

Computer Architecture
Tutorial 5

Sequential Logic Circuits: Implementation in Verilog HDL

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Content of the Tutorial

- Byte Order
 - Little endian
 - Big endian
- (Today's Topic) Sequential Logic
- HDL Implementation
 - SR-Latch
- State Diagram

Byte Order

- Some systems (e.g. Intel) use **little endian** byte order

- Least significant byte of a multi-byte entity is stored at lowest memory address

The int 5 at address 1000:

| | |
|------|----------|
| 1000 | 00000101 |
| 1001 | 00000000 |
| 1002 | 00000000 |
| 1003 | 00000000 |

- Some systems (e.g. SPARC) use **big endian** byte order

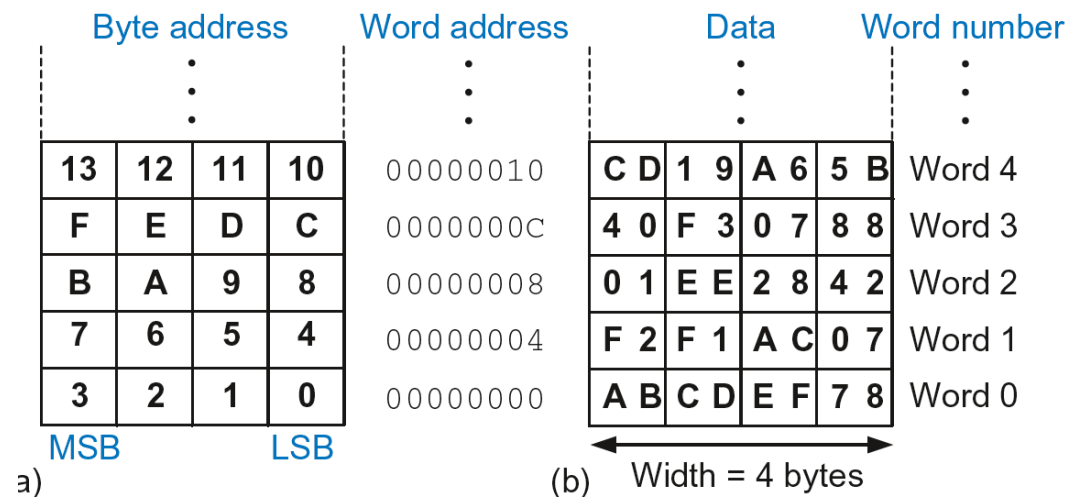
- Most significant byte of a multi-byte entity is stored at lowest memory address

The int 5 at address 1000:

| | |
|------|----------|
| 1000 | 00000000 |
| 1001 | 00000000 |
| 1002 | 00000000 |
| 1003 | 00000101 |

Byte-Addressable Memory

- Each data **byte** has unique address
- 32-bit word = 4 bytes, so word address increments by 4

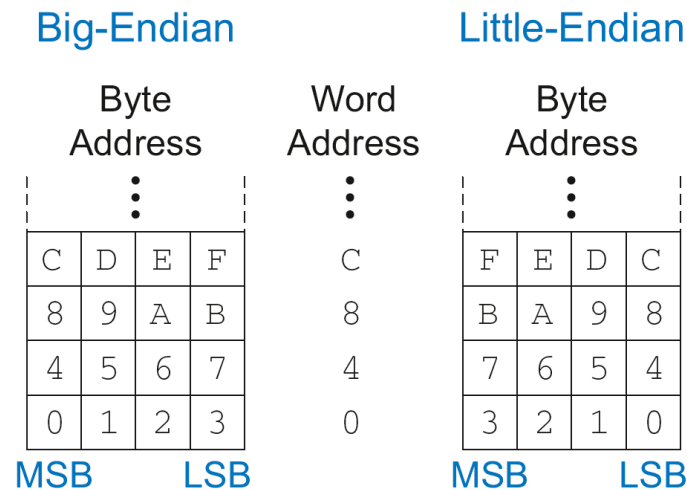


Big-Endian & Little-Endian Memory

- **How to number bytes within a word?**

Big-Endian & Little-Endian Memory

- How to number bytes within a word?
 - **Little-endian**: byte numbers start at the **little** (least significant) end
 - **Big-endian**: byte numbers start at the **big** (most significant) end



