SMR/943 - 4

ICTP-UNU-MICROPROCESSOR LABORATORY:
FOURTH COURSE ON
BASIC VLSI DESIGN TECHNIQUES
18 November - 13 December 1996

VHDL, ALLIANCE

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Fourth Course on Basic VLSI Design Techniques

INTRODUCTION

The ALLIANCE System

INTRODUCTION

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OUTLINE

THE MASI LABORATORY

UNIVERSITY PIERRE ET MARIE CURIE
NATIONAL CENTRE OF SCIENTIFIC RESEARCH

168 RESEARCHERS

ARCHITECTURE	59	NETWORKS & PERFORMANCES	30
DISTRIBUTED SYSTEMS	36	PARALLEL ALGORITHMS	17

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THE ARCHITECTURE GROUP

CAD FOR VLSI		ARCHITECTURE	
PORTABLE LIBRARIES	9	SUPERSCALAR PROCESSOR	5
VERIFICATION	7	RCUBE ROUTER	8
LOGIC SYNTHESIS	5	RAPID COPROCESSOR	6
ARCHITECTURE SYNTHESIS	4		
TEST	5		

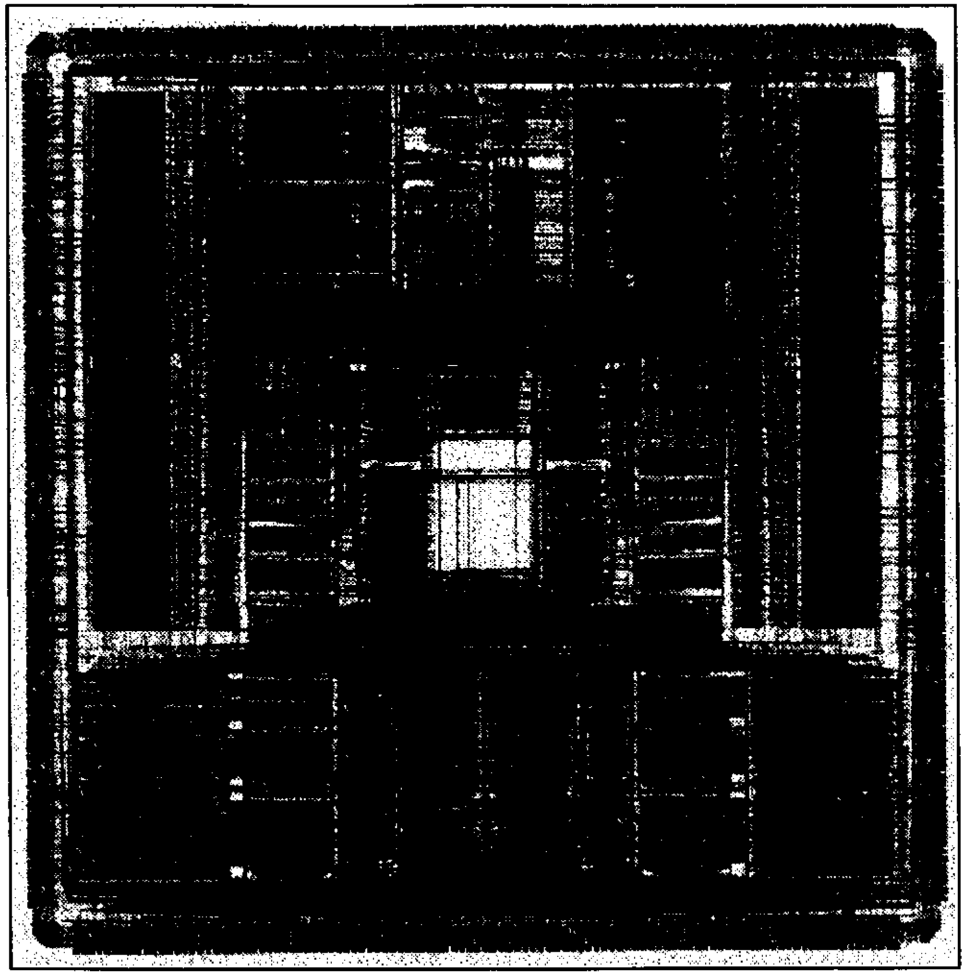
EDUCATION TARGET

- UNDERGRADUATE STUDENTS: (≈ 80 STUDENTS AND 72 HOURS)
  - ♦ ELECTRICAL ENGINEERING
  - ♦ COMPUTER SCIENCE
- POSTGRADUATE STUDENTS (≈ 60 STUDENTS AND 300 HOURS)
  - ♦ DEA MEMI
  - ♦ DESS CIMI

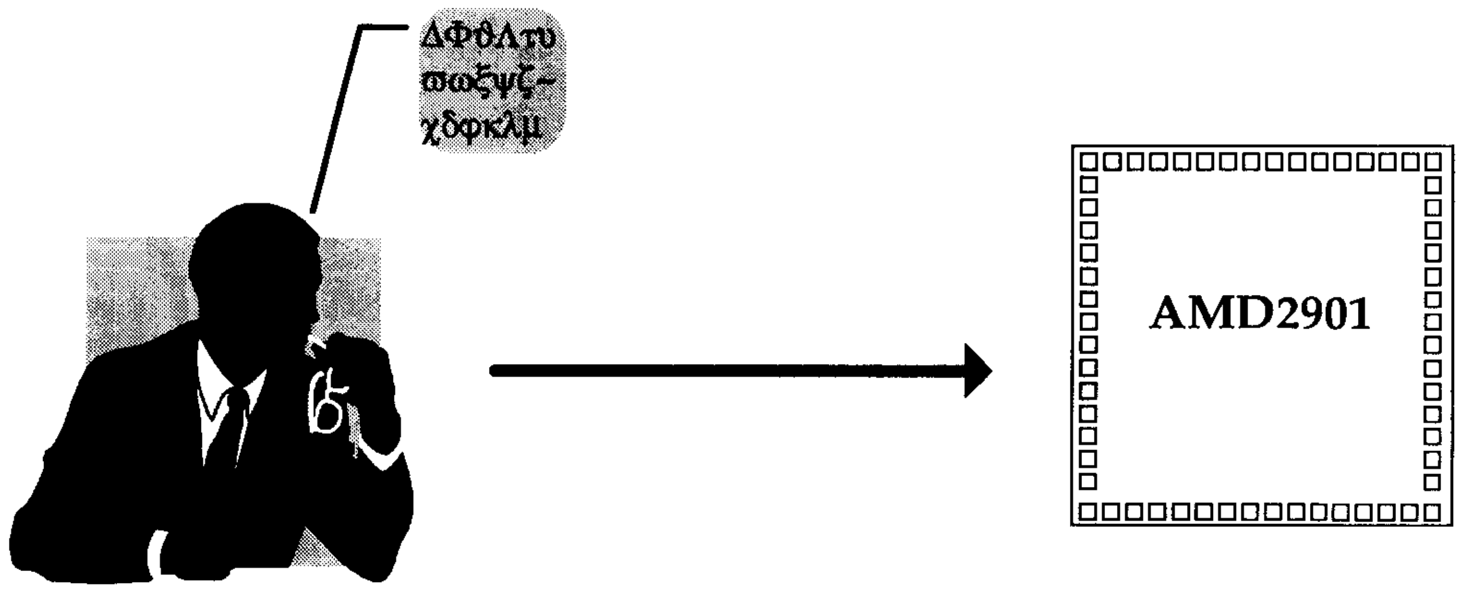
THE ALLIANCE SYSTEM

- A COMPLETE SET OF CAD TOOLS FOR DIGITAL CMOS VLSI DESIGN.
- PROPOSES A DESIGN METHODOLOGY.
- PORTABLE, COMPACT AND EASY TO LEARN.
- ALLIANCE IS TOTALLY FREE.

OUTLINE



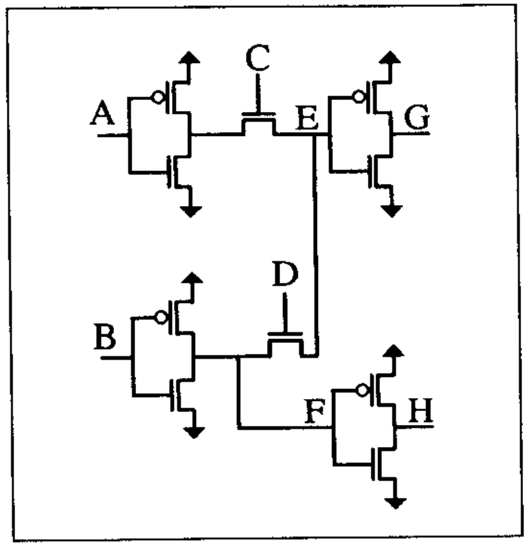
DESIGNER'S DREAM



MILLIONS OF SEGMENTS PUT TOGETHER.

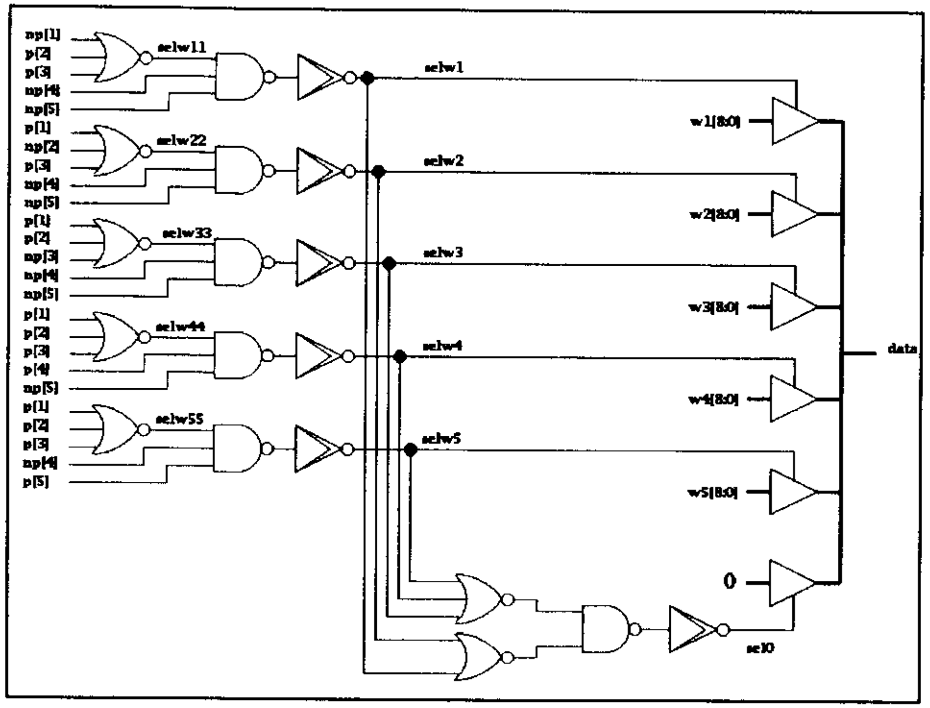
HOW TO DEAL WITH SUCH COMPLEXITY ?

One Million of Transistors Connected Together.



ß Still Too Complex.....!!!

HUNDRED THOUSAND OF CELLS CONNECTED TOGETHER.



× **STILL TOO COMPLEX.....!!!**

DOZEN OF FUNCTIONAL BLOCKS THAT COMMUNICATE TOGETHER.

✓ **I UNDERSTAND (OUF !!!)**

A SET OF EQUATIONS THAT REFLECT THE WHOLE FUNCTIONALITY OF THE CIRCUIT.

```
entity  adder is
port (
        a, b: Bit;
         c, d : bit
       );

architecture  adder is

a <= b or c
d <= b and c;
end;
```

✓ I UNDERSTAND WHAT THIS CIRCUIT IS SUPPOSED TO DO.

SO,

HOW TO DEAL WITH SUCH COMPLEXITY ?

✓ ABSTRACTION

✓ HIERARCHY

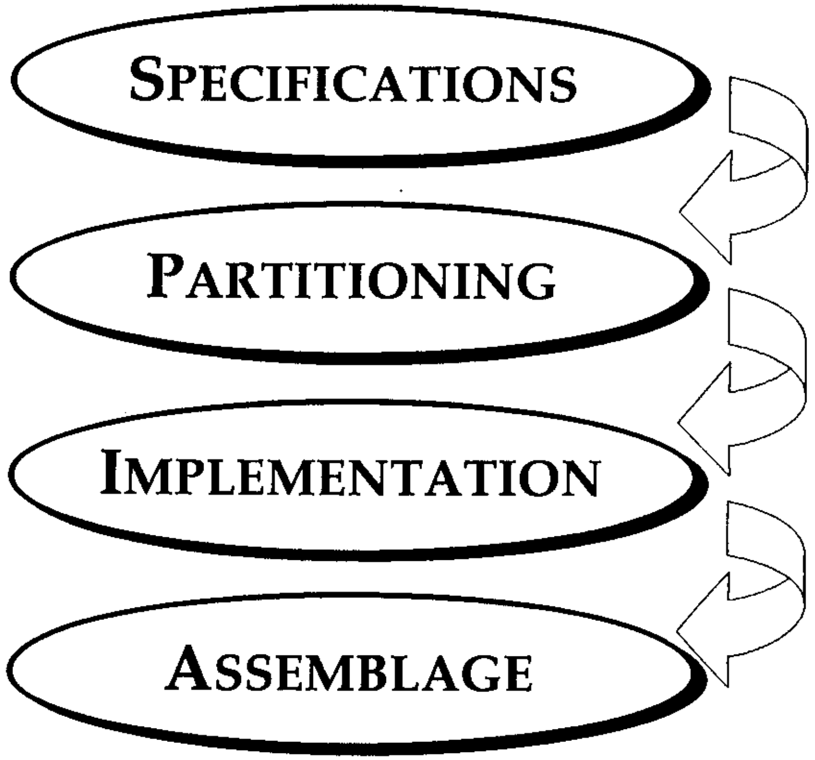
LEVELS OF ABSTRACTION

TO GO ACROSS THESE DIFFERENT LEVELS OF ABSTRACTION

I NEED

A DESIGN <u>METHODOLOGY</u>

DESIGN METHODOLOGY
TOP-DOWN METHODOLOGY



STEP 1: SPECIFICATIONS (1)

PUT DOWN THE CIRCUIT CONCEPT.

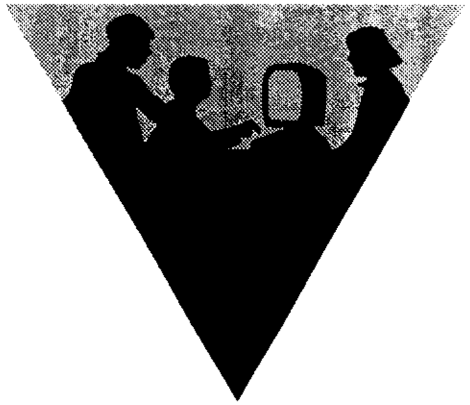
TWO REASONS:

- TO BE ABLE TO CHECK IT BEFORE MANUFACTURING.
- TO HAVE A REFERENCE MANUAL FOR COMMUNICATION.

STEP 1: SPECIFICATIONS (2)

COMMUNICATION LANGUAGE.

BETWEEN DIFFERENT PEOPLE ON THE PROJECT AND BETWEEN PEOPLE AND COMPUTERS.



- ✗ NO ORDINARY LANGUAGE.
- ✓ ACCURATE LANGUAGE.
- ✓ A LANGUAGE THAT CAN BE SIMULATED.

STEP 2: HOW TO ?(1)

VERY DIFFICULT STEP: RELAYS ON THE KNOW-HOW OF THE DESIGNER.

MAIN IDEA: TO SPLIT INTO SEVERAL SMALL PARTS.

DIVIDE AND CONQUER STRATEGY.

<u>HIERARCHY</u>.

STEP 2: HOW TO ? (2)

THE CUTTING IS GUIDED BY:

1. REGULARITY OR NOT.

- IDENTIFY REGULAR BLOCKS.
- IDENTIFY RANDOM LOGIC BLOCKS.

STEP 2: HOW TO ? (3)

THE CUTTING IS GUIDED BY:

2. TIMING ASPECTS.

- COARSE ESTIMATION OF TIMING.
- LOOKING FOR A GOOD BALANCE.

STEP 2: HOW TO ? (4)

THE CUTTING IS GUIDED BY:

3. TOPOLOGY.

- ALREADY IN MIND THE CIRCUIT FORM.
- AN IDEA ABOUT THE SIZE OF EACH PART.
- AN IDEA ABOUT THE ROUTING.
- OPTIMIZING SILICON AREA USAGE.

STEP 2: HOW TO ? (5)

THE CUTTING IS GUIDED BY:

4. TECHNOLOGY.

- USING GAAS OR CMOS ?
- USING PALS OR STANDARD CELLS ?

STEP 2: HOW TO ? (6)

THE CUTTING IS GUIDED BY:

5. CAD TOOLS.

- WHAT TOOLS DO I HAVE TO MAKE MY CIRCUIT ?

EX: NO SYNTHESIS TOOLS SO I TRY TO REDUCE THE RANDOM LOGIC PART.

STEP 3: IMPLEMENTATION

EACH PART WILL BE IMPLEMENTED USING A PARTICULAR METHOD. WHEN I SPLIT MY CIRCUIT, I HAVE ALREADY DECIDED WHICH ONE.

STEP 4: ASSEMBLAGE

THE ASSEMBLAGE IS DONE IN A HIERARCHICAL WAY, STARTING FROM THE LOWEST LEVEL.

CONCLUSION (1)

AT EACH STEP, THE INFORMATION IS ENHANCED:

1. FROM THE IDEA DOWN TO THE SPECIFICATIONS.

2. WHEN STRUCTURING THE MODEL IN AN OTHER WAY.

3. ....

$\Rightarrow$ AT EACH STEP, A <u>VERIFICATION</u> IS TO BE DONE.

CONCLUSION (2)

ALL ALONG THE METHODOLOGY, WE HANDLED DIFFERENT VIEWS:

1. EQUATIONS.
2. NETLISTS.
3. LAYOUT.

CONCLUSION (3)

THERE IS A <u>METHOD</u>.

OUTLINE

3 DIFFERENT VIEWS

ALL ALONG THE METHODOLOGY, WE HANDLED DIFFERENT VIEWS:

1. BEHAVIORAL VIEW (EQUATIONS).
2. STRUCTURAL VIEW (NETLISTS).
3. LAYOUT VIEW.

BEHAVIORAL VIEW (1)

LOGICAL EQUATIONS

- DESCRIPTION FORMALISM.

A SET OF LOGICAL EQUATIONS (BOOLEAN) REPRESENTING BOOLEAN FUNCTIONS.

EXAMPLE: $U = A.(A+B)$ $V = C.D$ $T = D \oplus E$

$X = U.V$ $Y = V + T + X$ $Z = T.E$

BEHAVIORAL VIEW (2)

LOGICAL EQUATIONS

- REPRESENTATION.

  A DIRECTED ACYCLIC GRAPH INCLUDING THREE KINDS OF NODES: INPUT, INTERMEDIARY, OUTPUT.

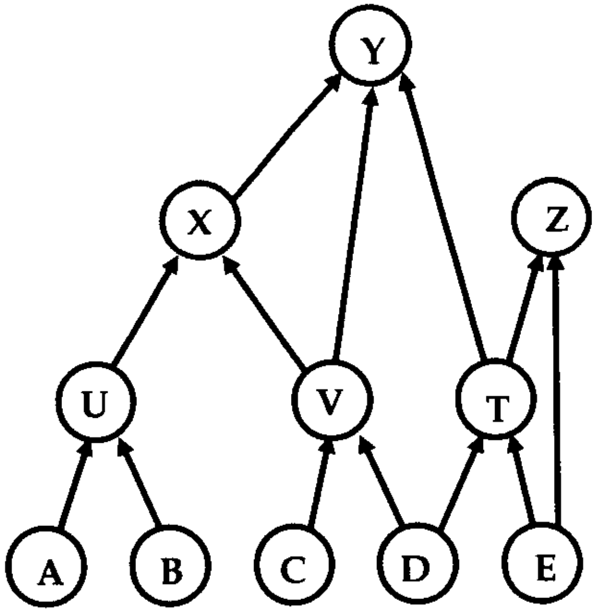
  EACH INTERMEDIARY OR OUTPUT NODE IS ASSOCIATED TO A LOGICAL EXPRESSION.

  EACH NODE IS ASSOCIATED TO A VARIABLE NAME.

BEHAVIORAL VIEW (3)

BOOLEAN NETWORK

- REPRESENTATION.



STRUCTURAL VIEW (1)

FOR ALL THESE VIEWS, WE ARE LOOKING FOR BASIC CONCEPTS: COMPLETELY INDEPENDENT FROM A GIVEN LANGUAGE.

