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# Problem statement

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*soon*

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# Analogues

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1. *Write about full Logisim version*
2. *Write about web version*
3. *Video by Onigiri?*

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# Differences from the basic technical task

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We have made 2 powerful improvements and 2 concept changes from the basic technical task.

## Improvements:

1. We have composed a toroidal cycled field with size **32\*32**
2. We have extended simulation rules choice using 2 8-bit inputs as bit-arrays. Now you can set birth or surviving for any combination of neighbors count from **1** to **8**.

## Concept changes:

1. We have decided to use Logisim keyboard handling circuit for cursor moving and cell changing instead of a joystick.
2. Video buffer (named **random write buffer**) has been made asynchronous. Besides, we have add **clear** input to it.

## Other components wasn't mentioned in basic technical project

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# How to play

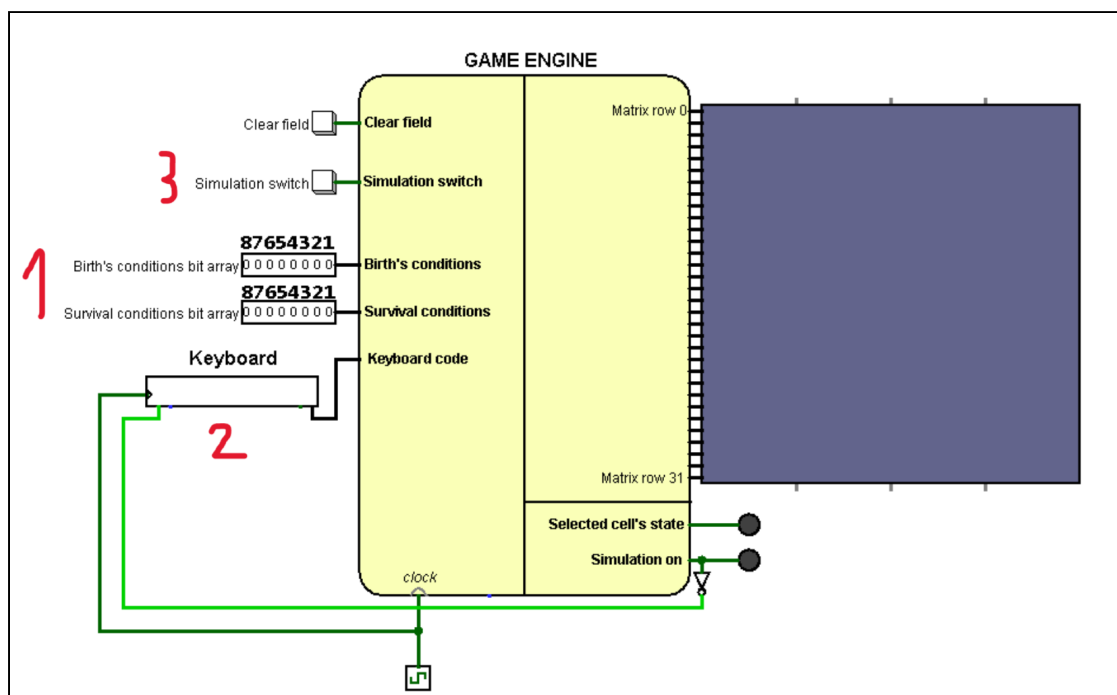
**Our version of "Conway game of life" works with universal sets of conditions for birth and survival.**

1. To set conditions switch bits in birth/survival 8-bit inputs where value 1 on position **N** means that birth/survival will be fulfilled when cell has **N** neighbors.
2. After this click on keyboard element and use one of two keyboard layouts to move blinking cursor and change cells' states.

KEY	DIRECTION
NUM 1 / Z	bottom-left
NUM 2 / S	bottom
NUM 3 / C	bottom-right
NUM 4 / A	left
NUM 6 / D	right
NUM 7 / Q	top-left
NUM 8 / W	top
NUM 9 / E	top-right

NUM 5 / Space - change state of selected cell

3. When you have set initial field state press button "Simulation switch" and observe evolution!  
**You can stop simulation and edit field at any time. But if CPU cursor has processed some cells you would get half-counted generation**



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# Documentation

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## Special terms

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There are some special terms that are used in different places below:

1. **Environment** is cell or cells' set with a border one cell wide on all sides. E.g.:
  - for cell  $(Y, X)$  environment will be  $[(Y-1, X-1), (Y-1, X), (Y-1, X+1), (Y, X-1), (Y, X), (Y, X+1), (Y+1, X-1), (Y+1, X), (Y+1, X+1)]$  with **centre bit**  $(Y, X)$  (term **centre bit** is meaningful only for one cell's environment)
  - environment for full row (all  $X$  in range  $[0, 31]$ )  $Y$  will be full rows  $Y-1, Y$  and  $Y+1$
2. **Environment sum** is a sum of cells' values from environment border
3. **Significant environment** is an environment which has at least one cell with value **1** (including border cells)

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# Assembler

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## Short description

Due to optimization reasons CdM-8 has only one main task - iteration by Y,X positions and determination whether cell should be changed. After the all cells' processing CdM-8 send signal to [update generation]

In ASM code we use **asect** constants like this:

```
asect 8
constSample:

# ...

ldi r0, constSample # r0 sets to 8
```

Often we save address value to its address:

```
ldi r0, IOAddr
st r0, r0
```

The reason for this action is **PSEUDO WRITE mode** for some I/O registers

## RAM distribution

- **0xe0** - birth's conditions first byte
- **0xe8** - death's conditions first byte

**Stack initial position - 0xe0**

▼ Constants for this cells

```
# Internal data addresses
asect 0xe0
birthConditionsRowStart:

asect 0xe8
deathConditionsRowStart:
```

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## Cells referring to I/O regs.

Cells from **0xf0** to **0xff** are allocated for I/O registers.

**See detailed description in [Logisim topic](#)**

### ► Constants for I/O cells

```
# Asects for I/O registers
aset 0xf0
IOGameMode:

aset 0xf1
IOBirthConditions:

aset 0xf2
IODeathConditions:

aset 0xf3
IOY:

aset 0xf4
IOX:

aset 0xf5
IOBit:

aset 0xf6
IOEnvSum:

aset 0xf7
IONullRowsEnv:

aset 0xf8
IONextSignificantX:

aset 0xf9
IOInvertBitSignal:

aset 0xfa
IOUpdateGeneration:
```

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# Code description

## Simulation start

This part just waits whilst user presses start button and after it loads game conditions to RAM using [spreadByte subroutine](#)

**For optimized conditions checking survival conditions [inverts to death's conditions](#). [See how it works here](#)**

### ► Code

```
asect 0
br start

#=====#
#   Place for subroutines   #
#=====#
...
#=====#

start:
    # Move SP before I/O and field addresses
    setsp 0xd0

    # Waiting for IOGameMode I/O reg. != 0
    ldi r1, IOGameMode
    do
        ld r1, r0
        tst r0
    until nz

    ldi r1, gameMode
    st r1, r0

    # Read birth and death conditions from I/O regs.
    ldi r1, IOBirthConditions
    ld r1, r0
    ldi r1, birthConditionsRowStart
    jsr spreadByte
    ldi r1, IODeathConditions
    ld r1, r0
    ldi r1, deathConditionsRowStart
    jsr spreadByte
```

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# Main cycle

This part will repeat while simulations stay on.

Before cycle we update stable generation's buffer using save signal to `IOUpdateGeneration` referred to `Logisim`. As a result, we can get correct data for processing cells.

Main cycle iterates by `Y` (row index) in decreasing order `[31, 0]`.

We use two optimizations for skipping meaningless iterations:

1. If rows `Y-1`, `Y` and `Y+1` (rows environment) are null (flag from `IONullRowsEnv` referred to `I/O register` will be 1)  $\$rArr$  we decrement `Y`.
2. If rows environment isn't null we iterate by `X` with significant environment (surrounding sum  $> 0$  or centre bit = 1) which are received from `IONextSignificantX` `I/O register`. When new received `X`  $\geq$  current `X` we end cycle for this row

For every significant (`Y`, `X`) combination we get state of selected cell and its environment's sum using `IOBit` and `IOEnvSum` addresses which are referred to `I/O registers`

For zero sum:

- Alive cell is killed immediately using save signal `IOInvertBitSignal` referred to `Logisim`
- Empty cell is skipped

For non-zero sum we call subroutine `processBit`

## ► Code

```
main:

    # Update stable generation's buffer to get new data from env. data
constructor
    ldi r0, IOUpdateGeneration
    st r0, r0

    # Count new cells' states
    ldi r3, 31 # row iterator
    do
        # If game mode = 0 we interrupt cycle and go to start code part
        # NEW GENERATION CAN BE COUNTED PARTITIONALLY
        ldi r0, IOGameMode
        ld r0, r0
        tst r0
        bz start

        push r3 # Save row iterator

        # Send Y to logisim
        ldi r0, IOY
        st r0, r3

        # If all rows in env. are null => skip this row
        ldi r3, IONullRowsEnv
        ld r3, r3
```

```

tst r3
bnz rowProcessed

ldi r1, 0 # Value for searching first significant X

# Send X to Logisim
ldi r0, IOX
st r0, r1

# Get the first X with significant env.
ldi r3, IONextSignificantX
ld r3, r2

do
    # Save currnt X
    move r2, r1
    push r1

    # Send X to Logisim
    ldi r0, IOX
    st r0, r1

    # Read data for this cell
    ldi r0, IOEnvSum
    ld r0, r0
    ldi r1, IOBit
    ld r1, r1

    # Check birth or death conditions and save bit depends on
conditions
    if
        tst r0
    is nz
        jsr processBit
    else
        # If sum = 0 alive cell must die
        if
            tst r1
        is nz
            ldi r0, IOInvertBitSignal
            st r0, r0
        fi
    fi

    # Get the next X with significant env. lower than current
    pop r1
    ld r3, r2

    # If new X greater of equal => cycle ends
    cmp r2, r1
until ge
rowProcessed:

# Get and decrement row iterator
pop r3
dec r3

until mi
# Infinite simulation cycle
br main

```

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# Subroutines

## spreadByte

- This subroutine spread byte from **r0** into cells from **r1** to **r1 + 7**. In other words **spreadByte** writes every bit of byte from **r0** to cells from **r1** to **r1 + 7**, writing the low order bit into **r1** and the high order bit into **r1 + 7**.
- **spreadByte** is used to write game settings to the memory.
- Thanks to **spreadByte** we can easily decide what we should do with current cell without using loops.

### ► Code

```
spreadByte:
    # Iterator
    ldi r3, 0b00001000 # 8
    while
        tst r3
    is nz
        # The process of spreading byte
        # Get lower bit and save to current cell
        ldi r2, 0b00000001
        and r0, r2
        st r1, r2

        # Increment cell address, shift data byte and decrement iterator
        inc r1
        shra r0
        dec r3
    wend
    rts
```

## processBit

- This subroutine gets neighbors' sum in **r0** and centre bit value in **r1**.
- Depending on bit value it chooses birth or death conditions
- Thanks to [spreaded conditions](#) we can simply add to conditions' begin address value **r0 - 1** and check data by new address
- If there is 1 we should change value in selected cell so [we send this signal to Logisim](#)

### ► Code

```
processBit:
    # r0 - sum
    # r1 - bit
    # Send save signal to PSEUDO reg. IOInvertBitSignal if bit should be
    # inverted (we count that IOX and IOY regs. contain correct coords.)
    if
        tst r1
    is z
        ldi r2, birthConditionsRowStart
```

```

else
    ldi r2, deathConditionsRowStart
fi
# Check bit in spreaded space
dec r0
add r0, r2
ld r2, r2
# If there is 1 than we switch bit
if
    tst r2
is nz
    ldi r0, IOInvertBitSignal
    st r0, r0
fi
rts

```

*What to do if there is no neighbors?*

We decided that alive cell should die and death cell cannot birth. Due to specific work with `sum = 0` this case for `bit = 1` is processed in [main part](#):

```

...
# Check birth or death conditions and save bit depends on conditions
if
    tst r0
is nz
    jsr processBit
else
    # If sum = 0 alive cell must die
    if
        tst r1
    is nz
        ldi r0, IOInvertBitSignal
        st r0, r0
    fi
fi
...

