6.205
(aka 6.111)

Introduction

Fall 2025

Course Overview

- **Prerequisites:** 6.191/6.004 (if no && not coreq-ing, email me please)
- **Units:** 1-5-6
- **Lectures:** Tuesday, Thursday 2:30-4:00 pm in 45-230
- **Labs:** No official time. The lab room is the left (southern) portion of building 38's 6th floor.(38-630) There are 17 dedicated computers for working on labs and assignments there, however, we also strongly encourage you to install the appropriate toolchains on your own machine when possible.
- **Lab Kit:** You will be provided a Real Digital Urbana FPGA board for this class which you must take care of and return. This will be used in all labs and will likely form the center of your final project. You must return this
- **Piazza:** https://piazza.com/mit/fall2025/6205
- **Textbook:** The internet
- **TAs**:
  - **Monica Chan (mochan)**
  - **Yoland Gao (youran)**
  - **Hasan Zeki Yildiz (hzyildiz)**
  - **Kiran Vuksanaj (kiranv)**
- **Instructor:**
  - **Joe Steinmeyer (jodalyst)**

Mostly correct course calendar on front page of course site including office hours

Grades

- Your overall grade is based on the following breakdown:
  - Assignments: 48%
    - 7 weeks of exercises and labs before project time
  - Final Project: 52%
    - Last ~7/8 weeks of semester

  - A large number of students do "A" level work and are, indeed, rewarded with a grade of "A". The corollary to this is that, since average performance levels are so high, punting any part of the subject can lead to a disappointing grade.

- **Final Project:** Details in coming weeks

CI-M ~~Possibility~~ Reality

- We are a CI-M
- We do a lot of writing and presenting with our final project. You should be prepared for that.
- Please see syllabus on the course site for details of what is expected.

Lab Kit

- Using a Urbana Board by RealDigital*
- Additional parts for some labs (pick up as needed)
- Must return at end of semester

*newer company

Collaboration and Academic Integrity

- Assignments must be done independently but students may seek help from other students and of course staff.
- That does not mean copying people’s stuff.
- Work submitted must be your own
- You should not be using generative AI to do your assignments. If it is caught, it will be referred to COD and there will be grade impacts.
- Violations/copying work will be dealt with seriously. Don’t put us in that position. Nobody (us or you will be happy)

Grade/Lateness Mechanics

- Assignments are come out on Thursdays after class and are due the following Wednesday night.
- Every day late, they lose 20% (doesn’t accrue on Sat/Sun)

Office Hours

- Office Hours calendar on the main website page, will be updated weekly by staff
- Office hours in south-side of 38-630, the 6.205 lab
- In person:
  - The help queue is for in-person work only
  - Lab machines in 38-630 will be open for your use if needed, though everything can be done on laptops.
    - *These machines may not be up with accounts until the weekend.*
- ***Checkoffs must be done in person, not remotely.***
- Post on Piazza for remote help (gets quick responses generally)

Pause…

- Questions…?

6.205’s Goal

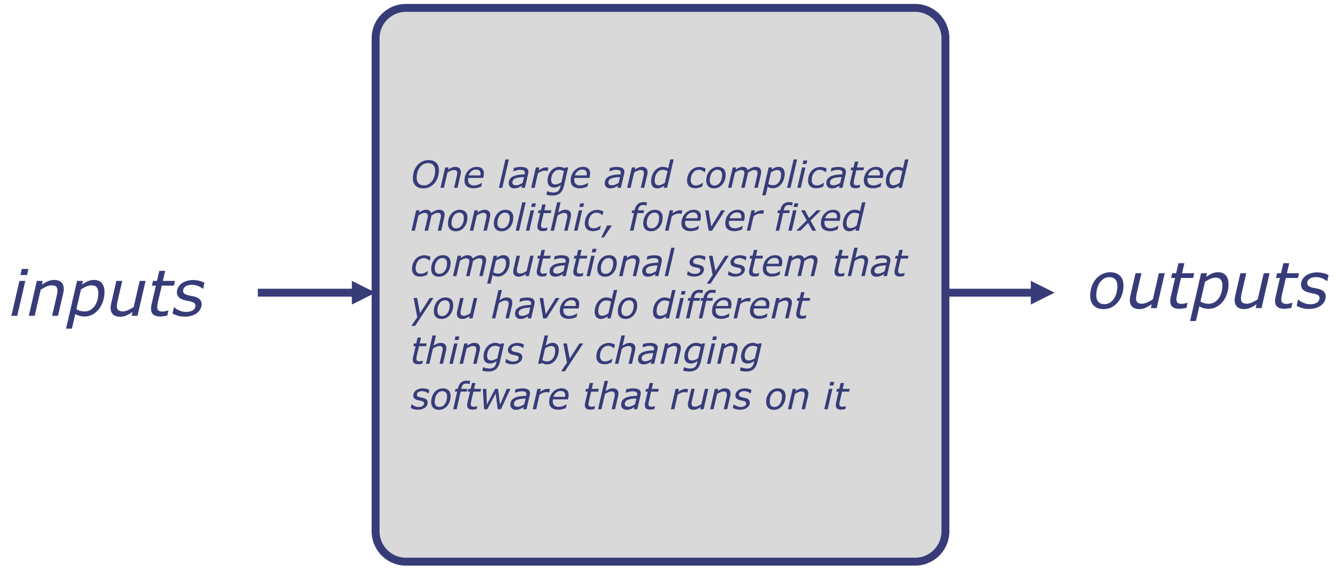
- We focus on digital design in this class and apply it to FPGAs
- We will want to do lots of simulations, but the end goal is always to have working implementations on hardware!
- The best bugs and thinkos show up when *actually* trying to get a system working in real life.

WTFPGA?

- A giant **Array** of very primitive logic blocks (aka "**Gates**", memory, and other specialized hardware that are each individually **Programmable**.
- The giant array of logic exists in a huge sea of **Programmable** interconnects
- The device can be reprogrammed repeatedly even once in a device, hence it can be programmed "in the **Field**".
- You have full control over all the modules and their interconnects. They can run at the same time; not bound by the fixed structure and limitations of a computer

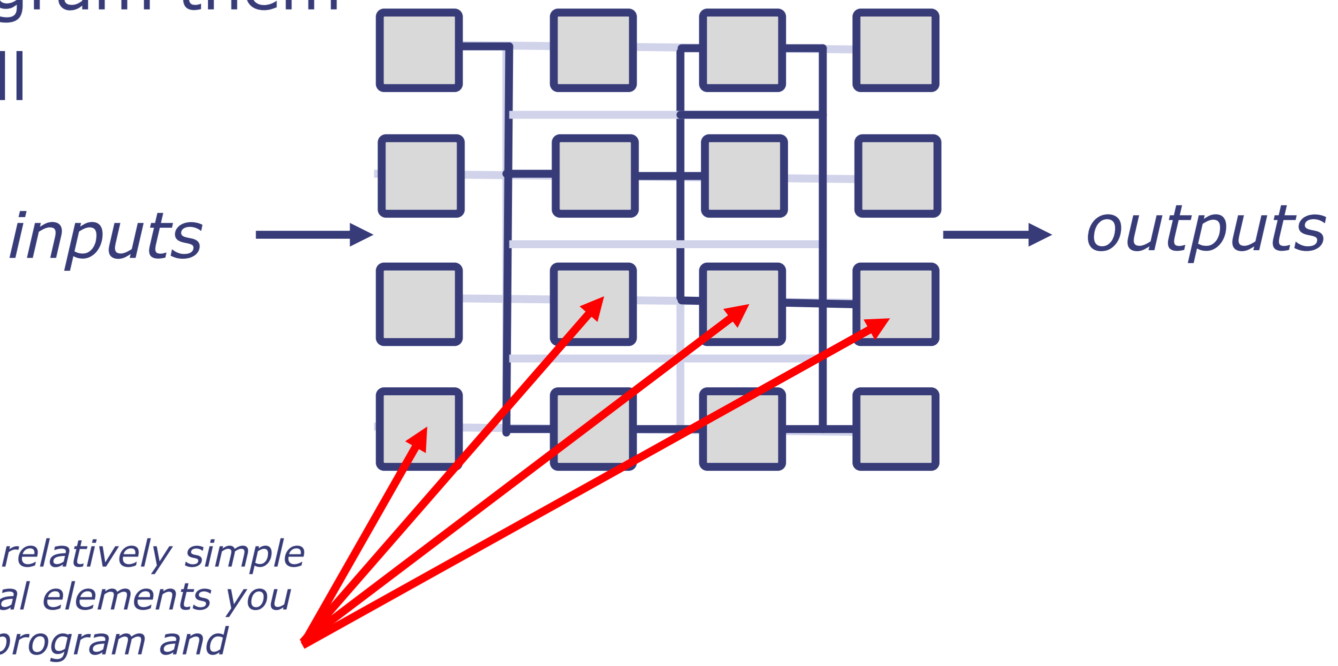
A Regular Computer

- Write Code
- You Program a piece of hardware with that code
- That hardware runs the code


inputs
One large and complicated monolithic, forever fixed computational system that you have do different things by changing software that runs on it
outputs

An FPGA

- Many small programmable blocks
- Write code for each and program them
- Write "code" that specifies how they work together and program them
- Run it all



Many small, relatively simple computational elements you individually program and individually connect together as you see fit!

Our cheapo* FPGA in 6.205

- Has roughly 33,000 programmable blocks
- 150 18kb memory units
- 5 clock management tiles
- 120 dedicated multipliers
- Vast array of input, output devices

- …and all of these can be interconnected as we see fit to build complex systems.

*even cheap FPGAs have resources orders of magnitude more than computation systems from previous decades

Where are FPGAs used?

- Anywhere that speed/latency and efficiency are important:
  - Hardware accelerators
  - Stream processors
  - Communications systems
- Where the “generalness” of a computer isn’t needed or is harmful:
  - Improvements in:
    - Speed
    - Cost
    - Power consumption
- When lots of simpler tasks to be done in parallel
- In prototyping: After you’ve simulated a new design but before you spend tens of millions and wait eighteen months to make a chip you will prototype it on an FPGA

Where are FPGAs ***NOT*** used?

