

# 시스템반도체설계 Final\_Project\_<7조>

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# 목차

1. 16bit unsigned multiplier 설계
2. FF설계설명
3. 각 개별블록 스펙 기반으로 pipelining 및 전체 구조설계 및 예측
4. 개별 블록 기반에서 예측한 결과와, 실제로 합쳐서 설계한 회로의결과와 비교
5. 동작오류 검증

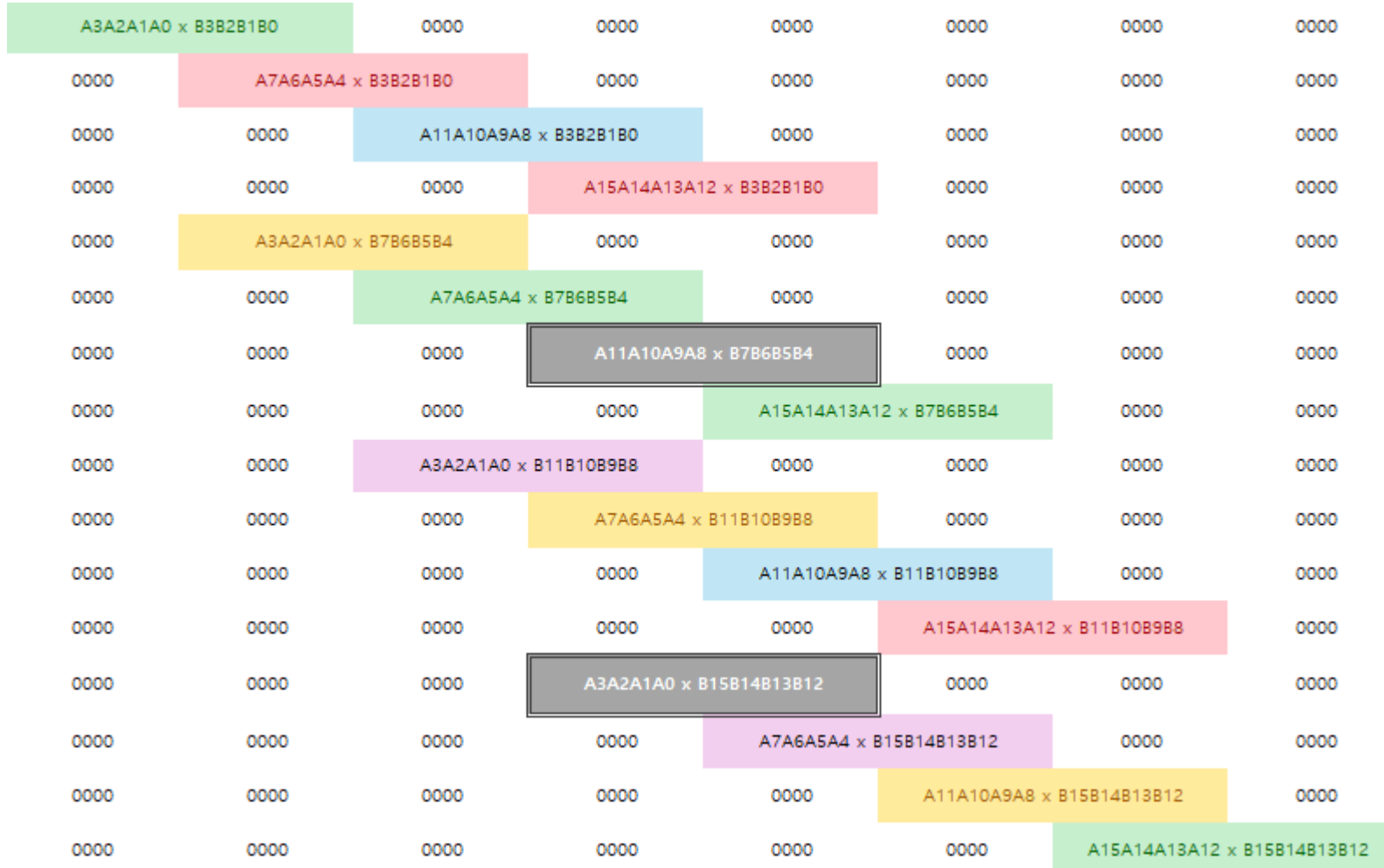
# 곶솜 방식에 대한 곶찰

A.16개, 16개의 인풋을 각각 비트 단위로 곶솜

VS

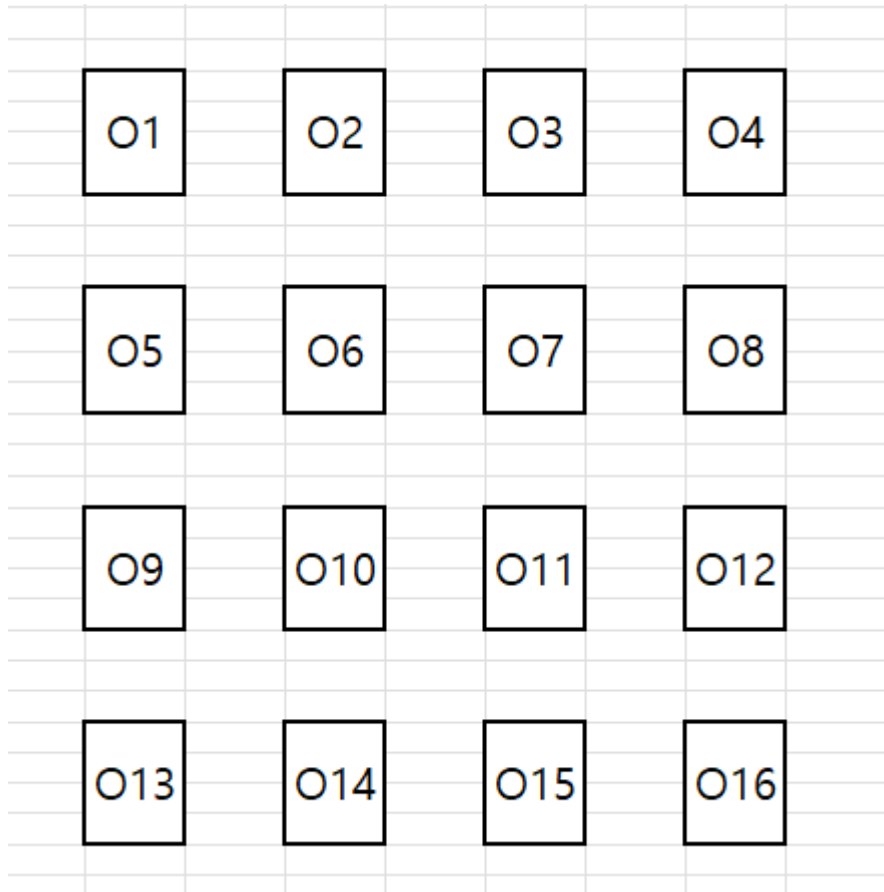
B.16비트를 4비트씩으로 나누어 부분 곶들 간의 곶솜

# Partial Product Adding Algorithm(1)



Wallace tree Output

# Partial Product Adding Algorithm(2)

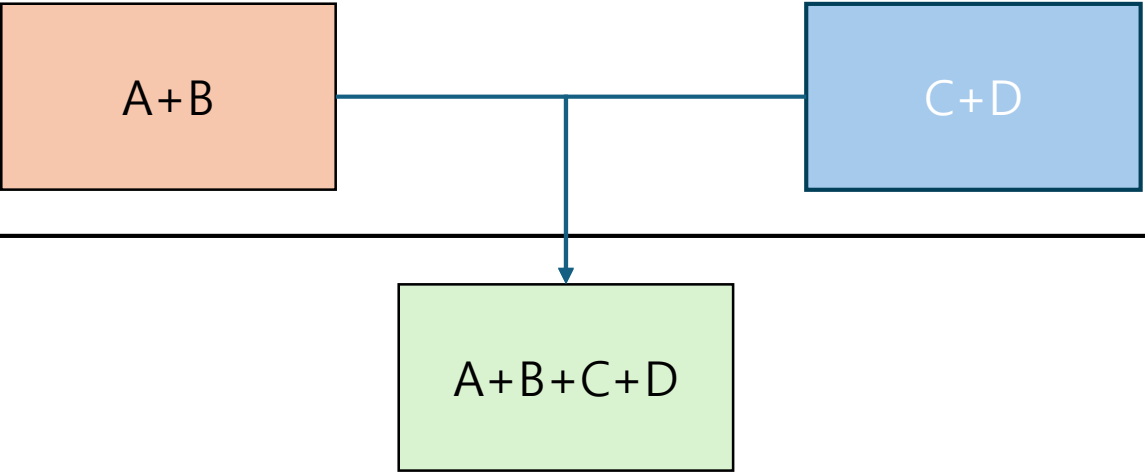


4bit Multiplier의 자리가 다른 출력 16개  
-> 이론적으로 15개의 32bit adder가 필요

# Partial Product Adding Algorithm(3)

A3A2A1A0 x B3B2B1B0		A7A6A5A4 x B7B6B5B4		A15A14A13A12 x B7B6B5B4		A15A14A13A12 x B15B14B13B12		A
0000	0000	0000	0000	0000	0000	0000	0000	
0000	A7A6A5A4 x B3B2B1B0		A15A14A13A12 x B3B2B1B0		A15A14A13A12 x B11B10B9B8		0000	B
0000	0000	0000	A11A10A9A8 x B7B6B5B4		0000	0000	0000	
0000	A3A2A1A0 x B7B6B5B4		A7A6A5A4 x B11B10B9B8		A11A10A9A8 x B15B14B13B12		0000	C
0000	0000	0000	A3A2A1A0 x B15B14B13B12		0000	0000	0000	
0000	0000	A11A10A9A8 x B3B2B1B0		A11A10A9A8 x B11B10B9B8		0000	0000	D
0000	0000	A3A2A1A0 x B11B10B9B8		A7A6A5A4 x B15B14B13B12		0000	0000	

