Advanced Sequential Circuit Design

NCTU-EE IC Lab Fall 2021

Lecturer : Hai-Feng, Wang

Outline

- ✓ **Section 1- Timing**
- ✓ **Section 2- Designware**

Outline

- ✓ **Section 1- Timing**
  - Setup/hold time
  - Pipeline
- ✓ **Section 2- Designware**

Timing Issue

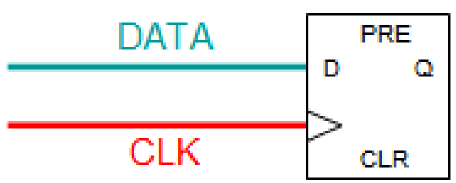
✓ Terminology

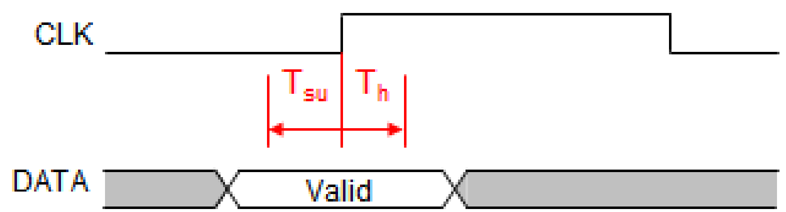
- Setup time (t_{setup})

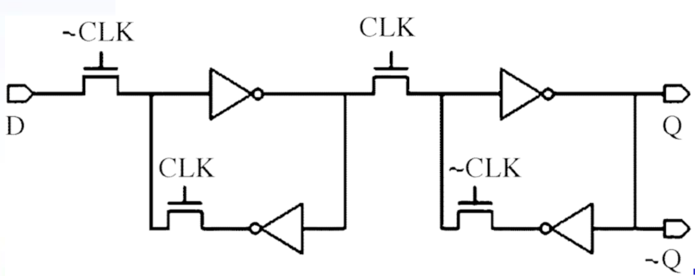
  The time that the input signal must be stabilized before the clock edge.

- Hold time (t_{hold})

  The time that the input signal must be stabilized after the clock edge.







Timing Issue

✓ Terminology

- Setup time (t_{setup})

  The time that the input signal must be stabilized before the clock edge.

- Hold time (t_{hold})

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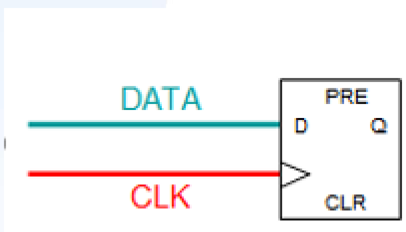
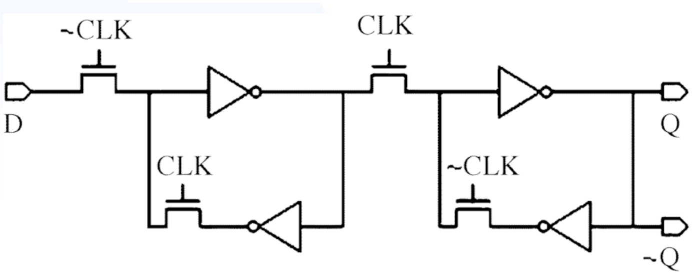
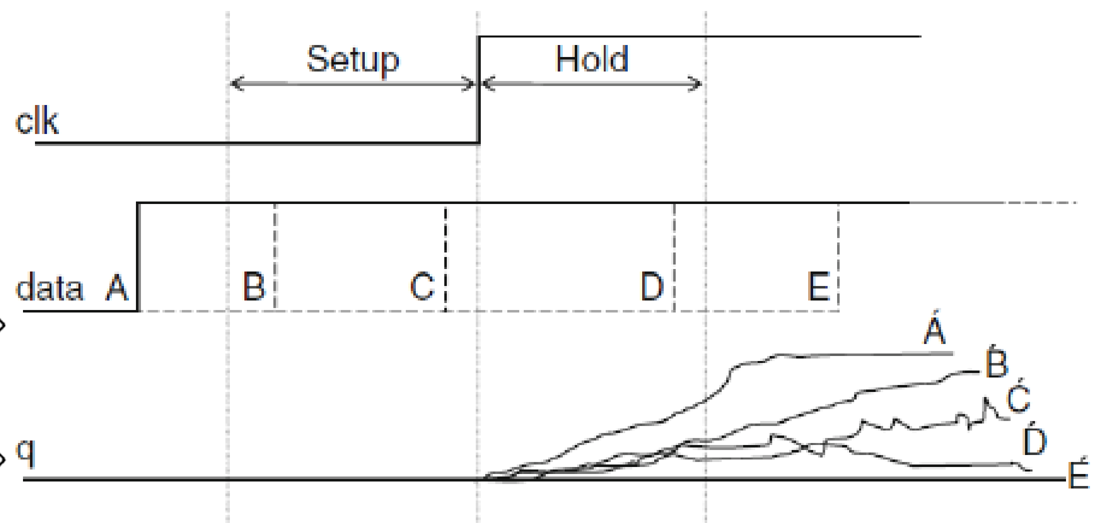






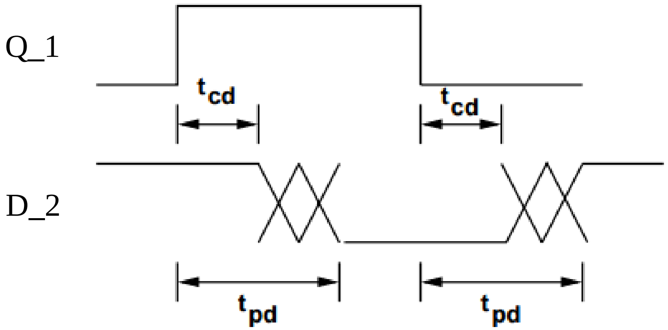
Timing Issue

✓ Terminology

– Contamination delay

The minimum amount of time from an input changes until any output starts to change its value.

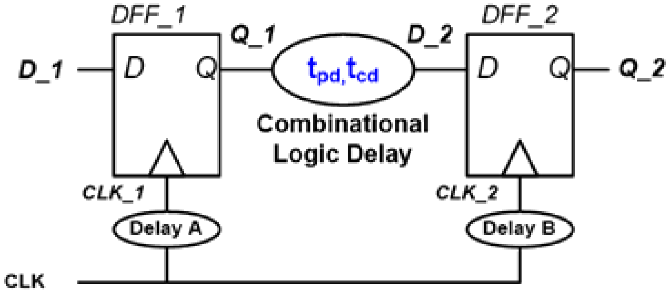
- Clk-to-Q contamination delay (t_{ccq})
- Logic contamination delay (t_{cd})



– Propagation delay

The maximum amount of time from input changes until all output reaches steady state.

- Clk-to-Q propagation delay (t_{pcq})
- Logic propagation delay (t_{pd})



Timing Issue

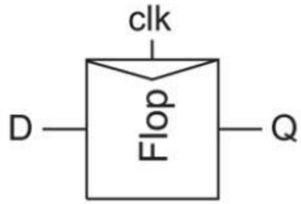
✓ Term definition

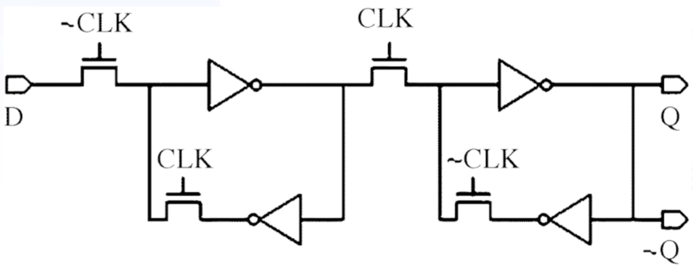
– Clk-to-Q contamination delay (t_{ccq})

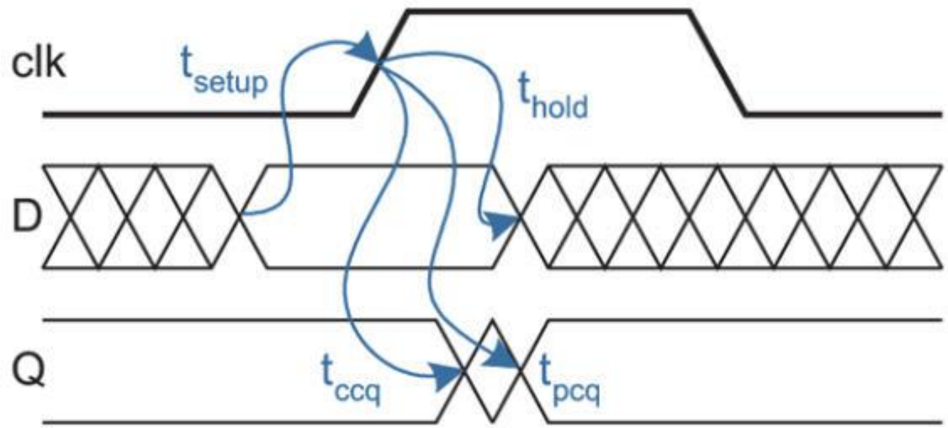
The minimum amount of time from an clock edge until Q starts to change its value.

– Clk-to-Q propagation delay (t_{pcq})

The maximum amount of time from an clock edge until Q reaches steady state.







Timing Issue

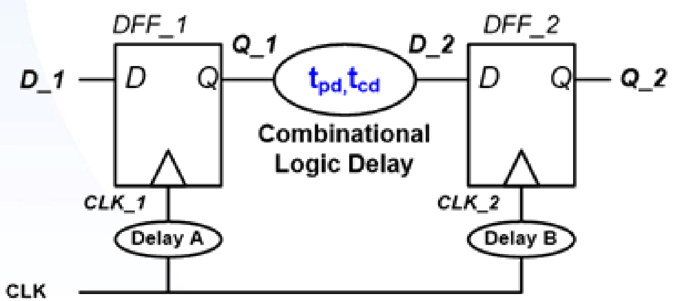
✓ Term definition

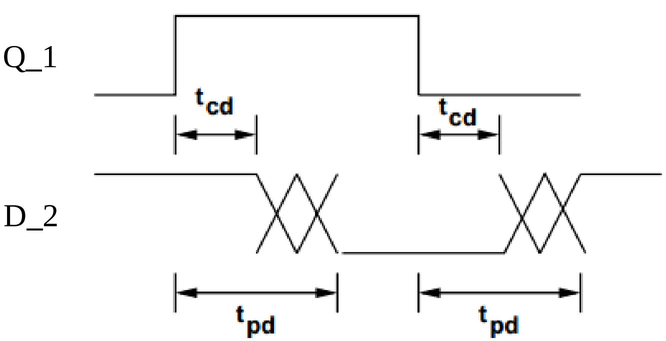
– Logic contamination delay (t_{cd})

The minimum amount of time from a combinational logic input (Q_1) changes until combinational logic output (D_2) starts to change its value.

– Logic propagation delay (t_{pd})

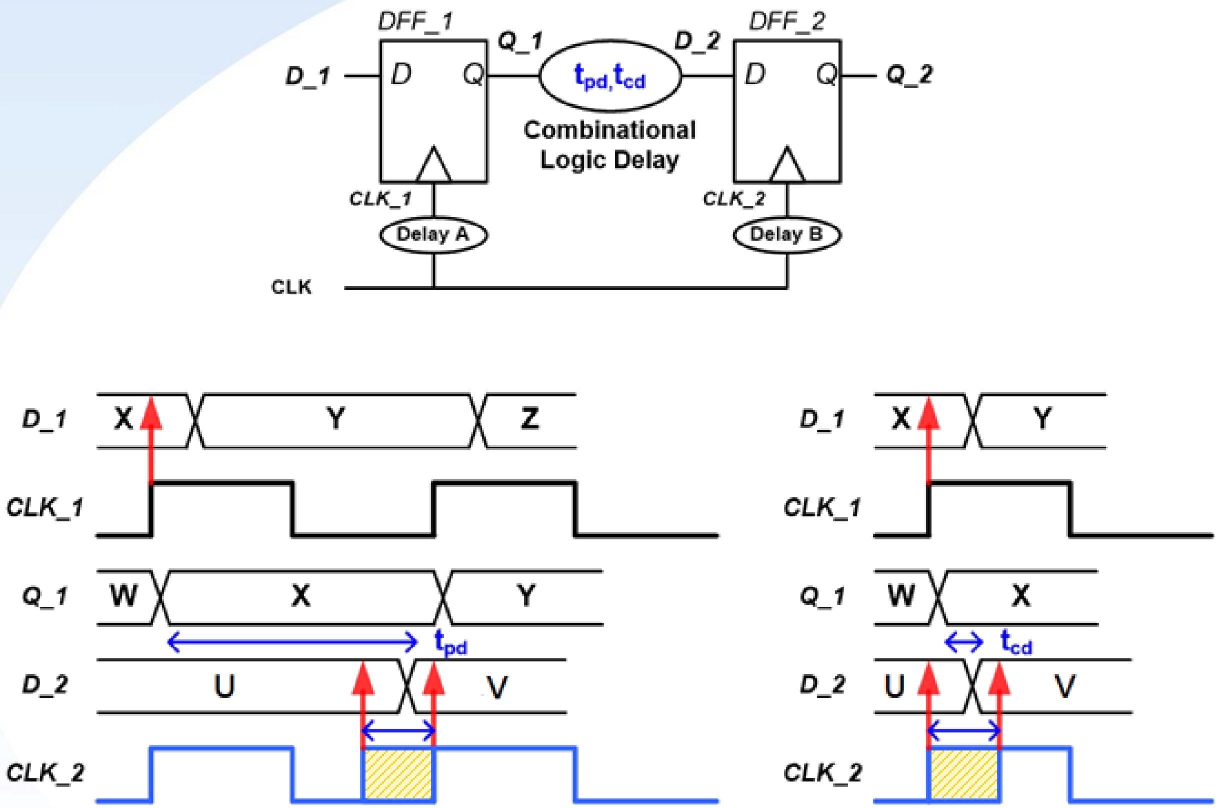
The maximum amount of time from a combinational logic input (Q_1) changes until combinational logic output (D_2) reaches steady state.





