

6.004 Tutorial Problems

L09 – Combinational Logic 2

Note: A subset of essential problems are marked with a red star (★). We especially encourage you to try these out before recitation.

Problem 1. ★

We want to implement a parametric function `reverse#(n)` that reverses the bits of its n -bit input argument. For example, if `Bit#(4) x = {a, b, c, d}`, then `reverse#(4)(x)` should return `{d, c, b, a}`.

(A) Implement `reverse#(n)` by recursing on the parameter n (i.e., calling `reverse#(k)` with $k < n$). You cannot use a `for` loop.

```
function Bit#(n) reverse#(Integer n)(Bit#(n) x);  
  
    return (n == 1)? x : {x[0], reverse#(n-1)(x[n-1:1])};  
  
endfunction
```

The recursive algorithm here states that the reverse of an n -bit number is the LSB (`x[0]`) concatenated with the reverse of the $n-1$ most significant bits. The curly braces indicate concatenation. The case statement provides the base case: the reverse of a single bit is just the bit itself. Otherwise, we return the recursive definition.

(B) Implement `reverse#(n)` using a `for` loop.

```
function Bit#(n) reverse#(Integer n)(Bit#(n) x);  
  
    Bit#(n) res = 0;  
    for (Integer i = 0; i < n; i = i + 1)  
        res[i] = x[n-1-i];  
    return res;  
  
endfunction
```

We first create a new n -bit wire and describe the connections it makes iteratively in a `for` loop. Note that each iteration of the `for` loop corresponds to a wire connecting the i -th bit of `res` to the $(n-1-i)$ -th bit of `x`. Remember that `for` loops can generate new hardware on each iteration.

Problem 2.

Parameterize the bit-scan-reverse function from Lab 3 to take as input an n -bit vector and output the index of the first non-zero bit scanned from the largest index (i.e., the position of the most-significant 1). **Assume that the parameter n is a power of 2 and $n \geq 2$.**

(A) Implement `bitScanReverse#(n)` without using a for loop.

```
Function Bit#(log2(n)) bitScanReverse#(Integer n)(Bit#(n) x);  
  
    if (n == 2) return x[1];  
    else begin  
        let upper = bitScanReverse#(n/2)(x[n-1:n/2]);  
        let lower = bitScanReverse#(n/2)(x[n/2-1:0]);  
        return (upper == 0)? {1'b0, lower} : {1'b1, upper};  
    end  
  
endfunction
```

NOTE: You could also avoid the if-else statement by defining the base case `function Bit#(1) bitScanReverse#(2)(Bit#(n) x) = x[1];` separately.

(B) Implement `bitScanReverse#(n)` using a for loop.

```
Function Bit#(log2(n)) bitScanReverse#(Integer n)(Bit#(n) x);  
  
    Bit#(log2(n)) res = 0;  
    for (Integer I = 0; I < n; I = I + 1)  
        res = (in[i] == 1) ? I : res;  
    return res;  
  
endfunction
```

(C) When synthesized manually (i.e., without logic optimizations, just the gates that your circuit expresses), how does propagation delay grow with the number of input bits for each implementation? Use order-of notation.

Without a loop (A), delay grows with $\Theta(\log n)$, as the implementation uses a balanced tree of `bitScanReverse#()` functions (at each step, each additional function processes half of the bits, and the upper and lower halves are computed in parallel).

With a loop (B), delay grows with $\Theta(n)$, as the implementation uses a chain of muxes on res.

(Different answers are possible, depending on your implementations.)

Problem 3.

In Lab 3, we wrote a function `isPowerOfTwo` that computes whether a 4-bit input was a power of 2 or not. This function checks whether there is only one bit in the input that is equal to 1.

We want to generalize `isPowerOfTwo` by rewriting it as a parametric function that works with inputs of arbitrary bit-width.

(A) Implement `isPowerOfTwo#(n)` using a for loop.

```
Function Bool isPowerOfTwo#(Integer n)(Bit#(n) x);
  Bool someOnes = False;
  Bool twoOrMoreOnes = False;
  for (Integer I = 0; I < n; I = I + 1) begin
    if (x[i] == 1) begin
      twoOrMoreOnes = someOnes;
      someOnes = True;
    end
  end
  return someOnes && !twoOrMoreOnes;
endfunction
```

(B) If your implementation above has $\Theta(n)$ propagation delay when synthesized manually (i.e., without logic optimizations, just the gates that your circuit expresses), then rewrite `isPowerOfTwo#(n)` so that it has $\Theta(\log n)$ propagation delay.

