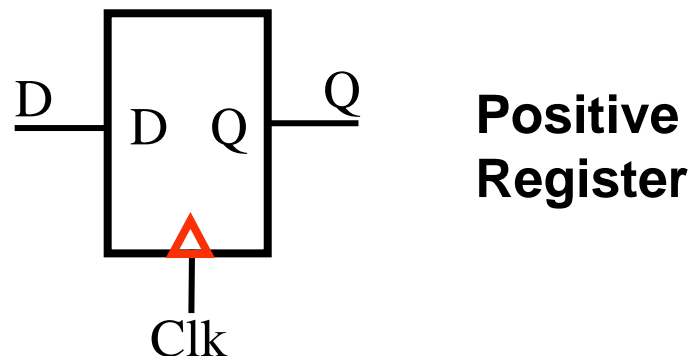
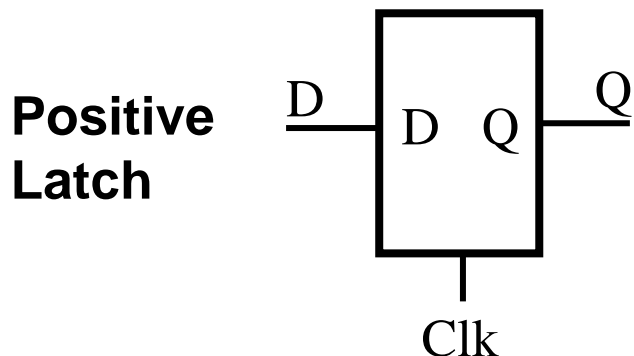


L5: Simple Sequential Circuits and Verilog

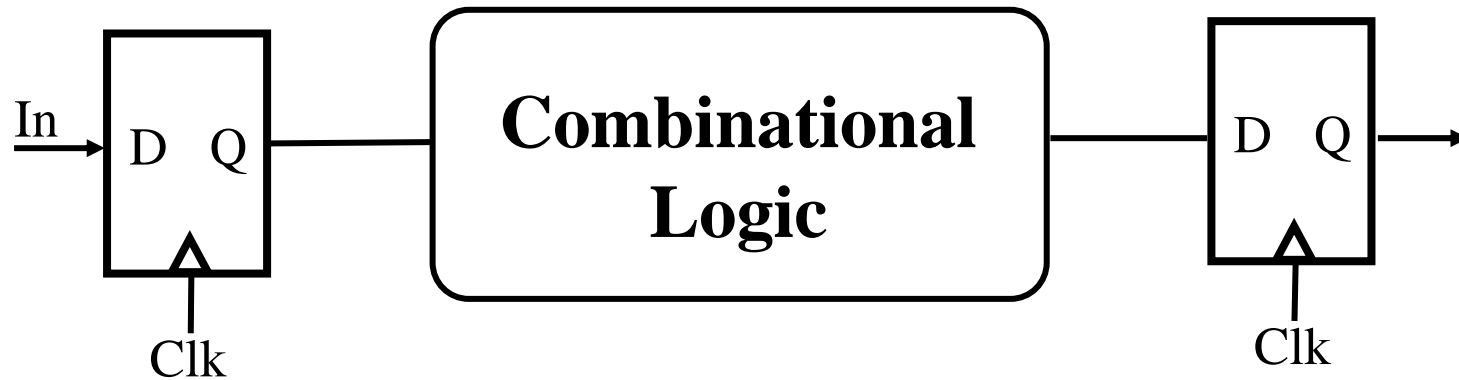
Acknowledgements: Nathan Ickes and Rex Min

Classification:

- Latch: level sensitive (positive latch passes input to output on high phase, hold value on low phase)
- Register: edge-triggered (positive register samples input on rising edge)
- Flip-Flop: any element that has two stable states. Quite often Flip-flop also used denote an (edge-triggered) register



- Latches are used to build Registers (using the Master-Slave Configuration), but are almost NEVER used by itself in a standard digital design flow.
- Quite often, latches are inserted in the design by mistake (e.g., an error in your Verilog code). Make sure you understand the difference between the two.
- Several types of memory elements (SR, JK, T, D). We will most commonly use the D-Register, though you should understand how the different types are built and their functionality.



