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# Logic Synthesis with Verilog HDL

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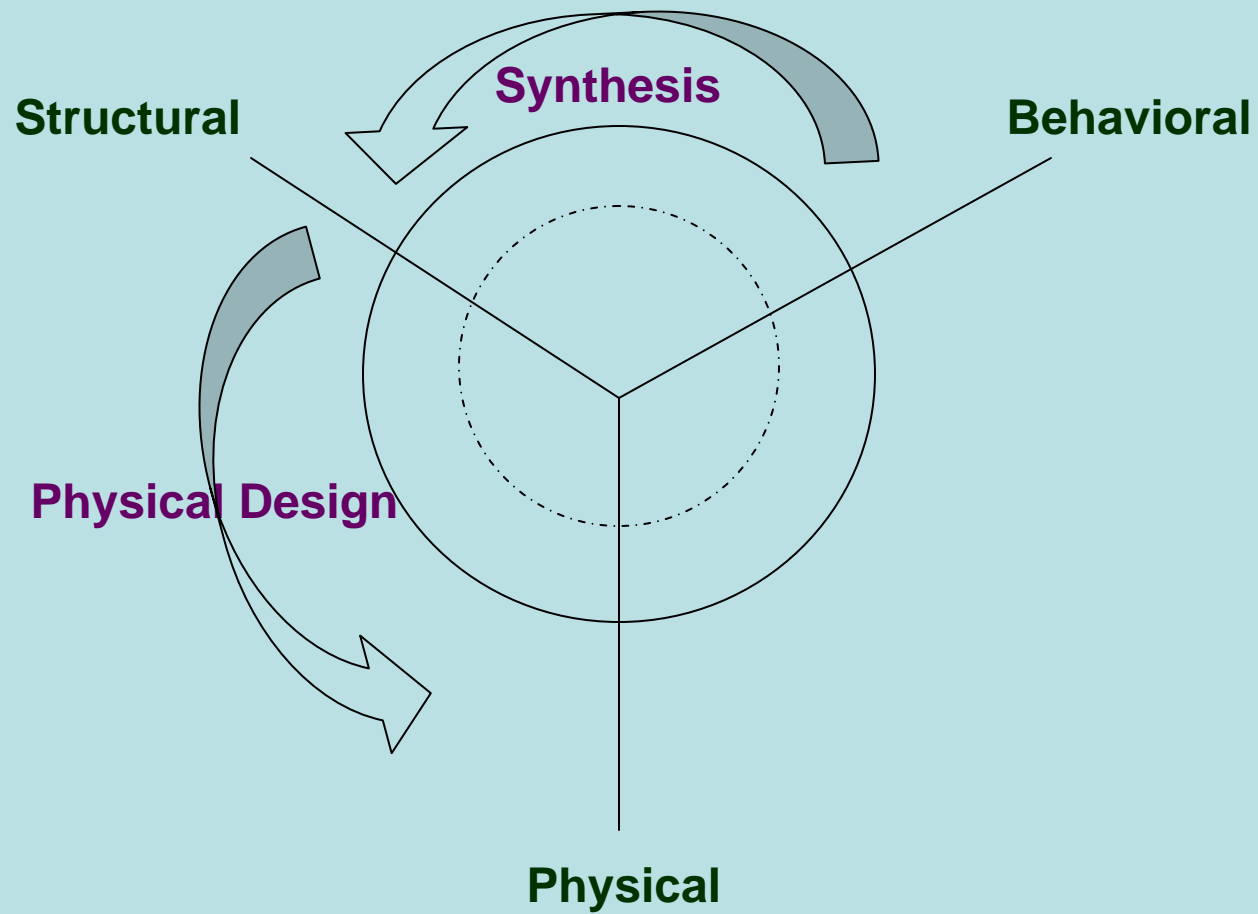
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## What is Logic Synthesis?

