



CURRICULUM

» Introduction to VLSI

- What is VLSI
- VLSI Design Flow
- ASIC
- SoC

SECTION A:

» Fundamentals of Digital Design FUNDAMENTALS

- Basic Digital Circuits
- Logic gates & Boolean Algebra
- Number System
- Digital Logic Families

» Combinational Logic Design

- Multiplexers
- MUX based design for digital circuits
- Demultiplexers/Decoders
- Adders/Sub tractors
- BCD Arithmetic & ALU
- Comparators & Parity Generator
- Code Converters/Encoders
- Decoders
- Multipliers/Divider

» Sequential Logic Design Principles

- Bistable Elements,
- Latches and Flip-Flops
- Counters and its application
- Synchronous Design Methodology
- Impediments to Synchronous Design
- Shift Registers
- Design Examples & Case studies

SECTION B:

» Advanced Digital Design

- Synchronous/Asynchronous Sequential Circuits
- ASM charts
- Finite state machine
- Mealy and Moore machine
- State reduction technique
- Sequence Detectors
- Clock Dividers
- Synchronizers & Arbiters
- FIFO & Pipelining

Section C:

» VHDL

- **VHDL OVERVIEW AND CONCEPTS:** Types, object classes, design units, compilation elaboration.
- **BASIC LANGUAGE ELEMENTS:** Lexical elements, syntax, operators, types and subtypes (scalar, physical, real, composite (arrays, records), access files).
- **CONTROL STRUCTURES:** Control Structures and rules (if, case, loop).
- **DRIVERS:** Resolution function, drivers (definition, initialization, creation), ports
- **TIMING:** Signal attributes. “wait” statement, delta time, simulation engine, modeling with delta time delays, VITAL tables, inertial / transport delay
- **ELEMENTS OF ENTITY/ARCHITECTURE:** Entity, architecture, (process, concurrent signal assignment, component instantiation and port association rules, concurrent procedure, generate, concurrent assertion, block, guarded signal).
- **SUBPROGRAMS:** Rules and guidelines (unconstrained arrays. interface class, initialization, implicit signal attributes, drivers, signal characteristics in procedure calls, side effects), overloading, functions (resolution function, operator overloading, function(resolution function, operator overloading), concurrent procedure.
- **PACKAGES:** Declaration., body, deferred Constant, “use” Clause, Signals, resolution function, subprograms, converting typed objects to strings, TEXTIO, printing objects, linear feedback shift register, random number generation compilation order
- **USER DEFINED ATTRIBUTES, SPECIFICATIONS, AND CONFIGURATIONS:** Attribute declarations, attributes specifications, configuration specification and binding, configuration declaration and binding, configuration of generate statements.
- **DESIGN FOR SYNTHESIS**
 - Constructs, register interface,
 - combinational logic interface, state machine and
 - design styles, arithmetic operations.
- **FUNCTIONAL MODELS AND TESTBENCHES :**

- Test
- bench design methodology, BFM Modeling, scenario
- generation schemes, waveform generator, client/server,
- text command file, binary command file.

» MINOR PROJECT

Lab Sessions on ModelSIM



Partners :



Java



development | consultancy | training

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