- Not used in a lot of ML applications (exceptions where very-low latency inference is needed). GPUs largely dominate that space because of economies and software infrastructure (e.g. CUDA)
    - Exception is they are used to support a lot of ML/AI stuff (moving data, etc...)
- Anywhere where a dedicated processor *is* advantageous...like in a general computer
- Where economies of scale allow dedicated chips to be financially viable

The State of Hardware

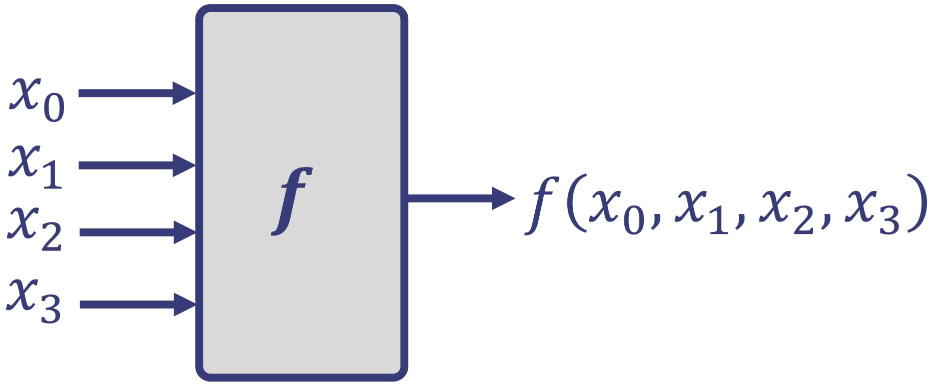
- Since Moore’s Law has died out, we can’t just wait for continual gains from shrinking the same old designs.
- There has been renewed push to:
  - Find new computational architectures
  - Build new custom chips in areas neglected
  - Have much more of a hybrid computational environment
- Hardware and digital design is in a very exciting position right now
- FPGAs can be a good entry point into the field.

Digital Logic

- Subfield of electronics
- Voltages in the circuit are classified as either “1” or “0”
  - each ”family” of digital logic has its own specifications as to what constitutes a 1 or a 0
- Digital circuits are designed to:
  - interpret input information as 1’s and 0’s
  - generate output information as 1’s and 0’s
- Digital electronics are the reason for the “digital” revolution:
  - Robust, scalable, inexpensive, etc…

Two Broad Types of Digital Logic

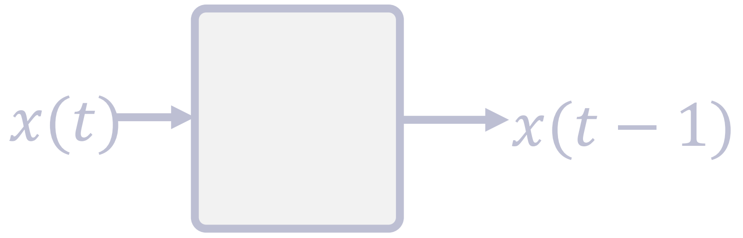
Functions:



Stateless

Current Output is based ONLY on current Inputs
NOT a function of time

Storage:



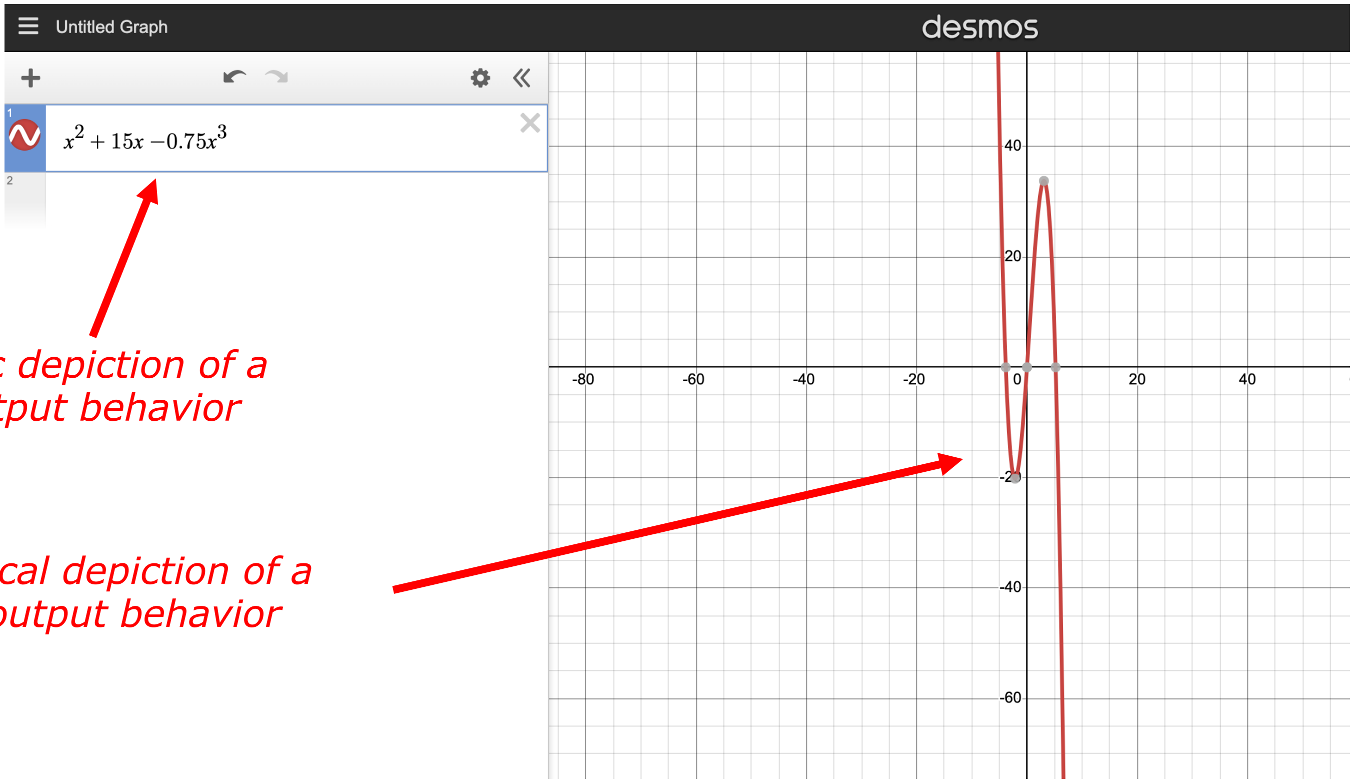
Stateful

Current Output is based past Input

Digital Functions

- These work just like $f(x_0, x_1, x_2, x_3)$ from “regular” math, however…
- The values of of inputs and outputs are limited to the Boolean domain $\mathbb{B}$ which is just $\{0,1\}$
  - as opposed to Real Numbers $\mathbb{R}$
  - Or complex Numbers $\mathbb{C}$
- How do we “display” a function that exists in $\mathbb{R}$?
- For example, if I wanted to show you some $f(x)$ in $\mathbb{R}$? How would we do it?

We Plot it or Write it Out with a set of math algebra



Algebraic depiction of a input-output behavior

Graphical depiction of a input-output behavior

Digital Functions

- Digital Functions can also be written using algebraic expressions, just ones limited to the Boolean realm.
- Digital functions can also be graphically depicted, just usually not with graphs…instead we'll use tables.

Boolean algebra

- variables can only be 0 or 1*
- Commonly used operations aren't the same as in the real domain:
  - $\bar{x}$ means "Not x" or the opposite
  - | means logical "or" (sometimes written as +)
  - & or adjacency means "and" (sometimes written as $\cdot$)
- So the algebraic expression of a certain digital function could be:

$$f(x,y,z) = \bar{x}\bar{y}\bar{z}\,|\bar{x}\bar{y}z|x\bar{y}\bar{z}|x\bar{y}z|xyz$$

*exceptions that we'll learn about

Digital Functions

- The "space" of the inputs is often relatively small compared to other domains and is therefore *<u>not best</u>* conveyed using plots
- Instead you will often write these using "Truth Tables"

Express your function algebraically like this:

$$f(x,y,z) = \bar{x}\bar{y}\bar{z}\,|\bar{x}\bar{y}z|x\bar{y}\bar{z}|x\bar{y}z|xyz$$

Or "graphically" like this:

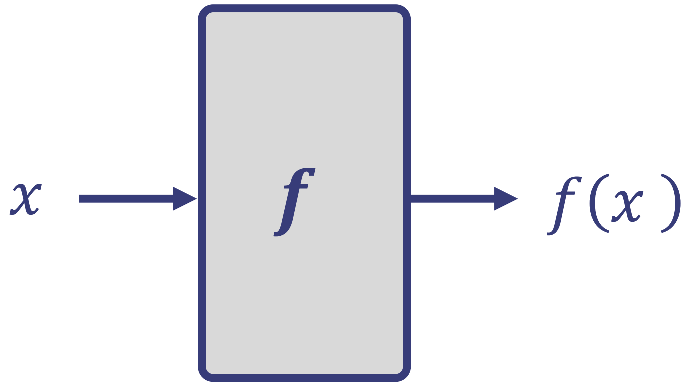
x	y	z	$f(x,y,z)$
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

Digital Functions

- As we'll see, for a low-count variable inputs, there are infinite possible functions in the Real domain $\mathbb{R}$ but only a handful of possible in the Boolean domain $\mathbb{B}$
- For small input functions, the possibilities are so few we give them names even in the digital space.

The Simplest Digital Function Class

- One Bit Input:



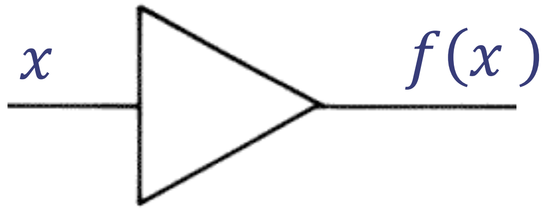
- How many possible 1-bit functions exist?

