

EE6094 CAD for VLSI Design Workstation Information

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Basic Information:

System: CentOS 6.10

Host: 140.115.71.233

Port: 22 (Please use SSH to connect to the machine)

Default account/password: Your Student_ID

Software:

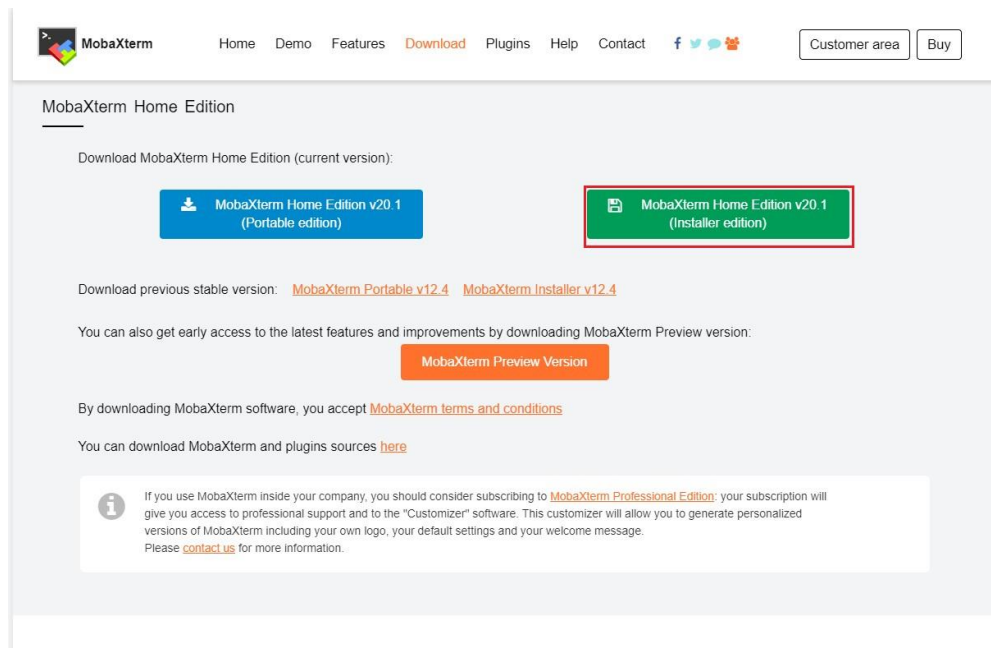
Software	Version
gcc/g++	4.8.2 (C++ 11 supported)
GNU Make	3.81
tmux	1.6

IP Restriction:

To easily manage the server for this course, you're only allowed to connect our server through IPs of NCU domain (under 140.115.xxx.xxx). If you need to connect the server through any IP other than NCU domain, please email to TA and let him know the IP you usually use. He can manually add the IP to our server.

How to connect to the server:

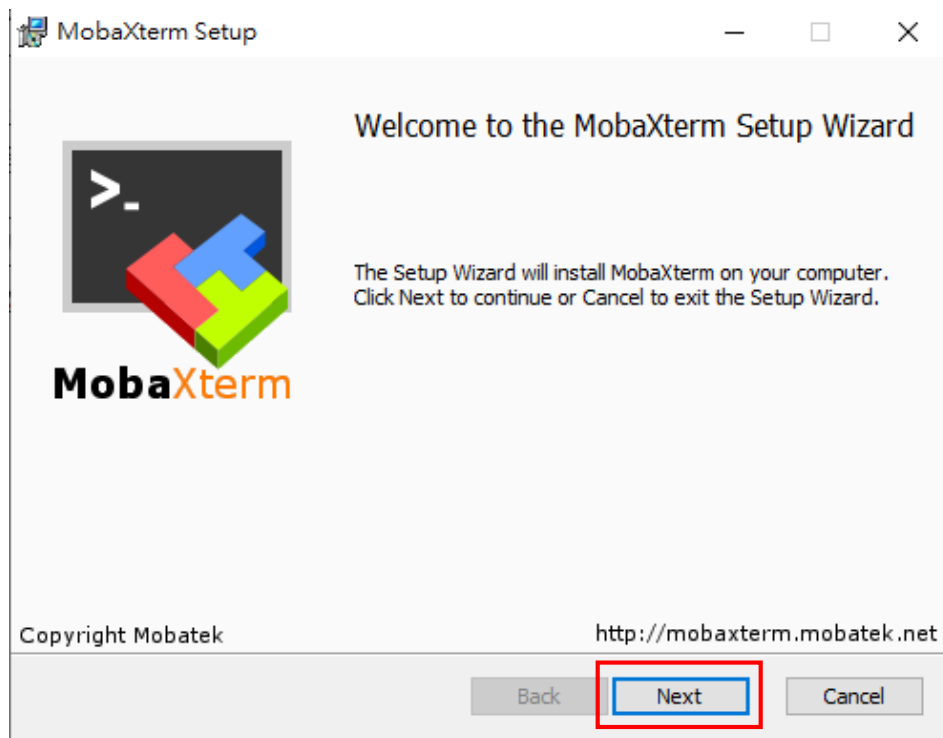
Step1. Download MobaXterm via <https://mobaxterm.mobatek.net/download-home-edition.html>



