

Course Info

- Lab 5 is released, get yourself prepared before going to lab sessions! (FSM preview, FSM background knowledge not a must, just use sum of minterm/Karnaugh map)
- Project 1.2 is available this week, and will be marked in lab sessions. Deadline March 31th. Start early!!!
- HW3 ddl March 18th.
- This week discussion on synchronized digital system (SDS)
- Mid-term next Tuesday 8:00 am-10:00 am, details later at the beginning of second half lecture.



CS 110
Computer Architecture
Combinational & Sequential Circuits

Instructors:

Siting Liu & Chundong Wang

Course website: [https://toast-lab.sist.shanghaitech.edu.cn/courses/CS110@ShanghaiTech/
Spring-2023/index.html](https://toast-lab.sist.shanghaitech.edu.cn/courses/CS110@ShanghaiTech/Spring-2023/index.html)

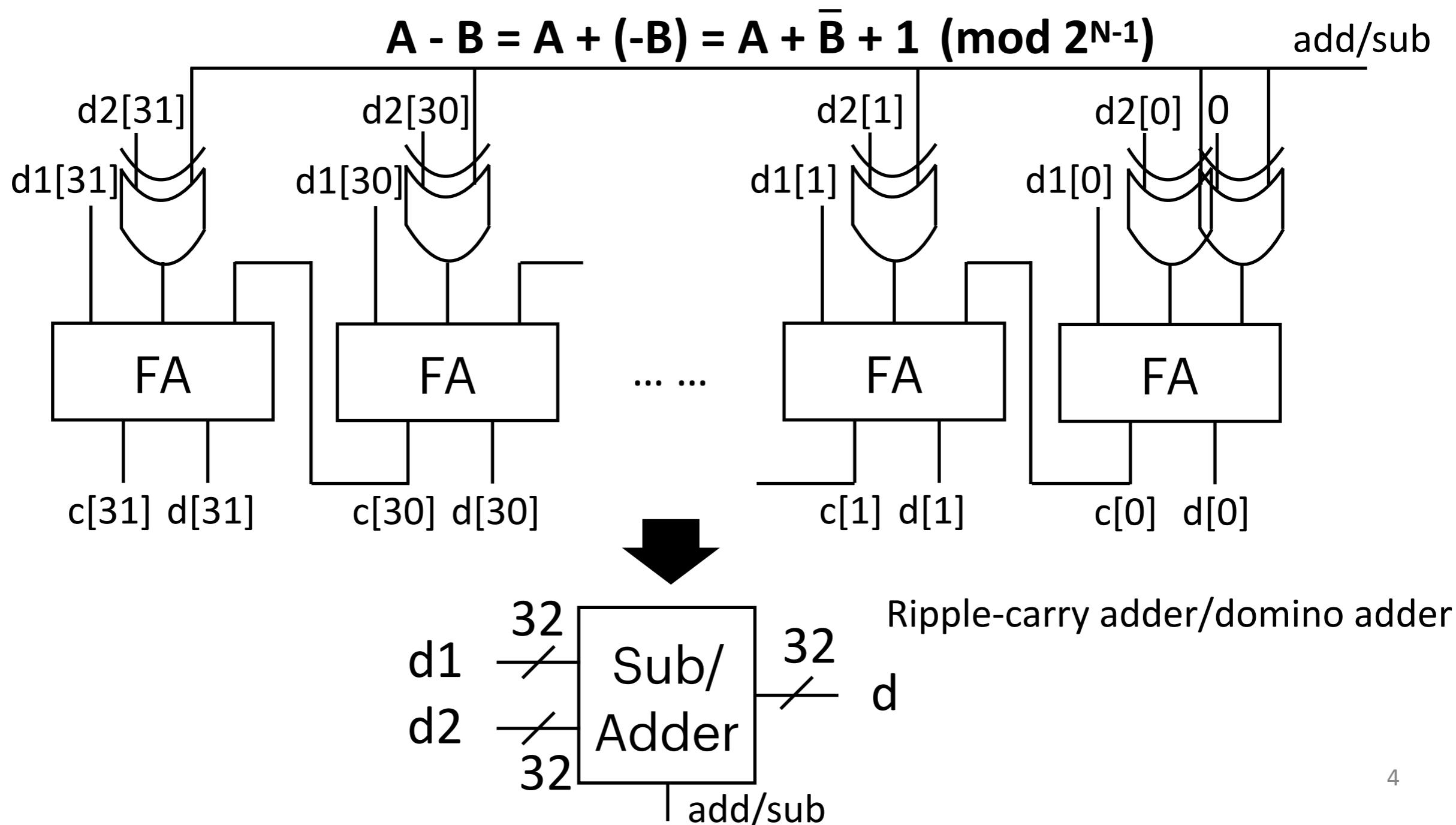
School of Information Science and Technology (SIST)
ShanghaiTech University

Recap: Combinational Circuits

- Combinational circuits:
 - Outputs decided only by inputs
 - Can be designed by either truth table (Karnaugh map to obtain the logic expression) or structural method (ripple-carry/domino adder)
 - ALU design

An Arithmetic & Logic Unit (ALU)

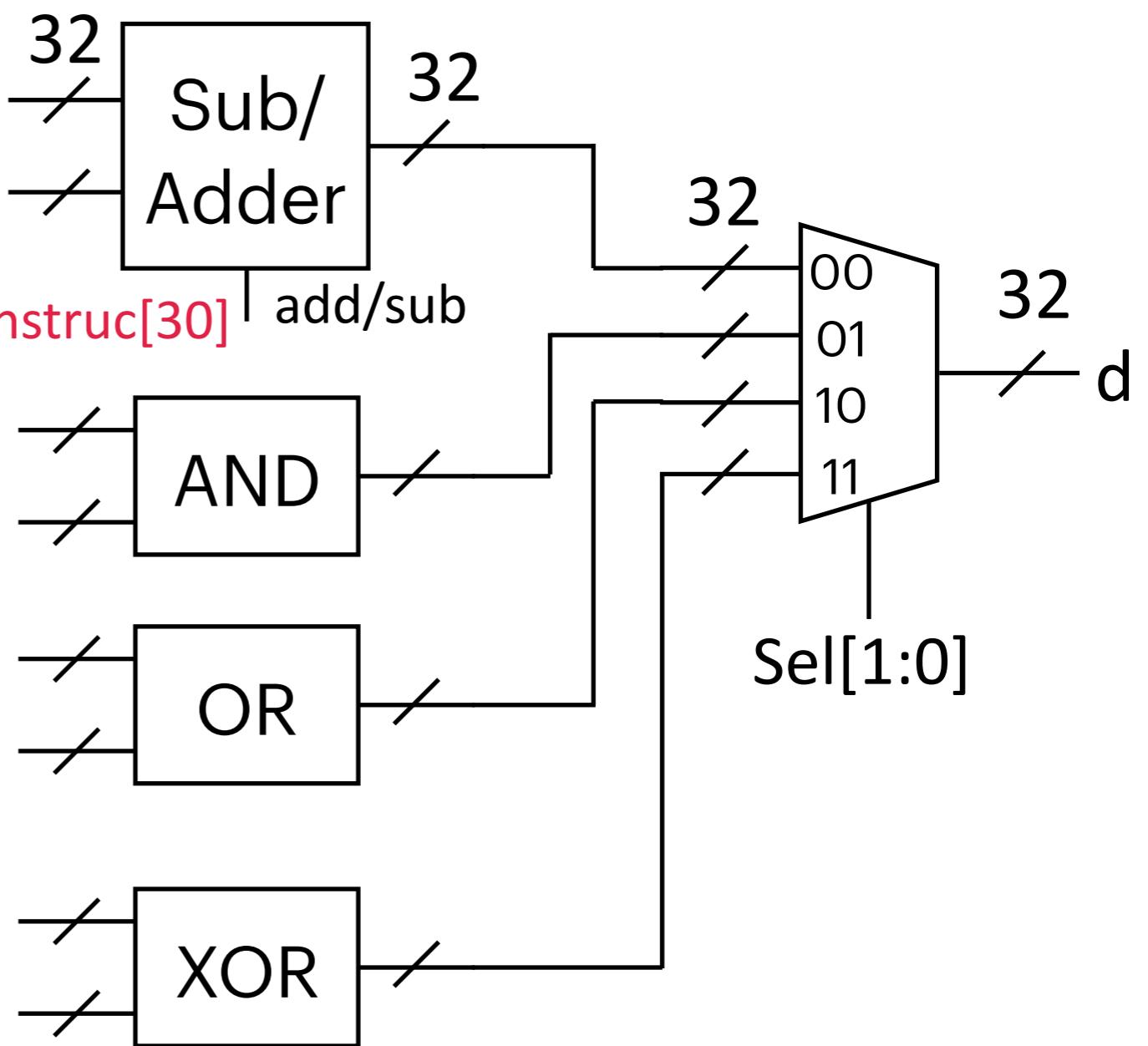
- Arithmetic: Add/Sub/Addi
- Logic: And/Or/Xor(i) (bit-wise)



ALU Design

funct3
000
000
100
110
111

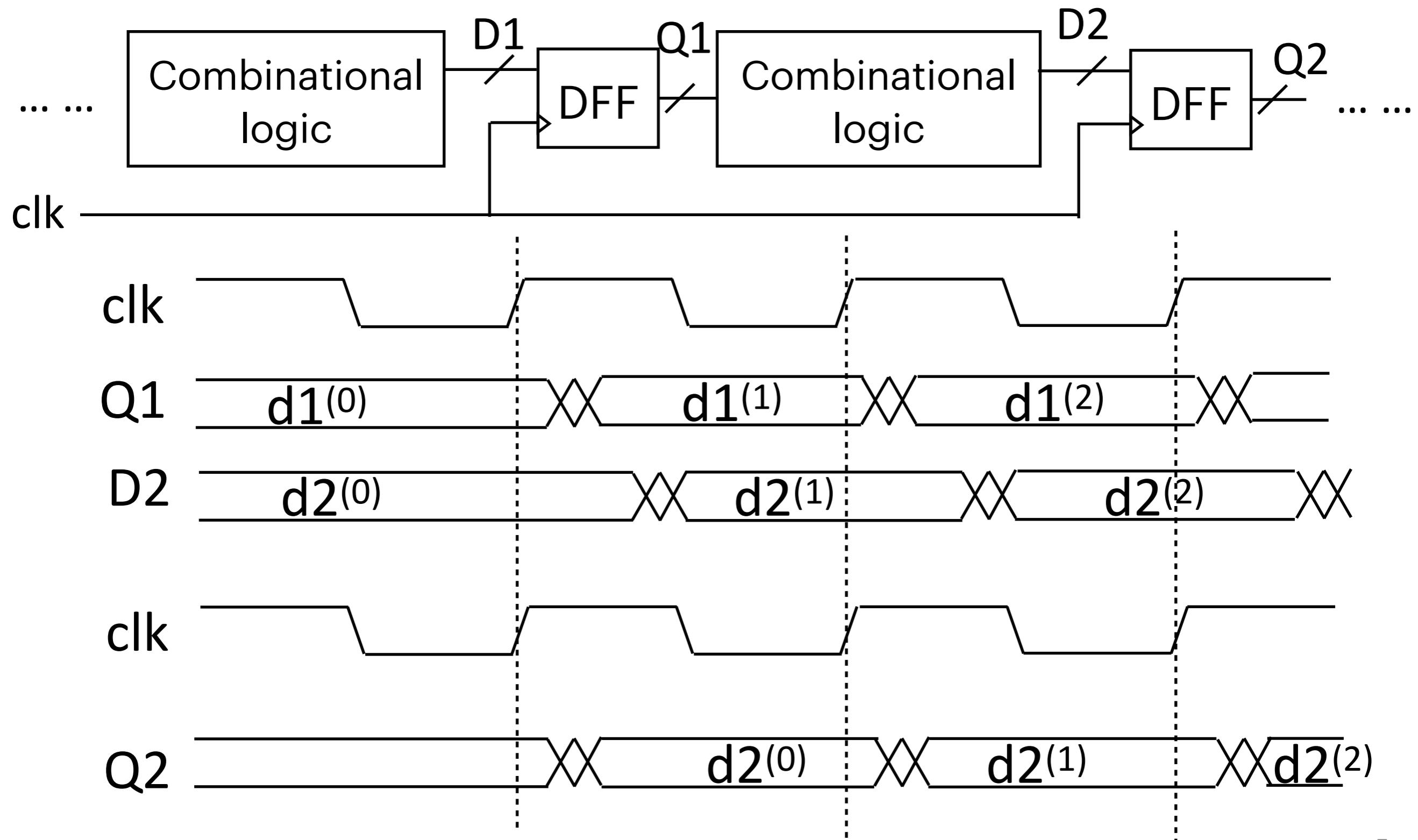
	sel
ADD(I)	00
SUB	00
XOR(I)	11
OR(I)	10
AND(I)	01



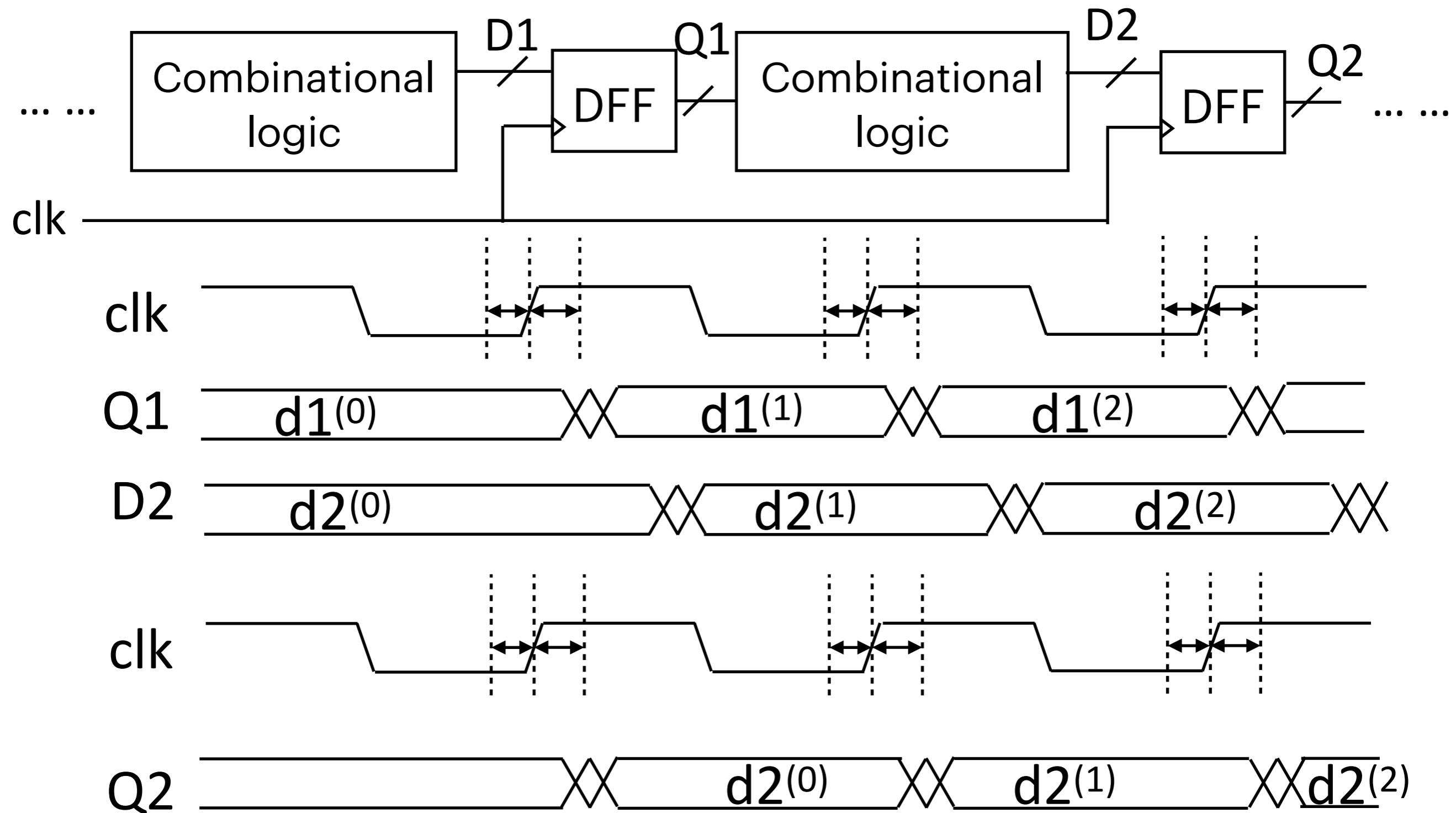
Recap: Basic Sequential Elements

- DFFs: edge-triggered, i.e., the output/stored state only changes when the clk is at transition edge (1->0 negedge or 0->1 posedge) , can store/output/write values;
- D-latch: level-triggered
- Synchronized circuits: use the same clock; DFFs/registers update at the same time, and capture the previous state/ results (at the clock edge)
- Modern digital systems consists of both combinational and sequential circuits
- Timing issues: setup/hold time
- Contamination vs. propagation: signal begin to change; signal finish changing

Full Picture

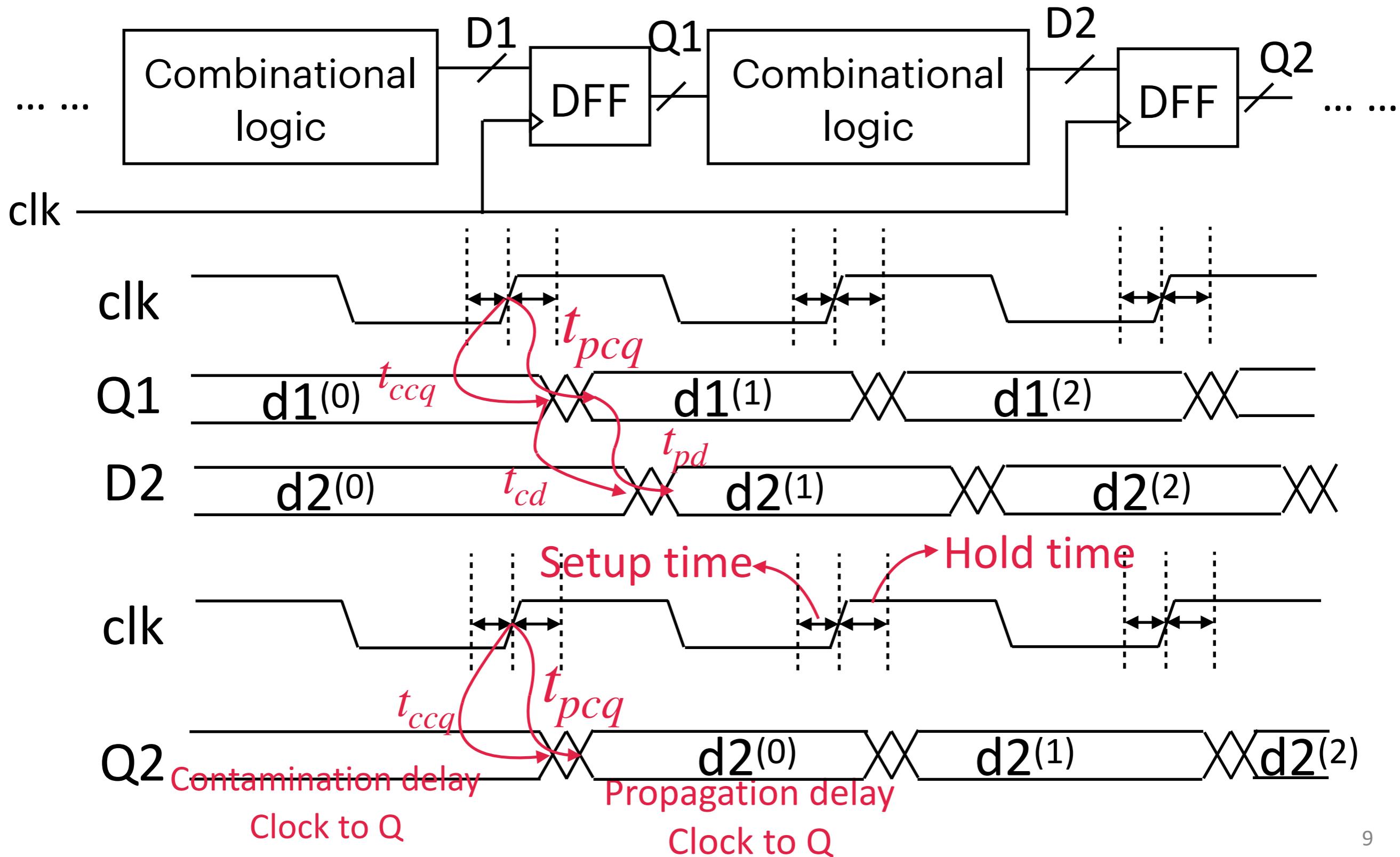


Full Picture



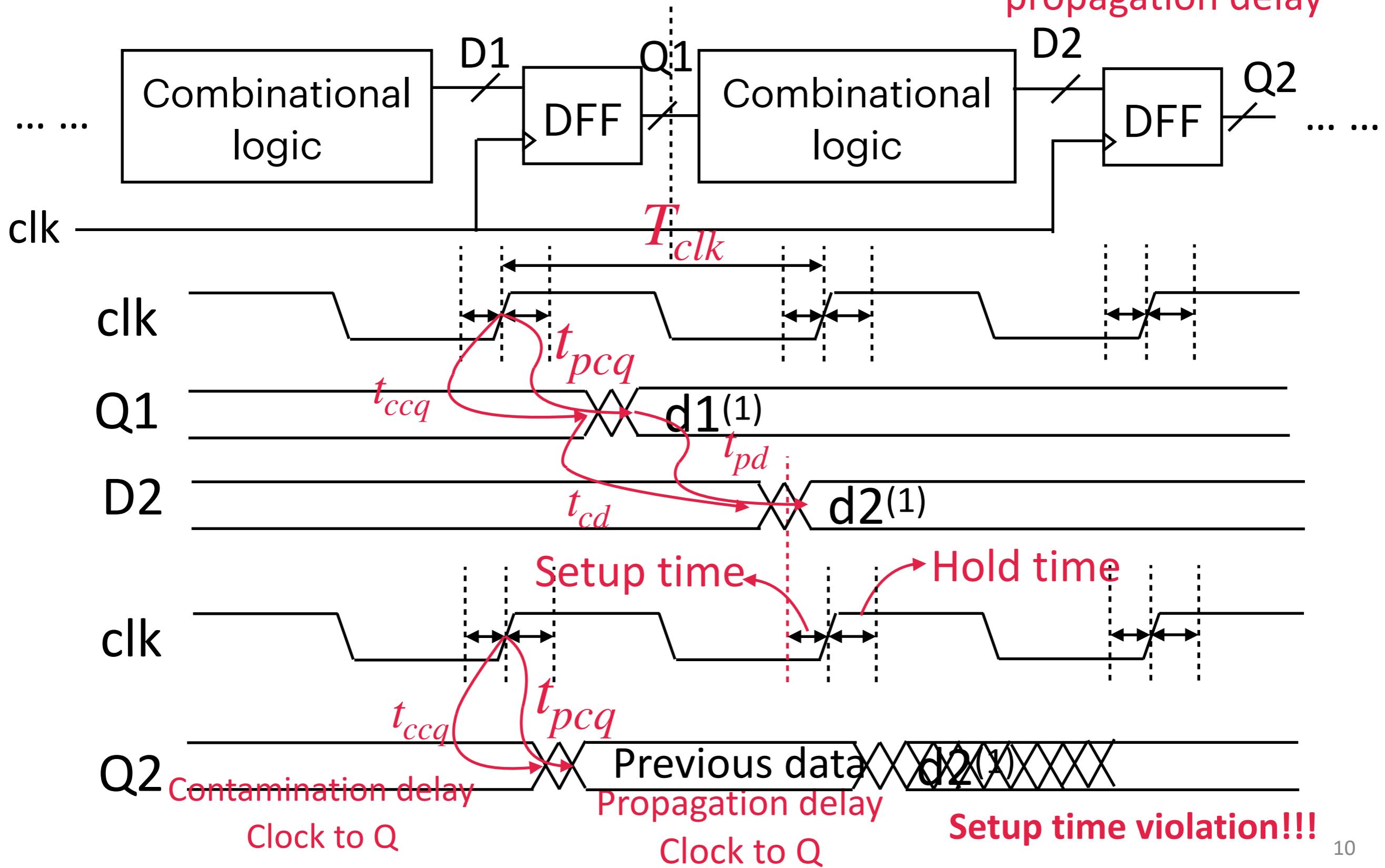
Full Picture

t_{cd} : comb. Logic
 contamination delay
 t_{pd} : comb. Logic
 propagation delay



