Introduction to IC Design & Combinational Circuit

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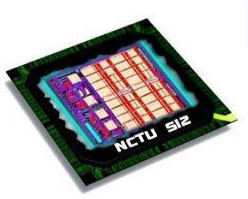
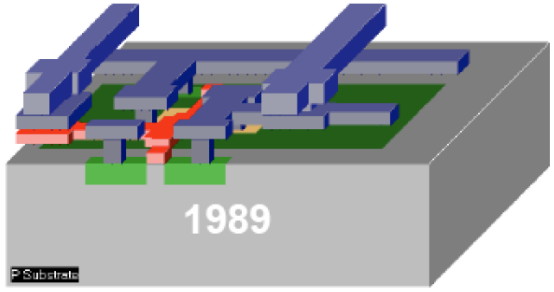
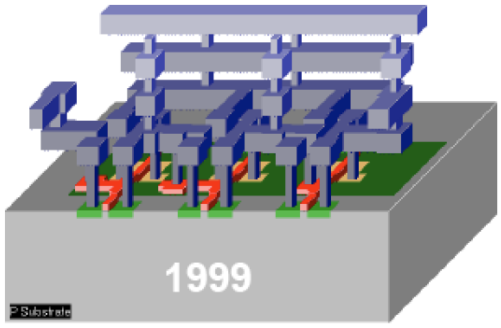


Integrated Circuit



0.8μm CMOS



0.18μm CMOS

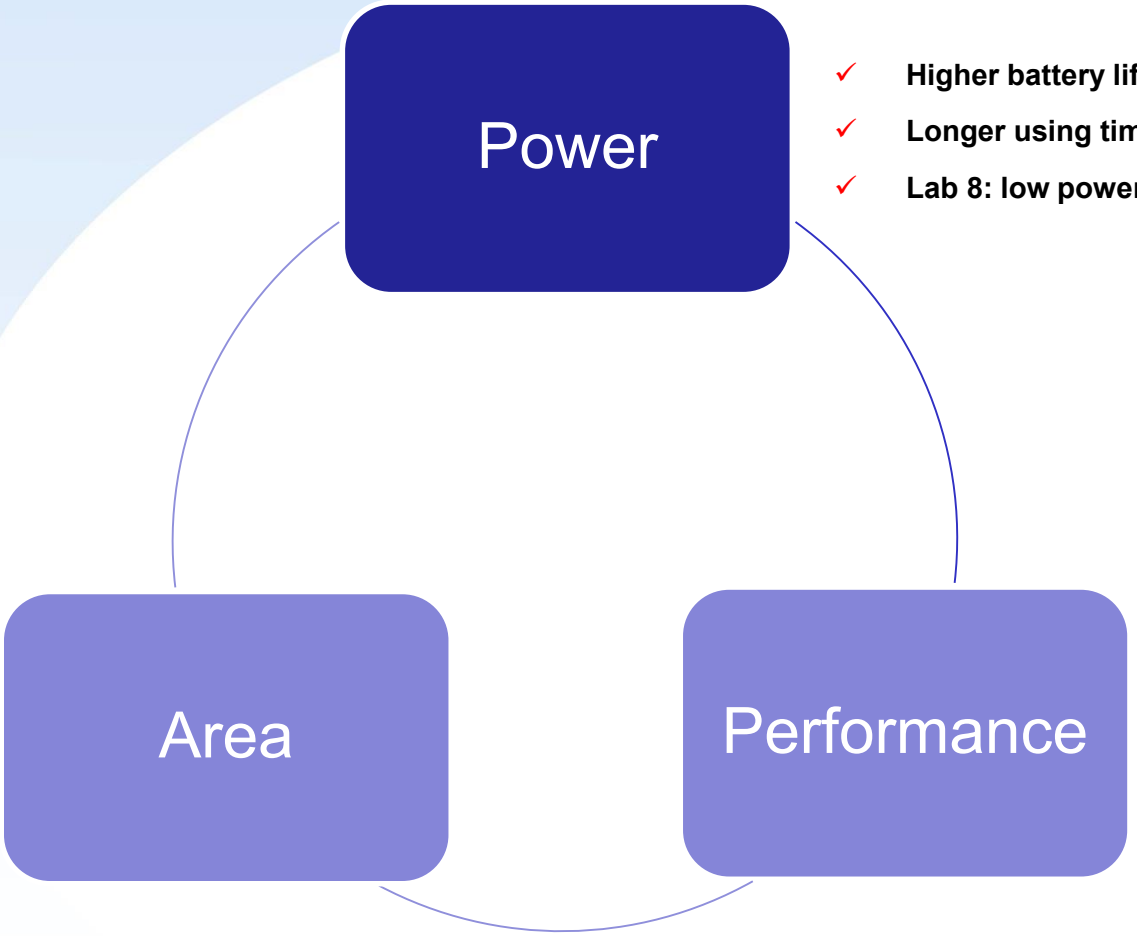
Technology:	0.8μm	0.18μm	0.07μm
# of Metal layers:	2~3	6	8-9
G.W. Aspect ratio (t/w):	~0.8	~1.8	~2.7
Wire length(m/chip):	~130	~1,480	~10,000

Interconnects Start to Dominates Cost and Performance

Interconnect starts to be main design constraints

Source: L.-R. Zheng, KTH

Performance Power Area



- ✓ Higher battery life
- ✓ Longer using time
- ✓ Lab 8: low power design

- ✓ Lower cost
- ✓ Lab1

- ✓ Processing more tasks
- ✓ Reach complicated goal
- ✓ Lab4

Outline

- ✓ Section 1 Introduction to design flow
- ✓ Section 2 Basic Description of Verilog
- ✓ Section 3 Behavior Models of Combinational circuit
- ✓ Section 4 Simulations

Outline

- ✓ **Section 1 Introduction to design flow**
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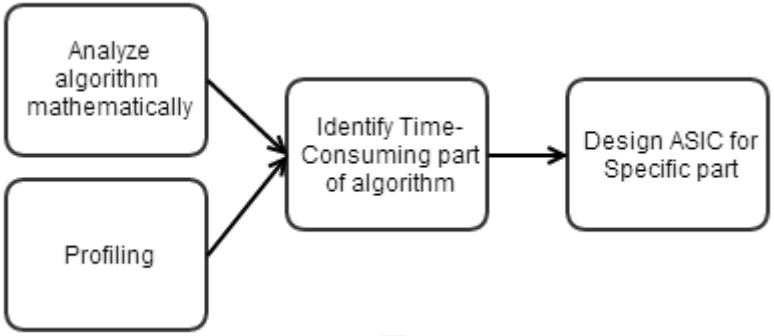
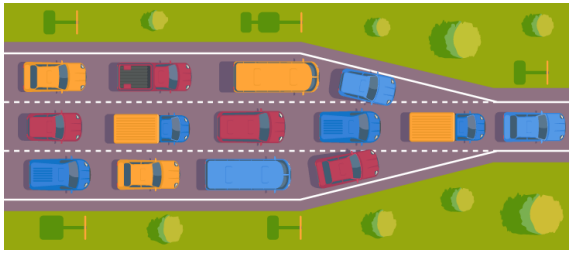
How Does Hardware Accelerate System

- **Profiling**
  - Profiling is a form of dynamic program analysis that measures the space/time complexity of a program to aid program optimization.
  - By doing profiling we can find the most time-consuming part of the system
  - Designers can implement this part in hardware instead of software





(Source: APM Zone)

How Does Hardware Accelerate System - Example

- **An algorithm contains steps:**
  - (1) → (2) → (3) → (4)

- **Mathematical Analysis:**
  - (1) : O(C)
  - (2) : O(n)
  - (3) : O(n^2)
  - (4) : O(n)

- **Profiling**
  - Running 1000 times takes 100sec
  - (1) : 5s
  - (2) : 10s
  - (3) : 70s
  - (4) : 15s

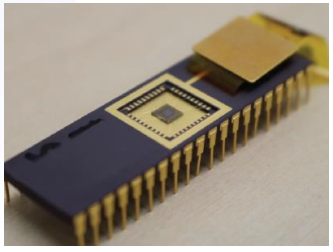
→ Make ASIC for (3), easily accelerated by 100x

- **Profiling with ASIC :** Running 1000 times
  - (1) : 5s
  - (2) : 10s
  - (3) : 0.7s + 0.3s (communication time)
  - (4) : 15s

→ takes 31s

How Does Hardware Accelerate System

- **Application Specific IC (ASIC)**
  - Specially designed IC are much faster than general purpose CPU.
  - we can design dedicated datapath and controller for the time-consuming part which requires less time
- **Field-Programmable Gate Array(FPGA)**
  - As implied by the name itself, the FPGA is field programmable.
  - FPGA working as a microprocessor can be reprogrammed to function as the graphics card in the field, as opposed to in the semiconductor foundries.

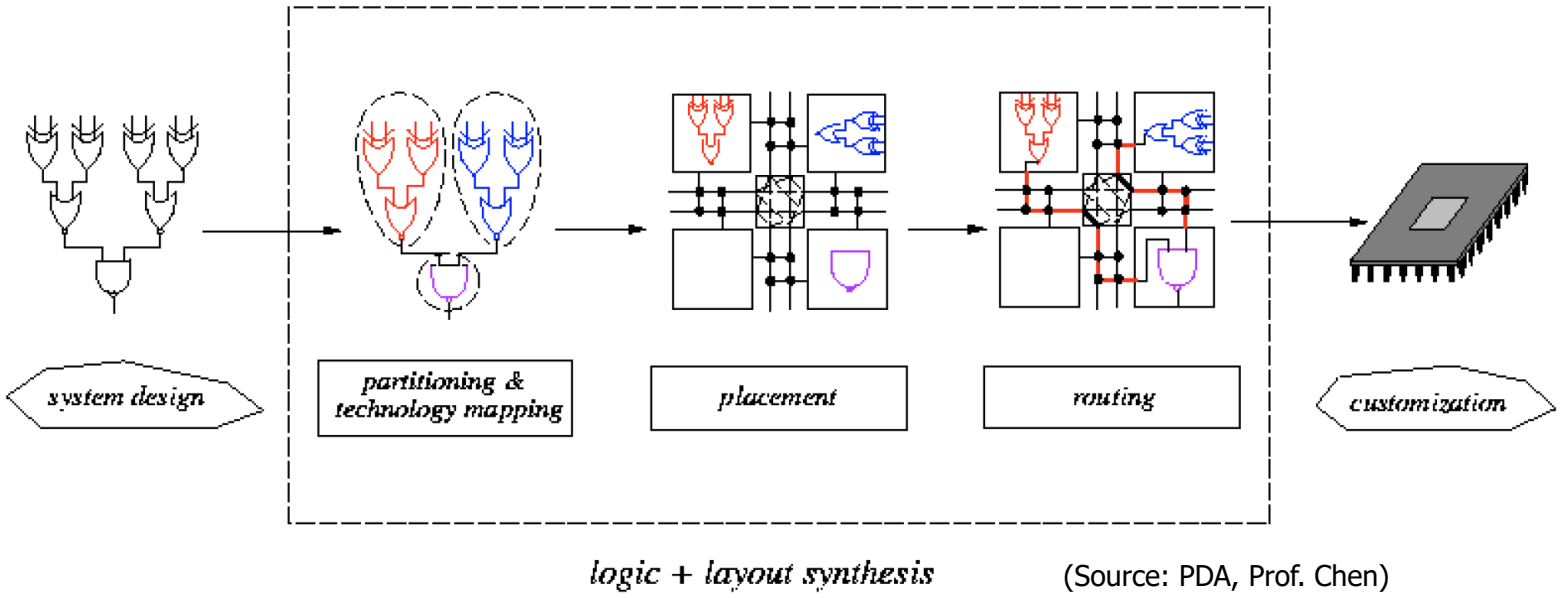


(Source: sigenics)

(Source: Xilinx)

FPGA Example

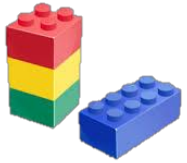
- ✓ **FPGA**
  - No fabrication is needed
  - Limited routing resources