1-bit functions (input is a single value):

- How many possible 1-bit functions exist?
- Two (actually 4)…

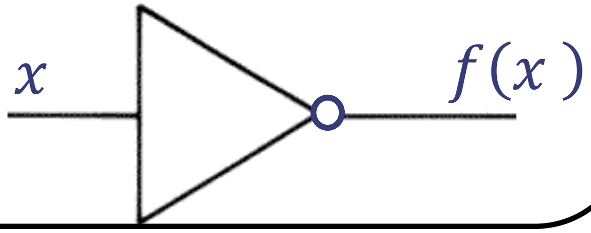
Buffer (Yes) gate:

x	$f(x)$
0	0
1	1



Inverter (Not)

x	$f(x)$
0	1
1	0



Always On gate:

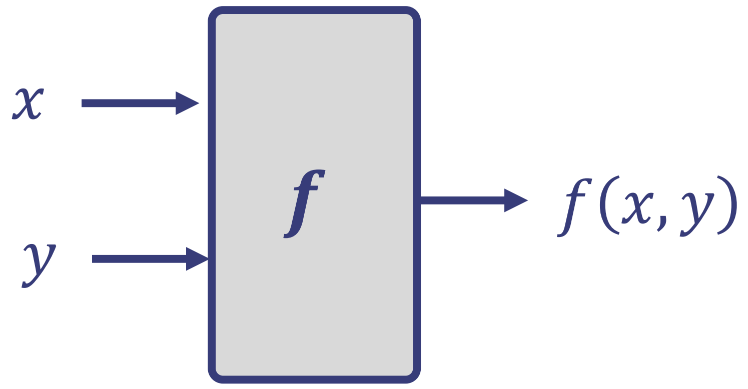
x	$f(x)$
0	1
1	1

Always Off gate:

x	$f(x)$
0	0
1	0

What About Two bits input?

- Two Bit Input:



- How many possible 2-bit functions exist?

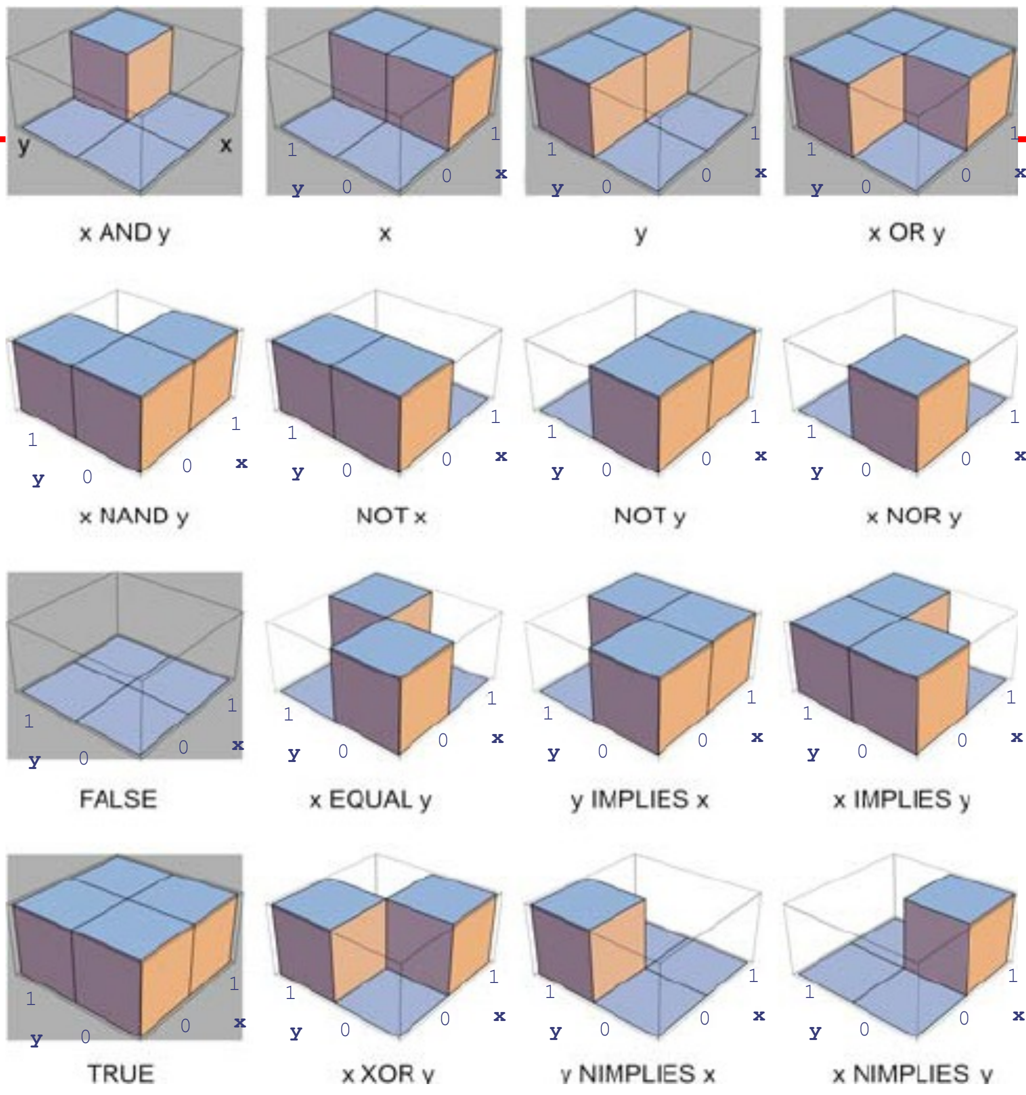
2-bit functions:

$f(x,y)$

x	y	$f(x,y)$
0	0	$f(0,0)$
0	1	$f(0,1)$
1	0	$f(1,0)$
1	1	$f(1,1)$

$2^4 = 16$ possible functions exist

Stated another way: there are 16 unique 1-0 combinations for: $f(0,0)$, $f(0,1)$, $f(1,0)$, and $f(1,1)$



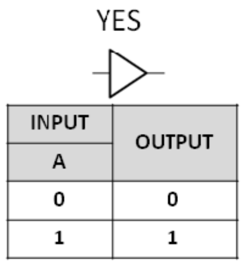
Mayo, Avi & Setty, Yaki & Shavit, Seagull & Zaslaver, Alon & Alon, Uri. (2006). Plasticity of the cis-Regulatory Input Function of a Gene. PLoS biology. 4. e45. 10.1371/journal.pbio.0040045.

Simple Truth Tables

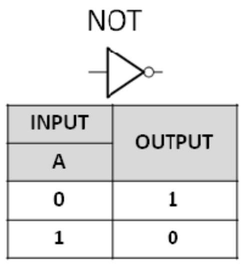
- For a single-input system, there are four possible mappings (two non-negligible)

- For a two input system, you have 4 input combinations and 16 possible truth tables

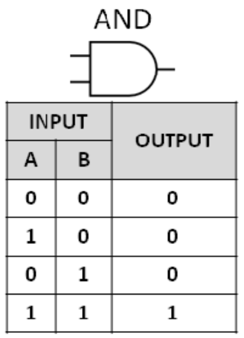
- There is a lot of complexity that these give us



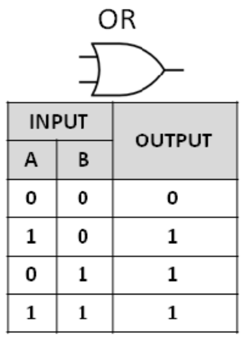
INPUT	OUTPUT
A	
0	0
1	1



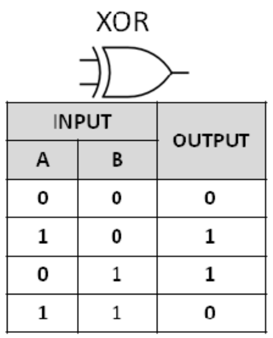
INPUT	OUTPUT
A	
0	1
1	0



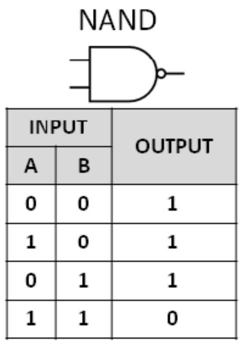
INPUT		OUTPUT
A	B	
0	0	0
1	0	0
0	1	0
1	1	1



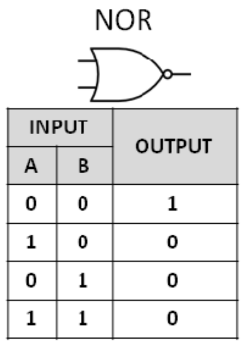
INPUT		OUTPUT
A	B	
0	0	0
1	0	1
0	1	1
1	1	1



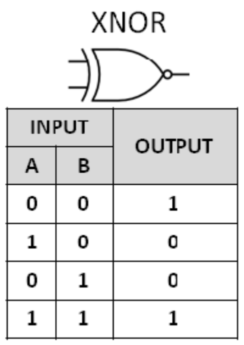
INPUT		OUTPUT
A	B	
0	0	0
1	0	1
0	1	1
1	1	0



INPUT		OUTPUT
A	B	
0	0	1
1	0	1
0	1	1
1	1	0



INPUT		OUTPUT
A	B	
0	0	1
1	0	0
0	1	0
1	1	0



INPUT		OUTPUT
A	B	
0	0	1
1	0	0
0	1	0
1	1	1

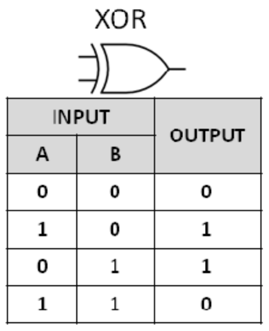
Abels and Khisamutdinov, 2015, https://www.researchgate.net/publication/291418819_Nucleic_Acid_Computing_and_its_Potential_to_Transform_Silicon-Based_Technology

Logical Reduction

- All high level operations we may want can be reduced down to combinations of these simpler logical operations
- We just need to start to see how.
- Don’t just think of the “AND” gate as ”AND” in the quasi-grammar sense of the term. A lot of things we’d want to do when writing high-level logic/programs rely on it, even if we don’t name it that explicitly.
- Same with “OR” or “XOR”

