
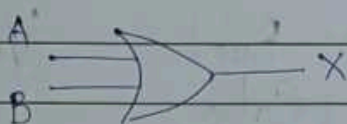

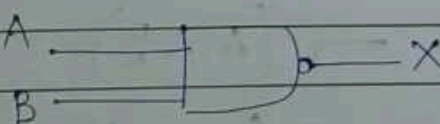
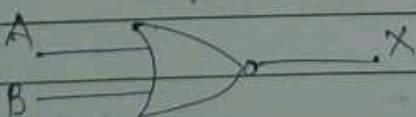
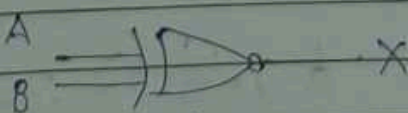


Learnings :-

(1) Digital logic :

a) Combinational logic

Gates :-

→ NOT → AND → OR → XOR → NAND → NOR → XNOR 

| A | X |
|---|---|
| 0 | 1 |
| 1 | 0 |

| A | B | X |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

| A | B | X |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

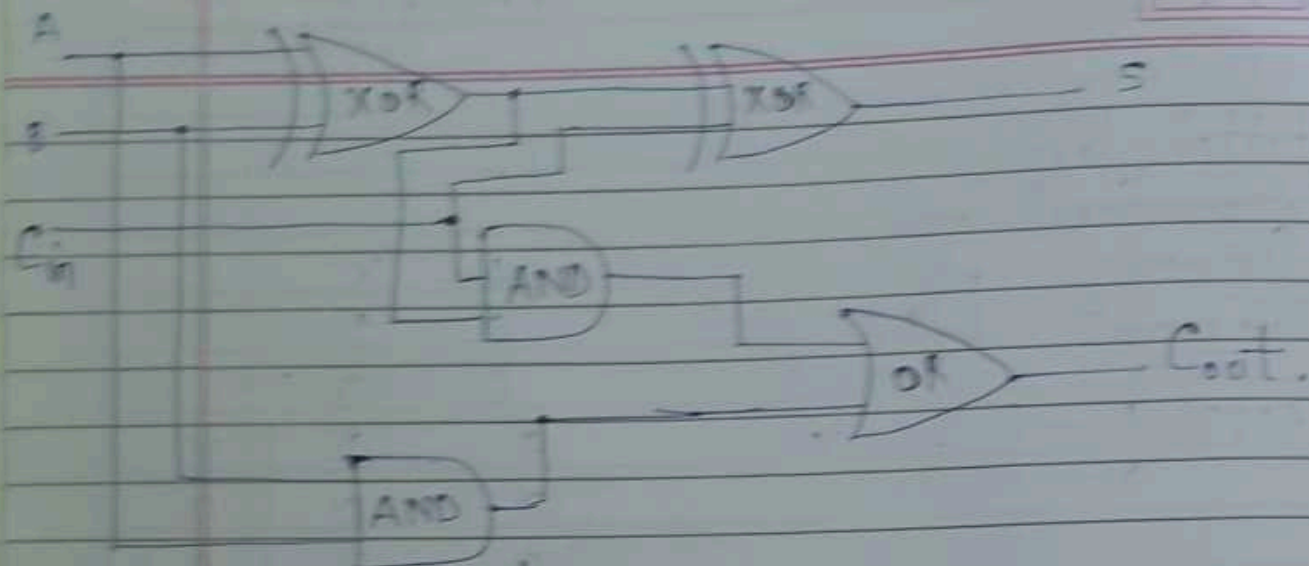
| A | B | X |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

| A | B | X |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

| A | B | X |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

| A | B | X |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

Full-adder



II Verilog Operators

| Operation | Bool Arith. | Bool Calc. | Verilog code |
|-----------|-------------------------|----------------------|--------------------|
| NOT | \overline{A} | $\neg A$ | $\sim A$ or $!A$ |
| AND | $A \cdot B$ | $A \wedge B$ | $A \& B$ or $\&\&$ |
| OR | $A + B$ | $A \vee B$ | $A B$ or $ $ |
| XOR | $A \oplus B$ | $A \ominus B$ | $A \wedge B$ |
| NAND | $\overline{A \cdot B}$ | $\neg (A \wedge B)$ | $!(A \& B)$ |
| NOR | $\overline{A + B}$ | $\neg (A \vee B)$ | $!(A B)$ |
| XNOR | $\overline{A \oplus B}$ | $\neg (A \ominus B)$ | $!(A \wedge B)$ |