Big-Endian & Little-Endian Memory

- **Jonathan Swift's *Gulliver's Travels*:** the Little-Endians broke their eggs on the little end of the egg and the Big-Endians broke their eggs on the big end
- **It doesn't really matter** which addressing type used – **except** when two systems **share data**

| Big-Endian | | | | | Little-Endian | | | |
|--------------|---|-----|---|--------------|---------------|---|-----|---|
| Byte Address | | | | Word Address | Byte Address | | | |
| ⋮ | | | | ⋮ | ⋮ | | | |
| C | D | E | F | C | F | E | D | C |
| 8 | 9 | A | B | 8 | B | A | 9 | 8 |
| 4 | 5 | 6 | 7 | 4 | 7 | 6 | 5 | 4 |
| 0 | 1 | 2 | 3 | 0 | 3 | 2 | 1 | 0 |
| MSB | | LSB | | | MSB | | LSB | |

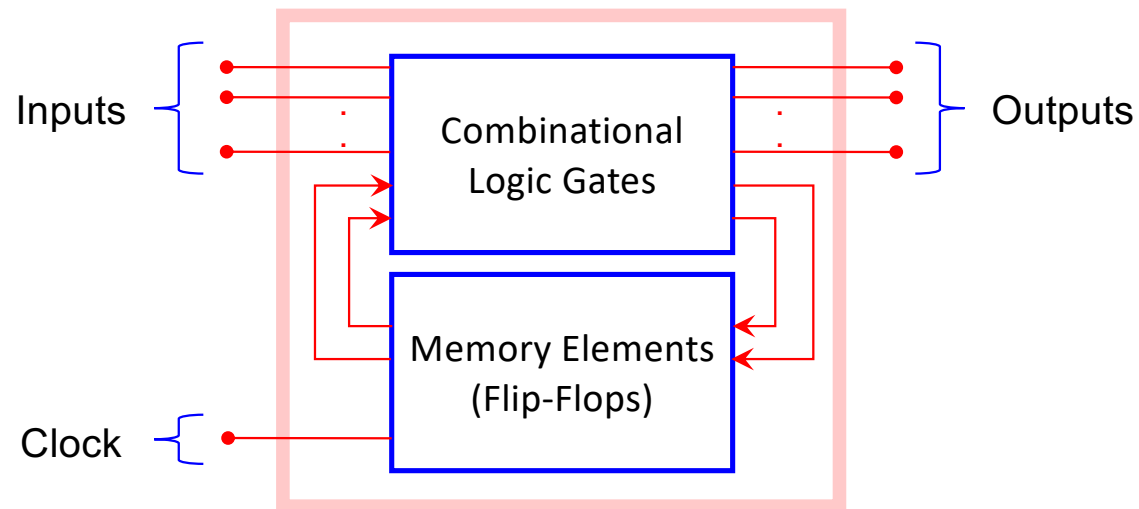


BIG ENDIAN - The way people always broke their eggs in the Lilliput land

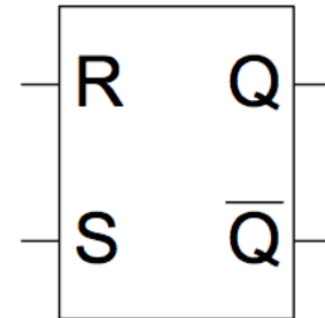
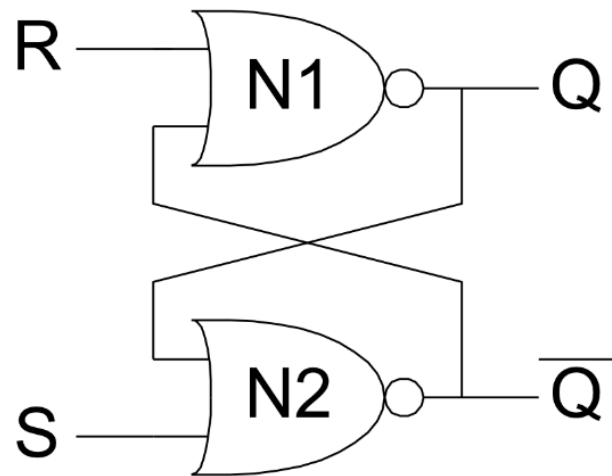


