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# Computing architectures based on skyrmions



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# 1. Introduction

It is well known that the critical issue encountered by Moore's law since the beginning of the new millennium is the power dissipation, linked to the blast of leakage current due to the continuous miniaturization of CMOS devices. Spintronics is a technological field that aims to use the electron spin properties, rather than its electric charge, for storing and manipulating information. For this reason it is expected to carry some great advantages with respect to traditional electronic devices, such as non-volatility and low power consumption.

In the spintronics field many different possibilities have been explored. In some cases, like for the bubble memories, some of them even became a commercial product. However, bubble memories soon became uncompetitive in terms of cost and completely disappeared from the market within a decade [20]. The main issues were the need of applying an external magnetic field for manipulating them, besides their not so small dimensions. As a result, the great strides made in improving semiconductor memories completely wiped them out.

Another example are the domain walls (DWs), which have already been extensively studied both from a theoretical and from an experimental point of view. Many designs have also been proposed, like the DW-based racetrack memories, where the binary data is encoded like a sequence of spin-up or spin-down magnetic domains separated by DWs. However, the main issue of DWs is the high current density required for allowing their movement (depinning current density) with a reasonable velocity, and this raises again the issue of the Joule heating and of the consequent power dissipation.

Skymions are one of the possibilities for carrying information that are being explored in the field of spintronics. They show many advantages with respect to domain walls, like a lower depinning current density and a smaller size, which allows

a denser storage of information. Theoretical studies have in fact proven that the depinning current density for isolated skyrmions can be as low as  $1 \times 10^8 \text{ A/m}^2$ , two or three orders of magnitude lower with respect to the depinning current density needed by domain walls [20]. Concerning its size, a skyrmion can have a diameter of only few nanometres, while a domain wall is hardly below 30 nm [20]. Since the mechanism which allows their motion while applying a current density is the same as for DWs, also their velocities are comparable under the same current applied; however, since the smaller skyrmions' dimensions allow to pack the same amount of information in a smaller space, even when moving at a lower velocity with respect to DWs they still allow to obtain a higher throughput. For this reason they are promising information carriers for future non-volatile, ultra-dense and low-power logic devices and memories.

Chapter 2 of this thesis tries to sum up the main characteristics and physical laws involved in the manipulation of skyrmions. A number of applications are also briefly presented, either to offer a more practical interpretation of the physical phenomena described, or to show the possibilities offered by the use of skyrmions as information carriers.

As proven by some of these applications, which have already appeared in literature, skyrmions can be exploited as information carriers both in logic gates and in racetrack memories. The goal of this thesis is to explore the possibilities offered by some of these designs when building a skyrmionic computing architecture. In particular, the model of logic gates used throughout the whole thesis comes from [5]. These logic gates, as it will be detailed more carefully in chapter 2, allow to perform the *AND*, *OR* and *NOT* elaboration of bits that are represented by skyrmions. The gates proposed in [5], however, were tested via micromagnetic simulations assuming a uniform current density throughout the gates, which is not a realistic assumption: the first aim of this thesis, then, is to prove that the behaviour of these structures is correct even when imposing the current density that should be found in reality inside the heavy metal layer of these gates. The results of the micromagnetic simulations performed with this goal can be found in chapter 3.

Once the behaviour of these gates is proven correct even under realistic assumptions, it makes sense to try to use them inside a more complex architecture. In chapter 4 the full adder proposed in [5] is used, slightly modified, to build a N-bit

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ripple carry adder. The structure of the adder is optimized in order to reduce as much as possible the energetic inefficiencies, which are due to the need of providing skyrmions that are not needed as information carriers but only as enable signals; the performances of the adder are analysed as well, by assuming for the main physical constants and parameters the values that were found in the micromagnetic simulations of chapter 3. The design of a complex structure allows to identify some of the main challenges that still need to be solved from a physical and technological point of view: the most crucial point, in fact, is the absence, in literature, of something that could behave like the electrical via in the PCB (printed circuit boards). To date, in fact, no solution that allows two nanotracks to cross has been proposed yet.

Finally, the architectural analysis continues on a different path. Chapter 5 starts from the study of a logic in memory (LiM) architecture that has already appeared in literature, and adapts it in order to find a memory array based on skyrmions with the same functionalities and that allows the same algorithms to be executed. The LiM architecture addressed in chapter 5 allows a large flexibility and adaptability to a wide range of different algorithms, apart from introducing a mechanism useful to reuse all those skyrmions that have already been nucleated but that are no more useful for the computations; the resulting structure, however, is very complex, heavy and not optimized.

Giving up on the flexibility and on the energy-saving structures that were introduced in chapter 5, a new LiM architecture is studied in chapter 6. Focusing on the execution of a specific algorithm (the minimum/maximum search algorithm proposed in [37]), the resulting skyrmionic memory array becomes much lighter and smaller, and the execution more efficient. The LiM array obtained, however, is also less flexible and less efficient from an energetic point of view.

## 2. Physics and applications of skyrmions

In the following the main physical laws and properties of skyrmions will be described, together with the issues in using them as information carriers. Some applicative aspects, that can either be useful to better understand the practical meaning of some physical properties, or that can be helpful in solving the main issues, will be presented too. The aim of this chapter is not to give an exhaustive and detailed insight into the complex physical phenomena linked to these topological configurations, but just to offer an overview on the principal difficulties and on the main mechanisms involved when trying to use skyrmions as information carriers inside computing architectures. In the end of the chapter, moreover, will be described some applications which exploit and sum up well all the physical characteristics exposed in the first part. Among them will be presented also the results that are the starting point for the architectural analysis that is the subject of this thesis.

### 2.1. Physical properties

To employ skyrmions as information carriers it is of vital importance the ability of performing some elementary tasks, including their creation, manipulation, detection and eventually annihilation. The first topic addressed in this section is the structure of a skyrmion and what are the main energetic contributions that compete in its creation. Then will be described the laws of motion and the main possibilities available to move it along the device; finally it will be detailed how is possible to nucleate it and to detect it. The topic of the skyrmion radius will be discussed at the end of the section, since it exploits some results presented in other papers.



### 2.1.1. Topological properties

#### 2.1.1.1. Topological charge

A magnetic skyrmion is a non-collinear 2D configuration of magnetic moments resulting from the competition of different energetic terms (which will be detailed in section 2.1.2.1). This configuration has a whirling structure, like shown in figure 2.1, and is described from a topological point of view by the topological charge  $Q$ , also called skyrmion number or Pontryagin number; its expression is <sup>1</sup>

$$Q = \frac{1}{4\pi} \int dxdy (\partial_x \mathbf{m} \times \partial_y \mathbf{m}) \cdot \mathbf{m} \quad (2.1)$$

where  $\mathbf{m}$  is the unit vector representing the orientation of the local magnetic moment. The skyrmion number counts how many times the magnetic spins constituting the structure of the skyrmion can be wrapped around a unit sphere: all the spins at the boundary are collected into a single vector mapped on one pole of the sphere, and this is possible only because these spins point all in the same direction; the core is mapped at the opposite pole of the sphere, while the intermediate spins are mapped on the remaining parts of the sphere. In the case of a skyrmion-like structure, the topological charge is an integer equal to  $\pm 1$ .

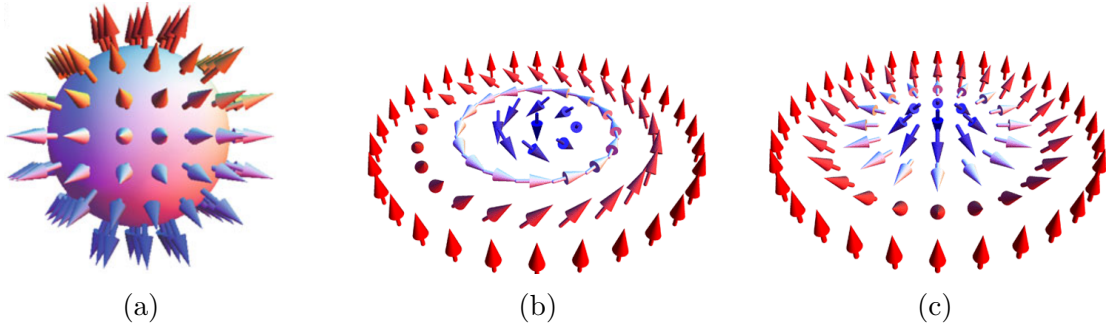


Figure 2.1. (a) Mapping of the Néel skyrmion onto the unit sphere. Figure extracted from [35]. (b) Bloch skyrmion, (c) Néel skyrmion. Figures extracted from [20].

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<sup>1</sup>Like observed in [23], the sign in this formula is not consistently defined in literature. An example in which the topological charge is defined with a minus sign can be found in [43].

The magnetization of a skyrmion in polar coordinates [19] is described by

$$\mathbf{M} = M_S \begin{bmatrix} \cos\phi(\varphi)\sin\theta(r) \\ \sin\phi(\varphi)\sin\theta(r) \\ \cos\theta(r) \end{bmatrix} \quad (2.2)$$

while the expression of  $\mathbf{r}$  in polar coordinates is  $\mathbf{r} = r(\cos\varphi, \sin\varphi)$ . Inserting equation 2.2 into equation 2.1 it can be obtained that

$$Q = \frac{1}{4\pi} \int_0^\infty dr \int_0^{2\pi} d\varphi \frac{d\theta(r)}{dr} \frac{d\phi(\varphi)}{d\varphi} \sin\theta(r) = \frac{1}{4\pi} \cos\theta(r) \Bigg|_{r=0}^{r=\infty} \phi(\varphi) \Bigg|_{\varphi=0}^{\varphi=2\pi} \quad (2.3)$$

This equation will be commented later in section 2.1.1.3.

The in-plane magnetization angle  $\phi$  is assumed to be a linear function of the azimuthal angle  $\varphi$  [19], so that

$$\phi = m\varphi + \gamma \quad (2.4)$$

This equation will be discussed later in section 2.1.1.5. For now is enough to remember this: let's assume that the skyrmion's structure lays in the  $xy$ -plane; the magnetic moments are organized on circumferences that are concentric with the skyrmion core (of course in first approximation and only if the skyrmion is not being deformed); the angle giving the position of each magnetic moment along the corresponding circumference with respect to the  $x$ -axis is  $\varphi$ , with unit vector  $\hat{\varphi}$ . Then,  $\phi$  is the angle that the spin at position  $\varphi$  has with respect to the unit vector  $\hat{\varphi}$ . For example, in the skyrmion represented in figure 2.1c, each moment has angle  $\phi = 0$ , while in the skyrmion shown in figure 2.1b each moment has an angle  $\phi = \frac{\pi}{2}$ .

### 2.1.1.2. Dzyaloshinskii-Moriya Interaction

The Dzyaloshinskii-Moriya Interaction (DMI) is a key element for the stabilization of magnetic skyrmions. The bulk DMI comes from the breaking of the bulk inversion symmetry ( $\mathbf{r} \rightarrow -\mathbf{r}$ ) and from the presence of atoms with high spin-orbit coupling in ferromagnetic alloys (for example B20 materials). The interfacial DMI (i-DMI) comes instead from the breaking of the structure inversion symmetry

( $z \nrightarrow -z$ ) at the interfaces of a multilayer system, where a thin layer of ferromagnetic material is deposited above a substrate made of a material with large spin-orbit coupling (for example *Co* on *Pt*) [9, 13].

These two types of DMI give rise to two different types of skyrmion structures, both shown in figure 2.1: the Bloch skyrmion (also spiral skyrmion) and the Néel skyrmion (also hedgehog skyrmion). In both cases there is a central domain and an outer domain, both with out-of-plane magnetization, separated by a domain wall. When the domain wall has a circular chirality (either clockwise or counterclockwise) the skyrmion is a Bloch skyrmion: in this case the magnetization rotates in the tangential plane while going from the core to the tail of the skyrmion. If the domain wall has a radial chirality (either inward or outward), then the skyrmion is of Néel type and the magnetization rotates in the radial plane [9, 20].

The DMI is an interaction between two magnetic spins mediated by the presence of a third non-magnetic atom with a strong spin-orbit coupling (SOC). The Hamiltonian of this interaction is

$$H_{DM} = -\mathbf{D}_{12} \cdot (\mathbf{S}_1 \times \mathbf{S}_2) \quad (2.5)$$

where  $\mathbf{S}_1$  and  $\mathbf{S}_2$  are the two magnetic spins and  $\mathbf{D}_{12}$  is the DMI vector, perpendicular to the plane containing the three atoms involved. Starting from a ferromagnetic state with  $\mathbf{S}_1$  parallel to  $\mathbf{S}_2$ , the DMI tilts  $\mathbf{S}_1$  with respect to  $\mathbf{S}_2$  by a rotation around  $\mathbf{D}_{12}$  [8]. This energetic term is minimized when the two magnetic spins are perpendicular to each other. At the same time, however, the exchange energy (detailed in section 2.1.2.1) in a ferromagnetic material is minimized when all the magnetic spins are aligned with each other: skyrmions are the result of the competition of these two mechanisms and of the minimization of the energy inside the system, like explained in section 2.1.2.1. The Néel skyrmion is the configuration minimizing the energy when  $\mathbf{D}_{12} \perp \mathbf{R}_{12}$ , the Bloch skyrmion instead minimizes the energy for  $\mathbf{D}_{12} \parallel \mathbf{R}_{12}$  [8], like shown in figure 2.2c, where  $\mathbf{R}_{12}$  is the vector joining spin  $\mathbf{S}_1$  with spin  $\mathbf{S}_2$ .

The asymmetry due to the presence of the non-magnetic atom in the lattice or at the interface with the bottom metal layer is needed because, in this way, the DMI cannot be compensated by the DMI coming from a symmetric triangle [8].

The magnitude and sign of the vector  $\mathbf{D}_{12}$  depend on the materials involved, on the interface and on the strength of the spin-orbit coupling of the non-magnetic

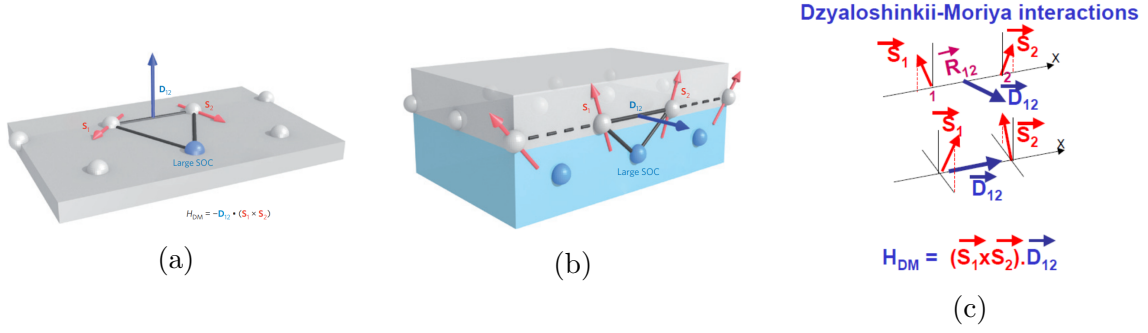


Figure 2.2. (a) DMI vector generated by the interaction of two atomic spins with an atom with strong SOC (blue) in an ultrathin magnetic film. (b) DMI vector generated at the interface between a FM thin layer (grey) and a metal with strong SOC (blue). Figures extracted from [8]. (c) The top configuration gives rise to a Néel skyrmion, the bottom configuration to a Bloch skyrmion. Figure extracted from [1].

atom, and has an important role in determining the size of the resulting skyrmion, like detailed in section 2.1.6.

### Spin-orbit coupling

While considering the orbiting motion of the electron around the proton from the point of view of the electron, the same atomic system can be seen like the proton orbiting around the electron. Due to Ampere's law, this positive charge motion generates a magnetic field, which of course will interact with the magnetic moment (proportional to the spin) of the electron: this phenomenon is known as spin-orbit coupling (SOC).

#### 2.1.1.3. Vorticity number

Another parameter useful in characterizing the skyrmion topological structure is the vorticity number  $m$ , defined as the winding number of the spin configurations projected into the  $xy$ -plane [20]. The winding number of an oriented curve counts how many times the curve encircles a well defined point in a plane in the counter-clockwise direction. Describing this curve in polar coordinates  $(r, \theta)$ , the winding number can be computed like

$$W = \frac{\theta(end) - \theta(start)}{2\pi} \quad (2.6)$$

Since the initial and the final position, when following the full path of the curve around the point, must be coincident, then the two  $\theta$  angles must differ by an integer multiple of  $2\pi$ : this implies that the winding number is either a positive or negative integer.

In the specific case of magnetic topological structures, the winding number can be defined also like the total variation of the magnetization angle when moving counterclockwise along a circle traced around the centre of the structure, divided by  $2\pi$  [30, 1]. Each value of the magnetization angle can be mapped into a point on the circle, which in this context is formally called order-parameter space. According to the oriented movement along the order-parameter space, the winding number is computed.

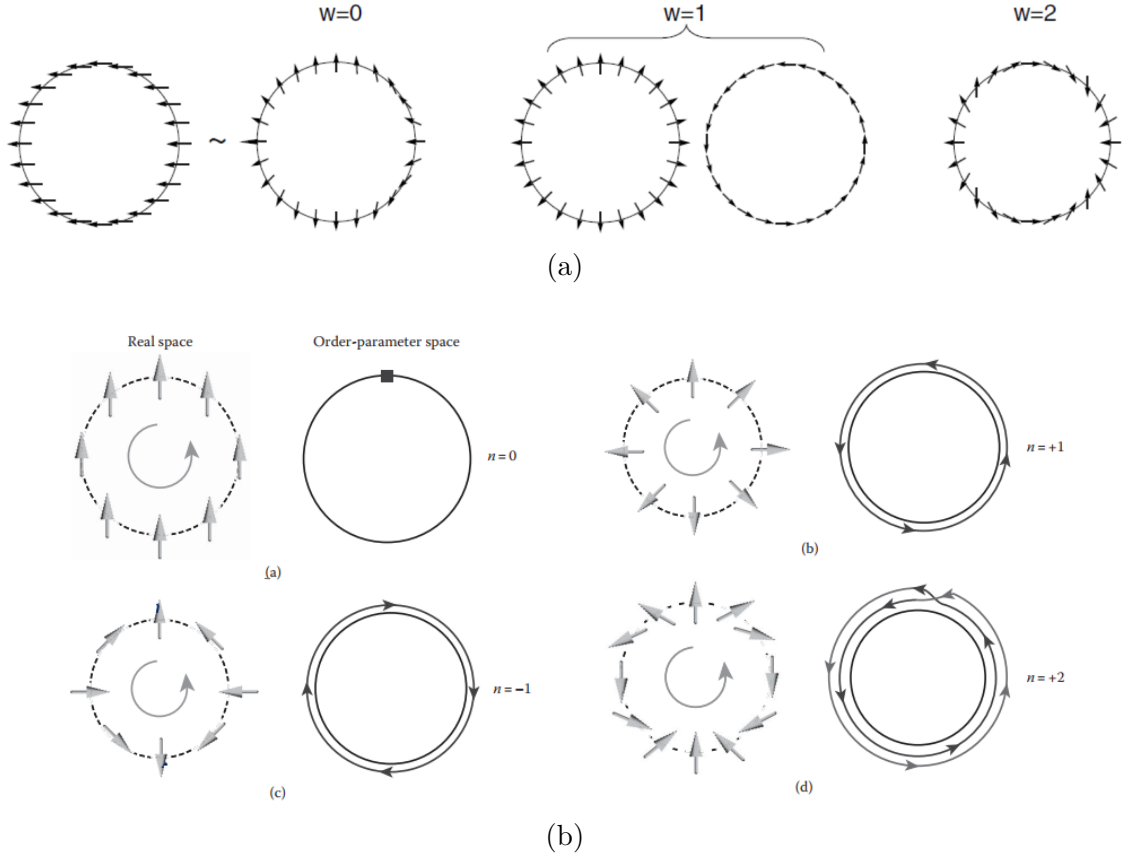


Figure 2.3. (a) Examples of computation of the winding number for different spin configurations. The two cases with  $W = 1$  can be assimilated to a Néel skyrmion (left) and to a Bloch skyrmion (right). Figure adapted from [3]. (b) Other examples of computation of the winding number, including the mapping on the order-parameter space. Figure extracted from [24].

The skyrmion number can be computed also through the vorticity number, using the relation

$$Q = \frac{m}{2} \left[ \lim_{r \rightarrow \infty} \cos(\theta(r)) - \cos(\theta(0)) \right] \quad (2.7)$$

which can be recognized simply like a rewriting of equation 2.3, where  $m = \frac{1}{2\pi} \phi(\varphi)|_{\varphi=0}^{\varphi=2\pi}$  is the vorticity that has just been defined. Observing 2.2 it can be deduced that  $\cos(\theta(r))$  is the z-component of the unit vector representing the local magnetic moment. So, the skyrmion number depends both on the vorticity and on the direction of the magnetization at the tail and at the core of the skyrmion. Is important to notice that, in a skyrmion, the direction of the core is always opposite to the direction of the tail, which is the same of the background magnetization present in the material.

#### 2.1.1.4. Helicity number and polarity

The third parameter needed to describe the skyrmion structure is the helicity number  $\gamma$ , determined uniquely by the type of DMI that intervenes in the energetic competition. A Bloch skyrmion (bulk DMI) is characterized by  $\gamma = \frac{\pi}{2}$  or  $\gamma = \frac{3\pi}{2}$ , while a Néel skyrmion (interfacial DMI) corresponds to  $\gamma = 0$  or  $\gamma = \pi$ . It's important to notice that the helicity does not contribute to the topological number.

Finally, the polarity  $p$  describes the orientation of the centre with respect to the z-direction: if  $p = 1$  the magnetization of the core points in the positive z-direction, vice versa if  $p = -1$ .

#### 2.1.1.5. Meaning of the helicity number

Looking back at equation 2.4, which expresses the in-plane magnetization angle  $\phi$ , it can be recognized now that  $m$  is the vorticity number and  $\gamma$  the helicity number, while  $\varphi$  is the azimuthal angle of the polar coordinates system, describing the position of a point in the  $xy$ -plane. For both Bloch and Néel skyrmions the vorticity number is equal to 1, like it can be observed comparing figure 2.3a with the two structures shown in figure 2.1. In section 2.1.1.4 it has been said that for a Bloch skyrmion  $\gamma = \frac{\pi}{2}$  or  $\gamma = \frac{3\pi}{2}$ , while for a Néel skyrmion  $\gamma = 0$  or  $\gamma = \pi$ . Summing up:

Néel:

$$\begin{cases} \phi = \varphi \\ \phi = \varphi + \pi \end{cases} \quad (2.8)$$

Bloch:

$$\begin{cases} \phi = \varphi + \frac{\pi}{2} \\ \phi = \varphi + \frac{3\pi}{2} \end{cases} \quad (2.9)$$

From these expressions is easy to predict one of the experimental results reported in section 2.1.1.7: if  $\gamma = 0$  the in-plane magnetization is aligned with the unit vector  $\hat{\varphi}$  and the spins will be out-going, while if  $\gamma = \pi$  the magnetization is antiparallel with respect to  $\hat{\varphi}$  and the spins will be in-going. Similarly, if  $\gamma = \frac{\pi}{2}$  the in-plane magnetization has a  $90^\circ$  phase difference with respect to  $\hat{\varphi}$  and the spins of the Bloch skyrmion will rotate in a counterclockwise direction, while if  $\gamma = \frac{3\pi}{2}$  the phase difference is by  $-90^\circ$  and the spins rotate in a clockwise direction. The confirmation to these statements can be easily found in the top half of figure 2.4.

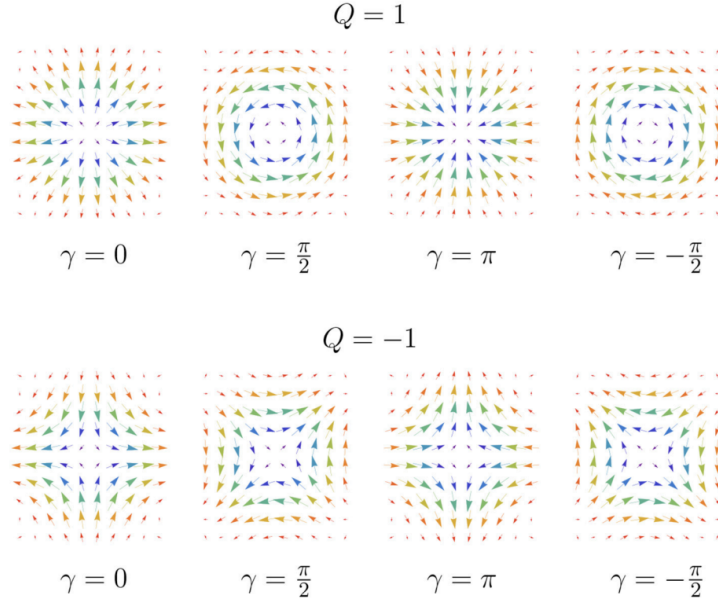


Figure 2.4. Magnetization configuration of skyrmions ( $Q = 1$ ) and antiskyrmions ( $Q = -1$ ) with fixed polarity ( $p = 1$ ) and varying helicity  $\gamma$ . The length and direction of the arrows represents the in-plane magnetization component, while the colour represents the magnitude of the out-of-plane component: blue stands for  $+z$ , red for  $-z$ . Figure extracted from [12].

