

# SANDBOX

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# Overview

## ○ Motivation

- Improve our understanding of digital systems
- Simple HDL to facilitate our/others' learning
- A challenging PLT project

## ○ Goals

- Simple and easy to code HDL for programming students learning about digital systems.
- Python like syntax; Scope determined by indentation
- Succinct with shorthand syntax (more later)
- Functional flavor to the language

# Tutorial

- Functions represent circuit blocks
  - map a list of input busses to a list of output busses
- Busses represent  $k$ -bit integers
- Start off with the function sandbox
  - Main executive function
  - Inputs and outputs of sandbox function are the io of the circuit
  - Builds the circuit through calls to other blocks
- The clock is internal and implicit

# Simple Sample Code

```
/ our hello world /
```

```
(bit a, bit b, bit cin) sandbox (bit s, bit c):
```

```
    a ^ b ^ cin -> s
```

```
    (a & b) ^ (cin & (a ^ b)) -> c
```

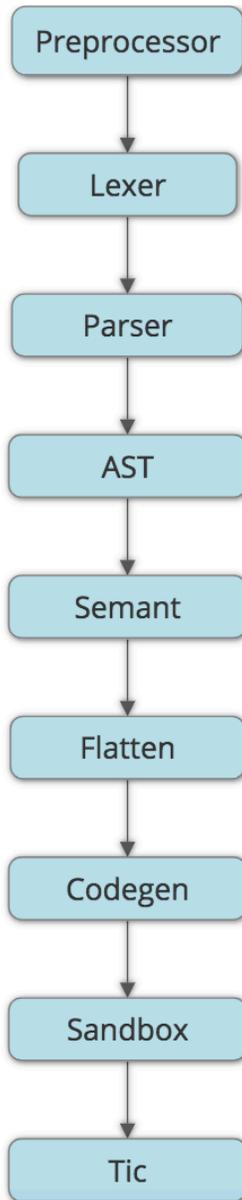
```
*****
```

```
/ simple counter /
```

```
( ) sandbox ( bit s ):
```

```
    s + 1 -: s
```

# Compiler Structure



# Flatten

- Collapses sandbox program into list of outputs in terms of inputs
- Recursive walk over function calls
  - Maps actual inputs to formal inputs and formal outputs to actual outputs

/ flattening a function call /

(bit x, bit y) halfadder (bit w, bit z):

$$x \wedge y \rightarrow w$$

$$x \& y \rightarrow z$$

(bit a, bit b) sandbox (bit s, bit c):

$$[a, b] \text{ halfadder } [s, c]$$

$$a \ b \ \wedge \ s \ \rightarrow \ a \ b \ \& \ c \ \rightarrow$$

# Flatten Fell Flat

- Also needed to break busses into operations on single bits and support shorthand function calls; maybe in the next 24hrs!!!!!!

/ what we wanted it to look like /

(bit a, bit b, bit cin) fulladder (bit s, bit c):

$$a \wedge b \wedge \text{cin} \rightarrow s$$

$$(a \& b) \wedge (\text{cin} \& (a \wedge b)) \rightarrow c$$

(bit a.4, bit b.4, bit cin) sandbox (bit sum.4, bit cout.4):

[a, b, cin::cout(0:3) ] fulladder [sum, cout]

# Codegen

- Translates post-order traversal given by flatten into a single LLVM function
  - Pushes literals and variables from the flattened list onto a stack and pops them as operations and assignments are encountered in order to build LLVM statements
- Sandbox allows multiple returns
  - The function created in LLVM takes a pointer to the inputs and outputs
  - indexes the memory in both arrays, loads the inputs at the beginning, stores the outputs at the end
- Sequential Logic
  - Keeps track of states by allocating two static LLVM variable for each sandbox variable
  - If sandbox is called with state 0, load from 0 and store in 1

# Tic

- Simple function written in C to call the function generated in LLVM inside of a loop, printing outputs at each step
- Defines: `extern void sandbox(int* ins, int* outs, int state)`
- Build an executable for a sandbox file by compiling it to bytecode and then compiling: `gcc -o name tic.c name.s`

# Lessons Learned

- Teamwork is hard and different parts of projects depended on others
- Everything took longer than we thought
- Former project code on Edward's website was immensely helpful
- Written test cases helped to find bugs and improve our understanding of semantics
- Improved our understanding of version control systems
- Pick a smaller project next time!