```

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## Main concept

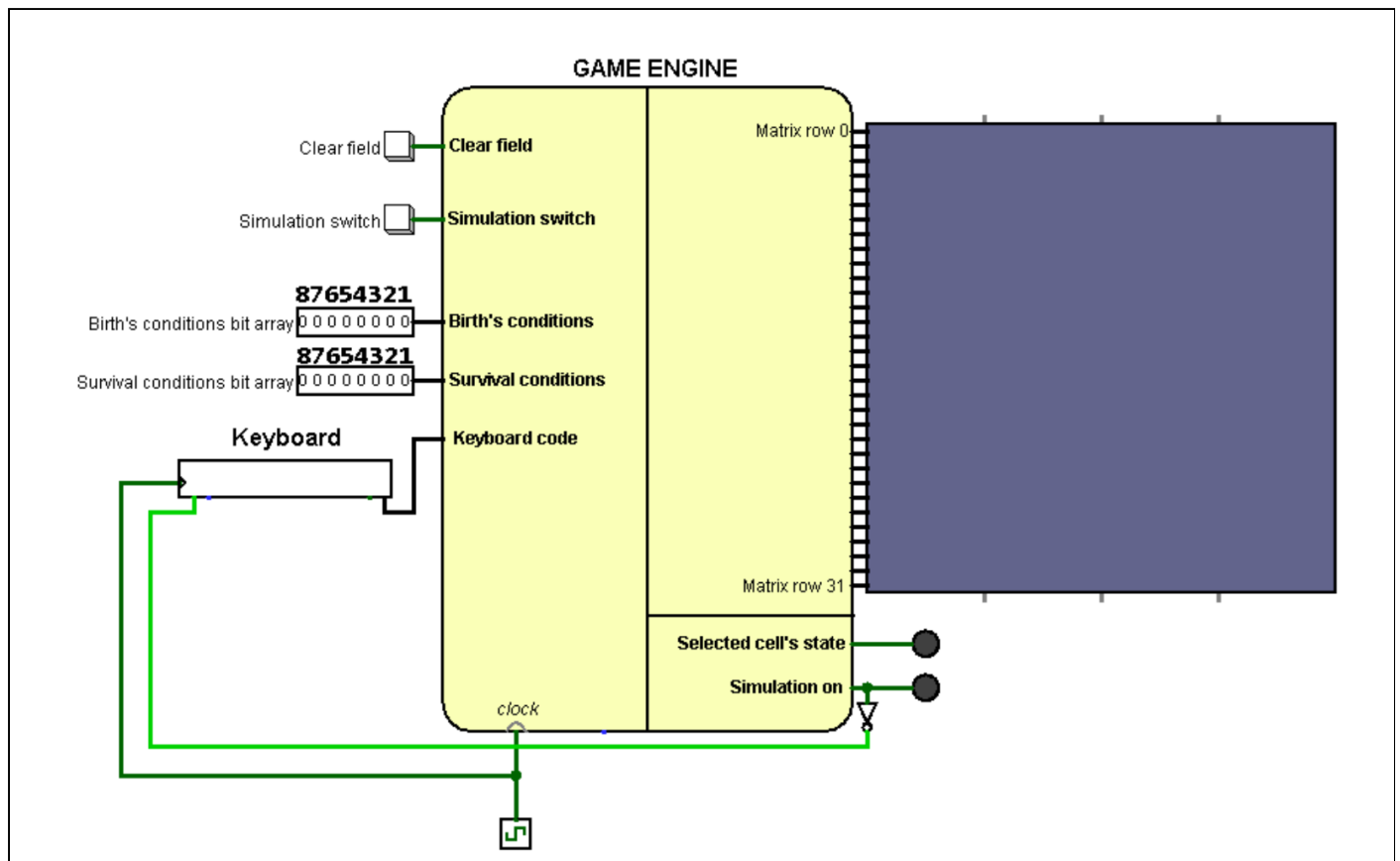
Here you can see main jobs for Logisim part and logical ordered references for all of them:

1. Communication with user
  1. [Controls](#)
  2. [Game screen](#)
  3. [Blinker](#) for pretty cursor visualization
2. Storing game's data
  1. [Random write buffer](#)
  2. [Stable generation's buffer](#)
3. Constructing data for CPU
  1. Used I/O registers: [cell](#) and [environment data](#)
  2. [Environment data constructor](#)
4. Creating new generation by CPU signals
  1. Used I/O registers: [cell](#) and [signals](#)
  2. [Row's bit inverter](#)
  3. [Random write buffer](#)
  4. [Stable generation's buffer](#)

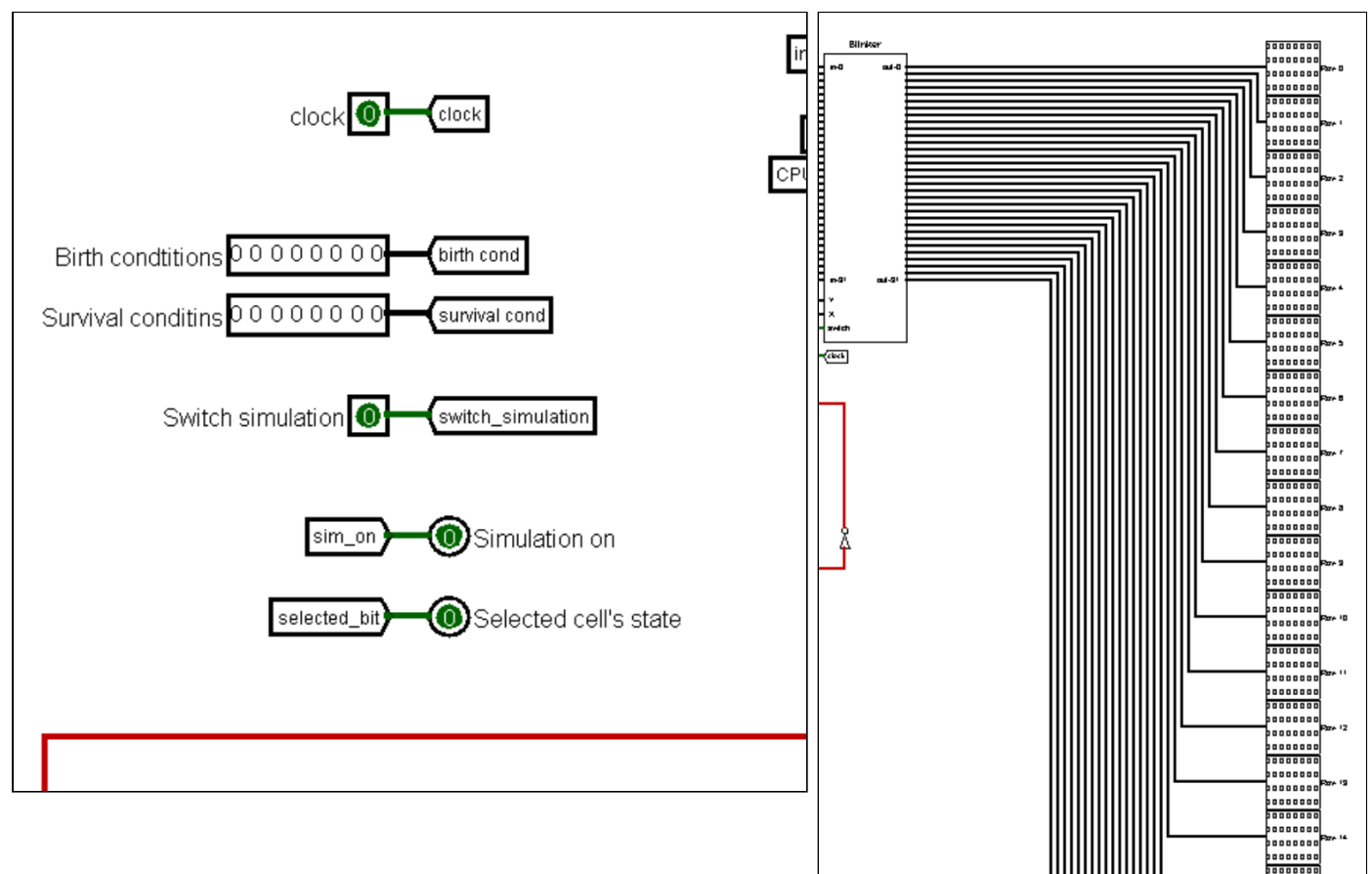
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# Engine circuit



This circuit is main one element of game. It handles **all inputs from user** and gives finally 32 32-bit rows to matrix and outputs **simulation on** and **selected cell's state**.

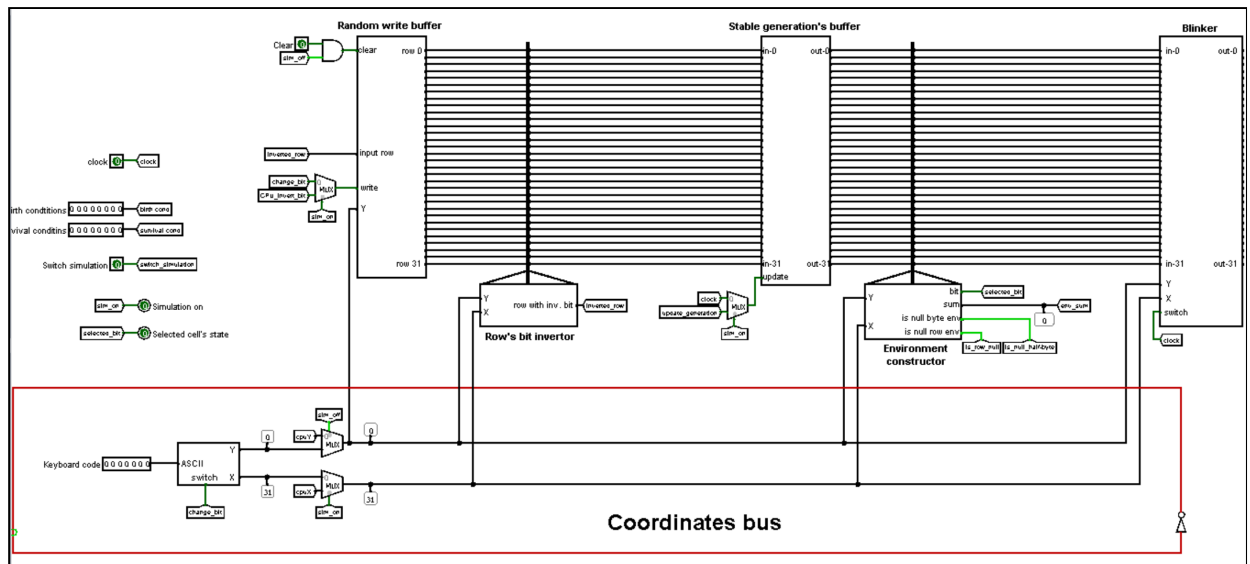


This circuit contains:



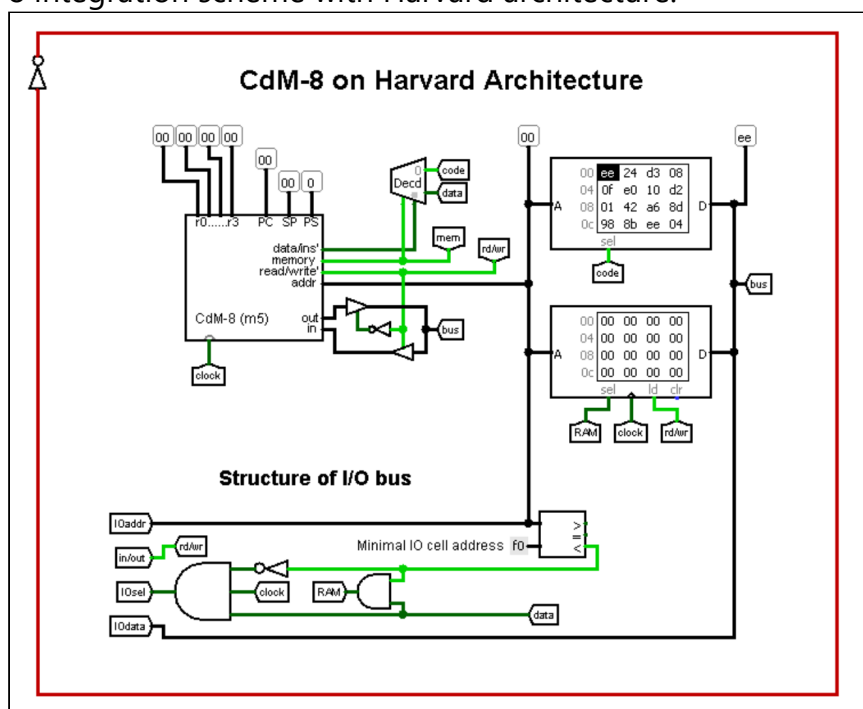
1. Most of all circuits below with connected to them **coordinates bus** (excepting **binary selector** and **row environment mask**):

