

H/W

EECS

2021

D/L

S/W

COMPUTER ORGANIZATION

YORK

UNIVERSITY

Define the POSSIBLE

THE  
HARDWARE TRAIL

PROF H ROUMANI

Dept. of Electrical Engineering and Computer Science, York University

LASSONDE

Centre for Research in Software Engineering

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ALGORITHMS  
TO  
BITS

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High Level

Assembly

```
public class Rectangle implements Comparable<Rectangle> {
    private int width;
    private int height;

    public Rectangle(int width, int height) {
        this.width = width;
        this.height = height;
    }

    public void getWidth() {
        return this.width;
    }

    public boolean equals(Object object) {
        boolean equal = false;
        if (object != null && this.getClass().equals(object.getClass())) {
            Rectangle other = (Rectangle) object;
            equal = this.getWidth() == other.getWidth() && this.getHeight() == other.getHeight();
        }
        return equal;
    }

    public int compareTo(Rectangle rectangle) {
        int difference =
    
```

➔

```
.global Rectangle
.global getWidth
.global equals
.global compareTo
.text

Rectangle:
    add    $t0, $a0, $0
    addi   $a0, $0, 8
    addi   $v0, $0, 7
    syscall

getWidth:
    lw     $v0, 0($a0)
    jr     $ra

equals:
    sw     $ra, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
```

The Software Trail ... ..

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### High Level

```

public class Rectangle implements Comparable<Rectangle>
{
    private int width;
    private int height;

    public Rectangle(int width, int height)
    {
        this.width = width;
        this.height = height;
    }

    public void getWidth()
    {
        return this.width;
    }

    public boolean equals(Object object)
    {
        boolean equal = false;
        if (object != null && this.getClass().equals(object.getClass()))
        {
            Rectangle other = (Rectangle) object;
            equal = this.getWidth() == other.getWidth();
        }
        return equal;
    }

    public int compareTo(Rectangle rectangle)
    {
        int difference;
    }
}
        
```

### Assembly

```

.globl Rectangle
.globl getWidth
.globl equals
.globl compareTo

.text

Rectangle:
    add    $t0, $a0, $0
    addi   $v0, $0, 9
    syscall
    sw     $t0, 0($v0)
    sw     $a1, 4($v0)
    jr     $ra

getWidth:
    lw     $v0, 0($a0)
    jr     $ra

equals:
    sw     $ra, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
        
```

The Software Trail ... ..

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### Assembly

```

.globl Rectangle
.globl getWidth
.globl equals
.globl compareTo

.text

Rectangle:
    add    $t0, $a0, $0
    addi   $a0, $0, 9
    addi   $v0, $0, 9
    syscall
    sw     $t0, 0($v0)
    sw     $a1, 4($v0)
    jr     $ra

getWidth:
    lw     $v0, 0($a0)
    jr     $ra

equals:
    sw     $ra, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
        
```

### Machine

```

0000000001000000001000000001000000
00100000000001000000000000000000
00100000000001000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
10101100010001010000000000000000
10101100010001010000000000000000
00000011110000000000000000000000
10001100100000010000000000000000
00000011110000000000000000000000
10101111011111000000000000000000
00100011011101111111111111111100
10101111011101111111111111111100
00100011011101111111111111111100
10101111011101111111111111111100
00100011011101111111111111111100
10001100100010010000000000000000
10001100100101010000000000000000
10001100101010110000000000000000
00010101000010100000000000000000
00010101010101100000000000000000
00100000000001000000000000000000
00100000000001000000000000000000
00100000000001000000000000000000
00001000000000000000000000000000
00001000000000000000000000000000
00100011011111000000000000000000
10001111010100000000000000000000
00100011011111000000000000000000
10001111010101000000000000000000
00100011011101000000000000000000
00001010000101000000000000000000
00100011011101000000000000000000
        
```

... .. The Software Trail ... ..