### 2.1.1.6. Topological protection

The topological charge of skyrmions is always an integer equal to  $+1$ , at least if this particle is in a region larger than its diameter. For this reason, even if its spin texture may be deformed (for example due to the presence of impurities in the material), the Pontryagin number doesn't change and as a result the skyrmion can be neither destroyed nor separated into pieces: it is said to be topologically protected. This protection fails only when the skyrmion touches the sample edges, because in this condition the topological charge is allowed to change continuously: in this condition the skyrmion can be annihilated and the information it carries gets lost.

### 2.1.1.7. Practical examples

Some examples, which show well the practical meaning of all the parameters presented up to this point, can be found in [40], where the results presented in [43] are exploited.

In [43] is demonstrated the possibility to convert in a reversible way a domain wall (DW) pair into a skyrmion and vice versa by using a junction made of a narrow nanowire ( $W < 2R$ , where  $W$  is the width of the nanotrack and  $R$  the skyrmion radius) connected to a wide nanowire ( $W > 2R$ ). Like explained in [40], when a topological object, like a skyrmion, that previously was in a wide region enters a narrow region, it loses its topological numbers, like the skyrmion number and the helicity, and becomes a DW pair, which is a non-topological object ( $Q = 0$ ); when it is ejected again into a new wide region, it is assigned new topological numbers to adjust the physical properties of the new region, which may be different from the properties of the former wide region. Skyrmions, as mentioned, are topologically protected only when the sample is enough large, and this protection is broken when they touch an edge: this is what happens when the skyrmion enters the narrow junction.

Another result of [43] that has been used in [40] (like explained in section 2.2.1) is shown in figure 2.5b (g-l frames): using the same junction but reducing the current density needed to move the domain wall, the particle obtained is not a skyrmion, but a meron. A meron is a different type of topological object, very similar to a skyrmion, but with  $|Q| = \frac{1}{2}$ : this means that its spins can wrap only the north pole



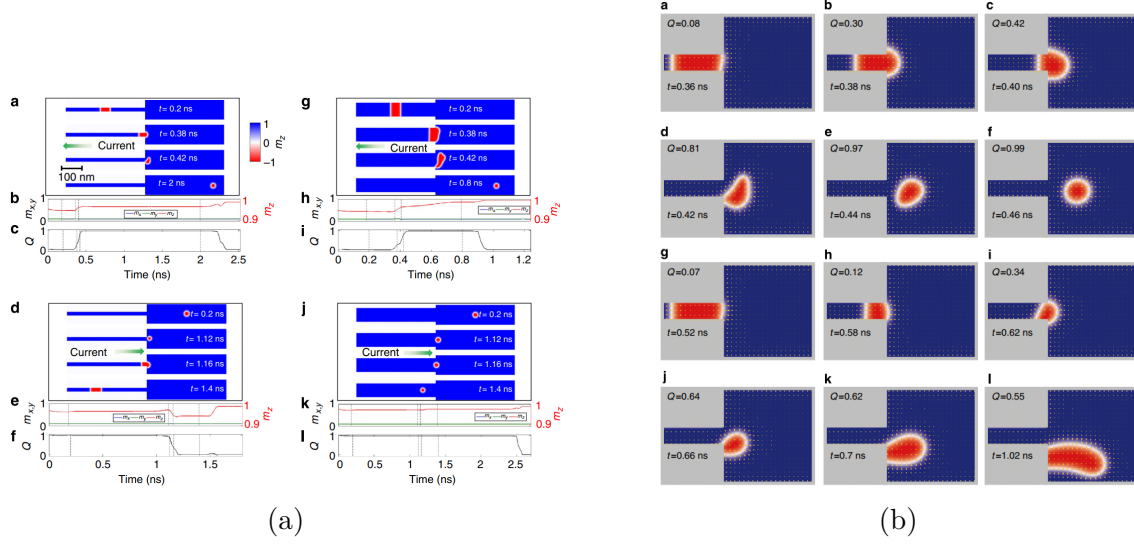


Figure 2.5. (a) Reversible conversion DW pair  $\rightarrow$  skyrmion (a-c) and vice versa (d-f). g-l: when the size of the narrow part of the junction increases the DW pair is still converted into a skyrmion, but with more fluctuations in the radius and the shape (g-i); the skyrmion instead cannot be converted back into a DW pair (j-l). The middle plots show the time variation of the components of the magnetization; the bottom plots show the time variation of the skyrmion number. (b) Detail on the conversion from DW pair. a-f: when the current density is high enough the right DW pins at the junction, while the remaining part of the DW pair continues to move: as a result, the DW is deformed into a curve shape. When the other DW reaches the junction the skyrmion is formed. g-l: when the current density is reduced a meron is formed; the meron remains in contact with the nanotrack edge. Figures extracted from [43].

or the south pole of the unit sphere, like shown in figure 2.6. Its peculiarity is to remain attached to the sample edges even during its movement.

The first part of [40] verifies how different physical properties of the materials on the left and on the right side of a narrow nanotrack influence the assignment of new topological numbers to the skyrmion ejected from the junction, and allows to understand the practical meaning that these numbers have when considering the skyrmion's structure.

In figure 2.7a the parameter that changes from left to right is the sign of the DMI, which is positive on the left side and negative on the right side. As mentioned in section 2.1.1.4, the helicity is uniquely determined by the DMI. Since the skyrmions considered in this article are only of Néel type, the helicity can be either  $\gamma = 0$  or  $\gamma = \pi$ . On the left side the triplet of numbers  $(Q, m, \gamma)$  (topological charge, vorticity

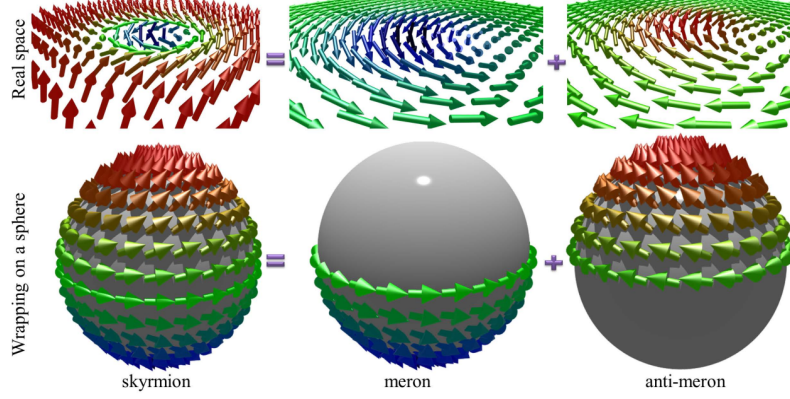


Figure 2.6. Splitting a skyrmion in two halves, a meron and an anti-meron are obtained. A skyrmion covers the entire unit sphere, while a meron covers only half of it: so the topological charge of a meron is  $\pm\frac{1}{2}$ . Figure extracted from [22].

and helicity; this notation will be used from now on in all the rest of this thesis) is  $(1,1,0)$ , whereas on the right side it is  $(1,1,\pi)$  (while in the junction it becomes  $(0,0,0)$ ). Observing the picture, it can be noticed that the direction of the core has remained  $-z$ , while the spins from out-going have become in-going. So the helicity, like anticipated in section 2.1.1.5, determines the radial direction of the spins: when  $\gamma = 0$  the spins point outwards, when  $\gamma = \pi$  they point inwards.

In figure 2.7b the sign of the DMI is the same in both regions, while the direction of the background magnetization is reversed from left to right. According to equation 2.7, the topological charge depends both on the vorticity and on the direction of the spins at the core and at the tail of the skyrmion, and the spin direction at the tail is always the same as the background magnetization. Reversing the background magnetization then the second factor of 2.7 is reversed (from the picture it can be observed that the core now points in the  $+z$  direction and the tail in the  $-z$  direction), while the vorticity remains unchanged: as a consequence the topological number becomes  $Q = -1$  and the magnetic texture obtained is called antiskyrmion. Moreover, in this condition also the helicity changes from  $\gamma = 0$  to  $\gamma = \pi$  to minimize the energy of the system. So, the topological numbers change as  $(1,1,0) \rightarrow (-1,1,\pi)$ .

Finally, in 2.7c both the sign of the DMI and the background magnetization are reversed from left to right. Combining the two effects discussed above, then, the skyrmion becomes an antiskyrmion due to the background reversal, while the helicity remains unchanged and so the spin direction remains out-going. The change

of the topological numbers is  $(1,1,0) \rightarrow (-1,1,0)$

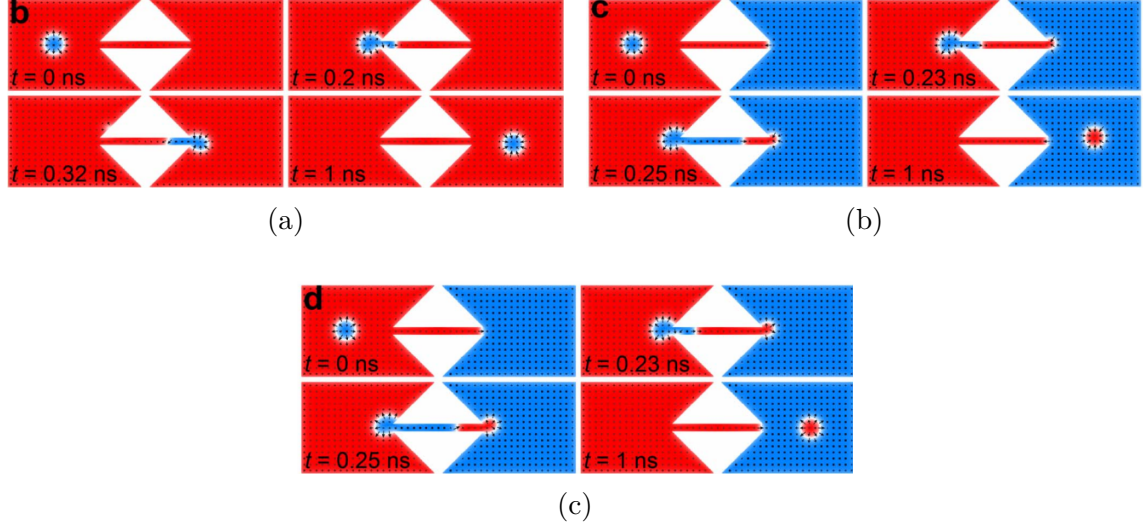


Figure 2.7. Skyrmion→DW pair→skyrmion conversion. Red(blue) is the  $+z(-z)$  direction of the magnetization. (a) Reversing the sign of the DMI  $(1,1,0) \rightarrow (1,1,\pi)$  (b) Reversing the background magnetization  $(1,1,0) \rightarrow (-1,1,\pi)$  (c) Reversing both DMI and background magnetization  $(1,1,0) \rightarrow (-1,1,0)$ . Figures extracted from [40].

### Skyrmions and antiskyrmions

Like mentioned, antiskyrmions are spin textures very similar to skyrmions, but with topological charge equal to  $-1$ <sup>2</sup>. They can still be mapped on a unit sphere, like shown in figure 2.8. Some examples of antiskyrmions can be found also in the bottom half of figure 2.4, where is shown the disposition of the in-plane magnetization by varying the helicity.

According to the examples just discussed and to the theory exposed up to now, the skyrmion and antiskyrmion main figures are summed up in table 2.1 (if the background magnetization is along  $+z$ , then  $\lim_{r \rightarrow \infty} \cos(\theta(r)) - \cos(\theta(0)) = 2$ , while if it is along  $-z$   $\lim_{r \rightarrow \infty} \cos(\theta(r)) - \cos(\theta(0)) = -2$ ).

<sup>2</sup>Some attention must be paid in the definition of antiskyrmions. Many examples in literature define as antiskyrmions those particles with  $Q = -1$ , while other authors consider antiskyrmions those particles that have  $m = -1$ , usually regardless of the topological charge. This inconsistency is evident when reading [40] and its supplementary information, [21], [13], [25] and [4]. In this thesis we conform ourselves to the first definition.

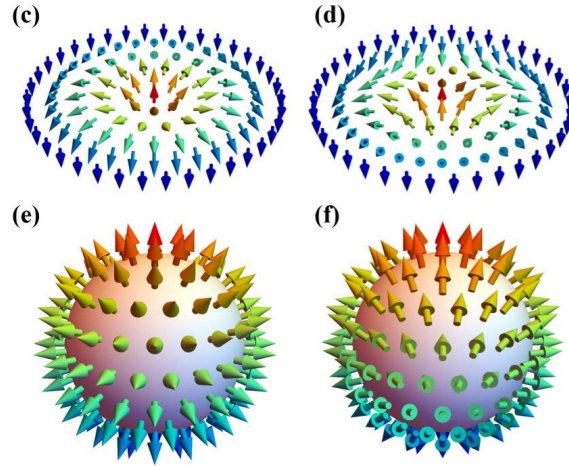


Figure 2.8. Mapping of a skyrmion  $(1,1,0)$  and of an antiskyrmion  $(-1, -1,0)$  with  $p = 1$  on the unit sphere (order-parameter space). Figure extracted from [14].

Table 2.1. Summary of topological numbers for skyrmions and anti-skyrmions

	BACKGROUND: $+z$	BACKGROUND: $-z$
SKYRMION	$Q = 1, m = 1$	$Q = 1, m = -1$
ANTISKYRMION	$Q = -1, m = -1$	$Q = -1, m = 1$

The confirmation to this table can be found in the supplementary information of [40], where the figure 2.9 is shown.

### 2.1.2. Micromagnetic model

The static properties of skyrmions can be studied theoretically with the help of the micromagnetic model, a theory used to describe the magnetization of a material from the nanoscale to the microscale. This length scale is large enough for avoiding the use of all the mathematical operators required by quantum mechanics, but at the same time it is small enough to carefully describe magnetization patterns like skyrmions or domain walls, among the others [19]. This theory allows to model the relationship between the spatial distribution of the effective magnetic field  $\mathbf{H}_{eff}$ , determined by the energetic contributions competing in the system, and the magnetization vector field  $\mathbf{M}$  [9]. The key equation on which the micromagnetic model is based is the Landau-Lifshitz-Gilbert (LLG) equation.

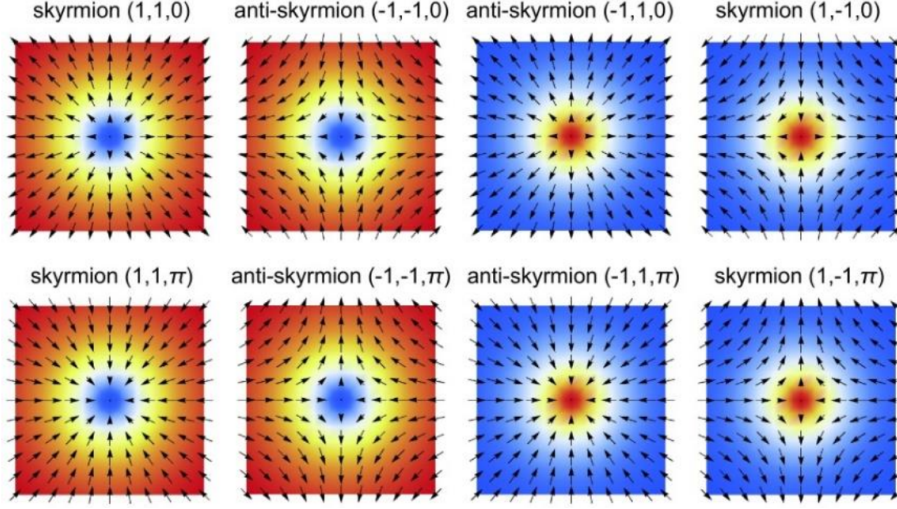


Figure 2.9. Examples of skyrmions and antiskyrmions by varying vorticity, helicity and background magnetization (and so polarization). Each triplet of numbers reports  $(Q, m, \gamma)$ ; red(blue) denotes the  $+z(-z)$  direction of the magnetization.

Figure extracted from the supplementary information of [40].

### 2.1.2.1. LLG equation

This equation relates the effective field  $\mathbf{H}_{eff}$  to the time evolution of the magnetization vector field  $\mathbf{M}$ . It is a torque equation, and its expression is

$$\frac{d\mathbf{M}}{dt} = -\gamma_0 \mathbf{M} \times \mathbf{H}_{eff} + \alpha \left( \mathbf{M} \times \frac{d\mathbf{M}}{dt} \right) \quad (2.10)$$

where  $\mathbf{M}$  is the magnetization,  $\mathbf{H}_{eff}$  is the effective magnetic field (not necessarily an external magnetic field, it can be also the field experienced locally by the magnetic moments inside the material),  $\gamma_0$  is the gyromagnetic ratio and  $\alpha$  the Gilbert damping coefficient. The first term describes the precession movement that the magnetic moments perform around the effective magnetic field when they are not fully aligned with it: this is known as Larmor precession. While performing this precession movement the magnetization also relaxes along the field line, finally becoming aligned with it, in order to minimize the energy of the system: this is modelled by the second term, containing the Gilbert damping.

It can be demonstrated [19] that only the direction of the magnetization changes with time, while its magnitude remains constantly equal to the saturation magnetization  $M_S$ .



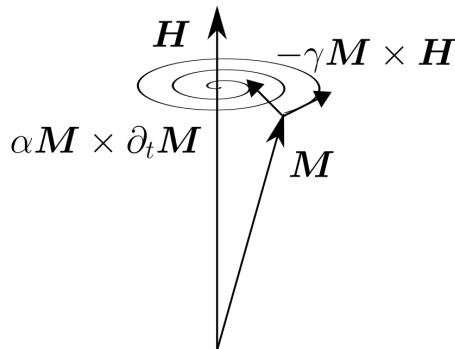


Figure 2.10. Sketch of the Larmor precession performed by a magnetic moment around a field line of  $\mathbf{H}_{eff}$ , and of the Gilbert damping contribution which, determining a spiraling motion around the field line, eventually makes the magnetic moment align with it. Figure extracted from [19].

The direction of the effective magnetic field is the direction in which the magnetization will have the minimum of the micromagnetic energy: therefore the effective field can be written in terms of the micromagnetic energy [19] as

$$\mathbf{H}_{eff} = -\frac{1}{\mu_0} \frac{\partial E_V}{\partial \mathbf{M}} \quad (2.11)$$

where  $E_V$  is the micromagnetic energy density.

### Micromagnetic energy density

The contributions to the micromagnetic energy come from the exchange energy, the Zeeman energy, the demagnetizing field energy, the anisotropy energy and the DMI. Also other terms could be considered, like the RKKY (Ruderman-Kittel-Kasuya-Yosida) interaction, but when considering skyrmions in most of the cases they are neglected, so they won't be considered here.

**Exchange energy** The exchange interaction (sometimes also Heisenberg interaction) is the phenomenon which makes the magnetic moments inside a ferromagnetic material align with each other, allowing them to generate a magnetic field observable from the external. If the sign of the exchange constant  $J$  present in the Hamiltonian of this interaction is positive, then the material is a ferromagnetic material and the spins align parallel to each other; if the sign of  $J$  is negative, instead, the material is an antiferromagnet and the spins arrange antiparallel to each other.

The energy density of the exchange interaction is [20]

$$E_V = A[\nabla \mathbf{m}]^2 \quad (2.12)$$

where  $A$  is the exchange constant.

**Zeeman energy** When applying an external magnetic field, the magnetic moments tend to align with its field lines: this is due to the Zeeman interaction. Its energy density is [43]

$$E_V = -\mu_0 \mathbf{M} \cdot \mathbf{H}_{ext} \quad (2.13)$$

where  $\mathbf{H}_{ext}$  is the magnetic field applied externally.

**Demagnetizing field energy** The magnetic induction is  $\mathbf{B} = \mu_0(\mathbf{H} + \mathbf{M})$ , where  $\mathbf{H}$  is the magnetic field and  $\mathbf{M}$  is the magnetization. Since  $\mathbf{M} = \chi \mathbf{H}$ , where  $\chi = \mu_r - 1$  is the susceptibility, then  $\mathbf{B} = \mu_0(1 + \chi) \mathbf{H} = \mu_0 \mu_r \mathbf{H}$ .

Inside a magnetic material  $\mathbf{H}$  is directed oppositely with respect to  $\mathbf{M}$ , like shown in figure 2.11. For this reason, when considering the value of  $\mathbf{B}$  inside the material,  $\mathbf{H}$  contributes by reducing this value. This is why it is called demagnetizing field (while it is named stray field outside the material).

The energy density associated to the demagnetizing field  $\mathbf{H}_d$  is

$$E_V = -\frac{\mu_0}{2} \mathbf{M} \cdot \mathbf{H}_d(\mathbf{M}) \quad (2.14)$$

**Anisotropy energy** The magnetocrystalline anisotropy is the property of some magnetic materials which makes some directions for the magnetization more energetically favourable than others; it is linked to the spin-orbit coupling and to the atomic structure of the material. As a result, some directions may be easier to be magnetized than others. In particular, when this energetically favourable direction (called easy-axis) is perpendicular to the material, then we're dealing with the perpendicular magnetic anisotropy (PMA). The PMA can be found in some layered ultrathin films, like for example *Pd/Co* [19].

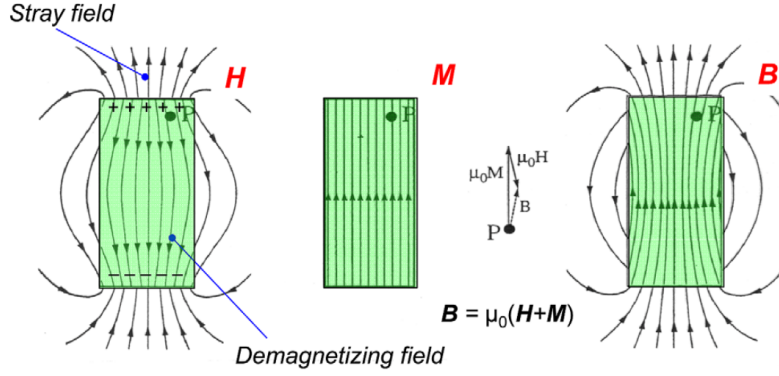


Figure 2.11. Depiction of the magnetic field  $H$ , the magnetization  $M$  and the magnetic induction  $B$  inside a magnetic material. The magnetic field  $H$  takes the name of demagnetizing field inside the material and of stray field outside it. Figure adapted from [7].

The energy density for the PMA is [43]

$$E_V = K_u[1 - (\mathbf{m} \cdot \hat{\mathbf{z}})^2] \quad (2.15)$$

where  $K_u$  is the uniaxial anisotropy constant and the unit vector  $\hat{\mathbf{z}}$  represents the easy-axis.

In layered structures of ultrathin films, where the surface effects are not negligible, a form of PMA arises at the interface due to exchange interactions between some of the electronic orbitals of the materials involved. It has been discovered that the strength of this PMA can be modified by applying an external electric field: this field modifies the occupation of the orbitals and so is able to affect the exchange interactions [19].

As a result, if  $K_u$  is the PMA constant, the voltage controlled PMA will induce a variation  $\Delta K_{uv}E$  dependent on the electric field applied, so that the expression of the total PMA constant is [42]

$$K_{uv} = K_u + \Delta K_{uv}E \quad (2.16)$$

Of course, according to the sign of the  $z$ -component of the electric field, the PMA can either increase or decrease with respect to its bias level  $K_u$ .