b) Common data-types :-

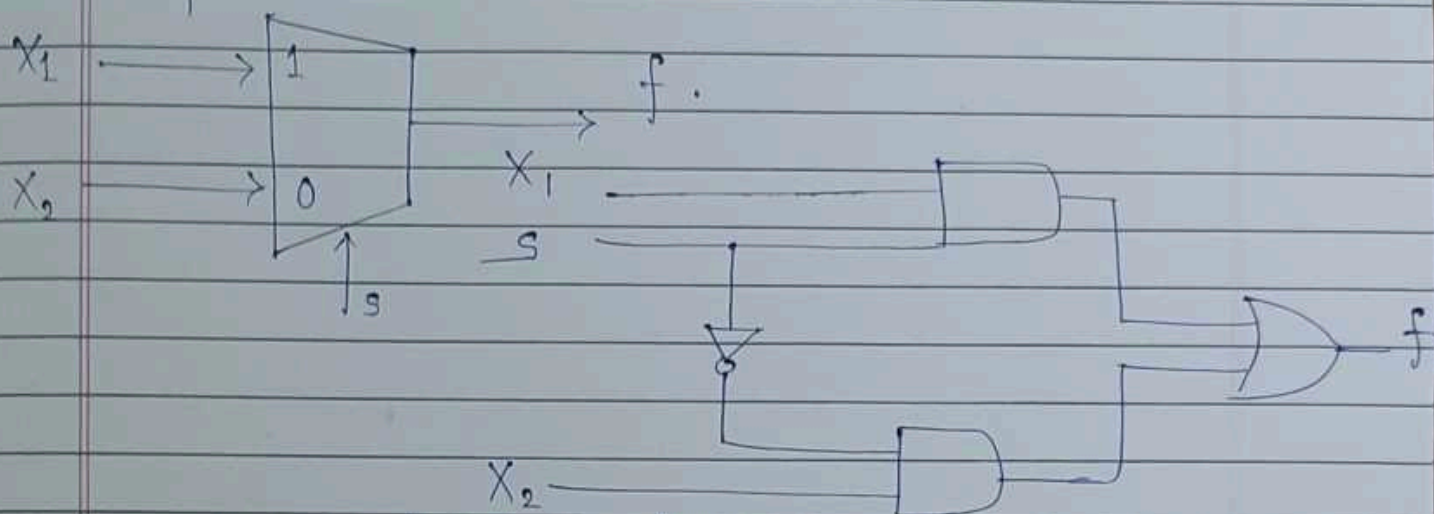
booleans and bit vectors.

vector declaration : $\$ \text{vect}[7:0] = \dots;$

operations : $+$, $-$, $*$, $/$, $\%$
 $==$, $!=$, $>$, $>=$, $<$, $<=$



c) Multiplexers



$\$out = \$sel ? \$in1 : \$in0 ;$

→ $\$out$ is : if $\$sel$ then $\$in1$
 otherwise $\$in0$

$\$out[7:0] = \$sel[3] ? \$in3 : \$sel[2] ?$
 $\$in2 : \$sel[1] ? \$in1 :$
 $\$in0 ;$

8-bit wide multiplexer. (top-to-bottom)

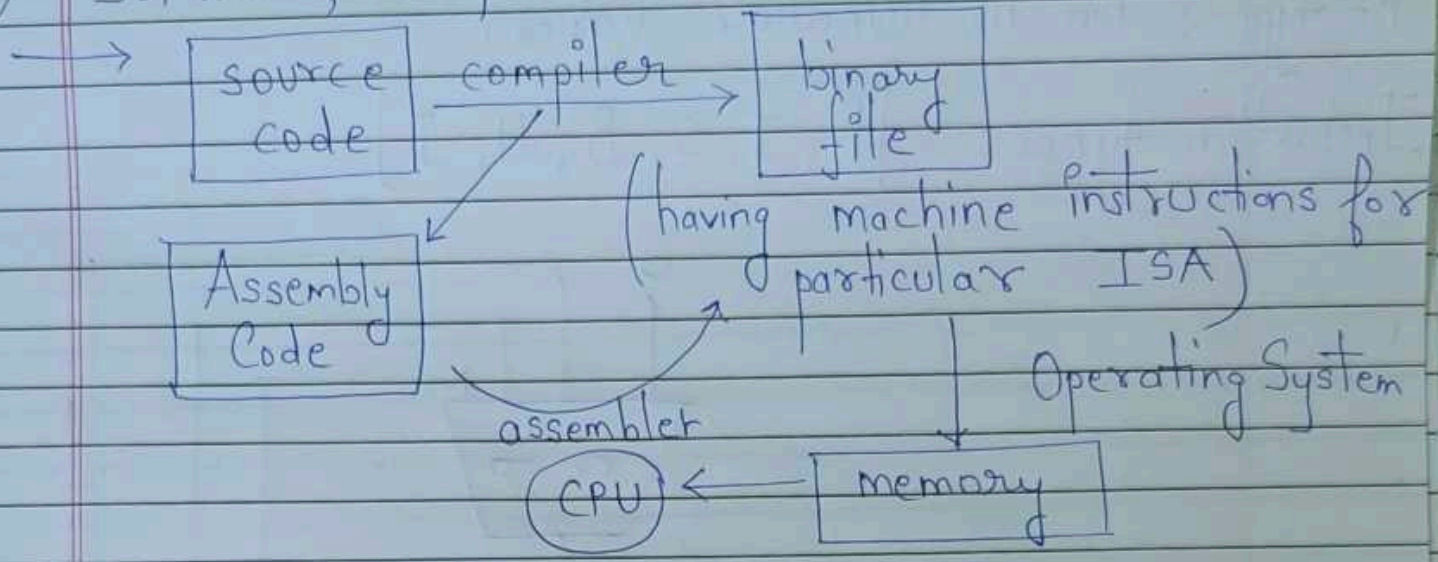
d) Literals

$\$foo[7:0] = 6 ;$ [6 coerced to 8 bits]
 $= 8'd6 ;$
 $= 8'b110 ;$
 $= 8'h6$

e) Concatenation

$\$word[15:0] = (\$upper_byte, \$lower_byte);$

① Software, Compiler, CPU



② RISC : Reduced Instruction Set Computing

load-store architecture

- has register file of storing upto 32 values (31)
- instructions read from & write back to file.
- btw memory and register.

fields

a) opcode

general classification of instruction & determine which of remaining fields are needed, how & they laid out, encoded in remaining instruction bits.

b) function field (funct3 / funct7)

→ specify exact fn performed by instruction.

c) rs1 / rs2

indices (0-31) identifying register in register files having operand values on which operation carried.

d) rd

index (0-31) of register into which result written

e) immediate

value btw bits. Value give offset for indexing

into memory or,
value upon which to operate (in place of register value indexed by rs2)

R-type : has no immediate values.

Instruction types: [R, I, S, B, U, J]

