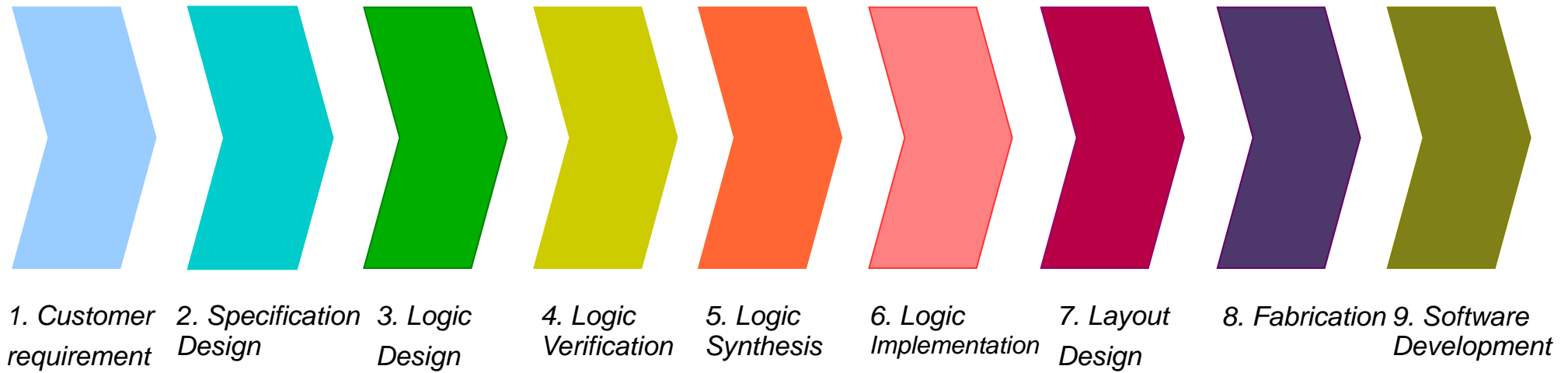


The basic HW design flow introduction

The basic HW design flow introduction

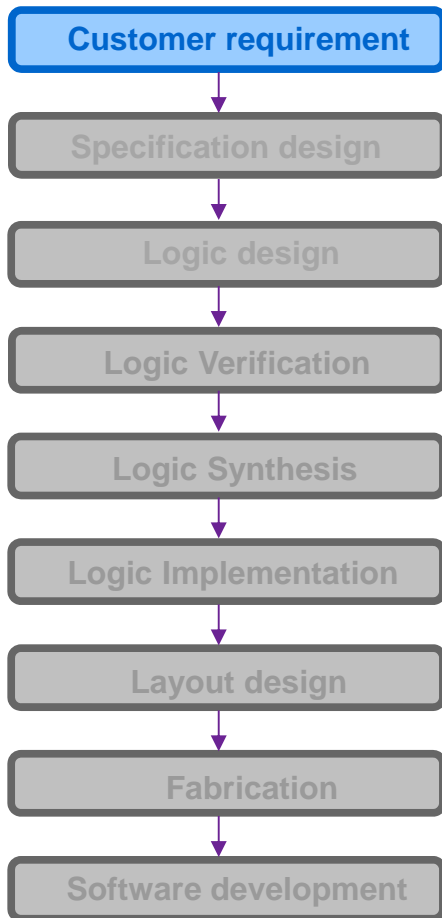


To product one chip, basically, we need to process through 9 **steps**:

- **Step 1** is processed by the **Marketing or Selling department**.
- **Step 2, 3, 4, and 5** are processed by the **Design department** and are called **Frontend Design**.
- **Step 6 and 7** are processed by the **Design department** and are called **Backend Design**.
- **Step 8** is processed by the **Manufacture department**.
- **Step 9** is processed by the **Software department**.

The basic HW design flow introduction

Step 1: Customer Requirement



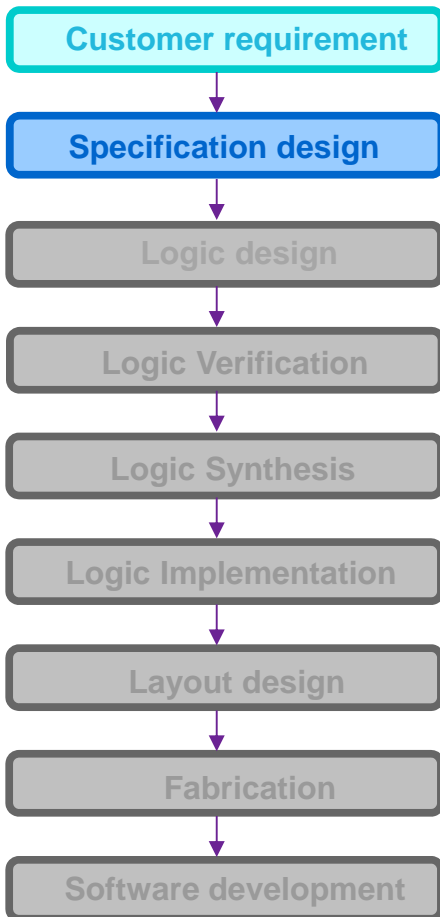
Marketers or sellers, along with engineers, will contact with customers to negotiate about demands or predicts market's needs.