○



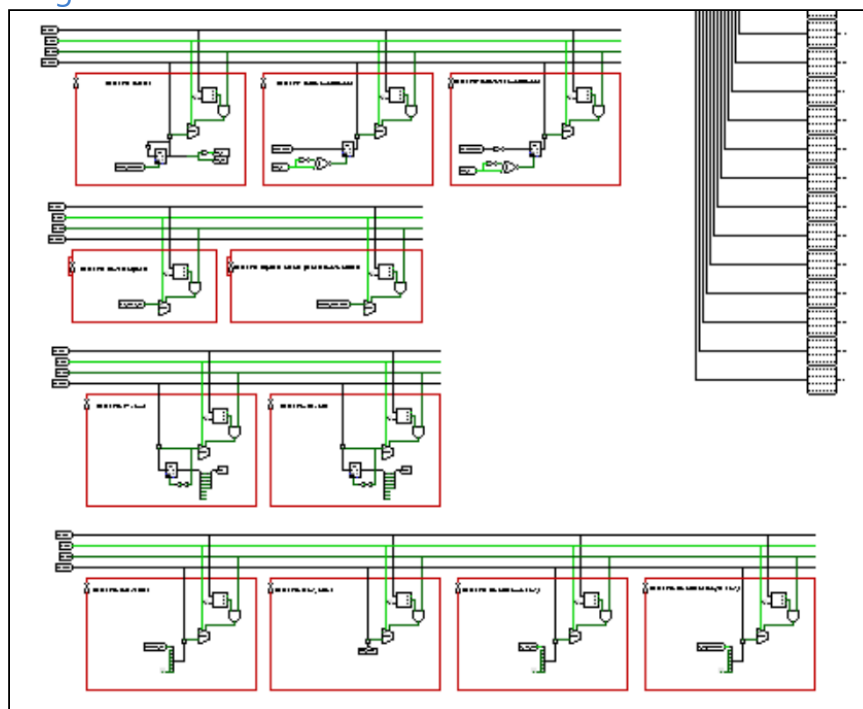
2. CdM-8 integration scheme with Harvard architecture:

○



3. All I/O registers:

○

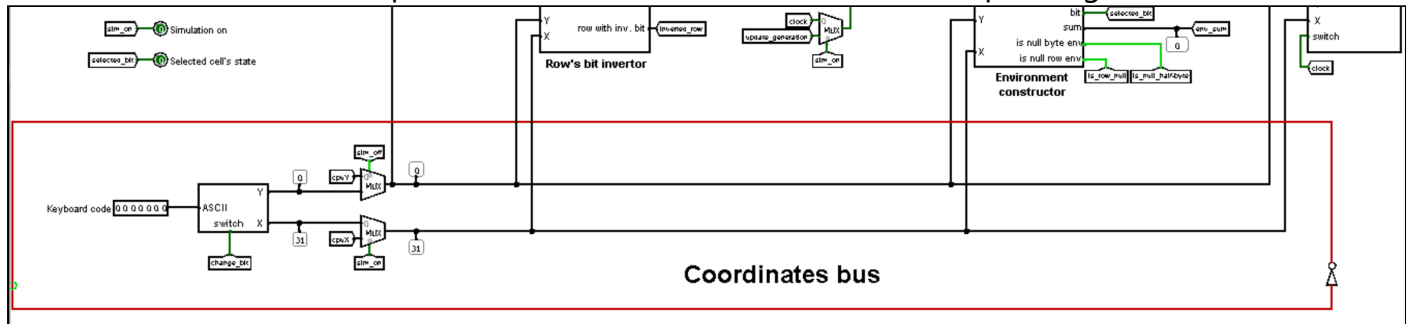


# Coordinates bus

Most of circuits work with coordinates **Y** (row index) and **X** (bit index) and coordinates go from 2 sources:

- When simulation off they go from **keyboard controller** which handles **user's inputs**
- When simulation on they go from **2 I/O registers**

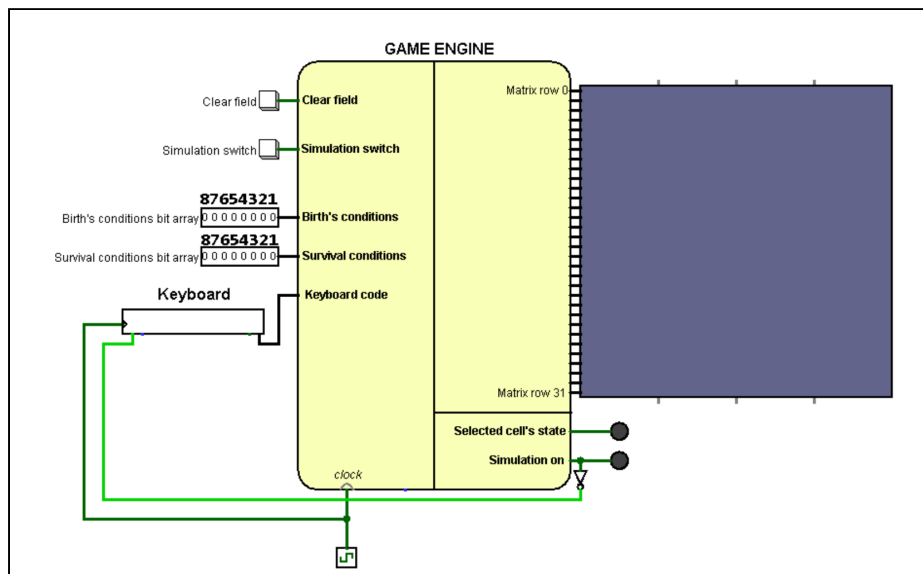
Therefore we use two multiplexers that choose coordinates source depending on simulation state:



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# Controls

## Main signals



Simulations switch button switches between simulation and setting modes. **When we turn from simulation to setting mode we can get unfinished new generation**

Two 8-bit inputs let us set different conditions for birth and survival. Bit value **1** on position **N** means fulfilling of conditions when cell has **N** neighbors so this inputs represent bit arrays.

Clear button clears all field when simulation is off.

Keyboard Logisim circuit sends keys' ASCII codes to engine. See more below.

On bottom-right side we can see two LED indicators:

1. State of cell under the blinking cursor
2. Simulation state (when simulation is on indicator will light)

## Keyboard

Logisim circuits keyboard handles keys' presses and send 7-bit ASCII codes to [Keyboard controller](#) inside engine circuit

**All keys are working only while we are in the **setting** game mode**

## Keyboard layouts

Cursor moving:

KEY	DIRECTION	X DELTA	Y DELTA
NUM 1 / Z	bottom-left	+1	+1
NUM 2 / S	bottom	0	+1
NUM 3 / C	bottom-right	-1	+1
NUM 4 / A	left	+1	0

KEY	DIRECTION	X DELTA	Y DELTA
NUM 6 / D	right	-1	0
NUM 7 / Q	top-left	+1	-1
NUM 8 / W	top	0	-1
NUM 9 / E	top-right	-1	-1

Deltas defined as shown above because in matrix top-left cell has **X = 31** and **Y = 0**

Cursor position on matrix is marked by **blinker**

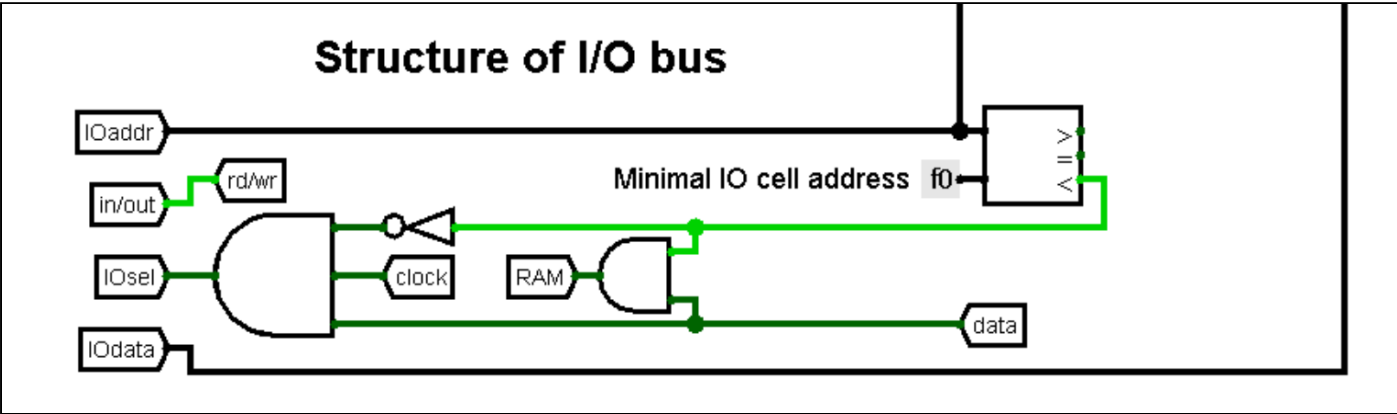
NUM 5 / Space - change state of selected cell in [random write buffer](#) using [row's bit inverter](#)

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# I/O registers

I/O bus have minor changes: selection of I/O addresses from CPU **addr** is detected by **less than** comparator's output with the second input **0xf0** (the first I/O cell address)



## I/O registers' types

All types' names are regarding the CPU directions

Registers have trivial types of data direction: **READ ONLY** and **WRITE ONLY**.

### PSEUDO WRITE

Besides these types we use one specific type - **PSEUDO WRITE**. CPU cannot write data to this "registers". Main goal for this type is handle **write** signal by CdM-8's **st** instruction.

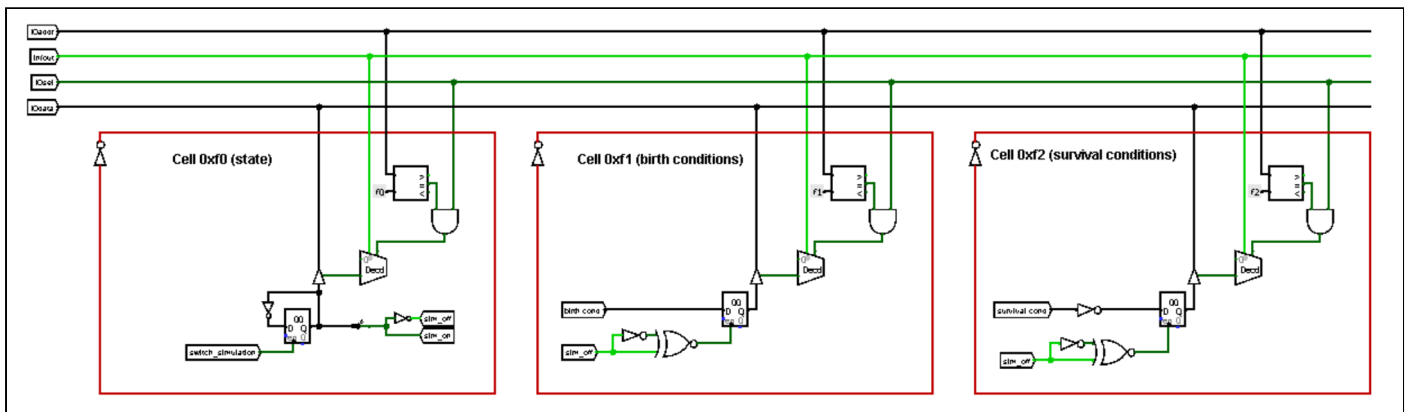
## Short description table

CELL ADDR.	ASSEMBLER LABEL	DATA DIRECTION	EXPLANATION TOPIC
0xf0	IOGameMode	READ ONLY	
0xf1	IOBirthConditions	READ ONLY	Link
0xf2	IODeathConditions	READ ONLY	
0xf3	IOY	WRITE ONLY	
0xf4	IOX	WRITE ONLY	Link
0xf5	IOBit	READ ONLY	
0xf6	IOEnvSum	READ ONLY	
0xf7	IONullRowsEnv	READ ONLY	Link
0xf8	IONextSignificantX	READ ONLY	
0xf9	IOInvertBitSignal	PSEUDO WRITE	
0xfa	IOUpdateGeneration	PSEUDO WRITE	