LITTLE ENDIAN - The way the king then ordered the people to break their eggs

Sequential Logic

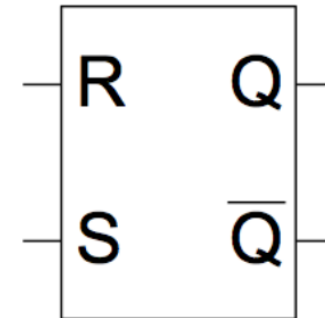
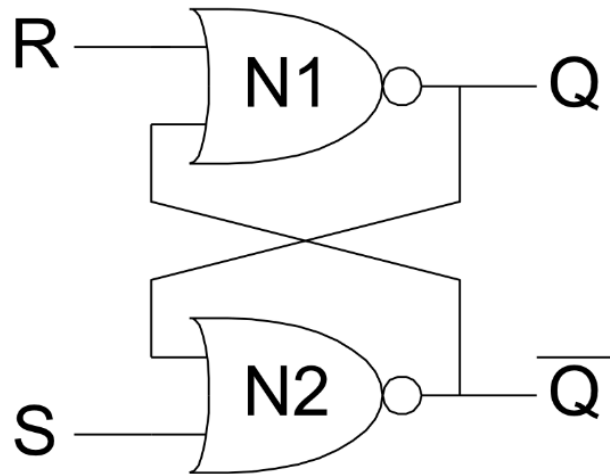


What kind of circuit?



| S | R | Q |
|---|---|---|
| 0 | 0 | |
| 0 | 1 | |
| 1 | 0 | |
| 1 | 1 | |

What kind of circuit?

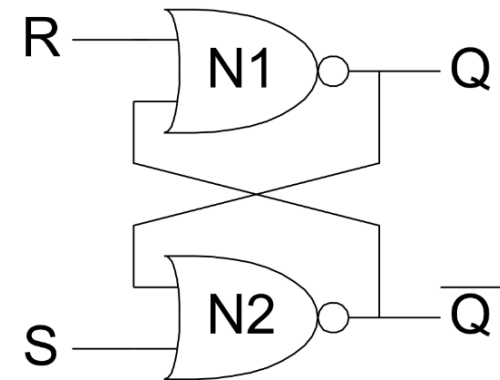


| S | R | Q |
|---|---|-----------|
| 0 | 0 | hold |
| 0 | 1 | 0 |
| 1 | 0 | 1 |
| 1 | 1 | (Invalid) |

SR Latch – Verilog HDL

```
module sr_latch
(
    input    s,
    input    r,
    output   q,
    output   q_n
);
    assign q    = ~ ( r | q_n );
    assign q_n  = ~ ( s | q  );

endmodule
```