- ♦ The requirements will be written in *a contract* by *common language*.
- ♦ Customers come from America, Europe and Asia's companies
- ♦ Our main products: MPU, MCU, SoCs for mobile phones, car information systems



The basic HW design flow introduction

Step 2: Specification Design [Processor, IP, SoC, FE]



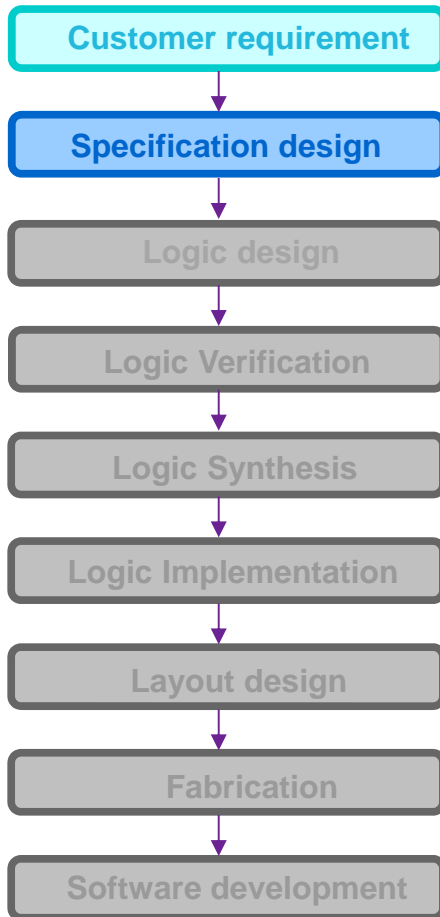
The demands of customers will be transferred into *technique documents (specifications)*.

- ◆ Speed of the chip : 1 Ghz, 200 Mhz, 100 Khz ...
- ◆ How much power consumption of the chip
- ◆ How many implemented peripherals
- ◆ How many CPU cores
- ◆ How to design and verify this chip ...
- ◆



The basic HW design flow introduction

Step 2: Specification Design



1.1.2 Outline of Specifications

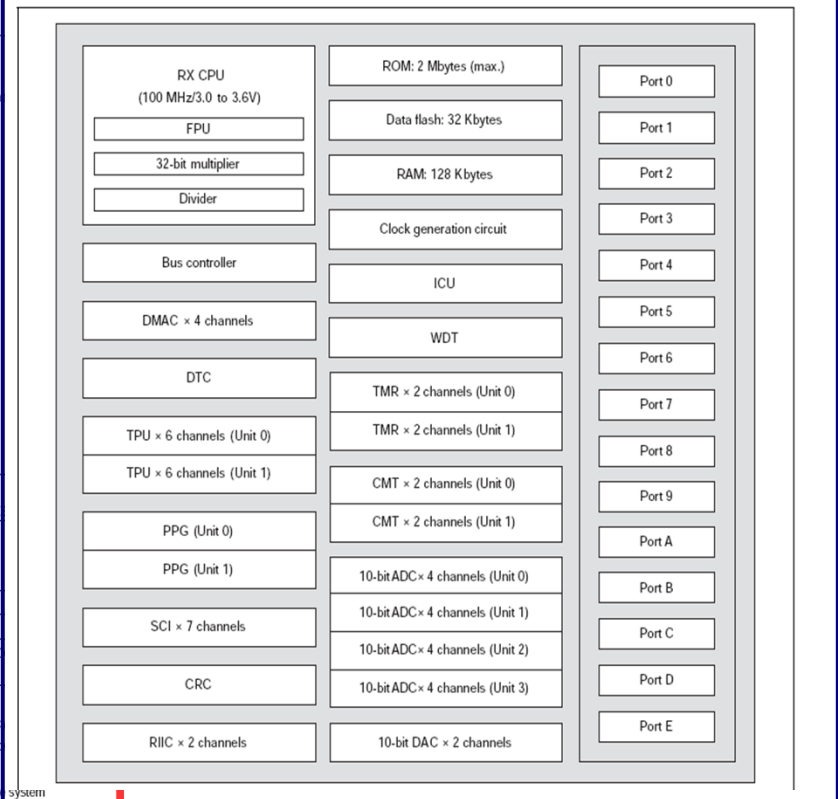
Table 1.1 lists the specifications of the RX610 Group in outline.

Table 1.1 Outline of Specifications

Classification	Module/Function	Description
CPU	CPU	<ul style="list-style-type: none">Maximum operating frequency: 100 MHz32-bit RX CPUMinimum instruction execution time: One instruction in one state (in one cycle)Address space: 4-Gbyte linear addressRegister set of the CPUGeneral purpose: Sixteen 32-bit registersControl: Nine 32-bit registersAccumulator: One 64-bit register (lower-order 16 bits are fixed to 0)Basic instructions: 73Floating-point operation instructions: 8DSP instructions: 9Addressing modes: 10Data arrangementInstructions: Little endianData: Selectable as little endian or big endianOn-chip 32-bit multiplier: 32 x 32 → 64 bitsOn-chip divider: 32 / 32 → 32 bitsBarrel shifter: 32 bits
	FPU	<ul style="list-style-type: none">Supports single precision (32-bit) floating pointSupports data types and floating-point exceptions conforming to the IEEE 754-2008
Memory	ROM	<ul style="list-style-type: none">ROM capacity: 2 Mbytes (max.)Three types of on-board programming modesSCI boot mode, user program mode, and user boot mode
	RAM	RAM capacity: 128 Kbytes
	Data flash	Data ROM capacity: 32 Kbytes
MCU operating modes		Single-chip mode, on-chip ROM enabled extended mode, and on-chip ROM disabled extended mode
Clock	Clock generation circuit	
	<ul style="list-style-type: none">One main clock oscillation circuitIncludes a PLL circuit and frequency divider, so the operating frequency can be specified.System clock, peripheral module clock, and external bus clock are independently specifiable. <p>The CPU, DMAC, DTC, ROM, and RAM run in synchronization with the system clock.</p>	

1.3 Block Diagram

Figure 1.2 shows a block diagram of the RX610 Group.