(Source: PDA, Prof. Chen)

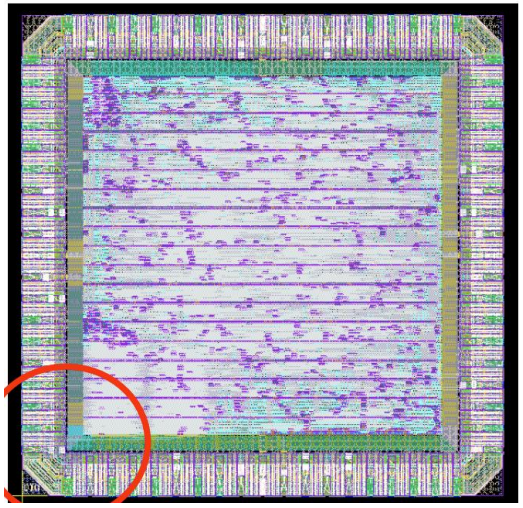
ASIC Example

- ✓ **Cell-based Design Flow**
  - use **pre-designed** logic cells (known as standard cells) and micro cells (e.g. microcontroller)
  - designers save time, money, and reduce risk



- ✓ **Full-Custom Design Flow**
  - Design every thing by yourself
  - Not our focus

	Cell-based	Full-Custom
Pro.	Design speed is fast	Large design freedom
Con.	Less design freedom	Design speed is slow

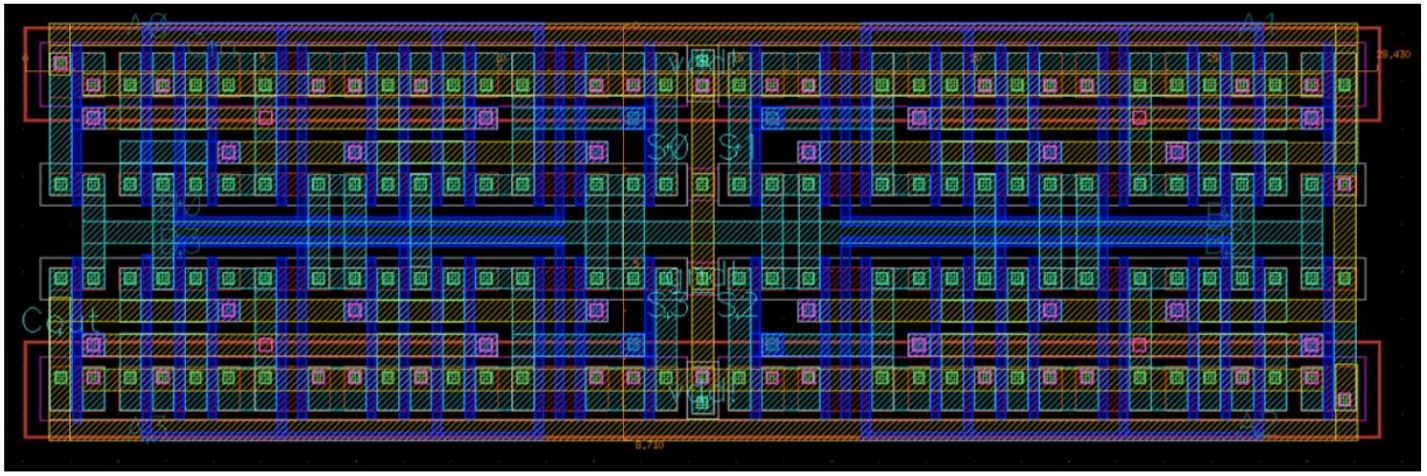


(Source: TSRI)

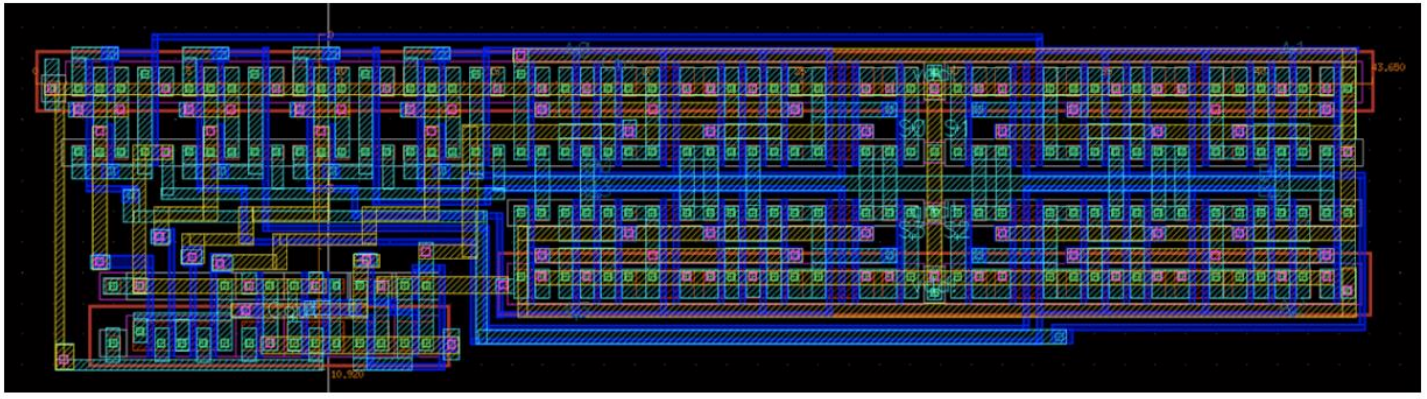
Standard Cell Example

Full-Custom Example

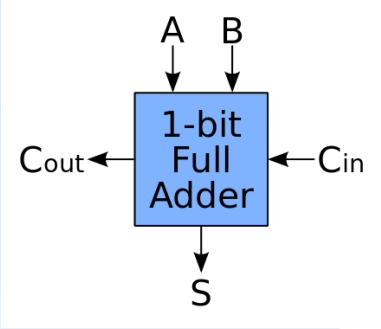
4-bit Carry Ripple Adder

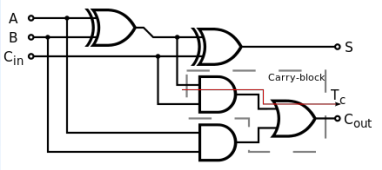


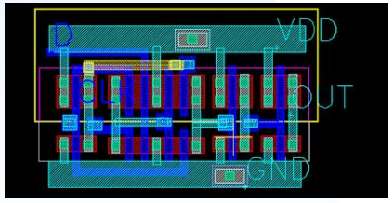
4-bit Carry Skip Adder



Cell-based Design Flow







Specification Development
System models

System Architecture

RTL code development
Functional Verification

RTL 1

Synthesis
Timing Verificaiton

Synthesis 2

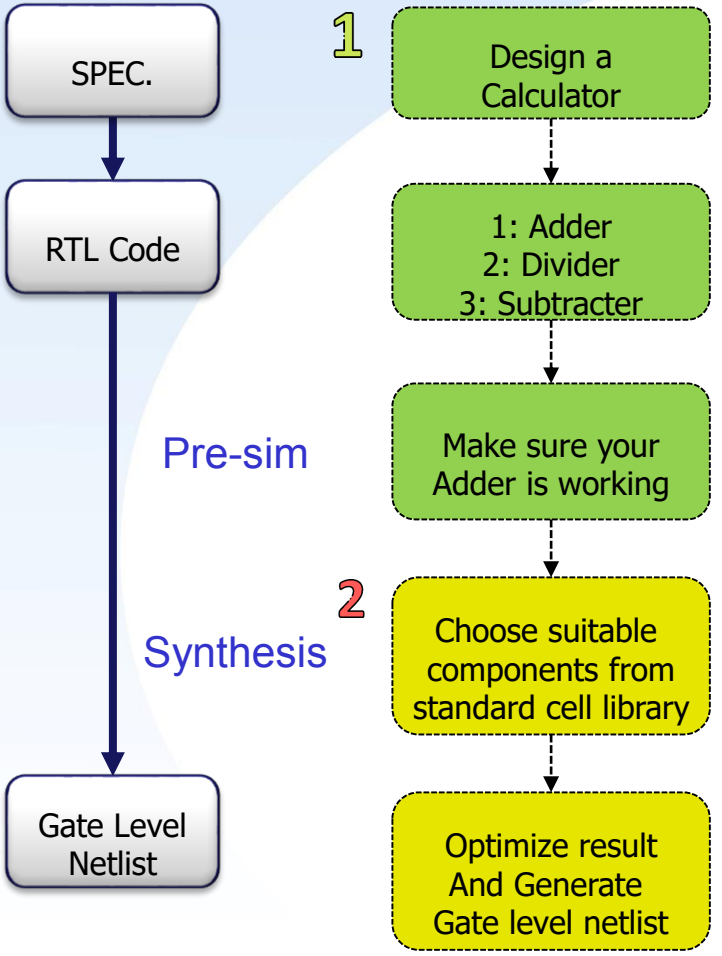
Physical Synthesis/Place and Route
Physical Verification

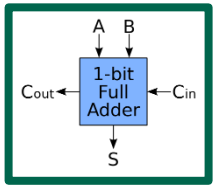
Physical Design 3

Prototype
Build and Test

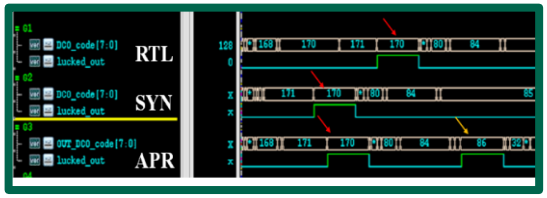
System Integration and Software Test

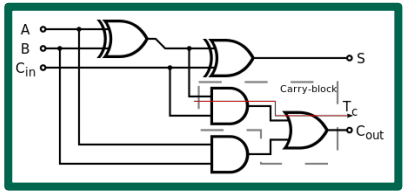
Cell-based Design Flow - RTL to GATE





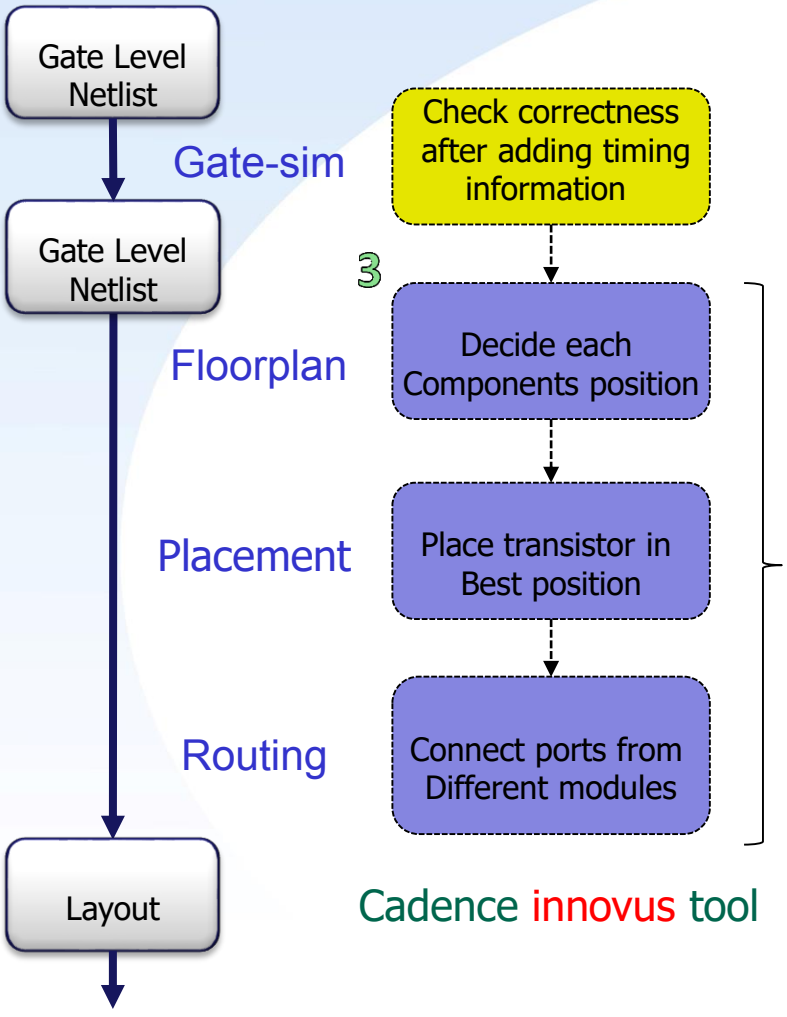

```
module adder(input a,input b,output c);
wire [31:0] a,b;
wire [31:0] c;
assign c = a + b;
endmodule
```

