

Code and Circuits

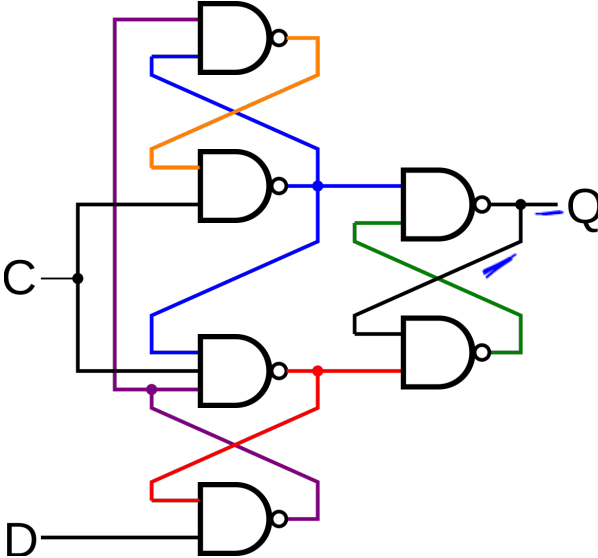
CS 2130: Computer Systems and Organization 1

September 14, 2022

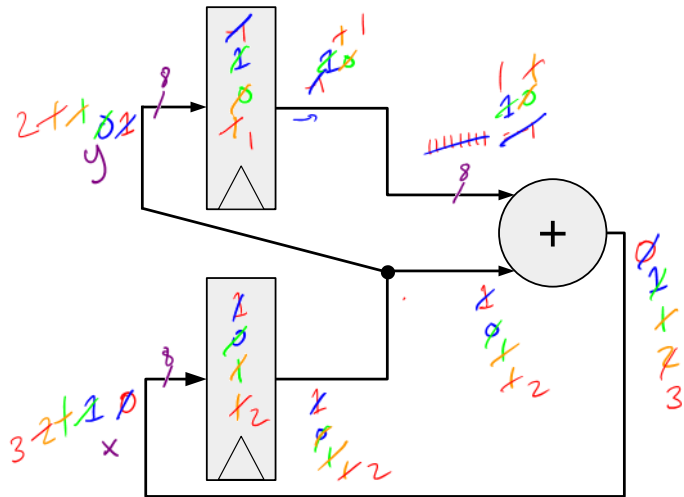
Announcements

- Homework 1 due tonight!
- Homework 2 available (due on Gradescope, 11pm Monday)