**DMI energy** The bulk DMI energy density is [19]

$$E_V^{(bulk)} = D\mathbf{m} \cdot (\nabla \times \mathbf{m}) \quad (2.17)$$

The interfacial DMI energy density is instead (assuming to consider an ultrathin film, where  $\frac{\partial \mathbf{m}}{\partial z} = 0$ ) [43]

$$E_V^{(interfacial)} = D[m_z(\nabla \cdot \mathbf{m}) - (\mathbf{m} \cdot \nabla)m_z] \quad (2.18)$$

Summing all these energy density contributions together the total energy density  $E_{V,TOT}$  is obtained. The total energy of a system of volume  $V$  is

$$E_{TOT} = \int_V E_{V,TOT} dV \quad (2.19)$$

The spin configuration then is found by minimizing the total energy  $E_{TOT}$  [1].

### 2.1.3. Motion

There are many possibilities both for nucleating and for moving skyrmions: some of them consist in applying an external magnetic field or temperature gradients. However, is clear than none of these options can be easily used inside an integrated circuit based on skyrmions, where it would be preferable to use current-based mechanisms instead.

When it comes to current, there are mainly two mechanisms available, both exploiting the spin-transfer-torque phenomenon.

#### 2.1.3.1. Spin Transfer Torque (STT)

When a charge current is injected into a material with a certain magnetization pattern, the spin of each conduction electron will interact with the magnetization vector field. This interaction leads to the formation of two torques: one tends to align the spin of the electron with the direction of the local magnetic moment, while the

other, equal and opposite due to the conservation of the total angular momentum, at the same time tries to align the local magnetization with the direction of the electron spin. This is the spin-transfer-torque (STT) mechanism.

The STT contributes in modifying the orientation of the local magnetic moment: for this reason it can be included in the LLG equation. Since the current flows inside the ferromagnet along the in-plane direction, this torque is indicated as  $\boldsymbol{\tau}_{IP}$ . It is composed by two contributions. The first is the adiabatic STT, where adiabatic refers to the assumption that the spin of the electron passing through the magnetic material relaxes fast enough so that it always aligns with the local magnetic moment [19]. The second term of  $\boldsymbol{\tau}_{IP}$  has been added phenomenologically to explain unexpected experimental results and it is the non-adiabatic STT: the adiabatic approximation fails when the magnetization pattern changes so quickly in space that the electrons are not fast enough to align their spin with the local magnetic moment.

The expression of  $\boldsymbol{\tau}_{IP}$  is

$$\boldsymbol{\tau}_{IP} = \frac{\gamma_0 \hbar P}{2\mu_0 e M_S} (\mathbf{j} \cdot \nabla) \mathbf{m} - \frac{\gamma_0 \hbar P}{2\mu_0 e M_S} \beta \mathbf{m} \times (\mathbf{j} \cdot \nabla) \mathbf{m} \quad (2.20)$$

where the first term is the adiabatic STT and the second term is the non-adiabatic STT. Here  $\gamma_0$  is the gyromagnetic ratio,  $P$  is the polarization coefficient of the in-plane electrical current,  $e$  is the electron charge,  $M_S$  is the saturation magnetization,  $\mathbf{j}$  is the in-plane electrical current flowing through the ferromagnet,  $\mathbf{m}$  is the normalized magnetization, and  $\beta$  is the non-adiabaticity factor, quantifying the relative strength of the non-adiabatic STT with respect to the adiabatic STT.

The term  $\boldsymbol{\tau}_{IP}$  is added to the LLG equation when a current is flowing along the in-plane direction of a ferromagnet. The geometry used for the skyrmion motion that uses this effect is then called current-in-plane (CIP) geometry and is shown in figure 2.12a.

As mentioned, the spins of the conduction electrons exert a torque on the spin texture of the skyrmion; at the same time, the spin texture exerts a torque equal in magnitude and opposite in sign on the spin of the conduction electrons. As a result, the magnetic moments of the skyrmion subjected to the torque will rotate, allowing the movement of the particle, and at the same time the conduction electrons are deflected from the original direction of the current flux: this is known as topological

Hall effect, and the reason behind this is the Berry phase.

The Berry phase is the rotation that a vector experiences while moving along a closed path on a curved surface. The skyrmion, as already mentioned, is a 2D structure, but the magnetic moments that constitute it can be organized on a unit sphere: assuming that the conduction electrons are able to follow exactly the orientation of the local magnetic moment of the skyrmion (adiabatic approximation), while crossing the particle they gain a Berry phase. This Berry phase is the reason behind the emergent magnetic field experienced by the conduction electrons. This field will make the conduction electrons experience a Lorentz force

$$F = q(\mathbf{E} + \mathbf{v} \times \mathbf{B}) \quad (2.21)$$

If the skyrmion texture is localized in the  $xy$  plane, the emergent field points along the  $z$ -axis, so the Lorentz force belongs to the  $xy$  plane and is perpendicular to the motion of the conduction electrons, making them deflect from their original direction [19].

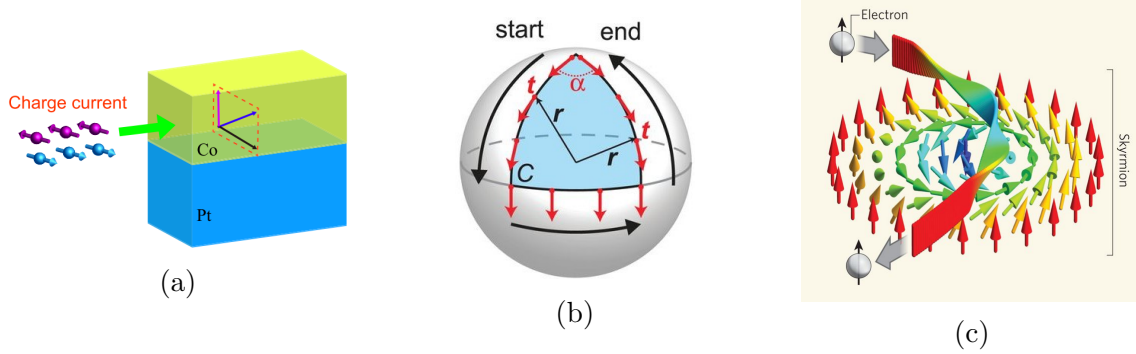


Figure 2.12. (a) CIP configuration: a spin-polarized current flows directly inside the FM layer (yellow) deposited above the HM layer (blue). Figure extracted from [20]. (b) Sketch of the Berry phase  $\alpha$  acquired by a vector  $t$  (depicted in red) in the movement along the oriented curve on the curved surface of a sphere. Figure extracted from [11]. (c) Effect of the torque exerted by the skyrmion texture on the spin of the conduction electron and depiction of the topological Hall effect.

Figure extracted from [32].

### 2.1.3.2. Spin Hall Effect (SHE)

The spin Hall effect is a phenomenon that originates in spin-Hall devices, where a ferromagnetic (FM) thin film is deposited above a heavy metal (HM) substrate,

like shown in figure 2.13. Here the electrical current is injected inside the HM layer. Due to spin-dependent scattering mechanisms (which include also SOC [29]), the electrons will experience a deflection perpendicular to their flow direction and to the orientation of their spin. As a result, the SHE leads to an accumulation of charges at the sides of the wire, and each side is populated by electrons with a well defined spin orientation. For example, if the current flows in the  $+x$ -direction and if the anomalous velocity acquired by the electrons is directed along the  $+z$ -axis, making them accumulate at the top surface of the wire, their spin orientation will be along the  $+y$ -axis. Moreover, this spin current flowing in the  $z$ -direction and polarized along the  $y$ -direction, can be collected by the FM thin film deposited above the HM substrate. This transverse spin current then will interact with the magnetization of the HM layer, again through the STT mechanism [26, 29].

Since this time the current that interacts with the magnetization is directed perpendicularly to the film plane, this configuration is called current-perpendicular-to-plane (CPP) geometry.

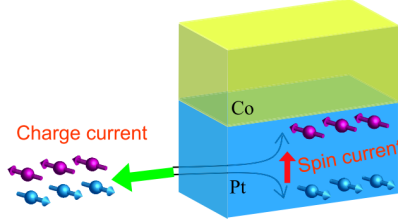


Figure 2.13. CPP configuration: an electrical current flows inside the HM layer (blue); the spin-Hall effect determines the creation of a spin-polarized current directed in the vertical direction that is collected by the FM layer (yellow) deposited above. Figure extracted from [20]

The expression of the torque  $\tau_{SHE}$  associated to this phenomenon is

$$\tau_{SHE} = -\frac{\gamma_0 \hbar j \theta_{sh}}{2\mu_0 e M_s t_f} \mathbf{m} \times (\mathbf{m} \times \mathbf{p}) \quad (2.22)$$

where  $t_f$  is the thickness of the FM layer,  $\mathbf{p}$  is the spin-current polarization direction ( $+y$  in the example reported above),  $j$  is the current density and  $\theta_{sh}$  is the spin Hall angle. The spin Hall angle measures the efficiency of the conversion from charge current  $J_{ch}$  to spin current  $J_s$  and depends on material parameters [39]. Its

expression is

$$\theta_{sh} = \frac{J_s}{J_{ch}} \quad (2.23)$$

### 2.1.3.3. Thiele equation and skyrmion Hall effect

When assuming that the skyrmion moves without deforming its texture, the time-dependent evolution of the magnetization pattern can be written like

$$\mathbf{M}(\mathbf{r}, t) = \mathbf{M}_0[\mathbf{r} - \mathbf{R}(t)] \quad (2.24)$$

where  $\mathbf{M}_0$  is the initial configuration of the skyrmion when located in the axis origin, and  $\mathbf{R}(t)$  is the position of the skyrmion's centre of mass at time  $t$  [27]. Thiele recognized that, in this case, the time derivative of the magnetization can be written as

$$\frac{d\mathbf{M}}{dt} = \frac{\partial \mathbf{R}}{\partial t} \frac{\partial \mathbf{M}}{\partial \mathbf{R}} = \frac{\partial \mathbf{R}}{\partial t} \left( -\frac{\partial \mathbf{M}}{\partial \mathbf{r}} \right) = -(\mathbf{v} \cdot \nabla) \mathbf{M} \quad (2.25)$$

Substituting the time derivatives that appear in the LLG equation with the expression 2.25, and converting the LLG equation into a force density equation, like detailed in [27], the LLG equation can be rewritten into the Thiele equation [19]. Its expression for the CIP configuration is

$$\mathbf{G} \times (\mathbf{v}_s - \mathbf{v}_d) + \mathcal{D}(\beta \mathbf{v}_s - \alpha \mathbf{v}_d) + \nabla V(\mathbf{r}) = 0 \quad (2.26)$$

Here  $\mathbf{G} = (0, 0, G) = (0, 0, 4\pi Q)$  is the gyromagnetic coupling vector;  $\mathbf{v}_d$  is the drift velocity of the skyrmion core;  $\mathbf{v}_s$  is the velocity of the conduction electrons, where  $\mathbf{v}_s = -\frac{Pa^3}{2eM_s} \mathbf{j}$  ( $P$  is the spin polarization of the electrical current and  $a$  is the lattice constant);  $\mathcal{D}$  is the dissipative force tensor, where  $\mathcal{D} = \begin{pmatrix} \mathcal{D}_{xx} & 0 \\ 0 & \mathcal{D}_{yy} \end{pmatrix}$  and  $\mathcal{D}_{xx} = \mathcal{D}_{yy} = \int_{unit\ cell} (\partial_i \mathbf{m} \cdot \partial_j \mathbf{m}) dx dy$  for both skyrmions and antiskyrmions;  $\beta$  is the non-adiabaticity factor;  $\alpha$  is the Gilbert damping;  $\nabla V(\mathbf{r})$  represents the repulsion forces due to process impurities, the nanotrack edges or due to skyrmion-skyrmion repulsion.

Considering a skyrmion that moves far away from the edges along the  $x$ -axis (so,

$\mathbf{v}_{s,x} \neq 0$ ,  $\mathbf{v}_{s,y} = 0$  and  $V = 0$ ), it can be found that [41]

$$\begin{cases} v_{d,x} = \left( \frac{\beta}{\alpha} + \frac{G^2}{\alpha} \frac{\alpha-\beta}{G^2+(\alpha\mathcal{D})^2} \right) v_{s,x} \\ v_{d,y} = \left( \mathcal{D}G \frac{\alpha-\beta}{G^2+(\alpha\mathcal{D})^2} \right) v_{s,x} \end{cases} \quad (2.27)$$

The Thiele equation for the CPP configuration is

$$\mathbf{G} \times \mathbf{v}_d - \alpha\mathcal{D} \cdot \mathbf{v}_d + 4\pi\mathcal{B} \cdot \mathbf{J}_{HM} + \nabla V(\mathbf{r}) = 0 \quad (2.28)$$

Here  $\mathcal{B} = \begin{pmatrix} \mathcal{B}_{xx} & 0 \\ 0 & \mathcal{B}_{yy} \end{pmatrix}$ , where  $\mathcal{B}_{xx} = \mathcal{B}_{yy}$  for skyrmions and  $\mathcal{B}_{xx} = -\mathcal{B}_{yy}$  for anti-skyrmions, is the tensor linked to the STT effect quantifying the efficiency of the spin Hall-spin torque over the spin texture of the skyrmion [18], and it can be determined starting from the spin configuration;  $\mathbf{J}_{HM} = \frac{\mathbf{J}_s}{\theta_{sh}}$  is the electrical current density flowing in the HM, where  $\mathbf{J}_s$  is the spin current density and  $\theta_{sh}$  is the spin Hall angle of the HM [20, 18].

From the Thiele equation of the CPP configuration it can be proven that the velocity components of both skyrmion and antiskyrmion are [15, 17]

$$\begin{cases} v_{d,x} = \frac{-j\alpha\mathcal{D}\mathcal{B}_{xx}}{(\alpha\mathcal{D})^2+Q^2} \\ v_{d,y} = \frac{jQ\mathcal{B}_{xx}}{(\alpha\mathcal{D})^2+Q^2} \end{cases} \quad (2.29)$$

It has been demonstrated in [20] that the driving efficiency of the CPP configuration is much higher with respect to the efficiency of the CIP configuration: applying the same current density, the skyrmion velocity obtained with the CPP geometry is higher than the velocity obtained with the CIP geometry.

The drift velocity  $\mathbf{v}_d$  for both geometries includes not only a component  $v_{d,x}$  parallel to the direction of the driving current, but also a transverse component  $v_{d,y}$  perpendicular to it that drives the skyrmion towards the track edges. The term inside the Thiele equation that gives rise to this component is the Magnus force  $\mathbf{G} \times \mathbf{v}_d$ . Since  $\mathbf{G} = (0,0,4\pi Q)$ , the reason why the skyrmion is subjected to this force is that it carries a topological charge different from 0.

With both configurations, increasing the current density also the skyrmion velocity will increase. However, there is a limit current density above which the repulsive forces from the edges of the nanotrack, due to the tilting of the magnetization induced by the DMI [15, 16] and taken into account with the term  $\nabla \mathbf{V}(\mathbf{r})$ , are not strong enough to balance the Magnus force, so that the skyrmion collides with the edges and gets annihilated due to the breaking of the topological protection.

The Magnus force behaves like the Lorentz force for electrical charges and gives rise to a phenomenon very similar to the traditional Hall effect, even if here the skyrmion does not carry any electrical charge but only a topological charge. This is why this effect is called skyrmion Hall effect.

Like discussed in [18] and in [15], reversing the sign of the magnetization and thus the sign of the topological charge, turning it from  $Q = +1$  to  $Q = -1$ , the topological Magnus force  $\mathbf{G} \times \mathbf{v}_d$  is reversed, since  $\mathbf{G} = (0, 0, 4\pi Q)$  is strictly related to the skyrmion number. As a consequence, reversing the sign of the topological charge, the skyrmions become antiskyrmions and will be accumulated at the opposite edge of the sample, in strict analogy to what happened with the Hall effect for electrical charges. Of course, when the Magnus force deviates the trajectory of an antiskyrmion, the resulting effect is called antiskyrmion Hall effect.

This can be proven also looking at the expression of  $v_{d,y}$  for both geometries:

$$v_{d,y} = \begin{cases} \left( \mathcal{D}G \frac{\alpha - \beta}{G^2 + (\alpha \mathcal{D})^2} \right) v_{s,x} & \text{for CIP} \\ \frac{jQ\mathcal{B}_{xx}}{(\alpha \mathcal{D})^2 + Q^2} & \text{for CPP} \end{cases} \quad (2.30)$$

The  $v_{d,y}$  component for the CIP case is directly proportional to  $G = 4\pi Q$ : reversing the sign of the topological charge also the velocity component will be reversed. The component for the CPP case is proportional directly to  $Q$  and thus behaves in the same way. So, applying the same current density, both skyrmions and antiskyrmions propagate in the  $x$ -direction with the same speed, while they exhibit equal and opposite transverse velocities.

The (anti)skyrmion Hall angle is defined as the angle between the direction of the applied current and the direction of the resulting motion of the texture, and its expression is

$$\Phi_{sk} = \arctan \left( \frac{v_y}{v_x} \right) \quad (2.31)$$

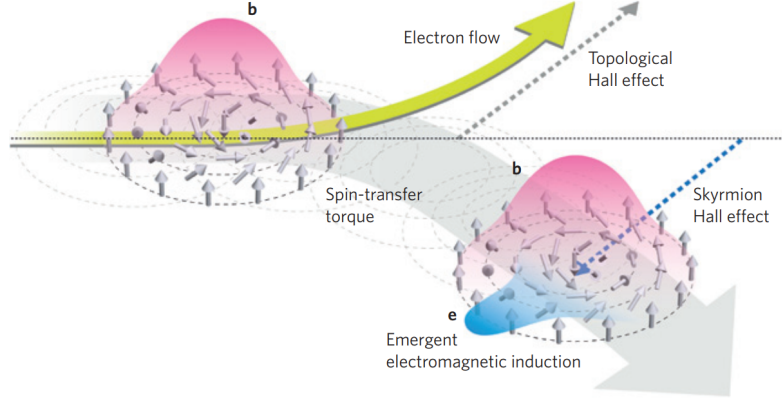


Figure 2.14. Schematic representation of the topological Hall effect and of the skyrmion Hall effect. Electrons are deflected by the Lorentz force due to the emergent magnetic field of the skyrmion, and this results into the topological Hall effect. The velocity of the skyrmion has a transverse component due to the Magnus force in the Thiele equation, and this is the skyrmion Hall effect. Due to the time variation of the emergent magnetic field carried by the skyrmion, is present also an emergent electric field, that is, emergent electromagnetic induction. Figure extracted from [31].

Focusing on the CPP geometry, both the skyrmion and the antiskyrmion Hall angle [15, 18] are equal to

$$\Phi_{sk} = \arctan\left(-\frac{Q}{\alpha\mathcal{D}}\right) \quad (2.32)$$

This equality can be easily found by substituting equation 2.29 inside the definition of the (anti)skyrmion Hall angle.

Due to some differences inside the symmetry of the spin texture constituting the antiskyrmions, the antiskyrmion Hall angle, differently from the skyrmion Hall angle, is dependent on the angle  $\theta$  that the applied current density has with the  $x$ -direction, so that its complete expression actually is

$$\Phi_{ask} = \arctan\left(-\frac{Q}{\alpha\mathcal{D}}\right) - 2\theta \quad (2.33)$$

It has been proven in [15] that if the current is injected along the direction  $\theta = \frac{1}{2}\arctan(-\frac{Q}{\alpha\mathcal{D}})$ , so that  $\Phi_{ask} = 0$ , the antiskyrmion Hall effect is cancelled and the texture moves exactly along the current direction, without any transverse motion. Since the maximum speed at which both skyrmions and antiskyrmions can move inside a nanotrack without being annihilated is limited by the competition between



the (anti)skyrmion Hall effect and the edge repulsion, enabling a motion with zero antiskyrmion Hall angle can largely increase the maximum velocity of antiskyrmions, allowing a higher throughput for the devices potentially based on them.

#### 2.1.3.4. Mitigation of the skyrmion Hall effect

Since the skyrmion Hall effect may lead to the annihilation of the particle and so of the information it carries, it is a well known issue in the design of skyrmionic devices. Looking at the expression of  $v_{d,y}$  in 2.27, it can be noticed that if  $\alpha = \beta$  the transverse velocity component is cancelled and the skyrmion Hall effect disappears. However, these two parameters depend on material properties, and it's clear that is impossible to rely on this equality from a design point of view; of course, thanks to the repulsion from the edges of the nanotrack, the skyrmion is able to travel along the nanotrack even if  $\beta$  is not too different from  $\alpha$ , but in this case the current density must remain below a certain threshold so that the Magnus force doesn't overcome the repulsive forces from the boundaries, and this of course limits the maximum throughput of the device. So, it's clear why some other solutions to the skyrmion Hall effect must be found, and these solutions must be able to work both with the CIP and with the CPP geometry (even if the CPP configuration has a higher driving efficiency with respect to CIP).

In [10] two methods have been proposed for engineering a potential well, needed for confining the skyrmion in the centre of the nanotrack and preventing its annihilation. The first method proposed tunes the magnetic anisotropy along the width of the nanotrack, reducing the value of the PMA in the centre with respect to the edges. This will form a path of lower resistance all along the nanotrack, since there the magnetization will be allowed to flip more easily due to a lower value of the effective field. Of course, however, there is still a certain value of velocity above which the repulsion from the edges won't be enough and the skyrmion can be destroyed. The patterning of the PMA can be performed by ion irradiation, combined together with high-resolution lithography. Of course this must be done during the fabrication step and is a static control, without any possibility of change during the lifetime of the device.

The second method proposed is to add more ferromagnetic material at the edges of the nanotrack. Doing so the demagnetization field is increased at the inner edges

of the modified nanotrack and decreased at its centre: so there is again a magnetic potential well which forces the skyrmion to move at the centre of the track. The threshold velocity above which annihilation happens in this case is even higher than the one that can be obtained through PMA patterning.

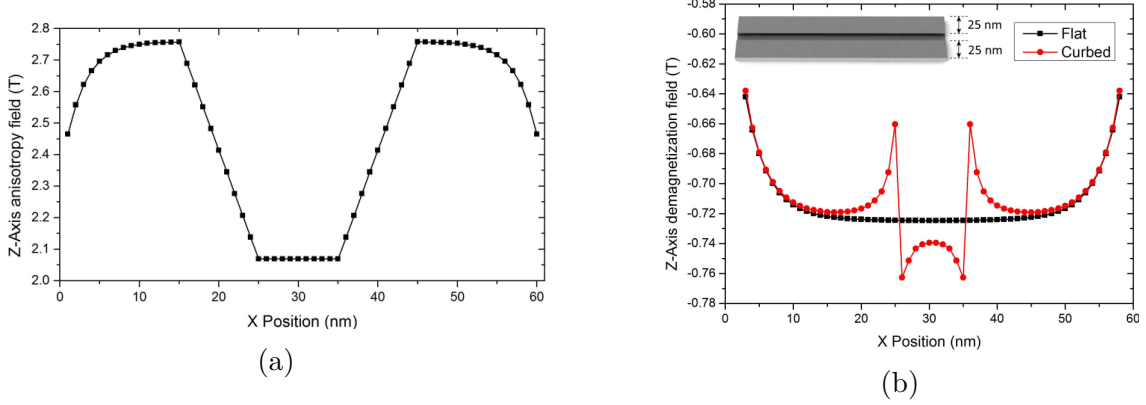


Figure 2.15. (a)  $z$ -axis anisotropy field along the width of the nanotrack after patterning of the PMA constant:  $K_u$  has a lower value at the centre of the nanotrack. (b)  $z$ -axis demagnetization field for the traditional nanotrack (black curve) and for the modified nanotrack shown in the inset (red curve). Figures extracted from [10].

