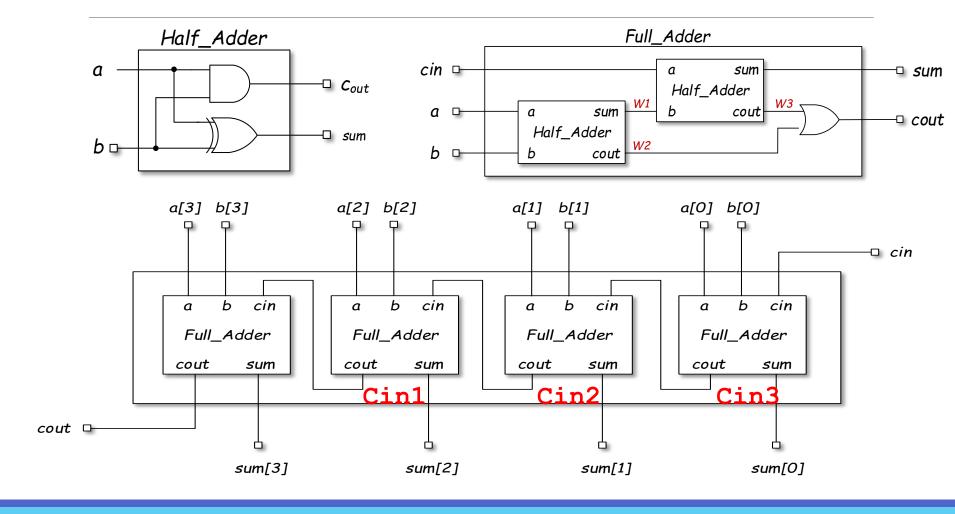


Digital System Design

Hajar Falahati

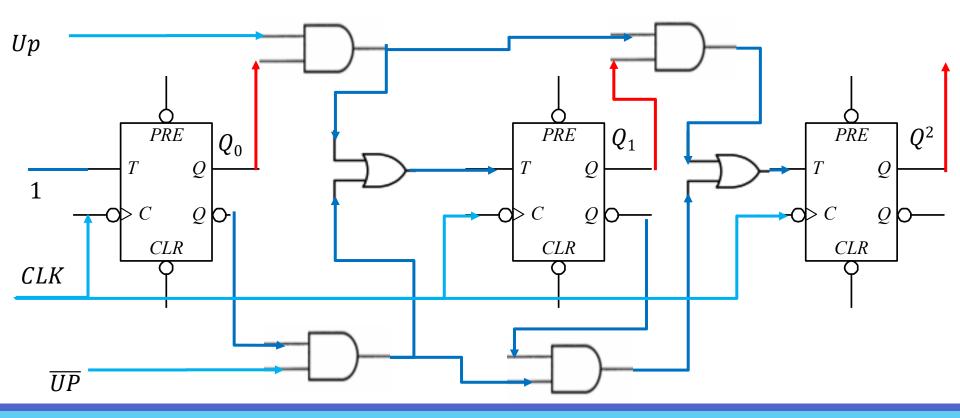
hfalahati@ipm.ir
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A 4-bit Full Adder



A 3-bit Counter

$$T_0 = 1$$
 $T_1 = (Q_0 U p) + \overline{Q_0} \cdot \overline{UP}$ $T_2 = (Q_0 Q_1 U p) + \overline{Q_0} \cdot \overline{Q_1} \cdot \overline{UP}$



Outline

- Why CAD?
 - What is wrong with traditional digital design?
 - Difficulties?
 - Solutions!



Digital System Design

System Design

- You are expert in designing

 - Combinational circuits
 - Sequential circuits
- Design step
 - Model
 - Truth table
 - State diagram
 - Excitation table
 - K-map
 - Design



How Expert Are You?

