

Fundamentals of Digital IC Design

Session2: Front End Design and Verification

Aug-2025 | NinePlus IT

Research Engineer, Namhyun Cho







1. Design Flow

What is RTL Design

2. Dataflow Modeling

Lab1. 4-Bit Binary Full Adders With Fast Carry

3. Behavioral Modeling

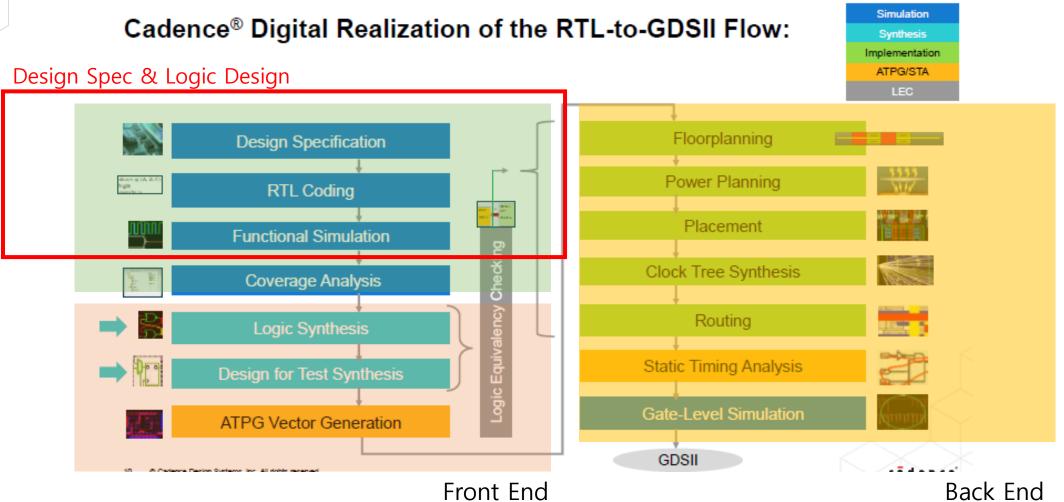
Lab3. Stopwatch

4. Structural Modeling

Lab3. Stopwatch



Where are we?

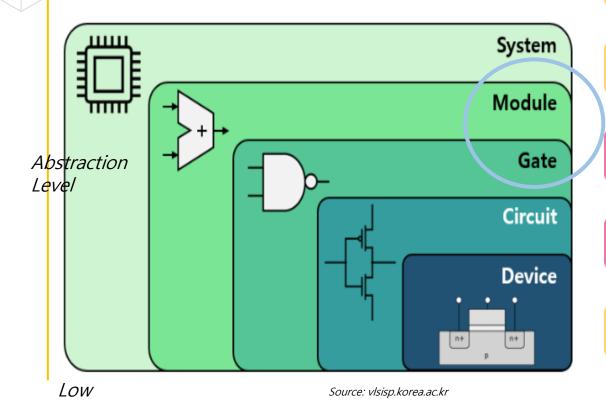


Back End



Diverse viewpoint to scrutinize chip designs

High



Device Level

• 소자의 설계

Circuit Leve

• TR기반의 회로설계

Gate Level

• Logic Gate기반의 회로설계

RTL(Module) Level

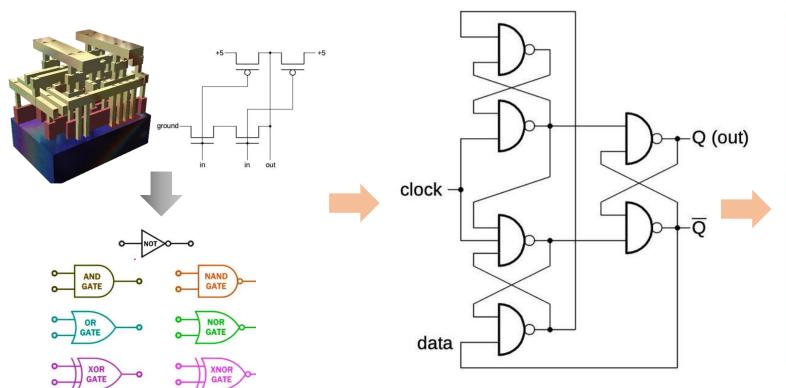
• 레지스터간 데이터 흐름 / 논리 연산 모델링 기반 회로설계

System Leve

• 시스템 모듈 및 인터페이스를 통한 전체 시스템 설계



Semi-Custom IC Design



Standard Cell Library

Logic HW Design

Implementation: Place & Route



FPGA (참고)

- ◆FPGA(Field Programmable Gate Array)
 - ◆ Gate Level 수준에서 설계 진행
 - ◆ Standard Cell이 미리 구현되어 있음 (LUT)