Register Timing Parameters

T_{cq} : worst case rising edge
clock to q delay

$T_{cq, cd}$: contamination or
minimum delay from
clock to q

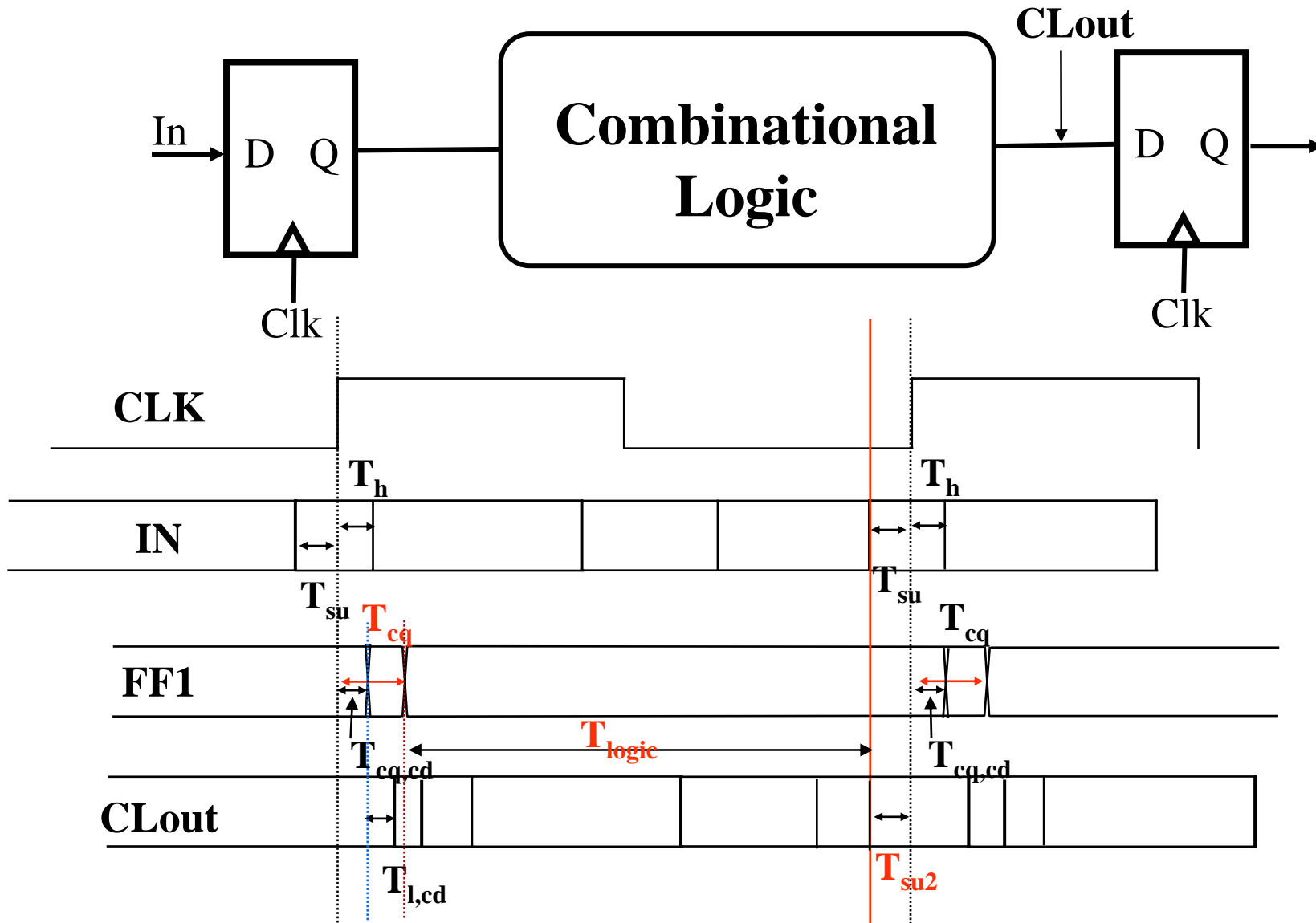
T_{su} : setup time

T_h : hold time

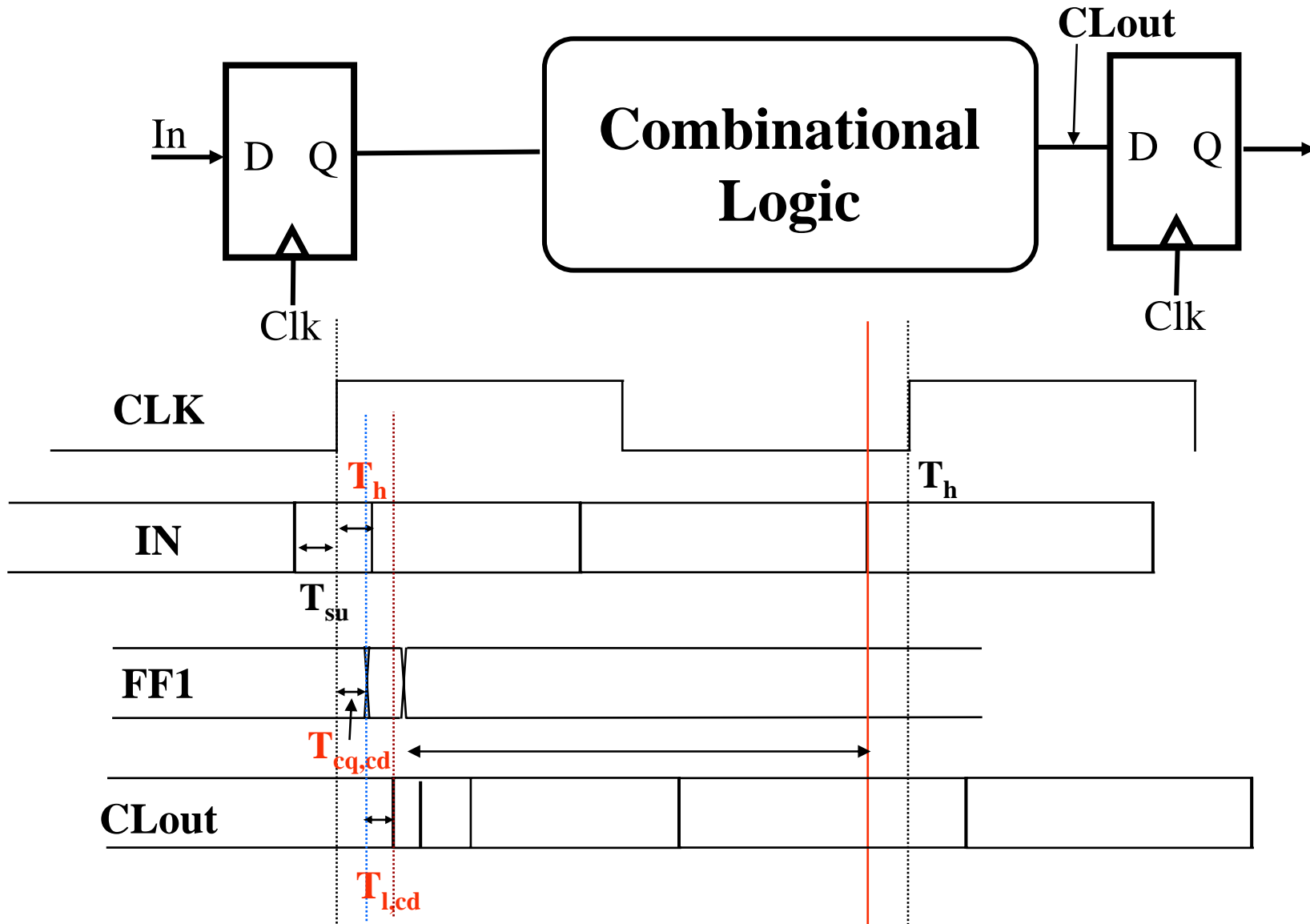
Logic Timing Parameters

T_{logic} : worst case delay
through the combinational
logic network

$T_{logic, cd}$: contamination or
minimum delay
through logic network



$$T > T_{cq} + T_{logic} + T_{su}$$



$$T_{cq,cd} + T_{logic,cd} > T_{hold}$$

- Edge-triggered circuits are described using a sequential always block

Combinational

```

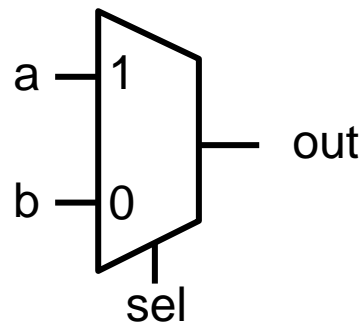
module combinational(a, b, sel,
                    out);

    input a, b;
    input sel;
    output out;
    reg out;

    always @ (a or b or sel)
    begin
        if (sel) out = a;
        else out = b;
    end

endmodule

```



Sequential

```

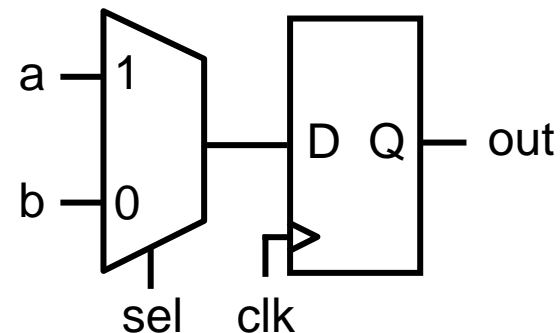
module sequential(a, b, sel,
                 clk, out);

    input a, b;
    input sel, clk;
    output out;
    reg out;

    always @ (posedge clk)
    begin
        if (sel) out <= a;
        else out <= b;
    end

endmodule

```



- The use of `posedge` and `negedge` makes an `always` block sequential (edge-triggered)
- Unlike a combinational `always` block, the sensitivity list **does** determine behavior for synthesis!

D Flip-flop with **synchronous** clear

```

module dff_sync_clear(d, clearb,
clock, q);
input d, clearb, clock;
output q;
reg q;
always @ (posedge clock)
begin
    if (!clearb) q <= 1'b0;
    else q <= d;
end
endmodule
    
```

always block entered only at each positive clock edge

D Flip-flop with **asynchronous** clear

```

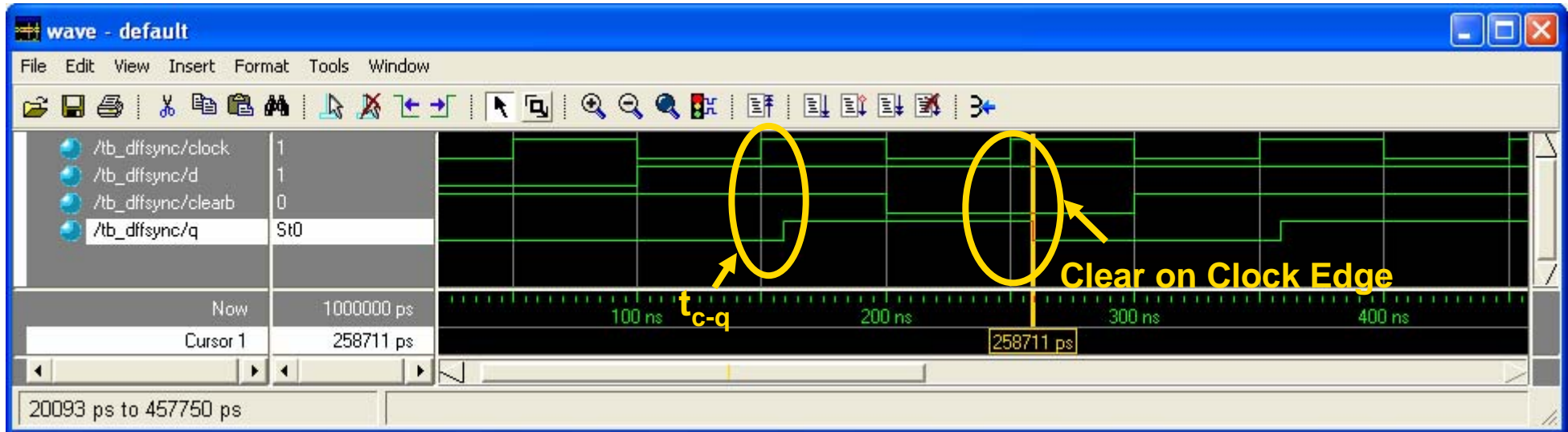
module dff_async_clear(d, clearb, clock, q);
input d, clearb, clock;
output q;
reg q;
always @ (negedge clearb or posedge clock)
begin
    if (!clearb) q <= 1'b0;
    else q <= d;
end
endmodule
    
```

always block entered immediately when (active-low) clearb is asserted

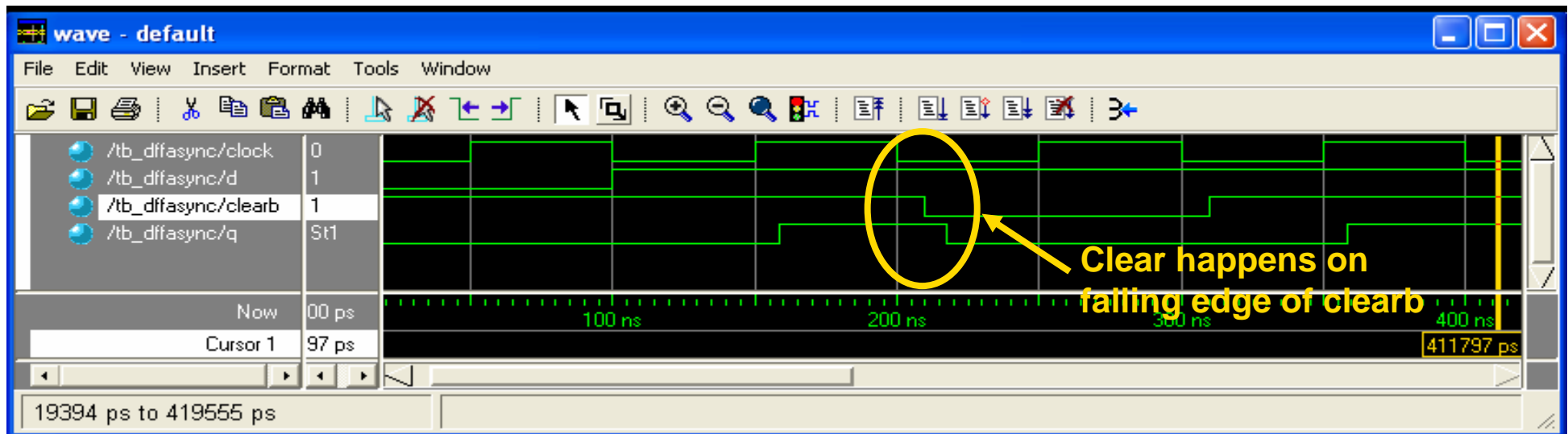
Note: The following is **incorrect** syntax: `always @ (clear or negedge clock)`
 If one signal in the sensitivity list uses `posedge`/`negedge`, then all signals must.

