

PES UNIVERSITY (Established under Karnataka Act No. 16 of 2013) 100 Feet Ring Road, BSK III Stage, Bengaluru-560 085

Department of Electronics and Communication Engineering

Course Title: Digital System Design **Course Code:** UE21EC342AB1

Teacher: Rashmi Seethur

Project Title: 8 Input Bitonic Sorter Design

Done By:

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AIM

To write code and test bench for an 8 bit Bitonic Sorter and to test the sorter for 4 inputs and 8 inputs

INTRODUCTION

- **Definition**: A bitonic sorter is a parallel sorting algorithm designed for hardware implementation.
- **Bitonic Pattern**: The term "bitonic" refers to the sorting network's pattern, starting with a monotonic sequence (ascending or descending) followed by a bitonic sequence (alternating ascending and descending).
- **8-Bit Operation**: Specifically designed for 8-bit data elements.

Sorting Process:

- 1. Recursively build a bitonic sequence from the input data.
- 2. Sort the bitonic sequence until the entire sequence is sorted.
 - **Parallel Processing**: The sorting network can be structured to enable parallel processing.
 - Hardware Implementation: Well-suited for implementation in hardware architectures like parallel processors or digital circuits.

• **Application**: Particularly useful in scenarios where efficient parallel sorting of 8-bit data is needed, such as in digital signal processing.

DESIGN FILES:

1. Compare and Exchange block (CAE)

```
1 `timescale 1ns/1ps
 2 module bitonic_sorter(output wire [31:0] o1, o2, input wire [31:0] A, B, input wire clk, rst, dir, enable);
    req sel;
     reg [31:0] out1, out2;
     always @(posedge clk or posedge rst) begin
       if (rst) begin
         out1 <= 32'b0;
out2 <= 32'b0;
 9
       end
       else if (enable) begin
  if (dir == 1'b0) begin
  sel <= (A > B);
10
11
12
            if (sel==1) begin
13
14
                              out1<=B;
                              out2<=A;
16
                     end
17
                     else if (sel==0) begin
18
                              out1<=A;
19
                              out2<=B:
20
21
                     end
         end
22
         if (dir == 1'b1) begin
           sel <= (A < B);
24
            if (sel==1) begin
25
                               out1<=B;
26
27
28
29
                              out2<=A;
                     end
                     else if (sel==0) begin
                              out1<=A:
30
                              out2<=B;
         end
```

2. 4 Input Bitonic Sorting

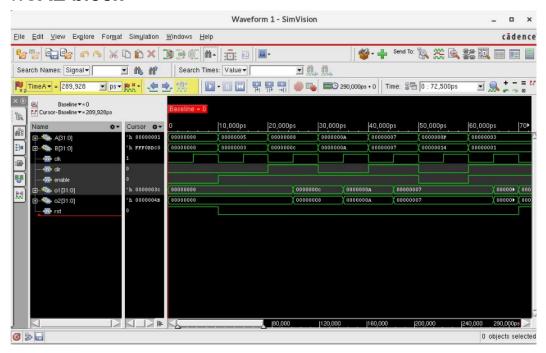
```
1 timescale lns/lps
 2 module bitonic4
 4 (
 5
 6 output [31:0]01,02, 03, 04, input [31:0] in1, in2, in3, in4, input clk, rst, dir, en );
 8 wire [31:0]s1 o1,s1 o2; //a,b
10 wire [31:0]s2_o1, s2_o2; //c,d
12 wire [31:0]s3_o1, s3_o2; //e,f
13
14 wire [31:0]s4 o1,s4 o2; //g,h
15
16
17
18 bitonic sorter x1 (s1 o1, s1 o2, in1, in2, clk, rst, dir, en);
20 bitonic_sorter x2 (s2_o1, s2_o2, in3, in4, clk, rst, dir, en);
21
22 bitonic_sorter x3 (s3_o1, s3_o2, s1_o1, s2_o2, clk, rst, dir, en);
23
24 bitonic_sorter x4 (s4_o1, s4_o2, s1_o2, s2_o1, clk, rst, dir, en);
25
26 bitonic_sorter x5 (o1,o2, s3_o1, s4_o1, clk, rst, dir, en);
27
28 bitonic sorter x6 (o3,o4,s4_o2,s3_o2, clk, rst, dir, en);
29
30 endmodule
```

