

Lecture 2 – Combinational Logic Circuits

Reference: Roth/John Text: Chapter 2

Combinational logic

- Behavior can be specified as concurrent signal assignments
- These model concurrent operation of hardware elements

entity Gates is

```
port (a, b,c: in  STD_LOGIC;  
      d:      out STD_LOGIC);
```

end Gates;

architecture behavior of Gates is

```
signal e: STD_LOGIC;
```

begin

```
-- concurrent signal assignment statements
```

```
e <= (a and b) xor (not c); -- synthesize gate-level ckt
```

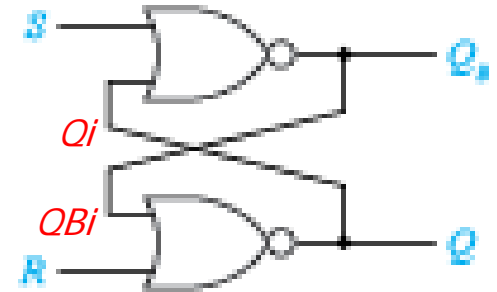
```
d <= a nor b and (not e); -- in target technology
```

end;

Example: SR latch (logic equations)

--VHDL CODE

```
entity SR_latch_gate is
  port (S,R:   in std_logic;   --latch inputs
        Q,QB: out std_logic); --latch outputs
end SR_latch_gate;
```



architecture eqns of SR_latch_gate is

```
  signal Qi,QBi: std_logic; -- internal signals
begin
```

```
  QBi <= S nor Qi;  -- Incorrect would be: QB <= S nor Q;
  Qi <= R nor QB;  -- Incorrect would be: Q  <= R nor QB;
  Q <= Qi;        --drive output Q with internal Qi    Cannot
  QB <= QBi;      --drive output QB with internal QBi"reference"
end;                                                       output ports.
```

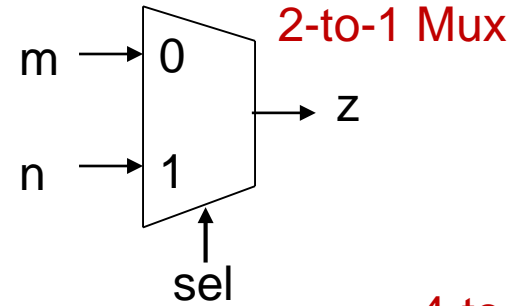
--Verilog CODE

```
module SR_latch_gate (input R, input S, output Q, output QB);
  nor (Q, R, QB);
  nor (QB, S, Q);
endmodule
```

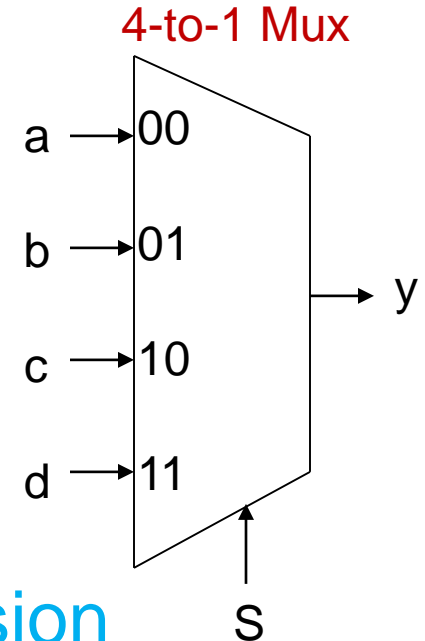
VHDL: Conditional signal assignment (form 1)

`z <= m when sel = '0' else n;`

True/False conditions



`y <= a when (s="00") else
b when (s="01") else
c when (s="10") else
d;`



Condition can be any Boolean expression

`y <= a when (F='1') and (G='0') ...`

Conditional signal assignment (form 2)

-- One signal (**S** in this case) selects the result

```
signal a, b, c, d, y : std_logic;
```

```
signal s: std_logic_vector (0 to 1);
```

```
begin
```

```
  with s select
```

```
    y <= a when "00",
```

```
        b when "01",
```

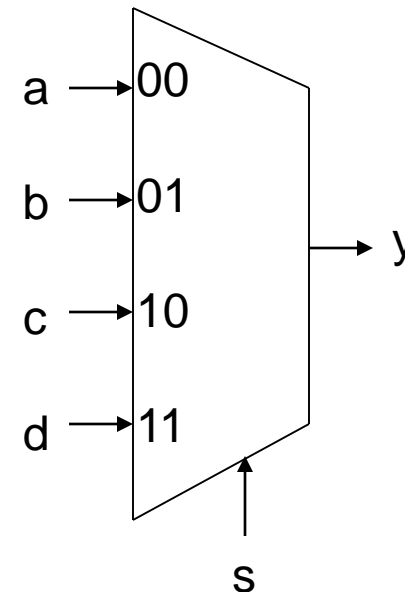
```
        c when "10",
```

```
        d when "11";
```

--Alternative "default" *:

```
  d when others;
```

4-to-1 Mux



* "std_logic" values can be other than '0' and '1'

32-bit-wide 4-to-1 multiplexer

```
signal a, b, c, d, y: std_logic_vector(0 to 31);
```

```
signal s: std_logic_vector(0 to 1);
```

```
begin
```

```
  with s select
```

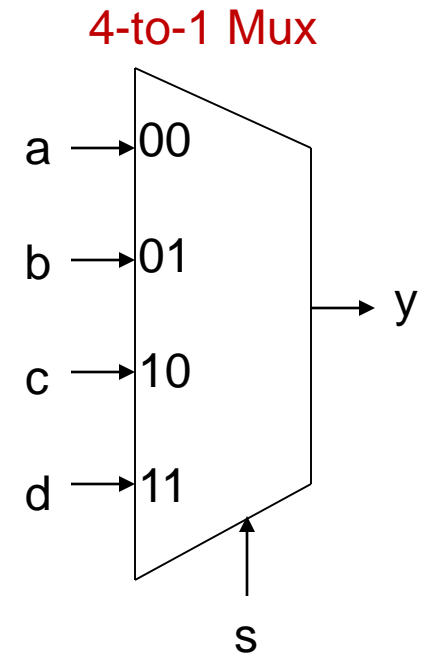
```
    y <= a when "00",
```

```
        b when "01",
```

```
        c when "10",
```

```
        d when "11";
```

```
--y, a, b, c, d can be any type, if they match
```



32-bit-wide 4-to-1 multiplexer

-- Delays can be specified if desired

signal a, b, c, d, y: std_logic_vector (0 to 31);

signal s: std_logic_vector (0 to 1);

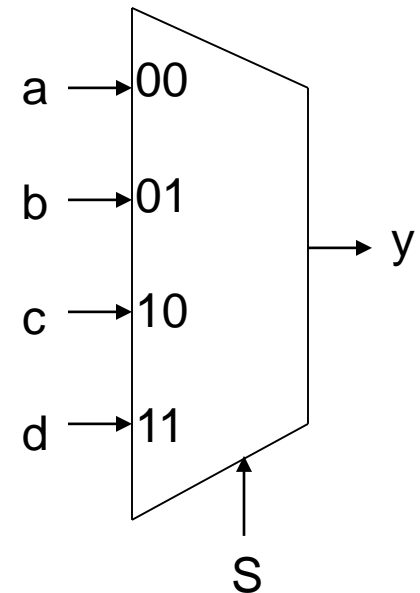
begin

with s select

y <= a after 1 ns when "00",
b after 2 ns when "01",
c after 1 ns when "10",
d when "11";

Optional non-delta
delays for each option

4-to-1 Mux



a->y delay is 1ns, b->y delay is 2ns, c->y delay is 1ns, **d->y delay is δ**

Verilog: 4-to-1 multiplexer

```
module mux (a, b, c, d, s, y);
```

```
  input a, b, c, d;
```

```
  input [1:0] s;
```

```
  output reg y;
```

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

```
begin
```

```
  case (s)
```

```
    2'b00 : y = a;
```

```
    2'b01 : y = b;
```

```
    2'b10 : y = c;
```

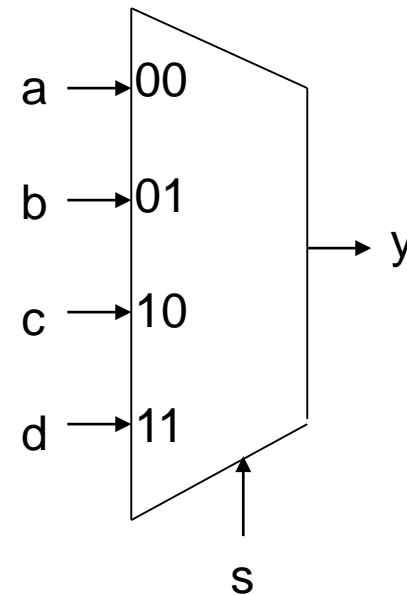
```
    default : y = d;
```

```
  endcase
```

```
end
```

```
endmodule
```

