

Exercise

1. Setup the environment for the simulation

Please refer to the tutorial <http://222.195.93.219/notes-2013/Servers.Login.Tutorial.pdf> for how to login the EDA server.

Add the following lines to the file `.cshrc` in your home directory:

```
alias setdt 'set toolsList = (!*); source /soft1/eda/bin/setdt.csh'
```

```
alias rm 'rm -i'
```

```
alias vcs 'vcs -full64'
```

```
% source .cshrc
```

```
% setdt vcs    // setup the vcs
```

2. Simulating a full adder

- a) Copy the file `/js1/songch/DA_VLSI/DA_VLSI_Lab1.tgz` to your home directory.
- b) Extract the files % `tar zxvf DA_VLSI_Lab1.tgz`
- c) Build a simulator for the adder and do the simulation. (**step a to c** in the following tutorial)
- d) Add a *carry in* (进位) to the adder defined in file and do the simulation
- e) Add stimulus for the *carry in* port you added to the test bench.

3. Simulating a 4-to-1 multiplexer

- a) Copy the file `/js1/songch/DA_VLSI/Multiplexor.tgz` to your home directory.
- b) Extract the files % `tar zxvf Multiplexor.tgz`, and enter this directory.
- c) Build a simulator for the 4-to-1 multiplexer and do the simulation. (**Step a to c** in the following tutorial)

4. Simulating a 16-to-1 multiplexer

- a) Create the new verilog source file `mux16to1.v` and put your exercise 2: **Use 4-to-1 multiplexer module to build a 16-to-1 multiplexer module** source code into the file.
- b) Create the new test bench file `mux16to1_test.v` for your 16-to-1 multiplexer module by reference to the origin test bench file `mux4to1_test.v`.
#tips: when using `vcs` to compile your 16-to-1 multiplexer module, you should include both `mux16to1.v` and `mux4to1.v`.
- c) Build a simulator for the 16-to-1 multiplexer and do the simulation. (**Step a to c** in the following tutorial)

Please refer to <http://staff.ustc.edu.cn/~songch/da-ug.htm> for the following resources

1. Verilog-basics-1 for the Verilog HDL.
2. the Linux tutorial and simple vi manual, respectively, for the simple Linux command and use of `vi/emacs/gedit(recommended)` editor.

Please read the **error** information carefully if any.

Tutorial on Simulation Full Adder

- a) Type the compile command of vcs tool

```
% vcs -PP +lint=all +v2k -debug -line full_adder.v full_adder_test.v
```

```
//PP          compile the modules
```

```
//+lint=all   link the modules
```

```
//+v2k:       supporting Verilog IEEE 1364-2001 syntax
```

```
//-debug      add debug information, otherwise you cannot execute ./simv -gui
```

```
//-line       enable line callback
```

(You can use command `vcs -doc` for more information about tool vcs.)

The above command will build a simulator with a default name '**simv**' for your circuit.