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### Assembly

```

    add    $t0, $a0, $0

.globl Rectangle
.globl getWidth
.globl equals
.globl compareTo

.text

Rectangle:
    add    $t0, $a0, $0
    addi   $a0, $0, 9
    addi   $v0, $0, 9
    syscall
    sw     $t0, 0($v0)
    sw     $a1, 4($v0)
    jr     $ra

getWidth:
    lw     $v0, 0($a0)
    jr     $ra

equals:
    sw     $ra, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
    sw     $a0, 0($sp)
    addi   $sp, $sp, -4
        
```

### Machine

```

0000000001000000001000000001000000
00100000000001000000000000000000
00100000000001000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
10101100010001010000000000000000
10101100010001010000000000000000
00000011110000000000000000000000
10001100100000010000000000000000
00000011110000000000000000000000
10101111011111000000000000000000
00100011011101111111111111111100
10101111011101111111111111111100
00100011011101111111111111111100
10101111011101111111111111111100
00100011011101111111111111111100
10001100100010010000000000000000
10001100100101010000000000000000
10001100101010110000000000000000
00010101000010100000000000000000
00010101010101100000000000000000
00100000000001000000000000000000
00100000000001000000000000000000
00001000000000000000000000000000
00001000000000000000000000000000
00100011011111000000000000000000
10001111010100000000000000000000
00100011011111000000000000000000
10001111010101000000000000000000
00100011011101000000000000000000
00001010000101000000000000000000
00100011011101000000000000000000
        
```

... .. The Software Trail ... ..

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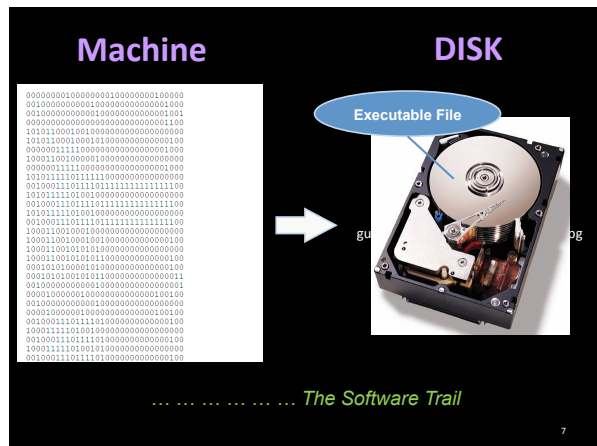
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[illegible]

