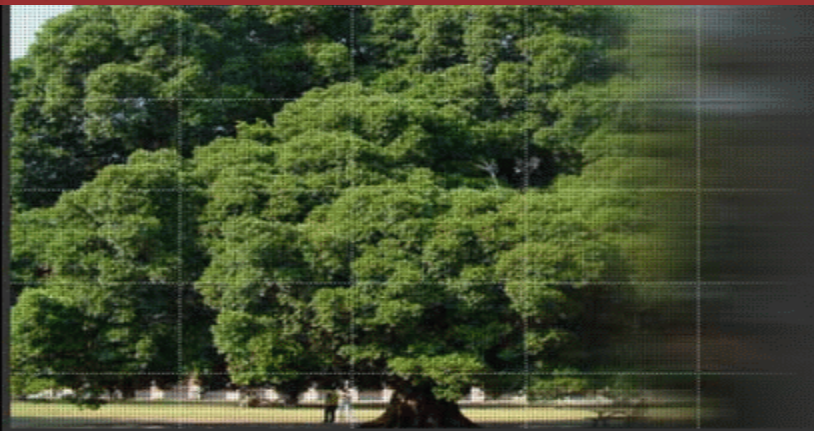




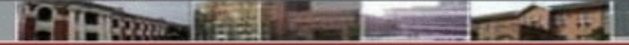
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Homework 3 explanation

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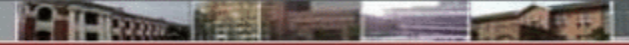
Introduction



- ▶ Design an circuit with addition, subtraction, and multiplication functions
- ▶ The input only consists of numbers 0 to 15, four operators: +, -, *, =, and paratheses
- ▶ The inputs are represented in ASCII codes
- ▶ The input expression string will not exceed 16 characters
- ▶ It's difficult for computers to comprehensively process and handle the entire equation
 - ▷ Converting the notation of the expression from infix to postfix

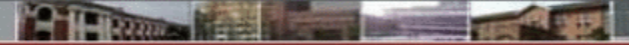
Represent	ASCII code	Represent	ASCII code	Represent	ASCII code
0	48	8	56	(40
1	49	9	57)	41
2	50	a (number 10)	97	*	42
3	51	b (number 11)	98	+	43
4	52	c (number 12)	99	-	45
5	53	d (number 13)	100	=	61
6	54	e (number 14)	101		
7	55	f (number 15)	102		

Finite State Machine



1. BUFFER : Read input string and store it into buffer
2. IN2POS : Convert the input string to postfix
3. POP : Pop out remaining operators in the buffer
4. CALCULATE : Calculate results according to the postfix expression
5. RESULT : Pull up 'valid' signal and output calculation result
6. RESET : Pull down 'valid' signal and go back to 'BUFFER' state

Data Registers



- ▶ dataBuffer: used to store input string
- ▶ OpStack: store operators while converting expression to postfix
- ▶ OutBuffer: store converted postfix output string
- ▶ sum: buffer for calculation

```
16  reg [2:0] nowState, nextState;
17  reg [6:0] dataBuffer [15:0];
18
19  reg [4:0] len;
20  reg [4:0] arrPt, stackPt, outPt;
21
22  reg [6:0] OpStack [15:0];
23  reg [6:0] OutBuffer [15:0];
24
25  reg [6:0] sum [15:0];
26  reg [3:0] sumPt ;
```

BUFFER



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- ▶ Decode ASCII code to numbers
 - ▷ The codes for operators are directly stored into 'dataBuffer'

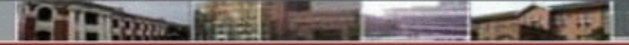
```
61 ▼ BUFFER:begin
62     if(ready) begin
63         readEn <= 1;
64     end
65 ▼     if(ascii_in!=61 && (ready||readEn)) begin
66         len <= len + 1;
67 ▼         case(ascii_in)           // Mapping
68             // number(0~9)
69             48: dataBuffer[len] <= 4'd0 ; 49: dataBuffer[len] <= 4'd1 ; 50: dataBuffer[len] <= 4'd2 ;
70             51: dataBuffer[len] <= 4'd3 ; 52: dataBuffer[len] <= 4'd4 ; 53: dataBuffer[len] <= 4'd5 ;
71             54: dataBuffer[len] <= 4'd6 ; 55: dataBuffer[len] <= 4'd7 ; 56: dataBuffer[len] <= 4'd8 ;
72             57: dataBuffer[len] <= 4'd9 ;
73             // number(10~15)
74             97: dataBuffer[len] <= 4'd10; 98: dataBuffer[len] <= 4'd11;
75             99: dataBuffer[len] <= 4'd12; 100: dataBuffer[len] <= 4'd13; 101: dataBuffer[len] <= 4'd14;
76             102: dataBuffer[len] <= 4'd15;
77             // operation
78             default : dataBuffer[len] <= ascii_in;
79         endcase
80     end
81 end
```