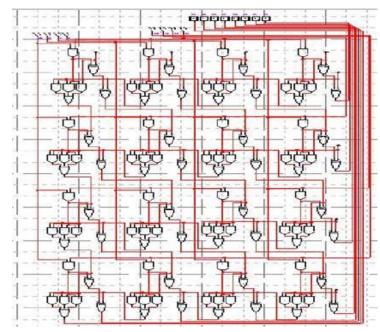
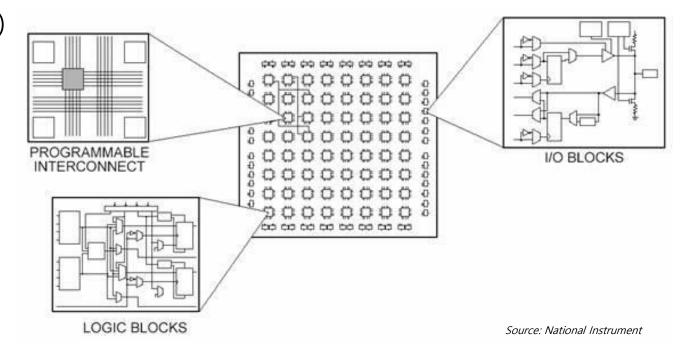


Fig. 4 X 4 multiplexer schematic



Lopyright © Ninepius II. Ali rights reserved.



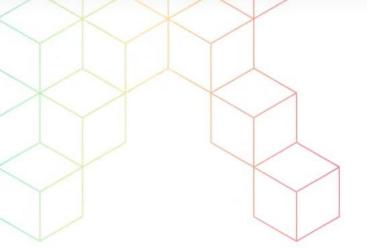
항목	DataFlow Modeling	Behavioral Modeling	Structural Modeling
기술 대상	데이터 흐름	동작 (제어 흐름)	게이트 / 모듈 연결 (인스턴스)
용도	간단한 조합 논리	FSM, 제어 로직 등	하드웨어 구조 묘사
추상화 수준	중간	높음	낮음

```
module mux2to1_dataflow (
    input wire A, B,
    input wire SEL,
    output wire Y
);
    assign Y = (SEL == 1'b0) ? A : B;
endmodule
```

```
module mux2to1_behavioral (
    input wire A, B,
    input wire SEL,
    output reg Y
);
    always @(*) begin
        if (SEL == 1'b0)
            Y = A;
        else
            Y = B;
    end
endmodule
```

```
module mux2to1_structural (
    input wire A, B,
    input wire SEL,
    output wire Y
);
    wire nSEL, outA, outB;

    not (nSEL, SEL);
    and (outA, A, nSEL);
    and (outB, B, SEL);
    or (Y, outA, outB);
endmodule
```







1. Dataflow Modeling

Lab1. 4-Bit Binary Full Adders With Fast Carry





1. Specification



- Full-Carry Look-Ahead Across the Four
- Systems Achieve Partial Look-Ahead Performance with the Economy of Ripple
- Supply Voltage and Ground on Corner Pins to Simplify P-C Board Layout

TYPICAL ADD TIMES

	TWO	TWO	TYPICAL POWER
TYPE	8-BIT WORDS	16-BIT WORDS	DISSIPATION PER ADDER
'283	23ns	43ns	310 mW
'LS283	25ns	45ns	95 mW
'S283	15ns	30ns	510 mW

description

The '283 and 'LS283 adders are electrically and functionally identical to the '83A and 'LS283, respectively; only the arrangement of the terminals has been changed. The 'S283 high performance versions are also functionally identical.

These improved full adders perform the addition of two 4-bit binary words. The sum (Σ) outputs are provided for each bit and the resultant carry (C4) is obtained from the fourth bit. These adders feature full internal look-ahead across all four bits generating the carry term in ten nanoseconds, typically, for the '283 and 'LS283, and 7.5 nanoseconds for the 'S283. This capability provides the system designer with partial look-ahead performance at the economy and reduced package count of a ripple-carry implementation.

The adder logic, including the carry, is implemented in its true form. End around carry can be accomplished without the need for logic or level inversion.

Series 54, Series 54LS, and Series 54S circuits are characterized for operation over the full temperature range of -55°C to 125°C. Series 74, Series 74LS, and Series 74S circuits are characterized for 0°C to 70°C

SN54283, SN54LS283 J OR W PACKAGE SN54S283 J PACKAGE SN74283 J OR N PACKAGE	
SN74LS283, SN74S283 D. J OR N PACKAGE	
(TOP VIEW)	
22 ☐1 U ₁₆ ☐ V _{CC}	
B2 ∏2 15 ∏ B3	
A2 H3 14 HA3	
7 g - 1 g -	
Σ1 □4 13 □ Σ3	
A1 □5 12 □ A4	
B1 ∏6 11 ∏ B4	
C0 Π ₇ 10 Π Σ4	
GND Hs 9HC4	
SN54LS283, SN54S283 FK PACKAGE	
SN74LS283, SN74S283 FN PACKAGE	
(TOP VIEW)	
O	
8 C N N N	
3 2 1 20 19	
A2 1 4 18 1 A3	
Σ1 0 5 17 0 Σ3	
P	
WG E	
A1 🗍 7 15 🗍 A4	
B1 8 14 B4	
9 10 11 12 13	
\00000	
8 9 8 8 8	
5	
NC - No internal connection	
FUNCTION TABLE	

FUNCTION TABLE

NOTE: Input conditions at A1, B1, A2, B2, and C0 are used to determine outputs $\Sigma 1$ and $\Sigma 2$ and the value of the internal carry C2. The values at C2, A3, B3, A4, and B4 are then used to determine outputs Σ 3, Σ 4, and C4.

