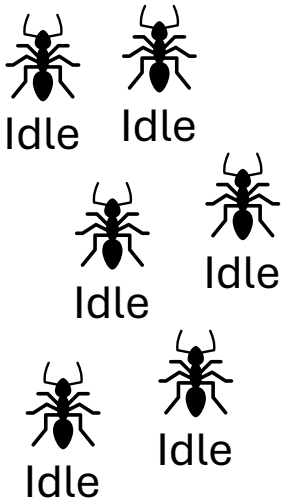


Example of Task progression:

Board snapshot 1 (not started)

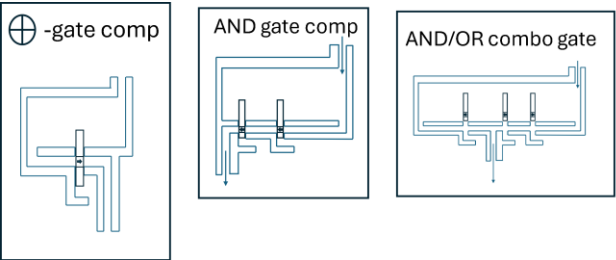
Component: Decimal input display	
A	~
B	~

Component: Input tracks			



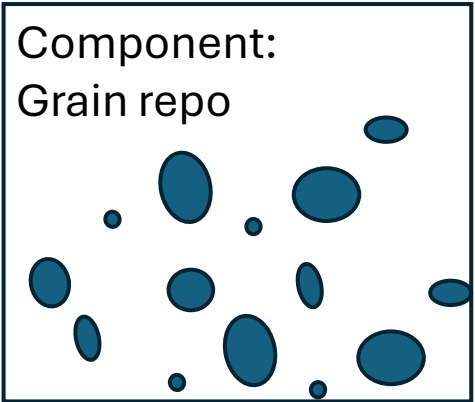
Component: Job Board	

- Steps available:
 - None
- Steps complete:
 - None



Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			





Example of Task progression:


Board snapshot 2 (numbers submitted)


Component: Decimal input display	
A	11
B	3


Component: Input tracks			


Job 1


Job 2


Job 3

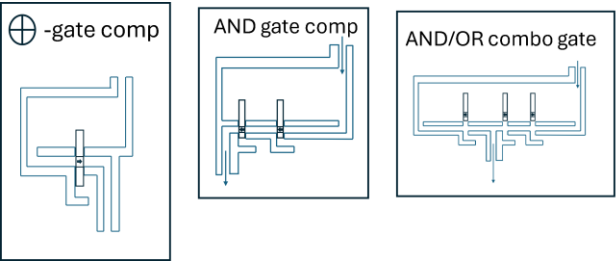

Job 4


Job 5


Idle

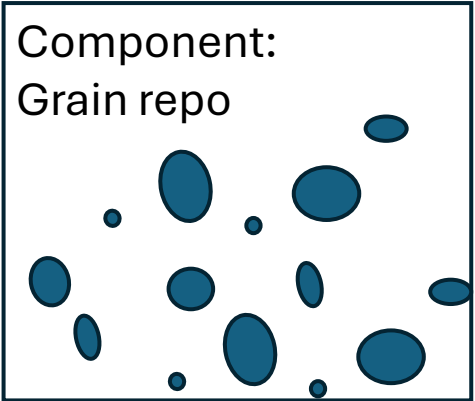
Component: Job Board
1. Place grain in A ₀ (assigned)
2. Place grain in A ₁ (assigned)
3. Place grain in A ₃ (assigned)
4. Place grain in B ₀ (assigned)
5. Place grain in B ₁ (assigned)

- Steps available:
- Lay out input A
 - Lay out input B
- Steps complete:
- None



Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			



Example of Task progression:

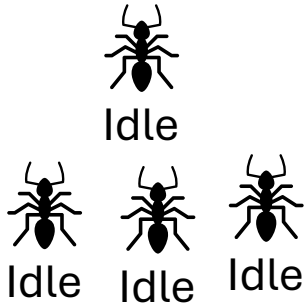
Board snapshot 3 (calculation in progress)

Component: Decimal input display

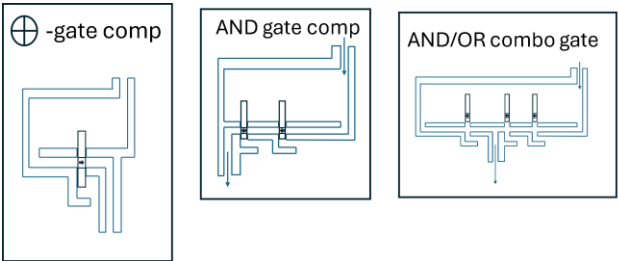
A	11
B	3

	Component: Input tracks			
A			●	●
B				●

- Steps available:
- Lay out input A
 - Lay out input B
 - Calculate P_i values (a pair (A_i , B_i) available)
- Steps complete:
- None