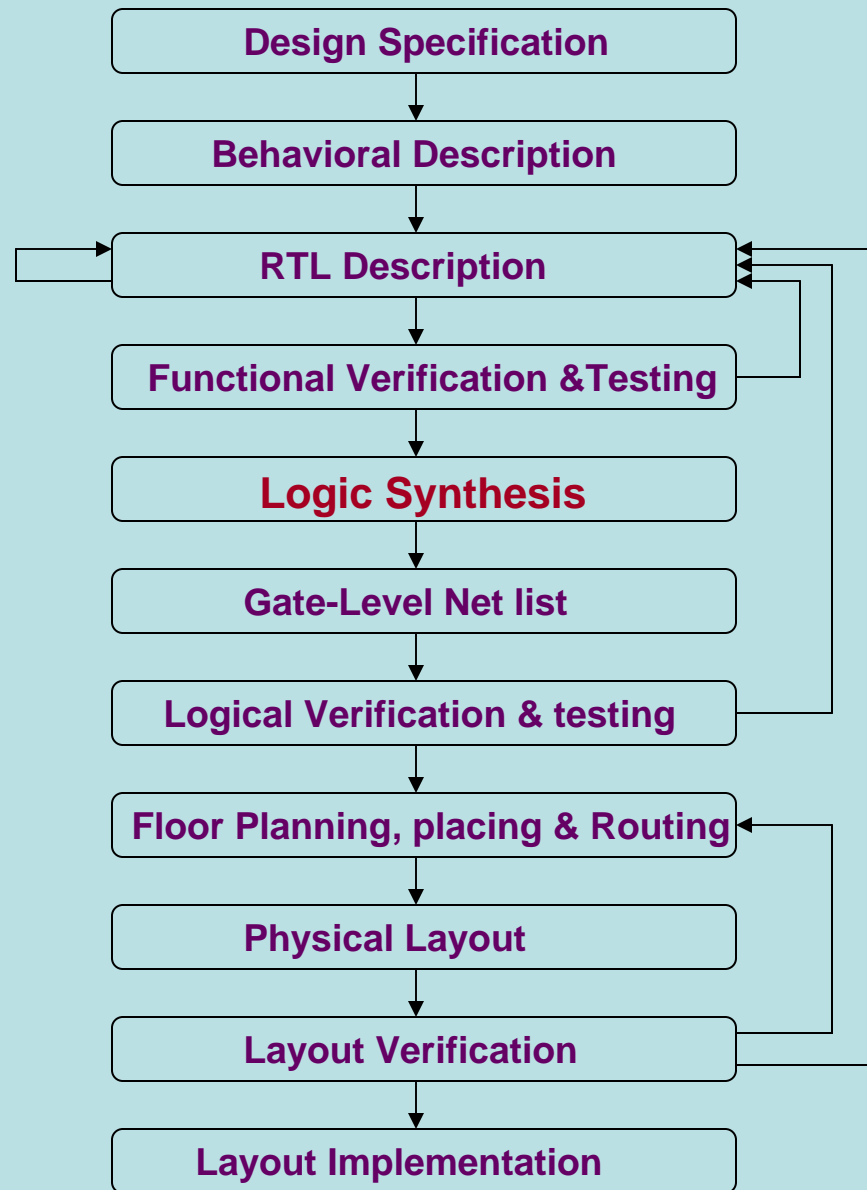
**Logic synthesis** is the process of converting a high-level description of the design into an optimized gate-level presentation, given a standard cell library and certain design constraints.

**Standard cell library:** and, or, nor etc.

**Design constraints:** timing, area, power

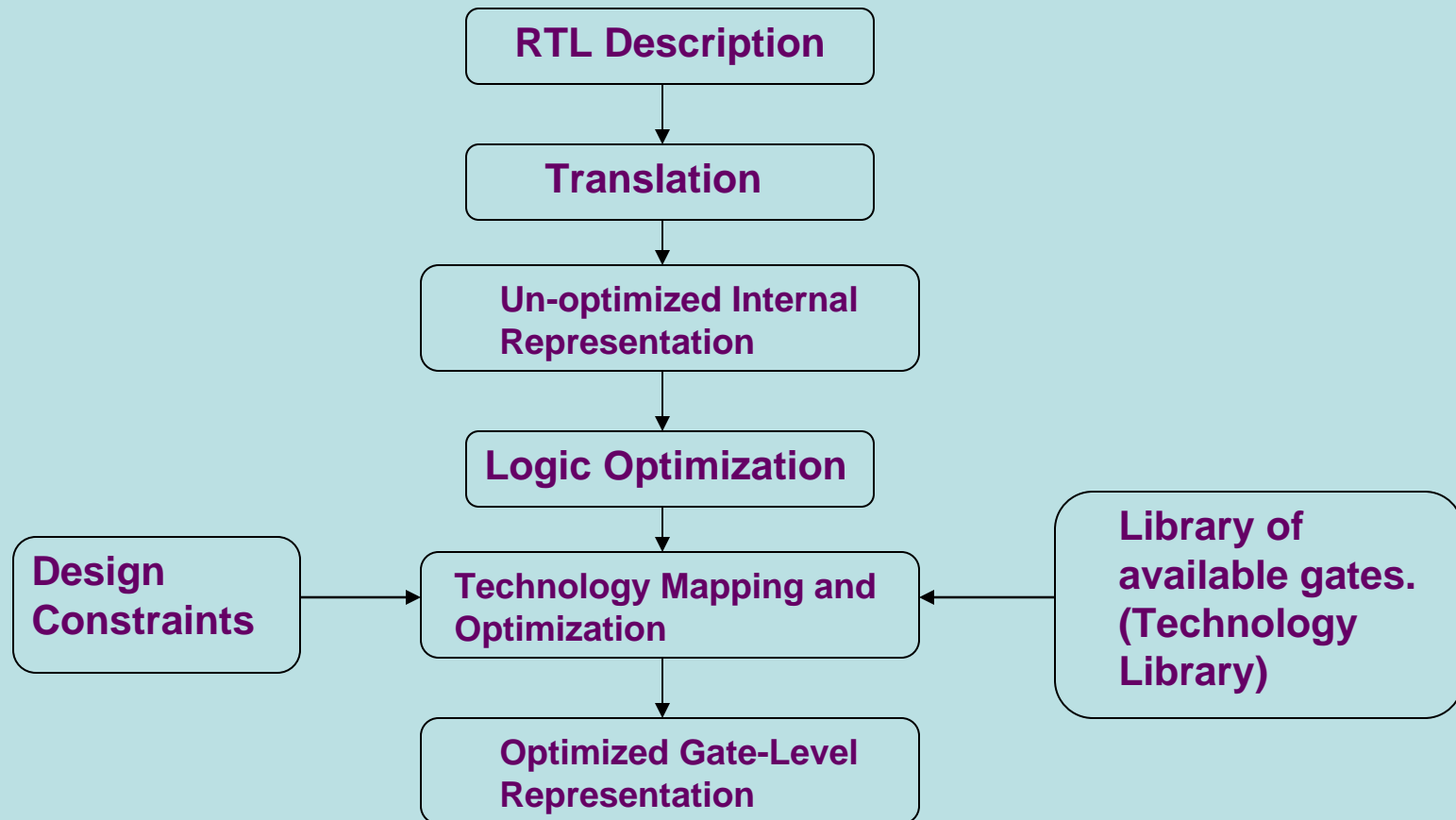


## The Verilog Design Flow



## LOGIC SYNTHESIS FLOW:

### RTL TO GATES



### **Discussion On Each Block::**

**RTL description:** Design at a high level using RTL constructs.

**Translation:** Synthesis Tool convert the RTL description to un-optimized internal representation.

**Un-optimized Intermediate Representation:** Represented internally by the logic synthesis tool in terms of internal data structure.

