



Försättsblad till skriftlig tentamen vid Linköpings universitet



Datum för tentamen	2015-06-09
Sal (1)	<u>TER2</u>
Tid	14-18
Kurskod	TDTS01
Provkod	TEN1
Kursnamn/benämning Provnamn/benämning	Datorstödd elektronikkonstruktion Skriftlig tentamen
Institution	IDA
Antal uppgifter som ingår i tentamen	13
Jour/Kursansvarig Ange vem som besöker salen	Zebo Peng
Telefon under skrivtiden	0702 582067
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Tillåtna hjälpmedel	Engelsk ordbok
Övrigt	
Antal exemplar i påsen	

Tentamen i kursen

TDTS 01 Datorstödd elektronikkonstruktion

(Examination on TDTS01 Computer Aided Design of Electronics)

2015-06-09, kl. 14-18

Hjälpmedel:

Engelsk ordbok.

Supporting material:

English dictionary.

Poänggränser:

Maximal poäng är 40.

För godkänt krävs 20 poäng.

Points:

Maximum points: 40.

You need 20 points to pass the exam.

Jourhavande lärare (Teacher on duty):

Zebo Peng, tel. 070 258 2067

Lycka till (Good Luck)!

Note: You can give the answers in English or Swedish.

1. Give a short definition for each of the following terms:

- a) Gajski's Y-chart.
- b) Platform-based design.
- c) Partial scan.

(3 p)

2. a) What is the basic idea of the Capture-and-Simulate paradigm for electronic design?
b) What are the main difference between this paradigm and the Describe-and-Synthesize paradigm?
c) How does the Capture-and-Simulate paradigm deal with the increasing complexity of electronic systems?

(3 p)

3. Consider the following VHDL code:

```
entity EXAM is
  port (A, B, C, D, E, F, G: in INTEGER;
        X, Y: out INTEGER);
end EXAM;

architecture HIGH-LEVEL of EXAM is
begin
  X <= (A+B) * F + C * D + D * E * G;
  Y <= (A * B + C * D) * G + F;
end HIGH-LEVEL;
```

- a) Draw a data flow graph to capture the above design.
- b) Derive a list schedule, assuming that there are one adder and two multipliers. You can propose a priority function which is appropriate for this purpose. Illustrate, at least in a step, how the proposed priority function is used.
- c) Is your schedule, generated with the list scheduling algorithm, an optimal one for this particular example? Why?

(4 p)

4. a) Define the concept of vertical microcodes.
b) One problem with the vertical microcode is that it may not support the concurrent operations specified in the original controller. Why do we have this problem?
c) Describe the different methods that can be used to address the problem stated in (b).

(3 p)

5. a) What is a heuristic algorithm? What are the motivations of using such an algorithm?
b) Describe the basic ideas and principles of the Simulated Annealing (SA) algorithm.

Note: You can give the answers in English or Swedish.

c) Identify an optimization problem in high-level synthesis and discuss how it can be solved with the SA technique.

(4 p)

6. a) What is the Branch-and-Bound technique? Describe the main features of this technique.
b) Illustrate the Branch-and-Bound technique with an example.
c) Is the Branch-and-Bound algorithm you have described in (b) an exact algorithm or a heuristic? Why?

(3 p)

7. a) How do you define testability of a digital circuit?
b) Why should we avoid redundancy in a circuit for testability consideration?
c) Why is it difficult to test modern chip which is implemented with mixed technologies?

(3 p)

8. a) What are the Ad Hoc DFT techniques?
b) Discuss one Ad Hoc DFT technique (of your choice) in details and use a simple example to illustrate the advantages of this technique.

(3 p)

The VHDL Part:

9. The VHDL simulation cycle.

- a) Describe the successive steps of the cycle.
b) What do we call a delta cycle? When does such a cycle appear?

(3 p)

10. What is a resolved signal? Why do we need a resolution function attached to such a signal?

Imagine you have an one bit bus to which several processes write. If one single process is writing to the bus, the bus carries the value written by that process. If zero, two or more processes are writing to the bus, the bus carries the value '0'.

Declare the signal representing the bus and specify the resolution function (give the VHDL code).

