Section 4

Sequential Logic

Administrivia

- **Lab 4:** Report due next Wednesday (2/4) @ 2:30 pm,
  demo by last OH on Friday (2/6), but expected during your assigned slot.
- **Lab 5:** Report due 2/11, demo by last OH on 2/13.
  - ⚠️ This lab is a LOT harder than previous labs ⚠️
- **Quiz 1:** Tuesday (2/3) at end of Lecture.
  - Very formulaic: gates, DeMorgan's, K-map, waveforms, test benches
  - Study from past quizzes on course website!

Parameters

New SystemVerilog Commands

- `parameter` – create a symbolic constant for a value that can be referenced in scope.
  - Like `#define` in C/C++.
  - Useful for things like timing constants, state names, module widths.

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- `parameter` – create a symbolic constant for a value that can be referenced in scope.
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  - Useful for things like timing constants, state names, module widths.
- Parameterized modules:
  - Definition: `module <name> #(<param list>) (<port list>);`
    - `<param list>` is comma-separated and can include default values (*e.g.*, `#(M, N=4)`).
  - Instantiation: `<name> #(<params>) <inst_name> (<ports>);`
    - Notice that parameter definitions are to the *left* of the instance name!
    - Generates different *versions* of the same module definition (like templates in C++).

Exercise 1

- (1) Parameterize the `comparator` module for bit-width **N**:
  - Hint: you will need to use a *reduction operator* (*e.g.*, `~&A`), which will reduce all the bits of a vector into a single value using the specified Boolean operator.

```
// Implements an N-bit comparator circuit
module comparator (A, B, is_lt, is_eq, is_gt);
```

- (2) Parameterize the guessing_game module for bit-width **N** and secret number **S**:

```
// Game to check user's N-bit input guess against a secret #
module guessing_game (LEDR, KEY, SW);
```

Exercise 1 (Solution)

- Changes underlined and shown in red:

```
module comparator #(N = 3)
                  (input  logic [N-1:0] A, B,
                   output logic is_lt, is_gt, is_eq);

  // subtraction result (intermediate)
  logic [N-1:0] sub;
  assign sub = A - B;

  assign is_eq = ~|sub;
  assign is_lt = sub[N-1];
  assign is_gt = ~is_eq & ~is_lt;

endmodule  // comparator
```

Exercise 1 (Solution)

- Changes underlined and shown in red:

```
module guessing_game #(N=3, S=3'd1)
       (output logic [9:0] LEDR,
        input  logic [3:0] KEY, input  logic [9:0] SW);

  logic is_lt, is_eq, is_gt;

  comparator #(.N(N)) number_comparator (
    .A(SW[N-1:0]), .B(S), .is_lt, .is_eq, .is_gt
  );

  ...  // LEDR assignments (unchanged)

endmodule  // guessing_game
```

Sequential Logic

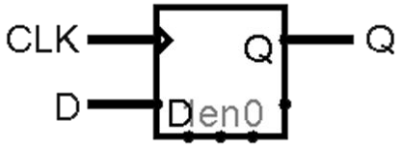
New SystemVerilog Commands

- `always_ff` – higher-level description of behavior that includes sequential logic.
  - Requires an explicit sensitivity/trigger list (*e.g.*, `@(posedge clk)`) that dictates when the code block will take effect.
- Non-blocking statements (`<=`) should be used with `always_ff`, blocking statements (`=`) should be used with `assign` and `always_comb`.