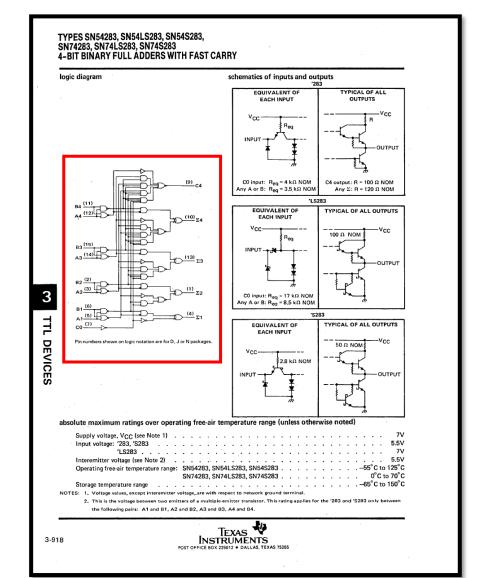
PRODUCTION DATA



3-917

3

DEVICES



조합회로

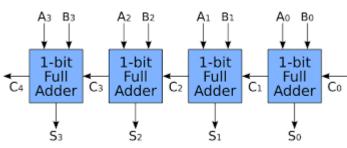
- Gate-Level Modeling
- Data-Flow Modeling



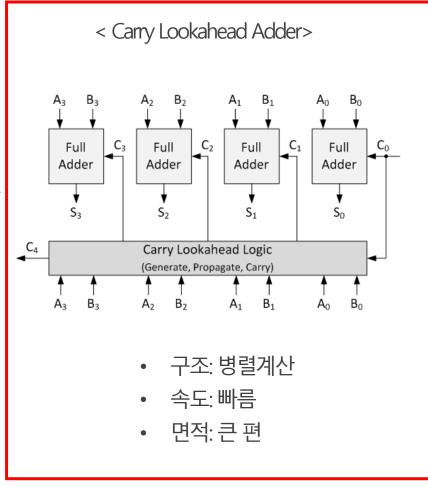


What is the CLA?

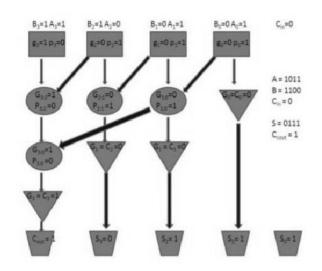
< Ripple Carry Adder >



- 구조: 직렬구조
- 속도: 느림
- 면적:작음



< Kogge-Stone Adder >



- 구조: 트리구조
- 속도: 매우 빠름
- 면적: 큼



What is the CLA?

< Ripple Carry Adder >

$$S_i = A_i \oplus B_i \oplus C_i$$
 $C_{i+1} = (A_i \cdot B_i) + (C_i \cdot (A_i \oplus B_i))$

- 구조: 직렬구조
- 속도: 느림
- 면적: 작음

< Carry Lookahead Adder>

Generate (
$$G_i$$
): $A_i \cdot B_i$

Propagate (P_i): $A_i \oplus B_i$

$$C_{i+1} = G_i + (P_i \cdot C_i)$$

$$S_i = P_i \oplus C_i$$

- 구조: 병렬계산
- 속도: 빠름
- 면적: 큰 편

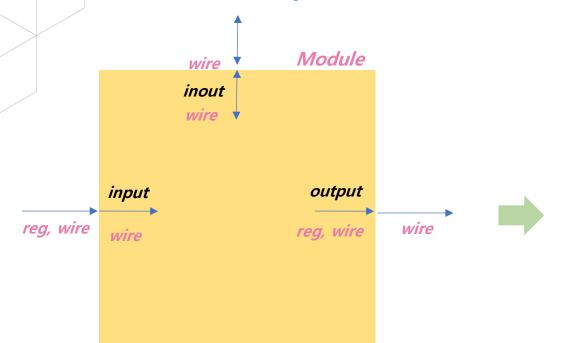
< Kogge-Stone Adder >

$$G_i = A_i \cdot B_i$$
 $P_i = A_i \oplus B_i$ $G_{i:j} = G_i + (P_i \cdot G_{j-1})$ $P_{i:j} = P_i \cdot P_{j-1}$ $C_{i+1} = G_{i:0}$

