## **Illustration of the Hardware Simulator**

October 22, 2024

## **Syntax and Semantics**

There are two main aspects in describing a formal language (e.g. programming language, hardware description language, ...)

- Syntax: What is an allowed program in the language?
  - ★ This is specified by a grammar
  - ★ The first assignment is about the syntax of HDL<sub>0</sub>
    - ► Actually no knowledge of hardware really needed here...
- Semantics: What does an allowed program mean?
  - ★ One way to define it: by an interpreter program for the language.
  - $\star$  We will do this in the second assignment for HDL<sub>0</sub>

Since us humans like to have an intuitive feel for the langauge we are working with, we illustrate the interpreter on  $HDL_0$  on the hello-world example in the following.

inputs: Reset

outputs: Oscillator
latches: Oscillator

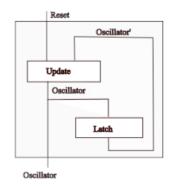
updates:

Oscillator = /Oscillator' /Reset

siminputs:

Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' |   |   |   |   |   |   |   | Internal Signals |
| Oscillator  |   |   |   |   |   |   |   | Output Signals   |

Initially, we are given the value of the input signals. (See simulate)

inputs: Reset

outputs: Oscillator
latches: Oscillator

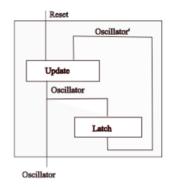
updates:

Oscillator = /Oscillator' /Reset

siminputs:

Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 |   |   |   |   |   |   | Internal Signals |
| Oscillator  |   |   |   |   |   |   |   | Output Signals   |

On the first time point, all latches output 0

inputs: Reset

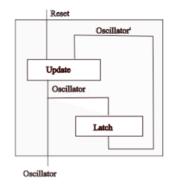
outputs: Oscillator
latches: Oscillator

updates:

Oscillator = /Oscillator' /Reset

siminputs:
Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 |   |   |   |   |   |   | Internal Signals |
| Oscillator  | 1 |   |   |   |   |   |   | Output Signals   |

The value of all other signals is computed according to update

inputs: Reset

outputs: Oscillator
latches: Oscillator

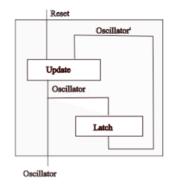
updates:

Oscillator = /Oscillator' /Reset

siminputs:

Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 |   |   |   |   |   |   | Internal Signals |
| Oscillator  | 1 |   |   |   |   |   |   | Output Signals   |

Proceed to the next clock cycle.

inputs: Reset

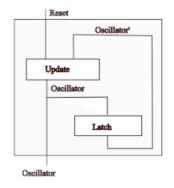
outputs: Oscillator latches: Oscillator

updates:

Oscillator = /Oscillator' /Reset

siminputs:
Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 |   |   |   |   |   | Internal Signals |
| Oscillator  | 1 |   |   |   |   |   |   | Output Signals   |

latches' outputs are set to the value of their inputs from last cycle.

inputs: Reset

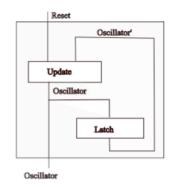
outputs: Oscillator
latches: Oscillator

updates:

Oscillator = /Oscillator' /Reset

siminputs:
Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 |   |   |   |   |   | Internal Signals |
| Oscillator  | 1 | 0 |   |   |   |   |   | Output Signals   |

All the other signals computed according to update again

inputs: Reset

outputs: Oscillator
latches: Oscillator

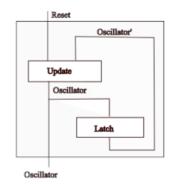
updates:

Oscillator = /Oscillator' /Reset

siminputs:

Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 |   |   |   |   | Internal Signals |
| Oscillator  | 1 | 0 |   |   |   |   |   | Output Signals   |

... and so on

inputs: Reset

outputs: Oscillator
latches: Oscillator

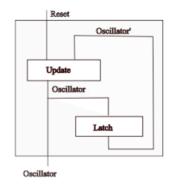
updates:

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siminputs:

Reset=0000100

State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 |   |   |   |   | Internal Signals |
| Oscillator  | 1 | 0 | 1 |   |   |   |   | Output Signals   |

... and so on

inputs: Reset

outputs: Oscillator
latches: Oscillator

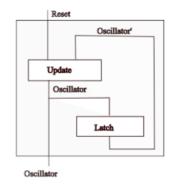
updates:

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siminputs:

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State of the Simulator



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
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... and so on

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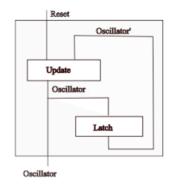
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| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
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... and so on

inputs: Reset

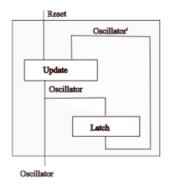
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| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
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... and so on

inputs: Reset

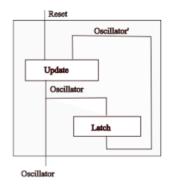
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| Oscillator' | 0 | 1 | 0 | 1 | 0 |   |   | Internal Signals |
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... and so on

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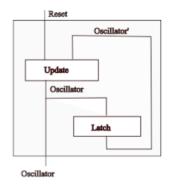
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siminputs:

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| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 | 1 | 0 | 0 |   | Internal Signals |
| Oscillator  | 1 | 0 | 1 | 0 | 0 |   |   | Output Signals   |

## ... and so on

inputs: Reset

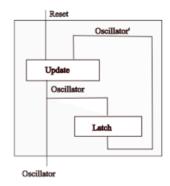
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siminputs:

Reset=0000100



| Clock cycle | 1 | 2 | 3 | 4 | 5 | 6 | 7 |                  |
|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 | 1 | 0 | 0 |   | Internal Signals |
| Oscillator  | 1 | 0 | 1 | 0 | 0 | 1 |   | Output Signals   |

... and so on

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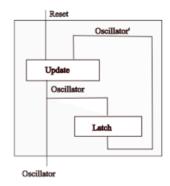
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|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 | 1 | 0 | 0 | 1 | Internal Signals |
| Oscillator  | 1 | 0 | 1 | 0 | 0 | 1 |   | Output Signals   |

... and so on

inputs: Reset

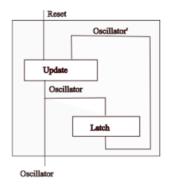
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|-------------|---|---|---|---|---|---|---|------------------|
| Reset       | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Input Signals    |
| Oscillator' | 0 | 1 | 0 | 1 | 0 | 0 | 1 | Internal Signals |
| Oscillator  | 1 | 0 | 1 | 0 | 0 | 1 | 0 | Output Signals   |

## ... and so on