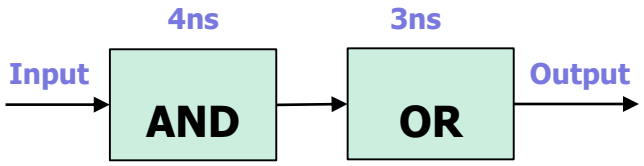


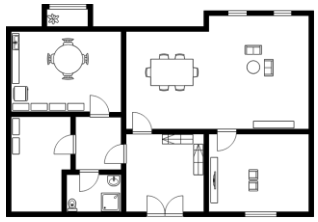


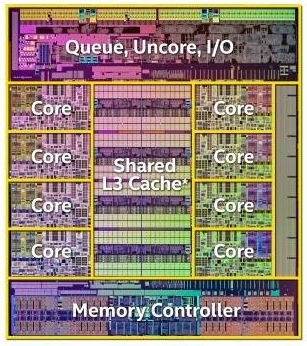

```
NOR2X1 U148 ( .A(n494), .B(n492), .Y(n349) );
AOI22X1 U149 ( .A0(n272), .A1(opt[2]), .B0(n271),
AND2X1 U150 ( .A(n235), .B(n223), .Y(n104) );
INVX2 U151 ( .A(opt[0]), .Y(n295) );
```

Cell-based Design Flow – GATE to LAYOUT

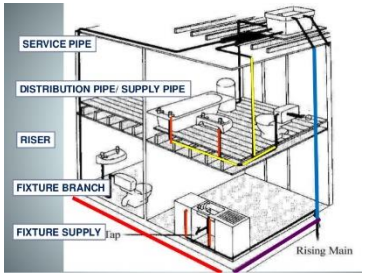


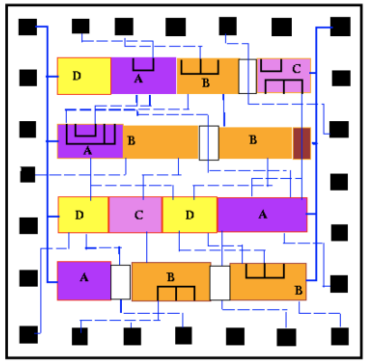






(Source: Intel i7-5960X processor floorpla

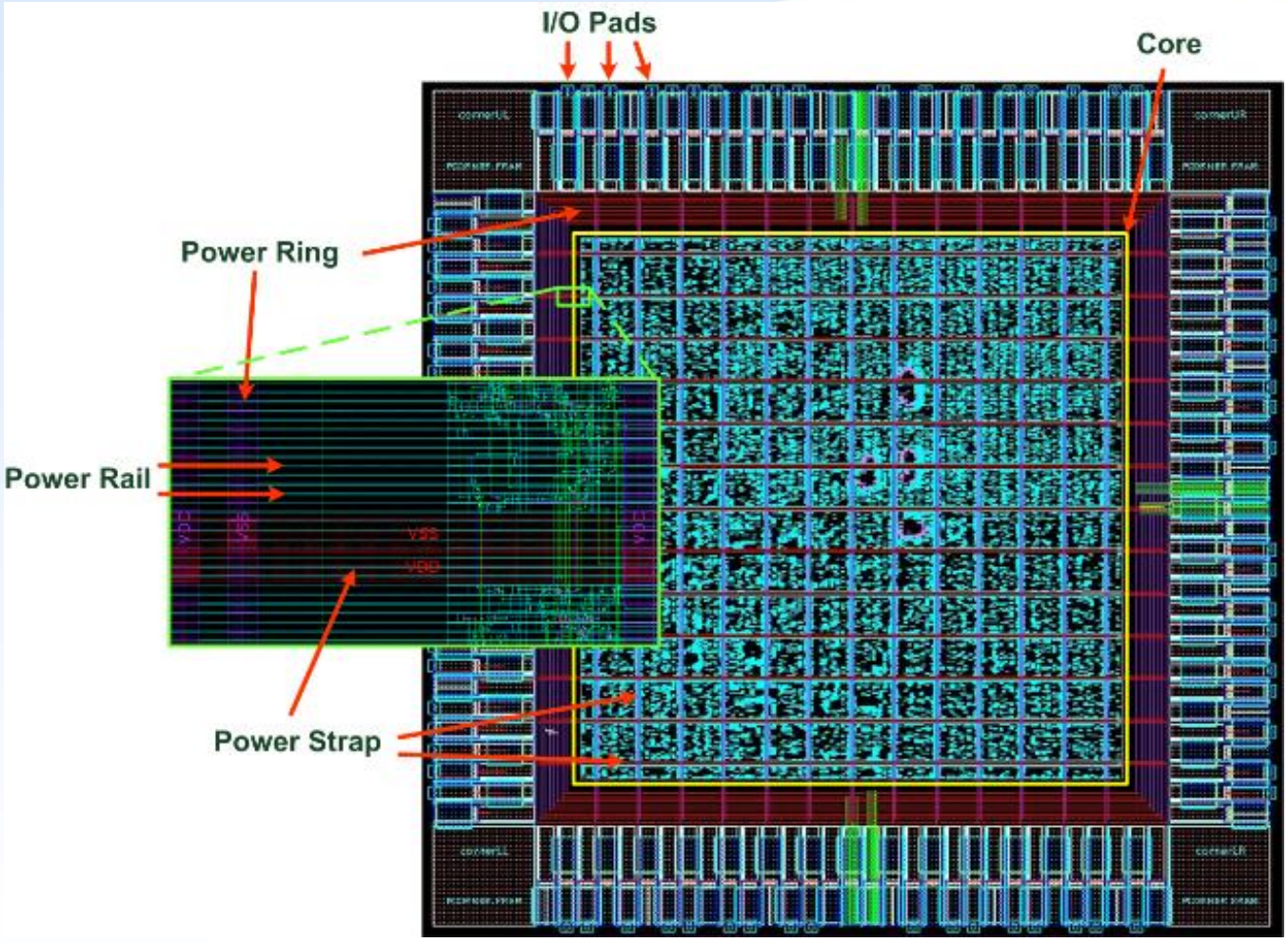




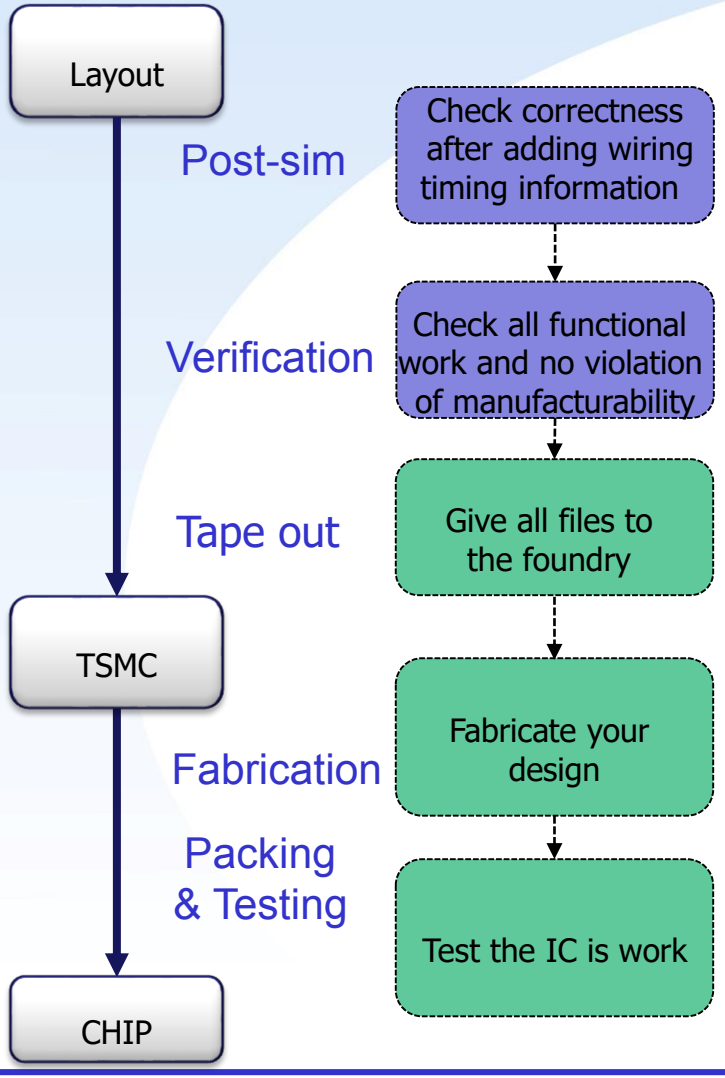
(Source: PDA, Prof. Chen)

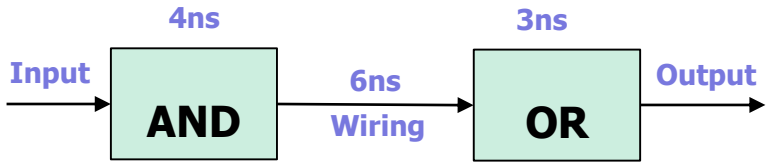
Ref1: https://timsnote.wordpress.com/digital-ic-design/ic-compiler/floorplan/

Layout

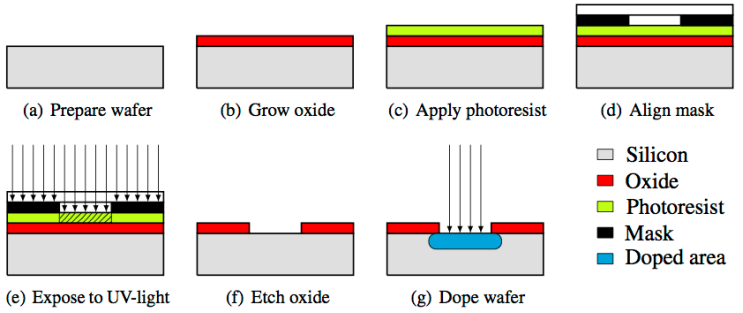


Cell-based Design Flow – LAYOUT to CHIP





Design rule check (DRC)
Layout verse schematic(LVS)



(Source: MTK)

Ref1: https://www.iue.tuwien.ac.at/phd/rovitto/node10.html

Cell-based Design Flow Summary

RTL Design

Plan the furniture
You want to own
in your room

Synthesis

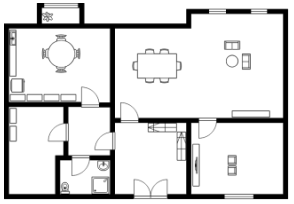
Choose the suitable
Furniture based on
Datasheet

P&R

Produce Floorplan
And layout of
your room

Fabrication

Construction
And
Get your new room



SPEC.