- Assign any signal or variable from only one `always` block, Be wary of race conditions: `always` blocks execute in parallel

■ DFF with Synchronous Clear



■ DFF with Asynchronous Clear



- Verilog supports two types of assignments within `always` blocks, with subtly different behaviors.
- **Blocking assignment:** evaluation and assignment are immediate

```
always @ (a or b or c)
```

```
begin
```

```
x = a | b;           1. Evaluate  $a | b$ , assign result to  $x$ 
```

```
y = a ^ b ^ c;      2. Evaluate  $a^b^c$ , assign result to  $y$ 
```

```
z = b & ~c;          3. Evaluate  $b \& (\sim c)$ , assign result to  $z$ 
```

```
end
```

- **Nonblocking assignment:** all assignments deferred until all right-hand sides have been evaluated (end of simulation timestep)

```
always @ (a or b or c)
```

```
begin
```

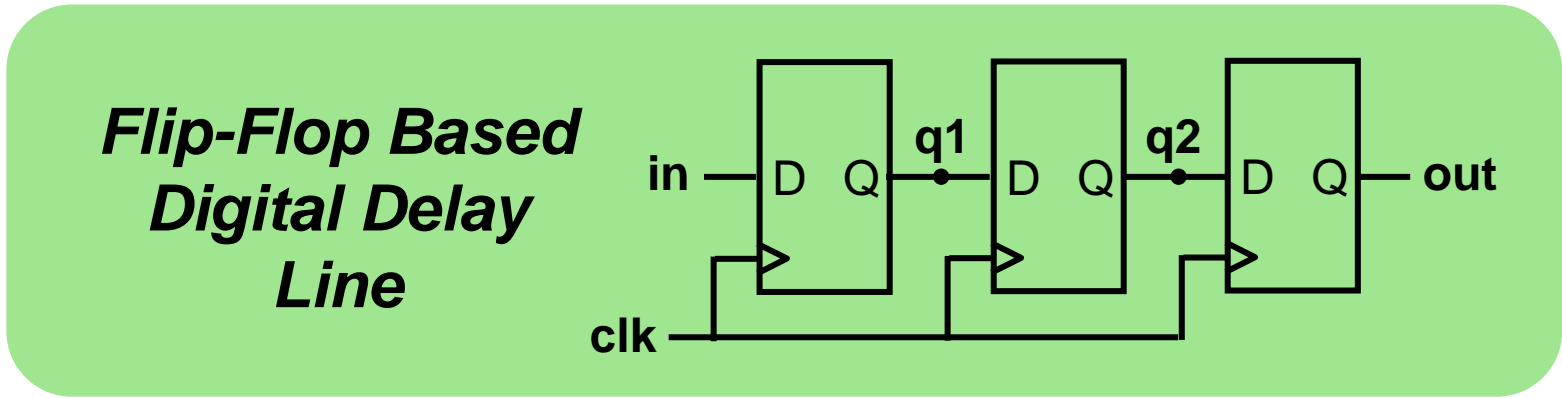
```
x <= a | b;          1. Evaluate  $a | b$  but defer assignment of  $x$ 
```

```
y <= a ^ b ^ c;      2. Evaluate  $a^b^c$  but defer assignment of  $y$ 
```

```
z <= b & ~c;          3. Evaluate  $b \& (\sim c)$  but defer assignment of  $z$ 
```

```
end                  4. Assign  $x$ ,  $y$ , and  $z$  with their new values
```

- Sometimes, as above, both produce the same result. Sometimes, not!



- Will nonblocking and blocking assignments both produce the desired result?

```

module nonblocking(in, clk, out);
  input in, clk;
  output out;
  reg q1, q2, out;
  always @ (posedge clk)
  begin
    q1 <= in;
    q2 <= q1;
    out <= q2;
  end
endmodule

```

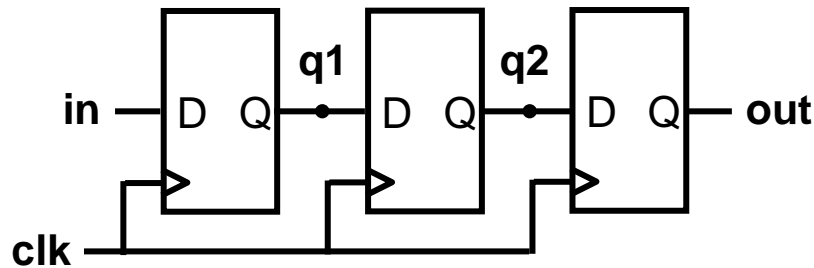
```

module blocking(in, clk, out);
  input in, clk;
  output out;
  reg q1, q2, out;
  always @ (posedge clk)
  begin
    q1 = in;
    q2 = q1;
    out = q2;
  end
endmodule

```

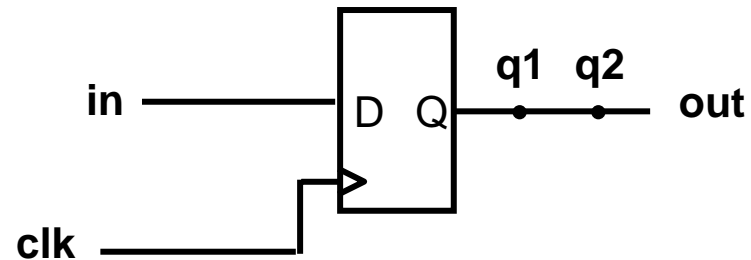
```
always @ (posedge clk)
begin
    q1 <= in;
    q2 <= q1;
    out <= q2;
end
```

“At each rising clock edge, $q1$, $q2$, and out simultaneously receive the old values of in , $q1$, and $q2$.”



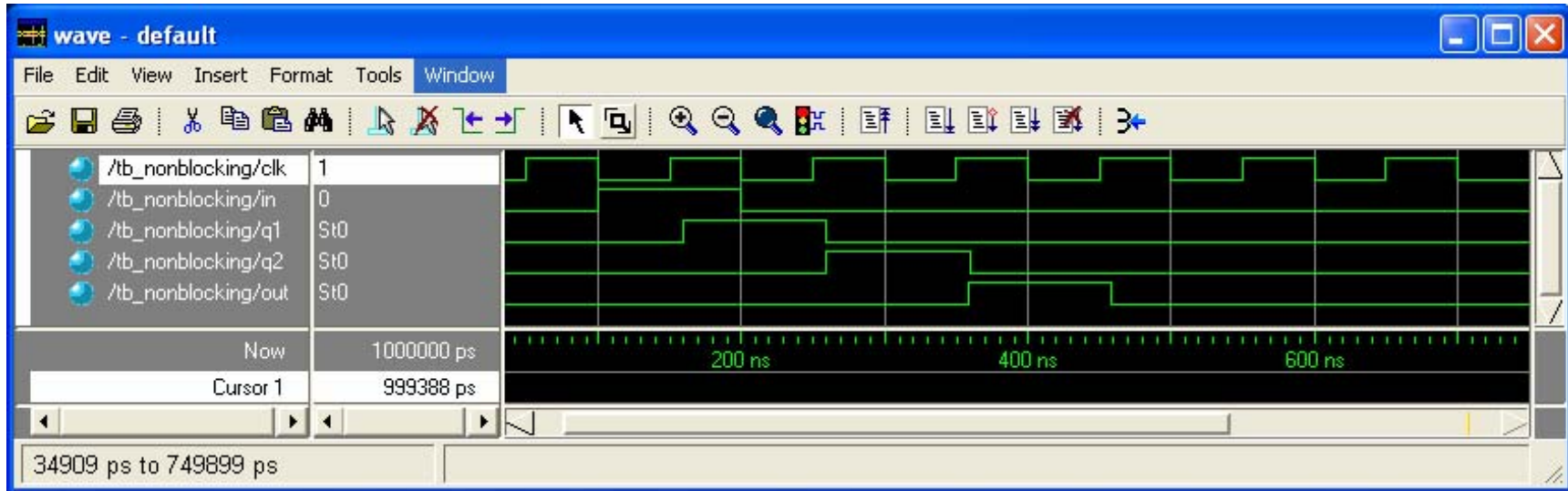
```
always @ (posedge clk)
begin
    q1 = in;
    q2 = q1;
    out = q2;
end
```

“At each rising clock edge, $q1 = in$.
After that, $q2 = q1 = in$.
After that, $out = q2 = q1 = in$.
Therefore $out = in$.”

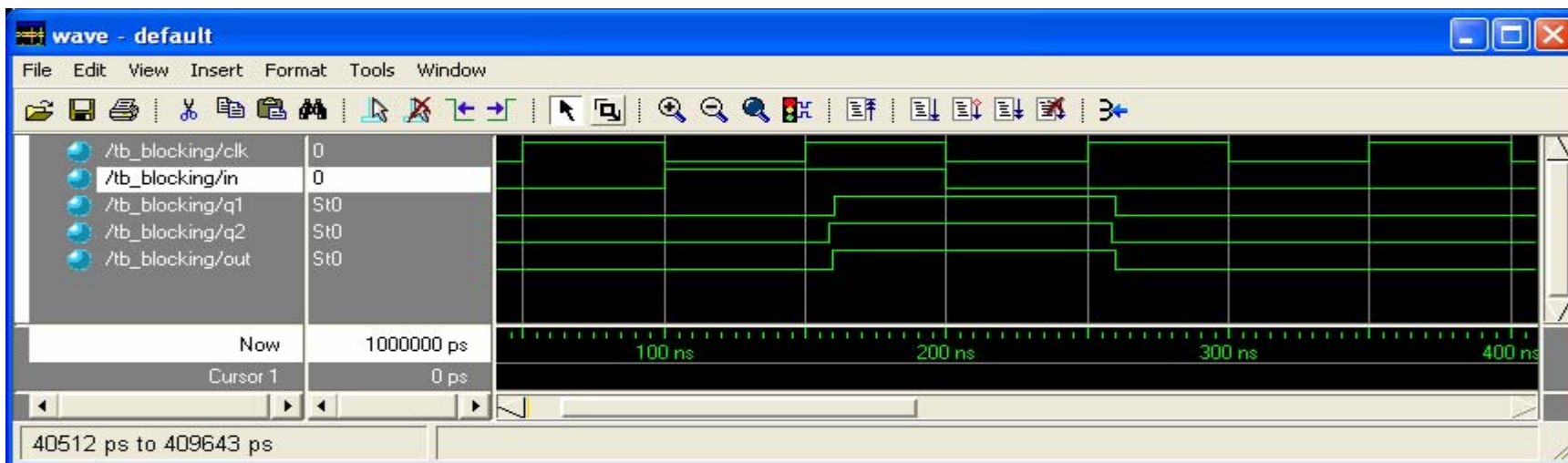


- Blocking assignments do not reflect the intrinsic behavior of multi-stage sequential logic
- **Guideline: use nonblocking assignments for sequential always blocks**