A completely different possibility is presented in [41]. The structure of the device described in this article is reported in figure 2.16: a FM layer with positive background magnetization is separated from a bottom FM layer with opposite background magnetization by an insulating spacer. Below the bottom FM layer, a HM substrate allows the flow of a current in the  $x$ -direction and is able to generate a spin-polarized current vertically directed with spin direction along  $+y$ . The peculiarity of this structure is to have an antiferromagnetic (AFM) exchange coupling between the top and the bottom FM layers. The Hamiltonian for this kind of interaction is

$$H_{inter} = -A_{inter} \sum_i \mathbf{m}_i^T \cdot \mathbf{m}_i^B \quad (2.34)$$

where T stands for top, B stands for bottom and  $A_{inter}$ , the interlayer AFM exchange stiffness, is negative. As a result, if the magnetic moments of the top layer point in one direction, the moments of the bottom layer will point exactly in the opposite direction, in order to minimize the total energy of the system, equal to  $H_{total} =$

$$H_T + H_B + H_{inter}.$$

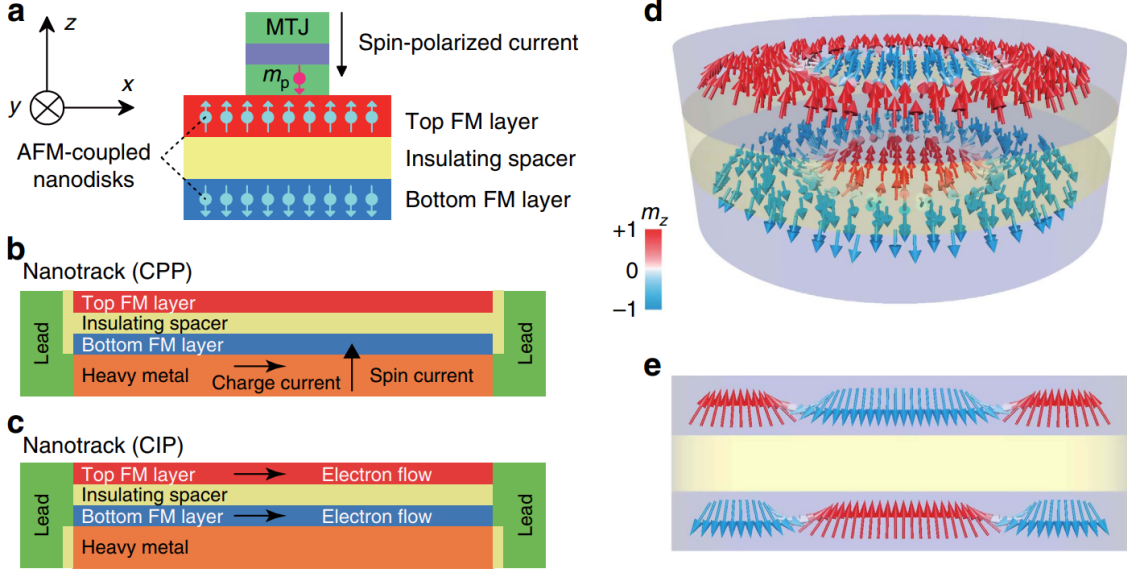


Figure 2.16. Schematic of the AFM exchange coupled bilayer system. (a) MTJ write-head needed for the nucleation of a single skyrmion in the top FM layer. (b-c) Bilayer nanotracks where the CPP geometry (b) or the CIP geometry (c) is exploited for the skyrmion motion. (d) Illustration of the bilayer-skyrmion. (e) Side view of the bilayer skyrmion along the diameter section. Figure extracted from [41].

In this structure it is possible to nucleate a skyrmion by injecting a current inside the MTJ shown in figure 2.16 (the nucleation of a skyrmion by allowing a current flow through a MTJ is explained in section 2.1.5); the resulting spin-polarized current is not able to reach the bottom FM layer, so if the AFM exchange coupling is not strong enough only a single skyrmion will be nucleated in the top layer. If instead the coupling between the two layers is strong, the nucleation of a skyrmion in the top FM layer will induce the nucleation of a skyrmion with opposite topological charge (since the spin directions are opposite, as detailed by equation 2.7) also in the bottom FM layer. These two skyrmions (magnetic bilayer skyrmion) are bounded and move together along the track. If the current is injected according to the CIP geometry, the texture of both skyrmions will be subjected to the torque from the conduction electrons. If instead is adopted the CPP geometry, only the bottom skyrmion will be subjected to the torque of the spin-polarized current coming from the SHE: the top skyrmion will move only due to the AFM exchange coupling.

The key point is that the two textures have opposite topological charge: for this reason, the  $\mathbf{G} \times \mathbf{v}^{(d)}$  term (Magnus force) that appears in the Thiele equation of both CIP and CPP geometry is cancelled. Like mentioned in section 2.1.3.3, in fact,  $\mathbf{G} = (0, 0, 4\pi Q)$  depends on the topological charge, and if the sign of the topological charge is reversed also the Magnus force will change its sign. Thanks to the bound connecting the skyrmions inside the two layers, the total Magnus force on the system of the bilayer skyrmion is exactly zero. In this way is possible to obtain the movement along a straight line without any skyrmion Hall effect: this allows to obtain a system in which the velocity of the information carriers can reach even  $1000 \text{ ms}^{-1}$ . Moreover, in the article is demonstrated that the bilayer skyrmion maintains the same (low) depinning current density of a single skyrmion, and that the CPP geometry is again the most efficient configuration, like it happened in the case of single skyrmions.

In the same article is proposed also a second method to nucleate a bilayer skyrmion, exploiting the result presented in [43]: it is enough in fact first to nucleate an AFM-coupled DW pair, to move it along a narrow track and then, through a narrow-wide junction geometry, to convert it into a bilayer skyrmion, similarly to what has been discussed in section 2.1.1.7.

## 2.1.4. Nucleation

The nucleation of skyrmions can be obtained in many different ways: by means of an electrical current, of magnetic fields, or even with local heating using laser irradiation; again, from an application point of view the nucleation through the injection of an electrical current is the most promising mechanism.

### 2.1.4.1. STT

In [33] has been studied the nucleation of a single skyrmion in a thin magnetic film by injecting a out-of-plane spin-polarized current perpendicularly to the film plane. By changing the simulation parameters it has been studied also the dependence of the threshold current density on the Gilbert damping, on the magnitude of the DMI and on the PMA coefficient.

### 2.1.4.2. Notch

Another mechanism for the nucleation of skyrmions has been proposed in [16]. Here a notch inside the ferromagnetic material is exposed to a magnetic field and to a flowing current. Even if the magnetic field considered in the article is directed along  $+z$ , the spin direction along the edges of the sample is in-plane due to the DM interaction. When injecting an electric current, the STT and the DMI together make the spins first swell out around the corner, then twist and point down at the core of the new skyrmion, which after some fluctuations in the radius size will detach from the corner and move in the sample due to the STT from the current. The authors have studied the dependence on the sign of the magnetic field, on the sign of the current density and on the shape and dimension of the notch. It has been proved that the essential feature is the spin pattern along the edge of the sample, together with the direction of the injected current: a current with opposite sign is not able to generate a skyrmion, due to the unique direction that the spin movement has in the Larmor precession. If the in-plane component of the spin is guaranteed and if the current has the correct direction (given the sign of the applied magnetic field), then even a notch with round shape would allow the nucleation.

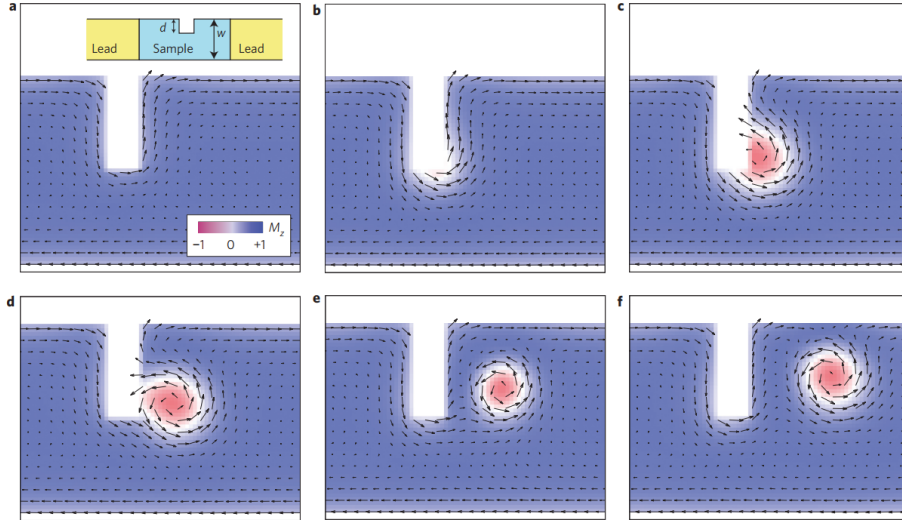


Figure 2.17. Simulation snapshots showing the nucleation of a skyrmion around a rectangular notch. Blue(red) represents the  $+z(-z)$  component of the magnetization. Figure extracted from [16].

### 2.1.5. Detection

The detection of skyrmions can be accomplished mainly through either the topological Hall effect or the magnetoresistance effect; only the latter method, however, can be easily performed in a fully electrical way, and so is the easiest to be implemented in an electronic device [20].

In [36] the electrical detection of a single skyrmion based on the tunnel magnetoresistance (TMR) effect at room temperature has been detailed. The structure of the proposed read-head is made by a HM layer, above which is deposited an ultra-thin ferromagnetic layer, in order to achieve a strong i-DMI (interfacial DMI). This ferromagnetic layer will host the skyrmion and is at the same time the free layer of a MTJ; it has an elliptical cross section with the major axis oriented along the  $y$ -direction. The pinned layer of the MTJ has a fixed out-of-plane easy axis of the magnetization and is a nano-contact with 50 nm of diameter, since the average value of the skyrmion diameter, with the parameters chosen for the simulation, is around 40 nm. First of all, the skyrmion nucleation is achieved, like proposed in [33], by injecting a current pulse through the MTJ.

#### Spin-polarized current

The current passing through the ferromagnetic layer with fixed magnetization becomes spin-polarized. Like explained by [29], in fact, the density of states (DOS) of a ferromagnetic metal is different from the DOS of a normal metal: like shown in figure 2.18a, in this case the DOS is different for the two spin states, so that the spin-up band at the Fermi level is mostly filled, while there are many empty states available in the spin-down band. So, the conduction electrons injected in the ferromagnet will encounter a different resistivity, according to their spin: the spin-down electrons have more states to scatter into, and as a result they see a higher resistivity ( $\rho_{\downarrow}$ ) compared to the one ( $\rho_{\uparrow}$ ) seen by the spin up electrons. So, overall, this leads to the spin-polarization of the current injected, where the degree of spin-polarization is given by

$$P = \frac{\rho_{\downarrow} - \rho_{\uparrow}}{\rho_{\downarrow} + \rho_{\uparrow}} \quad (2.35)$$

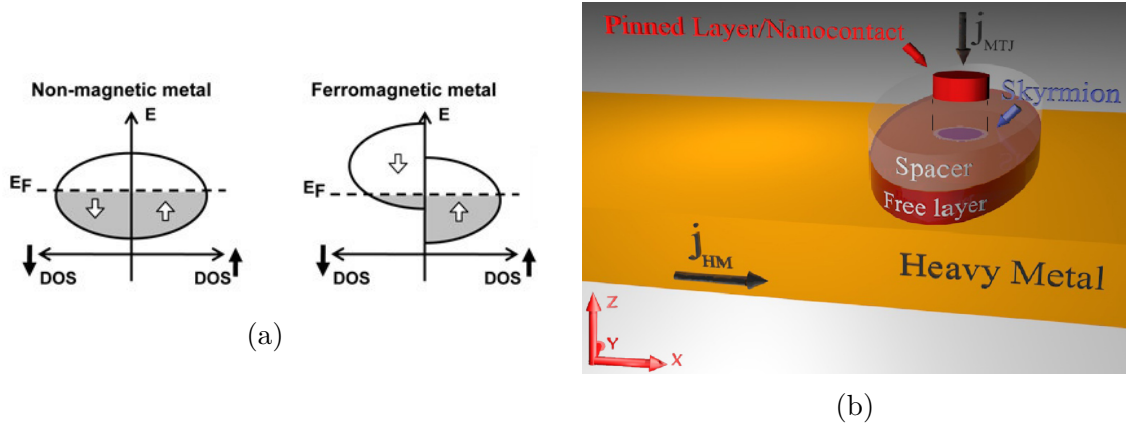


Figure 2.18. (a) DOS of a metal and of a ferromagnetic material. The misalignment of the spin-up and of the spin-down band in the energy diagram determines a higher number of states available in the spin-down band. Adapted from [2]. (b) Structure of the detection-head proposed in [36]. The MTJ structure is exploited both for the detection and for the nucleation, while a current flowing in the HM layer controls the motion of the skyrmion in the free layer via SHE. Figure extracted from [36].

Once the skyrmion is nucleated, the main problem to solve is its thermal drift below the detection head. This thermal drift induces shape deformations, apart from the so called breathing (expansions and compressions of the spin texture), and most of all makes the skyrmion follow a Brownian motion, which forces it to stay most of the time away from the detection head: that's why it cannot be detected by means of just a current flowing through the read-head. The motion of the skyrmion must instead become controlled, and must force it to pass periodically below the detection area. To do so, an electrical microwave current is made flow in the HM layer in the  $x$ -direction: in this way, thanks to the SHE, the skyrmion is forced to move along the  $y$ -axis of the free layer. The consequence of this periodic passage is a periodic variation of the out-of-plane component of the magnetization: then, due to the tunnel magnetoresistance effect, the resistance that a current density  $J_{MTJ}$  across the MTJ encounters will change periodically, and this allows the detection of the skyrmion.

### 2.1.6. Skyrmion size

Like observed in [38], a bit of confusion can be found in literature about the topic of the skyrmion size, and many different and non-equivalent expressions have been



used up to now. Skyrmions are made of an inner core, an outer domain and a wall separating them; so, when dealing with the skyrmion size, first of all is necessary to distinguish between the contour of the region where  $m_z = 0$ , whose radius is called skyrmion size  $R$ , and the wall width  $w$  surrounding the core. These two quantities are visually defined in figure 2.19.

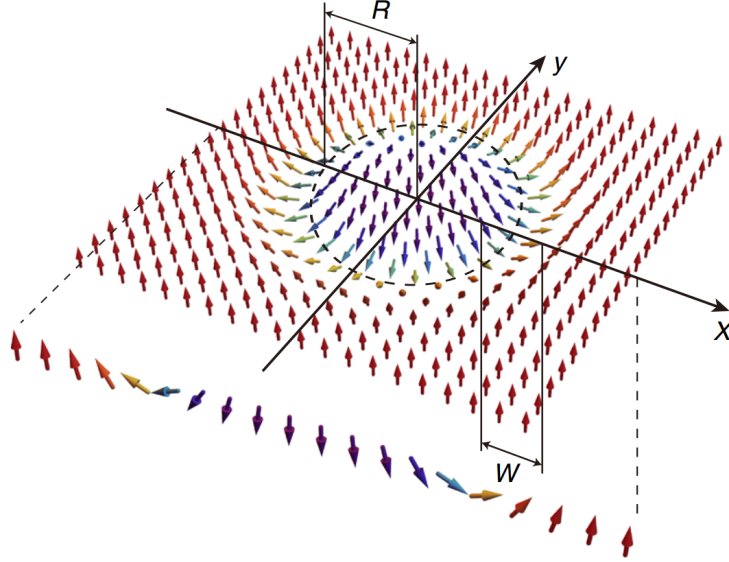


Figure 2.19. Schematic of a Néel skyrmion showing the visual definition of the skyrmion size  $R$  and of the wall width  $w$ . Figure extracted from [38].

The authors of this article focus on Néel skyrmions stabilized by i-DMI in a ultra-thin ferromagnetic film; they confirm that the same results apply also to Bloch skyrmions stabilized by bulk DMI. However, the basic assumption is that the thickness of the film is much smaller than both  $R$  and  $w$ , so that the demagnetizing field can be neglected. If the thickness of the film increases, the model they present and all the 2D theories behind it are no longer applicable.

The energy terms taken into account are the exchange energy, the DMI energy, the anisotropy energy and the Zeeman energy, where  $A$  is the exchange constant,  $D$  is the DMI coefficient,  $K$  is the perpendicular easy-axis anisotropy and  $B$  the perpendicular magnetic field. In the article it is first found the general and exact expression of the total energy  $E$  including these terms. The skyrmion radius and the wall width are those values that minimize the energy of the system: so, their dependence on  $A$ ,  $D$ ,  $K$  and  $B$  is found by minimizing the total energy with respect



to  $R$  and  $w$  separately. This is the main innovation that this article brings on the topic: usually the domain wall width was either considered constant or dependent on the value of  $R$ . Doing so, instead, the simulation points are quite perfectly interpolated by the curve obtained by minimizing the exact expression of  $E$  with respect to  $R$  and  $w$  and by varying the values of  $A$ ,  $K$ ,  $D$  and  $B$  that appear in it. In figure 2.20 are shown the four plots, where the symbols represent the simulation data and the solid lines are the results obtained theoretically from the exact expression of the energy.

However, doing so is not possible to get the complete expression of  $R$  and  $w$ , expression which would be useful to have a clear idea about their dependence on the four parameters. For this reason, in the same article the expression of the energy was approximated under the assumption  $R \gg w$ , and minimizing it again with respect to  $R$  and  $w$  the following expressions can be found for  $B = 0$ :

$$R = \pi D \sqrt{\frac{A}{16AK^2 - \pi^2 D^2 K}} \quad (2.36)$$

$$w = \frac{\pi D}{4K} \quad (2.37)$$

If  $B \neq 0$  there is no closed-form solution; however, the approximated dependency of both  $R$  and  $w$  on  $B$  can still be simulated by varying its value in the two minimized expressions. In this way the dashed curves shown in figure 2.20 are obtained.

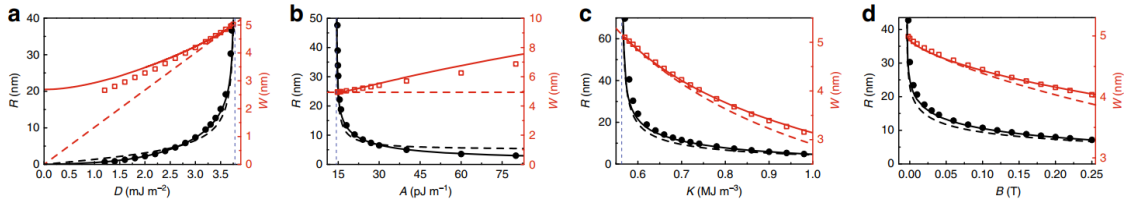


Figure 2.20. Comparison between simulation data (symbols), exact theoretical result (solid curve) and approximated theoretical result (dashed curve) for both the skyrmion size  $R$  and the wall width  $w$ . The limit of the region where the skyrmion is the configuration minimizing the energy of the system is shown by the vertical dashed line. Figure extracted from [38].

From equation 2.36, imposing that  $R$  is a real and finite number, it can be derived that

$$16AK > \pi^2 D^2 \quad (2.38)$$

From this expression is possible to determine the limit value for  $A$ ,  $D$  and  $K$ : these values are reported in the plots like a vertical dashed line, which agrees well with the simulations even if it has been derived from an approximate expression. If these three parameters do not respect the range obtainable from equation 2.38, the stable state is not a skyrmion but stripe domains.

In figure 2.21 is shown the comparison with the results obtained from two different articles. In particular, the one indicated as *Ref. [26]* is [42], whose results are commented in section 2.2.3. From this comparison is possible to realize the validity of the model proposed, and how it should be trusted more than different models proposed in other articles.

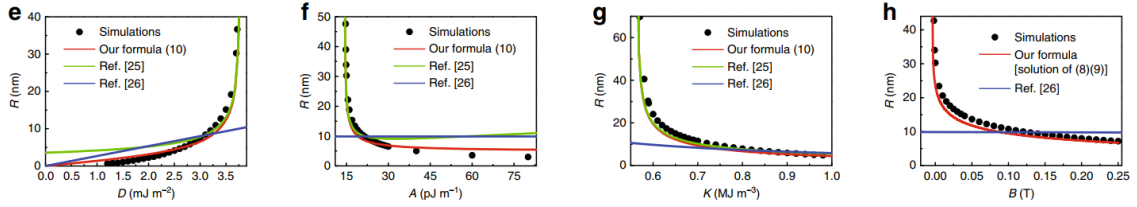


Figure 2.21. Skyrmion size: comparison between simulation data, the results provided by the approximated expression of the energy and the results obtained in two different articles. Figure extracted from [38].

In article [38] the skyrmions are assumed to be isolated inside an infinite medium, so the edge effects are not taken into account. In [6] instead are studied the effects that the repulsive forces from the boundaries of a tapered nanotrack have on the skyrmion size. The nanotrack used in the simulations, shown in figure 2.22, exploits the results of [41]: it is in fact made by two FM layers separated by a spacer, so that the skyrmion Hall effect is cancelled thanks to the AFM exchange coupling between the two layers, like already discussed in section 2.1.3.4. The skyrmion movement is achieved through the SHE.

The results shown in the article are reported in figure 2.23. The variation of the skyrmion size according to the track width is shown in figure 2.23a: while the skyrmion moves along the track, the edges exert a repulsive force on its texture, shrinking it. In particular, at the end of the nanotrack, where the width is of 30 nm, the skyrmion diameter is 10 nm. It's difficult to obtain such a small size directly with the nucleation of a skyrmion via STT: that's why a tapered nanotrack could become useful in increasing the packaging density of information in a skyrmionic

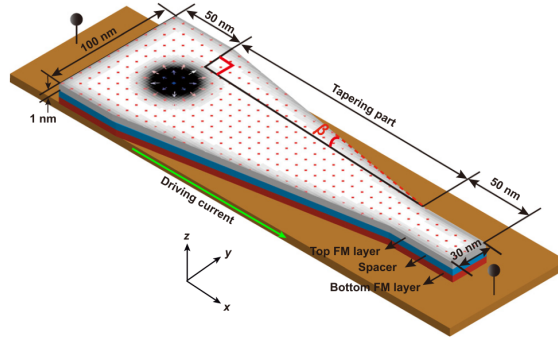


Figure 2.22. Tapered nanotrack used in [6]: two FM layers are AFM exchange-coupled, so that the skyrmion Hall effect is suppressed. The skyrmion is moved by a current flowing in the HM layer via SHE. The varying width of the nanotrack exerts a compression on the skyrmion texture. The slope is defined by  $k = \tan(\beta)$ . Figure extracted from [6].

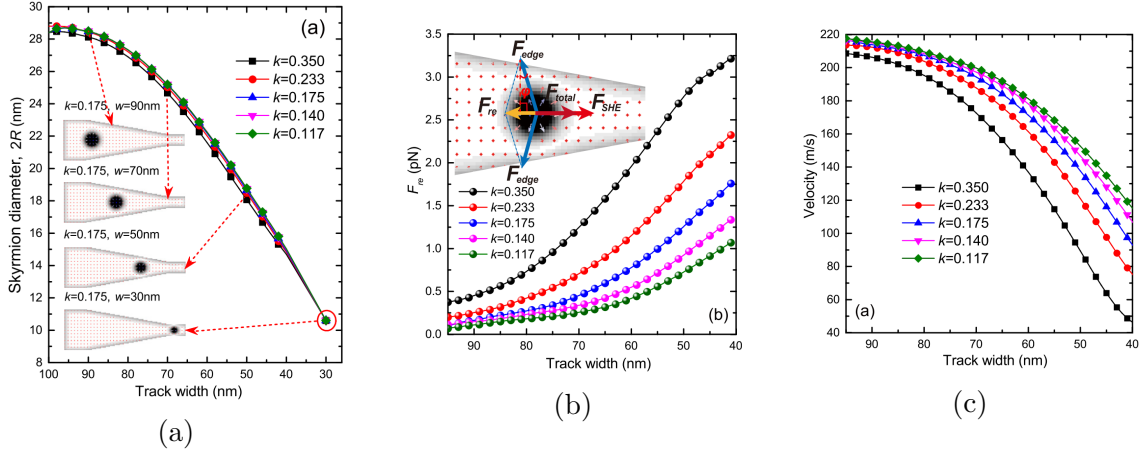


Figure 2.23. (a) Dependence of the diameter of the skyrmion on the width of the nanotrack. The dependence on the slope  $k$  of the nanotrack is very weak. (b) The resultant of the repulsive forces from the edges increases when the skyrmion radius decreases; increasing the slope of the nanotrack the force component that opposes to the skyrmion's motion increases. The inset shows the force components competing in the motion. (c) The velocity of the skyrmion decreases when the track width decreases; increasing the slope of the nanotrack the velocity decreases as well. Figures extracted from [6].

memory.

The authors observe also that the repulsive force exerted by the non-parallel edges makes the velocity decrease with the track width (figure 2.23c). The summary of the forces competing in the system is shown in the inset of figure 2.23b: each edge exerts a force  $\mathbf{F}_{edge}$  on the texture, and the sum of these two forces is  $\mathbf{F}_{re}$ , opposite

in sign with respect to the force  $\mathbf{F}_{SHE}$  responsible of the motion of the skyrmion. Like shown in figure 2.23b,  $\mathbf{F}_{re}$  increases while the width of the track decreases, and opposing to  $\mathbf{F}_{SHE}$  it makes the resulting skyrmion velocity decrease.