Flip-Flops and Registers (Review)

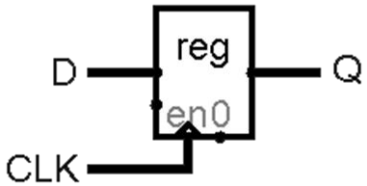
- A **flip-flop** samples `d` on triggers and transfers its value to `q`.

```
module basic_D_FF (output logic q, input logic d, clk);
  always_ff @(posedge clk)
    q <= d;
endmodule  // basic_D_FF
```



- A **register** is a collection of `N` flip-flops together.

```
module basic_reg #(N) (output logic [N-1:0] Q,
                       input  logic [N-1:0] D,
                       input  logic         clk);
  always_ff @(posedge clk)
    Q <= D;
endmodule  // basic_reg
```



Reset Functionality (Review)

- A sequential element often has a **reset** signal that will drive its output to a *known value*.
  - Useful in hardware to substitute for “initialization.”
  - Two options, **synchronous** (left) or **asynchronous** (right):

```
module D_FF1 (output logic q,
  input logic d, reset, clk);
  always_ff @(posedge clk)
    if (reset)
      q <= 0;
    else
      q <= d;
endmodule  // D_FF1
```

```
module D_FF2 (output logic q,
  input logic d, reset, clk);
  always_ff @(posedge clk or posedge reset)
    if (reset)
      q <= 0;
    else
      q <= d;
endmodule  // D_FF2
```

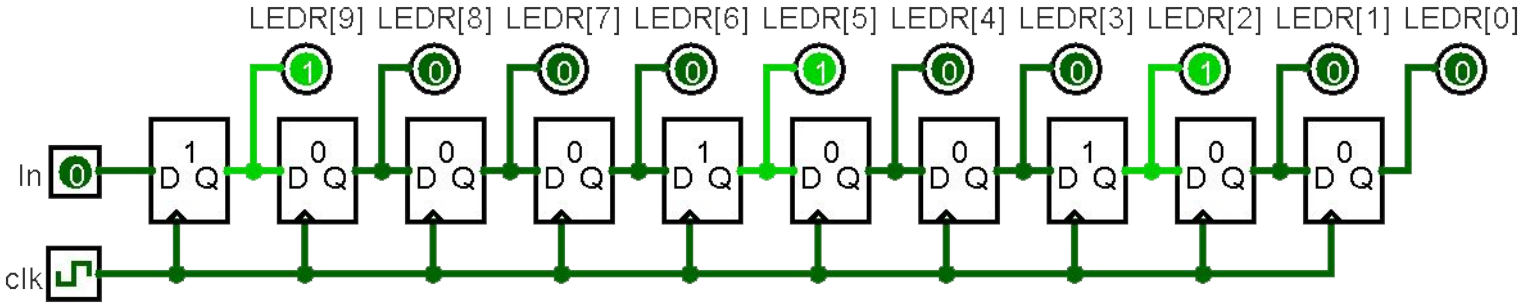
Clock in Hardware

- We will use the DE1-SoC's built-in 50 MHz clock called `CLOCK_50`.
  - Accessed by adding `CLOCK_50` as an `input logic` to your top-level module.
- Because 50 MHz (*i.e.*, clock period = 20 ns) may be too fast for humans, can use provided `clock_divider` module to slow things down.
  - Recommendation: assign extra signal `clk` to `divided_clocks[#]`.
  - Make sure to comment out `clock_divider` for simulation!

```
logic [31:0] divided_clocks;
logic clk;
clock_divider cdiv (.clock(CLOCK_50), .divided_clocks);
assign clk = divided_clocks[23];  // replace with = CLOCK_50 for simulation
// Instantiating a module that is using clock 23
<module_name> <instance_name> (.clk, .reset, ... );
```

Exercise 2

- Write a module called **`string_lights`** that implements the system shown below (a string of 10 flip-flops/1-bit registers tied to the LEDRs) for the DE1-SoC.
  - Use `SW[9]` as the reset, `SW[0]` as `In`, and ~`KEY[0]` as `clk`.
    - Since we are using a `KEY` for the clock, no need for `clock_divider`.
  - Hint: flip-flops can be module instances or inferred from an `always_ff` block.