- b) Type the simulate command of vcs tool

```
% ./simv
```

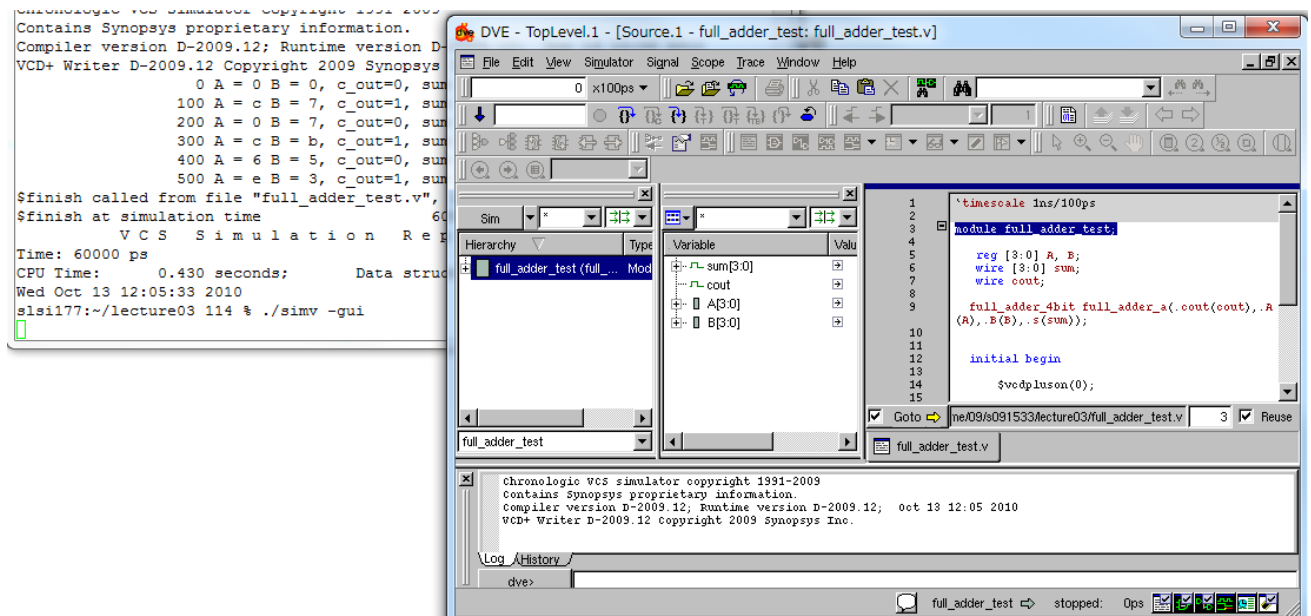
```
//get the simulation results and generate Database file
```

```
slsi177:~/lecture03 113 % ./simv
Chronologic VCS simulator copyright 1991-2009
Contains Synopsys proprietary information.
Compiler version D-2009.12; Runtime version D-2009.12;  Oct 13 01:41 2010
VCD+ Writer D-2009.12 Copyright 2009 Synopsys Inc.
      0 A = 0 B = 0, c_out=0, sum = 0
     100 A = c B = 7, c_out=1, sum = 3
     200 A = 0 B = 7, c_out=0, sum = 7
     300 A = c B = b, c_out=1, sum = 7
     400 A = 6 B = 5, c_out=0, sum = b
     500 A = e B = 3, c_out=1, sum = 1
$finish called from file "full_adder_test.v", line 25.
$finish at simulation time          600
      V C S   S i m u l a t i o n   R e p o r t
Time: 60000 ps
CPU Time:      0.430 seconds;      Data structure size:  0.0Mb
Wed Oct 13 01:41:02 2010
slsi177:~/lecture03 114 %
```

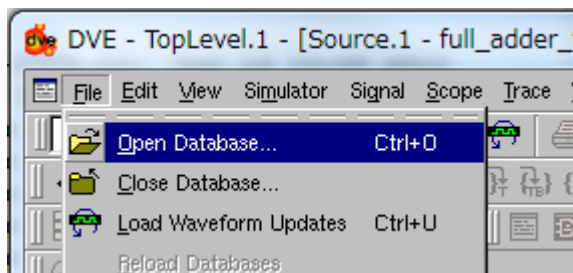
- c) Check the waveform result

```
% ./simv -gui
```

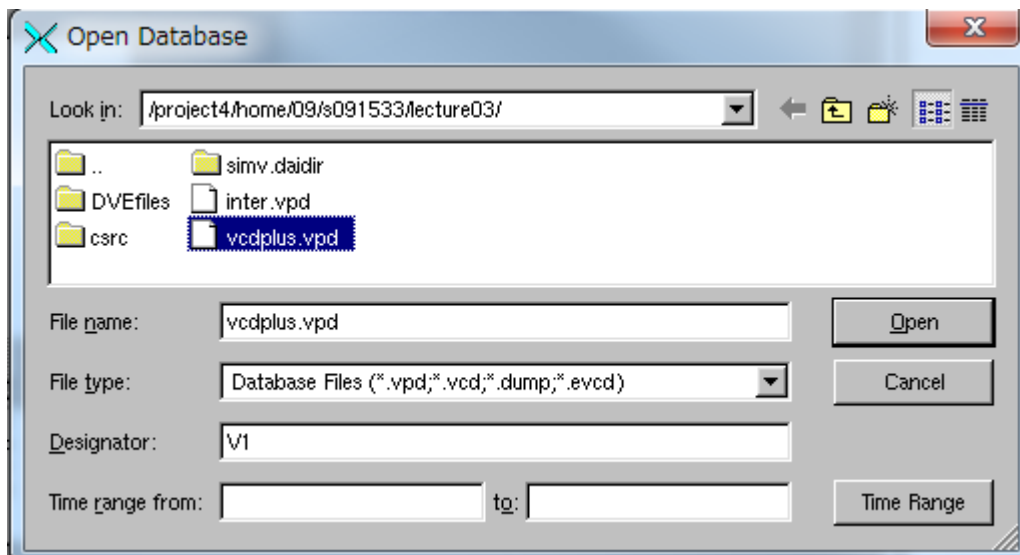
```
//effective only when you compile the sources using -debug option
```