Timing Violation

✓ **Timing violation**

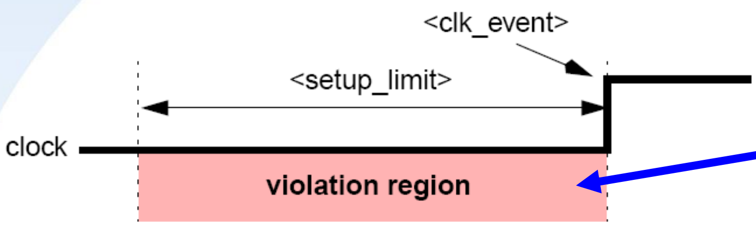


Setup Time Violation

Hold Time Violation

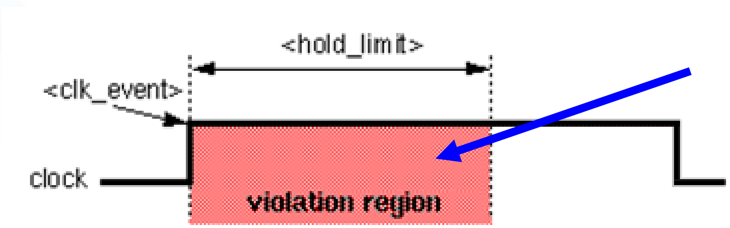
Timing Check (1/2)

- ✓ **Setup time check**
  - The tool determines whether a data signal remains stable for a minimum specified time (i.e., violation region) before a transition in an enabling signal, such as a clock event.



data can't be changed
in this red region

- ✓ **Hold time check**
  - The tool determines whether a data signal remains stable for a minimum specified time (i.e., violation region) after a transition in an enabling signal, such as a clock event.



data can't be changed
in this red region

Timing Check (2/2)

✓ **Timing report: setup time**

```
clock CLK_1 (rise edge)                      2.00       2.00
clock network delay (ideal)                  2.00       4.00
clock uncertainty                           -0.50       3.50
IN_A_reg[0]/CK (EDFFXL)                      0.00       3.50 r
library setup time                          -0.42       3.08
data required time                                      3.08
-----------------------------------------------------------
data required time                                      3.08
data arrival time                                      -3.08
-----------------------------------------------------------
slack (MET)                                             0.00
```

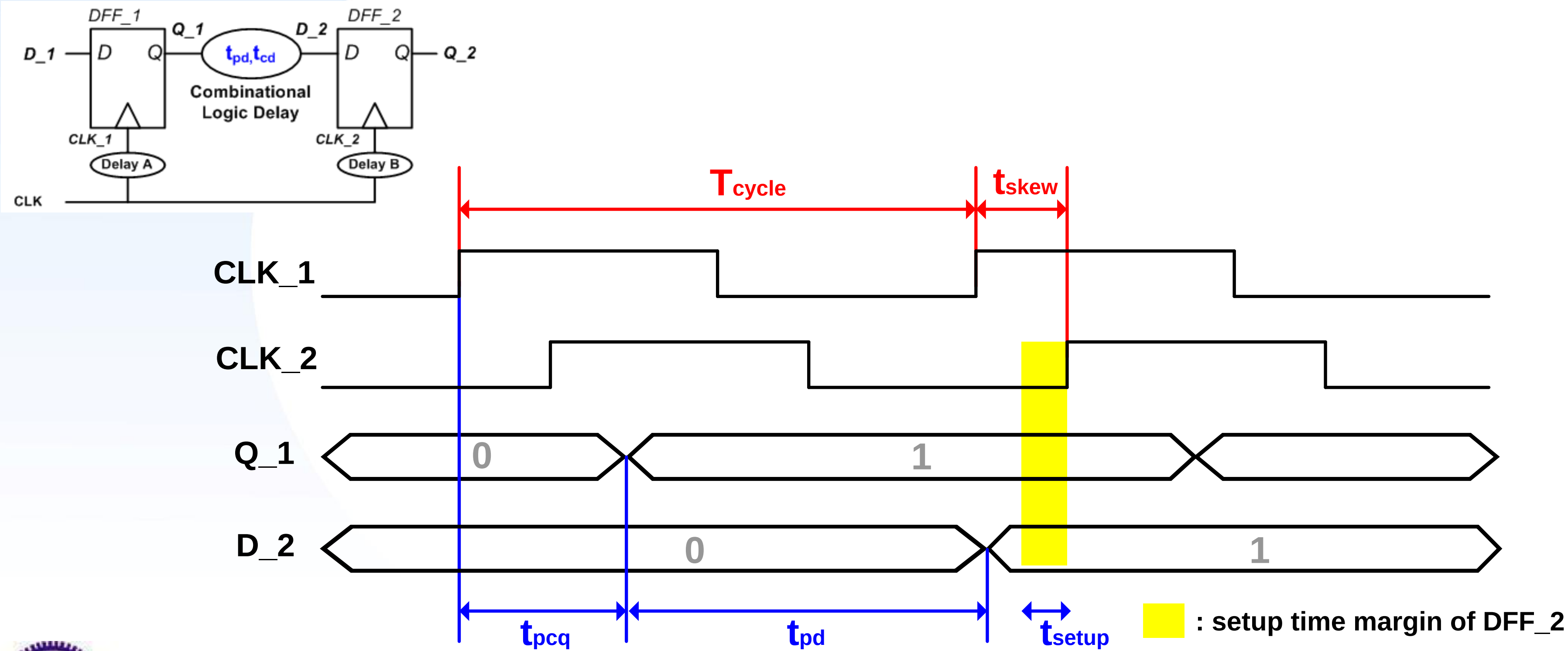
✓ **Timing report: hold time**

Slacks should be MET!
(non-negative)

```
clock CLK_2 (rise edge)                      0.00       0.00
clock network delay (ideal)                  4.00       4.00
clock uncertainty                            1.00       5.00
IN_B_reg[20]/CK (EDFFXL)                     0.00       5.00 r
library hold time                           -0.19       4.81
data required time                                      4.81
-----------------------------------------------------------
data required time                                      4.81
data arrival time                                      -4.82
-----------------------------------------------------------
slack (MET)                                             0.01
```

Setup Time Criterion

- **Setup time criterion: $(T_{cycle} + t_{skew}) > (t_{pcq} + t_{pd} + t_{setup})$**
  - data required time $= T_{cycle} + t_{skew} - t_{setup}$
  - data arrival time $= t_{pcq} + t_{pd}$
  - Slack = data required time - data arrival time



Setup Time Criterion

- Setup time criterion: $(T_{cycle} + t_{skew}) > (t_{pcq} + t_{pd} + t_{setup})$
  - data required time = $T_{cycle} + t_{skew} - t_{setup}$
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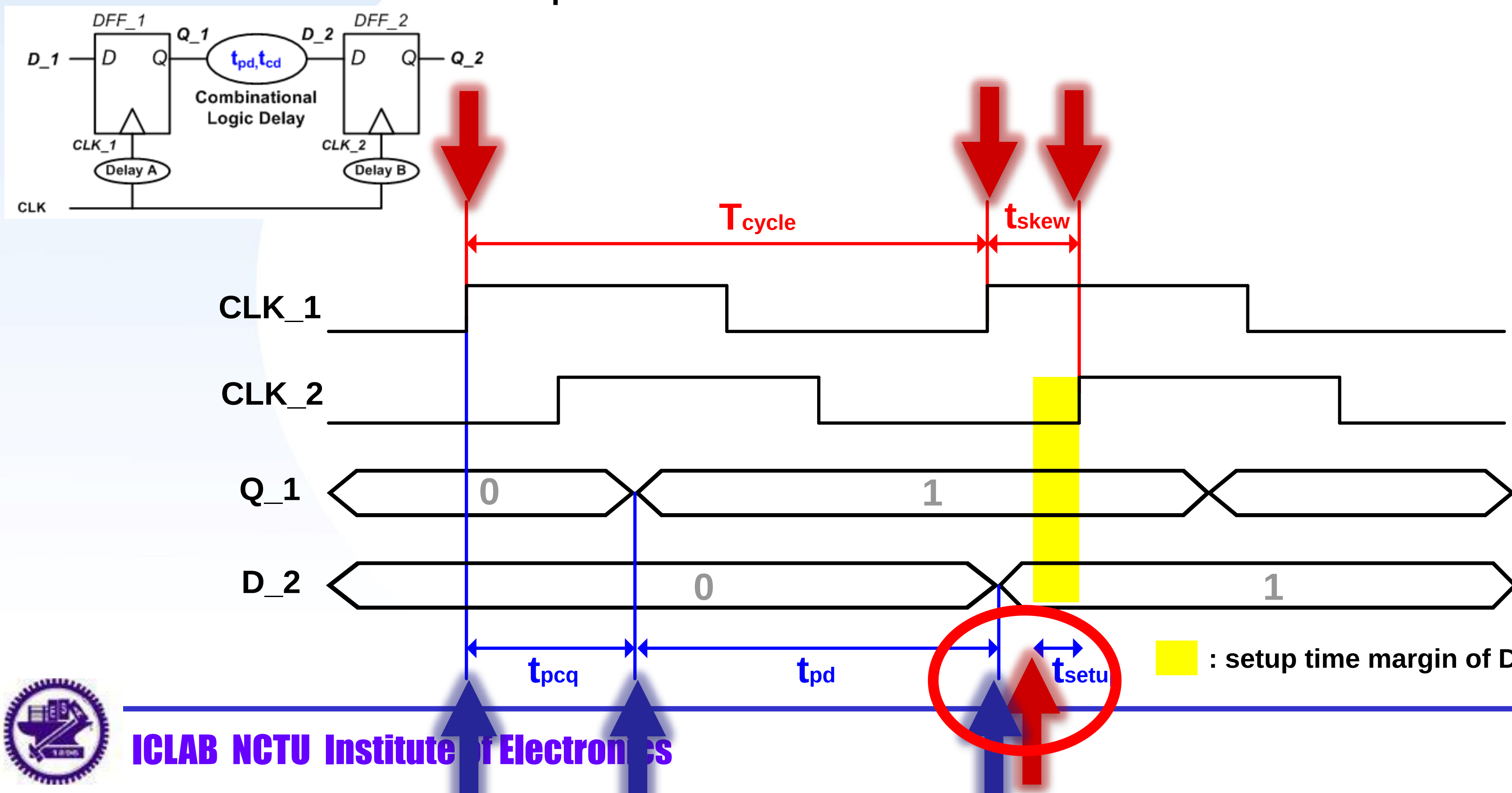
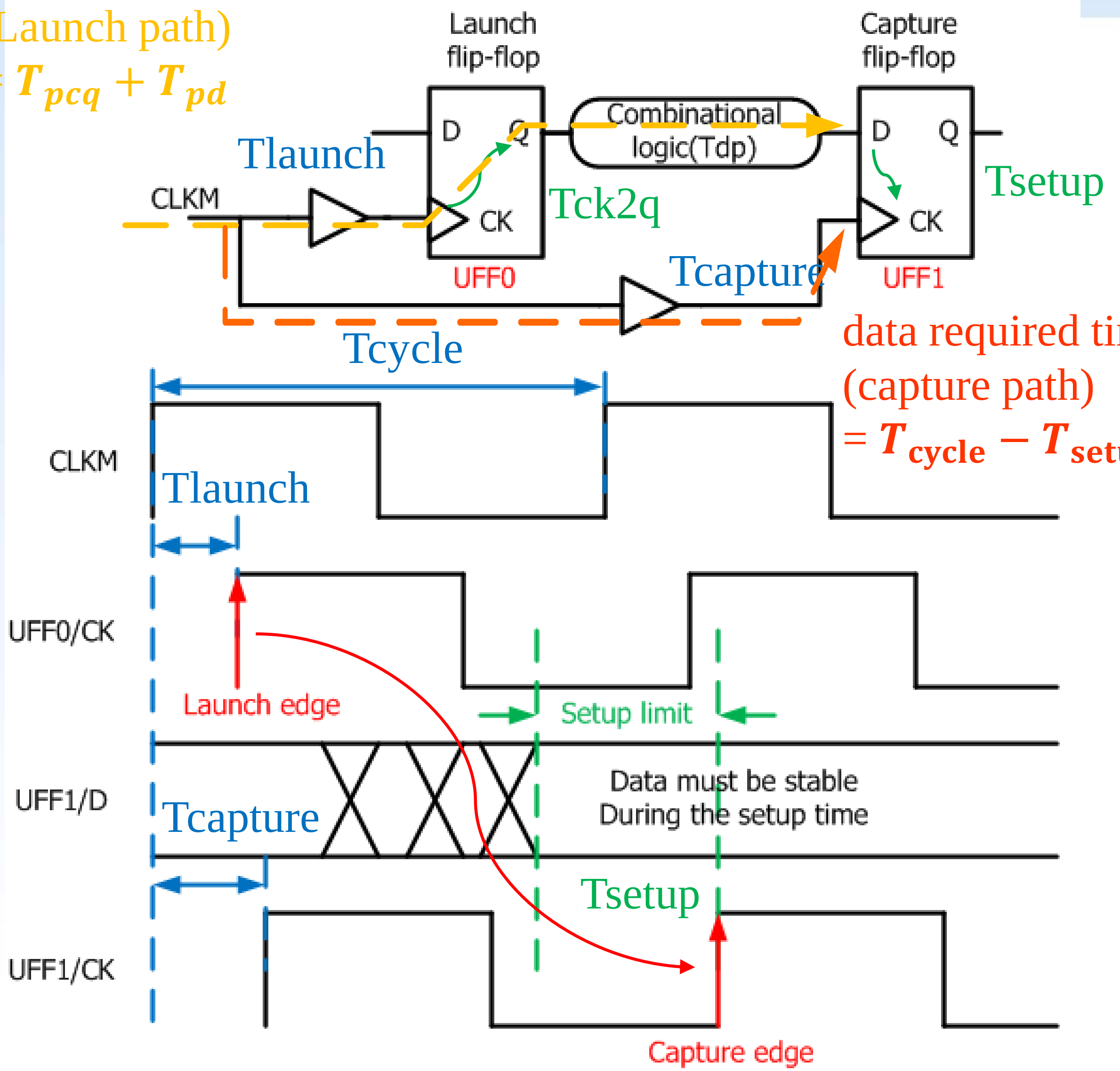