IN THE STRUCTURAL VIEW:

- CONNECTORS: ID, DIRECTION, ETC....
- SIGNALS: ID, TYPE (EXTERNAL OR NOT), ETC....
- INSTANCE: ID, MODEL NAME, PORTS, ETC....

LAYOUT VIEW (1)

SYMBOLIC LAYOUT: PRINCIPLES

- PORTABILITY
- SIMPLICITY
- ROBUSTNESS

LAYOUT VIEW (2)

SYMBOLIC LAYOUT: OUR APPROACH

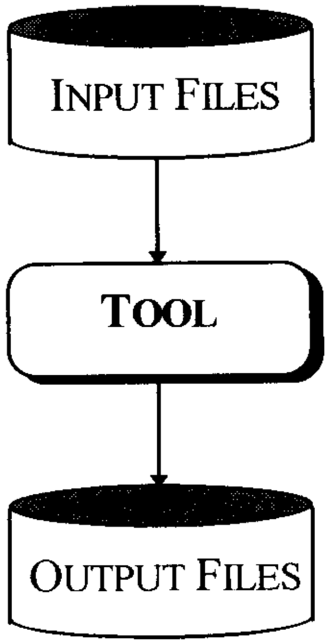
THIN FIXED GRID, SYMBOLIC LAYOUT.

DISTANCES FORM CENTER TO CENTER ⇒ GOOD DENSITIES.

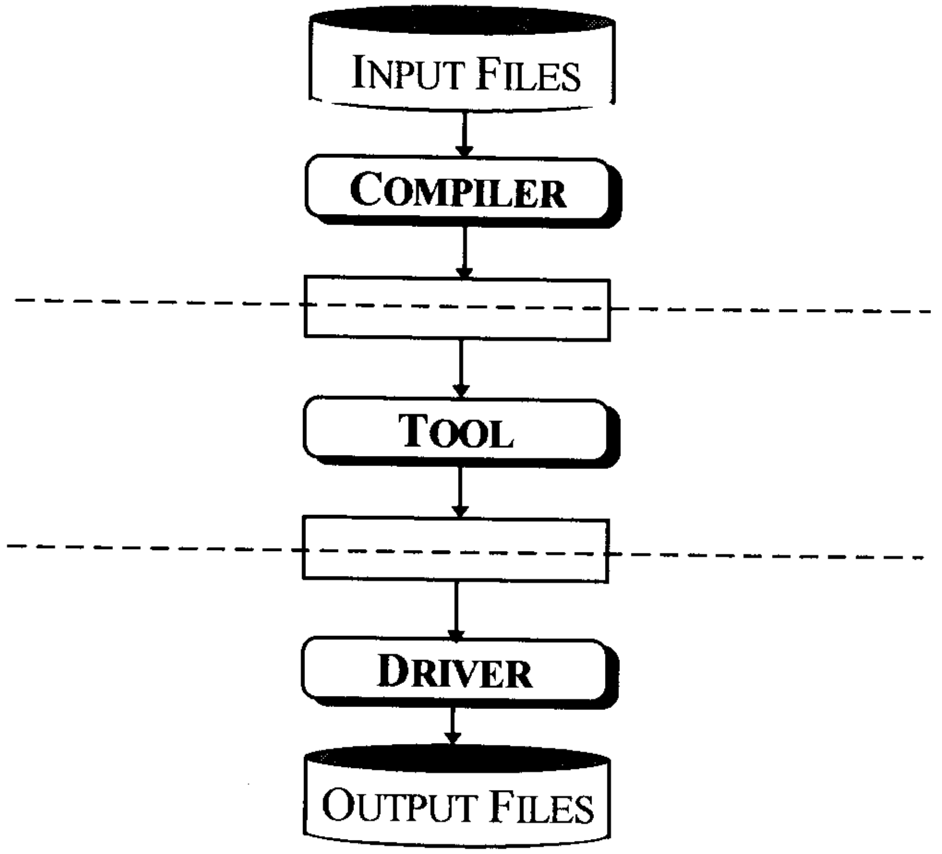
SPECIAL SYMBOLIC LAYOUT EDITOR.

AUTOMATIC TRANSLATION FROM SYMBOLIC TO PHYSICAL.

How to Deal with these Views ? (1)



How to Deal with these Views ? (2)



INDEPENDENCE (1)

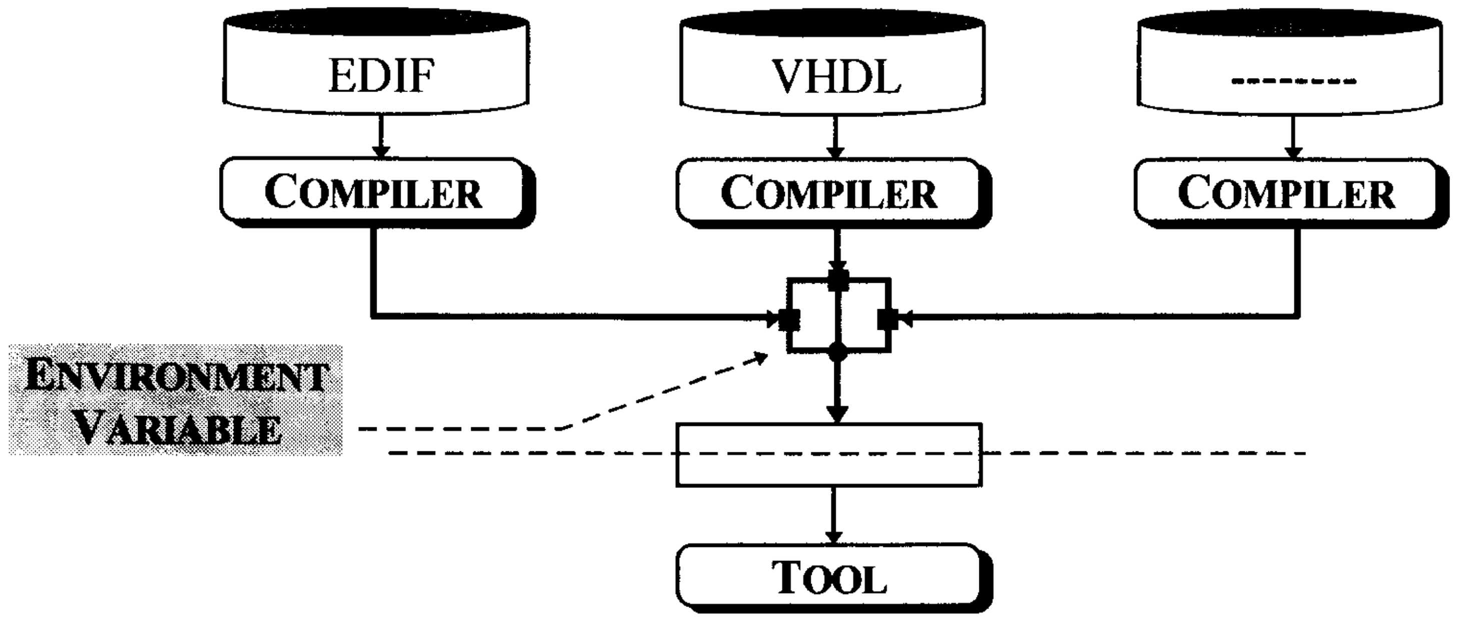
A MAJOR IDEA IN ALLIANCE IS ITS <u>**INDEPENDENCE**</u> FROM ANY GIVEN LANGUAGE.

IDENTIFY THE CONCEPTS THAT:

✗ DO NOT DEPEND ON A LANGUAGE.

✓ DEPENDS ON THE ABSTRACTION LEVEL.

INDEPENDENCE (2)



OUTLINE

I - INTRODUCTION

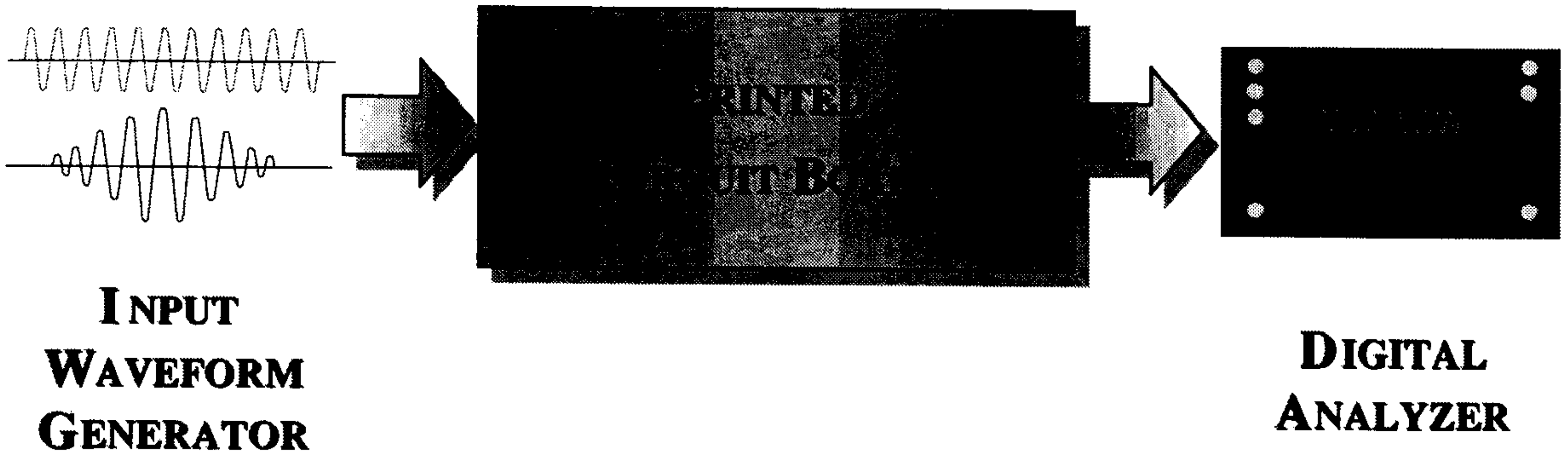
II - DESIGN METHODOLOGY: AN OVERVIEW

III - ABSTRACTION LEVELS IN ALLIANCE

IV - VHDL: A HARDWARE DESCRIPTION LANGUAGE

Why an HDL ? (1)

✘ Hardware Solutions Limits



Why an HDL ? (2)

- ✘ Increasing Complexity
- ✘ Increasing Cost in Time & Investment
- ✘ Increasing Knowledge Requirement

A Software Solution is Needed

Why an HDL ? (3)

✘ Programming Language not Suited

A Special Purpose Language : HDL

Why VHDL ? (1)

Circuit Manufacturers Fully Satisfied with their Proprietary HDLs...

Why VHDL ? (2)

Problems for system manufacturers

✘ Different vendors ➡ different incompatible HDLs

✘ Impossible to verify a whole mixed-system

Why VHDL ? (3)

- ✘ Vendor dependency
- ✘ Design documentation exchange

A Standard HDL from the System Manufacturer's Point of View: V H D L

VHDL

Very High Speed Integrated Circuits (VHSIC)

Hardware

Description

Language

History

- 1981: an Extensive Public Review (DOD)
- 1983: a Request for Proposal

  (Intermetrics, IBM, and Texas Instruments)
- 1986: VHDL in the Public Domain
- 1987: a Standard Language <u>VHDL'87</u> (IEEE-1076)
- 1992: a New Standard <u>VHDL'92</u>

Advantages & Drawbacks

Standard ⟷ Open language

- ✔ Vendor independent
- ✔ User definable
- ✔ Wide capabilities

- ✘ Complex tools
- ✘ Slow tools

Abstraction Levels (1)

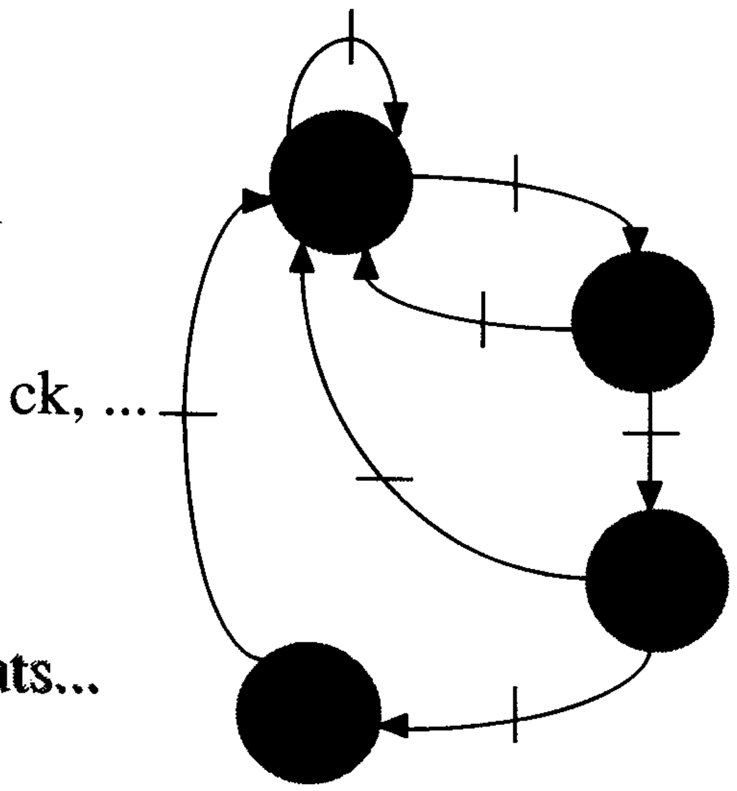
Algorithmic Level

- ➢ Very High Abstraction Level
- ➢ Functional Interpretation of a Discrete System
- ➢ No Implementation Details
- ➢ Sequential Program-Like Description
- ➢ Programmer's Point of View

Abstraction Levels (2)

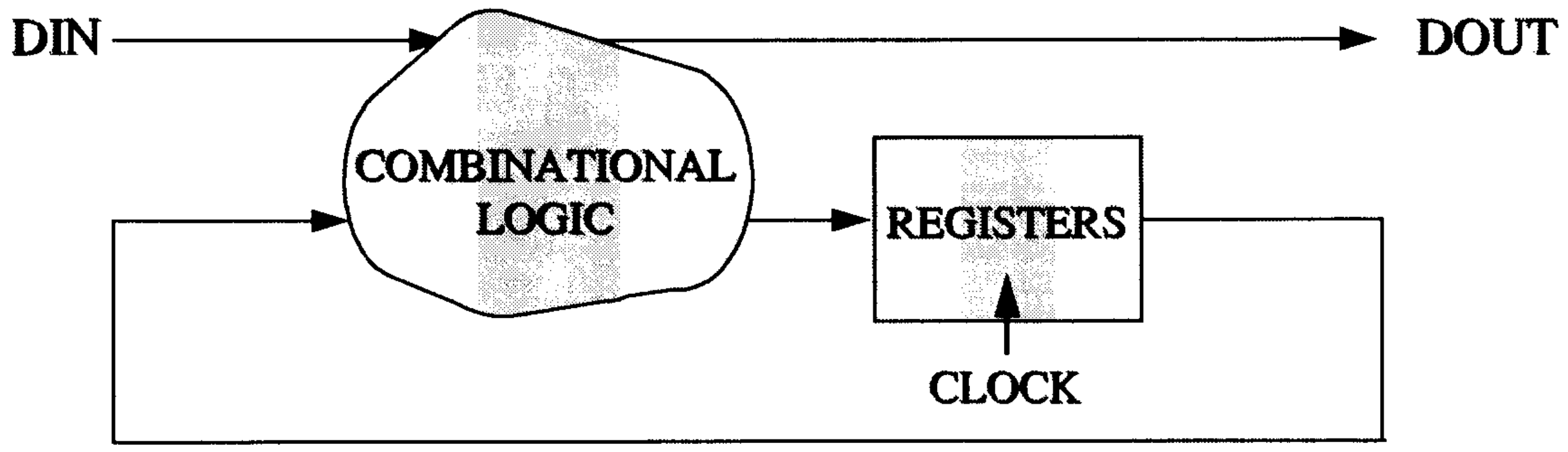
Finite State Machine Level

- Controller Part of a Digital Design
- Internal States
- State Changement Driven by:
  - **Status Information**
  - **<u>Clock</u> and other External Inputs...**



Abstraction Levels (3)

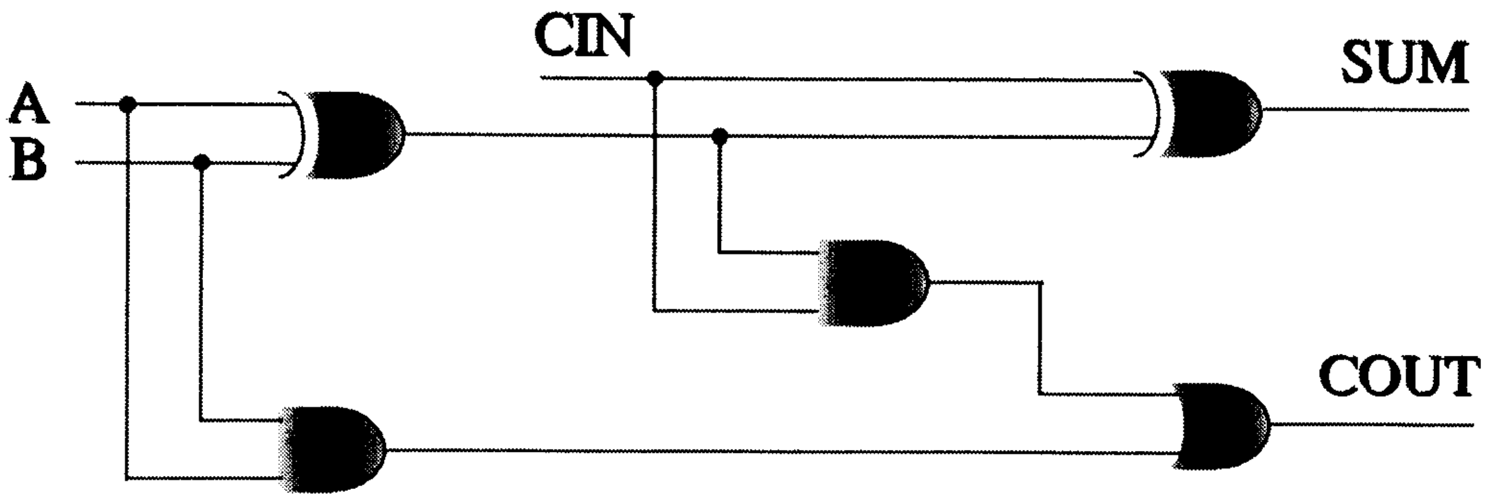
Register Transfer Level



- ➢ Registers Connected by Combinational Logic
- ➢ Very Close to the Hardware

Abstraction Levels (4)