## List with descriptions

## Simulation rules

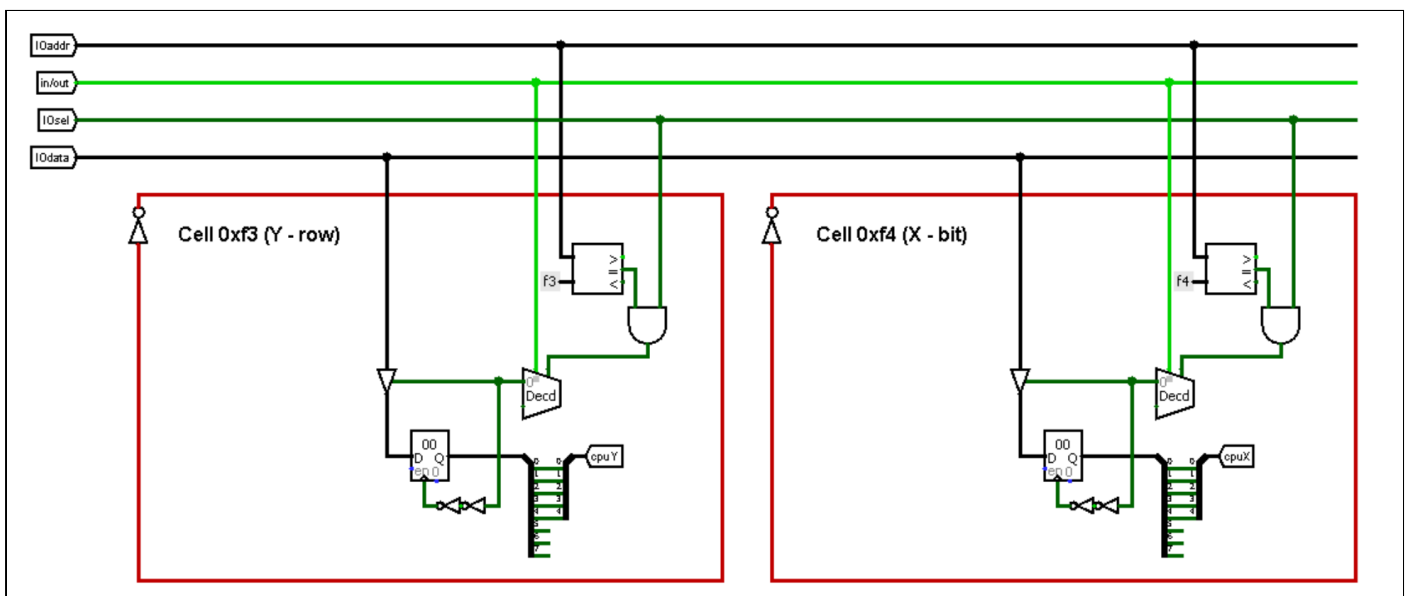
- **0xf0** - READ ONLY - when simulation off this register will be 0.
  - Trigger signal on this register will invert its value
  - Tunnels from this register are used for control data origins on coordinates bus and some other cases.
- **0xf1** - READ ONLY - birth conditions as bit array
- **0xf2** - READ ONLY - death conditions as bit array. This value is inverted version from survival conditions user input



## Processed cell

Coordinates from these registers are used in all Logisim components to tell what cell CPU is processing. When simulation on they capture coordinates bus:

- **0xf3** - WRITE ONLY - Y coordinate (processing row)
- **0xf4** - WRITE ONLY - X coordinate (bit index in row)

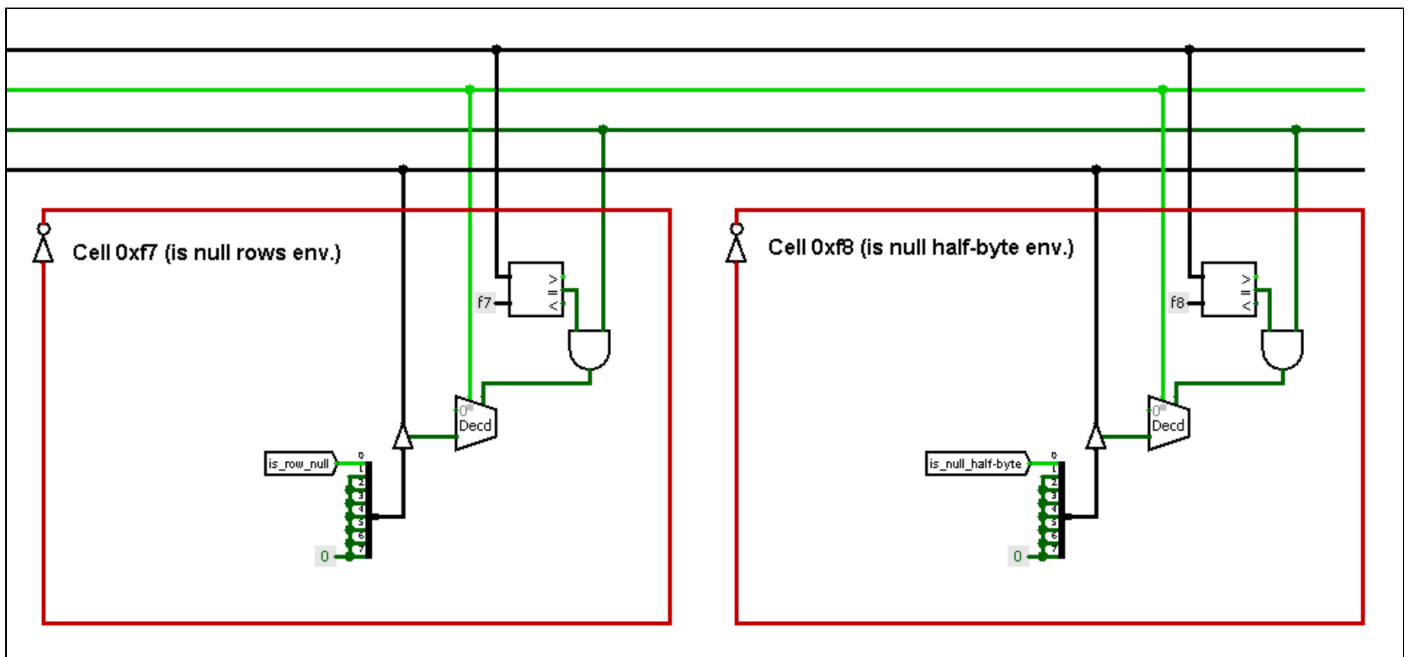
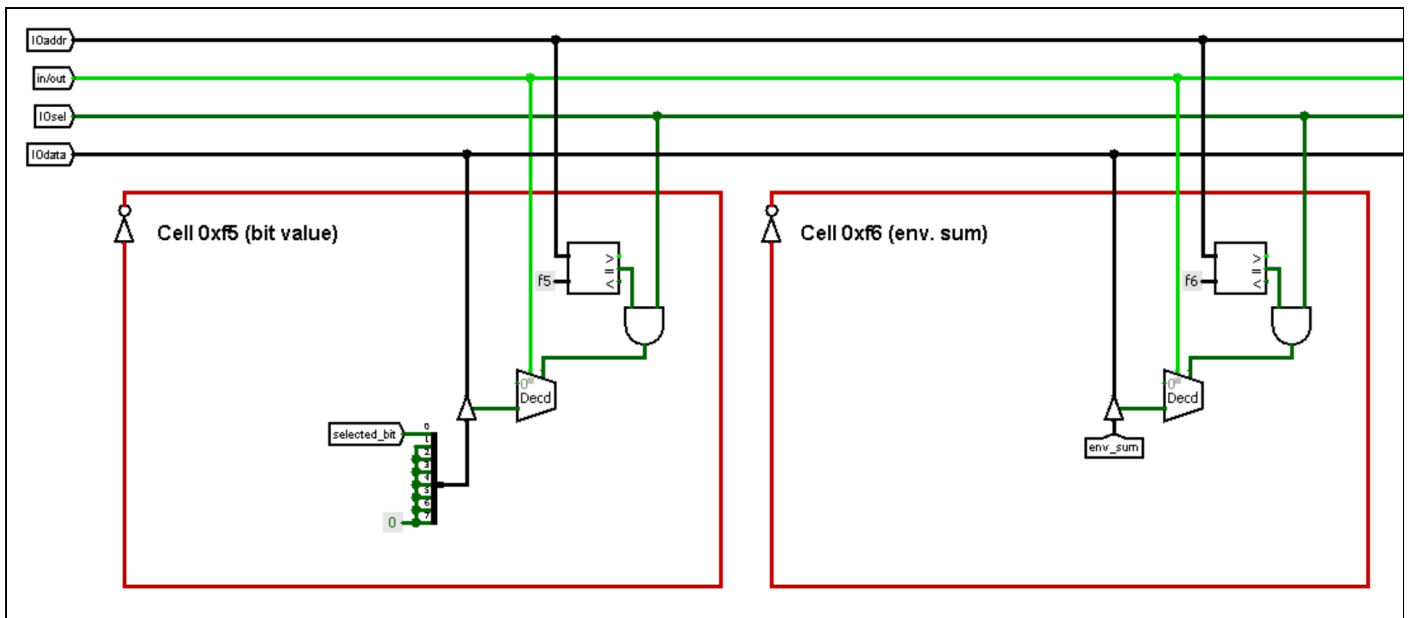


## I/O "registers" with environment data

These "registers" aren't exist. There are just tunnels which are connected to [environment constructor outputs](#):

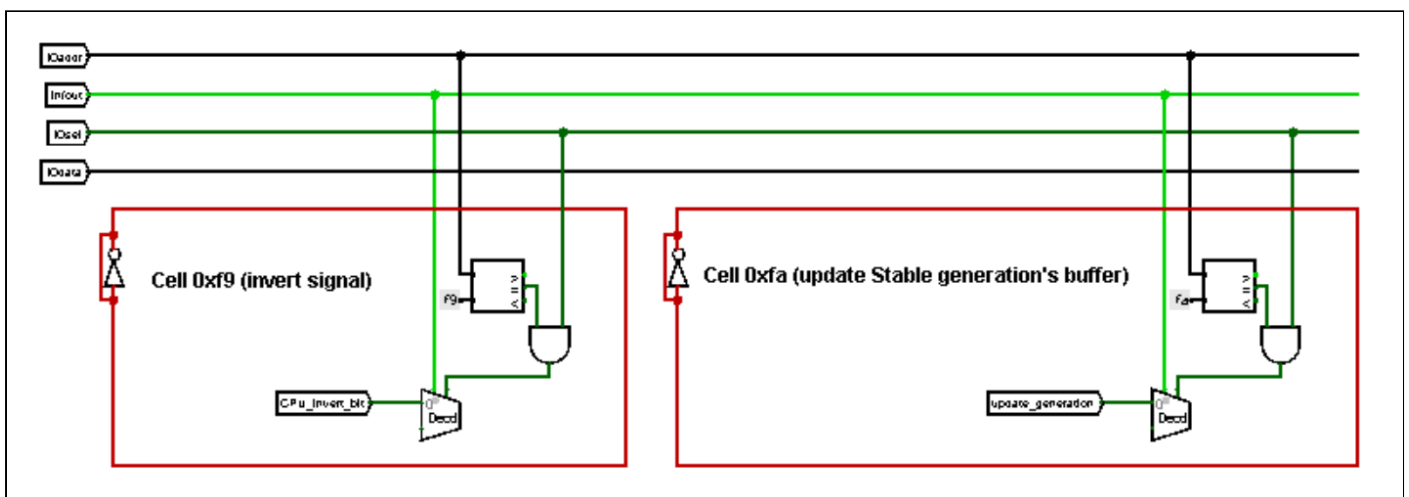
- **0xf5** - READ ONLY - 1 when bit on position (Y, X) is 1
- **0xf6** - READ ONLY - sum of bits around cell (Y, X)
- **0xf7** - READ ONLY - 1 when rows Y-1, Y and Y+1 are null
- **0xf8** - READ ONLY - next X which satisfy some of conditions:
  - Cell (Y, X) isn't 0

