

數位IC設計

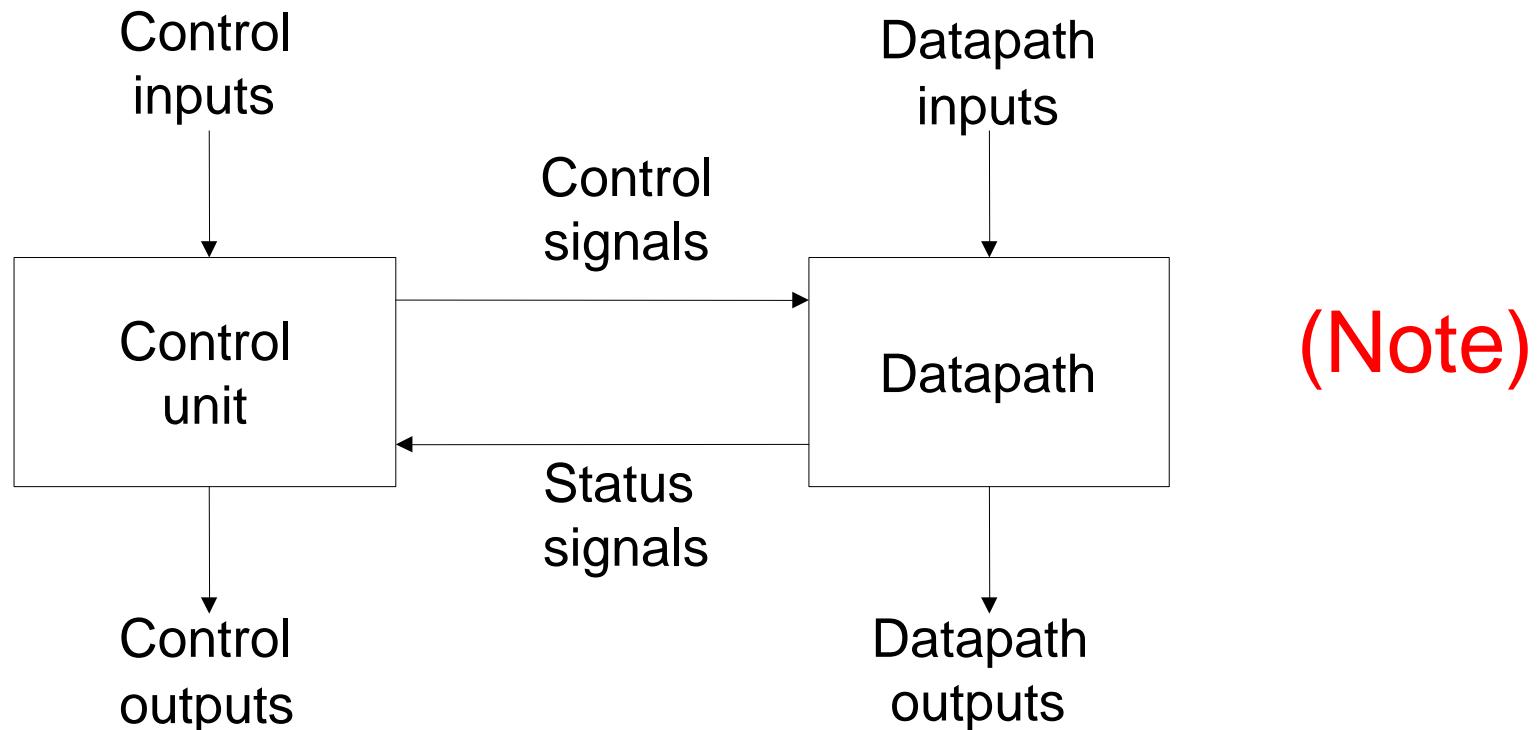
Control Unit



Modern Design (1/3)

Modern design is composed of (1) Datapath and

(2) Controller (control unit or control path)

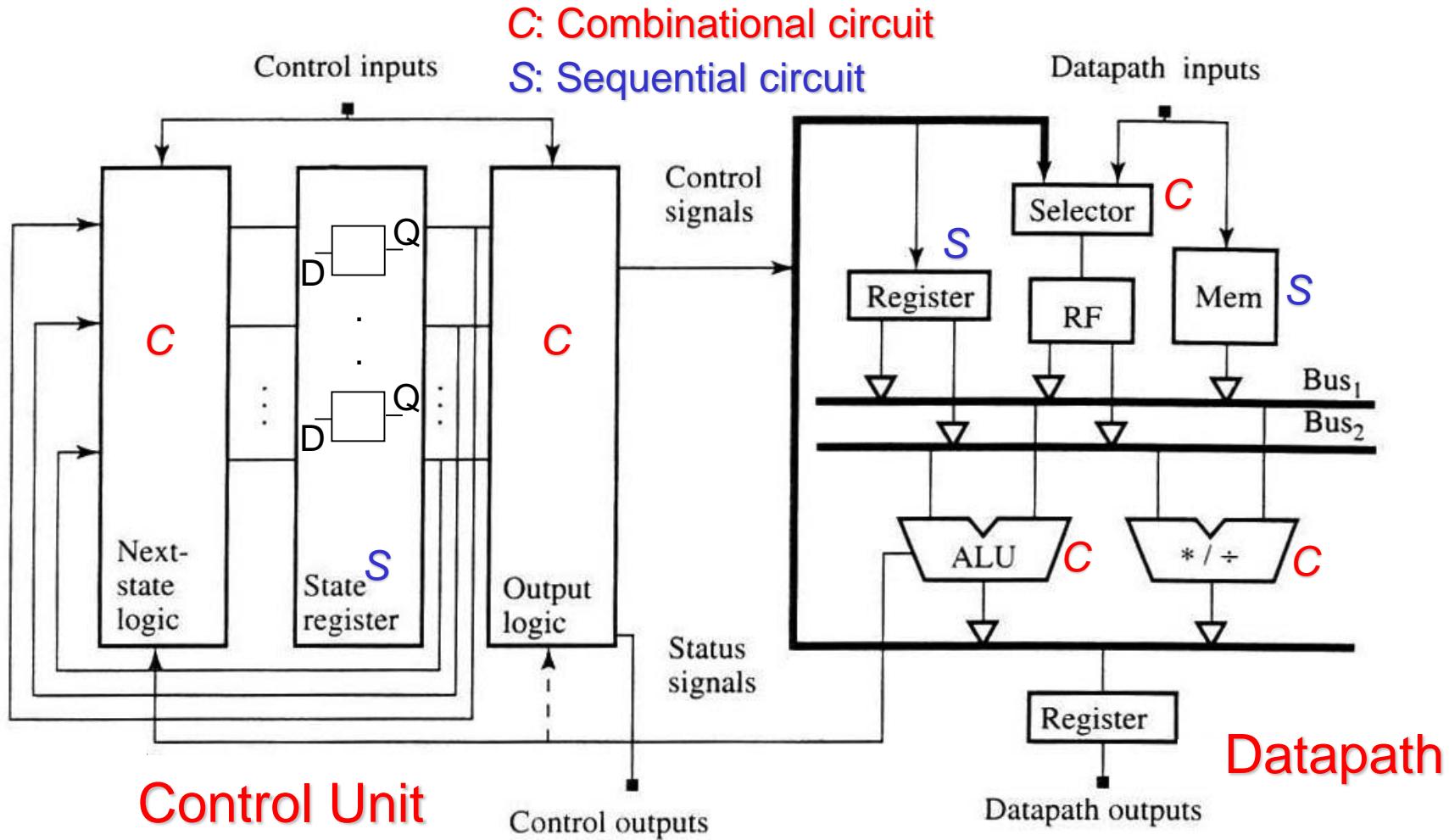


High-level block diagram



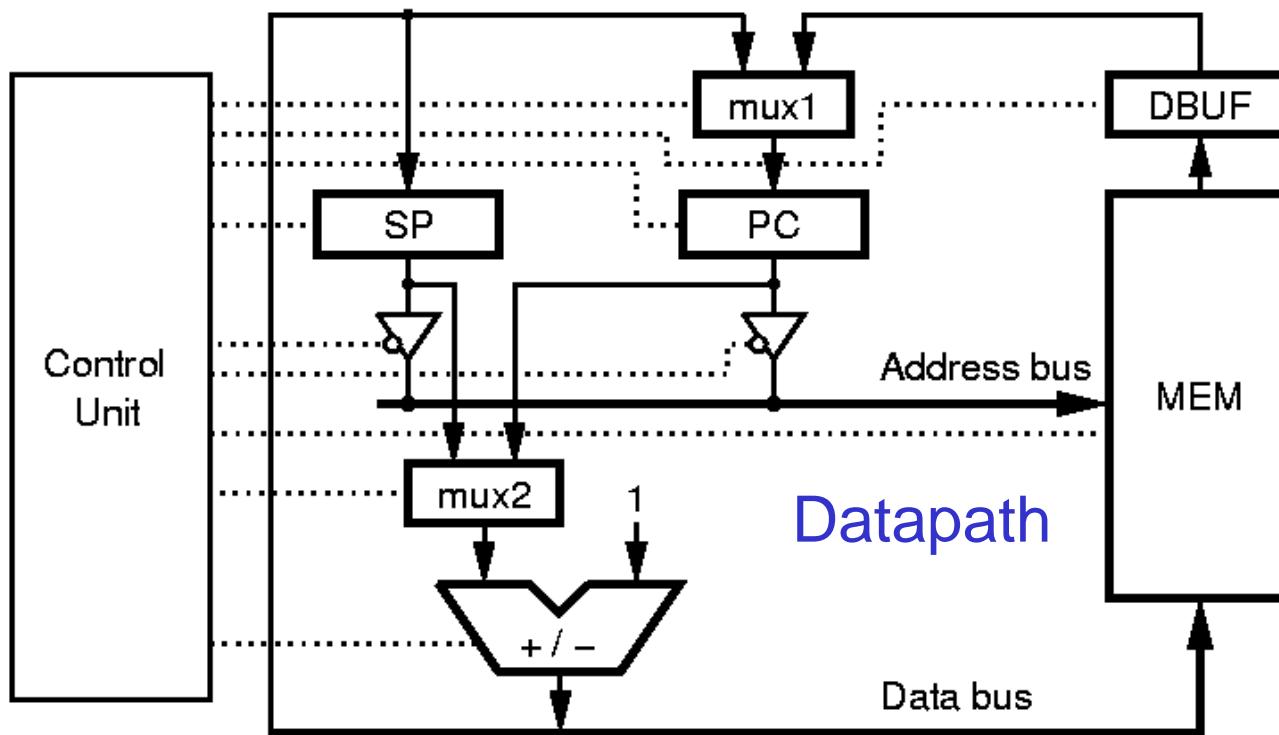
Modern Design (2/3)

Register-transfer-level block diagram



Modern Design (3/3)

```
if IR(3) = '0' then
    PC      := PC + 1;
else
    DBUF    := MEM(PC);
    MEM(SP) := PC + 1;
    SP      := SP - 1;
    PC      := DBUF;
end if;
```



An synthesis example of case statement

(a) HDL description

(b) Control-flow representation

(c) Data-flow representation

Case C is

When 1=> $X := X+2;$

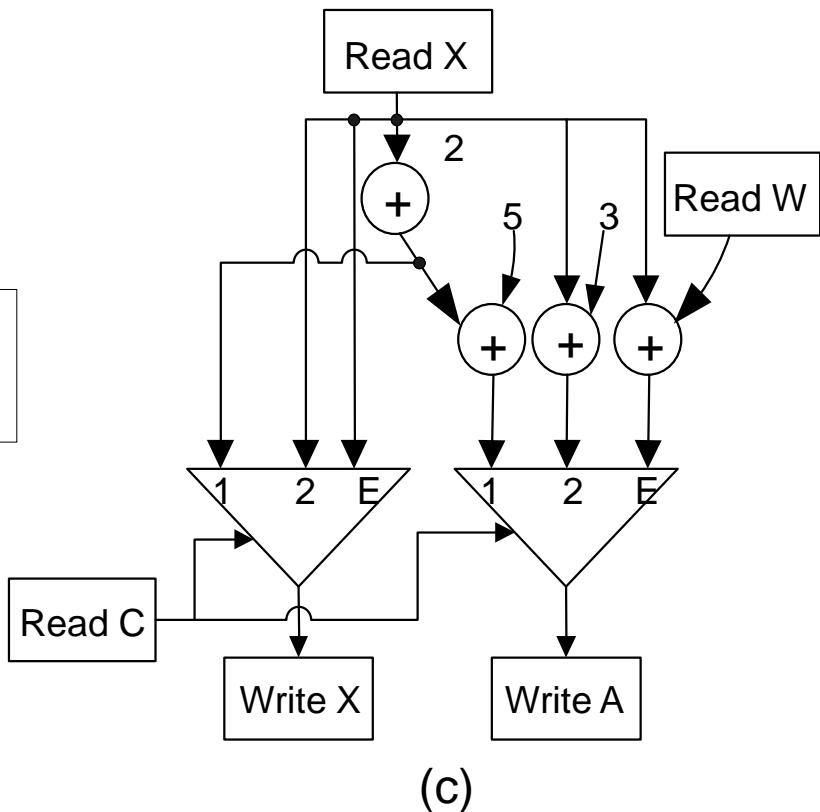
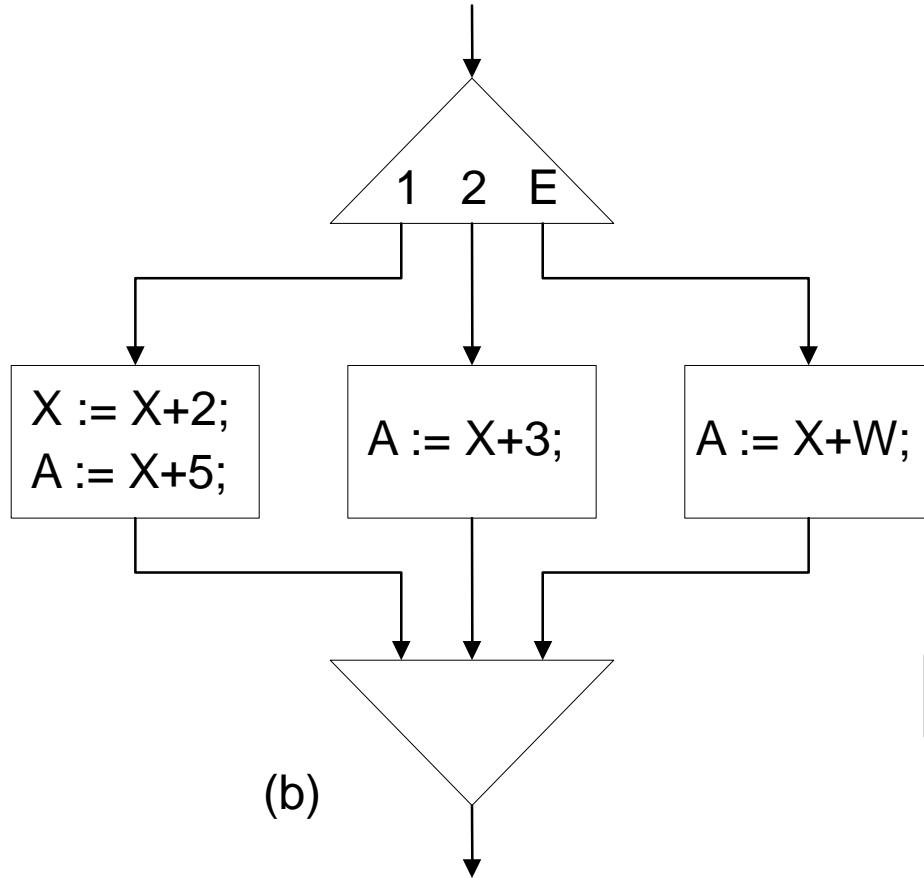
$A := X+5;$

When 2=> $A := X+3;$

When others => $A := X+W;$

end case;

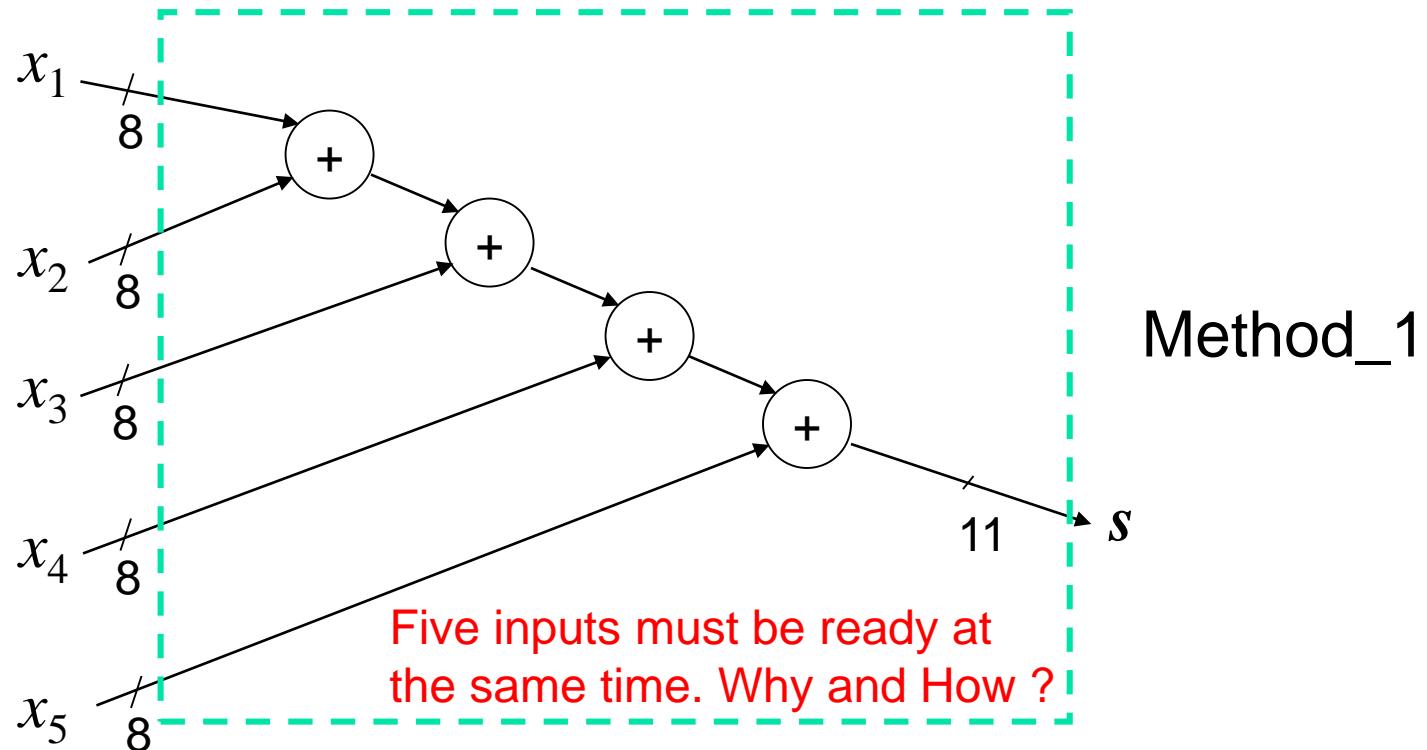
(a)



Summation Problem (1/4)

Calculate $S = x_1 + x_2 + x_3 + x_4 + x_5$ with a ASIC chip

1. Sum up five inputs in the same period by using 4 adders



- a. How many input pins and output pins ?
- b. What is the resolutions of x_i ?
- c. How fast you need ?
- d. What is your design cost ?