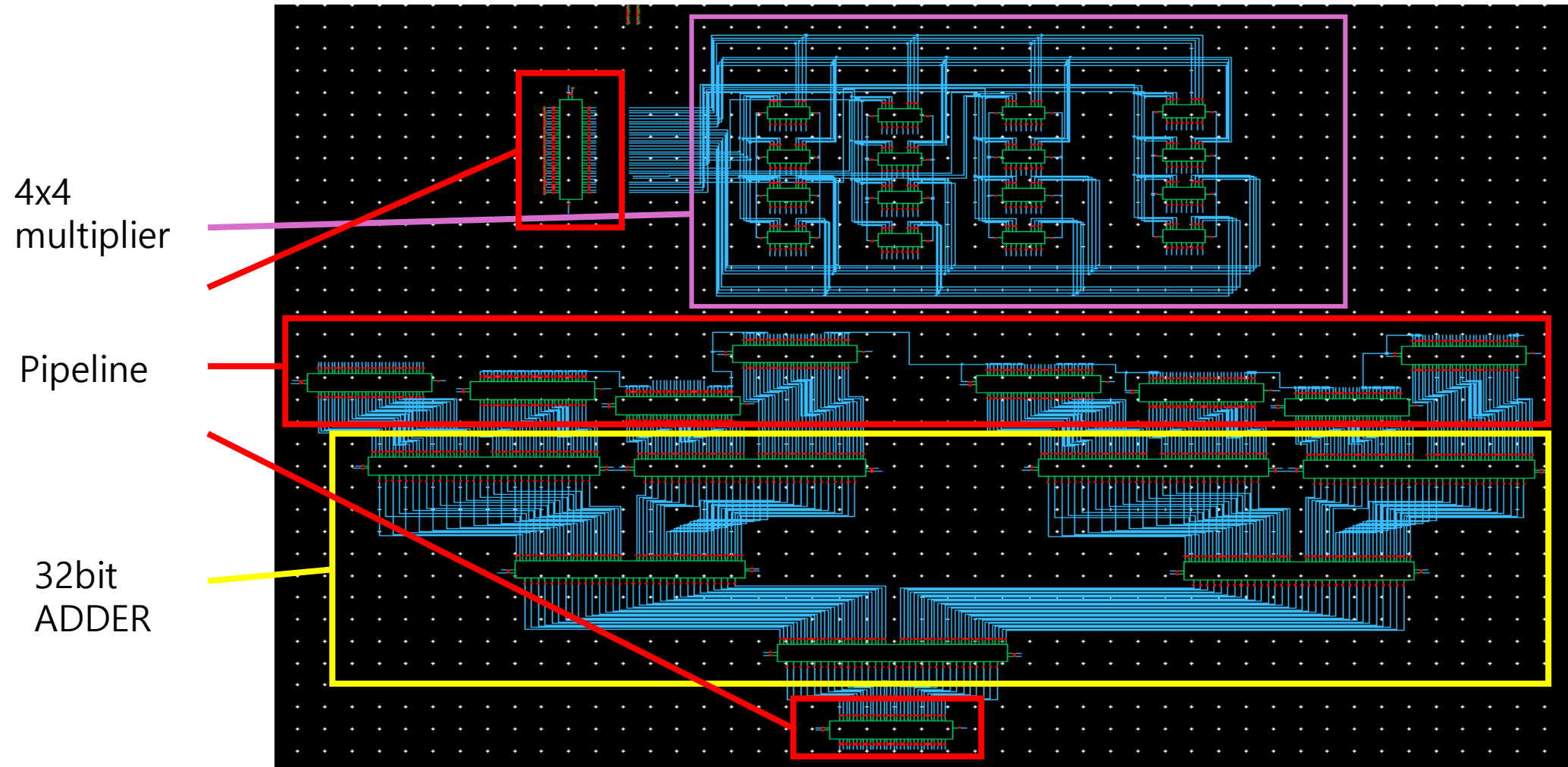
1<sup>st</sup> stage



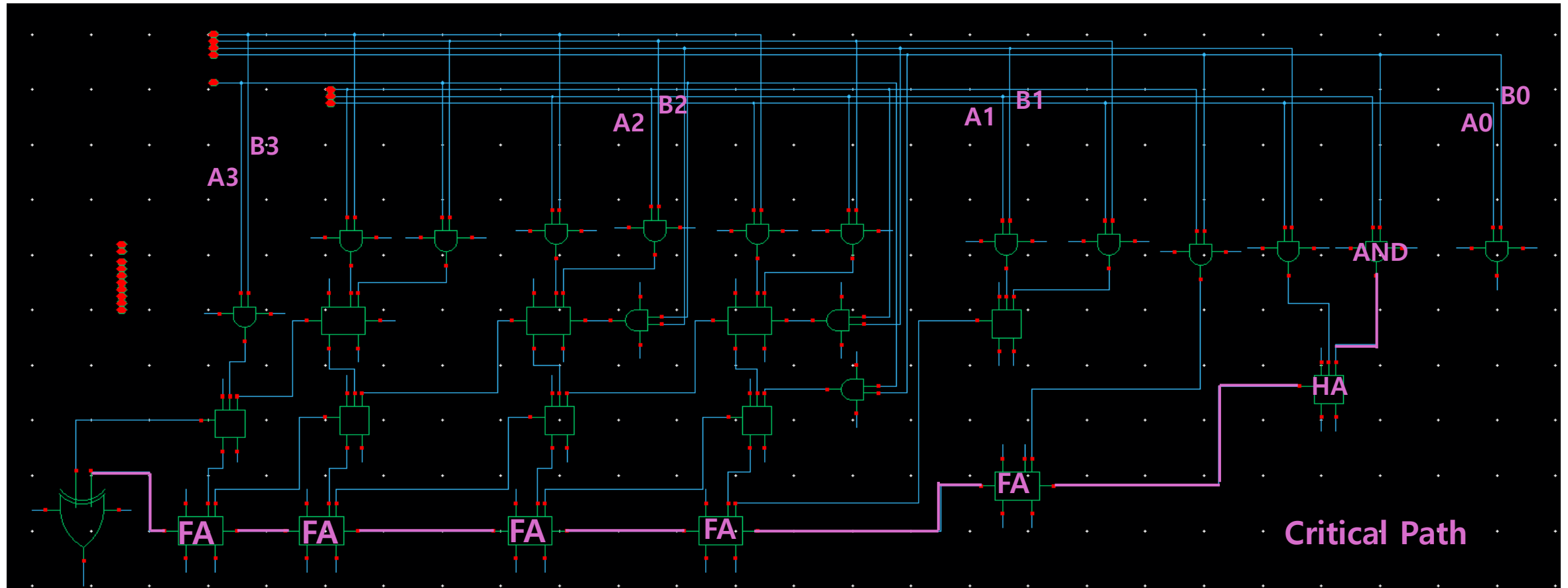
2<sup>nd</sup> stage

final stage

# 16bit unsigned multiplier (wallace)



