Computer-Aided VLSI System Design

Final Project:
Gauss-Seidel Iteration Machine

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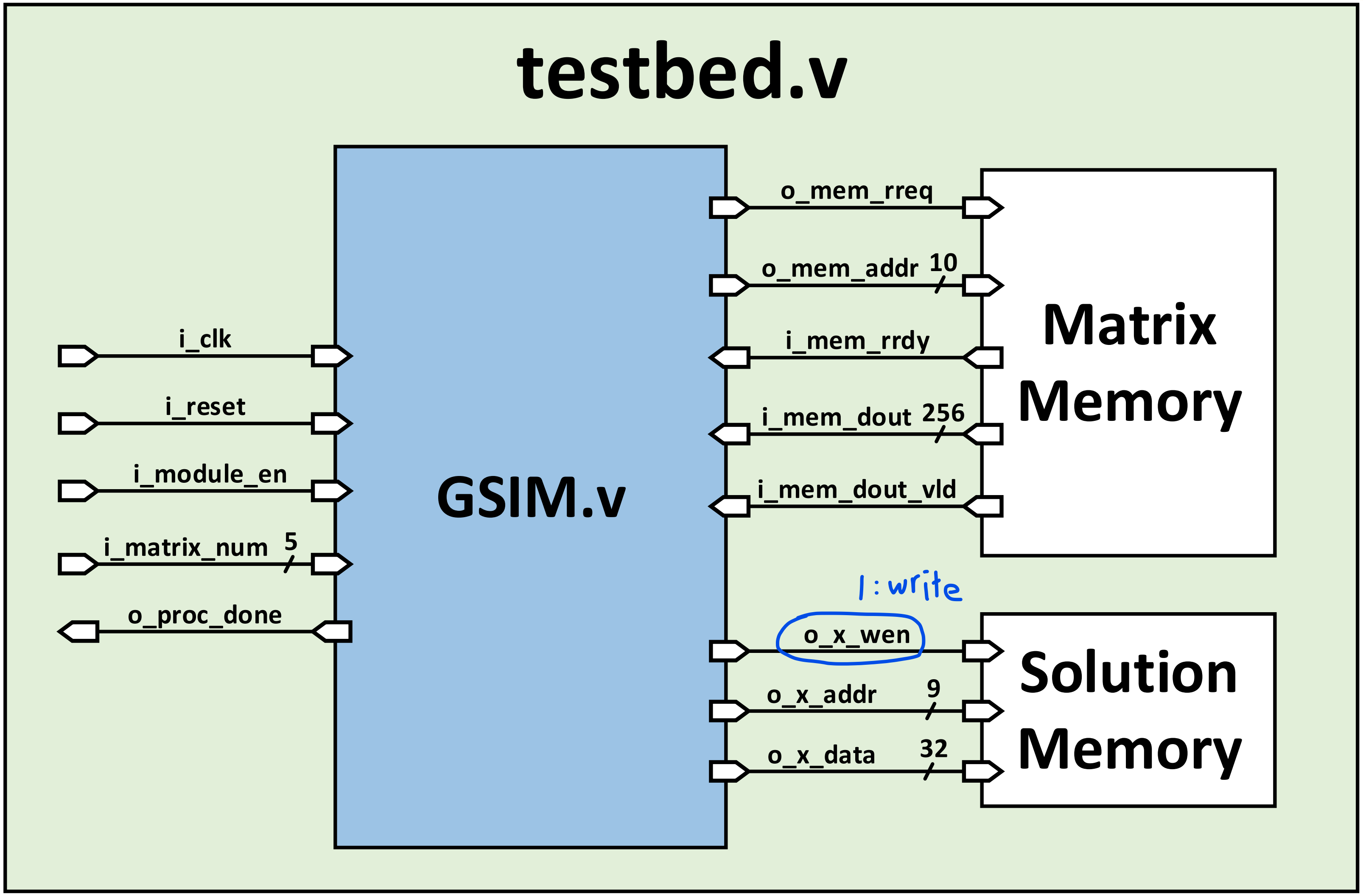
Introduction

- 請完成一Gauss-Seidel Iteration Machine(GSIM)的電路設計來求出多元線性聯立方程式(Linear Equation)之解
- 如下圖所示，矩陣A、B為已知之整數值，待求矩陣X之解
  - 在此專題中，*N*固定為16

$$AX=B \longrightarrow \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1N} \\ a_{21} & a_{22} & \cdots & a_{2N} \\ \cdots & \cdots & \cdots & \cdots \\ a_{N1} & a_{N2} & \cdots & a_{NN} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \cdots \\ x_N \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \cdots \\ b_N \end{bmatrix}$$

