

# Vector Array / Neuron Processor Design

and other design projects

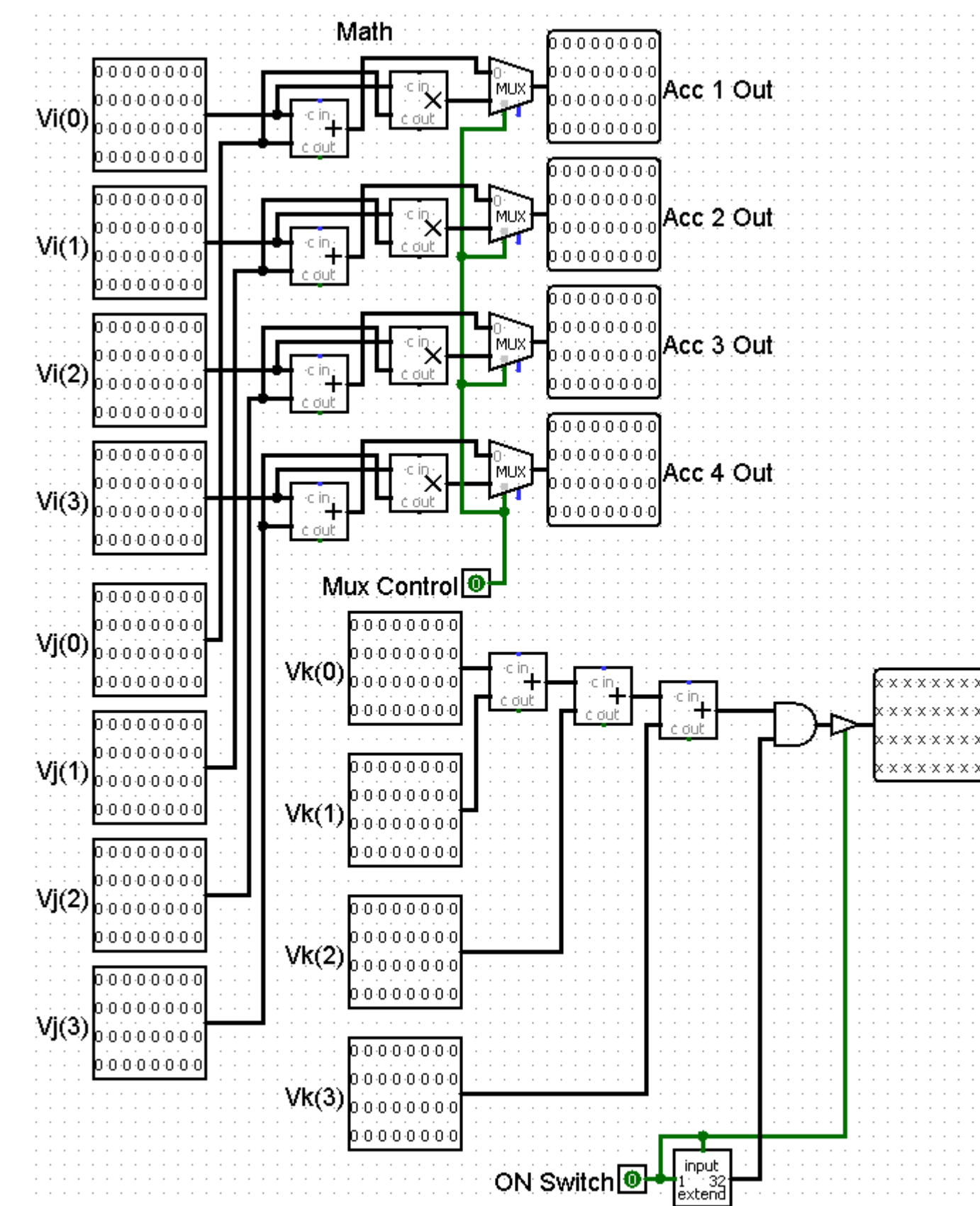
Advisor **J T Wunderlich PhD**

**Clay Buxton '20** **Kevin Carman '20** **Derek Manning '19**  
 Computer Engineering Computer Engineering Computer Engineering