Summation Problem (2/4)

Calculate $S = x_1 + x_2 + x_3 + x_4 + x_5$

2. Sum up five inputs in the different time units by using only 1 adders

Initial $S = 0$

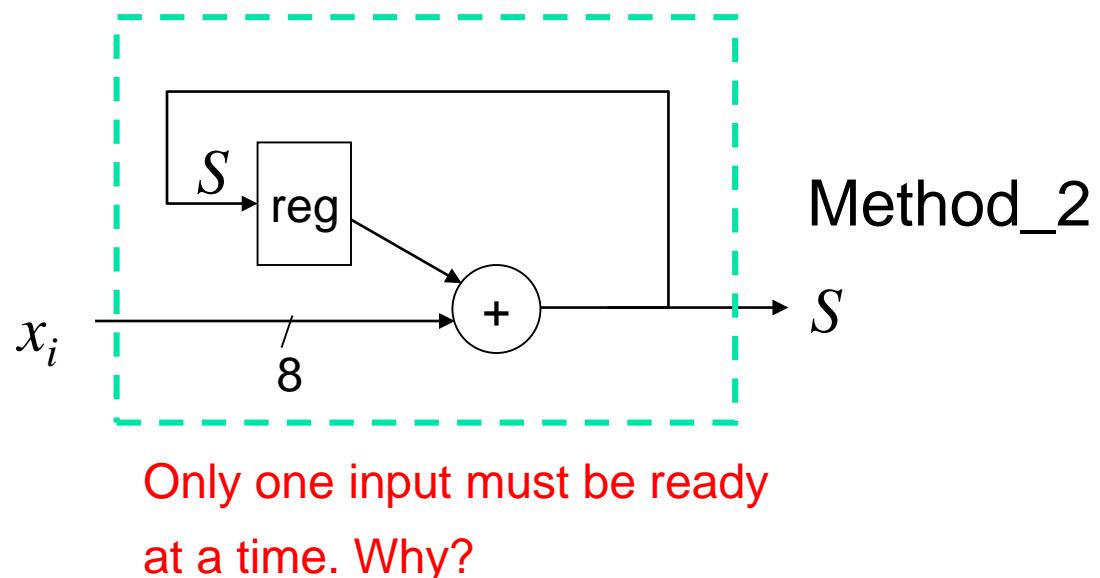
Time unit _1 $S \leftarrow S + x_1$

Time unit _2 $S \leftarrow S + x_2$

Time unit _3 $S \leftarrow S + x_3$

Time unit _4 $S \leftarrow S + x_4$

Time unit _5 $S \leftarrow S + x_5$



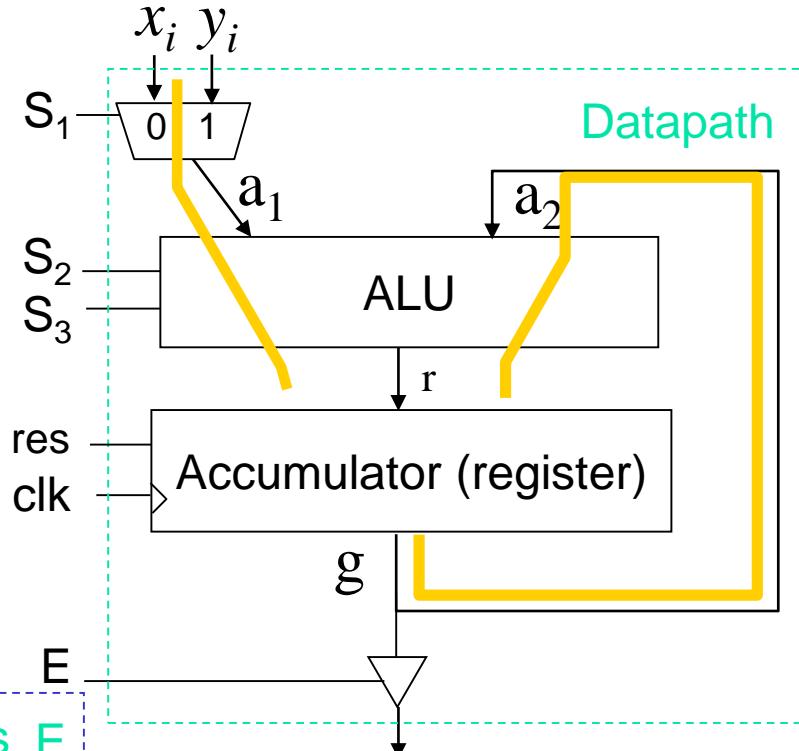
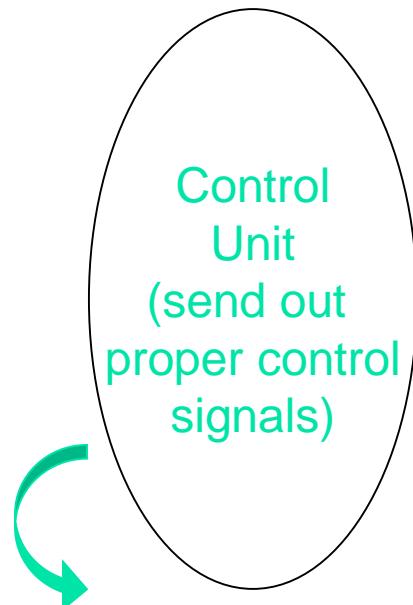
Cost is lower and critical path is shorter than the Method_1 .

But its working rate is slower than Method_1. (5 clock cycles for 1 summation result)

Summation Problem (3/4)

Problem: Calculate $S = x_1 + x_2 + x_3 + x_4 + \dots + x_{50}$

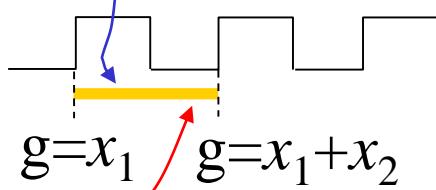
$$S = \sum_{i=1}^{50} x_i$$



	S_1	S_2	S_3	res	E
T_0	0	0	0	1	0
T_1	0	1	1	0	0
T_2~49	0	0	1	0	0
...					
T_51	X	0	0	0	1

New x_i must come now (e.g., x_2)

clock



r must be ready before the next positive edge comes

If $S_1=0$, $a_1=x_i$

If $S_1=1$, $a_1=y_i$

If $S_2=0$ $S_3=0$, $r = a_2$

If $S_2=0$ $S_3=1$, $r = a_1+a_2$

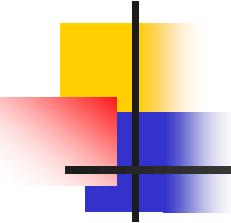
If $S_2=1$ $S_3=0$, $r = a_1-a_2$

If $S_2=1$ $S_3=1$, $r = a_1$

What is the length of
clock period ()?

Critical (longest) path delay

⇒ 倒數為 clock rate



Summation Problem (4/4)

Control unit should send out proper control signals at each state.

There are two ways to generate those control signals:

(1) Microprogramming control

- a. Store control signals of each state at memory (ROM)
- b. Read out the control signals one by one

(2) Hardwired control

Use dedicate logic gates to generate the proper signals state by state (one by one)

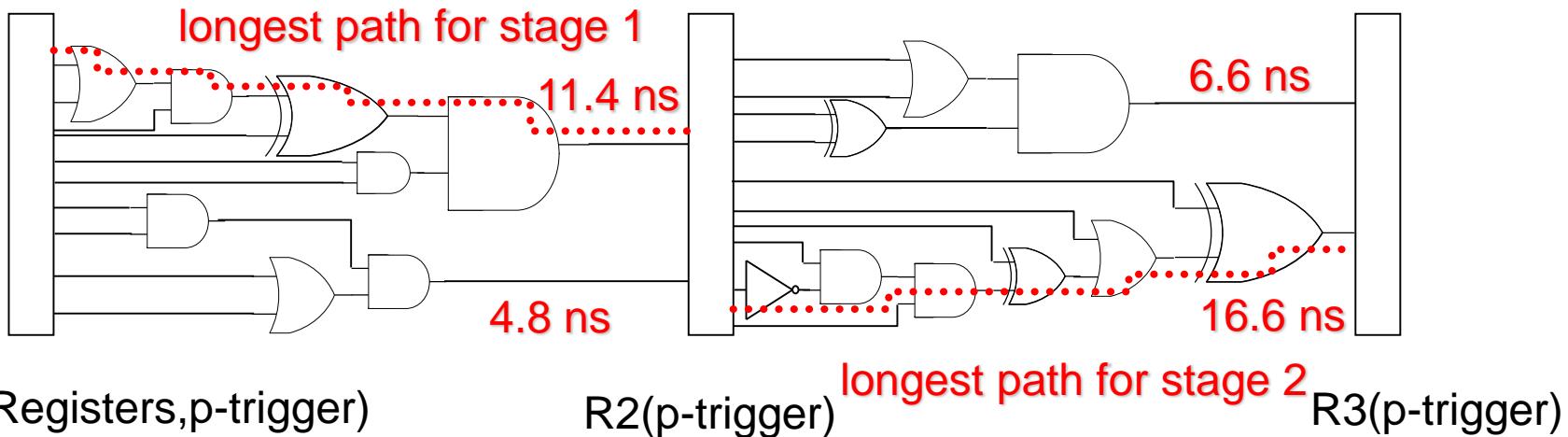
word →

	S_1	S_2	S_3	res	E
T_0	0	0	0	1	0
T_1	0	1	1	0	0
T_2~49	0	0	1	0	0
.....					
T_51	X	0	0	0	1

Clock Period (1/4)

Gate: not and or xor

Delay: 1ns 2.4ns 2.4 ns 4.2ns

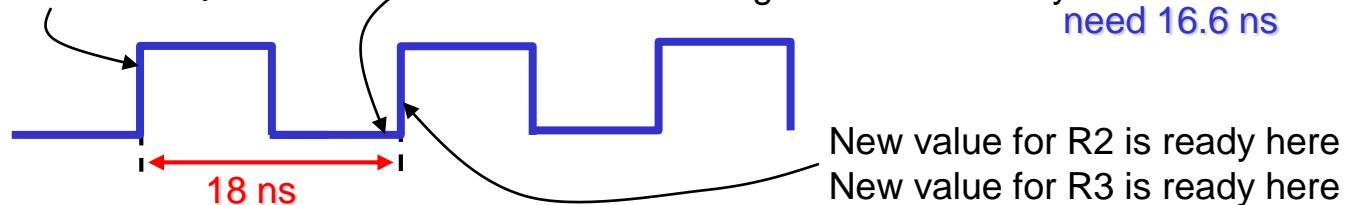


$16.6 \text{ ns} > 11.4\text{ns}$

critical path=16.6 ns, so the clock period must be more than 16.6 ns (e.g., 18ns), why ?

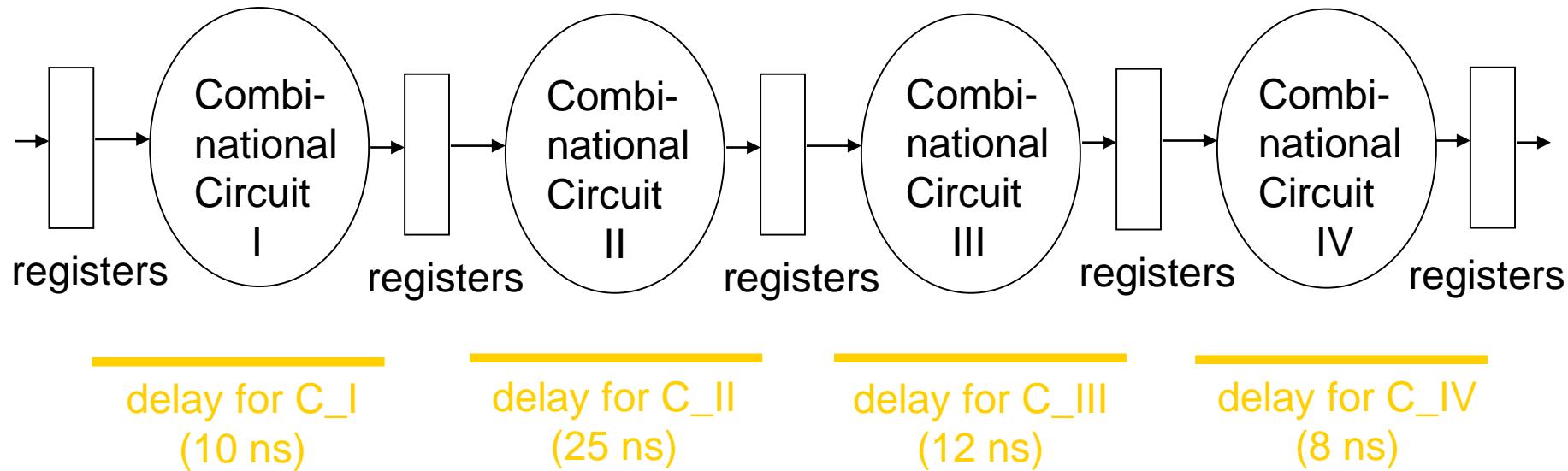
New value for R1 is ready here
New value for R2 is ready here

Correct result for stage 1 must be ready here before next p-edge
Correct result for stage 2 must be ready here before next p-edge
need 16.6 ns



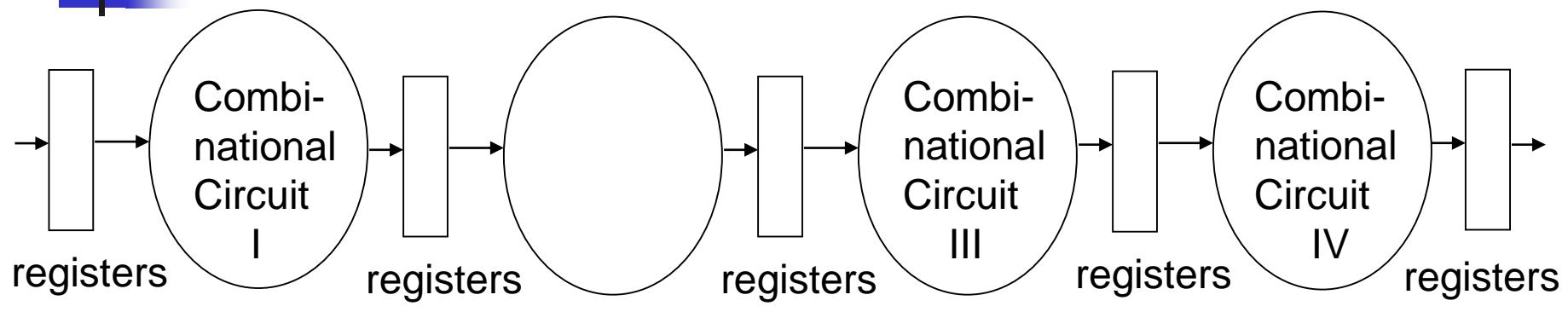
Clock Period (2/4)

How to decide the clock period in a system?



1. Find out **the longest delay** among combinational circuits C_I, C_{II}, C_{III} and C_{IV}.
2. The longest delay is named as the critical path (here is **25 ns**).
3. The clock period can be set as little longer than the critical path, why?
4. clock frequency = $\frac{1}{\text{clock period}}$ (here $\frac{1}{25\text{ns}} = \frac{1}{25 \times 10^{-9}} = 40\text{MHz}$)

Clock Period (3/4)

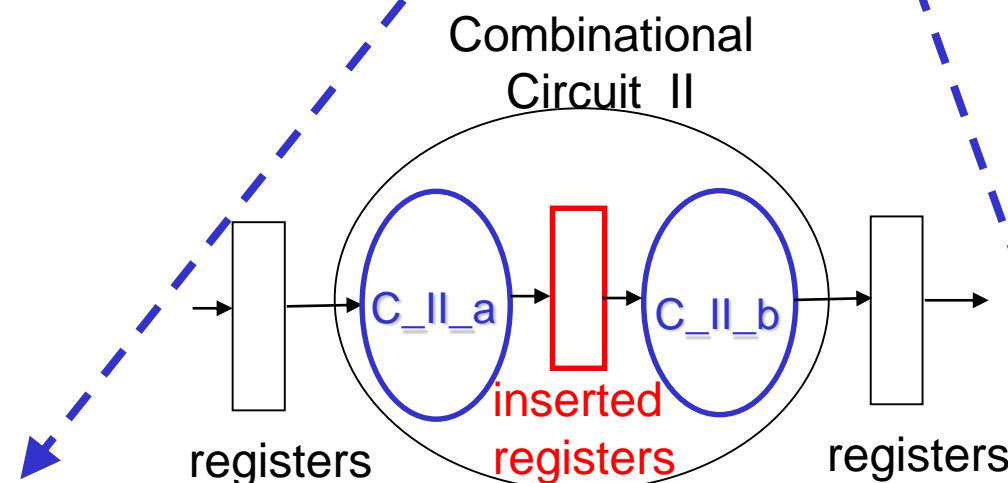


delay for C_I
(10 ns)

delay for C_II
(25 ns)

delay for C_III
(12 ns)

delay for C_IV
(8 ns)



delay for C_II_a
(14 ns)

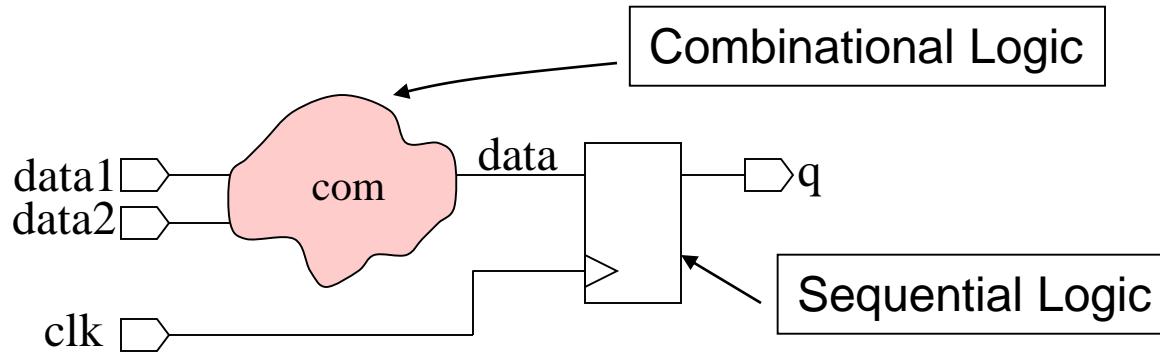
delay for C_II_b
(14 ns)

Separate C_II into two parts
(C_II_a and C_II_b) by
inserting proper registers to
achieve faster clock frequency

Now, clock frequency is 71.4 MHz

Clock Period (4/4)

Better HDL style → Separating combinational and sequential circuits



```
module EXAMPLE(data1,data2,clk,q);
    input      data1, data2, clk;
    output     q;
    reg       data,q;
    always @ (data1 or data2)
        data = com(data1,data2);

    always @ (posedge clk)
        q <= data;
endmodule
```

Combinational
Logic

Sequential
Logic

Design for Summation Problem (1/7)

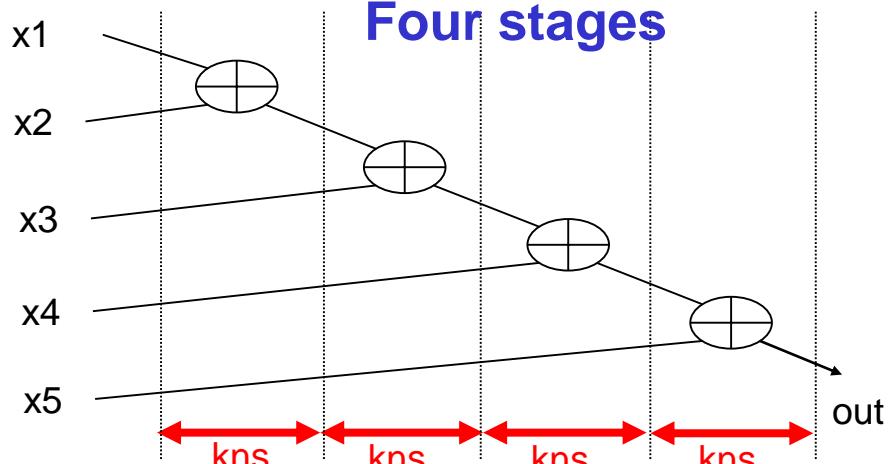
Method_1

```
module adder1(x1, x2, x3, x4, x5, out);
input x1, x2, x3, x4, x5;
output [2:0] out;
reg [2:0] out;

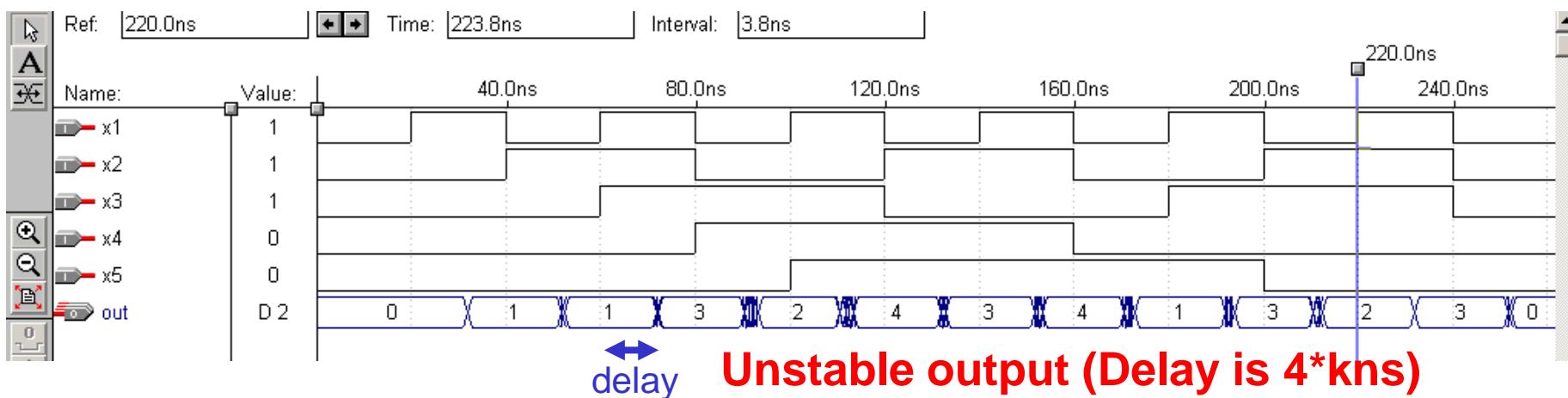
always@(x1 or x2 or x3 or x4 or x5)
    out=((x1+x2)+x3)+x4)+x5;

endmodule
```

Calculate $S = x_1 + x_2 + x_3 + x_4 + x_5$



Assume the adder's delay is k ns



Design for Summation Problem (2/7)

