



# Digital Circuit Design

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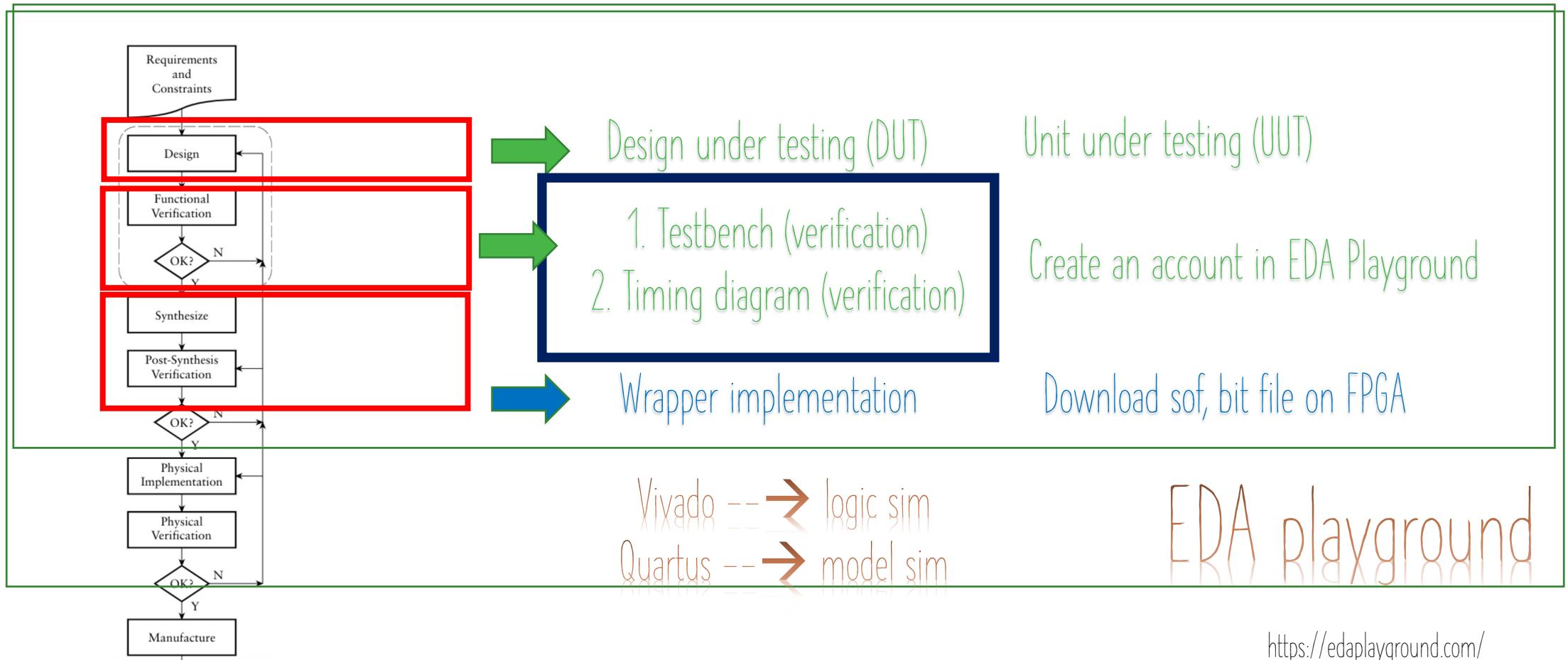
Li Bai

# FPGA and ASIC

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- FPGA: Field programmable gate array
  - Use computer languages that describe digital circuits, not programs to be executed on CPU
  - hard description language (VHDL and Verilog - IEEE 1364, Verilog 95, 2001, 2005 - systemverilog)
  - Xilinx and Altera (Intel) 87% of market share
  - Vivado and Quartus (IDE to synthesis Verilog code on FPGA), concurrent program
- ASIC: application specific integrated circuit - Arduino, raspberry pi, maybe your iPhone/android
  - Software: program load from memory and executed on CPU in sequential