Exercise 2 (Solution)

- **Version 1:** module instances
  - Connections made via ports.

```
module string_lights (output logic [9:0] LEDR,
                      input  logic [3:0] KEY,
                      input  logic [9:0] SW);
  logic clk, reset, in;
  assign clk   = ~KEY[0];
  assign reset = SW[9];
  assign in    = SW[0];

  D_FF1 ff9 (.q(LEDR[9]), .d(in),      .reset, .clk);
  D_FF1 ff8 (.q(LEDR[8]), .d(LEDR[9]), .reset, .clk);
  ...
  D_FF1 ff1 (.q(LEDR[1]), .d(LEDR[2]), .reset, .clk);
  D_FF1 ff0 (.q(LEDR[0]), .d(LEDR[1]), .reset, .clk);

endmodule  // string_lights
```

Exercise 2 (Solution)

- **Version 2:** `always_ff`
  - Connections made via non-blocking assignments.

```
module string_lights (output logic [9:0] LEDR,
                      input  logic [3:0] KEY,
                      input  logic [9:0] SW);
  logic clk, reset, in;
  assign clk   = ~KEY[0];
  assign reset = SW[9];
  assign in    = SW[0];

  always_ff @(posedge clk)
    if (reset)
      LEDR <= 10'd0;
    else
      LEDR <= {in, LEDR[9:1]};

endmodule  // string_lights
```

Exercise 2 Demo (If Time)

- Compile and run `string_lights` on a DE1-SoC.
  - Normally, you should ALWAYS run simulations first.

Sequential Logic Test Benches

Clock Generation (Review)

- In simulation, need to create a clock signal yourself (steady square wave).
  - Just pick your favorite form and copy-and-paste into your future test benches.
  - Exact period doesn't really matter since it's all arbitrary time units.

Explicit Edges:

```
parameter T = 100;  // period
initial
   clk = 0;
always begin
   #(T/2)  clk <= 1;
   #(T/2)  clk <= 0;
end
```

Toggle:

```
parameter T = 100;  // period
initial
   clk = 0;
always
   #(T/2)  clk <= ~clk;
```

Edge-Sensitive Delays

- Delays until specified transition on signal: **`@(<pos/negedge> signal);`**
  - Allows us to wait for the next clock trigger in our simulation since that's when sequential elements will update.
- Example test bench block:

```
initial begin
  d <= 1'b1; reset <= 1'b1; @(posedge clk);  // reset
             reset <= 1'b0; @(posedge clk);  // store 1
                            @(posedge clk);  // hold  1
  d <= 1'b0;                @(posedge clk);  // store 0
                            @(posedge clk);  // hold  0
  $stop();
end
```

Sequential Test Bench Notes

- Need to manually track the expected state for sequential elements.
- Always define ALL of your inputs at `t=0`, even if you're resetting, to eliminate unnecessary red lines in simulation.
- Whitespace in `initial` block doesn't matter but we recommend being consistent (*i.e.*, line up your delays on right or left side of each line).
- All logic delays set to 0 in our ModelSim setup, so be careful with interpreting signal changes.

- Include an extra delay at the end to see the effects of your last input changes.

Exercise 3

- Create a test bench for `string_lights` and simulate it in ModelSim.
  - Do we need this test bench to be *thorough*? What would be enough to convince you that it is working properly?
  - What do you think the best combination of signals (and radices) are to use for the reader of your simulation?
    - *e.g.*, do you want to show the top-level `SW[9]` signal or an internal `reset` signal?

Exercise 3 (Solution)

- Create Module , create ports, instantiate dut

```
module string_lights_tb ();
  logic [9:0] LEDR;
  logic [3:0] KEY;
  logic [9:0] SW;

  string_lights dut (.*);




endmodule  // string_lights_tb
```

Exercise 3 (Solution)

- Setup clock – since `KEY[0]` is *active-low*, need to start with `1` instead of `0`.

```
module string_lights_tb ();
  ...  // signal declarations and dut instantiation

  parameter T = 100;
  initial
    KEY[0] = 1'b1;
  always begin
    #(T/2)  KEY[0] <= 1'b0;
    #(T/2)  KEY[0] <= 1'b1;
  end


endmodule  // string_lights_tb
```

Exercise 3 (Solution)