(3 p)

11. What is special about guarded signals?

We have guarded signals of class register and bus. What is the difference between them?

(2 p)

Note: You can give the answers in English or Swedish.

12. Consider that we are at simulation time 100ns and the driver of a signal S has the following content:

0	10	25
100 ns	120 ns	160 ns

The following two signal assignments are performed, one after the other, at the current simulation time of 100ns:

$S \leq 18$ **after** 20 ns, 2 **after** 50 ns, 5 **after** 70 ns, 10 **after** 110 ns, 25 **after** 135 ns;

$S \leq$ **reject** 50 ns **inertial** 15 **after** 80 ns;

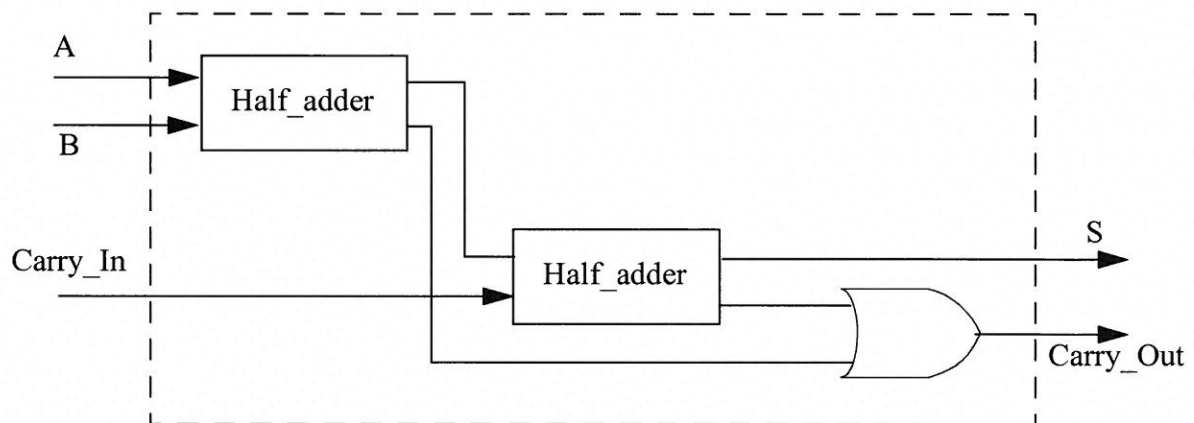
Indicate the content of the driver for signal S

a) after the first signal assignment above;

b) after the second signal assignment above.

(3 p)

13. In the figure below you see how a full adder is built out of two half adders and an OR gate.



a) Give the entity declarations corresponding to the half adder, the OR gate and the full adder.

b) Give the architecture body corresponding to a structural specification of the full adder.

(3 p)

VHDL QUICK REFERENCE CARD REVISION 1.0

0	Grouping	[]	Optional
{ }	Repeated		Alternative
	As is	·	CAPS
<i></i>	VHDL-1993		User Identifier

1. LIBRARY UNITS

```

[use_clause]
entity ID is
  [generic ((ID : in | out | inout TYPEID [= expr];))]
  [port ((ID : in | out | inout TYPEID [= expr];))]
  [declarations]
begin
  {parallel_statement}
end [entity] ENTITYID;
[use_clause]
architecture ID of ENTITYID is
  [declarations]
begin
  {parallel_statement}
end [architecture] ARCHID;
[use_clause]
package ID is
  [declarations]
end [package] PACKID;
[use_clause]
package body ID is
  [declarations]
end [package body] PACKID;
[use_clause]
configuration ID of ENTITYID is
  for ARCHID
    [block_config | comp_config]
  end for;
end [configuration] CONFID;
use clause ::=
library ID;
[use LIBID.PKGID.ali];
block_config ::=
for LABELID
  [block_config | comp_config]
end for;

```

```

comp_config ::=
for all [LABELID : COMPID
  (use entity [LIBID.ENTITYID ([ ARCHID ]
    [generic map ((GENID => expr.))]
    port map ((PORTID => SIGID | expr.))];
  [for ARCHID
    {block_config | comp_config}
  end for; ]
  (use configuration [LIBID.]CONFID
    [generic map ((GENID => expr.))]
    port map ((PORTID => SIGID | expr.))];
  end for;