- sum of bits around cell (Y, X) greater than 0



## I/O "registers" for changing field

- 0xf9 - PSEUDO WRITE - save signal to this cell will trigger [random write buffer](#) and change cell (Y, X) using [row's bit invertor](#)
- 0xfa - PSEUDO WRITE - save signal to this cell will update [generation buffer](#)







# Elements description

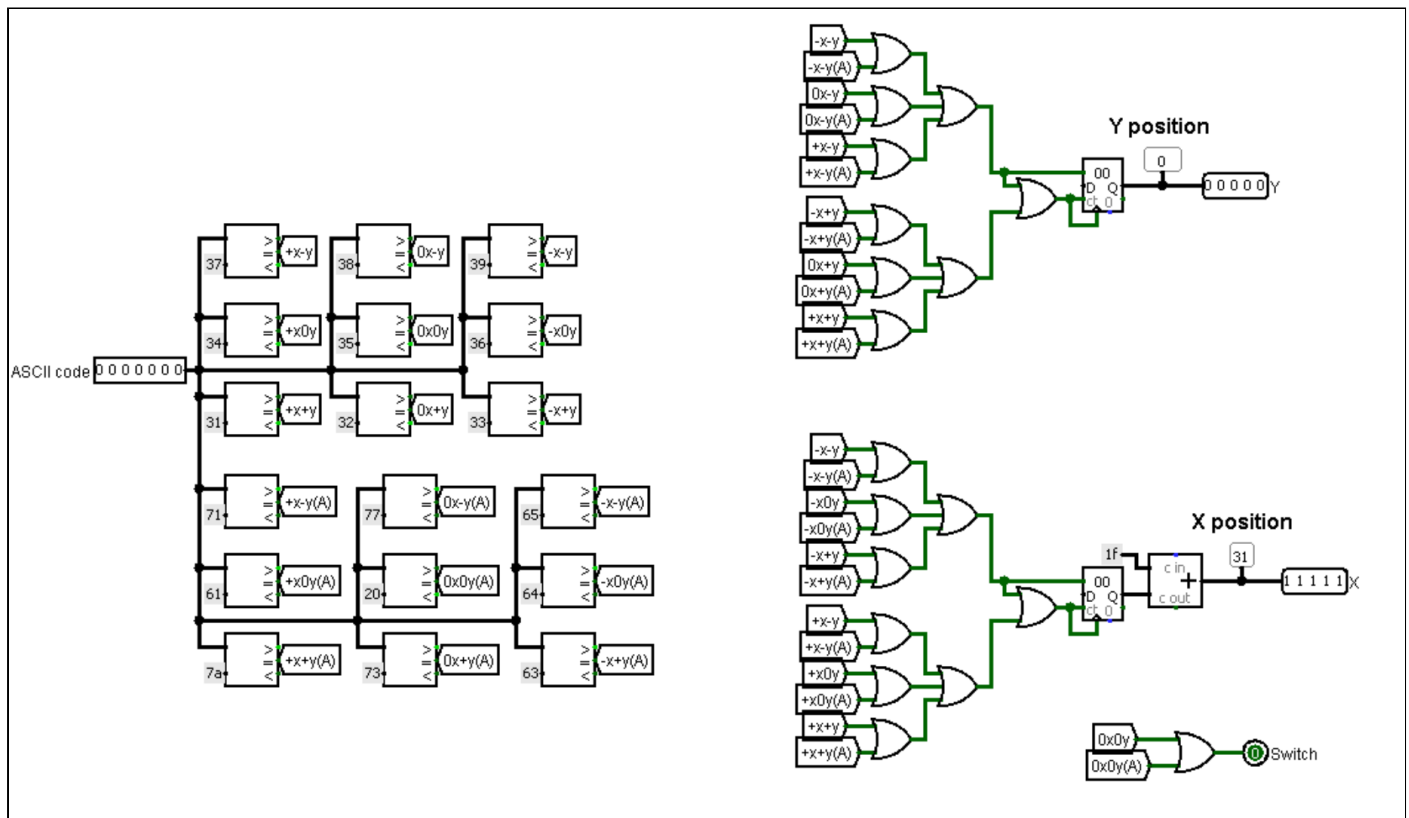
## Keyboard controller

This circuit considers 7-bit ASCII input as ASCII code and compares it with constants related to some keys and make list of actions:

- Cycled increment/decrement X/Y of cursor
- Send switch signal for switching the cell's state

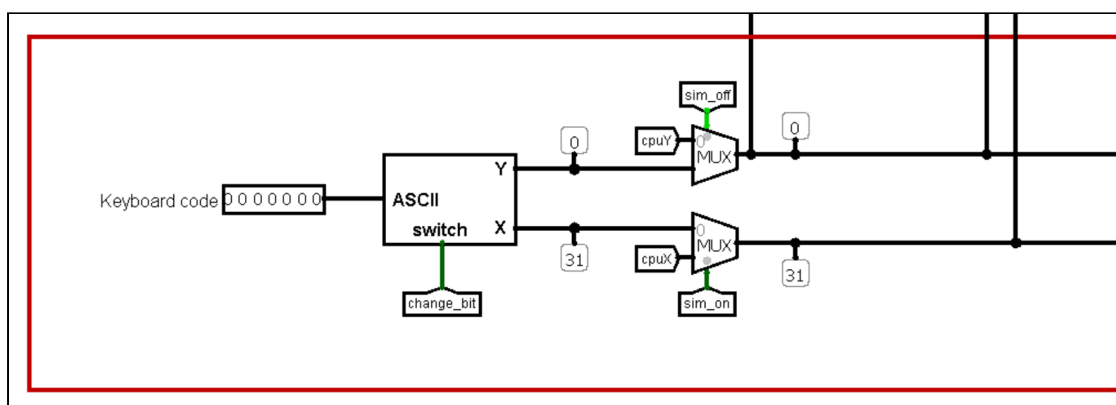
See keyboard layouts [here](#)

### Circuit screenshot:



**Usage in Engine circuit:** Keyboard controller gives user signals that are used while simulation if off:

- Y and X for [coordinates bus]
- Switch signal which is implemented as **Write row** in **random write buffer**



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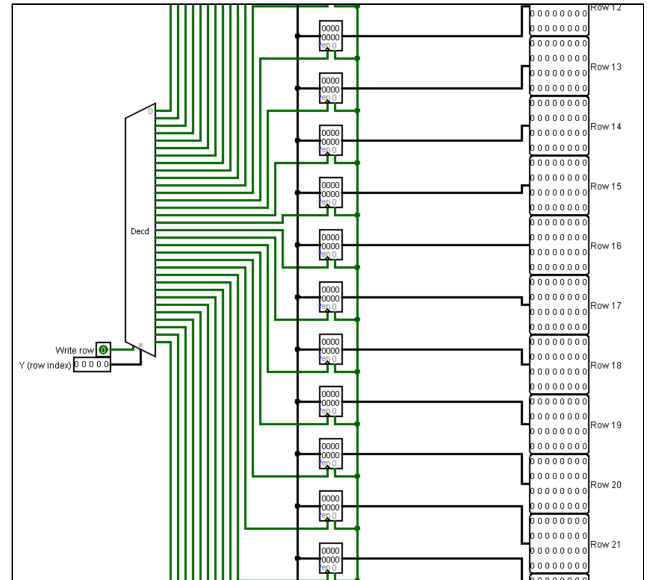
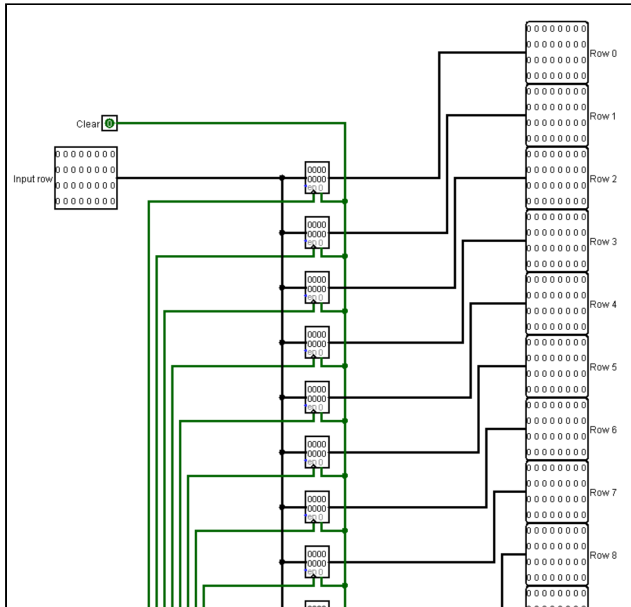
# Random write buffer

This circuit saves 32-bit row to one of 32 registers and sends all 32 saved rows to outputs.

Trigger for registers is decoder with 5-bit selector **Y (row index)** and **Write row** enable input. So, buffer will save row from **Input row** to **Y**th register on rising of **Write row**.

Clear signal resets all registers.

## Circuit screenshots:



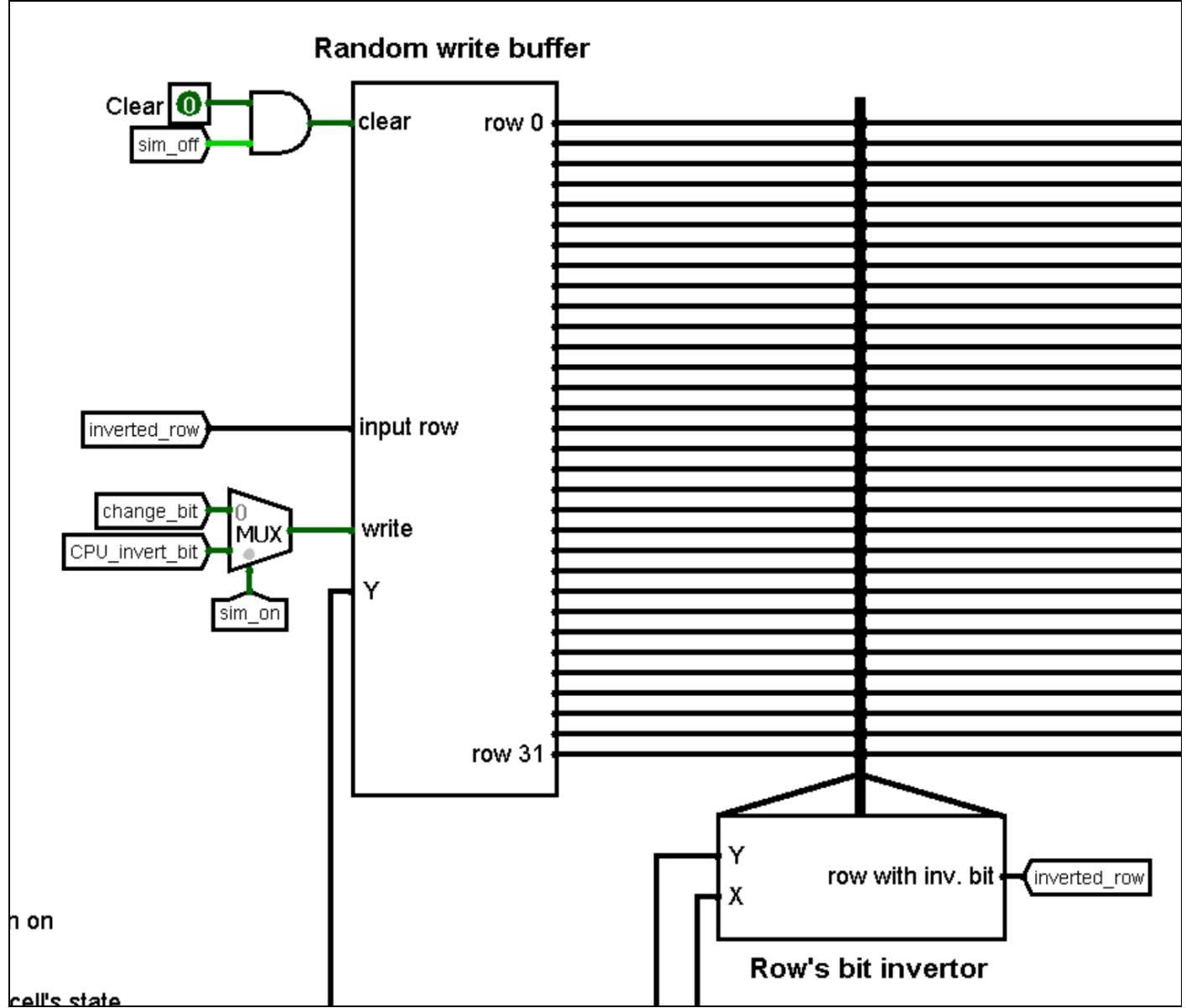
**Usage in Engine circuit:** In engine we get input row through tunnel from [row's bit inverter](#)

Clear signal works while simulation is off.