Consider just one of these truth tables "XOR"

- If 0 and 1 are numbers, XOR performs base 2 addition:
  - 0+0=0
  - 0+1=1
  - 1+0=1
  - 1+1=0 (carry 1)
- Or, if 0 means positive and 1 means negative, XOR performs sign determination of multiplication:
  - 0×0 = 0 (positive×positive = positive)
  - 0×1 = 1 (positive×negative = negative)
  - 1×0 = 1 (negative×positive = negative)
  - 1×1 = 0 (negative×negative = positive)

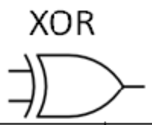


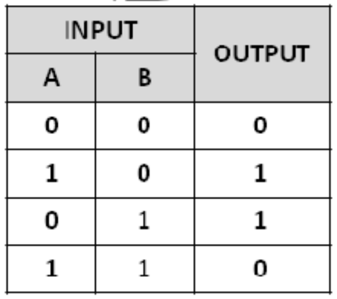
INPUT		OUTPUT
A	B	
0	0	0
1	0	1
0	1	1
1	1	0

Still thinking about ways of using XOR

- XOR expresses the if/else check:

```
if(A==1):
    output = !B
else:
    output = B
```





INPUT		OUTPUT
A	B	
0	0	0
1	0	1
0	1	1
1	1	0

- XOR it does the check: A!=B
- XOR does many others
- *All* high-level algorithmic needs find their basic implementation in these fundamental functions of AND, XOR, NAND, etc...

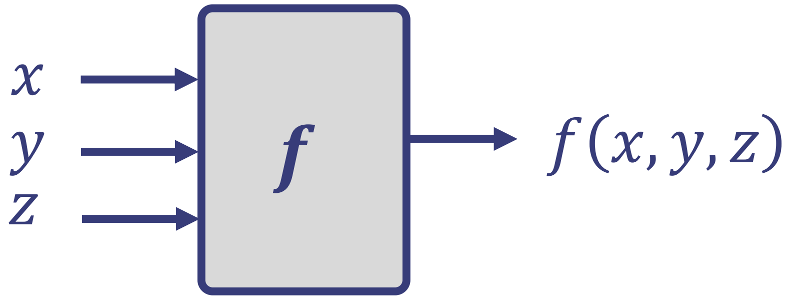
3-bit functions:

$f(x,y,z)$

$2^8 = 256$ possible patterns for f

Space of a function is based off its input width:

$2^{2^n} = 2^{2^3} = 2^8 = 256$



x	y	z	$f(x,y,z)$
0	0	0	$f(0,0,0)$
0	0	1	$f(0,0,1)$
0	1	0	$f(0,1,0)$
0	1	1	$f(0,1,1)$
1	0	0	$f(1,0,0)$
1	0	1	$f(1,0,1)$
1	1	0	$f(1,1,0)$
1	1	1	$f(1,1,1)$

More Complex Logic Functions

- 3 input Truth table:
  - A,B,C can be a three bit number:

```
if {A,B,C}==7:
    Z=1
else:
    Z=0
```

A	B	C	Z
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

  - A,B two-bit number, C some condition:

```
if {A,B}==3 and C:
    Z=1
else:
    Z=0
```

  - Etc…

https://electronicspost.com/explain-logic-and-gate-and-its-operation-with-truth-table/
https://reviseomatic.org/help/e-logic/Logic%20Truth%20Tables.php

Things Scale Quickly

- As you add more and more bits to your function’s input, the number of possible functions you can express grows astronomically…

Number of n bit functions that exist: 2^{2^n}

6-bit functions: $f(x_5, x_4, x_3, x_2, x_1, x_0)$

64 rows

x_5	x_4	x_3	x_2	x_1	x_0	$f(x_5, x_4, x_3, x_2, x_1, x_0)$
0	0	0	0	0	0	$f(0,0,0,0,0,0)$
.	.	.	.	.	.	…
1	1	1	1	1	1	$f(1,1,1,1,1,1)$

Possible functions you can express with six bit input is:

$$2^{2^6} = 2^{64} = 1.84\times10^{19}$$

Our FPGA has 33,000 individually programmable 6-input logic functions, meaning we have astronomically large possibilities to build.

Now...This…is Sort of Backwards

- A modern digital engineer usually doesn’t start with a set of truth tables and then assign meaning to them. (what we just did)…like having a hammer looking for nails.

- We usually want to go in the ***other direction***:
  - Describe some sort of logical behavior that we want (if this, then that, etc…)
  - Figure out the most efficient underlying digital function that will express all of that for us and use it!
- We don’t want to justify logic that we already have
- We want to synthesize logic to suit a purpose,

Creating Truth Tables Manually

$f(x_5, x_4, x_3, x_2, x_1, x_0)$

64 rows

x_5	x_4	x_3	x_2	x_1	x_0	$f(x_5, x_4, x_3, x_2, x_1, x_0)$
0	0	0	0	0	0	$f(0,0,0,0,0,0)$
.	.	.	.	.	.	…
1	1	1	1	1	1	$f(1,1,1,1,1,1)$

- If you can boil your function down to a truth table, it can be used to “program” the small logic functions in an FPGA!
- For simple things this isn’t too hard

Sum of Products

- One way to specify a Boolean function can be in an algebraic expression

$$f(x,y,z) = \bar{x}\bar{y}\bar{z}\ |\bar{x}\bar{y}z|x\bar{y}\bar{z}|x\bar{y}z|xyz$$

- Function is High when:
    - x is low and y is low and z is low OR
    - x is low and y is low and z is high OR
    - etc…
- Called a "Sum of Products"

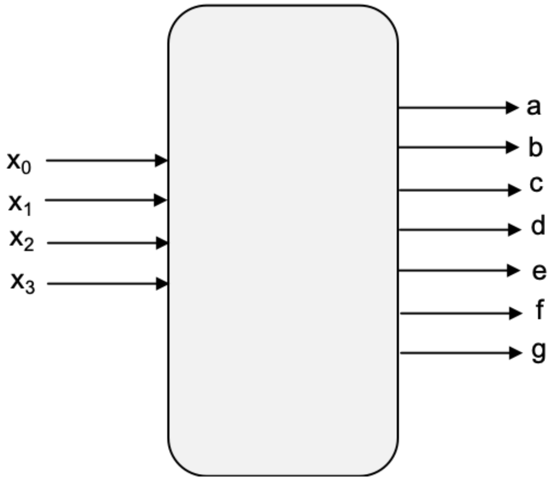
Called that because OR is sometimes drawn as + in Boolean algebra, and & is often drawn as multiply

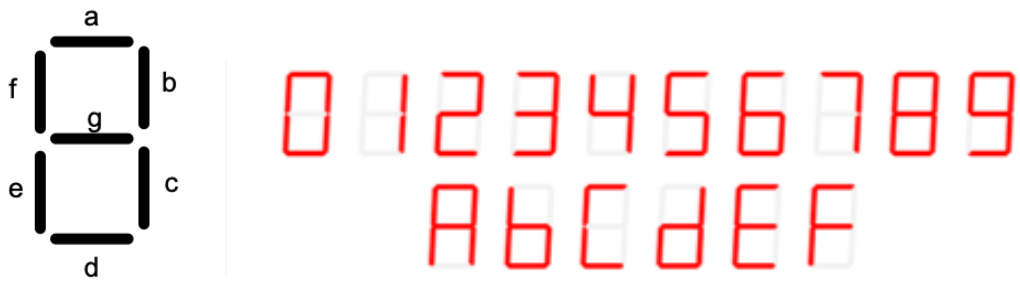
x	y	z	$f(x,y,z)$
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

Also sometimes called the "Canonical Disjunctive Normal Form"

One of Week 01’s Assignments

- In Week 01 you’ll design a 7-segment decoder:
  - Four bit digital value in encoding numbers 0 to 15 in binary
  - Seven values out which drive 7-segment LED to
  - Approach like seven separate sum of products.
    - Specify the sum-of-product for the “a” segment…then the “b” segment, etc…





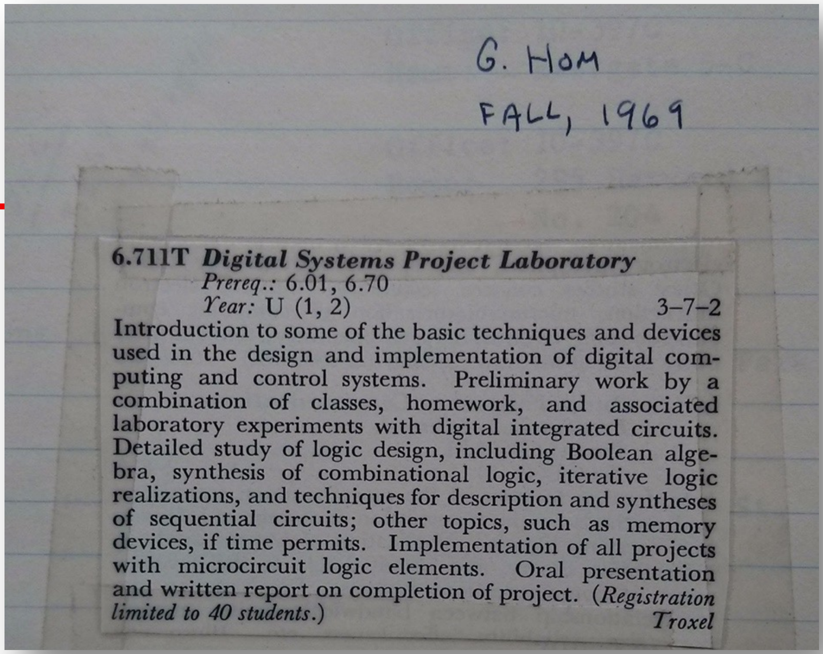
Sum of Products Does Not Scale

- Sometimes, sum of products are the easiest way to just express a digital behavior.
- But other times…we want to be able to say:
  - "If x is < 258 make an output go high, but only if button B is not pushed and also do this other thing, but only if Buttons C1 through C18 are in a 0x2AAAA pattern…"