```

2. DECLARATIONS

2.1. TYPE DECLARATIONS

```

type ID is ( (ID.));
type ID is range number downto | to number;
type ID is array ( (range | TYPEID .))
of TYPEID | SUBTYPEID;
type ID is record
  (ID : TYPEID);
end record;
type ID is access TYPEID;
type ID is file of TYPEID;
subtype ID is [RESOLVFCTID] TYPEID [range];
range ::=
(integer | ENUMID to | downto
integer | ENUMID) | (OBJID[reverse_range] |
(TYPEID range <>))

```

2.2. OTHER DECLARATIONS

```

constant ID : TYPEID := expr;
[shared] variable ID : TYPEID [= expr];
signal ID : TYPEID [= expr];
file ID : TYPEID (is in | out string; |
  (open read_mode | write_mode
  / append_mode is string);
alias ID : TYPEID is OBJID;
attribute ID : TYPEID;
attribute ATTRID of OBJID | others | all : class
is expr;
class ::=
entity | architecture | configuration |
procedure | function | package | type |
subtype | constant | signal | variable |
component | label

```

```

component ID [is
  [generic ((ID : TYPEID [= expr];))]
  [port ((ID : in | out | inout TYPEID [= expr];))]
  end component [COMPID];
[impure] function ID
  (([constant | variable | signal] ID :
  in | out | inout TYPEID [= expr];))
begin
  {sequential_statement}
end [function] ID;
procedure ID((([constant | variable | signal] ID :
  in | out | inout TYPEID [= expr];)))
[is begin
  {sequential_statement}
end [procedure] ID];
for LABELID | others | all : COMPID use
  (entity [LIBID.]ENTITYID ([ ARCHID ] |
  (configuration [LIBID.]CONFID
  [generic map ((GENID => expr.))]
  port map ((PORTID => SIGID | expr.))));

```

3. EXPRESSIONS

```

expression ::=
  (relation and relation) |
  (relation or relation) |
  (relation xor relation)
relation ::= shexpr [relop shexpr]
shexpr ::= shopr [shop shopr]
shopr ::= [+|-] term (addop term)
term ::= factor {mulop factor}
factor ::=
  (prim ["* prim"]) | (abs prim) | (not prim)
prim ::=
  literal | OBJID | OBJID/ATTRID | OBJID(expr.)
  | OBJID(range) | ({choice [! choice] => expr.})
  | FCTID({PARID => expr.}) | TYPEID(expr) |
  TYPEID(expr) | new TYPEID["(expr)"] | (expr)
choice ::= shopr | range | RECFCID | others

```

3.1. OPERATORS, INCREASING PRECEDENCE

```

lopop      and | or | xor
relop      = | /= | < | <= | > | >=
shop       shl | srl | sla | sra | rol | ror
addop      + | - | &
mulop      * | / | mod | rem
miscop     ** | abs | not

```

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See reverse side for additional information.

4. SEQUENTIAL STATEMENTS

```

wait (on [SIGID,]) [until expr] [for time];
assert expr
[report string] [severity note | warning |
error | failure];
report string
[severity note | warning | error |
failure];
SIGID <= [transport] | [reject TIME inertial]
[expr [after time]];
VARID := expr;
PROCEDUREID([PARID =>] expr,);
[LABEL:] if expr then
{sequential_statement}
[elsif expr then
{sequential_statement}]
[else
{sequential_statement}]
end if [LABEL:];
[LABEL:] case expr is
{when choice [{ choice}] =>
{sequential_statement}}
end case [LABEL:];
[LABEL:] [while expr] loop
{sequential_statement}
end loop [LABEL:];
[LABEL:] for ID in range loop
{sequential_statement}
end loop [LABEL:];
next [LOOPLBL] [when expr];
exit [LOOPLBL] [when expr];
return [expression];
null;