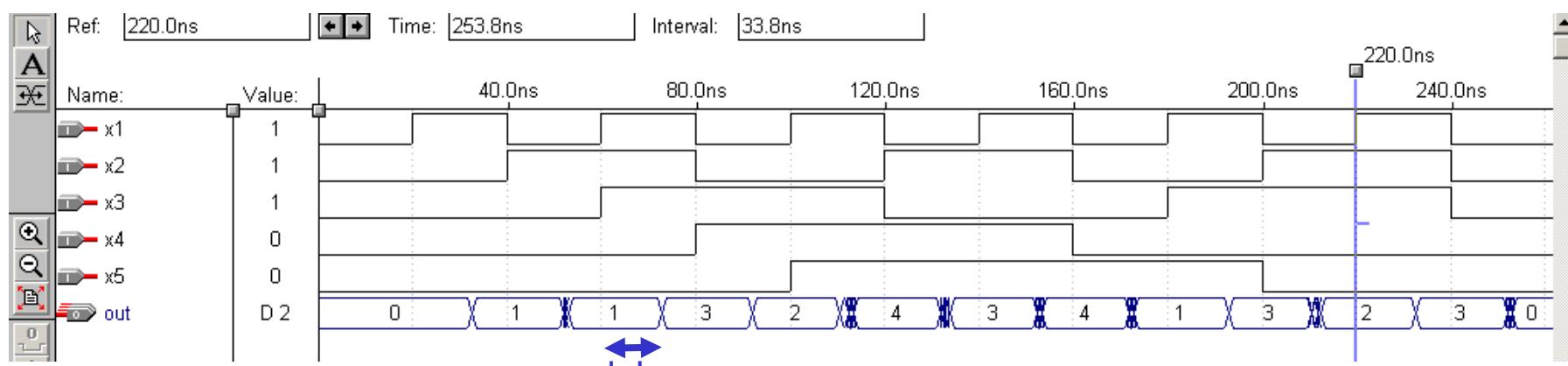
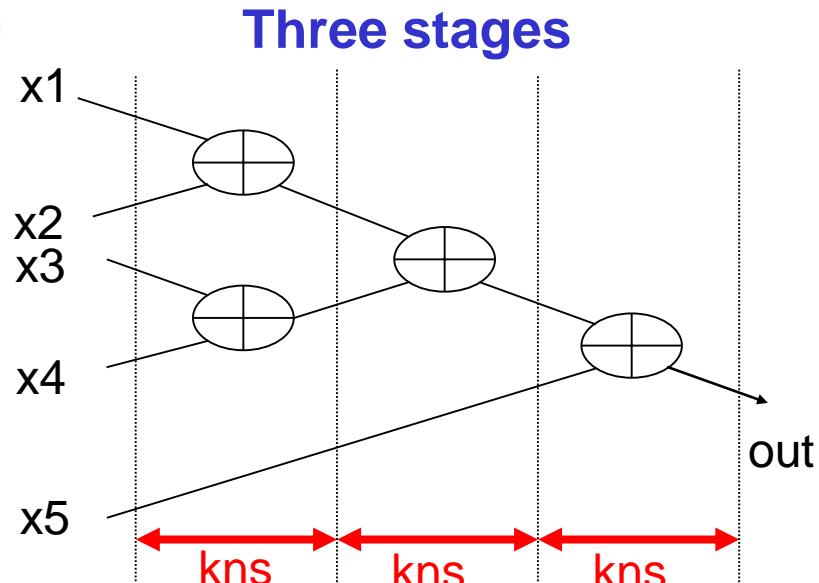
Method_2 (shorter delay)

```
module adder2(x1, x2, x3, x4, x5, out);
input x1, x2, x3, x4, x5;
output [2:0] out;
reg [2:0] out;
```

```
always@(x1 or x2 or x3 or x4 or x5)
```

```
    out=((x1+x2)+(x3+x4))+x5;
```

```
endmodule
```



Unstable output (Delay is 3*kns -- less than Method_1)

Design for Summation Problem (3/7)

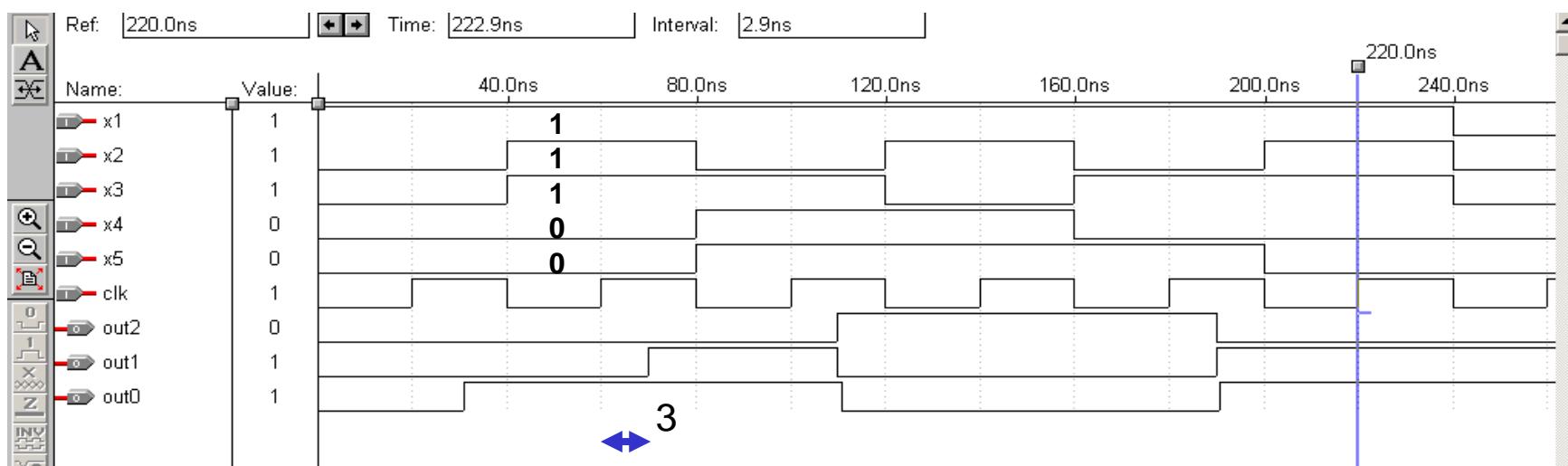
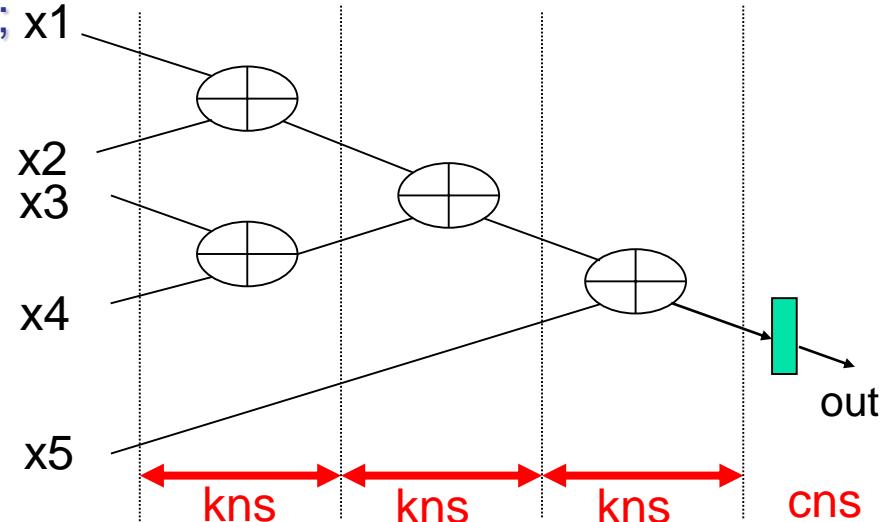
Method_3

```
module adder3(x1, x2, x3, x4, x5, clk, out);  
    input x1, x2, x3, x4, x5, clk;  
    output [2:0] out;  
    reg [2:0] out;
```

```
always@(posedge clk)
```

```
    out=((x1+x2)+(x3+x4))+x5;
```

```
endmodule
```

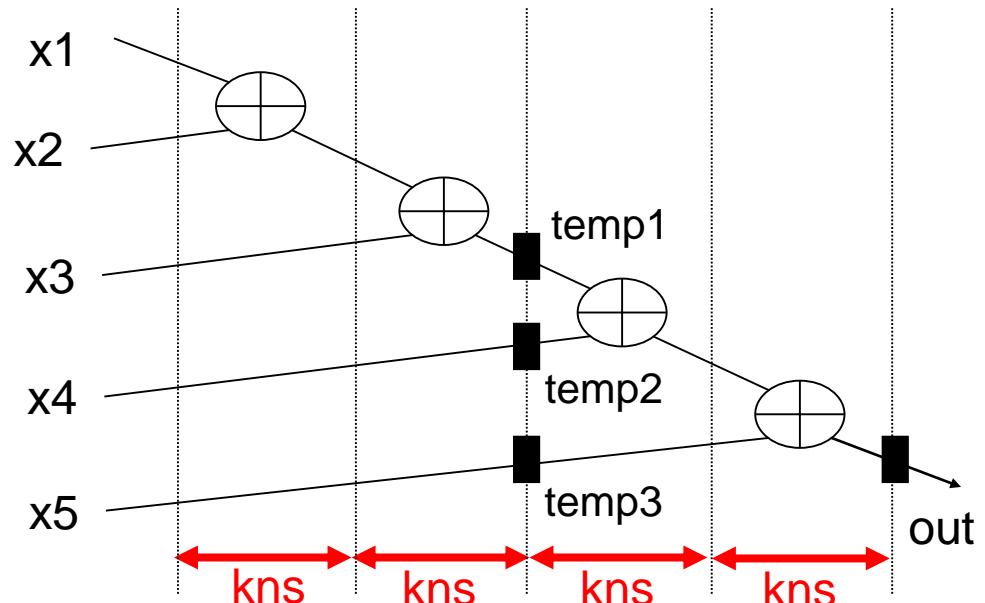


Stable output with register (3-bit flip-flop) Delay is $3 \cdot \text{kns} + \text{cns}$ (reg assign delay)

Design for Summation Problem (4/7)

Method_4

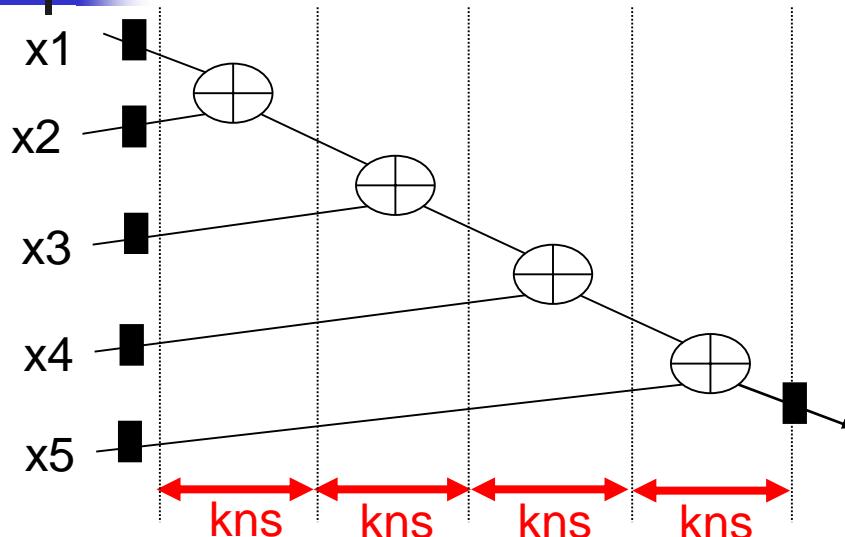
```
module adder4(clk, x1, x2, x3, x4,  
x5, out);  
input clk,x1, x2, x3, x4, x5;  
output [2:0] out;  
reg [2:0] out, temp1, temp2,temp3;  
always@(posedge clk)  
begin  
    temp1<=(x1+x2)+x3;  
    temp2<=x4;      temp3<=x5;  
    out<=temp1+temp2+temp3;  
end  
endmodule
```



Delay is $2 \times \text{kns} + \text{cns}$ which is less than Method_1 (4kns), Method_2 (3kns) and Method_3 (3kns+cns)

So, this method can achieve the best (fastest) clock rate because its critical path is shortest. However, the correct out is generated after two clock cycles not just one (also named as datapath pipelining)

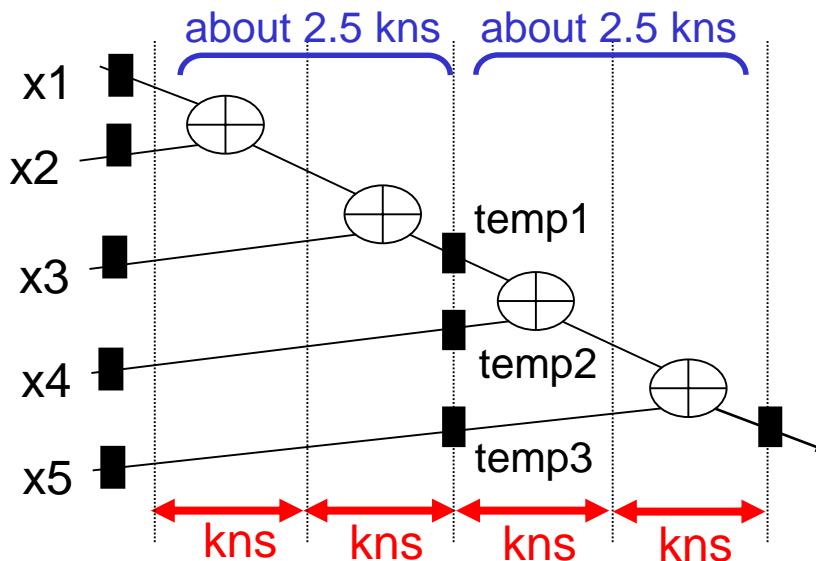
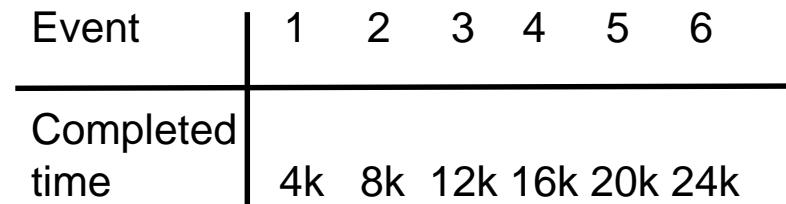
Design for Summation Problem (5/7)



1. Wire delay
2. Register assignment delay

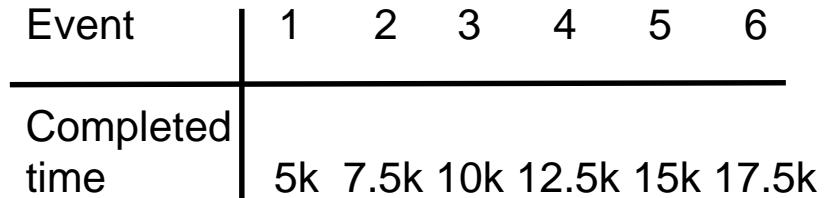
Critical path is about 4kns

A correct output is generated every clock cycle



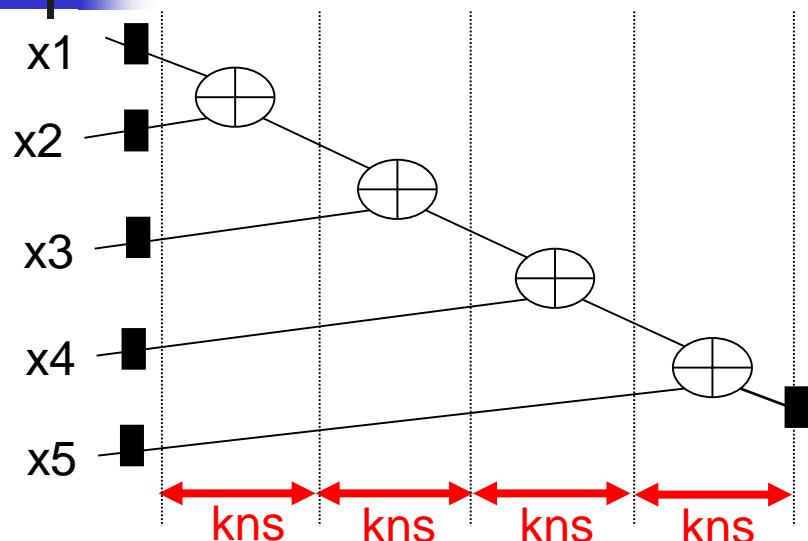
faster clock rate
Critical path is about 2.5 kns, why?

A correct output is generated after two clock cycles



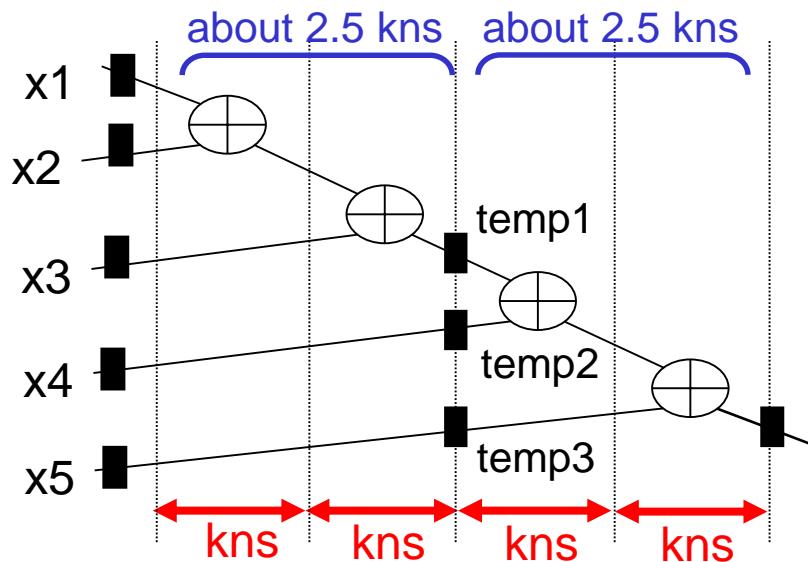
Two events are parallel processed in the unit.
Faster clock rate but higher cost (3 extra regs)

Design for Summation Problem (6/7)



Critical path is about 4kns

- Event 1
- Event 2
- Event 3
- Event 4
- Event 5

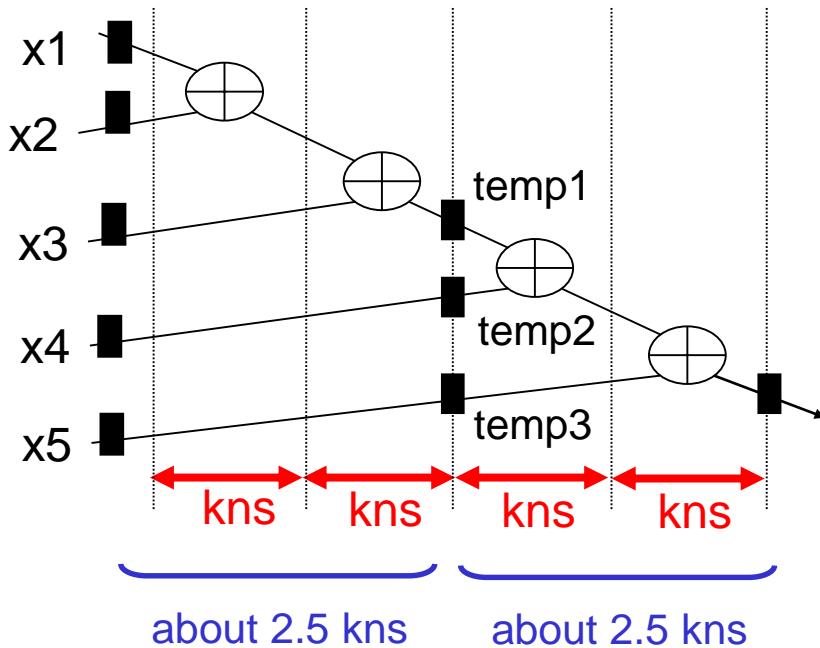


Critical path is about 2.5 kns

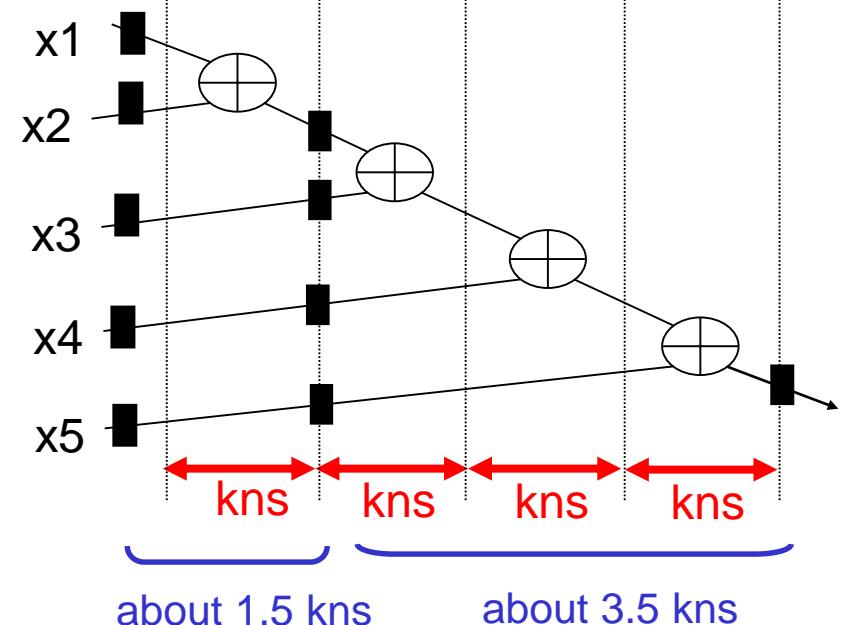
- Event 1
- Event 2
- Event 3
- Event 4
- Event 5