Y data goes from [coordinates bus](#)

Write row signal goes:

- From [keyboard controller](#) when simulation is off
- From [Register 0xf9](#) when simulation is on

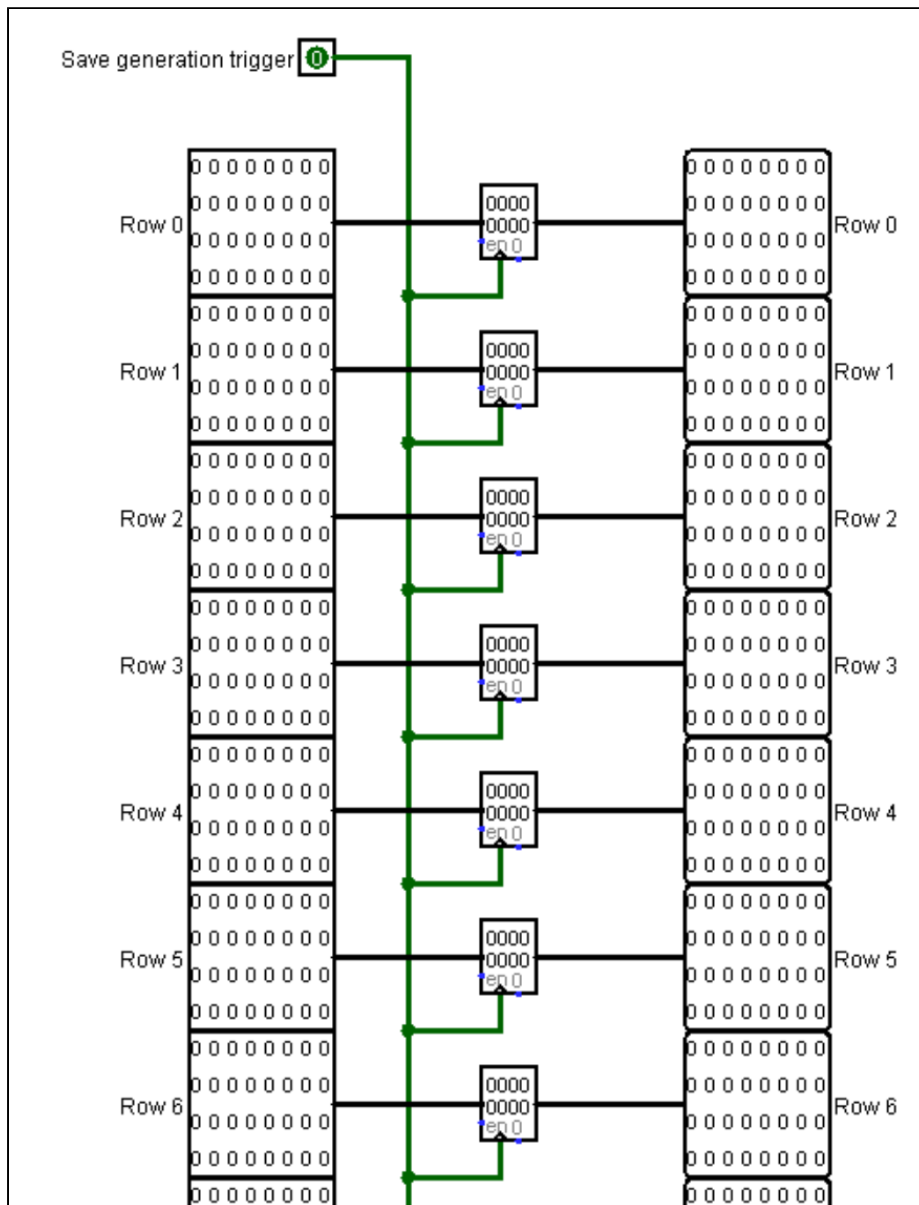


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# Stable generation's buffer

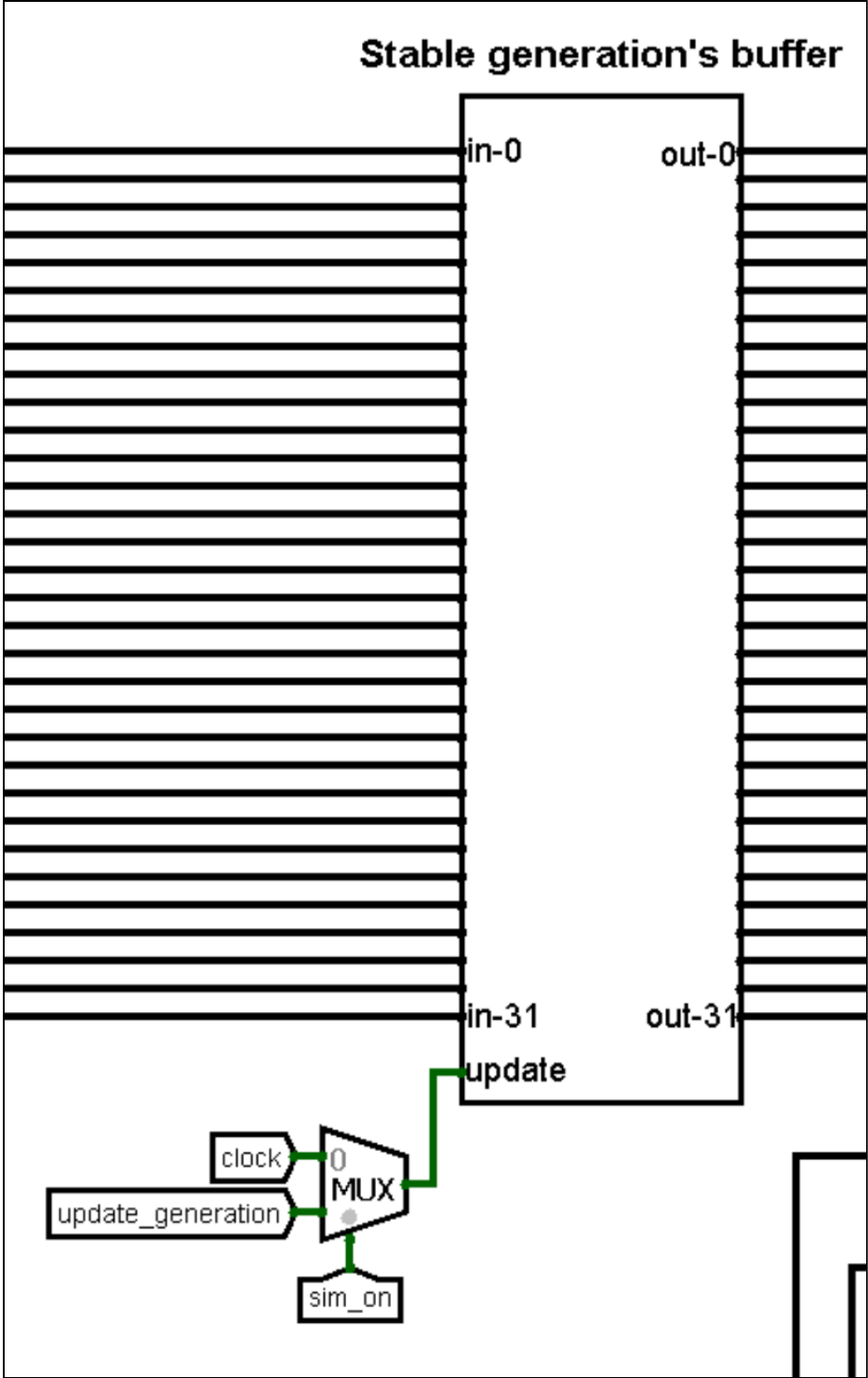
This buffer just saves 32 32-bit rows from inputs to registers and sends them to 32 outputs. Saving occurs on rising edge of input **Save generation trigger**

## Circuit screenshot:



**Circuit usage in Engine:** Buffer update depends on simulation state:

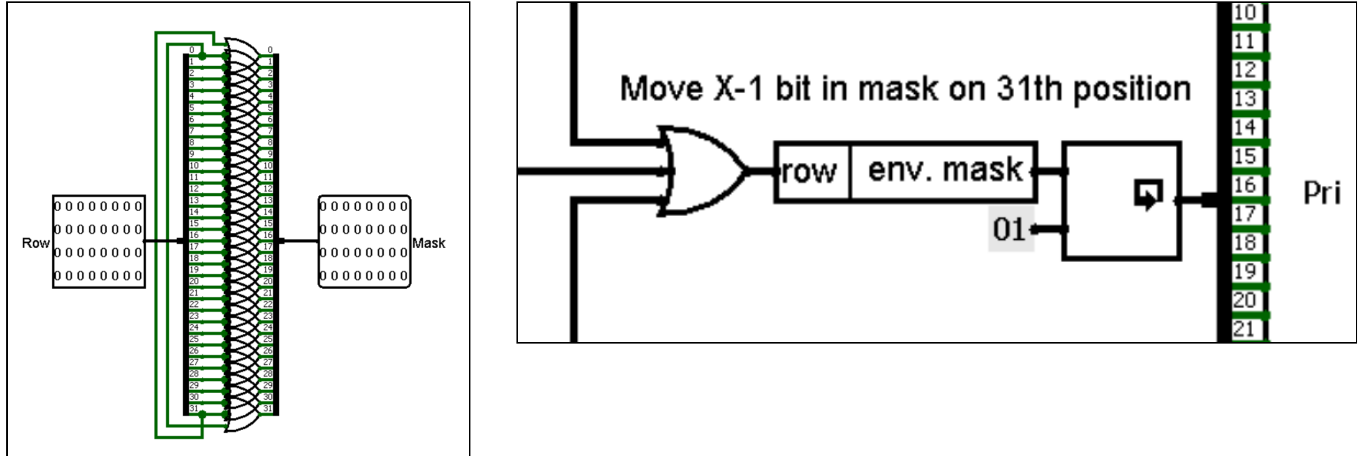
- While simulation is off buffer is updated by **clock**
- While simulation is on buffer is updated after **CdM-8 main cycle's full execution** by signal from **pseudo I/O register**



## Row environment mask

This circuit gets 1 32-bit row and gives 1 32-bit row where  $i$  bit is 1 when in input row at least one of  $i-1$ ,  $i$ ,  $i+1$  bits is 1 (OR gate on splitter outputs). **So, result row let us easily detect bit with significant environment.**

**Circuit screenshot and usage:** this circuit is used in [environment data constructor](#) for detecting next  $X$  with significant environment by priority encoder.