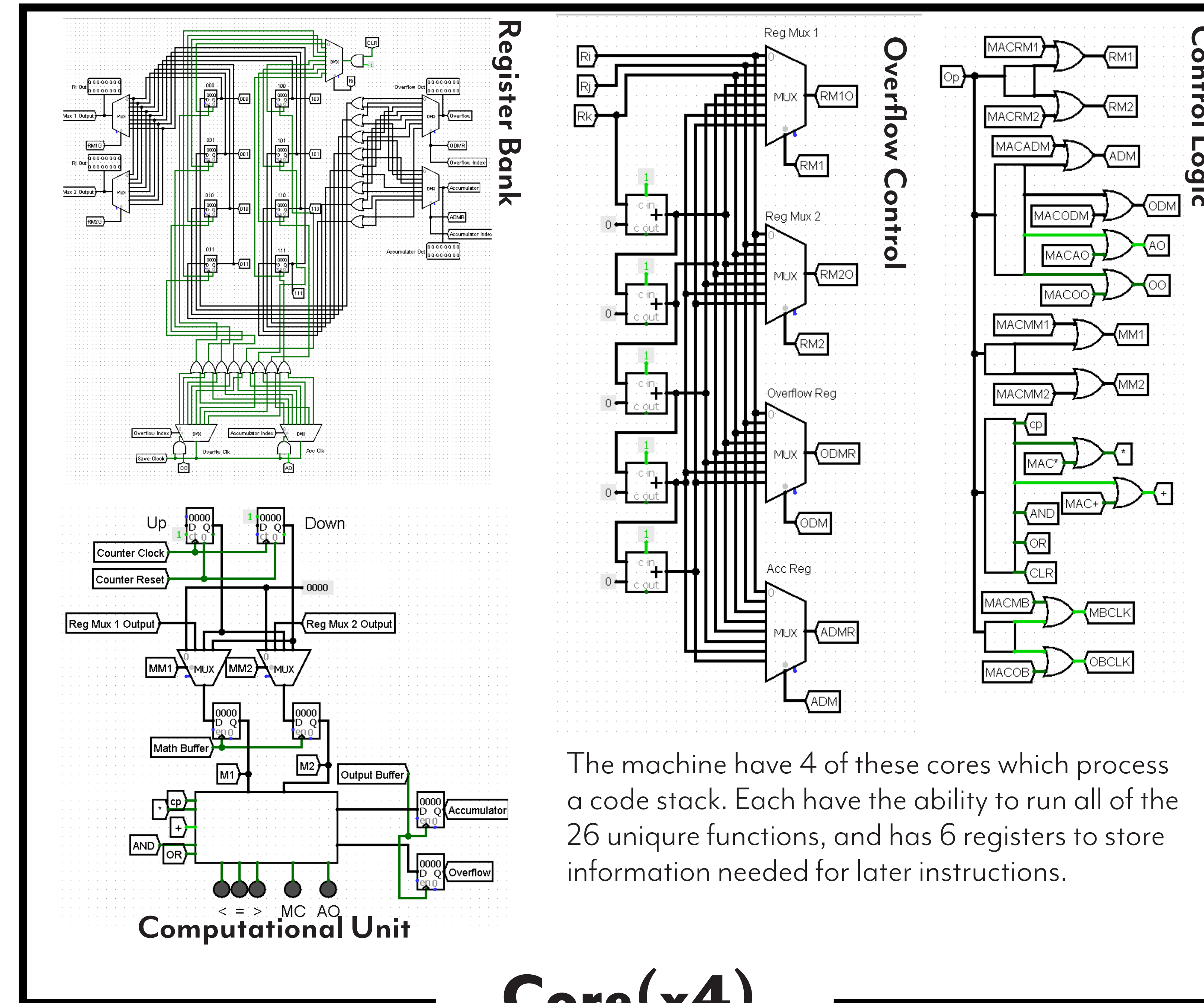


## Instructions

- 00h  $R_i + \text{Counter \#1} \rightarrow R_k$
- 01h  $R_i + \text{Counter \#2} \rightarrow R_k$
- 02h  $R_i + R_j \rightarrow R_k$
- 03h Counter #1 + Counter #2  $\rightarrow R_k$
- 08h  $R_i \times \text{Counter \#1} \rightarrow R_k$ , Overflow  $\rightarrow R_{k+1}$
- 09h  $R_i \times \text{Counter \#2} \rightarrow R_k$ , Overflow  $\rightarrow R_{k+1}$
- 0Ah  $R_i \times R_k \rightarrow R_k$ , Overflow  $\rightarrow R_{k+1}$
- 0Bh Counter #1  $\times$  Counter #2  $\rightarrow R_k$ , Ovr  $R_{k+1}$
- 10h Compare  $R_i$  with Counter #1  $\rightarrow R_k + \text{LED}$
- 11h Compare  $R_i$  with Counter #2  $\rightarrow R_k + \text{LED}$
- 12h Compare  $R_i$  with  $R_j \rightarrow R_k + \text{LED}$
- 13h Compare Counter #1 with #2  $\rightarrow R_k + \text{LED}$
- 20h  $R_i \text{ AND Counter \#1} \rightarrow R_k$
- 21h  $R_i \text{ AND Counter \#2} \rightarrow R_k$
- 22h  $R_i \text{ AND } R_j \rightarrow R_k$
- 23h Counter #1 AND Counter #2  $\rightarrow R_k$
- 24h  $R_i \text{ OR Counter \#1} \rightarrow R_k$
- 25h  $R_i \text{ OR Counter \#2} \rightarrow R_k$
- 26h  $R_i \text{ OR } R_j \rightarrow R_k$
- 27h Counter #1 OR Counter #2  $\rightarrow \text{Counter \#2}$
- 30h Clear  $R_i$
- 40h MAC  
 Accumulator  $\rightarrow R_{k+3}$ , Wrap  $R_0+$   
 Overflow  $\rightarrow R_{k+4}$ , Wrap  $R_0+$   
 $R_i \times R_j \rightarrow R_k$ , Overflow  $R_{k+1}$ , Wrap  $R_0+$   
 $(R_{k+3}) + R_k \rightarrow R_k$   
 $(R_{k+4}) + (R_{k+1}) + \text{Carry} \rightarrow R_{k+1}$



Vector Math and Accumulator



Core(x4)

