

Update on Simple Pipelined System Homework

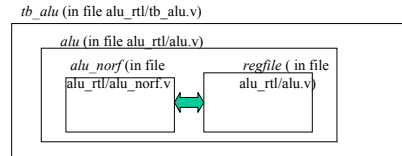
- I have updated the archive with my complete solution to this homework
 - I feel comfortable giving you my solution because it is such a poor quality solution – I expect you to do a much better job
 - The solution does illustrate the complete methodology and has the spice testbench
- I used logic synthesis to get a quick and dirty solution
 - Synthesis library only supported basic cells – most complex cell was a 2/1 mux
 - Longest register to register path had 16 gates on it!!!
 - My spice netlist did not buffer the clock network!
 - Meager testing showed my spice netlist to work with a clock period of 3 ns, but fail for 2 ns.

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Modified *alu.v* RTL

- I modified the *alu.v* RTL to have another level of hierarchy. The 'alu' module now has two modules in it
 - module *alu_norf* has all logic except the register file. This module contains all of the logic that YOU are supposed to specify.
 - This has same functionality as previous RTL, but will be easier to generate spice netlist once you have specified the logic.



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Simulating your Gate Level *alu_norf.v*

- I have created another *modelsim* library for your gate level simulation
 - modelsim/src/alu_gate*
 - The library directory includes a makefile.
- The file that contains the Verilog models of all of your gates should be placed in *modelsim/src/alu_gate/libcells.v*
- Your gate level solution for *alu_norf.v* (all logic except the register file) should also be placed in the same directory
 - Your gate level simulation (*alu_gate*) and the RTL simulation (*alu_rtl*) should produce the same results.
- To simulate, compile do:
 - `gmake -f Makefile/alu_gate`
 - `qhsim -lib alu_gate tb_alu -c -do "run 20 us;quit"`

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Producing the Spice netlist

- I am assuming that your gate level solution (*alu_norf.v*) will be hierarchical
 - Correction: your gate level solution SHOULD BE hierarchical!!! Writing a flat netlist for a design of this complexity is too error prone!
 - It will have a lot of modules in it for various common functions like a 4-bit DFF module, a 5-bit DFF module, a 2(?)to-1 Mux module with 5-bit inputs, etc.
 - Other modules will tie these together to form the complete datapath.
 - The gate modules are in *libcells.v*
- As another example of a hierarchical gate level netlist, look at *synopsys/rtl/test_flat.v*
 - The top level module of this hierarchy is called 'control' and it calls several other modules defined in this file.

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Flattening the Hierarchy

- The method I used to get a spice netlist first required flattening the gate level model
 - 'Flattening' removes all hierarchy and produces one module that just has all gate-level modules in it.
- The *synopsys* shell script *synopsys/flatten.script* reads the file *rtl/test_flat.v* and produces a flattened version in *gate/test_flat.v*
 - Look at the two files and understand the differences
 - The shell script also makes all Verilog bus definitions to be written out as single net connections (I.e. `data[3:0]` is written out as `data[3], data[2], ..etc.` This is important as Spectre does not understand busses.
- The file *synopsys/gate/alu_norf_gate.v* is my gate level solution.

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Verilog to Spice

- The directory *"/spectre"* contains all the spice files for the testbench and a couple of perl scripts
- The perl script *v2sp.pl* can be used to convert a file containing Verilog instance declarations to Spectre instances
 - The file *spectre/alu_norf_gate.v* is my gate level solution with everything removed except instance statements
 - Do `"cat alu_norf_gate.v | v2sp >alu_norf.sp"` to convert to Spectre format
 - Look at the files *alu_norf_gate.v* and *alu_norf.sp* and understand the differences

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Spice Netlist of Complete System

- The complete spice netlist is in the file *spectre/alu_netlist.sp*
 - Defines a subcircuit for *alu_norf* and includes the file *alu_norf.sp*. Creates an instance of the *alu_norf* subcircuit.
 - Includes the Verilog-A register file model “*regfile.va*” and creates an instance of this.
 - Includes the Verilog-A stimulus model “*alustim.va*” and creates an instance of this.
- The top level spice testbench is *spectre/tb_alu.sp*
 - Defines the clock driver, includes ‘*alu_netlist.sp*’, defines transient analysis, includes transistor models, etc.
- The file *spectre/lib_generic.sp* contains the spice subcircuit definitions for my gates using the N_def, P_def transistor models.

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Stimulus model *alustim.va*

- The Verilog-A model *alustim.va* provides the stimulus for the testbench inputs
 - It includes a header file called ‘*alustim.h*’ that defines the ‘program’ to be executed
- The perl script *spectre/assemble_spdat.pl* can be used to produce a header file from a *.asm* file
 - ‘*assemble_spdat.pl add_prog.asm*’ will create ‘*add_prog.h*’
 - Must copy ‘*add_prog.h*’ to file ‘*alustim.h*’ before executing *spectre ('spectre tb_alu.sp')*

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Speeding Up Spectre

- Initially, you just want to know if your spectre netlist works or not
 - Can use the transistor models defined in ‘*tsmc018_fast.m*’
 - These are MOS0 models so transistors are switches. Simulation time significantly reduced, but timing information is bogus
- You can also substitute Verilog-A models for some subcircuit calls to reduce the number of transistors
 - The file *lib_generic_va.sp* replaces the DFF, NAND3 subcircuits with Verilog-A models (*dff.va*, *nand3.va*).
 - This would be used to speed up your simulation to check functionality
 - By looking at ‘*dff.va*’, ‘*nand3.va*’ easy to write other models like this.

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Other Comments on Spectre

- The file ‘*tb_alu.sp*’ has disabled saving of any simulation data for disk space reasons
 - ‘*opts save=none*’
 - The *regfile.va* model prints message on each register file write
- If you want to save some signal values, try either
 - use explicit ‘*save*’ statements (see docs) or
 - use ‘*opts save=lvlpub nestlvl=1*’ (saves all public signals at first level of heirarchy).
 - If you save ALL signals at all levels of the heirarchy, the output file will be large
- The transient analysis statement uses ‘*errpreset=liberal*’
 - This speeds up the simulation at the cost of some accuracy
 - I will use this option in testing your designs, so don’t change it.

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