

Synthesis of Digital Systems

COL 719

Part 8: Static Timing Analysis

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What is Timing Analysis?

- Compute the delay of a combinational circuit
 - Worst case
- Why?
 - So we can decide clock rate
- Why not just simulate?

Timing Analysis

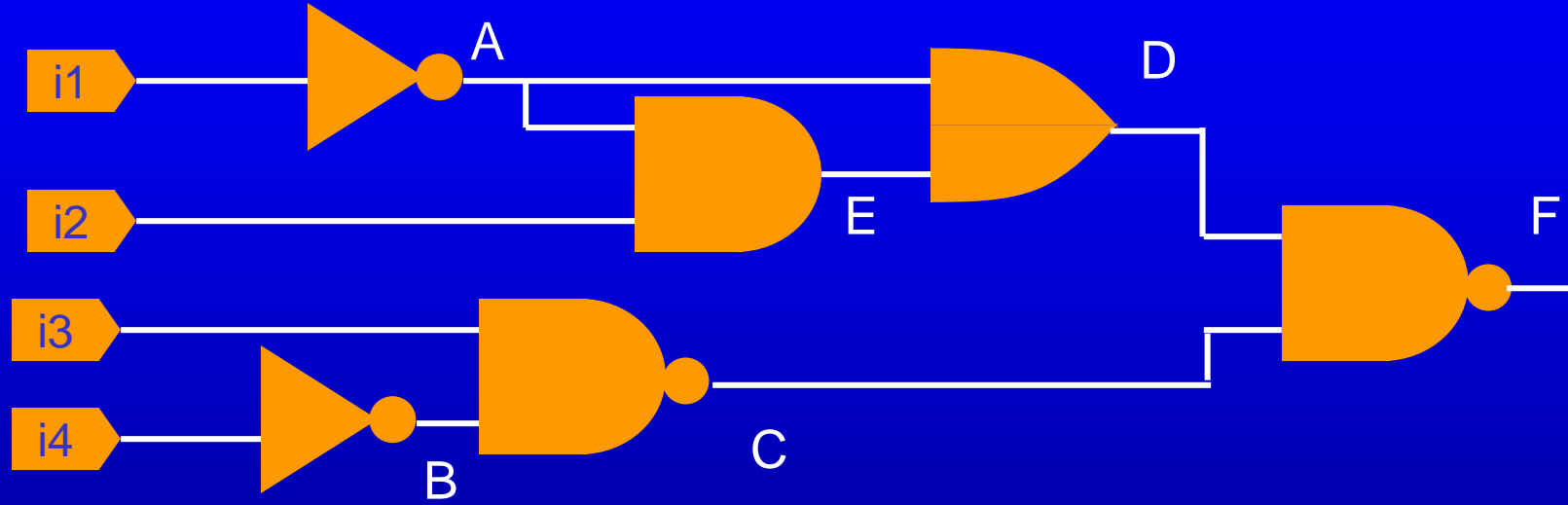
- Simulation

- High Accuracy
- Functional Verification
- Limited Coverage
- Slow
- Limited Capacity
- Needs Test Patterns

- Timing Analysis

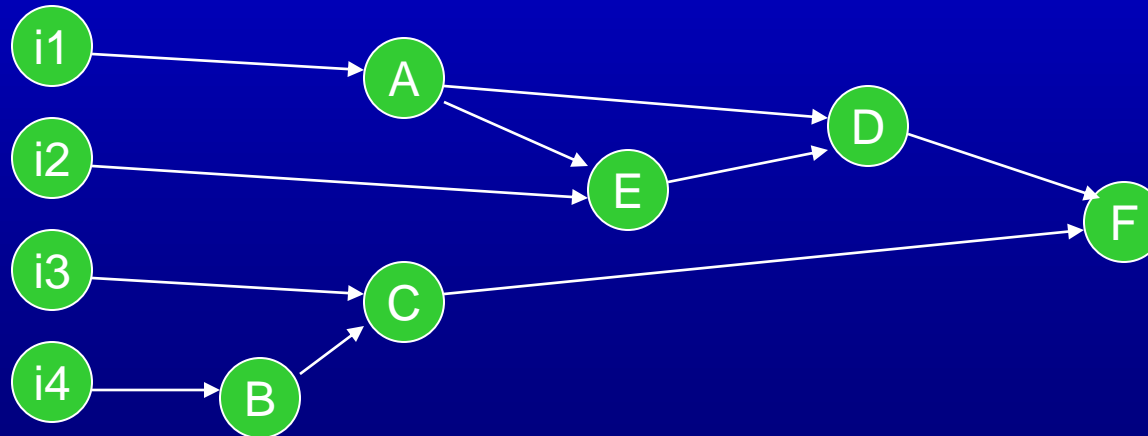
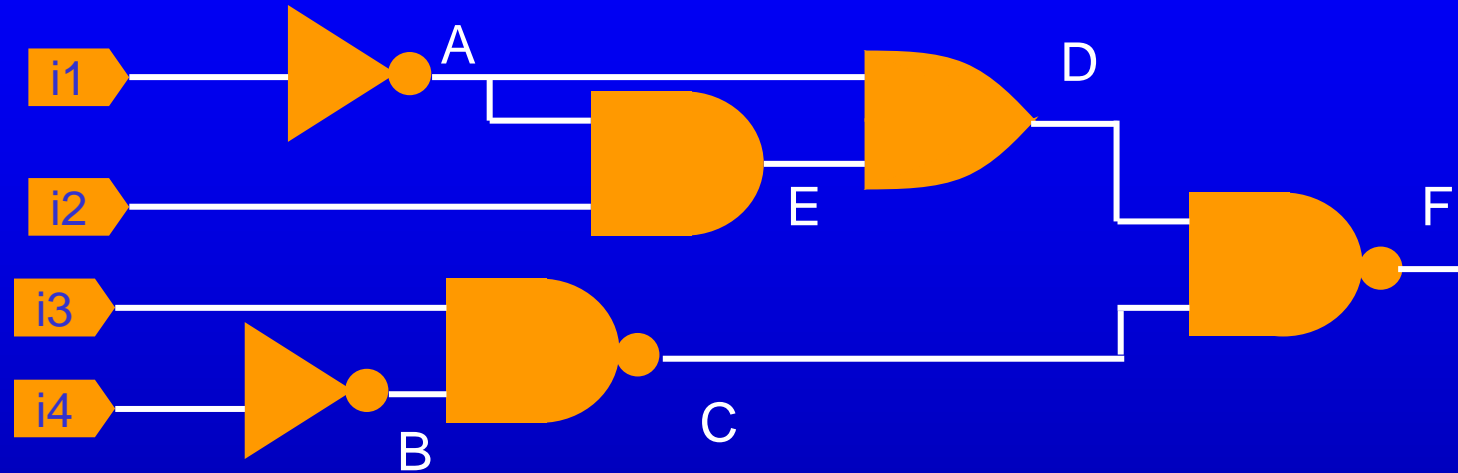
- Reasonable Accuracy
- No Functional Verification
- High Coverage
- Fast
- High Capacity
- No Test Pattern

