EITF35: Introduction to Structured VLSI Design

Part 3.1.1: FSMD

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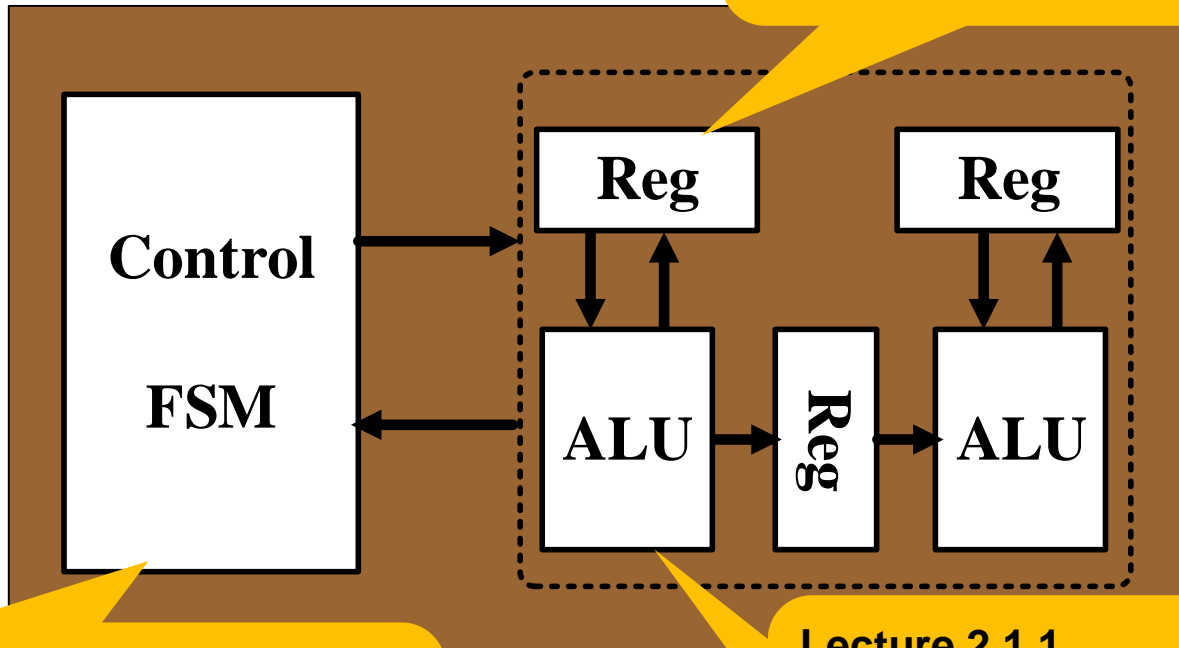liang.liu@eit.lth.se

Digital VLSI

Lecture 2.2.1
- **Data storage**
- **Setup & hold timing**
- **No Latch**

Reg   **Reg**

Control

FSM

ALU   **Reg**   **ALU**

Lecture 1.2.1
- **Current state -> next state**
- **Output logic**

Lecture 2.1.1
- **Order-irrelevent logic**
- **Complexity**
- **Propogation delay**

Outline

☐ **FSMD Overview**

☐ **Algorithmic state machine with data-path (ASMD)**

☐ **FSMD design of a repetitive-addition multiplier**

☐ **Timing analysis of FSMD**

Why FSMD? Start with algorithm

☐ **Task:** sums four elements of an array, divides the sum by 8 and rounds the result to the closest integer

```
size = 4
sum = 0;
for i in (0 to size-1) do {
    sum = sum + a(i);}
q = sum / 8;
r = sum rem 8;
if (r > 3) {
    q = q+1;}
outp = q;
```

Algorithm: a sequence steps of actions

☐ **Two characteristics of an algorithm:**

- Use of **variables**
  e.g., sum, or q = q + 1

- **Sequential execution**
  e.g., sum must be finished before division

Converting algorithm to hardware

☐ **"Dataflow" implementation in VHDL**

- Convert the algorithm in to **combinational circuit**

```
sum  <= 0;
sum0 <= a(0);
sum1 <= sum0 + a(1);
sum2 <= sum1 + a(2);
sum3 <= sum2 + a(3);
q <= "000" & sum3(8 downto 3);
r <= "00000" & sum3(2 downto 0);
outp <= q + 1 when (r > 3) else q;
```
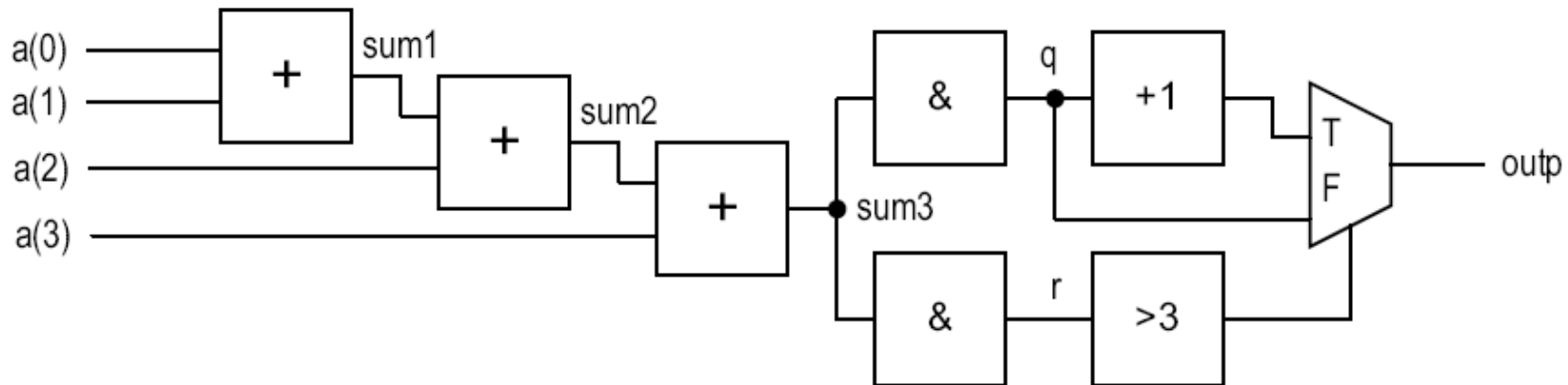
The "sequential" operations are represented by the data flow from left to right
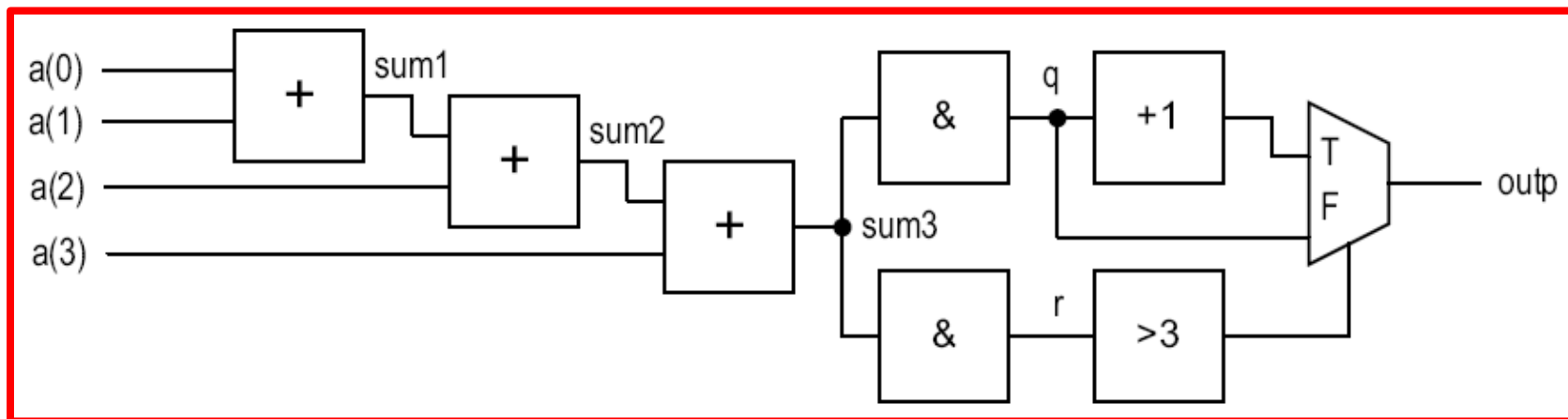
Dataflow Implementation: Drawbacks

☐ **Problems with dataflow implementation:**

- Can only be applied to simple trivial algorithm

- **Not flexible**

    ☐ *What if size=10, 100, 1000 …*

    ☐ *or size = n, i.e., size is determined by an external input*

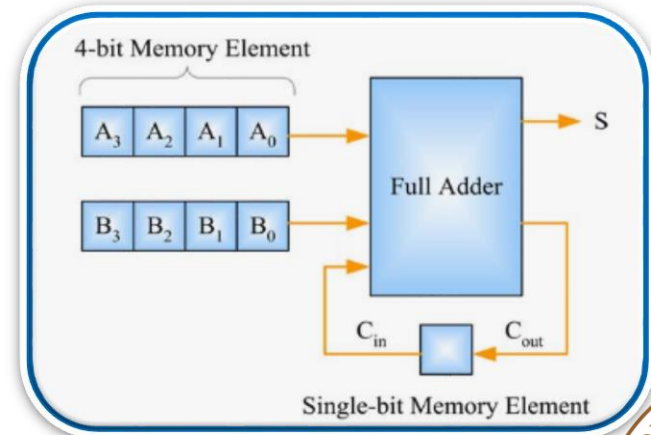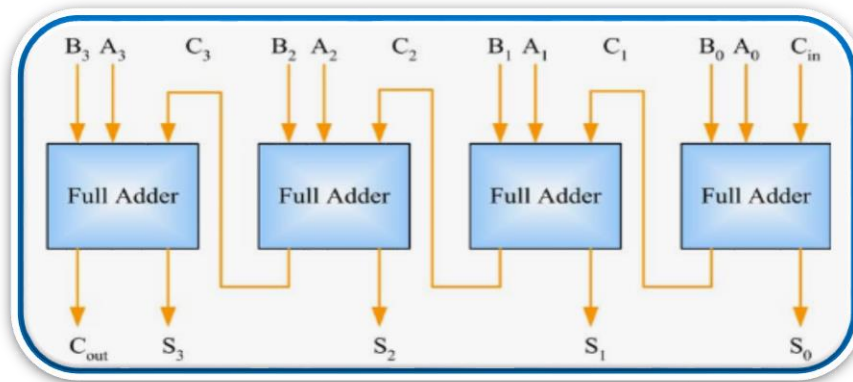   ☐ *or changing operation depending on instructions*

Alternatively?

☐ **Hardware resembles the *variable* and *sequential* execution model**

- Use **register** to store *intermediate data* and imitate *variable*

   e.g. sum=sum+a => sum_reg+a_reg->sum_reg

- Basic format of **RT operation**

$$r_{dest} \leftarrow f(r_{src1}, \ldots, r_{srcn})$$

- Sequence of data manipulation and transfer among registers (**RTL**)