**Logic Optimization:** Logic is optimized to remove redundant logic.

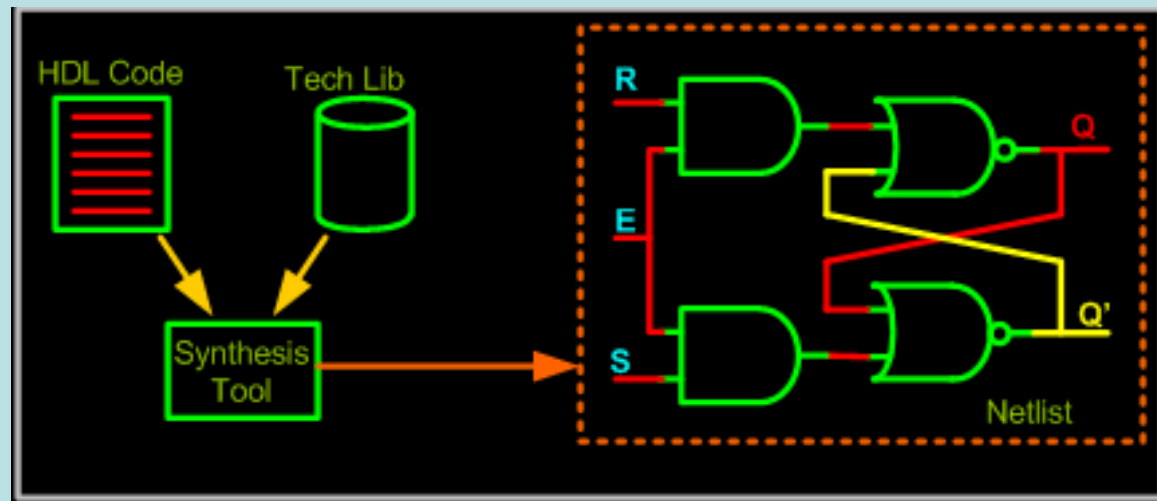
**Technology Mapping and Optimization:** Here the synthesis tool takes the internal representation and implements the representation in gates, using the cells provided in the technology library.

## Technology Library

It contains library cells that can be basic gates or macro cells.

**The cell description contains information about the following:**

- Functionality of the cell.
- Area of the cell layout.
- Timing information about the cell.
- Power information about the cell.

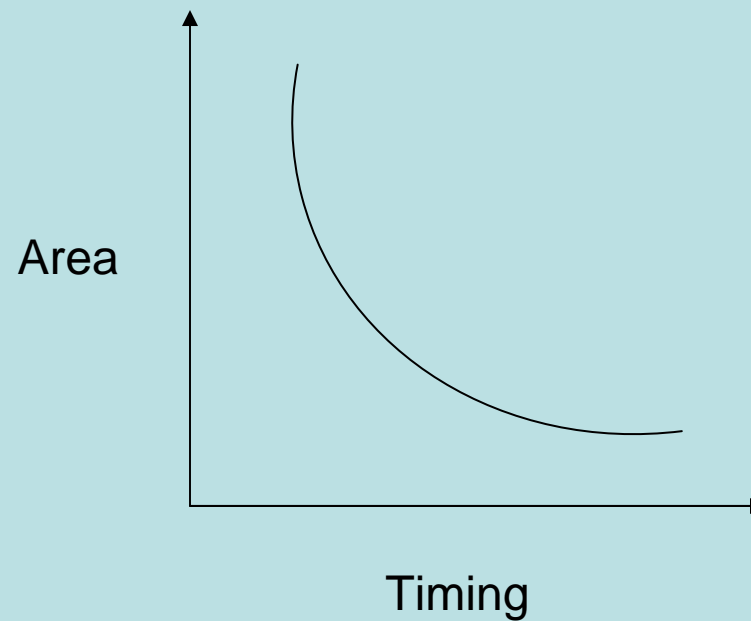




## Design Constraints

It includes the following:

- Timing
- Area
- Power



## **Points to note about synthesis**

- For very big circuits, vendor technology libraries may yield non-optimal result.
- Translation, logic optimization and technology mapping are done internally in the logic synthesis tool and are not visible to the designer.
- Timing analyzer built into synthesis tools will have to account for interconnect delays in the total delay calculation.

## Verilog HDL Synthesis

### Verilog Constructs:

Ports, Parameters, Signals & variables,  
functions & tasks, loops, ...

### Verilog Operators:

Arithmetic, Logical, Bit-wise, Shift, ...

