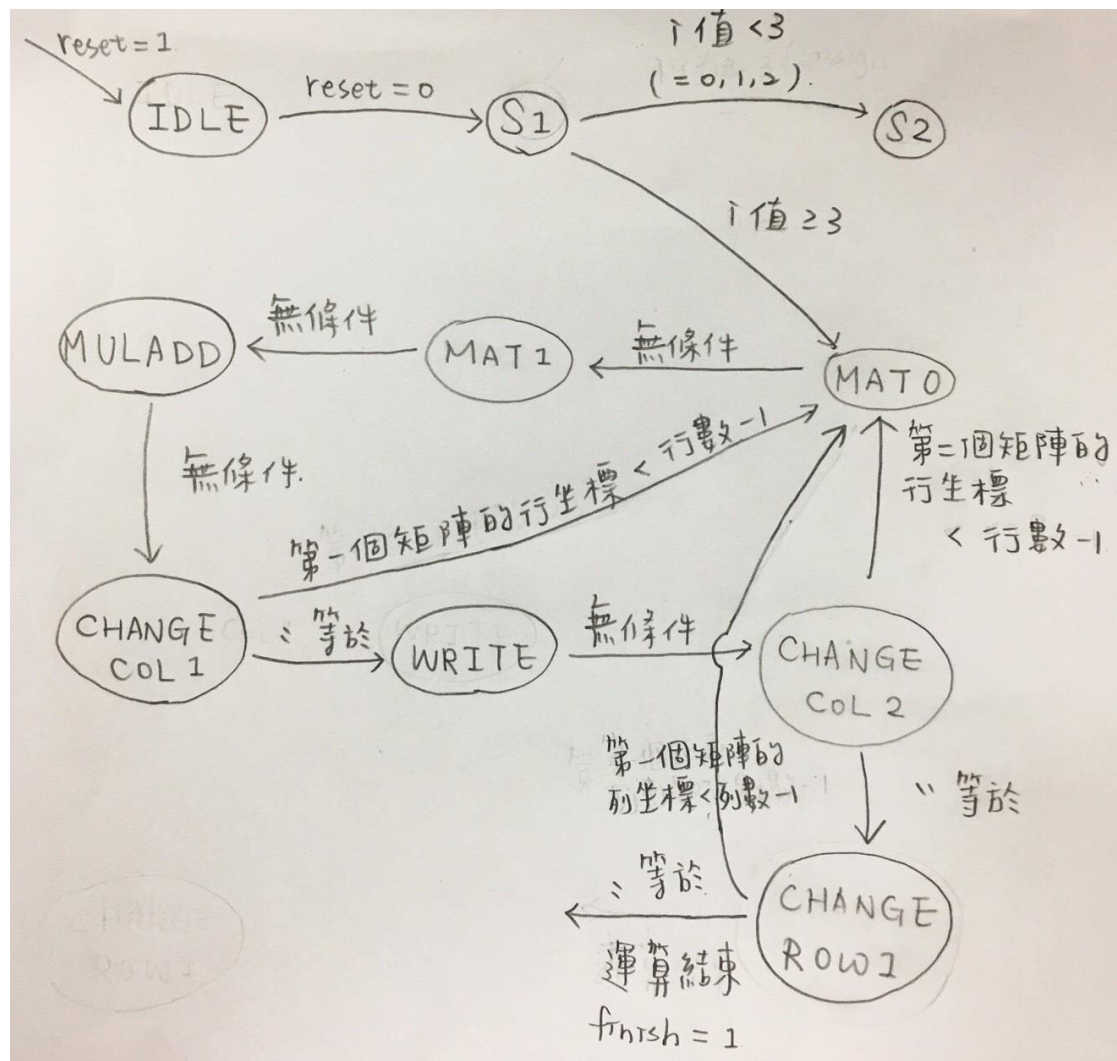


## Lab4

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- State Transition Graph



**IDLE:** reset=1 時，回到的初始 state。

**S1:** 將 read、write 都設為 1，i 分別等於 0、1、2，經由 read\_data 讀取矩陣的行數列數。

**S2:** 讓  $i=i+1$ 。

**MATO:** 將 read 設為 1，write 設為 0，index 設為 0，經由 read\_data 讀取第一個矩陣的資料（從第一筆開始讀）。