RT Operation: Timing

$$r_{\text{dest}} \leftarrow f(r_{\text{src1}}, r_{\text{src2}}, \dots, r_{\text{srcn}})$$
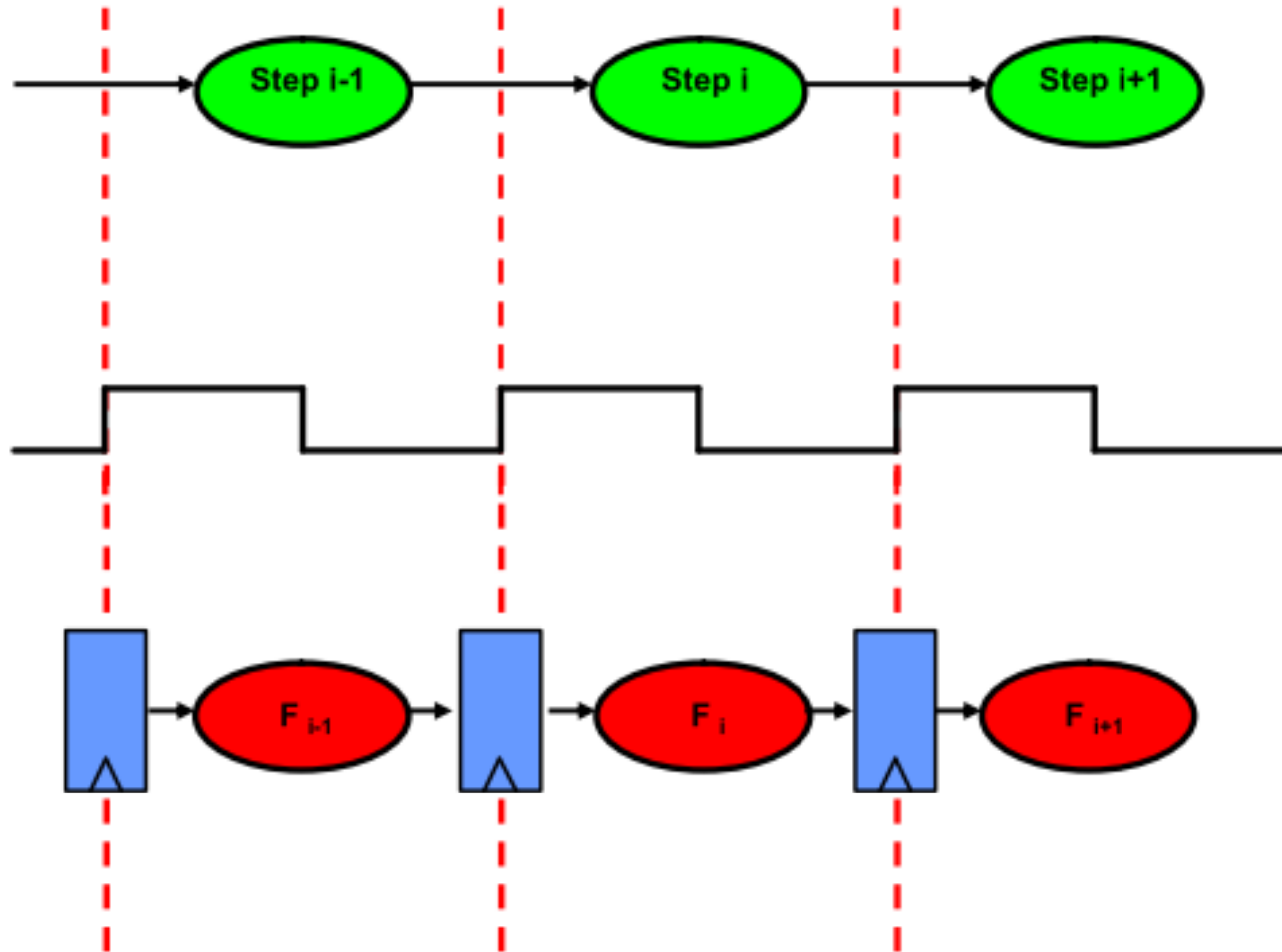
☐ **Timing:**

- **Hardware!** major difference between a *variable* and a *register* is that a explicit **clock** is embedded in an RT operation
- Rising edge of clk: outputs of source reg r_{src1} r_{src2} etc. are available
- The output are passed to a combinational circuit that performs *f( )*
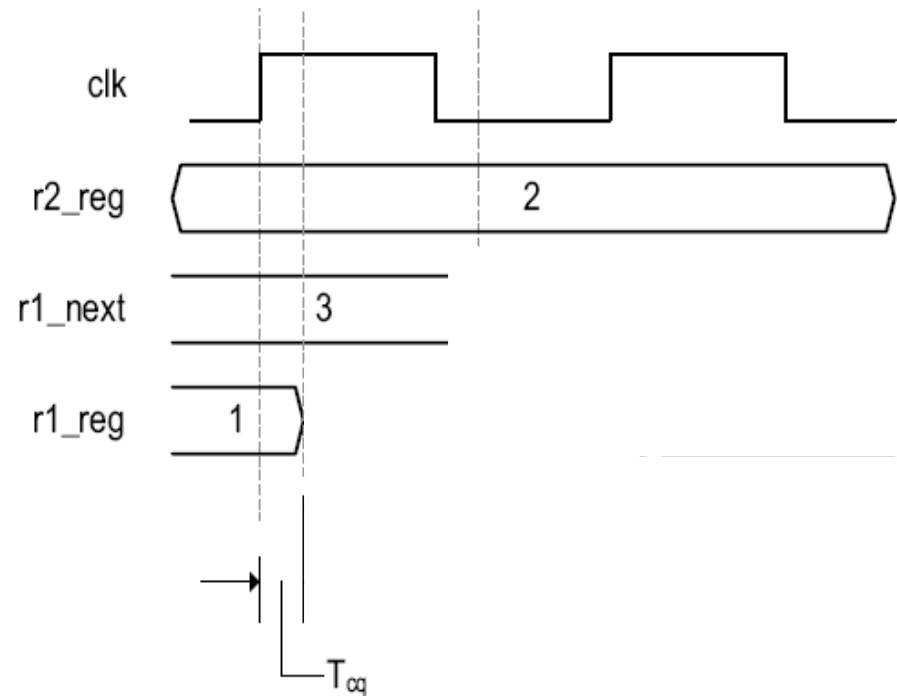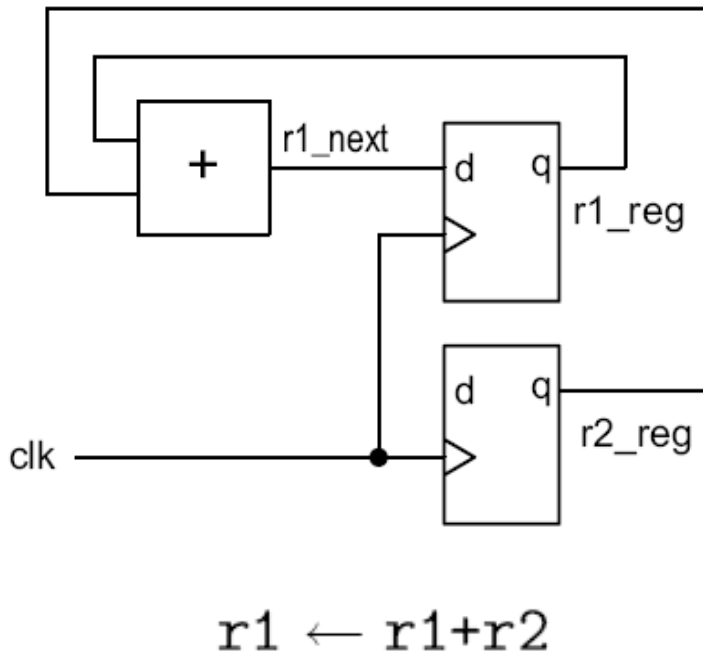- At the **NEXT** **rising edge** of the clock, the result is stored into r_{dest}
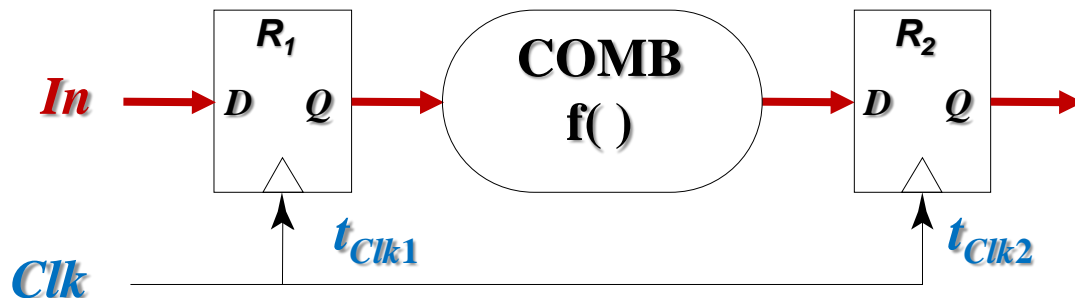
RT Operation: Timing

Hardware Mapping of RT: Example 1

☐ E.g. r1← r1+r2

- C1: r1_next<=r1_reg+r2_reg
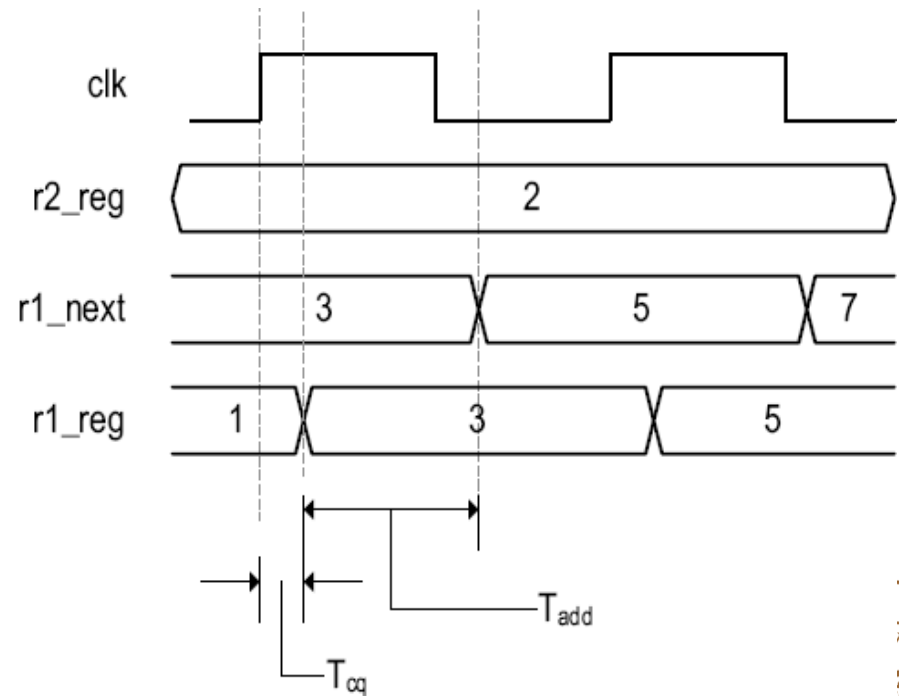- C2: r1_reg<=r1_next

$$r1 \leftarrow r1+r2$$

Hardware Mapping of RT: Example 1

☐ E.g. r1← r1+r2

- C1: r1_next<=r1_reg+r2_reg
- C2: r1_reg<=r1_next

$$r1 \leftarrow r1+r2$$

Hardware Mapping of RT: Example 2

☐ **Multiple RT operations**

How can we organize multiple operations on one register (in a time-multiplexing way)?

$$r1 \leftarrow 1;$$
$$r1 \leftarrow r1 + r2;$$
$$r1 \leftarrow r1 + 1;$$
$$r1 \leftarrow r1;$$

