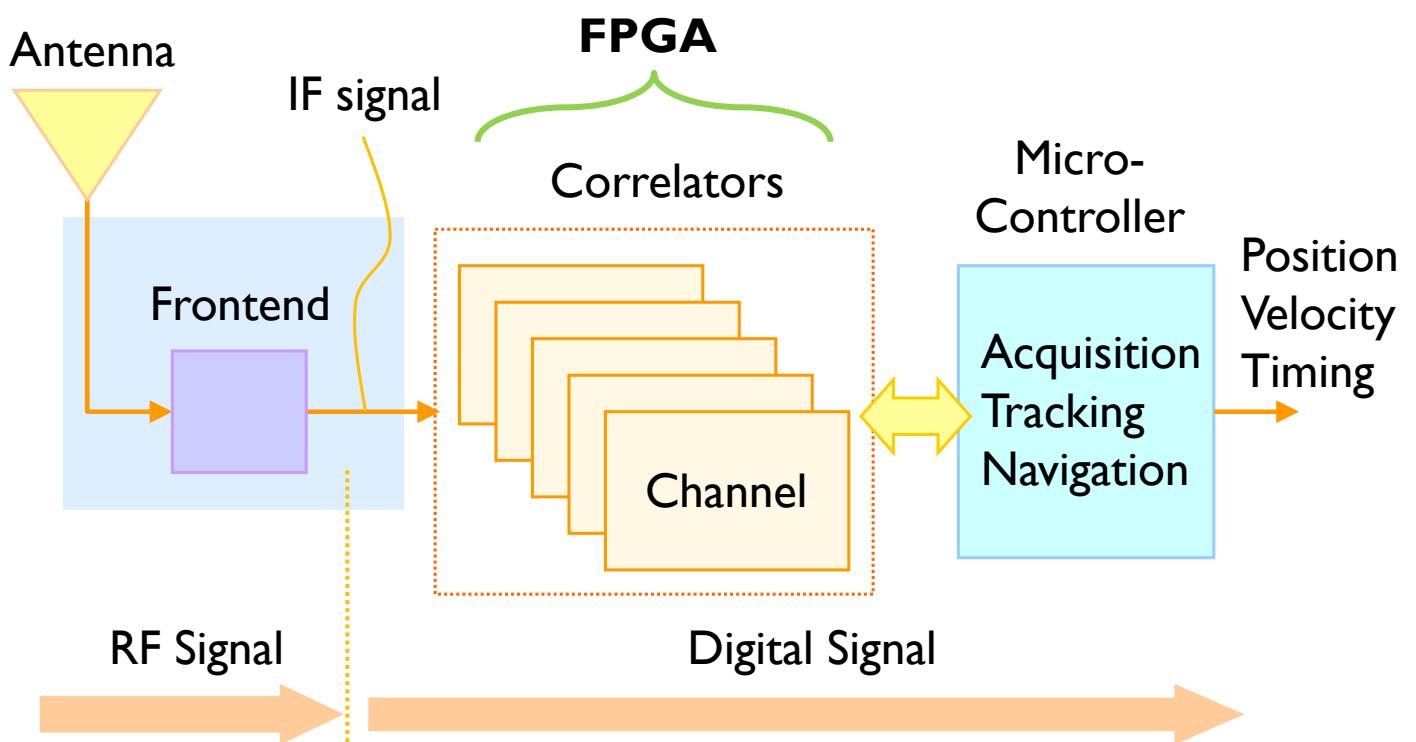


FPGA Basics 3

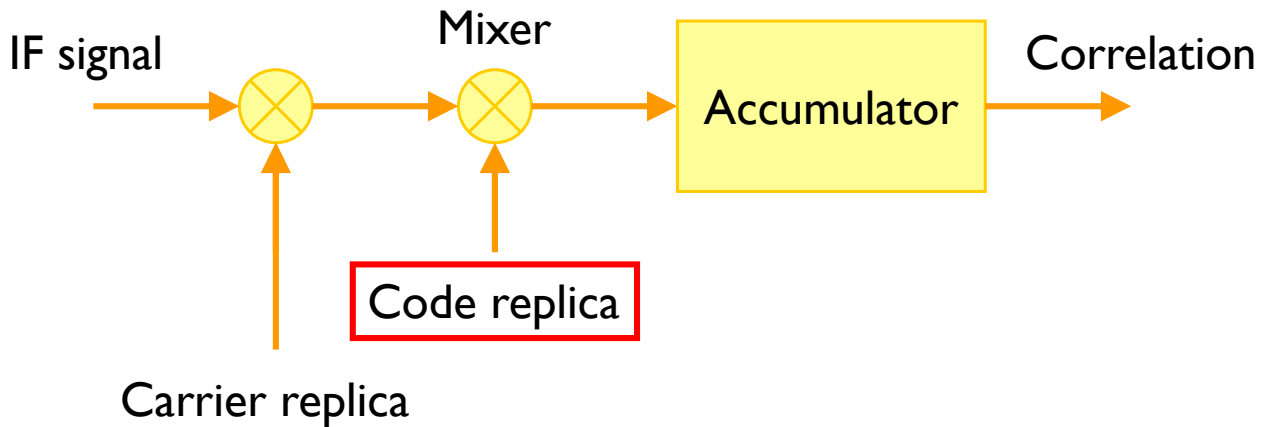
Sequential Logic Design and Simulation

GNSS Receiver Architecture

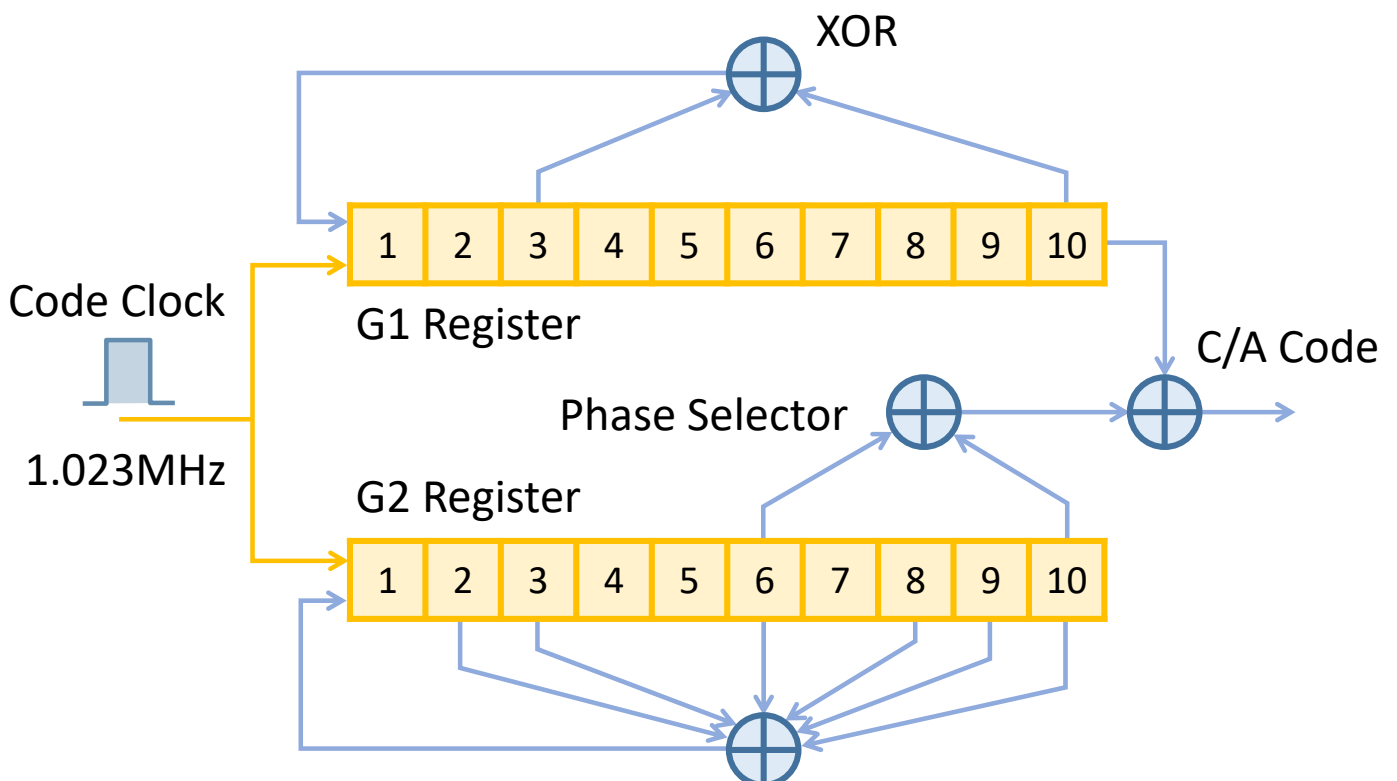


GNSS Correlator Architecture

- ▶ Correlators are the key operation for GNSS receivers to synchronize with the incoming signal.
- ▶ The maximum correlation peak is acquired when the both code and carrier replicas match the incoming signal.



C/A Code Generator



Maximum Length Sequence

- ▶ A maximum length sequence, also sometimes called an m-sequence, is a type of pseudorandom binary sequence.
- ▶ They are bit sequences generated using maximal linear-feedback shift registers.
- ▶ They are periodic and reproduce every binary sequence, except the zero vector.
 - ▶ For length- m registers, they produce a sequence of length $2^m - 1$.