**MAT1:** 將 read 設為 1，write 設為 0，index 設為 1，經由 read\_data 讀取第二個矩陣的資料（從第一筆開始讀）。

**MULADD:** 把兩個矩陣的兩筆資料相乘，並累加。

**CHANGECOL1:** 將第一個矩陣的行座標加一，直到等於行數就歸零。

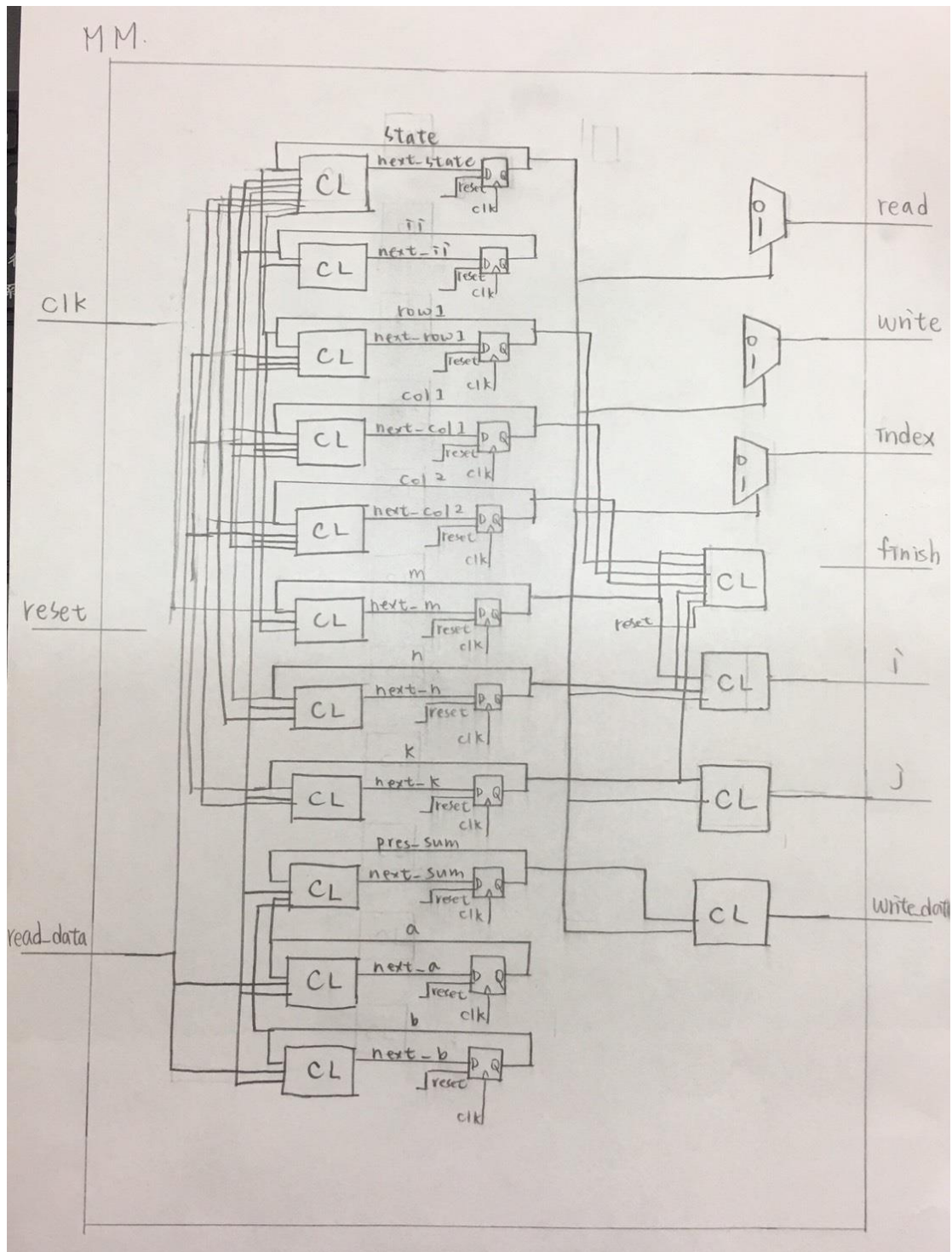
**WRITE:** 將 read 設為 0，write 設為 1，算出一列乘以一行的數值，設定 write\_data 的數值，將資料寫入。

**CHANGECOL2:** 將第二個矩陣的行座標加一，直到等於行數就歸零。

**CHANGEROW1:** 將第一個矩陣的列座標加一，直到等於列數就結束運算。

- Block Diagram

(clk 跟 reset 太多了，所以用標註的)