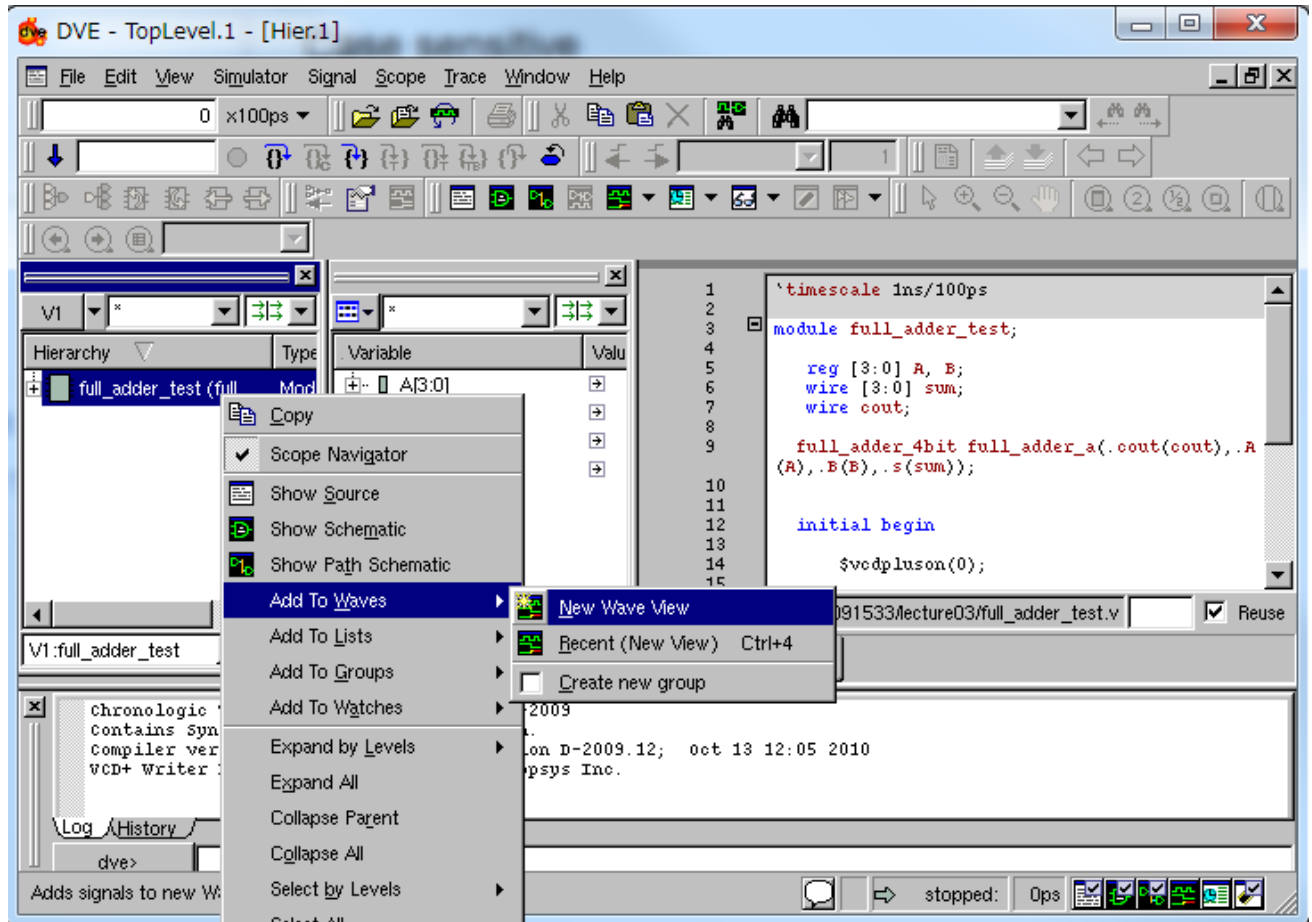
File → Open Database





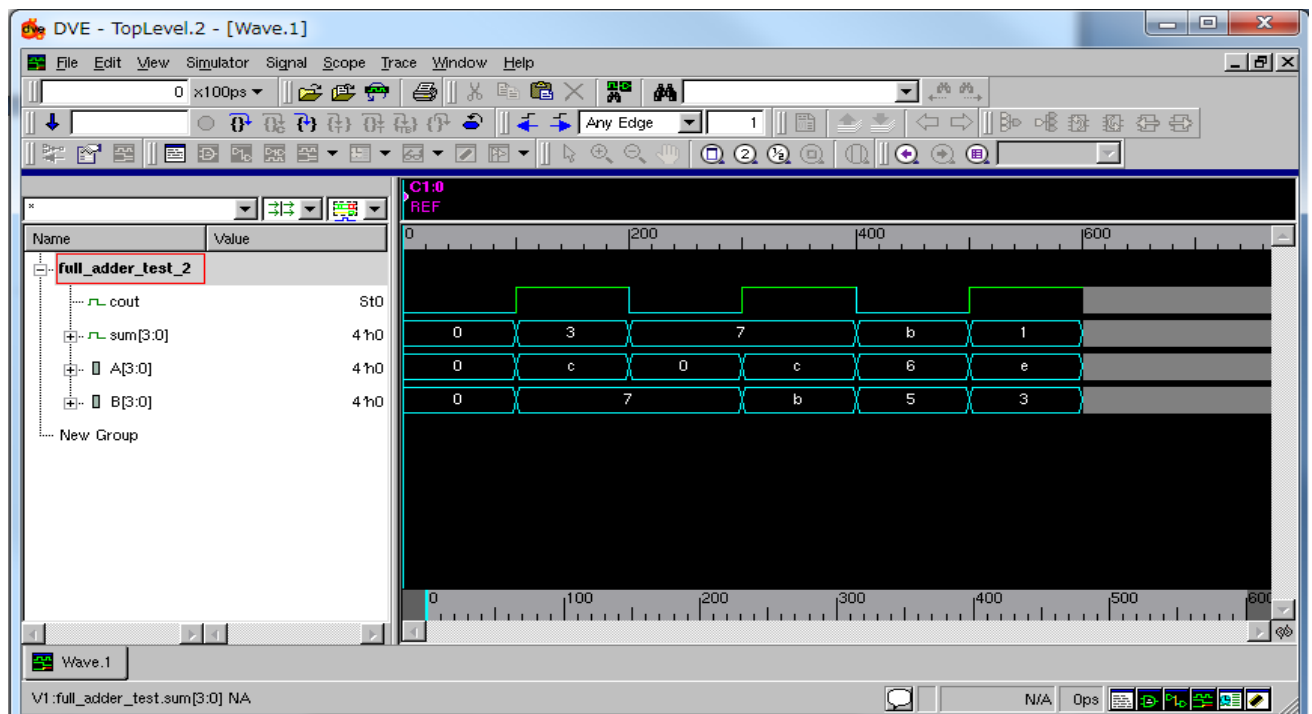
Choose vcdplus.vpd, click open



Add a wave view

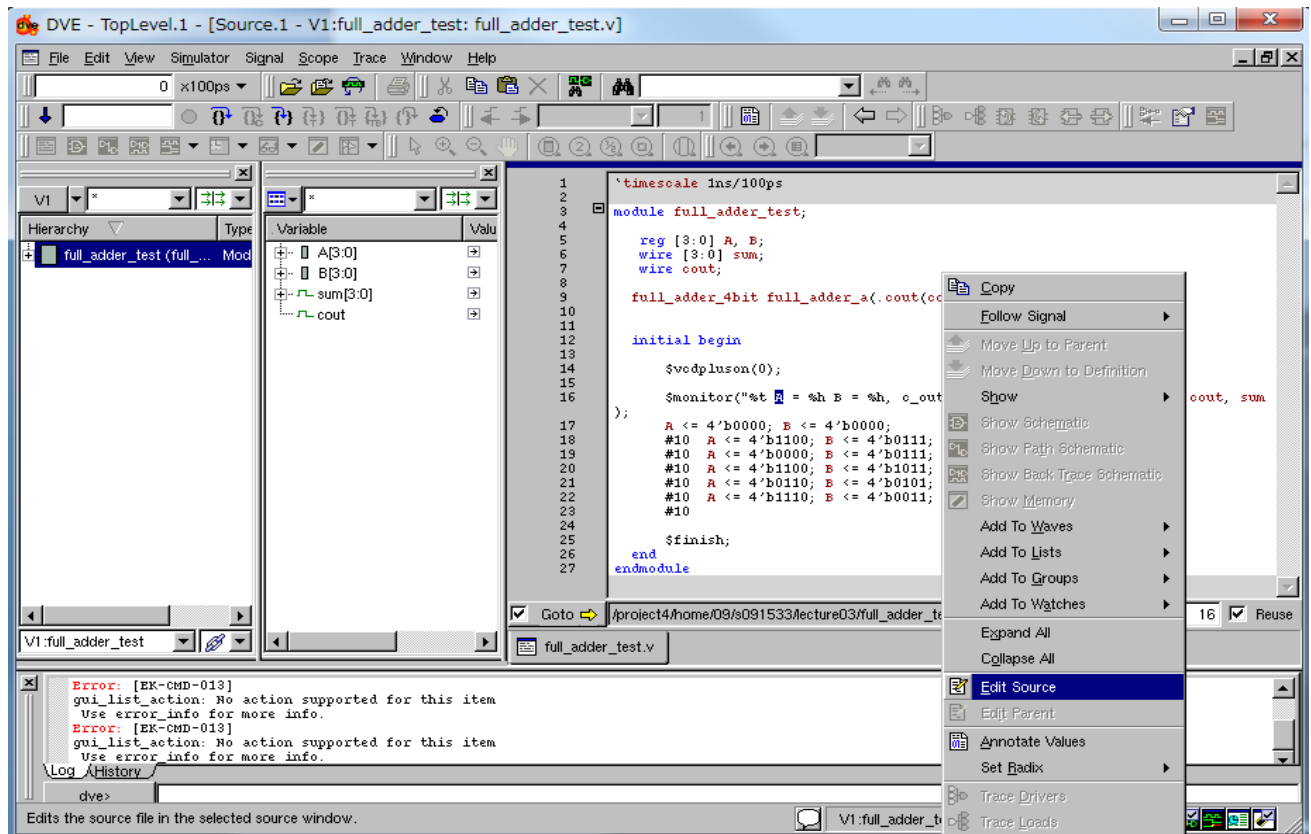