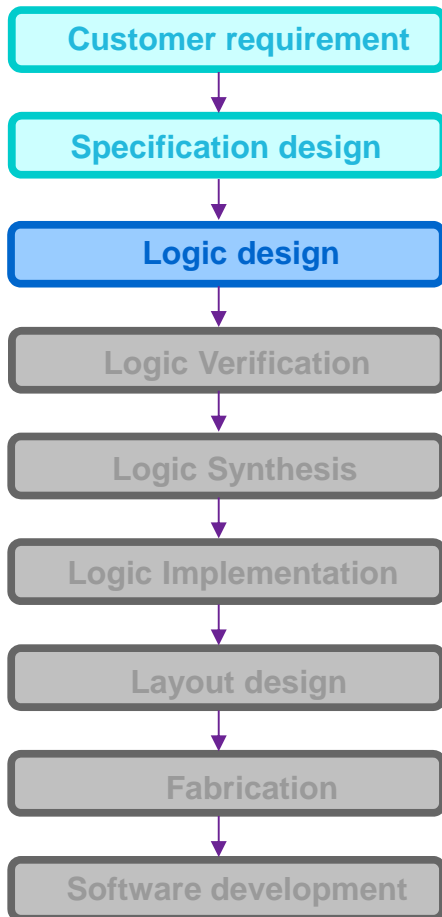
The basic HW design flow introduction

Step 3: Logic Design [Processor, IP, SoC, FE]

Logic Design or RTL (Register Transfer Level) Design is a step in which chip's specifications is designed by using HDL

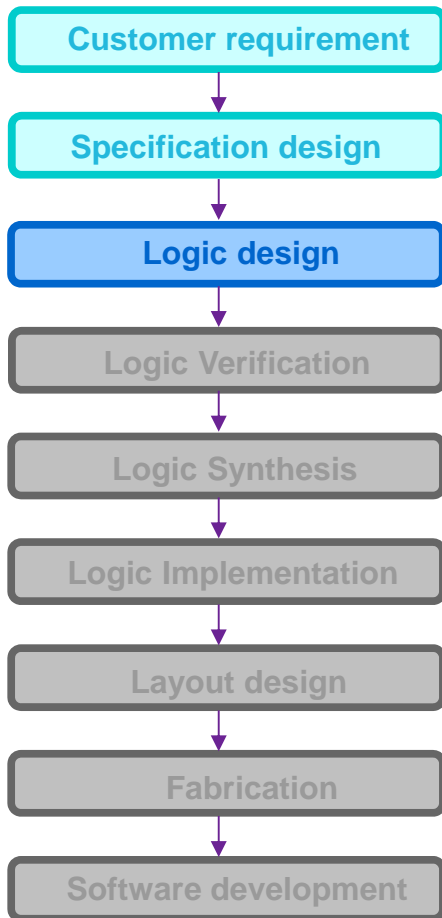
(Hardware Design Language)

- ◆ Two commons HDL languages are Verilog and VHDL
 - **Verilog**: *Verification Logic [Verilog 1995, 2001, System Verilog]*
 - **VHDL**: *VHSIC (Very High Speed Integrated Circuit) Hardware Design Language*
- ◆ Today, Verilog is the most use in Hardware Design



The basic HW design flow introduction

Step 3 : Logic Design [Processor, IP, SoC, FE]



```
// A flip-flop
module ff (clk,rst_n,in,out);
    input clk;    // clock signal
    input rst_n;  // reset signal
    input in;     // data input signal (1 bit)

    output out;   // data output signal (1 bit)
    reg out;      // register contains output data

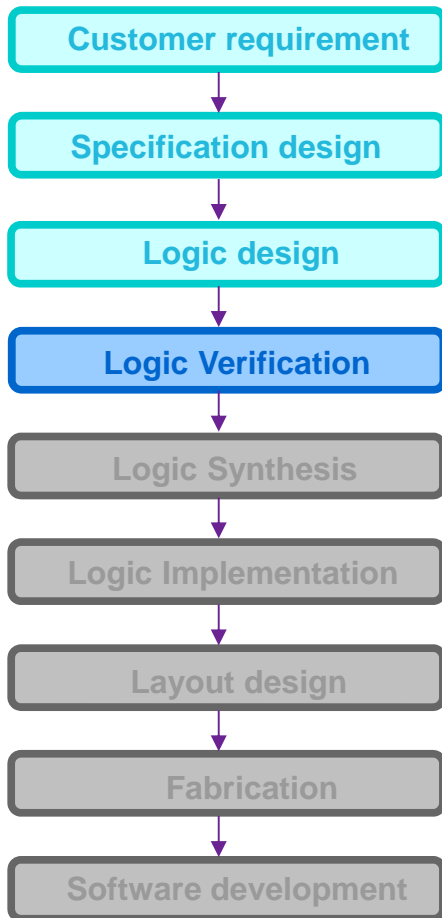
    // Reset data when rst_n is 0
    // Update data for each rising clock when
    // rst_n is 1
    always @(posedge clk) begin
        if (rst_n == 1'b0) begin
            out <= 1'b0;
        end
        else begin
            out <= in;
        end
    end
end
endmodule
```

The basic HW design flow introduction

Step 4: Logic Verification [Processor, IP, SoC, FE]

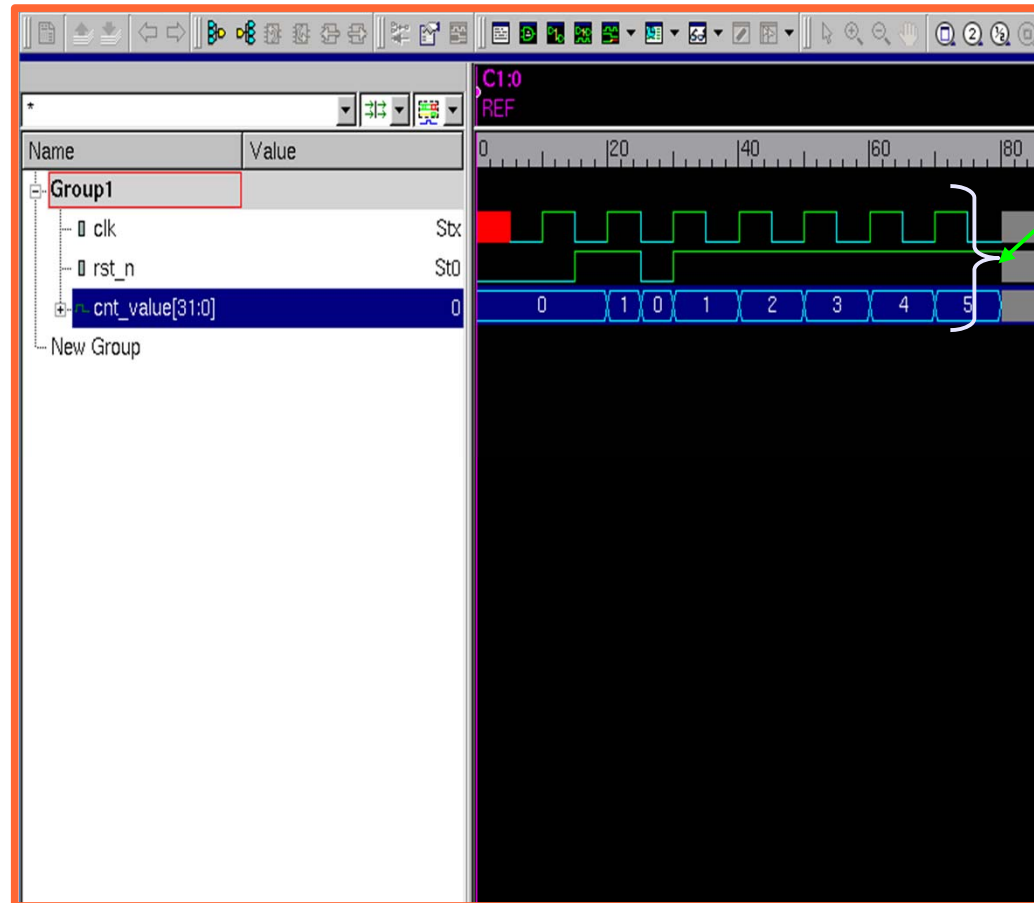
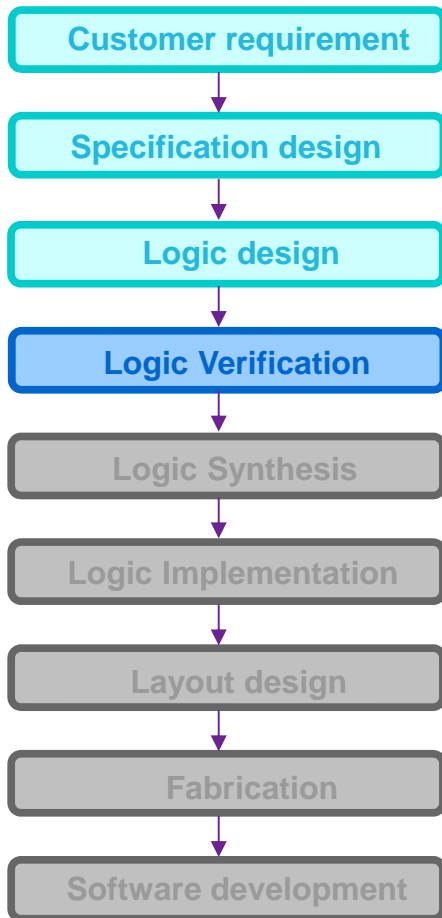
This step is used to execute (simulate) RTL code on a simulator.

- ◆ To check whether **functions** of the RTL run correct or not.
- ◆ To check whether **the timing** (relationships among signals) of the chip run correct or not.



The basic design flow introduction

Step 4: Logic Verification [Processor, IP, SoC, FE]



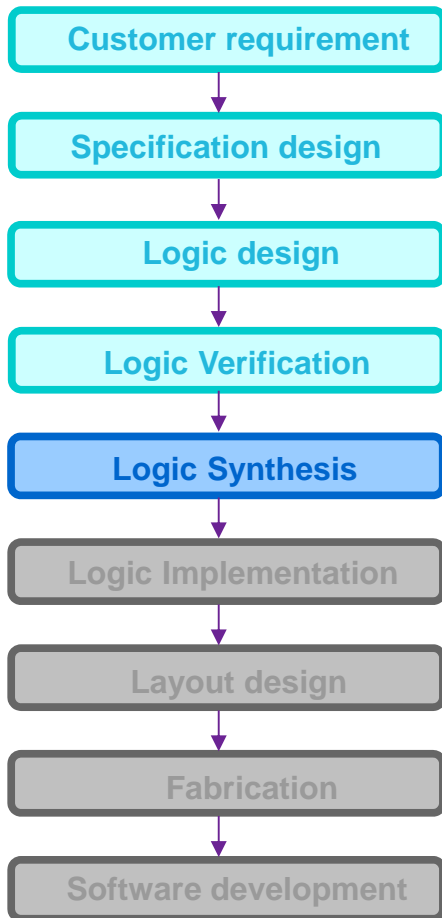
+ This is an example about a waveform.
+ This waveform shows a relationship among three signals : clock signal, reset signal and output signal

The basic design flow introduction

Step 5: Logic Synthesis [Processor, IP, SoC]