RTL Code

Pre-sim
Synthesis

Gate Level
Netlist

Gate-sim
P&R

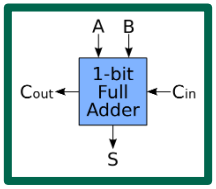
Layout

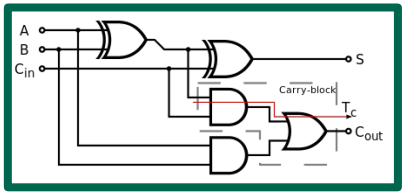
Post-sim
Verification
Tape out

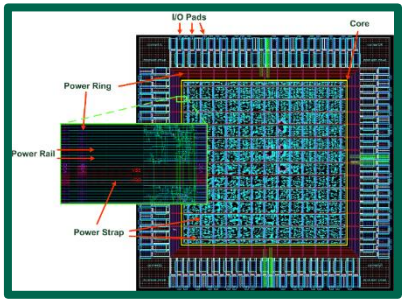
TSMC

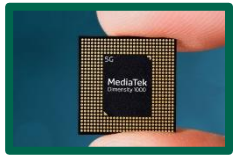
Fabrication
Packing & Testing

CHIP









(Source: MTK)

Cell-based Design Tools

- ✓ **System and behavioral description (math. or building module)**
  - C/C++ / python
  - Matlab
  - …
- ✓ **Hardware based description language**
  - System C
  - SystemVerilog
  - Verilog
  - …
- ✓ **RTL simulation and debug**
  - NC-Verilog, irun
  - nLint, Verdi
  - …
- ✓ **Synthesis and Verification**
  - Synopsys
    - RTL Compiler, Design Compiler
    - PrimeTime, SI and StarRC™.
  - Cadence
    - BuildGates Extreme
    - Verplex (Formal Verification)
  - …
- ✓ **Physical Design and post-layout simulation**
  - Innovus (SoC Encounter)
  - IC compiler
  - Calibre
  - Nanosim, HSIM, UltraSim: a high-performance transistor-level FastSPICE circuit simulator …

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- ✓ **Section 2 Basic Description of Verilog**
- ✓ Section 3 Behavior Models of Combinational circuit
- ✓ Section 4 Simulations

What is Verilog?

- ✓ **Hardware** Description Language
- ✓ **Hardware** Description Language
- ✓ Hardware Description Language

Hardware Description Language

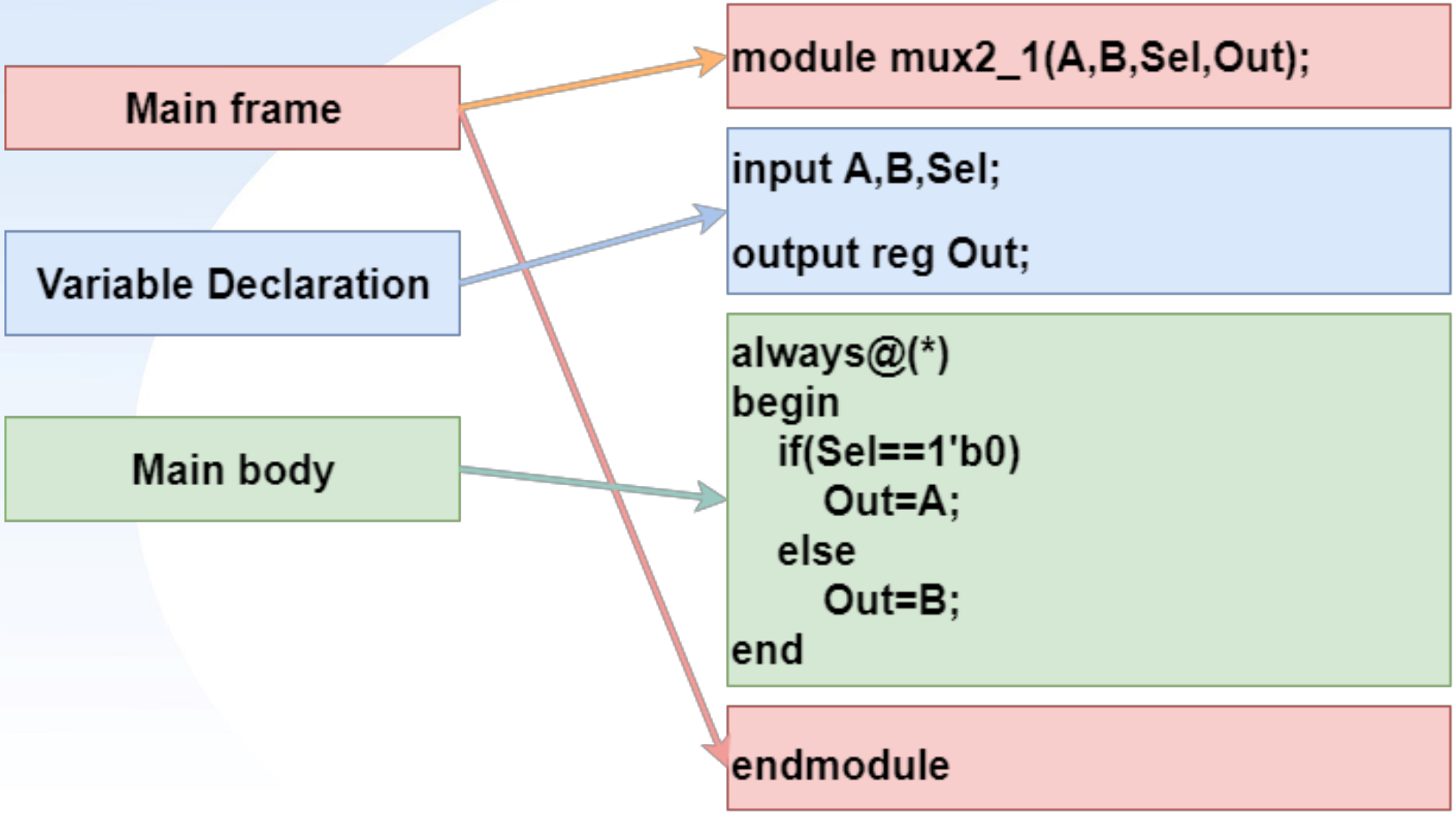
- **Hardware Description Language**
  - HDL is a kind of language that can "describe" the hardware module we plan to design
  - Verilog and VHDL are both widely using in the IC company
  - **The difference between HDL and other programming language is that we must put the "hardware circuit" in our brain during designing the modules**

Verilog

- ✓ Basic Language Rules
- ✓ Data type
- ✓ Port Declare and Connect
- ✓ Number Representation
- ✓ Operators
- ✓ Conditional Description
- ✓ Concatenation

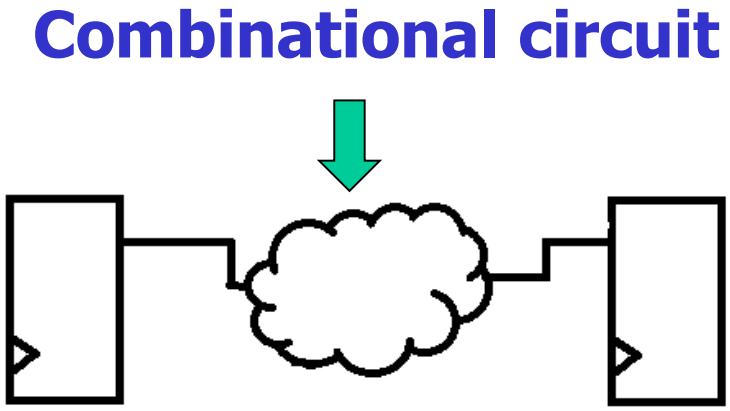
Module

- ✓ All modules run concurrently



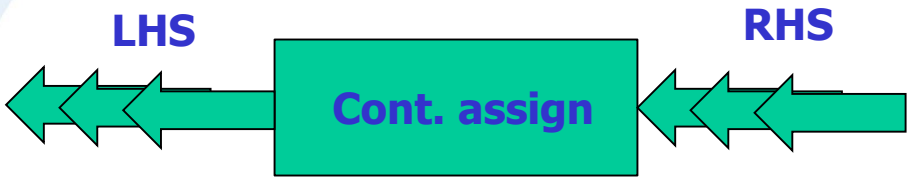
Combinational Circuits

- ✓ The output of combinational circuit depends on the present input only.
- ✓ Combinational circuit can be used to do mathematical computation and circuit control.

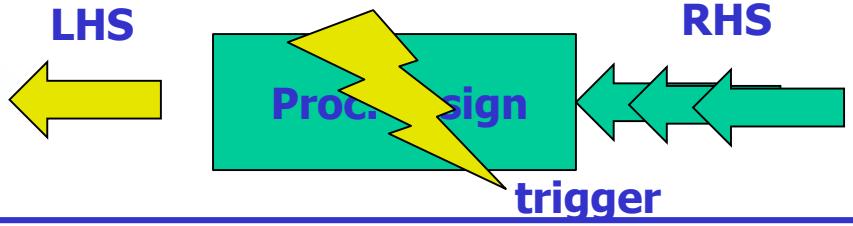


Behavioral Modeling (1/3)

- ✓ **Data Assignment**
- ✓ **Continuous Assignment ➔ for wire assignment**
  - Imply that whenever any change on the RHS of the assignment occurs, it is evaluated and assigned to the LHS. => assign



- ✓ **Procedural Assignment ➔ for reg assignment**
  - assignment to "**register**" data types may occur within always, initial, task and function. These expressions are controlled by triggers which cause the assignment to evaluate.

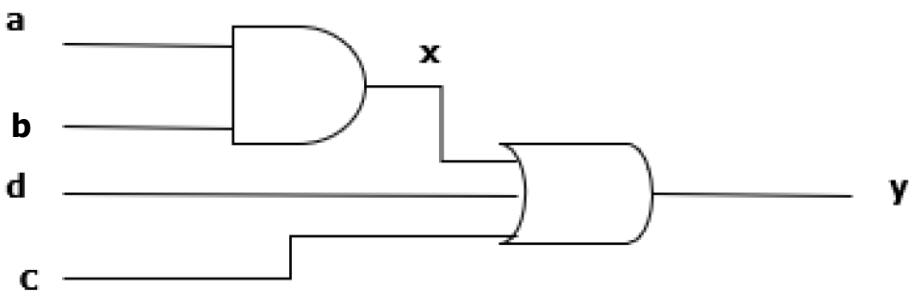


Behavioral Modeling (2/3)

- ✓ **Using always construct (Proc. assignment)**
  - assignment should be applied in topological order
  - Simulation from top to down

```
always@(a,b,c,d) begin
  x = a & b;
  y = x | c | d;
end
```

trigger



- ✓ **Using assign construct (Cont. assignments)**
  - assign y = x | c | d ;
  - assign x = a & b ;

Which is better? ?

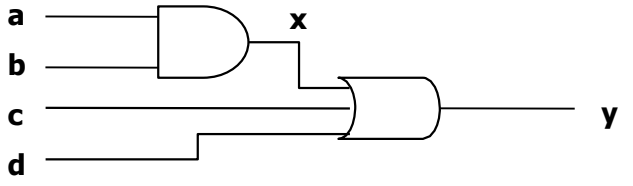
Behavioral Modeling: Example (3/3)

- **Using blocking assignments in always construct**
  - The "always" block runs once whenever a signal in the
  - Sensitivity list changes value (trigger)

```
always@(a or b or c) begin
    x = a & b;
    y = x | c | d;
end
// simulation-synthesis mismatch

always@(a or b or c or d) begin
    y = x | c | d;
    x = a & b;
end // not in topological
// simulation-synthesis mismatch

always@(a or b or c or d or e)
begin
    x = a & b;
    y = x | c | d;
end
//performance loss
```

d is mismatch

```
always@(a or b or c or d)
begin
    x = a & b;
    y = x | c | d;
end
// best final

always@(a or b or c or d or x)
begin
x = a & b;
y = x | c | d;
end
// correct

always@*
begin
x = a & b;
y = x | c | d;
end
// use this!!
```



Better !!