4-to-1 Mux



MUX using if-else statement

```
library ieee;
use ieee.std_logic_1164.all;

entity mux is
  port (a, b, c, d : in std_logic;
        s : in std_logic_vector (1 downto 0);
        y : out std_logic);
end mux;
architecture arch_mux of mux is
begin
  process (a, b, c, d, s)
  begin
    if (s = "00") then
      y <= a;
    elsif (s = "01") then
      y <= b;
    elsif (s = "10") then
      y <= c;
    else
      y <= d;
    end if;
  end process;
end arch_mux;
```

```
module mux (a, b, c, d, s, y);
  input a, b, c, d;
  input [1:0] s;
  output reg y;

  always @(a or b or c or d or s)
  begin
    if (s == 2'b00)
      y = a;
    else if (s == 2'b01)
      y = b;
    else if (s == 2'b10)
      y = c;
    else
      y = d;
    end
  end
endmodule
```

Truth table model as a conditional assignment

- ▶ Conditional assignment can model the truth table of a switching function (without deriving logic equations)

```
signal S: std_logic_vector(1 downto 0);
begin
  S <= A & B;      -- S(1)=A, S(0)=B
  with S select -- 4 options for S
    Y <= '0' when "00",
      '1' when "01",
      '1' when "10",
      '0' when "11",
      'X' when others;
```

S		
A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0

→

& is the concatenate operator, merging scalars/vectors into larger vectors

Example: full adder truth table

ADDin <= A & B & Cin; --ADDin is a 3-bit vector
S <= ADDout(0); --Sum output (ADDout is a 2-bit vector)
Cout <= ADDout(1); --Carry output

with ADDin select

ADDout <= "00" when "000",
"01" when "001",
"01" when "010",
"10" when "011",
"01" when "100",
"10" when "101",
"10" when "110",
"11" when "111",
"XX" when others;

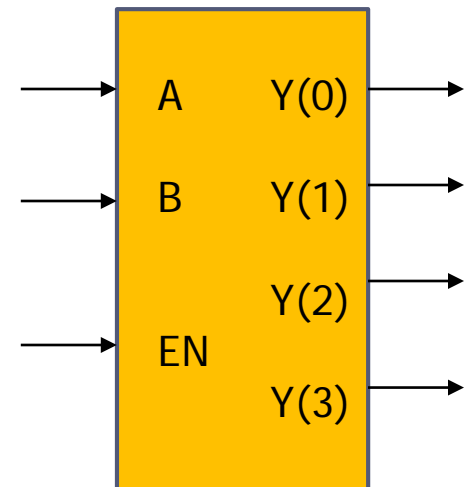
ADDin			ADDout	
A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

VHDL: 2-to-4 decoder

```
library ieee;
use ieee.std_logic_1164.all;

entity decoder_2_4 is
    port ( A, B, EN: in std_logic;
          Y: out std_logic_vector(3 downto 0) );
end decoder_2_4;

architecture behavior of decoder_2_4 is
    signal D: std_logic_vector(2 downto 0);
begin
    D <= EN & B & A; -- vector of the three inputs
    with D select
        Y <= "0001" when "100", --enabled, BA=00
            "0010" when "101", --enabled, BA=01
            "0100" when "110", --enabled, BA=10
            "1000" when "111", --enabled, BA=11
            "0000" when others; --disabled (EN = 0)
end;
```



Verilog: 3-to-8 Decoder

```
module decoder (Data, Code);  
  output [7: 0] Data;  
  input [2: 0] Code;  
  reg [7: 0] Data;
```



```
  always @ (Code)  
    begin  
      if (Code == 0) Data = 8'b00000001;  
      else if (Code == 1) Data = 8'b00000010;  
      else if (Code == 2) Data = 8'b00000100;  
      else if (Code == 3) Data = 8'b00001000;  
      else if (Code == 4) Data = 8'b00010000;  
      else if (Code == 5) Data = 8'b00100000;  
      else if (Code == 6) Data = 8'b01000000;  
      else if (Code == 7) Data = 8'b10000000;  
      else Data = 8'bx;  
    end  
endmodule
```

/* Alternative description

```
  always @ (Code)  
    case (Code)  
      0 : Data = 8'b00000001;  
      1 : Data = 8'b00000010;  
      2 : Data = 8'b00000100;  
      3 : Data = 8'b00001000;  
      4 : Data = 8'b00010000;  
      5 : Data = 8'b00100000;  
      6 : Data = 8'b01000000;  
      7 : Data = 8'b10000000;  
      default: Data = 8'bx;  
    endcase  
*/
```

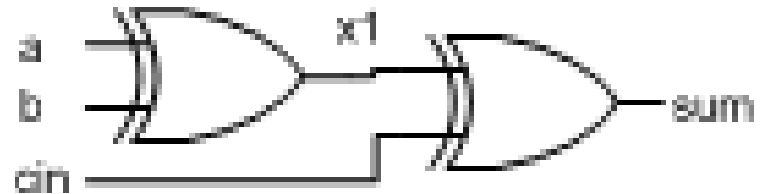
Casez

```
module parallel_case (sel, a, b, c);
  input [2:0] sel;
  output a, b, c;
  reg a, b, c;
  always @(sel)
  begin
    {a, b, c} = 3'b0;
    casez (sel) // synthesis parallel_case
      3'b1??: a = 1'b1;
      3'b?1?: b = 1'b1;
      3'b??1: c = 1'b1;
    endcase
  end
endmodule
```

VHDL: Structural model (no “behavior” specified)

architecture structure of full_add1 is

```
component xor      -- declare component to be used
  port (x,y: in std_logic;
        z: out std_logic);
end component;
for all: xor use entity work.xor(eqns); -- if multiple arch's in lib.
signal x1: std_logic; -- signal internal to this component
begin -- instantiate components with “map” of connections
  G1: xor port map (a, b, x1); -- instantiate 1st xor gate
  G2: xor port map (x1, cin, sum); -- instantiate 2nd xor gate
  ...add circuit for carry output...
end;
```



Associating signals with formal ports

```
component AndGate
```

```
  port (Ain_1, Ain_2 : in std_logic; -- formal parameters
```

```
        Aout : out std_logic);
```

```
end component;
```

```
begin
```

```
-- positional association of "actual" to "formal"
```

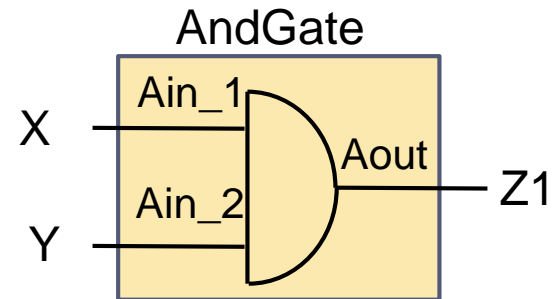
```
A1:AndGate port map (X, Y, Z1);
```

```
-- named association (usually improves readability)
```

```
A2:AndGate port map (Ain_2=>Y, Aout=>Z2, Ain_1=>X);
```

```
-- both (positional must begin from leftmost formal)
```

```
A3:AndGate port map (X, Aout => Z3, Ain_2 => Y);
```

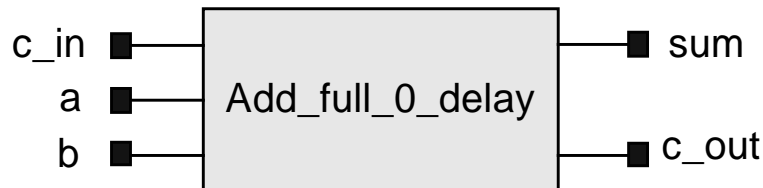
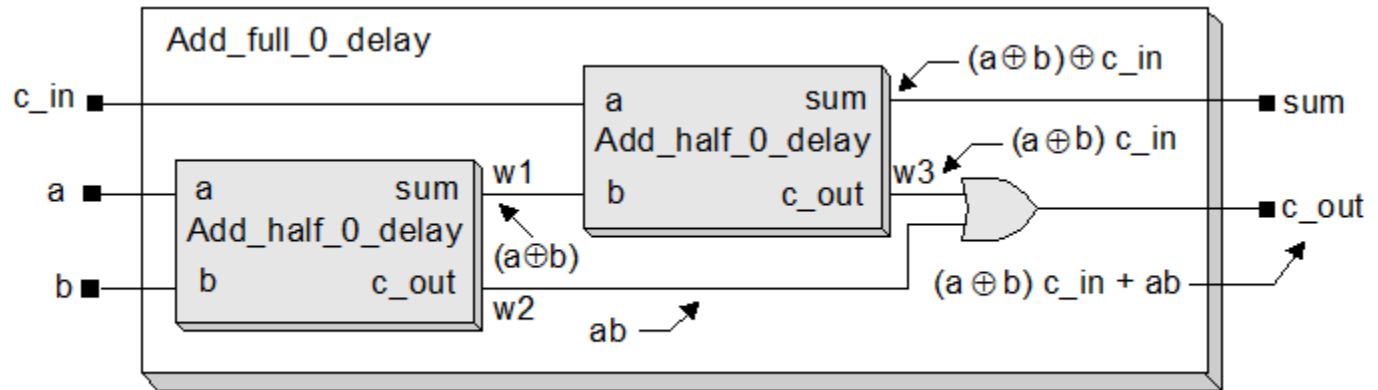
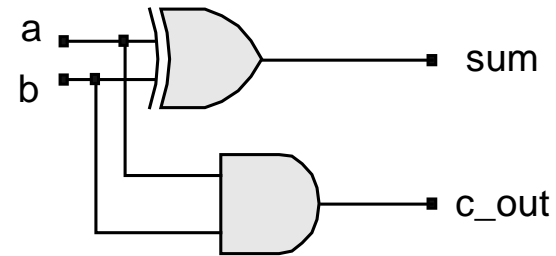


