Synopsys FPGA Synthesis
User Guide

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CHAPTER 1

Introduction

This introduction to the Synplify®, Synplify Pro®, and Synplify® Premier software describes the following:

- Synopsys FPGA and Prototyping Products, on page 24
- Scope of the Document, on page 29
- Getting Started, on page 30
- User Interface Overview, on page 32

Throughout the documentation, features and procedures described apply to all tools, unless specifically stated otherwise.

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Synopsys FPGA and Prototyping Products

The following figure displays the Synopsys FPGA and Prototyping family of products.

FPGA Implementation Tools

The Synplify Pro and Synplify Premier products are RTL synthesis tools especially designed for FPGAs (field programmable gate arrays) and CPLDs (complex programmable logic devices).

Synplify Pro Product

The Synplify Pro FPGA synthesis software is the de facto industry standard for producing high-performance, cost-effective FPGA designs. Its unique Behavior Extracting Synthesis Technology® (B.E.S.T.™) algorithms, perform high-level optimizations before synthesizing the RTL code into specific FPGA logic. This approach allows for superior optimizations across the FPGA, fast runtimes, and the ability to handle very large designs. The Synplify Pro software supports the latest VHDL and Verilog language constructs including SystemVerilog and VHDL 2008. The tool is technology independent allowing quick and easy retargeting between FPGA devices and vendors from a single design project.

Synplify Premier Product

The Synplify Premier solution is a superset of the Synplify Pro product functionality and is the ultimate FPGA implementation and debug environment. It provides a comprehensive suite of tools and technologies for advanced FPGA designers, as well as ASIC prototypers targeting single FPGA-based prototypes. The Synplify Premier software is a technology independent solution that addresses the most challenging aspects of FPGA design including timing closure, logic verification, IP usage, ASIC compatibility, DSP implementation, debug, and tight integration with FPGA vendor back-end tools.

The Synplify Premier product offers FPGA designers and ASIC prototypers, targeting single FPGA-based prototypes, with the most efficient method of design implementation and debug. The Synplify Premier software provides in-system verification of FPGAs, dramatically accelerates the debug process, and provides a rapid and incremental method for finding elusive design problems.

Features exclusively supported in the Synplify Premier tool are the following:

- Fast and Enhanced Synthesis Modes
- Physical Synthesis
- Design Planning (Optional)
- DesignWare Support
- Integrated RTL Debug (Identify Tool Set)
- Power Switching Activity (SAIF Generation)

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Synopsys FPGA Tool Features

This table distinguishes between the Synplify Pro, Synplify, Synplify Premier, and Synplify Premier with Design Planner products.

	Synplify	Synplify Pro	Synplify Premier	Synplify Premier DP
Performance				
Behavior Extracting Synthesis Technology® (BEST™)	x	x	x	x
Vendor-Generated Core/IP Support (certain technologies)		x	x	x
FSM Compiler	x	x	x	x
FSM Explorer		x	x	x
Gated Clock Conversion		x	x	x
Register Pipelining		x	x	x
Register Retiming		x	x	x
Code Analysis				
SCOPE® Spreadsheet	x	x	x	x
HDL Analyst®	Option	x	x	x
Timing Analyzer – Point-to-point		x	x	x
FSM Viewer		x	x	x
Crossprobing		x	x	x
Probe Point Creation		x	x	x
Physical Design				
Design Plan File				x
Logic Assignment to Regions				x
Area Estimation and Region Capacity				x
Pin Assignment				x

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	Synplify	Synplify Pro	Synplify Premier	Synplify Premier DP
Physical Synthesis Optimizations				x
Graph-based Physical Synthesis			x	x
Physical Analyst			x	x
Prototyping			x	x
Synopsys DesignWare Foundation Library			x	x
DesignWare-compatible Model Replacement			x	x
Runtime Advantages				
Enhanced Optimization			x	x
Fast Synthesis			x	x
Team Design				
Mixed Language Design		x	x	x
Compile Points		x	x	x
True Batch Mode (Floating licenses only)		x	x	x
GUI Batch Mode (Floating licenses)	×	×	×	×
Batch Mode Post-synthesis P&R Run	-	×	×	×
Back-annotation of P&R Data	-	-	-	×
Formal Verification Flow		x	x (Physical synthesis disabled)	x (Physical synthesis disabled)
Identify Integration	Limited	x	x	x
Back-annotation of P&R Data				×

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	Synplify	Synplify Pro	Synplify Premier	Synplify Premier DP
Design Environment				
Technical Resource Center	x	x	x	x
Text Editor View	x	x	x	x
Watch Window		x	x	x
Message Window		x	x	x
Tcl Window		x	x	x
Workspaces		x	x	x
Multiple Implementations		x	x	x
Vendor Technology/Family Support	×	×	Limited	Limited

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Scope of the Document

The following explain the scope of this document and the intended audience.

The Document Set

This user guide is part of a document set that includes a reference manual and a tutorial. It is intended for use with the other documents in the set. It concentrates on describing how to use the Synopsys FPGA software to accomplish typical tasks. This implies the following:

- The user guide only explains the options needed to do the typical tasks described in the manual. It does not describe every available command and option. For complete descriptions of all the command options and syntax, refer to the User Interface Overview chapter in the *Synopsys FPGA Synthesis Reference Manual*.
- The user guide contains task-based information. For a breakdown of how information is organized, see *Getting Help*, on page 30.

Audience

The Synplify, Synplify Pro, and Synplify Premier software tools are targeted towards the FPGA system developer. It is assumed that you are knowledgeable about the following:

- Design synthesis
- RTL
- FPGAs
- Verilog/VHDL
- Physical Synthesis

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Getting Started

This section shows you how to get started with the Synopsys FPGA synthesis software. It describes the following topics, but does not supersede the information in the installation instructions about licensing and installation:

- Starting the Software, on page 30
- Getting Help, on page 30
- Requesting Technical Support, on page 31

Starting the Software

1. If you have not already done so, install the Synopsys FPGA synthesis software according to the installation instructions.
2. Start the software.
   - If you are working on a Windows platform, select Programs->Synopsys->*product version* from the Start button.
   - If you are working on a UNIX platform, type the appropriate command at the command line:

     ```
     synplify
     synplify_pro
     synplify_premier
     synplify_premier_dp
     ```

   The command starts the synthesis tool, and opens the Project window. If you have run the software before, the window displays the previous project. For more information about the interface, see the User Interface Overview chapter of the *Reference Manual*.

Getting Help

Before you call Synopsys Support, look through the documented information. You can access the information online from the Help menu, or refer to the PDF version. The following table shows you how the information is organized.

For help with...	Refer to the...
Using software features	*Synopsys FPGA Synthesis User Guide*
How to...	*Synopsys FPGA Synthesis User Guide*, application notes on the support web site
Flow information	*Synopsys FPGA Synthesis User Guide*, application notes on the support web site
Error messages	Online help (select Help->Error Messages)
Licensing	Synopsys SolvNet Website
Attributes and directives	*Synopsys FPGA Synthesis Reference Manual*
Synthesis features	*Synopsys FPGA Synthesis Reference Manual*
Language and syntax	*Synopsys FPGA Synthesis Reference Manual*
Tcl syntax	Online help (select Help->Tcl Help)
Tcl synthesis commands	*Synopsys FPGA Synthesis Reference Manual*
Product updates	*Synopsys FPGA Synthesis Reference Manual* (Web menu commands)

Requesting Technical Support

To request assistance from Technical Support for the Synopsys FPGA synthesis products, use the SolvNet Online Support utility – an online web-based interface from which you can submit your request form and attach project files. This is the preferred mechanism for contacting Technical Support and may facilitate a faster response than requesting support through email.

You can access SolvNet Online Support in one of these ways:

- From the tool: Tech-Support->Submit Support Request. This opens a wizard that walks you through the process of making a request and attaching related files from your project.
- From the tool: Tech-Support->Web Support.
- Through the link on the web page: `http://www.solvnet.com`.

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User Interface Overview

The user interface (UI) consists of a main window, called the Project view, and specialized windows or views for different tasks. For details about each of the features, see Chapter 2, *User Interface Overview* of the *Synopsys FPGA Synthesis Reference Manual*. The Synplify Pro and Synplify Premier tools have the same standard interface, while Synplify uses a different interface.

Synplify Pro and Synplify Premier Standard Interface

Synplify Interface

The following figure shows you the Synplify interface.

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CHAPTER 2

FPGA Logic and Physical Synthesis Flows

This describes the following tool flows:

- Logic Synthesis Design Flow, on page 36
- Synplify Premier Synthesis Design Flows, on page 39
- Altera Physical Synthesis, on page 56
- Xilinx Physical Synthesis, on page 65
- Xilinx Physical Plus Flow, on page 77
- Hierarchical Project Management Flows, on page 89
- Using Revision Control Tools for a Design, on page 115
- Prototyping Flow, on page 120

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Logic Synthesis Design Flow

The Synopsys FPGA tools synthesize logic by first compiling the RTL source, and then doing logical mapping and optimizations. After logic synthesis, you get a vendor-specific netlist and constraint file that you use as inputs to the place-and-route (P&R) tool.

The following figure shows the phases and the tools used for logic synthesis and some of the major inputs and outputs. You can use the Synplify, Synplify Pro, or Synplify Premier synthesis software for this flow. The interactive timing analysis, physical analysis, and backannotation steps that are shown in gray are optional. Although the flow shows the vendor constraint files as direct inputs to the P&R tool, you should add these files to the synthesis project for timing black boxes.

Logic Synthesis Procedure

For a design flow with step-by-step instructions based on specific design data, download the tutorial from the website. The following steps summarize the process, which is also illustrated in the figure that follows.

1. Create a project.
2. Add the source files to the project.
3. Set attributes and constraints for the design.
4. Set options for the implementation in the Implementation Options dialog box.
5. If you are running Synplify Premier in logic synthesis mode, disable the Physical Synthesis option in the Project view.

   This setting directs the software to only run logic synthesis, without any physical optimizations. For other logic synthesis modes in the Synplify Premier tool, see *Fast Synthesis*, on page 1009 and *Logic Synthesis with Enhanced Optimization*, on page 40.
6. Click Run to run logic synthesis.
7. Analyze the results, using the log file, the HDL Analyst schematic views, the Message window and the Watch Window.

   After you have completed the design, you can use the output files to run place-and-route with the vendor tool and implement the FPGA. If you are using the Synplify Premier software, you can choose to run physical synthesis before place-and-route.

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The following figure lists the main steps in the flow:

SYNPLIFY & SYNPLIFY PRO

SYNPLIFY PREMIER

Synplify Premier Synthesis Design Flows

You use the Synplify Premier tool to perform logic synthesis as well as physical synthesis. The logic synthesis flows let you run logic synthesis as a separate step. The physical synthesis flows include logic synthesis.

The following table lists the Synplify Premier logical and physical synthesis flows. Some of these flows are only available in certain technologies.

Logic Synthesis Flows	
Logic Synthesis Design Flow, on page 36	Same as Synplify Pro logic synthesis
Logic Synthesis with Fast Synthesis	Synplify Premier logic synthesis with fast synthesis runtimes. For details about this flow, see *Fast Synthesis*, on page 1009.
Logic Synthesis with Enhanced Optimization, on page 40	Synplify Premier logic synthesis includes additional optimizations during logic synthesis and provides an output netlist with better QoR than when running basic logic synthesis. Enhanced Optimization is turned on by default.
Design Plan-Based Logic Synthesis, on page 42	Synplify Premier logic synthesis with placement constraints from a floorplan file (needs Design Planner option)
Physical Synthesis Flows	
Graph-Based Physical Synthesis, on page 46	Automated physical synthesis. This includes the enhanced logic synthesis optimizations.

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Logic Synthesis Flows	
Graph-Based Physical Synthesis with Design Planner, on page 50	Automated physical synthesis that uses floorplan file constraints (needs Design Planner option)
Xilinx Physical Plus Flow, on page 77	*Xilinx only* Modular flow that allows you to separate the logical and physical stages of the design process, using the Process view GUI to guide you through the steps that can or must be executed based on updates to the input files.
Design Plan-based Physical Synthesis, on page 52	Physical synthesis with placement constraints from a floorplan file (needs Design Planner option)

Logic Synthesis with Enhanced Optimization

Enhanced Optimization is a standard feature in the Synplify Premier tool. It includes additional optimizations during logic synthesis and provides an output netlist with better QoR (quality of results) than when running basic logic synthesis. This flow is only available for some Altera and Xilinx technologies.

This switch is enabled by default. If your goal is to get the same results that you get from synthesis in the Synplify Pro tool, turn this switch off.

Enhanced Optimization has no effect if Physical Synthesis is enabled. When you use this option, ensure that the Auto Constrain option is disabled (Off).

The following figure summarizes the steps in the flow. The steps are briefly described after the figure.

Running Logic Synthesis with Enhanced Optimization

Physical synthesis automatically runs various logic optimizations as part of the process. These optimizations do not run in the basic logic synthesis process. If you want to run logic synthesis only, but want to include these enhanced optimizations, use the following procedure.

1. Create a Synplify Premier project.
2. Add the source files to the project.
3. Set attributes and constraints for the design.
4. Set options for the implementation in the Implementation Options dialog box.

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5. Specify logic synthesis with enhanced optimizations.
   - Disable the Physical Synthesis option, either in the Project window or in the Implementation Options dialog box. This directs the software to run logic synthesis only.

   - Make sure that Fast Synthesis is disabled, either in the Project view or on the Options tab of the Implementation Options dialog box. The two options are contradictory and if both options are enabled, Fast Synthesis takes priority.
   - Enable Enhanced Optimization in the Device tab of the Implementation Options dialog box. When you enable the Physical Synthesis option, the software automatically uses enhanced optimizations as part of that flow, so you do not have to specifically enable it.

6. Click Run to run logic synthesis.

7. Analyze the results, using the log file, the HDL Analyst schematic views, the Message window and the Watch Window.

   After you have completed the design, you can use the output files to run place-and-route with the vendor tool. You could also run physical synthesis before placement and routing.

Design Plan-Based Logic Synthesis

This flow lets you use a floorplan to guide logic synthesis; you do not have to run physical synthesis. To do this, you require the Synplify Premier software with the Design Planner option (see Chapter 9, *Floorplanning with Design Planner* for information about using this tool). This flow supports more recent Altera and Xilinx technologies.

The following figure shows the phases and tools used in the flow, and some of the major inputs and outputs. The interactive timing analysis, physical synthesis and analysis, and backannotation steps that are shown in gray are optional.

Running Logic Synthesis with a Design Plan

With this methodology, you use the Design Planner tool to manually create physical constraints that assign critical path logic to specific locations on the die to improve performance. You then use this design plan file to constrain logic synthesis.

You can only use this methodology if you have the Design Planner option and if you are targeting certain Altera and Xilinx technologies.

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The figure below shows the logic synthesis flow based on a design plan.

1. Set up the project and compile the design in logic synthesis mode.
   - Set up the design as described in *Set up the Altera Physical Synthesis Project*, on page 57, and *Set up the Xilinx Physical Synthesis Project*, on page 66. Set up a P&R implementation.
   - Disable the Physical Synthesis option to run the tool in logic synthesis mode.
   - Compile the design.
2. Analyze timing results.
   - Analyze timing.
   - Determine which components you want to assign to regions.

3. Launch the Design Planner tool ( ) and do the following:
   - Create regions for the critical paths and interactively assign the critical paths to regions of the chip. See *Working with Regions*, on page 474, *Working with Altera Regions*, on page 486, *Working with Xilinx Regions*, on page 490 and *Assigning Objects to Xilinx Regions*, on page 494 for details.
   - Obtain a size estimation for each RTL block in the design. See *Checking Utilization*, on page 484 for details.
   - For multiple clocks, assign critical logic associated with each clock domain (that does not meet design requirements) to a unique region to avoid resource contention.
   - If you have any black boxes in your design, assign them to a region. Designate this region as an IP block, so that the Synplify Premier software can instantiate the black box in the `vqm` file. However, you must provide the content for the black box so that the place-and-route tool can run successfully.

     For details about using Design Planner, see *Floorplanning with Design Planner*, on page 457. Consult the following for more information on how to complete the Design Plan file (`sfp`): *Creating and Using a Design Plan File for Physical Synthesis*, on page 464, *Working with Regions*, on page 474, and *Assigning Pins and Clocks*, on page 465.
   - Save the design plan file (`sfp`) and add it to your project.
4. Run logic synthesis.
   - Make sure the Physical Synthesis switch is disabled, but that the project includes the physical constraints file (`sfp`).
   - Set up the project to automatically run place-and-route after synthesis completes. Alternatively, you can run the P&R tool in standalone mode.

   The synthesis tool honors the region placement constraints in the floorplan file. It treats each region you defined in the floorplan as a hard hierarchy, and does not optimize across this boundary. When synthesis is complete, the tool generates a structural netlist for the target technology and a Tcl script that contains the information for forward-annotation, like the region assignments.

   The tool then launches the P&R tool, and uses the forward-annotated constraints to direct the P&R run.

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5. Analyze the timing in the Synplify Premier tool, using the log file and analysis tools. See *Checking Log Results*, on page 527, *Analyzing Timing in Schematic Views*, on page 672, and *Generating Custom Timing Reports with STA*, on page 678 for details.

   If the target is met, you can continue to P&R. If not, you should re-evaluate timing and placement. Or, you can run physical synthesis.

Graph-Based Physical Synthesis

Synplify Premier graph-based physical synthesis is an automated, single-pass flow that allows you to constrain assigned logic to specific locations, and which optimizes the design based on this placement information. The essence of the graph-based approach is that preexisting wires, switches and placement sites used for routing an FPGA are represented as a detailed routing resource graph. The Synplify Premier tool can then allow for delay and wire availability, which produces more accurate results and improves timing closure. During physical synthesis, the tool performs concurrent placement and synthesis optimizations to ensure fast routes for critical paths. It generates a fully-placed and physically-optimized netlist ready for the vendor place-and-route tool.

Physical synthesis does not require a design plan or place-and-route implementation. If you want to use a design plan file with this flow, see *Graph-Based Physical Synthesis with Design Planner*, on page 50. For graph-based physical synthesis, the tool automatically performs placement with backannotation during the physical synthesis run. It absorbs the core files into the Synplify Premier database for timing, placement and optimizations. See the following for further details:

- Design Phases in Graph-based Physical Synthesis, on page 46
- Graph-based Physical Synthesis Flows for Different Vendors, on page 48

Design Phases in Graph-based Physical Synthesis

The physical synthesis design flow consists of two phases: logic synthesis validation, and physical synthesis.

Logic Synthesis Validation

You first run logic synthesis to ensure that the design can successfully complete logic synthesis and place-and-route, and that it has been assigned accurate, realistic constraints. Doing an initial logic synthesis run can save valuable time by identifying obvious problems early in the process.

The figure below shows the flow for logic synthesis validation phase.

For vendor-specific explanations of the steps shown here, see Altera Physical Synthesis, on page 56, and *Xilinx Physical Synthesis*, on page 65.

Physical Synthesis

After successfully running through logic synthesis, you set up the design for physical synthesis. Physical synthesis merges design optimization and placement to generate a fully-placed, physically-optimized netlist, providing rapid timing closure and increased timing improvement. The tool performs concur-

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rent placement and optimizations based on timing constraints and the device technology. The output netlist contains placement information. The figure below shows the flow for the physical synthesis phase:

For vendor-specific explanations of the steps shown here, see Altera Physical Synthesis, on page 56, and *Xilinx Physical Synthesis*, on page 65.

Graph-based Physical Synthesis Flows for Different Vendors

The following figure shows how you implement the graph-based physical flow described previously. It shows the phases and tools used in the flow, and some of the major inputs and outputs. The interactive timing analysis, physical analysis, and backannotation steps that are shown in gray are optional.

This flow is currently available only for some Altera and Xilinx families. For vendor-specific details on this flow for your technology, see the following:

- Altera Physical Synthesis, on page 56
- Xilinx Physical Synthesis, on page 65

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Graph-Based Physical Synthesis with Design Planner

Like the graph-based flow (*Graph-Based Physical Synthesis*, on page 46) this is a push-button, fully automated flow that produces a synthesized design with detailed placement, but it uses a design plan file to specify physical constraints for guiding global placement. Use this flow to improve performance.

The design plan usually includes I/O settings and placement information for large blocks. The tool generates placement constraints when you assign RTL logic to ports or regions in the Design Plan view (Design Planner). These regions constrain logic to the areas you specify on the device. During optimizations, these constraints direct global placement and subsequently influence physical optimizations.

You can use this flow with supported Altera and Xilinx families. You must have the Synplify Premier product with the Design Planner option. For vendor-specific details on this flow for your technology, see the following:

- Altera Physical Synthesis, on page 56
- Xilinx Physical Synthesis, on page 65

The following figure shows the phases and tools used in the flow, and some of the major inputs and outputs. The interactive timing analysis, physical analysis, and backannotation steps that are shown in gray are optional.

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Design Plan-based Physical Synthesis

This is an interactive flow that where you can specify physical constraints before running physical synthesis. It requires the Design Planner option, a tool that improves performance through physical constraints. This flow supports certain Altera and Xilinx technologies. See *Running Physical Synthesis with a Design Plan*, on page 53 for a procedure using this flow. For information about using Design Planner, see Chapter 9, *Floorplanning with Design Planner*.

The following figure shows the phases and tools used in the flow, and some of the major inputs and outputs. The interactive timing analysis, physical analysis, and backannotation steps that are shown in gray are optional.

Running Physical Synthesis with a Design Plan

In this flow, you use the Design Planner tool to manually create physical constraints that assign critical path logic to specific locations on the die to improve performance. You then use these constraints to drive physical synthesis for the design.

The figure below shows the physical synthesis design-plan flow.

1. Run logic synthesis.
   - Set up the project for your target technology. See *Set up the Altera Physical Synthesis Project*, on page 57 and *Set up the Xilinx Physical Synthesis Project*, on page 66 for details.
   - Synthesize the design in logic synthesis mode, using timing constraints and no physical constraints.

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This phase is to determine if the design can successfully complete synthesis and if timing performance enhancements are needed. The logic synthesis validation phase includes running the netlist through place-and-route after synthesis completes.

2. Analyze timing results. See *Validating Logic Synthesis for Physical Synthesis*, on page 543 for details.

   If timing goals are met, you are done. Otherwise, go to the next step.

3. Determine the critical paths from the P&R results; these are the candidates for logic assignments to regions.

4. Bring up the Design Planner ( ) and do the following:
   - Create regions for the critical paths and interactively assign the critical paths to regions of the chip. See *Working with Regions*, on page 474, *Working with Altera Regions*, on page 486, *Working with Xilinx Regions*, on page 490 and *Assigning Objects to Xilinx Regions*, on page 494 for details.
   - Obtain a size estimation for each RTL block in the design. See *Checking Utilization*, on page 484 for details.
   - For multiple clocks, assign critical logic associated with each clock domain (that does not meet design requirements) to a unique region to avoid resource contention.
   - If you have any black boxes in your design, assign them to a region. Designate this region as an IP block, so that the Synplify Premier software can instantiate the black box in the `vqm` file. However, you must provide the content for the black box so that the place-and-route tool can run successfully.

   For details about using Design Planner, see *Floorplanning with Design Planner*, on page 457.

   You can also open Physical Analyst to view the design and check critical path placement. Consult the following sections for more information on how to complete the Design Plan file (`sfp`): *Creating and Using a Design Plan File for Physical Synthesis*, on page 464, *Working with Regions*, on page 474, and *Assigning Pins and Clocks*, on page 465.

5. Save the design plan file (`sfp`) and add it to your project.

6. Run physical synthesis. Use the same project file that you created in step 1 above. This time enable the Physical Synthesis switch and include

the physical constraints file (`sfp`). This phase also includes running the netlist through place-and-route after synthesis completes.

7. Analyze the timing in the Synplify Premier tool. Use the log file and graphical analysis tools. See *Analyzing Physical Synthesis Results*, on page 612 for details.

   If the target is met, you can continue to the next design phase. If not, you should re-evaluate timing and placement. You might find there is a new critical path or the one that is already assigned to a region that needs tweaking. See *Improving Altera Physical Synthesis Performance*, on page 712 and *Improving Xilinx Physical Synthesis Performance*, on page 762 for more suggestions.

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Altera Physical Synthesis

In addition to the graph-based physical design flow, you can use the following Synplify Premier Altera design flows.

	For details, see...
Basic logic synthesis	Logic Synthesis Design Flow, on page 36
Logic synthesis with enhanced optimization	Logic Synthesis with Enhanced Optimization, on page 40
Logic synthesis with fast synthesis	Fast Synthesis, on page 1009
Logic synthesis with design plan	Design Plan-Based Logic Synthesis, on page 42
Physical synthesis with design plan	Design Plan-based Physical Synthesis, on page 52
Graph-based synthesis with a design plan	Graph-Based Physical Synthesis with Design Planner, on page 50

Altera Graph-based Physical Synthesis

The following topics provide an overview of what you need to do to run graph-based physical synthesis in your Altera designs.

- Guidelines for Physical Synthesis in Altera Designs, on page 57
- Set up the Altera Physical Synthesis Project, on page 57
- Run Logic Synthesis for the Altera Physical Synthesis Flow, on page 62
- Validate Logic Synthesis Results for Altera Physical Synthesis, on page 63
- Run Altera Physical Synthesis, on page 63
- Analyze Results of Altera Physical Synthesis, on page 63

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Guidelines for Physical Synthesis in Altera Designs

Follow these guidelines for physical synthesis:

- Include the entire design – black boxes cannot be present. However, Altera LPMs (Library of Parameterized Modules) or Megafunctions are supported. See *Using Altera LPMs or Megafunctions in Synthesis*, on page 927 if more information is needed.
- Use the appropriate methodology defined for Altera IPs or Nios II cores in the design. For more information, see the following:
  - Including Altera MegaCore IP Using an IP Package, on page 948
  - Implementing Megafunctions with Grey Box Models, on page 941
  - Including Altera Processor Cores Generated in SOPC Builder, on page 952.
- Assign realistic, accurate timing constraints. Do not over-constrain the tool. (See *Improving Altera Physical Synthesis Performance*, on page 712 for tips.)
- Use the top-down design methodology. (A bottom-up flow is not supported.)
- Do not use compile points with graph-based physical synthesis.
- Install the recommended version of the Altera Quartus II place-and-route tool.

Set up the Altera Physical Synthesis Project

Project setup is the first phase of the physical synthesis design process. The project file (`prj`) is a collection of input files and optimization switches required to synthesize your design. This section contains details on how to set up the file.

1. Make sure you follow these requirements for this flow:
   - Make sure the design is properly constrained. (See *Improving Altera Physical Synthesis Performance*, on page 712 for tips.)
   - Make sure to specify I/O pin location constraints for all pins in the design for physical synthesis.
   - Make sure to include any I/O constraints from the Quartus settings file (`qsf`) as necessary. You can translate the I/O constraints and I/O

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standards to sdc format with a utility. See *Translating Altera QSF Constraints*, on page 216.)

- If you have the Design Planner option, you can use a design plan file (sfp) for physical synthesis.
- If you are using one of the graph-based physical synthesis flows, make sure you select a target technology that is supported. See *Altera Graph-based Physical Synthesis*, on page 56 or *Xilinx Graph-based Physical Synthesis*, on page 65.
- Keep the guidelines described in *Guidelines for Physical Synthesis in Altera Designs*, on page 57 in mind.

2. Create the project. If you are using a design plan file, make sure to add it to the project.

   See *Setting Up HDL Source Files*, on page 122 and *Setting Up Project Files*, on page 230 for details.

3. Set constraints.
   - Compile the design. Open the SCOPE interface and set constraints. Timing constraints specify performance goals and describe the design environment. See *Using the SCOPE UI*, on page 162 and *Specifying Timing Constraints*, on page 170 for details.

   - Add physical constraints.
   - Translate constraints from the Quartus settings file (QSF) and combine them with the timing constraints into a single sdc constraint file. See *Translating Altera QSF Constraints*, on page 216 for details.
   - Check your constraints with Run->Constraint Check.
   - Save the constraints file and save the project file.

4. Specify the implementation options for synthesis.
   - Click the Implementation Options button.

   - Set implementation options on the various tabs of the dialog box as shown in the following table. For details about setting implementation options, refer to *Setting Logic Synthesis Implementation Options*, on page 249.

Device	Set technology and device mapping options. Make sure the Disable I/O Insertion option is disabled, because Synplify Premier physical synthesis requires this setting. See *Setting Device Options*, on page 249.
Options	Set optimization switches for synthesis. See *Setting Optimization Options*, on page 252.
Constraints	Set an overall target frequency for the design. Select the constraint files you want to use. See *Specifying Global Frequency and Constraint Files*, on page 256.

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Implementation Results	Specify the output results directory and output file options. See *Specifying Result Options*, on page 259 for details.
Timing Report	Specify the number of critical paths and start/end points to display in the timing report. See *Specifying Timing Report Output*, on page 260.
Verilog/VHDL	Specify the HDL options. See *Setting Verilog and VHDL Options*, on page 261.
Netlist Restructure	Specify options for any necessary netlist optimizations, and the netlist restructure file (`nrf`) for which bit slicing might have been performed. See *Setting Synplify Premier Prototyping Tools Optimizations*, on page 294 for descriptions.

– Click OK to apply the implementation options. Save the project file.

5. Create a place-and-route implementation to automatically run the Altera Quartus II place and route tool from the synthesis UI after synthesis.
   – Make sure you have the correct version of the P&R tool and that you have set the environment variables for the tool.
   – Create a P&R implementation. See *Creating a Place and Route Implementation*, on page 296 for details.

- Specify the Place & Route Job Name. Make sure the Run Place and Route following synthesis switch is enabled and click OK.
- For Altera devices, you can alternatively choose to Use placement constraints from physical synthesis, otherwise Quartus determines how it handles physical constraints.
- Specify the place-and-route options file. The tool automatically uses default options located in *installDirectory*\lib\altera\altera_par.tcl. For more information, see *Specifying Altera Place-and-Route Options*, on page 300. Select other options for backannotation and for forward-annotation of constraints and click OK.
- Go to Implementation Options->Place and Route and enable the place-and-route implementation that you want to use for your project.

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– Save the project file.

Run Logic Synthesis for the Altera Physical Synthesis Flow

If this is the first time you are running synthesis on the design, you must run logic synthesis mode. This means that you run synthesis with the Physical Synthesis switch disabled. You can choose to run logic synthesis in the Synplify Premier tool with the Enhanced Optimization mode or the standard logic synthesis mode for certain Altera devices. When the Enhanced Optimization mode is:

- Enabled (box is checked in the Project view or on the Implementation Options - Device tab) — Additional optimizations are used to achieve QoR results that exceed the standard logic synthesis QoR. This is the default.
- Disabled (box is unchecked in the Project view or on the Implementation Options - Device tab) — The standard logic synthesis QoR can be achieved.

This initial synthesis run is to determine if there are any problems that need to be addressed before going on to the physical synthesis stage. See the first step of *Running Physical Synthesis*, on page 518 for details of running logic synthesis as part of a physical synthesis flow.

Validate Logic Synthesis Results for Altera Physical Synthesis

After doing an initial run of logic synthesis, check the results and fix any errors you find. See *Validating Logic Synthesis for Physical Synthesis*, on page 543 for details.

Run Altera Physical Synthesis

Once you have validated the logic synthesis run and set up the physical constraints, you can run physical synthesis. Make sure to enable the Physical Synthesis switch and to enable the place-and-route implementation before clicking Run. If you are using a design plan file, you must also enable this file. For a detailed procedure, see *Running Physical Synthesis*, on page 518.

Analyze Results of Altera Physical Synthesis

To determine if your design has met performance goals, use the following Synplify Premier analysis tools to analyze the critical path(s) with negative slack and identify potential solutions to improve performance:

Log file that includes the default timing report (`srr` or `htm`)	See *Checking Log Results*, on page 527.
HDL Analyst	Consists of schematic views that help you analyze the design. See Chapter 4, *Specifying Constraints*.
RTL View ( )	Select HDL Analyst->RTL->Hierarchical View or Flattened View to display the compiled view of the design. See Chapter 11, *Analyzing with HDL Analyst and FSM Viewer*.

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Technology View ( )	Select HDL Analyst ->Technology->Hierarchical View, or ->Flattened View to display the mapped view of the design. See Chapter 11, *Analyzing with HDL Analyst and FSM Viewer*.
Physical Analyst ( )	The Physical Analyst provides a visual display of the device, and design placement of instances and nets. Select HDL Analyst->Physical Analyst. See Chapter 12, *Analyzing Designs in Physical Analyst*.
Timing Analyst ( )	The stand-alone timing analyzer produces timing reports (`ta`) for specific reporting requirements. See *Generating Custom Timing Reports with STA*, on page 678.

Use these guidelines to analyze the results:

Check this...	Tool
Are start and end points being constrained by the proper clocks?	Timing report You can also trace the clock network using HDL Analyst Technology view.
Is the critical path a multi-cycle path or false path?	Timing report HDL Analyst
Will pipelining improve results?	HDL Analyst
If the path is inside a state machine, is the FSM being fully optimized?	HDL Analyst. Open the RTL view and push down into the state machine module to display the FSM viewer.
Are the net delays contributing to the highest percentage on the critical path?	Timing report Check the % breakdown of delay for each path. Search for Total path delay. Physical Analyst Use it to analyze the instance placement of the critical path.
Will physical constraints improve results?	Physical Analyst Use it to analyze the design. Design Planner Use it to assign logic to regions and generate a design plan file.

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Xilinx Physical Synthesis

In addition to the graph-based physical design flow described in *Xilinx Graph-based Physical Synthesis*, on page 65, you can use the following Synplify Premier Xilinx design flows.

	For details, see...
Basic logic synthesis	Logic Synthesis Design Flow, on page 36
Logic synthesis with enhanced optimization	Logic Synthesis with Enhanced Optimization, on page 40
Logic synthesis with fast synthesis	Fast Synthesis, on page 1009
Logic synthesis with design plan	Design Plan-Based Logic Synthesis, on page 42
Physical synthesis with design plan	Design Plan-based Physical Synthesis, on page 52
Graph-based synthesis with a design plan	Graph-Based Physical Synthesis with Design Planner, on page 50

Xilinx Graph-based Physical Synthesis

The following provide an overview of what you need to do to run graph-based physical synthesis in your Xilinx designs, and other related information.

- Set up the Xilinx Physical Synthesis Project, on page 66
- Run Logic Synthesis for the Xilinx Physical Synthesis Flow, on page 71
- Validate Logic Synthesis Results for Xilinx Physical Synthesis, on page 71
- Run Xilinx Physical Synthesis, on page 72
- Analyze Results of Xilinx Physical Synthesis, on page 72
- Guidelines for Xilinx Timing Constraints for Physical Synthesis, on page 73
- Using IP Cores in Xilinx Physical Synthesis Flows, on page 74
- Placement and Routing Phases in Xilinx Physical Synthesis, on page 75

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Set up the Xilinx Physical Synthesis Project

Project setup is the first phase of the physical synthesis design process. The project file (`prj`) is a collection of input files and optimization switches required to synthesize your design. This section contains details on how to set up the file.

1. Make sure you follow these requirements for this flow:
   - Make sure the design is complete including all IPs (no black boxes). See *Working with Xilinx IP Cores*, on page 972 for more information.
   - Make sure the design is properly constrained. Do not over-constrain, but use realistic constraints. See *Improving Xilinx Physical Synthesis Performance*, on page 762 for tips.
   - Use the top-down design methodology. A bottom-up flow is not supported.)
   - Do not use compile points with graph-based physical synthesis.
   - Install the recommended version of the Xilinx ISE place-and-route tool. Check the release notes.
   - Depending on your target Xilinx technology, you can optionally specify a design plan file (`sfp`) for physical synthesis. Using the `sfp` file requires that you have the separately-licensed Synplify Premier Design Planner option.
   - If you are using one of the graph-based physical synthesis flows, make sure you select a target technology that is supported.
2. Create the project.
   - Add the source files and core IP files (`edn`/`ngc`) to the project.
   - If you are using the optional `sfp` design plan file, make sure to add it to the project.

   See *Setting Up HDL Source Files*, on page 122 and *Setting Up Project Files*, on page 230 for details.
3. Set constraints.
   - Compile the design. Open the SCOPE interface and set constraints. Timing constraints specify performance goals and describe the design environment. See *Using the SCOPE UI*, on page 162 and *Specifying Timing Constraints*, on page 170 for details, and *Guidelines for Xilinx Timing Constraints for Physical Synthesis*, on page 73 for guidelines.

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- If you are iterating through the flow, make sure that any -route constraints are turned off for logic synthesis and turned on for physical synthesis. See *Using -route for Physical Synthesis in Xilinx Designs*, on page 183.
- Add physical constraints.Use the xc_use_rpms attribute to manage relationally placed macros (RPMs) during physical synthesis. For details, refer to xc_use_rpms Attribute, on page 1424 in the *Reference Manual*.
- If you have Xilinx UCF constraints, translate them as described in *Converting and Using Xilinx UCF Constraints*, on page 218.
- Check your constraints with Run->Constraint Check.
- Save the constraints file and save the project file.

4. Specify the implementation options for synthesis.
   - Click the Implementation Options button.

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– Set implementation options on the various tabs of the dialog box as shown in the following table. For details about setting implementation options, refer to *Setting Logic Synthesis Implementation Options*, on page 249.

Device	Set technology and device mapping options. Make sure the Disable I/O Insertion option is disabled, because Synplify Premier physical synthesis requires this setting. See *Setting Device Options*, on page 249.
Options	Set optimization switches for synthesis. See *Setting Optimization Options*, on page 252.
Constraints	Set an overall target frequency for the design. Select the constraint file you want to use. See *Specifying Global Frequency and Constraint Files*, on page 256.
Implementation Results	Specify the output results directory and output file options. See *Specifying Result Options*, on page 259 for details.

Timing Report	Specify the number of critical paths and start/end points to display in the timing report. See *Specifying Timing Report Output*, on page 260.
Verilog/VHDL	Specify the HDL options. See *Setting Verilog and VHDL Options*, on page 261.
Netlist Restructure	Specify options for any necessary netlist optimizations, and the netlist restructure file (`nrf`) for which bit slicing might have been performed. See *Setting Synplify Premier Prototyping Tools Optimizations*, on page 294 for descriptions.

– Click OK to apply the implementation options. Save the project file.

5. Create a place-and-route implementation to automatically run the Xilinx ISE place and route tool from the synthesis UI after synthesis.
   – Make sure you have the correct version of the P&R tool and that you have set the environment variables for the tool. Check the release notes. Select Help->Online Documents->release_notes.pdf->*Third Party Tool Versions*.
   – Create a P&R implementation. See *Creating a Place and Route Implementation*, on page 296 for details.

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– Specify the Place & Route Job Name. Make sure the Run Place and Route following synthesis switch is enabled and click OK.

– Specify the place-and-route options file. The tool automatically uses default options in the `tcl` file from *installDirectory*\lib\Xilinx. This file is used by the Xilinx xtclsh executable to run the P&R tool. For more information, see *Specifying Xilinx Place-and-Route Options in a Tcl File*, on page 303. Select other options for backannotation and for forward-annotation of constraints and click OK.

– Go to Implementation Options->Place and Route and enable the place-and-route implementation that you want to use for your project.

– Save the project file.

6. If you want to override the global placement options, use the SYN_XILINX_GLOBAL_PLACE_OPT environment variable. See *Specifying Xilinx Global Placement Options,* on page 310.

Run Logic Synthesis for the Xilinx Physical Synthesis Flow

If this is the first time you are running synthesis on the design, you must run logic synthesis mode. This means that you run synthesis with the Physical Synthesis switch disabled. This initial synthesis run is to determine if there are any problems that need to be addressed before going on to the physical synthesis stage. See the first step of *Running Physical Synthesis,* on page 518 for details of running logic synthesis as part of a physical synthesis flow.

Validate Logic Synthesis Results for Xilinx Physical Synthesis

After doing an initial run of logic synthesis, check the results and fix any errors you find. See *Validating Logic Synthesis for Physical Synthesis,* on page 543 for details.

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Run Xilinx Physical Synthesis

Once you have validated the logic synthesis run and set up the physical constraints, you can run physical synthesis. Make sure to enable the Physical Synthesis switch and to enable the place-and-route implementation before clicking Run. If you are using a design plan file, you must also enable this file. For a detailed procedure, see *Running Physical Synthesis*, on page 518. The tool runs physical synthesis, automatically including enhanced optimizations as part of the run.

Analyze Results of Xilinx Physical Synthesis

To determine if your design has met performance goals, use the following Synplify Premier analysis tools to analyze the critical path(s) with negative slack and identify potential solutions to improve performance:

Log file that includes the default timing report (`srr` or `htm`)	See *Checking Log Results*, on page 527.
HDL Analyst	Consists of schematic views that help you analyze the design. See Chapter 4, *Specifying Constraints*.
RTL View ( )	Select HDL Analyst->RTL->Hierarchical View or Flattened View to display the compiled view of the design. See Chapter 11, *Analyzing with HDL Analyst and FSM Viewer*.
Technology View ( )	Select HDL Analyst ->Technology->Hierarchical View, or ->Flattened View to display the mapped view of the design. See Chapter 11, *Analyzing with HDL Analyst and FSM Viewer*.
Physical Analyst ( )	The Physical Analyst provides a visual display of the device, and design placement of instances and nets. Select HDL Analyst->Physical Analyst. See Chapter 12, *Analyzing Designs in Physical Analyst*.
Timing Analyst ( )	The stand-alone timing analyzer produces timing reports (`ta`) for specific reporting requirements. See *Generating Custom Timing Reports with STA*, on page 678.

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Use these guidelines to analyze the results:

Check this...	Tool
Are start and end points being constrained by the proper clocks?	Timing report You can also trace the clock network using HDL Analyst Technology view.
Is the critical path a multi-cycle path or false path?	Timing report HDL Analyst
Will pipelining improve results?	HDL Analyst
If the path is inside a state machine, is the FSM being fully optimized?	HDL Analyst. Open the RTL view and push down into the state machine to display the FSM viewer.
Are the net delays contributing to the highest percentage on the critical path?	Timing report Check the % breakdown of delay for each path. Search for Total path delay. Physical Analyst Use it to analyze the instance placement of the critical path.
Will physical constraints improve results?	Physical Analyst Use it to analyze the design. Design Planner Use it to assign logic to regions and generate a design plan file.

Guidelines for Xilinx Timing Constraints for Physical Synthesis

The Synplify Premier tool requires that you provide accurate and complete timing constraints to run physical synthesis effectively. The Synplify Premier software outputs a placed design, for which the place-and-route tool cannot correct constraints used inaccurately during physical synthesis. For example, a false path constraint provided only to the place-and-route tool allows the Synplify Premier software to move components affected by the false path far apart to resolve critical path issues.

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It is extremely important that you verify timing constraints. Use the following guidelines:

- Define all clocks.
- Assign realistic, accurate timing constraints. Do not over-constrain the tool.
- Assign clocks to the correct clock group. Clocks assigned to separate groups are cross-clock paths, which are treated as false paths.
- Specify all multicycle paths.
- Specify all false paths.
- Specify all input and output delays.
- Ensure that all I/Os have I/O standards and drive strengths specified.
- Top-level clocks that do not use DCM/PLL should have the constraint specified on the port to ensure insertion delay is modeled correctly.
- Clocks derived through the DCM/PLL should have the constraint specified on the port driving the DCM/PLL, if possible.
- Make sure constraints are valid. Check for the following types of messages in the log file:
  - `Cannot find object <clock> to apply define_clock.`
  - `Timing constraint <x> <y> never applies in design and was not found.`

You can translate UCF constraints as described in *Converting and Using Xilinx UCF Constraints*, on page 218, but you might need to manually review it and make sure this information is complete.

Using IP Cores in Xilinx Physical Synthesis Flows

The following is a summary of the information on using IP cores in a physical synthesis flow:

- You cannot have black box IP, as the flows do not support this.
- You can use secure and non-secure IP `edn`, `ngc`, and `ngo` cores. See *Converting Xilinx Projects with ise2syn*, on page 976.

Placement and Routing Phases in Xilinx Physical Synthesis

The following Synplify Premier processes are described here:

- Global Placement, on page 75
- Detail Placement, on page 75
- Routing, on page 76

Global Placement

The 9.0.1 and later versions of the Synplify Premier tool use the Xilinx placer to generate locations for I/Os and block components. Global placement spreads out the design evenly on the chip. This is especially important for large block RAM and DSP48 components because physical synthesis does not move them. To avoid block component placement problems, you need to lock placement with a coreloc file. See *Generating a Xilinx Coreloc Placement File*, on page 319.

Detail Placement

The detail placer performs complete legality checks for placed components to ensure critical paths are routed optimally. It also performs some local routing and optimizations.

The Xilinx Virtex-5 and Virtex-6 CLB placement and packing rules are complex. Despite extensive testing, the physical synthesis flow might still encounter placement violation rules for this device. If you encounter a problem, report it to technical support and:

- Include the Xilinx map log file, Synplify Premier `aux` files, and `srm` netlist file to view the problem slice.
- You can also report the problem from the Technology view using HDL-Analyst->Technology->Flattened View. For example, specify the following commands to select components placed in the problem slice:

  ```
  set x [find -hier -inst * -filter @location==SLICE_X23_Y54
  select $x
  filter
  ```

  Or you can use the Filter Schematic icon to create a schematic with just the instances for this slice. Send this schematic.

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Routing

In the physical synthesis flow final routing is implemented by the Xilinx place-and-route tool. The Synplify Premier tool only performs placement during detail placement and optimization. In Synplify Premier 9.0.1 and later versions, local placements are forward-annotated as initial pin assignments on LUTs. Placement and routing can change pin assignments to accommodate longer distance routing, but generally result in equivalent path delays.

The default routing effort level is recommended for most designs to route successfully with good timing closure. However, if high density routing causes routing detours, increase the effort level to enable extra effort using the vendor-tool switches and setting specific environment variables. You can detect routing detours in the following ways:

- Look for messages in the log file about congested designs and switching to a non-timing-driven mode.
- Open the Xilinx FPGA Editor and select the long delay nets. When wires show an indirect path to the load, then the design probably has detours.

If detours happen on high fanout nets, set the MAXSKEW option on the net to a fairly loose value, such as 1.0 ns. This setting uses a different router algorithm with higher priority on the applied net. If the design is still congested, then contact technical support.

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Xilinx Physical Plus Flow

The Physical Plus flow replaces the monolithic Physical Synthesis flow with a more modular flow. This flow:

- Supports Xilinx Virtex-5 and Virtex-6 devices.
- Allows you to import UCF constraints previously applied during Xilinx place and route (PAR).
- Separates the logical and physical stages of the design process.
- Is set up easily after you have run Synplify Premier logic synthesis with Enhanced Optimization and Xilinx PAR.
- Gives you the flexibility to choose the part of the flow for which you can implement netlist or timing changes. To help you do this, use the Process View in the implementation results panel of the Project view.

  For more information about the Process View, see the *Process View*, on page 77.
- Can help alleviate congestion for unroutable nets in a design.
- Allows you to use the Implementation Maps in the Physical Analyst tool to diagnose congestion and utilization issues in your design. For more information, see *Using Implementation Maps in Physical Analyst*, on page 660.

Topics include:

- Xilinx Physical Plus Flow Diagram
- Running the Physical Plus Flow
  - Input/Output Files and Directory Structure
  - Physical Plus Dependencies

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Xilinx Physical Plus Flow Diagram

Here is an overview of the Physical Plus Flow.

Running the Physical Plus Flow

Perform the following tasks:

1. Run logic synthesis with Enhanced Optimization on, and place and route (PAR) the design.

   Run the Synplify Premier logic synthesis flow, but make sure that the Physical Synthesis and Physical Plus options are disabled and Enhanced Optimization is enabled. Place and route the design.

   The Xilinx place-and-route software must run through the map phase without errors to generate the NCD file, but does not need to complete routing to use the Physical Plus flow. Also, note that the Physical Plus process is disabled and therefore greyed out in the Process view.

2. Import Xilinx constraints for your design. To do this, use the Import->Import Xilinx Constraints option from the Project view. On the dialog box:
   - Add all the input EDIF files to be used in the Physical Plus flow.
   - Optionally add any user-generated UCF constraint files to the project (not synplicity.ucf). Physical Plus requires accurate constraints for good results. All constraints should be provided during synthesis.
   - Specify the location of the physical design constraints (PDC) file to which the translated UCF constraints are written.

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- Physical Plus requires I/O and clock control logic placement. If this information is not provided in the SDC or UCF file, add the NCD file from the Xilinx PAR job that was run after logical synthesis. The I/O and control logic placement are extracted from this NCD file.
- Select whether to use the Physical (PDC) or Logical (SDC) file for the imported NCD constraints.
- The Import I/O and Clock Control Logic Placement option is enabled by default.
- You can also chose to import RAM and DSP placements. If so, enable the Include RAM & DSP Placement option.
- Add the PDC constraint files to the project. To do this, specify the location to write this file in the Project view.
- Click on the Import button. A log file opens. Verify that import Xilinx constraints ran successfully.

At this time, the *design_name_ncd*.PDC and *design_name_ucf*.PDC files are added to your project. It is highly recommended that you inspect the constraints in the PDC files and review all warnings in the log file.

In some cases, an unsupported.ucf file is created for UCF constraints that cannot be imported. If these constraints are critical for timing or placement, you must manually import them to a PDC or SDC file in the project.

3. From the Implementation Options Constraints tab, select the constraint files to be applied for the specified implementation. You can select the SDC and PDC constraint files.

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The Use Logical Constraints for Physical Plus option automatically forward-annotates constraints provided for logical synthesis (SDC file) to physical synthesis. The file that gets forward-annotated is named *design*_synplify.sdc. This option is enabled by default.

4. Run the Physical Plus flow. Enable the Physical Plus option using one of the following methods:
   - From the Project view or the Options tab of the Implementation Options dialog box
   - From the Process view, right-click on Physical Plus and select Enable Physical Plus

In the Process View, right-click on Physical Plus and select Enable Physical Plus

Project View Option

Implementation Options (Options tab)

5. It is recommended that you disable the logical synthesis PAR job, if you run it from the synthesis tool GUI.

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6. Optionally create a PAR implementation for Physical Plus. To do this:
   - Select the Physical Plus implementation. Then, right-click and select Add Placement Place & Route.
   - Select the Run Place & Route following synthesis option, to run PAR automatically after synthesis. Click OK.

     Notice that the Place & Route Source is Physical Plus.

7. To run Physical Plus use one of the following methods:
   - Press the Run button. If you have not updated the SDC or RTL files, the up-to-date checks should run Physical Plus on the logical netlist.
   - From the Process view, right-click on Physical Plus and select Run Physical Plus. This will bypass the up-to-date checks.

Input/Output Files and Directory Structure

Note the following input/output file requirements and directory structures generated:

- The NCD file should not be added to the Project file. Use the Import->Import Xilinx Constraints option to extract the I/O and clock control logic placement needed for Physical Plus.
- UCF constraints can be added to the project using the Import->Import Xilinx Constraints option. UCF constraints added to the project will be passed to Xilinx PAR, but are not applied during synthesis.
- The Import Xilinx Constraints command outputs the _ncd.pdc and _ucf.pdc files. This process translates placement and timing constraints from the Xilinx ISE NCD and UCF files to PDC files. Constraints in the PDC file format are applied during physical synthesis.
  - It is highly recommended that you verify the constraints in the _ncd.pdc and ucf.pdc files. Edit them as needed.
  - The PDC file uses the same format as the SDC file; the extension was renamed to denote that this file be used in the Physical Plus flow. You can also add the input SDC file to the Physical Plus flow by specifying:

    ```
    add_file -placement_constraint fileName.sdc
    ```


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Alternatively from the GUI, you can right-click on an input SDC file and select Project Options from the Project view. On the File Options dialog box, select File Type as Physical Constraints.

- Physical Plus directory structures include the following:
  - Output files are stored in folders for the step that generated them. Logic synthesis result files are written to the implementation folder. When Physical Plus is enabled, a physical_plus subdirectory is automatically created in the implementation directory and all output files are written there. For example, output EDIF files will not be overwritten by subsequent steps and can keep their original names.
  - Log files (for the *design*.srr and *design*.html) are generated in the implementation directory. If you run both logic synthesis and Physical Plus, two reports are appended in the SRR file with the Physical Plus log file written in the implementation directory generated by logic synthesis. However, log files generated from the Process steps are written to the synlog subdirectory in the implementation directory. These files can be distinguished by the step name being appended to the result files (for example, _mapper.srr, _premap_place.srr, or _placement.srr).
  - The top-level EDIF file contains a description string for the Synplify Premier flow. Look for Synplify Premier Enhanced or Synplify Premier Physical Plus specified at the bottom of this file.

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– The Physical Plus congestion estimation report (congestion_est_report.txt) is generated in the implementation directory. This congestion report contains a list of high-fanout nets that can cause potential routing congestion problems globally in the design. However, use the Routing Congestion implementation map within the Physical Analyst tool, which displays estimated routing congestion based on placement to identify local routing congestion problems in the design. For details, see *Using the Routing Congestion Map*, on page 663.

Physical Plus Dependencies

Here are some Physical Plus dependencies to consider:

- The Physical Plus and Physical Synthesis options are mutually exclusive. These features must be used independently. The GUI ensures that when one of these switches is enabled, the other option is disabled.

- The Physical Plus flow runs the Synplify global placer. To run the Xilinx global placer, you must set the following attribute in the SDC file:

```
define_global_attribute {syn_use_xilinx_placement} {1}
```

- If it is paramount that routing completes but timing constraints can be conceded somewhat; Physical Plus provides a special PDC attribute that optimizes for routing at the expense of timing. Add the following attribute to the PDC file:

```
define_global_attribute syn_placer_effort_level {DECONGEST}
```


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Use this attribute for designs that are unroutable; set this attribute to DECONGEST to determine if routing improvements are possible for the design.

- Use the following attribute so that Synplify global placement only places the FIFO, RAM, and DSP blocks in the design and forward-annotates them for PAR:

  ```
  define_global_attribute syn_only_large_block_placement {1}
  ```

  This can provide quality of results (QoR) improvements for the design.

Hierarchical Project Management Flows

Some Altera, SiliconBlue, and Xilinx technologies
As designs grow in size and complexity, the industry uses team design and parallel development techniques to ensure that designs are finished on time. Typically, designs are split into smaller sub-projects or blocks, and different teams work on different blocks.

The team design approach could be either top-first or block-first. The hierarchical project management capabilities in the FPGA synthesis tools facilitate both the top-first or block-first team design approaches. See the following for details:

- Block-First Development Flow for Hierarchical Projects, on page 91
- Top-First Development Flow for Hierarchical Projects, on page 92
- Creating Sub-Projects in Top-First Designs, on page 93
- Working with Multiple Implementations in Hierarchical Projects, on page 96
- Configuring Synthesis Runs for Hierarchical Projects, on page 97
- Top-Down Synthesis for Hierarchical Projects, on page 102
- Bottom-Up Synthesis for Hierarchical Projects, on page 100
- Mixed Block Synthesis for Hierarchical Projects, on page 104
- Instance-Based Synthesis for Hierarchical Projects, on page 106
- Analyzing Synthesis Results for Hierarchical Projects, on page 113

Hierarchical Project Flows and Compile Points

The compile point and the hierarchical project management flows are both modular and support the team design approach, but the focus is slightly different. Compile point flows are block-based, but hierarchical project management flows focus on managing the entirety of the design. Hierarchical project management can use compile points as an underlying technology for its component parts.

- Hiearchical project management
  Hierarchical project management consists of various features and methodologies that help you develop and automatically manage a single

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FPGA project using multiple teams across different geographical areas. These flows are intended for distributed design development, and for parallel development of portions of the design. You create partitions at the RTL level, but you do not have to floorplan them. The hierarchical project management flows are modular, and can use compile points for its block-level components. Hierarchical project management includes features like a GUI that supports hierarchical project management and module import and export, top-first, block-first and mixed development flows, and both top-down and bottom-up synthesis flows (see the list in *Hierarchical Project Management Flows*, on page 89 for information on these flows).

- Compile points
  Compile points implement block-based flows, based on RTL partitions that are defined prior to synthesis. Compile points are often used to implement incremental team design changes, or in design preservation flows like the Xilinx Design Preservation flow. They can also be used to reduce runtime. Depending on the tool you use, you can have manual or automatic compile points:
  - Manual compile points (*Synplify Pro and Synplify Premier*)
    You manually define these compile points and synthesize them in logic synthesis flows. Additionally, Synplify Premier users can improve runtime by synthesizing the compile points in parallel on multiprocessors on a single machine.
  - Automatic compile points (*Synplify Pro and Synplify Premier*)
    If you have multiple licenses, you can use this mode to speed up runtime. The tool automatically splits the design into compile points and runs parallel logic synthesis on multiple processors to reduce runtime. The final design is merged back together. See *The Automatic Compile Point Flow*, on page 1055 for details about automatic compile points.

Block-First Development Flow for Hierarchical Projects

In this design approach, blocks (sub-projects) are developed independently and then stitched together at the top level. The advantage to this approach is independence, parallel development, and fewer design constraints at the team level. In the following example, different teams work on each block and the blocks are then integrated into the top level.

1. Create independent block-level projects. For each block, do the following:
   - Add files.
   - Synthesize the block and check that results meet block-level goals. Iterate as needed.
2. Create the top-level project.
   - Add top-level source files, with black boxes defined for sub-project blocks.
   - Compile the top level to create a hierarchical view.
3. Link sub-project to the top level.
   - Open sub-projects in the same synthesis window as the top-level design.
   - Drag and drop sub-projects into the top-level project.
   - Save the top level and compile it so that you can see the hierarchical view.
4. Synthesize the top level.
   - For top-down synthesis, the tool runs the design flat. For details about running top-down synthesis, see *Top-Down Synthesis for Hierarchical Projects*, on page 102.
   - For bottom-up synthesis, the tool first synthesizes the blocks and generates output netlists for them. It then synthesizes the top level,

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based on the top-level RTL files and the netlist files from the sub-project blocks.For details about running bottom-up synthesis, see *Bottom-Up Synthesis for Hierarchical Projects*, on page 100.

– If your design contains a combination of top-down and bottom-up blocks, the tool first compiles the top-down blocks, then works on the bottom-up blocks, and finally synthesizes the top level. See *Mixed Block Synthesis for Hierarchical Projects*, on page 104 for details.

Top-First Development Flow for Hierarchical Projects

In this flow, you start with the top-level design and then divide it up into sub-projects (blocks). The block RTL is included in the top-level project. The advantage to using this approach is that you can take advantage of boundary optimizations to improve QOR.

1. Create a top-level project.
   – Add project files. You can have black boxes for the sub-project blocks.
   – Compile the design.
2. Open the hierarchical view and define the sub-projects.
   – Define the sub-projects. as described in *Creating Sub-Projects in Top-First Designs*, on page 93.

     You must repeat the process for each sub-project block you want to create. If your top level has multiple instances of the same block with different parameter values, you must create sub-projects for each instance as you need separate output netlists for each instance at the top level. You do not need to create sub-projects for each instance if multiple instances have the same parameters or no parameters, unless you want them to have their own output netlist files.
   – Save the top-level design.

   - Send out the blocks you created to be developed independently.

3. Develop each block independently. The teams must do the following for each block they are working on:
   - Add source files.
   - Add constraints.
   - Synthesize the block and check that results meet block-level goals. Iterate as needed.

4. Optionally, create multiple implementations for your hierarchical project. You might want to do this if you want to experiment with different settings. See *Working with Multiple Implementations in Hierarchical Projects*, on page 96.

5. Synthesize the top level.
   - For top-down synthesis, the tool runs the design flat. For details about running top-down synthesis, see *Top-Down Synthesis for Hierarchical Projects*, on page 102.
   - For bottom-up synthesis, the tool first synthesizes the blocks and generates output netlists for them. It then synthesizes the top level, based on the top-level RTL files and the netlist files from the sub-project blocks.For details about running bottom-up synthesis, see *Bottom-Up Synthesis for Hierarchical Projects*, on page 100.
   - If your design contains a combination of top-down and bottom-up blocks, the tool first compiles the top-down blocks, then works on the bottom-up blocks and finally synthesizes the top level. See *Mixed Block Synthesis for Hierarchical Projects*, on page 104 for details.

Creating Sub-Projects in Top-First Designs

When you use a top-first approach to team design, you need to partition the design and specify sub-projects. This procedure shows you how to designate a block as a sub-project (see *Top-First Development Flow for Hierarchical Projects*, on page 92 for information about this flow).

1. Open the compiled top-level design.

   At this point, the top level could have black boxes for various blocks.

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2. Go to the Design Hierarchy view, and right-click the block you want to make into a sub-project; then select Create Sub-project (Design Block) from the popup menu.

The Export <*blockname*> as subproject dialog box opens.

3. Specify a name for the project and a location.

4. Specify source files for the sub-project.

- In the source file list, select all source files relevant to the sub-project.
- Check the selected files in the list. The tool automatically enables needed source files from the top-level design, but the list might not be complete.
- If a source file is not listed, click the Add File button and add the missing file to the list. The file is automatically selected when it is added with Add File.
- You must have at least one file in order to create a sub-project. Some files may overlap with the parent project or a sibling project.

When the tool creates the sub-project, it adds the selected files to it.

5. To link updates to the projects, enable the Link sub projects to the parent project option.

6. Click OK.

   The tool creates a new sub-project for the specified block and automatically links it to the top-level project. The block icon in the Design Hierarchy view changes to a green rectangle with a P in it, to indicate that it is now defined as a block sub-project. In the Project Files view, you see a Sub-projects directory that contains the new block project. The implementation options for the block project match the options of the active implementation of the parent project.

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See *Working with Multiple Implementations in Hierarchical Projects*, on page 96 for information about creating additional implementations for the block, and *Top-Down Synthesis for Hierarchical Projects*, on page 102 and *Bottom-Up Synthesis for Hierarchical Projects*, on page 100 for information about synthesizing hierarchical projects.

Working with Multiple Implementations in Hierarchical Projects

The following show you how to work with multiple implementations in hierarchical projects. For example, you might want to create multiple implementations with different run configurations if you are experimenting with different implementation options.

1. Open the top-level hierarchical project and compile it (F7).

   This updates the hierarchical project views.

2. To add an implementation to the top-level project or a block-level project, do the following in the Project Files view:
   - Right-click the top level or the block and select Add Implementation.
   - Set the new implementation options you want.

3. To add sub-project implementations to the top-level project, do one of the following:
   - In the Project Files view, right-click a top-level implementation and select Add Sub-project Implementations.
   - Select a top-level implementation in the Project Files view. Select the Project-> Add SubProject Implementation command.

   The tool automatically adds a new implementation to each defined sub-project, and updates the top-level implementation to use the new block implementations. The new block implementations are based on the selected top-level implementation.

4. To specify which implementation to run, do the following:
   - Select Project->Edit Run Configuration.
   - In the dialog box, set Implementation to the block implementation you want to synthesize. To prevent synthesis from being run set this option to <off>. If there are red cells in the table, synchronize options across implementations as needed with the Sync buttons. Click OK.

– To run all implementations, select the Run->Run all Implementations instead of clicking the Run button to synthesize.

By default the tool runs the active implementation.

Configuring Synthesis Runs for Hierarchical Projects

Before you synthesize the hierarchical project, set options for the synthesis run. This procedure shows you how to use the Hierarchical Project Options command and set synthesis options for the top level design or for the blocks. You can set different run configurations for different implementations.

1. Select the Hierarchical Project Options command.
   – Select the top level or the block in the Project Files view.
   – Either right-click and select Hierarchical Project Options from the popup menu or select Project->Hierarchical Project Options.

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2. In the dialog box that opens do the following:
   - In the block column, set Implementations to the implementation you want to run. If you do not want to synthesize a block, set it to <off>. When you set a block to <off>, that sub-project is treated as a black box.

Hierarchical Project options for camera_open_source_xlnx | rev_1

	camera_open_source_	Sub: camera_wb_if	Sub: camera_io_calc	Sub: camera_cb_table
Implementation:	rev_1	rev	rev_1	rev_1
Run Type:		bottom_up	top_down	bottom_up
Options:				
Technology	Virtex6	Virtex6	Virtex6	Virtex6
Technology part	XC6VLX75T	XC6VLX75T	XC6VLX75T	XC6VLX75T
Technology package	FF484	FF484	FF484	FF484
Fast Synthesis	☐	☐	☐	☐
Synplify Global Placement	☐	☐	☐	☐
Physical Synthesis	☐	☐	☐	☐
Enhanced Optimization	☑	☑	☑	☑
Fanout Guide	10000	10000	10000	10000
Disable I/O Insertion	☐	☐	☐	☐
FSM Explorer	☐	☐	☐	☐
Pipelining	☐	☐	☐	☐
Retiming	☐	☐	☐	☐
Fix Gated Clocks	0	0	0	0
Fix Generated Clocks	3	3	3	3
Auto Constrain IO	☐	☐	☐	☐
Disable Sequential Optimizations	☐	☐	☐	☐

Top-level and block-level options for [rev_1].
Conflicting options are highlighted; resolve them before running an implementation.

Synchronization with top level required Synchronization with top level optional

Synchronize All Options with Top Level OK Cancel

   - Set Run Type for the block to reflect how you want it synthesized: top_down or bottom_up. For details of the differences, see *Bottom-Up Synthesis for Hierarchical Projects*, on page 100 and *Top-Down Synthesis for Hierarchical Projects*, on page 102.
   - Set any other implementation options you want for the synthesis run.
3. If necessary, synchronize the top-level and block settings. If you see a red cell in the table, it means that option must be synchronized before synthesis.

The following figure shows that pink highlighting in the device option field. This indicates that you must synchronize the sub-project with the top level setting. The Disable I/O Insertion option is yellow and synchronization with the top level is optional.

	camera_open_source_	Sub: camera_wb_if	Sub: camera_io_calc	Sub: camera_cb_tab
Implementation:	rev_1	rev	rev_1	rev_1
Run Type:		bottom_up	top_down	bottom_up
Options:				
Technology	Virtex6	Virtex5	Virtex6	Virtex6
Technology part	XC6VLX75T	XC5VLX20T	XC6VLX75T	XC6VLX75T
Technology package	FF484	FF323	FF484	FF484
Fast Synthesis	☐	☐	☐	☐
Synplify Global Placement	☐	☐	☐	☐
Physical Synthesis	☐	☐	☐	☐
Enhanced Optimization	☑	☑	☑	☑
Fanout Guide	10000	10000	10000	10000
Disable I/O Insertion	☐	☐	☑	☐
FSM Explorer	☐	☐	☐	☐
Pipelining	☐	☐	☐	☐
Retiming	☐	☐	☐	☐
Fix Gated Clocks	0	0	0	0
Fix Generated Clocks	3	3	3	3
Auto Constrain IO	☐	☐	☐	☐

– Click the Synchronize All Options with Top Level button at the bottom of the box to match the required block device settings to the settings at the top level. If the required device options match, this button is grayed out and unavailable.

4. Click OK.

5. Synthesize the design.

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See *Bottom-Up Synthesis for Hierarchical Projects*, on page 100, *Top-Down Synthesis for Hierarchical Projects*, on page 102 and *Mixed Block Synthesis for Hierarchical Projects*, on page 104 for details.

Bottom-Up Synthesis for Hierarchical Projects

In this flow, you synthesize your design from the bottom up. Note that this flow is independent of the approach used to develop the design; you can use bottom-up synthesis for a design developed with either the top-first or block-first design approach.

1. Open the top-level project.

   The top-level project can be developed from the top down or the bottom up (see *Top-First Development Flow for Hierarchical Projects*, on page 92 and *Block-First Development Flow for Hierarchical Projects*, on page 91 for details).

2. Check that the top-level entity or module is specified in the Implementation Options dialog box.

3. Configure the synthesis run parameters as described in *Configuring Synthesis Runs for Hierarchical Projects*, on page 97.
   - Select Hierarchical Project Options and specify which block implementation to run.
   - Set Run Type for the block to bottom_up.

- If necessary, synchronize block options with the top level with the Sync all Options to Top and Syn Required Options buttons. If the block options do not match the top-level settings, you could get errors.
- Click OK.

4. If the sub-project teams are not working in the default directories, do one of the following before running synthesis:
   - Use source control management and update the block projects before running top-level synthesis.
   - Copy the block output netlist and constraint files to the sub-project directories.
5. Synthesize the top-level design. Click Run to synthesize the top-level design.

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By default, the tool synthesizes the active implementations of the top level and blocks. If you want to run all implementations, select Run->Run all Implementations instead of clicking Run.

For the bottom-up flow, the tool does the following:

- It automatically uses the latest output netlists for the sub-projects that were marked bottom-up when you configured settings for the run. It needed, it resynthesizes the blocks and generates the output netlists for them.
- It then compiles the top level, based on the top-level RTL files and the netlist files from the sub-project blocks.
- Finally, it maps the top level based on the compiled `srs` for the top level.

6. Check the log file for information about the synthesis run.

Top-Down Synthesis for Hierarchical Projects

In this flow, you synthesize the design from the top down. Note that this flow is independent of the approach used to develop the design; you can use top-down synthesis for a design developed with either the top-first or block-first approach.

1. Open the top-level project.

   The top-level project can be developed from the top down or the bottom up (see *Top-First Development Flow for Hierarchical Projects*, on page 92 and *Block-First Development Flow for Hierarchical Projects*, on page 91 for details).

2. Check that the top-level entity or module is specified in the Implementation Options dialog box.

3. Configure the synthesis run parameters as described in *Configuring Synthesis Runs for Hierarchical Projects*, on page 97.
   - Select Hierarchical Project Options and specify which block implementation to run.
   - Set Run Type for the block to top_down.
   - If necessary, synchronize block options with the top level with the Sync all Options to Top and Syn Required Options buttons. If the block options do not match the top-level settings, you could get errors.

– Click OK.

4. Click Run to synthesize the top-level design.

   By default, the tool synthesizes the active implementations of the top level and blocks. If you want to run all implementations, select Run->Run all Implementations instead of clicking Run.

   For the top-down flow, the tool runs the design flat. It compiles the block RTL and constraint files along with the top-level files, as if they were part of the top-level project.

5. Check the log file for information about the synthesis run.

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Mixed Block Synthesis for Hierarchical Projects

In this flow, you have some blocks that need to be synthesized from the top down and others that must be synthesized from the bottom up. Note that this flow refers to the synthesis process and is independent of the approach used to develop the design.

1. Open the top-level project.

   The top-level project and blocks can be developed from the top down or the bottom up (see *Top-First Development Flow for Hierarchical Projects*, on page 92 and *Block-First Development Flow for Hierarchical Projects*, on page 91 for details).

2. Check that the top-level entity or module is specified in the Implementation Options dialog box.

3. Configure the synthesis run parameters as described in *Configuring Synthesis Runs for Hierarchical Projects*, on page 97.

	camera_open_source_	Sub: camera_wb_if	Sub: camera_cb_table
Implementation:	rev_1	rev	rev_1
Run Type:		top_down	bottom_up
Options:			
Technology	Virtex6	Virtex6	Virtex6
Technology part	XC6VLX75T	XC6VLX75T	XC6VLX75T
Technology package	FF484	FF484	FF484
Fast Synthesis	☐	☐	☐
Synplify Global Placement	☐	☐	☐
Physical Synthesis	☐	☐	☐
Enhanced Optimization	☑	☑	☑
Fanout Guide	10000	10000	10000
Disable I/O Insertion	☐	☐	☐
FSM Explorer	☐	☐	☐
Pipelining	☐	☐	☐
Retiming	☐	☐	☐
Fix Gated Clocks	0	0	0
Fix Generated Clocks	3	3	3
Auto Constrain IO	☐	☐	☐
Disable Sequential Optimizations	☐	☐	☐

- Select Hierarchical Project Options and specify the block implementations to run.
- Set Run Type for each block appropriately. In a mixed design, some blocks will be top_down and others bottom_up.
- If necessary, synchronize block options with the top level with the Sync all Options to Top and Syn Required Options buttons. If the block options do not match the top-level settings, you could get errors. Click OK.

4. Click Run to synthesize the top-level design.

   By default, the tool synthesizes the active implementations of the top level and blocks. If you want to run all implementations, select Run->Run all Implementations instead of clicking Run.

   The synthesis tool does the following to synthesize a hierarchical design with mixed blocks:

   - The tool compiles the top-down blocks to generate `srs` files for them.
   - It automatically picks up the latest output netlists for the bottom-up blocks. If necessary, it synthesizes these blocks and generates output netlists for them.
   - It then compiles the top level, using the top-level RTL files, the `.srs` files for the top-down blocks, and the netlist files for the bottom-up blocks.
   - Finally, it maps the top level based on the compiled top level results (`srs`) from the previous phase.

5. Check the log file for information about the synthesis run.

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Instance-Based Synthesis for Hierarchical Projects

Currently, Instance-Based Synthesis for Hierarchical Projects is a Beta feature.

The following procedure describes how to export instances for a hierarchical project and then synthesize the design.

1. Load the design for your hierarchical project. Once loaded, run Compile Only from the Run menu.

   Compilation is performed without mapping.

2. Click on the Design Hierarchy tab, which shows both the design blocks and instances for your design.

3. Expand and select the instances to export by selecting the instance. Right-click and select Create Sub-project (Instance).

4. Select the input files required for this instance. By default, the synthesis tool picks the required RTL files, but can miss auxiliary files such as `include files that define macros or packages. You must manually add these files by checking the corresponding check box.

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5. The instance is highlighted and marked with a green icon [P] ( ) for the sub-project. The sub-project name is the instance name with the hierarchical path for that instance.

6. Repeat the previous steps for each hierarchical instance to export.

7. Click on the Project Files tab to return to the Project view. Notice that each exported instance becomes its own subproject identified with the Sub-Projects icon.

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8. Right-click on the Project file and select Hierarchical Project Options from the pull-down menu.

9. For each exported instance, you can change options for any of the sub-projects. For example, you can change Run Type from bottom_up to top_down.

	Top: top	Sub: ablock_inst_b2_a2	Sub: bblock_inst_c1_b2	Sub: bblock_inst_c1_b1
Implementation:	rev_1	rev_1	rev_1	rev_1
Run Type:		top_down	bottom_up	bottom_up
Options:				
Technology	Virtex7	Virtex7	Virtex7	Virtex7
Technology part	XC7VX485T	XC7VX485T	XC7VX485T	XC7VX485T
Technology package	FFG1157	FFG1157	FFG1157	FFG1157
Fast Synthesis	☐	☐	☐	☐
Enhanced Optimization	☑	☑	☑	☑
Fanout Guide	10000	10000	10000	10000
Disable I/O Insertion	☐	☑	☑	☑
FSM Explorer	☐	☐	☐	☐
Pipelining	☑	☑	☑	☑
Retiming	☐	☐	☐	☐
Fix Gated Clocks	3	3	3	3
Fix Generated Clocks	3	3	3	3
Auto Constrain IO	☐	☐	☐	☐
Disable Sequential Optimizations	☐	☐	☐	☐

10. After exporting instances and changing the run-type options, you can synthesize the design clicking the Run command.

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11. Each exported instance is treated as a subproject and ultimately linked to the top-level module. Alternatively, you can select which instances to link for the exported block. Exported blocks for this example are ablock_inst_b2_a2 and bblock_inst_c1.

Any instances that are not exported are linked to the module definition in the top-level project.

12. Analyze your synthesis results in the HDL Analyst view.

Analyzing Synthesis Results for Hierarchical Projects

After synthesizing a hierarchical project, you can analyze the results as described below.

1. To view the synthesis results, check the RTL view.

   The following figure of the top-level RTL view shows the linked netlists from sub-projects.

   This is an example of an RTL view of the sub-projects:

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2. Check the log file for hierarchical reports for each sub-project.

Using Revision Control Tools for a Design

Currently, this Beta feature is available for the Synplify Premier tools.

This feature lets you integrate a third-party revision control tool and use its functionality to manage design files for large and complex designs in your project. Use the Configure Revision Control Tools process to help you manage your design files.

Note: Third-Party Revision Control Tool Prerequisite

You are required to set all necessary environment variables before using the source control management (SCM) functions for the revision control tool you specify in the Project view.

See the third-party tool documentation for details on how to set up your revision control tool.

The following procedure shows you how to configure and use a third-party revision control tool to manage your design files.

1. Select Project->Configure Revision Control (Beta).

   By default, the third-party revision control tools supported are Perforce and CVS. However, you are free to choose any revision control tool of your choice.

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Configure Revision Control Tools (Beta)
Enable Revision Control Tool Integration
Include timestamps in messages submitted to server
Current Configuration: CVS Default
Edit Tcl...
Standard Commands
Action
Confirmation
Command TCL
Add Files to Repository
scm_add_files $FileList
Check In
scm_check_in $FileList $Message
Get Latest Revision
scm_get_latest_revision $FileList
Refresh
scm_file_status $FileList
Custom Command
Action
Add
New Configuration.
Configure Revision Control Tools (Beta)
Enable Revision Control Tool Integration
Include timestamps in messages submitted to server
Current Configuration: Perforce Default
Edit Tcl...
Standard Commands
Action
Confirmation
Command TCL
Add Files to Repository
scm_add_files $FileList
Check In
scm_check_in $FileList $Message
Check Out
scm_check_out $FileList
Get Latest Revision
scm_get_latest_revision $FileList
Custom Commands
Action
Confirmation
Command TCL
Add
Delete
New Configuration...
OK
Cancel

2. Do the following on the dialog box to configure the revision control tool:
   - Select the Enable Revision Control Tool Integration option. This enables the other fields and makes the revision control tool commands available in the Project view.
   - Select the revision control tool you want to use from the Current Configuration menu. The synthesis tool automatically includes the standard default commands for the revision control tool you selected. You can only edit the Confirmation field; if enabled, you will be asked to confirm the revision control operation.

     In the following example, Perforce is specified as the revision control tool below.

   - The tool automatically includes the standard default commands for the revision control tool specified in a Tcl script file. Click on the Edit Tcl button, to look over these standard default commands and edit them in the Tcl script file if needed. For examples of the Tcl script file, see *SCM Tcl Script File*, on page 200.

     For command syntax, refer to the documentation for the specified revision control tool.
   - To create custom commands, click on the Add button. Specify the command name, if you would like confirmation of this revision

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control operation, and its Tcl command string. The first example below is a simple command that can be used as defined. However, the second example is more complex. Click on the Edit Tcl button to add code for this new revision control command to the Tcl script file as needed.

Custom Commands

Action	Confirmation	Command TCL
Delete from Repository	☑	exec "p4 delete $FileList"
Perform diff	☑	mydiff $FileList

Add Delete

– To configure a revision control tool of your choice, see *Create New SCM Configuration*, on page 194 in the *Reference* manual.

– Click OK.

For more information about options on the Configure Revision Control Tools dialog box, see *Configure Revision Control Tools Command*, on page 191 in the Reference manual.

3. Go to the design in the Project view (Project Files tab), and select the:

– Project – Then right-click and select:

– Project to provide revision control support for the project file.

– All Input Files to provide revision control support for all files in the project.

– Project folder

– Project file(s)

or

Go to the Project results view (Implementation Directory tab), and select:

– File(s)

4. Right-click, go to the Revision Control (Beta) menu, and select the revision control tool command you want to run:

SCM Function	SCM Command
To check in the design files...	Check In
To check out the design files...	Check Out (Perforce only)
To add files to the SCM database...	Add Files to Repository
To retrieve the latest version of files...	Get Latest Revision
To discard changes and reverts...	Revert Changes (Perforce) Discard Changes (CVS)
To provide status for the design files with respect to the SCM database...	Refresh File Info

Note: SCM functions are dependent on the revision control tool you use.

The synthesis tool uses the revision control tool you configured earlier and runs the commands with the syntax specified in step 2. Icons next to a file are displayed in the Project view after the status is updated in Perforce and CVS:

Status	Perforce Icon	CVS Icon
• For Perforce, file is checked in and locked. • For CVS, file is up-to-date		
File is up-to-date.		N/A
File has been added to the repository, but is not checked in.		
File is modified.	N/A	
Indicates a file merge conflict.	N/A	
File is out-of-sync and requires an update.	N/A	

Note: The icons displayed next to files are dependent on the revision control tool you use.

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Prototyping Flow

The prototyping flow uses the Synplify Premier products and Identify tool set to provide a complete design and verification environment. You can use the flow for single FPGA prototypes. For partitioning and timing optimizations in multi-FPGA designs, use the Certify product.

The prototyping flow provides support for the following:

- Instrumentation and debug of an operating FPGA directly from the source code.
- Use of HAPS prototyping boards.
- Use of numerous daughter boards.
- View the internal designs at full speed.
- Support gated clock conversions and DesignWare.
- Debug and display results in a waveform viewer.

CHAPTER 3

Preparing the Input

When you synthesize a design, you need to set up two kinds of files: HDL files that describe your design, and project files to manage the design. This chapter describes the procedures to set up these files and the project. It covers the following:

- Setting Up HDL Source Files, on page 122
- Using Mixed Language Source Files, on page 139
- Working with Constraint Files, on page 144
- Using Input from Related Tools, on page 159

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Setting Up HDL Source Files

This section describes how to set up your source files; project file setup is described in *Setting Up Project Files*, on page 230. Source files can be in Verilog or VHDL. For information about structuring the files for synthesis, refer to the *Reference Manual*. This section discusses the following topics:

- Creating HDL Source Files, on page 122
- Using the Compiler Directives Editor, on page 124
- Using the Context Help Editor, on page 130
- Checking HDL Source Files, on page 131
- Editing HDL Source Files with the Built-in Text Editor, on page 132
- Using an External Text Editor, on page 138
- Setting Editing Window Preferences, on page 136

Creating HDL Source Files

This section describes how to use the built-in text editor to create source files, but does not go into details of what the files contain. For details of what you can and cannot include, as well as vendor-specific information, see the *Reference Manual*. If you already have source files, you can use the text editor to check the syntax or edit the file (see *Checking HDL Source Files*, on page 131 and *Editing HDL Source Files with the Built-in Text Editor*, on page 132).

You can use Verilog or VHDL for your source files. The files have `v` (Verilog) or `vhd` (VHDL) file extensions, respectively. With the Synplify Premier and Synplify Pro products, you can use Verilog and VHDL files in the same design. For information about using a mixture of Verilog and VHDL input files, see *Using Mixed Language Source Files*, on page 139.

1. To create a new source file either click the HDL file icon ( ) or do the following:
   - Select File->New or press Ctrl-n.
   - In the New dialog box, select the kind of source file you want to create, Verilog or VHDL. Note that you can use the Context Help Editor for Verilog designs that contain SystemVerilog constructs in the source

file. For more information, see *Using the Context Help Editor*, on page 130.

If you are using Verilog 2001 format or SystemVerilog, make sure to enable the Verilog 2001 or System Verilog option before you run synthesis (Project->Implementation Options->Verilog tab). The default Verilog file format for new projects is SystemVerilog.

– Type a name and location for the file and Click OK. A blank editing window opens with line numbers on the left.

2. Type the source information in the window, or cut and paste it. See *Editing HDL Source Files with the Built-in Text Editor*, on page 132 for more information on working in the Editing window.

   For the best synthesis results, check the *Reference Manual* and ensure that you are using the available constructs and vendor-specific attributes and directives effectively.

3. Save the file by selecting File->Save or the Save icon ( ).

Once you have created a source file, you can check that you have the right syntax, as described in *Checking HDL Source Files*, on page 131.

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Using the Compiler Directives Editor

The Compiler Directives Editor is an advanced text file editor used for compiler directives. The compiler directives file provides a convenient way to specify supported directives to be added to the source code. During compilation, the tool passes all active compiler directives files to the compiler.

Note: This feature is available in the Synplify Premier tools.

To use the Compiler Directives Editor:

1. Use File->New and select the file type of Compiler Directives.
2. Specify a new file name and click OK.

   A text editor opens for this new compiler directives (cdc) file.

3. You can specify compiler directives as follows:

– Type the command; after you type three characters a popup menu displays the compiler directives command list. Select the command.

– When you hover over a command, a tool tip is displayed for the selected command. The automatic command completion for the compiler directive values is not currently available.

Command List Popup Menu

Command Tool Tip

For more information about the command syntax, see *Compiler Directives Syntax*, on page 127.

4. You can also specify a command by using the compiler directives browser that displays a command list (the compiler directives syntax window does not currently support the command values). Click on the Hide Syntax Help button at the bottom of the editor window to close the syntax help browser.

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5. When you save this file, the cdc file gets added to your project in the Compiler Directive directory if the Add to Project option was checked on the New dialog box. Thereafter, you can double-click on the cdc file to open this file in the text editor.

Alternative Method for Creating the Compiler Directives File

Alternatively, you can

1. Use the New Constraint File icon ( ) to select the type of constraint file to edit. The following dialog box is displayed.

2. Click on
   - Compiler Directives — to open the compiler directives editor
   - Synopsys Design Constraints — to open the Synopsys design constraints editor
   - Constraint File (SCOPE) — to open the SCOPE constraint editor

   For information about using the Synopsys design constraints editor and compiler directives editor, see *Using the Synopsys Design Constraints Editor*, on page 151 and *Using the Compiler Directives Editor*, on page 124.

Compiler Directives Syntax

Compiler directives support the following directives:

- syn_black_box
- syn_noprune
- syn_preserve
- syn_sharing

These compiler directives take precedence over the RTL directives, whenever a conflict exists.

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Example

For example, use the syn_black_box directive to specify that a module or entity is a black box with only its interface defined for synthesis. The contents of the black box cannot be optimized during synthesis. This directive is associated with a module or entity or architecture of an entity in the cdc file and not an instance or component.

The syn_black_box directive is specified with an implicit Boolean value of 1 or true.

VHDL

define_directive {v:*libraryName***.***entityName***(***architectureName***)}**
{syn_black_box} {1/0}

Where:

- *libraryName*—optionally, specifies the name of the library. If undefined, this defaults to all the design libraries.
- *entityName*—defines the name for the entity.
- *architectureName*—defines the name of the architecture for the black box.
- **1/0**—specify 1 to define a module or component as a black box.
- VHDL objects are case insensitive.

Verilog/SystemVerilog

define_directive {v:*libraryName***.***moduleName***} {syn_black_box} {1/0}**

Where:

- *libraryName*—optionally, specifies the name of the library. If undefined, this defaults to all the design libraries.
- *moduleName*—defines the name for the module.
- **1/0**—specify 1 to define a module or component as a black box.
- Verilog objects are case sensitive.

For Verilog and VHDL examples, see *Compiler Directives File Examples*, on page 1068.

Note, a message is generated

- if the same entity in the cdc file is found in more than one library (*warning*)

- if the same entity in the cdc file has more than one architecture (*warning*)
- for any illegal or unsupported commands found in the cdc file during compilation (*error*)

Future releases will not support the define_attribute command in the cdc file (*warning*)—it is recommended that you use define_directive instead.

When the compiler directives cdc file is added to the Project file, you can enable/disable a specific cdc file on the Constraints tab of the Implementation Options panel.

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Using the Context Help Editor

When you create or open a Verilog design file, use the Context Help button displayed at the bottom of the window to help you code with SystemVerilog constructs in the source file. This feature is currently supported for some of the SystemVerilog constructs.

To use the Context Help Editor:

1. Click on the Context Help button to display this text editor.

2. When you select a construct in the left-side of the window, the online help description for the construct is displayed. If the selected construct has this feature enabled, the online help topic is displayed on the top of the window and a generic code template for that construct is displayed at the bottom.

3. The Insert Template button is also enabled. When you click the Insert Template button, the code shown in the template window is inserted into your SystemVerilog file at the location of the cursor. This allows you to easily insert code and modify it for the design that you are going to synthesize.

4. If you want to copy only parts of the template, select the code you want to insert and click Copy. You can then paste it into your file.

Checking HDL Source Files

The software automatically checks your HDL source files when it compiles them, but if you want to check your source code before synthesis, use the following procedure. There are two kinds of checks you do in the synthesis software: syntax and synthesis.

1. Select the source files you want to check.
   - To check all the source files in a project, deselect all files in the project list, and make sure that none of the files are open in an active window. If you have an active source file, the software only checks the active file.
   - To check a single file, open the file with File->Open or double-click the file in the Project window. If you have more than one file open and want to check only one of them, put your cursor in the appropriate file window to make sure that it is the active window.

2. To check the syntax, select Run->Syntax Check or press Shift+F7.

   The software detects syntax errors such as incorrect keywords and punctuation and reports any errors in a separate log file (syntax.log). If no errors are detected, a successful syntax check is reported at the bottom of this file.

3. To run a synthesis check, select Run->Synthesis Check or press Shift+F8.

   The software detects hardware-related errors such as incorrectly coded flip-flops and reports any errors in a separate log file (syntax.log). If there are no errors, a successful syntax check is reported at the bottom of this file.

4. Review the errors by opening the syntax.log file when prompted and use Find to locate the error message (search for @E). Double-click on the 5-

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character error code or click on the message text and push F1 to display online error message help.

5. Locate the portion of code responsible for the error by double-clicking on the message text in the syntax.log file. The Text Editor window opens the appropriate source file and highlights the code that caused the error.

6. Repeat steps 4 and 5 until all syntax and synthesis errors are corrected.

Messages can be categorized as errors, warnings, or notes. Review all messages and resolve any errors. Warnings are less serious than errors, but you must read through and understand them even if you do not resolve all of them. Notes are informative and do not need to be resolved.

Editing HDL Source Files with the Built-in Text Editor

The built-in text editor makes it easy to create your HDL source code, view it, or edit it when you need to fix errors. If you want to use an external text editor, see *Using an External Text Editor*, on page 138.

1. Do one of the following to open a source file for viewing or editing:
   - To automatically open the first file in the list with errors, press F5.
   - To open a specific file, double-click the file in the Project window or use File->Open (Ctrl-o) and specify the source file.

   The Text Editor window opens and displays the source file. Lines are numbered. Keywords are in blue, and comments in green. String values are in red. If you want to change these colors, see *Setting Editing Window Preferences*, on page 136.

2. To edit a file, type directly in the window.

   This table summarizes common editing operations you might use. You can also use the keyboard shortcuts instead of the commands.

To...	Do...
Cut, copy, and paste; undo, or redo an action	Select the command from the popup (hold down the right mouse button) or Edit menu.
Go to a specific line	Press Ctrl-g or select Edit->Go To, type the line number, and click OK.
Find text	Press Ctrl-f or select Edit ->Find. Type the text you want to find, and click OK.
Replace text	Press Ctrl-h or select Edit->Replace. Type the text you want to find, and the text you want to replace it with. Click OK.
Complete a keyword	Type enough characters to uniquely identify the keyword, and press Esc.
Indent text to the right	Select the block, and press Tab.
Indent text to the left	Select the block, and press Shift-Tab.
Change to upper case	Select the text, and then select Edit->Advanced ->Uppercase or press Ctrl-Shift-u.

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To...	Do...
Change to lower case	Select the text, and then select Edit->Advanced ->Lowercase or press Ctrl-u.
Add block comments	Put the cursor at the beginning of the comment text, and select Edit->Advanced->Comment Code or press Alt-c.
Edit columns	Press Alt, and use the left mouse button to select the column. On some platforms, you have to use the key to which the Alt functionality is mapped, like the Meta or diamond key.

3. To cut and paste a section of a PDF document, select the T-shaped Text Select icon, highlight the text you need and copy and paste it into your file. The Text Select icon lets you select parts of the document.

4. To create and work with bookmarks in your file, see the following table.

   Bookmarks are a convenient way to navigate long files or to jump to points in the code that you refer to often. You can use the icons in the Edit toolbar for these operations. If you cannot see the Edit toolbar on the far right of your window, resize some of the other toolbars.

To...	Do...
Insert a bookmark	Click anywhere in the line you want to bookmark. Select Edit->Toggle Bookmarks, press Ctrl-F2, or select the first icon in the Edit toolbar. The line number is highlighted to indicate that there is a bookmark at the beginning of that line.
Delete a bookmark	Click anywhere in the line with the bookmark. Select Edit->Toggle Bookmarks, press Ctrl-F2, or select the first icon in the Edit toolbar. The line number is no longer highlighted after the bookmark is deleted.
Delete all bookmarks	Select Edit->Delete all Bookmarks, press Ctrl-Shift-F2, or select the last icon in the Edit toolbar. The line numbers are no longer highlighted after the bookmarks are deleted.

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To...	Do...
Navigate a file using bookmarks	Use the Next Bookmark (F2) and Previous Bookmark (Shift-F2) commands from the Edit menu or the corresponding icons from the Edit toolbar to navigate to the bookmark you want.

5. To fix errors or review warnings in the source code, do the following:
   - Open the HDL file with the error or warning by double-clicking the file in the project list.
   - Press F5 to go to the first error, warning, or note in the file. At the bottom of the Editing window, you see the message text.
   - To go to the next error, warning, or note, select Run->Next Error/Warning or press F5. If there are no more messages in the file, you see the message "No More Errors/Warnings/Notes" at the bottom of the Editing window. Select Run->Next Error/Warning or press F5 to go to the the error, warning, or note in the next file.
   - To navigate back to a previous error, warning, or note, select Run->Previous Error/Warning or press Shift-F5.
6. To bring up error message help for a full description of the error, warning, or note:
   - Open the text-format log file (click View Log) and either double click on the 5-character error code or click on the message text and press F1.
   - Open the HTML log file (not available with the Synplify product) and click on the 5-character error code.
   - In the Tcl window (not available with the Synplify product), click the Messages tab and click on the 5-character error code in the ID column.
7. To crossprobe from the source code window to other views, open the view and select the piece of code. See *Crossprobing from the Text Editor Window*, on page 583 for details.
8. When you have fixed all the errors, select File->Save or click the Save icon to save the file.

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Setting Editing Window Preferences

You can customize the fonts and colors used in a Text Editing window.

1. Select Options->Editor Options and either Synopsys Editor or External Editor. For more information about the external editor, see *Using an External Text Editor*, on page 138.

2. Then depending on the type of file you open, you can to set the background, syntax coloring, and font preferences to use with the text editor.

Note: Thereafter, text editing preferences you set for this file will apply to all files of this file type.

The Text Editing window can be used to set preferences for project files, source files (Verilog/VHDL), log files, Tcl files, constraint files, or other default files from the Editor Options dialog box.

3. You can set syntax colors for some common syntax options, such as keywords, strings, and comments. For example in the log file, warnings and errors can be color-coded for easy recognition.

   Click in the Foreground or Background field for the corresponding object in the Syntax Coloring field to display the color palette.

You can select basic colors or define custom colors and add them to your custom color palette. To select your desired color click OK.

4. To set font and font size for the text editor, use the pull-down menus.
5. Check Keep Tabs to enable tab settings, then set the tab spacing using the up or down arrow for Tab Size.

6. Click OK on the Editor Options form.

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Using an External Text Editor

You can use an external text editor like vi or emacs instead of the built-in text editor. Do the following to enable an external text editor. For information about using the built-in text editor, see *Editing HDL Source Files with the Built-in Text Editor*, on page 132.

1. Select Options->Editor Options and turn on the External Editor option.
2. Select the external editor, using the method appropriate to your operating system.
   - If you are working on a Windows platform, click the ...(Browse) button and select the external text editor executable.
   - From a UNIX or Linux platform for a text editor that creates its own window, click the ... Browse button and select the external text editor executable.
   - From a UNIX platform for a text editor that does not create its own window, do not use the ... Browse button. Instead type `xterm -e` *`editor`*. The following figure shows VI specified as the external editor.

   - From a Linux platform, for a text editor that does not create its own window, do not use the ... Browse button. Instead, type `gnome-terminal -x` *`editor`*. To use emacs for example, type `gnome-terminal -x emacs`.

   The software has been tested with the emacs and vi text editors.

3. Click OK.

Using Mixed Language Source Files

With the Synplify Pro and Synplify Premier software, you can use a mixture of VHDL and Verilog input files in your project. For examples of the VHDL and Verilog files, see the *Reference Manual*. You cannot use Verilog and VHDL files together in the same design with the Synplify tool.

1. Remember that Verilog does not support unconstrained VHDL ports and set up the mixed language design files accordingly.

2. If you want to organize the Verilog and VHDL files in different folders, select Options->Project View Options and toggle on the View Project Files in Folders option.

   When you add the files to the project, the Verilog and VHDL files are in separate folders in the Project view.

3. When you open a project or create a new one, add the Verilog and VHDL files as follows:

   – Select the Project->Add Source File command or click the Add File button.

   – On the form, set Files of Type to HDL Files (*.vhd, *.vhdl, *.v).

   – Select the Verilog and VHDL files you want and add them to your project. Click OK. For details about adding files to a project, see *Making Changes to a Project*, on page 234.

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The files you added are displayed in the Project view. This figure shows the files arranged in separate folders.

4. When you set device options (Implementation Options button), specify the top-level module. For more information about setting device options, see *Setting Logic Synthesis Implementation Options*, on page 249.
   - If the top-level module is Verilog, click the Verilog tab and type the name of the top-level module.
   - If the top-level module is VHDL, click the VHDL tab and type the name of the top-level entity. If the top-level module is not located in the default work library, you must specify the library where the compiler can find the module. For information on how to do this, see *VHDL Panel*, on page 214.

You must explicitly specify the top-level module, because it is the starting point from which the mapper generates a merged netlist.

5. Select the Implementation Results tab on the same form and select one output HDL format for the output files generated by the software. For more information about setting device options, see *Setting Logic Synthesis Implementation Options*, on page 249.
   - For a Verilog output netlist, select Write Verilog Netlist.
   - For a VHDL output netlist, select Write VHDL Netlist.
   - Set any other device options and click OK.

   You can now synthesize your design. The software reads in the mixed formats of the source files and generates a single `srs` file that is used for synthesis.

6. If you run into problems, see *Troubleshooting Mixed Language Designs*, on page 142 for additional information and tips.

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Troubleshooting Mixed Language Designs

This section provides tips on handling specific situations that might come up with mixed language designs.

VHDL File Order

For VHDL-only designs or mixed designs where the top level is not specified, the FPGA synthesis tools automatically re-arrange the VHDL files so that the VHDL packages are compiled in the correct order.

However, if you have a mixed-language design where you have specified the top level, you must specify the VHDL file order for the tool. You only need to do this once, by selecting the Run->Arrange VHDL files command. If you do not do this, you get an error message

VHDL Global Signals

Currently, you cannot have VHDL global signals in mixed language designs, because the tool only implements these signals in VHDL-only designs.

Passing VHDL Boolean Generics to Verilog Parameters

The tool infers a black box for a VHDL component with Boolean generics, if that component is instantiated in a Verilog design. This is because Verilog does not recognize Boolean data types, so the Boolean value must be represented correctly. If the value of the VHDL Boolean generic is TRUE and the Verilog literal is represented by a 1, the Verilog compiler interprets this as a black box.

To avoid inferring a black box, the Verilog literal for the VHDL Boolean generic set to TRUE must be 1'b1, not 1. Similarly, if the VHDL Boolean generic is FALSE, the corresponding Verilog literal must be 1'b0, not 0. The following example shows how to represent Boolean generics so that they correctly pass the VHDL-Verilog boundary, without inferring a black box.

VHDL Entity Declaration	Verilog Instantiation

`Entity abc is`
`Generic`
`(`
`  Number_Bits  : integer  := 0;`
`  Divide_Bit  : boolean  := False;`
`);`
	`abc #(`
	`  .Number_Bits (16),`
	`  .Divide_Bit (1'b0)`
	`)`

Passing VHDL Generics Without Inferring a Black Box

In the case where a Verilog component parameter, (for example [0:0] RSR = 1'b0) does not match the size of the corresponding VHDL component generic (RSR : integer := 0), the tool infers a black box.

You can work around this by removing the bus width notation of [0:0] in the Verilog files. Note that you must use a VHDL generic of type integer because the other types do not allow for the proper binding of the Verilog component.

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Working with Constraint Files

Constraint files are text files that are automatically generated by the SCOPE interface (see *Specifying Timing Constraints*, on page 170), or which you create manually with a text editor. They contain Tcl commands or attributes that constrain the synthesis run. Alternatively, you can set constraints in the source code, but this is not the preferred method.

This section contains information about

- When to Use Constraint Files over Source Code, on page 144
- Tcl Syntax Guidelines for Constraint Files, on page 145
- Using a Text Editor for Constraint Files, on page 146
- Using Synopsys Design Constraints, on page 148
- Using the Synopsys Design Constraints Editor, on page 151
- Checking Constraint Files, on page 156
- Generating Constraint Files for Forward Annotation, on page 157

When to Use Constraint Files over Source Code

You can add constraints in constraint files (generated by SCOPE interface or entered in a text editor) or in the source code. In general, it is better to use constraint files, because you do not have to recompile for the constraints to take effect. It also makes your source code more portable.

However, if you have black box timing constraints like syn_tco, syn_tpd, and syn_tsu, you must enter them as directives in the source code. Unlike attributes, directives can only be added to the source code, not to constraint files. See *Entering Attributes and Directives*, on page 267 for more information on adding directives to source code.

Tcl Syntax Guidelines for Constraint Files

This section covers general guidelines for using Tcl for constraint files:

- Tcl is case-sensitive.
- For naming objects:
  - The object name must match the name in the HDL code.
  - Enclose instance and port names within curly braces {}.
  - Do not use spaces in names.
  - Use the dot (.) to separate hierarchical names.
  - In Verilog modules, use the following syntax for instance, port, and net names:

    v:*cell*[*prefix*:]*object_name*

    Where *cell* is the name of the design entity, *prefix* is a prefix to identify objects with the same name, *object_name* is an instance path with the dot (.) separator. The prefix can be any of the following:

Prefix (Lower-case)	Object
`i:`	Instance names
`p:`	Port names (entire port)
`b:`	Bit slice of a port
`n:`	Net names

  - In VHDL modules, use the following syntax for instance, port, and net names in VHDL modules:

    v:*cell*[.*view*] [*prefix*:]*object_name*

Where `v:` identifies it as a view object, `lib` is the name of the library, *cell* is the name of the design entity, *view* is a name for the architecture, *prefix* is a prefix to identify objects with the same name, and *object_name* is an instance path with the dot (.) separator. *View* is only needed if there is more than one architecture for the design. See the table above for the prefixes of objects.

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- Name matching wildcards are * (asterisk matches any number of characters) and ? (question mark matches a single character). These characters do not match dots used as hierarchy separators. For example, the following string identifies all bits of the statereg instance in the statemod module:

```
i:statemod.statereg[*]
```

Using a Text Editor for Constraint Files

This section shows you how to manually create a Tcl constraint file. The software automatically creates this file if you use the SCOPE interface to enter the constraints. The Tcl constraint file only contains general timing constraints. Black box constraints must be entered in the source code. For details of the Tcl commands, refer to the *Reference Manual*. For additional information, see *When to Use Constraint Files over Source Code*, on page 144.

1. Open a file for editing.
   - Make sure you have closed the SCOPE window, or you could overwrite previous constraints.
   - To create a new file, select File->New, and select the Constraint File (SCOPE) option. Type a name for the file and click OK.
   - To edit an existing file, select File->Open, set the Files of Type filter to Constraint Files (`sdc`) and open the file you want.
2. Follow the syntax guidelines in *Tcl Syntax Guidelines for Constraint Files*, on page 145.

3. Enter the timing constraints you need. For the syntax, see the *Reference Manual*. If you have black box timing constraints, you must enter them in the source code.

To define...	Use...
Clock frequencies	define_clock. See *Defining Clocks*, on page 173 for additional information.
Clock frequency other than the one implied by the signal on the clock pin	syn_reference_clock (attribute). See *Defining Clocks*, on page 173 for additional information
Clock domains with asymmetric duty cycles	define_clock. See *Defining Clocks*, on page 173 for additional information
Edge-to-edge clock delays	define_clock_delay. See *Defining Clocks*, on page 173 for additional information
Speed up paths feeding into a register	define_reg_input_delay.
Speed up paths coming from a register	define_reg_output_delay.
Input delays from outside the FPGA	define_input_delay. See *Defining Input and Output Constraints*, on page 179 for additional information
Output delays from your FPGA	define_output_delay. See *Defining Input and Output Constraints*, on page 179 for additional information
Paths with multiple clock cycles	define_multicycle_path. See *Defining Multi-cycle Paths*, on page 188 for additional information
False paths (certain technologies)	define_false_path. See *Defining False Paths*, on page 189 for additional information.
Path delays	define_path_delay. See *Defining From/To/Through Points for Timing Exceptions*, on page 184 for additional information

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The following code excerpt shows some typical Tcl constraints:

```
# Override the default frequency for clk_fast and set it to run
# at 66.0 MHz.
   define_clock {clk_fast} -freq 66.0

# Set a default input delay of 4 ns
   define_input_delay -default 4.0

# Except for the "sel" signal, which has an input delay of 8 ns
   define_input_delay {sel} 8.0

# The outputs have an off-chip delay of 3.0 ns
   define_output_delay -default 3.0
```

4. You can also add vendor-specific attributes in the constraint file using define_attribute. See *Specifying Attributes in the Constraints File (SDC)*, on page 275 for more information.

5. Save the file.

6. Add the file to the project as described in *Making Changes to a Project*, on page 234, and run synthesis.

Using Synopsys Design Constraints

The FPGA synthesis tools can read Synopsys Design Constraints (SDC) files for a supported set of clock definition, I/O delay, and timing exception constraints. See Using the Synopsys Design Constraints Editor, on page 151 and Synopsys Design Constraints, on page 1616 in the *Reference Manual* for a list of supported constraints.

To use SDC files for FPGA synthesis, do the following:

1. Whenever using SDC format constraints, do not include constraints in the Synplicity FPGA synthesis format in the same SDC file. You can use both constraint format types for your project, but they must be in separate constraint files.

2. Add the SDC file to your project.

3. Run the constraint checker, as described in *Checking Constraint Files*, on page 156 and edit the constraint files as needed.

4. Edit your SDC file if needed.
   - Make sure the object identifiers map as expected:

Synopsys Design Constraint Identifiers	FPGA Synthesis Constraint Identifiers
get_clocks (Wildcards are not supported)	c:
get_registers	r:
get_nets	n:
get_ports	p:
get_cells	i:
get_pins	t:

   - If you use naming conventions other than the default FPGA assumptions, add the appropriate command to the beginning of your file; the command must be read first. The following table lists the default FPGA synthesis naming convention and corresponding SDC rule.

	FPGA	SDC Rule
Hierarchy separator	`.`	`set_hierarchy_separator { . }`
Register names	`_reg`	`set_rtl_ff_names { _reg }`
Bus names	`[]`	`bus_naming_style { %s[%d] }`
Bus array separator	`[][]`	`bus_dimension_separator_style { ][ }`

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If your naming conventions do not match these defaults, add the appropriate command specifying your naming convention to the beginning of the file, as shown in these examples:

	Default	You use	Add this to your file
Hierarchy separator	A.B	Slash: A/B	set_hierarchy_separator {/}
Naming bit 5 of bus ABC	ABC[5]	Underscore	bus_naming_style {%s_%d}
Naming row 2 bit 3 of array ABC [2x16]	ABC [2] [3]	Underscore ABC[2_3]	bus_dimension_separator_style {_}

Using the Synopsys Design Constraints Editor

The Synopsys Design Constraints Editor is an advanced text file editor used for Synopsys design constraints. This editor provides the following capabilities:

- Uses dynamic keyword expansion and tool tips for commands that
  - Automatically completes the command from a popup list
  - Displays complete command syntax as a tool tip
  - Displays parameter options for the command from a popup list
  - Includes a keyword command syntax help
- Checks command syntax and uses color indicators that
  - Validates commands and command syntax
  - Identifies Synopsys design constraints and SCOPE constraints

    It is recommended that you use this editor for the Synopsys design constraints.
- Allows for standard editor commands, such as copy, paste, comment/un-comment a group of lines, and highlighting of keywords

To use the Synopsys Design Constraints Editor:

1. Use File->New and select the file type of Synopsys Design Constraints.
2. Specify a new file name and click OK.

   A text editor opens for this new Synopsys Design Constraints (`SDC`) file.

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3. You can specify Synopsys design constraints as follows:
   - Type the command; after you type three characters a popup menu displays the design constraint command list. Select a command.
   - When you type a dash (-), the options popup menu list is displayed. Select an option.
   - When you hover over a command, a tool tip is displayed for the selected commands.

Command List Popup Menu

Options List Popup Menu

Command Tool Tip

4. You can also specify a command by using the constraints browser that displays a constraints command list and associated syntax.
   - Double-click on the specified constraint to add the command to the editor window.
   - Then, use the constraint syntax window to help you specify the options for this command.
   - Click on the Hide Syntax Help button at the bottom of the editor window to close the syntax help browser.

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Click on the Hide Syntax Help button to close this browser

Note: The Synopsys design constraints and the SCOPE constraints use different color coding. Do not mix these constraints in the same file.

5. When you save this file, the SDC file is added to your project in the Constraint directory if the Add to Project option was checked on the New dialog box. Thereafter, you can double-click on the SDC file to open it in the text editor.

Alternative Method for Creating the Synopsys Design Constraint File

Alternatively, you can

1. Use the New Constraint File icon ( ) to select the type of constraint file to edit. The following dialog box is displayed.

2. Click on
   - Compiler Directives — to open the compiler directives editor
   - Synopsys Design Constraints — to open the Synopsys design constraints editor
   - Constraint File (SCOPE) — to open the SCOPE constraint editor for FPGA constraints
3. On the Create New Constraint File dialog box, initialize the constraints (Clocks or I/O Delays) that you want to add to the constraint editor automatically.

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For information about using constraints editors, see *Using the Synopsys Design Constraints Editor*, on page 151 and *Using the Compiler Directives Editor*, on page 124.

Checking Constraint Files

You can check syntax and other pertinent information on your constraint files using the Constraint Check command. To generate a constraint report, do the following:

1. Create a constraint file and add it to your project.
2. Select Run->Constraint Check.

   This command generates a report that checks the syntax and applicability of the timing constraints in the FPGA synthesis constraint file(s) for your project. The report is written to the `project_name_cck.rpt` file and lists the following information:

   – Constraints that are not applied

   – Constraints that are valid and applicable to the design

   – Wildcard expansion on the constraints

   – Constraints on objects that do not exist

   For details on this report, see *Constraint Checking Report*, on page 445 of the *Reference Manual*.

Generating Constraint Files for Forward Annotation

The tool automatically generates vendor-specific constraint files that you can use for forward-annotation. The synthesis constraints are mapped to the appropriate vendor constraints.You can control this process with some attributes as described in the following procedure.

1. Set attributes to control forward annotation.
   - To forward-annotate timing constraints for Actel Axcelerator, Fusion, ProASIC (500K), ProASIC Plus (PA), and ProASIC3/3E /3L families, set the clock period, max delay, input delay, output delay, multiple-cycle paths, and false paths in the SCOPE interface.
   - To forward-annotate I/O constraints (define_input_delay and define_output_delay) to the `tcl` file for Altera designs or the synplicity.ucf file for Xilinx designs, set syn_forward_io_constraints with a value of 1 on the top level of the design or as a global attribute.
   - To forward-annotate clocks for Xilinx DCMs and DLLs, define the clock at the primary inputs and any Xilinx phase shift and frequency multiplication properties you need. See *Defining Other Clock Requirements*, on page 178 for details. The synthesis software forward-annotates the DLL/DCM inputs.
   - To forward-annotate clocks for Altera PLLs, define the input frequency value. See *Defining Other Clock Requirements*, on page 178 for details. The synthesis software forward-annotates the PLL inputs.
   - For some Lattice designs, set the -from and -to false path and multi-cycle constraints on the Others tab of the SCOPE interface.

   For details about these attributes, see the *Reference Manual*.

2. Select Project->Implementation Options, and check Write Vendor Constraints in the Implementation Results tab.

   Currently you can forward-annotate constraints for some vendors only.

3. Click OK and run synthesis.

   The software converts the synthesis define_input_delay, define_output_delay, define_clock (including the define_clock constraints generated by auto constraining), define_multicycle_path, define_false_path, define_max_delay, and

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global-frequency constraints into corresponding commands in the following files:

- `acf` file for Altera
- *filename*_sdc.sdc file for Actel
- synplicity.ucf file for Xilinx
- $DESIGN_synplify.lpf file for Lattice

  Open the Lattice ispLEVER place-and-route tool, then import the $DESIGN_synplify.lpf file before running PAR. If a user-created `lpf` file already exists, ispLEVER backs it up into lpf.bak and copies the contents of $DESIGN_synplify.lpf into the $DESIGN.lpf file which is then used for all computations.

See the *Reference Manual* for details about forward annotation.

Using Input from Related Tools

The following show you how to incorporate input from other tools like System Designer and Synplify DSP.

Using Input from System Designer

You use System Designer to import and stitch together IP. To incorporate these components in your design, include the following files generated by System Designer in your synthesis project:

- Synplify sub-library file synthesis.slib
- HDL files
  VHDL files in vhdl folder and Verilog files in the verilog folder in the project directory.

Using Input from Synplify DSP or Synphony Model Compiler Tools

The Synplify DSP or Synphony Model Compiler tools generate IP for DSP designs. Include this in your synthesis project by adding the source files generated by these tools.

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CHAPTER 4

Specifying Constraints

This chapter describes how to specify constraints for your design. It covers the following:

- Using the SCOPE UI, on page 162
- Specifying Timing Constraints, on page 170
- Specifying Timing Exceptions, on page 184
- Setting Clock Priority in Xilinx Designs, on page 191
- Using Collections, on page 194
- Using Auto Constraints, on page 209
- Translating Altera QSF Constraints, on page 216
- Converting and Using Xilinx UCF Constraints, on page 218

For additional information about working with constraints, see *Working with Constraint Files*, on page 144.

For information about specifying attributes and directives, and setting project options, see *Setting up a Logic Synthesis Project*, on page 229.

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Using the SCOPE UI

You can use a text editor to create a constraint file as described in *Working with Constraint Files*, on page 144, but it is easier to use the SCOPE (Synthesis Constraint Optimization Environment) window, which provides a spreadsheet-like interface for entering constraints. The SCOPE interface is good for editing most constraints, but there are some constraints (like black box constraints) which can only be entered as directives in the source files. If you want to use a text editor to edit a constraint file, close the SCOPE window before editing the file, or you will overwrite results.

You can also use the SCOPE window to add attributes, define collections and specify constraints for them. For details, see *Specifying Attributes Using the SCOPE Editor*, on page 272 and *Creating and Using Collections (SCOPE Window)*, on page 195.

Creating a Constraint File Using the SCOPE Window

The following procedure shows you how to open the SCOPE window to generate constraint files. For details about generating constraint files for compile point modules, see *The Manual Compile Point Flow*, on page 1059.

1. To create a new constraint file, follow these steps:
   - Compile the design (F7). If you do not compile the design, you can still use the SCOPE window, but the software does not automatically initialize the clocks and I/O ports. You have to type in entries manually because the software has no knowledge of the design.
   - Open the SCOPE window by:

     Clicking the SCOPE icon in the toolbar ( ). This brings up the New Constraint File dialog box; then, select Constraint File (Scope).

     OR

     Pressing Ctrl-n or selecting File -> New. This brings up the New dialog box; then, select file type of Constraint File (Scope) and specify a new file name.

     Both of these methods open the Initialize New Constraint File dialog box.

– Optionally, select the constraints to be initialized and click OK. If you started with a compiled design, setting these options automatically initializes the Clock and Inputs/Outputs tabs with the appropriate signals.

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An empty SCOPE spreadsheet window opens. The tabs along the bottom of the SCOPE window list the different kinds of constraints you can add. For each kind of constraint, the columns contain specific data.

2. To open an existing file, do one of the following:
   - Double-click the file from the project window.
   - Press Ctrl-o or select File->Open. In the dialog box, set the kind of file you want to open to Constraint Files (SCOPE) (*.sdc), and double-click to select the file from the list.

   The SCOPE window opens with the file you specified. For details about editing the file, see *Entering and Editing Constraints in the SCOPE Window*, on page 164. If you want to edit the Tcl file directly, see *Working with Constraint Files*, on page 144.

Entering and Editing Constraints in the SCOPE Window

Enter constraints directly in the SCOPE window. You can use the Initialize Constraint panel to enter default constraints, and then use the direct method to modify, add, or delete constraints.

The tool also lets you add constraints automatically. For information about auto constraints, see *Using Auto Constraints*, on page 209.

1. Click the appropriate tab at the bottom of the window to enter the kind of constraint you want to create:

To define...	Click...
Clock frequency for a clock signal output of clock divider logic A specific clock frequency that overrides the global frequency	Clocks
Edge-to-edge clock delay that overrides the automatically calculated delay.	Clock to Clock
Constraints for a group of objects you have defined as a collection with the Tcl command. For details, see *Creating and Using Collections (SCOPE Window)*, on page 195.	Collections
Input/output delays that model your FPGA input/output interface with the outside environment	Inputs/ Outputs
Delay constraints for paths feeding into/out of registers	Registers

To define...	Click...
Paths that require multiple clock cycles	Delay Paths
Paths to ignore for timing analysis (false paths)	Delay Paths
Maximum delay for paths	Delay Paths
Attributes, like syn_reference_clock, that were not entered in the source files	Attributes
I/O standards for certain technologies of the Actel, Altera, SiliconBlue, and Xilinx devices for any port in the I/O Standard panel of the SCOPE window.	I/O Standard
Compile points in a top-level constraint file. See *Synthesizing Compile Points*, on page 1055 for more information about compile points. (The Synplify tool does not support this flow.)	Compile Points
Place and route tool constraints Other constraints not used for synthesis, but which are passed to other tools. For example, multiple clock cycles from a register or input pin to a register or output pin	Other

The SCOPE window displays columns appropriate to the kind of constraint you picked. You can now enter constraints using the wizard, or work directly in the SCOPE window.

2. Enter or edit constraints as follows:
   - For attribute cells in the spreadsheet, click in the cell and select from the pull-down list of available choices.
   - For object cells in the spreadsheet, click in the cell and select from the pull-down list. When you select from the list, the objects automatically have the proper prefixes in the SCOPE window.

     Alternatively, you can drag and drop an object from an HDL Analyst view into the cell, or type in a name. If you drag a bus, the software enters the whole bus (busA). To enter busA[3:0], select the appropriate bus bits before you drag and drop them. If you drag and drop or type a name, make sure that the object has the proper prefix identifiers:

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Prefix Identifiers	Description for...
v:*design_name*	hierarchies or “views” (modules)
c:*clock_name*	clocks
i:*instance_name*	instances (blocks)
p:*port_name*	ports (off-chip)
t:*pin_name*	hierarchical ports, and pins of instantiated cells
b:*name*	bits of a bus (port)
n:*net_name*	internal nets

– For cells with values, type in the value or select from the pull-down list.

– Click the check box in the Enabled column to enable the constraint or attribute.

– Make sure you have entered all the essential information for that constraint. Scroll horizontally to check. For example, to set a clock constraint in the Clocks tab, you must fill out Enabled, Clock, Frequency or Period, and Clock Group. The other columns are optional. For details about setting different kinds of constraints, go to the appropriate section listed in *Specifying Timing Constraints*, on page 170.

3. For common editing operations, refer to this table:

To...	Do...
Cut, copy, paste, undo, or redo	Select the command from the popup (hold down the right mouse button to get the popup) or from the Edit menu.
Copy the same value down a column	Select Fill Down (Ctrl-d) from the Edit or popup menus.
Insert or delete rows	Select Insert Row or Delete Rows from the Edit or popup menus.
Find text	Select Find from the Edit or popup menus. Type the text you want to find, and click OK.

4. Save the file by clicking the Save icon and naming the file.

   The software creates a TCL constraint file (`sdc`). See *Working with Constraint Files*, on page 144 for information about the commands in this file.

5. To apply the constraints to your design, you must add the file to the project now or later.
   - Add it immediately by clicking Yes in the prompt box that opens after you save the constraint file.
   - Add it later, following the procedure for adding a file described in *Making Changes to a Project*, on page 234.

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Setting SCOPE Display Preferences

You can set format and colors in the SCOPE window. The following table lists some preferences and shows you how to set them.

To...	Do this...
Set the appearance of lines and buttons in the SCOPE table	With a SCOPE window open, select View-> Properties. Set the options you want on the Display Settings form. Check the Save settings to profile option if you want to settings to be the default.
Set fonts, colors, and borders for a row	Select a SCOPE row. Select Format -> Style. On the Styles form, check Save as Default if you want the new settings to be the default. Select the category you want to change (Row Header or Standard), and click Change. Set the display options you want and click OK on both forms.
Set fonts, colors, and borders for a column	Select a SCOPE row. Select Format -> Style. On the Styles form, check Save as Default if you want the new settings to be the default. Select the category you want to change (Column Header or Standard), and click Change. Set the display options you want and click OK on both forms.
Set fonts, colors, and borders for a single cell	Select a SCOPE cell. Select Format ->Cells. Set the display options you want and click OK.

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To...	Do this...
Align text in columns and rows	Select a column or row in the SCOPE window. Select Format ->Align. Click the alignment you want and click OK.
Size columns/rows to text	Select a column or row in the SCOPE window. Select Format ->Resize Rows or Format ->Resize Columns.
Hide/show cells	Select a SCOPE cell. Select Format ->Cover Cells to hide a cell. Select Format ->Remove Covering to show a hidden cell.

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Specifying Timing Constraints

You can define timing constraints in the SCOPE interface, which automatically generates a Tcl constraints file, or manually with a text editor, as described in *Using a Text Editor for Constraint Files*, on page 146.

The SCOPE interface is much easier to use, and you can define various timing constraints in it. For the equivalent Tcl syntax, see Chapter 14, *Batch Commands and Scripts* in the *Reference Manual*. See the following for different timing constraints:

- Entering Default Constraints, on page 170
- Setting Clock and Path Constraints, on page 171
- Defining Clocks, on page 173
- Defining Input and Output Constraints, on page 179
- Specifying Standard I/O Pad Types, on page 181
- Specifying Xilinx Timing Constraints, on page 181
- Using -route for Physical Synthesis in Xilinx Designs, on page 183

To set constraints for timing exceptions like false paths and multicycle paths, see *Specifying Timing Exceptions*, on page 184.

For information about physical constraints, see *Setting Constraints for Physical Synthesis*, on page 311

Entering Default Constraints

To edit or set individual constraints, or to create constraints in the Other tab, work directly in the SCOPE window (*Setting Clock and Path Constraints*, on page 171). For auto constraints in Synplify Pro, see *Using Auto Constraints*, on page 209. To apply the constraints, add the file to the project according to the procedure described in *Making Changes to a Project*, on page 234. The constraints file has an `sdc` extension. See *Working with Constraint Files*, on page 144 for more information about constraint files.

Setting Clock and Path Constraints

The following table summarizes how to set different clock and path constraints from the SCOPE window. For information about setting compile point constraints or attributes, see *Synthesizing Compile Points*, on page 1055 for more information about compile points and *Specifying Attributes Using the SCOPE Editor*, on page 272. For information about setting default constraints, see *Entering Default Constraints*, on page 170.

To define...	Pane	Do this to set the constraint...
Clocks	Clock	Select the clock object (Clock). Specify a clock name (Clock Alias), if required. Type a frequency value (Frequency) or a period (Period). Change the default Duty Cycle or set Rise/Fall At, if needed. Change the default clock group, if needed Check the Enabled box. See *Defining Clocks*, on page 173 for information about clock attributes.
Virtual clocks	Clock	Set the clock constraints as described for clocks, above. Check the Virtual Clock box.
Route delay	Clock Inputs/ Outputs Registers	Specify the route delay in nanoseconds. Refer to *Defining Clocks*, on page 173, *Defining Input and Output Constraints*, on page 179 and the Register Delays section of this table details.
Edge-to-edge clock delay	Clock to Clock	Select the starting edge for the delay constraint (From Clock Edge). Select the ending edge for the constraint (To Clock Edge). Enter a delay value. Mark the Enabled check box.
Input/output delays	Inputs/ Outputs	See *Defining Input and Output Constraints*, on page 179 for information about setting I/O constraints.

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To define...	Pane	Do this to set the constraint...
Register delays	Registers	Select the register (Register). Select the type of delay, input or output (Type). Type a delay value (Value). Check the Enabled box. If you do not meet timing goals after place-and-route, adjust the clock constraint as follows: • In the Route column for the constraint, specify the actual route delay (in nanoseconds), as obtained from the place-and-route results. Adding this constraint is equivalent to putting a register delay on that input register. • Resynthesize your design.
Maximum path delay	Delay Path	Select the Delay Type path of Max Delay. Select the port or register (From/Through). See *Defining From/To/Through Points for Timing Exceptions*, on page 184 for more information. Select another port or register if needed (To/Through). Set the delay value (Max Delay). Check the Enabled box.
Multi-cycle paths	Delay Paths	See *Defining Multi-cycle Paths*, on page 188.
False paths	Delay Paths Clock to Clock	See *Defining False Paths*, on page 189 for details.
Global attributes	Attributes	Set Object Type to <global>. Select the object (Object). Set the attribute (Attribute) and its value (Value). Check the Enabled box.
Attributes	Attributes	Do either of the following: • Select the type of object (Object Type). Select the object (Object). Set the attribute (Attribute) and its value (Value). Check the Enabled box. • Set the attribute (Attribute) and its value (Value). Select the object (Object). Check the Enabled box.
Other	Other	Type the TCL command for the constraint (Command). Enter the arguments for the command (Arguments). Check the Enabled box.

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Defining Clocks

Clock frequency is the most important timing constraint, and must be set accurately. If you are planning to auto constrain your design (*Using Auto Constraints*, on page 209), do not define any clocks. The following procedures show you how to define clocks and set clock groups and other constraints that affect timing:

- Defining Clock Frequency, on page 173
- Constraining Clock Enable Paths, on page 176
- Defining Other Clock Requirements, on page 178

Defining Clock Frequency

This section shows you how to define clock frequency either through the GUI or in a constraint file. See *Defining Other Clock Requirements*, on page 178 for other clock constraints. If you want to use auto constraints (Synplify Pro only), do not define your clocks.

1. Define a realistic global frequency for the entire design, either in the Project view or the Constraints tab of the Implementation Options dialog box.

   This target frequency applies to all clocks that do not have specified clock frequencies. If you do not specify any value, a default value of 1 MHz (or 1000 ns clock period) applies to all timing paths whenever the clock associated with both start and end points of the path is not specified. Each clock that uses the global frequency is assigned to its own clock group. See *Defining Other Clock Requirements*, on page 178 for more information about clock group settings.

   The global frequency also applies to any purely combinatorial paths. The following figure shows how the software determines constraints for specified and unspecified start or end clocks on a path:

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If clkA is...	And clkB is...	The effect for logic C is...
Undefined	Defined	The path is unconstrained unless you specify that clkB be constrained to the inferred clock domain for clkA
Defined	Undefined	The path is unconstrained unless you specify that clkA be constrained to the inferred clock domain for clkB.
Defined	Defined	For related clocks in the same clock group, the relationship between clocks is calculated; all other paths between the clocks are treated as false paths.
Undefined	Undefined	The path is unconstrained.

2. Define frequency for individual clocks on the Clocks tab of the SCOPE window (define_clock constraint).
   - Specify the frequency as either a frequency in the Frequency column (-freq Tcl option) or a time period in the Period column (-period Tcl option). When you enter a value in one column, the other is calculated automatically.
   - For asymmetrical clocks, specify values in the Rise At (-rise) and Fall At (-fall) columns. The software automatically calculates and fills out the Duty Cycle value.

   The software infers all clocks, whether declared or undeclared, by tracing the clock pins of the flip-flops. However, it is recommended that you specify frequencies for all the clocks in your design. The defined frequency overrides the global frequency. Any undefined clocks default to the global frequency.

3. Define internal clock frequencies (clocks generated internally) on the SCOPE Clocks tab (define_clock constraint). Apply the constraint according to the source of the internal clock.

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Source	Add SCOPE constraint/define_clock to...
Register	Register.
Instance, like a PLL or clock DLL	Instance. If the instance has more than one clock output, apply the clock constraints to each of the output nets, making sure to use the n: prefix (to signify a net) in the SCOPE table.
Combinatorial logic	Net. Make sure to use the n: prefix in the SCOPE interface.