Then the following window will prompt out. You can push the button  and  to zoom.

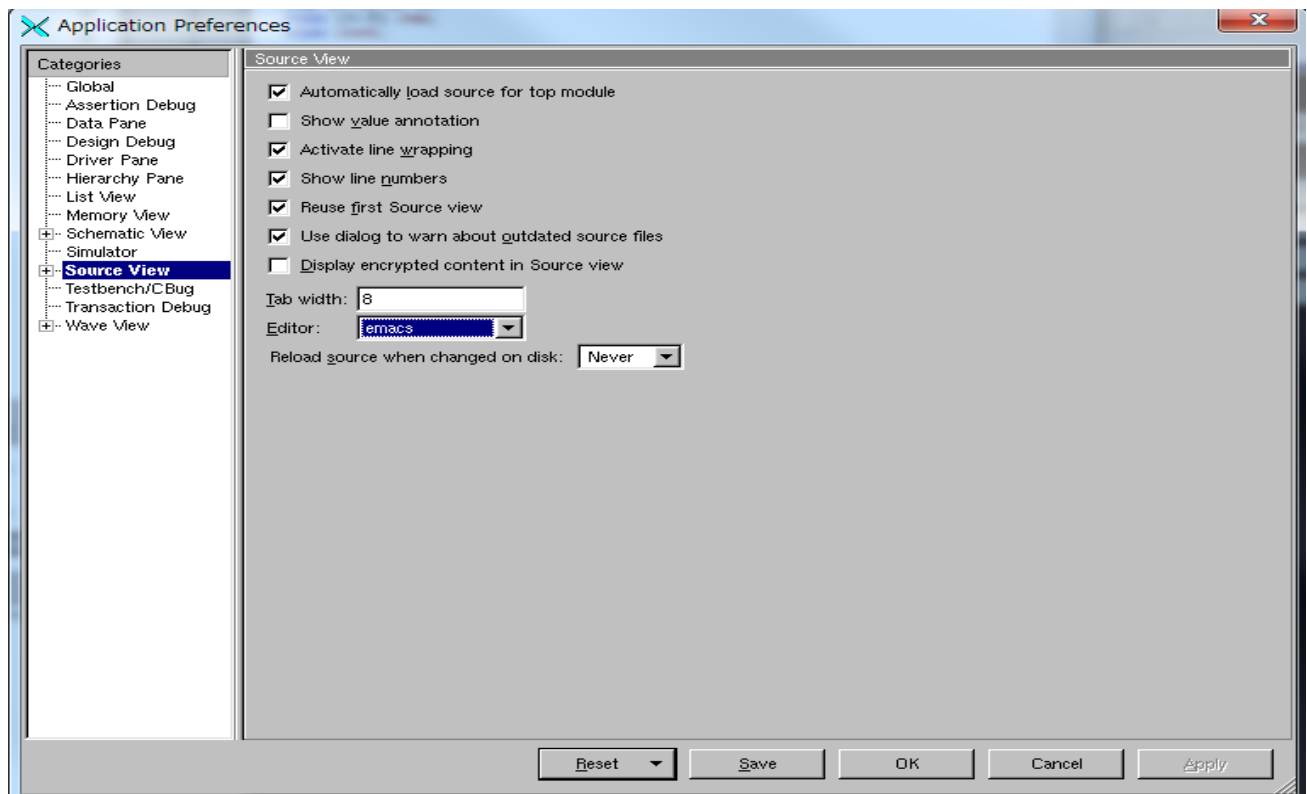


d) Debug----only used when you see a wrong waveform

Right-click the source text area and then choose **Edit Source**



The default editor is **vi**. You can change it by the menu **Edit→Preferences→Source view→Editor**