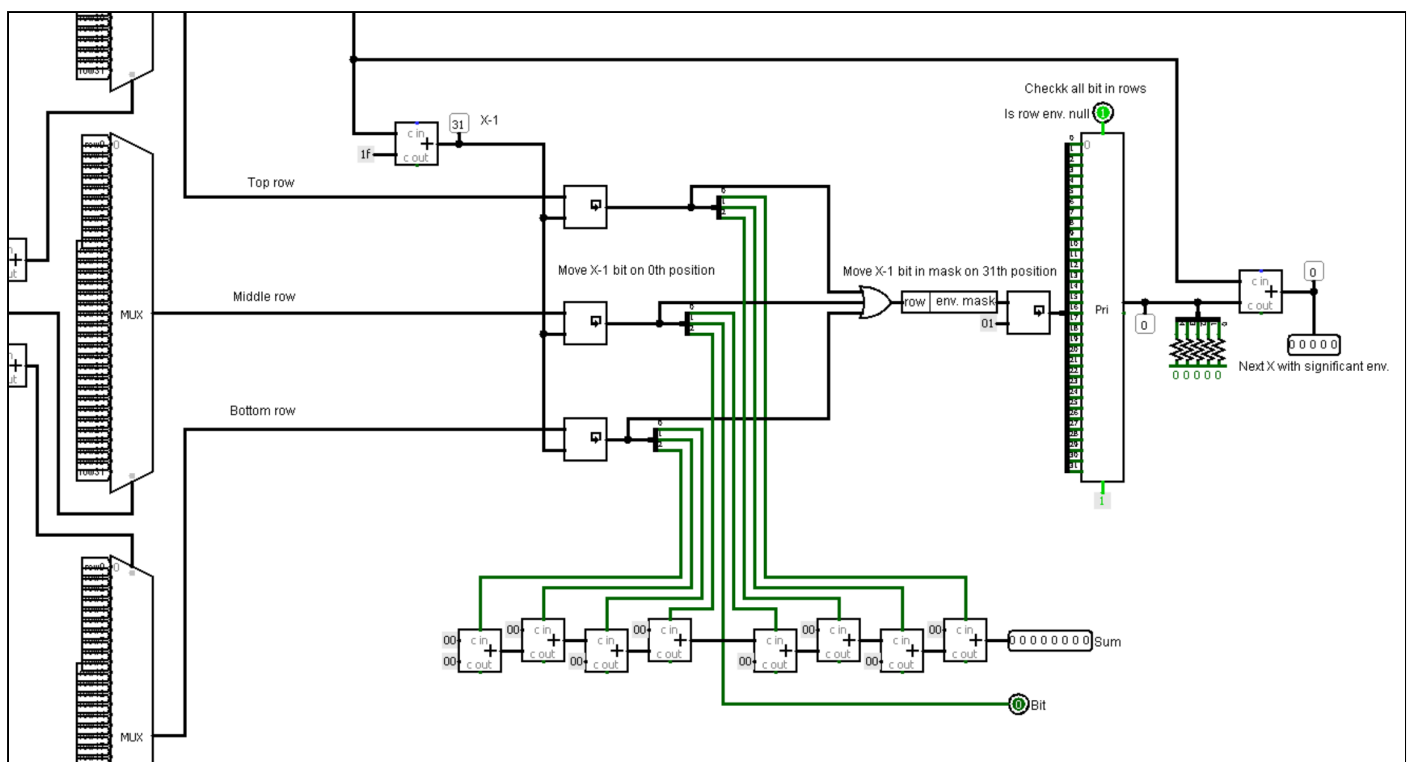
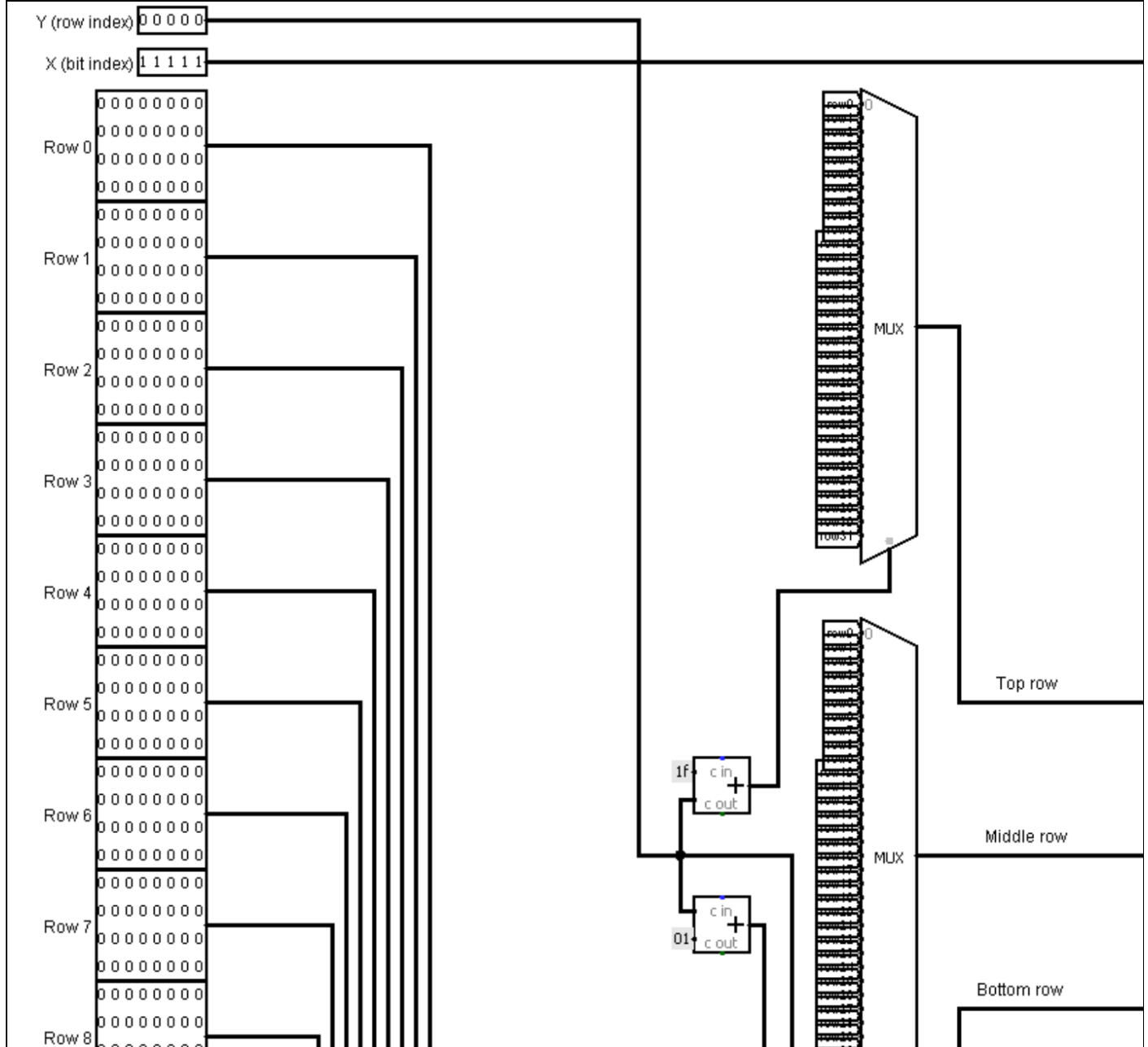
## Environment data constructor

Job of this circuit is constructing data about cell's environment for [optimized new generation's counting in CdM-8](#).

It has 32 32-bit inputs for rows and 5-bit  $Y$ ,  $X$  inputs and works by this steps:

1. Get rows  $Y-1$ ,  $Y$  and  $Y$  using multiplexers
2. Right cycled shift 3 rows on  $X-1$  positions to get  $X-1$ ,  $X$  and  $X+1$  bits on  $0$ ,  $1$  and  $2$ 
  1. Send bit 1 from middle row to centre bit output
  2. Use bits  $[0, 2]$  from top and bottom rows and bits  $0$  and  $2$  from middle row as carry signals for 8 8-bit adders to get sum of cells surrounding centre bit
3. Get common row from  $Y-1$ ,  $Y$  and  $Y+1$  rows using OR gate for analyzing environment. It is name **environment row**
4. Construct environment mask from environment row using [row environment mask circuit](#) and shift it right on 1 bit to get  $X-1$  bit on 31th position
5. This row goes to priority encoder that determines 2 values:
  1. If environment mask row is null encoder send true on **is row env. null** output
  2. Index of highest indexed bit which is 1 after sum with  $X$  input give us next  $X$  with significant environment. This value goes to **Next  $X$  with significant env.**

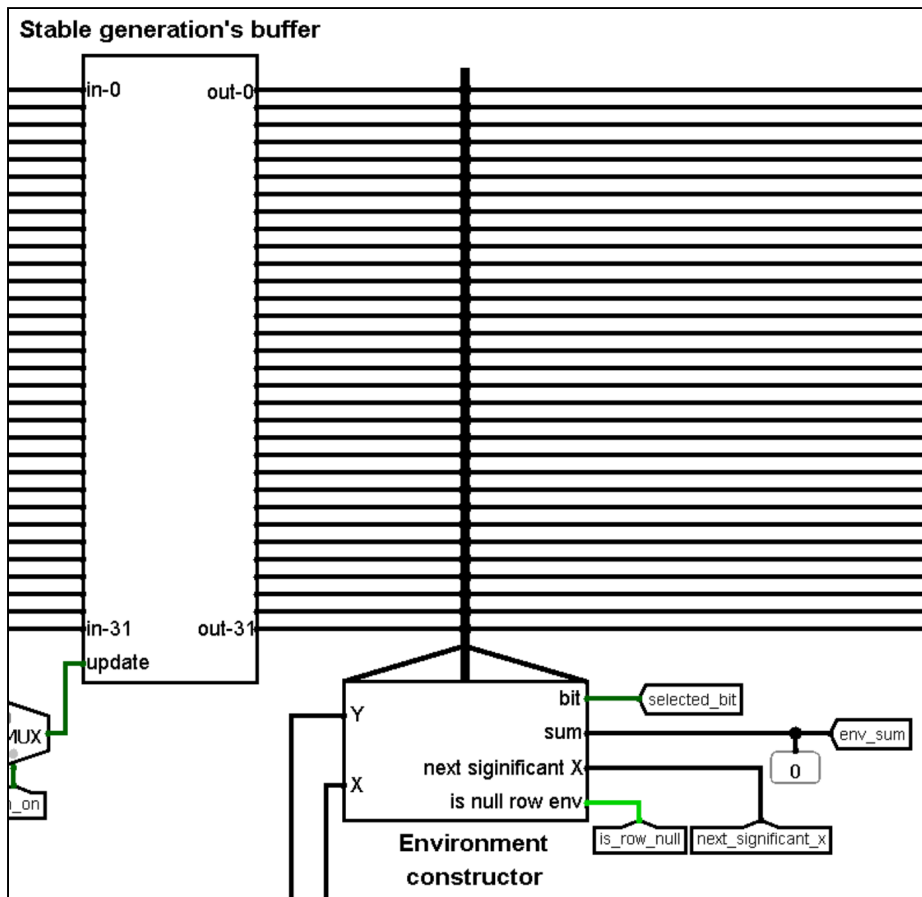
**Circuit screenshots:**



**Usage in Engine circuit:** Environment data constructor is connected to rows after [stable generation's buffer](#) to ensure that CPU works with stable generation.

All outputs go through tunnels to [I/O registers](#) that are used in [ASM main cycle](#)

Y and X go from [coordinates bus](#) but while simulation is off environment data isn't used.



