

# **Digital Systems Design and Laboratory**

## **[ Lab 1. Combinational Circuit Design ]**

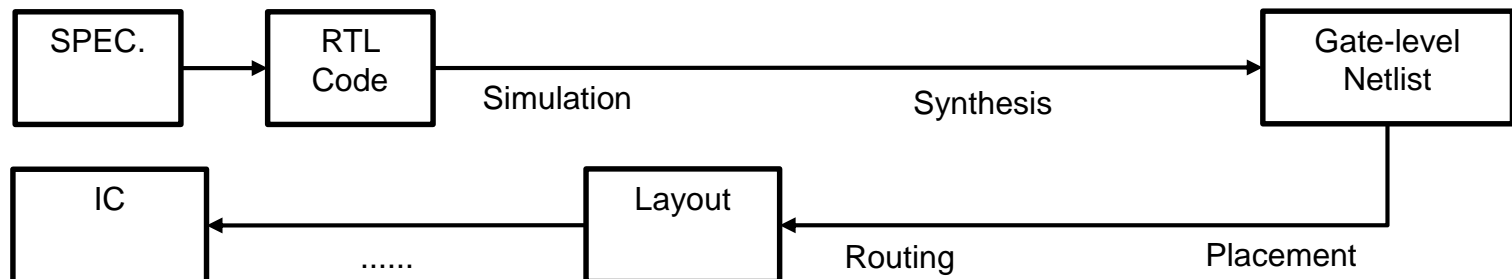
CSIE Department  
National Taiwan University

# 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)



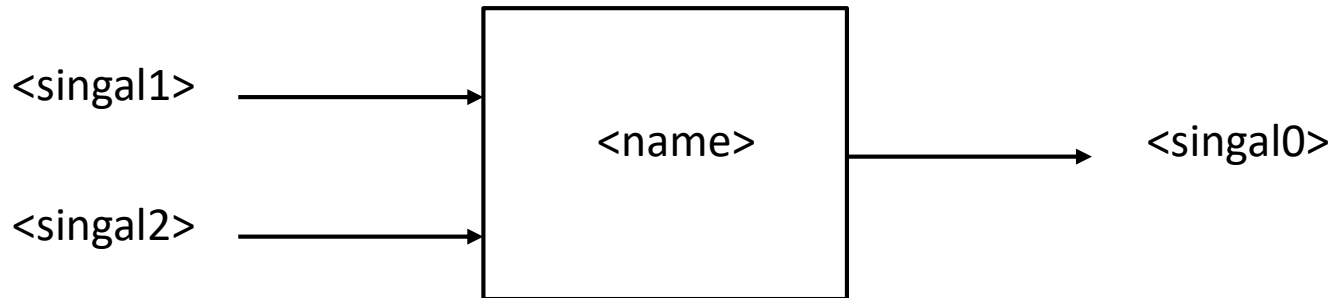
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# Module

- ❑ 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](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](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>



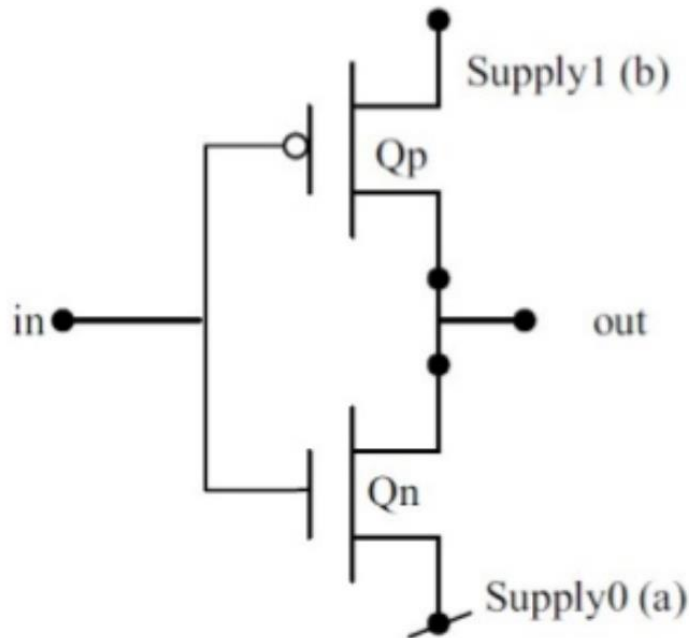
# Level of Description

- ❑ 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>