```

5. PARALLEL STATEMENTS

```

[LABEL:] block [s]
[generic ( {ID : TYPEID} );]
[generic map ( {GENID => expr, } )];
[port ( {ID : in | out | inout TYPEID } );]
[port map ( {PORTID => SIGID | expr, } );]
[declaration];
begin
[parallel_statement];
end block [LABEL:];
[LABEL:] [postponed] process ( {SIGID, } )
[declaration];
begin
[sequential_statement];
end [postponed] process [LABEL:];
[LABEL:] [postponed] PROCID([PARID =>] expr,);

```

```

[LABEL:] [postponed] assert expr
[report string] [severity note | warning |
error | failure];

```

```

[LABEL:] [postponed] SIGID <=
[transport] | [reject TIME inertial]
[[expr [after time]] / unaffected when expr
else] [expr [after time]] | unaffected;
[LABEL:] [postponed] with expr select
SIGID <= [transport] | [reject TIME inertial]
{expr [after time]] |
unaffected when choice [{ choice}];
LABEL: COMPID
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } );]
LABEL: entity [LIBID, ENTITID] ([ARCHID])
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } );]
LABEL: configuration [LIBID, CONFIGID]
[[generic map ( {GENID => expr, } )]
port map ( {PORTID => SIGID, } );]
LABEL: if expr generate
[parallel_statement]
end generate [LABEL:];
LABEL: for ID in range generate
[parallel_statement]
end generate [LABEL:];

```

6. PREDEFINED ATTRIBUTES

TYPID'base	Base type
TYPID'left	Left bound value
TYPID'right	Right-bound value
TYPID'high	Upper-bound value
TYPID'low	Lower-bound value
TYPID'pos(expr)	Position within type
TYPID'val(expr)	Value at position
TYPID'succ(expr)	Next value in order
TYPID'prec(expr)	Previous value in order
TYPID'leftof(expr)	Value to the left in order
TYPID'rightof(expr)	Value to the right in order
TYPID'ascending	Ascending type predicate
TYPID'image(expr)	String image of value
TYPID'value(string)	Value of string image
ARYID'left(expr)	Left-bound of [nth] index
ARYID'right(expr)	Right-bound of [nth] index
ARYID'high(expr)	Upper-bound of [nth] index
ARYID'low(expr)	Lower-bound of [nth] index
ARYID'range(expr)	'left down to 'right
ARYID'reverse_range(expr)	'right down to 'left
ARYID'length(expr)	Length of [nth] dimension
ARYID'ascending(expr)	'right >= 'left ?
SIGID'delayed(expr)	Delayed copy of signal
SIGID'stable(expr)	Signals event on signal
SIGID'quiet(expr)	Signals activity on signal

7. PREDEFINED TYPES

SIGID'transaction(expr)	Toggles if signal active
SIGID'event	Event on signal ?
SIGID'active	Activity on signal ?
SIGID'last_event	Time since last event
SIGID'last_active	Time since last active
SIGID'last_value	Value before last event
SIGID'driving	Active driver predicate
SIGID'driving_value	Value of driver
OBJID'simple_name	Name of object
OBJID'instance_name	Pathname of object
OBJID'path_name	Pathname to object
BOOLEAN	True or false
INTEGER	32 or 64 bits
NATURAL	Integers >= 0
POSITIVE	Integers > 0
REAL	Floating-point
BIT	'0', '1'
BIT_VECTOR(NATURAL)	Array of bits
CHARACTER	7-bit ASCII
STRING(POSITIVE)	Array of characters
TIME	hr, min, sec, ms, us, ns, ps, fs
DELAY_LENGTH	Time => 0

8. PREDEFINED FUNCTIONS

NOW Returns current simulation time

DEALLOCATE(ACCESS_TPOBJ) Deallocate dynamic object

FILE_OPEN(status, FILEID, string, mode) Open file

FILE_CLOSE(FILEID) Close file

9. LEXICAL ELEMENTS

Identifier ::= letter { [underline] alphanumeric }
 decimal literal ::= integer ['.' integer] ['E' | '+'] integer
 based literal ::= integer # hexint ['.' hexint] # ['E' | '+'] integer
 bit string literal ::= B[O]X " hexint "
 comment ::= - comment text

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