Datapath Pipelining

Design for Summation Problem (7/7)



Critical path is about 2.5 kns



Critical path is about 3.5 kns

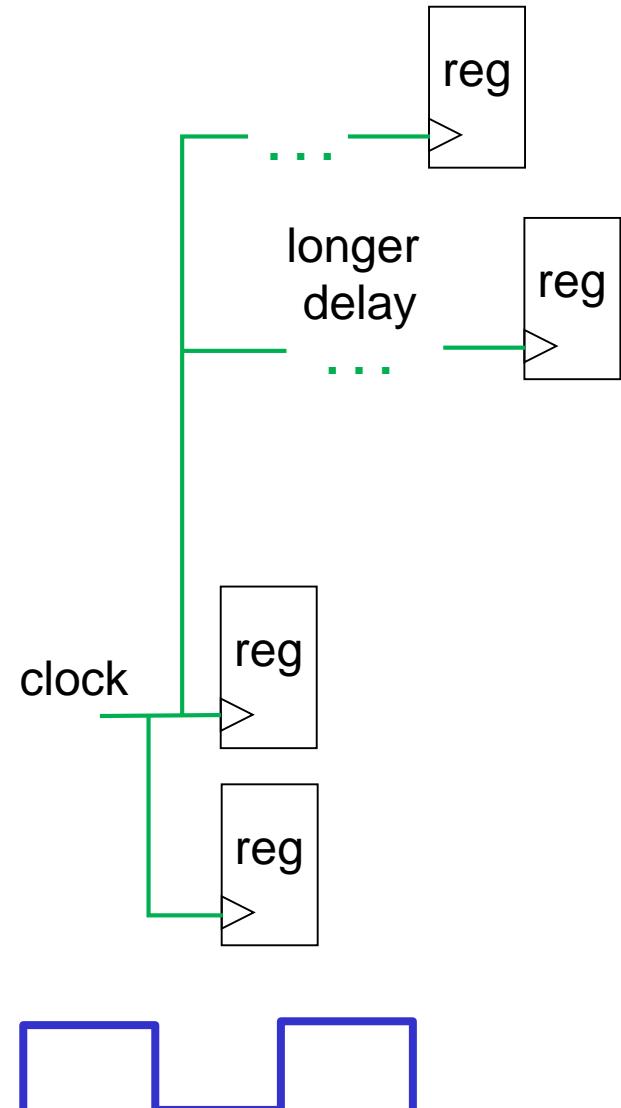
Which one is better ? Balance is important

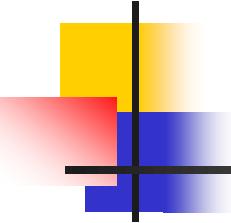
Clock Skew Problem

Clock Skew：時脈偏移 或 時脈歪斜

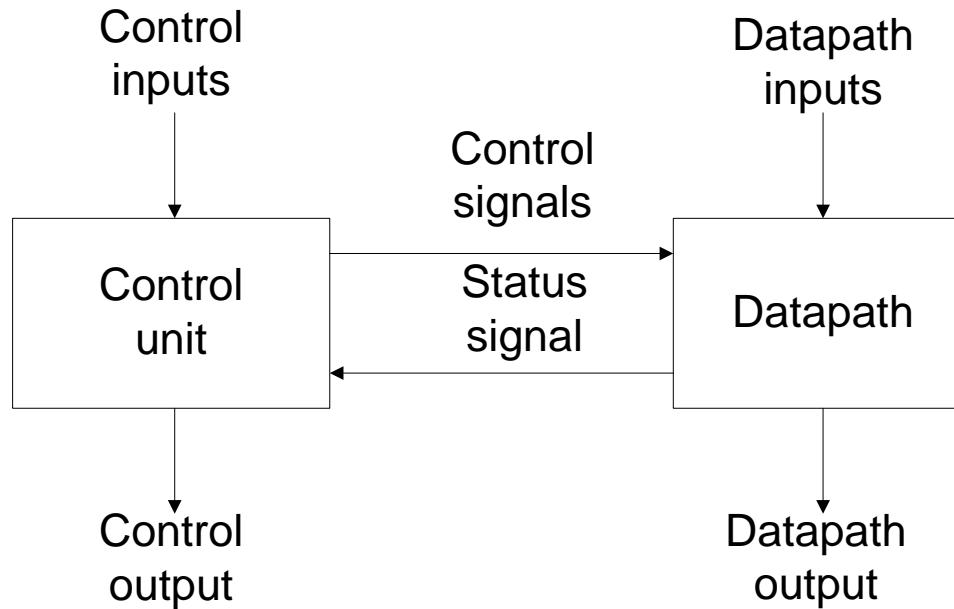
一般來說，在同步循序(synchronous sequential)電路中，各正反器的 clock 是接在一起的，所以各正反器應該是在同一個瞬間，同步改變狀態。但是實際上，因為佈線、繞線等延遲的問題導致各正反器之 clock 有時脈偏移 (clock skew，各正反器之 clock 沒有在同一瞬間 high、low 變化)，可能會造成電路動作不正常。

通常需要特別處理，盡量讓每個正反器在同一瞬間一起動作。





Optimization for RTL Design

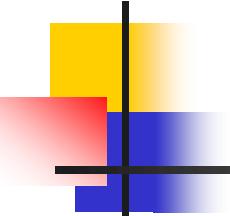


Optimization for control unit:

1. As suggestion by most textbooks of “Logic System Design”
2. Write a good-style HDL descriptions which are optimized by EDA tools

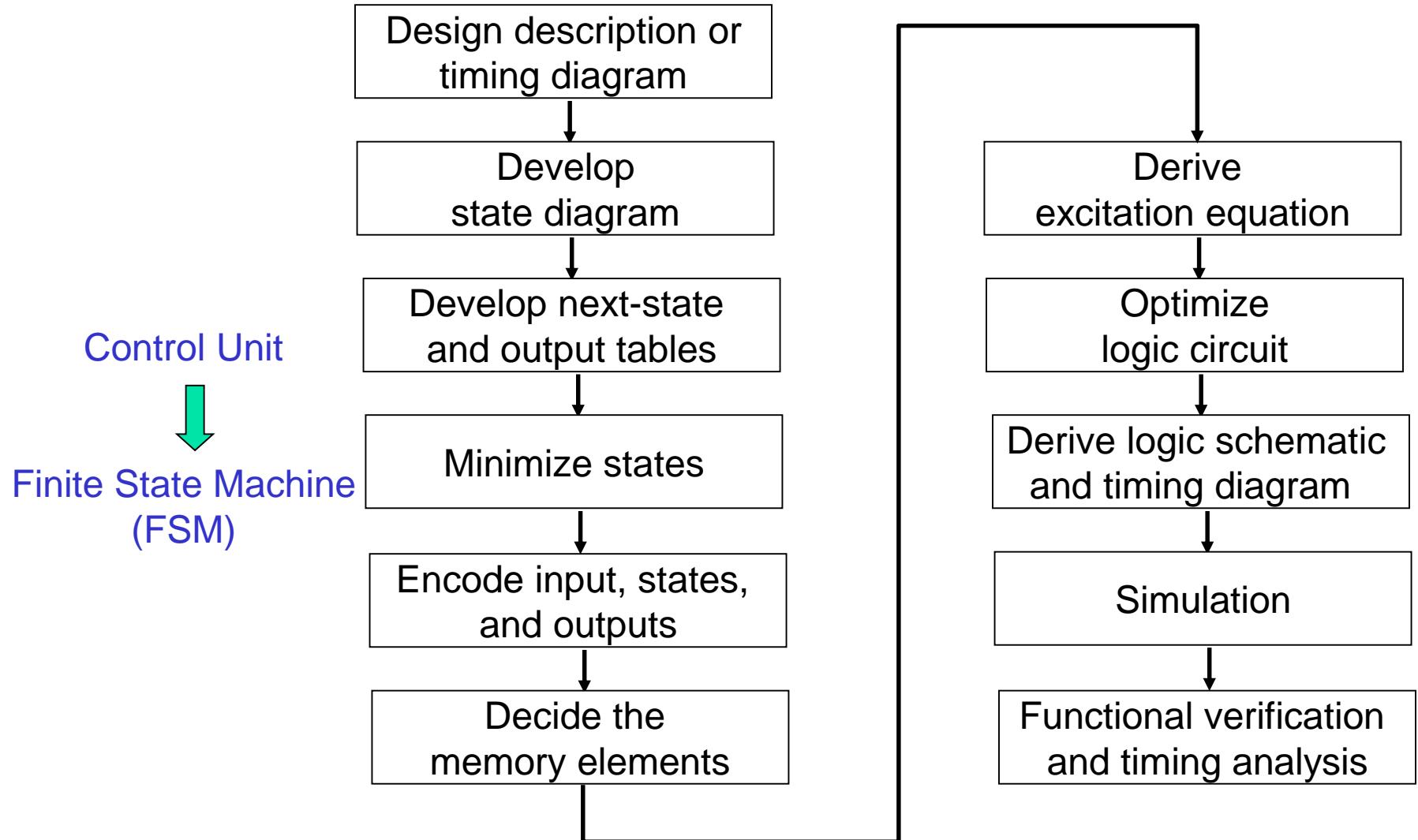
Optimization for datapath:

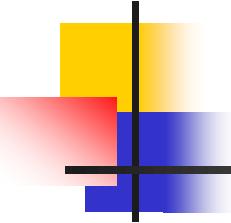
1. Resource optimization
2. Time optimization



Optimization for Control Unit

Traditional Optimization Flow for Control Unit





Finite State Machine (1/4)

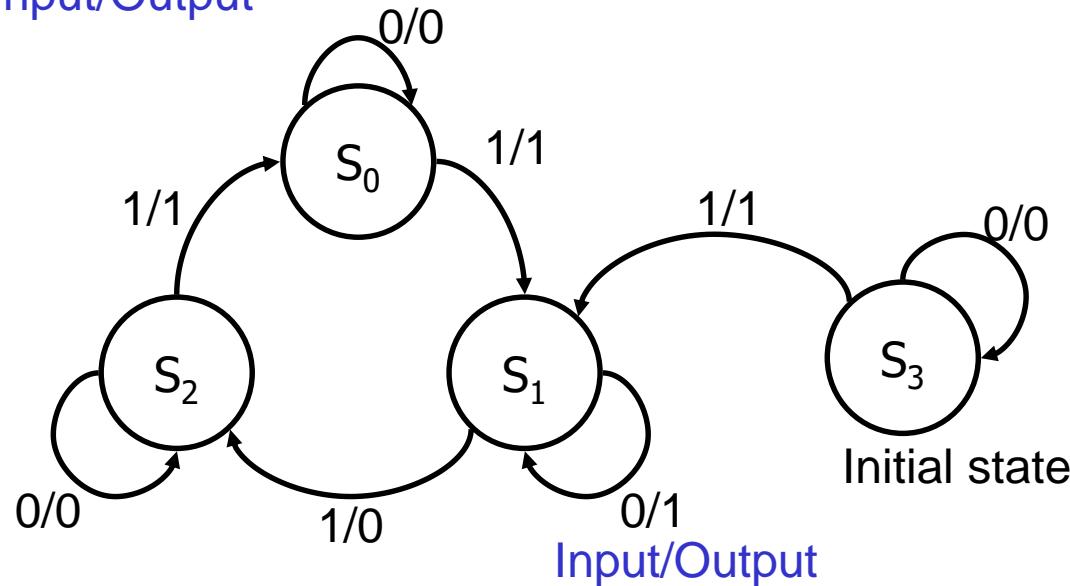
Moore machine: $S \rightarrow O$ (output is dependent only on current state)

Mealy machine: $S \times I \rightarrow O$ (output is dependent on input and state)

State diagram

Four states: S_0, S_1, S_2, S_3

Input/Output

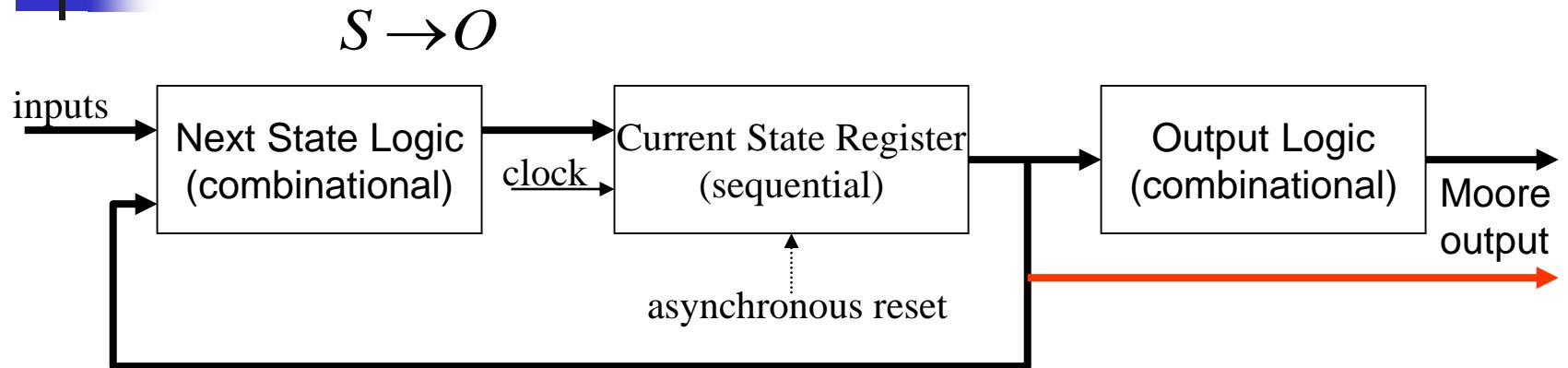


Next-state and output tables (I=input)

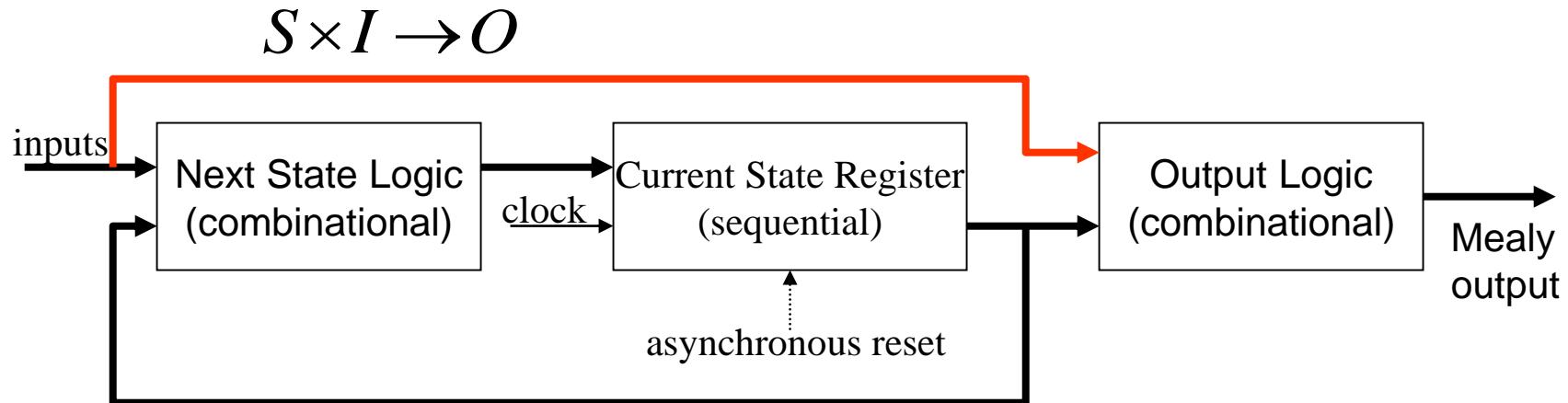
Present State	Next State		Output	
	I=0	I=1	I=0	I=1
S_0	S_0	S_1	0	1
S_1	S_1	S_2	1	0
S_2	S_2	S_0	0	1
S_3	S_3	S_1	0	1

A mealy machine

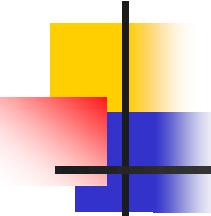
Finite State Machine (2/4)



Moore Machine (state-based machine)

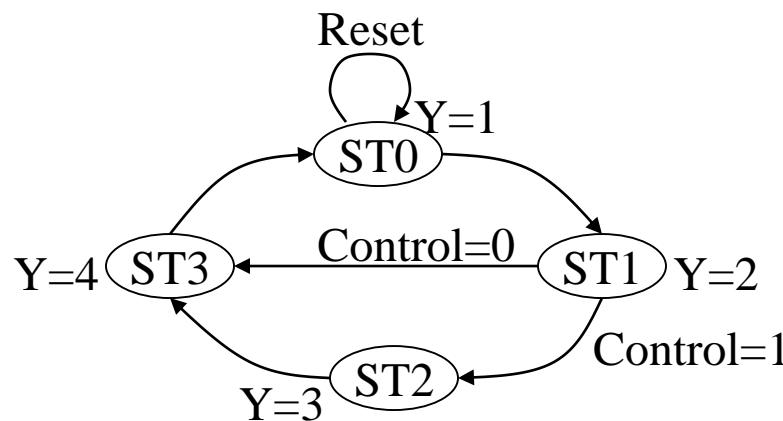


Mealy Machine (input-based machine)



Finite State Machine (3/4)

- For best legibility, describe FSM using two or three ***always@*** statements
 - (1) current state or state register (sequential circuit)
 - (2) next state logic (combinational circuit)
 - (3) output logic (combinational circuit)
 - Two combinational logic can be merged
- Use ***parameter*** to describe the state name



Finite State Machine (4/4)

```
module FSM(Clock, Reset, Control, Y)
input Clock, Reset, Control;
output [2:0] Y;
```

```
reg [1:0] CurrentState, Nextstate;
reg [2:0] Y;
```

```
parameter [1:0] ST0 = 2'b00,
ST1 = 2'b01,
ST2 = 2'b10,
ST3 = 2'b11;
```

State name
(parameter)

```
always @(posedge Clock or posedge Reset)
```

```
if (Reset)
  CurrentState <= ST0;
```

```
else
  CurrentState <= NextState;
```

State register
(Seq.C.)

Next state
logic
(Comb.C.)