4. For signals other than clocks, define frequencies with the syn_reference_clock attribute. You can add this attribute on the SCOPE Attributes tab, as follows:
   - Define a dummy clock on the Clocks tab (define_clock constraint).
   - Add the syn_reference_clock attribute (Attributes tab) to the affected registers to apply the clock. In the constraint file, you can use the Find command to find all registers enabled by a particular signal and then apply the attribute:

```
define_clock -virtual dummy -period 40.0
define_attribute {find -seq * -hier -filter @(enable == en40)}
   syn_reference_clock dummy
```

   In earlier releases, limited clocking resources might have forced you to use an enable signal as a clocking signal, and use the syn_reference_clock attribute to define an enable frequency. However, because of changes in the reporting of clock start and end points, it is recommended that you use a multicycle path constraint instead for designs that use an enable signal and a global clock, and where paths need to take longer than one clock cycle. See *Constraining Clock Enable Paths*, on page 176 for a detailed explanation.

5. For Altera PLLs and Xilinx DCMs and DLLs, define the clock at the primary inputs.
   - For Altera PLLs, you must define the input frequency, because the synthesis software does not use the input value you specified in the Mega wizard software. The synthesis tool assigns all the PLL outputs to the same clock group. It forward-annotates the PLL inputs.

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– If needed, use the Xilinx properties directly to define the DCMs and DLLs. The synthesis software assigns defined DCMs and DLLs to the same clock group, because it considers these clocks to be related. It forward-annotates the DLL/DCM inputs. The following shows some examples of the properties you can specify

DLLs	Phase shift and frequency multiplication properties like duty_cycle_correction and clkdv_divide
DCMs	DCM properties like clkfx_multiply and clkfx_divide

6. After synthesis, check the Performance Summary section of the log file for a list of all the defined and inferred clocks in the design.

7. If you do not meet timing goals after place-and-route, adjust the clock constraint as follows:

   – Open the SCOPE window with the clock constraint.

   – In the Route column for the constraint, specify the actual route delay (in nanoseconds), as obtained from the place-and-route results. Adding this constraint is equivalent to putting a register delay on all the input registers for that clock.

   – Resynthesize your design.

Constraining Clock Enable Paths

You might use an enable signal as a clocking signal if you have limited clocking resources. If the enable is slower than the clock, you can ensure more accuracy by defining the enable frequency separately, instead of slowing down the clock frequency. If you slow down the clock frequency, it affects all other registers driven by the clock, and can result in longer run times as the tool tries to optimize a non-critical path.

There are two ways to define clock enables:

- By setting a multicycle path constraint to constrain all flip-flops driven by the clock enable signal (see *Defining Multi-cycle Paths*, on page 188). This is the recommended method.s You must use this method for the more recent Xilinx Virtex technologies.

- Using the syn_reference_clock attribute, as described in step 4 of *Defining Clock Frequency*, on page 173. Although this method was used in earlier releases, it is not recommended any more because of changes in the way

the clock start and end points are reported. In particular, it is not recommended for the more recent Xilinx Virtex technologies, as critical paths could be reported with negative slack. An explanation of the clock start and end points reporting follows.

Clock Domains for Clock Enables Defined with syn_reference_clock

When you use the syn_reference_clock attribute to constrain an enable signal, you are telling the tool to treat the flip-flops as if they had a virtual clock at the frequency of the enable signal, when the flip-flops are actually connected to the global clock. This could result in critical paths being reported with negative slack.

The flip-flop that generates the enable signals is in the non-virtual clock domain.The flip-flops that are connected to the enable signal are in the virtual clock domain. The timing analyst considers the enable signal to be on a path that goes between a non-virtual clock domain and a virtual clock domain. In the actual circuit, the enable signal is on a path within a non-virtual clock domain. The timing analyst reports any paths between virtual and non-virtual clocks with a clock buffer delay on the non-virtual clock. This is why critical paths might be reported with negative slack.

If you use this method to constrain paths in a technology that includes clock buffer delays, you must carefully analyze the timing analysis reports. The virtual clock does not include clock buffer delays, but any non-virtual clock that passes through clock buffers will include clock buffer delays.

The following is an example report of a path from a clock enable, starting from a flip-flop on a non-virtual clock to a flip-flop on a virtual clock. The path is reported with a negative slack of -0.49.

```
Path information for path number 1:
   Requested Period:            3.125
   - Setup time:                0.229
   = Required time:             2.896

   - Propagation time:           1.448
   - Clock delay at starting point:     1.857
   = Slack (critical) :          -0.409

   Number of logic level(s):     0
   Starting point:              SourceFlop/ Q
   Ending point:                DestinationFlop / CE

The start point is clocked by Non-VirtualClock [rising]on pin C
```


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```
The end   point is clocked by VirtualClock  [rising] on pin C
```

This timing analysis report includes a Clock delay at starting point, but does not include Clock delay at ending point. The clock delay at the starting point is the delay in the clock buffers of the non-virtual clock. In the actual circuit, this delay would also be at the ending point and not affect the calculation of slack. However as the ending clock is a virtual clock, the clock buffer delay ends up creating a negative slack that does not exist in the actual circuit.

This report is a result of defining the clock enables with the syn_reference_clock attribute. This is why it is recommended that you use multicycle paths to constrain all the flip-flops driven by the enable signal.

Defining Other Clock Requirements

Besides clock frequency (described in *Defining Clock Frequency*, on page 173), you can also set other clock requirements, as follows:

- If you have limited clock resources, define clocks that do not need a clock buffer by attaching the syn_noclockbuf attribute to an individual port, or the entire module/architecture.
- Define the relationship between clocks by setting clock domains. By default, each clock is in a separate clock group named default_clkgroup<*n*> with a sequential number suffix.
  - On the SCOPE Clocks tab, group related clocks by putting them into the same clock group. Use the Clock Group field to assign all related clocks to the same clock group.
  - Make sure that unrelated clocks are in different clock groups. If you do not, the software calculates timing paths between unrelated clocks in the same clock group, instead of treating them as false paths.
  - Input and output ports that belong to the System clock domain are considered a part of every clock group and will be timed. See *Defining Input and Output Constraints*, on page 179 for more information.

  The software does not check design rules, so it is best to define the relationship between clocks as completely as possible.
- Define all gated clocks with the define_clock constraint.

  Avoid using gated clocks to eliminate clock skew. If possible, move the logic to the data pin instead of using gated clocks. If you do use gated

clocks, you must define them explicitly, because the software does not propagate the frequency of clock ports to gated clocks.

To define a gated clock, attach the define_clock constraint to the clock source, as described above for internal clocks. To attach the constraint to a keepbuf (a keepbuf is a placeholder instance for clocks generated from combinatorial logic), do the following:

- Attach the syn_keep attribute to the gated clock to ensure that it retains the same name through changes to the RTL code.
- Attach the define_clock constraint to the net or pin connected to the keepbuf instance generated for the gated clock.

- Specify edge-to-edge clock delays on the Clock to Clock tab (define_clock_delay).
- After synthesis, check the Performance Summary section of the log file for a list of all the defined and inferred clocks in the design.

Defining Input and Output Constraints

In addition to setting I/O delays in the SCOPE window as described in *Setting Clock and Path Constraints*, on page 171, you can also set the Use clock period for unconstrained IO option.

- Open the SCOPE window, click Inputs/Outputs, and select the port (Port). You can set the constraint for
  - All inputs and outputs (globally in the top-level netlist)
  - For a whole bus
  - For single bits

  You can specify multiple constraints for the same port. The software applies all the constraints; the tightest constraint determines the worst slack. If there are multiple constraints from different levels, the most specific overrides the more global. For example, if there are two bit constraints and two port constraints, the two bit constraints override the two port constraints for that bit. The other bits get the two port constraints.
- Specify the constraint value in the SCOPE window:
  - Select the type of delay: input or output (Type).

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  - Type a delay value (Value).
  - Check the Enabled box, and save the constraint file in the project.

  Make sure to specify explicit constraints for each I/O path you want to constrain.

- To determine how the I/O constraints are used during synthesis, do the following:
  - Select Project->Implementation Options, and click Constraints.
  - To use only the explicitly defined constraints disable Use clock period for unconstrained IO.
  - To synthesize with all the constraints, using the clock period for all I/O paths that do not have an explicit constraint enable Use clock period for unconstrained IO.
  - Synthesize the design. When you forward-annotate the constraints, the constraints used for synthesis are forward-annotated for place-and-route.
- Input or output ports with explicitly defined constraints, but without a reference clock (-ref option) are included in the System clock domain and are considered to belong to every defined or inferred clock group.
- If you do not meet timing goals after place-and-route and you need to adjust the input constraints; do the following:
  - Open the SCOPE window with the input constraint.
  - In the Route column for the input constraint, specify the actual route delay in nanoseconds, as obtained from the place-and-route results. Adding this constraint is equivalent to putting a register delay on the input register.
  - Resynthesize your design.

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Specifying Standard I/O Pad Types

For certain Actel, Altera, and Xilinx technologies, you can specify a standard I/O pad type to use in the design. The equivalent Tcl command is define_io_standard.

1. Open the SCOPE window and go to the I/O Standard tab.
2. In the Port column, select the port. This determines the port type in the Type column.
3. Enter an appropriate I/O pad type in the I/O Standard column. The Description column shows a description of the I/O standard you selected.

   For details of supported I/O standards for different vendors, refer to the relevant section in the *Reference Manual*: *Actel I/O Standards*, on page 528, *Altera I/O Standards*, on page 529, *SiliconBlue I/O Standards*, on page 537, and *Xilinx I/O Standards*, on page 538.
4. Where applicable, set other parameters like drive strength, slew rate, and termination.

   You cannot set these parameter values for industry I/O standards whose parameters are defined by the standard.

   The software stores the pad type specification and the parameter values in the syn_pad_type attribute. When you synthesize the design, the I/O specifications are mapped to the appropriate I/O pads within the technology.

Specifying Xilinx Timing Constraints

For Xilinx designs, you can import Xilinx constraints from a `ucf` file in addition to specifying constraints within the synthesis tool. In the output files, the synthesis tool separates the timing constraints from the physical constraints. Timing constraints are written to the synplicity.ucf file and physical constraints to the *design*.ncf file, as shown in this figure:

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1. To specify user constraints, use the SCOPE interface.

   See *Entering and Editing Constraints in the SCOPE Window*, on page 164 for details on how to specify constraints.

2. To use constraints from a Xilinx UCF file, use the procedures described in *Converting and Using Xilinx UCF Constraints*, on page 218.

3. Synthesize the design.

   The synthesis tool writes out the timing constraints and physical constraints into separate files:

synplicity.ucf	Contains all timing constraints, whether user-specified or translated from a `ucf` file
<design>.ncf	Contains all physical constraints

4. Use synplicity.ucf and *design*.ncf as input to the Xilinx place-and-route tool. Update scripts or older par_opt files if needed to ensure that these files are used to drive place-and-route.

Using -route for Physical Synthesis in Xilinx Designs

For the Xilinx physical synthesis flows, use the -route constraint as follows:

- Remove it for logic synthesis

  During logic synthesis the -route option either tightens or loosens timing constraints, without affecting constraints forward annotated to the Xilinx ISE place-and-route tool. The Synplify Pro software tunes the delay estimates to compensate for differences between logic synthesis and the actual place-and-route delays. The Synplify Premier tool uses a different timing model for interconnect delays, therefore, the -route constraint generally should not be used.

- Use it at a global level in a physical synthesis run to produce a better netlist during global placement.

  The Synplify Premier graph-based timing estimation for critical paths automatically handles the correlation between the synthesis and place-and-route tools. For physical synthesis, apply the -route constraint to global clocks from the SCOPE Clock panel. For example:

  ```
  define_clock {clk} -period 4 -clockgroup cg1 -route 1
  ```

Remember to monitor the effects of using the -route constraint from the Pre-placement Timing Snapshot report in the log file. A clock constrained by the -route option should target a slightly negative slack.

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Specifying Timing Exceptions

You can specify the following timing exception constraints, either from the SCOPE interface or by manually entering the Tcl commands in a file:

- Multicycle Paths—Paths with multiple clock cycles.
- False Paths—Clock paths that you want the synthesis tool to ignore during timing analysis and assign low (or no) priority during optimization.
- Max Delay Paths—Point-to-point delay constraints for paths.

The following show you how to specify timing exceptions in the SCOPE GUI. For the equivalent Tcl syntax, see Chapter 14, *Batch Commands and Scripts* in the *Reference Manual*.

- Defining From/To/Through Points for Timing Exceptions, on page 184
- Defining Multi-cycle Paths, on page 188
- Defining False Paths, on page 189

For information about resolving timing exception conflicts, see *Conflict Resolution for Timing Exceptions*, on page 557 in the *Reference Manual*.

Defining From/To/Through Points for Timing Exceptions

For multi-cycle path, false path, and maximum path delay constraints, you must define paths with a combination of From/To/Through points. Whenever the tool encounters a conflict in the way timing-exception constraints are written, see *Conflict Resolution for Timing Exceptions*, on page 557 to determine how resolution occurs based on the priorities defined.

The following guidelines provide details for defining these constraints. You must specify at least one From, To, or Through point.

- In the From field, identify the starting point for the path. The starting point can be a clock (c:), register (i:), top-level input or bi-directional port (p:), or black box output (i:). To specify multiple starting points:
  - Such as the bits of a bus, enclose them in square brackets: A[15:0] or A[*].
  - Select the first start point from the HDL Analyst view, then drag and drop this instance into the From cell in SCOPE. For each subsequent

instance, press the Shift key as you drag and drop the instance into the From cell in SCOPE. For example, valid Tcl command format include:

```
define_multicycle_path -from {i:aq i:bq} 2
```

```
define_multicycle_path -from [i:aq i:bq} -through {n:xor_all} 2
```

- In the To field, identify the ending point for the path. The ending point can be a clock (c:), register (i:), top-level output or bi-directional port (p:), or black box input (i:). To specify multiple ending points, such as the bits of a bus, enclose them in square brackets: B[15:0].
- A single through point can be a net (n:), hierarchical port (t:), or instantiated cell pin (t:). To specify a net:
  - Click in the Through field and click the arrow. This opens the Product of Sums (POS) interface.
  - Either type the net name with the n: prefix in the first cell or drag the net from an HDL Analyst view into the cell.
  - Click Save.

  For example, if you specify n:net1, the constraint applies to any path passing through net1.
- To specify an OR when constraining a list of through points, you can type the net names in the Through field or you can use the POS UI. To do this:
  - Click in the Through field and click the arrow. This opens the Product of Sums interface.
  - Either type the first net name in a cell in a Prod row or drag the net from an HDL Analyst view into the cell. Repeat this step along the same row, adding other nets in the Sum columns. The nets in each row form an OR list.

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– Alternatively, select Along Row in the SCOPE POS interface. In an HDL Analyst view, select all the nets you want in the list of through points. Drag the selected nets and drop them into the POS interface. The tool fills in the net names along the row. The nets in each row form an OR list.

– Click Save.

The constraint works as an OR function and applies to any path passing through any of the specified nets. In the example shown in the previous figure, the constraint applies to any path that passes through net1 *or* net2.

- To specify an AND when constraining a list of through points, type the names in the Through field or do the following:

  – Open the Product of Sums interface as described previously.

  – Either type the first net name in the first cell in a Sum column or drag the net from an HDL Analyst view into the cell. Repeat this step down the same Sum column.

– Alternatively, select Down Column in the SCOPE POS interface. In an HDL Analyst view, select all the nets you want in the list of through points. Drag the selected nets and drop them into the POS interface. The tool fills in the net names down the column.

The constraint works as an AND function and applies to any path passing through all the specified nets. In the previous figure, the constraint applies to any path that passes through net1 *and* net3.

- To specify an AND/OR constraint for a list of through points, type the names in the Through field (see the following figure) or do the following:

  – Create multiple lists as described previously.

  – Click Save.

In this example, the synthesis tool applies the constraint to the paths through all points in the lists as follows:

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```
net1 AND net3
OR net1 AND net4
OR net2 AND net3
OR net2 AND net4
```

Defining Multi-cycle Paths

To define a multi-cycle path constraint, use the Tcl define_multicycle_path command, or select the SCOPE Delay Paths tab and do the following;

1. From the Delay Type pull-down menu, select Multicycle.
2. Select a port or register in the From or To columns, or a net in the Through column. You must set at least one From, To, or Through point. You can use a combination of these points. See *Defining From/To/Through Points for Timing Exceptions*, on page 184 for more information.
3. Select another port or register if needed (From/To/Through).
4. Type the number of clock cycles (Cycles).
5. Specify the clock period to use for the constraint by going to the Start/End column and selecting either Start or End.

   If you do not explicitly specify a clock period, the software uses the end clock period. The constraint is now calculated as follows:

   multicycle_distance = clock_distance + (cycles -1) * reference_clock_period

   In the equation, clock_distance is the shortest distance between the triggering edges of the start and end clocks, cycles is the number of clock cycles specified, and reference_clock_period is either the specified start clock period or the default end clock period.
6. Check the Enabled box.

Defining False Paths

You define false paths by setting constraints explicitly on the Delay Paths tab or implicitly on the Clock or Clock to Clock tabs. You can also define false paths with the corresponding define_false_path, define_clock, and define_clock_delay Tcl commands. See *Defining From/To/Through Points for Timing Exceptions*, on page 184 for object naming and specifying through points.

- To define a false path between ports or registers, select the SCOPE Delay Paths tab, and do the following:
  - From the Delay Type pull-down menu, select False.
  - Use the pull-down to select the port or register from the appropriate column (From/To/Through).
  - Check the Enabled box.

  The software treats this as an explicit false constraint and assigns it the highest priority. Any other constraints on this path are ignored.
- To define a false path between two clocks, select the SCOPE Clocks tab, and assign the clocks to different clock groups:

  The software implicitly assumes a false path between clocks in different clock groups. This false path constraint can be overridden by a maximum path delay constraint, or with an explicit constraint.
- To define a false path between two clock edges, select the SCOPE Clock to Clock tab, and do the following:
  - Specify one clock as the starting clock edge (From Clock Edge).
  - Specify the other clock as the ending clock edge (To Clock Edge).
  - Click in the Delay column, and select false.
  - Mark the Enabled check box.

  Use this technique to specify a false path between any two clocks, regardless of clock groups. This constraint can be overridden by a maximum delay constraint on the same path.
- To override an implicit false path between any two clocks described previously, set an explicit constraint between the clocks by selecting the SCOPE Clock to Clock tab, and doing the following:
  - Specify the starting (From Clock Edge) and ending clock edges (To Clock Edge).

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  - Specify a value in the Delay column.
  - Mark the Enabled check box.

  The software treats this as an explicit constraint. You can use this method to constrain a path between any two clocks, regardless of whether they belong to the same clock group.

- To set an implicit false path on a path to/from an I/O port, do the following:
  - Select Project->Implementation Options->Constraints.
  - Disable Use clock period for unconstrained IO.

Defining a False Path for Xilinx BUFGMUX_CTRL

BUFGMUX_CTRL is a wrapper around a Xilinx BUFGCTRL primitive. It consists of a clock buffer with two clock inputs, one clock output, and a select line. The tool does not consider the BUFGMUX_CTRL a sequential element and does not perform timing analysis on this path.

If you want to define a false path constraint for BUFGMUX_CTRL and forward-annotate it, do the following:

1. Specify TIG (timing ignore) constraints on both the S0 and S1 pins of the BUFGCTRL beneath the BUFGMUX_CTRL, as in this example:

   ```
   PIN "BUFGMUX_CTRL_inst/BUFGCTRL.S0" TIG;
   PIN "BUFGMUX_CTRL_inst/BUFGCTRL.S1" TIG;
   ```

   You must apply the constraint to the BUFGCTRL pins, not the wrapper. Although you can set the constraint on the clock enable pins, it is recommended that you set it on the select pins, because this allows you to switch between the clock inputs without any glitches in setup/hold times.

2. Save the constraints in a separate `ucf` file.
3. Add the file to the project.
4. Synthesize as usual.

   The tool forward-annotates the constraints you specified to the place-and-route tool.

Setting Clock Priority in Xilinx Designs

You use the syn_clock_priority attribute to set clock priority and resolve clock conflicts in Xilinx designs. You can use this attribute effectively to override DCM clocks, and to resolve paths with timing conflicts.

You set the attribute by specifying a positive value for the clock, with 1 being the highest priority.

```
define_attribute {n:u_fx_clkrstgen.clk_100_dcm}
{syn_clock_priority} {1}
```

For details about the attribute and how it is forward-annotated, refer to *syn_clock_priority Attribute*, on page 1137 of the *Reference Manual* .

The following sections discuss how to use the attribute to override DCM clocks and resolve paths with multiple timing specifications:

- Overriding DCM Clocks, on page 191
- Specifying Clock Priority for BUFG and BUFGMUX Elements, on page 193

Overriding DCM Clocks

When you override DCM clocks with declared clocks, ISE does not honor this. Instead of manually editing the UCF file, you can use the syn_clock_priority attribute to assign a priority to a particular clock. The tool forward-annotates the clock priority as a TIMESPEC or PERIOD statement in the `ucf` file. For details, see *Forward-annotation of Clock Priority to UCF*, on page 1138 of the *Reference Manual* for details.

1. If you want to override a DCM or other derived clock with a user-defined clock, set syn_clock priority when you are prompted to do so.

   The tool automatically prompts you to do this.

   If the override clock is in a different group from the DCM source clock, the tool adds TIGs to the UCF between (from/to and to/from) the DCM source clock net and the DCM output net where the overriding clock is defined.

2. If you also set a priority for the override clock at the DCM output, make sure that the priority of the DCM input clock is lower than the priority on the override clock.

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You must do this because DCM derived clocks inherit the priority of the DCM base clock. If you do not ensure that the DCM input clock has a lower priority, the tool will forward-annotate it instead of the override clock.

3. To correctly specify the syn_clock_priority attribute to a derived clock output of a DCM, apply it immediately at the output where the derived clock is created.

   To set syn_clock_priority for the DCM CLKFX output in the following figure, you must specify the following syntax in the `sdc` file:

   ```
   define_attribute {n:dcm_module_b.clk0fx} {syn_clock_priority} {1}
   ```

4. For DCMs with dual output clock pins, specify which clock is to be forward-annotated by setting the clock priority, unless the input clock select pin of the DCM is tied high or low and indicates an explicit choice.

   For DCMs with dual input clock pins, only one of the clocks is propagated through the DCM to create the derived clocks in ISE. This is true even if the two clocks on these pins are unrelated. So, unless the input clock select pin explicitly indicates the choice. If the input clock select pin is tied high or low, you do not need to set clock priority, because there is no clock conflict.

Specifying Clock Priority for BUFG and BUFGMUX Elements

The FPGA synthesis tools allow multiple clocks to propagate along a single net, through unate logic or through a mux. The Xilinx ISE does not do this, so you must indicate clock priority in case of conflict with the syn_clock priority attribute.

1. If you want to specify clock priority on a path with BUFGMUX components, set syn_clock priority.

   In some cases, the tool generates a warning and prompts you to do this when it detects multiple timing on a path.

2. If you set a priority for both the nets driving the data inputs of a BUFGMUX, make sure that one has a higher priority than the other.

   The tool only propagates the clock with the highest priority values through the mux. If you set the same value on both mux inputs, you see a warning message in the log file.

3. To specify clock priority for a BUFG on a derived clock, specify the syn_clock_priority directly on the BUFG, as shown in this example:

   ```
   define_clock   {i:CLK_BUF0FB} -name {i:CLK_BUF0FB}  -freq 100
   -clockgroup clk0_derived_clock

   define_clock   {i:CLK_BUF0} -name {i:CLK_BUF0}  -freq 30 -
   clockgroup clk0fx_derived_clock

   define_attribute {i:CLK_BUF0} {syn_clock_priority} {1}
   define_attribute {i:CLK_BUF0FB} {syn_clock_priority} {1}
   ```

   Note that you cannot set this attribute on any other instances except BUFGs.

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Using Collections

A collection is a group of objects. It can consist of just one object, or of other collections. You can set the same constraint for multiple objects if you group them together in a collection. You can either define collections in the SCOPE window or type the commands in the Tcl script window. The Synplify tool does not support collections.

- Comparing Methods for Defining Collections, on page 194
- Creating and Using Collections (SCOPE Window), on page 195
- Creating Collections (Tcl Commands), on page 198
- Using the Tcl Find Command to Define Collections, on page 201
- Using the Expand Tcl Command to Define Collections, on page 203
- Viewing and Manipulating Collections (Tcl Commands), on page 204

Comparing Methods for Defining Collections

The find and expand Tcl commands that are used to define collections in the Synplify Premier and Synplify Pro software can either be entered in the Tcl script window or in the SCOPE window. It is recommended that you use the SCOPE interface for two reasons:

- When you use the SCOPE interface, the software uses the top-level database to find objects, which is a good practice. The Tcl window commands are based on the current Analyst view. If you use the Tcl script window to type in a command after mapping, the search is based on the mapped database, which could have instances that have been renamed, replicated, or removed.

Similarly, the current Analyst view could be a lower-level view. In the design shown above, if you push down into B, and then type `find -hier a*` in the Tcl window, the command finds a3 and a4. However if you cut

and paste the same command into the SCOPE Collections tab, your results would include a1, a2, a3, and a4, because the SCOPE interface uses the top-level database and searches the entire hierarchy.

- If you use the Tcl script window, you have to redefine the collection the next time you open the project. When you define a collection in the SCOPE window, the software saves the information in the constraint file for the project.
- You cannot apply constraints to collections defined in the Tcl script window, but you can apply constraints and attributes to SCOPE collections.

Creating and Using Collections (SCOPE Window)

The following procedure shows you how to define collections in the Synplify Pro or Synplify Premier SCOPE window. You can also type the commands directly in the Tcl script window (*Creating Collections (Tcl Commands)*, on page 198). See *Comparing Methods for Defining Collections*, on page 194 for a comparison of the two methods.

1. Define a collection by doing the following:
   - Open the SCOPE window and click the Collections tab.
   - In the Collection Name column, type a name for the collection. This is equivalent to defining the collection with the set command, as described in *Creating Collections (Tcl Commands)*, on page 198.

	Enabled	Collection Name	Command	Command Arguments	Comment
1	☑	find_all	find	-hier -inst {*usbSlaveControl.u_endpMux.*}	
2	☑	find_reg	find	-hier -seq {*usbSlaveControl.u_endpMux.*}	
3	☑	find_comb	find	-hier -inst {*usbSlaveControl.u_endpMux.*} -filter @is_combination	
4					
5					
6					

Collections

   - In the Commands column, select find or expand. For tips on using these commands, see *Using the Tcl Find Command to Define Collections*, on page 201 and *Using the Expand Tcl Command to Define Collections*, on page 203. For complete syntax details, see the *Reference Manual*.

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If you cut and paste a Tcl Find command from the Tcl window into the SCOPE Collections tab, remember that the SCOPE interface works on the top-level database, while the Find command in the Tcl window works on the current level displayed in the Analyst view. See *Comparing Methods for Defining Collections*, on page 194.

– In the Command Arguments column, type only the arguments to the command you set in the Commands column, so that you locate the objects you want. Do not repeat the command itself. For details of the syntax, see the *Reference Manual*. Objects in a collection do not have to be of the same type. The collections defined above do the following:

Collection	Finds...
find_all	All components in the module endpMux
find_reg	All registers in the module endpMux
find_comb	All combinatorial components under endpMux

The collections you define appear in the SCOPE pull-down object lists, so you can use them to define constraints.

– To crossprobe the objects selected by the find and expand commands, click Select in the Select in Analyst column. The schematic views highlight the objects located by these commands. For other viewing operations, see *Viewing and Manipulating Collections (Tcl Commands)*, on page 204.

2. To create a collection that is made up of other collections, do this:

– Define the collections as described in the previous step. These collections must be defined before you can concatenate them or add them together in a new collection.

– To concatenate collections or add to collections, type a name for the new collection in the Collection Name column. Set Commands to one of the operator commands like c_union or c_diff. Type the appropriate arguments in Command Arguments. See *Creating Collections (Tcl Commands)*, on page 198 for a list of available commands and the *Reference Manual* for the complete syntax.

– Click Run Commands. The software runs through the commands in sequence, so you must first define collections before doing any group or comparative operations.

The software saves the information in the constraint file for the project.

3. To apply constraints to a collection do the following:
   - Define a collection as described in the previous steps.
   - Go to the appropriate SCOPE tab and specify the collection name where you would normally specify the object name. Collections defined in the SCOPE interface are available from the pull-down object lists. The following figure shows the collections defined in step 1 available for setting a false path constraint.

   - Specify the rest of the constraint as usual. The software applies the constraint to all the objects in the collection. See examples of constraints in *Example: Attribute Attached to a Collection*, on page 197.

Example: Attribute Attached to a Collection

The following example shows the xc_area_group attribute applied to $find_reg, which results in all the registers in this collection being placed in the same region. Check the .srr file, the netlist, and if you are using Synplify Premier Design Planner view to see that the attribute is honored.

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Creating Collections (Tcl Commands)

This section describes how to type in and use the Tcl collection commands instead of the SCOPE window (*Creating and Using Collections (SCOPE Window)*, on page 195). Although you can type these commands in the Tcl window or put them in a Tcl script, it is recommended that you use the SCOPE window, for the reasons described in *Comparing Methods for Defining Collections*, on page 194.

For details of the syntax for the commands described here, refer to *Collection Commands*, on page 1511 in the *Reference Manual*.

1. To create a collection, name it with the set command and assign it to a variable.

   A collection can consist of individual objects, Tcl lists (which can have single elements as arguments), or other collections. Use the Tcl find and expand commands to locate objects for the collection (see *Using the Tcl Find Command to Define Collections*, on page 201 and *Using the Expand Tcl Command to Define Collections*, on page 203). The following example creates a collection called my_collection which consists of all the modules (views) found by the find command.

   ```
   set my_collection [find -view {*} ]
   ```

2. To create collections derived from other collections, do the following:
   - Define a new variable for the collection.
   - Create the collection with one of the operator commands from this table:

To...	Use this command...
Add objects to a collection	c_union. See *Examples: c_union Command*, on page 199
Concatenate collections	c_union. See *Examples: c_union Command*, on page 199.

To...	Use this command...
Create a collection from the differences between collections	c_diff. See *Examples: c_diff Command*, on page 200.
Create a collection from common objects in collections	c_intersect. See *Examples: c_intersect Command*, on page 200.
Find objects that belong to just one collection	c_symdiff. See *Examples: c_symdiff Command*, on page 200.

3. If your Tcl collection includes instances that have special characters make sure to use extra curly braces or use a backslash to escape the special character. See *Examples: Names with Special Characters*, on page 201 for details.

Once you have created a collection, you can do various operations on the objects in the collection (see *Viewing and Manipulating Collections (Tcl Commands)*, on page 204), but you cannot apply constraints to the collection.

Examples: c_union Command

This example adds the reg3 instance to collection1, which contains reg1 and reg2 and names the new collection sumCollection.

```
set sumCollection [c_union $collection1 {i:reg3}]
c_list $sumCollection
   {"i:reg1" "i:reg2" "i:reg3"}
```

If you added reg2 and reg3 with the c_union command, the command removes the redundant instances (reg2) so that the new collection would still consist of reg1, reg2, and reg3.

This example concatenates collection1and collection2 and names the new collection combined_collection:

```
set combined_collection [c_union $collection1 $collection2]
```


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Examples: c_diff Command

This example compares a list to a collection (collection1) and creates a new collection called subCollection from the list of differences:

```
set collection1 {i:reg1 i:reg2}
set subCollection [c_diff $collection1 {i:reg1}]
c_print $subCollection
   "i:reg2"
```

You can also use the command to compare two collections:

```
set reducedCollection [c_diff $collection1 $collection2]
```

Examples: c_intersect Command

This example compares a list to a collection (collection1) and creates a new collection called interCollection from the objects that are common:

```
set collection1 {i:reg1 i:reg2}
set interCollection [c_intersect $collection1 {i:reg1 i:reg3}]
c_print $interCollection
   "i:reg1"
```

You can also use the command to compare two collections:

```
set common_collection [c_intersect $collection1 $collection2]
```

Examples: c_symdiff Command

This example compares a list to a collection (collection1) and creates a new collection called diffCollection from the objects that are different. In this case, reg1 is excluded from the new collection because it is in the list and collection1.

```
set collection1 {i:reg1 i:reg2}
set diffCollection [c_symdiff $collection1 {i:reg1 i:reg3}]
c_list $diffCollection
   {"i:reg2" "i:reg3"}
```

You can also use the command to compare two collections:

```
set symdiff_collection [c_symdiff $collection1 $collection2]
```

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Examples: Names with Special Characters

Your instance names might include special characters, as for example when your HDL code uses a generate statement. If your instance names have special characters, do the following:

Make sure that you include extra curly braces {}, as shown below:

```
define_scope_collection GRP_EVENT_PIPE2 {find -seq
   {EventMux\[2\].event_inst?_sync[*]} -hier}
define_scope_collection mytn {find -inst {i:count1.co[*]}}
```

Alternatively, use a backslash to escape the special character:

```
define_scope_collection mytn {find -inst i:count1.co\[*\]}
```

Using the Tcl Find Command to Define Collections

It is recommended that you use the SCOPE window rather than the Tcl window described here to specify the find command, for the reasons described in *Comparing Methods for Defining Collections*, on page 194.

The Tcl find command returns a collection of objects. If you want to create a collection of connectivity-based objects, use the Tcl expand command instead of find (*Using the Expand Tcl Command to Define Collections*, on page 203). This section lists some tips for using the Tcl find command.

1. Tcl find always searches at the top-level of your design, regardless of the current Analyst view.

2. Create a collection by typing the find command and assigning the results to a variable. The following example finds all instances with a primitive type DFF and assigns the collection to the variable $result:

   ```
   set result [find -hier -inst {*} -filter @ view == FDE]
   ```

   The result is a random number like s:49078472, which is the collection of objects found. For a list of some useful find commands, see *Examples: Useful Find Commands*, on page 203.

   The following table lists some usage tips for specifying the find command. For the full details of the syntax, refer to *find Command (Batch)*, on page 1521 of the *Reference Manual*.

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Case rules	Use the case rules for the language from which the object was generated: • VHDL: case-insensitive • Verilog: case-sensitive. Make sure that the object name you type in the SCOPE window matches the Verilog name. For mixed language designs, use the case rules for the parent module. This example finds any object in the current view that starts with either a or A: `find {a*} -nocase`
Pattern matching	You have two choices: • Specify the -regexp argument, and then use regular expressions for pattern matching. • Do not specify -regexp, and use only the * and ? wildcards for pattern matching.
Restricting search by type of object	Use the *-object_type* argument. The following command finds all nets that contain syn. `find -net {*syn*}`
Restricting search to hierarchical levels below the current view	Use the -hier argument. The following example finds all objects below the current view that begin with a: `find {a*} -hier`

Restricting search by object property	• Select Project->Implementation Options. On the Device tab, enable Annotated Properties for Analyst.
	• Compile or synthesize the design. After the compile stage, the tool annotates the design with properties like clock pins. You can find objects based on these annotated properties.
	• Use the -filter argument to the find command. The following example finds any register in the current view that is clocked by myclk.
	`find -seq {*} -filter {@clock==myclk}`
	`find -seq {*} -clock myclk`

3. Once you have defined the collection, you can view the objects in the collection, using one of the following methods, which are described in more detail in *Viewing and Manipulating Collections (Tcl Commands)*, on page 204:

  - Select the collection in an HDL Analyst view (select).
  - Print the collection using the -print option to the find command.
  - Print the collection without carriage returns or properties (c_list).
  - Print collection in columns, with optional properties (c_print).

4. To manipulate the objects in the collection, use the commands described in *Viewing and Manipulating Collections (Tcl Commands),* on page 204.

Examples: Useful Find Commands

To find...	Use a command like this example...
Instances by slack value	set result [find –hier –inst {*} –filter @slack <= {-1.000}]
Instance within a slack range	set result [find –hier –inst {*} –filter @slack <= {-1.000} && @slack >= {+1.000}]
Pins by fanout value	set result [find –pin *.CE –hier –filter {@fanout > 15 && @slack < 0.0} -print]
Sequential components by primitive type	set result [find –hier –seq {*} –filter @view=={FDRSE}

Using the Expand Tcl Command to Define Collections

The Tcl expand command returns a collection of objects that are logically connected between the specified expansion points. This section contains tips on using the Tcl expand command to generate a collection of objects that are related by their connectivity. For the syntax details, refer to *expand Command (Batch),* on page 1518 in the *Reference Manual*.

- Specify at least one from, to, or through point as the starting point for the command. You can use any combination of these points. The following example expands the cone of logic between reg1 and reg2.

  ```
  expand -from {i:reg1} -to {i:reg2}
  ```

  If you only specify a through point, the expansion stops at sequential elements. The following example finds all elements in the transitive fanout and transitive fanin of a clock-enable net:

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```
expand -thru {n:cen}
```

- To specify the hierarchical scope of the expansion, use the -hier argument. If you do not specify this argument, the command only works on the current view. The following example expands the cone of logic to reg1, including instances below the current level:

  ```
  expand -hier -to {i:reg1}
  ```

  If you only specify a through point, you can use the -level argument to specify the number of levels of expansion. The following example finds all elements in the transitive fanout and transitive fanin of a clock-enable net across one level of hierarchy:

  ```
  expand -thru {n:cen} -level 1
  ```

- To restrict the search by type of object, use the *-object_type* argument. The following command finds all pins driven by the specified pin.

  ```
  expand -pin -from {t:i_and3.z}
  ```

- To print a list of the objects found, either use the -print argument to the find command, or use the c_print or c_list commands (see *Creating Collections (Tcl Commands),* on page 198).

Viewing and Manipulating Collections (Tcl Commands)

The following section describes various operations you can do on the collections you defined. For full details of the syntax, see *Collection Commands,* on page 1511 in the *Reference Manual*.

1. To view the objects in a collection, use one of the methods described in subsequent steps:
   - Select the collection in an HDL Analyst view (step 2).
   - Print the collection without carriage returns or properties (step 3).
   - Print the collection in columns (step 4).
   - Print the collection in columns with properties (step 5).
2. To select the collection in an HDL Analyst view, type select <*collection*>.

   For example, select $result highlights all the objects in the $result collection.

3. To print a simple list of the objects in the collection, uses the c_list command, which prints a list like the following:

```
{i:EP0RxFifo.u_fifo.dataOut[0]} {i:EP0RxFifo.u_fifo.dataOut[1]}
{i:EP0RxFifo.u_fifo.dataOut[2]} ...
```

   The c_list command prints the collection without carriage returns or properties. Use this command when you want to perform subsequent Tcl commands on the list. See *Example: c_list Command*, on page 207.

4. To print a list of the collection objects in column format, use the c_print command. For example, c_print $result prints the objects like this:

```
{i:EP0RxFifo.u_fifo.dataOut[0]}
{i:EP0RxFifo.u_fifo.dataOut[1]}
{i:EP0RxFifo.u_fifo.dataOut[2]}
{i:EP0RxFifo.u_fifo.dataOut[3]}
{i:EP0RxFifo.u_fifo.dataOut[4]}
{i:EP0RxFifo.u_fifo.dataOut[5]}
```

5. To print a list of the collection objects and their properties in column format, use the c_print command as follows:

   – Annotate the design with a full list of properties by selecting Project->Implementation Options, going to the Device tab, and enabling Annotated Properties for Analyst. Synthesize the design. If you do not enable the annotation option, properties like clock pins will not be annotated as properties.

   – Check the properties available by right-clicking on the object in the HDL Analyst view and selecting Properties from the popup menu. You see a window with a list of the properties that can be reported.

   – In the Tcl window, type the c_print command with the -prop option. For example, typing c_print -prop slack -prop view -prop clock $result lists the objects in the $result collection, and their slack, view and clock properties.

```
Object Name                      slack  view  clock
{i:EP0RxFifo.u_fifo.dataOut[0]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[1]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[2]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[3]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[4]} 0.3223 "FDE" clk
```


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```
{i:EP0RxFifo.u_fifo.dataOut[5]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[6]} 0.3223 "FDE" clk
{i:EP0RxFifo.u_fifo.dataOut[7]} 0.3223 "FDE" clk
{i:EP0TxFifo.u_fifo.dataOut[0]} 0.1114 "FDE" clk
{i:EP0TxFifo.u_fifo.dataOut[1]} 0.1114 "FDE" clk
```

– To print out the results to a file, use the c_print command with the -file option. For example, c_print -prop slack -prop view -prop clock $result -file results.txt writes out the objects and properties listed above to a file called results.txt. When you open this file, you see the information in a spreadsheet format.

6. You can do a number of operations on a collection, as listed in the following table. For details of the syntax, see *Collection Commands*, on page 1511 in the *Reference Manual*.

To...	Do this...
Copy a collection	Create a new variable for the copy and copy the original collection to it with the set command. When you make changes to the original, it does not affect the copy, and vice versa. **set** *my_collection_copy* **$***my_collection*
List the objects in a collection	Use the c_print command to view the objects in a collection, and optionally their properties, in column format: "v:top" "v:block_a" "v:block_b" Alternatively, you can use the -print option to an operation command to list the objects.
Generate a Tcl list of the objects in a collection	Use the c_list command to view a collection or to convert a collection into a Tcl list. You can manipulate a Tcl list with standard Tcl commands. In addition, the Tcl collection commands work on Tcl lists. This is an example of c_list results: {"v:top" "v:block_a" "v:block_b"} Alternatively, you can use the -print option to an operation command to list the objects.

To...	Do this...

Iterate through a collection	Use the foreach command. This example iterates through all the objects in the collection:
	`foreach port c_list[[find -port *]] { define_false_path -from $port }`
	You can also modify foreach_in_collection loops from PrimeTime or Design Compiler to work with the FPGA synthesis tools.
	`foreach_in_collection x $col_1 {`
	…
	}
	You can convert the foreach_in_collection loop shown above to the following:
	`foreach x [c_list $col_1] {`
	…
	}

Example: c_list Command

The following provides a practical example of how to use the c_list command. This example first finds all the CE pins with a negative slack that is less than 0.5 ns and groups them in a collection:

```
set get_components_list [c_list [find -hier -pin {*.CE} -filter
@slack < {0.5}]]
```

The c_list command returns a list:

```
{t:EP0RxFifo.u_fifo.dataOut[0].CE}
{t:EP0RxFifo.u_fifo.dataOut[1].CE}
{t:EP0RxFifo.u_fifo.dataOut[2].CE} ..
```

You can use the list to find the terminal (pin) owner:

```
proc terminal_to_owner_instance {terminal_name terminal_type} {
   regsub -all $terminal_type$ $terminal_name {} suffix
   regsub -all {^t:} $suffix {i:} prefix
   return $prefix
   }

foreach get_component $get_components_list {
   append owner [terminal_to_owner_instance $get_component {.CE}]
" "
   }
```


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```
puts "terminal owner is $owner"
```

This returns the following, which shows that the terminal (pin) has been converted to the owning instance:

```
terminal owner is i:EP0RxFifo.u_fifo.dataOut[0]
i:EP0RxFifo.u_fifo.dataOut[1] i:EP0RxFifo.u_fifo.dataOut[2]
```

Using Auto Constraints

Auto constraining is available for certain technologies in both Synplify Pro and Synplify Premier, however, the Physical Synthesis option must be disabled in the Synplify Premier tool. You can synthesize with automatic constraints as a first step to get an idea of what you can achieve. Automatic constraints generate the fastest design implementation, so they force the timing engine to work harder. Based on the results from auto-constraining, you can refine the constraints manually later. For an explanation of how auto constraints work, see *Auto Constraints*, on page 496 in the *Reference Manual*.

1. To automatically constrain your design, first do the following:
   - Set your device to a technology that supports auto-constraining. With supported technologies, the Auto Constrain button under Frequency in the Project view is available.

   - Do not define any clocks. If you define clocks using the SCOPE window or a constraint file, or set the frequency in the Project view, the software uses the user-defined define_clock constraints instead of auto constraints.
   - Make sure any multi-cycle or false path constraints are specified on registers.
2. Enable the Auto Constrain button on the left side of the Project view. Alternatively, select Project->Implementation Options->Constraints, and enable the Auto Constrain option there.

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3. If you want to auto constrain I/O paths, select Project->Implementation Options->Constraints and enable Use Clock Period for Unconstrained IO.

   If you do not enable this option, the software only auto constrains flop-to-flop paths. Even when the software auto constrains the I/O paths, it does not generate these constraints for forward-annotation.

4. Synthesize the design.

   The software puts each clock in a separate clock group and adjusts the timing of each clock individually. At different points during synthesis it adjusts the clock period of each clock to be a target percentage of the current clock period, usually 15% - 25%.

   After the clocks, the timing engine constrains I/O paths by setting the default combinational path delay for each I/O path to be one clock period.

   The software writes out the generated constraints in a file called AutoConstraint_*designName*.sdc in the run directory. It also forward-annotates these constraints to the place-and-route tools.

5. Check the results in AutoConstraint_*designName*.sdc and the log file. To open the `sdc` file as a text file, right-click the file in the Implementation Results view and select Open as Text.

The flop-to-flop constraints use syntax like the following:

```
define_clock -name {c:leon|clk} -period 13.327 -clockgroup
Autoconstr_clkgroup_0 -rise 0.000 -fall 6.664 -route 0.000
```

6. You can now add the generated `sdc` file to the project and rerun synthesis with these constraints.

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Using Analysis Design Constraints

During the design cycle, you have to experiment with different timing values, or add or modify timing constraints, so that they evolve along with the RTL. Use the Stand-alone Timing Analyser (STA) to generate analysis design constraints (ADC) and then use these constraints, as shown in the following flow diagram:

You can use these constraints to experiment with timing constraints without resynthesizing the entire design. Using the `adc` file, you can get an estimate of the impact of the change. The ADC process reduces debugging time and helps you achieve the best results.

Generally the STA is used to generate timing reports of specific paths. Here, it is used to run timing analysis and generate reports for specified `adc` constraints, without rerunning synthesis.

The Analysis Design Constraints file contains timing constraints for stand-alone timing analysis of what-if scenarios and do not affect the synthesis optimizations or synthesis results. See *Using Analysis Design Constraints*, on page 212 for details about creating and using these constraints.

The following procedure explains how to create an `adc` file.

1. Select File->New.

2. Do the following in the dialog box that opens:
   - Select Analysis Constraint File.

   - Type a name and location for the file. The tool automatically assigns the extension to the filename.
   - Enable Add to Project, and click OK. This opens the text editor where you can specify the new constraints.

3. Type in the constraints you want and save the file. Remember the following when you enter the constraints:
   - The object names are mapped object names, so use these names, not names from the RTL database. Names might have changed between the RTL database and the mapped database; registers might be replicated or merged. Unlike the sdc file constraints, which are applied to the RTL database, the adc constraints apply to the mapped database because the database is not remapped with this flow.

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– If you have an existing `sdc` constraint for a timing exception that you want to modify, you must first reset the original `sdc` constraint, and then apply the new constraint. In the following example the multicycle path constraint was changed to 3:

Original SDC	set_multicycle_path –to [get_cells{a_reg*}] 2
ADC	reset_path –to {get_cells{a_reg*}] set_multicycle_path –to [get_cells{a_reg*}] 3

– If there is a conflict when multiple timing exceptions (false path, path delay, and multicycle timing constraints) are applied to the same path, the tool uses this order to resolve conflicts: false path, multicycle path, max delay.

You can create multiple `adc` files for different purposes. For example, you might want to keep timing exception constraints, I/0 constraints, and clock constraints in separate files.

4. Run timing analysis.

   – Select Analysis->Timing Analyst or click the Timing Analyst icon ( ). The Timing Analyst window will look like the example below, with pointers to the srm file, the original sdc and the new adc files you created.

– Enable all the `adc` files if you have multiple files.

– If you have a previous run and want to save that report, type a new name for the output `ta` file. If you do not specify a name, the tool overwrites the previous report.

– Fill in other parameters as appropriate, and click Generate.

The tool runs static timing analysis in the same implementation directory as the original implementation. The tool applies the `adc` constraints on top of the `sdc` constraints. Therefore, `adc` constraints affect timing results only if there are no conflicts with `sdc` constraints.

The tool generates a timing report called *_adc.ta and an *_adc.srm file by default. It does not change any synthesis outputs, like the output netlist or timing constraints for place and route (`edf`, `vqm`, `ucf`, or `scf`).

5. Analyze the results in the timing report and *_adc.srm file.

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6. If you need to after analysis, add the adc constraints as an sdc file to the project and rerun synthesis.

Translating Altera QSF Constraints

If you have an Altera Quartus Settings File (QSF) with I/O constraints, you can use the qsf2sdc translator and the following procedure to translate these constraints to the sdc format and use the translated constraints to drive synthesis. For example, you can translate the I/O constraints and use it for physical synthesis.

If you want to convert an entire Quartus project to a synthesis project, use the qsf2syn utility and the procedure described in *Importing Projects from Quartus*, on page 962.

1. Run the qsf2sdc utility.
   - Make sure the input QSF file has a .qsf extension.
   - From the command line, run the translator on the QSF file. The translator is in the bin directory: *install_dir*/bin/qsf2sdc.exe. Use the following syntax:

     ```
     <install_dir>/bin/qsf2sdc -iqsf <constraints_file>.qsf
           -osdc <constraints_file>.sdc
           [-oqsf <residual_constraints_file>.qsf] [-all]
           [-silent]
     ```

     The translator generates a constraint file in the sdc format, which contains the I/O constraints from the qsf file that are relevant to synthesis. It ignores the other backend constraints in the file. See *Altera qsf2sdc Utility*, on page 646 in the *Reference Manual* for details of the syntax and a list of supported pin location and I/O constraints.

2. After translating the constraints, edit the new sdc file.
   - Visually inspect the translated file.

     The original qsf commands are written as comments in the new sdc file so that you can validate the translated constraints. Constraints which were successfully translated are specified as Supported. However, constraints which were unsuccessfully translated are

specified as Unsupported. Use the -silent option to suppress all the #Supported and #Unsupported messages in the sdc file.

- Manually edit the sdc file to complete the translation of constraints, as necessary.
- Optionally, use the -all option to convert any instances with location assignments. By default, only pin location assignments and IO standards are automatically converted.

3. To run physical synthesis, create a single sdc file that contains all of the constraints.
   - Include timing constraints created previously into the sdc file containing the translated physical constraints. Make sure that all of the following types of constraints are combined into the sdc file

     Timing Constraints:
     Clock
     Clock-to-clock
     IO delays
     IO standard, drive, slew and pull-up/pull-down
     Multi-cycle and false paths
     Max-delay paths
     DCM parameters
   - Include any physical constraints you have, like syn_loc constraints on I/O pins and pad types.
   - Include any synthesis attributes from logic synthesis, such as syn_ramstyle, into the sdc file.
4. Edit the original qsf file.
   - Remove all translated constraints from the original qsf file.
   - If there are any untranslated QSF commands left in the file, add the qsf file to your project. The file must have the same base name as the vqm netlist so that the Altera P&R tool can source the file.
5. Run a constraint check by selecting Run->Constraint Check.

   This command generates a report that checks the syntax and applicability of the timing constraints in the sdc file(s) for your project. The report is written to the *projectName*_cck.rpt file.
6. Add the generated sdc file to the project, and use it to drive synthesis.

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Converting and Using Xilinx UCF Constraints

As you iterate through the flow, you might want to use Xilinx UCF constraints to guide synthesis. To do this, you must translate the UCF constraints into SDC constraints that the synthesis tools can use. This is primarily used to move a Synplify Pro project to the Synplify Premier synthesis tool to run physical synthesis by converting the project and the UCF constraints.

The following procedures show you how to use the GUI commands to run the underlying ucf2sdc utility and convert the UCF constraints from a logic synthesis design into a physical synthesis design, and forward-annotate them for place-and-route. The first procedure describes how to deal with UCF constraints if you do not want to create a project.

- Converting UCF Constraints Without Creating a Project, on page 218
- Using Xilinx UCF Constraints in a Logic Synthesis Design, on page 219
- Using Xilinx UCF Constraints in a Physical Synthesis Design, on page 221
- Support for UCF Conversion, on page 224

These procedures do not describe how to translate UCF constraints from a Xilnx project into a synthesis project. For that information, see *Converting Xilinx Projects with ise2syn*, on page 976.

Converting UCF Constraints Without Creating a Project

If you want to use UCF constraints but do not want to create a new project to do so (*Using Xilinx UCF Constraints in a Logic Synthesis Design*, on page 219 and *Using Xilinx UCF Constraints in a Physical Synthesis Design*, on page 221), you must translate the UCF constraints manually. If you just add the UCF file to the project, the UCF constraints will be passed to the Xilinx tool, but the place-and-route tool might not honor them because object names might not match after synthesis. To ensure that the UCF constraints are used, do the following:

1. Manually convert the UCF constraints to SDC constraints.
2. Add the `sdc` file to the project and run synthesis.
3. Run place-and-route.

The synthesis tool correctly forward-annotates the sdc constraints that you converted in step 1. The Xilinx tool runs place-and-route tool using the forward-annotated constraints.

Using Xilinx UCF Constraints in a Logic Synthesis Design

You can run logic synthesis in the Synplify Pro tool or in the Synplify Premier tool in logic synthesis mode. The following procedure shows you how to use Xilinx UCF constraints for a logic synthesis run with either of the tools.

1. Start with the Xilinx constraint files to be translated.
   - You can use the following kinds of files:

UCF	Top-level constraint file, with corresponding EDIF file (`edf`)
NCF	Block-level constraint file, with corresponding EDIF file (`edn`, `edf`, `ngc`, or `ngo`)
XCF	Block-level constraint file, with corresponding EDIF file (`ngc` or `ngo`)

     These files must refer to design objects in the mapped synthesis tool database so as to be consistent with subsequent synthesis runs. If you use a UCF file that refers to XST design objects, naming might be inconsistent. You can have multiple constraint files, one for the top-level, and others for blocks. See *Supported Input Files for UCF Conversion*, on page 224 for details about the input files, and *The Xilinx ucf2sdc Utility*, on page 633 in the *Reference Manual* for information about the supported constraints.
   - Add all Xilinx constraint files to be converted to the logic synthesis project.
   - Add the corresponding netlist files to the project, along with the constraint file.
2. Do an initial synthesis run.
   - Set up a P&R implementation.
   - Synthesize the design and run P&R.
   - Check the log files for any constraint-related warnings and fix them before proceeding.

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3. Select Project->Convert Vendor Constraints to open the UCF to SDC Conversion dialog box.

4. Specify the translation options:
   - Specify a name for the new project in Project Name.
   - Set a location for the new project in Project Location.
   - In the Constraint Files section, enable the files you want to use. This section lists the files you added to the project in step 2. If you do not have corresponding EDIF files for the constraint files you enable, you see warning messages in the box at the bottom of the dialog box.
   - Enable Run Constraints Checker after Conversion and Invoke Report File.
   - Click the Convert button in the upper right.

     The tool uses information from the project `srd` file and translates the constraints in the input files, using a separate process for the top

level and for each block. It then creates a new project. Note that it does not delete the original project or files, but creates a new one. See *Generated Files after UCF Conversion*, on page 225 for names and descriptions of the files generated after conversion.

Finally, it runs the constraints checker and reports any Xilinx constraints that cannot be translated. See *Support for UCF Conversion*, on page 224 for information about supported and unsupported constraints.

– Check the ucf2sdc.log file for any errors or warnings.

5. To use the generated `sdc` file to drive synthesis for the new project, do the following:
   – Open the `sdc` file and check it. Edit it if necessary. You can also rename this file.
   – Make sure the file is added to the project.
   – Run logic synthesis by clicking Run.
6. After logic synthesis, you can do either or both of the following:
   – Use the newly-generated project and the `sdc` files with translated constraints for physical synthesis. See *Using Xilinx UCF Constraints in a Physical Synthesis Design*, on page 221 for more information.
   – Use the synplicity.ucf and unsupported.ucf files for Xilinx P&R. You can use the ucf2sdc.log file and the unsupported.ucf file to manually translate any remaining constraints.

Using Xilinx UCF Constraints in a Physical Synthesis Design

When you use UCF constraints in a physical synthesis design, it is assumed that you did a baseline logic synthesis run, and that you have certain files for the design. The following procedure shows you how to translate and use UCF constraints in a physical synthesis design with the Synplify Premier software.

1. Do an initial logic synthesis and P&R run using either Synplify Pro, or the Synplify Premier tool in logic synthesis mode. See step 1 of *Using Xilinx UCF Constraints in a Logic Synthesis Design*, on page 219.

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For Synplify Premier designs, the conversion of UCF constraints requires the `srd`, `prj`, and `ucf` files.

2. Do not enable physical synthesis.

   If you enable physical synthesis, you get an error message. You can only convert the project when you are in logic synthesis mode.

3. Select Project->Convert Vendor Constraints to open the UCF to SDC Conversion dialog box.

4. Do the following:
   - Specify a name for the new project in Project Name.
   - Set a location for the new project in Project Location.
   - In the Constraint Files section, check that the files you want to translate are enabled. The list should include the files you added in step 2. If

you do not have corresponding EDIF files for the constraint files you enable, you see warning messages in the box at the bottom of the dialog box.

– Enable Run Constraints Checker after Conversion and Invoke Report File.

– Click the Convert button in the upper right.

The tool uses information from the project `srd` file, the `prj` file, and the `ucf` files. It translates the constraints in the Xilinx input constraint files and creates a new project. It does not overwrite or delete the files from the input project. Finally, it runs the constraints checker and reports any Xilinx constraints that cannot be translated. See *Supported UCF Constraints, on page 226* for a list of supported and unsupported constraints.

It generates the following output constraint files:

*ucfFile*_conv.sdc	Translated UCF constraints. Could have multiple files.
unsuppported.ucf	Unsupported input Xilinx constraints, in the `ucf` format for forward-annotation. This includes any physical constraints that are not used by the synthesis tools.

5. To use the generated `sdc` file to drive further synthesis, do the following:
   – Open the ucf2sdc.log and check each `ucf` translation section in this file for errors or warnings.
   – Open the `sdc` file and check it. Edit it if necessary.
   – Make sure the file is added to the project.
   – Run physical synthesis.
6. Use the synplicity.ucf and `ncf` files for Xilinx P&R.

   You can check the ucf2sdc.log file for messages and manually translate any untranslated constraints in the synplify.ucf file before running P&R.

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Support for UCF Conversion

For procedures on converting UCF constraints, see the methods listed *Converting and Using Xilinx UCF Constraints*, on page 218. The following describe what the software supports when translating UCF constraints to SDC.

- Supported Input Files for UCF Conversion, on page 224
- Generated Files after UCF Conversion, on page 225
- Supported UCF Constraints, on page 226

Supported Input Files for UCF Conversion

The synthesis software can translate Xilinx constraints from UCF, NCF, and XCF files with the Project->Convert Vendor Constraints command. The UCF file is for the top-level design, and the XCF and NCF files are for blocks. The following table lists support criteria for each of these formats:

UCF	• You can only have UCF files for the top-level project. • Paths referring to elements must start at the top level. • The UCF file must be one written for the Synopsys FPGA synthesis netlist. If it is an XST netlist, object names may not match. • The Convert Vendor Constraints command does not convert constraints if the `ucf` file was generated by the Synopsys FPGA tools. It ignores everything after the following comment line: `# Constraints generated by Synplify Pro maprc, Build <number>` The tool notifies you that it is ignoring these comments, and puts the unconverted constraints in the *design*_unsupported.ucf file. If you want to convert constraints from a Synopsys `ucf` file, delete the comment line.
NCF	• You can only use block-level NCF files. • A project can have multiple NCF files. • Each NCF file must have a corresponding `edn`, `edf`, `ngc`, or `ngo` file with the same name.
XCF	• You can only use block-level XCF files. • A project can have multiple XCF files. • Each XCF file must have a corresponding `ngc` or `ngo` file with the same name.

Generated Files after UCF Conversion

The tool creates these files after UCF conversion:

ucf2sdc.log	Log file that contains messages after ucf conversion completes.
*prjFile*_conv.prj	The default name for the new project that was generated.
*ucfFile*_conv.sdc	Contains converted Xilinx constraints for logic synthesis. The tool generates a corresponding `sdc` file for each input `ucf` file. The name for this file is derived from the input UCF file name.
synplify.ucf	After logic synthesis, this one file contains all the supported input Xilinx constraints in the `ucf` format. Unsupported constraints are in a separate file. After physical synthesis, this one file contains both supported and unsupported constraints in the `ucf` format.
unsupported.ucf	File that contains all the unsupported Xilinx constraints in the `ucf` format after logic synthesis. This can include any physical constraints not used for synthesis.

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The next figure shows how the project-level input files are handled in a post-translation synthesis run:

Supported UCF Constraints

The UCF converter supports the following types of constraints:

	FF	RAM	ROM	DSP	Net	Inst	View	Collection	Port	Pin
PERIOD					Yes			Yes	Yes	Yes
FROM/TO	Yes	Yes	Yes	Yes	Yes	Yes		Yes	Yes	Yes
TIG	Yes	Yes	Yes	Yes	Yes	Yes		Yes	Yes	Yes
OFFSET	Yes	Yes	Yes	Yes	Yes	Yes		Yes	Yes	Yes
TNM TNM_NET TIMEGRP	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
LOC	Yes	Yes	Yes	Yes	Yes	Yes		Yes	Yes	Yes
IO PROPS					Yes	Yes		Yes	Yes	
General PROPs	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Unsupported UCF Constraints

Currently, the UCF converter does not handle the following:

- Back-annotated netlists from the physical synthesis flow.
- Case-sensitive matching on instance and net names. For example: aBc.
- Nets driven by LUTs, except for nets that source OPADs.
- Collections that include inferred RAMs or DSPs. The tool cannot guarantee that inferred components match.
- The MAXDELAY constraint.

The UCF converter does not currently convert the following keywords:

Unsupported Keywords	Description
BRAMS_PORT[A/B]	Predefined keyword
INPUT_JITTER, PRIORITY, DATAPATHONLY	TIMESPEC constraint
RISING, FALLING	TIMEGRP constraint
CLOSED, OPEN	AREA_GROUP constraint
HIGH, LOW, VALID	OFFSET constraint

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CHAPTER 5

Setting up a Logic Synthesis Project

When you synthesize a design with the Synopsys FPGA synthesis tools, you must set up a project for your design. The following describe the procedures for setting up a project for logic synthesis:

- Setting Up Project Files, on page 230
- Project File Hierarchy Management, on page 239
- Setting Up Implementations and Workspaces, on page 245
- Setting Logic Synthesis Implementation Options, on page 249
- Entering Attributes and Directives, on page 267
- Searching Files, on page 276
- Archiving Files and Projects, on page 279

To set up a physical synthesis project, you follow the steps for setting up a logic synthesis project, and then additionally follow the procedures described in Chapter 6, *Setting up a Physical Synthesis Project*.

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Setting Up Project Files

For a specific example on setting up a project file, refer to the Synplify and Synplify Pro tutorial. This section describes the following:

- Creating a Project File, on page 230
- Opening an Existing Project File, on page 233
- Making Changes to a Project, on page 234
- Setting Project View Display Preferences, on page 235
- Updating Verilog Include Paths in Older Project Files, on page 238

Creating a Project File

You must set up a project file for each project. A project contains the data needed for a particular design: the list of source files, the synthesis results file, and your device option settings. The following procedure shows you how to set up a project file using individual commands.

1. Start by selecting one of the following: File->Build Project, File->Open Project, or the P icon. Click New Project.

   The Project window shows a new project. Click the Add File button, press F4, or select the Project->Add Source File command. The Add Files to Project dialog box opens.

2. Add the source files to the project.

   – Make sure the Look in field at the top of the form points to the right directory. The files are listed in the box. If you do not see the files, check that the Files of Type field is set to display the correct file type. If you have mixed input files, follow the procedure described in *Using Mixed Language Source Files*, on page 139.

– To add all the files in the directory at once, click the Add All button on the right side of the form. To add files individually, click on the file in the list and then click the Add button, or double-click the file name.

  You can add all the files in the directory and then remove the ones you do not need with the Remove button.

  If you are adding VHDL files, select the appropriate library from the the VHDL Library popup menu. The library you select is applied to all VHDL files when you click OK in the dialog box.

Your project window displays a new project file. If you click on the plus sign next to the project and expand it, you see the following:

– A folder (two folders for mixed language designs) with the source files. If your files are not in a folder under the project directory, you can set this preference by selecting Options->Project View Options and checking the View project files in folders box. This separates one kind of file from another in the Project view by putting them in separate folders.

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– The implementation, named rev_1 by default. Implementations are revisions of your design within the context of the synthesis software, and do not replace external source code control software and processes. Multiple implementations let you modify device and synthesis options to explore design options. You can have multiple implementations in Synplify Premier and Synplify Pro, but not in Synplify. Each implementation has its own synthesis and device options and its own project-related files.

3. Add any libraries you need, using the method described in the previous step to add the Verilog or VHDL library file.

   – For vendor-specific libraries, add the appropriate library file to the project. Note that for some families, the libraries are loaded automatically and you do not need to explicitly add them to the project file.

     To add a third-party VHDL package library, add the appropriate `.vhd` file to the design, as described in step 2. Right click the file in the Project view and select File Options, or select Project-> Set VHDL library. Specify a library name that is compatible with the simulators. For example, MYLIB. Make sure that this package library is before the top-level design in the list of files in the Project view.

     For information about setting Verilog and VHDL file options, see *Setting Verilog and VHDL Options*, on page 261. You can also set these file options later, before running synthesis.

     For additional vendor-specific information about using vendor macro libraries and black boxes, see *Optimizing Actel Designs*, on page 700, *Optimizing Altera Designs*, on page 703, *Optimizing Lattice Designs*, on page 715, and *Optimizing Xilinx Designs*, on page 731.

- For generic technology components, you can either add the technology-independent Verilog library supplied with the software (*install_dir*/lib/generic_ technology/gtech.v) to your design, or add your own generic component library. Do not use both together as there may be conflicts.

4. Check file order in the Project view. File order is especially important for VHDL files.
   - For VHDL files, you can automatically order the files by selecting Run->Arrange VHDL Files. Alternatively, manually move the files in the Project view. Package files must be first on the list because they are compiled before they are used. If you have design blocks spread over many files, make sure you have the following file order: the file containing the entity must be first, followed by the architecture file, and finally the file with the configuration.
   - In the Project view, check that the last file in the Project view is the top-level source file. Alternatively, you can specify the top-level file when you set the device options.
5. Select File->Save, type a name for the project, and click Save. The Project window reflects your changes.
6. To close a project file, select the Close Project button or File->Close Project.

Opening an Existing Project File

There are two ways to open a project file: the Open Project and the generic File ->Open command.

1. If the project you want to open is one you worked on recently, you can select it directly: File->Recent Projects-> *projectName*.
2. Use one of the following methods to open any project file:

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Open Project **Command**	File->Open **Command**
Select File->Open Project, click the Open Project button on the left side of the Project window (Synplify Pro and Synplify Premier only), or click the P icon. To open a recent project, double-click it from the list of recent projects. Otherwise, click the Existing Project button to open the Open dialog box and select the project.	Select File->Open. Specify the correct directory in the Look In: field. Set File of Type to Project Files (*.prj). The box lists the project files. Double-click on the project you want to open.

The project opens in the Project window.

Making Changes to a Project

Typically, you add, delete, or replace files.

1. To add source or constraint files to a project, select the Add Files button or Project->Add Source File to open the Select Files to Add to Project dialog box. See *Creating a Project File*, on page 230 for details.

2. To delete a file from a project, click the file in the Project window, and press the Delete key.

3. To replace a file in a project,
   - Select the file you want to change in the Project window.
   - Click the Change File button, or select Project->Change File.
   - In the Source File dialog box that opens, set Look In to the directory where the new file is located. The new file must be of the same type as the file you want to replace.
   - If you do not see your file listed, select the type of file you need from the Files of Type field.
   - Double-click the file. The new file replaces the old one in the project list.

4. To specify how project files are saved in the project, right click on a file in the Project view and select File Options. Set the Save File option to either Relative to Project or Absolute Path.

5. To check the time stamp on a file, right click on a file in the Project view and select File Options. Check the time that the file was last modified. Click OK.

Setting Project View Display Preferences

You can customize the organization and display of project files.

1. Select Options->Project View Options.

   The Project View Options form opens. Available options vary, depending on the tool. The Synplify Premier and Synplify Pro options are the same.

Synplify Options

Synplify Pro and Synplify Premier Options

2. To organize different kinds of input files in separate folders, check View Project Files in Folders.

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Checking this option creates separate folders in the Project view for constraint files and source files.

3. Control file display with the following:
   - Automatically display all the files, by checking Show Project Library. If this is unchecked, the Project view does not display files until you click on the plus symbol and expand the files in a folder.
   - Check one of the boxes in the Project File Name Display section of the form to determine how filenames are displayed. You can display just the filename, the relative path, or the absolute path.
4. To view project files in customized custom folders, check View Project Files in Custom Folders. For more information, see *Creating Custom Folders*, on page 239. Type folders are only displayed if there are multiple types in a custom folder.

5. To open more than one implementation in the same Project view, check Allow Multiple Projects to be Opened. You can only use multiple implementations with the Synplify Pro and Synplify Premier tools.

6. Control the output file display with the following:
   - Check the Show all Files in Results Directory box to display all the output files generated after synthesis.
   - Change output file organization by clicking in one of the header bars in the Implementation Results view. You can group the files by type or sort them according to the date they were last modified.
7. To view file information, select the file in the Project view, right-click, and select File Options. For example, you can check the date a file was modified.

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Updating Verilog Include Paths in Older Project Files

If you have a project file created with an older version of the software (prior to 8.1), the Verilog include paths in this file are relative to the results directory or the source file with the `include statements. In releases after 8.1, the project file `include paths are relative to the project file only. The GUI in the more recent releases does not automatically upgrade the older `prj` files to conform to the newer rules. To upgrade and use the old project file, do one of the following:

- Manually edit the `prj` file in a text editor and add the following on the line before each set_option -include_path:

  ```
  set_option -project_relative_includes 1
  ```

- Start a new project with a newer version of the software and delete the old project. This will make the new `prj` file obey the new rule where includes are relative to the `prj` file.

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Project File Hierarchy Management

The following sections describe how you can create and manage customized folders and files in the Project view:

- Creating Custom Folders
- Other Custom Folder Operations
- Other Custom File Operations

Creating Custom Folders

You can create logical folders and customize files in various hierarchy groupings within your Project view. These folders can be specified with any name or hierarchy level. For example, you can arbitrarily match your operating system file structure or HDL logic hierarchy. Custom folders are distinguished by their blue color.

There are several ways to create custom folders and then add files to them in a project. Use one of the following methods:

1. Right-click on a project file or another custom folder and select Add Folder from the popup menu. Then perform any of the following file operations:
   - Right-click on a file or files and select Place in Folder. A sub-menu displays so that you can either select an existing folder or create a new folder.

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Note that you can arbitrarily name the folder, however do not use the character (/) because this is a hierarchy separator symbol.

– To rename a folder, right-click on the folder and select Rename from the popup menu. The Rename Folder dialog box appears; specify a new name.

2. Use the Add Files to Project dialog box to add the entire contents of a folder hierarchy, and optionally place files into custom folders corresponding to the OS folder hierarchies listed in the dialog box display.

– To do this, select the Add File button in the Project view.

– Select the requested folder(s) such as dsp from the dialog box, then click the Add button. This places all the files from the dsp hierarchy into the custom folder you just created.

– To automatically place the files into custom folders corresponding to the OS folder hierarchy, check the option called Add Files to Custom Folders on the dialog box.

– By default, the custom folder name is the same name as the folder containing files or folder to be added to the project. However, you can modify how folders are named, by clicking on the Folders Option button. The following dialog box is displayed.

To use:

– Only the folder containing files for the folder name, click on Use OS Folder Name.

– The path name to the selected folder to determine the level of hierarchy reflected for the custom folder path.

3. You can drag and drop files and folders from an OS Explorer application into the Project view. This feature is available on Windows and Linux desktops running KDE.

   – When you drag and drop a file, it is immediately added to the project. If no project is open, the software creates a project.

   – When you drag and drop a file over a folder, it will be placed in that folder. Initially, the Add Files to Project dialog box is displayed asking you to confirm the files to be added to the project. You can click OK to

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accept the files. If you want to make changes, you can click the Remove All button and specify a new filter or option.

Note: To display custom folders in the Project view, select the Options->Project View Options menu, then enable/disable the check box for View Project Files in Custom Folders on the dialog box.

Other Custom Folder Operations

The following procedure describes how you can remove files from folders, delete folders, and change the folder hierarchy.

1. To remove a file from a custom folder, either:
   - Drag and drop it into another folder or onto the project.
   - Highlight the file, right-click and select Remove from Folder from the popup menu.

     Do not use the Delete (DEL) key, as this removes the file from the project.
2. To delete a custom folder, highlight it then right-click and select Delete from the popup menu or press the DEL key. When you delete a folder, make one of the following choices:
   - Click Yes to delete the folder and the files contained in the folder from the project.
   - Click No to just delete the folder.
3. To change the hierarchy of the custom folder:
   - Drag and drop the folder within another folder so that it is a sub-folder or over the project to move it to the top-level.
   - To remove the top-level hierarchy of a custom folder, drag and drop the desired sub-level of hierarchy over the project. Then delete the empty root directory for the folder.

     For example, if the existing custom folder directory is:

     `/Examples/Verilog/RTL`

Suppose you want a single-level RTL hierarchy only, then drag and drop `RTL` over the project. Thereafter, you can delete the `/Examples/Verilog` directory.

Other Custom File Operations

Additionally, you can perform the following types of custom file operations:

1. To suppress the display of files in the Type folders, right-click in the Project view and select Project View Options or select Options->Project View Options. Disable the option View Project Files in Type Folders on the dialog box.

2. To display files in alphabetical order instead of project order, check the Sort Files button in the Project view control panel. Click the down arrow key in the bottom-left corner of the panel to toggle the control panel on and off.

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3. To change the order of files in the project:
   - Make sure to disable custom folders and sorting files.
   - Drag and drop a file to the desired position in the list of files.
4. To change the file type, drag and drop it to the new type folder. The software will prompt you for verification.

Setting Up Implementations and Workspaces

Workspaces and implementations are extensions of the project metaphor used in the Synplify Pro and Synplify Premier synthesis software. The Synplify software does not support multiple implementations or workspaces.

This section describes the following:

- Working with Multiple Implementations, on page 245
- Creating Workspaces, on page 247
- Using Workspaces, on page 248

Working with Multiple Implementations

The synthesis tools let you create multiple implementations of the same design and then compare results. This lets you experiment with different settings for the same design. Implementations are revisions of your design within the context of the synthesis software, and do not replace external source code control software and processes.

1. Click the Add Implementation button or select Project->New Implementation and set new device options (Device tab), new options (Options tab), or a new constraint file (Constraints tab).

   The software creates another implementation in the project view. The new implementation has the same name as the previous one, but with a different number suffix. The following figure shows two implementations, rev1 and rev2, with the current (active) implementation highlighted.

   The new implementation uses the same source code files, but different device options and constraints. It copies some files from the previous implementation: the `tlg` log file, the `srs` RTL netlist file, and the *design*_fsm.sdc file generated by FSM Explorer. The software keeps a repeatable history of the synthesis runs.

2. Run synthesis again with the new settings.

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– To run the current implementation only, click Run.

– To run all the implementations in a project, select Run->Run All Implementations.

You can use multiple implementations to try a different part or experiment with a different frequency. See *Setting Logic Synthesis Implementation Options*, on page 249 for information about setting options.

The Project view shows all implementations with the active implementation highlighted and the corresponding output files generated for the active implementation displayed in the Implementation Results view on the right; changing the active implementation changes the output file display. The Watch window monitors the active implementation. If you configure this window to watch all implementations, the new implementation is automatically updated in the window.

3. Compare the results.

   – Use the Watch window to compare selected criteria. Make sure to set the implementations you want to compare with the Configure Watch command. See *Using the Watch Window*, on page 531 for details.

Log Parameter	rev_1	rev_2
eight_bit_uc|clock - Estimated Frequency	47.0 MHz	201.6 MHz
eight_bit_uc|clock - Requested Frequency	55.3 MHz	237.1 MHz
eight_bit_uc|clock - Slack	-3.191	-0.744

   – To compare details, compare the log file results.

4. To rename an implementation, click the right mouse button on the implementation name in the project view, select Change Implementation Name from the popup menu, and type a new name.

   Note that the current UI overwrites the implementation; releases prior to 9.0 preserve the implementation to be renamed.

5. To copy an implementation, click the right mouse button on the implementation name in the project view, select Copy Implementation from the popup menu, and type a new name for the copy.

6. To delete an implementation, click the right mouse button on the implementation name in the project view, and select Remove Implementation from the popup menu.

Creating Workspaces

The synthesis tools let you group projects together into workspaces. A workspace is like a container for a number of projects.

1. To create a new workspace, select File->New Workspace or right-click in the Project view and select Build Workspace.

2. In the dialog box,

   – Select the project files (`prj`) of the projects you want to add to the workspace.

   – Name the workspace and click OK.

   The Project view displays the workspace and the associated projects under it. The workspace file is also a `prj` file.

3. To open more than one project in the same Project view, check Allow Multiple Projects to be Opened. After you set up the new project, you can see it in the Project view.

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Using Workspaces

You can use your workspace to simplify your work flow. For example, you can set up dependencies between projects in the same workspace.The Synplify software does not support workspaces.

1. To add a project to a workspace, right-click the workspace and select Insert Project. Select the project file you want to add, and click OK.
2. To remove a project from a workspace, right-click on the project and select Remove Project from Workspace.
3. To synthesize a single project in a workspace, click Run.

   The software synthesizes the current project.
4. To run all the projects in a workspace, do the following:
   - If you have multiple implementations within a project, check that the correct implementation is active. To make an implementation active, click on the implementation in the Project view.
   - Select the workspace in the Project view, right-click, and select Run all Projects.

   The software synthesizes the active implementations of all the projects in the workspace.

Setting Logic Synthesis Implementation Options

You can set global options for your synthesis implementations, some of them technology-specific. This section describes how to set global options like device, optimization, and file options with the Implementation Options command. For information about setting constraints for the implementation, see *Specifying Timing Constraints*, on page 170. For information about overriding global settings with individual attributes or directives, see *Entering Attributes and Directives*, on page 267.

This section discusses the following topics:

- Setting Device Options, on page 249
- Setting Optimization Options, on page 252
- Specifying Global Frequency and Constraint Files, on page 256
- Specifying Result Options, on page 259
- Specifying Timing Report Output, on page 260
- Setting Verilog and VHDL Options, on page 261

Setting Device Options

Device options are part of the global options you can set for the synthesis run. They include the part selection (technology, part and speed grade) and implementation options (I/O insertion and fanouts). The options and the implementation of these options can vary from technology to technology, so check the vendor chapters of the *Reference Manual* for information about your vendor options.

1. Open the Implementation Options form by clicking the Implementation Options button or selecting Project->Implementation Options, and click the Device tab at the top if it is not already selected.

2. Select the technology, part, package, and speed. Available options vary, depending on the technology you choose; the Synplify Premier software supports a subset of the technologies supported by the Synplify and Synplify Pro tools.

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Also, when using the Synplify Premier tool with a HAPS board, selecting a Synopsys HAPS entry from the Technology drop-down menu automatically fills in the appropriate part, package, and speed grade for the corresponding device on the HAPS board.

Similarly, specifying a Synopsys HAPS technology with a set_option -technology command selects the appropriate part, package, and speed grade (for example, set_option -technology HAPS-60 selects a Virtex-6 XC6VLX760 device in an FF1760 package in speed grade 1).

3. Set the device mapping options. The options vary, depending on the technology you choose.
   - If you are unsure of what an option means, click on the option to see a description in the box below. For full descriptions of the options, click F1 or refer to the appropriate vendor chapter in the *Reference Manual*.
   - To set an option, type in the value or check the box to enable it.

For more information about setting fanout limits, pipelining, and retiming, see *Setting Fanout Limits*, on page 418, *Pipelining*, on page 400, and *Retiming*, on page 404, respectively. For details about other vendor-specific options, refer to the appropriate vendor chapter and technology family in the *Reference Manual*. Note that the Synplify tool does not support all these optimization options.

Device Mapping Options Vary by Technology

4. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options*, on page 249 for a list of choices). Click OK.

5. Click the Run button to synthesize the design. The software compiles and maps the design using the options you set.

6. To set device options with a script, use the set_option Tcl command. The following table contains an alphabetical list of the device options on the Device tab mapped to the equivalent Tcl commands. Because the options are technology- and family-based, all of the options listed in the table may not be available in the selected technology. All commands begin with set_option, followed by the syntax in the column as shown. Check the *Reference Manual* for the most comprehensive list of options for your vendor.

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The following table shows a majority of the device options.

Option	Tcl Command (set_option...)
Annotated Properties for Analyst	`-run_prop_extract {1|0}`
Disable I/O Insertion	`-disable_io_insertion {1|0}`
Disable Sequential Optimizations	`-no_sequential_opt {1|0}`
Enhanced Compile Point Support	`-gcc_prepass {1|0}`
Enhanced Optimization	`-enhanced_optimization {1|0}`
Fanout Guide	`-fanout_limit` *fanout_value*
Fix Gated Clocks	`-fixgatedclocks {0|1|2|3}`
Fix Generated Clocks	`-fixgeneratedclocks {0|1|2|3}`
Package	`-package` *pkg_name*
Part	`-part` *part_name*
Resolve Mixed Drivers	`-resolve_multiple_driver {1|0}`
Speed	`-speed_grade` *speed_grade*
Technology	`-technology` *keyword*
Update Compile Point Timing Data	`-update_models_cp {0|1}`
Verification Mode	`-verification_mode {0|1}`

Setting Optimization Options

Optimization options are part of the global options you can set for the implementation. This section tells you how to set options like frequency and global optimization options like resource sharing. You can also set some of these options with the appropriate buttons on the UI.

1. Open the Implementation Options form by clicking the Implementation Options button or selecting Project->Implementation Options, and click the Options tab at the top.

2. Click the optimization options you want, either on the form or in the Project view. Your choices vary, depending on the technology. If an

option is not available for your technology, it is greyed out. Setting the option in one place automatically updates it in the other. The Synplify software does not support all the options shown below.

Optimization Options

Project View

Implementation Options->Options

For details about using these optimizations refer to the following sections:

Fast Synthesis	Using Fast Synthesis, on page 1011
Auto Compile Point	The Automatic Compile Point Flow, on page 1055
Continue on Error	Continue on Error, on page 254
Physical Plus	Running Physical Synthesis, on page 518
FSM Compiler	*Optimizing State Machines*, on page 428
FSM Explorer	*Running the FSM Explorer*, on page 433 *Note*: Only a subset of the Xilinx, Altera, and Actel technologies support the FSM Explorer option. Use the Project->Implementation Options->Options panel to determine if this option is supported for the device you specify in your tool.
Resource Sharing	*Sharing Resources*, on page 422
Pipelining	*Pipelining*, on page 400
Retiming	*Retiming*, on page 404
Power Optimization	Power Optimization for Xilinx Designs, on page 1850 in the *Reference Manual*

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The equivalent Tcl set_option command options are as follows:

Option	set_option Tcl Command Option
Fast Synthesis	`-fast_synthesis {1|0}`
Auto Compile Point	`-automatic_compile_point {1|0}`
Continue on Error	`-continue_on_error {1|0}`
Physical Plus	`-run_physical_plus {1|0}`
FSM Compiler	`-symbolic_fsm_compiler {1|0}`
FSM Explorer	`-use_fsm_explorer {1|0}`
Resource Sharing	`-resource_sharing {1|0}`
Pipelining	`-pipe {0|1}`
Retiming	`-retiming {1|0}`
Power Optimization	`-power {1|0}`

3. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options*, on page 249 for a list of choices). Click OK.
4. Click the Run button to run synthesis.

   The software compiles and maps the design using the options you set.

Continue on Error

By default, the compiler stops the compilation process as soon as an error is encountered in the design. As a result, a design having multiple problems can require multiple iterations to identify and correct all the design issues. This behavior often leads to long turn-around times for complex designs requiring long compilation times.

A “continue-on-error” feature is available for users of Synplify Premier to allow the compilation process to continue for certain, non-syntax-related compiler errors (continue-on-error for the compiler is a Synplify Premier only feature). This feature is based on the four stages of the compilation process:

- Syntax Check/Parse
- Elaborationizing

- Hardware Generation
- Optimization

Stage 1 – Syntax Check/Parse

During this stage, the compiler parses all files in the project and reports the syntax errors found in each file. If parse errors are found, the compilation process terminates at this point and does not continue to the next (elaboration/sizing) stage. Any errors reported must be corrected before compilation can advance to the next stage.

Stage 2 – Elaboration/Sizing

During the elaboration/sizing stage, if a compilation error is encountered, the design unit containing the error is converted to a black box as shown in the following figure; the compiler continues the processing of the remaining design units and reports any errors found in this stage. The compiler automatically continues to the hardware-generation stage.

Stage 3 – Hardware Generation

During the hardware-generation stage, if a compilation error is encountered, the design unit containing the error is converted to a black box; the compiler continues the processing of the remaining design units and reports any errors found in this stage. The compiler automatically continues to the optimization stage.

Stage 4 – Optimization

During the hardware-generation stage, if a compilation error is encountered, the design unit containing the error is converted to a black box; the compiler continues the processing of the remaining design units and reports any

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errors found in this stage. If errors are reported in stages 2, 3, or 4, compilation terminates with an error status; these errors must be corrected before any synthesis operations can be performed.

Enabling the Continue-on-Error Feature

The continue-on-error feature for the compiler in Synplify Premier is enabled in the UI by any of the following:

- Enabling the Continue On Error checkbox on the left side of the Project view
- Enabling the Continue On Error checkbox on the Options tab of the Implementation Options dialog box
- Selecting Options->Configure Compile Point Process and enabling the Continue on Error checkbox in the dialog box

The continue-on-error feature can also be enabled from the Tcl Script window using the following set_option Tcl command:

```
set_option -continue_on_error 1
```

The continue-on-error feature is also available for use with compile points and, when enabled, allows both the Synplify Pro and Synplify Premier mappers to black box the affected compile point and continue synthesis with the other compile points (for more information on using the continue-on-error feature with compile points, see *Continue on Error Mode*, on page 1052).

Specifying Global Frequency and Constraint Files

This procedure tells you how to set the global frequency and specify the constraint files for the implementation.

1. To set a global frequency, do one of the following:
   - Type a global frequency in the Project view.
   - Open the Implementation Options form by clicking the Implementation Options button or selecting Project->Implementation Options, and click the Constraints tab.

   The equivalent Tcl set_option command is -frequency *frequencyValue*.

   You can override the global frequency with local constraints, as described in *Specifying Timing Constraints*, on page 170. In the Synplify

Pro tool, you can automatically generate clock constraints for your design instead of setting a global frequency. See *Using Auto Constraints, on page 209* for details.

Global Frequency and Constraints

Project View

Implementation Options->Constraints

2. To specify constraint files for an implementation, do one of the following:
   - Select Project->Implementation Options->Constraints. Check the constraint (sdc) files you want to use in the project.
   - From the Implementation Options->Constraints panel, you can also click to add a constraint file.
   - With the implementation you want to use selected, click Add File in the Project view, and add the constraint files you need.

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To create constraint files, see *Specifying Timing Constraints*, on page 170.

3. To remove constraint files from an implementation, do one of the following:
   - Select Project->Implementation Options->Constraints. Click off the checkbox next to the file name.
   - In the Project view, right-click the constraint file to be removed and select Remove from Project.

   This removes the constraint file from the implementation, but does not delete it.

4. To specify or remove a Synplify Premier design plan (`sfp`), use the techniques described in steps 2 and 3, or do the following:
   - Select Project->Implementation Options->Design Planning. Check the box next to the file you want.
   - To delete a file, disable the check box next to the file name on the Design Planning tab.

   When the implementation is synthesized, the Synplify Premier tool uses the region assignments in this file for the second phase of optimization to perform physical synthesis.

5. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options*, on page 249 for a list of choices). Click OK.

When you synthesize the design, the software compiles and maps the design using the options you set.

Specifying Result Options

This section shows you how to specify criteria for the output of the synthesis run.

1. Open the Implementation Options form by clicking the Implementation Options button or selecting Project->Implementation Options, and click the Implementation Results tab at the top.

2. Specify the output files you want to generate.
   - To generate mapped netlist files, click Write Mapped Verilog Netlist or Write Mapped VHDL Netlist.
   - To generate a vendor-specific constraint file for forward annotation, click Write Vendor Constraint File. See *Generating Constraint Files for Forward Annotation*, on page 157 for more information.
3. Set the directory to which you want to write the results.
4. Set the format for the output file. The equivalent Tcl command for scripting is project -result_format *format*.

   You might also want to set attributes to control name-mapping. For details, refer to the appropriate vendor chapter in the *Reference Manual*.

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For certain Altera technologies (see *Generating Vendor-Specific Output, on page 772*), the vqm result format allows you to also select the version of Quartus II you are using from the pop-up menu.

5. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options, on page 249* for a list of choices). Click OK.

   When you synthesize the design, the software compiles and maps the design using the options you set.

Specifying Timing Report Output

You can determine how much is reported in the timing report by setting the following options.

1. Selecting Project->Implementation Options, and click the Timing Report tab.
2. Set the number of critical paths you want the software to report.

3. Specify the number of start and end points you want to see reported in the critical path sections.
4. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options, on page 249* for a list of choices). Click OK.

When you synthesize the design, the software compiles and maps the design using the options you set.

Setting Verilog and VHDL Options

When you set up the Verilog and VHDL source files in your project, you can also specify certain compiler options.

Setting Verilog File Options

You set Verilog file options by selecting either Project->Implementation Options->Verilog, or Options->Configure Verilog Compiler. For information about creating always block hierarchy for Synplify Premier, see *Setting Synplify Premier Prototyping Tools Optimizations*, on page 294.

1. Specify the Verilog format to use.
   - To set the compiler globally for all the files in the project, select Project->Implementation Options->Verilog. If you are using Verilog 2001 or SystemVerilog, check the *Reference Manual* for supported constructs.

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– To specify the Verilog compiler on a per file basis, select the file in the Project view. Right-click and select File Options. Select the appropriate compiler. The default Verilog file format for new projects is SystemVerilog.

2. Specify the top-level module if you did not already do this in the Project view.

3. To extract parameters from the source code, do the following:

   – Click Extract Parameters.

   – To override the default, enter a new value for a parameter.

   The software uses the new value for the current implementation only. Note that parameter extraction is not supported for mixed designs.

4. Type in the directive in Compiler Directives, using spaces to separate the statements.

   You can type in directives you would normally enter with 'ifdef and ‘define statements in the code. For example, `ABC=30` results in the software writing the following statements to the project file:

```
set_option -hdl_define -set "ABC=30"
```

5. In the Include Path Order, specify the search paths for the include commands for the Verilog files that are in your project. Use the buttons in the upper right corner of the box to add, delete, or reorder the paths.

6. In the Library Directories, specify the path to the directory which contains the library files for your project. Use the buttons in the upper right corner of the box to add, delete, or reorder the paths.

7. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options*, on page 249 for a list of choices). Click OK.

   When you synthesize the design, the software compiles and maps the design using the options you set.

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Setting VHDL File Options

You set VHDL file options by selecting either Project->Implementation Options->VHDL, or Options->Configure VHDL Compiler.

For VHDL source, you can specify the options described below. For information about creating process hierarchy for Synplify Premier, see *Setting Synplify Premier Prototyping Tools Optimizations*, on page 294.

1. Specify the top-level module if you did not already do this in the Project view. If the top-level module is not located in the default work library, you must specify the library where the compiler can find the module. For information on how to do this, see *VHDL Panel*, on page 214.

   You can also use this option for mixed language designs or when you want to specify a module that is not the actual top-level entity for HDL Analyst displaying and debugging in the schematic views.

2. For user-defined state machine encoding, do the following:
   - Specify the kind of encoding you want to use.
   - Disable the FSM compiler.

When you synthesize the design, the software uses the compiler directives you set here to encode the state machines and does not run the FSM compiler, which would override the compiler directives. Alternatively, you can define state machines with the syn_encoding attribute, as described in *Defining State Machines in VHDL*, on page 333.

3. To extract generics from the source code, do this:
   - Click Extract Generic Constants.
   - To override the default, enter a new value for a generic.

   The software uses the new value for the current implementation only. Note that you cannot extract generics if you have a mixed language design.

4. To push tristates across process/block boundaries, check that Push Tristates is enabled. For details, see *Push Tristates Option*, on page 227 in the *Reference Manual*.

5. Determine the interpretation of the synthesis_on and synthesis_off directives:
   - To make the compiler interpret synthesis_on and synthesis_off directives like translate_on/translate_off, enable the Synthesis On/Off Implemented as Translate On/Off option.
   - To ignore the synthesis_on and synthesis_off directives, make sure that this option is not checked. See translate_off/translate_on Directive, on page 1392 in the *Reference Manual* for more information.

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6. Set other implementation options as needed (see *Setting Logic Synthesis Implementation Options*, on page 249 for a list of choices). Click OK.

   When you synthesize the design, the software compiles and maps the design using the options you set.

Entering Attributes and Directives

Attributes and directives are pieces of information that you attach to design objects to control the way in which your design is analyzed, optimized, and mapped.

Attributes control mapping optimizations and directives control compiler optimizations. Because of this difference, you can only specify directives in the source code or the compiler directives file. This table describes the methods that are available to specify attributes and directives:

	Attributes	Directives
VHDL	—	x
Verilog	—	x
cdc Compiler Directives File (*Synplify Premier tools only*)	—	Supported directives*
SCOPE Editor	x	—
sdc Constraints File	x	—

* See Specifying Directives in a CDC File, on page 270

It is better to specify attributes in the SCOPE editor or the `sdc` constraints file, because you do not have to recompile the design first. For directives, you must compile the design for them to take effect.

If compiler directives (`cdc`), SCOPE/Synopsys design constraints (`sdc`), and the HDL source code are specified for a design, the `sdc` constraints has the highest priority when there are conflicts. Then, the `cdc` compiler directives take precedence over the HDL source code.

For further details, refer to the following:

- Specifying Attributes and Directives in VHDL, on page 268
- Specifying Attributes and Directives in Verilog, on page 269
- Specifying Directives in a CDC File, on page 270

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- Specifying Attributes Using the SCOPE Editor, on page 272
- Specifying Attributes in the Constraints File (SDC), on page 275

Specifying Attributes and Directives in VHDL

You can use other methods to add attributes to objects, as listed in *Entering Attributes and Directives*, on page 267. However, you can specify directives only in the source code. There are two ways of defining attributes and directives in VHDL:

- Using the predefined attributes package
- Declaring the attribute each time it is used

For details of VHDL attribute syntax, see *VHDL Attribute and Directive Syntax*, on page 1042in the *Reference Manual.*

Using the Predefined VHDL Attributes Package

The advantage to using the predefined package is that you avoid redefining the attributes and directives each time you include them in source code. The disadvantage is that your source code is less portable. The attributes package is located in *installDirectory*/lib/vhd/synattr.vhd .

1. To use the predefined attributes package included in the software library, add these lines to the syntax:

   ```
   library synplify;
   use synplify.attributes.all;
   ```

2. Add the attribute or directive you want after the design unit declaration.

   declarations ;
   attribute *attribute_name* **of** *object_name* **:** *object_kind* **is** *value* **;**

   For example:

   ```
   entity simpledff is
      port (q: out bit_vector(7 downto 0);
            d : in bit_vector(7 downto 0);
            clk : in bit);
   attribute syn_noclockbuf of clk : signal is true;
   ```

   For details of the syntax conventions, see *VHDL Attribute and Directive Syntax*, on page 1042 in the *Reference Manual.*

3. Add the source file to the project.

Declaring VHDL Attributes and Directives

If you do not use the attributes package, you must redefine the attributes each time you include them in source code.

1. Every time you use an attribute or directive, define it immediately after the design unit declarations using the following syntax:

   design_unit_declaration **;**
   attribute *attribute_name* **:** *data_type* **;**
   attribute *attribute_name* **of** *object_name* **:** *object_kind* **is** *value* **;**

   For example:

```
entity simpledff is
   port (q: out bit_vector(7 downto 0);
         d : in bit_vector(7 downto 0);
         clk : in bit);
attribute syn_noclockbuf : boolean;
attribute syn_noclockbuf of clk :signal is true;
```

2. Add the source file to the project.

Specifying Attributes and Directives in Verilog

You can use other methods to add attributes to objects, as described in *Entering Attributes and Directives*, on page 267. However, you can specify directives only in the source code.

Verilog does not have predefined synthesis attributes and directives, so you must add them as comments. The attribute or directive name is preceded by the keyword synthesis. Verilog files are case sensitive, so attributes and directives must be specified exactly as presented in their syntax descriptions. For syntax details, see *Verilog Attribute and Directive Syntax*, on page 846 in the *Reference Manual*.

1. To add an attribute or directive in Verilog, use Verilog line or block comment (C-style) syntax directly following the design object. Block comments must precede the semicolon, if there is one.

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Verilog Block Comment Syntax	Verilog Line Comment Syntax
/ **synthesis** *attribute_name* = *value* */*	*//* **synthesis** *attribute_name* = *value*
/ **synthesis** *directory_name* = *value* */*	*//* **synthesis** *directory_name* = *value*

For details of the syntax rules, see *Verilog Attribute and Directive Syntax, on page 846* in the *Reference Manual*. The following are examples:

```
module fifo(out, in) /* synthesis syn_hier = "hard" */;
```

```
module b_box(out, in); // synthesis syn_black_box
```

2. To attach multiple attributes or directives to the same object, separate the attributes with white spaces, but do not repeat the synthesis keyword. Do not use commas. For example:

```
case state /* synthesis full_case parallel_case */;
```

3. If multiple registers are defined using a single Verilog reg statement and an attribute is applied to them, then the synthesis software only applies the last declared register in the reg statement. For example:

```
reg [5:0] q, q_a, q_b, q_c, q_d /* synthesis syn_preserve=1 */;
```

The syn_preserve attribute is only applied to q_d. This is the expected behavior for the synthesis tools. To apply this attribute to all registers, you must use a separate Verilog reg statement for each register and apply the attribute.

Specifying Directives in a CDC File

This feature is available in the Synplify Premier tools.

A cdc file provides a convenient way to specify supported directives, without making changes to your HDL files. You can specify the following directives on views, entities, architectures and modules:

- *syn_black_box Directive*
- *syn_noprune Directive*
- *syn_preserve Directive*
- *syn_sharing Directive*

- *syn_rename_module Directive*
- *syn_unique_inst_module Directive*

Use this procedure to create a cdc file and specify directives:

1. Create a constraints file with a cdc extension that contains the Tcl directives you want. To use the compiler directives editor, see *Using the Compiler Directives Editor*, on page 124.

2. Use the following syntax for the directives you want. Use the syntax that matches the HDL source code you are using.

VHDL	**define_directive {v:**[*libraryName*.]*entityName*[(*architectureName*)]**} {***directive***} {***value***}**
Verilog	**define_directive {v:**[*libraryName*.]*moduleName***} {***directive***} {***value***}**

The following example sets the syn_black_box attribute on all architectures of the sub entity in the MyLib library:

```
define_directive {v:MyLib.sub}{syn_black_box}{1}
```

You must specify the attribute or directive on a view (v:). The *libraryName* and *architectureName* arguments are optional. If you do not specify a library, the tool defaults to all design libraries. If you include an architecture, make sure to enclose it in parantheses. Note that Verilog objects are case-sensitive, but VHDL objects are not. See *Compiler Directives File Examples*, on page 1068 in the *Reference Manual* for examples.

3. Add the file to your project. The tool creates a new directory in the Project view.

Note, you can also use the set_option -compiler_constraint command to add cdc files to your project (see *set_option*, on page 1471 of the *Reference Manual*).

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4. Compile the design.

   When the design is compiled, the tool passes all active `cdc` files to the compiler. The compiler creferences the object names in these files with the original RTL objects and assigns the corresponding directives.

Specifying Attributes Using the SCOPE Editor

The SCOPE window provides an easy-to-use interface to add any attribute. You cannot use it for adding directives, because they must be added to the source files. (See *Specifying Attributes and Directives in VHDL*, on page 268 or *Specifying Attributes and Directives in Verilog*, on page 269). The following procedure shows how to add an attribute directly in the SCOPE window.

1. Start with a compiled design and open the SCOPE window. To add the attributes to an existing constraint file, open the SCOPE window by clicking on the existing file in the Project view. To add the attributes to a new file, click the SCOPE icon and click Initialize to open the SCOPE window.

2. Click the Attributes tab at the bottom of the SCOPE window.

   You can either select the object first (step 3) or the attribute first (step 4).

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
1	☑	<any>	<global>	syn_noclockbuf	1	boolean	Use normal input buffer
2	☑						
3	☑						
4	☑						
5	☑						
6							
7							
8							

Attributes

3. To specify the object, do one of the following in the Object column. If you already specified the attribute, the Object column lists only valid object choices for that attribute.

   – Select the type of object in the Object Filter column, and then select an object from the list of choices in the Object column. This is the best

way to ensure that you are specifying an object that is appropriate, with the correct syntax.

– Drag the object to which you want to attach the attribute from the RTL or Technology views to the Object column in the SCOPE window. For some attributes, dragging and dropping may not select the right object. For example, if you want to set syn_hier on a module or entity like an and gate, you must set it on the view for that module. The object would have this syntax: v:*moduleName* in Verilog, or v:*library.moduleName* in VHDL, where you can have multiple libraries.

– Type the name of the object in the Object column. If you do not know the name, use the Find command or the Object Filter column. Make sure to type the appropriate prefix for the object where it is needed. For example, to set an attribute on a view, you must add the v: prefix to the module or entity name. For VHDL, you might have to specify the library as well as the module name.

4. If you specified the object first, you can now specify the attribute. The list shows only the valid attributes for the type of object you selected. Specify the attribute by holding down the mouse button in the Attribute column and selecting an attribute from the list.

If you selected the object first, the choices available are determined by the selected object and the technology you are using. If you selected the attribute first, the available choices are determined by the technology.

When you select an attribute, the SCOPE window tells you the kind of value you must enter for that attribute and provides a brief description of the attribute. If you selected the attribute first, make sure to go back and specify the object.

5. Fill out the value. Hold down the mouse button in the Value column, and select from the list. You can also type in a value.

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6. Save the file.

   The software creates a Tcl constraint file composed of define_attribute statements for the attributes you specified. See *How Attributes and Directives are Specified*, on page 1066 of the *Reference Manual* for the syntax description.

7. Add it to the project, if it is not already in the project.
   - Choose Project -> Implementation Options.
   - Go to the Constraints panel and check that the file is selected. If you have more than one constraint file, select all those that apply to the implementation.

   The software saves the SCOPE information in a Tcl constraint file, using define_attribute statements. When you synthesize the design, the software reads the constraint file and applies the attributes.

Specifying Attributes in the Constraints File (SDC)

When you use the SCOPE window (*Specifying Attributes Using the SCOPE Editor*, on page 272), the attributes are automatically written to the `sdc` constraint file using the Tcl define_attribute syntax. The following procedure explains how to specify attributes directly in the constraint file. For information about editing constraints in the file, see *Using a Text Editor for Constraint Files*, on page 146.

1. In the `sdc` constraint file, enter the attribute and specify the value you want, using the define_attribute syntax. For example,

   define_attribute {*objectName***}** *attributeName value*

   Check the attribute descriptions in the *Reference Manual* for the exact syntax and values of the attribute.

The following code excerpt provides an example of attributes defined in the `.sdc` file. (Some of these attributes are specific to Xilinx devices):

```
# Assign a location for scalar port "sel".
   define_attribute {sel} xc_loc "P139"

# Assign a pad location to all bits of a bus.
   define_attribute {b[7:0]} xc_loc "P14, P12, P11, P5, P21,
      P18, P16, P15"

# Assign a fast output type to the pad.
   define_attribute {a[5]} xc_fast 1

# Use a regular buffer instead of a clock buffer for clock "clk_slow".
   define_attribute {clk_slow} syn_noclockbuf 1

# Relax timing by not buffering "clk_slow", because it is the slow clock
# Set the maximum fanout to 10000.
   define_attribute {clk_slow} syn_maxfan 10000
```


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Searching Files

A find-in-files feature is available to perform string searches within a specified set of files. Advantages to using this feature include:

- Ability to restrict the set of files to be searched to a project or implementation.
- Ability to crossprobe the search results.

The find-in-files feature uses a dialog box to specify the search pattern, the criteria for selecting the files to be searched, and any search options such as match case or whole word. The files that meet the criteria are searched for the pattern, and a list of the files containing the search pattern are displayed at the bottom of the dialog box.

To use the find-in-files feature, open the Find in Files dialog box by selecting Edit->Find in Files and enter the search pattern in the Find what field at the top of the dialog box.

Identifying the Files to Search

The Find In section at the top of the dialog box identifies the files to be searched:

- Project Files – searches the files included in the selected project (use the drop-down menu to select the project). By default, the files in the active project are searched. The files can reside anywhere on the disk; any project ‘include files are also searched.
- Implementation Directory – searches all files in the specified implementation directory (use the drop-down menu to select the implementation). By default, the files in the active implementation are searched. You can search all implementations by selecting <All Implementations> from the drop-down menu. If Include sub-folders for directory searches is also selected, all files in the implementation directory hierarchy are searched.
- Directory – searches all files in the specified directory (use the browser button to select the directory). If Include sub-folders for directory searches is also selected, all files in the directory hierarchy are searched.

All of the above selection methods can be applied concurrently when searching for a specified pattern.

The Result Window selection is used after any of the above selection methods to search the resulting list of files for a subsequent subpattern.

Filtering the Files to Search

A file filter allows the file set to be searched to be further restricted based on the matching of patterns entered into the File filter field.

- A pattern without a wildcard or a “.” (period) is interpreted as a filename extension. For example, `sdc` restricts the search to only constraint files.
- Multiple patterns can be specified using a semicolon delimiter. For example, v;vhd restricts the files searched to only Verilog and VHDL files.
- Wildcard characters can be used in the pattern to match file names. For example, a*.vhd restricts the files searched to VHDL files that begin with an “a” character.
- Leaving the File filter field empty searches all files that meet the Find In criteria.

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- The Match Case, Whole Word, and Regular Expressions search options can be used to further restrict searches.

Initiating the Search

After entering the search criteria, click the Find button to initiate the search. All matches found are listed in the results area at the bottom of the dialog box; the status line just below the Find button reports the number of matches found in the indicated number of files and the total number of files searched.

While the find operation is running, the status line is continually updated with how many matches are found in how many files and how many files are being searched.

Search Results

The search results are displayed is the results window at the bottom of the dialog box. For each match found, the entire line of the file is the displayed in the following format:

fullpath_to_file(*lineNumber*): *matching_line_text*

For example, the entry

```
C:\Designs\leon\dcache.vhd(487): wdata := r.wb.data1;
```

indicates that the search pattern (data1) was found on line 487 of the dcache.vhd file.

To open the target file at the specified line, double-click on the line in the results window.

Archiving Files and Projects

Use the archive utility to archive, extract (unarchive), or copy design projects. Archived files are in a proprietary format and saved to a file name using the `sar` extension. The archive utility is available through the Project menu in the GUI or using the project command in the Tcl window.

Whenever you have a `sar` file that contains relative or absolute include paths for the files in the project, use the _SEARCHFILENAMEONLY_ directive to have the compiler remove the relative/absolute paths from the 'include and search only for the file names. Otherwise, you may have problems using the archive utility. For details, see *_SEARCHFILENAMEONLY_ Directive*, on page 225.

This document provides a description of how to use the utility.

- Archive a Project
- Un-Archive a Project
- Copy a Project

Archive a Project

Use the archive utility to store the files for a design project into a single archive file in a proprietary format (`sar`). You can archive an entire project or selected files from a project. If you want to create a copy of a project without archiving the files, see *Copy a Project*, on page 286.

Here are the steps to create an archive:

1. In the Project view, select Project->Archive Project to bring up the wizard.

   The Tcl command equivalent is project -archive. For a complete description of the project Tcl command options for archiving, see *project*, on page 1454 of the *Reference Manual*.

   The archive utility automatically runs a syntax check on the active project (Run->Syntax Check command) to ensure that a complete list of project files is generated. If you have Verilog 'include files in your project, the utility includes the complete list of Verilog files. It also checks the syntax automatically for each implementation in the project to ensure that the file list is complete for each implementation as well. The wizard

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displays the name of the project to archive, the top-level directory where the project file is located (root directory), and other information.

2. Do the following on the first page of the wizard:
   - Fill in Destination File with a location for the archive file.
   - Set Archive Style. You can archive all the project files with all the implementations or selectively archive files and implementations
   - To archive only the active implementation, enable Active Implementation.
   - To selectively archive files, enable Customized file list, and use the check boxes to include files in or exclude files from the archive.Use the Add Extra Files button on the second page to include additional files in the project.

– Click Next.

The tool summary displays all the files in the archive and shows the full uncompressed file size. The actual size is smaller after the archiving operation as there is no duplication of files.

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3. Use the Back button to correct directory or file information and/or follow-up on any missing files, as appropriate.

4. Verify that the current archive contains the files that you want, then click Archive which creates the project archive `sar` file and displays the following prompt:

5. Click Done if you are finished.

Un-Archive a Project

Use this procedure to extract design project files from an archive file (`sar`).

1. In the Project view, select Project->Un-Archive Project to display the wizard

   The Tcl command equivalent is project -unarchive. For a complete description of the project Tcl command options for archiving, see *project*, on page 1454 of the *Reference Manual*.

2. In the wizard, enter the following:
   - Name of the `sar` file containing the project files.
   - Name of project to extract (un-archive). This field is automatically extracted from the `sar` file and cannot be changed.
   - Pathname of directory in which to write the project files (destination.
   - Click Next.

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3. Make sure all the files that you want to extract are checked and references to these files are resolved.
   - If there are files in the list that you do not want to include when the project is un-archived, uncheck the box next to the file. The un-checked files will be commented out in the project file (`prj`) when project files are extracted.
   - If you need to resolve a file in the project before un-archiving, click the Resolve button and fill out the dialog box.
   - If you want to replace a file in the project, click the Change button and fill out the dialog box. Put the replacement files in the directory you specify in Replace directory. You can replace a single file, any unresolved files, or all the files. You can also undo the replace operation.

4. Click Next and verify that the project files you want are displayed in the Un-Archive Summary.

5. If you want to load this project in the UI after files have been extracted, enable the Load project into Synplicity after un-archiving option.

6. Click Un-Archive.

   A message dialog box is displayed while the files are being extracted.

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7. If the destination directory already contains project files with the same name as the files you are extracting, you are prompted so that the existing files can be overwritten by the extracted files.

Copy a Project

Use this utility to create an unarchived copy of a design project. You can copy an entire project or just selected files from the project. However, if you want to create an archive of the project, where the entire project is stored as a single file, see *Archive a Project*, on page 279.

Here are the steps to create a copy of a design project:

1. From the Project view, select Project->Copy Project.

   The Tcl command equivalent is project -copy. For a complete description of the project Tcl command options for archiving, see *project*, on page 1454 of the *Reference Manual*.

   This command automatically runs a syntax check on the active project (Run->Syntax Check command) to ensure that a complete list of project files is generated. If you have Verilog include files in your project, they are included. The utility runs this check for each implementation in the project to ensure that the file list is complete for each implementation and then displays the wizard, which contains the name of the project and other information.

2. Do the following in the wizard:
   - Specify the destination directory where you want to copy the files.
   - Select the files to copy. You can choose to copy all the project files; one or more individual files, input files only, or customize the list to be copied.
   - To specify a custom list of files, enable Customized file list. Use the check boxes to include or exclude files from the copy. Enable SRS if you want to copy all `srs` files (RTL schematics). You cannot enable the Source Files option if you select this. Use the Add Extra Files button to include additional files in the project.

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Synplicity Copy Utility - [C:/Designs/ramCtrl/ramprj.prj]
Step 2: Please select files to be copied.
Project File List
Create project using:
Source Files
SRS
Add Extra Files...
Archive Summary: Total file(s): 41 Total Size: 2.1 M
C:/Designs/ramCtrl/ramprj.prj
Verilog
_____Designs_ramCtrl/alu.v
_____Designs_ramCtrl/data_mux.v
_____Designs_ramCtrl/eight_bit_uc.v
_____Designs_ramCtrl/ins_decode.v
_____Designs_ramCtrl/ins_rom.v
_____Designs_ramCtrl/io.v
_____Designs_ramCtrl/reg_file.v
_____Designs_ramCtrl/spcl_regs.v
rev_1 (File: 23 Size: 2.0 M)
Files in [C:/Designs/ramCtrl/]
Extra Input Files (File: 10 Size: 80.8 k)
C:/tools/syn880qt_056R/lib/pro.v
C:/Designs/ramCtrl/alu.v
C:/Designs/ramCtrl/data_mux.v
C:/Designs/ramCtrl/eight_bit_uc.v
rev_1 Type Modified
backup
syntmp
AutoConstr... Constral ... 10:31:16 25-Apr-2007
run_options... File 10:31:16 25-Apr-2007
spcl_regs.ar... File 10:31:16 25-Apr-2007
spcl_regs.edn File 10:31:16 25-Apr-2007
spcl_regs.fse File 10:31:16 25-Apr-2007
spcl_regs.htm HTML Lo... 10:32:19 25-Apr-2007
spcl_regs.map File 10:31:16 25-Apr-2007
spcl_regs.sap File 10:31:16 25-Apr-2007
spcl_regs.sdf File 10:31:16 25-Apr-2007
spcl_regs.srd File 10:31:16 25-Apr-2007
spcl_regs.srm Gate Net... 10:31:16 25-Apr-2007
spcl_regs.srr File 10:31:16 25-Apr-2007
spcl_regs.tlg File 10:31:16 25-Apr-2007
spcl_regs_s... Constral ... 10:31:16 25-Apr-2007
Active Impl.
Local File
Remote File Ref.
Remote File (will be copied locally before archiving)
Missing File
< Back
Next >
Cancel

– Click Next.

3. Do the following:
   - Verify the copy information.
   - Enter a destination directory. If the directory does not exist it will be created.
   - Click Copy.

   This creates the project copy.

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CHAPTER 6

Setting up a Physical Synthesis Project

The process to set up a traditional physical synthesis project is the same as for a logic synthesis project, but it requires a few additional steps. The following describe the additional steps needed to set up a physical synthesis project:

- Setting up for Physical Synthesis, on page 292
- Setting Options for Physical Synthesis, on page 294
- Setting Constraints for Physical Synthesis, on page 311
- Forward-Annotating Physical Synthesis Constraints, on page 315
- Backannotating Physical Synthesis Constraints, on page 318

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Setting up for Physical Synthesis

This figure summarizes the steps for setting up a physical synthesis project. The shaded boxes are either optional steps, or steps that are specific to a flow or certain technologies. Although the figure makes a distinction between setting options or constraints for logic synthesis and physical synthesis, you can actually define both types of options at the same time.

See the following for details about physical synthesis setup:

For information about...	See...
Implementation options	Setting Options for Physical Synthesis, on page 294
Constraints	Setting Constraints for Physical Synthesis, on page 311

For information about...	See...
Creating floorplan files	Using Design Planner Floorplan Constraints, on page 311
Creating P&R implementations	Creating a Place and Route Implementation, on page 296
Creating P&R options files	Specifying Altera Place-and-Route Options, on page 300 Specifying Xilinx Place-and-Route Options in a Tcl File, on page 303

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Setting Options for Physical Synthesis

After you have set up logic synthesis options for the implementation with the Implementation Options command (see *Setting Options for Physical Synthesis*, on page 294), you can set other options specific to physical synthesis.

The following describe them:

- Setting Synplify Premier Prototyping Tools Optimizations, on page 294
- Creating a Place and Route Implementation, on page 296
- Specifying Altera Place-and-Route Options, on page 300
- Specifying Xilinx Place-and-Route Options in a Tcl File, on page 303
- Specifying Xilinx Place-and-Route Options in an .opt File, on page 306
- Specifying Xilinx Global Placement Options, on page 310

Setting Synplify Premier Prototyping Tools Optimizations

You can set these options if you have bit-sliced your design or for other restructuring operations. The prototyping tools optimizations are only available in the Synplify Premier tool.

1. Select Project->Implementation Options, and click on the GCC & Prototyping Tools tab.

2. To reduce the number of ports, eliminate feedthrough routes through modules by enabling Feedthrough Optimization.

3. To reduce area, enable Constant Propagation.

   Where possible, this option eliminates the logic used when constant inputs to logic cause their outputs to be constant. It is sometimes possible to eliminate this type of logic altogether during optimization.

4. To provide more granularity for applying a design plan to large modules at the always block or process level, enable Create Always/Process Level Hierarchy. Use this option with the Synplify Premier DP tool only.

   Currently a design plan can be applied to either modules or to individual gates, registers, and so on. For a module that is too large to fit in a row or defined region, you might need an extra level of granularity which is not as detailed as a gate-level description. This option creates an additional, intermediate level of hierarchy to which you can apply a design plan.

   For example, in Verilog, the always block becomes a module with the signals in the sensitivity list becoming inputs of the module and the signals that get their values set becoming outputs of the modules.

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Similarly, in VHDL, a process becomes a module. You might find that it is easier to apply a design plan to these always blocks/processes.

5. To remove unnecessary and redundant logic in the netlist, enable Optimize Netlist.
6. To group Altera Stratix MAC configurations together into one MAC block, enable Create MAC Hierarchy.

Creating a Place and Route Implementation

For Altera, Actel, and Xilinx technologies, the Synplify Pro and Synplify Premier tools allows you to run a place-and-route implementation after synthesis completes. The following steps show you how to manually create a place-and-route implementation.

1. Make sure you have the correct version of the P&R tool installed, and that all variables for the tool have been set.
   - Check the release notes for version information. Select Help->Online Documents->release_notes.pdf and go to *Third Party Tool Versions*.
   - For Actel technologies, set the Actel ALSDIR and PATH environment variables to point to a valid installation of the place and route tool.
   - For Altera technologies, set the QUARTUS_ROOTDIR and PATH environment variables to point to a valid installation of the place and route tool.
   - For Xilinx technologies, set the XILINX and PATH environment variables to point to a valid installation of the place and route tool.

     The Synplify Premier UI automatically sets the PAR_BELDLYRPT environment variable to 1. This environment variable is set so that the Xilinx place-and-route placement file (`xdl`) is generated with a particular format. The software uses this `xdl` file to backannotate the placement information
2. To create a place-and-route implementation, do one of the following:
   - Click on the Add P& R Implementation button from the Project view.
   - Select an implementation in the Project view, then right-click and select Add New Place & Route Job.

The Add New Place and Route Task dialog box opens. The available options differ slightly, depending on the technology.

3. Set the options you need. Available place-and-route options vary depending on the synthesis tool and technology.
   - Specify the Place & Route Job Implementation. The default is pr_*n*. Avoid using spaces in the implementation name.
   - Enable Run Place and Route following synthesis.
   - Select a place-and-route options file. If you do not specify one, the tool uses the settings in the default file.

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Actel	`<install_dir>\lib\actel\actel_par.opt`
Altera	`<install_dir>\lib\altera\altera_par.tcl`
Xilinx	`<install_dir>\lib\xilinx\xilinx_par.opt`[1] `<install_dir>\lib\xilinx\xilinx_par5.opt`[2]

1. Used with Xilinx Virtex-4 and eariler devices
2. Used with Xilinx Spartan-6 and Virtex-5 and later devices

For Altera and Xilinx designs, refer to the information in *Specifying Altera Place-and-Route Options*, on page 300 or *Specifying Xilinx Place-and-Route Options in a Tcl File*, on page 303 for details. For Xilinx designs, you can also override global placement options with an environment variable, as described in *Specifying Xilinx Global Placement Options*, on page 310.

– For Xilinx designs, you can run the SmartGuide flow. Enable the Smart Guide option.

– If you are going to run Synplify Premier physical synthesis, you can choose to backannotate data for Xilinx technologies. See *Backannotating Place-and-Route Data*, on page 318 for details.

– For Xilinx designs, you can automatically generate a coreloc file with backannotated data after place-and-route. See *Generating a Xilinx Coreloc Placement File*, on page 319 for more information.

– For physical synthesis with Altera Stratix IV GT, Stratix IV, Stratix III, Stratix II GX, or Stratix II devices you can select the Use placement constraints from physical synthesis. See *Forward Annotating Altera Physical Constraints*, on page 315.

4. Enable the Run Place & Route following synthesis option. Click OK if you are not setting the options described in the next step.

   This creates the place-and-route implementation under the current synthesis implementation. Currently, you cannot change the location of the P&R directory.

   Conversely, if you do not want to create a place-and-route implementation, disable the Run Place & Route following synthesis option.

5. For Xilinx and Altera technologies, you can also do the following:
   - Specify a place-and-route options file. If you do not specify one, the tool automatically uses the default options.

     You can change or override the default options. See *Specifying Altera Place-and-Route Options*, on page 300 and *Specifying Xilinx Place-and-Route Options in a Tcl File*, on page 303 for details.
   - Backannotate constraints to the P&R tool. See *Backannotating Place-and-Route Data*, on page 318 for details.
   - Forward-annotate constraints from the P&R tool. See *Forward Annotating Altera Physical Constraints*, on page 315.
   - Click OK.
6. Select the implementation in the Project view to see the place-and-route implementation.

   To create subsequent place-and-route implementations, select the place-and-route implementation, right-click, and select Add Place & Route Job. You can repeat the preceding steps to add as many P&R implementations as you need.
7. Synthesize the design.
   - Enable the P&R implementation you want to use, if you have not already done so (Implementation Options->Place and Route tab).

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– Click the Run button, or right-click in the Project view and select Run Place & Route Job from the popup menu.

If the synthesis implementation associated with the place-and-route implementation has not been synthesized, Run Place & Route Job invokes synthesis as well. After synthesis, the place-and-route tool is automatically run. If you have a Xilinx design and have specified an options file, the software uses these options during place-and-route.

8. To run in batch mode, do this:
   – Create a place-and-route implementation, as described previously.
   – Use the -run all command. If the synthesis implementation is selected the software only runs synthesis; you must run place-and-route separately. Otherwise, make the current implementation the place-and-route implementation before issuing the batch command.

Specifying Altera Place-and-Route Options

This section shows you how to customize your Altera place-and-route run by specifying a place-and-route options file or .tcl script. You can use either the default file or create a custom file.

1. To use the default place-and-route options, click the Add P&R Implementation button in the Project view and select Standard Options File in the dialog box. Click OK.

   The software uses the options in the altera_par.tcl file which is located in the installation directory.

2. To use an existing options file (.tcl script):
   - Click the Add P&R Implementation button in the Project view.
   - Click Existing Options File. Select the file name in the next dialog box, and click Open.
   - Return to the Add New Place & Route Task dialog box and make sure the correct options file is selected. Click OK.

3. To create a new place-and-route options file:
   - Click the Add P&R Implementation button in the Project view. In the dialog box, click Create New Options File. Specify the file name in the next dialog box, and click OK.

   A text window opens with the default options file. This file is automatically added to the project.

   - Edit the default options to customize this options file. For more information about the contents of this file, see *Options in the Altera Place-and-Route Options File*, on page 302.

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- Save the file.
- Return to the Add New Place & Route Task dialog box, and make sure the options file you created is selected.
- Select Run Place & Route following synthesis. Click OK.

The software uses the options file to place and route the design after synthesis.

4. View the results.
   - Select the P&R implementation in the Project view. The result files are displayed in the Implementation Results view.
   - View the log file quartus.log for information about the run.

Options in the Altera Place-and-Route Options File

To customize the Altera place-and-route options file, you can edit the default options file (altera_par.tcl). This file contains the options for the following place-and-route processes:

- Fitter Options
- Timing Analyzer Options
- Analysis & Synthesis Options

Fitter Options

Edit the following default fitter options for the Quartus process shown below.

```
#Fitter Options
set_global_assignment -name OPTIMIZE_HOLD_TIMING "IO PATHS AND MINIMUM TPD PATHS"
set_global_assignment -name OPTIMIZE_FAST_CORNER_TIMING OFF
set_global_assignment -name OPTIMIZE_IOC_REGISTER_PLACEMENT_FOR_TIMING ON
set_global_assignment -name PHYSICAL_SYNTHESIS_COMBO_LOGIC OFF
set_global_assignment -name PHYSICAL_SYNTHESIS_REGISTER_DUPLICATION OFF
set_global_assignment -name PHYSICAL_SYNTHESIS_REGISTER_RETIMING OFF
set_global_assignment -name PHYSICAL_SYNTHESIS_ASYNCHRONOUS_SIGNAL_PIPELINING OFF
set_global_assignment -name PHYSICAL_SYNTHESIS_EFFORT NORMAL
set_global_assignment -name FITTER_EFFORT "AUTO FIT"
set_global_assignment -name SEED 1
```

Timing Analyzer Options

Edit the following default timing analyzer options for the Quartus process shown below.

```
#Timing Analyzer Options
set_global_assignment -name DO_MIN_TIMING OFF
set_global_assignment -name REPORT_IO_PATHS_SEPARATELY OFF
set_global_assignment -name CUT_OFF_PATHS_BETWEEN_CLOCK_DOMAINS ON
set_global_assignment -name CUT_OFF_READ_DURING_WRITE_PATHS ON
set_global_assignment -name CUT_OFF_IO_PIN_FEEDBACK ON
set_global_assignment -name DO_COMBINED_ANALYSIS OFF
set_global_assignment -name ANALYZE_LATCHES_AS_SYNCHRONOUS_ELEMENTS ON
set_global_assignment -name ENABLE_RECOVERY_REMOVAL_ANALYSIS OFF
set_global_assignment -name ENABLE_CLOCK_LATENCY OFF
```

Analysis & Synthesis Options

Edit the following default analysis and synthesis options for the Quartus process shown below.

```
#Analysis & Synthesis Options
set_global_assignment -name CYCLONE_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name CYCLONEII_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name STRATIX_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name MAXII_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name APEX20K_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name STRATIXII_OPTIMIZATION_TECHNIQUE BALANCED
set_global_assignment -name TRUE_WYSIWYG_FLOW OFF
set_global_assignment -name ADV_NETLIST_OPT_SYNTH_GATE_RETIME OFF
set_global_assignment -name ADV_NETLIST_OPT_RETIME_CORE_AND_IO ON
```

Specifying Xilinx Place-and-Route Options in a Tcl File

This section shows you how to customize your Xilinx place-and-route run by specifying a place-and-route Tcl file. This file uses the Xilinx xtclsh flow. You can use either the default Tcl file or create a custom file.

This is the recommended methodology, but if you must use the old Xilinx xflow, refer to the procedure in *Specifying Xilinx Place-and-Route Options in an .opt File*, on page 306.

1. To use the default place-and-route options, do the following:
   - Click the Add P&R Implementation button in the Project view and select Standard Options File in the dialog box.
   - Click OK.

   By default, the software uses the Tcl file located in the installation directory. This file is used by the Xilinx xtclsh executable to run the P&R tool.

2. To use an existing Tcl options file, do the following:
   - Click the Add P&R Implementation button in the Project view.

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- Click Existing Options File. Select the file you want, and click Open.
- Right-click the implementation, select Add New Place & Route Job, and make sure the correct options file is selected. Click OK.

3. To create a new place-and-route Tcl file, do this:
   - Click the Add P&R Implementation button in the Project view.
   - Click Create New Options File. Specify a file name and click Open. The tool generates a default Tcl file and automatically adds it to the project.

   A text window opens with the default Tcl file options.

4. Edit the file.
   - Edit the default options to customize this file.
   - Save the file.

5. Synthesize, place, and route the design.
   - Right-click the implementation, select Add New Place & Route Job, and make sure the Tcl file is selected.
   - Select Run Place & Route following synthesis. Click OK.

   The software uses the Tcl file to place and route the design after synthesis.

6. View the results.
   - Select the P&R implementation in the Project view. The result files are displayed in the Implementation Results view.
   - View the log file xflow.log for information about the run.

Sample run_ise.tcl File

The following example shows the place-and-route options file used in the Xilinx xtclsh (run_ise.tcl) flow.