# 4bit unsigned multiplier (wallace) - Schematic

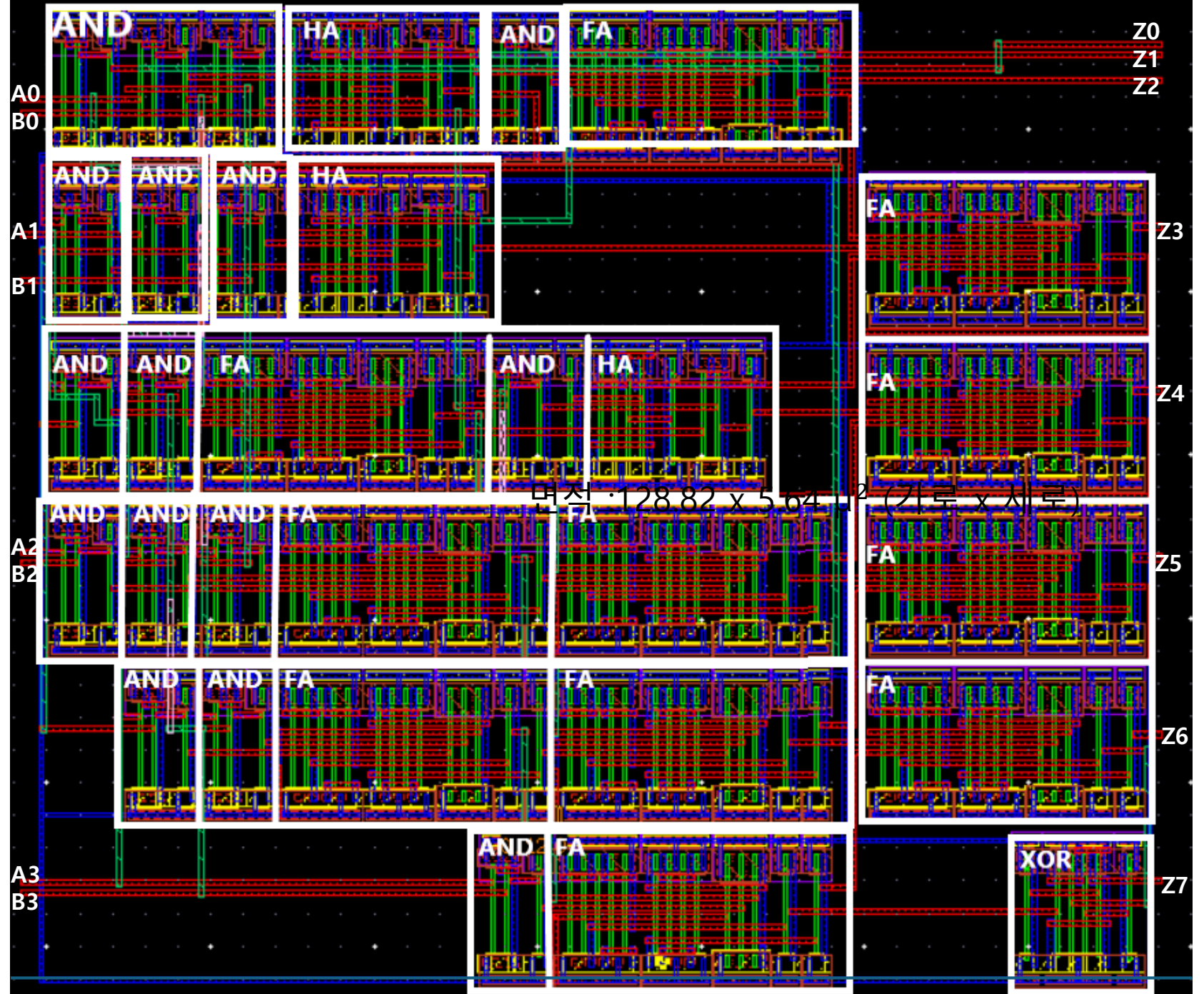




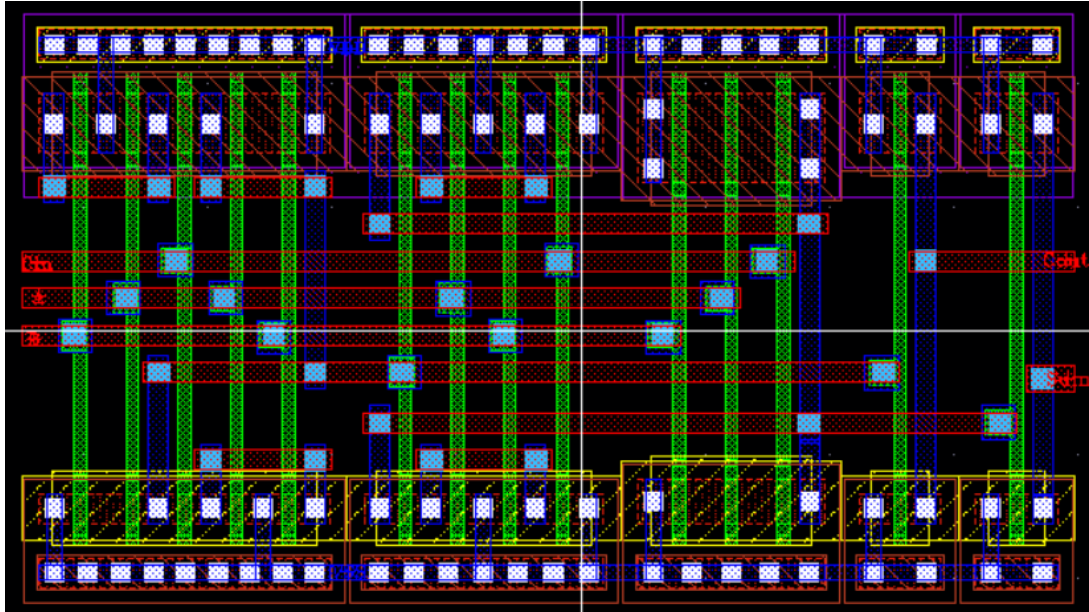
# 4X4multiplier

## <Layout>

면적 -> 34.04X29.82 (단위  $u^2$ )



