Constructive Computer Architecture

Sequential Circuits

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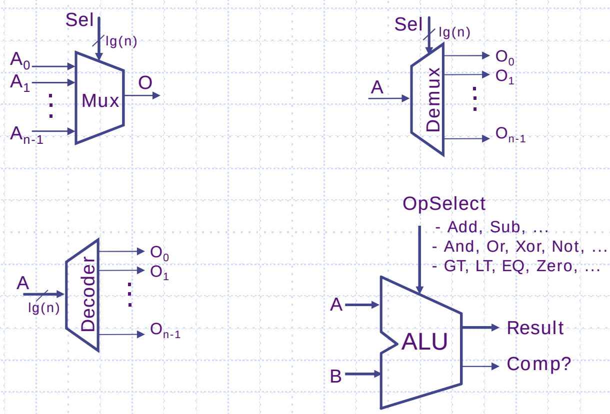
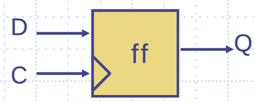
Combinational circuits

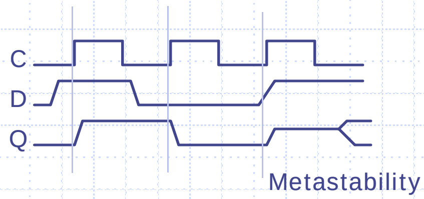


Such circuits have no cycles (feedback) or state elements

Flip flop: The basic building block of Sequential Circuits

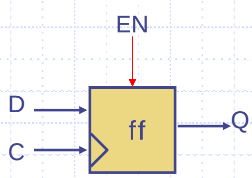
Edge-Triggered Flip-flop

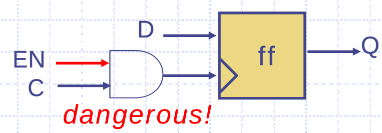


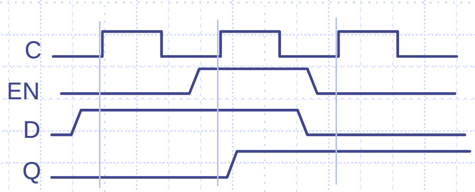


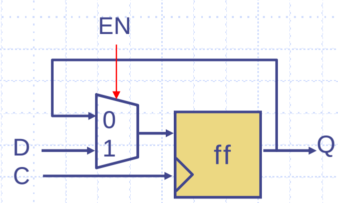
Data is sampled at the rising edge of the clock

Flip-flops with Write Enables



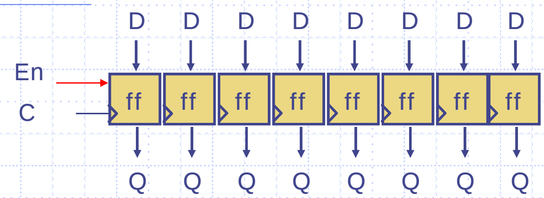






Data is captured only if EN is on

Registers



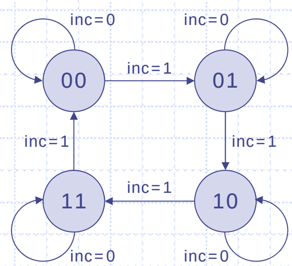
Register: A group of flip-flops with a common clock and enable

Register file: A group of registers with a common clock, input and output port(s)

An example

Modulo-4 counter

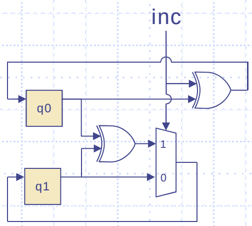
Prev State	NextState	
q1q0	inc = 0	inc = 1
00	00	01
01	01	10
10	10	11
11	11	00

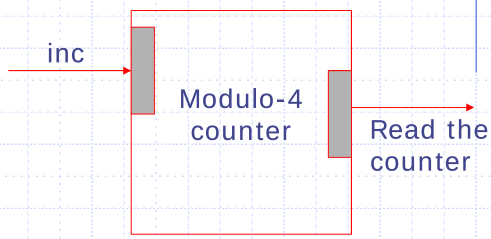


$q0^{t+1} = \sim inc \cdot q0^{t} + inc \cdot \sim q0^{t}$

$q1^{t+1} = \sim inc \cdot q1^{t} + inc \cdot \sim q1^{t} \cdot q0^{t} + inc \cdot q1^{t} \cdot \sim q0^{t}$

