

SystemC Exercise 1: Full Adder Implementation

Machine Learning Intelligent Chip Design 2024 Spring

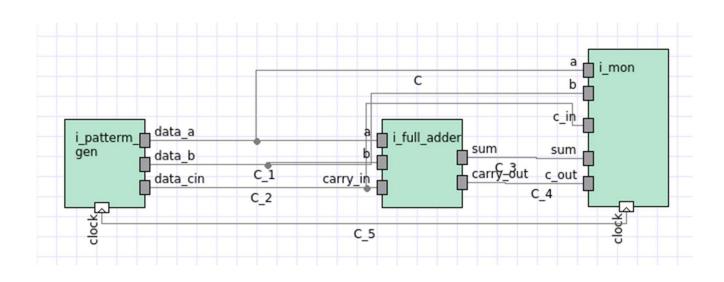


Agenda

- Check Server connection
- Copy the Lab1 folder
 - /RAID2/COURSE/mlchip/mlchipTA01/sharing/lab1.zip
- Try run the lab1 material
 - Hello
 - Datatype
 - Module
 - Full Adder
- Lab1 explanation
 - Full Adder Implementation
- Do exercise
 - Multiply Accumulation Unit
- Check Result
 - Sign & Leave



Block Diagram

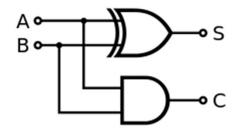


Half Adder

```
include "systemc.h"

SC_MODULE(half_adder) {
    sc_in<bool> a, b;
    sc_out<bool> sum, c_out;
    void proc_add() {
        sum = a ^ b;
        c_out = a & b;
    }

SC_CTOR(half_adder) {
    SC_METHOD(proc_add);
    sensitive << a << b;
    }
};</pre>
```



- Port
 - sc_in<data type>
 - sc_out<data type>
- SC_METHOD
 - Execution when trigger
 - No Suspend & Resume

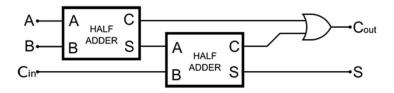
Full Adder

```
Include "half_adder.h"

SC_MODULE(full_adder) {
    sc_in<bool> carry_in, a, b;
    sc_out<bool> sum, carry_out;
    sc_signal<bool> c1, s1, c2;

void proc_or() {
        carry_out = c1 | c2;
    }

// call half_adder
half_adder ha1, ha2;
SC_CTOR(full_adder) : ha1("ha1"), ha2("ha2") {
        ha1(a, b, s1, c1);
        ha2(s1, carry_in, sum, c2);
        SC_METHOD(proc_or);
        sensitive << c1 << c2;
    }
};</pre>
```



Constructor

- Initializing / allocating sub-designs
- Connecting sub-designs
- Registering processes with the SystemC kernel
- Providing static sensitivity
- Miscellaneous user-defined setup

SC_METHOD

- Execution when trigger
- No Suspend & Resume
- RTL Model

Main

```
minclude "full_adder.h"
#include "mon.h"
#include "patterm_gen.h"

int sc_main(int argc, char* argv[]) {
    sc_signal<bool> t_a, t_b, t_cin, t_sum, t_cout;
    sc_clock clock("My CLOCK", 10, 5, 0, 1);
    full_adder f1("Fulladder");
    patterm_gen p1("Genartion");
    mon m1("Monitor");

    f1(t_cin, t_a, t_b, t_sum, t_cout);
    p1(clock, t_a, t_b, t_cin);
    m1(t_a, t_b, t_cin, t_sum, t_cout, clock);

    sc_start(200, SC_NS);
    return 0;
}
```

- Include the header of related module
- Instance module
 - Initialize parameter
- Elaboration stage
 - Connectivity for the model is established
- sc_start(value,sc_time_unit)
 - The value is the execution time

Pattern_Gen

```
#include "systemc.h"
SC_MODULE(patterm_gen) {
    sc_in_clk clock;
    sc_out<bool> data_a, data_b, data_cin;
    void patterm() {
        while (true) {
            data_a = 0;
            data_b = 0;
            data cin = 0;
            wait();
            data_a = 0;
            data_b = 0;
            data_cin = 1;
            wait();
            data_a = 0;
            data_b = 1;
            data_cin = 0;
            wait();
            data_a = 0;
            data_b = 1;
            data_cin = 1;
            wait();
            data_a = 1;
            data_b = 0;
            data cin = 0;
            wait();
            data_a = 1;
            data_b = 0;
            data_cin = 1;
            wait();
            data_a = 1;
            data_b = 1;
            data_cin = 0;
            wait();
            data_a = 1;
            data_b = 1;
            data cin = 1;
            wait();
            sc_stop();
    SC CTOR(patterm gen) {
        SC_THREAD(patterm);
sensitive << clock.pos();</pre>
```

- SC_THREAD
 - Always execute
 - Can Suspend & Resume
 - Sensitive by wait()
 - Behavioral model
- sc_stop
 - Stop simulation by user



Monitor

- Sensitive list
 - Check the result by negative clock