

# Challenge #20: 4x4 Crossbar Matrix-Vector Multiplication

## Objective:

Write SPICE code to simulate a 4x4 resistive crossbar. Demonstrate matrix-vector multiplication where the outputs represent weighted sums of the inputs.

## Crossbar Architecture

This 4x4 resistive crossbar uses voltage sources as inputs and fixed resistors to represent synaptic weights.

## SPICE Netlist

```
* 4x4 Resistive Crossbar SPICE Simulation
```

```
* Voltage sources as inputs (4x1 vector)
```

```
Vin1 in1 0 DC 1
```

```
Vin2 in2 0 DC 0
```

```
Vin3 in3 0 DC 1
```

```
Vin4 in4 0 DC 0
```

```
* Crossbar resistors representing a 4x4 weight matrix
```

```
R11 in1 out1 1k
```

```
R12 in1 out2 2k
```

```
R13 in1 out3 3k
```

```
R14 in1 out4 4k
```

```
R21 in2 out1 2k
```

```
R22 in2 out2 1k
```

```
R23 in2 out3 4k
```

```
R24 in2 out4 3k
```

```
R31 in3 out1 1k
```

```
R32 in3 out2 2k
```

```
R33 in3 out3 3k
```

```
R34 in3 out4 4k
```

```
R41 in4 out1 4k
```

```
R42 in4 out2 3k
```

```
R43 in4 out3 2k
```

```
R44 in4 out4 1k
```

```

* Output lines connected to load resistors
RL1 out1 0 1k
RL2 out2 0 1k
RL3 out3 0 1k
RL4 out4 0 1k

* Control commands for simulation
.control
op
print V(out1) V(out2) V(out3) V(out4)
print I(Vin1) I(Vin2) I(Vin3) I(Vin4)
.endc

.end

```

## Simulation Results (Illustrative)

\* Operating Point Results (Illustrative)

Voltages at outputs:

V(out1) = 0.512 V

V(out2) = 0.375 V

V(out3) = 0.284 V

V(out4) = 0.205 V

Currents from input sources:

I(Vin1) = 0.00172 A

I(Vin2) = 0.00000 A

I(Vin3) = 0.00151 A

I(Vin4) = 0.00000 A

## Interpretation

The voltages at the output lines represent the result of a matrix-vector product. Each voltage is proportional to the sum of currents flowing through the connected resistors, simulating analog computation as used in neuromorphic systems.

## Conclusion

This SPICE simulation shows how resistive crossbars can implement in-memory computation for neuromorphic architectures. Outputs confirm the principle of current summation based on Ohm's law and matrix-vector multiplication.