- 구조: 트리구조
- 속도: 매우 빠름
- 면적: 큼



Port Declaration Principle



모듈을 기준으로,

- 1. input port는 wire
- 2. output port에 연결되는 신호는 wire
- 3. inout port는 wire, inout에 연결된 신호도 wire

- wire
 - 。 다른 신호에 의해 지속적으로 구동
 - 。 하드웨어 요소 또는 모듈 간의 연결



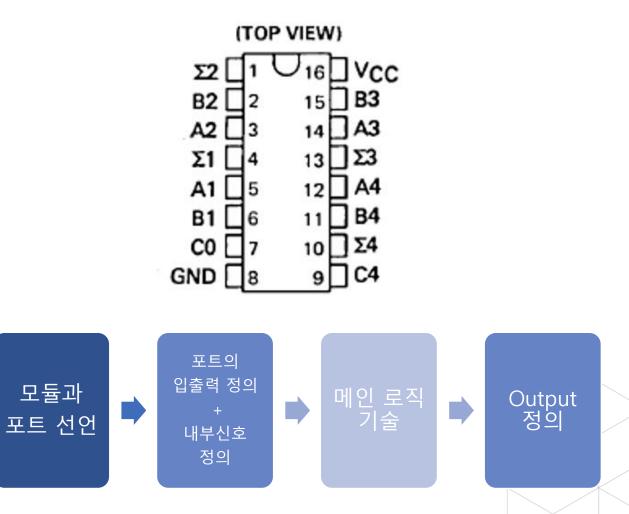
。 다른 값이 저장될 때까지 값을 유지





2. RTL Design

```
timescale 1ns / 1ps
// SN74_283: 4-bit Binary Full Adder with Fast Carry
module SN74_283 (A, B, C0, S, C4);
    // Internal nets declarations
    // Internal signal Logic
    // Carry Lookahead Logic
    // Final Output Sum
endmodule
```



모듈과



3. Testbench

```
`timescale 1ns / 1ps
module tb_SN74_283();
// Port declarations
// DUT
// stimulus
endmodule
```

Delay	А	В	C0	C4	S
0	0000	0000	0	0	0000
10	0101	0011	0	0	1000
20	1111	0001	0	1	0000
30	1111	1111	1	1	1111
40	1010	0101	1	1	0000

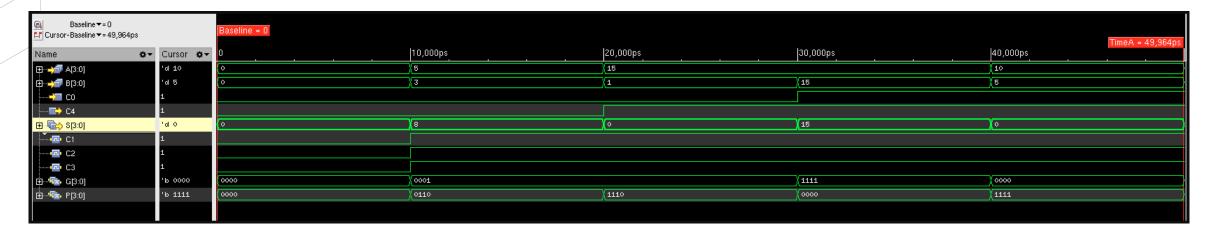
- → Test case는 많은 영역을 Cover 해야함 (Coverage)
- 1. 일반 동작 테스트
- 2. 특이점 테스트

실제로는, 설계자가 직접 모든 Case 기술할 수 없으므로 System-Verilog 기반으로 작성하거나, UVM Framework를 사용

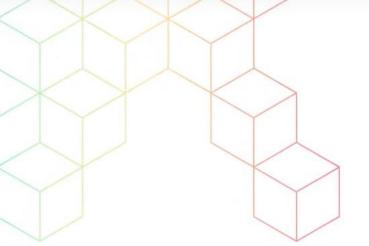
*UVM: Universal Verification Methodology



4. Simulation



Delay	Α	В	C0	C4	S
0	0000	0000	0	0	0000
10	0101	0011	0	0	1000
20	1111	0001	0	1	0000
30	1111	1111	1	1	1111
40	1010	0101	1	1	0000







2. Behavioral Modeling - FSM

Lab2. Traffic Signal Controller









```
`timescale 1ns / 1ps
module trafficsignal_fsm(clk, reset, i_ta, i_tb, o_sa, o_sb);
        // Port declaration
        reg [1:0] state, next_state;
        parameter S0 = 2'b00;
        parameter S1 = 2'b01;
        parameter S2 = 2'b11;
        parameter S3 = 2'b10;
        parameter RED = 2'b00;
        parameter YELLOW = 2'b01;
        parameter GREEN = 2'b10;
        // status register
        always @(posedge clk or posedge reset) begin
                if (reset) state <= S0;</pre>
                           state <= next state;</pre>
                else
        end
        // output logic
endmodule
```