Tutorial on Simulation Multiplexer

a) Type the compile command of vcs tool

```
% vcs -PP +lint=all +v2k -debug -line mux4to1.v mux4to1_test.v
```

```
//PP compile the modules
```

```
//+lint=all link the modules
```

```
//+v2k: supporting Verilog IEEE 1364-2001 syntax
```

```
//-debug add debug information, otherwise you cannot execute ./simv -gui
```

```
//line enable line callback
```

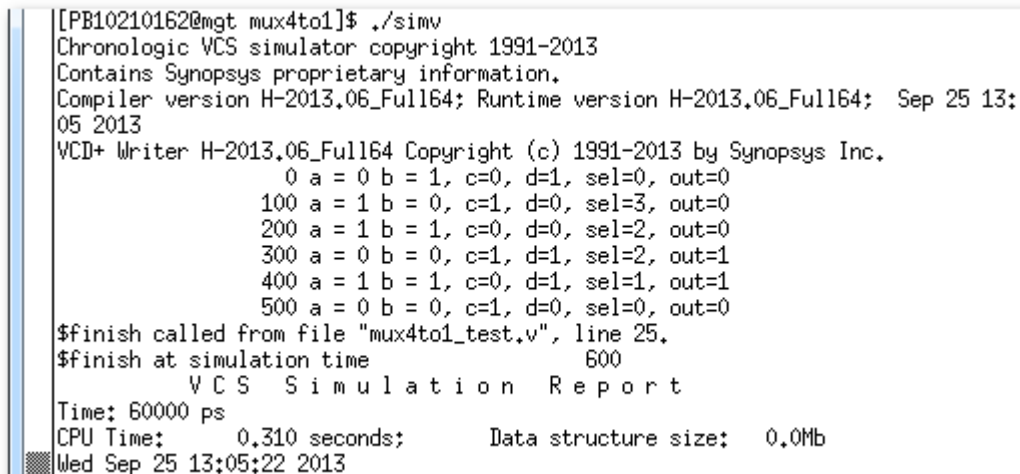
(You can use command vcs -doc for more information about tool vcs.)

The above command will build a simulator with a default name 'simv' for your circuit.

b) Type the simulate command of vcs tool

```
% ./simv
```

```
//get the simulation results and generate Database file
```

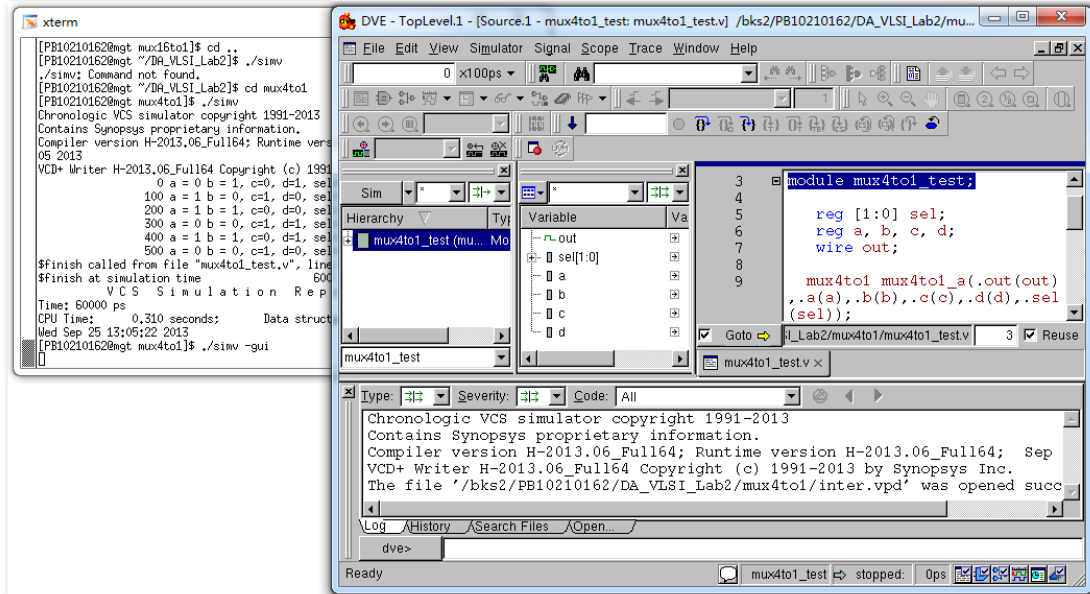


```
[PB10210162@mgt mux4to1]$ ./simv
Chronologic VCS simulator copyright 1991-2013
Contains Synopsys proprietary information.
Compiler version H-2013.06_Full164; Runtime version H-2013.06_Full164; Sep 25 13:
05 2013
VCD+ Writer H-2013.06_Full164 Copyright (c) 1991-2013 by Synopsys Inc.
      0 a = 0 b = 1, c=0, d=1, sel=0, out=0
    100 a = 1 b = 0, c=1, d=0, sel=3, out=0
    200 a = 1 b = 1, c=0, d=0, sel=2, out=0
    300 a = 0 b = 0, c=1, d=1, sel=2, out=1
    400 a = 1 b = 1, c=0, d=1, sel=1, out=1
    500 a = 0 b = 0, c=1, d=0, sel=0, out=0
$finish called from file "mux4to1_test.v", line 25.
$finish at simulation time          600
      V C S   S i m u l a t i o n   R e p o r t
Time: 60000 ps
CPU Time:      0.310 seconds;      Data structure size:  0.0Mb
Wed Sep 25 13:05:22 2013
```