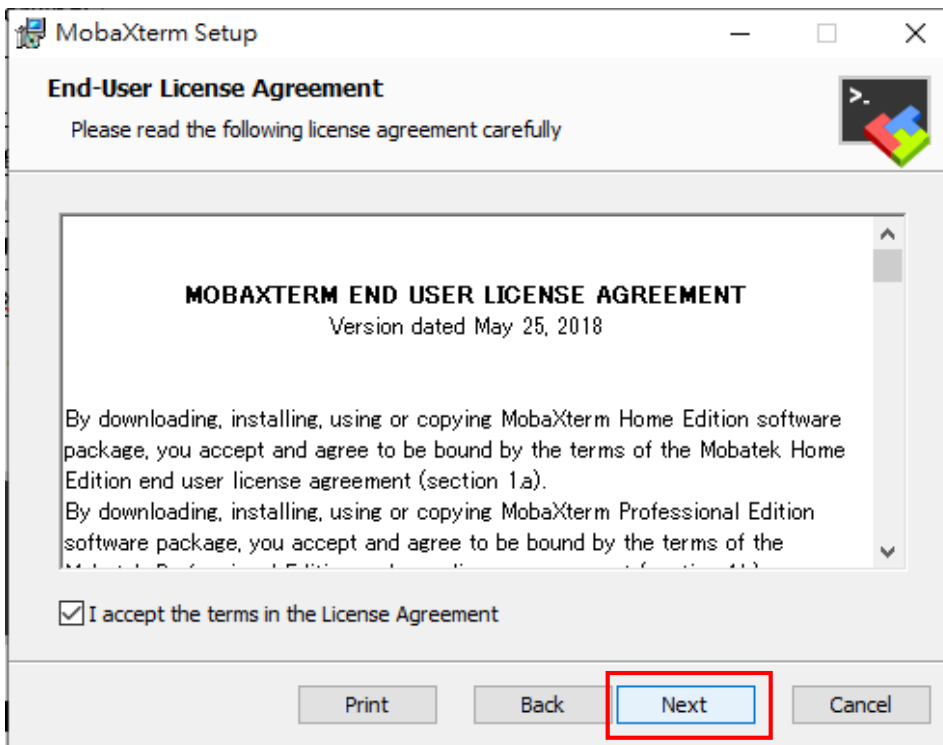
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Step2. Install MobaXterm with following steps

