

## Midterm Exam Review

### When / Where

Monday, 10 November 2014, 11:30-12:20 CST

2228 Patrick F. Taylor Hall (Here)

### Conditions

Closed Book, Closed Notes

Bring one sheet of notes (both sides), 216 mm × 280 mm.

No use of communication devices.

### Format

Several problems, short-answer questions.

## Resources

Lecture “slides” used in class: <http://www.ece.lsu.edu/koppel/v/ln.html>

Study Guides

Solved tests and homework: <http://www.ece.lsu.edu/koppel/v/prev.html>

## Topics for Exam

Everything before the content addressable memory example.

Material in lecture slides and homework.

## Study Recommendations

Study this semester's homework assignments. Similar problems may appear on the exam.

Solve Old Problems—memorizing solutions **is not the same** as solving.

Following and understanding solutions **is not the same as** solving.

Use the solutions for brief hints and to check your own solutions.

## Previous Midterms

Be sure to look at previous midterms and final exams, but note differences in coverage.

## Course Material Areas

### *Verilog*

The System Verilog language, including structural and behavioral code.

### *Synthesis*

How common tools convert Verilog HDLs to hardware.

### *Digital Design*

The functioning of the circuits covered in class.

How to design digital circuits.

### *Tools*

How to run the Verilog and synthesis tools.

TCL scripting.

## Verilog Topics and Info

### References

The SystemVerilog standard.

### Topics

Data types, logic v. wire, vectors, arrays, etc.

Module instantiation, parameters, etc.

always and initial.

generate statements

Elaboration.

Delays and nonblocking assignments.

Event control. (@).

The event queue.

## Verilog—Key Skills

Given a design in one form, write design in another:

Explicit Structural

Implicit Structural

Synthesizable Behavioral

Logic Diagram

Use generate statements to interconnect modules.

## Synthesis Key Skills

Given Verilog code:

Show inferred hardware (before optimization).

Show expected optimizations.

## Logic Design Skills

Given a design, be able to:

Compute Cost

Compute Delay

## Synthesis Topics

Difference between inference v. optimization.

Inference of combinational logic.

Inference of registers.

Optimization of combinational logic.

Design goals.

## Digital Design Topics

### Specific Circuits

Multiplier structure.

Maxrun circuit.

### Digital Design Techniques

Pipelining.

## Tools

Synthesis (RTL Encounter).

```
read_hdl, elaborate
```

```
synthesis -to_generic
```

```
synthesis -to_mapped
```

```
report area, timing
```

```
define_clock
```

## TCL

Understand how TCL script controls Encounter.

Be able to read TCL code.