Setup time issue

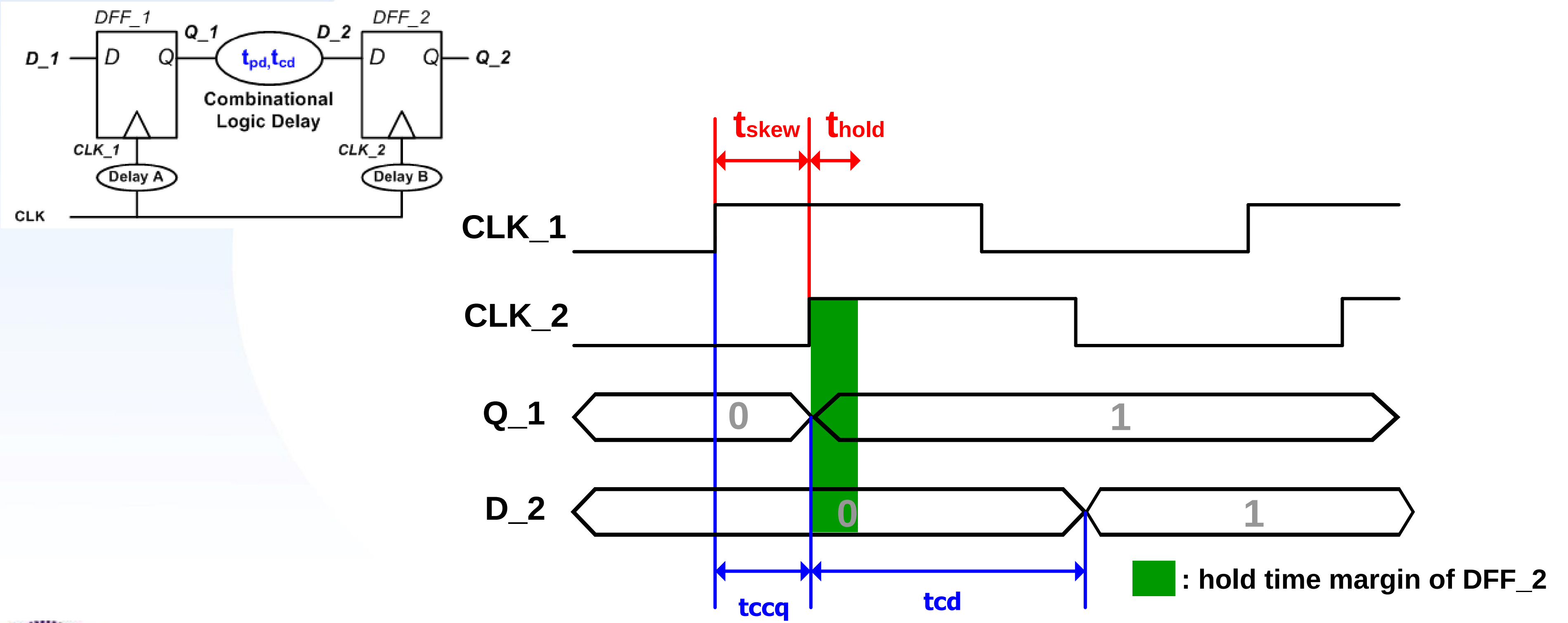
data arrival time
(Launch path)
$= T_{pcq} + T_{pd}$



data required time
(capture path)
$= T_{\text{cycle}} - T_{\text{setup}} + (\underbrace{T_{\text{capture}} - T_{launch}}_{t_{skew}})$

Hold Time Criterion

- ✓ **Hold time criterion: $(t_{ccq} + t_{cd}) > (t_{hold} + t_{skew})$**
  - data required time = $t_{skew} + t_{hold}$
  - data arrival time = $t_{ccq} + t_{cd}$
  - Slack = data arrival time – data required time



Hold Time Criterion

- Hold time criterion: $(t_{ccq} + t_{cd}) > (t_{hold} + t_{skew})$
  - data required time = $t_{skew} + t_{hold}$
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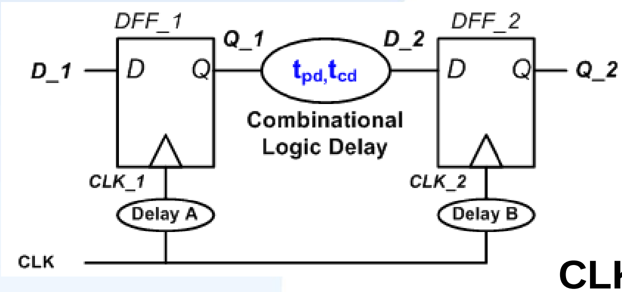
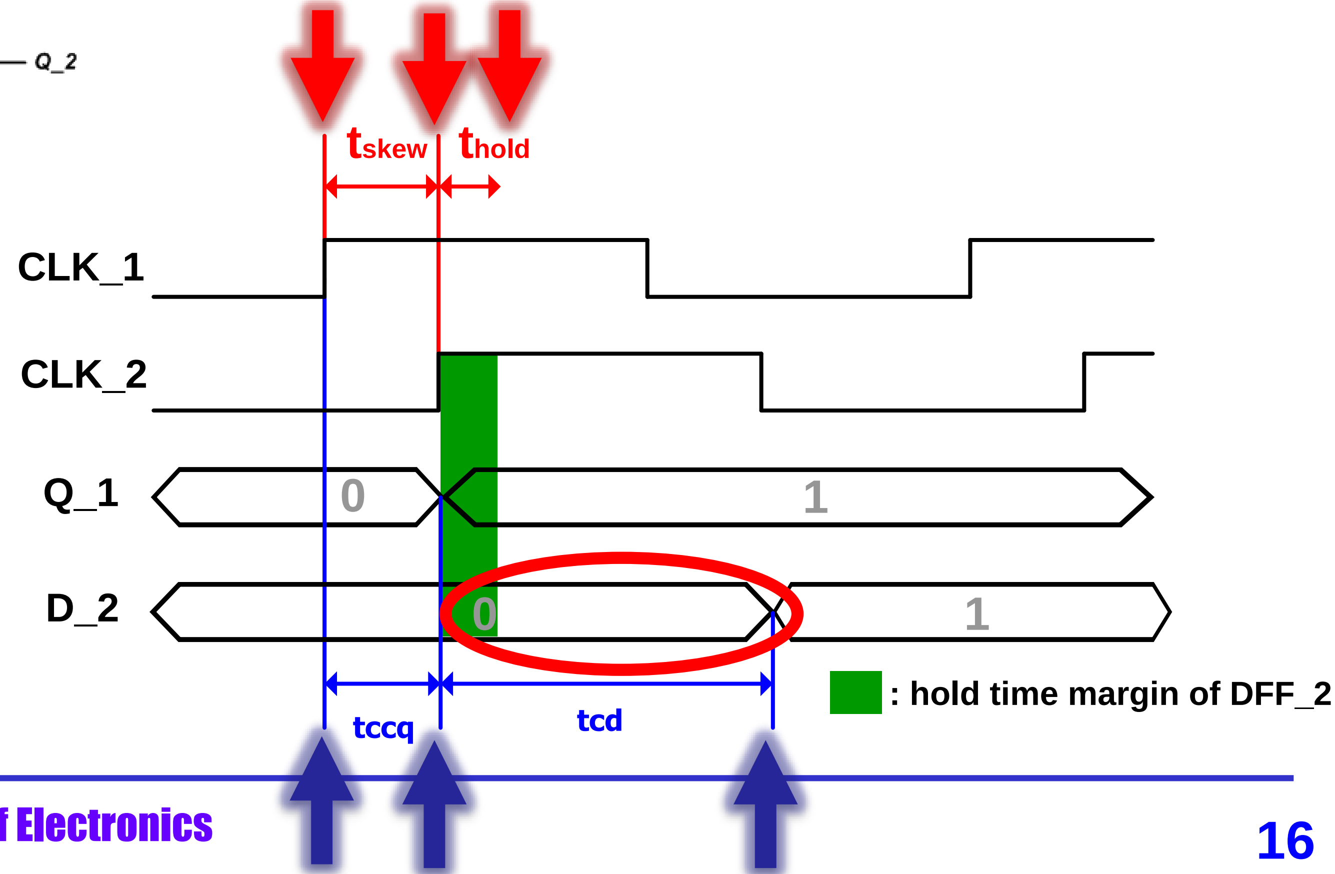
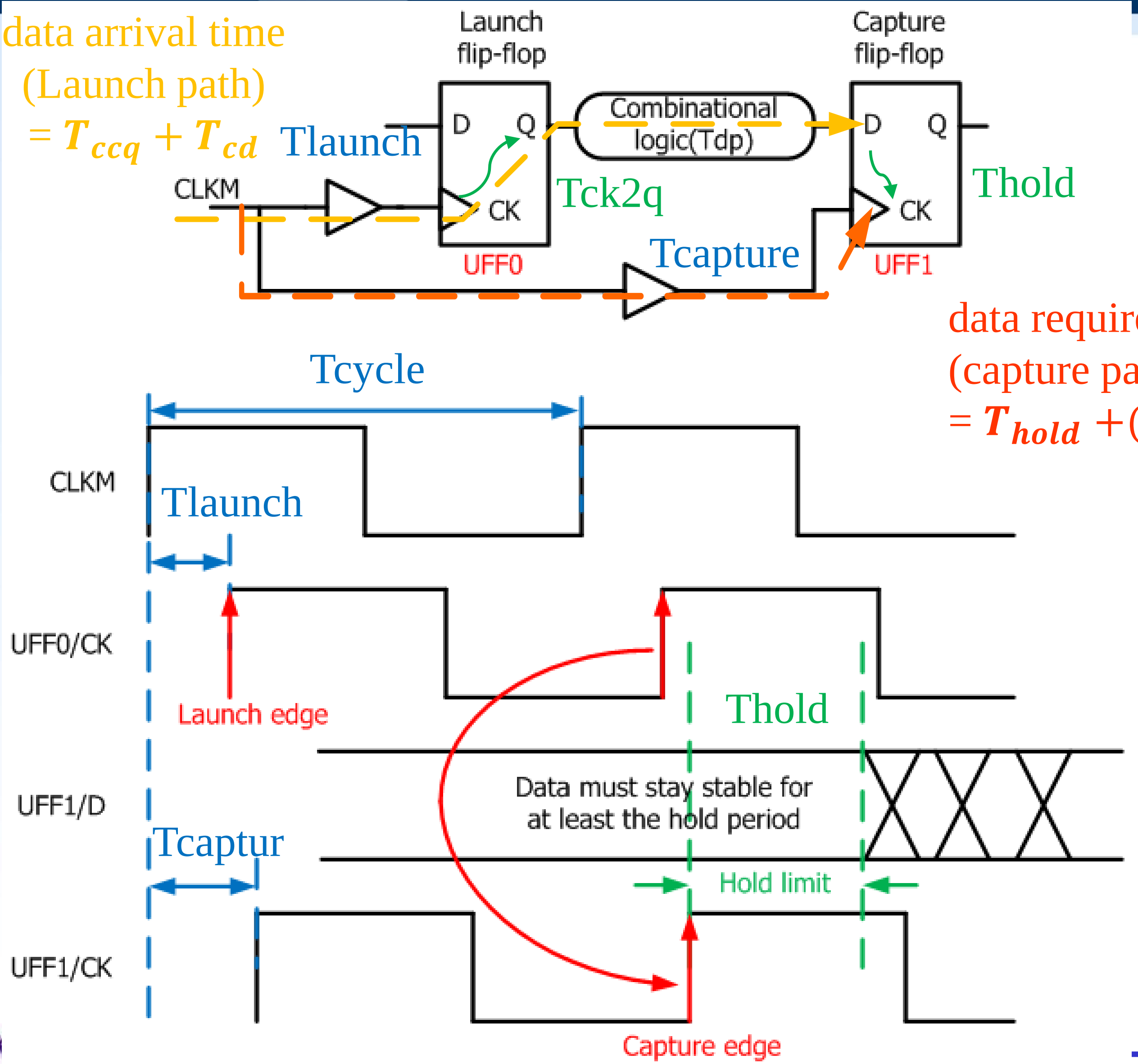
  - Slack = data arrival time – data required time