Step2.1

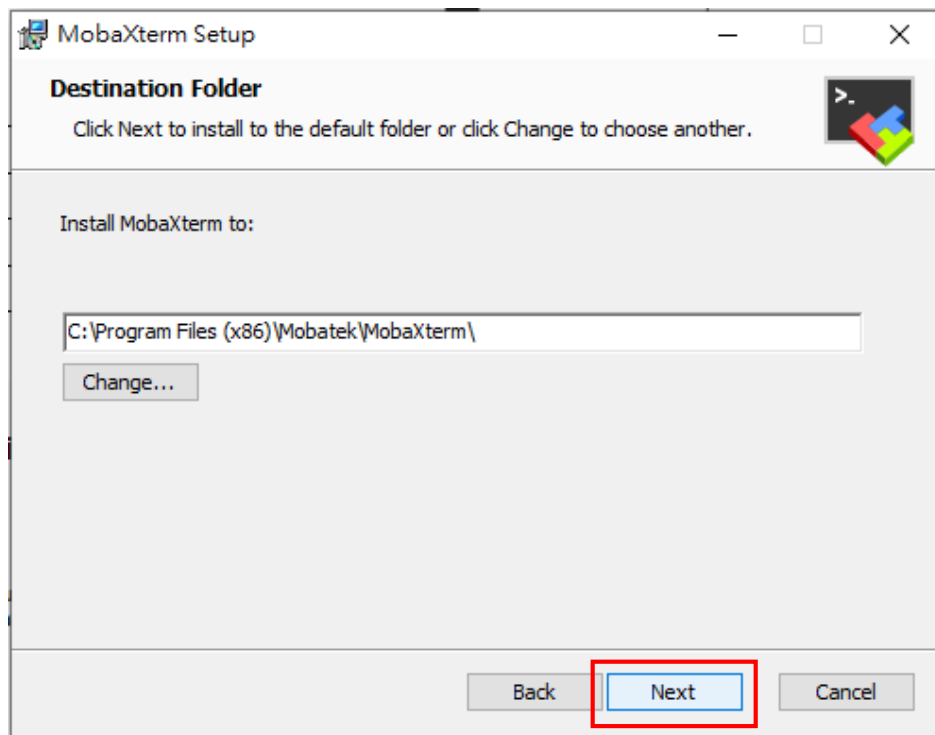


Step2.2

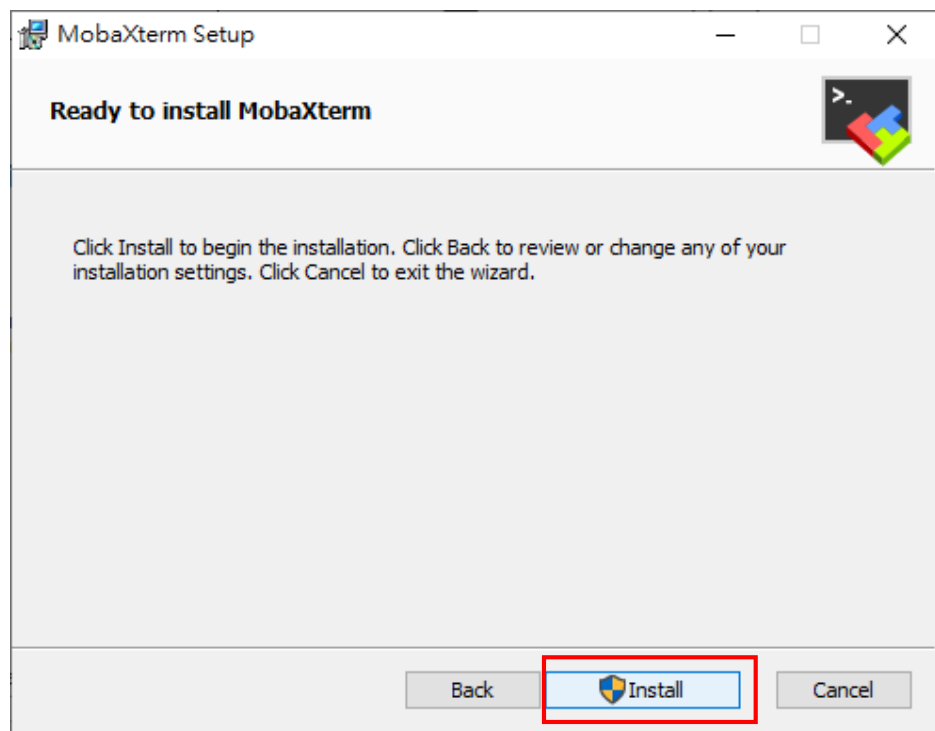


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Step2.3



Step2.4



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Step3. Launch MobaXterm then connect to the server

