LABELLING THE CELL STRUCTURES William Bricken April 2002 NOTE: no separate block ids as yet CONVENTIONS: parameter i labels tier (1..5)parameter j labels cell (01..32)parameter k labels cell outputs (1..2) # locates input wires (01..16) lambda inverted signals marked with "-" input wires: wi\_# with # = 01..16 external input wires: w1\_# with # = 01..16cell outputs:  $ci_j_k$  with k = 1..2cells: ci\_j with j = 01..32tiers:  $ci_j$  with i = 1..5block outputs: c5\_j\_k = block register inputs bypass/inv inputs: wi\_# CONSTRAINTS: 4:1MUX {wi\_01, wi\_05, wi\_09, wi\_13} 4:1MUX {wi\_02, wi\_06, wi\_10, wi\_14} 4:1MUX {wi\_03, wi\_07, wi\_11, wi\_15} 3NAND inputs with -wi\_# if inv is selected wi\_# NOTE: no separate labels identifying which of the three inputs 3NAND output: ni\_j 3NAND-inv input: ni\_j *3NAND-inv* output:  $ci_j_1$  with  $ci_j_1 = -ni_j$ forward inv input: wi\_# CONSTRAINT: one of {wi\_01, wi\_05, wi\_09, wi\_13}

forward inv output:	-wi_#
2NAND inputs:	ni_j and ni_j+1
NOTE: each tier has j-1 2NAND	gates
2NAND output:	?
2NAND-bypass-inv input:	(MUX 2NAND-output forward-inv-output)
2NAND-bypass-inv output:	ci_j_2 = -(MUX 2NAND-output forward-inv-output)
input binding	pairing of wire name with input name <wi_# input-name-ijk="">,</wi_#>

CONSTRAINT: <w1\_# external-input-name> tier = 1 when external input

NOTE: wires for internal tiers will be *explicitly* bound to cell output names (eg: <w3\_7 c2\_14\_2>) pending a regular architecture for connecting cell outputs to next tier input wires.

CONSTRAINT: <wi1\_j1 ci2\_j2\_k> with i2 = i1 + 1 except for feedup, in which case i2 = i1 and j1 as any j2 so long as only one j2 per j1 (ie any cell output connects to any wire, only one per wire) with exception that some specific wire will be designated as the feedup wire.

block register inputs: c5\_j\_k

block register outputs: w1\_#

NOTE: assume any register can be feed back into any external input wire. Will this be standardized? For now assume registers feed back only into same block, or to external.