Hint: Since you used a for loop above, you probably have a linear chain of gates in your design. Instead, think about how to solve this problem by composing functions so that, at each step, you halve the number of input bits each function processes. This will produce a tree of gates with logarithmic depth. You'll likely need to use an auxiliary parametric function that recurses on its own parameter.

```
Typedef enum { ZeroOnes, OneOne, TwoOrMoreOnes } Pow2Res;

function Pow2Res pow2#(1)(Bit#(n) x);
  return (x == 1)? OneOne : ZeroOnes;
endfunction

function Pow2Res pow2#(Integer n)(Bit#(n) x);
  let lower = pow2#(n/2)(x[n/2-1:0]);
  let upper = pow2#(n-n/2)(x[n-1:n/2]);
  return (lower == ZeroOnes && upper == ZeroOnes)? ZeroOnes :
    ((lower == OneOne && upper == ZeroOnes) ||
     (lower == ZeroOnes && upper == OneOne))? OneOne :
    TwoOrMoreOnes;
endfunction

function Bool isPowerOfTwo#(Integer n)(Bit#(n) x);
  return pow2#(n)(x) == OneOne;
endfunction
```

Problem 4. (adapted from Quiz 1 Fall 2018, 20/100 points)**(NOTE: Part C of this question will be much easier once you have completed Lab 4)**

- (A) (5 points) The following parametric function f performs a basic operation using a and b . We want $f2$ to implement the same function as f . Fill in the blank in $f2$ to make the two functions equivalent. Write a single-line expression that uses the ternary operator ($? :$).

```
Function Bit#(n) f#(Integer n)(Bit#(n) a, Bit#(1) b);
  Bit#(n) x = 0;
  for (Integer i = 0 ; i < n ; i = i+1) begin
    x[i] = a[i] ^ b;
  end
  return x;
endfunction
```

```
function Bit#(n) f2#(Integer n)(Bit#(n) a, Bit#(1) b);
  return ( b==1 ) ? ~a : a ;
endfunction
```

Function f will return the input a with every digit XOR-ed with b . If $b = 0$, then the XOR does not change anything ($a \wedge 0 = a$). If $b = 1$, then XOR will flip each bit ($a \wedge 1 = \sim a$). Therefore, we can write a ternary operator that is conditional on the value of b . Notice that we cannot directly put b into the conditional part of the operator. The conditional expects a Bool type and b is a 1-bit wire. We convert the wire into a Bool type by testing for equality with 1 ($b == 1$).

- (B) (5 points) Write the truth table for the combinational device described by the function below.

```
function Bit#(2) f(Bit#(1) a, Bit#(1) b, Bit#(1) c);
  Bit#(2) ret = zeroExtend(a) + signExtend(b);
  case ({a,b})
    0: ret = {1, c};
    2: ret = {a ^ b, a & b};
    3: ret = ~signExtend(c);
  endcase
  return ret;
endfunction
```

a	b	c	ret[1]	ret[0]
0	0	0	1	0
0	0	1	1	1
0	1	0	1	1
0	1	1	1	1
1	0	0	1	0

1	0	1	1	0
1	1	0	1	1
1	1	1	0	0

We go through each case statement one at a time to fill out the truth table:

- If $a = 0$ and $b = 0$, then we are in the first two rows of the truth table. The output (ret) is $\{1, c\}$ which indicates a 2-bit output where the LSB is c and the MSB is 1. Thus $ret[1] = 1$ and $ret[0] = c$.
- In the case where $\{a, b\} = 2$, we know that $a = 1$ and $b = 0$. Therefore, the return value is $\{1 \wedge 0, 1 \& 0\} = \{1, 0\}$. The output does not depend on c , so the two corresponding rows of the truth table are identical.
- When $\{a, b\} = 3$, ret is the inverse of the sign-extended value of c . Here, we are operating in the last two rows of the truth table since $a = 1$ and $b = 1$. In the first row, where $c = 0$, we need to sign extend c . Since ret is declared as 2-bits wide, we need to sign-extend c from one bit to two. The MSB is the sign bit, and it is 0. Thus $signExtend(c) = 2'b00$. The inverse of this is $2'b11$ which is what we see in the truth table.
In the other case, where $c = 1$, $signExtend(c) = 2'b11$ since the sign bit (the MSB) is 1. After inverting, we have $ret = 2'b00$ which is what we see in the truth table.
- If the input does not fall into any case statement (the third and fourth rows of the truth table), then the output is $zeroExtend(a) + signExtend(b)$. $zeroExtend(a)$ extends a from one bit to two bits (i.e. from $1'b0$ to $2'b00$). $signExtend(b)$ will extend the MSB of b to become $2'b11$. The sum of these two values is $2'b11$ which gives us the third and fourth rows of the truth table.