Simple Timing Model: Unit Delay



- Gate delay = 1 unit
- Same gate delay from all input pins
- Same delay for up and down transitions
- Same delay for all loads
- No wire delay
- All inputs ready at $t=0$

Delay Graph



- Nodes = Nets
- Edges = Gates

Levelising Algorithm

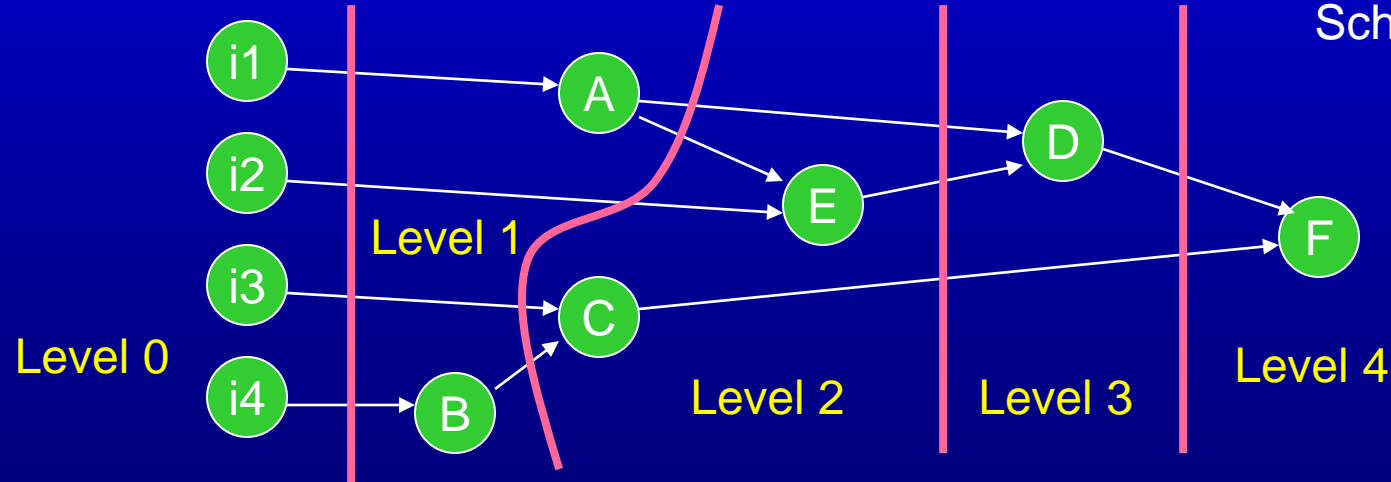
while all nodes not yet labelled