Hold time issue



data arrival time (Launch path) $= T_{ccq} + T_{cd}$

data required time (capture path) $= T_{hold} + (T_{capture} - T_{launch})$

t_{skew}

When Timing Violation Occurs…

- ✓ **Adjust data path to meet the constraints**
  - Setup violation ➡ too many works in one cycle
    - Apply pipelining
  - Hold violation ➡ insufficient delay
    - add delays to the violated path, such as buffers/inverters/Muxes
- ✓ **Increase clock period for setup violation**
- ✓ **In most practical cases, hold violations are fixed during the backend work (after clock tree synthesis)**

Outline

- ✓ **Section 1- Timing**
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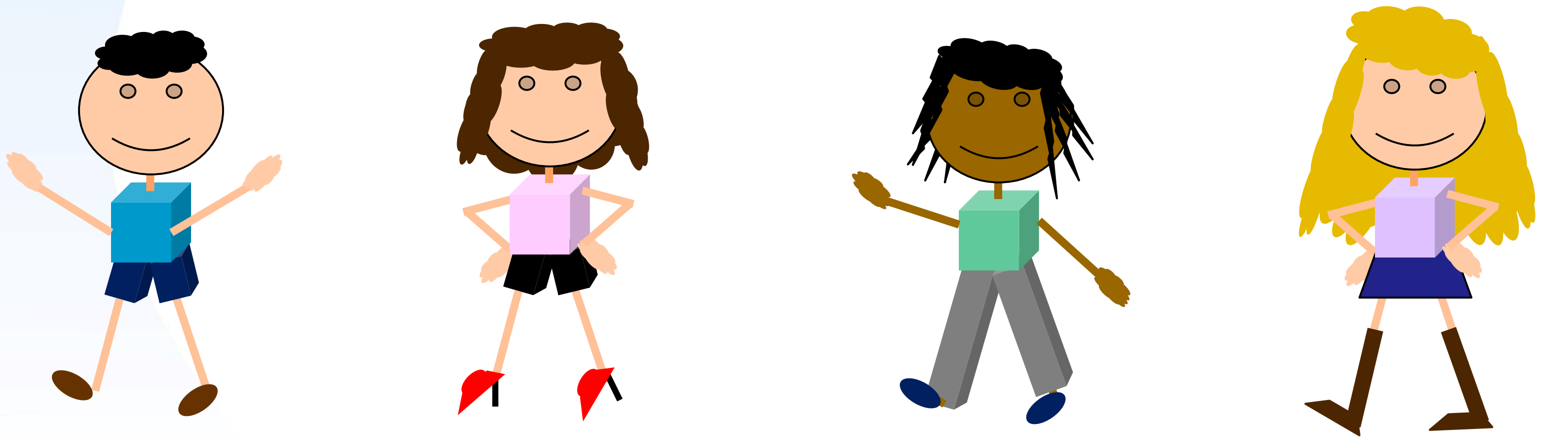
  - Pipeline
- ✓ **Section 2- Designware**

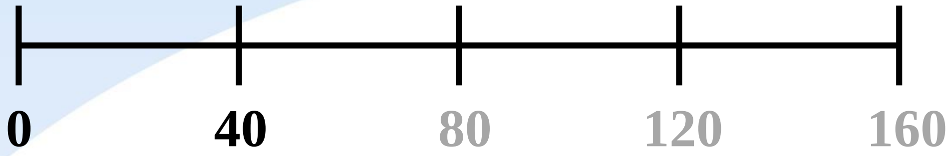
Trade-off between Area and Timing

Area: 1 unit

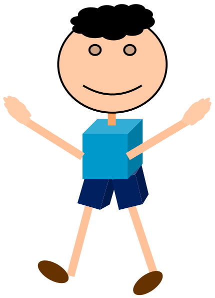
Time: 40 mins (Wash: 20 mins + Dry: 20 mins)



Trade-off between Area and Timing



Wash and Dry = 40 mins



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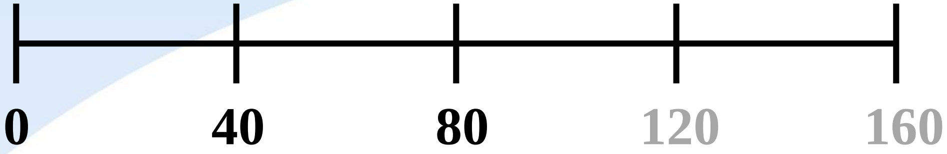

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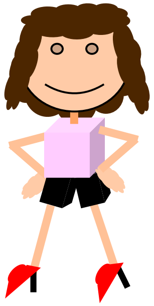

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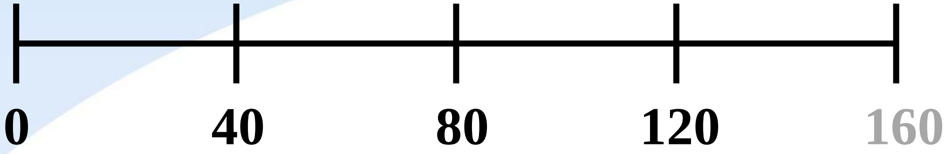

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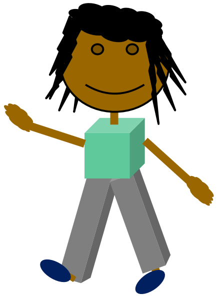

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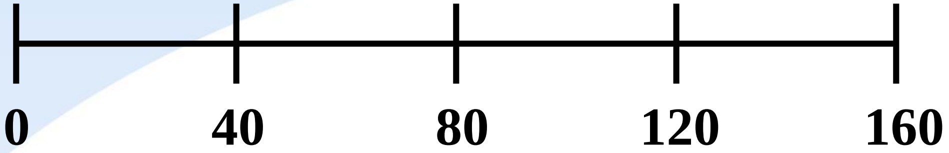

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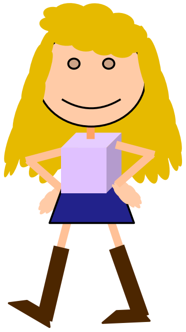


Area: 1 unit

Time: 160 mins

Trade-off between Area and Timing

0 40 80 120 160

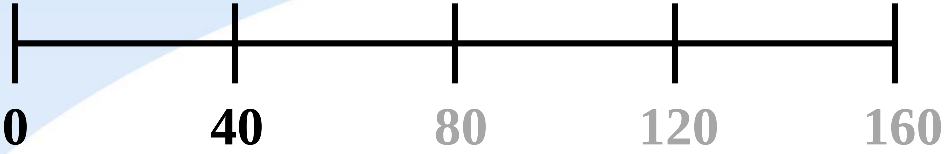
Wash and Dry = 40 mins

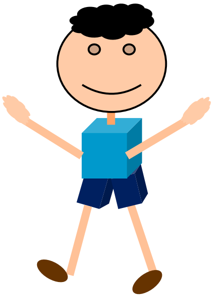
Area: 1 unit

Time: 160 mins

Wash and Dry = 40 mins

Trade-off between Area and Timing





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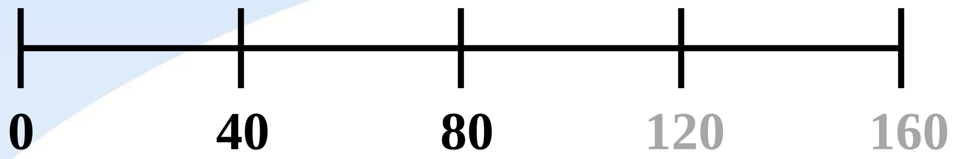
Area: 1 unit

Time: 160 mins

Wash and Dry = 40 mins

Trade-off between Area and Timing



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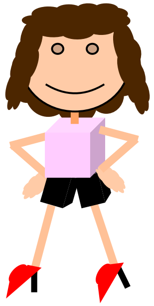
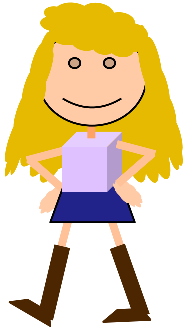


