CS 211: Computer Architecture Programming Assignment 5: Circuit Simulator in C

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Due: December 14, 2017, 5pm

1 Introduction

This assignment is designed to give you some experience in C programming while also increasing your understanding of circuits. You will be writing a C program to simulate the output of combinational circuits.

2 Circuit Description Directives

One of the inputs to your program will be a circuit description file that will describe a circuit using various directives. We will now describe the various directives.

The input variables used in the circuit are provided using the **INPUTVAR** directive. The **INPUTVAR** directive is followed by the number of input variables and the names of the input variables. All the input variables will be named with capitalized identifiers. An identifier consists of at least one character (A-Z) followed by a series of zero or many characters (A-Z) or digits (0-9). For example, some identifiers are IN1, IN2, and IN3. An example specification of the inputs for a circuit with three input variables: IN1, IN2, IN3 is as follows:

INPUTVAR 3 IN1 IN2 IN3

The outputs produced by the circuit is specified using the **OUTPUTVAR** directive. The **OUT-PUTVAR** directive is followed by the number of outputs and the names of the outputs.

An example specification of the circuit with output OUT1 is as follows:

OUTPUTVAR 1 OUT1

The circuits used in this assignment will be built using the following building blocks: **NOT**, **AND**, **OR**, **NAND**, **NOR**, **XOR**, **DECODER**, and **MULTIPLEXER**.

The building blocks can produce temporary variables as outputs. Further, these building blocks can use either the input variables, temporary variables, a boolean '1' or a '0' as input.

Note: Output variables will never be used as inputs in a building block.

All the temporary variables will also be named with lower case identifiers (i.e., temp1, temp2, temp3, ...).

The specification of each building block is as follows:

• **NOT**: This directive represents the *not* gate in logic design. The directive is followed by the name of an input and the name of an output.

An example circuit for a NOT gate $(OUT1 = \overline{IN1})$ is as follows.

NOT IN1 OUT1

• **AND**: This directive represents the *and* gate in logic design. The directive is followed by the names of the two inputs and the name of the output.

An example circuit for an AND gate (OUT1 = IN1.IN2) is as follows:

AND IN1 IN2 OUT1

• **OR**: This directive represents the *or* gate in logic design. The directive is followed by the names of the two inputs and the name of the output.

An example circuit for an OR gate (OUT1 = IN1 + IN2) is as follows:

OR IN1 IN2 OUT1

• **NAND**: This directive represents the *nand* gate in logic design. The directive is followed by the names of the two inputs and the name of the output.

An example circuit for an NAND gate $(OUT1 = \overline{IN1.IN2})$ is as follows:

NAND IN1 IN2 OUT1

• **NOR**: This directive represents the *nor* gate in logic design. The directive is followed by the names of the two inputs and the name of the output.

An example circuit for an NOR gate $(OUT1 = \overline{IN1 + IN2})$ is as follows:

NOR IN1 IN2 OUT1

• **XOR**: This directive represents the *xor* gate in logic design. The directive is followed by the names of the two inputs and the name of the output.

An example circuit for an XOR gate $(OUT1 = IN1 \oplus IN2)$ is as follows:

XOR IN1 IN2 OUT1

• **DECODER**: This directive represents the *decoder* in logic design. The directive is followed by the number of inputs, names of the inputs, and the names of the outputs. The output are ordered in **gray code** sequence.

An example decoder with two inputs IN1 and IN2 is specified as follows:

DECODER 2 IN1 IN2 OUT1 OUT2 OUT3 OUT4

OUT1 represents the $\overline{IN1IN2}$ output of the decoder, OUT2 represents the $\overline{IN1}IN2$ output of the decoder, OUT3 represents the IN1IN2 output of the decoder, OUT4 represents the $IN1\overline{IN2}$ output of the decoder. Note that the outputs of the decoder (i.e., OUT1, OUT2, OUT3, and OUT4) are in gray code sequence.

