1. Synthesis (Design Compiler)

Design/Verification Stage

Logic Synthesis (After RTL design, before physical implementation)

Description & Key Concepts

- Converts RTL code (Verilog/VHDL) into a gate-level netlist for physical design.
- Ensures the design meets timing, area, and power constraints.
- Key Timing Concepts:
 - o **Setup/Hold Time:** Minimum time data must be stable before/after a clock edge.
 - Recovery/Removal Time: Timing requirements for asynchronous resets.
 - o Clock Skew: Difference in clock arrival times across the circuit.
 - o Critical Path: Path with the largest delay, limiting max clock speed.

Main Commands:

- o create_clock: Defines clock signals, period, waveform.
- o set_clock_uncertainty: Adds margin for clock skew/uncertainty.
- o set_clock_transition / set_max_transition: Sets signal transition times.
- o set_max_fanout: Limits signal fanout.
- o set_input_delay / set_output_delay: Sets timing for I/O ports.
- o set_multicycle_path: Defines multi-cycle paths.
- o set_false_path: Excludes paths from timing analysis.

Purpose

 To generate a gate-level netlist that satisfies all design constraints and is ready for physical implementation.

Design/Verification Stage

Functional and Timing Verification (RTL and gate-level simulation)

Description & Key Concepts

- Simulates RTL or gate-level netlists to verify correct functionality and timing.
- Three-Step Flow:
 - 1. Analyze: Parses sources into logical libraries.
 - 2. Compile: Elaborates and prepares the design.
 - 3. Simulate: Runs the compiled simulation.
- **Gate-Level Simulation:** Supports SDF (Standard Delay Format) back-annotation for accurate timing.

• Debugging:

- o -debug_access, -debug_region for advanced debug features.
- o Waveform dumping with \$fsdbDumpfile, \$fsdbDumpvars.
- o Reverse Debug for stepping backward in simulation.

Coverage:

- o Measures condition, branch, FSM, and assertion coverage.
- o Tools for merging and reporting coverage data.

• Partition Compile & FGP:

- o Partitioned, parallel compilation and simulation for large designs.
- o Fine Grained Parallelism (FGP) uses multiple CPU cores.

• X-Prop & Save/Restore:

- Verifies X-propagation at RTL.
- o Save and restore simulation states for efficient debugging.

Purpose

• To ensure the design works as intended and meets timing before moving to manufacturing or further physical steps.

3. VERDI

Design/Verification Stage

Debugging and Waveform/State Analysis (Post-simulation analysis)

Description & Key Concepts

• Provides comprehensive debugging and visualization after simulation.

• Data Preparation:

- o Supports KDB and FSDB formats for simulation data.
- o Utilities for generating, analyzing, and converting dump files.

• GUI & Customization:

o Highly customizable interface via setup files and macros.

• Signal and Design Management:

- o **nTrace:** Signal tracing and source code navigation.
- o **nSchema:** Schematic viewer for circuit structure.
- o **nWave:** Waveform viewer for signal analysis, comparison, and manipulation.

• State and Flow Analysis:

- o **nState:** Visualizes and analyzes FSMs (finite state machines).
- o **TFV** (**Temporal Flow View**): Shows temporal signal flow, aids root cause analysis.

Purpose

• To efficiently debug, trace, and analyze simulation results, identify root causes of bugs, and improve design quality before final implementation.

Summary Table

Tool/Documen	Design/Verification t Stage	Main Purpose & Features
Synthesis (DC)	Logic Synthesis	RTL to gate-level netlist, timing constraints, clock/fanout/input/output management
VCS	Functional/Timing Verification	RTL/gate-level simulation, coverage, debug, SDF, partitioning, parallelism, X-prop
VERDI	Debugging & Analysis	Post-simulation debugging, waveform/state analysis, signal tracing, GUI visualization

Conclusion

Synthesis (DC): Used in the logic synthesis stage to generate a timing-correct netlist from RTL.

VCS: Used in the verification stage to simulate and validate design functionality and timing.

VERDI: Used in the debugging and analysis stage to visualize, trace, and debug simulation results.