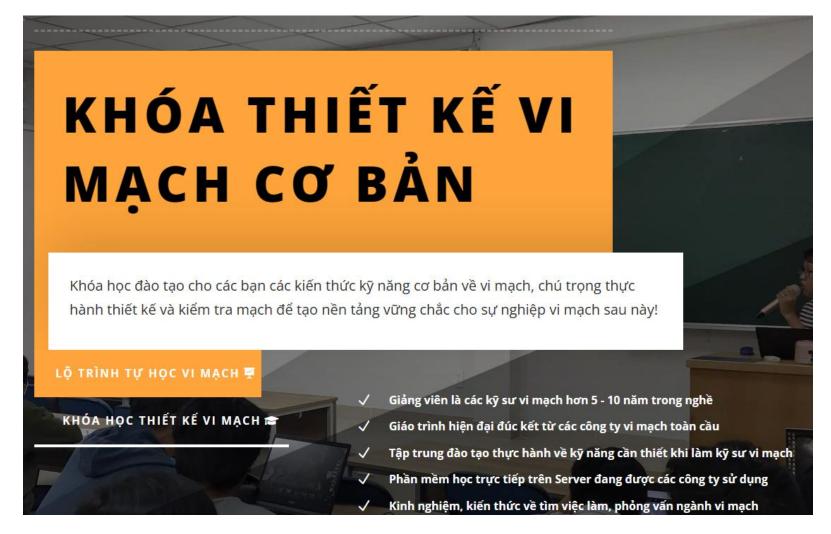


COURSE INTRODUCTION

Khóa Học Thiết Kế Vi Mạch Cơ Bản - Trung Tâm Đào Tạo Thiết Kế Vi Mạch ICTC







COURSE INTRODUCTION





SUMMARY



HOMEWORK

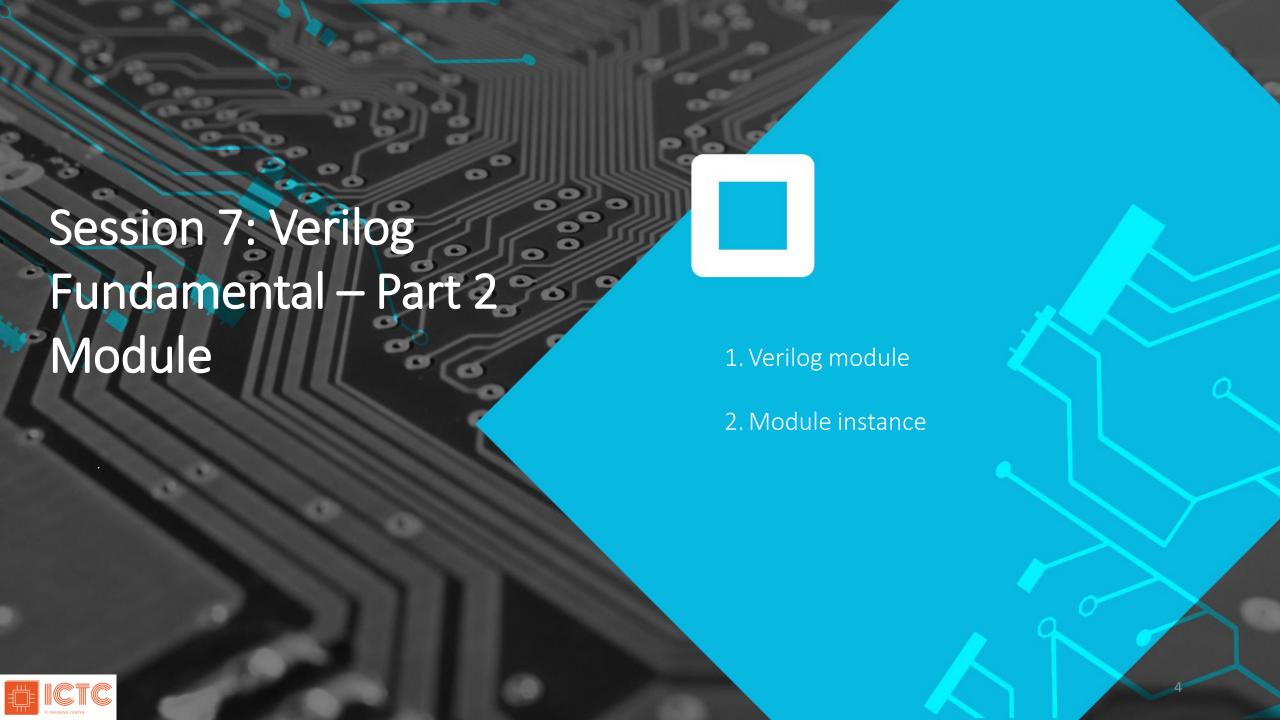


QUESTION



SELF-LEARNING





A module is a fundamental building block, which can be simulated and synthesized. It can represent anything from a simple logic gate to a complex system. The module contains the code that describes the hardware's behavior and structure.

```
module module name (port name, port name, ...);
  module_port declaration
  data type declaration
  logic description
endmodule
```

```
module and gate(a, b, c); //module and port list
  input a;
  input b;
                           //module_port declaration
  output c;
  wire a:
  wire b;
                           //data type declaration
  wire c;
  assign c = a \& b;
                          //logic description
endmodule
```

