Faculty of Fundamental Problems of Technology						
	COURSI					
	Systemy VLS					
Name in english : VLSI Systems						
Field of study : Computer Science						
Specialty (if applicable) :						
Undergraduate degree and form of : masters, stationary						
Type of course : optional						
Course code : E2_W17						
Group rate :	Yes					
	Lectures	Exercides	Laboratory	Project	Seminar	
Number of classes held in schools (ZZU)	30	30				
The total number of hours of student wor	- 90	90				
kload (CNPS)						
Assesment	pass					
For a group of courses final course mark	X					
Number of ECTS credits	3	3				
including the number of points correspon-		3				
ding to the classes of practical (P)		-				
including the number of points correspondence	- 3	3				
ding occupations requiring direct contac						
(BK)						
PREREQUISITES FOR	V KNOWLED	CE SKILLS A	ND OTHER P	OWERS		
Algorithms and data structures		JE, SKILLS A		O WERS		
Algorithms and data structures	COLIDEE OI	DIECTIVES				
	COURSE O	BJECHVES				
C1 Konwledge of the basic algorithmic p	C1 Konwledge of the basic algorithmic problems and techniques in VLSI design					
C2 Deeper understanding of some selector	ed problems					
	COURSE LEARNING OUTCOMES					
The scope of the student's knowledge:						
W1 Current technology, fabrication and l	imitations of p	hysical impeln	nentation of dis	tital cuircits		
	-		-			
W2 Methods of digital cuircuit implementations on logical gates and transistors and the standard methodologies					nethodologies	
of VLSI design						
W3 Knowledge of the algorithms used in	distinct phase	s of VLSI desi	gn			
	1		-			
The student skills:						
<b>U1</b> Ability to design simple digital cuirci	ts					
U2 Ability to use algotrithmic techniques in the phases of VLSI design.						
The student's social competence:						
<b>K1</b> Understanding of the significance of t		the other resea	rch areas, such	as physics an	d electronics,	
on the algorithmic aspects of VLSI design.						

	COURSE CONTENT	
	Type of classes - lectures	
Wy1	Introduction to VLSI	4h
Wy2	Combinational and sequential digital logic	4h
Wy3	Layout styles of VLSI design	2h
Wy4	Circuit partitioning	4h
Wy5	Floorplaning	4h
Wy6	Placement	4h
Wy7	Routing	6h
Wy8	Layout generation	2h
	Type of classes - exercises	
Ćw1	Digital cuircuits design	6h
Ćw2	Layout design	6h
Ćw3	Partitioning and placement	6h
Ćw4	Floorplanning	6h
Ćw5	Routing	6h
	Applied learning tools	L

- 1. Multimedia lecture
- 2. Solving tasks and problems
- 3. Creating multimedia presentations by students
- 4. Self-study students

## EVALUATION OF THE EFFECTS OF EDUCATION ACHIEVEMENTS

Value	Number of training effect	Way to evaluate the effect of educa-		
		tion		
F1	W1-W3, K1-K1	Final test		
F2	U1-U2, K1-K1	Quality of student's presentations		
		during the excessies.		

P=70%\*F1+30%\*F2

## BASIC AND ADDITIONAL READING

- 1. Sadiq M Sait, Habib Youssef, VLSI PHYSICAL DESIGN AUTOMATION Theory and Practice, World Scientific
- 2. Sabih H. Gerez, Algorithms for VLSI Design Automation, John Wiley and Sons, Chichester.
- 3. Wayne Wolf, Modern VLSI Design: IP-Based Design (Prentice Hall Modern Semiconductor Design)
- 4. http://lsmwww.epfl.ch/Education/former/2002-2003/VLSIDesign/index.html
- 5. http://6004.csail.mit.edu/6.371/
- 6. http://scale.engin.brown.edu/classes/EN1600S08/
- 7. http://www3.hmc.edu/ harris/cmosvlsi/4e/index.html

## SUPERVISOR OF COURSE

dr Marcin Kik

## RELATIONSHIP MATRIX EFFECTS OF EDUCATION FOR THE COURSE VLSI Systems WITH EFFECTS OF EDUCATION ON THE DIRECTION OF COMPUTER SCIENCE

Course tra-	Reference to the effect of the learning out-	Objectives of	The con-	Number of
ining effect comes defined for the field of study and		the course**	tents of the	teaching
	specialization (if applicable)		course**	tools**
W1	K2_W01 K2_W05 K2_W06 K2_W07	C1	Wy1-Wy8	14
W2	K2_W01 K2_W04_B K2_W05 K2_W07	C1	Wy1-Wy8	14
W3	K2_W01 K2_W02 K2_W03_B	C1	Wy1-Wy8	14
	K2_W04_B K2_W05			
U1	K2_U01_B K2_U02	C2	Ćw1-Ćw5	234
U2	K2_U01_B K2_U02 K2_U03_B	C2	Ćw1-Ćw5	234
	K2_U04 K2_U10 K2_U14 K2_U15			
	K2_U21_B			
K1	K2_K01_B	C1 C2	Wy1-Wy8	1234
			Ćw1-Ćw5	