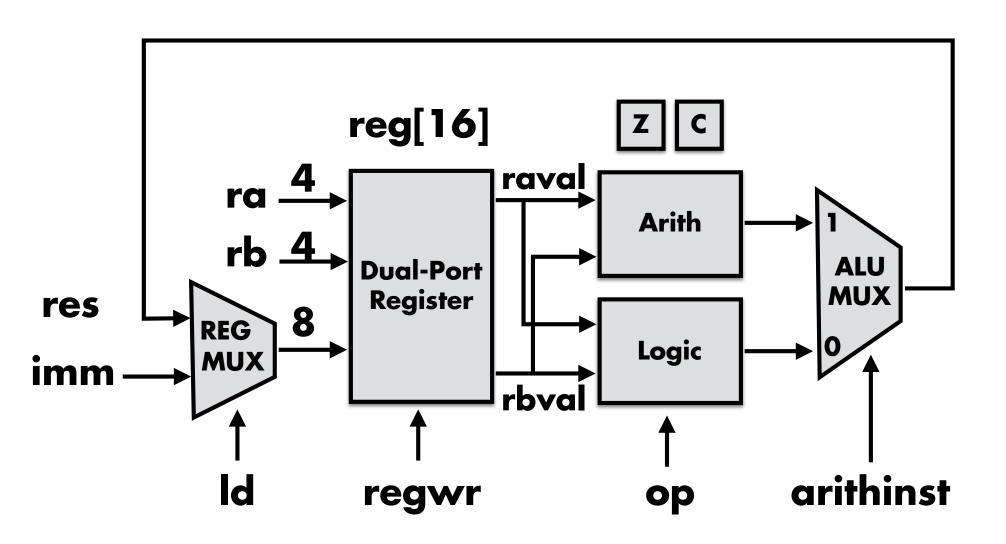
Tool Chain

Pat Hanrahan

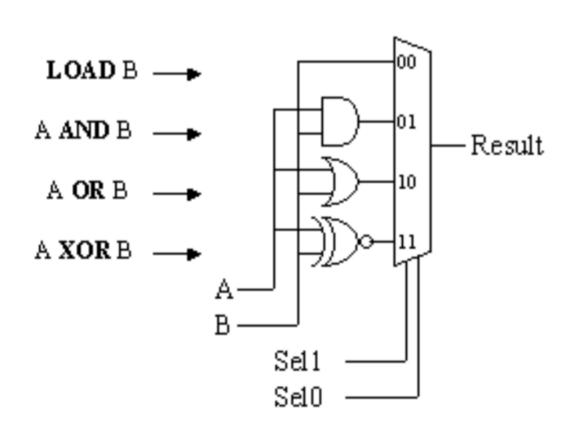
CS448H: Agile Hardware Design Winter 2017