Verilog: Creating a Hierarchical Design

```

module Add_half_0_delay (sum, c_out, a, b);
  input a, b;
  output c_out, sum;
  xor (sum, a, b);
  and (c_out, a, b);
endmodule

```



```

module Add_full_0_delay (sum, c_out, a, b, c_in);
  input a, b, c_in;
  output c_out, sum;
  wire w1, w2, w3;
  Add_half_0_delay M1 (w1, w2, a, b);
  Add_half_0_delay M2 (sum, w3, c_in, w1);
  or (c_out, w2, w3);
endmodule

```

module instance name

Verilog: Port Connection by Name

`.formal_name(actual_name)`

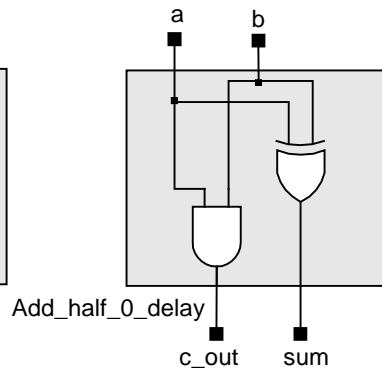
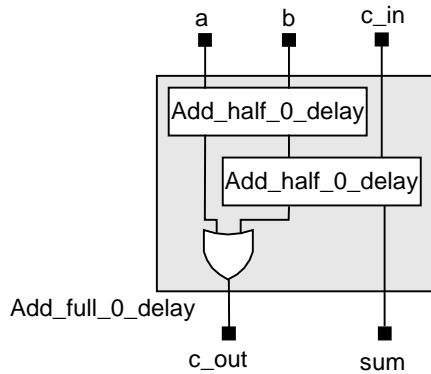
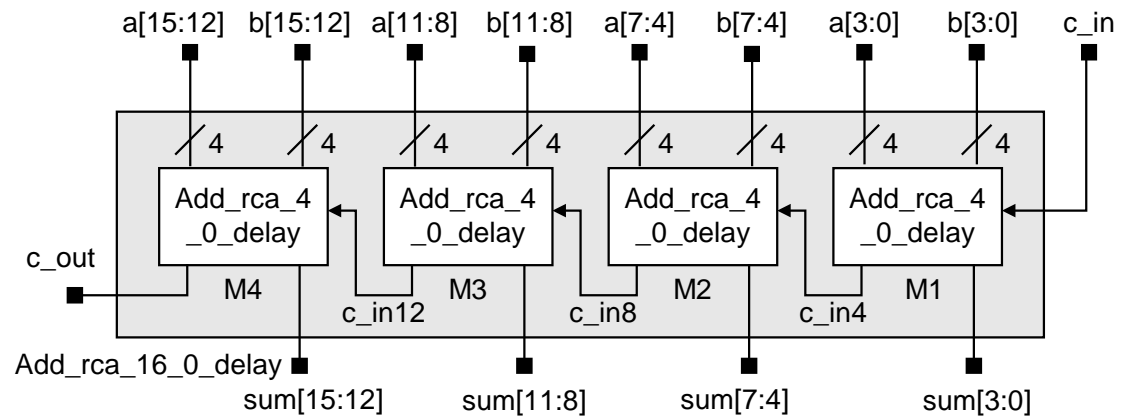
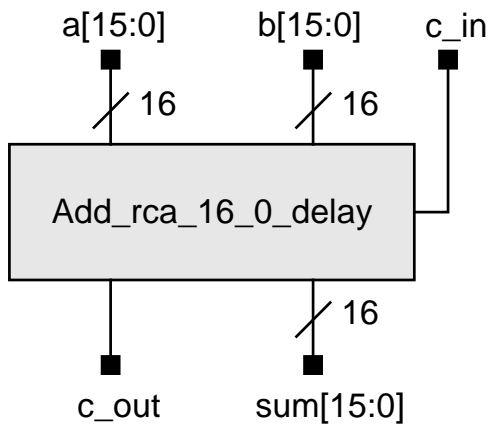
- Connect ports by name in modules that have several ports
- Regardless the position of this entry in the port list

actual name

```
Add_half_0_delay M1 ( .b (b),  
                      .c_out (w2),  
                      .a (a),  
                      .sum (w1)  
                      );
```

formal name

Design Hierarchy: 16-bit Ripple Carry Adder

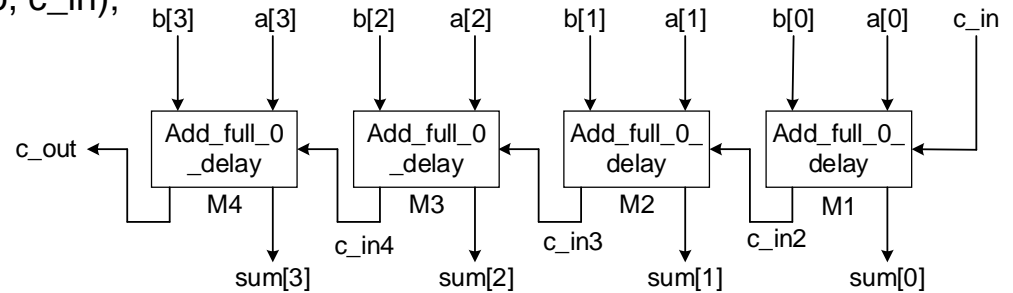


Verilog for 16-bit RCA

```

module Add_rca_4_0_delay (sum, c_out, a, b, c_in);
  output [3:0]      sum;
  output          c_out;
  input  [3:0]    a, b;
  input          c_in;
  wire          c_in2, c_in3, c_in4;

```



```

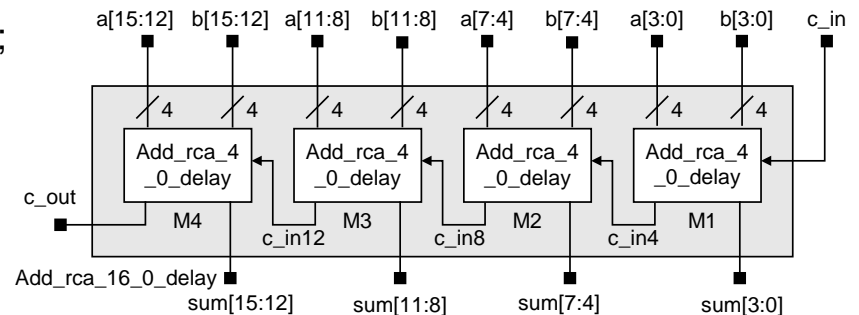
Add_full_0_delay M1 (sum[0], c_in2, a[0], b[0], c_in);
Add_full_0_delay M2 (sum[1], c_in3, a[1], b[1], c_in2);
Add_full_0_delay M3 (sum[2], c_in4, a[2], b[2], c_in3);
Add_full_0_delay M4 (sum[3], c_out, a[3], b[3], c_in4);
endmodule

```

```

module Add_rca_16_0_delay (sum, c_out, a, b, c_in);
  output [15:0]  sum;
  output        c_out;
  input  [15:0]  a, b;
  input        c_in;
  wire        c_in4, c_in8, c_in12, c_out;

```



```

Add_rca_4_0_delay M1 (.sum(sum[3:0]), .c_out(c_in4), .a(a[3:0]), .b(b[3:0]), .c_in(c_in));
Add_rca_4_0_delay M2 (sum[7:4], c_in8, a[7:4], b[7:4], c_in4);
Add_rca_4_0_delay M3 (sum[11:8], c_in12, a[11:8], b[11:8], c_in8);
Add_rca_4_0_delay M4 (sum[15:12], c_out, a[15:12], b[15:12], c_in12);
endmodule

