	I	Lab3	
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Version			
Release date			
Author	Wu Fei		
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Approved by	Name	Signature	Date



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EE 477

Revision History

Date	Version List of changes	Author + Signature

CATALOG

2 XOR DESIGN错误!未定义=	片签 。
3 1_BIT FULL ADDER DESIGN错误!未定义=	持签。
3.1 DRAW A 1B FULL ADDER SCHEMATIC AS SHOWN	片签 。
3.2.2 (A, B, Cin) = (0,1,1) -> (0,1,0). This gives τPHL for Cout and τPLH fo	持签。 r Sum
3.3 Delay test 错误!未定义=	
3.3.1 P = NAND2_1X, Q = NAND2_1X	붜签。
3.4 LAYOUT 错误!未定义=	ド签 。
44_BIT RIPPER CARRY ADDER错误!未定义=	,
4.1.1 Test the functionality错误!未定义= 4.1.2 Worst part错误!未定义= 4.1.3 Layout错误!未定义=	片签。

1 Motivation

The delay of **RCAs** (Ripple Carry Adders) increases linearly as the number of inputs grows. One of the faster adders is the CSA (Carry Select Adder) which uses parallelism to increase speed with higher area costs. You will design (the layout) of an 8-bit CSA.

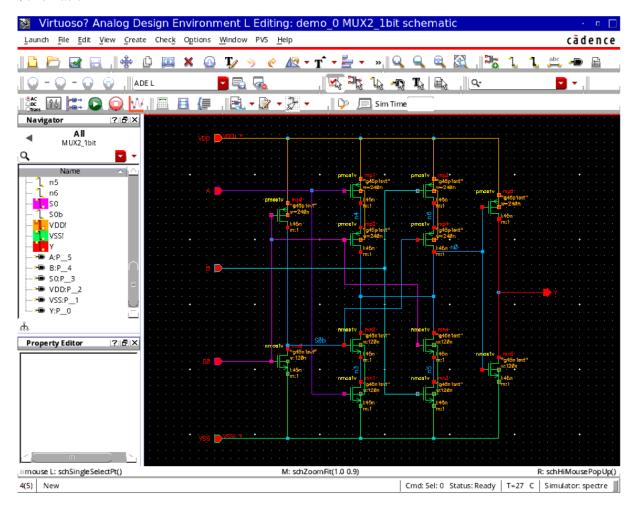
- Use rise and fall time for all input stimuli = 10ps (Note that it is NOT 100)
- For functionality waveforms, please write what the inputs and expected outputs are for each case. Example: Inputs are A=11111111 (255 in decimal), B=10000000 (128 in decimal), C0=0, expected outputs are C8=1, S=01111111. Then show the 9 output waveforms only.
- The input transition you chose for worst case delay of the CSA.
- Average delays for C8 for schematic and extracted.

2 MUX design

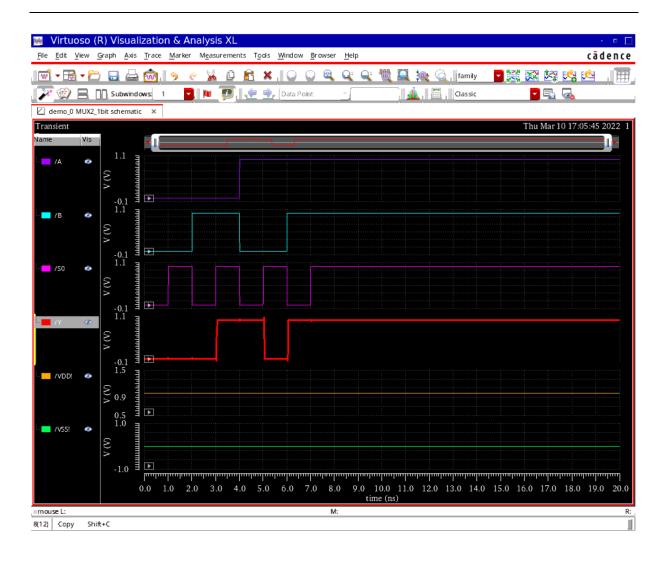
- An N-bit wide, M-to-1 multiplexer (MUX) has M inputs each of which is N-bits.
 It selects one of them to pass to output (which has N bits). Selection is done using log2M select bits which are inputs.
- Design a 4-bit wide 2-to-1 MUX schematic. It will have 2 sets of inputs, each of which is 4 bits. It will also have a single select bit input and a 4-bit output.
- Design a 2-bit wide 2-to-1 MUX schematic. It will have 2 sets of inputs, each of which is 2 bits. It will also have a single select bit input and a 2-bit output. You only need 2 bit muxes in the CSA design.
- Draw the schematic and layout and verify the functionality

