

Lab5 IIR Filter

105031212 吳紹齊

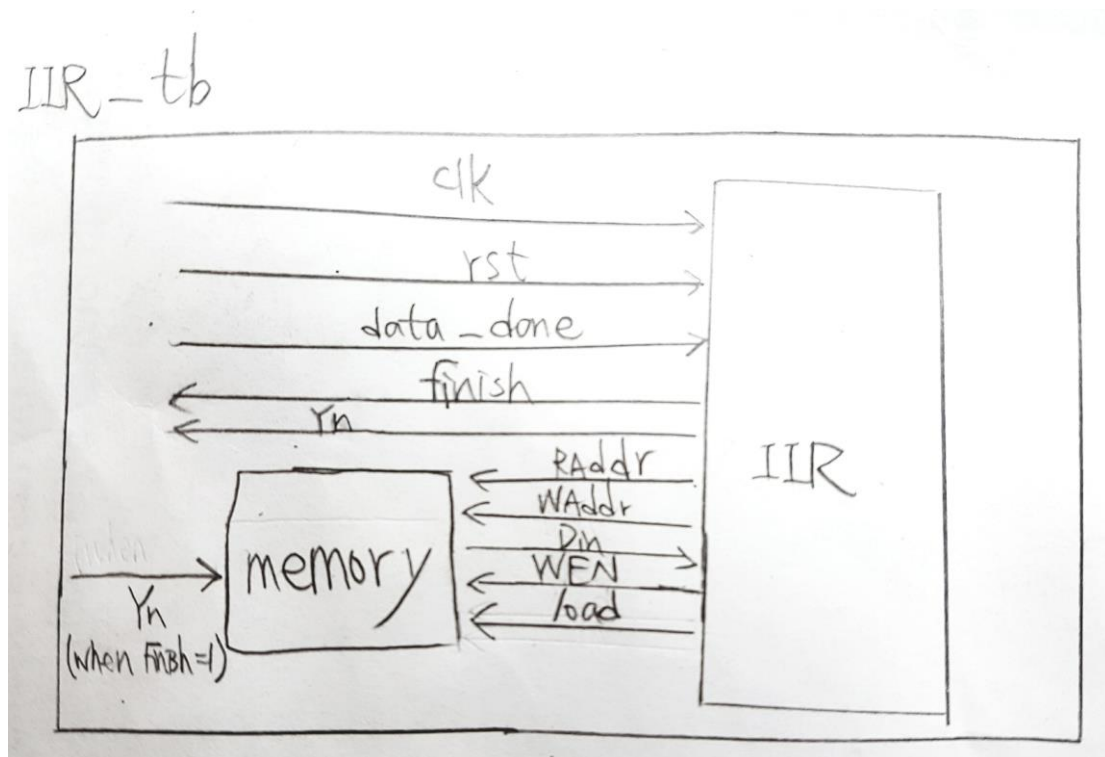
一、目標

用 IIR 數位濾波器的原理，將造成音波不平穩的地方，利用取權重的方式，將音頻變得更平滑，進而消除音頻中的噪音。

二、設計

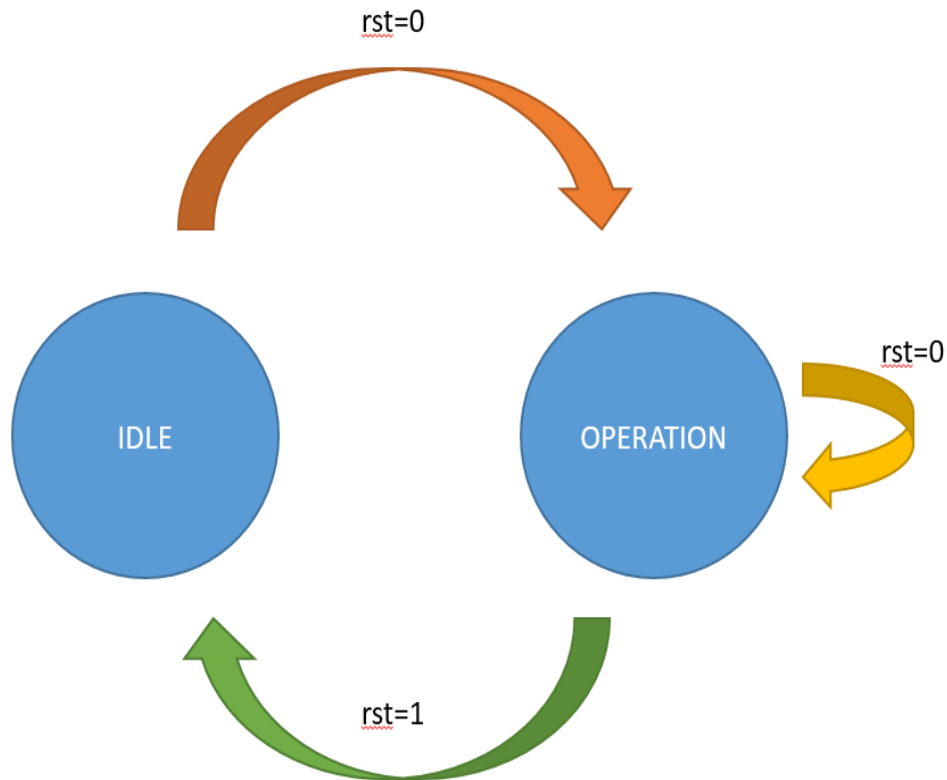
IIR Filter 電路 (IIR.v) 、Test bench (IIR_tb.v) 、Memory 的關係