for all nodes v

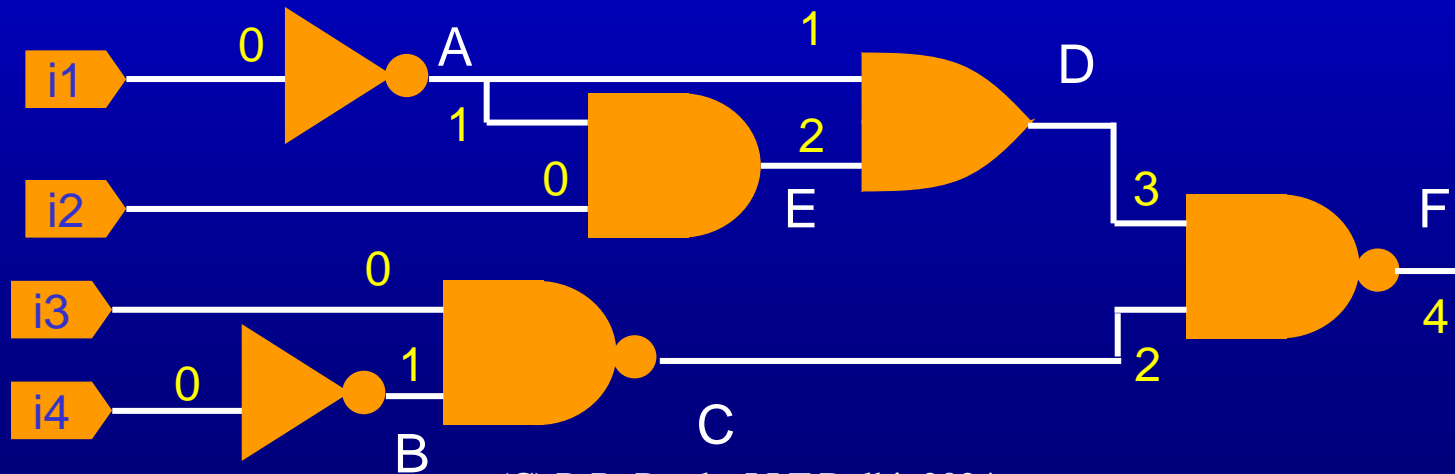
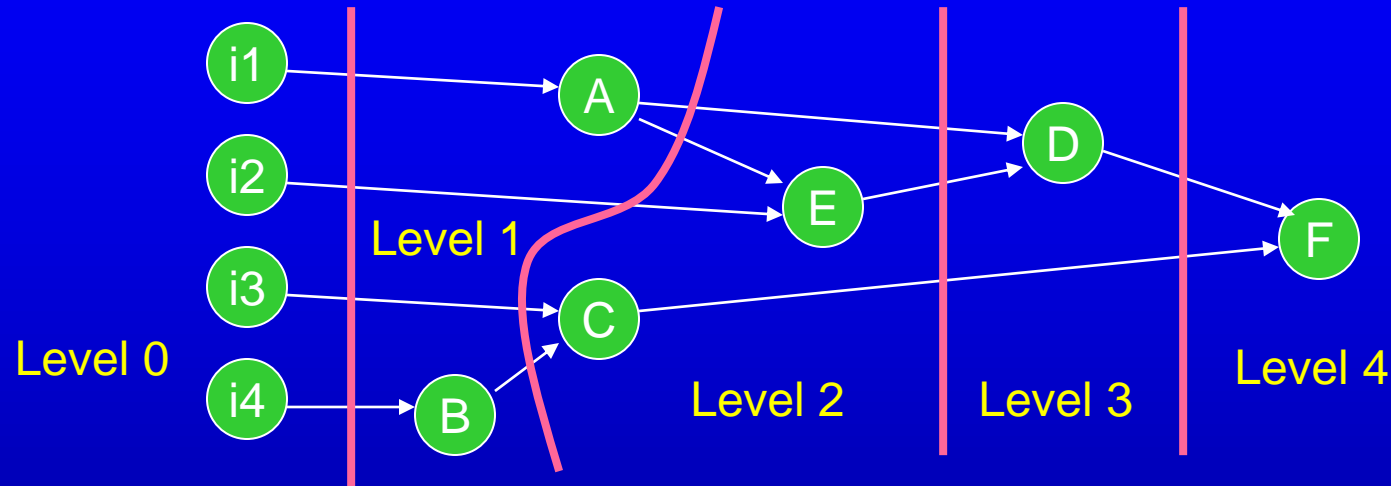
If PRED(v) are assigned level $< L$

Level (v) = L

$L = L + 1$



Level is Estimate of Signal Arrival Time



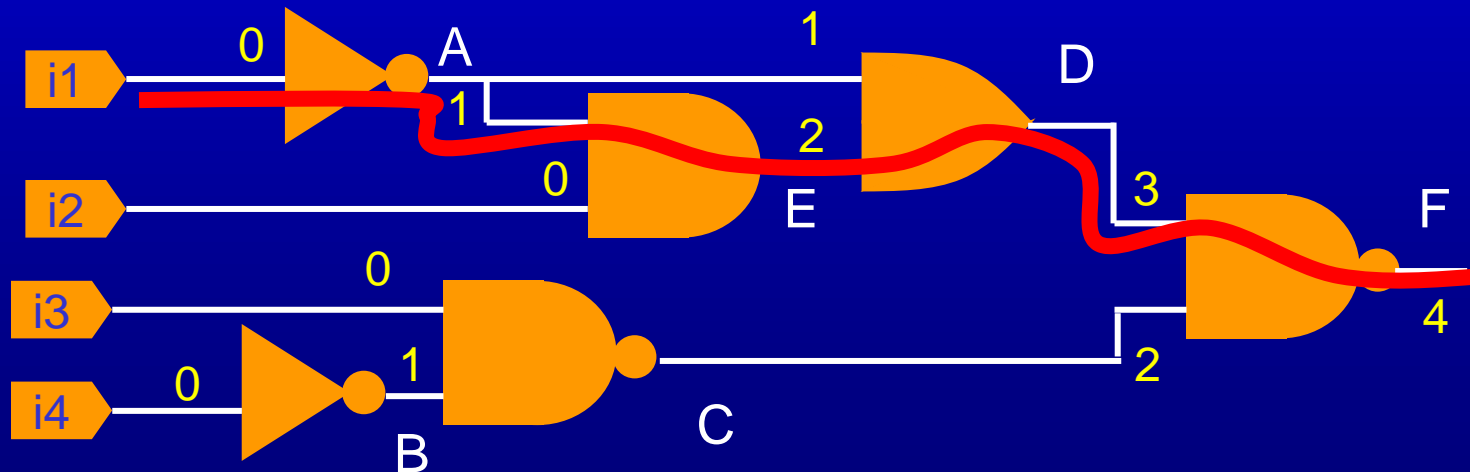
Critical Path found by Backtracking

Longest delay from any input to any output
(on a **sensitisable** path)

