

# Design

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## ◆ Draw data-flow diagrams

- ⇒ Algorithm □ dataflow □ datapath and control
  - ◆ *Then* instance Verilog modules into Xilinx schematics

## ◆ Draw state diagrams

- ⇒ And do the state encoding
  - ◆ One-hot
    - Simplifies combinational logic (reduces # of inputs)
    - More CLBs for state, but less for logic
  - ◆ Output based □ use same bits for outputs and state
    - Don't need CLBs to decode output from state

## ◆ Modularize your designs

# Synthesis

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## ◆ Logic synthesis

- ⇒ Compiler generates gates from combinational logic
- ⇒ Optimizer minimizes logic

## ◆ Sequential synthesis

- ⇒ Compiler generates sequential logic
- ⇒ Optimizer **may** minimize states

## ◆ Register-transfer level (RTL) synthesis

- ⇒ Can share logic elements (e.g. adders) via data flow
  - ◆ You specify multiplexers to accomplish the share

## ◆ Behavioral or high-level synthesis

- ⇒ Tools figure out resource sharing (e.g. sharing adders)
- ⇒ Tools derive finite-state machines

# Synthesis in CSE467

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- ◆ SynplicityPro synthesizes modules to gates
  - ⇒ Combinational logic
  - ⇒ Sequential logic
- ◆ Xilinx ISE tools flatten and merge the gates
  - ⇒ Minimizing combinational logic
  - ⇒ Doesn't minimize states in encoded FSMs
- ◆ Xilinx ISE tools place and route the design
  - ⇒ Assigning logic to CLBs
    - ◆ You get a timing report
    - ◆ You can apply constraints

# Logic synthesis

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## ◆ Mappings

- ⇒ **assign** □ Boolean equations
- ⇒ **if** and **case** □ multiplexers
- ⇒ Arithmetic operators □ adders, etc. from library
  - ◆ Parameterized to bit-width

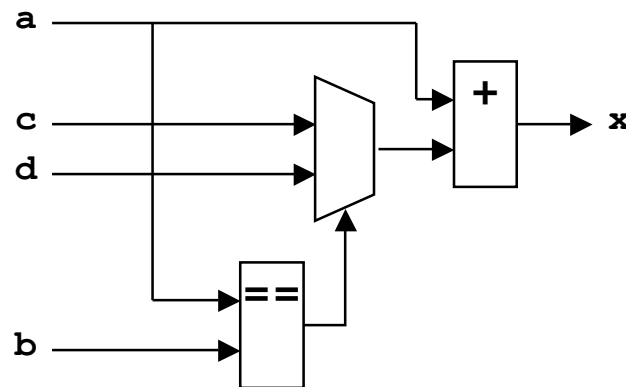
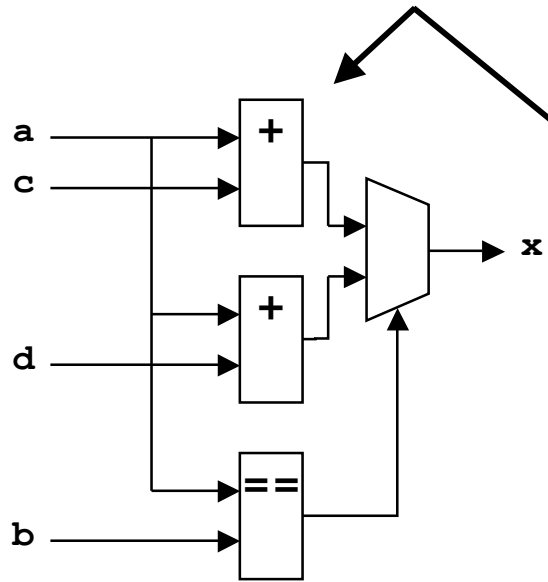
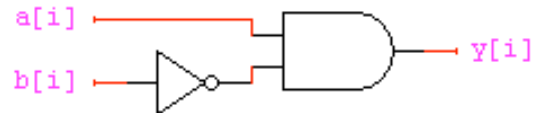
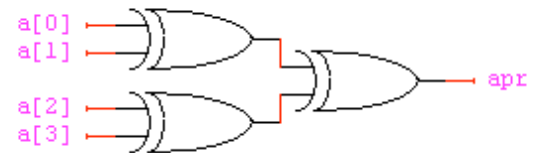
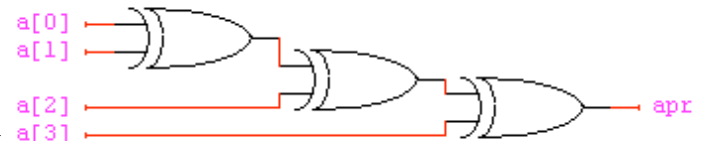
## ◆ Optimizer