Block Diagram



Input/Output

Signal Name	I/O	Width	Simple Description
i_clk	I	1	本系統為同步於時脈正緣之同步設計。 (註: Host端採clk正緣時送資料。)
i_reset	I	1	高位準”非”同步(active high asynchronous)之系統重置信號。
i_module_en	I	1	模組控制訊號。當為high時模組操作有效。
i_matrix_num	I	5	要計算矩陣數量。
o_proc_done	O	1	運算完成訊號。當將所有要求的解輸出後，須將此訊號設為high代表運算完成，並在i_module_en為0時再設為low。
o_mem_rreq	O	1	要讀取matrix memory時須設為high。
o_mem_addr	O	10	要讀取matrix memory之位址。
i_mem_rrdy	I	1	要讀取matrix memory之ready訊號。為high時代表此時可讀取memory data。
i_mem_dout	I	256	Matrix memory data。共有16筆16-bit資料，採用2’s complement表示。細節請參考。
i_mem_dout_vld	I	1	Matrix memory data有效訊號。為high時代表此時i_mem_dout有效。
o_x_wen	O	1	輸出資料有效之控制訊號。當為High時，表示目前輸出的資料為有效的。
o_x_addr	O	9	輸出矩陣解之位址。
o_x_data	O	32	要輸出之矩陣解。採用2’s complement表示(16-bit整數+16-bit小數)。

Gauss-Seidel Iteration Machine

- 所求多元線性聯立方程式如下式所示

$$\begin{aligned} a_{11}x_1 + a_{12}x_2 + \cdots + a_{1\mathrm{N}}x_\mathrm{N} &= b_1 \\ a_{21}x_1 + a_{22}x_2 + \cdots + a_{2\mathrm{N}}x_\mathrm{N} &= b_2 \\ &\vdots \\ a_{\mathrm{N}1}x_1 + a_{\mathrm{N}2}x_2 + \cdots + a_{\mathrm{NN}}x_\mathrm{N} &= b_\mathrm{N} \end{aligned} \qquad (1)$$

- 欲求x_1, x_2, ..., x_N的值，可以將上式整理成底下式子

$$\begin{aligned} x_1^1 &= \frac{1}{a_{11}}(b_1 - a_{12}x_2^0 - \cdots - a_{1N}x_N^0) \\ x_2^1 &= \frac{1}{a_{22}}(b_2 - a_{21}x_1^1 - a_{23}x_3^0 - \cdots - a_{2\mathrm{N}}x_\mathrm{N}^0) \\ &\vdots \\ x_N^1 &= \frac{1}{a_{NN}}(b_N - a_{N1}x_1^1 - a_{\mathrm{N}2}x_2^1 - \cdots - a_{\mathrm{NN-1}}x_{\mathrm{N-1}}^1) \end{aligned} \qquad (2)$$