- Can you design every problem? 🚱
 - Elevator control
 - Autopilot system
 - Surgery robots











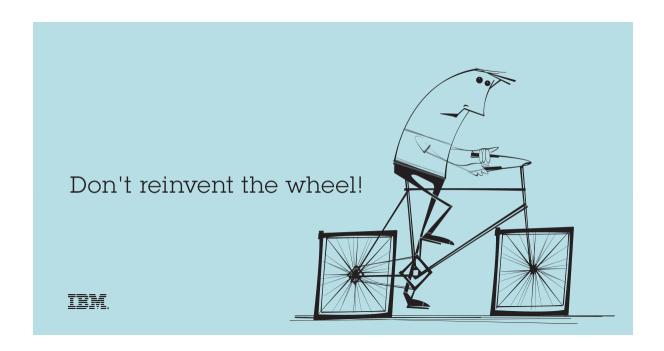
Any Challenges?

- Long prototyping time
- Long design time
- Human effort
- High risk
- Hard to detect errors
- Hard to verify
- Long time to market
- High cost
- Hard to update
- Hard to service
- Poor reusability



Any Solutions?

• Do we have the same problem in other domains, e.g., software design?



Any Solutions?

- Do we have the same problem in other domains, e.g., software design?
- How do software programmers solve the problem?

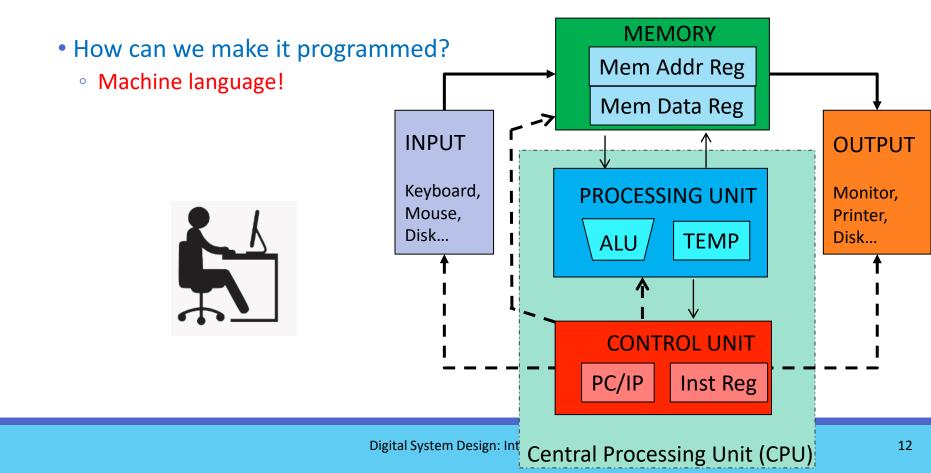




Programming in SW Domain

Programming

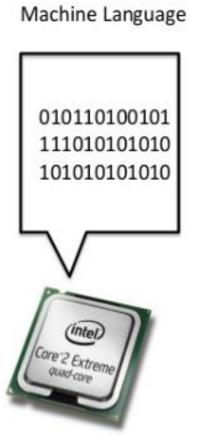
Computers only understand 0's and 1's!



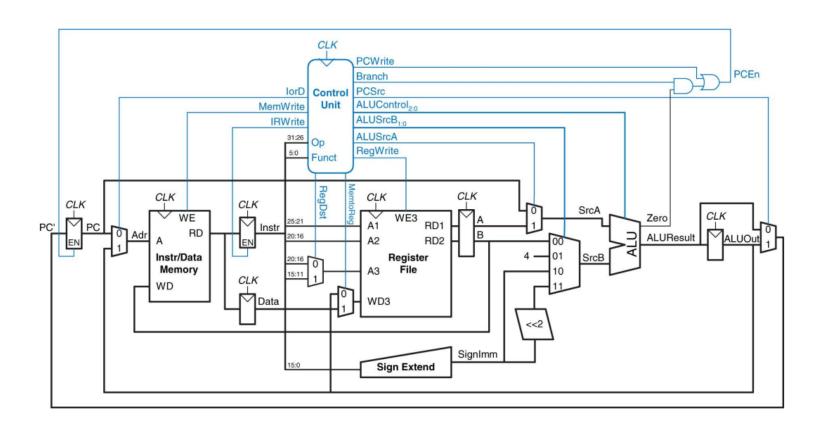
Programming

- Machine language
 - Binary representation of instructions

Computer Machine code 01001000 01100101 01101100 01101100 01101111 00100001 Human language Hello!