### Statements that don't get Synthesis:

- Primitive definitions.
- Time declaration (#delay).
- Event declaration.
- Case operators (...===..., ...!==...)
- Repeat, wait
- ... and few more

## Interpretation of few Verilog Constructs

### The assign statement:

**Adder:** assign {cout, sum} = a + b + cin;

assign out = (a & b) | c;

**Multiplexer:** assign out = (s) ? i1 : i0;

The if-else statement

if (s)

out = i1;

else

out = i0;

The case statement

case (s)

1'b0 : out = i0;

1'b1 : out = i1;

endcase

### For loops:

```
for (i=0; i<5;i=i+1)
    {c, sum[i]} = a[i] + b[i] + c;
```

### Always statement:

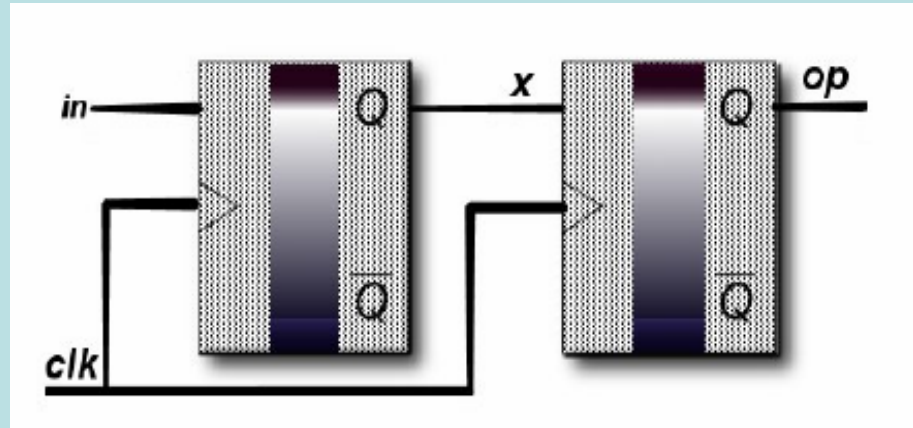
For D- Flip Flop

```
always @(posedge clk)
    q <= d;
always @(clk or d)
    if (clk)
        q <= d;
```

## Verilog and Synthesis

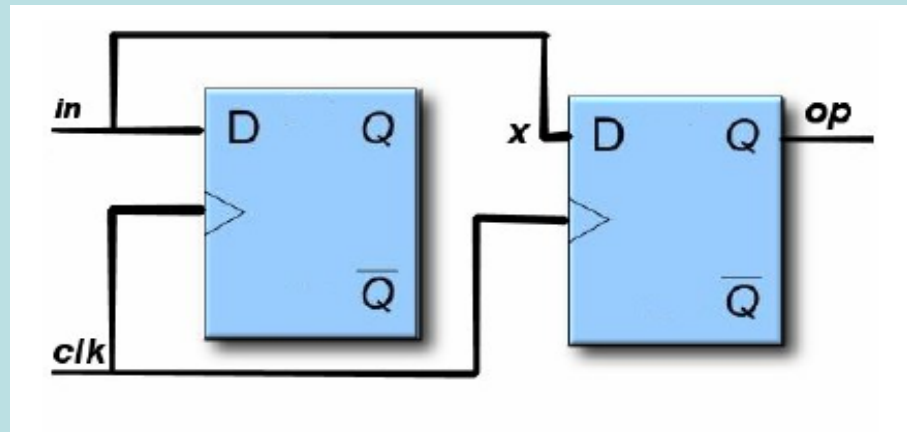
### Blocking Statements :

```
always @(posedge clk) begin
x = in;
op = x;
end
```