• **MULTIPLEXER**: This directive represents the *multiplexer* in logic design. The directive is followed by the number of inputs, names of the inputs, names of the selectors, and the name of the output. The inputs are ordered in **gray code** sequence.

A multiplexer implementing a AND gate (OUT1 = IN1.IN2) using a 4:1 multiplexer is specified as follows:

```
MULTIPLEXER 4 0 0 1 0 IN1 IN2 OUT1
```

The above description states that there are 4 inputs to the multiplexer. The four inputs to the multiplexer in gray code sequence are 0 0 1 0 respectively. The two selector input signals are IN1 and IN2. The name of the output is OUT1.

3 Describing Circuits using the Directives

It is possible to describe any combinational circuit using the above set of directives. For example, the circuit OUT1 = IN1.IN2 + IN1.IN3 can be described as follows:

```
INPUTVAR 3 IN1 IN2 IN3
OUTPUTVAR 1 OUT1
AND IN1 IN2 temp1
AND IN1 IN3 temp2
OR temp1 temp2 OUT1
```

Note that OUT1 is the output variable. IN1, IN2, and IN3 are input variables. temp1 and temp2 are temporary variables.

Here is another example:

```
INPUTVAR 4 IN1 IN2 IN3 IN4
OUTPUTVAR 1 OUT1
OR IN3 IN4 temp1
AND IN1 IN2 temp2
MULTIPLEXER 4 0 1 0 1 temp2 temp1 OUT1
```

As seen above, a circuit description is a sequence of directives. If every temporary variable occurs as a output variable in the sequence before occurring as an input variable, we say that the circuit description is **sorted**. You can assume that the circuit description files will be sorted.

Note: A temporary variable can occur as an output variable in at most one directive.

4 Format of the Input Files

As you will see in the problem statement below, your program will be given one file as input. It contains the description of a circuit using the directives described above.

For example, say that the circuit description file contains the following:

INPUTVAR 3 IN1 IN2 IN3
OUTPUTVAR 1 OUT1
AND IN1 IN2 temp1
AND IN1 IN3 temp2
OR temp1 temp2 OUT1

5 Common instructions

- You have to a write a C program that takes a file name as command line arguments.
- The file name will be the circuit description file.
- The program should interpret and evaluate the circuit on that assignment, and output the values of the output variables as an order of Gray code.
- The values of the output variables should be space separated and be in the same order as the output variables in the INPUTVAR and OUTPUTVAR directive, e.g., if the circuit description file has the directive INPUTVAR 3 IN1 IN2 IN3, and OUTPUTVAR 3 OUT1 OUT2 OUT3, then the first value should be that of the input variable IN1, IN2, IN3 and output variable OUT1, followed by that of OUT2, and then that of OUT3.
- For every Gray code, the output should be on a new line.

6 The first problem (50 points)

You have to write a program called first as described above. You are guaranteed that the circuit descriptions given as input to your program will be sorted. Let's look at an example we have encountered before.

Example Execution 1

Suppose a circuit description file named circuit.txt has the description for the circuit OUT1 = IN1.IN2 + IN1.IN3

INPUTVAR 3 IN1 IN2 IN3
OUTPUTVAR 1 OUT1
AND IN1 IN2 temp1
AND IN1 IN3 temp2
OR temp1 temp2 OUT1

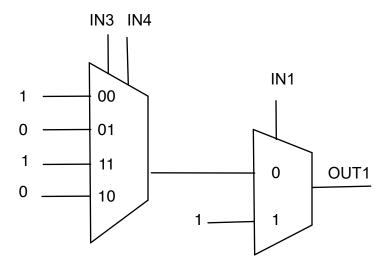


Figure 1: Circuit with Multiplexers from Homework 1

Then, on executing the program with the above circuit description file, your program should produce the following output (one line for each Gray code).

```
./first circuit.txt
0 0 0 0 0
0 0 1 0
0 1 1 0
0 1 0 0
1 1 0 1
1 1 1 1
1 0 1 1
1 0 0 0
```

The output of the first three columns are INPUTVAR IN1, IN2, and IN3 respectively. And the last column denotes as the OUTPUTVAR OUT1.

