2023 Digital IC Design Homework 3

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Simulation Result						
Functional		100		Gate-level	100	
simulation		100		simulation	100	
# Pattern SS: a'eae+b-(a'b)= # Expected answer: 11 get: 11> Pass # Pattern SS: c's-S-S-S(-1-1)= # Expected answer: SO get: SO> Pass # Pattern SS: (1-2)-(2-1)= # Expected answer: SO get: SO> Pass # Pattern SS: (1-2)-(2-1)= # Expected answer: SO get: SO> Pass # Pattern SS: (1-2)-(1-2)-(3-1)= # Expected answer: SO get: SO> Pass # Pattern SS: (1-2)-(1-2)-(3-1)= # Expected answer: SO get: SO> Pass # Expected answer: SO				7 Total use 2188 cy	You past all patterns! Your score is 100. les to complete simulation. */Pesktop/HH3/file/testfixture.sv(191) */Pesktop/HH3/file/testfixture.sv(191)	
Synthesis Result						
Total logic elements			507			
Total memory bits			0			
Embedded multiplier 9-bit elements			1			
Total cycle used			2188			
Clock width			18			
Flow Summary						
<pre><<filter>></filter></pre>						
Flow Status			Successful - Wed Apr 19 11:12:49 2023			
Quartus Prime Version			20.1.1 Build 720 11/11/2020 SJ Lite Edition			
Revision Name			AEC			
Top-level Entity Name			AEC			
Family			Cyclone IV E			
Device			EP4CE55F23A7			
Timing Models			Final			
Total logic elements			507 / 55,856 (< 1 %)			
Total register	Total registers			257		
Total pins			19 / 325 (6 %)			
Total virtual pins			0			
Total memory bits			0 / 2,396,160 (0 %)			
Embedded Multiplier 9-bit elements			1 / 308 (< 1 %)			
Total PLLs	Total PLLs			4(0%)		

Description of your design

主要是使用助教提供的演算法: Infix to Postfix Method, 一開始花蠻多時間在理解此演算法,後來懂了之後就蠻好寫的了。

主要分五個狀態: DATA_IN、STACK、CAL、DONE、RESET。

DATA_IN: 將題目給的 data 丟給 data_stack, 在 STACK 時可利用 num_count 控制時序上的問題。

STACK: 將 number 丟到 output_stack,運算子丟到 oper_stack,並同時作 Infix to Postfix 的演算法,最後 output stack 即為最後要做 cal 的 stack。

CAL: 將 output stack 作 cal, output stack 裡的 number 丟到 cal stack,

output_stack 遇到運算子,則將 cal_stack 最後兩個作運算。

DONE: 將 valid 拉起來, result 即為 cal_stack[0]。

RESET: 將各參數作 reset,便進下一筆測資。

Scoring = Area cost * Timing cost

 $Area\ cost = Total\ logic\ elements + Total\ memory\ bits + 9*Embedded\ multipliers\ 9-bit$ elements

Timing cost = Total cycle used * Clock width

* Total logic elements must not exceed 1500.