Basic Language Rules

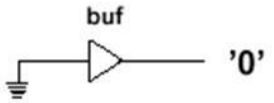
- ✓ **Terminate lines with semicolon ;**
- ✓ **Identifiers**
  - Verilog is a case sensitive language
    - C_out_bar and C_OUT_BAR: two different identifiers
  - Starts only with a letter or an _(underline), can be any sequence of letters, digits, $, _ .
    - e.g. 12_reg ➔ illegal !!!!
- ✓ **Comments**
  - single line : //
  - multiple line : /* … */

Naming Conventions

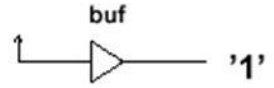
- **Common**
  - Lowercase letters for signal names
  - Uppercase letters for constants
- **Abbreviation**
  - clk sub-string for clocks
  - rst sub-string for resets
- **Suffix**
  - _n for active-low, _z for tri-state, _a for async , …
  - Ex: rst_n => reset circuit at active-low
- **State Machine**
  - [name]_cs for current state, [name]_ns for next state
- **Identical(similar) names for connected signals and ports**

Data Type (1/5)

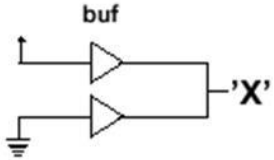
- ✓ **4-value logic system in Verilog: 0, 1, X, or Z**
  - **0,1:** means low or high signal
  - **X :** unknown signal, means that we don't know whether the signal is 0 or 1
  - **Z :** high-impedance, the signal is neither 0 nor 1.
  - **Avoid X and Z !!!**



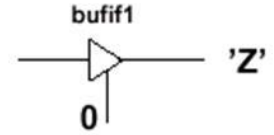
'0', Low, False, Logic Low, Ground,VSS, Negative Assertion



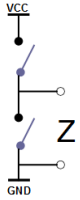
'1', High, True, Logic High, Power, VDD, VCC, Positive Assertion



'X' Unknown: Occurs at Logical Which Cannot be Resolved Conflict



HiZ, High Impedance, Tri- Stated,



Floating

Data Type (2/5)

- **Wire** (default = **Z** (high impedance, floating net))

  A wire cannot store value, often use in combination circuit

  1. Represent port connection between devices

```
wire clk,A,B;
BBQ bbq1(.clk(clk),.meat(A),.vegetable(B))
BBQ bbq2(.clk(clk),.meat(A),.vegetable(B))
```

  2. Can not be use in procedure assignment: 'initial' or 'always'

```
wire C;
always@(*) begin
    C = a+b; // wrong, C should be reg data type (X)
end
```

  3. Only use in continuous assignment: 'assign'

```
wire C;
assign C = a+b; // correct (O)
```

Data Type (3/5)

- ✓ **Registers** (default = **X** **(unknown, should be initialized)**)

  A reg is a simple Verilog, variable-type register

  represent abstract data storage element

  Hold their value until explicitly assigned in an initial or always block

  1. Only use in procedure assignment: 'initial' or 'always'
  2. Does not imply a physical register
     - EX1

```
reg C;
always@(*) begin
    C = a+b;            // (O) This reg does not imply a physical register
end
```

     - EX2

```
reg C;
Always@(posedge clk) begin
    C <= a+b;           // (O) This reg imply a physical register
end
```

Data Type (4/5)

Wire

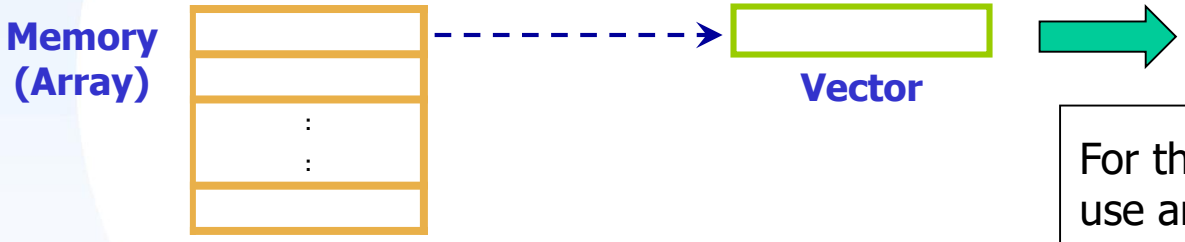
1. Port connection(in/out)
2. Assign (cont. assignment)
3. Can declared as vector
4. Often use in Comb. circuit

Reg

1. Port output(register out)
2. Always block (Proc. assignment)
3. Can declared as vector
4. Often use in Sequ. circuit

Data Type (5/5)

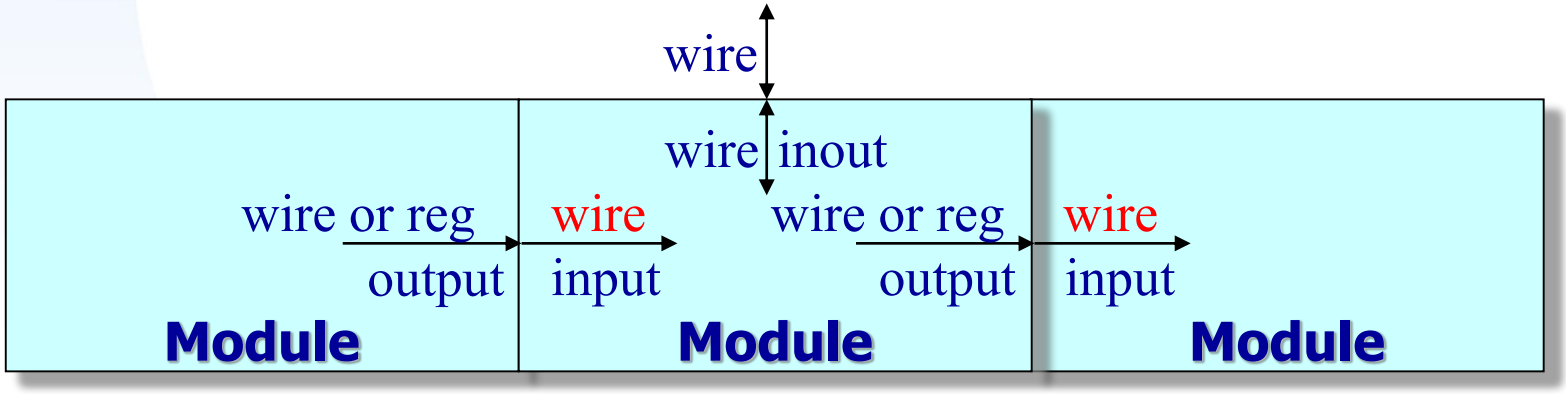
- ✓ **Vectors and Arrays : the wire and reg can be represented as a vector**
  - Vectors: single-element with multiple-bit
    - wire [7:0] vec; ➔ 8-bit
  - Arrays: multiple-element with multiple-bit
    - It isn't well for the backend verifications
    - reg [7:0] mem [0:1023] ➔ Memories (1k - 1byte)



For this reason, we do not use array as memory, Memory component will be introduced later

Port Declare and Connect (1/3)

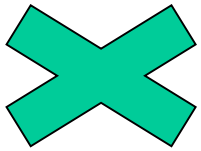
- ✓ **Interface is defined by ports**
  - **Port inside module declaration**
    - input : input port, only wire can be assigned
    - output : output port, wire/reg can be assigned
    - inout : bidirectional port, only wire can be assigned
  - **Port connection outside module**
    - input : wire or reg can be assigned to connect into the module
    - output : only wire can be assigned to connect out of the module
    - inout : register assignment is forbidden neither in module nor out of module [Tri-state]



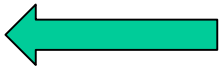
Port Declare and Connect (2/3)

- ✓ **Modules connected by port order (implicit)**
  - Order must match correctly. Normally, it not a good idea to connect ports implicitly. It could cause problem in debugging when any new port is added or deleted.
  - e.g. : FA U01(A, B, CIN, SUM, COUT);

Order is vital!



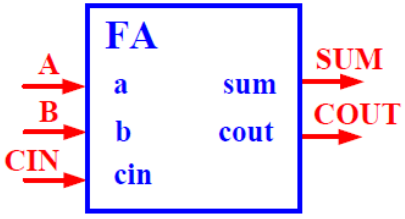
- ✓ **Modules connect by name (explicit)**



Use this!!!

  - Use named mapping instead of positional mapping
  - name shall match correctly.
  - e.g. : FA U01 (.a(A), .b(B), .cin(CIN), .sum(SUM), .cout(COUT));

Name Mapping



Port Declare and Connect : Example (3/3)

```
module MUX2_1(out,a,b,sel,clk,rst);
input       sel,clk,rst;
input       a,b;
output      out;
wire        c;
reg         a,b;
reg         out;

//Continuous assignment
assign  c = (sel==1'b0)?a:b;

//Procedural assignment,
//only reg data type can be assigned value
always@(posedge rst or posedge clk)
begin
            if(reset==1'b1) out <= 0;
            else out <= c;
end
endmodule
```

Wire for input

//incorrect define

【 sub module】

```
`include "mux.v"
module test;
reg         out;
reg         a,b;
reg         clk,sel,rst;

// 1. connect port by ordering
MUX2_1 mux(out,a,b,sel,clk,rst);

// 2. connect port by name
MUX2_1 mux(.clk(clk), .reset(rst),
.sel(sel), .a(a), .b(b), .out(out));

initial begin
.....
end
endmodule
```

Wire for port connection

//incorrect define

【test module】

Number Representation (1/2)

- ✓ **Number Representation**
  - **Format: <size>'<base><value>**
    - Base format: b(binary), o(octal), d(decimal) or h(hexadecimal)
      - ◆e.g. 4'd10 ➔ 4-bit, 10, decimal
    - If <size> is smaller than <value>, left-most bits of <value>are truncated
      - ◆e.g. 6'hca ➔ 6-bit, store as 6'b001010 (truncated, not 11001010!)
    - If <size> is larger than <value>, then left-most bits are filled based on the value of the left-most bit in <value>
      - ◆Left most '0' or '1' are filled with '0', 'Z' are filled with 'Z' and 'X' with 'X'
      - ◆e.g. 12'hz➔ zzzz zzzz zzzz; 6'bx➔ xx xxxx;
        8'b0➔ 0000 0000; 8'b1➔ 0000 0001;
      - ◆e.g. 6'ha ➔ 6-bit, store as 6'b001010 (filled with 2-bit '0' on left!)
    - Default size is 32-bits decimal number
      - ◆e.g. 11 => 32'd11 (integer type)

Number Representation(2/2)

- ✓ **Number Representation**
  - **Signed Value (Verilog-2001)**
    - By default the signal is unsigned ➔ Declare with keyword “signed”
      - e.g. wire signed [7:0] a;
    - Negative : -<size>’<base><value>
      - e.g. –8’d3 ➔ legal, 8’d–3 ➔ illegal
      - A 3-bit signed value would be declared as wire signed [2:0] A

Decimal Value	Signed Representation (2’s complement)
3	3’b011
2	3’b010
1	3’b001
0	3’b000
-1	3’b111
-2	3’b110
-3	3’b101
-4	3’b100

Operators (1/4)

- ✓ **Operators**
  - Arithmetic Description
    - A = B + C;
    - A = B – C;
    - A = B * C;
    - A = B / C;
    - A = B % C; (modulus)
  - Shift Operator (**logical**)
    - A = B >> 2; ➔ shift right 'B' by 2-bit (if B = 4'b1000, A = 4'b0010)
    - A = B << 2; ➔ shift left 'B' by 2-bit (if B = 4'b0001, A = 4'b0100)
  - Shift Operator (**arithmetic**)
    - A = B >>> 2;
    - A = B <<< 2;
    - e.g. wire signed [3:0] A,B;
      B = 4'b1000;
      A = B >>>2;

"**>>>**", "**<<<**" are used only for '**signed**' data type in Verilog 2001

(A = 4'b1110 ,which is 1000 shifted to the right two positions and sign-filled.)

