NYCU-EE IC LAB - Spring 2024

Lab06 Exercise

Design: Huffman Code Operation

Data Preparation

1. Extract test data from TA's directory:

% tar xvf ~iclabTA01/Lab06.tar

- 2. The extracted LAB directory contains:
 - a. Practice/
 - b. Exercise SoftIP/
 - c. Exercise/

Design Introduction

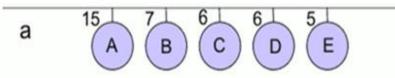
System Integration | 🔊

■ Huffman coding

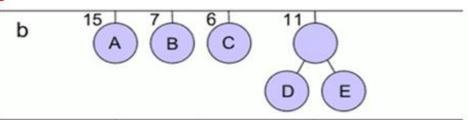
In computer science and information theory, a Huffman code is a particular type of optimal prefix code that is commonly used for lossless data compression. The output from Huffman's algorithm can be viewed as a variable-length code table for encoding a source symbol (such as a character in a file). The algorithm derives a table from the estimated probability or frequency of occurrence (weight) for each possible value of the source symbol. As in other entropy encoding methods, more common symbols are generally represented using fewer bits than less common symbols. Huffman's method can be efficiently implemented, finding a code in time linear to the number of input weights if these weights are sorted.

Example

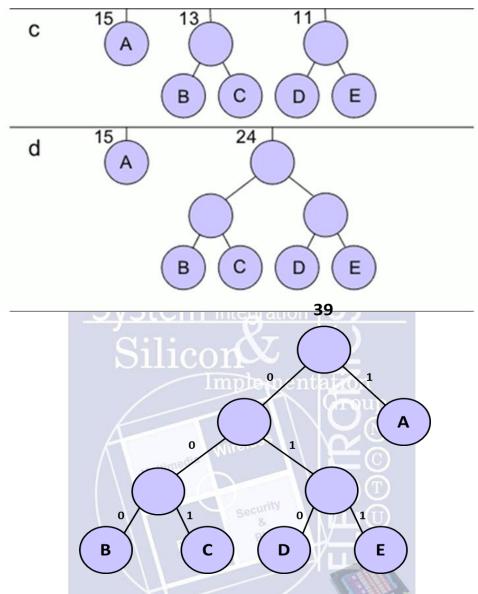
Consider five character A,B,C,D and E. Each have their own weight number represented their probability or frequency. First, sort them by their weight. If encountering the same weight, sort them by their character number order (A > B > C > E > I > L > O > V > Old subtree > New subtree).



Then, combine the two smallest elements together. The bigger one is on the left node and the lower one is on the right node.



By repeating actions of sorting and selecting, you can yield a complete tree-like structure called Huffman tree.



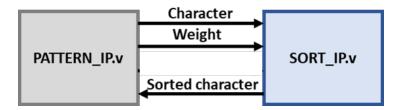
Finally, give all left links '0' and right links '1' of the Huffman tree. We can derive a table of Huffman code.

Character	Α	В	С	D	E
Weight	15	7	6	6	5
Huffman Code	1	000	001	010	011

Design Description

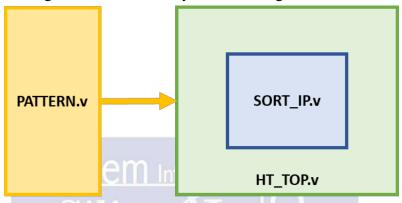
Design	Definition				
Soft IP	Given input characters, weights. The soft IP need to sort weights.				
Top Design	Given input weights, and output mode. The top design needs to build				
	Huffman tree and derive Huffman code of each character.				

■ Soft IP

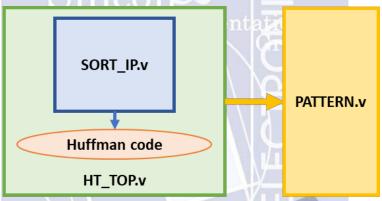


■ Top Design

Step-1: Given input weights, and mode. Use your own designed soft IP to sort the characters.



Step-2: Use the sorted characters to build Huffman tree and derive the Huffman code.