1-bit Register Circuit

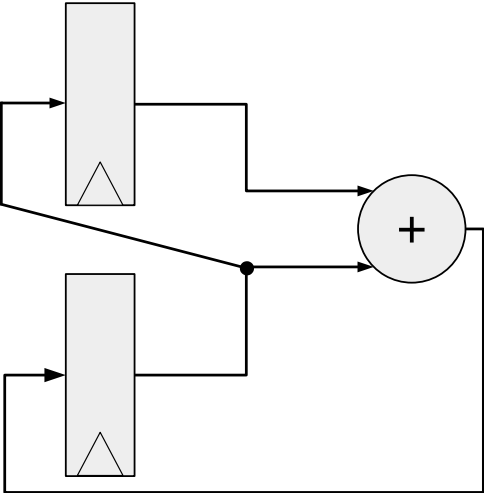


Another Circuit

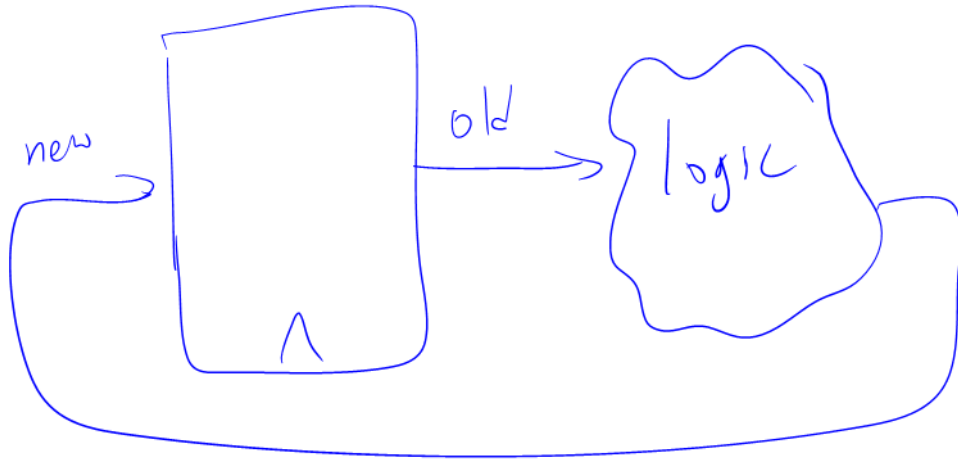


x	y	tick
0	1	0
1	0	1
1	1	2
2	1	3
3	2	4
5	3	5
8	5	6
13	8	7

Another Circuit



Common Model in Computers



Code to Build Circuits from Gates

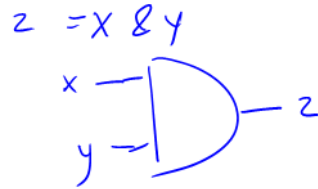
Write code to build circuits from gates

- Gates we *already* know: $\&$, $|$, \wedge , \sim
- Operations we can build from gates: $+$, $-$
- Others we can build:

*

$$\begin{array}{r} 2130 \\ \times 1101 \\ \hline 2130 \leftarrow \\ 06002 \leftarrow \\ 2130 _ _ \\ + 2130 _ _ \\ \hline \end{array}$$

/
%



bit shift
gate?

Code to Build Circuits from Gates

Write code to build circuits from gates

- Gates we *already* know: $\&$, $|$, \wedge , \sim
- Operations we can build from gates: $+$, $-$
- Others we can build:
- Ternary operator: $? :$

$$z = a ? x : y \equiv \begin{array}{l} \text{if } (a) \\ \quad z = x \\ \text{else} \\ \quad z = y \end{array}$$

$$z = (a == b ? 32 : x) * y$$

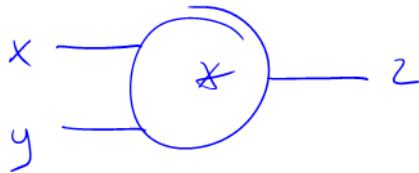
z and 100

Equals

Equals: =

$$z = x * y;$$

- Attach with a wire (i.e., connect things)
- Ex: $z = x * y$



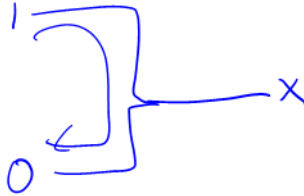
Equals

Equals: =

- Attach with a wire (i.e., connect things)
- Ex: $z = x * y$
- What about the following?

$$x = 1$$

$$x = 0$$



Equals

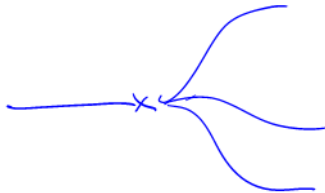
Equals: =

- Attach with a wire (i.e., connect things)
- Ex: $z = x * y$
- What about the following?

$$x = 1$$

$$x = 0$$

- **Single assignment:** each variable can only be assigned a value once



Comparisons

Each of our comparisons in code are straightforward to build:

- == - xor then nor bits of output

$$\underline{x} == \underline{y}$$

$$\begin{matrix} 1 \\ 0 \end{matrix}$$

$$\sim \left(\begin{matrix} \text{or all the bits} \\ (x \wedge y) \end{matrix} \right)$$

$$!0 = 1$$

$$!z = 0$$

$$!.$$

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$$x < y$$

$$x - y < 0$$

Comparisons

Each of our comparisons in code are straightforward to build:

- `==` - xor then nor bits of output
- `!=` - same as `==` without not of output
- `<` - consider $x < 0$
- `>`, `<=`, `=>` are similar

Indexing

Indexing with square brackets: []

- **Register bank** (or **register file**) - an array of registers
 - Can programmatically pick one based on index
 - I.e., can determine which register while running
- Two important operations:
 - $x = R[i]$ - Read from a register
 - $R[j] = y$ - Write to a register

Reading

$x = R[i]$ - connect output of registers to x based on index i