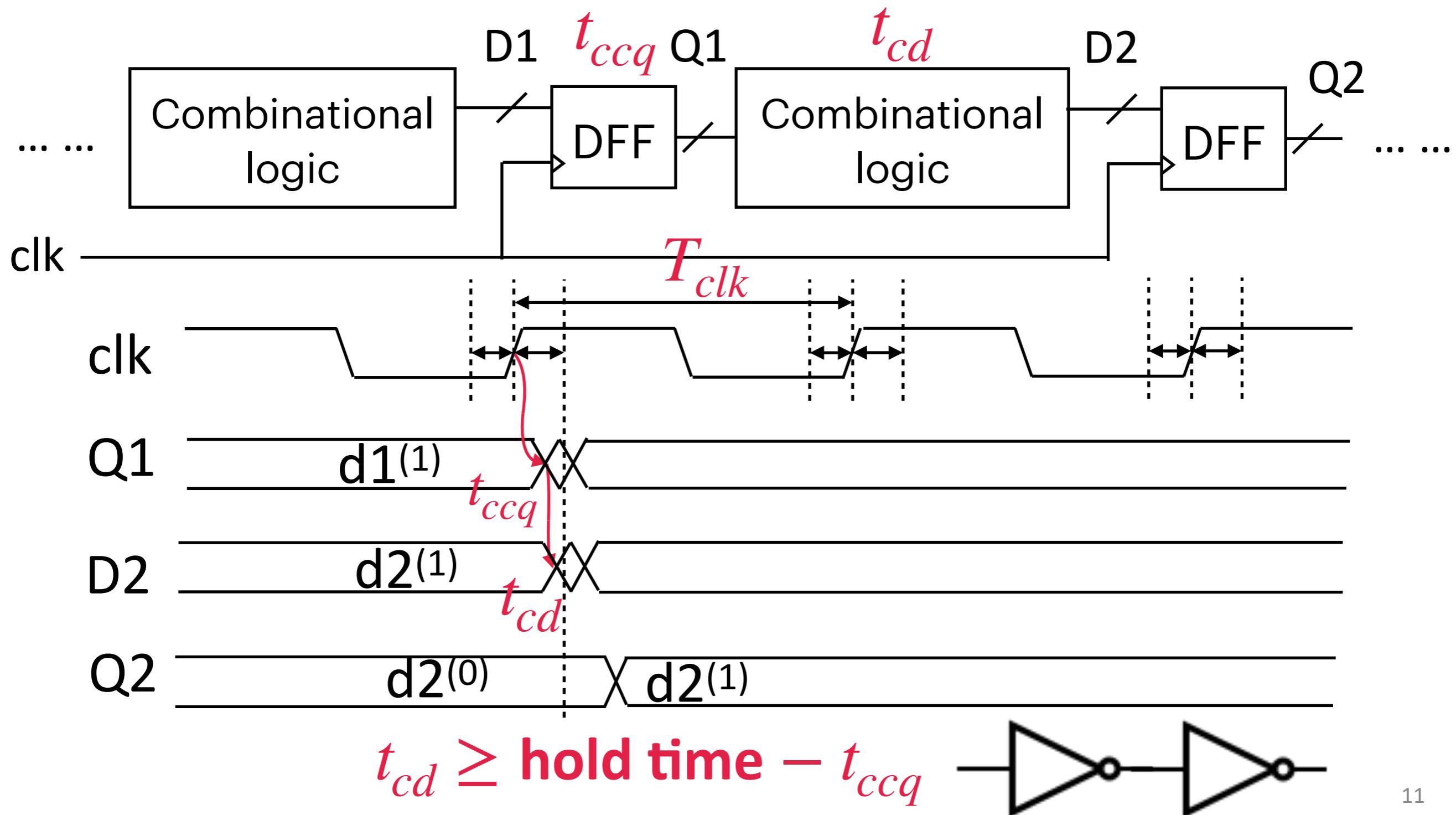
t_{cd} : comb. Logic
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Full Picture

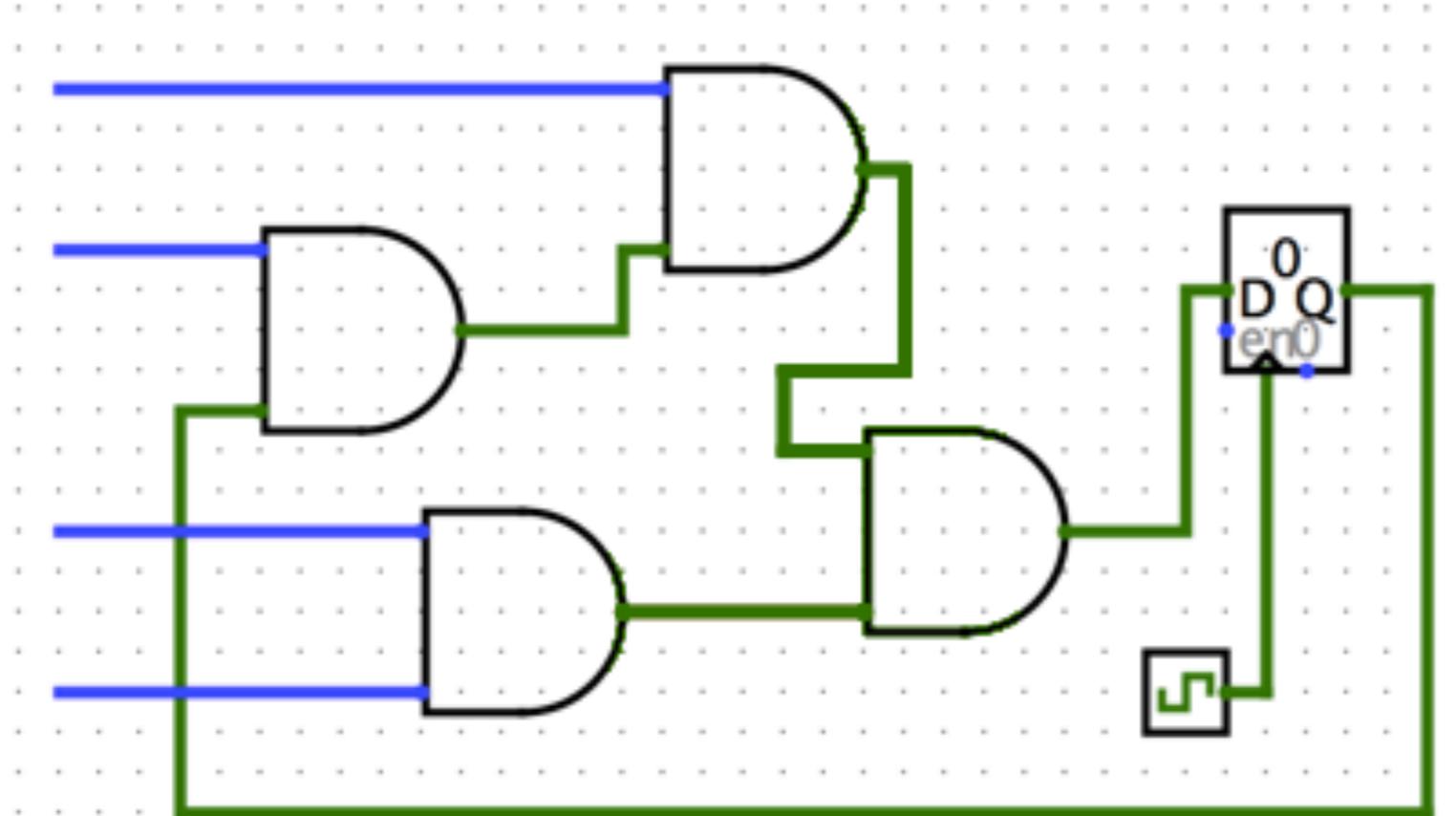


Min-Delay Constraints

- Avoid hold time violation



Question



Clock->Q (P) 1ns
Setup 1ns
Hold 1ns
AND gate delay 1ns

What is maximum clock frequency?

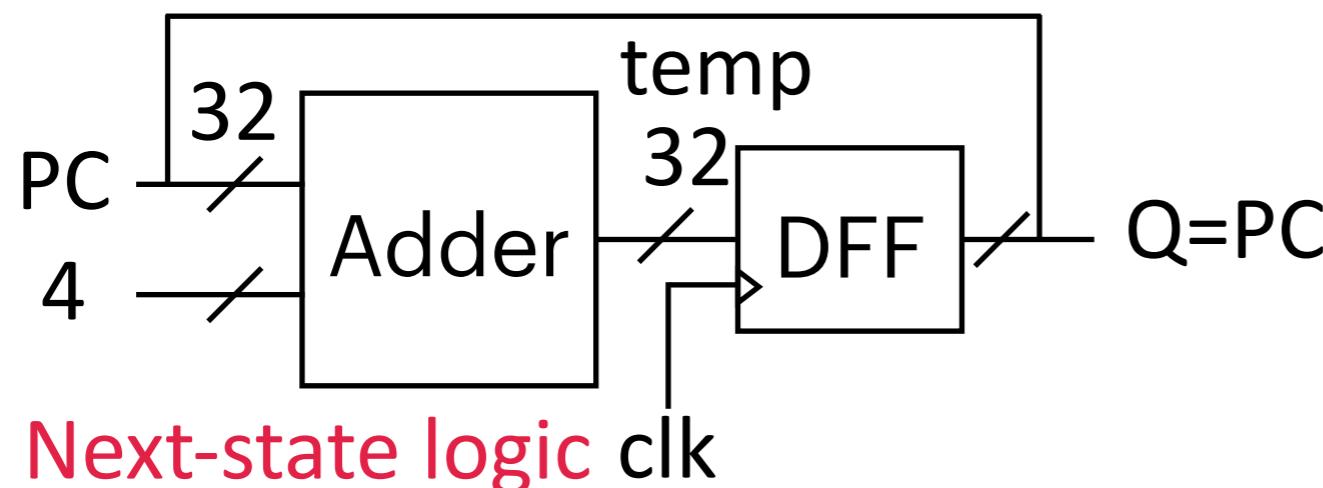
- A: 5 GHz
- B: 500 MHz
- C: 200 MHz
- D: 250 MHz
- E: 1/6 GHz

General SDS System Design

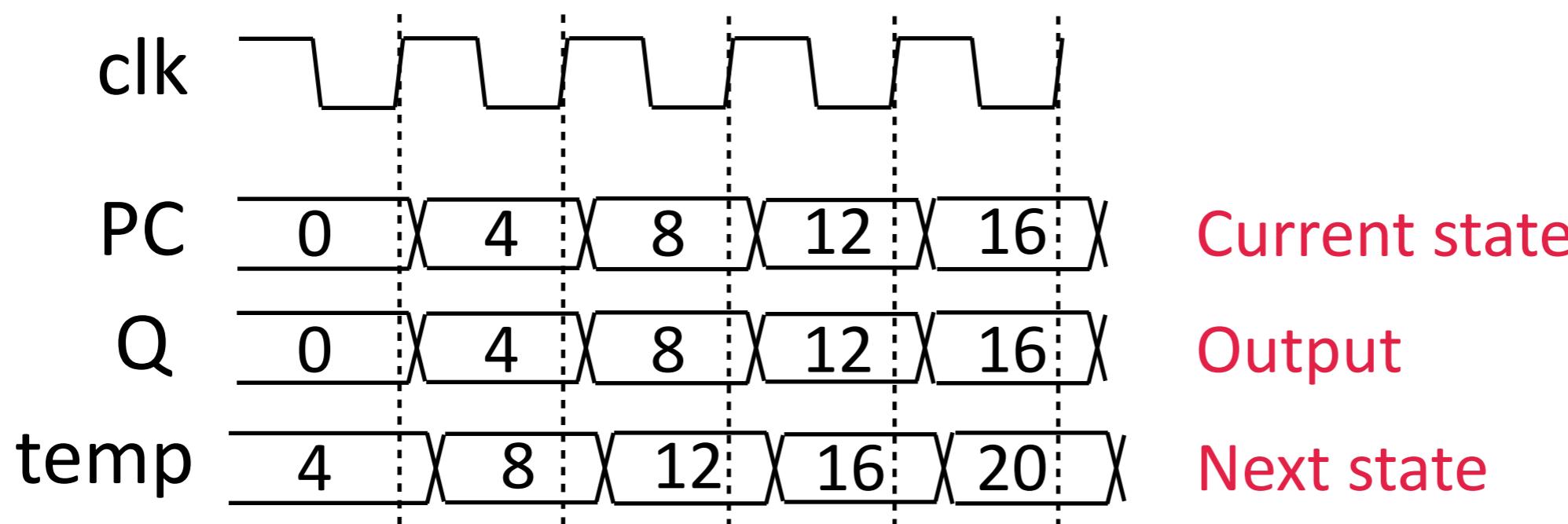
- Take too long to complete if designs are large
- Usually uses Electronic Design Automation (EDA) software to assist instead of designing manually
 - Hardware description language (Verilog HDL, VHDL, Chisel, etc.) for netlist synthesis, timing analysis, etc. with EDA tools
- Use synchronous (i.e., clocked) hardware wherever possible
- Top-down design methods, IP reuse
- To design a CPU and understand how it works, we choose to design it manually; Method as follows

Tiny SDS Modeled as FSM: Example

- PC counter: $PC = PC + 4$ (w/o considering branch/jump)



Finite state machine model

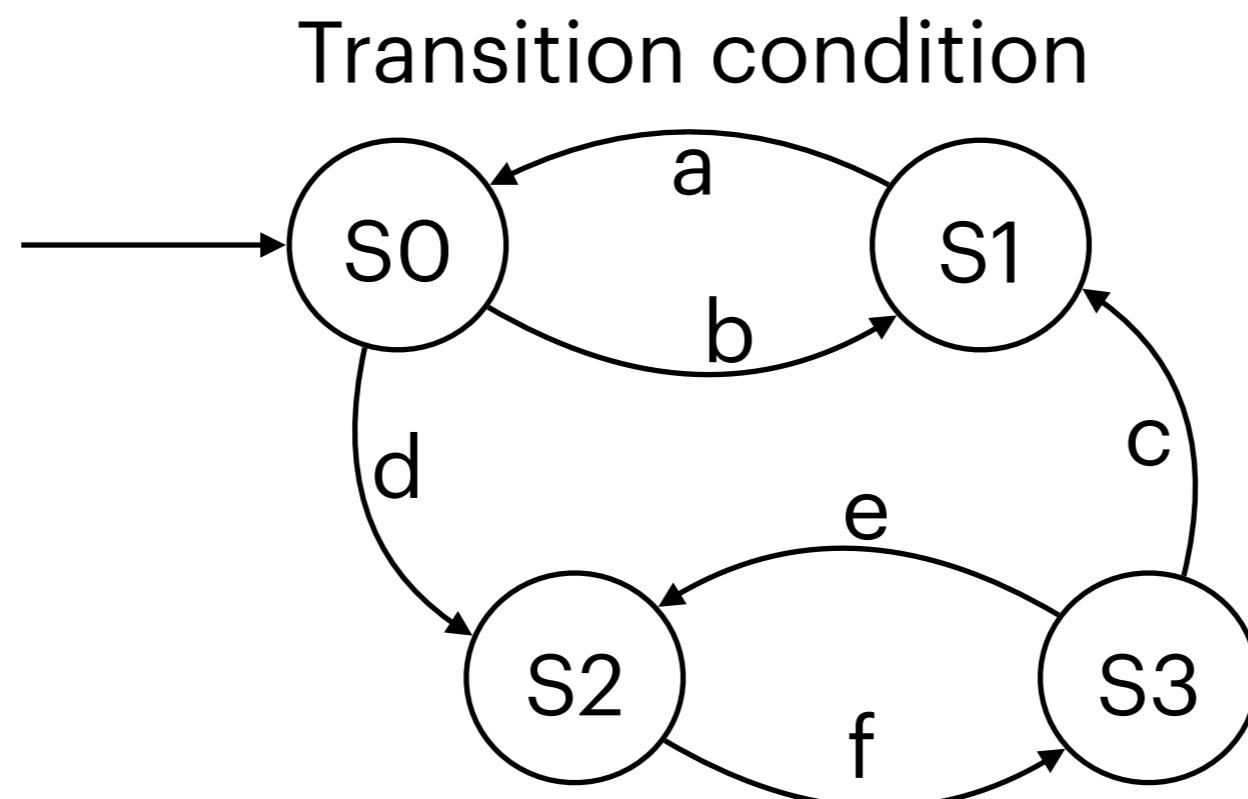


Finite-State Machine (FSM)

“Give me the place to stand, and I shall move the **earth.**”—Archimedes

FSM

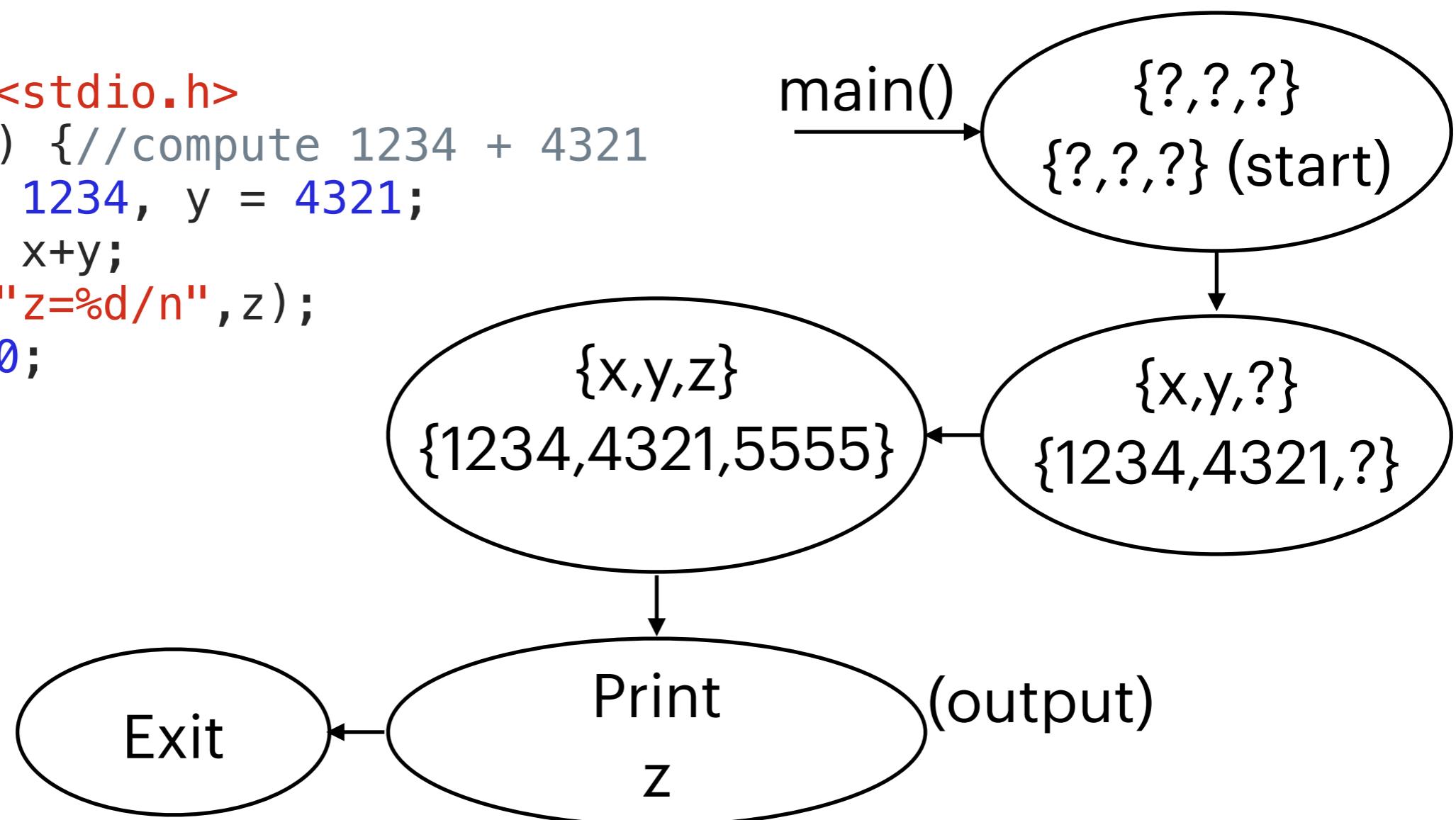
- FSMs consists of states, transitions, an entrance (initial state) and input/output (optional)