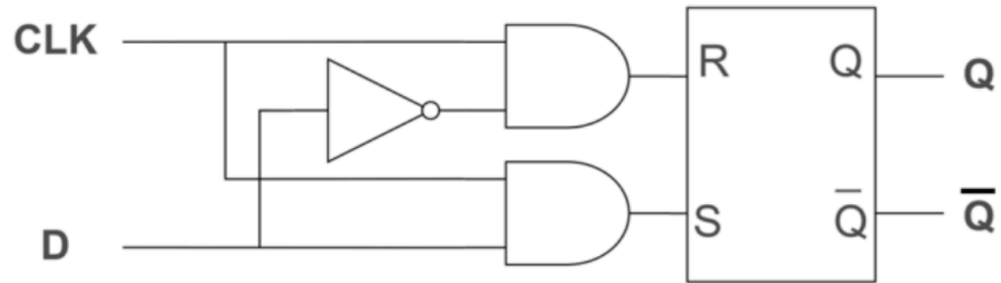


SR Latch – Test Bench

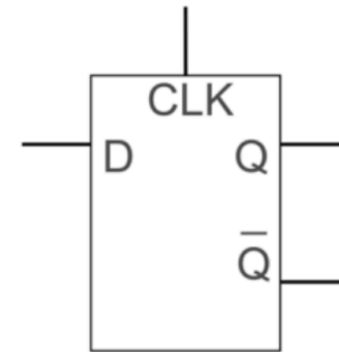
```
module testbench;

    reg  s, r;
    wire q, q_n;
    sr_latch sr_latch (s, r, q, q_n);
    initial $dumpvars;
    initial
    begin
        $monitor ("%0d s %b r %b q %b q_n %b", $time, s, r, q, q_n);
        # 10;    s = 0; r = 0;
        # 10;    s = 1; r = 0;
        # 10;    s = 0; r = 0;
        # 10;    s = 0; r = 1;
        # 10;    s = 0; r = 0;
        # 10;    s = 1; r = 1;
        # 10;    s = 0; r = 0;
        # 10;    s = 0; r = 0;
        # 10;
        $finish;
    end
endmodule
```

D Latch



D-latch schematic



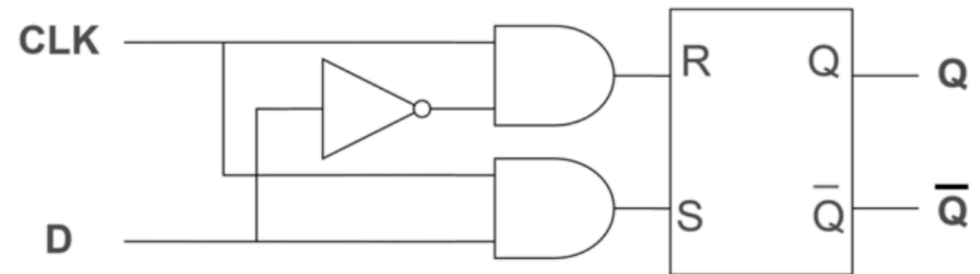
D-latch symbol

D Latch – Verilog HDL

```
module d_latch
(
    input    clk,
    input    d,
    output   q,
    output   q_n

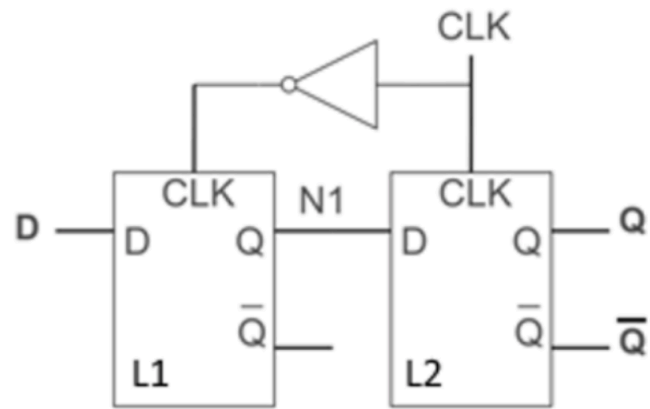
);
    wire r = ~d & clk;
    wire s = d & clk;

    sr_latch sr_latch (s, r, q, q_n);
endmodule
```