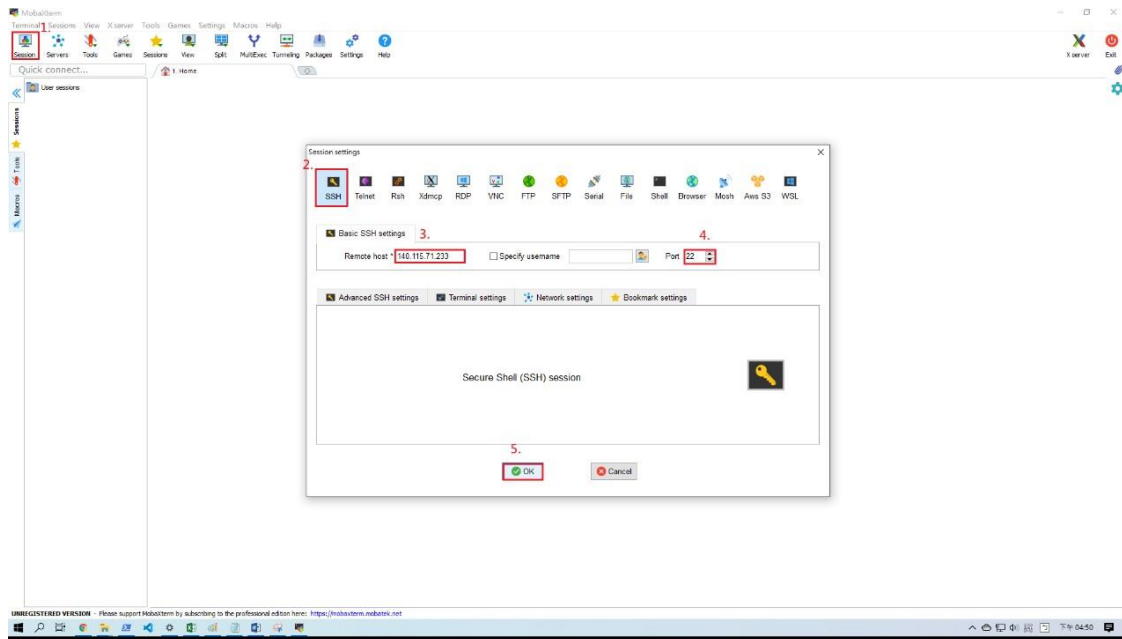
Step3.1 Click session to create a new session

Step3.2 Click ssh to create a new SSH session

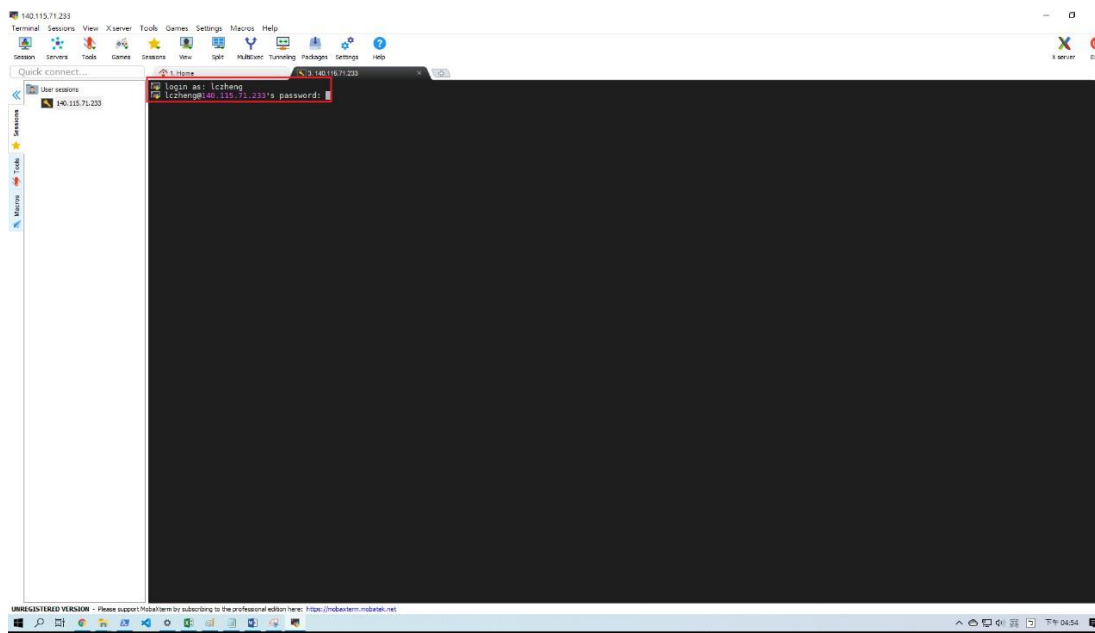
Step3.3 Fill in the given Host to the Host field

Step3.4 set the port number to 22

Step3.5 Click ok



Step3.6 Key in your account and password



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Step4(recommend) Change your password

Step4.1 Key in “ passwd ”

