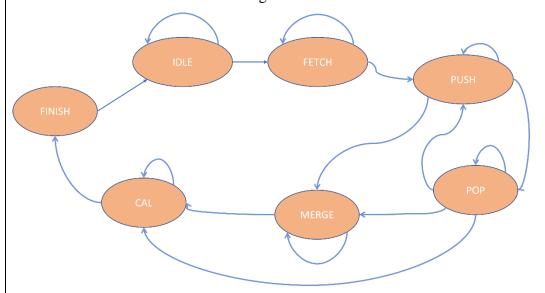
2023 Digital IC Design Homework 3

NAME	黄彦			ign Home work 2	
Student ID	N26101185				
Simulation Result					
				Gate-level 100	
Functional simulation		100		simulation	100
Congraultaions!!! You past all patterns! Your score is 100. Congraultaions!!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congraultaions!! You past all patterns! Your score is 100. Congra					
Synthesis Result					
Total logic elements				5	
Total memory bits			0		
Embedded multiplier 9-bit elements			1		
Total cycle used			222	21	
Clock width			40	ns	
(your flow summa	ary)				
Flow Summary					
<pre><<<filter>> Flow Status</filter></pre>	Succession	- Sun Apr 23 21:41:30 2023			
Quartus Prime Version Revision Name Top-level Entity Name Family Device Timing Models Total logic elements Total registers Total pins Total virtual pins	AEC AEC Cyclone IV EP4CE55F Final 465 / 55,8 227 19 / 325 (0	23A7 56 (< 1 %) 5 %)			
Total memory bits Embedded Multiplier 9-bit elements Total PLLs	0 / 2,396, 1 / 308 (< 0 / 4 (0 %	1%)			
Description of your design					

The proposed work is implemented using a finite state machine (FSM) that is divided into seven states. The state diagram is described below:



Given that interaction between the state is too complicated. We will give the brief description to the seven states.

IDLE: Resets all params and waits till the data inputs.

FETCH: Gets the input values and stores them into a predefined array.

PUSH: Pushes the input into the output array or operator stack.

POP: Pops the operator out to output array.

MERGE: Merges the operator stack and output array if the input all be scanned.

CAL: calculates the output array and returns the result.

FINISH: Rises the valid flag to outputs the result.

Scoring = Area cost * Timing cost

 $Area\ cost = Total\ logic\ elements + Total\ memory\ bits + 9*Embedded\ multipliers\ 9-bit\ elements$

Timing cost = Total cycle used * Clock width

* Total logic elements must not exceed 1500.