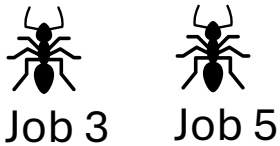


Component: Job Board
3. Place grain in A_3 (assigned)
5. Place grain in B_1 (assigned)
6. Place grain in Row 1 'reserved'
7. Place grain in XOR input 1
8. Place grain in XOR input 2



Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			



Component: Grain repo

Example of Task progression:

Board snapshot 4 (calculation in progress)



Job 3

Component: Input tracks				
A			●	●
B			●	●

- Steps available:
- Lay out input A
 - Calculate P_0 (pair (A_0, B_0) available)
 - Other P values...
- Steps complete:
- Lay out input B



Idle



Idle

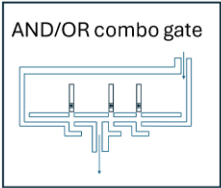
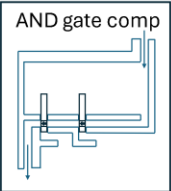
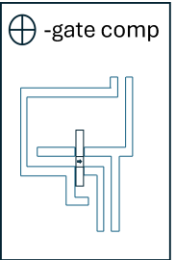
Component: Job Board
3. Place grain in A_3 (assigned)
6. Place grain in Row 1 ‘reserved’ (assigned)
7. Place grain in XOR input 1 (assigned)
8. Place grain in XOR input 2 (assigned)



Job 8



Job 7

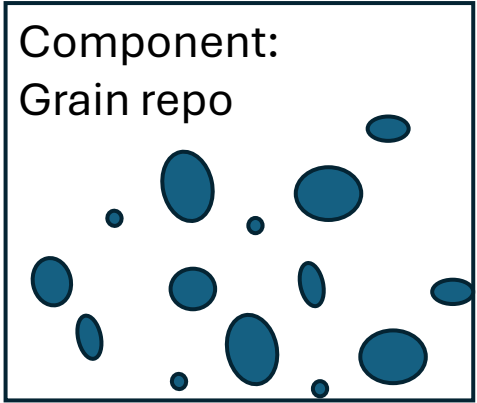


Component: Memory Table



Job 6

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			



Example of Task progression:

Board snapshot 5 (calculation in progress)


Steps available:


- Calculate P_0 (pair (A_0, B_0) available)
- Other avail P val...


Steps complete:

- Lay out input B
- Lay out input A


	Component: Input tracks			
A	●		●	●
B			●	●



Idle


Idle


Idle

Component: Job Board
8. Place grain in XOR input 2 (assigned)
9. Place grain in Row 1 'P' slot (assigned)
10. Place grain in Row 1 '0' slot (assigned)

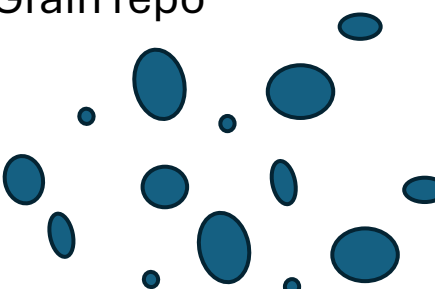

Job 9


Job 10

Component: Memory Table

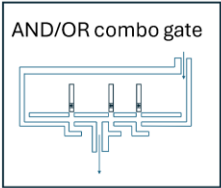
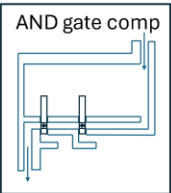
HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			
											●	

Component:
Grain repo




Job 8





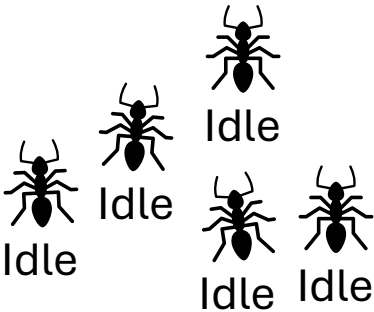
Example of Task progression:

Board snapshot 6 (calculation in progress)

	Component: Input tracks			
A	●		●	●
B			●	●

- Steps available:
- Calculate P_0 (pair (A_0, B_0) available)
 - Other avail P val...

