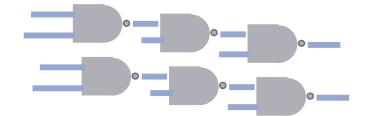
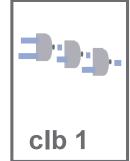
# Modern Project Methodology

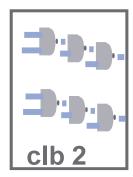




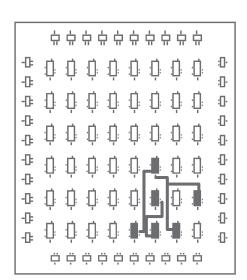


mapping





Place and Route



### Module

General definition

```
module module_name ( port_list );
    port declarations;
    ...
    variable declaration;
    ...
    description of behavior
endmodule
```

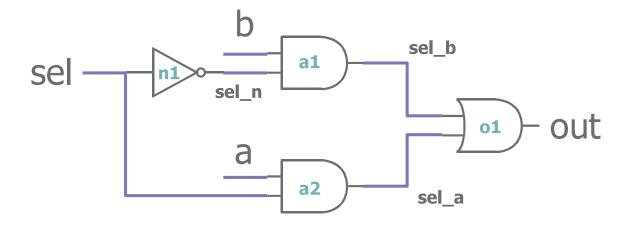
Example

```
module HalfAdder (A, B, Sum Carry);
input A, B;
output Sum, Carry;
assign Sum = A ^ B;
//^ denotes XOR
assign Carry = A & B;
// & denotes AND
endmodule
```

## 2. Verilog modeling Styles

- Structural: Logic is described in terms of Verilog gate primitives
- Example:

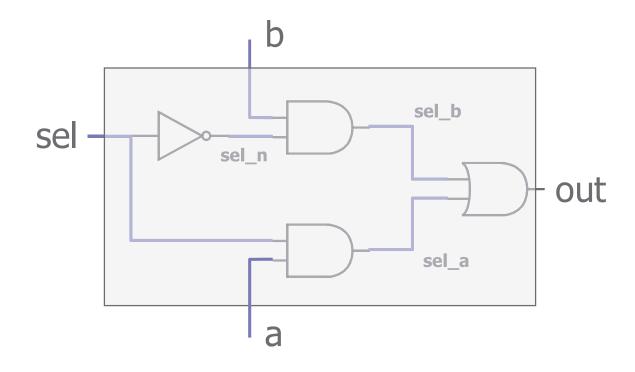
```
not n1(sel_n, sel);
and a1(sel_b, b, sel_b);
and a2(sel_a, a, sel);
or o1(out, sel_b, sel_a);
```



### Description Styles (cont.)

- Dataflow: Specify output signals in terms of input signals
- Example:

```
assign out = (sel & a) | (\simsel & b);
```



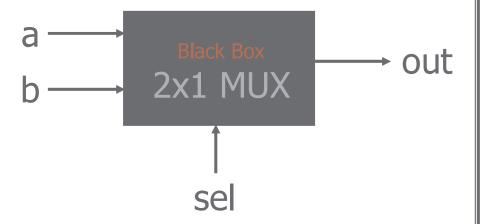
### Description Styles (cont.)

- Behavioral: Algorithmically specify the behavior of the design
- Example:

```
if (select == 0) begin
  out = b;
end
```

else if (select == 1) begin out = a;

end



#### **Dataflow Modeling**

- Uses continuous assignment statement
  - Format: assign [ delay ] net = expression;
  - Example: assign sum = a ^ b;
- Delay: Time duration between assignment from RHS to LHS
- All continuous assignment statements execute concurrently
- Order of the statement does not impact the design

#### Dataflow Modeling (cont.)

- Delay can be introduced
  - Example: assign #2 sum = a ^ b;
  - > "#2" indicates 2 time-units
  - ➤ No delay specified : 0 (default)
- Associate time-unit with physical time
  - > `timescale time-unit/time-precision
  - > Example: `timescale 1ns/100 ps
- Timescale
  - `timescale 1ns/100ps
  - $\geq$  1 Time unit = 1 ns
  - > Time precision is 100ps (0.1 ns)
  - > 10.512ns is interpreted as 10.5ns

### Dataflow Modeling (cont.)

Example:

```
`timescale 1ns/100ps
module HalfAdder (A, B, Sum, Carry);
input A, B;
output Sum, Carry;
assign #3 Sum = A ^ B;
assign #6 Carry = A & B;
endmodule
```