# Understand Designs (pg. 27)



# Verilog Syntax

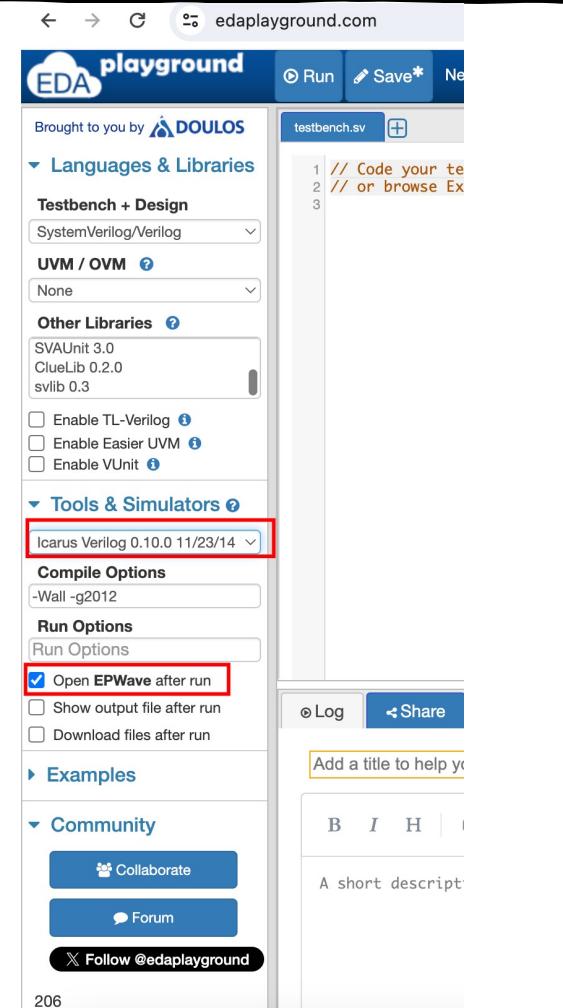
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- wire (verilog)
  - wire var
- Reg (verilog)
  - reg var
- Logic (system verilog)
  - logic var
- Bus (system verilog, need to specify number of bits)
  - wire [6:0] var
  - reg [6:0] var
  - logic [6:0] var

# Create a EDA playground account

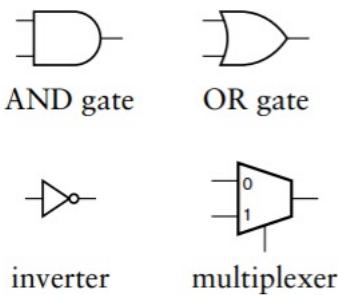
- Use your temple account as a gmail account to login
- You can share the code with short url link
- You have the eda files stored.
- You can use it for simple verification testing

[https://edaplayground.com/x/hHX\\_](https://edaplayground.com/x/hHX_)



# Gate symbols

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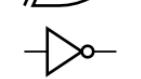


A	B	AND	OR	XOR	Inverter (A)
0	0	0	0	0	1
0	1	0	1	1	1
1	0	0	1	1	0
1	1	1	1	0	0

$$A \text{ and } B = A \cdot B \quad A \text{ or } B = A + B$$

# Verilog and Boolean algebra

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$a \& b$	$a \cdot b$	
$a   b$	$a + b$	
$\sim(a \& b)$	$\overline{a \cdot b}$	
$\sim(a   b)$	$\overline{a + b}$	
$a \wedge b$	$a \oplus b$	
$a \sim \wedge b$	$\overline{a \oplus b}$	
$\sim a$	$\overline{a}$	

**EXERCISE 2.16** For each of the following Boolean equations, write a Verilog model for a circuit that implements the equation.