C Program as an FSM

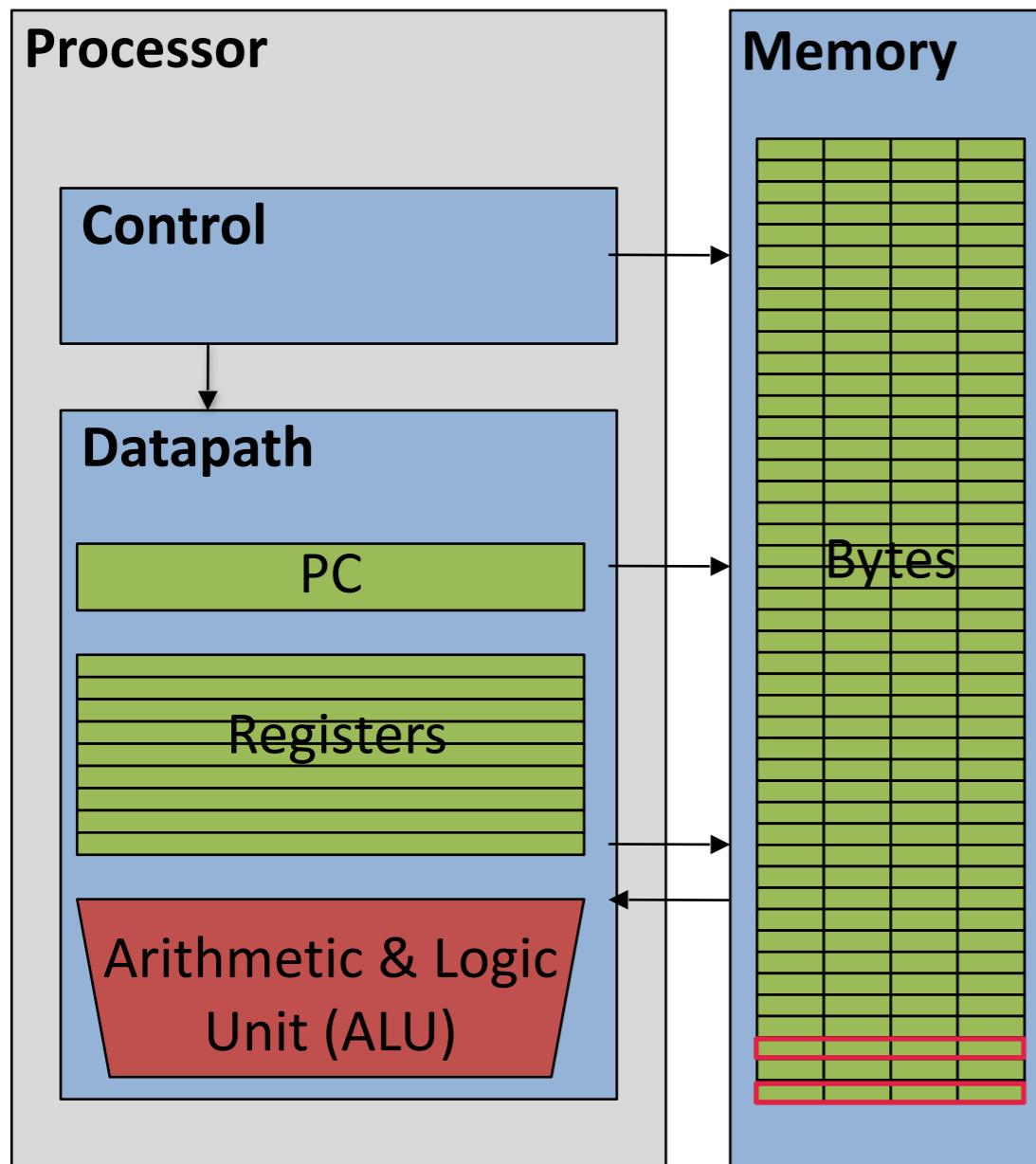
- FSMs consists of states, transitions, an entrance (initial state) and input/output (optional)

```
#include <stdio.h>
int main() { //compute 1234 + 4321
    int x = 1234, y = 4321;
    int z = x+y;
    printf("z=%d\n", z);
    return 0;
}
```



ISA as an FSM

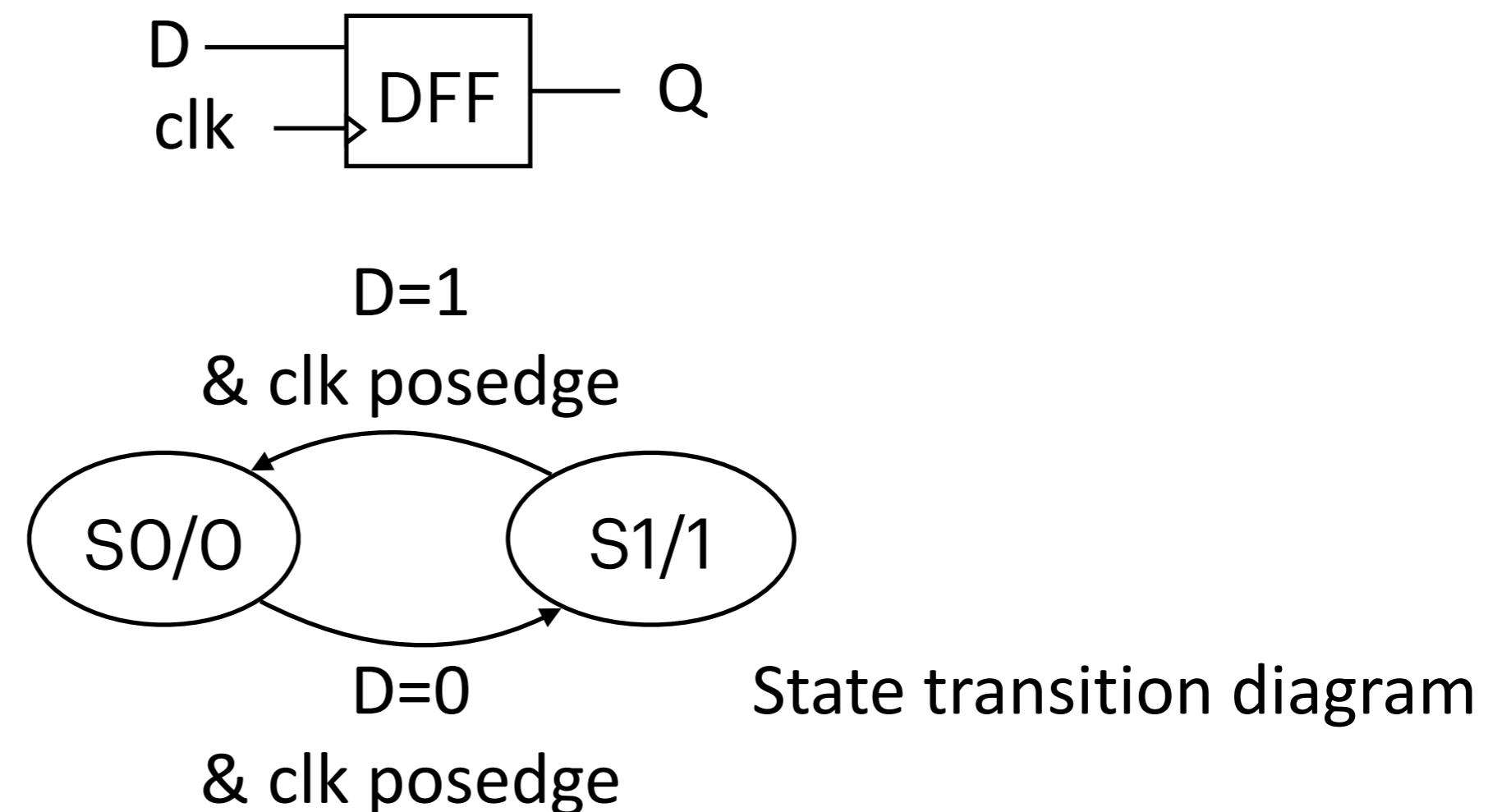
- FSMs consists of states, transitions, an entrance (initial state) and input/output (optional)



- States: all registers & memory
- Transition: register/memory value change
- Entrance: power on
- Input: instructions, can change registers/memory value
- Output: states of each registers/ memory

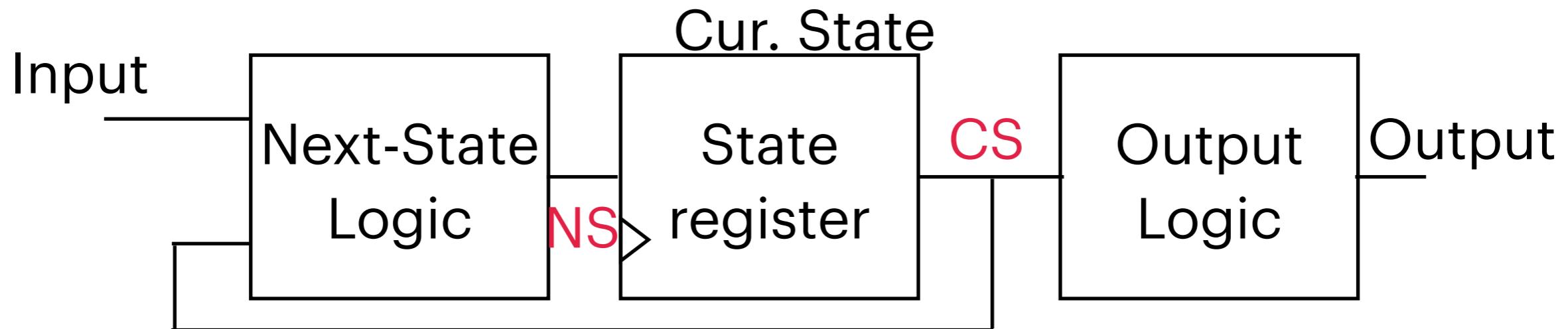
Digital Systems as FSMs

- FSMs consists of states, transitions, an entrance (initial state) and input/output (optional)
- Given an FSM model, we can use digital circuits to implement it

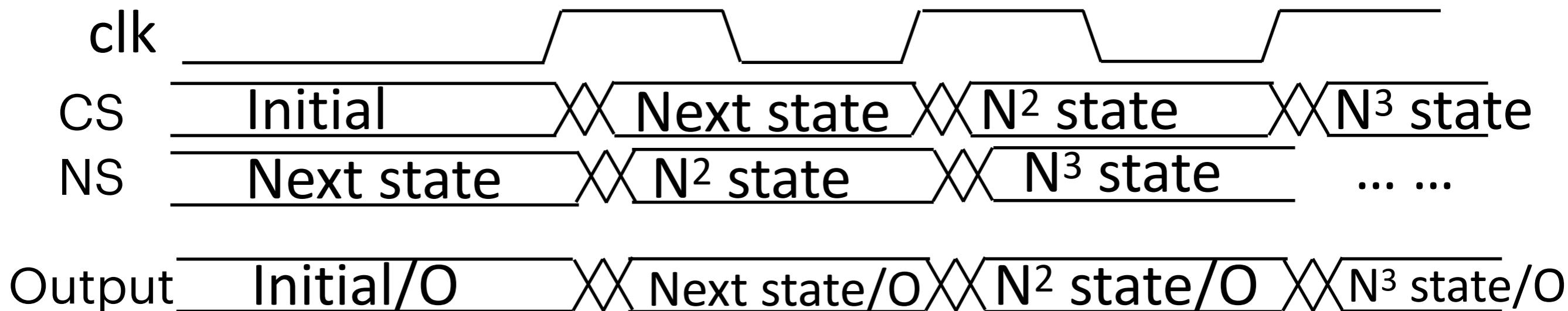


FSM Digital Implementation

- A digital circuitry (TaoLu) for FSM (Moore machine)

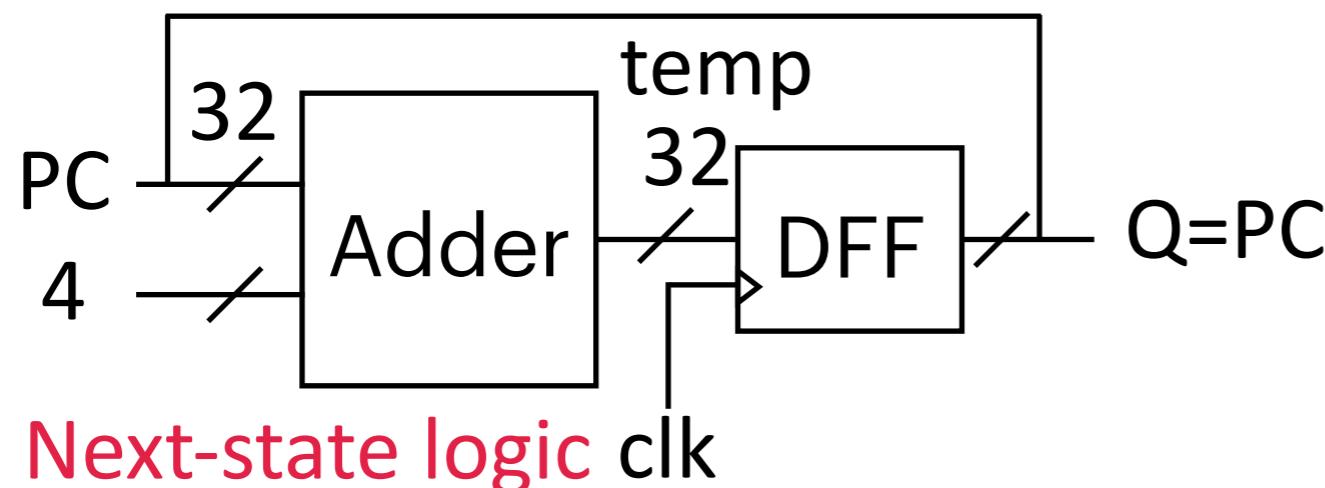


- Timing diagram

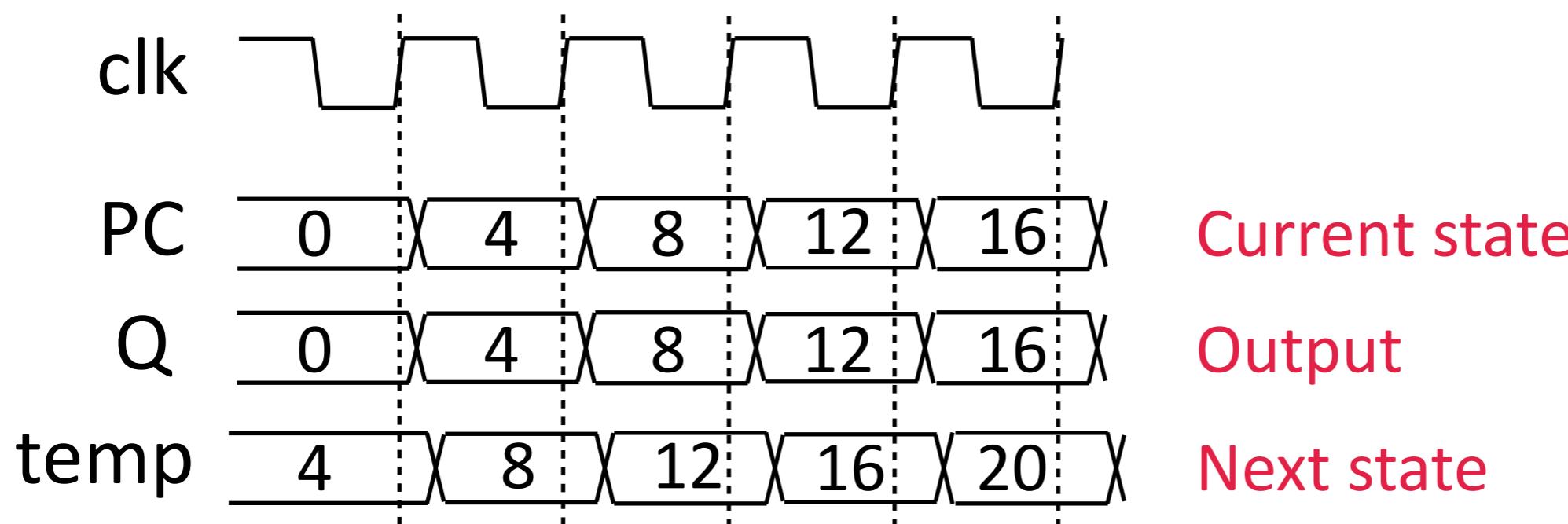


Tiny SDS Modeled as FSM: Example

- PC counter: $PC = PC + 4$ (w/o considering branch/jump)

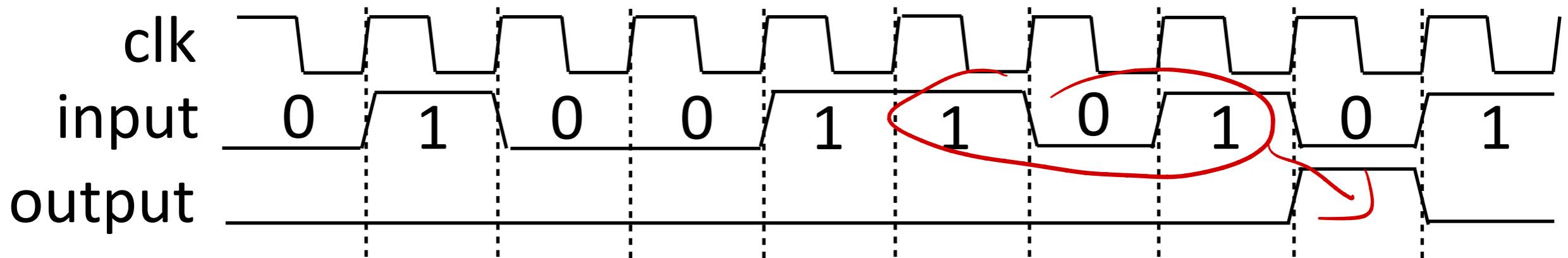


Finite state machine model



A Classic Problem: Build Digital Circuit for Sequence Detection

- Build a digital circuit, detecting the occurrence of {101} in the input 0/1 sequence (non-overlapping)



input: 0 or 1 in a sequence, one bit at a clock cycle

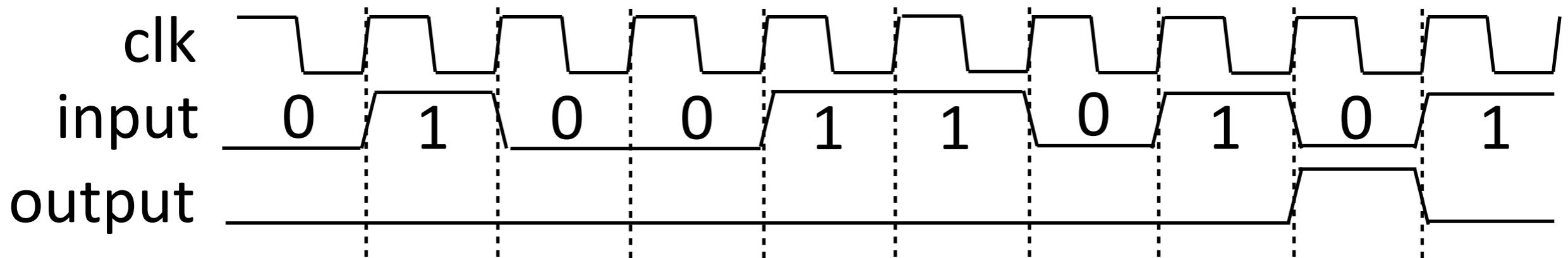
Output: 1 after {101} detected, otherwise 0;

States: ?

Transition: ?

A Classic Problem: Build Digital Circuit for Sequence Detection

- Build a digital circuit, detecting the occurrence of {101} in the input 0/1 sequence (non-overlapping)

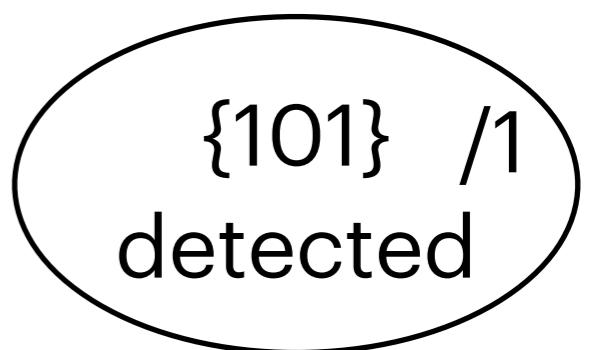
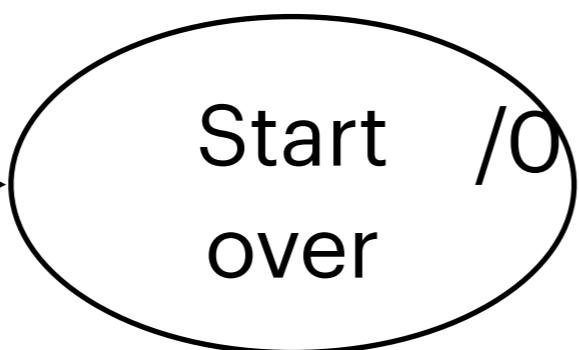


input: 0 or 1 in a sequence, one bit at a clock cycle

Output: 1 after {101} detected, otherwise 0;

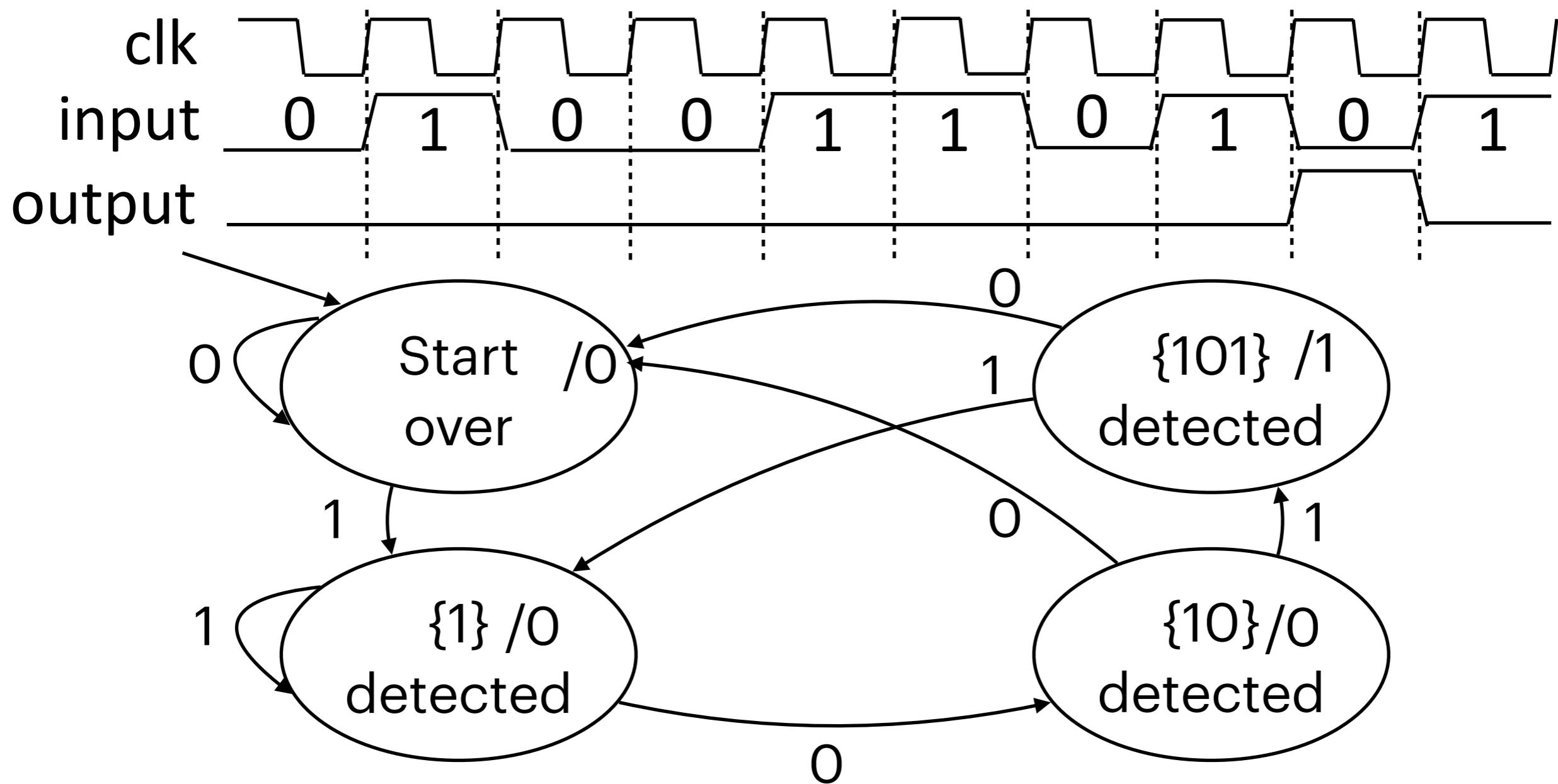
States:

Transition:



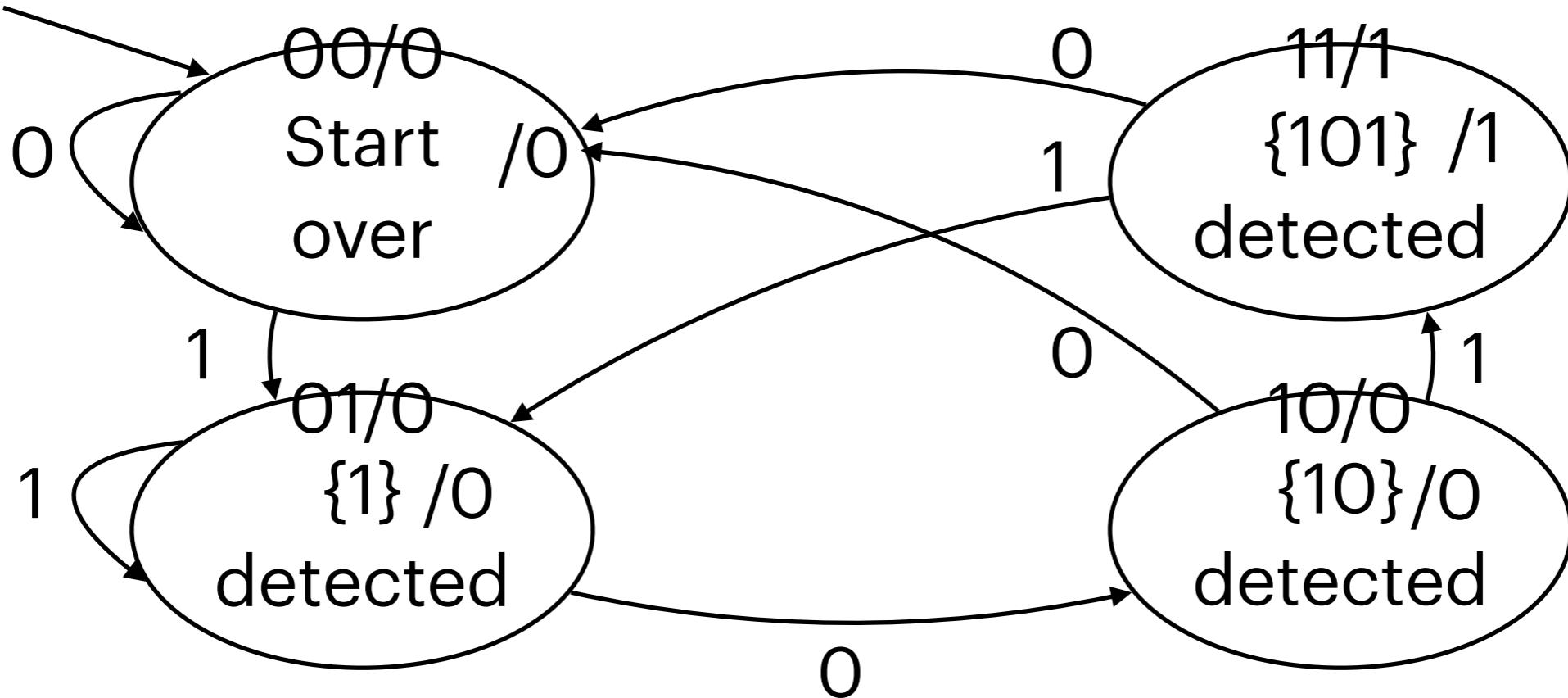
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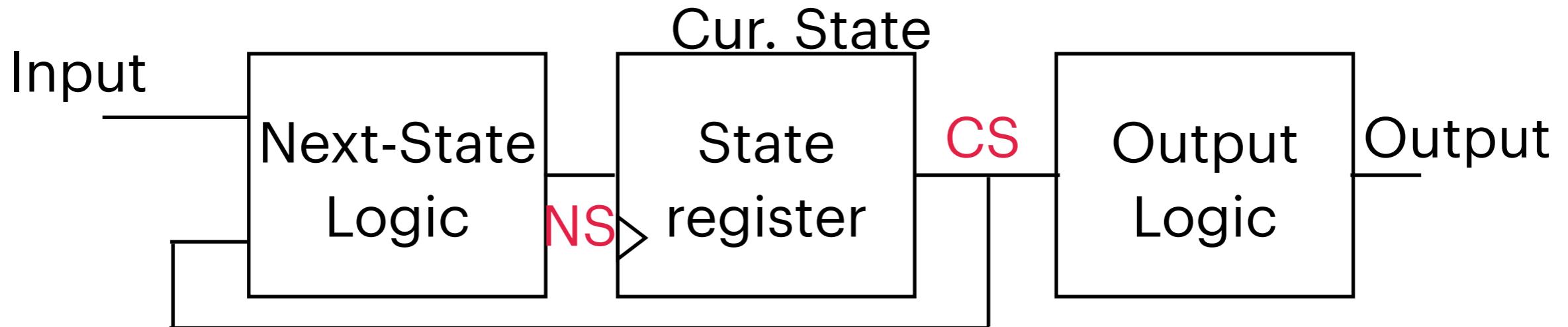
A Classic Problem: Build Digital Circuit for Sequence Detection

- Everything is a number. Use binary numbers to encode states: {00, 01, 10, 11}

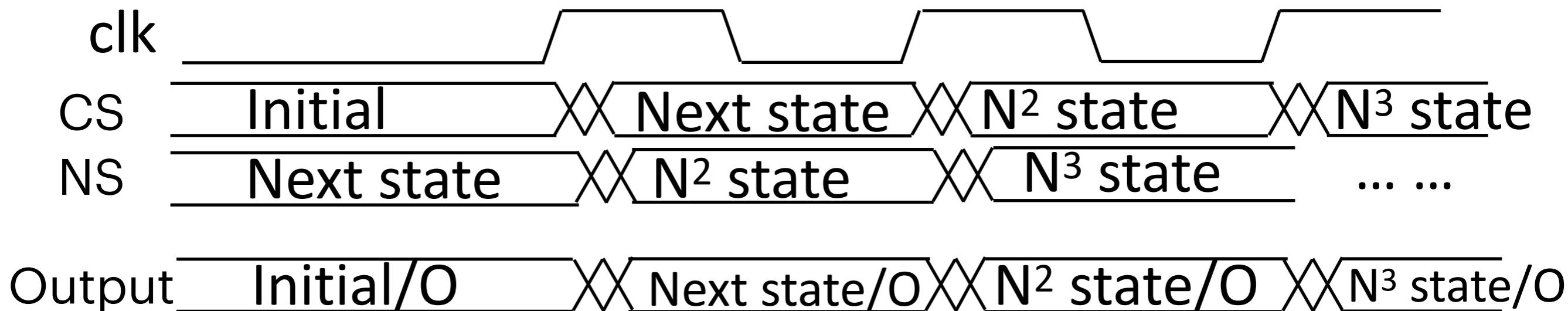


A Classic Problem: Build Digital Circuit for Sequence Detection

- A digital circuit model (TaoLu) for FSM (Moore machine)

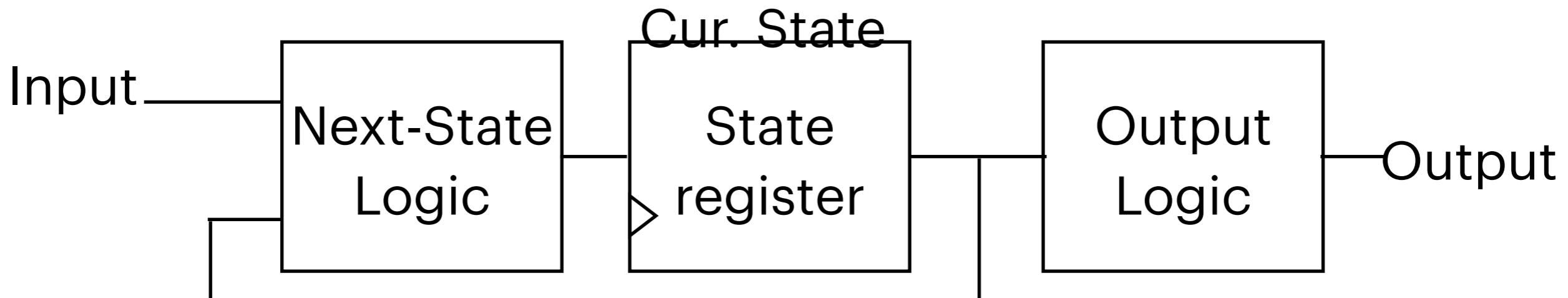


- Timing diagram



A Classic Problem: Build Digital Circuit for Sequence Detection

- A digital circuit model for FSM (Moore machine)

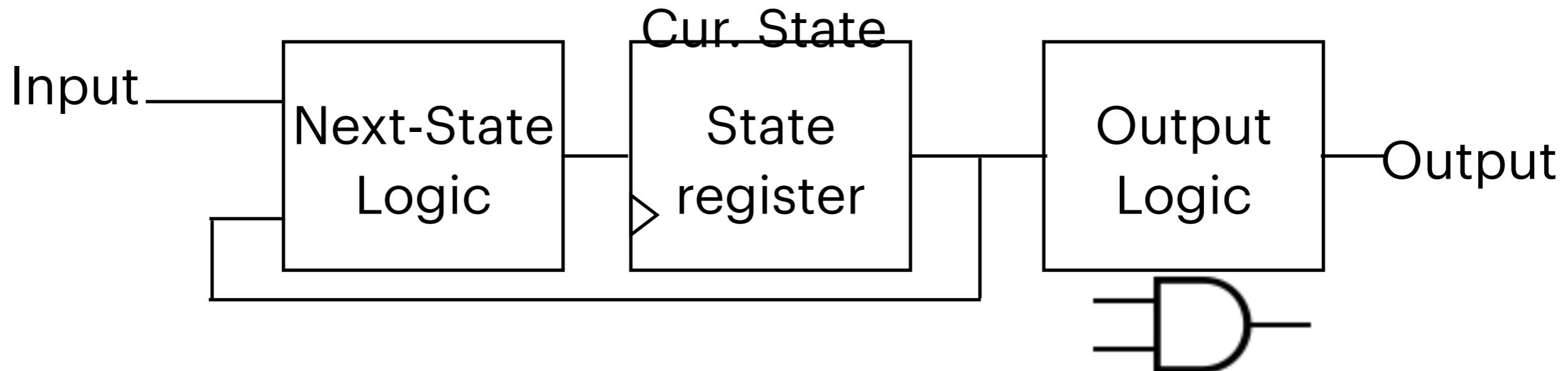


- Truth table

Cur.State	Input	Next State	Output
00	0	00	0
00	1	01	0
01	0	10	0
01	1	01	0
10	0	00	0
10	1	11	0
11	0	00	1
11	1	01	1

A Classic Problem: Build Digital Circuit for Sequence Detection

- A digital circuit model for FSM (Moore machine)

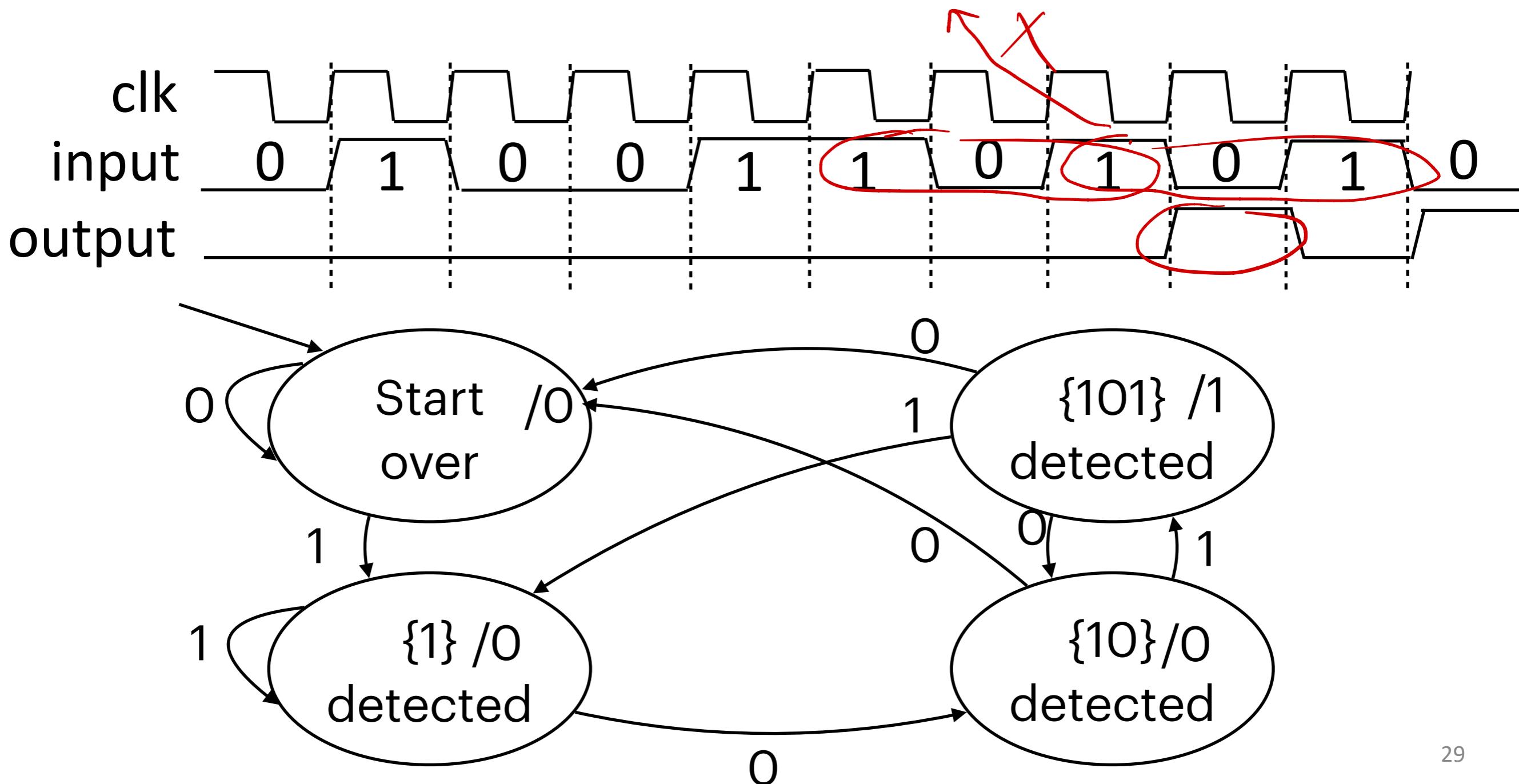


- Truth table

Cur.State	Input	Next State	Output
00	0	00	0
00	1	01	0
01	0	10	0
01	1	01	0
10	0	00	0
10	1	11	0
11	0	00	1
11	1	01	1

What about Overlapping?