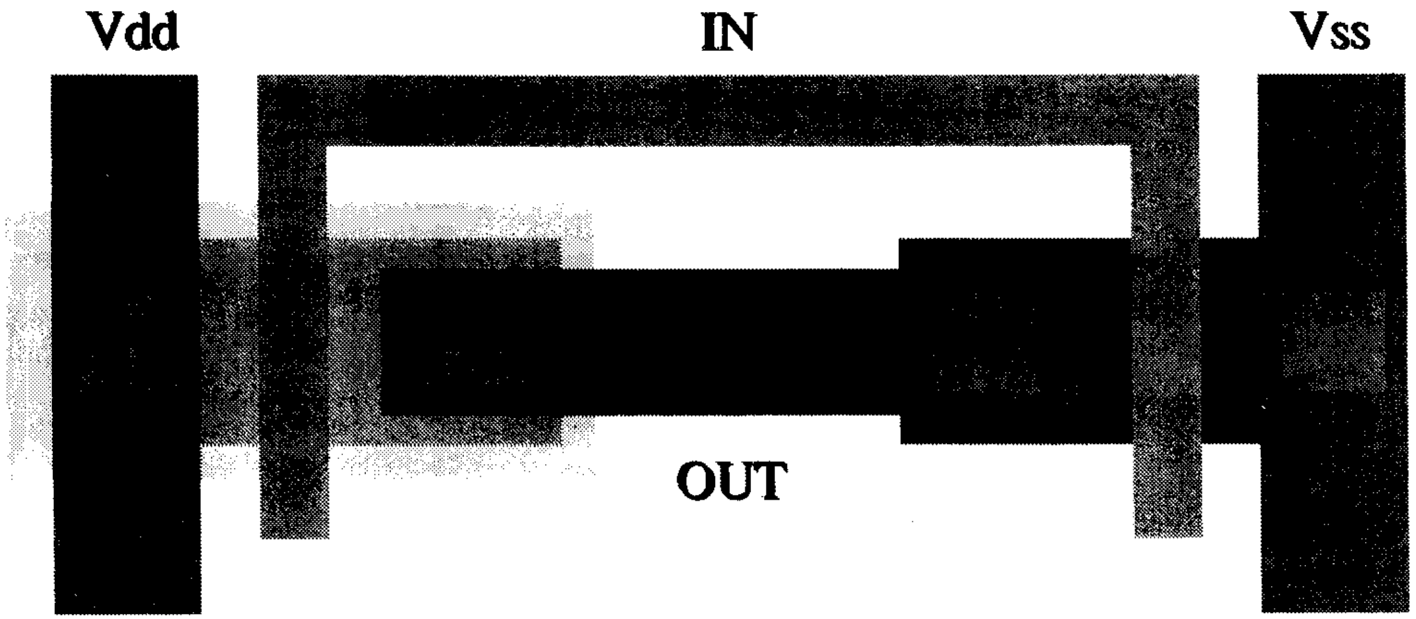
Gate Level



➢ A Gate Net-List Describing Instantiation of Models

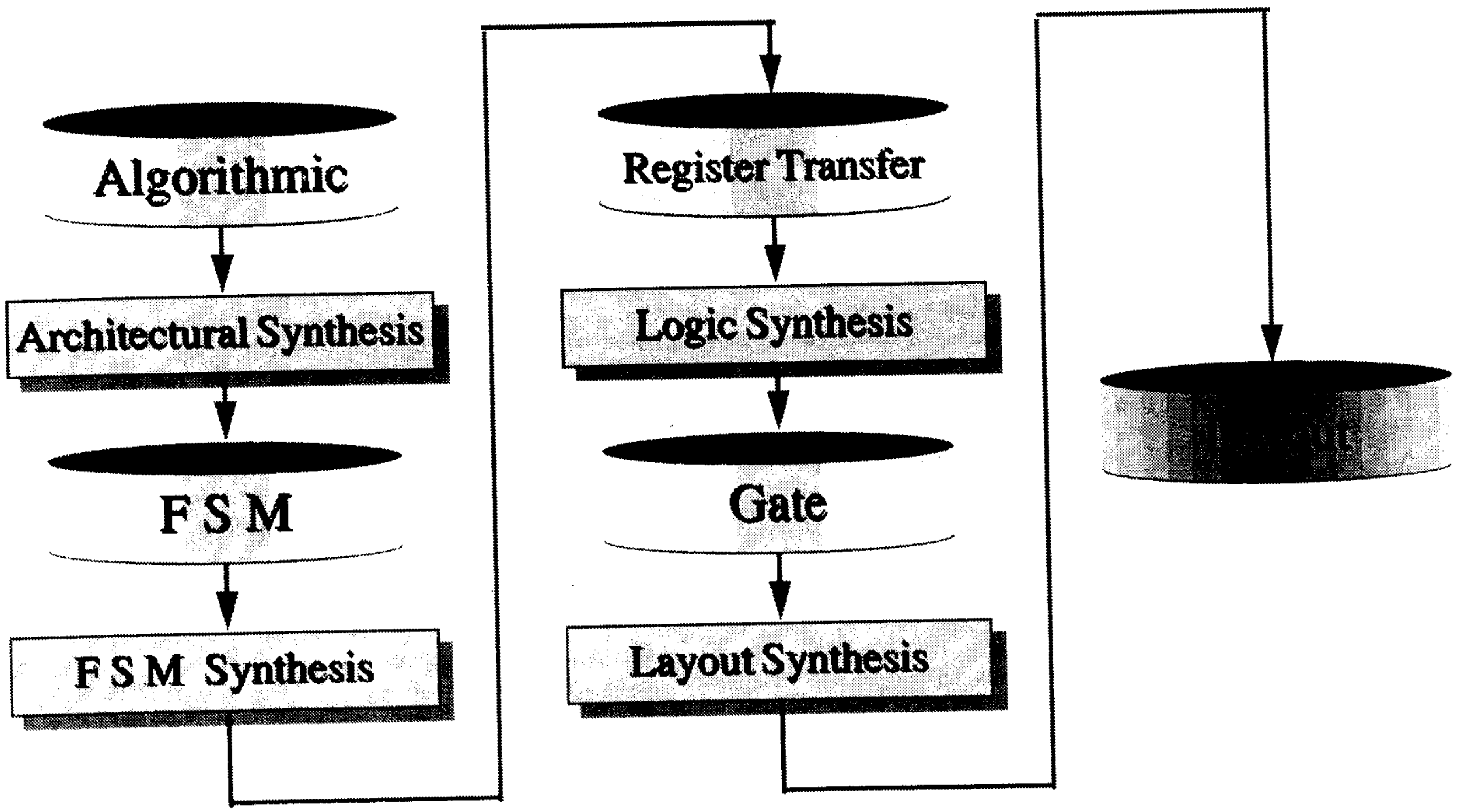
Abstraction Levels (5)

Layout Level

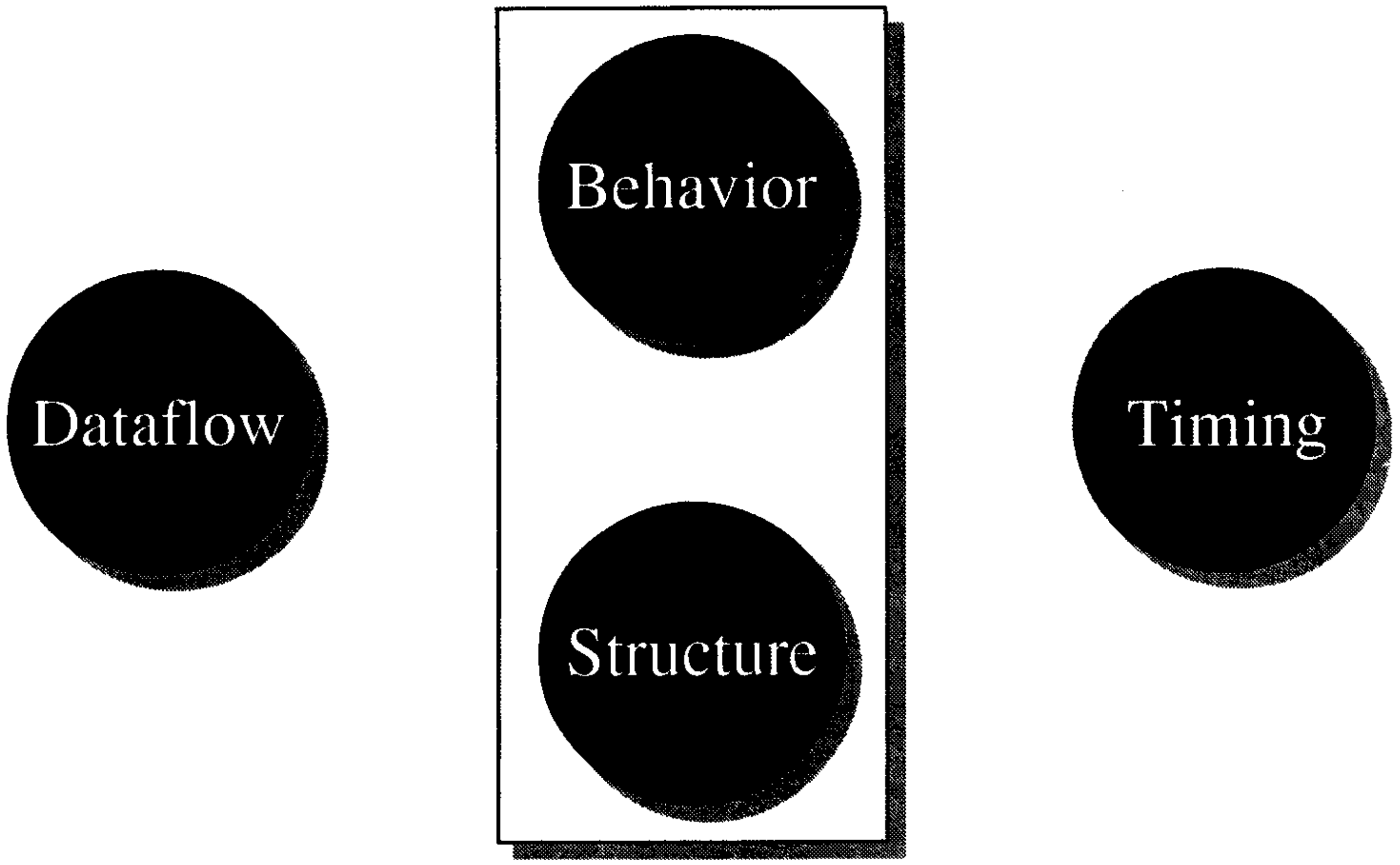


➢ A Set of Segments and Layers

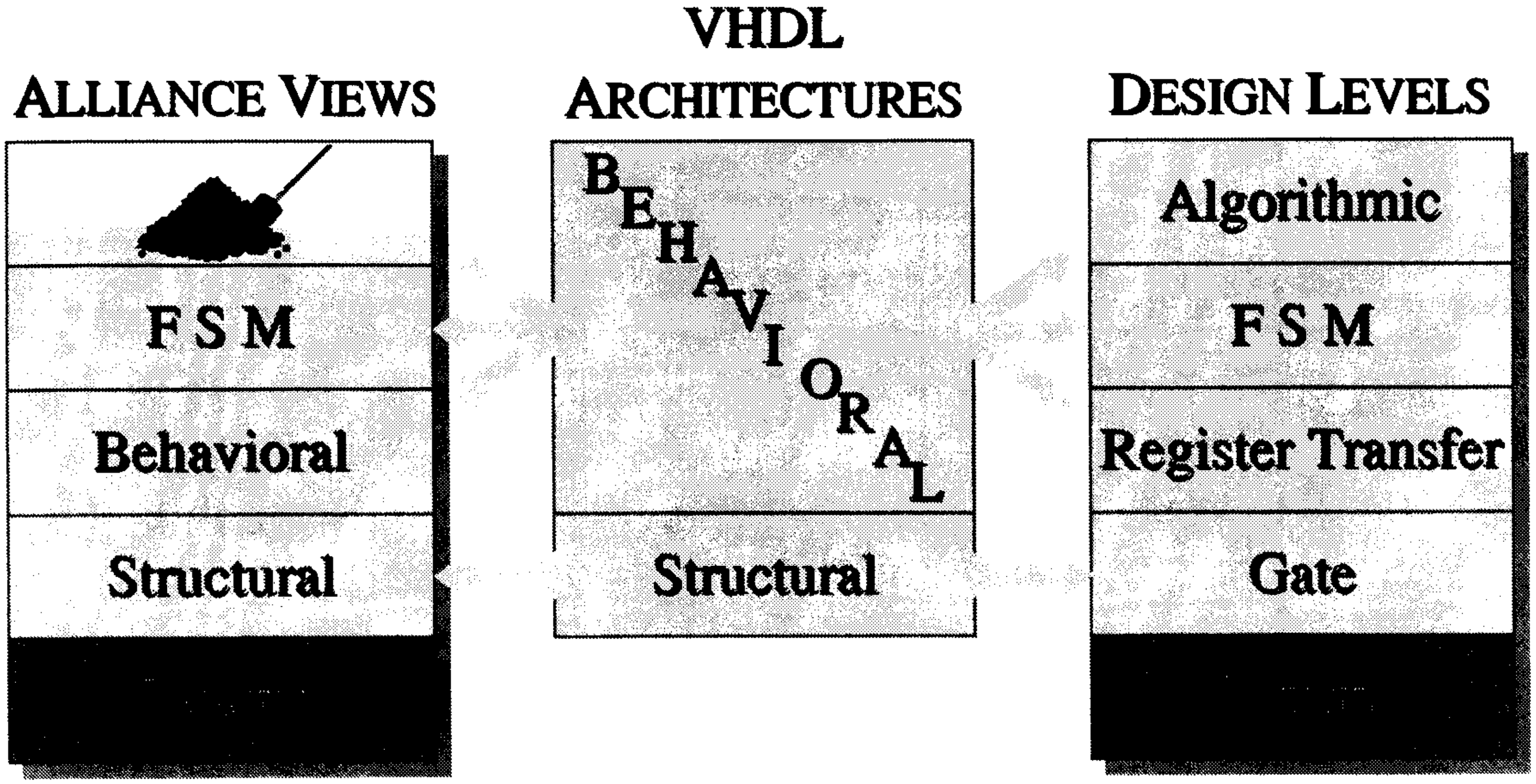
Synthesis Flow



VHDL Main Features



VHDL Architectures



A Dataflow Language (1)

CONTROLFLOW $\neq$ **DATAFLOW**

<u>EX</u>: C language assignment

X = A & B;

X is computed out of A and B <u>ONLY</u> each time this assignment is executed

<u>EX</u>: VHDL signal assignment

X <= A and B;

A <u>PERMANENT</u> link is created between A, B, and X

X is computed out of A and B <u>WHENEVER</u> A or B change

A Dataflow Language (2)

CONTROLFLOW $\neq$ **DATAFLOW**

EX: C language assignment

X = A & B;

X = C & D;

✔ YES

EX: VHDL assignment

~~**X <= A and B;**~~

~~**------**~~

~~**X <= C and D;**~~

✘ NO

Basic Structures

Basic Building Blocks

- Entity
- Architecture
- Configuration
- Package
- Library

Entity Declaration (1)

The External Aspect of a Design Unit

```
entity entity_name is
        [generic_declaration]
        [port_clause]
        {entity_declarative_item}
[begin
        entity_statement_part]
end [entity_name];
```

What is visible

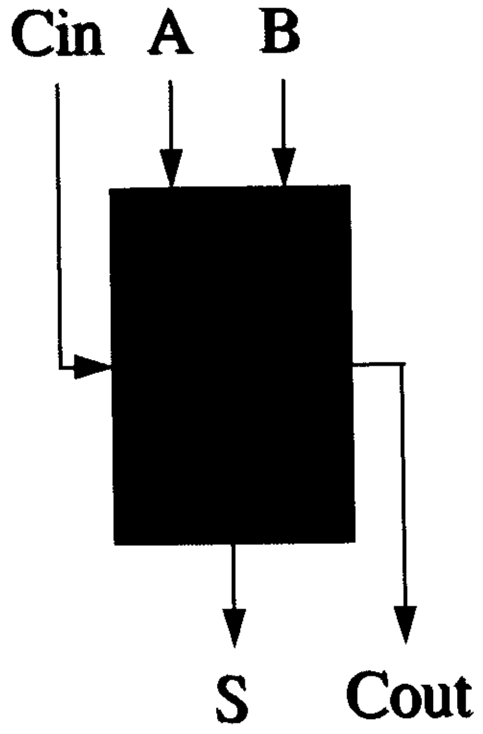
Entity Declaration (2)

Example

```
entity FULL_ADDER is
    port (A, B, Cin : in   BIT;
            S, Cout    : out  BIT
    );
end FULL_ADDER;
```

MODE: in, out, inout...

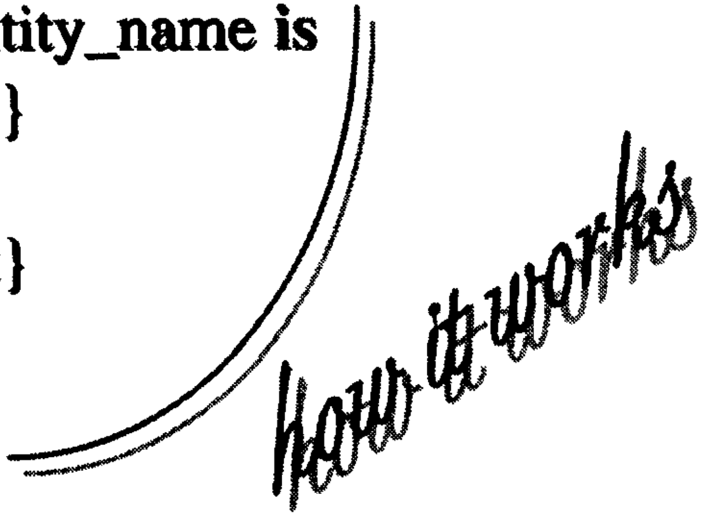
DATA TYPE



Architectures (1)

The Internal Aspect of a Design Unit

```
architecture architecture_name of entity_name is
        {architecture_declarative_part}
begin
        {architecture_descriptive_part}
end [architecture_name];
```



- Collection of <u>CONCURRENT</u> Statements Executed in <u>PARALLEL</u>
- Concurrent Statements Communicate through <u>SIGNALS</u>

Architectures (2)

A Behavioral Style

```
entity FULL_ADDER is
    port (A, B, Cin : in   BIT;
          S, Cout   : out BIT);
end FULL_ADDER;
architecture DATAFLOW of  FULL_ADDER is
    signal X : BIT;
begin
    X      <= A xor B;
    S      <= S xor Cin after 10 ns;
    Cout  <= (A and B) or (X and Cin) after 5 ns;
end DATAFLOW;
```

Architectures (3)

A Structural Style

```
architecture STRUCTURE of  FULL_ADDER is
    component HALF_ADDER
          port (I1, I2      : in   BIT;
                Carry, S  : out BIT);
    end component;

    component OR_GATE
          port (I1, I2      : in   BIT;
                O           : out BIT);
    end component;
    signal X1, X2, X3 : BIT;
```

DECLARATIVE PART

Architectures (4)

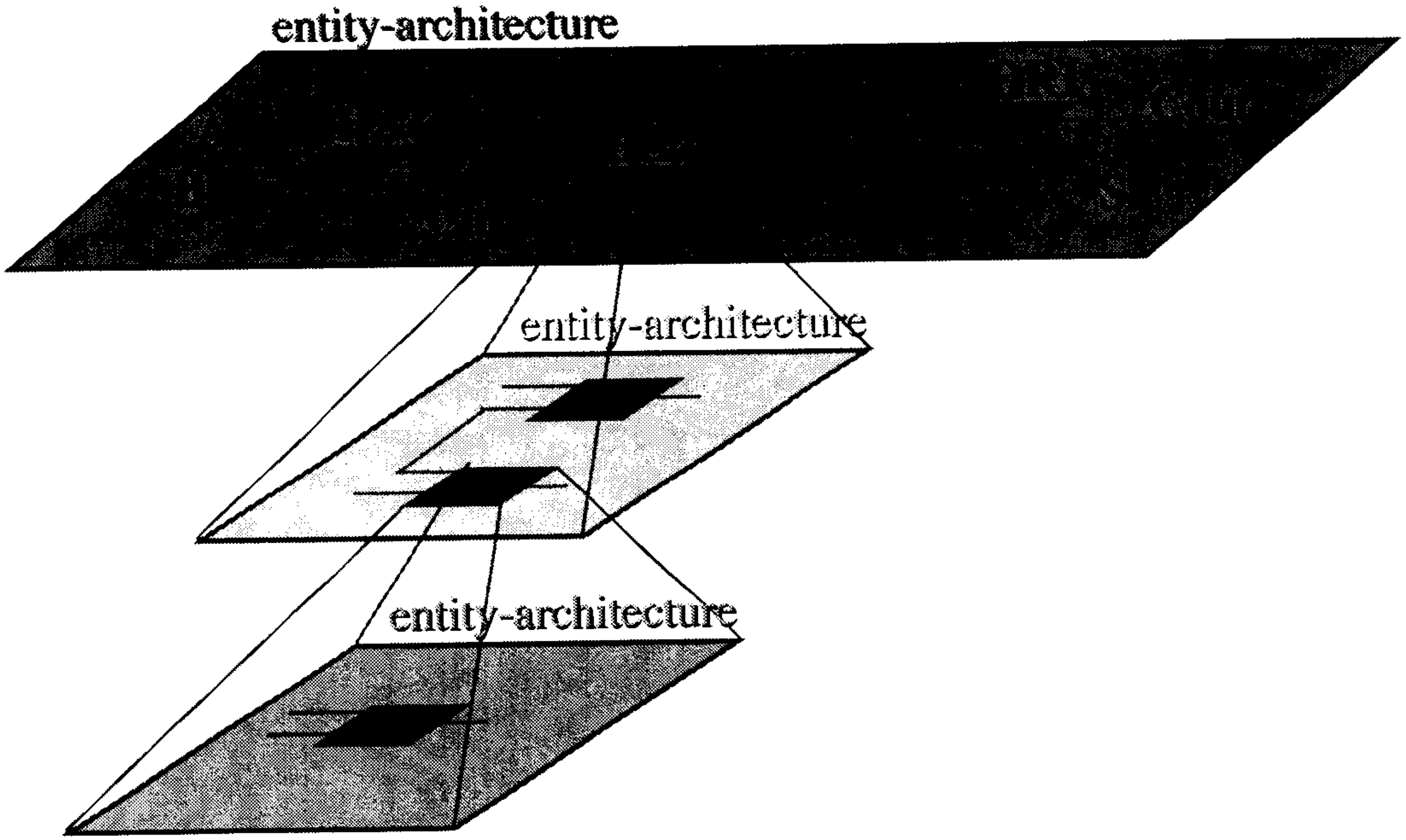
A Structural Style

```
begin
    HA1  : HALF_ADDER port map (
           I1 => A, I2 => B, Carry => X1, S => X2);
    HA2  : HALF_ADDER port map (
           I1 => X2, I2 => Cin, Carry => X3, S => S);
    OR1  : OR_GATE    port map (
           I1 => X1, I2 => X3, O => Cout);
end STRUCTURE ;
```