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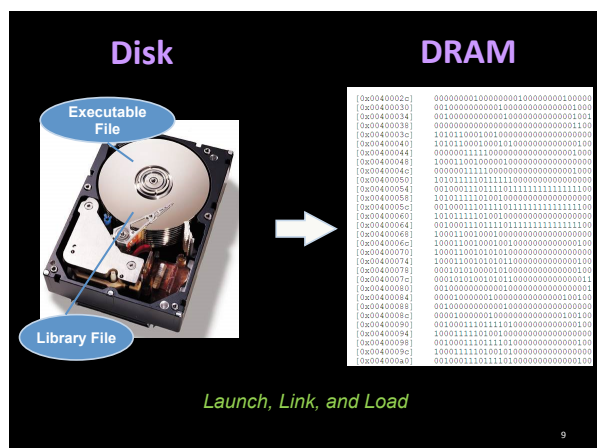
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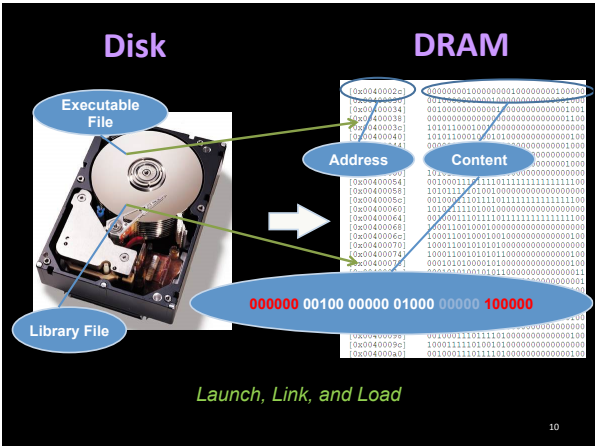
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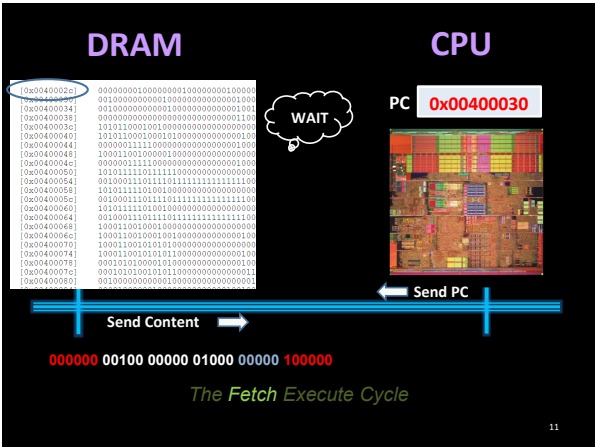
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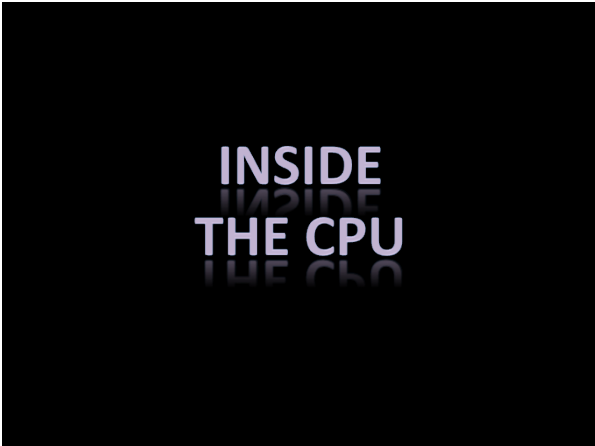
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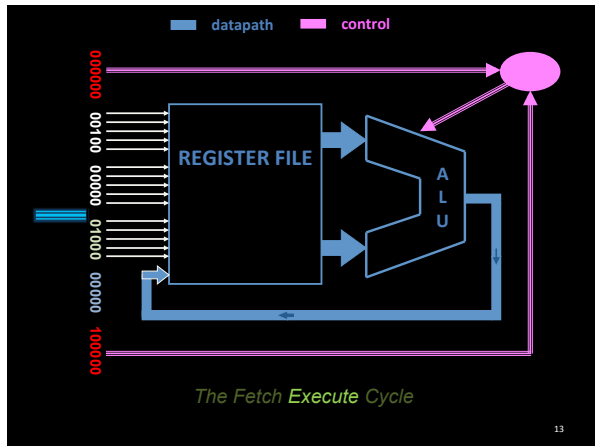
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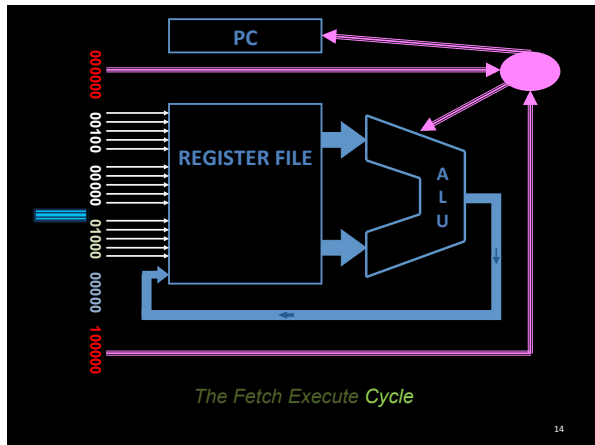