a)  $m = a \cdot b + b \cdot c + a \cdot c$

b)  $s = \overline{(x + y)} \cdot (x + \bar{z})$

c)  $y = (a \oplus b) \cdot (a + c)$

**FIGURE 2.12** Verilog operators and their corresponding Boolean operations and gates.

# The Axioms of Boolean algebra

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- Commutative laws:

$$x + y = y + x \quad (2.1)$$

$$x \cdot y = y \cdot x \quad (2.2)$$

- Associative laws:

$$(x + y) + z = x + (y + z) \quad (2.3)$$

$$(x \cdot y) \cdot z = x \cdot (y \cdot z) \quad (2.4)$$

- Distributive laws:

$$x + (y \cdot z) = (x + y) \cdot (x + z) \quad (2.5)$$

$$x \cdot (y + z) = (x \cdot y) + (x \cdot z) \quad (2.6)$$

- Identity laws:

$$x + 0 = x \quad (2.7)$$

$$x \cdot 1 = x \quad (2.8)$$

- Complement laws:

$$x + \bar{x} = 1 \quad (2.9)$$

$$x \cdot \bar{x} = 0 \quad (2.10)$$

# Theorem of Boolean Algebra

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- ▶ Idempotence laws:

$$x + x = x \quad (2.11)$$

$$x \cdot x = x \quad (2.12)$$

- ▶ Further identity laws:

$$x + 1 = 1 \quad (2.13)$$

$$x \cdot 0 = 0 \quad (2.14)$$

- ▶ Absorption laws:

$$x + (x \cdot y) = x \quad (2.15)$$

$$x \cdot (x + y) = x \quad (2.16)$$

- ▶ DeMorgan laws:

$$\overline{(x + y)} = \bar{x} \cdot \bar{y} \quad (2.17)$$

$$\overline{(x \cdot y)} = \bar{x} + \bar{y} \quad (2.18)$$

# Example

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EXERCISE 2.5 Derive a truth table for the Boolean function implemented by the circuit in Figure 2.24.

$a \& b$	$a \cdot b$	
$a   b$	$a + b$	
$\sim(a \& b)$	$\overline{a \cdot b}$	
$\sim(a   b)$	$\overline{a + b}$	
$a \wedge b$	$a \oplus b$	
$a \sim \wedge b$	$\overline{a \oplus b}$	
$\sim a$	$\bar{a}$	

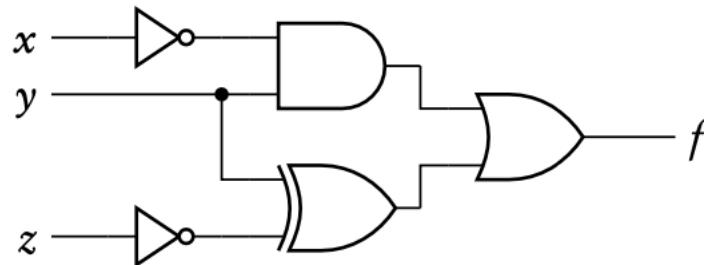


FIGURE 2.12 Verilog operators and their corresponding Boolean operations and gates.

# Sum of Product

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$a$	$f$	$b =$	$c$	$f$
0	0	0	0	1
0	0	0	1	0
0	1	0	0	0
0	1	0	1	1
1	0	0	0	1
1	0	0	1	0
1	1	0	0	0
1	1	0	1	0

$$\bar{a} \cdot \bar{b} \cdot \bar{c}$$

$$\bar{a} \cdot b \cdot c$$

$$f = \bar{a} \cdot \bar{b} \cdot \bar{c} + \bar{a} \cdot b \cdot c + a \cdot \bar{b} \cdot \bar{c}$$

$$a \cdot \bar{b} \cdot \bar{c}$$

# EDA Playground – test bench

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- <https://edaplayground.com/x/5gJq>

The screenshot shows the EDA Playground interface with two code editors side-by-side.