DESCRIPTIVE PART

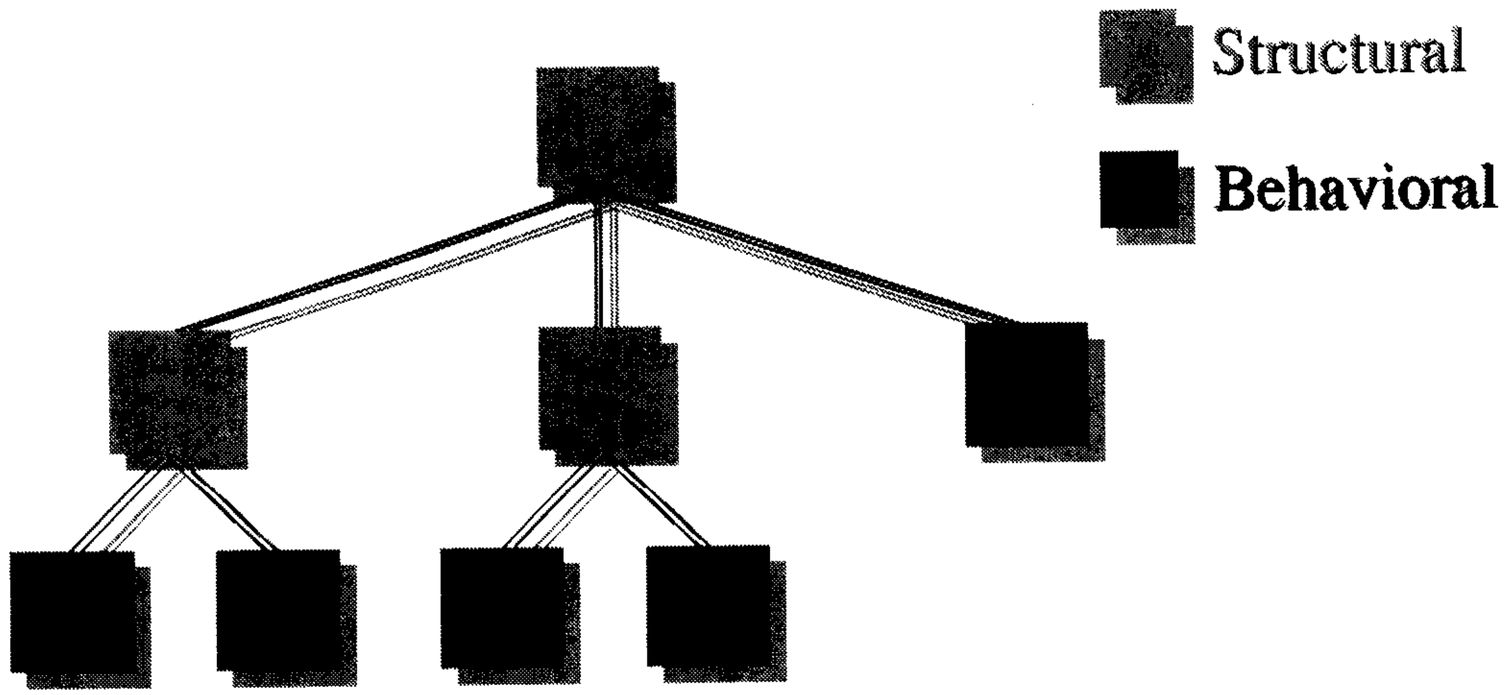
Architectures (5)

Structural Style to represent Hierarchy



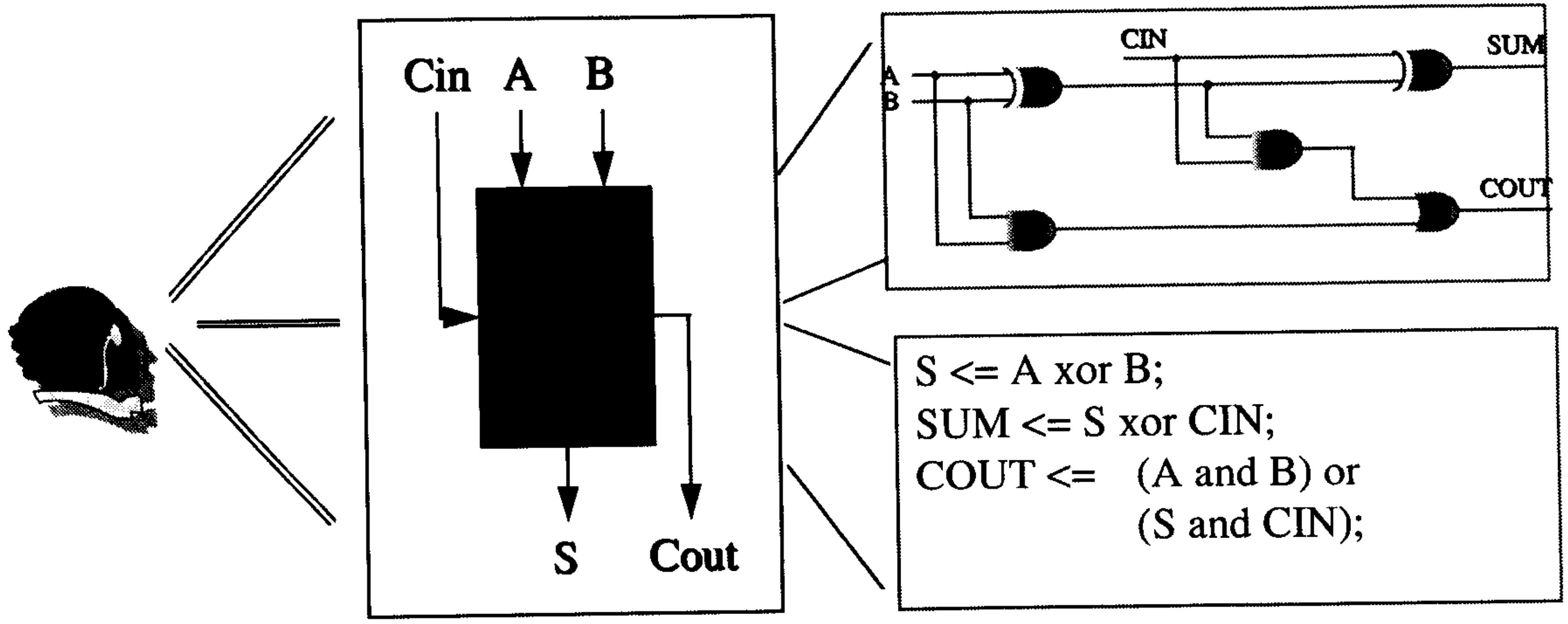
Architectures (6)

Structural & Behavioral in a Design Tree



Architectures (7)

entity/architecture: a <u>One to Many</u> Relationship



```
S <= A xor B;
SUM <= S xor CIN;
COUT <=   (A and B) or
          (S and CIN);
```

Configurations (1)

Specification Inside the Architecture Body

for instantiation_list: component_name **use** binding_indication;

use library_name.entity_name [(architecture_name)];

- **Binding a couple "entity/architecture" to each instance**

Configurations (2)

Declaration as a Separate Design Unit

```
configuration configuration_name of entity_name is
        for { architecture | component } binding_indication;
end [configuration_name];
```

- Can be compiled separately and stored in a library
- It defines a configuration for a particular entity

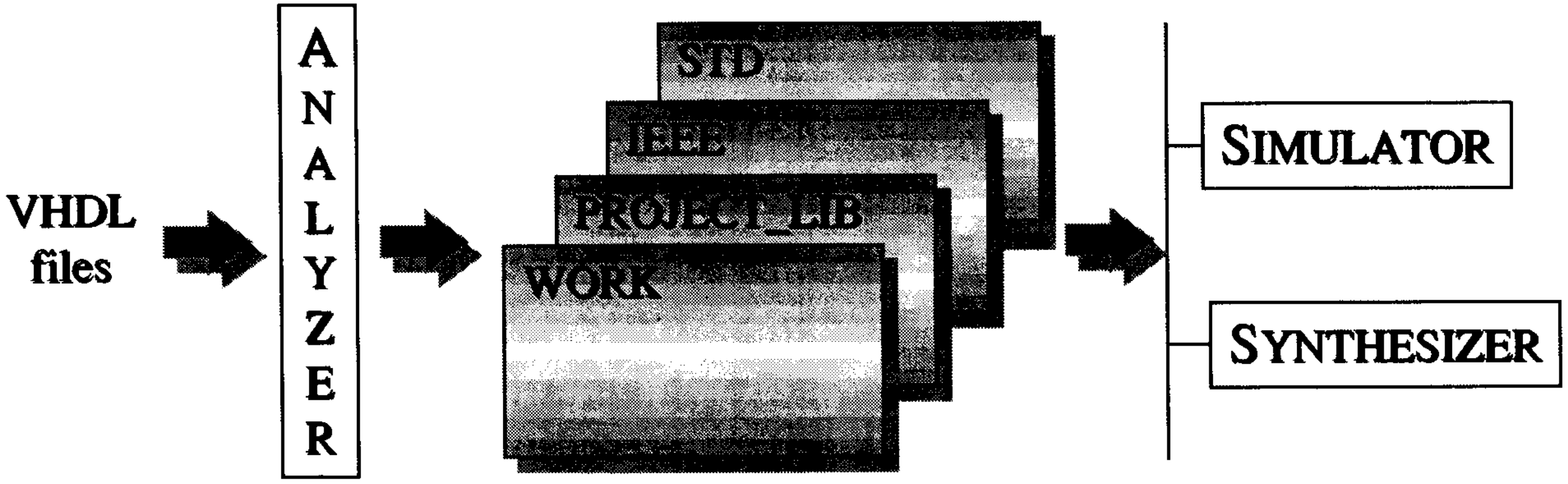
Packages

Global Design Unit

```
package package_name is
        {package_declarative_item}
end [package_name];
package body package_name is
        {package_body_declarative_item}
end [package_name];
```

- Same declarations visible by a number of design entities
- May contain subprograms, components, signals, ...

Design Libraries



```
library library_name ;
use library_name.package_name.all;
```

- **May contain: packages, entities, architectures, configurations**

Data Objects (1)

Three Classes

- **Constants**
  - **Initialized to a specific value and <u>never</u> modified**

    constant MSB : **INTEGER** := 5;

- **Variables**
  - **Used to hold temporary data**
  - **<u>Only</u> used within processes & subprograms**

    variable DELAY : **INTEGER range** 0 **to** 15 := 0;

Data Objects (2)

Three Classes

- ➢ **Signals**
  - ✧ **Used to communicate between processes**
  - ✧ **When declared in a package : <u>Global Signals</u>**
  - ✧ **Also declared within entities, blocks, architectures**
  - ✧ **Can be used but not defined in processes and subprograms**

```
signal CLK : BIT;
```

Data Types (1)

Enumeration Types

- The first identifier is the default value

```
type COLOR is (RED, ORANGE, YELLOW);
type TERNARY is ( '1', '0', 'X' );
variable X : COLOR;
signal Y : TERNARY;
```

Data Types (2)

Integer Types

- The range must be specified
- No logical operations on integer

  type MEMORY_SIZE is range 1 to 2048;

Data Types (3)

Predefined VHDL Data Types
IEEE 1076-1987 Standard Package

- BOOLEAN : (false , true)
- BIT : ('0', '1')
- CHARACTER
- INTEGER : range -2 147 483 647 to +2 147 483 647
- NATURAL : Subtype of INTEGER (Non Negative)
- POSITIVE : Subtype of INTEGER (positive)
- BIT_VECTOR : array of BIT values
- STRING : array of CHARACTERS
- REAL : range -1.0E+38 to +1.0E+38
- TIME : Physical type used for simulation

Data Types (4)

Array Types

- **Constrained Array**

```
type VEC_64 is array (0 to 63) of INTEGER;
variable S : VEC_64;
variable S1 : INTEGER;
S1 := S (1);
```

- **Unconstrained Array**

```
type BIT_VECTOR is array (POSITIVE range <>) of BIT;
signal S : BIT_VECTOR (4 downto 0);
```

- **Multiple Dimentional Arrays**

```
type TWO_D is array (0 to 7, 0 to 3) of INTEGER;
```

Data Types (5)

Record Types

```
type DATE is
        record
                YEAR : INTEGER range 1900 to 1999 ;
                MONTH : INTEGER range 1 to 12 ;
                DAY : INTEGER range 1 to 31 ;
        end record ;
signal S : DATE;
variable Y : INTEGER range 1900 to 1999 ;
Y := S.YEAR ;
```

Data Types (6)

STD_LOGIC Data Types
IEEE 1164-1993 Standard Logic Package

```
type STD_ULOGIC is (
        'U'     --      Uninitialized
        'X'     --      Forcing Unknown
        '0'     --      Forcing Low
        '1'     --      Forcing High
        'Z'     --      High Impedance
        'W'     --      Weak Unknown
        'L'     --      Weak Low
        'H'     --      Weak High
        '-'     --      Don't Care
        );
```

Unresolved Data Type

Used in Synthesis

Data Types (7)
STD_LOGIC Data Types
IEEE 1164-1993 Standard Logic Package

- **STD_LOGIC : Resolved (Resolution Function provided)**
- **STD_LOGIC_VECTOR**
- **STD_ULOGIC_VECTOR**

Data Types (7)

Also,

- FILE : Useful for RAM Values or Stimuli Files
- ACCESS : Like "pointers" in High Level Languages
- TEXT : FILE of STRING (TEXTIO package)
- LINE : access STRING (TEXTIO package)

Subtypes

Subsets of Other Types

- To Insure Valid Assignments
- Inherit All Operators and Subprograms from the Parent Type

```
subtype DIGIT is INTEGER range 0 to 9;
```

Operators

Six Classes

LOGIC OPERATOR	and , or , nand , nor , xor
RELATIONAL OPERATOR	= , /= , < , <= , > , >=
ADDING OPERATOR	+ , - , &
SIGN	+ , -
MULTIPLYING OPERATOR	* , / , mod , rem
MISCELLANEOUS OPERATOR	** , abs , not

PRECEDENCE ORDER

Operands (1)

- **Literals : 'x' , "1100" , 752 , B"11001" , O"277" , X"4C"**
  - **numeric, character, enumeration, or string**
- **Identifiers :**
  - **starts with (a-z) followed by letters, '_', or digits**
  - **Not case-sensitive**
  - **Some are reserved words**
- **Indexed Names : S (3) , DATA (ADDR)**

Operands (2)

- Slice Names : variable ORG : BIT_VECTOR (7 downto 0)
  - ✧ Sequence of elements of an array object
- Aliases : alias MSB : BIT is ORG (7)
  - ✧ New name for a part of a range of an array
- Aggregates
- Qualified Expressions
- Function Calls
- Type Conversions

Operands (3)

Attributes Names
A Data Attached to VHDL Objects

- S'LEFT : Index of the leftmost element of the data type
- S'RIGHT : Index of the rightmost element of the data type
- S'HIGH : Index of the highest element of the data type
- S'LOW : Index of the lowest element of the data type
- S'RANGE : Index range of the data type
- S'REVERSE_RANGE : Reverse index range
- S'LENGTH : Number of elements of an array

Operands (4)

Attributes Names

A Data Attached to VHDL Signals

- S'EVENT : A change value at the current simulation time
- S'STABLE : No change value at the current simulation time

  if (CK = 0 and not CK'STABLE)
- ......

Concurrent Statement

Natural Concept for Describing Hardware

- **Concurrent Signal Assignment**
- **Conditional Signal Assignment**
- **Selected Signal Assignment**
- **Block Statement**
- **Concurrent Assertion Statement**
- **Process Statement**

Concurrent Signal Assignment

Represent an Equivalent Process Statement

target <= expression [after time_expression] ;

- Signals are associated with Time
- With "after", the assignment is scheduled to a future simulation time
- Without "after", the assignment is scheduled at a Delta Time after the current simulation time

Conditional Signal Assignment

More than One Expression

```
target <= {   expression [ after time_exp ] when condition else }
              expression [ after time_exp ] ;
```

- Condition / expression except for the last expression
- One and only one of the expressions is used at a time

Selected Signal Assignment

Only One Target

```
with choice_expression select
target <= {   expression [ after time_exp ] when choices , }
              expression [ after time_exp ] when choices ;
```

- "**when others**" is used when all the cases were not treated

Block Statement (1)

A Set of Concurrent Statements

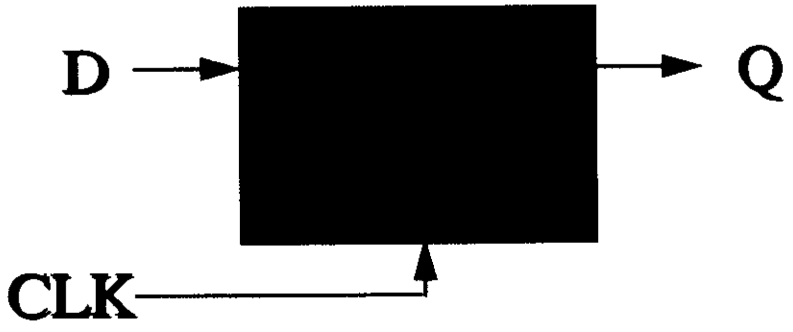
```
label : block
        { block_declarative_part }
begin
        { concurrent_statements }
end block [ label ] ;
```

- **Used to organize a set of concurrent statements hierarchically**

Block Statement (2)

In Synchronous Descriptions

```
latch : block ( CLK = '1' )
begin
    Q <= GUARDED D ;
end block latch ;
```



Assertion Statement

Only One Target

```
assert condition
                [ report error_message ]
                [ severity severity_level ] ;
```

- If the condition is false, it reports a diagnostic message
- Useful for detecting condition violation during simulation
- Not used in synthesis

Process Statement (1)

A Set of Sequential Statements

```
[ label : ] process [ ( sensitivity_list ) ]
        { process_declarative_part }
begin
        { sequential_statements }
end process [ label ] ;
```

- **All processes in a design executes <u>CONCURRENTLY</u>**
- **At a given time, <u>ONLY ONE</u> sequential statement executed within each process**
- **Communicates with the rest of a design through signals**

Process Statement (2)

A Pseudo Infinite Loop

```
process
begin
        sequential_statement_1 ;
        sequential_statement_2 ;
        -----------
        sequential_statement_n ;
end process;
```

- **A Synchronization Mecanism is Needed**

Process Statement (3)

Synchronization Mecanism

```
wait
        [ on signal_name { signal_name } ]
        [ until boolean_expression ]
        [ for time_expression ] ;
```

- **Objects being waited upon should be <u>SIGNALS</u>**

Process Statement (4)

The Sensitivity List

```
process [ ( sensitivity_list ) ]
begin
        { sequential_statements }
end process ;
```

- **Equivalent to a "wait" statement as the last statement**

  wait on sensitivity_list ;

Sequential Statement

Insight Into Statements within Processes

- Variable Assignment
- Signal Assignment
- If
- Case
- Null
- Assertion
- Loop
- Next
- Exit
- Wait
- Procedure Calls
- Return

Variable Assignment Statement

Immediate Assignment

target_variable := expression ;

- Always executed in <u>**ZERO SIMULATION TIME**</u>
- Used as temporary storages
- Can not be seen by other concurrent statements

Signal Assignment Statement (1)

Defines a <u>DRIVER</u> of the Signal

```
target_signal <= [ transport ] expression [ after time_expression ] ;
```

- Within a process, <u>ONLY ONE</u> driver for each signal
- When assigned in multiple processes, it has <u>MULTIPLE DRIVERS</u>. A <u>RESOLUTION FUNCTION</u> should be defined

CONCLUSION (1)

VHDL IS AN OPEN LANGUAGE WITH MANY FEATURES.

WITH VHDL, ANY DISCRETE SYSTEM CAN BE MODELED.

CONCLUSION (2)

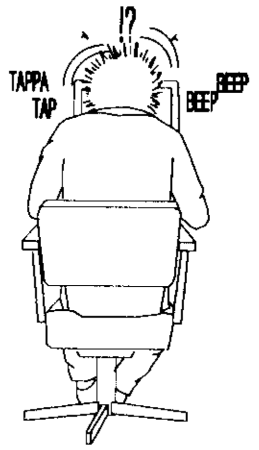
EACH USER HAS ITS OWN NEEDS DEPENDING ON:

- HIS BACKGROUND.
- HIS ENVIRONMENT.

