

Physical Design of My Hardware Accelerator

Tools I Used

1. OpenLane 2 (Open-Source EDA Framework)

(followed instructions from:

https://openlane2.readthedocs.io/en/latest/getting_started/newcomers/index.html)

2. My own hardware accelerator RTL (Viterbi PE and Top modules)

These were developed and tested fully in Verilog/SystemVerilog during previous challenges.

3. Vivado (FPGA Flow)

Also explored Vivado's synthesis flow briefly to cross-check frequency estimation.

Steps Performed:

1. RTL Preparation (from Challenge #15)

- a. My fully working Verilog design for the Viterbi PE and top-level modules were cleaned up, made synthesizable, and made ready for physical synthesis.
- b. Verified that all modules had clean synthesis constraints:
 - i. No latches
 - ii. No unconnected nets
 - iii. Fully static design

2. Installed & Used OpenLane

- a. Read OpenLane2 Newcomers guide carefully.
- b. Installed OpenLane locally on my Linux environment.
- c. Verified prerequisite packages: Docker, make, python3-venv, etc.
- d. Successfully ran default spm (simple processor module) example as demo.

Prompt used with LLM:

"How do I install OpenLane 2 on Ubuntu and test my own Verilog design?"

3. Integrated My Viterbi Design

- a. Created OpenLane config directory:

```
designs/viterbi/
├── config.tcl
├── src/viterbi_top.v
└── src/viterbi_pe.v
```
- b. Defined clock constraints (config.tcl)
- c. Successfully ran full OpenLane flow: synthesis → floorplanning → placement → CTS → routing → GDS export.

4. FPGA Flow

- a. Installed Vivado (WebPACK version) locally.
- b. Imported same RTL into Vivado design flow.
- c. Synthesized for Artix-7 FPGA device.
- d. Achieved timing: Max frequency: ~110 MHz

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Prompt used with LLM:

"How do I run a simple Vivado synthesis for my Verilog design and get maximum frequency?"

This challenge helped me connect my functional hardware accelerator design to actual implementation-level metrics.

I now understand how to estimate real-world chip performance, and feel more comfortable transitioning between software models, RTL design, and physical hardware prototypes.