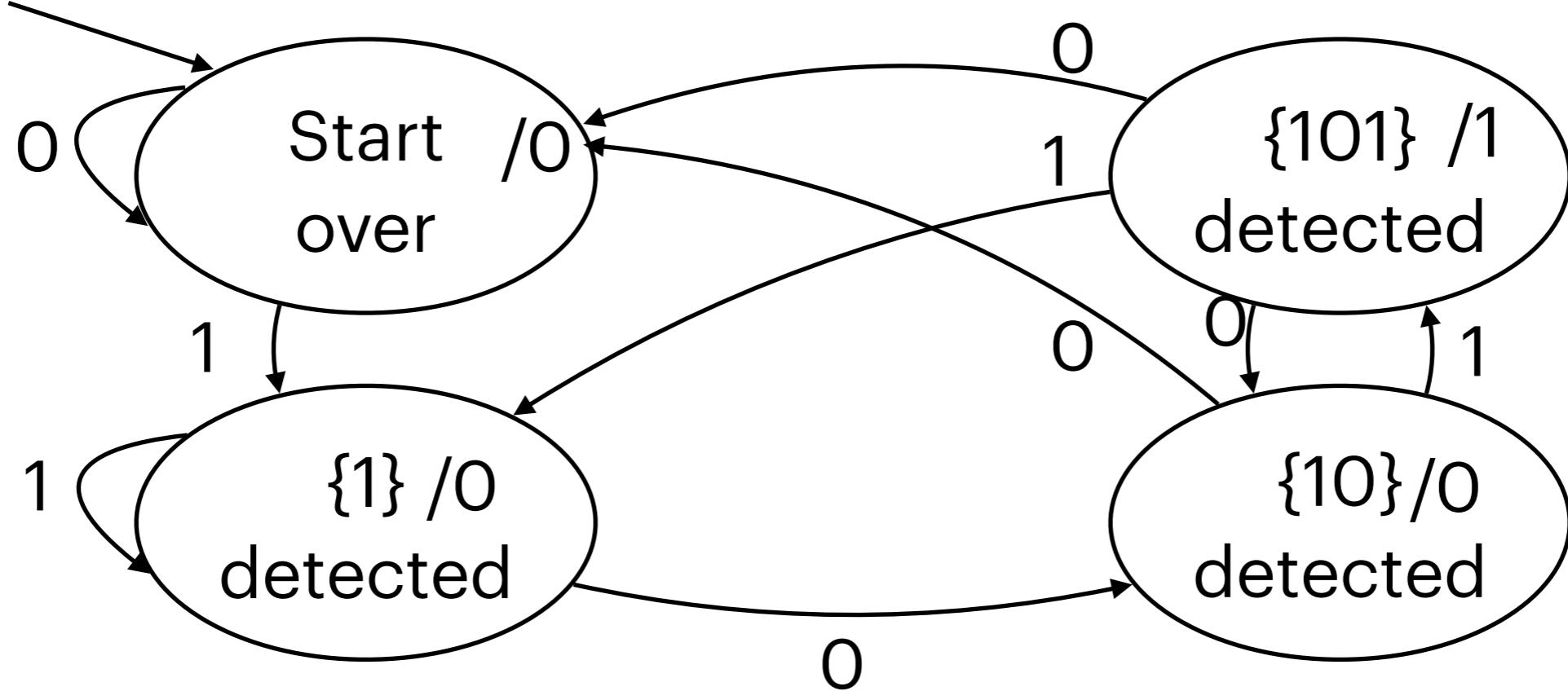
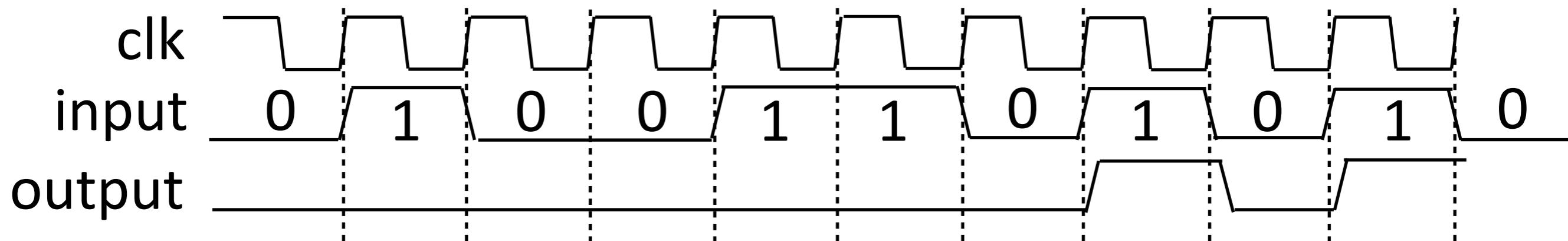
- Build a digital circuit, detecting the occurrence of $\{101\}$ in the input 0/1 sequence (non-overlapping)



Mealy Machine

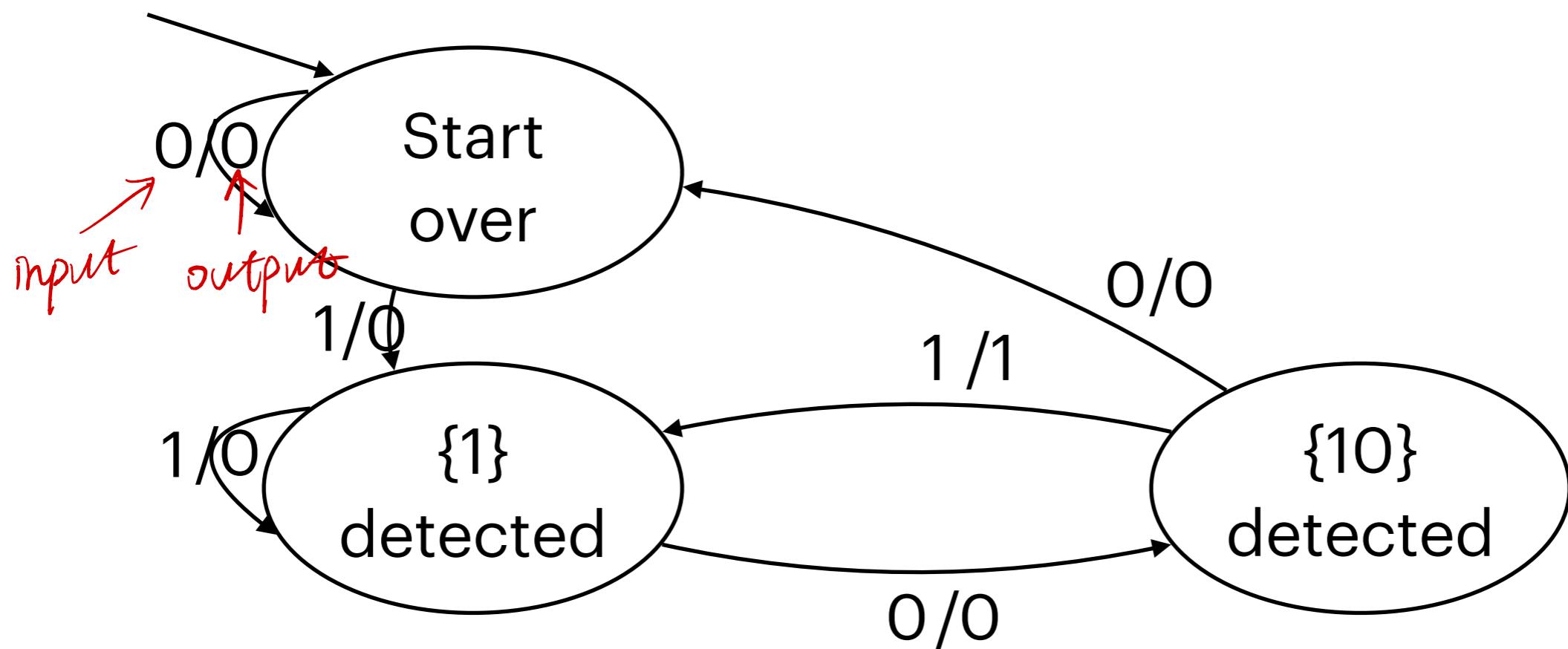
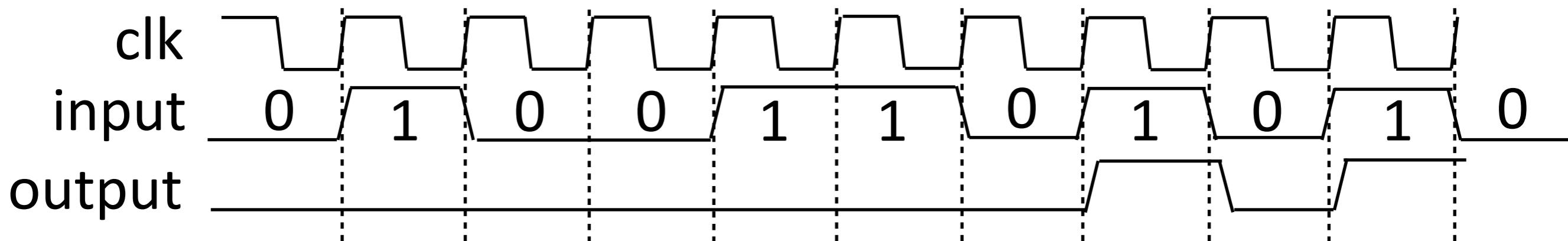
output 与
input, current state
相关

- Another model/method to build FSM circuit



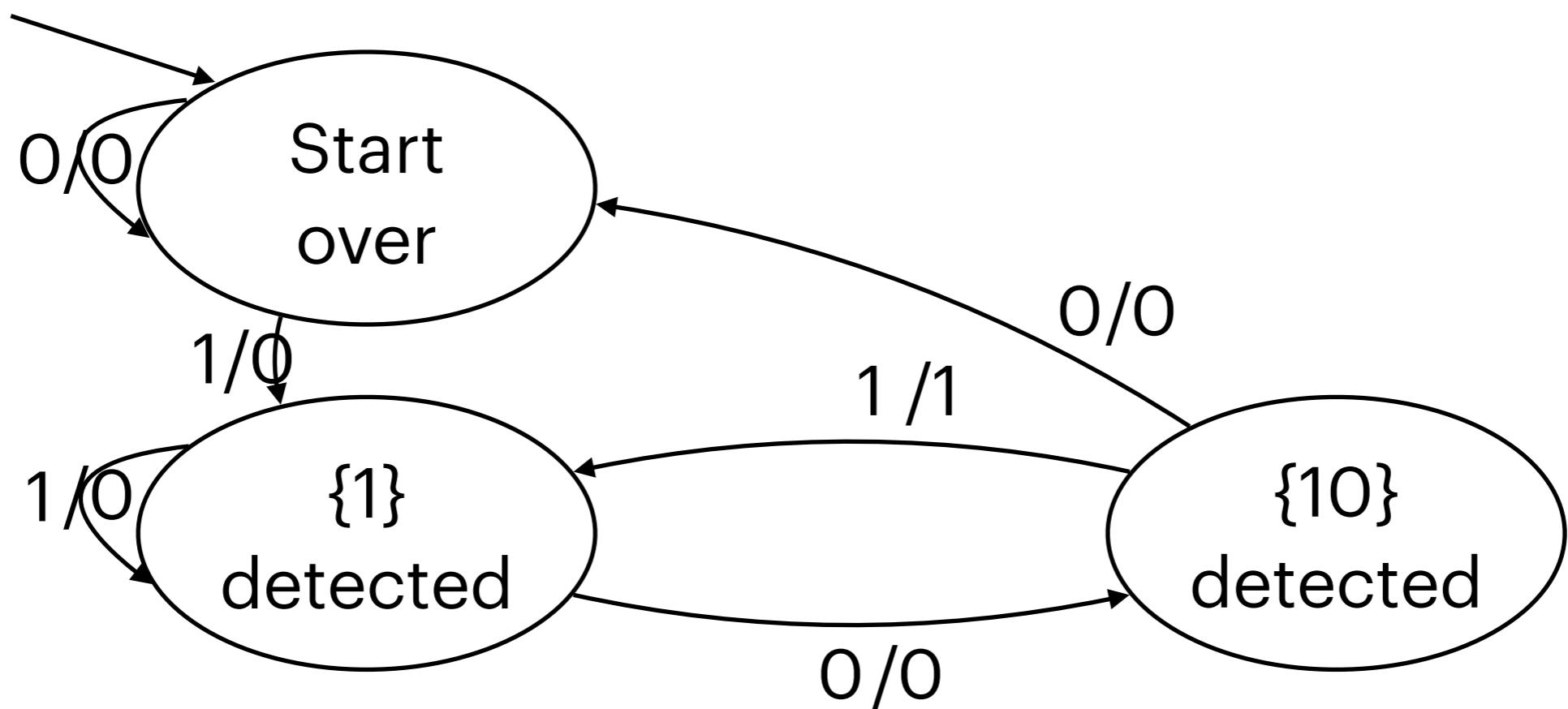
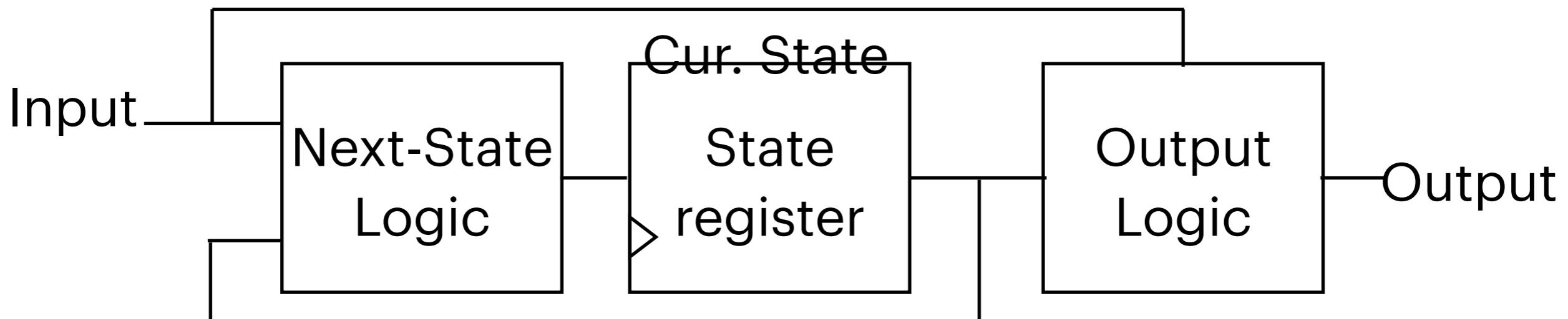
Mealy Machine

- Another model/method to build FSM circuit



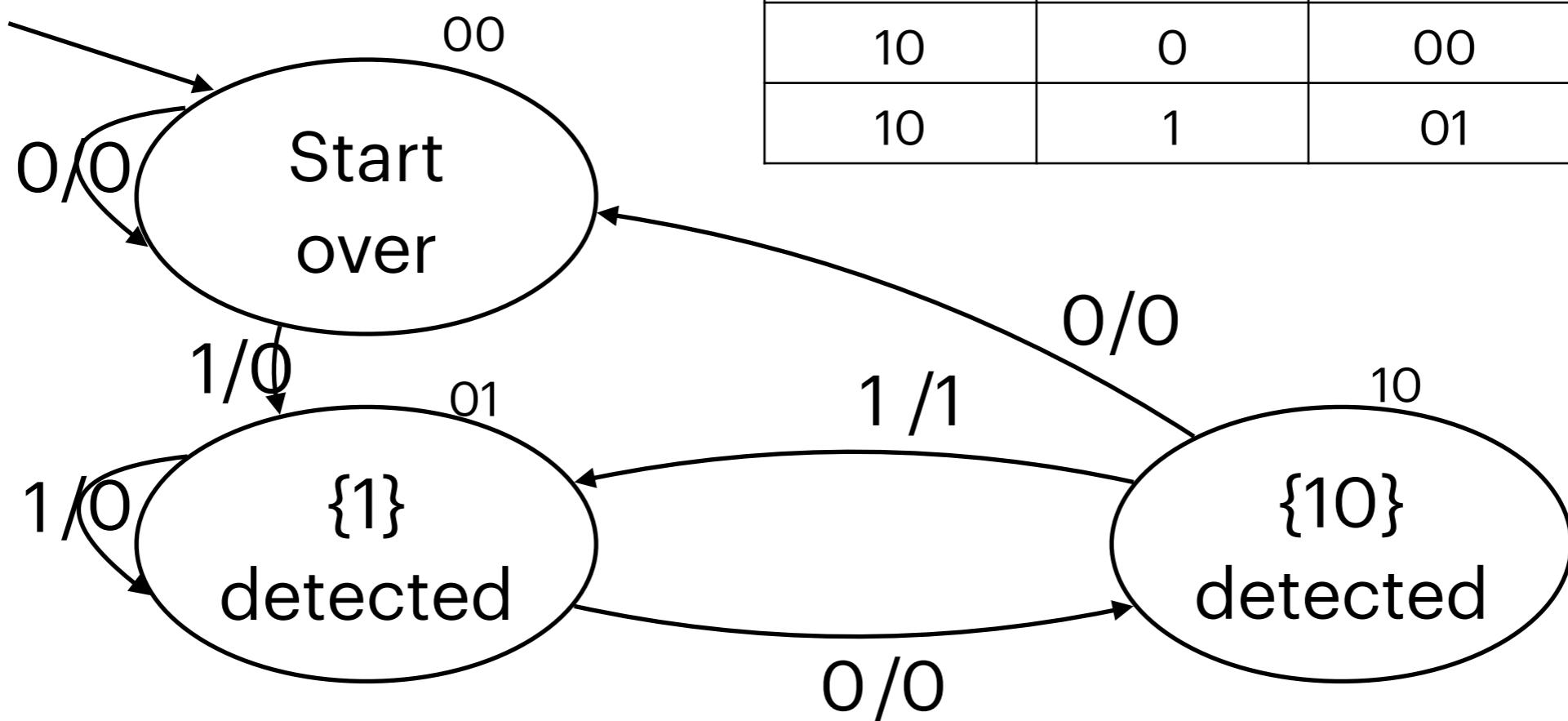
Mealy Machine

- Another model/method to build FSM circuit



Mealy Machine

- Another model/method to build FSM circuit
- +Less states, potentially less registers
- -Output not synchronized
- Exchangeable with Moore



Cur.State	Input	Next State	Output
00	0	00	0
00	1	01	0
01	0	10	0
01	1	01	0
10	0	00	0
10	1	01	1

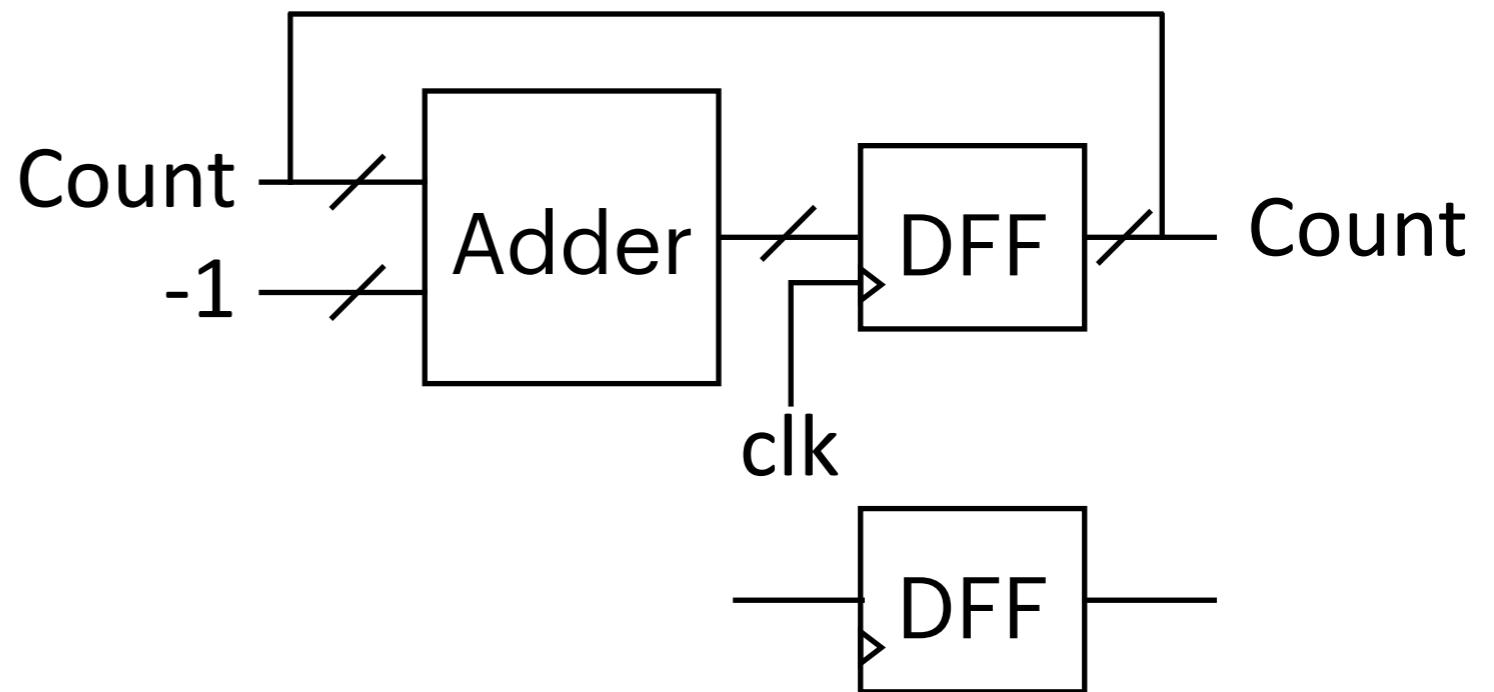
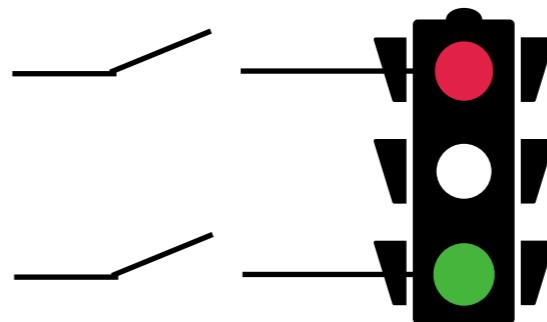
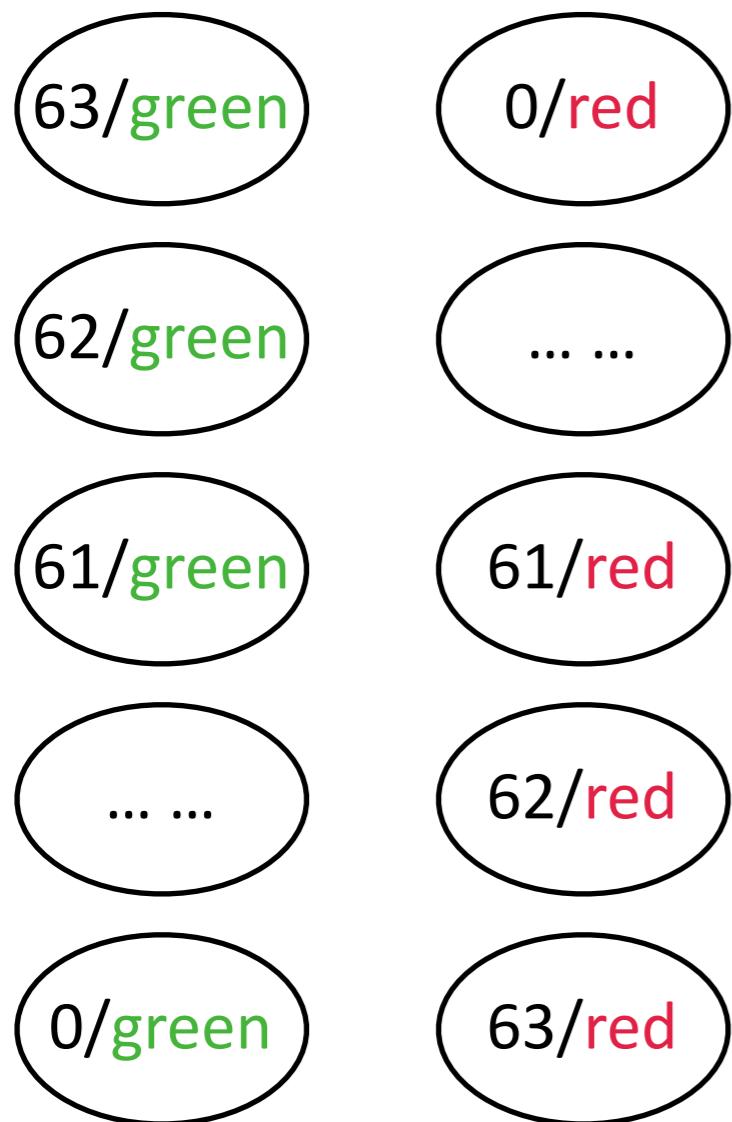
FSM Circuit Design (Manually)