Output
logic
(Comb.C.)

```
always @(Control or Currentstate)
begin
  NextState = ST0;
  case (CurrentState)
    ST0: NextState <= ST1;
    ST1: if (Control)
      NextState <= ST2;
    else
      NextState <= ST3;
    ST2: NextState <= ST3;
    ST3: NextState <= ST0;
  endcase
end
```

```
always @(CurrentState)
```

```
begin
```

```
case(CurrentState)
```

```
ST0: Y <= 1; ST1: Y <= 2;
ST2: Y <= 3; ST3: Y <= 4;
```

```
endcase
```

```
end endmodule
```

Moore Machine (1/8)

Optimization flow

Design description or timing diagram

Develop state diagram

Develop next-state and output tables

Minimize states

Encode input, states, and outputs

Decide the memory elements

Derive excitation equation

Optimize logic circuit

Derive logic schematic and timing diagram

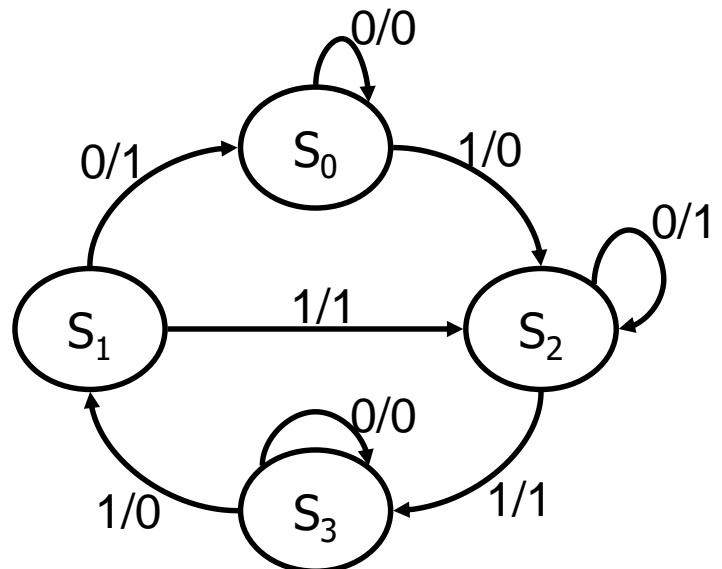
Simulation

Functional verification and timing analysis

$S \rightarrow O$ S :state O :output

Next-state and output tables (I =input)

Present State	Next State		Output	
	$I=0$	$I=1$	$I=0$	$I=1$
S_0	S_0	S_2	0	0
S_1	S_0	S_2	1	1
S_2	S_2	S_3	1	1
S_3	S_3	S_1	0	0

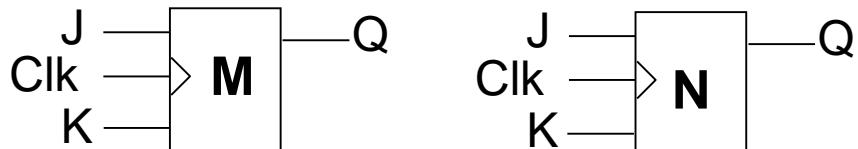


Moore Machine (2/8)

original state table

Present State	Next State		Output	
	I=0	I=1	I=0	I=1
S ₀	S ₀	S ₂	0	0
S ₁	S ₀	S ₂	1	1
S ₂	S ₂	S ₃	1	1
S ₃	S ₃	S ₁	0	0

Assume that we use JK flip-flops for storage
4 states \Rightarrow need 2 flip-flops (named M and N)



characteristic table

J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	Q'(t)

excitation table

Q(t)	Q(t+1)	J	K
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

I	Present State		Next State		M(JK)		N(JK)		Output
	M(t)	N(t)	M(t+1)	N(t+1)	MJ	MK	NJ	NK	
0	0	0	0	0	0	X	0	X	0
1	0	0	1	0	1	X	0	X	0
0	0	1	0	0	0	X	X	1	1
1	0	1	1	0	1	X	X	1	1
0	1	0	1	0	X	0	0	X	1
1	1	0	1	1	X	0	1	X	1
0	1	1	1	1	X	0	X	0	0
1	1	1	0	1	X	1	X	0	0

Moore Machine (3/8)

MN

X	00	01	11	10
0	0	0	X	X
1	1	1	X	X

MN

X	00	01	11	10
0	X	X	0	0
1	X	X	1	0

MN

X	00	01	11	10
0	0	1	0	1
1	0	1	0	1

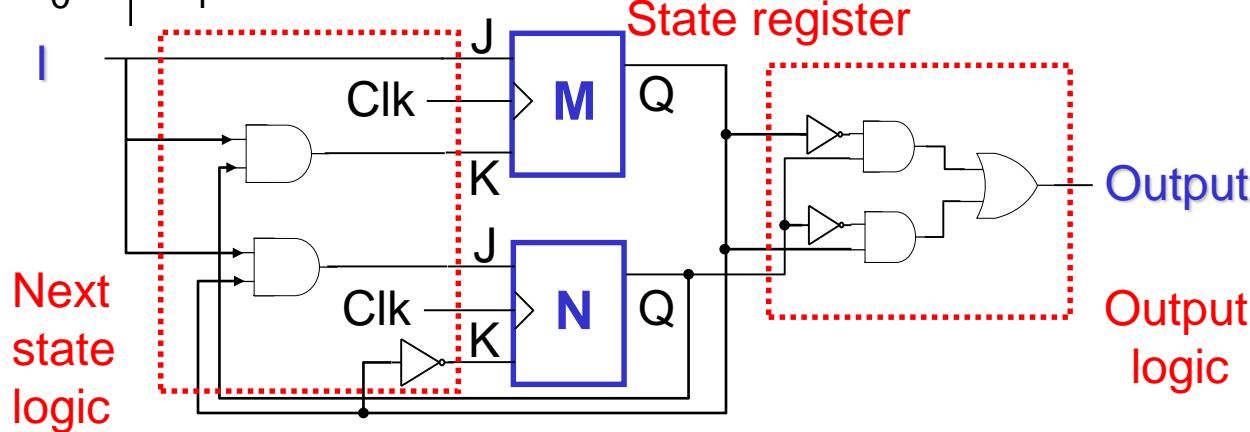
$MJ=I$

$MK=NI$

$NJ=MI$

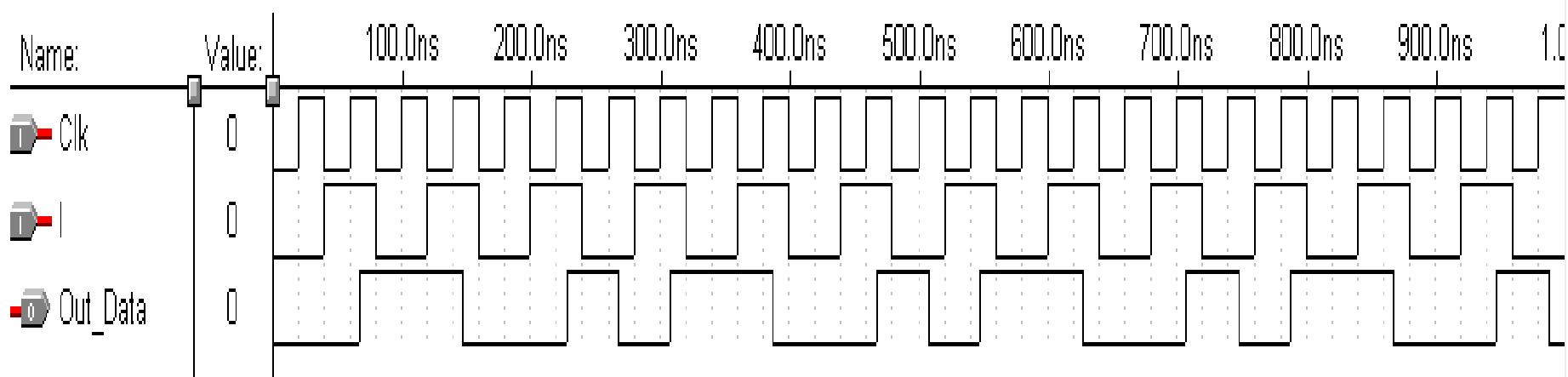
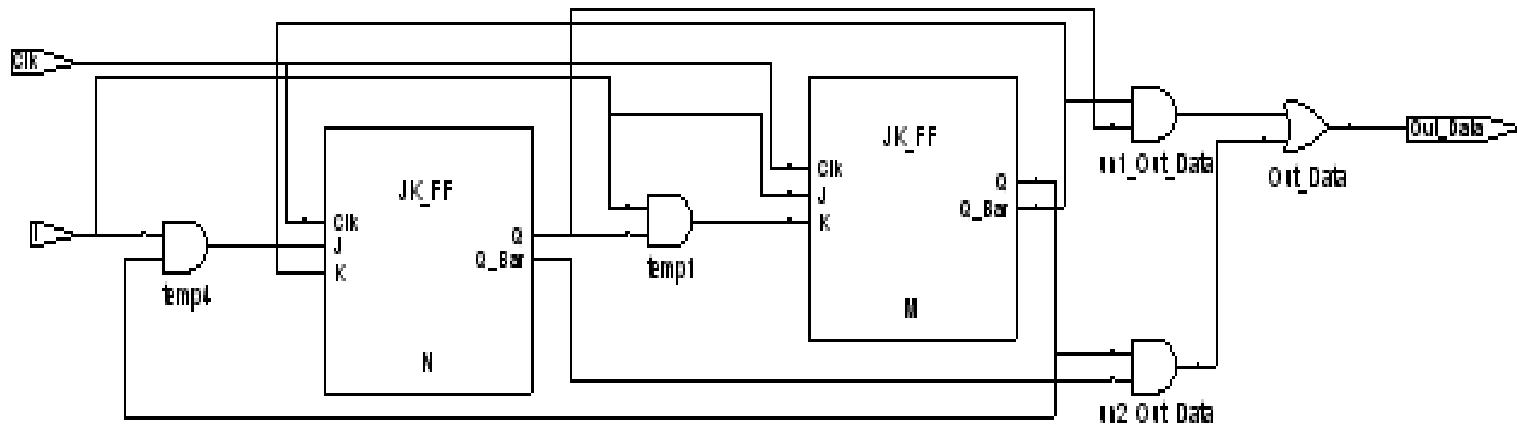
$NK=M'$

$$\text{Output} = M'N + MN'$$

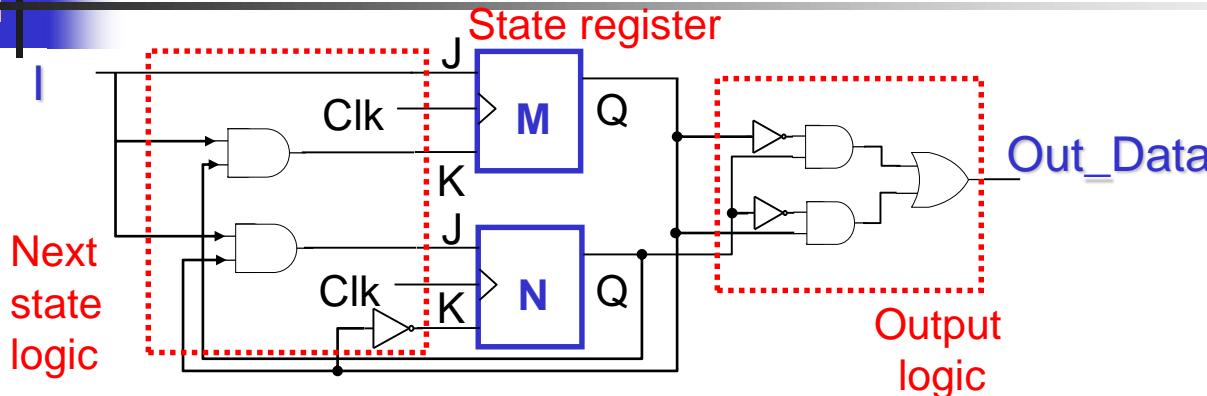


Moore Machine (4/8)

Synthesis Result



Moore Machine (5/8)



Implement the circuit with structural HDL

```
module moore_JK(Clk, I, Out_Data);
    input Clk, I; output Out_Data;
    wire temp1, temp2, temp3, temp4,
    temp5, temp6;
    assign temp1 = I & temp5;
    assign temp4 = I & temp2;
    assign Out_Data = (temp3 &
        temp5) | (temp2 & temp6);
    JK_FF M(Clk, I, temp1, temp2,
        temp3);
    JK_FF N(Clk, temp4, temp3, temp5,
        temp6);
endmodule
```

```
module JK_FF(Clk, J,
K, Q);
input Clk, J, K;
output Q, Q_B;
reg Q, Q_B;
always @(posedge Clk)
begin
    case({J,K})
        2'b00:
            Q=Q;
        2'b01:
            Q=0;
        2'b10:
            Q=1;
        2'b11:
            Q=~Q;
    endcase
end
endmodule
```

Moore Machine-Bad Example (6/8)

The better way is to write behavioral HDL directly and let the EDA tool do the whole optimization job (including Karnaugh Map and logic minimization)

```
module moore_bad(Clk,      S0: begin
Reset, In_Data, Out_Data);    Out_Data = 0;
input  Clk, Reset, In_Data;   if(In_Data == 1)
output [1:0] Out_Data;       State = S2;
reg    [1:0] Out_Data;       else
reg    [1:0] State;         State = S0;
parameter S0=2'b00,           end
S1=2'b01, S2=2'b11,         S1: begin
S3=2'b10;                   Out_Data = 1;
always @ (posedge Clk)     if(In_Data == 1)
begin                         State = S2;
  if(Reset)                 else
    State=S0;               State = S0;
  else begin                 end
    case(State)             end
      State = S1;
      State = S3;
    end
  endcase
end
end
endmodule
```

Both State and Out_Data are implemented with flip-flops

Note: This is a bad-style HDL

Moore Machine-Good Example (7/8)

```
module moore_good(Clk,  
    Reset, In_Data, Out_Data);  
  
input Clk, Reset, In_Data;  
output [1:0] Out_Data;  
reg [1:0] Out_Data;  
reg [1:0] State, NextState;  
parameter S0=2'b00, S1=2'b01,  
    S2=2'b10, S3=2'b11;
```

```
always @ (posedge Clk or  
    posedge Reset)  
begin  
    if(Reset)  
        State = S0;  
    else  
        State = NextState;  
end
```

State register (flip-flops)

```
always @ (In_Data or State)  
begin  
    case(State)  
        S0: begin  
            if(In_Data == 1)  
                NextState = S1;  
            else  
                NextState = S0;  
        end  
        S1: begin  
            if(In_Data == 1)  
                NextState = S2;  
            else  
                NextState = S0;  
        end  
        S2: begin  
            if(In_Data == 1)  
                NextState = S3;  
            else  
                NextState = S2;  
        end  
    endcase  
end
```

```
S3: begin  
    if(In_Data == 1)  
        NextState = S1;  
    else  
        NextState = S3;  
end  
endcase  
end
```

Next state logic

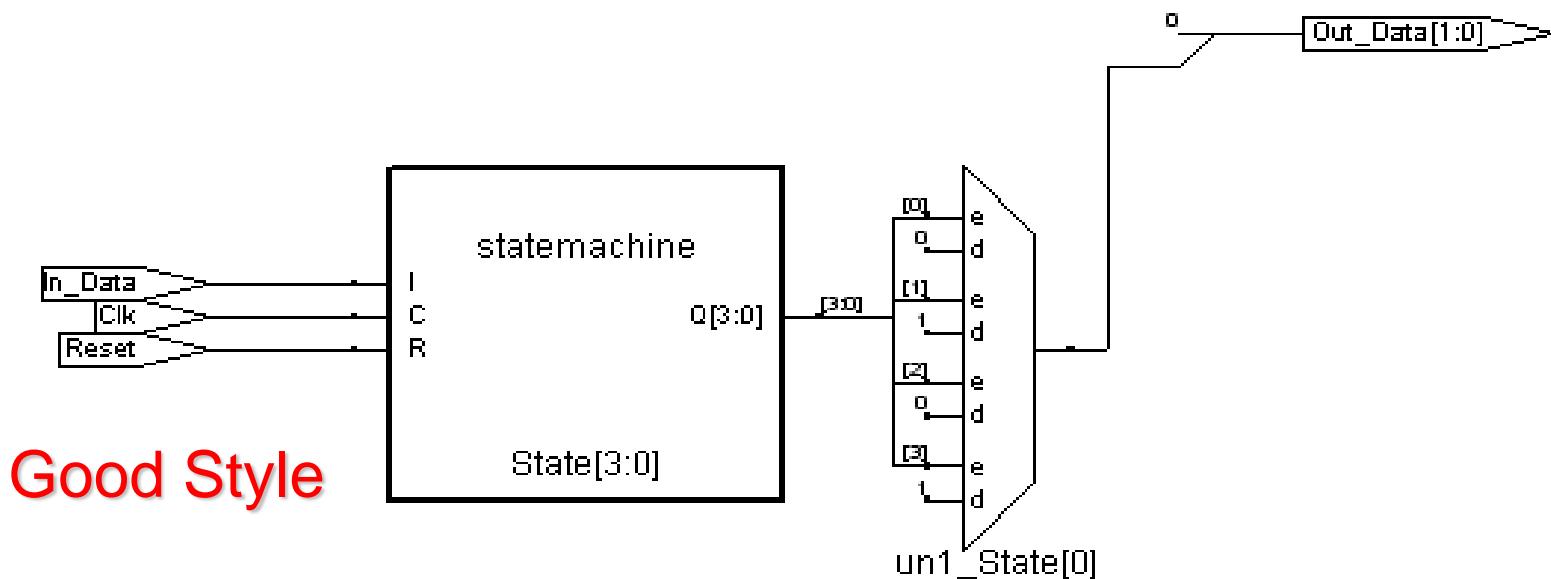
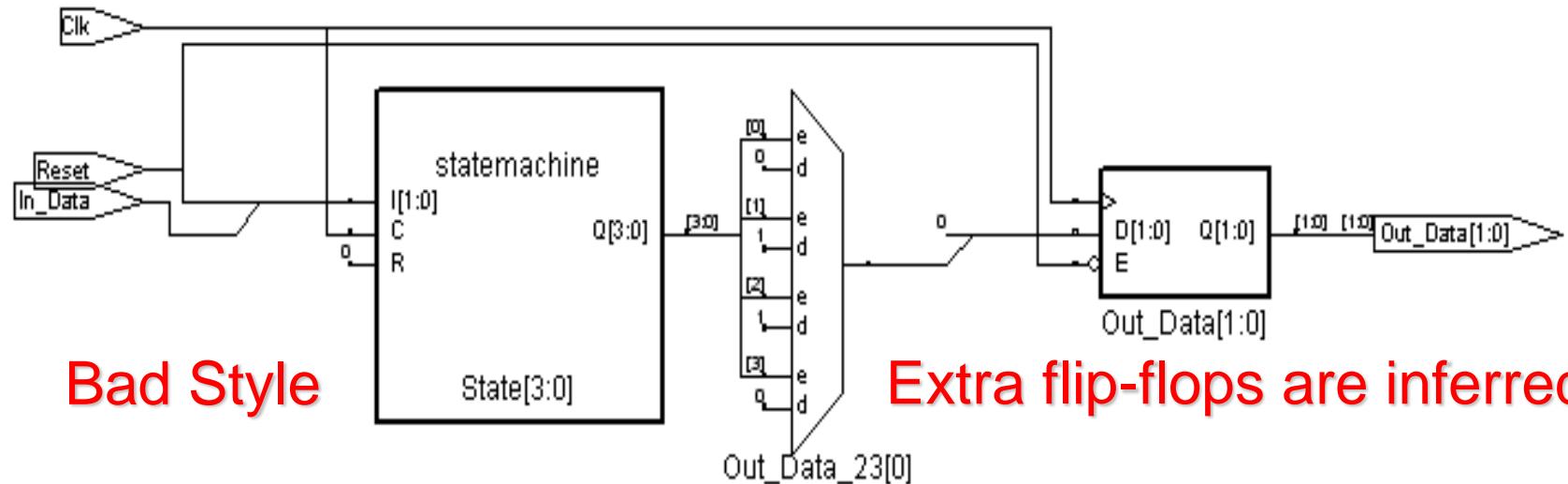
```
always @ (State)  
begin  
    case(State)  
        S0: Out_Data = 0;  
        S1: Out_Data = 1;  
        S2: Out_Data = 1;  
        S3: Out_Data = 0;  
    endcase  
end
```

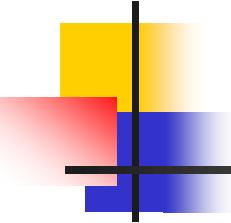
endmodule

Output logic

Note: This is a good-style HDL (only “State” is implemented with flip-flops)

Moore Machine-Good Example (8/8)



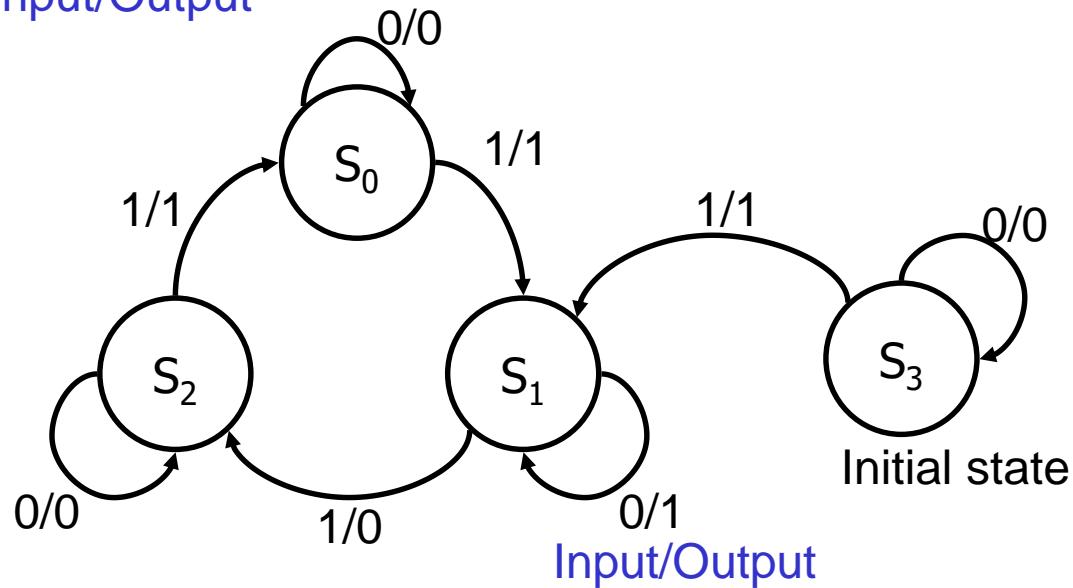


Mealy Machine (1/2)