```

Structural Model: 2-bit comparator

- ▶ Compare two 2-bit binary words:

$$A_lt_B = A1' B1 + A1' A0' B0 + A0' B1 B0$$

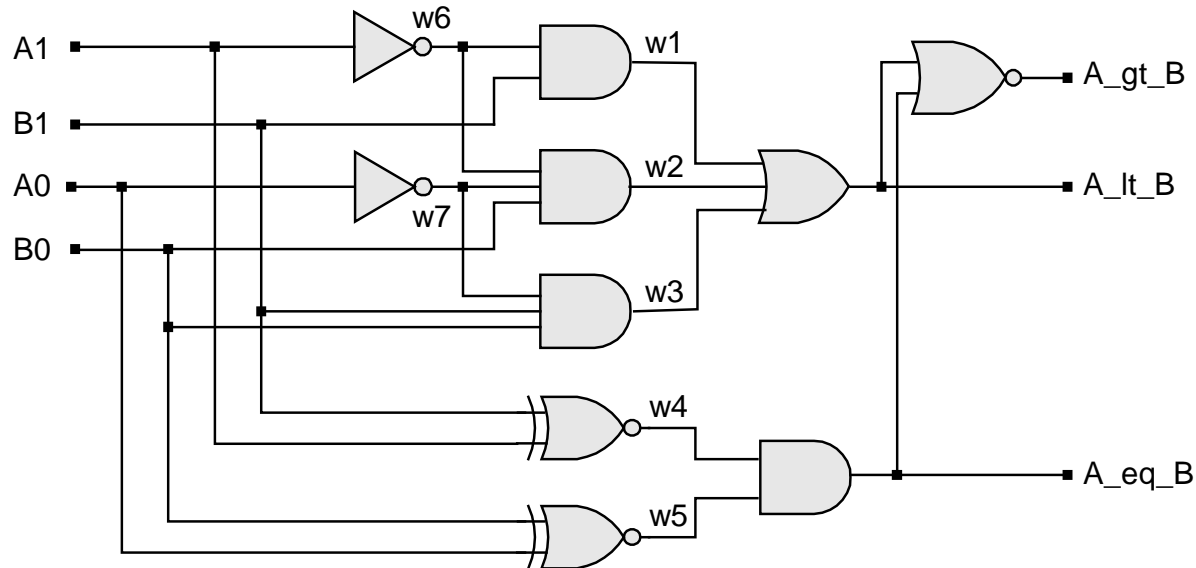
$$A_gt_B = A1 B1' + A0 B1' B0' + A1 A0 B0'$$

$$A_eq_B = A1' A0' B1' B0' + A1' A0 B1' B0 \\ + A1 A0 B1 B0 + A1 A0' B1 B0'$$

- ▶ Classical approach
 - ▶ use K-maps to reduce the logic and produce the schematic
- ▶ HDL approach using structural model
 - ▶ Connect primitives to describe the functionality implied by the schematic
 - ▶ Synthesis tool will automatically optimize the gate level design
- ▶ HDL approach using behavioral model

Structural Model: 2-bit comparator (Cont.)

- ▶ Schematic after minimization of K-maps



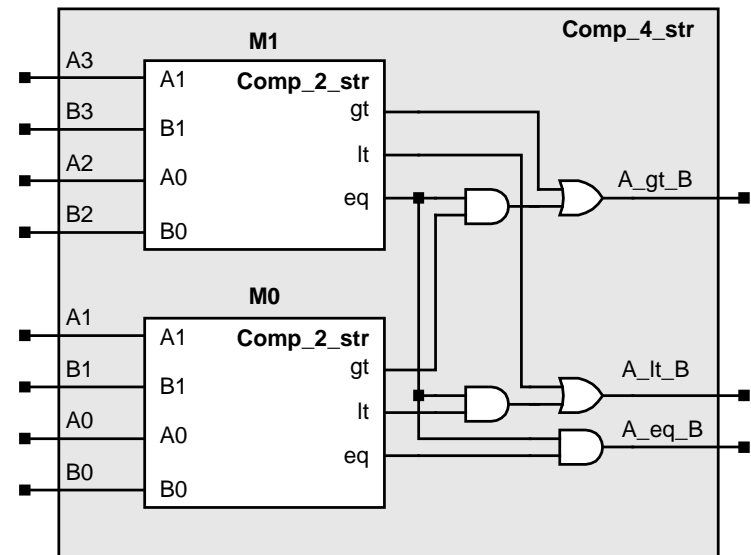
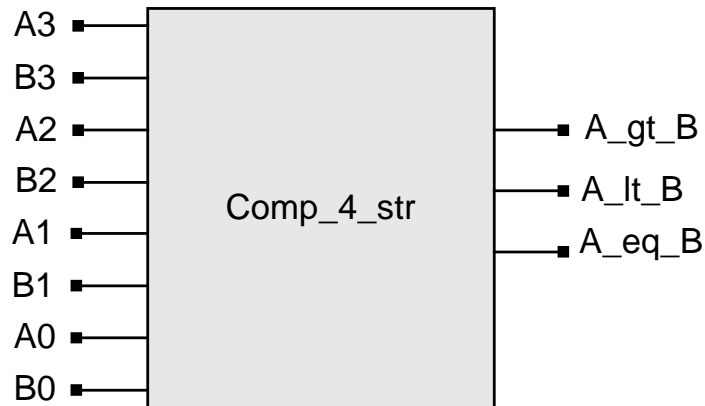
Structural Model: 2-bit comparator (Cont.)

▶ Verilog (Structural) Model:

```
module compare_2_str (A_gt_B, A_lt_B, A_eq_B, A0, A1, B0, B1);  
output  A_gt_B, A_lt_B, A_eq_B;  
input    A0, A1, B0, B1;  
  // Note: w1, w2, ... are implicit wires  
  
  nor    (A_gt_B, A_lt_B, A_eq_B);  
  or     (A_lt_B, w1, w2, w3);  
  and    (A_eq_B, w4, w5);  
  and    (w1, w6, B1);      // 2-input AND  
  and    (w2, w6, w7, B0);  // 3-input AND  
  and    (w3, w7, B0, B1);  // Note: interchanging w7, B0 and B1 has no effect  
  not    (w6, A1);  
  not    (w7, A0);  
  xnor   (w4, A1, B1);  
  xnor   (w5, A0, B0);  
endmodule
```

4-bit Comparator

- ▶ Using design hierarchy
 - ▶ 4-bit CMP constructed by 2-bit CMP
 - ▶ A strict inequality in the higher-order bit-pair determines the relative magnitudes of the 4-bit words
 - ▶ If higher-order bit-pair are equal, then the lower-order bit-pair determine the output of the 4-bit CMP



Example 4.5, 4-bit Comparator (cont.)

► Verilog Model:

```
module Comp_4_str (A_gt_B, A_lt_B, A_eq_B, A3, A2, A1, A0, B3, B2, B1, B0);
```

```
output A_gt_B, A_lt_B, A_eq_B;
```

```
input A3, A2, A1, A0, B3, B2, B1, B0;
```

```
wire w1, w0;
```

```
Comp_2_str M1 (A_gt_B_M1, A_lt_B_M1, A_eq_B_M1, A3, A2, B3, B2);
```

```
Comp_2_str M0 (A_gt_B_M0, A_lt_B_M0, A_eq_B_M0, A1, A0, B1, B0);
```

```
or (A_gt_B, A_gt_B_M1, w1);
```

```
and (w1, A_eq_B_M1, A_gt_B_M0);
```

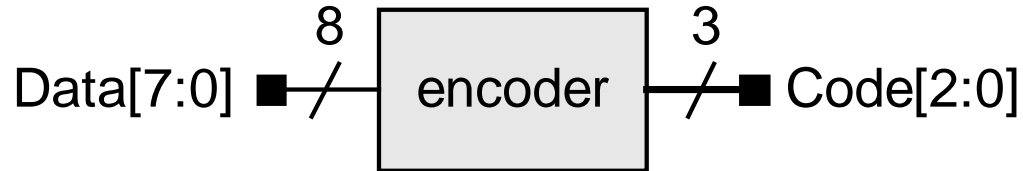
```
and (A_eq_B, A_eq_B_M1, A_eq_B_M0);
```

```
or (A_lt_B, A_lt_B_M1, w0);
```

```
and (w0, A_eq_B_M1, A_lt_B_M0);
```

```
endmodule
```

Encoder



```
module encoder (Code, Data);  
  output          [2: 0] Code;  
  input           [7: 0] Data;  
  reg             [2: 0] Code;  
  
  always @ (Data)  
  begin  
    if (Data == 8'b00000001) Code = 0;  
    else if (Data == 8'b00000010) Code = 1;  
    else if (Data == 8'b00000100) Code = 2;  
    else if (Data == 8'b00001000) Code = 3;  
    else if (Data == 8'b00010000) Code = 4;  
    else if (Data == 8'b00100000) Code = 5;  
    else if (Data == 8'b01000000) Code = 6;  
    else if (Data == 8'b10000000) Code = 7;  
    else Code = 3'bx;  
  end  
endmodule
```