- You can reduce this logic down to algebraic expressions and truth tables, but *it takes work*

Historically…

- That work of doing all the algebra and optimizing your circuit is what you would do in digital design including in this class.
- 6.711 → 6.111 → 6.205



G. Hom
FALL, 1969

6.711T *Digital Systems Project Laboratory*
Prereq.: 6.01, 6.70
Year: U (1, 2) 3–7–2

Introduction to some of the basic techniques and devices used in the design and implementation of digital computing and control systems. Preliminary work by a combination of classes, homework, and associated laboratory experiments with digital integrated circuits. Detailed study of logic design, including Boolean algebra, synthesis of combinational logic, iterative logic realizations, and techniques for description and syntheses of sequential circuits; other topics, such as memory devices, if time permits. Implementation of all projects with microcircuit logic elements. Oral presentation and written report on completion of project. (*Registration limited to 40 students.*) *Troxel*

Sum of Products Does Not Scale

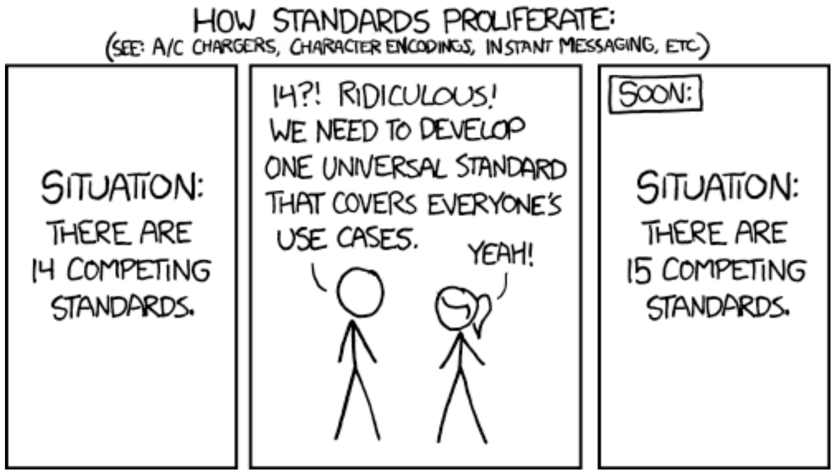
- Sometimes, sum of products are the easiest way to just express a digital behavior.
- But other times…we want to be able to say:
  - "If x is < 258 make an output go high, but only if button B is not pushed and also do this other thing, but only if Buttons C1 through C18 are in a 0x2AAAA pattern…"
- You can reduce this logic down to algebraic expressions and truth tables, but *it takes work*
- Now we use higher level constructs and this is really where **Hardware Description Languages** come in.

SystemVerilog

A Hardware Description Language interprets high-level algorithmic expressions into low-level digital logic

Verilog…VHDL…Chisel…SystemVerilog…SystemC…Bluespec…Minispec…Verik…Veryl…UVM…Amaranth…Lucid...forever and ever amen.

- We use Verilog and SystemVerilog since it really is an industry standard.
- Yeah... Verilog sucks in lots of ways, but I think it is a really good language to know and have some fluency in
- Lots of alternatives, but I'll leave that to you to discover in other situations/classes


HOW STANDARDS PROLIFERATE:
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC)
SITUATION: THERE ARE 14 COMPETING STANDARDS.
14?! RIDICULOUS! WE NEED TO DEVELOP ONE UNIVERSAL STANDARD THAT COVERS EVERYONE'S USE CASES.
YEAH!
SOON:
SITUATION: THERE ARE 15 COMPETING STANDARDS.

Credit: xkcd

Verilog: A Hardware Description Language (HDL)

- Verilog is can/be two things:
  - A language used to describe hardware (synthesizable)
  - A language used for simulation of hardware (simulatable)
- The bulk of your work in 6.205 will be be in designing Verilog to synthesize onto a device
- We'll then use Python for simulating this year (using a library called cocotb) so we won't use Verilog to simulate much.

Variables in Verilog

- In Verilog:
  - `logic` is one type of variable
  - *How* a `logic` gets *used* determines what it represents

```
//variables:
logic a; //create one
logic b; //create another
logic c,d,e; //create several at same time
```

Variables in Verilog

- In Verilog we have flexibility to specify the size of variables:
  - By default things are one bit, but you can specify sizes like shown below (sizing specified left to right):

```
//variables:
logic a; //create one bit variable
logic [3:0] b; //create four bit variable
logic [11:0] c,d,e; //create several 12 bit variables
```

- Why not just use standard types (32 bit int for example)?
  - You can, but unless needed, why waste the resources?
  - If you need four bits, just use four bits

Values in Verilog

- Good practice to always specify values in the following form: `S'Txxxx_xxxx` where
  - `S` is the size of the number (in bits)
  - `'` is the single quote marker
  - T is the numerical base you're specifying the value in
    - b for binary (0,1)
    - d for decimal (0,1,2,3,4,5,6,7,8,9)
    - h for hex (0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F)
  - **xxxx_xxxx** are your values
    - The _ is ignored in evaluation
    - use _ to make more readable
    - Don't need to use _ but is really nice

Values in Verilog

- Some examples:

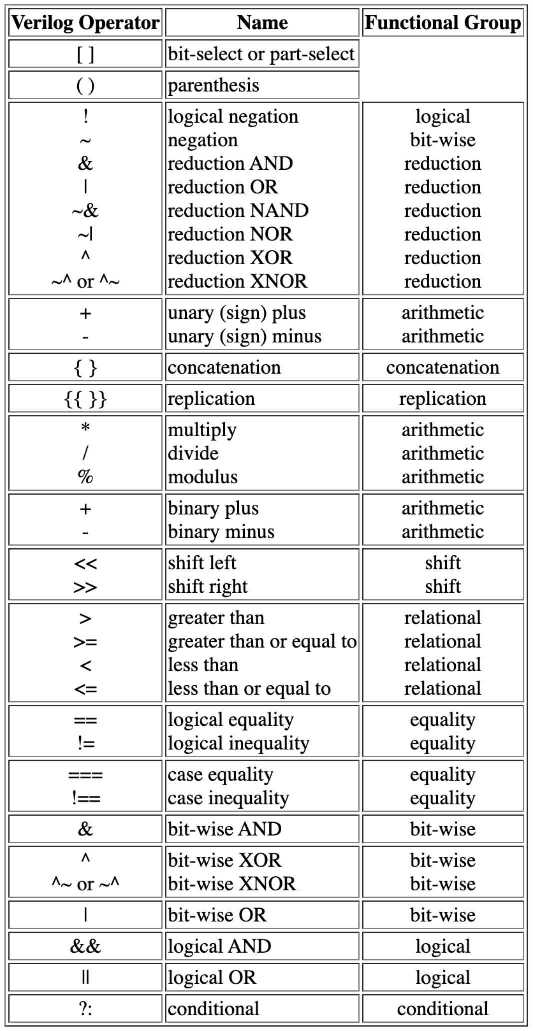
```
10'b1010_01010_00; //10 bit size of value...
10'b1; //10 bit value but only lsb specified...so this is saying 10'b0000_0000_01;
12'hF0F; //12 bits..this would be 12'b1111_0000_1111;
9'hF0F; //9 bits so 9'b1_0000_1111; top three cut off since we said only 9 long
15; //assumed to be an 32 bit integer by default:
    //              'b0000_0000_0000_0000_0000_0000_0000_1111;
```

Values of Bits

- Each bit can take on four values:
  - 1: Logical 1
  - 0: Logical 0
  - X: Undefined
  - Z: High Impedance

Order of Operations in Verilog

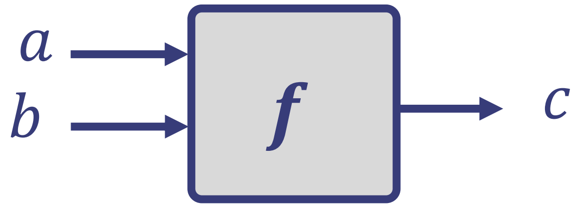
- Be careful!
- The order is not always what you expect!
- Use parentheses for safety!



Verilog Operator	Name	Functional Group
[ ]	bit-select or part-select	
( )	parenthesis	
!	logical negation	logical
~	negation	bit-wise
&	reduction AND	reduction
|	reduction OR	reduction
~&	reduction NAND	reduction
~|	reduction NOR	reduction
^	reduction XOR	reduction
~^ or ^~	reduction XNOR	reduction
+	unary (sign) plus	arithmetic
-	unary (sign) minus	arithmetic
{ }	concatenation	concatenation
{{ }}	replication	replication
*	multiply	arithmetic
/	divide	arithmetic
%	modulus	arithmetic
+	binary plus	arithmetic
-	binary minus	arithmetic
<<	shift left	shift
>>	shift right	shift
>	greater than	relational
>=	greater than or equal to	relational
<	less than	relational
<=	less than or equal to	relational
==	logical equality	equality
!=	logical inequality	equality
===	case equality	equality
!==	case inequality	equality
&	bit-wise AND	bit-wise
^	bit-wise XOR	bit-wise
^~ or ~^	bit-wise XNOR	bit-wise
|	bit-wise OR	bit-wise
&&	logical AND	logical
||	logical OR	logical
?:	conditional	conditional

https://class.ece.uw.edu/cadta/verilog/operators.html

Creating Pure Digital Functions



- Two ways:
  - Using `assign` statements
  - Using `always_comb` blocks
- Let's say I wanted `c = b || a` aka "`c = b OR a`"

```
//create combinational...
//element with assign:
logic a, b, c;
assign c = a || b;
```

```
//create combinational element...
// with always_comb block:
logic a, b, c;
always_comb begin
  c = a || b;
end
```

Will result in a piece of combinational logic that carries out this Boolean function:

INPUT		OUTPUT
A	B	
0	0	0
1	0	1
0	1	1
1	1	1

What about "Higher Level" Constructs?

- If/Else Statements?