Pico40

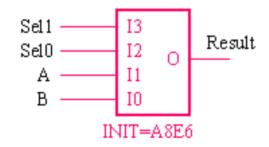


Logic Unit

Logic Unit

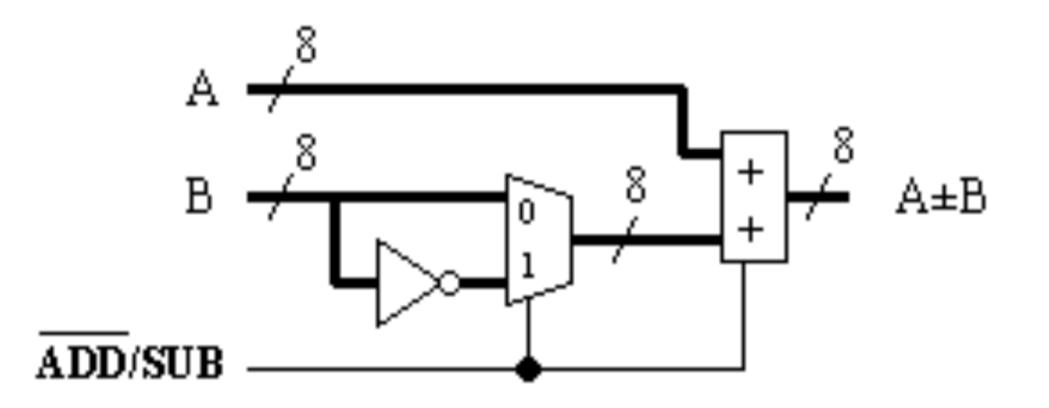


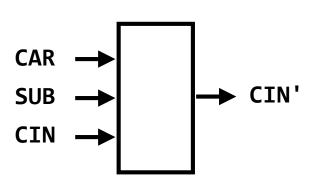
Logical Group								
I3	I2	I1	I0	0	E6			
Sell	SelO	¥	В	Result	INIT=A8E6			
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1	0	0	0	0	†			
0	0	0	1	1	6			
0	0	1	0	1	"			
0	0	1	1	0				
0	1	0	0	0	†			
0	1	0	1	1	ll e l			
0	1	1	0	1	-			
0	1	1	1	1	'			
1	0	0	0	0	•			
1	0	0	1	0	$ \cdot $			
1	0	1	0	0	8			
1	0	1	1	1				
1	0 0 0 0 1 1 1 0 0 0 0 1 1 1 1 1	0 0 1 1 0 0 1 1 0 0 1 1	01010101010101		*			
1	1	0	1	1	,			
1	1	1	0	0	A			
1	1	1	1	1	П			



```
def logicfunc(A, B, S0, S1):
    if S1 == 0:
        if S0 == 0:
            return B
        else:
            return A&B
    else:
        if S0 == 0:
            return A B
        else:
            return A^B
def Logic(n):
    def logic(y):
        return LUT4(logicfunc)
    return braid(col(logic, n),
                 joinargs=['I0', 'I1'],
                  forkargs=['I2', 'I3'])
```

Arith Unit





#		CAR	SUB	CIN	CIN'
#	ADD	0	0	0	0
#	ADD	0	0	1	0
#	SUB	0	1	0	1
#	SUB	0	1	1	1
#	ADDC	1	0	0	0
#	ADDC	1	0	1	1
#	SUBC	1	1	0	1
#	SUBC	1	1	1	0

```
def Arith(n):
   A = In(Array(n, Bit))()
   B = In(Array(n, Bit))()
   SUB = In(Bit)()
   CARRY = In(Bit)()
   CIN = In(Bit)()
   inv = Invert(n)
   wire( B, inv )
   mux = Mux(2,n)
   wire( B, mux.I0 )
   wire( inv, mux.I1 )
   wire( SUB, mux.S )
   add = AddC(n, cin=True)
   wire( A, add.I0 )
   wire(mux, add.I1)
   truth = [0, 0, 1, 1, 0, 1, 1, 0]
   cin = LUT3(truth)(CIN, SUB, CARRY)
   wire(cin, add.CIN)
   return AnonymousCircuit("A",A,"B",B,"SUB",SUB,"CARRY",CARRY,"CIN",CIN,
                             "O",add.O, "COUT",add.COUT)
```

Numbers of LUTs?

```
17 / 96
IOS
GBs
            0 / 8
 GB_IOs
           0 / 8
            533 / 1280
LCs
            146
 DFF
          15
 CARRY
 CARRY, DFF 0
 DFF PASS 136
  CARRY PASS 2
            1 / 16
BRAMs
WARMBOOTS
            0 / 1
            0 / 1
PLLs
```

```
Resolvable net names on path:
     2.246 ns .. 4.399 ns inst0_RDATA[4]
    4.778 ns .. 5.907 ns inst58.inst0_0
    6.356 ns .. 6.945 ns inst65.inst0_0
    7.345 ns .. 8.825 ns inst68.inst0 0
    9.274 ns .. 10.234 ns inst70.inst0_0
    10.683 ns .. 11.848 ns inst79.inst0_0
    12.247 ns .. 12.836 ns inst80.inst0_0
    13.068 ns .. 13.068 ns inst81.inst1 CO
    13.194 ns .. 13.454 ns inst81.inst3_CO
    13.769 ns .. 15.347 ns inst81.inst4 0
    15.747 ns .. 17.641 ns inst83.inst2_0
   18.019 ns .. 18.980 ns inst96 0
    19.380 ns .. 20.544 ns inst97_0
    20.944 ns .. 21.533 ns inst98_0
    21.933 ns .. 23.511 ns inst99 0
                  lcout -> inst10 Q
```