This step will transfer a RTL code into a gate net list

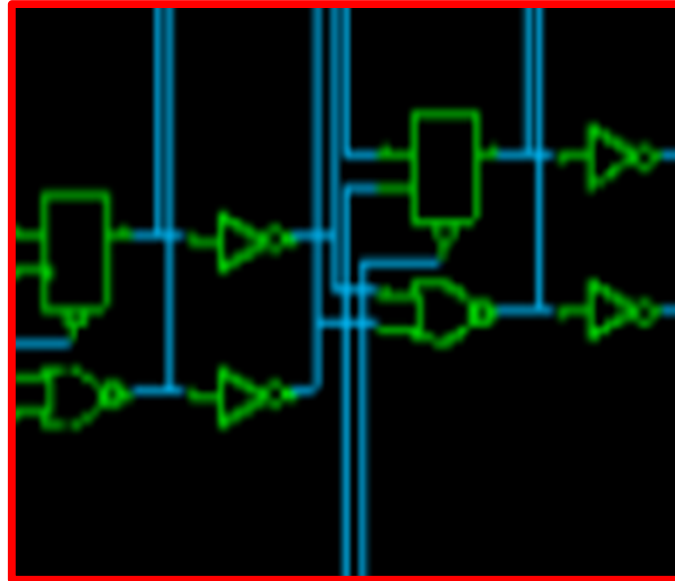
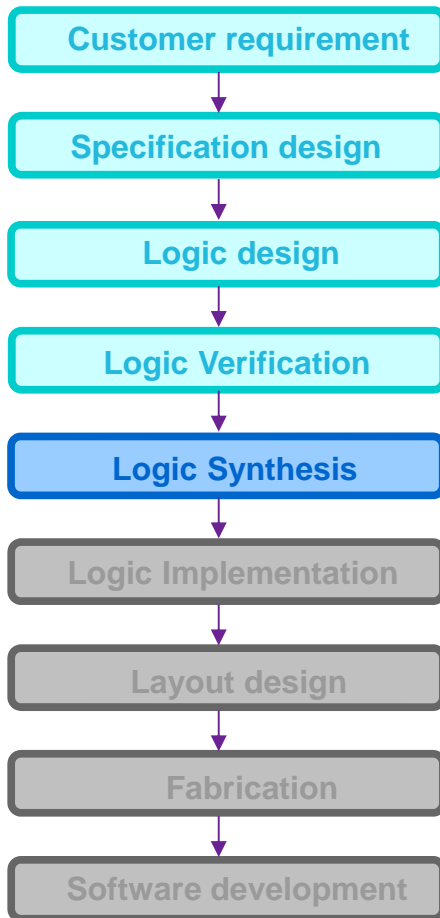
- ◆ The advantage of each production process will be displayed here. **Each cell will have different characteristics** such as area, power consumption ... according to a corresponding process such as 60 nm, 45 nm, 28 nm and etc.
- ◆ The smaller synthesized area, the more advantages a chip gains.



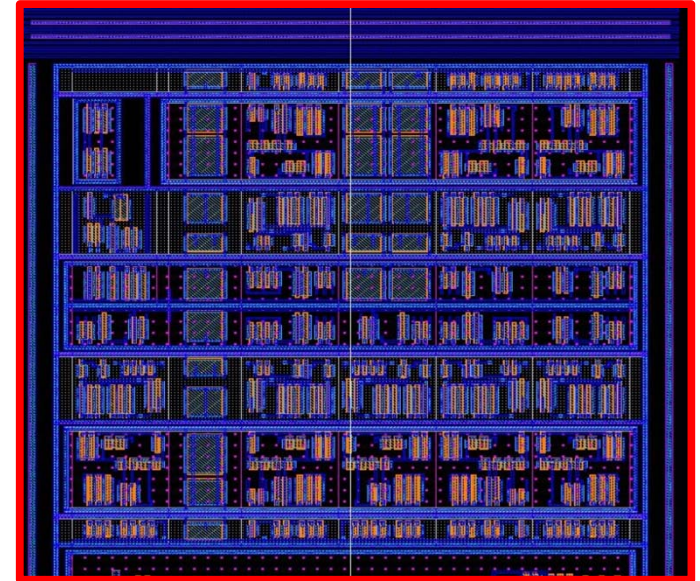
The basic design flow introduction

Step 5: Logic Synthesis

[Processor, IP, SoC, Circuit Design]



A gate net list



A part of the standard cell

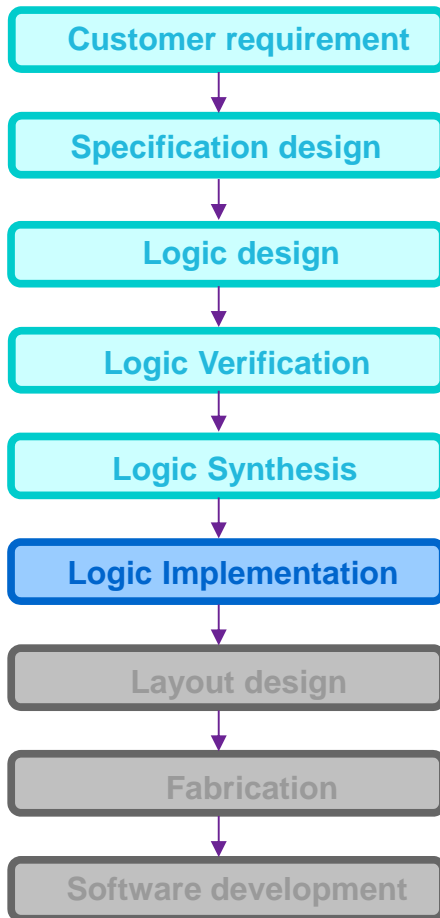
The basic design flow introduction

Step 6: Logic Implementation

[Logic Implementation, Processor, FE]

This step will work mainly on a gate net list for:

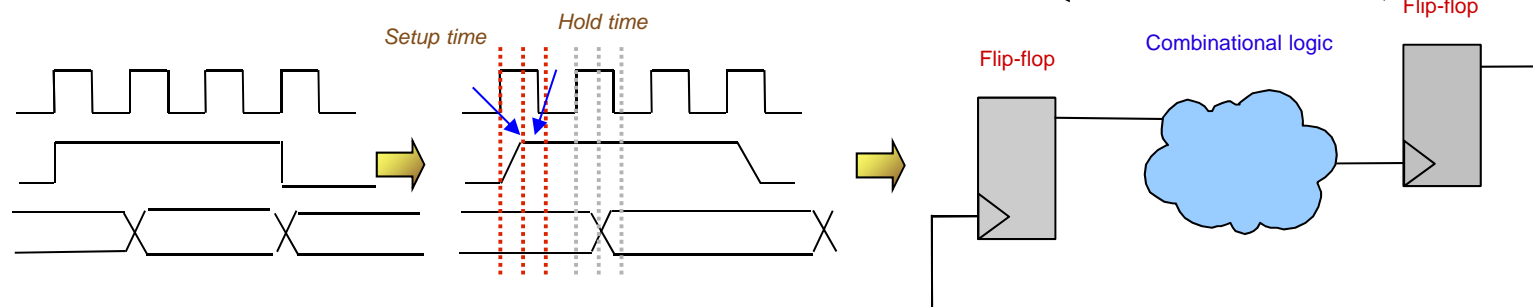
- ◆ Check **timing** of a chip in such field : hold/setup time, critical paths ...
- ◆ Add an extra gate net list for the **DFT (Design For Test)** function to enhance the later productivity



The basic design flow introduction

Step 6: Logic Implementation

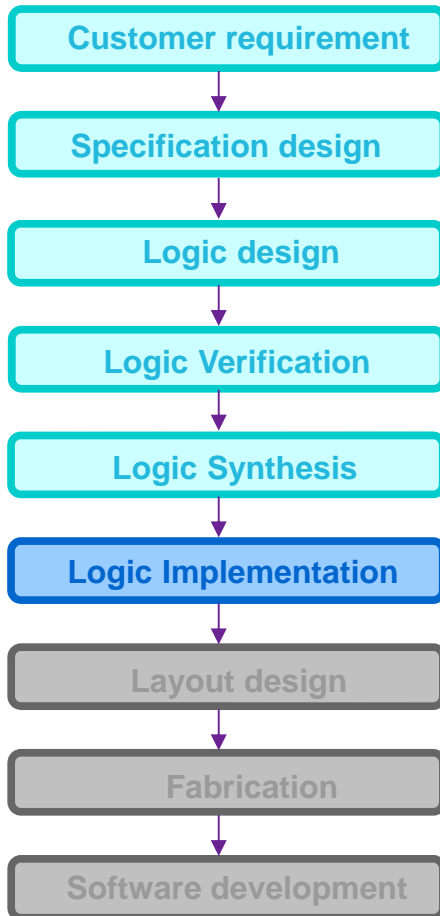
[Logic Implementation, Processor, FE]



DFT: During manufacturing, if a chip is defected, how do we diagnose the position of the error?



Add some circuits will help designers to *find the correct position and fix the errors in some cases*

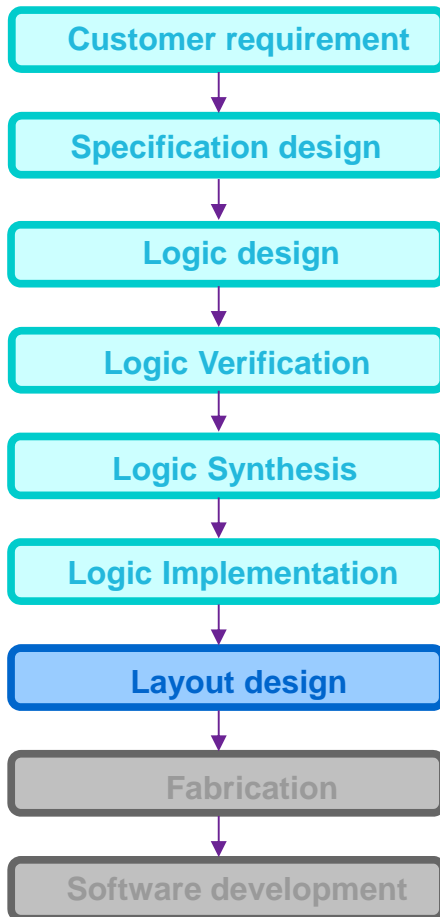


The basic design flow introduction

Step 7: Layout Design [Backend]

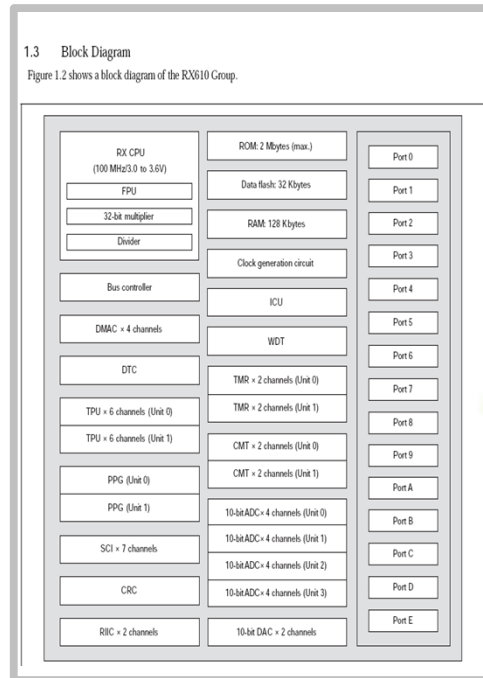
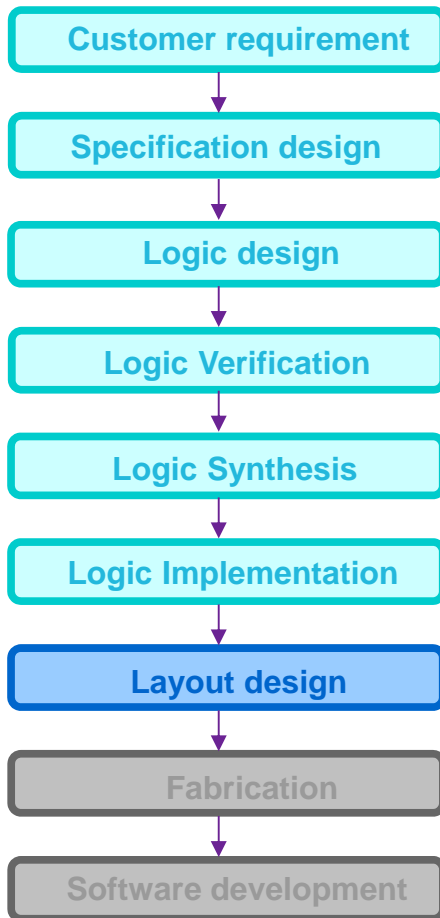
This step will work arrange the chip's gate net list into a specified area (wafer).

- ◆ Minimize the chip's area.
- ◆ Check physical conditions can affect to the chip during the arrangement process.
- ◆ Arrange power supply for a chip.
- ◆ Wiring signals, etc.



The basic design flow introduction

Step 7: Layout Design [Backend]



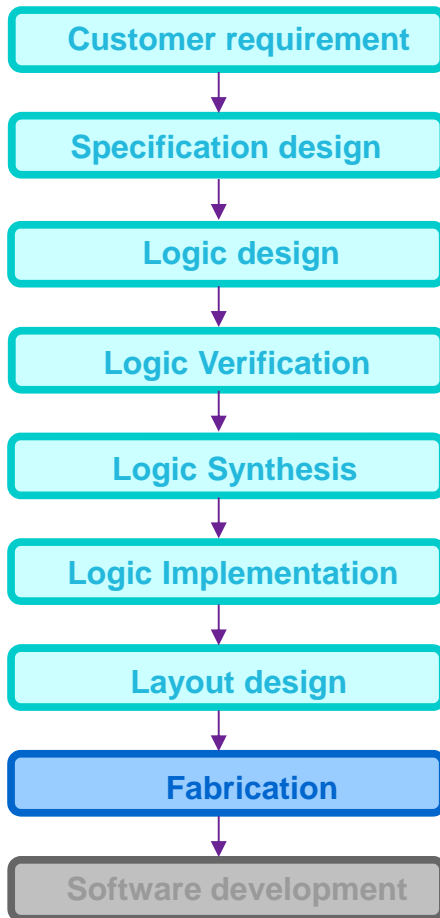
*Each color is a module
A layout designer must find
a way to arrange all
module in the smallest area
but this chip still works
correctly*

The basic design flow introduction

Step 8: Fabrication

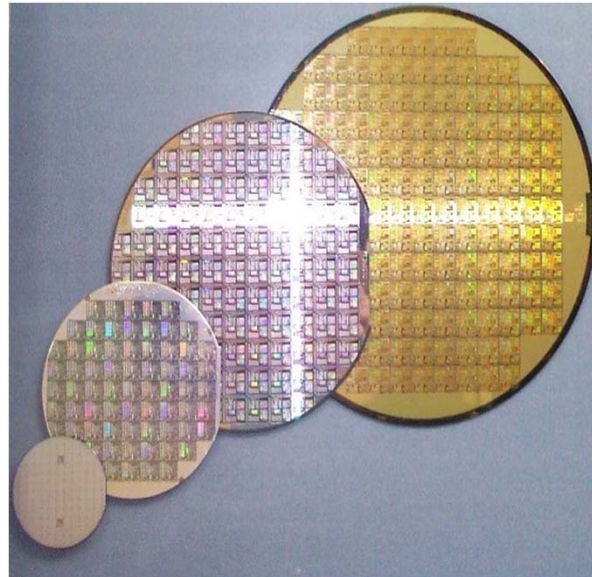
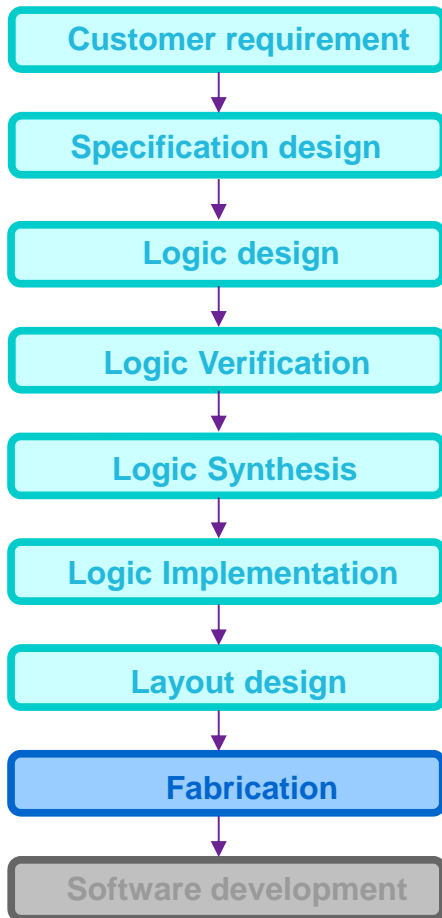
The chip will be produced and packaged in a manufacture

- ◆ This step will be done by Japanese factories
- ◆ Silicon (wafer) is a main material to product a chip
- ◆ A factory will cost from 3 ~ 4 billion to build.
- ◆ To product each manufacture process, a factory must be equipped with corresponding machines