Wash and Dry = 40 mins



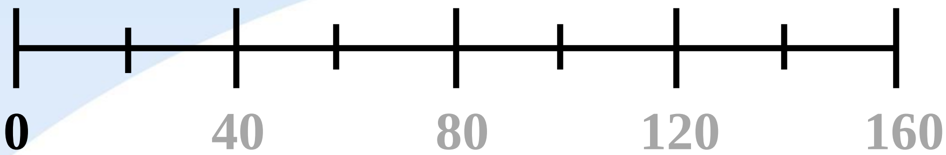
~~Area: 1 unit~~

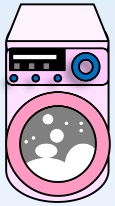
~~Time: 160 mins~~

Area: 2 units

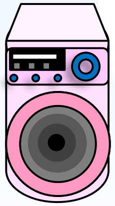
Time: 80 mins

Trade-off between Area and Timing





Wash 20 mins
Area 0.7 units

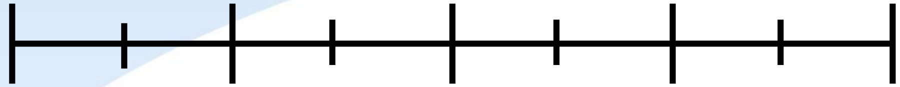


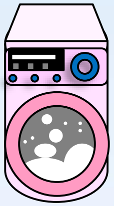
Dry 20 mins
Area 0.7 units

Area: 1 unit

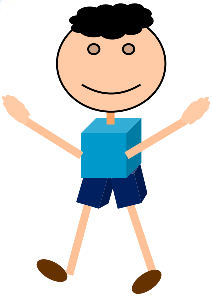
Time: 160 mins

Trade-off between Area and Timing



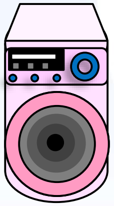


Wash 20 mins



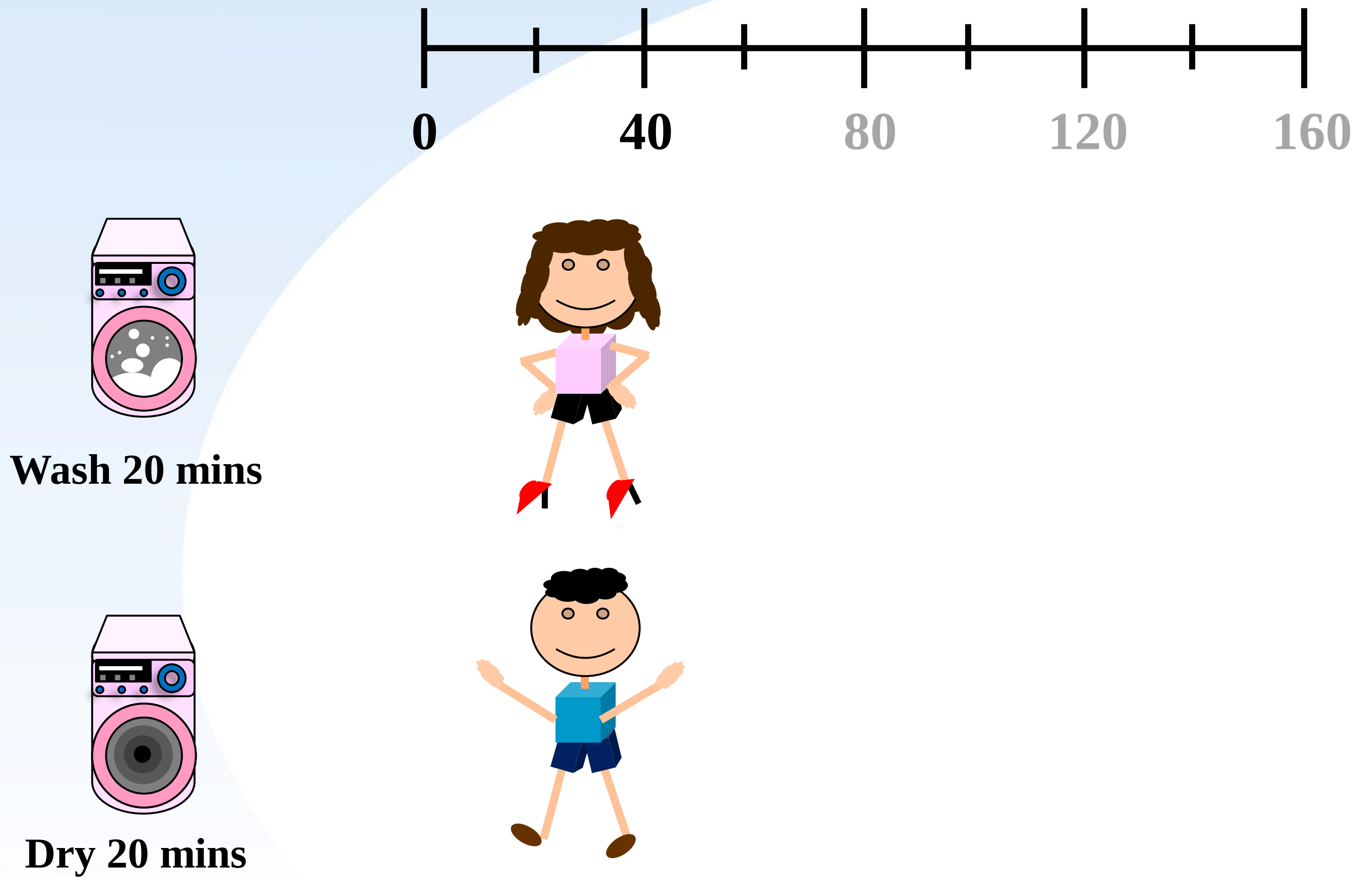
Area: 1 unit

Time: 160 mins



Dry 20 mins

Trade-off between Area and Timing



Area: 1 unit

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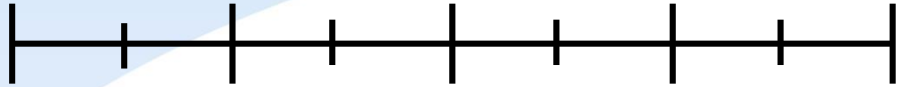
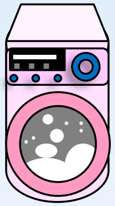
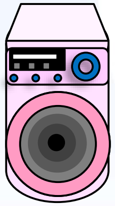
Trade-off between Area and Timing



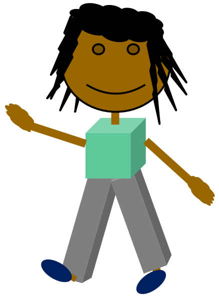
0 40 60 80 120 160

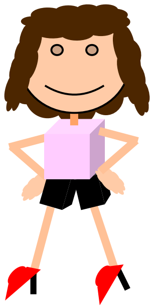


Wash 20 mins



Dry 20 mins

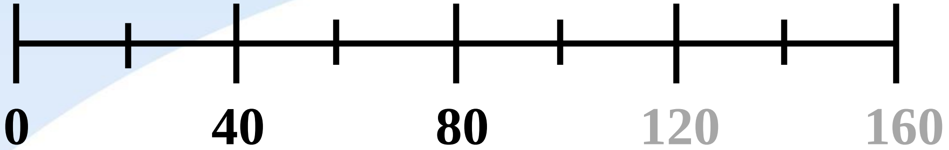


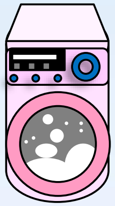


Area: 1 unit

Time: 160 mins

Trade-off between Area and Timing





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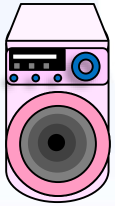
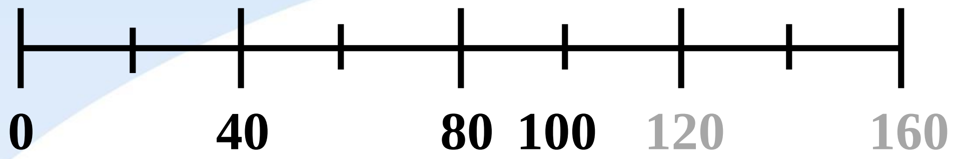


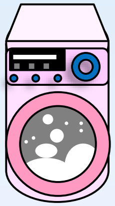
Dry 20 mins

Area: 1 unit

Time: 160 mins

Trade-off between Area and Timing





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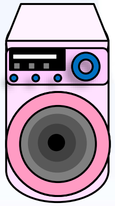
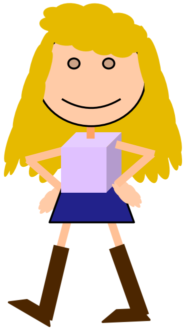


Dry 20 mins



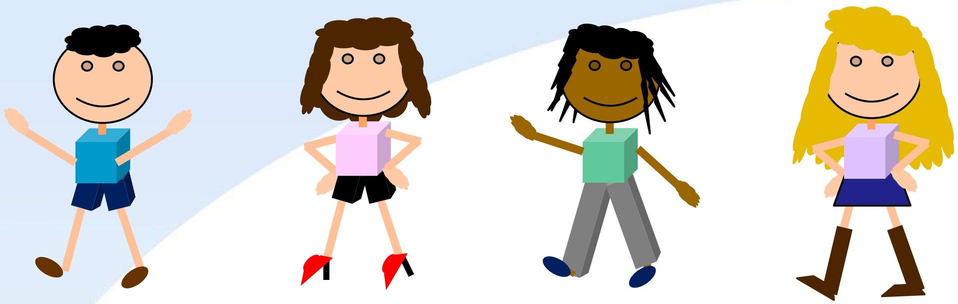
~~Area: 1 unit~~

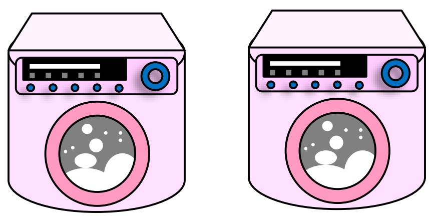
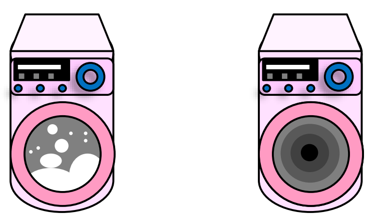
~~Time: 160 mins~~

Area: 0.7+0.7 =1.4 units

Time: 100 mins

Trade-off between Area and Timing



Basic		**Area: 1 unit** **Time: 160 mins**
Parallel		**Area: 2 units** **Time: 80 mins**
Pipeline		**Area: 0.7+0.7 = 1.4 units** **Time: 100 mins**

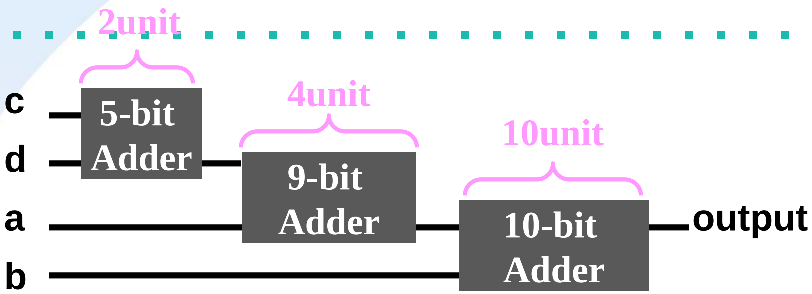
Trade-off between Area and Timing

- a [7:0] , b [7:0] , c [3:0] , d [3:0]
- Q: (a + b + c + d) x 1000 iterations ?

Basic		
Parallel		
Pipeline		

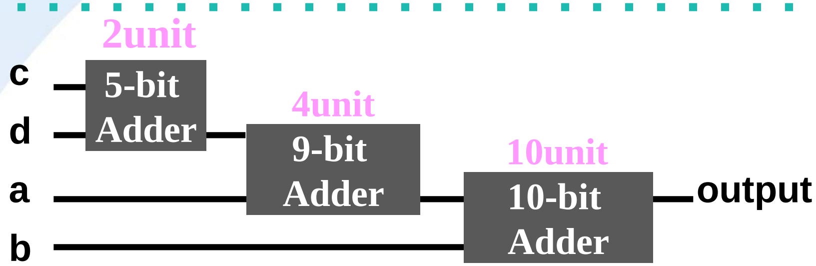
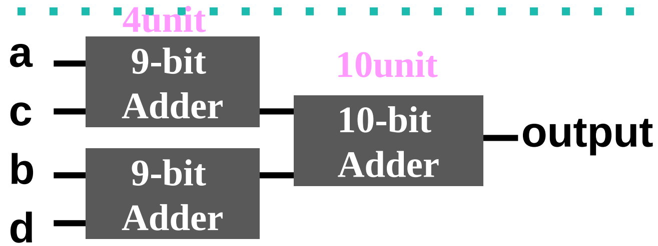
Trade-off between Area and Timing

- a [7:0] , b [7:0] , c [3:0] , d [3:0]
- Q: (a + b + c + d) x 1000 iterations ?

Basic		Area: 24 units Time: 16 x 1000 = 16000 units
Parallel		
Pipeline		

Trade-off between Area and Timing

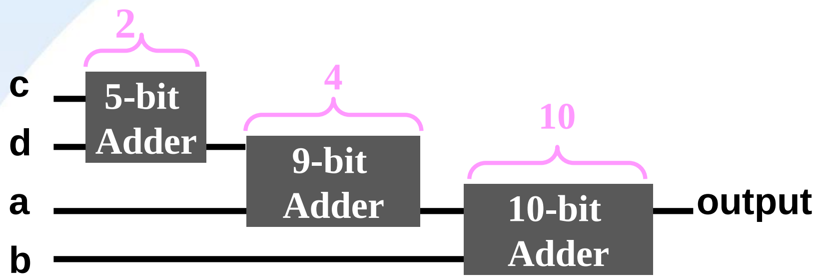
- a [7:0] , b [7:0] , c [3:0] , d [3:0]
- Q: (a + b + c + d) x 1000 iterations ?

Basic		Area: 5+9+10=24 units Time: 16 x 1000 = 16000 units
Parallel		Area: 9+9+10=28 units Time: 14 x 1000 = 14000 units
Pipeline		

Trade-off between Area and Timing

- a [7:0] , b [7:0] , c [3:0] , d [3:0]
- Q: (a + b + c + d) x 1000 iterations ?