- ▶ arrPt : index used to scan 'dataBuffer'
- ▶ stackPt : index of 'OpStack'

- ▶ If the current token of 'dataBuffer' is 40 ('('), push it to 'OpStack'
 - ▷ Store the value of 'dataBuffer[arrPt]' to OpStack[stackPt]
 - ▷ Increase the value of 'stackPt' by 1 (Push operation)
 - ▷ Increase the value of 'arrPt' by 1 (Scan the next token)

```
82      IN2POS:begin
83          case(dataBuffer[arrPt])
84              40:begin    // (    Put into stack
85                  OpStack[stackPt] <= dataBuffer[arrPt];
86                  stackPt <= stackPt + 1;
87                  arrPt <= arrPt + 1;
88              end
```

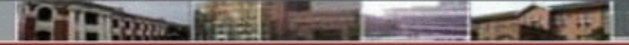



- ▶ If the current token of 'dataBuffer' is 41 (')', pop tokens from 'OpStack' until a left parenthesis is found
 - ▷ If the top token of 'OpStack' is not parenthesis, pop out it from stack and append it to output string
 - Line 91 & 92: append a value to 'OutBuffer' and increase its index (outPt) by 1
 - ▷ No matter whether the top token of 'OpStack' is a left parenthesis, it should be popped out (Line 94)
 - ▷ If the top token of 'OpStack' is a left parenthesis, scan the next token from the input string (Line 95)

```
89      41:begin    // )    Put into stack
90      if(OpStack[stackPt-1]!=40 && OpStack[stackPt-1]!=41)begin
91          OutBuffer[outPt] <= OpStack[stackPt-1];
92          outPt <= outPt + 1;
93      end
94      stackPt <= stackPt - 1;
95      if(OpStack[stackPt-1]==40) arrPt <= arrPt + 1;
96  end
```

- ▶ If the current token of 'dataBuffer' is 42 ('*'), pop tokens from 'OpStack' until the precedence of the top token is lower than that of the current token
 - ▷ If the top token of 'OpStack' is '*', pop out the top token and append it to the output string (Line 98 ~ 102)
 - ▷ Otherwise, push the current token onto 'OpStack' (Line 103 ~ 107), and scan the next token from the input string (Line 106)

```
97 ▼      42:begin      // *
98 ▼      if(OpStack[stackPt-1]==42 && stackPt!=0) begin
99          OutBuffer[outPt] <= OpStack[stackPt-1];
100         stackPt <= stackPt -1 ;
101         outPt <= outPt + 1;
102     end
103 ▼      else begin
104         OpStack[stackPt] <= dataBuffer[arrPt];
105         stackPt <= stackPt + 1;
106         arrPt <= arrPt + 1;
107     end
108     end
```

- ▶ If the current token of 'dataBuffer' is 43 or 45 ('+' or '-'), pop tokens from 'OpStack' until the precedence of the top token is lower than that of the current token
 - ▷ If the top token of 'OpStack' is '+', '-', '*', pop out the top token and append it to the output string (Line 110 ~ 114)
 - ▷ Otherwise, push the current token onto 'OpStack' (Line 115 ~ 119), and scan the next token from the input string (Line 118)
 - ▷ The pop operation will stop only when a left parenthesis is found or the stack becomes empty

```
109 ▼      43, 45:begin // + -
110 ▼      if((OpStack[stackPt-1]==42 || OpStack[stackPt-1]==43 || OpStack[stackPt-1]==45) && stackPt!=0) begin
111          OutBuffer[outPt] <= OpStack[stackPt-1];
112          stackPt <= stackPt - 1 ;
113          outPt <= outPt + 1;
114      end
115 ▼      else begin
116          OpStack[stackPt] <= dataBuffer[arrPt];
117          stackPt <= stackPt + 1;
118          arrPt <= arrPt + 1;
119      end
120      end
```

IN2POS



- If the current token of 'dataBuffer' is a number (0~15), append it to the output string

```
121 ▼      default:begin // Normal number
122          OutBuffer[outPt] <= dataBuffer[arrPt];
123          outPt <= outPt + 1;
124          arrPt <= arrPt + 1;
125      end
```