Modulo-4 counter circuit





$q0^{t+1} = \sim inc \cdot q0^{t} + inc \cdot \sim q0^{t}$
$q1^{t+1} = \sim inc \cdot q1^{t} + inc \cdot \sim q1^{t} \cdot q0^{t} + inc \cdot q1^{t} \cdot \sim q0^{t}$

"Optimized" logic
$q0^{t+1} = inc \oplus q0^{t}$
$q1^{t+1} = (inc == 1)\ q0^{t} \oplus q1^{t} : q1^{t}$

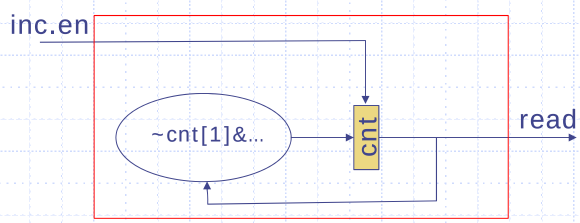
Finite State Machines (Sequential Ckts)

- A computer (in fact all digital hardware) is an FSM
- Neither State tables nor diagrams is suitable for describing very large digital designs
  - large circuits must be described in a modular fashion -- as a collection of cooperating FSMs
- BSV is a modern programming language to describe cooperating FSMs
  - We will give various examples of FSMs in BSV

modulo4 counter in BSV

```
module moduloCounter(Counter);
   Reg#(Bit#(2)) cnt <- mkReg(0);
   method Action inc;
      cnt <={~cnt[1]&cnt[0] | cnt[1]&~cnt[0],
             ~cnt[0]};
   endmethod
   method Bit#(2) read;
      return cnt;
   endmethod
endmodule
```

Can be replaced by cnt+1



Interface

- Modulo counter has the following interface, i.e., type

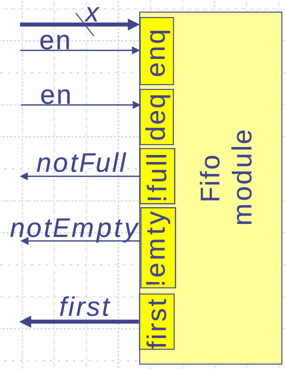
```
interface Counter;
    method Action inc;
    method Bit#(2) read;
endinterface
```

- An interface can have many different implementations
  - For example, the numbers may be represented as Gray code

FIFO Interface

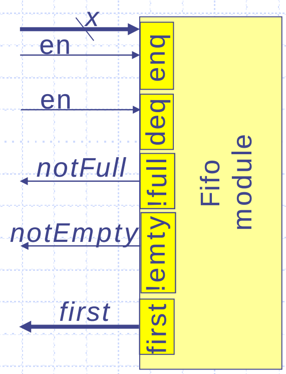
```
interface Fifo#(numeric type size, type t);
  method Bool notFull;
  method Bool notEmpty;
  method Action enq(t x);
  method Action deq;
  method t first;
endinterface
```

- enq should be called only if notFull returns True;
- deq and first should be called only if notEmpty returns True

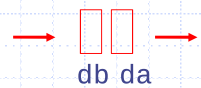


One-Element FIFO Implementation

```
module mkCFFifo (Fifo#(1, t));
  Reg#(t)    d  <- mkRegU;
  Reg#(Bool) v  <- mkReg(False);
  method Bool notFull;
    return !v;
  endmethod
  method Bool notEmpty;
    return v;
  endmethod
  method Action enq(t x);
    v <= True; d <= x;
  endmethod
  method Action deq;
    v <= False;
  endmethod
  method t first;
    return d;
  endmethod
endmodule
```



