2024 Digital IC Design Homework 4: Max-Priority Queue

NAME									
Student ID		P76124265							
Simulation Result									
Functional	Score:		Gate-level	Score:	Clock	35	Gate-level	(see below	
simulation	100		simulation	100	width	(ns)	simulation time	for details)	
your pi	ı resi	ılt of test pa	tterns	your post-sim result of test patterns					
	P	0		P0					
VSIM 256> run -all * ************************* * * * Congratulations !! ** * * * Simulation PASS !! ** / 0.0 * * * Your score =100						VSIM 256> run -all			
P1						P1			
VSIM 262> run -all # **************************** # **						VSIM 262> run -all # ******************* # **			
P2					P2				
VSIM 265> run -all # ************************ # ** Congratulations !! ** # ** Simulation PASS !! ** / 0.0 # ** * * * * /					VSIM 265> run -all				
P3				P3					
				<u> </u>		<u> </u>			

```
VSIM 268> run -all

# **********************

# ** Congratulations !! **

# ** Simulation PASS !! ** / 0.0 |

# ** * Simulation PASS !! ** / 0.0 |

# ** Your score =100 ** /^^^ |

# ** Your score =100 ** | /^ ^ |

# ** Your score =100 ** | /^ ^ |

# *** Time: 3954301 ps Iteration: 0 Instance: /test

# Break in Module test at testfixture.v line 157
```

Synthesis Result

Total logic elements	19365 / 55836 (35 %)		
Total memory bit	0 /2396160 (0 %)		
Embedded multiplier 9-bit element	0 / 308 (0%)		

your flow summary

Flow Summary

<<Filter>>

Flow Status Successful - Mon May 20 00:15:06 2024

Quartus Prime Version 20.1.1 Build 720 11/11/2020 SJ Lite Edition

Revision Name MPQ
Top-level Entity Name MPQ

Family Cyclone IV E
Device EP4CE55F23A7

Timing Models Final

Total logic elements 19,365 / 55,856 (35 %)

Total registers 2110

Total pins 50 / 325 (15 %)

Total virtual pins 0

Total memory bits 0 / 2,396,160 (0 %) Embedded Multiplier 9-bit elements 0 / 308 (0 %)

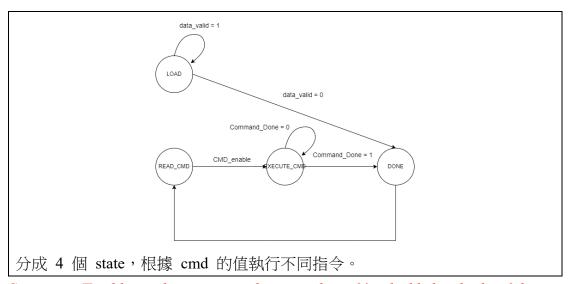
Total PLLs 0 / 4 (0 %)

Description of your design

MPQ.v架構如下:

- State register: 循序電路,存 next stage 模組產生的 state
- Next stage: 組合電路,根據 input 和目前的 state 決定下一個 state
- Output logic && Datapath: 循序電路,根據 state 決定 output,和根據 state 和 input 進行運算

FSM state 如下:



 $Scoring = (Total\ logic\ elements + total\ memory\ bit + 9*embedded\ multiplier\ 9-bit\ element) \times (Total\ cycle\ used*clock\ width)$