- For Example:
  - *Have three one-bit inputs (x,y,z) and a one-bit output.*
  - *If any two or more inputs are 1, the output is 1*
  - *(aka a "majority function")*

Majority Function Solution #1

```
logic x,y,z,output_1;
//one way (“Sum of products”):
assign output_1 = (!x && y && z)|| (x && !y && z) || (x && y && !z) || (x & y && z);
```

- And Verilog is like C in terms of formatting…use indents to improve readability!!!

```
logic x,y,z,output_1;
//one way (“Sum of products”):
assign output_1 = (!x && y && z) ||
                  (x && !y && z) ||
                  (x && y && !z) ||
                  (x & y && z);
```

Majority Function Solution #2

```
logic x,y,z,output_1;

//another way (alternative sum of products approach):
//('b is base header for binary, so 'b011 means 011 in binary)
assign output_1 = ({x,y,z}=='b011)||
                  ({x,y,z}=='b101)||
                  ({x,y,z}=='b110)||
                  ({x,y,z}=='b111);
```

So readable!

Majority Function Solution #3

```
logic x,y,z,output_1;

//another way (chained ternary operator)
assign output_1 = {x,y,z}>=5?1:{x,y,z}==3?:1:0;
//numbers not specified with base header default to base 10!
```

OK…I mean this is maybe a bit better…
This is code where comments would help everyone involved

Majority Function Solution #4

```
logic x,y,z,output_1;

// same logic as previous ternary chain
// done with always_comb block
always_comb begin
  if ({x,y,z}>=5))begin
    output_1 = 1'b1;//specify bit
  end else if ({x,y,z}==3'b101) begin
    output_1 = 1'b1;
  end else begin
    output_1=0;
  end
end
```

Majority Function Solution #5

```
logic x,y,z,output_1;

//ternary chain previous except done with always_comb block (different)
// this way default sets output_1 to 0 and changes to only on certain conditions
always_comb begin
  output_1=0;
  if ({x,y,z}>=5))begin
    output_1 = 1'b1;//specify bit
  end else if ({x,y,z}==3'b101) begin
    output_1 = 1'b1;
  end
end
// Be very careful with this right now...the way this works can easily lead to confusion
// about things and how to understand System/Verilog
```

Majority Function Solution(s) all together for review

```
logic x,y,z,output_1;
//one way (“Sum of products”):
assign output_1 = (!x && y && z)|| (x && !y && z) || (x && y && !z) || (x & y && z);
//another way: ('b is base header for binary, so 'b011 means 011 in binary)
assign output_1 = ({x,y,z}=='b011)||({x,y,z}=='b101)||({x,y,z}=='b110)||({x,y,z}=='b111);
//another way (chained ternary operator)
assign output_1 = {x,y,z}>=5?1:{x,y,z}==3?:1:0;
//numbers not specified with base header default to base 10!
//ternary chain above except done with alway_comb block
always_comb begin
  if ({x,y,z}>=5))begin
    output_1 = 1'b1;//specify bit
  end else if ({x,y,z}==3'b101) begin
    output_1 = 1'b1;
  end else begin
    output_1=0;
  end
end
//ternary chain above except done with always_comb block (different)
always_comb begin
  output_1=0;
  if ({x,y,z}>=5))begin
    output_1 = 1'b1;//specify bit
  end else if ({x,y,z}==3'b101) begin
    output_1 = 1'b1;
  end
end
```

The result of EACH of these lines?

- The logic expressed by this truth table:

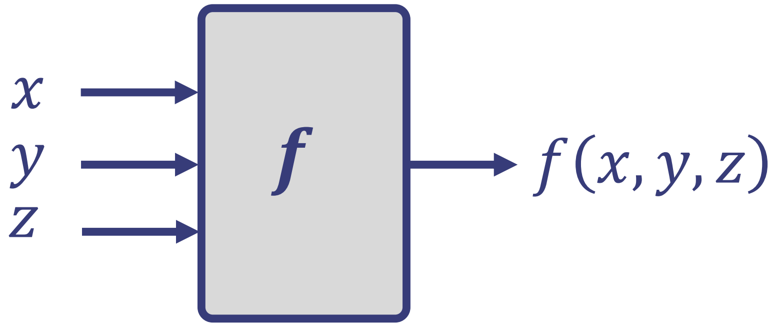
x	*y*	*z*	*output_1*
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

* Which can be built using ¼ of 1/33000th of our FPGA

- There’s often more than one way to write a thing in Verilog

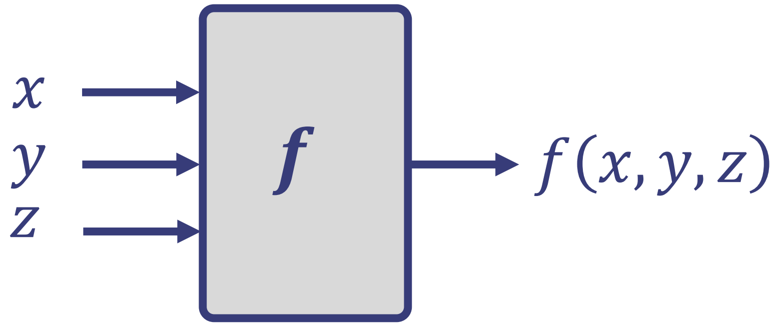
Now…life hits us

- Theoretical Idea of a digital function is divorced from concept of time, but…
- Everything takes time to occur because of capacitance, non-idealities, the speed of light, etc…:



- BIG QUESTION. If you set x,y,z, how long until you see the correct result at the output?

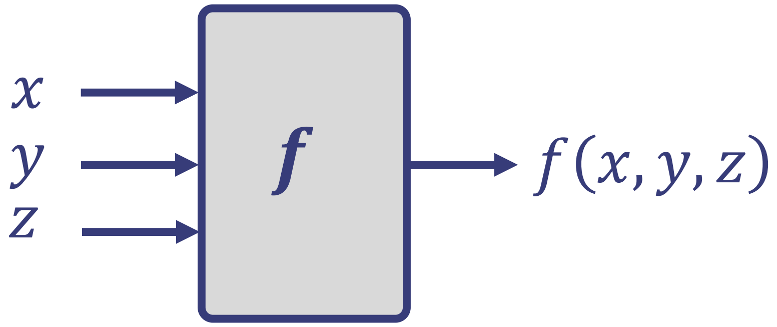
Delays



- Two big numbers for a Digital Function:
  - t_{cd}**: Contamination Delay:** The *minimum* time it takes from an input change on a function to affect the output of function
  - t_{pd}**: Propagation Delay:** The *maximum* time it takes from an input change on a function to affect the output of function
- Therefore, when a new input is presented to a digital (combinational function), it will take *between* t_{cd} and t_{pd} for it to calculate!
- Can also think of these as best/worst case response times
- During t_{pd} ***the input must be held stable***

How Many Calculations per second?

- We'll often want to feed in one set of inputs and then another and then another and then another, harvesting the outputs as they appear.
- If a module has:
  - $t_{cd} = 1\text{ns}$
  - $t_{pd} = 5\text{ns}$
- How many calculations can we get per second?



Modules

- Use modules to compartmentalize/reuse your code:

```
module f1( input wire x,
           input wire y,
           input wire z,
           output logic output_1);

  assign output_1 = ({x,y,z}=='b011)||
         ({x,y,z}=='b101)||({x,y,z}=='b110)||
         ({x,y,z}=='b111);
endmodule
```

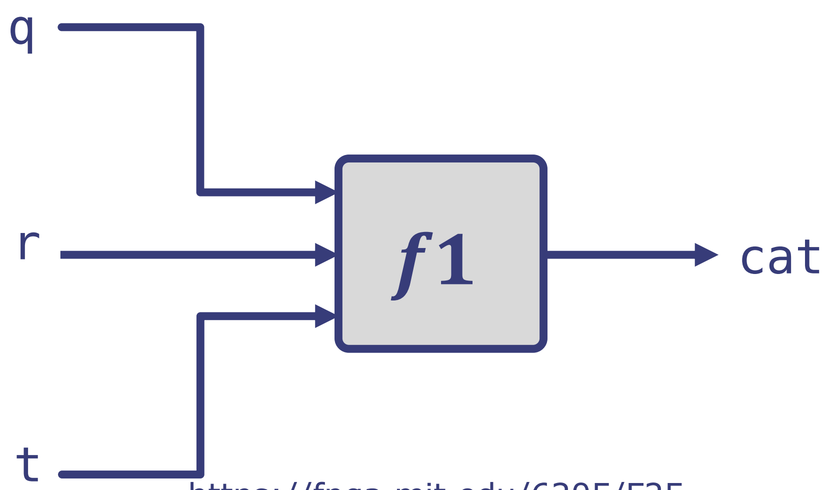
- Then you can make an instance!