Inputs and Outputs (Top Design)

■ The following are the definitions of input signals:

Input signal	Bit width	Definition		
clk	1	Clock.		
rst_n	1	Asynchronous active-low reset.		
in_valid	1	High when input signals are valid.		
in_weight	3	The weight of characters.		
out_mode	1	If out_mode is 0, output the Huffman code of "ILOVE"		
		If out_mode is 1, output the Huffman code of "ICLAB"		

■ The input of in_weight correspond sequentially to the characters A, B, C, E, I, L, O, V.

■ The following are the definitions of output signals:

Output signal	Bit width	Definition		
out_valid	1	High when output signals are valid.		
out_code	1	Output the corresponded Huffman code.		

Example of out_code : If Huffman code of A, B is 101, 010, then the out_code of AB is sequentially output 101010.

Inputs and Outputs (Soft IP)

■ The following are the definitions of input signals:

Input signal	Bit width	Definition			
IN_character	IP_WIDTH *4	The characters that need to be sorted.			
IN_weight	IP_WIDTH *5	The weight of input characters.			

- In soft ip demo, IN_character is a fix sequence of consecutive numbers from large to small. For example, if IP WIDTH is five, IN character will be {4'd4,4'd3,4'd2,4'd1,4'd0}.
- The following are the definitions of two parameters:

Parameter	Bit width	Definition		
IP_WIDTH	- /	The number of input characters.		

Example: #(4)

- 1. 4 means that there are four input characters.
- 2. There won't be illegal case #(0).
- The following are the definitions of output signals:

Output signal	Bit width	Definition
OUT_character	IP_WIDTH *4	Output of the sorted characters.

Example: If the sorted result is A > C > B, then corresponding OUT_character is $\{A, C, B\}$.

Specifications (Top Design)

Top module

- 1. Top module name: **HT TOP** (design file name: **HT TOP.v**).
- 2. You can adjust your clock period by yourself, but the maximum period is 20ns. The precision of clock period is 0.1, for example, 40.5 is allowed, but 40.55 is not allowed.
- 3. The execution latency is limited to 2000 cycles. The latency is the clock cycles between the falling edge of the last cycle of in valid and the rising edge of the out valid.
- 4. The total cell area should not be larger than 2,000,000 um².
- 5. The look-up table method is forbidden, and you need to use your own-designed soft IP (SORT_IP) in the top module. (TA will check your design)

Reset

- 6. It is asynchronous reset and active-low architecture. If you use synchronous reset (considering reset after clock starting) in your design, you may fail to reset signals.
- 7. The reset signal(**rst_n**) would be given only once at the beginning of simulation. All output signals should be reset after the reset signal is asserted.

<u>in valid</u>

- 8. **in valid** will come after reset.
- 9. All input signals are synchronized at **negative edge** of the clock.
- 10. When **in valid** is low, input is tied to unknown state.

out valid

- 11. out valid should not be raised when in valid is high.
- 12. The **out valid** is limited to be high only when the output value is valid.
- 13. All output signals should be synchronized at clock positive edge.
- 14. The TA's pattern will capture your output for checking at clock negative edge.
- 15. The **out code** should be correct when **out valid** is high.
- 16. The next input pattern will come in 2~4 negative edge of clock after your out_valid falls.

Synthesis

- 17. In this lab, you should write your own **syn.tcl file**.
- 18. Use top wire load mode and compile ultra.
- 19. Use analyze + elaborate to read your design.
- 20. The input delay is set to 0.5*(clock period).
- 21. The output delay is set to 0.5*(clock period), and the output loading is set to 0.05.
- 22. The input delay of clk and rst n should be zero.
- 23. The synthesis time should be less than 2 hours.
- 24. The synthesis result (syn.log) of data type **cannot** include any latches and error.
- 25. After synthesis, you can check **HT_TOP.area** and **HT_TOP.timing**. The area report is valid when the slack in the end of timing report should be **non-negative** and the result should be **MET**.

Gate level simulation

26. The gate level simulation cannot include any timing violations without the notiming check command.

Supplement

- 27. In this lab, you are **NOT** allowed to use Designware IP.
- 28. Don't use any wire/reg/submodule/parameter name called *error*, *congratulation*, *pass*, *latch* or *fail* otherwise you will fail the lab. Note: * means any char in front of or behind the word. e.g: error_note is forbidden.
- 29. Don't write chinese comments or other language comments in the file you turned in.

30. Verilog commands //synopsys dc_script_begin, //synopsys dc_script_end //synopsys translate_off, //synopsys translate_on are only allowed during the usage of including and setting designware IPs, other design compiler optimizations are forbidden. Using the above commands are allowed, however any error messages during synthesize and simulation, regardless of the result will lead to failure in this lab.