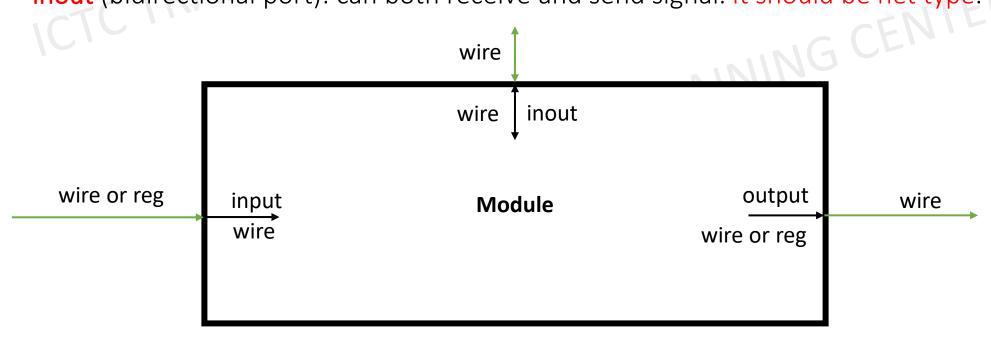


module port declaration

A module port defines the interface between module and other external modules. Ports are used to pass the signals in and out of a module.



- There are 3 types of ports:
- input: receive signal into module. It should be net type.
- output: send signal out of the module. It can be net or reg type.
- inout (bidirectional port): can both receive and send signal. It should be net type.





module port declaration

Ports can be declared as single-bit or vector.

- Syntax: <port_type> <port_size> <port_name>;
- Example:

```
    input write_en; //1 bit input port named "write_en"
    input [31:0] data; //32 bit vector data input port named "data"
    input [10:2] address; //9 bit vector part-select input port named "address"
    output [3:2] protect; //2 bit vector part-select of output port named "protect"
```

Note: The vector part-select port should not be used to avoid the confusion. But it is perfectly fine with that declaration.





module port declaration

Port and data type can be declared together:

```
input wire write_en;
input wire [31:0] wdata;
input wire [15:2] address;
output reg ack;
output wire [31:0] rdata;
```

It's illegal to declare the data type again for those ports as below:

input wire write_en;
input wire [31:0] wdata:

```
input wire write_en;
input wire [31:0] wdata;
...
wire write_en;
wire [31:0] wdata;
```



This is illegal. The tool will report compile error.





module port declaration

Port and data type can be declared in port list:

```
module and_gate( a, b, c);
input a;
input b;
output c;

wire a;
wire b;
wire c;

assign c = a & b;

endmodule
```



```
module and_gate
(
  input wire a,
  input wire b,
  output wire c
);
  assign c = a & b;
endmodule
```

Similar to the above slide, it's illegal to declare again the ports or data types in the body of the module if using this method.



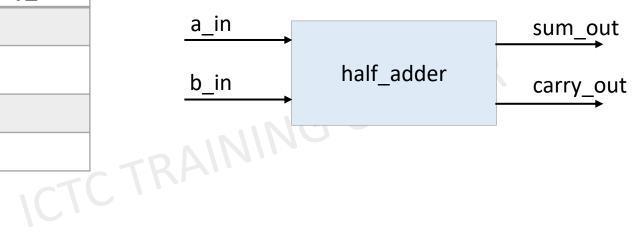
HALF ADDER

<u>Practice</u>: design half_adder module based on below truth table Half-Adder is used to perform the binary addition of two binary numbers. It is called a "half-adder" because it can add two bits but does not account for any carry input from a previous stage.