WE DEFINED A SUBSET OF VHDL.

CONCLUSION (3)

WHY ?



COMPLEX LANGUAGE ⇒ DEVELOPING A COMPILER IS HARD AND TIME CONSUMING.

CONCLUSION (4)

WHY ?

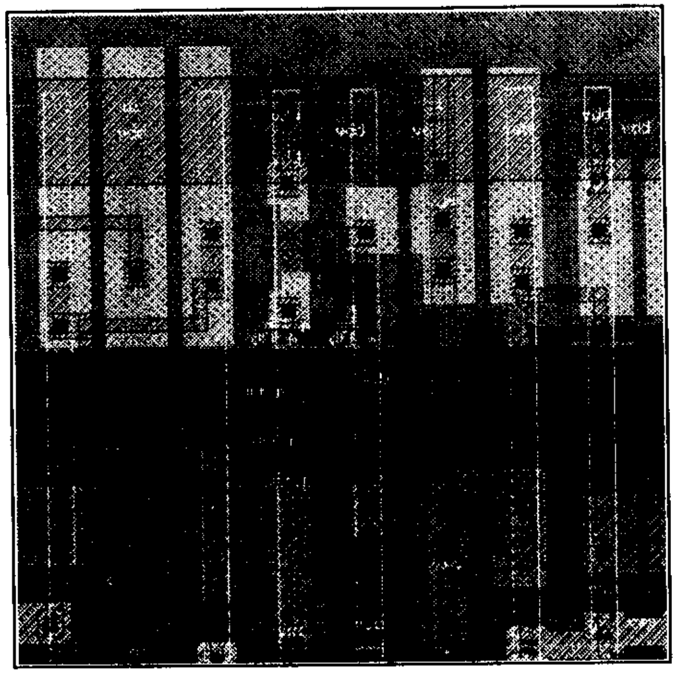
EDUCATIONAL NEEDS:

- UNDERSTANDING TIME.
- UNIVOCAL (ONE WAY FOR DESCRIBING A REGISTER).

CONCLUSION (5)

WHY ?

OUR ENVIRONMENT: VLSI.



OUTLINE

I - INTRODUCTION.

II - DESIGN METHODOLOGY: AN OVERVIEW.

III - ABSTRACTION LEVELS IN ALLIANCE.

IV - VHDL: AN OVERVIEW.

V - VHDL: THE ALLIANCE SUBSET.

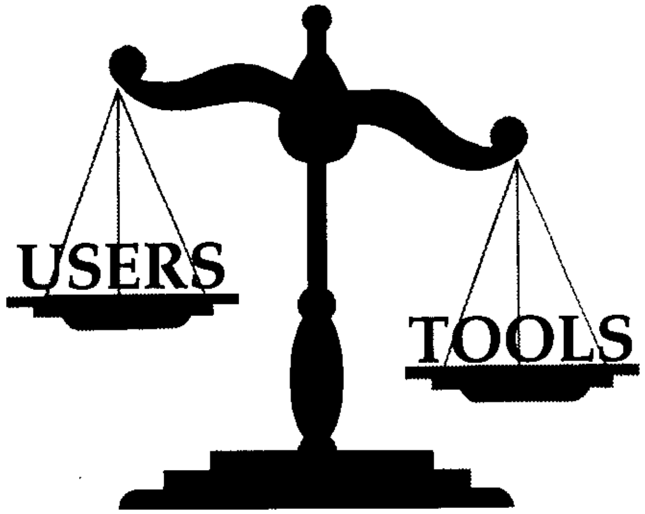
VI - ALLIANCE: A COMPLETE DESIGN SYSTEM.

WHY AND HOW ?

WHY ?

- DEVELOPMENT TIME.
- EDUCATION CONSTRAINTS.
- THE CURRENT ENVIRONMENT.

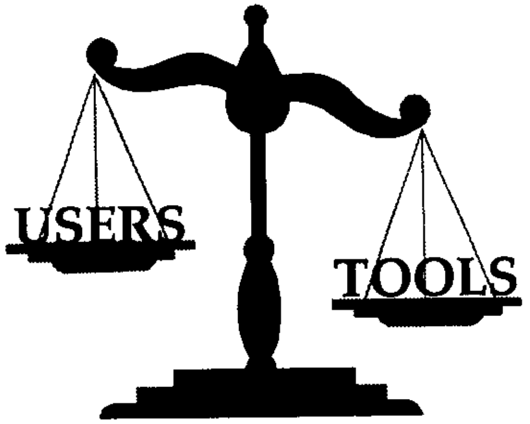
CRITERIONS FOR THE SUBSET DEFINITION.



TOOLS REQUIREMENTS (1)

WHICH TOOLS USE VHDL ?

- SYNTHESIS.
- FORMAL PROOVER.
- PLACER & ROUTER.
- SIMULATOR.
- FUNCTIONAL ABSTRACTOR.



TOOLS REQUIREMENTS (2)

SYNTHESIS TOOLS.

- ✘ A REGISTER MUST BE IDENTIFIED IN A SYNTACTICAL WAY.
- ✘ A BUS MUST BE IDENTIFIED IN A SYNTACTICAL WAY.
- ✘ SIGNALS MUST HAVE THE **BIT** TYPE ('0' , '1').
- ✘ NO TIMING.

FORMAL PROOVER.

- ✘ A REGISTER MUST BE IDENTIFIED IN A SYNTACTICAL WAY.
- ✘ A BUS MUST BE IDENTIFIED IN A SYNTACTICAL WAY.

TOOLS REQUIREMENTS (3)

FUNCTIONAL ABSTRACTOR.

- ✘ THE VHDL SUBSET MUST BE AS CLOSE AS POSSIBLE TO THE HARDWARE.

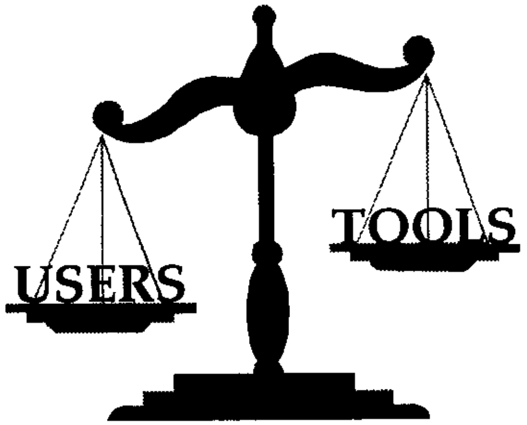
PLACER & ROUTER.

- ✘ NO MIXING BETWEEN STRUCTURAL AND BEHAVIORAL VIEWS.

SIMULATOR.

- ✘ NO ABSTRACT TYPES.
- ✘ NO TIMING.

USERS REQUIREMENTS



LOOKING FOR THE LARGEST SUBSET.

THE GOOD VHDL SUBSET:

- ✓ LETS THE USER DESCRIBE HIS CIRCUIT EASILY.
- ✓ DO NOT DETERIORATE THE TOOL WITH A COMPLEX LANGUAGE.

THE EXTERNAL ASPECT

IN VHDL A CIRCUIT (DESIGN UNIT) HAS TWO ASPECTS:

1. <u>THE EXTERNAL ASPECT</u>: (EXTERNAL VISIBILITY)

What is visible

ALLIANCE

- ✓NAME
- ✓INTERFACE (PORT)

- ✗ COLOR
- ✗ TEMPERATURE
- ✗ -----------------

THE INTERNAL ASPECT (1)

IN VHDL A CIRCUIT (DESIGN UNIT) HAS TWO ASPECTS:

2.<u>THE INTERNAL ASPECT</u>: (FUNCTIONALITY)

how it works

ALLIANCE | ✓STRUCTURAL
✓DATA FLOW

THE INTERNAL ASPECT (2)

IN THE STRUCTURAL INTERNAL ASPECT, WE DESCRIBE THE CIRCUIT AS A NETWORK OF SMALLER CIRCUITS.

THE FOLLOWING OBJECTS ARE USED:

- SIGNAL.
- COMPONENT (MODEL).
- INSTANCE.

EXTERNAL ASPECT: EXAMPLE (1)

```
ENTITY PARITY IS
 PORT (
        A : IN BIT ;
        B : IN BIT;
        C : IN BIT  ;
        D : IN BIT;
        P : OUT BIT
       )
END PARITY;
```

Circuit Name

Port Name

Input/output mode

Type

EXTERNAL ASPECT: EXAMPLE (2)

```
ENTITY ADDER_32 IS
 PORT (
          A : IN BIT_VECTOR (31 DOWNTO 0);
          B : IN BIT_VECTOR (31 DOWNTO 0);
          CIN : IN BIT;
          SUM : OUT BIT_VECTOR (31 DOWNTO 0);
          COUT : OUT BIT
         )
END;
```

INTERNAL STRUCTURAL EXAMPLE (1)

```
ARCHITECTURE PSTRUCT OF PARITY IS
     COMPONENT XOR_Y
          PORT (
                    I0 : IN BIT ;
                    I1 : IN BIT;
                    T : OUT BIT
                  );
     END COMPONENT;
SIGNAL PARITY_AB : BIT;
SIGNAL PARITY_CD : BIT;
```

DECLARATIVE PART

INTERNAL STRUCTURAL EXAMPLE (2)

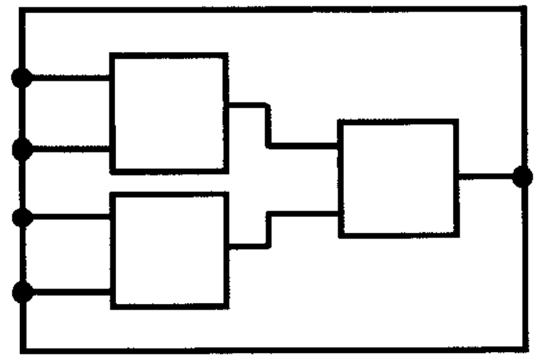
```
BEGIN
    INSTANCE_AB : XOR_Y
        PORT MAP (
                    I0 => A,
                    I1 => B,
                    T => PARITY_AB
                   );

    INSTANCE_CD : XOR_Y
        PORT MAP (
                    I0 => C,
                    I1 => D,
                    T => PARITY_CD
                   );
```

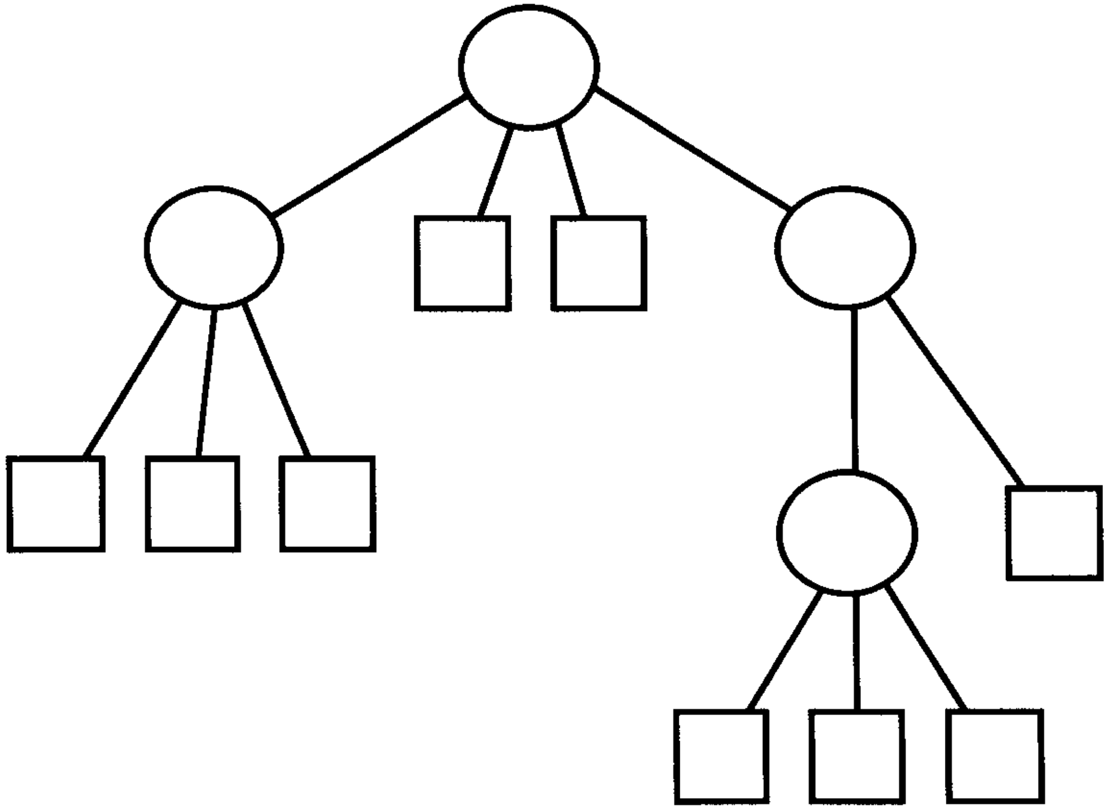
DESCRIPTION PART

INTERNAL STRUCTURAL EXAMPLE (3)

```
INSTANCE_ABCD : XOR_Y
      PORT MAP (
                    I0 => PARITY_AB,
                    I1 => PARITY_CD,
                    T => P
                   );
END;
```



STRUCTURAL & HIERARCHICAL



INTERNAL BEHAVIORAL ASPECT (1)

DESCRIBING EQUATIONS BETWEEN INPUTS AND OUTPUTS.

- BOOLEAN FUNCTIONS:
  - ♦ AND
  - ♦ OR
  - ♦ XOR
  - ♦ NAND
  - ♦ NOR
  - ♦ NOT

ALWAYS USE BRACKETS.

INTERNAL BEHAVIORAL ASPECT (2)

DESCRIBING EQUATIONS BETWEEN INPUTS AND OUTPUTS.

- ASSERT (CONDITION)
  REPORT "MESSAGE"
  SEVERITY LEVEL;

VERY USEFUL IN LARGE-SCALE DESIGN.

- ♦ ALLOWS ENCODING SPECIFIC CONSTRAINTS AND ERROR CONDITIONS
- ♦ PROVIDE USEFUL MESSAGES.
- ♦ STOP THE SIMULATION WHEN CONSTRAINTS ARE NOT MET.

INTERNAL BEHAVIORAL ASPECT (3)

- THREE KINDS OF ASSIGNMENTS:

<u>SIMPLE ASSIGNMENT</u>:

```
S <= A AND B;
```

<u>CONDITIONAL ASSIGNMENT</u>:

Always

```
S <= A AND B WHEN ( C = '0' ) ELSE
        D OR E;
```

INTERNAL BEHAVIORAL ASPECT (4)

<u>SELECTIVE ASSIGNMENT</u>:

```
WITH ADDRESS(3 DOWNTO 0) SELECT
    OUT <= "000100" WHEN "0000",
           "000101" WHEN "0001",
           ---------
           "000000" WHEN OTHERS;
```

INTERNAL BEHAVIORAL ASPECT (5)

- REGISTERS:

```
SIGNAL MYREGISTER : REG_BIT REGISTER;


STORE : BLOCK ( CK = '0' AND NOT CK'STABLE )
BEGIN
MYREGISTER <= GUARDED I0;
END BLOCK STORE;
```

INTERNAL BEHAVIORAL ASPECT (6)

- BUS:

SIGNAL MY_BUS1 : MUX_BIT BUS;
ONLY ONE DRIVER ACTIVE AT THE SAME TIME.

SIGNAL MY_BUS2 : WOR_BIT BUS;
MANY DRIVERS DRIVE THE SAME VALUE.

INTERNAL BEHAVIORAL EXAMPLE

```
ARCHITECTURE DATA_FLOW OF PARITY IS
  SIGNAL PARITY_AB : BIT;
  SIGNAL PARITY_CD : BIT;
BEGIN
    PARITY_AB <= A XOR B;
    PARITY_CD <= C XOR D;
    P <= PARITY_AB XOR PARITY_CD;
End;
```

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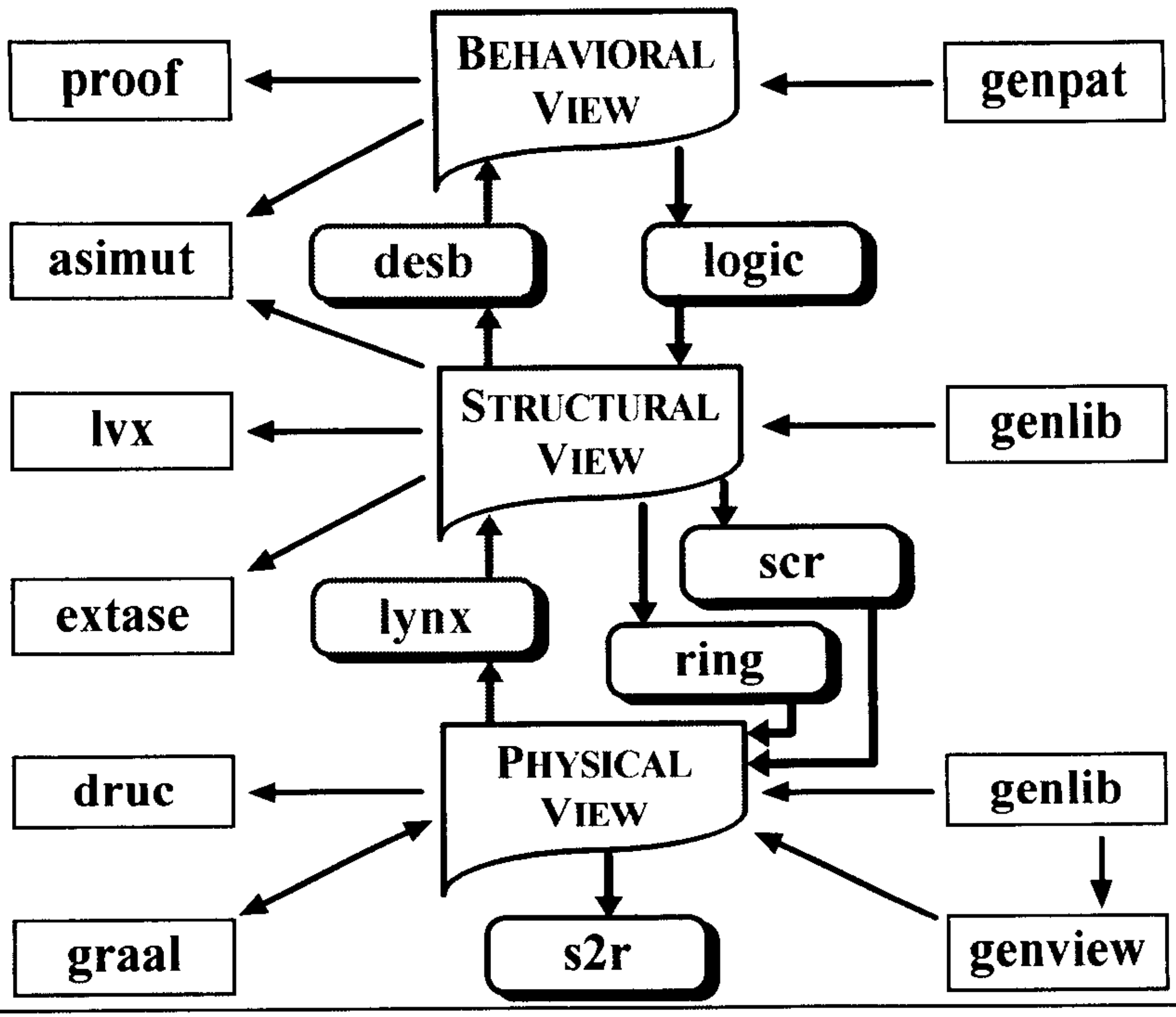

proof
BEHAVIORAL VIEW
genpat
asimut
desb
logic
lvx
STRUCTURAL VIEW
genlib
scr
extase
lynx
ring
druc
PHYSICAL VIEW
genlib
graal
s2r
genview