- Draw the state transition diagram
- Assign different binary numbers to the states
- Write down the truth table
 - Next-state logic (input, current state)
 - Output logic (current state for Moore machine, current state and input for Mealy machine)
- Generate next-state & output logic circuits and fit in the FSM model

Back to CPU Design

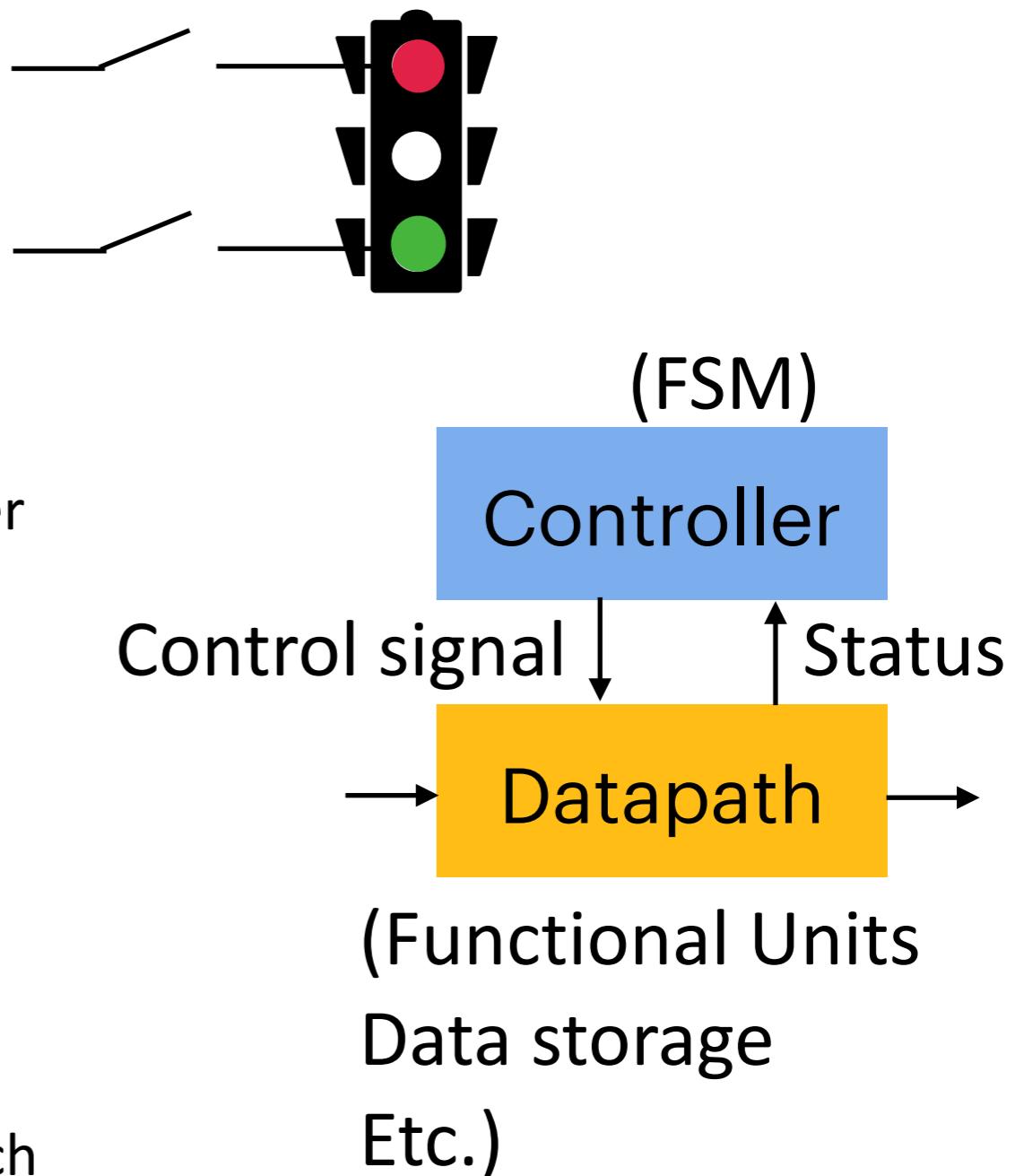
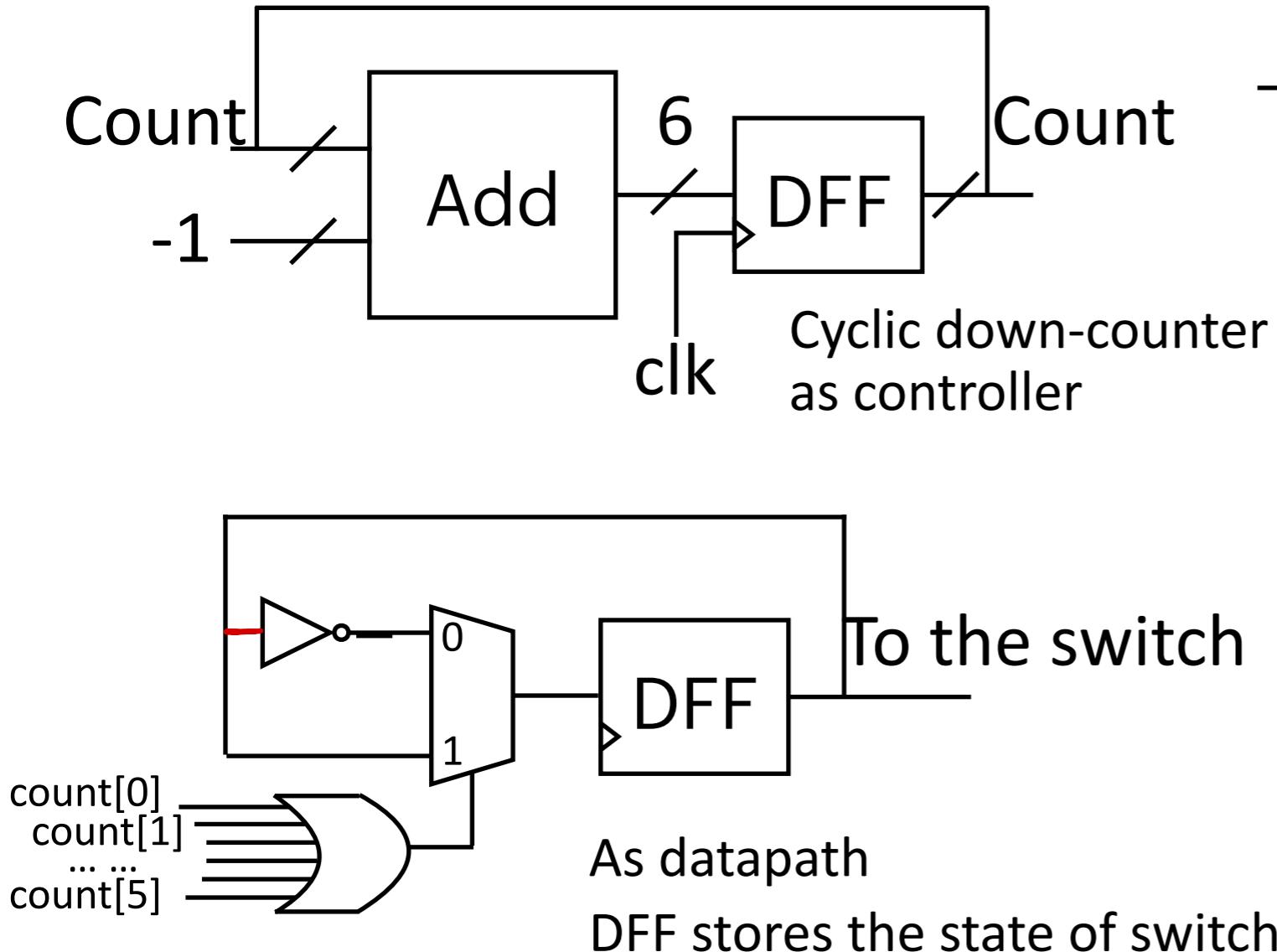
Tiny SDS Example II

- Traffic light: green & red (count down from 63 and change)

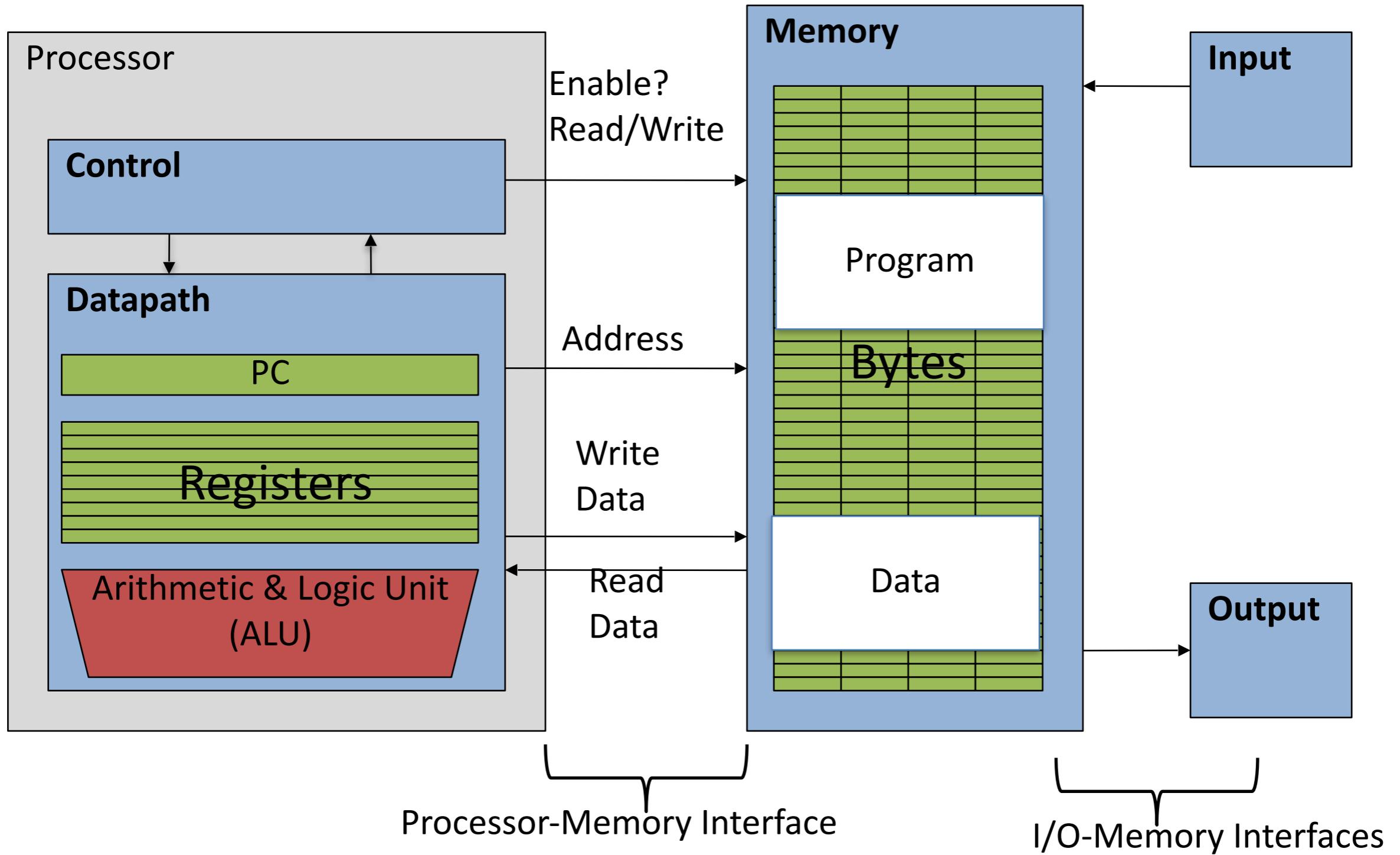


Tiny SDS Example II

- Traffic light: green & red (count down from 63 and change)
- Controller/datapath partition



Components of a Computer

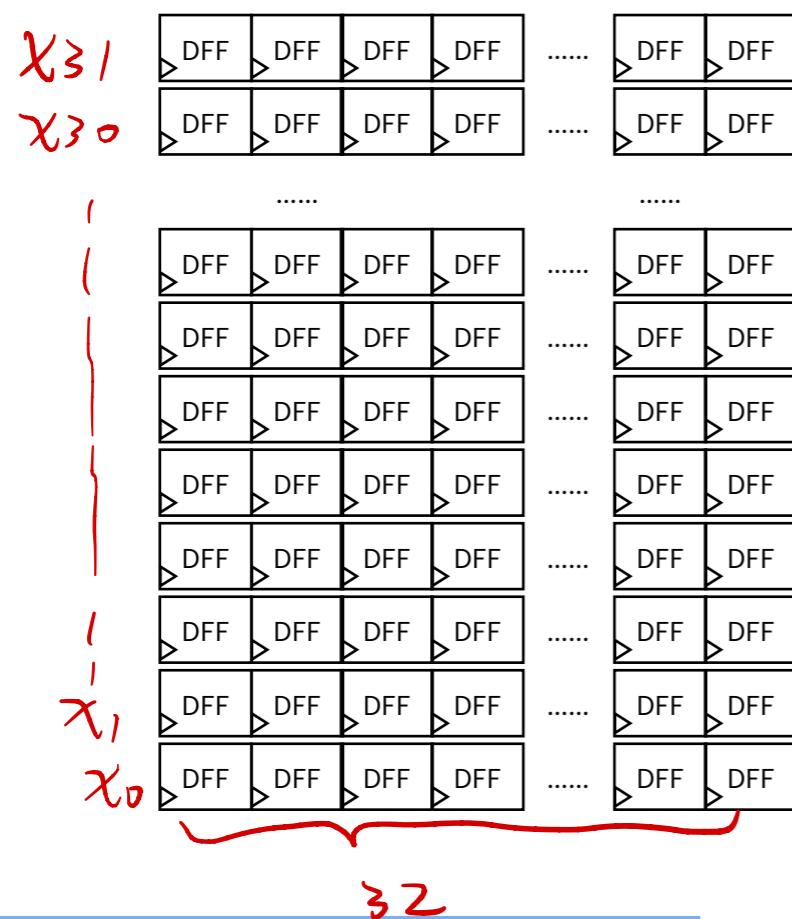


The CPU

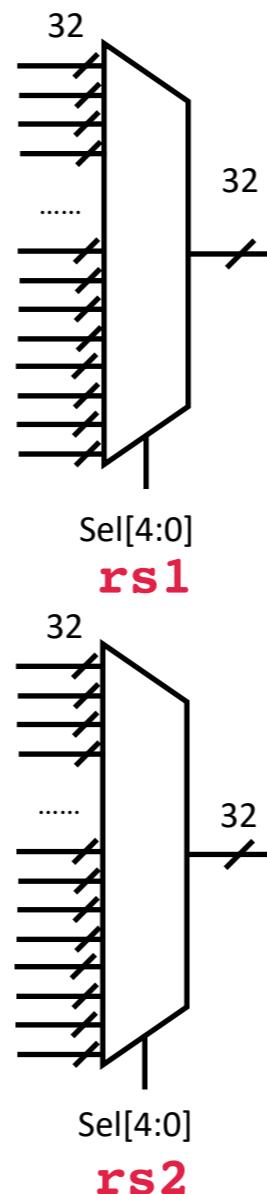
- Processor (CPU): the active part of the computer that does all the work (data manipulation and decision-making)
- Datapath: portion of the processor that contains hardware necessary to perform operations required by the processor
- Control: portion of the processor (also in hardware) that tells the datapath what needs to be done

Components of a Computer

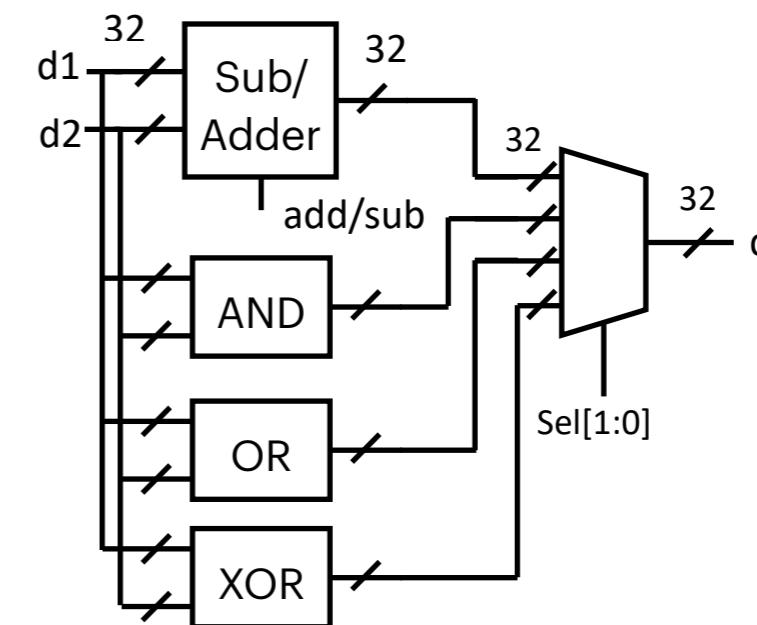
Register file



32-to-1
MUX



ALU

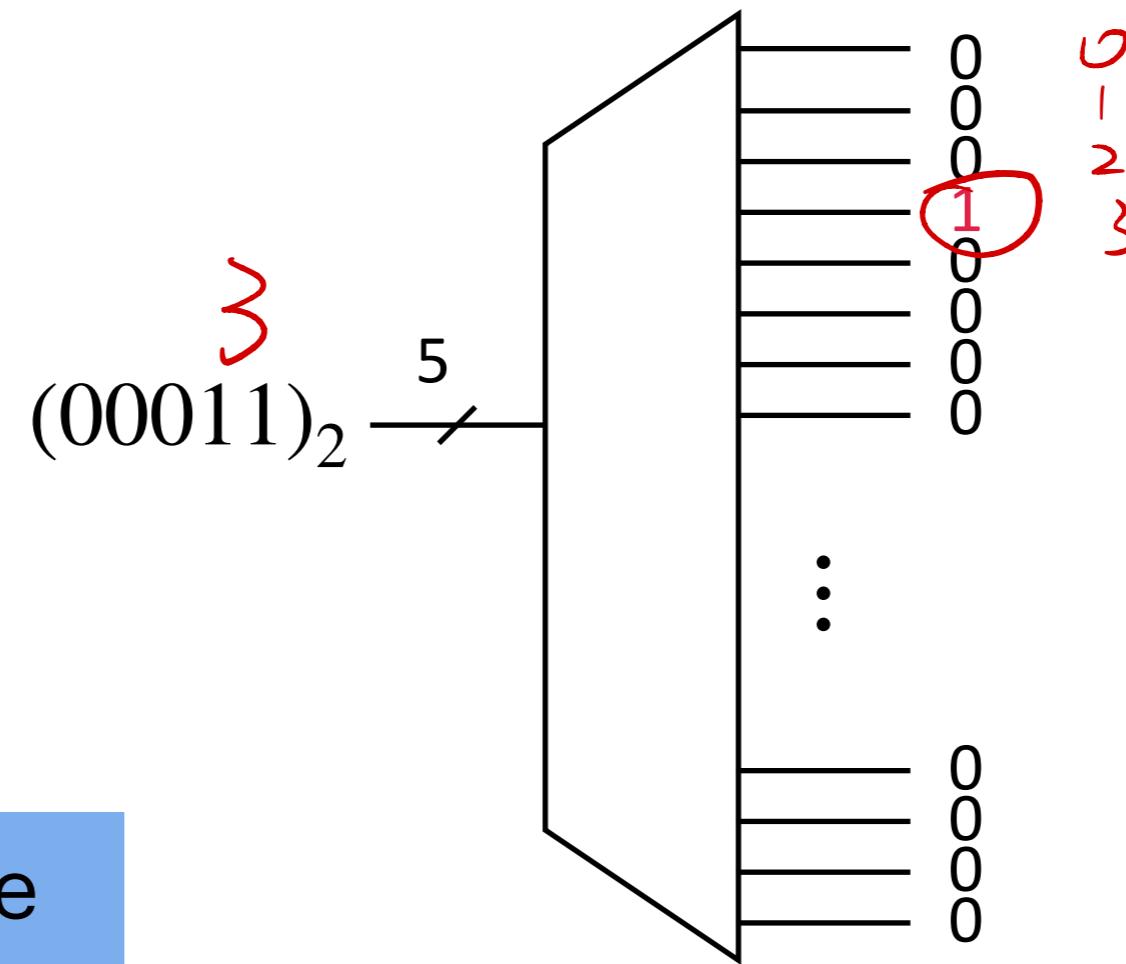


What about selecting
which register to write?