POP



- ▶ If 'OpStack' has remaining tokens, pop them out append them to the output string
 - ▷ Line 129 : Judge if 'OpStack' is empty
 - ▷ Line 130 : Pop operation
 - ▷ Line 131 : Ignore parenthesis while appending
 - ▷ Line 132 & 133 : append the top token of 'OpStack' to 'OutBuffer', and increase the index of 'OutBuffer' by 1

```
128 ▼ POP:begin
129 ▼     if(stackPt!=0) begin
130         stackPt <= stackPt - 1;
131 ▼     if(OpStack[stackPt-1]!=40 && OpStack[stackPt-1]!=41)begin
132         OutBuffer[outPt] <= OpStack[stackPt-1];
133         outPt <= outPt + 1;
134     end
135     end
136 end
```

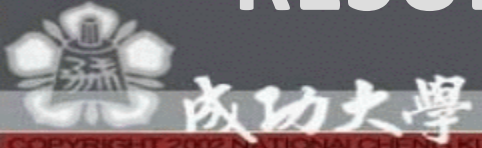
CALCULATE



- Use stack 'sum' for calculation
 - ▷ If the current token of 'OutBuffer' is a number, push it onto the stack (Line 152 ~ 155)
 - ▷ Otherwise, pop out two tokens from the stack and calculate, store the calculation results back into the stack (Line 140 ~ 151)

```
137      CALCULATE:begin
138          stackPt <= stackPt + 1;
139          case(OutBuffer[stackPt])
140              42:begin
141                  sum[sumPt-2] <= sum[sumPt-2] * sum[sumPt-1];
142                  sumPt <= sumPt -1;
143              end
144              43:begin
145                  sum[sumPt-2] <= sum[sumPt-2] + sum[sumPt-1];
146                  sumPt <= sumPt -1;
147              end
148              45:begin
149                  sum[sumPt-2] <= sum[sumPt-2] - sum[sumPt-1];
150                  sumPt <= sumPt -1;
151              end
152              default:begin
153                  sum[sumPt] <= OutBuffer[stackPt];
154                  sumPt <= sumPt +1;
155              end
156          endcase
157      end
```

RESULT & RESET



- ▶ Pull up the 'valid' signal (Line 159), and reset registers (Line 160 ~ 172)
- ▶ Pull down the 'valid' signal at the next cycle (Line 175)

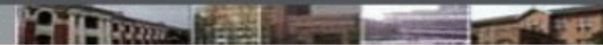
```
158      RESULT:begin
159          valid <= 1;
160          result <= sum[sumPt-1];
161          arrPt <= 0;
162          stackPt <= 0;
163          outPt <= 0;
164          sumPt <= 0;
165          readEn <= 0;
166          len <= 0;
167          for(i=0;i<16;i=i+1)begin
168              OutBuffer[i]<=0;
169              OpStack[i]<=0;
170              dataBuffer[i]<=0;
171              sum[i] <= 0;
172          end
173      end
174      RESET:begin
175          valid <= 0;
176      end
```



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]



dataBuffer

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							


OpStack

[illegible]

OutBuffer

[illegible]

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len = 9

dataBuffer

OpStack

OutBuffer



Example

- ▶ `dataBuffer[3] = '*'`, the precedence of the top token of 'OpStack' is lower, push '*' onto 'OpStack' (Line 103 ~ 107)

len = 9

dataBuffer

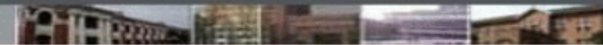
arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

OpStack

[illegible]

OutBuffer

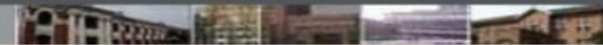
[illegible]



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

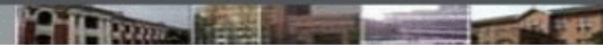
[illegible][illegible]



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]

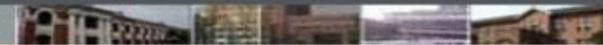


- ▶ `dataBuffer[6] = '-'`, the top token of 'OpStack' is a left parenthesis, push '-' onto 'OpStack' (Line 115 ~ 119)

len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]



- len = 9

dataBuffer

OpStack

OutBuffer



- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]

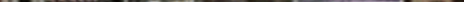


- len = 9

arrPt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	+	4	*	(2	-	1)							

[illegible][illegible]

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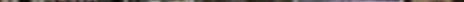
outPt = 7

stack Pt	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
data	3	4	2	1	-	*	+									

sum

[illegible]

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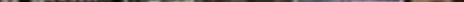
- 

outPt = 7

[illegible]

sum

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- 

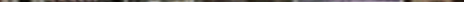
outPt = 7

sum

[illegible]

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sum

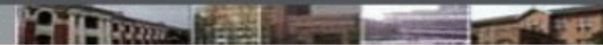
[illegible]



- outPt = 7**

OutBuffer

sum



- outPt = 7**

[illegible]



- outPt = 7**

sum

[illegible]



- sumPt = 1**

[illegible]