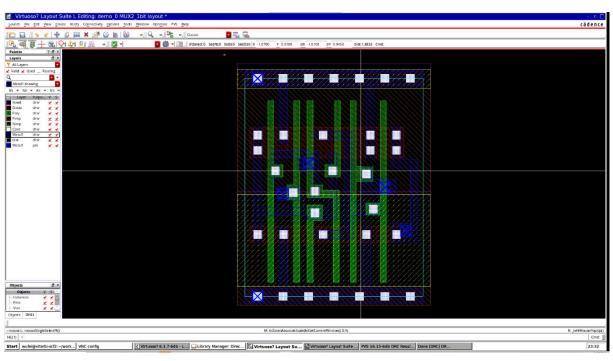
2.1 1bit mux2

Schematic



```
wufeigiviteroi-scf2:lab3
                                                                · 🗆 🔲
radix 1
          1
               1
          В
               S0
vname A
io i
tunit 1ns
vih 1
vil 0
voh 1
vol 0
trise 10p
tfall 10p
tdelay 0 0 0 🛭
mux PLH for Cout and PHL for Sum
0000
1001
2010
3011
4100
5101
6110
7111
                                                         13,14
                                                                      A11
```



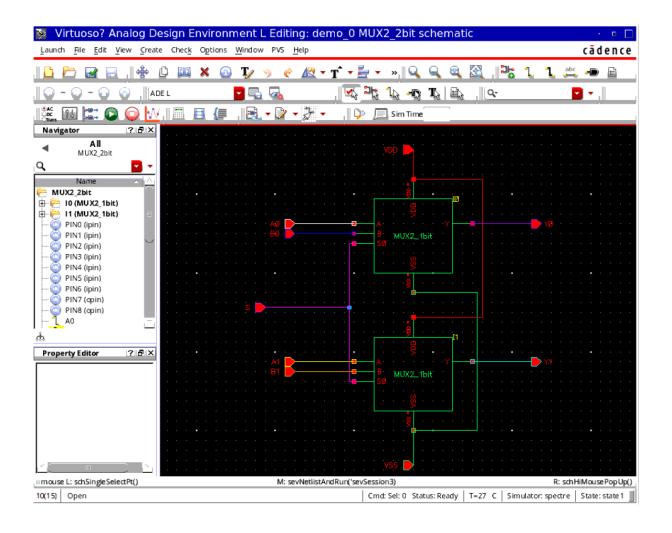


```
*****************
                    : MATCH
# Run Result
# Run Summary : [INFO] ERC Results: Empty
                    : [INFO] Extraction Clean
                                                   ERC Results
                                                               Empty
                                                    Extraction Results: Clean
# ERC Summary File
                    : MUX2_1bit.sum
                                                    Comparison Results: Match
# Extraction Report File : MUX2_1bit.rep
# Comparison Report File : MUX2_1bit.rep.cls
                                                   Do you want to start the LVS DE?
*****************
-1.1... 1. -11 0-ELOL.... 11-----
```