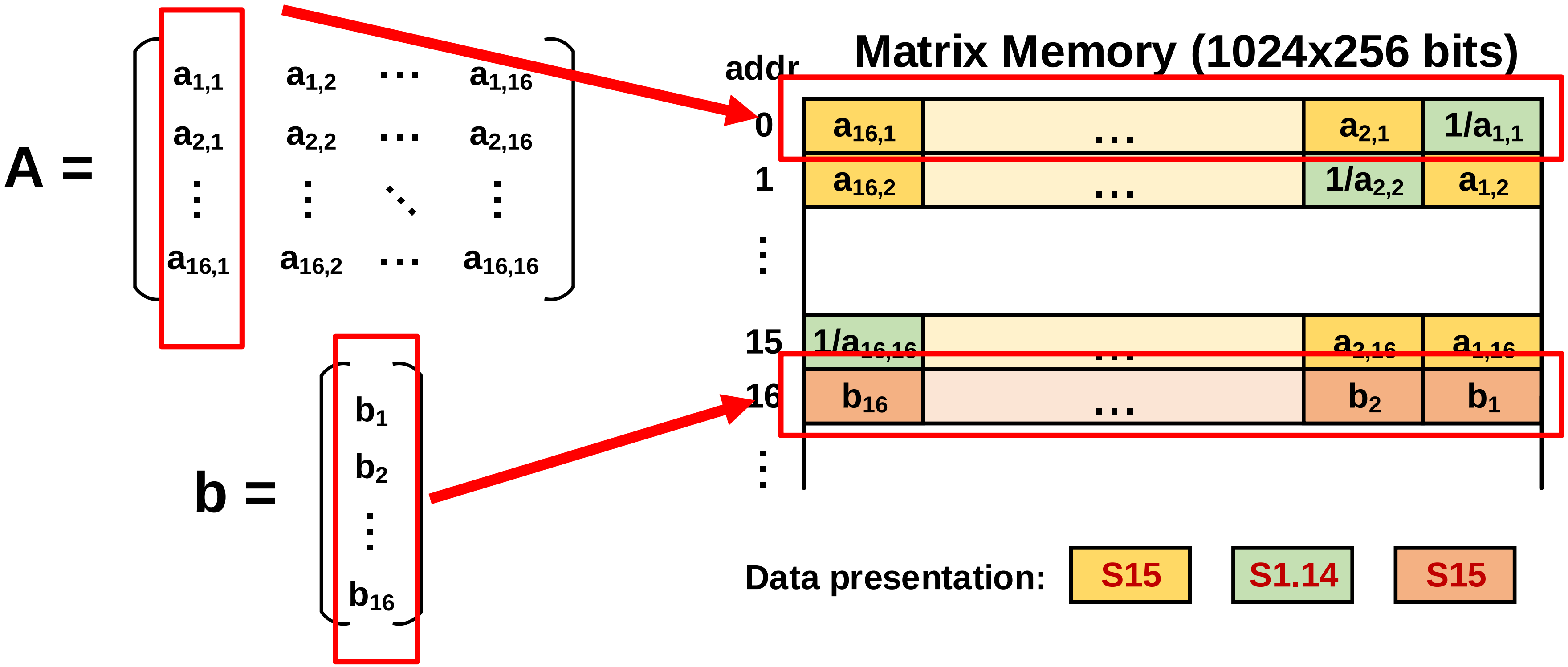
Gauss-Seidel Iteration Machine

- Gauss-Seidel Iteration就是將(2)式作相同的動作數次的疊代，其行為如下式所示，反覆地疊代數次後，即可將所有待求的x值收斂在某一個值，該x值即為所求，
  - 在此專題中，疊代次數固定為16。

$$x_i^{k+1} = \frac{1}{a_{ii}}\left[b_i - \sum_{j=1}^{i-1} a_{ij} x_j^{k+1} - \sum_{j=i+1}^{N} a_{ij} x_j^{k} \right] \qquad (3)$$