如下圖所示：



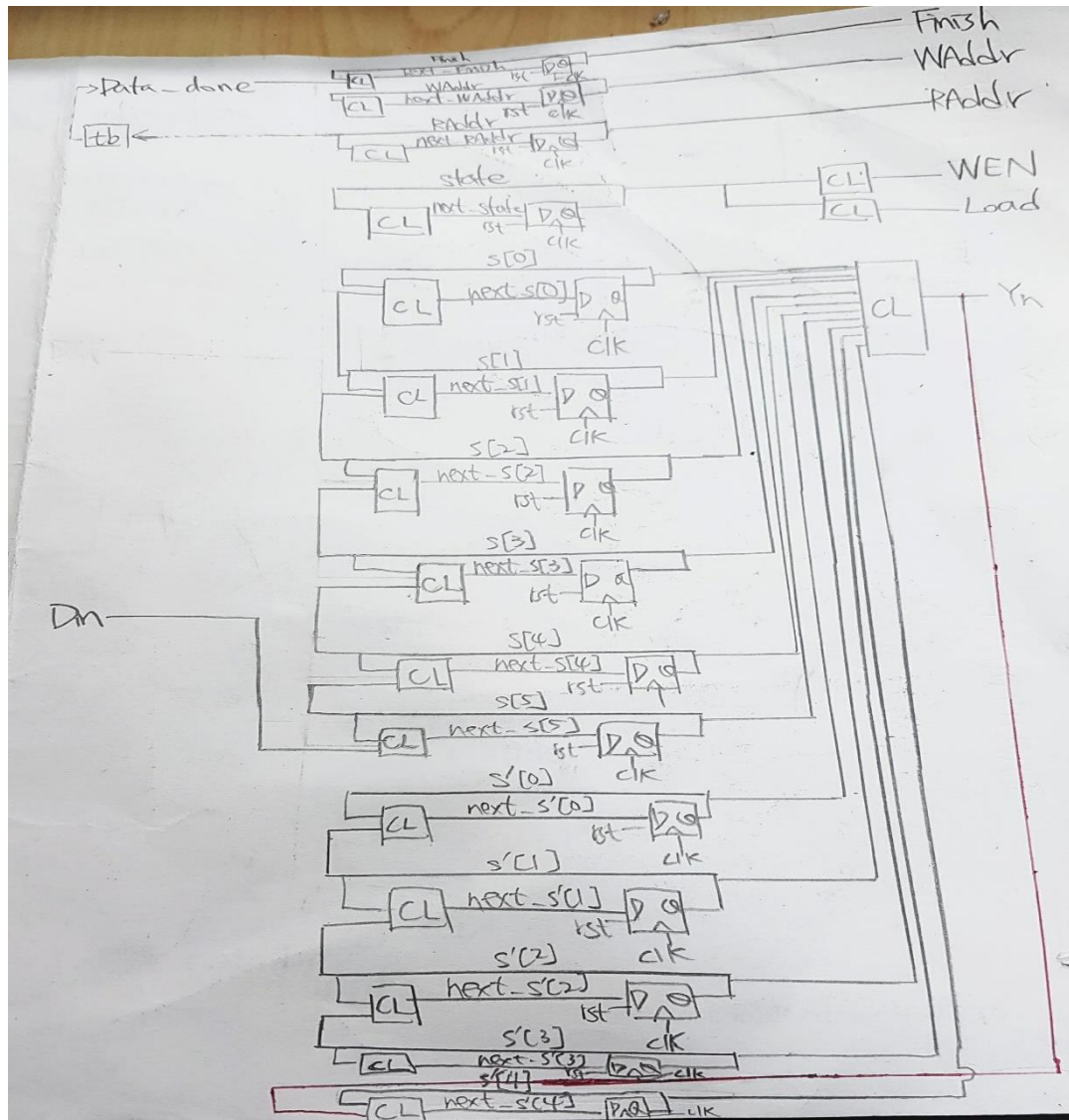
我設計了有兩個 State 的 FSM 來達成題目要求，以下是 IIR 的

State Transition Graph：

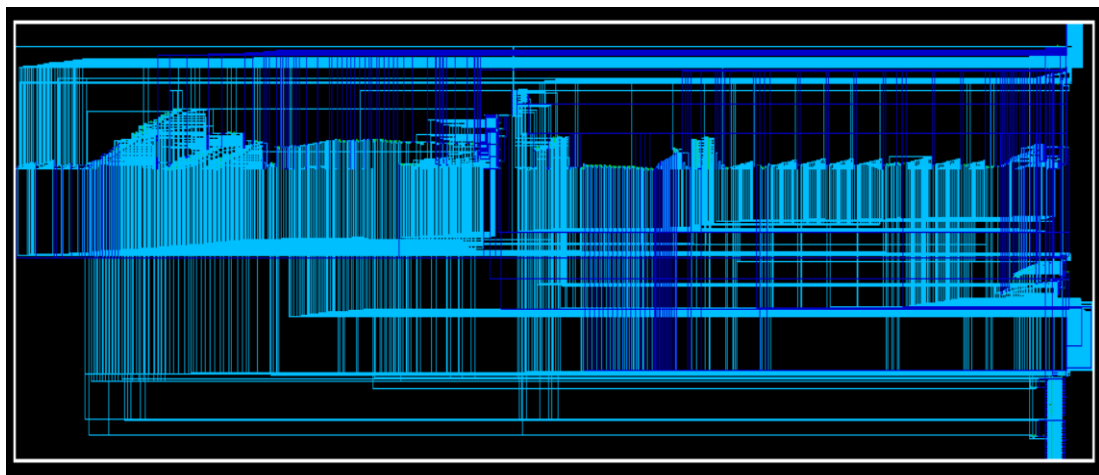


1. 若 $\text{rst} = 1$ ，回到 IDLE，全部 DFF 歸零。
2. 進入 OPERATION 後，WEN、load 拉起來，
RAddr、WAddr 每個 cycle 都往上加一。
3. 直到 RAddr 加到最後一個，data_done 會舉起來，IIR 接著
把 Finish 拉起來，最後 tb 會丟答案給 dat。
4. 每個音頻訊號運算完後 IIR 都會輸出答案 Y_n 。