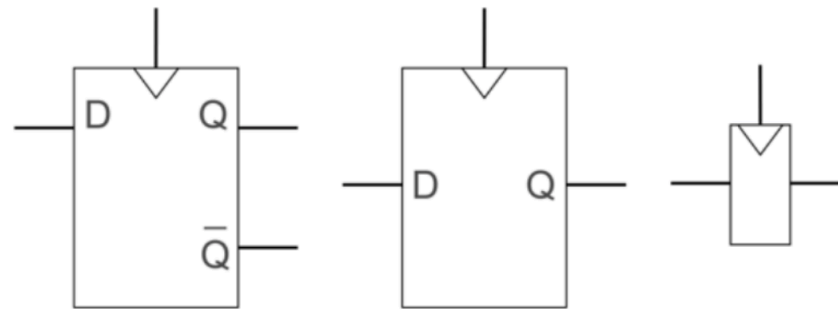


D-latch schematic

D Flip-flop schematic



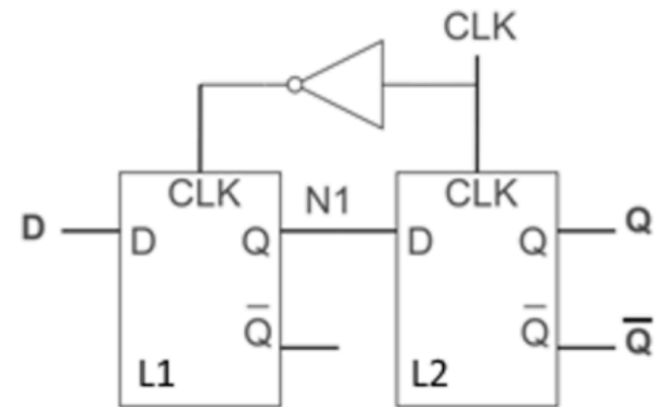
D flip-flop schematic



D flip-flop symbol

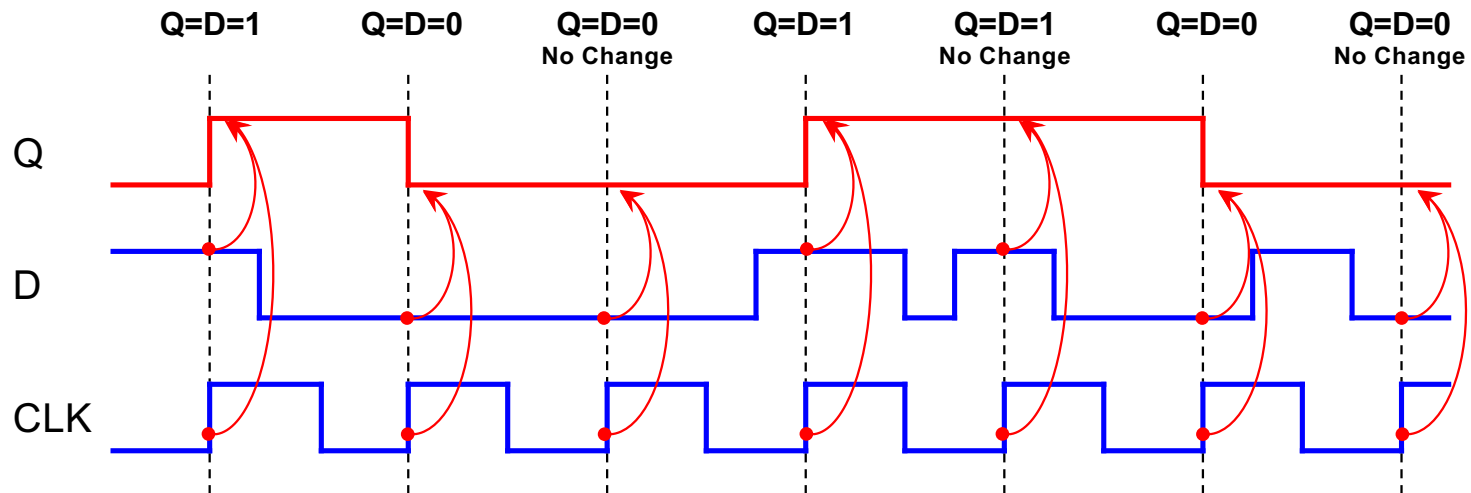
D Flip-flop – Verilog HDL

```
module d_flip_flop (  
    input  clk,  
    input  d,  
    output q,  
    output q_n  
);  
    wire n1;  
  
    d_latch master (  
        .clk ( ~clk ),  
        .d   (  d   ),  
        .q   (  n1  )  
    );  
  
    d_latch slave (  
        .clk (  clk ),  
        .d   ( n1   ),  
        .q   (  q   ),  
        .q_n ( q_n  )  
    );  
endmodule
```



