Chapter 1 - Introduction and overview Introduction

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- Welcome
- 2 Course components
- 3 Course overview:
- The Training sessions
- Open-source EDA for digital designs
- AMA (Ask me anything)



Trainer profile

Name, Company / Uni

Why i'm here. My motivation.

What i've done before.

What interests me most.



Participants backgrounds and motivations

Name, Company / Uni

Why i'm here. My motivation.

What i've done before.

What interests me most.



Columms example



- Item 1.
- Item 2.
- Item 3.



Chapters



Lectures





Trainings











Cheat Sheets





Questions

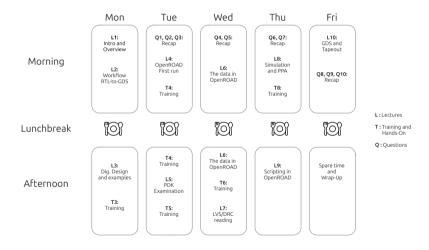
The questions are meant for re-visiting and remembering a previous chapter. They should be a guide for an interactive session between the trainer and the room: * Trainer: The trainer asks the questions. * Room: Answers the questions. If no answer can be found, the trainer helps with the answer.



Table of content (Chapter names and short descriptions)



Schedule for the course





Login at IHP

• Onboarding for everyone to the computers



Levels

- Success points inbetween lectures
- This is too fast
- This is too slow

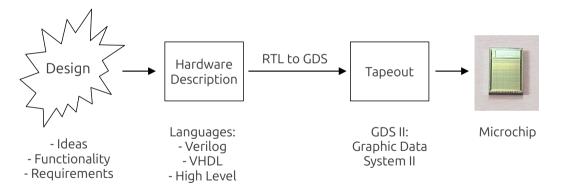


Availablitily GitHub PDF Downloads

- Follow in your own tempo. Get all the data here:
- Link / QR to the course materials

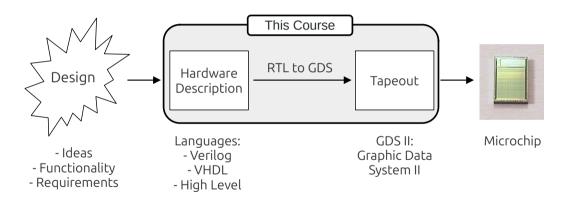


From Design to Microchip





RTL to GDS - Workflow





The cheatsheet

First usage of the cheatsheet:

- EDA
- RTL
- GDS II
- ...



Further topics

- What is the new thing with this course?
- Advantages of open-source in EDA
- The actual state of open-source EDA
- Goals of this course.
- How to participate and interact with this course.
- Producing chips at IHP with the open PDK



AMA (Ask me anything)

• Opportunity to ask questions about everything (chapter 1?).