Operators (2/4)

✓ Unsigned Operation

```
wire [7:0] a,b;
wire [3:0] c,
wire [8:0] sum1, sum2, sum3, sum4;

assign sum1 = a + b;
assign sum2 = a + c;
assign sum3 = a + {4{1'b0 }, c};
```

a and b are same width => can be applied to signed and unsigned

reg type is regard as unsigned => automatic 0 extension

manual 0 extension

✓ Signed Operation

```
wire signed [7:0] a,b;
wire signed [3:0] c_sign;
wire signed [8:0] sum1, sum4;

assign sum1 = a + b;
assign sum4 = a + c_sign;
```

a and b are same width => can be applied to signed and unsigned

c_sign is signed type => automatic signed extension

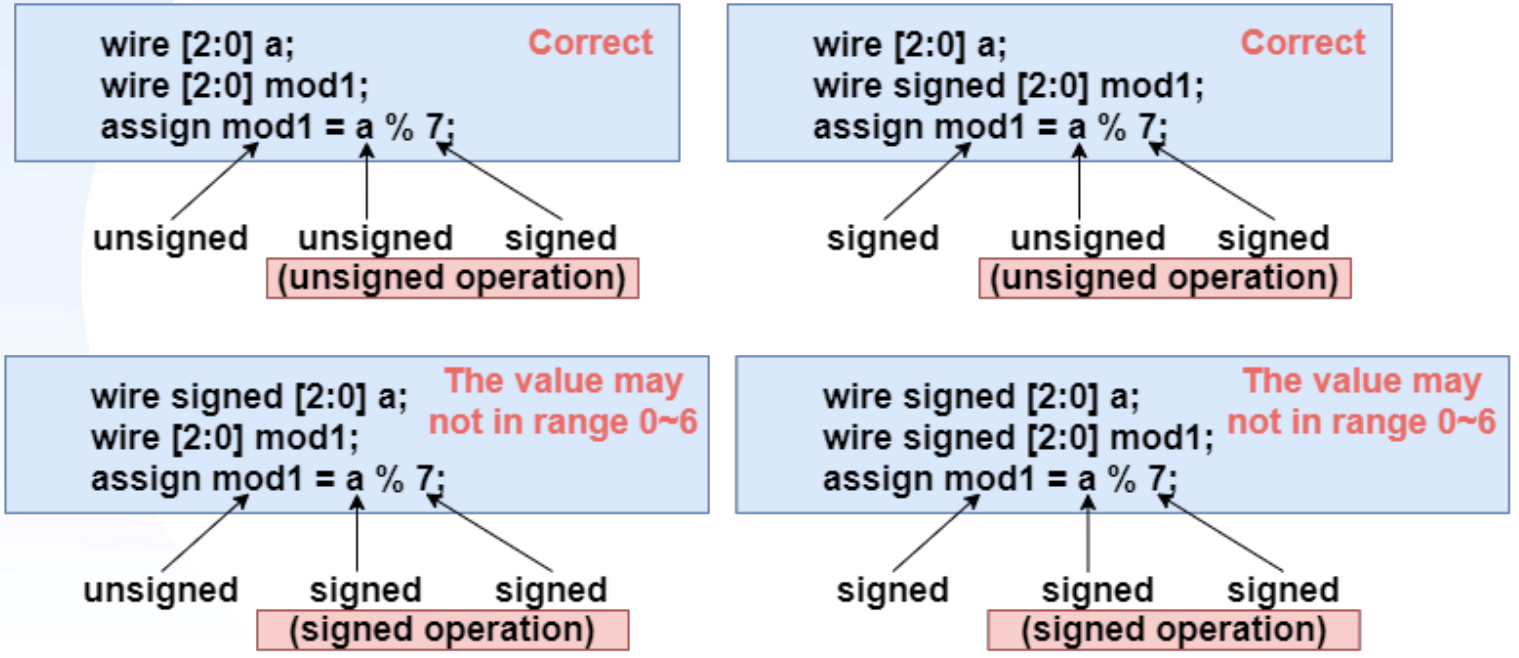
the same !!

```
wire [7:0] a,b;
wire [3:0] c,
wire [7:0] sum1, sum4;

assign sum4 = a + {4{c[3]}, c};
```

manual signed extension

Operators (3/4)

- ✓ **Unsigned / Signed Mix Operation**
  - If there are one unsigned operator, the operation will be regard as unsigned
  - Example:
    - Goal: Number need to be in 0~6



Operators (4/4)

- ✓ **Bitwise operators: perform bit-sliced operations on vectors**
  - **~(4'b0101) = {~0,~1,~0,~1} = 4'b1010**
  - **4'b0101 & 4'b0011 = 4'b0001**
- ✓ **Logical operators: return one-bit (true/false) results**
  - **!(4'b0101) = ~1 = 1'b0**
- ✓ **Reduction operators: act on each bit of a single input vector**
  - **&(4'b0101) = 0 & 1 & 0 & 1 = 1'b0**
- ✓ **Comparison operators: perform a Boolean test on two arguments**

Bitwise

~a	NOT
a & b	AND
a | b	OR
a ^ b	XOR
a ~^ b	XNOR

Logical

!a	NOT
a && b	AND
a || b	OR

Reduction

&a	AND
~&	NAND
|	OR
~|	NOR
^	XOR

Comparison

a < b a > b a <= b a >= b	Relational
a == b a != b	[in]equality returns x when x or z in bits. Else returns 0 or 1
a === b a !== b	case [in]equality returns 0 or 1 based on bit by bit comparison

Note distinction between ~a and !a

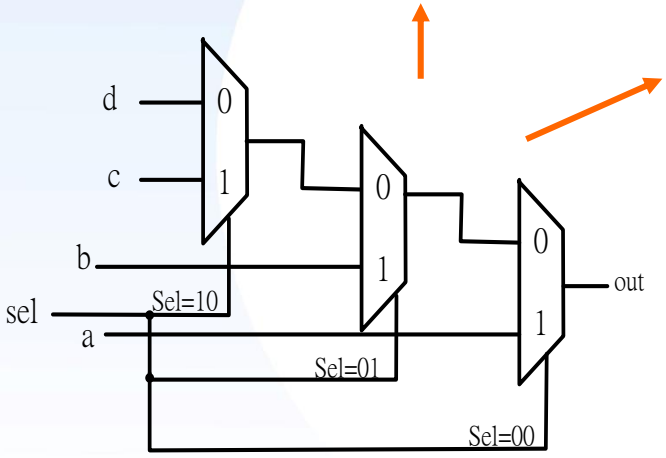
Conditional Description (1/2)

- ✓ **If-then-else often infers a cascaded encoder**
  - inputs signals with different arrival time
  - Priority inferred
  - used in proc. assignment
- ✓ **case infers a single-level mux**
  - case is better if priority encoding is not required
  - case is generally simulated faster than if-then-else
  - used in proc. assignment
- ✓ **conditional assignment (? :)**
  - ? : → c = sel ? a : b;
  - used in cont. assignment
  - same as if-else statement

Conditional Description: Example (2/2)

Conditional Assignment (? :)

```
assign data=(Sel==2'b00) ? a:
((Sel==2'b01) ? b:
((Sel==2'b10) ? c:
((Sel==2'b11) ? d )));
```

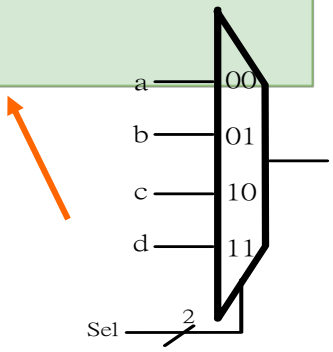


If-then-else

```
always@ (*)
begin
 if(Sel == 2'b00)
    data=a;
 else if(Sel== 2'b01)
    data=b;
 else if(Sel==2'b10)
    data=c;
 else
    data=d;
end
```

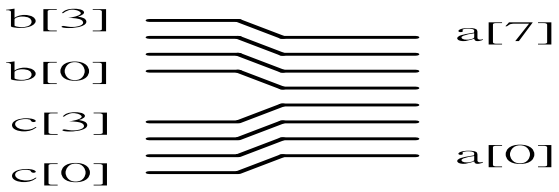
case

```
always@(*)
begin
 case(Sel)
 2'b00: data = a;
 2'b01: data = b;
 2'b10: data = c;
 default: data = d;
 endcase
end
```

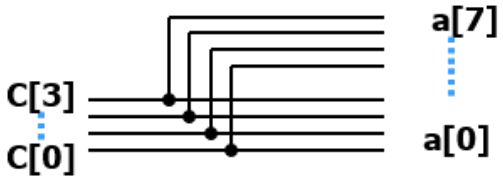


Concatenation

- Concatenation
  - { } → assign a = {b, c};



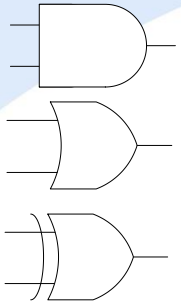
  - {{}} → assign a = {2{c}};



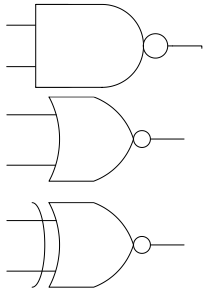
  - Ex. a[4:0] = {b[3:0],1'b0}; ⇔ a = b << 1;

Gate-Level Modeling (1/3)

- ✓ **Primitive logic gate**
  - and
  - or
  - xor

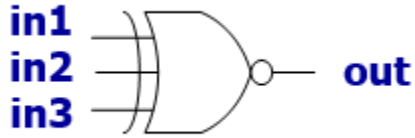


  - nand
  - nor
  - xnor



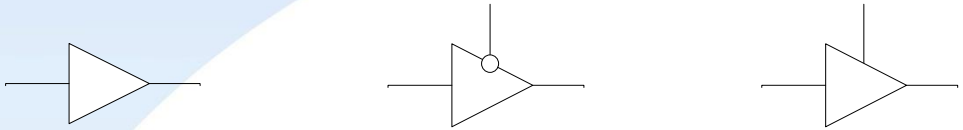
can use without instance name➔ i.e. and(out, in1, in2) ;

can use with multiple inputs➔ i.e. xor(out, in1, in2, in3) ;

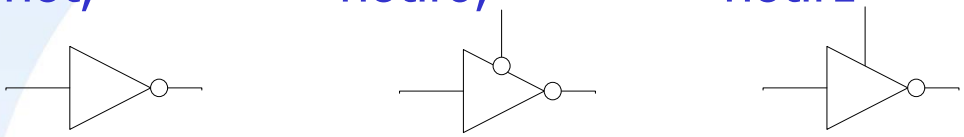


Gate-Level Modeling (2/3)

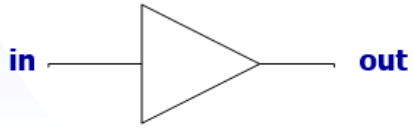
- ✓ **Primitive logic gate**
  - buf, bufif0, bufif1



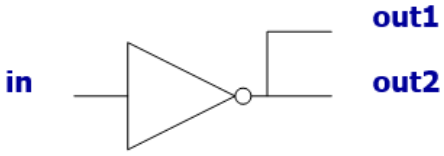
  - not, notif0, notif1



can use without instance name ➔ i.e. buf(out, in) ;



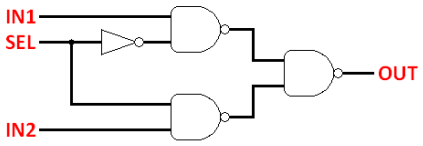
can use with multiple outputs ➔ i.e. not(out1, out2 ,in) ;



Behavioral Model v.s. Gate Level Model

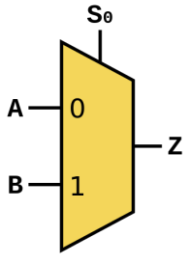
✓ Gate Level Model

```
module mux2_1(A,B,Sel,Out);

input A,B,Sel;
output Out;
wire Sel_n,and_out1,and_out2;

not (Sel_n,Sel);
and (and_out1,A,Sel_n);
and (and_out2,B,Sel);
or (Out,and_out1,and_out2);

endmodule
```



✓ Behavioral Model

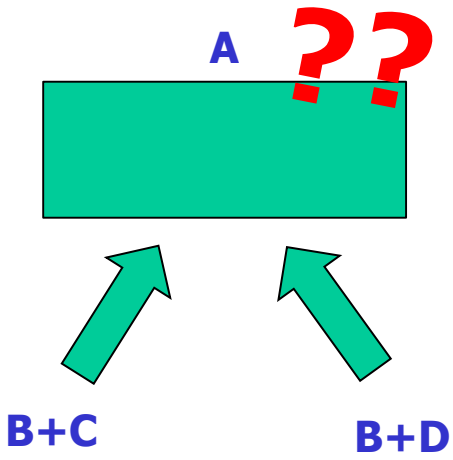
```
module mux2_1(A,B,Sel,Out);

input A,B,Sel;
output reg Out;

always@(*)
begin
   if(Sel==1'b0)
      Out=A;
   else
      Out=B;
end

endmodule
```



Coding style

- ✓ **Data has to be described in one always block**
  - Muti-driver (not synthesizable)

```
always@* begin
    A=B+C;
end
always@* begin
    A=B+D;
end
```



Coding style

- ✓ Don’t use initial block in your design for synthesis

```
initial begin
   A=B;
   B=C;
end
```

Initial use for PATTERN only!!