State diagram

Four states: S_0, S_1, S_2, S_3

Input/Output

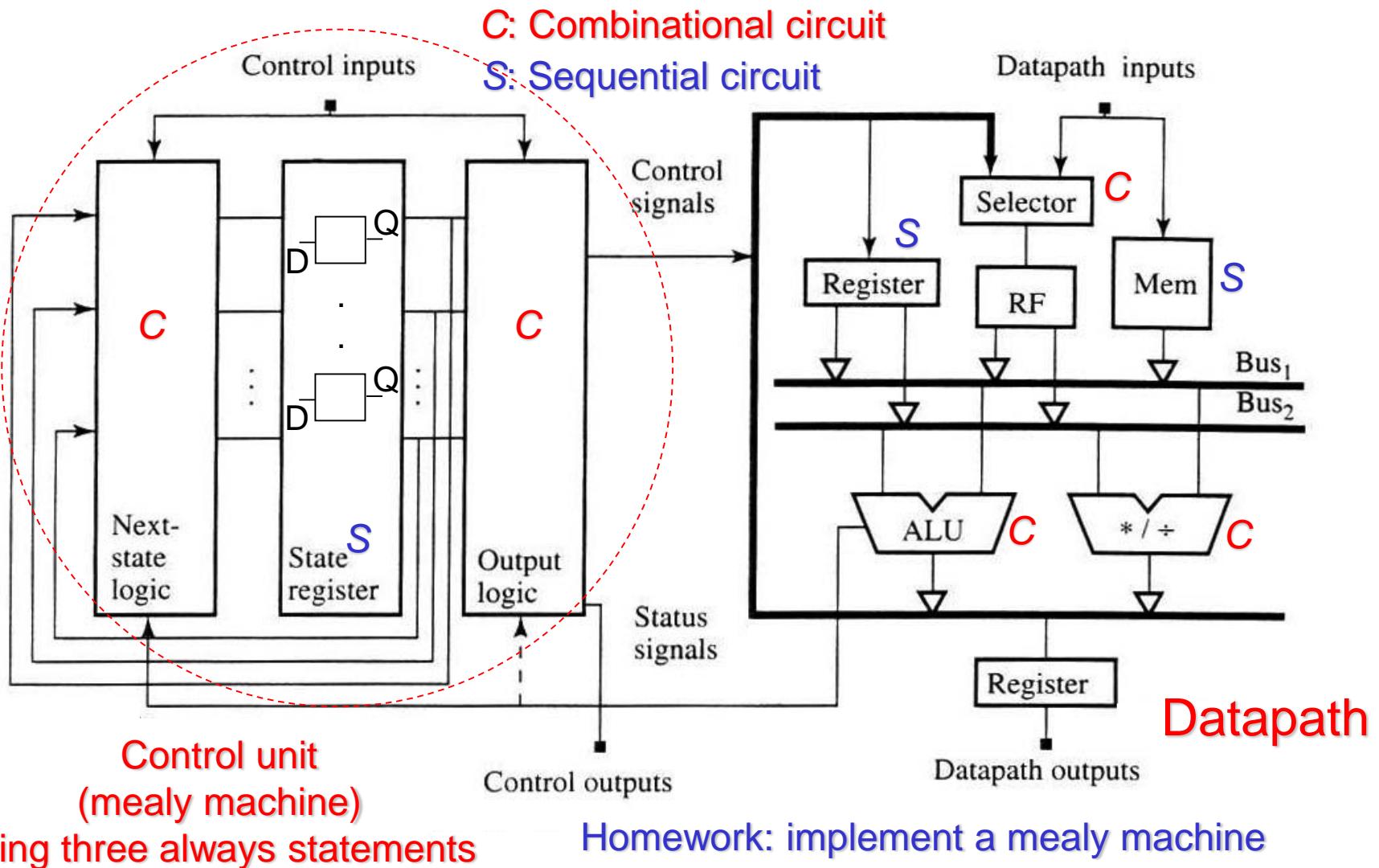


Next-state and output tables ($I=$ input)

Present State	Next State		Output	
	$I=0$	$I=1$	$I=0$	$I=1$
S_0	S_0	S_1	0	1
S_1	S_1	S_2	1	0
S_2	S_2	S_0	0	1
S_3	S_3	S_1	0	1

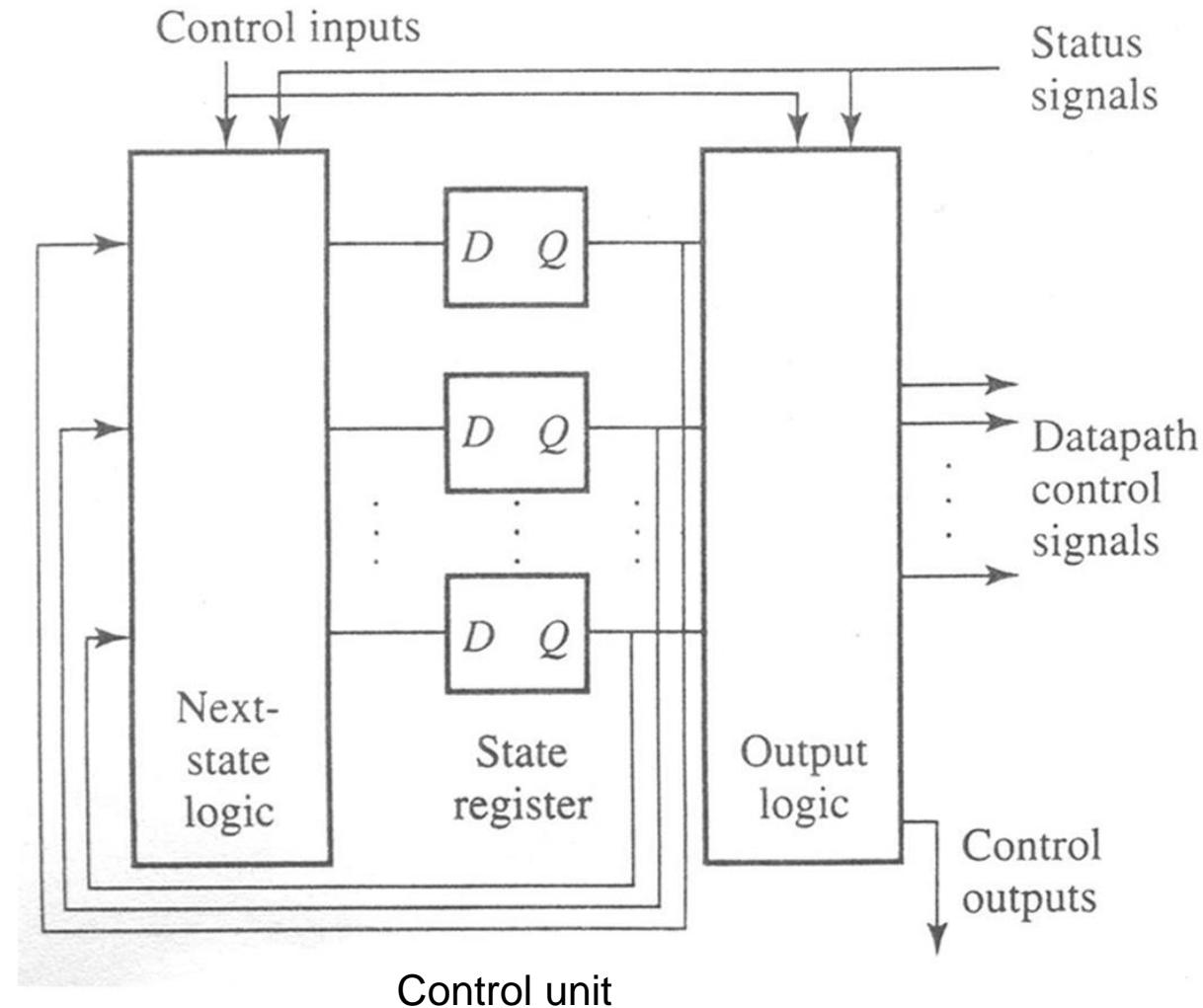
Mealy Machine (2/2)

Please do remember to write your mealy machine by using the good-style HDL



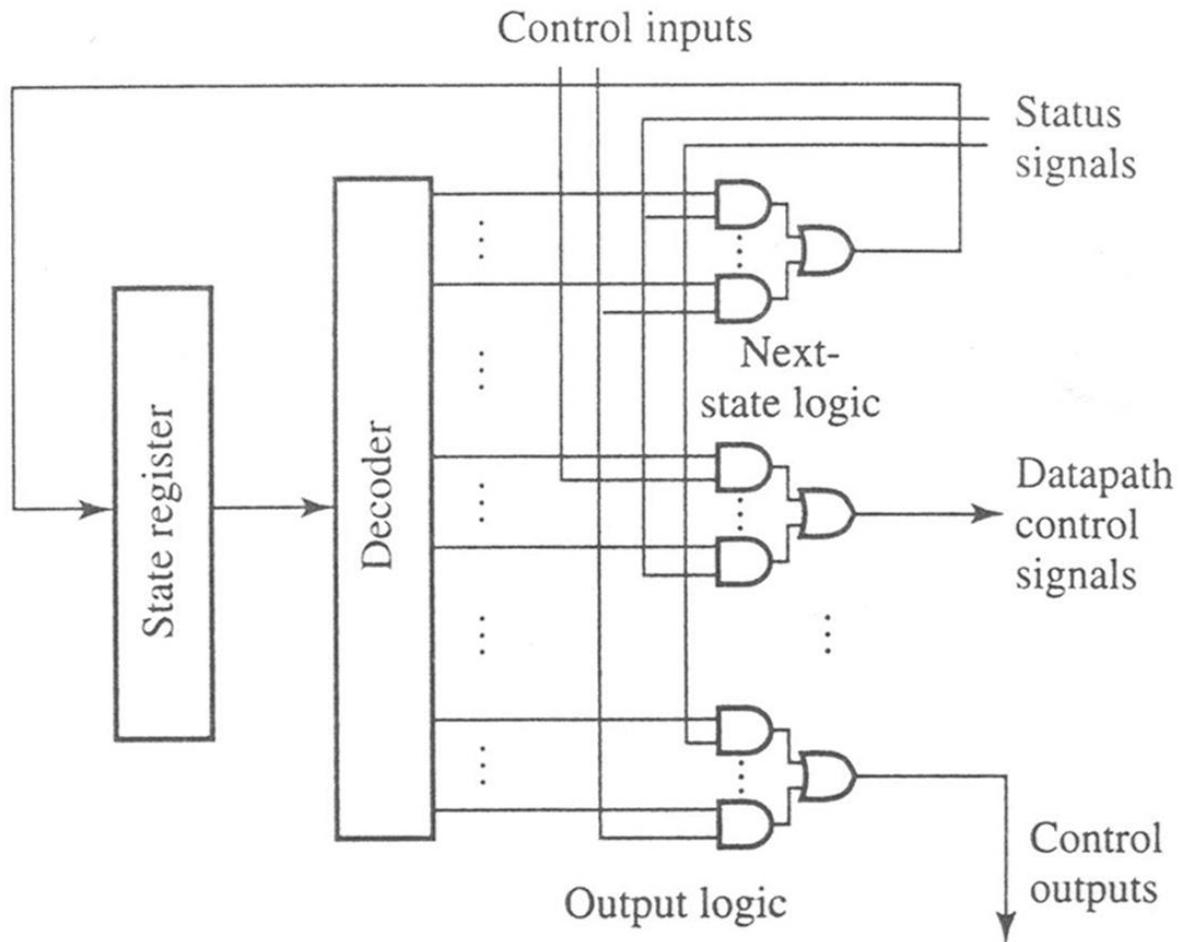
Control-Unit Implementation Styles (1/3)

Hardwired
Control



Control-Unit Implementation Styles (2/3)

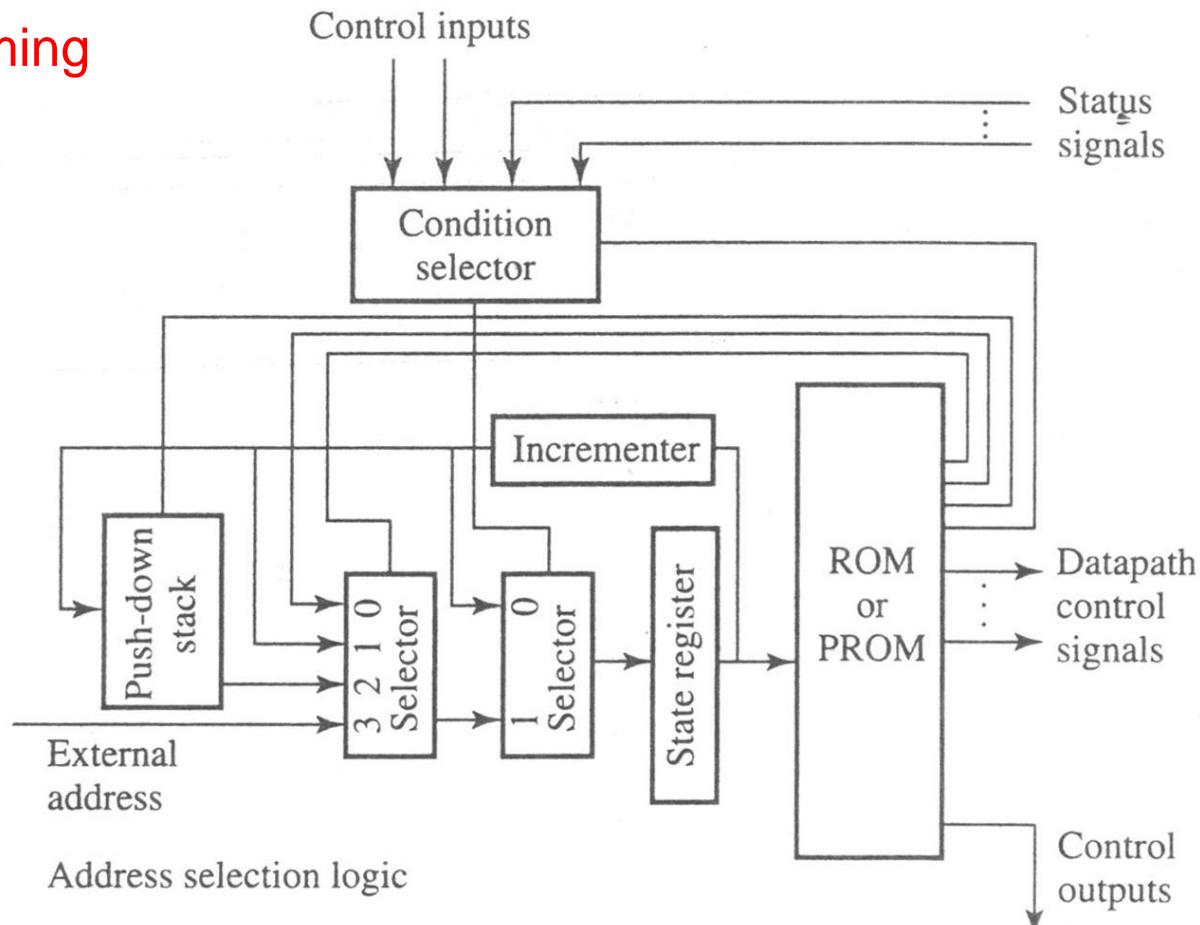
Hardwired
Control



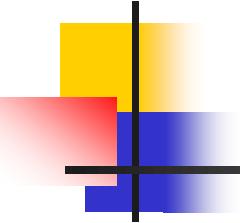
Control unit with state-register and decoder

Control-Unit Implementation Styles (3/3)

Microprogramming Control



Control unit with state-register and ROM



One's Count Problem (1/2)

One's – counter implementation

Problem : Using a datapath with a 3 port register-file (2 read port and 1 write port), design a one's counter that count the number of ones in an input dataword, and return the result after completion

Data := Input

Ocount := 0

Mask := 1

while Data := 0 **repeat**

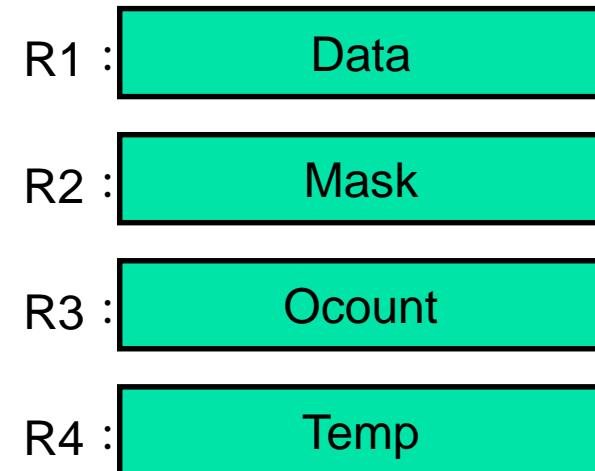
Temp := Data AND Mask

Ocount := Ocount + Temp

Data := Data >> 1

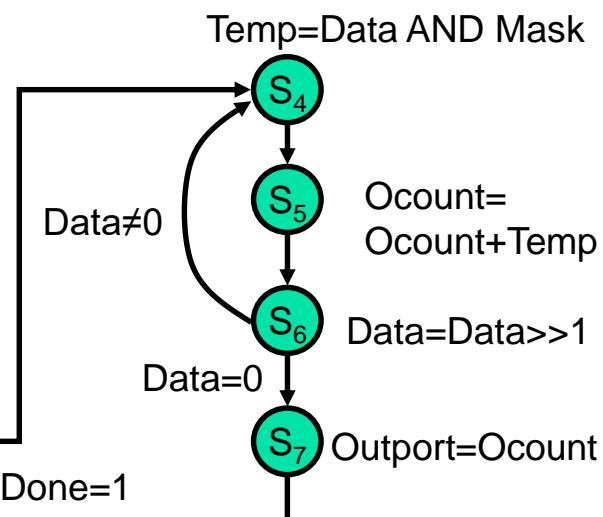
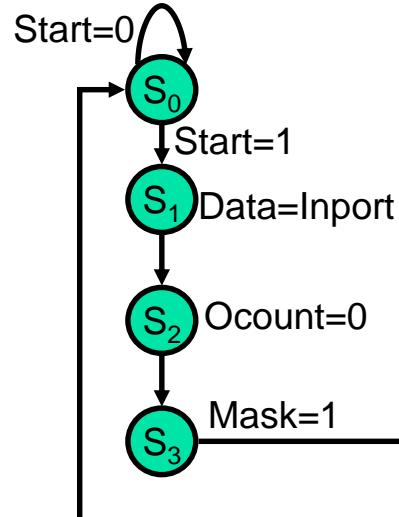
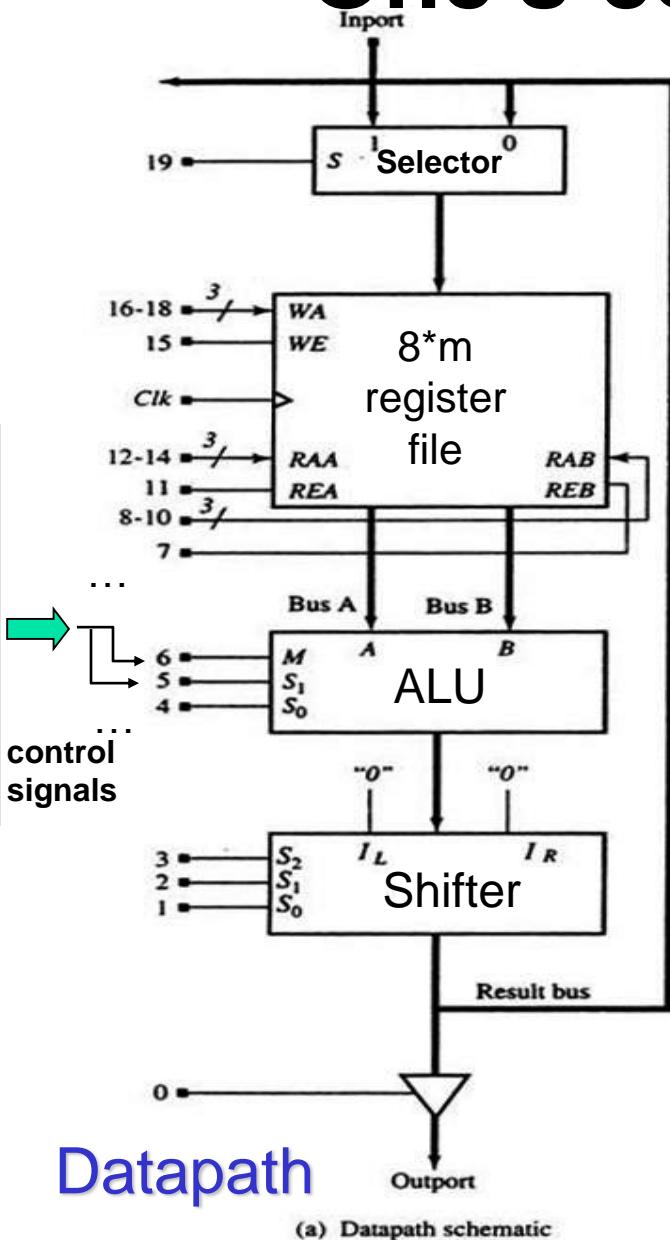
end while

Outport := Ocount

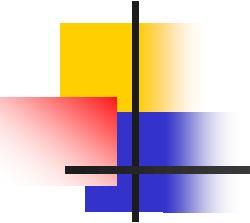


One's count Problem (2/2)

Control Unit



	IE	WT AD	READ AD A	READ AD B	ALU	SHIFT	O E
1	1	R ₁	X	X	X	X	0
2	0	R ₃	0	0	Add	Pass	0
3	0	R ₂	0	X	Inc	Pass	0
4	0	R ₄	R ₁	R ₂	AND	Pass	0
5	0	R ₃	R ₃	R ₄	Add	Pass	0
6	0	R ₁	R ₁	0	Add	Shift right	0
7	0	None	R ₃	0	Add	Pass	1



Datapath of One's-Counter (1/4)

Optimized by EDA tool

```
module data_path(clock,reset,control_word,inport,outport,data);
input clock,reset;
input [19:0] control_word;
input [7:0] inport;
output [7:0] outport,data;
wire [7:0] line1,line2,line3,line4;

selector O1(.inp_A(inport), .inp_B(data), .select(control_word[19]), .outp(line1));

register NO2(.clock(clock), .reset(reset), .WA(control_word[17:15]),
.WE(control_word[18]), .RAA(control_word[13:11]), .REA(control_word[14]),
.RAB(control_word[9:7]), .REB(control_word[10]), .Data_in(line1), .Bus_A(line2),
.Bus_B(line3));

alu NO3(.Datain_A(line2), .Datain_B(line3), .select(control_word[6:4]), .outp(line4));

shifter NO4(.inp(line4), .select(control_word[3:1]), .outp(data));

buffer NO5(.OE(control_word[0]), .inp(data), .outp(outport));
endmodule
```

