

1.	Name of Course				Digital VLSI System Design
2.	Course Code				JDSD1133
	JDSD = the first alphabet identify the faculty within which the subject is offered., JDSD = the remaining three alphabet identify the course that offers the subject, 1133 = the first digit identify level of study; in this case undergraduate level, 1133 = the second and third digits identify subject identity and 1133 = the fourth digit identify credit value or credit hours				
3.	Name(s) of academic staff				To be Assigned
4.	Rationale for the inclusion of the course/module in the programme				Knowledge of integrated circuit is essential in electronics engineering. Moreover, acquiring knowledge in semiconductor materials provide students with advanced knowledge in digital design techniques and methodologies.
5.	Semester and Year offered				Year 3, Semester 1
6.	Total Student Learning Time (SLT)		Face to Face		Total Guided and Independent Learning
	L = Lecture T = Tutorial P = Practical IS = Independent Study		L	T	Total Guided and Independent Learning = 120
			42	7	
7.	Credit Value				3.0
	Lecture: 3 hours per week x 14 weeks Tutorial: 1 hour per week x 7 weeks Practical: 2 hours x 3 weeks				
8.	Prerequisite (if any)				JDLD1033:Digital Logic Design
9.	Course Objectives - To introduce VLSI; - To equip the students with the knowledge of digital design techniques and methodologies. Course Learning Outcomes (CLO) At the end of the semester students should be able to: CLO1: To introduce the IC design techniques; CLO2: To use engineering principles in hardware and software aspects of digital design; CLO3: To design, test and analyze the VLSI digital system's on FPGA platform.				
10.	Transferable Skills: This course is expected the development of the following transferable skills: - An ability to manage time and task - An ability to learn both independently and co—operatively; - An ability to take responsibility and carry out laboratory test; - An ability to take initiative and lead other; - An ability to use software where relevant to the subject.				
11.	Teaching-learning and assessment strategy A variety of learning strategies are used throughout the course, including the following - Classroom Lesson; Lecturer and power point presentation - Tutorial session - Student- lecturer Discussion - Collaborative and co-operative learn;				

	Independent study. Assessment: <table><tr><td>Course works</td><td>40%</td></tr><tr><td>Assignment</td><td>5%</td></tr><tr><td>Tutorial</td><td>5%</td></tr><tr><td>Quizzes</td><td>5%</td></tr><tr><td>Laboratory works</td><td>10%</td></tr><tr><td>Test</td><td>15%</td></tr><tr><td><u>Final Examination</u></td><td>60%</td></tr><tr><td><u>Total</u></td><td><u>100%</u></td></tr></table>	Course works	40%	Assignment	5%	Tutorial	5%	Quizzes	5%	Laboratory works	10%	Test	15%	<u>Final Examination</u>	60%	<u>Total</u>	<u>100%</u>
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12.	Synopsis: This course is very important course in the field of electronics engineering. The objective of course is to provide students with advanced knowledge in digital design techniques and methodologies.																
13.	Mode of Delivery: Lectures, Tutorials, Laboratory works																

14.	Assessment Methods and Types:						
	Performance Criteria :						
	CLO-PLO	Assessment Tool	1	2	3	4	5
	Marks		0-39	40-49	50-59	60-74	75-100
	Grade		(F)	(D,D+)	(C-,C,C+)	(B-,B,B+)	(A-,A,A+)
	CLO1: To introduce the IC design techniques;	Assignment Tutorials Lab works Test Quizzes Examination	Fail To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Poor To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Satisfactory To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Good To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Excellent To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test
	CLO2: To use engineering principles in hardware and software aspects of digital design;	Assignment Tutorials Lab works Test Quizzes Examination	Fail To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Poor To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Satisfactory To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Good To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Excellent To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test
	CLO3: To design, test and analyze the VLSI digital system's on FPGA platform;	Assignment Tutorials Lab works Test Quizzes Examination	Fail To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Poor To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Satisfactory To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Good To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test	Excellent To: - manage time and task - learn both independently and cooperatively - take responsibility and carry out laboratory test

15. Mapping of the Programme Objectives to the Programme Learning Outcomes

Programme Learning Outcomes (PLO) Programme Objectives (PO)	PLO1: Ability to acquire and apply knowledge of science and engineering fundamentals.	PLO2: Acquired in-depth technical competence in electronics engineering discipline.	PLO3: Ability to undertake problem identification, formulation and solution;	PLO4: Ability to utilise systems approach to design and evaluate operational performance.	PLO5: Understanding of the principles of design for sustainable development;	PLO6: Understanding of professional and ethical responsibilities and commitment to them.	PLO7: Ability to communicate effectively, not only with engineers but also with the community at large.	PLO8: Ability to function effectively as an individual and in a group with the capacity to be a leader or manager;	PLO9: Understanding of the social, cultural, global and environmental responsibilities of a professional engineer	PLO10: Recognising the need to undertake lifelong learning, and possessing/acquiring the capacity to do so	PLO11: Ability become entrepreneur
	PEO1: To produce graduates with excellent knowledge and competency in Electrical and Electronic Engineering;	PEO2: To produce graduates with professional, generic attributes to meet the present and future global demands.	PEO3: To produce graduates with Islamic humanistic values and reinvention skills to meet the requirement of a dynamic environment. These skills include Civil Intelligence, Moral Intelligence, Self-Reliance and Communication Skills.								