D flip-flop schematic

D Flip-Flop: Example Timing



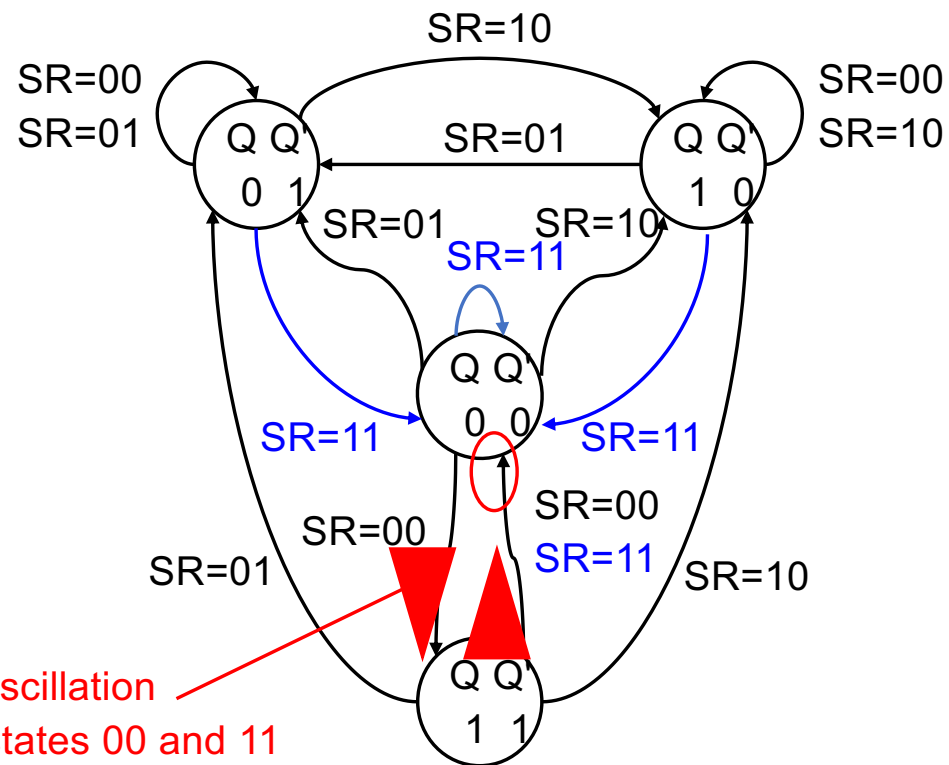
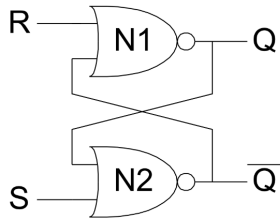
State Diagrams

- How do we characterize logic circuits?
 - Combinational circuits: Truth tables
 - Sequential circuits: State diagrams
- First draw the states
 - States \equiv Unique circuit configurations
- Second draw the transitions between states
 - Transitions \equiv Changes in state caused by inputs

Example: SR Latch

- Begin by drawing the states
 - States \equiv Unique circuit configurations
 - Possible values for feedback (Q, Q')

| S | R | Q |
|---|---|----------|
| 0 | 0 | hold |
| 0 | 1 | 0 |
| 1 | 0 | 1 |
| 1 | 1 | disallow |



possible oscillation
between states 00 and 11
(when SR=00)

Thank You 😊