(C) (5 points) The following parametric function g performs a specific arithmetic operation on n -bit operands a and b . We want the function $g2$ to implement g in a single line of code. Fill in the blank with a single expression to make $g2$ equivalent to g .

```
function Bit#(1) g#(Integer n)(Bit#(n) a, Bit#(n) b);
  Bit#(2) ret = 'b10;
  for (Integer i = n-1 ; i >= 0 ; i = i-1) begin
    if ({a[i], b[i]} == 'b01) ret = {0, ret[1] | ret[0]};
    else if ({a[i], b[i]} == 'b10) ret = {0, ret[0]};
  end
  return ret[1] | ret[0];
endfunction

function Bit#(1) g2#(Integer n)(Bit#(n) a, Bit#(n) b);
  return (a <= b)? 1 : 0;
endfunction
```

We are told that g performs an arithmetic operation on a and b , so we will first try to figure out what it is doing. The logic is generated using a for loop going from the MSB of the inputs down to the LSB. Breaking down the logic, we can see the following:

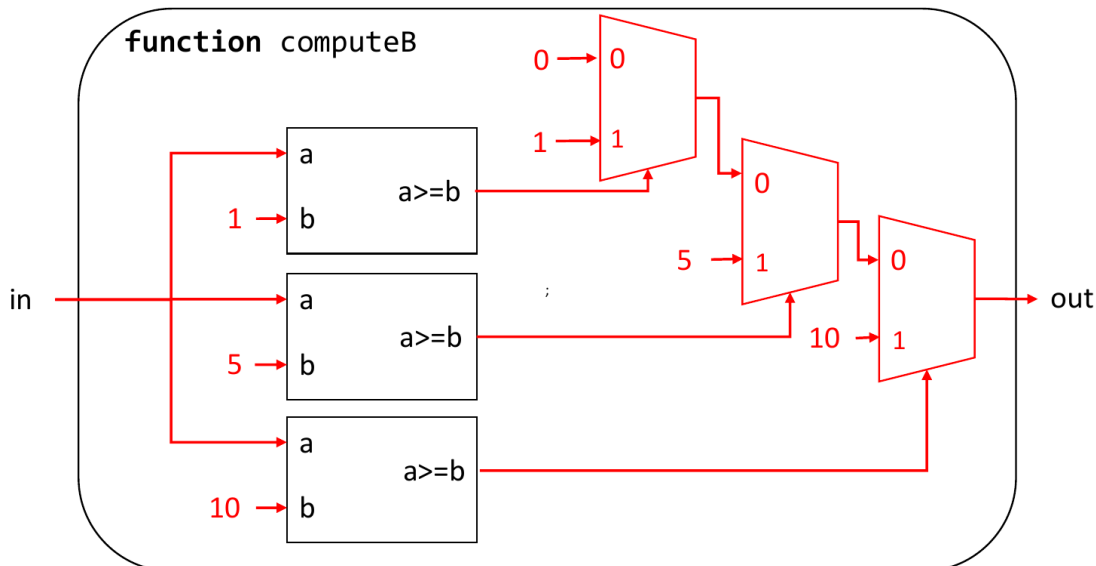
- The MSB of ret indicates if $a[n-1 : i]$ and $b[n-1 : i]$ are equal. If the $a[i]$ and $b[i]$ are different, then $ret[1] = 0$ since they differ at this point. Otherwise, $ret[1]$ remains unchanged.
- The LSB of ret indicates if $a[n-1 : i] < b[n-1 : i]$. In the first branch of the if statement, we see that $a[i] < b[i]$ (since $a[i] = 0$ and $b[i] = 1$). This indicates that $a[n-1 : i] < b[n-1 : i]$ only if the inputs have been equal thus far (as indicated by $ret[1]$) or the a has already been determined to be less than b (as indicated by $ret[0]$). In the else-if branch, we see similar logic which sets $ret[0]$ to be 1 only if $ret[0]$ was already one (i.e. a was already determined to be less than b)
- At the final return statement, we see that we return true if either $a = b$ or $a < b$.

We see that this logic implements an n-bit comparator. This can be condensed into the single ternary expression that returns $1'b1$ if $a \leq b$ and $1'b0$ otherwise.

The combinational logic here is quite subtle, but this successive comparison structure is fairly common. More details about this kind of comparator can be found in Lab 4.

(D) (5 points) Finish the following circuit diagram to implement function `computeB`, given below. You may only use 32-bit 2-to-1 multiplexers, constants (0, 1, 2, 3, ...) and logic gates (AND, NOT, OR, XOR). We have provided three 32-bit greater-than-or-equal (\geq) comparators for you.

```
function Bit#(32) computeB(Bit#(32) in);
    Bit#(32) out = 0;
    if ( in >= 1 ) out = 1;
    if ( in >= 5 ) out = 5;
    if ( in >= 10 ) out = 10;
    return out;
endfunction
```



The input must be compared with 1, 5, and 10. We therefore need to supply these as inputs into the compare blocks. The result of the first compare block determines whether out is 1 or 0. This can then be overwritten by the next compare with 5 which can then be overwritten in the compare with 10. This leads to the successive muxes on the output.