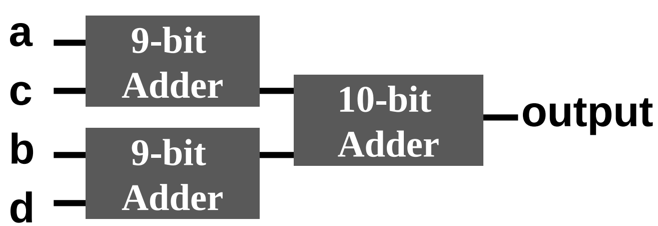
Basic



Area: 24 units

Time: 16 x 1000 = 16000 units

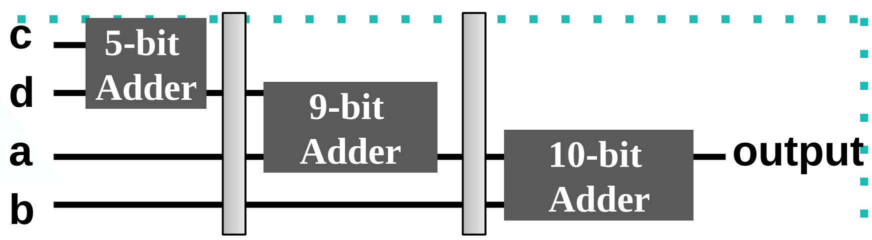
Parallel



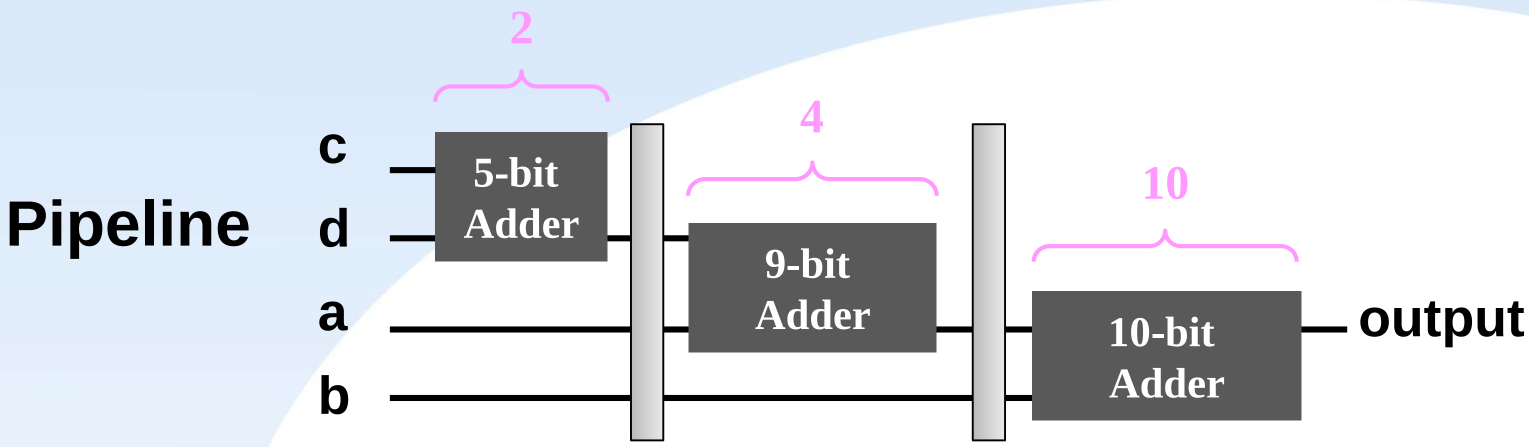
Area: 28 units

Time: 14 x 1000 = 14000 units

Pipeline



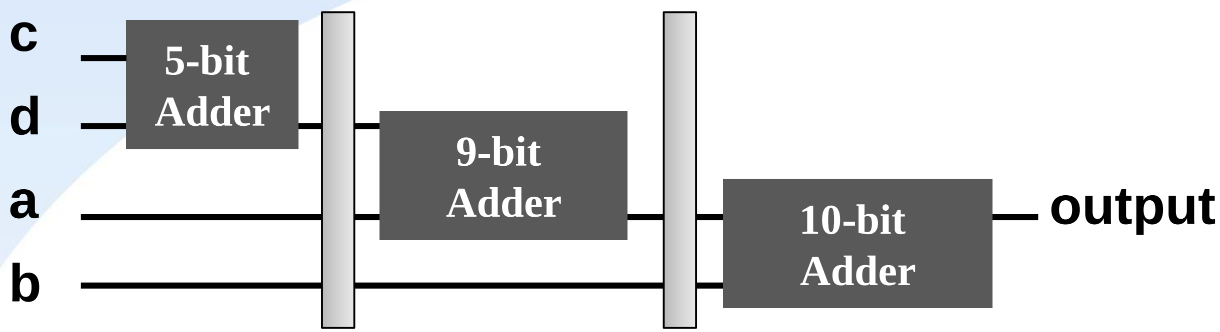
Trade-off between Area and Timing



T=0	c1 + d1		

Trade-off between Area and Timing

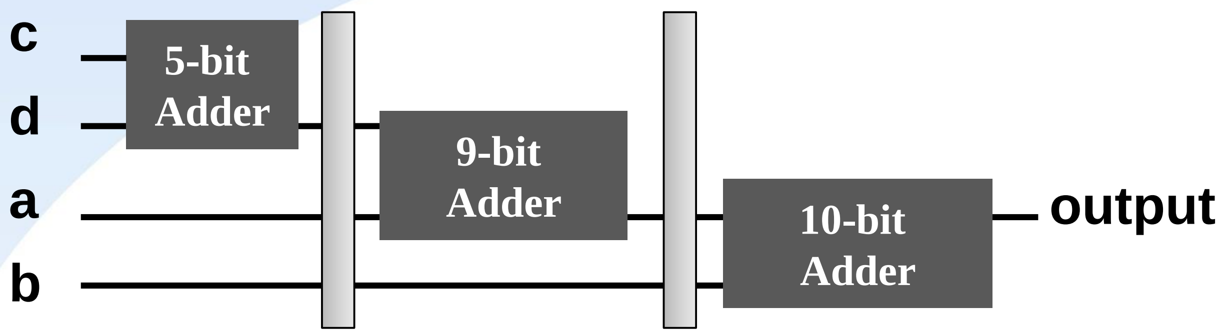
Pipeline



T=0	c1 + d1		
T=1	c2 + d2	a1 + (c1 + d1)	

Trade-off between Area and Timing

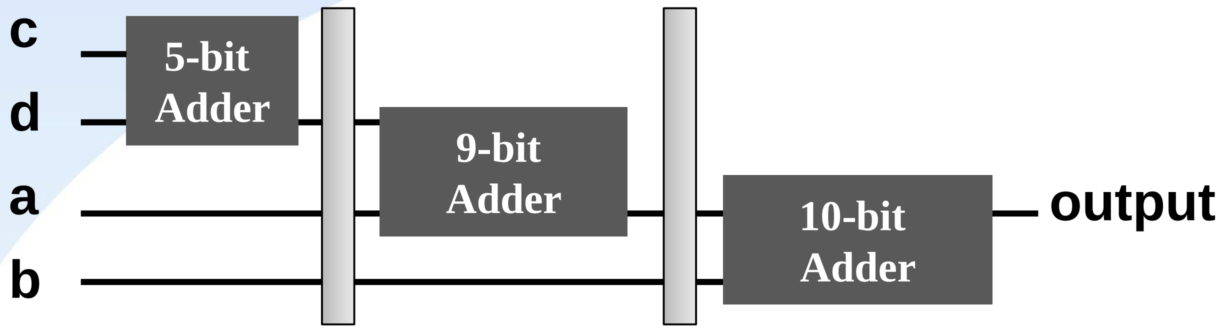
Pipeline



T=0	c1 + d1		
T=1	c2 + d2	a1 + (c1 + d1)	
T=2	c3 + d3	a2 + (c2 + d2)	b1 + (a1 + c1 + d1)

Trade-off between Area and Timing

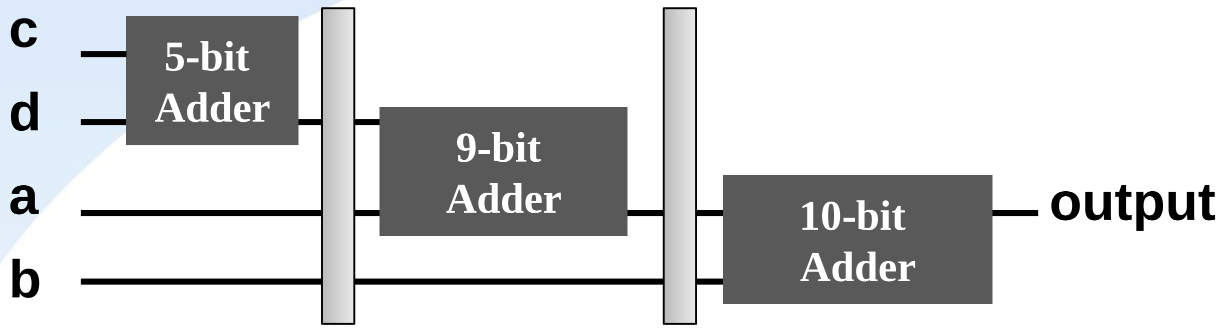
Pipeline



T=0	c1 + d1		
T=1	c2 + d2	a1 + (c1 + d1)	
T=2	c3 + d3	a2 + (c2 + d2)	b1 + (a1 + c1 + d1)
T=3	c4 + d4	a3 + (c3 + d3)	b2 + (a2 + c2 + d2)

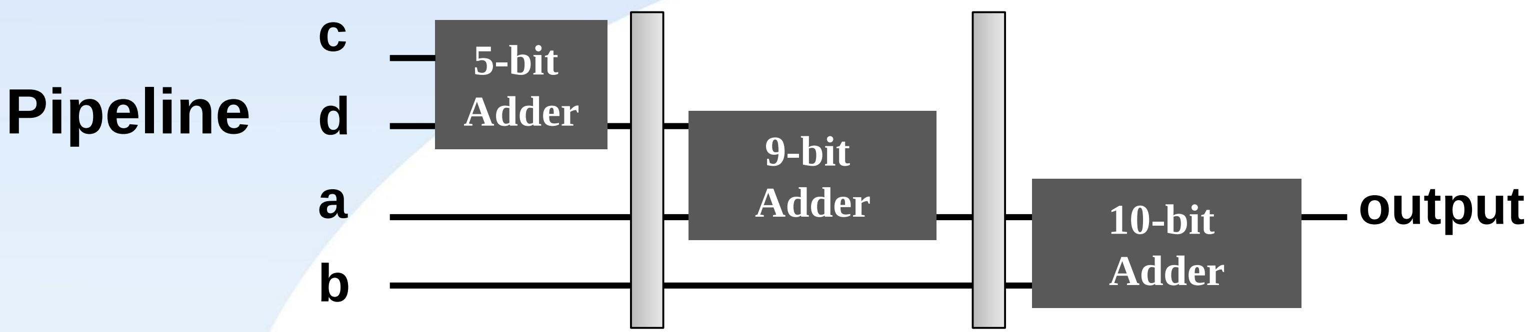
Trade-off between Area and Timing

Pipeline



T=0	c1 + d1		
T=1	c2 + d2	a1 + (c1 + d1)	
T=2	c3 + d3	a2 + (c2 + d2)	b1 + (a1 + c1 + d1)
T=3	c4 + d4	a3 + (c3 + d3)	b2 + (a2 + c2 + d2)
T=4		a4 + (c4 + d4)	b3 + (a3 + c3 + d3)

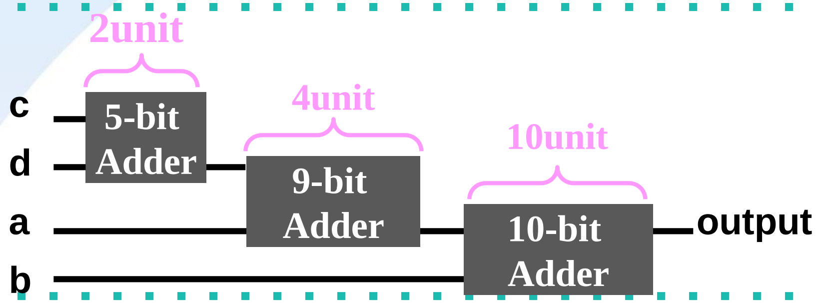
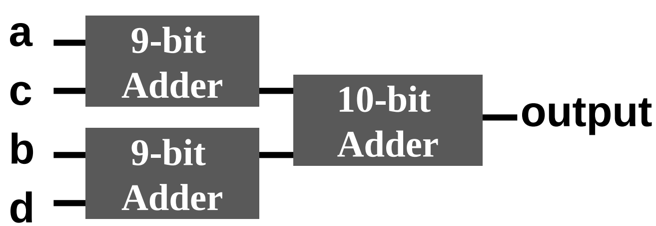
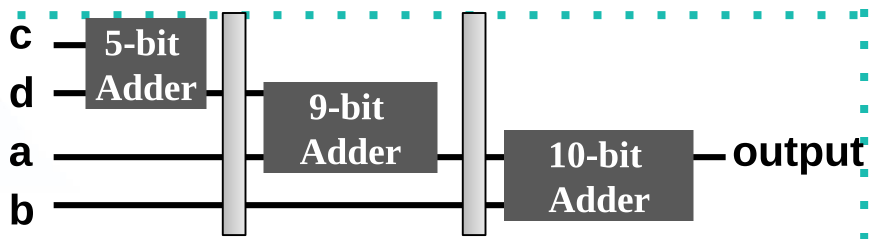
Trade-off between Area and Timing



T=0	c1 + d1		
T=1	c2 + d2	a1 + (c1 + d1)	
T=2	c3 + d3	a2 + (c2 + d2)	b1 + (a1 + c1 + d1)
T=3	c4 + d4	a3 + (c3 + d3)	b2 + (a2 + c2 + d2)
T=4		a4 + (c4 + d4)	b3 + (a3 + c3 + d3)
T=5			b4 + (a4 + c4 + d4)

Trade-off between Area and Timing

- a [7:0] , b [7:0] , c [3:0] , d [3:0]
- Q: (a + b + c + d) x 1000 iterations ?