SYNTHESIS LEVELS

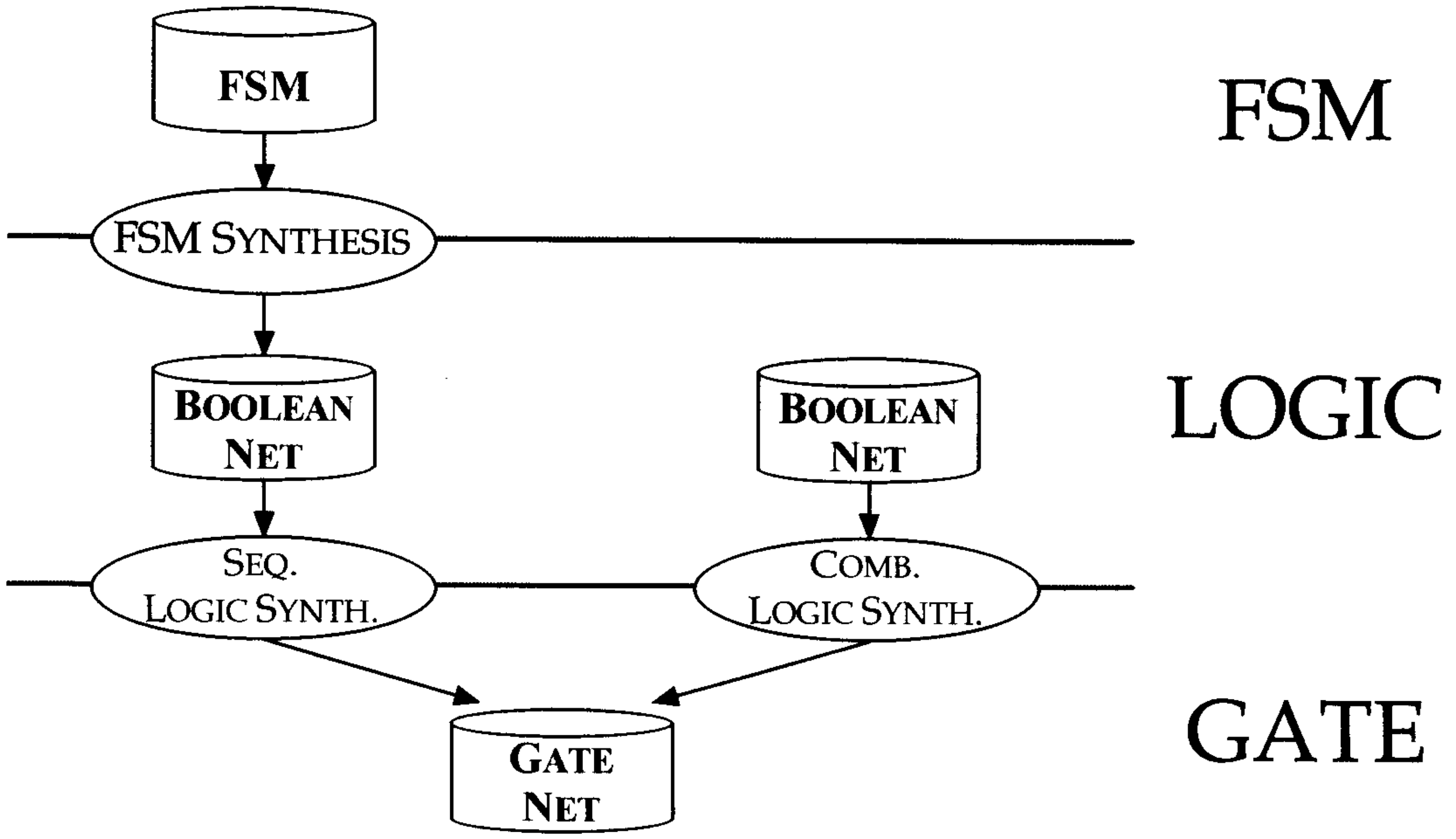
- ARCHITECTURAL
- FINITE STATE MACHINE
- LOGIC
- LAYOUT

SYNTHESIS AREA

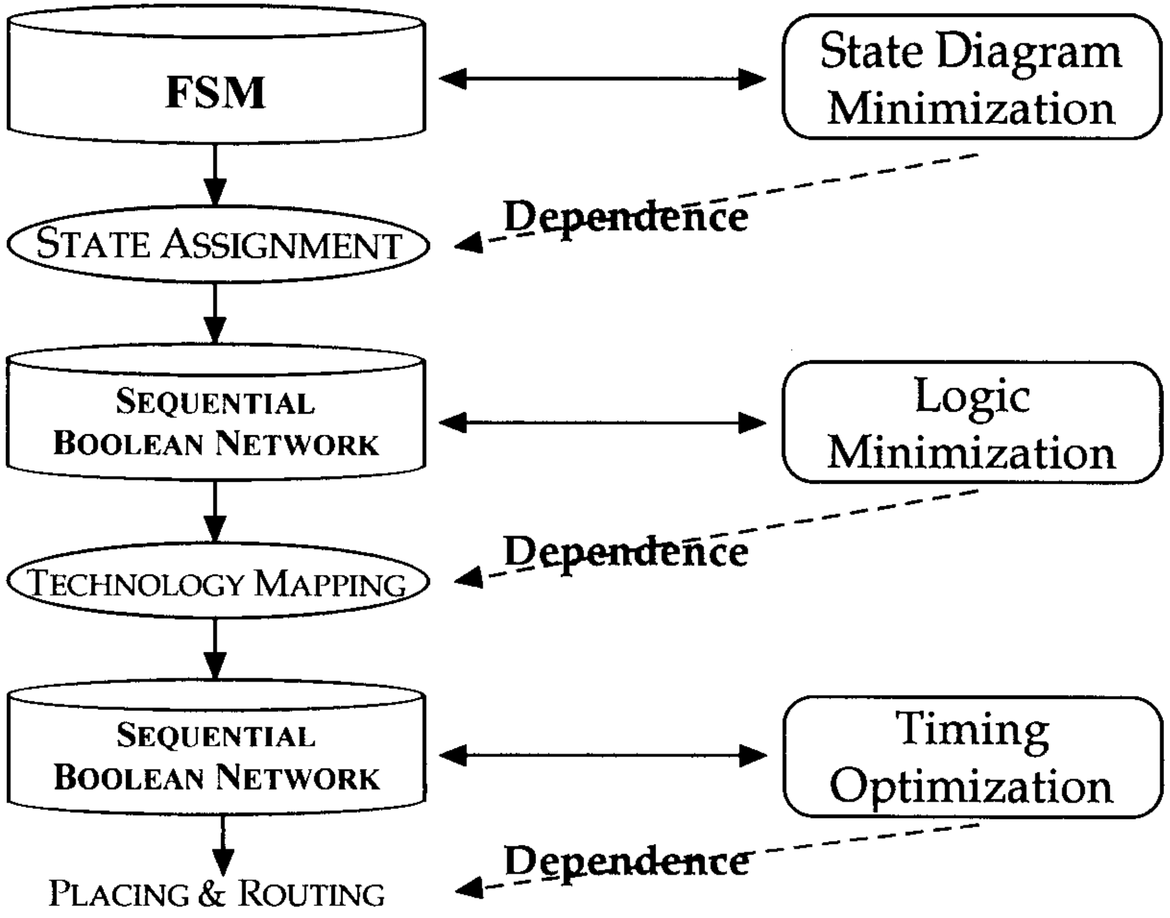
- CONTROL LOGIC
  EVERY CIRCUIT THAT MAY BE DESCRIBED AS FSM (NB STATES < 1000).

- RANDOM LOGIC
  EVERY CIRCUIT THAT MAY NOT BE DESCRIBED WITH REGULAR LOGIC.

SYNTHESIS ARCHITECTURE



OPTIMIZATION AND SYNTHESIS FLOW

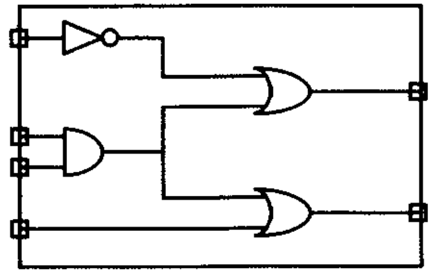


LOGIC SYNTHESIS

- COMBINATIONAL LOGIC SYNTHESIS

```
ENTITY dec2to4 is
PORT(A,B,enable:in BIT;
        vdd,vss,vdde,vsse:in BIT;
        Y:out bit_vector(0 to 3));
end dec2to4;

architecture dflow of dec2to4 is

signal a_bar,b_bar:bit;
signal a1,a2,a3,a4:bit;

begin
   a_bar <= not a;
   b_bar <= not b;
```

→ Combinational Logic Synthesis →

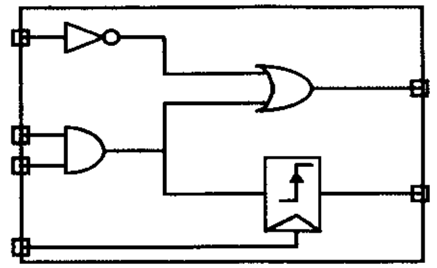


Gate Netlist =
Gate Level
Structural Description

- SEQUENTIAL LOGIC SYNTHESIS

```
ENTITY adder is
PORT(A,B,enable:in BIT;
        vdd,vss,vdde,vsse:in BIT;
        ck: in bit;
        Y:out bit_vector(0 to 3));
end dec2to4;

architecture dflow of adder is

signal regstr:reg_vector(0 to 3)
                        register;
signal a1,a2,a3,a4:bit;

begin
```

→ Sequential Logic Synthesis →



Gate Netlist =
Gate Level
Structural Description

OPTIMIZATION

✓ IMPROVE DESCRIPTION AT EQUIVALENT LEVEL.

$$\begin{cases} X = A + \overline{A}.C.D \\ Y = C.D \end{cases} \Rightarrow \begin{cases} X = A + Y \\ Y = C.D \end{cases}$$

REPRESENTATION (1)

LOGICAL EQUATIONS

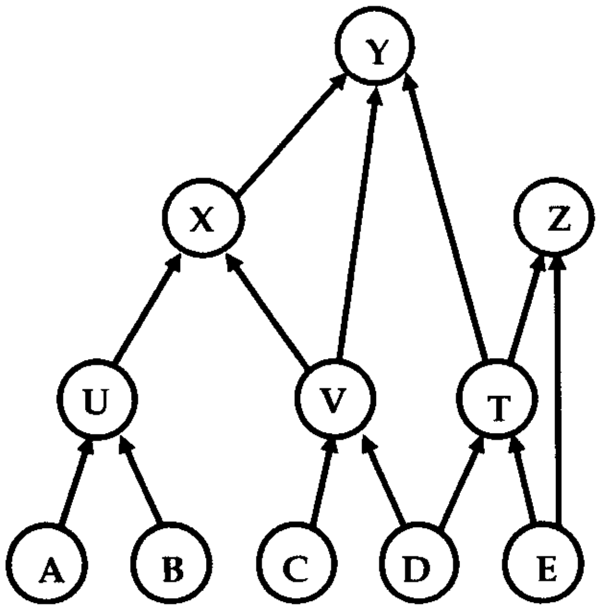
A DIRECTED ACYCLIC GRAPH INCLUDING THREE KINDS OF NODES: INPUT, INTERMEDIARY, OUTPUT.

EACH INTERMEDIARY OR OUTPUT NODE IS ASSOCIATED TO A LOGICAL EXPRESSION.

EACH NODE IS ASSOCIATED TO A VARIABLE NAME.

REPRESENTATION (2)

BOOLEAN NETWORK



BDD (BINARY DECISION DIAGRAM) (1)

BASED ON THE <u>SHANNON</u> THEOREM:

$$F(X_1, X_2, \ldots, X_n) = \overline{X_1}.F(0, X_2, \ldots, X_n) + X_1.F(1, X_2, \ldots, X_n)$$

✓ CANONICAL REPRESENTATION OF A BOOLEAN EQUATION.

BDD (Binary Decision Diagram) (2)

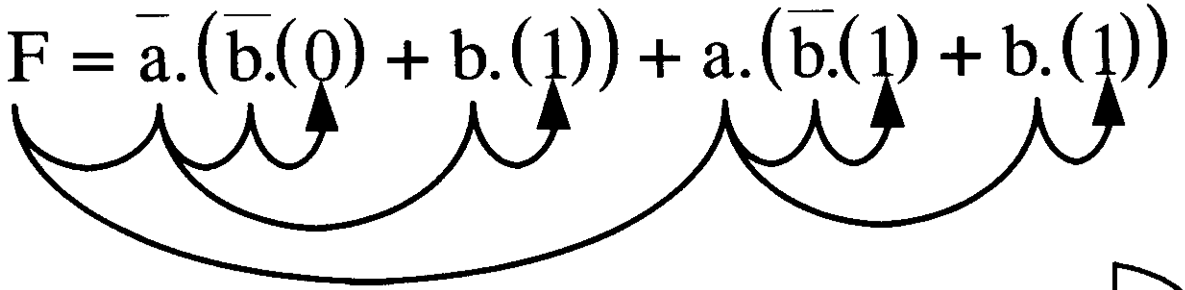
Ex: $F(a,b) = a + b$

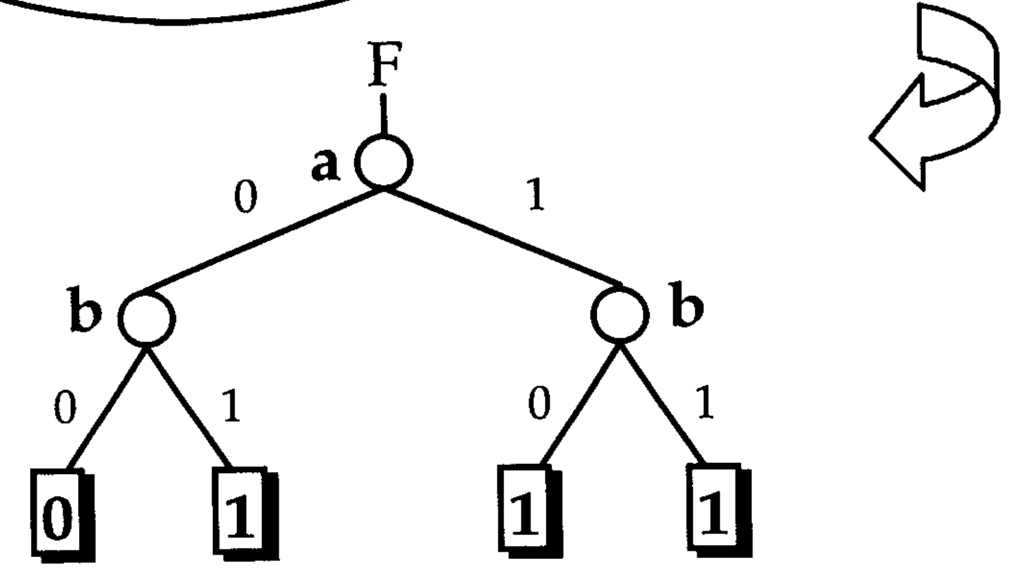
$$\begin{aligned} F &= \bar{a}.F(0,b) + a.F(1,b) \\ &= \bar{a}.(0+b) + a.(1+b) \\ &= \bar{a}.(b) + a.(1) \\ &= \bar{a}.(\bar{b}.(0) + b.(1)) + a.(\bar{b}.(1) + b.(1)) \end{aligned}$$

BDD (BINARY DECISION DIAGRAM) (3)

SO...

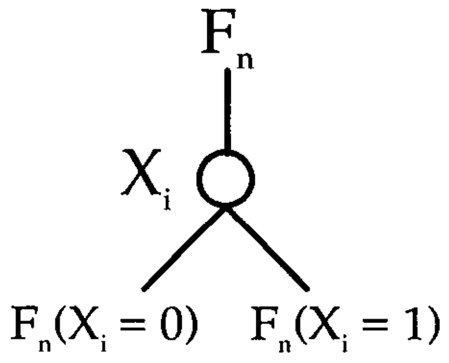
$$F = \bar{a}.\left(\bar{b}.(0) + b.(1)\right) + a.\left(\bar{b}.(1) + b.(1)\right)$$

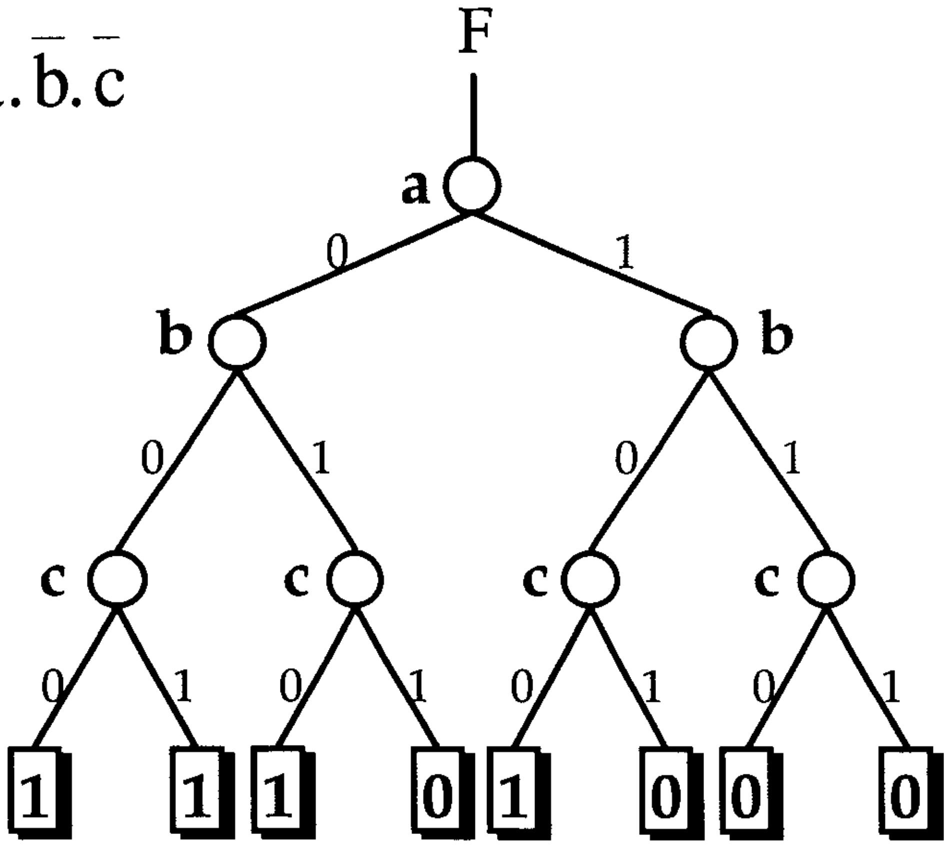




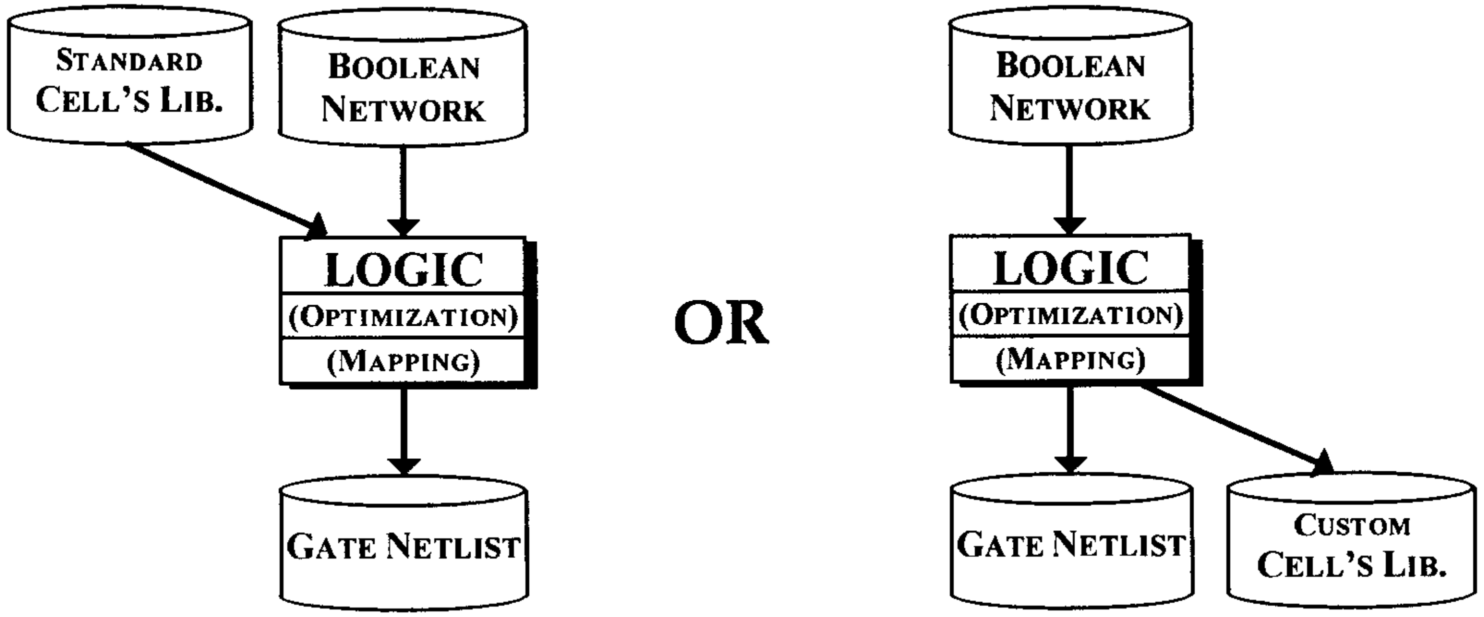
BDD (BINARY DECISION DIAGRAM) (4)

Ex: $F = \bar{a}.\bar{b} + \bar{a}.b.\bar{c} + a.\bar{b}.\bar{c}$





LOGIC: LOGIC SYNTHESIZER

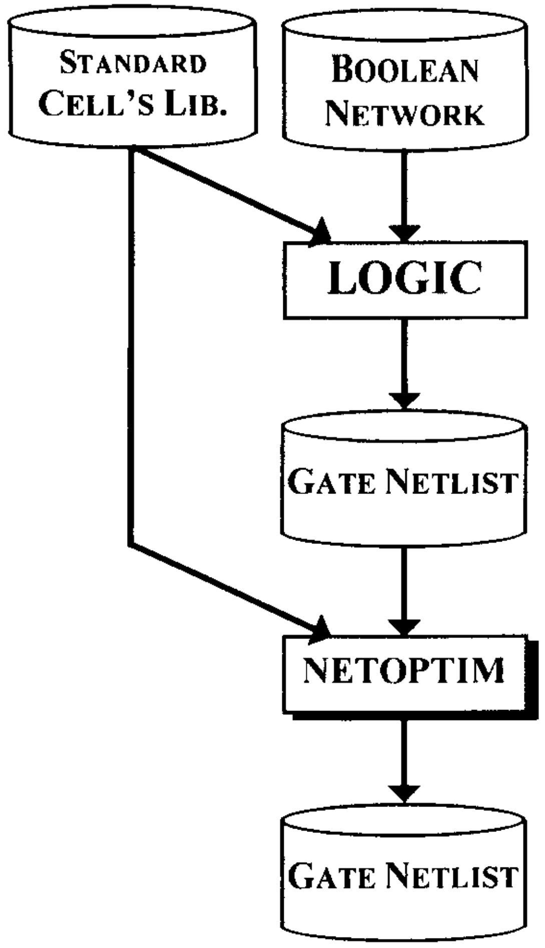


NETOPTIM: TIMING OPTIMIZER

✓ TIMING OPTIMIZATION WITH LIMITED SURFACE LOSS.

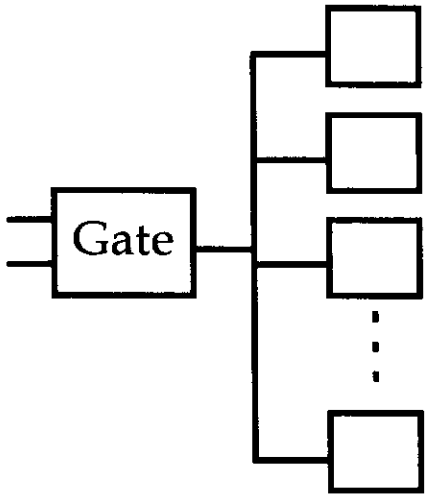
TWO OPTIMIZATION OPTIONS:

- FANOUT OPTIMIZATION (LOCAL VIEW).
- DELAY OPTIMIZATION WITH TIMING ANALYSIS (GLOBAL VIEW).

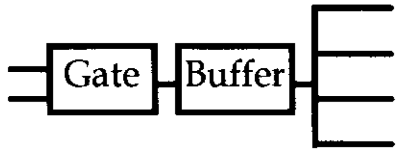


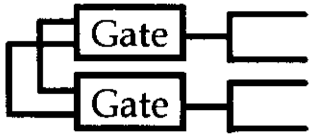
NETOPTIM: FANOUT OPTIMIZATION (LOCAL)

THREE METHODS:



- REPOWER.
- BUFFER INSERTION.
- GATE DUPLICATION.





✓ FAST TECHNIQUES.

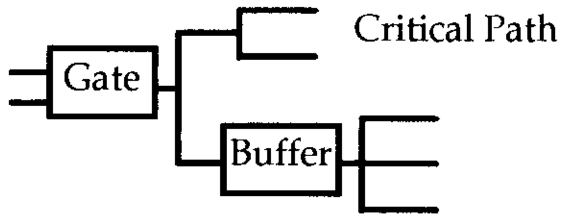
✗ NOT SHARP ENOUGH.

NETOPTIM: DELAY OPTIMIZATION (GLOBAL)

THE TIMING ANALYSIS COMPUTES THE CRITICAL PATH OF THE CIRCUIT.

TWO METHODS TO OPTIMIZE THE CRITICAL PATH:

- REPOWER.
- BUFFER INSERTION.

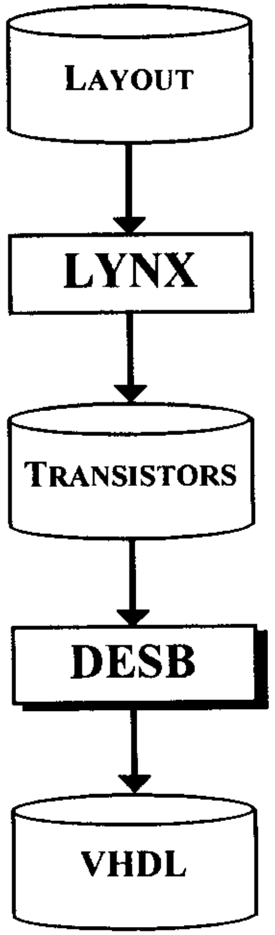


✓ GOOD RESULTS.

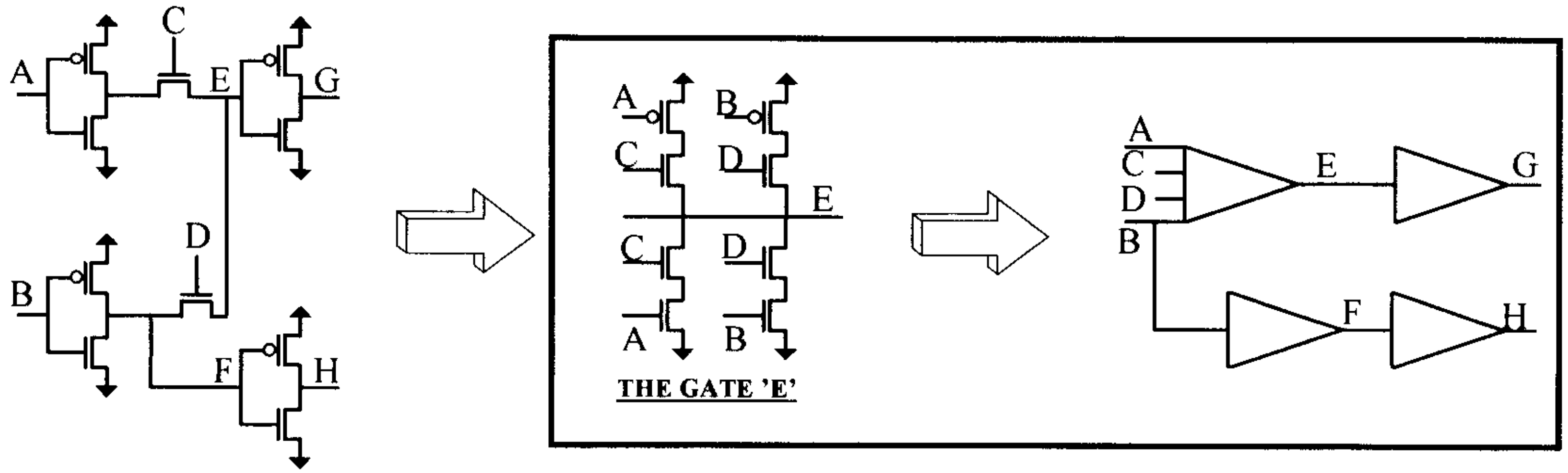
✗ FALSE PATH PROBLEM

DESB: FUNCTIONAL ABSTRACTOR (1)

- ✓ GENERATES BEHAVIORAL DATA FLOW VHDL.
- ✓ PROVIDES FUNCTIONAL VERIFICATIONS.
- ✓ DOES NOT USE ANY CELL LIBRARY.
- ✓ ACCEPTS STANDARD TRANSISTOR NETLIST FORMAT (VTI, SPICE).



DESB: FUNCTIONAL ABSTRACTOR (2)



```
E <= (NOT A AND C) OR (NOT B AND D);
H <= NOT F;
G <= NOT E;
F <= NOT B;
```

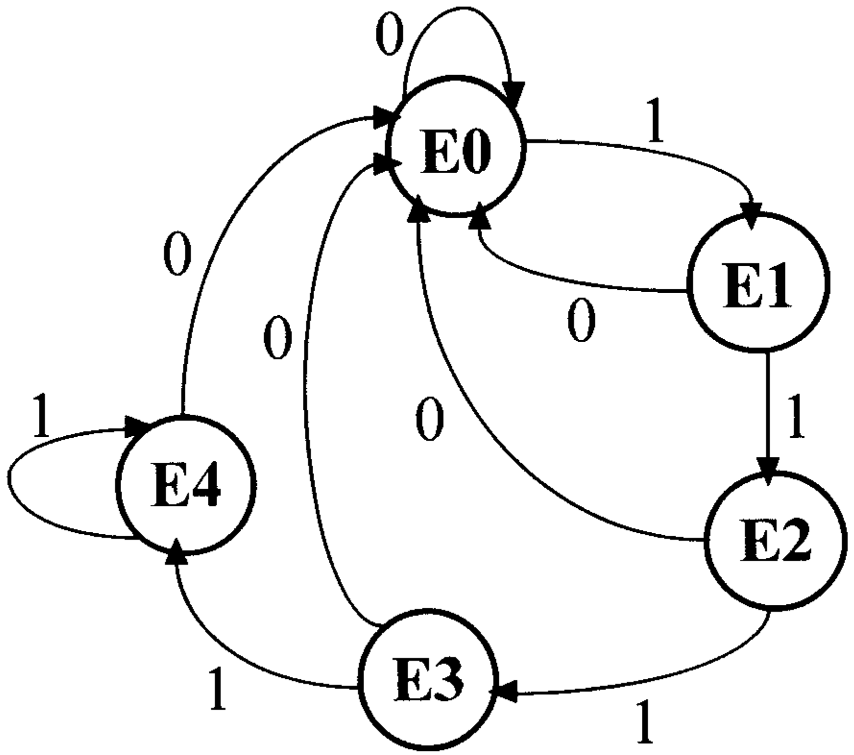
FSM (FINITE STATE MACHINE) (1)

- MODELS SEQUENTIAL CIRCUITS.
- TWO KINDS OF FSM.
- GRAPH REPRESENTATION.
- DEFINITION:

$$\text{STATE}(T+1) \;\; <= F(I_1,\ldots,I_n,\text{STATE}(T))$$
$$\text{OUTPUT}_i \;\; <= F(I_1,\ldots,I_n,\text{STATE}(T))$$

FSM (Finite State Machine) (2)

<u>Example</u>: Four Consecutive One's Counter



FSM: The Description Language

- Standard.
- VHDL Subset.
- The States are Enumerated Type.
- Two Special Signals.
- Two Processes.

```
--
Entity counter is port (ck, I, reset: in bit; O: out bit);
End counter;

Architecture automate of counter is
type STATE_TYPE is (E0, E1, E2, E3, E4);
signal CURRENT_STATE, NEXT_STATE: STATE_TYPE;
-- pragma CUR_STATE CURRENT_STATE;
-- pragma NEX_STATE NEXT_STATE;
-- pragma CLOCK ck;

begin
        Process(CURRENT_STATE, I, reset)
        begin
                if (reset = '1') then
                        NEXT_STATE <= E0;
                        O <= '0';
                else
```

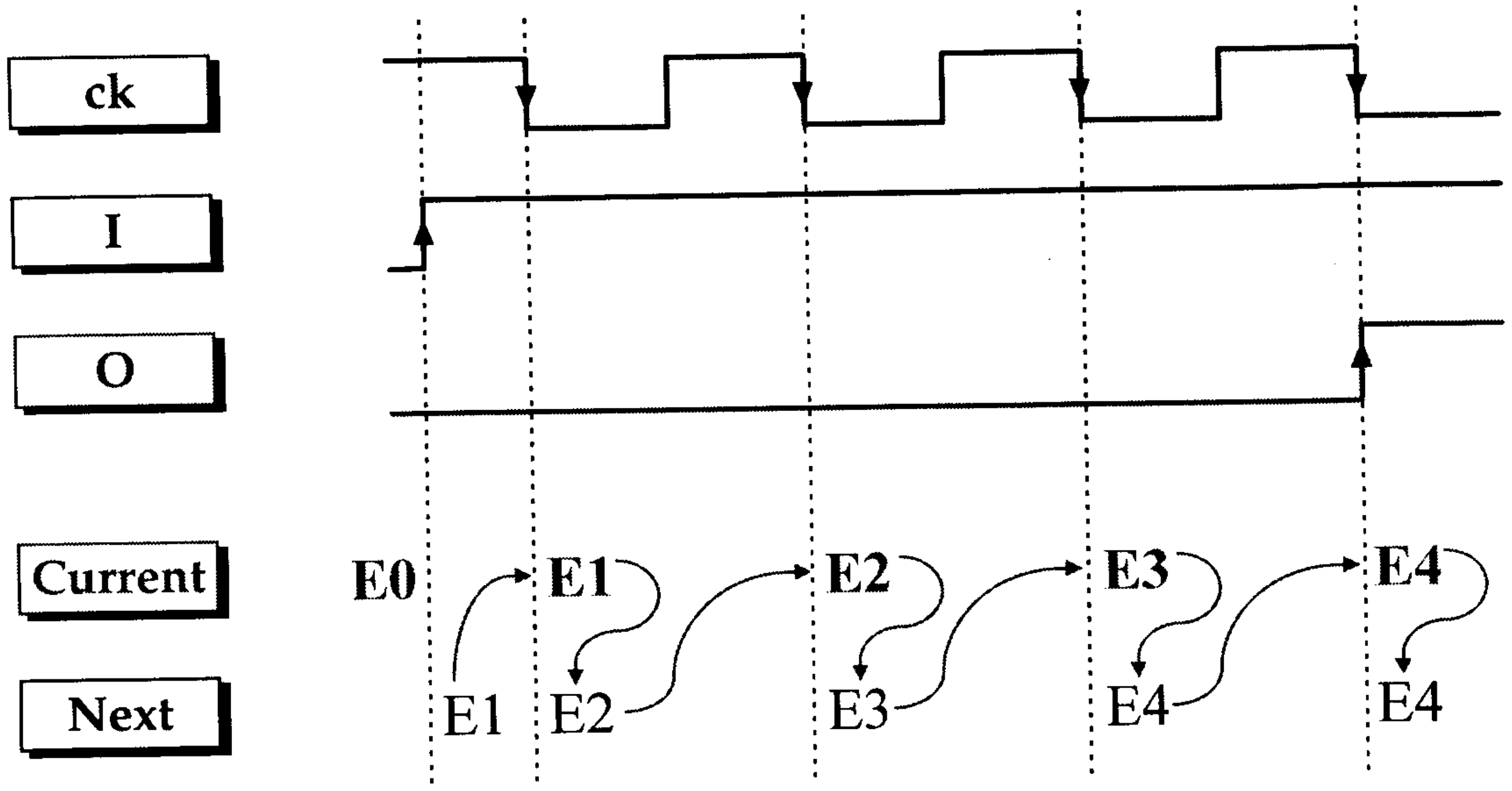
```
case CURRENT_STATE is
    WHEN E0 =>
        if (I='1') then
            NEXT_STATE <= E1;
        else
            NEXT_STATE <= E0;
        end if;
        O<= '0';

    WHEN E1 =>
        if (I='1') then
            NEXT_STATE <= E2;
        else
            NEXT_STATE <= E0;
        end if;
        O<= '0';
```

```
WHEN E2 =>
    if (I='1') then
        NEXT_STATE <= E3;
    else
        NEXT_STATE <= E0;
    end if;
    O<= '0';

WHEN E3 =>
    if (I='1') then
        NEXT_STATE <= E4;
    else
        NEXT_STATE <= E0;
    end if;
    O<= '0';
```

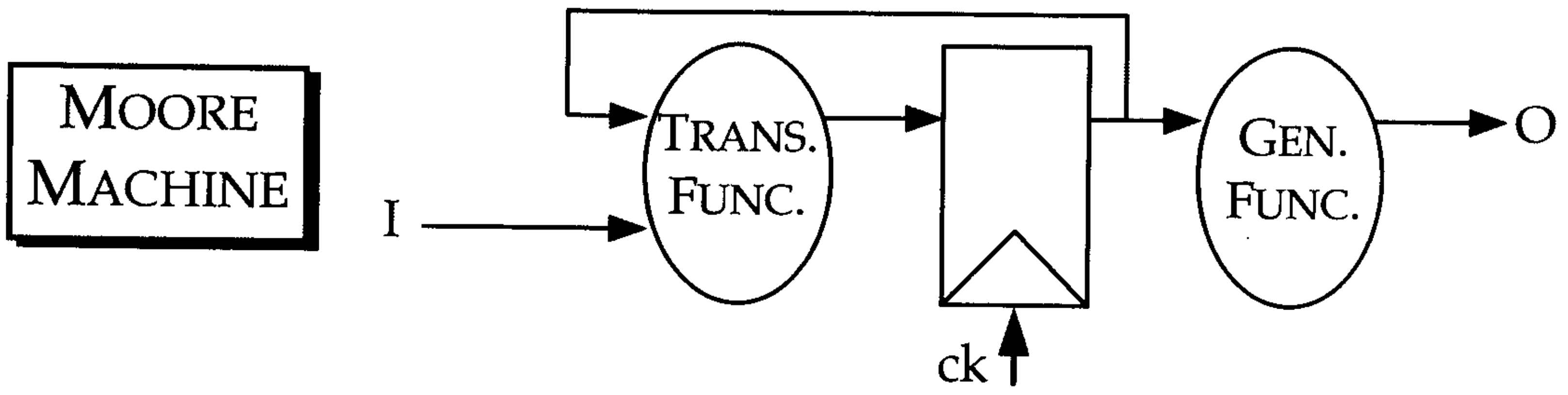
```
                WHEN E4 =>
                    if (I='1') then
                        NEXT_STATE <= E4;
                    else
                        NEXT_STATE <= E0;
                    end if;
                    O<= '1';

                WHEN others =>
                    assert('1')
                    report "Illegal State";

            end case;
        end if;
end process;
```

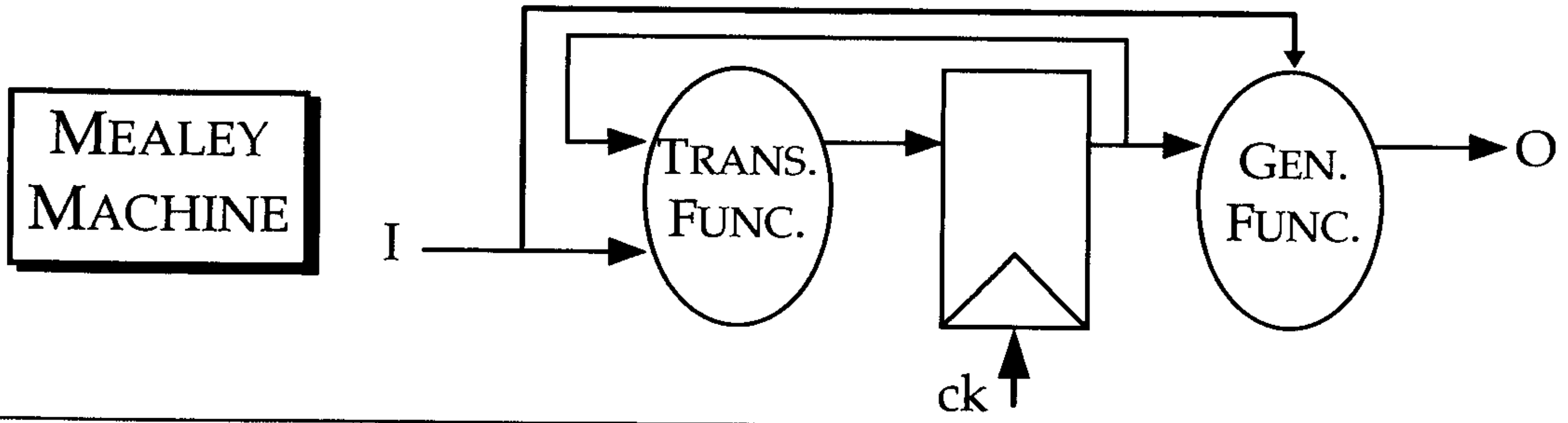
```
    Process(ck)
    begin
        if (ck = '0' and not ck'stable) then
            CURRENT_STATE <= NEXT_STATE;
        end if;
    end process;
end counter;
```

FSM: The Four Consecutive One's Counter

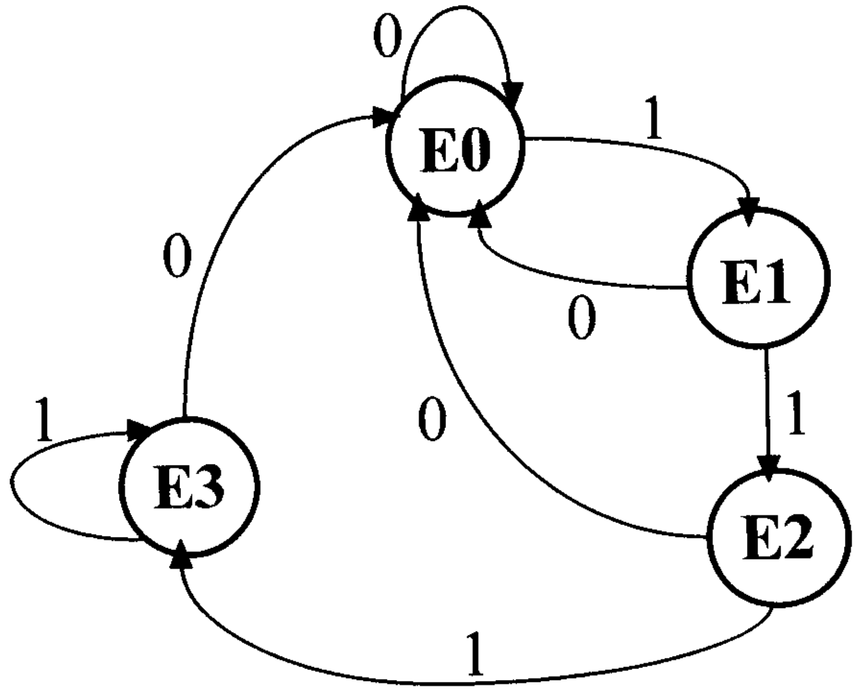


FSM: Different Machine's Type



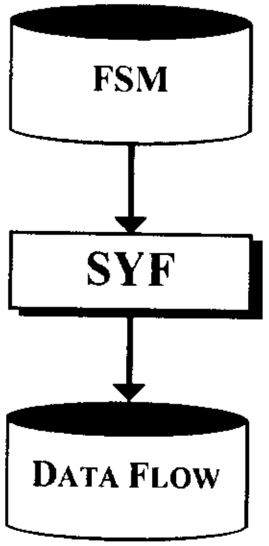


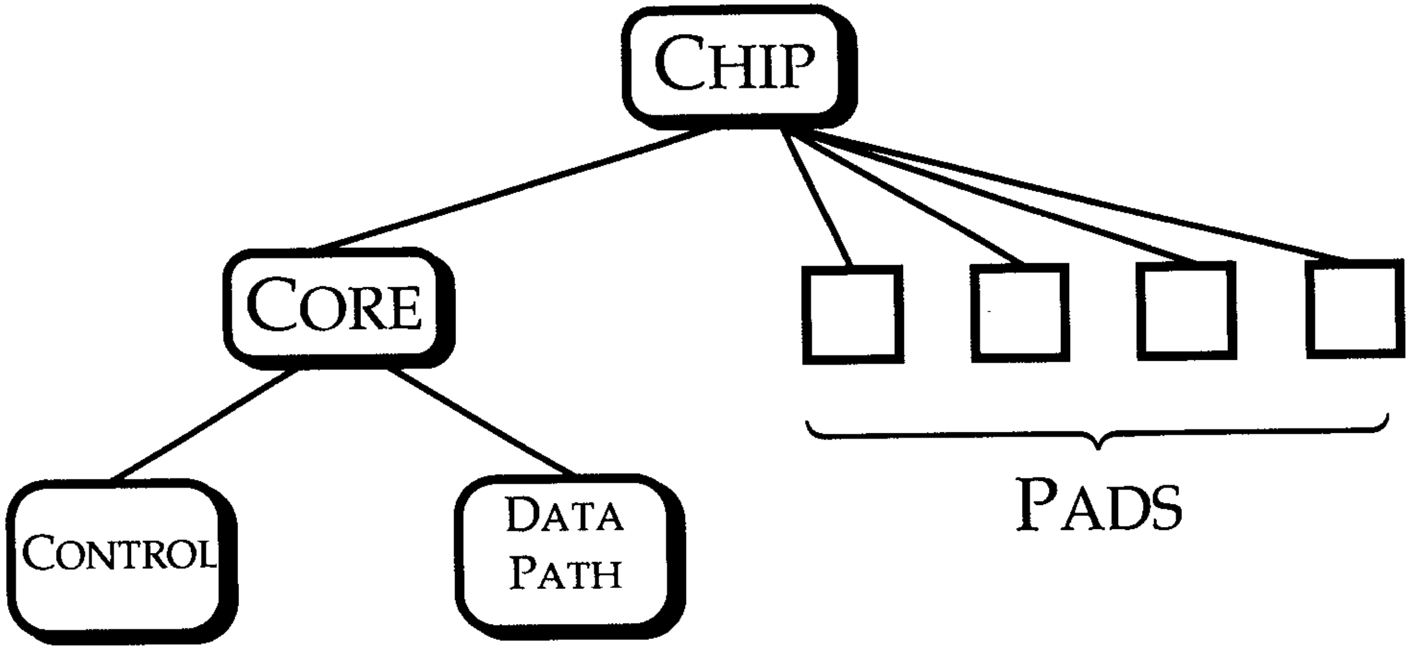
FSM: The Counter with the Mealey Machine

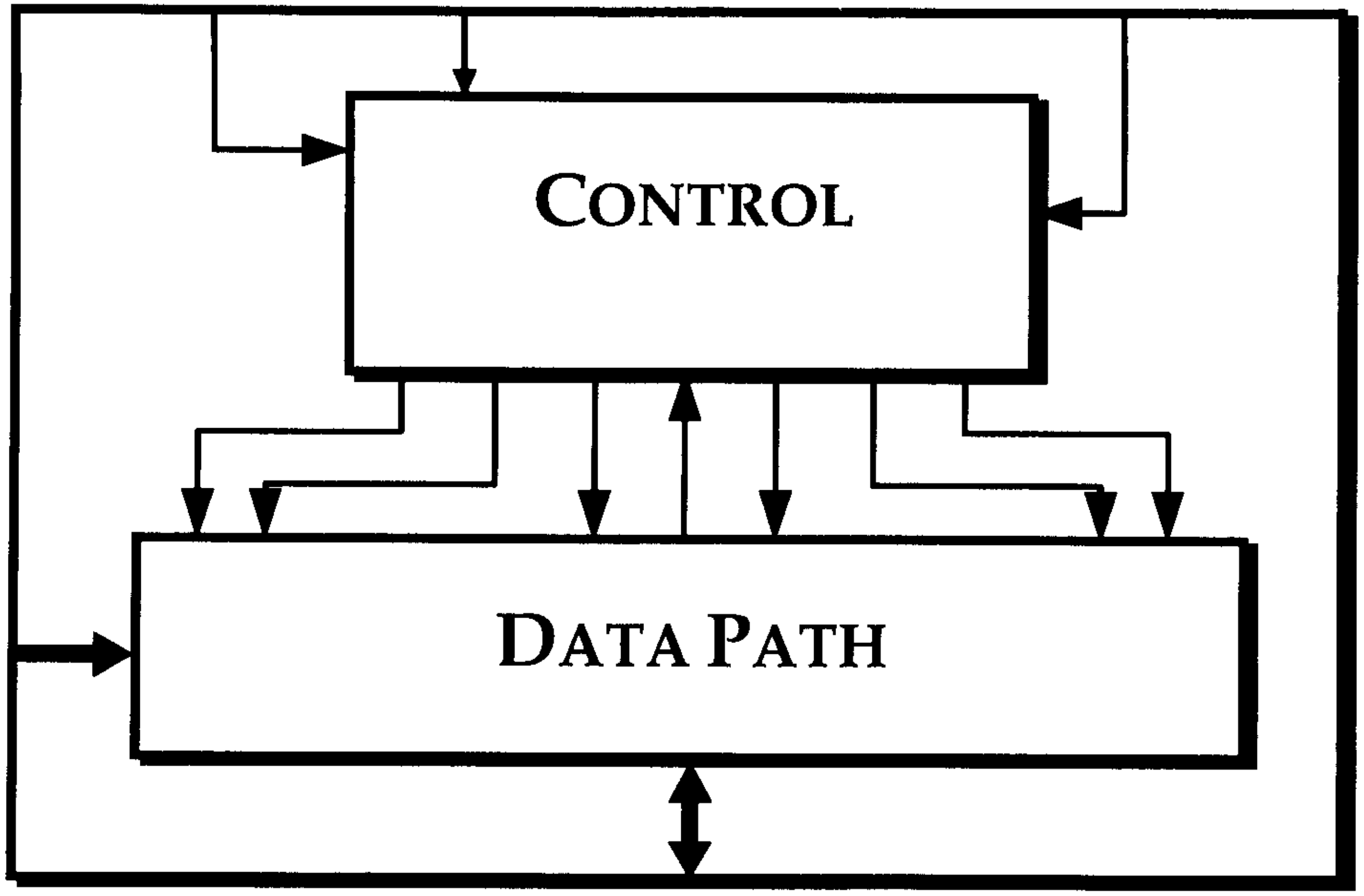


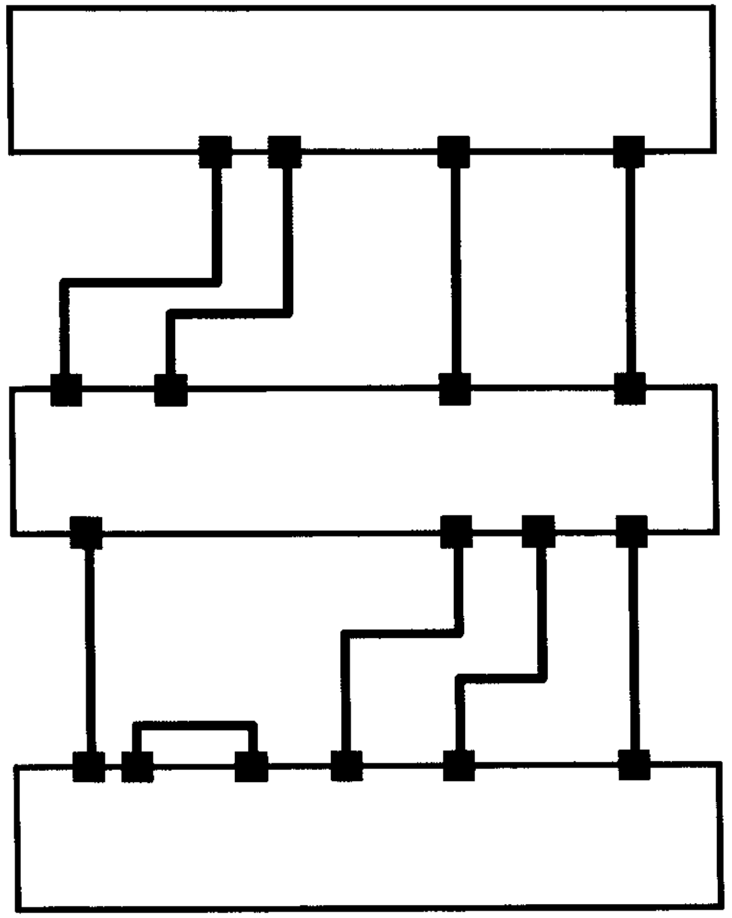
SYF: AN FSM SYNTHESIZER

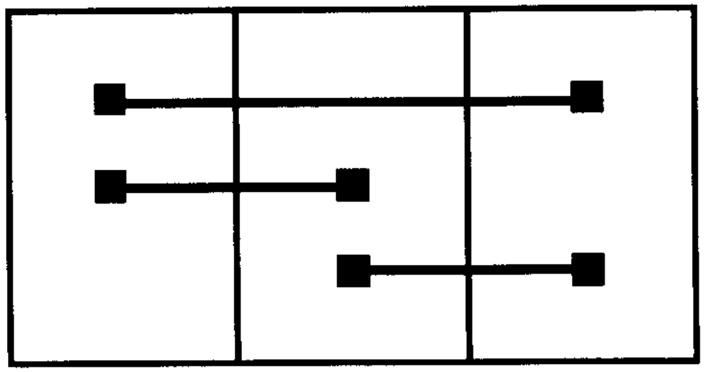
- VERIFICATION.
- ENCODING.
- OPTIMIZATION.
- DRIVING DATA FLOW DESCRIPTION.




CHIP
CORE
CONTROL
DATA PATH
PADS

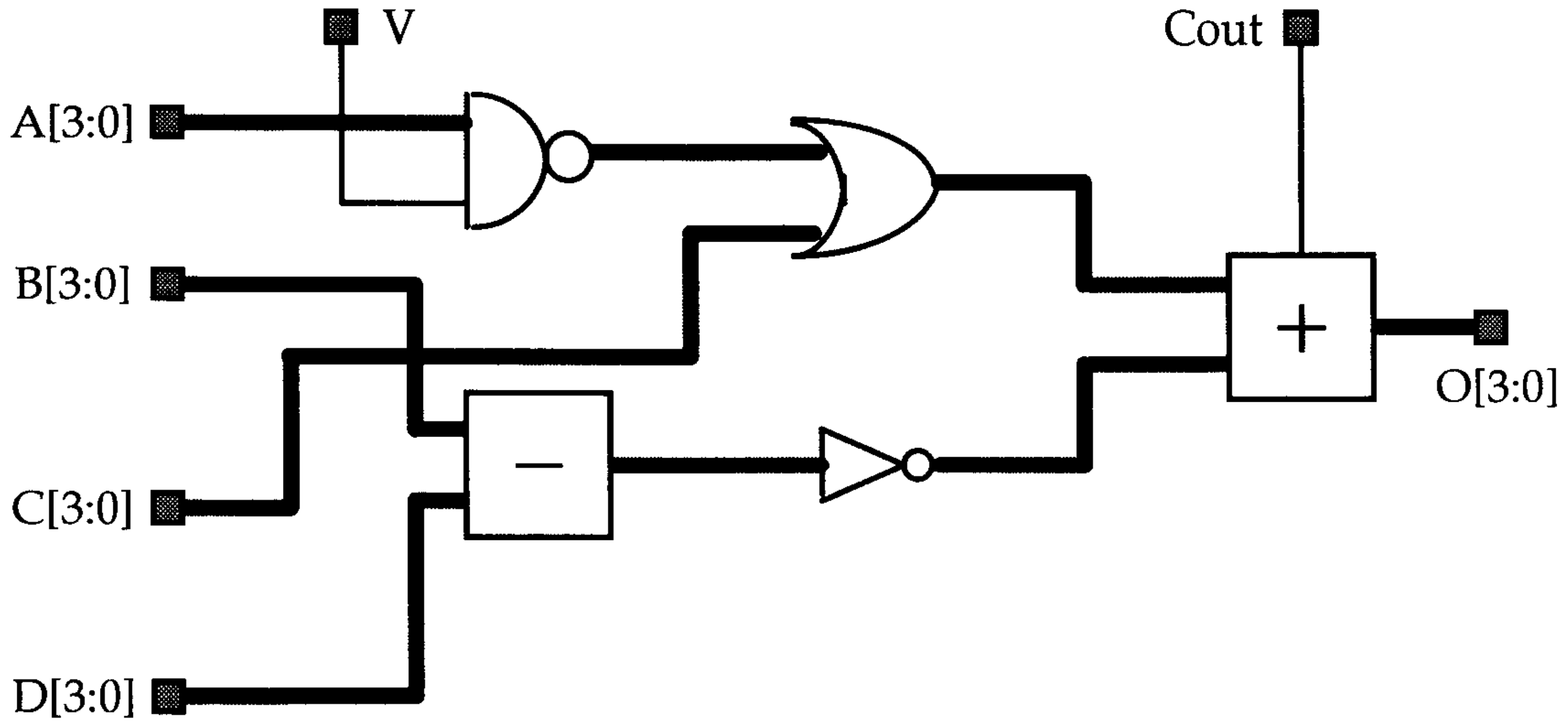

CONTROL
DATA PATH



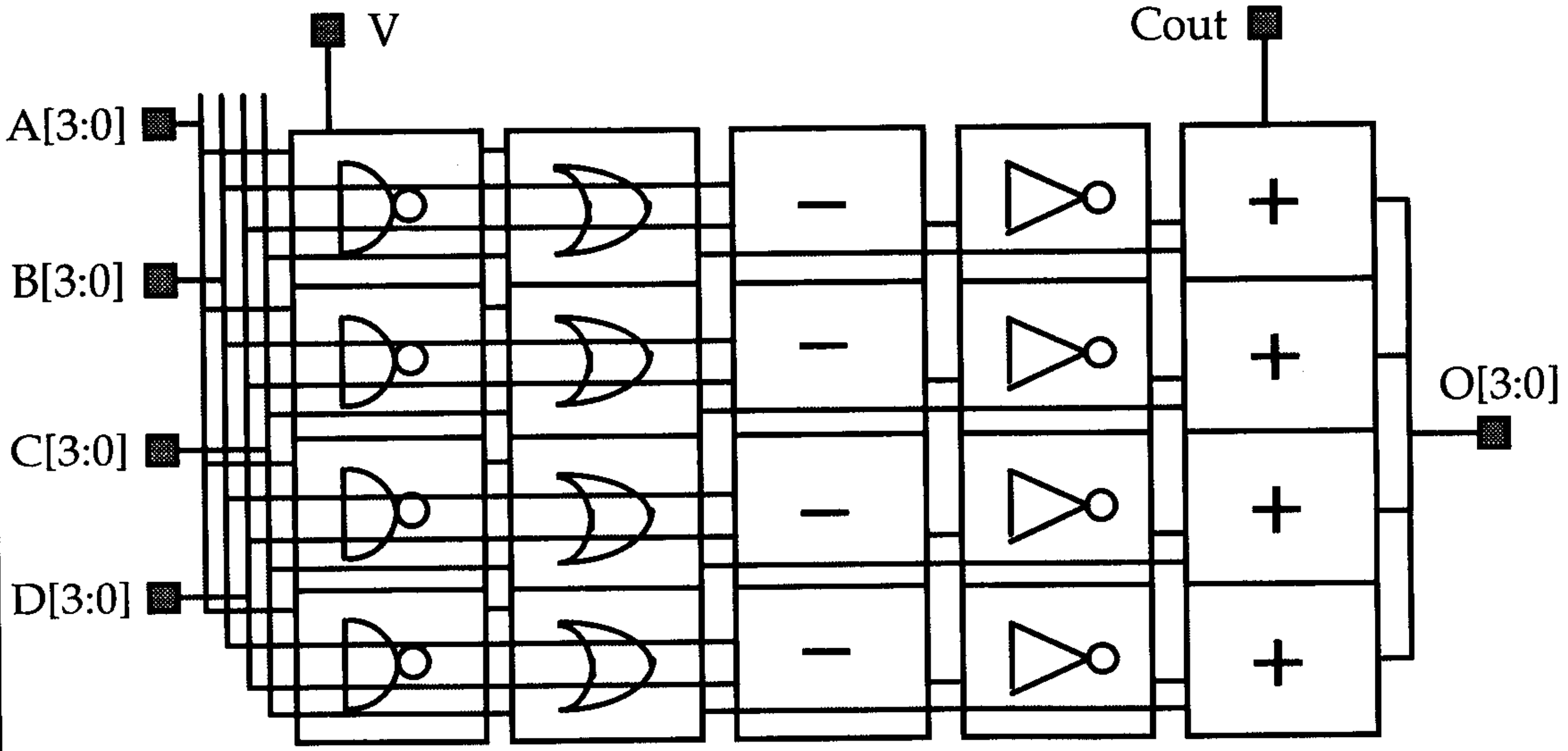


STANDARD CELLS ROUTER VERSUS DATA PATH ROUTER

DATA PATH: AN EXAMPLE (1)



DATA PATH: AN EXAMPLE (2)



TIMING VERIFICATION

- ♦ SIMULATORS
  - CIRCUIT-LEVEL.
  - TIMING.
  - SWITCH-LEVEL.
  - LOGIC-LEVEL.
- ♦ VERIFIERS (PATTERN INDEPENDENT)
  - TIMING.

It was a real pleasure working with you. I hope that our ALLIANCE *tools will help you in teaching* VLSI *once back home and I look forward to your feedback.*

Very truly yours...

Nizar