16.	Mapping of the course Learning Outcome to the Programme Outcome										
Programme Learning Outcomes (PLO) Course Learning Outcome (CLO)	PLO1: Ability to acquire and apply knowledge of science and engineering fundamentals.	PLO2: Acquired in-depth technical competence in electronics engineering discipline.	PLO3: Ability to undertake problem identification, formulation and solution;	PLO4: Ability to utilise systems approach to design and evaluate operational performance.	PLO5: Understanding of the principles of design for sustainable development;	PLO6: Understanding of professional and ethical responsibilities and commitment to them.	PLO7: Ability to communicate effectively, not only with engineers but also with the community at large.	PLO8: Ability to function effectively as an individual and in a group with the capacity to be a leader or manager;	PLO9: Understanding of the social, cultural, global and environmental responsibilities of a professional engineer	PLO10: Recognising the need to undertake lifelong learning, and possessing/acquiring the capacity to do so	PLO11: Ability become entrepreneur
	CLO1: To introduce the IC design techniques;	✓		✓		✓					
	CLO2 To use engineering principles in hardware and software aspects of digital design;	✓		✓		✓					
	CLO3: To design, test and analyze the VLSI digital system's on FPGA platform;	✓		✓		✓					

17. Content outline of the course/module and the SLT per topic						
Details		SLT(Hour)				
		L	T	P	IS	Total
Topic 1	Introduction Introduction to Digital VLSI Systems Design • Evolution of VLSI Systems. • Applications of VLSI Systems. • Processor based Systems. • Embedded Systems. • FPGA based Systems. • Digital System Design using FPGAs. • Reconfigurable Systems using FPGA. • Numbering Systems. • Twos Complement Addition/Subtraction. • Codes. • Boolean Algebra. • Boolean Functions using Minterms and Maxterms. • Logic Gates. • The Karnaugh MAP Method of Optimization of Logic Circuits. • Combination Circuits. • Arithmetic Logic Unit. • Programmable Logic Devices. • Sequential Circuits. • Random Access Memory (RAM). • Clock Parameters and Skew. • Setup, Hold and Propagation Delay Times in a Register. • Digital System Design using SSI/MSI Components. • Algorithmic State Machine. Digital System Design Using ASM Chart and PAL.	12	2	-	15	29
Topic 2	Design of Combinational and Sequential Circuits using Verilog. • Introduction to Hardware Design Language. • Design of Combinational Circuits. • Verilog Modeling of Sequential Circuits. • Coding Organization. Writing a Test Bench for the Design. • Modeling a Test Bench. • Test Bench for Combinational Circuits. • Test Bench for Sequential Circuits.	9	2	-	12	23
Topic 3	Synthesis of Designs – Synplify Tool. • Synthesis. • Analysis of Design Examples • Viewing Verilog Code as RTL Schematic Circuit Diagrams. • Optimization of design.	6	1	-	10	17

	Topic 4	Place and Route and Back annotation - Design Tool. - Place and Route Tool - Place and Route and Back Annotation	3	-	-	8	11
	Topic 5	Design of Memories. - On-chip Dual Address ROM Design. - Single Address ROM Design. - On-Chip Dual RAM Design. - External Memory Controller Design.	6	1	-	10	17
	Topic 6	Arithmetic Circuit Designs. - Digital Pipelining. - Partitioning of a Design. - Signed Adder Design. - Multiplier Design.	6	1	-	10	17
	Practical	- Design and Simulation of Application Specific Control Unit. - Design and Simulation of Datapath Unit. Students are required to design and simulate a digital system consisting of a control unit (Lab 1) and datapath unit (Lab 2). The digital system is chosen from a list of applications given by the instructor, or student-chosen topics that has obtained prior instructor's approval.	-	-	6	-	6
	Total SLT (Hour)		42	7	6	65	120
18.	Main references supporting the course Ramachandran, Seetharaman, Digital VLSI Systems Design A Design Manual for Implementation of Projects on FPGAs and ASICs Using Verilog, Springer 2007.						
	Additional references supporting the course John F. Wakerly, "Digital Design: Principles and Practices", 5th Ed, Prentice Hall, 2007.						
19.	Other additional information All materials will be available to the students in the library.						