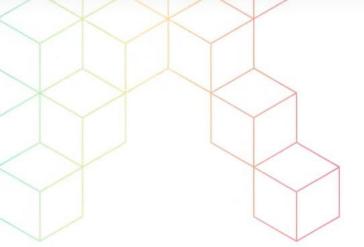


```
timescale 1ns / 1ps
module tb_traffic_signal_fsm();
  // Port declaration
  // internal parameter
  parameter clk_period = 10;
  // DUT
  // Reset sequence
  // Clock generation
  // Stimulus
endmodule
```













3. Structural Modeling (No Gate-Level Modeling)

Lab3. Stopwatch





1-1. Specification – Spec & State Diagram

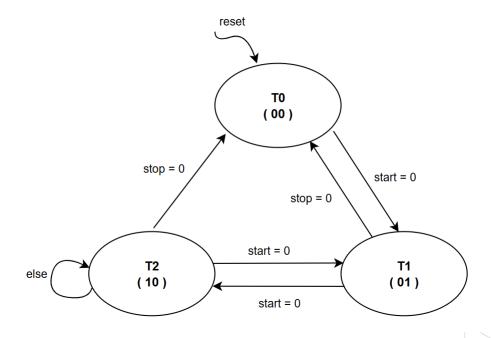


시작: 시간 증가

• (증가하던 중에) 시작: 시간 일시정지

• (일시정지 중에) 시작: 시간 증가

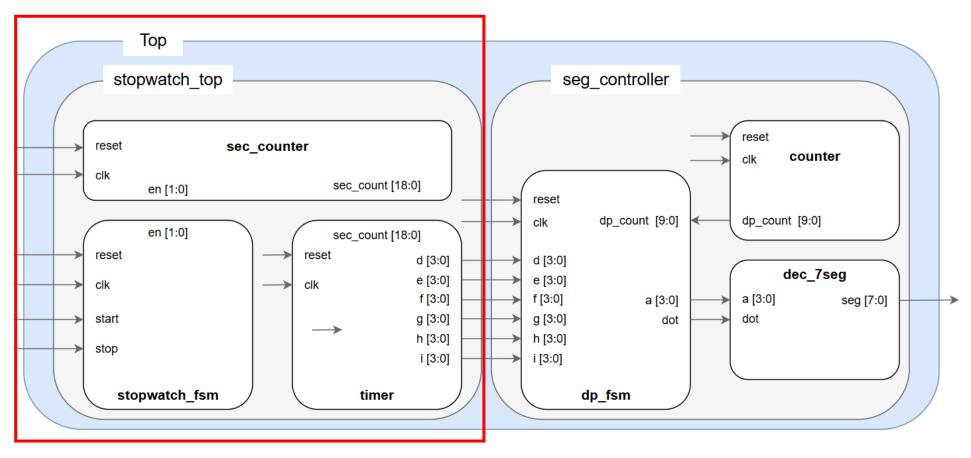
정지: 0으로 초기화



< State Diagram >



1-2. Specification – Block Diagram



Our Target





Top Module

Stopwatch_top counter,

Seg_controller

FSM, ...

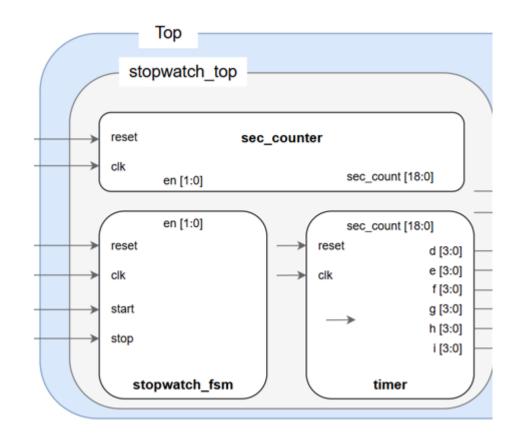
counter,
FSM, ...
Stopwatch_top
Top Module
Seg_controller

Bottom to Top Methodology



2. RTL Design

```
`timescale 1ns / 1ps
 module sec_counter(clk, reset_n, en, sec_count);
 endmodule
 module timer(clk, reset_n, sec_count, stop, d, e, f, g, h, i);
  endmodule
 module stopwatch_fsm(clk, reset_n, start, stop, en);
     reg [1:0] state;
reg [1:0] nextstate;
     parameter T0 = 2'b00; //base
parameter T1 = 2'b01; //countup
parameter T2 = 2'b10; //stop
     // state register
always @(posedge clk or negedge reset_n) begin
   if (~reset_n) state <= T0;</pre>
                              state <= nextstate;
 module stopwatch_top(clk, reset_n, start, stop, d, e, f, g, h, i);
    // port declaration
endmodule
```