Datapath of One's-Counter (2/4)

```
module selector(inp_A,inp_B,select,outp);
input [7:0] inp_A,inp_B;
input select;
output [7:0] outp;
reg [7:0] outp;

always@(select or inp_A or inp_B)
begin
    if(select)
        outp = inp_A;
    else
        outp = inp_B;
end
endmodule
```

M	S ₁	S ₀	ALU OPERATIONS
0	0	0	Complement A
0	0	1	AND
0	1	0	EX-OR
0	1	1	OR
1	0	0	Decrement A
1	0	1	Add
1	1	0	Subtract
1	1	1	Increment A

```
module alu(Datain_A,Datain_B,select,outp);
input [7:0] Datain_A,Datain_B;
input [2:0] select;
output [7:0] outp; reg [7:0] outp;

always@(select or Datain_A or Datain_B)
begin
    case(select)
        3'b000:outp = ~Datain_A;
        3'b001:outp = Datain_A & Datain_B;
        3'b010:outp = Datain_A ^ Datain_B;
        3'b011:outp = Datain_A | Datain_B;
        3'b100:outp = Datain_A - 1;
        3'b101:outp = Datain_A + Datain_B;
        3'b110:outp = Datain_A - Datain_B;
        3'b111:outp = Datain_A + 1;
    endcase
end    endmodule
```

Datapath of One's-Counter (3/4)

```
module shifter(inp,select,outp);
input [7:0] inp;
input [2:0] select;
output [7:0] outp;
reg [7:0] outp;
reg temp;
always@(select or inp)
begin
    case(select)
        3'b000:outp = inp;
        3'b001:outp = inp;
        3'b100:outp = inp << 1;
        3'b101:
            begin
                temp = inp[7];
                outp = inp << 1;
                outp[0] = temp;
            end
        3'b110:outp = inp >> 1;
```

3'b111:

```
begin
    temp = inp[0]; outp = inp >> 1;
    outp[7] = temp;
end
default: outp=8'hxx;
endcase
end
endmodule
```

```
module buffer(OE,inp,outp);
input OE;
input [7:0] inp;
output [7:0] outp;
reg [7:0] outp;
always@(OE or inp)
begin
    if(OE)
        outp = inp;
    else outp=8'bz;
end endmodule
```

S_2	S_1	S_0	SHIFT OPERATIONS
0	0	0	Pass
0	0	1	Pass
0	1	0	Not used
0	1	1	Not used
1	0	0	Shift left
1	0	1	Rotate left
1	1	0	Shift right
1	1	1	Rotate right

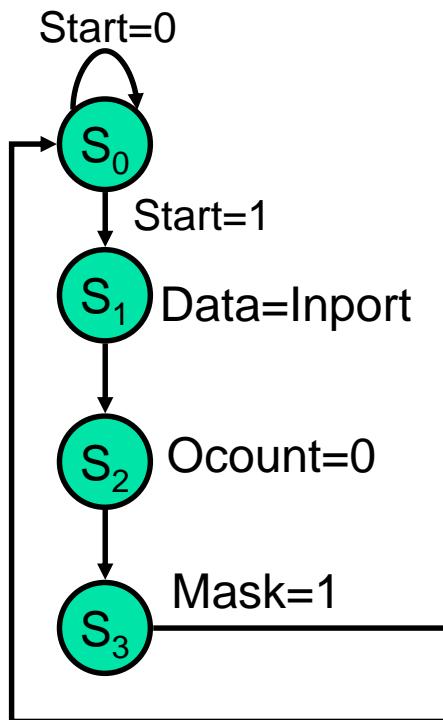
Datapath of One's-Counter (4/4)

```
module register(clock,reset,WA,WE,RAA,  
REA,RAB,REB,Data_in,Bus_A,Bus_B);  
input clock,reset,WE,REA,REB;  
input [2:0] WA,RAA,RAB;  
input [7:0] Data_in; output [7:0] Bus_A,Bus_B;  
reg [7:0] reg_array [7:0];  
  
always@(posedge clock)  
begin  
    if(reset)  
        begin  
            reg_array[0]=8'h00; reg_array[1]=8'h00;  
            reg_array[2]=8'h00; reg_array[3]=8'h00;  
            reg_array[4]=8'h00; reg_array[5]=8'h00;  
            reg_array[6]=8'h00; reg_array[7]=8'h00; end  
    else  
        begin  
            if(WE)  
                reg_array[WA]=Data_in;  
        end  
end
```

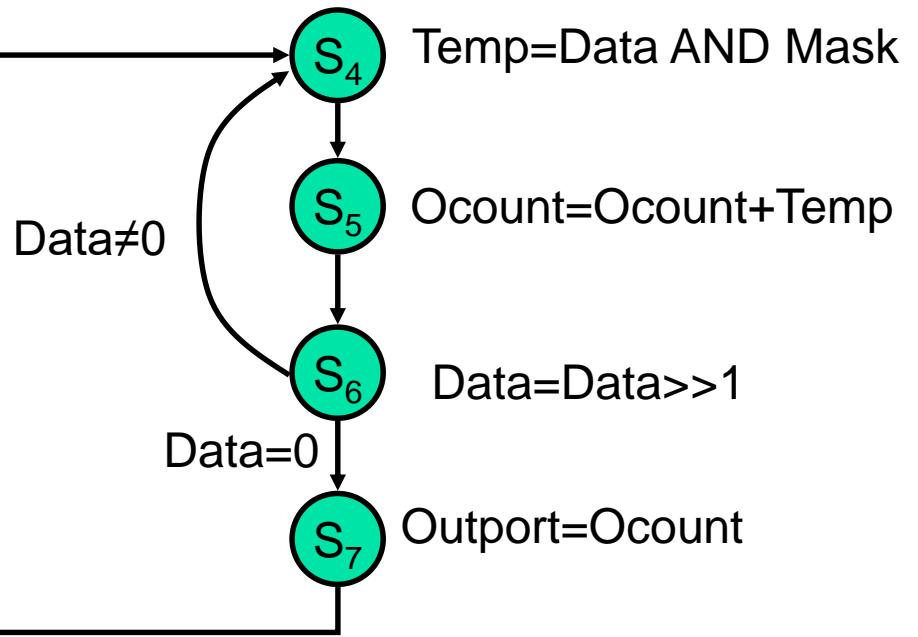
assign Bus_A=REA?reg_array[RAA]:8'h00;
assign Bus_B=REB?reg_array[RAB]:8'h00;
endmodule

Controller of One's-Counter (1/8)

- State lasts for a clock cycle
- In each state the datapath executes the statement indicated on its right side.



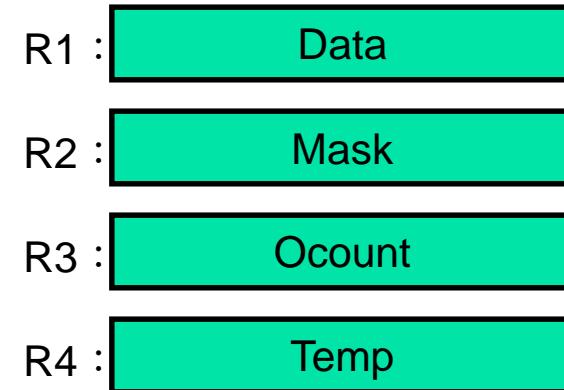
```
1. Data := Input  
2. Ocount := 0  
3. Mask := 1  
4. while Data := 0 repeat  
5.   Temp := Data AND Mask  
6.   Ocount := Ocount + Temp  
7.   Data := Data >> 1  
8. end while  
9. Outport := Ocount
```



Done=1

Controller of One's-Counter (2/8)

1. Data := Input
 2. Ocount := 0
 3. Mask := 1
 4. Temp := Data AND Mask
 5. Ocount := Ocount + Temp
 6. Data := Data >> 1
 7. Outport := Ocount
- while** Data $\neq 0$ **repeat**



Control words for one's counter

Control WORDS	IE	WRITE ADDRESS	READ ADDRESS A	READ ADDRESS B	ALU OPERATION	SHIFTER OPERATION	OE
1	1	R ₁	X	X	X	X	0
2	0	R ₃	0	0	Add	Pass	0
3	0	R ₂	0	X	Increment	Pass	0
4	0	R ₄	R ₁	R ₂	AND	Pass	0
5	0	R ₃	R ₃	R ₄	Add	Pass	0
6	0	R ₁	R ₁	0	Add	Shift right	0
7	0	None	R ₃	0	Add	Pass	1

← word

Controller of One's-Counter (3/8)

State	$Q_2 Q_1 Q_0$	IE	Write address				Read address A				Read address B				ALU operations			Shift operations			OE
			WE	WA ₂	WA ₁	WA ₀	REA	RAA ₂	RAA ₁	RAA ₀	REB	RAB ₂	RAB ₁	RAB ₀	M	S ₁	S ₀	S ₂	S ₁	S ₀	
s_0	000	0	0	X	X	X	0	X	X	X	0	X	X	X	X	X	X	X	X	0	
s_1	001	1	1	0	0	1	0	X	X	X	0	X	X	X	X	X	X	X	X	0	
s_2	010	0	1	0	1	1	0	X	X	X	0	X	X	X	1	0	1	0	0	0	
s_3	011	0	1	0	1	0	0	X	X	X	0	X	X	X	1	1	1	0	0	0	
s_4	100	0	1	1	0	0	1	0	0	1	1	0	1	0	0	0	1	0	0	0	
s_5	101	0	1	0	1	1	1	0	1	1	1	1	0	0	1	0	1	0	0	0	
s_6	110	0	1	0	0	1	1	0	0	1	0	X	X	X	1	0	1	1	1	0	
s_7	111	0	0	X	X	X	1	0	1	1	0	X	X	X	1	0	1	0	0	0	

(a) Output logic table

Optimized by hand

$$IE = Q_2' Q_1' Q_0$$

$$M = Q_1 + Q_0$$

$$WA_2 = Q_1' Q_0$$

$$RAB_2 = Q_0$$

$$RAB_2 = Q_0$$

$$S_1 = Q_2' Q_0$$

$$WA_1 = Q_2 Q_0 + Q_2' Q_1$$

$$RAB_1 = Q_0$$

$$RAB_1 = Q_0$$

$$S_0 = 1$$

$$WA_0 = Q_1 Q_0 + Q_1' Q_0$$

$$RAB_0 = 0$$

$$RAB_0 = 0$$

$$S_2 = S_1 = Q_2 Q_1 Q_0$$

$$WE = Q_2 Q_1 + Q_2' Q_0 + Q_1 Q_0$$

$$REB = Q_2 Q_1'$$

$$REB = Q_2 Q_1'$$

$$S_0 = 0$$

(b) Output equations

$$OE = Q_2 + Q_1 + Q_0$$

Controller of One's-Counter (4/8)

States	Q ₂ Q ₁ Q ₀	Start .(Data≠0)			
		00	01	10	11
S ₀	000	000	000	001	001
S ₁	001	010	010	010	010
S ₂	010	011	011	011	011
S ₃	011	100	100	100	100
S ₄	100	101	101	101	101
S ₅	101	110	110	110	110
S ₆	110	100	111	100	111
S ₇	111	000	000	000	000

(a) Next-state table

Start	Data≠0	Q ₁ Q ₀				Q ₂ =0				Q ₂ =1			
		00	01	11	10	00	01	11	10	00	01	11	10
00	00	000	010	100	011	101	110	000	000	010	100	000	100
01	01	000	010	100	011	101	110	000	000	010	100	000	111
11	11	001	010	100	011	101	110	000	000	010	100	000	111
10	10	001	010	100	011	101	110	000	000	010	100	000	100

(b) Karnaugh map

Optimized by hand

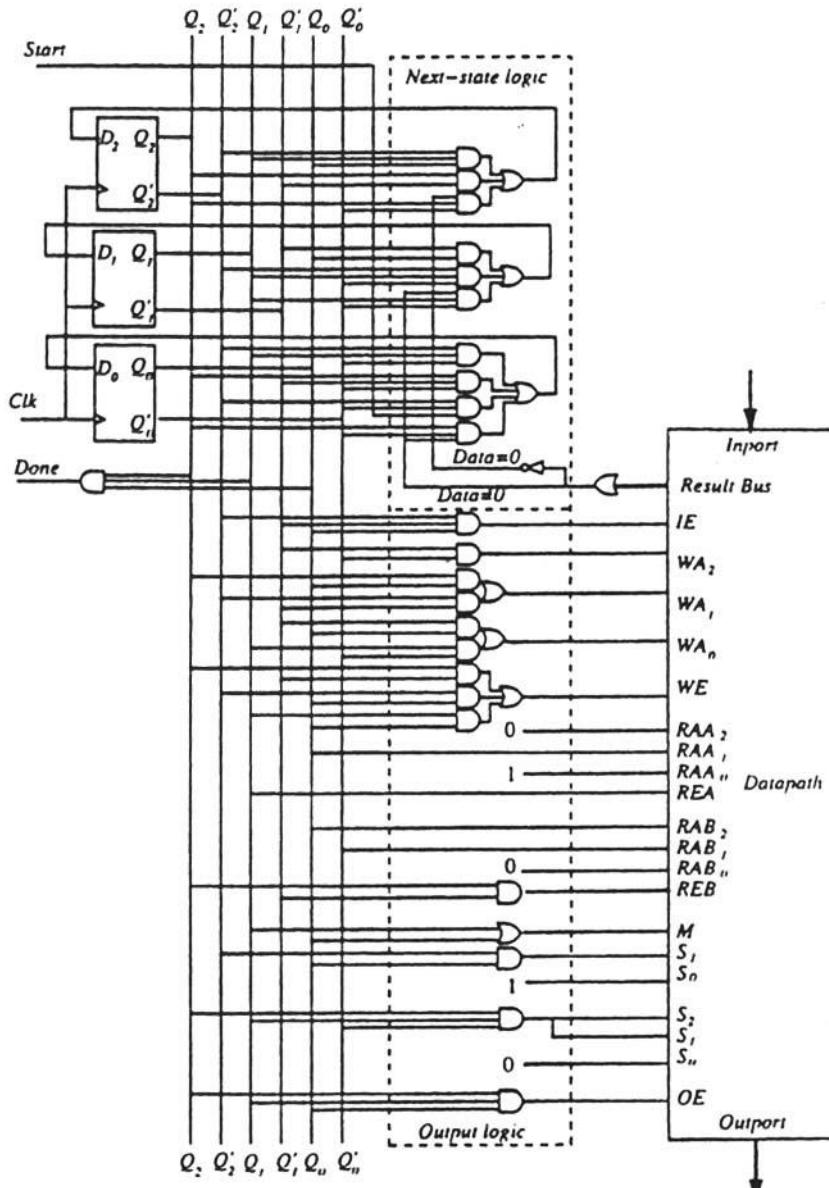
$$Q_2(\text{next}) = Q'_2 Q_1 Q_0 + Q_2 Q'_1 + (\text{Data} \neq 0) Q_2 Q'_0$$

$$Q_1(\text{next}) = Q'_1 Q_0 + Q'_2 Q'_1 Q'_0 + (\text{Data} \neq 0) Q_1 Q'_0$$

$$Q_0(\text{next}) = Q'_2 Q_1 Q'_0 + \text{Start } Q'_2 Q'_0 + (\text{Data} \neq 0) Q_2 Q'_0$$

(c) Next-state equations

Controller of One's-Counter (5/8)



Optimized by hand

Controller of One's-Counter (6/8)

```
module one_counter(clock,reset,start,inport,done,outport);
input clock,reset,start; input [7:0] inport;
output done; output [7:0] outport;
wire [7:0] data; wire [19:0] control_word;
control_unit NO1(.clock(clock), .reset(reset), .start(start), .data(data),
                  .control_word(control_word), .done(done));
data_path NO2(.clock(clock), .reset(reset), .control_word(control_word),
             .inport(inport), .outport(outport), .data(data));
endmodule
```

Optimized by EDA tool

```
module control_unit(clock,reset,start,data,control_word,done);
input clock,reset,start; input [7:0] data;
output done; output [19:0] control_word;
parameter S0=0,S1=1,S2=2,S3=3,S4=4,S5=5,S6=6,S7=7;
reg [2:0] currentstate,nextstate;
reg done; reg [19:0] control_word;
always@(posedge clock)
begin
  if(reset)
    currentstate=S0;      State Register
  else
    currentstate=nextstate; (Seq. C.)
end
```

Controller of One's-Counter (7/8)

Next State Logic (Comb. C.)

always@(currentstate or start or data)

begin

case(currentstate)

S0:

begin

if(start==0)

 nextstate=S0;

else

 nextstate=S1;

end

S1:

 nextstate=S2;

S2:

 nextstate=S3;

S3:

 nextstate=S4;

S4:

 nextstate=S5;

S5:

 nextstate=S6;

S6:

begin

 if(data!=8'h00)

 nextstate=S4;

 else

 nextstate=S7;

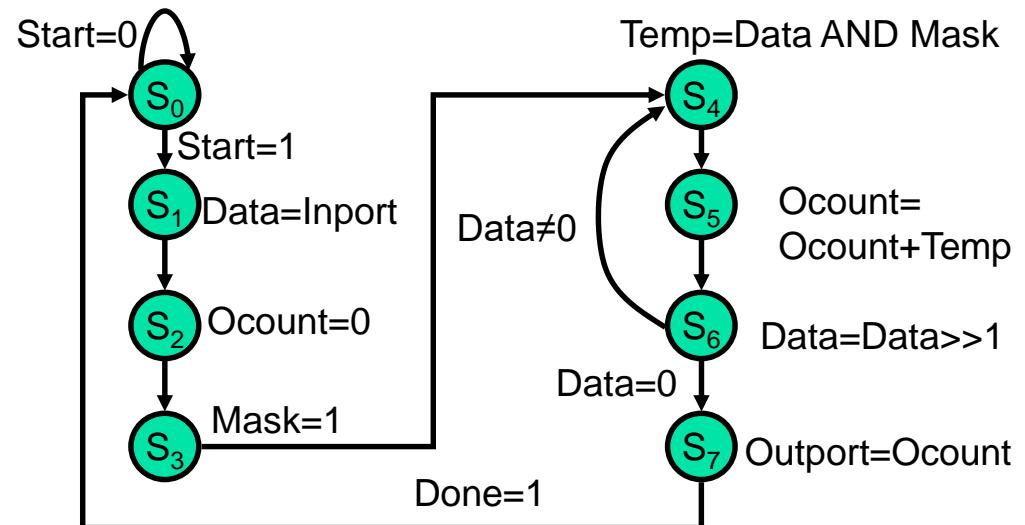
end

S7:

 nextstate=S0;

endcase

end



Controller of One's-Counter (8/8)

	IE	WR AD	READ AD A	READ AD B	ALU	SHIFT	O E
1	1	R ₁	X	X	X	X	0
2	0	R ₃	0	0	Add	Pass	0
3	0	R ₂	0	X	Inc	Pass	0
4	0	R ₄	R ₁	R ₂	AND	Pass	0
5	0	R ₃	R ₃	R ₄	Add	Pass	0
6	0	R ₁	R ₁	0	Add	Shift right	0
7	0	None	R ₃	0	Add	Pass	1

always@(currentstate)

begin

done=0;

case(currentstate)

S0:

control_word=20'b00XXX0XXX0XXXXXXXXX0;

S1:

control_word=20'b110010XXX0XXXXXXXXX0;

S2:

control_word=20'b010110XXX0XXX1010000;

S3:

control_word=20'b010100XXX1XXX1110000;

S4:

control_word=20'b01100100110100010000;

S5:

control_word=20'b010110111001010000;

S6:

control_word=20'b0100110010XXX1011100;

S7:

begin

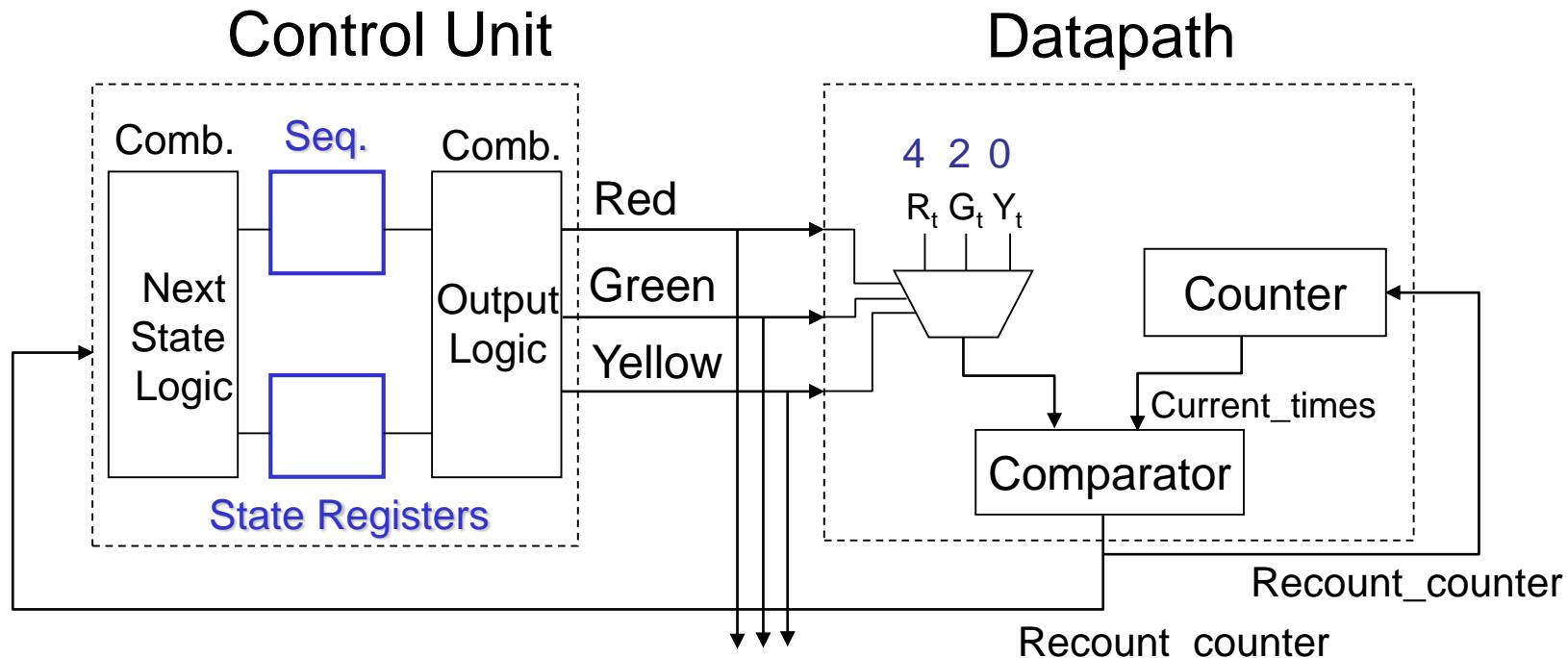
control_word=20'b00XXX10110XXX1010001;

done=1;

end endcase end endmodule

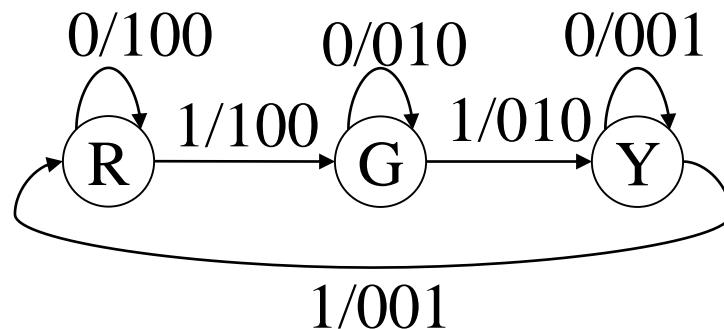
Output Logic (Comb. C.)

