## NCTU-EE IC LAB - Fall 2023

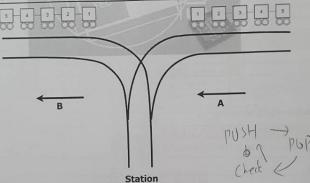
Online test 2023/11/04

Design: Train departure problem

**Data Preparation** 

Extract test data from TA's directory: % tar -xvf ~iclabTA01/OT.tar

Design Description

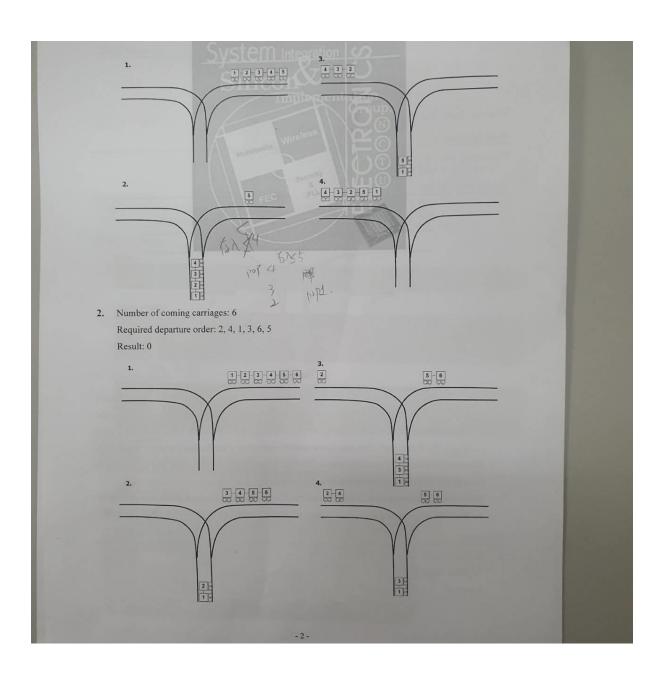


The train is approaching from the A direction and is set to depart from the B direction. It comprises N carriages ( $3 \le N \le 10$ ), numbered sequentially from 1 to N. You can assume that each carriage can be separated from others before entering the station and can be individually positioned on the track leading to the B direction. The station can also accommodate all the carriages at any given time. However, once a carriage enters the station, it cannot revert to the A direction track, and once it departs towards the B direction, it cannot return to the station.

Your task is to create a circuit that determines if the train can be organized in a specific order on the B direction track.

## Examples

Number of coming carriages: 5 (First cycle input)
 Required departure order: 4, 3, 2, 5, 1 (Other cycle input)
 Result: 1



3. Number of coming carriages: 3

Required departure order: 1, 2, 3

4. Number of coming carriages: 4

Required departure order: 2, 4, 3, 1

Result: 1

Number of coming carriages: 5

Required departure order: 4, 2, 3, 5, 1

Result: 0

## I/O specification

Signals name	Direction	Bit Width	Definition
clk	input	1	Clock.
rst n	input	1	Asynchronous active-low reset.
in valid	input	1	High when input signals are valid.
data	input	4	First cycle: Number of coming carriages. Other cycle: Required departure order.
out_valid	output	1	High when output is valid.
result	output	1	If the given departure order is possible to meet, result should be set as high. Otherwise, it should be set as low.

## Specifications

- Top module name: Train (Filename: Train.v)
- It is an asynchronous reset and active-low architecture. If you use synchronous reset (reset after clock starting) in your design, you may fail to reset signals.
- The clock period of the design is fixed to 10ns.
- The next group of inputs will come in 2~5 cycles after your out\_valid pull down.

- The next group of inputs will come in 2-5 cycles after your out\_valid pull down.

  The synthesis result of data type cannot include any LATCH.

  After synthesis, you can check Train.area and Train.timing in the folder "Report".

  The slack in the timing report should be non-negative and the result should be MET.

  The gate level simulation cannot include any timing violation.

  The latency of your design in each pattern should not be larger than 1000 cycles. The latency is the clock cycles between the falling edge of the in\_valid and the rising edge of the out\_valid.

  Any words with "error" "latch" or "congrapulation" can't be used as variable game.
- 10. Any words with "error", "latch" or "congratulation" can't be used as variable name.

  11. The out\_valid cannot be raised when in\_valid is high.

  12. The out\_valid will be high only for 1 cycle.