- Steps complete:
- Lay out input B
 - Lay out input A

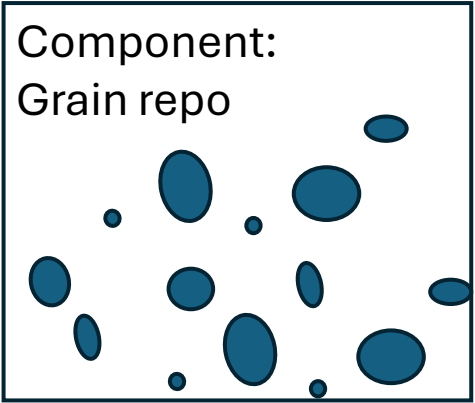
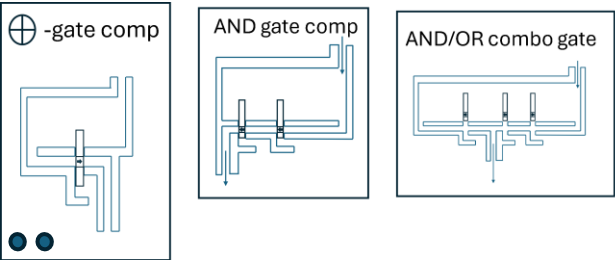


Component: Job Board
10. Place grain in Row 1 '0' slot (assigned)



Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			
		●									●	



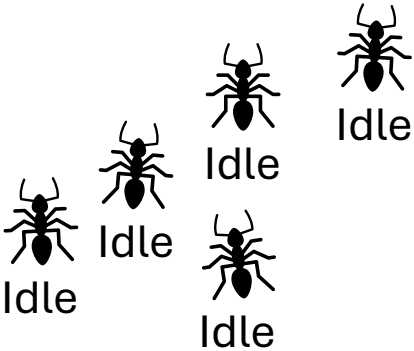
Example of Task progression:

Board snapshot 7 (calculation in progress)


	Component: Input tracks			
A	●		●	●
B			●	●

- Steps available:
- Calculate P_0 (pair (A_0, B_0) available)
 - Other avail P val...

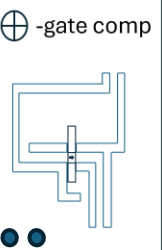
- Steps complete:
- Lay out input B
 - Lay out input A



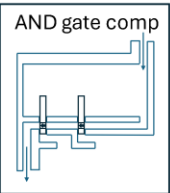
Component: Job Board
11. Operate XOR gate (assigned)



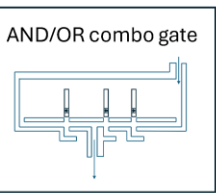
Job 11



⊕ -gate comp



AND gate comp

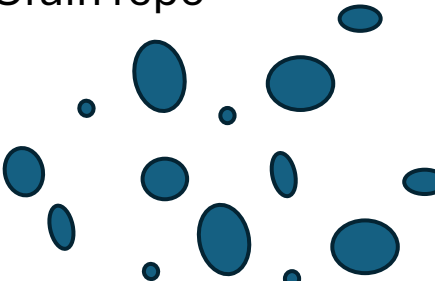


AND/OR combo gate

Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			
P_0		●							●		●	


Component:
Grain repo



Board snapshot 8 (calculation in progress)

- Calculate P_0 (pair (A_0, B_0) available)
- Other avail P val...



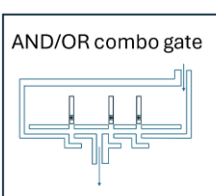
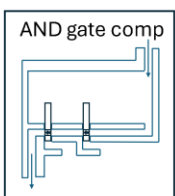
- Lay out input B
- Lay out input A



Idle

12. Record XOR result -> 0; place grain in Row 1 'read ready' as value = 0 means no grain in 'value' column (assigned) (result 1 would place grain in 'value' and only then read-ready)

14. Clear XOR input 2 (assigned)

 Job 14
 Job 13[illegible]

Component:
Grain repo

Example of Task progression:

Board snapshot 9 (calculation in progress)

Steps available:

- Other avail P val...
- P_0 read-ready; calculate G_0

Steps complete:

- Lay out input B
- Lay out input A
- Calculate P_0 (pair (A_0, B_0) available)

Component: Input tracks				
A	•		•	•
B			•	•

Component: Job Board
14. Clear XOR input 2 (assigned)
15. Reserve...
16. Another job...
17. etc...



Idle



Job y



Job z



Job 14



Job x

Component: Memory Table

HUMAN READABLE										Value	Reserved	Read ready
	G	P	C	S	4	3	2	1	0			
P_0		•							•		•	•

Component:
Grain repo