```
##################################################
###  SET DESIGN VARIABLES                      ###
##################################################
set DesignName "adder"
set FamilyName "VIRTEX6"
set DeviceName XC6VLX760"
set PackageName FF1760"
set SpeedGrade "-1"
```

```
set TopModule ""
set EdifFile "D:/adder/adder.edf"

##################################################
###  SET FLOW                                  ###
##################################################
set Flow "Standard"

##################################################
###  SET POWER OPTION                          ###
##################################################
set Power "0"

##################################################
###  PROJECT SETUP                             ###
##################################################
if {![file exists $DesignName.xise]} {

   project new $DesignName.xise
   project set family $FamilyName
   project set device $DeviceName
   project set package $PackageName
   project set speed $SpeedGrade
   xfile add $EdifFile

   if {[file exists synplicity.ucf]} { xfile add synplicity.ucf }

} else {

   project open $DesignName.xise}

##################################################
###  STANDARD                                  ###
##################################################
if { $Flow == "Standard" } {

   project set "Netlist Translation Type" "Timestamp"
   project set "Other NGDBuild Command Line Options" "-verbose"
   project set "Generate Detailed MAP Report" TRUE
   project set {Place & Route Effort Level (Overall)} "High"}

##################################################
###  FAST                                      ###
##################################################
if { $Flow == "Fast" } {

   project set "Netlist Translation Type" "Timestamp"
   project set "Other NGDBuild Command Line Options" "-verbose"
   project set "Generate Detailed MAP Report" TRUE
   project set {Place & Route Effort Level (Overall)} "Standard"}

##################################################
###  SMARTGUIDE                                ###
##################################################
if { $Flow == "SmartGuide" } {

   project set "Use Smartguide" TRUE
```


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```
    project set "SmartGuide Filename" $DesignName\_guide.ncd
    project set "Netlist Translation Type" "Timestamp"
    project set "Other NGDBuild Command Line Options" "-verbose"
    project set "Generate Detailed MAP Report" TRUE
    project set {Place & Route Effort Level (Overall)} "High"}

##################################################
###  SMARTGUIDE FAST                           ###
##################################################
if { $Flow == "SmartGuideFast" } {

    project set "Use Smartguide" TRUE
    project set "SmartGuide Filename" $DesignName\_guide.ncd
    project set "Netlist Translation Type""Timestamp"
    project set "Other NGDBuild Command Line Options" "-verbose"
    project set "Generate Detailed MAP Report" TRUE
    project set {Place & Route Effort Level (Overall)} "Standard"}

##################################################
###  EXECUTE ISE PLACE & ROUTE                 ###
##################################################
file delete -force $DesignName\_xdb
project open $DesignName.xise
process run "Implement Design" -force rerun_all
## process run      "Generate Programming File"

##################################################
###  EXECUTE POWER OPTION                      ###
##################################################
if { $Power == "1" } {

exec xpwr -v $DesignName.ncd $DesignName.pcf}

project close
```

Specifying Xilinx Place-and-Route Options in an .opt File

If you are using the old Xilinx xflow, you specify P&R options in a `.opt` file instead of a Tcl file, which is the recommended methodology (see *Specifying Xilinx Place-and-Route Options in a Tcl File*, on page 303.)

1. To use the default place-and-route options, do the following:
   - Click the Add P&R Implementation button in the Project view and select Standard Options File in the dialog box.
   - Click OK.

   By default, the software uses the `opt` file located in the installation directory, which is used by the xflow executable to run the P&R tool.

2. To use an existing options file, do the following:
   - Click Implementation Options, go to the Device tab, and enable Use Xilinx Xflow. By default, the synthesis tools use the xtclsh executable and the corresponding Tcl options file, so you must explicitly turn on the Use Xilinx Xflow option to use Xflow.
   - Click the Add P&R Implementation button in the Project view.
   - Click Existing Options File. Select the `opt` file you want to use and click Open.
   - Select the implementation in the project view, right-click and select Add Place & Route Job. In the dialog box, check that the correct options file is selected. Click OK.
3. To create a new place-and-route options file, do this:
   - Click the Add P&R Implementation button in the Project view.
   - Select File->New. Set the file type to Xilinx Option File, type a file name., enable the Add to Project option, and click OK. This file is automatically added to the project.

   A text window opens with the options file.

4. Edit the file.
   - Edit the default options to customize this options file. For more information about the contents of this file, see *Options in the Xilinx Place-and-Route Options File*, on page 308.
   - Save the file.
5. Synthesize, place, and route the design.
   - Return to the Add New Place & Route Task dialog box, and make sure the options file you created is selected.
   - Select Run Place & Route following synthesis. Click OK.

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The software uses the options file to place and route the design after synthesis.

6. View the results.
   - Select the P&R implementation in the Project view. The result files are displayed in the Implementation Results view.
   - View the log file xflow.log for information about the run.

Options in the Xilinx Place-and-Route Options File

To customize the Xilinx place-and-route options file, you can edit the default options file (xilinx_par.opt or xilinx_par5.opt). This file contains the options for the following place-and-route processes:

- Translator Options
- Mapper Options
- Place-and-Route Options
- Post Place-and-Route Timing Report Options
- Bitgen Generation Options

Translator Options

Edit the following default translator options for the ngdbuild command as shown below.

```
#########################
## Translator Options ##
#########################
## Type "ngdbuild -h" for a detailed list of ngdbuild command line options
#########################
Program ngdbuild
-intstyle xflow;   # Message Reporting Style: ise, xflow, or silent
-nt timestamp;     # NGO File generation. Regenerate only when
                   # source netlist is newer than existing
                   # NGO file (default)
<userdesign>;      # User design - pick from xflow command line
<design>.ngd; # Name of NGD file. Filebase same as design filebase
##-p <partname>;   # Partname to use - picked from xflow command line
##-sd source_dir; #Add "source_dir" to the list of directories
##                 #to search when resolving netlist file references
-uc synplicity.ucf; #Use specified "User Constraint File".
##                 #The file <design_name>.ucf is used by default
##                 #if it is found in the local directory.
##-insert_keep_hierarchy; # Retain hierarchy identified by
                   individual source input netlists
End Program ngdbuild
```

Mapper Options

Edit the following default mapper options for the map command as shown below.

```
####################
## Mapper Options ##
####################
## Type "map -h <architecture>" for a detailed list of map command
line options
####################
Program map
-intstyle xflow; # Message Reporting Style: ise, xflow, or silent
#-cm area;       # Cover mode.
#-pr b;          # Pack internal flops/latches into input(i), output (o),
                 # or both (b) types of IOBs.
#-k 4;           # Function size for covering combinational logic.
#-c 100;         # Pack unrelated logic into clbs.
-t 1;            # Timing-driven cost table entry.
-w;                      # overwrite existing ncd file
-o <design>_map.ncd;     # Output Mapped ncd file
<inputdir><design>.ngd;  # Input NGD file
<inputdir><design>.pcf;  # Physical constraints file
END Program map
```

Note that in the xilinx_par5.opt file for Virtex-5 devices and later, the following option is set:

```
-t 1        # Timing-driven cost table entry.
```

Place-and-Route Options

Edit the following default place-and-route options for the par command as shown below.

```
###########################
## Place & Route Options ##
###########################
## Type "par -h" for a detailed list of par command line options
###########################
Program par
-w;                   # Overwrite existing placed and routed ncd
-intstyle xflow;      # Message Reporting Style: ise, xflow, or silent
-ol high;             # Overall effort level
#-t 1;                # Placer cost table entry.
#-xe c;
<design>_map.ncd;         # Input mapped NCD file
<inputdir><design>.ncd;   # Output placed and routed NCD
<inputdir><design>.pcf;   # Input physical constraints file
END Program par
```


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Post Place-and-Route Timing Report Options

Edit the following default post place-and-route timing report options for the post_par_trce command as shown below.

```
####################################
## Post PAR Timing Report Options ##
####################################
## Type trce -h for detailed list of trce command line options
####################################
Program post_par_trce
-intstyle xflow;
-e 100;
<inputdir><design>.ncd;
<inputdir><design>.pcf;
-o <design>.twr;
END Program post_par_trce
```

Bitgen Generation Options

Edit the following default bit generation options for the bitgen command as shown below.

```
#######################
## Bitgen Generation ##
#######################
## Type "bitgen -h" for detailed list of bitgen command line options
## Uncomment following commands to generate a bitstream
#######################
##Program bitgen
##-intstyle xflow;
##<inputdir><design>.ncd;
##-l; # Create logic allocation file
##-w; # Overwrite existing output file
##-m; # Create mask file
##<inputdir><design>.bit;
##<inputdir><design>.pcf;
##END Program bitgen
```

Specifying Xilinx Global Placement Options

For graph-based physical synthesis in Xilinx designs, you can override the default values for global placement in the options file.

1. Create a file with your preferred global placement options.
2. Use the SYN_XILINX_GLOBAL_PLACE_OPT environment variable to point to your options file:

```
SYN_XILINX_GLOBAL_PLACE_OPT ="C:/Temp/test.opt"
```

Setting Constraints for Physical Synthesis

The following describe how to set up various constraints for physical synthesis. Some procedures are technology-specific or may apply only if you are using Design Planner.

- Using Design Planner Floorplan Constraints, on page 311
- Translating Actel I/O Constraints, on page 312
- Setting Physical Synthesis Constraints for Altera, on page 313

For additional information on translating Altera QSF and Xilinx UCF constraints to the synthesis sdc format, see *Translating Altera QSF Constraints*, on page 216 and *Converting and Using Xilinx UCF Constraints*, on page 218, respectively.

Using Design Planner Floorplan Constraints

For physical synthesis flows that use Design Planner (Altera and Xilinx technologies), use the floorplan constraints you generated to drive synthesis. You can use the following procedure before logic synthesis, because you only need a compiled design.

1. Start with a compiled design.

   The Design Planner flows are only supported for Altera and Xilinx technologies.

2. Floorplan the design with Design Planner, and assign RTL modules, paths or components to regions on the device. See Chapter 9, *Floorplanning with Design Planner* for details.

3. Add the floorplan file to the design.
   - After floorplanning, add the design plan file (`sfp`) to the project.
   - Enable the file in the Implementation Options ->Design Planning tab.

4. Run synthesis.

   You can run the preliminary logic synthesis step of the physical synthesis flows, or you can run physical synthesis. When you run

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physical synthesis, the placement constraints from the `sfp` file are honored.

Translating Pin Location Files

You can automatically convert Altera and Xilinx place-and-route pin location constraint files to SCOPE constraint files (`sdc`) with the Run->Translate Vendor IO command.

1. Select Run ->Translate Vendor IO.
2. Enter the name of the Altera `pin` or Xilinx `pad` file you want to translate.
3. Type a name for the `.sdc` constraint file you want to create.

4. Click on Add to Project, as appropriate, then click OK.

   The pin locations from the files are translated into SDC constraints. If you add the constraint file to the project, it can be used for design planning and synthesis. Note that if there are pin assignment conflicts between SDC constraints and pin locations assigned in Design Planner, the SDC constraints take precedence. For another method to assign pins, see *Assigning Pins Interactively*, on page 465.

Translating Actel I/O Constraints

This section provides information on defining timing and physical constraints and attributes for physical synthesis in Actel designs. You can use the pdc2sdc utility to automatically convert the Actel constraints, or you can do it manually.

1. Lock down the I/O placement for physical synthesis.

- Make sure you have run logic synthesis.
- Convert the I/O loc constraints in the *designname*_ba.pdc place-and-route file to the sdc format.

  You do this by assigning the syn_loc attribute to the I/Os either in the Attributes tab of the SCOPE UI, or by manually assigning the syn_loc attribute to the I/Os in the pdc file. For the attribute syntax, see syn_loc Attribute, on page 1220 of the *Reference Manual*.

  Alternatively, you can use the pdc2sdc command line utility to convert Actel physical constraints to synthesis constraints. Run pdc2sdc from any shell window using the following syntax to translate the pin locations from the fil into sdc constraints:

```
pdc2sdc -ipdc <constraints_file>.pdc
      -osdc <constraints_file>.sdc
      [-opdc <residual_constraints_file>.pdc] [-all]
      [-silent]
```

  For more detail about the syntax, see *Actel pdc2sdc Utility*, on page 650 in the *Reference Manual*.

2. Run a constraint check.
   - Make sure you target a technology that supports this feature.
   - Generate a constraint file, then select Run->Constraint Check. This command generates a report that checks the syntax and applicability of the timing constraints in the sdc file(s) for your project. The report is written to the *project_name*_cck.rpt file.

Setting Physical Synthesis Constraints for Altera

The following procedure describes the general procedure for setting up physical synthesis constraints for Altera designs.

1. Create an sdc timing constraints file, as described in *Creating a Constraint File Using the SCOPE Window*, on page 162, and add it to your project.

   Use timing constraints to specify performance goals for the design and describe the environment.

2. Translate Altera QSF constraints, as described in *Translating Altera QSF Constraints*, on page 216.

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3. Select Run->Constraint Check to check the constraints in the constraints file. See *Checking Constraint Files*, on page 156.

   This command generates a report that checks the syntax and applicability of the timing constraints in the `sdc` file(s) for your project. The report is written to the *`project_name`*`_cck.rpt` file.

4. If you are using Design Planner, create a floorplan file and add it to your project. See *Using Design Planner Floorplan Constraints*, on page 311 for details.

Forward-Annotating Physical Synthesis Constraints

For more information about forward-annotating Altera physical constraints, see:

- Forward Annotating Altera Physical Constraints
- Limitations Using the Physical Analyst and Technology View

Forward Annotating Altera Physical Constraints

You can choose to forward annotate physical constraints from the Synplify Premier physical synthesis tool, or else, let the Quartus II place-and-route tool determine how to handle the physical constraints. Forward-annotation is only available for Altera Stratix IV GT, Stratix IV, Stratix III, Stratix II GX, or Stratix II devices. Use the following procedure.

New Implementation

Do the following for a new implementation:

1. Enable the Physical Synthesis switch.

   If the switch is disabled, physical synthesis optimizations are performed but placement constraints will not be forward annotated.

2. Click on the Add P&R Implementation button from the Project view or right-click and select Add Place & Route Task from the popup menu to create a new P&R implementation.

3. On the Add New Place & Route Task dialog box, enable or disable the Use placement constraints from physical synthesis option. By default, this option is enabled.

   The Physical Synthesis switch must be enabled to use this option. When this option is disabled, physical synthesis optimizations are performed but placement constraints will not be forward annotated.

Existing Implementation

Do the following for an existing place-and-route implementation:

1. Enable the Physical Synthesis switch.

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If the switch is disabled, physical synthesis optimizations are performed but placement constraints will not be forward annotated.

2. In the Project view, select the place-and-route implementation, then right-click and select P&R Options from the popup menu.

3. Enable or disable the Use placement constraints from physical synthesis option from the popup dialog box. By default, this option is enabled.

Note: When implementing physical synthesis for Altera designs, only certain placement constraints such as RAMs, DSPs and critical paths are forward-annotated for placement and routing. See *Limitations Using the Physical Analyst and Technology View*, on page 317

Limitations Using the Physical Analyst and Technology View

Since all Altera placement constraints are *not* forward-annotated after running physical synthesis, the instance locations in the Quartus II place-and-route output file (`tan.rpt`) might differ from locations in the Physical Analyst and HDL Technology views. The place-and-route tool matches locations in the physical constraints file (`plc.tcl`), for which the Synplify Premier tool forward-annotates only RAMS, DSPs, and critical paths.

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Backannotating Physical Synthesis Constraints

For more accurate results, you can resynthesize your design using place-and-route data from the back-end tools. Refer to the following topics:

- Backannotating Place-and-Route Data
- Generating a Xilinx Coreloc Placement File

Backannotating Place-and-Route Data

You can also choose to back annotate place-and-route data which provides accurate timing and placement information during physical synthesis. However, this option is only applicable for Xilinx technologies.

Use the following procedure to backannotate place-and-route data. Do not backannotate designs that contain IP cores.

New Implementation

Do the following for a new place-and-route implementation:

1. Click on the Add P&R Implementation button from the Project view.
2. On the Add New Place & Route Task dialog box, enable the Run Backannotation after Place & Route option.

Existing Implementation

Do the following for an existing place-and-route implementation:

1. In the Project view, select the place-and-route implementation, then right-click and select P&R Options from the popup menu.
2. Enable the Smart Guide option from the popup dialog box to run the SmartGuide flow.
3. Enable the Run Backannotation after Place & Route option from the popup dialog box.

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Generating a Xilinx Coreloc Placement File

You can use the Synplify Premier tool to generate a coreloc constraint file that contains the placement for all “anchor” or “core” instances in the design, like IOs and BUFs. You can pass this file to the P&R tool for backannotation.

Using core location constraints ensures that block and I/O placement are equivalent when you compare logic and physical synthesis. Include the `coreloc.sdc` file to both logic and physical synthesis runs. This placement information is also very useful for timing convergence. By stabilizing block and I/O locations, you eliminate any changes to results that stem from placement variations when running small designs.

To generate a coreloc file, do the following:

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1. Before you run synthesis, make sure to enable the Run Backannotation after Place & Route switch when you create the place-and-route implementation before running synthesis.

   The `filename_coreloc.sdc` file is generated during place-and-route backannotation and is written to the results directory. The *filename* is the same base name as the EDIF output netlist (`filename.edf`).

2. After the synthesis run, when the file has been generated, add the `filename_coreloc.sdc` file to your project.

   To guarantee consistent and stable comparisons, include the `coreloc.sdc` file to both logic and physical synthesis runs.

3. Re-run synthesis.

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CHAPTER 7

Inferring High-Level Objects

This chapter contains guidelines on how to structure your code or attach attributes so that the synthesis tools can automatically infer high-level objects like RAMs. See the following for more information:

- Defining Black Boxes for Synthesis, on page 322
- Defining State Machines for Synthesis, on page 332
- Defining High Reliability Designs, on page 337
- Inferring RAMs, on page 344
- Initializing RAMs, on page 369
- Inferring Shift Registers, on page 380
- Working with LPMs, on page 386

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Defining Black Boxes for Synthesis

Black boxes are predefined components for which the interface is specified, but whose internal architectural statements are ignored. They are used as place holders for IP blocks, legacy designs, or a design under development.

This section discusses the following topics:

- Instantiating Black Boxes and I/Os in Verilog, on page 322
- Instantiating Black Boxes and I/Os in VHDL, on page 324
- Adding Black Box Timing Constraints, on page 326
- Adding Other Black Box Attributes, on page 330

The Fix Gated Clocks option is only available in the Synplify Pro and Synplify Premier tools. For information about using black boxes with the Fix Gated Clocks option, see *Working with Gated Clocks, on page 439*.

Instantiating Black Boxes and I/Os in Verilog

Verilog black boxes for macros and I/Os come from two sources: commonly-used or vendor-specific components that are predefined in Verilog macro libraries, or black boxes that are defined in another input source like a schematic. For information about instantiating black boxes in VHDL, see Instantiating Black Boxes and I/Os in VHDL, on page 324. Additional information about black boxes can be found in *Working with Gated Clocks, on page 439*, Instantiating CoreGen Cores, on page 738, and Instantiating Virtex PCI Cores, on page 739.

The following process shows you how to instantiate both types as black boxes. Refer to the *installDirectory*/examples directory for examples of instantiations of low-level resources.

1. To instantiate a predefined Verilog module as a black box:
   - Select the library file with the macro you need from the *installDirectory*/lib/*technology* directory. Files are named *technology*.v. Most vendor architectures provide macro libraries that predefine the black boxes for primitives and macros.
   - Make sure the library macro file is the first file in the source file list for your project.

2. To instantiate a module that has been defined in another input source as a black box:
   - Create an empty macro that only contains ports and port directions.
   - Put the syn_black_box synthesis directive just before the semicolon in the module declaration.

```
module myram (out, in, addr, we) /* synthesis syn_black_box */;
   output [15:0] out;
   input [15:0] in;
   input [4:0] addr;
   input we;
endmodule
```

   - Make an instance of the stub in your design.
   - Compile the stub along with the module containing the instantiation of the stub.
   - To simulate with a Verilog simulator, you must have a functional description of the black box. To make sure the synthesis software ignores the functional description and treats it as a black box, use the translate_off and translate_on constructs. For example:

```
module adder8(cout, sum, a, b, cin);
// Code that you want to synthesize
/* synthesis translate_off */
// Functional description.
/* synthesis translate_on */
// Other code that you want to synthesize.
endmodule
```

3. To instantiate a vendor-specific (black box) I/O that has been defined in another input source:
   - Create an empty macro that only contains ports and port directions.
   - Put the syn_black_box synthesis directive just before the semicolon in the module declaration.
   - Specify the external pad pin with the black_box_pad_pin directive, as in this example:

```
module BBDLHS(D,E,GIN,GOUT,PAD,Q)
      /* synthesis syn_black_box black_box_pad_pin="PAD"
```

   - Make an instance of the stub in your design.

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- Compile the stub along with the module containing the instantiation of the stub.

4. Add timing constraints and attributes as needed. See *Adding Black Box Timing Constraints*, on page 326 and *Adding Other Black Box Attributes*, on page 330.

5. After synthesis, merge the black box netlist and the synthesis results file using the method specified by your vendor.

Instantiating Black Boxes and I/Os in VHDL

VHDL black boxes for macros and I/Os come from two sources: commonly-used or vendor-specific components that are predefined in VHDL macro libraries, or black boxes that are defined in another input source like a schematic. For information about instantiating black boxes in VHDL, see *Instantiating Black Boxes and I/Os in Verilog*, on page 322.

The following process shows you how to instantiate both types as black boxes. Refer to the *installDirectory*/examples directory for examples of instantiations of low-level resources.

1. To instantiate a predefined VHDL macro (for a component or an I/O),
   - Select the library file with the macro you need from the *installDirectory*/lib/*vendor* directory. Files are named *family*.vhd. Most vendor architectures provide macro libraries that predefine the black boxes for primitives and macros.
   - Add the appropriate library and use clauses to the beginning of your design units that instantiate the macros.

     ```
     library family ;
     use family.components.all;
     ```

2. To create a black box for a component from another input source:
   - Create a component declaration for the black box.
   - Declare the syn_black_box attribute as a boolean attribute.
   - Set the attribute to true.

```
library synplify;
use synplify.attributes.all;
entity top is
   port (clk, rst, en, data: in bit; q: out bit);
end top;

architecture structural of top is
component bbox
   port(Q: out bit; D, C, CLR: in bit);
end component;

attribute syn_black_box of bbox: component is true;
...
```

– Instantiate the black box and connect the ports.

```
begin
my_bbox: bbox port map (
   Q => q,
   D => data,
   C => clk,
   CLR => rst);
```

– To simulate with a VHDL simulator, you must have the functional description of a black box. To make sure the synthesis software ignores the functional description and treats it as a black box, use the translate_off and translate_on constructs. For example:

```
architecture behave of ram4 is
begin
   synthesis translate_off
   stimulus: process (clk, a, b)
   -- Functional description
end process;
synthesis translate_on

-- Other source code you WANT synthesized
```

3. To create a vendor-specific (black box) I/O for an I/O defined in another input source:

   – Create a component declaration for the I/O.

   – Declare the black_box_pad_pin attribute as a string attribute.

   – Set the attribute value on the component to be the external pin name for the pad.

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```
library synplify;
use synplify.attributes.all;
...

component mybuf
   port(O: out bit; I: in bit);
end component;
attribute black_box_pad_pin of mybuf: component is "I";
```

– Instantiate the pad and connect the signals.

```
begin
data_pad: mybuf port map (
   O => data_core,
   I => data);
```

4. Add timing constraints and attributes. See Adding Black Box Timing Constraints, on page 326, *Using Gated Clocks for Black Boxes*, on page 446, and Adding Other Black Box Attributes, on page 330.

Adding Black Box Timing Constraints

A black box does not provide the software with any information about internal timing characteristics. You must characterize black box timing accurately, because it can critically affect the overall timing of the design. To do this, you add constraints in the source code or in the SCOPE interface.

You attach black box timing constraints to instances that have been defined as black boxes. There are three black box timing constraints, syn_tpd, syn_tsu, and syn_tco. There are additional attributes for black box pins and black boxes with gated clocks; see Adding Other Black Box Attributes, on page 330 and *Using Gated Clocks for Black Boxes*, on page 446.

1. Define the instance as a black box, as described in *Instantiating Black Boxes and I/Os in Verilog*, on page 322 or *Instantiating Black Boxes and I/Os in VHDL*, on page 324.

2. Determine the kind of constraint for the information you want to specify:

To define...	Use...
Propagation delay through the black box	syn_tpd
Setup delay (relative to the clock) for input pins	syn_tsu
Clock-to-output delay through the black box	syn_tco

3. In VHDL, use the following syntax for the constraints.
   - Use the predefined attributes package by adding this syntax

     ```
     library synplify;
     use synplify.attributes.all;
     ```

     In VHDL, you must use the predefined attributes package. For each directive, there are ten predeclared constraints in the attributes package, from *directive_name1* to *directive_name10*. If you need more constraints, declare the additional constraints using integers greater than 10. For example:

     ```
     attribute syn_tco11 : string;
     attribute syn_tco12 : string;
     ```

   - Define the constraints in either of these ways:

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VHDL syntax	`attribute attribute_name<n> : "att_value"`
Verilog-style notation	`attribute attribute_name<n> of bbox_name : component is "att_value"`

The following table shows the appropriate syntax for att_value. See the *Reference Manual* for complete syntax information.

Attribute	Value Syntax
`syn_tsu<n>`	*bundle* **->** [**!**]*clock* **=** *value*
`syn_tco<n>`	[**!**]*clock* **->** *bundle* **=** *value*
`syn_tpd<n>`	*bundle* **->** *bundle* **=** *value*

- *<n>* is a numerical suffix.
- *bundle* is a comma-separated list of buses and scalar signals, with no intervening spaces. For example, A,B,C.
- ! indicates (optionally) a negative edge for a clock.
- *value* is in ns.

The following is an example of black box attributes, using VHDL signal notation:

```
architecture top of top is
component rcf16x4z port(
   ad0, ad1, ad2, ad3 : in std_logic;
   di0, di1, di2, di3 : in std_logic;
   wren, wpe : in std_logic;
   tri : in std_logic;
   do0, do1, do2 do3 : out std_logic;
end component

attribute syn_tpd1 of rcf16x4z : component is
   "ad0,ad1,ad2,ad3 -> do0,do1,do2,do3 = 2.1";
attribute syn_tpd2 of rcf16x4z : component is
   "tri -> do0,do1,do2,do3 = 2.0";
attribute syn_tsu1 of rcf16x4z : component is
   "ad0,ad1,ad2,ad3 -> ck = 1.2";
attribute syn_tsu2 of rcf16x4z : component is
   "wren,wpe,do0,do1,do2,do3 -> ck = 0.0";
```

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4. In Verilog, add the directives as comments, as shown in the following example. For explanations about the syntax, see the table in the previous step or the *Reference Manual.*

```
module ram32x4 (z, d, addr, we, clk)
   /* synthesis syn_black_box
   syn_tpd1="addr[3:0]->z[3:0]=8.0"
   syn_tsu1="addr[3:0]->clk=2.0"
   syn_tsu2="we->clk=3.0" */;
output [3:0[ z;
input [3:0] d;
input [3:0] addr;
input we;
input clk;
endmodule
```

5. To add black box attributes through the SCOPE interface, do the following:
   - Open the SCOPE spreadsheet and select the Attributes panel.
   - In the Object column, select the name of the black-box module or component declaration from the pull-down list. Manually prefix the black box name with **v:** to apply the constraint to the view.
   - In the Attribute column, type the name of the timing attribute, followed by the numerical suffix, as shown in the following table. You cannot select timing attributes from the pull-down list.
   - In the Value column, type the appropriate value syntax, as shown in the table in step 3.
   - Save the constraint file, and add it to the project.

   The resulting constraint file contains syntax like this:

   define_attribute v:{*blackboxModule***}** *attribute<n>* **{***attributeValue***}**

6. Synthesize the design, and check black box timing.

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Adding Other Black Box Attributes

Besides black box timing constraints, you can also add other attributes to define pin types on the black box or define gated clocks. You cannot use the attributes for all technologies. Check the *Reference Manual* for details about which technologies are supported. For information about black boxes with gated clocks, see *Using Gated Clocks for Black Boxes*, on page 446. The Fix Gated Clocks option is only available in the Synplify Pro and Synplify Premier tools.

1. To specify that a clock pin on the black box has access to global clock routing resources, use syn_isclock.

   Depending on the technology, different clock resources are inserted. In Xilinx, the software inserts BUFG, for Actel it inserts CLKBUF, and for QuickLogic, it inserts Q_CKPAD.

2. To specify that the software need not insert a pad for a black box pin, use black_box_pad_pin.

   Use this for technologies that automatically insert pad buffers for the I/Os like Xilinx, some Altera families, Actel, QuickLogic, and some Lattice technologies.

3. To define a tristate pin so that you do not get a mixed driver error when there is another tristate buffer driving the same net, use black_box_tri_pins.

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4. To ensure consistency between synthesized black box netlist names and the names generated by third party tools or IP cores, use the following attributes (Xilinx only):
   - syn_edif_bit_format
   - syn_edif_scalar_format
5. To specify that a port on a black box is connected to an internal STARTUP block in Xilinx XC4000 architectures, use the xc_isgr directive.

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Defining State Machines for Synthesis

A finite state machine (FSM) is a piece of hardware that advances from state to state at a clock edge. The synthesis software recognizes and extracts the state machines from the HDL source code. For guidelines on setting up the source code, see the following:

- Defining State Machines in Verilog, on page 332
- Defining State Machines in VHDL, on page 333
- Specifying FSMs with Attributes and Directives, on page 335

For information about the attributes used to define state machines, see *Running the FSM Compiler*, on page 430.

Defining State Machines in Verilog

The synthesis software recognizes and automatically extracts state machines from the Verilog source code if you follow these coding guidelines. The software attaches the syn_state_machine attribute to each extracted FSM.

For alternative ways to define state machines, see *Defining State Machines in VHDL*, on page 333 and *Specifying FSMs with Attributes and Directives*, on page 335.

- In Verilog, model the state machine with case, casex, or casez statements in always blocks. Check the current state to advance to the next state and then set output values. Do not use if statements.
- Always use a default assignment as the last assignment in the case statement, and set the state variable to ‘bx. This is a “don’t care” statement and ensures that the software can remove unnecessary decoding and gates.
- Make sure the state machines have a synchronous or asynchronous reset to set the hardware to a valid state after power-up, or to reset the hardware when you are operating.
- Use explicit state values for states using parameter or ‘define statements. This is an example of a parameter statement that sets the current state to `2'h2`:

```
parameter state1 = 2'h1, state2 = 2'h2;
...
current_state = state2;
```

This example shows how to set the current state value with `define statements:

```
`define state1 2'h1
`define state2 2'h2
...
current_state = `state2;
```

Make state assignments using parameter with symbolic state names.Use parameter over `define, because `define is applied globally whereas parameter definitions are local. Local definitions make it easier to reuse certain state names in multiple FSM designs. For example, you might want to reuse common state names like RESET, IDLE, READY, READ, WRITE, ERROR, and DONE. If you use `define to assign state names, you cannot reuse a state name because the name has already been taken in the global name space. To use the names multiple times, you have to `undef state names between modules and redefine them with `define state names in the new FSM modules. This method makes it difficult to probe the internal values of FSM state buses from a testbench and compare them to the state names.

Defining State Machines in VHDL

The synthesis software recognizes and automatically extracts state machines from the VHDL source code if you follow coding guidelines. For alternative ways to define state machines, see *Defining State Machines in Verilog*, on page 332 and *Specifying FSMs with Attributes and Directives*, on page 335.

The following are VHDL guidelines for coding. The software attaches the syn_state_machine attribute to each extracted FSM.

- Use case statements to check the current state at the clock edge, advance to the next state, and set output values. You can also use if-then-else statements, but case statements are preferable.
- If you do not cover all possible cases explicitly, include a when others assignment as the last assignment of the case statement, and set the state vector to some valid state.

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- If you create implicit state machines with multiple `WAIT` statements, the software does not recognize them as state machines.
- Make sure the state machines have a synchronous or asynchronous reset to set the hardware to a valid state after power-up, or to reset the hardware when you are operating.
- To choose an encoding style, attach the syn_encoding attribute to the enumerated type. The software automatically encodes your state machine with the style you specified.

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Specifying FSMs with Attributes and Directives

If your design has state machines, the software can extract them automatically with the FSM Compiler (see *Optimizing State Machines*, on page 428), or you can manually specify attributes to define the state machines. You attach the attributes to the state registers. For detailed information about the attributes and their syntax, see the *Reference Manual*.

The following steps show you how to use attributes to define FSMs for extraction. For alternative ways to define state machines, see Defining State Machines in Verilog, on page 332 and Defining State Machines in VHDL, on page 333.

1. To determine how state machines are extracted, set attributes in the source code as shown in the following table:

To...	Attribute
Specify a state machine for extraction and optimization	syn_state_machine=1
Prevent state machines from being extracted and optimized	syn_state_machine=0
Prevent the state machine from being optimized away	syn_preserve=1

   For information about how to add attributes, see *Entering Attributes and Directives*, on page 267.

2. To determine the encoding style used for the state machine, set the syn_encoding attribute in the source code or in the SCOPE window. For VHDL users there are alternative methods, described in the next step.

   The FSM Compiler and the FSM Explorer honor this setting. The different values for this attribute are briefly described here:

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Situation: If...	syn_encoding Value	Explanation
Area is important	sequential	One of the smallest encoding styles.
Speed is important	onehot	Usually the fastest style and suited to most FPGA styles.
Recovery from an invalid state is important	safe, with another style. For example: `/* synthesis syn_encoding = "safe, onehot" */`	Forces the state machine to reset. For example, where an alpha particle hit in a hostile operating environment causes a spontaneous register change, you can use safe to reset the state machine.
There are <5 states	sequential	Default encoding.
Large output decoder follows the FSM	sequential or gray	Could be faster than onehot, even though the value must be decoded to determine the state. For sequential, more than one bit can change at a time; for gray, only one bit changes at a time, but more than one bit can be hot.
There are a large number of flip-flops	onehot	Fastest style, because each state variable has one bit set, and only one bit of the state register changes at a time.

3. If you are using VHDL, you have two choices for defining encoding:
   - Use syn_encoding as described above, and enable the FSM compiler.
   - Use syn_enum_encoding to define the states (sequential, onehot, gray, and safe) and disable the FSM compiler. If you do not disable the FSM compiler, the syn_enum_encoding values are not implemented. This is because the FSM compiler, a mapper operation, overrides syn_enum_encoding, which is a compiler directive.

     Use this method for user-defined FSM encoding. For example:

     ```
     attribute syn_enum_encoding of state_type : type is "001 010 101";
     ```

Defining High Reliability Designs

High reliability can be provided for designs:

- Using TMR at the Module/Register Level, on page 337
- Using TMR or ECC for RAMs, on page 340
- Using Safe FSM, on page 342

Using TMR at the Module/Register Level

Triple modular redundancy (TMR) is a form of fault tolerance that provides immunity for single event transient (SET) and single event upset (SEU) faults. Three systems perform a process that result in a voting system to produce a single output and that is a majority vote of these three systems. If any one of the systems fails, the voter chooses the majority from the other two systems so that the system does not fail due to SET/SEU faults.

Single Event Transient (SET)

A SET fault is a temporary change in output of combinational logic caused by ions or electro-magnetic radiation. This fault usually corrects itself within several nanoseconds, but can become more problematic at higher operating frequencies or if the fault propagates through the logic.

Single Event Upset (SEU)

A SEU fault is a change of state caused by ions or electro-magnetic radiation that affects sequential elements.

Distributed TMR

Distributed TMR is aimed primarily at the commercial/military-aerospace users, in particular those who want detailed control over area, speed, or reliability of specific blocks in their designs. You can specify hierarchical modules requiring increased reliability against SEU and SET faults.

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Distributed TMR is supported only on views/modules, whereby the entire module gets triplicated. Voter insertion is performed in several ways. See the examples below.

Example 1: Standard Distributed TMR

For this distributed TMR example, three separate instances are created for the specified module. The inputs to the original module are then connected to all three instances. The outputs are fed to a majority voter, which produces a single output connected to the original module's fanouts.

Example 2: Distributed TMR with Cyclic Module

For this example, a loop exists in the module for which distributed TMR is applied. To restore the state after effects of an SEU fault, the loop in each of the three instances must insert a voter. Any of the TMR module outputs can be the final output.

If you have used a mitigation mechanism to avoid accumulation of faults in a sequential feedback path and do not want the overhead of voter logic, you can turn off adding voters for your design by setting the syn_vote_loops attribute to false. For details, see *syn_vote_loops Attribute*, on page 1390.

Example 3: Distributed TMR with Multiple Modules

For this example, suppose multiple hierarchical modules have distributed TMR applied. The modules are triplicated in each path with three voters until the last module is reached. The last module converges the three paths to one, which drives the non TMR module.

To implement distributed TMR:

1. Select supported Xilinx device in the Synplify Premier tools.
2. Enable the Enhanced Optimization option.
3. Use the syn_radhardlevel attribute to set TMR modules as distributed_tmr from the Attributes tab of the SCOPE editor.

   For syntax about this attribute, see *syn_radhardlevel Attribute*, on page 1274.
4. Run synthesis.

   In addition to the inserted TMR elements in the netlist, you can view them in the HDL Analyst tool.

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Dependencies

Distributed TMR support includes the following dependencies:

- Cross-boundary optimizations, such as retiming, packing, or constant propagation are not allowed across a distributed TMR module boundary.
- TMR is always applied to an FSM in the parent module when it is tagged for distributed TMR. Safe correcting FSM is converted to safe detecting.
- Distributed TMR does not support the following:
  - Module with tristates
  - Module that includes an instantiated module
  - Module that includes a BUFG
  - Top-level module
  - Conflicting syn_ramstyle values of ecc or tmr

Using TMR or ECC for RAMs

Fault tolerance for Xilinx architectures can be provided for the RAM using TMR and Error Correction Code (ECC). For details, see:

- Local TMR for RAMs
- ECC for RAMs

Local TMR for RAMs

Fault tolerance for Xilinx architectures can be provided for the RAM using TMR. The software implements the inferred RAM primitive in triplicate for the design.

To implement local TMR for a RAM:

1. Select supported Xilinx device in the Synplify Premier tools.
2. Enable the Enhanced Optimization option.
3. Specify the syn_ramstyle attribute as tmr. The tmr value is an additional value specified for the RAM, which might also have a value of block_ram.

   For syntax about this attribute, see *syn_ramstyle Attribute*, on page 1281.

4. Run synthesis.
5. Check the log file for the TMR RAM.

ECC for RAMs

Fault tolerance for Xilinx architectures can be provided for the RAM using Error Correction Code (ECC). The software infers the built-in ECC RAM primitive in the design. The synthesis tool creates the ECC RAM block primitive and implements its associated glue logic (for example, address decoders/encoders or comparators) in triplicate, while keeping the RAM interface the same.

To implement local ECC for a RAM:

1. Select supported Xilinx device in the Synplify Premier tools.
2. Enable the Enhanced Optimization option.
3. Specify the syn_ramstyle attribute as ecc. The ecc value is an additional value specified for the RAM, which might also have a value of block_ram.

   For syntax about this attribute, see *syn_ramstyle Attribute*, on page 1281.
4. Run synthesis.
5. Check the log file for the ECC RAM.

Note: Any syn_ramstyle value specified with ecc is ignored. For example, if ecc, select_ram are used with syn_ramstyle, select_ram is ignored since ecc has higher priority.

Limitations

The following ECC technology primitives are not supported:

- Byte-wide write enable RAM
- RAM with synchronous set/reset signal
- RAM with output register clock enable
- Explicitly instantiated block RAM with parity pins for wider configuration

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Using Safe FSM

This feature is aimed primarily at the commercial/military-aerospace users, in particular those who want to ensure that their FSMs are single event upset (SEU) tolerant and continue to function correctly. High reliability support includes the following safe FSM features:

- Safe Case, on page 342
- Hamming Distance 3, on page 343

Safe Case

The high reliability safe case option turns off sequential optimizations for counters, FSM, and sequential logic to increase the circuit's reliability.

To implement safe FSM for safe case:

- Select supported device in the Synplify Pro/Synplify Premier tools.
- To turn on safe case globally, from the Implementation Options High Reliability tab, enable the Preserve and Decode Unreachable States (FSM, Counters, Sequential Logic) option.

- To apply safe case on a module or architecture, use the syn_safe_case directive. For a description of this directive, see *syn_safe_case Directive*, on page 1321.

Hamming Distance 3

For higher reliability, a Hamming 3 encoding is used in conjunction with error correction logic to automatically correct single-bit errors in the FSM state registers. Parity bits are added to the FSM state register to generate a Hamming distance 3 encoding. Error correction logic is used to automatically detect and correct an SEU in the register bits.

To implement safe FSM for Hamming distance 3:

- Select supported device in the Synplify Premier tools.
- To turn on Hamming distance 3 globally, from the Implementation Options High Reliability tab, enable the FSM Error Correction Using Hamming Distance 3 option.

- To apply Hamming distance 3 on a module or architecture, use the syn_fsm_correction directive. For a description of this directive, see *syn_fsm_correction Directive*, on page 1176.

Triple Modular Redundancy (TMR) Contentions

When Hamming distance 3 is applied with TMR, note the following condition: If an FSM is inside a module with distributed TMR and Hamming distance 3 has been applied to the FSM, then the FSM is triplicated along with the rest of the module, ignoring the Hamming distance 3. This will generate a warning message in the log file.

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Inferring RAMs

There are two methods of handling RAMs: instantiation and inference. The software can automatically infer RAMs if they are structured correctly in your source code. For details, see the following sections:

- Inference Versus Instantiation, on page 344
- Basic Guidelines for Coding RAMs, on page 345
- Specifying RAM Implementation Styles, on page 350
- Implementing Altera RAMs Automatically, on page 351
- Implementing Xilinx RAMs Automatically, on page 354
- Implementing Altera Stratix Multi-Port RAMs, on page 357
- Inferring Altera Stratix III LUTRAMs, on page 358
- Inferring Xilinx Block RAMs Using Registered Addresses, on page 360
- Inferring Xilinx Block RAMs Using Registered Output, on page 362
- Initializing Xilinx RAM, on page 373
- Mapping Xilinx ROM to Block RAM, on page 367

For information about generating RAMs with SYNCore, see *Specifying RAMs with SYNCore*, on page 874.

Inference Versus Instantiation

There are two methods to handle RAMs: instantiation and inference. Many FPGA families provide technology-specific RAMs that you can instantiate in your HDL source code. The software supports instantiation, but you can also set up your source code so that it infers the RAMs. The following table sums up the pros and cons of the two approaches.

Inference in Synthesis	Instantiation
Advantages	**Advantages**
Portable coding style	Most efficient use of the RAM primitives of a specific technology
Automatic timing-driven synthesis	Supports all kinds of RAMs
No additional tool dependencies	

Inference in Synthesis	Instantiation
Limitations	**Limitations**
Glue logic to implement the RAM might result in a sub-optimal implementation.	Source code is not portable because it is technology-dependent.
Can only infer synchronous RAMs	Limited or no access to timing and area data if the RAM is a black box.
No support for address wrapping	Inter-tool access issues, if the RAM is a black box created with another tool.
No support for RAM enables, except for write enable	
Pin name limitations means some pins are always active or inactive	

Basic Guidelines for Coding RAMs

Read through the limitations before you start. See *Inference Versus Instantiation*, on page 344 for information. The following steps describe general rules for coding RAMs so that the compiler infers them; to ensure that they are mapped to the vendor-specific implementation you want, see *Specifying RAM Implementation Styles*, on page 350, *Implementing Altera RAMs Automatically*, on page 351, and *Implementing Xilinx RAMs Automatically*, on page 354.

1. Make sure that the RAM meets minimum size and address width requirements for your technology. The software implements RAMs that are smaller than the minimum as registers.

2. Structure the assignment to a VHDL signal/Verilog register as follows:

   – To infer a RAM, structure the code as an indexed array or a case structure. Code it as a two-dimensional array (VHDL) or memory (Verilog) with writes to one process.

   – Control the structure with a clock edge and a write enable.

   The software extracts RAMs even if write enables are tied to true (VCC), if you have complex write enables coded in nested if statements, or if you have RAMs with synchronous resets.

3. For a single-port RAM, make the address for indexing the write-to the same as the address for the read-from. The following code and figure illustrate how the software infers a single-port RAM.

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```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_signed.all;

entity ramtest is
port (q : out std_logic_vector(3 downto 0);

      d : in std_logic_vector(3 downto 0);
      addr : in std_logic_vector(2 downto 0);
      we : in std_logic;
      clk : in std_logic);
end ramtest;

architecture rtl of ramtest is

type mem_type is array (7 downto 0) of std_logic_vector
      (3 downto 0);
signal mem : mem_type;

begin
q <= mem(conv_integer(addr));

process (clk) begin
if rising_edge(clk) then
   if (we = '1') then
      mem(conv_integer(addr)) <= d;
   end if;
end if;
end process;

end rtl;
```

For technology-specific details, see *Implementing Altera RAMs Automatically*, on page 351 and *Implementing Xilinx RAMs Automatically*, on page 354.

4. For a dual-port RAM, make the write-to and read-from addresses different. The following figure and code example illustrate how the software infers a dual-port RAM.

```
module ram16x8(z, raddr, d, waddr, we, clk);
output [7:0] z;
input [7:0] d;
input [3:0] raddr, waddr;
input we;
input clk;
reg [7:0] z;
reg [7:0] mem0, mem1, mem2, mem3, mem4, mem5, mem6, mem7;
reg [7:0] mem8, mem9, mem10, mem11, mem12, mem13, mem14, mem15;
always @(mem0 or mem1 or mem2 or mem3 or mem4 or mem5 or mem6 or
   mem7 or mem8 or mem9 or mem10 or mem11 or mem12 or mem13 or
   mem14 or mem15 or raddr)
begin
   case (raddr[3:0])
   4'b0000: z = mem0;
   4'b0001: z = mem1;
   4'b0010: z = mem2;
   4'b0011: z = mem3;
   4'b0100: z = mem4;
   4'b0101: z = mem5;
   4'b0110: z = mem6;
   4'b0111: z = mem7;
   4'b1000: z = mem8;
   4'b1001: z = mem9;
   4'b1010: z = mem10;
```


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```
      4'b1011: z = mem11;
      4'b1100: z = mem12;
      4'b1101: z = mem13;
      4'b1110: z = mem14;
      4'b1111: z = mem15;
   endcase
   end

   always @(posedge clk) begin
      if(we) begin
         case (waddr[3:0])
         4'b0000: mem0 = d;
         4'b0001: mem1 = d;
         4'b0010: mem2 = d;
         4'b0011: mem3 = d;
         4'b0100: mem4 = d;
         4'b0101: mem5 = d;
         4'b0110: mem6 = d;
         4'b0111: mem7 = d;
         4'b1000: mem8 = d;
         4'b1001: mem9 = d;
         4'b1010: mem10 = d;
         4'b1011: mem11 = d;
         4'b1100: mem12 = d;
         4'b1101: mem13 = d;
         4'b1110: mem14 = d;
         4'b1111: mem15 = d;
      endcase
   end
   end
   endmodule
```

For technology-specific details, see *Implementing Altera RAMs Automatically*, on page 351 and *Implementing Xilinx RAMs Automatically*, on page 354.

5. To infer multi-port RAMs or nrams (certain technologies only), do the following:
   - Target a technology that supports multi-port RAMs.
   - Register the read address.
   - Add the syn_ramstyle attribute with a value of no_rw_check. If you do not do this, the compiler errors out.
   - Make sure that the writes are to one process. If the writes are to multiple processes, use the syn_ramstyle attribute to specify a RAM.

6. For RAMs where inference is not the best solution, use either one of these approaches:
   - Implement them as regular logic using the syn_ramstyle attribute with a value of registers. You might want to do this if you have to conserve RAM resources.
   - Instantiate RAMs using the black box methodology. Use this method in cases where RAM is implemented in two cells instead of one because the RAM address range spans the word limit of the primitive and the software does not currently support address wrapping. If the address range is 8 to 23 and the RAM primitive is 16 words deep, the software implements the RAM as two cells, even though the address range is only 16 words deep. Refer to the list of limitations in *Inference Versus Instantiation*, on page 344 and the vendor-specific information referred to in the previous step to determine whether you should instantiate RAMs.
7. Synthesize your design.

   The compiler infers one of the following RAMs from the source code. You can view them in the RTL view:

RAM1	RAM
RAM2	Resettable RAM
NRAM	Multi-port RAM

   If the number of words in the RAM primitive is less than the required address range, the compiler generates two RAMs instead of one, leaving any extra addresses unused.

   Once the compiler has inferred the RAMs, the mapper implements the inferred RAMs in the technology you specified. For details of how to map the RAM inferred by the compiler to the implementation you want, see *Specifying RAM Implementation Styles*, on page 350, *Implementing Altera RAMs Automatically*, on page 351, and *Implementing Xilinx RAMs Automatically*, on page 354.

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Specifying RAM Implementation Styles

You can manually influence how RAMs are implemented with the syn_ramstyle attribute, as described in the following procedure. The valid values vary slightly, depending on the technology you use. Check the *Reference Manual* for the values that apply to the technology you choose.

If you would rather set up your design so that the software automatically maps the RAMs to the components you want, see *Implementing Altera RAMs Automatically*, on page 351 and *Implementing Xilinx RAMs Automatically*, on page 354 for some vendor-specific details.

1. If you do not want to use RAM resources, attach the syn_ramstyle attribute with a value of registers to the RAM instance name or to the signal driven by the RAM.

   Use this value for small RAMs. The software implements the RAMs according to the technology. They can be implemented as registers, LPMs, dedicated RAM resources (QuickLogic) or synchronous dual-port memory cells (some Lattice technologies).

2. To use the dedicated memory resources on the FPGA (Altera technologies), do the following:
   - Set syn_ramstyle to block_ram.
   - For Altera technologies like Stratix, specify mapping to TriMatrix memories by setting syn_ramstyle to M512, M4K, or M-RAM.
   - If you do not want glue logic created, register the RAM output. For Altera Stratix designs, you can set syn_ramstyle to no_rw_check.

3. To implement RAMs using dedicated Block SelectRAM+ in Xilinx Virtex technologies, do the following. To use distributed memory, see the next step.
   - Set syn_ramstyle to block_ram.
   - Register the read address, because the technology is fully synchronous.
   - If you do not want to generate glue logic for dual-port RAMs, either register the RAM output or set syn_ramstyle to no_rw_check. Use this attribute value only if you do not care about a read/write check.

4. To implement RAMs using distributed memory in Xilinx technologies, set syn_ramstyle to select_ram. Set syn_ramstyle explicitly, because by

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default the software first implements block RAM, and select RAM only if it cannot implement block RAM.

Implementing Altera RAMs Automatically

The following procedure shows you how to implement various Altera RAMs automatically. You can always override the automatic implementation by specifying the syn_ramstyle attribute, as described in *Specifying RAM Implementation Styles*, on page 350 or instantiate LPMs instead of using RAMs.

1. Follow the guidelines described for RAM inference by the compiler (*Basic Guidelines for Coding RAMs*, on page 345).

   The Altera mapper does not implement any RAMs that are not first inferred by the compiler.

2. To implement Stratix block RAM, follow these guidelines:

   – If you are a Verilog user, avoid using blocking statements when you model the RAMs because not all blocking assignments are mapped to block RAM.

   – Synchronize the read and write addresses by registering either the read address or output. RAMs with asynchronous read and write are mapped to logic.

   – Use syn_ramstyle with a value of no_rw_check to disable the creation of glue logic in dual-port mode.

   – Make sure the Altera Quartus tool is installed, for best results with Stratix II devices. When Quartus is installed, the synthesis software takes advantages of the Stratix II RAMs and MACs and writes out Stratix II primitives that you can view in the Technology view. If you do not install Quartus, the synthesis software infers LPMs.

   During synthesis, the mapper maps Altera Stratix RAM to ALTSYNCRAM in the following modes:

Single-port	One address bus
Dual-port	One address bus (where old data cannot be obtained in single-port mode), or Two buses: one each for read and write.
Bidirectional	Two buses: one for read/write and one for read only

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3. To implement Stratix single-port RAMs, ensure the following:
   - The read and write addresses share a single address.
   - There is only one data input.
   - There is only RAM output.
   - Either the read address or the output is registered.
   - For multiple clocks, both the read address and the output must be registered.

   The mapper maps the RAM to the dedicated memory resource, ALTSYNCRAM, which is fully synchronous. It is mapped in SINGLE_PORT mode, and all ports are registered. The ALTSYNCRAM implementation is determined by the Quartus place-and-route tool.

4. To implement Stratix dual-port RAMs, make sure of the following:
   - The code is written so that the hardware exactly matches the RTL behavior. For example, if your code allows simultaneous reads and writes to the same address, it can result in a mismatch between the RTL and hardware behaviors. In such a case, the mapper does not map the RAM inferred by the compiler to the dedicated ALTSYNCRAM resources and you get a warning message. For Verilog examples, see *Stratix, Arria and Cyclone Dual-Port Verilog RAM Examples*, on page 809 and for VHDL examples, see *Stratix, Arria and Cyclone Dual-Port VHDL RAM Example*, on page 1026 in the *Reference Manual*.
   - The design has different read and write addresses.
   - There is only one data input.
   - There is only RAM output.
   - Either the read address or the output is registered.

- The read and write addresses can have different clocks. However if you register the read, write, and output, at least two of them must share a clock.
- For multiple clocks, both the read address and the output must be registered.

The mapper maps the RAM to ALTSYNCRAM in DUAL_PORT mode, which is fully synchronous. The actual ALTSYNCRAM implementation is determined by the Quartus place-and-route tool.

The following figure shows one dual-port RAM implementation:

5. To implement Stratix dual-port RAMs in bidirectional mode, make sure of the following:
   - The code must be written so that there are no mismatches between the hardware and RTL behaviors. For Verilog examples, see *Stratix, Arria and Cyclone Dual-Port Verilog RAM Examples*, on page 809 and for VHDL examples, see*Stratix, Arria and Cyclone Dual-Port VHDL RAM Example*, on page 1026 in the *Reference Manual*.
   - The design has different read and write addresses. There are two read addresses.
   - There is only one data input.
   - There are two RAM outputs.
   - Either the read address or the output is registered.
   - The read and write addresses can have different clocks. However if you register the read, write, and output, at least two of them must share a clock.

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– For multiple clocks, both the read address and the output must be registered.

The mapper maps the RAM to ALTSYNCRAM in BIDIR_DUAL_PORT mode, which is fully synchronous. The actual ALTSYNCRAM implementation is determined by the Quartus place-and-route tool.

6. To implement Stratix multi-ports RAMs automatically, see *Implementing Altera Stratix Multi-Port RAMs,* on page 357.

Implementing Xilinx RAMs Automatically

The following procedure shows you how to implement various Xilinx RAMs automatically. You can always override the automatic implementation by specifying the syn_ramstyle attribute, as described in *Specifying RAM Implementation Styles,* on page 350.

1. Follow the guidelines described for RAM inference by the compiler (*Basic Guidelines for Coding RAMs,* on page 345).

   The Xilinx mapper does not implement any RAMs that are not first inferred by the compiler.

2. To automatically implement distributed RAM, make sure the write operation is synchronous and the read operation is asynchronous.

   The Xilinx mapper implements RAMs inferred by the compiler as asynchronous RAMs, using the CLB resources.

3. To implement block SelectRAM+, do the following:

   – Make the write port synchronous. The read port can be asynchronous.

   – Register the read address (see *Inferring Xilinx Block RAMs Using Registered Addresses,* on page 360).

   – Make sure the RAM is a minimum of 2K bits.

   The Xilinx mapper automatically implements RAMs inferred by the compiler as Block SelectRAM+, using the dedicated memory resources on the FPGA. The enable pin is tied to active and the reset pin is tied to inactive.

4. To implement single-port block RAM automatically, do the following:

- Register the output. (see *Inferring Xilinx Block RAMs Using Registered Output*, on page 362).
- Make the read and write addresses the same.
- Make sure that the read and write clocks are the same.
- Make sure the read and write enables are the same.

The Xilinx mapper automatically implements RAMs inferred by the compiler as single-port Block SelectRAM+, using the dedicated memory resources on the FPGA. The enable signal has the highest priority. Where applicable, the tool uses the parity bus to infer data bus widths. The mapper also uses the Write modes in some Xilinx architectures, as described in the next step.

5. To implement dual-port block RAM automatically, do the following:
   - Register the output. (see *Inferring Xilinx Block RAMs Using Registered Output*, on page 362).
   - Your design can have different read and write addresses, multiple clocks, and different read and write enables.

   The Xilinx mapper implements RAMs inferred by the compiler as dual-port block SelectRAM+, using the dedicated memory resources on the FPGA. The dual-port RAM has only one write port. The software automatically inserts glue logic for address collision and recovery, unless you specify otherwise with the syn_ramstyle attribute.

   The mapper also implements the Write modes available with certain Xilinx architectures to indicate the output value when the write enable is active. The RAM implementations are shown here:

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Write Mode	Xilinx Architecture	RAM Implementation
Writefirst (data_in goes to data_out)	Virtex-II, Virtex-II Pro, Virtex-4, Spartan-3, Spartan-3 Automotive, and Spartan-3E	Block SelectRAM+ (single-port or dual-port) Distributed RAM
	Spartan-II, Spartan-IIE, and Spartan-IIE Automotive	Block SelectRAM+ (single-port or dual-port) Distributed RAM
Readfirst (memory goes to data_out)	Virtex-II, Virtex-II Pro, Virtex-4, Spartan-3, Spartan-3 Automotive, and Spartan-3E	Block SelectRAM+ (single-port) Distributed RAM
	Spartan-II, Spartan-IIE, and Spartan-IIE Automotive	Distributed RAM
Nochange (data_out is unchanged)	Virtex-II, Virtex-II Pro, Virtex-4, Spartan-3, Spartan-3 Automotive, and Spartan-3E	Block SelectRAM+ (single-port) Distributed RAM
	Spartan-II, Spartan-IIE, and Spartan-IIE Automotive	Distributed RAM

6. To implement true dual-port block (multi-port) RAM automatically, make sure the design meets the following conditions:
   - The compiler has inferred multi-port RAMs (nrams). See *Basic Guidelines for Coding RAMs*, on page 345 for details.
   - The inferred nram has two writes and one read. The read shares an address with only one of the write ports, or two inferred RAMs share the same write addresses, clocks, and enables, but have different read addresses. In the latter case, the mapper pairs the RAMs together and maps them to true dual-port RAM.

   The Xilinx mapper implements RAMs inferred by the compiler as true dual-port block SelectRAM+, using the dedicated memory resources on the FPGA. The dual-port RAM has one read port and multiple write ports. Each write port has its own write clock, write enable, data in, and write address.

Implementing Altera Stratix Multi-Port RAMs

The software can infer true multi-port RAMs, where both ports are used to read and write simultaneously. Implementing Stratix ALTSYNCRAM components is a two-step process: first the synthesis compiler infers the RAM primitive, and then the mapper maps the primitive to ALTSYNCRAM.

1. Make sure the compiler infers an nram, by following the guidelines in *Basic Guidelines for Coding RAMs*, on page 345.

   For multi-port RAMs, the compiler infers an *n*ram primitive, where *n* is the number of write ports. You can view this in the RTL view.

2. To map the nram automatically to ALTSYNCRAM, ensure that it follows these guidelines:
   - The nram has two writes and one read. The read shares an address with only one of the write ports.
   - Make sure there are only two clocks, one for each port.
   - You cannot have more than two write ports; *n*ram primitives with more than two ports are mapped to logic.
   - The read address is registered.
   - If the output is registered, the mapper retimes and infers block RAM.

   The software maps *n*ram primitives as follows:

Primitive Description	Mapping
2 write ports, 1 read. The read shares an address with only one of the write ports	ALTSYNCRAM in bidir mode
2 nrams each with 2 write addresses and 1 read, which share the same write addresses, clocks, and enables, but different read addresses	Paired together and mapped to ALTSYNCRAM
> 2 write ports	Logic
> 2 clocks	Logic

After synthesis, the software writes out the following for the place-and-route tool:

```
defparam mem_1_1_Z.lpm_type = "altsyncram";
```


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Inferring Altera Stratix III LUTRAMs

The Altera Stratix III technology has LUTRAM memory components. MLAB (Memory LAB) resources are configured as LUTRAM. MLABs can be configured as single-port RAM or ROM, or simple dual-port RAM. LUTRAM writes occur on the falling edge of the clock and can be configured to have synchronous or asynchronous read.

The following procedure shows you how to set up the synthesis tool to map memory to MLABs and LUTRAMs. Note that you cannot currently map to a LUTRAM ROM, nor can you initialize asynchronous memory.

1. Start with a Stratix III design.
2. Enable the Clearbox flow option.

   If this option is not enabled, the memories are mapped to ALTSYNCRAM or ALTDPRAM instead of LUTRAM.
3. Set the syn_ramstyle attribute to MLAB.

   This automatically maps the RAM to MLAB resources, which can be configured as LUTRAMs. If you do not want to infer LUTRAM, set syn_ramstyle to registers.

   For Verilog code examples that implement LUTRAM, see *Stratix III LUTRAM Verilog Examples*, on page 806 in the *Reference Manual*.
4. Synthesize your design.

   The software maps aysnchronous RAMs to LUTRAM, and reports resource utilization in the log file, like this example:

```
Memory ALUTs:   10  (0% of 19000)
```

The following shows how the software maps an SDPRAM with registered output and asynchronous read to a simple dual-port RAM in the RTL view:

The following shows how the same memory is mapped in the Technology view to a stratixiii_mlab_cell LUTRAM component:

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Inferring Xilinx Block RAMs Using Registered Addresses

There are two ways to infer block RAMs in Xilinx Virtex device families: using registered addresses and using registered output. For information about the latter, see *Inferring Xilinx Block RAMs Using Registered Output*, on page 362. The following procedure shows you how to set up your code with an explicit read address register.

The software does not currently infer block RAMs for Virtex family designs automatically; you have to use an attribute. It inserts bypass logic to resolve a read/write behavior difference between the RTL and post-synthesis gate-level simulations. It inserts the glue logic because it does not know the output at the read port when the read address and the write address access the same memory location.

1. Use instantiation instead of inference in the following cases where the software currently does not infer the RAMs:
   - RAMs with enable signals, RAM resets, or initialization settings.
   - Inaccessible pins: read enable pins are always active, and reset pins are always inactive.
   - Dual-port RAMs with read/write on a port.
2. For single-port RAM, do the following:
   - Make sure the read and write clocks are the same.
   - Make sure the read and write addresses are the same.
   - Make sure the enable signals are the same. Use only write enable signals.
   - Register the address, as shown in the following code:

```
always @(posedge clk)
   if(we)
      mem[addr] = din;

always @(posedge clk)
   addr_reg = addr;

assign dout = mem[addr_reg];
```

– To forward-annotate initialization values, use the Xilinx INIT property, as described in *Initializing Xilinx RAM*, on page 373.

3. For dual-port RAM, do the following:

   – Register the address as shown in this code:

```
always @(posedge clk)
   if(we)
      mem[waddr] = din;

always @(posedge clk)
   raddr_reg = raddr;

assign dout = mem[raddr_reg];
```

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– To forward-annotate initialization values, see *Initializing Xilinx RAM*, on page 373.

4. To prevent the insertion of glue logic, add the syn_ramstyle="no_rw_check" attribute.

   By default, the software inserts glue logic when the read and write addresses access the same memory location, because it does not know the output of the read port. The glue logic prevents a mismatch between the RTL and post-synthesis simulation results. See *Specifying RAM Implementation Styles*, on page 350 or the *Reference Manual* for more information about this attribute.

5. To infer Virtex block RAM, add the syn_ramstyle="block_ram" attribute to the register signal in your source code, or to the output signal of the RAM in the SCOPE window. See *Specifying RAM Implementation Styles*, on page 350 or the *Reference Manual* for more information about this attribute.

6. Run synthesis.

   The software implements the circuit using Xilinx RAMB4_S<*n*>_-S<*n*> primitives. The Xilinx dual-port block RAM is implemented with one write port.

Inferring Xilinx Block RAMs Using Registered Output

For Virtex-II and Virtex-II Pro designs, you can code block RAMs with registered output as described here, or with registered addresses (see *Inferring Xilinx Block RAMs Using Registered Addresses*, on page 360). For information about forward-annotating initialization values, see *Initializing Xilinx RAM*, on page 373.

This information is organized into these subtopics:

- Advantages of Using Registered Output, on page 363
- Block RAM Mapping for Virtex-II Write Modes, on page 363
- Xilinx Single-Port Example with Registered Output, on page 365
- Xilinx Single-Output Dual-Port Example with Registered Output, on page 367

Advantages of Using Registered Output

The registered output method allows you to use reset and enable lines as well as the different write modes in Virtex architectures. The following table shows the advantages of using registered output instead of registered addresses:

Registered Read Address	Registered Output
Read and write clocks must be the same	Can have different clocks
No enable, reset supported	Supports enable and reset signals

Block RAM Mapping for Virtex-II Write Modes

The following table summarizes how the software implements Block RAM for the write modes in different Virtex families when you register the outputs. See *Xilinx Single-Port Example with Registered Output*, on page 365 and *Xilinx Single-Output Dual-Port Example with Registered Output*, on page 367 for examples.

	Virtex-II	Virtex-II Pro
WRITEFIRST Mode		
With enable and reset, enable takes precedence	SP	SP
With enable and reset, reset takes precedence	SP	SP
Without enable	SP	SP
Without reset	SP	SP
Without enable or reset	SP	SP
READFIRST Mode		
With enable and reset, enable takes precedence	SP	SP

SP: Single-port block RAM

DP: Single-output, dual-port block RAM

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	Virtex-II	Virtex-II Pro
With enable and reset, reset takes precedence	SP	SP
Without enable	SP	SP
Without reset	SP	SP
Without enable or reset	SP	SP
NOCHANGE Mode		
With enable and reset, enable takes precedence	SP	SP
With enable and reset, reset takes precedence	SP	SP
Without enable	SP	SP
Without reset	SP	SP
Without enable or reset	SP	SP

SP: Single-port block RAM

DP: Single-output, dual-port block RAM

Xilinx Single-Port Example with Registered Output

This example shows the single-port 257x9 RAM with reset and enable extracted from the following code, where the output is registered. To forward-annotate initialization values, use the Xilinx INIT property as described in *Initializing Xilinx RAM*, on page 373.

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```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity ramtest is port(
do : out std_logic_vector(8 downto 0);
addr : in std_logic_vector(8 downto 0);
di : in std_logic_vector(8 downto 0);
en,clk,we,rst : in std_logic);

end ramtest;

architecture beh of ramtest is
type memtype is array (256 downto 0) of std_logic_vector(8 downto
0);
signal mem : memtype;
attribute syn_ramstyle : string;
attribute syn_ramstyle of mem : signal is "block_ram";

begin
process(clk)
begin
   if clk'event and clk='1' then
   if(en='1') then
      if (rst='1') then
         do <= "000000000";
      elsif (we='1') then
         do <= di;
      else
         do <= mem(CONV_INTEGER(addr));
      end if;
   end if;
   end if;
end process;

process(clk)
begin
   if clk'event and clk='1' then
   if (en='1' and we='1') then
      mem(CONV_INTEGER(addr)) <= di;
   end if;
   end if;
end process;

end beh;
```

Xilinx Single-Output Dual-Port Example with Registered Output

For Virtex architectures, the software maps components to single-output dual-port block RAMs when the RAMs are coded with different read and write addresses, different read and write clocks, and different enable signals.

To forward-annotate initialization values, see *Initializing Xilinx RAM*, on page 373.

In the following example, the read port has no enable, and the component is mapped to single-output dual-port block RAM:

```
always@(posedge clk_r)
   if(rst == 1)
      data_out = 0;
   else
      data_out = mem[addr_out];
always @(posedge clk_w)
   if (we) mem[addr_in] = data_in;
```

Mapping Xilinx ROM to Block RAM

For Xilinx Virtex architectures, the software can map ROM into block RAM, provided you follow the guidelines in this procedure.

1. Place a dff register in front of the ROM, or place one of the following after the ROM:

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Asynchronous	Synchronous
dff, dffe	
dffr, dffre	sdffr, sdffre
dffs, dffse	sdffs, sdffse
dffpatr, dffpatre	sdffpatr, sdffpatre

where dffe is an enabled flip-flop, dffre is an enabled flip-flop with asynchronous reset, dffse is an enabled flip-flop with asynchronous set, and dffpatre is an enabled, vectored flip-flop with asynchronous reset pattern.

2. Ensure that the registers and ROMs are within the same hierarchy.
3. Make sure that at least half the addresses possess assigned values. For example, in a ROM with ten address bits (1024 unique addresses), at least 512 of those unique addresses must be assigned values.
4. Specify the syn_romstyle attribute with the value set to block_rom.
5. Synthesize the design.

   The software maps the ROM into block RAM.

Initializing RAMs

You can specify startup values for RAMs and pass them on to the place-and-route tools. See the following for ways to set the initial values:

- Initializing RAMs in Verilog, on page 369
- Initializing RAMs in VHDL, on page 370
- Initializing Xilinx RAM, on page 373

Initializing RAMs in Verilog

In Verilog, you specify startup values using initial statements, which are procedural `assign` statements guaranteed by the language to be executed by the simulator at the start of the simulation. This means that any assignment to a variable within the body of the initial statement is treated as if the variable was initialized with the corresponding LHS value. You can initialize memories using the built-in load memory system tasks $readmemb (binary) and $readmemh (hex). For Xilinx RAMs, you can alternatively initialize RAMs using the INIT property, as described in *Specifying the INIT Property for Xilinx RAMs (Verilog)*, on page 374 and *Specifying the INIT Property with Attributes*, on page 378.

The following procedure is the recommended method for specifying initial values:

1. Create a data file with an initial value for every address in the memory array. This file can be a binary file or a hex file. See *Initialization Data File*, on page 769 in the *Reference Manual* for details of the formats for these files.

2. Do the following in the Verilog file to define the module:

   – Include the appropriate task enable statement, $readmemb or $readmemh, in the initial statement for the module:

     $readmemb ("*fileName***", *memoryName* [, *startAddress* [, *stopAddress*]]);**

     $readmemh ("*fileName***", *memoryName* [, *startAddress* [, *stopAddress*]]);**

     Use $readmemb for a binary file and use $readmemh for a hex file. For descriptions of the syntax, see *Initial Values in Verilog*, on page 765 in the *Reference Manual*.

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– Make sure the array declaration matches the order in the initial value data file you specified. As the file is read, each number encountered is assigned to a successive word element of the memory. The software starts with the left-hand address in the memory declaration, and loads consecutive words until the memory is full or the data file has been completely read. The loading order is the order in the declaration. For example, with the following memory definition, the first line in the data file corresponds to address 0:

```
reg [7:0] mem_up [0:63]
```

With this next definition, the first line in the data file applies to address 63:

```
reg [7:0] mem_down [63:0]
```

3. To forward-annotate initial values, use the $readmemb or $readmemh statements, as described in *Initializing RAMs with $readmemb and $readmemh*, on page 374.

   See *RAM Initialization Example*, on page 768 in the *Reference Manual* for an example of a Verilog single-port RAM.

Initializing RAMs in VHDL

There are two ways to initialize RAMs in the VHDL code: with signal declarations or with variable declarations. For Xilinx RAMs, you can also initialize RAMs using the INIT property (see *Specifying the INIT Property for Xilinx RAMs (VHDL)*, on page 377 and *Specifying the INIT Property with Attributes*, on page 378).

Initializing VHDL Rams with Signal Declarations

The following example shows a single-port RAM that is initialized with signal initialization statements. For alternative methods, see *Initializing VHDL Rams with Variable Declarations*, on page 372 and *Specifying the INIT Property for Xilinx RAMs (VHDL)*, on page 377.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
```

```
entity w_r2048x28 is
port (
   clk : in  std_logic;
   adr : in  std_logic_vector(10 downto 0);
   di : in  std_logic_vector(26 downto 0);
   we : in  std_logic;
   dout : out std_logic_vector(26 downto 0));
end;

architecture arch of w_r2048x28 is

-- Signal  Declaration --

type MEM is array(0 to 2047) of std_logic_vector (26 downto 0);
signal memory : MEM := (
"1111111111111111000000000000"
,"1111100110111010100111110001"
,"1110011110001111100101100111"
,"1100101100111011110011110001"
,"1010011110001111111100110111"
,"1000000000000001111111111111"
,"0101100001110011111100110111"
,"0011010011000111110011110001"
,"0001100001110011100101100111"
,"0000011001000110100111110001"
,"0000000000000001000000000000"
,"0000011001000101011000001110"
,"0001100001110000110100111000"
,"0011010011000100011000001110"
,"0101100001110000000110011000"
,"0111111111111110000000000000"
,"1010011110001100000110011000"
,"1100101100111000011000001110"
,"1110011110001100110100111000"
,"1111100110111001011000001110"
,"1111111111111110111111111111"
,"1111100110111010100111110001"
,"1110011110001111100101100111"
,"1100101100111011110011110001"
,"1010011110001111111100110111"
,"1000000000000001111111111111"
,others => (others => '0'));

begin
process(clk)
```


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```
begin
   if rising_edge(clk) then
      if (we = '1') then
         memory(conv_integer(adr)) <= di;
      end if;
         dout <= memory(conv_integer(adr));
   end if;
end process;

end arch;
```

Initializing VHDL Rams with Variable Declarations

The following example shows a RAM that is initialized with variable declarations. For alternative methods, see *Initializing VHDL Rams with Signal Declarations*, on page 370 and *Initializing RAMs with $readmemb and $readmemh*, on page 374.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity one is
generic (data_width    : integer := 6;
   address_width :integer  := 3
);

port ( data_a    :in std_logic_vector(data_width-1 downto 0);
   raddr1    :in unsigned(address_width-2 downto 0);
      waddr1 :in unsigned(address_width-1 downto 0);
      we1    :in std_logic;
      clk :in std_logic;
      out1 :out std_logic_vector(data_width-1 downto 0) );
end;

architecture rtl of one is
   type mem_array is array(0 to 2**(address_width) -1) of
      std_logic_vector(data_width-1 downto 0);
begin

WRITE1_RAM :  process (clk)
   variable mem : mem_array := (1 => "111101", others => (1=>'1',
      others => '0'));
begin
   if rising_edge(clk) then
      out1  <= mem(to_integer(raddr1));
      if (we1 = '1') then
```

```
            mem(to_integer(waddr1)) := data_a;
         end if;
      end if;
   end process WRITE1_RAM;
   end rtl;
```

Initializing Xilinx RAM

In addition to the methods described in *Initializing RAMs in Verilog*, on page 369 and *Initializing RAMs in VHDL*, on page 370, you can also define and forward-annotate Xilinx RAM initialization values as summarized in this table:

Verilog

- `$readmemebh` or `$readmemh`
  See *Initializing RAMs with $readmemb and $readmemh*, on page 374.
- `INIT` property in `defparam` statement
  See *Specifying the INIT Property for Xilinx RAMs (Verilog)*, on page 374.
- `INIT` property in global comment (`/* synthesis INIT` or `/*synthesis` *`INIT_xx=<value>`*
  See *Specifying the INIT Property for Xilinx RAMs (Verilog)*, on page 374.

VHDL

- `INIT` property on label
  See *Specifying the INIT Property for Xilinx RAMs (VHDL)*, on page 377.

Attributes

- `INIT` property in SCOPE
  See *Specifying the INIT Property with Attributes*, on page 378.
- `define_attribute` statements in the `sdc` file
  See *Specifying the INIT Property with Attributes*, on page 378.

Note the following differences between the above methods:

- You can use the INIT property with any code. The $readmemb and $readmemh system tasks are only applicable in Verilog.
- The Verilog initial values only affect the output of the compiler, not the mapper. They ensure that the synthesis results match the simulation results, and are not forward-annotated.

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Initializing RAMs with $readmemb and $readmemh

1. Create a data file with an initial value for every address in the memory array. This file can be a binary file or a hex file. See *Initialization Data File*, on page 769 in the *Reference Manual* for details.

2. Include one of the task enable statements, $readmemb or $readmemh, in the initial statement for the module:

   $readmemb ("*fileName***",** *memoryName* [, *startAddress* [, *stopAddress*]]) ;
   $readmemh ("*fileName***",** *memoryName* [, *startAddress* [, *stopAddress*]]) ;

   Use $readmemb for a binary file and $readmemh for a hex file. For details about the syntax, see *Initial Values in Verilog*, on page 765 in the *Reference Manual*.

Specifying the INIT Property for Xilinx RAMs (Verilog)

You can initialize and forward-annotate the values for Xilinx Verilog RAMs by specifying the INIT property. In Verilog, you can do this by using the `defparams` statement or by specifying the property in a global comment. The following examples illustrate these two methods.

- Using defparam to Specify Initialization Values for Xilinx RAMs, on page 374
- Using Global Comments to Specify Initialization Values for Xilinx RAMs, on page 375

Using defparam to Specify Initialization Values for Xilinx RAMs

1. Include defparam statements in the Verilog file, using one statement for each word. Use the following syntax for the INIT property:

   defparam *name*.**INIT_***xx*=*value*;

name	Is the name of the RAM.
xx	Indicates the part of the RAM you are initializing. It can be any hex number from 00 to FF.
value	Sets the initialization value in hex.

The following example for Virtex block RAM would have 16 statements, because it is 4K bits in size. Each statement has 64 hex values in each INIT, because there are 16 INIT statements (64 x 4 and 256 x 16 = 4K).

```
RAMB4_S4 pkt_len_ram_lo (
   .CLK  (clock),
   .RST  (1'b0),
   .EN   (1'b1),
   .WE   (we),
   .ADDR (address),
   .DI   (data),
   .DO   (q)
   );
defparam pkt_len_ram_lo.INIT_00=
"0017001600150014001300120011001000 0f000e000d000c000b000a00090008 ";
defparam pkt_len_ram_lo.INIT_01=
"0027002600250024002300220021002000 1f001e001d001c001b001a00190018';
defparam pkt_len_ram_lo.INIT_02=
"0037003600350034003300320031003000 2f002e002d002c002b002a00290028";
...
defparam pkt_len_ram_lo.INIT_0F=
"0107010601050104010301020101010000 ff00fe00fd00fc00fb00fa00f900f8";
```

When you synthesize the design, the software forward-annotates the RAM initialization information to the Xilinx P&R software in the EDIF netlist. The INIT values are forward-annotated as is, and you must ensure that the values are in the right format before P&R.

Using Global Comments to Specify Initialization Values for Xilinx RAMs

1. Add the INIT property.
   - Attach the INIT property to the instance as shown:

RAM	`/* synthesis INIT = "value" */`
Block RAM	`/* synthesis INIT_xx = "value" */`

   - Define the INIT_xx=*value* property as follows:

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xx	Indicate the part of the RAM you are initializing with a number from 00 to FF.
value	Set the initialization value, in hex. You have 64 hex values in each INIT (64 x 4 = 256 and 256 x 16 = 4K), because there are 16 INIT statements.

– Keep the entire statement on one line. Let your editor wrap lines if it supports line wrap, but do not press Enter until the end of the statement.

2. For RAM, specify a hex value for the INIT statement as shown here:

```
RAM16X1S RAM1(...) /* synthesis INIT = "0000" */;
```

3. For Virtex block RAM, specify 16 different INIT statements. End the initialization data with a semicolon.

   All Virtex block RAMs have 16 INIT statements because they are all 4Kbits in size, although they are configured differently: 4Kx1, 2Kx2, 1Kx4, 512x8, and 256x16.

   he following example for Virtex block RAM would have 16 statements, because it is 4K bits in size. Each statement has 64 hex values in each INIT, because there are 16 INIT statements (64 x 4 and 256 x 16 = 4K).

```
RAMB4_S4 pkt_len_ram_lo (
   .CLK  (clock),
   .RST  (1'b0),
   .EN   (1'b1),
   .WE   (we),
   .ADDR (address),
   .DI   (data),
   .DO   (q)
   )

/* synthesis
INIT_00="0017001600150014001300120011001000 0f000e000d000c000b000a00090008"
INIT_01="0027002600250024002300220021002000 1f001e001d001c001b001a00190018"
INIT_02="0037003600350034003300320031003000 2f002e002d002c002b002a00290028"
...
INIT_0F="0107010601050104010301020101010000 ff00fe00fd00fc00fb00fa00f900f8"
*/;
```

When you synthesize the design, the software forward-annotates the RAM initialization information to the Xilinx place-and-route software.

The INIT values are forward-annotated as is, and you must ensure that the values are in the right format before P&R.

Specifying the INIT Property for Xilinx RAMs (VHDL)

1. Add the INIT property.
   - Attach the INIT property to the label as shown:

RAM	`attribute INIT of` *object* `: label is "`*value*`";`
Block RAM	`attribute INIT_xx of` *object* `: label is "`*value*`";`

   - Keep the entire statement on one line. Let the editor wrap lines if it supports line wrap, but do not press Enter until the end of the statement.

2. For RAM, specify hex values for the INIT statement as shown:

```
attribute INIT of RAM1 : label is "0000";:
```

3. For Virtex block RAM, specify 16 different INIT statements.
   - Define the INIT_xx=*value* property as follows:

xx	Indicate the part of the RAM you are initializing with a number from 00 to FF.
value	Set the initialization value, in hex. You have 64 hex values in each INIT (64 x 4 = 256 and 256 x 16 = 4K), because there are 16 INIT statements.

     All Virtex block RAMs have 16 INIT statements because they are all 4Kbits in size, although they are configured differently: 4Kx1, 2Kx2, 1Kx4, 512x8, and 256x16.

   - End the initialization data with a semicolon.

When you synthesize the design, the software forward-annotates the RAM initialization information to the Xilinx place-and-route software. The INIT values are forward-annotated as is, and you must ensure that the values are in the right format before P&R.

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Specifying the INIT Property with Attributes

When you set the INIT property in the source code, it is difficult to pass on the values if the RAM instances are mapped to registers. When you specify INIT as an attribute, either in the SCOPE window or the constraint file, you are working with a mapped RAM, and the values are passed to the P&R tool. You can use this method to specify the initialization values for a RAM whether you are using Verilog or VHDL.

1. Compile and map the design.
2. Select the RAM in the SCOPE window.
   - Open SCOPE and go to the Attributes panel.
   - Open the Technology view. Drag and drop the RAM into the window.
3. Define the INIT (RAM) or INIT_*xx* = *value* (Block RAM) property in SCOPE. Alternatively you can edit the `sdc` file using define_attribute statements.

xx	Indicates the part of the RAM you are initializing with a number from 00 to FF.
value	Sets the initialization value, in hex. You have 64 hex values in each INIT (64 x 4 = 256 and 256 x 16 = 4K), because there are 16 INIT statements.

All Virtex block RAMs have 16 INIT statements because they are all 4Kbits in size, although they are configured differently: 4Kx1, 2Kx2, 1Kx4, 512x8, and 256x16.

When you synthesize the design, the software forward-annotates the initialization values as constraints in the `sdc` file. The following example shows a value of ABBADABAABBADABA defined for INIT_00 and INIT_01 on mem.mem_0_0 in the `sdc` file:

```
define_attribute {i:mem.mem_0_0} INIT_00 {ABBADABAABBADABA}
define_attribute {i:mem.mem_0_0} INIT_01 {ABBADABAABBADABA}
```

These initialization values are forward-annotated as constraints to the Xilinx place-and-route software. The INIT values are forward-annotated as is, and you must ensure that the values are in the right format before P&R.

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Initializing Xilinx Select RAM

For select RAM in some Virtex architectures, you can specify an initial value and have it honored.

1. Specify the initial value in the RTL using $readmemb or another supported mechanism.

   See *Initializing Xilinx RAM*, on page 373 for details.

   If the tool maps the ram1 to a supported select RAM in Virtex 4 and later designs, it automatically distributes the initial value you specified. The INIT values are forward-annotated as is, and you must ensure that the values are in the right format before P&R.

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Inferring Shift Registers

The software infers shift registers for Xilinx Virtex and Altera Stratix architectures. For Altera Stratix designs, you can implement the shift register as an altshift_tap with tap points. Use the following procedure.

1. Set up the HDL code for the sequential shift components. See *Shift Register Examples*, on page 382 for examples.

   Note the following:

Altera	• The registers must be dff or dffe registers. • All registers must have the same type and use the same control signals.
Xilinx	• The new component represents a set of three or more registers that can be shifted left (from a low address to a higher address). • The contents of only one register can be seen at a time, based on the read address. • For static components, the software only taps the output of the last register. The read address of the inferred component is set to a constant.

2. Specify the implementation style with the syn_srlstyle attribute.

syn_srlstyle Value	Implemented as...
registers	registers
select_srl	Xilinx SRL16 primitives
no_extractff_srl	Xilinx SRL16 primitives without output flip-flops
altshift_tap	Altera Altshift_tap components

You can set the value globally or on individual registers. For example, if you do not want the components automatically mapped to shift registers, set it globally to registers. You can then override this with specific settings on individual registers as needed.

3. For Altera shift registers, use attributes to control how the registers are packed:

To...	Attach...
Prevent a register from being packed into shift registers	syn_useioff or syn_noprune to the register. You can also use syn_srlstyle with a value of registers.
Prevent two registers from being packed into the same shift registers	syn_keep between the two registers. The algorithm slices the chain vertically, and packs the two registers into separate shift registers.
Specify that two registers be packed in different shift registers	syn_srlstyle with different group names for the registers you want to separate (syn_srlstyle= altshift_tap, *groupName*)

If you do not specify anything, registers are packed across hierarchy. In all cases, the registers are not packed if doing so violates DRC restrictions.

4. Run synthesis

After compilation, the software displays the components as seqShift components in the RTL view. The following figure shows the components in the RTL view.

In the technology view, the components are implemented as Xilinx SRL16 or Altera altshift_tap primitives or registers, depending on the attribute values you set.

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5. Check the results in the log file and the technology file.

   The log file reports the shift registers and the number of registers packed in them. The following is an Altera example, showing the number of registers packed and taps inferred:

```
ShiftTap:       1 (10100 registers)
```

Shift Register Examples

Altera Shift Register (VHDL)

```
library ieee;
use ieee.std_logic_1164.all;

entity test is
port (
clk : in std_logic;
din : in std_logic_vector(31 downto 0);
dout : out std_logic_vector(31 downto 0);
tap7 : out std_logic_vector(31 downto 0);
tap6 : out std_logic_vector(31 downto 0);
tap5 : out std_logic_vector(31 downto 0);
tap4 : out std_logic_vector(31 downto 0);
tap3 : out std_logic_vector(31 downto 0);
tap2 : out std_logic_vector(31 downto 0);
tap1 : out std_logic_vector(31 downto 0)
);
end test;

architecture rtl of test is
type dataAryType is array(31 downto 0) of std_logic_vector(31
downto 0);
signal q : dataAryType;

begin
process (Clk)
begin
   if (Clk'Event And Clk = '1') then
      q <= (q(30 DOWNTO 0) & din);
   end if;
end process;
```

```
dout <= q(31);
tap7 <= q(27);
tap6 <= q(23);
tap5 <= q(19);
tap4 <= q(15);
tap3 <= q(11);
tap2 <= q(7);
tap1 <= q(3);

end rtl;
```

Altera Shift Register (Verilog)

```
module
test(dout,tap7,tap6,tap5,tap4,tap3,tap2,tap1,din,shift,clk);

output [7:0] dout;
output [7:0] tap7;
output [7:0] tap6;
output [7:0] tap5;
output [7:0] tap4;
output [7:0] tap3;
output [7:0] tap2;
output [7:0] tap1;
input [7:0] din;
input shift, clk;
reg [7:0] q[63:0];

integer n;

assign dout = q[63];
assign tap7 = q[55];
assign tap6 = q[47];
assign tap5 = q[39];
assign tap4 = q[31];
assign tap3 = q[23];
assign tap2 = q[15];
assign tap1 = q[7];

always @(posedge clk)
      if (shift)
      begin
         q[0] <= din;
         for (n=0; n<63; n=n+1)
            begin
```


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```
                q[n+1] <= q[n];
            end
        end

endmodule
```

Xilinx Shift Register (VHDL)

This is a VHDL example of a shift register with no resets. It has four 8-bit wide registers and a 2-bit wide read address. Registers shift when the write enable is 1.

```
library IEEE;
use IEEE.std_logic_1164.all;

entity srltest is
   port ( inData: std_logic_vector(7 downto 0);
      clk, en : in std_logic;
      outStage : in integer range 3 downto 0;
      outData: out std_logic_vector(7 downto 0)
);
end srltest;

architecture rtl of srltest is
   type dataAryType is array(3 downto 0) of std_logic_vector(7
downto 0);
   signal regBank : dataAryType;

begin
   outData <= regBank(outStage);
   process(clk, inData)
      begin
         if (clk'event and clk = '1') then
            if (en='1') then
            regBank <= (regBank(2 downto 0) & inData);
            end if;
         end if;
   end process;
end rtl;
```

Xilinx Shift Register (Verilog)

```
module test_srl(clk, enable, dataIn, result, addr);
input clk, enable;
input [3:0] dataIn;
input [3:0] addr;
output [3:0] result;
reg [3:0] regBank[15:0];
integer i;

always @(posedge clk) begin
   if (enable == 1) begin
      for (i=15; i>0; i=i-1) begin
         regBank[i] <= regBank[i-1];
      end
      regBank[0] <= dataIn;
   end
end

assign result = regBank[addr];

endmodule
```


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Working with LPMs

Some technologies support LPMs (Library of Parameterized Modules), which are technology-independent logic functions that are parameterized for scalability and adaptability. There are two ways to instantiate LPMs in your source code: as black boxes, or by using prepared components.

The following table compares the methods for instantiating LPMs.

	Black Box Method	**Verilog Library/VHDL Prepared Component Method**
Applies to any LPM	Yes	No
Synthesis LPM timing support	No	Yes
Synthesis procedure	More coding	Simple

See the following for more information about instantiating LPMs:

- Instantiating Altera LPMs as Black Boxes, on page 387
- Instantiating Altera LPMs Using VHDL Prepared Components, on page 391
- Instantiating Altera LPMs Using a Verilog Library, on page 393

Instantiating Altera LPMs as Black Boxes

The method described here uses either Verilog or VHDL LPMs in the Altera-prescribed megafunction format. Alternatively, you can use the methods described in *Instantiating Altera LPMs Using a Verilog Library*, on page 393 or *Instantiating Altera LPMs Using VHDL Prepared Components*, on page 391. For information about using Clearbox in Synplify Pro Stratix designs, see *Implementing Megafunctions with Clearbox Models*, on page 931.

1. Generate the LPM using the Altera MegaWizard Plug-in Manager. If you generate the file using another method, make sure to use the same MegaWizard format, where ALTSYNCRAM is instantiated.

   For examples of coding style, see *LPM Megafunction Example (Verilog)*, on page 387 and *LPM Megafunction Example (VHDL)*, on page 389.

2. Manually edit the LPM file and add the syn_black_box attribute to make the LPM a black box for synthesis.

   See the examples in *LPM Megafunction Example (Verilog)*, on page 387 and *LPM Megafunction Example (VHDL)*, on page 389.

3. Instantiate the LPM in your design so that the LPM is not the top level. Synthesize the design.

   The synthesis software treats the LPM as a black box. After synthesis, the software writes out a `vqm` file where the module is a black box.

4. Add the original LPM file to the results directory and use it along with the `vqm` file to place and route your design.

   The place-and-route software uses the synthesized design information from the `vqm` file and adds in the ALTSYNCRAM parameter information from the original megafunction file to place and route the LPM RAM correctly.

LPM Megafunction Example (Verilog)

The following file shows the coding style the Altera MegaWizard uses to generate a Verilog LPM file, with the syn_black_box attribute added for synthesis.

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```
module mylpm (
   data,
   wren,
   wraddress,
   rdaddress,
   clock,
   q)/* synthesis syn_black_box */;

   input    [7:0] data;
   input      wren;
   input    [4:0] wraddress;
   input    [4:0] rdaddress;
   input      clock;
   output    [7:0] q;

   wire [7:0] sub_wire0;
   wire [7:0] q = sub_wire0[7:0];

   altsyncram    altsyncram_component (
      .wren_a (wren),
      .clock0 (clock),
      .address_a (wraddress),
      .address_b (rdaddress),
      .data_a (data),
      .q_b (sub_wire0));

   defparam
      altsyncram_component.operation_mode = "DUAL_PORT",
      altsyncram_component.width_a = 8,
      altsyncram_component.widthad_a = 5,
      altsyncram_component.numwords_a = 32,
      altsyncram_component.width_b = 8,
      altsyncram_component.widthad_b = 5,
      altsyncram_component.numwords_b = 32,
      altsyncram_component.lpm_type = "altsyncram",
      altsyncram_component.width_byteena_a = 1,
      altsyncram_component.outdata_reg_b = "UNREGISTERED",
      altsyncram_component.indata_aclr_a = "NONE",
      altsyncram_component.wrcontrol_aclr_a = "NONE",
      altsyncram_component.address_aclr_a = "NONE",
      altsyncram_component.address_reg_b = "CLOCK0",
      altsyncram_component.address_aclr_b = "NONE",
```

```
        altsyncram_component.outdata_aclr_b = "NONE",
        altsyncram_component.read_during_write_mode_mixed_ports
           = "DONT_CARE",
        altsyncram_component.ram_block_type = "AUTO",
        altsyncram_component.intended_device_family = "Stratix";

endmodule
```

LPM Megafunction Example (VHDL)

Instantiate a file like this one at the top level, and include it in the project file, as shown in the preceding figure.

```
ENTITY myram IS
   PORT(
   data        : IN STD_LOGIC_VECTOR (7 DOWNTO 0);
   wren        : IN STD_LOGIC := '1';
   wraddress : IN STD_LOGIC_VECTOR (4 DOWNTO 0);
   rdaddress : IN STD_LOGIC_VECTOR (4 DOWNTO 0);
   clock        : IN STD_LOGIC ;
   q        : OUT STD_LOGIC_VECTOR (7 DOWNTO 0)
   );
END myram;

ARCHITECTURE SYN OF mylpram IS
   SIGNAL sub_wire0    : STD_LOGIC_VECTOR (7 DOWNTO 0);

   COMPONENT altsyncram
   GENERIC (
      operation_mode        : STRING;
      width_a        : NATURAL;
      widthad_a        : NATURAL;
      numwords_a        : NATURAL;
      width_b        : NATURAL;
      widthad_b        : NATURAL;
      numwords_b        : NATURAL;
      lpm_type        : STRING;
      width_byteena_a        : NATURAL;
      outdata_reg_b        : STRING;
      indata_aclr_a        : STRING;
      wrcontrol_aclr_a        : STRING;
      address_aclr_a        : STRING;
      address_reg_b        : STRING;
      address_aclr_b        : STRING;
```


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```
      outdata_aclr_b        : STRING;
      read_during_write_mode_mixed_ports        : STRING;
      ram_block_type        : STRING;
      intended_device_family        : STRING
   );

   PORT (
      wren_a    : IN STD_LOGIC ;
      clock0    : IN STD_LOGIC ;
      address_a    : IN STD_LOGIC_VECTOR (4 DOWNTO 0);
      address_b    : IN STD_LOGIC_VECTOR (4 DOWNTO 0);
      q_b    : OUT STD_LOGIC_VECTOR (7 DOWNTO 0);
      data_a    : IN STD_LOGIC_VECTOR (7 DOWNTO 0)
   );

    END COMPONENT;

BEGIN
   <= sub_wire0(7 DOWNTO 0);

   altsyncram_component : altsyncram
   GENERIC MAP (
      operation_mode => "DUAL_PORT",
      width_a => 8,
      widthad_a => 5,
      numwords_a => 32,
      width_b => 8,
      widthad_b => 5,
      numwords_b => 32,
      lpm_type => "altsyncram",
      width_byteena_a => 1,
      outdata_reg_b => "CLOCK0",
      indata_aclr_a => "NONE",
      wrcontrol_aclr_a => "NONE",
      address_aclr_a => "NONE",
      address_reg_b => "CLOCK0",
      address_aclr_b => "NONE",
      outdata_aclr_b => "NONE",
      read_during_write_mode_mixed_ports => "DONT_CARE",
      ram_block_type => "AUTO",
      intended_device_family => "Stratix"
   )
```

```
    PORT MAP (
       wren_a => wren,
       clock0 => clock,
       address_a => wraddress,
       address_b => rdaddress,
       data_a => data,
       q_b => sub_wire0
    );

END SYN;
```

Instantiating Altera LPMs Using VHDL Prepared Components

Prepared LPM components, available as component declarations in LPM_COMPONENTS, use generics instead of attributes to specify different design parameters. After you specify library and use clauses, instantiate the components and assign (map) the ports and the values for the generics. Refer to the Quartus II documentation for ports and generics that require mapping. See *Prepared LPM Components Provided by Synopsys (VHDL)*, on page 1692 in the *Reference Manual* for a list of available LPM components.

The prepared components method is the simplest to use, but it does not cover all available LPMs. For other methods, see *Instantiating Altera LPMs as Black Boxes*, on page 387), or *Instantiating Altera LPMs Using a Verilog Library*, on page 393 (Altera only). The prepared components method uses generics instead of attributes to specify design parameters. You specify the library, instantiate the components, and assign (map) the ports and the values for the generics.

1. In the higher-level entity, specify the appropriate `library` and `use` clauses.

   ```
   library lpm;
   use lpm.components.all;
   ```

   The prepared components are in the *installDirectory*\lib\vhd directory. The Altera LPM prepared components are in `lpm`.

2. Instantiate the prepared component.

3. Assign the ports and values for the generics. These assignments override the generic values in the library. Refer to the vendor documentation for details about ports and values for generics.

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This is an example of an LPM instantiated at a higher level:

```
library ieee, lpm;
use ieee.std_logic_1164.all;
use lpm.components.all;

entity test is
   port(data : in std_logic_vector (5 downto 0);
      distance : in std_logic_vector (7 downto 0);
      result : out std_logic_vector (5 downto 0);
end test;

architecture arch1 of test is
begin
u1 : lpm_clshift
   generic map (LPM_WIDTH=>6, LPM_WIDTHDIST =>8)
   port map (data=>data, distance=>distance, result=>result);
end arch1;
```

Prepared Components LPM Example (Altera)

This example shows the instantiation of the prepared component lpm_ram_dq:

```
library lpm;
use lpm.lpm_components.all;
library ieee;
use ieee.std_logic_1164.all;

entity lpm_inst is
   port (clock, we: in std_logic;
         data : in std_logic_vector(3 downto 0);
         address : in std_logic_vector(3 downto 0);
         q : out std_logic_vector (3 downto 0));
end lpm_inst;

architecture arch1 of lpm_inst is
begin
   I0 : lpm_ram_dq
      generic map (LPM_WIDTH => 4,
                   LPM_WIDTHAD => 4,
                   LPM_TYPE => "LPM_RAM_DQ")
      port map (data => data,
                address => address,
                we => we,
                inclock => clock,
                outclock => clock,
                q => q);
end arch1;
```

Instantiating Altera LPMs Using a Verilog Library

For Altera LPMs, you can also instantiate LPMs from a Verilog library. For other methods of instantiating LPMs, see *Instantiating Altera LPMs as Black Boxes*, on page 387 and *Instantiating Altera LPMs Using VHDL Prepared Components*, on page 391.

1. Add the Verilog library file *installDirectory*/lib/altera/altera_lpm.v to your project. The following shows the code for lpm_ram_dp.

```
module lpm_ram_dp (q, data, wraddress, rdaddress, rdclock,
wrclock,
   rdclken, wrclken, rden, wren) /*synthesis syn_black_box*/;

parameter lpm_type = "lpm_ram_dp";
parameter lpm_width = 1;
parameter lpm_widthad = 1;
parameter numwords = 1<<lpm_widthad;
parameter lpm_indata = "REGISTERED";
parameter lpm_outdata = "REGISTERED";
parameter lpm_rdaddress_control = "REGISTERED";
parameter lpm_wraddress_control = "REGISTERED";
parameter lpm_file = "UNUSED";
parameter lpm_hint = "UNUSED";

input [lpm_width-1:0] data;
input [lpm_widthad-1:0] rdaddress, wraddress;
input rdclock, wrclock, rdclken, wrclken, wren, rden;
output [lpm_width-1:0] q;
endmodule //lpm_ram_dp
```

2. Instantiate the LPM in the higher-level module. For example:

```
module top(d, q1, wclk, rclk, wraddr, raddr, wren, rden,
   wrclken, rdclken) ;
parameter AWIDTH = 4;
parameter DWIDTH = 8;
parameter WDEPTH = 1<<AWIDTH;

input [AWIDTH-1:0] wraddr, rdaddr;
input [DWIDTH-1:0] d;
input wclk, rclk, wren, rden;
input wrclken, rdclken;
output [DWIDTH-1:0] q1;
```


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```
lpm_ram_dp u1(.data(d), .wrclock(wclk), .rdclock(rclk), .q(q1),
   .wraddress(wraddr), .rdaddress(rdaddr), .wren(wren),
   .rden(rden), .wrclken(wrclken), .rdclken(rdclken));
defparam u1.lpm_width = DWIDTH;
defparam u1.lpm_widthad = AWIDTH;
defparam u1.lpm_indata = "REGISTERED";
defparam u1.lpm_outdata = "REGISTERED";
defparam u1.lpm_wraddress_control = "REGISTERED";
defparam u1.lpm_rdaddress_control = "REGISTERED";
endmodule
```

For information about using the LPMs in Altera simulation flows, see Using LPMs in Simulation Flows, on page 710.

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CHAPTER 8

Specifying Design-Level Optimizations

This chapter covers techniques for optimizing your design using built-in tools or attributes. For vendor-specific optimizations, see Chapter 14, *Optimizing for Specific Targets*. It describes the following:

- Tips for Optimization, on page 396
- Pipelining, on page 400
- Retiming, on page 404
- Preserving Objects from Optimization, on page 412
- Optimizing Fanout, on page 418
- Sharing Resources, on page 422
- Inserting I/Os, on page 427
- Optimizing State Machines, on page 428
- Inserting Probes, on page 436
- Working with Gated Clocks, on page 439
- Optimizing Generated Clocks, on page 452

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Tips for Optimization

The software automatically makes efficient trade-offs to achieve the best results. However, you can optimize your results by using the appropriate control parameters. This section describes general design guidelines for optimization. The topics have been categorized as follows:

- General Optimization Tips, on page 396
- Optimizing for Area, on page 397
- Optimizing for Timing, on page 398

General Optimization Tips

This section contains general optimization tips that are not directly area or timing-related. For area optimization tips, see *Optimizing for Area*, on page 397. For timing optimization, see *Optimizing for Timing*, on page 398.

- In your source code, remove any unnecessary priority structures in timing-critical designs. For example, use `CASE` statements instead of nested `IF-THEN-ELSE` statements for priority-independent logic.
- If your design includes safe state machines, use the syn_encoding attribute with a value of safe. This ensures that the synthesized state machines never lock in an illegal state.
- For FSMs coded in VHDL using enumerated types, use the same encoding style (syn_enum_encoding attribute value) on both the state machine enumerated type and the state signal. This ensures that there are no discrepancies in the type of encoding to negatively affect the final circuit.
- Make sure that the source code supports inferencing or instantiation by using architecture-specific resources like memory blocks.
- Some designs benefit from hierarchical optimization techniques. To enable hierarchical optimization on your design, set the syn_hier attribute to firm.
- For accurate results with timing-driven synthesis, explicitly define clock frequencies with a constraint, instead of using a global clock frequency.

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Optimizing for Area

This section contains information on optimizing to reduce area. Optimizing for area often means larger delays, and you will have to weigh your performance needs against your area needs to determine what works best for your design. For tips on optimizing for performance, see *Optimizing for Timing*, on page 398. General optimization tips are in *General Optimization Tips*, on page 396.

- Increase the fanout limit when you set the implementation options. A higher limit means less replicated logic and fewer buffers inserted during synthesis, and a consequently smaller area. In addition, as P&R tools typically buffer high fanout nets, there is no need for excessive buffering during synthesis. See *Setting Fanout Limits*, on page 418 for more information.
- Enable the Resource Sharing option when you set implementation options. With this option checked, the software shares hardware resources like adders, multipliers, and counters wherever possible, and minimizes area. This is a global setting, but you can also specify resource sharing on an individual basis for lower-level modules. See *Sharing Resources*, on page 422 for details.
- For designs with large FSMs, use the gray or sequential encoding styles, because they typically use the least area. For details, see *Specifying FSMs with Attributes and Directives*, on page 335.
- If you are mapping into a CPLD and do not meet area requirements, set the default encoding style for FSMs to sequential instead of onehot. For details, see *Specifying FSMs with Attributes and Directives*, on page 335.
- For small CPLD designs (less than 20K gates), you might improve area by using the syn_hier attribute with a value of flatten. When specified, the software optimizes across hierarchical boundaries and creates smaller designs.

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Optimizing for Timing

This section contains information on optimizing to meet timing requirements. Optimizing for timing is often at the expense of area, and you will have to balance the two to determine what works best for your design. For tips on optimizing for area, see *Optimizing for Area*, on page 397. General optimization tips are in *General Optimization Tips*, on page 396.

- Use realistic design constraints, about 10 to 15 percent of the real goal. Over-constraining your design can be counter-productive because you can get poor implementations. Typically, you set timing constraints like clock frequency, clock-to-clock delay paths, I/O delays, register I/O delays and other miscellaneous path delays. Use clock, false path, and multi-cycle path constraints to make the constraints realistic.
- Enable the Retiming option. This optimization moves registers into I/O buffers if this is permitted by the technology and the design. However, it may add extra registers when clouds of logic are balanced across more than one register-to-register timing path. Extra registers are only added in parallel within the timing path and only if no extra latency is added by the additional registers. For example, if registers are moved across a 2x1 multiplexer, the tool adds two new registers to accommodate the select and data paths.

  You can set this option globally or on specific registers. When it is enabled, it automatically enables pipelining as well. See *Retiming*, on page 404 for details.
- Enable the Pipelining option. With this optimization enabled, the tool moves existing registers into a ROM or multiplier. Unlike retiming, it does not add any new logic. Pipelining reduces routing and delay and the extra instance delay of the external register by moving it into the ROM or multiplier and making it a built-in register.
- Select a balanced fanout constraint. A large constraint creates nets with large fanouts, and a low fanout constraint results in replicated logic. See *Setting Fanout Limits*, on page 418 for information about setting limits and using the syn_maxfan attribute. You can use this in conjunction with the syn_replicate attribute that controls register duplication and buffering.
- Control register duplication and buffering criteria with the syn_replicate attribute. The tool automatically replicates registers during optimization, and you can use this attribute globally or locally on a specific register to turn off register duplication. See *Controlling Buffering and Replication*,

on page 420 for a description. Use syn_replicate in conjunction with the syn_maxfan attribute that controls fanout.

- If the critical path goes through arithmetic components, try disabling Resource Sharing. You can get faster times at the expense of increased area, but use this technique carefully. Adding too many resources can cause longer delays and defeat your purpose.
- If the P&R and synthesis tools report different critical paths, use a timing constraint with the -route option. With this option, the software adds route delay to its calculations when trying to meet the clock frequency goal. Use realistic values for the constraints.
- For FSMs, use the onehot encoding style, because it is often the fastest implementation. If a large output decoder follows an FSM, gray or sequential encoding could be faster.
- For designs with black boxes, characterize the timing models accurately, using the syn_tpd, syn_tco, and syn_tso directives.
- If you see warnings about feedback muxes being created for signals when you compile your source code, make sure to assign set/resets for the signals. This improves performance by eliminating the extra mux delay on the input of the register.
- Make sure that you pass your timing constraints to the place-and-route tools, so that they can use the constraints to optimize timing.
- If you are working in the Synplify Premier tool and performance and quality of results (QoR) are not essential to the application (as with early prototyping and “what if” scenarios), use the Fast Synthesis option. For details, refer to Chapter 19, *Fast Synthesis*.

  The Fast Synthesis option reduces the amount and number of mapper optimizations performed so that you get faster synthesis runtimes. Once the design has been evaluated with fast synthesis, the mapper optimization effort can be returned to its normal, default level for optimum performance/QoR evaluations. This option is only available with the Synplify Premier tool for devices from the Xilinx Virtex and Spartan families or the Altera Stratix families.

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Pipelining

Synplify Pro and Synplify Premier tools
Pipelining is the process of splitting logic into stages so that the first stage can begin processing new inputs while the last stage is finishing the previous inputs. This ensures better throughput and faster circuit performance. If you are using selected technologies which use pipelining, you can also use the related technique of retiming to improve performance. See *Retiming*, on page 404 for details.

For pipelining, The software splits the logic by moving registers into the multiplier or ROM:

This section discusses the following pipelining topics:

- Prerequisites for Pipelining, on page 400
- Pipelining the Design, on page 401

Prerequisites for Pipelining

The pipelining feature is only available in the Synplify Pro and Synplify Premier tools.

- Currently, pipelining is only supported for certain Actel, Altera, Lattice, SiliconBlue, and Xilinx technologies.
- In Xilinx Virtex device families, you can pipeline ROMs and multipliers. In Altera designs, you can pipeline multipliers, but not ROMs.
- For Xilinx Virtex device families, you can only pipeline multipliers if the adjacent register has a synchronous reset.
- ROMs to be pipelined must be at least 512 words. Anything below this limit is too small.
- For Xilinx Virtex device families, you can push any kind of flip-flop into the module, as long as all the flip-flops in the pipeline have the same clock, the same set/reset signal or lack of it, and the same enable control or lack of it. For Altera designs, you must have asynchronous set/resets if you want to do pipelining.

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Pipelining the Design

The following procedure shows you techniques for pipelining.

1. Make sure the design meets the criteria described in *Prerequisites for Pipelining*, on page 400.

2. To enable pipelining for the whole design, check the Pipelining check box. from the button panel in the Project window, or with the Project->Implementation Options command (Options tab). The option is only available in the appropriate technologies.

   Use this approach as a first pass to get a feel for which modules you can pipeline. If you know exactly which registers you want to pipeline, add the attribute to the registers in the source code or interactively using the SCOPE interface.

3. To check whether individual registers are suitable for pipelining, do the following:
   - Open the RTL view of the design.
   - Select the register and press F12 to filter the schematic view.

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– In the new schematic view, select the output and type e (or select Expand from the popup menu. Check that the register is suitable for pipelining.

4. To enable pipelining on selected registers, use either of the following techniques:

   – Check the Pipelining checkbox and attach the syn_pipeline attribute with a value of 0 or false to any registers you do not want the software to move. This attribute specifies that the register cannot be moved for pipelining.

   – Do not check the Pipelining checkbox. Attach the syn_pipeline attribute with a value of 1 or true to any registers you want the software to consider for retiming. This attribute marks the register as one that can be moved during retiming, but does not necessarily force it to be moved during retiming.

   The following are examples of the attribute:

   SCOPE Interface:

	Enabled	Object Type	Object	Attribute	Value	Val Type	Descr
1	☑	register	res[15:0]	syn_pipeline	1	boolean	Controls pipelining c

   Verilog Example:

```
reg [`lefta:0] a_aux;
reg [`leftb:0] b_aux;
reg [`lefta+`leftb+1:0] res /* synthesis syn_pipeline=1 */;
reg [`lefta+`leftb+1:0] res1;
```

   VHDL Example:

```
architecture beh of onereg is
signal temp1, temp2, temp3,
   std_logic_vector(31 downto 0);
attribute syn_pipeline : boolean;
attribute syn_pipeline of temp1 : signal is true;
attribute syn_pipeline of temp2 : signal is true;
attribute syn_pipeline of temp3 : signal is true;
```

5. Click Run.

   The software looks for registers where all the flip-flops of the same row have the same clock, no control signal, or the same unique control signal, and pushes them inside the module. It attaches the syn_pipeline attribute to all these registers. If there already is a syn_pipeline attribute on a register, the software implements it.

6. Check the log file (`*.srr`). You can use the Find command for occurrences of the word pipelining to find out which modules got pipelined.

   The log file entries look like this:

```
@N:|Pipelining module res_out1
@N:|res_i is level 1 of the pipelined module res_out1
@N:|r is level 2 of the pipelined module res_out1
```


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Retiming

(Synplify Pro, Synplify Premier). Some Actel, Altera, SiliconBlue, and Xilinx technologies.
Retiming improves the timing performance of sequential circuits without modifying the source code. It automatically moves registers (register balancing) across combinatorial gates or LUTs to improve timing while maintaining the original behavior as seen from the primary inputs and outputs of the design. Retiming moves registers across gates or LUTs, but does not change the number of registers in a cycle or path from a primary input to a primary output. However, it can change the total number of registers in a design.

The retiming algorithm retimes only edge-triggered registers. It does not retime level-sensitive latches. Note that registers associated with RAMS, DSPs, and the mapping for generated clocks may be moved, regardless of the Retiming option setting. The Retiming option is not available if it does not apply to the family you are using.

These sections contain details about using retiming.

- Controlling Retiming, on page 404
- Retiming Example, on page 406
- Retiming Report, on page 407
- How Retiming Works, on page 408

Controlling Retiming

The following procedure shows you how to use retiming.

1. To enable retiming for the whole design, check the Retiming check box.

   You can set the Retiming option from the button panel in the Project window, or with the Project->Implementation Options command (Options tab). The option is only available in certain technologies.

For Altera, SiliconBlue, and Xilinx designs, retiming is a superset of pipelining, so when you select Retiming, you automatically select Pipelining. See *Pipelining*, on page 400 for more information. For Actel designs, retiming does not include pipelining.

Retiming works globally on the design, and moves edge-triggered registers as needed to balance timing.

2. To enable retiming on selected registers, use either of the following techniques:
   - Check the Retiming checkbox and attach the syn_allow_retiming attribute with a value of 0 or false to any registers you do not want the software to move. This attribute specifies that the register cannot be moved for retiming. Refer to *How Retiming Works*, on page 408 for a list of the components the retiming algorithm will move.
   - Do not check the Retiming checkbox. Attach the syn_allow_retiming attribute with a value of 1 or true to any registers you want the software to consider for retiming. You can do this in the SCOPE interface or in the source code. This attribute marks the register as one that can be moved during retiming, but does not necessarily force it to be moved during retiming. If you apply the attribute to an FSM, RAM or SRL that is decomposed into flip-flops and logic, the software applies the attribute to all the resulting flip-flops

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Retiming is a superset of pipelining; therefore adding syn_allow_retiming=1 on any registers implies that syn_pipeline =1.

3. You can also fine-tune retiming using attributes:
   - To preserve the power-on state of flip-flops without sets or resets (FD or FDE) during retiming, set syn_preserve=1 or syn_allow_retiming=0 on these flip-flops.
   - To force flip-flops to be packed in I/O pads, set syn_useioff=1 as a global attribute. This will prevent the flip-flops from being moved during retiming.
4. Set other options for the run. Retiming might affect some constraints and attributes. See *How Retiming Works*, on page 408 for details.
5. Click Run to start synthesis.

   After the LUTs are mapped, the software moves registers to optimize timing. See *Retiming Example*, on page 406 for an example. The software honors other attributes you set, like syn_preserve, syn_useioff, and syn_ramstyle. See *How Retiming Works*, on page 408 for details.

   Note that the tool might retime registers associated with RAMs, DSPs, and generated clocks, regardless of whether the Retiming option is on or off.

   The log file includes a retiming report that you can analyze to understand the retiming changes. It contains a list of all the registers added or removed because of retiming. Retimed registers have a _ret suffix added to their names. See *Retiming Report*, on page 407 for more information about the report.

Retiming Example

The following example shows a design with retiming disabled and enabled.

The top figure shows two levels of logic between the registers and the output, and no levels of logic between the inputs and the registers.

The bottom figure shows the results of retiming the three registers at the input of the OR gate. The levels of logic from the register to the output are reduced from two to one. The retimed circuit has better performance than the original circuit. Timing is improved by transferring one level of logic from the critical part of the path (register to output) to the non-critical part (input to register).

Retiming Report

The retiming report is part of the log file, and includes the following:

- The number of registers added, removed, or untouched by retiming.
- Names of the original registers that were moved by retiming and which no longer exist in the Technology view.
- Names of the registers created as a result of retiming, and which did not exist in the RTL view. The added registers have a _ret suffix.

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How Retiming Works

This section describes how retiming works when it moves sequential components (flip-flops). Registers associated with RAMs, DSPs, and the mapping for fixing generated clocks might be moved, whether Retiming is enabled or not. Here are some implications and results of retiming:

- Flip-flops with no control signals (resets, presets, and clock enables) are moved. Flip-flops with minimal control logic can also be retimed. Multiple flip-flops with reset, set or enable signals that need to be retimed together are only retimed if they have exactly the same control logic.
- The software does not retime the following combinatorial sequential elements: flip-flops with both set and reset, flip-flops with attributes like syn_preserve, flip-flops packed in I/O pads, level-sensitive latches, registers that are instantiated in the code, SRLs, and RAMs. If a RAM with combinatorial logic has syn_ramstyle set to registers, the registers can be retimed into the combinatorial logic.
- Retimed flip-flops are only moved through combinatorial logic. The software does not move flip-flops across the following objects: black boxes, sequential components, tristates, I/O pads, instantiated components, carry and cascade chains, and keepbufs. For Altera designs, registers that are in counter modes are not retimed to preserve the performance benefit of the counter mode.
- You might not be able to crossprobe retimed registers between the RTL and the Technology view, because there may not be a one-to-one correspondence between the registers in these two views after retiming. A single register in the RTL view might now correspond to multiple registers in the Technology view.
- Retiming affects or is affected by, these attributes and constraints:

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Attribute/Constraint	Effect
False path constraint	Does not retime flip-flops with different false path constraints. Retimed registers affect timing constraints.
Multicycle constraint	Does not retime flip-flops with different multicycle constraints. Retimed registers affect timing constraints.
Register constraint	Does not maintain define_reg_input_delay and define_reg_output_delay constraints. Retimed registers affect timing constraints.
from/to timing exceptions	If you set a timing constraint using a from/to specification on a register, it is not retimed. The exception is when using a max_delay constraint. In this case, retiming is performed but the constraint is not forward annotated. (The max_delay value would no longer be valid.)
syn_hier=macro	Does not retime registers in a macro with this attribute.
syn_keep	Does not retime across keepbufs generated because of this attribute.
syn_hier=macro	Does not retime registers in a macro with this attribute.
syn_pipeline	Automatically enabled if retiming is enabled.
syn_preserve	Does not retime flip-flops with this attribute set.
syn_probe	Does not retime net drivers with this attribute. If the net driver is a LUT or gate, no flip-flops are retimed across it.

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Attribute/Constraint	Effect
syn_reference_clock	On a critical path, does not retime registers with different syn_reference_clock values together, because the path effectively has two different clock domains.
syn_useioff	Does not override attribute-specified packing of registers in I/O pads. If the attribute value is false, the registers can be retimed. If the attribute is not specified, the timing engine determines whether the register is packed into the I/O block.
syn_allow_retiming	Registers are not retimed if the value is 0.

- Retiming does not change the simulation behavior (as observed from primary inputs and outputs) of your design, However if you are monitoring (probing) values on individual registers inside the design, you might need to modify your test bench if the probe registers are retimed.
- Beginning with the C-2009.09-SP1 release, the behavior for retiming unconstrained I/O pads has changed. If retiming is enabled, registers connected to unconstrained I/O pins are not retimed by default. If you want to revert back to how retiming I/O paths was previously implemented, you can:
  - Globally turn on the Use clock period for unconstrained IO switch from the Constraints tab of the Implementation Options panel.
  - Add constraints to all input/output ports.
  - Separately constrain each I/O pin as required.

How Retiming Works With Synplify Premier Regions

The following conditions can occur after a register has been retimed:

- If the retimed register and its driver and load remain in a Synplify Premier-specific region, then the register will remain in the region.
- If the retimed register is moved outside of a Synplify Premier-specific region but its load remains in the region, then the register will remain in the region.
- If the retimed register and its driver and load are moved outside a Synplify Premier-specific region, then the register will be moved outside the region.
- If the retimed register is moved to the boundary of a Synplify Premier-specific region, then tunneling can occur.
- Retiming may move a register across a Synplify Premier-specific region but not across combinatorial logic.

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Preserving Objects from Optimization

Synthesis can collapse or remove nets during optimization. If you want to retain a net for simulation, probing, or for a different synthesis implementation, you must specify this with an attribute. Similarly, the software removes duplicate registers or instances with unused output. If you want to preserve this logic for simulation or analysis, you must use an attribute. The following table lists the attributes to use in each situation. For details about the attributes and their syntax, see the *Reference Manual*.

To Preserve...	Attach...	Result
Nets	syn_keep on wire or reg (Verilog), or signal (VHDL). For Actel designs (except 500K and PA), use alspreserve as well as syn_keep.	Keeps net for simulation, a different synthesis implementation, or for passing to the place-and-route tool.
Nets for probing	syn_probe on wire or reg (Verilog), or signal (VHDL)	Preserves internal net for probing. This attribute is only applicable to the Synplify Pro and Synplify Premier software.
Shared registers	syn_keep on input wire or signal of shared registers	Preserves duplicate driver cells, prevents sharing. See *Using syn_keep for Preservation or Replication*, on page 413 for details on the effects of applying syn_keep to different objects.
Sequential components	syn_preserve on reg or module (Verilog), signal or architecture (VHDL)	Preserves logic of constant-driven registers, keeps registers for simulation, prevents sharing
FSMs	syn_preserve on reg or module (Verilog), signal (VHDL)	Prevents the output port or internal signal that holds the value of the state register from being optimized
Instantiated components	syn_noprune on module or component (Verilog), architecture or instance (VHDL)	Keeps instance for analysis, preserves instances with unused outputs

See the following for more information:

- Using syn_keep for Preservation or Replication, on page 413

- Controlling Hierarchy Flattening, on page 416
- Preserving Hierarchy, on page 416

Using syn_keep for Preservation or Replication

By default the tool considers replicated logic redundant, and optimizes it away. If you want to maintain the redundant logic, use syn_keep to preserve the logic that would otherwise be optimized away.

The following Verilog code specifies a replicated AND gate:

```
module redundant1(ina,inb,out1);
input  ina,inb;
output out1,out2;
wire out1;
wire out2;

assign out1 = ina & inb;
assign out2 = ina & inb;;
endmodule
```

The compiler implements the AND function by replicating the outputs out1 and out2, but optimizes away the second AND gate because it is redundant.

To replicate the AND gate in the previous example, apply syn_keep to the input wires, as shown below:

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```
module redundant1d(ina,inb,out1,out2);
input ina,inb;
output out1,out2;
wire out1;
wire out2;

wire in1a /*synthesis syn_keep = 1*/;
wire in1b /*synthesis syn_keep = 1*/;
wire in2a /*synthesis syn_keep = 1*/;
wire in2b /*synthesis syn_keep = 1 */;

assign in1a = ina ;
assign in1b = inb  ;
assign in2a = ina;
assign in2b = inb;
assign out1 = in1a & in1b;
assign out2 = in2a & in2b;
endmodule
```

Setting syn_keep on the input wires ensures that the second AND gate is preserved:

You must set syn_keep on the input wires of an instance if you want to preserve the logic, as in the replication of this AND gate. If you set it on the outputs, the instance is not replicated, because syn_keep preserves the nets but not the function driving the net. If you set syn_keep on the outputs in the example, you get only one AND gate, as shown in the next figure.

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Controlling Hierarchy Flattening

Optimization flattens hierarchy. To control the flattening, use the syn_hier attribute as described here. You can also use the attribute to prevent flattening, as described in *Preserving Hierarchy*, on page 416.

1. Attach the syn_hier attribute with the value you want to the module or architecture you want to preserve.

To...	Value...
Flatten all levels below, but not the current level	flatten
Remove the current level of hierarchy without affecting the lower levels	remove
Remove the current level of hierarchy and the lower levels	flatten, remove
Flatten the current level (if needed for optimization)	soft

   You can also add the attribute in SCOPE instead of the HDL code. If you use SCOPE to enter the attribute, make sure to use the v: syntax. For details, see *syn_hier Attribute*, on page 1188 in the *Reference Manual*.

   The software flattens the design as directed. If there is a lower-level syn_hier attribute, it takes precedence over a higher-level one.

2. If you want to flatten the entire design, use the syn_netlist_hierarchy attribute set to false, instead of the syn_hier attribute.

   This flattens the entire netlist and does not preserve any hierarchical boundaries. See *syn_netlist_hierarchy Attribute*, on page 1237 in the *Reference Manual* for the syntax.

Preserving Hierarchy

The synthesis process includes cross-boundary optimizations that can flatten hierarchy. To override these optimizations, use the syn_hier attribute as described here. You can also use this attribute to direct the flattening process as described in *Controlling Hierarchy Flattening*, on page 416.

1. Attach the syn_hier attribute to the module or architecture you want to preserve. You can also add the attribute in SCOPE. If you use SCOPE to enter the attribute, make sure to use the v: syntax.

2. Set the attribute value:

To...	Value...
Preserve the interface but allow cell packing across the boundary	firm
Preserve the interface with no exceptions (Actel, Altera, and Xilinx only)	hard
Preserve the interface and contents with no exceptions (Actel (except PA, 500K, and ProASIC3 families), Altera, Lattice, and QuickLogic only)	macro
Flatten lower levels but preserve the interface of the specified design unit	flatten, firm

The software flattens the design as directed. If there is a lower-level syn_hier attribute, it takes precedence over a higher-level one.

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Optimizing Fanout

You can optimize your results with attributes and directives, some of which are specific to the technology you are using. Similarly, you can use specify objects or hierarchy that you want to preserve during synthesis. For a complete list of all the directives and attributes, see the *Reference Manual*. This section describes the following:

- Setting Fanout Limits, on page 418
- Controlling Buffering and Replication, on page 420

Setting Fanout Limits

Optimization affects net fanout. If your design has critical nets with high fanout, you can set fanout limits. You can only do this in certain technologies. For details specific to individual technologies, see the *Reference Manual*.

1. To set a global fanout limit for the whole design, do either of the following:
   - Select Project-> Implementation Options->Device and type a value for the Fanout Guide option.
   - Apply the syn_maxfan attribute to the top-level view or module.

   The value sets the number of fanouts for a given driver, and affects all the nets in the design. The defaults vary, depending on the technology. Select a balanced fanout value. A large constraint creates nets with large fanouts, and a low fanout constraint results in replicated or buffered logic. Both extremes affect routing and design performance. The right value depends on your design. The same value of 32 might result in fanouts of 11 or 12 and large delays on the critical path in one design or in excessive replication in another design.

   The software uses the value as a soft limit, or a guide. It traverses the inverters and buffers to identify the fanout, and tries to ensure that all fanouts are under the limit by replicating or buffering where needed (see *Controlling Buffering and Replication*, on page 420 for details). However, the synthesis tool does not respect the fanout limit absolutely; it ignores the limit if the limit imposes constraints that interfere with optimization.

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2. For certain Actel technologies, you can set a global hard fanout limit by doing the following:
   - Select Project-> Implementation Options->Device and type a value for the Fanout Guide option, as described in the previous step.
   - On the same tab, check the Hard Fanout Limit option.

   This makes the specified value a global hard fanout limit for the design.

3. To override the global fanout guideline and set a soft fanout limit at a lower level, set the syn_maxfan attribute on modules, views, or non-primitive instances.

   These limits override the more global limits for that object (including a global hard limit in Actel technologies). However, these limits still function as soft limits, and are replicated or buffered, as described in *Controlling Buffering and Replication*, on page 420.

Attribute specified on...	Effect
Module or view	Soft limit for the module; overrides the global setting.
Non-primitive instance	Soft limit; overrides global and module settings
Clock nets or asynchronous control nets	Soft limit.

4. To set a hard or absolute limit, set the syn_maxfan attribute on a port, net, register, or primitive instance.

   Fanouts that exceed the hard limit are buffered or replicated, as described in *Controlling Buffering and Replication*, on page 420.

5. To preserve net drivers from being optimized, attach the syn_keep or syn_preserve attributes.

   For example, the software does not traverse a syn_keep buffer (inserted as a result of the attribute), and does not optimize it. However, the software can optimize implicit buffers created as a result of other operations; for example, it does not respect an implicit buffer created as a result of syn_direct_enable.

6. Check the results of buffering and replication in the following:

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– The log file (click View Log). The log file reports the number of buffered and replicated objects and the number of segments created for the net.

– The HDL Analyst views. The software might not follow DRC rules when buffering or replicating objects, or when obeying hard fanout limits.