Control signals are needed!
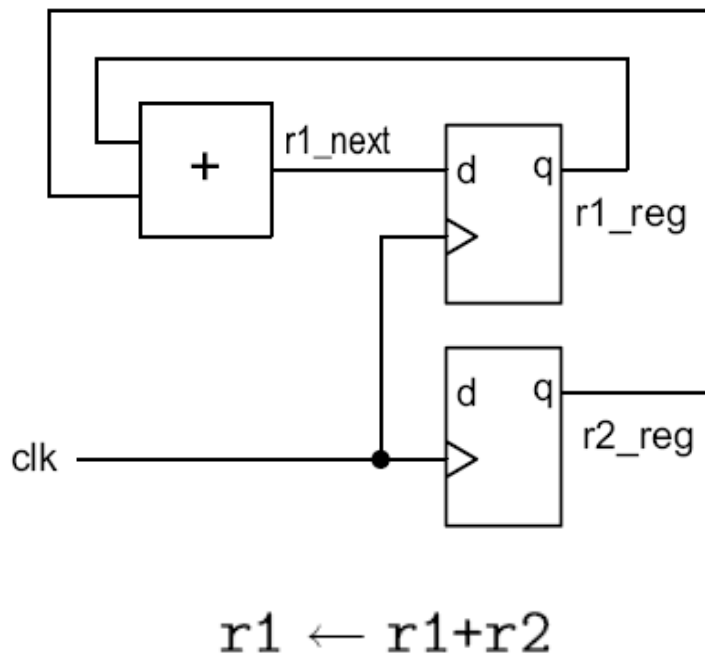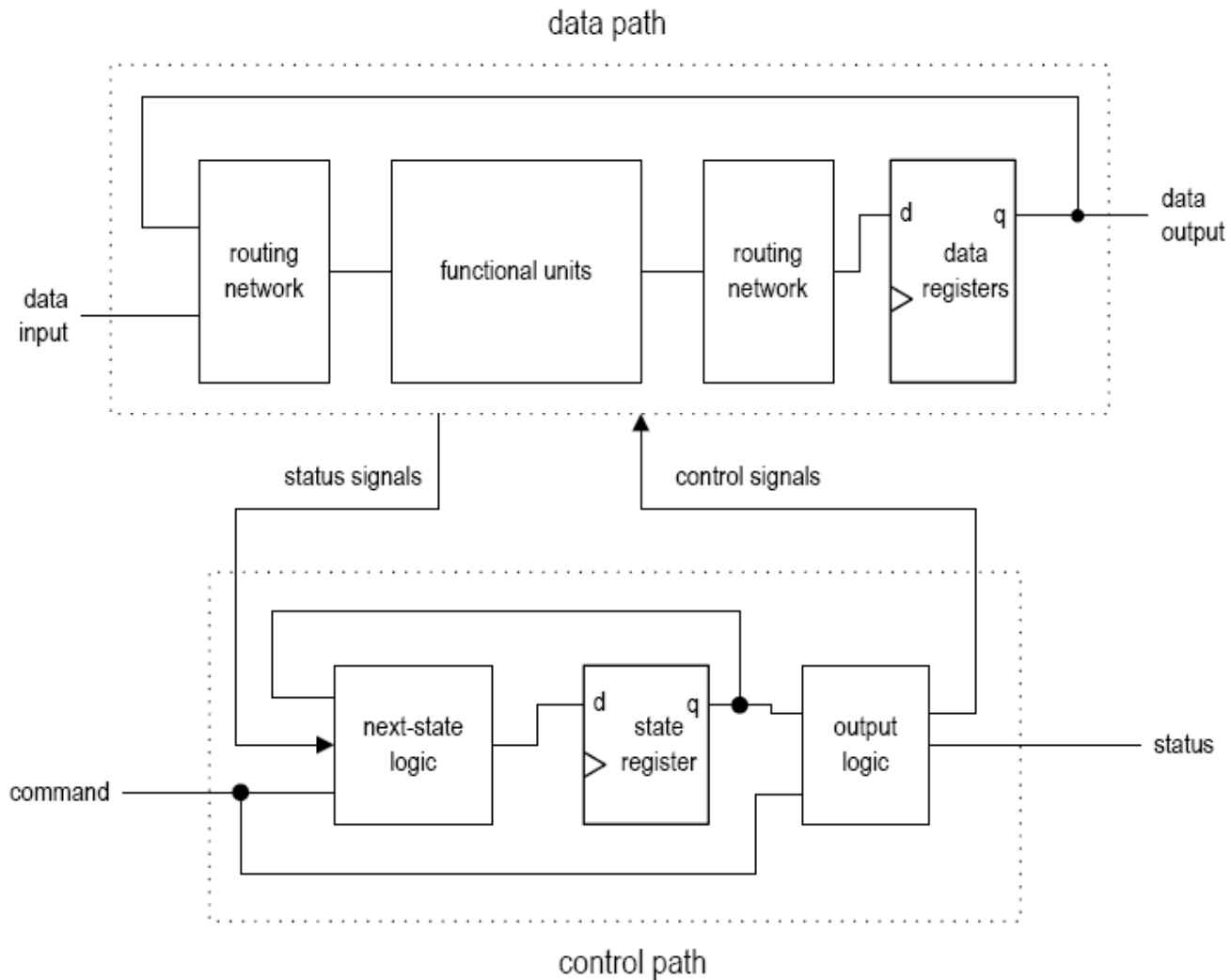
MIPS pipeline
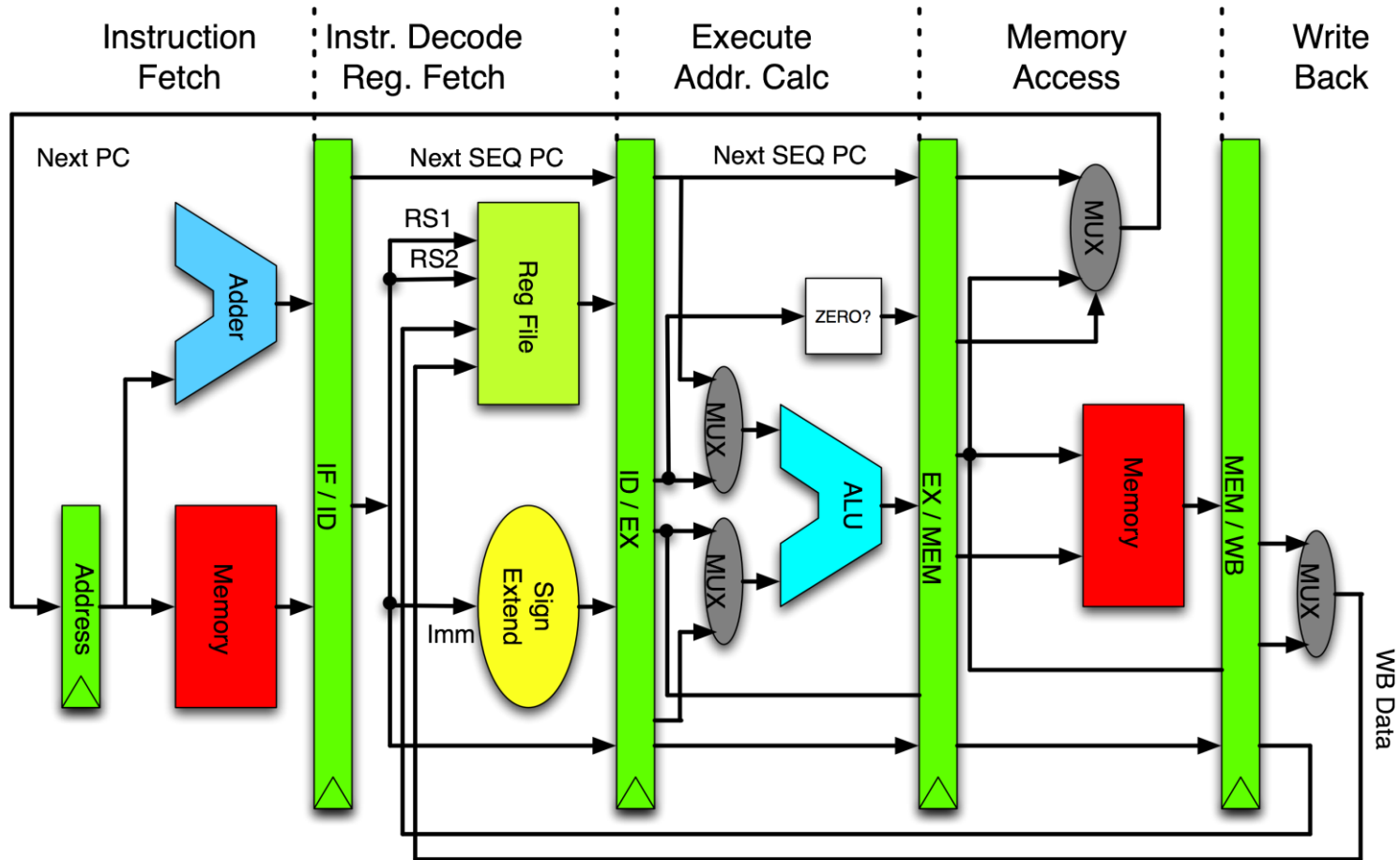
FSM as Control Path

☐ **FSMD: FSM with data path**

- Use a **data path** to realize all the required RT *operations*

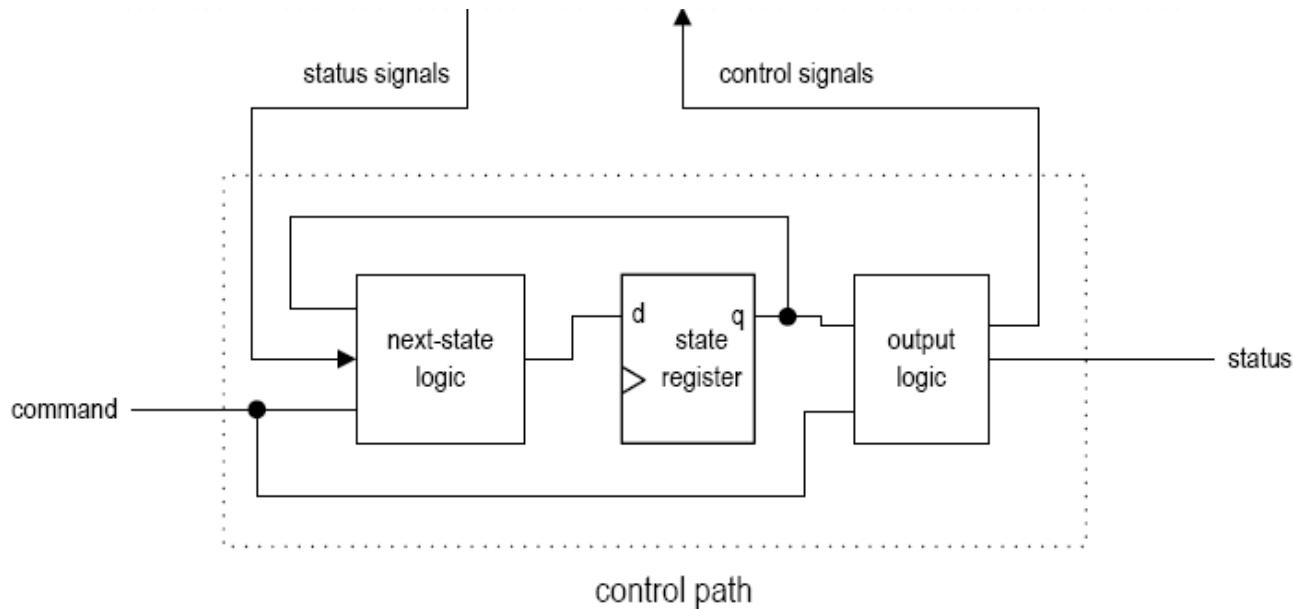- Use a **control path (FSM)** to specify the *order* of RT operation
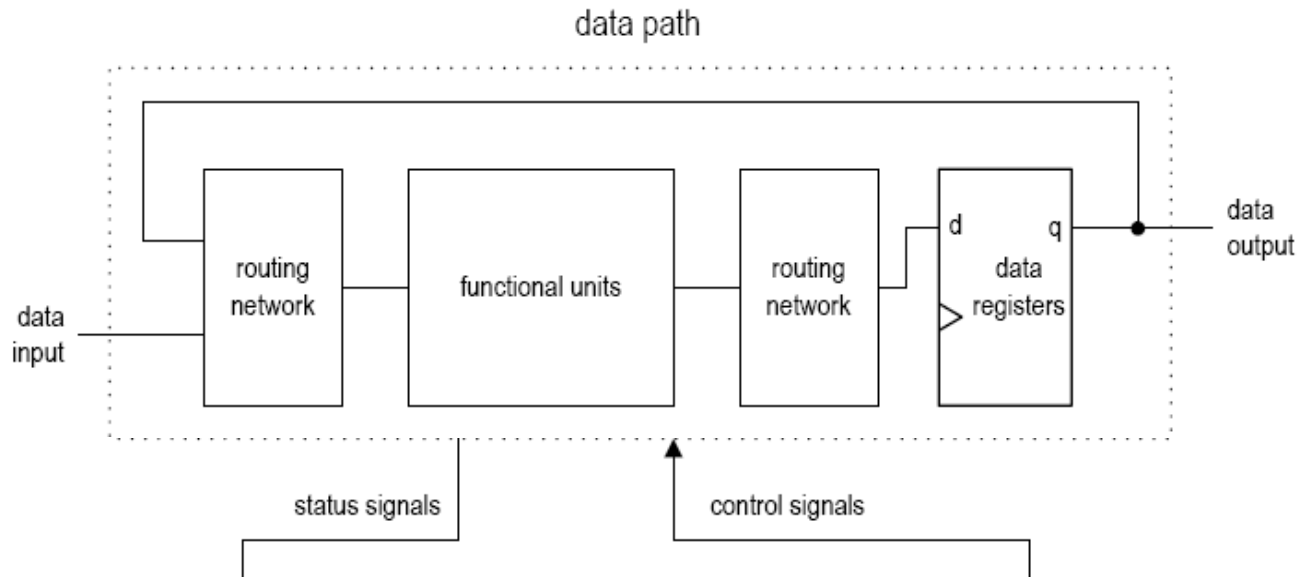
FSMD (FSM with Date Path)

FSMD (FSM with Date Path)

☐ **Control Path**: **FSM**

- *Command*: the external command signal to the FSMD
- *Internal status*: signal from the data path.
- *Control signal*: output, used to control data path operation.
- *External status*: output, used to indicate the status of the FSMD

FSMD (FSM with Date Path)

□ **Data Path**: perform all the required RT operations

- *Data registers*: store the intermediate results.
- *Functional units*: perform RT operations
- *Routing circuit*: connection, selection (multiplexers)