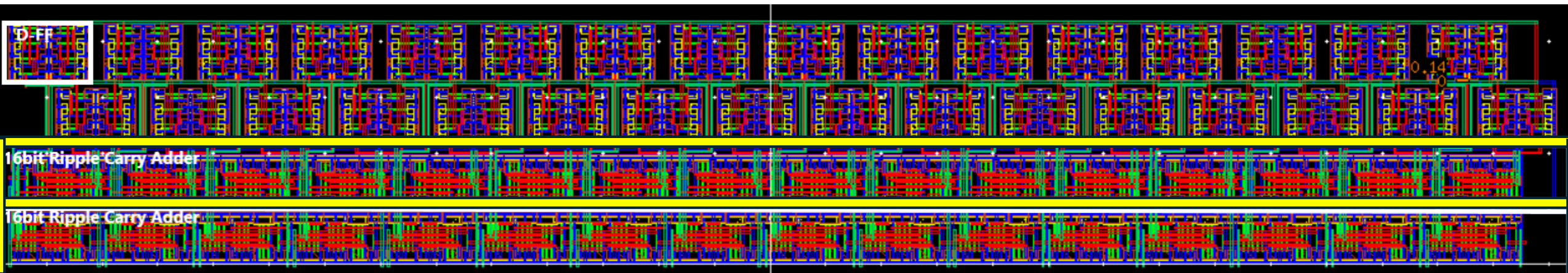
# 32bit Adder



Full\_Adder

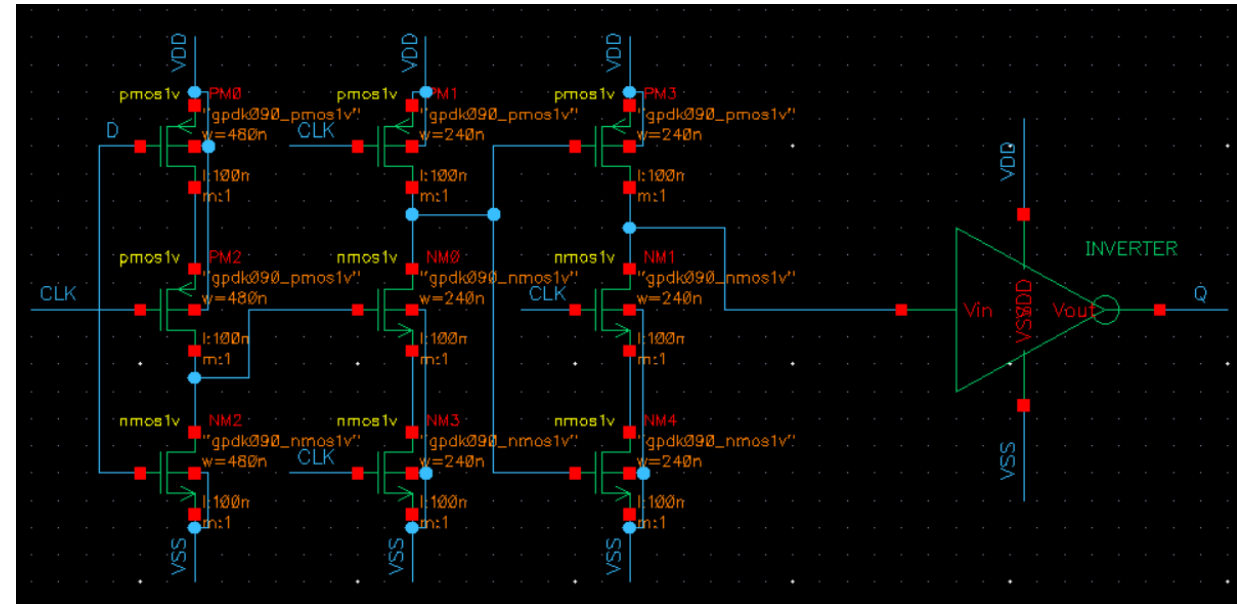
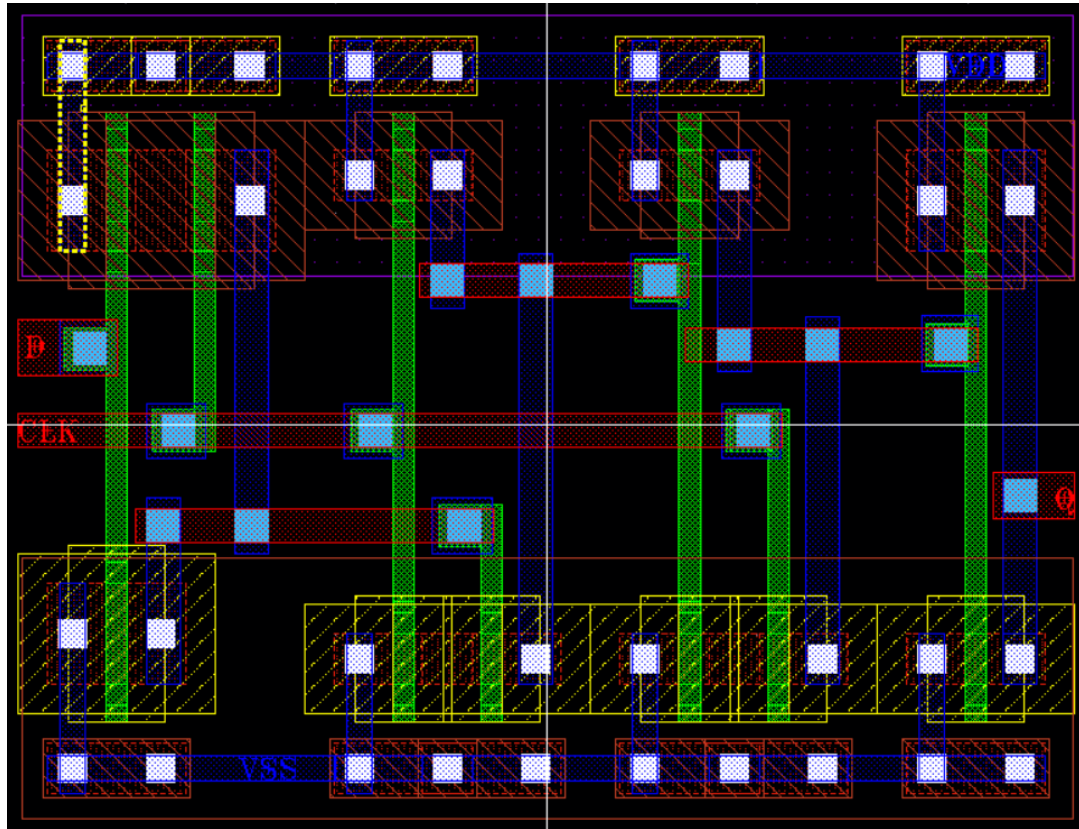
TR 28개 사용

