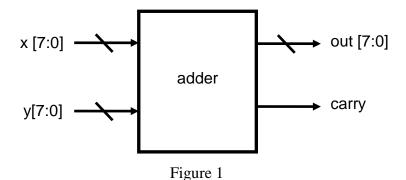
# 106-2 Digital System Design Homework 1

**0.** After logging into the workstation, you should source two files to ensure that you can use nc-verilog and nWave successfully.

source /usr/cad/cadence/cshrc source /usr/spring\_soft/CIC/verdi.cshrc

## 1. 8-bit Carry Ripple Adder (40%)

In problem 1, you need to model an <u>8-bit carry ripple adder</u> (CRA). The input and output ports are defined as Figure 1. This is similar to the lab in *Switching Circuit and Logic Design* course.



### (1) (20%)

Modify "adder\_gate.v" which contains the module name and input/output ports. Design at gate level. We suggest you to design a *full adder* first, and then instantiate eight full adders in the higher hierarchy. Use the given test bench, "adder\_gate\_test.v" to verify your design. To simulate, using the following command

A waveform file "adder\_gate.fsdb" will be dumped. You can use waveform viewer to help your debugging:

When the window appears, you need to open the dumped fsdb file and then add signals to the waveform viewer.

#### (2) (10%)

Use continuous assignment to describe the transfer between input signals and output signals of an 8-bit carry ripple adder. You can use arithmetic operator. Start with the "adder.v" file, which contains the module name and input/output ports. To simulate, use the following command:

(3) (10%)

The **critical path** of a combinational circuit is defined as following: on every path from input to output, the longest (largest sum of delay) one is critical path. Specify 1ns delay for each Verilog primitive in (1). Describe the critical path of your design in report and calculate the sum of delay of it. Try to modify the 2<sup>nd</sup> line in "adder\_test.v". Use different cycle time and report the correctness.

Verify the timing of you design with

### 2. 8-bit Barrel-shifter (40%)

Barrel-shifter has simple and regular structure, and it is usually used in different microprocessor. Problem 2 ask you to design a <u>8-bit logical shift-left barrel-shifter</u> (shift to MSB with zero padding from LSB).

Figure 2 shows an operating example of barrel shifter: the control input (shl4, shl2 and shl1) determines the amount of shifting. The "shl4" performs a shift-left by 4 bits. The "shl2" performs a shift-left by 2 bits. And the "shl1" performs a shift-left by 1 bit. Thus, the 8-bit barrel shifter in Figure 2 shifts the input data left by 5 bits. The output data are left-shifted input data and 5 zeros.

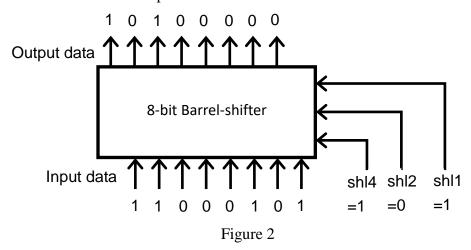


Figure 3 shows the regular structure of barrel shifter (shift from MSB to LSB). For a 8-bit barrel shifter, there are three levels of multiplexers. Each level contains eight 2-to-1 mulitiplexers. To efficiently describe the structure, we suggest you to partition the design into three levels: *mux*, *level*, and *barrel shifter*.

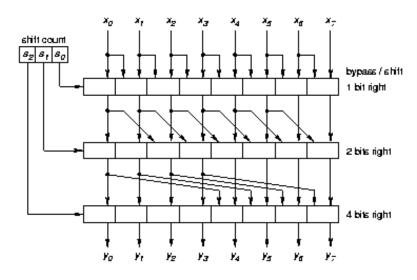
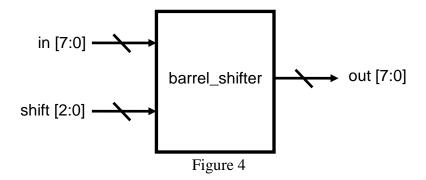


Figure 3

The input and output signals are described as Figure 4.



### (1) (20%)

Modify the "barrel\_shifter\_gate.v" file. Use gate level description to design a 8-bit barrel shifter. Properly partition your design for clarity. Verify your design with "barrel\_gate\_test.v" by using the following command:

ncverilog barrel\_gate\_test.v barrel\_shifter\_gate.v +access+r

#### (2) (10%)

Design a 8-bit barrel-shifter with continuous assignment. Start with the "barrel\_shifter.v" file, which contains the module name and input/output ports. Verify your design with the given test bench, "barrel\_test.v". Use the following command:

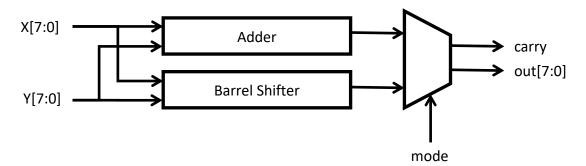
# (3) (10%)

Describe the critical path of your design in report and calculate the sum of delay of it. Specify 1ns delay for each Verilog primitive in (1). Try to modify the 2<sup>nd</sup> line in "barrel\_gate\_test.v". Use different cycle time and report the correctness.

Verify the timing of you design with the following command:

#### 3. Adder-Shifter Unit (20%)

Combine the previous two designs into an adder-shifter unit. The control signal "mode" is used to select the output from adder or barrel shifter. When mode = 1'b0, the out[7:0] is from barrel-shifter. When mode = 1'b1, out[7:0] is from adder. Note the "shift" input signal of the barrel-shifter is connected to the input Y[2:0]. At barrel-shifter mode, the output signal, "carry", should keep 1'b0.



## (1)(5%)

Instantiate the previous designed two transfer models (continuous assignment) in "asu.v" to implement the adder-shifter unit. Describe the mode multiplexer by using continuous assignment in asu.v". To run simulation, you need to put related files in the same folder and use the following command:

ncverilog asu\_test.v asu.v adder.v barrel\_shifter.v +access+r

(2) (5%)

Specify 2.5ns delay on the mode multiplexer in "asu.v" and save file as "asu\_gate.v". Use the gate-level design with specified delays in 1-(3) and 2-(3) to run the simulation again. Calculate the sum of delay on critical path and verify the timing of your design by this command:

```
ncverilog asu_gate_test.v asu_gate.v adder_gate.v barrel_shifter_gate.v +access+r
```

(3)(5%)

Based on the result of previous problems, the critical path on may be on adder or barrel-shifter, and then pass through mode multiplexer. Try to optimize the slower part with different structure (e.g. Carry Look Ahead Adder). Calculate sum of delay on the critical path of the optimized design. Verify your result simulation.

```
ncverilog asu_gate_test.v asu_gate.v adder_gate.v barrel_shifter_gate.v +access+r
```

You need to describe how you optimize your design in report.

(4)(5%)

Describe how to calculate unsigned multiplication with the adder-shifter unit. You can assume there are other registers for storing temporary value.

### **Submission requirement:**

1. All the files need to be compressed as a single ZIP file and uploaded to Ceiba.

### Example of filename

```
DSD HW1 b04901123.zip
```

Your submitted file should include the following files:

```
DSD_HW1_b04901123/
1-CR_Adder/ adder.v adder_gate.v
2-barrel_shifter/ barrel_shifter.v barrel_shifter_gate.v
3-ASU/ asu.v asu_gate.v
report_HW1_b04901123.pdf
```

2. The homework will be graded ONLY IF the filename of your submission are correct!