MIPS Processor

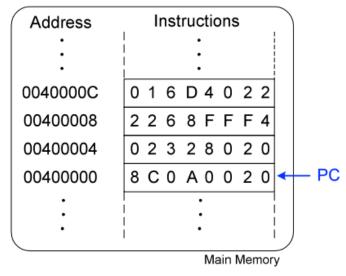


Machine Language

So hard!



Stored Program



Machine Code

0x8C0A0020

0x02328020

0x2268FFF4

0x016D4022

SW Vs. HW Domains:1

Software domain

A bitstream of 0's and 1's

Machine code 01001000 01100101 01101100 01101100 01101111 00100001

Machine Code

0x8C0A0020

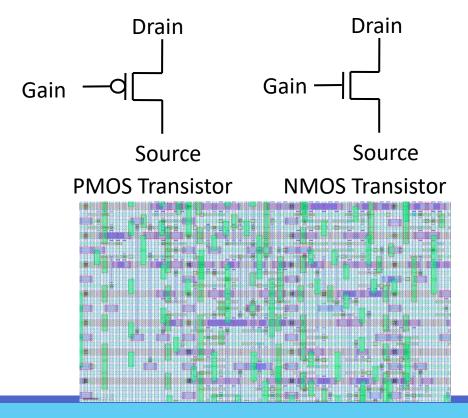
0x02328020

0x2268FFF4

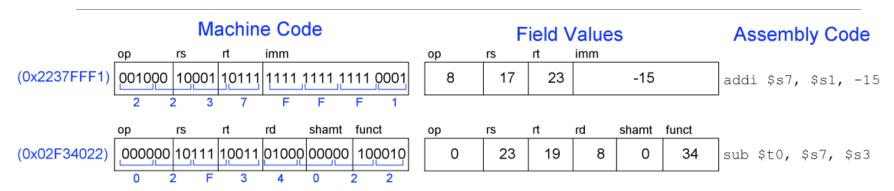
0x016D4022

Hardware domain

Switch/ Transistor



Assembly Language



Machine Code

0x8C0A0020

0x02328020

0x2268FFF4

0x016D4022

addi $$t_2$, \$0, 32add $$t_0$, $$S_1$, S_2 subi $$t_0$, $$S_3$, -12 sub $$t_0$, $$t_3$, $$t_5$







SW Vs. HW Domains:2

Software domain

Assembly

addi $\$t_2$, \$0, 32add $\$t_0$, $\$S_1$, S_2 subi $\$t_0$, $\$S_3$, -12 sub $\$t_0$, $\$t_3$, $\$t_5$

Hardware domain

Logic gates

AND
$$a$$

$$b$$

$$f(a, b) = ab$$

$$f(a, b) = a + b$$

$$NOT \quad a$$

$$f(a, b) = \overline{a}$$

$$f(a, b) = \overline{a}$$

$$f(a, b) = \overline{ab}$$

Sample Code

• Add the numbers from 0 to 9.



Sample Code: Assembly

• Add the numbers from 0 to 9.

Sample Code: Assembly Vs. C

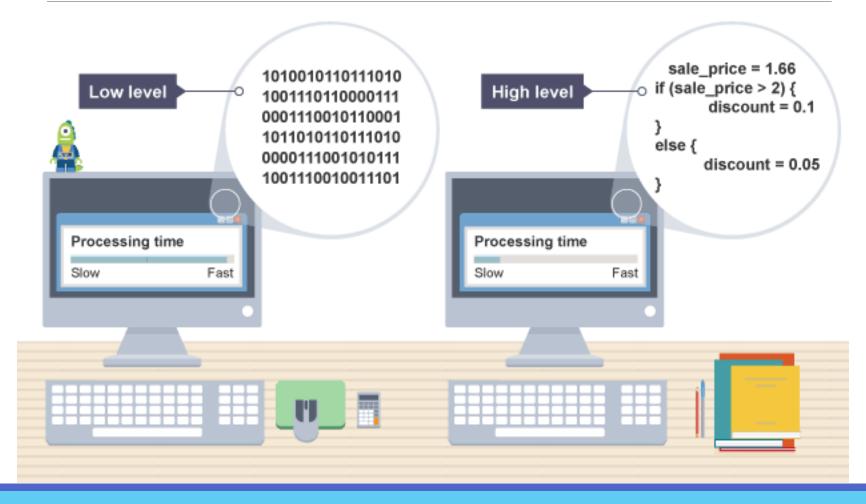
Add the numbers from 0 to 9.

```
# $s0 = i, $s1 = sum
    addi $s1, $0, 0
    add $s0, $0, $0
    addi $t0, $0, 10
for: beq $s0, $t0, done
    add $s1, $s1, $s0
    addi $s0, $s0, 1
    j for
done:
```