Basic		Area: 24 units Time: 16 x 1000 = 16000 units
Parallel		Area: 28 units Time: 14 x 1000 = 14000 units
Pipeline		Area: 24 units+reg Time: 10 x 1002 = 10020 units

Pipeline Speedup

- ✓ **Doesn’t help latency of single task, but throughput of entire.**
- ✓ **Pipeline rate limited by slowest stage.**
- ✓ **Potential speedup = Number pipe stages, if all stages are balanced.**

	Clock cycle 1	2	3	4	5	6	7	8
`lw $s0, 20($sp)`	IF	ID	EX	ME	WB			
`lw $s1, 24($sp)`		IF	ID	EX	ME	WB		
`lw $s2, 28($sp)`			IF	ID	EX	ME	WB	
`lw $s3, 32($sp)`				IF	ID	EX	ME	WB

Outline

- ✓ Section 1- Timing
- ✓ Section 2- Designware

Overview of DesignWare

- **IP (Intellectual Property)**
  - Hard IP : GDSII format, high performance but technology dependent.
  - Firm IP : Netlist resource, less used.
  - Soft IP : RTL design, requires verification.
- **DesignWare library**
  - Provides synthesizable and verification IPs.
  - Supports the method to optimize the area or the speed and reduce the timing.
- **DesignWare IP library categories**
  - Building Block IPs (formally called Foundation Library)
  - CoreTools
  - Implementation IPs
  - Smart Model Library
  - Memory Models
  - AMBA OCB Family
  - Verification IPs

DesignWare Building Block IPs (1/2)

✓ DesignWare building block IPs

- A collection of reusable IP blocks integrated into the SYNOPSYS synthesis environment.

✓ Characteristics

- Pre-verified for quality and better quality of results (QOR) in synthesis, decreasing design and technology risk.
- Allows high-level optimization of performance during synthesis.
- Increased design reusability, productivity
- Parameterized in size and also in functionality for some IP
- Technology-independent
- Provide synthesizable models, simulation models, datasheets, and examples.

DesignWare Building Block IPs (2/2)

✓ Library categories

- Basic Library : A set of components bundled with HDL Compiler that implements several common arithmetic and logic functions.
- Logic : Combinational and sequential components
- Math : Arithmetic and trigonometric components
- Memory : Registers, FIFOs, and FIFO controllers, sync. And async. RAMs and stack components.
- DSP Library : Digital filters for digital signal processing (DSP) applications, ex: FIR, IIR filter
- Application Specific : Data integrity, interface, and JTAG components.
- GTECH Library : Genetic technology library, a technology-Independent, gate-level library.

Usage of DesignWare Building Block IP

Usage of DesignWare Building Block IP

- Operator inference
  - Convenient, but sometimes it is inefficient when synthesizing.
  - Supply default function only, can not use special function.
- Instantiate IP
  - Use SYNOPSYS design compiler shell script.
  - Supply different architecture for implementation.
  - Applying pre-compiling sub-blocks speeds up the synthesis for large design.

Arith | DesignWare Foundation Building Blocks

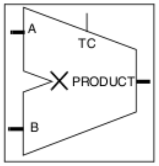
DW02_mult

Multiplier

Version, STAR and Download Information: IP Directory

Features and Benefits

- Parameterized word length
- Unsigned and signed (two's-complement) data operation



Description

DW02_mult is a multiplier that multiplies the operand A by B to produce the output, PRODUCT.

The control signal TC determines whether the input and output data is interpreted as unsigned (TC=0) or signed (TC=1) numbers.

Table 1-1 Pin Description

Pin Name	Width	Direction	Function
A	*A_width* bit(s)	Input	Multiplier
B	*B_width* bit(s)	Input	Multiplicand
TC	1 bit	Input	Two's complement control 0 = unsigned 1 = signed
PRODUCT	*A_width* + *B_width* bit(s)	Output	Product A × B

Table 1-2 Parameter Description

Parameter	Values	Description
A_width	≥ 1	Word length of A
B_width	≥ 1	Word length of B

Operator Inference (1/3)

✓ Operator inference

- Use the HDL operator in description, and the operator must include in *synthetic operator* definition.
- HDL compiler will infer synthetic operator in HDL code.
- HDL compiler supply high-level synthesis.
- The " / " operator is required for the DesignWare license.
- The HDL operator defined in standard synthetic operator:

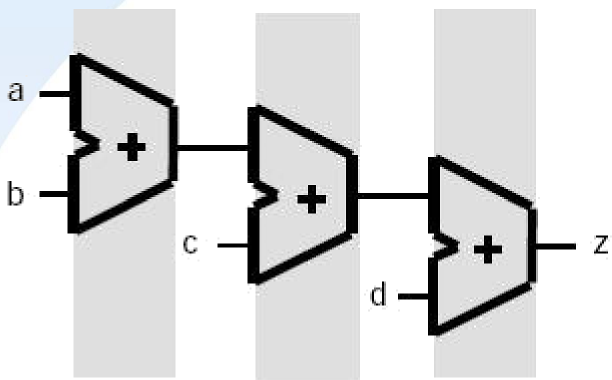
Synthetic Operators	HDL Operator
adder	**+, +1**
subtractor	**-, -1**
comparator	**==, <, <=, >, >=**
multiplier	*****
selector	**If, case**

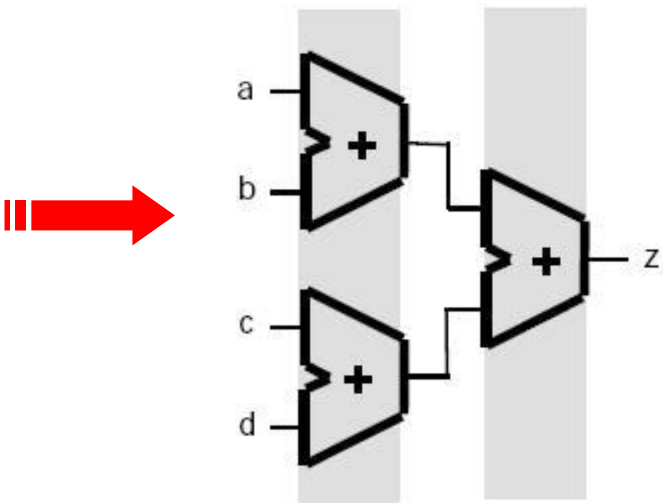
Operator Inference (2/3)

✓ High-level synthesis

– Arithmetic optimization

- Arithmetic level optimization, ex: a+b+c+d -> (a+b)+(c+d)



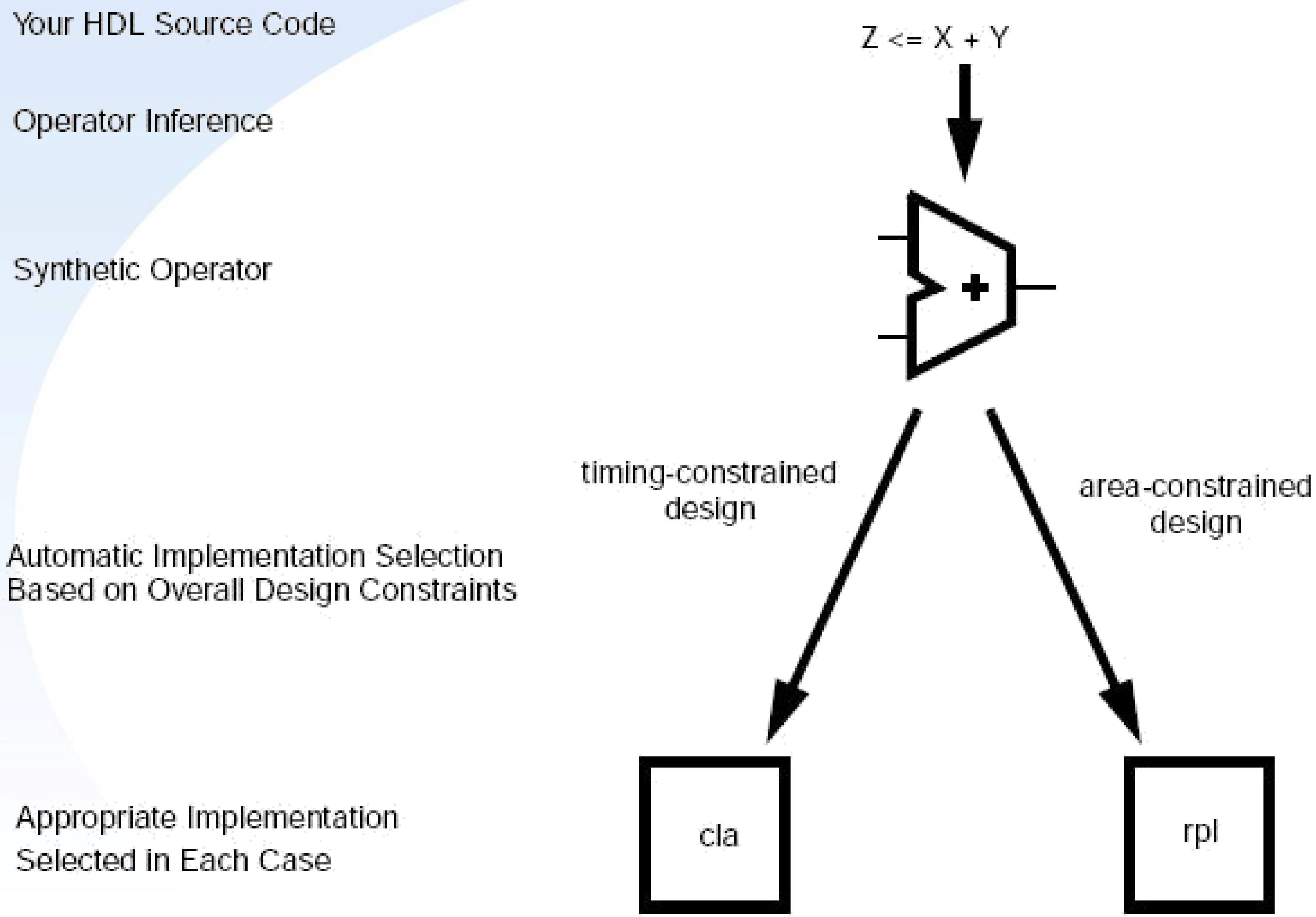


– Resource sharing

- Allows similar operations that do not overlap in time to be carried out by the same physical hardware.

Operator inference (3/3)

✓ High-level synthesis flow



Instantiate IP (1/9)

- **Instantiation IP**
  - To instantiate a synthetic module manually and explicitly.
  - Need to include a reference to the synthetic module in HDL code.