The result concerning the skyrmion size shown in figure 2.23a is confirmed also by the simulation results presented in [10], where the width of the considered nanotrack spans between 28 nm and 10 nm.

## 2.2. Applications

Like already mentioned in the introduction to this thesis, skyrmions present many advantages with respect to domain walls: they need a lower depinning current density and they are smaller, so overall they allow either to consume less power while maintaining the same throughput, or to increase the throughput while maintaining the same power consumption.

It is a fact that a lot of research has already been done on DW racetrack memories: however, thanks to the result shown in [43], is now possible to reversibly convert DW pairs into skyrmions and vice versa. This allows to exploit all the work already done on the optimization of racetrack memories, together with all the advantages presented by skyrmions. Not only: as it will be shown in this section, different designs for skyrmionic logic gates have been proposed. This allows even to realize some logic in memory: the information could be stored in the form of DW pairs, which can then be elaborated by skyrmionic gates after a conversion, and the result of the elaboration can be stored again like DW pair somewhere else.

Of course, as soon as the basic logic gates are available, it is then possible to build more complex computing architectures: this topic will be discussed in chapter 4.

### 2.2.1. Logic gates using the DW pair-skyrmion reversible conversion

In the first part of [40] is studied the variation of the topological numbers of skyrmionic structures according to the physical parameters of the material used for the wide part of a nanojunction, exploiting the reversible conversion from DW pair

to skyrmion proposed in [43]. This topic has been detailed in section 2.1.1.7. In the second part of [40] the DW pair-skyrmion conversion is exploited for designing the basic logic gates. Here a skyrmion signifies a logic 1, while its absence represents a 0.

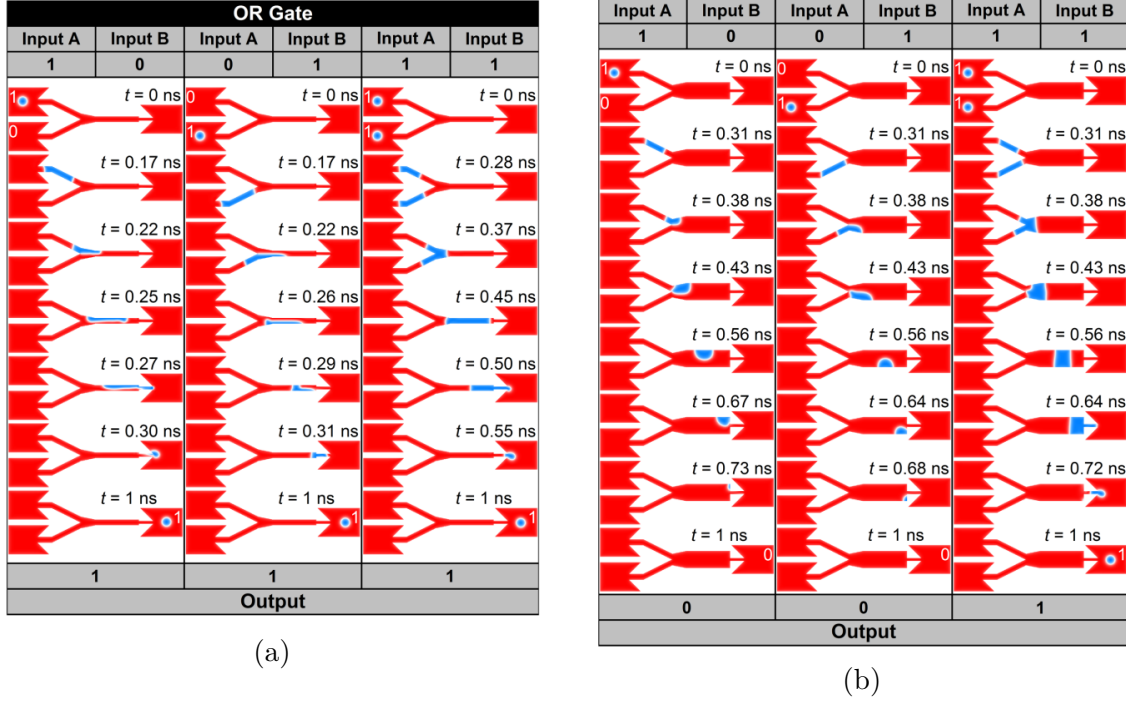


Figure 2.24. (a) *OR* gate: snapshots of micromagnetic simulation at different instants showing the cases  $1 + 0$ ,  $0 + 1$  and  $1 + 1$ . The  $0 + 0$  case is trivial. (b) *AND* gate: snapshots of micromagnetic simulations for the cases  $1 \cdot 0$ ,  $0 \cdot 1$  and  $1 \cdot 1$ . The  $0 \cdot 0$  case is trivial. Figures extracted from [40].

Figure 2.24a shows the structure of the *OR* gate in different simulation points and according to different input combinations. In the  $1 + 0$  and the  $0 + 1$  case, the only skyrmion on the input is converted into a DW pair thanks to the presence of the narrow junction, is propagated along the structure and is converted back into a skyrmion in the wide output region. When two skyrmions are present they are both converted into a DW pair, and when these two structures meet at the central junction of the Y structure they merge into a single DW pair, which is then propagated towards the output and converted back into a single skyrmion like before.

In figure 2.24b is represented the structure of the *AND* gate. It is very similar

to the *OR* gate, with the only difference of a wider bottom half in the Y central junction. In this way, considering the  $1 \cdot 0$  and the  $0 \cdot 1$  cases, when injecting the same current density as before, the current density in the bottom half of the junction will be lower with respect to the case of the *OR* gate, so the DW pair, since it is pushed towards a wider region, is converted not into a skyrmion but into a meron. Since the meron has the peculiarity of remaining attached to the sample edge, when it reaches the output junction it is driven away from the nanotrack: so in both cases the output of the function is 0, as expected. In the  $1 \cdot 1$  case, instead, the two DW pairs are still able to merge into a single DW pair, which is propagated towards the output and converted back into a single skyrmion, correctly providing a 1 on the output.

The cases  $0 + 0$  and  $0 \cdot 0$  are not shown since they are trivial: if we don't provide any skyrmion on the inputs of the gates, the output will be for sure 0.

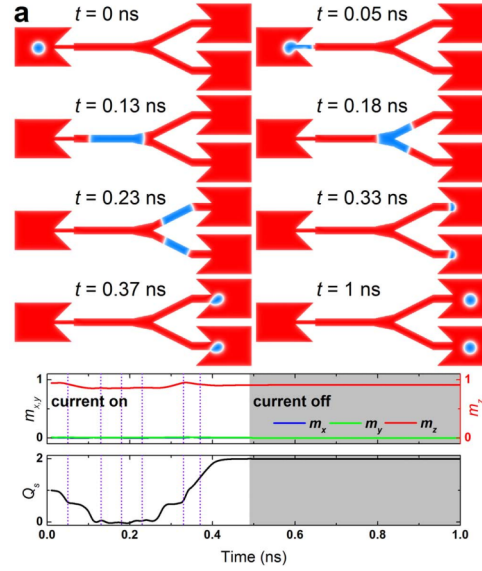


Figure 2.25. Duplication of a skyrmion. The middle panel shows the time evolution of the magnetization components  $m_x$ ,  $m_y$  and  $m_z$ . The bottom panel shows the time evolution of the skyrmion number: from  $Q = 1$  (one skyrmion) it becomes  $Q = 0$  (DW pair) and then  $Q = 2$  (two skyrmions). Figure extracted from [40].

It is worth noticing that, using the same structure of the *OR* gate but exchanging output and inputs, the gate obtained is able to perform the duplication of a single skyrmion, as shown in figure 2.25. Like observed by the authors, the capability of duplicating the information carried by a single skyrmion is very important for any

skyrmionic device.

Even if not specified by the authors of the article, is worth noticing that these gates could in principle be used inside a conservative skyrmionic logic system: the skyrmions on the output of each of these gates could in fact be used in the remaining part of a larger circuit to trigger the computation of other logic functions, like proposed in [5] for a different type of logic gates (see 2.2.2).

### 2.2.2. Logic gates for conservative logic systems

The application proposed in [5] is a different method to realize the basic logic gates. It exploits the results shown in [10], adopting an additional layer of FM material at the edges of the nanotrack to achieve the confinement of the skyrmion, like shown in figure 2.26. Moreover, the system that can be obtained from these gates is defined "conservative", because once the skyrmions have crossed the whole gate, allowing the computation of the logic function, they can be collected at the other end and used to trigger the computation of new functions, without the need of nucleating new skyrmions, which is an energetically expensive operation. Finally, the way in which is taken advantage of the complex physics of skyrmions in realizing the computations deserves an additional mention: here the features that in other skyrmionic devices represent a problem, like the edge-skyrmion repulsion, the skyrmion-skyrmion repulsion, and most of all the skyrmion Hall effect, are not only tolerated, but actually exploited for realizing the computation.

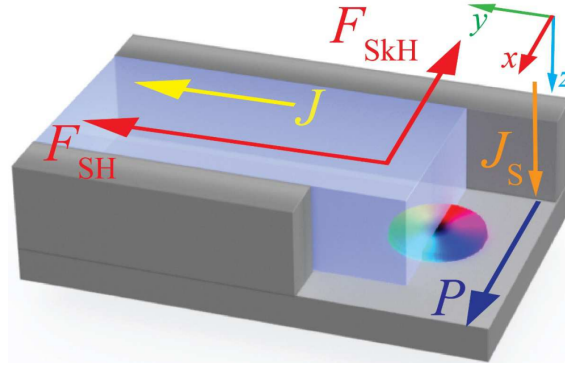


Figure 2.26. Structure of the nanotrack used in [5], made of *Pt* HM (blue) and *Co* FM (gray, with polarization  $P$ ). The current  $J$  injected in the HM is converted via SHE into the spin-polarized current  $J_S$ , producing on the skyrmion (multicolor circle) a force  $F_{SH}$  in the direction of the electrical current ( $+y$ ) and a force  $F_{SkH}$ , due to the skyrmion Hall effect, directed along  $-x$ . Figure extracted from [5].



The structure of the gates proposed is shown in figure 2.27. Also in this case a logic 1 is represented by a skyrmion and a 0 by its absence. The device shown in 2.27a implements the *AND* and the *OR* function at once: remembering that each skyrmion is subjected at the same time to a force component along  $+y$  and to a second force component directed along  $-x$ , is easy to understand the working mechanism behind the gate. When a single skyrmion is present (case  $A = 0, B = 1$  or  $A = 1, B = 0$ ), it moves along its track as long as there is no way to move towards the  $-x$ -direction. If the skyrmion is in the rightmost track and it reaches the central junction, the skyrmion Hall effect will make it move towards left and change its track. This won't happen only if there is already a skyrmion occupying the left track ( $A = 1, B = 1$ ): in this case the skyrmion-skyrmion repulsion prevails and both skyrmions continue on their respective track, correctly providing a logic 1 on both outputs.

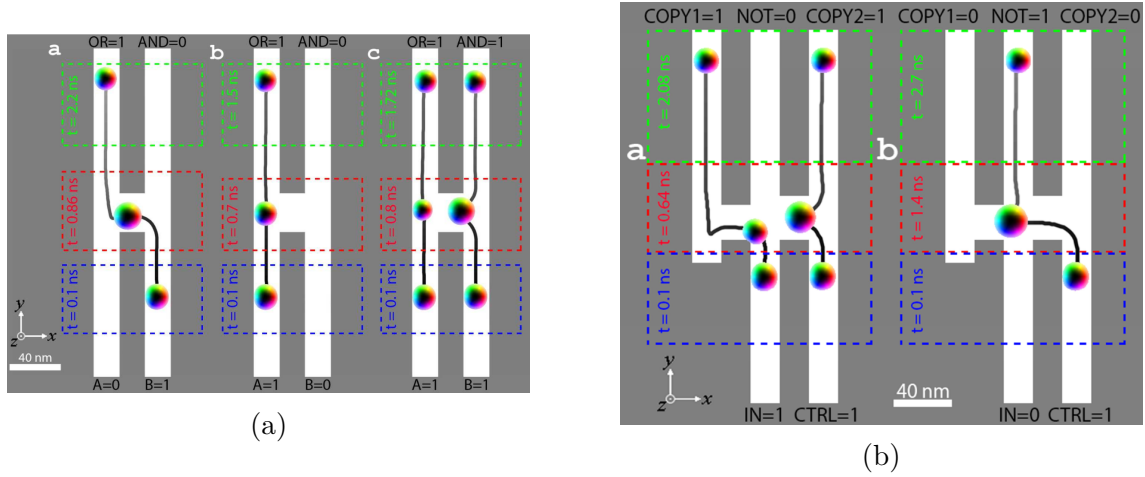


Figure 2.27. (a) *AND/OR* gate: schematic of the behaviour of the gate for the cases  $(A = 0, B = 1)$ ,  $(A = 1, B = 0)$ ,  $(A = 1, B = 1)$ . The  $(A = 0, B = 0)$  case is trivial. (b) *COPY/NOT* gate: schematic of the behaviour of the gate for the cases  $IN = 1$  and  $IN = 0$ . Figures extracted from [5].

In 2.27b is shown the structure of the *INV/COPY* gate. This time, to allow the correct functioning, the *CTRL* input must always be set to 1. Then, if both skyrmions are present, the skyrmion-skyrmion repulsion in the central junction will make the rightmost go towards the *COPY2* output, and together with the skyrmion Hall effect it will make the leftmost reach the *COPY1* output. In this way the value of the input ( $IN = 1$ ) is copied on the two *COPY* outputs, while it is inverted on



the *NOT* output. If a single skyrmion is present, the skyrmion Hall effect will make it go towards the  $-x$  direction, but it is not strong enough to make it reach the *COPY1* track: again, the value of the input is copied on the two *COPY* outputs and inverted on the *NOT* output.

Having the implementation of both the *AND/OR* function and of the *NOT* function, it is in principle possible to realize any boolean logic function. However, here the correct functioning of the device is based on the forces that arise from the interactions of skyrmions inside the same logic gate. It is then of vital importance to synchronize their movement and to control their timing: differently from the traditional electric circuits, in which (at least in lumped circuits) the speed of the signal propagation can be approximated as infinite, here the speed of skyrmions is limited and the time they take in propagating along each track must be carefully considered. That's why in the same article has been proposed also the structure of a signal synchronizer, shown in figure 2.28a. It is realized with a 7 nm wide notch that blocks the passage of the skyrmion, which is around 20 nm wide.

Like discussed in section 2.1.6, a tapered nanotrack has the effect of decreasing the radius of a skyrmion passing through it. However, the repulsion from the edges gives rise to a force component antiparallel with respect to the force  $\mathbf{F}_{SH}$ , which is coming from the SHE and is responsible for the skyrmion motion. The force component  $\mathbf{F}_{SH}$  is directly proportional to the current density applied ([6]): as a result, if the current density is not enough, the skyrmion propagation will be blocked by the notch. The passage of the skyrmion is allowed only when a higher current density is applied: in this way the force component  $\mathbf{F}_{SH}$  becomes able to overcome the repulsion force coming from the edges, the skyrmion diameter is reduced due to edge repulsions, and the information can go through the restriction and continue the propagation along the circuit.

In this way the current needed to allow the data propagation becomes at the same time also the clock needed for synchronizing it: the low logic level of the current will correspond to a value higher than the depinning current, but lower than the value needed for allowing the passage of the skyrmions through the notches present in the circuit; this high value will be applied periodically only for a short period of time, so that the resulting waveform of the current will have a very small duty cycle.

The last structure proposed in the paper is the one of a *FULL ADDER*, shown

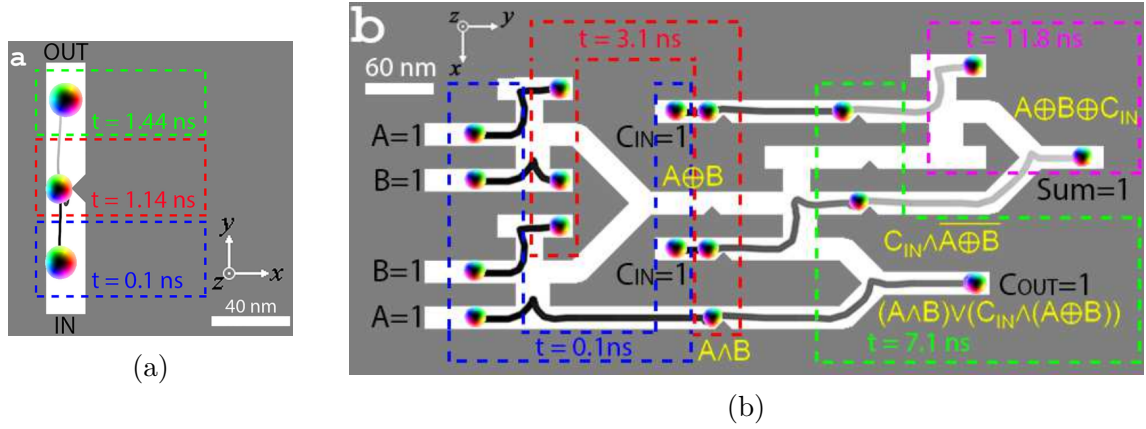


Figure 2.28. (a) Signal synchronizer: the 7 nm wide notch blocks the passage of the skyrmion until a higher current density level is applied. (b) *Full Adder* structure, built using the *INV/COPY* gate, the signal synchronizer and some join tracks. Figures extracted from [5].

in figure 2.28b. For understanding its behaviour is important to notice that the structure of the *INV/COPY* gate is able to perform also different logic computations, if the assumption of having always an input  $CTRL = 1$  is relaxed. It's easy to verify that the same structure corresponds to the truth table 2.2. The names of the inputs and of the outputs of the gate have been redefined, like shown in figure 2.29, for avoiding any confusion about the actual logic function implemented.

Table 2.2. Truth table for the *INV/COPY* gate

A	B	OUT2	OUT1	OUT0
0	0	0	0	0
0	1	0	1	0
1	0	1	0	0
1	1	1	0	1

$$\begin{cases} OUT2 = A \\ OUT1 = \bar{A} \cdot B \\ OUT0 = A \cdot B \end{cases} \quad (2.39)$$


Fig-  
ure 2.29.

The structures proposed in this article will be the starting point first for the micromagnetic analysis (chapter 3), then for the architectural analysis (chapter 4)

that are the topic of this thesis. They will be used in chapters 5 and 6 as well.

### 2.2.3. Skyrmion-based transistors

In [42] it was proposed a skyrmionic device able to behave like a conventional CMOS transistor. Its structure is shown in figure 2.30a.

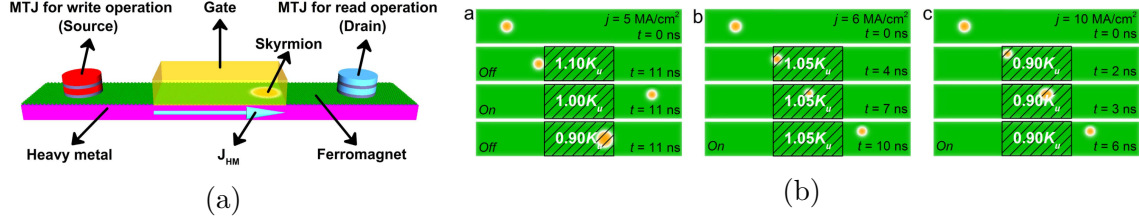


Figure 2.30. (a) Structure of the skyrmionic transistor: two MTJ are used respectively for writing and for reading the skyrmion, whose motion is achieved via SHE. The gating effect is obtained applying a voltage on the gate terminal and tuning the magnetic anisotropy of the gate region of the nanotrack. (b) Snapshots of micromagnetic simulation: if no voltage is applied  $K_{uv} = K_u$  and the transistor is on. If  $K_{uv} > K_u$  the skyrmion encounters a potential barrier and pins at the left of the gate region; if  $K_{uv} < K_u$  it finds a potential well and pins at the right side of the gate area. In both cases, increasing the current density is possible to depin the skyrmion and turn the transistor on. Figures extracted from [42].

In this device, a MTJ is used for nucleating the skyrmion and a second MTJ is used for reading it, just like described in section 2.1.5; the skyrmion is moved from source to drain via the SHE by a  $J_{HM}$  flowing in the bottom HM layer. Finally, the gating is obtained by applying a voltage on the gate terminal: this will induce a variation of the PMA parameter  $K_{uv}$ , according to the relation

$$K_{uv} = K_u + \Delta K_{uv} E \quad (2.40)$$

where  $E$  is the applied electric field.

In the *off* state both the current density and the electric field are applied, while in the *on* state only the electric field is turned off, so that  $K_{uv} = 1.00K_u$ . Like equation 2.40 shows, the electric field increases the value of the PMA; the energy of the skyrmion is

$$E_{sk} = -\frac{D^2 \pi^4}{4K\pi + \frac{16}{\pi}B} + 38.7A \quad (2.41)$$

while its radius, according to this article, is

$$R_{sk} = -\frac{D\pi^2}{2K\pi + \frac{8}{\pi}B} \quad (2.42)$$

where  $K$  is the PMA constant,  $D$  is the DMI magnitude,  $A$  is the exchange constant and  $B$  is the magnetic field. However, like discussed in section 2.1.6, this equation for the radius of the skyrmion has been proven wrong in [38], according to which the correct (approximated) definition of the radius is

$$R_{sk} = \pi D \sqrt{\frac{A}{16AK^2 - \pi^2 D^2 K}} \quad (2.43)$$

where the label of each parameter has remained the same. In this way it is represented the dependence of the radius not only on  $D$  and  $K$  (whereas the dependence on  $B$  is more complex to be represented), but also on the exchange interaction stiffness  $A$ . However, the key point here is that the dependence on the PMA constant has remained similar: if the PMA increases the skyrmion radius decreases, and vice versa, decreasing the PMA the radius increases. According to equation 2.41, increasing the magnetic anisotropy the energy of the skyrmion increases too and vice versa, decreasing the magnetic anisotropy the energy decreases.

As a result, from the snapshot (a) in 2.30b it can be observed that, if the electric field is turned off, the skyrmion is free to go through the voltage-gated region and to reach the drain. If the electric field increases the PMA, it means that the skyrmions finds a potential barrier on the left side of the gated region and stops there. If, in the contrary, the field decreases the PMA, the skyrmion finds at first a potential well and is able to enter the gated region (and its radius there increases, like predicted); then, going out of the potential well it finds a potential barrier, and if the current density is not enough it won't be able to exit the potential well, remaining pinned at the other side of the gated region. However, in both cases there is always a current density threshold above which the skyrmion is able to overcome the barrier and reach the drain. In the article the authors have studied the dependence of this threshold on the PMA value and on the intensity of the DMI. Finally, it has been demonstrated that the same behaviour is verified even if the size of the nanotrack is reduced, and this indicates the good scalability of this skyrmionic transistor, which

could be used as a component of hybrid skyrmionic-electronic devices.

## 3. Micromagnetic analysis

In section 2.2.2 the key principle behind the implementation of some basic skyrmionic logic gates has been described. The results presented in the article, however, were obtained by assuming a uniform distribution of the current density throughout the whole gate: this, of course, is an unrealistic assumption. The aim of this chapter is to verify whether those structures are able to correctly work within a simulation that receives as input a realistic current distribution.

### 3.1. Methods

The results presented in the article [5] were obtained by using the software *mumax*<sup>3</sup>, a GPU-accelerated simulation software that, given a structure and given a subdivision of this structure into cells, solves the LLG equation in each cell providing, among the possible outputs, the time evolution of the magnetization. In writing the code to be simulated is necessary to describe the structure and the initial magnetization state; besides that, to obtain any kind of result is also necessary to add some kind of excitation, either in the form of a magnetic field or of an electric current. It's even possible to provide as input a spin-polarized current, whose direction must be specified by a vector. In this particular case, a spin-polarized electric current directed along  $+z$  and with polarization direction along  $-y$  must be provided: this current can be set uniformly in the whole structure (and this is what was done in [5]), but is also possible to specify different current density values inside the structure by subdividing it in regions; the version of *mumax*<sup>3</sup> that has been used in this thesis supports up to 255 different regions, and each of them can in general be specified not only by a different current density, but also by different material parameters. In this case, however, it is assumed that the material parameters are

uniform in the whole structure and take the values specified in table 3.1. These values have been adopted from [5] and from [10].