■ Non-blocking Simulation

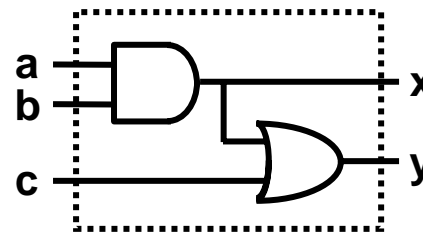


■ Blocking Simulation



Blocking Behavior

	a	b	c	x	y
(Given) Initial Condition	1	1	0	1	1
a changes; always block triggered	0	1	0	1	1
$x = a \& b;$	0	1	0	0	1
$y = x \mid c;$	0	1	0	0	0



```

module blocking(a,b,c,x,y);
  input a,b,c;
  output x,y;
  reg x,y;

  always @ (a or b or c)
  begin
    x = a & b;
    y = x | c;
  end

endmodule

```

Nonblocking Behavior

	a	b	c	x	y	Deferred
(Given) Initial Condition	1	1	0	1	1	
a changes; always block triggered	0	1	0	1	1	
$x \leq a \& b;$	0	1	0	1	1	$x \leq 0$
$y \leq x \mid c;$	0	1	0	1	1	$x \leq 0, y \leq 1$
Assignment completion	0	1	0	0	1	

```

module nonblocking(a,b,c,x,y);
  input a,b,c;
  output x,y;
  reg x,y;

  always @ (a or b or c)
  begin
    x <= a & b;
    y <= x | c;
  end

endmodule

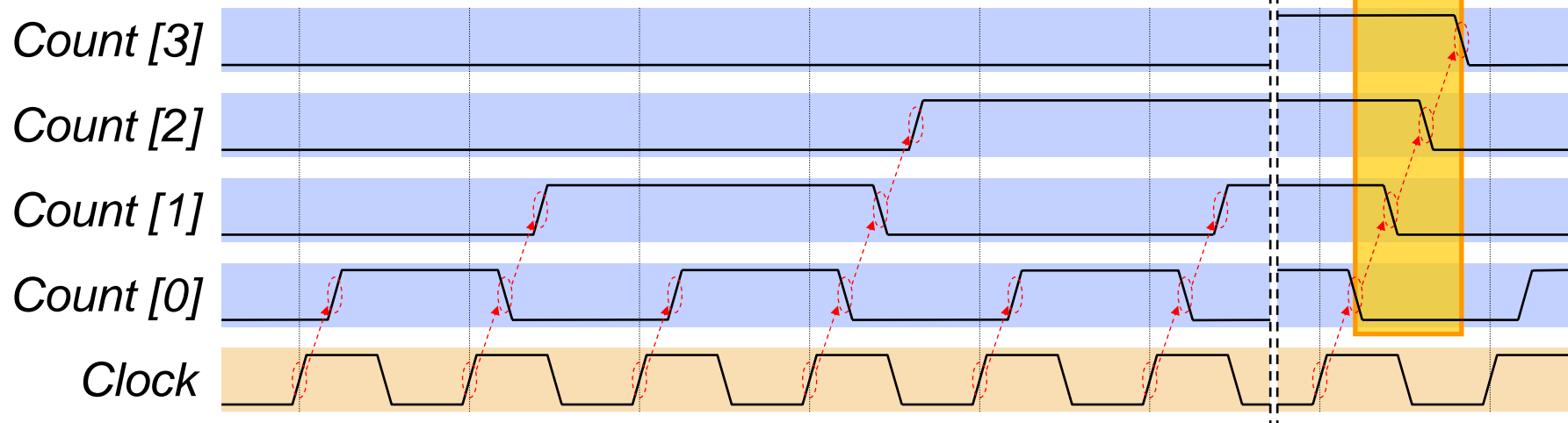
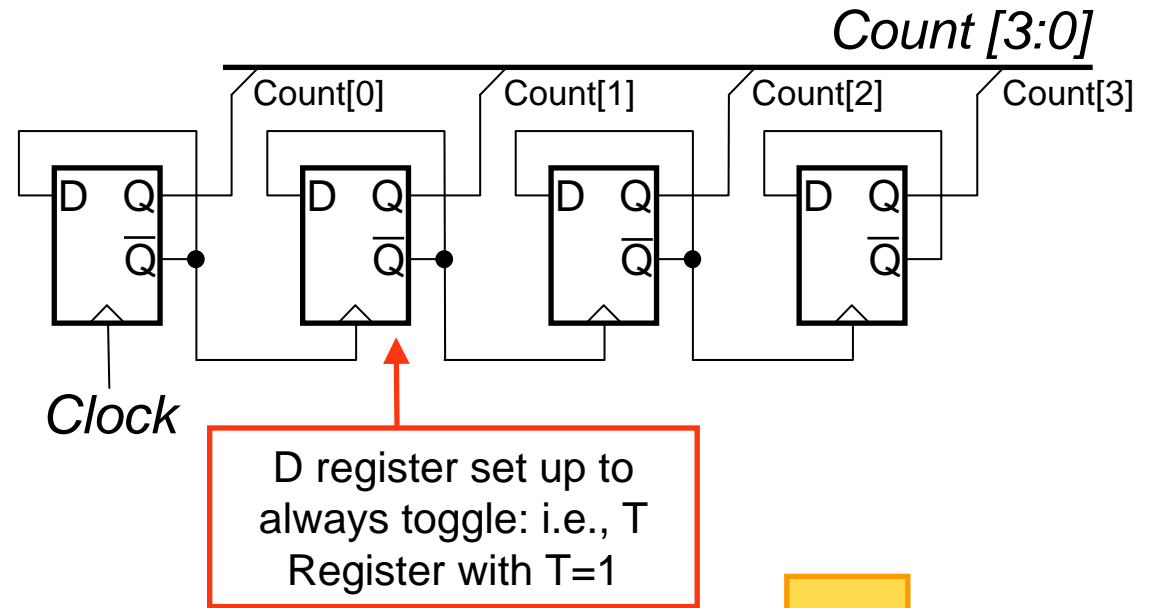
```

- Nonblocking and blocking assignments will synthesize correctly. Will both styles simulate correctly?
- Nonblocking assignments do not reflect the intrinsic behavior of multi-stage combinational logic
- While nonblocking assignments can be hacked to simulate correctly (expand the sensitivity list), it's not elegant
- **Guideline: use blocking assignments for combinational always blocks**

A simple counter architecture

- uses only registers
(e.g., 74HC393 uses T-register and negative edge-clocking)
- Toggle rate fastest for the LSB

...but ripple architecture leads to large skew between outputs



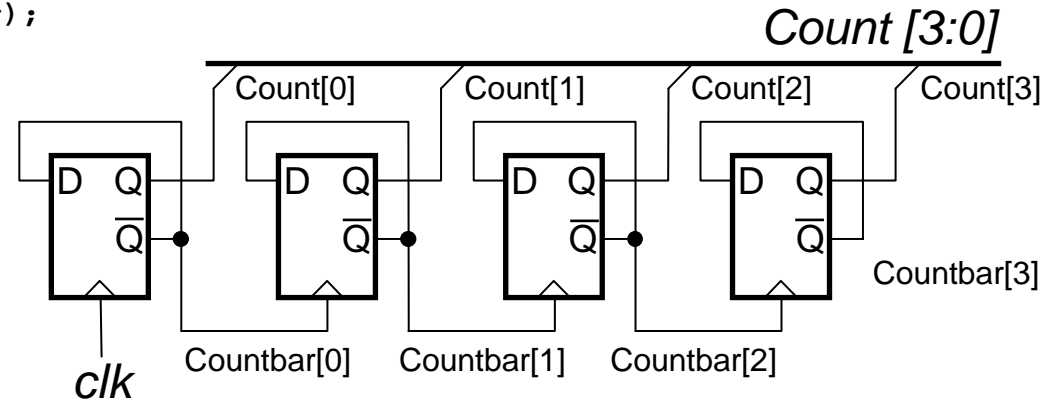
Single D Register with Asynchronous Clear:

```

module dreg_async_reset (clk, clear, d, q, qbar);
input d, clk, clear;
output q, qbar;
reg q;

always @ (posedge clk or negedge clear)
begin
if (!clear)
q <= 1'b0;
else q <= d;
end
assign qbar = ~q;
endmodule

```



Structural Description of Four-bit Ripple Counter:

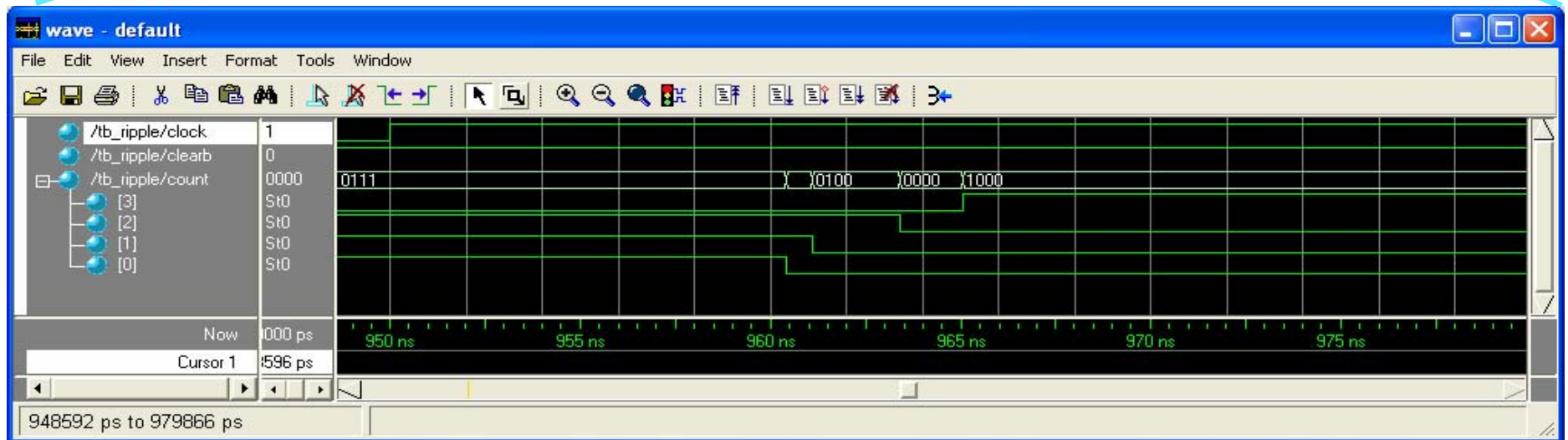
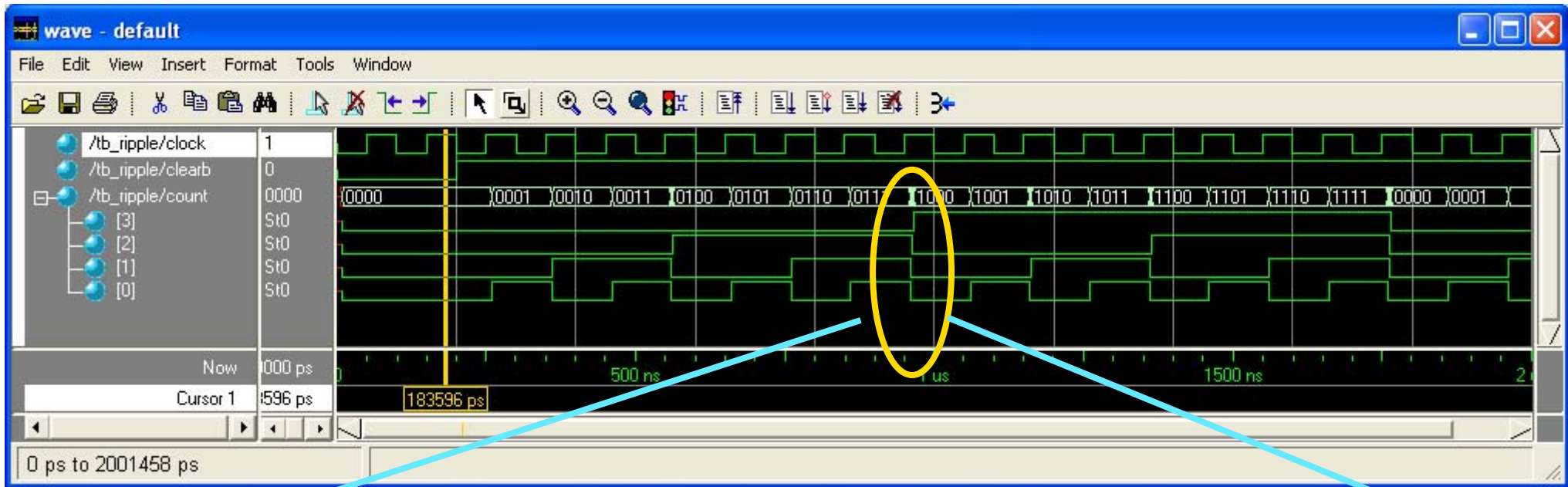
```

module ripple_counter (clk, count, clear);
input clk, clear;
output [3:0] count;
wire [3:0] count, countbar;

dreg_async_reset bit0(.clk(clk), .clear(clear), .d(countbar[0]),
.q(count[0]), .qbar(countbar[0]));
dreg_async_reset bit1(.clk(countbar[0]), .clear(clear), .d(countbar[1]),
.q(count[1]), .qbar(countbar[1]));
dreg_async_reset bit2(.clk(countbar[1]), .clear(clear), .d(countbar[2]),
.q(count[2]), .qbar(countbar[2]));
dreg_async_reset bit3(.clk(countbar[2]), .clear(clear), .d(countbar[3]),
.q(count[3]), .qbar(countbar[3]));

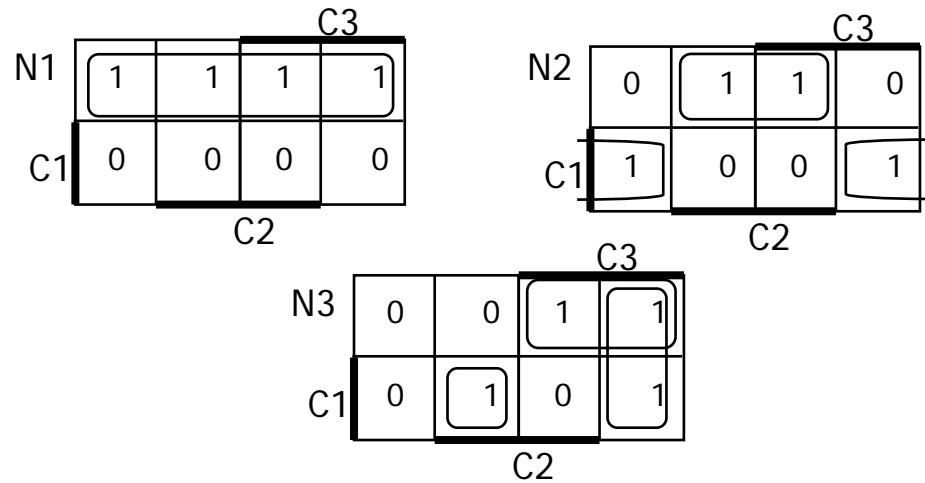
endmodule

```



- Count (C) will be retained by a D Register
- Next value of counter (N) computed by combinational logic

C3	C2	C1	N3	N2	N1
0	0	0	0	0	1
0	0	1	0	1	0
0	1	0	0	1	1
0	1	1	1	0	0
1	0	0	1	0	1
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	0



$$N1 := \overline{C1}$$

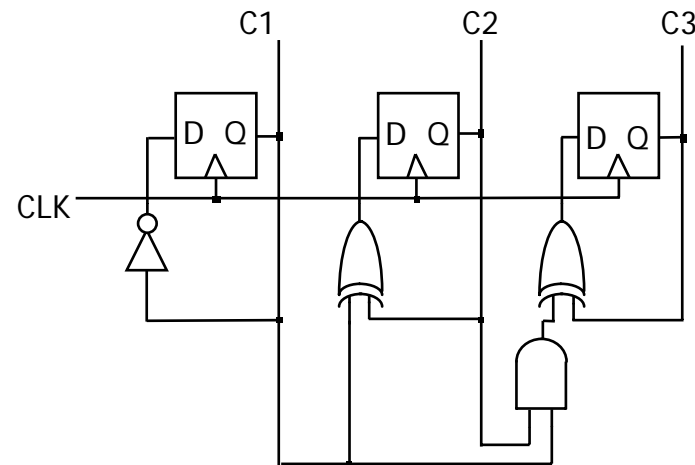
$$N2 := \overline{C1} \overline{C2} + \overline{C1} C2$$

$$:= C1 \text{ xor } C2$$

$$N3 := \overline{C1} \overline{C2} \overline{C3} + \overline{C1} \overline{C2} C3 + \overline{C1} C2 \overline{C3}$$

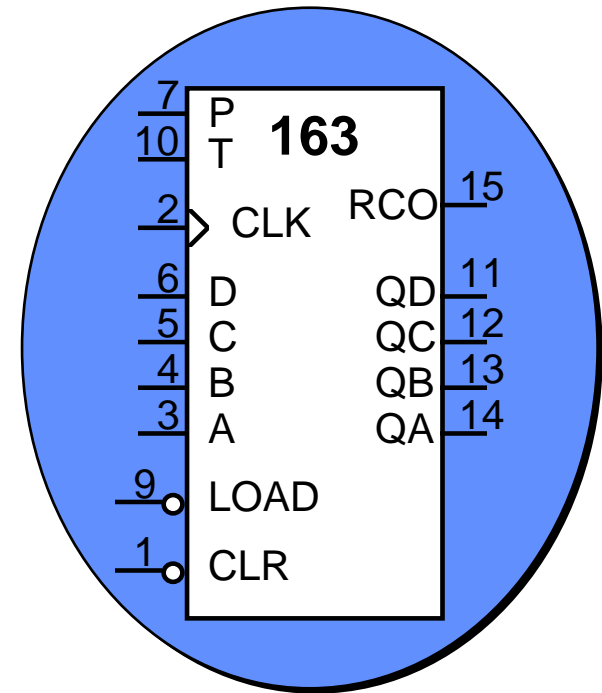
$$:= \overline{C1} \overline{C2} \overline{C3} + (\overline{C1} + \overline{C2}) C3$$

$$:= (C1 C2) \text{ xor } C3$$



From [Katz05]

- Synchronous Load and Clear Inputs
- Positive Edge Triggered FFs
- Parallel Load Data from D, C, B, A
- P, T Enable Inputs: both must be asserted to enable counting
- Ripple Carry Output (RCO): asserted when counter value is 1111 (conditioned by T); used for cascading counters