Encoder Alternatives

► Replace “IF” with “CASE

/* Alternative description is given below

always @ (Data)

case (Data)

8'b00000001 : Code = 0;

8'b00000010 : Code = 1;

8'b00000100 : Code = 2;

8'b00001000 : Code = 3;

8'b00010000 : Code = 4;

8'b00100000 : Code = 5;

8'b01000000 : Code = 6;

8'b10000000 : Code = 7;

default : Code = 3'bx;

endcase

*/

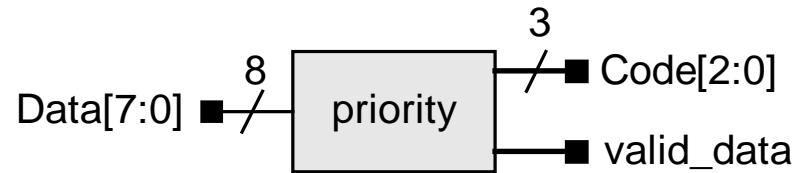
Priority Encoder

- ▶ If input code has multiple bits asserted for an encoder
 - ▶ Then priority rule is required to form an output bit pattern
 - ▶ Called **priority encoder**
- ▶ Example:

Data_In [3:0]	Data_out [1:0]
- - - 1	00
- - 1 0	01
- 1 0 0	10
1 0 0 0	11

Note: "-" denotes a don't care condition.

Priority Encoder



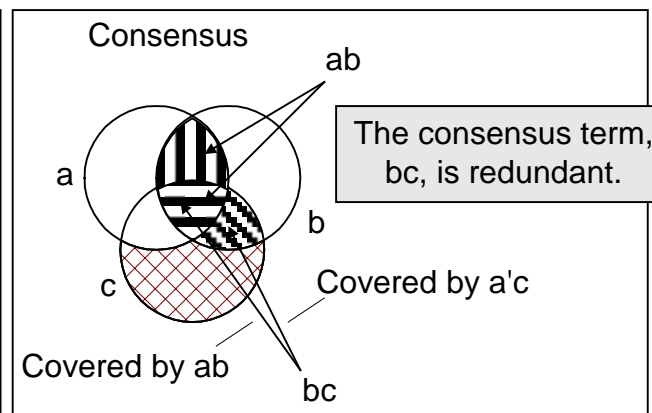
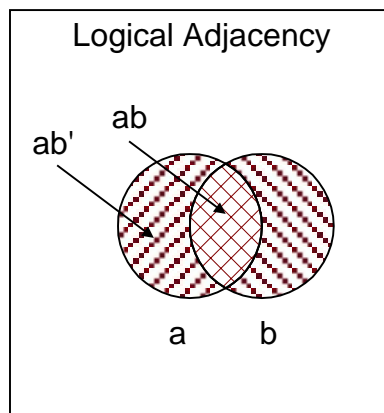
```
module priority (Code, valid_data, Data);
  output [2: 0] Code;
  output valid_data;
  input [7: 0] Data;
  reg [2: 0] Code;

  assign valid_data = |Data; // "reduction or" operator

  always @ (Data)
  begin
    if (Data[7]) Code = 7;
    else if (Data[6]) Code = 6;
    else if (Data[5]) Code = 5;
    else if (Data[4]) Code = 4;
    else if (Data[3]) Code = 3;
    else if (Data[2]) Code = 2;
    else if (Data[1]) Code = 1;
    else if (Data[0]) Code = 0;
    else Code = 3'bx;
  end
endmodule
```

Boolean Algebra - Review

Theorem	SOP Form	POS Form
Logical Adjacency	$ab + ab' = a$	$(a + b)(a + b') = a$
Absorption or:	$a + ab = a$ $ab' + b = a + b$ $a + a'b = a + b$	$a(a + b) = a$ $(a + b')b = ab$ $(a' + b)a = ab$
Multiplication and Factoring	$(a + b)(a' + c) = ac + a'b$	$ab + a'c = (a + c)(a' + b)$
Consensus	$ab + bc + a'c = ab + a'c$	$(a + b)(b + c)(a' + c) =$ $(a + b)(a' + c)$



Consensus- Review

- $ab + bc + a'c = ab + a'c$

$$\begin{aligned}\text{Proof: } ab + bc + a'c &= ab + (a+a')bc + a'c \\ &= ab + abc + a'bc + a'c \\ &= ab(1+c) + a'c(b+1) \\ &= ab + a'c\end{aligned}$$

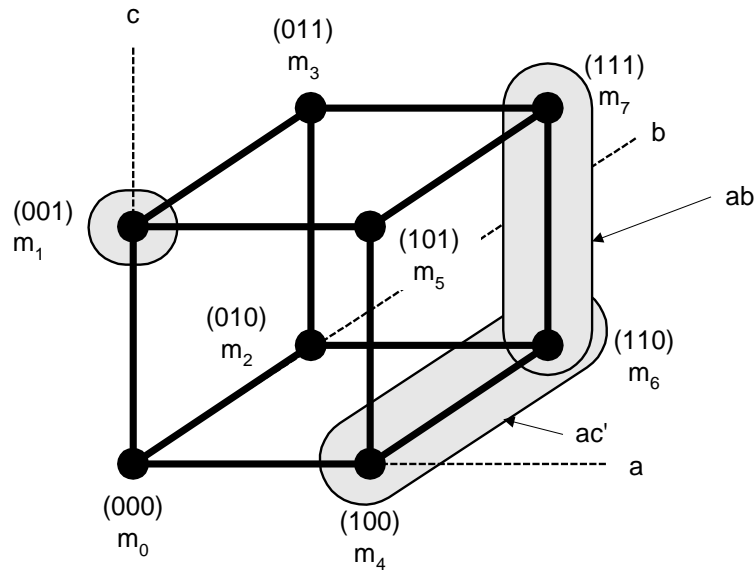
Boolean Algebra - Review

Exclusive-Or Laws	
Combinations with 0, 1 Commutative Associative Distributive	$a \oplus 0 = a$ $a \oplus 1 = a'$ $a \oplus a = 0$ $a \oplus a' = 1$ $a \oplus b = b \oplus a$ $(a \oplus b) \oplus c = a \oplus (b \oplus c) = a \oplus b \oplus c$ $a(b \oplus c) = ab \oplus ac$ $(a \oplus b)' = a \oplus b' = a' \oplus b = ab + a'b'$

Prime Implicant - Review

- ▶ An implicant which does not imply any other implicant of the function is called a prime implicant.
 - ▶ A prime implicant is a cube that is not properly contained in some other cube of the function.
 - ▶ A prime implicant cannot be combined with another implicant to eliminate a literal or to be eliminated from the expression by absorption.
 - ▶ An implicant that implies another implicant is said to be "covered" by it; the set of its vertices is a subset of the vertices of the implicant that covers it. The covering implicant, having fewer literals, has more vertices.

Prime Implicant Example - Review



$$f(a, b, c) = ab'c' + abc' + abc + a'b'c$$

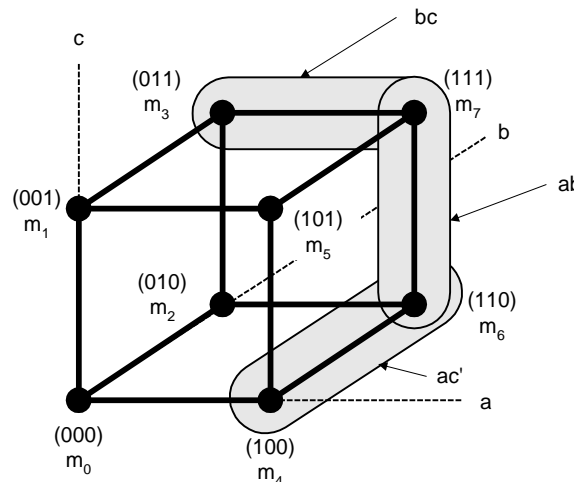
$$f(a, b, c) = ac' + ab + a'b'c$$

Implicants

Prime Implicants

Essential Prime Implicant - Review

- ▶ Essential prime implicant: A prime implicant that is not covered by any set of other implicants is an essential prime implicant.
- ▶ Example: $f(a, b, c) = a'bc + abc + ab'c' + abc'$
 - ▶ Prime Implicants: $\{ac', ab, bc\}$
 - ▶ Essential Prime Implicants: $\{ac', bc\}$
 - ▶ SOP Expression: $f(a, b, c) = ac' + ab + bc$
 - ▶ Minimal SOP Expression: $f(a, b, c) = ac' + bc$



Karnaugh Maps (SOP Form)

- ▶ Karnaugh maps reveal logical adjacencies and opportunities for eliminating a literal from two or more cubes.
- ▶ K-maps facilitate finding the largest possible cubes that cover all 1s without redundancy.
- ▶ Requires manual effort.

		cd			
		00	01	11	10
ab	00	1 m0	0 m1	0 m3	1 m2
	01	0 m4	X m5	1 m7	0 m6
	11	0 m12	1 m13	X m15	0 m14
	10	1 m8	0 m9	0 m11	1 m10

Logically
Adjacent

Don't-Care - Review

- ▶ **Don't cares** represent situations where an input cannot occur, or the output does not matter.
 - ▶ Use (i.e. cover) don't cares when they lead to an improved representation.