Block Diagram :



Dv 模擬電路：



Trace Address : (以 test 為例)

```
//DFF Logic
    always @(posedge clk or posedge rst)
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
Simulation complete via $finish(1) at time 2800 NS + 0
```

上面是錯誤的，這樣的錯誤會導致 Addr[25] 來不及，經過 nWave 的觀察以及更多的嘗試，發現最簡單的處理方法是換成 negedge clk。

```
//DFF Logic
    always @(negedge clk or posedge rst) begin
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
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16
17
18
19
20
21
22
23
24
25
Simulation complete via $finish(1) at time 2800 NS + 0
```

Make Sim :

```
[dld0026@ic26 ~/Lab_5]$ make TEST
ncverilog header.v IIR.v testbench.v +define+TEST +access+r
ncverilog: 14.10-s005: (c) Copyright 1995-2014 Cadence Design Systems, Inc.
file: IIR.v
    module worklib.IIR:v
        errors: 0, warnings: 0
file: testbench.v
    #`End_CYCLE ;
    |
ncvlog: *W,INTOVF (testbench.v,124|12): bit overflow during conversion from text
[2.5(IEEE)] (32 bits).
('define macro: End_CYCLE [testbench.v line 2], file: testbench.v line 124)
    module worklib.stimulus:v
        errors: 0, warnings: 1
    module worklib.RAM:v
        errors: 0, warnings: 0
        Caching library 'worklib' ..... Done
    Elaborating the design hierarchy:
    Building instance overlay tables: ..... Done
    Generating native compiled code:
    worklib.IIR:v <0x531ff5d5>
        streams: 6, words: 9132
    worklib.RAM:v <0x6dd455e3>
        streams: 4, words: 1477
    worklib.stimulus:v <0x5750f909>
        streams: 6, words: 5898
    Building instance specific data structures.
    Loading native compiled code: ..... Done
    Design hierarchy summary:
        Instances Unique
    Modules:          3      3
    Registers:        25     25
    Scalar wires:      7      -
    Vectored wires:    4      -
    Always blocks:     7      7
    Initial blocks:    5      5
    Pseudo assignments: 1      1
    Simulation timescale: 1ps
    Writing initial simulation snapshot: worklib.stimulus:v
    Loading snapshot worklib.stimulus:v ..... Done
*Verdi3* Loading libsscore_ius141.so
*Verdi3* : Enable Parallel Dumping.
ncsim> source /usr/cad/cadence/INCISIV/cur/tools/inca/files/ncsimrc
ncsim> run
FSDB Dumper for IUS, Release Verdi3_J-2014.12-SP3, Linux, 07/05/2015
(C) 1996 - 2015 by Synopsys, Inc.
*Verdi3* FSDB WARNING: The FSDB file already exists. Overwriting the FSDB file may
crash the programs that are using this file.
*Verdi3* : Create FSDB file 'IIR.fsdb'
*Verdi3* : Begin traversing the scopes, layer (0).
*Verdi3* : End of traversing.
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
Simulation complete via $finish(1) at time 2800 NS + 0
./testbench.v:120 $finish;
ncsim> exit
```

```
[dld0026@ic26 ~/Lab_5]$ python check.py 3
Congratulations
```

Make Syn : (以 test 為例，太長了，擷取片段)

常見 Warning :

```
ncelab: *W,CUVWSP (./IIR_syn.v,3899|12): 1 output port was not connected:
ncelab: (/theda21_2/CBDK_IC_Constest/cur/Verilog/tsmc13.v,14136): S
```

```
ncelab: *W,SDFNCAP (./IIR_syn.v,2904|7): The interconnect source stimulus.f0.DIn[15] is separated by a unidirectional continuous assign from the destination stimulus.
assign \add_1_root_add_0_root_add_115_40/SUM[17] = DIn[15];
```