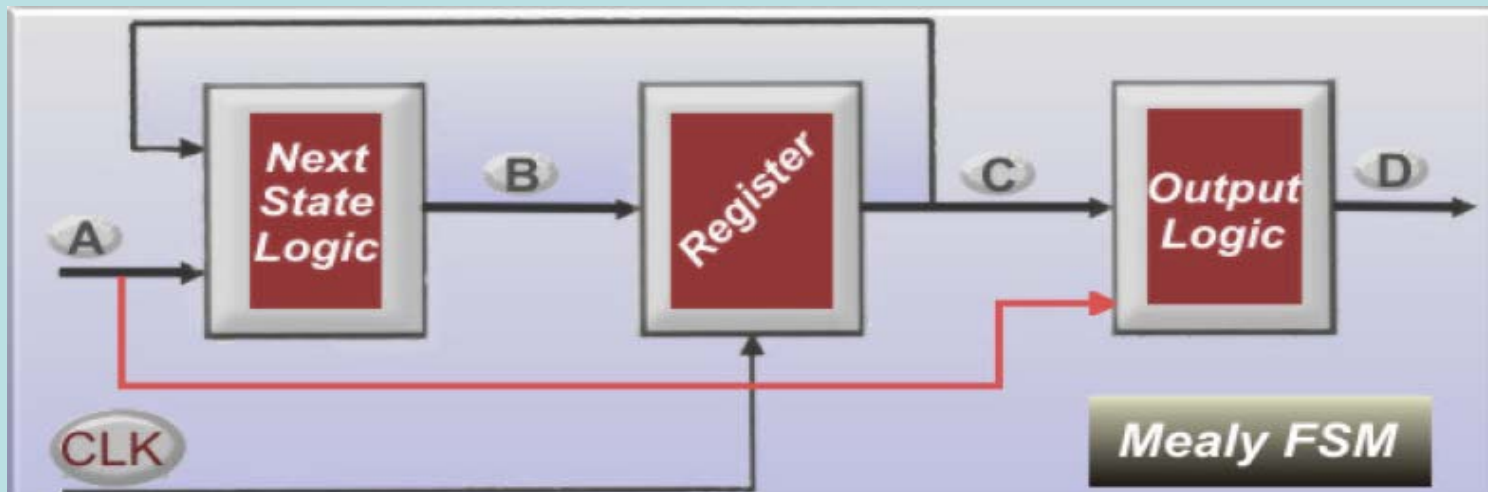
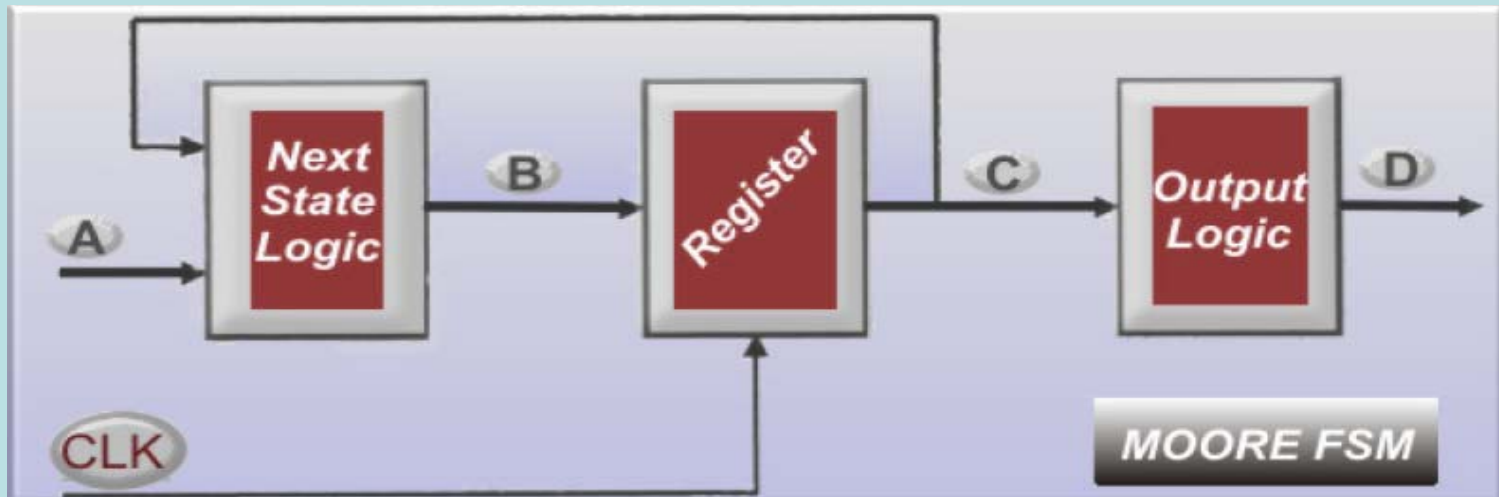


### Non-Blocking Statements :

```
always @(posedge clk) begin
x <= in;
op <= x;
end
```



## STATE MACHINE HARDWARE



## **Verification of the Gate-Level Netlist**

### **Functional Verification:**

Identical stimulus is run with the original RTL and synthesized gate-level descriptions of the design. The output is compared to find any mismatches.

### **Timing Verification:**

Gate-level netlist is checked for timing by use of timing simulation or by static timing verifier.



## **Modeling Tips for Logic Synthesis**

### **I. Verilog Coding Style :**

1. Use meaningful names for signals and variables.
2. Avoid mixing positive and negative edge-triggered flip-flops.
3. Use basic building blocks vs. use continuous assign statements.
4. Instantiate multiplexers vs. use if-else or case statements.
5. Use parenthesis to optimize logic structure.
6. Use arithmetic operators \*,/ and % vs. design building blocks.
7. Be careful with multiple assignments to the same variable.
8. Define if-else and case statements explicitly.

## **II. Design Partitioning:**

1. Horizontal partitioning.
2. Vertical partitioning.
3. Parallelizing design structure.

## **III. Design Constraint Specification:**

Accurate specification will produce gate-level netlist that is optimal.

## Basic Problem

### a. Simplification of logic equation.

- minimization of boolean expression.
  - two level (karnaugh map, Quine Mc-clauskey, Espresso).
  - multilevel
- reduce no. of literals.
  - factoring , common sub-expression.

$$\begin{aligned} F(A,B,C,D,E,F,G) &= ADF + AEF + BDF + BEF + CDF + CEF + G \\ &= (A + B + C)(D + E)F + G \end{aligned}$$