Any form of display or printing information in verilog design is forbidden. You may use this methodology during debugging, but the file you turn in should not contain any coding that is not synthesizable.

Specifications (Soft IP)

Top module

1. Top module name: **SORT IP** (design file name: **SORT IP.v**)

Input signals: IN_character, IN_weight

Output signals: OUT character

One parameters : IP WIDTH

- 2. The clock period is 20ns. Finish calculating within one clock cycle.
- 3. You need to use **generate** to design this soft IP.
- 4. The look-up table method is forbidden. (TA will check your design)

Synthesis

5. Output loading is set to **0.05**.

set_load 0.05 [all_outputs]

6. Use set CYCLE to adjust your clock period.

set CYCLE 20

- 7. Using top wire load mode and compile ultra.
- 8. Use analyze + elaborate to read your design.

<u>Supplement</u>

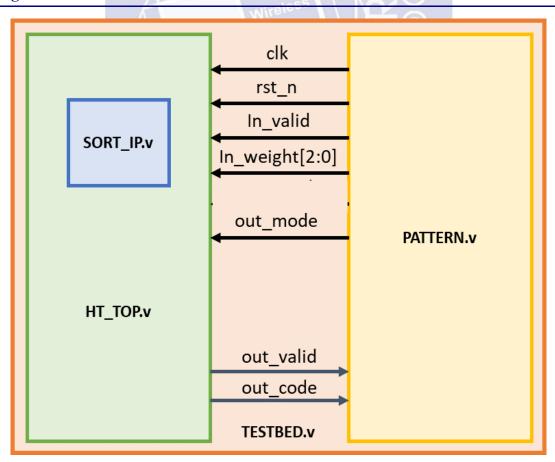
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Soft IP Testing environment

Block diagram



1. Grading policy:

- Function Validity: 50% (RTL and Gate-level simulation correctness)
 - > Top design
- Performance: 30% *Area* * *Total Latency* * *Cycle time*
 - > Top design
- Soft IP function correctness: 20% (No second demo)
 - \rightarrow IP WIDTH = 8-bits: 8%
 - \triangleright IP WIDTH = 7-bits: 5%
 - \triangleright IP WIDTH = 6-bits: 3%
 - ➤ IP WIDTH = 5-bits: 2%
 - ➤ IP WIDTH = 4-bits: 1%
 - ➤ IP WIDTH = 3-bits: 1%
- The performance is determined by area and latency of your design. The less cost your design has, the higher grade you get.
- The grade of 2nd demo would be 30% off.
- Latency is the execution latency plus 1. If out_valid rises immediately after in_valid falls, the latency is 1. Total Latency is the sum of the latency for each pattern.
- 2. Please submit your files under 09 SUBMIT. (09 SUBMIT is under Exercise/.)

1st demo: before 12:00 p.m. on 10/30(Mon.) 2nd demo: before 12:00 p.m. on 11/1(Wed.)

You should check the following files under 09 SUBMIT/Lab06 iclabXXX/

■ Top : HT TOP iclabxxx.v

Soft IP : SORT_IP_iclabxxx.v Cycle Time : CYCLE_iclabxxx.txt Syn.tcl : syn_iclabxxx.tcl

- xxx is your account number, i.e. HT TOP iclab999.v SORT IP iclab999.v
- If you miss any files on the list, you will fail this lab.
- If the uploaded file violating the naming rule, you will get 5 deduct points.

Then use the command like the figure below to check the files are uploaded or not.

[Exercise/09_SUBMIT]% ./02_check 1st_demo

3. Template folders and reference commands:

01_RTL/(RTL simulation)./01_run_vcs_rtl02_SYN/(Synthesis)./01_run_dc_shell

(Check latch by searching the keyword "Latch" in syn.log)

(Check the design's timing in /Report/HT_TOP.timing)

(Check the design's area in /Report/ HT TOP.area)

03 GATE / (Gate-level simulation) ./01 run vcs gate

- You can key in ./09_clean to clear all log files and dump files in each folder.
- You should make sure the three clock period values identical in 00 TESTBED/PATTERN.v and 02 SYN/syn.tcl

Note: Please do not modify the environment provided by the teaching assistant or any completed code segments without permission. If modifications lead to a failed demo, you are responsible for the consequences.