Traffic Light Controller (1/7)

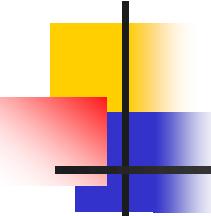


Input/Output

Recount_Counter16/Red Green Yellow



R_time: $4+1=5$ cycles
 G_time: $2+1=3$ cycles
 Y_time: $0+1=1$ cycles



Traffic Light Controller (2/7)

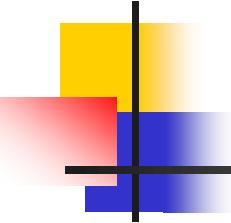
```
module traffic(Clock,Reset,Red,Green,Yellow);
input Clock,Reset; output Red,Green,Yellow;
wire Recount_conter; wire [3:0] Counter_Number;
```

```
Traffic_Control (.Clock(Clock),.Reset(Reset),
.Recount_Counter16(Recount_conter),.Red(Red),
.Green(Green),.Yellow(Yellow));
```

```
Datapath (.Clock(Clock), .Reset(Reset), .RGY({Red,Green,Yellow}),
.Recount(Recount_conter));
endmodule
```

```
module Datapath(Clock, Reset, RGY, Recount);
input Clock, Reset; input [2:0] RGY;
output Recount; wire [3:0] Counter_Number;
```

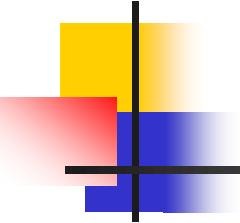
```
Compare A1(.current_times(Counter_Number), .RGY(RGY),
.Recount_conter16(Recount));
Counter16 A2(.Clock(Clock),.Reset(Reset),
.Recount_Counter16(Recount),.Count_Out(Counter_Number));
endmodule
```



Traffic Light Controller (3/7)

```
module Counter16(Clock,Reset,Recount_Counter16,
                  Count_Out);
  input Clock,Reset,Recount_Counter16;
  output [3:0] Count_Out;
  reg [3:0] Count_Out;

  always@(posedge Clock)
  begin
    if(Reset)
      Count_Out=0;
    else
      begin
        if(Recount_Counter16)
          Count_Out=0;
        else
          Count_Out=Count_Out+1;
      end
    end
  end
endmodule
```



Traffic Light Controller (4/7)

```
module compare(current_times,  
RGY, Recount_conter16);  
input [2:0] RGY;  
input [3:0] current_times;  
output Recount_conter16;  
reg Recount_conter16;  
parameter R_times=4, G_times=2,  
Y_times=0;  
  
always @(RGY)  
begin  
    case(RGY)  
        3'b100:begin  
            if(current_times ==R_times)  
                Recount_conter16=1;  
            else  
                Recount_conter16=0;  
        end  
    endcase  
end
```

```
3'b001:begin  
    if(current_times ==Y_times)  
        Recount_conter16=1;  
    else  
        Recount_conter16=0;  
    end  
3'b010:begin  
    if(current_times ==G_times)  
        Recount_conter16=1;  
    else  
        Recount_conter16=0;  
    end  
    default: Recount_conter16=1;  
endcase  
end  
endmodule
```

Traffic Light Controller (5/7)

```
module Traffic_Control(Clock,Reset,
    Recount_Counter16,Red,Green,Yellow);
input Clock, Reset,Recount_Counter16;
output Red, Green, Yellow;
reg Red, Green, Yellow;
reg [1:0] currentstate,nextstate;

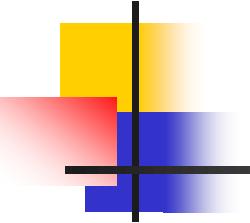
parameter [1:0] Red_Light=0, Green_Light=1,
    Yellow_Light=2;

always@(posedge Clock)
begin
    if(Reset)
        currentstate = Red_Light;
    else
        currentstate = nextstate;
end
```

State Register (Seq. C.)

```
always@(currentstate)
begin
    case(currentstate)
        Red_Light:begin
            if(Recount_Counter16)
                nextstate=Green_Light;
            else
                nextstate=Red_Light; end
        Green_Light:begin
            if(Recount_Counter16)
                nextstate=Yellow_Light;
            else
                nextstate=Green_Light; end
        Yellow_Light:begin
            if(Recount_Counter16)
                nextstate=Red_Light;
            else
                nextstate=Yellow_Light; end
        default: nextstate=Red_Light;
    endcase
end
```

Next State Logic (Comb. C.)



Traffic Light Controller (6/7)

```
always @(currentstate)
begin
    case(currentstate)
        Red_Light:begin
            Red=1'b1;
            Green=1'b0;
            Yellow=1'b0;
        end
        Green_Light:begin
            Red=1'b0;
            Green=1'b1;
            Yellow=1'b0;
        end
        Yellow_Light:begin
            Red=1'b0;
            Green=1'b0;
            Yellow=1'b1;
        end
    default:begin
        Red=1'b0;
        Green=1'b0;
        Yellow=1'b0;
    end
    endcase
end
```

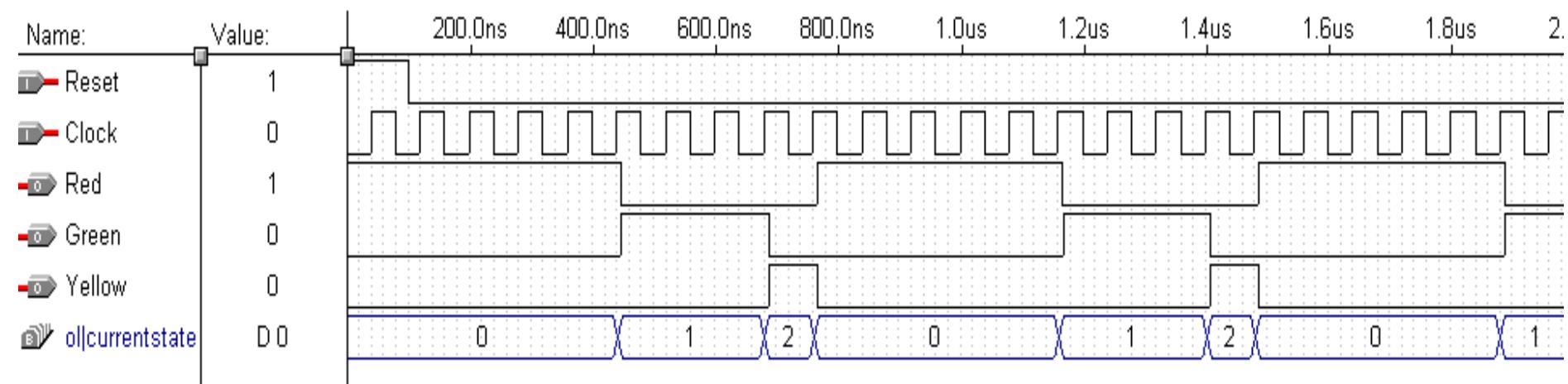
Output Logic (Comb. C.)

Traffic Light Controller (7/7)

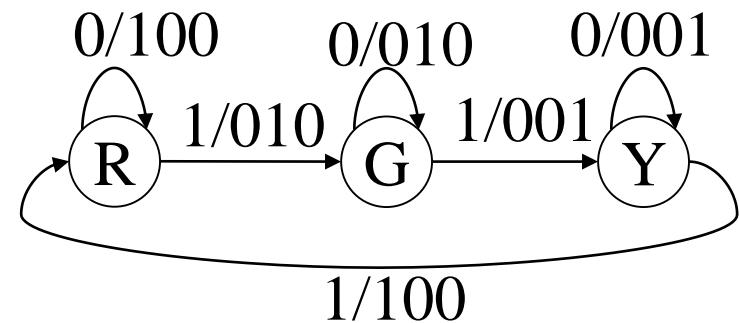
R_time: $4+1=5$ cycles

G_time: $2+1=3$ cycles

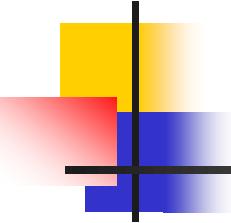
Y_time: $0+1=1$ cycles



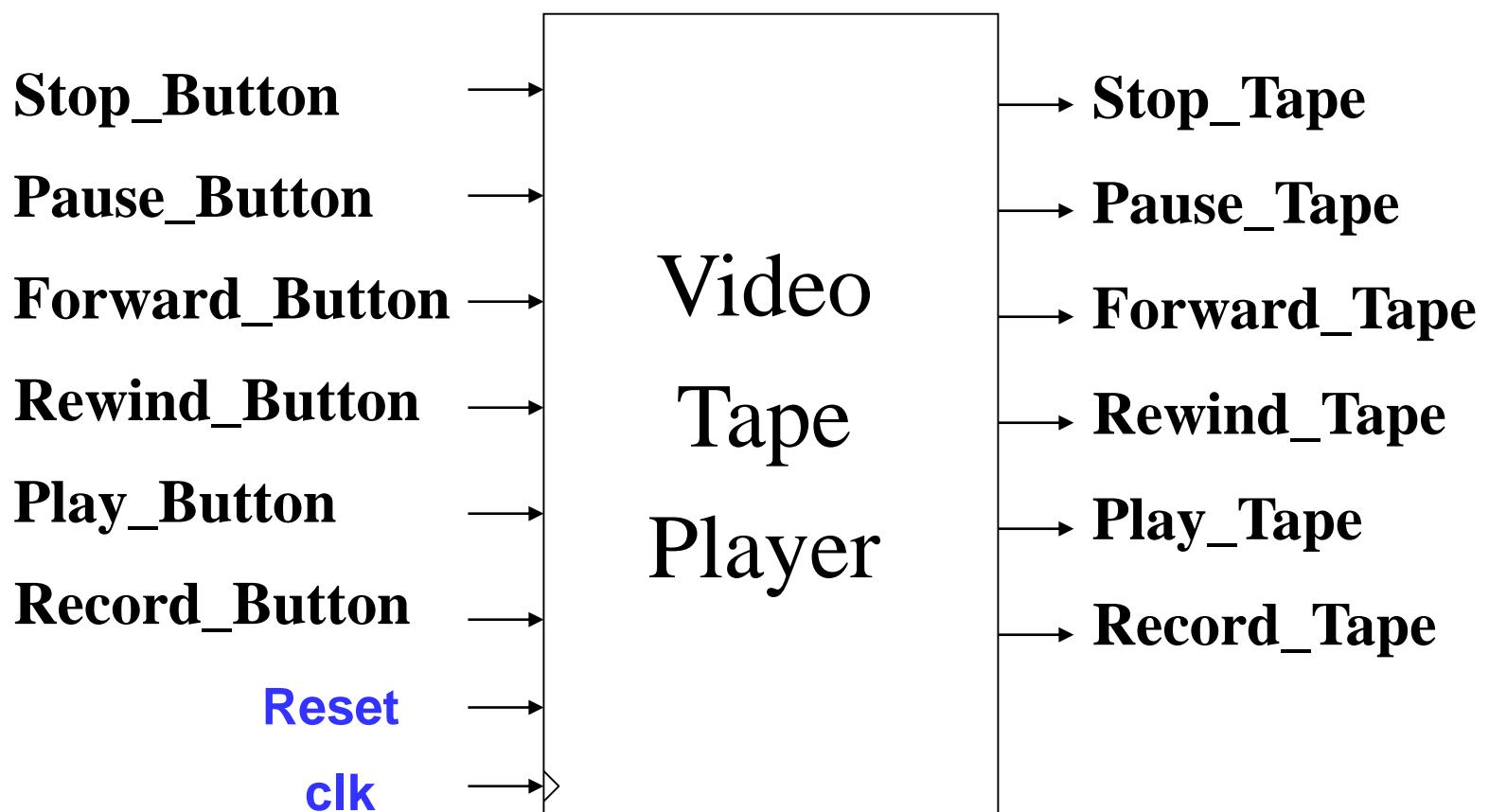
Input/Output Recount_Counter16/Red Green Yellow



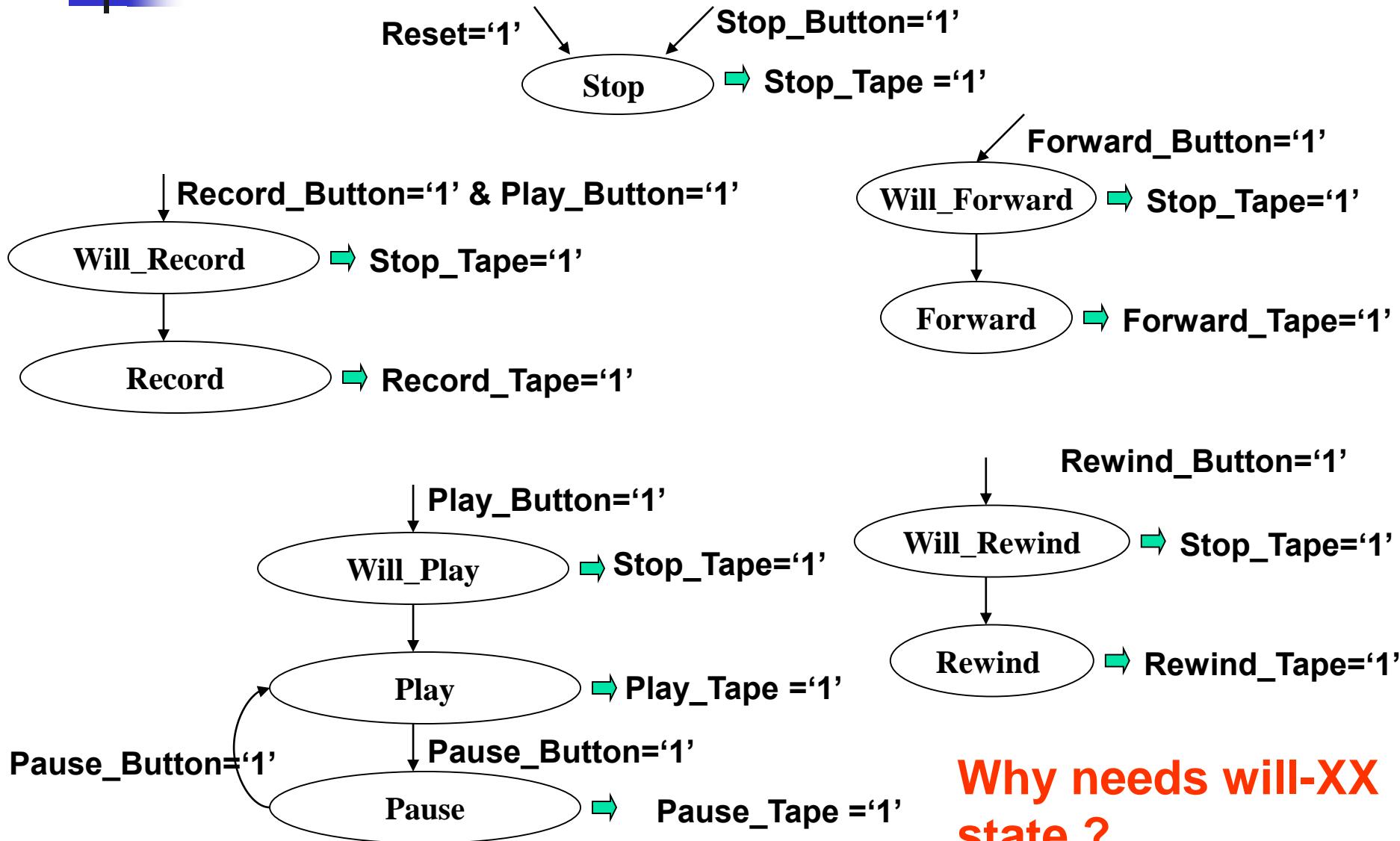
Homework: Design traffic controller
with Mealy machine

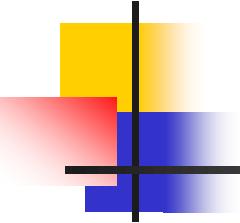


Video Tape Player (1/4)



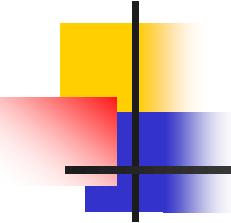
Video Tape Player (2/4)





Video Tape Player (3/4)

```
parameter STOP = 4'b0000, WILL_FORWARD = 4'b0001,  
FORWARD = 4'b0010, WILL_REWIND = 4'b0011,  
REWIND = 4'b0100, WILL_PLAY = 4'b0101,  
PLAY = 4'b0110, PAUSE = 4'b0111,  
WILL_RECORD = 4'b1000, RECORD = 4'b1001;  
  
assign {Stop_Tape, Pause_Tape, Forward_Tape,  
Rewind_Tape, Play_Tape, Record_Tape} = outTape;  
always @(posedge clk or posedge reset)  
begin  
    if(reset)  
        curState = 0;  
    else  
        curState = nextState;  
  
end  
  
always @ (curState)  
begin  
    case(curState)  
        STOP: outTape = 6'b100000;  
        WILL_FORWARD: outTape = 6'b100000;  
        FORWARD: outTape = 6'b001000;  
        WILL_REWIND: outTape = 6'b100000;  
        REWIND: outTape = 6'b000100;  
        WILL_PLAY: outTape = 6'b100000;  
        PLAY: outTape = 6'b000010;  
        PAUSE: outTape = 6'b010000;  
        WILL_RECORD: outTape = 6'b100000;  
        RECORD: outTape = 6'b000001;  
        default: outTape = 6'b100000;  
    endcase  
end
```



Video Tape Player (4/4)

```
always @(@(curState or Stop_Button or
Pause_Button or Forward_Button or
Rewind_Button or Play_Button or Record_Button))
begin
    nextState = STOP;
    case(curState)
        STOP:
            nextState = STOP;
        WILL_FORWARD:
            nextState = FORWARD;
        FORWARD:
            nextState = FORWARD;
        WILL_REWIND:
            nextState = REWIND;
        REWIND:
            nextState = REWIND;
        WILL_PLAY:
            nextState = PLAY;
        PLAY:
            if(Pause_Button)   nextState = PAUSE;
            else              nextState = PLAY;
```

```
PAUSE: if(Pause_Button) nextState = PLAY;
        else nextState = PAUSE;
WILL_RECORD:
        nextState = RECORD;
RECORD:
        nextState = RECORD;
endcase

if(Stop_Button | Forward_Button |
Rewind_Button | Play_Button | Record_Button)
begin
    if(Stop_Button)
        nextState = STOP;
    else if(Record_Button && Play_Button)
        nextState = WILL_RECORD;
    else if(Play_Button)
        nextState = WILL_PLAY;
    else if(Forward_Button)
        nextState = WILL_FORWARD;
    else if(Rewind_Button)
        nextState = WILL_REWIND;
end
end
```