

Block Diagram:

had to change how the round took keys, previously it took one 16 bit key at a time, now it takes a 64 bit key and works with only the first 16 bits. This allowed the sub_simon32 modules to be called directly after the first flip flop of input. I could then wire 32 sub_simon32 modules together. This allowed for immediate pipelining in the design. I have a flip flop at the output of sub_simon32 so that the subsequent rounds do not overlap. However the Round and Key_expansion within the sub_simon32 module can be computed concurrently, as I am relying on the key that was either given as input or computed previously by the previous sub_simon32 module.

I found that this design (while now needing 32 sub_simon modules and 32 cycles to complete) could run at a much faster clock period, for this submission I ran synthesis at 125ps and apr at 160ps. This was where I found most of my optimizations, by re-working the SystemVerilog.

The bottlenecks for this final design are definitely in power. I tried to push both the timing and area constraints. The quality metric for this design put more emphasis on the total latency, which is why my optimizations came from re-working system verilog. I do see how I could have pushed for a tighter area, since I see some space in the innovus layout. Also due to hiccups in the software we did not use the post layout Prime Time analysis tool. The main controls for which there was to optimize were: SystemVerilog code, Timing Constraint, Area constraints. From there I was able to solidify my design.

Label	Value	Source
Total Latency	0.00018552ms	Screenshot below
Clk period	160 ps	Params.vh
Clk cycles	1160	
Power	27.1 mW	power.rpt
Area (total area of core)	55.9066 mm ²	Summary.rpt
Innovus Density	.45	Summary (and screenshot below)
Number of Gates	[0] simon32_64 Gates=37268 Cells=8377 Area=26081.9 um ²	reportGateCount
Quality Metric	.000052145	

Jack Dempsey, JD2293, ECE 5746 Final Report

