2022 Digital IC Design Homework 3

NAME					
Student ID	工作师 N26114976				
Simulation Result					
Functional Pass Pass Gate-level Pass Pa					
simulation	(encoder)	(decoder)	simulation	(encoder)	(decoder)
					,
(your pre-sim result) encoder img0 # cycle 04200, expect(7,7,8) , get(7,7,8) >> Pass # cycle 04228, expect(7,7,8) , get(7,7,8) >> Pass # cycle 0424c, expect(7,6,0) , get(7,6,0) >> Pass # cycle 0424c, expect(7,6,0) , get(7,6,0) >> Pass #			<pre>(your post-sim result) encoder img0 # cycle 04200, expect(7,7,8) , get(7,7,8) >> Pass # cycle 04220, expect(7,7,8) , get(7,7,8) >> Pass # cycle 04220, expect(7,6,5) , get(7,6,5) >> Pass # cycle 0424c, expect(7,6,5) , get(7,6,5) >> Pass # cycle 0501</pre>		
# Decoding finished, ALL PASS * ** Note: &finish : D:/DIC2022/HW3_Decoder_Sim/tb_Decoder.sv(228) * Time: &field in Iteration: 1 Instance: /testfixture_decoder (your pre-sim result) encoder img2 * cycle 02d5d, expect(5,7,6) , get(5,7,6) >> Pass * cycle 02d79, expect(7,7,7) , get(7,7,7) >> Pass * cycle 02d9d, expect(7,6,6) , get(7,6,6) >> Pass *			# Decoding finished, ALL PASS # ** Note: \$finish : D:/DIC2022/HW3_Decoder_Syn/tb_Decoder.sv(228) # Time: 61620 ns Iteration: 1 Instance: /testfixture_decoder (your post-sim result) encoder img2 # cycle 02d5d, expect(5,7,6) , get(5,7,6) >> Pass # cycle 02d79, expect(7,7,7) , get(7,7,7) >> Pass # cycle 02d9d, expect(7,6,6) , get(7,6,6) >> Pass #		
(your pre-sim result) decoder img2 # cycle 00802, expect 7, get 7 >> Pass # cycle 00803, expect d, get d >> Pass # cycle 00804, expect 7, get 7 >> Pass #			<pre>(your post-sim result) decoder img2 # cycle 00802, expect 7, get 7 >> Pass # cycle 00803, expect d, get d >> Pass # cycle 00804, expect 7, get 7 >> Pass #</pre>		
	nthesis Resul	lt	encoder		decoder
Total logic ele			20158	107	
Total memory bit		0	0		
Embedded multiplier 9-bit element			0	0	
Simulation time img0			509190 (ns)	61590	(ns)
Simulation time img1			493230 (ns)	61620	(ns)
Simulation time img2			350340 (ns)	61590	(ns)

(your flow summary) encoder

Flow Summary

Flow Status	Successful - Sat Apr 16 17:13:31 2022
Quartus II 64-Bit Version	13.0.1 Build 232 06/12/2013 SP 1 SJ Web Edition
Revision Name	LZ77_Encoder
Top-level Entity Name	LZ77_Encoder
Family	Cyclone II

Final

EP2C70F896C8

Device Timing Models Total logic elements

 Total logic elements
 20,158 / 68,416 (29 %)

 Total combinational functions
 13,268 / 68,416 (19 %)

 Dedicated logic registers
 8,276 / 68,416 (12 %)

 Total registers
 8276

 Total pins
 28 / 622 (5 %)

 Total virtual pins
 0

 Total memory bits
 0 / 1,152,000 (0 %)

 Embedded Multiplier 9-bit elements
 0 / 300 (0 %)

 Total PLLs
 0 / 4 (0 %)

(your flow summary) decoder

Flow Summary

Flow Status Successful - Sun Apr 17 19:26:21 2022 Ouartus II 64-Bit Version 13.0.1 Build 232 06/12/2013 SP 1 SJ Web Edition LZ77 Decoder Revision Name Top-level Entity Name LZ77_Decoder Cyclone II Device EP2C70F896C8 Timina Models Final Total logic elements 107 / 68,416 (< 1 %) Total combinational functions 68 / 68,416 (< 1 %) Dedicated logic registers 86 / 68,416 (< 1 %) Total registers 86

Total pins 27 / 622 (4 %)
Total virtual pins 0
Total memory bits 0 / 1,152,000 (0 %)

Embedded Multiplier 9-bit elements 0 / 300 (0 %)
Total PLLs 0 / 4 (0 %)

Description of your design

在這次的作業中,有不小心使用到不能合成的電路,在非 clock 的訊號線上,使用了 posedge 的判斷,這樣的做法雖然在跑模擬的時候,可以成功完成,但在跑合成的時候會出現 error,但因為不知道要怎麼不使用到 posedge 來做判斷,跟同學討論他建議我可以把外面的電路拉進 output logic 裡,也就是把datapath 和 output logic 寫在一起,不過這樣的做法,output logic 將變成一個循序電路,整個電路的面積會比較大,如果要優化這個電路的面積的話,應該可以像助教說的一樣,把 Datapath 拉出來,用組合電路去取代掉不必要的循序電路,應該會是一個比較好的做法。

這次的作業可以分為兩個部分:

第一個部分為 Encoder,可以根據做的事情分成四個狀態,分別是輸入、編碼、輸出以及完成這四個狀態。首先是 datain_state 在 reset 訊號被放下後,資料開始輸入給這個電路的記憶體 data_mem,這個 data_mem 有 2050 個 4 位元的暫存器,每個 clk 都存放一個輸入,再輸入達到 2050,也就是等同於圖片的大小時,會進入下一個狀態,準備開始編碼。接著是 encode_state,在這個狀態下,要先找看看 search_buffer 裡面有沒有與 look_ahead_buffer 裡的值相等的情況,有相等的情況下,我們要找匹配最長的情況,並進到下一個狀態;或是如果都沒有相等的值,在達到 search_buffer 設定的寬度時,也要進到下一個狀態。在 result_state,我們將根據在 encode_state 得到的各個數據,去輸出各個階段編碼的結果,並進到 finish_state。最後的 finish_state 則是要調整 search_buffer_address 的初始位置,並把 search_count、search_start 與 look_ahead_count 歸零,以重新進行下一次的編碼。

第二個部分為 Decoder, Decode 則不分狀態,做的是 encoder 的反運算。

 $Scoring = (Total \ logic \ elements + total \ memory \ bit + 9*embedded \ multiplier 9-bit \ element)$

Scoring of Encoder = 20158 + 0 + 9*0 = 20158

Scoring of Decoder = 107 + 0 + 9*0 = 107