## Project Goals

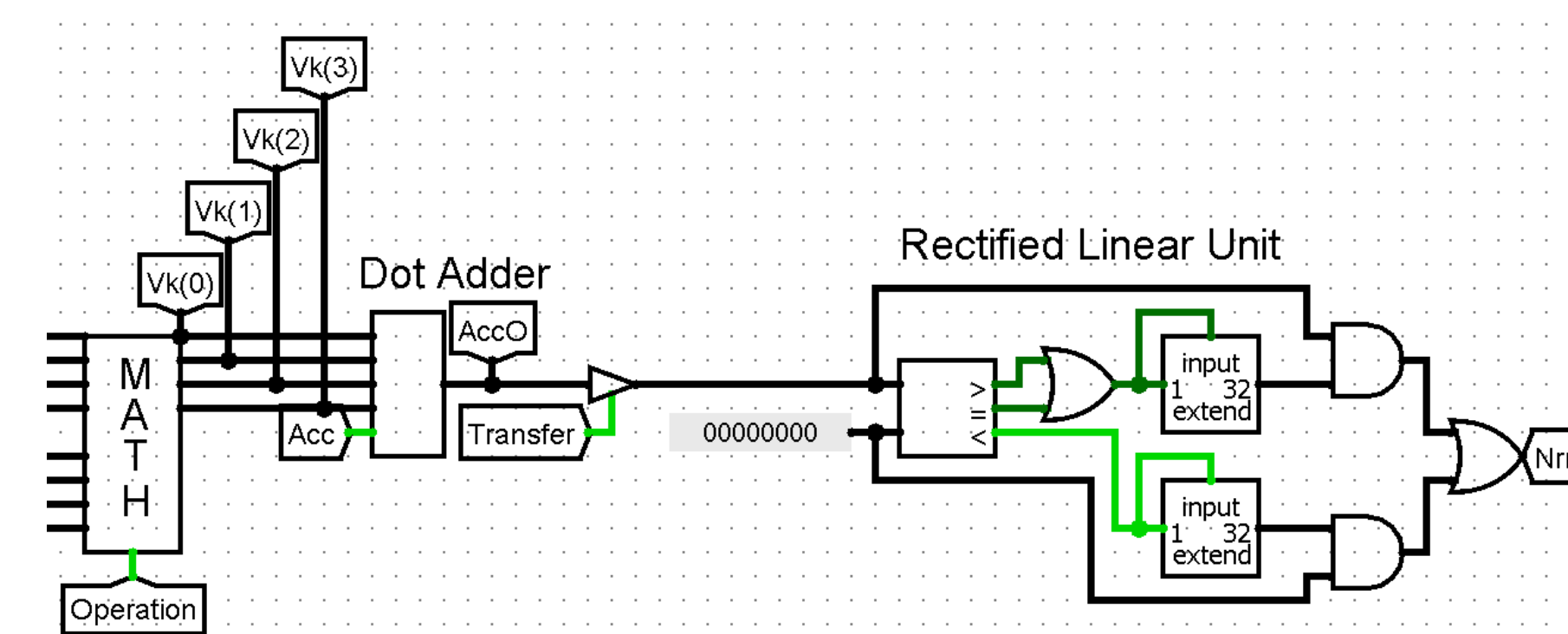
Use Logisim to create a quad core vector array and neuron processor with an embedded code stack. The processor controlled by a program counter with a master control unit and a finite state machines that implements the simple pipeline of fetch, decode, execute, and write-back plus any special states.

Our machine needed to be able to process a set of basic instructions in addition to vector mathematics and a neuron transfer function. The computer has 6 registers that act as memory for the machine. Using the inputs  $R_i$  and  $R_j$ , in addition to 2 counters, the machine can do basic mathematics and logic. This machine also has the ability to do math with vectors using the vector registers  $V_i$  and  $V_j$ .

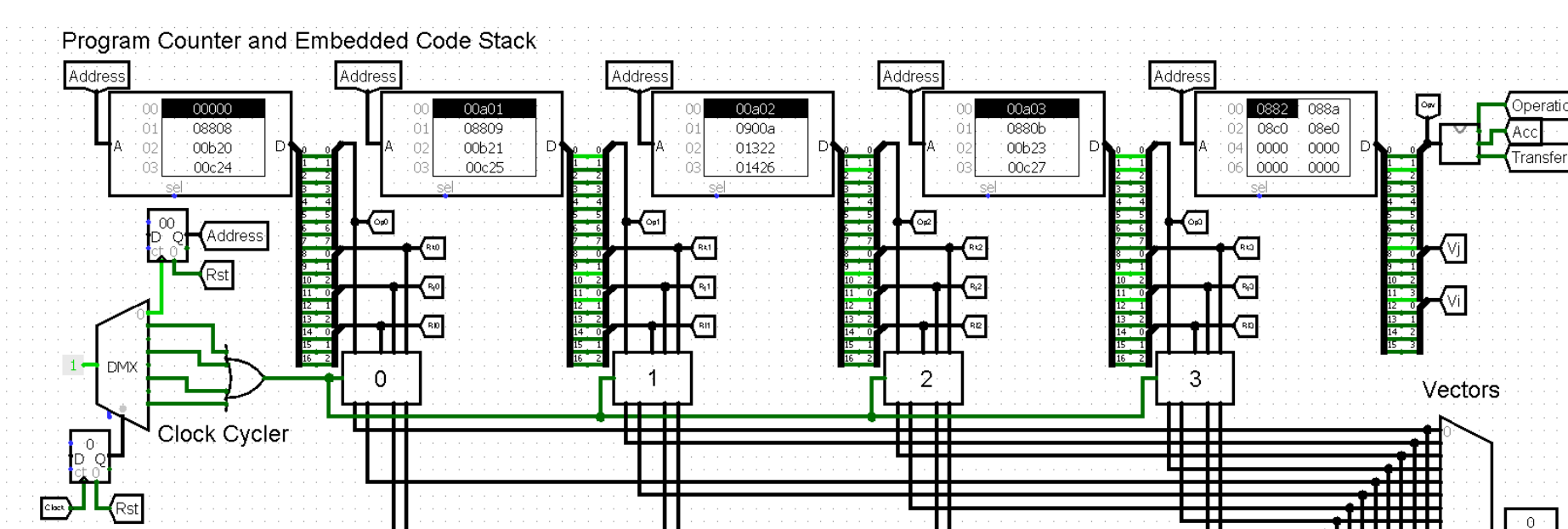
Our machine has 26 unique instructions that can be programmed into an embedded code stack to allow for autonomous execution using a finite state machine. Once the machine has been programmed through the stack, the machine can be set to run and autonomously run through the program as expected from any other computer.