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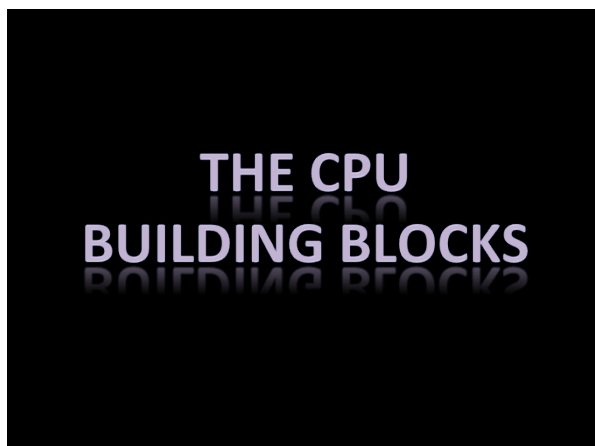
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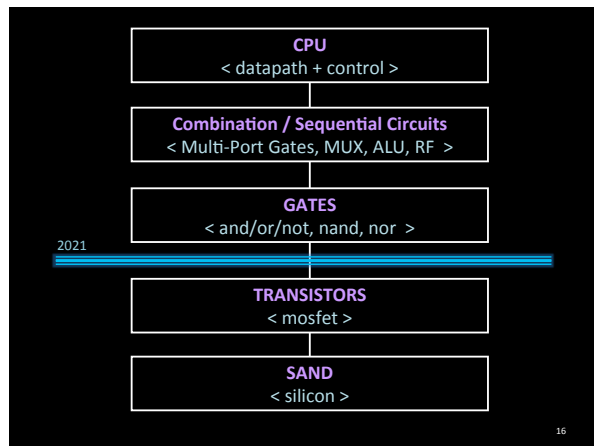
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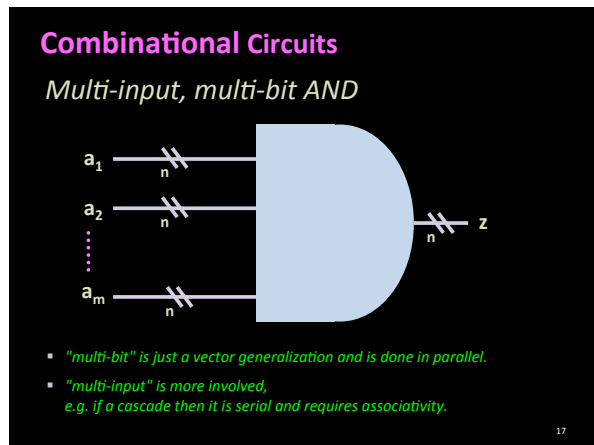
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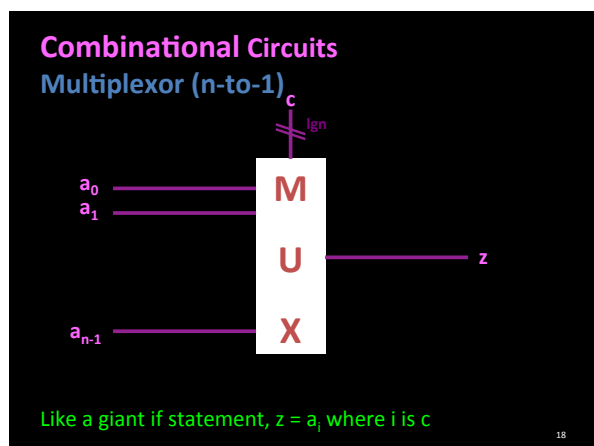
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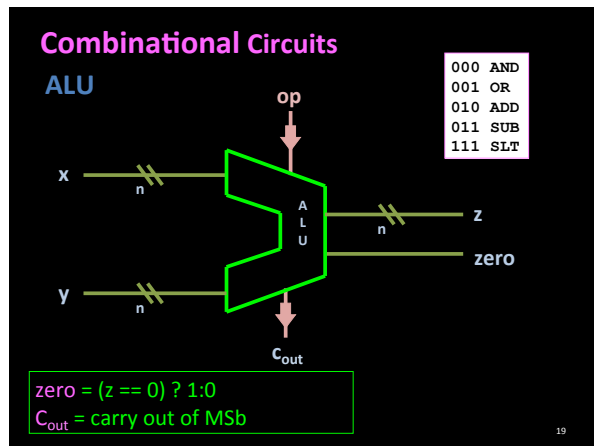
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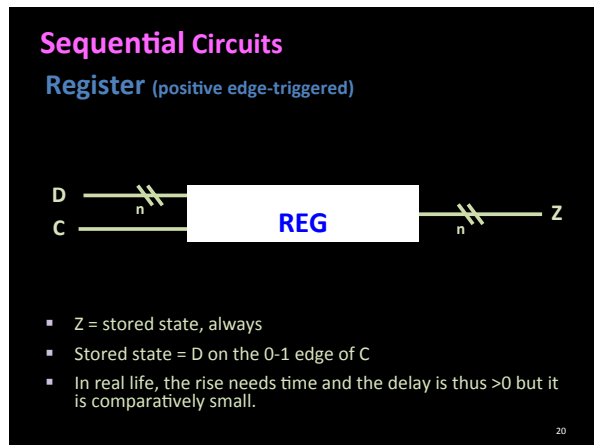