- 1. Create 07_ss7 folder under your home directory
- 2. Copy /ictc/student-data/share/teacher/07_ss7/half_adder/ to your folder
- 3. Create the half_adder.v under rtl folder and writing your code
- 4. Go to sim and compile, run to check the result.

a_in TR	b_in	sum_out	carry_out
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1



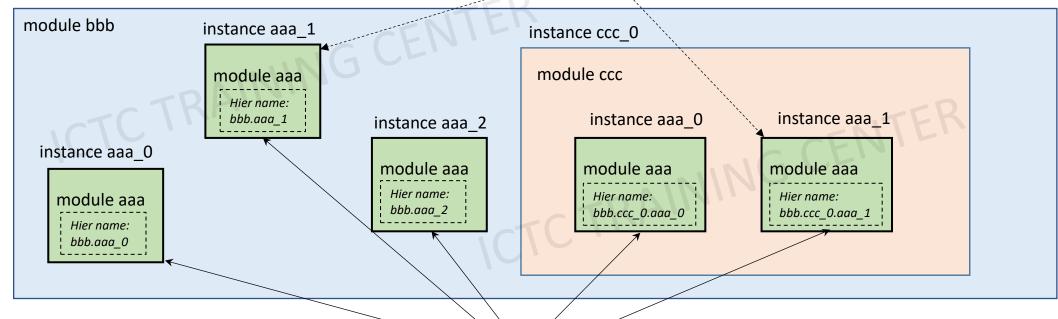


module hierarchy

- Module can be instatiated in another module to generate hierarchical structure.
- Module can be instantiated as much as possible as long as their instance name inside the module are different.
- Hierarchy name of each instance is unique in the whole structure.



Same instance name but different hierarchy



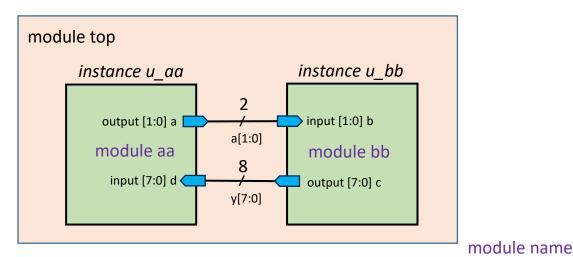
module aaa



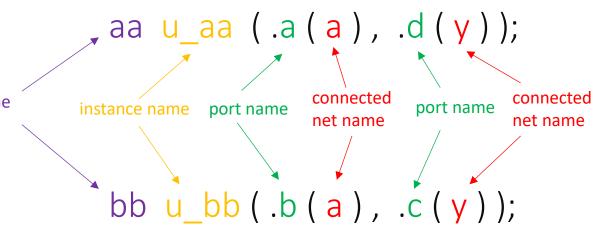
port connection

- When connecting directly port-to-port, input port must be connected to output port of connected module.
- The ports connected to each other can have different names.
- Need a wire (net type) to connect between 2 ports, wire can have name same as the port or can be different.





wire [1:0] a; //wire connect port a & b wire [7:0] y; //wire connect port c & d

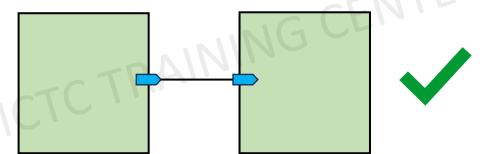




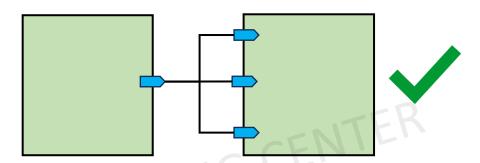
port connection

Note:

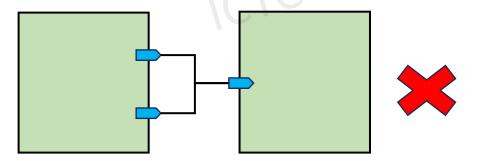
- 1 output port can be connected to more than 1 input port (fan-out).
- 1 input port can NOT be connected from more than 1 output port (multi driver).



Single output to single input



Single output to multiple inputs



Multiple output to single input



practice

<u>Practice</u>: complete the hierarchy of and_gate below based on the and_gate module on previous example



```
module and_gate
                                                                           module top
                                                 u_and_gate_00
                                                   and_gate
 input wire a,
                                in1
                                                                out12 u_and_gate_02
 input wire b,
                               in2
  output wire c
                                                                        and_gate
                                                 u_and_gate_01
  assign c = a & b;
                                                   and_gate
endmodule
                               in3
                                                               out34
                               in4
```

mod_name inst_name (.port_name (connected_net_name), ...);

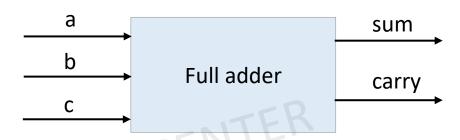


FULL ADDER from HALF ADDER

Full-Adder is used to perform the binary addition of three binary numbers.