Controlling Buffering and Replication

To honor fanout limits (see *Setting Fanout Limits*, on page 418) and reduce fanout, the software either replicates components or adds buffers. The tool uses buffering to reduce fanout on input ports, and uses replication to reduce fanout on nets driven by registers or combinatorial logic. The software first tries replication, replicating the net driver and splitting the net into segments. This increases the number of register bits in the design. When replication is not possible, the software buffers the signals. Buffering is more expensive in terms of intrinsic delay and resource consumption. The following table summarizes the behavior.

Replicates When...	Creates Buffers When...
syn_maxfan is set on a register output	syn_maxfan is set on input ports in Altera Apex, Actel ProASIC (500K), ProASIC PLUS (PA) and ProASIC3 families, and QuickLogic pASIC3 designs
syn_replicate is 1	syn_replicate is 0. Note that the syn_replicate attribute must be used in conjunction with the syn_maxfan attribute for Actel families. The syn_replicate attribute is used only to turn off the replication.
	syn_maxfan is set on a port/net that is driven by a port or I/O pad
	The net driver has a syn_keep or syn_preserve attribute
	The net driver is not a primitive gate or register

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You can control whether high fanout nets are buffered or replicated, using the techniques described here:

- To use buffering instead of replication, set syn_replicate with a value of 0 globally, or on modules or registers. The syn_replicate attribute prevents replication, so that the software uses buffering to satisfy the fanout limit. For example, you can prevent replication between clock boundaries for a register that is clocked by clk1 but whose fanin cone is driven by clk2, even though clk2 is an unrelated clock in another clock group.
- To specify that high-fanout clock ports should not be buffered, set syn_noclockbuf globally, or on individual input ports. Use this if you want to save clock buffer resources for nets with lower fanouts but tighter constraints.
- Inverters merged with fanout loads increase fanout on the driver during placement and routing. A distinction is made between a keep buffer created as the result of the syn_keep attribute being applied by the user (explicit keep buffer) and a keep buffer that exists as the result of another attribute (implicit keep buffer). For example, the syn_direct_enable attribute inserts a keep buffer. When a syn_maxfan attribute is applied to the output of an explicit keep buffer, the signal is buffered (the keep buffer is not traversed so that the driver is not replicated). When the syn_maxfan attribute is applied to the output of an implicit keep buffer, the keep buffer is traversed and the driver is replicated.
- In Xilinx designs, you can handle extremely large clock fanout nets by inserting a global buffer (BUFG) in your design. A global buffer reduces delay for a large fanout net and can free up routing resources for other signals.
- Turn off buffering and replication entirely, by setting syn_maxfan to a very high number, like 1000.

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Sharing Resources

One of the ways you can optimize area is to use resource sharing. With resource sharing, the software uses the same arithmetic operators for mutually exclusive statements; for example, with the branches of a case statement. Conversely, you can improve timing by disabling resource sharing, but at the expense of increased area.

1. Specify resource sharing globally for the whole design, using one of the methods below. Enable the option to improve area; disable it to improve timing.
   - Select Project->Implementation Options->Options, and enable or disable Resource Sharing. Alternatively, enable the Resource Sharing button on the left side of the Project view.
   - Apply the syn_sharing directive to the top-level module or architecture in the source code. See syn_sharing Directive, on page 1322 of the *Reference Manual* for details of the syntax.

Verilog
```
module top(out, in, clk_in) /* synthesis syn_sharing = "on" */;
```

VHDL
```
architecture rtl of top is
  attribute syn_sharing : string;
  attribute syn_sharing of rtl : architecture is "off";
```

   - Edit your project file and include the following command. 0 disables and 1 enables resource sharing:

     ```
     set_option -resource_sharing 1|0
     ```

   You cannot specify syn_sharing from the SCOPE interface, because it is a compiler directive.

   When you save the project file, it includes the Tcl `set_option -resource_sharing` command.

2. To specify resource sharing on an individual basis, or to override the global setting, specify the syn_sharing attribute for the lower-level module/architecture, using the syntax described in the previous step.

The following examples illustrate resource sharing.

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Verilog Example

The following example illustrates resource sharing in Verilog. The first diagram shows the equivalent logic with resource sharing enabled, and the second diagram shows the same logic with resource sharing disabled.

```
module add (a, b, x, y, out1, out2, sel, en, clk);
input a, b, x, y, sel, en, clk;
output out1, out2;
wire tmp1, tmp2;
assign tmp1 = a * b;
assign tmp2 = x * y;
reg out1, out2;

always@(posedge clk)
   if (en)
      begin
         out1 <= sel ?  tmp1: tmp2;
      end
   else
      begin
         out2 <= sel ? tmp1: tmp2;
   end
endmodule
```

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VHDL Example

The following example illustrates resource sharing in VHDL. The first diagram shows the equivalent logic with resource sharing enabled, and the second diagram shows the same logic with resource sharing disabled.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity add is
   port (a, b : in std_logic_vector(1 downto 0);
         x, y : in std_logic_vector(1 downto 0);
         clk, sel, en: in std_logic;
         out1 : out std_logic_vector(3 downto 0);
         out2 : out std_logic_vector(3 downto 0)
   );
end add;

architecture rtl of add is
signal tmp1, tmp2: std_logic_vector(3 downto 0);
begin
   tmp1 <= a * b;
   tmp2 <= x * y;
```

```
process(clk) begin
   if clk'event and clk='1' then
      if (en='1') then
         if (sel='1') then
            out1 <= tmp1;
         else
            out1 <= tmp2;
         end if;
      else
         if (sel='1') then
            out2 <= tmp1;
         else
            out2 <= tmp2;
         end if;
      end if;
   end if;
end process;
end rtl;
```

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x[1:0]
y[1:0]
sel
a[1:0]
b[1:0]
clk
en
tmp2[3:0]
tmp1[3:0]
out1_3[3:0]
D[3:0]
Q[3:0]
E
out1[3:0]
out2[3:0]
un1_en
out1[3:0]
out2[3:0]

Inserting I/Os

You can control I/O insertion globally, or on a port-by-port basis.

1. To control the insertion of I/O pads at the top level of the design, use the Disable I/O Insertion option as follows:
   - Select Project->Implementation Options and click the Device panel.
   - Enable the option (checkbox on) if you want to do a preliminary run and check the area taken up by logic blocks, before synthesizing the entire design.

     Do this if you want to check the area your blocks of logic take up, before you synthesize an entire FPGA. If you disable automatic I/O insertion, you do not get *any* I/O pads in your design, unless you manually instantiate them.
   - Leave the Disable I/O Insertion checkbox empty (disabled) if you want to automatically insert I/O pads for all the inputs, outputs and bidirectionals.

     When this option is set, the software inserts I/O pads for inputs, outputs, and bidirectionals in the output netlist. Once inserted, you can override the I/O pad inserted by directly instantiating another I/O pad.
   - For the most control, enable the option and then manually instantiate the I/O pads for specific pins, as needed.
2. For Lattice designs, you can force I/O pads to be inserted for input ports that do not drive logic with the syn_force_pads attribute:
   - To force I/O pad insertion at the module level, set the syn_force_pads attribute on the module. Set the attribute value to 1. To disable I/O pad insertion at the module level, set the syn_force_pads attribute for the module to 0.
   - To force I/O pad insertion on an individual port, set the syn_force_pads attribute on the port with a value to 1. To disable I/O insertion for a port, set the attribute on the port with a value of 0.

   Enable this attribute to preserve user-instantiated pads, insert pads on unconnected ports, insert bi-directional pads on bi-directional ports instead of converting them to input ports, or insert output pads on unconnected outputs.

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If you do not set the syn_force_pads attribute, the synthesis design optimizes any unconnected I/O buffers away.

Optimizing State Machines

You can optimize state machines with the symbolic FSM Compiler and the FSM Explorer tools.

- The Symbolic FSM Compiler
  An advanced state machine optimizer, it automatically recognizes state machines in your design and optimizes them. Unlike other synthesis tools that treat state machines as regular logic, the FSM Compiler extracts the state machines as symbolic graphs, and then optimizes them by re-encoding the state representations and generating a better logic optimization starting point for the state machines.
- The FSM Explorer
  A specialized state machine optimizer that explores different encoding styles before selecting the best style. It uses the FSM Compiler to extract state machines, and runs the FSM Compiler automatically if it has not been run. The FSM Explorer functionality is only available in the Synplify Pro and Synplify Premier tools.

For more information, see the following:

- Deciding when to Optimize State Machines, on page 428
- Running the FSM Compiler, on page 430
- Running the FSM Explorer, on page 433

Deciding when to Optimize State Machines

The FSM Explorer and the FSM Compiler are automatic tools for encoding state machines, but you can also specify FSMs manually with attributes. For more information about using attributes, see *Specifying FSMs with Attributes and Directives*, on page 335.

Here are the main reasons to use the FSM Compiler:

- To generate better results for your state machines

The software uses optimization techniques that are specifically tuned for FSMs, like reachability analysis for example. The FSM Compiler also lets you convert an encoded state machine to another encoding style (to improve speed and area utilization) without changing the source. For example, you can use a onehot style to improve results.

- To debug the state machines

  State machine description errors result in unreachable states, so if you have errors, you will have fewer states. You can check whether your source code describes your state machines correctly. You can also use the FSM Viewer to see a high-level bubble diagram and crossprobe from there. The FSM Viewer is only available in the Synplify Pro and Synplify Premier tools. For information about the FSM Viewer, see *Using the FSM Viewer*, on page 605.

- To run the FSM Explorer

  The FSM Explorer is a tool that examines all the encoding styles before selecting the best option, based on the state machine extraction done by the FSM Compiler. If the FSM Compiler has not been run previously, the Explorer automatically runs it. For more information about using the FSM Explorer, see *Running the FSM Explorer*, on page 433.

If you are trying to decide whether to use the FSM Compiler or the FSM Explorer to optimize your state machines, remember these points:

- The FSM Explorer runs the FSM Compiler if it has not already been run, because it picks encoding styles based on the state machines that the FSM Compiler extracts.
- Like the FSM Compiler, you use the FSM Explorer to generate better results for your state machines. Unlike the FSM Compiler, which picks an encoding style based on the number of states, the FSM Explorer tries out different encoding styles and picks the best style for the state machine based on overall design constraints.
- The trade-off is that the FSM Explorer takes longer to run than the FSM Compiler.

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Running the FSM Compiler

You can run the FSM Compiler tool on the whole design or on individual FSMs. See the following:

- Running the FSM Compiler on the Whole Design, on page 430
- Running the FSM Compiler on Individual FSMs, on page 431

Running the FSM Compiler on the Whole Design

1. Enable the compiler by checking the Symbolic FSM Compiler box in one of these places:
   - The main panel on the left side of the project window
   - The Options tab of the dialog box that comes up when you click the Add Implementation/New Impl or Implementation Options buttons
2. To set a specific encoding style for a state machine, define the style with the syn_encoding attribute, as described in *Specifying FSMs with Attributes and Directives*, on page 335.

   If you do not specify a style, the FSM Compiler picks an encoding style based on the number of states.
3. Click Run to run synthesis.

   The software automatically recognizes and extracts the state machines in your design, and instantiates a state machine primitive in the netlist for each FSM it extracts. It then optimizes all the state machines in the design, using techniques like reachability analysis, next state logic optimization, state machine re-encoding and proprietary optimization algorithms. Unless you specified an encoding style, the tool automatically selects the encoding style. If you did specify a style, the tool uses that style.

   In the log file, the FSM Compiler writes a report that includes a description of each state machine extracted and the set of reachable states for each state machine.
4. Select View->View Log File and check the log file for descriptions of the state machines and the set of reachable states for each one. You see text like the following:

```
Extracted state machine for register cur_state
State machine has 7 reachable states with original encodings of:
   0000001
   0000010
   0000100
   0001000
   0010000
   0100000
   1000000
....
original code -> new code
   0000001 -> 0000001
   0000010 -> 0000010
   0000100 -> 0000100
   0001000 -> 0001000
   0010000 -> 0010000
   0100000 -> 0100000
   1000000 -> 1000000
```

5. Check the state machine implementation in the RTL and Technology views and in the FSM viewer.
   - In the RTL view you see the FSM primitive with one output for each state.
   - In the Technology view, you see a level of hierarchy that contains the FSM, with the registers and logic that implement the final encoding.
   - In the FSM viewer you see a bubble diagram and mapping information. For information about the FSM viewer, see *Using the FSM Viewer*, on page 605.
   - In the `statemachine.info` text file, you see the state transition information.

Running the FSM Compiler on Individual FSMs

If you have state machines that you do not want automatically optimized by the FSM Compiler, you can use one of these techniques, depending on the number of FSMs to be optimized. You might want to exclude state machines from automatic optimization because you want them implemented with a specific encoding or because you do not want them extracted as state machines. The following procedure shows you how to work with both cases.

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1. If you have just a few state machines you do not want to optimize, do the following:
   - Enable the FSM Compiler by checking the box in the button panel of the Project window.
   - If you do not want to optimize the state machine, add the syn_state_machine directive to the registers in the Verilog or VHDL code. Set the value to 0. When synthesized, these registers are not extracted as state machines.

Verilog	`reg [3:0] curstate /* synthesis syn_state_machine=0 */ ;`

VHDL	`signal curstate : state_type;`
	`attribute syn_state_machine : boolean;`
	`attribute syn_state_machine of curstate : signal is false;v`

   - If you want to specify a particular encoding style for a state machine, use the syn_encoding attribute, as described in *Specifying FSMs with Attributes and Directives*, on page 335. When synthesized, these registers have the specified encoding style.
   - Run synthesis.

   The software automatically recognizes and extracts all the state machines, except the ones you marked. It optimizes the FSMs it extracted from the design, honoring the syn_encoding attribute. It writes out a log file that contains a description of each state machine extracted, and the set of reachable states for each FSM.

2. If you have many state machines you do not want optimized, do this:
   - Disable the compiler by disabling the Symbolic FSM Compiler box in one of these places: the main panel on the left side of the project window or the Options tab of the dialog box that comes up when you click the Add Implementation or Implementation Options buttons. This disables the compiler from optimizing any state machine in the design. You can now selectively turn on the FSM compiler for individual FSMs.
   - For state machines you want the FSM Compiler to optimize automatically, add the syn_state_machine directive to the individual state registers in the VHDL or Verilog code. Set the value to 1. When synthesized, the FSM Compiler extracts these registers with the default encoding styles according to the number of states.

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Verilog
```
reg [3:0] curstate /* synthesis syn_state_machine=1 */ ;
```

VHDL
```
signal curstate : state_type;
attribute syn_state_machine : boolean;
attribute syn_state_machine of curstate : signal is true;
```

– For state machines with specific encoding styles, set the encoding style with the syn_encoding attribute, as described in *Specifying FSMs with Attributes and Directives*, on page 335. When synthesized, these registers have the specified encoding style.

– Run synthesis.

The software automatically recognizes and extracts only the state machines you marked. It automatically assigns encoding styles to the state machines with the syn_state_machine attribute, and honors the encoding styles set with the syn_encoding attribute. It writes out a log file that contains a description of each state machine extracted, and the set of reachable states for each state machine.

3. Check the state machine in the log file, the RTL and technology views, and the FSM viewer, which is not available to Synplify users. For information about the FSM viewer, see *Using the FSM Viewer*, on page 605.

Running the FSM Explorer

1. If you need to customize the extraction process, set attributes.

   – Use syn_state_machine=0 to specify state machines you do not want to extract and optimize.

Verilog
```
reg [3:0] curstate /* synthesis state_machine */ ;
```

VHDL
```
signal curstate : state_type;
attribute syn_state_machine : boolean;
attribute syn_state_machine of curstate : signal is true;
```

   – Use syn_encoding if you want to set a specific encoding style.

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Verilog	`reg [3:0] curstate /* synthesis syn_encoding="gray"*/ ;`

VHDL	`signal curstate : state_type;`
	`attribute syn_encoding : string;`
	`attribute syn_encoding of curstate : signal is "gray";`

The FSM Compiler honors the syn_state_machine attribute when it extracts state machines, and the FSM Explorer honors the syn_encoding attribute when it sets encoding styles. See *Specifying FSMs with Attributes and Directives*, on page 335 for details.

2. Enable the FSM Explorer by checking the FSM Explorer box in one of these places:
   - The main panel on the left side of the project window
   - The Options tab of the dialog box that comes up when you click the Add Implementation or Implementation Options buttons.

   If you have not checked the FSM Compiler option, checking the FSM Explorer option automatically selects the FSM Compiler option.

3. Click Run to run synthesis.

   The FSM Explorer uses the state machines extracted by the FSM Compiler. If you have not run the FSM Compiler, the FSM Explorer invokes the compiler automatically to extract the state machines, instantiate state machine primitives, and optimize them. Then, the FSM Explorer runs through each encoding style for each state machine that does not have a syn_encoding attribute and picks the best style. If you have defined an encoding style with syn_encoding, it uses that style.

   The FSM Compiler writes a description of each state machine extracted and the set of reachable states for each state machine in the log file. The FSM Explorer adds the selected encoding styles. The FSM Explorer also generates a `<design>_fsm.sdc` file that contains the encodings and which is used for mapping.

4. Select View->View Log File and check the log file for the descriptions. The following extract shows the state machine and the reachable states as well as the encoding style, gray, set by FSM Explorer.

```
Extracted state machine for register cur_state
State machine has 7 reachable states with original encodings of:
   0000001
   0000010
   0000100
   0001000
   0010000
   0100000
   1000000
....
Adding property syn_encoding, value "gray", to instance
cur_state[6:0]
List of partitions to map:
   view:work.Control(verilog)

Encoding state machine work.Control(verilog)-
cur_state_h.cur_state[6:0]
original code -> new code
   0000001 -> 000
   0000010 -> 001
   0000100 -> 011
   0001000 -> 010
   0010000 -> 110
   0100000 -> 111
   1000000 -> 101
```

5. Check the state machine implementation in the RTL and Technology views and in the FSM viewer.

   For information about the FSM viewer, see *Using the FSM Viewer*, on page 605.

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Inserting Probes

The probe insertion feature is only available with the Synplify Pro and Synplify Premier tools. Probes are extra wires that you insert into the design for debugging. When you insert a probe, the signal is represented as an output port at the top level. You can specify probes in the source code or by interactively attaching an attribute.

Specifying Probes in the Source Code

To specify probes in the source code, you must add the syn_probe attribute to the net. You can also add probes interactively, using the procedure described in *Adding Probe Attributes Interactively*, on page 437.

1. Open the source code file.
2. For Verilog source code, attach the syn_probe attribute as a comment on any internal signal declaration:

   ```
   module alu(out, opcode, a, b, sel);
      output [7:0] out;
      input [2:0] opcode;
      input [7:0 a, b;
      input sel;
      reg [7:0] alu_tmp /* synthesis syn_probe=1 */;
      reg [7:0] out;
   //Other code
   ```

   The value 1 indicates that probe insertion is turned on. For detailed information about Verilog attributes and examples of the files, see the *Reference Manual*.

   To define probes for part of a bus, specify where you want to attach the probes; for example, if you specify reg [1:0] in the previous code, the software only inserts two probes.

3. For VHDL source code, add the syn_probe attribute as follows:

   ```
   architecture rtl of alu is
      signal alu_tmp : std_logic_vector(7 downto 0) ;
      attribute syn_probe : boolean;
      attribute syn_probe of alu_tmp : signal is true;
      --other code;
   ```

For detailed information about VHDL attributes and sample files, see the *Reference Manual*.

4. Run synthesis.

   The software looks for nets with the syn_probe attribute and creates probes and I/O pads for them.

5. Check the probes in the log file (`*.srr`) and the Technology view.

   This figure shows some probes and probe entries in the log file.

```
Adding property syn_probe, value 1, to net pc[0]
Adding property syn_probe, value 1, to net pc[1]
Adding property syn_probe, value 1, to net pc[2]
Adding property syn_probe, value 1, to net pc[3]
....
@N|Added probe pc_keep_probe_1[0] on pc_keep[0] in
eight_bit_uc
@N|Also padding probe pc_keep_probe_1[0]
@N|Added probe pc_keep_probe_2[1] on pc_keep[1] in
eight_bit_uc
@N|Also padding probe pc_keep_probe_2[1]
@N|Added probe pc_keep_probe_3[2] on pc_keep[2] in
eight_bit_uc
```

Adding Probe Attributes Interactively

The following procedure shows you how to insert probes by adding the syn_probe attribute through the SCOPE interface. Alternatively, you can add the attribute in the source code, as described in *Specifying Probes in the Source Code*, on page 436.

1. Open the SCOPE window and click Attributes.

2. Push down as necessary in an RTL view, and select the net for which you want to insert a probe point.

   Do not insert probes for output or bidirectional signals. If you do, you see warning messages in the log file.

3. Do the following to add the attribute:

   – Drag the net into a SCOPE cell.

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- Add the prefix n: to the net name in the SCOPE window. If you are adding a probe to a lower-level module, the name is created by concatenating the names of the hierarchical instances.
- If you want to attach probes to part but not all of a bus, make the change in the Object column. For example, if you enter n:UC_ALU.longq[4:0] instead of n:UC_ALU.longq[8:0], the software only inserts probes where specified.
- Select syn_probe in the Attribute column, and type 1 in the Value column.
- Add the constraint file to the project list.

4. Rerun synthesis.
5. Open a Technology view and check the probe wires that have been inserted. You can use the Ports tab of the Find form to locate the probes.

   The software adds I/O pads for the probes. The following figure shows some of the pads in the Technology view and the log file entries.

```
Adding property syn_probe, value 1, to net pc[0]
Adding property syn_probe, value 1, to net pc[1]
Adding property syn_probe, value 1, to net pc[2]
Adding property syn_probe, value 1, to net pc[3]
....
@N|Added probe pc_keep_probe_1[0] on pc_keep[0] in
eight_bit_uc
@N|Also padding probe pc_keep_probe_1[0]
@N|Added probe pc_keep_probe_2[1] on pc_keep[1] in
eight_bit_uc
@N|Also padding probe pc_keep_probe_2[1]
@N|Added probe pc_keep_probe_3[2] on pc_keep[2] in
eight_bit_uc
```

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Working with Gated Clocks

The gated clock feature is only available in the Synplify Pro and Synplify Premier tools. This section first describes the gated clock solution, which is available for certain Altera , Lattice, SiliconBlue, and Xilinx technology families. The information is organized into these sections:

- Gated Clocks in Synopsys FPGA Designs, on page 439
- Prerequisites for Gated Clock Conversion, on page 442
- Synthesizing a Gated Clock Design, on page 444
- Using Gated Clocks for Black Boxes, on page 446
- Disabling Individual Gated Clock Conversions, on page 447
- Analyzing Gated Clock Conversion Reports, on page 448
- Working with Gated Clock Error Messages, on page 449
- Restrictions on Using Gated Clocks, on page 451

Gated Clocks in Synopsys FPGA Designs

ASIC designs typically gate clocks to conserve power, with custom clock trees defined for each individual tree. FPGA design has dedicated resources for low-skew clock nets. If an FPGA design implements a large number of customized clock trees on some other routing resource, it can result in clock skew and timing problems.

If you use the dedicated FPGA global clock trees instead, you free up routing resources and expedite placement and routing. Dedicated FPGA clock trees are routed to every sequential device on the die and are designed with low skew to avoid hold-time violations. Using these global clock trees allows the programmable routing resources of the FPGA to be used primarily for logic interconnect and simplifies static timing analysis because checks for hold-time violations based on minimum delays are unnecessary.

The solution is to separate the gating from the clock inputs, and combine individual clocks trees on the dedicated FPGA global clock trees. The software logically separates the gating from the clock and routes the gating to the clock enables on the sequential devices, using the programmable routing resources of the FPGA.

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The software separates a clock net going through an AND, NAND, OR, or NOR gate by doing one of the following:

- Inserting a multiplexer in front of the input pin of the synchronous element and connecting the clock net directly to the clock pin
- Moving the gating from the clock input pin to the dedicated enable pin, when this pin is available.

The ungated or base clock is routed to the clock inputs of the sequential devices using the global FPGA clock resources. Typically, many gated clocks are derived from the same base clock, so separating the gating from the clock allows a single global clock tree to be used for all gated clocks that reference that base clock.

See the following figure for examples of eliminating gated clocks.

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Gated Clock

Fixed Gated Clock

Gated Clock

Fixed Gated Clock

Gated Clock

Fixed Gated Clock

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Prerequisites for Gated Clock Conversion

For a gated clock to be converted successfully, the design must meet these requirements:

Condition	Description
Combinational logic only	The gated clock logic must consist only of combinational logic. A derived clock that is the output of a register is not converted.
Single base clock	Identify only one input to the combinational logic for the gated clock as a base clock. To identify a net as a clock, specify a period or frequency constraint for either the gate or the clock in the constraint (sdc) file. This example defines the clk input as the base clock. `define_clock -name {clk} -freq 10.000 -clockgroup default_clkgroup`
Supported primitives	The sequential primitive clocked by the gated clock must be a supported object. The tools support gated clock conversion for most sequential primitives. Black box modules driven by gated clocks can be converted if special synthesis directives are used to define the black box. See *Using Gated Clocks for Black Boxes*, on page 446.
Correct logic format	See *Correct Logic Format*, on page 442 for an example of the correct logic format.

Correct Logic Format

Specifically, the combinational logic for the gated clock must satisfy the following two conditions to have the correct format:

- For at least one set of gating input values, the value output for the gated clock must be constant and not change as the base clock changes.
- For at least one value of the base clock, changes in the gating input must not change the value output for the gated clock.

The correct logic format requirements are illustrated with the simple gates shown in the following figures. When the software synthesizes a design with the Gated Clocks option enabled, clock enables for the AND gate and OR gate are converted, but the exclusive-OR gate shown in the second figure is not converted. The following table explains.

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AND gate `gclks[1]`	If either gate[1] or gate[2] is 0, then gclks[1] is 0, independent of the value of clk which satisfies the first condition. Also, if clk is 0, then gclks[1] is 0, independent of the values of gate[1] and gate[2] which satisfies the second condition. Because gclks[1] satisfies both conditions, it is successfully converted to the clock-enable format.
OR gate `gclks[2]`	If either gate[1] or gate[2] is 1, then gclks[2] is 1 independent of the value of clk which satisfies the first condition. Also, if clk is 1, then gclks[2] is 1 independent of the value of gate[1] or gate[2] which satisfies the second condition. Because gclks[2] satisfies both conditions, it is successfully converted to the clock-enable format.
Exclusive-OR gate `gclks[3]`	Irrespective of the value of gate[3], gclks[3] continues to toggle. The exclusive-OR function causes gclks[3] to fail both conditions which prevents gclks[3] from being converted.

Before Gated Clock Conversion

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After Gated Clock Conversion

The clock enables for the AND and OR gates are converted, but the clock enable for the exclusive OR remains the same.

Synthesizing a Gated Clock Design

The Gated Clocks option described here is only available in the Synplify Pro and Synplify Premier tools for some Altera, Lattice, SiliconBlue, and Xilinx technology families.

1. Make sure that the gated clocks have the correct logic format and satisfy the prerequisites for conversion. See *Prerequisites for Gated Clock Conversion*, on page 442 for details.

2. If the gated clock drives a black box, specify the clock and the associated clock enable signal with the following directives: syn_force_seq_prim, syn_isclock, and syn_gatedclk_en. See *Using Gated Clocks for Black Boxes*, on page 446 for details.

3. Make sure the clock net has a constraint specified in an `sdc` file for the current implementation.

   If you do not specify an explicit constraint on the clock net or set a global frequency constraint, enabling Gated Clocks as described in the next step will not have any effect.

4. Enable the Gated Clocks option.
   - Select Project->Implementation Options.
   - On the GCC & Prototyping Tools tab, set the value of Gated Clocks from the drop-down menu according to the type of report you want to generate in the log file.

The following table describes the options.

Option	Effect
0: Don't fix	Disables all gated-clock conversion (and generated-clock optimization).
1: fix	Performs gated-clock conversion (and generated-clock optimization), but does not report any of the conversions performed.
2: fix, report exception registers	Performs gated-clock conversion (and generated-clock optimization), but only reports the elements that could not be converted.
3: fix, report all registers	Performs gated-clock conversion (and generated-clock optimization), and reports the conversion status of all eligible elements (default setting).

5. Synthesize the design.

   For gated clocks, the option converts qualified flip-flops, counters, latches, synchronous memories, and instantiated technology primitives. The software logically separates the gating from the clock and routes the gating to the clock enables on the sequential devices, using the programmable routing resources of the FPGA. The ungated base clock is routed to the clock inputs of the sequential devices using the global

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clock resources. Because many gated clocks are normally derived from the same base clock, separating the gating from the clock allows a single global clock tree to be used for all gated clocks that reference the same base clock.

See *Restrictions on Using Gated Clocks*, on page 451 for additional information.

6. Check the results in the Gated Clock Report section of the log file. See *Analyzing Gated Clock Conversion Reports*, on page 448 for an example of this report.

Using Gated Clocks for Black Boxes

To fix gated clocks that drive black boxes, you must identify the clock and clock enable signal inputs to the black box. Use the syn_force_seq_prim, syn_isclock, and syn_gatedclk_clock_en directives to do this. Refer to the *Reference Manual* for information about these directives. You assume responsibility for their functionality.

The following is an example of a black box with the required directives specified.

Verilog

```
module bbe (ena, clk, data_in, data_out)
/* synthesis syn_black_box */
/* synthesis syn_force_seq_prim="clk" */
;
input clk
/* synthesis syn_isclock = 1 */
/* synthesis syn_gatedclk_clock_en="ena" */;
input data_in,ena;
output data_out;
endmodule
```

VHDL

```
library synplify;
use synplify.attributes.all;
```

```
entity bbe is
   port (
      clk : in std_logic;
      en : in std_logic;
      data_in : in std_logic;
      data_out : out std_logic);

attribute syn_isclock : boolean;
attribute syn_isclock of clk : signal is true;
attribute syn_gatedclk_clock_en : string;
attribute syn_gatedclk_clock_en of clk : signal is "en";


end bbe;

architecture behave of bbe is

attribute syn_black_box : boolean;
attribute syn_force_seq_prim : string;
attribute syn_black_box of behave : architecture is true;
attribute syn_force_seq_prim of behave : architecture is "clk";

begin

end behave;
```

Disabling Individual Gated Clock Conversions

By default, enabling gated-clock conversion applies globally to the design. For critical paths, individual clocked elements can be expressly excluded from the gated-clock conversion by adding a syn_keep directive directly to the input clock net. The syn_keep attribute can be applied in the source code or in a constraint file. The following example shows a syn_keep attribute applied in a source file to the gclk net.

```
module and_gate (clk, en, a, z);
input clk, en, a;
output reg z;
wire gclk /* synthesis syn_keep = 1 */;
assign gclk = en & clk;

always @(posedge gclk) z <= a;
endmodule
```

The corresponding entry in a contraint file is:

```
define_attribute {n:gclk} {syn_keep} {1}
```


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Analyzing Gated Clock Conversion Reports

The value of the Gated Clocks option determines how the conversions in the log file are reported:

Option	Effect
0: Don't fix	Disables all generated-clock and gated-clock conversion.
1: fix	Performs generated-clock and gated-clock conversion, but does not report any conversions performed.
2: fix, report exception registers	Performs generated-clock and gated-clock conversion, but only reports the sequential elements that could not be converted.
3: fix, report all registers	Performs generated-clock and gated-clock conversion, and reports the conversion status of all eligible elements (default setting).

When a value of 2 or 3 is entered, the log file includes a gated clock conversion report. For elements that cannot be converted, the report also lists why the conversion did not occur.

Example

When Gated Clocks is set to 3 (fix, report all registers; the default), the report for the logic shown in *Correct Logic Format*, on page 442 would look like this:

```
================= Gated clock report =================

The following instances have been converted
Seq Inst      Clock
--------------------
dout_1[2]     clk_c
dout_1[1]     clk_c
====================

The following instances have NOT been converted
Seq Inst      Clock     Reason for not converting
-------------------------------------------------------
dout_1[3]     G_8       Gating structure not compatible
=======================================================
```

Working with Gated Clock Error Messages

The following table describes the gated clock conversion error messages that are reported in the Gated Clock Report section of the log file. The following terms are used in the descriptions:

- *user clock* – the clock defined in the SDC file by the user
- *clock driver* – the driver to the clock pin of the sequential element

Error Message	Explanation
Added MUX in data path	The software added a MUX to the gated clock path because the sequential element did not have an equivalent gate with enable.
Cannot convert primitive instance of the type	The software encountered a primitive in the gating logic that cannot be handled by gated clock conversion.
Cannot find gated clock property	The software cannot find a syn_gatedclk_data_in and/or syn_gatedclk_data_out property on the sequential instance.
Enable pin not found	There is no enable pin on an equivalent sequential element with enable.
Found combination loop involving the gating logic	There is a combinational loop in the gating logic, which prevented gated clock conversion.
Found unsupported combinational gate in gating logic	There is an instance in the gating logic that could not be handled currently by gated clock conversion.
Gated clock does not have declared clock, add/enable clock constraint in SDC file	The user-defined clock signal is not defined in the SDC file, and this causes the gated clock conversion to fail.
Gated clock either has NO DRIVER or has MULTIPLE DRIVERS	The gated clock conversion code cannot determine which clock to use because of one of the following: • There is no user clock driving the sequential element through the gating logic. • There are multiple user-defined clocks driving the gating logic.

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Error Message	Explanation
Gating structure creates Improper gating logic	The gating logic that corresponds to the sequential element could not be reduced to a form where it satisfies the following rules needed for gated clock conversion: • For certain combinations of the gating signals, the gated clock signal must be capable of being disabled. • For the remaining combinations of the gating signals, the gated clock signal equals either the clock signal or its inverted value.
Instance has no clock pin	The sequential gate does not have a clock pin.
Library cell is not marked as sequential	The library cell has been marked as non sequential, with the property syn_force_seq_prim set to zero.
Multiple declared clocks found	There are multiple user-defined clocks in the gating logic.
No gating logic found	There is no gating logic (this message is no longer displayed in the gated clock report).
Not in chip	The clock driver is in another FPGA, not in the FPGA in which the sequential element is present.
Property *dontfixgatedclock* found	There is a syn_dontfixgatedclock on a sequential instance, which prevented gated clock conversion.
The width of the input not equal to the width of the output	There is an input/output data width mismatch on the sequential element. This prevents the software from using a MUX-based feedback loop to enable gated clock conversion. The sequential element does not have an equivalent gate with enable.
Unknown reason	The software is unable to determine the reason why gated clock conversion is failing. Contact Synopsys Support.
User asserted syn_keep found on gated clock logic	There is a user-asserted syn_keep on one of the gates in the gating logic or one of the nets found in the gating logic. This prevented gated clock conversion.

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Restrictions on Using Gated Clocks

Currently, the Gated Clocks option has the following restrictions for gated clocks:

- If the syn_keep attribute is assigned to a net, the Gated Clocks option does not preserve this net during optimization. Refer to the third example in *Gated Clocks in Synopsys FPGA Designs*, on page 439.
- The Gated Clocks option cannot be implemented for inferred counters in Altera technologies.
- The Gated Clocks option cannot be implemented by the Synplify Premier tool if the gates associated with the gated clock are assigned to different Synplify Premier design plan regions. See the following figure.

  The Gated Clocks option *can* be applied if all gates associated with the gated clock are assigned to the same Synplify Premier design plan region. Also, the flip-flops can be assigned to any Synplify Premier region.

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Optimizing Generated Clocks

The Synplify Pro and Synplify Premier tools include an option for generated clocks that is available for specific Altera, Xilinx, SiliconBlue, and Lattice families. When this option is enabled, the generated-clock logic is replaced during synthesis with logic that uses the initial clock with an enable. With generated-clock optimization, the original circuit functionality is preserved while performance is improved by reducing clock skew. For more information, see the following topics:

- Enabling Generated-Clock Optimization, on page 452
- Conditions for Generated-Clock Optimization, on page 453
- Generated-Clock Optimization Examples, on page 454

Enabling Generated-Clock Optimization

Generated-clock optimization is enabled by entering a non-zero value in the Generated Clocks field in the GCC & Prototyping Tools tab of the Implementation Options dialog box.

The following table describes the generated-clock options.

Value	Effect
0: Don't fix	Disable all generated-clock optimization (and gated-clock conversions).
1: fix	Perform generated-clock optimization (and gated-clock conversion), but do not report any optimizations performed.
2: fix, report exception registers	Perform generated-clock optimization (and gated-clock conversion), but only report the sequential elements that could not be optimized.
3: fix, report all registers	Perform generated-clock optimization (and gated-clock conversion), and report the optimization status of all sequential elements (default setting).

When a value of 2 or 3 is entered, the log file includes a generated-clock optimization report.

The Force Generated Clock Conversion with Asynchronous Signals checkbox, when checked, enables the conversion of generated-clock-driven datapath latches to a flip-flop and multiplexer when the generated-clock logic/datapath latch are set or reset by asynchronous signals (by default, generated-clock-driven datapath latches with asynchronous control signals are not converted).

Conditions for Generated-Clock Optimization

To perform generated-clock optimization, the following conditions must be met:

1. The combinational logic must be driven by flip-flops.
2. The input flip-flops cannot have an active set or reset (an active-low reset must be tied high, or an active-high set must be tied low). Similar rules apply to all the input flip-flops in the cone.
3. All input flip-flops must be driven by the same edge of the same clock.

With generated-clock optimization, you do not have to specify a primary clock.

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Generated-Clock Optimization Examples

Example 1

The following code segment is used to illustrate generated-clock optimization:

```
module gen_clk(clk1,a,b,c,q);
input clk1, a, b, c;
output q;
reg ao,bo,q;
wire en;

always @(posedge clk1)
   begin
      ao <= a;
      bo <= b;
   end
assign en = ao & bo;

always @(posedge en)
   begin
      q <= c;
   end
endmodule
```

With generated-clock optimization disabled (Generated Clocks set to 0), the circuit in the following figure shows a flip-flop (q) driven by a generated clock that originates from the combinational logic driven by flip-flops ao and bo which, in turn, are driven by the initial clock (clk1).

When generated-clock optimization is enabled (Generated Clocks set to 1, 2, or 3), flip-flop q is replaced with an enable flip-flop. This flip-flop is clocked by the initial clock (clk1) and is enabled by combinational logic based on the a and b inputs as shown in the following figure.

Example 2

A design can have a register that is clocked by a generated clock, then followed by a gated clock. If the generated clock constraint also includes the enable, the Generated Clocks option may optimize away the register and replace it with a constant value. When this occurs the software converts the generated and gated-clock logic into a clock and an enable; the enable may never go active.

Example 3

Similar to example 2, a design can have a latch on the datapath that is clocked by a generated clock (a flip-flop derived clock).

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In this case, the circuit is converted to a flip-flop and multiplexer as shown in the following figure.

The above conversion does not occur when the latch and generated-clock logic are either set or reset by asynchronous signals unless either:

- The Force Generated Clock Conversion with Asynchronous Signals checkbox on the GCC & Prototyping Tools tab of the Implementation Option dialog box is checked.
- The force_async_genclk_conv option of the set_option command is set to 1.

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CHAPTER 9

Floorplanning with Design Planner

The Synplify Premier Design Planner tool lets you create a design plan to physically constrain portions of a design to specific regions on a device. It is important to place physical constraints carefully, and this tool helps you do this. For an overview of the design flow and steps, see *Design Plan-based Physical Synthesis*, on page 52; the topics below describe how to use the tool.

Netlist restructure files usually contain primitives that have been bit sliced. The design plan (`sfp`) and netlist restructure files are used during optimization to improve the overall design performance.

The following describe the Design Planner tool and bit slicing in more detail:

- Using Design Planner, on page 458
- Assigning Pins and Clocks, on page 465
- Working with Regions, on page 474
- Working with Altera Regions, on page 486
- Working with Xilinx Regions, on page 490
- Assigning Objects to Xilinx Regions, on page 494
- Using Process-Level Hierarchy, on page 509
- Bit Slicing, on page 510

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Using Design Planner

The Design Planner functionality is only available for certain Altera and Xilinx technologies. You can use the Design Planner tool either in combination with graph-based physical synthesis (*Graph-Based Physical Synthesis with Design Planner*, on page 50) or in a design plan-based physical synthesis flow (*Design Plan-based Physical Synthesis*, on page 52). The following describes the basics of using Design Planner.

- Starting Design Planner, on page 458
- Copying Objects in the Design Planner Tool, on page 460
- Controlling Pin Display in the Design Plan Editor, on page 461
- Creating and Using a Design Plan File for Physical Synthesis, on page 464

Starting Design Planner

After the design is compiled, you create a design plan by doing the following:

1. Start with a compiled design.

   It is best if you run logic synthesis first to ensure that there are no errors before you start physical synthesis, but you can run Design Planner on a design that has just been compiled but not synthesized.

2. Click the New Design Plan icon ( ) in the Project view. Alternatively, you can also create a new design plan file using File->New from the Project menu.

3. If you have not run area estimation, or the area estimation file is out-of-date, the Estimation Needed dialog box appears asking if you want to run estimation.

   – If you do not see this box, the No area estimate warning check box on the Assignments tab of Tools->Design Planner Preferences is disabled.

   – If you click No, the Design Planner is displayed.

   – If you click Yes, the tool first runs area estimation, and the Running Estimation dialog opens and displays the runtime of the job. Once estimation is complete, the Design Planner opens.

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The following figure shows the Design Planner and RTL views.

Design Plan Views

Copying Objects in the Design Planner Tool

You can use the cut, copy, and paste functions in the Design Plan Editor and Design Plan Hierarchy Browser views instead of drag and drop. Note the following caveats:

- You can only use cut, copy, and paste on assignments (modules, primitives, and nets).
- You cannot cut or copy regions using the Design Planner tool and, you cannot paste to multiple regions.

The following table summarizes the cut and paste operations.

To...	Do this...
Assign a module or primitive from a HDL Analyst view	• Select the module/primitive in HDL Analyst and press Ctrl-c to copy it. • Select the destination region in Design Planner and paste with Ctrl-v.
Assign a net to an I/O block from HDL Analyst	• Select the net in HDL Analyst and copy. • Select the I/O block region and paste it.
Assign a module or primitive from the Hierarchy Browser Unassigned Bin	• Select the module or primitive in the hierarchy browser and copy it. • Select the destination region and paste it.
Replicate a module or primitive using the Hierarchy Browser	• Select the module or primitive within the region using the hierarchy browser and copy. • Select the destination region and paste. This displays the Replication dialog box.
Move an assignment using the Hierarchy Browser view	• Select the module or primitive in the region using the Hierarchy Browser, and cut it using Ctrl-x. • Select the destination region and paste.

Controlling Pin Display in the Design Plan Editor

The Design Plan Editor contains the device floorplan and region view in the Design Planner, and is available for Altera and Xilinx devices. It lets you view and assign external ports or internal nets to I/O pins on the device.

1. To expand the pin view, do the following:
   – Open the Design Planner and toggle on View->Expanded Pin View, or use Ctrl-e. This enables the expanded pin view in the Design Plan Editor. The following figure shows the enabled and disabled views for a design.

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2. To adjust the size of the pins in the view, do the following:
   - Select View->Adjust Pin View... the Adjust Pin View dialog box appears.

   - Adjust the view by moving the slider to either a smaller or larger view of the pins.
   - Click OK to save your new pin view setting or Cancel to restore your original pin view setting.

3. To display the device I/O pin names, in different views, see the table below:

To ...	Do this...
List the pin names in the Design Plan Hierarchy Browser	Select the expand icon next to Pins.
List the pin names in the Design Plan view	Click the design name in the Design Plan Hierarchy Browser. This lists the design objects in the Design Plan view. Double-click the Pins folder in the Design Plan view.
View information about the pins in the Design Plan view	Right-click and select Show/Hide columns, then select the columns you need in the dialog box: Clock, Name, Side, Seq, Dir, or Port/Net.
Display the pin number	Place your cursor over the pin in the Design Plan Editor.

When you select a pin in the Design Plan Hierarchy Browser, the corresponding pin location is highlighted in the other views. The following figure shows an example of I/O pins displayed in all three views of the Design Planner.

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Creating and Using a Design Plan File for Physical Synthesis

To create a design plan file, you must have the Design Planner option. Even if you have this option, you do not need to use a design plan file for graph-based synthesis. However, for older Altera and Xilinx technologies, the design plan file is required to run physical synthesis. The following procedure shows you how to generate a design plan file

1. Use the Design Plan editor to interactively assign RTL modules, paths, or components to regions on the device.

   For information about working with regions and assignment of logic, see *Assigning Pins and Clocks*, on page 465 and *Working with Regions*, on page 474.

   For additional, technology-specific information on assigning logic to regions, see *Working with Altera Regions*, on page 486, *Working with Xilinx Regions*, on page 490, and *Assigning Objects to Xilinx Regions*, on page 494.

   When you have finished assigning the logic, the tool generates an `sfp` physical constraint file.

2. When you create an RTL region, select Block Region Tool and then configure the region. See *Creating Regions*, on page 474 for details.

3. Use the design plan file for physical synthesis.

   – Add the file to the project.

   – Go to Implementation Options ->Design Planning and enable the file.

   – Run physical synthesis.

   The physical synthesis tool uses the placement information in the design plan file as physical constraints for synthesis.

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Assigning Pins and Clocks

This section discusses the following general guidelines for displaying and assigning pin assignments for design planning:

- Assigning Pins Interactively, on page 465
- Assigning Clock Pins, on page 468
- Modifying Pin Assignments, on page 469
- Using Temporary Pin Assignments, on page 470
- Viewing Assigned Pins in Different Views, on page 471
- Viewing Pin Assignment Information, on page 472

Assigning Pins Interactively

You can manually assign pins using the methods described here. You can either assign the pins in the SCOPE window, or use Design Planner to assign pins.

1. To assign pins directly in the SCOPE window, do the following:
   - Open the SCOPE Attributes tab.
   - Select a port. Assign it to a pin location using a pin location constraint appropriate to your technology or the syn_loc constraint.
   - Alternatively, manually add constraints to the `sdc` file.
2. To assign a pin in Design Planner, do the following:
   - Open the Design Plan window and make sure you can see the pins clearly. See *Viewing Pin Assignment Information*, on page 472 for information on displaying the pins.
   - Select a pin in the Design Plan RTL view or the Hierarchy Browser for that RTL view.
   - Drag the pin to the location you want in the Design Plan. You can drag it to the appropriate pin in the graphic Design Plan editor view, or to the appropriate pin name in the Design Plan Hierarchy Browser or Design Plan view.

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The design plan views reflect the new status of the pin. For details, see *Viewing Assigned Pins in Different Views*, on page 471.

This example shows a pin assignment:

3. To assign a bus port (group of signals), drag a bus port from the RTL view and drop it to one device pin in the Design Plan Editor view.

   The software allocates the remaining pin(s) depending upon its location on the device. Pins located on the left and right sides of the device are allocated from bottom to top. Pins located on the top and bottom of the device are allocated from left to right. Pins that are occupied are skipped. All devices allocate pins using this convention.

   For information about viewing pin assignments and related information, see *Viewing Assigned Pins in Different Views*, on page 471.

   The following figure shows bus port assignment:

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Assigning Clock Pins

Clock pins are available for Altera and Xilinx devices, and are displayed in green in the Design Plan Editor to distinguish them from the signal I/O pins.

There are several methods of assigning I/O pins, so you might encounter pin assignment conflicts like the following:

- The `sdc` file might contain I/O pin locations that conflict with the pin locations specified in the `sfp` file. The SCOPE constraint file (`sdc`) typically takes precedence over the Design Plan file (`sfp`) when conflicts exist after pin assignments.
- If pin assignments from the back end place-and-route tool are added into the `sfp` file, potential pin lock conflicts may occur. In case of a conflict, the tool generates an appropriate warning message.
- Design rule checks are implemented if there are multiple assignments to the same I/O pins or ports.

The following procedure shows you how to assign clock pins.

1. To assign a clock pin, drag and drop a signal to a clock pin, as described in *Assigning Pins Interactively*, on page 465.

   A message asks you to confirm the assignment to ensure that the correct signal gets assigned to the clock pin. After assignment, the pin changes to pink.

   You cannot drag and drop a bus (group of signals) to a clock pin. If you drag and drop a bus to an I/O pin near a clock pin, the tool skips the clock pin when it assigns the bus to the I/O pins.

2. To view the information in the Design Plan view, enable the Clock column on the Select Columns dialog box. This displays whether or not a pin is a clock (Yes or No).

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Modifying Pin Assignments

The following shows you how to change pin assignments once they have been made.

1. To undo an assignment, click on the pin in any of the three views, right-click, and select Delete Pin Assignment.

2. To reassign a port, drag and drop it at a new location in the Design Plan editor.

3. To change the current order of pin assignments from clockwise to counter-clockwise or vice versa, do the following:

   – Select a set of pins in any view of the Synplify Premier Design Planner.

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- Right-click and select Reverse Pin Assignments from the pop-up menu. The reversed pin assignments are displayed in the Design Planner views.

4. To rearrange or reorder pin assignments for nets or ports, do the following:
   - Move the pins to temporary assignments. See *Using Temporary Pin Assignments*, on page 470 for details.
   - Assign them to the desired locations.

Using Temporary Pin Assignments

Use temporary assignments to rearrange or reorder pin assignments for nets or ports

1. To create a temporary assignment, drag and drop an assigned pin from the Design Plan editor to the Temporary Assigns icon ( ) in the Hierarchy Browser.

   The Temporary Assigns container lists the pins with temporary assignments. Note that you *cannot* drag and drop assignments from the HDL Analyst RTL view to Temporary Assigns.

2. To re-assign a pin with a temporary assignment, do either of the following:
   - For assignment to a new location, drag and drop the pin from the Temporary Assigns container to the new pin or region location in the Design Plan Editor. You can also reassign the pin using the methods described in *Assigning Pins Interactively*, on page 465.
   - To return the pin to its original placement location, select the assignment in the Temporary Assigns. Then, right-click and select Reassign from the pop-up menu.

   As pins in the Temporary Assigns container are reassigned, they are automatically removed from Temporary Assigns.

3. To remove assignments from all the pins, select the Temporary Assigns icon, right-click, and select Empty.

4. To sort pin assignments by description, name, or origin in the Design Plan View, do the following:

– Display the appropriate column by right-clicking and selecting Show Columns->Description/Origin from the popup menu.

– Click on the column heading in the Design Plan View to sort.

5. To undo or redo operations in the Temporary Assigns container, use the Edit->Undo or Edit->Redo commands.

The following figure shows a temporary assignment:

Viewing Assigned Pins in Different Views

The following table summarizes how pin assignments are displayed in the Design Plan views:

Design Plan Hierarchy Browser	Assigned pins include assignment information. Selected assigned pins are red.
Design Plan view	To view information for the pins, select Show/Hide columns from the popup menu and choose the kinds of information you want to display for the pins, like pin direction and port or net information.

Name	Port/Net	Side	Seq	Dir	Clock
pin_A3		right	42	Not assigned	No
pin_A5		right	34	Not assigned	No
pin_A6		right	33	Not assigned	No
pin_A7		top	14	Not assigned	No
pin_A8		top	10	Not assigned	No
pin_A10		top	2	Not assigned	No
pin_A11		top	1	Not assigned	No
pin_A13		top	9	Not assigned	No

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Design Plan editor	Orange: Selected assigned pins Red: Unselected assigned pins Blue: Selected unassigned pins Green: Unassigned clock pins Pink: Unselected assigned clock pins To view the pin number and assignment for a pin, place the cursor over the pin.
RTL view	Assigned ports are displayed in blue. Place your cursor over a pin to display information about it.

Viewing Pin Assignment Information

This section lists different methods you can use to obtain information about your pin assignments. These methods are in addition to the display information described in *Viewing Pin Assignment Information*, on page 472.

1. To view information for a particular pin, use the following:
   - Tooltips
     To display a tooltip, move your cursor over a pin or port in the Design Plan editor or in the RTL view.
   - The visual clues described in *Viewing Pin Assignment Information*, on page 472.
2. To display connectivity between the I/O pads and the assigned logic for regions on the device, do the following:
   - To view connectivity for all regions, right-click in the Design Plan Editor and select Rats Nest->Show from the pop-up menu.
   - To view connectivity for one region, select it and right-click in the Design Plan Editor. Select Rats Nest->Show Selected from the menu.

– To disable the connectivity display, right-click in the Design Plan Editor and select Rats Nest->Hide.

Alternatively, you can also select View->Rats Nest from the Project menu, then choose the Show, Hide, or Show Selected command.

The display shows lines (rat's nesting) to indicate the connectivity.

3. To view pin assignment statistics for the design, right-click on the Pins folder in the Design Plan Hierarchy Browser, and select Properties from the pop-up menu.

   The Properties dialog box shows the total number of pins, the number of assigned pins, and the percentage of pins assigned.

4. Use crossprobing.

   When you select assigned ports in any of the Design Planner views or the HDL Analyst RTL view, the corresponding pins are highlighted in the other views view. Similarly, if you select a net that has an assigned pin in the RTL view, the corresponding pin is highlighted in the Design Planner views. If you select the assigned pin in a Design Planner view, the corresponding internal net is highlighted in the RTL view.

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Working with Regions

This section discusses the following general guidelines for placing and editing regions in the Design Planner before running physical synthesis:

- Creating Regions, on page 474
- Using Region Tunneling, on page 476
- Viewing Intellectual Property (IP) Core Areas, on page 479
- Assigning Logic to Top-level Chip Regions, on page 479
- Assigning Logic to Regions, on page 483
- Replicating Logic Manually, on page 483
- Checking Utilization, on page 484

Creating Regions

Region placement depends on the data flow and pin locations in your design. The following procedure shows you how to create a region.

1. If needed, select View->Expanded Pin View and adjust the view to display the device with or without I/O pins.

2. To create a region, right-click in the Design Plan Editor and select Block Region Tool to begin the region drawing process.

   For more information about creating technology-specific regions, refer to the following table depending on the technology you have selected.

For...	See
Altera designs	Creating Design Planner Regions for Altera Designs, on page 487
Xilinx designs	Creating Regions for Xilinx Designs, on page 492

3. Position the cursor where you want to create the region and then drag the cursor diagonally to create a rectangular area for the region.

– Do not create regions that overlap or are contained within an area reserved for IP (see *Viewing Intellectual Property (IP) Core Areas*, on page 479).

See the following vendor-specific guidelines to determine where to place the regions.

Altera	
Critical path placement	Run the target place-and-route tool with no constraints to obtain the placement of the critical path. Use the Design Plan Editor to create a region in this area. This is a good starting point to determine what row to begin with when placing the critical path on the logic device using the Synplify Premier Design Planner tool.
Overlapping regions	You can overlap regions to optimize placement. However, be aware that that the Synplify Premier Design Planner software treats overlapping regions no differently than regions that do not overlap.

Xilinx	
Region size	The size and location of Xilinx regions can be easily modified, so a rough estimate is usually sufficient.
Critical path placement	You can get a good starting point for region placement from the Xilinx floorplanner. Run placement and routing without constraints, then use the floorplanner to determine where the critical path logic is placed. Use this information to create a region in the same general area on the logic device using the Design Planner tool.
Overlapping regions	The Synplify Premier Design Planner software supports overlapping regions, but the Xilinx place-and-route tool cannot always place these designs. Overlapped regions can potentially create an error.

4. You can configure the region to apply selected tunneling modes. See *Using Region Tunneling*, on page 476 for ways to configure regions.
5. Then, assign logic to the region. For more information, see *Assigning Logic to Regions*, on page 483.

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Using Region Tunneling

The Synplify Premier software can apply tunneling optimizations to region assignments. To do this:

1. Highlight a region in the Design Planner, then right-click and select Region Type.
2. You can configure the region by selecting one of the following modes shown in the table below. Some options are vendor-specific.

Set the option to...	To...
Soft (Tunneling On)	Allows components to be moved across the region boundaries in both directions. This is the default.
Hard (Tunneling Off)	Ensures that components are not moved out of the region, but allow other objects to be moved into the region.
Keep-out (Xilinx)	Ensures that no placement occurs in the region. Use this option to create decongestion areas for optimizing your design.
IP Block (Altera)	Ensures that the region only contains the IP block. Use this for encrypted IP, to ensure that nothing except for the IP logic is placed in this region.

Note:

– It is possible to highlight multiple regions and then select a tunneling option for those regions simultaneously.

– For Altera designs, you cannot forward-annotate soft regions. However, hard region constraints can be forward-annotated.

3. To view tunneling status for the region, do the following:

– To view tunneling status for a region, highlight the region, then right-click and select the Properties option. From this dialog box, the tunneling status for the region is displayed.

– To display the tunneling status for all the regions, go to the Design Plan view, right-click and select Show/Hide columns. From the Select Columns dialog box, check the box next to Tunneling. The view displays a column with the tunneling status for all the regions.

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The Design Planner can display how tunneling is implemented. Also, the status of the region is saved and written out to the Synplify Premier physical constraint file (`sfp`).

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Moving and Sizing Regions

You can move and resize regions using the cursor arrow keys or the mouse button. The following procedure provides details.

1. To move a regions use the arrow keys or the mouse button.
   - Select the region.
   - To use the arrow keys:, use the left, right, up, or down keys to reposition the region.
   - To use the mouse button, press the left mouse button while dragging the region to the desired position on the device.

     The tool displays WYSIWYG region boundaries that show you exactly what you are doing when you move or resize the boundaries.
   - To preserve the logic and memory resources of a region when it is moved, hold down the Shift key when you move it.

     The tool preserves the logic and memory resources when you move a region. For example, Xilinx devices can preserve the number of CLBs and BRAMs and Altera devices can preserve the number of LABs and ESBs in a region.
2. To resize a region, use the arrow keys or the mouse button.
   - Select the region.
   - To use the arrow keys:, press and hold the Ctrl and Shift keys simultaneously. An initial resizing arrow appears along the edge of the region. Continue to hold down Ctrl and Shift while pressing the appropriate arrow keys (left, right, up, or down) to resize the region in the direction you want. Release the Shift key. You can no longer resize the region.
   - To resize a region with the mouse button, press the left mouse button on any of the handles of the rectangle while dragging the region in the direction you want the region resized.

   The tool does not preserve logic and memory resources when you resize a region.

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Viewing Intellectual Property (IP) Core Areas

Dedicated areas on the device reserved for IP cores appear as gray boxes in the Design Plan Editor. A device can contain up to can contain up to four IP core areas depending on the part specified for the device.

- To view information about the IP core, move your cursor over the gray box to display a tooltip with information. Do *not* create regions that overlap or are contained within an IP core area.

Assigning Logic to Top-level Chip Regions

You can specify the top-level device as a region and then assign logic to this chip region. To do this:

1. Open the Design Plan view.

   Notice the Chip Region hierarchy under the device part and package designation in the Design Plan Hierarchy view.

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Design Plan Hierarchy View

2. Assign logic to the chip region. To do this, you can:
   - Highlight logic in the RTL view, then right-click and select Assign to->Chip from the popup menu.

– Highlight logic to assign from Logic in the Design Plan Hierarchy view, then right-click and select Assign to->Chip from the popup menu.

– Otherwise, simply drag-and-drop highlighted logic from the Logic to Chip hierarchy tree in the Design Plan Hierarchy view.

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The chip assignments are reflected in the Design Plan Hierarchy view as shown in the following figure.

Assigning Logic to Regions

1. To assign individual instances to regions, make sure that Edit Regions is enabled and do either of the following:
   - Drag and drop the logic into the region.
   - Select the instance in an HDL Analyst, Design Plan Hierarchy Browser, or Design Plan view. Right-click and select Assign to-> *regionName*. The regions are listed in order of recent use.

   For technology-specific tips about assigning logic to regions, see the following:
   - *Assigning Logic to Altera Design Planner Regions*, on page 488
2. To assign a critical path to a region, do the following:
   - Select the critical path, filtering it if necessary. You can do this from the log file.
   - Drag the selected critical path from the RTL view into a region in Design Planner.

   By assigning the critical path instances to the same region, you can optimize the timing.
3. For critical paths from pin-locked I/Os, assign the critical path to a region that is close to the pin positions.

   Physically constraining logic close the to locked pins minimizes routing delays.

For information about device utilization, see *Checking Utilization*, on page 484.

Replicating Logic Manually

When the fanout from an instance fans goes to instances in several other instances, you might want to replicate the instance to avoid the routing delay between the regions. You can use the methods described here.

1. Replicate logic by copying and pasting.
   - Copy (`Ctrl-c`) the logic to be replicated from the original region.

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– Paste (`Ctrl-v`) the replicated logic in the region where it is required.

Each region now contains a local copy of the instance. If you replicate an in a region where the instance does not drive any logic, the tool does not create a copy of the instance in that region. Therefore, when you look at the RTL netlist of the region, the replica of the instance does not appear.

2. Assign the same instance logic from the HDL Analyst RTL view to different regions.

   The Instance Replication dialog box opens. Confirm whether or not you want to replicate the selected logic instance in the specified region.

Checking Utilization

Use the following tips and guidelines for device and region utilization when assigning logic to regions.

1. To view device utilization, select Run->Estimate Area.

   Utilization is reported in the log file.

2. To estimate region utilization, do the following:

   – To estimate utilization for all the regions, right-click in the Design Plan Editor view, right-click and select Estimate All Regions.

   – To estimate region utilization for an individual region, right-click with a selected region and select Estimate Regions.

   Estimates are in terms of instances. As the job runs, the region is greyed-out and a label in the upper-left corner of the region displays the elapsed time of the estimation job. The label remains until estimation is complete. Est Pending appears in the upper-left corner of all regions waiting for region estimation.

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Regions displayed in red have a utilization higher than 80 percent, See step 4 for more information about utilization.

3. To view region utilization information, use one of these methods:
   - For utilization information for the whole design, view the log file.
   - For utilization information about the current estimation run, view the status in the Tcl Script window. or select Run->Job Status immediately after an estimation run.
   - To view utilization information for a selected region, right-click and select Properties. You can also view the tooltip information.
   - To display utilization information for regions in the Design Plan view, click Regions in the Design Plan Hierarchy Browser. This updates the Design Plan view with statistics for the regions.
   - To determine which statistics to display in the Design Plan view, right-click in this view and select Show/Hide Columns. Select the options for utilization you want to display. The available options can vary with the technology.
4. Follow these guidelines for device and region utilization.
   - Keep device utilization below 90 percent. Higher utilization rates can lead to problems with timing closure.
   - If device utilization is over 90 percent, and if the design contains several finite state machines, try using the sequential encoding style, (instead of one-hot) to free up more space on the device.
   - Keep region utilization below 80 percent to allows for Synplify Premier Design Planner area estimations and for additional area required for routing and replicating. The place-and-route tools consider the design plan to be a hard constraint, so if there is not enough area in the region for routing, the place-and-route tool will error out.
5. If utilization exceeds the guidelines, resize the region to ensure that it is not over utilized.

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Working with Altera Regions

The guidelines in this section provide tips and strategies for using the Synplify Premier Design Planner for design planning with Altera Stratix and Cyclone devices. It supports the following technologies:

- Stratix families
  (Stratix V, Stratix IV, Stratix III, Stratix II GX, Stratix II, Stratix GX, and Stratix)
- Cyclone families
  (Cyclone II and Cyclone)

You can use the Design Planner to view the Altera devices, then create regions and assign critical path logic to them. The Stratix and Cyclone family of devices use a row and column coordinate system, with the origin (1,1) located at the lower-left corner of the device. All components align with row and column boundaries. The device features can include LABs (logic blocks), 512 RAMs, 4K RAMs, M9K RAMs, M144K RAMs, and MRAMs (512K RAMs). Depending on the device and part and package used, the number of these blocks on the device may vary.

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The following shows an Altera Stratix device in the Design Plan Editor.

This section describes the following:

- Creating Design Planner Regions for Altera Designs, on page 487
- Assigning Logic to Altera Design Planner Regions, on page 488

Creating Design Planner Regions for Altera Designs

This section contains Stratix- and Cyclone-specific information about creating regions. For information about how to create a region, see *Creating Regions*, on page 474.

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- You can create a region around any number of LAB, RAM, and DSP structures on the device. You can create regions that contain only LABs, only RAMs, only DSPs, or regions that include any combination of LABs, RAMs, and DSPs, as required. However, you cannot create a region that is completely contained within the boundaries of one of these blocks.
- Regions can be moved or resized.
- When you create, move, or resize regions, they snap to the row/column grid on the device.

Assigning Logic to Altera Design Planner Regions

This section contains tips and guidelines for mapping MACs, RAMs, and ROMs to regions.

Mapping MACs

1. Enable the Create MAC Hierarchy optimization on the GCC & Prototyping Tools tab of the Implementation Options dialog box.

   For Stratix devices, this option is enabled by default. When enabled, this option maps MAC configurations together into one MAC block so that this block can be easily assigned to DSP regions for physical synthesis.

2. Follow these guidelines when assigning MACs:
   - Place MAC blocks in a region containing DSP resources. If you do not do this, the MAC block is mapped to logic and a warning message is generated in the log file (`srr`). You can display DSP resources after you estimate utilization. See *Checking Utilization*, on page 484 for a procedure.
   - Do not place signed and unsigned multipliers in the same DSP block.

3. If you are using the syn_multstyle attribute, note the following:
   - Do not set the attribute value to logic for a MAC. If the attribute is set to logic, the tool maps the MAC to logic and generates a warning message in the log file (`srr`).
   - Do not place a multiplier with a syn_multstyle=lpm_mult attribute in a region without DSP resources. If you do, the tool maps the multiplier to the MAC block and generates a warning message in the log file.

Mapping RAMs and ROMs

1. Place RAM/ROM logic in a region containing RAM/ROM resources.

   If you do not, the tool maps the RAM/ROM to logic and generates a warning message in the log file (`srr`). You can display RAM and ROM resources after you estimate utilization. See *Checking Utilization*, on page 484 for a procedure.

2. Ensure that the register driving the address or the output register is assigned to the same region.

   If not, the RAM will not be inferred.

3. If you are using the syn_ramstyle attribute, note the following:
   - Do not set syn_multstyle=logic, and then assign the RAM/ROM logic to a region with RAM/ROM resources. The tool maps the ROM/ROM instance to logic, and generates a warning message in the log file (`srr`).
   - Do not assign RAM/ROM logic with an attached syn_ramstyle=blockram attribute to a region without RAM/ROM resources. If you do so, the tool maps the RAM/ROM to altsyncram and generates a warning message in the log file.

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Working with Xilinx Regions

The guidelines in this section provide tips and strategies for using the Synplify Premier Design Planner for design planning with Xilinx devices.

The Design Planner supports the following Xilinx technologies:

- Virtex families
  (Virtex-6, Virtex-5, Virtex-4, Virtex-II Pro, and Virtex-II)
- Spartan-3

For more information see the following:

- Xilinx Device Resources, on page 490
- Creating Regions for Xilinx Designs, on page 492

Xilinx Device Resources

The Xilinx devices can include resources like Block FIFOs, DSP elements , Block RAMs, Block multiplexers, DCMs, and I/O banks. The resources are located within the device or around the perimeter, depending on the technology family you select. The number of resources vary with the technology family. The following figure shows the lower left corner of a Virtex-4 device.

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The following example displays the same resources on a Virtex-II device.

Creating Regions for Xilinx Designs

The following vendor-specific guidelines are intended to supplement the procedure described in *Creating Regions*, on page 474. Use the following recommendations to help you design plan regions in the Design Plan Editor for Xilinx devices:

- Base your placement on the Configurable Logic Block (CLB) coordinate system, which varies with the device:

Family	Row1 Col1 Location
Virtex-6, Virtex-5, Virtex-4, Virtex-II Pro, Virtex-II, Spartan-3	Bottom-left corner

- The number of CLB rows in a region must be greater than the length of the cascade/carry chain logic assigned to it. Refer to *Handling Critical Paths with Cascading Cells or Carry Chain Logic*, on page 497.
- Avoid overlapping regions on Xilinx devices. Although the Design Planner supports overlapping regions, the Xilinx place-and-route tool cannot place some designs with overlapping regions and can result in an error.
- For optimum region utilization in Spartan-3 architectures, create regions that are at least 6 x 6 CLBs.
- Regions that drive a global bus signal must overlap other regions that drive the same global bus signal either in rows or columns. For Virtex family architectures, all tristates feeding the same bus signal are required to be on the same CLB row or column (4 bus signals per row/column).

- If multiple regions drive a global bus signal make sure that there is some overlap between all the regions that drive the signal.

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Assigning Objects to Xilinx Regions

The following provide more informationabout assigning objects to Xilinx regions:

- Assigning Xilinx Critical Paths to Design Planner Regions, on page 494
- Assigning Xilinx Block RAMs to Regions, on page 501
- Assigning Xilinx Block Multipliers to Regions, on page 506
- Assigning Xilinx DSP Blocks to Regions, on page 507

Assigning Xilinx Critical Paths to Design Planner Regions

The following describe techniques for using Design Planner to handle Xilinx critical paths:

- Splitting a Critical Path into Multiple Logic Regions, on page 494
- Dividing Long Critical Paths into Smaller Regions, on page 495
- Handling Virtex Critical Paths with High Fanout Nets, on page 496
- Handling Critical Paths with Cascading Cells or Carry Chain Logic, on page 497
- Handling Critical Paths with Bit Slicing, on page 498
- Handling Critical Paths with Pipelining, on page 499
- Handling Designs with Multiple Critical Paths, on page 500
- Handling Critical Paths with Large Multiplexers, on page 500

Splitting a Critical Path into Multiple Logic Regions

If a critical path contains logic that should be placed closely together, you can use Design Planner to split a critical path into multiple regions that contain common logic. For instance, if a critical path ends with a large multiplexer feeding a register, you might find that the large mux is decomposed and spread out throughout the region. To prevent the mux from spreading, you can split the region into two, then constrain the mux and the register to one region and the rest of the logic to the other region.

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Dividing Long Critical Paths into Smaller Regions

For the most optimal timing results, you must divide the logic of the modules containing the critical path into smaller regions. Assign logic to each of the regions so that it follows the dataflow of the design. This example uses a critical path that runs through modules A, B, and C.

1. Assign the first section to one region.
   - Determine the start point of the critical path in module A and the end point in module A.
   - Assign this portion of the critical path to one region.
2. Assign the second section to another region.
   - Determine the start and end points of the critical path in module B.
   - Assign this portion of the critical path to a second region.
3. Repeat the previous step for module C and assign it to a third region.

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Handling Virtex Critical Paths with High Fanout Nets

The Virtex family of devices contain secondary routing buffers on the first and last CLB rows of the device. These routing buffers can only be accessed from the first and last CLB row close to the vertical center of the device.

When a critical path contains a design with high fanout nets, it is best to place that critical path in a region that includes the first or last CLB row near the middle column of the device, so that the tool can access the routing buffers.

Extracting Enable Registers

For the Design Planner software to extract an enable register, the mux and the register must be kept together. If a register of a critical path is fed by a mux that is outside the critical path, you must constrain the mux along with the register and the rest of the critical path logic into the same region.

If the critical path is divided between two or more regions, place the register and the associated mux in the same region to ensure that the enable register is extracted.

Handling Critical Paths with Cascading Cells or Carry Chain Logic

If your critical path contains cascading cells or carry chains, use the following procedure to create regions.

1. Create a region that is large enough to support the cascade/carry chain assignment:

   If a region is not large enough, the Xilinx place-and-route tool fails. The area requirements vary with the technology. For an 8-bit adder in a Virtex design you must create a region with at least four CLBs in the vertical direction to accommodate the carry chain. The following table shows the area requirements.

Virtex-6, Virtex-5 (repackaged device), and Virtex	two bit slices/CLB
Virtex-4, Virtex-II Pro, Virtex-II, and Spartan-3	four bit slices/CLB

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2. Assign the cascade/carry chain logic to the region.

   The tool implements a carry chain DRC (design rule check) to ensure that the region is large enough. The Design Plan view displays information like the following:

MaxChainLength	Length of the longest cascade/carry chain that can fit into the specified region.
MaxChainLength Use	Length of the longest cascade/carry chain assigned to the region, obtained after you estimate the region utilization.
MaxChainLength Use (%)	Percentage of the length of the longest cascade/carry chain assigned to the region and the longest cascade/carry chain that fits into the region, after you run region estimation. This percentage can show that the cascade/carry chain exceeds its capacity to fit into the region.

   If you have a DRC violation, the region is orange. You must resize the region to avoid a place-and-route failure.

Handling Critical Paths with Bit Slicing

If the critical path involves a datapath that is too wide for one region, you can use bit-slicing to divide the datapath.

1. Use bit-slicing to divide the datapath.

2. Replicate the register and place with the common logic of the critical path.

3. Place one half of the critical path in one region and the other half of the critical path in another region.

Handling Critical Paths with Pipelining

If the critical path contains a register that follows either a multiplier or ROM that is pipelined, then create two regions as follows:

1. Place the critical path starting point and logic in one region.

2. Place the multiplier or ROM with the pipeline register in another region.

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Handling Designs with Multiple Critical Paths

If a design has multiple critical paths that do not share the same start and end points, place them in separate regions.

If a design has multiple critical paths that share the same end point, try to constrain only the common logic in a separate region and constrain the other logic that is connected to each starting point registers in separate regions for each path. Place the common logic region between these regions to minimize distances.

Handling Critical Paths with Large Multiplexers

If the critical path contains a large multiplexer, make sure that the region containing the mux also includes the control logic for that mux.

Assigning Xilinx Block RAMs to Regions

Block RAM resources are limited. The Design Planner tool allows you to view the resources and create block RAM regions in the Design Plan Editor. This section includes information about the following:

- Viewing Block RAM Resources, on page 501
- Creating Block RAM Regions, on page 502
- Assigning RAM to Block RAM Regions, on page 503

Viewing Block RAM Resources

The target FPGA device footprint displays the following resources: CLBs, Block RAMs (RAMB36_FIFO36, RAMB16_FIFO16, and BRAMs), and I/O pins. The coordinate system for block RAMs and CLBs starts at row=0, col=0. The height and width of the block RAMs is similar to the view in the Xilinx place-and-route tool.

Family	Block RAM Height
Virtex-6, Virtex-5 (RAMB36_FIFO36) and Virtex-4 (RAMB16_FIFO16) blocks	two CLB rows
Virtex-II Pro, Virtex-II, and Spartan-3	four CLB rows

The following figure displays the RAMB36_FIFO36 blocks on a Virtex-5 device.

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To view information about a block RAM, use the tooltip, or right-click and select Properties when you have the RAM selected.

Creating Block RAM Regions

To create a block RAM region, use the procedure described in *Creating Regions, on page 474* and the Block Region Tool command. A tool tip displays the coordinate locations for CLBs and BRAMs and the capacity of the region, when you drag the cursor over these locations.

Note the following when you create and place block RAM regions:

- Block RAM regions can consist only of CLBs, only block RAMs, or a combination of CLBs and block RAMs.
- Block RAM regions can overlap.

- You can calculate region-to-region delay based on the CLB location. For regions consisting only of block RAMs, region-to-region delay can be calculated from a representative CLB location.
- If a critical path includes block RAMs, make sure that the region containing the critical path is close to or includes a sufficient number of block RAMs. Select a block RAM that is within or close to the region containing the rest of the critical path logic.
- If a critical path contains several RAMs, place block RAMs in one region and place standard logic in another region.

- If the block RAMs span all CLB rows, select the wider region R2 in the following figure instead of R1. R2 allows more area for routing

Assigning RAM to Block RAM Regions

1. Turn on the rats nesting option so you can view the interconnect.
2. Create the block RAM region.

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3. Assign the RAM by dragging and dropping the RAM modules from the HDL Analyst RTL view to the Design Planner view.
   - To automatically infer block RAM, assign the register driving the RAM and the block RAM to the same region.
   - To automatically infer block RAM in Virtex-II and Spartan-3 designs, assign the block RAM and its output register to the same region.
   - To automatically infer block RAM from instantiated block RAMs with non-Xilinx primitive names, specify the syn_resources "Blockrams=value" attribute in the HDL source code.

   Once you have assigned the RAM, the resulting implementation from the Design Plan Editor is saved to a Design Plan file (`sfp`). The location constraints for block RAM regions are written to a Xilinx netlist constraint file (`ncf`), and these constraints are honored by the Xilinx place-and-route tool.

4. If you are using the syn_ramstyle attribute, follow these specification guidelines
   - Avoid mismatches between attributes specified in the SCOPE editor and the HDL code. If there is a conflict, SCOPE attributes take precedence.
   - To ensure that the RAM is assigned to the region and implemented in the way that you want, specify the attribute value appropriately:

To implement the RAM as ...	**Use this** syn_ramstyle **value...**
Block RAM	block_ram Or, do not specify the attribute.
Registers	registers This floats RAM logic and generates a warning.
Select RAM	select_ram This floats RAM logic and generates a warning.
Block RAM without doing read/write checks	no_rw_check

   If you do not specify an attribute, logic RAMs assigned to a block RAM region are implemented as block RAMs.

5. Estimate the area of the block RAM region to ensure that the logic RAM can fit into the region in the form in which they are implemented. See *Checking Utilization*, on page 484 for a procedure.

RAM Implementation	Region Area Estimation Needs
Block RAM	Ensure that block RAMs can fit into that region.
Standard logic	The logic is not constrained and can float anywhere on the device. You must estimate the block RAM region to ensure all logic can fit into that region.
Block RAMs without standard logic, assigned to a CLB-only region	The block RAM logic is not constrained and can float anywhere on the device.

Over-utilized areas are displayed in orange.

6. To display information like the dimensions of CLBs and BRAMs, the number of BRAMs, BRAM usage, and the percentage of BRAM usage for each block RAM region, do the following in the Design Plan view:
   - Right-click in the Design Plan view and select Show/Hide columns.
   - Select the information you want to display from the Select Columns dialog box. The Design Plan view displays the selected information.

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Assigning Xilinx Block Multipliers to Regions

Block mult resources are limited. If a critical path includes multipliers, make sure that the region containing the critical path is close to or includes a sufficient number of block mult resources. The Design Planner tool allows you to create block Mult regions in the Design Plan Editor. This can help you visualize where block Mults are placed on the device.

The following describe how to work with Xilinx block multipliers.

- Viewing Xilinx Block Mult Resources, on page 506
- Creating Block Mult Regions, on page 506
- Assigning Multipliers to Block Mult Regions, on page 506
- Assigning Xilinx DSP Blocks to Regions, on page 507

Viewing Xilinx Block Mult Resources

Block mult resources have their unique coordinate system starting at location (row=0, col=0). The Design Planner lets you view block mult resources for Xilinx Virtex-II Pro, Virtex-II, and Spartan-3 devices. You can move the mouse cursor over any resource on the device to display a tool tip identifying its description. Once you create and assign logic to a block mult region, you can also display capacity and utilization results for these resources.

Creating Block Mult Regions

To create a block mult region, use the procedure described in *Creating Regions*, on page 474 and the Block RegionTool command. You can create block mult regions that consist only of CLBs, only block mults, or a combination of CLBs and block mults. Block mult regions can overlap.

Once you have created the region, you can calculate region-to-region delay based on the CLB location. For regions consisting only of block Mults, calculate region-to-region delay from a representative CLB location.

Assigning Multipliers to Block Mult Regions

1. Turn on the rats nesting option so you can view the interconnect.
2. Create the block mult region.

3. Assign the mult by dragging and dropping it from the HDL Analyst RTL view to the Design Planner view.
4. Run area estimation by right-clicking in the Design Plan Editor and selecting Estimate Regions or Estimate All Regions. See *Checking Utilization, on page 484* for a detailed procedure.
5. Right-click in the Design Plan view and select Show/Hide Columns from the pull-down menu. Select the region usage criteria you want to display: BlockMults, Block Mult Use, and Block Mult Use (%).

Assigning Xilinx DSP Blocks to Regions

The DSP48 slices support many independent functions which include multipliers, multiplier accumulators (MACs), multipliers followed by an adder/subtractor, three-input adders, wide bus multiplexers, magnitude comparators, and wide counters.

The Design Planner tool allows you to create DSP block regions and assign these components to them to constrain the logic. For example, you can assign a multiplier and its surrounding logic to a DSP region to constrain it to a region for synthesis.

The following figure shows part of the floorplan for a Virtex-4 or Virtex-5 device, where a multiplier is assigned to the mult region and its surrounding logic is assigned to regions rgn1 to rgn5.

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After synthesis, the HDL Analyst Technology view shows that the multiplier and its surrounding logic are constrained to the DSP48 module.

Using Process-Level Hierarchy

Depending on the technology you use, process-level hierarchy can affect design performance positively or negatively. The tendency is to affect Xilinx designs positively and Altera designs slightly negatively.

Process-level hierarchy is turned off by default in the Synplify Premier UI. The mapper treats designs with and without process-level hierarchy in the same way. However, if you have process-level hierarchy, there are extensive name changes, which can affect the mappers and the place-and-route tools.

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Bit Slicing

Bit slicing is a technique you can use when a primitive is too large to fit into a region, or when you want more granularity to control placement. It allows you to break up large primitives into smaller ones, which you can then place in different regions.

The following describe bit slicing in more detail

- Using Bit Slicing, on page 510
- Bit Slice Examples, on page 514

Using Bit Slicing

1. In the Synplify Premier project window, open a new (File->New->Netlist Restructure File) or an existing `nrf` file.

   The `nrf` file is a netlist restructure file that defines the logical division of primitive outputs. The tool reads the slice_primitive commands in this file which define the division. For information about this command and its use in a script, see slice_primitive in the Chapter 14, *Batch Commands and Scripts* of the *Reference Manual*.

   If you have an existing `tcl` file, you can view it in this graphical interface by renaming it with a `nrf` extension, and then opening it as described.

2. Type in or drag and drop the instance to slice from the RTL view into this tab.

For bit slicing, you can only divide bus primitives of the following types:

buf	or	register
inv	xor	mux
tristate	and	latch

3. Set bit-slicing preferences.
   - To slice an instance by a specified number of bits per slice or by a specified number of slices, see the details in *Slicing an Instance into a Specified Number of Slices*, on page 511.
   - To divide an instance into slices of varying widths, see the procedure in *Custom Slicing*, on page 512.
   - To globally bit slice all instances of the same type in the netlist, select Slice all instances of this type.
4. Save the file.

   The Project view now shows the netlist restructure folder.
5. Select (Project->Implementation Options) and click the GCC & Prototyping Tools tab. Make sure that the netlist restructure file that you just created is checked in the Netlist prototype files section, and click OK.
6. Select Run->Compile Only (F7) to run netlist restructuring on your design. The sections of the sliced element are displayed and can now be individually assigned.

Slicing an Instance into a Specified Number of Slices

The following procedure shows you how to slice an instance by a specified number of bits per slice or into a specified number of slices. To slice into varying bit widths, see *Custom Slicing*, on page 512.

1. Open the Bit Slices dialog box by opening an `nrf` file as described in *Using Bit Slicing*, on page 510.
2. Enter a value.

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To create...	Do this..
Slices with a specified number of bits per slice	Click the Bits per Slice button and enter a value for the number of bits. The tool allocates n instance for each group of bits, and allocates any remaining bits to the last instance. For an example, see *Slicing into Primitives of Equal Size*, on page 514.
A specific number of slices	Click the Slices button and enter a value for the number of slices. For an example, see *Slicing into Predefined Primitives*, on page 515. The tool divides the bits equally between the specified number of instances, and assigns any partial numbers to the last instance.

You can now return to the rest of the bit-slicing procedure described in *Using Bit Slicing*, on page 510.

Custom Slicing

The following procedure shows you how to define slices of varying widths. For a specified number of slices, see *Slicing an Instance into a Specified Number of Slices*, on page 511.

1. Open the Bit Slices dialog box by opening an `nrf` file as described in *Using Bit Slicing*, on page 510.
2. Click the Custom button. This enables the MSB/LSB table and the Slice button.
3. To define a slice, do the following:
   – Select the top entry in the table, then click on the Slice button. This displays the Select New Slice MSB.

– Either click OK to slice the number of bits into two or enter the starting MSB for the next slice.

The upper limit of the bit range is always one less than the previously assigned MSB so that each slice is at least one bit wide. When you click OK, the table is updated and the Slice button is again enabled, so you can define a new slice.

4. Continue to select entries in the table and click Slice to redisplay the Select New Slice MSB popup menu and define the additional slices.

   See *Slicing into Predefined Primitives*, on page 515 for an example of custom slicing.

5. To undo an entry, merge the entries by doing the following:

   – Select two (or more) adjacent slice definitions by holding down the Ctrl key and clicking the table entries to select them.

   – Click Join.

   You can now return to the rest of the bit-slicing procedure described in *Using Bit Slicing*, on page 510.

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Setting Viewing Options for Bit Slices

This procedure shows you how to set some viewing options.

1. To keep the current level as it is and only view the effects of bit slicing one level down in the design hierarchy, go to the Bit Slices tab of the netlist restructure file GUI and enable Preserve the Hierarchical View.
2. To view information about the bits, do the following:
   - Select a group of bits in an HDL Analyst view.
   - Right-click and select Properties. A dialog box displays the bit slicing properties for the primitive. Click OK to dismiss this dialog box.

Bit Slice Examples

The following examples illustrate two different cases of bit slicing a 96-bit bus XOR primitive. The following figure shows the primitive before bit slicing.

Slicing into Primitives of Equal Size

In this example, the Bits per Slice value is set to 36. The tool divides the output of the y[95:0] primitive into three individual primitives. The first two primitives each contain the requested 36 bits; and the last primitive contains the remaining 24 bits (y[95:72]). The following figure shows the results of this bit slicing RTL view.

Slicing into Predefined Primitives

In this example, the Custom setting is used to define three individual primitives with widths of 48, 32, and 16. For more explanation about defining custom slices, see *Custom Slicing*, on page 512.

The RTL view for this bit slicing example is shown in the following figure.

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a[95:0]
b[95:0]
[95:0] [95:48]
[95:0] [95:48]
[95:4][95:0]
y[95:0]
y[95:48]
[47:16]
[47:16]
[47:16]
y[47:16]
[15:0]
[15:0]
[15:0]
y[15:0]

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CHAPTER 10

Synthesizing and Analyzing the Log File

This chapter describes how to run synthesis, and how to analyze the log file generated after synthesis. See the following:

- Synthesizing Your Design, on page 518
- Checking Log Results, on page 527
- Handling Messages, on page 533
- Validating Logic Synthesis for Physical Synthesis, on page 543

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Synthesizing Your Design

Once you have set your constraints, options, and attributes, running synthesis is a simple one-click operation. See the following:

- Running Logic Synthesis, on page 518
- Running Physical Synthesis, on page 518
- Using Up-to-date Checking for Job Management

Running Logic Synthesis

When you run logic synthesis, the tool compiles the design and then maps it to the technology target you selected.

1. If you want to compile your design without mapping it, select Run-> Compile Only or press F7.

   A compiled design has the RTL mapping, and you can view the RTL view. You might want to just compile the design when you are not ready to synthesize the design, but when you need to use a tool that requires a compiled design, like the SCOPE interface.

2. To synthesize the logic, set all the options and attributes you want, and then click Run.

3. To run logic synthesis as the initial phase of physical synthesis, see Running Physical Synthesis, on page 518.

   You can now run physical synthesis as described in *Running Physical Synthesis*, on page 518.

Running Physical Synthesis

When you run physical synthesis, the tool not only compiles the design and maps it to the technology target you selected, but also uses placement information to concurrently optimize and synthesize your design. Regardless of the flow you are using, run physical synthesis in two phases. First, run logic synthesis and fix any issues that come up. Then run physical synthesis.

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1. Run logic synthesis as the initial phase of physical synthesis, by doing the following:
   - Set the options and attributes you want for physical synthesis, making sure to set up P&R to run automatically after synthesis.
   - Disable the Physical Plus switch either in the Project view or from the Implementation Options dialog box (Implementation Options->Options).

   - Click Run to run logic synthesis.

   The Synplify Premier tool goes through *compiling* and *mapping* phases. When logical synthesis completes, Done! (or Warnings!) displays in the Project view. Output results files are shown in the right pane of the Project view.

Note: The physical synthesis flow runs the Synplify global placer by default. To run the Xilinx global placer, use the syn_use_xilinx_placement attribute.

2. Make adjustments to your design as needed.
   - Check the output files and analyze the results.
   - Fix any errors.

   See *Validating Logic Synthesis for Physical Synthesis*, on page 543 for details.

3. Set options for the physical synthesis run.
   - Set any other physical constraints.
   - Enable the Physical Plus switch either in the Project view or from the Implementation Options dialog box (Implementation Options->Options).

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– If you want a different directory for your physical synthesis results, click on the Implementation Options->Implementation Results tab and specify a new name for the implementation.

– Make sure the place-and-route implementation is enabled (Implementation Options->Place and Route tab).

– If you are using a Design Planner flow, click on the Design Planning tab and enable the desired design plan file (`sfp`) if needed.

You do not need a design plan file to run graph-based physical synthesis. However, if you are using a graph-based flow and want to use a design plan file, use the procedure described in *Creating and Using a Design Plan File for Physical Synthesis*, on page 464.

For older Altera technologies, you must create a design plan (`sfp`) to run physical synthesis. See Chapter 9, *Floorplanning with Design Planner* for more information.

– Click OK in the Implementation Options dialog box.

4. Run physical synthesis by clicking Run.

   The tool performs optimizations using placement-aware synthesis. Synthesis and placement are integrated by performing concurrent placement and optimization based on timing constraints and device technology.

Using Up-to-date Checking for Job Management

Synthesis is becoming more complex and consists of running many jobs. Often, part or all of the job flow is already up-to-date and rerunning the job may not be necessary. For large designs that may take hours to run, up-to-date checking can reduce the time for rerunning jobs.

Up-to-date checking is run for all synthesis design flows. However, for the Hierarchical Project Management flows, up-to-date checking is an essential feature. For example, if a project contains four sub-projects and only one project is modified, then the other three projects do not need to be rerun. This saves in overall runtime.

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Up-to-date checking includes the following:

- The GUI launches mapper modules (pre-mapping and technology mapping) and saves the intermediate netlists and log files in the synwork and synlog folders, respectively.
- After each individual module run completes, the GUI optionally copies the contents of these intermediate log files from the synlog folder and adds them to the Project log file (rev_1/*projectName*.srr). To set this option, see *Copy Individual Job Logs to the SRR Log File*, on page 524.
- If you re-synthesize the design and there are no changes to the inputs (HDL, constraints, and Project options):
  - The GUI does not rerun pre-mapping and technology mapping and no new netlist files are created.
  - In the HTML log file, the GUI adds a link that points to the existing pre-mapping and mapping log files from the previous run. Double-click on this link (`@L:` indicates the link) to open the new text file window.

    If you open the text log file, the link is a relative path to the implementation folder for the pre-mapping and mapping log files from the previous run.

Note: Also, the GUI adds a note that indicates mapping will not be re-run and to use the Run->Resynthesize All option in the Project view to force synthesis be run again.

```
##########################################################]

Synopsys Pre-mapping Report
@N: :  | premapping output is up to date. No run necessary.
To force a re-synthesis, select [Resynthesize All] in menu [Run].

Log file from previous run:
@L:top_premapping.srr
##########################################################]
```

```
ersion map610dev, Build
ll Rights Reserved

d\gated_clocks\test.sdc

le <C:\builds\syn201103_
table from file <C:\buil
```

```
@W:"c:\syn_hier\fixed\gated_clocks\myreg.v":18:14:18:22|Net U_reg
@W:"c:\syn_hier\fixed\gated_clocks\top.v":17:14:17:24|Net U_gt_re

Finished Pre Mapping Phase. (Time elapsed 0h:00m:00s; Memory used

@N: BN225 |Writing default property annotation file C:\syn_hier\f
Pre Mapping successful!
Process took 0h:00m:01s realtime, 0h:00m:01s cputime
# Mon Jan 24 18:39:06 2011

##########################################################]
```

As the job is running, you can click in the job status field of the Project view to bring up the Job Status display. When you rerun synthesis, the job status identifies which modules (pre-mapping or mapping) are up-to-date.

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Job Status for Synthesis Run

Job Status for Re-synthesis Run

See also:

- Copy Individual Job Logs to the SRR Log File
- Limitations and Risks

Copy Individual Job Logs to the SRR Log File

By default, up-to-date checking uses links in the log file (`srr`) to individual job logs. To change this option so that individual job logs are always appended to the main log file (`srr`), do the following:

1. Select Options->Project View Options from the Project menu.
2. On the Project View Options dialog box, scroll down to the Use links in SRR log file to individual job logs option.
3. Use the pull-down menu, and select off.

Limitations and Risks

Up-to-date checking limitations and risks include the following:

- Compiler up-to-date checks are done internally by the compiler and with no changes to the compiler reporting structure.
- GUI up-to-date checks use timestamp information of its input files to decide when mapping is re-run. Be aware that:
  - The GUI uses netlist files (`srs` and `srd`) from the synwork folder for timestamp checks. If you delete an `srs` file from the implementation folder, this does not trigger compiler or mapper re-runs. You must delete netlist files from the synwork folder instead.
  - The copy command behaves differently on Windows and Linux. On Windows, the timestamp does not change if you copy a file from one

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directory to another. But on Linux (and MKS shell), the timestamp information gets changed.

– If your Project file includes `ngc` or `ngo` cores, up-to-date checking does not work. This condition always triggers a rerun, even when nothing is changed in your design. The Xilinx ngc2edif utility converts the `ngc/ngo` to `edif` and the timestamp is always the latest.

Checking Log Results

You can check the log file for information about the synthesis run. In addition, the Synplify Pro and Synplify Premier interfaces have a Tcl Script window, that echoes each command as it is run. The following describe different ways to check the results of your run:

- Viewing the Log File, on page 527
- Analyzing Results Using the Log File Reports, on page 530
- Using the Watch Window, on page 531

Viewing the Log File

The log file contains the most comprehensive results and information about a synthesis run. The default log file is in HTML format, but there is a text version available too.

For Synplify Pro or Synplify Premier users who only want to check a few critical performance criteria, it is easier to use the Watch Window (see*Using the Watch Window*, on page 531) instead of the log file. For details, read through the log file.

1. To view the log file, do one of the following:
   - To view the log file in the default HTML format, select View->Log File or click the View Log button in the Project window. You see the log file in HTML format. Alternatively you can double-click the *designName*_srr.htm file in the Implementation Results view to open the HTML log file.
   - To see a text version of the log file, double-click the *designName*.srr file in the Implementation Results view. A Text Editor window opens with the log file.

     Alternatively, you can set the default to show the text file version instead of the HTML version. Select Options->Project View Options, and toggle off the View log file in HTML option.

   The log file lists the compiled files, details of the synthesis run, color-coded errors, warnings and notes, and a number of reports. For information about the reports, see *Analyzing Results Using the Log File Reports*, on page 530.

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2. To navigate in the log file, use the following techniques:
   - Use the scroll bars.
   - Use the Find command as described in the next step.
   - In the HTML file, click the appropriate header to jump to that point in the log file. For example, you can jump to the Starting Points with Worst Slack section.

3. To find information in the log file, select Edit->Find or press Ctrl-f. Fill out the criteria in the form and click OK.

   For general information about working in an Editing window, including adding bookmarks, see *Editing HDL Source Files with the Built-in Text Editor*, on page 132.

   The areas of the log file that are most important are the warning messages and the timing report. The log file includes a timing report that lists the most critical paths. The Synplify Pro and Synplify Premier

products also let you generate a report for a path between any two designated points, see *Generating Custom Timing Reports with STA*, on page 678. The following table lists places in the log file you can use when searching for information.

To find...	Search for...
Notes	@N or look for blue text
Warnings and errors	@W and @E, or look for purple and red text respectively
Performance summary	Performance Summary
The beginning of the timing report	START TIMING REPORT
Detailed information about slack times, constraints, arrival times, etc.	Interface Information
Resource usage	Resource Usage Report
Gated clock conversions	Gated clock report

4. Resolve any errors and check all warnings.

   You must fix errors, because you cannot synthesize a design with errors. Check the warnings and make sure you understand them. See *Checking Results in the Message Viewer*, on page 533 for information. Notes are informational and usually can be ignored. For details about crossprobing and fixing errors, see *Handling Warnings*, on page 542, *Editing HDL Source Files with the Built-in Text Editor*, on page 132, and *Crossprobing from the Text Editor Window*, on page 583.

   If you see Automatic dissolve at startup messages, you can usually ignore them. They indicate that the mapper has optimized away hierarchy because there were only a few instances at the lower level.

5. If you are trying to find and resolve warnings, you can bookmark them as shown in this procedure:
   - Select Edit->Find or press Ctrl-f.
   - Type @W as the criteria on the Find form and click Mark All. The software inserts bookmarks at every line with a warning. You can now page through the file from bookmark to bookmark using the commands in the Edit menu or the icons in the Edit toolbar. For more

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information on using bookmarks, see *Editing HDL Source Files with the Built-in Text Editor*, on page 132.

6. To crossprobe from the log file to the source code, click on the file name in the HTML log file or double-click on the warning text (not the ID code) in the ASCII text log file.

Analyzing Results Using the Log File Reports

The log file contains technology-appropriate reports like timing reports, resource usage reports, and net buffering reports, in addition to any notes, errors, and warning messages.

1. To analyze timing results, do the following:
   - View the Timing Report by going to the Performance Summary section of the log file.
   - Check the slack times. See *Handling Negative Slack*, on page 696 for details.
   - Check the detailed information for the critical paths, including the setup requirements at the end of the detailed critical path description. You can crossprobe and view the information graphically and determine how to improve the timing.
   - In the HTML log file, click the link to open up the HDL Analyst view for the path with the worst slack.

   To generate Synplify Premier or Synplify Pro timing information about a path between any two designated points, see *Generating Custom Timing Reports with STA*, on page 678.

2. To check buffers,
   - Check the report by going to the Net Buffering Report section of the log file.
   - Check the number of buffers or registers added or replicated and determine whether this fits into your design optimization strategy.

3. To check logic resources,
   - Go to the Resource Usage Report section at the end of the log file.
   - Check the number and types of components used to determine if you have used too much of your resources.

Using the Watch Window

The Synplify Pro and Synplify Premier Watch window provides a more convenient viewing mechanism than the log file for quickly checking key performance criteria or comparing results from different runs. Its limitation is that it only displays certain criteria. If you need details, use the log file, as described in *Viewing the Log File*, on page 527.

1. Open the Watch window, if needed, by checking View->Watch Window.

   If you open an existing project, the Watch window shows the parameters set the last time you opened the window.

2. If you need a larger window, either resize the window or move the Watch Window as described below.

   – Hold down Ctrl or Shift, click on the window, and move it to a position you want. This makes the Watch window an independent window, separate from the Project view.

   – To move the window to another position within the Project view, right-click in the window border and select Float in Main Window. Then move the window to the position you want, as described above.

   See *Watch Window*, on page 91 in the *Reference Manual* for information about the popup menu commands.

3. Select the log parameter you want to monitor by clicking on a line and selecting a parameter from the resulting popup menu.

   The software automatically fills in the appropriate value from the last synthesis run. You can check the clock requested and estimated frequencies, the clock requested and estimated periods, the slack, and some resource usage criteria.

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4. To compare the results of two or more synthesis runs, do the following:
   - If needed, resize or move the window as described above.
   - Click the right mouse button in the window and select Configure Watch from the popup.
   - Click Watch Selected Implementations and either check the implementations you want to compare or click Watch All Implementations. Click OK. The Watch window now shows a column for each implementation you selected.
   - In the Watch window, set the parameters you want to compare.

   The software shows the values for the selected implementations side by side. For more information about multiple implementations, see *Tips for Optimization*, on page 396.

Log Parameter	rev_1	rev_2	rev_3
Worst Slack	989.029	995.811	997.109
system|clk_inferred_clock - Requested Frequency	1.0 MHz	1.0 MHz	1.0 MHz
system|clk_inferred_clock - Estimated Frequency	91.1 MHz	238.7 MHz	345.9 MHz

Handling Messages

This section describes how to work with the error messages, notes, and warnings that result after a run. See the following for details:

- Checking Results in the Message Viewer, on page 533
- Filtering Messages in the Message Viewer, on page 535
- Filtering Messages from the Command Line, on page 537
- Automating Message Filtering with a Tcl Script, on page 538
- Log File Message Controls, on page 540
- Handling Warnings, on page 542

Checking Results in the Message Viewer

The Tcl Script window, a Synplify Pro and Synplify Premier feature, includes a Message Viewer. By default, the Tcl window is in the lower left corner of the main window. This procedure shows you how to check results in the message viewer.

1. If you need a larger window, either resize the window or move the Tcl window. Click in the window border and move it to a position you want. You can float it outside the main window or move it to another position within the main window.

2. Click the Messages tab to open the message viewer.

   The window lists the errors, warnings, and notes in a spreadsheet format. See *Message Viewer*, on page 95 in the *Reference Manual* for a full description of the window.

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1 warning, 37 notes Find: Set Filter... Apply Filter GroupCommon

Type	ID	Message	Source Location	Log Location	Time	Report
9	CD233	Using sequential encoding for type aluop_type	const_pkg.vhd	spcl_regs.srr	07:37:47 Wed May 09	Vhdl Compiler
9	CD630	Synthesizing work.reg_file.first	-	spcl_regs.srr	07:37:47 Wed May 09	Vhdl Compiler
8	FX271	Instance "DECODE.ALUOP[3]" with 30 loads has been...	-	spcl_regs.srr	07:37:47 Wed May 09	SPARTAN3 Mapper
[4]	FX271	Instance "SPECIAL_REGS.INST[9]" with 19 loads has ...	spcl_regs.vhd (44)	spcl_regs.srr (194)	07:37:47 Wed May 09	SPARTAN3 Mapper
	FX271	Instance "SPECIAL_REGS.INST[11]" with 30 loads ha...	spcl_regs.vhd (44)	spcl_regs.srr (167)	07:37:47 Wed May 09	SPARTAN3 Mapper
	FX271	Instance "DECODE.ALUOP[1]" with 15 loads has been...	ins_decode.vhd (296)	spcl_regs.srr (193)	07:37:47 Wed May 09	SPARTAN3 Mapper
	FX271	Instance "DECODE.ALUOP[3]" with 30 loads has been...	ins_decode.vhd (296)	spcl_regs.srr (168)	07:37:47 Wed May 09	SPARTAN3 Mapper
	FX271	Instance "DECODE.ALUOP[0]" with 36 loads has been...	ins_decode.vhd (296)	spcl_regs.srr (166)	07:37:47 Wed May 09	SPARTAN3 Mapper
	CD720	Setting time resolution to ns	std.vhd (123)	spcl_regs.srr (16)	07:37:47 Wed May 09	Vhdl Compiler
	FX107	No read/write conflict check. Simulation mismatch pos...	reg_file.vhd (23)	spcl_regs.srr (112)	07:37:47 Wed May 09	Mapper Report
	CL134	Found RAM mem, depth=32, width=8	reg_file.vhd (23)	spcl_regs.srr (80)	07:37:47 Wed May 09	Vhdl Compiler
	CL201	Trying to extract state machine for register STACKLEV...	pc.vhd (34)	spcl_regs.srr (82)	07:37:47 Wed May 09	Vhdl Compiler
	FX214	Generating ROM ROM.Data_1[11:0]	ins_rom.vhd (22)	spcl_regs.srr (145)	07:37:47 Wed May 09	Mapper Report
	MT206	Autoconstrain Mode is ON	-	spcl_regs.srr (108)	07:37:47 Wed May 09	Mapper Report
	MT197	Clock constraints cover only FF-to-FF paths associate...	-	spcl_regs.srr (246)	07:37:47 Wed May 09	Timing Report

TCL Script Messages

3. To reduce the clutter in the window and make messages easier to find and understand, use the following techniques:
   - Use the color cues. For example, when you have multiple synthesis runs, messages that have not changed from the previous run are in black; new messages are in red.
   - Enable the Group Common IDs option in the upper right. This option groups all messages with the same ID and puts a plus symbol next to the ID. You can click the plus sign to expand grouped messages and see individual messages.

     There are two types of message groups:

     - The same warning or note ID appears in multiple source files indicated by a dash in the source files column.

     - Multiple warnings or notes in the same line of source code indicated by a bracketed number.
   - Sort the messages. To sort by a column header, click that column heading. For example, click Type to sort the messages by type. For example, you can use this to organize the messages and work through the warnings before you look at the notes.
   - To find a particular message, type text in the Find field. The tool finds the next occurrence. You can also click the F3 key to search forward, and the Shift-F3 key combination to search backwards.

4. To filter the messages, use the procedure described in *Filtering Messages in the Message Viewer*, on page 535. Crossprobe errors from the message window:
   - If you need more information about how to handle a particular message, click the message ID in the ID column. This opens the documentation for that message.
   - To open the corresponding source code file, click the link in the Source Location column. Correct any errors and rerun synthesis. For warnings, see *Handling Warnings*, on page 542.
   - To view the message in the context of the log file, click the link in the Log Location column.

Filtering Messages in the Message Viewer

The Message viewer lists all the notes, warnings, and errors. It is not available with the Synplify tool. The following procedure shows you how to filter out the unwanted messages from the display, instead of just sorting it as described in *Checking Results in the Message Viewer*, on page 533. For the command line equivalent of this procedure, see *Filtering Messages from the Command Line*, on page 537.

1. Open the message viewer by clicking the Messages tab in the Tcl window as previously described.
2. Click Filter in the message window.

   The Warning Filter spreadsheet opens, where you can set up filtering expressions. Each line is one filter expression.

3. Set your display preferences.

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- To hide your filtered choices from the list of messages, click Hide Filter Matches in the Warning Filter window.
- To display your filtered choices, click Show Filter Matches.

4. Set the filtering criteria.
   - Set the columns to reflect the criteria you want to filter. You can either select from the pull-down menus or type your criteria. If you have multiple synthesis runs, the pull-down menu might contain selections that are not relevant to your design.

     The first line in the following example sets the criteria to show all warnings (Type column) with message ID FA188 (ID). The second set of criteria displays all notes that begin with MF.

   - Use multiple fields and operators to refine filtering. You can use wildcards in the field, as in line 2 of the example. Wildcards are case-sensitive and space-sensitive. You can also use ! as a negative operator. For example, if you set the ID in line 2 to !MF*, the message list would show all notes except those that begin with MF.
   - Click Apply when you have finished setting the criteria. This automatically enables the Apply Filter button in the messages window, and the list of messages is updated to match the criteria.

     The synthesis tool interprets the criteria on each line in the Warning Filter window as a set of AND operations (Warning and FA188), and the lines as a set of OR operations (Warning and FA188 or Note and MF*).
   - To close the Warning Filter window, click Close.

5. To save your message filters and reuse them, do the following:
   - Save the project. The synthesis tool generates a Tcl file called *projectName*.pfl (Project Filter Log) in the same location as the main project file. The following is an example of the information in this file:

```
log_filter -hide_matches
log_filter -field type==Warning
   -field message==*Una*
   -field source_loc==sendpacket.v
   -field log_loc==usbHostSlave.srr
   -field report=="Compiler Report"
log_filter -field type==Note
log_filter -field id==BN132
log_filter -field id==CL169
log_filter -field message=="Input *"
log_filter -field report=="Compiler Report"
```

– When you want to reuse the filters, source the *projectName*.pfl file.

You can also include this file in a synhooks Tcl script to automate your process.

Filtering Messages from the Command Line

The following procedure shows you how to use Tcl commands to filter out unwanted messages. If you want to use the GUI, see *Filtering Messages in the Message Viewer*, on page 535. Message filtering is not available with the Synplify tool.

1. Type your filter expressions in the Tcl window using the log_filter command. For details of the syntax, see *log_filter Tcl Command*, on page 1536 in the *Reference Manual*.

   For example, to hide all the notes and print only errors and warnings, type the following:

   ```
   log_filter -enable
   log_filter -hide_matches
   log_filter -field type==Note
   ```

2. To save and reuse the filter commands, do the following:
   – Type the log_filter commands in a Tcl file.
   – Source the file when you want to reuse the filters you set up.

3. To print the results of the log_filter commands to a file, add the log_report command at the end of a list of log_filter commands.

   ```
   log_report -print filteredMsg.txt
   ```


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This command prints the results of the preceding log_filter commands to the specified text file, and puts the file in the same directory as the main project file. The file contains the filtered messages, for example:

```
@N MF138 Rom slaveControlSel_1 mapped in logic. Mapper Report
   wishbonebi.v (156) usbHostSlave.srr (819) 05:22:06 Mon Oct 18
@N(2) MO106 Found ROM, 'slaveControlSel_1', 15 words by 1 bits
   Mapper Report wishbonebi.v (156) usbHostSlave.srr (820)
   05:22:06 Mon Oct 18
@N MO106 Found ROM, 'slaveControlSel_1', 15 words by 1 bits Mapper
   Report wishbonebi.v (156) usbHostSlave.srr (820) 05:22:06 Mon
   Oct 18
@N MF138 Rom hostControlSel_1 mapped in logic. Mapper Report
   wishbonebi.v (156) usbHostSlave.srr (821) 05:22:06 Mon Oct 18
@N MO106 Found ROM, 'hostControlSel_1', 15 words by 1 bits Mapper
   Report wishbonebi.v (156) usbHostSlave.srr (822) 05:22:06 Mon
   Oct 18
@N Synthesizing module writeUSBWireData Compiler Report
   writeusbwiredata.v (59) usbHostSlave.srr (704) 05:22:06 Mon Oct 18
```

Automating Message Filtering with a Tcl Script

The following example shows you how to use a synhooks Tcl script to automatically load a message filter file when a project opens and to send email with the messages after a run.

1. Create a message filter file like the following. (See *Filtering Messages in the Message Viewer*, on page 535 or *Filtering Messages from the Command Line*, on page 537 for details about creating this file.)

   ```
   log_filter -clear
   log_filter -hide_matches
   log_filter -field report=="VIRTEX2P MAPPER"
   log_filter -field type==NOTE
   log_filter -field message=="Input *"
   log_filter -field message=="Pruning *"
   puts "DONE!"
   ```

2. Copy the synhooks.tcl file and set the environment variable as described in *Automating Flows with synhooks.tcl*, on page 1091.

3. Edit the synhooks.tcl file so that it reads like the following example. For syntax details, see *synhooks File Syntax*, on page 1534 in the *Reference Manual*.

– The following loads the message filter file when the project is opened. Specify the name of the message filter file you created in step 1. Note that you must source the file.

```
proc syn_on_open_project {project_path} {
set filter filterFilename
puts "FILTER $filter IS BEING APPLIED"
source d:/tcl/filters/$filterFilename
}
```

– Add the following to print messages to a file after synthesis is done:

```
proc syn_on_end_run {runName run_dir implName} {
set warningFileName "messageFilename"

if {$runName == "synthesis"} {
   puts "Mapper Done!"
   log_report -print $warningFileName
set f [open [lindex $warningFileName] r]
set msg ""
while {[gets $f warningLine]>=0} {
   puts $warningLine
   append msg $warningLine\n
   }
close $f
```

– Continue by specifying that the messages be sent in email. You can obtain the smtp email packages off the web.