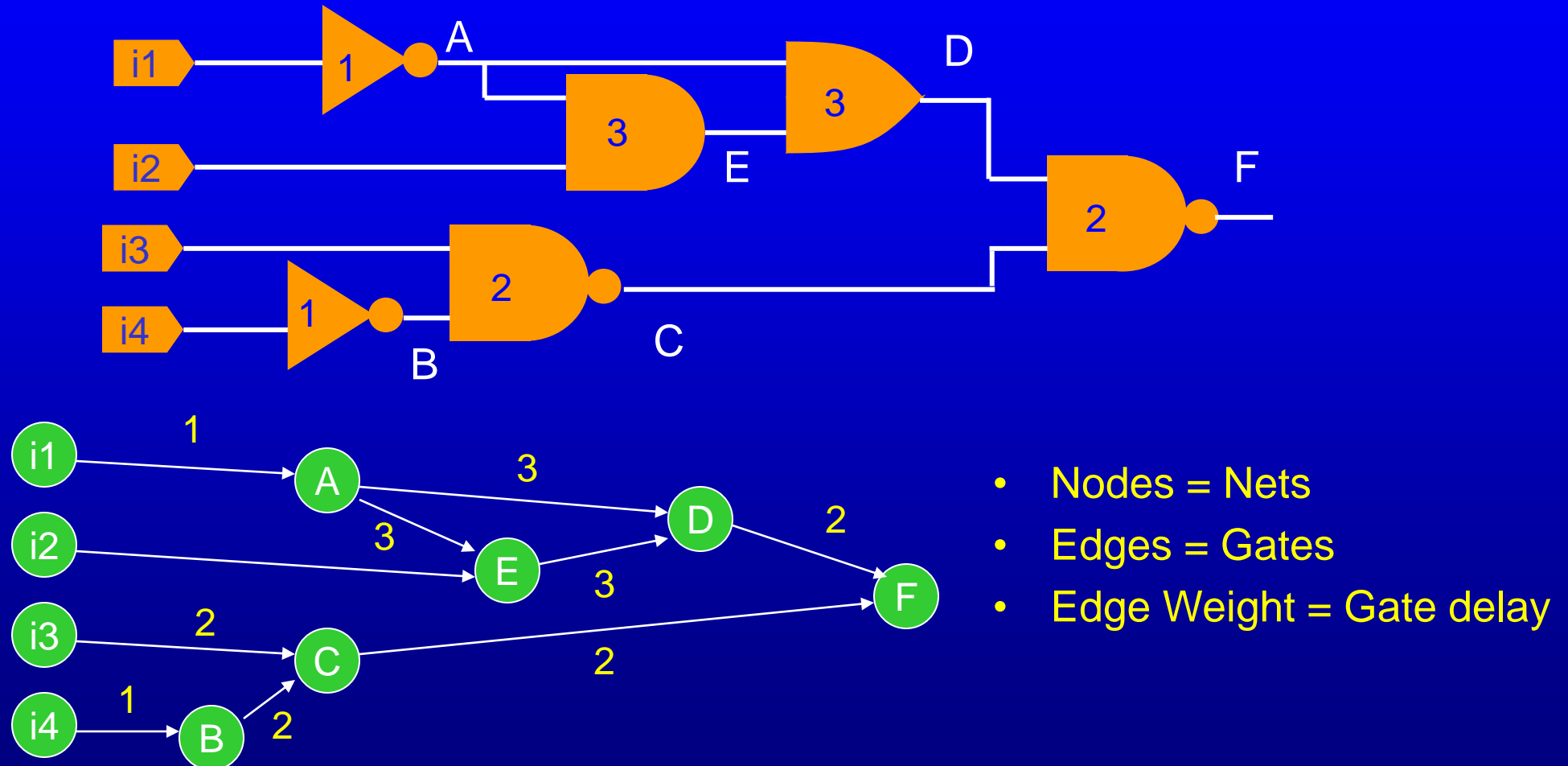
Longest delay from primary inputs to each node is known
Find critical path by tracing back

Start at output

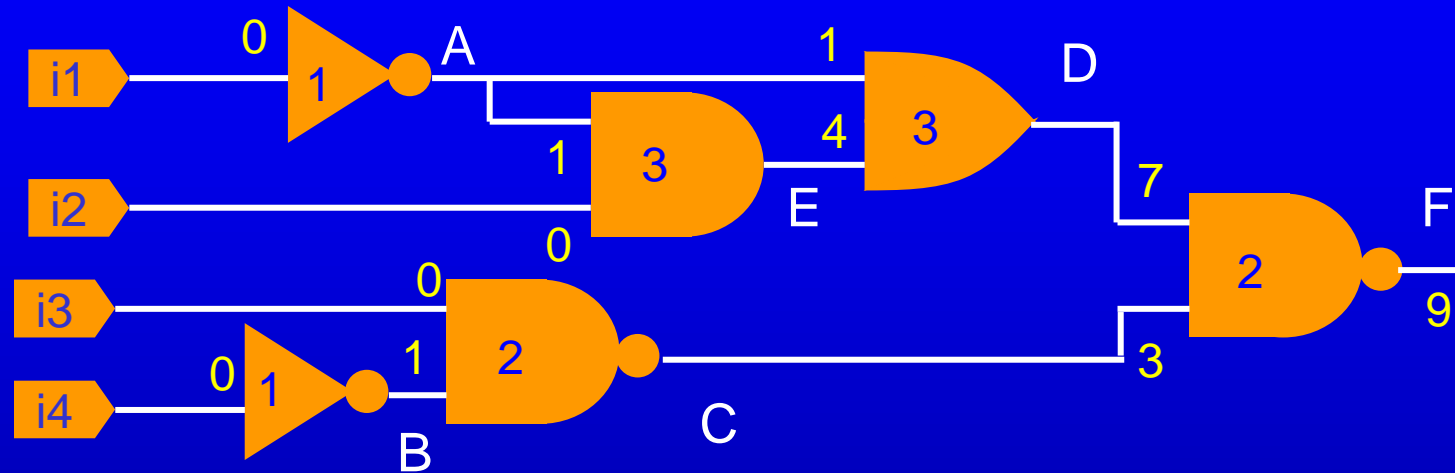
Recursively visit predecessor with highest level