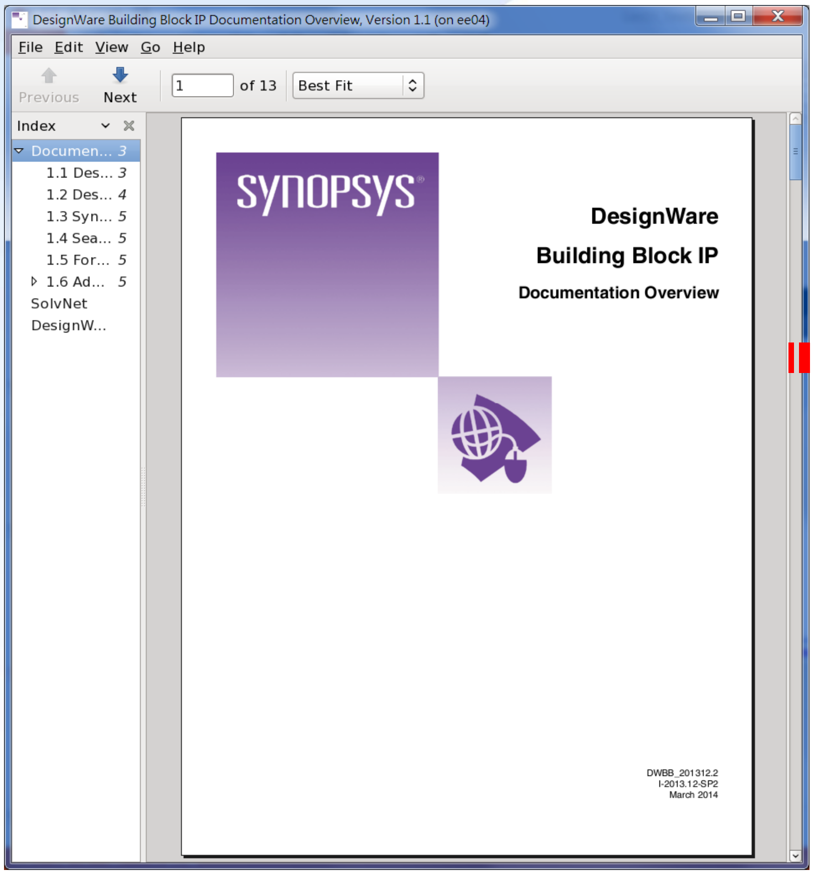
- **SYNOPSYS online document**
  - Command:

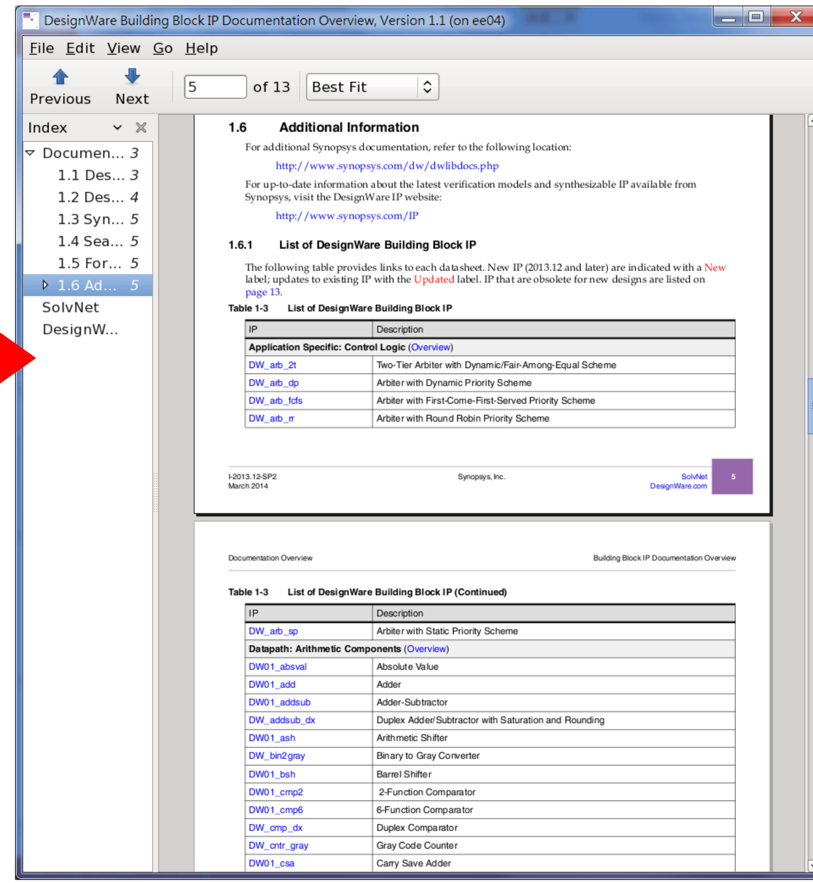
    $\boxed{\text{evince /RAID2/EDA/synopsys/synthesis/cur/dw/doc/dwbb\_overview.pdf \&}}$

    remember execute Xwin and setenv DISPLAY your_IP:0

Instantiate IP (2/9)

- ✓ **SYNOPSYS online document**
  - Select section1.6





Instantiate IP (3/9)

1.6.1 List of DesignWare Building Block IP

The following table provides links to each datasheet. New IP (2013.12 and later) are indicated with a New label; updates to existing IP with the Updated label. IP that are obsolete for new designs are listed on page 13.

Table 1-3 List of DesignWare Building Block IP

IP	Description
Application Specific: Control Logic (Overview)	
DW_arb_2t	Two-Tier Arbiter with Dynamic/Fair-Among-Equal Scheme
DW_arb_dp	Arbiter with Dynamic Priority Scheme
DW_arb_fcfs	Arbiter with First-Come-First-Served Priority Scheme
DW_arb_rr	Arbiter with Round Robin Priority Scheme

IP	Description
DW_arb_sp	Arbiter with Static Priority Scheme
Datapath: Arithmetic Components (Overview)	
DW01_absval	Absolute Value
DW01_add	Adder
DW01_addsub	Adder-Subtractor
DW_addsub_dx	Duplex Adder/Subtractor with Saturation and Rounding
DW01_ash	Arithmetic Shifter
DW_bin2gray	Binary to Gray Converter
DW01_bsh	Barrel Shifter
DW01_cmp2	2-Function Comparator
DW01_cmp6	6-Function Comparator
DW_cmp_dx	Duplex Comparator
DW_cntr_gray	Gray Code Counter
DW01_csa	Carry Save Adder
DW01_dec	Decrementer
DW_div	Combinational Divider
DW_div_sat	Combinational Divider with Saturation (New)
DW_div_pipe	Stallable Pipelined Divider
DW_exp2	Base 2 Exponential (2a)
DW_gray2bin	Gray to Binary Converter
DW01_inc	Incrementer
DW01_incdec	Incrementer-Decrementer
DW_inc_gray	Gray Incrementer
DW_inv_sqrt	Reciprocal of Square-Root
DW_lbsh	Barrel Shifter with Preferred Left Direction
DW_ln	Natural Logarithm (ln(a))
DW_log2	Base 2 Logarithm (log_2(a)) (Updated datasheet)
DW02_mac	Multiplier-Accumulator
DW_minmax	Minimum/Maximum Value
DW02_mult	Multiplier
DW02_multp	Partial Product Multiplier

Table 1-3 List of DesignWare Building Block IP (Continued)

IP	Description
DW02_mult_2_stage	Two-Stage Pipelined Multiplier
DW02_mult_3_stage	Three-Stage Pipelined Multiplier
DW02_mult_4_stage	Four-Stage Pipelined Multiplier
DW02_mult_5_stage	Five-Stage Pipelined Multiplier
DW02_mult_6_stage	Six-Stage Pipelined Multiplier
DW_mult_dx	Duplex Multiplier
DW_mult_pipe	Stallable Pipelined Multiplier
DW_norm	Normalization for Fractional Input
DW_norm_rnd	Normalization and Rounding
DW_piped_mac	Pipelined Multiplier-Accumulator
DW02_prod_sum	Generalized Sum of Products
DW02_prod_sum1	Multiplier-Adder
DW_prod_sum_pipe	Stallable Pipelined Generalized Sum of Products
DW_rash	Arithmetic Shifter with Preferred Right Direction
DW_rbsh	Barrel Shifter with Preferred Right Direction
DW01_satrnd	Arithmetic Saturation and Rounding Logic
DW_shifter	Combined Arithmetic and Barrel Shifter
DW_sla	Arithmetic Shifter with Preferred Left Direction (VHDL style)
DW_sra	Arithmetic Shifter with Preferred Right Direction (VHDL style)
DW_square	Integer Squarer
DW_squarep	Partial Product Integer Squarer
DW_sqrt	Combinational Square Root
DW_sqrt_pipe	Stallable Pipelined Square Root
DW01_sub	Subtractor
DW02_sum	Vector Adder
DW02_tree	Wallace Tree Compressor
Datapath: Floating Point (Overview)	
DW_fp_add	Floating Point Adder
DW_fp_addsub	Floating Point Adder/Subtractor
DW_fp_cmp	Floating Point Comparator
DW_fp_div	Floating Point Divider

Instantiate IP (4/9)

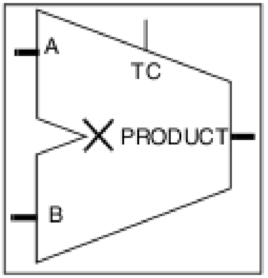
DW02_mult **Module name**

Multiplier

Version, STAR and Download Information: IP Directory

Features and Benefits

- Parameterized word length
- Unsigned and signed (two's-complement) data operation



Description

DW02_mult is a multiplier that multiplies the operand A by B to produce the output, PRODUCT.

The control signal TC determines whether the input and output data is interpreted as unsigned (TC=0) or signed (TC=1) numbers.

input & output

Table 1-1 Pin Description

Pin Name	Width	Direction	Function
A	*A_width* bit(s)	Input	Multiplier
B	*B_width* bit(s)	Input	Multiplicand
TC	1 bit	Input	Two's complement control 0 = unsigned 1 = signed
PRODUCT	*A_width* + *B_width* bit(s)	Output	Product A × B

Table 1-2 Parameter Description

Parameter	Values	Description
A_width	≥ 1	Word length of A
B_width	≥ 1	Word length of B

Argument assignment:

DW02_ mult #(N,N)

mult01(…, …, …, …);

Instantiate IP (5/9)

Table 1-3 Synthesis Implementations

Implementation Name	Function	License Feature Required
csa[a]	Carry-save array synthesis model	none
pparch[b]	Delay-optimized flexible Booth Wallace	DesignWare
apparch[b]	Area-optimized flexible Booth Wallace	DesignWare

User implementation type specification

Table 1-4 Simulation Models

Model	Function
DW02.DW02_MULT_CFG_SIM	Design unit name for VHDL simulation
dw/dw02/src/DW02_mult_sim.vhd	VHDL simulation model source code
dw/sim_ver/DW02_mult.v	Verilog simulation model source code

Simulation model path specification

Table 1-5 Functional Description

TC	A	B	PRODUCT
0	A (unsigned)	B (unsigned)	A × B (unsigned)
1	A (two's complement)	B (two's complement)	A × B (two's complement)

Functional parameter specification

Instantiate IP (6/9)

✓ Instantiate module

- Instantiate the synthetic module and specify parameters defined in document.

HDL Usage Through Component Instantiation - Verilog

```
module DW02_mult_inst( inst_A, inst_B, inst_TC, PRODUCT_inst );

  parameter A_width = 8;
  parameter B_width = 8;

  input [A_width-1 : 0] inst_A;
  input [B_width-1 : 0] inst_B;
  input inst_TC;
  output [A_width+B_width-1 : 0] PRODUCT_inst;

  // Instance of DW02_mult
  DW02_mult #(A_width, B_width)
    U1 ( .A(inst_A), .B(inst_B), .TC(inst_TC), .PRODUCT(PRODUCT_inst) );

endmodule
```

Table1-2

Table1-1 I/O port

Instantiate IP (7/9)

- **RTL behavior simulation**
  - Specify the behavioral simulation models (Table1-4).
    - Absolute path
    - Relative path

- **Absolute path**
  - `include "/usr/synthesis/dw/sim_ver/<model_name>.v "

```
`include /usr/synthesis/dw/sim_ver/DW02_mult.v“
```

- **Relative path**
  - `include "<model_name>.v "

```
`include “DW02_mult.v“
```

  - Command: irun <file_name>.v –incdir <directory>
    - Ex : irun DW02_multi_inst.v –incdir /usr/synthesis/dw/sim_ver/

Instantiate IP (8/9)

✓ Synthesis

– Apply //synopsys translate_off
//synopsys translate_on

```
//synopsys translate_off (DA synthesis off)
……                                   (the code won't be synthesis)
//synopsys translate_on  (DA synthesis on)
```

✓ Set the implementation type of IP

– User specify the implementation type of IP manually.

```
                ……
//synopsys dc_script_begin
//set_implementation wall U1 (instance name of IP)
        implementation type from (Table1-3)
//synopsys dc_script_end
                ……
```

Instantiate IP (9/9)

✓ Example

– RTL/Gate simulation description

```
//synopsys translate_off
`include "/usr/synthesis/dw/sim_ver/DW02_mult.v"  (Table1-4)
//synopsys translate_on

module SignedMultiplier(a, b, product);
  input [7 : 0] a;
  input [7 : 0] b;
  output [15: 0] product;

  DW02_mult   #(8, 8)    U1 (.A(a), .B(b), .TC(1'b1), .PRODUCT(product));
  (cell name)     (Table1-2)                         (Table1-1)

//synopsys dc_script_begin
//set_implementation csa U1
                        (Table1-3)
//synopsys dc_script_end

endmodule
```

Note : If you use Designware, you should use clean command after each simulation. (./09_clean_up)!