Coding style

- ✓ **Avoid combinational loop**
  - May synthesis a Latch in your circuit !! (Latch is non-edge triggered, avoid)

```
always@* begin
   A=B;
   B=A;
end
```

```
always@* begin
   case(Q)
   2'd0: A=B;
   2'd1: A=C;
   endcase
end
```

```
always@* begin
   if(Q==2'd1)
      A=B;
   else if(Q==2'd2)
      A=C;
end
```

```
always@* begin
   case(Q)
   2'd0: A=B;
   2'd1: A=C;
   default: A=D;
   endcase
end
```

```
always@* begin
   if(Q==2'd1)
      A=B;
   else if(Q==2'd2)
      A=C;
   else A=D;
end
```

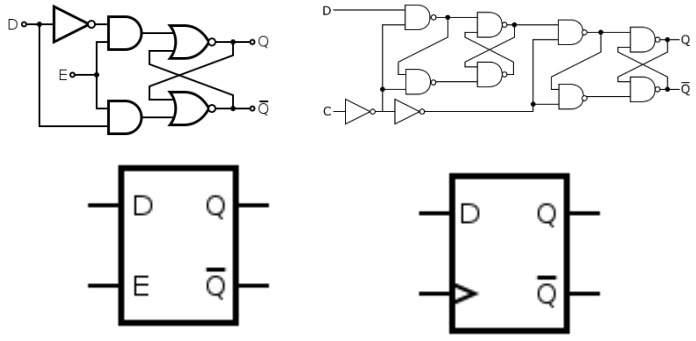
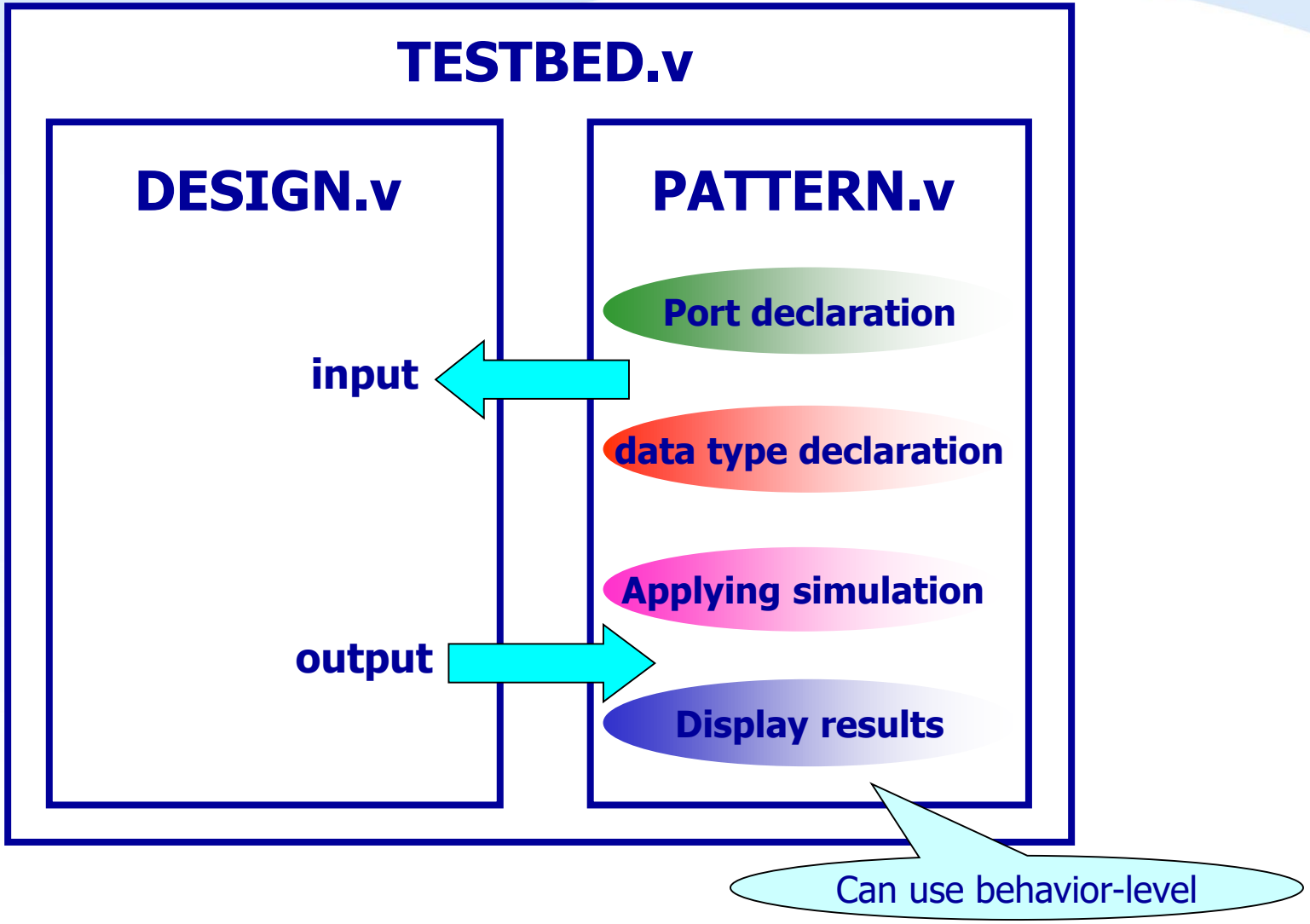


Figure. (a) D-latch (b) D flip-flop

Outline

- ✓ Section 1 Introduction to design flow
- ✓ Section 2 Basic Description of Verilog
- ✓ Section 3 Behavior Models of Combinational circuit
- ✓ **Section 4 Simulations**

Simulation Environment



Simulation Environment (cont.)

TESTBED.v

```
`timescale 1ns/10ps
`include "MUX2_1.v"
`include "PATTERN.v"

module  TESTBED;

wire out,a,b,sel,clk,reset;

MUX2_1 mux(.out(out),.a(a),.b(b),.sel(sel));
PATTERN pat(.sel(sel),.out(out),.a(a),.b(b));

enmodule
```

Just like a breadboard

Putting devices on the board and connect them together!

Simulation Environment (cont.)

PATTERN.v

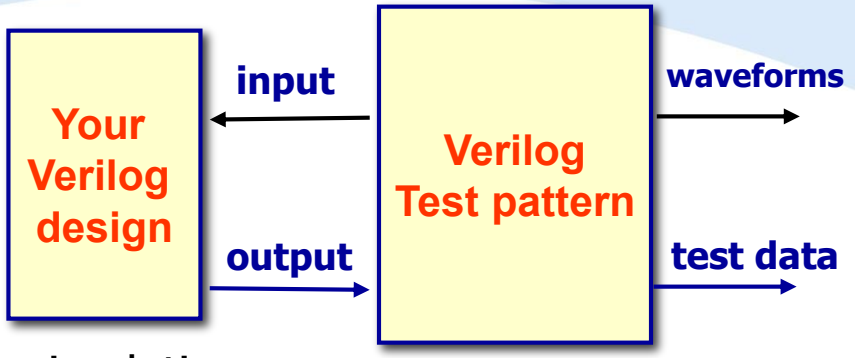
```
module PATTERN(sel,out,a,b);

input out;
output a,b,sel;

reg a,b,sel,clk,reset;
integer i;
parameter CYCLE=10;

always #(CYCLE/2) clk = ~clk;

initial begin
a=0;b=0;sel=0;reset=0;clk=0;
#3 reset = 1;
#10 reset = 0;
```

```
# CYCLE sel=1;
for(i=0;i<=3;i=i+1) begin
#CYCLE {a,b}=i;
#CYCLE $display( "sel=%b, a=%b, b=%b,
                 out=%b" , sel, a, b, out);
end

# CYCLE sel=0;
for(i=0;i<=3;i=i+1) begin
# CYCLE {a,b}=i;
# CYCLE $display( "sel=%b, a=%b, b=%b,
                 out=%b" , sel, a, b, out);
end

# CYCLE $finish;
end

endmodule
```

Simulation Environment (cont.)

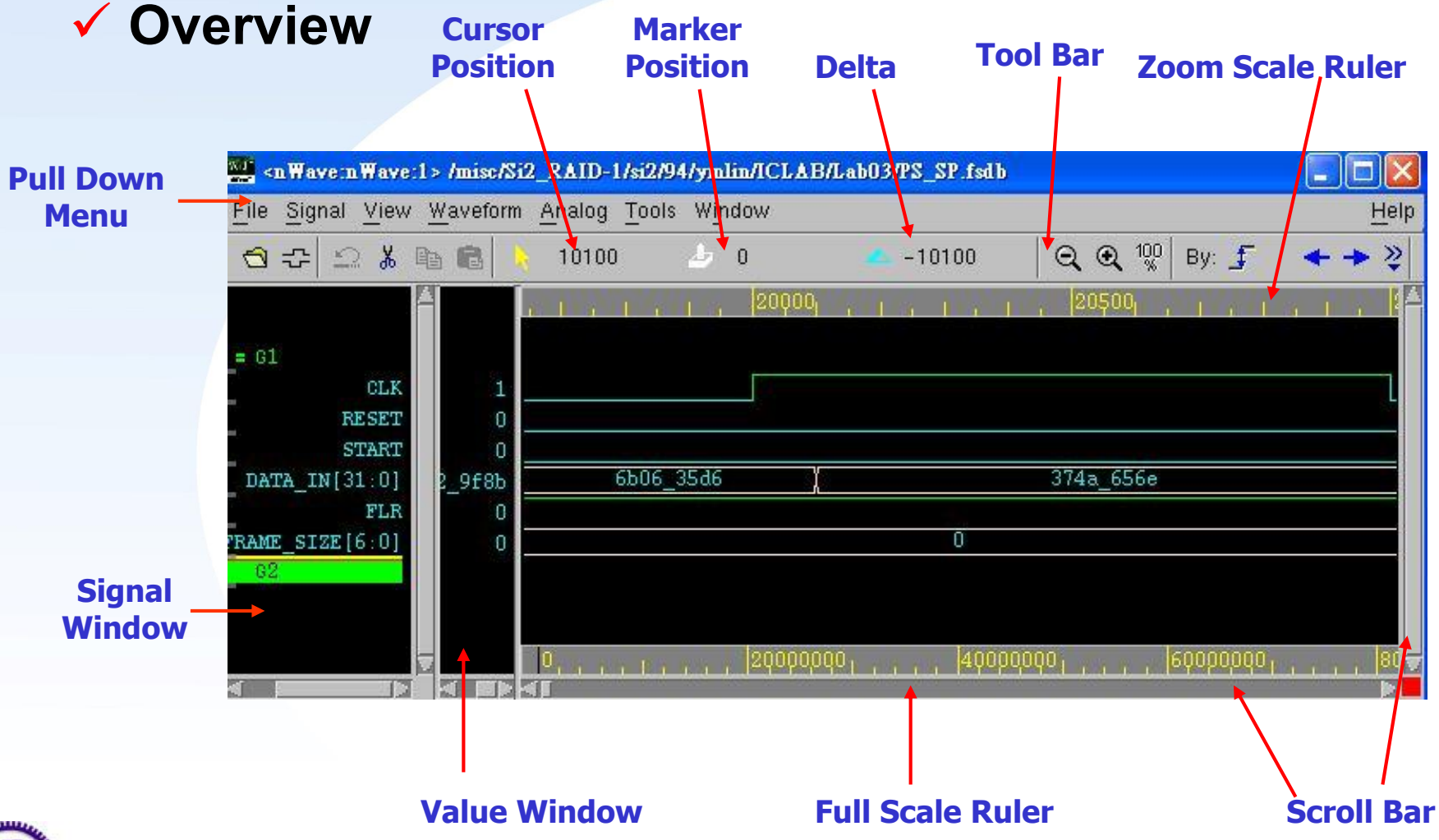
✓ Simulation command

- Verilog compile
  - irun TESTBED.v -define RTL –debug
- Invoke nWave
  - nWave &
- Stop the simulation and continue the simulation
  - Ctrl+z ➔Suspend the simulation at anytime you want.(not terminate yet!)
  - jobs ➔Here you can see the jobs which are processing with a index on the left [JOB_INDEX]
  - kill ➔Use the command "kill %JOB_INDEX to terminate the job