```
source "d:/tcl/smtp_setup.tcl"
proc send_simple_message {recipient email_server subject body}{
   set token [mime::initialize -canonical text/plain -string
      $body]
   mime::setheader $token Subject $subject
   smtp::sendmessage $token -recipients $recipient -servers
      $email_server
   mime::finalize $token
}
puts "Sending email..."

send_simple_message {address1,address2}
   yourEmailServer subjectText> emailText
   }
}
```

When the script runs, an email with all the warnings from the synthesis run is automatically sent to the specified email addresses.

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Log File Message Controls

The log file message control feature allows messages in the current session to be elevated in severity (for example, promoted to an error from a warning), lowered in severity (for example, demoting a warning to a note), or suppressed from the log file after the next run through the Log File Filter dialog box. This dialog box is displayed by opening the log file in HTML mode and selecting Log File Message Filter from the popup menu with the right mouse button.

Log File Filter Dialog Box

The Log File Filter dialog box is the primary control for changing a message priority or suppressing a message. When you initially open the dialog box, all of the messages from the log (`srr`) file for the active implementation are displayed in the upper section and the lower section is empty. To use the dialog box:

1. Select (highlight) the message to be promoted, demoted, or suppressed from the messages displayed in the upper section.

2. Select the Suppress Message, Make Error, Make Warning, or Make Note button to move the selected message from the upper section to the lower section. The selected message is repopulated in the lower section with the Override column reflecting the disposition of the message according to the button selected.

Allowed Severity Changes

Allowed severity levels and preference settings for warning, note, and advisory messages are:

- Promote – warning to error, note to warning, note to error
- Demote – warning to note
- Suppress – suppress warning, suppress note, suppress advisory

---

Note: Normal error messages (messages generated by default) cannot be suppressed or changed to a lesser severity level.

When using the dialog box:

- Use the control and shift keys to select multiple messages.
- If an `srr` file is not present (for example, if you are starting a new project) the table will be empty. Run the design at least once to generate an `srr` file.
- Clicking the OK button saves the message status changes to the *project-Name*.pfl file in the project directory.

Message Reporting

The compiler and mapper must be rerun before the impact of the message status changes can be seen in the updated log file.

When a <*projectName*>.pfl input file is present at the start of the run, the message-status changes in the file are forwarded to the mapper and compiler which generate an updated log file. Depending on the changes specified:

- If an ID is promoted to an error, the mapper/compiler stops execution at the first occurrence of the message and prints the message in the @E:*msgID* :*messageText* format

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- If an ID is promoted to a warning, the mapper/compiler prints the message in the @W:*msgID* :*messageText* format.
- If an ID is demoted to a note, the mapper/compiler prints the message in the @N:*msgID* :*messageText* format.
- If an ID is suppressed, the mapper/compiler excludes the message from the `srr` file.

Note: The online, error-message help documentation is unchanged by any message modification performed by the filtering mechanism. If a message is initially categorized as a warning in the synthesis tool, it continues to be reported as a warning in error-message help irrespective its promotion/demotion status.

Updating the *projectName*.pfl file

The *projectName*.pfl file in the top-level project directory stores the user message filter settings from the Log File Filter dialog box for that project. This file can be edited with a text editor. The file entry syntax is:

message_override -suppress *ID* [*ID* ...] | **-error** *ID* [*ID* ...] | **-warning** *ID* [*ID* ...] | **-note** *ID* [*ID* ...]

For example, to override the default message definition for note FX702 as a warning, enter:

```
message_override -warning FX702
```

Note: After editing the `pfl` file, close and reopen the project to update the overrides.

Handling Warnings

If you get warnings (@W prefix) after a synthesis run, do the following:

- Read the warning message and decide if it is something you need to act on, or whether you can ignore it.

- If the message is not self-explanatory or if you are unsure about how to handle the error, click the message ID in either the message window or HTML log file or double click the message ID in the ASCII text log file. These actions take you to online information about the condition that generated the warning.

Validating Logic Synthesis for Physical Synthesis

Use the following checklist to validate the results of logic synthesis in your physical design flows. These points apply to physical design flows for Actel, Altera, and Xilinx technologies.

1. Check that the logic synthesis run was successful. Check the following:
   - The Physical Synthesis switch was disabled.
   - Logic synthesis completed successfully.
   - Check the log file, as described in *Checking Log Results*, on page 527.
2. Check that you used the correct version of the place-and-route tool. See the Release Notes, Help->Online Documents->release_notes.pdf->*Third Party Tool Versions* for information.
3. Check for black boxes. Search the synthesis `srr` log file for black box.

   A design that contains black boxes errors out in the tool and should be eliminated from the design.
4. Check for combinational feedback loops. Search the synthesis `srr` log file for Found combinational loop.

   Combinational loops cause random timing analysis results that invalidate any comparison and should be eliminated from the design.
5. Make sure the clock constraints are correct. Check the Clock Relationships table in the `srr` log file.
6. Check that the forward annotated timing constraints are consistent with the post place-and-route timing constraints.

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Actel forward annotation file	`.tcl`
Altera forward annotation file	`.tcl`
Xilinx forward annotation file	`synplicity.ucf`

7. Are the false and multi-cycle paths constraints correctly defined in the `sdc` file? Ensure that the back-annotation timing report (`srr` log file in the PAR directory) matches the report file.

   The file varies, depending on the vendor:

Actel report file	`.twr`
Altera report file	`.tan.rpt`
Xilinx report file	`.twr`

For Altera and Xilinx designs, there are a couple of additional points to check:

1. Check that the clocks are routed on global resources.
   – Check the Clock Path Skew numbers in the report file.
   Clocks routed on general routing resources usually result in large skews. Because the tool does not take clock skew into account, large skews can degrade the quality of results (QoR) and result in poor timing correlation. The name of the report file varies, depending on the vendor:

Altera report file	`.tan.rpt`
Xilinx report file	`.twr`

   For Virtex5 designs, see *Working with Clock Skews in Xilinx Virtex-5 Physical Designs*, on page 759.

2. For Xilinx designs, check that the DCM parameters correctly defined in the source code or `sdc` constraint file. Check the Clock Relationships table in the `srr` log file.

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CHAPTER 11

Analyzing with HDL Analyst and FSM Viewer

This chapter describes how to analyze logic in the HDL Analyst and FSM Viewer. These tools are only available in the Synplify Pro and Synplify Premier products, though you can purchase HDL Analyst as an option to the base Synplify product.

See the following for detailed procedures:

- Working in the Schematic Views, on page 546
- Exploring Design Hierarchy, on page 559
- Finding Objects, on page 567
- Crossprobing, on page 579
- Analyzing With the HDL Analyst Tool, on page 588
- Using the FSM Viewer, on page 605

For information about analyzing timing, see Chapter 13, *Analyzing Timing*. For information about using Synplify Premier Physical Analyst tool, see Chapter 12, *Analyzing Designs in Physical Analyst*.

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Working in the Schematic Views

The HDL Analyst includes the RTL and Technology views, which are schematic views used to graphically analyze your design. In the Synplify product, these views are part of the optional HDL Analyst package. The RTL view is available after a design is compiled; the Technology view is available after a designed has been synthesized and contains technology-specific primitives. In the Synplify Premier product, a RTL Floorplan view is available after a floorplan has been created with physical constraint regions and synthesized for the device.

For detailed descriptions of these views, see Chapter 2 of the *Reference Manual*. This section describes basic procedures you use in the RTL and Technology views. The information is organized into these topics:

- Differentiating Between the Views, on page 547
- Opening the Views, on page 547
- Viewing Object Properties, on page 549
- Selecting Objects in the RTL/Technology Views, on page 552
- Working with Multisheet Schematics, on page 553
- Moving Between Views in a Schematic Window, on page 555
- Setting Schematic View Preferences, on page 555
- Managing Windows, on page 557

For information on specific tasks like analyzing critical paths, see the following sections:

- Exploring Object Hierarchy by Pushing/Popping, on page 560
- Exploring Object Hierarchy of Transparent Instances, on page 566
- Browsing to Find Objects in HDL Analyst Views, on page 567
- Crossprobing, on page 579
- Analyzing With the HDL Analyst Tool, on page 588

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Differentiating Between the Views

- The difference between the RTL and Technology views is that the RTL view is the view generated after compilation, while the Technology view is the view generated after mapping. The RTL view displays your design as a high-level, technology-independent schematic. At this high level of abstraction, the design is represented with technology-independent components like variable-width adders, registers, large muxes, state machines, and so on. This view corresponds to the `srs` netlist file generated by the software in the Synopsys proprietary format. For a detailed description, see Chapter 2 of the *Reference Manual.*
- The Technology view contains technology-specific primitives. It shows low-level, vendor-specific components such as look-up tables, cascade and carry chains, muxes, and flip-flops, which can vary with the vendor and the technology. This view corresponds to the `srm` netlist file, generated by the software in the Synopsys proprietary format. For a detailed description, see Chapter 2 of the *Reference Manual.*
- The Synplify Premier RTL Floorplan view displays a floorplan schematic that includes all the logic assigned to any physical constraint regions created on the device, as well as, all other logic of the design. This view uses the same high-level abstraction and technology-independent components of the RTL view.

Opening the Views

The procedure for opening an RTL or Technology view is similar; the main difference is the design stage at which these views are available.

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To open an RTL view...	Start with a compiled design. To open a hierarchical RTL view, do one of the following: • Select HDL Analyst->RTL->Hierarchical View. • Click the RTL View icon ( ) (a plus sign inside a circle). • Double-click the `srs` file in the Implementation Results view. To open a flattened RTL view, select HDL Analyst->RTL->Flattened View.
To open a Technology view...	Start with a mapped (synthesized) design. To open a hierarchical Technology view, do one of the following: • Select HDL Analyst ->Technology->Hierarchical View. • Click the Technology View icon (NAND gate icon). • Double-click the `srm` file in the Implementation Results view. To open a flattened Technology view, select HDL Analyst-> Technology->Flattened View.
To open a Floorplan view	Start with a synthesized design that has been floorplanned with physical constraint regions. To open a RTL Floorplan view: • Select HDL Analyst->RTL->Floorplanned View. • Double-click the partitioned netlist (`srp`) file from the Implementation Results view.

All RTL and Technology views have the schematic on the right and a pane on the left that contains a hierarchical list of the objects in the design. This pane is called the Hierarchy Browser. The bar at the top of the window contains the name of the view, the kind of view, hierarchical level, and the number of sheets in the schematic. See *Hierarchy Browser*, on page 103 in the *Reference Manual* for a description of the Hierarchy Browser.

RTL View

Technology View

Viewing Object Properties

There are a few ways in which you can view the properties of objects.

1. To temporarily display the properties of a particular object, hold the cursor over the object. A tooltip temporarily displays the information. at the cursor and in the status bar at the bottom of the tool window.

2. Select the object, right-click, and select Properties. The properties and their values are displayed in a table.

   If you select an instance, you can view the properties of the associated pins by selecting the pin from the list. Similarly, if you select a port, you can view the properties on individual bits.

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3. To flag objects by property, do the following with an open RTL/Technology view:
   - Set the properties you want to see by selecting Options->HDL Analyst Options->Visual Properties, and selecting the properties from the pull-down list. Some properties are only available in certain views.

   - Close the HDL Analyst Options dialog box.

– Enable View->Visual Properties. If you do not enable this, the software does not display the property flags in the schematics. The HDL Analyst annotates all objects in the current view that have the specified property with a rectangular flag that contains the property name and value. The software uses different colors for different properties, so you can enable and view many properties at the same time.

Example: Slow and New Properties

You can view objects with the slow property when you are analyzing your critical path. All objects with this property do not meet the timing criteria. The following figure shows a filtered view of a critical path, with slow instances flagged in blue.

When you are working with filtered views, you can use the New property to quickly identify objects that have been added to the current schematic with commands like Expand. You can step through successive filtered views to determine what was added at each step. This can be useful when you are debugging your design.

The following figure expands one of the pins from the previous filtered view. The new instance added to the view has two flags: new and slow.

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Selecting Objects in the RTL/Technology Views

For mouse selection, standard object selection rules apply: In selection mode, the pointer is shaped like a crosshair.

To select...	Do this...
Single objects	Click on the object in the RTL or Technology schematic, or click the object name in the Hierarchy Browser.
Multiple objects	Use one of these methods: • Draw a rectangle around the objects. • Select an object, press Ctrl, and click other objects you want to select. • Select multiple objects in the Hierarchy Browser. See *Browsing With the Hierarchy Browser*, on page 567. • Use Find to select the objects you want. See *Using Find for Hierarchical and Restricted Searches*, on page 569.
Objects by type (instances, ports, nets)	Use Edit->Find to select the objects (see *Browsing With the Find Command*, on page 568), or use the Hierarchy Browser, which lists objects by type.

To select...	Do this...
All objects of a certain type (instances, ports, nets)	To select all objects of a certain type, do either of the following: • Right-click and choose the appropriate command from the Select All Schematic/Current Sheet popup menus. • Select the objects in the Hierarchy Browser.
No objects (deselect all currently selected objects)	Click the left mouse button in a blank area of the schematic or click the right mouse button to bring up the pop-up menu and choose Unselect All. Deselected objects are no longer highlighted.

The HDL Analyst view highlights selected objects in red. If the object you select is on another sheet of the schematic, the schematic tracks to the appropriate sheet. If you have other windows open, the selected object is highlighted in the other windows as well (crossprobing), but the other windows do not track to the correct sheet. Selected nets that span different hierarchical levels are highlighted on all the levels. See *Crossprobing*, on page 579 for more information about crossprobing.

Some commands affect selection by adding to the selected set of objects: the Expand commands, the Select All commands, and the Select Net Driver and Select Net Instances commands.

Working with Multisheet Schematics

The title bar of the RTL or Technology view indicates the number of sheets in that schematic. In a multisheet schematic, nets that span multiple sheets are indicated by sheet connector symbols, which you can use for navigation.

1. To reduce the number of sheets in a schematic, select Options->HDL Analyst Options and increase the values set for Sheet Size Options - Instances and Sheet Size Options - Filtered Instances. To display fewer objects per sheet (increase the number of sheets), increase the values.

   These options set a limit on the number of objects displayed on an unfiltered and filtered schematic sheet, respectively. A low Filtered Instances value can cause lower-level logic inside a transparent instance to be displayed on a separate sheet. The sheet numbers are indicated inside the empty transparent instance.

2. To navigate through a multisheet schematic, refer to this table. It summarizes common operations and ways to navigate.

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To view...	Use one of these methods...
Next sheet or previous sheet	Select View->Next/Previous Sheet. Press the right mouse button and draw a horizontal mouse stroke (left to right for next sheet, right to left for previous sheet). Click the icons: Next Sheet ( ) or Previous Sheet ( ) Press Shift-right arrow (Next Sheet) or Shift-left arrow (Previous sheet). Navigate with View->Back and View ->Forward if the next/previous sheets are part of the display history.
A specific sheet number	Select View->View Sheets and select the sheet. Click the right mouse button, select View Sheets from the popup menu, and then select the sheet you want. Press Ctrl-g and select the sheet you want.
Lower-level logic of a transparent instance on separate sheets	Check the sheet numbers indicated inside the empty transparent instance. Use the sheet navigation commands like Next Sheet or View Sheets to move to the sheet you need.
All objects of a certain type	To highlight all the objects of the same type in the schematic, right-click and select the appropriate command from the Select All Schematic popup menu. To highlight all the objects of the same type on the current sheet, right-click and select the appropriate command from the Select All Sheet popup menu.
Selected items only	Filter the schematic as described in *Filtering Schematics*, on page 592.
A net across sheets	If there are no sheet numbers displayed in a hexagon at the end of the sheet connector, select Options ->HDL Analyst Options and enable Show Sheet Connector Index. Right-click the sheet connector and select the sheet number from the popup as shown in the following figure.

Sheet Connector Symbol

Connected sheet numbers

Sheet connector with multisheet popup menu

Moving Between Views in a Schematic Window

When you filter or expand your design, you move through a number of different design views in the same schematic window. For example, you might start with a view of the entire design, zoom in on an area, then filter an object, and finally expand a connection in the filtered view, for a total of four views.

1. To move back to the previous view, click the Back icon or draw the appropriate mouse stroke.

   The software displays the last view, including the zoom factor. This does not work in a newly generated view (for example, after flattening) because there is no history.

2. To move forward again, click the Forward icon or draw the appropriate mouse stroke.

   The software displays the next view in the display history.

Setting Schematic View Preferences

You can set various preferences for the RTL and Technology views from the user interface.

1. Select Options->HDL Analyst Options. For a description of all the options on this form, see *HDL Analyst Options Command*, on page 345 in the *Reference Manual*.

2. The following table details some common operations:

To...	Do this...
Display the Hierarchy Browser	Enable Show Hierarchy Browser (General tab).
Control crossprobing from an object to a P&R text file	Enable Enhanced Text Crossprobing. (General tab)

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To...	Do this...
Determine the number of objects displayed on a sheet.	Set the value with Maximum Instances on the Sheet Size tab. Increase the value to display more objects per sheet.
Determine the number of objects displayed on a sheet in a filtered view.	Set the value with Maximum Filtered Instances on the Sheet Size tab. Increase the number to display more objects per sheet. You cannot set this option to a value less than the Maximum Instances value.

Some of these options do not take effect in the current view, but are visible in the next schematic view you open.

3. To view hierarchy within a cell, enable the General->Show Cell Interiors option.

Show Cell Interior off Show Cell Interior on

4. To control the display of labels, first enable the Text->Show Text option, and then enable the Label Options you want. The following figure illustrates the label that each option controls.

For a more detailed information about some of these options, see *Schematic Display*, on page 461 in the *Reference Manual*.

5. Click OK on the HDL Analyst Options form.

   The software writes the preferences you set to the `ini` file, and they remain in effect until you change them.

Managing Windows

As you work on a project, you open different windows. For example, you might have two Technology views, an RTL view, and a source code window open. The following guidelines help you manage the different windows you have open. For information about cycling through the display history in a single schematic, see *Moving Between Views in a Schematic Window*, on page 555.

1. Toggle on View->Workbook Mode.

   Below the Project view, you see tabs like the following for each open view. The tab for the current view is on top. The symbols in front of the view name on the tab help identify the kind of view.

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2. To bring an open view to the front, if the window is not visible, click its tab. If part of the window is visible, click in any part of the window.

   If you previously minimized the view, it will be in minimized form. Double-click the minimized view to open it.

3. To bring the next view to the front, click Ctrl-F6 in that window.

4. Order the display of open views with the commands from the Window menu. You can cascade the views (stack them, slightly offset), or tile them horizontally or vertically.

5. To close a view, press Ctrl-F4 in that window or select File->Close.

Exploring Design Hierarchy

Schematics generally have a certain amount of design hierarchy. You can move between hierarchical levels using the Hierarchy Browser or Push/Pop mode. For additional information, see *Analyzing With the HDL Analyst Tool*, on page 588. The topics include:

- Traversing Design Hierarchy with the Hierarchy Browser, on page 559
- Exploring Object Hierarchy by Pushing/Popping, on page 560
- Exploring Object Hierarchy of Transparent Instances, on page 566

Traversing Design Hierarchy with the Hierarchy Browser

The Hierarchy Browser is the list of objects on the left side of the RTL and Technology views. It is best used to get an overview, or when you need to browse and find an object. If you want to move between design levels of a particular object, Push/Pop mode is more direct. Refer to *Exploring Object Hierarchy by Pushing/Popping*, on page 560 for details.

The hierarchy browser allows you to traverse and select the following:

- Instances and submodules
- Ports
- Internal nets
- Clock trees (in an RTL view)

The browser lists the objects by type. A plus sign in a square icon indicates that there is hierarchy under that object and a minus sign indicates that the design hierarchy has been expanded. To see lower-level hierarchy, click on the plus sign for the object. To ascend the hierarchy, click on the minus sign.

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Refer to *Hierarchy Browser Symbols, on page 104* in the *Reference Manual* for an explanation of the symbols.

Exploring Object Hierarchy by Pushing/Popping

To view the internal hierarchy of a specific object, it is best to use Push/Pop mode or examine transparent instances, instead of using the Hierarchy Browser described in *Traversing Design Hierarchy with the Hierarchy Browser, on page 559*. You can access Push/Pop mode with the Push/Pop Hierarchy icon, the Push/Pop Hierarchy command, or mouse strokes.

When combined with other commands like filtering and expansion commands, Push/Pop mode can be a very powerful tool for isolating and analyzing logic. See *Filtering Schematics, on page 592*, *Expanding Pin and Net Logic, on page 594*, and *Expanding and Viewing Connections, on page 598* for details about filtering and expansion. See the following sections for information about pushing down and popping up in hierarchical design objects:

- Pushing into Objects, on page 561, next
- Popping up a Hierarchical Level, on page 564

Pushing into Objects

In the schematic views, you can push into objects and view the lower-level hierarchy. You can use a mouse stroke, the command, or the icon to push into objects:

1. To move down a level (push into an object) with a mouse stroke, put your cursor near the top of the object, hold down the right mouse button, and draw a vertical stroke from top to bottom. You can push into the following objects; see step 3 for examples of pushing into different types of objects.
   - Hierarchical instances. They can be displayed as pale yellow boxes (opaque instances) or hollow boxes with internal logic displayed (transparent instances). You cannot push into a hierarchical instance that is hidden with the Hide Instance command (internal logic is hidden).

   - Technology-specific primitives. The primitives are listed in the Hierarchy Browser in the Technology view, under Instances - Primitives.
   - Inferred ROMs and state machines.

   The remaining steps show you how to use the icon or command to push into an object.

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2. Enable Push/Pop mode by doing one of the following:
   - Select View->Push/Pop Hierarchy.
   - Right-click in the Technology view and select Push/Pop Hierarchy from the popup menu.
   - Click the Push/Pop Hierarchy icon ( ) in the toolbar (two arrows pointing up and down).
   - Press F2.

   The cursor changes to an arrow. The direction of the arrow indicates the underlying hierarchy, as shown in the following figure. The status bar at the bottom of the window reports information about the objects over which you move your cursor.

3. To push (descend) into an object, click on the hierarchical object. For a transparent instance, you must click on the pale yellow border. The following figure shows the result of pushing into a ROM.

   When you descend into a ROM, you can push into it one more time to see the ROM data table. The information is in a view-only text file called rom.info.

Similarly, you can push into a state machine. When you push into an FSM from the RTL view, you open the FSM viewer where you can graphically view the transitions. For more information, see *Using the FSM Viewer*, on page 605. If you push into a state machine from the Technology view, you see the underlying logic.

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Popping up a Hierarchical Level

1. To move up a level (pop up a level), put your cursor anywhere in the design, hold down the right mouse button, and draw a vertical mouse stroke, moving from the bottom upwards.

The software moves up a level, and displays the next level of hierarchy.

2. To pop (ascend) a level using the commands or icon, do the following:
   - Select the command or icon if you are not already in Push/Pop mode. See *Pushing into Objects*, on page 561for details.
   - Move your cursor to a blank area and click.
3. To exit Push/Pop mode, do one of the following:
   - Click the right mouse button in a blank area of the view.
   - Deselect View->Push/Pop Hierarchy.
   - Deselect the Push/Pop Hierarchy icon.
   - Press F2.

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Exploring Object Hierarchy of Transparent Instances

Examining a transparent instance is one way of exploring the design hierarchy of an object. The following table compares this method with pushing (described in *Exploring Object Hierarchy by Pushing/Popping*, on page 560).

	Pushing	Transparent Instance
User control	You initiate the operation through the command or icon.	You have no direct control; the transparent instance is automatically generated by some commands that result in a filtered view.
Design context	Context lost; the lower-level logic is shown in a separate view	Context maintained; lower-level logic is displayed inside a hollow yellow box at the hierarchical level of the parent.

Finding Objects

In the schematic views, you can use the Hierarchy Browser or the Find command to find objects, as explained in these sections:

- Browsing to Find Objects in HDL Analyst Views, on page 567
- Using Find for Hierarchical and Restricted Searches, on page 569
- Using Wildcards with the Find Command, on page 572
- Using Find to Search the Output Netlist, on page 577

For information about the Tcl Find command, which you use to locate objects, and create collections, see *find Command (Batch)*, on page 1521 in the *Reference Manual*.

Browsing to Find Objects in HDL Analyst Views

You can always zoom in to find an object in the RTL and Technology schematics. The following procedure shows you how to browse through design objects and find an object at any level of the design hierarchy. You can use the Hierarchy Browser or the Find command to do this. If you are familiar with the design hierarchy, the Hierarchy Browser can be the quickest method to locate an object. The Find command is best used to graphically browse and locate the object you want.

Browsing With the Hierarchy Browser

1. In the Hierarchy Browser, click the name of the net, port, or instance you want to select.

   The object is highlighted in the schematic.

2. To select a range of objects, select the first object in the range. Then, scroll to display the last object in the range. Press and hold the Shift key while clicking the last object in the range.

   The software selects and highlights all the objects in the range.

3. If the object is on a lower hierarchical level, do either of the following:
   - Expand the appropriate higher-level object by clicking the plus symbol next to it, and then select the object you want.

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– Push down into the higher-level object, and then select the object from the Hierarchy Browser.

The selected object is highlighted in the schematic. The following example shows how moving down the object hierarchy and selecting an object causes the schematic to move to the sheet and level that contains the selected object.

4. To select all objects of the same type, select them from the Hierarchy Browser. For example, you can find all the nets in your design.

Browsing With the Find Command

1. In a schematic view, select HDL Analyst->Find or press Ctrl-f to open the Object Query dialog box.

2. Do the following in the dialog box:

   – Select objects in the selection box on the left. You can select all the objects or a smaller set of objects to browse. If length makes it hard to read a name, click the name in the list to cause the software to display the entire name in the field at the bottom of the dialog box.

– Click the arrow to move the selected objects over to the box on the right.

The software highlights the selected objects.

3. In the Object Query dialog box, click on an object in the box on the right.

   The software tracks to the schematic page with that object.

Using Find for Hierarchical and Restricted Searches

You can always zoom in to find an object in the RTL and Technology schematics or use the Hierarchy Browser (see *Browsing to Find Objects in HDL Analyst Views*, on page 567). This procedure shows you how to use the Find command to do hierarchical object searches or restrict the search to the current level or the current level and its underlying hierarchy.

Note that Find only adds to the current selection; it does not deselect anything that is already selected. you can use successive searches to build up exactly the selection you need, before filtering.

1. If needed, restrict the range of the search by filtering the view.

   See *Viewing Design Hierarchy and Context*, on page 589 and *Filtering Schematics*, on page 592 for details. With a filtered view, the software only searches the filtered instances, unless you set the scope of the search to Entire Design, as described below, in which case Find searches the entire design.

   You can use the filtering technique to restrict your search to just one schematic sheet. Select all the objects on one sheet and filter the view. Continue with the procedure.

2. To further restrict the range of the search, hide instances you do not need.

   You can do this in addition to filtering the view, or instead of filtering the view. Hidden instances and their hierarchy are excluded from the search. When you have finished the search, use the Unhide Instances command to make the hierarchy visible again.

3. Open the Object Query dialog box.

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– Do one of the following: right click in the RTL or Technology view and select Find from the popup menu, press Ctrl-f, or click the Find icon ( ).
– Reposition the dialog box so you can see both your schematic and the dialog box.

4. Select the tab for the type of object. The Unhighlighted box on the left lists all objects of that type (instances, symbols, nets, or ports).

   For fastest results, search by Instances rather than Nets. When you select Nets, the software loads the whole design, which could take some time.

5. Click one of these buttons to set the hierarchical range for the search: Entire Design, Current Level & Below, or Current Level Only, depending on the hierarchical level of the design to which you want to restrict your search.

   The range setting is especially important when you use wildcards. See *Effect of Hierarchy and Range on Wildcard Searches*, on page 572 for details. Current Level Only or Current Level & Below are useful for searching filtered schematics or critical path schematics.

   Note that the lower-level details of a transparent instance appear at the current level and are included in the search when you set it to Current Level Only. To exclude them, temporarily hide the transparent instances, as described in step 2.

Use Entire Design to hierarchically search the whole design. For large hierarchical designs, reduce the scope of the search by using the techniques described in the first step.

The Unhighlighted box shows available objects within the scope you set. Objects are listed in alphabetical order, not hierarchical order.

6. To search for objects in the mapped database or the output netlist, set the Name Space option.

   The name of an object might be changed because of synthesis optimizations or to match the place-and-route tool conventions, so that the object name may no longer match the name in the original netlist. Setting the Name Space option ensures that the Find command searches the correct database for the object. For example, if you set this option to Tech View, the tool searches the mapped database (`srm`) for the object name you specify. For information about using this feature to find objects from an output netlist, see *Using Find to Search the Output Netlist,* on page 577.

7. Do the following to select objects from the list. To use wildcards in the selection, see the next step.
   - Click on the objects you want from the list. If length makes it hard to read a name, click the name in the list to cause the software to display the entire name in the field at the bottom of the dialog box.
   - Click Find 200 or Find All. The former finds the first 200 matches, and then you can click the button again to find the next 200.
   - Click the right arrow to move the objects into the box on the right, or double-click individual names.

   The schematic displays highlighted objects in red.

8. Do the following to select objects using patterns or wildcards.
   - Type a pattern in the Highlight Wildcard field. See *Using Wildcards with the Find Command,* on page 572 for a detailed discussion of wildcards.

     The Unhighlighted list shows the objects that match the wildcard criteria. If length makes it hard to read a name, click the name in the list to cause the software to display the entire name in the field at the bottom of the form.

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– Click the right arrow to move the selections to the box on the right, or double-click individual names. The schematic displays highlighted objects in red.

You can use wildcards to avoid typing long pathnames. Start with a general pattern, and then make it more specific. The following example browses and uses wildcards successively to narrow the search.

Find all instances three levels down	`*.*.*`
Narrow search to find instances that begin with i_	`i_*.*.*`
Narrow search to find instances that begin with un2 after the second hierarchy separator	`i_*.*.un2*`

Note that there are some differences when you specify the find command in the RTL view, Technology view, or the `sdc` file.

9. You can leave the dialog box open to do successive Find operations. Click OK or Cancel to close the dialog box when you are done.

For detailed information about the Find command and the Object Query dialog box, see *Find Command (HDL Analyst)*, on page 160 of the *Reference Manual*.

Using Wildcards with the Find Command

Use the following wildcards when you search the schematics:

*	The asterisk matches any sequence of characters.
?	The question mark matches any single character.
.	The dot explicitly matches a hierarchy separator, so type one dot for each level of hierarchy. To use the dot as a pattern and not a hierarchy separator, type a backslash before the dot: \.

Effect of Hierarchy and Range on Wildcard Searches

The asterisk and question mark wildcards do not cross hierarchical boundaries, but search each level of hierarchy individually with the search pattern. This default is affected by the following:

- Hierarchical separators

Dots match hierarchy separators, unless you use the backslash escape character in front of the dot (\.). Hierarchical search patterns with a dot (l*.*) are repeated at each level included in the scope. If you use the `*.*` pattern with Current Level, the software matches non-hierarchical names at the current level that include a dot.

- Search range

  The scope of the search determines the starting point for the searches. Some times the starting point might make it appear as if the wildcards cross hierarchical boundaries. If you are at 2A in the following figure and the scope of the search is set to Current Level and Below, separate searches start at 2A, 3A1, and 3A2. Each search does not cross hierarchical boundaries. If the scope of the search is Entire Design, the wildcard searches run from each hierarchical point (1, 2A, 2B, 3A1, 3A2, 3B1, 3B2, and 3B3). The result of an asterisk search (*) with Entire Design is a list of all matches in the design, regardless of the current level.

See *Wildcard Search Examples*, on page 574 for examples.

How a Wildcard Search Works

1. The starting point of a wildcard search depends on the range set for the search.

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Entire Design	Starts at top level and uses the pattern to search from that level. It then moves to any child levels below the top level and searches them. The software repeats the search pattern at each hierarchical point in the design until it searches the entire design.
Current Level	Starts at the current hierarchical level and searches that level only. A search started at 2A only covers 2A.
Current Level and Below	Starts at the current hierarchical level and searches that level. It then moves to any child levels below the starting point and conducts separate searches from each of these starting points.

2. The software applies the wildcard pattern to all applicable objects within the range. For Current Level and Current Level and Below, the current level determines the starting point.

   Dots match hierarchy separators, unless you use the backslash escape character in front of the dot (\.). Hierarchical search patterns with a dot (l*.*) are repeated at each level included in the scope. See *Effect of Hierarchy and Range on Wildcard Searches*, on page 572 and *Wildcard Search Examples*, on page 574 for details and examples, respectively. If you use the `*.*` pattern with Current Level, the software matches non-hierarchical names at the current level that include a dot.

Wildcard Search Examples

The figure shows a design with three hierarchical levels, and the table shows the results of some searches on this design.

Scope	Pattern	Starting Point	Finds Matches in...
Entire Design	*	3A1	1, 2A, 2B, 3A1, 3A2, 3B1, 3B2, and 3B3 (* at all levels)
	.	2B	2A and 2B (*.* from 1) 3A1, 3A2, 3B1, 3B2, and 3B3 (*.* from 2A and 2B) No matches in 1 (because of the hierarchical dot), unless a name includes a non-hierarchical dot.
Current Level	*	1	1 only (no hierarchical boundary crossing)
	.	2B	2B only. No search of lower levels even though the dot is specified, because the scope is Current Level. No matches, unless a 2B name includes a non-hierarchical dot.
Current Level and Below	*	2A	2A only (no hierarchical boundary crossing)
	.	1	2A and 2B (*.* from 1) 3A1, 3A2, 3B1, 3B2, and 3B3 (*.* from 2A and 2B) No matches from 1, because the dot is specified.
	.	2B	3B1, 3B2, and 3B3 (*.* from 2B)
	.	3A2	No matches (no hierarchy below 3A2)
	..*	1	3A1, 3A2, 3B1, 3B2, and 3B3 (*.*.* from 1) Search ends because there is no hierarchy two levels below 2A and 2B.

Difference from Tcl Search

In a simple Tcl search like the one used by ISE in UCF files, no character (except the backslash, \) has special meaning. This means that the asterisk matches everything in a string. The FPGA synthesis tools and Synopsys TimeQuest and Design Compiler products confine the simple search to within one level of hierarchy. The following command searches each level of hierarchy individually for the specified pattern:

```
find -hier *abc*addr_reg[*]
```


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If you want to go through the hierarchy, you must add the hierarchy separators to the search pattern:

```
find {*.*.abc.*.*.addr_reg[*]}
```

The following shows the equivalent SDC commands to the simple Tcl searches in UCF:

UCF	SDC Equivalent
INST “*ctrlfifo*" TNM = “FIFO_GRP";_	set FIFOS [find –hier -inst {i:*ctrlfifo*}]
INST “*ctrlfifo" TNM = “FIFO_GRP";_	set FIFOS [find –hier -inst {i:*ctrlfifo}]
INST “ctrlfifo*" TNM = “FIFO_GRP";_	set FIFOS [find –hier -inst * -filter @hier_rtl_name == ctrlfifo*]
INST “ctrlfifo*hier_inst" TNM = “FIFO_GRP";_	set FIFOS [find –hier -inst * -filter @hier_rtl_name == ctrlfifo*hier_inst]

Find Command Differences in HDL Analyst Views and SDC File

There are some slight differences when you use the Find command in the RTL view, Technology view, and the `sdc` constraint files:

- You cannot use find to search for bit registers of a bit array in the RTL or Technology views, but you can specify it in an `sdc` file, where the following command will work:

  ```
  find -seq {i:modulex_inst.qb[7]}
  ```

  In a HDL Analyst view, you cannot find {i:modulex_inst.qb[7]}, but you can specify and find {i:modulex_inst.qb[7:0]}.

- By default, the following Tcl command does not find objects in the RTL view, although it does find objects in the Technology view:

  ```
  -hier -seq * -filter @clock == clk75
  ```

  To make this work in an RTL view, you must turn on Annotated Properties for Analyst in the Device tab of the Implementation Options dialog box, recompile the design, and then open a new RTL view.

Combining Find with Filtering to Refine Searches

You can combine the Find command with the filtering commands to better effect. Depending on what you want to do, use the Find command first, or a filtering command.

1. To limit the range of a search, do the following:
   - Filter the design.
   - Use the Find command on the filtered view, but set the search range to Current Level Only.
2. Select objects for a filtered view.
   - Use the Find command to browse and select objects.
   - Filter the objects to display them.

Using Find to Search the Output Netlist

When the synthesis tool creates an output netlist like a `vqm` or `edf` file, some names are optimized for use in the P&R tool. When you debug your design for place and route looking for a particular object, use the Name Space option in the Object Query dialog box to locate the optimized names in the output netlist. The following procedure shows you how to locate an object, highlight and filter it in the Technology view, and crossprobe to the source code for editing.

1. Select the output netlist file option in the Implementations Results tab of the Implementation Options dialog box.
2. After you synthesize your design, open your output netlist file and select the name of the object you want to find.

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3. Copy the name and open a Technology view.
4. In the Technology view, press Ctrl-f or select Edit->Find to open the Object Query dialog box and do the following:
   - Paste the object name you copied into the Highlight Search field.
   - Set the Name Space option to Netlist and click Find All.

If you leave the Name Space option set to the default of Tech View, the tool does not find the name because it is searching the mapped database instead of the output netlist.

– Double click the name to move it into the Highlighted field and close the dialog box.

In the Technology view, the name is highlighted in the schematic.

5. Select HDL Analyst->Filter Schematic to view only the highlighted portion of the schematic.

Filtered View

The tooltip shows the equivalent name in the Technology view.

6. Double click on the filtered schematic to crossprobe to the corresponding code in the HDL file.

Crossprobing

Crossprobing is the process of selecting an object in one view and having the object or the corresponding logic automatically highlighted in other views. Highlighting a line of text, for example, highlights the corresponding logic in the schematic views. Crossprobing helps you visualize where coding changes or timing constraints might help to reduce area or improve performance.

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You can crossprobe between the RTL view, Technology view, the FSM Viewer (not available in the Synplify product), the log file, the source files, and some external text files from place-and-route tools. However, not all objects or source code crossprobe to other views, because some source code and RTL view logic is optimized away during the compilation or mapping processes.

This section describes how to crossprobe from different views. It includes the following:

- Crossprobing within an RTL/Technology View, on page 580
- Crossprobing from the RTL/Technology View, on page 581
- Crossprobing from the Text Editor Window, on page 583
- Crossprobing from the Tcl Script Window, on page 586
- Crossprobing from the FSM Viewer, on page 586

Crossprobing within an RTL/Technology View

Selecting an object name in the Hierarchy Browser highlights the object in the schematic, and vice versa.

Selected Object	Highlighted Object
Instance in schematic (single-click)	Module icon in Hierarchy Browser
Net in schematic	Net icon in Hierarchy Browser
Port in schematic	Port icon in Hierarchy Browser
Logic icon in Hierarchy Browser	Instance in schematic
Net icon in Hierarchy Browser	Net in schematic
Port icon in Hierarchy Browser	Port in schematic

In this example, when you select the DECODE module in the Hierarchy Browser, the DECODE module is automatically selected in the RTL view.

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Crossprobing from the RTL/Technology View

1. To crossprobe from an RTL or Technology views to other open views, select the object by clicking on it.

   The software automatically highlights the object in all open views. If the open view is a schematic, the software highlights the object in the Hierarchy Browser on the left as well as in the schematic. If the highlighted object is on another sheet of a multi-sheet schematic, the view does not automatically track to the page. If the crossprobed object is inside a hidden instance, the hidden instance is highlighted in the schematic.

   If the open view is a source file, the software tracks to the appropriate code and highlights it. The following figure shows crossprobing between the RTL, Technology, and Text Editor (source code) views.

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2. To crossprobe from the RTL or Technology view to the source file when the source file is not open, double-click on the object in the RTL or Technology view.

   Double-clicking automatically opens the appropriate source code file and highlights the appropriate code. For example, if you double-click an object in a Technology view, the HDL Analyst tool automatically opens an editor window with the source code and highlights the code that contains the selected register.

The following table summarizes the crossprobing capability from the RTL or Technology view.

From	To	Procedure
RTL	Source code	Double-click an object. If the source code file is not open, the software opens the Text Editor window to the appropriate section of code. If the source file is already open, the software scrolls to the correct section of the code and highlights it.
RTL	Technology	The Technology view must be open. Click the object to highlight and crossprobe.
RTL	FSM Viewer (not in Synplify)	The FSM view must be open. The state machine must be coded with a onehot encoding style. Click the FSM to highlight and crossprobe.
Technology	Source code	If the source code file is already, open, the software scrolls to the correct section of the code and highlights it. If the source code file is not open, double-click an object in the Technology view to open the source code file.
Technology	RTL	The RTL view must be open. Click the object to highlight and crossprobe.

Crossprobing from the Text Editor Window

To crossprobe from a source code window or from the log file to an RTL, Technology, or FSM view, use this procedure. You can use this method to crossprobe from any text file with objects that have the same instance names as in the synthesis software. For example, you can crossprobe from place-and-route files. See *Example of Crossprobing a Path from a Text File,* on page 584 for a practical example of how to use crossprobing.

1. Open the RTL, FSM, or Technology view to which you want to crossprobe. The FSM view is not a Synplify feature.

2. To crossprobe from an error, warning, or note in the html log file, click on the file name to open the corresponding source code in another Text Editor window; to crossprobe from a text log file, double-click on the text of the error, warning, or note.

3. To crossprobe from a third-party text file (not source code or a log file), select Options->HDL Analyst Options->General, and enable Enhanced text crossprobing.

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4. Select the appropriate portion of text in the Text Editor window. In some cases, it may be necessary to select an entire block of text to crossprobe.

   The software highlights the objects corresponding to the selected code in all the open windows. For example, if you select a state name in the code, it highlights the state in the FSM viewer. If an object is on another schematic sheet or on another hierarchical level, the highlighting might not be obvious. If you filter the RTL or schematic view (right-click in the source code window with the selected text and select Filter Schematic from the popup menu), you can isolate the highlighted objects for easy viewing.

Example of Crossprobing a Path from a Text File

This example selects a path in a log file and crossprobes it in the Technology view. You can use the same technique to crossprobe from other text files like place-and-route files, as long as the instance names in the text file match the instance names in the synthesis tool.

1. Open the log file, the RTL, and Technology views.

2. Select the path objects in the log file.

   – Select the column by pressing Alt and dragging the cursor to the end of the column. On the Linux platform, use the key to which the Alt function is mapped; this is usually the Ctrl-Alt key combination.

   – To select all the objects in the path, right-click and choose Select in Analyst from the popup menu. Alternatively, you can select certain objects only, as described next.

   The software selects the objects in the column, and highlights the path in the open RTL and Technology views.

Text Editor

Technology View

– To further filter the objects in the path, right-click and choose Select From from the popup menu. On the form, check the objects you want, and click OK. Only the corresponding objects are highlighted.

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3. To isolate and view only the selected objects, do this in the Technology view: press F12, or right-click and select the Filter Schematic command from the popup menu.

   You see just the selected objects.

Crossprobing from the Tcl Script Window

Crossprobing from the Tcl script window is useful for debugging error messages. You cannot do this with the Synplify product, because it does not have the Tcl window feature.

To crossprobe from the Tcl Script window to the source code, double-click a line in the Tcl window. To crossprobe a warning or error, first click the Messages tab and then double-click the warning or error. The software opens the relevant source code file and highlights the corresponding code.

Crossprobing from the FSM Viewer

You can crossprobe to the FSM Viewer if you have the FSM view open. You can crossprobe from an RTL, Technology, or source code window. The Synplify tool does not support the FSM viewer.

To crossprobe from the FSM Viewer, do the following:

1. Open the view to which you want to crossprobe: RTL/Technology view, or the source code file.

2. Do the following in the open FSM view:
   – For FSMs with a onehot encoding style, click the state bubbles in the bubble diagram or the states in the FSM transition table.

– For all other FSMs, click the states in the bubble diagram. You cannot use the transition table because with these encoding styles, the number of registers in the RTL or Technology views do not match the number of registers in the FSM Viewer.

The software highlights the corresponding code or object in the open views. You can only crossprobe from a state in the FSM table if you used a onehot encoding style.

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Analyzing With the HDL Analyst Tool

The HDL Analyst tool is a graphical productivity tool that helps you visualize your synthesis results. It consists of RTL-level and technology-primitive level schematics that let you graphically view and analyze your design.

- RTL View
  Using BEST® (Behavior Extracting Synthesis Technology) in the RTL view, the software keeps a high-level of abstraction and makes the RTL view easy to view and debug. High-level structures like RAMs, ROMs, operators, and FSMs are kept as abstractions in this view instead of being converted to gates. You can examine the high-level structure, or push into a component and view the gate-level structure.
- Technology View
  The software uses module generators to implement the high-level structures from the RTL view, and maps them to technology-specific resources.

To analyze information, compare the current view with the information in the RTL/Technology view, the log file, the FSM view, and the source code, you can use techniques like crossprobing, flattening, and filtering. Note that Synplify users do not have access to the FSM viewer. See the following for more information about analysis techniques.

- Viewing Design Hierarchy and Context, on page 589
- Filtering Schematics, on page 592
- Expanding Pin and Net Logic, on page 594
- Expanding and Viewing Connections, on page 598
- Flattening Schematic Hierarchy, on page 599
- Minimizing Memory Usage While Analyzing Designs, on page 604

For additional information about navigating the HDL Analyst views or using other techniques like crossprobing, see the following:

- Working in the Schematic Views, on page 546
- Exploring Design Hierarchy, on page 559
- Finding Objects, on page 567
- Crossprobing, on page 579

Viewing Design Hierarchy and Context

Most large designs are hierarchical, so the synthesis software provides tools that help you view hierarchy details or put the details in context. Alternatively, you can browse and navigate hierarchy with Push/Pop mode, or flatten the design to view internal hierarchy.

This section describes how to use interactive hierarchical viewing operations to better analyze your design. Automatic hierarchy viewing operations that are built into other commands are described in the context in which they appear. For example, *Viewing Critical Paths*, on page 675 describes how the software automatically traces a critical path through different hierarchical levels using hollow boxes with nested internal logic (transparent instances) to indicate levels in hierarchical instances.

1. To view the internal logic of primitives in your design, do either of the following:
   - To view the logic of an individual primitive, push into it. This generates a new schematic view with the internal details. Click the Back icon to return to the previous view.
   - To view the logic of all primitives in the design, select Options->HDL Analyst Options->General, and enable Show Cell Interior. This command lets you see internal logic in context, by adding the internal details to the current schematic view and all subsequent views. If the view is too cluttered with this option on, filter the view (see *Filtering Schematics*, on page 592) or push into the primitive. Click the Back icon to return to the previous view after filtering or pushing into the object.

   The following figure compares these two methods:

Result of pushing into a primitive (new view of lower-level logic)

Result of enabling Show Cell Interior option (same view with internal logic)

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2. To hide selected hierarchy, select the instance whose hierarchy you want to exclude, and then select Hide Instances from the HDL Analyst menu or the right-click popup menu in the schematic view.

   You can hide opaque (solid yellow) or transparent (hollow) instances. The software marks hidden instances with an H in the lower left. Hidden instances are like black boxes; their hierarchy is excluded from filtering, expanding, dissolving, or searching in the current window, although they can be crossprobed. An instance is only hidden in the current view window; other view windows are not affected. Temporarily hiding unnecessary hierarchy focuses analysis and saves time in large designs.

   Before you save a design with hidden instances, select Unhide Instances from the HDL Analyst menu or the right-click popup menu and make the hidden internal hierarchy accessible again. Otherwise, the hidden instances are saved as black boxes, without their internal logic. Conversely, you can use this feature to reduce the scope of analysis in a large design by hiding instances you do not need, saving the reduced design to a new name, and then analyzing it.

3. To view the internal logic of a hierarchical instance, you can push into the instance, dissolve the selected instance with the Dissolve Instances command, or flatten the design. You cannot use these methods to view the internal logic of a hidden instance.

Pushing into an instance	Generates a view that shows only the internal logic. You do not see the internal hierarchy in context. To return to the previous view, click Back. See *Exploring Object Hierarchy by Pushing/Popping*, on page 560 for details.
Flattening the entire design	Opens a new view where the entire design is flattened, except for hidden hierarchy. Large flattened designs can be overwhelming. See *Flattening Schematic Hierarchy*, on page 599 for details about flattening designs. Because this is a new view, you cannot use Back to return to the previous view. To return to the top-level unflattened schematic, right-click in the view and select Unflatten Schematic.
Flattening an instance by dissolving	Generates a view where the hierarchy of the selected instances is flattened, but the rest of the design is unaffected. This provides context. See *Flattening Schematic Hierarchy*, on page 599 for details about dissolving instances.

4. If the result of filtering or dissolving is a hollow box with no internal logic, try either of the following, as appropriate, to view the internal hierarchy:
   - Select Options->HDL Analyst Options->Sheet Size and increase the value of Maximum Filtered Instances. Use this option if the view is not too cluttered.
   - Use the sheet navigation commands to go to the sheets indicated in the hollow box.

   If there is too much internal logic to display in the current view, the software puts the internal hierarchy on separate schematic sheets. It displays a hollow box with no internal logic and indicates the schematic sheets that contain the internal logic.

5. To view the design context of an instance in a filtered view, select the instance, right-click, and select Show Context from the popup menu.

   The software displays an unfiltered view of the hierarchical level that contains the selected object, with the instance highlighted. This is useful when you have to go back and forth between different views during analysis. The context differs from the Expand commands, which show connections. To return to the original filtered view, click Back.

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Filtering Schematics

Filtering is a useful first step in analysis, because it focuses analysis on the relevant parts of the design. Some commands, like the Expand commands, automatically generate filtered views; this procedure only discusses manual filtering, where you use the Filter Schematic command to isolate selected objects. See Chapter 3 of the *Reference Manual* for details about these commands.

This table lists the advantages of using filtering over flattening:

Filter Schematic Command	Flatten Commands
Loads part of the design; better memory usage	Loads entire design
Combine filtering with Push/Pop mode, and history buttons (Back and Forward) to move freely between hierarchical levels	Must use Unflatten Schematic to return to top level, and flatten the design again to see lower levels. Cannot return to previous view if the previous view is not the top-level view.

1. Select the objects that you want to isolate. For example, you can select two connected objects.

   If you filter a hidden instance, the software does not display its internal hierarchy when you filter the design. The following example illustrates this.

2. Select the Filter Schematic command, using one of these methods:
   - Select Filter Schematic from the HDL Analyst menu or the right-click popup menu.
   - Click the Filter Schematic icon (buffer gate) ( ).

– Press F12.

– Press the right mouse button and draw a narrow V-shaped mouse stroke in the schematic window. See Help->Mouse Stroke Tutor for details.

The software filters the design and displays the selected objects in a filtered view. The title bar indicates that it is a filtered view. Hidden instances have an H in the lower left. The view displays other hierarchical instances as hollow boxes with nested internal logic (transparent instances). For descriptions of filtered views and transparent instances, see *Filtered and Unfiltered Schematic Views*, on page 454 and *Transparent and Opaque Display of Hierarchical Instances*, on page 459 in the *Reference Manual*. If the transparent instance does not display internal logic, use one of the alternatives described in *Viewing Design Hierarchy and Context*, on page 589, step 4.

3. If the filtered view does not display the pin names of technology primitives and transparent instances that you want to see, do the following:

   – Select Options->HDL Analyst Options->Text and enable Show Pin Name.

   – To temporarily display a pin name, move the cursor over the pin. The name is displayed as long as the cursor remains over the pin. Alternatively, select a pin. The software displays the pin name until you make another selection. Either of these options can be applied to

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individual pins. Use them to view just the pin names you need and keep design clutter to a minimum.

– To see all the hierarchical pins, select the instance, right-click, and select Show All Hier Pins.

You can now analyze the problem, and do operations like the following:

Trace paths, build up logic	See *Expanding Pin and Net Logic*, on page 594 and *Expanding and Viewing Connections*, on page 598
Filter further	Select objects and filter again
Find objects	See *Finding Objects*, on page 567
Flatten, or hide and flatten	See *Flattening Schematic Hierarchy*, on page 599. You can hide transparent or opaque instances.
Crossprobe from filtered view	See *Crossprobing from the RTL/Technology View*, on page 581

4. To return to the previous schematic view, click the Back icon. If you flattened the hierarchy, right-click and select Unflatten Schematic to return to the top-level unflattened view.

For additional information about filtering schematics, see *Filtering Schematics*, on page 592 and *Flattening Schematic Hierarchy*, on page 599.

Expanding Pin and Net Logic

When you are working in a filtered view, you might need to include more logic in your selected set to debug your design. This section describes commands that expand logic fanning out from pins or nets; to expand paths, see *Expanding and Viewing Connections*, on page 598.

Use the Expand commands with the Filter Schematic, Hide Instances, and Flatten commands to isolate just the logic that you want to examine. Filtering isolates logic, flattening removes hierarchy, and hiding instances prevents their internal hierarchy from being expanded. See *Filtering Schematics*, on page 592 and *Flattening Schematic Hierarchy*, on page 599 for details.

1. To expand logic from a pin hierarchically across boundaries, use the following commands.

To...	Do this (HDL Analyst->Hierarchical/Popup menu)...
See all cells connected to a pin	Select a pin and select Expand. See *Expanding Filtered Logic Example*, on page 596.
See all cells that are connected to a pin, up to the next register	Select a pin and select Expand to Register/Port. See *Expanding Filtered Logic to Register/Port Example*, on page 597.
See internal cells connected to a pin	Select a pin and select Expand Inwards. The software filters the schematic and displays the internal cells closest to the port. See *Expanding Inwards Example*, on page 597.

The software expands the logic as specified, working on the current level and below or working up the hierarchy, crossing hierarchical boundaries as needed. Hierarchical levels are shown nested in hollow bounding boxes. The internal hierarchy of hidden instances is not displayed.

For descriptions of the Expand commands, see *HDL Analyst Menu*, on page 304 of the *Reference Manual*.

2. To expand logic from a pin at the current level only, do the following:
   - Select a pin, and go to the HDL Analyst->Current Level menu or the right-click popup menu->Current Level.
   - Select Expand or Expand to Register/Ports. The commands work as described in the previous step, but they do not cross hierarchical boundaries.
3. To expand logic from a net, use the commands shown in the following table.
   - To expand at the current level and below, select the commands from the HDL Analyst->Hierarchical menu or the right-click popup menu.
   - To expand at the current level only, select the commands from the HDL Analyst->Current Level menu or the right-click popup menu->Current Level.

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To...	Do this...
Select the driver of a net	Select a net and select Select Net Driver. The result is a filtered view with the net driver selected (*Selecting the Net Driver Example*, on page 598).
Trace the driver, across sheets if needed	Select a net and select Go to Net Driver. The software shows a view that includes the net driver.
Select all instances on a net	Select a net and select Select Net Instances. You see a filtered view of all instances connected to the selected net.

Expanding Filtered Logic Example

Expanding Filtered Logic to Register/Port Example

Expanding Inwards Example

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Selecting the Net Driver Example

Expanding and Viewing Connections

This section describes commands that expand logic between two or more objects; to expand logic out from a net or pin, see *Expanding Pin and Net Logic,* on page 594. You can also isolate the critical path or use the Timing Analyst to generate a schematic for a path between objects, as described in *Analyzing Timing in Schematic Views,* on page 672.

Use the following path commands with the Filter Schematic and Hide Instances commands to isolate just the logic that you want to examine. The two techniques described here differ: Expand Paths expands connections between selected objects, while Isolate Paths pares down the current view to only display connections to and from the selected instance.

For detailed descriptions of the commands mentioned here, see *Commands That Result in Filtered Schematics,* on page 480 in the *Reference Manual.*

1. To expand and view connections between selected objects, do the following:
   - Select two or more points.
   - To expand the logic at the current level only, select HDL Analyst-> Current Level->Expand Paths or popup menu->Current Level Expand Paths.
   - To expand the logic at the current level and below, select HDL Analyst-> Hierarchical->Expand Paths or popup menu->Expand Paths.

2. To view connections from all pins of a selected instance, right-click and select Isolate Paths from the popup menu.

Starting Point	The Filtered View Traces Paths (Forward and Back) From All Pins of the Selected Instance...
Filtered view	Traces through all sheets of the filtered view, up to the next port, register, hierarchical instance, or black box.
Unfiltered view	Traces paths on the current schematic sheet only, up to the next port, register, hierarchical instance, or black box.

Unlike the Expand Paths command, the connections are based on the schematic used as the starting point; the software does not add any objects that were not in the starting schematic.

Flattening Schematic Hierarchy

Flattening removes hierarchy so you can view the logic without hierarchical levels. In most cases, you do not have to flatten your hierarchical schematic to debug and analyze your design, because you can use a combination of

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filtering, Push/Pop mode, and expanding to view logic at different levels. However, if you must flatten the design, use the following techniques., which include flattening, dissolving, and hiding instances.

1. To flatten an entire design down to logic cells, use one of the following commands:
   - For an RTL view, select HDL Analyst->RTL->Flattened View. This flattens the design to generic logic cells.
   - For a Technology view, select Flattened View or Flattened to Gates View from the HDL Analyst->Technology menu. Use the former command to flatten the design to the technology primitive level, and the latter command to flatten it further to the equivalent Boolean logic.

   The software flattens the top-level design and displays it in a new window. To return to the top-level design, right-click and select Unflatten Schematic.

   Unless you really require the entire design to be flattened, use Push/Pop mode and the filtering commands (*Filtering Schematics*, on page 592) to view the hierarchy. Alternatively, you can use one of the selective flattening techniques described in subsequent steps.

2. To selectively flatten transparent instances when you analyze critical paths or use the Expand commands, select Flatten Current Schematic from the HDL Analyst menu, or select Flatten Schematic from the right-click popup menu.

   The software generates a new view of the current schematic in the same window, with all transparent instances at the current level and below flattened. RTL schematics are flattened down to generic logic cells and Technology views down to technology primitives. To control the number of hierarchical levels that are flattened, use the Dissolve Instances command described in step 4.

   If your view only contains hidden hierarchical instances or pale yellow (opaque) hierarchical instances, nothing is flattened. If you flatten an unfiltered (usually the top-level design) view, the software flattens all hierarchical instances (transparent and opaque) at the current level and below. The following figure shows flattened transparent instances.

Because the flattened view is a new view, you cannot use Back to return to the unflattened view or the views before it. Use Unflatten Schematic to return to the unflattened top-level view.

3. To selectively flatten the design by hiding instances, select hierarchical instances whose hierarchy you do not want to flatten, right-click, and select Hide Instances. Then flatten the hierarchy using one of the Flatten commands described above.

   Use this technique if you want to flatten most of your design. If you want to flatten only part of your design, use the approach described in the next step.

   When you hide instances, the software generates a new view where the hidden instances are not flattened, but marked with an H in the lower left corner. The rest of the design is flattened. If unhidden hierarchical instances are not flattened by this procedure, use the Flattened View or Flattened to Gates View commands described in step 1 instead of the Flatten

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Current Schematic command described in step 2, which only flattens transparent instances in filtered views.

You can select the hidden instances, right-click, and select Unhide Instances to make their hierarchy accessible again. To return to the unflattened top-level view, right-click in the schematic and select Unflatten Schematic.

4. To selectively flatten some hierarchical instances in your design by dissolving them, do the following:
   - If you want to flatten more than one level, select Options->HDL Analyst Options and change the value of Dissolve Levels. If you want to flatten just one level, leave the default setting.
   - Select the instances to be flattened.
   - Right-click and select Dissolve Instances.

   The results differ slightly, depending on the kind of view from which you dissolve instances.

Starting View	Software Generates a...
Filtered	Filtered view with the internal logic of dissolved instances displayed within hollow bounding boxes (transparent instances), and the hierarchy of the rest of the design unchanged. If the transparent instance does not display internal logic, use one of the alternatives described in step 4 of *Viewing Design Hierarchy and Context*, on page 589. Use the Back button to return to the undissolved view.
Unfiltered	New, flattened view with the dissolved instances flattened in place (no nesting) to Boolean logic, and the hierarchy of the rest of the design unchanged. Select Unflatten Schematic to return to the top-level unflattened view. You cannot use the Back button to return to previous views because this is a new view.

The following figure illustrates this.

Dissolved logic for prgmcntr shown nested when started from filtered view

Dissolved logic for prgmcntr shown flattened in context when you start from an unfiltered view

Use this technique if you only want to flatten part of your design while retaining the hierarchical context. If you want to flatten most of the design, use the technique described in the previous step. Instead of dissolving instances, you can use a combination of the filtering commands and Push/Pop mode.

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Minimizing Memory Usage While Analyzing Designs

When working with large hierarchical designs, use the following techniques to use memory resources efficiently.

- Before you do any analysis operations such as searching, flattening, expanding, or pushing/popping, hide (HDL Analyst->Hide Instances) the hierarchical instances you do not need. This saves memory resources, because the software does not load the hierarchy of the hidden instances.
- Temporarily divide your design into smaller working files. Before you do any analysis, hide the instances you do not need. Save the design. The `srs` and `srm` files generated are smaller because the software does not save the hidden hierarchy. Close any open HDL Analyst windows to free all memory from the large design. In the Implementation Results view, double-click one of the smaller files to open the RTL or Technology schematic. Analyze the design using the smaller, working schematics.
- Filter your design instead of flattening it. If you must flatten your design, hide the instances whose hierarchy you do not need before flattening, or use the Dissolve Instances command. See *Flattening Schematic Hierarchy, on page 599* for details. For more information on the Expand Paths and Isolate Paths commands, see *RTL View and Technology View Popup Menu Commands, on page 395* of the *Reference Manual*.
- When searching your design, search by instance rather than by net. Searching by net loads the entire design, which uses memory.
- Limit the scope of a search by hiding instances you do not need to analyze. You can limit the scope further by filtering the schematic in addition to hiding the instances you do not want to search.

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Using the FSM Viewer

The FSM Viewer option is available only in the Synplify Pro and Synplify Premier tools. The FSM viewer displays state transition bubble diagrams for FSMs in the design, along with additional information about the FSM. You can use this viewer to view state machines implemented by either the FSM Compiler or the FSM Explorer. For more information, see *Running the FSM Compiler*, on page 430 and *Running the FSM Explorer*, on page 433, respectively.

1. To start the FSM viewer, open the RTL view and either
   - Select the FSM instance, click the right mouse button and select View FSM from the popup menu.
   - Push down into the FSM instance (Push/Pop icon).

   The FSM viewer opens. The viewer consists of a transition bubble diagram and a table for the encodings and transitions. If you used Verilog to define the FSMs, the viewer displays binary values for the state machines if you defined them with the ‘define keyword, and actual names if you used the parameter keyword.

2. The following table summarizes basic viewing operations.

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To view...	Do...
from and to states, and conditions for each transition	Click the Transitions tab at the bottom of the table.
the correspondence between the states and the FSM registers in the RTL view	Click the RTL Encoding tab.
the correspondence between the states and the registers in the Technology View	Click the Mapped Encodings tab (available after synthesis).
only the transition diagram without the table	Select View->FSM table or click the FSM Table icon. You might have to scroll to the right to see it.

This figure shows you the mapping information for a state machine. The Transitions tab shows you simple equations for conditions for each state. The RTL Encodings tab has a State column that shows the state names in the source code, and a Registers column for the corresponding RTL encoding. The Mapped Encoding tab shows the state names in the code mapped to actual values.

	From State	To State	Condition
1	LapDisplay	LapDisplay	Laplevel&!Reset
2	Zero	LapDisplay	Lap&!Start&!Reset
3	StopSecond	StopSecond	!Lap&!Start&!Reset
4	StopFirst	StopSecond	Lap&!Start&!Reset
5	CountCont	StopSecond	Start&!Reset
6	StopSecond	StopDiff	Lap&!Start&!Reset
7	StopDiff	StopDiff	!Lap&!Start&!Reset
8	StopFirst	StopFirst	!Lap&!Start&!Reset
9	CountFirst	StopFirst	Start&!Reset
10	StopSecond	CountCont	Start&!Reset

States and Conditions

State	cur_state[6]	cur_state[5]	cur_state[4]	cur_state[3]	cur_state[2]	cur_state[1]	cur_state[0]
Zero	0	0	0	0	0	0	1
CountFirst	0	0	0	0	0	1	0
CountCont	0	0	0	0	1	0	0
StopFirst	0	0	0	1	0	0	0
StopDiff	0	0	1	0	0	0	0
StopSecond	0	1	0	0	0	0	0
LapDisplay	1	0	0	0	0	0	0

Mapped Encoding

State	Register
Zero	cur_state[0]
CountFirst	cur_state[1]
CountCont	cur_state[2]
StopFirst	cur_state[3]
StopDiff	cur_state[4]
StopSecond	cur_state[5]
LapDisplay	cur_state[6]

RTL Encoding

3. To view just one selected state,
   - Select the state by clicking on its bubble. The state is highlighted.
   - Click the right mouse button and select the filtering criteria from the popup menu: output, input, or any transition.

   The transition diagram now shows only the filtered states you set. The following figure shows filtered views for output and input transitions for one state.

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Similarly, you can check the relationship between two or more states by selecting the states, filtering them, and checking their properties.

4. To view the properties for a state,
   - Select the state.
   - Click the right mouse button and select Properties from the popup menu. A form shows you the properties for that state.

   To view the properties for the entire state machine like encoding style, number of states, and total number of transitions between states, deselect any selected states, click the right mouse button outside the diagram area, and select Properties from the popup menu.

5. To view the FSM description in text format, select the state machine in the RTL view and View FSM Info File from the right mouse popup. This is an example of the FSM Info File, *statemachine*.info.

```
State Machine: work.Control(verilog)-cur_state[6:0]
No selected encoding - Synplify will choose
Number of states: 7
Number of inputs: 4
Inputs:
   0: Laplevel
   1: Lap
   2: Start
   3: Reset
   Clock: Clk
```

```
Transitions: (input, start state, destination state)
   -100 S0 S6
   --10 S0 S2
   ---1 S0 S0
   -00- S0 S0
   --10 S1 S3
   -100 S1 S2
   -000 S1 S1
   ---1 S1 S0
   --10 S2 S5
   -000 S2 S2
   -100 S2 S1
   ---1 S2 S0
   -100 S3 S5
   -000 S3 S3
   --10 S3 S1
   ---1 S3 S0
   -000 S4 S4
   --1- S4 S0
   -1-- S4 S0
   ---1 S4 S0
   -000 S5 S5
   -100 S5 S4
   --10 S5 S2
   ---1 S5 S0
   1--0 S6 S6
   ---1 S6 S0
   0--- S6 S0
```


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CHAPTER 12

Analyzing Designs in Physical Analyst

This document describes typical analysis tasks using graphical analysis with the Physical Analyst tool. It covers the following:

- Analyzing Physical Synthesis Results, on page 612
- Using Physical Analyst, on page 615
- Displaying and Selecting Objects, on page 621
- Querying Physical Analyst Objects, on page 631
- Finding Objects, on page 636
- Crossprobing in Physical Analyst, on page 645
- Analyzing Netlists in Physical Analyst, on page 653
- Using Implementation Maps in Physical Analyst, on page 660

For information about analyzing timing in the Synplify Premier Physical Analyst tool, see *Analyzing Timing with Physical Analyst*, on page 689.

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Analyzing Physical Synthesis Results

This section contains information about tools you can use to analyze physical synthesis results. See the following:

- Analyzing Physical Synthesis Results Using Various Tools, on page 612
- Running Multiple Implementations, on page 613
- Running Multiple Implementations, on page 613
- Checking Altera Pre-Placement Physical Synthesis Results, on page 613

Analyzing Physical Synthesis Results Using Various Tools

Default timing and area reports are presented in the `htm` or `srr` log file for the design project. To view this information, click the View Log button in the Project view (or View->View Log File). The following `htm` log file shows both the Table of Contents and the HTML log file contents for the design.

See *Viewing the Log File*, on page 527 for complete information on how to interpret the log file results.

In addition, you can generate a stand-alone timing report to display more or less information than what is provided in the log file. See the following:

- Generating Custom Timing Reports with STA, on page 678

Also, check the place-and-route results to determine if further synthesis is required. For example, click on Xilinx P&R Report to check the xflow_par.log file to verify that all constraints were met as shown below. For graph-based physical synthesis, you can also click on Initial Placement Report to check the xflow_gp.log file. Click on Quartus P&R Report to check the quartus.log file for place-and-route results for Altera devices.

Running Multiple Implementations

You can create multiple implementations of the same design so that you can compare the results of each implementation and place-and-route run. This lets you experiment with different settings for the same design with different place-and-route options. Implementations are revisions of your design within the context of the Synplify Premier software and do not replace external source code control software and processes.

For the Graph-based physical synthesis with a design plan flow, you can run the first pass using the Synplify Premier software without a design plan file (`sfp`) to synthesize the design. Placement and routing runs automatically. Then, create a new implementation and apply a design plan for Design plan-based physical synthesis.

See *Working with Multiple Implementations*, on page 245 for more information.

Checking Altera Pre-Placement Physical Synthesis Results

In Altera designs, graph-based physical synthesis generates an intermediate file that you can display in the Technology View and use for debugging. Do the following:

1. After physical synthesis, open the preplace.srm file by double-clicking or right-clicking the file in the Project view and selecting Open.

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The preplace.srm file is an intermediate file that captures the netlist after RTL physical synthesis and immediately before global placement, showing the same results as would be obtained from logic synthesis. This file is located in the physical synthesis implementation results directory.

2. To view the corresponding timing slack for all the clocks in the design, open the log file, and check the Pre-placement Timing Snapshot section of the log file for the critical path reflected in the preplace.srm file.

```
C:/synplify_premier/tutorial/rev_2/par_1/xflow_par.log
284   Constraint                                  |  Check  | Worst Case |  Best Case | Timing |   Timing
285                                               |         |    Slack   | Achievable | Errors |    Score
286 ----------------------------------------------------------------------------------------------------
287   TS_clock = PERIOD TIMEGRP "clock" 8 ns HI | SETUP   |     0.062ns|     7.938ns|       0|
288   CH 50%                                    | HOLD    |     0.513ns|            |       0|
289 ----------------------------------------------------------------------------------------------------
290   PATH "TS_special_regs_status_7__path" TIG | SETUP   |         N/A|     9.547ns|     N/A|
291 ----------------------------------------------------------------------------------------------------
292
293
294 All constraints were met.
295 INFO:Timing:2761 - N/A entries in the Constraints list may indicate that the
296    constraint does not cover any paths or that it has no requested value.
297
298
299 Generating Pad Report.
300
301 All signals are completely routed.
302
303 Total REAL time to PAR completion: 2 mins 5 secs
304 Total CPU time to PAR completion: 41 secs
305
306 Peak Memory Usage:  234 MB
307
308 Placement: Completed - No errors found.
309 Routing: Completed - No errors found.
310 Timing: Completed - No errors found.
311
312 Number of error messages: 0
313 Number of warning messages: 0
```

For more information on analyzing synthesis results graphically, see the following:

- Using Physical Analyst, on page 615
- Chapter 11, *Analyzing with HDL Analyst and FSM Viewer*

Using Physical Analyst

After you have placed and routed your design with backannotated information, you can use the Physical Analyst tool to analyze the placement and global routing. For descriptions of the interface, see the *Reference Manual*.

The Physical Analyst functionality is only available for the Synplify Premier flows:

- Graph-based physical synthesis (*Graph-Based Physical Synthesis*, on page 46)
- Graph-based physical synthesis with a design plan (*Graph-Based Physical Synthesis with Design Planner*, on page 50)

For both these flows, you can also include a place-and-route implementation with backannotation. The tool will display the placement information after physical synthesis is run, for the following technologies:

Xilinx	Virtex-6, Virtex-5, and Virtex-4
Altera	Stratix IV, Stratix III, Stratix II GX,and Stratix II

See the following for more information:

- Opening the Physical Analyst Interface, on page 615
- Zooming in the Physical Analyst, on page 617
- Moving Between Views in the Physical Analyst, on page 618
- Using the Physical Analyst Context Window, on page 619

Opening the Physical Analyst Interface

The following procedure shows you how to open the tool and the control panel.

1. Open the Physical Analyst view in any of the following ways:
   - Click on the Physical Analyst icon ( ) from the Physical Analyst toolbar.
   - Select HDL Analyst->Physical Analyst in the Project view.

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– Select the `srm` file, then right-click and select Open Using Physical Analyst from the popup menu.

2. To display the control panel for the Physical Analyst, do one of the following:
   – Click on the Physical Analyst Control Panel icon ( ) in the Physical Analyst toolbar.
   – Select Options->Physical Analyst Control Panel.
   – Use the keyboard shortcut key Ctrl-k.

3. To close the Physical Analyst control panel, use any of the toggle methods listed in the previous step, or right-click in the control panel and select Hide from the popup menu.

Zooming in the Physical Analyst

Since the objects displayed in the Physical Analyst full view might be very small, a handy command to use is Zoom Selected. After selecting one or more objects in the Physical Analyst view, you can access this command by

1. If you do not have objects selected, use any of the following global zoom commands to change the display:
   - View->Zoom In from the menu or the Zoom In ( )icon.
   - View->Zoom Out from the menu or the Zoom Out ( )icon.
   - View->Full View from the menu or the Full View ( ) icon.
   - View->Normal View from the menu or the Normal View ( ) icon.
   - Appropriate mouse strokes.

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For a description of the zoom options, see *View Menu*, on page 168 in the *Reference Manual*. For a description of the mouse strokes, see Help-> Mouse Stroke Tutor.

2. To zoom into a particular object or area, select the objects and then use the Zoom Selected command in one of the following ways:
   - Click the Zoom Selected ( ) icon.
   - Right-click and select Zoom Selected from the popup menu.
   - Use the following mouse stroke.

The Zoom Selected command centers the selected object or objects in the view.

Moving Between Views in the Physical Analyst

When you filter or expand your design, you move through a number of different design views in the same window. For example, you might start with a view of the entire design, zoom in on an area and filter an object, and finally expand a connection in the filtered view, for a total of three views.

1. To move back to the previous view, click the Back icon or draw the appropriate mouse stroke in the Device window.

   The software displays the last view, including the zoom factor. This does not work in a newly generated view because there is no history.

2. To move forward again, click the Forward icon or draw the appropriate mouse stroke.

   The software displays the next view in the display history.

Using the Physical Analyst Context Window

The Physical Analyst context window occupies the lower portion of the Control Panel view. The context window provides a point-of-reference to your location on the device.

For example, suppose you:

1. Zoom in the Physical Analyst tool to get a better view of the objects you selected on the device.
2. The context window in the control panel displays a rectangle around the relevant area on the device. This is helpful because you now have a point-of-reference to your location on the device.

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3. Once a rectangle area is drawn in the context window, you can then:
   - move
   - scroll
   - stretch/shrink

   this rectangle in the context window. This view will be reflected in the Physical Analyst view.

4. To reinstate the full context window view, right-click and select Refresh in this view.

Displaying and Selecting Objects

This section describes how to display and select objects in the Physical Analyst view.

- Setting Visibility for Physical Analyst Objects, on page 621
- Displaying Instances and Sites in Physical Analyst, on page 622
- Displaying Nets in Physical Analyst, on page 626
- Selecting Objects in Physical Analyst, on page 628

Setting Visibility for Physical Analyst Objects

You determine object visibility and selectability by setting it in the control panel.

1. Select Options->Physical Analyst Control Panel to display the control panel.
2. To make an object visible, select the Vis box for that object.

   This makes the boundaries for the selected type of object visible in the Device view. You cannot select a visible object, unless it has been made selectable. For details about object selection, see *Displaying Instances and Sites in Physical Analyst*, on page 622, and *Displaying Nets in Physical Analyst*, on page 626.
3. To make an object selectable, select the Vis and Sel boxes for that object.

   The object must be visible before you can make it selectable. When an object is selectable, you can get detailed information by rolling the mouse over it to get a tool tip.

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The Control Panel will display the following in the Physical Analyst View:

- Instances visible and selectable
- Instance internals visible
- Do not show internal signal pins
- Do not show enhanced view for instances
- Signal nets visible and selectable
- Do not show signal flow
- Show pruned signals
- Sites visible

Displaying Instances and Sites in Physical Analyst

The following procedure shows you how to display objects and sites in the Physical Analyst window.

1. To display instances, open the PhysGical Analyst control panel and select the Vis box for Instances.

   The window displays instance bounds, instance locations, and signal pins if all instances with placement information. It does not display the signal pins of the instances.

The following figure shows cell boundaries.

2. To display core cells at a fixed size regardless of zoom level, do the following:
   – With the Physical Analyst window active, select View->Configure Enhanced Instance Display.

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– Enable the Enhance Instance Shape for Better Visibility option.

– Set any other options you want and click OK.

The tool displays the core cells as diamonds of a fixed size.

3. To display instances and their signal pins, select the Vis boxes for Instances, Inst Display.

   The Vis box for Signal Pins is selected automatically, and the tool displays the signal pins. The following figure shows signal pins displayed:

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4. To display sites, do the following:
   - Select the Vis box for Sites.
   - To view sites more clearly, turn off the visibility of instances.

Displaying Nets in Physical Analyst

When nets are routed, they are connected to their respective instances. Because of the long load time and the limited visibility when nets are superimposed on the view, net routes are not displayed by default. Nets are routed from output pins to input pins and are shown with their corresponding point-to-point connections on one layer of the device in the Physical Analyst view.

1. Route the nets, using one of these methods:
   - Use an on-demand routing command like Expand or Show Critical Path. For more netlist commands, see *Analyzing Netlists in Physical Analyst*, on page 653.

- Right-click and select Route Selected Instances. You can choose to display nets for connected instances only, as well as, from input pins, to output pins, or to all pins for selected instances.

2. Set the visibility options on the control panel. Select the Vis box for Nets. You must select this to make the other options available.

   The following example shows point-to-point net routing:

3. To reduce clutter in the display, try the following techniques:
   - Isolate a critical path, or filter the design to show just a few paths you want to analyze.
   - In the control panel, select the Vis box for Prune Signals. When enabled, this option displays net segment that connect to an instance that is invisible because of filtering, for example, in a diminished color.
4. To view the direction of a signal, do either of the following:
   - Place the cursor over a net to view the predominant direction of its signal flow (right, left, up, or down).

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– Select the Vis box for Signal Flow. The net is displayed with arrows showing the direction of its signal flow. The Signal Flow option is useful when you display the critical path. You can follow the arrows and lines along the critical path from the start point to the end point.

5. To hide all nets in the display, do either of the following:
   – Right-click in the Physical Analyst and select Unfilter->Show All Instances, Hide All Nets from the popup menu.
   – Click the Reset filter icon ( ).

Selecting Objects in Physical Analyst

Selected objects are highlighted in the Physical Analyst view. If you have other windows open and crossprobing enabled, you can highlight the selected object in the other windows too.

The following procedure shows you ways to select objects.

1. To select an object, do the following:

- In the control panel, select the Sel box for the object to make it selectable.
- Click on the object in the Device view.

2. To select multiple objects, use one of these methods:
   - Draw a rectangle around the objects.
   - Select an object, press Ctrl, and click other objects you want to select. You can also deselect from the list of currently selected objects while holding the Ctrl key.
   - Position the cursor over an object and click the right mouse button; the object is automatically selected in the view. To preserve a prior selection, hold the Ctrl key and press the right mouse button.
   - Right-click and choose one of the Select commands from the popup menu.
3. To limit the selection range, use these techniques:
   - Use the Physical Analyst control panel to enable or disable a class of objects to be selected. For example you can disable selection for nets, and only select instances in an area.
   - Use the Filter and Unfilter commands to restrict the scope of selection.
   - Use Find to select the objects you want. You can also use the Find command to select a subset of objects of a particular type. See *Using Find to Locate Physical Analyst Objects)*, on page 636.
   - Use the Go to Location command and specify an object location in microns to go directly to a coordinate pair location. See *Finding Physical Analyst Objects by Their Locations*, on page 640.
4. To select a net or instance that overlaps another, do the following.
   - Move your cursor over the overlapping object you want to select. The cursor changes shape to indicate that you need to resolve the selection.
   - Click the cursor, and the Resolve Selection dialog box opens.

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– Select the object you want from the list and click Close.

Once you have selected an object, the software highlights the selected object in the Physical Analyst window. If you have other windows open and crossprobing enabled, the object is highlighted in the other windows.

Querying Physical Analyst Objects

The following procedures describe how to view object properties in the Physical Analyst:

- Viewing Properties in Physical Analyst, on page 631
- Using Tool Tips to View Properties in Physical Analyst, on page 634

Viewing Properties in Physical Analyst

You can view properties for the device design and for selected objects displayed in the view using the popup menu commands described here. For site properties, use tooltips, as described in *Using Tool Tips to View Properties in Physical Analyst*, on page 634.

1. To view general information for the design, right-click anywhere in the Physical Analyst view, and select Physical Analyst Properties from the popup menu.

   The dialog box shows information like the design name, the number of instances, unplaced instances, routed nets in the design, and the location of the netlist and floorplan (`def`) files.

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2. To view properties for an instance, right-click the instance and select Properties (Core Cell).

   The dialog box lists information like the instance name, type, and pins; placement information like its placement location and device-specific location; and its delay, slack, and clock signal. It also indicates whether the instance is included in the critical path.

3. To view properties for a net, right-click the net and select Properties (Net).

The dialog box lists information like the net name, logical nets, pin count, and fanout. It also indicates if the net is a clock and if it has been globally routed.

4. Click on an item in the list to view a definition of that term below.

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Using Tool Tips to View Properties in Physical Analyst

You can use this method to view properties for any objects in the design, as well as for various UI features. For instance, net, and design properties, you can also use the popup commands described in *Viewing Properties in Physical Analyst*, on page 631.

1. Enable View->Tool Tip.

2. Move your mouse over an object.

   As you move the mouse over an object, you see information about that object. Coordinates for the objects are in microns. The following is an example of information for different objects.

3. To display the tooltip information in the Tcl window, do the following:
   - Select an object directly. Do not use this method with area selections or when objects are selected using other commands such as Expand or Find.
   - Either select View->Selection Transcription or right-click in the Physical Analyst view and select Selection Transcription from the popup menu.

   The tooltip information is displayed in the Tcl window. You can copy and paste the information from the TCL window into other windows or files like the SCOPE window, the Find Object dialog box, or a text file.

   The following figure shows an example of an object selected on the device and its tool tip information displayed in the TCL window.

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Finding Objects

To find and display objects in the Physical Analyst view, use the following options:

- Using Find to Locate Physical Analyst Objects), on page 636
- Finding Physical Analyst Objects by Their Locations, on page 640
- Using Markers to Find Physical Analyst Objects, on page 641
- Identifying Encrypted IP Objects in Physical Analyst, on page 643

Using Find to Locate Physical Analyst Objects)

This procedure shows you how to use the Find command to do a search on the entire design. The view displayed is flat, although the hierarchy of instance names is retained. The Find command does not include physical instances in its search.

1. To find nets, first make sure their display is enabled by selecting View-> Unfilter->Show All or the corresponding command from the popup menu.
2. Right-click and select Find from the popup menu or press Ctrl-f. Move the dialog box so you can see both the view and the dialog box.

   You can also open the dialog box by selecting Edit->Find from the menu or by clicking the Find icon in the tool bar.
3. Select the tab (at the top of the dialog box) for the type of object. The Unhighlighted box on the left will list objects of the selected type (instances, symbols, nets, or ports).

4. You can optionally restrict the scope of your search for the design in the following ways:
   - To filter the search using wildcards, see *Using Wildcards with the Find Command*, on page 638.
   - To further filter the object type, see *Using Object Filters with the Find Command*, on page 639.

   The Unhighlighted box shows available objects within the scope you set when you click Find 200 or Find All. Objects are listed in alphabetical order.

5. Do the following to select objects from the list.
   - Click First 200 or Find All. The Unhighlighted box shows available objects (in alphabetical order) within the scope you set when you click Find 200 or Find All. The former finds the first 200 matches, and then you can click the button again to find the next 200.
   - Move the objects you want to the Highlighted box by double-clicking them, or by clicking them to select them, and then clicking the right arrow. Right-click on the objects you want from the list.

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– If the object name exceeds the width of the Unhighlighted box, check the object name by clicking the entry in the list, and viewing the entire name in the field below the Unhighlighted box.

Objects transferred to the Highlighted box are automatically highlighted in the view.

You can leave the dialog box open to do successive Find operations. Close the dialog box when you are done.

Using Wildcards with the Find Command

The following procedure shows you how to use patterns or wildcards to restrict the search range with the Find command when you are locating objects in the Physical Analyst view. You can use wildcards to avoid typing long path names. Start with a general pattern, and then make it more specific.

1. Follow the first three steps described in *Using Find to Locate Physical Analyst Objects)*, on page 636.

2. Type a pattern in the Search By Name field.

*	The asterisk matches any sequence of characters.
?	The question mark matches any single character.
.	The dot (period) explicitly matches a hierarchy separator, so type one dot for each level of hierarchy. To use the dot as a pattern and not as a hierarchy separator, type a backslash (\) before the dot.

When you use wildcards between hierarchies, all pattern matching is displayed from the top level to the lowest level hierarchy, inclusively.

3. Click First 200 or Find All.

The Unhighlighted box lists the objects that match the wildcard pattern criteria. If you selected First 200, it lists the first 200 matches, and then you can click the button again to find the next 200.

4. Select and move the objects you want to the Highlighted box by doing one of the following:
   - Select the objects in the Unhighlighted box and click the right arrow.
   - Double-click individual items in the Unhighlighted box.

   The objects are automatically highlighted in the view.

Using Object Filters with the Find Command

Use the Filter Search option on the Find Object dialog box to limit the objects you are searching for to a particular subcategory. This can be very useful in large designs.

1. Follow the first three steps described in *Using Find to Locate Physical Analyst Objects)*, on page 636.

   At this point, you have already restricted your search to a certain type of object by selecting one of the tabs at the top.

2. Select a subcategory from the pull-down list in Filter Search.

   The listed subcategories are for the kind of object you have already selected. For descriptions of the various subcategories, see *Object Filter Search for Find Command*, on page 627 of the Reference Manual.

3. Click First 200 or Find All.

   The Unhighlighted box lists the objects that match the filtered object criteria. If you selected First 200, it lists the first 200 matches, and then you can click the button again to find the next 200.

4. Select and move the objects you want to the Highlighted box by doing one of the following:
   - Select the objects in the Unhighlighted box and click the right arrow.
   - Double-click individual items in the Unhighlighted box.

   The objects are automatically highlighted in the view.

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Finding Physical Analyst Objects by Their Locations

The Go to Location command allows you to specify a coordinate pair location or location of an object, and then zoom in on this location if requested.

This procedure shows you how to use the Go to Location command to search for objects, such as instances.

1. In the Physical Analyst view, type Ctrl-g or right-click and select Go to Location from the popup menu.

   The command displays the Goto Location dialog box.

2. Do one of the following:
   - Enter the coordinates of the location (see step 3 for details).
   - Select a marker from the Marker pull-down. For information about creating markers at object locations, see *Using Markers to Find Physical Analyst Objects*, on page 641.

3. Enter a coordinate pair (X and Y) location value in microns. You can do this in any of these ways:
   - Type a coordinate pair in the field.

The syntax is very flexible, providing various ways to separate coordinates. You can use a space, or one of the following punctuation marks: a comma, semi-colon, or colon. Optionally, enclose the coordinate pair location in parentheses.

- Copy and paste a coordinate pair location from a log file (`srr`) or timing analyst file (`ta`).
- Copy a location from a `def` file. Note that the unit of measurement in the `def` file is database units. Use the UNITS DISTANCE MICRONS factor from the `def` file to convert database units to microns, before using it here.
- If you have used the command before and have a history of locations, select a location from the pull-down list in the History field.

A description of the object shows in the dialog box window, if applicable.

4. Select a zoom mode.
   - To center the location, without zooming, select Scroll.
   - To zoom into the selected area, select Zoom to Object.
   - To zoom at the 100% level, select Zoom Normal.
5. Click OK.

   The Physical Analyst view shows the location you specified, at the zoom level you specified. The command keeps a running history of the locations you specified, and they appear in the History pull-down the next time you use the command.

Using Markers to Find Physical Analyst Objects

Markers are bookmarks for physical coordinates in the Physical Analyst view. Markers are useful for analyzing floorplan placement in the Physical Analyst view. You can find an object, such as an instance, then create a marker on this instance. When multiple markers are defined, you can move from marker to marker, as well as, measure the distance from a marker or between any two markers.

1. You can create a marker in either of these ways:
   - Select an object or click on the spot where you want to place the marker. Type Ctrl-m, or right-click and then select Markers->Add Marker from the popup menu. If a marker is created at an instance or net

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location, the marker's name is Marker_*objectName*. All other markers are named Marker1, Marker2, etc.

– Click on the spot where you want to create the marker. Either type Ctrl-g or right-click and select Go to Location to open the Go to location dialog box. Your coordinates appear in the coordinates field. Check the Create Marker box in the dialog box. Either specify a name for the marker, or use the default marker name, which is GotoMarker1, GotoMarker2, etc. Click OK.

A marker symbol ( ) appears in the Physical Analyst view at the location specified. As you move the cursor over the marker, a tool tip shows the marker name and its X and Y coordinates. You can also view this information by selecting the marker, right-clicking, and selecting Properties. The marker is automatically added to the list in the Go to Location dialog box, and you can use it to locate objects, as described in *Finding Physical Analyst Objects by Their Locations*, on page 640.

2. To move a marker, select the symbol ( ). Press the mouse button, drag the marker to its new location, and then release the mouse button.

3. To delete a marker, select the marker and press the Del key. Alternatively, right-click and select Markers->Remove Selected from the popup menu. To delete all markers, right-click and select Markers-> Remove All from the popup menu.

4. To use markers to locate an object, see the procedure described in *Finding Physical Analyst Objects by Their Locations*, on page 640.

5. Do the following to use markers for measuring distances:
   - To measure the distance from a marker to the cursor location, select the marker and position the cursor. The status bar at the bottom of the Physical Analyst view displays the manhattan distance (X+Y) between the two points, calculated in microns. It also displays the XY coordinates for the cursor.
   - To measure the distance between two markers, select two markers. The distance is displayed in the status bar. If you have more than two markers selected, the distance is not calculated.

6. To navigate from one marker to another, do the following:
   - To advance to the next marker, right-click and select Markers->Go to Next from the popup menu, or use the F2 key.
   - To go to the previous marker, right-click and select Markers->Go to Previous from the popup menu or use the Shift+F2 keys.

   The sequence for the markers is the order in which they were created. If the view is zoomed, the selected marker is centered in the view.

Identifying Encrypted IP Objects in Physical Analyst

You can use the Physical Analyst to identify cells that belong to an encrypted IP. When a cell belongs to an encrypted IP, it is implemented as the type LUT.

To view objects that might belong to encrypted IPs in the Physical Analyst view, perform the following tasks:

1. Select the cell.
2. Right-click and select Properties (Core Cell) from the popup menu.
3. Notice that the Type property is set to LUT in the dialog box.

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Core Cell Properties
Properties
u1.out
Core Cell
Property
Value
Name
u1.out
Type
LUT
Pins
5
Inputs
4
Outputs
1
Location
(60.00,197.50)
Device Location
SLICE_X0Y4
Delay
0.0000
Slack
0.0000
Property Description
OK
Cancel
Apply
Help

Crossprobing in Physical Analyst

Crossprobing is the process of selecting an object in one view and having the object or the corresponding logic automatically highlighted in other views. The Physical Analyst responds to incoming cross probes as well as sending out cross probes in response to selections.

For details, see

- Crossprobing from the Physical Analyst View, on page 645
- Crossprobing from a Text File to Physical Analyst, on page 648
- Crossprobing from the RTL View to Physical Analyst, on page 649
- Crossprobing from the Technology View to Physical Analyst, on page 651

Crossprobing from the Physical Analyst View

1. Set crossprobing options.
   - To crossprobe automatically from the Physical Analyst view, check that View->Send Crossprobes when selecting is enabled.
   - To crossprobe only on demand, disable View->Send Crossprobes when selecting. This can be more efficient with large designs.
2. To crossprobe to different files and views, follow the appropriate steps:

To Crossprobe to..	Procedure
Source code	• Make sure that View->Crosspobing->Crossprobing to HDL Source is enabled. • In the Physical Analyst view, double-click the object you want to crossprobe. If the source code file is not open, a Text Editor window opens to the appropriate section of code (for example, modules or instances). If the source file is already open, the software scrolls to the correct section of the code and highlights it.

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To Crossprobe to..	Procedure
RTL view	• Open the RTL view. • Make sure the crossprobing options (see step 1) are set for your needs. • In the Physical Analyst view, select the object you want to crossprobe. The software highlights the corresponding object in the RTL view.
Technology view	• Open the Technology view. • Make sure the crossprobing options (see step 1) are set for your needs. • In the Physical Analyst view, select the object you want to crossprobe. The software highlights the corresponding object in the Technology view.

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The following shows on-demand crossprobing from the Physical Analyst view:

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Crossprobing from a Text File to Physical Analyst

Instances from a text file, such as the HDL source code (Verilog/VHDL) or log file (`srr`) can be highlighted in the Physical Analyst. Make sure the Physical Analyst view is already open.

1. Open the Physical Analyst view.
2. In the text file, highlight the appropriate portion of the text, like the hierarchical instance name.

   For some objects in source code files, you might have to select an entire block of text.
3. Crossprobe the object.
   - To show only the object selected, click the Filter Schematics icon in the toolbar.
   - Right-click in the text file and select Select in Analyst from the popup menu.
4. Check the Physical Analyst view.

   The selected instances are highlighted in this view. If the selected object does not have visibility enabled for it in the Control panel, the visibility will be automatically enabled.

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Log File

```
Ending Points with Worst Slack
******************************

                                Starting                                                    Required
Instance                        Reference     Type     Pin     Net                          Time        Slack
                                Clock
-----------------------------------------------------------------------------------------------------------------
UC_ALU.aluz                     Clk           FDC      D       N_123_i                      6.667       -0.660
PrgmCntr.pc[5]                  Clk           FDPE     D       pc_8[5]                      6.404       0.046
Dmux.alua[1]                    Clk           FDC      D       ALUA_d[1]                    6.441       0.132
Dmux.alua_fast[0]               Clk           FDC      D       ALUA_d[0]                    6.404       0.177
Dmux.alub_fast[5]                             FDC      D       ALUB_d[5]                    6.404       0.288
Dmux.alub[5]                                           D       ALUB_d[5]                    6.441       0.336
Dmux.alub[3]                                           D       ALUB_d[3]                    6.441       0.406
SPECIAL_REGS.portbr                                    CE      portbregister_1_sqmuxa_1     6.206       0.432
SPECIAL_REGS.portbr                                    CE      portbregister_1_sqmuxa_1     6.206       0.432
SPECIAL_REGS.trisb_                                    CE      trisb_reg_1_sqmuxa           6.206       0.462
=================================================================================================================
```

Physical Analyst View

5. If needed, use the Reset filter icon to re-display the unfiltered objects, if you filtered the view in step 3.

Crossprobing from the RTL View to Physical Analyst

Follow this procedure to crossprobe from the RTL view to the Physical Analyst view.

1. Open the Physical Analyst view.
2. Enable the View->Cross Probing->Cross Probing from RTL Analyst option.
3. Click the object (instance or macro) in the RTL view to highlight and crossprobe it. You can use the schematic view, hierarchy browser, or the Object Query dialog box to select the object.

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You can cross probe hierarchical objects in the RTL view to the set of objects for which the hierarchy is synthesized in the Physical Analyst view. You cannot cross probe primitives in the RTL view which do not have a counterpart in the mapped netlist. The tool highlights all objects relating to the RTL object. For example, if you selected a module, all mapped objects with physical information that implement the module in the Physical Analyst view are highlighted.

Crossprobing from the Technology View to Physical Analyst

Follow this procedure to crossprobe from the RTL view to the Physical Analyst view.

1. Open the Physical Analyst view.
2. Enable the View->Cross Probing->Cross Probing from Tech Analyst option.
3. Click the object in the Technology view to highlight and crossprobe. You can use the schematic view, hierarchy browser, or the Object Query dialog box to select the object.

   When you select an instance in the Technology view, the placed primitive that corresponds to that instance in the Physical Analyst is highlighted.
4. To automatically route cross-probed instances, enable the View->Cross Probing->Auto route cross probe insts option (the option is enabled by default).

   The following shows cross probing from the Technology view to the Physical Analyst view when this option is enabled.

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Physical Analyst View

Analyzing Netlists in Physical Analyst

In the Physical Analyst view, there are a number of commands for tracing logic and analyzing the netlist, which can be accessed from the right-click popup menus. These commands are context-sensitive, depending on the selected object and where you click. See Chapter 3, *User Interface Commands* of the *Reference Manual* for a complete list of View menu and Physical Analyst popup menu commands.

See the following for details:

- Filtering the Physical Analyst View, on page 653
- Expanding Pin and Net Logic in Physical Analyst, on page 654
- Expanding and Viewing Connections in Physical Analyst, on page 659

Filtering the Physical Analyst View

Filtering is a useful first step in analysis, because you can focus on the relevant parts of the design. Some commands, like the Expand Paths commands, automatically generate filtered views. This procedure only discusses manual filtering, where you use the Filter command to isolate selected objects.

1. Select the objects that you want to isolate.
2. Select the filter command, using one of these methods:
   - Select Filter->Show Selected from the Physical Analyst View menu or from the right-click popup menu.
   - Click the Filter Schematics icon ( ).
   - Press Alt and draw a narrow V-shaped mouse stroke in the schematic window. See Help->Mouse Stroke Tutor for an illustration.

   The software filters the design and displays the selected objects in a filtered view. You can now analyze the objects and perform operations like tracing paths, building up logic, filtering further, finding objects, hiding objects, or crossprobing.
3. To return to the previous view, click the Back ( ) icon.

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Expanding Pin and Net Logic in Physical Analyst

When you are working in a filtered view, you might need to include more logic in your selected set to analyze your design. This section describes commands that expand logic fanning out from pins or nets; to expand paths, see *Expanding and Viewing Connections in Physical Analyst*, on page 659.

Use the Expand commands with the Filter and Nets->Visible commands to isolate and connect the logic that you want to examine.

1. To expand logic from a pin, do the following in the Physical Analyst view.

To view..	Do this..
All cells connected to a pin	• Select a pin on the cell instance. • Right-click and select Expand->Selected Pins. See *Expanding Logic Example*, on page 655. If you change your selection to all output pins, all input pins, or all pins, you can use the same command to expand from these points.
All cells that are connected to a pin, up to the next register/port	• Select a pin on the cell instance. • Right-click and select Expand to Register/Port->Selected Pins. See *Expanding Logic to Register/Port Example*, on page 656. If you change your selection to all output pins, all input pins, or all pins, you can use the same command to expand to registers and ports from these points.

Expanding Logic Example

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Expanding Logic to Register/Port Example

2. To expand logic from a net, use the commands shown in the following table.

To...	Do this...
Select all instances on a net	Select a net and select Select Net Instances->All Pins. The software shows an unfiltered view that includes all the instances connected to the net along the signal path. You can also choose to show output pins or input pins with this command. See the following example.
Highlight all visible instances on a net	Select a net and select Highlight Visible Net Instances->All Pins. You see a filtered view of all instances connected to the selected net along the signal path. You can also select to show output pins or input pins.
Select the net driver	Select a net and select Select Net Driver. The software shows an unfiltered view that includes the driver of the net.
Go to the net driver	Select a net and select Go to Net Driver. The software shows and scrolls to the driver of the net.

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This example shows instances on a critical path. First, the critical path was filtered. Then one of the nets on the critical path selected and the Select Net Instances->All Pins selected. The figure shows the results.

Expanding and Viewing Connections in Physical Analyst

This section describes commands that expand logic between two or more objects. To expand logic out from a net or pin, see *Expanding Pin and Net Logic in Physical Analyst*, on page 654. You can also isolate the critical path or use the Timing Analyst to generate a schematic for a path between objects, as described in *Analyzing Timing with Physical Analyst*, on page 689.

Use the following path commands with the Filter and Nets->Visible commands to isolate and connect the logic that you want to examine.

To expand and view connections between selected objects, do the following:

1. Select two or more objects.
2. To expand the logic, select Expand Paths->All Pins from the popup menu. Alternatively, you can select to expand from selected pins.

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Using Implementation Maps in Physical Analyst

Currently, the Implementation Maps are a Beta feature in the Physical Analyst tool.

Physical Analyst can display color-coded maps which overlay the device providing information about the design after it has been synthesized. The following Implementation Maps are available in the Synplify Premier Physical Analyst tool for Xilinx devices:

- Routing Congestion
- Block Utilization
- Block Inputs
- Slack

To bring up the implementation maps:

1. Open the Physical Analyst view ( ).
2. Click on the Maps tab in the Physical Analyst control panel.

3. Select the type of map to display from Select Map pull-down menu on the Physical Analyst control panel.

You can choose:

- None - No maps are displayed in the Physical Analyst view.
- Routing Congestion - See *Using the Routing Congestion Map*, on page 663
- Block Component Utilization - See *Using the Block Component Utilization Map*, on page 665
- Block Input Utilization - See *Using the Block Input Utilization Map*, on page 666
- Slack Distribution - See *Using the Slack Distribution Map*, on page 667

4. You can use these maps in conjunction with congestion or utilization map controls and settings. For more information, see *Implementation Maps Controls and Settings*, on page 662.

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5. You can crossprobe from any implementation map to the HDL Analyst view. For more information, see *Crossprobing from Implementation Maps*, on page 669.

Implementation Maps Controls and Settings

The implementation maps include the following controls and settings on the Maps control panel:

- Display mode
- Slider scale
- Histogram

Two display modes are available. When you enable Show visible design objects, both the map and instances are displayed in the Physical Analyst view. Otherwise, only the map without instances is shown. Show visible design objects is turned off by default.

Two slider scale modes are available; they are Linear and Log.

- In the Linear mode, the threshold and alert sliders and histograms move at a linear rate. The Linear mode is the default setting.
- In the Log mode, the threshold and alert sliders and histograms move at a logarithmic rate.

The Threshold and Alert sliders adjust the threshold and the alert percentage levels, respectively, for the implementation maps. The combination of these values is reflected in the color bar which shows a progression of colors from the threshold level to the alert level. The thermal map uses colors ranging from blue (cool) to red (burn); magenta is used as the alert color.

Histogram - The histograms display bar charts that shows the distribution of routing congestion, block or input pin utilization, or slack utilization for the design. You can select either Linear or Log mode.

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Using the Routing Congestion Map

The Routing Congestion map displays estimated routing congestion based on placement. Input and output nets for each CLB contribute to routing demands for the design as compared to the routing resources of the technology. Routing congestion areas most likely will cause detours for routing the design. Use the routing congestion map to give you quick feedback on how likely this design can be routed using the back-end tool. The colors of the map alert you to potential congestion and routing problems you might encounter.

To display the Routing Congestion map, select Routing Congestion from the drop-down menu on the control panel's Maps pane. When routing congestion is selected, the routing congestion map is displayed and tool tips reporting the congestion for cell locations are available. You can zoom in or out of this view at any time.

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The thermal map for congestion applies the following conditions:

- Threshold percentage value is fixed at 40 and Alert percentage value is fixed at 49. You cannot use the slider to change the limits.
- Thermal map displays the following colors:
  - Congestion value of 0 is black
  - Congestion values between 1 and 40 use the coolest color of dark blue
  - Congestion values between 40 and 49 use thermal colors that range from dark blue to red
  - Congestion values greater than 49 use the alert color of magenta

- Use the tool tip to display the severity for the congestion.
  - <40—Low
  - 40-45—Med
  - >45—High

Using the Block Component Utilization Map

The Block Component Utilization map provides visual and analytical display of the percentage of utilization for each CLB in the placeable area. The block utilization data is available after the synthesis tool places the design.

To display the Block Utilization map, open the Physical Analyst and select Block Utilization from the drop-down menu on the control panel's Maps pane. When Block Utilization is selected, the block utilization map is displayed and tool tips reporting the percentage of utilization for each CLB are available. You can zoom in or out of this view at any time.

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The thermal map for block utilization fixes the Threshold percentage value at 0 and Alert percentage value at 100. You cannot use the slider to change the limits.

Using the Block Input Utilization Map

The Block Input Utilization map provides visual and analytical display of the number of input pins for each CLB in the placeable area. The block input pin data is available after the synthesis tool places the design.

To display the Block Inputs map, open the Physical Analyst and select Block Inputs from the drop-down menu on the control panel's Maps pane. When Block Inputs is selected, the block input pins map is displayed and tool tips reporting the number of input pins used for each CLB location are available. You can zoom in or out of this view at any time.

The thermal map for block inputs fixes the Threshold percentage value at 40 and Alert percentage value at 49. You cannot use the slider to change the limits.

Using the Slack Distribution Map

The Slack map provides visual and analytical display of the instances with slack values between 2.0 ns and -2.3237 ns. Use the threshold and alert limits to adjust the display for slack values within these specified limits. The available instance slack is displayed after the design is synthesized.

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To display the Slack Distribution map, open the Physical Analyst and select Slack Distribution from the drop-down menu on the control panel's Maps pane. When Slack Distribution is selected, the slack map is displayed and tool tips reporting information about the core cell and its corresponding slack value are included. You can zoom in or out of this view at any time.

Crossprobing from Implementation Maps

Crossprobing is feasible from any of the implementation maps.

1. Bring up any of the implementation maps from the Physical Analyst view: Congestion map, block utilization map, block inputs map, or slack map.

2. Turn on the Show visible design objects option, so that instance locations are displayed in the Physical Analyst view as well.

3. Zoom in to a hot spot region. Select an instance or instance region.

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4. Open the HDL Analyst RTL or Technology view. Then, select Filter Schematic ( ).

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CHAPTER 13

Analyzing Timing

This chapter describes typical analysis tasks. It describes graphical analysis with the HDL Analyst tool as well as interpretation of the text log file. It covers the following:

- Analyzing Timing in Schematic Views, on page 672
- Generating Custom Timing Reports with STA, on page 678
- Using Analysis Design Constraints, on page 681
- Analyzing Timing with Physical Analyst, on page 689
- Handling Negative Slack, on page 696

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Analyzing Timing in Schematic Views

You can use the Timing Analyst and HDL Analyst functionality to analyze timing. This section describes the following:

- Viewing Timing Information, on page 672
- Annotating Timing Information in the Schematic Views, on page 673
- Analyzing Clock Trees in the RTL View, on page 674
- Viewing Critical Paths, on page 675
- Generating Custom Timing Reports with STA, on page 678
- Handling Negative Slack, on page 696

Viewing Timing Information

Some commands, like Show Critical Path, Hierarchical Critical Path, Flattened Critical Path, automatically enable Show Timing Information and display the timing information. The following procedure shows you how to do so manually.

1. To analyze timing, enable HDL Analyst->Show Timing Information.

   This displays the timing numbers for all instances in a Technology view. It shows the following:

Delay	This is the first number displayed. • Combinational logic This first number is the cumulative path delay to the output of the instance, which includes the net delay of the output. • Flip-flops This first number is the path delay attributed to the flip-flop. The delay can be associated with either the input or output path, whichever is worse, because the flip-flop is the end of one path and the start of another.
Slack Time	This is the second number, and it is the slack time of the worst path that goes through the instance. A negative value indicates that timing constraints can not be met.

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Annotating Timing Information in the Schematic Views

You can annotate the schematic views with timing information for the components in the design. Once the design is annotated, you can search for these properties and their associated instances.

1. In the Device panel of the Implementation Options dialog box, enable Annotated Properties for Analyst.

For each synthesis implementation and each place-and-route implementation, the tool generates properties and stores them in two files located in the project folder:

`.sap`	Synplify Annotated Properties Contains the annotated design properties generated after compilation, like clock pins.
`.tap`	Timing Annotated Properties Contains the annotated timing properties generated after compilation.

2. To view the annotated timing, open an RTL or Technology view.
3. To view the timing information from another associated implementation, do the following:
   – Open an RTL or Technology view. It displays the timing information for that implementation.

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– Select HDL Analyst->Select Timing, and select another implementation from the list. The list contains the main implementation and all associated place-and-route implementations. The timing numbers in the current Analyst view change to reflect the numbers from the selected implementation.

  In the following example, an RTL View shows timing data from the test implementation and the test/pr_1 (place and route) implementation.

4. Once you have annotated your design, you can filter searches using these properties with the find command.
   – Use the find -filter {@*propName*>=*propValue*} command for the searches. See *Find Filter Properties*, on page 1529 in the *Reference Manual* for a list of properties. For information about the find command, see *find Command (Batch)*, on page 1521 in the *Reference Manual*.
   – Precede the property name with the @ symbol.

   For example to find fanouts larger than 60, specify find -filter {@fanout>=60}.

Analyzing Clock Trees in the RTL View

To analyze clock trees in the RTL view, do the following:

1. In the Hierarchy Browser, expand Clock Tree, select all the clocks, and filter the design.

The Hierarchy Browser lists all clocks and the instances that drive them under Clock Tree. The filtered view shows the selected objects.

2. If necessary, use the filter and expand commands to trace clock connections back to the ports and check them.

   For details about the commands for filtering and expanding paths, see *Filtering Schematics*, on page 592, *Expanding Pin and Net Logic*, on page 594 and *Expanding and Viewing Connections*, on page 598.

3. Check that your defined clock constraints cover the objects in the design.

   If you do not define your clock constraints accurately, you might not get the best possible synthesis optimizations.

Viewing Critical Paths

The HDL Analyst tool makes it simple to find and examine critical paths and the relevant source code. The following procedure shows you how to filter and analyze a critical path. You can also use the procedure described in *Generating Custom Timing Reports with STA*, on page 678 to view this and other paths.

1. If needed, set the slack time for your design.
   - Select HDL Analyst->Set Slack Margin.
   - To view only instances with the worst-case slack time, enter a zero.
   - To set a slack margin range, type a value for the slack margin, and click OK. The software gets a range by subtracting this number from the slack time, and the Technology view displays instances within this range. For example, if your slack time is -10 ns, and you set a slack margin of 4 ns, the command displays all instances with slack times between -6 ns and -10 ns. If your slack margin is 6 ns, you see all instances with slack times between -4 ns and -10 ns.

2. Display the critical path using one of the following methods. The Technology view displays a hierarchical view that highlights the instances and nets in the most critical path of your design.
   - To generate a hierarchical view of the critical path, click the Show Critical Path icon (stopwatch icon ( ), select HDL Analyst->Technology->Hierarchical Critical Path, or select the command from the popup menu. This is a filtered view in the same window, with hierarchical logic

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shown in transparent instances. History commands apply, so you can return to the previous view by clicking Back.

– To flatten the hierarchical critical path described above, right-click and select Flatten Schematic. The software generates a new view in the current window, and flattens only the transparent instances needed to show the critical path; the rest of the design remains hierarchical. Click Back to go the top-level design.

– To generate a flattened critical path in a new window, select HDL Analyst->Technology->Flattened Critical Path. This command uses more memory because it flattens the entire design and generates a new view for the flattened critical path in a new window. Click Back in this window to go to the flattened top-level design or to return to the previous window.

3. Use the timing numbers displayed above each instance to analyze the path. If no numbers are displayed, enable HDL Analyst->Show Timing Information. Interpret the numbers as follows:

4. View instances in the critical path that have less than the worst-case slack time. For additional information on handling slack times, see *Handling Negative Slack*, on page 696.

   If necessary change the slack margin and regenerate the critical path.

5. Crossprobe and check the RTL view and source code. Analyze the code and the schematic to determine how to address the problem. You can add more constraints or make code changes.

6. Click the Back icon to return to the previous view. If you flattened your design during analysis, select Unflatten Schematic to return to the top-level design.

   There is no need to regenerate the critical path, unless you flattened your design during analysis or changed the slack margin. When you flatten your design, the view is regenerated so the history commands do not apply and you must click the Critical Path icon again to see the critical path view.

7. Rerun synthesis, and check your results.

   If you have fixed the path, the window displays the next most critical path when you click the icon.

   Repeat this procedure and fix the design for the remaining critical paths. When you are within 5-10 percent of your desired results, place and route your design to see if you meet your goal. If so, you are done. If your vendor provides timing-driven place and route, you might improve your results further by adding timing constraints to place and route.

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Generating Custom Timing Reports with STA

The log file generated after synthesis includes a timing report and default timing information. Use the stand-alone timing analyst (STA) when you need to generate a customized timing report (`ta`) for the following situations:

- You need more details about a specific path
- You want results for paths other than the top five timing paths (log file default)
- You want to modify constraints and analyze, without resynthesizing. See *Using Analysis Design Constraints*, on page 681 for details.

The following procedure shows you how to generate a custom report:

1. If you are working in Physical Synthesis mode, make sure that the Physical Synthesis switch is still enabled when you run stand alone timing analysis to ensure proper results.
2. Select Analysis->Timing Analyst or click on the Timing Analyst icon( ).
3. Fill in the parameters.
   - You can type in the from/to or through points, or you can cut and paste or drag and drop valid objects from the Technology view (not the RTL view) into the fields. See *Timing Report Generation Parameters*, on page 292 in the *Reference Manual* for details on timing analysis parameters and how they can be filtered.
   - Set options for clock reports as needed.
   - Specify a name for the output timing report (`ta`).

4. Click Generate to run the report.

   The software generates a custom report file called *projectName*.ta, located in the implementation directory (the directory you specified for synthesis results). The software also generates a corresponding output netlist file, with an `srm` extension.

5. Analyze results.

   – View the report (Open Report) in the Text Editor. The following figure is a sample report showing analysis results based on maximum delay for the worst paths.

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```
##### START OF TIMING REPORT #####[
# Timing Report written on Mon Jun 05 11:05:33 2006
#


Top view:               sw
Requested Frequency:    10.0 MHz
Wire load mode:         top
Paths requested:        8
from:                   i:swmult2o[11]
Constraint File(s):


Worst From-To Path Information
******************************


Path information for path number 1:
    Requested Period:                       100.000
    - Setup time:                           0.245
    = Required time:                        99.755

    - Propagation time:                     2.215
    = Slack   :                             97.540

    Number of logic level(s):               12
    Starting point:                         swmult2o[11] / regout
    Ending point:                           o_o[12] / datain
    The start point is clocked by           clk_i [rising] on pin clk
    The end   point is clocked by           clk_i [rising] on pin clk

Instance / Net                                Pin        Pin                Arrival     No. of
Name                 Type                     Name       Dir     Delay      Time        Fan Out(s)
-----------------------------------------------------------------------------------------------------
swmult2o[11]         stratixii_lcell_ff       regout     Out     0.094      0.094       -
swmult2o[11]         Net                      -          -       0.311      -           2
swmult1_carry_9      stratixii_lcell_comb     dataf      In      -          0.405       -
```

– View the netlist (View Critical Path) in a Technology view. This Technology view, labeled Timing View in the title bar, shows only the paths you specified in the Timing Analyst dialog box. Note that the Timing Analyst and Show Critical Path commands (and equivalent icons and shortcuts) are disabled whenever the Timing View is active.

Using Analysis Design Constraints

Besides generating custom timing reports (see *Generating Custom Timing Reports with STA*, on page 678), you can also use the Stand-alone Timing Analyst to create constraints in an `adc` file. You can use these constraints to experiment with different timing values, or to add or modify timing constraints.

The advantage to using analysis design constraints (ADC) is that you do not have to resynthesize the whole design. This reduces debugging time because you can get a quick estimate, or try out different values. The Standalone Timing Analyst (STA) puts these constraints in an Analysis Design Constraints file (`adc`). The process for using this file is summarized in the following flow diagram:

See the following for details:

- Scenarios for Using Analysis Design Constraints, on page 682
- Creating an ADC File, on page 683
- Using Object Names Correctly in the adc File, on page 687

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Scenarios for Using Analysis Design Constraints

The following describe situations where you can effectively use adc constraints to debug, explore options or modify constraints. For details about creating these constraints, see *Creating an ADC File*, on page 683.

- What-if analysis of design performance
  If your design meets the target frequency, you can use adc constraints to analyze higher target frequencies, or analyze performance of a module in a different design/technology/target device.
- Clock propagation through BUFGCTRL/BUFGMUX
  You can use adc constraints to apply attributes you might have missed in the original sdc file. For example, you must set syn_clock_priority to propagate a required clock through BUFGCTRL/BUFGMUX. If this attribute is not set, the tool can unnecessarily analyze additional sequential paths for both clock inputs of BUFGCTRL/BUFGMUX. You can set this attribute with an adc constraint.
- Constraints on enable registers
  Similarly, you can apply syn_reference_clock on enable registers to analyze if the enables have a regular pattern like clock, or if they operate on a frequency other than clock. For example:

  SDC
  ```
  define_clock {clk} -name {clk} -freq 100 -clockgroup
  clk_grp_0
  ```

  ADC
  ```
  define_attribute  {n:en} syn_reference_clock {clk2}
  define_clock {clk2} -name {clk2} -freq 50 -clockgroup
  clk_grp_1
  ```

- Adding additional timing exceptions
  When you analyze the results of the first synthesis run, you often find functional or clock-to-clock timing exceptions, and you can handle these with adc constraints. For example:
  - Applying false paths on synchronization circuitry
  - Adding false paths between clocks belonging to different clock groups

  You must add these constraints to see more critical paths in the design. The adc constraints let you add these constraints on the fly, and helps you debug designs faster.
- Modifying timing exceptions that were previously applied
  For example you might want to set a multicycle path constraint for a

path that was defined as a false path in the sdc file or vice versa. To modify the timing exception, you must first ignore or reset the timing exception that was set in the sdc file, as described in *Using Analysis Design Constraints*, on page 681, step 3.

Creating an ADC File

The following procedure explains how to create an adc file.

1. Select File->New.
2. Do the following in the dialog box that opens:
   - Select Analysis Constraint File.

   - Type a name and location for the file. The tool automatically assigns the adc extension to the filename.
   - Enable Add to Project, and click OK. This opens the text editor where you can specify the new constraints.

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3. Type in the constraints you want and save the file. Remember the following when you enter the constraints:
   - Keep in mind that the original sdc file has already been applied to the design. Any timing exception constraints in this file must not conflict with constraints that are already in effect. For example, if there is a conflict when multiple timing exceptions (false path, path delay, and multicycle timing constraints) are applied to the same path, the tool uses this order to resolve conflicts: false path, multicycle path, max delay. See *Conflict Resolution for Timing Exceptions*, on page 557 for details about how the tool prioritizes timing exceptions.

   - The object names must be mapped object names, so use names from the Technology view, not names from the RTL view. Unlike the sdc file constraints (RTL view), the adc constraints apply to the mapped database because the database is not remapped with this flow. For more information, see *Using Object Names Correctly in the adc File*, on page 687.
   - If you want to modify an existing sdc constraint for a timing exception, you must first reset the original sdc constraint, and then apply the new constraint. In the following example the multicycle path constraint was changed to 3:

Original SDC	set_multicycle_path –to [get_cells{a_reg*}] 2
ADC	reset_path –to {get_cells{a_reg*}] set_multicycle_path –to [get_cells{a_reg*}] 3

   - When you are done, save and close the file. This adds the file to your project.

– You can create multiple `adc` files for different purposes. For example, you might want to keep timing exception constraints, I/O constraints, and clock constraints in separate files. If you have an existing `adc` file, use the Add File command to add this file to your project. Select Analysis Design Constraint Files (*.adc) as the file type.

4. Run timing analysis.

   – Select Analysis->Timing Analyst or click the Timing Analyst icon ( ). The Timing Analyst window will look like the example below, with pointers to the `srm` file, the original `sdc` and the new `adc` files you created.

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– If you have multiple `adc` files, enable the ones you want.

– If you have a previous run and want to save that report, type a new name for the output `ta` file. If you do not specify a name, the tool overwrites the previous report.

– Fill in other parameters as appropriate, and click Generate.

The tool runs static timing analysis in the same implementation directory as the original implementation. The tool applies the `adc` constraints on top of the `sdc` constraints. Therefore, `adc` constraints affect timing results only if there are no conflicts with `sdc` constraints.

The tool generates a timing report called *_adc.ta and an *_adc.srm file by default. It does not change any synthesis outputs, like the output netlist or timing constraints for place and route (`edf`, `vqm`, `ucf`, or `scf`).

5. Analyze the results in the timing report and *_adc.srm file.
6. If you need to resynthesize after analysis, add the `adc` constraints as an `sdc` file to the project and rerun synthesis.

Using Object Names Correctly in the adc File

Constraints and collections applied in the `sdc` file reference the RTL-level database. Synthesis optimizations such as retiming and replication can change object names during mapping, because objects might get merged.

The standalone timing analyst does not map objects. It just reads the gate-level object names from the post-mapping database; this is reflected in the Technology view. Therefore, you must define objects either explicitly or with collections from the Technology view when you enter constraints into the `adc` file. Do not use RTL names when you create `adc` constraints (see *Creating an ADC File*, on page 683 for details of that process).

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Example

Assume that register en_reg is replicated during mapping to reduce fanout. Further, registers en_reg and en_reg_rep2 connect to register dataout[31:0]. In this case, if you define the following false path constraint in the adc file, the standalone timing analyzer does not automatically treat paths from the replicated register en_reg_rep2 as false paths.

```
define_false_path -from {{i:en_reg}} -to {{i:dataout[31:0]}}
```

Unlike constraints in the sdc file, you must specify this replicated register explicitly or as a collection. Only then are all paths properly treated as false paths. So in this example, you must define the following constraints in the adc file:

```
define_false_path  -from {{i:en_reg}}  -to {{i:dataout[31:0]}}

define_false_path  -from {{i:en_reg_rep2}}
   -to {{i:dataout[31:0]}}
```

or

```
define_scope_collection  en_regs {find -seq {i:en_reg*}
   -filter (@name == en_reg || @name == en_reg_rep2)}

define_false_path  -from {{$en_regs}}  -to {{i:dataout[31:0]}}
```

Analyzing Timing with Physical Analyst

You can use the Physical Analyst functionality to analyze timing. This section describes how to view and use the critical path for further physical synthesis.

- Viewing Critical Paths in Physical Analyst, on page 689
- Tracing Critical Paths Forward in Physical Analyst, on page 692
- Tracing Critical Paths Backward in Physical Analyst, on page 694

Viewing Critical Paths in Physical Analyst

The Physical Analyst tool makes it easy to find and examine critical paths and the relevant logic in the HDL Analyst schematic view. Make sure the HDL Analyst view is open, for example, by selecting HDL Analyst->Technology->Flattened View or HDL Analyst->RTL->Flattened View. The following procedure shows you how to filter and analyze a critical path.

1. To generate a view of the critical path with the Physical Analyst tool, click the Show Critical Path icon (stopwatch icon ( ) or select the command from the popup menu. To zoom in on the critical path, right-click and select Zoom Selected from the popup menu.

2. Check the Technology view.

   You can also cross probe the critical path from the flattened Technology view to the Physical Analyst view by clicking on the Show Critical Path icon ( ). Then, right-click and select Select All Schematic->Instances. Make sure the Physical Analyst view is open.

3. Check the Physical Analyst view. Critical path instances and nets should be highlighted in this view.

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4. In the HDL Analyst view that is already open, click on the Filter Schematics icon ( ). Only the instances and nets belonging to the critical timing path are displayed, as shown below.

5. In the HDL Analyst view, right-click and select Expand Paths from the popup menu. Then, you can drag-and-drop this logic into a region on the device design plan (`sfp`) file for further physical synthesis.

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Tracing Critical Paths Forward in Physical Analyst

The following procedure shows you how to trace a critical path forwards starting from the instance containing the critical start point.

1. Do one of the following in the Physical Analyst view:
   - Right-click and select Critical Path->Expand Path Forward from the popup menu
   - Press F3.

   The instance containing the critical path start point is displayed in green and highlighted. Move the cursor over the instance to display a tool tip that specifies its name and identifies this as the critical start point.

   You can also use the Filter Search option of the Find command to locate the Critical path start point.

2. Select Critical Path->Expand Path Forward or press F3 again.

   The next instances on the critical path and input ports that feed into the path are displayed and highlighted and shown connected to the critical path start point.

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3. Repeat the previous step to continue tracing the path to the next instance in the path. Continue until you reach the end point.

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The following figure shows you how the critical path is finally displayed.

Tracing Critical Paths Backward in Physical Analyst

The following procedure shows you how to trace a critical path backward. See the figures in *Tracing Critical Paths Forward in Physical Analyst*, on page 692, which also apply to this procedure.

1. Do one of the following in the Physical Analyst view:
   - Right-click and select Critical Path->Expand Path Backward from the popup menu.
   - Press Shift+F3.

The instance containing the critical path end point is displayed and highlighted. Move the cursor over the instance to display a tool tip that specifies its name and identifies this as the critical end point.

You can also use the Filter Search option of the Find command to locate the Critical path end point. The cell location of the critical path end point is displayed in red in the Physical Analyst view.

2. Use one of the methods described in the previous step to continue to trace the net to the next instance in its path.

   The next instance containing the critical path and output ports that feed into the path are displayed and highlighted and shown connected to the critical path end point.

3. Repeat the previous step until you reach the start point. See the figure in step 3 of *Tracing Critical Paths Forward in Physical Analyst*, on page 692 for an example of how the critical path is displayed.

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Handling Negative Slack

Positive slack time values (greater than or equal to 0 ns) are good, while negative slack time values (less than 0 ns) indicate the design has not met timing requirements. The negative slack value indicates the amount by which the timing is off because of delays in the critical paths of your design.

The following procedure shows you how to add constraints to correct negative slack values. Timing constraints can improve your design by 10 to 20 percent.

1. Display the critical path in a filtered Technology view.
   - For a hierarchical critical path, either click the Critical Path icon, select HDL Analyst->Show Critical Path, or select HDL Analyst->Technology->Hierarchical Critical Path.
   - For a flat path, select HDL Analyst->Technology->Flattened Critical Path.
2. Analyze the critical path.
   - Check the end points of the path. The start point can be a primary input or a flip-flop. The end point can be a primary output or a flip-flop.
   - Examine the instances. Use the commands described in *Expanding Pin and Net Logic*, on page 594 and *Expanding and Viewing Connections*, on page 598. For more information on filtering schematics, see *Filtering Schematics*, on page 592.
3. Determine whether there is a timing exception, like a false or multicycle path. If this is the cause of the negative slack, set the appropriate timing constraint.

   If there are fewer start points, pick a start point to add the constraint. If there are fewer end points, add the constraint to an end point.
4. If your design does not meet timing by 20 percent or more, you may need to make structural changes. You could do this by doing either of the following:
   - Enabling options like pipelining (*Pipelining*, on page 400), retiming (*Retiming*, on page 404), FSM exploration (*Running the FSM Explorer*, on page 433), or resource sharing (*Sharing Resources*, on page 422).

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The Synplify product does not support pipelining, retiming, and FSM exploration.

– Modifying the source code.

5. Rerun synthesis and check your results.

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CHAPTER 14

Optimizing for Specific Targets

This chapter covers techniques for optimizing your design for various vendors. The information in this chapter is intended to be used together with the information in Chapter 7, *Inferring High-Level Objects*.

This chapter describes the following:

- Optimizing Actel Designs, on page 700
- Optimizing Altera Designs, on page 703
- Optimizing Lattice Designs, on page 715
- Optimizing SiliconBlue Designs, on page 728
- Optimizing Xilinx Designs, on page 731

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Optimizing Actel Designs

The Synplify and Synplify Pro synthesis tools support Actel designs. The following procedures Actel-specific design tips.

- Using Predefined Actel Black Boxes, on page 700
- Using Smartgen Macros, on page 701
- Working with Radhard Designs, on page 701

For additional Actel-specific information, see *Passing Information to the P&R Tools*, on page 768 and *Generating Vendor-Specific Output*, on page 772.

Using Predefined Actel Black Boxes

The Actel macro libraries contain predefined black boxes for Actel macros so that you can manually instantiate them in your design. For information about using ACTGen macros, see *Using Smartgen Macros*, on page 701. For general information about working with black boxes, see *Defining Black Boxes for Synthesis*, on page 322.

To instantiate an Actel macro, use the following procedure.

1. Locate the Actel macro library file appropriate to your technology and language (v or vhd) in one of these subdirectories under *installDirectory*/lib.

proasic	ProASIC (PA), ProASIC^{PLUS}, ProASIC3/3E/3L, Fusion/SmartFusion, and IGLOO/IGLOO+/IGLOOe macros
actel	Macros for all other Actel technologies.

   Use the macro file that corresponds to your target architecture. If you are targeting the 1200XL architecture, use the act2.v or act2.vhd macro library.

2. Add the Actel macro library *at the top* of the source file list for your synthesis project. Make sure that the library file is first in the list.

3. For VHDL, also add the appropriate library and use clauses to the top of the files that instantiate the macros:

   library *family*;
   use *family*.**components.all** ;

   Specify the appropriate technology in *family*; for example, act3.

Using Smartgen[1] Macros

The following procedure shows you how to include Smartgen macros in your design. For information about using Actel macro libraries, see *Using Predefined Actel Black Boxes*, on page 700. For general information about working with black boxes, see *Defining Black Boxes for Synthesis*, on page 322.

1. In Smartgen, generate the function you want to include.
2. For Verilog macros, do the following:
   – Include the appropriate Actel macro library file for your target architecture in your the source files list for your project.
   – Include the Verilog version of the Smartgen result in your source file list. Make sure that the Actel macro library is first in the source files list, followed by the Smartgen Verilog files, followed by the other source files.
3. Synthesize your design as usual.

Working with Radhard Designs

The following procedure outlines how to specify radhard values for a design with the syn_radhardlevel attribute. Remember that the attribute is not recursive. It only applies to all registers at the level where it is set and does not affect lower-level registers.

You specify radhard values in modules and architecture in both the Attributes panel in SCOPE and in the source code. However, for registers, it must be specified in the source code only.

---

1. Smartgen macros now replace the ACTgen macros. ACTgen macros were available in the previous Designer 6.x place-and-route tool.

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1. Add to your project the Actel macro files appropriate to the radhard values you plan to set in the design. The macro files are in *installDirectory*/lib/actel:

Radhard Value	Verilog Macro File	VHDL Macro File
cc	cc.v	cc.vhd
tmr	tmr.v	tmr.vhd
tmr_cc	tmr_cc.v	tmr_cc.vhd

   For ProASIC3/3E devices only, you do not need to add the Actel macro file to your project.

2. To set a global or default syn_radhardlevel attribute, do the following:
   – Set the value in the source file for the module. The following sets all registers of module_b to tmr:

VHDL

```
library synplify;
use synplify.attributes.all;
attribute syn_radhardlevel of
  behav: architecture is "tmr";
```

Verilog

```
module module_b (a, b, sub,
  clk, rst) /*synthesis
  syn_radhardlevel="tmr"*/;
```

   – Make sure that the corresponding Actel macro file (see step 1) is the first file listed in the project, if required.

3. To set a syn_radhardlevel value on a per register basis, set it in the source file. You can use a register-level attribute to override a default value with another value, or set it to a value of none, so that the global default value is not applied to the register. To set the value in the source file, add the attribute to the register. For example, to set the value of register bl_int to tmr, enter the following in the module source file:

VHDL	Verilog

`library synplify;`
`use synplify.attributes.all;`
`attribute syn_radhardlevel of`
`  bl_int: signal is "tmr"`
	`reg [15:0] a1_int, b1_int`
	`  /*synthesis syn_radhardlevel`
	`  = "tmr"*/;`

Optimizing Altera Designs

This section includes some Altera technology-specific tips for optimizing your design. These tips are in addition to the general guidelines described in *Tips for Optimization*, on page 396. This section discusses the following topics that are specific to Altera technologies:

- Working with Altera PLLs, on page 704
- Specifying Altera I/O Locations, on page 706
- Packing I/O Cell Registers in Altera Designs, on page 707
- Specifying HardCopy and Stratix Companion Parts, on page 708
- Specifying Core Voltage in Stratix III Designs, on page 709
- Using LPMs in Simulation Flows, on page 710
- Improving Altera Physical Synthesis Performance, on page 712
- Working with Quartus II, on page 713

In addition, you can use the techniques described in these other topics, which apply to other vendors as well as Altera:

- Defining Black Boxes for Synthesis, on page 322
- Inferring RAMs, on page 344
- Inferring Shift Registers, on page 380

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- Working with LPMs, on page 386
- Passing Information to the P&R Tools, on page 768
- Generating Vendor-Specific Output, on page 772

Working with Altera PLLs

The synthesis software recognizes the Altera PLL component, altpll, from the Stratix, Cyclone, and Arria GX device families. The following procedure shows you how to use this component in your designs. The procedure uses the Altera Megafunction wizard to generate structural VHDL or Verilog files for the Altera PLLs.

1. If you are using VHDL, the altpll component normally will be declared in the MegaWizard file, and you can comment out the LIBRARY and USE clauses in the file. The following shows an example of the lines to be commented out:

   ```
   LIBRARY altera_mf;
   USE altera_mf.altera_mf_components.all;
   ```

   If the component declaration in the MegaWizard file is not compatible with a particular Quartus software version, use the appropriate vhd file packaged with the Synopsys software in the corresponding lib/altera/quartus_II*nn* directory. For example, the altera_mf.vhd file for use with Quartus 10.1 is in the quartus_II101 subdirectory.

2. If you are using Verilog, no action is necessary as the mapper understands the altpll component.

   For compatibility with different Quartus versions, altera_mf.v files are packaged with the software in the lib/altera/quartus_II*nn* directory. Use the file from the directory that corresponds to the Quartus version that you are using.

3. Instantiate the altpll component in your design.

4. Add the MegaWizard Verilog or VHDL files to your project.

5. Open SCOPE and define the PLL input frequency in the SCOPE window. The synthesis software does not use the input frequency from the Altera MegaWizard software. Based on the input value you supply, the software generates the PLL outputs. All PLL outputs are assigned to the same clock group.

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6. Set the target technology and the Quartus version (Implementation Options->Implementation Results), and synthesize as usual. The software uses the altpll component information and the constraints when synthesizing your design. The synthesis software forward-annotates the PLL input constraints to Quartus.

Instantiating Special Buffers as Black Boxes in Altera Designs

You can instantiate special buffers, like global buffers for clocks, sets/resets, and other heavily loaded signals, as black boxes in your design. See the Altera documentation for details about special buffers and the number of resources available for the part you are using.

1. Define a black-box module for your special buffer with the syn_black_box directive.

   See the examples below and *syn_black_box Directive*, on page 1132in the *Reference Manual* for syntax details.

2. Use this black-box module to buffer the signals you want assigned to special buffers.

3. Synthesize the design and place-and-route as usual.

   The Altera tools accept the black box.

Verilog Example of Instantiating Special Buffers as Black Boxes

```
module global(a_out, a_in) /* synthesis syn_black_box */ ;
output a_out;
input a_in;

/* This continuous assignment is used for simulation,
   but is ignored by synthesis. */
assign a_out = a_in;
endmodule

module top(clk, pad_clk) ;
output pad_clk;
input clk;
// pad_clk is the primary input
global clk_buf(pad_clk, clk);
endmodule
```


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VHDL Example of Instantiating Special Buffers as Black Boxes

```
library ieee;
use ieee.std_logic_1164.all;
library synplify;
use synplify.attributes.all;

entity top is
port (clk : out std_logic;
pad_clk : in std_logic);
end top;

architecture structural of top is
-- In this example, "global" is an Altera vendor macro directly
-- instantiated in the Altera VHDL design as a black box.

component global
port(a_out : out std_logic; a_in : in std_logic) ;
end component;

-- Set the syn_black_box attribute on global to true.
attribute syn_black_box of global: component is true;

-- Declare clk, the internal global clock signal
begin
-- pad_clk is the primary input
clk_buf: global port map (clk, pad_clk);
end structural;
```

Specifying Altera I/O Locations

You can specify I/O locations in Altera designs using the syn_loc attribute. If you do not specify I/O locations, the P&R tool automatically assigns them locations.

1. If you used the QSF2SDC utility, to translate Altera QSF set_location_assignment and set_instance_assignment constraints, do nothing.

   The utility automatically assigns the syn_loc attribute to the pins with constraints.

2. To define an I/O location manually, use the following syntax:

Top-level sdc file	**define_attribute {***portName***} syn_loc {***pinNumbers***}**
Verilog	*object /** **synthesis syn_loc = "***pinNumbers***"** **/*
VHDL	**attribute syn_loc of** *object* **:** *objectType* **is "***pinNumbers***"**

Packing I/O Cell Registers in Altera Designs

You can improve input or output path timing in designs by packing registers into I/O cells with the syn_useioff attribute.

1. To pack the registers globally, set syn_useioff=1 on the top-level module or architecture. Specify the attribute in the source code, the SCOPE interface, or directly in the constraint file.

Format	Example
Verilog	`module test(d, clk, q) /* synthesis syn_useioff=1 */;`

VHDL	`architecture rtl of test is`
	`attribute syn_useioff : boolean;`
	`attribute syn_useioff of rtl : architecture is true;`

Constraint file syntax	`define_global_attribute syn_useioff 1`

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2. To set the attribute locally, set syn_useioff=1 on a port.

Format	Example

Verilog	`module test(d, clk, q);`
	`input [3:0] d;`
	`input clk;`
	`output [3:0] q /* synthesis syn_useioff=1 */;`
	`reg q;`

VHDL	`entity test is`
	`port (d : in std_logic_vector (3 downto 0);`
	`clk : in std_logic;`
	`q : out std_logc_vector (3 downto 0);`
	`attribute syn_useioff : boolean;`
	`attribute syn_useioff of q : signal is true;`
	`end test;`

Constraint file syntax	`define_attribute {p:q[3:0]} syn_useioff 1`

3. Synthesize the design.

   The order of precedence used when there are conflicts for packing is registers, followed by ports, and finally global.

   The software infers I/O cells with presets or clears, and an embedded flip-flop in the I/O cell. The software packs registers with asynchronous clear pins and asynchronous preset pins for APEX20KE I/O cells.

   If syn_useioff is enabled for Arria GX and Stratix families, registers are not packed into Multiply/Accumulate (MAC) blocks.

Specifying HardCopy and Stratix Companion Parts

For Stratix II, Stratix III, and Stratix IV devices, you can specify an associated HardCopy II, HardCopy III, or HardCopy IV companion part to allow you to migrate from Stratix to HardCopy in Quartus. By default, no companion part is specified for a Stratix device family. However, for a HardCopy device family, a Stratix companion part must be specified.

You select the companion device in the Device tab of the Implementation Options dialog box as in the following example:

You can use any of the following methods to specify companion parts:

- Select the companion device in the Device tab of the Implementation Options dialog box as shown here:

- Use this Tcl command, where *partName* is the part name and number:

  set_option -part_companion *partName*

When you specify a companion part, the mapper targets the device with the least resources. For example, if your Stratix device has five memories and the companion HardCopy device has four memories, the mapper only uses four memory resources and maps the rest to logic.

Specifying Core Voltage in Stratix III Designs

For some Stratix III devices, you can specify core voltage. Do the following:

1. Click Implementation Options and do the following:
   - On the Device tab, set Technology to a Stratix III device.
   - Set Speed to -4.

   This makes the Core Voltage option available.

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2. Set Core Voltage to the value you want, and click OK.

Alternatively, you can use the corresponding Tcl command: set_option -voltage *voltageValue*.

For example:

```
set_option -voltage 1.1V
set_option -voltage none
```

Using LPMs in Simulation Flows

This section describes how to use instantiated LPMs in simulation flows. For information about instantiating LPMs, see *Working with LPMs*, on page 386.

Simulation Flows

The simulation flows vary, depending on the method used to instantiate the LPMs. For information about instantiating LPMs, see *Instantiating Altera LPMs Using VHDL Prepared Components*, on page 391, *Instantiating Altera LPMs as Black Boxes*, on page 387, and *Instantiating Altera LPMs Using a Verilog Library*, on page 393. The following table summarizes the differences between the flows:

	Black Box Flow	**Verilog Library/VHDL Prepared Component Flows**
Applies to any LPM	Yes	No
Synthesis LPM timing support	No	Yes
Synthesis procedure	Many steps	Simple
RTL simulation	Complicated steps	Easy
Post-synthesis (.vm) simulation	Yes	No
Post-P&R (.vo) simulation	Yes	Yes
Software version	Any version Max+PlusII Quartus II 1.0 or earlier	Quartus II 1.1 or later

Black Box Method Simulation Flow

Use the following flow when you instantiate LPMs as Verilog or VHDL black boxes. You can use this procedure for any LPM supported by Altera.

1. Use the Altera MegaWizard Plug-In Manager to create an LPM megafunction with the same module and port names as the black-box module in your synthesis design.
2. Compile the following:
   - Test bench
   - The design (RTL, post-synthesis vm file, or the post-P&R vo file)
   - The v file you generated in the previous step
3. Compile the LPM megafunction simulation model: 220model.v or altera_mf.v.
4. For vm or vo simulation, compile the primitive simulation model. For example apex20Ke_atoms.v.
5. Simulate the design.

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Library/Prepared Component Simulation Flow

Use this simulation procedure when you use a Verilog library or VHDL prepared components to instantiate the LPMs. You can use this flow for vo simulation if your design contains the supported LPMs.

1. Instantiate the LPMs.
   - For VHDL designs, use the prepared components methods described in *Instantiating Altera LPMs Using VHDL Prepared Components*, on page 391 or *Instantiating Altera LPMs as Black Boxes*, on page 387.
   - For Verilog designs, use the library methods described in *Instantiating Altera LPMs Using a Verilog Library*, on page 393 or *Instantiating Altera LPMs as Black Boxes*, on page 387.
2. Compile the test bench and design. The design can be either RTL or the post-P&R vo file.
3. Compile the LPM megafunction simulation model: 220model.v or altera_mf.v.
4. For vo simulation, compile the primitive simulation model. For example apex20Ke_atoms.v.
5. Simulate the design.

Improving Altera Physical Synthesis Performance

The Synplify Premier tool is timing-driven; optimizations depend on timing constraints and are applied until all constraints are met. Therefore, it is very important that you adequately apply timing constraints and not over-constrain the tool. This section includes guidelines for applying constraints.

- Verify the consistency of constraints between synthesis and P&R:
  - Clock constraints
  - Clock-to-clock constraints
  - IO delays
  - IO standard, drive, slew and pull-up/pull-down
  - Multi-cycle and false paths
  - Max-delay paths
  - DCM parameters

  - Register packing into IOB
  - SYN_LOC on IO pins and pad types
  - Placement constraints on instances
- Ensure that the final physical synthesis slack is negative, but no more than 10-15% of the clock constraint.

Working with Quartus II

The following procedures show you how to use the synthesis information to run Quartus II in an integrated mode with the Synopsys FPGA synthesis tool, directly from the synthesis interface, or in a standalone batch mode. Each procedure assumes that you have set the QUARTUS_ROOTDIR environment variable to point to your Quartus II installation directory. After synthesis, the Verilog netlist (`vqm`), forward annotated timing constraints and pin assignments (`tcl/scf`) are placed in the named Quartus project.

Integrated Mode

To run Quartus II in an integrated mode:

1. In the project view, click the Add P&R Implementation button to display the Add New Place & Route Job dialog box.
2. Optionally assign a P&R job name and click OK. The job is displayed in the project view under the active implementation.

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3. Right click on the RTL source file and select File Options to display the File Properties dialog box.

4. In the File type field drop-down menu, select either Clearbox Verilog or Clearbox VHDL according to the RTL file type and then click OK.

5. Click the Run button; the clearbox netlist is copied to the PR_1 directory, the design is synthesized, and then placed and routed.

Synthesis Interface

To place and route interactively from the synthesis interface, select Quartus II-> Launch Quartus from the Options menu. This command opens the Quartus II GUI and automatically runs Quartus II with the project settings from the synthesis run. You can monitor placement and routing as it progresses, see errors and warning messages, check what percentage of the job has completed, and execute other Quartus II commands.

Batch Mode

To run Quartus II in batch mode, select Quartus II->Run Background Compile from the Options menu. This command runs place and route using the default Quartus settings and the information in the *projectName*_cons.tcl and *project-Name*.tcl files to set up and compile the Quartus project and to read the forward-annotated information from the prior synthesis run. Quartus log files are updated with placement, routing, and timing data as the design compiles.

Optimizing Lattice Designs

The Synplify and Synplify Pro synthesis tools include support for Lattice technologies. This section describes the following techniques for working with Lattice designs:

- Instantiating Lattice Macros, on page 715
- Using Lattice GSR Resources, on page 717
- Inferring Carry Chains in Lattice XPLD Devices, on page 718
- Inferring Lattice PIC Latches, on page 718
- Controlling I/O Insertion in Lattice Designs, on page 725
- Forward-Annotating Lattice Constraints, on page 726

For additional information about working with Lattice designs, see *Passing Information to the P&R Tools*, on page 768 and *Generating Vendor-Specific Output*, on page 772.

Instantiating Lattice Macros

You can instantiate Lattice macros that are predefined in the Lattice libraries that come with the tool, in the *installDirectory*/lib directory.

1. To use a Verilog macro library, add the appropriate library to your project, making sure that it is the first file in the source files list.

   The Verilog macro libraries are under the *installDirectory*/lib directory: Add the library appropriate to the technology and language (v or vhd) you are using

ORCA device families	*installDirectory*/lib/lucent/orca* Replace the asterisk with either 2, 3, or 4, according to the ORCA series you are using
LatticeXP device families	*installDirectory*/lib/lucent/xp *installDirectory*/lib/lucent/xp2 *installDirectory*/lib/lucent/xp3
LatticeSC/SCM device families	*installDirectory*/lib/lucent/sc *installDirectory*/lib/lucent/scm

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MachXO device families	*installDirectory*/lib/lucent/machxo *installDirectory*/lib/lucent/machxo2
ECP/EC device families	*installDirectory*/lib/lucent/ec *installDirectory*/lib/lucent/ecp *installDirectory*/lib/lucent/ecp2 *nstallDirectory*/lib/lucent/ecp3
ispXPGA devices	*installDirectory*/lib/lattice/lava1
CPLD devices	*installDirectory*/lib/cpld/lattice

2. To use a VHDL macro library, add the appropriate library and use clauses to your VHDL source code at the beginning of the design units that instantiate the macros.