3. 8 Input Bitonic Sorting

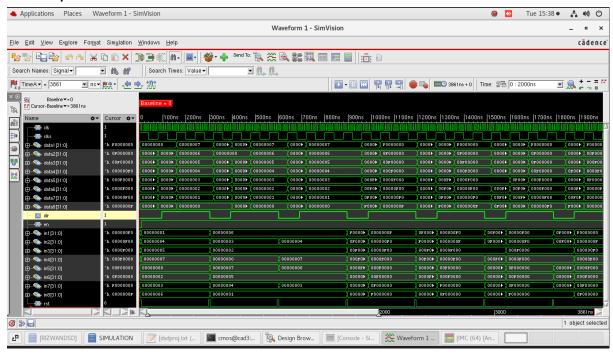
```
1 `timescale 1ns / 1ps
 3 module bitonic8(input [31:0]i0,i1,i2,i3,i4,i5,i6,i7,
 4 output [31:0]00,01,02,03,04,05,06,07, input clk,enable,rst,dir);
 6 //input [31:0]i0,i1,i2,i3,i4,i5,i6,i7;
 7 //output [31:0]y0,y1,y2,y3,y4,y5,y6,y7;
8 //input clk,enable,rst,dir;
9 wire [31:0]w,x,i,j,k,l,m,n,o,p,q,r,s,t,u,v;
11 bitonic_sorter d1(w,x,i0,i7,clk,rst,dir,enable);
12 bitonic_sorter d2(i,j,i1,i6,clk,rst,dir,enable);
13 bitonic_sorter d3(k,l,i2,i5,clk,rst,dir,enable);
14 bitonic sorter d4(m,n,i3,i4,clk,rst,dir,enable);
15
16
17 bitonic_sorter d5(o,p,w,k,clk,rst,dir,enable);
18 bitonic_sorter d6(q,r,i,m,clk,rst,dir,enable);
19 bitonic sorter d7(s,t,n,j,clk,rst,dir,enable);
20 bitonic sorter d8(u,v,l,x,clk,rst,dir,enable);
21
22 bitonic_sorter d9(o0,o1,o,q,clk,rst,dir,enable);
23 bitonic_sorter d10(o2,o3,p,r,clk,rst,dir,enable);
24 bitonic_sorter d11(o4,o5,s,u,clk,rst,dir,enable);
25 bitonic_sorter d12(o6,o7,t,v,clk,rst,dir,enable);
26
27 endmodule
```

WAVEFORMS:

1.CAE block

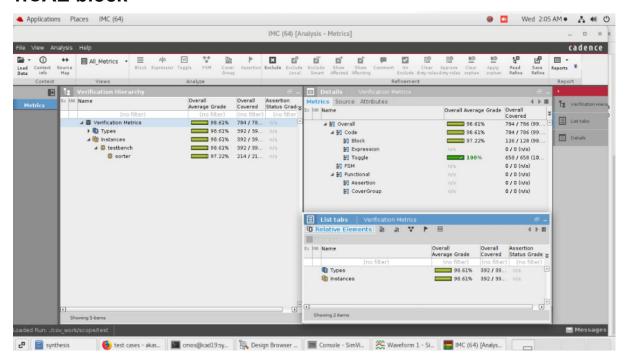


2. 8 input bitonic sorter:

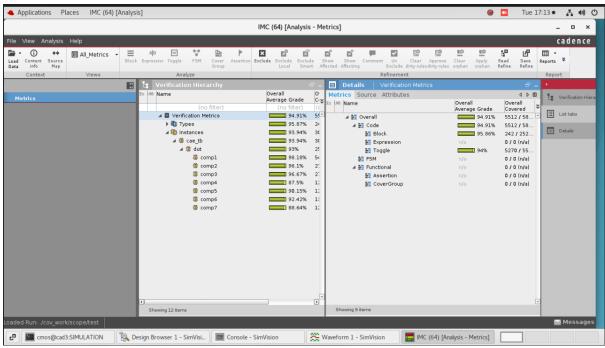


COVERAGE REPORT:

1.CAE block



2. 8 input bitonic sorter:



TESTBENCH:

1. CAE block

```
1 module testbench();
    reg [31:0] A, B;
reg clk, rst, dir, enable;
wire [31:0] o1, o2;
bitonic_sorter sorter(
       .01(01),
       .02(02),
 8
       .A(A),
       .B(B),
 9
       .clk(clk),
10
11
       .rst(rst),
12
       .dir(dir),
13
       .enable(enable)
14
15
     always begin
      #5 clk = ~clk;
17
     end
     initial begin
      A = 0;
B = 0;
19
20
21
       clk = 0;
22
       rst = 1;
23
       dir = 0;
24
       enable = 0;
       #10 \text{ rst} = 0;
25
       // Test Case 1: Sort in ascending order (dir = 0)
26
       A = 5;
B = 3;
27
28
       dir = 0;
29
       enable = 1;
30
31
        // Verify the output o1 and o2
```

```
// Test Case 2: Sort in descending order (dir = 1)
          A = 8;
B = 12;
dir = 1;
34
35
           enable = 1:
37
           // Verify the output ol and o2
// Test Case 3: A and B are equal
39
40
          A = 10;
B = 10;
dir = 0;
42
43
44
45
           enable = 1;
          #10;
// Verify the output ol and o2
// Test Case 4: A and B are equal with descending sort
A = 7;
B = 7;
dir = 1;
47
48
49
50
51
           enable = 1;
          #10;
// Verify the output o1 and o2
// Test Case 5: Sort in ascending order with enable=0
A = 15;
B = 20;
52
53
54
55
56
57
58
          dir = 0;
enable = 0;
           // Verify the output o1 and o2
// Test Case 6: Sort in descending order with reset
61
          A = 3;
B = 1;
```

```
dir = 1;
65
        enable = 1;
66
        // Verify the output o1 and o2
67
69
        #<mark>10</mark>;
70
        rst = 0;
71
        #10;
        // Test Case 7: A greater than B, ascending sort
72
        A = 25;
B = 20;
73
74
        dir = 0;
75
76
        enable = 1:
77
        #10;
       // Verify the output ol and o2
        // Test Case 8: B greater than A, descending sort
79
       A = 18;
B = 30;
80
81
        dir = 1;
82
        enable = 1;
83
84
       // Verify the output o1 and o2
// Test Case 9: Random values for A and B with enable=1
85
86
        A = 17;
87
88
89
        dir = 0;
90
        enable = 1;
        #10;
// Verify the output o1 and o2
// Test Case 10: Reset with enable=0
91
92
93
94
95
        B = 15;
```

```
dir = 0;
 96
        enable = 0;
 97
 98
        rst = 1;
 99
        #<mark>10</mark>;
100
        rst = 0;
101
        #<mark>10</mark>;
102 //Test Case 11: A greater than B, descending sort
103 A = 40;
104 B = 35;
105 \, dir = 1;
106 enable = 1;
107 #10;
108 // Verify the output o1 and o2
109 // Test Case 12: B greater than A, ascending sort
110 A = 100;
111 B = 150;
112 dir = 0;
113 enable = 1;
114 #10;
115 // Verify the output o1 and o2
116 // Test Case 13: Random values with enable=0
117 A = 72;
118 B = 49;
119 dir = 0;
120 enable = 0;
121 #10;
122 // Verify the output o1 and o2
123 // Test Case 14: Random values with enable=1, then reset
124 A = 31;
125 B = 55;
126 \, dir = \frac{1}{1};
127 enable = 1;
```

```
128 #10;
129 // Verify the output o1 and o2
130 \text{ rst} = 1;
131 #10;
132 rst = 0:
133 #10:
134 // Test Case 15: Alternate between ascending and descending sorts 135 A = 30;
136 B = 40;
137 dir = 0;
138 enable = 1:
139 #10;
140 // Verify the output o1 and o2
141 \, dir = 1;
142 #10:
143 // Verify the output o1 and o2
144 // Test Case 16: Sort with very large values
145 A = 2147483647; // Max positive 32-bit integer
146 B = -2147483648; // Min negative 32-bit integer
147 //B = -32 h80000000;
148 dir = 0;
149 \text{ enable} = 1;
151 // Verify the output o1 and o2
152 // Test Case 17: Alternating between enable and disable
153 A = 42;
154 B = 18;
155 dir = 0;
156 \text{ enable} = 1;
157 #10;
158 // Verify the output o1 and o2
159 enable = 0;
160 #10;
161 enable = 1;
162 #10;
163 // Verify the output o1 and o2
164 // Test Case 18: Large values with descending sort
165 A = 1000000;
166 B = 999999;
167 \, dir = 1;
168 enable = 1;
169 #10;
170 // Verify the output o1 and o2
171 // Test Case 19: A and B are swapped in descending sort
172 A = 60:
173 B = 75;
174 \, dir = 1;
175 enable = 1;
176 #10;
177 // Verify the output o1 and o2
178 // Test Case 20: Large negative values with enable=0
179 A = -2147483647; // Max negative 32-bit integer
180 B = -1000000;
181 dir = 0;
182 enable = 0;
183 #10;
184
        $finish;
```