Outline

ASM (algorithmic state machine)
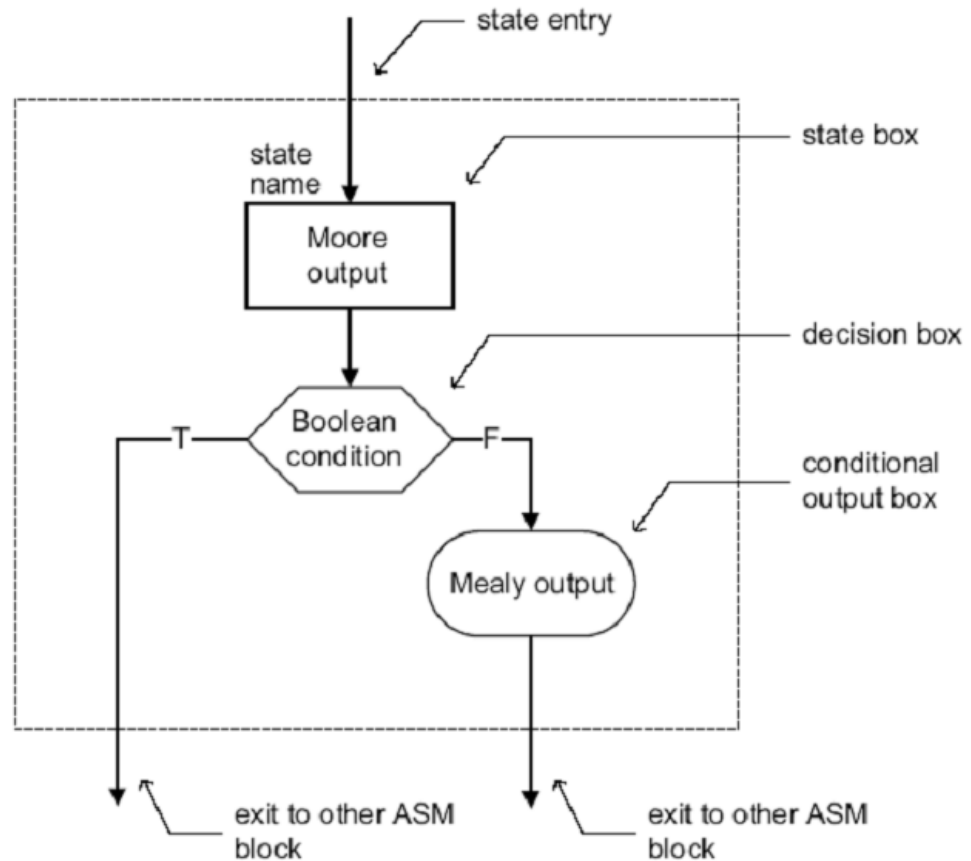
ASM (algorithmic state machine) chart

- **Flowchart-like** diagram, provide the same information as an FSM
- More **descriptive**, better for complex algorithm
- Can easily be transformed to **VHDL code**
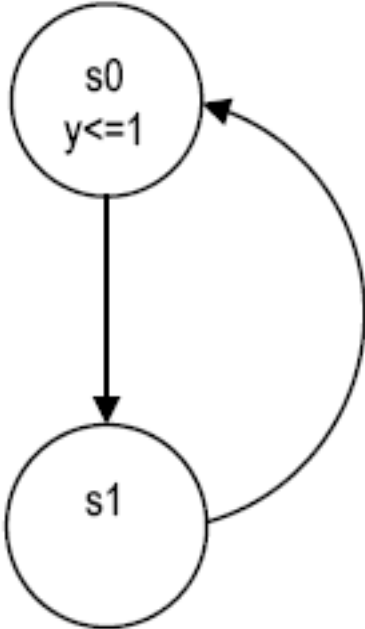
An ASM chart is a network of **ASM blocks**

- *One state box: FSM state*
- *Decision boxes: with T or F exit path: next state logic*
- *Conditional output boxes: for Mealy output*

State Diagram and ASM Chart: Example 1

Moore FSM
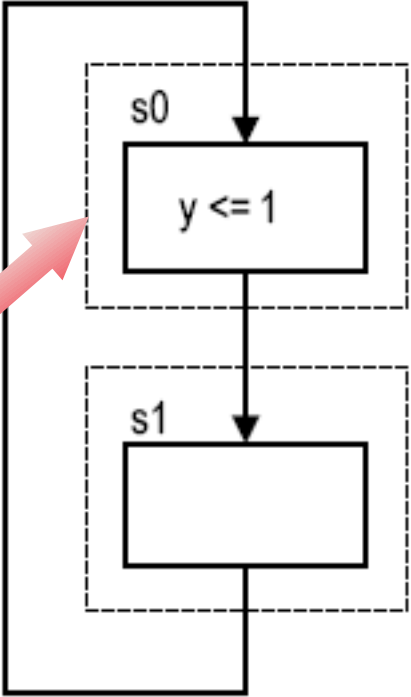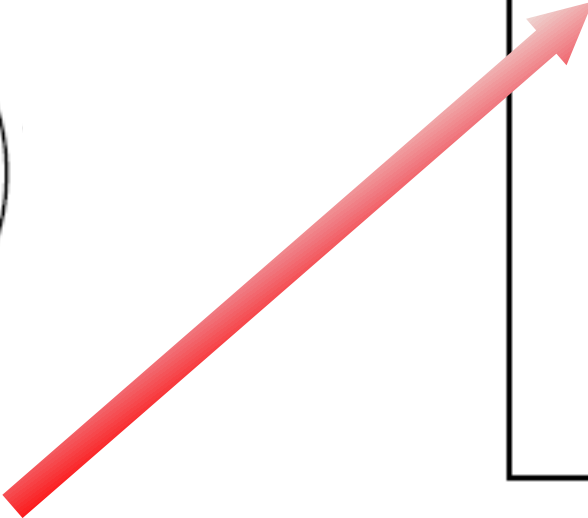
State Diagram and ASM Chart: Example 2
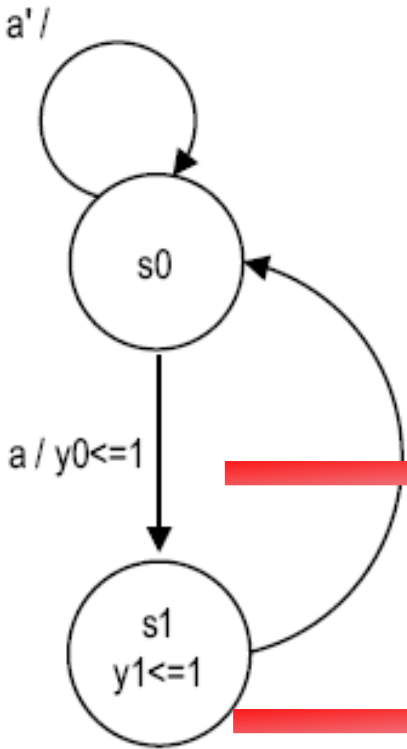
Moore and Mealy
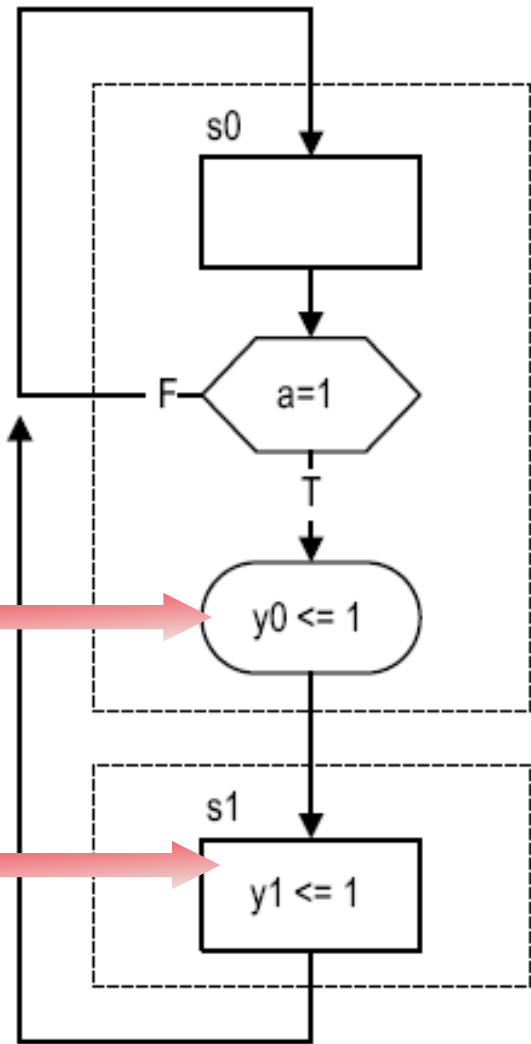
ASMD

- **ASMD:**
  - Extend ASM chart to incorporate RT operations
  - RT operations are treated as another type of activity and be placed where the output signals are used

S0:

r1←r1+1

if a>b

  r2←r2+a

else

  r2←r2+b
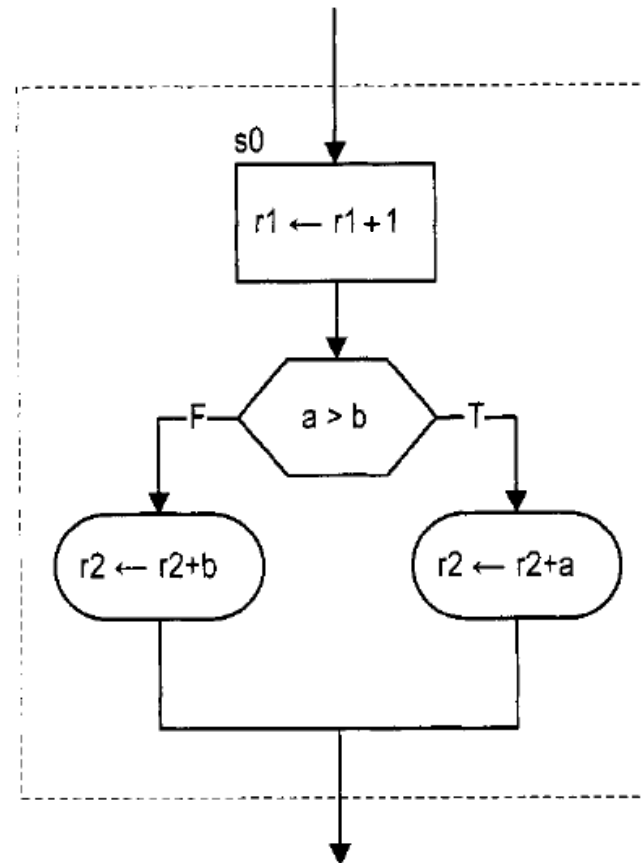
ASMD: Timing

Value is available at the register input before the NEXT clock tick
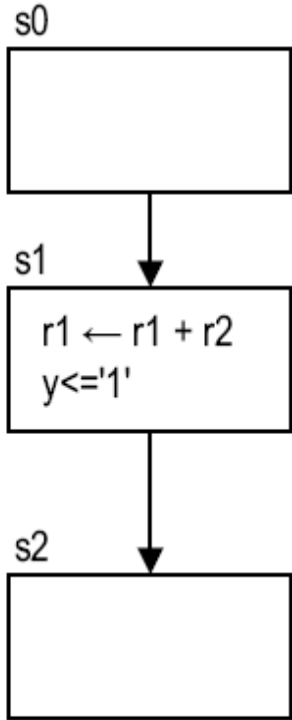
(a)
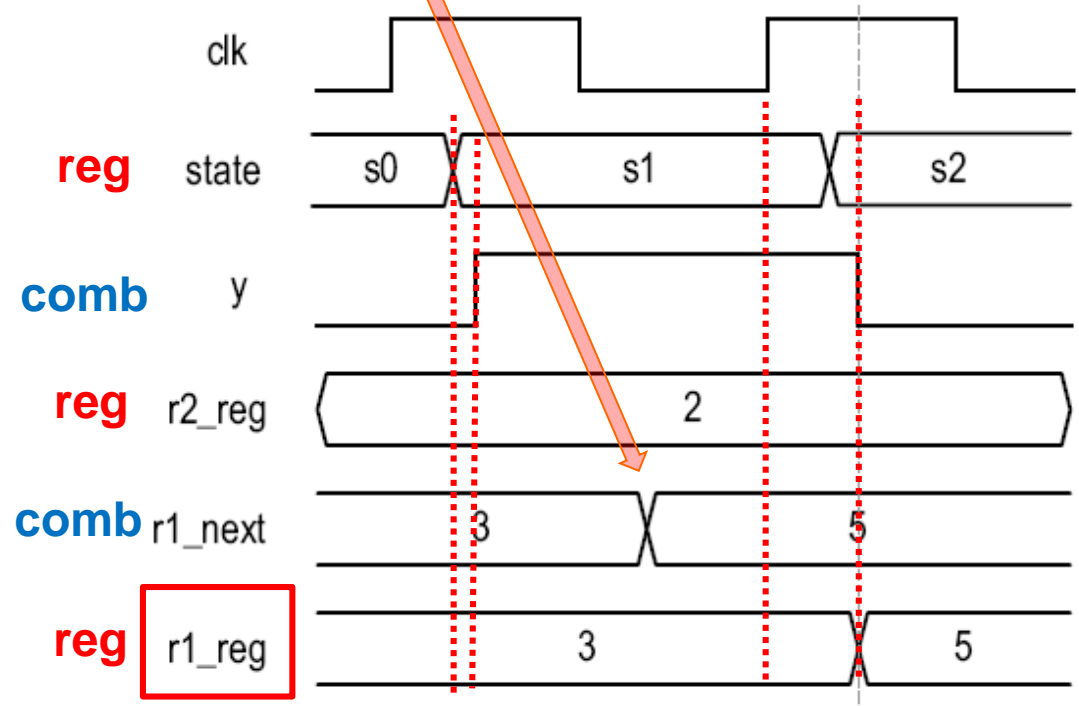
(c) Timing diagram

