# EECS-LAB IC LAB – Summer 2023

# Lab01 Exercise

# **Design: Code Calculator**

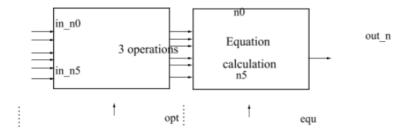
# **Data Preparation**

1. Extract files from TA's directory: % tar xvf ~train\_ta/lab01.tar

# **Design Description and Examples**

At the final stage of NCTU Millionaire, you are asked to answer a question based on a series of simple mathematic operations. The only challenge is the remaining time, 20 ns. If you answer it in time correctly, you will win a prize of a million dollar. "Ready... Start...".

You will receive a sequence with 6 numbers {in\_n0, in\_n1, in\_n2, in\_n3, in\_n4, in\_n5} a 3-bit opt signal and a 1-bit equ signal. Then you should calculate the result in the following order:



First, please do the 3 possible operations indicated by **opt** signal in the following order:

| 1. | Signed/Unsigned | If opt[0] is 1, the 6 numbers will be regarded as 2's complement                        |
|----|-----------------|---|
|    |                 | signed value, which means that there MSB is signed bit.                                 |
|    |                 | For example, in_n0=4'b1010, then its value is -6.                                       |
|    |                 | in_n0=4'b0010, then its value is 2  |
|    |                 | If <b>opt[0]</b> is <b>0</b> , the 6 numbers will be regarded as <b>unsigned</b> value. |
|    |                 | For example, in_n0=4'b1010, then its value is 10  |
|    |                 | in_n0=4'b0010, then its value is 2  |
|    |                 |   |
| 2. | Sort            | If opt[1] is 1, sort the sequence from the largest to the smallest                      |
|    |                 | For example, {2, -1, 3, 5, 6, 4} becomes {6, 5, 4, 3, 2, -1}.                           |
|    |                 | If opt[1] is 0, sort the sequence from the smallest to the largest.                     |
|    |                 | For example, {2, -1, 3, 5, 6, 4} remains {-1, 2, 3, 4, 5, 6}.                           |
|    |                 |   |
|    |                 |   |

| 3. Cumulate/  | If opt[2] is 1, indicates to do accumulation with the rule like moving  |
|---------------|---|
| Normalization | average. The ratio of old value to new value is 2:1. (round-down the    |
|               | answer if it is not integer)  |
|               | e.g. original series: 5, 3, -7, 0, 3, 6                                 |
|               | 1st number of new series: $(5 * 2 + 5 * 1) / 3 = 5$                     |
|               | 2nd number of new series: $(5 * 2 + 3 * 1) / 3 = 4$ (round down)        |
|               | 3rd number of new series: $(4 * 2 + -7 * 1) / 3 = 0$ (round down)       |
|               | 4th number of new series: $(0 * 2 + 0 * 1) / 3 = 0$                     |
|               | 5th number of new series: $(0 * 2 + 3 * 1) / 3 = 1$ (round down)        |
|               | 6th number of new series: $(1 * 2 + 6 * 1) / 3 = 2$ (round down)        |
|               | → After moving you'll get: 5, 4, 0, 0, 1, 2                             |
|               | If opt[2] is 0, make the first number to 0 by shifting the whole        |
|               | sequence.   |
|               | For example, the original sequence is {2, 1, 8, 9, 3, 4}.               |
|               | It will shift two intervals left for each number, and the sequence will |

After these three operations, you will get a sequence {n0, n1, n2, n3, n4, n5}. Finally, the output answer can be obtained by one of the following equations

```
    Eq0: ((n3 + n4*4) * n5)/3 (round-down the answer if it is not integer)
        For example, if result is -3.75, round down to -3,
        if result is 5.5, round down to 5

    Eq1: |(n5 * n1) -(n5*n0)|
```

The summary of the description and specifications are as followings:

be {0, -1, 6, 7, 1, 2}.