Relaxing Assumptions: Fixed Delay for Gates



Signal Arrival Times



Use same algorithm

add delay (edge-wt) instead of incrementing level

Use latest input transition

Other Extensions

- Different pin-to-pin delays within a gate
 - use same graph, but different edges representing same gate have different delays
- Finding earliest arrival times
 - same algorithm, use MIN instead of MAX
- Finding shortest path
 - backtrace on delay graph using min. arrival times
- Non-zero arrival times at primary inputs
 - initialise appropriately

Required Arrival Times

- Also relevant to discuss required arrival times
 - Earliest time when a signal is required to arrive at a node
- Algorithm
 - start at output node
 - traverse delay graph backwards

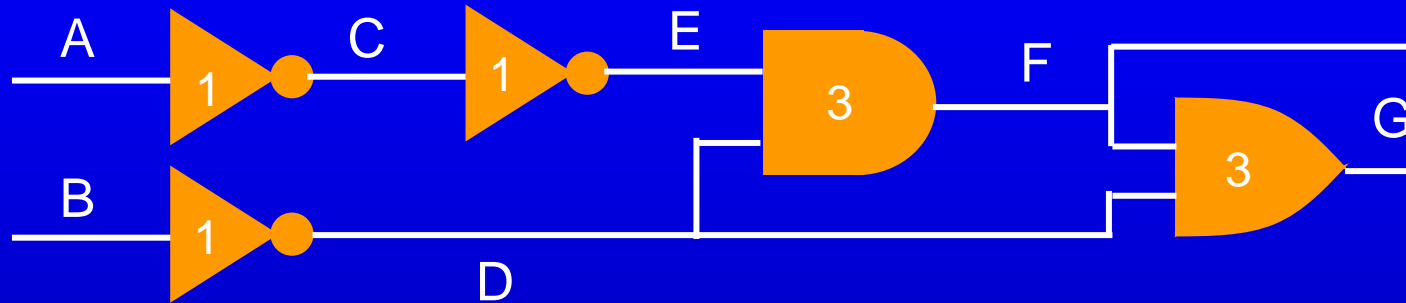
Slack

$$\text{Slack} = (\text{Earliest Required Arrival Time}) - (\text{Latest Arrival Time})$$

Slack indicates Sensitivity of Circuit to Signal

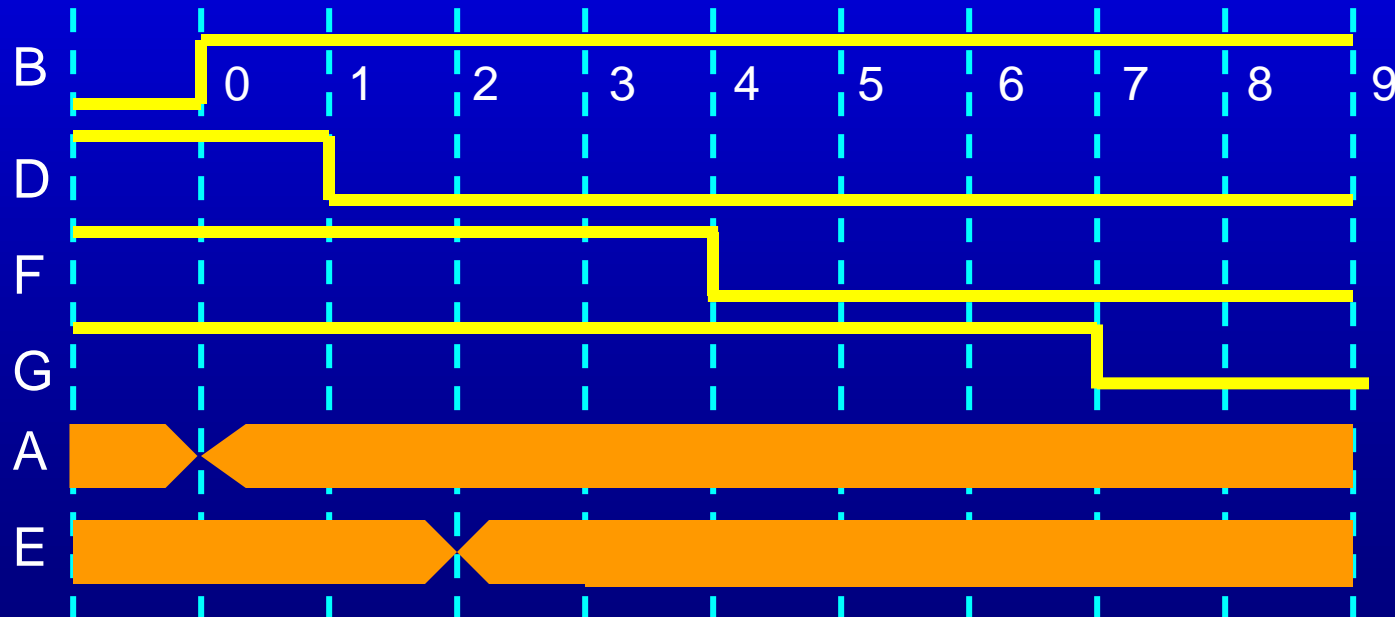
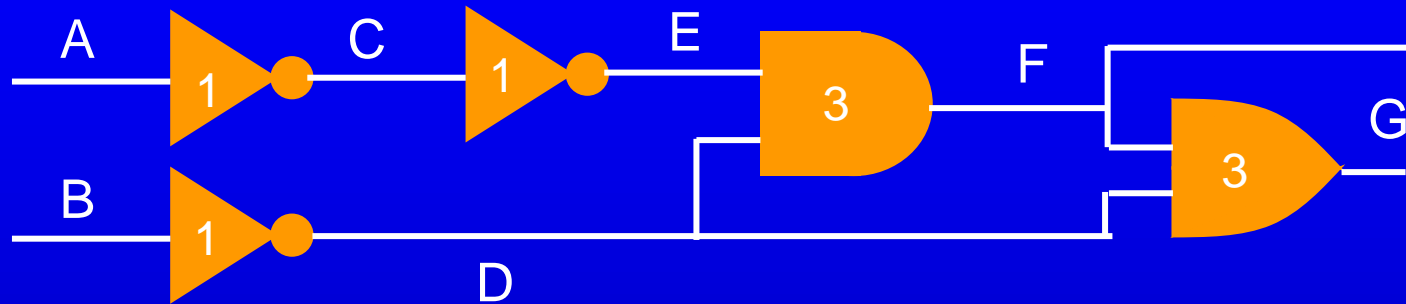
- If positive Slack T at node V
 - Signal at V can be delayed by T without affecting critical path of circuit
- If Slack = 0, V is on critical path
- If negative Slack at V
 - Signal will not meet requirement: will arrive too late
 - Indicates desired speed-up