다음 연결을 통해 아래 32bit 구조 설계



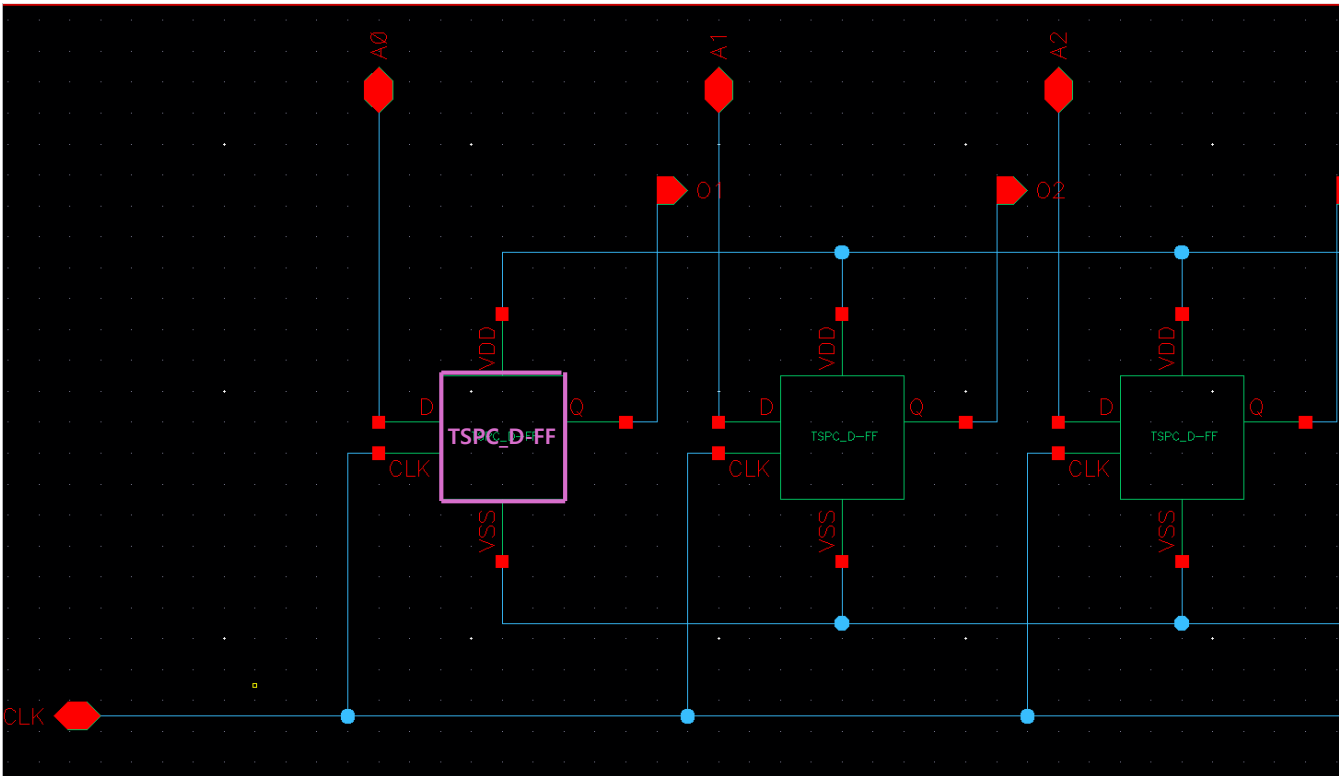
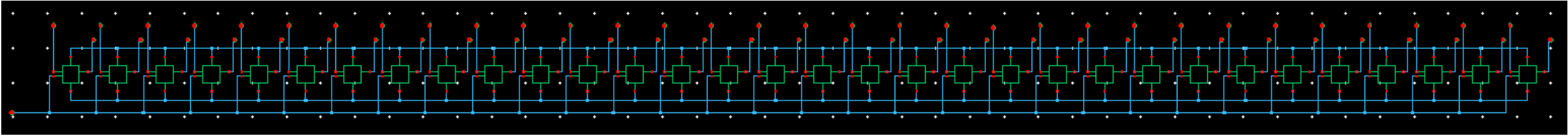