*74163 Synchronous
4-Bit Upcounter*

Synchronous CLR and LOAD

If $CLR_b = 0$ then $Q \leftarrow 0$

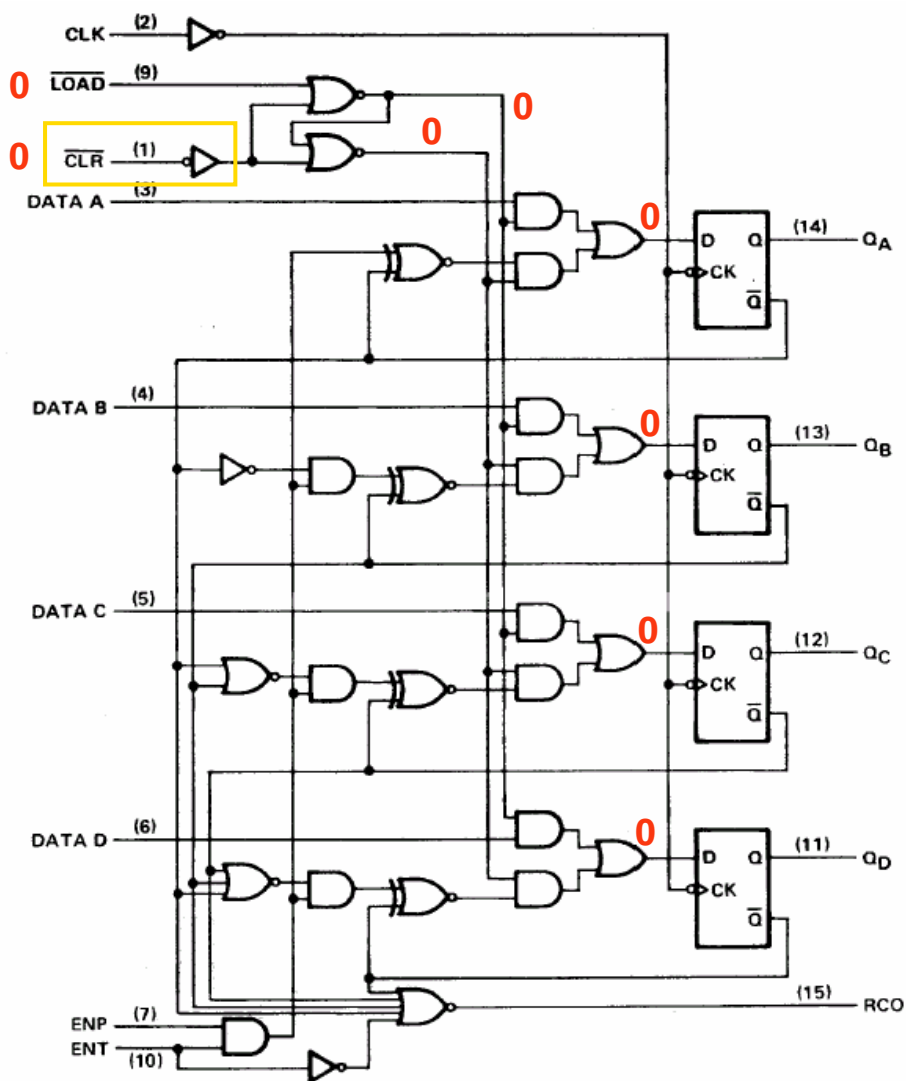
Else if $LOAD_b = 0$ then $Q \leftarrow D$

Else if $P * T = 1$ then $Q \leftarrow Q + 1$

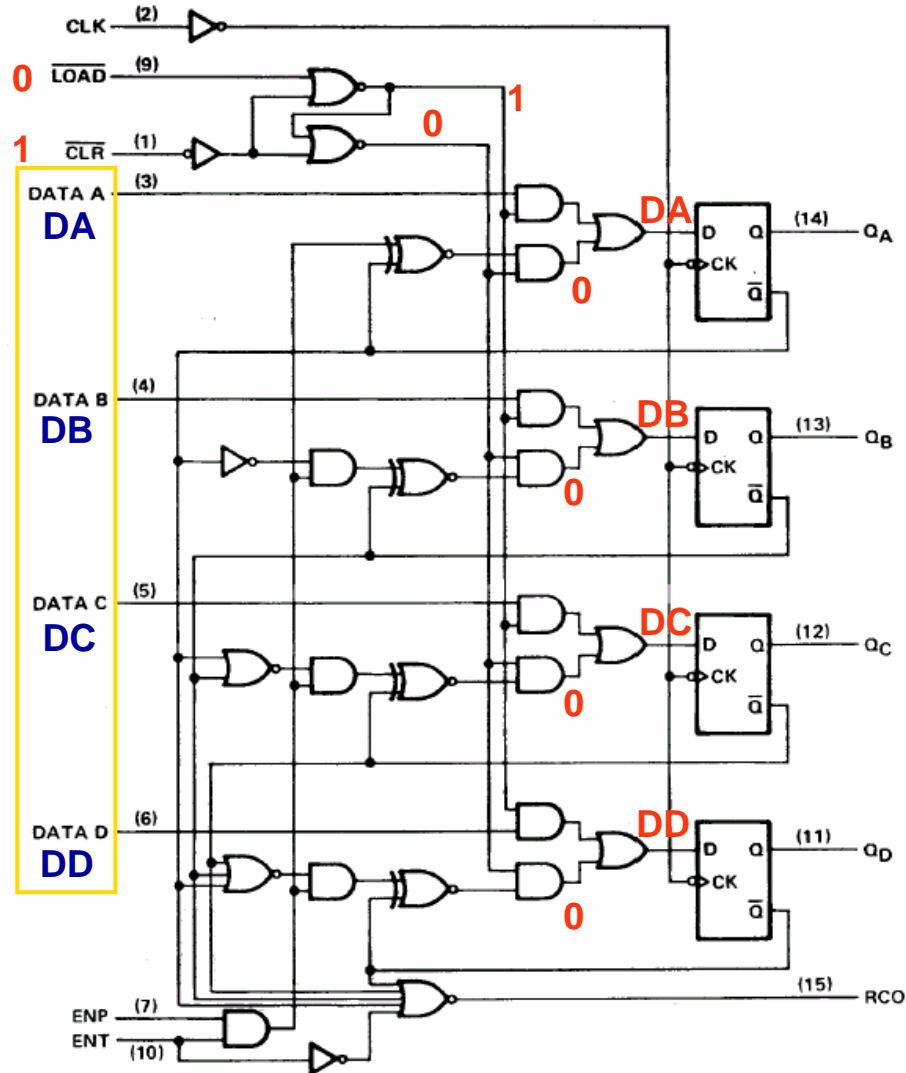
Else $Q \leftarrow Q$

Inside the 74163 (Courtesy TI) - Operating Modes

$\overline{\text{CLR}} = 0, \overline{\text{LOAD}} = 0$:
Clear takes precedence

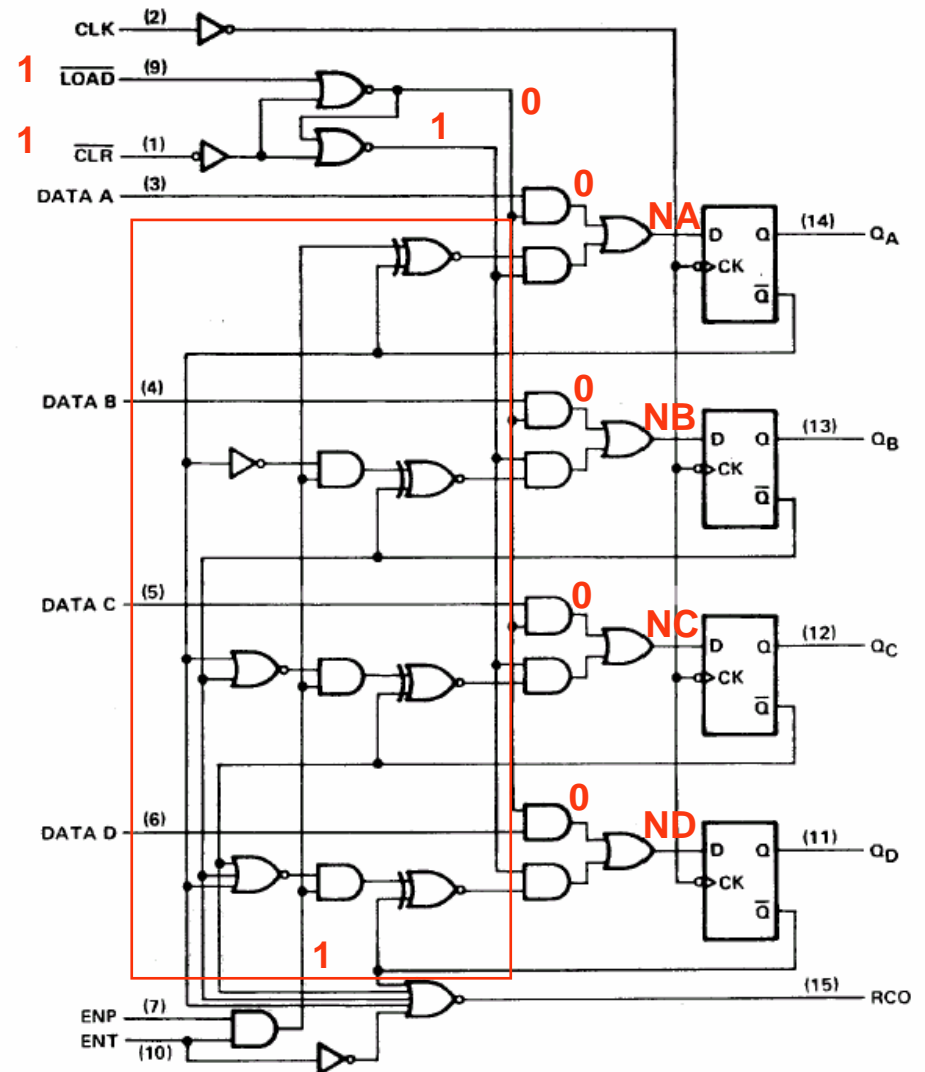
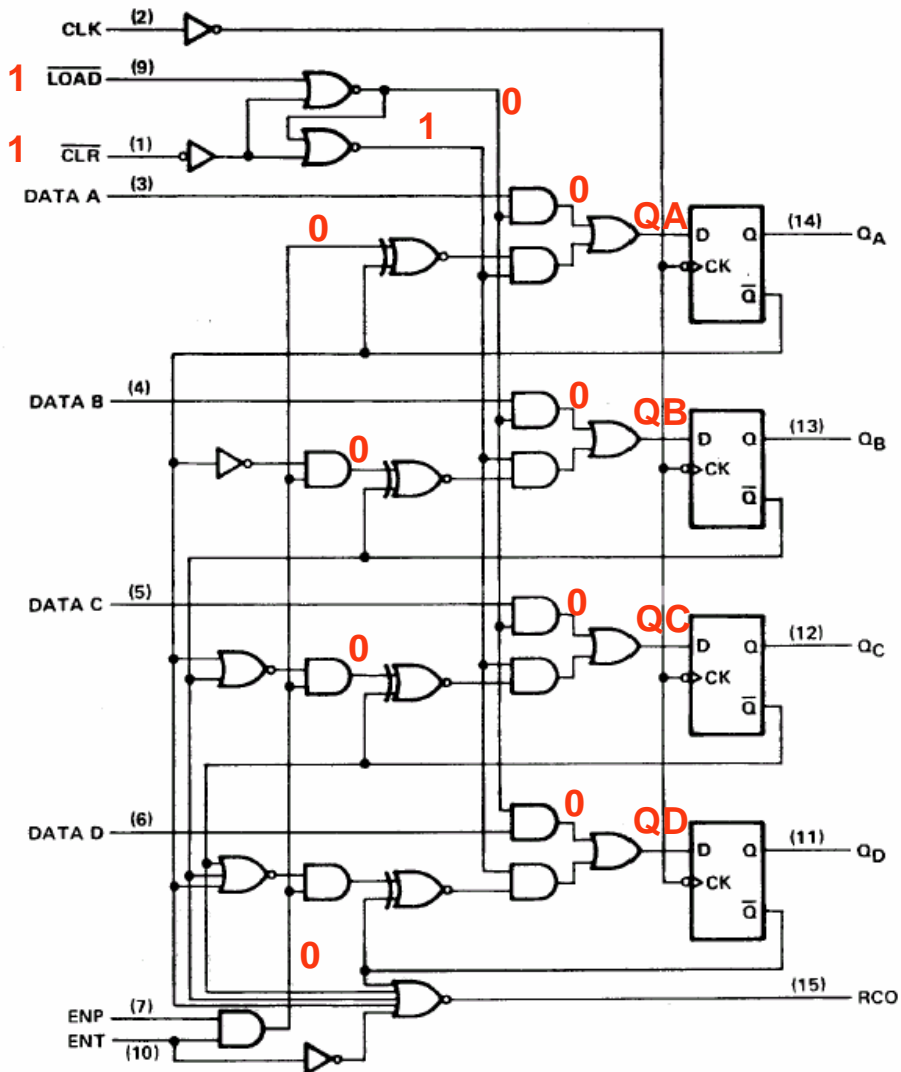