Test case 1: The test verifies the output o1 and o2 after sorting the inputs 5 and 3 in ascending order.

Test case 2: The test verifies the output o1 and o2 after sorting the inputs 8 and 12 in descending order.

Test case 3 : The test verifies the output o1 and o2 after sorting equal inputs in ascending order.

Test case 4 : The test verifies the output o1 and o2 after sorting equal inputs in descending order.

Test case 5: The test verifies the output o1 and o2 without

performing sorting when enable is set to 0. Similarly, many more test cases have been added to get a high coverage value

2. 8 input Test Bench

```
Test case 1: Ascending sort
                                // lest case
en = 1;
dir = 0;
in1 = 32'h1;
      62
                               in1 = 32'h1;
in2 = 32'h4;
in3 = 32'h5;
in4 = 32'h7;
in5 = 32'h0;
in6 = 32'h2;
in7 = 32'h3;
in8 = 32'h6;
     63
64
65
66
     67
68
69
70
71
72
73
74
75
76
77
78
80
                              #90;
// Test case 2: Ascending sort
                              en = 1;

dir = 1;

in1 = 32'h1;

in2 = 32'h4;

in3 = 32'h5;

in4 = 32'h7;

in5 = 32'h0;

in6 = 32'h2;

in7 = 32'h3;

in8 = 32'h6;
     81
     82 #200;
                               ; // T2
// Apply reset
rst = 1;
     85
     86
87
88
                              #7
rst=0;
// Test case 3: Ascending sort
en = 1;
dir = 0;
in1 = 32'h6;
in2 = 32'h3;
in3 = 32'h2;
in4 = 32'h6;
in5 = 32'h7;
in6 = 32'h5;
in7 = 32'h4;
in8 = 32'h1;
#90;
// Test case 4: Ascending sort
en = 1;
dir = 1;
     89
  90
91
92
93
94
95
96
97
98
99
  101
                               en = 1;

dir = 1;

in1 = 32'h6;

in2 = 32'h3;

in3 = 32'h2;

in4 = 32'h6;

in5 = 32'h7;

in6 = 32'h5;
 102
103
 104
 105
 108
 109
                                in7
110 i
111 #200;
146
```

```
// Test case 5: Ascending sort
147
148
    dir = 0;
149
    150
    151
    152
    153
    in5 = 32'b000000000000000011110000000000000;
154
    in6 = 32'b000000000000000000001111000000000;
155
    in7 = 32'b000000000000000000000000011110000;
156
    in8 = 32'b0000000000000000000000000000001111;
157
    #90:
```

```
419
     // Test case 6: Descending sort
420
     en = 1;
421
     dir = 1;
     in8 = 32'b0000000000000000000000000000001111;
422
423
     424
     425
426
     in4 = 32'b00000000000011110000000000000000000;
     in3 = 32'b00000000000000001111000000000000;
427
428
     in2 = 32'b00000000000000000000111100000000;
     in1 = 32'b000000000000000000000000011110000;
```