False Paths



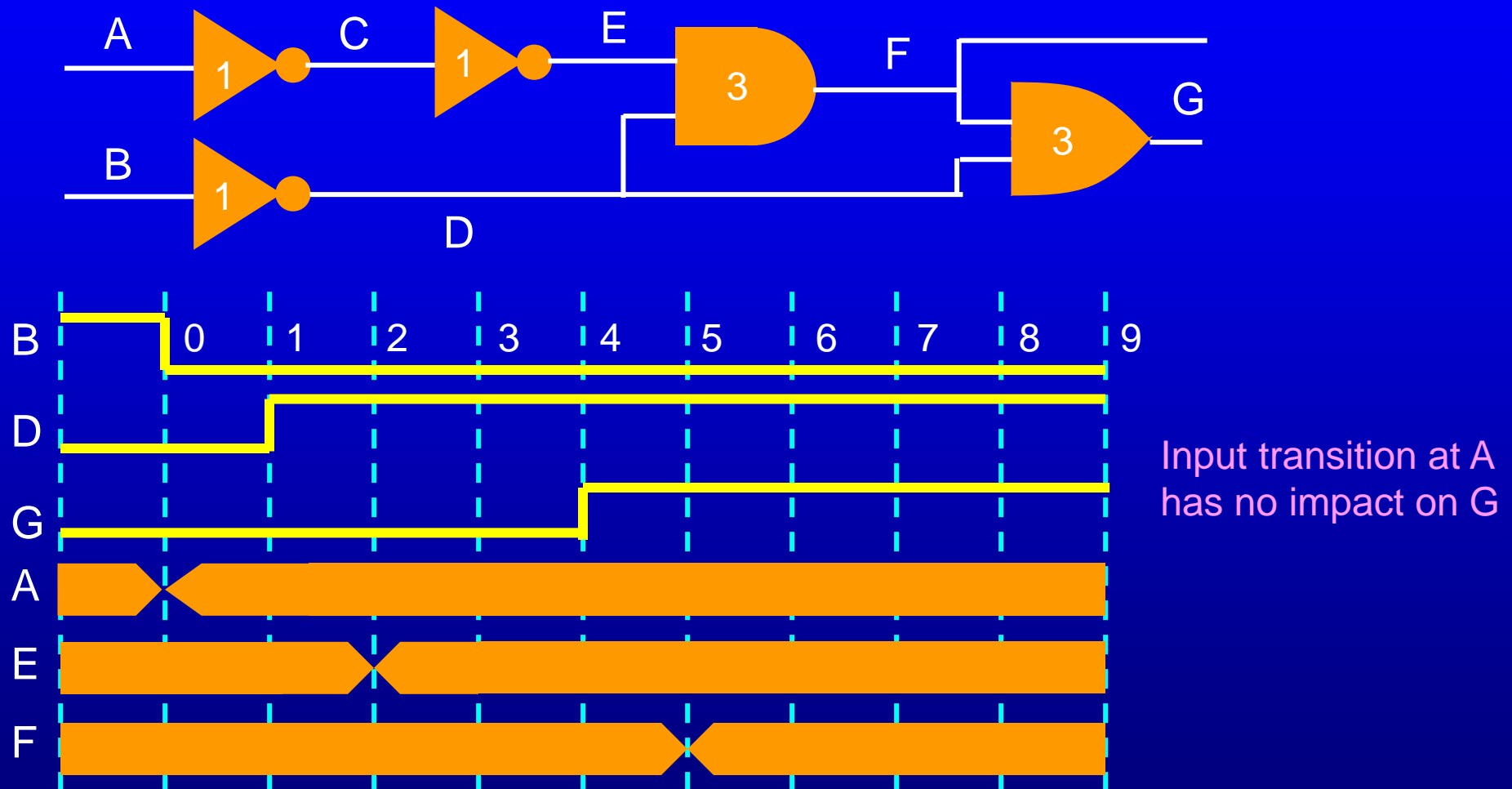
- Longest path is A-C-E-F-G
 - delay = $1+1+3+3 = 8$
- Can this path be sensitised?
 - keep other inputs constant
 - change in A should cause change in G