**Left Editor (testbench.sv):**

```
1 000_0
2 001_1
3 010_0
4 011_0
5 100_0
6 101_1
7 110_1
8 111_0
```

**Right Editor (design.sv):**

```
1 // Code your design here
2 module problem4 (output f, input [2:0] d);
3   bit a,b,c;
4
5   assign a=d[2];
6   assign b=d[1];
7   assign c=d[0];
8
9   assign f = ~((~a&b)|(~c^b));
10
11 endmodule
```

# Verilog file structure

---

📄 gates.m_sim
📄 gates.sim
📄 gates.sv
📄 lab1.xdc
📄 lab1_top_io_wrapper.sv
📄 lab1_top_io_wrapper.tcl
📄 tb_gates.sv
📄 tb_gates.tcl
📄 tb_gates.txt

📄 and_3_inputs.m_sim	Add files via upload
📄 and_3_inputs.sim	Create and_3_inputs.sim
📄 and_3_inputs.sv	testbench
📄 hamming7_4_encode.m_sim	Add files via upload
📄 hamming7_4_encode.sim	initial commit
📄 hamming7_4_encode.sv	initial commit
📄 lab2.xdc	initial commit
📄 lab2_top_io_wrapper.sv	initial commit
📄 lab2_top_io_wrapper.tcl	initial commit
📄 syn.tcl	initial commit
📄 tb_and_3_inputs.sv	testbench
📄 tb_and_3_inputs.tcl	testbench
📄 tb_and_3_inputs.txt	testbench
📄 tb_hamming7_4_encode.tcl	initial commit
📄 tb_hamming7_4_encode.txt	testbench

# Testbench

---

```
module tb_gates;

    // Inputs
    logic [1:0] d_in;

    // Outputs
    logic [3:0] d_out;

    // Instantiate the Unit Under Test (UUT)
    gates uut (
        .a0(d_in[0]), .b0(d_in[1]), .f0(d_out[0]), .a1(d_in[0]), .b1(d_in[1]), .f1(d_out[1]),
        .a2(d_in[0]), .b2(d_in[1]), .f2(d_out[2]), .a3(d_in[0]), .b3(d_in[1]), .f3(d_out[3])
    );

`timescale 1ns / 1ps
module gates(
    output logic f0, output logic f1, output logic f2, output logic f3,
    input logic a0, input logic b0, input logic a1, input logic b1,
    input logic a2, input logic b2, input logic a3, input logic b3
);

    // Write code starting here ...

endmodule
```

master [2613\\_2021s / lab1 / tb\\_gates.txt](#)

Ibaitemple initial commit

1 contributor

12 lines (12 sloc) | 307 Bytes

```
1 //
2 //
3 // This file contains the test vectors for the gates code.
4 // The first two columns are the inputs: d_in[1:0] - which
5 // get mapped to the a & b inputs of each gate.
6 // The next four columns are the outputs of the gates.
7 // The operations are AND, OR, XOR and NAND.
8 //
9 00_1000
10 01_1110
11 10_1110
12 11_0011
```

# Instantiation

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```
module submodule(input logic a, input logic b, output logic c)
```