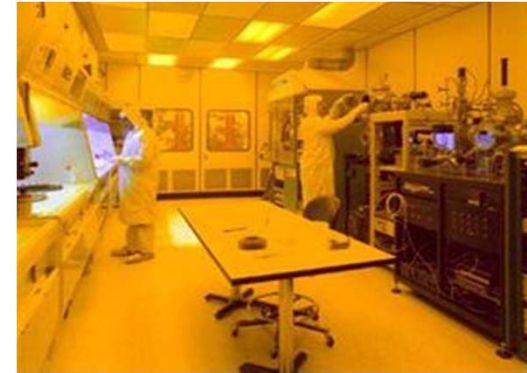


The basic design flow introduction

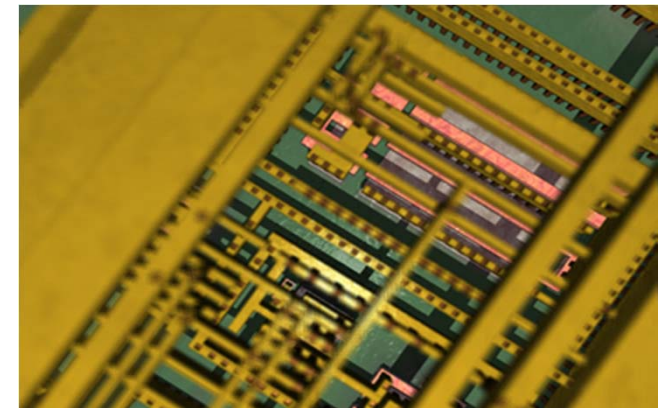
Step 8: Fabrication



Wafer's sizes

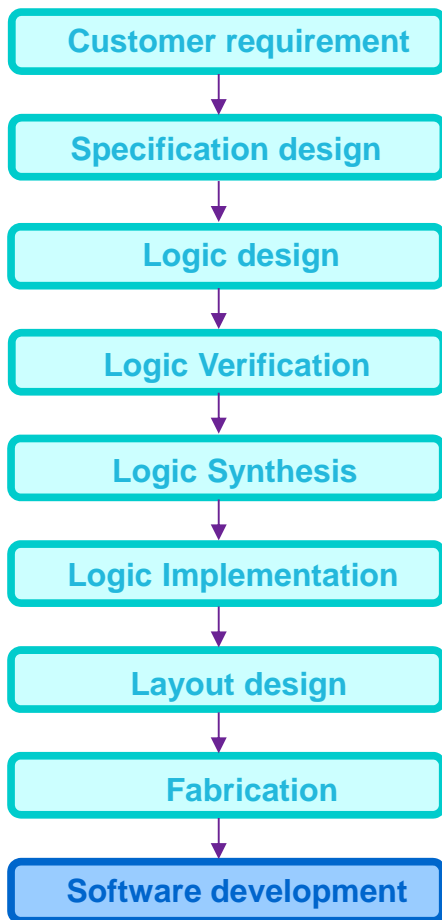


Clean room to product chip



A chip on a wafer

The basic design flow introduction



Step 9: Software development

[Software solution, Mobile platform, Software IP
Processor, IP, and SoC]

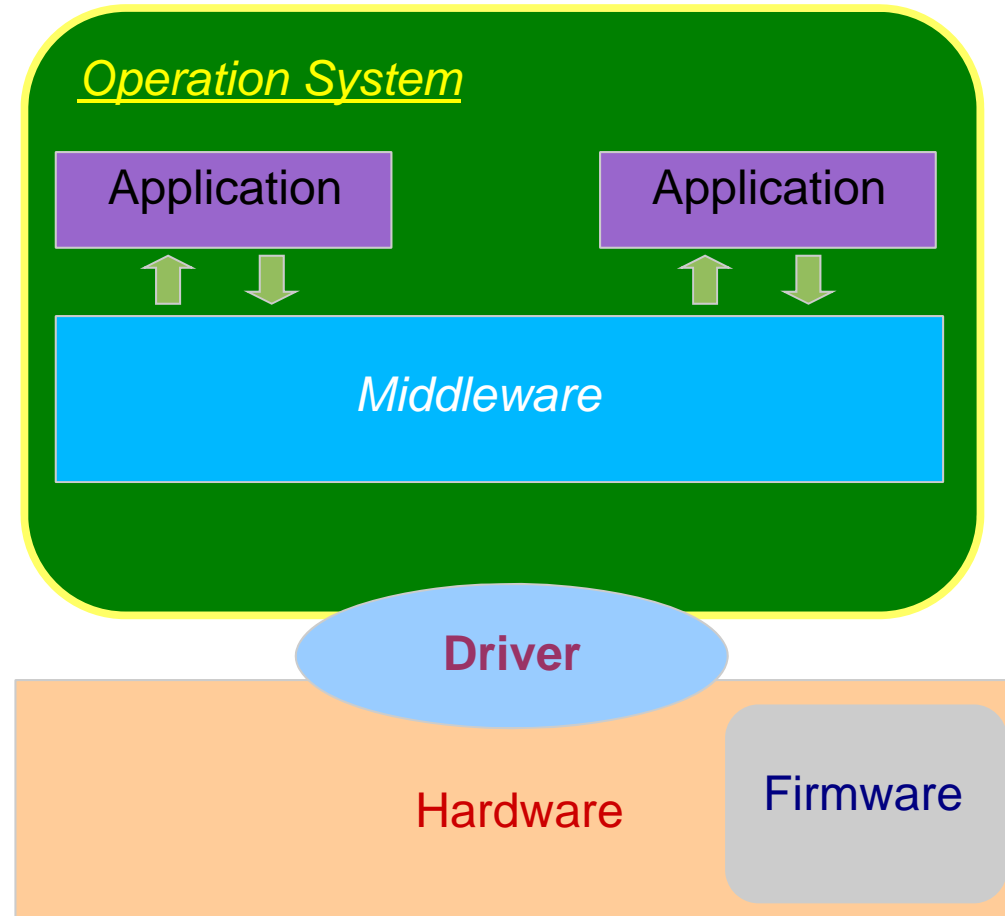
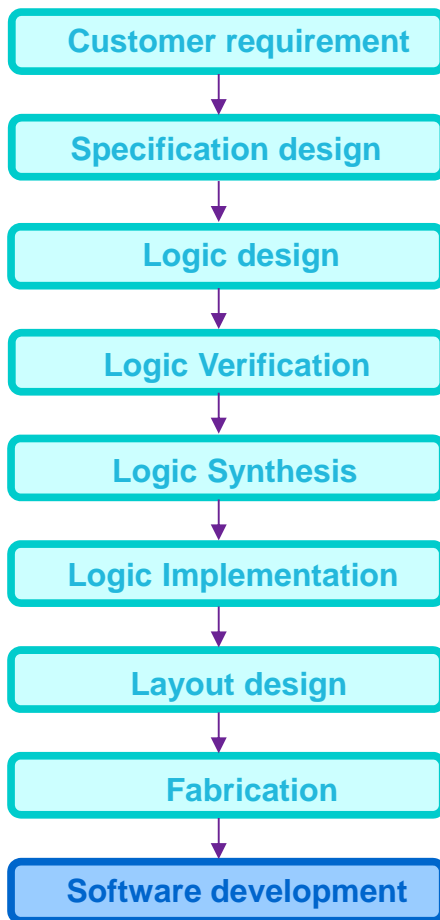
This is the final step in developing a chip. Renesas will also provide a complete or, part of, software solution for customers through:

- ◆ Port **a operation system** on chip.
- ◆ Develop **demonstration, application, firmwares, middle wares** and **drivers**.
- ◆ Develop **tool kits** for third parties.



The basic design flow introduction

Step 9: Software development



Operation System:

manage hardware resources and provide efficient executions for applications

Application:

designed to help the user to perform singular or multiple related specific tasks

Middleware:

help to provide the communication among applications

Driver:

help operation system to manage operate hardware resources

Firmware:

integrated in a hardware to perform some particular functions.