## Vector + Neuron Instructions

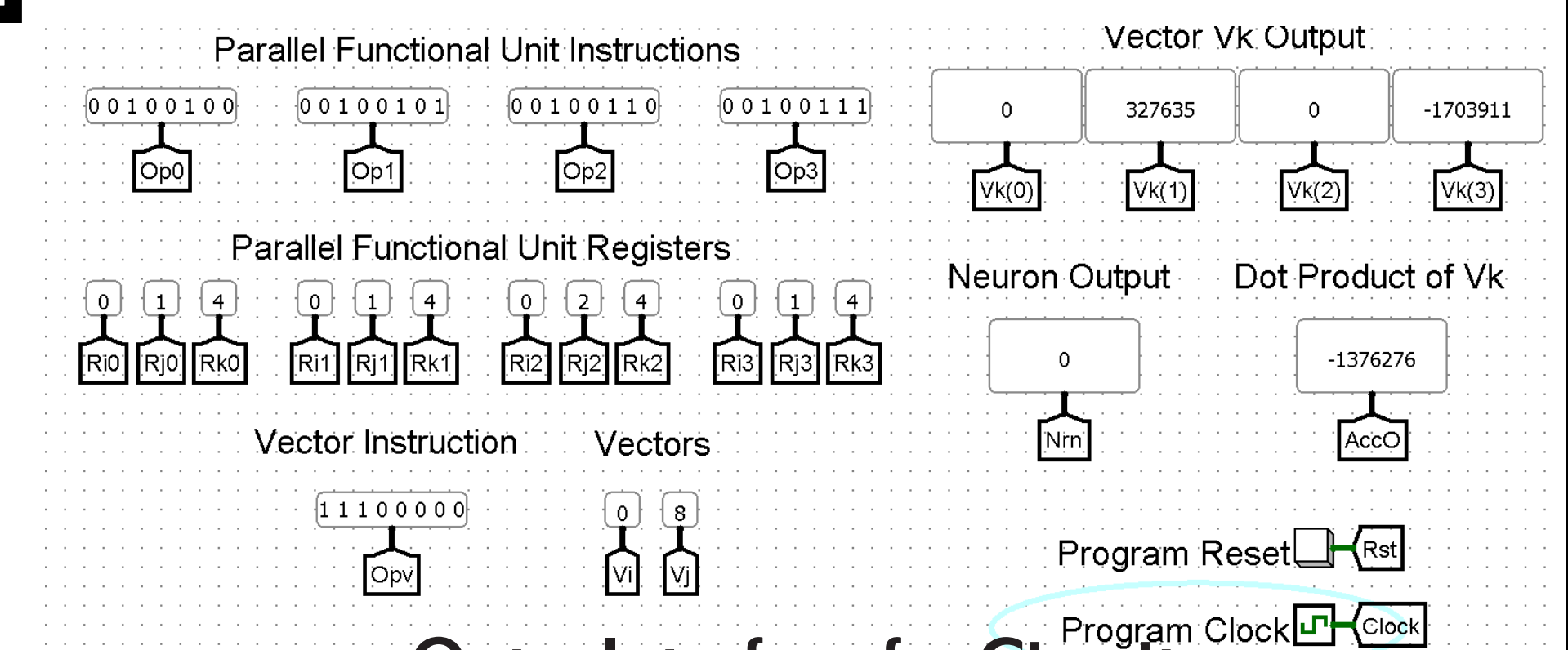
- 20h  $V_i + V_j \rightarrow V_k$
- 21h  $V_i + V_j \rightarrow V_k$ , Overflow  $V_{k+1}$  (Wrap  $R_0$ )
- 22h  $V_i \cdot V_j \rightarrow V_k$ , Overflow  $V_{k+1}$  (Wrap  $R_0$ )  
 $V_k(1)+V_k(2)+V_k(3)+V_k(4) \rightarrow 32 \text{ Bit Accumulator}$
- 23h  $V_i \times V_j \rightarrow V_k$ , Overflow  $\rightarrow V_{k+1}$  (Wrap  $R_0$ )  
 $V_k(1)+V_k(2)+V_k(3)+V_k(4) \rightarrow 32 \text{ Bit Accumulator}$   
 32 Bit Accumulator  $\rightarrow$  Neuron Transfer Function