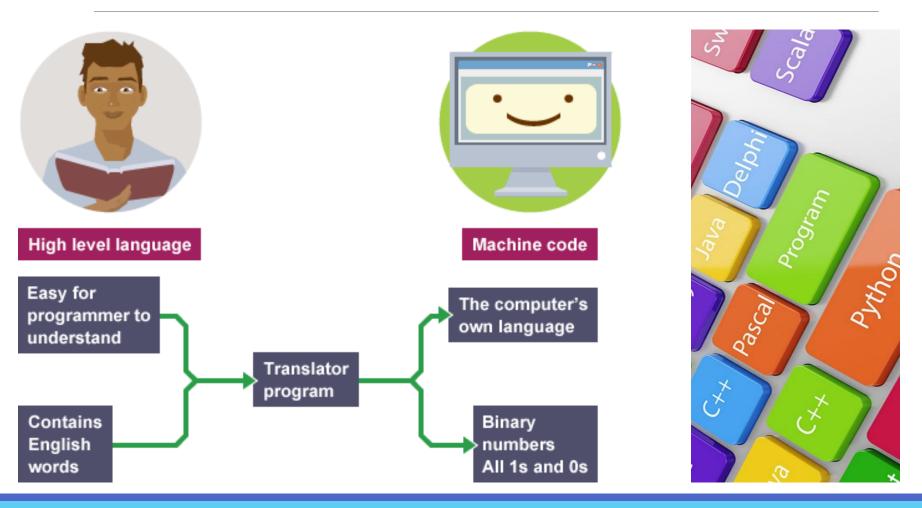
```
// add the numbers from 0 to 9
int sum = 0;
int i;

for (i = 0; i != 10; i = i+1) {
   sum = sum + i;
}
```

High Level Languages



High Level Languages



SW Vs. HW Domains:3

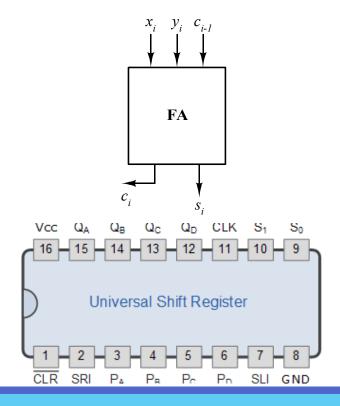
Software domain

High Level Language

$$C = A + B$$

Hardware domain

Logic blocks



HW Domains: Solutions

- Can we apply the same solution as software programming?
- Lets consider an example!

SW Vs. HW Domains:4

Software domain

High level language

Hardware domain

Hardware description language (HDL)