# D-FF 설계 설명



# pipelining 및 전체 구조설계 및 예측

(Power-Performance-Area, clock speed, 동작속도 등)

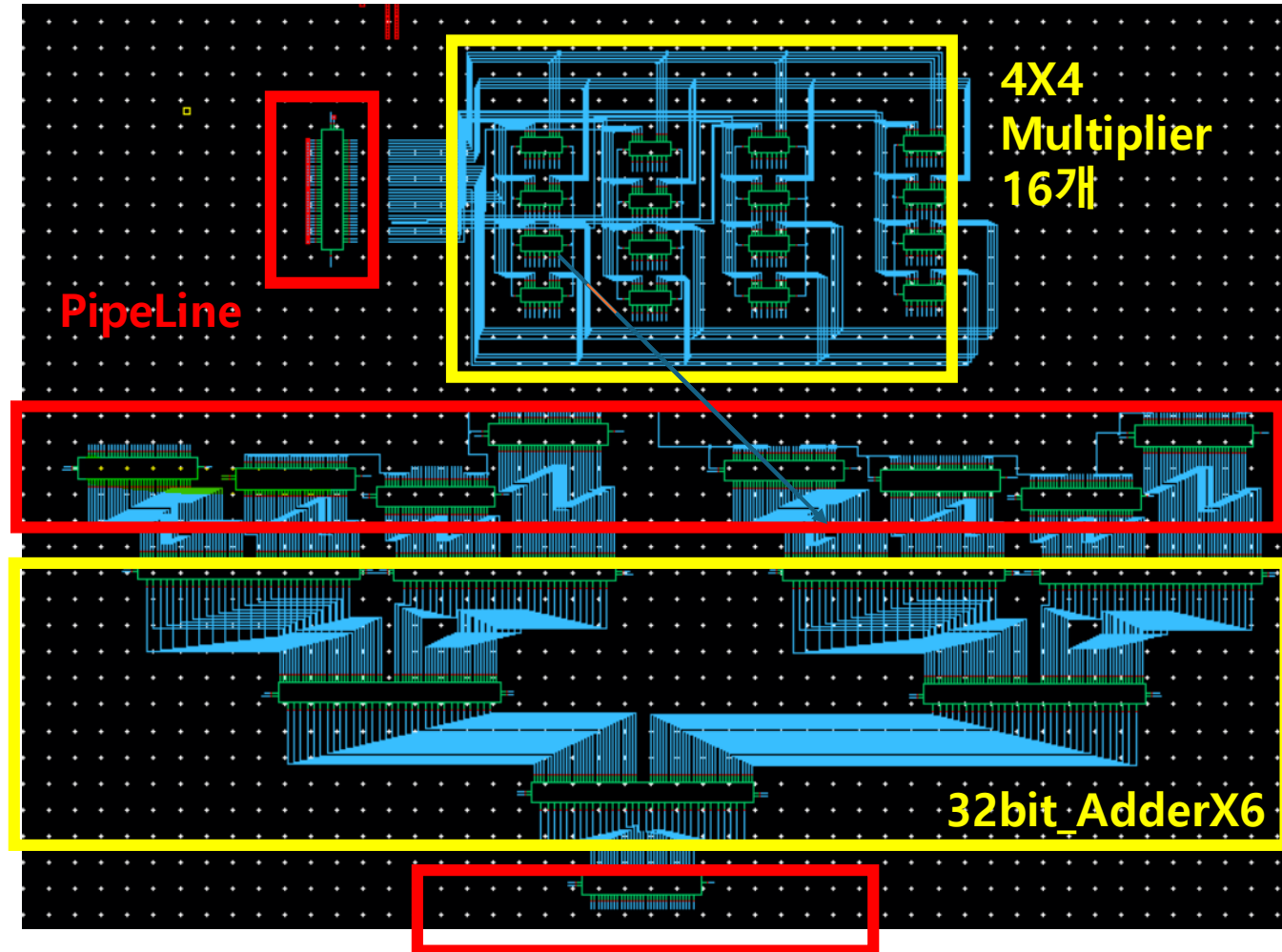


면적 :  $128.82 \times 5.64 \mu^2$  (가로 x 세로)