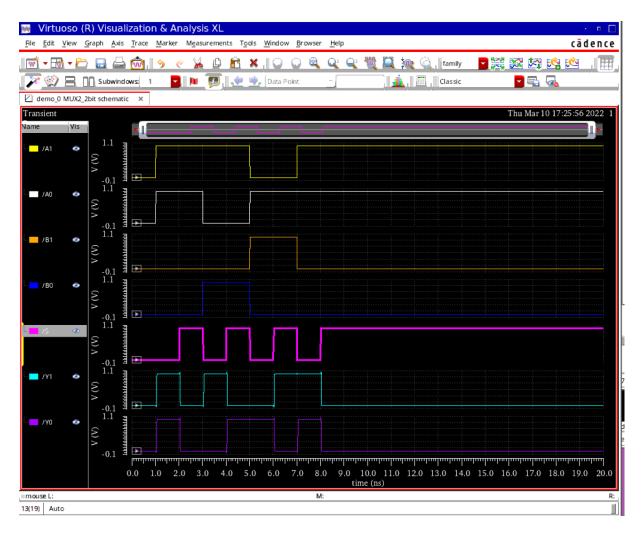
```
Total CPU Time
                                : 1(s)
Total Real Time
                                 : 1(s)
Peak Memory Used
                                : 26(M)
Total Original Geometry
                                : 71 (71)
                               : 562
Total DRC RuleChecks
Total DRC Results
                                : 0 (0)
Summary can be found in file MUX2_1bit.sum
ASCII report database is /home/viterbi/03/wufei/work_gpdk045/DRC/MUX2_1bit.drc_erro
Checking in all SoftShare licenses.
Design Rule Check Finished Normally. Thu Mar 10 23:31:23 2022
```

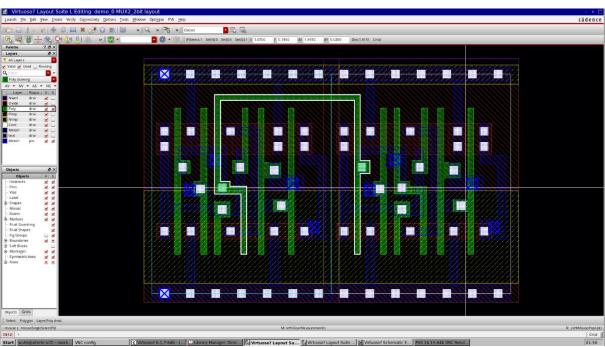
2.2 2bits mux

Schematic



```
wufei@viterbi-scf2:lab3
                       1
S
                   1
radix 1
          1
              1
vname A1
          A0
              B1
                   BO
                       i
io i
          i
              i
                   i
tunit 1ns
vih 1
vil 0
voh 1
vol 0
trise 10p
tfall 10p
tdelay 0 0 0 0 0 0
;mux PLH for Cout and PHL for Sum
000000
111000
2 1 1 0 0 1
3 1 0 0 1 0
410011
501100
601101
711000
811001
"mux2bit.vec" 31L, 311C written
                                                        29,11
                                                                    A11
```





Checking in all SoftShare licenses.

PVS Comparison Finished. Fri Mar 11 01:48:05 2022

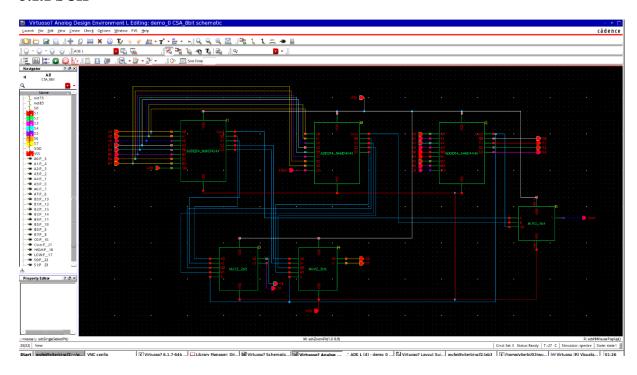
```
Total CPU Time
                                 : 0(s)
Total Real Time
                                 : 1(s)
Peak Memory Used
                                 : 26 (M)
Total Original Geometry
                                 : 112(135)
Total DRC RuleChecks
                                 : 562
Total DRC Results
                                 : 0 (0)
Summary can be found in file MUX2_2bit.sum
ASCII report database is /home/viterbi/03/wufei/work_gpdk045/DRC/MUX2_2bit.drc_erro
Checking in all SoftShare licenses.
Design Rule Check Finished Normally. Fri Mar 11 01:50:41 2022
```