   You only need the VHDL macro libraries for simulation, but it is good practice to add them to the code. The library names may vary, depending on the map file name, which is often user-defined. The simulator uses the map file names to point to a library.

CPLD devices	`library lattice;` `use lattice.components.all;`

ORCA device families	Replace the asterisk with the series number (2, 3, or 4) for the Lattice ORCA Series 2, Series 3, or Series 4 macro library you are using.
	`library orca*;`
	`use orca*.orcacomp.all;`

LatticeXP device families	`library xp;`
	`use xp.components.all`
	`library xp2;`
	`use xp.components.all`
	`library xp3;`
	`use xp.components.all`

LatticeSC/SCM device families	`library sc;`
	`use sc.components.all`
	`library scm;`
	`use sc.components.all`

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MachXO device families	`library machxo;`
	`use machxo.components.all`
	`library machxo2;`
	`use machxo.components.all`

ECP/EC device families	`library ec;`
	`use ec.components.all`
	`library ecp;`
	`use ecp.components.all;`
	`library ecp2;`
	`use ecp2.components.all;`
	`library ecp3;`
	`use ecp2.components.all;`

ispXPGA device families	`library lava;` `use lava.components.all;`

3. Instantiate the macros from the library as described in *Instantiating Black Boxes and I/Os in Verilog*, on page 322 and *Instantiating Black Boxes and I/Os in VHDL*, on page 324.

Using Lattice GSR Resources

The following procedure describes how to use GSR (global set/reset) resources and check resource usage. The GSR resource is a prerouted signal that connects to the reset input of every flip-flop, regardless of any other defined reset signals.

1. For the LatticeECP/ECP2/EC, LatticeXP2/XP, LatticeSC/SCM, MachXO, and ORCA families, you can control the use of GSR resources as follows:
   - To improve routability and performance, use the dedicated GSR resource. Select Project ->Implementation Options and enable the Force GSR Usage option on the Device tab.

     When you set this option, the synthesis software creates a GSR instance to access the resource. It uses the GSR resource for reset signals, instead of general routing. All registers are reset. when the GSR is activated, even if some flip-flops do not have a reset.
   - If a global set/reset does not correctly initialize the design, turn off the option. Select Project ->Implementation Options and disable the Force

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GSR Usage option on the Device tab. When this option is off, the software does not use the GSR resource unless all flip-flops have resets, and all resets use the same signal.

2. To optimize area, set the Resource Sharing option, as described in *Sharing Resources*, on page 422.

3. To check resource usage, do the following:
   - Synthesize the design.
   - Select View Log and check the Resource Usage section. For ORCA families, you can compare the LUTs in the synthesis usage report to the occupied PFUs (function units) in the report generated after placement and routing. Each PFU consists of four 4-input LUTs and four registers. An occupied PFU means that least one LUT or register was used.

Inferring Carry Chains in Lattice XPLD Devices

For XPLD devices, you can control the inference of carry chains with the syn_use_carry_chain attribute. By default, all counters are implemented as carry chains when they are over 4 bits wide. To override this, set the syn_use_carry_chain attribute with a value of 0 on the registers of the counter or adder.

Inferring Lattice PIC Latches

The following procedure shows you how to control the inference of programmable I/O cells (PICs) in Lattice designs.

1. For the software to automatically infer PICs, make sure of the following:
   - The latch must be at the input port.
   - The latch must be directly driven by the input FPGA pad.
   - The design has one of the supported input control schemes: no clear or reset controls, and asynchronous clear or asynchronous resets.

   After synthesis, the tool implements the following primitives for the PICs:

IF1S1D	Latches with asynchronous clear Latches with GSR used for clear
IF1S1B	Latches with asynchronous reset Latches with GSR used for reset.

See *Examples of PIC Latches*, on page 720 for examples of inferred PIC latches.

2. If you do not want to infer a PIC, set syn_keep on the input data net for the latch.

   After synthesis, the tool implements the latch as either a core latch with the LATCH primitive or as a mux, depending on the Lattice technology you selected. The following figure shows an input latch with no reset or clear implemented as a mux and a core latch in different technologies.

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Examples of PIC Latches

The following examples show how the tool infers PICs from the code:

- Positive Level Data Latch with No Resets or Clears, on page 720
- Negative Level Data Latch with No Resets or Clears, on page 721
- Positive Level Data Latch with Asynchronous Reset, on page 722
- Positive Level Data Latch with Asynchronous Clear, on page 724

Positive Level Data Latch with No Resets or Clears

VHDL

```
library ieee;
use ieee.std_logic_1164.all;
entity inlatch is port
(clk : in std_logic;
din : in std_logic;
dout: out std_logic);
end entity inlatch;
architecture bhve of inlatch is
begin
  process(clk,din)
  begin
    if clk='1' then
      dout <= din;
    end if;
  end process;
end bhve;
```

Verilog

```
module inlatch (clk,din,dout);
input clk;  input din;  output dout;
reg dout;
always @(clk)
begin
  if(clk)
     dout <= din;
end
endmodule
```

With this code, the tool implements the IFS1S1B latch primitive in the Technology view:

Negative Level Data Latch with No Resets or Clears

VHDL

```
library ieee;
use ieee.std_logic_1164.all;
entity inlatch is port
(clk : in std_logic;
din : in std_logic;
dout: out std_logic);
end entity inlatch;
architecture bhve of inlatch is
begin
  process(clk,din)
  begin
    if clk='0' then
      dout <= din;
    end if;
  end process;
end bhve;
```

Verilog

```
module inlatch (clk,din,dout);
input clk;  input din;  output dout;
reg dout;
always @(clk)
begin
  if(!clk)
     dout <= din;
end
endmodule
```


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With this code, the tool implements the IFS1S1B latch primitive in the Technology view:

Positive Level Data Latch with Asynchronous Reset

The tool imfers the IFS1S1B latch primitive in the Technology view with the code shown below:

VHDL

```
library ieee;
use ieee.std_logic_1164.all;
entity inlatch is port
(clk : in std_logic; aset: in std_logic;
din : in std_logic; dout: out std_logic);
end entity inlatch;
architecture bhve of inlatch is
begin
 process(clk,din,aset)
 begin
   if aset ='1' then
     dout <='1';
   elsif clk='1' then
     dout <= din;
   end if;
 end process;
end bhve;
```

Verilog

```
module inlatch(clk,din,aset,dout);
input  clk; input  din; input aset; output dout;
reg  dout;
always @(clk or aset)
begin
 if(aset)
   dout <= 1'b1;
 else if (clk)
   dout <= din;
end
endmodule
```


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Positive Level Data Latch with Asynchronous Clear

VHDL

```
library ieee;
use ieee.std_logic_1164.all;
entity inlatch is port
(clk : in std_logic; aclr: in std_logic;
din : in std_logic; dout: out std_logic); }
end entity inlatch;
architecture bhve of inlatch is
begin
 process(clk,din,aclr)
 begin
   if aclr ='1' then
     dout <='0';
   elsif clk='1' then
     dout <= din;
   end if;
end process;
end bhve;
```

Verilog

```
module inlatch(clk,din,aclr,dout);
input  clk; input  din; input aclr; output dout;
reg  dout;
always @(clk or aclr)
begin
  if(aclr)
    dout <= 1'b0;
  else if (clk)
    dout <= din;
end
endmodule
```

With this code, the tool infers the IFS1S1D primitive in the Technology view:

Controlling I/O Insertion in Lattice Designs

You can control I/O insertion globally, or on a port-by-port basis.

1. To control the insertion of I/O pads at the top level of the design, use the Disable I/O Insertion option as follows:
   - Select Project->Implementation Options and click the Device panel.
   - If you do not want to insert any I/O pads in the design, enable Disable I/O Insertion

     Do this if you want to check the area your blocks of logic take up, before you synthesize an entire FPGA. If you disable automatic I/O insertion, you do not get *any* I/O pads in your design, unless you manually instantiate them.
   - If you want to insert I/O pads, disable the Disable I/O Insertion option.

     When this option is set, the software inserts I/O pads for inputs, outputs, and bidirectionals in the output netlist. Once inserted, you can override the I/O pad inserted by directly instantiating another I/O pad.
2. To force I/O pads to be inserted for input ports that do not drive logic, follow the steps below.
   - To force I/O pad insertion at the module level, set the syn_force_pads attribute on the module. Set the attribute value to 1. To disable I/O pad insertion at the module level, set the syn_force_pads attribute for the module to 0.

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– To force I/O pad insertion on an individual port, set the syn_force_pads attribute on the port with a value to 1. To disable I/O insertion for a port, set the attribute on the port with a value of 0.

Enable this attribute to preserve user-instantiated pads, insert pads on unconnected ports, insert bi-directional pads on bi-directional ports instead of converting them to input ports, or insert output pads on unconnected outputs.

If you do not set the syn_force_pads attribute, the synthesis design optimizes any unconnected I/O buffers away.

Forward-Annotating Lattice Constraints

You can forward-annotate multicycle and false path constraints to Lattice place-and-route tool by following the procedure below. For additional information about forward-annotation, see *Generating Constraint Files for Forward Annotation*, on page 157.

1. To forward-annotate a from, to, or through multicycle constraint, open the SCOPE spreadsheet and do either of the following:
   – Click the Multi-Cycle Paths tab. Depending on the type of constraint you want to set, select or type the instance name under the To, From or Through column. Next, set the number of clock cycles under the Cycles column.

     When you set this constraint, the software runs timing-driven synthesis and then forward-annotates the constraint.
   – Click the Other tab. In the Command column, type define_multicycle_path. In the Arguments column, type -from and the source port or register name, and -to and the destination port or register name. For example: -from in0_int -to output 2.

     When you set this constraint from the Other tab, the software forward-annotates the constraint, but does not run timing-driven synthesis using this constraint.
2. To forward-annotate a false path constraint, open the SCOPE spreadsheet and do either of the following:
   – Click the False Paths panel. Depending on the type of constraint you want to set, select or type the instance name under the To, From or

Through column. When you set this constraint, the software runs timing-driven synthesis and then forward-annotates the constraint.

– Click the Other tab. In the Command column, type define_false_path. In the Arguments column, type -from and the source port or register name, and -to and the destination port or register name. For example:

Command	Arguments
define_false_path	-from in1_int -to output
define_false_path	-from in* -to out*

When you set this constraint from the Other tab, the software forward-annotates the constraint, but does not run timing-driven synthesis using this constraint.

3. Select Project->Implementation Options and enable the Write Vendor Constraint File option on the Implementation Results tab.
4. Run your design. The synthesis tool creates the $DESIGN_synplify.lpf file in the same directory as your results files.
5. Start the Lattice ispLEVER place-and-route tool and run the Map stage (after importing the $DESIGN_synplify.lpf file).
6. Run the PAR and BIT stages in ispLEVER.

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Optimizing SiliconBlue Designs

This section describes the following topics when working with SiliconBlue designs:

- Using Sequential Logic
- Using Combinational Logic
- Handling Tristates
- Handling I/Os and Buffers

Using Sequential Logic

The synthesis software infers or instantiates the following SiliconBlue sequential logic depending on the control signal.

Primitive	Description
SB_DFF	D flip-flop
SB_DFFE	D flip-flop with clock enable
SB_DFFSR	D flip-flop with synchronous reset
SB_DFFR	D flip-flop with asynchronous reset
SB_DFFSS	D flip-flop with synchronous set
SB_DFFS	D flip-flop with asynchronous set
SB_DFFESR	D flip-flop with clock enable and synchronous reset
SB_DFFER	D flip-flop with clock enable and asynchronous reset
SB_DFFESS	D flip-flop with clock enable and synchronous set
SB_DFFES	D flip-flop with clock enable and asynchronous set
SB_DFFN	D flip-flop - negative edge clock
SB_DFFNE	D flip-flop - negative edge clock and clock enable
SB_DFFNSR	D flip-flop - negative edge clock with synchronous reset
SB_DFFNR	D flip-flop - negative edge clock with asynchronous reset
SB_DFFSS	D flip-flop - negative edge clock with synchronous set

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Primitive	Description
SB_DFFNS	D flip-flop - negative edge clock with asynchronous set
SB_DFFNESR	D flip-flop - negative edge clock, enable and synchronous reset
SB_DFFNER	D flip-flop - negative edge clock, enable and asynchronous reset
SB_DFFNESS	D flip-flop - negative edge clock, enable and synchronous set
SB_DFFNES	D flip-flop - negative edge clock, enable and asynchronous set

Limitations

Note the following limitation:

The synthesis software does not support initial values on flip-flops for the SiliconBlue technology. The Power ON state for SiliconBlue flip-flops is 0.

Using Combinational Logic

The synthesis software handles combinational logic as follows:

- This logic is mapped to the 4-input LUT (SB_LUT4).
- All data path operators (adders, subtractors, comparators, or multipliers) is mapped to carry chain logic (SB_CARRY) and additional LUT4s (SB_LUT4).

Handling Tristates

The synthesis software handles tristates as follows:

- Internal tristates are not supported and are converted to MUXes whenever possible. An error is generated if an internal tristate cannot be converted to a MUX.
- Tristates connected to an output port are absorbed into the I/O pad.

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Handling I/Os and Buffers

The synthesis software handles I/Os and buffers as follows:

- The SB_IO primitive is used for inserting I/O pads.
- Since DDR inferencing is not supported, only input, output, and enable registers are packed into the I/O pads when available.
- The synthesis software does not infer SB_IO_DS, but allows for its instantiation.
- SB_GB is used for global buffers, such as clocks.
- SB_GB_IO is used for external clocks and SB_GB is used for internal clocks.
- Instantiated buffers are retained as is.
- Undriven pins in instantiated instances are left floating as it is in the RTL. Input pins in the RTL should not be connected to a floating net.
- The SB_WARMBOOT primitive can be instantiated and is treated as a black box.

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Optimizing Xilinx Designs

This section contains tips for working with Xilinx designs:

- Designing for Xilinx Architectures, on page 731
- Specifying Xilinx Macros, on page 732
- Specifying Global Sets/Resets and Startup Blocks, on page 734
- Inferring Wide Adders, on page 735
- Instantiating CoreGen Cores, on page 738
- Packing Registers for Xilinx I/Os, on page 741
- Specifying Xilinx Register INIT Values, on page 744
- Specifying RLOCs, on page 754
- Specifying RLOCs and RLOC_ORIGINs with the synthesis Attribute, on page 756
- Using Clock Buffers in Virtex Designs, on page 757
- Working with Clock Skews in Xilinx Virtex-5 Physical Designs, on page 759
- Reoptimizing with EDIF Files, on page 761
- Improving Xilinx Physical Synthesis Performance, on page 762
- Running Post-Synthesis Simulation, on page 763
- Instantiating Special I/O Standard Buffers for Virtex, on page 760

For additional Xilinx-specific techniques, see *Xilinx Partition Flow*, on page 806, Xilinx Partition Flow for Versions Before ISE 12.1, on page 811, *Working with Gated Clocks*, on page 439, *Inferring RAMs*, on page 344, and *Inferring Shift Registers*, on page 380. Note that some of these features are not available in the Synplify product.

Designing for Xilinx Architectures

The tips listed here are in addition to the technology-independent design tips described in *Tips for Optimization*, on page 396.

- For critical paths, attach the xc_fast attribute to the I/Os.

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- To ensure that frequency constraints from register to output pads are forward annotated to the P&R tools, add default input_delay and output_delay constraints of 0.0 in the synthesis tool. The synthesis tool forward-annotates the frequency constraints as PERIOD constraints (register-to-register) and OFFSET constraints (input-to-register and register-to-output). The place-and-route tools use these constraints.
- Run successive place-and-route iterations with progressively tighter timing constraints to get the best results possible.
- When using VHDL, specify a UNISIM library using the following syntax:

  ```
  library unisim;
  use unisim.vcomponents.all;
  ```

  Remove any other package files with user-defined UNISIM primitives.

  Note that if you are using ISE11 for a VHDL design targeting Virtex 2 or Virtex 2 Pro, you must manually add the unisim_m10i.vhd library before synthesizing the design because ISE11 does not support these Virtex families. If you have a Verilog design, you do not need to manually add the corresponding unisim_m10i.v file, because the tool does that automatically.

Specifying Xilinx Macros

The synthesis tool provides Xilinx macro libraries that you can use to instantiate components like I/Os, I/O pads, gates, counters, and flip-flops. Using the macros from these libraries allows you to perform a subsequent simulation run without changing your code.

1. To use the Verilog macro library, review the unisim.v macro library in the *installDirectory*/lib/xilinx directory for the available macros. The unisim.v file is automatically added to your project file when you select a Xilinx target device.
2. To use a VHDL library, do the following:
   - Review the unisim.vhd macro library in the *installDirectory*/lib/xilinx directory to check the macros that are available.
   - Add the corresponding library and use clauses to the beginning of the design units that instantiate the macros, as in the following example:

     ```
     library unisim;
     use unisim.vcomponents.all;
     ```

You do not need to add the macro library files to your the source files for your project.

3. Instantiate the macro component in your design.
4. To instantiate an I/O pad with different I/O standards, do the following:
   - Specify the macro library as described in the first two steps.
   - Instantiate the I/O pad component in your design. You can instantiate IBUF, IBUFG, OBUF, OBUFT, and IOBUF components.
   - In the source files, define the generic or parameter values for the I/O standard. Use an IOSTANDARD generic/parameter to specify the I/O standard you want. Refer to the Xilinx documentation for a list of supported IOSTANDARDs. For certain pad types, you can also specify the output slew rate (SLEW) and output drive strength (DRIVE). See *OBUF Instantiation Example*, on page 733 for an example.

OBUF Instantiation Example

The following examples show the declaration of OBUF in macro library files:

VHDL

```
component OBUF
  generic (
     IOSTANDARD : string := "default";
     SLEW : string := "SLOW";
     DRIVE : integer := 12
  );
  port (
     O : out std_logic;
     I : in std_logic;
  );
end component;
attribute syn_black_box of OBUF : component is true
```

Verilog

```
module OBUF(O, I); /* synthesis syn_black_box */
parameter IOSTANDARD="default";
parameter SLEW="SLOW";
parameter DRIVE=12;
output O;
input I;
endmodule
```


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To use the macro libraries to instantiate I/O pad types, define the generic/parameter values in the Verilog or VHDL source files. The following examples show how to instantiate OBUF pads with an I/O standard value of LVCMOS2, an output slew value of FAST, and an output drive strength of 24.

VHDL
```
Data : OBUF
   generic map (
      IOSTANDARD => "LVCMOS2",
      SLEW => "FAST",
      DRIVE => 24
   )
   port map (
      O => o1,
      I => i1
   );
```

Verilog
```
OBUF Data(.O(o1), .I(i1));
defparam Data.IOSTANDARD = "LVCMOS2";
defparam Data.SLEW = "FAST";
defparam Data.DRIVE = 24;
```

The resulting EDIF file contains the following, which corresponds to the instantiations:

```
(instance (
   rename dataZ0 "data")
   (viewRef PRIM (cellRef OBUF (libraryRef VIRTEX)))
   (property iostandard (string "LVCMOS2"))
   (property slew (string "FAST"))
   (property drive (integer 24) )
)
```

Specifying Global Sets/Resets and Startup Blocks

The global set/reset (GSR) resource is a pre-routed signal that goes to the set or reset input of each flip-flop in your design. Using this resource instead of general routing for a set or reset signal can have a significant positive impact on the routability and performance of your design. The synthesis tools infer this resource automatically in most cases, but you can also specify access to the GSR resource with a Xilinx startup block.

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1. Specify access to the GSR as follows:
   - To automatically use the GSR if needed, select Implementation Options -> Device, and set Force GSR Usage to auto. With this setting, the tool automatically determines if it needs to use the GSR.
   - To use the GSR, set Force GSR Usage to yes.
   - If you do not want to use the GSR, set Force GSR Usage to no.
2. For Xilinx XC designs, specify global sets/resets (GSR) as follows:
   - For a design with a single GSR, the synthesis tools automatically connect it to a startup block, even if the flip-flops have no sets/resets specified. If you need to change this setting, select Project-> Implementation Options ->Device, and set Force GSR Usage to no. With this setting, all flip-flops must have a set or reset and the set or reset must be the same before GSR is used.
   - For designs with multiple GSRs, the synthesis tool does not automatically create a startup block for GSR. If you still want to use one of the set or reset signals for GSR, you must instantiate a STARTUP_GSR component manually, as described in the next step.

   For XC4000 technologies, the synthesis tool forces the creation of a startup block to access the GSR resource, if it is appropriate for your design.
3. To instantiate a start-up block manually, do the following:
   - Go to the *installDirectory*/lib/xilinx directory and locate the appropriate Xilinx startup blocks in either the Verilog (unisim.v) or VHDL (unisim.vhd) format.
   - Instantiate the startup block component in your design. Where there is more than one component listed, you can use them independently, because the blocks are merged to form a single block in the EDIF file.

Inferring Wide Adders

For Virtex-5 and Virtex-6 designs, you can map wide adder/subtractor structures to DSP48Es. Xilinx architectures let you use cascading DSP48Es and the CARRYCASCOUT pin to support a structure with up to three pipeline registers with different synchronous control signals. It supports two or three signed/unsigned inputs (with carry/borrow).

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The following shows the implementation of wide adders with one pipelined register and no pipelined registers as DSP48Es:

To automatically map to DSP48Es in the synthesis tools, do the following:

1. Make sure the structure you want to map conforms with these rules:
   - The adder/subtractor does not have more than 96 bits.
   - All registers share the same control signals (enables, clocks, reset). Registers with different control signals are mapped to the DSP48E, but they are kept outside the DSP48E.
   - The adder does not have a 48-bit input and a 49-bit output.
2. Set syn_dspstyle to dsp48.

   You must set this attribute, or the tool does not infer a DSP48E. See *syn_dspstyle Attribute*, on page 1150 for the syntax for this attribute.
3. Synthesize the design.

   If your structure has less than three pipelined registers, you see an advisory message in the log file, because three pipelined registers give the best performance.

The following is an example of how the synthesis tool maps an adder-> register->register structure with 96-bit signed input and output to a DSP48E:

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Instantiating CoreGen Cores

Predesigned IP cores save on design effort and improve performance. The process for handling IP cores is slightly different for CoreGen and Virtex PCI cores. The following procedure describes how to instantiate a CoreGen module. For Virtex PCI cores, see *Instantiating Virtex PCI Cores*, on page 739.

1. Use the Xilinx CORE generator to create structural EDIF netlists and generate timing and resource usage information for synthesis.
   - For legacy cores, generate a single flat `edf` netlist file.
   - For newer cores, generate a top-level flat `edn` or `edf` netlist file that instantiates `ndf` files for each hierarchical level in the design.
2. Open the synthesis software, and add the generated files (`edf` only for legacy cores; `edn` or `edf` and `ndf` for newer cores) to your project.
3. Define the core as a black box by adding the syn_black_box attribute to the module definition line, or by using the Coregen `v` file. The following is an example of the attribute:

```
module ram64x8(din, addr, we, clk, dout)/* synthesis syn_black_box
*/;
   input[7:0] din;
   input [5:0] addr;
   input we, clk;
   output [7:0] dout;
endmodule;
```

4. Make sure the bus format matches the bus format in the core generator, using the syn_edif_bit_format and syn_edif_scalar_format directives if needed.

```
module ram64x8(din, addr, we, clk, dout)
   /* synthesis syn_black_box syn_edif_bit_format = "%u<%i>"
   syn_edif_scalar format ="%u" */;
```

5. Instantiate the black box in the module or architecture.

```
ram64x8 r1(din, addr, we, clk, dout);
```

6. Synthesize the design.

   If you supplied structural EDIF netlists, the software optimizes the design based on the information in the structural netlists. The generated reports contain the optimization information.

Instantiating Virtex PCI Cores

For Virtex PCI cores, you can use either a top-down or bottom-up methodology. This figure shows a design that is used in the explanations of both methodologies, below.

Bottom-Up Method

The bottom-up method synthesizes lower-level modules first. The synthesized modules are then treated as black boxes and synthesized at the next level. The following procedure refers to the figure shown above.

1. Synthesize the user-defined application (PING64) by itself.
   - Make sure that the Disable I/O Insertion option is on.
   - Specify the syn_edif_bit_format = "%u<%i>" and syn_edif_scalar_format = "%u" attributes. These attributes ensure that the EDIF bus names

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match the Xilinx upper-case, angle bracket style bus names and the Xilinx upper-case net names, respectively.

The software generates an EDIF file for this module.

2. Synthesize the top-level module that contains the PCI core, with the Disable I/O Insertion option enabled and the EDIF naming attributes described in the previous step. Use the following files to synthesize:
   - The top-level module (PCIM_LC) file, with the PCI core (PCI_LC_I) declared as a black box with the syn_black_box attribute.
   - A black box file for the core (PCI_LC_I), that only contains information about the PCI core ports. This file is the source file that is generated for simulation, not the ngo file.
   - The appropriate synthesis Virtex file (*installDirectory*/lib/xilinx) that contains module definitions of the I/O pads in the top-level module, PCIM_LC.

   The software generates an EDIF file for this module.

3. Synthesize the top level (PCIM_TOP) with Disable I/O Insertion off. Use the following files:
   - The source file for CFG.
   - A black box file for PING64.
   - A black box file for PCIM_LC.
   - A top-level file that contains black box declarations for PING64 and PCIM_LC.

   The software generates an EDIF file for the top level.

4. Place and route using the Xilinx ngo file for the core, and the three EDIF files generated from synthesis: one for each of the modules PING64 and PCIM_LC, and the top-level EDIF file. Select the top-level EDIF file when you run place-and-route.

Top-down Methodology

The top-down method instantiates user application blocks and synthesizes all the source files in one synthesis run. This method can result in a smaller, faster design than with the bottom-up method, because the tool can do cross-boundary optimizations. The following procedure refers to the design shown in the previous figure.

1. Create your own configuration file for your application model (CFG).
2. Edit the top-level source file to do the following:
   - Instantiate your application block (PING64) in the top-level source file.
   - Add the ports from your application.
3. Add the appropriate synthesis Virtex file (*installDirectory*/lib/xilinx) to the project. This file contains module definitions of the I/O pads in the PCIM_LC module.
4. Specify the top-level file in the project.
5. Synthesize your design with the following files:
   - Virtex module definition file (previous step)
   - Source files for top-level design, user application (PING64), PCIM_LC, and CFG
   - Simulation wrapper file for PCI core

   The software generates an EDIF file for the top level.
6. Place and route the design using the top-level EDIF file from synthesis and the Xilinx ngo file for the PCI core.

Packing Registers for Xilinx I/Os

When a register drives an input or output, you might want to pack it in an IOB instead of a CLB, as in these cases:

- The chip interfaces with another, and you have to minimize the register-to-output or input-to-register delay.
- You have limited CLB resources, and packing the registers in an IOB can free up some resources.

To pack registers in an IOB, you set the syn_useioff attribute.

1. To globally embed all the registers into IOBs, attach the syn_useioff attribute to the module in one of these ways:
   - Add the attribute in the SCOPE window, attaching it to the module, architecture, or the top level. Check the Enable box, set the Attribute column to syn_useioff, the Object column to <global>, and the attribute value to 1. The constraint file syntax looks like this:

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```
define_global_attribute syn_useioff 1
```

– To add the attribute in the Verilog source code, add this syntax to the top level:

```
module global_test(d, clk, q) /* synthesis syn_useioff = 1 */;
```

– To add the attribute in the VHDL source code, add this syntax to the top level architecture declaration:

```
architecture rtl of global_test is
attribute syn_useioff : boolean;
attribute syn_useioff of rtl : architecture is true;
```

For details about attaching attributes using the SCOPE interface and in the source code, see *Entering Attributes and Directives*, on page 267.

When set globally, all boundary registers and (OE) registers associated with the data registers are marked with the Xilinx IOB property. This property is forward annotated in the EDIF netlist and used by the Xilinx place-and-route tools to determine how the registers are packed. All marked registers are packed in the corresponding IOBs.

2. To apply syn_useioff to individual registers or ports, use one of these methods:

– Add the attribute in the SCOPE window, attaching it to the ports you want to pack, and set the attribute value to 1. The resulting constraint file syntax looks like this:

```
define_attribute {p:q[3:0]} syn_useioff 1
```

– To add the attribute in the Verilog source code, add this syntax:

```
module test is (d, clk, q);
input [3:0] d;
input clk;
output [3:0] q /* synthesis syn_useioff = 1 */;
reg q;
```

– To add the attribute in the VHDL source code, add syntax as shown inside the entity for the local port:

```
entity test is
   port (d : in std_logic_vector(3 downto 0);
      clk : in std_logic
      q : out std_logic_vector(3 downto 0);
attribute syn_useioff : boolean;
attribute syn_useioff of q : signal is true;
end test;
```

The software attaches the IOB property as described in the previous step, but only to the specified flip-flops. Packing for ports and registers without the attribute is determined by timing preferences. If a register is to be packed into an IOB, the IOB property is attached and forward annotated. If it is to be packed into a CLB, the IOB property is not forward annotated.

In Virtex designs where the synthesis software duplicates OE registers, setting the syn_useioff attribute on a boundary register only enables the associated OE register for packing. The duplicate is not packed, but placed in a CLB. The packed registers are used for data path, and the CLB registers are used for counter implementation.

In Virtex designs where a shift register is at a boundary edge and the syn_useioff attribute is enabled, the software extracts only the initial or final SRL16 shift register from the LUT for packing. The shift register that is implemented in the technology view is smaller because of the extraction.

3. If you set multiple syn_useioff attributes at different levels of the design, the tool uses the most specific setting (highest priority).

   This table summarizes syn_useioff priority settings, from the highest priority (register) to the lowest (global):

I/O Type	syn_useioff Value	Description
Register	1	Packs registers into the I/O pad cells, overriding port or global specifications.
	0	Does not pack registers into I/O pad cells, overriding port or global specifications.

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I/O Type	syn_useioff Value	Description
Port	1	Packs registers into the I/O pad cells, overriding any global specification.
	0	Does not pack registers into I/O pad cells, overriding any global specification.
Global	1	Packs registers into the I/O pad cells.
	0	Does not pack registers into I/O pad cells.

Specifying Xilinx Register INIT Values

You can specify initial values for registers so that the RTL, gate-level simulation, and the final implementation results match. You can specify INIT values for registers either with the HDL initialization specification built into Verilog or VHDL, or by adding the synthesis attribute. You can then pass the values to the Xilinx P&R tools.

Both methods are described in the following procedure, but the HDL specification method is recommended.

1. To ensure that the register is not optimized away during synthesis, set the syn_preserve directive on the register in the source code.

   Use this directive even if you define the INIT values with a constraint in the `sdc` file. If you do not have this directive, the register can be removed during optimization.

2. To set a register value using the HDL initialization feature, use the following syntax:

HDL Initialization

```
reg myreg=0;
initial myreg=0; (Verilog only)
```

Verilog HDL Initialization

```
reg error_reg = 1'b0;
reg [7:0] address_reg = 8'hff;
```

VHDL HDL Initialization

```
signal tmp: std_logic = '0';
```

This is the preferred method to pass INIT values to the Xilinx place-and-route tools.

3. To set a register value using the synthesis attribute, add the attribute to the register in the source code or the constraint file, and specify the INIT value as a string:

Verilog	`reg [3:0] rst_cntr /* synthesis INIT="1" */;`
VHDL	`attribute INIT: string;` `attribute INIT of rst_cntr : signal is "1";`
SDC	`define_attribute {i:rst_cntr} INIT {"1"}`

Xilinx ISE 8.2sp3 and later versions require that the INIT value be a string rather than an integer. For code examples, see *INIT Values*, on page 1414 in the *Reference Manual*.

4. To specify different INIT values for each register bit on a bus, do the following:
   - Set syn_preserve on the register as described in step 1, so that it is not optimized away. You can now either use the HDL specification or set an attribute.
   - To specify the values using the HDL specification, use the syntax as shown in the following examples:

Verilog HDL Bus Initialization	`reg [7:0] address_reg = 8'hff;`
VHDL HDL Bus Initialization	`signal q: std_logic_vector` `(11 downto 0) := X"755";`

   - To specify the value with the INIT attribute in the `sdc` constraint file, set INIT values for the individual register bits on the bus. Specify the register using the i: prefix, with periods as hierarchy separators.

     The following specifies INIT values for individual bits of rst_cntr, which is part of the init_attrver module, under the top-level module:

```
define_attribute {i:init_attrver.rst_cntr[0]} INIT {"0"}
define_attribute {i:init_attrver.rst_cntr[1]} INIT {"1"}
define_attribute {i:init_attrver.rst_cntr[2]} INIT {"0"}
define_attribute {i:init_attrver.rst_cntr[3]} INIT {"1"}
```


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5. Synthesize the design.

   The tool forward-annotates the values to the Xilinx P&R tool in the EDIF netlist. Note that the INIT value is forward-annotated as is (as an integer, not binary). You must ensure that the value is specified in the correct format for P&R.

   If the register is an asynchronous output register with an initial value, the mapper preserves the initial value and packs the register into the Block RAM.

Inserting Xilinx I/Os and Specifying Pin Locations

By default, the synthesis tools automatically insert I/Os for inputs, outputs, and bidirectionals (such as IBUFs and OBUFs). You can change this by enabling Disable IO Insertion in the Device tab of the Implementation Options dialog box. You can also insert I/Os manually by instantiating them.

Whether you use the automatic or manual method, you can specify pin locations for the I/Os with the xc_loc attribute. By default, or if no location is specified, the Xilinx tool assigns pin locations automatically.

The following provide details:

- Assigning Pin Locations for Automatically Inserted Xilinx I/Os, on page 746
- Manually Inserting Xilinx I/Os in Verilog, on page 749
- Manually Inserting Xilinx I/Os in VHDL, on page 751

Assigning Pin Locations for Automatically Inserted Xilinx I/Os

The synthesis tool automatically inserts the I/Os (unless you have checked Disable IO Insertion in the Device tab of the Implementation Options dialog box). The following procedure shows you how to assign pin locations for automatically inserted I/Os in a Verilog or VHDL design.

1. Create a new top-level module or entity and instantiate it in your Verilog or VHDL design.

   This module/entity holds I/O placement information. Creating this lets you keep your vendor-specific information separate from the rest of your design. Your original design remains technology-independent.

For example, this is a Verilog counter definition:

```
module cnt4 (cout, out, in, ce, load, clk, rst);
// Counter definition
endmodule
```

You create a top-level module that instantiates your design:

```
module cnt4_xilinx (cout, out, in, ce, load, clk, rst);
```

2. If you do not want to specify locations, specify the inputs or outputs as usual. The following is an example of Verilog inputs in the top-level module:

```
input ce, load, clk, rst;
```

The Xilinx place-and-route tool automatically places these inputs.

3. Optionally, specify I/O locations in the new top-level module, by setting the xc_loc attribute.

You can specify the xc_loc attribute in the Attribute panel of the SCOPE spreadsheet, as shown below.

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
2	☑	port	in1[2:0]	xc_loc	P2,P3,P	string	Port placement
3	☑	port	p:out1	xc_loc	R1	string	Port placement
4	☑						

Attributes

Alternatively, you can specify it in the HDL files, as described in *Manually Inserting Xilinx I/Os in Verilog*, on page 749 and *Manually Inserting Xilinx I/Os in VHDL*, on page 751. See *xc_loc Attribute*, on page 1405 in the *Reference Manual* for syntax details.

The following Verilog code includes xc_loc attributes that specify the following locations:

- cout at A1
- out in the top left (TL) of the chip
- in[3] at P20, in[2] at P19, in[1] at P18, and in[0] at P17

```
output cout /* synthesis xc_loc="A1" */;
output [3:0] out /* synthesis xc_loc="TL" */;
input [3:0] in /* synthesis xc_loc="P20,P19,P18,P17" */;
```


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4. Instantiate the top-level module or entity with the placement information you specified in your design. For example:

```
cnt4 my_counter (.cout(cout), .out(out), .in(in),
   .ce(ce), .load(load), .clk(clk), .rst(rst));
endmodule
```

5. Synthesize the design.

   The synthesis tools automatically insert I/Os for inputs, outputs, and bidirectionals (such as IBUFs and OBUFs). The Xilinx place-and-route tool automatically selects locations for I/Os with no xc_loc attribute defined. If you specified xc_loc settings, they are honored.

VHDL Automatic I/O Insertion Example

```
library synplify;
entity cnt4 is
   port (cout: out bit;
         output: out bit_vector (3 downto 0);
         input: in bit_vector (3 downto 0);
         ce, load, clk, rst: in bit );
end cnt4;

architecture behave of cnt4 is
begin
-- Behavioral description of the counter.
end behave;

-- New top level entity, created specifically
-- to place I/Os for Xilinx. This entity is typically
-- in another file, so that your original
-- design stays untouched and technology independent.

entity cnt4_xilinx is
   port (cout: out bit;
         output: out bit_vector (3 downto 0);
         input: in bit_vector (3 downto 0);
         ce, load, clk, rst: in bit );

-- Place a single I/O for cout at location A1.
attribute xc_loc : string;
attribute xc_loc of cout: signal is "A1";

-- Place all bits of "output" in the
-- top-left of the chip.
attribute xc_loc of output: signal is "TL";
```

```
-- Place input(3) at P20, input(2) at P19,
-- input(1) at P18, and input(0) at P17
attribute xc_loc of input: signal is "P20, P19, P18, P17";

-- Let Xilinx place the rest of the inputs.
end cnt4_xilinx;

-- New top level architecture instantiates your design.
architecture structural of cnt4_xilinx is
-- Component declaration for your entity.

component cnt4
   port (cout: out bit;
         output: out bit_vector (3 downto 0);
         input: in bit_vector (3 downto 0);
         ce, load, clk, rst: in bit );
end component;
begin

-- Instantiate your VHDL design here:
my_counter: cnt4 port map (cout, output, input,
   ce, load, clk, rst);
end structural;
```

Manually Inserting Xilinx I/Os in Verilog

To insert a Xilinx I/O manually, you must instantiate a black box macro for that I/O from the Xilinx library file. You can then choose to assign it a location or have the Xilinx tool automatically select one for it.

To insert an I/O manually and then use automatic location assignment, do the following:

1. Add the *installDirectory*/lib/xilinx/unisim.v macro library file to the *top* of the source files list for your project.

2. Create instances of I/Os by instantiating a black box in your Verilog source code.

   These black boxes are empty Verilog module descriptions, taken from the Xilinx macro library you specified in step 1. You can stop at this step, and the Xilinx tool will automatically assign locations for the I/Os you specified.

To insert an I/O manually and specify pin locations, do the following:

1. Create a new top-level module and instantiate your Verilog design.

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2. Add the *installDirectory*/lib/xilinx/unisim.v macro library file to the *top* of the source files list for your project.

3. Create instances of I/Os by instantiating a black box in your Verilog source code.

4. Specify I/O locations by adding the xc_loc attribute to the I/Os.

   See *Verilog Manual I/O Insertion Example*, on page 750 for an example of the code.The Xilinx tool honors any locations assigned with the xc_loc attribute, and automatically selects locations for any remaining I/Os without definitions.

Verilog Manual I/O Insertion Example

```
module cnt4 (cout, out, in, ce, load, clk, rst);
/* Your counter definition goes here, */
endmodule
/* Create a top level to place I/Os specifically
   for Xilinx. Any top level pins which do not have
   I/Os will be automatically inserted */
module cnt4_xilinx(cout, out, in, ce, load, clk, rst);
output [3:0] out;
output cout;
input [3:0] in;
input ce, load, clk, rst;wire [3:0] out_c, in_c;
wire cout_c;

/* The xc_loc attribute can be added right after the
   instance name like that shown below, or right before
   the semicolon. */

IBUF i3 /* synthesis xc_loc="P20" */ (.O(in_c[3]), .I(in[3]));
IBUF i2 /* synthesis xc_loc="P19" */ (.O(in_c[2]), .I(in[2]));
IBUF i1 /* synthesis xc_loc="P18" */ (.O(in_c[1]), .I(in[1]));
IBUF i0 /* synthesis xc_loc="P17" */ (.O(in_c[0]), .I(in[0]));

OBUF o3 /* synthesis xc_loc="TL" */ (.O(out[3]), .I(out_c[3]));
OBUF o2 /* synthesis xc_loc="TL" */ (.O(out[2]), .I(out_c[2]));
OBUF o1 /* synthesis xc_loc="TL" */ (.O(out[1]), .I(out_c[1]));
OBUF o0 /* synthesis xc_loc="TL" */ (.O(out[0]), .I(out_c[0]));

OBUF cout_p /* synthesis xc_loc="BL" */ (.O(cout), .I(cout_c));

cnt4 it(.cout(cout_c), .out(out_c), .in(in_c),
   .ce(ce), .load(load), .clk(clk), .rst(rst));
endmodule
```

Manually Inserting Xilinx I/Os in VHDL

To insert an I/O manually and then use automatic location assignment, do the following:

1. Add the corresponding library and use clauses to the beginning of your design units that instantiate the macros.

   ```
   library unisim;
   use unisim.vcomponents.all;
   ```

   The Xilinx unisim.vhd macro library is always visible in the synthesis tool, so do not add this library file to the source files list for your project. To see which design units are available, use a text editor to view the file located in the *installDirectory*/lib/xilinx directory. Do not edit this file in any way.

2. Create instances of I/Os by instantiating a black box in your Verilog source code.

   These black boxes are empty Verilog module descriptions, taken from the Xilinx macro library you specified in step 1. You can stop at this step, and the Xilinx tool will automatically assign locations for the I/Os you specified.

To insert an I/O manually and specify pin locations, do the following:

1. Create a new top-level module and instantiate your VHDL design.
2. Instantiate the Xilinx I/Os.
3. Add the appropriate library and use clauses to the beginning of design units that instantiate the I/Os.

   ```
   library unisim;
   use unisim.vcomponents.all;
   ```

   See the source code in *VHDL Manual I/O Insertion Example*, on page 752 for an example.

4. To specify I/O locations, add the xc_loc attribute to the I/O instances for which you want to specify the locations.
5. If you leave out the xc_loc attribute, the Xilinx place-and-route tool will choose the locations.

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VHDL Manual I/O Insertion Example

The following example is a behavioral D flip-flop with instantiated data input I/O. The other ports will have synthesized I/Os.

```
library ieee, synplify;
use synplify.attributes.all;
use ieee.std_logic_1164.all;
-- Library and use clauses for access to the Xilinx Macro Library.
library unisim;
use unisim.vcomponents.all;

entity place_example is
   port (q: out std_logic;
         d, clk: in std_logic );
end place_example;

architecture behave of place_example is
   signal dz: std_logic;

attribute xc_loc of I1: label is "P3";
begin
I1: IBUF port map (I=>d,O=>dz);

process (clk) begin
   if rising_edge(clk) then
      q<=dz;
   end if;

end process;

end behave;
```

Working with Xilinx Buffers

By default, the synthesis tools do not automatically infer Xilinx buffers. If you want the tools to infer Xilinx buffers, you must use attributes, as described below.

1. To infer BUFGMUX components, do the following:
   - Attach the syn_insert_buffer attribute to the mux instance. If you need information on how to do this, see *Entering Attributes and Directives*, on page 267.
   - Set the attribute value to bufgmux. When you set this value, the tool infers a BUFGMUX_1 if the muxed clock operates on the negative edge;

otherwise it infers a BUFGMUX. If you do not specify this value, by default the tool infers the LUT that drives the BUFG.

```
module
bufgmux_1(c1,c2,sel,din,d
out);
input c1,c2,sel;
input [20:1] din;
output reg [20 : 1] dout;
wire clk;

assign clk = sel ? c1 :
```

For details about the syn_insert_buffer syntax, see *syn_insert_buffer Attribute (Xilinx)*, on page 1203 in the *Reference Manual*

2. To infer IBUFDS, IBUFGDS, OBUFDS, OBUFTDS, and IOBUFDS differential buffers, do the following:
   - Attach the syn_diff_io attribute to the inputs of the buffer.
   - Set the value to 1 or true.

   For details about the syn_diff_io syntax, see *syn_diff_io Attribute*, on page 1141 in the *Reference Manual*.

Working with Xilinx Regional Clock Buffers

The Xilinx regional clock buffer (BUFR) available for Virtex-6, Virtex-5, and Virtex-4 devices is a special buffer used to connect the clock nets in the same region and adjacent regions, independent of the global clock tree. The BUFR can drive the I/O logic and logic resources (CLB, block RAM, and DSP) in the existing and adjacent clock regions. They can be driven by clock capable pins, local interconnects, Gigabit Transceiver (GT), and Mixed-Mode Clock Manager (MMCM) high-performance clocks. The BUFR can be used as a clock divider in low power and low skew operations.

By default, the synthesis tools do not automatically infer the Xilinx BUFR. If you want the tools to infer Xilinx regional clock buffers, you must use the attribute, as described below.

1. To infer BUFR primitives, do the following:
   - Apply the syn_insert_buffer attribute on a port or net.

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– Set the attribute value to BUFR.

For details about the syn_insert_buffer syntax, see *syn_insert_buffer Attribute (Xilinx)*, on page 1203 in the *Reference Manual*

2. Check the log file for the number of BUFRs connected in the region. The report specifies:
   – The output of the BUFR used on the clock net should be defined as the derived clock and the timing report should be specified for the clock signal.
   – If inferred

```
Clock Buffers:
Inserting Clock buffer on net clk1_en, Inserting Clock buffer
for port clk,
```

   – Not inferred

```
Warning: BUFR not inserted on net <name>
```

   – Resource utilization

```
Mapping to part: xc6vlx75tff484-1
Cell usage:
BUFR 2 uses
```

Specifying RLOCs

RLOCs are relative location constraints. They let you control placement in critical sections, thus improving performance. You specify RLOCs using three attributes, xc_map, xc_rloc, and xc_uset. As with other attributes, you can define them in the source code, or in the SCOPE window.

You can also specify RLOCs directly, as described in *Specifying RLOCs and RLOC_ORIGINs with the synthesis Attribute*, on page 756.

1. Create the modules you want to constrain, and specify the kind of Xilinx primitive you want to map them to, using the xc_map attribute. The modules can have only one output.

Family	xc_map Value	Max. Module Inputs
XC4000, Spartan families	fmap hmap	4 3
Virtex and Spartan-3 families	lut	4

This Verilog example shows a 4-input Spartan XOR module:

```
module fmap_xor4(z, a, b, c, d) /* synthesis xc_map=fmap*/ ;
output z;
input a, b, c, d;
assign z = a ^ b ^c ^d;
endmodule
```

This is the equivalent VHDL example:

```
library IEEE;
use IEEE.std_logic_1164.all;
entity fmap_xor4 is
   port (a: in std_logic;
         b: in std_logic;
         c: in std_logic;
         d: in std_logic
         );
end fmap_xor4;

architecture rtl offmap_xor4 is
attribute xc_map : STRING;
attribute xc_map of rtl: architecture is "fmap";
begin
   z <= a xor b xor c xor d;
end rtl;
```

2. Instantiate the modules you created at a higher hierarchy level.

3. Group the instances together (xc_uset attribute) and specify the relative locations of instances in the group with the xc_rloc attribute.

   This example shows the Verilog code for the top-level CLB that includes the 4-input module in the previous example:

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```
module clb_xor9(z, a) ;
output z;
input [8:0] a;
wire x03, x47;
//Code for XC4000 or Spartan
fmap_xor4 x03 /*synthesis xc_uset="SET1" xc_rloc="R0C0.f" */
   (z03, a[0], a[1], a[2], a[3]);
fmap_xor4 x47 /*synthesis xc_uset="SET1" xc_rloc="R0C0.g" */
   (z47, a[4], a[5], a[6], a[7]);
hmap_xor3 zz /*synthesis xc_uset="SET1" xc_rloc="R0C0.h" */
   (z, z03, z47, a[8]);
//Code for Virtex differs because it includes the slice
fmap_xor4 x03 /*synthesis xc_uset="SET1" xc_rloc="R0C0.S0" */
   (z03, a[0], a[1], a[2], a[3]);
fmap_xor4 x47 /*synthesis xc_uset="SET1" xc_rloc="R0C0.S0" */
   (z47, a[4], a[5], a[6], a[7]);
hmap_xor3 zz /*synthesis xc_uset="SET1" xc_rloc="R0C0.S1" */
   (z, z03, z47, a[8]);endmodule
```

4. Create a top-level design and instantiate your design.

Specifying RLOCs and RLOC_ORIGINs with the synthesis Attribute

You can specify RLOCs and RLOC_ORIGINs with the synthesis attribute, and then pass them to the Xilinx P&R tools. Alternatively, you can specify RLOCs using the three attributes described in *Specifying RLOCs*, on page 754.

1. In the source code, use the synthesis attribute to specify the RLOC and RLOC_ORIGIN values:

   Verilog
   ```
   /* synthesis RLOC_ORIGIN="X0Y2" RLOC="X0Y0" */;
   ```

   VHDL
   ```
   attribute RLOC_ORIGIN : string;
   attribute RLOC_ORIGIN of behave : architecture is "X0Y2";
   attribute RLOC : string;
   attribute RLOC of q : signal is "X0Y0";
   ```

   For code examples, see *RLOC Constraints*, on page 1415 in the *Reference Manual*.

2. To specify different RLOC and RLOC_ORIGIN values for bits on a bus, do the following:

– Specify the RLOC_ORIGIN for theVerilog module or VHDL architecture in the source file. See step 1 for the syntax.

– Define RLOCs for the individual register bits as constraints in the `sdc` file. Do not define RLOCs for individual bits in the source code, or you will get a Xilinx ISE error.

```
define_attribute {i:tmp[0]} RLOC {"X3Y0"}
define_attribute {i:tmp[1]} RLOC {"X2Y0"}
define_attribute {i:tmp[2]} RLOC {"X1Y0"}
define_attribute {i:tmp[3]} RLOC {"X0Y0"}
```

3. Synthesize the design.

   The tool forward-annotates the values to the Xilinx P&R tool in the EDIF netlist.

Using Clock Buffers in Virtex Designs

The software can infer a buffer called BUFGDLL that includes the CLKDLL primitive. BUFGDLL consists of an IBUFG followed by a CLKDLL (Clock Delay Locked Loop) followed by a BUFG. To use this CLKDLL primitive, you must specify the xc_clockbuftype attribute. The following steps show you how to add the attribute in SCOPE or the HDL files.

1. To specify the attribute in the SCOPE window, use the procedure described in *Specifying Attributes Using the SCOPE Editor*, on page 272 to add the xc_clockbuftype attribute to a port.

   The software infers a buffer as shown in the following figure.

   The output EDIF netlist contains text like the following:

   (instance clk_ibuf (viewRef PRIM (cellRef BUFGDLL (libraryRef VIRTEX)))

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2. To specify the attribute in Verilog, add the attribute as shown in this example.

```
module test(d, clk, rst, q);
input [1:0] d;
input clk /* synthesis xc_clockbuftype = "BUFGDLL" */, rst;
output [1:0] q;
//other coding
```

3. To specify the attribute in VHDL, add the attribute as shown in this example.

```
entity test_clkbuftype is
   port (d: in std_logic_vector(3 downto 0);
      clk, rst : in std_logic;
      q : out std_logic_vector(3 downto 0)
);
attribute xc_clockbuftype of clk : signal is "BUFGDLL";
end test_clkbuftype
```

Working with Clock Skews in Xilinx Virtex-5 Physical Designs

The Synplify Premier software version 9.0.1 and later supports clock skews for Virtex-5 devices , and the SRM clock insertion delay property (Clock input arrival_time). Clock insertion delay models are included for the following components:

- DCM
- BUFG
- BUFR
- BUFIO
- Flip-flops generating clocks

This feature ensures that cross-clock paths are compared correctly. Also, it has a large impact on timing constraints for I/O paths, since any clock delay will be added to the output delay and subtracted from the setup delay. This results in improved timing correlation between the Synplify Premier software and Xilinx timing.

Example1: Calculating Slack with Clock Skew

Clock skew is utilized to calculate the slack in the following Virtex-5 example:

- Source DCM (clock insertion delay = 0.000ns)
- Load IBUFG (clock insertion delay = 4.157ns)

```
                    Requested Period: 5.000
                      - (Setup Time): 0.004
      + (Clock Delay at Ending Point): 4.157
    + (Clock Latency at Ending Point): 0.000

                     = Required Time: 9.153
                - (Propagation Time): 0.746
  - (Clock Latency at Starting Point): 0.000
               = Slack (non-critical): 8.407
```


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Example 2: Calculating Slack Using Clock Skew

Clock skew is utilized to calculate the slack in the following Virtex-5 example:

- Source IBUFG (clock insertion delay = 4.157ns)
- Load DCM (clock insertion delay = 0.000ns)

```
                    Requested Period: 5.000
                      - (Setup Time): 0.004
   + (Clock Latency at Ending Point): 0.000

                     = Required Time: 4.996
                - (Propagation Time): 0.745
   - (Clock Delay at Starting Point): 4.157
 - (Clock Latency at Starting Point): 0.000
                  = Slack (critical): 0.094
```

The Synplify Premier software does not automatically forward annotate constraints for derived clocks. Therefore, a clock generated from a set of flip-flops and logic requires you to add a constraint in the UCF file. As a recommendation, derive the clock period the same as the original clock and add a 2-cycle multicycle path from the clock to itself. Better solutions will be provided in the future.

Instantiating Special I/O Standard Buffers for Virtex

The software supports all the I/O Virtex standards, like HSTL_*, CTT, AGP, PC133_*, PC166_*, etc. You can either instantiate these primitives directly, or specify them with the xc_padtype attribute.

1. To instantiate I/O buffers, use code like the following to specify them.

```
module inst_padtype(a, b, clk, rst, en, bidir, q) ;
input [0:0] a, b;
input clk, rst, en;
inout bidir;
output [0:0] q;

reg [0:0] q_int;
wire a_in, q_in;
IBUF_AGP i1 (.O(a_in), .I(a) ) ;
IOBUF_CTT i2 (.O(q_in), .IO(bidir) , .I(q_int), .T(en) ) ;
OBUF_F_12 o1 (.O(q), .I(q_in) ) ;
```

```
always @(posedge clk or posedge rst)
   if (rst)
      q_int <= 1'b0;
   else
      q_int <= a_in & b;

endmodule
```

2. To specify the I/O buffers with an attribute, add the attribute in the SCOPE window (refer to *Specifying Timing Constraints*, on page 170 for details) or in the source code, as the following example illustrates.

```
module inst_padtype(a, b, clk, rst, en, bidir, q) ;
   input [0:0] a /* synthesis xc_padtype = "IBUF_AGP" */, b;
   input clk, rst, en;
   inout bidir /* synthesis xc_padtype = "IOBUF_CTT" */;
   output [0:0] q /* synthesis xc_padtype = "OBUF_F_12" */;

   reg [0:0] q_int;

   assign q = bidir;
   assign bidir = en ? q_int : 1'bz;
   always @(posedge clk or posedge rst)
      if (rst)
         q_int <= 1'b0;
      else
         q_int <= a & b;
endmodule
```

Reoptimizing with EDIF Files

You can add an EDIF file created by Synplify Pro/Synplify Premier as a lower level module or you can resynthesize an EDIF file created by Synplify Pro/Synplify Premier at the top level of the hierarchy to further refine and optimize your design.

To add an EDIF file created by Synplify Pro/Synplify Premier as a lower level module, follow these steps:

1. Disable I/O insertion when creating the EDIF file as the file will not be instantiated at the top level of the hierarchy.
2. Make sure the EDIF file name matches the module name.
3. Create a project and add the EDIF file to the design.

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4. Synthesize the design.

To resynthesize an EDIF file created by Synplify Pro/Synplify Premier at the top level of the hierarchy, do the following:

1. Make sure your design does not include any mixed-language files.
2. Check that the EDIF file name matches the module name.
3. Create a project and add the EDIF file to the design.
4. Specify the EDIF file as the top-level design module by doing the following:
   - Click Implementation Options and go to the Verilog or VHDL tab.
   - Enter the module name in the Top Level Module/Entity field. If your module is not in the work library, first specify the library as *libraryName*.*moduleName*.
   - Click OK.
5. Resynthesize your design.

Improving Xilinx Physical Synthesis Performance

The Synplify Premier tool is timing-driven; optimizations depend on timing constraints and are applied until all constraints are met. Therefore, it is very important that you adequately apply timing constraints and not over-constrain the tool. This section includes guidelines for applying constraints.

- Verify the consistency of constraints between synthesis and P&R:
  - Clock constraints
  - Clock-to-clock constraints
  - IO delays
  - IO standard, drive, slew and pull-up/pull-down
  - Multi-cycle and false paths
  - Max-delay paths
  - DCM parameters
  - Register packing into IOB

  - LOC/RLOC constraints on macros (BUFG, DCM, RAMB, DSP, MULT, etc.)
  - LOC/RLOC constraints on instances (Register, LUT, SRL, RAMS, RAMD, etc.)
  - AREA_GROUP constraints
  - IDELAYCTRL and IDELAY constraints
- Ensure that the final physical synthesis slack is negative, but no more than 10-15% of the clock constraint.
- Check the log file for Pre-placement timing snapshot.
  If it indicates that a clock has positive slack at this point, but in the final results the clock has negative slack, use the -route constraint for the clock. This lets you to control the amount of early timing optimizations for the clock domain. However, large -route values can degrade performance. Therefore, to determine the correct -route value to use, start with smaller values and increase iteratively. For example, start with half the difference between the estimate and actual slack, or 5% of the clock estimate, whichever is the smallest.
- Experiment with ignoring the relationally-placed macro (RPM) constraints.

  RPMs (also known as RLOCs) can negatively affect results. You can compare placement results using the Synplify Premier tool by setting the global attribute xc_use_rpms to 0. For details on this attribute, see *xc_use_rpms Attribute*, on page 1424 in the *Reference Manual*.
- Ensure placement for I/Os, Block Rams, and DSP48 devices.

  This version of the tool uses the Xilinx placer to generate locations for I/Os and block components. To avoid block component placement problems, you need to lock placement. See *Generating a Xilinx Coreloc Placement File*, on page 319 for information.

Running Post-Synthesis Simulation

For post-synthesis simulation with a Xilinx design, do the following:

1. Run synthesis as usual.

   The run generates a vhm file, which references the synplify library:

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```
library synplify;
use synplify.components.all;
library UNISIM;
use UNISIM.VCOMPONENTS.all;
```

2. Set up the libraries.
   - Create a library called synplify and compile synplify.vhd into it. The synplify.vhd file is located in *installDirectory*/lib/vhdl_sim.
   - Create a library called UINISIM, and compile the UNISIM simulation library provided by Xilinx into it.
3. Compile the vhm file into work. For example:

```
vcom -work synplify installDirectory/lib/vhdl_sim/synplify.vhd
```

Working with Xilinx Place-and-Route Software

The following procedure shows you how to run the Xilinx place-and-route tool from within the synthesis software.

1. Set the XILINX environment variable to point to your Xilinx software installation directory.
2. Start the synthesis software and open a synthesized design.
3. Start the place-and-route software:
   - To start Xilinx Design Manager, select Options->Xilinx->Start Design Manager.
   - To start Xilinx floorplanner, select Options->Xilinx->Start Floorplanner.
   - To start the ISE tool, select Options->Xilinx->Start ISE Project Navigator.

Limitations Using the Xilinx ISE Tool

Be aware of the following limitations when using the Xilinx ISE tool:

- When you invoke the Xilinx ISE tool in either foreground or background from Options->Xilinx->Start ISE Project Navigator, the synplicity.ucf file is not added to the Project file automatically. You must manually add the synplicity.ucf file to the project.

- When you launch Xilinx ISE from the synthesis tool, default settings are used. Any setting changes that you make to the Xilinx project seem to disappear when you subsequently launch ISE.

  Changes made to the Xilinx project are saved in the `npl` file in the working directory. To override normal defaults, open the `npl` file saved previously, before launching ISE.

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CHAPTER 15

Working with Synthesis Output

This chapter covers techniques for optimizing your design for various vendors. The information in this chapter is intended to be used together with the information in Chapter 7, *Inferring High-Level Objects*.

This chapter describes the following:

- Passing Information to the P&R Tools, on page 768
- Generating Vendor-Specific Output, on page 772
- Invoking Third-Party Vendor Tools, on page 774

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Passing Information to the P&R Tools

The following procedures show you how to pass information to the place-and-route tool; this information generally has no impact on synthesis. Typically, you use attributes to pass this information to the place-and-route tools. This section describes the following:

- Specifying Pin Locations, on page 768
- Specifying Locations for Actel Bus Ports, on page 769
- Specifying Macro and Register Placement, on page 769
- Passing Technology Properties, on page 770
- Specifying Padtype and Port Information, on page 770

Specifying Pin Locations

In certain technologies you can specify pin locations that are forward-annotated to the corresponding place-and-route tool. The following procedure shows you how to specify the appropriate attributes. For information about other placement properties, see *Specifying Macro and Register Placement*, on page 769.

1. Start with a design using one of the following vendors and technologies: Actel, Altera, Xilinx, Lattice, or QuickLogic families.
2. Add the appropriate attribute to the port. For a bus, list all the bus pins, separated by commas. To specify Actel bus port locations, see *Specifying Locations for Actel Bus Ports*, on page 769.
   - To add the attribute from the SCOPE interface, click the Attributes tab and specify the appropriate attribute and value.
   - To add the attribute in the source files, use the appropriate attribute and syntax. See the *Reference Manual* for syntax details.

Family	Attribute and Value

Actel	`syn_loc {pin_number}`
	or
	`alspin {pin_number}`

Altera	`syn_loc {pin_number}`

Lattice	`loc {pin_number}`
QuickLogic	`ql_placement {pin_number}`

Xilinx	`syn_loc {pin_number}`
	or
	`xc_loc {pin_number}`
	See *Specifying RLOCs*, on page 754 for details about relative placement.

Specifying Locations for Actel Bus Ports

You can specify pin locations for Actel bus ports. To assign pin numbers to a bus port, or to a single- or multiple-bit slice of a bus port, do the following:

1. Open the constraint file an add these attributes to the design.
2. Specify the syn_noarrayports attribute globally to bit blast all bus ports in the design.

   ```
   define_global_attribute syn_noarrayports {1};
   ```

3. Use the alspin attribute to specify pin locations for individual bus bits. This example shows locations specified for individual bits of bus ADDRESS0.

   ```
   define_attribute  {ADDRESS0[4]} alspin {26}
   define_attribute  {ADDRESS0[3]} alspin {30}
   define_attribute  {ADDRESS0[2]} alspin {33}
   define_attribute  {ADDRESS0[1]} alspin {38}
   define_attribute  {ADDRESS0[0]} alspin {40}
   ```

   The software forward-annotates these pin locations to the place-and-route software.

Specifying Macro and Register Placement

You can use attributes to specify macro and register placement in Actel and QuickLogic designs. The information here supplements the pin placement information described in *Specifying Pin Locations*, on page 768 and bus pin placement information described in *Specifying Locations for Actel Bus Ports*, on page 769.

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For...	Use...
Relative placement of Actel macros and IP blocks	*alsloc Attribute* define_attribute {u1} alsloc {R15C6}
Placement of Lattice ORCA input or output registers next to I/O pads	*orca_padtype Attribute* define_attribute { load } orca_padtype "IBT"

Passing Technology Properties

The following table summarizes the attributes used to pass technology-specific information for certain vendors. For details about the attributes in the table, see the *Reference Manual*.

Vendor	Attribute for passing properties
Lattice ORCA	orca_props Attribute define_attribute {p:data_in} orca_props {LEVELMODE=LVDS}

Xilinx	Specify the Xilinx properties directly in the source code. The software passes them to the place-and-route tool. For example:
	`attribute INIT of RAM1 : label is "0000";`
	or
	`/* synthesis INIT_xx = "`*value*`" */`

Specifying Padtype and Port Information

For many vendors, you can use attributes to specify technology-specific port information or padtype.

Information	Vendor	Attribute
Padtype	Lattice ORCA	orca_padtype Attribute define_attribute {AIN[3]} orca_padtype {IBT}
	QuickLogic	ql_padtype Attribute define_attribute {clk} ql_padtype {CLOCK}
	Xilinx	xc_padtype Attribute define_attribute {a[3:0]} xc_padtype {IBUF_GTLP}

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Information	Vendor	Attribute
	Altera	altera_io_powerup Attribute define_attribute {seg [31:0]} altera_io_powerup {high}
	Xilinx	xc_isgsr Directive define_attribute {bbgsr.gsrin} xc_isgsr {1}
	Xilinx	xc_pullup/xc_pulldown Attribute define_attribute { port_name } xc_pulldown { 1 }

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Generating Vendor-Specific Output

The following topics describe generating vendor-specific output in the synthesis tools.

- Targeting Output to Your Vendor, on page 772
- Customizing Netlist Formats, on page 773

Targeting Output to Your Vendor

You can generate output targeted to your vendor.

1. To specify the output, click the Implementation Options button.
2. Click the Implementation Results tab, and check the output files you need.

   The following table summarizes the outputs to set for the different vendors, and shows the P&R tools for which the output is intended.

Vendor	Output Netlist	P&R Tool
Actel	EDIF (`.edn`) *_sdc.sdc	Designer Series
Altera Stratix, Max-II, Cyclone	Verilog (`.vqm`)	Quartus II
Lattice (newer device families)	EDIF (`.edf`)	Diamond
Lattice Classic (Mach/isp device families)	EDIF (`.edf`) or `.src`	ispExpert
Lattice Classic (Orca)	EDIF (`.edn`)	ispLEVER
QuickLogic	EDIF (`.qdf` or `.edf`)	SpDE

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Vendor	Output Netlist	P&R Tool
Xilinx CoolRunner	EDIF (.edf) or .src	Web Fitter for EDIF files, Minc for *.src files
Xilinx Spartan and XC4000E, XC4000XL, etc.	EDIF (.edf)or XNF (.xnf)	Design Manager or ISE Project Navigator
Xilinx Virtex and Spartan-3	EDIF (.edf)	Design Manager or ISE Project Navigator

3. To generate mapped Verilog/VHDL netlists and constraint files, check the appropriate boxes and click OK.

   See *Specifying Result Options*, on page 259 for details about setting the option. For more information about constraint file output formats and how constraints get forward-annotated, see *Generating Constraint Files for Forward Annotation*, on page 157.

Customizing Netlist Formats

The following table lists some attributes for customizing your Actel, Altera, and Xilinx output netlists:

For...	Use...
Netlist formatting	*syn_netlist_hierarchy Attribute* (Altera, Xilinx, Actel) define_global_attribute syn_netlist_hierarchy {0}
EDIF formatting (Xilinx)	*syn_edif_bit_format Attribute* (Xilinx) define_global_attribute syn_edif_bit_format {%n<%i>}
	syn_edif_name_length Attribute (Xilinx) define_global_attribute syn_edif_name_length { restricted }
	syn_edif_scalar_format Attribute (Xilinx) define_global_attribute syn_edif_scalar_format {%u}
Bus specification	*syn_noarrayports Attribute* (Altera, Xilinx, Actel) define_global_attribute syn_noarrayports {1}

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Invoking Third-Party Vendor Tools

You can invoke third-party tools from within the Synopsys FPGA synthesis products, and configure the locations and common arguments for the tools. This capability lets you modify source files or libraries or debug problems from within the third-party tool, without leaving the synthesis environment.

You can invoke preconfigured tools or add your own. The process consists of two steps:

- Configuring Tool Tags, on page 774
- Invoking a Third-Party Tool, on page 775

Configuring Tool Tags

A tool tag is a configuration definition for a tool you want to invoke from the synthesis interface. You define a tool tag to set up the third-party tool you want to use. The synthesis software has some popular applications already configured for you to use when the synthesis software starts up: System Designer, Altera Megawizard, Xilinx EDK, and Xilinx Coregen. The following procedure shows you how to define your own tool tags, or add command arguments. Use this to specify other tools, other versions of a tool, or to run a tool with different arguments.

1. Select Options->Configure 3rd Party Tool Options from the Project view.

2. Define the application tag information for the tool you want to invoke.
   - Specify the application you want to invoke in Application Tag Name.
   - Specify how you want to invoke the application tool. If you want to run the tool directly from the UI, select Direct Execution. If your application is a Tcl procedure, select TCL Mode.
   - Specify the location of the application executable or Tcl procedure name in Application Name with Path or Tcl Procedure Name.
   - Specify any command arguments you want in the Command Argument if any field. You can use this to define a new tool tag or to add arguments to a tool tag that is already defined.

     For a list of predefined command arguments, click the + button and select them from the list. Otherwise, type the command arguments. For the System Designer and other internal Synopsys tools, you must select $SynCode from the Command Argument if any field.
   - Click Apply.
   - Click Close.

   The tool saves these settings in the FPGA synthesis tool `.ini` file and retrieves them for subsequent invocations. For information about invoking a third-party tool, see *Invoking a Third-Party Tool*, on page 775, next.

Invoking a Third-Party Tool

You can define tool tags globally and then use these tool tags to run the third-party tool from the Project view for the specified tool tag only. Some common tool tags are preconfigured and are read when the application starts up. You can add or modify existing tool tags or define your own Tcl procedures to invoke within the FPGA synthesis tools.

1. Define a tool tag for your application, as described in *Configuring Tool Tags*, on page 774.

2. Right-click in the Project view on a file or folder which is configured to run the vendor tool, and select Launch Tools->Run Vendor Tool from the popup menu.

   This dialog box automatically displays tool tag information associated with the file or folder. If no tool tag information is specified, look for the parent hierarchy and edit or change it, if possible.

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3. To associate a file or folder with a particular third-party tool, do the following:
   - Select the file or folder in the Project view. If you select a folder, the third-party tool is associated with all the files in the folder. If you associate a tool with a file, this setting overrides the folder setting.
   - Right-click a file or folder and select Launch Tools->Run Vendor Tool from the popup menu.

   - In the Vendor Tool Invocation dialog box, select the application in Application Tag Name.
   - Include any additional options you want to use with this file when you invoke the vendor tool. You can set command arguments now, if you did not configure them earlier.
   - Verify the command string in the dialog box.
   - Click Save, and Close. The third-party tool is associated with the file or folder and appears in the Launch Tools menu.

4. To invoke an associated third-party tool for a file or folder, do the following:
   - Right-click the file or folder in the Project view.
   - Select Launch Tools-><*Third-Party Tool*> from the popup menu. The synthesis tool automatically runs the tool or Tcl procedure as specified.

5. To invoke the tool at the same time that you associate a third-party tool with a file or folder, or to add additional arguments on the fly, do the following:
   - Right-click a file or folder and select Launch Tools->Run Vendor Tool from the popup menu.
   - In the Vendor Tool Invocation dialog box, select the application in Application Tag Name.
   - Include any additional options you want to use with this file when you invoke the vendor tool. You can set command arguments now, if you did not configure them earlier.
   - Verify the command string in the dialog box.
   - Click Save. The tool and arguments you specified is associated with the file or folder and appears in the Launch Tools menu.

     If you defined a new tool tag, the 3rd Party Tool Configuration dialog box appears. After saving the settings here, go back to the Vendor Tool Invocation dialog box. You are prompted to save this information to the project file before invoking the third-party tool.
   - Click the Run button in the Vendor Tool Invocation dialog box. The synthesis tool launches the third-party tool or runs the Tcl procedure with the arguments you specified.

   These settings are saved in the FPGA synthesis tool `ini` file, from where it can be retrieved for subsequent invocations.

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CHAPTER 16

Running Post-Synthesis Operations

The following describe post-synthesis operations:

- Running Xilinx Vivado Place-and-Route, on page 780
- Running Place-and-Route after Synthesis, on page 793
- Resynthesizing with QuickLogic Information, on page 795
- Running Altera Quartus II Incrementally, on page 796
- Running Xilinx ISE Incrementally, on page 802
- Working with the Identify Tool Set, on page 813
- Netlist Editing, on page 822
- VIF Formal Verification Flows, on page 826
- Simulating with the VCS Tool, on page 832
- Using the VCD/Identify-Analyst Integration Tool, on page 837

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Running Xilinx Vivado Place-and-Route

Xilinx Vivado Integrated Design environment (IDE) is the recommended place-and-route tool for designs using the Xilinx 7 Series (Virtex-7, Kintex-7, and Artix-7) devices. This place-and-route tool is not backward compatible, so it does not support Xilinx Virtex-6 and older devices. The FPGA synthesis tools can be run with the Vivado place-and-route tool for the following processes:

- Synplify Pro Logic Synthesis
- Synplify Premier with Fast Synthesis
- Synplfiy Premier with Enhanced Optimization

Vivado Place-and-Route Design Flow

The Vivado place-and-route (P&R) design flows include the following:

- The current default is to have the synthesis tool generate an `edif` netlist for place and route (Flow 1).
- The synthesis tool can generate a `vm` structural Verilog netlist for place and route instead (Flow 2).
- For both flows, design constraints include Synopsys timing mode and non-timing constraints in the `xdc` file that are forward annotated for place and route.

The following diagram shows the required inputs and outputs with these flows for the synthesis tools to run Vivado successfully.

The `_edif.xdc` and `xdc` constraint files are separate for each flow and include formats that cannot be mixed.

For more information about the Vivado flow, see the following topics:

- Setting Vivado Environment Variables
- Running Synthesis and Vivado Place and Route
- Handling Constraints for Vivado
- Limitations

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Setting Vivado Environment Variables

To successfully launch the Vivado tool, do the following:

1. Check the Release Notes and make sure that you are using the correct versions of the ISE and Vivado tools.
2. You must set both the XILINX and XILINX_VIVADO environment variables that point to their respective installation locations. For example:
   - From the command line on Linux:

     `XILINX=/remote/edaTools/14.1/ISE_DS/ISE`

     `XILINX_VIVADO=/remote/edaToolkits/Vivado/2012.1`
   - From the Control Panel on Windows set both these environment variables.

Running Synthesis and Vivado Place and Route

To run the integrated synthesis and Vivado P&R flow, do the following:

1. Create a synthesis project file.
2. Set up the synthesis options for Vivado from the Implementation Results tab of the Implementation Options panel. You can choose one of two ways to run the integrated synthesis and Vivado place and route.

   First you can:

   – Enable Use Vivado for Place and Route and select `edif` from the Result Format pull-down menu. This is the default.

     For this flow, the synthesis tool maps the output netlist to `edif` format and the timing constraints and netlist properties to the `_edif.xdc` file. Then, run Vivado place and route.

   Secondly you can:

   – Enable Use Vivado for Place and Route and select `vm` from the Result Format pull-down menu. The Write Mapped Verilog Netlist option is enabled and greyed out. You cannot change this setting.

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For this flow, the synthesis tool maps the output netlist to `vm` format (structural Verilog) and the timing constraints and netlist properties to the `xdc` file. Then, run Vivado place and route.

This `vm` file can be used for simulation and formal verification, as well as Vivado P&R.

Suppose you just ran the Vivado P&R flow that generates a `vm` structural Verilog netlist. If you wanted to generate an `edif` netlist instead and not have to rerun synthesis, then:

– Change the Result Format to edif on the Implementation Results tab of the Implementation Options panel.

– Select the Run->Write Output Netlist Only menu option from the Project view. This generates only the netlist.

Note: You can also choose to run the integrated synthesis and ISE place-and-route flow instead. Note, this is not a Vivado P&R flow.

To run this flow:

– Disable Use Vivado for Place and Route. The Result Format only shows `edif` output.

  For this flow, the synthesis tool maps the output netlist to `edif` format and the timing constraints and netlist properties to the `synplicity.ucf` file. You must run ISE place and route.

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3. Select the appropriate constraint file for your design.

   The `sdc` or `fdc` file can only contain Synopsys standard timing constraints and non-timing constraints. If the `sdc` file contains any legacy Synplicity timing constraints such as define_clock, the synthesis tool generates an error message. To convert these constraints for Vivado, see *Handling Constraints for Vivado*, on page 788.

4. Add a place-and-route implementation to your project. You can choose to run the place-and-route tool automatically after synthesis from within the tool by enabling the Run Place & Route following synthesis option. Otherwise, you can use run_vivado.tcl in batch mode.

   Once you click OK, the P&R implementation directory (pr_1) is created in your project by default. In the following example, the P&R directory name has been changed to par_1. All P&R revisions are written to this directory.

5. Run the integrated synthesis and P&R job.

   As this job runs and completes, the synthesis tool performs the following processes:

   – Writes output files to the par_1 P&R directory by default. You can change the name of this directory at this time, if necessary.

   – Copies the following files to the par_1 P&R directory:

     – Final *design*.edif and *design*_edif.xdc

     or

     – Final *design*.vm and *design*.xdc

   – Creates run_vivado.tcl in the par_1 P&R directory.

   – Calls and executes run_vivado.tcl in batch mode.

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6. You can create a new options file for run_vivado.tcl, if required. Then run the integrated synthesis and P&R job. To create this new options file:
   - Click on the Create New Options File button from the Add New Place & Route Task dialog box.

     The specified P&R options file is created and added to the project.
   - Edit this options file from the Project view.

     The standard options file is used as a template. Thereafter, you can select any P&R options file from the list to use as a template.
7. Check the P&R results in the vivado.log file.

Handling Constraints for Vivado

The synthesis tool does not accept timing constraints specified in Synplicity timing mode. However, you can manually translate the Synplicity timing constraints to Synopsys timing mode. From the Tcl command line in the synthesis tool, the sdc2fdc script scans the selected input SDC files and attempts to translate constraints for the implementation. To run this script:

1. Load your Project file.
2. From the Tcl command line, type:

   ```
   sdc2fdc
   ```
3. Check the constraint results directory for details about this translation.
4. The new constraints file is automatically updated for your project. Save the new settings.

   The constraint results directory is created at

   projectDir/FDC_constraints/*implName*

   This directory includes the following results files:
   - *topLevel*_translated.fdc – Contains the Synopsys timing mode constraints (Synplicity design constraints and Synopsys timing constraints)

– *topLevel|compilePoint*_translate.log – Contains details about the translation. Translation error messages explain issues and how to fix them. Any translation errors not addressed when you run synthesis appear in the SRR log file, but does not stop synthesis from running.

Examples:

```
% sdc2fdc

INFO: Translation successful.
See:"D:/bugs/timing_88/clk_prior/scratch/FDC_constraints/rev_2/top_translated.fdc"
Replace your current *.sdc files with this one.

INFO: Automatically updating your project to reflect the new constraint file(s)
Do "Ctrl+S" to save the new settings.
```

```
% sdc2fdc

ERROR: Bad -from list for define_false_path: {my_inst}
Missing qualifier(s) (i: p: n: ...)
ERROR: Translation problems were found.
See:"D:/bugs/timing_88/clk_prior/scratch/FDC_constraints/rev_2/top_translate.log"
for details.
```

```
_translate.log

ERROR:  Bad -from list for define_false_path  {my_inst}
        Missing qualifier(s) (i: p: n: ...)
"define_false_path -from {my_inst} -to i:abc.def.g_reg -through {n:bar}"
Synplicity SDC source file: D:/bugs/timing_88/clk_prior/scratch/top.sdc.
Line number: 79
```

For information about the fdc file, see *FDC Constraints File*, on page 789.

FDC Constraints File

FDC (FPGA Design Constraints) refers to the rebranding of the FPGA synthesis tool input constraints to reflect the migration away from Synplicity style timing constraints (for example, define_clock, define_input_delay, and define_false_path) towards *Synopsys SDC Standard*-compliant timing constraints (for example, create_clock, set_input_delay, and set_false_path). FDC combines the legacy Synplicity Design Constraints (for example, define_attribute, define_scope_collection, and define_io_standard) with the standard Synopsys timing constraints to create the new standard for FPGA Synthesis constraints going forward.

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The `fdc` constraint file is generated after running sdc2fdc that translates Synplicity design constraints (SDC) to Synopsys FPGA design constraints (FDC). This file is divided into two sections. The first section contains the Synplicity design constraints that are valid (for example, define_scope_collection and define_attribute) and the Synplicity timing constraints that are not translated because they were specified with -disable. The second section contains the timing constraints that were translated into Synopsys standard SDC. This file also provides the following:

- Each source `sdc` file has its separate subhead.
- Each compile point is treated as a top level, so its `sdc` file has its own _translated.fdc file.
- The translator adds the naming rule, set_rtl_ff_names, so that the synthesis tool knows these constraints are not from the Synopsys Design Compiler.

The following example shows the contents of the `fdc` file.

```
##############################################################################
####This file contains constraints from Synplicity SDC files that have been
####translated into Synopsys FPGA Design Constraints (FDC).
####Translated FDC output file:
####D:/bugs/timing_88/clk_prior/scratch/FDC_constraints/rev_2/top_translated.fdc
####Source SDC files to the translation:
####D:/bugs/timing_88/clk_prior/scratch/top.sdc
##############################################################################

##############################################################################
####Source SDC file to the translation:
####D:/bugs/timing_88/clk_prior/scratch/top.sdc
##############################################################################

#Synplicity, Inc. constraint file
#C:\Clean_Demos\Constraints_Training\top.sdc
#Written on Mon May 21 15:58:35 2012
#by Synplify Pro, Synplify Pro Scope Editor
#
#Collections
#
define_scope_collection all_grp {define_collection \
        [find -inst {i:FirstStbcPhase}] \
        [find -inst {i:NormDenom[6:0]}] \
        [find -inst {i:NormNum[7:0]}] \
        [find -inst {i:PhaseOut[9:0]}] \
        [find -inst {i:PhaseOutOld[9:0]}] \
        [find -inst {i:PhaseValidOut}] \
        [find -inst {i:ProcessData}] \
        [find -inst {i:Quadrant[1:0]}] \
        [find -inst {i:State[2:0]}] \
        }
#
#Clocks

#define_clock -disable -name {clkc} -virtual -freq 150 -clockgroup default_clkgroup_1
```

```
#Clock to Clock
#

#
#Inputs/Outputs
#

define_input_delay -disable {b[7:0]} 2.00 -ref clka:r
define_input_delay -disable {c[7:0]} 0.20 -ref clkb:r
define_input_delay -disable {d[7:0]} 0.30 -ref clkb:r
define_output_delay -disable {x[7:0]} -improve 0.00 -route 0.00
define_output_delay -disable {y[7:0]} -improve 0.00 -route 0.00

#
#Registers
#

#
#Multicycle Path
#

#
#False Path
#

#
define_false_path -disable -from {i:x[1]}
#

#Path Delay
#

#
#Attributes

#
define_io_standard -default_input -delay_type input syn_pad_type {LVCMOS_33}#

#I/O standards
#

#
#Compile Points
#

#
#Other Constraints

##############################################################################
#SDC compliant constraints translated from Synplify Legacy Timing Constraints
##############################################################################
#
set_rtl_ff_names {#}

create_clock -name {clka} [get_ports {clka}] -period 10 -waveform {0 5.0}
create_clock -name {clkb} [get_ports {clkb}] -period 6.666666666666667 -
waveform {0 3.3333333333333335}
set_input_delay -clock [get_clocks {clka}] -clock_fall -
add_delay 0.000 [all_inputs]
set_output_delay -clock [get_clocks {clka}] -add_delay 0.000 [all_outputs]
set_input_delay -clock [get_clocks {clka}] -
add_delay 2.00 [get_ports {a[7:0]}]
set_input_delay -clock [get_clocks {clka}] -add_delay 0 [get_ports {rst}]
```


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```
set mcp 4
set_multicycle_path $mcp -start  \
     -from \
       [get_ports \
       {a* \
       b*} \
       ] \
     -to \
       [find -seq -hier {q?[*]} ]

set_multicycle_path 3 -end  \
     -from \
       [find -seq {*y*.q[*]} ]

set_clock_groups -name default_clkgroup_0 -asynchronous \
    -group [get_clocks {clka dcm|clk0_derived_clock dcm|
   clk2x_derived_clock dcm|clk0fx_derived_clock}]
set_clock_groups -name default_clkgroup_1 -asynchronous \
    -group [get_clocks {clkb}]
```

Limitations

Vivado P&R support includes the following limitations:

- If your design contains IP cores:
  - For secure and non-secure NGC/NGO cores, you must use the synthesis flow that generates the `edif` netlist and `xdc` constraint file for Vivado P&R.
  - For secure cores that are generated with Vivado software, the encrypted IP cannot be integrated into the Vivado flow so you must black box it in the synthesis tools.
- Input constraints in UCF/NCF file format are not supported in the synthesis tools. You must manually convert the constraints to FDC file format, before adding the constraints for synthesis and that are forward annotated to the Vivado P&R tool.
- Input constraints in XDC file format are not supported in the synthesis tools. You must manually convert these timing constraints to Synopsys timing constraints format (SDC/FDC) before adding the constraints for synthesis and that are forward annotated to the Vivado P&R tool. Also, other non-timing constraints in the XDC file must be added to the Vivado P&R run.
- On Linux, Vivado P&R is restricted to run on Red Hat Enterprise Linux 5 or later.

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Running Place-and-Route after Synthesis

This feature is available in the Synplify Pro and Synplify Premier tools for *Altera*, *Actel*, and *Xilinx* technologies.

You can run Iplace-and-route from within the tool or in batch mode.

Note: To run place and route successfully, first set the environment variable PATH for the place-and-route tool.

You can run the place-and-route tool for your target technology automatically after synthesis.

1. Check the Release Notes and make sure that you are using the correct version of the P&R tool.
2. To manually launch the P&R tool in Altera and Xilinx technologies, do the following:
   - For Altera designs, select the run option you want from the Options-> *<Altera_tool>* menu. The tool launches and displays the P&R tool interface. You can configure your settings and run P&R.
   - For Xilinx designs, select the run option you want from the Options-> Xilinx menu. The tool launches and displays the place-and-route tool user interface, places the synthesis-generated netlist in a Xilinx project, and names the project. Configure your Xilinx project settings in the place-and-route tool. Run the Xilinx place-and-route tool. See *Guidelines for Running Xilinx P&R*, on page 794 for some tips.
3. To automatically run the P&R tool after synthesis completes, do the following:
   - If necessary, set up a place-and-route implementation as described in *Creating a Place and Route Implementation*, on page 296. You need a P&R implementation for physical synthesis flows, or if you want to use post-P&R data for backannotation.
   - Click on the Add P&R Implementation button. In the dialog box, select the P&R implementation you want to run and enable Run Place & Route following synthesis.
   - Synthesize the design.

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The tool automatically runs P&R after synthesis.

Guidelines for Running Xilinx P&R

The following table lists some tips for running various phases of Xilinx place-and-route:

NGDBuild	Use the user constraint file (`synplify.ucf`) generated after synthesis. From the command line, read the `.ucf` file into Xilinx place-and-route NGDBuild with the -uc command.
MAP	Do not map to 5-input functions. Do not use the -k command line option. For information about using map with compile points, see *Synthesizing Compile Points*, on page 1055.
PAR	Do not use the default effort level of std. Instead, set it to high using the -ol high command line option. For information about using par with the Synplify Pro and Synplify Premier compile-point synthesis flows, see *Synthesizing Compile Points*, on page 1055.

Resynthesizing with QuickLogic Information

For QuickLogic designs, you can use pad placement information from the place-and-route run when you resynthesize your design. You might want to use this methodology to redesign a part so that it works in an existing system, without having to change FPGA connections.

1. After synthesis, place and route your design with SpDE.
2. Check the following in the `.scp` command file generated by SpDE:
   - Make sure the object names and the case in the `.scp` file match the names and case in the source file.
   - Use the portprop command to specify pad placement and pad type.
   - Specify fixed placement for I/O pads with the instprop command.

   For the syntax of these commands, see the *Reference Manual*.
3. Include the `.scp` command file in your project by doing one of the following:
   - Add the include directive to your project file, and specify the `.scp` file with the pad placement information.
   - Add the include directive to a Tcl script file, and specify the `.scp` file with the pad placement information. Read the Tcl script into your project.

   For more information about the include directive, see the *Reference Manual*.
4. Resynthesize your design.

   When you modify and resynthesize the design, the software keeps the pin locations specified in the included `.scp` file.

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Running Altera Quartus II Incrementally

The Altera place-and-route tool supports incremental place and route. It preserves design implementation data so that it can make incremental place-and-route updates as needed. For complete details on this flow, see the Altera documentation. You can leverage this Quartus functionality by combining it with synthesis compile points to create an integrated flow from RTL partitions to place-and-route. There are two ways to use compile points in Altera flows, based on your design goals:

Design Goal	Altera Flow
Save runtime, or iterate through P&R incrementally.	Incremental P&R with Fast Fit
Stabilize the design and preserve completed parts of the design. Only run incremental P&R on the parts that have changed.	Incremental P&R

- Quartus II Incremental Compilation Flow with Fast Fit

  Use this flow when you are trying to save runtime as you iterate through the flow and make changes. Typically, you use this earlier in the design cycle. In this flow, Quartus II runs with the Fast Fit option. To get even more runtime savings, combine the Fast Fit flow with automatic compile compile points, fast synthesis, and multiprocessing during synthesis.

- Quartus II Incremental Compilation Flow

  Use this flow when you are trying to converge, and design preservation and stability are your primary goals. The same manual RTL compile points defined during synthesis are maintained through place and route. If a compile point is modified, Quartus reruns place and route for only those partitions that have been modified; all others are preserved. To reduce runtime while running this flow, use multiprocessing.

Quartus II Incremental Compilation Flow with Fast Fit

Use this flow in the Synplify Premier tool for incremental changes when you are trying to reduce runtime (see *Running Altera Quartus II Incrementally*, on page 796). For the Synplify Pro tool, you must enable the Fast Fit option manually. Use the Fast Fit option when you need to make minor changes to a design, like making small HDL changes, moving pin locations, changing attributes, or modifying timing constraints.

The following procedure describes the details of running synthesis and the Fast Fit flow:

1. Set up the synthesis project.
   - Create compile points, as described in *Synthesizing Compile Points*, on page 1055. You can create automatic or manual compile points, but inferring automatic compile points speeds up runtime.
   - In the Synplify Premier tool, enable Fast Synthesis mode. This automatically enables the Quartus Fast Fit option. If you are using the Synplify Pro tool for synthesis, you must manually set the Fast Fit option in the Quartus tool.
   - To speed up runtime, use multiprocessing.
   - Target a supported Altera device.
   - Click the Add P&R Implementation button in the Project view and set up a place-and-route implementation so that it runs automatically after synthesis. See *Running Place-and-Route after Synthesis*, on page 793 for details.
2. Do an initial run of synthesis, placement, and routing. Enable the Quartus Fast Fit option.

   Quartus runs automatically after synthesis completes. It uses low effort to place and route the design.
3. Implement small changes to the design.
4. Rerun synthesis and P&R.

   When you rerun synthesis and P&R on subsequent runs, the tools work incrementally and only rerun the compile points that have been modified. Compile points that were not affected by changes are preserved from the previous run. This results in significant runtime improvements, as the entire design does not need to be rerun.

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Quartus II Incremental Compilation Flow

In the Altera Quartus II Incremental Compilation flow, the synthesis software automatically generates a Tcl script which creates design partition assignments. The Quartus II software use this Tcl script to determine if partitions should be preserved from previous place and route results when you recompile the design. If a partition is removed, the Tcl script detects this and forward-annotates an updated VQM netlist.

Use this flow when your goal is to stabilize your design. This figure summarizes the flow for working with Quartus incremental compilation, and the steps that follow it provide more detail:

1. Set up the project.
   - Select the target device. Quartus II Incremental Compilation supports most Stratix and newer device families.
   - Set implementation options and constraints.

2. Compile the design, and define manual compile points in the top-level sdc file.
   - Click the Compile Points tab, and set compile points, as described in *Defining Manual Compile Points*, on page 1063.
   - Set the compile point type to hard, locked or locked, partition to run this flow. The following example shows the compile point for v:ff_cp.

   - Create a compile point constraint file and set constraints for each compile point you define. This is especially important if you use a bottom-up flow.
   - Save the constraint file.

3. Click Run to synthesize the design and check the compile point summary in the log file.

   Check the log file for messages like those displayed below.

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Mapper Messages

```
@N:MF104 : ff_cp.v(1) | Found Compile Point of type locked,partition on View view:work.ff_cp(verilog)


@N:MF105 :  | Performing bottom up mapping of Compile point view:work.ff_cp(verilog)
@N:MF106 : ff_cp.v(1) | Mapping Compile point view:work.ff_cp(verilog)  because
         No database from previous run found.
```

First Run Log Summary

```
 Summary of Compile Points

Name       Status     Reason
--------------------------------
ff_cp      Mapped     No database
test       Mapped     No database
================================
```

The synthesis tool generates a VQM file where the compile points are defined with syn_hier="locked,partition" attributes. For subsequent synthesis runs, the tool also automatically generates a Tcl script which creates design partition assignments.

4. Run the Quartus II place-and-route tool.

   The Quartus II software uses the compile point VQM files, as well as the Tcl script file generated from the synthesis tool to determine if partitions should be preserved from previous place and route results when you recompile the design.

5. Make any required changes, and re-synthesize the modified design.

   The synthesis tool only resynthesizes and optimizes the updated modules. In the VQM file generated for this synthesis run, the tool does not change the timestamp of a compile point if it has not changed since the previous run; it preserves the old timestamp. Updated modules get a new timestamp.

   For an incremental run, the software only resynthesizes compile points whose logic, implementation options, or timing constraints have changed.

   The following figure illustrates incremental synthesis by comparing compile point summaries. After the first run, a logic change in the ff_cp

module. The figure shows that incremental synthesis resynthesizes ff_cp (logic change), but does not resynthesize test because the logic did not change.

6. Rerun the Quartus II tool to place and route the design.

   The Altera Quartus II software checks the compile point file with the corresponding file from the previous run, and incrementally places and routes only those partitions that have changed, using the information from the updated files. It leaves the other partitions untouched, re-using information from the previous run.

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Running Xilinx ISE Incrementally

The Xilinx place-and-route tool has two incremental flows, both of which take advantage of the compile points defined during synthesis. Both flows use compile points to run incremental place-and-route, but you use them for different purposes:

Design Goal	Xilinx Flow
Save runtime, or iterate through P&R incrementally.	SmartGuide Flow
Stabilize the design and preserve completed parts of the design. Only run incremental P&R on the parts that have changed.	Partition Flow

- Xilinx SmartGuide Flow

  Use this flow when you are trying to save runtime as you iterate through the flow and make changes. Typically, you use this earlier in the design cycle. In this flow ISE runs with SmartGuide enabled. With this setting, the tool reuses place-and-route information from the previous run for unchanged partitions, and only places and routes the partitions that were modified. To get even more runtime savings, combine the SmartGuide flow with automatic compile compile points, fast synthesis, and multiprocessing during synthesis. For complete details on SmartGuide, see the Xilinx documentation.

- Xilinx Partition Flow

  Use this flow when you are trying to converge, and design preservation and stability are your primary goals. The same manual RTL compile points defined during synthesis are maintained through place and route. If a compile point is modified, the Xilinx tool reruns P&R for only those partitions that have been modified; all others are preserved. To reduce runtime while running this flow, use multiprocessing.

  For versions prior to ISE 12.1, the Partition flow involved manual steps. For a description of this flow, see *Xilinx Partition Flow for Versions Before ISE 12.1*, on page 811.

Xilinx SmartGuide Flow

Use the SmartGuide flow for incremental changes when you are trying to reduce runtime, as described in *Running Xilinx ISE Incrementally*, on page 802. Use the SmartGuide option when you need to make minor changes to a design: make HDL changes to a small number of modules (logic changes of approximately 10% or less), move pin locations, change attributes, or modify timing constraints. Do not use this flow if you have changes on the critical path.

The following procedure describes the details of running synthesis and the SmartGuide flow:

1. Make sure to use Xilinx ISE 12.1 or later version of the P&R tool.
2. Set up the synthesis project.
   - Create compile points, as described in *Synthesizing Compile Points*, on page 1055. You can create automatic or manual compile points, but inferring automatic compile points speeds up runtime.
   - To speed up runtime, use multiprocessing. In the Synplify Premier tool you can additionally specify Fast Synthesis mode to reduce runtime even further.
   - Target a supported Xilinx device.
   - Go to the Implementation Results panel of the Implementation Options dialog box, and define the top-level design name for the project in the Result Base Name field. This name must be identical to the top-level module file name.

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– In the Device tab of the Implementation Options dialog box, disable Use Xilinx Xflow. SmartGuide uses the xtclsh flow, so this option must be disabled. If you do not do so, you see a popup warning later when you specify SmartGuide.

– Set SmartGuide for the Xilinx P&R tool, by clicking the Add P&R Implementation button in the Project view and selecting the Smart Guide option in the resulting Add New Place and Route Task dialog box.

3. Do an initial run of synthesis, placement, and routing.
4. Implement small changes to the design.
5. Rerun synthesis and P&R.

   When you rerun synthesis and P&R with the SmartGuide option enabled, ISE uses the `ncd` file from the previous run as a guide. It preserves any unchanged components and incrementally places and routes those that were modfied. SmartGuide can provide significant runtime improvements, as the entire design does not need to be rerun.

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Xilinx Partition Flow

Like the SmartGuide flow, the Partition flow is based on compile points, but it is focused on achieving design stability. It lets you preserve and lock down parts of the design as you iterate through the design, because it only reruns the modified modules. Partitions that have not changed are preserved from the previous implementation. Note that this flow is based on manual compile points, for better control.

The figure below summarizes the process, which is then explained in more detail in the subsequent steps.

1. Make sure to use version 12.1 or later of the Xilinx ISE place-and-route tool.

   If you have an older version of ISE, use the procedure described in *Xilinx Partition Flow for Versions Before ISE 12.1*, on page 811.

2. Set up a project as usual, and set implementation options.

– Select a Xilinx target device that the Xilinx Partition flow supports.

– To use the partition flow, enable Use Xilinx Partition Flow from the Device tab. This automatically enables the Use Xilinx Xflow option.

– For the Synplify Premier tool, set these additional options: disable all the netlist prototyping tools options on the GCC & Prototyping Tools tab, and disable the Physical Synthesis option. If you do not disable Physical Synthesis, the tool removes the XML partitions to run physical synthesis.

3. Compile the design, and define manual compile points in the top-level sdc file.

   – Click the Compile Points tab, and set compile points, as described in *Defining Manual Compile Points*, on page 1063.

   – Set the compile point type to hard, locked or locked, partition to run the Xilinx Partition flow. The following example shows three compile points set as locked compile points: ALU, comb_logic, and mult.

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- Create a compile point constraint file for each compile point. This is especially important if you use a bottom-up flow.
- Set the clock constraint for the compile point. This can be the same as the top level.
- Save the constraint file.

4. For best results, follow these additional guidelines:
   - Register the compile point I/Os to mitigate QoR loss.

- If you are using a bottom-up flow, disable I/O insertion and clock buffer insertion in lower-level compile points.

5. Set up the P&R tool to run automatically after synthesis completes, by doing the following:
   - Click on the Add P&R Implementation button in the Project view to create an initial P&R implementation. When you re-run this P&R implementation, the incremental results are written to this directory.
   - Select the P&R implementation you want to run and enable Run Place & Route following synthesis in the dialog box.

   You can also run place and route manually as a separate process after synthesis is done. To do this, first run the Tcl command for the stand-alone XML converter first, as described in *Using Compile Points in a Standalone Xilinx Partition Flow Run*, on page 810.

6. Run synthesis and place and route.
   - Click Run to start the process.

     The tool first synthesizes the the compile points and then synthesizes the top level. See *Synthesizing Compile Points*, on page 1055 for details about this process. It forward-annotates the compile point information along with a timestamp for each compile point in the xpartition.pxml file. If you have set it up, the ISE tool runs automatically after synthesis is complete, and honors the compile points as partitions.
   - After P&R, check generated reports and the log file for any compile point or Xilinx Partition flow messages.

7. To run the design incrementally, do the following:
   - Make the needed design changes to the source or constraint files.
   - Do not make any changes to the Xilinx ISE P&R environment.
   - Click Run to run incremental synthesis and incremental P&R in the Xilinx tool.

   The synthesis software runs incrementally, only resynthesizing compile points whose logic, implementation options, or timing constraints have changed.

   The ISE tool also runs incrementally. It compares the partition timestamps in the xpartition.pxml file for the previous and current imple-

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mentations, and preserves partitions that have not changed. It only reruns P&R on partitions that have been resynthesized. The PAR log file reports the details:

```
Partition Implementation Status
-------------------------------

Preserved Partitions:
   Partition "/top"
   Partition "/top/A"

Implemented Partitions:
   Partition "/top/D"
   Attribute STATE set to IMPLEMENT
```

Using Compile Points in a Standalone Xilinx Partition Flow Run

When you run the P&R tool separately, from outside the synthesis tool, you must first run the sxml2pxml Tcl command for the standalone XML converter.

1. Set up the compile point design and synthesize as usual.
2. After synthesis, run the sxml2pxml Tcl command in one of these ways:
   - Open the Synplify Pro or Synplify Premier GUI, then type the command in the TCL Script window.
   - Write this command into a Tcl script file, then run the Synplify Pro or Synplify Premier tool in batch mode.
   - Run the Synplify Pro or Synplify Premier tool in batch mode, specifying the command with the -tclcmd option.

   This command generates a Xilinx xpartition.pxml file with compile point information for the specified implementation directory and design. For the Tcl command syntax, see *sxml2pxml Tcl Command*, on page 1508.
3. Place and route the design with the Xilinx ISE tool.

Xilinx Partition Flow for Versions Before ISE 12.1

For older versions of the software (before ISE12.1), use the following procedure to use compile points with the Xilinx Partition flow. It is similar to the newer Partition flow described in *Xilinx Partition Flow*, on page 806, but you have to execute some of the steps manually.

1. If necessary, set the SYN_XILINX_PR_USE_XTCLSH environment variable to 1.

   This is the default in the latest releases of the synthesis tools, so you do not have to set it. This setting ensures that the tool generates the `run_ise.tcl` script file after synthesis. For subsequent synthesis runs, the tool recognizes the script file and does not overwrite it.

2. Set up the design.
   - Set up the project file and define manual compile points.
   - Target a Xilinx device that the Partition flow supports.
   - Specify implementation options and constraints, as usual.

3. Click Run to synthesize the design.

   The synthesis tool generates an EDIF file where the compile points are defined with "PARTITION" properties. Each compile point also includes a timestamp for when the module was last synthesized. Later, the place and route tool uses the time stamp as the basis for comparison to determine which modules need to be incrementally updated.

4. Run place and route.
   - Make sure you set the system path variables for the Xilinx place-and-route tool
   - Run the P&R project `tcl` script using this command: xtclsh.exe.

5. Perform the following tasks when ISE placement and routing completes.
   - Check generated reports.
   - Make any necessary major design changes to the source or constraint files and place and route the design.

6. Go back to the synthesis tool and re-synthesize the modified design.

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The synthesis tool only resynthesizes and optimizes the updated modules. In the EDIF file generated for this synthesis run, the tool does not change the timestamp of a compile point if it has not changed since the previous run; it preserves the old timestamp. Updated modules get a new timestamp.

7. Rerun the ISE `tcl` script and place and route the design.

   The Xilinx tool compares the compile point timestamps to the corresponding timestamps from the previous run, and incrementally places and routes only those blocks with updated timestamps. It leaves the other blocks untouched. The EDIF file also specifies whether an updated compile point needs to be re-placed and re-routed, or only re-routed. The default specifies incremental placement and routing.

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Working with the Identify Tool Set

The Synopsys Identify tool set is a dual-component system that is a valuable part of the HDL design flow process. The system consists of the Identify instrumentor and Identify debugger.

- The Identify instrumentor allows you to select your design instrumentation at the HDL level and then create an on-chip hardware probe.
- The Identify debugger interacts with the on-chip hardware probe and lets you do live debugging of the design.

The combination of these tools allows you to probe your HDL design in the target environment. The combined system allows you to debug your design faster, easier, and more efficiently.

The Synplify, Synplify Pro, and Synplify Premier synthesis tools have integrated the Identify instrumentor into the synthesis user interface. This section describes how to take advantage of this integration and use the Identify instrumentor:

- Launching from the Synplify Pro or Synplify Premier Tool, on page 813
- Launching from the Synplify Tool, on page 815
- Handling Problems with Launching Identify, on page 817
- Using the Identify Tool, on page 818
- Using Compile Points with the Identify Tool, on page 820

Launching from the Synplify Pro or Synplify Premier Tool

Define a Synplify Pro or Synplify Premier project that you can pass to and launch in the Identify instrumentor. For the Synplify Pro and Synplify Premier tools, you must create an Identify implementation in order to run the Identify instrumentor. If you already have an Identify implementation, open it and use the Identify tool as described in *Using the Identify Tool*, on page 818.

Do the following to add an Identify implementation:

1. In the synthesis interface, open the design you want to debug.
2. Do one of the following tasks to add an Identify implementation:

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– With the project implementation selected, right-click and select New Identify Implementation from the pop-up menu.

– Select Project->New Identify Implementation.

An Implementation Options dialog box appears where you can set the options for your implementation. Note that the options apply only for logic synthesis and not for physical synthesis. An Identify implementation is created.

3. To run Identify instrumentor, select the Launch Identify Instrumentor icon ( ) in the toolbar or select Run->Identify Instrumentor.

   The Identify interface opens. You can now use the Identify tool as described in *Using the Identify Tool*, on page 818 For complete details, consult the Identify documentation.

If you run into problems while launching the Identify instrumentor, refer to *Handling Problems with Launching Identify*, on page 817.

Launching from the Synplify Tool

The Synplify tool does not support multiple implementations. The following procedures describe how to launch an Identify implementation from Synplify, and how to modify an existing implementation.

Creating a New Identify Implementation in Synplify

1. Make sure that your PATH environment variable points to the Identify bin directory.
2. Create or open a project in Synplify.
3. Right-click on the implementation and select New Identify Implementation from the popup menu.
4. Set any implementation options and close the dialog box; dismiss the multiple implementation warning.
5. Select Options->Configure Identify Launch to display this dialog box:

6. Fill out the details.
   – Check the Identify installation. If the Use current Identify Installation field entry in the dialog box is not correct, click the Locate Identify Installation

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button and enter the path to the Identify executable (*identify_install*/bin).

– Select the appropriate license option and click OK to launch the Identify instrumentor for the new implementation.

7. Instrument the design as required, save the instrumentation, and exit the Identify instrumentor. See *Using the Identify Tool*, on page 818 for an overview, or the Identify documentation for details.

8. Synthesize the instrumented implementation (rev_*n*_identify) in Synplify (the schematic will show the added IICE circuitry).

   After the design has been synthesized, place and route your design. Program the device, install the device in the target system, and complete the JTAG cable interface. You can now run the Identify debugger on the instrumented design (*designName*.bsp) to verify correct operation.

Modifying or Re-instrumenting an Existing Design

To modify or re-instrument an existing design:

1. Load the project containing the Identify implementation into Synplify.

2. From the Synplify menu bar, select Run->Run TCL Script.

3. Navigate to the Synplify lib directory and run (open) the relaunch_identify.tcl script to launch the Identify instrumentor.

4. Re-instrument the design as required, save the instrumentation, and exit the Identify instrumentor.

5. Re-synthesize the instrumented implementation (rev_*n*_identify) in Synplify.

   After the design has been re-synthesized, place and route your design. Program the device and reinstall the device in the target system. You can now rerun the Identify debugger on the instrumented design (*design-Name*.bsp) to verify correct operation.

Handling Problems with Launching Identify

If you have not installed Identify correctly, you might run into problems when you try to launch it from the synthesis tools. The following describe some situations:

- If the Launch Identify Instrumentor icon ( )and the Run->Identify Instrumentor menu command are inaccessible, you are either on an unsupported platform or you are using a technology that does not support this feature.
- If you have the Identify software installed but the synthesis application cannot find it, select Options->Configure Identify Launch.

  In the resulting dialog box, specify the correct location in the Locate Identify Installation field. You can use the Browse button to open the Select Identify Installation Directory dialog box and navigate to your current Identify installation directory.

- If you have not installed the Identify software, select Options->Configure Identify Launch, and select Install Identify. Follow the directions and install the software before going through the procedure.

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Using the Identify Tool

This procedure provides an overview of how to use the Identify instrumentor. For detailed information about the tool, refer to the Identify RTL debugger documentation.

1. The Identify instrumentor software interface opens, with an Identify project automatically set up for the design to be instrumented and debugged (IICE tab). The following figure shows the main project window.

2. Do the following in the Identify instrumentor interface:
   - Instrument the design. For details of using the Identify instrumentor, refer to the Identify RTL debugger documentation.
   - Save the instrumented design.

   The Identify instrumentor tool exports the instrumented design to the synthesis software. It creates an instrumentation subdirectory under your synthesis working directory called *designName*_`instr`, which contains the following:

- A synthesis project file
- An `instr_sources` subdirectory for the instrumented HDL files
- Tcl scripts for loading the instrumented design

3. Return to the synthesis interface and view the instrumented design that contains the debugging logic.
   - In the synthesis interface, open the project file for the instrumented design, which is in the `instr_sources` subdirectory listed in the Implementations Results view for your original synthesis project.
   - Synthesize the design.
   - Open the RTL view to see the inserted debugging logic.
4. Place and route the instrumented design after synthesis.
5. Use the Identify debugger tool to debug the instrumented design.

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Using Compile Points with the Identify Tool

You can use compile points to run incrementally. This can reduce runtime while running synthesis, and also while running the Identify flow. The following figure illustrates this:

When you use Identify instrumentation, the tool creates extra IICE logic at the top level of the design and the corresponding interface to the signals that need to be debugged. If you define compile points, the tool need only rerun the compile points that have changed because of the insertion of this logic. On subsequent runs, it can incrementally re-instrument only those compile points where there are instrumentation changes or design modifications.The following procedure describes the steps to follow to implement the flow and take advantage of incremental synthesis and instrumentation:

1. Create a synthesis implementation with compile points.
2. Set up the Identify implementation:

- Generate the Identify implementation by right-clicking the FPGA synthesis implementation and selecting New Identify Implementation from the popup menu.
- Copy the compile point subdirectories manually to the new Identify implementation directory.

3. Run the tools.
   - Run synthesis.
   - Before running the Identify tool, enable the top-level constraint file and all compile point constraint files in the Identify implementation.
   - Instrument the design. The tool inserts additional logic for instrumentation.
4. Resynthesize the design.

   The tool runs incrementally, only resynthesizing the compile points affected by the inserted instrumentation logic. If you make any other design changes, the tool incrementally synthesizes the affected compile points.
5. Rerun instrumentation.

   The tool runs incrementally, and only re-instruments the affected compile points.

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Netlist Editing

Netlist editing capabilities are useful for:

- Implementing engineering change orders (ECOs)
- Rerouting a fast clock from an external source to an internal (DCM) source
- Inserting IP blocks in an RTL netlist (`.srs` file)

With netlist editing, you do not have to modify the HDL to perform small changes to the netlist. Netlist editing includes the ability to insert or "stitch" IP blocks into the design at a desired level of hierarchy by connecting the blocks to ports and nets within the core design.

In the Synplify Premier tool flow, netlist editing can be used at the RTL level. You can add other RTL views (`srs` files) or primitives to the RTL view of the design to be synthesized.

Netlist editing support can only be used within the top-down, board-level mapping (i.e., pressing the Run button) flow.

The remainder of this section includes the following information:

- RTL-Level Flow, below
- Netlist Editing Commands, on page 824

RTL-Level Flow

Netlist editing commands are written to a `.tcl` file; you must include this file in your project using Add Prototype file on the GCC & Prototyping Tools tab of the Implementation Options dialog box. Nfilter reads these commands and performs the netlist editing. You may need several iterations through this process until the desired results are achieved.

The basic RTL-level flow is:

1. Load the database (i.e., ip.srs or ip.srl file) with the existing netlist from where the new netlist will be created.
2. Create and compile the project with the IP or modules you want to insert into the main design to generate the ip.srs or ip.srl file.

3. Apply the netlist editing commands in the `tcl` file.
4. Run nfilter on the project with the source, ip.srs, and .tcl files to generate the .srs file.
5. Run the mapper on the generated `srs` file.

Alternatively, you can load the Verilog database; nfilter does not understand the Verilog database, and you must load the *.syn file available in the lib/xilinx or lib/altera folder. Apply the netlist editing commands in the .tcl file. You can use the views directly from the xilinx.syn or altera.syn file to create instances. Run nfilter and then run the mapper.

RTL Flow Examples

The following example adds an RTL (`srs`) IP block and/or library primitives to a project's RTL View (`srs`).

The following lines in the .prj file add and enable an RTL netlist editing script for the project:

```
add_file -tcl "netlist_edit.tcl"
set_option -nfilter_user_path "netlist_edit.tcl"
```

Sample .tcl file contents:

```
#Set the module to edit
define_current_view top
create_port {out[0:3]} -direction out
create_net {out[0:3]}
create_instance inst_A nle2_add_select
connect_net {out[0:3]} {inst_A.out[0:3]} {p:out[0:3]}
connect_net {d1[0:3]} {inst_A.a[0:3]}
connect_net {d2[0:3]} {inst_A.b[0:3]}
connect_net {d3[0:3]} {inst_A.c[0:3]}
connect_net {d4[0:3]} {inst_A.d[0:3]}
connect_net {d5[0:3]} {inst_A.e[0:3]}
connect_net clk1 inst_A.clk
connect_net sel inst_A.s0
connect_net reset inst_A.s1

#Insert an inv pair from the technology library (unisim.v)
#on the net driven by top_mult.out2[0]
insert_buffer -inverter_pair {top_mult.out2[0]} INV
```


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Diagnosing Problems

Problems can occur when adding entries to the .tcl files. Syntax errors are usually reported, but incorrect connections may not be detected until much later in the design flow. The syntax error

```
Could not find pin "pathName.pinName" in module "modName"
```

indicates an incorrect path or pin name. Check that the path/pin names and letter case are correct.

Netlist Editing Commands

Netlist editing commands typically apply to the current view. Note that all path names used in netlist editing commands are relative to the module of the current view and that the current view must be unique (if the view is not unique, a modification in the current view affects all modules of the same view).

The supported netlist commands are listed in the table below. Complete syntax and command description are included in *Netlist Editing Commands*, on page 1545.

connect_net	copy_view	create_cell
create_cgm	create_instance	create_net
create_port	create_process_hierarchy	define_current_view
disconnect_connector	disconnect_net	get_net
insert_buffer	load_database	optimize_netlist
pop_feedthroughs	propagate_constants	remove_buffer
remove_instance	remove_net	remove_port
reset_generate	set_property	swap_instance
tie_net	tie_pin	

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All arguments used with the netlist editing commands must correspond to an existing object in the design or to a constant. The possible objects are:

- connector (pin or bit port)
- net
- instance
- view
- library file
- data-base file

Each of the above objects can be identified with a simple name or hierarchical path name. Additionally, a name can be prefixed by a qualifier to further define the object type to the command. These qualifiers are:

- **t:** – denotes a pin name
- **p:** – denotes a port name
- **i:** – denotes an instance name
- **v:** – denotes a view name

In some commands (for example, in single-argument commands), the qualifiers can be omitted. In multi-argument commands, the arguments must be separated by spaces.

The following are examples of object names:

i:*instName* – denotes an instance

i:*instPath.instName* – denotes an instance within the netlist of the instance *instPath*

t:*instName.pinName* – denotes an instance pin

p:*portName* – denotes a top-level port

p:*instName.portName* – denotes a port of within the netlist of the instance *instName*

n:*netName* – denotes a net

n:*instName.netName* – denotes a net within the netlist of the instance *instName*

v:*viewName* – denotes a view

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VIF Formal Verification Flows

During synthesis, the Synplify Pro tool performs several sequential optimizations and design transformations to improve delay and area. These transformations make it difficult for a formal verification tool to match registers in the result netlist with the corresponding registers in the source HDL (a prerequisite for verifying equivalence). To solve this, the Synplify Pro software provides a Tcl file interface that lets you integrate with verification tools. This proprietary format is called the Verification Interface Format or VIF. This feature is currently available for only Xilinx and Altera technologies.

This section describes the following:

- Overview of the VIF Flow, on page 826
- Generating VIF Files, on page 827
- Using VIF with Cadence Conformal, on page 829
- Handling Equivalency Check Failures, on page 831

Overview of the VIF Flow

The Synplify Pro VIF flow is based on a Tcl file generated during synthesis. This file has a `vif` extension. It contains a vendor-independent list of the design transformations performed during synthesis so that the verification tool can do equivalence checking and match up the post-synthesis registers with the original golden netlist.

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The following diagram summarizes the two ways in which you can use the .vif file as input. Subsequent sections show you how to use the generated `vif` file to verify your logic with the Conformal tools.

Generating VIF Files

1. In the Synplify Pro interface, select Project->Implementation Options and set the following on the Device tab:

Option	Value
Annotated Properties for Analyst	☑
Fanout Guide	10000
Disable I/O Insertion	☐
Pipelining	☑
Update Compile Point Timing Data	☐
Verification Mode	☐
Modular Design	☐
Retiming	☐
Disable Sequential Optimizations	☐
Fix gated clocks	3
Fix generated clocks	3

Enable Verification Mode

Disable Retiming

   – Set Technology to an Altera or Xilinx family that supports the VIF flow.

   – Disable optimizations like Retiming, Pipelining, Fix Gated Clocks, and Fix Generated Clocks. This is recommended because the verification tool requires a one-to-one correspondence between the design objects in

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the reference and implementation designs to successfully complete, and the optimizations make it hard to verify this. The downside to disabling the optimizations is performance loss.

– Enable Verification Mode. The equivalent `.prj` file syntax is set_option -verification_mode 1. This is an optional step that disables optimizations that can not be easily verified, like the inference of resettable SRLs. Enabling Verification Mode could result in sub-optimal area or performance results, because the optimizations were not run.

  You enable Verification Mode to make it easy for the verification tool to synchronize registers. Sequential optimizations are hard to verify because registers are moved or optimized away. For a list of VIF optimization commands, see step 4, below. Verification Mode is different from the Disable Sequential Optimizations option. The former disables many FPGA optimizations, where the latter only disables sequential optimizations.

2. Go to the Implementation Results tab and do the following:

   – Enable Write Verification Interface Format (VIF) File. This option generates the `.vif` file. The equivalent project file syntax is `set_option -write_vif 1`. When enabled, this option creates a `verif` directory under the results/implementation directory. The `verif` directory contains the `<design>.vif` file.

   – For Altera designs, ensure that Result Format is set to. vqm for the output format, not vm.

3. Synthesize the design as usual.

   The Synplify Pro software generates the .vif file and stores it in the project/verif directory.

4. Go to the `verif` directory and check the .vif file to see how the optimizations were handled.

The following table lists the VIF commands used to map some synthesis optimizations. For details of the command syntax, refer to *VIF Commands*, on page 1538 in the *Reference Manual*.

Optimization	VIF Command
FSM register mapping	vif_set_fsmreg
FSM state encoding	vif_set_state_map
Register merging	vif_set_merge
Register replication	vif_set_equiv
Pruning of duplicate registers	vif_set_constant, vif_set_transparent
Black boxes for undefined modules	vif_set_map_point
Port direction changes	vif_set_port_dir

5. Use the .vif file as input to any formal verification tool that supports a Tcl interface. Use one of the following methods:
   - If you are using the Cadence Conformal tool, run the translation script vif2conformal.tcl which is in the *install dir*/lib directory (see *Using VIF with Cadence Conformal*, on page 829 for details). This translates the .vif file commands to commands for the Conformal tool.
   - If you are using another verification tool that does not directly support VIF commands, create a script that translates the .vif file commands to native Tcl commands.
   - If you are using a verification tool that supports the VIF commands in its Tcl framework, use the file directly.
6. In the verification tool, use the information from the .vif file along with the synthesis output when you check logic equivalence against the golden netlist.

Using VIF with Cadence Conformal

The Synplify Pro software includes Tcl scripts for use with the Cadence Conformal tool. You can convert `.vif` files manually or automatically.

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Converting VIF Manually

The following procedure describes how to convert `.vif` files manually.

1. Source the vif2conformal.tcl file by typing one of the following commands in the Synplify Pro Tcl window:

   `source` *`synplify_pro_install_dir`*`/lib/vif2conformal.tcl`

   or

   `source $LIB/vif2conformal.tcl`

2. In the Tcl window, navigate to the verification folder containing the *design*.vif file, and type the following command:

   `vif2conformal` *`design`*`.vif`

   The vif2conformal.tcl script runs on the *design*.vif file and translates the information into Conformal side files (*.vtc, *.vsc, *.vmc, and so on). You can now run Conformal using these files.

Automating VIF Conversion with Synhooks

You can create a script using the synhooks.tcl file (see *Automating Flows with synhooks.tcl*, on page 1091) to automate the generation of verification files. An example of this file, synhooks_for_vif2conformal.tcl, is located in the *install_dir*/examples directory.

The synhooks_for_vif2conformal.tcl Tcl script sets your environment to automatically convert the Synplify Pro generated `.vif` file to Conformal-specific side files at the end of each synthesis run. Use either of the following methods to convert your files:

- Set the environment variable SYN_TCL_HOOKS to point to the synhooks_for_vif2conformal.tcl file. For example:

  SYN_TCL_HOOKS=*install_dir***examples/synhooks_for_vif2conformal.tcl**

- Source the synhooks_for_vif2conformal.tcl file in the Synplify Pro Tcl window to set up automatic conversion. For example:

  % **source** *install_dir***examples/synhooks_for_vif2conformal.tcl**

  For this method, you must source the synhooks_for_vif2conformal.tcl file every time you start a new project; otherwise the tool is reopened. The

automatic conversion setup is lost once you close a Synplify Pro project or restart the tool.

Handling Equivalency Check Failures

If your design fails the equivalency check, try the following tips and techniques to debug the results.

- Check the log file report and fix the errors reported.
- Check the optimization mapping in the vif file. See step 4 of *Overview of the VIF Flow*, on page 826 for a list of commands.

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Simulating with the VCS Tool

The Synopsys VCS® tool is a high-performance, high-capacity Verilog simulator that incorporates advanced, high-level abstraction verification technologies into a single, open, native platform. You can launch this simulation tool from the synthesis tools on Linux and Unix platforms by following the steps below. The VCS tool does not run under the Windows operating system.

1. Set up the tools.
   - Install the VCS software and set up the $VCS_HOME environment variable to define the location of the software.
   - Set up the place-and-route tool.
   - In the synthesis software, either select Run->Configure and Launch VCS Simulator, or click the VC icon.

   If you did not set up the $VCS_HOME environment variable, you are prompted to define it. The Run VCS Simulator dialog box opens. For descriptions of the options in this dialog box, see *Configure and Launch VCS Simulator Command*, on page 281 of the *Reference Manual*.

2. Choose the category Simulation Type in the dialog box to configure the simulation options.
   - Specify the kind of simulation you want to run.

RTL simulation	Enable Pre-Synthesis
Post-synthesis netlist simulation	Enable Post-Synthesis
Post-P&R netlist simulation	Enable Post P&R

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– Choose the category VCS Options in the dialog box to set options such as the following VCS commands.

To set...	Type the option in...
VLOGAN command options for compiling and analyzing Verilog, like the -q option	Verilog Compile
VHDLAN options for compiling and analyzing VHDL	VHDL Compile
VCS command options	Elaboration
SIMV command options, like `-debug`	Simulation

The options you set are written out as VCS commands in the script. If you leave the default settings the VCS tool uses the FPGA version of VCS and opens with the debugger (DVE) GUI and the waveform viewer. See the VCS documentation for details of command options.

3. If your project has Verilog files with `` `include `` statements, you must use the `+incdir+ <file name>` argument when you specify the vlogan command. You enter the `+incdir+` in the Verilog Compile field in the VCS Options dialog box, as shown below:

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Example Verilog File:

```
`include "component.v"

module Top (input a, output x);

...

endmodule
```

The syntax for the VCS commands must reflect the relative location of the Verilog files:

– If the Verilog files are in the same directory as the `top.v` file, specify:

```
- vlogan -work work  Top.v  +incdir+ ./
```

– If the Verilog files are in the a directory above the `top.v` file, specify:

```
- vlogan -work work  Top.v  +incdir+ ../include1  +incdir+ ../
include2
```

– If the Verilog files are in directories below and above the `top.v` file, specify:

```
- vlogan -work work  Top.v  +incdir+ ./include_dir1
+incdir../include_dir2
```

4. Specify the libraries and test bench files, if you are using them.
   - To specify a library, click the green Add button, and specify the library in the dialog box that opens. Use the full path to the libraries. For pre-synthesis simulation, specifying libraries is optional.

   - For post-synthesis and post-P&R synthesis, by default the dialog box displays the UNISIM and SIMPRIM libraries in the P&R tool path. You can add and delete libraries or edit them, using the buttons on the side. To restore the defaults, click the Verilog Defaults or VHDL Defaults button, according to the language you are using.
   - If you have test bench files, choose the category Test Bench Files in the dialog box to specify them. Use the buttons on the side to add, delete, or edit the files.
   - For Xilinx designs, choose the category Vendor Version to specify the ISE version to use, 10.3 or 11.2. The ISE 11.2 directory structure was changed for VHDL simulation libraries.
5. Specify the top-level module and run directory.
   - Choose the category Top Level Module in the dialog box to specify the top-level module or modules for the simulation.
   - If necessary, choose the category Run Directory near the bottom of the dialog box to edit the default run directory listed in the field. The default location is in the implementation results directory.
6. Generate the VCS script.
   - To view the script before generating it, click the View Script button on the top right of the dialog box. A window opens with the specified VCS commands and options.

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- To generate the VCS script, click Save As, or run VCS by clicking the Run button in the upper right. The tool generates the XML script in the directory specified.

7. To run VCS from the synthesis tool interface, do the following:
   - If you do not already have it open, open the Run VCS Simulator dialog box by clicking the VCS icon.
   - To use an existing script, click the Load From button on the lower right and select the script in the dialog box that opens. Then click Run in the Run VCS Simulator dialog box.
   - If you do not have an existing script, specify the VCS options, as described in the previous five steps. Click Run.

   The tool invokes VCS from the synthesis interface, using the commands in the script.

Using the VCD/Identify-Analyst Integration Tool

The Synplify Premier tool includes the VCD/Identify-Analyst Integration feature, which enhances the interaction between the VCD simulator or Identify Debugger integration and HDL Analyst tools by providing a way to watch nets annotated in the HDL Analyst from the Control Panel signal watch list.

See the following topics:

- VCD-Analyst Integration, on page 837
- Identify-Analyst Integration, on page 855
- VCS Test Bench Extraction, on page 861

This feature is available on Linux and Windows. Note the following limitations for Windows:

- A previously generated VCD file is required. The VCD file can also be created as follows:
  - In a test bench
  - If a VPD file is available, you can use the VCD utility vpd2vcd.
  - VCD file generated from an Identify debugging session
- The DVE integration tool is not available on Windows. See *Use DVE (Discovery Virtual Environment)*, on page 850 for information about DVE.

VCD-Analyst Integration

To use VCD-Analyst Integration, perform the following tasks:

- Verify Design Behavior
- Load the VCD File in HDL Analyst
- Set Nets for Watching
- Debug After Loading VCD and Watching Nets
- Display Simulation Values
- Use DVE (Discovery Virtual Environment)

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Verify Design Behavior

The VCD-Analyst Integration tool should be used for the following design processes.

During the design phase of the project, use the VCD simulator to simulate the design and DVE to verify the output waveform for the overall design. After simulation results are analyzed, use the VCD-Analyst Integration feature to narrow down and target specific signals that you can correlate to on the schematic in the Technology view.

Load the VCD file for the design into the HDL Analyst view. Values from the VCD file can be annotated on the schematic in the Technology view. You can perform pin point analysis for small sections of the design, when the design does not behave according to the design specification.

You can trace specific signals and cone of logic that is suspected of causing a problem through the schematic to identify the faulty behavior. Having the simulation values annotated on the schematic helps to debug the design easily.

Load the VCD File in HDL Analyst

To load the VCD file in the HDL Analyst:

1. Open the HDL Analyst Technology view.
2. To invoke the Control Panel, click the ( ) icon or select HDLAnalyst->VCD->VCD Panel (`Ctrl+R`) from the Project menu.

Use the Move this panel to alternate location ( ) icon to change the VCD Panel view to a location beneath the HDL Analyst view.