Table 3.1. Material parameters used in *mumax*<sup>3</sup> simulations

Symbol	Description	Value
$M_{sat}$	Saturation magnetization	$5.8 \times 10^5$ A/m
$A_{ex}$	Exchange stiffness	$1.5 \times 10^{-11}$ J/m
$\alpha$	Gilbert damping coefficient	0.1
$\xi$	STT non-adiabacity	0.35
$D_{ind}$	DMI constant	$3.0 \times 10^{-3}$ J/m <sup>2</sup>
$Ku_1$	Magneto-crystalline anisotropy constant	$6 \times 10^5$ J/m <sup>3</sup>
$Ku_2$	Magneto-crystalline anisotropy constant	$1.5 \times 10^5$ J/m <sup>3</sup>
$Temp$	Temperature	0 K
$Pol$	Spin polarization	1
$\Lambda$	Slonczewski parameter	1
$\varepsilon'$	Slonczewski secondary STT term	0
$\theta_{SH}$	Spin Hall angle	1

The values of current density needed by *mumax*<sup>3</sup> to initialize the 255 regions in which the gate is divided are provided *COMSOL Multiphysics*. With this simulation software is possible to describe the full structure of the gate, including the platinum tracks, which are not taken into account by *mumax*<sup>3</sup>. So, the gate is described both in terms of structure and in terms of materials. Here the track is made of cobalt and the metal traces of platinum: the resistivity of platinum was set to  $\rho_{Pt} = 9.8 \times 10^{-8} \Omega \text{ m}$  and the resistivity of cobalt to  $\rho_{Co} = 5.6 \times 10^{-8} \Omega \text{ m}$ . Another parameter that needs to be specified is the relative permittivity of both materials: it was set respectively to  $\varepsilon_{Pt} = 0.7347$  and to  $\varepsilon_{Co} = -1.1825$ . The value of all the other parameters was left equal to the default one, since they are not needed in performing these specific simulations.

To induce a current distribution inside the structure, a voltage difference is applied across the gate. The voltage is applied only in correspondence of the platinum tracks; however, since cobalt is conductive, a certain distribution of current density will be found in the cobalt layer as well; this topic will be discussed later more in

detail.

The skyrmion is driven by the spin-current which originates from the charge current injected inside the HM layer: the SHE converts this charge current into a spin current with an efficiency described by the parameter  $\theta_{SH}$ , the spin-Hall angle, presented in section 2.1.3.2. Being an efficiency factor, the spin-Hall angle can be at most equal to 1. In the following simulations, its value is always assumed to be exactly 1, but it can be changed into a lower value with very simple modifications. Since  $\theta_{SH} = 1$ , the values of current density present inside the platinum layer are exactly equal to the values of spin-current density that must be set inside the *mumax*<sup>3</sup> code to initialize the regions constituting the gate structure: so, it is enough to sample the charge-current density present inside the platinum traces and to use those same values inside the *mumax*<sup>3</sup> code, without applying any scaling factor.

In order to sample the current density distribution, the platinum traces have been divided into a grid, whose parameters can be set according to the preferences. In the following simulations, the grid is placed exactly in the middle with respect to the thickness of the platinum layer. The horizontal tracks are then divided into a user-defined number of regions, and the samples of current density are taken in correspondence of the central point inside each region. In figure 3.1a and 3.1b are shown the regions chosen for the simulations of the *INV/COPY* and of the *AND/OR* gate. As already mentioned, up to 255 regions could be exploited, but the simulation time would be prohibitive: a compromise between simulation time and resolution has led to the choice of only 23 regions in the case of the *INV/COPY* gate and of 18 regions in the case of the *AND/OR* gate.

The geometrical parameters describing each structure to be simulated, together with the voltage value to be applied across the gate and the spacing of the sampling grid in the horizontal directions, are all provided to *COMSOL Multiphysics* by a *parameters.txt* file. The values sampled by *COMSOL Multiphysics* are then read and plotted by *MATLAB*, which also blends together into a single file all the files containing the current density values sampled by *COMSOL*; finally, a *C* program reads the file provided by *MATLAB*, along with the parameters file describing the structure of the gate, and writes the *mumax*<sup>3</sup> code accordingly, taking into account also the preferences of the user regarding the type of simulation that must be performed. The *MATLAB* and *C* code used for writing the *mumax*<sup>3</sup> code for each



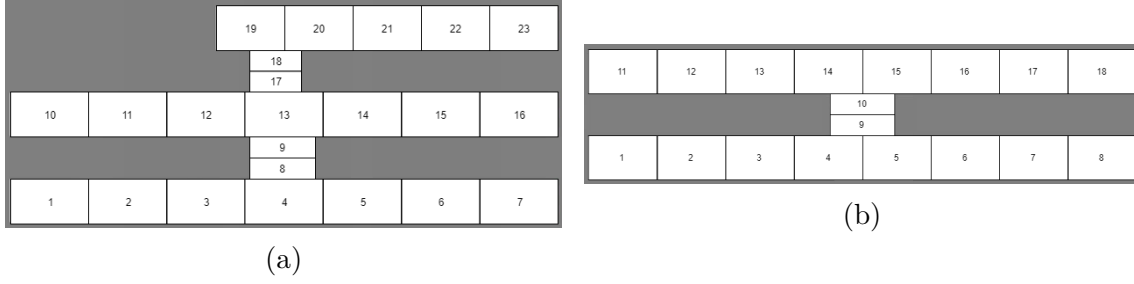


Figure 3.1. Position inside the *INV/COPY* gate (a) and inside the *AND/OR* gate (b) of the regions used for assigning variable current density values in the *mumax*<sup>3</sup> simulations. Each regions is assigned a single current density value, which is sampled by *COMSOL* in the central point of the corresponding region. The number identifying each region is used in the *mumax*<sup>3</sup> code for labelling it and for associating it the correct current density value.

simulation are reported in appendix A, together with the *parameter.txt* files describing the structures that will be detailed in the following sections of this chapter.

## 3.2. *INV/COPY* gate

The first structure that will be considered is the *NOT/COPY* gate: due to its higher complexity, in fact, this gate has a larger number of structural parameters that can be tuned, and so a larger number of degrees of freedom in launching the simulation. This, in turn, permits to obtain many kinds of different results, which will allow a more in depth analysis of the effects that each structural parameter has on the result of the simulation. The topic of the *AND* gate will be covered only when these effects will become very clear.

### 3.2.1. Uniform current density

The first attempt made has been to deduct the approximative dimensions for the structure of the gate from the figures provided in [5]. Measuring the width and length of each track and comparing them with the length scale of 40 nm provided in the article, the dimensions reported in table 3.2 were obtained. Those parameters are all used for describing the structure of the gate inside the *mumax*<sup>3</sup> model. From now on, this structure will be referred to as *NOT\_Structure 1*.

*Track length* is the length of the bottom and middle track; concerning the top

Table 3.2. Dimensions for the *NOT* gate - NOT\_Structure 1

Parameter	Value
track length	256 nm
track width	20 nm
bottom junction width	30 nm
top junction width	25 nm
bottom junction height	20 nm
top junction height	20 nm
<i>x</i> -coordinate junctions start	113 nm
<i>x</i> -coordinate top track start	100 nm
offset top junction	0 nm
external boundary width	34 nm
thickness layer	0.4 nm

track, its starting point is located at *x-coordinate top track start* and its length, if needed, must be computed as *track length* – *x-coordinate top track start*. *Track width* controls the width of the three main tracks, while the horizontal and vertical dimensions of the two junctions are controlled respectively by *bottom(top) junction width* and *bottom(top) junction height*. The *x*-coordinate for the left wall of both junctions is given by *x-coordinate junctions start*: in this way, both junctions can be rigidly moved along the whole length of the gate. An additional degree of freedom is given by *offset top junction*: this parameter controls the relative position of the top junction with respect to the bottom junction, and it can be positive, negative or null. So, actually, the *x*-coordinate of the left wall of the top junction is not just *x-coordinate junctions start*, but *x-coordinate junctions start* + *offset top junction*. Finally, a boundary all around each track is needed for confining the skyrmion and avoiding its annihilation due to the skyrmion Hall effect: *external boundary width* controls only the horizontal width of the boundary on the right side of the bottom track and on the left side of the top track, that is, the outermost boundaries; all the other boundaries are chosen so that they fill all the available space left between one track and the other.

Figure 3.2 shows a sketch of the gate where the most important dimensions are

reported.

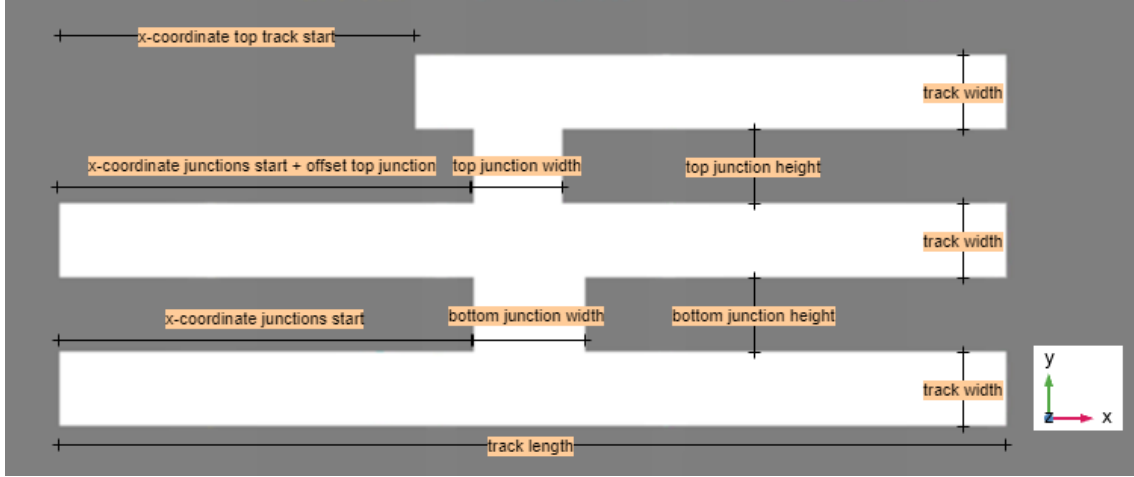


Figure 3.2. Structural parameters of the *INV/COPY* gate.

The thickness used for this first simulation has been of 0.4 nm for both the track and the platinum layer, and so of 0.8 nm for the boundaries (the thickness of the boundaries is equal to the sum of the thickness of the track, plus the thickness of the metal trace below it): this was the thickness value chosen in [5].

The first simulation was performed by imposing a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup> all across the gate, in order to verify its correct functioning in the basic conditions. However, with these simulation parameters, a single skyrmion in the bottom track travels through both junctions and goes out from the top track. So, the behaviour of the gate is wrong. When tested with two skyrmions at once, since the repulsive interaction between the two skyrmions is not enough, the top skyrmion correctly goes out from the top track, while the bottom skyrmion reaches the middle track, tries to go through the top junction, but since its dimension (which has increased while crossing the bottom junction) is too large, it comes back and goes out from the middle track.

In figure 3.3 and 3.4 are shown simulation snapshots taken in some key instants of the skyrmions' movement in the two cases. The shape of the *NOT* gate could be recognized thanks to the tilting of the magnetization vector along the edges of the structure; however, for facilitating the observation of the figures, the position of the internal boundaries of the structure has been highlighted by means of a black line.

The fact that the bottom skyrmion, when alone, is able to reach the top track,

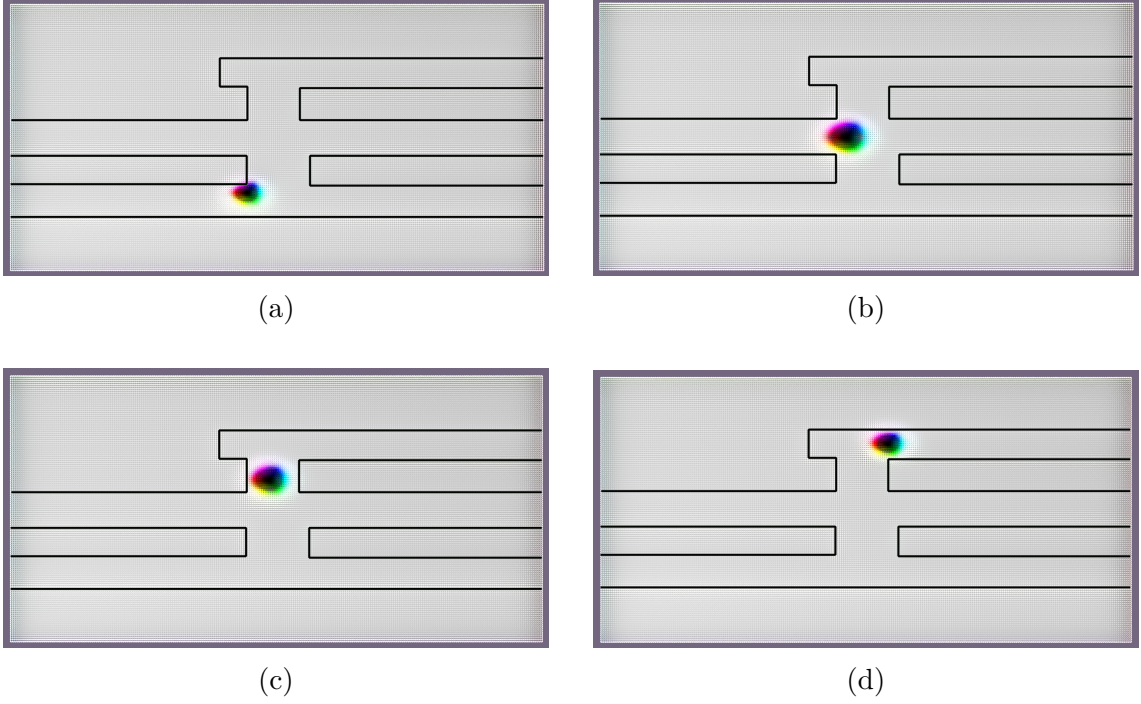


Figure 3.3. *mumax*<sup>3</sup> simulation of *NOT\_Structure 1* with a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup>. A single skyrmion is able to cross both junctions and reach the top output: the behaviour of the gate is wrong.

means that the width of the two junctions should be reduced in order to prevent this from happening; at the same time, some other geometrical parameter should be tuned in order to increase the skyrmion-skyrmion repulsion when two skyrmions at once are present in the gate.

However, the aim of this chapter is to verify the behaviour of the gates with a non-uniform current density. One can easily imagine that, by changing the distribution of the parameter that makes the skyrmion move, also the behaviour of the skyrmion, together with its timing, is likely to change. So, already knowing that the first version of the *NOT* gate has a low probability of correctly working, the same structure has been tested also with a non-uniform current density, in order to evaluate from the start how much the behaviour of the gate can change by switching to a realistic current distribution.

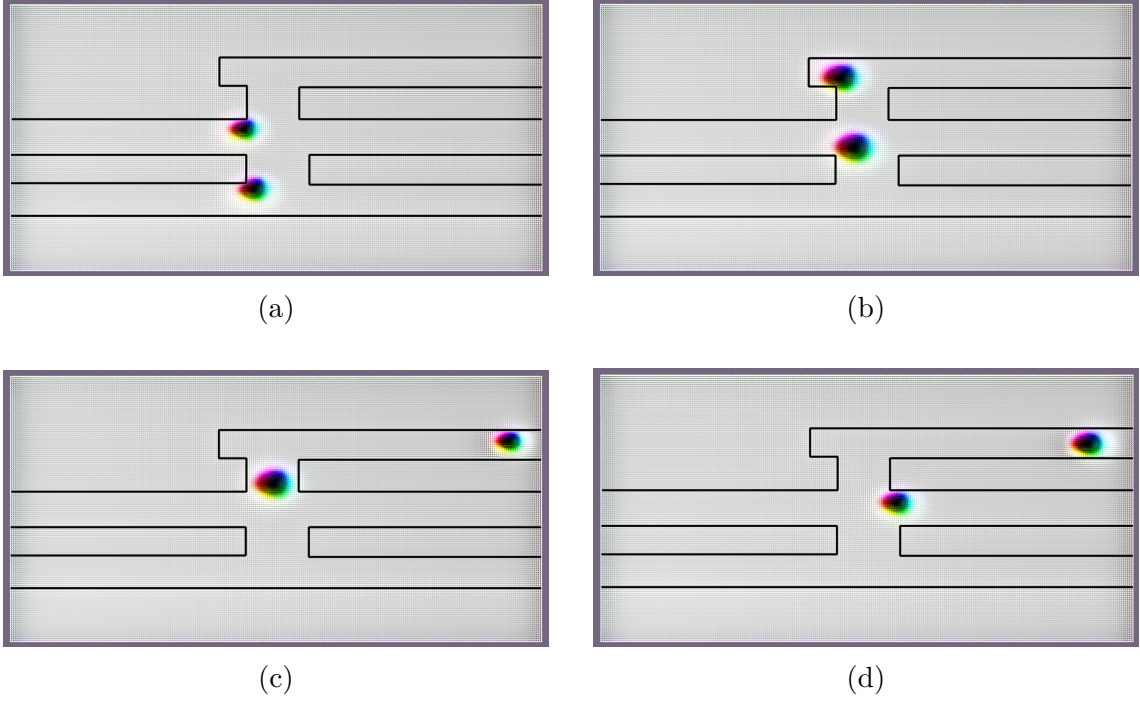


Figure 3.4. *mumax*<sup>3</sup> simulation of *NOT\_Structure 1* with a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup>. The repulsive interaction between the two skyrmions is not enough and the bottom skyrmion is able to enter the middle track: the behaviour of the gate is wrong.

### 3.2.2. Realistic current distribution

The voltage value needed to have a current distribution centred around the  $5 \times 10^{10}$  A/m<sup>2</sup> used in [5] is equal to 1 mV. In figure 3.5 is shown the current distribution inside the gate as reported by *COMSOL Multiphysics*, when viewed from the top (only cobalt is visible) and from the bottom (both the platinum traces and the cobalt boundaries are visible).

By applying 1 mV across *NOT\_Structure 1*, a non-uniform current density distribution is induced inside the platinum traces. However, as mentioned in section 3.1, the resistivity of cobalt is about one half with respect to the resistivity of platinum: this means that the highest values of current density will be concentrated in the cobalt layer, not in the platinum traces, where they would be more useful (the conversion from charge current to spin current due to the SHE can take place only in the platinum layer).

The main problem that figure 3.5 shows, however, is not related to the mean

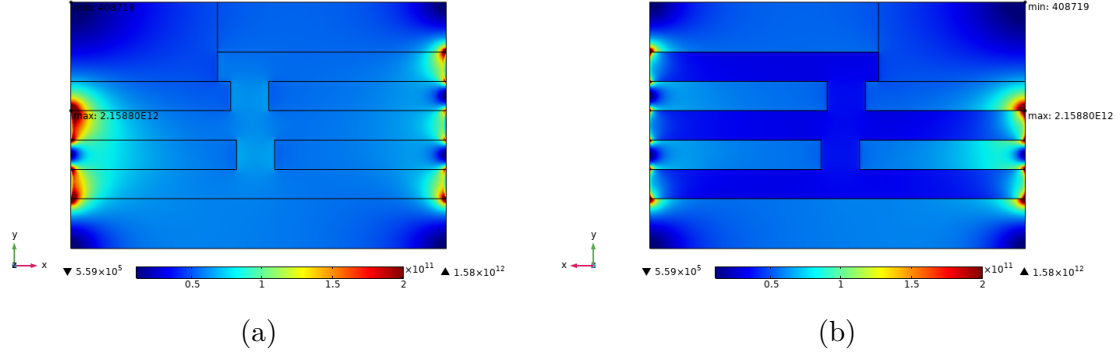


Figure 3.5. Current density distribution estimated by *COMSOL Multiphysics* for *NOT\_Structure 1* with a voltage of 1 mV applied, when looking from top (a) and from bottom (b) of the gate. Due to the higher resistivity of platinum, the mean value of the current distribution there is smaller with respect to what happens inside cobalt, as shown in (b).

value of the current density inside the two materials, but to its peak value. The maximum current density value inside the structure is in fact of  $2.16 \times 10^{12}$  A/m<sup>2</sup>, located at the interface between cobalt and platinum. This value is a big problem from an applicative point of view, since the gate is likely to start melting above a value of  $1 \times 10^{12}$  A/m<sup>2</sup>. Moreover, it would be better to remain under a value approximately equal to  $20 \times 10^{10}$  A/m<sup>2</sup>, to avoid that the skyrmion may be expelled from the track due to a too high Magnus force which, from a certain point on, is no more balanced by the repulsion forces from the track edges.

However, is interesting to notice where the highest values of current density are concentrated. They are all located in the points where the voltage is applied: the current in fact is forced to pass through those small areas (the cross-section of platinum, for *NOT\_Structure 1*, is of  $20 \text{ nm} \times 0.4 \text{ nm}$ ), and only then it is free to expand in all the rest of the structure, including cobalt, according to the different resistivity values; the same applies to the ground contacts, at the other end of the gate.

Verifying the value of the current density samples with the *MATLAB* script becomes evident how these border effects, due only to how the voltage is applied, influence the behaviour of the current all along the platinum traces. As figure 3.6 shows, the sampled values are highly variable along the trace, and assume the highest values precisely at the two ends. So, using this kind of structure, the behaviour of the skyrmion would be highly influenced by the border effects: as a result, the same gate



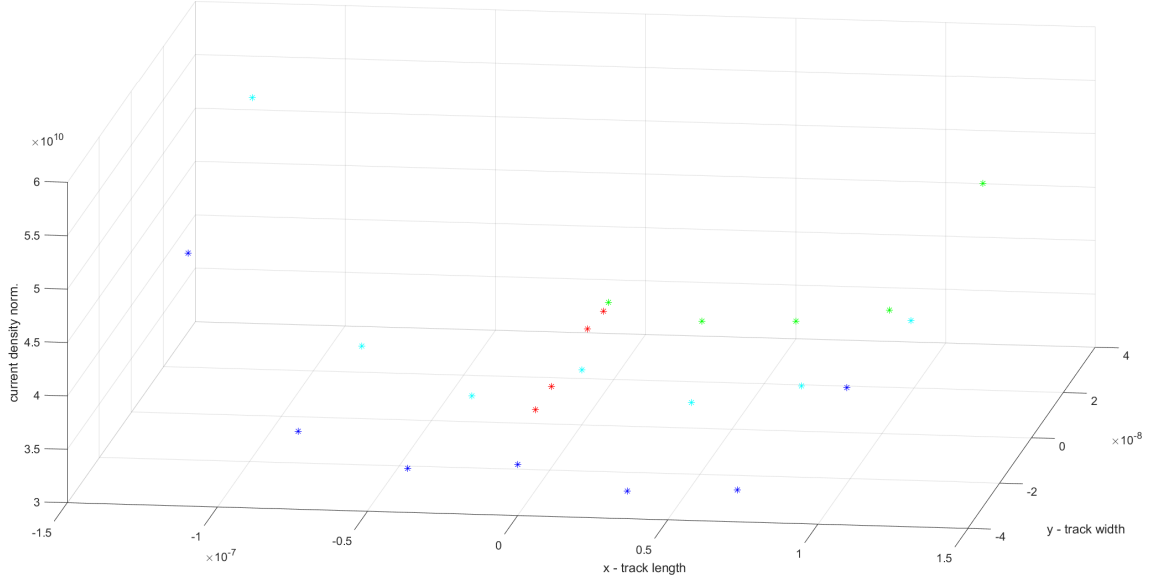


Figure 3.6. *MATLAB* 3D plot of the current density values sampled inside the platinum layer, considering *NOT\_Structure 1* with 1 mV applied. The blue points are extracted from the bottom track, the red points from the two junctions, the cyan points from the middle track and the green points from the top track.

would have a different behaviour when inserted inside a circuit composed of many different gates in cascade, with a voltage difference applied only at the beginning and at the end of the circuit.

A solution to this problem could be the insertion of two regions of proper length at the two extremities of the gate, so as to allow the current to stabilize before reaching the actual gate core and thus avoiding that the border effects may influence the skyrmion motion. The length of these stabilization regions has been chosen equal to 130 nm. The current density distribution in the new structure is reported in figure 3.7: looking at the figure is clear that now the border effects are confined far away from the gate, so the current behaviour along the platinum traces is likely to be much more regular. Not only: separating the contact region from the actual gate structure, it is now possible, in principle, to tune the cross-section of the contacts used for applying the voltage difference in order to reduce the maximum value of the current density. Doing so, the peak value of  $1.5 \times 10^{12} \text{ A/m}^2$  reported in figure 3.7 could be reduced down to  $20 \times 10^{10} \text{ A/m}^2$  or even less, according to the preferences and to the space available in the circuit: in this way any damage to the gate structure would be prevented. So, even if it is well above the safe-operating threshold, the

maximum current density value is not actually a problem, and can be ignored from now on.