Suggestion: use meaningful names for your signals (direction_function_type)

Outline

☐ Overview of FSMD

☐ Algorithmic state machine with data-path (ASMD)

☐ **FSMD design of a repetitive-addition multiplier**

☐ Timing analysis of FSMD

Map Algorithm to FSMD

Example: Repetitive addition multiplier

☐ Basic algorithm: 7*5 = 7+7+7+7+7

```
if (a_in=0 or b_in=0) then {
    r = 0;}
else{
    a = a_in;
    n = b_in;
    r = 0;
    while (n != 0 ){
        r = r + a;
        n = n-1;}
}
return(r)
```

```
       if (a_in=0 or b_in=0) then {
           r = 0;}
       else{
           a = a_in;
           n = b_in;
           r = 0;
op:        r = r + a;
           n = n-1;
           if (n = 0) then{
               goto stop;}
           else{
               goto op;}
       }
stop: return(r);
```

Pseudo code   **ASMD-friendly code**

ASMD Chart

Input:
- a_in, b_in: 8-bit unsigned
- **clk**, **reset**
- start: command

Output:
- r: 16-bit unsigned
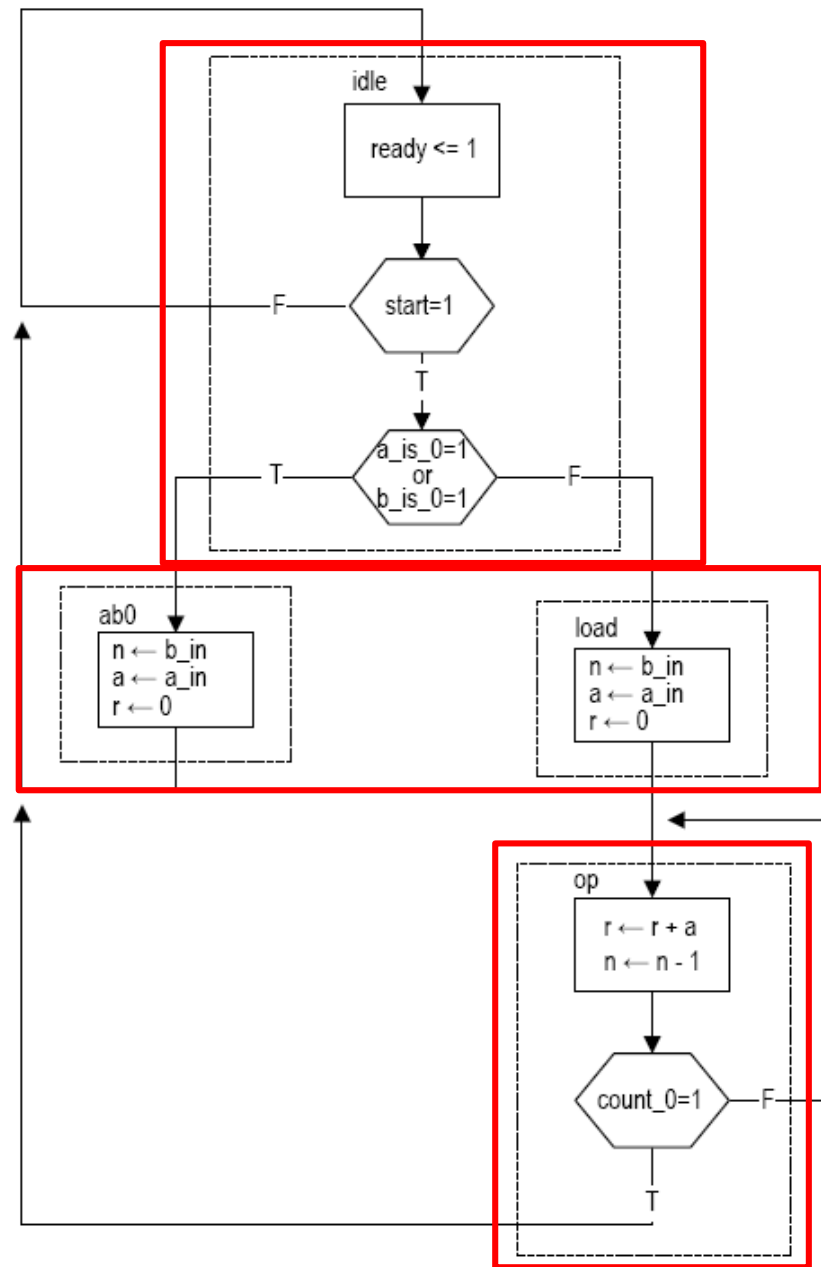- ready: ready for new input

ASMD chart
- 3 registers (n,a,r)
- 4 states
- Data-path: RT operations
- FSM: state transition

Translate ASMD to Hardware

idle
ready <= 1

start=1
F ——— T

a_is_0=1
or
b_is_0=1
T ——— F

ab0
n ← b_in
a ← a_in
r ← 0

load
n ← b_in
a ← a_in
r ← 0

op
r ← r + a
n ← n - 1

count_0=1
F

T

Construction of FSMD

☐ **Construction of the data path**

- List all possible RT operations
- Group RT operation according to the **destination register**
- Add combinational circuit/mux

Grouping RT Operations

- RT operations with the r register:
  - $r \leftarrow r$ (in the idle state)
  - $r \leftarrow 0$ (in the load and ab0 states)
  - $r \leftarrow r + a$ (in the op state)

- RT operations with the n register:
  - $n \leftarrow n$ (in the idle state)
  - $n \leftarrow b\_in$ (in the load and ab0 states)
  - $n \leftarrow n - 1$ (in the op state)

- RT operations with the a register:
  - $a \leftarrow a$ (in the idle and op states)
  - $a \leftarrow a\_in$ (in the load and ab0 states)

Construction of the Date Path

Circuit associated with **r register**
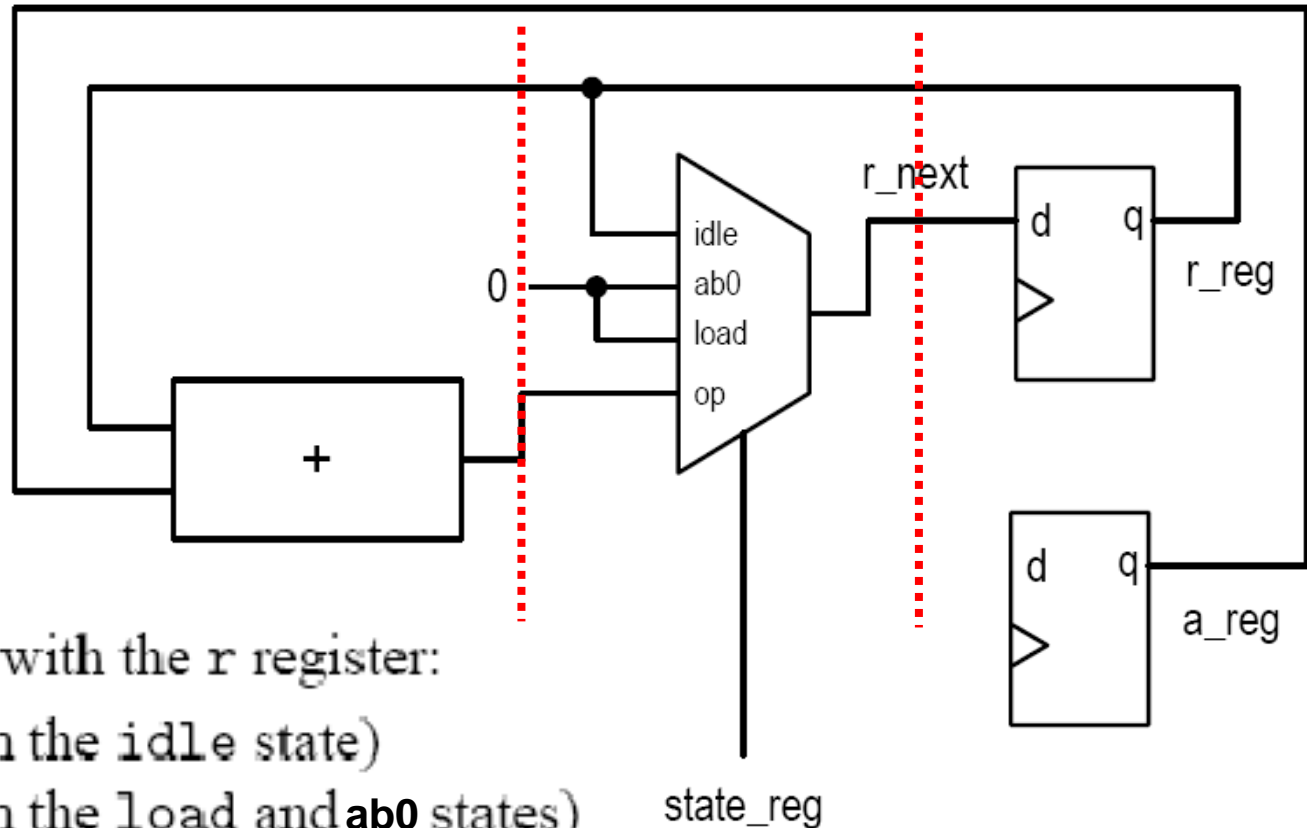
- RT operations with the r register:
    - $r \leftarrow r$ (in the idle state)
    - $r \leftarrow 0$ (in the load and **ab0** states)
    - $r \leftarrow r + $ **a** (in the op state)