| Input  | Bit   | Description                             |
|--------|-------|---|
| Signal | Width |   |
| in_n0  | 4     | The first number of code.               |
|        |       | If opt[0] is 0, ranged from <b>0~15</b> |
|        |       | If opt[0] is 1, ranged from -8~7.       |
| in_n1  | 4     | The second number of code.              |
|        |       | If opt[0] is 0, ranged from <b>0~15</b> |
|        |       | If opt[0] is 1, ranged from -8~7.       |
| in_n2  | 4     | The third number of code.               |

|       |   | Y0 507 1 0 1 0 4 5                                 |
|-------|---|--|
|       |   | If opt[0] is 0, ranged from $0\sim15$              |
|       |   | If opt[0] is 1, ranged from -8~7.                  |
| in_n3 | 4 | The forth number of code.                          |
|       |   | If opt[0] is 0, ranged from <b>0~15</b>            |
|       |   | If opt[0] is 1, ranged from -8~7.                  |
| in_n4 | 4 | The fifth number of code.                          |
|       |   | If opt[0] is 0, ranged from <b>0~15</b>            |
|       |   | If opt[0] is 1, ranged from -8~7.                  |
| in_n5 | 4 | The sixth number of code.                          |
|       |   | If opt[0] is 0, ranged from <b>0~15</b>            |
|       |   | If opt[0] is 1, ranged from -8~7.                  |
| opt   | 3 | Operator for different mode. The operation will be |
|       |   | encode as following:                               |
|       |   | opt[0]: 1: Signed. 0: Unsigned                     |
|       |   | opt[1]: 1: Sort from L->S. 0: Sort from S->L.      |
|       |   | opt[2]: 1: Cumulate 0: Normalize                   |
| equ   | 1 | Decide which equation to be calculated             |
|       |   | If equ is 0: Eq0                                   |
|       |   | If equ is 1: Eq1                                   |
|       |   |  |

| Output | Bit   | Description                      |
|--------|-------|----------------------------------|
| Signal | Width |                                  |
| out_n  | 10    | The answer. Ranged from -512~511 |

## **Examples:**

1. Initial numbers {4'b0110, 4'b0001, 4'b0100, 4'b0111, 4'b1100, 4'b1111} with opt = 3'b000, equ=1'b1:

# **Inputs& Outputs**

- 1. The input signals in n0, in n1, in n2, in n3, in n4, and in n5 are 4-bit inputs
- 2. The input signal **opt** is a 3-bit input indicated whether to do the operations and which equation to use to get the final result and the input signal **equ** is a 1-bit input indicated which equation to be used to calculate.
- 3. The output signal **out\_n** is a signed number ranged from **-512~511**. This represents the correct password.

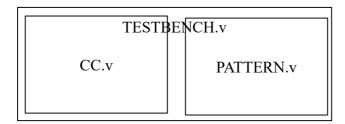
### **Specifications**

1. Top module name : CC (File name: CC.v)

2. Input pins : in n0, in n1, in n2, in n3, in n4, in n5, opt, equ

3. Output pins : out n

## **Block Diagram**



## **Grading Policy**

The performance is determined by the area of your design. The less area your design has, the higher grade you get. Try to reach better performance by thinking your architecture before coding.

Function Validity: 70% Performance: area 30%

#### Note

- 1. Please upload the following file on e3 platform before 23:59 on Mar. 6: CC\_iclab???.v (?? is your account no.) Ex: CC\_iclab099.v

  If your file violates the naming rule, your will lose 5 point. Be careful about all detail!
- 2. Don't use any wire/reg/submodule/parameter name called \*error\*, \*congratulation\*, \*latch\* or \*fail\* otherwise you will fail the lab. Note: \* means any char in front of or behind the word. e.g: error note is forbidden.
- 3. After synthesis, check the "CC.area" and "CC.timing" in the folder "Report". The area report is valid only when the slack in the end of "CC.timing" is "MET".
- 4. The synthesis result **cannot** contain any **latch**.

Note: You can check if there is a latch by searching the keyword "Latch" in 02 SYN/syn.log

5. Template folders and reference commands:

In RTL simulation, the name of template folder and reference commands is: 01 RTL:

"./01 run"

02 SYN/ (Synthesis):

./01 run dc

(Check latch by searching the keyword "Latch" in 02 SYN/syn.log)

(Check the design's timing in /Report/CC.timing)

(Check the design's area in /Report/CC.area)

03 GATE SIM/:

./01 run

You can key in ./09 clean up to clear all log files and dump files in each folder

#### **Example Waveform**

Input and output signal:

