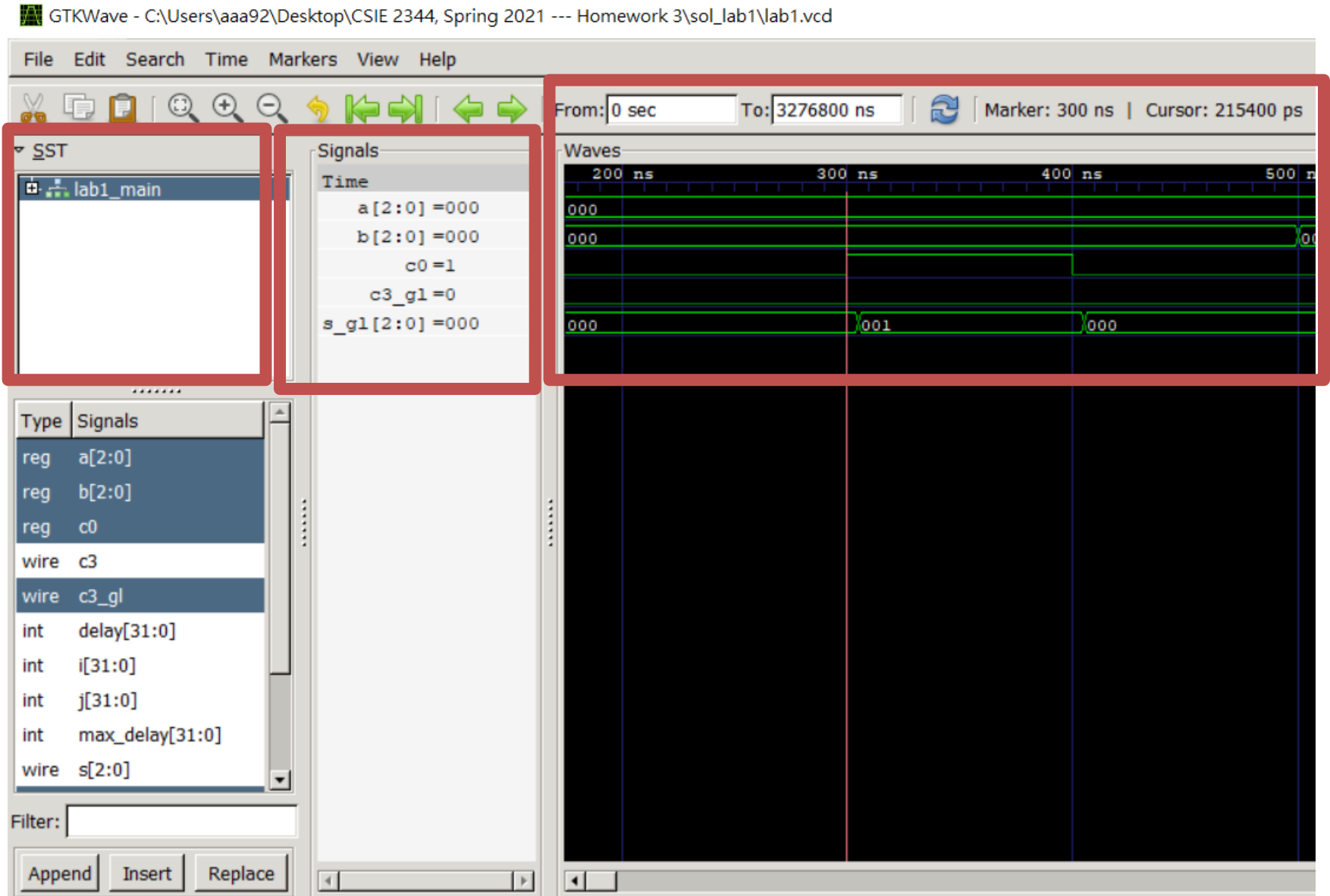
Requirements (2/2)

- ❑ Attach your source codes to your Homework 3
- ❑ Show the waveform of **cla_g1** on input transition from 000 + 000 + 0 to 000 + 111 + 1.
 - You should select all the input and output signals of cla_g1 module
- ❑ Find the maximum propagation delay of **rca_g1** and **cla_g1**
 - And find one of the corresponding input transitions
- ❑ Assume that only 2-input gates are used, derive the number of levels needed in an n-bit carry-lookahead adder as a function of n
- ❑ Hand in along with Homework 3

Hints

- ❑ The outputs of **adder_rtl** and **cla_g1** should be the same at steady state
 - If they are different, there are some mistakes in **cla_g1** since it is more complicated
- ❑ Implement your adders in **adders.v**
 - The output and input signals are given
- ❑ **Do not** modify **gates.v** and **HA/FA module**
- ❑ Only minor changes should be done to **lab1.v**
- ❑ Use system tasks and GTKWave to debug

Waveform Screenshot example



Q&A