Path Sensitisation

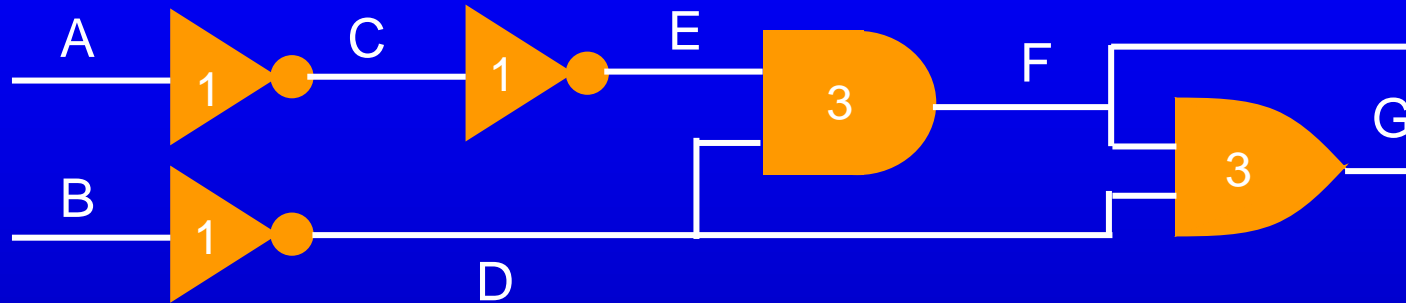


Input transition at A
has no impact on G

Path Sensitisation

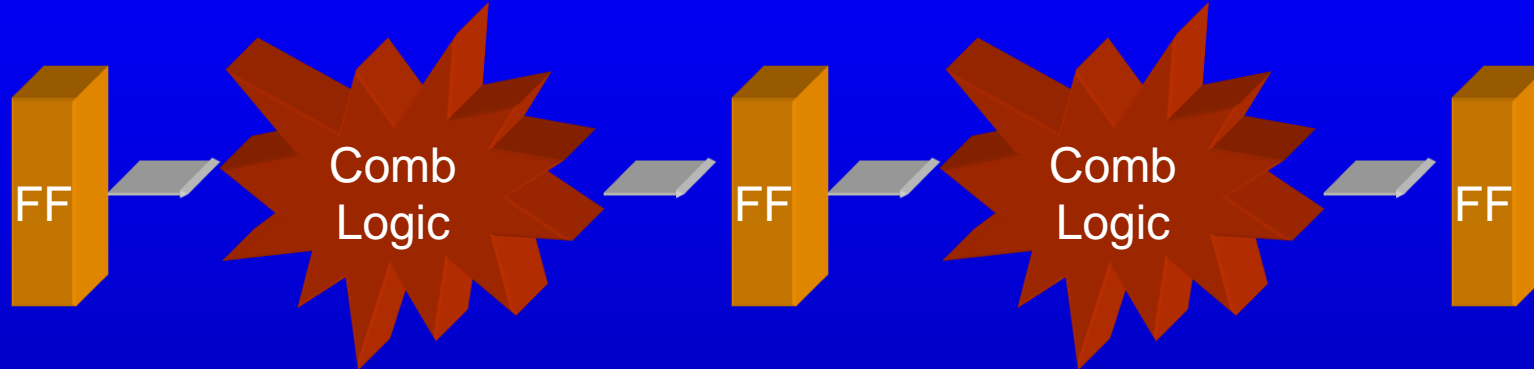


False Paths



- Longest path A-C-E-F-G is a FALSE PATH
 - It can never be sensitised
- Critical Path is B-D-F-G
 - delay = 1 + 3 + 3 = 7
- Necessary to examine the logic!
 - cannot treat the gates as black boxes

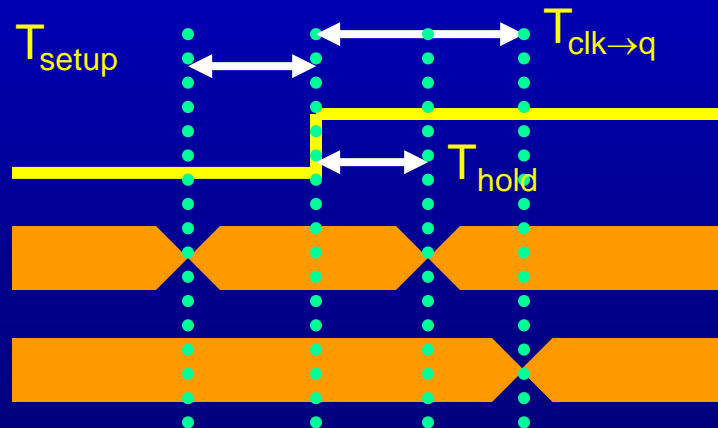
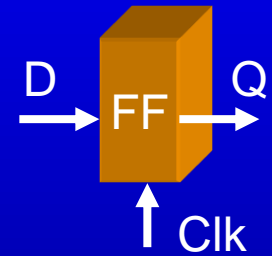
Sequential Circuit Timing



- Earlier analysis valid for combinational logic part
- Flip-flop timing has to be considered