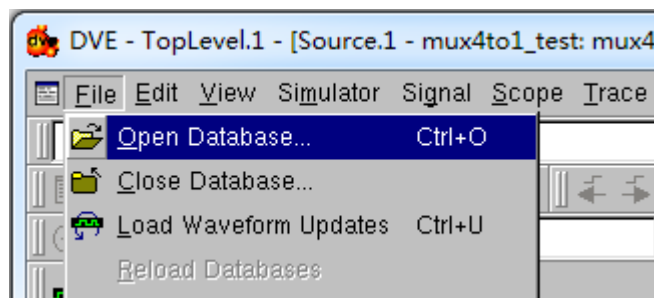
c) Check the waveform result

```
% ./simv -gui
```

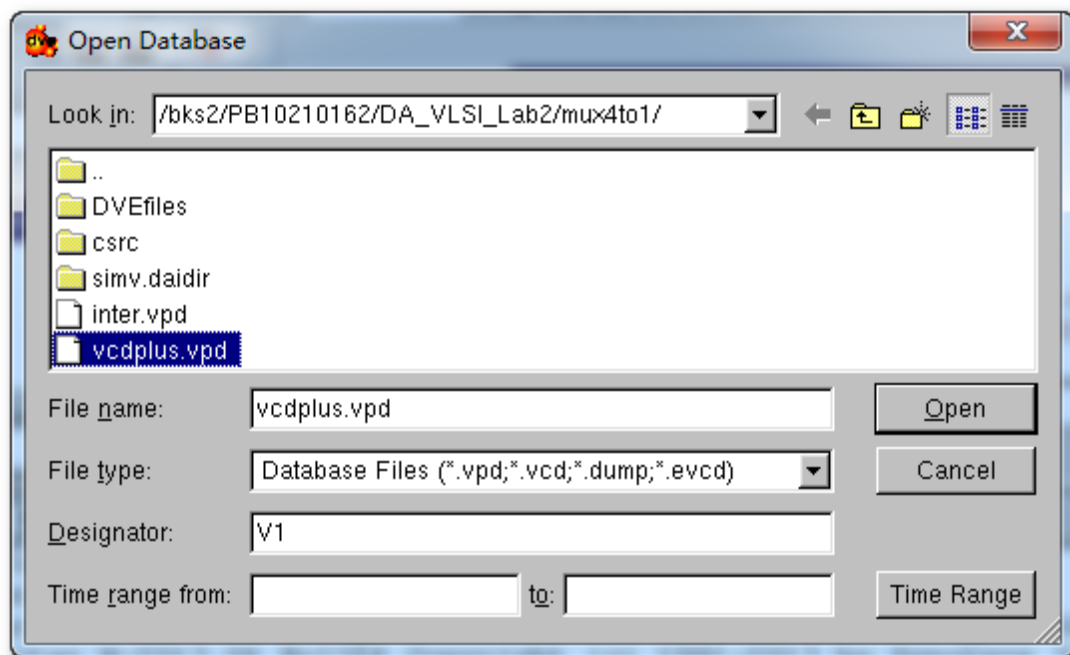
```
//effective only when you compile the sources using -debug option
```