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3. To load the simulation VCD file, click the Open a VCD File icon ( ) or select HDL-Analyst->VCD->Load VCD File from the Project menu.
   - Then, locate the VCD file using the browse capability to fill in the VCD File field of the Load Simulation VCD File dialog box.

   - Locate the top-level scope, which is the path through the test bench to the root module displayed by the HDL Analyst. Use the Locate Top Level Scope to fill in this field on the Load Simulation VCD File dialog box.

     Limit depth option—when enabled, the hierarchy level for the Root Scope is set to 3 levels of hierarchy.

     Time option—simulation Time is set to Full Range (0 to 1000 ps). The time range shown is determined from the simulation VCD file to be loaded. This value is calculated when you browse the root scope; in this case the VCD file reached 1000ps.

     Limited Range allows you to choose a range and a desired unit of measurement.

– When the Simulation VCD File and Top Level Scope are selected, click the Load button to load the VCD file.

– To locate the top-level module scope, click on the Locate Top Level Scope button. This brings up the Select Top Level Module Path dialog box, for which you can identify the VCD scope path through the test bench to the top-level module.

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Icons next to the hierarchy tree provide information about how the scopes match the netlist. For example:

	User specified top-level module
	Hierarchical module
	Primitive (Scope is considered primitive by the HDL Analyst)
	Scope is within the test bench
	Scope does not match the hierarchy in the HDL Analyst netlist (Some scopes, such as power, do not exist in the netlist or are considered to be primitive in the HDL Analyst)

– To prune the scope tree, click on the Prune Scope Tree button. This brings up the Prune Scope Hierarchy dialog box. Check the root scopes to be included in the hierarchy. If none of the scopes are checked, then the scope for the top-level module is loaded. Click the Clear All button to ensure that none of the root scopes are checked. Once you have pruned the scope tree, the paths for the scopes to be loaded are shown in the complimentary box to the right of the Prune Scope Tree button.

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When loading a pruned VCD file, you cannot watch nets originating in hierarchy levels not loaded. If you try to watch such a net, the following message is generated: `No matching signal`.

– You can load VCD files for sub-modules that contain data only for the sub-module hierarchy of the netlist viewed in the Analyst. To select a sub-module, expand the drop-down menu for the Top Level Module and Paths group and chose the desired module.

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Validate VCD File with Netlist option—when enabled, the tool reports if there are any nets/signals that mismatch in the design root at the bottom of the Load Simulation VCD File dialog box. Click the Show Mismatches button, to display any mismatches.

If this option is disabled, the tool does not validate the VCD file and loads the VCD netlist without any warnings.

Alternatively, you can use the sch_sim_load Tcl command to load the VCD file. For details, see *sch_sim_load*, on page 1469 in the *Reference* manual.

4. To re-load a VCD file, use the re-load icon ( ) on the Control Panel or the HDL Analyst->VCD->Reload VCD File option from the project menu.

   The previously loaded VCD file is re-opened in a new invocation of the HDL Analyst view.

5. To unload the VCD file, use HDL Analyst->VCD->Unload the VCD File option.

   This option frees up memory used by the simulation data without having to close and re-open the Analyst view.

Set Nets for Watching

You can use any of the following methods to set nets (excluding power connections) for watching:

- You can watch nets on a sheet by selecting one of the following options from HDL Analyst->VCD:
  - Automatically Watch Sheets—while navigating to a sheet, all nets on the sheet are added to the watch list.
  - Watch Sheet—watch all nets on the current sheet.
  - Un-Watch Sheet—remove watching all nets on the current sheet.
- Alternatively, right-click in the Control Panel and select Automatically Watch Sheets, Watch Sheet, or Un-Watch Sheet when watching nets in the HDL Analyst View.
- Drag-and-drop a net, instance, or port from the HDL Analyst View to the Control Panel.
- Drag-and-drop a net, instance, or port from the Hierarchy Browser of the HDL Analyst View to the Control Panel.
- Use Tcl commands for watching nets. For example:
  - Use the find -net command to select nets and then use the following syntax to watch the collection of nets:

    sch_sim_watch -add -coll [**-select**] [*names*]
  - Use the following command syntax to watch the nets:

    sch_sim_watch -add *netNames*
  - Use the following command syntax to remove all nets to be watched from the Control Panel signal list:

    sch_sim_watch -clear

  For details, see *sch_sim_watch*, on page 1470 in the *Reference* manual.

The tool does not allow you to watch mismatched nets and issues a warning in the Tcl window. Also, you can click on the alert icon ( ) in the Control Panel to see these error messages.

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Debug After Loading VCD and Watching Nets

Use the options on the Control Panel to control the different aspects of the debugging process. The following figure shows the Control Panel in the HDL Analyst View.

The Control Panel changes to a gradient blue color and indicates an active session when the simulation file is loaded.

For example, you can perform the following tasks for debugging:

1. Manipulate the time for observation. To do this, you can
   - Specify the direct time in the required time field and click the Click to set time icon ( ).

   - Move the time slider or use the arrows to move to the next transition.

     Move the time slider left or right to decrease or increase the time. Use the arrows to move time forward or backward to the next transition. If no net is selected, the tool specifies the next transition among all nets

in the list. If some nets are selected, the tool selects the next transition among the selected nets. The edit box next to the slider includes the step size. The + or - buttons moves to the next step size.

– Move the magenta bar to select the current time in the Waveform pane. Click the ( ) icon to toggle the Waveform pane on or off. Left-click in the Waveform pane to set the current time.

  For additional options that you can use in the Waveform pane, right-click and select options from the popup menu.

For all the time observations mentioned above, the corresponding values for the watched nets can be observed in the HDL Analyst View, Control Panel value column, and Waveform pane.

– Find time from selected value.

  Select the required signal name from the list in the Control Panel.

  Select the data format from the drop-down menu and enter the appropriate value to find its corresponding time.

  Use the arrows to find the time with respect to the previous/next occurrences of the value.

– Add time markers relative to the current time. You can:

  - Use the Add Marker icon to add a new marker at the current time.

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- Move to the specified marker, next, or previous marker.

- Delete markers.

2. Observe values for nets

   The values for nets can be observed by the methods below:

   – Observing in the Control Panel

     The net values are displayed under the Prev | Curr | Next column, respectively. The rows under the Name column display its corresponding signal names.

   – Observing in the HDL Analyst View

     Use the Annotate Values option to control whether to display the net values in the HDL Analyst view. To enable this option, select HDL-Analyst->VCD->Annotate Values.

     The values can be displayed for each net/bus net in order of previous, current, and next values. To choose a display option, right-click and select VCD->Annotate from the popup menu.

Choose a radix (for example, Hex, Binary, Octal, or Decimal).

For a bus net, values of the entire bus as well as individual bits are displayed.

A tool tip is provided that displays information such as simulation values and fanout for the nets.

– Observing in the optional Waveform pane

  The values for signals can be observed in waveform format using the Waveform pane.

– Comparisons using multiple HDL Analyst views

  Open multiple Analyst views.

  Synchronize time changes in each view with respect to reference time to observe differences in simulation results.

– Invoking the DVE Waveform viewer

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Observe values with the information for watched signals using script files. See *Use DVE (Discovery Virtual Environment)*, on page 850 for more information.

– Crossprobing between the Control Panel and the HDL Analyst View

Crossprobing between HDL Analyst nets and signals listed in the Control Panel is possible.

Display Simulation Values

Use the sch_sim_disp Tcl command to display simulation values for signals. For example:

- Display current nets being watched or a list of specified nets not included in the watch list.
- Display simulations value to the Tcl window or write to an output file.
- Create a file format for importing to a spreadsheet.
- Use the -help option for more information.

For details, see *sch_sim_disp*, on page 1468 in the *Reference* manual.

Use DVE (Discovery Virtual Environment)

DVE is an interactive waveform viewer that you can launch and configure within the VCD-Analyst Integration tool. You can also do the following:

- Configure DVE. See *Configuring DVE*, on page 851 for details.
- Import watched signals from DVE to the VCD-Analyst Integration tool. See *Importing Signals from DVE to the VCD-Analyst Integration Tool*, on page 852 for details.
- Export watched signals from the VCD-Analyst Integration tool to DVE. See *Exporting Nets to DVE from the VCD-Analyst Integration Tool*, on page 853 for details.

Note: You must have a VCS license and run the DVE tool on a Linux platform. Also, set the environment variable VCS_HOME in the VCS_HOME/bin installation directory.

Configuring DVE

To configure your DVE environment, do the following:

1. Select HDL Analyst->VCD->DVE->Configure DVE.

2. From the dialog box, specify the signals that you want to view in DVE:
   - None or Analyst Sim File—select no signals or signals from the HDL Analyst simulation VCD file.
   - Other VCD or VPD—specify the path to another simulation VCD file.
   - Session—you can re-load a saved DVE session Tcl file.
3. Use Transfer Signals Group to transfer specified simulation VCD file signals to a user-specified group. Enable Open a new wave window (when not opening session), to automatically open a waveform view in DVE.

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4. You can specify any arguments to pass on to DVE, if necessary.

   Note, you must set the environment variable VCS_HOME to bring up DVE.

Importing Signals from DVE to the VCD-Analyst Integration Tool

To import watched signals from DVE to the VCD-Analyst Integration tool, do the following:

1. Select HDL Analyst->VCD->DVE->Import Signals from DVE.

2. From the dialog box, specify the session script file saved from DVE.

3. Then, click the Get button, to extract the signal list from DVE.
4. Select the signals to import to the VCD-Analyst Integration tool: All, None, or check selected signals.
5. If you specify a DVE session file group, you can synchronize the signals in this group to match watched signals in the Control Panel.

Exporting Nets to DVE from the VCD-Analyst Integration Tool

To export watched nets from the VCD-Analyst Integration tool to DVE, do the following:

1. Select HDL Analyst->DVE->Export Signals to DVE.

2. Specify the export path DVE script file to which selected nets are to be exported.

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3. Specify the DVE session file group that contains the nets to be exported. You can enable Sync Group to synchronize the DVE nets to match the watched signals in the Control Panel.

4. Select the nets to export to the VCD-Analyst Integration tool: All, None, or check selected signals.

5. Then, source the script file in a DVE session.

Launching DVE

Click the DVE button on the Control Panel or select HDL Analyst->VCD->DVE->Launch DVE to bring up the DVE interface shown below.

Identify-Analyst Integration

Integration with the Identify Debugger is available for instrumented signals captured in a VCD file and displayed in the HDL Analyst view. Identify integration is enabled for RTL pre-synthesis files; this VCD file can only be opened in Identify mode.

To use Identify-Analyst Integration, perform the following tasks:

Before beginning the Identify-VCD HDL Analyst integration process, as a prerequisite first:

- Create a Synplify Premier project and use Identify to instrument the design.
- Debug the design on an FPGA and generate the VCD file from the Identify Debugger.

  See the Identify documentation for more information.

Follow the steps in this procedure, which describes how to use the Identify-VCD HDL Analyst tool:

1. Load the Synplify Premier project file created above.
2. Open the HDL Analyst RTL view.
3. To invoke the Identify-VCD HDL Analyst, click the ( ) icon or select HDL-Analyst->VCD->VCD Panel (`Ctrl+R`) from the Project menu.

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4. To load the Identify VCD file, click the Open a VCD File icon ( ) or select HDL-Analyst->VCD->Load VCD File from the Project menu.

Make sure the Identify Debug option at the bottom of the dialog box is checked; this enables the Identify-VCD HDL Analyst flow.

Validate VCD File with Netlist option—when enabled, the tool reports if there are any mismatches between the nets in the instrumented design and VCD file loaded as shown at the bottom of the Load Identify VCD File dialog box. Click the Show Mismatches button, to display any mismatches. Otherwise, you should see a message that the VCD file was loaded successfully.

If this option is disabled, the tool does not validate the VCD file and loads the VCD netlist without any warnings.

5. To watch nets for the instrumented signals on a particular HDL Analyst sheet, select one of the following options from HDL Analyst->VCD:
   - Automatically Watch Sheets—while navigating to a sheet, all nets on the sheet are added to the watch list.
   - Watch Sheet—watch all nets on the current sheet.
   - Un-Watch Sheet—remove watching all nets on the current sheet.

   You can also right-click and select these options on the waveform viewer as displayed in the following figure. The identify trigger position is indicated by the red cursor.

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6. To view values for the signals, select all the signals in the waveform viewer and go to HDL-Analyst->VCD->VCD Properties. Check the box for the Annotate option.

7. To annotate values on the waveform viewer to their respective HDL Analyst sheet, check the Annotate box on the Control Panel. Select a particular signal on the Control Panel to observe its corresponding signal and values displayed on the sheet. You can display the previous/current/next values for the signal.

8. You can load, re-load, or unload the VCD file. To do this, go to HDL-Analyst and select one of the following options:
   - To load the Identify VCD file, click the Open a VCD File icon ( ) or select HDL-Analyst->VCD->Load VCD File from the Project menu.
   - To re-load an Identify VCD file, use the re-load icon ( ) on the Control Panel or the HDL Analyst->VCD->Reload VCD File option from the project menu.

     In the case where the Identify debugger generates revised VCD files, changes to a VCD file must be handled after it is loaded. The reload policy implemented provides the following options:

     – Auto—automatically reloads the VCD file

     – Ask—asks if the VCD file should be reloaded

     – Never—never reloads the VCD file

     Auto is the default. You can set the reload policy on the VCD Properties dialog box. To do this, right-click in the Control Panel and select VCD Properties or select HDL Analyst->VCD->VCD Properties option from the project menu.

     When an Identify VCD file is reloaded, the tool preserves information as much as possible, such as the current time and watched signals.

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– To unload the Identify VCD file, use HDL Analyst->VCD->Unload the VCD File option.

  This option frees up memory used by the Identify debug data without having to close and re-open the Analyst view.

9. You can change the format of signals by selecting a signal, then right-click and select the Format option on the Control Panel or use HDL-Analyst->VCD->VCD Properties.

VCS Test Bench Extraction

Test bench extraction automatically extracts RTL test benches for design submodules to run the VCS simulator that is derived from the top-level RTL test bench. This hierarchical approach improves the time for initial board bring-up and allows you to perform internal signoff of a submodule or IP used in the design. The test bench extraction software automatically creates test bench files by launching the VCS `vcat` utility. The full RTL simulation VCD file is selectively read to provide information about design scopes needed to run `vcat` and to determine simulation times and parameters. Test bench extraction also identifies whether simulation data exists for the selected module (xDUT) in the RTL Analyst view. Appropriate naming conventions are applied so that multiple test bench files can co-exist in the same directory.

When debugging, you can often narrow down the faulty behavior to a particular instance or module. For more granular verification at this point, it would be easier to work with a test bench for just that module or instance. Test bench extraction allows you to selectively read the `vcd` file to obtain information for the test bench and automatically generate a test bench for a specific module from the original top-level test bench.

Test bench extraction must be run with the Synplify Premier tools on Linux, since `vcat` and `vcs` are only available on this platform.

Using Test Bench Extraction

This procedure describes the steps required for test bench generation and simulation.

1. Create a Synplify Premier project for the full design.
2. Run simulation to create the full RTL simulation VCD file. For information about VCS simulation, see *Simulating with the VCS Tool*, on page 832.
3. Open the RTL Analyst view for the full design implementation.
4. Locate the module to be extracted (xDUT) from the schematic or hierarchy browser. Select it.

   You must select only one hierarchical instance in the schematic view.
5. Right-click and select VCD->Test Bench Extraction to display the Test Bench Extraction dialog box. Use this to:

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– Generate the test bench files. For more information, see *Defining the Test Bench Architecture*, on page 863.

– Launch the VCS simulator for the xDUT module.

For a description of the fields used in this dialog box, see the *Test Bench Extraction Command*, on page 403.

6. Debug the module for errors.

   – See the log file produced by the simulation.

– View the simulation VCD file produced by the xDUT simulation in DVE or other waveform viewer.

The main simulation Verilog file generates output indicating the success or failure of the simulation. The file contains:

– Ports that are monitored

– PASS/FAIL status for each port

– Detailed report where mismatches occur (port, time, expected value, actual value)

Defining the Test Bench Architecture

When you click the Gen Test Bench button, the software creates a test bench file that contains the main module, as well as, the stimulus and golden modules generated by `vcat`.

Main Module

The main module includes the following:

- The test bench instantiates the stimulus and golden modules generated by `vcat`. See *Golden Module*, on page 863 and *Stimulus Module*, on page 864.
- A clock signal delay, delayed by the amount specified on the Test Bench Extraction dialog box is used for signal comparison and reporting.
- At the positive edge of the delayed clock, the outputs of the stimulus and golden modules are captured for registers.
- At the negative edge of the clock and for the reset line with the value specified on the Test Bench Extraction dialog box, the registers holding the stimulus and golden outputs are compared. Any differences are reported, which indicate the expected (Golden) and actual (xDUT) values and the time of comparison.
- A final summary of the simulation is displayed. This includes a table of PASS/FAIL status for ports.

Golden Module

The golden module includes the following:

- The golden module has outputs that correspond to the xDUT outputs.

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- Using blocking assignments that are delayed by the amount specified on the Test Bench Extraction dialog box, the outputs are forced to the expected values based on the RTL full simulation.

Stimulus Module

The stimulus module includes the following:

- The stimulus module instantiates the xDUT module.
- Inputs and outputs connect to the xDUT.
- Using block assignments that are delayed by the amount specified on the Test Bench Extraction dialog box, the inputs for the xDUT are forced to the values that occurred in the RTL full simulation.

Limitations to Consider

Consider the limitations for the following:

- Port Names
- Race Conditions
- Multiple Clocks
- Test Bench File Order

Port Names

The extracted test bench uses the RTL netlist to determine input and output port names of the submodule (xDUT). For simulation to work correctly, these must match the port names of the submodule in the synthesized netlist.

Note: If you get VCS port mismatch errors, check that you are using the correct RTL simulation.

Race Conditions

You might need to correct race conditions by adjusting signal arrival times. Beginning at time 0, `vcat` applies the signals with blocking assignments in the stimulus/golden test bench files. Specify an offset on the Test Bench Extraction dialog box, to offset this time. You can also manually edit the files for more complex modifications.

Multiple Clocks

Test bench extraction does not support multiple clocks. In this case, you are required to manually edit the main test bench module.

Test Bench File Order

The main test bench file and the stimulus file generated by `vcat` contain a timescale directive. However, the module generation (Golden) file does not. Therefore, the best order for passing the files to `vcs` is

- Main test bench file (`.vt`)
- Stimulus file (*`instPath`*`_vcat_stimulus.cfg`)
- Golden file (*`instPath`*`_vcat_golden.cfg`)

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CHAPTER 17

Working with IP Input

This chapter describes how to work with IP from different sources. It describes the following:

- Generating IP with SYNCore, on page 868
- Working with Synenc-encrypted IP, on page 905
- The Synopsys FPGA IP Encryption Flow, on page 906
- Working with Encrypted IP, on page 911
- Using Hyper Source, on page 922
- Working with Altera IP, on page 927
- Working with SOPC Builder Components, on page 958
- Importing Projects from Quartus, on page 962
- Working with Lattice IP, on page 971
- Working with Xilinx IP Cores, on page 972
- Converting Xilinx Projects with ise2syn, on page 976

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Generating IP with SYNCore

You can use the SYNCore IP wizard to generate FIFO, RAM, ROM, adder/subtractor, and counter implementations. See the following for more information.

- Specifying FIFOs with SYNCore, on page 868
- Specifying RAMs with SYNCore, on page 874
- Specifying Byte-Enable RAMs with SYNCore, on page 881
- Specifying ROMs with SYNCore, on page 887
- Specifying Adder/Subtractors with SYNCore, on page 892
- Specifying Counters with SYNCore, on page 899

Specifying FIFOs with SYNCore

The SYNCore IP Wizard helps you generate Verilog code for your FIFO implementations. The following procedure shows you how to generate Verilog code for a FIFO using the SYNCore IP wizard.

Note: The SYNCore FIFO model uses Verilog 2001. When adding a FIFO model to a Verilog-95 design, be sure to enable the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std v2001 statement in your project file to prevent a syntax error.

---

1. Start the wizard.
   - From the synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

– In the window that opens, select sfifo_model and click Ok. This opens the first screen of the wizard.

2. Specify the parameters you need in the five pages of the wizard. For details, refer to *Specifying SYNCore FIFO Parameters*, on page 872.

   The FIFO symbol on the left reflects the parameters you set.

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3. After you have specified all the parameters you need, click the Generate button (lower left).

   The tool displays a confirmation message (TCL execution successful!) and writes the required files to the directory you specified in the parameters. The HDL code is in Verilog.

   The FIFO generated is a synchronous FIFO with symmetric ports and with the same clock controlling both the read and write operations. Data is written or read on the rising edge of the clock. All resets are synchronous with the clock. All edges (clock, enable, and reset) are considered positive.

   SYNCore also generates a testbench for the FIFO that you can use for simulation. The testbench covers a limited set of vectors for testing.

   You can now close the SYNCore wizard.

4. Add the FIFO you generated to your design.
   - Use the Add File command to add the Verilog design file that was generated and the syncore_sfifo.v file to your project. These files are in the directory for output files that you specified on page 1 of the wizard.
   - Use a text editor to open the instantiation_file.vin template file, which is located in the same directory. Copy the lines that define the memory, and paste them into your top-level module. The following shows a template file (in red text) inserted into a top-level module.

```
module top (
input Clk,
input [15:0] DataIn,
input WrEn,
input RdEn,
output Full,
output Empty,
output [15:0] DataOut
);

fifo_a32 <instanceName>(
.Clock(Clock)
,.Din(Din)
,.Write_enable(Write_enable)
,.Read_enable(Read_enable)
,.Dout(Dout)
,.Full(Full)
,.Empty(Empty)
)

endmodule
```

template

– Edit the template port connections so that they agree with the port definitions in the top-level module as shown in the example below. You can also assign a unique name to each instantiation.

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```
module top (
input Clk,
input [15:0] DataIn,
input WrEn,
input RdEn,
output Full,
output Empty,
output [15:0] DataOut
);

fifo_a32 busfifo(
.Clock(Clk)
,.Din(DataIn)
,.Write_enable(WrEn)
,.Read_enable(RdEn)
,.Dout(DataOut)
,.Full(Full)
,.Empty(Empty)
)
endmodule
```

Note that currently the FIFO models will not be implemented with the dedicated FIFO blocks available in certain technologies.

Specifying SYNCore FIFO Parameters

The following elaborates on the parameter settings for SYNCore FIFOs. The status, handshaking, and programmable flags are optional. For descriptions of the parameters, see *SYNCore FIFO Wizard*, on page 254 in the *Reference Manual*. For timing diagrams, see *SYNCore FIFO Compiler*, on page 651in the *Reference Manual*.

1. Start the SYNCore wizard, as described in *Specifying FIFOs with SYNCore*, on page 868.

2. Do the following on page 1 of the FIFO wizard:
   - In Component Name, specify a name for the FIFO. Do not use spaces.
   - In Directory, specify a directory where you want the output files to be written. Do not use spaces.

- In Filename, specify a name for the Verilog output file with the FIFO specifications. Do not use spaces.
- Click Next. The wizard opens another page where you can set parameters.

3. For a FIFO with no status, handshaking, or programmable flags, use the default settings. You can generate the FIFO, as described in *Specifying FIFOs with SYNCore*, on page 868.
4. To set an almost full status flag, do the following on page 2 of the FIFO wizard:
   - Enable Almost Full.
   - Set associated handshaking flags for the signal as desired, with the Overflow Flag and Write Acknowledge options.
   - Click Next when you are done.
5. To set an almost empty status flag, do the following on page 3:
   - Enable Almost Empty.
   - Set associated handshaking flags for the signal as desired, with the Underflow Flag and Read Acknowledge options.
   - Click Next when you are done.
6. To set a programmable full flag, do the following:
   - Make sure you have enabled Full on page 2 of the wizard and set any handshaking flags you require.
   - Go to page 4 and enable Programmable Full.
   - Select one of the four mutually exclusive configurations for Programmable Full on page 4. See *Programmable Full*, on page 662 in the *Reference Manual* for details.
   - Click Next when you are done.
7. To set a programmable empty flag, do the following:
   - Make sure you have enabled Empty on page 3 of the wizard and set any handshaking flags you require.
   - Go to page 5 and enable Programmable Empty.

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– Select one of the four mutually exclusive configurations for Programmable Empty on page 5. See *Programmable Empty*, on page 665 in the *Reference Manual* for details.

You can now generate the FIFO and add it to the design, as described in *Specifying FIFOs with SYNCore*, on page 868.

Specifying RAMs with SYNCore

The SYNCore IP wizard helps you generate Verilog code for your RAM implementation requirements. The following procedure shows you how to generate Verilog code for a RAM using the SYNCore IP wizard.

Note: The SYNCore RAM model uses Verilog 2001. When adding a RAM model to a Verilog-95 design, be sure to enable the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std v2001 statement in your project file to prevent a syntax error.

---

1. Start the wizard.

   – From the synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

   – In the window that opens, select ram_model and click Ok. This opens the first screen of the wizard.

2. Specify the parameters you need in the wizard.
   - For details about the parameters for a single-port RAM, see *Specifying Parameters for Single-Port RAM*, on page 877.
   - For details about the parameters for a dual-port RAM, see *Specifying Parameters for Dual-Port RAM*, on page 878. Note that dual-port implementations are only supported for some technologies.

   The RAM symbol on the left reflects the parameters you set.

   The default settings for the tool implement a block RAM with synchronous resets, and where all edges (clock, enable, and reset) are considered positive.

3. After you have specified all the parameters you need, click the Generate button in the lower left corner.

   The tool displays a confirmation message is displayed (TCL execution successful!) and writes the required files to the directory you specified in the parameters. The HDL code is in Verilog.

   SYNCore also generates a testbench for the RAM. The testbench covers a limited set of vectors.

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You can now close the SYNCore Memory Compiler.

4. Edit the RAM files if necessary.
   - The default RAM has a no_rw_check attribute enabled. If you do not want this, edit syncore_ram.v and comment out the `define SYN_MULTI_PORT_RAM statement, or use `undef SYN_MULTI_PORT_RAM.
   - If you want to use the synchronous RAMs available in the target technology, make sure to register either the read address or the outputs.
5. Add the RAM you generated to your design.
   - Use the Add File command to add the Verilog design file that was generated and the syncore_ram.v file to your project. These files are in the directory for output files that you specified on page 1 of the wizard.
   - Use a text editor to open the instantiation_file.vin template file, which is located in the same directory. Copy the lines that define the memory, and paste them into your top-level module. The following figure shows a template file (in red text) inserted into a top-level module.

```
module top (

input ClkA,
input [7:0] AddrA,
input [15:0] DataInA,
input WrEnA,

output [15:0] DataOutA

);

myram2 <InstanceName> (
.PortAClk(PortAClk)
, .PortAAddr(PortAAddr)
, .PortADataIn(PortADataIn)
, .PortAWriteEnable(PortAWriteEnable)
, .PortADataOut(PortADataOut)
);

endmodule
```

template

– Edit the template port connections so that they agree with the port definitions in the top-level module as shown in the example below. You can also assign a unique name to each instantiation.

```
module top (

input ClkA,
input [7:0] AddrA,
input [15:0] DataInA,
input WrEnA,

output [15:0] DataOutA

);


myram2 decoderram(
.PortAClk(ClkA)
, .PortAAddr(AddrA)
, .PortADataIn(DataInA)
, .PortAWriteEnable(WrEnA)
, .PortADataOut(DataOutA)
);

endmodule
```

Specifying Parameters for Single-Port RAM

To create a single-port RAM with the SYNCore Memory Compiler, you need to specify a single read/write address (single port) and a single clock. You only need to configure Port A. The following procedure lists what you need to specify. For descriptions of each parameter, refer to *SYNCore RAM Wizard*, on page 264 in the *Reference Manual*.

1. Start the SYNCore RAM wizard, as described in *Specifying RAMs with SYNCore*, on page 874.

2. Do the following on page 1 of the RAM wizard:

   – In Component Name, specify a name for the memory. Do not use spaces.

   – In Directory, specify a directory where you want the output files to be written. Do not use spaces.

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- In Filename, specify a name for the Verilog file that will be generated with the RAM specifications. Do not use spaces.
- Enter data and address widths.
- Enable Single Port, to specify that you want to generate a single-port RAM. This automatically enables Single Clock.
- Click Next. The wizard opens another page where you can set parameters for Port A.

The RAM symbol dynamically updates to reflect the parameters you set.

3. Do the following on page 2 of the RAM wizard:
   - Set Use Write Enable to the setting you want.
   - Set Register Read Address to the setting you want.
   - Set Synchronous Reset to the setting you want. Register Outputs is always enabled
   - Specify the read access you require for the RAM.

   You can now generate the RAM by clicking Generate, as described in *Specifying RAMs with SYNCore*, on page 874. You do not need to specify any parameters on page 3, as this is a single-port RAM and you do not need to specify Port B. All output files are in the directory you specified on the first page of the wizard.

   For details about setting dual-port RAM parameters, see *Specifying Parameters for Dual-Port RAM*, on page 878. For read/write timing diagrams, see *Read/Write Timing Sequences*, on page 675 of the *Reference Manual*.

Specifying Parameters for Dual-Port RAM

The following procedure shows you how to set parameters for dual-port memory in the SYNCore wizard. Dual-port RAMs are only supported for some technologies. For information about generating single-port RAMs, see *Specifying Parameters for Single-Port RAM*, on page 877. It shows you how to generate these common RAM configurations:

- One read access and one write access
- Two read accesses and one write access
- Two read accesses and two write accesses

For the corresponding read/write timing diagrams, see *Read/Write Timing Sequences*, on page 675 of the *Reference Manual*.

1. Start the SYNCore RAM wizard, as described in *Generating IP with SYNCore*, on page 868.

2. Do the following on page 1 of the RAM wizard:
   - In Component Name, specify a name for the memory. Do not use spaces.
   - In Directory, specify a directory where you want the output files to be written. Do not use spaces.
   - In Filename, specify a name for the Verilog file that will be generated with the RAM specifications. Do not use spaces.
   - Enter data and address widths.
   - Enable Dual Port, to specify that you want to generate a dual-port RAM.
   - Specify the clocks.

For a single clock...	Enable Single Clock.
For separate clocks for each of the ports...	Enable Separate Clocks For Each Port.

   - Click Next. The wizard opens another page where you can set parameters for Port A.

3. Do the following on page 2 of the RAM wizard to specify settings for Port A:
   - Set parameters according to the kind of memory you want to generate:

One read & one write	Enable Read Only Access.
Two reads & one write	Enable Read and Write Access. Specify a setting for Use Write Enable.
Two reads & two writes	Enable Read and Write Access. Specify a setting for Use Write Enable. Specify a read access option for Port A.

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- Specify a setting for Register Read Address.
- Set Synchronous Reset to the setting you want. Register Outputs is always enabled.
- Click Next. The wizard opens another page where you can set parameters for Port B. The page and the parameters are identical to the previous page, except that the settings are for Port B instead of Port A.

4. Specify the settings for Port B on page 3 of the wizard according to the kind of memory you want to generate:

One read & one write	Enable Write Only Access. Set Use Write Enable to the setting you want.
Two reads & one write	Enable Read Only Access. Specify a setting for Register Read Address.
Two reads & two writes	Enable Read and Write Access. Specify a setting for Use Write Enable. Specify a setting for Register Read Address. Set Synchronous Reset to the setting you want. Note that Register Outputs is always enabled. Select a read access option for Port B.

The RAM symbol on the left reflects the parameters you set. All output files are written to the directory you specified on the first page of the wizard.

You can now generate the RAM by clicking Generate, as described in *Generating IP with SYNCore*, on page 868, and add it to your design.

Specifying Byte-Enable RAMs with SYNCore

The SYNCore IP wizard helps you generate SystemVerilog code for your byte-enable RAM implementation requirements. The following procedure shows you how to generate SystemVerilog code for a byte-enable RAM using the SYNCore IP wizard.

Note: The SYNCore byte-enable RAM model uses SystemVerilog. When adding a byte-enable RAM to your design, be sure to enable the System Verilog check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std sysv statement in your project file to prevent a syntax error.

---

1. Start the wizard.
   - From the FPGA synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

   - In the window that opens, select byte_en_ram_model and click Ok to open the first page (page1) of the wizard.

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2. Specify the parameters you need in the wizard. For details about the parameters, see *Specifying Byte-Enable RAM Parameters*, on page 885. The BYTE ENABLE RAM symbol on the left reflects any parameters you set.

3. After you have specified all the parameters you need, click the Generate button in the lower left corner. The tool displays a confirmation message (TCL execution successful!) and writes the required files to the directory you specified on page 1 of the wizard. The HDL code is in SystemVerilog.

   SYNCore also generates a test bench for the byte-enable RAM component. The test bench covers a limited set of vectors. You can now close the SYNCore byte-enable RAM compiler.

4. Edit the generated files for the byte-enable RAM component if necessary.

5. Add the byte-enable RAM that you generated to your design.

   – On the Verilog tab of the Implementation Options dialog box, make sure that SystemVerilog is enabled.

– Use the Add File command to add the Verilog design file that was generated (the filename entered on page 1 of the wizard) and the syncore_*.v file to your project. These files are in the directory for output files that you specified on page 1 of the wizard.

– Use a text editor to open the instantiation_file.vin template file. This file is located in the same output files directory. Copy the lines that define the byte-enable RAM and paste them into your top-level module.

– Edit the template port connections so that they agree with the port definitions in the top-level module; also change the instantiation name to agree with the component name entered on page 1. The following figure shows a template file inserted into a top-level module with the updated component name and port connections in red.

```
module top
   (input ClockA,
    input [3:0] AddA
    input [31:0] DataIn
    input WrEnA,
    input Reset
    output [31:0] DataOut
   )

INST_TAG

SP_RAM #
   (.ADD_WIDTH(4),
    .WE_WIDTH(2),
    .RADDR_LTNCY_A(1), // 0 - No Latency , 1 - 1 Cycle Latency
    .RDATA_LTNCY_A(1), // 0 - No Latency , 1 - 1 Cycle Latency
    .RST_TYPE_A(1), // 0 - No Reset , 1 synchronous
    .RST_RDATA_A({32{1'b1}}),
    .DATA_WIDTH(32)
   )

4x32spram
   (// Output Ports
    .RdDataA(DataIn),
    // Input  Ports
    .WrDataA(DataOut),
    .WenA(WeEnA),
    .AddrA(AddA),
    .ResetA(Reset),
    .ClkA(ClockA)
   );
```


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Port List

Port A interface signals are applicable for both single-port and dual-port configurations; Port B signals are applicable for dual-port configuration only.

Name	Type	Description
ClkA	Input	Clock input for Port A
WenA	Input	Write enable for Port A; present when Port A is in write mode
AddrA	Input	Memory access address for Port A
ResetA	Input	Reset for memory and all registers in core; present with registered read data when Reset is enabled; active low (cannot be changed)
WrDataA	Input	Write data to memory for Port A; present when Port A is in write mode
RdDataA	Output	Read data output for Port A; present when Port A is in read or read/write mode
ClkB	Input	Clock input for Port B; present in dual-port mode
WenB	Input	Write enable for Port B; present in dual-port mode when Port B is in write mode
AddrB	Input	Memory access address for Port B; present in dual-port mode
ResetB	Input	Reset for memory and all registers in core; present in dual-port mode when read data is registered and Reset is enabled; active low (cannot be changed)
WrDataB	Input	Write data to memory for Port B; present in dual-port mode when Port B is in write mode
RdDataB	Output	Read data output for Port B; present in dual-port mode when Port B is in read or read/write mode

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Specifying Byte-Enable RAM Parameters

When creating a single-port, byte-enable RAM with the SYNCore IP wizard, you must specify a single read address and a single clock; you only need to configure the Port A parameters on page 2 of the wizard.

When creating a dual-port, byte-enable RAM, you must additionally configure the Port B parameters on page 3 of the wizard.

The following procedure lists the parameters you need to specify. For descriptions of each parameter, refer to *Parameter List*, on page 682 in the reference manual.

1. Start the SYNCore byte-enable RAM wizard as described in *Specifying Byte-Enable RAMs with SYNCore*, on page 881.

2. Do the following on page 1 of the byte-enable RAM wizard:
   - Specify a name for the memory in the Component Name field; do not use spaces.
   - Specify a directory name in the Directory field where you want the output files to be written; do not use spaces.
   - Specify a name in the File Name field for the SystemVerilog file to be generated with the byte-enable RAM specifications; do not use spaces.
   - Enter a value for the address width of the byte-enable RAM; the maximum depth of memory is limited to 2^256.
   - Enter a value for the data width for the byte-enable RAM; data width values range from 2 to 256.
   - Enter a value for the write enable width; write-enable width values range from 1 to 4.
   - Select Single Port to generate a single-port, byte-enable RAM or select Dual Port to generate a dual-port, byte-enable RAM.
   - Click Next to open page 2 of the wizard.

   The Byte Enable RAM symbol dynamically updates to reflect the parameters that you set.

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3. Do the following on page 2 (configuring Port A) of the wizard:
   - Select the Port A configuration. Only Read and Write Access mode is valid for single-port configurations; this mode is selected by default.
   - Set Pipelining Address Bus and Output Data according to your application. By default, read data is registered; you can register both the address and data registers.
   - Set the Configure Reset Options. Enabling the checkbox enables the synchronous reset for read data. This option is enabled only when the read data is registered. Reset is active low and cannot be changed.
   - Configure output reset data value options under Specify output data on reset; reset data can be set to default value of all '1' s or to a user-defined decimal value. Reset data value options are disabled when the reset is not enabled for Port A.
   - Set Write Enable for Port A value; default for the write-enable level is active high.
4. If you are generating a dual-port, byte-enable RAM, set the Port B parameters on page 3 (note that the Port B parameters are only enabled when Dual Port is selected on page 1).

   The Port B parameters are identical to the Port A parameters on page 2. When using the dual-port configuration, when one port is configured for read access, the other port can only be configured for read/write access or write access.
5. Generate the byte-enable RAM by clicking Generate. Add the file to your project and edit the template file as described in *Specifying Byte-Enable RAMs with SYNCore*, on page 881. For read/write timing diagrams, see *Read/Write Timing Sequences*, on page 679 of the reference manual.

Specifying ROMs with SYNCore

The SYNCore IP wizard helps you generate Verilog code for your ROM implementation requirements. The following procedure shows you how to generate Verilog code for a ROM using the SYNCore IP wizard.

Note: The SYNCore ROM model uses Verilog 2001. When adding a ROM model to a Verilog-95 design, be sure to enable the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std v2001 statement in your project file to prevent a syntax error.

---

1. Start the wizard.
   - From the FPGA synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

   - In the window that opens, select rom_model and click Ok to open page 1 of the wizard.

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2. Specify the parameters you need in the wizard. For details about the parameters, see *Specifying ROM Parameters*, on page 891. The ROM symbol on the left reflects any parameters you set.

3. After you have specified all the parameters you need, click the Generate button in the lower left corner. The tool displays a confirmation message (TCL execution successful!) and writes the required files to the directory you specified on page 1 of the wizard. The HDL code is in Verilog.

   SYNCore also generates a testbench for the ROM. The testbench covers a limited set of vectors.

   You can now close the SYNCore ROM Compiler.

4. Edit the ROM files if necessary. If you want to use the synchronous ROMs available in the target technology, make sure to register either the read address or the outputs.

5. Add the ROM you generated to your design.

   – Use the Add File command to add the Verilog design file that was generated and the syncore_rom.v file to your project. These files are in

the directory for output files that you specified on page 1 of the wizard.

– Use a text editor to open the instantiation_file.vin template file. This file is located in the same output files directory. Copy the lines that define the ROM, and paste them into your top-level module. The following figure shows a template file (in red text) inserted into a top-level module.

```
module test_rom_style(z,a,clk,en,rst);
input clk,en,rst;
output reg [3:0] z;
input [6:0] a;

my1stROM   <InstanceName> (
   // Output Ports
   .DataA(DataA),

   // Input  Ports
   .ClkA(ClkA),
   .EnA(EnA),
   .ResetA(ResetA),
   .AddrA(AddrA)
);
```

template

– Edit the template port connections so that they agree with the port definitions in the top-level module as shown in the example below. You can also assign a unique name to each instantiation.

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```
module test_rom_style(z,a,clk,en,rst);
input clk,en,rst;
output reg [3:0] z;
input [6:0] a;

my1stROM decode_rom(
   // Output Ports
   .DataA(z),

   // Input  Ports
   .ClkA(clk),
   .EnA(en),
   .ResetA(rst),
   .AddrA(a)
);
```

Port List

PortA interface signals are applicable for both single-port and dual-port configurations; PortB signals are applicable for dual-port configuration only.

Name	Type	Description
ClkA	Input	Clock input for Port A
EnA	Input	Enable input for Port A
AddrA	Input	Read address for Port A
ResetA	Input	Reset or interface disable pin for Port A
DataA	Output	Read data output for Port A
ClkB	Input	Clock input for Port B
EnB	Input	Enable input for Port B
AddrB	Input	Read address for Port B
ResetB	Input	Reset or interface disable pin for Port B
DataB	Output	Read data output for Port B

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Specifying ROM Parameters

If you are creating a single-port ROM with the SYNCore IP wizard, you need to specify a single read address and a single clock, and you only need to configure the Port A parameters on page 2. If you are creating a dual-port ROM, you must additionally configure the Port B parameters on page 3. The following procedure lists what you need to specify. For descriptions of each parameter, refer to *SYNCore RAM Wizard*, on page 264 in the *Reference Manual*.

1. Start the SYNCore ROM wizard, as described in *Specifying ROMs with SYNCore*, on page 887.

2. Do the following on page 1 of the ROM wizard:
   - In Component Name, specify a name for the memory. Do not use spaces.
   - In Directory, specify a directory where you want the output files to be written. Do not use spaces.
   - In Filename, specify a name for the Verilog file that will be generated with the ROM specifications. Do not use spaces.
   - Enter values for Read Data width and ROM address width (minimum depth value is 2; maximum depth of the memory is limited to 2^256).
   - Select Single Port Rom to indicate that you want to generate a single-port ROM or select Dual Port Rom to generate a dual-port ROM.
   - Click Next. The wizard opens page 2 where you set parameters for Port A.

   The ROM symbol dynamically updates to reflect any parameters you set.

3. Do the following on page 2 (Configuring Port A) of the RAM wizard:
   - For synchronous ROMs, select Register address bus AddrA and/or Register output data bus DataA to register the read address and/or the outputs. Selecting either checkbox enables the Enable for Port A checkbox which is used to select the Enable level.
   - Set the Configure Reset Options. Enabling the checkbox enables the type of reset (asynchronous or synchronous) and allows an output data pattern (all 1's or a specified pattern) to be defined on page 4.

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4. If you are generating a dual-port ROM, set the port B parameters on page 3 (the page 3 parameters are only enabled when Dual Port Rom is selected on page 1).

5. On page 4, specify the location of the ROM initialization file and the data format (Hexadecimal or Binary). ROM initialization is supported using memory-coefficient files. The data format is either binary or hexadecimal with each data entry on a new line in the memory-coefficient file (specified by parameter INIT_FILE). Supported file types are `txt`, `mem`, `dat`, and `init` (recommended).

6. Generate the ROM by clicking Generate, as described in *Specifying ROMs with SYNCore*, on page 887 and add it to your design. All output files are in the directory you specified on page 1 of the wizard.

   For read/write timing diagrams, see *Read/Write Timing Sequences*, on page 675 of the *Reference Manual*.

Specifying Adder/Subtractors with SYNCore

The SYNCore IP wizard helps you generate Verilog code for your adder/subtractor implementation requirements. The following procedure shows you how to generate Verilog code for an adder/subtractor using the SYNCore IP wizard.

Note: The SYNCore adder/subtractor models use Verilog 2001. When adding an adder/subtractor model to a Verilog-95 design, be sure to enable the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std v2001 statement in your project file to prevent a syntax error.

---

1. Start the wizard.
   - From the FPGA synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

– In the window that opens, select addnsub_model and click Ok to open page1 of the wizard.

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2. Specify the parameters you need in the wizard. For details about the parameters, see *Specifying Adder/Subtractor Parameters*, on page 897. The ADDnSUB symbol on the left reflects any parameters you set.

3. After you have specified all the parameters you need, click the Generate button in the lower left corner.

   The tool displays a confirmation message (TCL execution successful!) and writes the required files to the directory you specified on page 1 of the wizard. The HDL code is in Verilog.

   The SYNCore wizard also generates a testbench for your adder/subtractor. The testbench covers a limited set of vectors. You can now close the wizard.

4. Add the adder/subtractor you generated to your design.
   - Edit the adder/subtractor files if necessary.
   - Use the Add File command to add the Verilog design file that was generated and the syncore_addnsub.v file to your project. These files are in the directory for output files that you specified on page 1 of the wizard.
   - Use a text editor to open the instantiation_file.v template file. This file is located in the same output files directory. Copy the lines that define the adder/subtractor and paste them into your top-level module. The following figure shows a template file (in red text) inserted into a top-level module.

```
module top (
   output [15 : 0] Out,
   input Clk,
   input [15 : 0] A,
   input CEA,
   input RSTA,
   input [15 : 0] B,
   input CEB,
   input RSTB,
   input CEOut,
   input RSTOut,
   input ADDnSUB,
   input CarryIn );

My_ADDnSUB <InstanceName> (
// Output Ports
   .PortOut(PortOut),
// Input  Ports
   .PortClk(PortClk),
   .PortA(PortA),
   .PortCEA(PortCEA),
   .PortRSTA(PortRSTA),
   .PortB(PortB),
   .PortCEB(PortCEB),
   .PortRSTB(PortRSTB),
   .PortCEOut(PortCEOut),
   .PortRSTOut(PortRSTOut),
   .PortADDnSUB(PortADDnSUB),
   .PortCarryIn(PortCarryIn) );

endmodule
```

template

– Edit the template port connections so that they agree with the port definitions in the top-level module as shown in the example below. You can also assign a unique name to each instantiation.

```
module top (
   output [15 : 0] Out,
   input Clk,
   input [15 : 0] A,
   input CEA,
   input RSTA,
   input [15 : 0] B,
   input CEB,
```


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```
    input RSTB,
    input CEOut,
    input RSTOut,
    input ADDnSUB,
    input CarryIn );

My_ADDnSUB ADDnSUB_inst (
// Output Ports
    .PortOut(Out),
// Input  Ports
    .PortClk(Clk),
    .PortA(A),
    .PortCEA(CEA),
    .PortRSTA(RSTA),
    .PortB(B),
    .PortCEB(CEB),
    .PortRSTB(RSTB),
    .PortCEOut(CEOut),
    .PortRSTOut(RSTOut),
    .PortADDnSUB(ADDnSUB),
    .PortCarryIn(CarryIn) );
endmodule
```

Port List

The following table lists the port assignments for all possible configurations; the third column specifies the conditions under which the port is available.

Port Name	Description	Required/Optional
PortA	Data input for adder/subtractor Parameterized width and pipeline stages	Always present
PortB	Data input for adder/subtractor Parameterized width and pipeline stages	Not present if adder/subtractor is configured as a constant adder/subtractor
PortClk	Primary clock input; clocks all registers in the unit	Always present
PortRstA	Reset input for port A pipeline registers (active high)	Not present if pipeline stage for port A is 0

Port Name	Description	Required/Optional
PortRstB	Reset input for port B pipeline registers (active high)	Not present if pipeline stage for port B is 0 or for constant adder/subtractor
PortADDnSUB	Selection port for dynamic operation	Not present if adder/subtractor configured as standalone adder or subtractor
PortRstOut	Reset input for output register (active high)	Not present if output pipeline stage is 0
PortCEA	Clock enable for port A pipeline registers (active high)	Not present if pipeline stage for port A is 0
PortCEB	Clock enable for port B pipeline registers (active high)	Not present if pipeline stage for port B is 0 or for constant adder/subtractor
PortCarryIn	Carry input for adder/subtractor	Always present
PortCEOut	Clock enable for output register (active high)	Not present if output pipeline stage is 0
PortOut	Data output	Always present

Specifying Adder/Subtractor Parameters

The SYNCore adder/subtractor can be configured as any of the following:

- Adder
- Subtractor
- Dynamic Adder/Subtractor

If you are creating a constant input adder, subtractor, or a dynamic adder/subtractor with the SYNCore IP wizard, you must select Constant Value Input and specify a value for port B in the Constant Value/Port B Width field on page 2 of the parameters. The following procedure lists the parameters you need to define when generating an adder/subtractor. For descriptions of each parameter, see *SYNCore Adder/Subtractor Wizard*, on page 275 in the *Reference Manual*.

1. Start the SYNCore adder/subtractor wizard as described in *Specifying Adder/Subtractors with SYNCore*, on page 892.

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2. Enter the following on page 1 of the wizard:
   - In the Component Name field, specify a name for your adder/subtractor. Do not use spaces.
   - In the Directory field, specify a directory where you want the output files to be written. Do not use spaces.
   - In the Filename field, specify a name for the Verilog file that will be generated with the adder/subtractor definitions. Do not use spaces.
   - Select the appropriate configuration in Configure the Mode of Operation.
3. Click Next. The wizard opens page 2 where you set parameters for port A and port B.
4. Configure Port A and B.
   - In the Configure Port A section, enter a value in the Port A Width field.
   - If you are defining a synchronous adder/subtractor, check Register Input A and then check Clock Enable for Register A and/or Reset for Register A.
   - To configure port B as a constant port, go to the Configure Port B section and check Constant Value Input. Enter the constant value in the Constant Value/Port B Width field.
   - To configure port B as a dynamic port, go to the Configure Port B section and check Enable Port B and enter the port width in the Constant Value/Port B Width field.
   - To define a synchronous adder/subtractor, check Register Input B and then check Clock Enable for Register B and/or Reset for Register B.
5. In the Configure Output Port section:
   - Enter a value in the Output port Width field.
   - If you are registering the output port, check Register output Port.
   - If you are defining a synchronous adder/subtractor check Clock Enable for Register PortOut and/or Reset for Register PortOut.
6. In the Configure Reset type for all Reset Signal section, click Synchronous Reset or Asynchronous Reset as appropriate.

   As you enter the page 2 parameters, the ADDnSUB symbol dynamically updates to reflect the parameters you set.

7. Generate the adder/subtractor by clicking the Generate button as described in *Specifying Adder/Subtractors with SYNCore*, on page 892 and add it to your design. All output files are in the directory you specified on page 1 of the wizard.

Specifying Counters with SYNCore

The SYNCore IP wizard helps you generate Verilog code for your counter implementation requirements. The following procedure shows you how to generate Verilog code for a counter using the SYNCore IP wizard.

Note: The SYNCore counter model use Verilog 2001. When adding a counter model to a Verilog-95 design, be sure to enable the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box or include a set_option -vlog_std v2001 statement in your project file to prevent a syntax error.

---

1. Start the wizard.
   - From the FPGA synthesis tool GUI, select Run->Launch SYNCore or click the Launch SYNCore icon to start the SYNCore IP wizard.

   - In the window that opens, select counter_model and click Ok to open page1 of the wizard.

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2. Specify the parameters you need in the wizard. For details about the parameters, see *Specifying Counter Parameters*, on page 903. The COUNTER symbol on the left reflects any parameters you set.

3. After you have specified all the parameters you need, click the Generate button in the lower left corner.

   The tool displays a confirmation message (TCL execution successful!) and writes the required files to the directory you specified on page 1 of the wizard. The HDL code is in Verilog.

   The SYNCore wizard also generates a testbench for your counter. The testbench covers a limited set of vectors. You can now close the wizard.

4. Add the counter you generated to your design.
   - Edit the counter files if necessary.
   - Use the Add File command to add the Verilog design file that was generated and the syncore_addnsub.v file to your project. These files are in the directory for output files that you specified on page 1 of the wizard.

– Use a text editor to open the instantiation_file.v template file. This file is located in the same output files directory. Copy the lines that define the counter and paste them into your top-level module. The following figure shows a template file (in red text) inserted into a top-level module.

```
module counter #(
   parameter COUNT_WIDTH = 5,
   parameter STEP = 2,
   parameter RESET_TYPE = 0,
   parameter LOAD = 2,
   parameter MODE = "Dynamic" )

(
// Output Ports
      output wire [WIDTH-1:0] Count,
// Input Ports
      input wire Clock,
      input wire Reset,
      input wire Up_Down,
      input wire Load,
      input wire [WIDTH-1:0] LoadValue,
      input wire Enable );

SynCoreCounter #(
   .COUNT_WIDTH(COUNT_WIDTH),
   .STEP(STEP),
   .RESET_TYPE(RESET_TYPE),
   .LOAD(LOAD),
   .MODE(MODE) )

SynCoreCounter_ins1 (
   .PortCount(PortCount),
   .PortClk(PortClk),
   .PortRST(PortRST),
   .PortUp_nDown(PortUp_nDown),
   .PortLoad(PortLoad),
   .PortLoadValue(PortLoadValue),
   .PortCE(PortCE) );

endmodule
```

template

Edit the template port connections so that they agree with the port definitions in the top-level module as shown in the example below. You can also assign a unique name to each instantiation.

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```
module counter #(
   parameter COUNT_WIDTH = 5,
   parameter STEP = 2,
   parameter RESET_TYPE = 0,
   parameter LOAD = 2,
   parameter MODE = "Dynamic" )

(
// Output Ports
      output wire [WIDTH-1:0] Count,
// Input Ports
      input wire Clock,
      input wire Reset,
      input wire Up_Down,
      input wire Load,
      input wire [WIDTH-1:0] LoadValue,
      input wire Enable );

SynCoreCounter #(
   .COUNT_WIDTH(COUNT_WIDTH),
   .STEP(STEP),
   .RESET_TYPE(RESET_TYPE),
   .LOAD(LOAD),
   .MODE(MODE) )

SynCoreCounter_ins1 (
   .PortCount(PortCount),
   .PortClk(Clock),
   .PortRST(Reset),
   .PortUp_nDown(Up_Down),
   .PortLoad(Load),
   .PortLoadValue(LoadValue),
   .PortCE(Enable) );

endmodule
```

Port List

The following table lists the port assignments for all possible configurations; the third column specifies the conditions under which the port is available.

Port Name	Description	Required/Optional
PortCE	Count Enable input pin with size one (active high)	Always present
PortClk	Primary clock input	Always present
PortLoad	Load Enable input which loads the counter (active high).	Not present for parameter LOAD=0
PortLoadValue	Load value primary input (active high)	Not present for parameter LOAD=0 and LOAD=1
PortRST	Reset input which resets the counter (active high)	Always present
PortUp_nDown	Primary input which determines the counter mode. 0 = Up counter 1 = Down counter	Present only for MODE="Dynamic"
PortCount	Counter primary output	Always present

Specifying Counter Parameters

The SYNCore counter can be configured for any of the following functions:

- Up Counter
- Down Counter
- Dynamic Up/Down Counter

The counter core can have a constant or variable input load or no load value. If you are creating a constant-load counter, you will need to select Enable Load and Load Constant Value on page 2 of the wizard. If you are creating a variable-load counter, you will need to select Enable Load and Use Variable Port Load on page 2. The following procedure lists the parameters you need to define when generating a counter. For descriptions of each parameter, see *SYNCore Counter Wizard*, on page 279 of the *Reference Manual*.

1. Start the SYNCore counter wizard, as described in *Specifying Counters with SYNCore*, on page 899.
2. Enter the following on page 1 of the wizard:

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- In the Component Name field, specify a name for your counter. Do not use spaces.
- In the Directory field, specify a directory where you want the output files to be written. Do not use spaces.
- In the Filename field, specify a name for the Verilog file that will be generated with the counter definitions. Do not use spaces.
- Enter the width and depth of the counter in the Configure the Counter Parameters section.
- Select the appropriate configuration in the Configure the Mode of Counter section.

3. Click Next. The wizard opens page 2 where you set parameters for PortLoad and PortLoadValue.
   - Select Enable Load option and the required load option in Configure Load Value section.
   - Select the required reset type in the Configure Reset type section.

   The COUNTER symbol dynamically updates to reflect the parameters you set.

4. Generate the counter core by clicking Generate button. All output files are written to the directory you specified on page1 of the wizard.

Working with Synenc-encrypted IP

Synenc-encrypted IP is accepted as input by Synplify Premier when the tool is running on a Linux platform. This capability allows Synopsys-encrypted RTL cores, configured and generated using the Synopsys coreTools, to be synthesized by Synplify Premier. The capability is extended to include DesignWare library macrocells; a Synopsys DesignWare license is required when the synenc-encrypted cores are generated. Proprietary RTL cores encrypted using the Synopsys coreTools are also supported. Note that the synenc-encrypted data cannot include any "licensed" components.

When importing a Synplify project containing synenc-encrypted DesignWare cores created with the coreConsultant, the files listed in the project are in their correct order. This project file is then inserted into Synplify Premier as a subproject using the project -insert command.

When working with existing synenc-encoded source files without going back to the coreConsultant to create a project file, the core files can be added directly to a Synplify Premier project. When adding files manually, the order of files is critical. To ensure proper file order, either:

- use the original `lst` file from coreConsultant to setup your project. The `lst` file gives the proper order of files. The normal path to the `lst` file is:

  ip_core_name/**src**/*ip_core_name*.**lst**

- if the `lst` file is unavailable, make sure that the params and constants files for each core are listed first and make sure that the undef file for the core appears last.

When the core files are not in the correct order, the Synplify compiler errors out complaining about unknown macros.

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The Synopsys FPGA IP Encryption Flow

The Synopsys FPGA IP encryption flow is a design flow that encourages interoperability while protecting IP implementations using encryption/decryption technology licensed from RSA Securities. This flow offers the following advantages: interoperability, protection of IP, reuse of IP, and a standard flow for IP encryption. Synopsys has donated this scheme to VSIA (OpenIP) and it is in the process of being made into a standard.

See the following:

- Overview of the Synopsys FPGA IP Flow, on page 906
- Encryption and Decryption, on page 907

Overview of the Synopsys FPGA IP Flow

The complete flow for protecting IP requires a partnership between the IP vendor, Synopsys, and the silicon vendor, as illustrated in the following figure. However, depending on the level of agreement between Synopsys and the silicon vendor downstream, the re-encryption of IP after synthesis can vary from the ideal flow shown in the figure.

For further details of the hand-offs between vendors and how encryption and decryption are handled, see *Encryption and Decryption*, on page 907.

Encryption and Decryption

There are two major classes of encryption/decryption algorithms: symmetric, and asymmetric (see *Encryption and Decryption Methodologies*, on page 708 in the *Reference Manual* for details). Each has its own advantages and disadvantages. The approach for the Synopsys FPGA IP flow is a hybrid scheme that uses both asymmetric and symmetric encryption to leverage the strengths of each scheme. The methodology described here can also be used for other design handoffs. For example, for a handoff from synthesis to place-and-route, the synthesis tool would be in the upstream position occupied by the IP vendor in this flow, and the FPGA vendor would be in the downstream position occupied by the synthesis tool.

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The following figure illustrates the steps in this encryption/decryption methodology, showing the handoff from an IP vendor to a Synopsys FPGA synthesis tool.

The following describes each of the phases shown in the figure. Note that Synopsys provides the encryptIP script (*The encryptIP Script*, on page 706 in the *Reference Manual*) to simplify and automate the process of encrypting data for the IP vendor.

Data Encryption - Step 1

The IP vendor encrypts the IP data using their own symmetric key. This key is called the *data key*. The result of encoding is a *data block*. Using symmetric encryption offers two advantages to the IP vendor: fast data encryption because it is symmetric encryption, and freedom to use any symmetric scheme they choose.

Symmetric Encryption/Decryption with One Key

Data Key Encryption - Step 2

Next, the IP vendor encrypts the data key used to encode the IP block, and generates a *key block*. For this operation, the vendor uses RSA asymmetric encryption and the public key provided by Synopsys.

Asymmetric Encryption/Decryption with Public and Private Keys

Asymmetric encryption offers the following advantages:

- Although asymmetric encryption is compute-intensive, the data key itself is small, so this will not be time-intensive.
- The IP vendor can use public keys from different vendors to encrypt the same block for different EDA vendors. This ensures that IP consistency is maintained, because there is no need for multiple copies.
- Only the public key from the downstream vendor needs to be passed to the IP vendor.

Bundling of Encrypted Data Block and Data Key - Step 3

The IP vendor bundles the encrypted data block with the key block into one file for handoff to the EDA vendor. Note that this methodology allows the IP vendor to create just one version of the IP which includes the key blocks for all the downstream vendors it supports; for example, a synthesis tool and a simulation tool. Also, this approach eliminates the need to securely transmit the symmetric key, because this is included in the file. Security is maintained because the key and the data are encrypted.

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In the figure, this is the point at which the IP vendor hands off the IP to the synthesis tool.

Data Key Decryption - Step 4

Decryption is a two-stage process. The first step is to decrypt the symmetric data key from the IP vendor, which was encrypted using the asymmetric public key provided. To decode this, you use the private key counterpart to the public key and extract the data key.

Data Decryption - Step 5

The second step is to use the extracted data key to access the IP data. As the data key is the original symmetric key used to encode the IP, the process is quick. The synthesis tools can now synthesize the unencrypted IP.

After synthesis, the IP can be re-encrypted if the vendor has adopted the Synopsys methodology. See *Output Methods for encryptIP*, on page 710 in the *Reference Manual* for a description of the choices available.

Re-Encryption in the Synopsys FPGA IP Flow

Re-encryption of the synthesized IP for FPGA vendors downstream requires that the FPGA vendor supply Synopsys with a public key. If such an agreement is not in place, the IP is treated as a black box. Accordingly, you can either have an IP flow that outputs regular netlists with black boxes, or one that outputs encrypted netlists.

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Working with Encrypted IP

The Synopsys FPGA IP encryption approach used by Synplify Pro and Premier follows the OpenIP scheme that Synopsys donated to VSIA and which has now been submitted to the IEEE (*The Synopsys FPGA IP Encryption Flow*, on page 906). With this approach, the IP vendor can encrypt and control distribution of the IP from their own website. The synthesis user will have access from the synthesis tool to IP that the vendor makes available for download and evaluation within a synthesis design.

The following describe how to encrypt and package your IP for evaluation if you are an IP vendor, and how to access and evaluate available IP, if you are an end-user.

- Encrypting Your IP, on page 911
- Preparing the IP Package, on page 916

Encrypting Your IP

IP vendors can use the Synopsys FPGA IP scheme to provide IP for synthesis users to evaluate and use. You can encrypt your IP. The Synopsys FPGA IP scheme uses a two-stage encryption process:

- First, you encrypt your IP files using a symmetric encryption algorithm and your own session or data key. This creates an encrypted data block. Initially, this session key may be dictated by the FPGA vendor. In the future and in the Synopsys FPGA IP standard, any key may be used.
- Next, you encrypt the session key for the encrypted data block using an asymmetric algorithm and the Synopsys public key. Synplify currently supports RSA encryption.

Synopsys provides a script that simplifies this process. See the following procedure for details about using it.

Preparing and Encrypting Your IP

To prepare and encrypt your IP, do the following:

1. Gather your RTL files.

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You only encrypt the RTL. You can encrypt any number of Verilog and VHDL (or mixed) RTL files to form your encrypted IP, and each file may be encrypted in whole.

2. Determine your file setup for each IP.
   - Create a single set of files for the IP (for use with all supported FPGAs), if your IP has no vendor-specific or vendor-optimized content, and the output method is supported by all intended consumers (blackbox or plaintext).
   - Create multiple versions of your protected IP if you have specific FPGA vendors or specific FPGA vendor families; if you are using FPGA device family specific RTL like architecture-specific instantiations; or if you optimized your RTL or constraints for use with a specific FPGA vendor device family or FPGA vendor.
3. Encrypt the files with the encryptIP script. as described in *Encrypting IP with the encryptIP Script*, on page 912.
4. Package your IP, as described in *Preparing the IP Package*, on page 916.
5. Verify that your IP works with the synthesis tools by going through the procedure the user would use.
   - For system-level IP, run it through System Designer™ and ensure bus-model compatibility between your IP and any other IP to which it interfaces. See the System Designer documentation for details on using this tool.
   - Start the synthesis tool and load the IP with the Import IP->Import IP Package command. You may load your IP into an existing Synplify project.
   - Run synthesis.

Encrypting IP with the encryptIP Script

The following procedure shows you how to encrypt your data with the encryptIP script. The encryptIP script automates the two-stage encryption process proposed in the Synopsys FPGA IP scheme (*The Synopsys FPGA IP Encryption Flow*, on page 906).

- First, it encrypts your IP files using a symmetric encryption algorithm and your own session or data key. This creates an encrypted data block.

- Next, it encrypts the session key for the encrypted data block using an asymmetric algorithm and the Synopsys public key. Synplify currently supports RSA encryption.

1. Install the encryptIP Perl script.
   - You can download the encryptIP Perl script from SolvNet. See the article published at:

     https://solvnet.synopsys.com/retrieve/032343.html
   - Install Perl on your machine. You cannot run the script if you do not have Perl installed.
2. Make sure that the encryptip script specifies the decryption key and the matching key length:
   - Specify the symmetric data decryption key with the -k option. Optionally, you can also specify a symmetric encryption key in hexadecimal format with the -kx option.
   - Make sure you specify the right key length for the encryption algorithm with the -c option. For example, TEST1234 becomes a 64-bit key, so you specify the des-cbc algorithm.

   See *Syntax for Running encryptIP*, on page 706 in the *Reference Manual* for full details of the encryptip syntax.
3. Make sure you specify the appropriate output method (-om) when you run the script.

   This is important because the output method (-om) determines what is encrypted to the user. When the example above is synthesized, the user can view the output netlist because the output method specified is plain-text, which means that the synthesis output netlist includes the IP netlist in an unencrypted and readable form. See *Specifying the Output Method for encryptIP*, on page 914 for more information.

   The script encrypts the IP with the standard symmetric encryption algorithm you specified, and produces a data_block. The data key used for encrypting the HDL is then encrypted with an asymmetric algorithm and the Synopsys public key, and produces a key_block. The data_block and the key_block are put together with the appropriate pragmas for the flow being used, and the script creates an encrypted HDL file. For a detailed figure, see *Encryption and Decryption*, on page 907.

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All other output files from synthesis (like `srm`, `srd`, and `srs` files) are encrypted using the same encryption method specified for the input to synthesis. Output constraints are not encrypted.

4. Run the encryptIP script on each RTL file you want to encrypt.

   The following example encrypts the Verilog plain_ip.v file into an encrypted file called protected_ip.v, using AES128-cbc encryption. The session key is MY_AES_SAMPLEKEY. See *Syntax for Running encryptIP*, on page 706 in the *Reference Manual* for details about the syntax and required parameters.

```
perl encryptIP -in plain_ip.v -out protected_ip.v -c aes128-cbc
   -k MY_AES_SAMPLEKEY -bd 16OCT2007 -om plaintext -v
```

5. Check the encrypted RTL file to make sure that there is only one key block present.

Specifying the Output Method for encryptIP

You can control access to the IP by setting the appropriate output method. You specify the output method using the -om parameter, as described in *Syntax for Running encryptIP*, on page 706 in the *Reference Manual*.

The output method mainly affects the output netlist. The following are guidelines for setting the output method for the encryptIP script, and detail the effects of different settings:

1. Set -om to persistent_key in the following cases:
   - If you are working with a Lattice non-CPLD technology
   - If you have an agreement in place with Synopsys and want the output netlist to be encrypted
2. Set -om to plaintext in the following cases:
   - If you want to allow the IP to be incorporated in a physical synthesis or logic synthesis design

     For physical synthesis, the Synplify Premier tool runs global placement and logic synthesis simultaneously. To place the IP and its contents, the tool must be allowed to access and optimize it. Setting the output method to plaintext allows the tool to synthesize, run gate-level simulations, place and route, and implement an FPGA (that includes the IP) on a board.

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- If you want the IP to be freely optimized by the synthesis tools

  Although IP cores are already optimized, the synthesis tools can effect additional optimizations based on the design context in which it will be used. When the synthesis tool is allowed to optimize the IP, it can prune away IP logic that is unused or unnecessary in the current design context. Or take the case where the output of an instantiated IP core is timing-critical because it drives hundreds of user loads. If the synthesis tool can freely optimize, it can replicate sources within the core and fix the problem.

3. To let the IP be incorporated in a logic synthesis design, set -om to plaintext or blackbox.

   Setting the output method to plaintext allows the tool to synthesize, run gate-level simulations, place and route, and implement an FPGA (that includes the IP) on a board. Setting the output method to blackbox does not allow the tool to run gate-level simulations or place and route the IP, because it only uses the port and connectivity information.

4. If you have set -om to plaintext and you want to specify individual cores as white boxes, set the syn_macro directive to 1 on the view for the IP.

   Note that you must set this on the view, not the instance. When this is set, the tool treats the IP as a white box and only uses the timing and connection information from the IP. The synthesis tool maintains the IP boundary and only trims unused logic inside the IP.

5. During synthesis, the IP contents appear as a black box in RTL, Technology, and Physical Analyst views, regardless of the output method selected.

   Even if you specify -om plaintext, you cannot push down into an IP in an RTL, Technology, or Physical Analyst view.

6. After synthesis, the output method affects the results in the following ways:

   - Output constraints for an IP are in the standard Synopsys format and are not encrypted.
   - The output method affects the contents of the output netlist and its format. This table summarizes the encryptIP behavior with different output methods.

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Method (-om)	Output Netlist After Synthesis
blackbox	The output netlist contains the IP interface only, and no IP contents. It only includes IP ports and connections. The IPs are treated as black boxes, and there are no nets or instances shown inside the IP. This applies to all the netlist formats generated for different vendors, whether it is HDL (`vm` or `vhm`), EDIF (`edf` or `edn`), or `vqm`.
plaintext	The output netlist contains your unencrypted IP, which is completely readable. Nothing is encrypted.
persistent_key	The output netlist includes encrypted versions of the IP. For Lattice designs, the tool generates one output netlist (EDIF or HDL) that includes the encrypted IP blocks. The netlist is readable, except for the IP block sections, which are encrypted.

Preparing the IP Package

Do the following to package your IP and make it accessible from the synthesis tools:

1. Collect the files for the package.
   - Encrypt the files you need, as described in *Encrypting Your IP*, on page 911.
   - Make sure your package includes the files listed in *IP Package File List*, on page 918.
   - Structure the files as described in *Suggested Directory Structure*, on page 918.
2. For IP-XACT models for use with System Designer (see *Providing System-Level Models for the IP*, on page 920), make sure of the following:
   - At a minimum, include a top-level `xml` file that specifies the complete component, vendor, library, name, and component version (VLNV). This file references library components that are described in other files in the directory tree using relative paths.
   - If you want to allow System Designer to generate HDL files for the IP for later synthesis, include the Verilog/VHDL files for the IP in the package. This allows the core to be evaluated using a synthesis flow.

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- If you do not want to allow System Designer to generate HDL files for synthesis, do not include the Verilog/VHDL files in the package. The System Designer tool creates a top-level netlist and corresponding wrappers and generates an error message for the missing files. This method allows the core to be tested for compatibility with the rest of the system, but it will not be an evaluation with complete synthesis.

The IP-XACT models consist of a library of your system-level components, including bus definitions. When System Designer reads this library, the various components like specific timers, buses, and CPUs, appear in the library window for the user to drag and drop and instantiate, as they assemble a design from the components. See the System Designer documentation for details.

3. If your IP package is intended for synthesis only, without subsystem assembly, create a compressed package for download, using one of these methods:
   - Create a compressed tarball (.tar.gz), which is a tar archive compressed with the gzip utility, using one of these commands:

     ```
     tar cf -fileList | gzip -c > compressed-tarball
     gtar -cf compressed-tarball fileList
     ```

     Preserve the directory structure when you run gzip.
   - Create a zip file (`zip`) by running WinZip. WinZip archives and preserves your directory hierarchy.
4. If your IP package is intended to be a subsystem that will be assembled by System Designer, create a compressed tarball (.tar.gz) using one of these commands:

   ```
   tar cf -fileList | gzip -c > compressed-tarball
   gtar -cf compressed-tarball fileList
   ```

   Preserve the directory structure when you run gzip.
5. Post the packaged IP on your website for downloading.

   The user generally untars or unzips the IP package into a top-level directory after downloading it. The synthesis tools can then read the contents of the directory.
6. Supply Synopsys with the following:
   - The URL for the download package.

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– Vendor and advertising information you wish to display on the Synopsys website. See *Supplying Vendor Information*, on page 920 for details.

IP Package File List

Your IP package should contain the following files:

Files	Description
`ipinfo. txt`	Text file that lists the name of the IP, the version, restrictions for use, support contact information, and an email alias to request a licence for the full RTL for your IP.
Documentation, preferably a PDF	Documents the IP, and includes detailed information about usage restrictions like vendor, device family, etc.
Readme	An optional text file that contains instructions on use of the IP for assembly and/or synthesis, and hints on how to use it correctly.
Encrypted HDL or EDIF	Protected RTL for the IP, created using the Synopsys encryptIP script. See the documentation for details.
SDC constraints	Unencrypted design constraints for the IP. You need only maintain a single file for both the Synopsys synthesis tools, as the Synplify Pro software ignores any constraints that are specific to Synplify Premier.
SPIRIT IP-XACT v1.2 models	System-level models for your IP. This allows the synthesis tools to include your IP in a system-level design by stitching the IP together using bus architectures.

Suggested Directory Structure

Follow these recommendations when you structure the IP package:

- If you include a Synopsys `prj` project file or an `xml` file for use in System Designer, make sure to use relative paths from the `prj` or `xml` directory to refer to other files like the Verilog or VHDL files.
- Always use relative paths to reference a file.
- Always preserve directory structure when you run gzip.
- You can place IP-XACT `xml` files in the top-level directory or in a common subdirectory. You can have multiple files or a single file for the sam component or variants of a component. However, it is preferred that you

keep all IP-XACT components that are in one library at the same directory level, even if it is many levels deep in the directory hierarchy.

- For packaging, System Designer treats IP-XACT bus definitions just like IP core components. So, place each bus definition in its own separate sub-hierarchy, parallel to the sub-hierarchies of your other system-level components. This makes it easy for the user to see if the component library includes the necessary bus definitions, and to load just the bus definition files into System Designer.

The following example shows the structure of a Leon2 processor, which is included with the System Designer installation. Note that although components are placed deep in the hierarchy, they are all at the same depth. Common files are in the common subdirectory, at the same level as the components. Bus definitions are at the same depth, in a parallel directory.

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Providing System-Level Models for the IP

If you have system-level IP like microprocessors and peripherals, you can additionally provide system-level models for your protected IP. This allows users to assemble your IP as part of a subsystem, using the Synplify Pro and Synplify Premier system-level assembly tool, System Designer.

This tool reads IP-XACT models (an XML schema) as defined by the SPIRIT Consortium (www.spiritconsortium.org). The initial release of System Designer will be Spirit v1.2 compliant with an expectation that version 1.4 will be supported in 2008.

Supplying Vendor Information

To make your IP accessible for downloads and evaluation from the Synopsys synthesis tools, you must supply Synopsys with some vendor information as well as information for each of the cores or IPs to be used.

1. Supply Synopsys with the following general information to advertise your company and IP on the Synopsys website:

IP vendor name and logo	Your vendor name and logo for display.
Optional IP description	Short paragraph describing the IP and key features.
Email alias	Synopsys sends leads to this alias when evaluation cores are requested on the Synopsys IP website.
Website URL	Unique URL for accessing IP. After the user has filled out lead information on the website, the Synopsys tool directs the user to this URL to download the IP. The lead form on your website can be pre-filled by prior arrangement with Synopsys Marketing.

2. Supply Synopsys with the following information about each core or IP to be used:

IP name	Name of the IP.
IP short description	Sentence describing the IP, which is displayed in the summary view on the Synopsys website.
IP paragraph description	More detailed description of the IP, covering functional description and compatibility with other cores or peripherals.
Notes about usage	Any other information, like licensing requirements
Core datasheet (HTML or PDF)	Information about the characteristics, features, functions, and interfaces.
Supported FPGA vendors and devices	List of the targeted vendors and devices that the core supports.
IP-XACT compatibility information	List of the IP-XACT version number supported, the IP-XACT VLNV, and the IP-XACT VLNVs of all the bus definitions required for the core, along with a link to download each of these bus definitions.

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Using Hyper Source

Hyper source is a useful feature that lets you prototype ASIC designs that use one or more FPGAs. You can also use it to validate and debug the RTL for IP designs. See the following for more information:

- Using Hyper Source for Prototyping, on page 922
- Using Hyper Source for IP Designs, on page 922
- Threading Signals Through the Design Hierarchy of an IP, on page 923

Using Hyper Source for Prototyping

For prototyping, use hyper source to address the following issues:

- Use it to efficiently thread nets across multiple modules to the top-level design to support Time Domain Multiplexing (TDM).
- Use it to easily replace an ASIC RAM with an FPGA RAM.

Follow these guidelines to replace an ASIC RAM with an FPGA RAM:

1. Change the RTL for the RAM instantiation.
2. Add an extra clock signal to all the module interfaces.

   Hyper source reduces the number of modified RTL modules to two: one for the RAM and one for the top level.

Using Hyper Source for IP Designs

For IP designs, hyper source is useful for validating and debugging the RTL, without directly modifying the RTL. After the RTL has been fully tested with complete QoR results, use hyper source to debug. For example:

- Add some instrumentation logic that is not part of the original design, such as a cache profiler that counts cache misses or bus monitor that might count statistics about bus contention. The cache or bus might be buried deep inside the RTL; accessing the cache or the bus means ports might need to be added through several levels of hierarchy in the RTL. The instrumentation logic can be included anywhere in the design, so

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you can use hyper source and hyper connect to easily thread the necessary connections during synthesis.

- Insert other hyper sourcing inside the IP to probe, monitor, and verify correct operation of known signals within the IP.

Threading Signals Through the Design Hierarchy of an IP

Use this mechanism to thread a signal through the design hierarchy of a user IP. This signal can be threaded to a top-level port or signal. This works even if the Verilog or VHDL is compiled separately. The tool automatically adds ports and signals between the source and the connection. Otherwise, these connections must be manually added to the RTL code.

However, if you use hyper source to thread signals through an EDIF, you must use the Synplify Premier tool. You can run the software with or without Physical Synthesis, but turn on the Enhanced Optimization switch.

The following procedure describes a method for using hyper source, using the example HDL shown in *Hyper Source Example*, on page 924.

1. Define how to connect to the signal source. The following apply to this example:
   - Signal syn_hyper_source (in1) module defines the source, with a width of 1.
   - The tag name "tag_name" is the global name for the hyper source.
2. Define how to access the hyper source which drives the local signal or port. The following apply to this example:
   - Signal syn_hyper_connect (out1) module defines the connection. The signal width of 1 matches the source.
   - Tag name can be the global name or the instance path to the hyper source.
3. In this hierarchical design, note the following about hyper source:
   - Applies to the module lower_module.
   - Signal syn_hyper_source my_source(din) module is defined for the source with a width of 8.

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- The tag name of "probe_sig" must match the name used in the hyper connect block to thread the signal properly.

4. In this hierarchical design, note the following about the hyper connect:
   - Applies to the top-level module `top`, but can be any level of hierarchy.
   - Signal syn_hyper_connect connect_block (probe) module is defined for the connection with a width of 8.
   - Tag name of "probe_sig" must match the name used in the hyper source block to thread the signal properly.
5. After you run synthesis, the following message appears in the log file:

```
Available hyper_sources - for debug and ip models
HyperSrc label sub2_module.sub1_module.lower_module.probe_sig

Making connections to hyper_source modules
@N: : hyper_example.v(54) | Connected syn_hyper_connect hstdm_training_done_connect, label probe_sig
Finished RTL optimizations (Time elapsed 0h:00m:01s; Memory used current: 122MB peak: 129MB)
```

Hyper Source Example

```
/* connect to a signal you want to export example : in1*/
module syn_hyper_source(in1) /*synthesis syn_black_box=1 syn_noprune=1 */;
parameter w = 1;
parameter label = "tag_name"; /* global name of hyper_source */
input [w-1:0] in1;
endmodule

/* use to access hyper_source and drive a local signal or port example
:out1 */
module syn_hyper_connect(out1) /* synthesis syn_black_box=1 syn_noprune=1
*/;
parameter w = 1; /* width must match source */
parameter label = "tag_name"; /* global name or instance path to
hyper_source */
parameter dflt = 0;
parameter mustconnect = 1'b1;
output [w-1:0] out1;
endmodule

/* Example hierarchical design which uses hyper_source */
module lower_module (clk, dout, din1, din2, we);
output reg [7:0] dout;
input clk, we;
```

```
input [7:0] din1, din2;
wire [7:0] din;

syn_hyper_source my_source(din);
defparam my_source.label = "probe_sig";  /* to thread the signal this
tag_name must match to name used in the hyper connect block */
defparam my_source.w = 8;

always @(posedge clk)
if (we)
   dout <= din;
assign din = din1 & din2;
endmodule

module sub1_module (clk, dout, din1, din2, we);
output[7:0] dout;
input clk, we;
input [7:0] din1, din2;
lower_module lower_module (clk, dout, din1, din2, we);
endmodule

module sub2_module (clk, dout, din1, din2, we);
output [7:0] dout;
input clk, we;
input [7:0] din1, din2;
sub1_module sub1_module (clk, dout, din1, din2, we);
endmodule

module top (clk, dout, din1, din2, we, probe);
output[7:0] dout;
output [7:0] probe;
input clk, we;
input [7:0] din1, din2;

syn_hyper_connect connect_block(probe);
defparam connect_block.label = "probe_sig"; /* to thread the signal this
tag_name must match to name used in the hyper connect block */
defparam connect_block.w = 8;

sub2_module sub2_module (clk, dout, din1, din2, we);

endmodule
```


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The following figures show how the hyper source signal automatically gets connected through the hierarchy of the IP in the HDL Analyst views.

RTL View

Technology View

Working with Altera IP

You can incorporate and synthesize different kinds of Altera IP in your synthesis design. See the following for details:

- Using Altera LPMs or Megafunctions in Synthesis, on page 927
- Implementing Megafunctions with Clearbox Models, on page 931
- Implementing Megafunctions with Grey Box Models, on page 941
- Including Altera MegaCore IP Using an IP Package, on page 948
- Including Altera Processor Cores Generated in SOPC Builder, on page 952
- Working with SOPC Builder Components, on page 958

For information about working with Megacore IPs in imported Quartus designs, see *Importing Quartus Designs with Megacore IPs, on page 967*.

Using Altera LPMs or Megafunctions in Synthesis

You can include Altera LPMs or Megafunctions in your Synplify Pro and Synplify Premier design in the following ways:

- Generate structural Verilog/VHDL for the IP and include it in your design, as described in *Recommended Method for Including Altera LPMs, on page 928*.
- For newer Altera technologies, the synthesis tool can infer the Clearbox or greybox megafunctions as described in *Automatically Inferring Megafunctions with Clearbox Information, on page 932* and *Using Clearbox Information for Instantiated Megafunctions, on page 936*
- For older Altera technologies, if you have a Clearbox netlist generated by the Quartus tool for the IP, include the Clearbox netlist in the project, and synthesize the design. See *Instantiating Clearbox Netlists for Megafunctions, on page 939*.
- Infer Altera LPMs or megafunctions included in the *installDirectory*/lib/altera directory. This lets the Synplify Pro and Synplify Premier tools access supported LPMs and Megafunctions as required. Note that if you are using a VHDL component from a non-default Quartus library, you must set the Quartus version and add the library file you want to use to the `prj` file with an -add file command.

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Currently, physical synthesis only supports LPMs and Megafunctions for Stratix II, Stratix II GX, and Stratix III devices. Note, at this time the Synplify Premier software cannot handle the megafunction alt_pll component. This megafunction is treated as a black box.

Recommended Method for Including Altera LPMs

The following is the recommended methodology for incorporating the LPM or megafunction, where you generate structural Verilog or VHDL files for the megafunction.

1. Use the Altera MegaWizard Plug-in Manager to generate structural Verilog or VHDL files for the LPMs or megafunctions. See *LPM / Megafunction Example*, on page 930 for an example.

2. Add the structural Verilog or VHDL files in the project. For the example, you would add my_ram.v file to the project.

3. Instantiate the LPMs or megafunctions with a wrapper in your top-level HDL source code.

   For the example in *LPM / Megafunction Example*, on page 930, instantiate the megafunction wrapper, my_ram, in the top-level HDL source code.

```
module top (
...

);

my_ram my_ram_instantiation (
   .address(),
   .clock(),
   .data(),
   .wren(),
   .q()
);

endmodule  // top
```

4. Select the correct Quartus version.

   This ensures that the synthesis tool accesses the appropriate port and parameter definitions for these LPMs or megafunctions. If you need to, ensure that existing megafunction wrappers comply with the latest

applicable version of the Quartus II place-and-route tool, by updating the wrappers with this Quartus command:

```
qmegawiz -silent
```

5. Synthesize the design.

   When the physical synthesis tool encounters an ALTSYNCRAM megafunction, it automatically executes a Quartus function which determines how to implement the component type and defparams, and how to write out the contents in the final netlist (vqm).

   For this example, the Synplify Premier software writes out a stratixii_ram_block primitive for this component in the final vqm netlist.

```
stratixii_ram_block altsyncram_component_ram_block1a_0_0_0_Z (
    .portadatain({data_c[0]}),
    .portaaddr({address_c[7], address_c[6], address_c[5], address_c[4],
    address_c[3], address_c[2], address_c[1], address_c[0]}),
    .portawe(wren_c),
    .clk0(clock_c),
    .portadataout({q_c[0]})
);
defparam altsyncram_component_ram_block1a_0_0_0_Z.connectivity_checking =  "OFF";
defparam altsyncram_component_ram_block1a_0_0_0_Z.init_file =
    "C:/public/qinghong/ram_init/rev_1/init_values.mif";
defparam altsyncram_component_ram_block1a_0_0_0_Z.init_file_layout =  "port_a";
defparam altsyncram_component_ram_block1a_0_0_0_Z.logical_ram_name =  "ALTSYNCRAM";
defparam altsyncram_component_ram_block1a_0_0_0_Z.operation_mode =  "single_port";
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_address_width =  8;
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_data_out_clear =  "none";
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_data_out_clock =
    "clock0";
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_data_width =  1;
defparam
    altsyncram_component_ram_block1a_0_0_0_Z.port_a_disable_ce_on_input_registers =
    "on";
defparam
    altsyncram_component_ram_block1a_0_0_0_Z.port_a_disable_ce_on_output_registers
    =  "on";
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_first_address =  0;
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_first_bit_number =  0;
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_last_address =  255;
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_logical_ram_depth
    =  256;
defparam altsyncram_component_ram_block1a_0_0_0_Z.port_a_logical_ram_width =  4;
defparam altsyncram_component_ram_block1a_0_0_0_Z.power_up_uninitialized =
    "false";
defparam altsyncram_component_ram_block1a_0_0_0_Z.ram_block_type =  "M512";
defparam altsyncram_component_ram_block1a_0_0_0_Z.lpm_type
    =  "stratixii_ram_block";
```


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LPM / Megafunction Example

The following example shows the megafunction wrapper and the associated defparams generated by the Altera MegaWizard Plug-in Manager for a single-port RAM megafunction, ALTSYNCRAM.

```
/ megafunction wizard: %RAM: 1-PORT%
// GENERATION: STANDARD
// VERSION: WM1.0
// MODULE: altsyncram

// ============================================================
// File Name: my_ram.v
// Megafunction Name(s):
//         altsyncram
//
// Simulation Library Files(s):
//         altera_mf
// ============================================================
// ************************************************************
// THIS IS A WIZARD-GENERATED FILE. DO NOT EDIT THIS FILE!
//
// 7.0 Build 33 02/05/2007 SJ Full Version
// ************************************************************


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//Agreement, or other applicable license agreement, including,
//without limitation, that your use is for the sole purpose of
//programming logic devices manufactured by Altera and sold by
//Altera or its authorized distributors. Please refer to the
//applicable agreement for further details.


// synopsys translate_off
`timescale 1 ps / 1 ps
// synopsys translate_on
module my_ram (
    address,
    clock,
    data,
    wren,
    q);

    input[7:0]  address;
    input clock;
    input[3:0]  data;
    input wren;
    output[3:0]  q;

    wire [3:0] sub_wire0;
    wire [3:0] q = sub_wire0[3:0];

    altsyncram altsyncram_component (
        .wren_a (wren),
```

```
        .clock0 (clock),
        .address_a (address),
        .data_a (data),
        .q_a (sub_wire0),
        .aclr0 (1'b0),
        .aclr1 (1'b0),
        .address_b (1'b1),
        .addressstall_a (1'b0),
        .addressstall_b (1'b0),
        .byteena_a (1'b1),
        .byteena_b (1'b1),
        .clock1 (1'b1),
        .clocken0 (1'b1),
        .clocken1 (1'b1),
        .clocken2 (1'b1),
        .clocken3 (1'b1),
        .data_b (1'b1),
        .eccstatus (),
        .q_b (),
        .rden_a (1'b1),
        .rden_b (1'b1),
        .wren_b (1'b0) );
    defparam
        altsyncram_component.clock_enable_input_a = "BYPASS",
        altsyncram_component.clock_enable_output_a = "BYPASS",
        altsyncram_component.init_file = "init_values.mif",
        altsyncram_component.intended_device_family = "Stratix II",
        altsyncram_component.lpm_type = "altsyncram",
        altsyncram_component.numwords_a = 256,
        altsyncram_component.operation_mode = "SINGLE_PORT",
        altsyncram_component.outdata_aclr_a = "NONE",
        altsyncram_component.outdata_reg_a = "CLOCK0",
        altsyncram_component.power_up_uninitialized = "FALSE",
        altsyncram_component.ram_block_type = "M512",
        altsyncram_component.widthad_a = 8,
        altsyncram_component.width_a = 4,
        altsyncram_component.width_byteena_a = 1;

endmodule
```

Implementing Megafunctions with Clearbox Models

Generally, user-instantiated Quartus megafunctions do not have timing information and are treated as black boxes, so the synthesis tool cannot optimize timing at the megafunction boundary. For example, the synthesis software does not move the registers of a pipelined LPM_MULT to improve FMAX. Instead of black boxes, you can implement the megafunctions as grey boxes (see *Implementing Megafunctions with Grey Box Models*, on page 941) or clear boxes, as described here. The Synplify software does not support this flow.

Altera Clearbox netlists provide structural information for modules containing the following primitives lcell, mac_mult, mac_out, and ram_block. The Clearbox netlist is a fully synthesizeable Altera megafunction. When you

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synthesize with a clear box model, you get better timing and resource utilization estimates, because the synthesis tool knows the architectural details used in the Quartus II software. For details, see the following:

- Automatically Inferring Megafunctions with Clearbox Information, on page 932
- Using Clearbox Information for Instantiated Megafunctions, on page 936
- Instantiating Clearbox Netlists for Megafunctions, on page 939

Automatically Inferring Megafunctions with Clearbox Information

Use this method with the newer Altera families. With this method, you do not have to explicitly do anything with the Clearbox megafunction, as the synthesis tool automatically infers the megafunction and calls Quartus for the supporting Clearbox details.

1. Structure the RTL so that the synthesis tool can infer the megafunctions from the code.

   The following table lists some tips for controlling inference:

Multipliers in DSP blocks	Use syn_multstyle to control inference.

ROMs	• The address line must be at least two bits wide. • The ROM must be at least half full. • A CASE or IF statement must make 16 or more assignments using constant values of the same width.
Shift registers	Use syn_srlstyle to control inference.
RAMs	• The address line must be at least two bits wide. • Do not have resets on the memory. • Check whether read and write ports must be synchronous for your target family. • Avoid blocking statements when modeling the RAM, because not all Verilog HDL blocking assignments are mapped to RAM blocks. • Use syn_ramstyle to control inference. • Use $readmemb or $readmemh to initialize RAMs.

See the *Reference Manual* for details about the attributes.

2. Set up the synthesis tool to use the clearbox information.
   - Make sure the QUARTUS_ROOTDIR environment variable is set and pointing to the same Quartus version as the library.
   - In the synthesis tool, open the Implementation Options dialog box to the Device tab, and set the synthesis tool to a supported family:

Synplify Pro	• Stratix II, Stratix III, Stratix IV, and Stratix V • Arria GX, Arria II, and Arria V • Cyclone V
Synplify Premier (placement)	Stratix II, Stratix III, and Stratix IV

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– Set the Altera Models device option.

To generate vqm that contains...	Set it to...
The Altera primitives associated with the inferred or instantiated Megafunction	on
The Altera primitives associated with the inferred Megafunction only	clearbox_only
The instantiated Megafunction only	off

– Click OK.

3. Set any other options you want, and click Run to synthesize the design.

   The synthesis tool infers the megafunction from the RTL code. For example, it infers a RAM from this code:

```
module ram(q, a, d, we, clk);
output[7:0] q;
input [7:0] d;
input [3:0] a;
input we, clk;
reg [7:0] q ;
reg [3:0] read_add;
reg [7:0] mem [0:15];

always @(posedge clk) begin
   q = mem[read_add];
end

always @(posedge clk) begin
   if(we)
      mem[a] <= d;
      read_add <= a;
end

endmodule
```

   It then calls the Clearbox executable which returns a netlist containing the Clearbox internals for the inferred megafunction (based on the Altera Models setting). The synthesis tool uses this information to optimize timing and allocate resources. The RTL view shows the generic memory inferred, but the Technology view shows some of the stratixii_ram_block Clearbox primitives that were implemented after calling the Clearbox executable.

The tool writes out the Clearbox information in the `vqm` netlist, according to the Altera Models setting. In addition, for the alt2gxb_reconfig, altasmi_parallel, altpll_reconfig, and altremote_update megafunctions, the synthesis tool writes out the `vqm` exactly as generated by the Altera Megawizard. The Altera tool defines the lower levels of content for these megafunctions (`"clearbox=2"` setting) with the parameters set for the megafunction, and that is how they are written to the `vqm`.

4. Use this `vqm` file to place and route in Quartus II.

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Using Clearbox Information for Instantiated Megafunctions

There are two ways of instantiating megafunctions and using Clearbox information in your synthesis design. The following is the recommended method for instantiation in the newer Altera technologies, where you instantiate just the megafunction, and the tool automatically infers the corresponding Clearbox details. For older technologies, instantiate the Clearbox netlist for the megafunction, as described in *Instantiating Clearbox Netlists for Megafunctions*, on page 939.

1. Generate the Verilog or VHDL megafunction using the Altera Megafunction wizard.

   This is just the megafunction file, not a Clearbox primitive netlist.

2. Set up the megafunction for synthesis.
   - Instantiate the megafunction in your synthesis design.
   - Add the megafunction wrapper file to your project file.

3. Set up the synthesis tool to use the Clearbox information automatically.
   - Make sure the QUARTUS_ROOTDIR environment variable is set and pointing to the same Quartus version as the library.
   - In the synthesis tool, open the Implementation Options dialog box to the Device tab, and set the synthesis tool target to a supported family:

Synplify Pro	Stratix II, Stratix III, Stratix IV, Stratix V, Arria II, Arria GX
Synplify Premier (placement)	Stratix II, Stratix III, Stratix IV

   - Set the Altera Models device option.

To generate vqm that contains...	Set it to...
The contents of the megafunction as well as grey box netlists for any grey boxes in the design	on
The contents of the megafunction	clearbox_only
The megafunction without its contents	off

   - Click OK.

4. Set any other options you want, and click Run to synthesize the design.

   The tool instantiates the megafunction and calls the Clearbox executable, which returns a netlist containing the Clearbox internals for the megafunction (based on the Altera Models setting). The synthesis tool uses this information to optimize timing and allocate resources.

   The RTL view below shows an instantiated megafunction, ALTSYNCRAM. The corresponding Technology view shows the stratixii_ram_block Clearbox primitives. The tool generated the Clearbox information for the instantiated megafunction by calling Quartus.

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The tool writes out the Clearbox information in the vqm netlist, according to the Altera Models setting. In addition, for the alt2gxb_reconfig, altasmi_parallel, altpll_reconfig, and altremote_update megafunctions, the synthesis tool writes out the vqm exactly as generated by the Altera Megawizard. The Altera tool defines the lower levels of content for these megafunctions ("clearbox=2" setting) with the parameters set for the megafunction, and that is how they are written to the vqm.

5. Use the vqm file to place and route in Quartus II.

Instantiating Clearbox Netlists for Megafunctions

For older Altera technologies which do not supported the automatic inference of Clearbox information (see *Automatically Inferring Megafunctions with Clearbox Information*, on page 932 and *Using Clearbox Information for Instantiated Megafunctions*, on page 936), you can read in a Clearbox netlist. You only need to use the netlist method described here for older Altera target families that do not support the other flows.

1. Generate the megafunction files with a Clearbox netlist.
   - Use the Altera Megafunction wizard to generate structural VHDL or Verilog files for the megafunctions in your design. Make sure the Synthesized Timing Netlist option is disabled. The Clearbox netlist has the full content of the megafunction either in VHDL or Verilog. The synthesis software uses this timing and resource information for the megafunctions, but does not synthesize the internals of the megafunctions.
   - If you are using VHDL, comment out the LIBRARY and USE clauses in the file generated by the Altera MegaWizard tool. This is because because the Altera MegaWizard file declares the Clearbox components before instantiating them, so you do not need references to the vhd files that contain the component declarations. The following shows a Stratix example of the lines to be commented out; for other technologies, comment out the corresponding lines:

     ```
     LIBRARY stratix;
     USE stratix.all;
     ```

   - Make sure the Clearbox components match the Quartus version. Because of ongoing modifications in Quartus, the component declarations may not match. The component declarations are packaged with the software in the lib/altera/quartus_II*nn* subdirectory. Use the file from the subdirectory that corresponds to the Quartus version that you are using. For example, the stratix.vhd and stratix.v files for use with Quartus 8.1 are in the quartus_II81 subdirectory.
   - If you change from one version of Quartus to another or if you change the target device, regenerate the Clearbox files using the Altera Megafunction wizard before proceeding. Failure to regenerate these files can result in a parameter-mismatch error.
2. Instantiate the megafunction in your design.

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3. Add the megafunction file (which includes the Clearbox components) to your project.
   - Add the Clearbox Verilog/VHDL file to your project. It contains the port and parameter definitions for the Clearbox primitives.
   - If you are using Verilog, the software does not automatically include the definitions because Verilog does not support library statements.
4. Set implementation options for the megafunction.
   - Click Implementation Options, and set the target technology on the Device tab.
   - On the Implementation Results tab, select the appropriate Quartus version. This is important, because the version determines the format of the output `vqm` file, which varies with different Quartus versions. If you are using Verilog, the software automatically adds the Verilog component declaration files for the selected target technology to your project from the lib/altera/quartus_II*nn* subdirectory. Failing to specify the version can result in a parameter mismatch error.
   - Click OK.
5. Optionally, set up the files so that you can run Quartus from the synthesis tool by doing either of the following:
   - Select the Clearbox file from the project file list, right-click and select File Options. Set File Type to Clearbox Verilog or Clearbox VHDL and click OK.
   - Use the Tcl command appropriate to your file type:

     ```
     add_file -clearbox_verilog "dsp/my_dsp_syn.v"
     add_file -clearbox_vhdl "dsp/my_dsp_syn.vhd"
     ```

   When you run Quartus from the synthesis UI, the Clearbox files must be in the *implementation*/par_1 directory, which is only created after the synthesis run. Specifying the Clearbox files ensures that they are copied to the directory after it is created. You can now synthesize the design, as described in the previous step.
6. Set any other options and synthesize the design.

   The software uses the Clearbox timing and resource information from the structural files to calculate paths more accurately. It implements the megafunctions as hierarchical instances, not black boxes. The RTL and

Technology views both show the lowest-level primitives. The following figure for example, shows stratixii_ram_blocks.

The vqm file generated for Quartus after synthesis only contains a wrapper; it does not include the Clearbox primitives. The description of the primitives is in the Clearbox netlist generated in step 1 and used as input to synthesis.

7. Before you run Quartus, put all these files in the same result directory:
   - The structural Verilog/VHDL Clearbox netlist generated by Quartus and used as input to synthesis. This file contains timing and resource usage definitions for the primitives.
   - The vqm file generated after synthesis, which contains the wrapper.
   - The Quartus project file.

   Placing these files in the same directory ensures that the Quartus software can find all the information it needs in the vqm file and the original structural Verilog/VHDL files.

Implementing Megafunctions with Grey Box Models

Altera provides the capability of implementing various MegaCore® IP cores generated with the Altera MegaWizard tool. These cores use proprietary RTL code for parameterization, generation, and instantiation in your design. Generally, user-instantiated Quartus megafunctions do not come with any timing information and are treated as black boxes, so the synthesis tool

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cannot optimize timing at the megafunction boundary. Instead of using black boxes, you can implement the megafunctions using Clearbox primitives (see *Implementing Megafunctions with Clearbox Models*, on page 931) or as grey boxes, as described here. Use the grey box methodology when logic is encrypted or when there are no Clearbox models for the megafunction.

There are three ways to use grey boxes:

The following procedures show you how to implement an Altera megafunction as a grey box in the Synplify Pro and Synplify Premier tools. The Synplify software does not support grey box flows.

- Automatically Using Grey Box Information for Megafunctions, on page 942
- Using Grey Box Information for Instantiated Megafunctions, on page 943
- Instantiating Megafunctions Using Grey Box Netlists, on page 945

Automatically Using Grey Box Information for Megafunctions

1. Structure the RTL so that the synthesis tool can infer the megafunctions from the code.
2. Set up the synthesis tool to use the clearbox information.

- Make sure the QUARTUS_ROOTDIR environment variable is set and pointing to the same Quartus version as the library.
- In the synthesis tool, open the Implementation Options dialog box to the Device tab, and set the synthesis tool to a supported family:

Synplify Pro	Stratix II and later, Arria II, Arria GX, Arria GZ
Synplify Premier (placement)	Stratix II and later

- To use grey box timing information, set Altera Models device option to on.
- Click OK.

3. Set any other options you want, and click Run to synthesize the design.

   The synthesis tool infers the megafunction from the RTL code. It then calls the Altera grey box executable which returns a netlist containing the timing and resource information for the inferred megafunction. The synthesis tool uses this information to optimize timing and allocate resources. The RTL view shows the generic memory inferred, but the Technology view shows the primitives that were implemented after calling the grey box executable.

   The tool does not include the grey box information in the output vqm netlist. (

4. To place and route in Quartus II, use the following files:
   - The synthesis `vqm` output netlist
   - The encrypted file for the megafunction

Using Grey Box Information for Instantiated Megafunctions

There are two ways of instantiating grey box megafunctions in your synthesis design. The following procedure shows you how to instantiate a grey box megafunction without a grey box netlist; to instantiate one with a grey box netlist, refer to the procedure in *Instantiating Megafunctions Using Grey Box Netlists*, on page 945.

1. Generate the Verilog or VHDL megafunction using the Altera Megafunction wizard.

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This is just the megafunction wrapper file, and does not include a grey box netlist.

2. Set up the megafunction for synthesis.
   - Instantiate the megafunction in your synthesis design.
   - Add the megafunction wrapper file to your project file.
3. Set up the synthesis tool to use the grey box information.
   - Make sure the QUARTUS_ROOTDIR environment variable is set and pointing to the same Quartus version as the library.
   - In the synthesis tool, open the Implementation Options dialog box to the Device tab, and set the synthesis tool target to a supported family:

Synplify Pro	Stratix II and later, Arria II, Arria GX, Arria GZ
Synplify Premier (placement)	Stratix II and later

   - To use grey box timing information, set Altera Models device option to on.
   - Click OK.
4. Set any other options you want, and click Run to synthesize the design.

   The tool instantiates the megafunction and calls the grey box executable, which returns a netlist containing the grey box timing for the instantiated megafunction. The RTL view shows the instantiated megafunction. The corresponding Technology view shows the primitives.

   The tool instantiates the megafunction in the output vqm netlist, but does not include the grey box timing information.
5. To place and route in Quartus II, use the following files:
   - The synthesis vqm output netlist, which includes an empty instantiation of the megafunction.
   - The encrypted file for the megafunction.

Instantiating Megafunctions Using Grey Box Netlists

The following procedure shows you how to use a greybox netlist to incorporate cores in a Synplify Pro or Synplify Premier design. The greybox netlist file is only used for synthesis.

1. Make sure you are using Quartus II 10.0 or later.
2. Use the Altera MegaWizard tool to generate the files for the IP core and a grey box netlist. The following example shows the files needed for a project:

top.v	Top level design file. See *top.v*, on page 952.
my_ip_core.v	Variation file (top-level wrapper) generated by the MegaWizard tool, which instantiates the encrypted module encrypted_ip.v. See *my_ip_core.v*, on page 952. Do not add this file to the project.
encrypted_ip.v	Encrypted IP core that is not readable. Do not add this file to the project.
my_ip_core_syn.v	A timing and resource estimation netlist (grey box file) for use in synthesis. Add this file to the project.
my_ip_core.qip	A file that contains links to IP-related files. You must have the referenced files to complete place and route. This file must reside in the same directory as all other files generated by the MegaWizard tool. Add a reference to this file in altera_par.tcl.

   - To generate the grey box netlist, enable the Generate netlist option in the Megawizard tool when you set up simulation. This is usually under the EDA tab or in the Set Up Simulation section. The grey box netlist provides the logic connectivity of specific mapped instances, but does not represent the true functionality of the MegaCore IP.
   - Parameterize the IP core and generate the IP files. The tool outputs a grey box file (_syn.v) along with the other synthesis files.
3. Set up your design.
   - Instantiate the my_ip_core component in your HDL code.

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– In the synthesis tool, add the grey box netlist file, my_ip_core_syn.v to your synthesis project.

4. Set up a reference to the my_ip_core.qip file by doing the following:

– Create a file called altera_par.tcl and add a reference to the `qip` file. Make sure that the path is relative to your `PAR` directory. The following example shows a path if if your `qip` file is at the same level as the project file:

```
set_global_assignment -name QIP_FILE ../../my_ip_core.qip
```

– Add altera_par.tcl to your project.

– Right-click the file in the Project view and select File Options. Set File Type to Altera P&R Options and click OK.

– Add a new implementation.

– Click Implementation Options. In the Implementation Options dialog box, click P&R Options and enable the altera.par.tcl file.

5. Set other implementation options.

   – Set the target technology on the Device tab.

   – Go to the Implementation Results tab and specify the correct version for the place-and-route tool. This is important because the version determines the format for the `vqm` output file, which varies with different versions.

   – Set any other options or constraints you want.

6. Synthesize the design.

   The synthesis tool uses the grey box netlist file for synthesis and timing analysis. The RTL and Technology views show the internals of the core

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IP, because the grey box netlist file contains mapped instances. The log file reports any critical paths found within the core, and the Technology view displays timing numbers and critical paths.

After synthesis, the `vqm` netlist does not contain the mapped instances found in the grey box netlist. It only contains a top-level instantiation of my_ip_core, not its contents. If you synthesized with the Synplify Premier tool, the placement locations of instances in the grey box netlist are not forward-annotated to the P&R tool.

7. Place and route the design in Quartus.

   When you run integrated Place & Route, the `qip` file is referenced in the Quartus settings file (`qsf`). This informs Quartus of the location of the IP-related files needed to complete PAR.

Including Altera MegaCore IP Using an IP Package

You can include MegaCore® IP cores generated with the Altera MegaWizard tool using the method described below, but it is preferred that you use a greybox netlist instead (*Instantiating Megafunctions Using Grey Box Netlists*, on page 945).

For information about including cores generated with SOPC Builder, see *Including Altera Processor Cores Generated in SOPC Builder*, on page 952.

1. Make sure you have installed Quartus II 7.2 or later.
2. Use the Altera MegaWizard tool to generate the files for the IP core. The following is an example of the files needed for the project:

top.v	Top level design file. See *top.v*, on page 952.
my_ip_core.v	Top-level wrapper generated by the MegaWizard tool, which instantiates the encrypted module encrypted_ip.v. See *my_ip_core.v*, on page 952.
my_ip_core_enc.v	Encrypted IP core that is not readable.

3. Copy the MegaCore IP and associated library files into a single directory.

   You can find the library files associated with the IP core in the MegaWizard output directory and in the IP library files in the Quartus installation directory (for example, altera/72/pc_compiler.lib).

4. Import the core into the synthesis design.
   - Start the synthesis tool, and make sure the technology you are targeting in Synplify Pro or Synplify Premier is either Stratix II, Stratix II-GX, Stratix III, or Stratix IV.
   - In the synthesis UI, select Import IP->Import IP Package.

   - In the IP Directory field, enter the path to the directory with the consolidated files.
   - In the Package Name field, enter the name of the top-level module. In our example, this is my_ip_core.
   - Click OK.

   The tool imports the file and creates a directory called System IP. This includes a sub-directory with the package name (pci_core in our example), which contains all the IP-related files.

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5. Tag the IP component files so that they are not compiled for synthesis. They are used for P&R, but not for synthesis.
   - Right-click a file and select File Options.
   - Enable Use for Place and Route Only in the dialog box and click OK.

   - Do this for every IP component file instantiated in the top-level IP wrapper.

6. Instantiate the NIOS core in the top-level file for your synthesis design.

7. Synthesize the design.

The tool automatically generates a greybox netlist for the IP core, and uses it for timing. It does not use the internals of the core. The RTL view only displays the top-level of the core, but you can view the internals when you push down into the core in the Technology view.

The log file reports any critical paths found within the core, and the Technology view displays timing numbers and critical paths.

After synthesis, the `vqm` netlist that is written out does not contain the mapped instances found in the greybox netlist. It only contains a top-level instantiation of my_ip_core, not its contents.

If you synthesized with the Synplify Premier tool, the placement locations of instances in the greybox netlist are not forward-annotated to the P&R tool.

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Examples of MegaCore IP Files for Synthesis

top.v

The following is a simple example of a top-level MegaCore IP file (top.v) that is included in a synthesis project.

```
module top (in1, in2, out1, out2)
input in1, in2;
output out1, out2;
my_ip_core (in1, in2, out1, out2);
endmodule;
```

my_ip_core.v

The following is a simple example of a top-level MegaCore wrapper file that is included in a synthesis project.

```
module my_ip_core (in1, in2, out1, out2)
input in1, in2;
output out1, out2;
encrypted_ip (in1, in2, out1, out2);
endmodule;
```

Including Altera Processor Cores Generated in SOPC Builder

Altera provides the capability of implementing configurable processor cores. NIOS® II cores are created using the Altera SOPC Builder tool, which uses proprietary RTL code to parameterize, generate, and instantiate NIOS II cores in your design. The following procedure shows you how to use the greybox flow to incorporate these cores in a Synplify Pro or Synplify Premier design targeting certain Altera technologies. For information about including MegaCore cores, see *Instantiating Megafunctions Using Grey Box Netlists*, on page 945.

1. Make sure the following requirements are in place:
   - Install Quartus II 7.2 or later.
   - Install the MegaCore® IP library.
2. Generate the NIOS II core files as follows:
   - In Altera SOPC Builder, generate Verilog or VHDL output for the NIOS II core files. Note that this flow does not support a block symbol

file (bsf); you must generate RTL code for the cores. The files may or may not be encrypted.

– Create a top-level wrapper for the core. In most cases, this wrapper instantiates the components used to create the embedded system. For example, if the embedded system consists of a NIOS II processor that uses a PCI bus to interfaces to internal memory, the wrapper would contain instantiations for the processor, memory and the PCI bus.

– Copy all generated IP core output files and the corresponding library files into a single directory. Typically you must include the generated HDL files, as well as any MegaCore IP cores in your design. Depending on your design, the MegaCore IP files can be in the MegaWizard IP tool output directory and in the IP library files in the Quartus install directory (altera/72/ip/pci_compiler/lib).

The following example shows the list of files for a design that contains a NIOS II core processor with internal memory that drives an LCD display. This example does not have any MegaCore IP.

File	Description
top.v	User-defined top level of the design
first_nios2_system_bb.v	User-defined module definition
first_nios2_system.v	Top-level wrapper for SOPC system (SOPC Builder)
cpu.v	Module instantiated in top-level wrapper (SOPC Builder)
cpu_jtag_debug_module.v	Module instantiated in top-level wrapper (SOPC Builder)
cpu_jtag_debug_module_wrapper.v	Module instantiated in top-level wrapper (SOPC Builder)
cpu_mult_cell.v	Module instantiated in top-level wrapper (SOPC Builder)
cpu_test_bench.v	Module instantiated in top-level wrapper (SOPC Builder)
first_nios2_system.v	Module instantiated in top-level wrapper (SOPC Builder)
jtag_uart.v	Module instantiated in top-level wrapper (SOPC Builder)
led_pio.v	Module instantiated in top-level wrapper (SOPC Builder)

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File	Description
onchip_mem.v	Module instantiated in top-level wrapper (SOPC Builder)
sys_clk_timer.v	Module instantiated in top-level wrapper (SOPC Builder)
sysid.v	Module instantiated in top-level wrapper (SOPC Builder)

3. Import the core into the synthesis design.
   - Start the synthesis tool, and make sure the technology you are targeting in Synplify Pro or Synplify Premier is either Stratix II, Stratix II-GX, Stratix III, or Stratix IV.
   - In the synthesis UI, select Import IP->Import IP Package.

   - In the IP Directory field, enter the path to the directory with the consolidated files.
   - In the Package Name field, enter the name of the top-level module. In our example, this is first_nios2_system.
   - Click OK.

   The tool imports the file and creates a directory called System IP. This includes a sub-directory with the package name (first_nios2_system in our example), which contains all the IP-related files.

4. Tag the IP component files so that they are not compiled for synthesis. They are used for P&R, but not for synthesis.
   - Right-click a file and select File Options.
   - Enable Use for Place and Route Only in the dialog box and click OK.

   - Do this for every IP component file instantiated in the top-level IP wrapper.

5. Instantiate the NIOS core in the top-level file for your synthesis design.

6. Synthesize the design.

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The tool automatically generates a greybox netlist for the IP core, and uses it for timing. It does not use the internals of the core. The RTL view only displays the top-level of the core, but you can view the internals when you push down into the core in the Technology view.

The log file reports any critical paths found within the NIOS II core:

```
Worst Path Information
**********************

Path information for path number 1:
   Requested Period:                          4.000
   - Setup time:                              0.187
   + Clock latency at ending point:           0.000
   = Required time:                           3.813

   - Propagation time:                        6.856
   - Clock latency at starting point:         0.000
   = Slack (critical) :                       -3.043

Number of logic level(s):                 38
Starting point:
first_nios2_system_ins.gbmodule_the_cpu_M_alu_result[0] / regout
Ending point:
first_nios2_system_ins.gbmodule_the_cpu_M_status_reg_pie / datain
The start point is clocked by             clk [rising] on pin clk
The end   point is clocked by             clk [rising] on pin clk
```

After synthesis, the `vqm` netlist that is written out does not contain the mapped instances found in the greybox netlist. It only contains a top-level instantiation of first_nios2_system, not its contents.

If you synthesized with the Synplify Premier tool, the placement locations of instances in the greybox netlist are not forward-annotated to the P&R tool.

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Working with SOPC Builder Components

You can incorporate Altera SOPC cores into your FPGA design. The following figure summarizes the process.

See the following for step-by-step details:

- The Synplify-SOPC Builder Design Flow, on page 958
- Setting up the SOPC Builder Synthesis Project, on page 959
- Defining SOPC Components as Black Boxes and White Boxes, on page 960

The Synplify-SOPC Builder Design Flow

The following procedure describes the Synplify-SOPC Builder design flow step by step. The previous figure provides a graphic overview of the flow.

1. Create your embedded design, using the Altera SOPC Builder- Quartus Hardware Development flow. See the Altera documentation for details.
2. Import the SOPC Builder project into the Synplify Pro or Premier tool. See *Setting up the SOPC Builder Synthesis Project*, on page 959 for details.
3. Synthesize, place, and route the design.
4. Import the bitmap file back into the Quartus environment.

- Close the open project in Quartus.
- In the Quartus tool, select File ->Open Project. Browse to the synthesis PAR directory (par_1) and select the `qpf` file: synplify/rev_1/par_1/*system*.qpf.
- Select Processing -> Start Compilation and compile the project.
- If you have a Nios II license, the tool generates a programming file called small_eval_board_time_limited.sof in the par_1 directory. You can now download the file into the FPGA.

Setting up the SOPC Builder Synthesis Project

The following procedure provides the details on setting up an SOPC Builder project for synthesis.

1. Start the Synplify Pro/Premier software, and select Import IP->Import Altera SOPC Project.

   The Import Altera Design dialog box opens.

2. Do the following to import the SOPC project you created with the Altera tools.
   - Specify the Altera `ptf` file you want to import in the PTF File option.
   - Specify a location for the synthesis project to be created in Project Location, and a name for the project in Project Name.
   - Set the options you want in the Import Options section. Define the black boxes and white boxes in your design with the Clear Box and Force White Box Cores options (see *Defining SOPC Components as Black Boxes and White Boxes*, on page 960 for details).

     The tool will not complete synthesis if it finds inadequately defined components, and you will have to iterate through synthesis again.
   - Click OK.

   For descriptions of the import options, see *Import Altera SOPC Project Command*, on page 237 of the *Reference Manual*. The software uses the underlying sopc2syn functionality (see *The SOPC2Syn Utility*, on page 718 in the *Reference Manual*) to read the Altera files and include the information from them into the synthesis project.

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3. To include an SOPC component as a subsystem in a larger design, create the subsystem as described in the previous steps and instantiate the subsystem in the top-level HDL.

Defining SOPC Components as Black Boxes and White Boxes

Accurately defining SOPC components as black boxes and white boxes is very important, because the synthesis run fails if the design is not correctly specified, and you will have to iterate through another run.

The following table lists definitions for black boxes and white boxes:

Black box	A component that does not have any definitions.
White box	A component that has a core definition in `vqm` netlist format.

This procedure describes how to define black boxes and white boxes:

1. In the Synplify Pro/Premier tool, select Import IP->Import Altera Project. This opens the Import Altera Design dialog box.

2. To define a component as a black box, do the following:
   - List the core in Force White Box Cores.
   - Disable the Clear Box option.

   With these settings, the tool copies the core wrapper file to the Synplify folder and edits it to add the black box attribute. The component is

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treated as a black box during synthesis. If the tool does not find the named component, it issues a warning message.

3. To define a core as a white box, do the following:
   - List the core in Force White Box Cores.
   - Enable the Clear Box option.

   With these settings, the tool goes through the Clearbox flow, and treats the core as a white box during synthesis. It generates a definition `vqm` file and adds this file to the Synplify project. If it does not find the specified core in the `ptf` file, or the Clearbox file for the core, it issues a warning message.

Importing Projects from Quartus

You can take a Quartus project and automatically translate it into a synthesis project. If you have a SOPC Builder project, use the procedure described in *Working with SOPC Builder Components*, on page 958. To import projects from Quartus, see the following:

- Importing Quartus Projects, on page 962
- Importing Quartus Designs with Megacore IPs, on page 967
- Importing Quartus Designs with Megafunctions/LPMs, on page 968
- Troubleshooting Imported Quartus Designs, on page 969

Importing Quartus Projects

This procedure shows you how to translate a Quartus project into a project that you can synthesize in the FPGA synthesis tools. It takes the Quartus project settings and constraints from the `qsf` and `sdc` files and uses the underlying qsf2syn utility to generate a synthesis project. See *The qsf2syn Utility*, on page 723 in the *Reference Manual* for the syntax for the utility.

1. Set up your Quartus design and run Quartus.

- Check that the Quartus version used matches the one specified in the QUARTUS_ROOTDIR environment variable for synthesis. It is recommended that you use the newer versions of Quartus.
- Run Quartus and successfully complete a Quartus run on the design.
- Read through *Troubleshooting Imported Quartus Designs*, on page 969 and make sure you are following the tips listed there.
- If your design contains Altera Megacore IP files, also read through *Importing Quartus Designs with Megacore IPs*, on page 967 for additional information on incorporating the IP.
- If you have a SOPC Builder project, use the sopc2syn utility described in *Working with SOPC Builder Components*, on page 958.

2. In the synthesis tool UI, select Import->Import Altera QSF Project.

   The Import Altera QSF Project dialog box opens.

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3. Do the following in this dialog box:
   - In QSF File, specify the `qsf` file for the Quartus project you want to import.
   - In the Synplify Project Location section, specify the location of Synplify project to be created, and a name for the project.
   - Click the Import button at the bottom.

   The command runs the qsf2syn utility. It reads referenced source files, synthesis settings, and timing constraints from the Quartus `qsf` and `sdc` files and uses this information to generate a synthesis project. It creates a synthesis `prj` file in the location you specified, and puts any attributes and timing constraints in `sdc` constraint files. The timing constraints are in native `sdc` format. You can run synthesis on this generated project.

   See *Synthesis Files Generated After Importing the Quartus Project*, on page 965 for a description of the files generated after the Quartus project is successfully imported. For a list of the Quartus settings that are translated, see *Imported Quartus Project Settings and Timing Constraints*, on page 966.

4. To debug problems that might occur when you first import a Quartus project, especially one with multiple source files, do the following:
   - Check the qsf2syn.log file in the project directory to get details about the errors in the conversion run.
   - If possible, correct the error in the currently loaded project.
   - Check the timing_unapplied.sdc file for improperly translated timing constraints.

   See *Troubleshooting Imported Quartus Designs*, on page 969 for tips on dealing with improperly translated constraints.

5. To resume the import process after you have fixed the errors that caused translation to fail, select Import->Import Altera QSF Project in the synthesis UI, and enable the Continue Previous Translation option.

   This allows you to continue with the translation after you have fixed the compilation errors.

Synthesis Files Generated After Importing the Quartus Project

Once the tool finishes importing the Quartus project, it automatically loads the new synthesis project. The project view contains the following:

Folder	Contains...
VHDL/Verilog	HDL source files referenced in the Quartus `qsf` file
Constraint	Translated constraints referenced in the Quartus `qsf` and `sdc` files. See *Imported Quartus Project Settings and Timing Constraints*, on page 966 for a list of constraints. • attr_applied.sdc Contains translated attributes from the Quartus `qsf` file • attr_unapplied.sdc Contains translated attributes from the Quartus `qsf` file which are unsupported or failed to match an object in the HDL source. • timing_applied.sdc Contains translated timing constraints from the Quartus `qsf` or `sdc` files. • timing_unapplied.sdc Contains translated timing constraints from the Quartus `qsf` or `sdc` files that failed to match objects in the HDL source. As constraints can be applied at various points throughout the Quartus flow, it may be difficult to match up the original HDL object names during translation. Object names that cannot be traced back to the HDL source name are written to this file. These `sdc` files are physically located in the *projectName*_sdc directory. To see the full path, right-click a file and select File options.
Altera P&R Options	The *projectName*_par_options.tcl file, which contains Quartus project settings that were not translated for the synthesis project. This file is sourced and its contents are written to the Quartus `qsf` file when you run P&R.For IPs, it references the variation (top-level IP wrapper file) and `qip` files.

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Imported Quartus Project Settings and Timing Constraints

The following table lists how the synthesis tools handle the import of Quartus constraints and project settings:

Project Settings (Translated in synthesis project file)	FAMILY DEVICE TOP_LEVEL_ENTITY VERILOG_FILE VHDL_FILE SYSTEMVERILOG_FILE SDC_FILE USE_TIMEQUEST_TIMING_ANALYZER EXTRACT_VERILOG_STATE_MACHINES EXTRACT_VHDL_STATE_MACHINES SYNTH_GATED_CLOCK_CONVERSION SOURCE *qsf_fileName* USER_LIBRARIES SEARCH_PATH
Constraint Settings (Translated in attr_applied.sdc file)	IO_STANDARD PIN_<xx> MAX_FANOUT FAST_INPUT_REGISTER FAST_OUTPUT_REGISTER PRESERVE_REGISTER STATE_MACHINE_PROCESSING SAFE_STATE_MACHINE

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TimeQuest Supported Constraints	create_clock create_generated_clock set_clock_groups set_input_delay set_output_delay set_false_path set_multicycle_path set_max_delay

Untranslated settings are written to the par_options.tcl file and passed to Quartus.

Importing Quartus Designs with Megacore IPs

If your design contains Megacore IPs, use the following procedure:

1. When you generate the Megacore IP in the Altera MegaWizard tool, do the following:
   - Generate each IP in a separate directory.
   - Generate a timing and resource netlist (_syn.v) for each IP.

   It is strongly recommended that you generate this file during IP creation, by going to the EDA tab and enabling the Timing and Resource Netlist option. Although the translation process will open the MegaWizard and prompt you to generate the file if you have not already done so, it is recommended that the file be generated during IP creation instead of later.

   Ensure that this netlist file is in the same directory as the corresponding `qip` file for the IP.

2. Set up the Quartus project so that it follows the IP flow recommended by Altera.
   - When Quartus prompts you, allow the tool to automatically add the associated `qip` file for the IP to the Quartus project. This file contains pointers to all related IP files. Do this for each IP in the design.
   - Do not add the IP-related files directly to the Quartus project. If you do have IP-related files in the Quartus project along with the `qip` file,

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the qsf2syn utility attempts to omit the IP-related files when it creates the synthesis project.

Note that the software automatically translates older Quartus projects that do not follow Altera's current flow (where IP-related files are added to the Quartus project and there are no `qip` files) when you import the design as described in step 4.

3. Check the following:
   - Verify that you have a _syn.v timing and resource netlist for each IP.
   - Verify that every IP has an associated `qip` file listed in the `qsf` file. If you are using an older Quartus project, you will not have this file.
   - Verify that the IP-generated files listed in the `qip` file are not referenced in the `qsf` file. If you are working with an older Quartus project, these files may be in the `qsf` (Quartus settings) file.
4. Import the design with the Import Altera QSF command, as described in *Importing Quartus Projects*, on page 962.

   The process creates a new synthesis project and loads it in the project view.

Importing Quartus Designs with Megafunctions/LPMs

If your design contains megafunctions or LPMs, use the following procedure to create a synthesizable project from the Quartus project:

1. When you generate the megafunction/LPM in the Altera MegaWizard tool, do the following.
   - Generate each megafunction or LPM in a separate directory.
   - Generate IP. You do not need to generate a timing and resource netlist (_syn.v) file.
2. Set up the Quartus project so that it includes the top-level variation file of the megafunction/LPM.

   If you prefer to use the `qip` file instead of the top-level variation file generated by the Megawizard tool, the qsf2syn utility automatically looks for the top-level variation file in the same directory as the `qip` file. It then automatically adds this file to the synthesis project it creates.

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3. Import the design with the Import Altera QSF command, as described in *Importing Quartus Projects*, on page 962.

Troubleshooting Imported Quartus Designs

The following table lists some problems and their solutions:

Problem	Solution
Qsf2Syn does not translate SOPC Builder projects	Use the procedure described in *Working with SOPC Builder Components*, on page 958 to translate these projects.
Timing constraints on RTL objects that infer RAMs are not applied properly	Find the constraints in the timing_unapplied.sdc file. Use the RTL viewer to find proper object names and manually correct the names on these constraints.
Constraints applied to RTL objects in `generate` statements are not applied properly	The tool does not translate constraints applied on `generate` statements. Check the constraints in timing_unapplied.sdc and manually correct the object referenced by the constraint.
Constraints applied on 2-D array objects are not translated	Manually create the constraints, using the RTL viewer to find the proper object names.
Constraints embedded in HDL source code are not translated correctly	Manually add the corresponding constraints found in timing_unapplied.sdc. Use the RTL viewer to find the correct object names.
You get an error message about an undefined macro	Add `define *macroName* to the HDL. You see this message if the HDL contains `*macroName* without the `define *macroName* statement. Although Quartus does not require the define statement, the translation process requires it.
State machine contains blocking and non-blocking assignments in the same variable	Modify the source code so that blocking and non-blocking assignments are not combined in the same variable.
You get a compiler error message about undeclared VHDL libraries	Declare the library in a VHDL `use` clause. Although Quartus does not require the library to be declared, the FPGA synthesis compiler requires this declaration.