Construction of the Date Path

Continue with

n-register

a-register

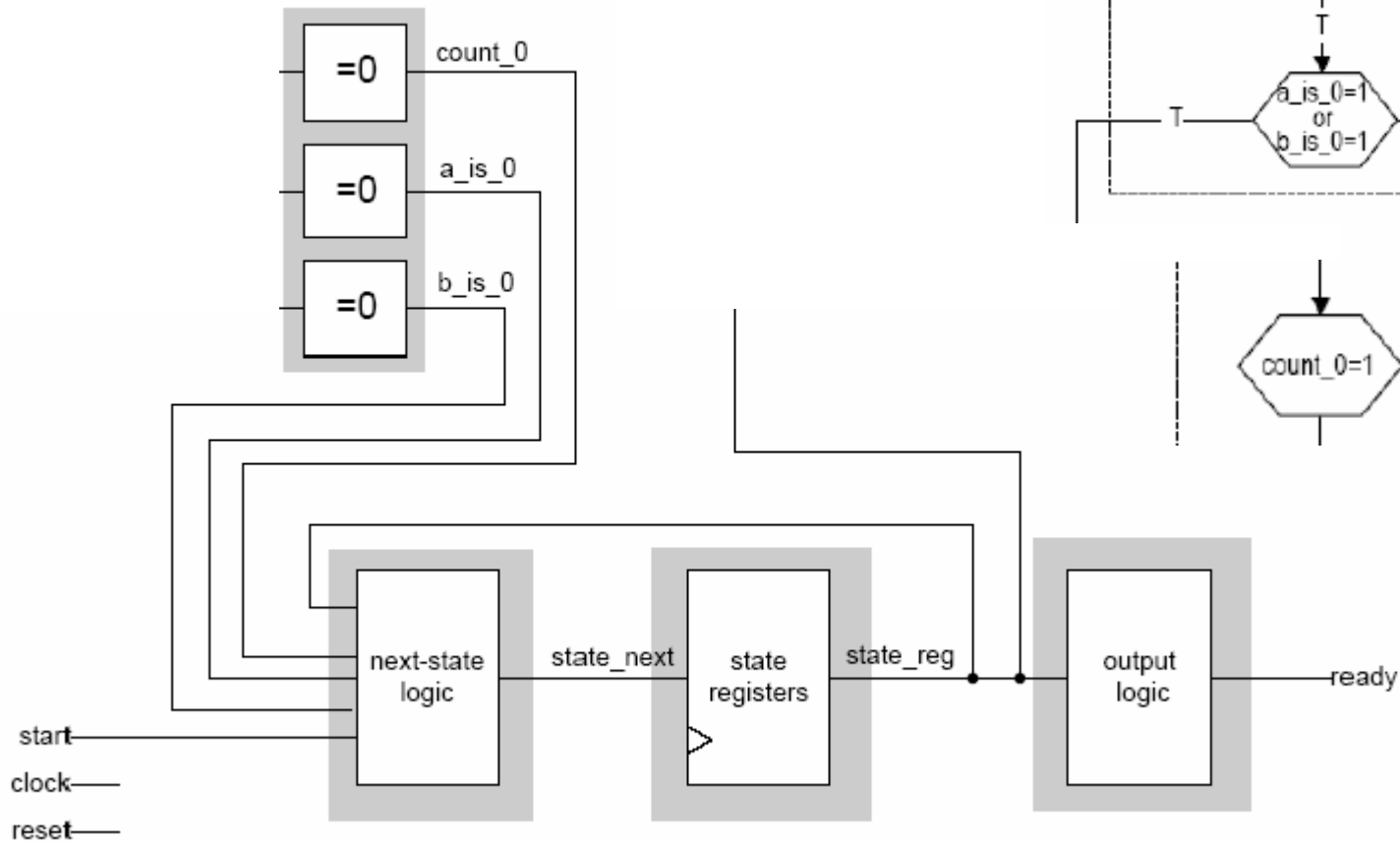**Add status circuits**

Construction of the Control Path

□ **Input of FSM**

- •External: start, clock, reset
- •Internal: decision box in ASMD

□ **Output of FSM**

Decision Box

VHDL Follow the Block Diagram

❑ Entity

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

entity seq_mult is
    port(
        clk, reset: in std_logic;
        start: in std_logic;
        a_in, b_in: in std_logic_vector(7 downto 0);
        ready: out std_logic;
        r: out std_logic_vector(15 downto 0)
        );
end seq_mult;
```
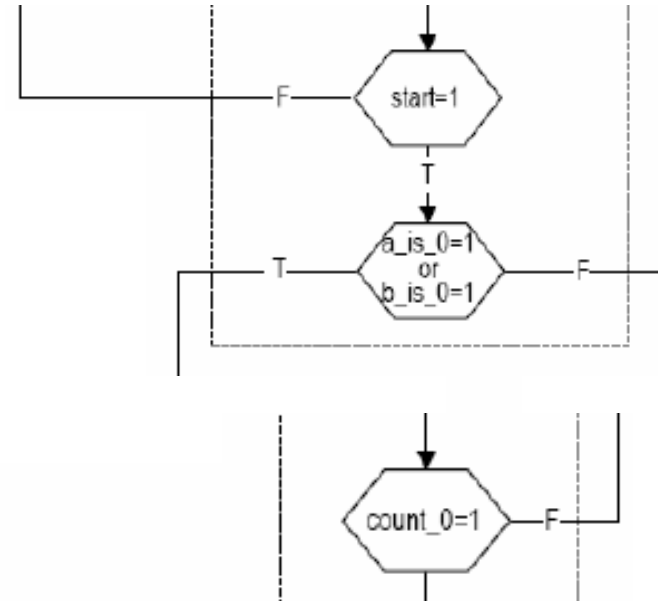
FSM (state registers)

```vhdl
-- control path: state register
process(clk, reset)
begin
    if reset='1' then
        state_reg <= idle;
    elsif (clk'event and clk='1') then
        state_reg <= state_next;
    end if;
end process;
```
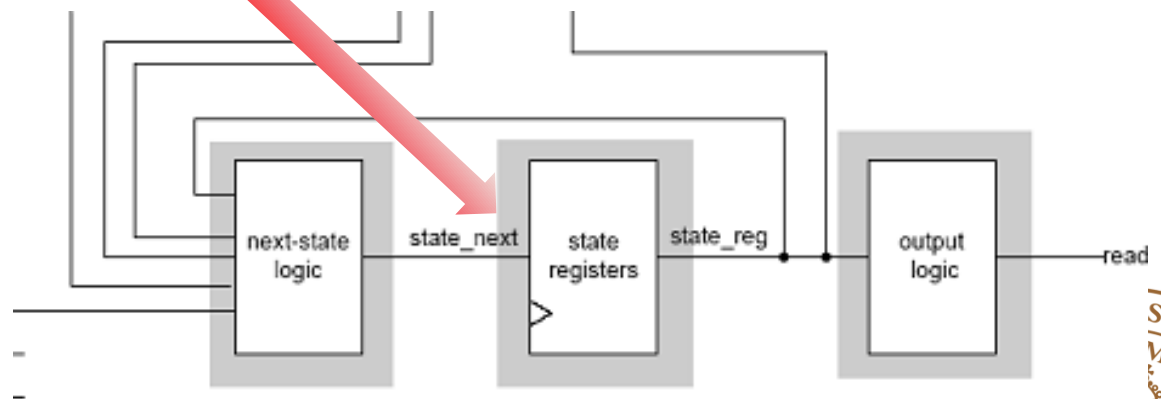
FSM (next-state/output logic)


```
process(state_reg,start,a_is_0,b_is_0,count_0
begin
    case state_reg is
        when idle =>
            if start='1' then
                if (a_is_0='1' or b_is_0='1') the
                    state_next <= ab0;
                else
                    state_next <= load;
                end if;
            else
                state_next <= idle;
            end if;
        when ab0 =>
            state_next <= idle;
        when load =>
            state_next <= op;
        when op =>
            if count_0='1' then
                state_next <= idle;
            else
                state_next <= op;
            end if;
    end case;
end process;
ready <= '1' when state_reg=idle else '0';
```
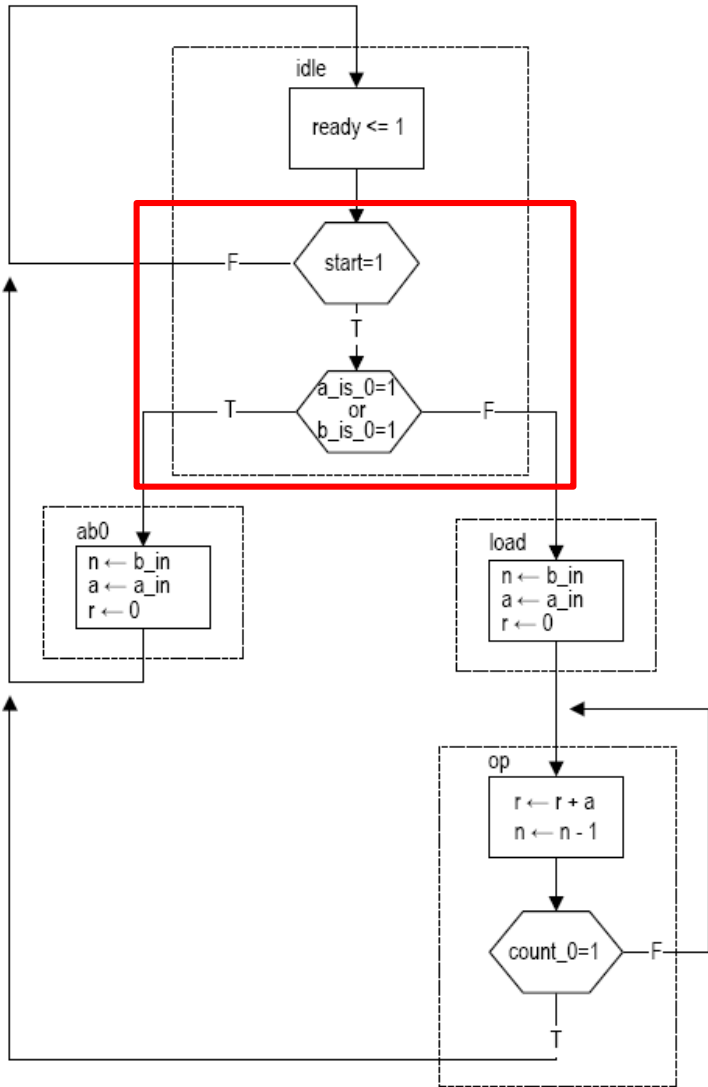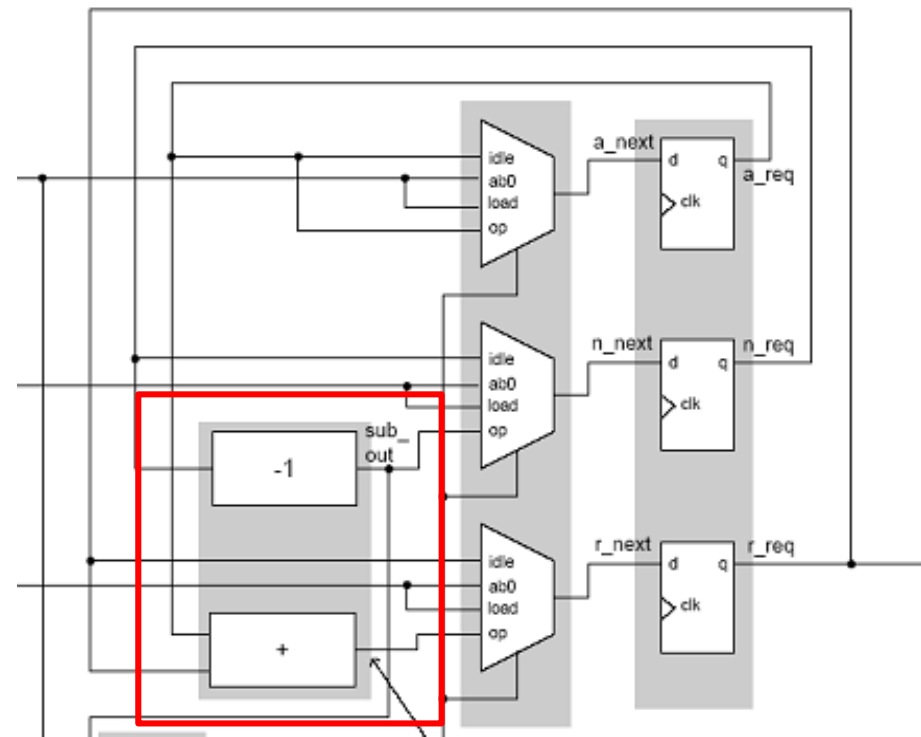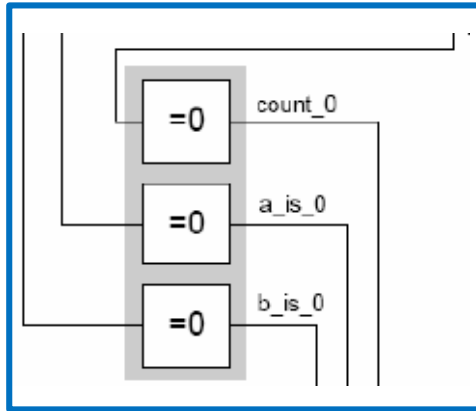
Data Path (Data Registers)

```vhdl
-- data path: data register
process(clk,reset)
begin
    if reset='1' then
        a_reg <= (others=>'0');
        n_reg <= (others=>'0');
        r_reg <= (others=>'0');
    elsif (clk'event and clk='1') then
        a_reg <= a_next;
        n_reg <= n_next;
        r_reg <= r_next;
    end if;
end process;
```

Data Path (Function Unit)


```
-- data path: functional units
adder_out <= ("00000000" & a_reg) + r_reg;
sub_out <= n_reg - 1;
```

```
-- data path: status
a_is_0 <= '1' when a_in="00000000" else '0';
b_is_0 <= '1' when b_in="00000000" else '0';
count_0 <= '1' when n_next="00000000" else '0'
```

Data Path (Multiplexer Routing)