Step4.2 Key in your current password

Step4.3 Key in your new password

Step4.4 Retype your new password again

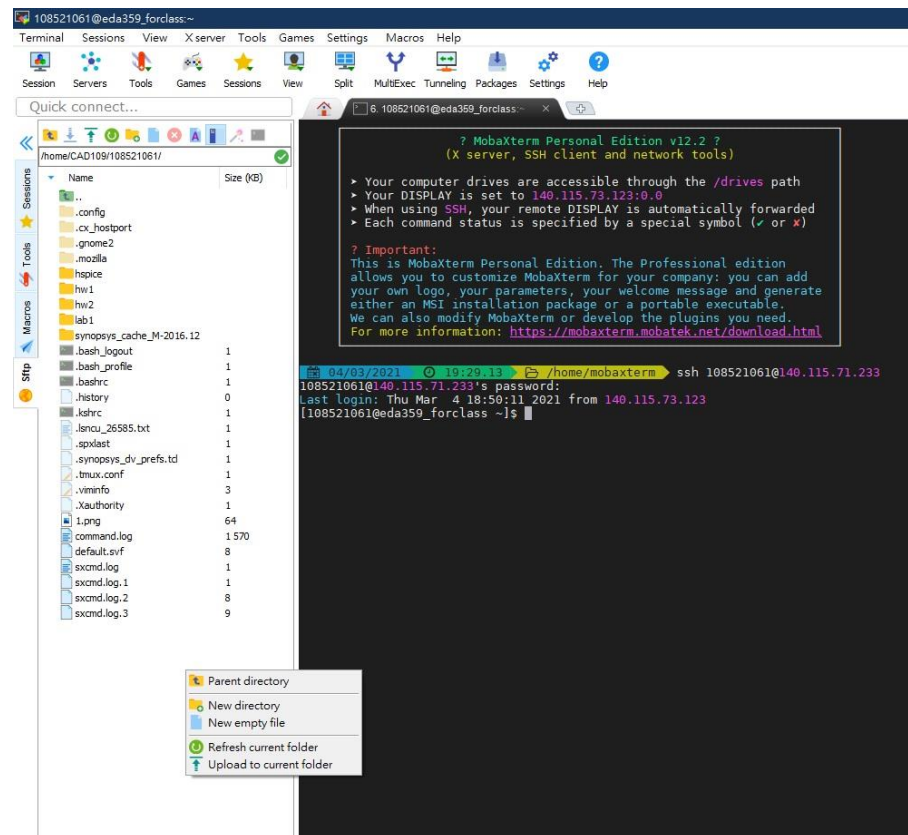
```
[redacted]@eda359_forclass ~]$ passwd Step4.1
changing password for user [redacted]
changing password for [redacted]
(current) UNIX password: Step4.2
New password: Step4.3
Retype new password: Step4.4
passwd: all authentication tokens updated successfully.
```

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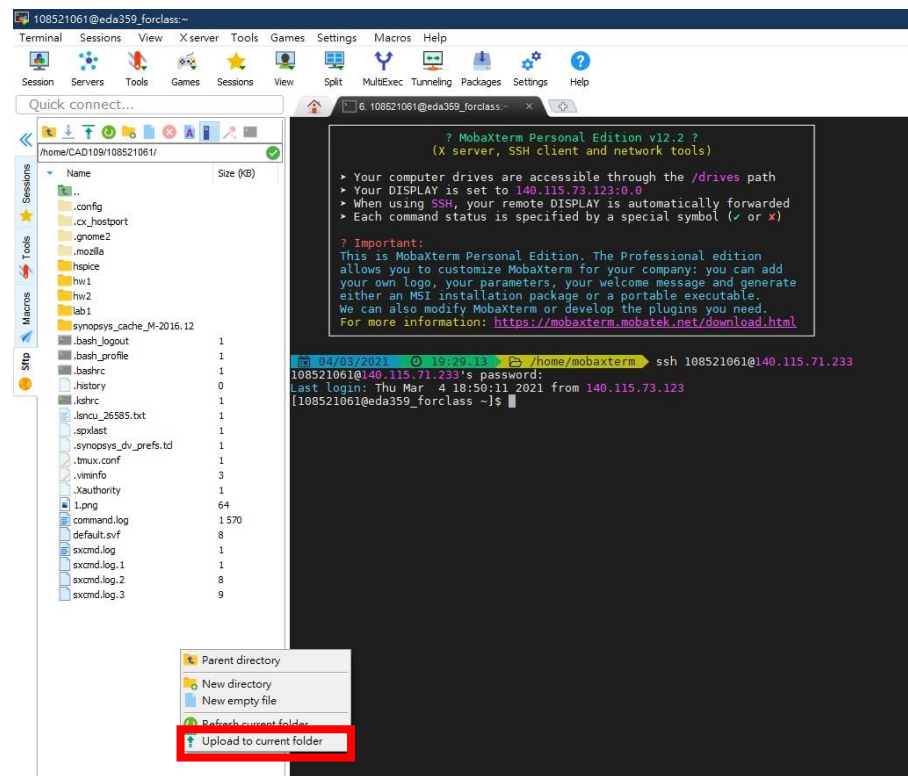
How to upload your source code file to MobaXterm:

There are two ways to upload your file:

1. Right click on your mouse



Click “Upload to current folder”



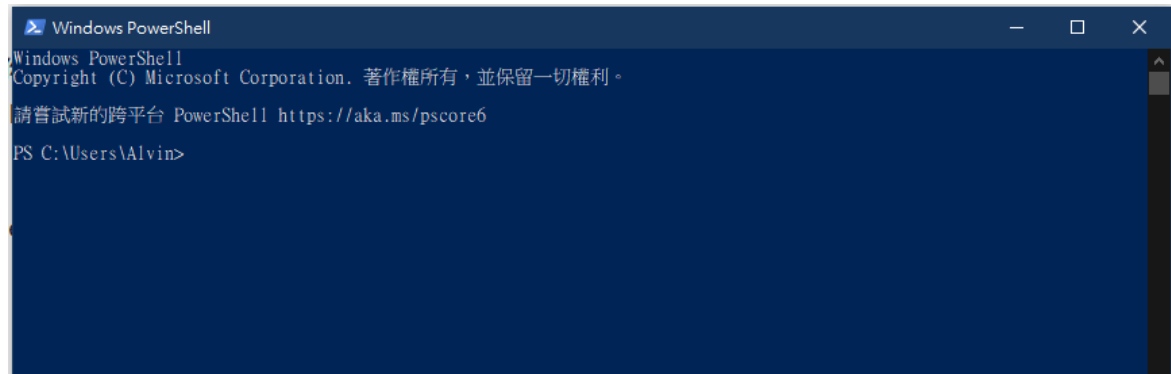
Choose the file you would like to upload

Or you can simply drag your file to the left window of MobaXterm.

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2. Use Windows PowerShell (It's useful when your MobaXterm screen freezes)

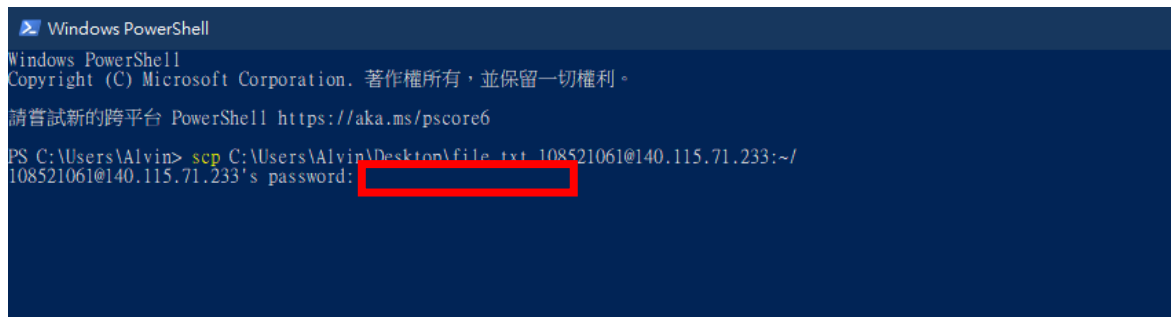
Step1 Open Windows PowerShell

A screenshot of a Windows PowerShell window. The title bar says "Windows PowerShell". The window content shows the standard PowerShell startup text: "Windows PowerShell", "Copyright (C) Microsoft Corporation. 著作權所有，並保留一切權利。", and "請嘗試新的跨平台 PowerShell https://aka.ms/pscore6". The prompt is "PS C:\Users\Alvin>".