A New Combinational Component — Decoder

- A component that convert a binary number to one-hot code format.

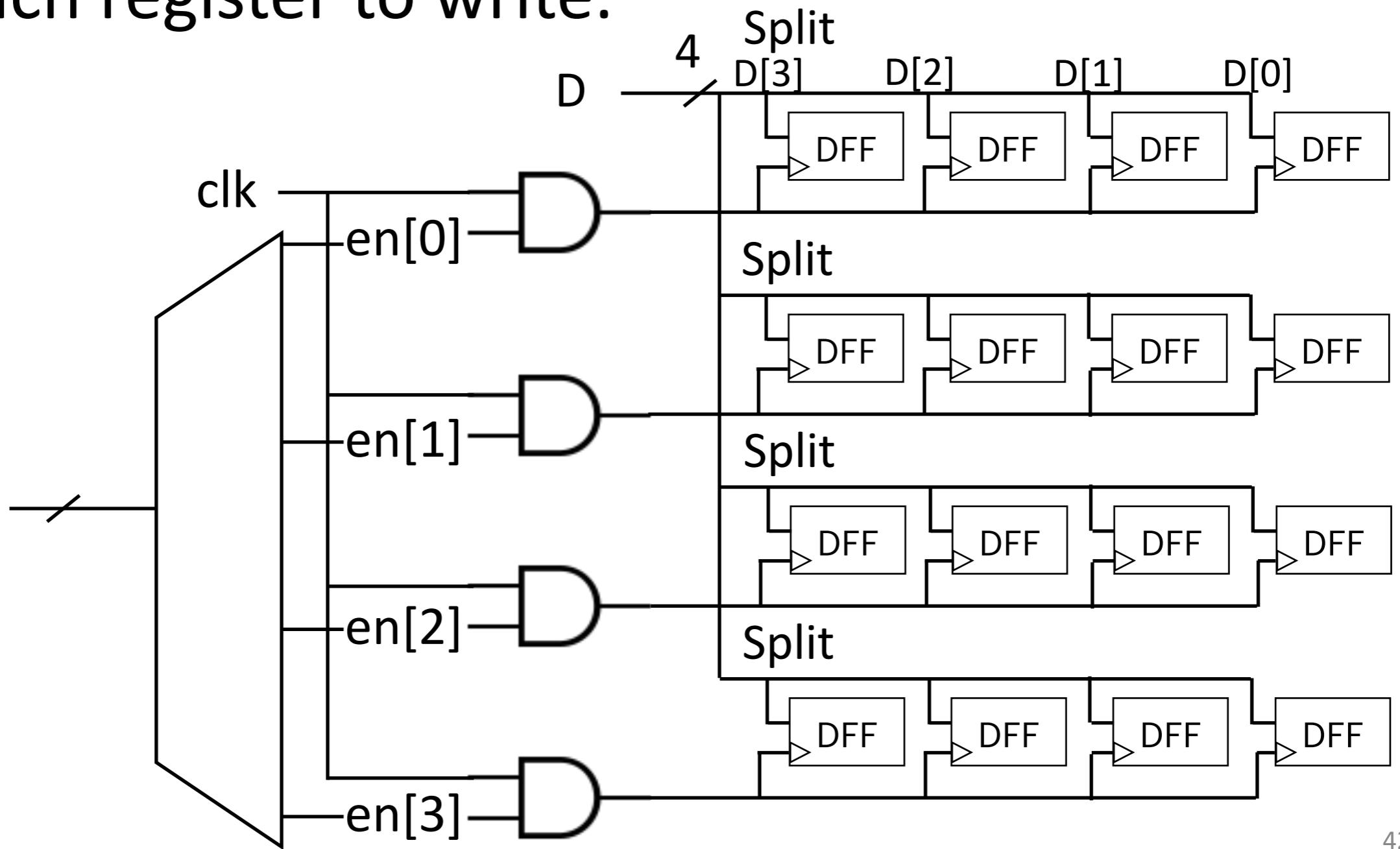
方法 热码



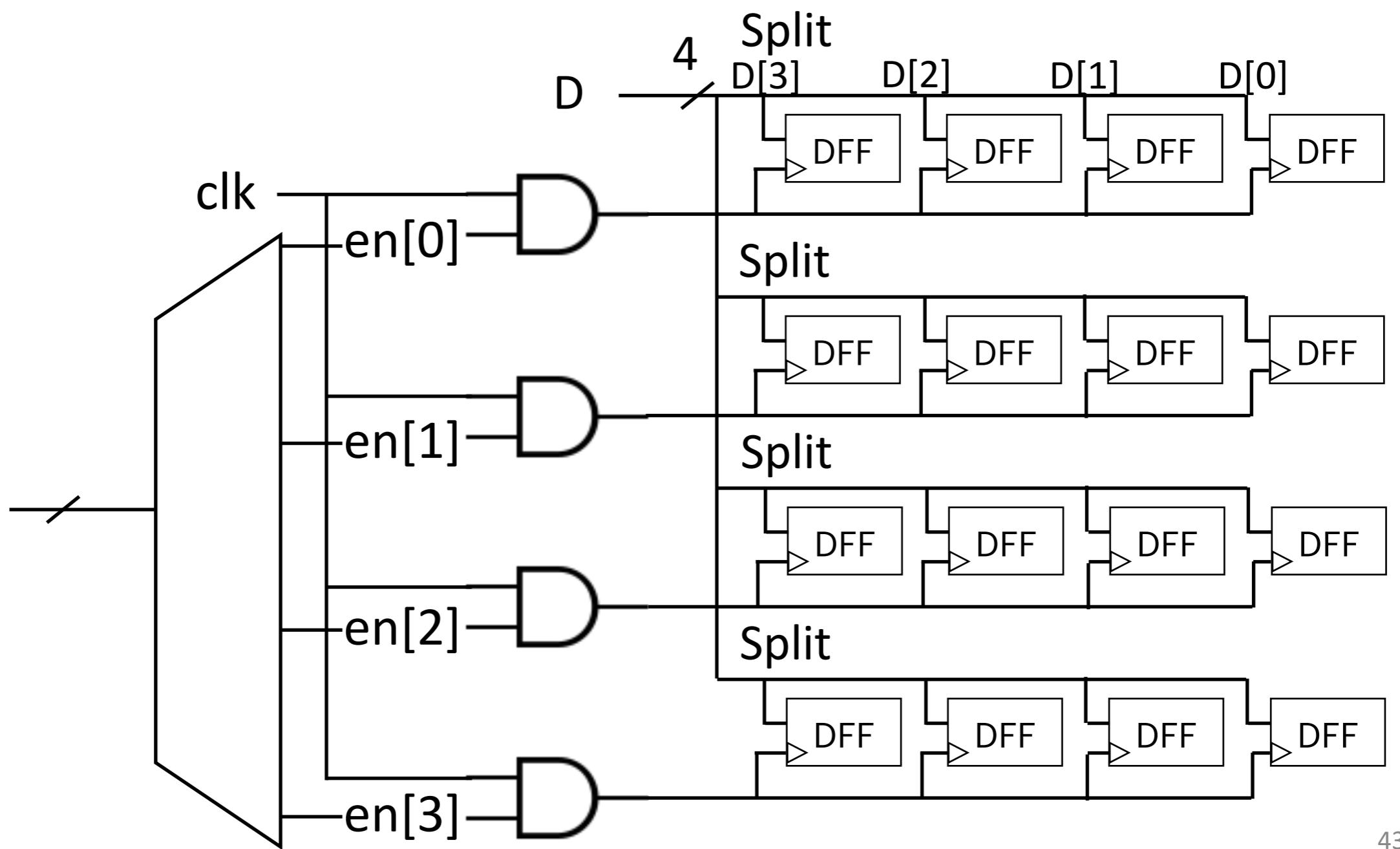
Actual circuit can be obtained by truth table

A New Combinational Component — Decoder

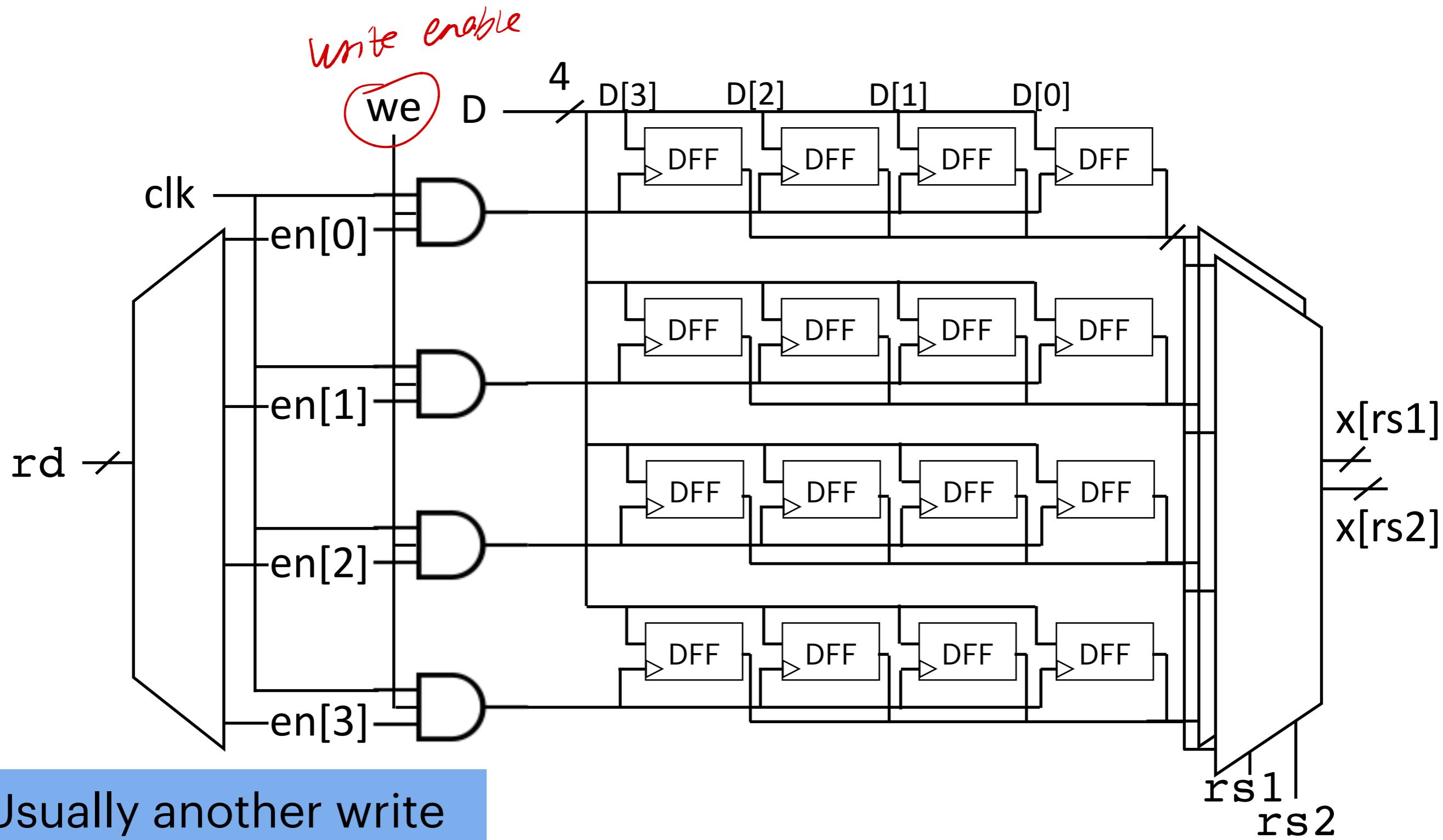
- Along with an “enable” signal, we can choose which register to write.



Full Register File

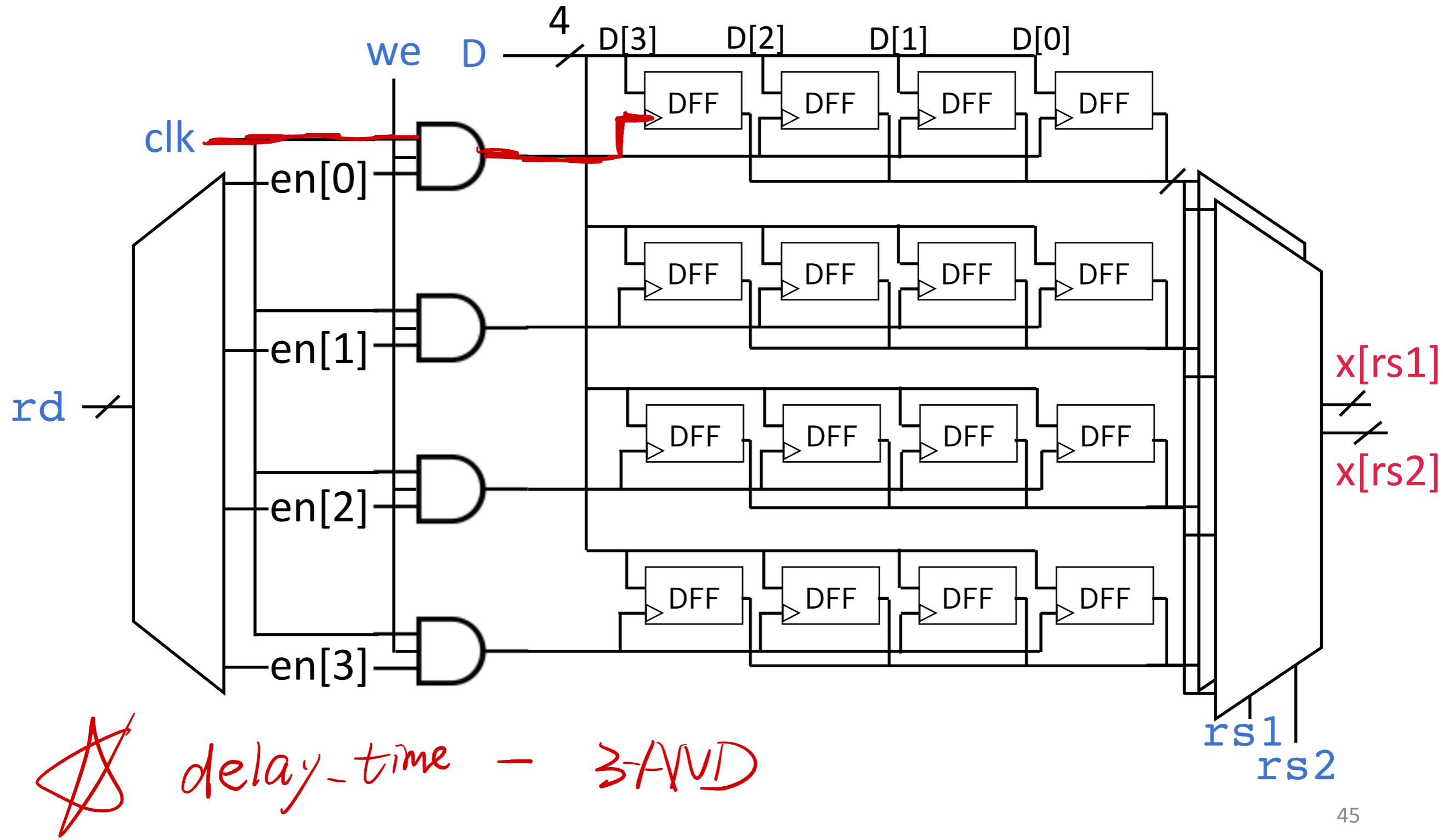


Full Register File

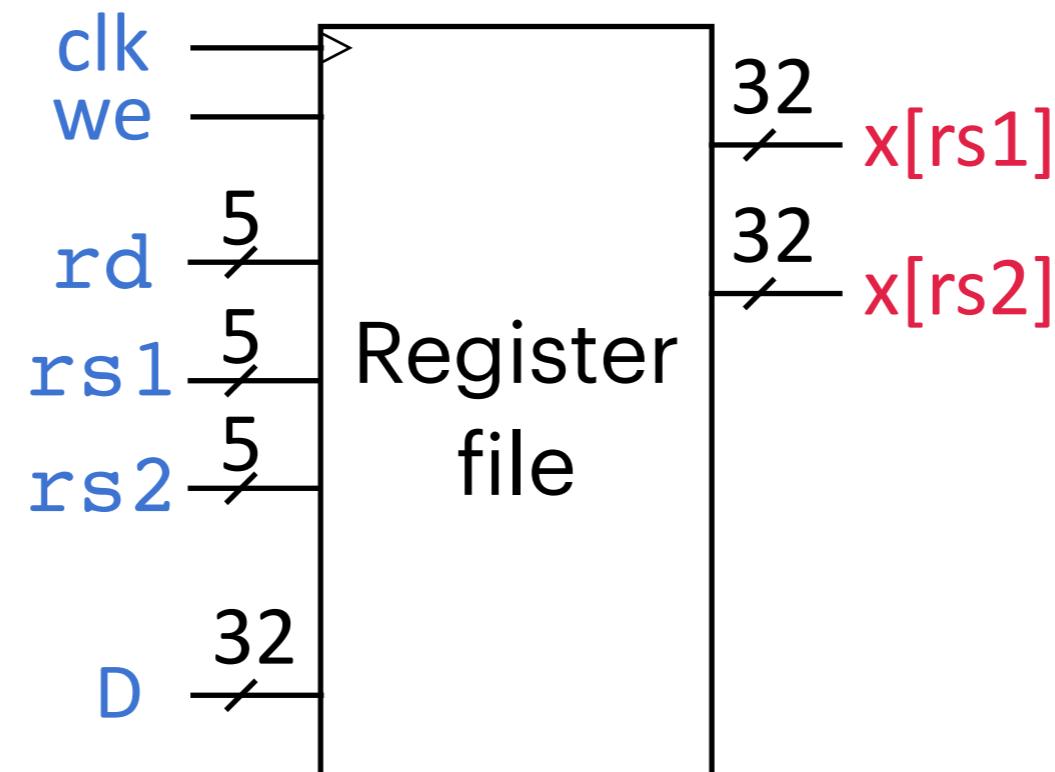


Usually another write enable signal

Full Register File—a Symbol



Full Register File—a Symbol



Admin

- Midterm I
 - March 21st 8:00 am - 10:00 am
 - We start sharp at 8:00 am!
 - Arrive 7:45 am to check-in (three classrooms and seat table will be determined on-site)
 - Arrive later than 8:30 am will get 0 mark.
- Contents:
 - Everything till Datapath (March 16th lecture)

Midterm I

- Switch cell phones **off!!!**
(not silent mode – off!!!)
 - Put them in your bags.
- Bags in the front. On the table: nothing but:
pen, 1 drink, 1 snack, **your student ID card** and your
cheat sheet!
- The RISC V green card will be provided
- No other electronic devices are allowed!
 - No ear plugs, music, smartwatch...
- Anybody touching any electronic device will **FAIL** the
course!
- Anybody found cheating (copy your neighbors answers,
additional material, ...) will **FAIL** the course!