Test case 1 : The test verifies the output after applying ascending sorting.

Test case 6 : This test is to verify the outputs after applying descending sort

Similarly, many more cases have been added to get a high coverage value

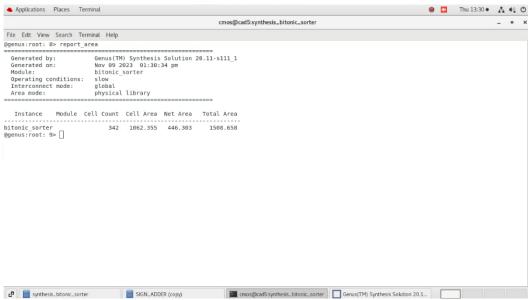
REPORTS:

1.CAE Block

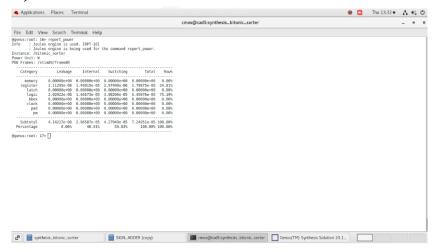
a) Timing



b) Area



c)Power



2. 8 Input Bitonic Sorter:

a) Timing

```
Generated by:
Generated on:
                             Genus(TM) Synthesis Solution 20.11-s111_1
Nov 21 2023 12:49:42 pm
    Module:
                             sorter
    Operating conditions:
    Interconnect mode:
                             global
physical library
    Area mode:
 16
17
18
19
                       Capture
                                      Launch
          Clock Edge:+
20
          Drv Adjust:+
Src Latency:+
21
22
23
24
                              0 (I)
         Net Latency:+
             Arrival:=
                          10000
25
26
                Setup:-
       Setup:-
Uncertainty:-
Required Time:=
Launch Clock:-
Input Delay:-
Data Path:-
                            200
27
28
                            300
29
30
31
32
               Slack:=
                            183
33 Exceptions/Constraints:
    input_delay
                                             constraintsvbv.sdc_line_26_31_1
```