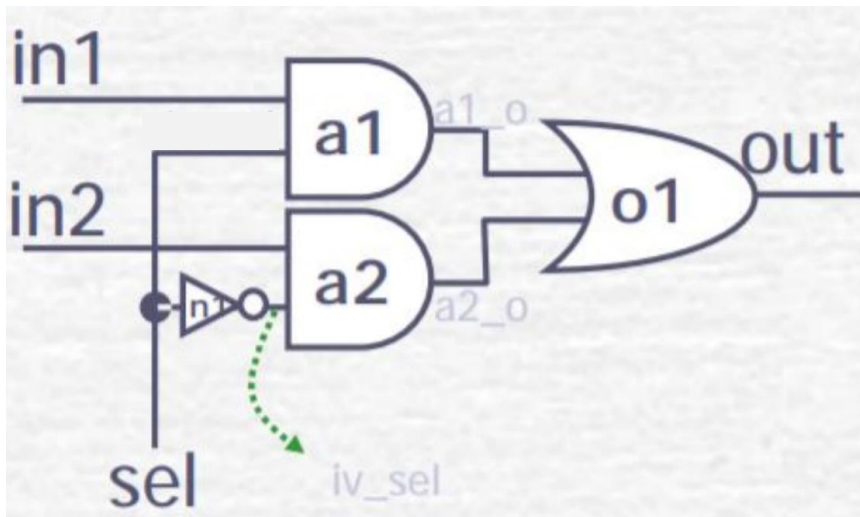


```
module inv(in, out);  
    output out;  
    input in;  
    supply0 a;  
    supply1 b;  
    nmos(out, a, in);  
    pmos(out, b, in);  
endmodule
```

# 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
```

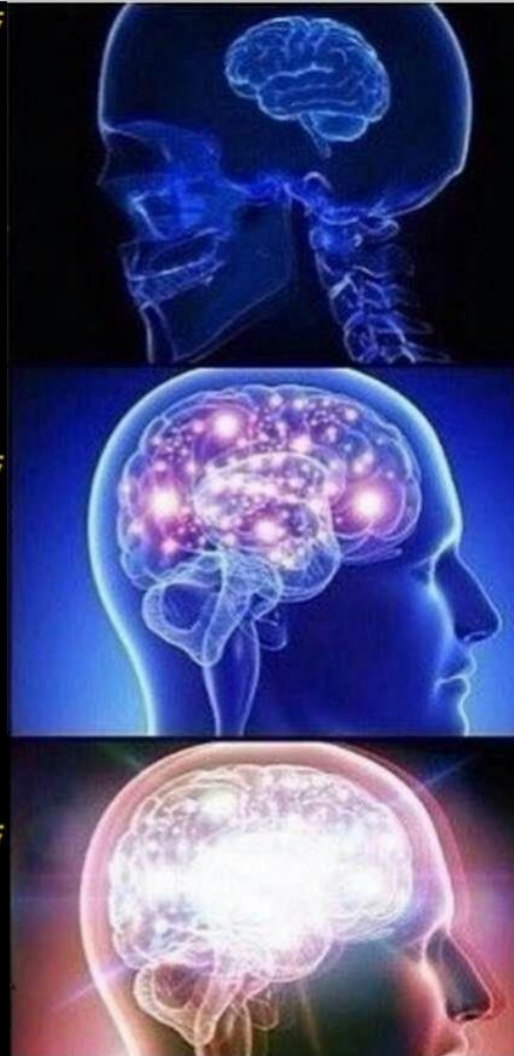
# Verilog: Behavioral Level Modeling

## ❑ 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>

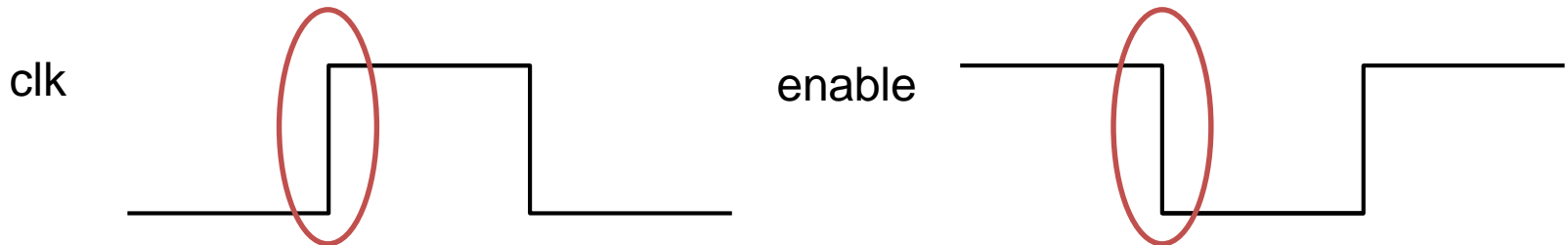
# Process Block (2/3)

## ❑ 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	
!	logical negation	logical bit-wise reduction reduction reduction reduction reduction reduction
~	negation	
&	reduction AND	
	reduction OR	
~&	reduction NAND	