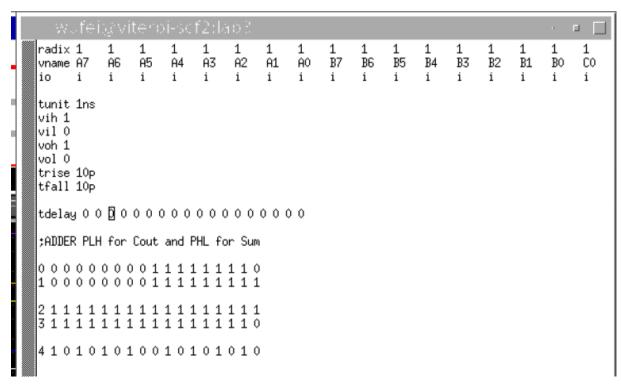
3 8_bit carry select adder design

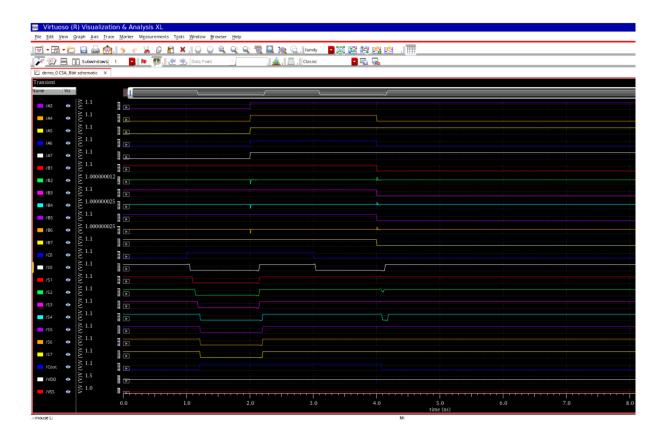
- A CSA computes the outputs for the later stages, i.e., the one processing the higher significant bits, for two cases of input carry as 1 and also as 0, both, while the earlier stages work on the addition of lower significant bits. By the time, the actual carry bit is calculated by the earlier stages, the higher stages are also done and all it takes to produce the complete result is to use the multiplexer to pass the correct results.
- You may choose any of the circuit recommendations presented during lecture and discussion classes.
- You are welcome to use your 4-bit RCA of lab2 as part of this lab.
- Do a functionality test. Use at least 3 different combinations for <a[8:1],b[8:1],c0>.
- Build a delay measurement circuit. All inputs <a[8:1],b[8:1],c0> should be applied through INV_1X. Connect an INV_4X for each output (i.e., <c8,s[8:1]>).</c8,s[8:1]></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:1],b[8:1],c0></a[8:
- Find an input transition which results in worst case delay for output C8.
 Repeat for S8.
- For this input transition, measure the average delay.
- Draw the layout for the 8-bit CSA.
- Draw layout for the delay measurement circuit and measure average delay of C8 on the extracted view using the same worst case input transition.