$\overline{\text{CLR}} = 1, \overline{\text{LOAD}} = 0$:
Parallel load from DATA



$\overline{\text{CLR}} = 1, \overline{\text{LOAD}} = 1, P T = 0:$
Counting inhibited

$\overline{\text{CLR}} = 1, \overline{\text{LOAD}} = 1, P T = 1:$
Count enabled



■ Behavioral description of the '163 counter:

```

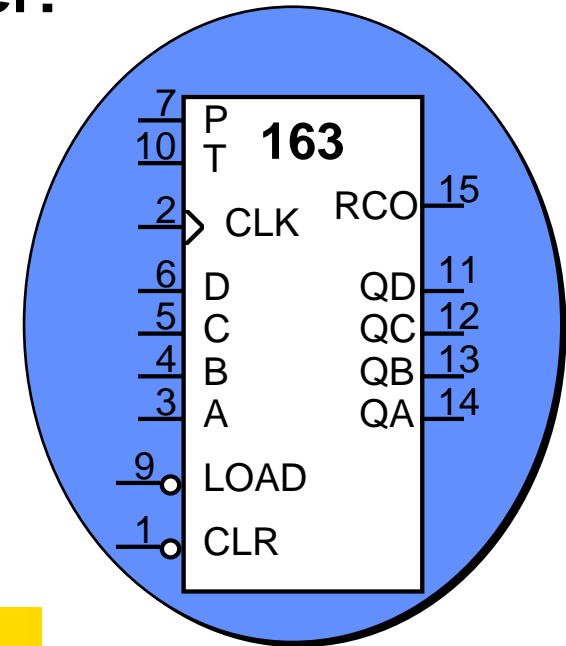
module counter(LDbar, CLRbar, P, T, CLK, D,
              count, RCO);
    input LDbar, CLRbar, P, T, CLK;
    input [3:0] D;
    output [3:0] count;
    output RCO;
    reg [3:0] Q;

    always @ (posedge CLK) begin
        if (!CLRbar) Q <= 4'b0000;
        else if (!LDbar) Q <= D;
        else if (P && T) Q <= Q + 1;
    end

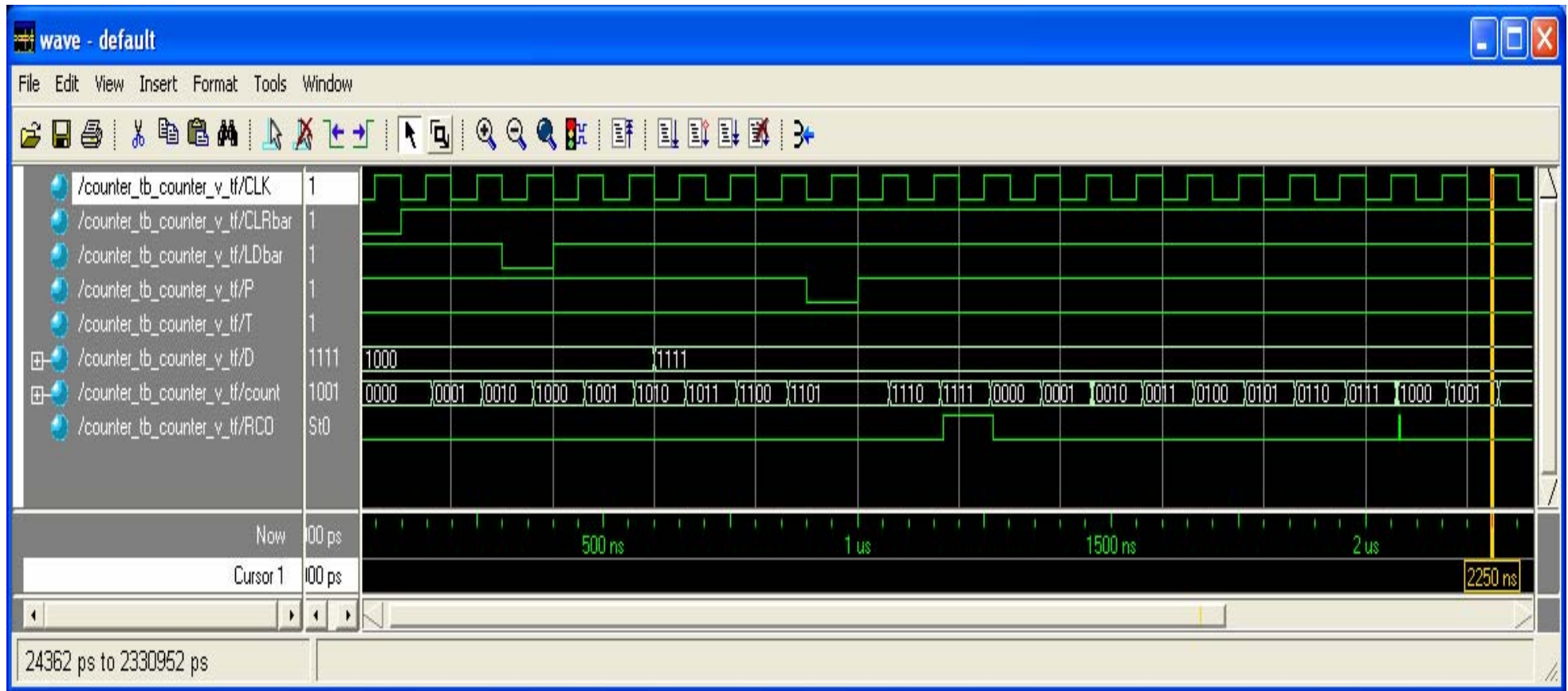
    assign count = Q;
    assign RCO = Q[3] & Q[2] & Q[1] & Q[0] & T;
endmodule