Sequential Logic in Verilog

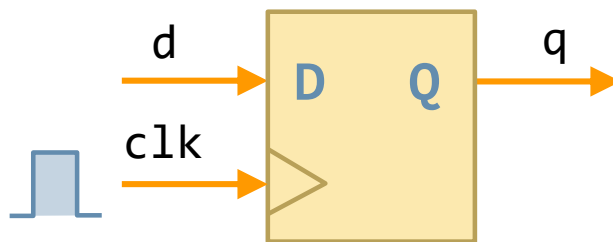
- ▶ Sequential logic defines modules that have memory.
 - ▶ Flip-Flops, Latches, Registers, Finite State Machines, ...
- ▶ Sequential logic is triggered by a “clock” event.
 - ▶ Flip-Flops are sensitive to the transitioning (edge) of clock.
 - ▶ Latches are sensitive to level of the signal
- ▶ Combinational constructors are not sufficient.
 - ▶ We need new constructor: **always**
 - ▶ Whenever the event in the sensitivity list occurs, the statement is executed.

```
always @ (sensitivity list)
    statement;
```



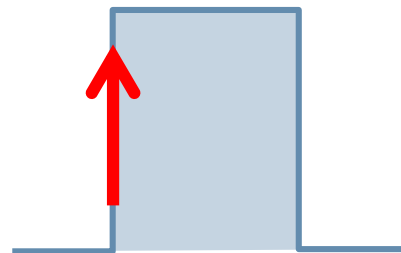
D Flip-Flop

```
module flop(input clk,  
            input d,  
            output reg q);  
  
    always @ (posedge clk)  
        q <= d;  
  
endmodule
```



D Flip-Flop

```
module flop(input clk,  
            input d,  
            output reg q);  
  
    always @ (posedge clk)  
        q <= d;  
  
endmodule
```



- ▶ The **posedge** defines a rising edge.
- ▶ The process will trigger only if the **clk** signal rises.

D Flip-Flop

```
module flop(input clk,  
            input d,  
            output reg q);  
  
    always @ (posedge clk)  
        q <= d;  
  
endmodule
```

- ▶ Once the `clk` signal rises, the value of `d` will be copied to `q`.
 - ▶ “assign” statement is not used within always block.
 - ▶ The “<=” describes a “non-blocking” assignment.
-



D Flip-Flop

```
module flop(input clk,  
            input d,  
            output reg q);  
  
    always @ (posedge clk)  
        q <= d;  
  
endmodule
```

- ▶ Assigned variables need to be declared as `reg`.
 - ▶ The name `reg` does not necessarily mean that the value is a register.
-



D Flip-Flop with Synchronous Reset

```
module flop(input clk,
            input rstn,
            input d,
            output reg q);

    always @ (posedge clk) begin
        if (!rstn) q <= 0;
        else      q <= d;
    end

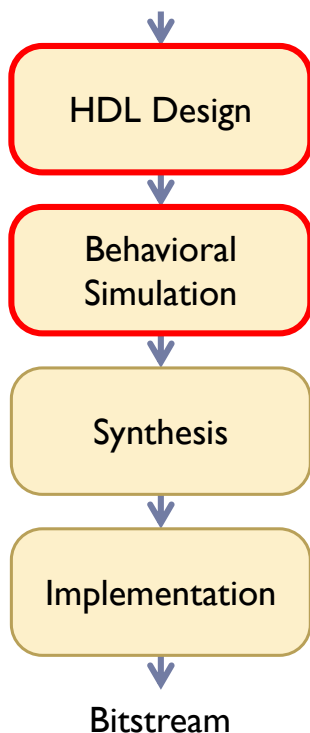
endmodule
```

- ▶ Reset only happens when the clock rises.



Design Flows

Architecture Design



This is the process of creating the hardware logic itself, typically by writing register-transfer level (RTL) using a hardware description language (HDL).

This step ensure that the design works as intended using a specified **testbench** module.

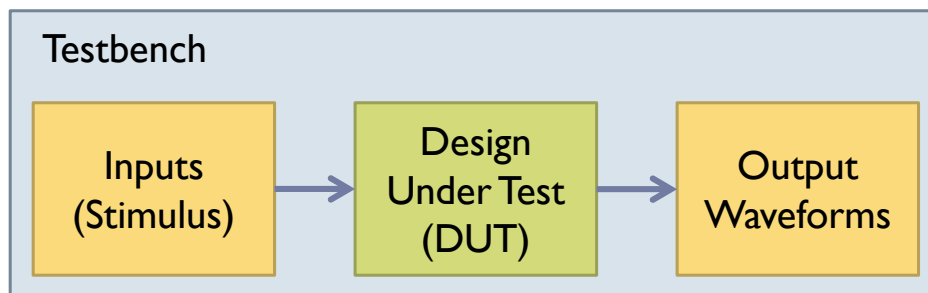
This process transforms the HDL design into a gate level representation (netlist).