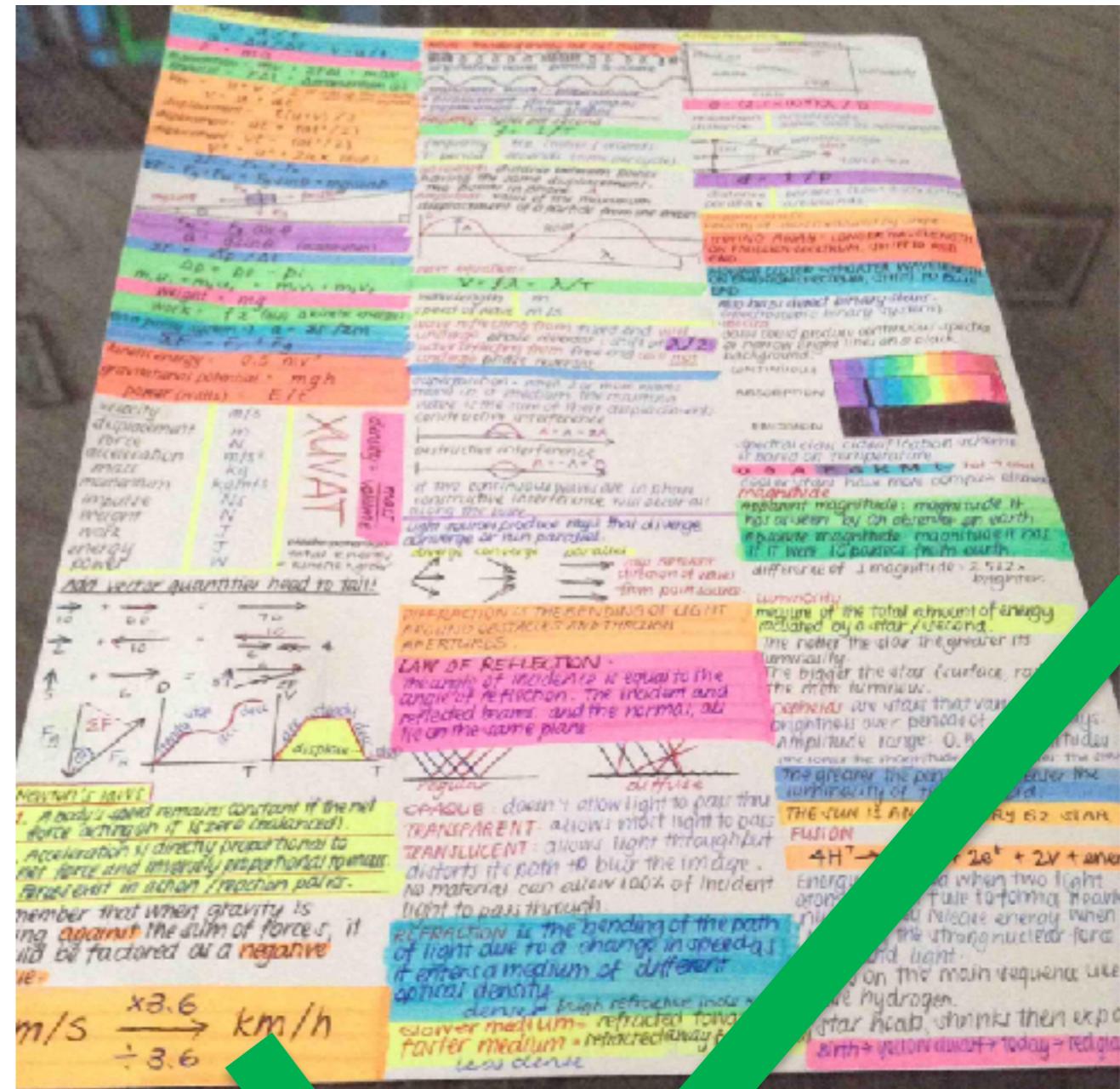


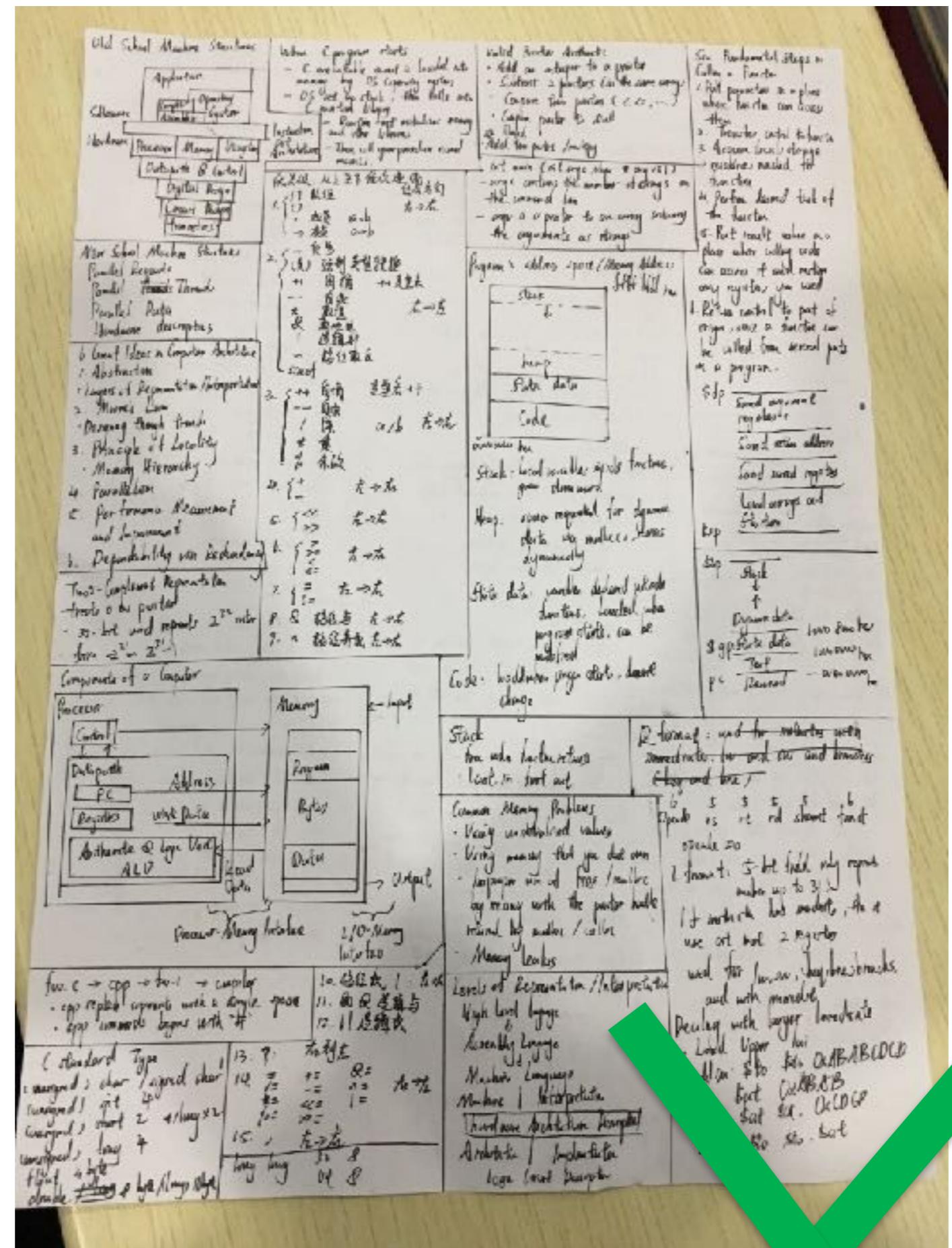


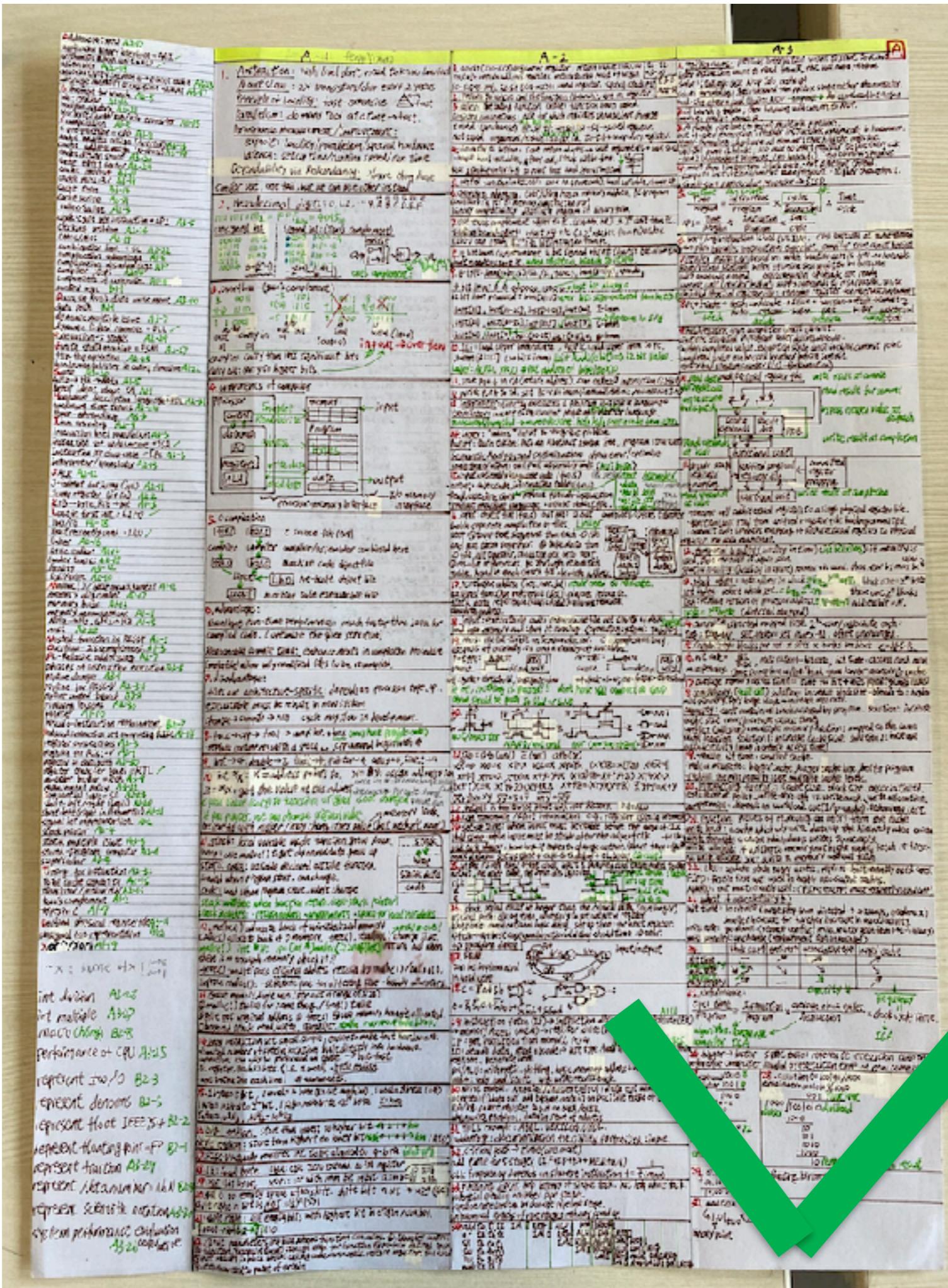
Cheat Sheet

- 1 A4 Cheat Sheet allowed (double sided)
 - Midterm II: 2 pages
 - Final: 3 pages
- Rules:
 - *Hand-written* – **not printed/photocopied!**
 - Your **name** in pinyin on the top!
 - Cheat Sheets not complying to this rule will be **confiscated!**

FUNCTIONS OF SEVERAL VARIABLES	
LEVEL CURVES $\text{z} = f(x, y)$, contour lines	$\text{DOMAIN} \rightarrow \text{allowed } (x, y), \text{range } z$
CONTOUR MAPS $(2-\text{D})$	$\text{F}(\text{x}, \text{y}) = \text{C}$
SURFACE LEVELS $(3-\text{D})$	$\text{z} = f(x, y)$
PARTIAL DERIVATIVES $\frac{\partial z}{\partial x}, \frac{\partial z}{\partial y}$	Derivatives w.r.t. respect to one variable, while holding the other variables constant Same rules for finding as with two variables
$\text{SECOND PARTIAL DERIVATIVES}$	$\text{COMPOSITE FUNCTIONS}$ $\text{f}(\text{x}, \text{y}) = \text{g}(\text{x})$, $\text{g}(\text{x}) = \text{h}(\text{x})$
THE CHAIN RULE	$\text{IF } \text{f}(\text{x}, \text{y}) \text{ AND } \text{g}(\text{x}) \text{ ARE BOTH CONTINUOUS, } \frac{\partial \text{z}}{\partial \text{x}} = \frac{\partial \text{z}}{\partial \text{x}} \cdot \frac{\partial \text{x}}{\partial \text{t}}$
$\text{IMPLICIT DIFFERENTIATION}$	$\text{IF } \text{f}(\text{x}, \text{y}) \text{ AND } \text{g}(\text{x}, \text{y}) \text{ ARE BOTH CONTINUOUS, } \frac{\partial \text{z}}{\partial \text{x}} = -\frac{\text{f}_x}{\text{f}_y}$
$\text{NORMAL LINE TO A SURFACE}$	$\text{IF } \text{f}(\text{x}, \text{y}) \text{ AND } \text{g}(\text{x}, \text{y}) \text{ ARE BOTH CONTINUOUS, } \frac{\partial \text{z}}{\partial \text{x}} = -\frac{\text{f}_x}{\text{f}_y}$
LEVEL SURFACES	$\text{IF } \text{f}(\text{x}, \text{y}) \text{ AND } \text{g}(\text{x}, \text{y}) \text{ ARE BOTH CONTINUOUS, } \frac{\partial \text{z}}{\partial \text{x}} = -\frac{\text{f}_x}{\text{f}_y}$
$\text{MAXIMUM AND MINIMUM VALUES}$	$\text{IF } \text{f}(\text{x}, \text{y}) = \text{C}$
$\text{MAXIMIZING AND MINIMIZING}$	$\text{IF } \text{f}(\text{x}, \text{y}) = \text{C}$







THE PURPOSE OF THIS REFERENCE GUIDE IS TO WALK THROUGH THE PROCESS OF BOOTING THE SIFT WORKSTATION, CREATING A TIMELINE ("SUPER" OR "MICRO") AND REVIEWING IT.

SIFT REFERENCE GUIDE (V.1.1) – CREATING TIMELINES WITH THE SIFT WORKSTATION

1. VISIT: <http://computer-forensics11.sans.org/community/downloads>

2. BOOT SIFT VM

Load: SIFT Workstation VM Appliance
Done: SIFT Workstation Installation

Login: sansforensics
Password: forensics

4. CONNECT IMAGE TO SIFT

Plug hard drive to physical host and attach to SIFT VM

log2Timeline PARSING PLUGINS

apache_error - Apache2 errorlog file
chrome - Chrome history file
cencse_dirlisting - CSV file that is exported from cencse
avt - Windows 2k/XP/2k3 Event Log
avtx - Windows Event Log File (EVTX)
exif - Metadata information from files using ExifTool
ff_bookmark - Firefox bookmark file
firefox2 - Firefox 2 browser History
firefox3 - Firefox 3 history file
ftk_dirlisting - CSV file that is exported from FTK Imager (dirlisting)
generic_linux - generic Linux logs that start with MMM DD HH:MM:SS
iehistory - index.dat file containing IE history
is - IS W3C log file
isatxt - ISA textexport log file
jp_ntfs_change - CSV output file from JP NTFS Change log
mactime - Body file in the mactime format
mcafee - Log file
mft - NTFS MFT file
mysql_errlog - MySQL LOG file produced by MySQL server
ntuser - NTUSER.DAT registry file
opera - Opera's global history file
oxml - OpenXML document pcap
pcap - PCAP file
pdf - Available PDF document
metadata
prefetch - Prefetch directory
recycler - Recycle bin directory
restore - Restore point directory
safari - Safari History.plist file
sam - SAM registry file
security - SECURITY registry file
setupapi - setupAPI log file in Windows XP
skype_sql - Skype database
software - SOFTWARE registry file
sol - .sol (LSC) or a Flash cookie file
squid - Squid access log
http_emptify off
syslog - Linux Syslog file
system - SYSTEM registry file
tlm - Body file in the TLM format
volatility - Volatility output files
pscan2, socsanc2, ...
win_link - Windows shortcut file for a link file
wmprov - wmprov log file
xpfirewall - XP Firewall log

List plugins # log2timeline -f list
...HELP EXPAND THIS LIST. BUILD PLUGINS!!

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KRISTINN GUÐJONSSON, KPMG & SANS
QUESTIONS/FEEDBACK-CONTACT US!

KEY
Red text - image/source
Blue text - mount point
Purple text - output file
Green text - log2timeline plugins
Brown text - Timezone

2. BOOT SIFT VM

\$ sudo su

3. ELEVATE PRIVS

4. CONNECT IMAGE TO SIFT

5. HARD DRIVE MOUNTING (if you are using log2timeline-sift and Single DD you can skip to 7-A)

SINGLE OR SPLIT IMAGE (2 options):

mount -t ntfs -o ro,loop,show sys_files,streams_interface=windows,offset=#### /mnt/ewf/ <image> /mnt/windows_mount/
mount -t ntfs -o ro,loop,show sys_files,streams_interface=windows,offset=#### /mnt/ewf/ <image> /mnt/windows_mount/

mount -t ntfs -o ro,loop,show sys_files,streams_interface=windows,offset=#### /mnt/ewf/ <image> /mnt/windows_mount/

MOUNT TO MOUNT POINT

SINGLE IMAGE

mount -t ntfs -o ro,loop,show sys_files,streams_interface=windows,offset=#### image.dd /mnt/windows_mount/

SPLIT IMAGE (2 step process)

affuse image.001 /mnt/aff
mount -t ntfs-3g -o loop,ro,show sys_files,streams_interface=windows,offset=#### /mnt/aff/ <image> /mnt/windows_mount/

6. log2timeline default timezone is set to examiner local host. To change use -z [TIMEZONE] option. To list all available timezones:
log2timeline -z list

7-A: AUTOMATED SUPER TIMELINE CREATION

log2timeline-sift: -o -z [TIMEZONE] -p [PARTITION #] -i [IMAGE FILE]

DISK IMAGE (prompt for partition, mount, and run):

XP # log2Timeline-sift -z EST5EDT -i Image

WIN7 # log2Timeline-sift -win7 -z EST5EDT -i Image

FOR PARTITION (mount and run using all applicable plugins):

XP # log2Timeline-sift -z EST5EDT -p 0 -i partition

WIN7 # log2Timeline-sift -win7 -z EST5EDT -p 0 -i partition

OTHER USAGE EXAMPLES:

Display list of available plugins
log2Timeline -f list
Run log2Timeline using specific modules instead of any specific plugins:
log2Timeline-sift -f tlm -i prefetch -z EST5EDT -i image.dd
Help (man page)
log2Timeline -h

8. CSV FILE OUTPUT (/cases/timeline-output-folder)

-date: Date of the event, in the format of MM/DD/YYYY
-time: Time of day, expressed in a 24h format, HH:MM:SS
-tz: The timezone that was used to call the tool with.
-f: The file type (i.e. TSV, XML, JSON, etc.)
-format: The EMCACB meaning of the fields, comp w/ mactime format.
-source: Source short name (i.e. registry entries are REGF)
-sourceType: Name of the source ("Internet Explorer" instead of WEBHIST)
-type: Timestamp type (i.e. "Last Accessed", "Last Written")
-user: Username associated with the entry, if one is available.
-host: Hostname associated with the entry, if one is available.
-short: Contains less text than the full description field.
-desc: Where majority info is stored, the actual parsed desc of the entry.
-version: Version number of the timestamp object.
-filename: Filename with the full path that contained the entry.
-inode: inode number of the file being parsed.
-notes: Some input modules insert additional information in the form of a note, which comes here. Or it can be used during the review.
-format: Input module name used to parse the file.
-extra: Additional information parsed is joined together and put here.

MANUAL "MICRO" TIMELINE CREATION

log2Timeline -f [OPTIONS] [-f FORMAT] [-z TIMEZONE] [-o OUTPUT MODULE] [-w LOG_FILE/LOG_DIR [-i] [FORMAT FILE OPTIONS]]

ITEM METADATA (using log2Timeline or fts)

Extract item data w/ log2Timeline from mounted file system:

log2Timeline -f mft -o mactime -r -z EST5EDT -w mft.body /mnt/volume/

OR Extract Metadata from image using Sleuthkit:

fts -m "" -o offset -i image.dd > fts.hdr

Convert body file format to CSV format w/ mactime:

mactime -b fts.body -d > fts.csv

ARTIFACTS (run l2t on mounted file system and plugins recursively)

Extract artifacts w/ log2Timeline and run l2t on mounted file system:
log2Timeline -f firefox3.chrome -o mactime -z EST5EDT -w web.body /mnt/volume/

Convert body file format to CSV format w/ mactime:

mactime -b log2Timeline.body -d > log2Timeline.csv

9. FILTER TIMELINE

Filter timeline with date range to include only:

l2t_process -b timeline.csv MM-DD-YYYY..MM-DD-YYYY > filtered.csv

Filter timeline with keyword list (one term per line in keywords.txt):

l2t_process -b timeline.csv -k keywords.txt > filtered.csv

What sources are in your timeline?

awk -F, '{print \$6}' timeline.csv | grep -v sourceType | sort | uniq

Find all LNK files that reference E Drive

grep "Shortcut LNK" timeline.csv | grep "E"

FindMountPoints? entries that reference E Drive

grep "MountPoints2 key" timeline.csv | grep "Edrive"

grep USB Timeline.csv | grep "SetupAPILog"

7-A & 7-B

HELP? OPTIONS? USAGE?

log2Timeline -help
log2Timeline sift -help
l2t_process -help

OTHER log2Timeline OUTPUT FORMATS

Note: CSV Is Default Output
-beeDots - Mac OS X visualization tool
-CEF - Common Event Format - ArcSight
-CTFL - XML file CyberForensicsTimeLab visualization tool
-CSV - comma separated value file
-Mactime - Both older and newer version of the format supported for use by TSK's mactime
-SIMILE - XML file - SIMILE timeline visualization widget
-SQLite - SQLite database
-TDF - Tab Delimited File
-TLN - Format used by some of H Carvey tools, expressed as a ASCII output
-TUX - Format used by some of H Carvey tools, expressed as a KML document

10. CONNECT TO SIFT

- ✓ SETTINGS > OPTIONS > Shared Folders > Always Enabled (Check)
- ✓ 2. SIFT Desktop > VMware-Shared-Drive
- ✓ Access from a Win Machine \\SIFTWORKSTATION

11

11. REVIEW TIMELINE

- Review timelines using:
- Open, Sort, Filter with Excel
 - Import into SPLUNK
 - SIMILE Tapestry

File System	M	A	C	B
Ext2/3	Modified	Accessed	Changed	N/A
FAT	Written	Accessed	N/A	Created
NTFS	File Modified	Accessed	MFT Modified	Created
UFS	Modified	Accessed	Changed	N/A