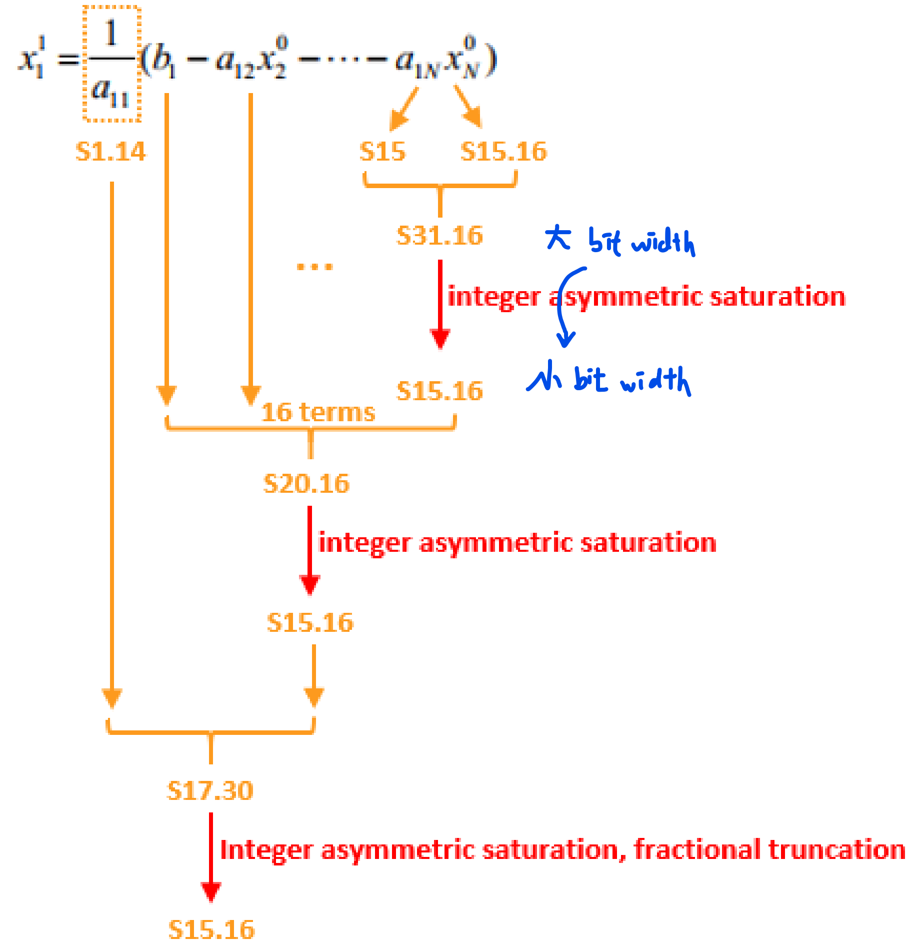
Data Presentation

- **2's complement**
  - Ex. 16-bit(2-bit整數+14-bit小數) **-> S1.14**
- 矩陣A及b都是放在外面的memory中，由設計者決定怎麼讀取



Order for Computation

- **Integer asymmetric saturation**
  - 若發生overflow，則取其能表示的最大值/最小值來做為結果
- **Fractional truncation**
  - 小數部分當bit-width變小時直接truncate即可(不用四捨五入)



Initialization

- X 初始化方式如下

$$X^0 = \begin{bmatrix} x_1^0 \\ x_2^0 \\ \vdots \\ x_N^0 \end{bmatrix} = \begin{bmatrix} b_1/a_{11} \\ b_2/a_{22} \\ \cdots \\ b_N/a_{NN} \end{bmatrix}$$