Vector Math and Neuron Transfer



Code Stack and Cores



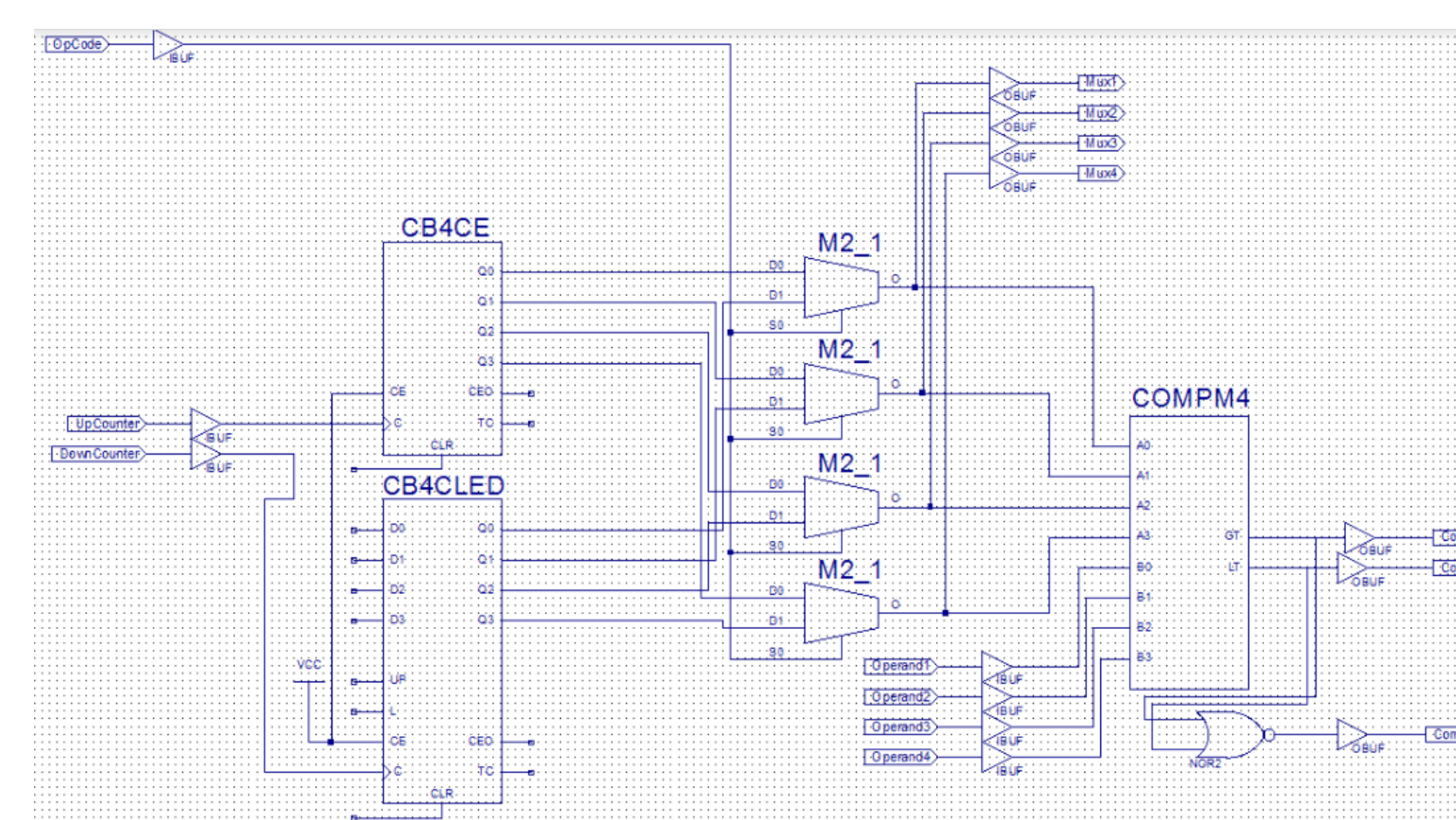
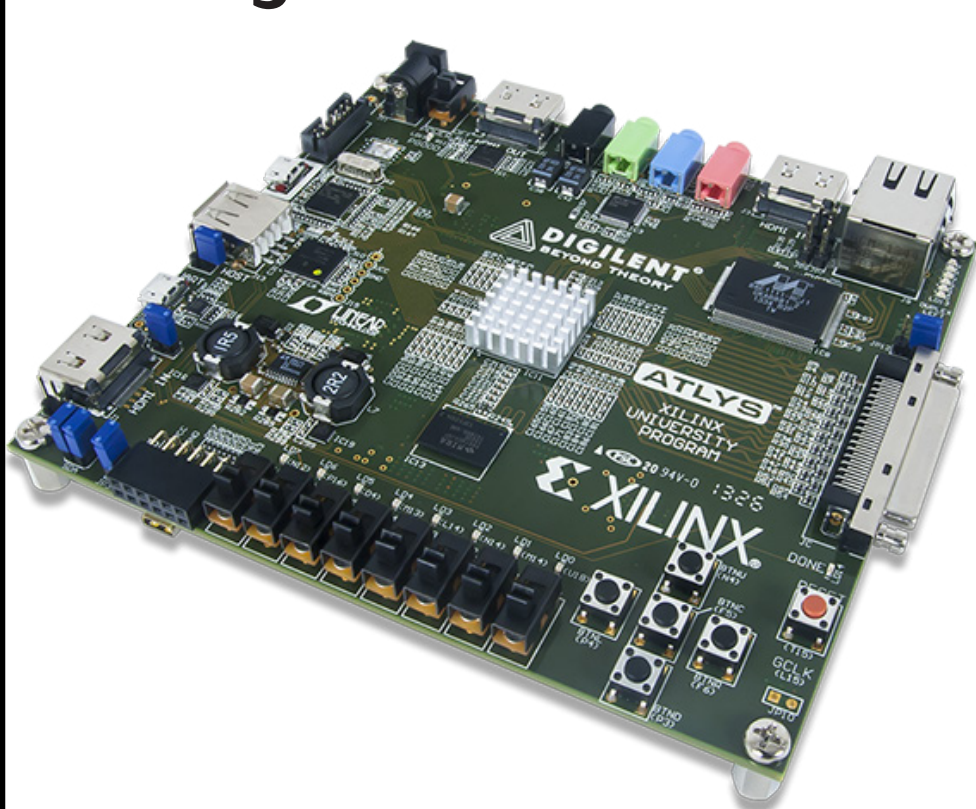
Outer Interface for Circuit