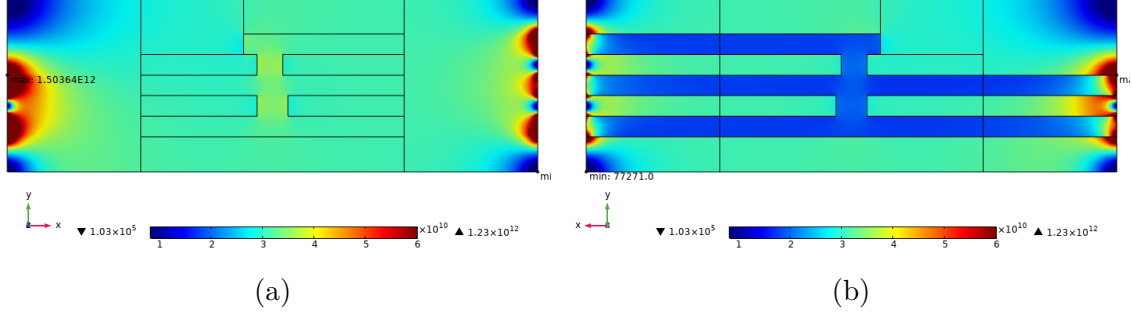


Figure 3.7. Current density distribution estimated by *COMSOL Multiphysics* for *NOT\_Structure 1* with a voltage of 1 mV applied and two stabilization regions 130 nm long (*NOT\_Structure 2*), when looking from top (a) and from bottom (b) of the gate. The stabilization regions on the left and on the right of the gate prevent the border effects from reaching the gate core.

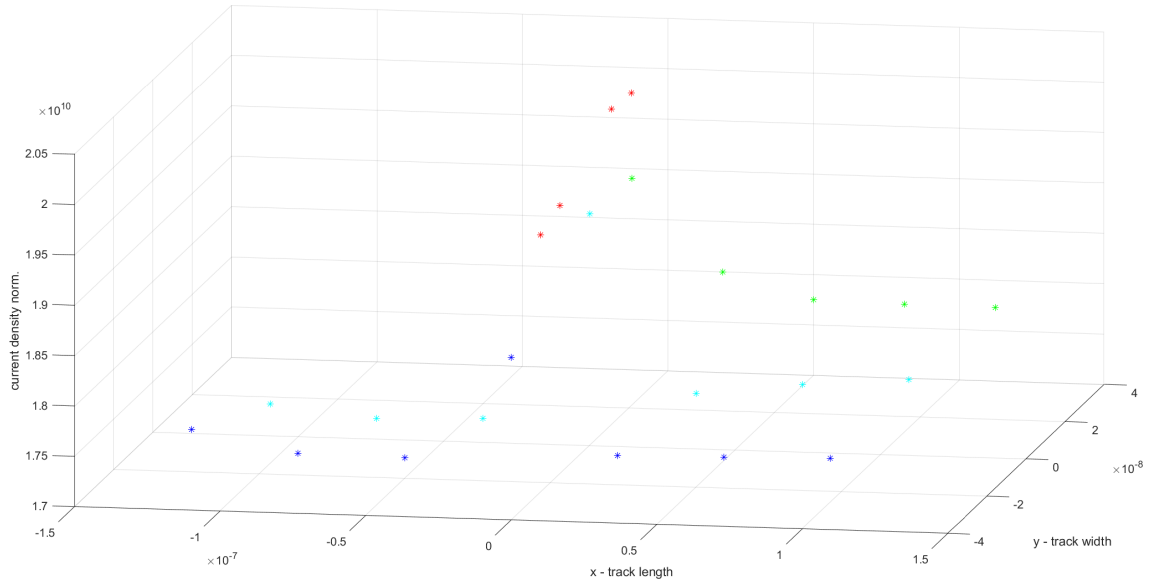


Figure 3.8. *MATLAB* 3D plot of the current density values sampled inside the platinum layer, considering *NOT\_Structure 1* with 1 mV applied and two stabilization regions 130 nm long (*NOT\_Structure 2*). The blue points are extracted from the bottom track, the red points from the two junctions, the cyan points from the middle track and the green points from the top track. The pattern is now much more regular, but the sampled values are too low.

The behaviour of the current density along the  $x$  direction is now much more



regular, as figure 3.8 shows (the sampled values, assuming the reference coordinate to be in the middle of the gate, are still from  $-128\text{ nm}$  to  $128\text{ nm}$ ). However, pushing away the border effects, the values reached inside the traces are now too low. In order to come back to a mean value of  $5 \times 10^{10}\text{ A/m}^2$ , is now necessary to apply  $2.8\text{ mV}$  at the two ends of the gate.

The parameters describing the new gate structure are summed up in table 3.3. This structure will be referred to as *NOT\_Structure 2*: it is exactly equal to *NOT\_Structure 1*, apart from the insertion of the two stabilization regions, whose length is defined by the parameter *size contact*.

Table 3.3. Dimensions for the *NOT* gate - NOT\_Structure 2

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
bottom junction width	30 nm
top junction width	25 nm
bottom junction height	20 nm
top junction height	20 nm
<i>x</i> -coordinate junctions start	113 nm
<i>x</i> -coordinate top track start	100 nm
offset top junction	0 nm
external boundary width	34 nm
thickness layer	0.4 nm

Since the structure of the gate core hasn't changed, when excited with a uniform current density the gate behaves exactly like reported in section 3.2.1, so there is no need to repeat the simulations already discussed.

When excited with a realistic current density, the overall behaviour of the gate doesn't change: a single skyrmion goes out from the top track, and when two skyrmions are present one goes out from the middle track and one from the top track. This means that the current distribution obtained with the elongated structure is sufficiently uniform, so the behaviour of the skyrmion and its timing don't

change significantly. However, this doesn't mean that, when switching from a uniform to a realistic current density, the behaviour always remains the same: exciting *NOT\_Structure 1* with the current distribution shown in figure 3.6, in fact, when a single skyrmion is present, it is the middle output the one that switches to 1, and not the top output as it happened imposing a uniform current density. The current distribution shown in figure 3.6 in fact is far from uniform, to a point that it is enough to substantially change the behaviour of the skyrmion.

### 3.2.3. Final version

As already mentioned, the fact that the bottom skyrmion is able to reach the top track when it is the only particle present inside the gate could mean that the width of the two junctions must be reduced. This modification leads to *NOT\_Structure 3*, whose parameters are summed up in table 3.4.

Table 3.4. Dimensions for the *NOT* gate - *NOT\_Structure 3*

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
bottom junction width	27 nm
top junction width	25 nm
bottom junction height	20 nm
top junction height	20 nm
<i>x</i> -coordinate junctions start	113 nm
<i>x</i> -coordinate top track start	100 nm
offset top junction	0 nm
external boundary width	34 nm
thickness layer	0.8 nm

The parameter *bottom junction width* has been reduced from 30 nm to 27 nm. Also the parameter *thickness layer* has changed: the reason is that the lattice constant of cobalt is equal to  $406.95 \times 10^{-12}$  pm, while that of platinum is of  $392.42 \times 10^{-12}$  pm. A thickness of only 0.4 nm is technologically very difficult to be realized for

both materials, since it implies the deposition of a single atomic layer. Doubling the thickness the technological realization should become a bit easier; this change, moreover, influences also the behaviour of the skyrmion, since it modifies the current distribution inside the gate. The thickness of the layer has apparently an effect also on the size of the skyrmion: in figure 3.9 is reported the comparison between *NOT\_Structure 3* and the same structure, but with *thickness layer* equal to 0.4 nm (*NOT\_Structure 5*: its parameters *.txt* file is reported in appendix A). In both pictures the skyrmion is crossing the bottom junction, so is possible to make a comparison, in the two cases, between its size and the width of the bottom junction, equal to 27 nm in both structures. It is clear that in the case of *thickness layer* = 0.4 nm the skyrmion is smaller: as a result, looking at the remaining part of the simulation, the same skyrmion is able to cross also the top junction and to go out from the top track, making the gate fail the computation.

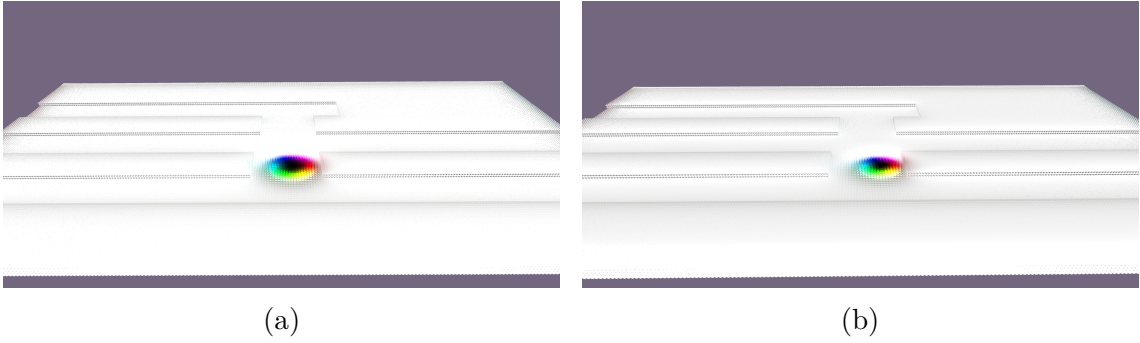


Figure 3.9. Comparison between *NOT\_Structure 3* (a) and the same geometry with *thickness layer* = 0.4 nm (b). In the latter case the skyrmion size is smaller: this allows the skyrmion to enter the top junction and go out from the top output, making the computation fail. So, the thickness of the layer influences the skyrmion's size and the computation results. The gate is viewed from the bottom to better highlight the position of the boundaries.

However, the increase in the skyrmion size obtained by doubling *thickness layer* is not enough, alone, to confine the bottom skyrmion in the bottom track when the gate hosts two skyrmions at once. Simulating *NOT\_Structure 2* with *thickness layer* = 0.8 nm (*NOT\_Structure 6*: again, its parameters *.txt* file is reported in appendix A), the increased size is enough to prevent the bottom skyrmion, when alone, from entering the top 25 nm-wide junction, but as just mentioned the bottom junction is still too wide, so that the repulsive interaction between the two skyrmions is not enough to make the bottom skyrmion change direction: as a result, both the

top and the middle output switch to 1 and the gate fails. This is why both *thickness layer* and *bottom junction width* have been changed when defining *NOT\_Structure 3*.

Figure 3.10 and figure 3.11 report respectively the current distribution inside the structure when viewed from top and from bottom and the values of the samples collected in the platinum layer.

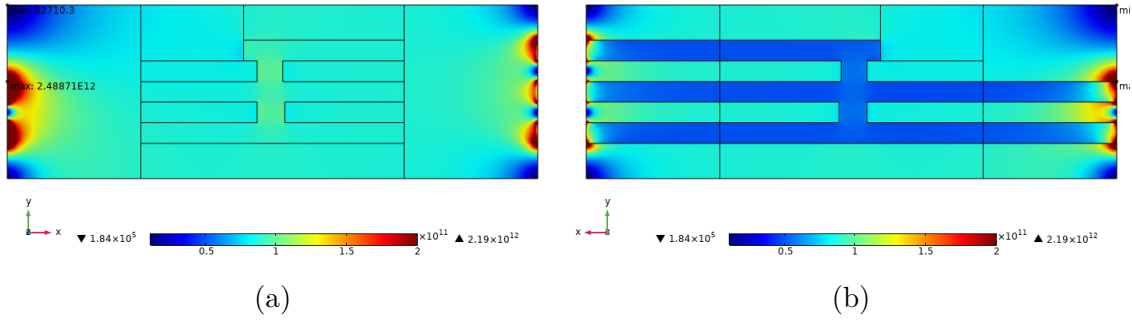


Figure 3.10. Current density distribution estimated by *COMSOL Multiphysics* for *NOT\_Structure 3* with a voltage of 2.8 mV applied, when looking from top (a) and from bottom (b) of the gate.

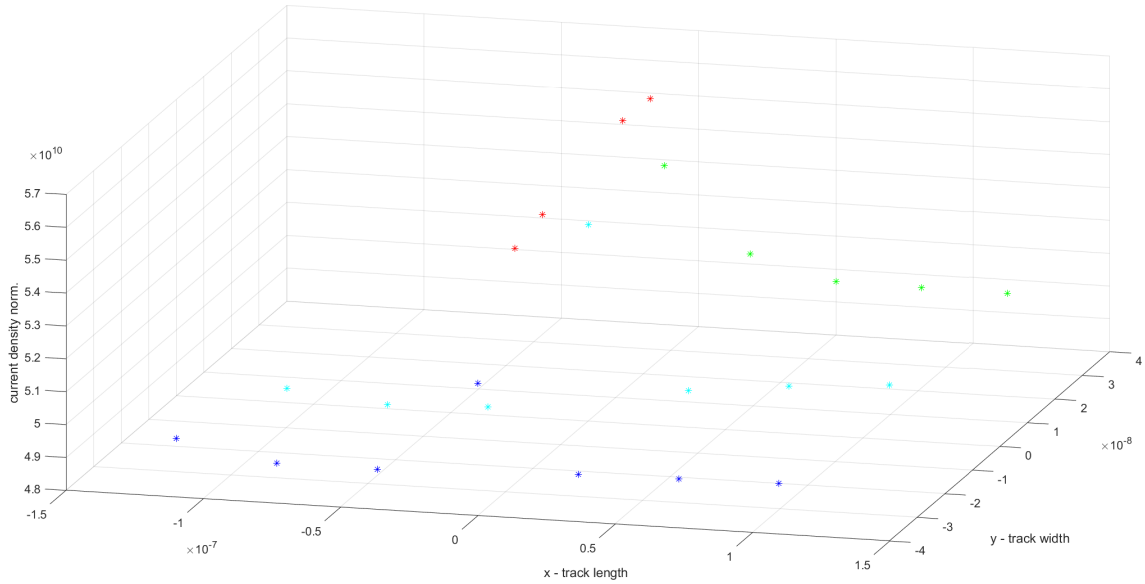


Figure 3.11. *MATLAB* 3D plot of the current density values sampled inside the platinum layer, considering *NOT\_Structure 3* with 2.8 mV applied. The blue points are extracted from the bottom track, the red points from the two junctions, the cyan points from the middle track and the green points from the top track.

This version of the gate is fully working, as demonstrated by the simulation snapshots reported in figure 3.12 and 3.13. When a single skyrmion is present, after crossing the bottom junction and trying to enter the top junction, it comes back and goes out from the middle output. This happens because the increased *thickness layer* has made the skyrmion size increase, thus preventing the skyrmion from entering the top junction.

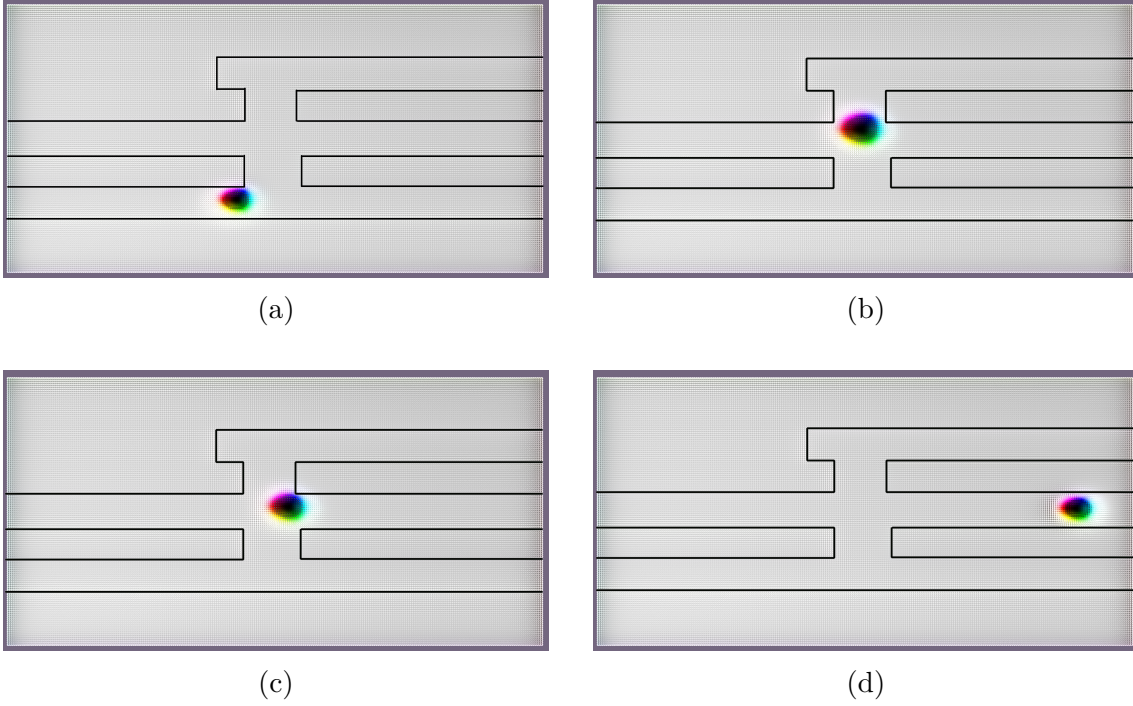


Figure 3.12. *mumax*<sup>3</sup> simulation of *NOT\_Structure 3* with the current density obtained applying 2.8 mV. A single skyrmion crosses the bottom junction and goes out from the middle output: the behaviour of the gate is correct.

When two skyrmions are injected the repulsive interaction, assisted by the reduced *bottom junction width*, is enough to make the bottom skyrmion change direction and go back inside the bottom track, while the top skyrmion can follow its path along the top track. Not only: with these geometrical parameters, the timing of the two skyrmions hasn't a large difference, so the two outputs are almost synchronized with each other, as shown in figure 3.13d. Moreover, in some structures with different geometrical parameters, it might happen that the repulsive interaction between the bottom and the top skyrmion at the bottom junction could make the top skyrmion move backwards a bit, as long as the other skyrmion is nearby. This

phenomena of course slows down the computation. However, this doesn't happen in this particular structure: the movement of the skyrmions is smooth and almost perfectly synchronized. This means that there is no time wasted during the computation, and so the gate could hardly become faster while maintaining the same voltage applied. For all these reasons, this version of the *INV/COPY* gate will be considered the final one.

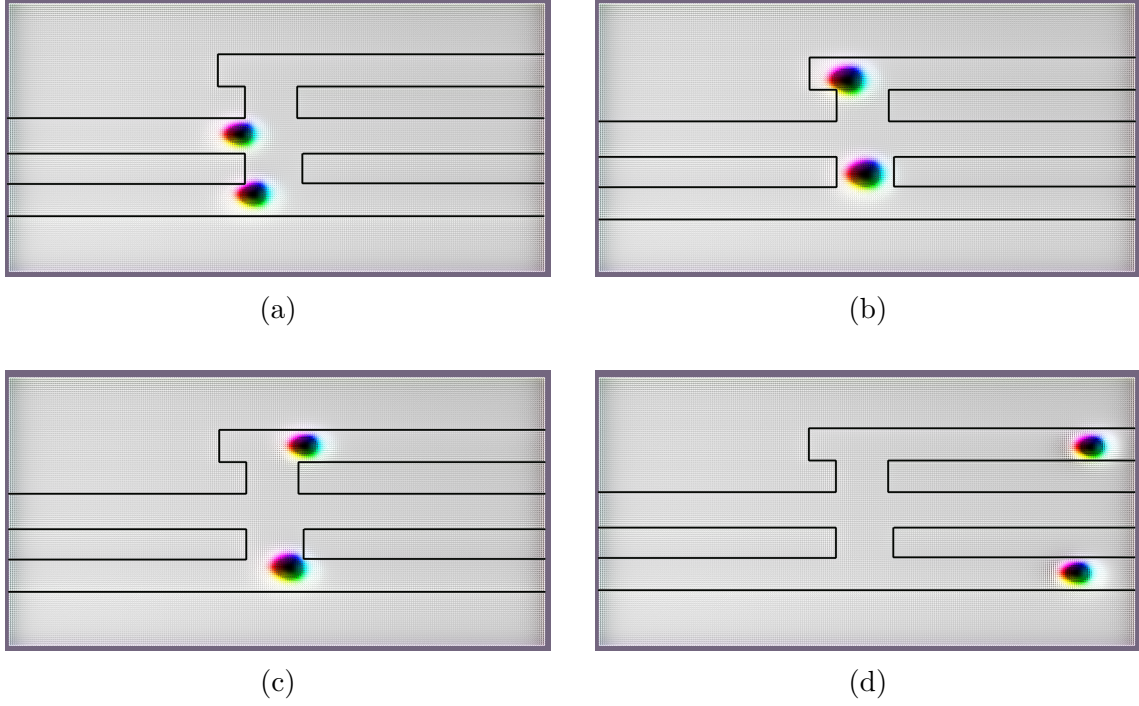


Figure 3.13. *mumax*<sup>3</sup> simulation of *NOT\_Structure 3* with the current density obtained applying 2.8mV. : the behaviour of the gate is correct, so *NOT\_Structure 3* is fully working.

Of course, *NOT\_Structure 3* is not the only geometry able to correctly work. For example, another version could be the one characterized by the parameters reported in table 3.5. However, in this case the timing difference between the two skyrmions becomes much larger: when the top skyrmion arrives at the end of the top track, the bottom skyrmion is still entering the bottom track. Still, the point that should be underlined here is that, once a completely working version has been found, other correct versions can be derived from it by slightly varying one or more parameters at once.

Table 3.5. Dimensions for the *NOT* gate - NOT\_Structure 4

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
bottom junction width	26 nm
top junction width	26 nm
bottom junction height	20 nm
top junction height	20 nm
<i>x</i> -coordinate junctions start	113 nm
<i>x</i> -coordinate top track start	100 nm
offset top junction	−4 nm
external boundary width	34 nm
thickness layer	0.8 nm

### 3.3. *AND/OR* gate

With the experience acquired in tuning the parameters of the *INV/COPY* gate in order to make everything work, finding the proper structure able to implement the *AND/OR* functions becomes really straightforward, also thanks to the reduced number of parameters that must be managed.

The methodology remains the same: first the solution proposed in [5] is tested both with a uniform and with a realistic current density (this time the stabilization regions 130 nm long will be included from the very beginning); the results of the simulations will then be discussed in order to find a correct version with acceptable performances by properly tuning *thickness layer* and some other parameters.

The material parameters used in the *numax*<sup>3</sup> simulations remain the ones reported in table 3.1; also the parameters used in the *COMSOL Multiphysics* simulations didn't change from the ones discussed in section 3.1.



### 3.3.1. Uniform current density

The dimensions deducted from the figures of [5] are reported in table 3.6. The resulting structure will be referred to as *H\_Structure 1*.

Table 3.6. Dimensions for the *AND/OR* gate - *H\_Structure 1*

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
junction width	30 nm
junction height	20 nm
external boundary width	34 nm
thickness layer	0.4 nm

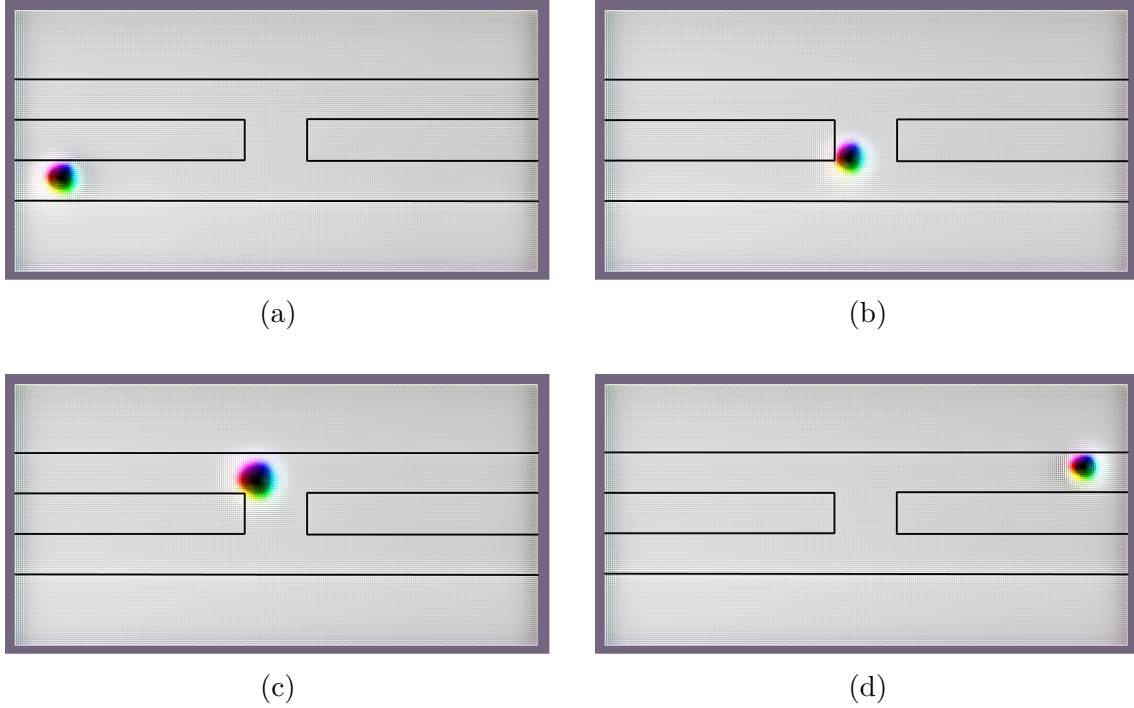


Figure 3.14. *mumax*<sup>3</sup> simulation of *H\_Structure 1* with a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup>. A single skyrmion is able to cross the junction and reach the top output: the behaviour of the gate is correct.