Two-Element FIFO



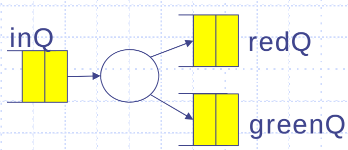
Assume, if there is only one element in the FIFO it resides in da

```
module mkCFFifo (Fifo#(2, t));
  Reg#(t)    da  <- mkRegU();
  Reg#(Bool) va  <- mkReg(False);
  Reg#(t)    db  <- mkRegU();
  Reg#(Bool) vb  <- mkReg(False);
  method Bool notFull;  return !vb; endmethod
  method Bool notEmpty; return va;  endmethod
  method Action enq(t x);
    if (va) begin db <= x; vb <= True; end
       else begin da <= x; va <= True; end
  endmethod
  method Action deq;
    if (vb) begin da <= db; vb <= False; end
       else begin va <= False; end
  endmethod
  method t first;     return da;   endmethod
endmodule
```

parallel composition of actions

no change in fifo interface

Switch




```
if (inQ.first.color == Red) begin
  redQ.enq(inQ.first.value); inQ.deq;
 end else begin
  greenQ.enq(inQ.first.value); inQ.deq;
end
```

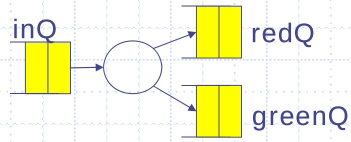
⇩

```
let x = inQ.first;
if (x.color == Red) redQ.enq(x.value);
else greenQ.enq(x.value);
inQ.deq;
```

parallel composition of actions. Effect of inQ.deq is not visible to inQ.first

The code does not test for empty inQ or full redQ or full greenQ conditions!

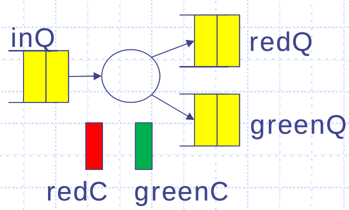
Switch with empty/full tests on queues




```
if (inQ.notEmpty) begin
  if (inQ.first.color == Red) begin
    if (redQ.notFull) begin
      redQ.enq(inQ.first.value); inQ.deq;
    end
   end else begin
    if (greenQ.notFull) begin
      greenQ.enq(inQ.first.value); inQ.deq;
    end
  end
end
```

What's wrong if the deq is moved here?

Switch with counters



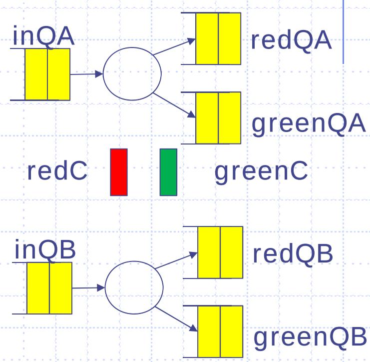

```
if (inQ.first.color == Red) begin
  redQ.enq(inQ.first.value); inQ.deq;
  redC <= redC+1;
end else begin
  greenQ.enq(inQ.first.value); inQ.deq;
  greenC <= greenC+1;
end
```

Ignoring full/empty conditions

Shared counters

```
if (inQA.first.color == Red) begin
    redQA.enq(inQA.first.value);
    inQA.deq; redC <= redC+1;
end else begin
    greenQA.enq(inQA.first.value);
    inQA.deq; greenC <= greenC+1;
end;
if (inQB.first.color == Red) begin
    redQB.enq(inQB.first.value);
    inQB.deq; redC <= redC+1;
end else begin
    greenQB.enq(inQB.first.value);
    inQB.deq; greenC <= greenC+1;
end
```

Ignoring full/empty conditions



What is wrong with this code?

Double write error

Double-write problem

- Parallel composition is illegal if a double-write possibility exists
- If the BSV compiler cannot prove that the predicates for writes into a register or a method call are mutually exclusive, it rejects the program

Observations

- These programs are not very complex and yet it would have been tedious to express these programs in a state table or as a circuit directly
- BSV method calls are not available in Verilog/VHDL, and thus such programs sometimes require tedious programming
- Even the meaning of double-write errors is not standardized across tool implementations in Verilog