- Define `initial` block and add `$stop` system task.
  - Make sure to initialize all inputs at t = 0!

```
module string_lights_tb ();
  ...  // signal declarations and dut instantiation
  ...  // clock generation

  initial begin
    SW[0] <= 1'b0; SW[9] <= 1'b1; @(negedge KEY[0]);  // reset

    $stop;
  end



endmodule  // string_lights_tb
```

Exercise 3 (Solution)

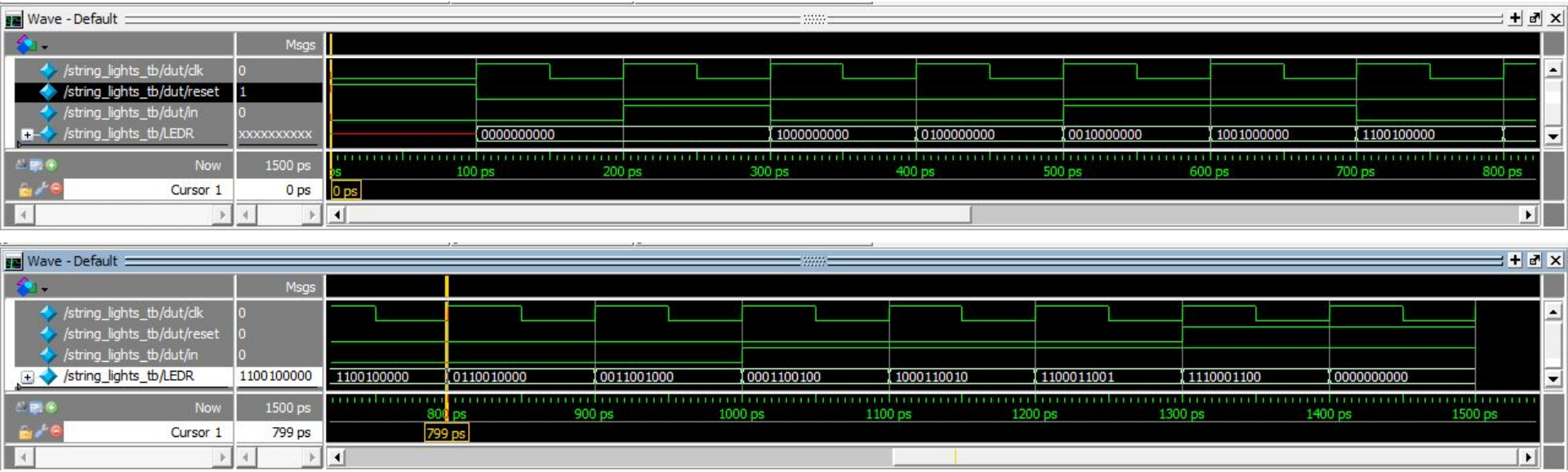
- We can now start simulating some possible behaviors of our design!
  - *e.g.*, let's try the input sequence 0, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 1

```
module string_lights_tb ();
  ...  // signal declarations and dut instantiation
  ...  // clock generation

  initial begin
    SW[0] <= 1'b0; SW[9] <= 1'b1; @(negedge KEY[0]);  // reset
    SW[0] <= 1'b0; SW[9] <= 1'b0; @(negedge KEY[0]);  // 0
    SW[0] <= 1'b1;                @(negedge KEY[0]);  // 1
    ...  // finish desired pattern
                                  @(negedge KEY[0]);  // final delay
    $stop;
  end
endmodule  // string_lights_tb
```

Exercise 3 (Solution)

- Simulation results verify (1) reset works, (2) inputs travel across entire string, and (3) a variety of combinations of inputs.
  - Using internal signal names for readability.



Exercise 3 (Solution)

- Simulation results verify (1) reset works, (2) inputs travel across entire string, and (3) a variety of combinations of inputs.
  - Using internal signal names for readability.
- Many other behaviors are possible and should be tested!
  - The idea here is not necessarily to test out all possibilities like in combinational logic but enough relevant scenarios to give you confidence that it is working properly.