### b. Mapping logic equation to gates.

### c. Gate level optimization.

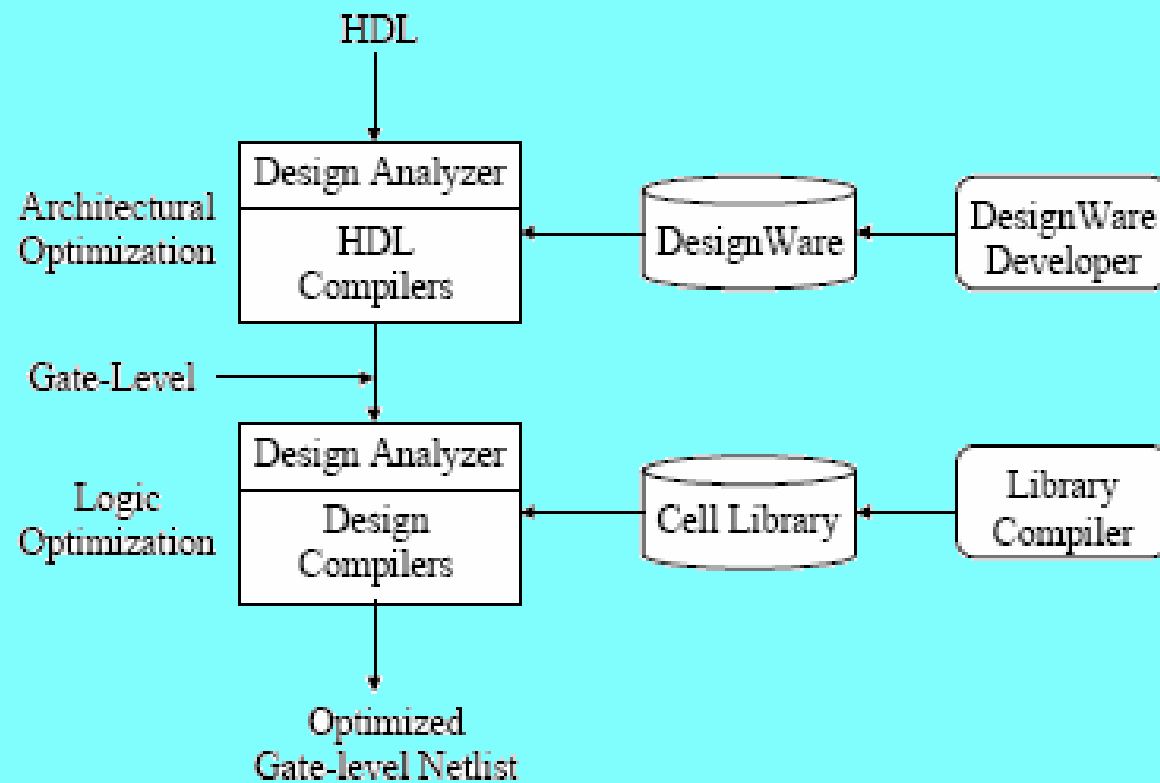
- replace OR-NOT by NOR

### d. Technology mapping.

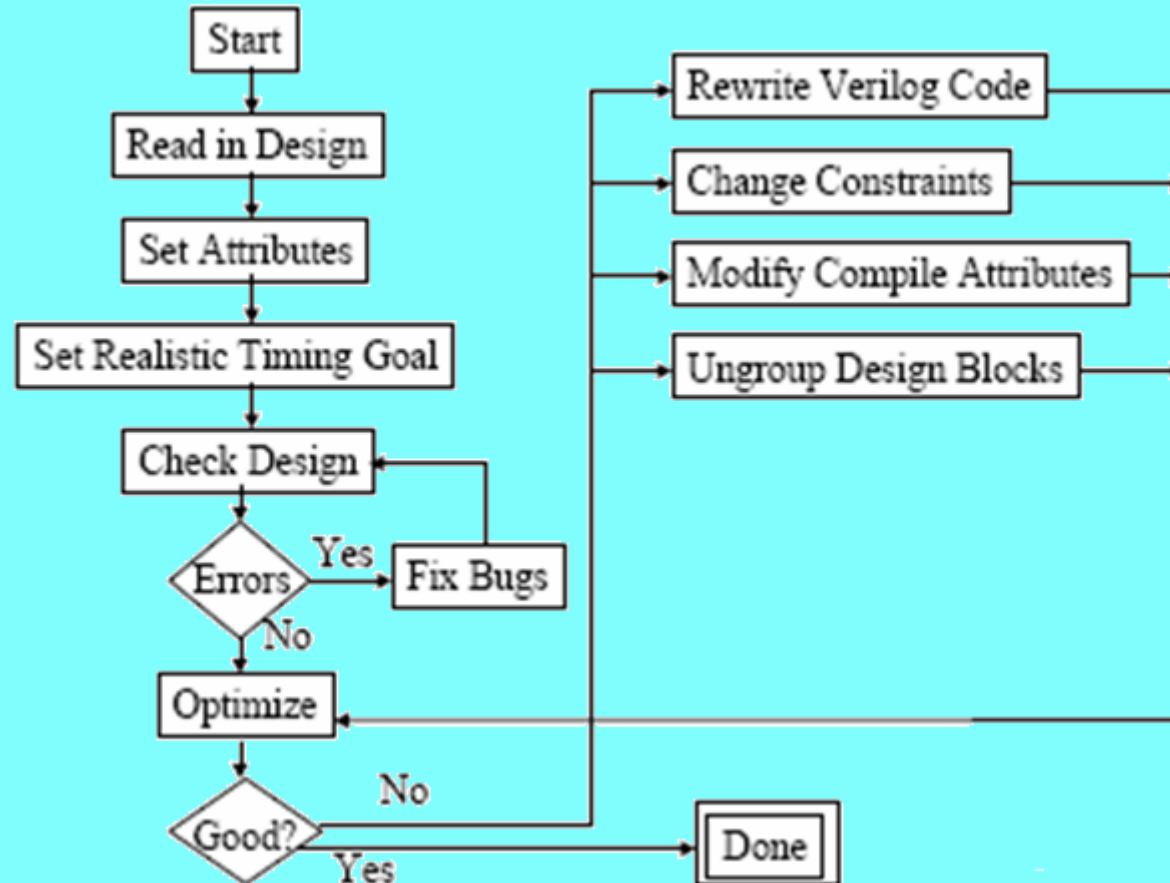
## **Impact of Logic Synthesis**

- No manual conversion, design is describes at the higher level of abstraction.
- High-level design is done without significant concern about design constraints.
- Conversion from high-level design to gates is fast.
- Turnaround time for redesign of blocks is shorter.
- Logic synthesis tools optimize the design as a whole.
- Logic synthesis tools allow technology-independent design.
- Design reuse is possible for technology-independent descriptions.