## Field Programmable Gate Arrays

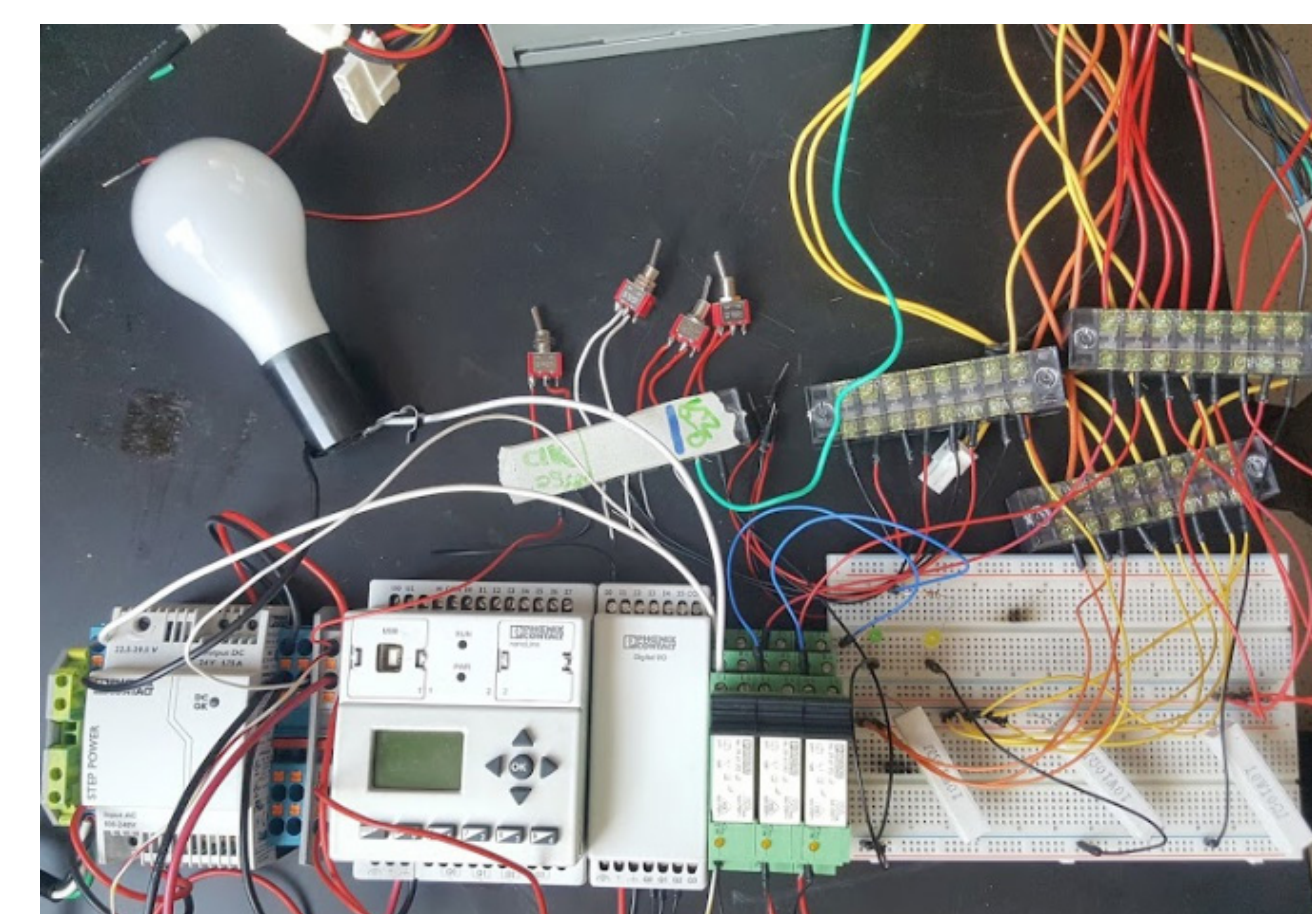
Using ATLYS FPGA's, we were able to implement simplistic variants of the cores. Utilizing the ISE Suite, we designed the circuits required for these cores and physically interacted with them using the ATLYS FPGA's. This allowed us to have hands on interaction with our circuit.