~	reduction NOR	
^	reduction XOR	
^~ or ^~	reduction XNOR	
+	unary (sign) plus	arithmetic
-	unary (sign) minus	arithmetic
{ }	concatenation	concatenation
{ { } }	replication	replication
*	multiply	arithmetic
/	divide	arithmetic
%	modulus	arithmetic

+	binary plus	arithmetic
-	binary minus	arithmetic
<<	shift left	shift
>>	shift right	shift
>	greater than	relational
>=	greater than or equal to	relational
<	less than	relational
<=	less than or equal to	relational
==	logical equality	equality
!=	logical inequality	equality
===	case equality	equality
!==	case inequality	equality
&	bit-wise AND	bit-wise
^	bit-wise XOR	bit-wise
^~ or ~^	bit-wise XNOR	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](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](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 project structure. A yellow arrow points to the `lab1_main` node, which contains `adder` and `adder_gl`.
- Signals:** A panel in the center-left showing a list of signals. A yellow arrow points to this panel. The signals listed are:

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]
- Waves:** A large panel on the right showing the waveform data. A yellow arrow points to the `s[2:0]`

# 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
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](http://bleyer.org/icarus/iverilog-v11-20190327-x64_setup.exe)

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# Half Adder and Full Adder

## □ HA

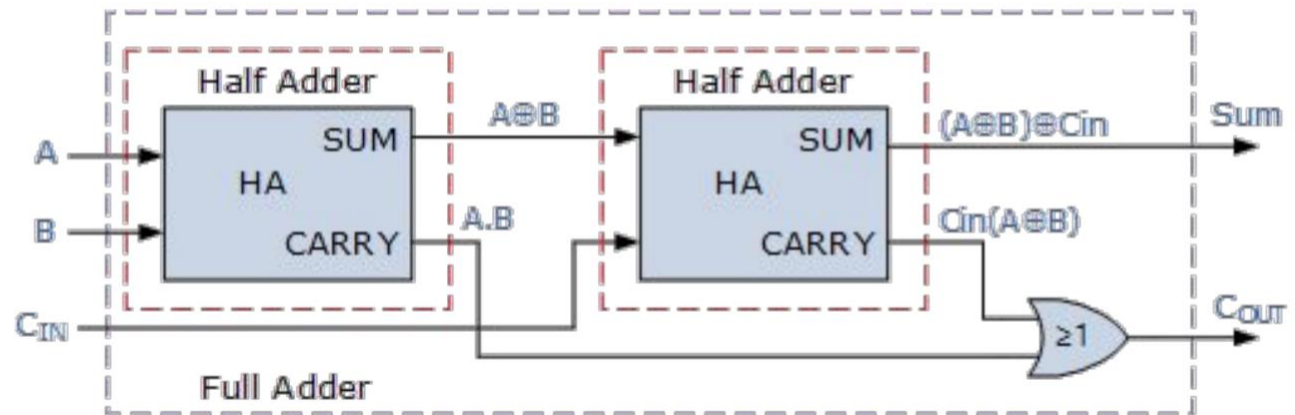
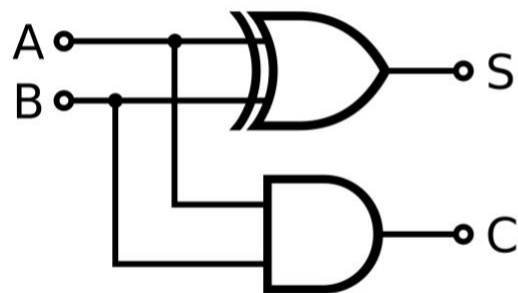
➤ assign {C, S} = A + B;

## □ FA

➤ assign {Cout, S} = A + B + Cin;

## □ More details

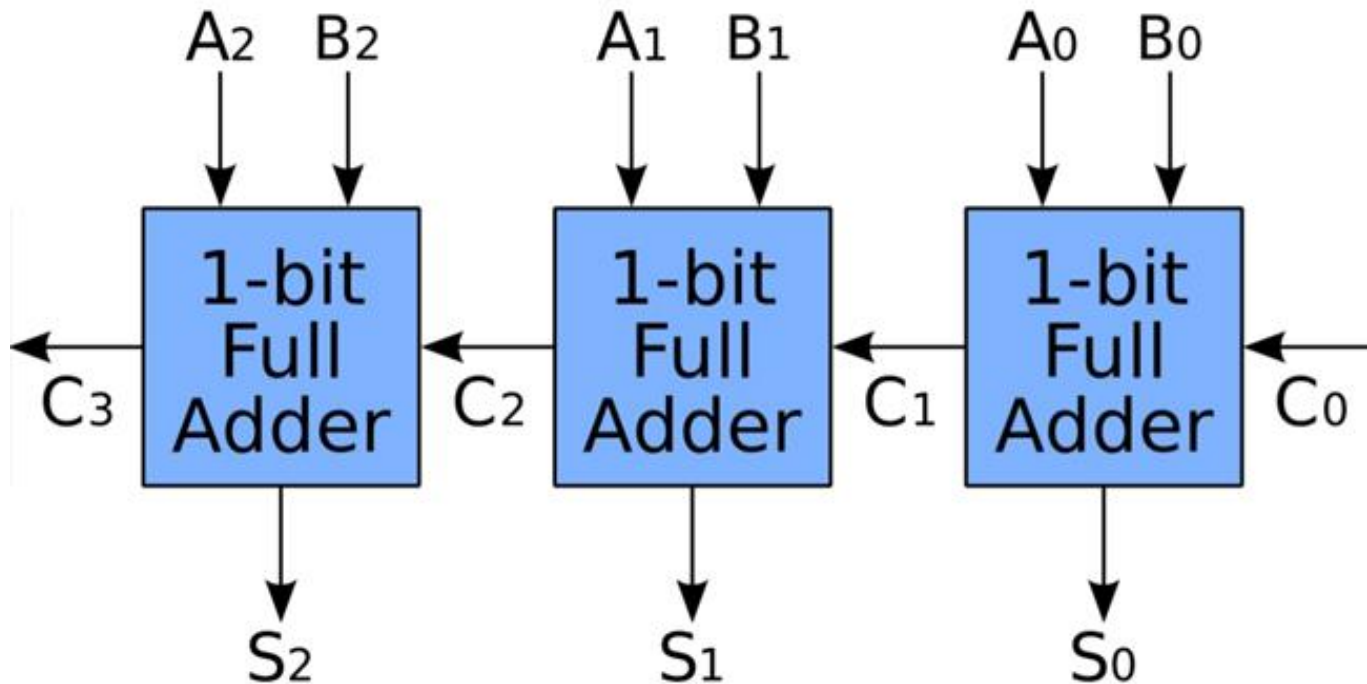
➤ [https://www.electronics-tutorials.ws/combinational/comb\\_7.html](https://www.electronics-tutorials.ws/combinational/comb_7.html)



# Ripple-Carry Adder

□ Notice that  $\text{carry}_n$  depends on  $\text{carry}_{n-1}$

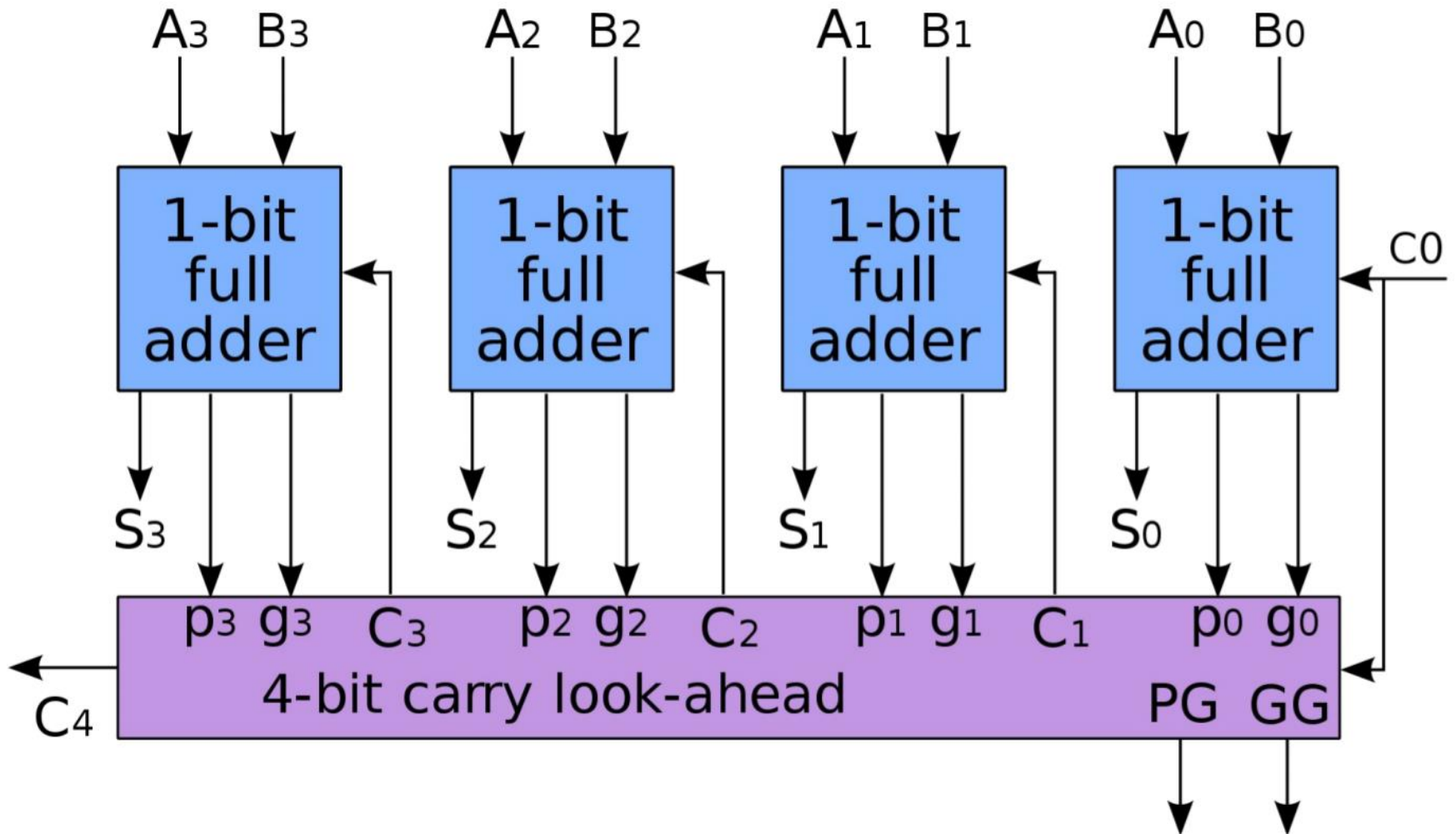
➤ Where is the longest propagation path?



