

# Challenges

## Scoring

Each challenge (bonuses included) final score is evaluated with the following table.

Work for all inputs	Resources used	Number of cycles	total
bool	%	%	%
80	10	10	100

That percentage is then multiplied to the question value to get a number of point. The final score is the sum of all those points.

Challenges will be tested with inputs different from the ones given as example in this document.

Objectives may be of different types: - bool: You either get all the point or none at all. - %: The best competitor get all the point, the worst, none. Every one else score is given by a linear interpolation between the two extremes. - pts: The competitor with the most point will win the challenge.

Definitions:

- Number of cycles: Number of cycles to get an output for all the test inputs.
- Resources used: (number of membanks) x (size of membanks) + cores

## 1. Value passing (10 pts)

### Restrictions

- Two inputs (a, b)
- Two outputs (A, B)

### Description

Move values from the two inputs to the two outputs (A=a, B=b).

### Example inputs

Inputs:

235 225  
87 128  
162 156  
242 220  
81 46  
15 233  
192 126  
62 79  
100 2  
140 65

Outputs:

```
235 225
87 128
162 156
242 220
81 46
15 233
192 126
62 79
100 2
140 65
```

### Bonus (5 pts)

Move values from the two inputs to the two outputs but cross them so that  $A=b$ ,  $B=a$ .

## 2. Simple sum (10 pts)

### Restrictions

- Two inputs (a, b)
- One output (A)

### Description

Add values from the two inputs and return the result to the single output ( $A=a+b$ ). Output should wrap if it exceeds maximum.

### Example inputs

Input:

```
0 0
0 1
153 108
250 224
16 176
109 18
203 78
143 19
141 71
228 145
```

Output:

```
0
1
5
218
192
127
25
162
```

212  
117

### Bonus (10 pts)

Do the same but with 16 bits little endian numbers. You must therefore have four inputs (a, b, c, d) and 2 outputs such as:

```
result = b << 8 | a + d << 8 | c
A = result & 0xff
B = result >> 8
```

## 3. Conditional negation (20 pts)

### Restrictions

- Three inputs (a, b, c)
- One output (A)

### Description

Output (A) must be c when  $a < b$ , 0 when  $a = b$  and  $-c$  when  $a > b$

### Example inputs

Input:

```
232 4 35
222 75 35
48 48 35
145 123 35
71 248 35
28 64 35
86 251 35
43 0 35
252 196 35
64 192 0
```

Output:

```
221
221
0
221
35
35
35
221
221
0
```

Note: Simulator does not know whether its output is a signed or unsigned number and therefore always display them as unsigned. For example, 221 is 0b11011101 which is -35 when interpreted as a signed 8 bits number.

### Bonus (5 pts)

Output  $\max(A, B)$  when  $a = b$

## 4. Parallel base 2 logarithm (20 pts)

### Restrictions

- Three inputs (a, b, c)
- Three outputs (A, B, C)

### Description

Compute the base-2 logarithm for all inputs such as

$A = \log_2(a)$

$B = \log_2(b)$

### Example inputs

Input:

113  
21  
201  
171  
172  
94  
251  
249  
97  
2

Output:

113 6  
21 4  
201 7  
171 7  
172 7  
94 6  
251 7  
249 7  
97 6  
2 1

### Bonus (5 pts)

Compute the base-16 logarithm instead of a base-2 logarithm.

## 5. Multiplication (30 pts)

### Restrictions

- Two inputs (A, B)
- One output (a)

### Description

$a = A * B$ . Overflow must wrap around.

### Example inputs

Input:

0 3  
0 0  
6 8  
3 32  
79 39  
66 56

Output:

0  
0  
48  
96  
21  
126

## 6. Gaussian blur

- 900 inputs
- 900 outputs

### Description

Given a 30x30 input image, output a 30x30 blurred image using the following kernel.

$\frac{1}{16}$   $\frac{1}{8}$   $\frac{1}{16}$   
 $\frac{1}{8}$   $\frac{1}{4}$   $\frac{1}{8}$   
 $\frac{1}{16}$   $\frac{1}{8}$   $\frac{1}{16}$

This challenge is special, for two reasons: 1. Its the first challenge which you should probably solve using a 3D CPU. 2. CPU configuration is tedious.