3.1 CSA_8bit

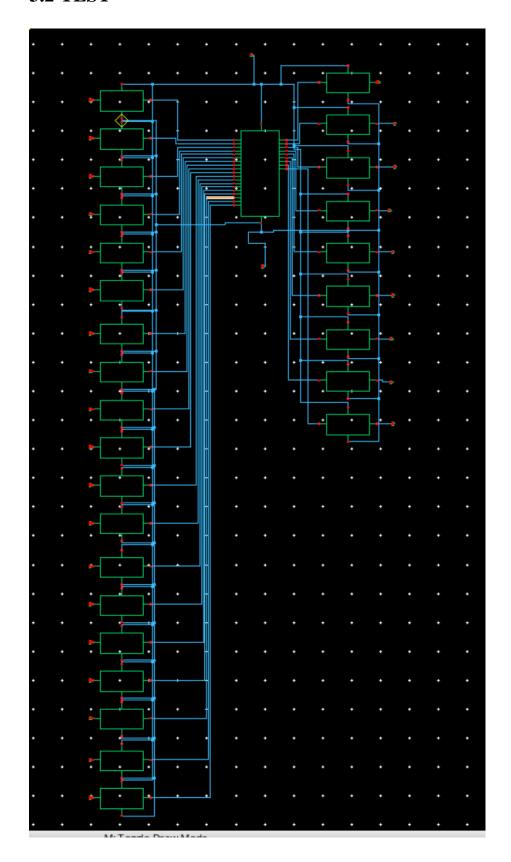
3.1.1 SCH

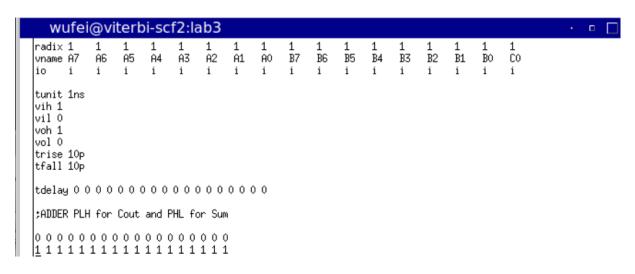




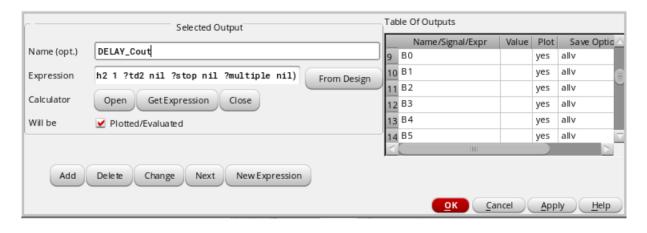


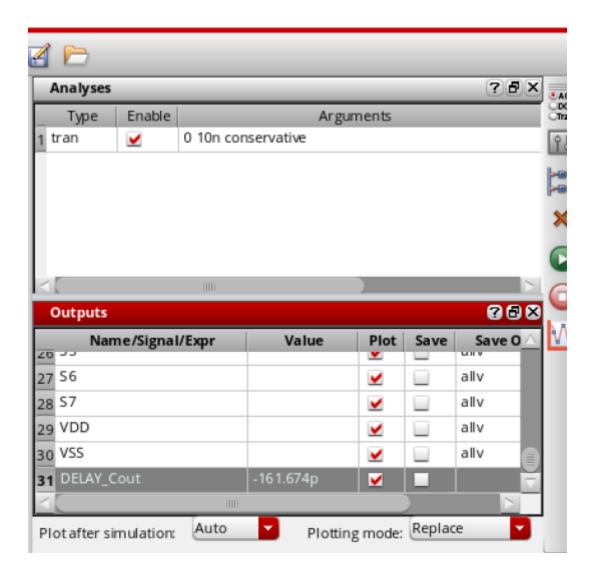
3.2 TEST



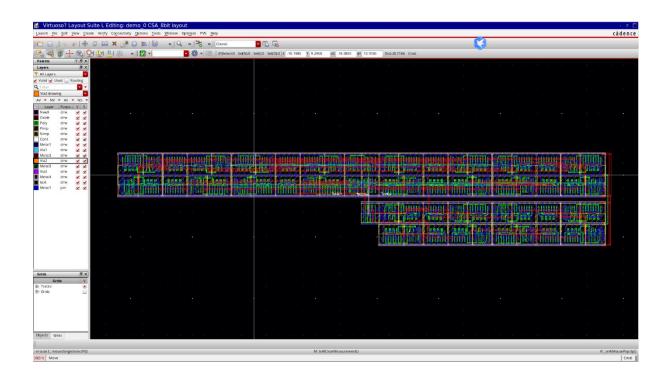








3.3 LAYOUT



Total CPU Time : 2(s)
Total Real Time : 2(s)
Peak Memory Used : 114(M)
Total Original Geometry : 3321(5105)
Total DRC RuleChecks : 562
Total DRC Results : 0 (0)
Summary can be found in file CSA_8bit.sum
ASCII report database is /home/viterbi/03/wufei/work_gpdk045/DRC/CSA_8bit.drc_error Checking in all SoftShare licenses.