- ⇒ Looks for constants
- ⇒ Uses multilevel constructs to minimize logic

# Synthesis examples

```
wire [3:0] x, y, a, b, c, d;
```

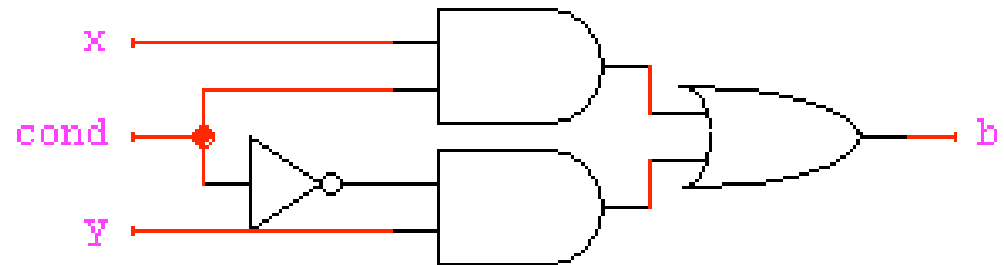
```
assign apr = ^a;
assign y = a & ~b;
assign x = (a == b) ?
    a + c : d + a;
```



# Conditional statements

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```
case (cond)
  0 : b = y;
  1 : b = x;
endcase
```



```
if (cond) b = x; else b = y;
```

```
b = y;
if (cond) b = x;
```

Xilinx will synthesize this logic as a lookup table

# case is a priority encoder

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- ◆ Cases are evaluated sequentially

```
case (1'b1)
  s[0] : out = a;
  s[1] : out = b;
  s[2] : out = c;
  s[3] : out = d;
endcase
```

$$\text{out} = s[0] \cdot a + s[0]' \cdot s[1] \cdot b + s[0]' \cdot s[1]' \cdot s[2] \cdot c + s[0]' \cdot s[1]' \cdot s[2]' \cdot s[3] \cdot d;$$

- ◆ Don't cares must use **casex**

⇒ Comparing to **x** in **case** is always false