Modules

- Use modules to compartmentalize/reuse your code.
- Then you can make an instance:

```
logic q,r,t,cat;
//declare instance of that module:
f1 my_f1(.x(q), .y(r), .z(t), .output_1(cat));
```

- Which will build a circuit like this:



And you can build from here

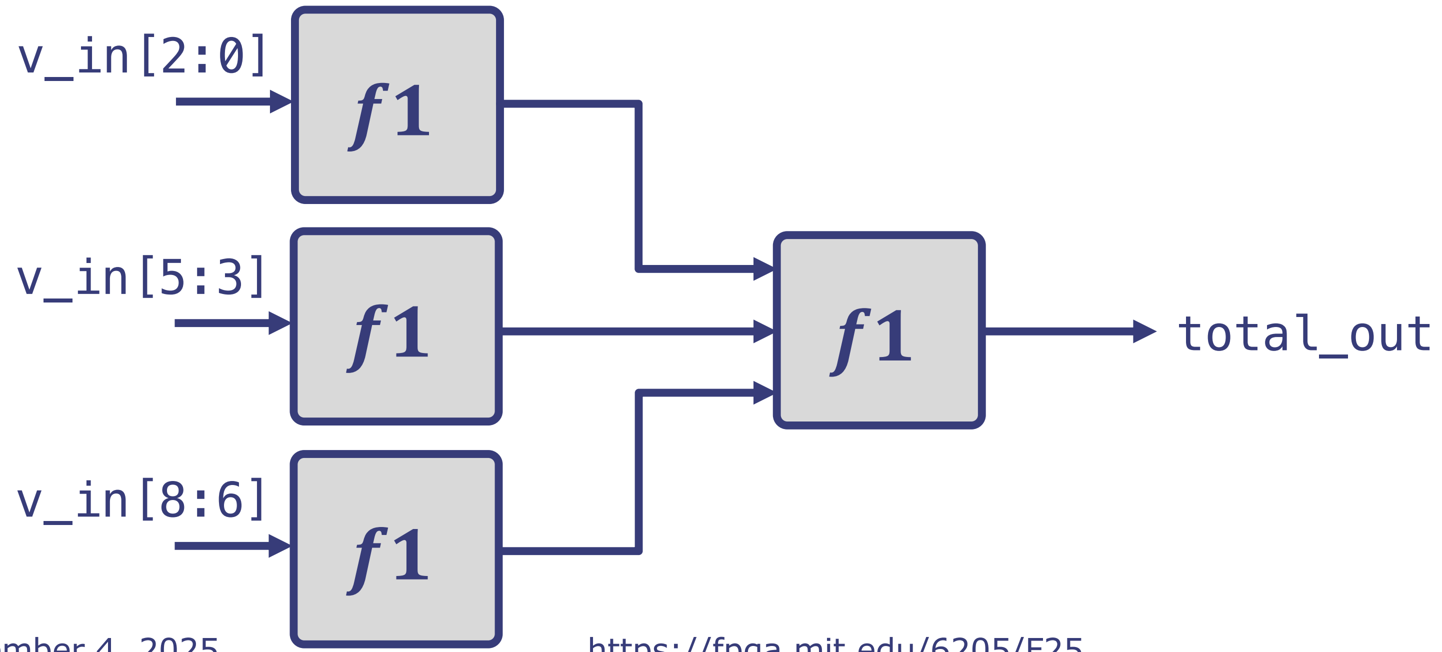
- What if you wanted a majority function of majority functions?

```
logic [8:0] v_in;
logic [2:0] intermediates;
logic total_out;
//declare separate instances of that same module:
f1 f11(.x(v_in[2]), .y(v_in[1]), .z(v_in[0]), .output_1(intermediates[0]));
f1 f12(.x(v_in[5]), .y(v_in[4]), .z(v_in[3]), .output_1(intermediates[1]));
f1 f13(.x(v_in[8]), .y(v_in[7]), .z(v_in[6]), .output_1(intermediates[3]));
//final layer:
f1 f1total( .x(intermediates[2]), .y(intermediates[1]),
           .z(intermediates[0]), .output_1(total_out));
```

Majority of Majority

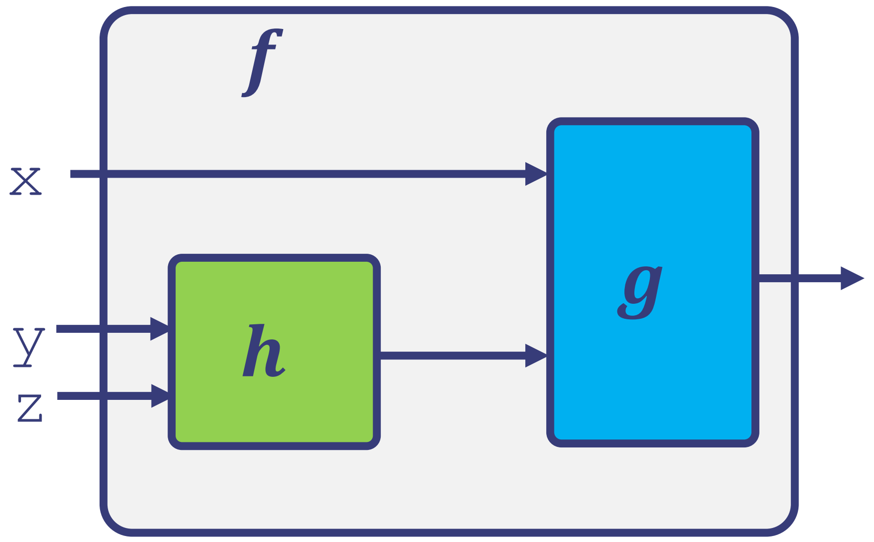
```
logic [8:0] v_in;
logic [2:0] intermediates;
logic total_out;
//declare instance of that module:
f1 f11(.x(v_in[2]), .y(v_in[1]), .z(v_in[0]), .output_1(intermediates[0]));
f1 f12(.x(v_in[5]), .y(v_in[4]), .z(v_in[3]), .output_1(intermediates[1]));
f1 f13(.x(v_in[8]), .y(v_in[7]), .z(v_in[6]), .output_1(intermediates[3]));

f1 f1total( .x(intermediates[2]), .y(intermediates[1]),
            .z(intermediates[0]), .output_1(total_out));
```



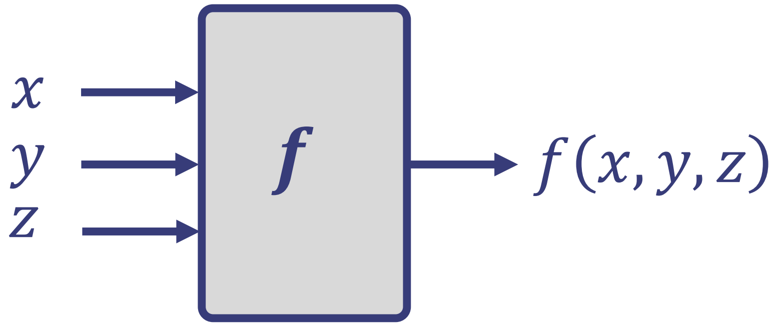
As we start to Attach things…

- Functions Driving Functions… $f(x,y,z) = g(x, h(y,z))$



- Any potential problems?

Delays



- Two big numbers for a Digital Function:
  - t_{cd}: **Contamination Delay:** The *minimum* time it takes from an input change on a function to appear at output of function
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- Therefore, when a new input is presented to a digital (combinational function), it will take *between* t_{cd} and t_{pd} for it to calculate!
- Can also think of these as best/worst case response times
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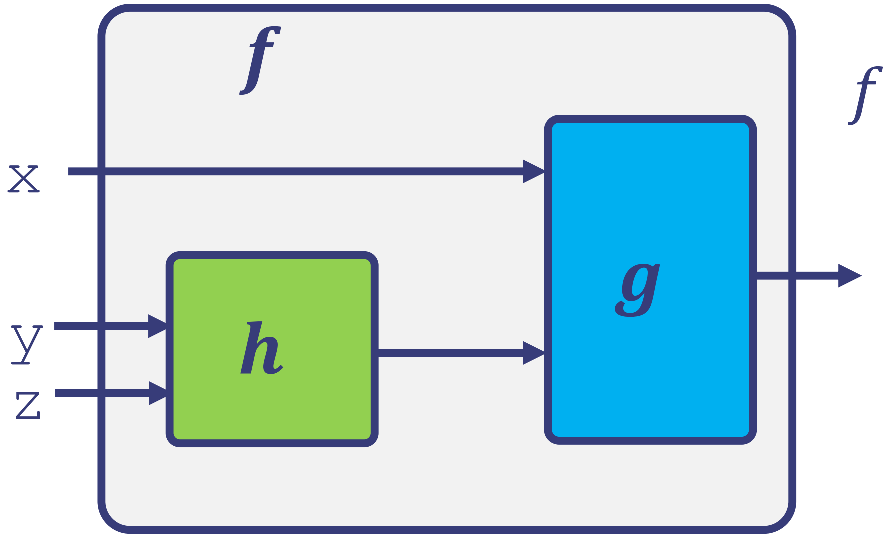
As we start to Attach things…



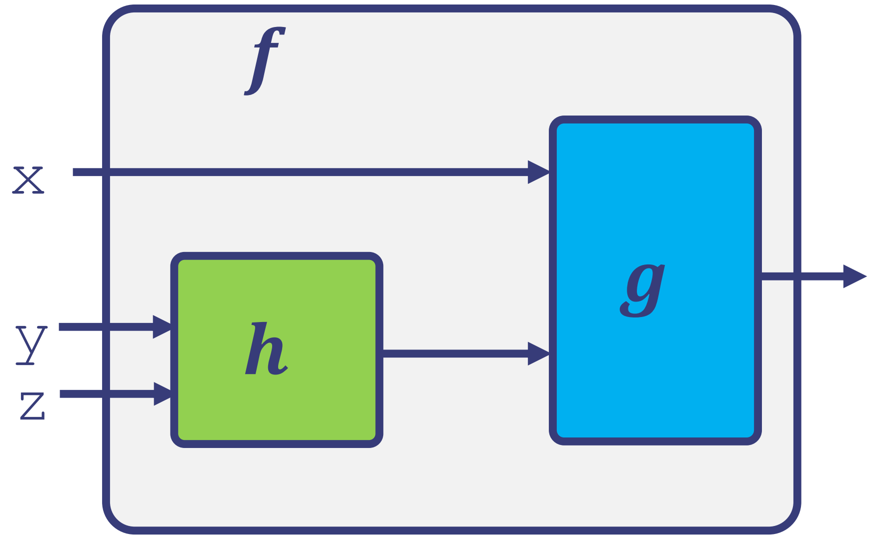
$f(x, y, z) = g\big(x, h(y, z)\big)$

- Function *g* cannot start calculating its final answer until *h* has determined its own final answer.
  - If h needs $\boldsymbol{t_{pdh}}$ to calculate and *g* needs $\boldsymbol{t_{pdg}}$ that means…

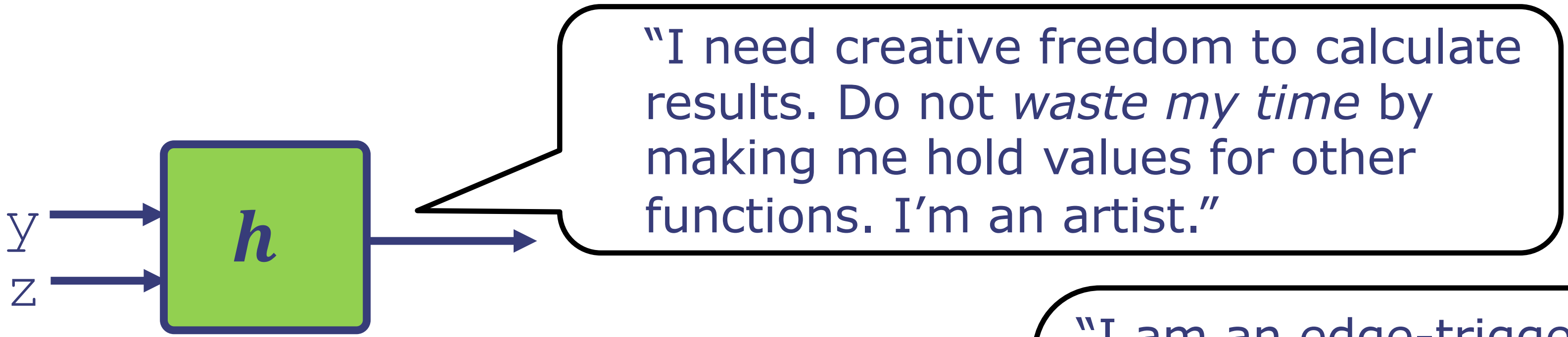
System as a Whole?