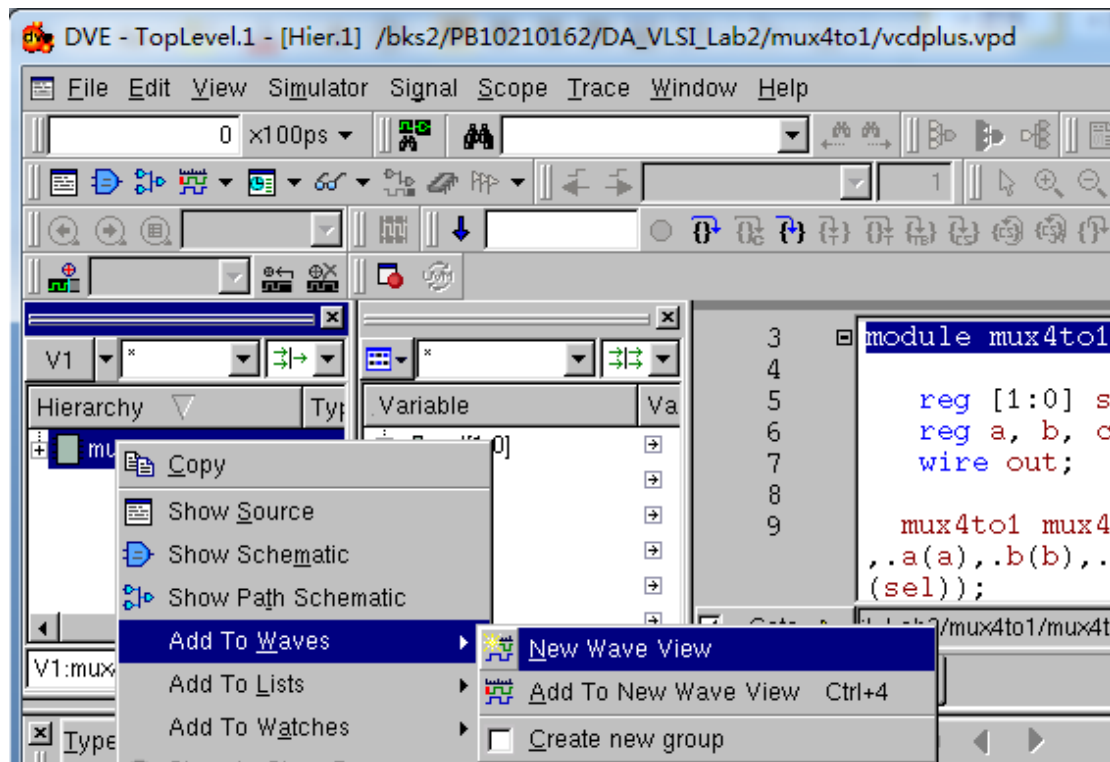
File ☐ Open Database



Choose **vcdplus.vpd**, click **open**



Add a wave view



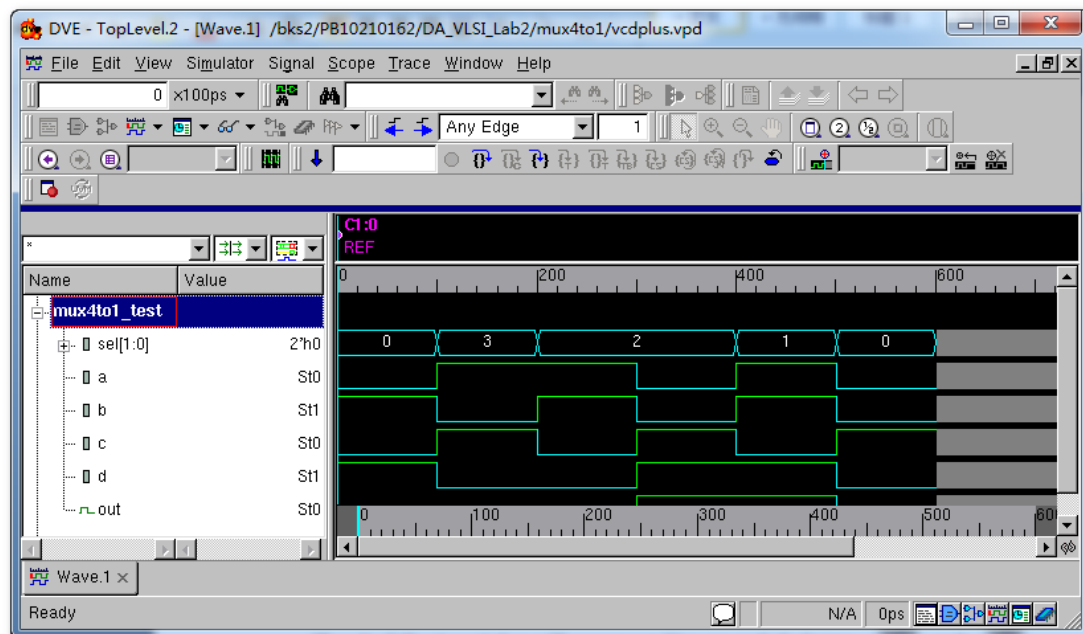
Then the following window will prompt out. You can push the button



and



to zoom.



d) Debug----only used when you see a wrong waveform

Right-click the source text area and then choose **Edit Source**