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Problem	Solution
The get_keepers qualifier is translated without a qualifier	Currently, this is the expected behavior. The tool attempts to match an object using all qualifiers. If it finds an object, it puts the translated constraint in _applied.sdc.
The `qip` file generated by Altera Megawizard tags the top-level IP wrapper file as MISC_FILE instead of VERILOG_FILE or VHDL_FILE	Until Quartus fixes this issue, you must manually modify the `qip` file and change the tag to VERILOG_FILE or VHDL_FILE.
Clock constraints like create_generated_clock, that are applied to ALTPLL instantiations in IP megafunctions, are translated to timing_unapplied.sdc	You must modify these constraints with the proper clock object names. You can find the correct names in the constraints checker results or in the `srr` logfile.
Quartus projects with Megacore IPs have IP-related files added directly to the project	Do not add the IP files directly to the Quartus project. Use the flow recommended by Altera and set up the project to include a `qip` file that contains the pointers to the IP files.
Quartus designs with Megacore IPs do not have a timing and resource estimation netlist	When you create the IP with the Megawizard tool, generate the timing and resource estimation netlist. The option to generate the netlist on the EDA tab of the Megawizard.
VHDL file order might cause compiler errors	You might see compiler errors if the architectures file is compiled before the entities, If this happens, edit the Altera `qsf` file to ensure that the VHDL entities are compiled before the architecture files.
VHDL compiler fails because of missing `qsf` file	Edit the Altera `qsf` file and ensure that all library statements are included in this file.

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Working with Lattice IP

The Lattice IP encryption scheme uses the flow described in *Encryption and Decryption*, on page 907. The following procedure details how to incorporate Lattice encrypted IP in your design.

1. Create a synthesis project.
2. Obtain the IP from Lattice, and add the encrypted file to your project.

   The Lattice IP is encrypted using the persistent_key method described in *Specifying the Output Method for encryptIP*, on page 914.

3. Synthesize your design.

   The tool automatically decrypts the protected IP and synthesizes it with the other unencrypted files in the design. During synthesis, the IP is treated as a black box and you cannot view its contents in HDL Analyst views.

   After synthesis, the tool generates one output netlist. The IP is re-encrypted and included in this netlist. The rest of the netlist is not encrypted and can be read. The IP is not included in any simulation netlists that are written out; it is treated as a black box.

   See *Encryption and Decryption*, on page 907 for a flow diagram of this process.

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Working with Xilinx IP Cores

You can incorporate Xilinx IP cores into your design in different ways, depending on the format of the IP. For further information about secure and non-secure `edn`, `ngc`, and, `ngo` files, see the following:

- Xilinx Cores, on page 972
- Secure and Non-secure Cores, on page 973

For information about including EDK cores or IP produced with encryptIP, see *Converting Xilinx Projects with ise2syn*, on page 976.

Xilinx Cores

The following table describes how the tool handles different types of Xilinx IP cores:

EDN	The tool can read the contents of an EDN core. This means that it can absorb and optimize the contents. It can also place the contents along with the rest of the design. The tool includes the core contents in the synthesized EDIF, and forward-annotates any placement constraints in the accompanying `ncf` file.
NGO	The tool can read the contents of the NGO core. This means that it can absorb and optimize the contents. It can place the contents along with the rest of the design. The tool includes the core contents in the synthesized EDIF, and forward-annotates any placement constraints in the accompanying `ncf` file.
NGC, non-secured	The tool can read the core contents. For the Synplify Premier tool, limited optimizations can be performed on the core, like constant propagation. It can place the contents along with the rest of the design. The tool annotates the core contents to the synthesized EDIF, and forward-annotates any placement constraints in the accompanying `ncf` file.
NGC, secured	The tool can read the contents of secure NGC cores. For the Synplify Premier tool, limited optimizations can be performed on the core, like constant propagation. It can place the contents along with the rest of the design. The tool writes a separate encrypted EDIF netlist for each core.

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The following table broadly summarizes how the synthesis tool treats various kinds of IP:

IP Format	Synthesis Input	Synthesis Output Format
EDN, Non-secure NGC, NGO	Add file	Plain text
Secure NGC	Add file	Encrypted EDIF
Encrypted EDK	Add IP with Import IP->Import Xilinx EDK/ISE Project	White boxes
Encrypted RTL from encryptIP	Download with Import IP-> Download IP from Synopsys, unzip, and add file	Black box or plain text, as determined by IP owner

Secure and Non-secure Cores

This section describes secure and non-secure IP cores and how the tools handle them during synthesis.

Add the `edn`, `ngo`, and/or `ngc` core files to your project. The synthesis tools can read these formats and incorporate the cores into the design.

IP Core File	IP Visibility	Effect of Synthesis Optimizations
EDN NGO NGC, non-secured	Core contents visible to the synthesis tool	For the Synplify Premier tool, some optimizations can occur on the core, like constant propagation. The contents can be written to the output netlist along with the rest of design.
NGC, secured	Core contents visible to the synthesis tool	The tool cannot optimize or place cores or absorb them into the netlist. During synthesis, the secure core is treated as a *white box* (a model that includes the port interface and timing information only), and all optimizations are based on this.

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After you synthesize the design, the synthesis process treats the cores as follows:

Non-secure core with no black box attributes attached	For the Synplify Premier tool, limited optimizations like constant propagation can be performed as needed. You can view the internals of the core in the RTL and Technology views.
Non-secure core marked as a white box	The synthesis tool does not modify the core or write out the internals of the core in the synthesized netlist.
Secure cores	For the Synpify Premier tool, limited optimizations like constant propagation can be performed. You can view the internals of the core in the Technology view.

After synthesis, the tool generates core output files for P&R:

EDN NGC, non-secured NGO	• The tool generates one main output netlist that includes all the unencrypted cores. The log file resource usage report includes the resources used by the cores. • All timing constraints are forward-annotated in the synplicity.ucf file. This file includes imported UCF constraints (see *Converting and Using Xilinx UCF Constraints*, on page 218) as well as user-specified timing constraints. • Placement constraints are forward-annotated in the *design*.ncf file.
NGC, secured	• The tool writes out a top-level EDIF file which references individual EDIFs for each instantiation of a secure core. These files are not included in the main netlist.The tool suffixes the original core name with _syn when it names the lower-level files. The log file report of resource usage includes the resources used by the cores. • The synthesis tool puts all timing constraints into one synplicity.ucf file for the P&R tool. This file includes imported UCF constraints (see *Converting and Using Xilinx UCF Constraints*, on page 218) as well as user-specified timing constraints. • Placement constraints, excluding constraints for secure cores, are forward-annotated in a *design*.ncf file. • For each secure core, the tool generates an individual `ncf` file with the constraints for that core.

Including Xilinx Cores for Logic and Physical Synthesis

The following procedure shows you how to include Xilinx secure and non-secure cores in your project for logic synthesis or graph-based physical synthesis.

The procedure itself is the same for both secure and non-secure cores, but the implementation details are different, because the two kinds of cores are treated differently.

1. Instantiate the Xilinx core in your top-level RTL.
2. Make sure you are targeting a technology that supports this design flow.
3. Add the `edn`, `ngo`, and/or `ngc` core files directly to your project. The synthesis tools can read these formats and incorporate the cores into the design. For more information about theses cores, see *Secure and Non-secure Cores*, on page 973.
4. Set the syn_macro attribute to determine how you want the cores to be treated during synthesis. For details about this attribute, see *syn_macro Attribute*, on page 1225.
5. Synthesize the design.
   - Optionally, set the option to automatically run P&R from the synthesis tool interface after synthesis is complete. If you chose to run P&R from the synthesis tool, the output netlist and constraint files are automatically copied to the P&R directory.
   - Set any other options.
   - Click the Run button to run synthesis.

   The synthesis tools read the timing and resource usage information from the core files. The tool runs synthesis and places the design at the same time. For more information about how synthesis treats these cores and the output core files generated for P&R, see *Secure and Non-secure Cores*, on page 973.

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Converting Xilinx Projects with ise2syn

The ise2syn utility (Import->Import ISE/EDK Project) takes a Xilinx project and converts it to a synthesizable project which you can run in the Synplify Pro or Synplify Premier tools. The ise2syn utility uses ucf2sdc functionality to convert constraints when it translates the Xilinx project. The ucf2sdc utility converts a Synplify Pro logic synthesis project into a project for physical synthesis with the Synplify Premier tool.

The following describe the ise2syn utility and its use in more detail:

- Converting Designs with the ise2syn Utility, on page 976
- The ise2syn Conversion Process, on page 981
- Specifying EDK Cores as White Boxes, on page 984

If you want to convert UCF constraints from a logic synthesis project (Synplify or Synplify Pro) into a physical synthesis project, do not use ise2syn. Instead use ucf2sdc, which is described in *Converting and Using Xilinx UCF Constraints*, on page 218.

Converting Designs with the ise2syn Utility

You can use the ise2syn utility to automatically generate a synthesis project from a Xilinx project. You can use this utility to convert the following Xilinx projects:

- ISE *.ise, *.xise, and *.xmp projects. See *Converting ISE Designs with the ise2syn Utility*, on page 977.
- EDK standalone projects (*.xmp) or sub-projects used in an ISE project, including EDK white box cores. See *Converting EDK Designs with the ise2syn Utility*, on page 979.
- Core generator modules that are sub-blocks in an ISE project

The utility translates constraints from `ucf` and `ncf` files.

The following figure summarizes the design flow for converting ISE projects. See *Converting ISE Designs with the ise2syn Utility*, on page 977 and *Converting EDK Designs with the ise2syn Utility*, on page 979 for detailed procedures.

Converting ISE Designs with the ise2syn Utility

The following procedure describes how to convert ISE designs with the ise2syn utility.

1. Set the XILINX environment variable to the ISE installation used for running the ISE project.

   For example: `XILINX=\\myServer\pctools\Xilinx\ise112\ISE`

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2. Check that you have write permission to the synthesis project directory for conversion.

3. Import the ISE project into the Synplify Pro/Synplify Premier tool.

   The following describes how to use the GUI to import the project. For the syntax of the equivalent Tcl command, see *The ise2syn Utility*, on page 717 in the *Reference Manual*.

   – Select the Import-> Import Xilinx ISE/EDK Project command. The Import Xilinx Project dialog box opens. You can import .ise, .xise, or .xmp projects.

   – Set other options to import the project, and click Import.

After it successfully completes, the ise2syn utility generates the following files. See *Conversion Process*, on page 982 for details of the process.

design.prj	Synplify Pro/Premier project file for FPGA synthesis
*design*_sdc/*filename*_conv.sdc	Converted `ucf`, `ncf`, or `xcf` constraints for synthesis
*design*_sdc/*filename*_unapplied.ucf	File that contains unconverted constraints. See *Constraint Translation*, on page 983 for details.

4. Use the converted `prj` and `sdc` files to run synthesis.
5. If you have an _unapplied.ucf file with unconverted constraints, check this file and manually convert these constraints for input to P&R.
6. Run ISE P&R using the files generated after synthesis.

Converting EDK Designs with the ise2syn Utility

The following procedure describes how to convert EDK designs with the ise2syn utility. For additional information about working with EDK cores, see *Specifying EDK Cores as White Boxes*, on page 984.

1. Set the following environment variables:

XILINX	Set to the ISE installation used for running the ISE project For example: `XILINX=\\myServer\pctools\Xilinx\ise112\ISE`
XILINX_EDK	Set to the EDK installation used for running the EDK project. For example: `XILINX_EDK=\\myServer\pctools\Xilinx\ise112\EDK`
XIL_MYPERIPHERALS	If required, set to the location of user-specific cores. For example: `XIL_MYPERIPHERALS=e\my_edk_cores`

2. Check that you have write permission to the synthesis project directory for conversion.
3. For an EDK project, first synthesize the project using the ISE tool.

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When you use ISE to run XST synthesis, the tool generates ngc files for the EDK cores. The FPGA synthesis tools use these ngc files instead of the HDL files for the EDK projects. The tool also uses the ngc for encrypted cores, because the ise2syn translator does not read encrypted cores.

4. Import the ISE project into the Synplify Pro/Synplify Premier tool.

   The following describes how to use the GUI to import the project. For the syntax of the equivalent Tcl command, see *The ise2syn Utility*, on page 717 in the *Reference Manual*.

   – Select the Import-> Import Xilinx ISE/EDK Project command. The Import Xilinx Project dialog box opens. You can import .ise, .xise, or .xmp projects.

– If you have an encrypted core or a core that uses non-standard HDL, enable the Force White Box Cores option and specify the names of the cores. See *Force White Box Cores Option (EDK)*, on page 236 in the *Reference Manual* for details of its use.

  If you do not do so, the tool errors out because it cannot read the encrypted core or non-standard HDL. If the synthesis compiler does error out while translating the project, enable the Force White Box Cores option and specify the core names. When you enable this option, the synthesis tool uses `ngc` files instead of the standard HDL files for the specified cores.

– Set other options to import the project, and click Import.

After it successfully completes, the ise2syn utility generates the following files. See *Conversion Process*, on page 982 for details.

design.prj	Synplify Pro/Premier project file for FPGA synthesis
*design*_sdc/*filename*_conv.sdc	Converted `ucf`, `ncf`, or `xcf` constraints for synthesis
*design*_sdc/*filename*_unapplied.ucf	Unconverted constraints file. See *Constraint Translation*, on page 983 for details.

5. Use the converted `prj` and `sdc` files to run synthesis.
6. If you have an _unapplied.ucf file with unconverted constraints, check this file and manually convert these constraints for input to P&R.
7. Run ISE P&R using the files generated after synthesis.

The ise2syn Conversion Process

The following describe the ise2syn conversion process:

- Conversion Process, on page 982
- Troubleshooting ise2syn Conversion Issues, on page 982
- Constraint Translation, on page 983

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Conversion Process

The ise2syn utility goes through the following phases when it converts the ISE or EDK project to a Synplify Pro/Premier project ready for synthesis.

- The utility translates ISE project options and EDK or Coregen sub-projects, and generates a Synplify Pro/Premier project file (`prj`).
- It compiles the project to get a netlist (`srs`) file.
- For EDK projects, it then updates the memory block names to use the full hierarchical path names.
- It translates the `ucf`, `ncf`, or `xcf` constraints from the Xilinx project to the `sdc` format. It writes all untranslated constraints to the *_unapplied.ucf file.
- It then updates the project file.

Troubleshooting ise2syn Conversion Issues

The following table lists possible reasons for errors that occur at different stages of the translation flow.

Error Occurs When...	Possible Causes
Importing the ISE project	• The XILINX/XILINX_EDK environment variable does not point to a valid ISE/EDK installation. • The XILINX_EDK environment variable points to an EDK version that is not the same as the one with which the imported project was created • You do not have write permission to the specified Synplify project directory.
Compiling the imported project	For EDK projects with cores that use non-standard HDLs, specify those cores as white boxes when you import the project.
Converting `bmm` files	No errors are expected. If you see an error at this stage, report it.

Error Occurs When...	Possible Causes
Translating constraints	Currently, there is limited support for translating constraints, as detailed in *Constraint Translation*, on page 983. All unsupported constraints are written to the *_unapplied.ucf file. Check this file and convert the constraints manually for P&R. No errors are expected at this stage. If you see an error, report it.
Synthesizing the converted project	No errors are expected. If you see an error at this stage, report it.
Running P&R on the converted project	This could be caused by untranslated constraints. Check the *_unapplied.ucf file and convert the constraints manually.

Constraint Translation

The ise2syn utility uses ucf2sdc functionality to translate constraints; this has some limitations when it translates Xilinx constraints.

- The synthesis tools do not currently translate the following UCF constraints. All untranslated Xilinx constraints are written to the *_unapplied.ucf file.
  - `OPEN/CLOSED` in `AREAGROUP` constraints
  - `OFFSET` constraints that use the `VALID` keyword
  - `OFFSET` constraints that use the `HIGH/LOW` clock edges
- If the generated names of objects like nets and instances do not exactly match the XST-generated names, the tool does not convert the constraints associated with these objects. It puts these untranslated constraints in the _unapplied.ucf file. Make sure to check this file and manually edit constraints as needed.
- The tools do not translate constraints applied on inferred objects in an XST-generated netlist.
- Support for constraints applied on a core that uses `ncf` files is not tested.

For additional information about the translation of constraints, refer to *The Xilinx ucf2sdc Utility*, on page 633 in the *Reference Manual*. The ise2syn conversion process uses the ucf2sdc utility to translate constraints.

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Specifying EDK Cores as White Boxes

It is very important that you accurately define EDK cores as white boxes because the synthesis run will fail if the design is not correctly specified, and you will have to iterate through another run. For the ise2syn flow, a white box is one that has a core definition in either `edn` or `ngc` format.

1. In the Synplify Pro/Premier software, and select Import IP->Import Xilinx ISE/EDK Project. This opens the Import Xilinx EDK dialog box.

2. If you want to treat a core as a white box during synthesis, specify the core name in the Force White Box option. For details about settings for this option, refer to *Force White Box Cores Option (EDK)*, on page 236 in the *Reference Manual*.

   The software searches for the core in the mhs file, and for a definition file named implementation/*core*.ngc. It adds this file to the project. The core is treated as a white box during synthesis. If it does not find the named core or the `ngc` file, it issues a warning message.

CHAPTER 18

Using DesignWare IP

The Synplify Premier and Synplify Premier with Design Planner tools can implement DesignWare IP in FPGA designs from two distinct sources:

- Synopsys DesignWare foundation library building blocks
- DesignWare-compatible models originally developed by Synplicity, Inc.

The Synopsys foundation library is licensed separately from Synopsys; the DesignWare-compatible library is a standard feature of the Synplify Premier tools. Either library can be used as the source of the DesignWare IP, but components from the two libraries cannot be intermixed.

Using DesignWare Building Blocks

This section describes how to use the building blocks from the DesignWare foundation library with the Synplify Premier tools. For a list of the available building blocks, see http://www.synopsys.com/dw/buildingblock.php.

- Install the Synopsys DesignWare foundation library included in the Synopsys Design Compiler download; a separate license is required.
- Set the path to the DesignWare foundation library by either:
  - specifying the path to the library using the dc_root *installPath* Tcl command

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– selecting the Implementation Options dialog box and using either the Verilog or VHDL tab to enter the path to the library in the Design Compiler Installation Location [$SYNOPSYS=]: field

Note: To access the DesignWare foundation library from a Windows machine, use the map network drive utility to mount the library on an available Windows drive.

- Enable using the DesignWare foundation library by:
  - checking the Use DesignWare Foundation Library checkbox on either the Verilog or VHDL tab
  - entering either of the following Tcl commands

```
set_option -dw_foundation 1
set_option -dw_library {dw_foundation}
```

- If low-power building blocks are to be used in place of standard DesignWare building blocks, enable using the DesignWare minPower library by:
  - checking the Use DesignWare MinPower Library on either the Verilog or VHDL tab (checking the Use DesignWare MinPower Library automatically enables the DesignWare foundation library if not enabled).
  - entering either of the following Tcl commands

```
set_option -dw_minpower 1
set_option -dw_library {dw_minpower}
```

Note that the above commands do not automatically enable the DesignWare foundation library, and that the foundation library must be explicitly enabled to use the minPower library.

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- Set the response to being unable to locate a DesignWare foundation library license according to your design criteria. Checking Stop Synthesis if no DesignWare license found or entering the following Tcl command

  ```
  set_option dw_stop_on_nolic 1
  ```

  stops design synthesis when a DesignWare building block is encountered and a DesignWare foundation library feature license is not found. Conversely, not enabling the checkbox or setting the option to 0 (the defaults) allows synthesis to continue by black boxing each building block in the RTL.

Note: The DesignWare feature license can use the multiprocessing capability of the Synplify Premier tools when multiple processor cores are available. To set the number of licenses, open the Options->Configure Compile Point Options dialog box and set the Maximum number of parallel synthesis jobs value to the desired number of licenses. The normal ratio of license use is one DesignWare license for every two synthesis licenses.

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Using DesignWare-Compatible Models

The Synplify Premier and Synplify Premier with Design Planner tools can replace Synopsys DesignWare foundation library building blocks instantiated in your VHDL or Verilog source code with corresponding DesignWare-compatible models originally developed by Synplicity, Inc. For a list of the available DesignWare-compatible models, see *Available DesignWare-Compatible Models*, on page 994. For information on how to instantiate the supported DesignWare-compatible models in your source code, see:

- Verilog Library Models, on page 988
- VHDL Library Models, on page 990

Note: For a comparison list of Synopsys DesignWare foundation library building blocks, see http://www.synopsys.com/dw/buildingblock.php.

Verilog Library Models

This section describes the following:

- Instantiating and Compiling Verilog Models, on page 988
- Inferring Verilog Functions, on page 989

Instantiating and Compiling Verilog Models

To instantiate DesignWare-compatible models in your Verilog code, enable access to the Verilog model library (dw_verilog.v) by:

1. Opening the Implementation Options dialog box in the Project view.
2. Going to the Verilog tab and enabling Use Synplicity Legacy DesignWare Library. Either action causes the dw_verilog.v model file to be referenced during compilation. You can also enable access to the DesignWare-compatible library using the following Tcl command:

   ```
   set_option -enable_designware 1
   ```

3. Before you compile your project, enable the V2001 switch by doing one of the following:

- Check the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box.
- Adding the following command in the #add_file options section of your project file:

```
set_option -vlog_std v2001.
```

The dw_verilog.v file uses Verilog 2001 constructs, so you must enable this option before compiling your design.

4. Compile and synthesize your design as usual.

   The DesignWare-compatible models duplicate the functionality of the their corresponding Synopsys DesignWare foundation library building blocks, but not their exact implementation. When there is no DesignWare-compatible model corresponding to a DesignWare building block in your source code, you get an error message indicating that an unsupported building block has been encountered, and your design cannot be compiled (see *Unsupported DesignWare Foundation Library Building Blocks*, on page 991; for a list of DesignWare-compatible models, see *Available DesignWare-Compatible Models*, on page 994).

Inferring Verilog Functions

You can infer Verilog functions for a subset of the DesignWare-compatible models. For a list of the models supporting function inferencing, see *Available DesignWare-Compatible Models*, on page 994. To use function inferencing, add the directory containing the DesignWare-compatible functions (`dw_functions`) to your include path, as described in the following procedure. You can either use the GUI method described in step 1 or the command line method described in step 2.

Note: Function inferencing is only supported in Verilog-based designs.

---

1. To set up function inferencing from the GUI, do the following:
   - Open the Implementation Options dialog box in the Project view.
   - Go to the Verilog tab and type the following path in the Include Path Order field:

     installDirectory`/lib/designware/dw_functions`

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2. To set up function inferencing from the command line, add the following line to your project file:

   ```
   set_option -include_path
   "installDirectory/lib/designware/dw_functions"
   ```

3. Synthesize the design.

VHDL Library Models

For VHDL designs, this section provides setup information so that the Synplify Premier or Synplify Premier with Design Planner tool can use DesignWare-compatible models in place of DesignWare foundation library building blocks in your VHDL source code.

- Instantiating VHDL Models, on page 990
- Creating and Editing VHDL Component Libraries, on page 992

Instantiating VHDL Models

DesignWare foundation library building blocks in VHDL-based code are replaced by corresponding Verilog-based, DesignWare-compatible models to create a mixed HDL design. To include the Verilog DesignWare-compatible model library in your project:

1. Open the Implementation Options dialog box in the Project view, go to the VHDL tab, and enable the Use Synplicity Legacy DesignWare Library switch or enter the following Tcl command:

   ```
   set_option -enable_designware 1
   ```

2. Specify the top module:

   ```
   set_option -top_module "module_name"
   ```

   You must specify the top module for mixed HDL designs.

3. Before you compile your mixed HDL project, enable the V2001 switch by doing one of the following:

   – Check the Verilog 2001 check box on the Verilog tab of the Implementation Options dialog box.

– Adding the following command in the #add_file options section of your project file:

```
set_option -vlog_std v2001.
```

The dw_verilog.v file uses Verilog 2001 constructs, so you must enable this option before compiling your design.

4. Compile and synthesize your design as usual.

   The DesignWare-compatible models duplicate the functionality of the their corresponding Synopsys DesignWare foundation library building blocks, but not their exact implementation. When there is no DesignWare-compatible model corresponding to a DesignWare building block in your source code, you get an error message indicating that an unsupported building block has been encountered, and your design cannot be compiled (see *Unsupported DesignWare Foundation Library Building Blocks*, on page 991; for a list of compatible models, see *Available DesignWare-Compatible Models*, on page 994).

Unsupported DesignWare Foundation Library Building Blocks

When a DesignWare foundation library building block does not have a corresponding DesignWare-compatible model, you can either:

- Use the Synopsys DesignWare foundation library. Using this library is recommended as the full set of building blocks, synchronized with the customer's companion ASIC flow, is available.
- Model the unsupported building block as outlined below. For a list of supported DesignWare-compatible models, see *Available DesignWare-Compatible Models*, on page 994.

To replace an unsupported DesignWare foundation library building block, you must create your own model and then add the model file to your project. If you are creating a Verilog replacement model, simply add your model to your project file and then recompile your design. For example, the command

```
add_file -verilog "my_DW_model"
```

instructs the Synplify Premier tool to use your Verilog version of the model. The model name in *my_DW_model* must be the same name as the DesignWare foundation library building block that you are replacing.

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If you are creating a VHDL replacement model, your must add the model and corresponding VHDL library to your project as described in the following subsection.

Creating and Editing VHDL Component Libraries

The following procedure shows you how to create and edit a VHDL library for a DesignWare-compatible model.

1. To create and add a new library, use the following command syntax:

   add_file -library *newlib*
   add_file -vhdl -lib *newlib dw_name*.**vhd**

   For example, the following commands define a new library my_lib and compile the dw02_comp.vhd model into this library:

   ```
   add_file -library my_lib
   add_file –vhdl –lib my_lib dw02_comp.vhd
   ```

2. To add a new set of DesignWare model objects, such as entities and or architectures to an existing library, use this command syntax:

   add_file -vhdl -lib *exisiting_lib* **"***new_object***"**

   The following command appends information for the new DW_square model to the DW01 library:

   ```
   add_file –vhdl –lib DW01 "DW_square.vhd"
   ```

3. To add a missing DesignWare-compatible model declaration to an existing package, do the following:

   – First add the missing component declaration to the library using this command syntax:

     add_file -vhdl -lib *library_name* **"***component_pkg***.vhd"**

     The following example adds the missing DW_square model to the dw01_comp.vhd library:

     ```
     add_file -vhdl -lib DW01 "DW_square.vhd"
     ```

   – Add the component declaration to the vhd package by adding a line like the following to the project file. This example adds the component declaration for DW_square in dw01_comp.vhd package. The

DW01_components package is declared in the file by name (dw01_comp_add.vhd).

```
add_file -vhdl -lib DW01 "DW01_comp_add.vhd"
```

4. To replace a model declaration in the existing package with a new declaration, add a line similar to the following:

```
add_file –vhdl –lib DW01 "DW01_comp_replace.vhd"
```

The example shows a new declaration for a DesignWare model, DW01_comp_replace.vhd, in the DW01 library. For a list of supported DesignWare-compatible models, see *Available DesignWare-Compatible Models*, on page 994.

5. To replace an existing entity or architecture component in a library with a model you define, do the following:
   - Write your code for the model, and give the model the same name as the model you want to replace. For example, if you want to replace an existing model called DW_square, name your custom design model DW_square.vhd.
   - Add a statement like the following to the project file to override the existing model definition:

```
add_file -vhdl -lib DW02 DW_square.vhd
```

Your DW_square model overwrites the existing model in the DW02 library.

6. If your design references libraries or packages that are not included, create a dummy package and add it to your project file. Creating a dummy package ensures that the compiler ignores the referenced package and that you do not get a compiler error because the tool cannot find a library.

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Available DesignWare-Compatible Models

DesignWare-compatible models have been created for a majority of the standard DesignWare foundation library building blocks. The DesignWare-compatible models duplicate the functionality of the their corresponding DesignWare building blocks, but not their exact implementation. DesignWare users are urged to adopt the DesignWare foundation library building blocks to take advantage of the expanded component library and on-going component development, and the fully synchronized component support for the ASIC flow.

The following sections list supported DesignWare-compatible models either by function or alphabetically:

- Supported Models – by Function, on page 994
- Supported Models – Alphabetical List, on page 1001

For information about instantiating and inferring DesignWare-compatible models in your source code, see *Verilog Library Models*, on page 988 or *VHDL Library Models*, on page 990.

Note: For a comparison list of Synopsys DesignWare foundation library building blocks, see http://www.synopsys.com/dw/buildingblock.php.

Supported Models – by Function

This section arranges DesignWare foundation library building blocks for which there is a corresponding FPGA-compatible model by function. These models are available only for the Synplify Premier and Synplify Premier with Design Planner tools. To see the list of supported models arranged alphabetically, see *Supported Models – Alphabetical List*, on page 1001.

Information is grouped by functions, under the headings listed below.

Note: Models marked with a double asterisk (**) support Verilog function inferencing.

- Data Integrity, on page 995
- Combinational, on page 995
- Sequential, on page 996
- Register, on page 996
- FIFO and Controllers, on page 996
- Memories, on page 997
- Arithmetic, on page 998
- Floating Point, on page 1000
- Test, on page 1000
- Data Path, on page 1001

Data Integrity

DW_8b10b_dec	8b/10b Decoder
DW_8b10b_enc	8b/10b Encoder
DW_crc_p	Universal Parallel CRC Generator/Checker
DW_ecc	Error Checking and Correction
DW04_crc32	32-Bit CRC Polynomial Generator/Checker
DW04_par_gen	Parity Generator and Checker

Combinational

DW_lzd	Leading Zero's Detector
**DW01_binenc	Binary Encoder
**DW01_bsh	Barrel Shifter
**DW01_decode	Decoder
DW01_mux_any	Universal Multiplexor
**DW01_prienc	Priority Encoder
** Function inferencing supported	

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Sequential

DW03_bictr_dcnto	Up/down Binary Counter
DW03_bictr_decode	Up/down Binary Counter
DW03_bictr_scnto	Up/down Binary Counter
DW03_cntr_gray	Gray Code Counter
DW03_lfsr_dcnto	LFSR Counter with Dynamic Count-to Flag
DW03_lfsr_load	LFSR Counter with Loadable Input
DW03_lfsr_scnto	LFSR Counter with Static Count-to Flag
DW03_lfsr_updn	LFSR Up/Down Counter
DW03_updn_ctr	Up/down Counter

Register

DW03_pipe_reg	Pipeline Register
DW03_reg_s_pl	Register with Synchronous Enable Reset
DW03_shftreg	Shift Register
DW04_shad_reg	Shadow and Multibit Register
DW04_sync	Variable Input Synchronizer

FIFO and Controllers

DW_asymfifo_s1_df	Asymmetric I/O Synchronous (Single Clock) FIFO with Dynamic Flags
DW_asymfifo_s1_sf	Asymmetric I/O Synchronous (Single Clock) FIFO with Static Flags
DW_asymfifo_s2_sf	Asymmetric I/O Synchronous (Dual Clock) FIFO with Static Flags
DW_asymfifoctl_s1_df	Asymmetric I/O Synchronous (Single Clock) FIFO Controller with Dynamic Flags
DW_asymfifoctl_s1_sf	Asymmetric I/O Synchronous (Single Clock) FIFO Controller with Static Flags

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DW_asymfifoctl_s2_sf	Asymmetric I/O Synchronous (Dual Clock) FIFO Controller with Static Flags
DW_fifo_s1_df	Synchronous (Single Clock) FIFO with Dynamic Flags
DW_fifo_s1_sf	Synchronous (Single Clock) FIFO with Static Flags
DW_fifoctl_s1_df	Synchronous (Single Clock) FIFO Controller with Dynamic Flags
DW_fifoctl_s1_sf	Synchronous (Single Clock) FIFO Controller with Static Flags
DW_fifo_s2_sf	Synchronous (Dual Clock) FIFO with Static Flags
DW_fifoctl_s2_sf	Asymmetric Synchronous (Dual Clock) FIFO with Static Flags
DW_stack	Synchronous (Single Clock) Stack
DW_stackctl	Synchronous (Single Clock) Stack Controller

Memories

DW_ram_rw_a_dff	Asynchronous Single-Port RAM (Flip-Flop Based)
DW_ram_rw_a_lat	Asynchronous Single-Port RAM (Latch-Based)
DW_ram_r_w_a_dff	Asynchronous Dual-Port RAM (Flip-Flop Based)
DW_ram_r_w_a_lat	Asynchronous Dual-Port RAM (Latch-Based)
DW_ram_2r_w_a_dff	Asynchronous Three-Port RAM (Flip-Flop Based)
DW_ram_2r_w_a_lat	Asynchronous Three-Port RAM (Latch-Based)
DW_ram_rw_s_dff	Synchronous Single-Port, Read/Write RAM (Flip-Flop Based)
DW_ram_rw_s_lat	Synchronous Single-Port, Read/Write RAM (Latch-Based)
DW_ram_r_w_s_dff	Synchronous Write-Port, Asynchronous Read-Port RAM (Flip-Flop Based)

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DW_ram_r_w_s_lat	Synchronous Write-Port, Asynchronous Read-Port RAM (Latch-Based)
DW_ram_2r_w_s_dff	Synchronous Write-Port, Asynchronous Dual Read-Port RAM (Flip-Flop Based)
DW_ram_2r_w_s_lat	Synchronous Write-Port, Asynchronous Dual Read-Port RAM (Latch-Based)

Arithmetic

DW_addsub_dx	Duplex Adder-Subtractor with Saturation and Rounding
DW_bin2gray	Binary to Gray Converter
DW_cmp_dx	Duplex Comparator
DW_cntr_gray	Gray Code Converter
**DW_div	Combinational Divider/Remainder/Modulus
DW_div_pipe	Stallable Pipelined Divider
DW_div_rem	Combinational Integer Divider with Quotient and Remainder
DW_div_seq	Sequential Divider
DW_gray2bin	Gray to Binary Converter
DW_inc_gray	Gray Incrementor
DW_inv_sqrt	Reciprocal of Square-Root
DW_lbsh	Barrel Shifter with Preferred Left Direction
**DW_minmax	Minimum/Maximum Value
DW_mult_dx	Duplex Multiplier
DW_mult_pipe	Pipelined multiplier
DW_norm	Normalization for Fractional Input
DW_norm_rnd	Normalization and Rounding
DW_piped_mac	Pipelined Multiplier-Accumulator
DW_prod_sum_pipe	Pipelined Multiplier-Adder
DW_rash	Arithmetic Shifter with Preferred Right Direction

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DW_rbsh	Barrel Shifter with Preferred Right Direction
**DW_shifter	Combined Arithmetic and Barrel Shifter
**DW_sqrt	Combinational Square Root
DW_sqrt_pipe	Stallable Pipelined Square Root
**DW_square	Integer Square
DW_squarep	Partial Product Integer Squarer
**DW_ver_mod	Combinational Modulus for Verilog LRM
**DW_vhd_mod	Combinational Modulus for VHDL LRM
**DW01_absval	Absolute Value
DW01_add	Adder
DW01_addsub	Adder Subtractor
**DW01_ash	Arithmetic Shifter
DW01_cmp2	2-Function Comparator
DW01_cmp6	6-Function Comparator
DW01_csa	Carry Save Adder
DW01_dec	Decrementer
DW01_inc	Incrementer
DW01_incdec	Incrementer/Decrementer
DW01_satrnd	Arithmetic Saturation and Rounding Logic
DW01_sub	Subtractor
**DW02_divide	Combinational Divider
DW02_cos	Combinational Cosine
**DW02_mac	Multiplier/Accumulator
**DW02_mult	Multiplier
DW02_multp	Partial Product Multiplier
DW02_mult_2_stage	Two-Stage Pipelined Multiplier
DW02_mult_3_stage	Three-Stage Pipelined Multiplier

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DW02_mult_4_stage	Four-Stage Pipelined Multiplier
DW02_mult_5_stage	Five-Stage Pipelined Multiplier
DW02_mult_6_stage	Six-Stage Pipelined Multiplier
DW02_prod_sum	Generalized Sum of Products
DW02_prod_sum1	Multiplier-Adder
**DW02_rem	Combinational Remainder
DW02_sin	Combinational Sine
DW02_sincos	Combinational Sine-Cosine
**DW02_sqrt	Combinational Square Root
**DW02_sum	Vector Adder
DW02_tree	Wallace Tree Compressor

** Function inferencing supported

Floating Point

DW_fp_addsub	Floating Point Adder/Subtractor
DW_fp_div	Floating Point Divider
DW_fp_flt2i	Floating Point to Integer Converter
DW_fp_i2flt	Integer to Floating Point Converter
DW_fp_mult	Floating Point Multiplier

*Precision format can only be parameterized to either IEEE single- or double-precision

Test

DW_bc_1	Boundary Scan Cell Type BC_1
DW_bc_2	Boundary Scan Cell Type BC_2
DW_bc_3	Boundary Scan Cell Type BC_3
DW_bc_4	Boundary Scan Cell Type BC_4
DW_bc_5	Boundary Scan Cell Type BC_5
DW_bc_7	Boundary Scan Cell Type BC_7

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DW_bc_8	Boundary Scan Cell Type BC_8
DW_bc_9	Boundary Scan Cell Type BC_9
DW_bc_10	Boundary Scan Cell Type BC_10
DW_tap	Tap Controller

Data Path

**DWF_dp_absval	Returns the absolute value (magnitude) of an argument
**DWF_dp_blend	Implements an alpha blender or linear interpolator
**DWF_dp_count_ones	Counts ones in argument
**DWF_dp_rnd	Performs arithmetic rounding
**DWF_dp_rndsat	Performs arithmetic rounding and saturation
**DWF_dp_sat	Performs arithmetic saturation
**DWF_dp_sign_select	Performs sign selection / conditional two's complement
**DWF_dp_simd_add	Configurable SIMD adder
**DWF_dp_simd_addc	Configurable SIMD adder with carry
**DWF_dp_simd_mult	Configurable SIMD multiplier
**Function inferencing supported	

Supported Models – Alphabetical List

The following is an alphabetical list of the DesignWare foundation library building blocks for which there is a corresponding DesignWare-compatible model. DesignWare-compatible model support is available only with the Synplify Premier and Synplify Premier with Design Planner tools. To view the models sorted by functions, see *Supported Models – by Function*, on page 994.

Note: Models marked with a double asterisk (**) support Verilog function inferencing.

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Function	Name
DW_8b10b_dec	8b/10b Decoder
DW_8b10b_enc	8b/10b Encoder
DW_addsub_dx	Duplex Adder-Subtractor with Saturation and Rounding
DW_asymfifo_s1_df	Asymmetric I/O Synchronous (Single Clock) FIFO with Dynamic Flags
DW_asymfifo_s1_sf	Asymmetric I/O Synchronous (Single Clock) FIFO with Static Flags
DW_asymfifo_s2_sf	Asymmetric I/O Synchronous (Dual Clock) FIFO with Static Flags
DW_asymfifoctl_s1_df	Asymmetric I/O Synchronous (Single Clock) FIFO Controller with Dynamic Flags
DW_asymfifoctl_s1_sf	Asymmetric I/O Synchronous (Single Clock) FIFO Controller with Static Flags
DW_asymfifoctl_s2_sf	Asymmetric I/O Synchronous (Dual Clock) FIFO Controller with Static Flags
DW_bc_1	Boundary Scan Cell Type BC_1
DW_bc_2	Boundary Scan Cell Type BC_2
DW_bc_3	Boundary Scan Cell Type BC_3
DW_bc_4	Boundary Scan Cell Type BC_4
DW_bc_5	Boundary Scan Cell Type BC_5
DW_bc_7	Boundary Scan Cell Type BC_7
DW_bc_8	Boundary Scan Cell Type BC_8
DW_bc_9	Boundary Scan Cell Type BC_9
DW_bc_10	Boundary Scan Cell Type BC_10
DW_bin2gray	Binary to Gray Converter
DW_cmp_dx	Duplex Comparator
DW_cntr_gray	Gray Code Converter
DW_crc_p	Universal Parallel CRC Generator/Checker

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Function	Name
**DW_div	Combinational Divider/Remainder/Modulus
DW_div_pipe	Stallable Pipelined Divider
DW_div_rem	Combinational Integer Divider with Quotient and Remainder
DW_div_seq	Sequential Divider
DW_ecc	Error Checking and Correction
DW_fifo_s1_df	Synchronous (Single Clock) FIFO with Dynamic Flags
DW_fifo_s1_sf	Synchronous (Single Clock) FIFO with Static Flags
DW_fifo_s2_sf	Synchronous (Dual Clock) FIFO with Static Flags
DW_fifoctl_s1_df	Synchronous (Single Clock) FIFO Controller with Dynamic Flags
DW_fifoctl_s1_sf	Synchronous (Single Clock) FIFO Controller with Static Flags
DW_fifoctl_s2_sf	Asymmetric Synchronous (Dual Clock) FIFO with Static Flags
DW_fp_addsub	Floating Point Adder/Subtractor
DW_fp_div	Floating Point Divider
DW_fp_flt2i	Floating Point to Integer Converter
DW_fp_i2flt	Integer to Floating Point Converter
DW_fp_mult	Floating Point Multiplier
DW_gray2bin	Gray to Binary Converter
DW_inc_gray	Gray Incrementor
DW_inv_sqrt	Reciprocal of Square-Root
DW_lbsh	Barrel Shifter with Preferred Left Direction
DW_lzd	Leading Zero's Detector
**DW_minmax	Minimum/Maximum Value
DW_mult_dx	Duplex Multiplier
DW_mult_pipe	Pipelined Multiplier

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Function	Name
DW_norm	Normalization for Fractional Input
DW_norm_rnd	Normalization and Rounding
DW_piped_mac	Pipelined Multiplier-Accumulator
DW_prod_sum_pipe	Pipelined Multiplier-Adder
DW_ram_2r_w_a_dff	Asynchronous Three-Port RAM (Flip-Flop Based)
DW_ram_2r_w_a_lat	Asynchronous Three-Port RAM (Latch-Based)
DW_ram_2r_w_s_dff	Synchronous Write-Port, Asynchronous Dual Read-Port RAM (Flip-Flop Based)
DW_ram_2r_w_s_lat	Synchronous Write-Port, Asynchronous Dual Read-Port RAM (Latch-Based)
DW_ram_r_w_a_dff	Asynchronous Dual-Port RAM (Flip-Flop Based)
DW_ram_r_w_a_lat	Asynchronous Dual-Port RAM (Latch-Based)
DW_ram_r_w_s_dff	Synchronous Write-Port, Asynchronous Read-Port RAM (Flip-Flop Based)
DW_ram_r_w_s_lat	Synchronous Write-Port, Asynchronous Read-Port RAM (Latch-Based)
DW_ram_rw_a_dff	Asynchronous Single-Port RAM (Flip-Flop Based)
DW_ram_rw_a_lat	Asynchronous Single-Port RAM (Latch-Based)
DW_ram_rw_s_dff	Synchronous Single-Port, Read/Write RAM (Flip-Flop Based)
DW_ram_rw_s_lat	Synchronous Single-Port, Read/Write RAM (Latch-Based)
DW_rash	Arithmetic Shifter with Preferred Right Direction
DW_rbsh	Barrel Shifter with Preferred Right Direction
**DW_shifter	Combined Arithmetic and Barrel Shifter
**DW_sqrt	Combinational Square Root
DW_sqrt_pipe	Stallable Pipelined Square Root
**DW_square	Integer Square

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Function	Name
DW_squarep	Partial Product Integer Squarer
DW_stack	Synchronous (Single Clock) Stack
DW_stackctl	Synchronous (Single Clock) Stack Controller
DW_tap	Tap Controller
**DW_ver_mod	Combinational Modulus for Verilog LRM
**DW_vhd_mod	Combinational Modulus for VHDL LRM
**DWF_dp_absval	Returns the absolute value (magnitude) of an argument
**DWF_dp_blend	Implements an alpha blender or linear interpolator
**DWF_dp_count_ones	Counts ones in argument
**DWF_dp_rnd	Performs arithmetic rounding
**DWF_dp_rndsat	Performs arithmetic rounding and saturation
**DWF_dp_sat	Performs arithmetic saturation
**DWF_dp_sign_select	Performs sign selection / conditional two's complement
**DWF_dp_simd_add	Configurable SIMD adder
**DWF_dp_simd_addc	Configurable SIMD adder with carry
**DWF_dp_simd_mult	Configurable SIMD multiplier
**DW01_absval	Absolute Value
DW01_add	Adder
DW01_addsub	Adder Subtractor
**DW01_ash	Arithmetic Shifter
**DW01_binenc	Binary Encoder
**DW01_bsh	Barrel Shifter
DW01_cmp2	2-Function Comparator
DW01_cmp6	6-Function Comparator
DW01_csa	Carry Save Adder
DW01_dec	Decrementer

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Function	Name
**DW01_decode	Decoder
DW01_inc	Incrementer
DW01_incdec	Incrementer/Decrementer
DW01_mux_any	Universal Multiplexor
**DW01_prienc	Priority Encoder
DW01_satrnd	Arithmetic Saturation and Rounding Logic
DW01_sub	Subtractor
DW02_cos	Combinational Cosine
**DW02_divide	Combinational Divider
**DW02_mac	Multiplier/Accumulator
**DW02_mult	Multiplier
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
DW02_multp	Partial Product Multiplier
DW02_prod_sum	Generalized Sum of Products
DW02_prod_sum1	Multiplier-Adder
**DW02_rem	Combinational Remainder
DW02_sin	Combinational Sine
DW02_sincos	Combinational Sine-Cosine
**DW02_sqrt	Combinational Square Root
**DW02_sum	Vector Adder
DW02_tree	Wallace Tree Compressor
DW03_bictr_dcnto	Up/down Binary Counter

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Function	Name
DW03_bictr_decode	Up/down Binary Counter
DW03_bictr_scnto	Up/down Binary Counter
DW03_cntr_gray	Gray Code Counter
DW03_lfsr_dcnto	LFSR Counter with Dynamic Count-to Flag
DW03_lfsr_load	LFSR Counter with Loadable Input
DW03_lfsr_scnto	LFSR Counter with Static Count-to Flag
DW03_lfsr_updn	LFSR Up/Down Counter
DW03_pipe_reg	Pipeline Register
DW03_reg_s_pl	Register with Synchronous Enable Reset
DW03_shftreg	Shift Register
DW03_updn_ctr	Up/down Counter
DW04_crc32	32-Bit CRC Polynomial Generator/Checker
DW04_par_gen	Parity Generator and Checker
DW04_shad_reg	Shadow and Multibit Register
DW04_sync	Variable Input Synchronizer

** Function inferencing supported

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CHAPTER 19

Fast Synthesis

The following describe how to use the Fast Synthesis feature in Synplify Premier:

- About Fast Synthesis, on page 1010
- Using Fast Synthesis, on page 1011

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About Fast Synthesis

Fast synthesis is a feature available in the Synplify Premier software. It is a logic synthesis design flow that is specific to Synplify Premier, like enhanced optimization.

What fast synthesis does is to significantly reduce synthesis runtimes by a factor of 2 or 3. It accomplishes this by reducing the number of optimizations performed, so there is a trade-off in performance.

You can use fast synthesis with designs targeting Altera Stratix and Xilinx Virtex and Spartan devices.

When to Use Fast Synthesis

Fast synthesis is best used in situations where quality of results (QoR) is not crucial, or quick turnaround times are more important. Do not use this flow if performance is critical. The following list some situations where fast synthsis is effective:

- In the initial design development phase, when you need to quickly evaluate a design or get a baseline result, and performance is secondary.
- When exploring "what if" scenarios when you have different implementations in mind for your design. In such a case, fast synthesis could save you time working through different runs.
- When you need a quick preliminary synthesis result to help get post-synthesis feedback.
- When prototyping a design (Altera Stratix and Xilinx Virtex and Spartan families only). This can speed up the process for ASIC prototype designers who are developing initial board-level implementations to verify the design.
- When you need to have quick RTL-to-board turnaround times for debug iterations.

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Using Fast Synthesis

This section describes how to run Synplify Premier fast synthesis.

The Fast Synthesis Design Flow

The following figure summarizes the steps in the fast synthesis design flow. The steps are described in *Running Logic Synthesis with Fast Synthesis*, on page 1011.

Running Logic Synthesis with Fast Synthesis

Use the following procedure for quick evaluations or where a faster runtime is more important than the quality of results.

1. Create a Synplify Premier project.
2. Add the source files to the project.
3. Set attributes and constraints for the design.

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In general, timing attributes are not honored in Fast Synthesis mode.

4. Set options.
   - Set any options that you want in the Implementation Options dialog box.
   - Make sure that the Auto Constrain option is disabled.
5. Specify logic synthesis with fast synthesis.
   - Disable the Physical Synthesis option, either in the Project window or in the Implementation Options dialog box. This ensures that you are only running logic synthesis. You cannot run fast synthesis if the Physical Synthesis option is enabled.
   - In the Device panel of the Implementation Options dialog box, set Target to one of the supported Altera or Xilinx families.
   - Enable Fast Synthesis either in the Project view or the Options panel of the Implementation Options dialog box. This option is off by default, and you must explicitly enable it.

Project View

Implementation Options->Options

The tool reduces the amount and number of logic synthesis optimizations performed which results in faster runtimes. If you have both Fast Synthesis and Enhanced Optimization enabled (see *Logic Synthesis with Enhanced Optimization*, on page 40), the software ignores the Enhanced Optimization setting and runs fast synthesis.

   - Click OK.
6. Click Run to run logic synthesis.
7. Analyze the results, using the log file, the HDL Analyst schematic views, the Message window and the Watch Window.

   After you have analyzed the results of this preliminary run, you can do another fast synthesis run, or disable the Fast Synthesis option and repeat synthesis with a full-scale logic or physical synthesis run.

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If Fast Synthesis is intended for quick synthesis results and not for a fast board implementation, it is recommended that you do not run P&R on the resulting netlist, as you might get sub-optimal QOR and longer P&R runtimes.

Attributes Limitation

The Fast Synthesis flow does not support the following attributes:

- syn_allow_retiming
- syn_maxfan
- syn_pipeline
- syn_replicate

Fast Synthesis and Other Synthesis Options

When you run fast synthesis, other optimizations can be affected.

Option	Usage with Fast Synthesis
Auto Constrain	Do not use this option with fast synthesis.
Enhanced Optimization	Do not set this option with fast synthesis, as it will be ignored.
FSM Explorer	You can use this option with fast synthesis.
Physical synthesis	You cannot run fast synthesis with physical synthesis enabled. Fast synthesis only operates in logic synthesis mode in the Synplify Premier tool. Fast synthesis does not generate any placement information.
Pipelining	You can use this option with fast synthesis.

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Option	Usage with Fast Synthesis
Resource Sharing	You can use this option with fast synthesis.
Retiming	If you enable Fast Synthesis, the tool does not do any retiming optimizations.
Timing constraints	You can set any design constraints as you would normally do. However, if your goal is to shorten runtimes for a fast board implementation for example, it is recommended that you either use loose timing constraints or set the global clock to 1 Mhz.

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CHAPTER 20

Activity Analysis for Power Optimization

The Synplify Premier Activity Analysis feature can be used for designs targeting Xilinx technologies. This feature captures switching activity data for analyzing and ultimately optimizing design power. Using the Activity Analysis feature, after an initial synthesis run, the design is resynthesized using the netlist and the analysis design constraints (adc) file. This generates the activity report or SAIF file. The file contains logic state and switching transition data for each net in the design. This SAIF file can be read into third-party tools (such as Xilinx ISE) for power-aware routing.

Topics include:

- Activity Analysis Flow
- About the SAIF File
- Specifying Activity Analysis Constraints
- Specifying SAIF Parameters
- Technology View (project_saif.srm)
- Activity Analysis for Power Improvement Flow

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Activity Analysis Flow

Here is an overview of how to obtain the report:

Assign Activity Analysis Constraints

After you synthesize the design, you can assign analysis design constraints. This task consists of assigning the syn_state1_prob and/or syn_trans_prob attributes. You only need to create these constraints if you want to override the tool's defaults for state or switching probabilities. See *syn_state1_prob* and *syn_trans_prob* for default information.

To assign constraints:

1. Define constraints in an analysis design constraint file (adc). See *Specifying Activity Analysis Constraints*, on page 1021 for details.

2. Then, add the adc files to your project.

Generate the Report (SAIF File)

1. From the GUI, select Analysis->Activity Analysis Generation.

2. Enter the parameters for the report:

   – SAIF File – enter the report file name in the field.

   – Constraint Files – Select the activity design constraint files (`adc`) that you want to include in the analysis data. The `adc` file contains constraints defined by the syn_state1_prob and syn_trans_prob attributes. See *Specifying Activity Analysis Constraints*, on page 1021 for information on specifying these constraints.

   For an overall description of the activity analysis parameters, see *Specifying SAIF Parameters*, on page 1025.

3. Click Generate.

   This generates the `saif` file.

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4. After the `saif` file is generated, you can optionally:
   - Estimate the power consumption for the design using a third-party power analysis tool and the `saif` file as input. If you are targeting Xilinx technologies, see *Activity Analysis for Power Improvement Flow*, on page 1027 for information.
   - Run place and route for power driven-optimization using the `saif` file as input. If you are targeting Xilinx technologies, see *Xilinx Place and Route using SAIF*, on page 1032 for information.

About the SAIF File

The Synopsys switching activity interchange format file (`saif`) is an ASCII file that stores logic state and transition data for the nets in the design. This information can be used for power optimization and analysis.

Following is a sample report where:

- TC = Toggle count, number of transitions on this net
- T1 = Logic 1 time, simulation time at logic high state
- T0 = Logic 0 time, simulation time at logic low state
- TX = Logic X time, simulation time at logic unknown state
- IG = Number of inertial glitch edges

```
(SAIFILE
(SAIFVERSION "2.0")
(DIRECTION "backward")
(DESIGN)
(DATE "2009 1 30 14 49 50")
(VENDOR "SYNP")
(PROGRAM_NAME)
(VERSION "1.0")
(DIVIDER /)
(TIMESCALE 1 ns)
(DURATION 8000000000.00)
(INSTANCE tb
   (INSTANCE top_inst
    (NET
      (A
       (T0 4000000000) (T1 4000000000) (TX 0)
       (TC 2) (IG 0)
      )

         (B
       (T0 8000000000) (T1 0) (TX 0)
       (TC 0) (IG 0)
      )

         (C
       (T0 2000000000) (T1 6000000000) (TX 0)
       (TC 3) (IG 0)
      )
```


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```
            (G
         (T0 8000000000) (T1 0) (TX 0)
         (TC 0) (IG 0)
         )

            (D
         (T0 8000000000) (T1 0) (TX 0)
         (TC 0) (IG 0)
         )

            (...

        (INSTANCE exapme_inst
     (NET
       (d
        (T0 8000000000) (T1 0) (TX 0)
        (TC 0) (IG 0)
        )

       (a
        (T0 4000000000) (T1 4000000000) (TX 0)
        (TC 2) (IG 0)
        )

       (b
        (T0 8000000000) (T1 0) (TX 0)
        (TC 0) (IG 0)
        )

...
       )
     )
```

Specifying Activity Analysis Constraints

You can override the defaults for logic state and state transitioning using the syn_state1_prob and syn_trans_prob attributes, respectively, which are the analysis design constraints (adc) for activity analysis reporting. Specify adc constraints only if you want to override the default probabilities for logic state high (default is 0.5) and logic state transitioning (default is 0.2). You can set these attributes on input ports. (See *syn_state1_prob*, on page 1022 and *syn_trans_prob*, on page 1023 for more details.)

To define analysis design constraints:

1. Select File->New.

   – Click on Analysis Design Constraints.
   – Enter the file name.
   – Specify the path name if you want to change the default location.
   – Click OK.

   This opens the SCOPE editor.

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2. Click on the Attributes tab and specify the probability values.

   Set the constraints on input ports. See *syn_state1_prob* and *syn_trans_prob* below for more details.

syn_state1_prob

Overrides the default probability for specified input ports to remain at logic state 1 for the duration period. (A duration period default is 1 second.) This attribute assigns the probability for logic state 1. The default value is 0.5 (or 50 percent)—50 percent of the time the signal is high, and the other 50 percent of the time, the signal is low. Use this attribute only if you want to override the default value of 0.5 for a high signal; value must greater than or equal to 0, and less than or equal to 1.

.adc File Syntax and Examples

define_attribute syn_state1_prob {p:*port*} {*probability_value*}

The syntax above sets the logic state probability for *specified input ports*. For example:

```
define_attribute syn_state1_prob {p:x[7:0]} {0.8}
```

See Also

- syn_trans_prob, below.
- *Clock and Reset*, on page 1023.
- *Assign Activity Analysis Constraints*, on page 1016.

syn_trans_prob

Overrides the default probability for logic state transition. The default transition probability is 0.2 (or 20 percent)—20 percent of the time, the signal switches from high to low or from low to high. (The default transition period is 1 second.) Use this attribute only if you want to override the default value of 0.2; value must greater than or equal to 0, and less than or equal to 1.

.adc File Syntax and Examples

define_attribute syn_trans_prob {p:*port*} {*probability_value*}

The syntax above sets the state transition probability for *specified input ports*. For example:

```
define_attribute syn_trans_prob {p:x[7:0]} {0.1}
```

See Also

- syn_state1_prob, above.
- *Clock and Reset*, on page 1023.
- *Assign Activity Analysis Constraints*, on page 1016.

State and Transition Probability Relationship

The relationship between state and transition probabilities is as follows:

```
t is less than or equal to 2 * min (s, 1-s)
```

For example, if syn_state1_prob is 0.7, then syn_trans_prob cannot be larger than 0.6.

Clock and Reset

Clock

For multiple clock domains (clock groups), by default the software uses the fastest clock on the port as the reference clock. For the reference clock: state=1, transition=2.

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Reset

By default the software detects any input port reset and assigns the following defaults: state=0.001 transition=0. You can override these defaults by specifying the syn_state1_prob or syn_trans_prob in the `adc` file. (See *Specifying Activity Analysis Constraints*, on page 1021.)

Specifying SAIF Parameters

The Analysis->Activity Analysis Generation command generates the power activity analysis report for Xilinx technologies.

The table below shows the options to specify in the Activity Analysis Generation dialog box:

Command	Description
Output Files	
• SAIF File	Contains the activity analysis report. Default file name is *project*.saif. See *About the SAIF File*, on page 1019 for information on the data in this report.
Constraint Files	Select the analysis design constraint files (adc) to use for the report. See *Specifying Activity Analysis Constraints*, on page 1021 for information on specifying analysis constraints.

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Technology View (*project*_saif.srm)

When you generate an activity analysis report using the Annotated SRM File switch, you can display a Technology view that provides information on the net switching and transitioning data.

The data includes information for transitioning (pwr_trans_formal) and logic state (pwr_state1_formal) values from the simulation tool. It also includes a .pwr_rename value.

Activity Analysis for Power Improvement Flow

You can use the SAIF file from the Synplify Premier tool in Xilinx ISE power analysis using (version 10.1 or later).

Topics include:

- Power Improvement Flow
- Xilinx Power Analysis
- XPower Report
- Xilinx Place and Route using SAIF
- Xilinx Place and Route from Synplify Premier

Power Improvement Flow

SAIF for Power Improvement

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Here is the flow:

1. Synthesize the design.
2. Generate the `saif` file. See *Assign Activity Analysis Constraints*, on page 1016.
3. Input the `saif` file into Xilinx ISE to obtain an XPower report. See *Xilinx Power Analysis*, on page 1028.
4. Use the `saif` file in the Xilinx ISE place and route tool to enable power-aware placement and routing.
5. Then, recalculate the power using XPower analysis to determine how much improvement is gained by the SAIF and Xilinx ISE power-aware placement and routing.
6. Compare the results in Step 5 to the one obtained in Step 3 above.

Xilinx Power Analysis

To use the `saif` file with Power Analysis in ISE:

1. Right-click on XPower Analyzer, and select Properties.

2. Enter the path name and `saif` file in the Load Simulation File field.

3. Click Run.

   This generates the power report. See *XPower Report*, on page 1029, for an example.

XPower Report

This following figures include sections of a sample Xilinx XPower report.

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```
-----------------------------------------------------------------
Release 10.1.03 - XPower Analysis Report SoftwareVersion:K.39 (nt)
Copyright (c) 1995-2008 Xilinx, Inc.  All rights reserved.

# NOTE:  This file is designed to facilitate import into a spreadsheet program
# such as Microsoft Excel for viewing, printing and sorting.  The "|" character
# should be selected as the data field separator.


Design       | C:\testing\hw_loop_open_source.v5\index_inc\index_inc.ncd       |
Preferences  | C:/testing/hw_loop_open_source.v5/index_inc/index_inc.pcf       |
Part         | xc5vlx50ff676-1                                                 |
Data version | PRODUCTION,v1.2,08-28-08                                        |
```

...

```
Power summary                          |    I(mA)   |    P(mW)   |
-----------------------------------------------------------------
Total estimated power consumption      |            |       477  |
                                  ---
               Total Vccint   1.00V    |       277  |       277  |
               Total Vccaux   2.50V    |        58  |       145  |
               Total Vcco25   2.50V    |        22  |        55  |
                                  ---
                           Clocks      |         5  |         5  |
                           Inputs      |         0  |         0  |
                            Logic      |         0  |         0  |
                          Outputs      |
                             Vcco25    |        21  |        52  |
                          Signals      |         0  |         0  |
                                  ---
```

...

```
Thermal summary
-------------------------------------------------------------------
Estimated junction temperature        |            31C            |
             @ airflow of 250 LFM     |            29C            |
                          500 LFM     |            28C            |
                          750 LFM     |            28C            |
                       Ambient temp   |            25C            |
                          Case temp   |            31C            |
                          Theta J-A   |           12C/W           |
                               ---
Max ambient at junction max of        |        85C  |  79C        |
                          250 LFM     |            81C            |
                          500 LFM     |            82C            |
```

continued...

Power Details:

Outputs

Power details

Outputs:1	Loads	Loading(fF)	C(pF)	F(MHz)	I(mA)	P(mW)
Vcco25						
index_out(0)		5000	19	80.2	13.1	13.1
index_plus_one(0)		5000	19	80.2	13.1	13.1
index_out(1)		5000	19	40.1	6.6	6.6
index_plus_one(1)		5000	19	40.1	6.6	6.6
index_out(2)		5000	19	20.1	3.3	3.3

Clocks

Clocks:1	Loads	Loading(fF)	C(pF)	F(MHz)	I(mA)	P(mW)
clk_ibuf_iso						
Logic:						
clk_ibuf			6	320.5	4.6	4.6

Logic

Logic:	Loads	Loading(fF)	C(pF)	F(MHz)	I(mA)	P(mW)
U_reg_dw/q_RNO[0]			361	80.2	0.0	0.0
index_out_c(0)_rt			361	80.2	0.0	0.0
U_reg_dw/q_rep0_i_se[0]			361	78.7	0.0	0.0
U_reg_dw/q[0]			313	80.2	0.0	0.0
U_reg_dw/q_rep0_i[0]			313	80.2	0.0	0.0
U_adder/U_mux_s_up/mout_cry_3			0	40.1	0.0	0.0

Inputs

Inputs:	Loads	Loading(fF)	C(pF)	F(MHz)	I(mA)	P(mW)
clk			9976	320.5	0.0	0.0
inc_en			9976	80.0	0.0	0.0
reset			9976	33.2	0.0	0.0
Signals:	**Loads**	**Loading(fF)**	**C(pF)**	**F(MHz)**	**I(mA)**	**P(mW)**
U_adder/U_mux_s_up/mout_cry_3/O	1		0	40.1	0.0	~0.0
U_reg_dw.q_rep0_i(0)	2		0	80.2	0.0	~0.0
inc_en_c	4		0	80.0	0.0	~0.0
index_out_c(0)	4		0	80.2	0.0	~0.0
index_out_c(1)	2		0	40.1	0.0	~0.0

Power Improvement Guide

Power improvement guide:

Signal	Power when asserted(mW)	Power when disabled(mW)	Power savings at 50%(mW)
inc_en_c	476.7	476.7	-0.0

See the Xilinx documentation for the details on this report.

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Xilinx Place and Route using SAIF

You can use the `saif` file in Xilinx ISE place and route tool using (version 10.1 or later). To use the `saif` file with ISE place and route:

1. Right-click on Place and Route, and select Properties.

2. Select the Power Reduction option.
3. Enter the path name and `saif` file in the Power Activity File field.
4. Click Run.

   This generates the power report. See *XPower Report*, on page 1029, for an example.

Xilinx Place and Route from Synplify Premier

In the Synplify Premier tool, you can optionally add the -power and -activityfile options to your Xilinx options file (xf.opt) and run place and route from the synthesis environment. The following example shows where to add these options to the file.

```
FLOWTYPE = FPGA;
#######################
## lib/xilinx/xf.opt ##
## Test file created ##
#######################

       ...

###########################
## Place & Route Options ##
###########################
## Type "par -h" for a detailed list of par command line options
###########################

Program par
-w;                      # Overwrite existing placed and routed
ncd
-power on;
-activityfile X:\testing\s2p.v5\results_2\s2p.saif;
-intstyle xflow;         # Message Reporting Style: ise, xflow,
or silent
-ol high;                 # Overall effort level
-t 1;                     # Placer cost table entry.
#-xe c;
<design>_map.ncd;         # Input mapped NCD file
<inputdir><design>.ncd;   # Output placed and routed NCD
<inputdir><design>.pcf;   # Input physical constraints file
END Program par

   ...
```

This generates the power report. See *XPower Report*, on page 1029, for an example of this report.

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CHAPTER 21

Working with Compile Points

The following sections describe compile points and how to use them in logic synthesis iterative flows:

- Compile Point Basics, on page 1036
- Compile Point Synthesis Basics, on page 1045
- Synthesizing Compile Points, on page 1055
- Using Compile Points with Other Features, on page 1071
- Resynthesizing Incrementally, on page 1073

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Compile Point Basics

Compile points are RTL partitions of the design that you define before synthesizing the design. Compile points can be defined manually, or the tool can generate them automatically. The software treats each compile point as a block, and can synthesize, optimize, place, and route the compile points independently. Compile points can be nested.

See the following topics for some details about compile points:

- Advantages of Compile Point Design, next
- Automatic and Manual Compile Points, on page 1038
- Nested Compile Points, on page 1039
- Compile Point Types, on page 1040

Advantages of Compile Point Design

Designing with compile points makes it more efficient to work with the increasingly larger designs of today and the corresponding team approach to design. They offer several advantages, which are described here:

- Compile Points and Design Flows, next
- Runtime Savings, on page 1037
- Design Preservation, on page 1037

Compile Points and Design Flows

Compile points improve the efficacy of both top-down and bottom-up design flows:

- In a traditional bottom-up design flow, compile points make it possible to easily divide up the design effort between designers or design teams. The compile points can be worked on separately and individually. The compile point synthesis flow eliminates the need to maintain the complex error-prone scripts for stitching, modeling, and ordering required by the traditional bottom-up design flow.
- From a top-down design flow perspective, compile points make it easier to work on the top-level design. You can mark compile points that are still being developed as black boxes, and synthesize the top level with

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what you have. You can also customize the compile point type settings for individual compile points to take advantage of cross-boundary optimizations.

You can also synthesize incrementally, because the tool does not resynthesize compile points that are unchanged when you resynthesize the design. This saves runtime and also preserves parts of the design that are done while the rest of the design is completed.

See *Compile Point Synthesis*, on page 1051 for a description of the synthesis process with compile points.

Runtime Savings

Compile points are the required foundation for multiprocessing and incremental synthesis, both of which translate directly to runtime savings:

- Multiprocessing runs synthesis as multiple parallel processes, using the compile points as the partitions that are synthesized in parallel on different processors. See *Combining Compile Points with Multiprocessing*, on page 1072.
- Incremental synthesis uses compile points to determine which portions of the design to resynthesize, only resynthesizing the compile points that have been modified. See *Resynthesizing Compile Points Incrementally*, on page 1073.

In addition, you can combine all of them with the Synplify Premier Fast Synthesis mode for even more savings.

Design Preservation

Using compile points addresses the need to maintain the overall stability of a design while portions of the design evolve. When you use compile points to partition the design, you can isolate one part from another. This lets you preserve some compile points, and only resynthesize those that need to be rerun. These scenarios describe some design situations where compile points can be used to isolate parts of the design and run incremental synthesis:

- During the initial design phase, design modules are still being designed. Use compile points to preserve unchanged design modules and evaluate the effects of modifications to parts of the design that are still changing.
- During design integration, use compile points to preserve the main design modules and only allow the glue logic to be remapped.

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- If your design contains IP, synthesize the IP, and use compile points to preserve them while you run incremental synthesis on the rest of the design.
- In the final stages of the design, use compile points to preserve design modules that do not need to be updated while you work through minor RTL changes in some other part of the design.

Automatic and Manual Compile Points

Compile points can be generated automatically by the tool or you can create them manually. A design can contain a mixture of automatic and manual compile points.

Automatic compile points are simple to use and do not require any setup. Manual compile points require more setup, but provide more control because they let you define the partition boundaries and constraints instead of the tool.

- Automatic compile points (ACP)

  Automatic compile points offer the simplest way to set up compile points and are also the most automated way to leverage multiprocessing. The tool makes the decisions and automatically creates compile points based on various parameters, like the size of the design, the sizes of hierarchical modules, their boundary logic, the number of ports driven by constants, and so on. For details about this process, see *Automatic Compile Point Generation*, on page 1058. You do not need to define boundary constraints for automatic compile points.

  The tool automatically sets automatic compile points as locked compile points. See *Compile Point Types*, on page 1040 for a description. The down side to using automatic compile points is that they might increase area if the partition boundaries prevent many cross-boundary optimizations.

- Manual compile points (MCP)

  Manual compile points provide more control. You can specify boundary constraints for each compile point individually. You can separate completed parts of the design from parts that are still being designed, or fine-tune the compile points to take advantage of as many cross-boundary optimizations as possible. For example, you can ensure that a

critical path does not cross a compile point boundary, thus ensuring synthesis results with optimal performance.

Guidelines for Using Automatic and Manual Compile Points

Determine the kind of compile point to use based on what the design requires. The table lists some guidelines:

Use Automatic Compile Points...	Use Manual Compile Points...
When runtime and quick results are more important than the best QoR	When you know the design in detail. Create manual compile points to get better QoR. Good candidates for manual compile points include the following: • Completed modules with registered interfaces, where you want to preserve the design • Modules created to include an entire critical path, so as to get the best performance. • Modules that are less likely to be affected by cross boundary optimizations like constant propagation and register absorption.
When you expect many updates or cross-boundary optimization changes.	When you do not want further optimizations to a completed compile point. When you want more control to determine cross-boundary optimizations on an individual basis.

Nested Compile Points

A design can have any number of compile points, and compile points can be nested inside other compile points. In the following figure, compile point CP6 is nested inside compile point CP5, which is nested inside compile point CP4.

To simplify things, the term *child* is used to refer to a compile point that is contained inside another compile point; the term *parent* is used to refer to a container compile point that contains a child. These terms are not used in their strict sense of direct, immediate containment: If a compile point A is nested in B, which is nested in C, then A and B are both considered children of C, and C is a parent of both A and B. The top level is considered the parent of all compile points. In the figure above, both CP5 and CP6 are children of CP4; both CP4 and CP5 are parents of CP6; CP5 is an immediate child of CP4 and an immediate parent of CP6.

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Compile Point Types

Compile point designs do not have as good QoR as designs without them because the boundaries limit optimizations. Cross-boundary optimizations typically improve area and timing, at the expense of runtime. The compile point type determines whether boundary optimizations are allowed. The tool marks automatic compile points as locked by default. For manual compile points, you define the type. See *Defining the Compile Point Type*, on page 1065 for details.

These are descriptions of the soft, hard, locked, and black_box compile types:

- Soft

  Compile point boundaries can be reoptimized during top-level mapping. Timing optimizations like sizing, buffering, and DRC logic optimizations can modify boundary instances of the compile point and combine them with functions from the next higher level of the design. The compile point interface can also be modified. Multiple instances are uniquified. Any optimization changes can propagate both ways: into the compile point and from the compile point to its parent.

  Using soft mode usually yields the best quality of results, because the software can utilize boundary optimizations. On the other hand, soft

compile points can take a longer time to run than the same design with hard or locked compile points.

The following figure shows the soft compile point with a dotted boundary to show that logic can be moved in or out of the compile point.

- Hard

For hard compile points, the compile point boundary can be reoptimized during top-level mapping and instances on both sides of the boundary can be modified by timing and DRC optimizations using top-level constraints. However, the boundary is not modified. Any changes can propagate in either direction while the compile point boundary (port/interface) remains unchanged. Multiple instances are uniquified. For performance improvements, constant propagation and removal of unused logic optimizations are performed across hard compile points.

In the following figure, the solid boundary on the hard compile point indicates that no logic can be moved in or out of the compile point.

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The hard compile point type allows for optimizations on both sides of the boundary without changing the boundary. There is a trade-off in quality of results to keep the boundaries. Using hard also allows for hierarchical equivalence checking for the compile point module.

- Locked

  This is the default compile point type. With a locked compile point, the tool does not make any interface changes or reoptimize the compile point during top-level mapping. An interface logic model (ILM) of the compile point is created (see *Interface Logic Models*, on page 1047) and included for the top-level mapping. The ILM remains unchanged during top-level mapping.

  The locked value indicates that all instances of the same compile point are identical and unaffected by top-level constraints or critical paths. As a result, multiple instances of the compile point module remain identical even though the compile point is uniquified. The Technology view (srm file) shows unique names for the multiple instances, but in the final Verilog netlist (`vma` file) the original module names for the multiple instances are restored.

  Timing optimization can only modify instances outside the compile point. Although the compile point is used to time the top-level netlist, changes do not propagate into or out of a locked compile point. The following figure shows a solid boundary for the locked compile point to indicate that no logic is moved in or out of the compile point during top-level mapping.

This mode has the largest trade-off in terms of QoR, because there are no boundary optimizations. So, it is very important to provide accurate

constraints for locked compile points. The following table lists some advantages and limitations with the locked compile point:

Advantages	Limitations
Consumes smallest amount of memory. Used for large designs because of this memory advantage.	Interface timing
Provides most runtime advantage compared to other compile point types.	Constant propagation
Allows for obtaining stable results for a completed part of the design.	BUFG insertion
Allows for hierarchical place and route with multiple output netlists for each compile point and the top-level output netlist.	GSR hookup
Allows for hierarchical simulation.	IO pads, like IBUFs and OBUFs, should not be instantiated within compile points

- Locked, partition

  You can also specify a compile point type to be locked, partition. With this setting, the tool generates a netlist file for the compile points that are defined. Each compile point also includes a timestamp. This mode offers place-and-route runtime advantages and lets you converge on stable results for a completed design. However, this mode has the largest trade-off of quality of results because boundary optimizations are not allowed.

- Black Box

  The tool treats black_box compile points as black boxes. It ignores the contents of the compile point and only uses its ports for synthesis. Black box compile point modules only write port definitions to the netlist files. The contents are not written to any of the netlist files (`srm`, `edf`, `vqm`, `edn`, `vm`, or `vhm`). This compile point type supports all black box directives.

  You can change the type of a compile point to black_box at any time during synthesis. The previous compile point results are retained from intermediate mapping `srd` files, but the parent compile point might be remapped. This table shows the results when the RTL is unchanged and a compile point (CP) is changed to black_box for the second synthesis run:

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Original CP	Effect of changing to black_box
soft	The top level is resynthesized because of cross-boundary optimizations between the top-level and compile point A during the previous synthesis run. For the second run, since A is a black box, no logic from the top-level can be moved into A.
hard	Same as soft.
locked	Synthesis ignores its contents. When mapping other hierarchical compile points, the tool uses only the black box port information. It only writes port definitions to the output netlist files for these black box compile points.

Compile Point Type Summary

The following table summarizes how the tool handles different compile points during synthesis:

Features	Compile Point Type			
	Soft	**Hard**	**Locked**	**Black Box**
Boundary optimizations	Yes	Limited	No	No
Uniquification of multiple instance modules	Yes	Yes	Limited	No
Compile point interface (port definitions)	Modified	Not modified	Not modified	Not modified
Hierarchical simulation	No	no	Yes	Yes*
Hierarchical equivalence checking	No	Yes	Yes	Yes*
Interface Logic Model (created/used)	No	No	Yes	No

* If you replace the black box with the original RTL, you can run hierarchical simulation or hierarchical equivalence checking on the rest of the design.

Compile Point Synthesis Basics

This section describes the compile point constraint files and timing models, and describes the steps the tool goes through to synthesize compile points. See the following for details:

- Compile Point Constraint Files, on page 1045
- Interface Logic Models, on page 1047
- Interface Timing for Compile Points, on page 1048
- Compile Point Synthesis, on page 1051
- Incremental Compile Point Synthesis, on page 1053
- Forward-annotation of Compile Point Timing Constraints, on page 1054

For step-by-step information about how to use compile points, see *Synthesizing Compile Points*, on page 1055.

Compile Point Constraint Files

A compile point design can contain two levels of constraint files, as described below:

- The sdc file at the top level

  This is a required file, and contains constraints that apply to the entire design. This file also contains the definitions of the compile points in the design. The define_compile_point command is automatically written to the top-level constraint file for each compile point you define.

  The following figure shows that this design has one locked compile point, pgrm_cntr. It uses the following syntax to define the compile point:

  ```
  define_compile_point {v:work.prgm_cntr} -type {locked}
  ```


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- sdc files at the compile point level

  These constraint files are optional, and are used for better control over manual compile points. If your design consists of automatic compile points only, you do not need any compile point-level files, and the tool uses interface timing to synthesize the individual compile points.

  The compile point constraints are specific to the compile point and only apply within it. If your design has manual compile points, you can define corresponding compile point constraint files for them. See *Setting Constraints at the Compile Point Level*, on page 1066 for a step-by-step procedure. Automatic compile points do not require compile point constraint files, because their constraints come from the top level.

  When compile point constraints are defined, the tool uses them to synthesize the compile point, not automatic interface timing. Note that depending on the compile point type, the tool might further optimize the compile points during top-down synthesis of the top level to improve timing performance and overall design results, but the compile point itself is synthesized with the defined compile point constraints.

  The first command in a compile point constraint file is define_current_design, and it specifies the compile point module for the contained constraints. This command sets the context for the constraint file. The remainder of the file is similar to the top-level constraint file. For example:

```
define_current_design {pgrm_cntr}
```

```
4  # by Synplify Pro, Synplify FPGA 9.0 Scope Editor
5  # Block-Level Constraint File
6  #
7  define_current_design {prgm_cntr}
8  #
9
10 #
11 # Collections
12 #
13
14 #
15 # Clocks
16 #
17 define_clock -enable   {clock}   -clockgroup default_clkgroup_0
18
19 #
20 # Clock to Clock
21 #
22
23 #
24 # Inputs/Outputs
25 #
26 define_input_delay               -default
27 define_output_delay -disable     -default
28 define_input_delay -disable      {resetn}
```

If your design has some compile points with their own constraint files and others without them, the tool uses the defined compile point constraints when it synthesizes those compile points. For the other compile points without defined constraints, it uses automatic interface timing, as described in *Interface Timing for Compile Points*, on page 1048.

Interface Logic Models

The interface logic model (ILM) of a locked compile point is a timing model that contains only the interface logic necessary for accurate timing. An ILM is a partial gate-level netlist that represents the original design accurately while requiring less memory during mapping. Using ILMs improves the runtime for static timing analysis without compromising timing accuracy.

The tool does not do any timing optimizations on an ILM. The interface logic is preserved with no modifications. All logic required to recreate timing at the top level is included in the ILM. ILM logic includes any paths from an input/inout port to an internal register, an internal register to an output/inout port, and an input/inout port to an output/inout port.

The tool removes internal register-to-register paths, as shown in this example. In this design, and_a is not included in the ILM because the timing path that goes through and_a is an internal register-to-register path.

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Interface Timing for Compile Points

By default, the synthesis tool automatically infers timing constraints for all compile points from the top-level constraints. However, if a compile point has its own constraint file, the tool applies those compile point-specific constraints to synthesize the compile point.

- For automatic interface timing, the tool derives constraints from the top level and uses them to synthesize the compile point. It then synthesizes the top level, and applies top-level constraints to the compile points.
- When there are compile point constraint files, the tool first synthesizes the compile point using the constraints in the compile point constraints file and then synthesizes the top level using the top-level constraints.

When it synthesizes a compile point, the tool considers all other compile points as black boxes and only uses their interface timing information. In the following figure, when the tool is synthesizing compile point A, it applies relevant timing information to the boundary registers of B and C, because it treats them as black boxes.

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Interface Timing Example

The design below shows how the interface timing works on compile points.

Contents of level1 Module

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Interface Timing Off

Interface timing is off for a compile point when you define constraints for it in a compile point constraints file. In this example, the following frequencies are defined for the level1 compile point shown above:

Clock	Frequency	sdc Constraints File
Top-level clock	100 MHz	Top-level `sdc` file
Compile point-level clock	50 MHz	Compile point `sdc` file

When interface timing is off, the compile point log file (`srr`) reports the clock frequency for the compile point as 50 MHz, which is the compile point frequency.

Interface Timing On

For automatic interface timing to run on a compile point (interface timing on), there must not be a compile-point level constraints file. When interface timing is on, the compile point log file (`srr`) reports the clock frequency for the top-level design, which is 100 MHz:

Compile Point Synthesis

During synthesis, the tool first synthesizes the compile points and then maps the top level. The rest of this section describes the process that the tool goes through to synthesize compile points; for step-by-step information about what you need to do to use compile points, see *Synthesizing Compile Points*, on page 1055.

Stage 1: Bottom-up Compile Point Synthesis

The tool synthesizes compile points individually from the bottom up. If you have enabled multiprocessing, it synthesizes the compile points in parallel using multiple processing jobs. For nested compile points, it starts with the compile point at the lowest level of hierarchy and works up the hierarchy.

A compile point stands on its own, and is optimized separately from its parent environment (the compile point container or the top level). This means that critical paths from a higher level do not propagate downwards, and they are unaffected by them.

If you have specified compile point-level constraints, the tool uses them to synthesize the compile point; if not, it uses automatic interface timing propagated from the top level. For compile point synthesis, the tool assumes that all other compile points are black boxes, and only uses the interface information.

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When defined, compile point constraints apply within the compile point. Automatic compile points have constraints automatically assigned from the top level, and you do not need to add any constraints at the compile point level. For manual compile points, it is recommended that you set constraints on locked compile points, but setting constraints is optional for soft and hard compile points.

By default, synthesis stops if the tool encounters an error while synthesizing a compile point. You can specify that the tool ignore the error and continue synthesizing other compile points. See *Continue on Error Mode*, on page 1052.

Stage 2: Top-Level Synthesis

Once all the compile points have been synthesized, the tool synthesizes the entire design from the top down, using the model information generated for each compile point and constraints defined in the top-level sdc constraints file. You do not need to duplicate compile point constraints at a higher level, because the tool takes the compile point timing models into account when it synthesizes a higher level. Note that if you run standalone timing analysis on a compile point, the timing report reflects the top-level constraints and not the compile point `sdc` constraints, although the tool used compile point level constraints to synthesize the compile point.

The software writes out a single output netlist and one constraint file for the entire design. See *Forward-annotation of Compile Point Timing Constraints*, on page 1054 for a description of the constraints that are forward-annotated.

Continue on Error Mode

By default, the tool stops the synthesis process if it encounters an error within a compile point. If you want to be able to continue compile-point synthesis with another compile point, do any of the following:

- select Options->Configure Compile Point Process from the top menu and enable the Continue on Error checkbox
- select the Options panel on the Implementation Options dialog box and enable the Continue on Error checkbox
- check the Continue on Error checkbox on the left side of the Project view
- enter a set_option -continue_on_error option with a value of 1 at the Tcl script prompt

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With this setting, when the tool encounters a mapper error it black boxes the affected compile point and continues to synthesize other compile points. The log file report after synthesis contains warnings like the following for the ignored errors:

```
@W:: m1.v(1) | Mapping of compile point m1 - Unsuccessful
@W:: m1.v(1) | Converting compile point m1 as black_box - as
continue_on_error is set
```

Note the following about the scope of this setting:

- The setting applies to both mapper errors and, in Synplify Premier, to certain, non-syntax-related compiler errors. All compiler errors, however, must be corrected before synthesis can proceed (for information on the impact of using Continue on Error with Synplify Premier compiler errors, see *Continue on Error*, on page 254).
- In Synplify Pro, the setting only applies to compile-point mapper errors. Top-level design errors terminate synthesis, and the tool does not generate an output netlist.

Incremental Compile Point Synthesis

The tool treats compile points as blocks for incremental synthesis. On subsequent synthesis runs, the tool runs incrementally and only resynthesizes those compile points that have changed, and the top level. The synthesis tool automatically detects design changes and resynthesizes compile points only if necessary. For example, it does not resynthesize a compile point if you only add or change a source code comment, because this change does not really affect the design functionality.

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The tool resynthesizes a compile point that has already been synthesized, in any of these cases:

- The HDL source code defining the compile point is changed in such a way that the design logic is changed.
- The constraints applied to the compile point are changed.
- Any of the options on the Device panel of the Implementation Options dialog box, except Update Compile Point Timing Data, are changed. In this case the entire design is resynthesized, including all compile points.
- You intentionally force the resynthesis of your entire design, including all compile points, with the Run -> Resynthesize All command.
- The Update Compile Point Timing Data device mapping option is enabled and at least one child of the compile point (at any level) has been remapped. The option requires that the parent compile point be resynthesized using the updated timing model of the child. Note that this includes the possibility that the child was remapped earlier, while the option was disabled. The newly enabled option requires that the updated timing model of the child be taken into account, by resynthesizing the parent.

For each compile point, the software creates a subdirectory named for the compile point, in which it stores intermediate files that contain hierarchical interface timing and resource information that is used to synthesize the next level. Once generated, the model file is not updated unless there is an interface design change or you explicitly specify it. If you happen to delete these files, the associated compile point will be resynthesized and the files regenerated.

Forward-annotation of Compile Point Timing Constraints

In addition to a top-level constraint file, each compile point can have its own constraint file. Constraints are forward-annotated to placement and routing from the top-level as well as the compile point-level files. However, not all compile point constraints are forward-annotated, as explained below. For example, constraints on top-level ports are always forward annotated, but compile point port constraints are not forward annotated.

- Top-level constraints are forward-annotated.
- Constraints applied to the interface (ports and bit ports) of the compile point are not forward-annotated.
  These include input_delays, output_delays, and clock definitions on the

ports. Such constraints are only used to map the compile point itself, not its parents. They are not used in the final timing report, and they are not forward-annotated.

- Constraints applied to instances inside the compile point are forward-annotated
  Constraints like timing exceptions and internal clocks are used to map the compile point and its parents. They are used in the final timing report, and they are forward-annotated.

Synthesizing Compile Points

This section describes the synthesis process with automatic compile points, manual compile points, or a combination of both in your design:

- The Automatic Compile Point Flow, next
- The Manual Compile Point Flow, on page 1059
- Creating a Top-Level Constraints File for Compile Points, on page 1062
- Defining Manual Compile Points, on page 1063
- Setting Constraints at the Compile Point Level, on page 1066
- Analyzing Compile Point Results, on page 1068
- Using Automatic and Manual Compile Points Together, on page 1070

The Automatic Compile Point Flow

The following figure shows how to set up and use automatic compile points (ACP) in a synthesis flow. The compile point setup section also shows how to use automatic compile points in a design that includes manual compile points (MCP).

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1. Create a project and set implementation options as usual.
2. Set constraints.
3. Create a top-level constraints file and set compile point constraints, as described in *Creating a Top-Level Constraints File for Compile Points*, on page 1062.

   If your design is to include both manual and automatic compile points, you can define manual compile points at this stage and set constraints for them. Alternatively, you can generate the automatic compile points first and then specify manual compile points.
4. Specify that you want to generate compile points automatically.
   – Enable the Automatic Compile Point option in the Project window, or set it on the Device tab of the Implementation Options dialog box. You can

also set it with the set_option -automatic_compile_point 1 command in the project file.

– If you do not want a module to be made into an automatic compile point, set the syn_no_compile_point attribute on that design module in the top-level constraint file. An automatic compile point is locked and does not allow for many optimizations, so set this attribute if you want the tool to optimize a particular module. If the compile point is a nested compile point, apply the attribute to each level of hierarchy to prevent the tool from creating a compile point from a sub-module.

See *Automatic Compile Point Generation*, on page 1058 for a description of the process the tool goes through to generate automatic compile points.

5. To improve runtime further, use multiprocessing. In the Synplify Premier tool, you can additionally specify Fast Synthesis.

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6. Synthesize the design.

   The tool uses automatic interface timing to determine the constraints for the compile points. It first synthesizes individual compile points using interface timing propagated from the top level, and assumes that other compile points are black boxes. It then synthesizes the top level, as described in *Compile Point Synthesis*, on page 1051.

7. Analyze the design.

   For details, see *Analyzing Compile Point Results*, on page 1068. If you resynthesize the design, the tool uses incremental synthesis. See *Resynthesizing Compile Points Incrementally*, on page 1073 for details.

   At this point, you can choose to create additional manual compile points as needed, by defining them in the top-level constraints file.

   If you want to apply constraints to an automatically identified compile point, first define that compile point as a manual compile point and then apply constraints to it.

Automatic Compile Point Generation

The automatic compile point process does not generate new hierarchy. It honors existing hierarchy, so if you have RAMs, ROMs or DSPs that cross hierarchies, it does not disturb them. The automatic compile point process does not generate automatic compile points for IP modules like NGCs and EDIFs.

In a typical design, the tool goes through these stages to generate automatic compile points and their constraints.

- It first identifies compile points based on factors like the size of hierarchical modules, their boundary logic, and the number of hierarchical ports driven by constants.
- It then extracts compile point constraints from the top-level timing constraints, and propagates this interface timing automatically to the automatic compile points.
- If the design has manual compile points that do not have a constraint file at the top level, the tool derives constraints for them from the top level, just as with automatic compile points. If the design has manual compile points with constraints, the tool honors these defined constraints for the manual compile points.

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- For black box compile point modules, the tool only writes port definitions to the netlist files. It does not write the contents of the module to any of the netlist files like srm, edf, vqm, edn, vm, or vhm.

The Manual Compile Point Flow

Using manual compile points is most advantageous in the following situations, where you

- Have to work with a large design
- Experience long runtimes, or need to reduce synthesis runtime
- Require the maximum QoR from logic synthesis
- Can adjust design methodology to get the best results from the tools

The following figure summarizes the process for using manual compile points in your design.

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This procedure describes the steps in more detail:

1. Set up the project.
   - Create the project and add RTL and IP files to the project, as usual.
   - Target a device and technology for which compile points are supported. This includes most of the newer Actel, Altera, Lattice, and Xilinx device families.
   - If you are using the Synplify Premier tool, go to the GCC & Prototyping Tools tab of the Implementation Options dialog box, and enable the Feedthrough Optimization, Constant Propagation, Create Always/Process Level Hierarchy, and Optimize Netlist netlist prototype options. For certain Altera devices, you can also enable Create MAC Hierarchy.
   - Set other options as usual.
2. Compile the design (F7) to initialize the sdc constraints file.

3. Do the following in the top-level sdc file:
   - Define compile points in the top-level sdc file. See *Creating a Top-Level Constraints File for Compile Points*, on page 1062. Note that by default, the tool automatically calculates the interface timing for all compile points.
   - Set timing constraints and attributes in the top-level sdc file:

Constraint	Apply to...	Example
Clock	All clocks in the design.	define_clock {p:clk} -name clk -period 100 -clockgroup cg1
I/O constraints	All top-level port constraints. Register the compile point I/O boundaries to improve timing.	define_input_delay {p:a} {1} -clock {clk:r}
Timing exceptions	All timing exceptions that are outside the compile point module, or that might be partially in the compile point modules.	define_false_path -from {i:reg1} -to {i:reg2}
Attributes	All attributes that are applicable to the rest of the design, not within the compile points.	define_attribute {i:statemachine_1} syn_encoding {sequential}

4. Set compile point-specific constraints as needed in a separate, compile point-level sdc file.

   See *Setting Constraints at the Compile Point Level*, on page 1066 for a step-by-step procedure. After setting the compile point constraints, add the compile point constraint file to the project.

5. If you do not want to interrupt synthesis for compiler errors, select Options->Configure Compile Point Process and enable the Continue on Error option.

   With this option enabled, the tool black boxes any compile points that have mapper errors and continues to synthesize the rest of the design. See *Continue on Error Mode*, on page 1052 for more information about this mode.

6. Synthesize the design.

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The tool synthesizes the compile points separately and then synthesizes the top level. See *Compile Point Synthesis*, on page 1051 for details about the process.

– The first time it runs synthesis, the tool maps the entire design.

– For subsequent synthesis runs, the tool only maps compile points that were modified since the last run. It preserves unchanged compile points.

You can also run synthesis on individual compile points, without synthesizing the whole design.

7. Analyze the synthesis results using the top-level srr log file.

   See *Analyzing Compile Point Results*, on page 1068 for details.

8. If you do not meet your design goals, make necessary changes to the RTL, constraints, or synthesis controls, and re-synthesize the design.

   The tool runs incremental synthesis on the modified parts of the design, as described in *Incremental Compile Point Synthesis*, on page 1053. See *Resynthesizing Compile Points Incrementally*, on page 1073 for a detailed procedure.

Creating a Top-Level Constraints File for Compile Points

All compile points require a top-level constraints file. If you have manual compile points, define them in this file. The top-level file also contains design-level constraints. The following procedure describes how to create a top-level constraints file for a compile point design.

1. Create the top-level constraints file.

   – To define compile points in an existing top-level constraint file, open a SCOPE window by double-clicking the file in the Project view.

   – To define compile points in a new top-level constraint file, click the SCOPE icon. Select the Select File Type tab, click Top Level, and click OK.

   The SCOPE window opens. It includes a Compile Point tab, where you can define manual compile points.

2. Set top-level constraints like input/output delays, clock frequencies or multicycle paths.

   Note that you do not have to redefine compile point constraints at the top level as the tool uses them to synthesize the compile points.

3. Define manual compile points if needed.

   See *Defining Manual Compile Points*, on page 1063 for details.

4. Save the top-level sdc file and add it to the project.

Defining Manual Compile Points

Compile points and constraints are both saved in a constraint file, so this step can be combined with the setting of constraints, as convenient. This procedure only describes how to define compile points. You define compile points in a top-level constraint file. You can add the compile point definitions to an existing top-level `sdc` file or create a new file.

1. Click the Compile Points tab in the top-level constraints file.

   See *Creating a Top-Level Constraints File for Compile Points*, on page 1062 if you need information about creating this file.

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2. Set the module you want as a compile point.

   Do this by either selecting a module from the drop-down list in the Module column, or dragging the instance from the HDL Analyst RTL view to the Module column. The equivalent Tcl command is define_compile_point, as shown in this example:

   ```
   define_compile_point {v:work.m3} -type {black_box}
   ```

   You can get a list of all the modules from which you can select and designate compile points with the Tcl find command, as shown here:

   ```
   c_print [find -hier -view {*} -filter ((!@is_black_box) && (@is_verilog == 1 ||
   @is_vhdl == 1))] -file view.txt
   ```

3. Set the Type to locked, locked,partition, hard, soft, or black_box, according to your design goals. See *Defining the Compile Point Type*, on page 1065 for details.

   This tags the module as a compile point. The following figure shows the prgm_cntr module set as a locked compile point:

4. Save the top-level sdc file.

You can now open the compile point sdc file and define constraints for the compile point, as needed for manual compile points. See *Setting Constraints at the Compile Point Level*, on page 1066 for details.

Defining the Compile Point Type

The compile point type you select depends on your design goals. For descriptions of the various compile point types, see *Compile Point Types*, on page 1040. This procedure shows you how to set the compile point type in the top-level sdc file when you define the compile points:

1. When runtime is the main objective and QoR is not a primary concern, set the compile point type as follows on the SCOPE Compile Points tab:

Situation	Compile Point Type
RTL is almost ready	locked
RTL is still being built but the module interface is ready	black_box If you define black box compile points, you must update the value and rerun synthesis after you have completed the RTL for the compile point.

The following example shows the Tcl command and the equivalent version in the in the SCOPE GUI:

```
define_compile_point  {v:work.user_top} -type {locked}
```

2. When runtime and QoR are both important, do the following to ensure the best performance while still saving runtime:
   - Register the I/O boundaries for the compile points.
   - As far as possible, put the entire critical path into the same compile point.
   - Set each compile point type individually, using these compile point types:

Situation	Compile Point Type
Need boundary optimizations	soft
Do not need boundary optimizations	locked

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3. If your goal is design preservation, set the compile point you want to preserve to locked.

Setting Constraints at the Compile Point Level

You can specify constraints for each compile point in individual `sdc` files. (See *Compile Point Constraint Files*, on page 1045 for a description of the files.) It is recommended that you specify constraints for each locked manual compile point, but you do not need to set them for soft and hard compile points. You do not need to set constraints for automatic compile points.

When you specify compile point constraints, the tool synthesizes the compile point using the compile point timing models instead of automatic interface timing from the top level. This procedure explains how to create a (compile point constraint file, and set constraints for the compile point:

1. In an open project, click the SCOPE icon ( ). The Create a New SCOPE File dialog box opens.

2. Click the Select File Type tab and click the Compile Point option.

3. Select the compile point module and click OK.

If you do not have a top-level file, you are prompted to create one. If you have multiple top-level files, you can choose one or create a new one by clicking New.

4. Click OK to exit the prompt box, and then click OK again in the Create a New SCOPE File dialog box to initialize the constraints.

   Two SCOPE windows open, one for the top-level and one for the compile point constraint file. You must define constraints for both the top-level and the compile point. See *Creating a Top-Level Constraints File for Compile Points, on page 1062* for details about setting compile point constraints. Set top-level constraints as in a normal design flow.

5. Check that you are in the right file.

   The name of the compile point file appears in the banner of the SCOPE window. Unlike the top-level constraint file, that there is no Compile Point tab in the SCOPE UI when the constraint file is for a compile point.

6. Set constraints for the compile point. In particular, do the following:
   - Define clocks for the compile point.
   - Specify I/O delay constraints for non-registered I/O paths that may be critical or near critical.
   - Set port constraints for the compile point that are needed for top-level mapping.

   The tool uses the compile point constraints you define to synthesize the compile point. Compile point port constraints are not used at the parent level, because compile point ports do not exist at that level.

   You can specify SCOPE attributes for the compile point as usual. See *Using Attributes with Compile Points, on page 1068* for some exceptions.

7. Save the file and add it to the project. When prompted, click Yes to add the constraint file to the top-level design project.

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The software writes a file *name_cp_number*.sdc to the current directory. Note that the hierarchical paths for compile point modules in the sdc file are specified at the compile point level; not the top-level design.

Using Attributes with Compile Points

You can use attributes as usual when you set constraints for compile points. The following sections describe some caveats and exceptions:

- syn_hier

  When you use syn_hier on a compile point, the only valid value is flatten. All other values of this attribute are ignored for compile points. The syn_hier attribute behaves normally for all other module boundaries that are not defined as compile points.

- syn_allowed_resources

  Apply the syn_allowed_resources attribute globally or to a compile point to specify its allowed resources. When a compile point is synthesized, the resources of its siblings and parents cannot be taken into account because it stands alone as an independent synthesis unit. This attribute limits dedicated resources such as block RAMs or DSPs that the compile point can use, so that there are adequate resources available during the top-down flow.

Analyzing Compile Point Results

The software writes all timing and area results to a single log file in the implementation directory. You can check this file and the RTL and Technology views to determine if your design has met the goals for area and performance. You can also view and isolate the critical paths, search for and highlight design objects and crossprobe between the schematics and source files.

1. Check that the design meets the target frequency for the design. Use the Watch window or check the log file.

2. Open the log file and check the following:

   – Check top-level and compile point boundary timing. You can also check this visually using the RTL and Technology view schematics. If you find negative slack, check the critical path. If the critical path crosses the compile point boundary, you might need to improve the compile point constraints.

- If the design was resynthesized, check the Summary of Compile Points section to see if compile points were preserved or remapped.

```
Summary of Compile Points :
***************************
Name            Status      Reason                  Start Time                  End Time                    Realtime      CPU Time
-------------------------------------------------------------------------------------------------------------------------------------
user_top        Remapped    Mapping options changed Mon Mar 14 04:43:42 2011    Mon Mar 14 04:44:27 2011    0h:00m:44s    0h:00m:33s
```

  Note that this section reports black box compile points as Not Mapped, and lists the reason as Black Box.

- Review all warnings and determine which should be addressed and which can be ignored.
- Review the area report in the log file and determine if the cell usage is acceptable for your design.
- Check all DRC information.

3. Check other files:
   - Check the individual compile point module log files. The tool creates a separate directory for each compile point module under the implementation directory. Check the compile point log file in this directory for synthesis information about the compile point synthesis run.
   - Check the compile point timing report. This report is located in the compile point results directory of the implementation directory for each compile point.
4. Check the RTL and Technology view schematics for a graphic view of the design logic.

   Note that even though instantiations of compile points do not have unique names in the output netlist, they have unique names in the Technology view. This is to facilitate timing analysis and the viewing of critical paths.
5. Fix any errors.

   Remember that the mapper reports an error if synthesis at a parent level requires that interface changes be made to a locked compile point. The software does not change the compile point interface, even if changes are required to fix DRC violations.

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Using Automatic and Manual Compile Points Together

There are two ways to use automatic and manual compile points together in the same design:

- Have the tool generate automatic compile points and then define one or more of them as manual compile points. Add constraint files for the manual compile points to the project if needed.
- Start with some manual compile points defined. Then enable the automatic compile points option in the synthesis tool, and let the tool generate automatic compile points in addition to the manual ones that have already been defined.

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Using Compile Points with Other Features

You can effectively combine compile points with other synthesis features for better runtime. The following sections describe how you can use compile points with fast synthesis and multiprocessing:

- Combining Compile Points with Fast Synthesis, on page 1071
- Combining Compile Points with Multiprocessing, on page 1072

Combining Compile Points with Fast Synthesis

You can use the Synplify Premier Fast Synthesis mode in a compile point design to improve runtime.

Do the following to use compile points with fast synthesis:

1. Set up the project with compile points.

   Automatic compile points are faster to set up than manual compile points.

2. Specify fast synthesis, in one of these ways. Disable the Physical Synthesis option.

Globally	Enable Fast Synthesis from the Project window.
On individual compile points	Open the top-level constraints file, and apply the syn_cp_use_fast_synthesis attribute to the compile point module, as shown in this example:

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3. Specify other features. This is a list of combinations that improve runtime, with the fastest runtime results first:
   - Fast synthesis, multiprocessing, and automatic compile points
   - Fast synthesis and automatic compile points
   - Fast synthesis and manual compile points
4. Synthesize the design.

Combining Compile Points with Multiprocessing

To use compile points with multiprocessing, do the following.

1. Set up the project with compile points.
2. Specify the number of parallel jobs to run with the Options->Configure Compile Point Process command.

   Alternatively, you can set this with the `set_option -max_parallel_jobs` Tcl command, or in the ini file.
3. Run synthesis.

   The software synthesizes the compile points as separate processor jobs. Parallel processing reduces runtime. If you are using the Synplify Premier tool, you can use Fast Synthesis mode to further reduce runtime.

Resynthesizing Incrementally

Incremental synthesis can significantly reduce runtime on subsequent runs. It can also help with design stabilization and preservation. The following describe the incremental synthesis process, and how compile points are used in incremental synthesis within the tool and with other tools:

- Incremental Compile Point Synthesis, on page 1053
- Resynthesizing Compile Points Incrementally, on page 1073
- Synthesizing Incrementally with Other Tools, on page 1076

Resynthesizing Compile Points Incrementally

The following figure illustrates how compile points (CP) are used in incremental synthesis.

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1. To synthesize a design incrementally, make the changes you need to fix errors or improve your design.
   - Define new compile point constraints or modify existing constraints in the existing constraint file or in a new constraint file for the compile point. Save the file.
   - If necessary, reset implementation options. Click Implementation Options and modify the settings (operating conditions, optimization switches, and global frequency).

   To obtain the best results, define any required constraints and set the proper implementation options for the compile point before resynthesizing.

2. Click Run to resynthesize the design.

   When a design is resynthesized, compile points are not resynthesized unless source code logic, implementation options, or constraints have been modified. If there are no compile point interface changes, the software synthesizes the immediate parent using the previously generated model file for the compile point. See *Incremental Compile Point Synthesis*, on page 1053 for details.

3. Check the log file for changes.

   The following figure illustrates incremental synthesis by comparing compile point summaries. After the first run, a syntax change was made in the mult module, and a logic change in the comb_logic module. The figure shows that incremental synthesis resynthesizes comb_logic (logic change), but does not resynthesize mult because the logic did not change even though there was a syntax change. Incremental synthesis re-uses the mapped file generated from the previous run to incrementally synthesize the top level.

4. To force the software to generate a new model file for the compile point, click Implementation Options on the Device tab and enable Update Compile Point Timing Data. Click Run.

   The software regenerates the model file for each compile point when it synthesizes the compile points. The new model file is used to synthesize the parent. The option remains in effect until you disable it.

5. To override incremental synthesis and force the software to resynthesize all compile points whether or not there have been changes made, use the Run->Resynthesize All command.

   You might want to force resynthesis to propagate changes from a locked compile point to its environment, or resynthesize compile points one last time before tape out. When you use this option, incremental synthesis is disabled for the current run only. The Resynthesize All command does not regenerate model files for the compile points unless there are interface changes. If you enable Update Compile Point Timing Data and select Resynthesize All, you can resynthesize the entire design and regenerate the compile point model files, but synthesis will take longer than an incremental synthesis run.

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Synthesizing Incrementally with Other Tools

Just as with incremental synthesis, other downstream tools can also take advantage of the RTL compile points to run incrementally and speed up runtime through their processes. The Xilinx and Altera place-and-route tools can leverage the compile points and use them to run incrementally. Similarly, the Identify tool can run incremental instrumentation if it starts with a synthesis design with compile points.

For details about how these tools use compile points to run incrementally, see the following:

- Running Altera Quartus II Incrementally, on page 796
- Running Xilinx ISE Incrementally, on page 802
- Working with the Identify Tool Set, on page 813

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CHAPTER 22

Process Optimization and Automation

This chapter covers topics that can help the advanced user improve productivity and inter operability with other tools. It includes the following:

- Using Batch Mode, on page 1078
- Working with Tcl Scripts and Commands, on page 1084
- Automating Flows with synhooks.tcl, on page 1091

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Using Batch Mode

Batch mode is a command-line mode in which you run scripts from the command line. You might want to set up multiple synthesis runs with a batch script. You can run in batch mode if you have a floating license, but not with a node-locked license.

Batch scripts are in Tcl format. For more information about Tcl syntax and commands, see *Working with Tcl Scripts and Commands*, on page 1084.

This section describes the following operations:

- Running Batch Mode on a Project File, on page 1078
- Running Batch Mode with a Tcl Script, on page 1079
- License Queuing, on page 1080

Running Batch Mode on a Project File

Use this procedure to run batch mode if you already have a project file set up. You can also run batch mode from a Tcl script, as described in *Running Batch Mode with a Tcl Script*, on page 1079.

1. Make sure you have a project file (`prj`) set up with the implementation options. For more information about creating this Tcl file, see *Creating a Tcl Synthesis Script*, on page 1086.

2. From a command prompt, go to the directory where the project files are located, and type one of the following, depending on which product you are using:

   ```
   synplify -batch project_file_name.prj
   synplify_pro -batch project_file_name.prj
   synplify_premier -batch project_file_name.prj
   synplify_premier_dp -batch project_file_name.prj
   ```

   The software runs synthesis in batch mode. Use absolute path names or a variable instead of a relative path name.

   The software returns the following codes after the batch run:

   0 - OK
   2 - logical error
   3 - startup failure

4 - licensing failure
5 - batch not available
6 - duplicate-user error
7 - project-load error
8 - command-line error
9 - Tcl-script error
20 - graphic-resource error
21 - Tcl-initialization error
22 - job-configuration error
23 - parts error
24 - product-configuration error
25 - multiple top levels

3. If there are errors in the source files, check the standard output for messages. On Linux systems, this is generally the monitor; on Windows systems, it is the stdout.log file.

4. After synthesis, check the *resultFile*.srr log file for error messages about the run.

Running Batch Mode with a Tcl Script

The following procedure shows you how to create a Tcl batch script for running synthesis. If you already have a project file set up, use the procedure described in *Running Batch Mode on a Project File*, on page 1078.

1. Create a Tcl batch script. See *Creating a Tcl Synthesis Script*, on page 1086 for details.

2. Save the file with a `tcl` extension to the directory that contains your source files and other project files.

3. From a command prompt, go to the directory with the files and type the following:

```
synplify -batch Tcl_script.tcl
synplify_pro -batch Tcl_script.tcl
synplify_premier -batch Tcl_script.tcl
synplify_premier_dp -batch Tcl_script.prj
```

The software runs synthesis in batch mode. The synthesis (compilation and mapping) status results and errors are written to the log file *result-*

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File.srr for each implementation. The synthesis tool also reports success and failure return codes.

4. Check for errors.
   - For source file or Tcl script errors, check the standard output for messages. On Linux systems, this is generally the monitor in addition to the stdout.log file; on Windows systems, it is the stdout.log file.
   - For synthesis run errors, check the *resultFile*.srr log file. The software uses the following error codes:

     0 - OK
     2 - logical error
     3 - startup failure
     4 - licensing failure
     5 - batch not available
     6 - duplicate-user error
     7 - project-load error
     8 - command-line error
     9 - Tcl-script error
     20 - graphic-resource error
     21 - Tcl-initialization error
     22 - job-configuration error
     23 - parts error
     24 - product-configuration error
     25 - multiple top levels

License Queuing

A common problem when running in batch mode is that the run fails because all of the available licenses are in use. License queuing allows a batch run to wait for the next available license when a license is not immediately available. You can use the following types of license queuing:

- Blocking-style Queuing
- Non Blocking-style Queuing

Blocking-style Queuing

When blocking-style queuing is enabled and the requested license feature is on the server but not available, the tool waits until the license becomes available.

To enable blocking-style license queuing, either:

- Set environment variable *toolName*_LICENSE_WAIT=1 (*toolName* is the name of the FPGA synthesis tool)
- Include a -license_wait command-line argument when launching batch mode as shown in the following examples:

```
synplify_pro -batch -license_wait Tcl_script.tcl
```

```
synplify_premier -batch -license_wait projectFilename.prj
```

For blocking-style license queuing, the following message is generated to stdout.log or the Tcl window:

```
Waiting for license: toolName
```

For example:

```
Waiting for license: synplifypro
```

Queuing Considerations

When using queuing:

- A blocking-style queuing is used; license checkout does not exit until a license becomes available.
- There is no maximum wait time; once initiated, the tool can wait indefinitely for a license.
- If the server shuts down while the tool is waiting, a checkout failure is reported.
- When two licenses are required, queuing waits only until the first license becomes available (and not the second) to avoid holding a license unnecessarily.

Non Blocking-style Queuing

When non blocking-style queuing is enabled and the requested license feature is on the server but not available, the tool waits up to the maximum wait time specified in seconds for the license to become available.

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To enable non blocking-style license queuing, you can:

- Set environment variable *toolName*_LICENSE_WAIT=*waitTime* (*toolName* is the name of the FPGA synthesis tool and *waitTime* is the maximum wait time in seconds). For example:

```
SYNPLIFYPRO_LICENSE_WAIT=180

SNNPLIFYPREMIER_LICENSE_WAIT=300
```

- Include a -license_wait *waitTime* command-line argument when launching batch mode as shown in the following examples:

```
synplify_pro -batch -license_wait waitTime Tcl_script.tcl

synplify_premier -batch -license_wait waitTime projectFilename.prj
```

For non blocking-style license queuing, the following message is generated to stdout.log or the Tcl window:

```
Waiting up to n seconds for license: toolName
```

For example:

```
Waiting up to 230 seconds for license: synplifypro
```

Non blocking-style license queuing behavior for the environment variable *toolName*_LICENSE_WAIT=*waitTime* or -license_wait *waitTime* command-line argument is shown in the following tables.

Environment Variable	Queuing Behavior
SYNPLIFYPRO_LICENSE_WAIT (undefined)	Queuing off
SYNPLIFYPRO_LICENSE_WAIT=0	Queuing off
SYNPLIFYPRO_LICENSE_WAIT=1	Queuing on; wait indefinitely
SYNPLIFYPRO_LICENSE_WAIT=*n* (n>1)	Queuing on; wait up to *n* seconds

Command Line Argument	Queuing Behavior
synplifypro -license_wait *arguments*	Queuing on; wait indefinitely
synplifypro -license_wait 1 *arguments*	Queuing on; wait indefinitely

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Command Line Argument	Queuing Behavior
synplifypro license_wait *n* (n>1)	Queuing on; wait up to *n* seconds
synplifypro *arguments*	Queuing off
synplifypro -license_wait 0 *arguments*	Queuing off

- Specify a list of features to wait for using batch mode:

```
synplipfy_pro -batch -license_wait -licensetype
synplifypro:synplifypro_altera name_of_project.prj
```

- Specify feature names to wait for using the *toolName*_LICENSE_TYPE environment variable:

```
SYNPLIFYPRO_LICENSE_TYPE=synplifypro:synplifypro_altera
```


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Working with Tcl Scripts and Commands

The software uses extensions to the popular Tcl (Tool Command Language) scripting language to control synthesis and for constraint files. See the following for more information:

- Using Tcl Commands and Scripts, next
- Generating a Job Script, on page 1085
- Setting Number of Parallel Jobs, on page 1085
- Creating a Tcl Synthesis Script, on page 1086
- Using Tcl Variables to Try Different Clock Frequencies, on page 1088
- Using Tcl Variables to Try Several Target Technologies, on page 1089
- Running Bottom-up Synthesis with a Script, on page 1090

You can also use synhooks Tcl scripts, as described in *Automating Flows with synhooks.tcl*, on page 1091.

Using Tcl Commands and Scripts

1. To get help on Tcl syntax, do any of the following:
   - Refer to the online help (Help->Tcl Help) for general information about Tcl syntax.
   - Refer to the *Reference Manual* for information about the synthesis commands.
   - Enter help * in the Tcl window for a list of all the Tcl synthesis commands. The Tcl window is not available in Synplify.
   - Enter help *commandName* in the Tcl window to see the syntax for an individual command.
2. To run a Tcl script, do the following:
   - Create a Tcl script. Refer to *Generating a Job Script*, on page 1085 and *Creating a Tcl Synthesis Script*, on page 1086.
   - Run the Tcl script by either entering source *Tcl_scriptfile* in the Tcl script window, or by selecting File->Run Tcl Script, selecting the Tcl file, and clicking Open.

The software runs the selected script by executing each command in sequence. For more information about Tcl scripts, refer to the following sections.

Generating a Job Script

You can record Tcl commands from the interface and use it to generate job scripts.

1. In the Tcl script window, enter recording -file *logfile* to write out a Tcl log file.
2. Work through a synthesis session.

   The software saves the commands from this session into a Tcl file that you can use as a job script or as a starting point for creating other Tcl files.

For the command syntax, see *recording*, on page 1464 in the *Reference* manual.

Setting Number of Parallel Jobs

You can set the maximum number of parallel jobs by setting a variable in the `ini` file, by defining a Tcl variable, or specifying the maximum number in the GUI.

1. To set the maximum number of parallel jobs in the `ini` file, do the following:
   - Open the `ini` file for the synthesis tool. For example, synplify_premier_dp.ini.
   - Add the MaxParallelJobs variable to the `ini` file, as follows:

     ```
     [JobSetting]
     MaxParallelJobs=<n>
     ```

   The tool uses the MaxParallelJobs value from the `ini` file as the default for both the UI (Project->Options) and batch mode. This value remains in effect until you reset it in the `ini` file or from the GUI, as described in the next step.

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2. To set or change the maximum number of parallel jobs from the GUI, do the following:
   - Select Project->Options->Configure Compile Point Process.
   - Set the value you want in the Maximum number of parallel synthesis jobs field, and click OK. This field shows the current `ini` value, but you can reset it, and it will remain in effect until you change it again. The value you set is saved to the `ini` file.
3. To set a Tcl variable for the maximum number of parallel jobs, do the following:
   - Determine where you are going to define the variable. You can do this in the project file, or a Tcl file, or you can type it in the Tcl window. If you specify it in a Tcl file, you must source the file. If you specify it in the Tcl window, the tool does not save the value, and it will be lost when you end the current session.
   - Specify the max_parallel_jobs variable with the set_option Tcl command:

     `set_option -max_parallel_jobs` *value*

   The tool applies the max_parallel_jobs *value* specified to all project files and their respective implementations. This is a global option. The maximum number of parallel jobs remains in effect until you specify a new value. This new value takes effect immediately, going forward. However, when you set this option from the Tcl command window, the max_parallel_jobs value is not saved and will be lost when you exit the application.

Creating a Tcl Synthesis Script

Tcl scripts are text files with a `tcl` extension. You can use the graphic user interface to help you create a Tcl script. Interactive commands that you use actually execute Tcl commands, which are displayed in the Tcl window as they are run. You can copy the command text and paste it into a text file that you build to run as a Tcl script. For example:

```
add_file prep2.v
set_option -technology STRATIX
set_option -part EP1SGX40D
set_option -package FC1020

project -run
```

The following procedure covers general guidelines for creating a synthesis script.

1. Use a text file editor or select File->New, click the Tcl Script option, and type a name for your Tcl script.

2. Start the script by specifying the project with the project -new command. For an existing project, use project -load *project*.prj.

3. Add files using the add_file command. The files are added to their appropriate directories based on their file name extensions (see *add_file*, on page 1436 in the *Reference Manual*). Make sure the top-level file is last in the file list:

   ```
   add_file statemach.vhd
   add_file rotate.vhd
   add_file memory.vhd
   add_file top_level.vhd
   add_file design.sdc
   ```

   For information on constraints and vendor-specific attributes, see *Using a Text Editor for Constraint Files*, on page 146 for details about constraint files.

4. Set the design synthesis controls and the output:
   - Use the set_option command for setting implementation options and vendor-specific controls as needed. See the appropriate vendor chapter in the *Synplify Reference Manual* for details.
   - Set the output file information with project -result_file and project -log_file.

5. Set the file and run options:
   - Save the project with a project -save command
   - Run the project with a project -run command
   - Open the RTL and Technology views:

     ```
     open_file -rtl_view
     open_file -technology_view
     ```

6. Check the syntax.
   - Check case (Tcl commands are case-sensitive).
   - Start all comments with a hash mark (#).

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– Always use a forward slash (/) in directory and pathnames, even on the Windows platform.

Using Tcl Variables to Try Different Clock Frequencies

To create a single script for multiple synthesis runs with different clock frequencies, you need to create a Tcl variable for the different settings you want to try. For example, you might want to try different target technologies.

1. To create a variable, use this syntax:

```
set variable_name {
   first_option_to_try
   second_option_to_try
   ...}
```

2. Create a foreach loop that runs through each option in the list, using the appropriate Tcl commands. The following example shows a variable set up to synthesize a design with different frequencies. It also creates a separate log file for each run.

The following code shows the complete script:

```
project -load design.prj
set try_these {
   20.0
   24.0
   28.0
   32.0
   36.0
   40.0
}

foreach frequency $try_these {
   set_option -frequency $frequency
   project -log_file $frequency.srr
   project -run
   open_file -edit_file $frequency.srr
}
```

Using Tcl Variables to Try Several Target Technologies

This technique used here to run multiple synthesis implementations with different target technologies is similar to the one described in *Using Tcl Variables to Try Different Clock Frequencies*, on page 1088. As in that section, you use a variable to define the target technologies you want to try.

1. Create a variable called try_these with a list of the technologies.

```
set try_these {

      STRATIXII CYCLONEII VIRTEX2 # list of technologies
}
```

2. Add a foreach loop that creates a new implementation for each technology and opens the RTL view for each implementation.

```
foreach technology $try_these {
   impl -add
   set_option -technology $technology
   project -run -fg
   open_file -rtl_view
}
```

The following code example shows the script:

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```
# Open a new project, set frequency, and add files.
   project -new
   set_option -frequency 33.3
   add_file -verilog D:/test/simpletest/prep2_2.v

# Create the Tcl variable to try different target technologies.
   set try_these
      STRATIXII CYCLONEII VIRTEX2 # list of technologies
   }

# Loop through synthesis for each target technology.
   foreach technology $try_these {
      impl -add
      set_option -technology $technology
      project -run -fg
      open_file -rtl_view
   }
```

Running Bottom-up Synthesis with a Script

To run bottom-up synthesis, you create Tcl scripts for individual logic blocks, and a script for the top level that reads the other Tcl scripts.

1. Create a Tcl script for each logic block. The Tcl script must synthesize the block. See *Creating a Tcl Synthesis Script*, on page 1086 for details.
2. Create a top-level script that reads the block scripts. Create the script with the with the project -new command.
3. Add the top-level data:
   - Add source and constraint files with the add_file command.
   - Set the top-level options with the set_option command.
   - Set the output file information with project -result_file and project -log_file.
   - Save the project with a project -save command.
   - Run the project with a project -run command.
4. Save the top-level script, and then run it using this syntax:

   source *block_script*.**tcl**

When you run this command, the entire design is synthesized, beginning with the lower-level logic blocks specified in the sourced files, and then the top level.

Automating Flows with synhooks.tcl

This procedure provides the advanced user with callbacks that let you customize your design flow or integrate with other products. For example, you might use the callbacks to send yourself email when a job is done (see *Automating Message Filtering with a Tcl Script*, on page 538), or to automatically copy files to another location after mapping. You can use the callback functions to integrate with a version control system, or generate the files needed to run formal verification with the Cadence Conformal tool. The procedure is based on a file called synhooks.tcl, which contains the Tcl callbacks.

1. Copy the synhooks.tcl file from the *installDirectory*/examples directory to a new location.

   You must copy the file to a new location so that it does not get overwritten by subsequent product installations and you can maintain your customizations from version to version. For example, copy it to C:/work/synhooks.tcl.

2. Define an environment variable called SYN_TCL_HOOKS, and point it to the location of the synhooks.tcl file.

3. Open the synhooks.tcl file in a text editor, and edit the file so that the commands reflect what you want to do. The default file contains examples of the callbacks, which provide you with hooks at various points of the design process.

   – Customize the file by deleting the ones you do not need and by adding your customized code to the callbacks you want to use. The following table summarizes the various design phases where you can use the callbacks and lists the corresponding functions. For details of the syntax, refer to *synhooks File Syntax*, on page 1534 in the *Reference Manual*.

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Design Phase	Tcl Callback Function
Project Setup Callbacks	
Settings defaults for projects	proc syn_on_set_project_template
Creating projects	proc syn_on_new_project
Opening projects	proc syn_on_open_project
Closing projects	proc syn_on_close_project
Application Callbacks	
Starting the application after opening a project	proc syn_on_start_application
Exiting the application	proc syn_on_exit_application
Run Callbacks	
Starting a run. See *Example: proc syn_on_start_run*, on page 1093.	proc syn_on_start_run
Ending a run	proc syn_on_end_run
Key Assignment Callbacks	
Setting an operation for Ctrl-F8. See *Example: proc syn_on_press_ctrl_f8*, on page 1093.	proc syn_on_press_ctrl_f8
Setting an operation for Ctrl-F9	proc syn_on_press_ctrl_f9
Setting an operation for Ctrl-F11	proc syn_on_press_ctrl_f11

– Save the file.

As you synthesize your design, the software automatically executes the function callbacks you defined at the appropriate points in the design flow.

Example: proc syn_on_start_run

The following code example gets selected files from the project browser at the start of a run:

```
proc syn_on_start_run {compile c:/work/prep2.prj rev_1} {
   set sel_files [get_selected_files -browser]
      while {[expr [llength $sel_files] > 0]} {
         set file_name [lindex $sel_files 0]
         puts $file_name
         set sel_files [lrange $sel_files 1 end]
      }
}
```

Example: proc syn_on_press_ctrl_f8

The following code example gets all the selected files from the project browser and project directory when the Ctrl-F8 key combination is pressed:

```
proc syn_on_press_ctrl_f8 {} {
   set sel_files [get_selected_files]
      while {[expr [llength $sel_files] > 0]} {
         set file_name [lindex $sel_files 0]
         puts $file_name
         set sel_files [lrange $sel_files 1 end]
      }
}
```


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CHAPTER 23

Using Multiprocessing

The following sections describe how to use multiprocessing to run parallel synthesis jobs and improve runtime:

- Multiprocessing With Compile Points, on page 1096
  - Setting Maximum Parallel Jobs, on page 1096
  - License Utilization, on page 1097

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Multiprocessing With Compile Points

Use the Configure Compile Point Process command to run multiprocessing with compile points. This option allows the synthesis software to run multiple, independent compile point jobs simultaneously, providing additional runtime improvements for the logical compile point synthesis flows. On the Configure Compile Point Process dialog box, specify the maximum number of synthesis jobs you can run in parallel. Note, one license is used for each job. For a description of how to set the maximum number of parallel synthesis jobs, see *Setting Maximum Parallel Jobs*, on page 1096.

To use multiprocessing in the Logical Compile Point Synthesis flows for the Synplify Pro and Synplify Premier tools, see Chapter 21, *Working with Compile Points*. For the Synplify Premier tool, the Physical Synthesis switch must be turned off when you run compile points.

Setting Maximum Parallel Jobs

You can set maximum number of parallel jobs in the following ways:

- INI Variable — MaxParallelJobs
- Tcl Variable — max_parallel_jobs

INI Variable — MaxParallelJobs

The maximum number of parallel jobs is set in the product `ini` file. The following commands are set in the *product*.ini file (for example, synplify_premier_dp.ini):

```
[JobSetting]

MaxParallelJobs=<n>
```

The MaxParallelJobs value is used by the UI as well as in batch mode. This value is effective until you specify a new value. To change the number of parallel jobs you can run, use the Options->Configure Compile Point Process command from the Project view menu. On the Configure Compile Point Process dialog box, in the Maximum number of parallel synthesis jobs field you will see the current `ini` value. You can specify a new MaxParallelJobs value which is effective until you change it again. Once you click OK, the new value is saved in the `ini` file. For a description of the dialog box, see *Configure Compile Point Process Command*, on page 332.

Tcl Variable — max_parallel_jobs

You can also manually set an override value for the maximum number of parallel jobs. To do this, use the Tcl command:

set_option -max_parallel_jobs *numberJobs*

You can choose to:

- Source the Tcl file containing this option.
- Add this option to the Project file.
- Set this option from the Tcl command window.

This max_parallel_jobs value is applied to all project files and their respective implementations. This is a global option. The maximum number of parallel jobs remains in effect until you specify a new value. This new value takes affect immediately going forward. However, when you set this option from the Tcl command window, the max_parallel_jobs value is not saved and will be lost when you exit the application.

License Utilization

When you decide to run parallel synthesis jobs, a license is used for each compile point job that runs. For example, if you set the Maximum number of parallel synthesis jobs to 4, then the synthesis tool consumes one license and three additional licenses are utilized to run the parallel jobs if they are available for your computing environment. Licenses are released as jobs complete, and then consumed by new jobs which need to run.

The actual number of licenses utilized depends on the:

1. Synthesis software scheme for the compile point requirements used to determine the maximum number of parallel jobs or licenses a particular design tries to use.
2. Value set on the Configure Compile Point Process dialog box.
3. Number of licenses actually available. You can use Help->Preferred License Selection to check the number of available license. If you need to increase the number of available licenses, you can specify multiple license types. For more information, see *Specifying License Types*, on page 1098.

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Note that factors 1 and 3 above can change during a single synthesis run. The number of jobs equals the number of licenses; which then equates the lowest value of these three factors.

Specifying License Types

You can specify multiple license types to increase the total number of licenses available for multiprocessing. To do this, you can either:

- Use the -licensetype command line option when you execute your tool.

  For example, suppose you have two synplifypremier licenses, two synplifypremier_allvendor licenses, and three synplifypremier_xilinx licenses. Type the following at the command line:

  ```
  synplify_premier.exe -licensetype
  "synplifypremier:synplifypremier_allvendor:synplifypremier_xilinx"
  ```

- Use one of the following environment variables specified with the license type:
  - SYNPLIFYPRO_LICENSE_TYPE (Synplify Pro tool)
  - SYNPLIFYPREMIER_LICENSE_TYPE (Synplify Premier and Synplify Premier with Design Planner tools)

  ```
  setenv SYNPLIFYPREMIER_LICENSE_TYPE=
  "synplifypremier:synplifypremier_allvendor:synplifypremier_xilinx"
  ```

Multiprocessing can access any of these license types for additional licenses.

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