## ● ncverilog 模擬結果

```
ncverilog: 14.10-s005: (c) Copyright 1995-2014 Cadence Design Systems, Inc.
Recompiling... reason: file './MM.v' is newer than expected.
  expected: Mon May 14 23:12:37 2018
  actual:   Mon May 14 23:48:18 2018
    Caching library 'worklib' ..... Done
Elaborating the design hierarchy:
  Building instance overlay tables: ..... Done
  Building instance specific data structures.
  Loading native compiled code: ..... Done
Design hierarchy summary:
      Instances  Unique
Modules:         2      2
Registers:       42     42
Scalar wires:    6      -
Vectored wires:  4      -
Always blocks:   5      5
Initial blocks:  3      3
Cont. assignments: 1      7
Pseudo assignments: 1     1
  Writing initial simulation snapshot: worklib.test:v
Loading snapshot worklib.test:v ..... Done
*Verdi3* Loading libsscore ius141.so
*Verdi3* : Enable Parallel Dumping.
ncsim> source /usr/cad/cadence/INCISIV/cur/tools/inca/files/ncsimrc
ncsim> run
FSDB Dumper for IUS, Release Verdi3_J-2014.12-SP3, Linux, 07/05/2015
(C) 1996 - 2015 by Synopsys, Inc.
*Verdi3* FSDB WARNING: The FSDB file already exists. Overwriting the FSDB file may crash the programs that are using this file.
*Verdi3* : Create FSDB file 'MM.fsdb'
*Verdi3* : Begin traversing the scopes, layer (0).
*Verdi3* : End of traversing.
      2      3      3      4
      2      3      3      4
#####
Row:      0 Column:      0 is correct.
#####
Row:      0 Column:      1 is correct.
#####
Row:      0 Column:      2 is correct.
#####
Row:      0 Column:      3 is correct.
#####
Row:      1 Column:      0 is correct.
#####
Row:      1 Column:      1 is correct.
#####
Row:      1 Column:      2 is correct.
#####
Row:      1 Column:      3 is correct.
#####
#####
#Congratulation!!!#
#####
Simulation complete via $finish(1) at time 9880 NS + 3
./MM tb.v:118      $finish;
```

```
ncverilog: 14.10-s005: (c) Copyright 1995-2014 Cadence Design Systems, Inc.
file: MM_syn.v
module worklib.MM_DW01_inc_0:v
  errors: 0, warnings: 0
module worklib.MM_DW01_inc_1:v
  errors: 0, warnings: 0
module worklib.MM_DW01_inc_2:v
  errors: 0, warnings: 0
module worklib.MM_DW01_inc_3:v
  errors: 0, warnings: 0
module worklib.MM_DW01_cmp6_0:v
  errors: 0, warnings: 0
module worklib.MM_DW01_dec_0:v
  errors: 0, warnings: 0
module worklib.MM_DW01_dec_1:v
  errors: 0, warnings: 0
module worklib.MM_DW01_dec_2:v
  errors: 0, warnings: 0
module worklib.MM_DW_mult_tc_0:v
  errors: 0, warnings: 0
module worklib.MM_DW01_add_0:v
  errors: 0, warnings: 0
module worklib.MM:v
  errors: 0, warnings: 0
  Caching library 'worklib' ..... Done
Elaborating the design hierarchy:
  Caching library 'worklib' ..... Done
  ADDHXL U1_18 ( .A(A[18]), .B(carry[18]), .C0(carry[19]), .S(SUM[18]) );
|
ncelab: *E,CUVMUR (./MM_syn.v,14|15): instance 'test.mmmmm@MM<module>.add_120@MM_DW01_inc_0<module>.U1_18' of design unit 'ADDHXL' is u
nresolved in 'worklib.MM_DW01_inc_0:v'.
  ADDHXL U1_17 ( .A(A[17]), .B(carry[17]), .C0(carry[18]), .S(SUM[17]) );
|
ncelab: *E,CUVMUR (./MM_syn.v,15|15): instance 'test.mmmmm@MM<module>.add_120@MM_DW01_inc_0<module>.U1_17' of design unit 'ADDHXL' is u
nresolved in 'worklib.MM_DW01_inc_0:v'.
  ADDHXL U1_16 ( .A(A[16]), .B(carry[16]), .C0(carry[17]), .S(SUM[16]) );
|
ncelab: *E,CUVMUR (./MM_syn.v,16|15): instance 'test.mmmmm@MM<module>.add_120@MM_DW01_inc_0<module>.U1_16' of design unit 'ADDHXL' is u
```

這次的 lab，我在如何換行換列的部分想了很久，雖然覺得自己用了有點多 **state** 和 **Sequential Circuits**，所以導致跑得有點慢，但因為打太久所以沒時間修改了，悲慘。