□ 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](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

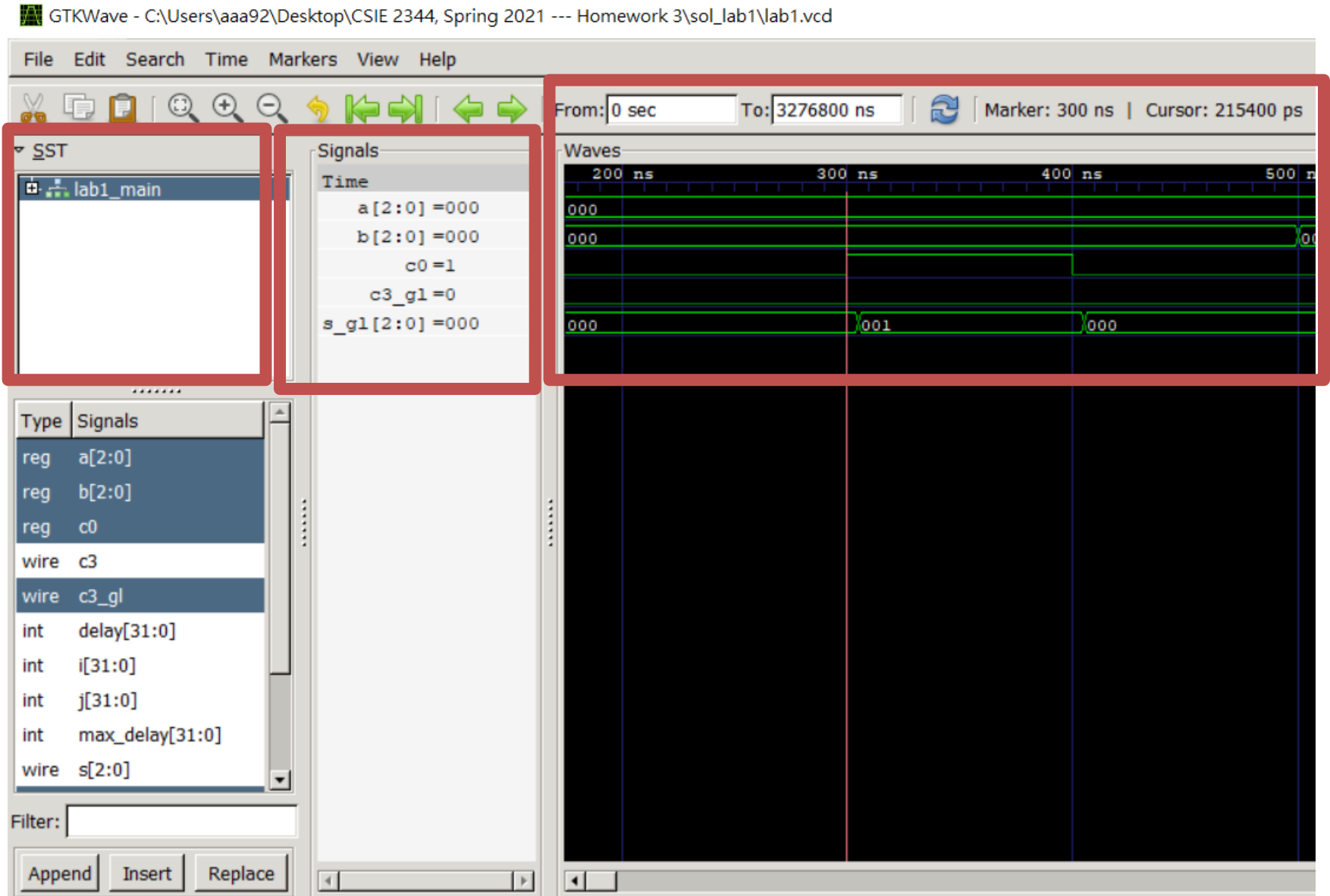
# Requirements (2/2)

- ❑ 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\_gl** should be the same at steady state
  - If they are different, there are some mistakes in **cla\_gl** 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