36 #											
30 #	Timing Point	Flags	Arc	Edge	Cell	Fanout	Load	Tenne	Delau	Acciual	Instance
38 #	runting Potitit	rtags	ALC	Euge	cett	Fallout	(fF)		(ps)		Location
39 #							(11)	(bs)	(ps)	(ps)	Location
40	in1[0]			R	(arrival)	4	13.0	0	0	300	(-,-)
41	comp1 gt 136 21 Y lt 166 21 g1172/Y		AN->Y		NOR2BX1	2	6.9	231	160	460	(-,-)
42	comp1 qt 136 21 Y lt 166 21 q1100/Y		A1N->Y		OAI2BB1X1		4.4	93	210	670	(-,-)
43	comp1 gt 136 21 Y lt 166 21 g1099/Y		B0->Y		OAI21XL	1	4.7	324	210	880	(-,-)
44	comp1 gt 136 21 Y lt 166 21 g1097/Y		A1->Y		AOI22X1	1	4.4	183	218	1098	(-,-)
45	comp1 qt 136 21 Y lt 166 21 q1095/Y		A1->Y		OAI22XL	1	4.7	345	270	1368	(-,-)
46	comp1_gt_136_21_Y_lt_166_21_g1094/Y		A1->Y		AOI22X1	1	4.4	184	224	1592	(-,-)
47	comp1 qt 136 21 Y lt 166 21 q1093/Y		A1->Y		OAI22XL	1	4.7	345	271	1863	(-,-)
48	comp1 gt 136 21 Y lt 166 21 g1092/Y		A1->Y		AOI22X1	1	4.4	184	224	2087	(-,-)
49	comp1 qt 136 21 Y lt 166 21 q1091/Y		A1->Y		OAI22XL	1	4.7	345	271	2358	(-,-)
50	comp1 gt 136 21 Y lt 166 21 g1090/Y		A1->Y	R	AOI22X1	1	4.4	184	224	2582	(-,-)
51	comp1 qt 136 21 Y lt 166 21 q1089/Y		A1->Y		OAI22XL	1	4.7	345	271	2853	(-,-)
52	comp1_gt_136_21_Y_lt_166_21_g1088/Y		A1->Y	R	AOI22X1	1	4.4	184	224	3077	(-,-)
53	comp1 gt 136 21 Y lt 166 21 g1087/Y		A1->Y	F	OAI22XL	1	4.7	345	271	3348	(-,-)
54	comp1 gt 136 21 Y lt 166 21 g1086/Y		A1->Y	R	AOI22X1	1	4.4	184	224	3572	(-,-)
55	comp1_gt_136_21_Y_lt_166_21_g1085/Y		A1->Y	F	OAI22XL	1	4.7	345	271	3843	(-,-)
56	comp1 gt 136 21 Y lt 166 21 g1084/Y		A1->Y	R	AOI22X1	1	4.4	184	224	4067	(-,-)
57	comp1 gt 136 21 Y lt 166 21 g1083/Y		A1->Y	F	OAI22XL	1	4.7	345	271	4338	(-,-)
58	comp1 qt 136 21 Y lt 166 21 q1082/Y		A1->Y	R	AOI22X1	1	4.4	184	224	4562	(-,-)
59	comp1_gt_136_21_Y_lt_166_21_g1081/Y	-	A1->Y	F	OAI22XL	1	4.7	345	271	4833	(-,-)
60	comp1_gt_136_21_Y_lt_166_21_g1080/Y	-	A1->Y	R	AOI22X1	1	4.4	184	224	5057	(-,-)
61	comp1_gt_136_21_Y_lt_166_21_g1079/Y	-	A1->Y	F	OAI22XL	1	4.7	345	271	5328	(-,-)
62	comp1_gt_136_21_Y_lt_166_21_g1078/Y		A1->Y	R	AOI22X1	1	4.4	184	224	5552	(-,-)
63	comp1 gt 136 21 Y lt 166 21 g1077/Y		A1->Y	F	OAI22XL	1	4.7	345	271	5823	(-,-)
64	comp1_gt_136_21_Y_lt_166_21_g1076/Y	-	A1->Y	R	AOI22X1	1	4.4	184	224	6047	(-,-)
65	comp1_gt_136_21_Y_lt_166_21_g1075/Y	-	A1->Y	F	OAI22XL	1	4.7	345	271	6318	(-,-)
66	comp1_gt_136_21_Y_lt_166_21_g1074/Y	-	A1->Y	R	AOI22X1	1	4.4	184	224	6542	(-,-)
67	comp1_gt_136_21_Y_lt_166_21_g1073/Y	-	A1->Y	F	OAI22XL	1	4.7	344	271	6813	(-,-)
68	comp1_gt_136_21_Y_lt_166_21_g1072/Y		A1->Y	R	AOI22X1	1	4.4	184	224	7037	(-,-)
69	comp1_gt_136_21_Y_lt_166_21_g1071/Y	-	A1->Y	F	OAI22XL	1	4.7	344	271	7308	(-,-)
70	comp1_gt_136_21_Y_lt_166_21_g1070/Y	-	A1->Y	R	AOI22X1	1	4.4	184	224	7532	(-,-)
71	comp1_gt_136_21_Y_lt_166_21_g1069/Y		A1->Y	F	OAI22XL	1	4.7	344	271	7802	(-,-)
72	comp1_gt_136_21_Y_lt_166_21_g1068/Y		A1->Y	R	AOI22X1	1	4.4	184	224	8027	(-,-)
73	comp1_gt_136_21_Y_lt_166_21_g1067/Y		A1->Y	R	0A21X1	3	10.2	170	246	8272	(-,-)
74	comp1_gt_136_21_Y_lt_166_21_g1066/Y	-	B0->Y	F	AOI2BB1X1		7.4	149	139	8412	(-,-)
75	g41226/Y	-	A->Y	R	INVX1	1	4.7	89	96	8507	(-,-)
76	g41168/Y	-	A1->Y	R	A022X4		179.2	685	516	9024	(-,-)
77	g397582883/Y	-	A1->Y	F	A0I222X1	1	4.6	306	380	9404	(-,-)
78	g39502/Y	-	A->Y	R	INVX1	1	4.5	117	153	9557	(-,-)
79	comp1_m8_reg[20]/D	<<<		R	DFFQXL	1	-	-	Θ	9557	(-,-)
80 #											