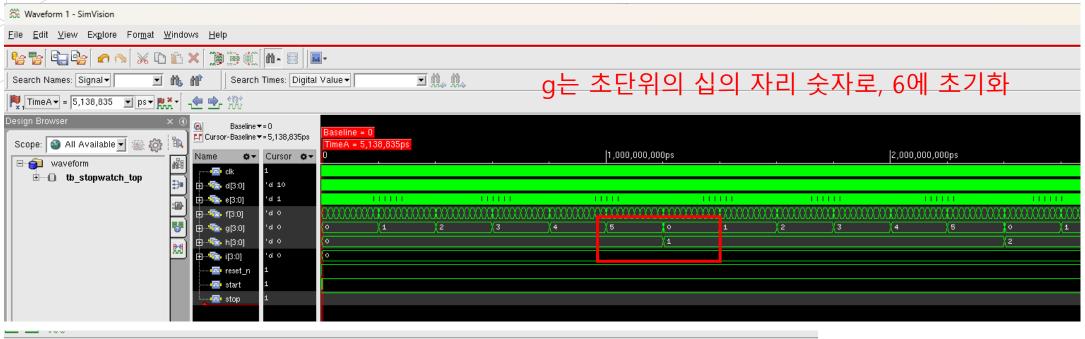
3. Testbench

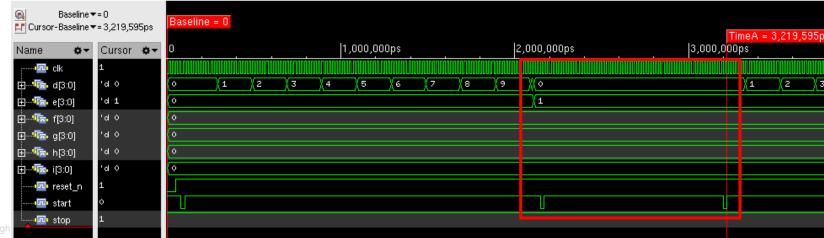
```
timescale 1ns / 1ps
module tb stopwatch top;
   task press start;
   begin
   endtask
   task press stop;
   begin
   endtask
   initial begin
   initial begin
       // dump waveform
endmodule
```

```
xcelium> run
   TIME
           defghi
                            start
                                   stop
           0 0 0
      0:
                   0
                     0
     80:
                   0
    100:
           0 0 0
                   0
                     0 0
    290:
                   0
                0
    490:
           2 0 0
                   0
                      0 0
    690:
    890:
                   0
   1090:
   1290:
   1490:
   1690:
   1890:
   2090:
   2100:
   2110:
   2120:
                   0
                     0 0
   4150:
   4170:
                      0 0
                   0
   4350:
   4550:
           2 1 0
                   0
   4750:
   4950:
   5150:
   5350:
   5550:
   5750:
   5950:
   6150:
   6170:
           0 2 0
                   0
                     0
   6350:
           1 2 0 0 0 0
   6550:
           2 2 0 0 0 0
   6750:
           3 2 0 0 0 0
```



4. Simulation





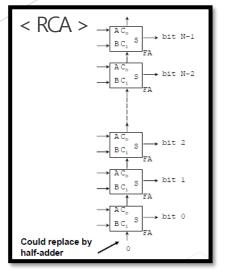
Start 다시 눌렸을 때 일시정지 확인

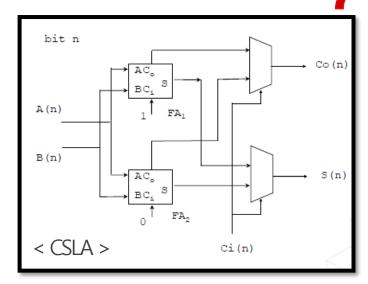


RTL 설계에서 Verilog Coding이 전부일까요?