This step provides all the features necessary to optimize, place and route the netlist onto the available device resources of the target part.



What is a Testbench?

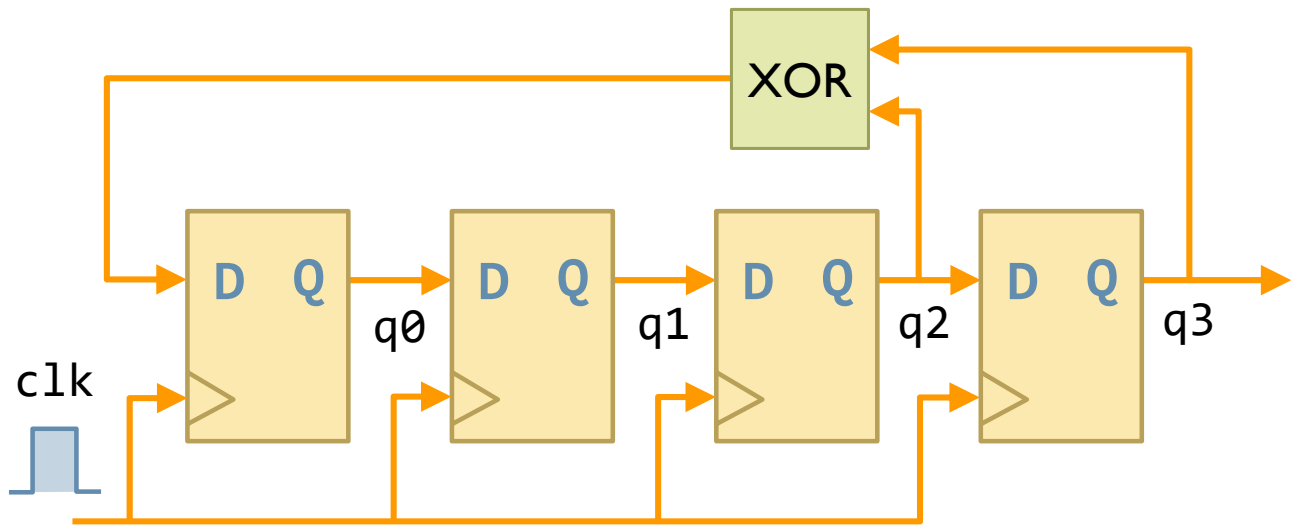
- ▶ Testbenches consist of non-synthesizable Verilog code which generates inputs to the design and checks that the outputs are correct.
- ▶ The diagram below shows the typical architecture of a simple testbench.



Simulation Tools

- ▶ The stimulus block generates the inputs to the FPGA design under test, and the output block shows the output waveforms to ensure they have the correct values.
 - ▶ Many freely available software packages offer behavioral simulation capability.
 - ▶ Commercial: **Vivado** (AMD/Xilinx) and **Quartus** (Intel)
 - ▶ Open Source: **Icarus Verilog** and **GTKWave**
 - ▶ Online: **EDA Playground** (<https://www.edaplayground.com/>)
-

Linear Feedback Shift Register (LFSR)



Linear Feedback Shift Register (LFSR)

q3	q2	q1	q0	Decimal	Hex
0	0	0	1	1	1
0	0	1	0	2	2
0	1	0	0	4	4
1	0	0	1	9	9
0	0	1	1	3	3
0	1	1	0	6	6
1	1	0	1	13	d
1	0	1	0	10	a
0	1	0	1	5	5
1	0	1	1	11	b
0	1	1	1	7	7
1	1	1	1	15	f
1	1	1	0	14	e
1	1	0	0	12	c
1	0	0	0	8	8
0	0	0	1	1	1

LFSR Verilog Example

```
module lfsr(input clk,
            input rstn,
            output reg [3:0] q);

    always @ (posedge clk) begin
        if (!rstn) q <= 4'b1;
        else      q <= {q[2:0], q[2] ^ q[3]};
    end

endmodule
```



Testbench

lfsr_tb.v

```
module lfsr_tb;

    reg clk;
    reg rstn;
    wire [3:0] q;

    lfsr dut(clk, rstn, q);

    always #5 clk <= ~clk;
```

Continued...

Testbench

```
initial begin
  clk  <= 0;
  rstn <= 0;

  #20 rstn <= 1;
  #80 rstn <= 0;
  #50 rstn <= 1;

  #200 $finish;
end
```

```
endmodule
```