Example: K-Map and DC - Review

- ▶ Suppose a function is asserted when the BCD representation of a 4-variable input is 0, 3, 6 or 9.
 - ▶ Without don't-cares (16 literals):
 - $f(a, b, c, d) = a'b'c'd' + a'b'cd + a'bcd' + ab'c'd$
 - ▶ With don't cares (12 literals):
 - $f(a, b, c, d) = a'b'c'd' + b'cd + bcd' + ad$

ab	cd			
	00	01	11	10
00	1 m0	0 m1	1 m3	0 m2
01	0 m4	0 m5	0 m7	1 m6
11	- m12	- m13	- m15	- m14
10	0 m8	1 m9	- m11	- m10

ab	cd			
	00	01	11	10
00	1 m0	0 m1	1 m3	0 m2
01	0 m4	0 m5	0 m7	1 m6
11	- m12	- m13	- m15	- m14
10	0 m8	1 m9	- m11	- m10

Glitches and Static Hazards

- ▶ The output of a combinational circuit may make a transition even though the patterns applied at its inputs do not imply a change. These unwanted switching transients are called "**glitches**."
- ▶ Glitches are a consequence of the circuit structure and the application of patterns that cause the glitch to occur. A circuit in which a glitch may occur under the application of appropriate inputs signals is said to have a **hazard**.

STATIC HAZARDS

- A **static 1-hazard** occurs if an output has an initial value of 1 , and **an input pattern that does not imply an output transition causes the output to change to 0 and then return to 1 .**
- A **static 0-hazard** occurs if an output has an initial value of 0 , and **an input pattern that does not imply an output transition causes the output to change to 1 and then return to 0 .**

1-Hazard



0-Hazard

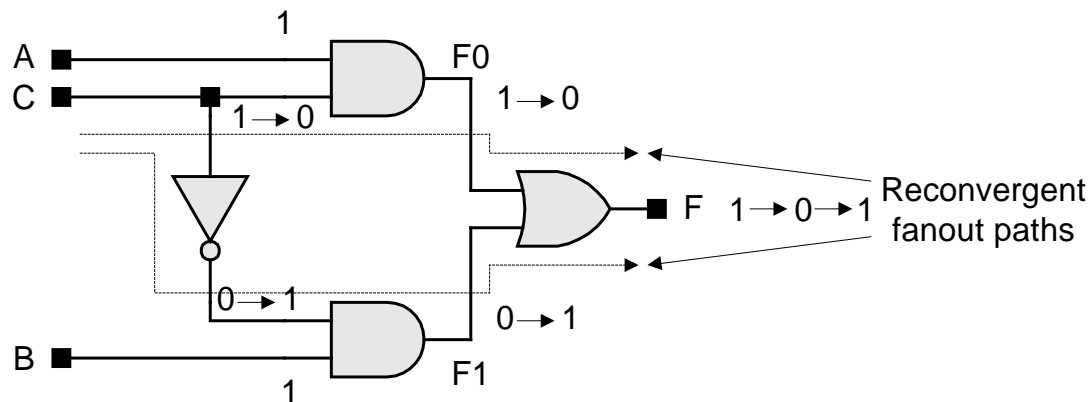


Cause and Elimination of Static Hazard

- ▶ Static hazards are caused by differential propagation delays on reconvergent fanout paths.
- ▶ A “minimal” realization of a circuit might not be hazard-free.
- ▶ Static hazards **can be eliminated by introducing redundant cubes** in the cover of the output expression (the added cubes are called a **hazard cover**).

Example: Elimination of Static-1 Hazard

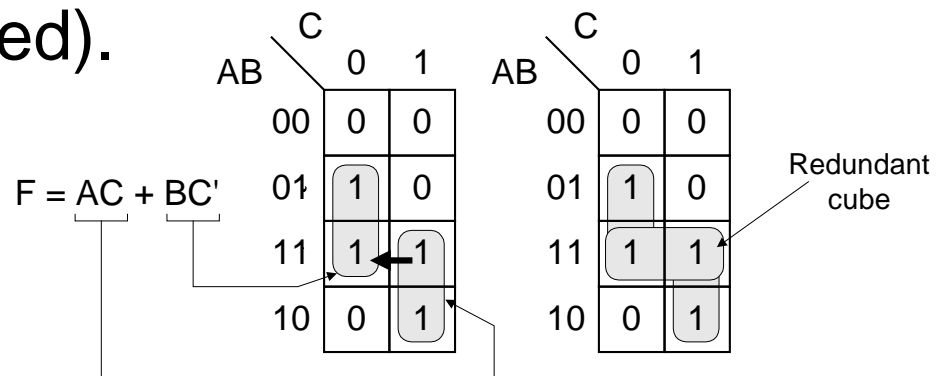
- ▶ Consider $F = AC + BC'$
- ▶ Initial inputs: $A = 1, B = 1, C = 1$ and $F = 1$
- ▶ New inputs: $A = 1, B = 1, C = 0$ and $F = 1$



- ▶ In a physical realization of the circuit (i.e. non-zero propagation delays), the path to $F1$ will be longer than the path to $F0$, causing a change in C to reach $F1$ later than it reaches $F0$.
- ▶ Consequently, when C changes from 1 to 0, the output undergoes a momentary transition to 0 and returns to 1.

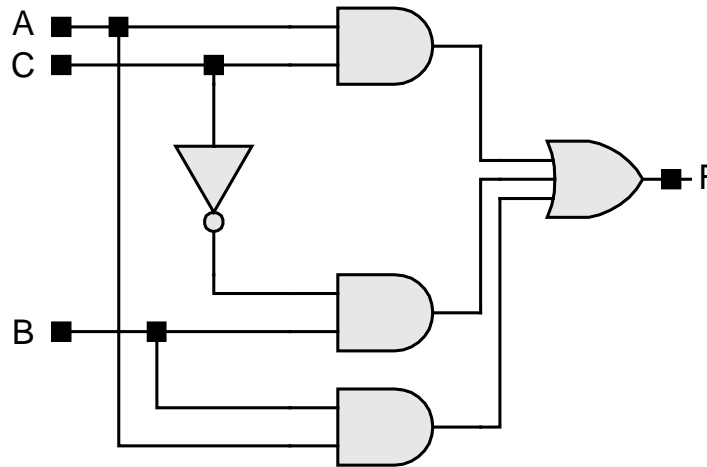
Example: Elimination of Static-1 Hazard (cont.)

- ▶ The presence of a static hazard is apparent in the Karnaugh map of the output.
 - ▶ AC de-asserts before BC' asserts
 - ▶ In this example, the hazard occurs because the cube AC is initially asserted, while BC' is not. The switched input causes AC to de-assert before BC' can assert.
- ▶ **Hazard Removal:** A hazard can be removed by covering the adjacent prime implicants by a redundant cube (AB, a 'hazard cover") to eliminate the dependency on C (the boundary between the cubes is now covered).



Example: Elimination of Static-1 Hazard (cont.)

- ▶ Hazard covers require extra hardware.
- ▶ Example: For the hazard-free cover:
 - ▶ $F = AC + BC' + AB$

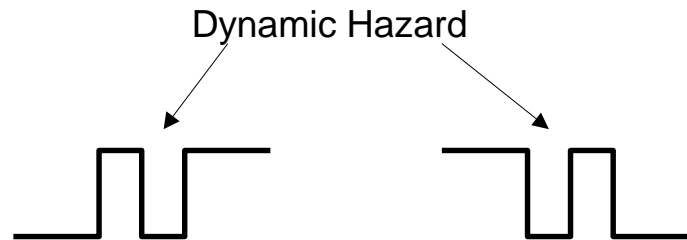


Static-0 Hazard Elimination

- ▶ To eliminate a static 0-hazard:
 - ▶ Method #1: Cover the adjacent 0s in the corresponding POS expression.
 - ▶ Method #2:
 - ▶ First eliminate the static 1-hazards.
 - ▶ Then form complement function and consider whether the implicants of the 0s of the expression, that is free of static 1-hazards, also cover all adjacent 0s of the original function. If they do not, then a static 0-hazard exists.
 - ▶ Adds redundant prime implicant to the complement of the static 1 hazard-free expression in POS form as needed

Dynamic Hazards (Multiple glitches)

- ▶ A circuit has a dynamic hazard if an input transition is supposed to cause a single transition in an output, but causes two or more transitions before reached its expected value.
- ▶ Dynamic hazards are a consequence of multiple static hazards caused by multiply reconvergent paths in a multilevel circuit.