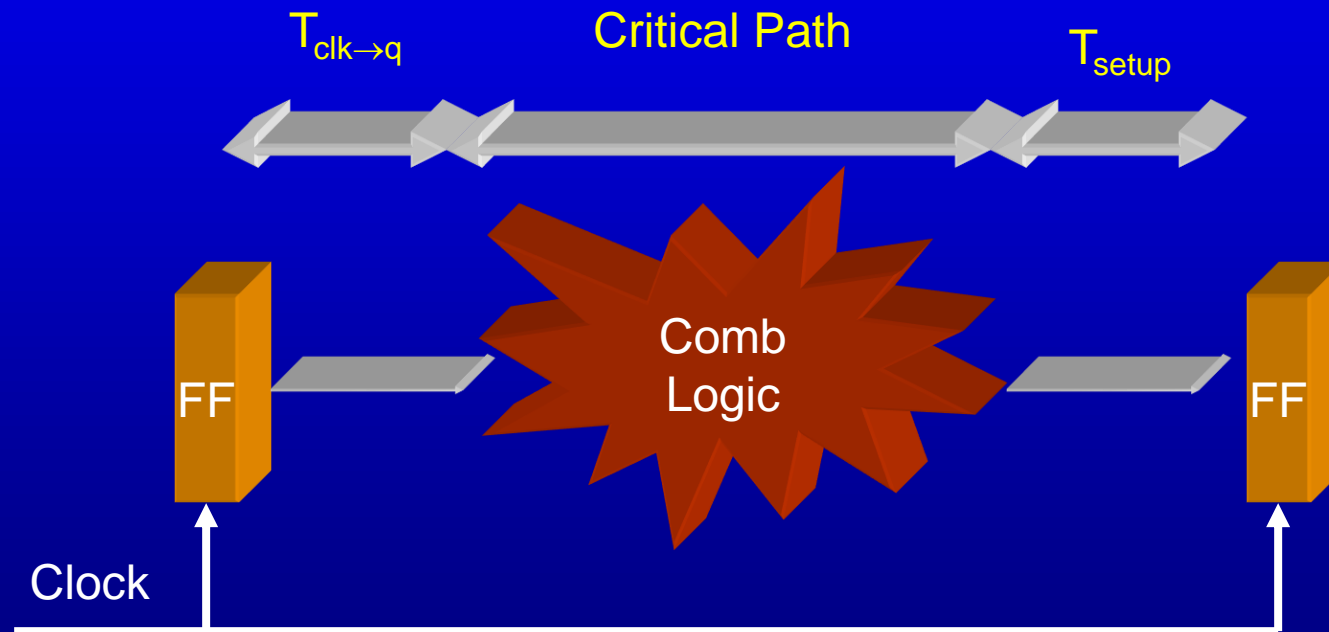
Flip-flop Timing

- D-Flip-flop operation
 - On rising edge of clock, D propagates to Q after a delay $T_{\text{clk} \rightarrow \text{q}}$
- Timing constraints
 - D must stabilise T_{setup} before clock edge
 - D must remain stable for T_{hold} after clock edge



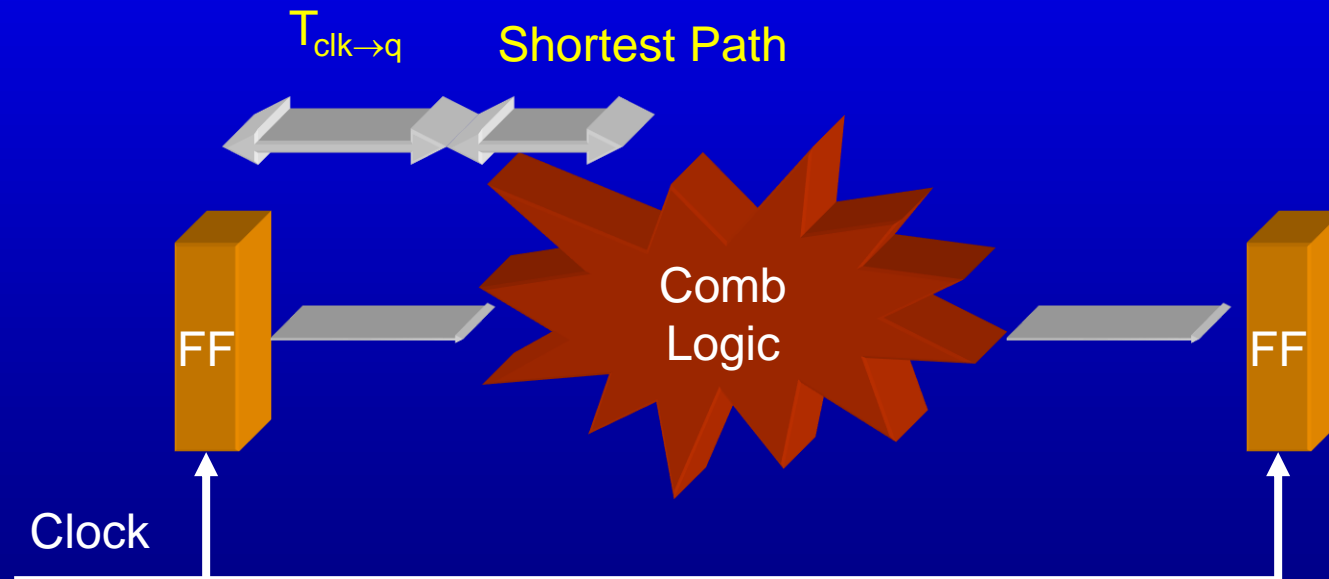
Sequential Circuit Timing: Max. Delay Constraint

$$T_{\text{clk} \rightarrow \text{q}} + \text{Critical Path} + T_{\text{setup}} < \text{Clock Period}$$



Sequential Circuit Timing: Min. Delay Constraint

$$T_{\text{clk} \rightarrow \text{q}} + \text{Shortest Path Delay} > T_{\text{hold}}$$



Delay Modeling: Extensions

- Variable gate delays
 - depends on output load
 - depends on input slew
- Unequal rising and falling transitions
 - depends on transistor types
- Significant wire delays
 - wire capacitance needs to be modelled