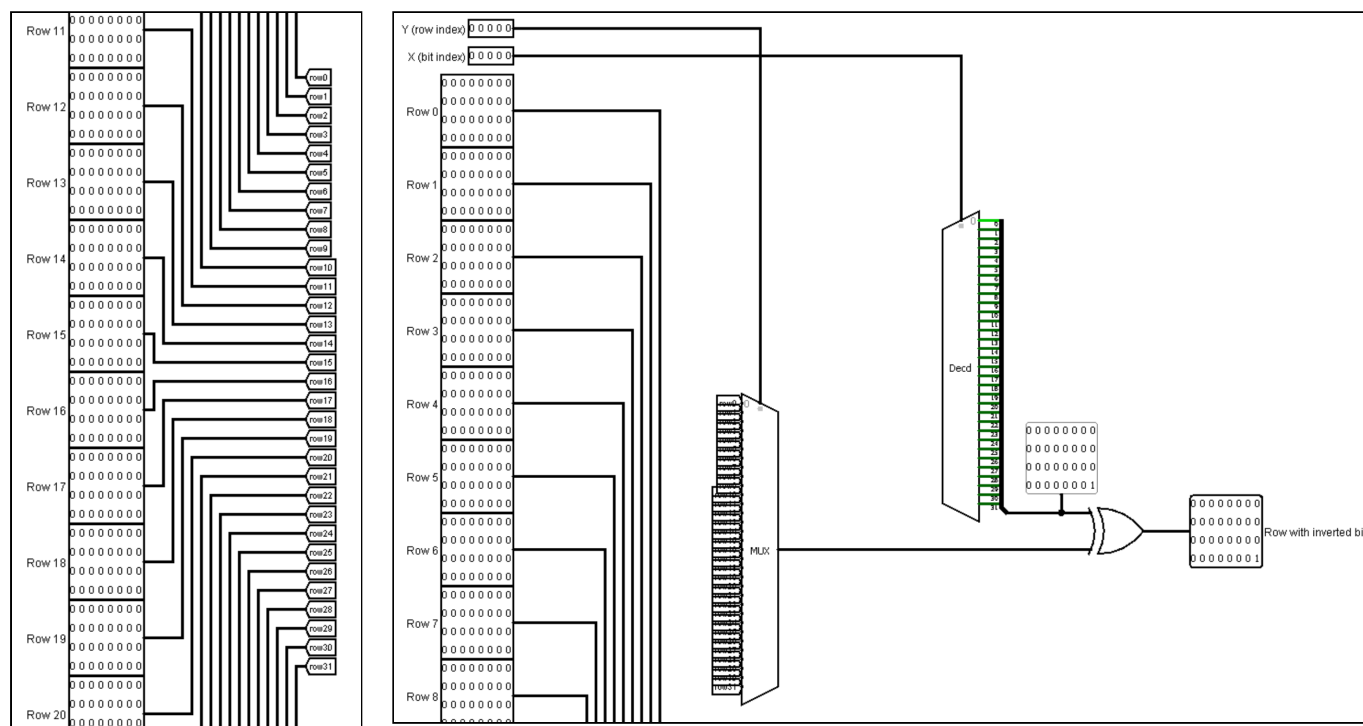
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# Row's bit invertor

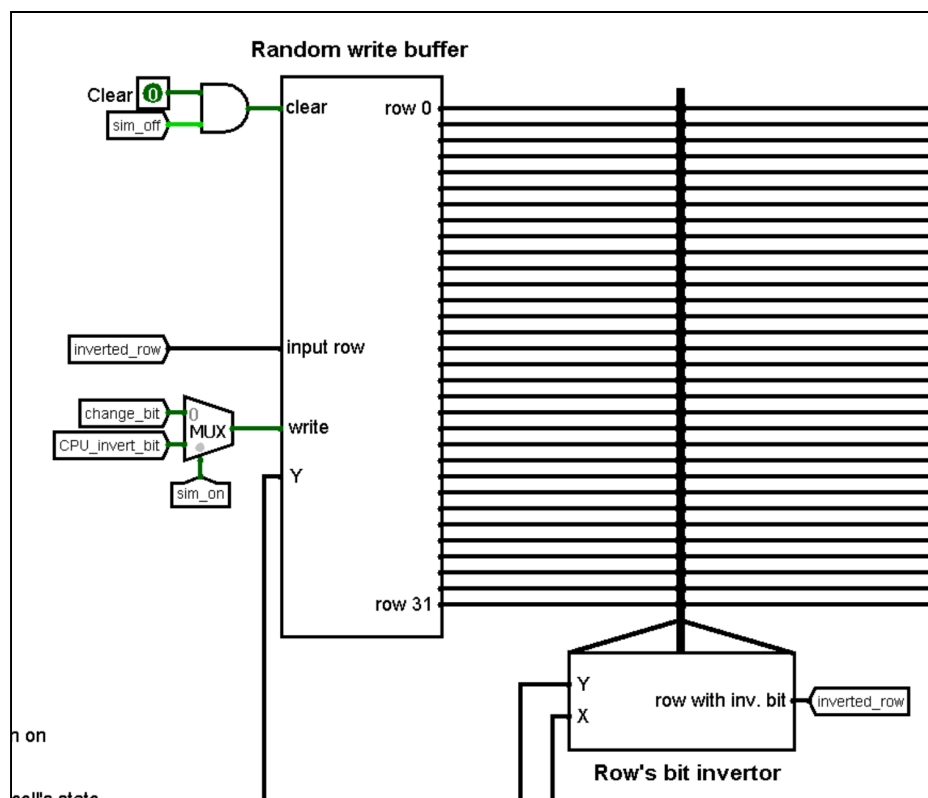
This circuit gets 32 32-bit rows and 5 bit coordinates Y and X. Returns Y row with inverted bit on position X. **For inversion we use decoder constructed bit mask and XOR**

## Circuit screenshots:



**Usage in Engine circuit:** 32 input rows goes from [random write buffer](#) and inverted row goes through tunnel to [input row](#) of [random write buffer](#)

Y and X go from [coordinates bus](#)



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# Binary selector

This circuit should choose one of two input values. **Binary selector** should choose second value if the **switch** input is **1** and first value otherwise.

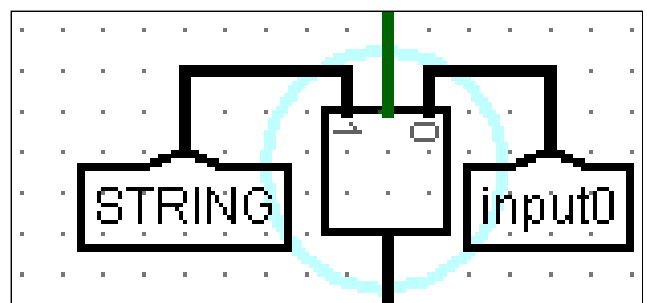
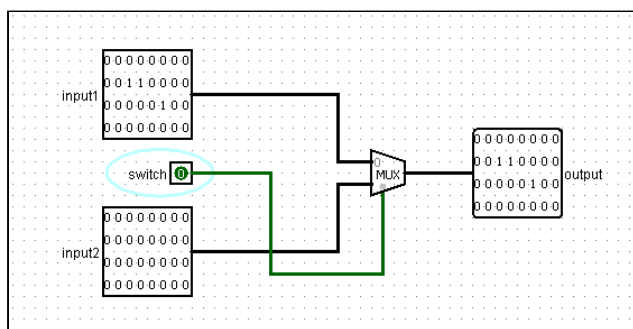
Inputs:

- input values: 2 32-bit rows
- **switch** - 1-bit

Outputs:

- selected value: 1 32-bit row

**Circuit screenshot and its usage:** Binary selector is used in **blinker** for convenient circuit composing.



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# Blinker

**Blinker** must switch value of **X** bit in **Y** row to opposite if the **switch** input is raised and return new row between others unchanged. **It is important that this circuit should not store new values in itself.**

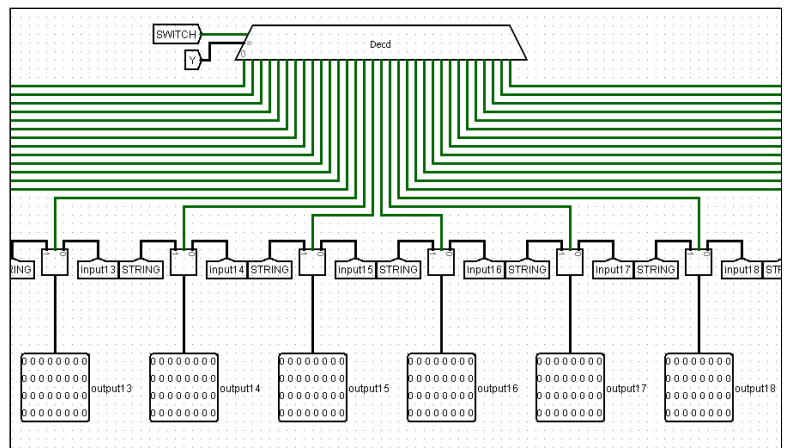
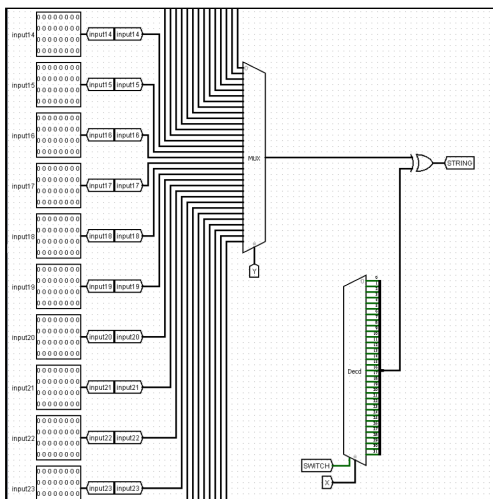
Inputs:

- matrix rows: 32 32-bit rows
- **Y** coordinate (row number) - 5-bit
- **X** coordinate (bit number in the row) - 5-bit
- **switch** - if this input is raised current bit must switch to opposite

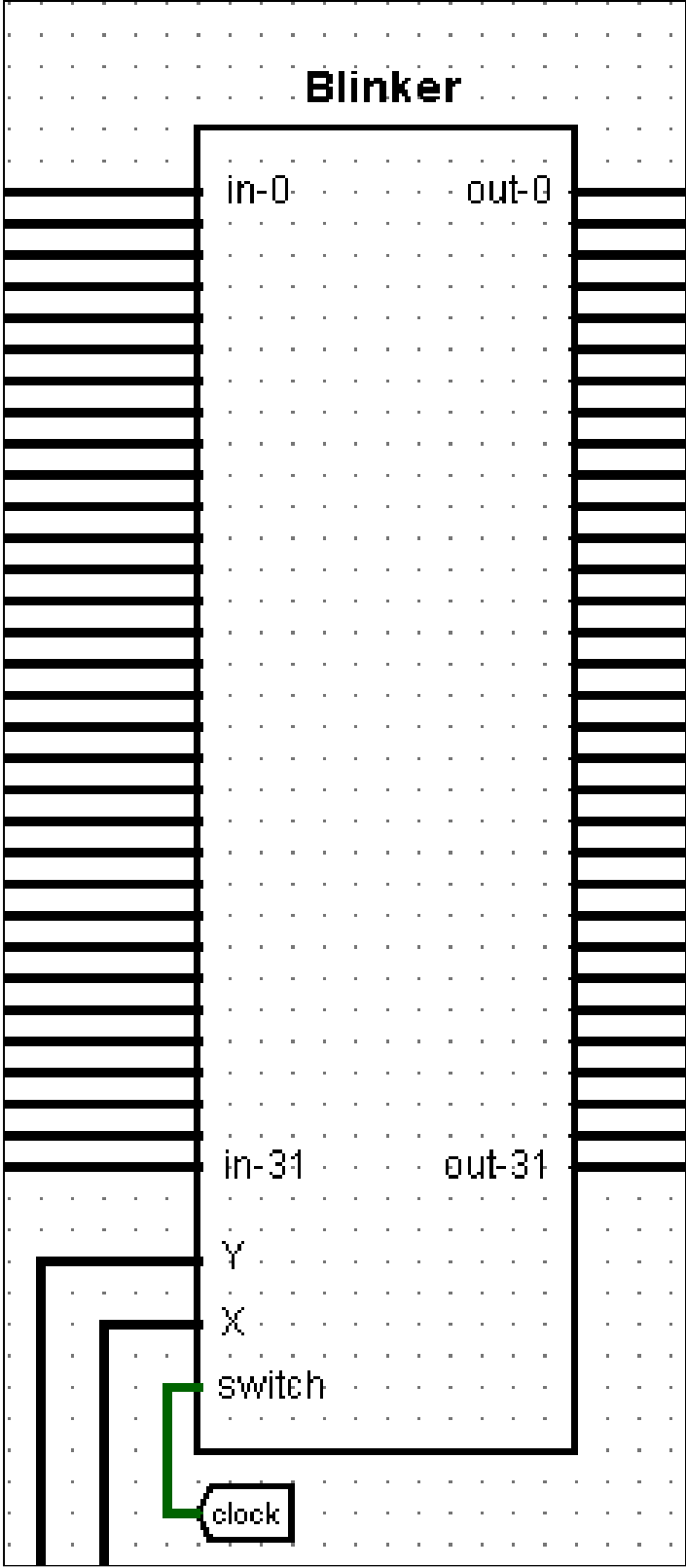
Outputs:

- 32 32-bit outputs, in one of which one bit was changed

**Circuit screenshots:**



**Usage in Engine circuit:** In **switch** handles clock signal. Y and X go from **coordinates bus**



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