```

priority logic for control signals



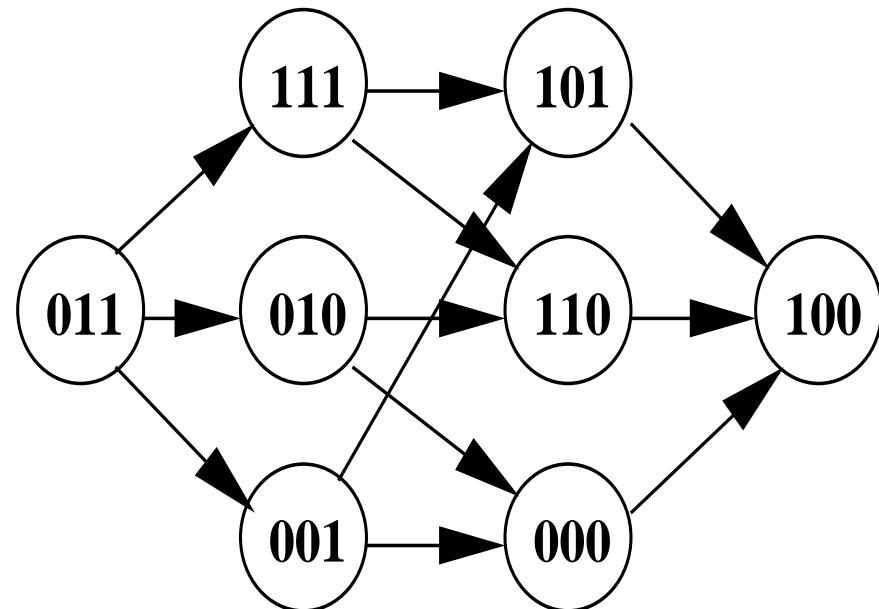
RCO gated by T input

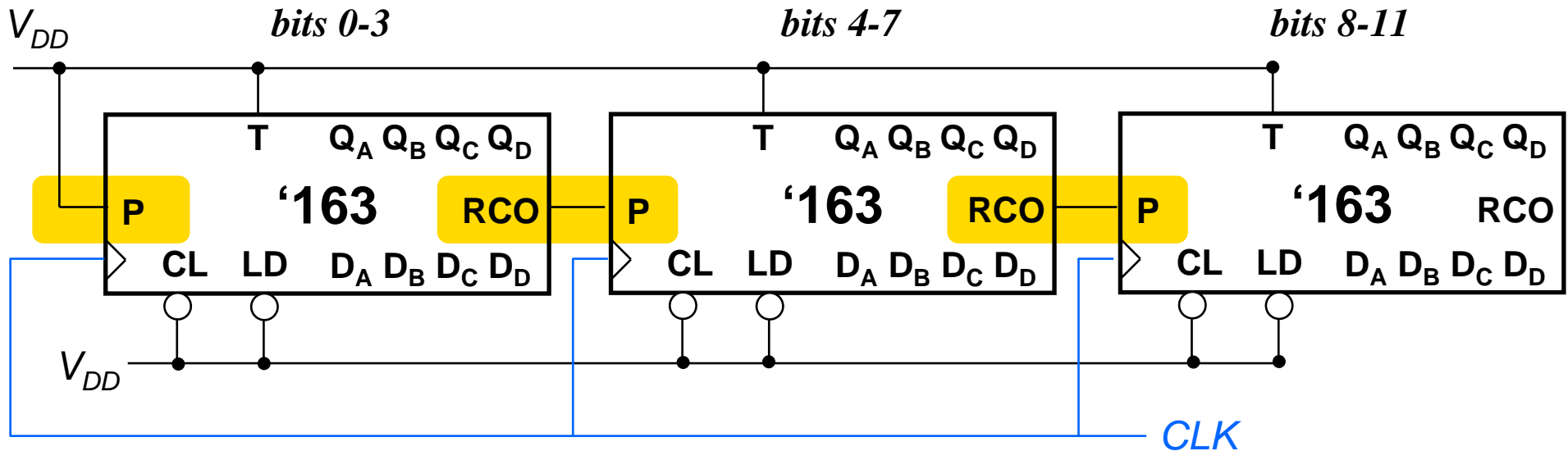


Notice the glitch on RCO!

- Any time multiple bits change, the counter output needs time to settle.
- Even though all flip-flops share the same clock, individual bits will change at different times.
 - Clock skew, propagation time variations
- Can cause glitches in combinational logic driven by the counter
- The RCO can also have a glitch.

Care is required of the
Ripple Carry Output:
It can have glitches:
Any of these transition
paths are possible!

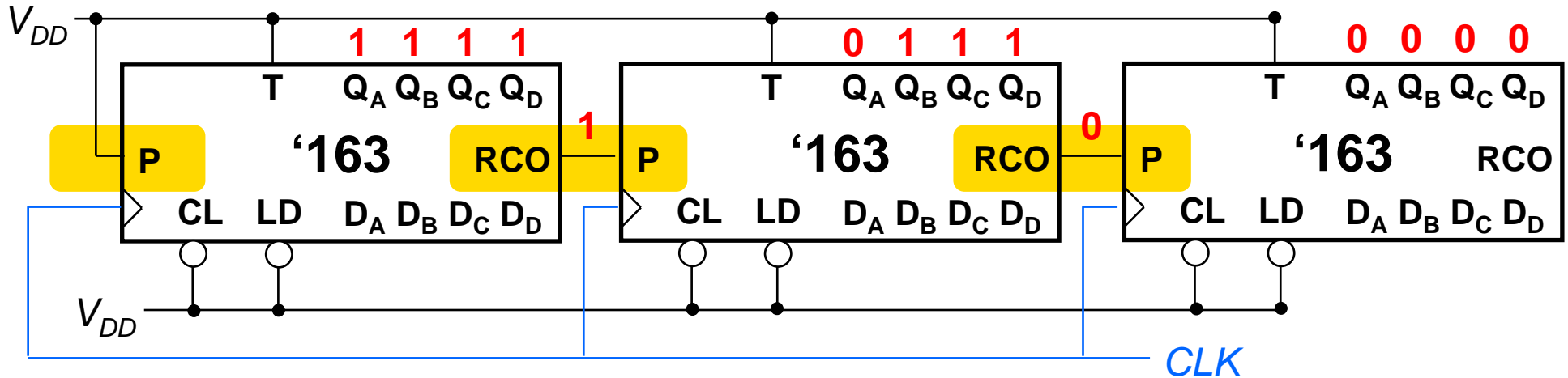




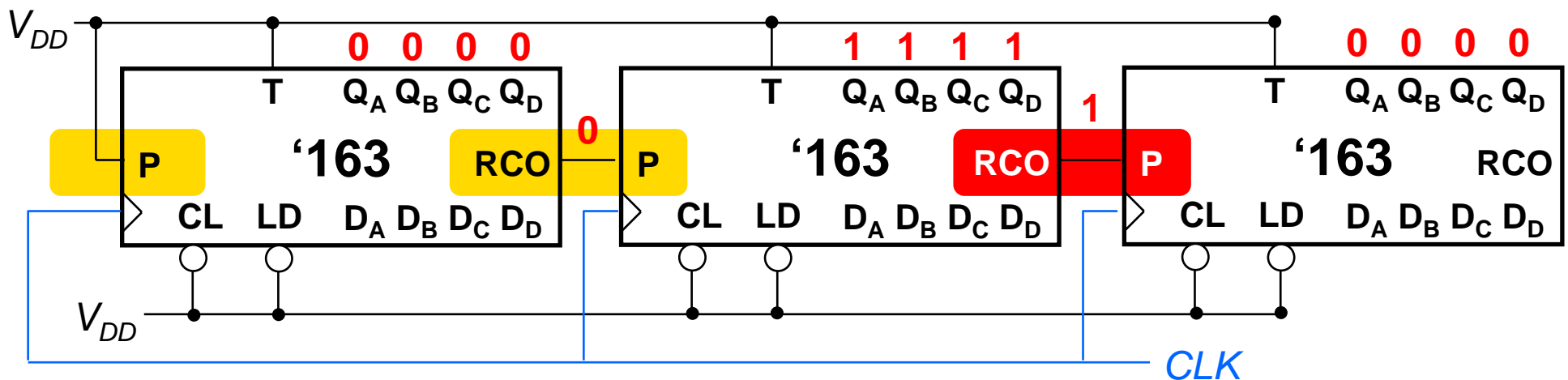
- '163 is enabled only if P and T are high
- When first counter reaches $Q = 4'b1111$, its RCO goes high for one cycle
- When RCO goes high, next counter is enabled ($P T = 1$)

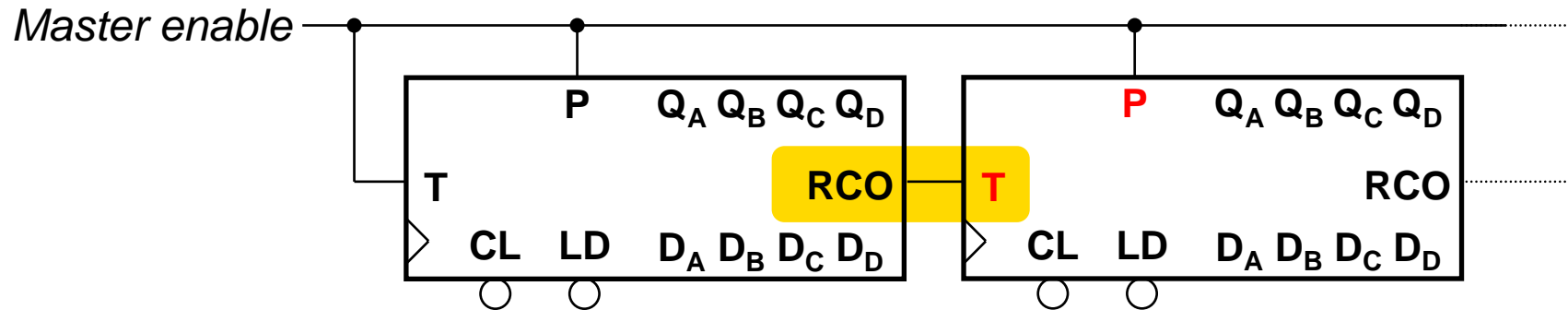
So far, so good...then what's wrong?

Everything is fine up to 8'b11101111:



Problem at 8'b11110000: one of the RCOs is now stuck high for 16 cycles!





- P input takes the master enable
- T input takes the ripple carry

```
assign RCO = Q[3] & Q[2] & Q[1] & Q[0] & T;
```

- **Use blocking assignments for combinational `always` blocks**
- **Use non-blocking assignments for sequential `always` blocks**
- **Synchronous design methodology usually used in digital circuits**
 - Single global clocks to all sequential elements
 - Sequential elements almost always of edge-triggered flavor (design with latches can be tricky)
- **Today we saw simple examples of sequential circuits (counters)**