2023 Digital IC Design Homework 3

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Simulation Result								
Functional			0		Gate-level			
simulation 10		simulation				100		
Pattern 54 : f-(f*1)+(f*2)= Expected answer: 30 get: 30> Pass Pattern 55 : a*a+a+b-(a*b)= Expected answer: 11 get: 11> Pass Pattern 55 : f*5-5*5*(1-1)= Expected answer: 50 get: 50> Pass Pattern 57 : (1+2)= Expected answer: 3 get: 3> Pass Pattern 58 : (1+2)+(2*3)= Expected answer: 9 get: 9> Pass Pattern 59 : (1-1)*(f-a)+3-1= Expected answer: 2 get: 2> Pass Pattern 60 : ((2-1)*(f-a))= Expected answer: 2 get: 2> Pass					Pattern 54 : f-(f*1)+(f*2)= Expected answer: 30 yet: 30> Pass Pattern 55 : a*a*e*b-(a*b)= Expected answer: 11 yet: 11> Pass Pattern 56 : f*5-5*5*(-1)= Expected answer: 50 yet: 50> Pass Pattern 57 : (1+2)= Expected answer: 3 yet: 3> Pass Pattern 58 : (1+2)+(2*3)= Expected answer: 9 yet: 9> Pass Pattern 58 : (1+2)+(2*3)= Expected answer: 2 yet: 2> Pass Pattern 59 : ((-1)*(c-a)*3-1= Expected answer: 2 yet: 2> Pass Pattern 60 : ((2-1)*(c-a))= Expected answer: 2 yet: 2> Pass			
Congraultaions!!! You past all patterns! Your score is / / . / . Total use 2128 cycles to complete simulation. / _ / . / . / . / . / . / .				(190)	//.\/.\ Total use 2188 cyc \ \ \ \ /\ \ \ \ \ \ /\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	les to comple	C_hw3/testfixture.sv(190)	
Synthesis Result								
Total logic elements				749				
Total memory bits				0				
Embedded multiplier 9-bit element			nts	s 1				
Total cycle used				2188				
Clock width			12					
Flow Status			Successful - Tue Mar 28 19:23:13 2023					
Quartus Prime	Quartus Prime Version		20.1.1 Build 720 11/11/2020 SJ Lite Editio					
Revision Name	Revision Name		AEC					
Top-level Entity	Top-level Entity Name		AEC					
Family	•		Cyclone IV E					
			EP4CE55F23A7					
			Fina					
			749	749 / 55,856 (1 %)				
			345	45				
			19 /	325	(6%)			
Total virtual pins 0								
				2,396,160 (0 %)				
·				/ 308 (< 1 %)				
Total PLLs 0 / 4					6)			
Description of your design								

我用三個 buffer 去記錄數據,並用 5 個狀態去處理(如下圖)

```
reg [2:0] current_state;
reg [2:0] next_state;
parameter INIT = 0;
parameter READ = 1;
parameter TRANSFER = 2;
parameter CALCULATION = 3;
parameter OUTPUT = 4;
reg [7:0] stack [0:7];
reg [7:0] output_buffer [0:15];
reg [7:0] input_buffer [0:15];
```

讀到 ready 進到狀態 1,按照順序將 ascii_in 依序讀進 input

讀到=後進到狀態 2,用三個 pointer 去指向三個 buffer 的 tail 跟 stack 的 top,將 infix 轉為 postfix,依照作業說明去排序,最後結果放在 output_buffer,如果目前指向的 input[tail_in]是:

數字:放進 output 內,繼續往後找

*:若 stack[top]是乘號,將其移出來 output,指標維持在原地;反之直接放進 stack +.-:stack 內的其他運算符號優先度一定都更大(除了左括號),所以一直移出來 到 output 直到 stack 為空或者遇到左括號

=:把所有 stack 內的東西拿出來後進到狀態 3, 並把=放進 output 進到狀態 3後, 此時排序已完成,開始依序去讀 output,如果是:

數字:直接放進 stack

符號:把 stack 最頂端兩個拿出來運算,遇到=就結束進到狀態 4 進到狀態 4 後,將 valid 訊號拉起來,並把 stack[0]的值給到 result 輸出 狀態轉換時,須將下一階段 buffer 或 stack 要用到的指標歸零

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.

```
Area cost = 749 + 0 + 9 * 1 = 758

Timing cost = 2188 * 12 = 26256

Scoring = 758 * 26256 = 19902048
```