Homework 8

Problem 1: Appearing below is the output of the simulator and synthesis script, showing data for the Homework 7 solution modules. Modules are simulated and synthesized for w = 32.

Module Name	ГА	rea	Period	Period				
			Target	Actual				
mult_seq_ds_prob_1_w32_m1	1578	313	1000	14926				
mult_seq_ds_prob_1_w32_m2	1854	193	1000	15431				
mult_seq_ds_prob_1_w32_m4	2425	568	1000	16296				
mult_seq_d_prob_2_w32_m1	2885	580	1000	31944				
mult_seq_d_prob_2_w32_m2	3012	203	1000	32204				
mult_seq_d_prob_2_w32_m4	3292	226	1000	32192				
For Prob 1 Deg 1 ran	400 tests,	0/	0/ 0	errors	found.	Avg	сус	33.0
For Prob 1 Deg 2 ran	400 tests,	0/	0/ 0	errors	found.	Avg	cyc	17.0
For Prob 1 Deg 4 ran	400 tests,	0/	0/ 0	errors	found.	Avg	сус	9.0
For Prob 2 Deg 1 ran	400 tests,	0/	0/ 0	errors	found.	Avg	сус	9.5
For Prob 2 Deg 2 ran	400 tests,	0/	0/ 0	errors	found.	Avg	cyc	7.3
For Prob 2 Deg 4 ran	400 tests,	0/	0/ 0	errors	found.	Avg	cyc	5.0
Modules instantiated with w	= 32.							

The Problem 1 modules are based on the streamlined multiplier and so are faster. But the Problem 2 modules skip zeros. Based on the data above, indicate the ways, if any, that the Problem 2 modules are better than the Problem 1 modules. Explain using the numbers above.

There are more problems on the next pages.

Problem 2: Appearing below is a solution to Homework 7, Problem 1, the streamlined degree-m multiplier with handshaking. The complete solution is at https://www.ece.lsu.edu/koppel/v/2018/hw07-sol.v.html. For this problem assume that w and m are both powers of 2.

```
module mult_seq_ds_prob_1 #( int w = 16, int m = 2 )
 ( output logic [2*w-1:0] prod, output logic out_avail,
   input uwire clk, in_valid,
                               input uwire [w-1:0] plier, cand );
localparam int iterations = ( w + m - 1 ) / m;
localparam int iter_lg = $clog2(iterations);
uwire [iterations-1:0] [m-1:0] cand_2d = cand;
bit [iter_lg:0] iter;
logic [2*w-1:0] accum;
always_ff @( posedge clk ) begin
    if ( in_valid ) begin
       accum = cand;
       iter = 0;
       out_avail = 0;
    end else if ( !out_avail && iter == iterations ) begin
       out_avail = 1;
       prod = accum;
    end
    accum = { 0 + plier * accum[m-1:0] + accum[2*w-1:w], accum[w-1:m] };
    iter++;
 end
```

endmodule

(a) Show the hardware that will be inferred for this module. The Inkscape SVG format diagram of the hardware for the streamlined sequential module from the class demo notes can be used as a starting point. It is at https://www.ece.lsu.edu/koppel/v/2018/ill-mul-seq-str.svg.

(b) Compute the cost and delays for this module using the simple model. Show these in terms of w and m. Clearly show the critical path on your diagram.

There is a problem on the next page.

Problem 3: Appearing below is a solution to Homework 7, Problem 2, the streamlined degree-m multiplier with handshaking. The complete solution is at https://www.ece.lsu.edu/koppel/v/2018/hw07-sol.v.html. For this problem assume that w and m are both powers of 2.

```
module mult_seq_d_prob_2 #( int w = 16, int m = 2 )
 ( output logic [2*w-1:0] prod, output logic out_avail,
                                  input uwire [w-1:0] plier, cand );
   input uwire clk, in_valid,
localparam int iterations = ( w + m - 1 ) / m;
localparam int iter_lg = $clog2(iterations);
uwire [iterations-1:0] [m-1:0] cand_2d = cand;
bit [iter_lg-1:0] iter;
 logic [2*w-1:0] accum;
always_ff @( posedge clk ) begin
    logic [iter_lg-1:0] next_iter;
    if ( in_valid ) begin
       iter = 0;
       accum = 0;
       out_avail = 0;
    end else if ( !out_avail && iter == 0 ) begin
       prod = accum;
       out_avail = 1;
    end
    accum += plier * cand_2d[iter] << ( iter * m );</pre>
   next_iter = 0;
    for ( int i=iterations-1; i>0; i-- )
      if ( i>iter && cand_2d[i] ) next_iter = i;
    iter = next_iter;
 end
```

endmodule

(a) Show the hardware that will be inferred for this module.

(b) Compute the cost and delays for this module using the simple model. Show these in terms of w and m. Clearly show the critical path on your diagram.