S15.16 S17.14

Integer asymmetric saturation

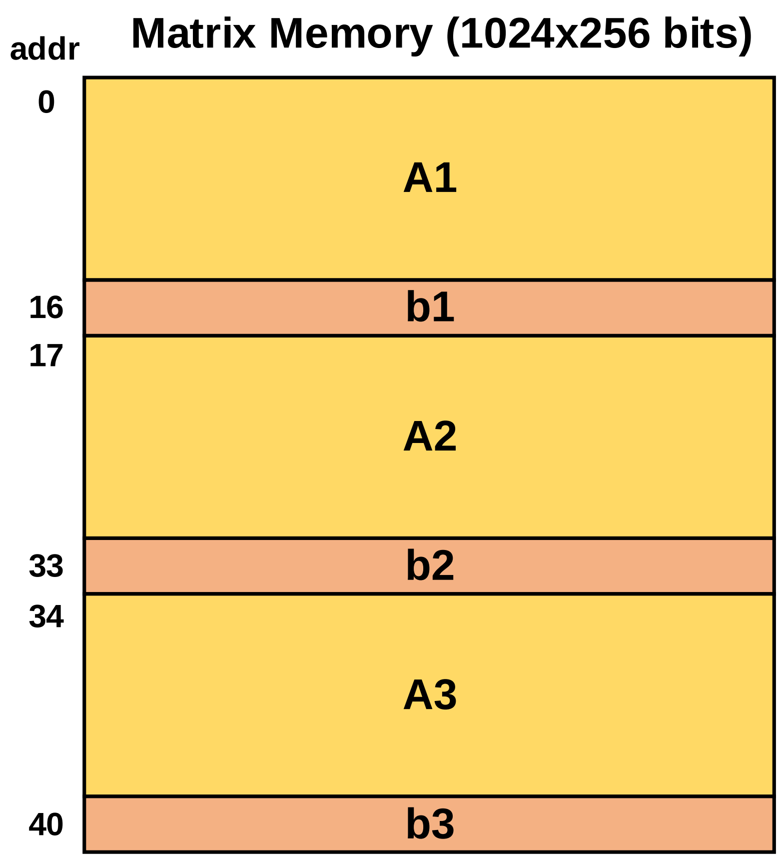
b_N: S15

$1/a_{NN}$: S1.14

Matrix Storage

- 假設要處理3個矩陣，則其儲存在memory的順序如下

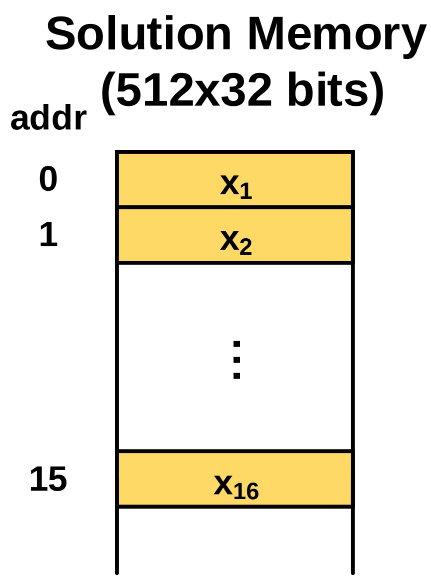
A1 -> b1 -> A2 -> b2 -> A3 -> b3



Result Output

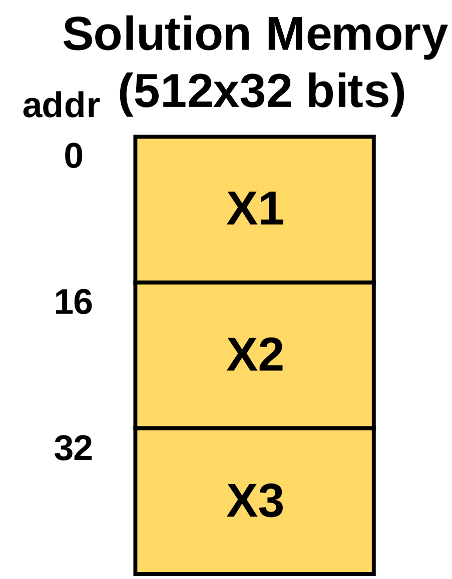
- 將矩陣解輸出儲存至solution memory
  - 一次只輸出32-bit答案

$$X = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{16} \end{bmatrix}$$



(a)

- 如果要解的矩陣有三個

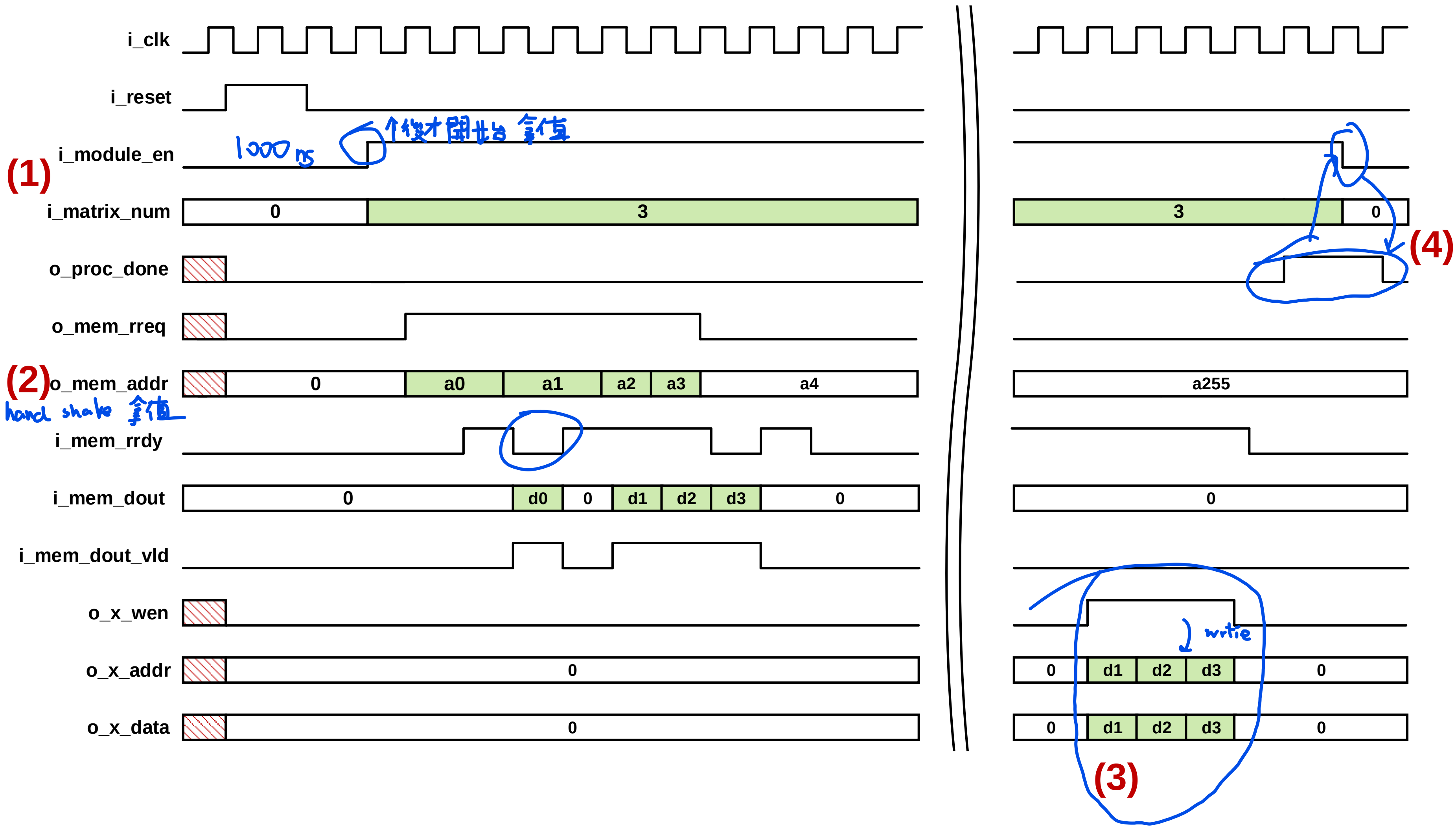


(b)

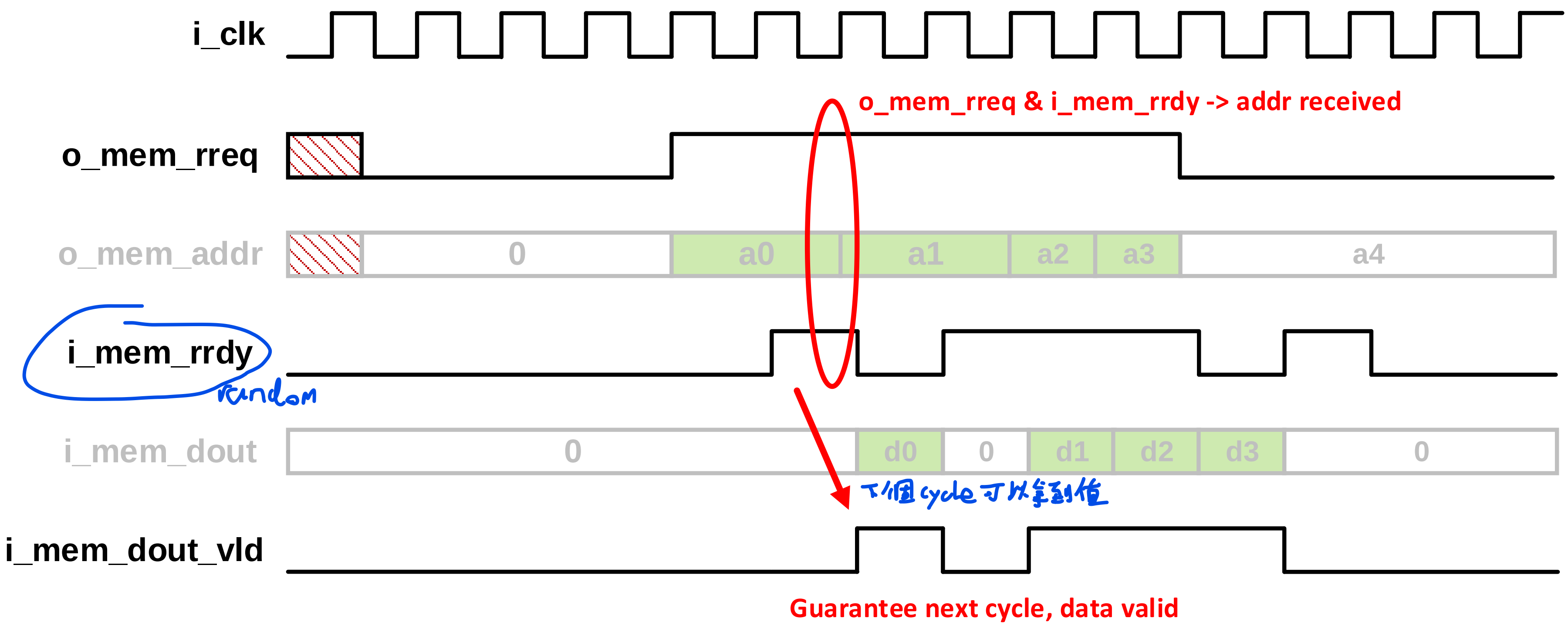
Specification

- Only worst-case library is used for synthesis.
- The slack for setup-time should be non-negative.
- **No any timing violation and glitches** for the gate level simulation and post-layout simulation.