# Synthesis Tools



# The Synthesis Process



## Tools used in the lab

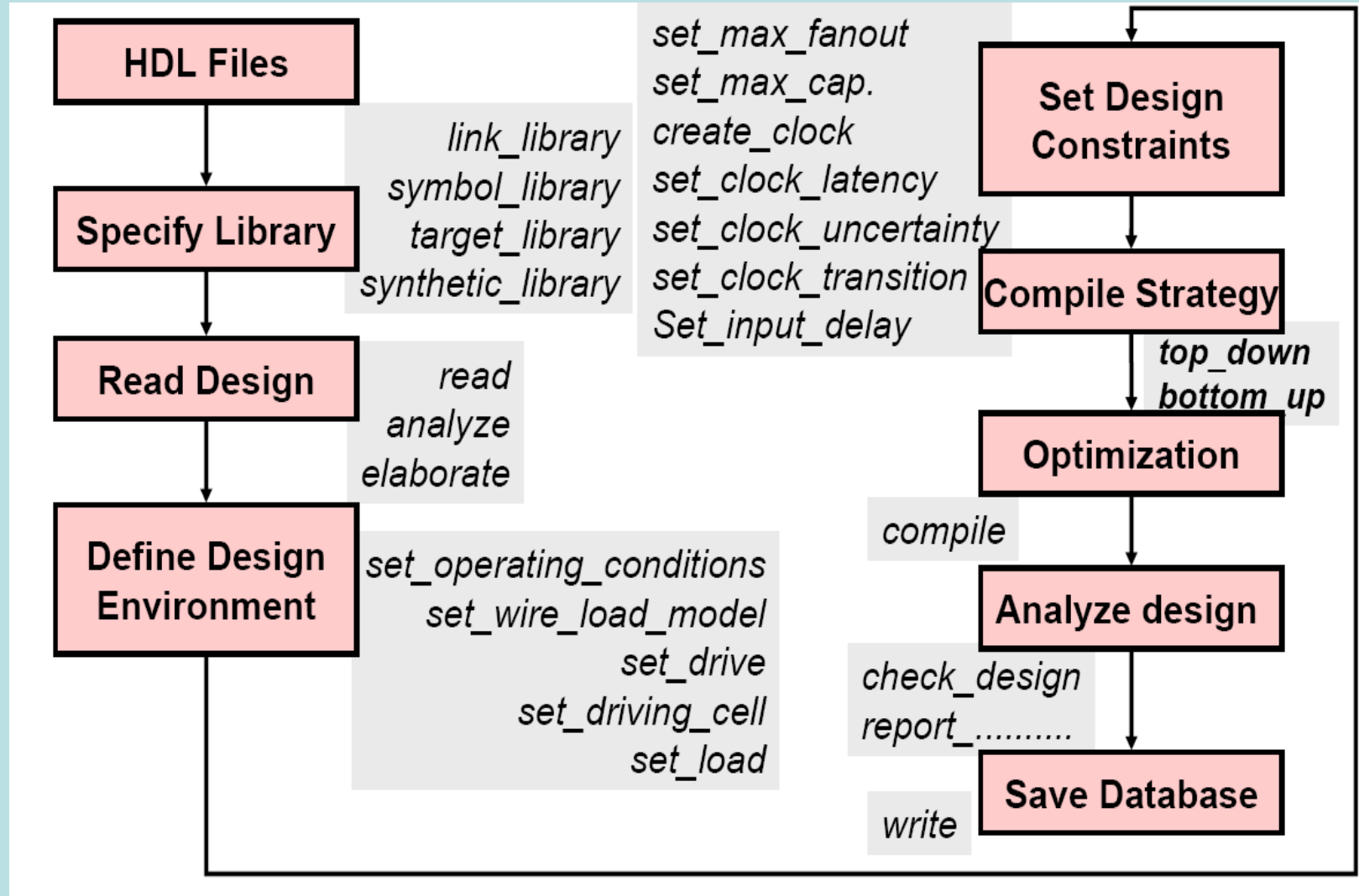
Verilog HDL → **Verilog XL** by Cadence

Logic Simulation → **Simvision** by Cadence

Logic Synthesis → **Design Compiler** by Synopsys

Physical Design → **Silicon Ensemble** by Cadence

## Important Command





## Example of 4X1 Multiplexer

```
// Multiplexer in verilog

module muxe(data_in,sel,out,clk);

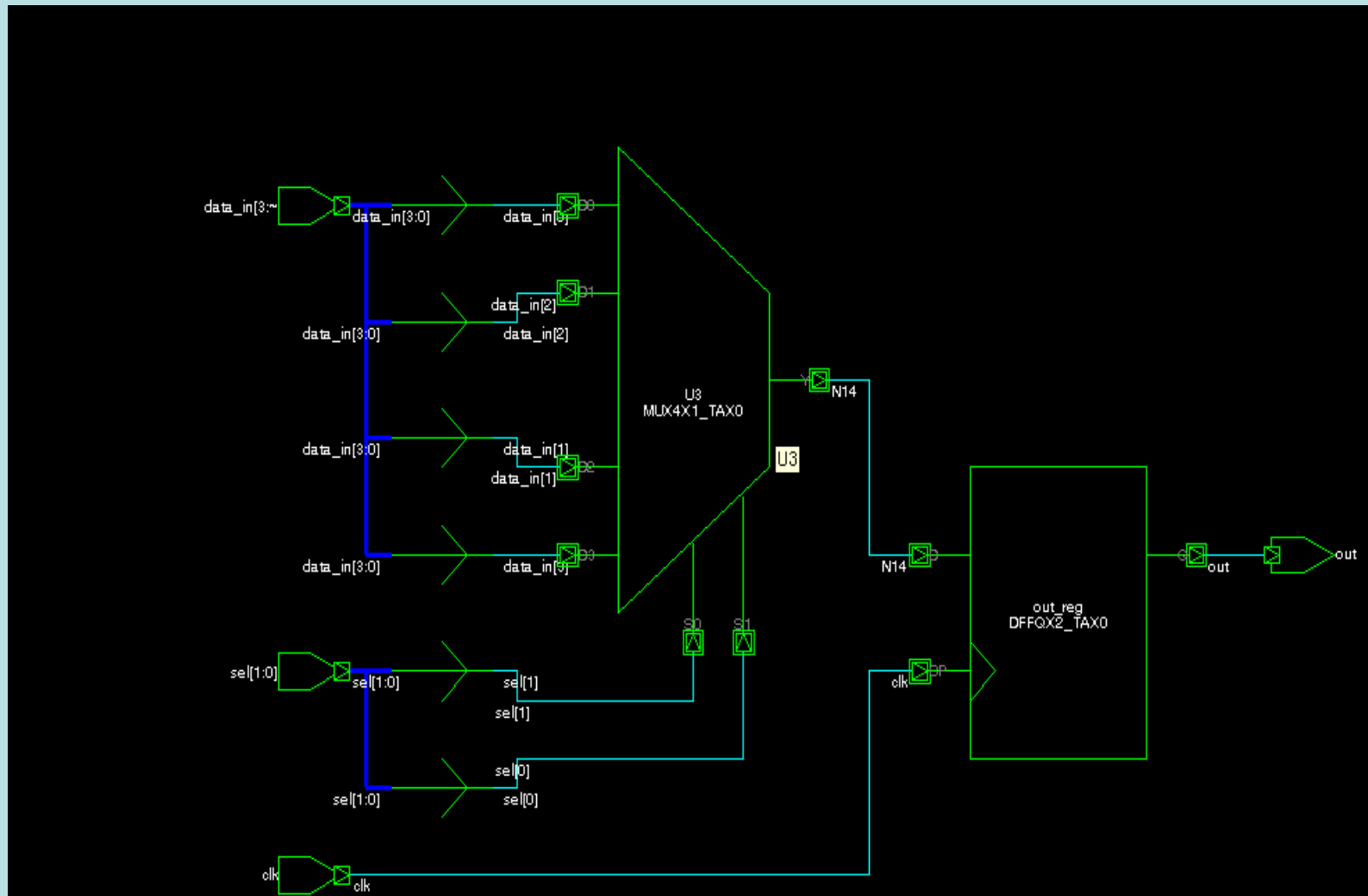
input [3:0] data_in;
input [1:0] sel;
input clk;
output out;

wire [1:0] sel;
wire [3:0] data_in;
reg out;

always @(posedge clk)
    begin
        case(sel)
            2'b00: out=data_in[0];
            2'b01: out=data_in[1];
            2'b10: out=data_in[2];
            2'b11: out=data_in[3];
        endcase
    end

endmodule
```

## Synthesized Schematic View



## Area Report

\*\*\*\*\*

Report : area

Design : muxe

Version: 2003.06-SP1

Date : Mon May 12 14:22:32 2008

\*\*\*\*\*

Library(s) Used:

xlite\_core (File: /research1/paras/LIBS/xlite\_core.db)

Number of ports: 8

Number of nets: 9

Number of cells: 2

Number of references: 2

Combinational area: 641.500000

Noncombinational area: 712.809998