nWave

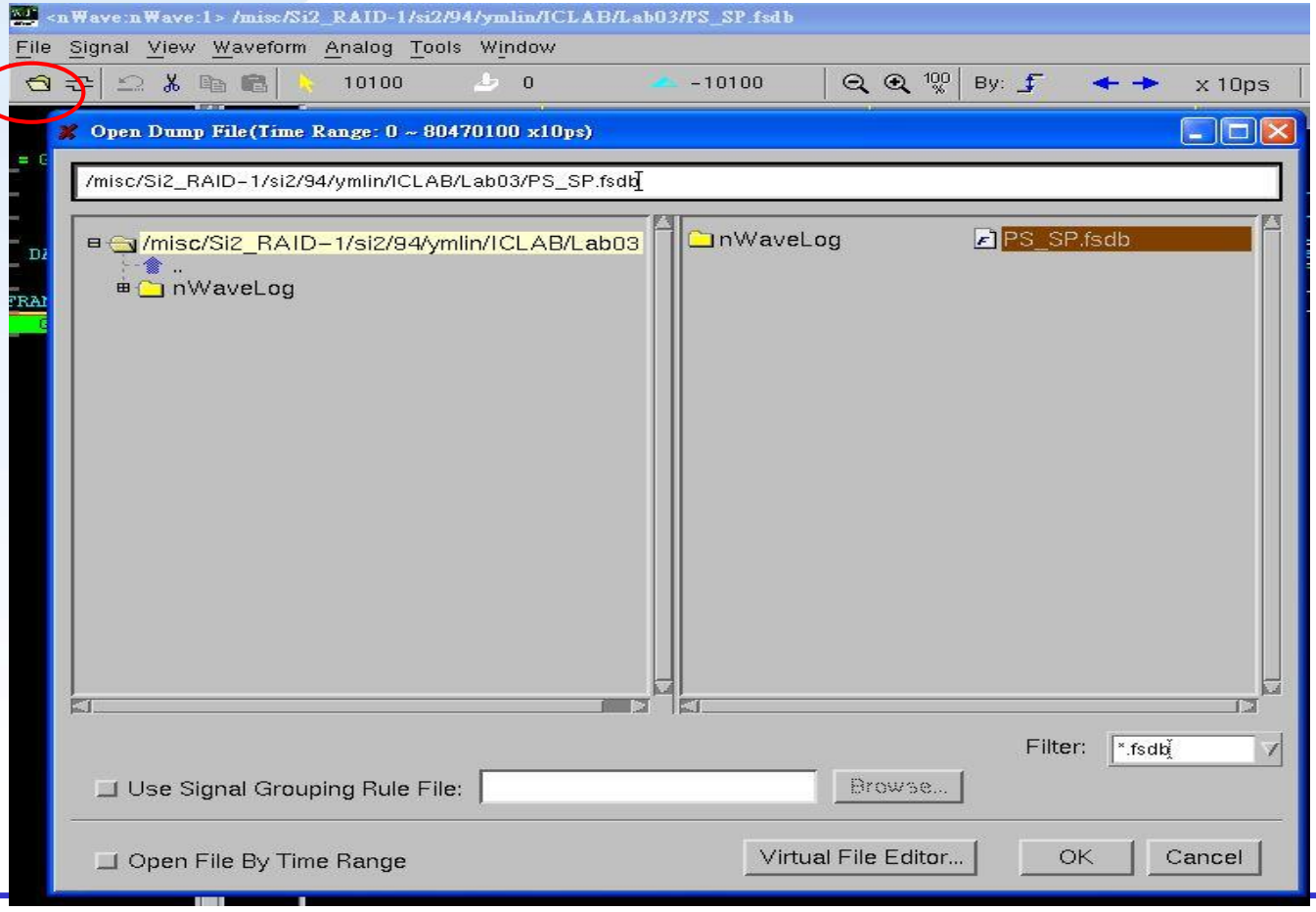
✓ Overview



nWave (cont.)

✓ Open fsdb file

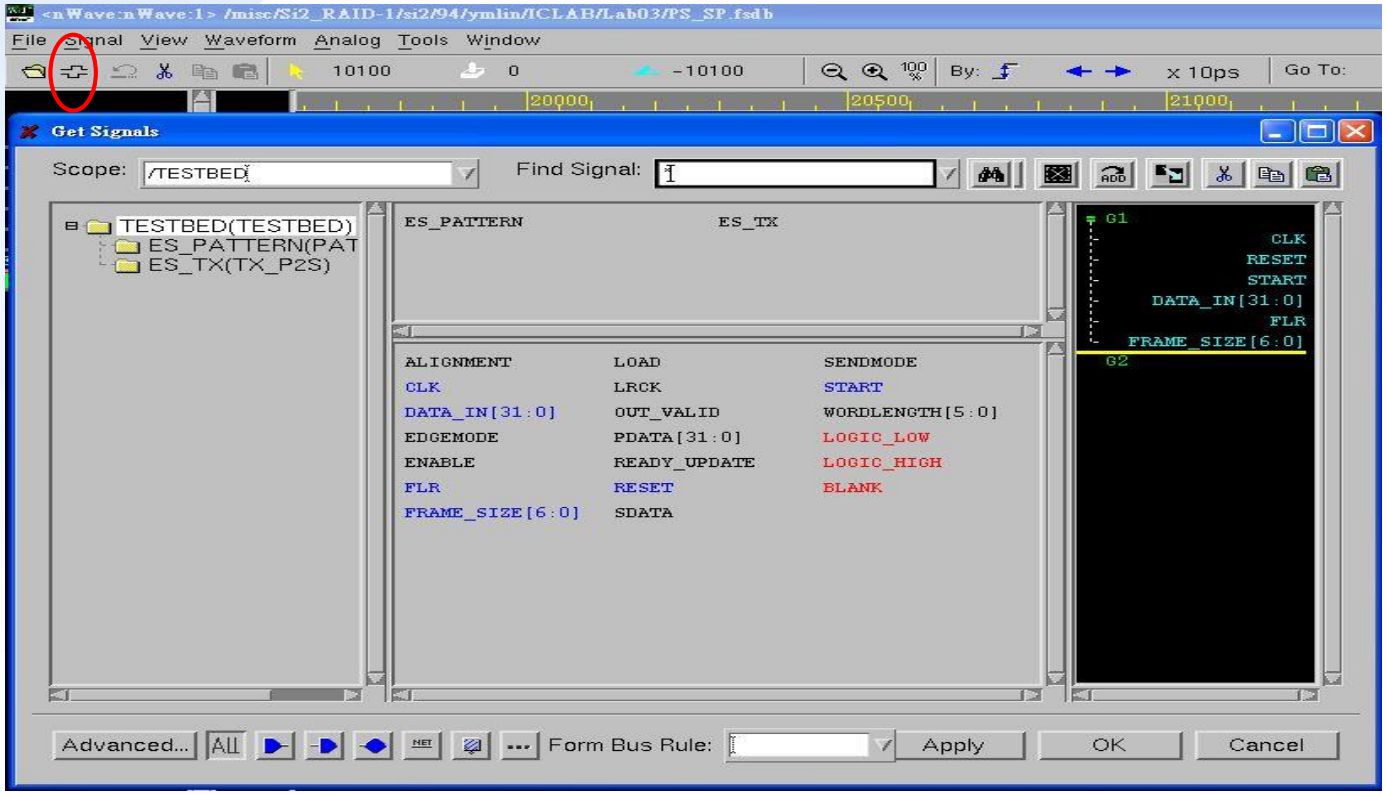
- Use ***File ➔Open…*** command



nWave (cont.)

✓ Get signal

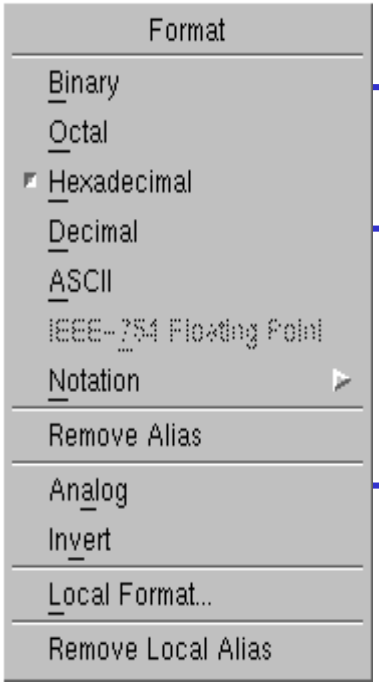
- Use ***Signal → Get Signals...*** command

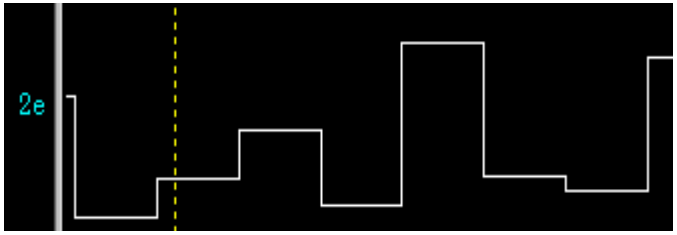


nWave (cont.)

- ✓ **Choose value format**
  - On the value window click Left Button

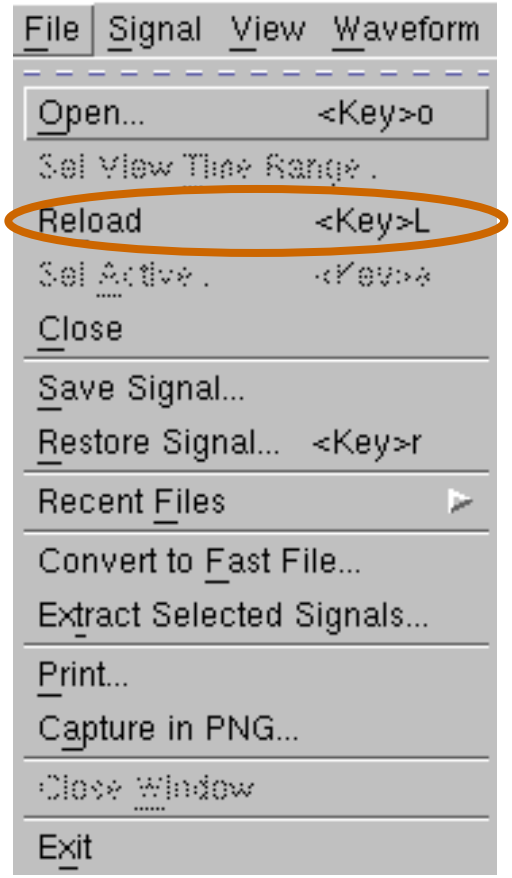
Default : Hexadecimal





nWave (cont.)

- ✓ **Reload nWave**
  - Update fsdb file in Debussy database
    - ***File*** ➔ ***Reload***
    - ***Hot key*** ➔ **L (shift + l)**



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