```
process(state_reg,a_reg,n_reg,r_reg,
        a_in,b_in,adder_out,sub_out)
begin
  case state_reg is
    when idle =>
      a_next <= a_reg;
      n_next <= n_reg;
      r_next <= r_reg;
    when ab0 =>
      a_next <= unsigned(a_in);
      n_next <= unsigned(b_in);
      r_next <= (others=>'0');
    when load =>
      a_next <= unsigned(a_in);
      n_next <= unsigned(b_in);
      r_next <= (others=>'0');
    when op =>
      a_next <= a_reg;
      n_next <= sub_out;
      r_next <= adder_out;
  end case;
end process;
```
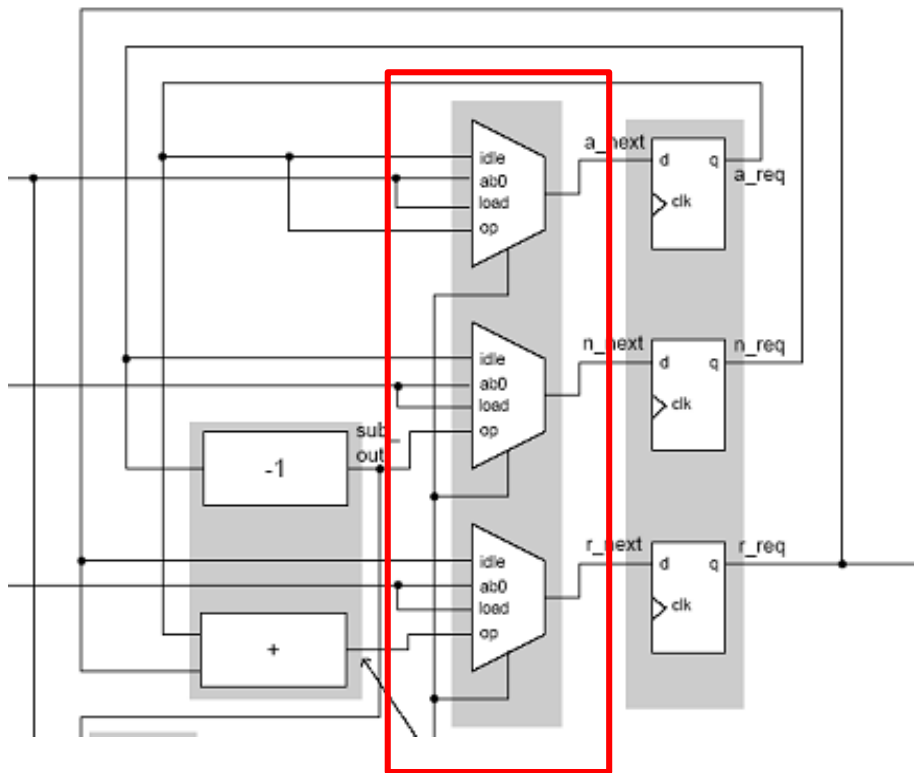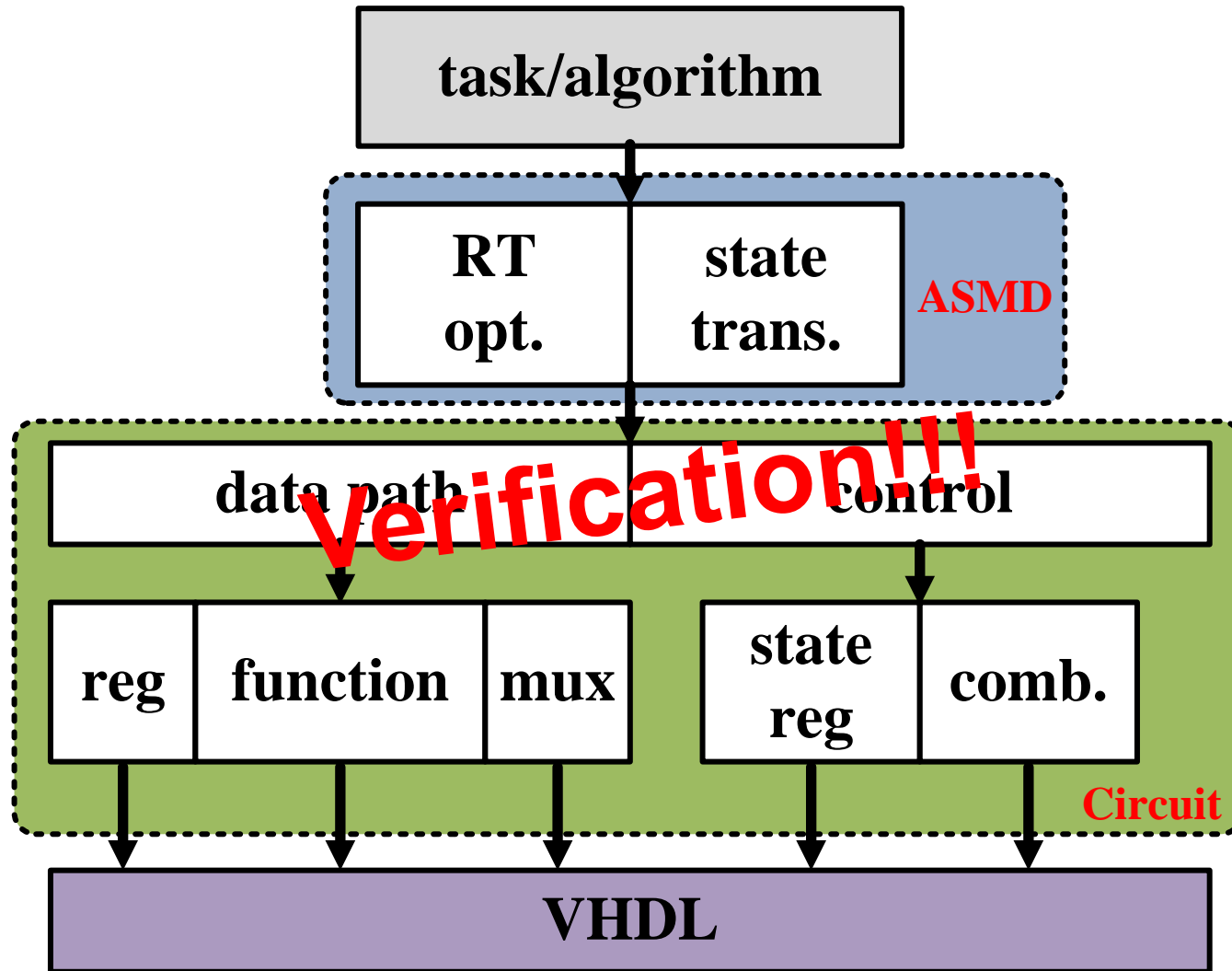
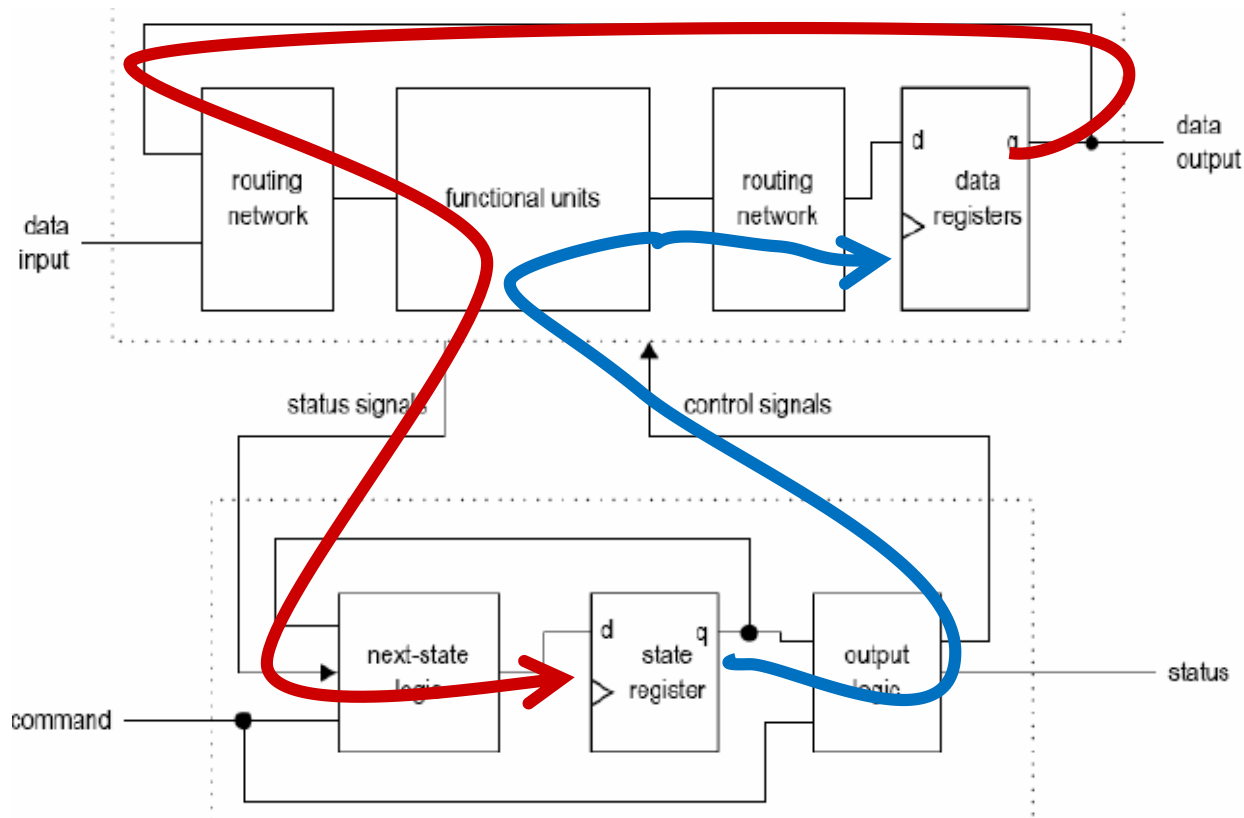# Design Flow

Outline

□ Overview of FSMD

□ Algorithmic state machine with data-path (ASMD)

□ FSMD design of a repetitive-addition multiplier

□ **Timing analysis of FSMD**

Timing and Performance of FSMD

☐ **Maximal clock rate**

- More difficult to analyze because of *two interactive loops*, depend on the specified design

- The boundary of the clock rate can be found, *best/worse-case*

Clock-Rate Boundary: Best-Case

☐ **Best-case scenario:**

- Control signals needed at late stage
- Status signal available at early stage
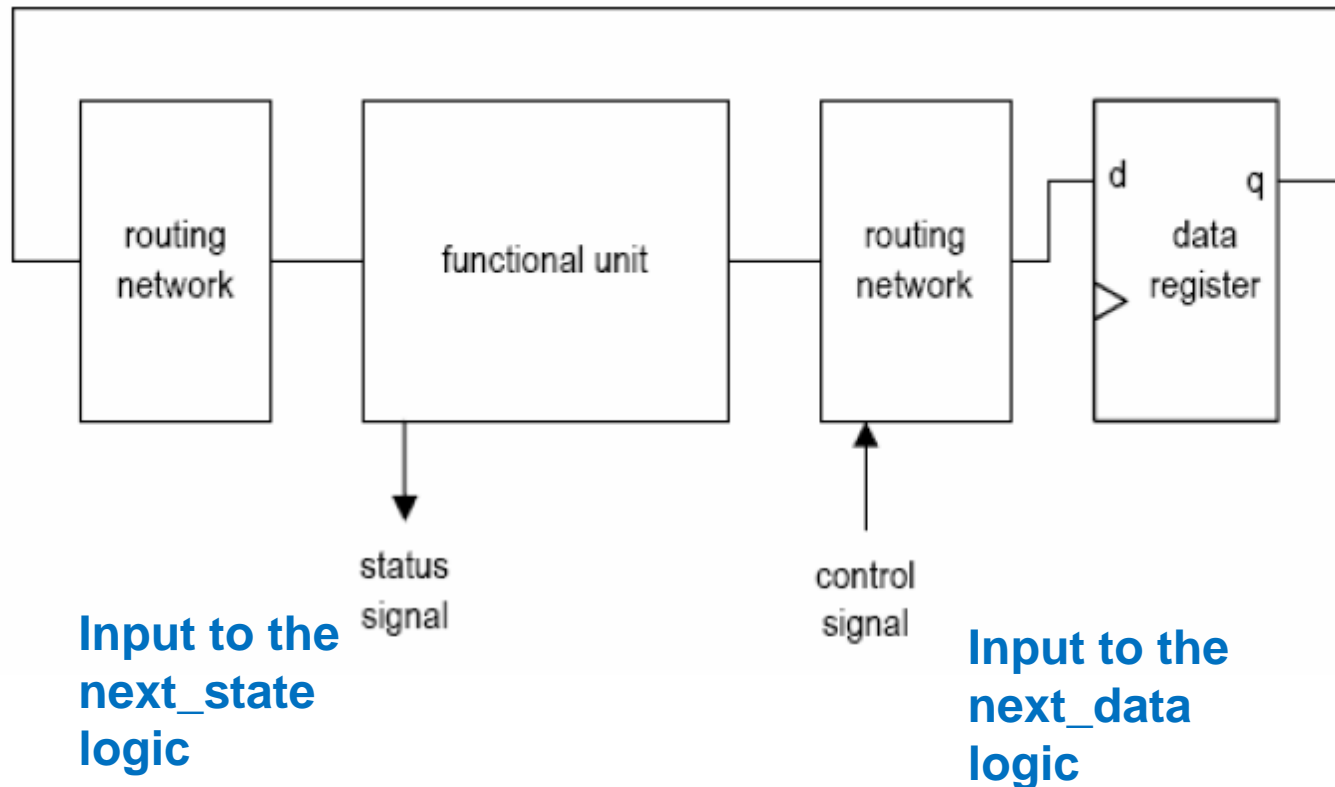
routing network → functional unit → routing network → data register (d, q)

status signal

control signal

Input to the next_state logic

Input to the next_data logic

Clock-Rate Boundary: Best-Case