Dynamic Hazards Elimination

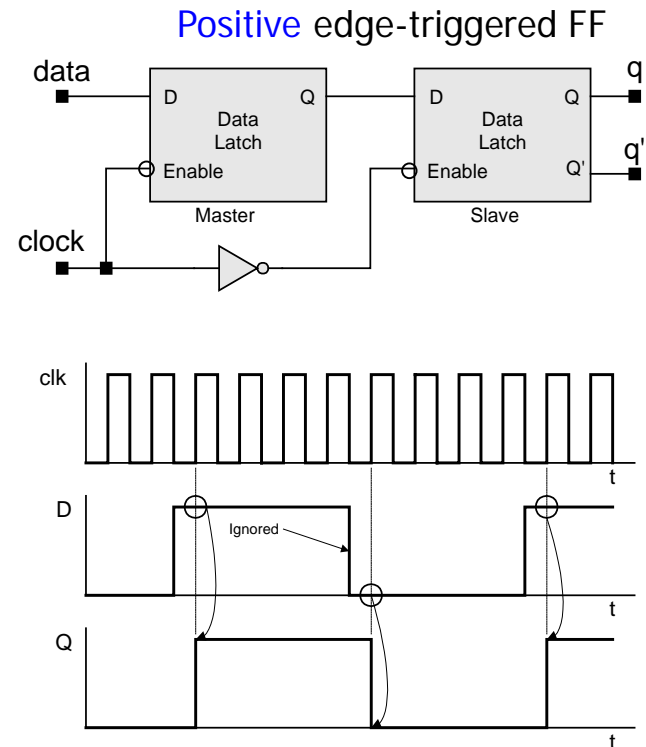
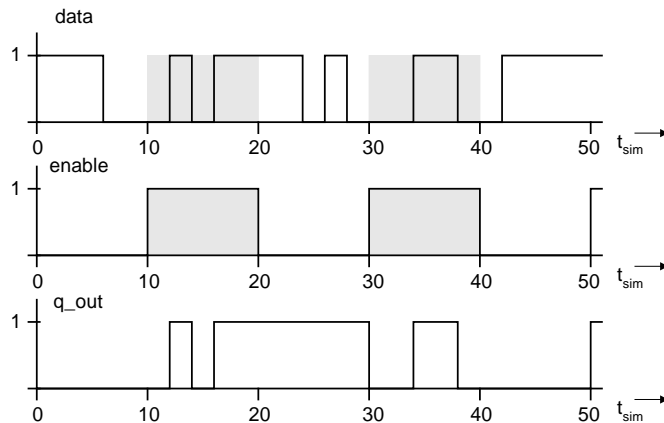
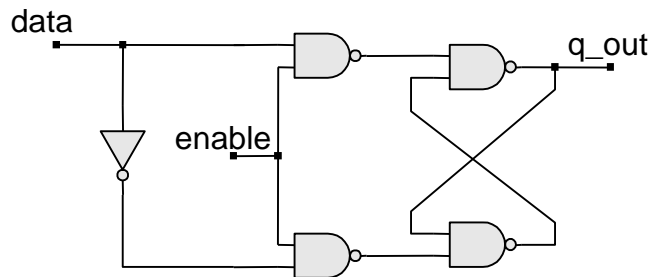
- ▶ Dynamic hazards are not easy to eliminate.
- ▶ Elimination of all static hazards eliminates dynamic hazards.
- ▶ Approach:
 - ▶ Transform a multilevel circuit into a two-level circuit, and
 - ▶ Eliminate all of the static hazards.

Summary for Hazard

- ▶ Hazard **might not be significant in a synchronous sequential circuit** if the clock period can be extended
 - ▶ **Implies a slower design**
- ▶ Static hazard can be eliminated by introducing redundant cubes in 2-level logic (SOP form)
 - ▶ Hazard cover
- ▶ **Elimination of static hazard in a multiple-level logic**
 - ▶ **Flatten the design to 2-level first**
- ▶ Dynamic hazard elimination
 - ▶ Transfer the design into a 2-level form
 - ▶ Detect and eliminate all static hazards

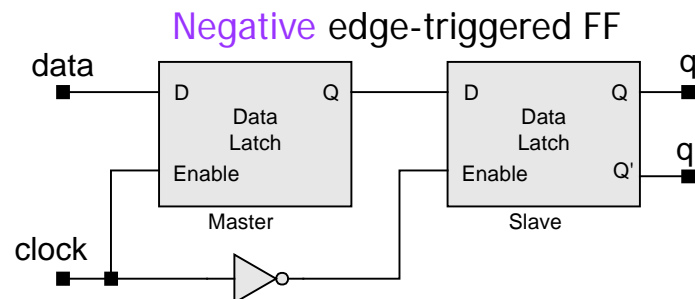
Latch v.s. Flip-Flop

- ▶ Latch: level sensitive (the enable signal is the clock)
 - The output of a transparent latch changes in response to the data input while the latch is enabled. Changes at the input are visible at the output
- ▶ Flip-flop: edge sensitive
 - The value of data stored depends on the data that is present at the data input(s) when the clock makes a transition at its active (rising or falling) edge.



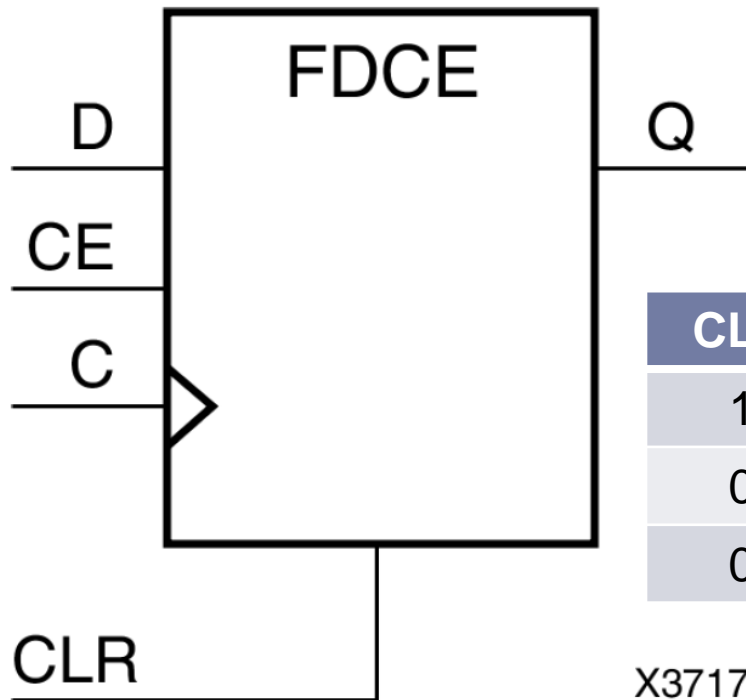
Latch v.s. Flip-Flop (cont.)

- ▶ Latch often called transparent latch
 - ▶ Changes at the input are visible at the output while it is enabled
- ▶ Flip-flop consists of two data latches in a master-slave configuration
 - ▶ Samples the input during the active cycle of the clock applied to the master stage. The input is propagated to the output during the slave cycle of the clock.
 - ▶ Master-slave implementation of negative edge-triggered D-FF:
 - ▶ The output of the master stage must settle before the enabling edge of the slave stage.
 - ▶ The master stage is enabled on the inactive edge of the clock, and the slave stage is enabled on the active edge.



