

## 1 Computer Design (SWM)

Consider the following SystemVerilog code containing the module **element**.

```

typedef struct packed {
    logic      v; // valid bit (1=valid, 0=invalid)
    logic [7:0] d; // data
} itemT;

typedef enum {opNone, opRead, opWrite} opT;

function automatic logic swapToggle(itemT a, itemT b);
    return (a.v && !b.v) || (a.d < b.d);
endfunction

module element(
    input      clk ,
    input      rst ,
    input  opT  op ,
    input  itemT dInTop ,
    output itemT dOutTop ,
    input  itemT dInBot ,
    output itemT dOutBot);

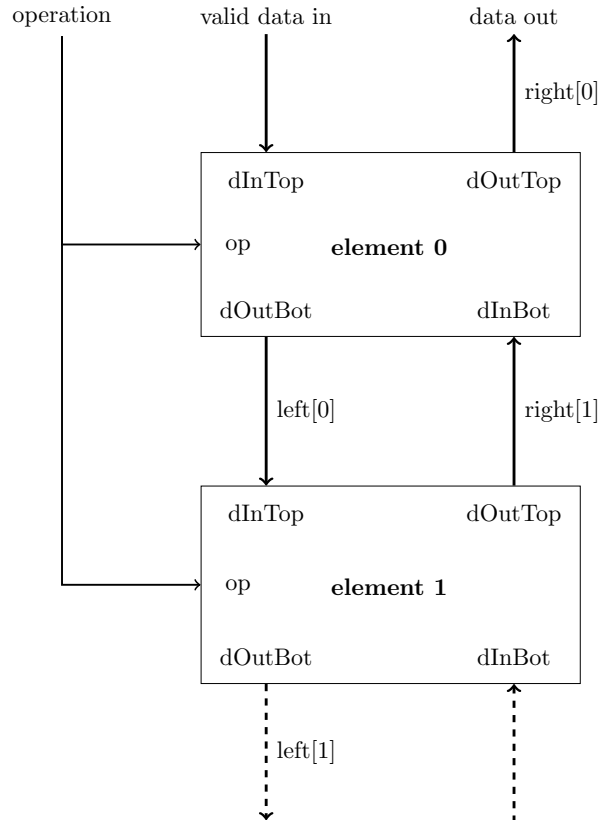
    itemT  d [1:0];
    logic  swap;

    always_comb
    begin
        dOutTop = d[swap];
        dOutBot = d[!swap];
    end

    always_ff @(posedge clk)
    if(rst)
    begin
        d[0] <= itemT'{d:0, v:0};
        d[1] <= itemT'{d:0, v:0};
        swap <= 0;
    end
    else
        case (op)
        opRead:
            begin
                d[swap] <= dInBot;
                swap <= swap ^ swapToggle(d[!swap], dInBot);
                // Note: ^ is SystemVerilog for XOR
            end
        opWrite:
            begin
                d[!swap] <= dInTop;
                swap <= swap ^ swapToggle(dInTop, d[swap]);
            end
        endcase
    endmodule

```

The figure below shows that the **element** module can be instantiated many times over to form a linear structure (technically called a *systolic array*). Valid data (i.e. data with the  $v$  bit set) is input on the top left of element 0 during a write operation ( $op=opWrite$ ). Data is read out from element 0 top right during a read operation ( $op=opRead$ ). Clock ( $clk$ ) and reset ( $rst$ ) signals have been omitted for clarity.



- (a) If there are  $N$  elements, how many data items (of type `itemT`) can be stored by this structure? [4 marks]
- (b) Four valid data items are written in the sequence: 4, 2, 3, 1. What will be the state of the outputs of element 0 (`left[0]`, `right[0]`) and element 1 (`left[1]`, `right[1]`) after each write clock cycle? Clearly enumerate the state changes, including changes to the swap bits. (e.g. via a state transition table) [6 marks]
- (c) If there are then four read operations, in what sequence will data be read out? [6 marks]
- (d) What function does this systolic array perform and what is its space and time complexity for processing  $N$  items by first writing all  $N$  items and then reading  $N$  items? [4 marks]