Step2 Use “scp” command

A screenshot of a Windows PowerShell window showing the command: `PS C:\Users\Alvin> scp C:\Users\Alvin\Desktop\file.txt 108521061@140.115.71.233:~/`. Annotations with boxes and arrows point to parts of the command: "Your account" points to `108521061`; "File path" points to `C:\Users\Alvin\Desktop\file.txt`; "File name" points to `file.txt`; and "Target path (~ means home directory)" points to `~/`.

Step2.1 Key in your password

A screenshot of a Windows PowerShell window showing the command: `PS C:\Users\Alvin> scp C:\Users\Alvin\Desktop\file.txt 108521061@140.115.71.233:~/`. The prompt is followed by `108521061@140.115.71.233's password:` and a red box highlights the input area for the password.

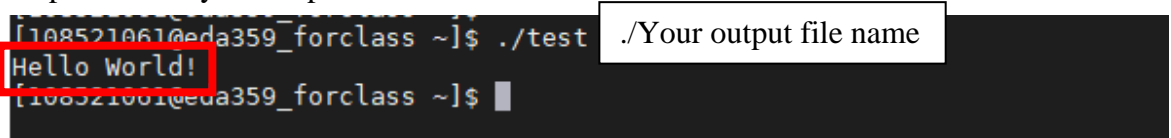
Done!

How to compile and execute your source code on MobaXterm

Step1 Use “g++” command

A screenshot of a MobaXterm terminal window. The prompt is `[108521061@eda359_forclass ~]$`. The command entered is `g++ test.cpp -o test`. Annotations with boxes and arrows point to parts of the command: "Your source code" points to `test.cpp`; and "Output file name" points to `-o test`.

Step2 Execute your output file

A screenshot of a MobaXterm terminal window. The prompt is `[108521061@eda359_forclass ~]$`. The command entered is `./test`. The output is `Hello World!`. Annotations with boxes and arrows point to parts of the command: `./test` is boxed, and `./Your output file name` is boxed.

```
[l0852118@eda359 nverilog PA]$ ncverilog +access+r c7.v c17_testbench.v  
ncverilog: 15.20-s039: (c) Copyright 1995-2017 Cadence Design Systems, Inc.  
Recompiling... reason: file './c17_testbench.v' is newer than expected.  
    expected: Thu Mar   4 21:48:39 2021  
    actual:   Thu Mar   4 21:49:44 2021  
  
file: c17_testbench.v  
module worklib.c17_tb:v  
    errors: 0; warnings: 0  
      Caching library 'worklib' ..... Done  
Elaborating the design hierarchy:  
Building instance overlay tables: ..... Done  
Generating native compiled code:  
    worklib.c17_tb:v <0x5ca70917>  
        streams:   7, words: 12208  
Building instance specific data structures.  
Loading native compiled code: ..... Done  
Design hierarchy summary:
```

	Instances	Unique
Modules:	2	2
Primitives:	6	1
Registers:	6	6
Scalar wires:	5	-
Initial blocks:	1	1
Simulation timescale:	1ps	

```
Writing initial simulation snapshot: worklib.c17_tb:v  
Loading snapshot worklib.c17_tb:v ..... Done  
*Verdi* Loading libsscore ius152.so  
ncsim> source /usr/cad/cadence/INCISIV/cur/tools/inca/files/ncsimrc  
ncsim> run  
  
input pattern = 00000 --> golden value = 00  
your answer = 00  
input pattern = 10101 --> golden value = 11  
your answer = 11  
input pattern = 01010 --> golden value = 11  
your answer = 11  
input pattern = 11011 --> golden value = 11  
your answer = 11  
input pattern = 11111 --> golden value = 10  
your answer = 10  
You're all correct!!!  
  
****     ****  
*****   *****  
*****  
*****  
*****  
*****  
*****  
*****  
*****  
*****  
***  
  
ncsim: *W,RNQUIE: Simulation is complete.  
ncsim> exit
```


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Note:

For the unstable connection of the network of NCU, TA cannot guarantee that you can stably connect to the server. In case you are disconnected to server due to internet interrupt, the running processes will be killed by the OS and you may lost the source code and/or executing results if you do not save them. Therefore, TA strongly recommend you to use the tool, **tmux**, to help you finish your homework. This tool can create network-independent terminals, then you can run programs on them. When a disconnection is occurred, **tmux** will remain the terminals on the server. Therefore, after reconnecting to the server, you can still have the program you executed before the disconnection.

Learning resource:

tmux: <https://larrylu.blog/tmux-33a24e595fbc>