Digilent ATLYS FPGA



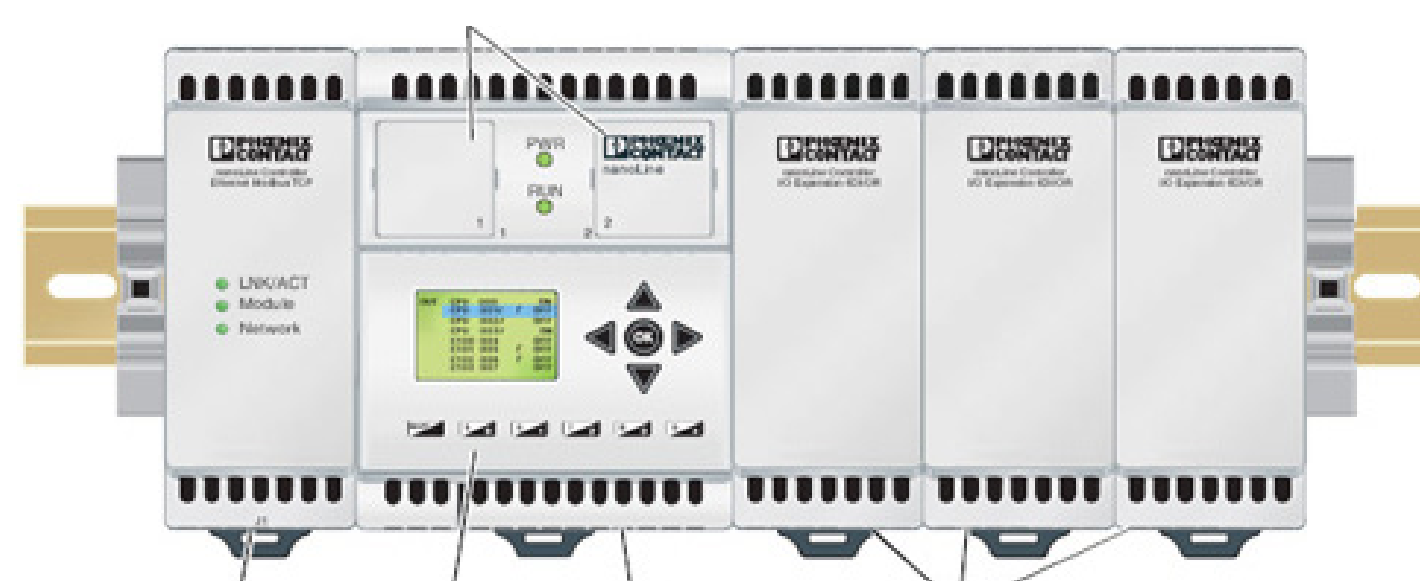
## Industrial Logic Controllers



Nano Line PLC

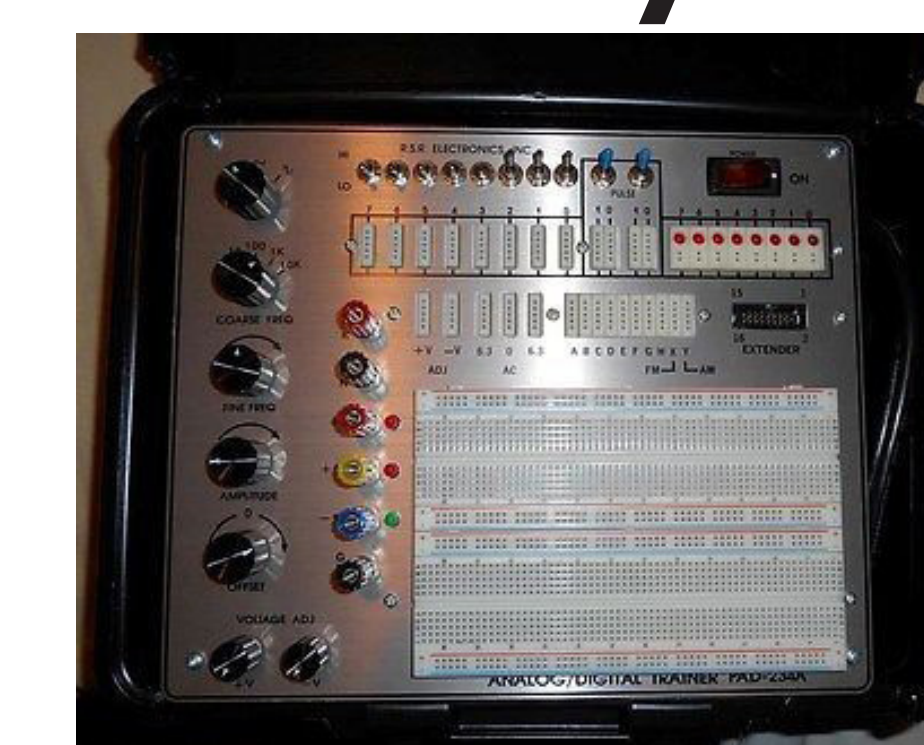
Using both the Advanced AXC PLCs, with PC Worx, and the Nano Line PLCs, with Nano Navigator Suite, we created circuits that interfaced with the real world.

Shown to the left is a circuit that uses an ATX power SUPPLY and A Nano PLC to turn on A lightbulb in differed ways. Using the Advanced AXC PLCs, we did labs we did labs using circuitry similar to logisim and ISE and ladder logic.