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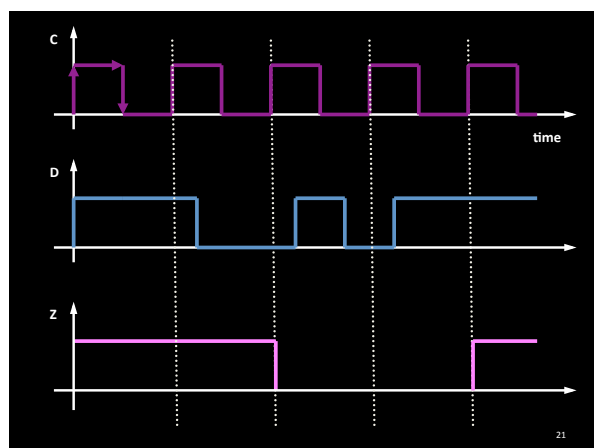
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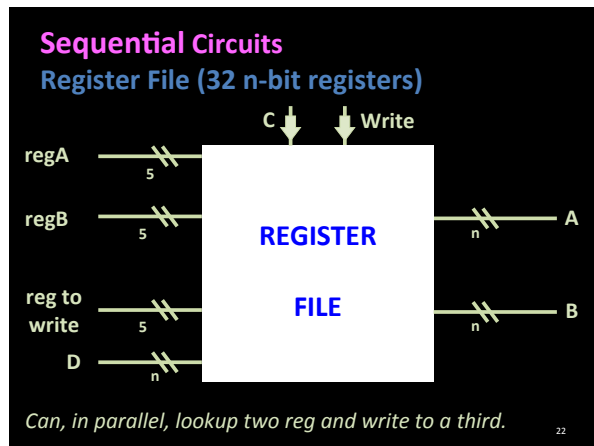
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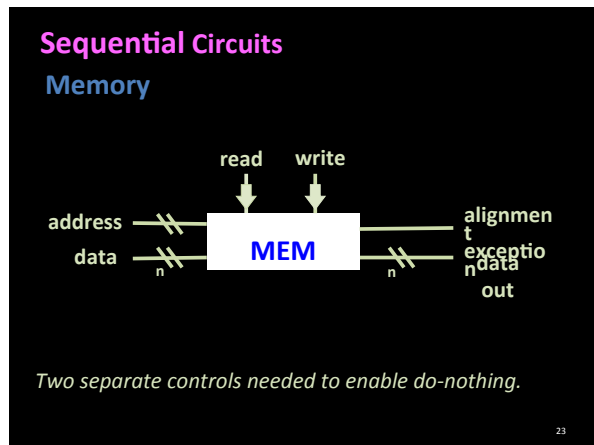
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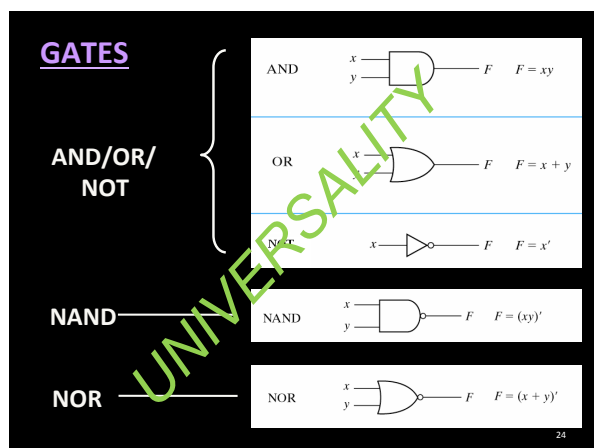
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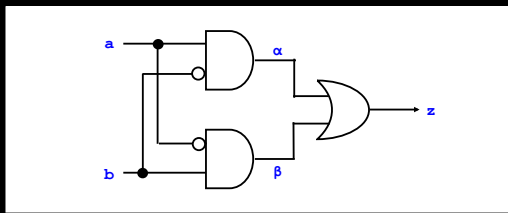
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**XOR Circuit**