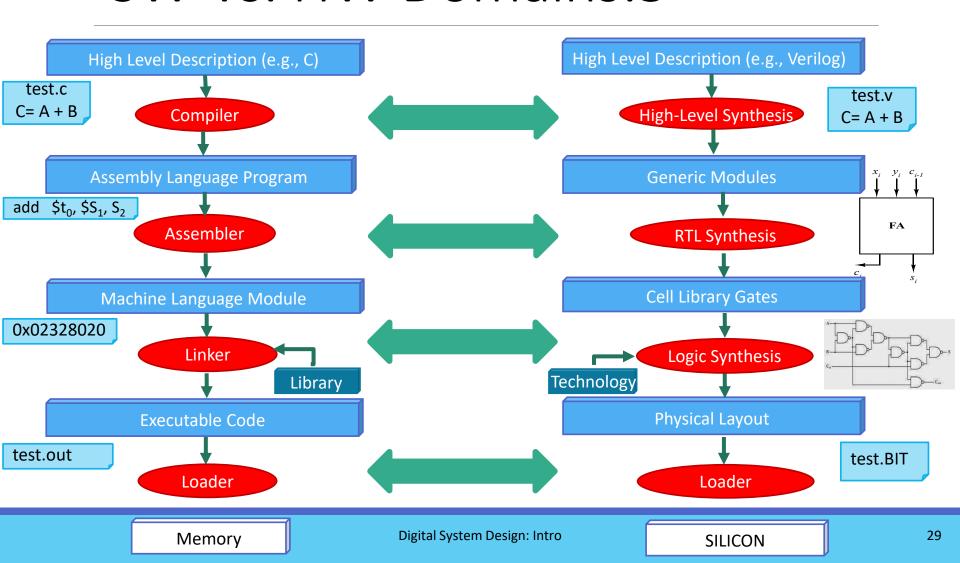
```
int main () {
   int A [8], B[8];
   int C[8];

   int i;
   for (int i=0; i<8; i++)
   {
       C[i] = A[i]+ B[i];
       C[i] >>2;
   }
}
```

```
module main(A, B, C);
  input [7:0] A, [7:0]B;
  output [7:0] C;

integer i;
  for ( i=0; i<8; i = i+1)
    begin
    C[i] = A[i]+ B[i];
    C[i] >>2;
  end
endmodule
```

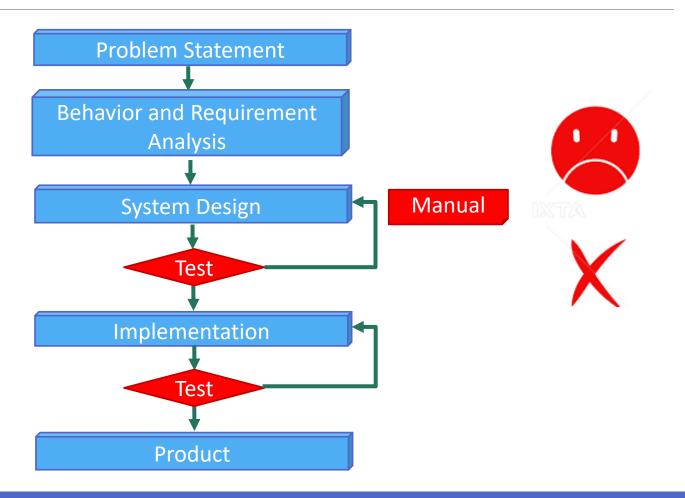
SW Vs. HW Domains:5



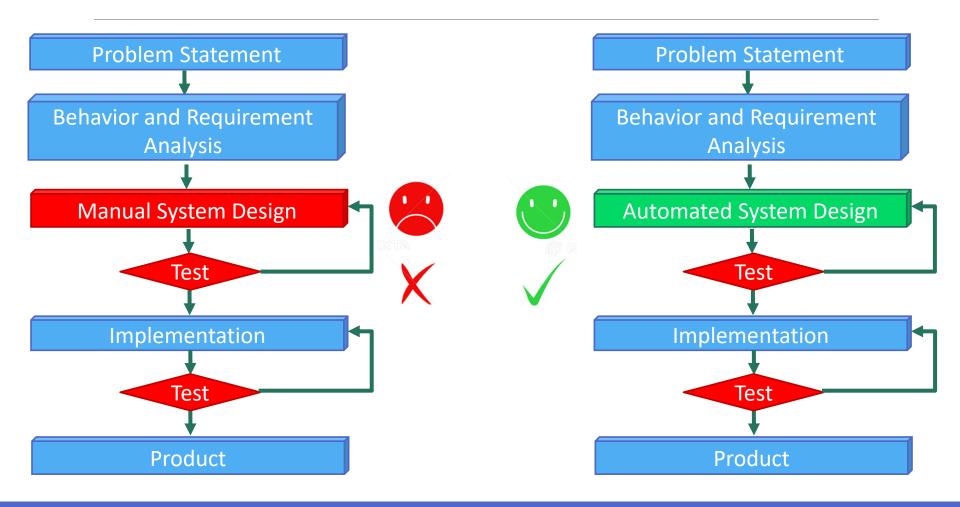


Problem Solved!

Design Flow



Design Flow: Manual Vs. Automated



Thank You