Total number of logic levels: 15
Total path delay: 23.91 ns (41.82 MHz)

Tools / Flow

Tool Chain

build

meta program

synth

place route

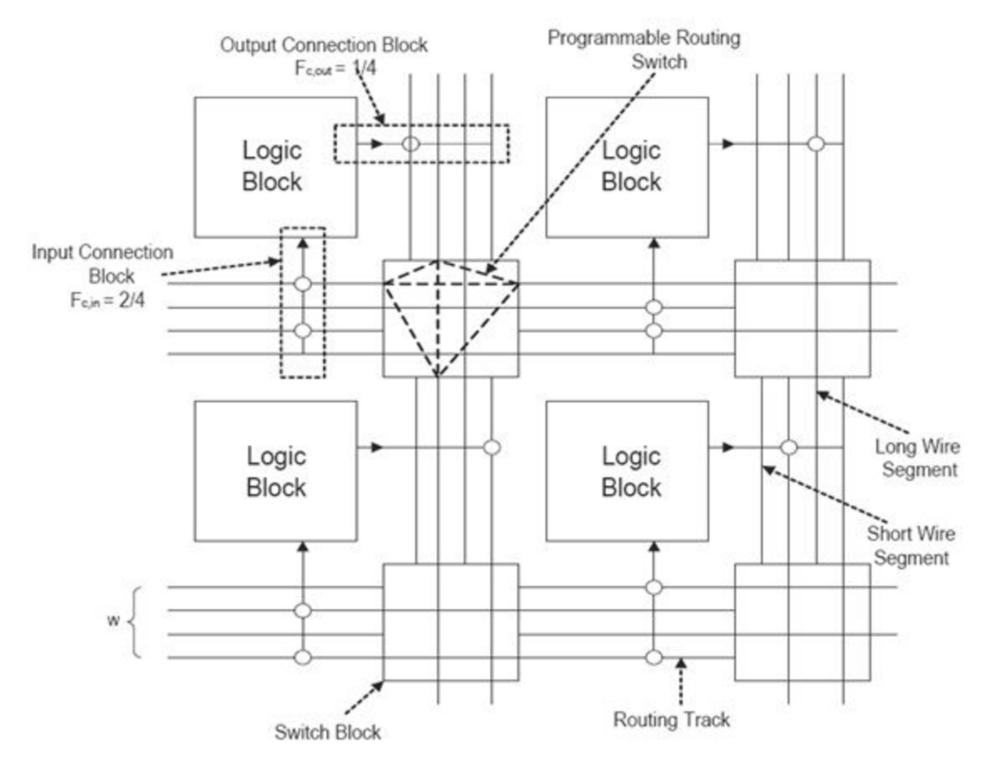
bit stream

bake

magma

yosis arachne icepack

ice storm



"Island" Architecture

ice40 architecture

http://www.clifford.at/icestorm/

yosys

http://www.clifford.at/yosys/

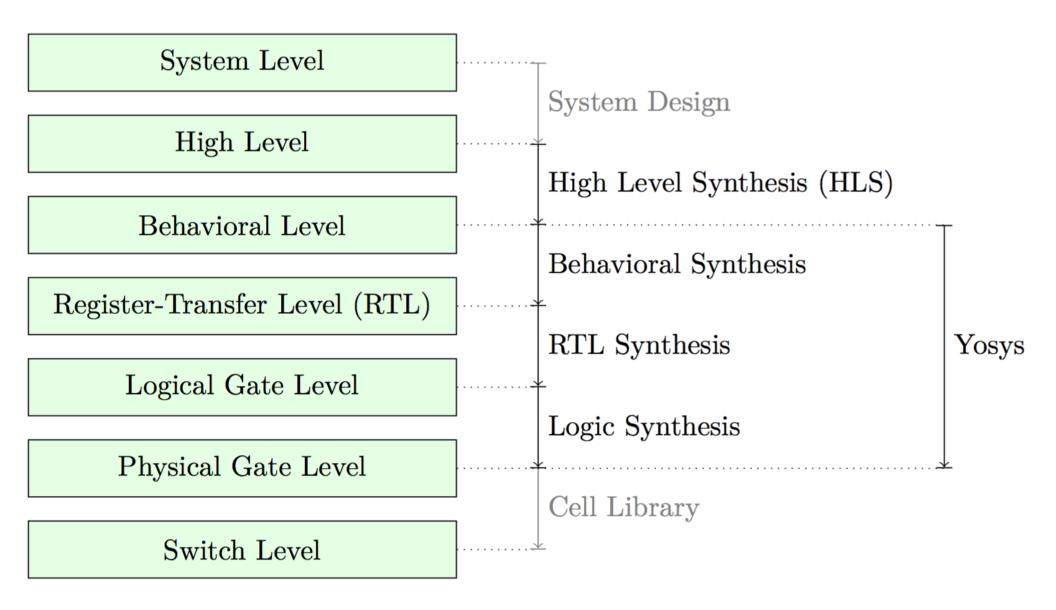


Figure 2.1: Different levels of abstraction and synthesis.