Sample Waveform

4. Asynchronous reset and active-low and reset all output.



5. 8 cycle for input the information of weights and 1 cycle for input the information of mode in each round/pattern.

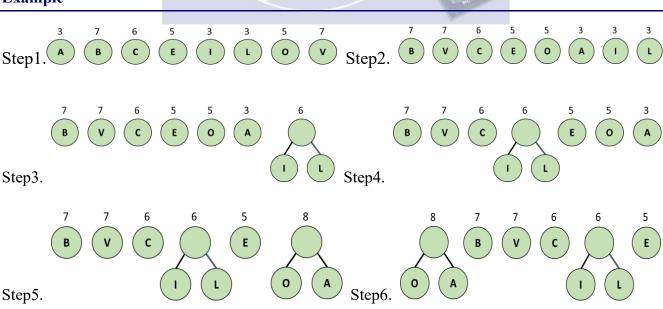


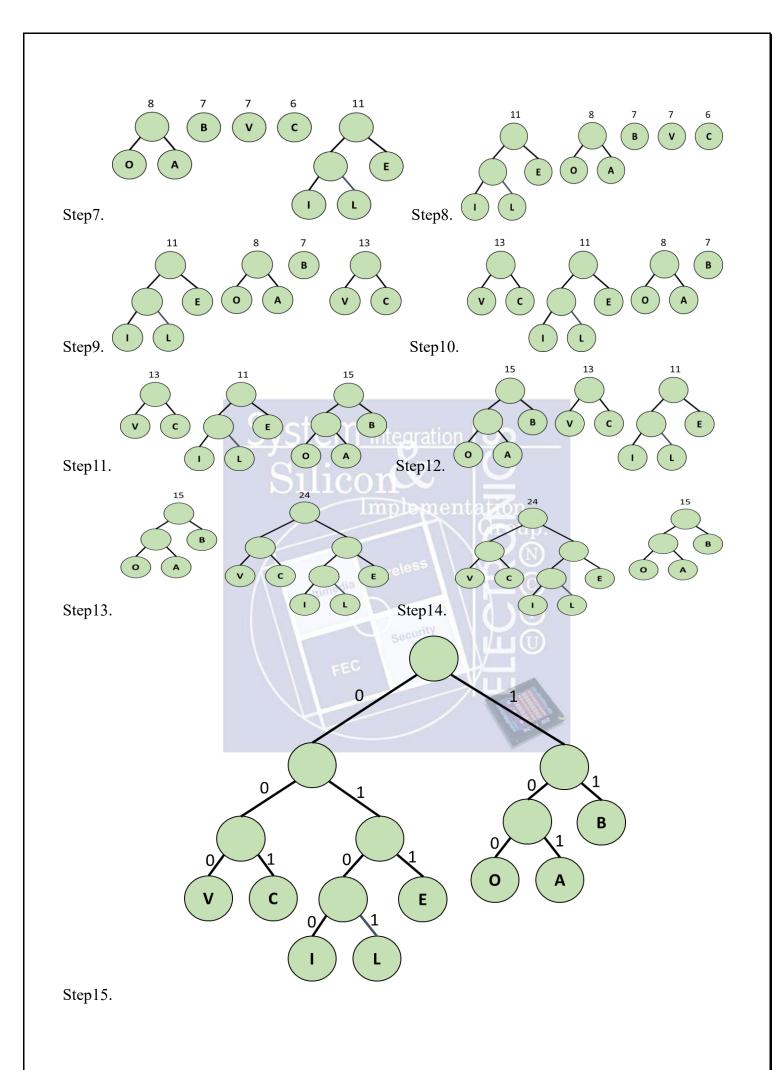
6. Continuously output the result of deferent mode in each round/pattern.



• The out_code should be correct when out_valid is high, that is, both signals will be checked at every clock negative edge.

Example





Character	Α	В	С	E	1	L	0	V
Weight	3	7	6	5	3	3	5	7
Huffman Code	101	11	001	011	0100	0101	100	000

- 1. out_mode = 0 : out_code is "ILOVE" -> 01000101100000011
- 2. out mode = 1 : out code is "ICLAB" -> 0100001010110111

Reference

■ Huffman coding

https://en.wikipedia.org/wiki/Huffman_coding

