

GH09.B.2.glue - Glue Logic

This specifies details about the workloads associated with the GH09.B.2 design.

Input Workloads

The workloads for this benchmark that when combined with this design specification, form a benchmark. The workloads for this design are defined by the following events. Please see the [groundhog_09_meta_document.pdf](#) for a description of workloads.

For this design the key input events are:

- counter1 – the reset signal [signal event]
 - <value0> tag is the associated Boolean value of the signal. Note that the value can be flipped if the designers wish, and the goal is to indicate the initialization of the system.
- idle – this represents a signal to the system that the state machines should go to the idle state. At present the default this signal is active high [signal event]
 - <value0> tag is the associated Boolean value of the signal.
- bus – this is an event that specifies the signals sent on a parallel bus to change the states of the three state machines [macro event]
 - <value0> is the signals on the bus from most significant bit (left) to least significant bit (right).

Outputs from the golden functional model tool

The associated output resources that will be generated by the golden functional model are:

- counter1 – this is the output of the counter associated with state machine 1
 - <value0> the behaviour of the rate of counting on the output pins is defined within the tag. These rates are defined as:
 - count stop – signifies the counter is not changing
 - count fast – signifies the counter is changing at a rate of the fast arrival rate
 - count slow – signifies the counter is changing at a rate of the slow arrival rate
- counter2 – this is the output of the counter associated with state machine 1
 - <value0> the behaviour of the rate of counting on the output pins is defined within the tag. These rates are defined as:
 - count stop – signifies the counter is not changing
 - count fast – signifies the counter is changing at a rate of the fast arrival rate
 - count slow – signifies the counter is changing at a rate of the slow arrival rate
- counter3 – this is the output of the counter associated with state machine 1
 - <value0> the behaviour of the rate of counting on the output pins is defined within the tag. These rates are defined as:
 - count stop – signifies the counter is not changing
 - count fast – signifies the counter is changing at a rate of the fast arrival rate
 - count slow – signifies the counter is changing at a rate of the slow arrival rate