Note the use of the temporary variables in the circuit description file to represent intermediate outputs.

Example Execution 2

The circuit description file (circuit.txt) for the circuit in Figure 1 is as follows:

```
INPUTVAR 3 IN1 IN3 IN4

OUTPUTVAR 1 OUT1

MULTIPLEXER 4 1 0 1 0 IN3 IN4 temp1

MULTIPLEXER 2 temp1 1 IN1 OUT1
```

When we execute the program the output should be as follows:

```
./first circuit.txt
```

```
0 0 0 1
0 0 1 0
0 1 1 1
0 1 0 0
1 1 0 1
1 1 1 1
1 0 1 1
```

The output of the first three columns are INPUTVAR IN1, IN3, and IN4 respectively. And the last column denotes as the OUTPUTVAR OUT1.

Note the use of the temporary variables in the circuit description file to represent intermediate outputs.

7 The second problem (50 points)

For the second problem, you have to write a program called **second** as described above. For this part, the circuit descriptions given as input to your program **need not be sorted**. Let's take up an example we saw before:

Example Execution 1

Suppose a circuit description file named circuit.txt contains the following:

```
INPUTVAR 4 IN1 IN2 IN3 IN4
OUTPUTVAR 1 OUT1
AND IN1 IN2 temp1
MULTIPLEXER 4 0 1 0 1 temp1 temp2 OUT1
OR IN3 IN4 temp2
```

(Note that the description is **not sorted.**)

Then the execution of the program should result in the following:

The output of the first four columns are INPUTVAR IN1, IN2, IN3, and IN5 respectively. And the last column denotes as the OUTPUTVAR OUT1.

Note the use of the temporary variables in the circuit description file to represent intermediate outputs.

8 Submission

You have to e-submit the assignment using Sakai. Your submission should be a tar file named pa5.tar. To create this file, put everything that you are submitting into a directory (folder) named pa5. Then, cd into the directory containing pa5 (that is, pa5's parent directory) and run the following command:

To check that you have correctly created the tar file, you should copy it (pa5.tar) into an empty directory and run the following command:

This should create a directory named pa5 in the (previously) empty directory.

The pa5 directory in your tar file must contain one subdirectory. The subdirectory should be named first and second (in lower case). Each directory should contain your source files, header files, and a make file. Running the makefile in the first folder, should produce the binary first, and doing the same in the second folder should produce the binary second.

Use the autograder to test your submission during development and before submission as you had done with your other assignments.

9 Grading Guidelines

- Your program should work with the provide autograder
- You should make sure that we can build your program by just running make.
- You should test your code as thoroughly as you can.
- Your program should produce the output following the example format shown in previous sections. Any variation in the output format can result **up to 100% penalty**. There should be no additional information or newline. That means you will probably not get any grade is you forgot to comment out some debugging message.

Be careful to follow all instructions. If something doesn't seem right, ask.

Autograder

We provide the AutoGrader to test your assignment. AutoGrader is provided as pa5_autograder.tar. Executing the following command will create the autograder folder.

\$tar xvf pa5_autograder.tar

There are two modes available for testing your assignment with the AutoGrader.

First mode

Testing when you are writing code with a pa5 folder.

- 1. Lets say you have a pa5 folder with the directory structure as described in the assignment.
- 2. Copy the folder to the directory of the autograder.
- 3. Run the autograder with the following command. \$python auto_grader.py
 It will run the test cases and print your scores.

Second mode

This mode is to test your final submission (i.e. pa5.tar)

- 1. Copy pa5.tar to the autograder directory.
- 2. Run the autograder with pa5.tar as the argument. The comand line is: \$python auto_grader.py pa5.tar