以上是出現的兩個 WARNING，我猜測主要的來源是因為

`s[5] = {{2{DIn[15]}}, DIn, {7{1'b0}}}` 還有 `Yn = {rIt[24], rIt[21:7]}`

這兩者都算是用手動的方式，把完整的 data (Din 或是 rIt) 拆開，組成我們要的 data，造成有些電路在這裡斷掉 (沒繼續接下去)。

結果：

```
Building instance overlay tables: ..... Done
Generating native compiled code:
  worklib.IIR:v <0x725d6d6c>
    streams: 1, words: 173
  worklib.RAM:v <0x75da8a9f>
    streams: 4, words: 1658
  worklib.stimulus:v <0x0544e6e2>
    streams: 6, words: 6404
Building instance specific data structures.
Loading native compiled code: ..... Done
Design hierarchy summary:
  Modules: 2279 Unique
  UDPs: 254 2
  Primitives: 8750 8
  Timing outputs: 3772 18
  Registers: 263 13
  Scalar wires: 4103 -
  Expanded wires: 16 1
  Always blocks: 3 3
  Initial blocks: 5 5
  Cont. assignments: 1 32
  Pseudo assignments: 1 1
  Timing checks: 2158 278
  Interconnect: 6168 -
  Delayed tcheck signals: 666 240
  Simulation timescale: lps
Writing initial simulation snapshot: worklib.stimulus:v
Loading snapshot worklib.stimulus:v ..... Done
*Verdi3* Loading libsscore_ius141.so
*Verdi3* : Enable Parallel Dumping.
ncsim> source /usr/cad/cadence/INCISIV/cur/tools/inca/files/ncsimrc
ncsim> run
FSDB Dumper for IUS, Release Verdi3_J-2014.12-SP3, Linux, 07/05/2015
(C) 1996 - 2015 by Synopsys, Inc.
*Verdi3* FSDB WARNING: The FSDB file already exists. Overwriting the FSDB file may crash the programs that are using this file.
*Verdi3* : Create FSDB file 'IIR_syn.fsdb'
*Verdi3* : Begin traversing the scopes, layer (0).
*Verdi3* : End of traversing.
0
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
Simulation complete via $finish(1) at time 2900 NS + 0
./testbench.v:120 $finish;
ncsim> exit
```

```
[dld0026@ic26 ~/Lab_5]$ python check.py 3
Congratulations
```

三、心得與討論

1. 因為對於 syn 的了解還不夠充分，所以 sim 沒錯可是 syn 有錯的時候，我會從調整 clk 開始試試看，之後再試試把 reg 都接上 DFF，過程再看看 nWave，如果真的再不行就會稍微改變一下設計，最近寫 Lab 大概都是這樣，暑假應該會把 Lab 都拿出來重新打一次，想辦法一開始就寫出能順利合成電路的 code，或是有效率的找到 sim 跟 syn 的盲點。
2. 嘗試用更多 always block，分為 DFF Logic (訂 next_x 的值) OP Logic (主要運算)、Output Logic (輸出要求的值)、Next_State Logic(管理 state)，效果很好，debug 的時候非常方便。
3. 這次卡關最久是因為 state 的 register 的 bit 給錯(太小)，導致 state 完全跑不動，這種問題真的要碰到才會知道。
4. 因為 Lab2 在寫算術位移的時候是自己寫 extend bit，">>>" 這個符號的用法是助教講解時才知道，這是第一次用，所以還是研究了一下，後來發現超級好用!!!!!!!

Basically, arithmetic shift uses context to determine the fill bits, so:

- arithmetic right shift (>>>) - shift right specified number of bits, **fill with value of sign bit if expression is signed**, otherwise fill with zero,
- arithmetic left shift (<<<) - shift left specified number of bits, fill with zero.

On the other hand, logical shift (<< , >>) always fill the vacated bit positions with zeroes.