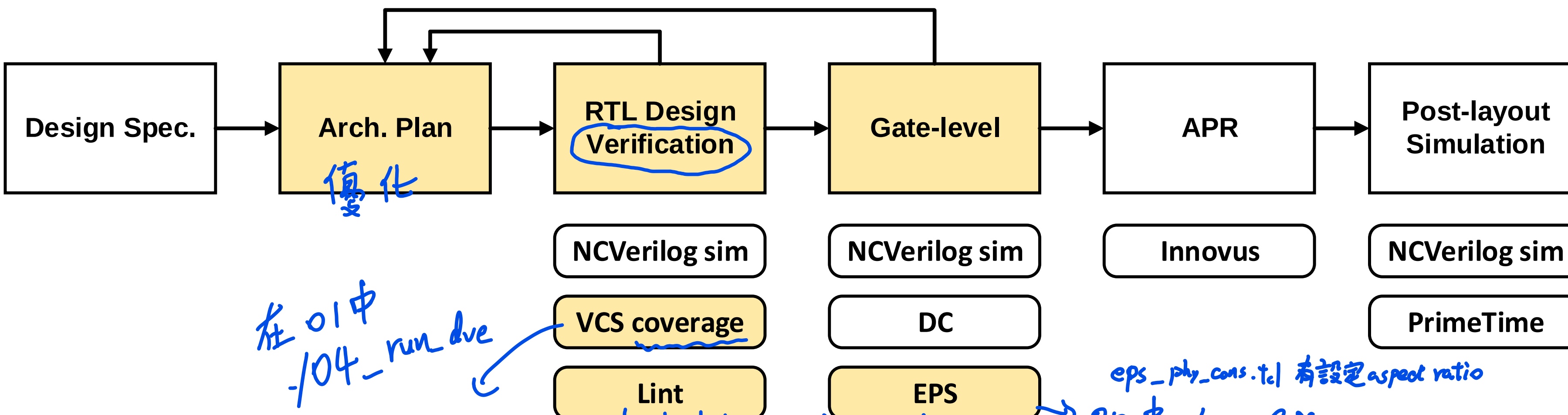
Waveform


i_clk
i_reset
i_module_en
i_matrix_num
o_proc_done
o_mem_rreq
o_mem_addr
i_mem_rrdy
i_mem_dout
i_mem_dout_vld
o_x_wen
o_x_addr
o_x_data
(1)
(2)
(3)
(4)
0
3
a0
a1
a2
a3
a4
a255
d0
d1
d2
d3
1000 ns
後才開始拿值
hand shake 拿值
write

Handshake


i_clk
o_mem_rreq & i_mem_rrdy -> addr received
o_mem_rreq
o_mem_addr
0
a0
a1
a2
a3
a4
i_mem_rrdy
random
i_mem_dout
0
d0
0
d1
d2
d3
0
下個cycle可以拿到值
i_mem_dout_vld
Guarantee next cycle, data valid