	Α	В	Cin	S	Cout	FNTER
Ī	0	0	0	011	102	
	0	0	TR	1	0	a
	0	141	0	1	0	
	0	1	1	0	1	— b Full adder
	1	0	0	1	0	$\stackrel{c}{\longrightarrow}$
	1	0	1	0	1	
	1	1	0	0	1	
	1	1	1	1	1	



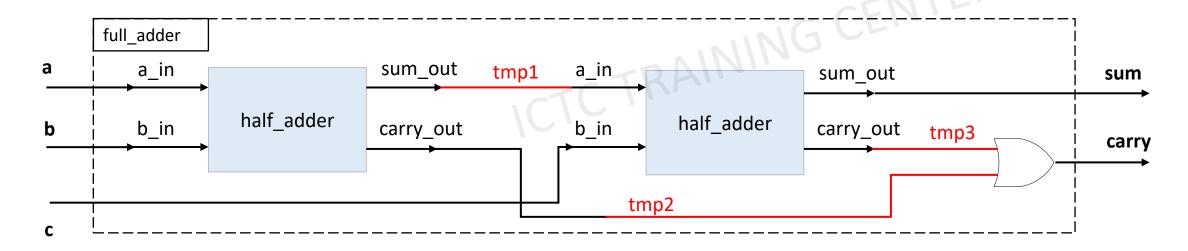


FULL ADDER

<u>Practice</u>: Design Full Adder

Full-Adder can be made from 2 half-adder as below.

- 1. Go to 07_ss7 folder under your home directory
- 2. Copy /ictc/student-data/share/teacher/07_ss7/full_adder/ to your folder
- 3. Create the full_adder.v under rtl folder and writing your code. The port name need to be same as the diagram.
- 4. Go to sim and compile, run to check the result.





SESSION 7 SUMMARY



SUMMARY:

- ☐ A module is a fundamental building block, which can be simulated and synthesized .
- ☐ Module can be instatiated in another module to generate hierarchical structure.

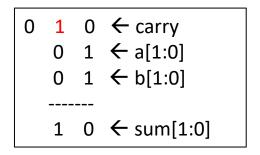


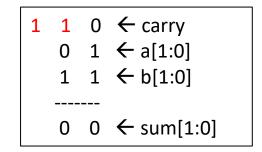
HOMEWORK

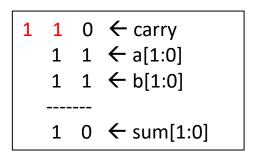
Homework1: Design a 2-bit full adder module to perform 2-bit binary addition based on 1 bit full-adder

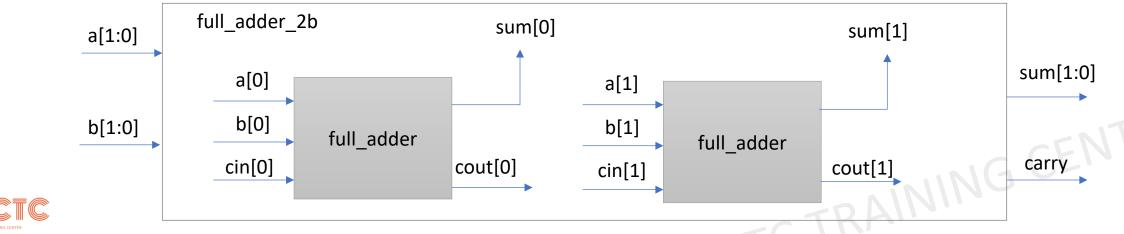
- 1. Go to 07_ss7 folder under your home directory
- 2. Copy /ictc/student-data/share/teacher/07_ss7/full_adder_2b/ to your folder
- 3. Create the full_adder_2b.v under rtl folder and writing your code
- 4. Go to sim and compile, run to check the result.

0	0	0	← carry
	0	0	← a[1:0]
	0	1	← b[1:0]
	0	1	← sum[1:0]







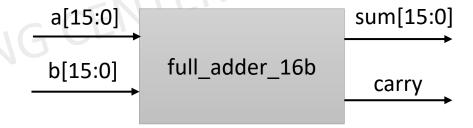




HOMEWORK

Homework2(*): Design 16-bit full adder module based on full-adder on previous practice

- 1. Go to 07_ss7 folder under your home directory
- 2. Copy /ictc/student-data/share/teacher/07_ss7/full_adder_16b/ to your folder
- 3. Create the full_adder_16b.v under rtl folder and writing your code
- 4. Go to sim and compile, run to check the result.



Extra homework: This homework is not counted for ranking. This is just for your practice.

Prove that full_adder can be generated from 2 half-adder (as the diagram in previous practice) by logic equivalent. This homework is j