```
casex (s)
  4'b1xxx : out = a;
  4'b01xx : out = b;
  4'b001x : out = c;
  4'b0001 : out = d;
endcase
```

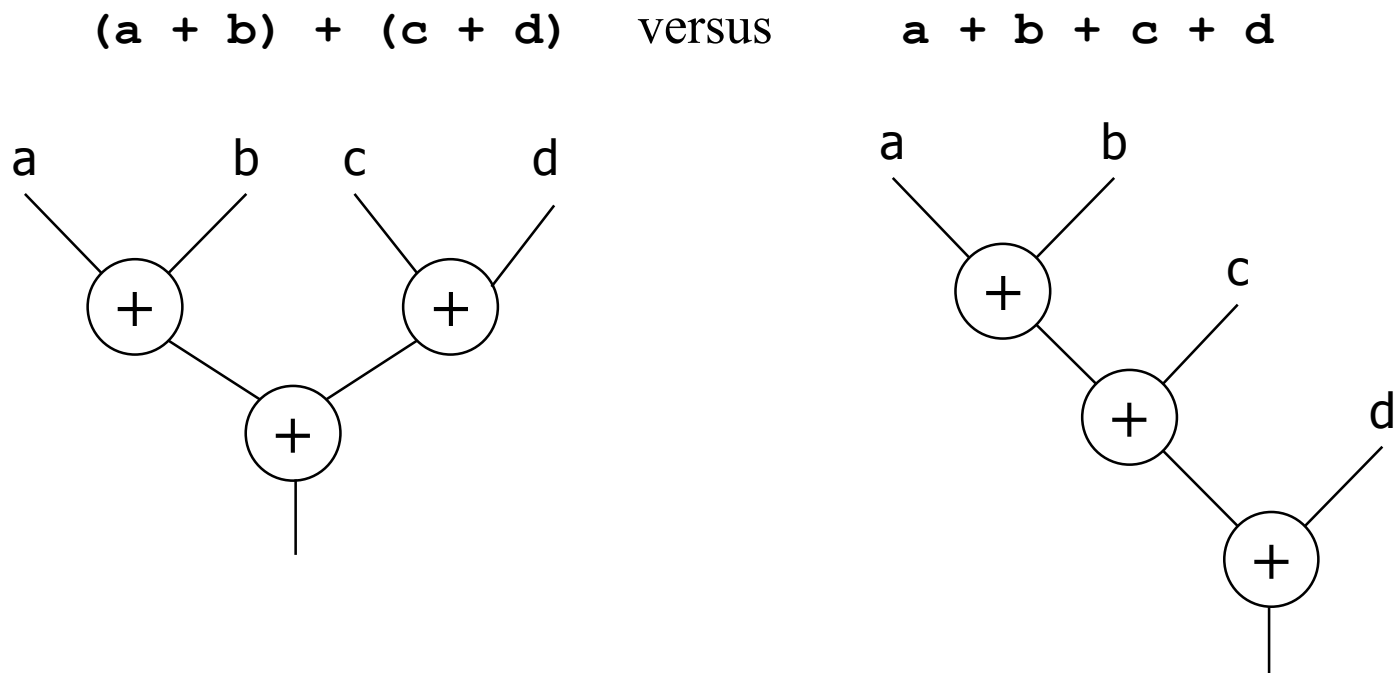
# Arithmetic synthesis

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- ◆ Parenthesis can indicate circuit structure

- ⇒ Synopsis will insert fast-carry adders

- ◆ Won't minimize design after inserting adders





# Sequential synthesis and Xilinx

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- ◆ Combinational logic is key to FPGA FSMs
  - ⇒ Size of next-state functions
  - ⇒ Critical path is combinational
- ◆ One-hot encoding
  - ⇒ Minimizes # of inputs into next-state functions
  - ⇒ Uses more registers
    - ◆ But simpler, faster combinational logic
- ◆ Output-based encoding
  - ⇒ Register outputs are FSM outputs
    - ◆ No need for combinational logic after registers
    - ◆ Saves CLBs

# Bit widths in arithmetic expressions

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- ◆ Bit widths set by declarations
  - ⇒ Intermediate values are inferred

```
reg [3:0] a, b, temp;  
reg [5:0] c, z;
```

```
z = (a + b) + c; // intermediate value is 6-bit truncated
```

```
temp = a + b;    // result is 4-bit truncated  
z = temp + c;   // result is 6-bit truncated
```

# Memories

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- ◆ Cannot directly reference a single bit

```
reg [7:0] byte;
reg [7:0] memory [0:255];
...
...
...
always...
    byte = memory[23];
    bit = byte[3];
end
```

The diagram shows two blue arrows pointing from the labels 'Memory width' and 'Memory depth' to the bit ranges in the Verilog code. The 'Memory width' label points to the '[7:0]' range of the 'memory' register, and the 'Memory depth' label points to the '[0:255]' range of the 'memory' register.

# Tristate buffers

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- ◆  $z$  is a tristated value
- ◆ Example: Tristate driving BusOut

```
module tstate (EnA, EnB, BusA, BusB, BusOut);  
    input EnA, EnB;  
    input  [7:0] BusA, BusB;  
    output [7:0] BusOut;  
  
    assign BusOut = EnA ? BusA : 8'bZ;  
    assign BusOut = EnB ? BusB : 8'bZ;  
endmodule
```

# Verilog: What we skipped...

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## ◆ Simulation

- ⇒ from Verilog directly
- ⇒ with delays

## ◆ RTL synthesis

- ⇒ Functional logic specifies operations
- ⇒ Explicit resource sharing

## ◆ Behavioral synthesis

- ⇒ All logic inferred by compiler
- ⇒ Derived FSMs
  - ◆ Often more logic and/or slower than necessary