Design Flow



優化

在 01 中 ./04_run_dve

line coverage

點一下 可以看 where 沒cover到

check 有無不好的寫法

不會有少 bit 接到多 bit 的行為

report

more simpb.rpt

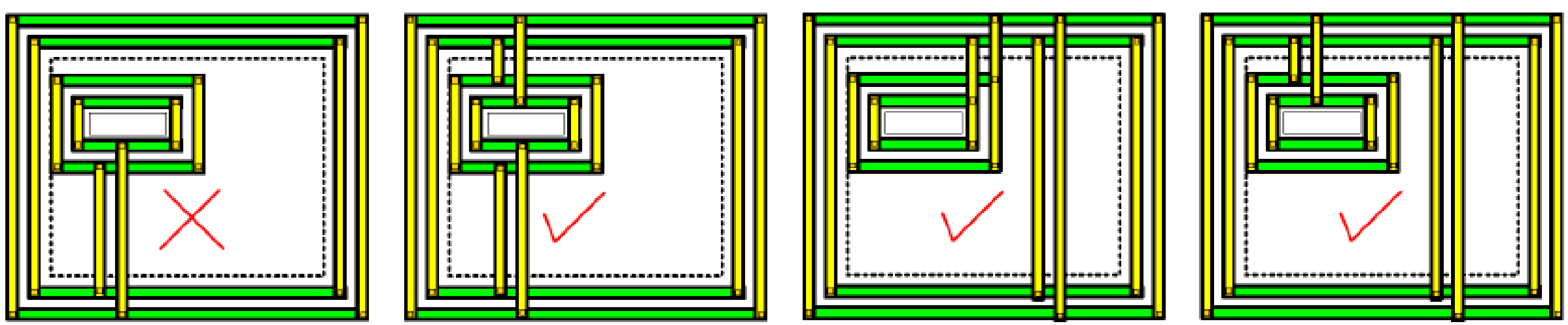
也是 synthesis 不過會考慮APR floorplan 的 congestion

eps_phy_cons.tcl 有設定 aspect ratio

02 中 ./02_eps

Specifications for APR (1)

- 只需做 Marco layout 即不用包含 IO Pad 、 Bonding Pad)
  還是要把pin散開
- **set_aspect_ratio 0.6** 固定
- VDD 與 VSS Power Ring 寬度請各設定為 2um 只須做一組
- 不需加 Dummy Metal
- Power Stripe 務必至少加一組 ，其 VDD 、 VSS 寬度各設定為 2um
  - Power Stripe 垂直方向至少一組，水平方向可不加



Specifications for APR (2)

- 務必要加Power Rail(follow pin)
- Core Filler務必要加
- APR 後之GDSII檔案務必產生
- 完成 APR DRC/LVS 完全無誤
- 分散pin
  記得先產生GSIM.ioc，再重新讀取該檔來設定pin position

Grading Policy (1)

- **Baseline** 50% + **Performance** 35% + **Report** 15%

Item		%	Description
RTL Simulation		10	通過提供的pattern (hand shake)
Verification		10	Coverage (line 100%), nLint no Error
Synthesis		15	EPS, Pass gate-level sim & LEC
APR		15	Finish APR with no DRC/LVS errors Pass post-layout simulation
Performance	Area, time	20	Area x Time
	Power	15	10:Compare active window, total energy 5: idle, idle_after_active
Report		15	

Performance

diè

- **Score = Area × Time**
  - **Area**

```
innovus #> analyzeFloorplan
```

```
************************* Analyze Floorplan *************************
   Die Area(um^2)              : 1147937.22
   Core Area(um^2)             : 174367.11
   Chip Density (Counting Std Cells and MACROs and IOs): 83.061%
   Core Density (Counting Std Cells and MACROs): 80.961%
   Average utilization         : 100.000%
   Number of instance(s)       : 9110
   Number of Macro(s)          : 3
   Number of IO Pin(s)         : 57
   Number of Power Domain(s) : 0
************************* Estimation Results *************************
**********************************************************************
```

  - **Time**

tb0 ~ tb3

```
 ------ Congratulation! You have pass all the pattern! ------

Simulation complete via $finish(1) at time 404572700 PS + 0
../00_TESTBED/testbench.v:171     $finish;
```

Grading Policy (2)

- **Baseline** 50% + **Performance** 40% + **Report** 10%

Violation	Penalty
不符合 design specification	Performance*0.5
無法通過hidden pattern	Performance*0.5
沒有考慮random i_mem_rrdy	Performance不評分
違反繳交格式與規則	總分-3

Report

- 需要包含底下幾個項目
  - 架構設計
  - 硬體優化方法 (latency, area, power…) 任何地方的優化都可以寫
  - nLint report with 0 errors
  - Coverage result
  - Congestion map (如果有跑EPS流程)
  - Primetime power report (Post-layout)
  - Layout 圖
  - Area result
  - Performance 表格

Submission (1)

- **GSIM.v**
- **GSIM_syn.v**
- **GSIM_syn.sdf**
- **GSIM_pr.v**
- **GSIM_pr.sdf**
- **GSIM.gds**
- **active.power**
- **idle.power**
- **idle_after_active.power**
- **GSIM_final.tar (archive of the design database directory)**
- **report.pdf**
- **all other design files** included in your design for rtl simulation (optional)

一組交一份

Submission (2)

- **Due Wednesday, Jan. 14, 23:59**

- **Final project presentation (MTK experience sharing)**
  - **Date: January 18, 2021**