From yosys manual

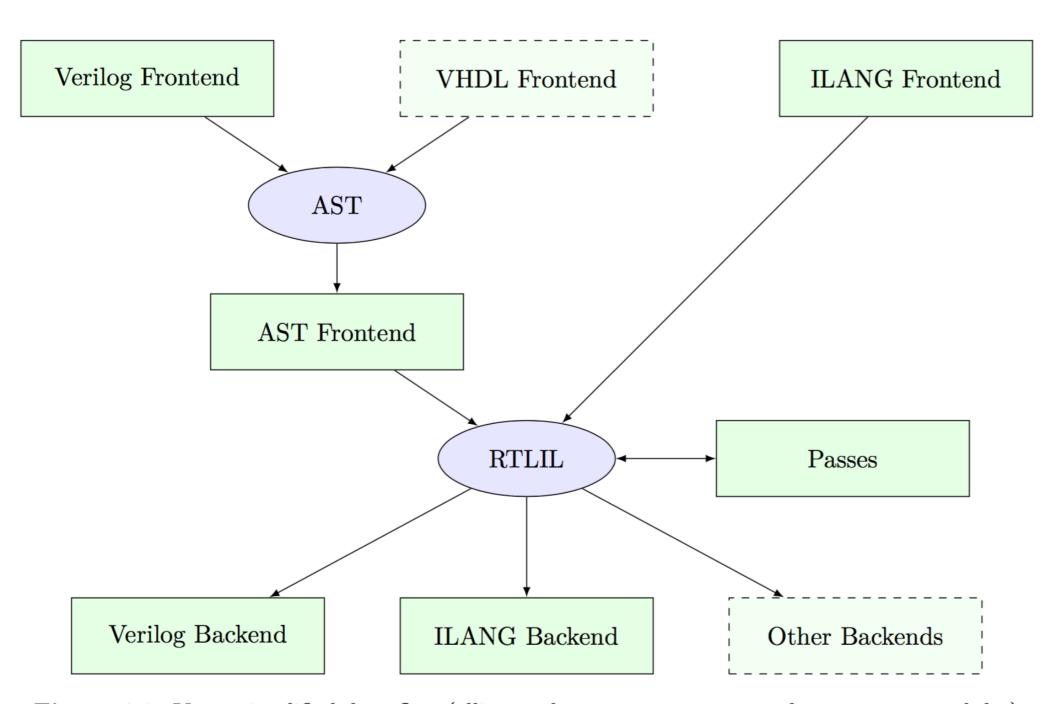


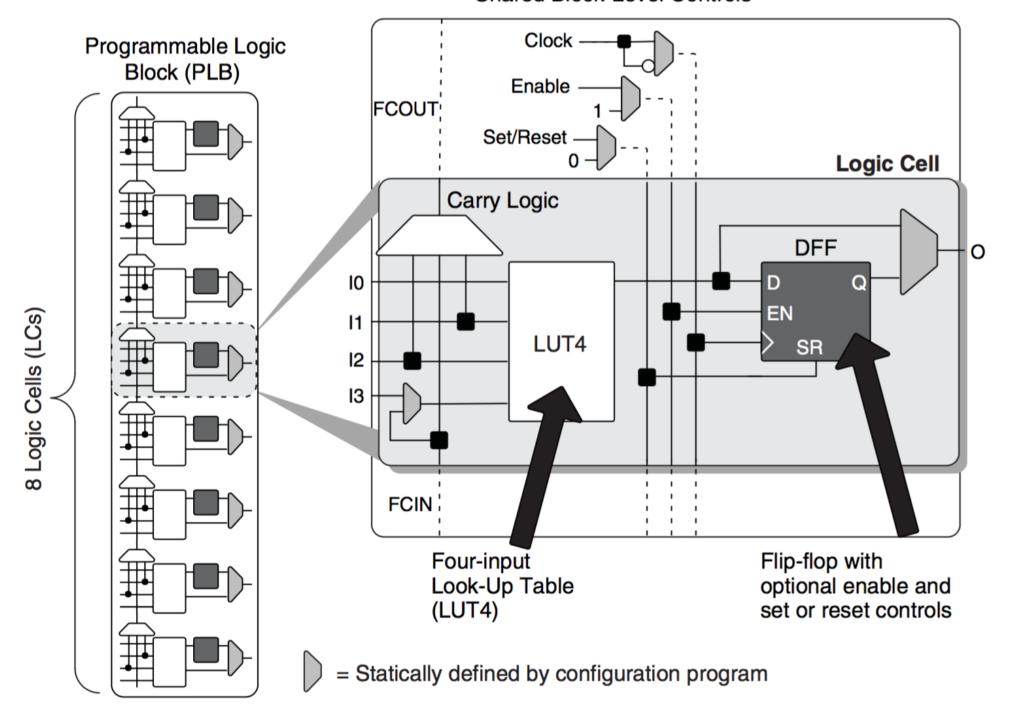
Figure 4.1: Yosys simplified data flow (ellipses: data structures, rectangles: program modules)

From yosys manual

```
begin:
    read_verilog -lib +/ice40/cells_sim.v
    hierarchy -check -top <top>
            (unless -noflatten)
flatten:
    proc
    flatten
    tribuf -logic
    deminout
coarse:
    synth -run coarse
fine:
    opt -fast -mux_undef -undriven -fine
    memory map
    opt -undriven -fine
    techmap -map +/techmap.v -map +/ice40/arith_map.v
    abc -dff
                (only if -retime)
    ice40_opt
map ffs:
    dffsr2dff
    dff2dffe -direct-match $_DFF_*
    techmap -map +/ice40/cells map.v
    opt_expr -mux_undef
    simplemap
    ice40_ffinit
    ice40_ffssr
    ice40_opt -full
map_luts:
```

top.v top.blif top.vv

Shared Block-Level Controls



```
// See yosys/techlibs/ice40/cells sim.v
// Packed IceStorm Logic Cells
module ICESTORM_LC (
    input IO, I1, I2, I3, CIN, CLK, CEN, SR,
   output LO, O, COUT
);
    parameter [15:0] LUT_INIT = 0;
    parameter [0:0] NEG CLK = 0;
    parameter [0:0] CARRY ENABLE = 0;
    parameter [0:0] DFF_ENABLE = 0;
    parameter [0:0] SET NORESET = 0;
    parameter [0:0] ASYNC SR = 0;
```

arachne-pnr

Pack

top.pack.vv

pack.cc

Place

top.place.vv

place.cc

icedrom floorplan