Combinational



- Looks like xor. How can we prove it?
- Create it in Verilog.
- Create a client to test it using hard-coded, command-line, sampled, or exhaustive inputs.

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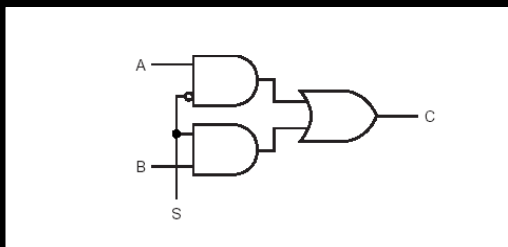
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**If Circuit**

Combinational

Verify that this circuit functions as:

$$C = (S == 0) ? A : B$$



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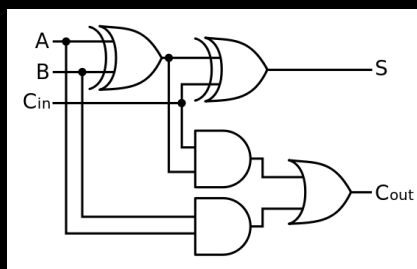
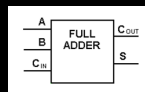
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**Adder**

Combinational



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## Exercises

Combinational

- Build an adder / subtractor
- Scale adder/sub to 32 bits
- Build a 32-bit And'er
- Build a 32-bit Or'er
- Build a 32-bit slt circuit

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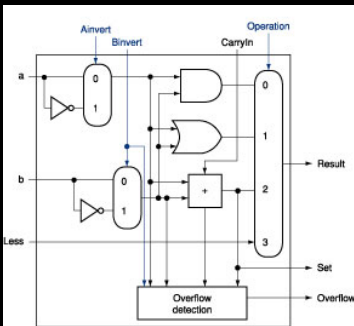
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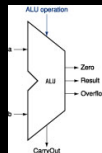
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## ALU

Combinational



000 AND  
001 OR  
010 ADD  
011 SUB  
111 SLT



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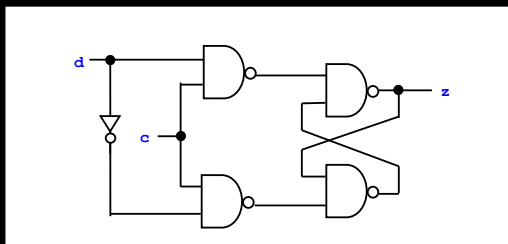
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## Flip-Flop (memory)