☐ **Best-case scenario**

- Output logic overlaps with the data path, no extra delay
- Next-state logic of the control path and the data path are in parallel
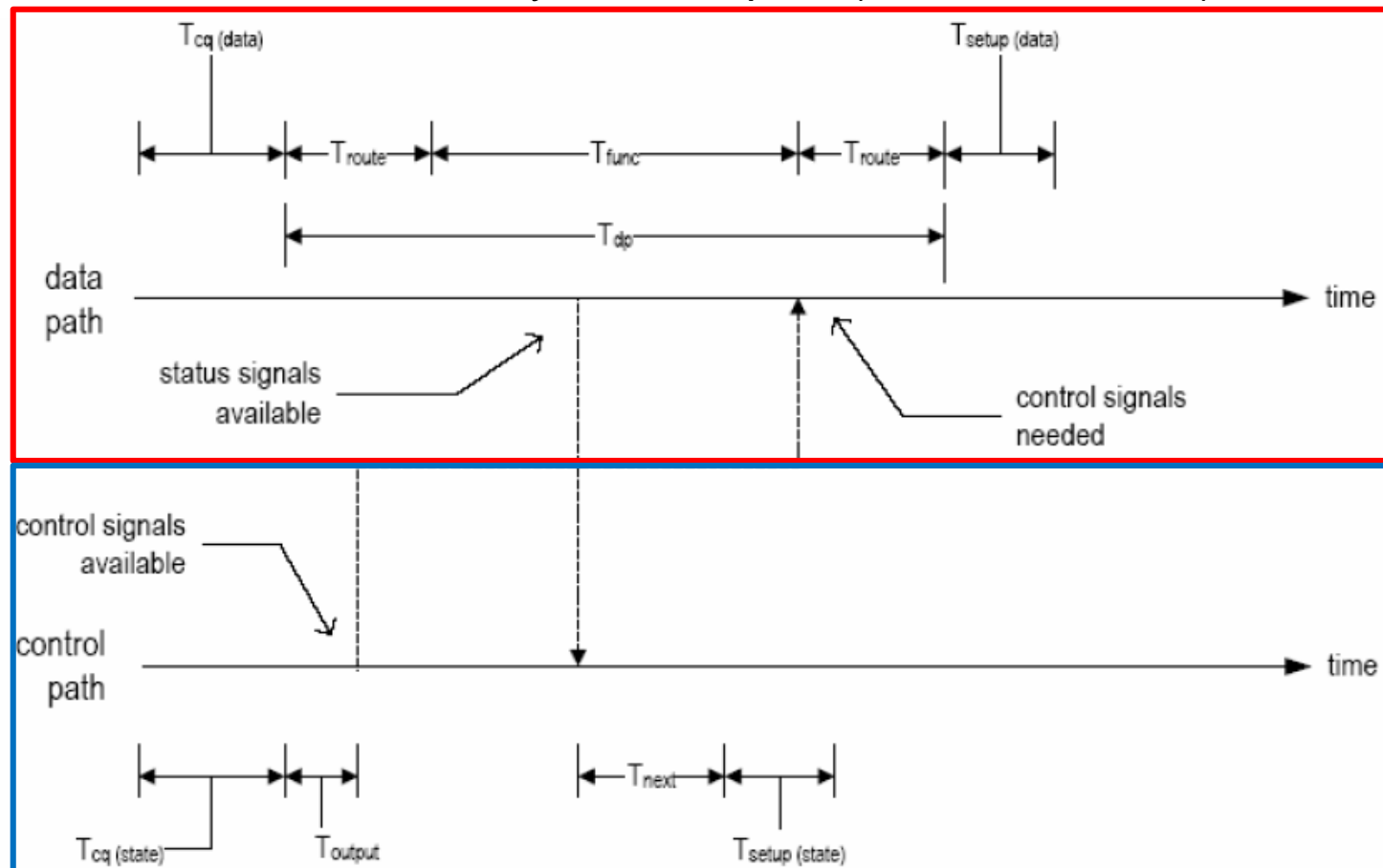- Clock rate dominates by the data-path (most of the case)

Clock-Rate Boundary: Best-Case
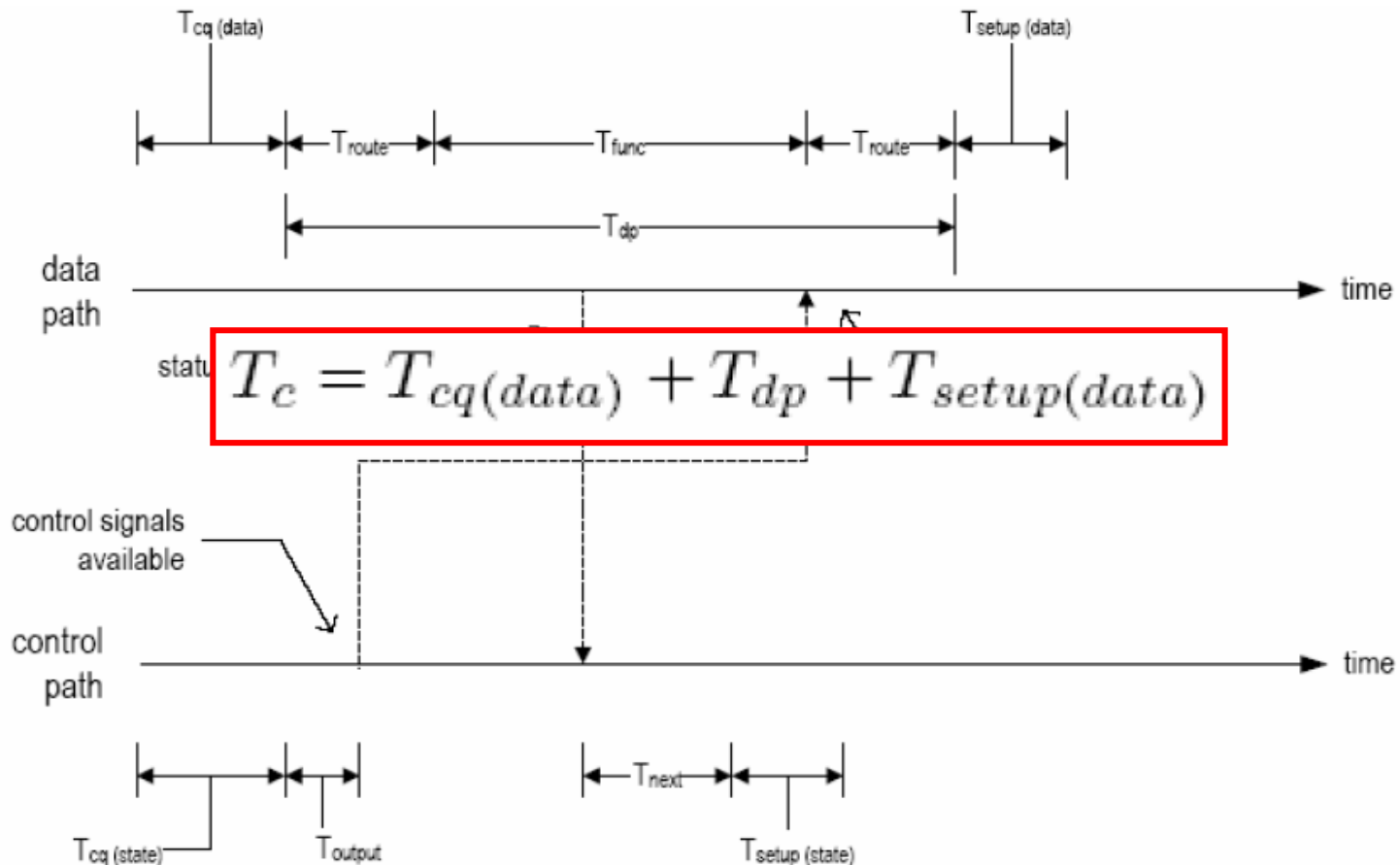
☐ **Best-case scenario**

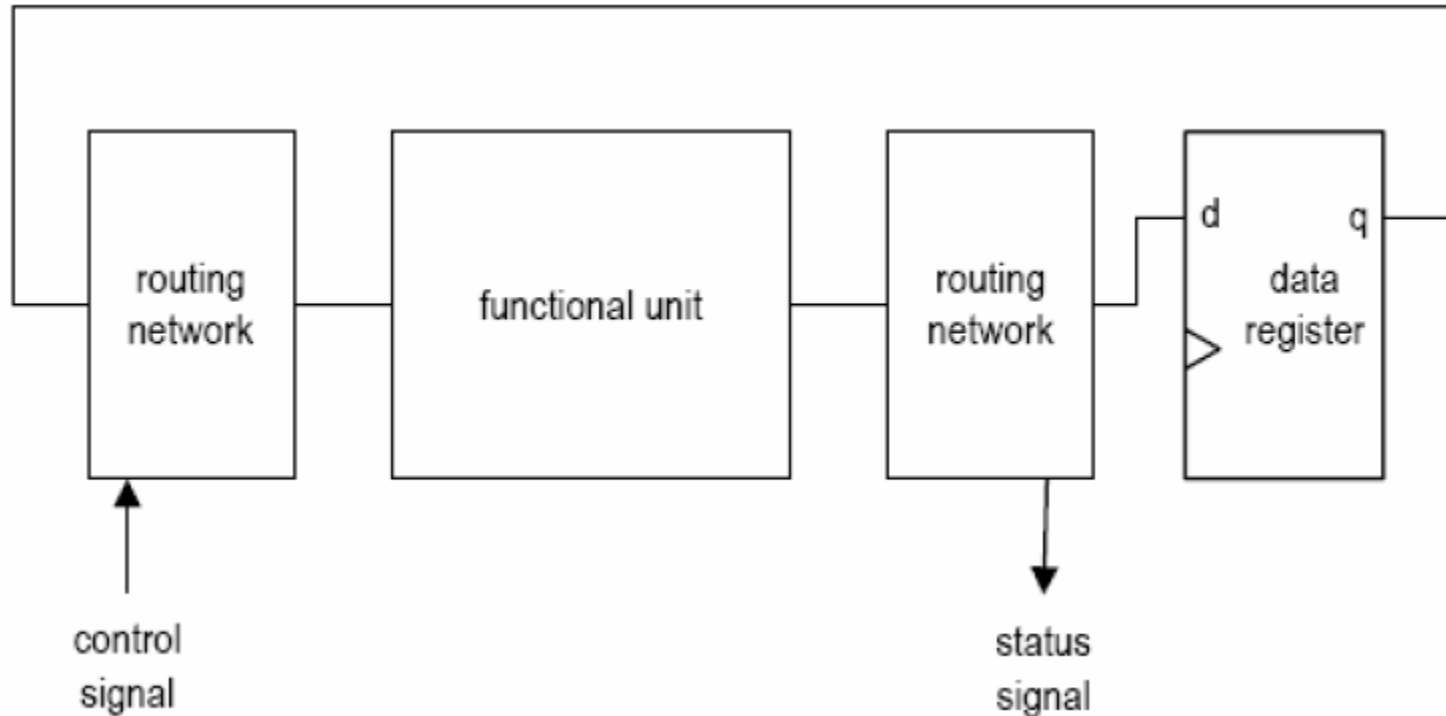- Output logic overlaps with the data path, no extra delay
- Next-state logic of the control path and the data path are in parallel
- Clock rate dominates by the data-path (most of the case)

$$T_c = T_{cq(data)} + T_{dp} + T_{setup(data)}$$

Clock-Rate Boundary: Worst-Case

□ **Worst-case scenario:**

- Control signals needed at early stage
- Status signal available at late stage

?

Thanks!

Clock-Rate Boundary: Worst-Case

☐**Worst-case scenario**

- •The data path must wait for the FSM to generate the output signals
- •The control path must wait for status signals to generate the next-state
- •Clock period includes the delays of all combinational components

Clock-Rate Boundary: Worst-Case

☐ **Worst-case scenario**

- The data path must wait for the FSM to generate the output signals
- The control path must wait for status signals to generate the next-state
- Clock period includes the delays of all combinational components

$$T_c = T_{cq(state)} + T_{output} + T_{dp} + T_{next} + T_{setup(state)}$$