Arithmetic Building Block - Adders





```
// Full Adder
module FA(output sum, cout, input a, b, cin);
  wire w0, w1, w2;
  xor (w0, a, b);
  xor (sum, w0, cin);
  and (w1, w0, cin);
  and (w2, a, b);
  or (cout, w1, w2);
endmodule
// Ripple Carry Adder - 8 bits
module RCA8(output [7:0] sum, output cout, input [7:0] a, b, input clk);
  wire [7:1] c;
  FA fa0(sum[0], c[1], a[0], b[0], 1'b0);
  FA fa[6:1](sum[6:1], c[7:2], a[6:1], b[6:1], c[6:1]);
  FA fa7(sum[7], cout, a[7], b[7], c[7]);
endmodule
```

```
module FA(output sum, cout, input a, b, cin);
  wire w0, w1, w2;
  xor (w0, a, b);
  xor (sum, w0, cin);
  and (w1, w0, cin);
  and (w2, a, b);
  or (cout, w1, w2);
endmodule
// 4-bit Ripple Carry Adder
module RCA4(output [3:0] sum, output cout, input [3:0] a, b, input cin);
  wire [2:0] c;
  FA fa0(sum[0], c[0], a[0], b[0], cin);
  FA fa1(sum[1], c[1], a[1], b[1], c[0]);
  FA fa2(sum[2], c[2], a[2], b[2], c[1]);
  FA fa3(sum[3], cout, a[3], b[3], c[2]);
 endmodule
// 1-bit 2:1 MUX
module MUX2to1 w1(output y, input i0, i1, s);
  assign y = s ? i1 : i0;
endmodule
// 4-bit 2:1 MUX
module MUX2to1 w4(output [3:0] y, input [3:0] i0, i1, input s);
  assign y = s? i1 : i0;
endmodule
// 8-bit Carry Select Adder
module CSelA8(output [7:0] sum, output cout, input [7:0] a, b, input clk);
  wire [3:0] sum0, sum1, sum4 0, sum4 1;
  wire cout0 0, cout0 1, cout1 0, cout1 1;
  wire c1:
  RCA4 rca0 0(sum0, cout0 0, a[3:0], b[3:0], 1'b0);
  RCA4 rca0 1(sum1, cout0 1, a[3:0], b[3:0], 1'b1);
  MUX2to1 w4 mux0 sum(sum[3:0], sum0, sum1, 1'b0);
  MUX2to1_w1 mux0_cout(c1, cout0_0, cout0_1, 1'b0);
  RCA4 rca1 0(sum4_0, cout1_0, a[7:4], b[7:4], 1'b0);
  RCA4 rca1 1(sum4 1, cout1 1, a[7:4], b[7:4], 1'b1);
  MUX2to1 w4 mux1 sum(sum[7:4], sum4 0, sum4 1, c1);
  MUX2to1 w1 mux1 cout(cout, cout1 0, cout1 1, c1);
 endmodule<sup>-</sup>
```

Full Adder



Synthesis Report of Adders

< CSLA > < RCA >< KSA >

Path 1: MET (3243 ps) Late Ext Group: clk Startpoint: (R) b[1] Clock: (R) clk Endpoint: (R) sum[7] Clock: (R) clk Capture Clock Edge:+ 10000 Drv Adjust:+ Src Latency:+ Θ Net Latency:+ Θ Arrival:= 10000 Output Delay:-2500 Required Time:= 7500 Launch Clock:-Input Delay:-2500 Data Path:-1757 Slack:= 3243

```
Total-Area
Cell-Area Net-Area
 542.203
             0.000
                         542.203
```

```
Path 1: MET (3694 ps) Late Ext
          Group: clk
     Startpoint: (R) b[1]
          Clock: (R) clk
       Endpoint: (F) cout
          Clock: (R) clk
                      Capture
        Clock Edge:+
                        10000
        Drv Adjust:+
       Src Latency:+
       Net Latency:+
           Arrival:=
                        10000
      Output Delay:-
                         2500
     Required Time:=
                         7500
      Launch Clock: -
                            0
       Input Delavi-
                         2500
         Data Path:-
                         1306
             Slack:=
                         3694
```

```
Cell-Area Net-Area
                      Total-Area
                         728.482
  728.482
              0.000
```

```
Path 1: MET (3789 ps) Late Ext
          Group: clk
     Startpoint: (R) b[4]
          Clock: (R) clk
       Endpoint: (R) sum[7]
          Clock: (R) clk
                     Capture
                        10000
        Clock Edge:+
        Drv Adjust:+
       Src Latency:+
       Net Latency:+
           Arrival:=
                        10000
      Output Delay:-
                         2500
                         7500
     Required Time:=
      Launch Clock: -
                            0
       Input Delay:-
                         2500
         Data Path: -
                         1211
             Slack:=
                         3789
```

0.000

Cell-Area Net-Area

695.218

Total-Area

695.218

Path

RCA > CSLA > KSA

Area

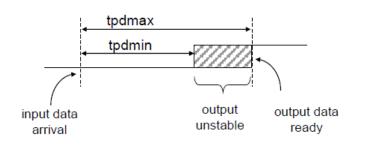
CSLA > KSA > RCA

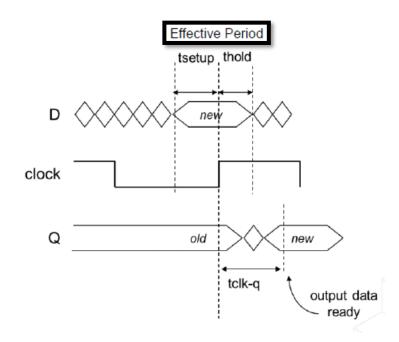


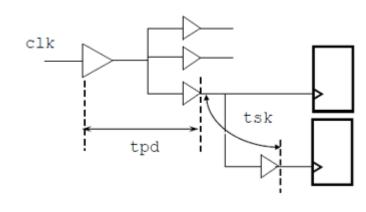
그렇다면, 무조건 빠른 회로만 필요할까요?



Propagation delay & Timing







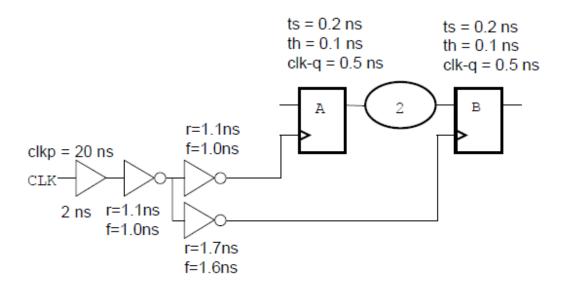
- 가장 짧은 경로 tpdmin
- 가장 긴 경로 tpdmax

- Edge부터 Data 지연 tdk q
- Clock 기준으로 setup 전에 준비, hold 까지 유지 되어야 한다

- Clock tree에서 tpd, tsk 파라미터를 고려
- Positive skew는 hold time에, Negative skew는 setup time에 영향



Is delay always a bad thing?



Rising edge clock propagation delay at A = 2 + 1.1 + 1.0 = 4.1ns Rising edge clock propagation delay at B = 2 + 1.1 + 1.6 = 4.7ns

Clock skew at B with respect to A = +0.6ns (Positive Skew) Effective clock period = 20 + 0.6 = 20.6ns

Second Clock of B arrives at 24.7ns (4.7 + 20) But, must arrive at 24.5ns because of Setup time.

Data released time from A = 4.1 + 0.5 = 4.6ns

Maximum delay = 24.5 - 4.6 = 19.9ns

First Clock of B hold time = 4.7 + 0.1 = 4.8 ns

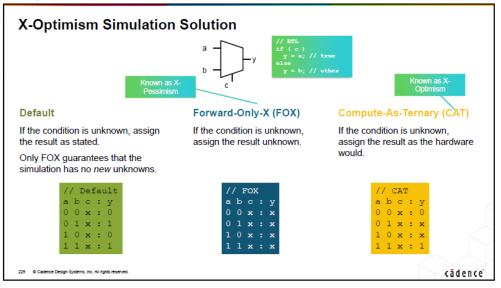
Data released time from A cannot arrive at B 4.8ns

Minimum delay = 4.8 - 4.6 = 0.2 ns

반드시 A,B 사이에 Logic 필요

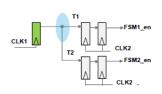


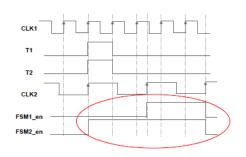
Functional Design Challenges



What Is Clock Gating? A technique used in synchronous circuits to reduce dynamic power by removing the clock when it is not essential to design intent functionality. Main Gate Control point for • Effectively, we prune the clock tree to save Could be NAND/AND/NOR/OR Scan Enable depending on the register style However, remember the PPA tradeoff? Control Logic • This is at the expense of more gates. Integrated Clock Gate 256 © Cadence Design Systems, Inc. All rights reserved cadence

Divergence of CDC Signal





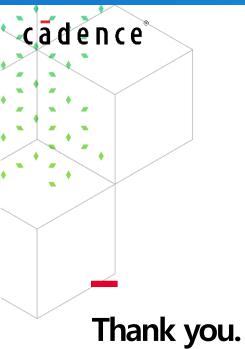
- A divergent logic style to multiple synchronization paths runs the risk of causing functional errors.
- Due to the propagation delay and different metastable settling times, the FSM1_en and FSM2_en could start
 at different times.
- This type of structure should be avoided by fanning out a single FSM enabled after synchronization to both FSMs.

242 © Cadence Design Systems, Inc. All rights reserved.

cadence

Power Reduction Technique	Leakage Power	Dynamic Power	Timing	Area Penalty	Methodology Impact	Methodology Change
.ow-Power Optimization	10%	10%	0%	10%	None	None
Multi-Vt	6X	0%	0%	0%	Low	Multi-Vt library needed
Clock Gating	0%	20%	0%	<2%	Low	Clock-gating cells needed and extra overhead in STA
Multi-Supply Voltage (MSV)	2X	40-50%	0%	<10%	Medium	Micro-architecture and methodology needs to be domain aware; need voltage regulators and level shifters; verification and analysis challenge
Power Shut-Off (PSO)	10-50X	0%	4-8%	5-15%	Medium-High	Insertion of switch cells; retention flops; wake-up and shut-down time analysis; power shut off and restore verification
Dynamic Voltage Frequency Scaling (DVFS)	2-3X	40-70%	0%	<10%	High	Deterministic scheduling; multi- mode optimization and analysis flow needed; clock synchronization
Substrate Biasing	10X	0%	10%	<10%	High	Maintain well separation; multiple power rail distribution; static timing analysis

opyrigh



조남현 선임연구원
EDA | IC
Tel. 010-3219-3897 | E-mail. nhcho@npit.co.kr
Web. www.npit.co.kr