Sequential



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## Peek <sub>below</sub> Gates

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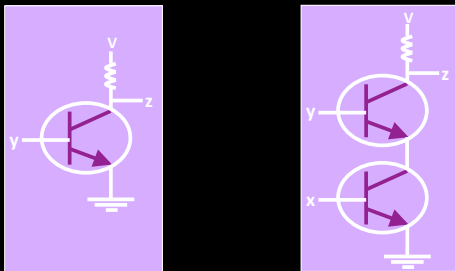
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## Transistor



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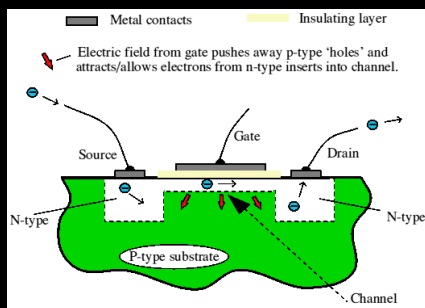
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## Semiconductors



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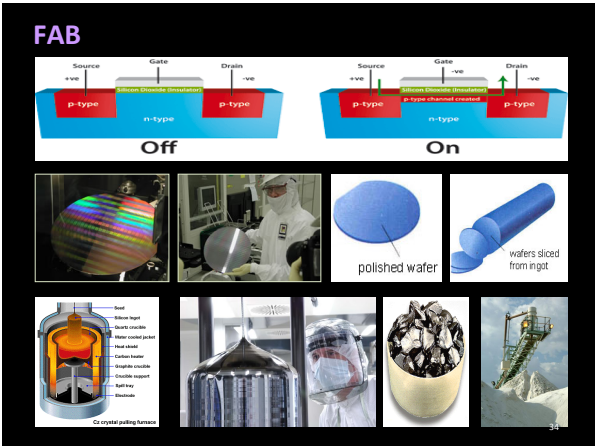
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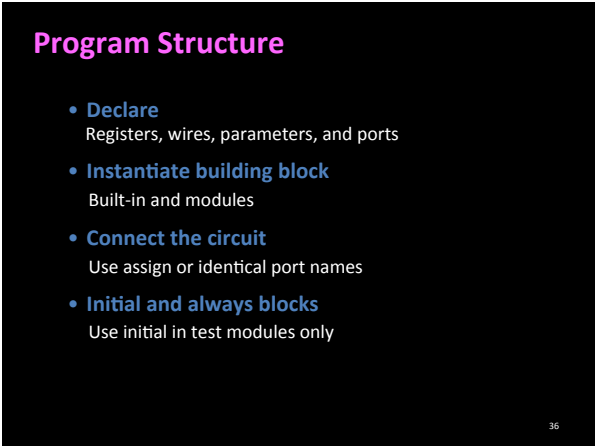
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Values

- Bit  
0/1, x, z
- Logical  
0/x/z are false. Non-zero is true
- Literal  
[ size ] [ 'radix ' ] value
- Real  
At least 1 digit on both sides of . and can use E

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Sys Tasks

- \$display, \$monitor
- \$time, \$stime
- \$finish, \$stop
- \$random

Control Structures

- If-else, case, and the ternary ?
- For and while loops
- repeat (count) loop
- forever loop (must have a delay)

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Operators



(unary) + - !	Arith, Logical, Bitwise
~	
* / %	Arithmetic
(binary) + -	Arithmetic
<< >> >>>	Shifts
< <= > >=	Relational
== != === !==	Relational
& ~&	Bitwise, Reduction
^ ^~	Bitwise, Reduction
~	Bitwise, Reduction
&&	Logical
	Logical
?:	Ternary

Plus: part-select [ : ], concatenate { , }, replication { n{ } }

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