Example: D flip-flop Primitives

FDCE: D Flip-Flop with Clock Enable and Asynchronous Clear



CLR	CE	D	C	Q
1	X	X	X	0
0	0	X	X	No Change
0	1	D	↑	D

X3717

https://www.xilinx.com/support/documentation/sw_manuals/xilinx14_1/7series_hdl.pdf

Verilog Instantiation Template

```
// FDCE: Single Data Rate D Flip-Flop with Asynchronous Clear and Clock  
Enable (posedge clk).
```

```
// 7 Series
```

```
// Xilinx HDL Libraries Guide, version 14.1
```

```
FDCE #(  
.INIT(1'b0) // Initial value of register (1'b0 or 1'b1)  
) FDCE_inst (  
.Q(Q), // 1-bit Data output  
.C(C), // 1-bit Clock input  
.CE(CE), // 1-bit Clock enable input  
.CLR(CLR), // 1-bit Asynchronous clear input  
.D(D) // 1-bit Data input  
);  
// End of FDCE_inst instantiation
```

VHDL Instantiation Template

```
Library UNISIM;
```

```
use UNISIM.vcomponents.all;
```

```
-- FDCE: Single Data Rate D Flip-Flop with Asynchronous Clear and Clock  
Enable (posedge clk).
```

```
-- 7 Series
```

```
-- Xilinx HDL Libraries Guide, version 14.1
```

```
FDCE_inst : FDCE generic map (
```

```
INIT => '0') -- Initial value of register ('0' or '1') port map (
```

```
Q => Q, -- Data output
```

```
C => C, -- Clock input
```

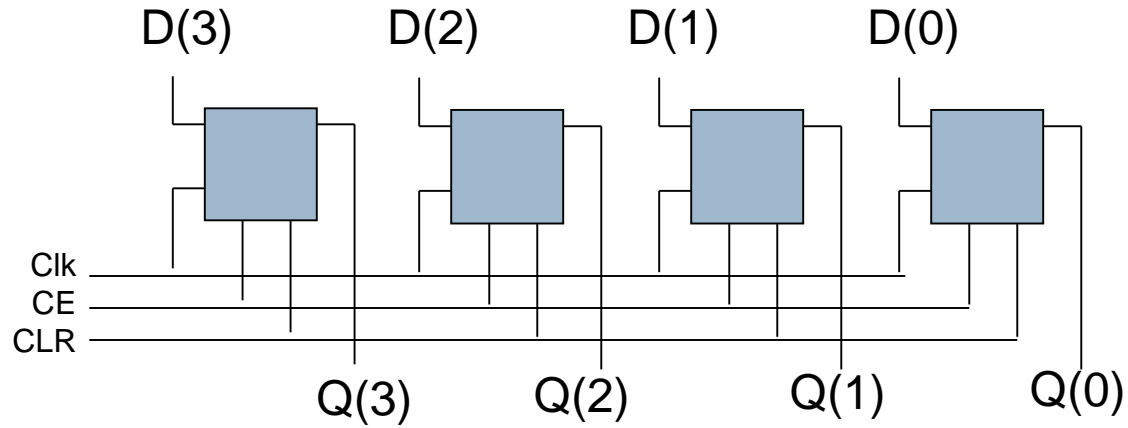
```
CE => CE, -- Clock enable input
```

```
CLR => CLR, -- Asynchronous clear input D => D -- Data input
```

```
);
```

```
-- End of FDCE_inst instantiation
```

4-bit Register (Structural Model)



VHDL Code for Register

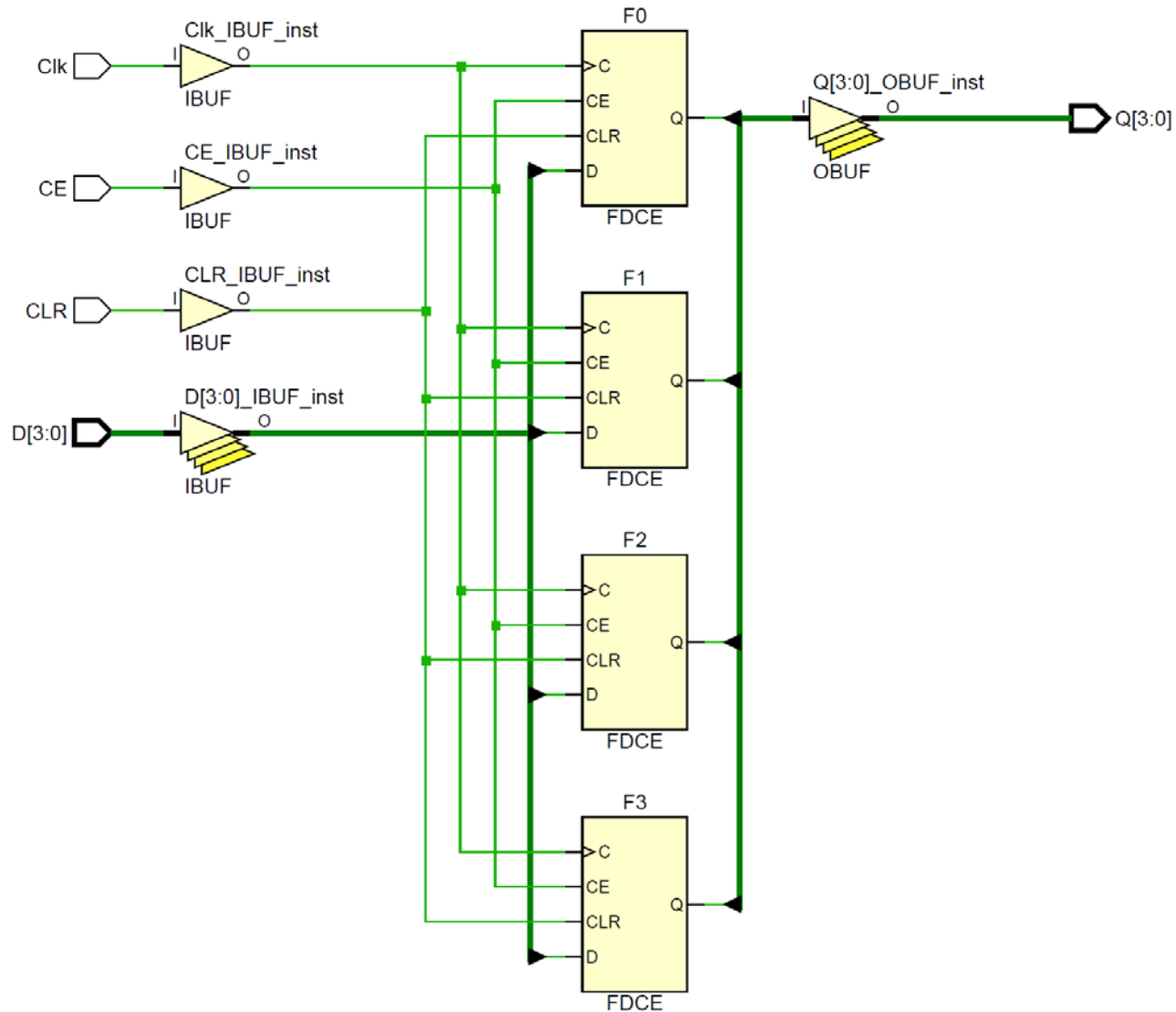
```
library ieee;
Library UNISIM;
use UNISIM.vcomponents.all;
use ieee.std_logic_1164.all;

entity Register4 is
Port ( D: in STD_LOGIC_VECTOR (3 downto 0);
      Clk, CLR, CE: in STD_LOGIC;
      Q : out STD_LOGIC_VECTOR (3 downto 0));
end Register4;

architecture structure of Register4 is

begin
  F0: FDCE generic map (INIT=>'0') port map(Q=>Q(0), C=>Clk, CLR=>CLR, CE=>CE, D=>D(0));
  F1: FDCE generic map (INIT=>'0') port map(Q=>Q(1), C=>Clk, CLR=>CLR, CE=>CE, D=>D(1));
  F2: FDCE generic map (INIT=>'0') port map(Q=>Q(2), C=>Clk, CLR=>CLR, CE=>CE, D=>D(2));
  F3: FDCE generic map (INIT=>'0') port map(Q=>Q(3), C=>Clk, CLR=>CLR, CE=>CE, D=>D(3));
end structure;
```

Synthesized Register



VHDL “Process” Construct

(Processes will be covered in more detail in “sequential circuit modeling”)

```
[label:] process (sensitivity list)  
    declarations  
begin  
    sequential statements  
end process;
```

- ▶ Process statements are executed *in sequence*
- ▶ Process statements are executed once at start of simulation
- ▶ Process halts at “end” until an event occurs on a signal in the “sensitivity list”
- ▶ Allows conventional programming language methods to describe circuit behavior

Modeling combinational logic as a process

-- All signals referenced in process must be in the sensitivity list.

entity And_Good is

port (a, b: in std_logic; c: out std_logic);

end And_Good;

architecture Synthesis_Good of And_Good is

begin

process (a,b) -- gate sensitive to events on signals a and/or b

begin

c <= a and b; -- c updated (after delay on a or b “events”

end process;

-- This process is equivalent to the simple signal assignment:

-- c <= a and b;

end;

Bad example of combinational logic

-- This example produces unexpected results.

entity And_Bad is

port (a, b: in std_logic; c: out std_logic);

end And_Bad;

architecture Synthesis_Bad of And_Bad is

begin

process (a) -- sensitivity list should be (a, b)

begin

c <= a and b; -- will not react to changes in b

end process;

end Synthesis_Bad;

-- synthesis may generate a flip flop, triggered by signal a

Verilog always@

`always@(sensitivity list)`

`begin`

`...statements`

`end`

- ▶ Non-blocking assignments (`<=`)
 - Non-blocking assignments happen parallelly.
- ▶ Blocking assignments (`=`)
 - Blocking assignments happen sequentially.