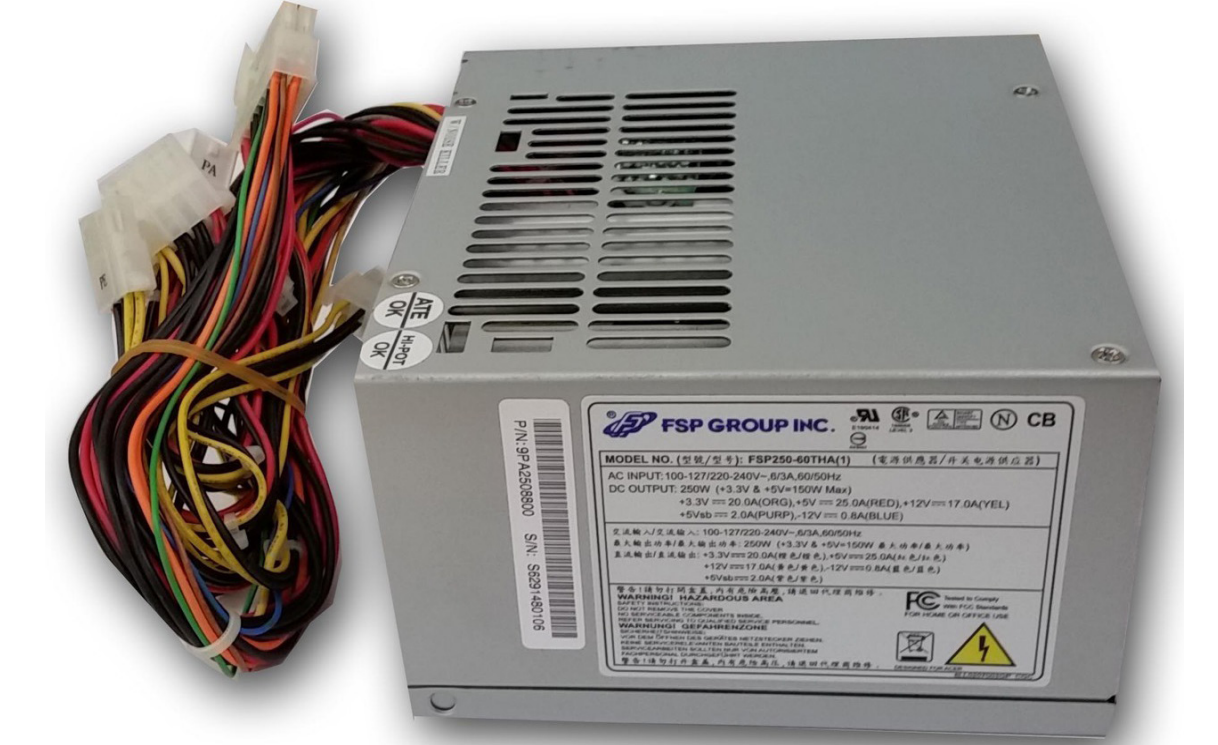


Advanced AXC PLC

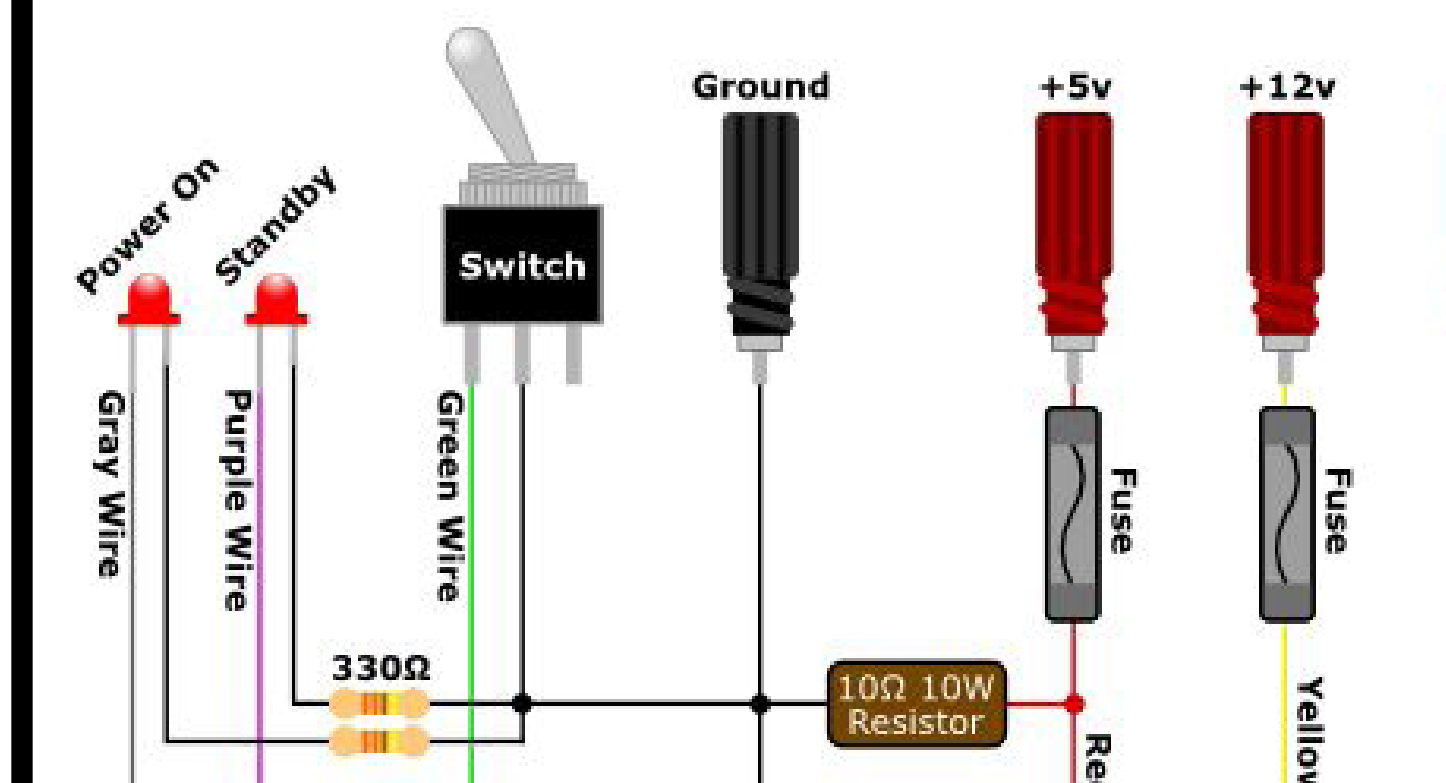
## Physical Circuits



Circuit Trainer



ATX Power Supply



Our earlier labs had us implementing simple parts of the cores in a physical model. These circuits had counters and could do basic math. In a later lab, we used an ATX power supply to power portions of the NanoPLC. We found out the hard way that these ATX power supplies have to have a dummy load to work correctly. That circuit is shown to the left.