Net Interconnect area: 8.099999

Total cell area: 1354.310059

Total area: 1362.410034

## Power Report

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Report : power

-analysis\_effort low

Design : muxe

Version: 2003.06-SP1

Date : Mon May 12 14:23:02 2008

\*\*\*\*\*

Library(s) Used:

xlite\_core (File: /research1/paras/LIBS/xlite\_core.db)

Operating Conditions: TYP Library: xlite\_core

Wire Load Model Mode: top

Design	Wire Load Model	Library
-----		
muxe	10000_CELLS	xlite_core

Global Operating Voltage = 1.8

Power-specific unit information :

Voltage Units = 1V

Capacitance Units = 1.000000pf

Time Units = 1ns

Dynamic Power Units = 1mW (derived from V,C,T units)

Leakage Power Units = 1nW

Cell Internal Power = 139.0492 uW (47%)

Net Switching Power = 158.6197 uW (53%)

-----  
Total Dynamic Power = 297.6689 uW (100%)

Cell Leakage Power = 13.1517 nW

## Summary

### Logic Synthesis

**Input:** Boolean Equations and FSMs.

**Output:** A netlist of gates and flip-flops.

**Design Goals:**

- Minimize no. of levels (delay).
- Minimize no. of gates (area).
- Minimize signal activity (power).

**Typical Constraints:**

- Target Library.

**THANK YOU**