```
....
```

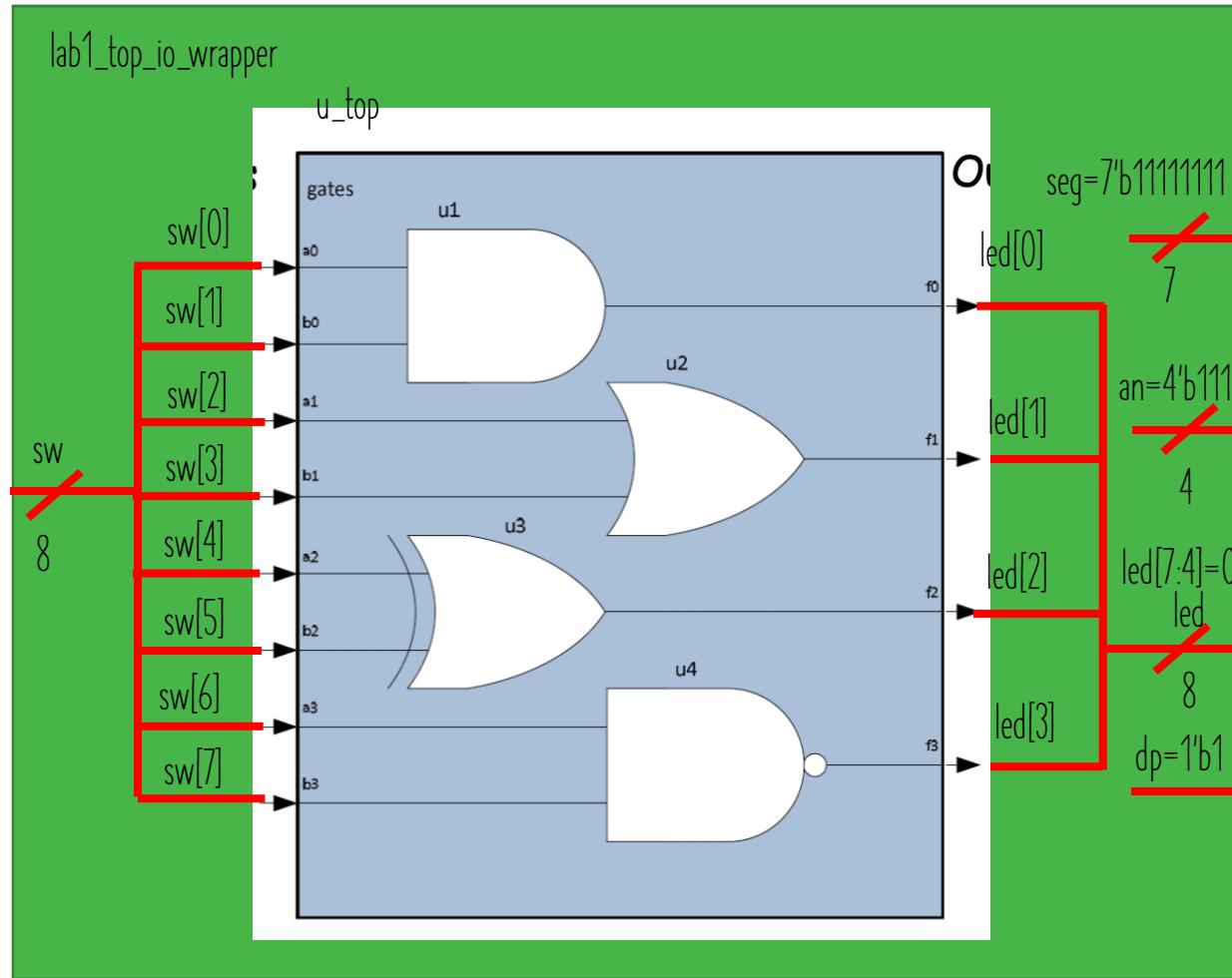
```
endmodule
```

To instantiate submodule, you will need to

```
submodule uut (.a(w1), .b(w2), .c(w3));
```

# Simple Verilog Syntax (unit and Instantiation)

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```
'timescale 1ns / 1ps
module gates(
    output logic f0, output logic f1, output logic f2, output logic f3,
    input logic a0, input logic b0, input logic a1, input logic b1,
    input logic a2, input logic b2, input logic a3, input logic b3
);

// Write code starting here ...

endmodule
```

# Can you draw the blockdiagram?

---

```
module tb_gates;

    // Inputs
    logic [1:0] d_in;

    // Outputs
    logic [3:0] d_out;

    // Instantiate the Unit Under Test (UUT)
    gates uut (
        .a0(d_in[0]), .b0(d_in[1]), .f0(d_out[0]), .a1(d_in[0]), .b1(d_in[1]), .f1(d_out[1]),
        .a2(d_in[0]), .b2(d_in[1]), .f2(d_out[2]), .a3(d_in[0]), .b3(d_in[1]), .f3(d_out[3])
    );

```

# Example (in group)

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