- The t_{pd} of the whole system has gone up!
- So the throughput of the whole system has gone down.
- But this is only half the problem.

- The module *h* is meant to calculate, but we're requiring it **to hold its result** for the benefit of *g*.
- That is a *waste* of its potential



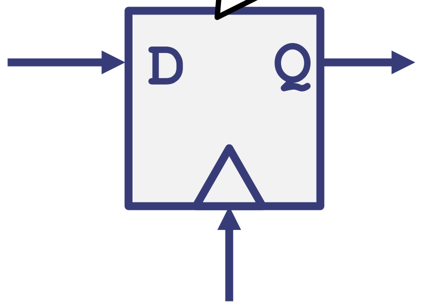
How to Fix?



"I need creative freedom to calculate results. Do not *waste my time* by making me hold values for other functions. I'm an artist."

- We fix with flip flops

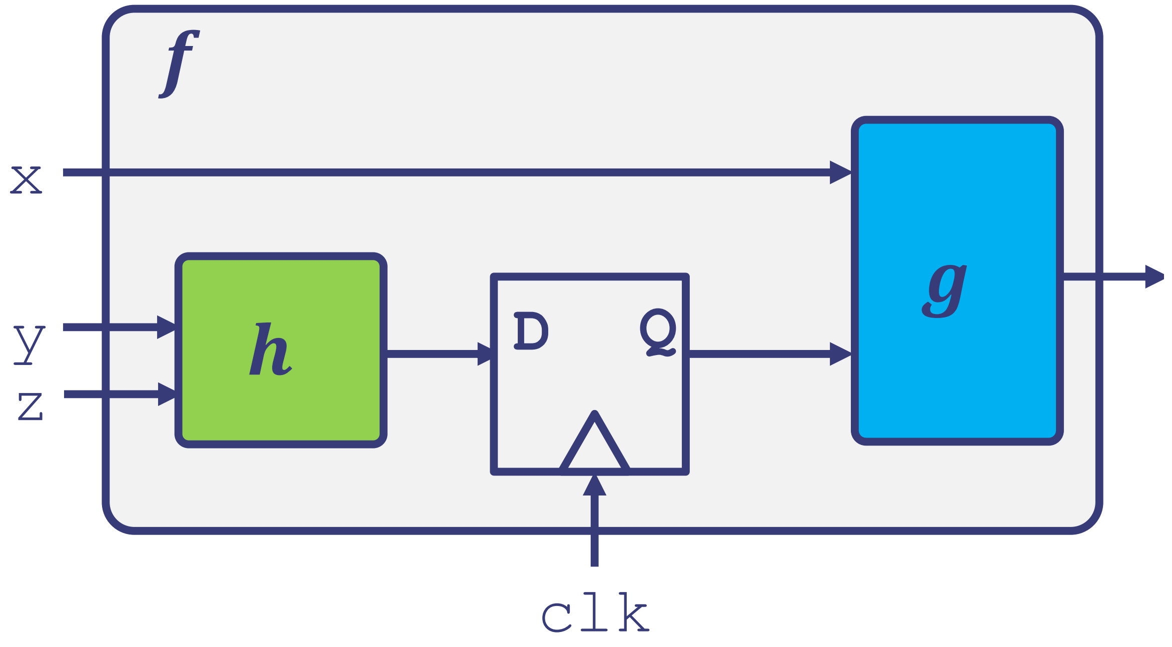
"I am an edge-triggered D flip flip. I will hold your prior result while you calculate the next one. This will help you and lead to a better society overall."



Fixing function *f*

- Make clk a periodic signal
- Every so often grab a result from h and hold it input of g.

- Frees up h to calculate *at the same time* that *g* is calculating (albeit on different sets of data)

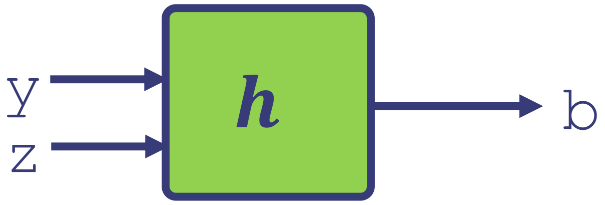


****Preview/review/spoilerz: this is not a perfect solution…it introduces other issues (we'll spend next few weeks talking about them)***

Originally We had:

- Pure combinational version of the h function:

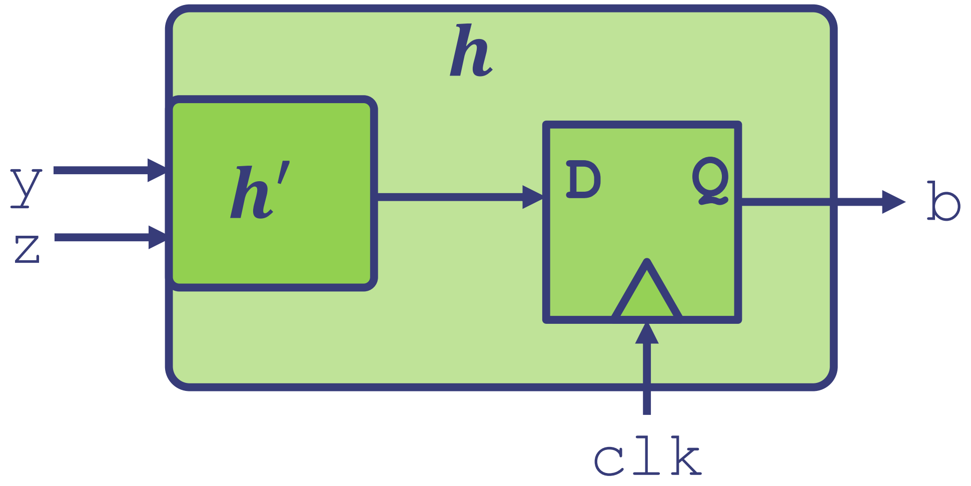
```
module h (input wire [7:0] y, input wire [7:0] z, output logic b);
    always_comb begin
        b = y>z;
    end
endmodule
```



Incorporate a Flip Flop in it.

- Same logic but put a flip flop on output

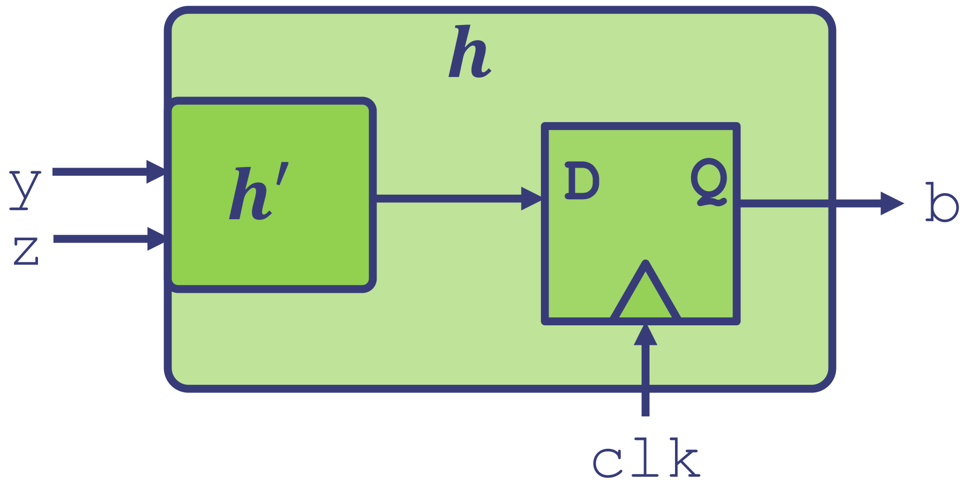
```
module h (input wire clk, input wire [7:0] y, input wire [7:0] z, output logic b);
    logic b_i;

    always_comb begin
        b_i = y>z;
    end

    always_ff @(posedge clk) begin
        b <= bi;
    end
endmodule
```



Incorporate a Flip Flop in it.

- Or said more succinctly...

```
module h (input wire clk, input wire [7:0] y, input wire [7:0] z, output logic b);
    always_ff @(posedge clk) begin
        b <= y>z;
    end
endmodule
```



One Last Thought for Day 1

- This is glimpse of the digital design situation.
- It is a constant battle against time.
- Worrying about how long a calculation will take
- Making sure no part of your design is wasting time

- Meeting timing in your designs will become a key piece of who *you* are as a person.

What’s Next

- Get Lab Kit (you can get in office hours starting after 4:15 pm -6:15pm today…or at any office hours with a TA…see calendar…so that’s Kiran, Yoland, Monica, or Hasan or Joe)
- Week 1 assignments are out now (on course website). Due next Wednesday September 10 at night at 11:59pm