b) Area

```
1 -----
            Genus(TM) Synthesis Solution 20.11-s111_1
Nov 21 2023 12:49:44 pm
  Generated by:
3
  Generated on:
  Module:
                 sorter
  Operating conditions: slow
5
               global
  Interconnect mode:
  Area mode:
                 physical library
8 -----
10 Instance Module Cell Count Cell Area Net Area Total Area
11 -----
     4048 10399.382 4906.956 15306.338
12 sorter
```

c) Power

```
2 Power Unit: W
 3 PDB Frames: /stim#0/frame#0
     Category
                   Leakage
                             Internal Switching
               0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00
      тетогу
                                                                0.00%
 8
     register
                 1.42406e-07 5.60532e-04 1.80549e-04 7.41223e-04 49.45%
                 0.00000e+00 0.00000e+00
                                        0.00000e+00 0.00000e+00
                                                                 0.00%
        latch
       logic
                 2.48426e-07
                            2.20435e-04
                                        5.01087e-04 7.21770e-04
10
                 0.00000e+00 0.00000e+00
                                        0.00000e+00 0.00000e+00
12
       clock
                 0.00000e+00 0.00000e+00
                                        3.58318e-05 3.58318e-05
                                                                2.39%
    pad
pm
13
                 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00
                                                                 0.00%
                0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00%
14
15
               3.90832e-07 7.80967e-04 7.17468e-04 1.49883e-03 100.00%
16
     Subtotal
17
    Percentage 0.03% 52.11% 47.87% 100.00% 100.00%
18
```

FINAL RESULTS:

The compare and exchange block design consumes 1.508 mm sq. area. The compactness of the design, as reflected by the 1.51 mm² area, suggests an efficient use of resources, contributing to a balanced trade-off between functionality and spatial efficiency.

The 8 input bitonic sorter design consumes 15.306 mm sq.area The compare and exchange block design consumes 72.5 uW of total power and 42.8 uW switching power

The 8 input bitonic sorter design consumes 1.5 mW of total power and 0.72 mW switching power.

CONCLUSION:

In this project, we have successfully written the CAE block for bitonic sorter and have verified the sorting procedure with 4 and 8 inputs. Additionally, we have obtained quite high code coverage.

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