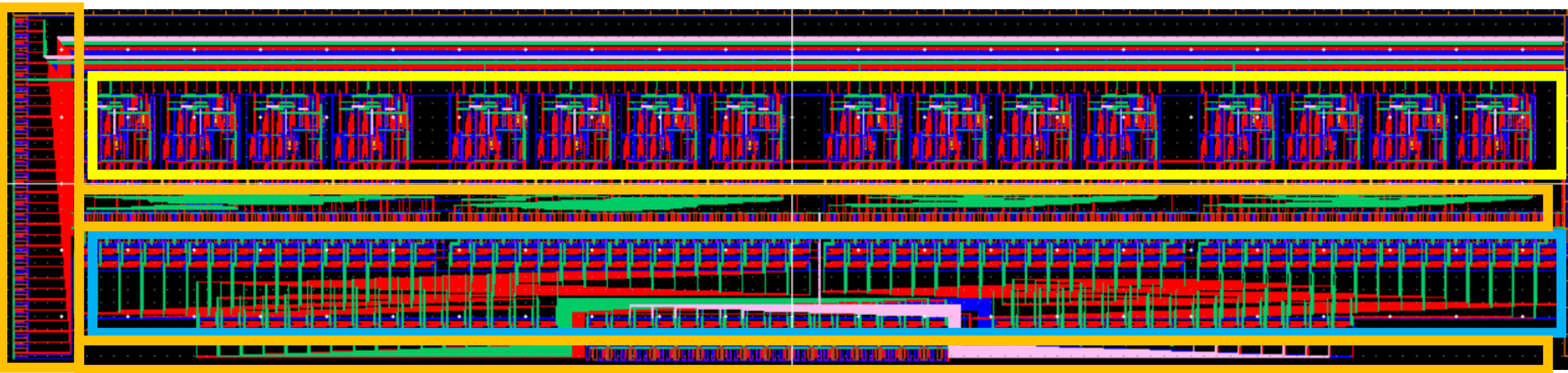
TSPC D-FF

- 고속 동작
- 낮은 전력 소모
- 작은 면적

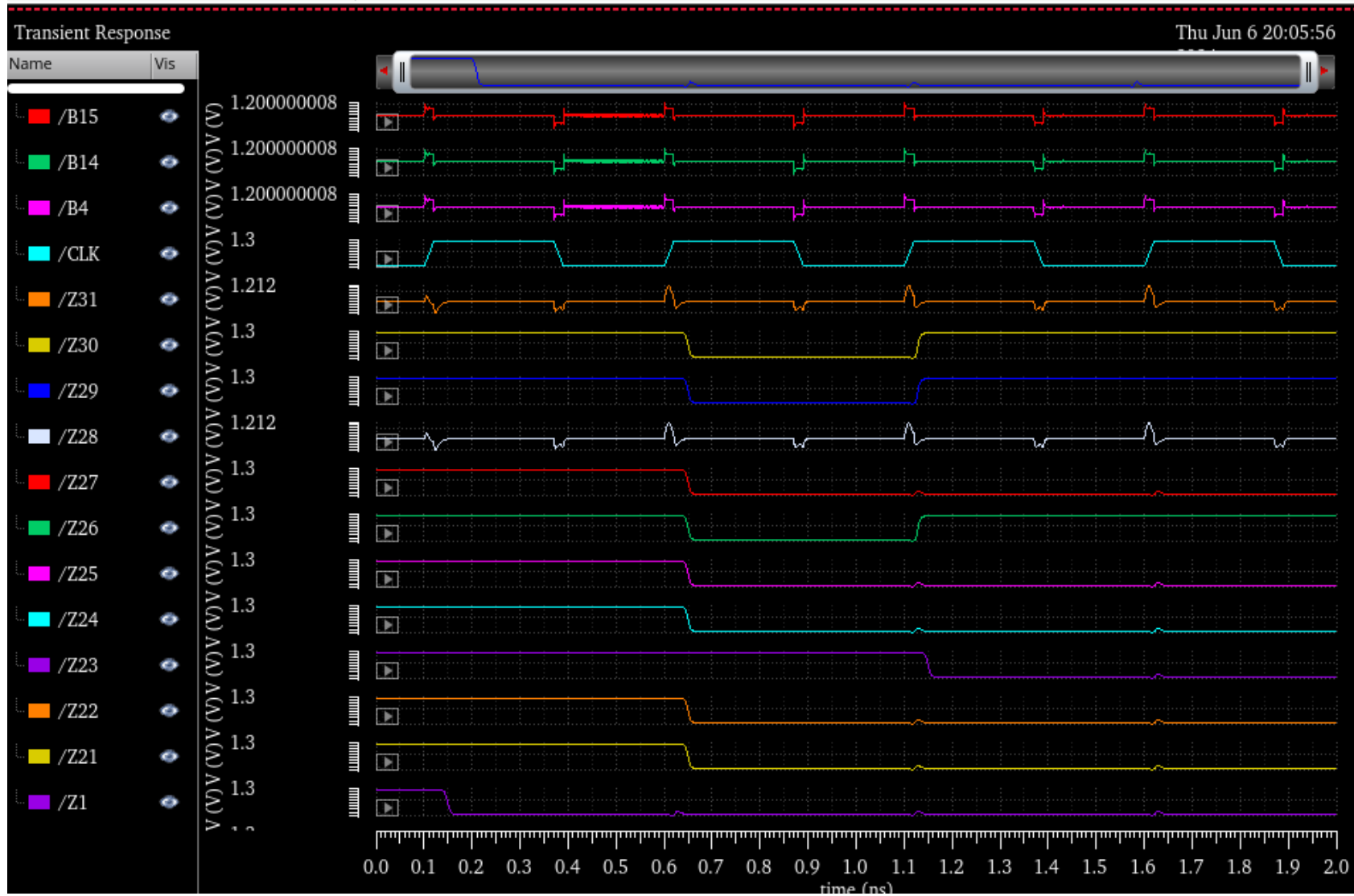
# pipelining 및 전체 구조설계 및 예측



# LayOut



# 실제 시뮬레이션 값 성능



DRC,LVS 검증



감사합니다