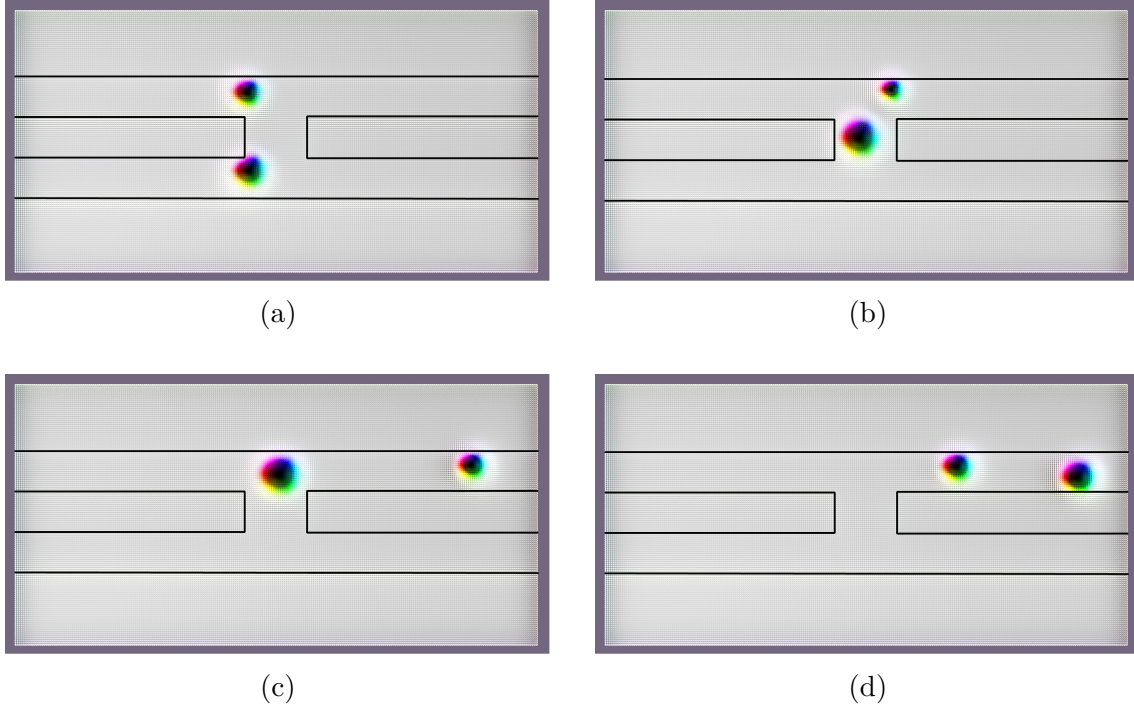


Figure 3.15. *mumax*<sup>3</sup> simulation of *H\_Structure 1* with a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup>. The repulsive interaction between the two skyrmions at the junction is not enough to confine the bottom skyrmion inside the bottom track: the behaviour of the gate is wrong.

Imposing a uniform current density of  $5 \times 10^{10}$  A/m<sup>2</sup> and simulating the behaviour of a single skyrmion in the bottom track, the gate works as expected and the skyrmion exits from the top output. However, with two skyrmions at once the gate fails: when the bottom skyrmion is crossing the junction, the repulsive interaction is enough to make the top skyrmion shrink in size, but it is not strong enough to confine the bottom skyrmion inside the bottom track. As a result, both skyrmions go out from the top output.

Some simulation snapshots of the two conditions are shown in figure 3.14 and in figure 3.15.

### 3.3.2. Realistic current distribution

When imposing a voltage of 2.8 mV across the gate described in table 3.6, the current density distribution obtained is the one shown in figure 3.16. Like it happened with the *INV/COPY* gate, the maximum current density obtained (here equal

to  $2.7 \times 10^{12} \text{ A/m}^2$ ) is well above the critical threshold of  $20 \times 10^{10} \text{ A/m}^2$ ; however, thanks to the possibility of patterning the contacts, which are now separated from the actual gate structure, this peak value is not a problem and it can be ignored.

Also in this case a length of 130 nm for the two stabilization regions is enough for avoiding that the border effects can influence the skyrmion motion. This is confirmed also by the pattern of the sampled current density values provided by the *MATLAB* script: the plot is reported in figure 3.17.

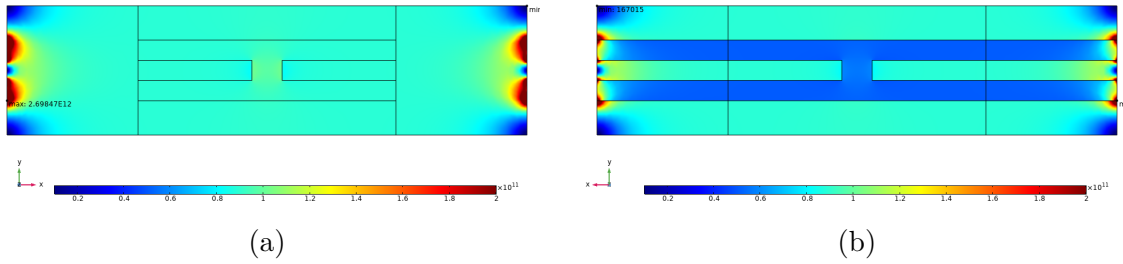


Figure 3.16. Current density distribution estimated by *COMSOL Multiphysics* for *H\_Structure 1* with a voltage of 2.8 mV applied, when looking from top (a) and from bottom (b) of the gate. The border effects are far from the core of the gate.

As it happened for the *INV/COPY* gate, when switching from the uniform current density to a realistic distribution, the overall behaviour of the gate doesn't change: a single skyrmion makes the top output switch to 1, but when two skyrmions are present they both go out from the same track. This is the third and final confirmation: the current density inside the gate is almost uniform, so also the behaviour of the skyrmion doesn't change too much.

### 3.3.3. Final version

As already discussed in section 3.2.3, both the thickness of the layers and the width of the junctions can be used to control the size and so the motion of the skyrmion. In this particular case, the repulsive interaction between the two skyrmions is not strong enough, so it is necessary to make the crossing of the junction a bit more difficult for the bottom skyrmion, in order to assist the repulsive interaction between skyrmions with the repulsive force between the skyrmion and the track boundaries. To do so, is possible either to increase the thickness of the two layers,

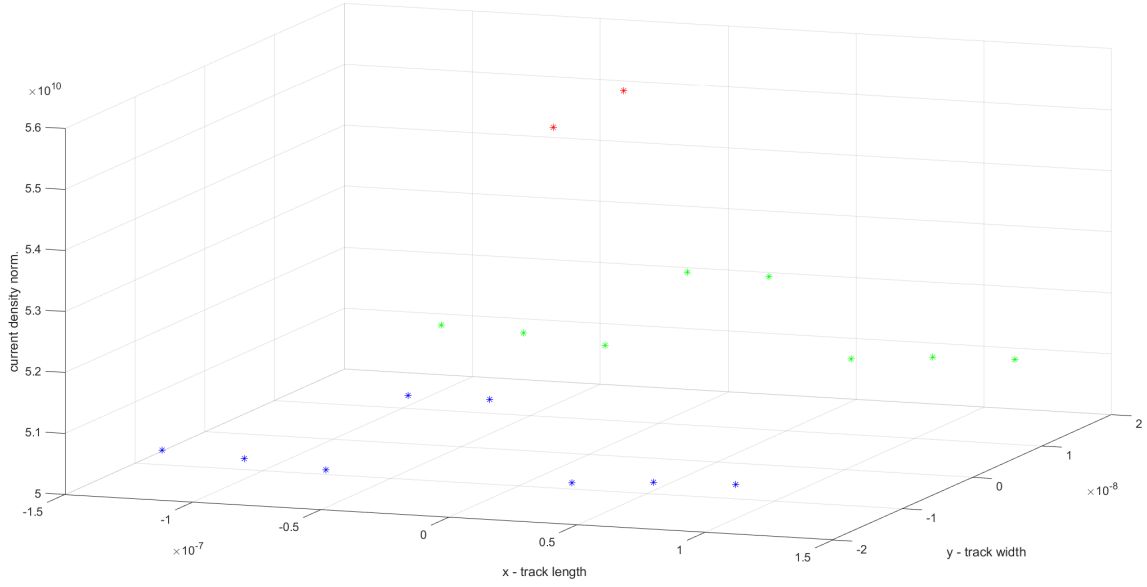


Figure 3.17. *MATLAB* 3D plot of the current density values sampled inside the platinum layer, considering *H\_Structure 1* with 2.8 mV applied. Assuming  $\theta_{SH} = 1$ , these values will be used as they are inside the *mumax<sup>3</sup>* code. The blue values are sampled inside the bottom track, the red values inside the junction and the green values inside the top track. The pattern along the  $x$  direction, especially at the two sides of the track, is quite uniform: this means that the border effects are avoided.

or to reduce the junction width; it could happen, however, that both changes need to be made, as it happened in the case of the *INV/COPY* gate.

Table 3.7. Dimensions for the *AND/OR* gate - *H\_Structure 2*

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
junction width	30 nm
junction height	20 nm
external boundary width	34 nm
thickness layer	0.8 nm

The first attempt made was to double the parameter *thickness layer*, for the reasons explained in section 3.2.3. This leads to the definition of *H\_Structure 2*,

described in table 3.7. The current distribution inside the structure is reported in figure 3.18.

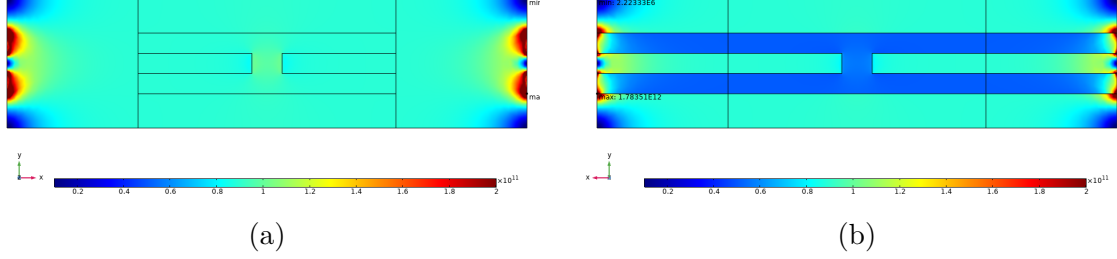


Figure 3.18. Current density distribution estimated by *COMSOL Multiphysics* for *H\_Structure 2* with a voltage of 2.8 mV applied, when looking from top (a) and from bottom (b) of the gate.

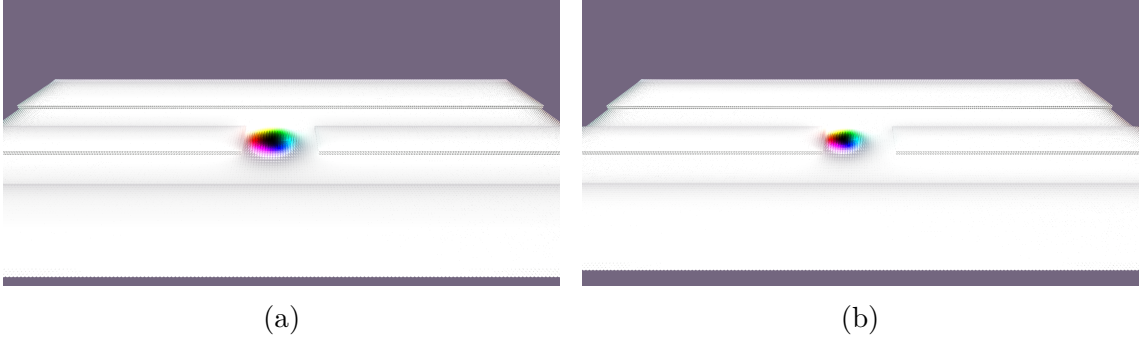


Figure 3.19. Comparison between *H\_Structure 2* (a) and the same geometry with *thickness\_layer* = 0.4 nm (b) (*H\_Structure 1*): in the latter case the skyrmion size is smaller. The gate is viewed from the bottom to better highlight the position of the boundaries.

In figure 3.19 is shown the effect of the increase of *thickness\_layer*: as it happened for the *INV/COPY* gate, when the thickness is doubled also the skyrmion size increases. Figure 3.20 shows that this time this size increase alone is enough to correct the result of the computation: thanks to the increased repulsion from the track boundaries, this time the repulsive interaction between the two skyrmions is enough to confine the bottom skyrmion inside the bottom track. At the same time, the behaviour of the gate with a single skyrmion inside the bottom track doesn't change: the top output still correctly switches to 1, since the bottom skyrmion is still able to cross the junction and reach the top track. So, *H\_Structure 2* is fully working. Also in this case the interaction between the two skyrmions at the junction

is not strong enough to make the top skyrmion move backwards inside the top track as long as the bottom skyrmion is nearby. However, here the synchronization of the two skyrmions is less accurate, and the time difference between the two arrival moments is larger with respect to the one obtained with *NOT\_Structure 3*. Still, this version is fully working and will be considered the final one.

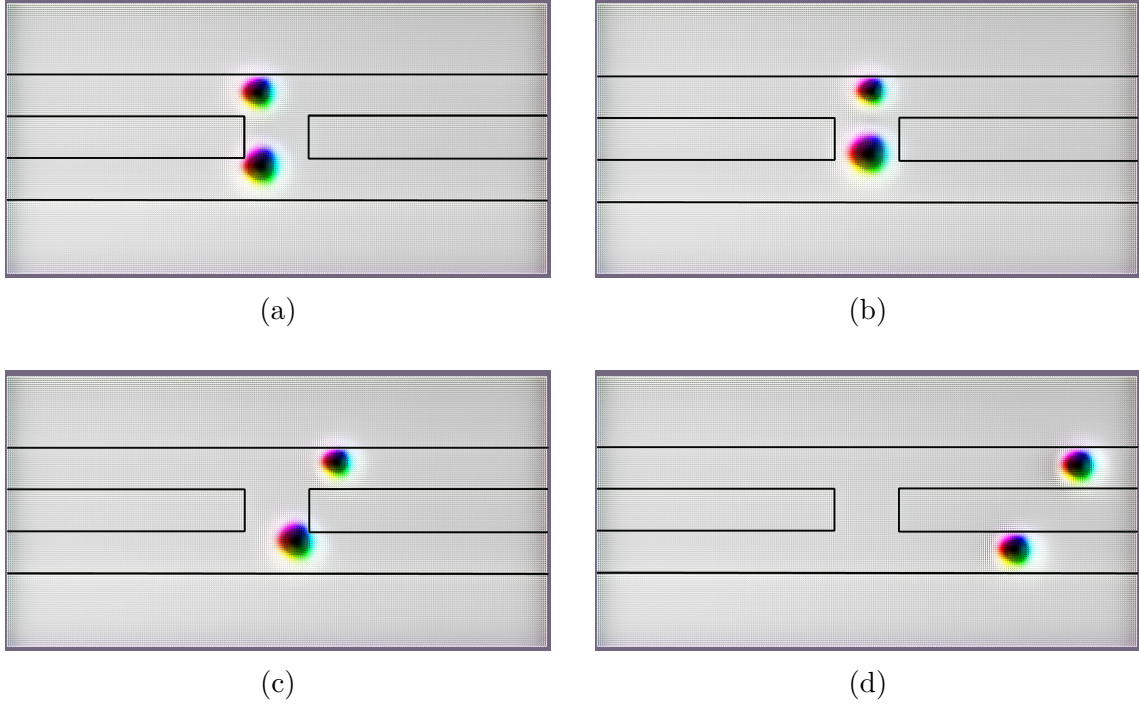


Figure 3.20. *mumax*<sup>3</sup> simulation of *H\_Structure 2* with the current density obtained by applying 2.8 mV. The repulsive interaction between the two skyrmions at the junction is aided by the increased skyrmion-track edges repulsion, so that the bottom skyrmion remains confined inside the bottom track: the behaviour of the gate is correct, and *H\_Structure 2* is fully working.

As already discussed, this doesn't mean that this is the only working structure. Small modifications to one or more parameters at once can be made, finding many different versions, all fully working. For example, one possibility could be to reduce both the width and the height of the junction, apart from increasing the thickness of the two layers. This is what was done for structure *H\_Structure 3*, described in table 3.8.

Table 3.8. Dimensions for the *AND/OR* gate - H\_Structure 3

Parameter	Value
size contact	130 nm
track length	256 nm
track width	20 nm
junction width	25 nm
junction height	14 nm
external boundary width	34 nm
thickness layer	0.8 nm

### 3.4. Balancing of current density

Now that both the *INV/COPY* gate and the *AND/OR* gate have been studied and verified, a final optimization should be made. Since the resistivity of cobalt is about half with respect to the resistivity of platinum ( $\rho_{Co} = 5.6 \times 10^{-8} \Omega \text{ m}$  and  $\rho_{Pt} = 9.8 \times 10^{-8} \Omega \text{ m}$ ), the highest concentrations of current density are found in the cobalt layer, not in the platinum traces. This raises a problem of efficiency: only the charge current flowing inside the platinum traces, in fact, is available for the conversion into spin-current due to the SHE, and the skyrmion moves only thanks to the spin-current. It could be put into movement also by the STT mechanism (presented in section 2.1.3.1) by the charge current which diffuses inside the cobalt layer, but it has been said in section 2.1.3.3 that the driving efficiency of the CPP configuration is much higher with respect to that of the CIP: in [20] it has been proven that, with  $\beta = 0.6$  (while in our case  $\beta = 0.35$ ), with  $J = 5 \times 10^6 \text{ A/cm}^2$  the velocity induced by the STT mechanism is about ten times lower with respect to the one due only to the SHE. For this reason, the STT contribution to the skyrmion motion can be reasonably neglected. So, it is only a matter of efficiency: it could be useful to find a structure where the vertical and horizontal dimensions are tuned so that the current density inside platinum is closer to the one that can be found in cobalt. This is the topic of this section. The structures that will be presented here, however, won't be studied via micromagnetic simulations, so their correct behaviour is not guaranteed.

To analyse the results provided by *COMSOL Multiphysics*, a new *MATLAB* script has been developed. The code can be found in appendix A, together with the *parameters.txt* files used for the current distribution analysis.

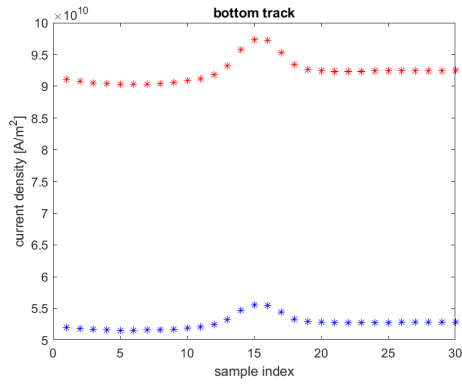
### 3.4.1. *INV/COPY*

#### 3.4.1.1. Original version

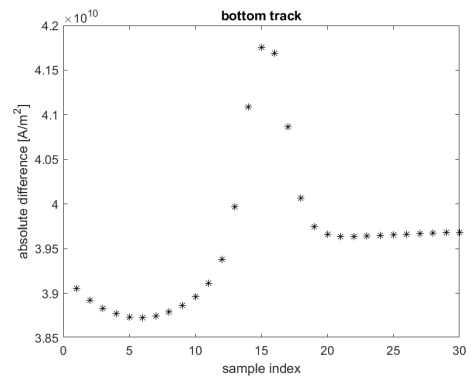
The first structure to be analysed is *NOT\_Structure 3*, which is the final version found in section 3.2.3. The results of this analysis will serve as a reference for the following optimizations.

The *COMSOL Multiphysics* simulation file has been slightly changed to allow an automatic sampling in the whole structure. So, this time the sampling grid is placed both in the middle of the platinum layer and in the middle of the cobalt layer; the samples are still taken in correspondence of the middle point inside each sampling cell, and the user is still able to vary the number of sampling cells by means of the *parameters.txt* file. In this particular case there is no limitation on the number of samples that can be taken, because these samples won't be used for a *mumax*<sup>3</sup> simulation: for this reason, the sampling resolution has been slightly increased.

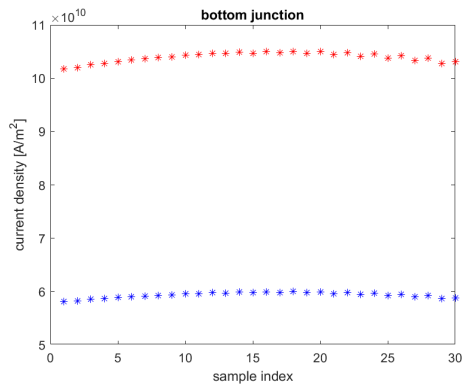
Two sets of samples are taken for each part of the gate structure: one set comes from the platinum layer, the other from the cobalt layer. For example, considering the bottom track, 30 samples are taken along the  $x$  direction inside the platinum layer and 30 samples inside the cobalt layer. So, considering the sample number  $\#i$  inside the array taken from the cobalt layer and the sample with the same index inside the array taken from the platinum layer, the  $x$  and  $y$  coordinates will be the same, while the only difference will be in the  $z$  coordinate and of course in the value of the sampled current density. For this reason, is possible to plot both arrays on a graph having as  $x$  coordinate the index of the sample (plots 3.21a, 3.21c, 3.21e, 3.21g and 3.21i), and is possible also to compute the difference between the two arrays in order to plot the absolute difference, value by value, with respect to the sample index (plots 3.21b, 3.21d, 3.21f, 3.21h and 3.21j).



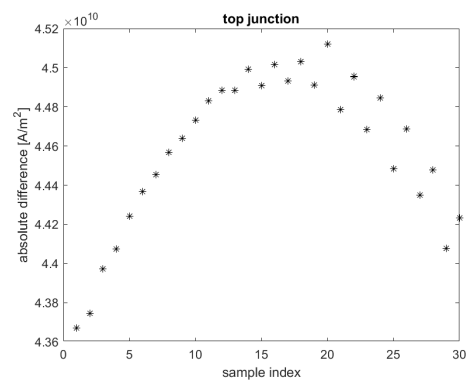
(a)



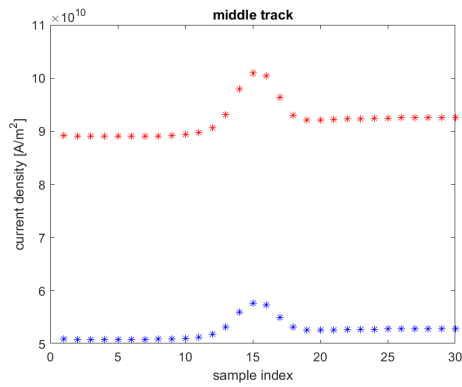
(b)



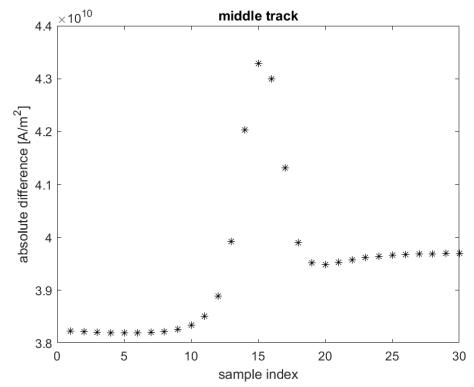
(c)



(d)



(e)



(f)



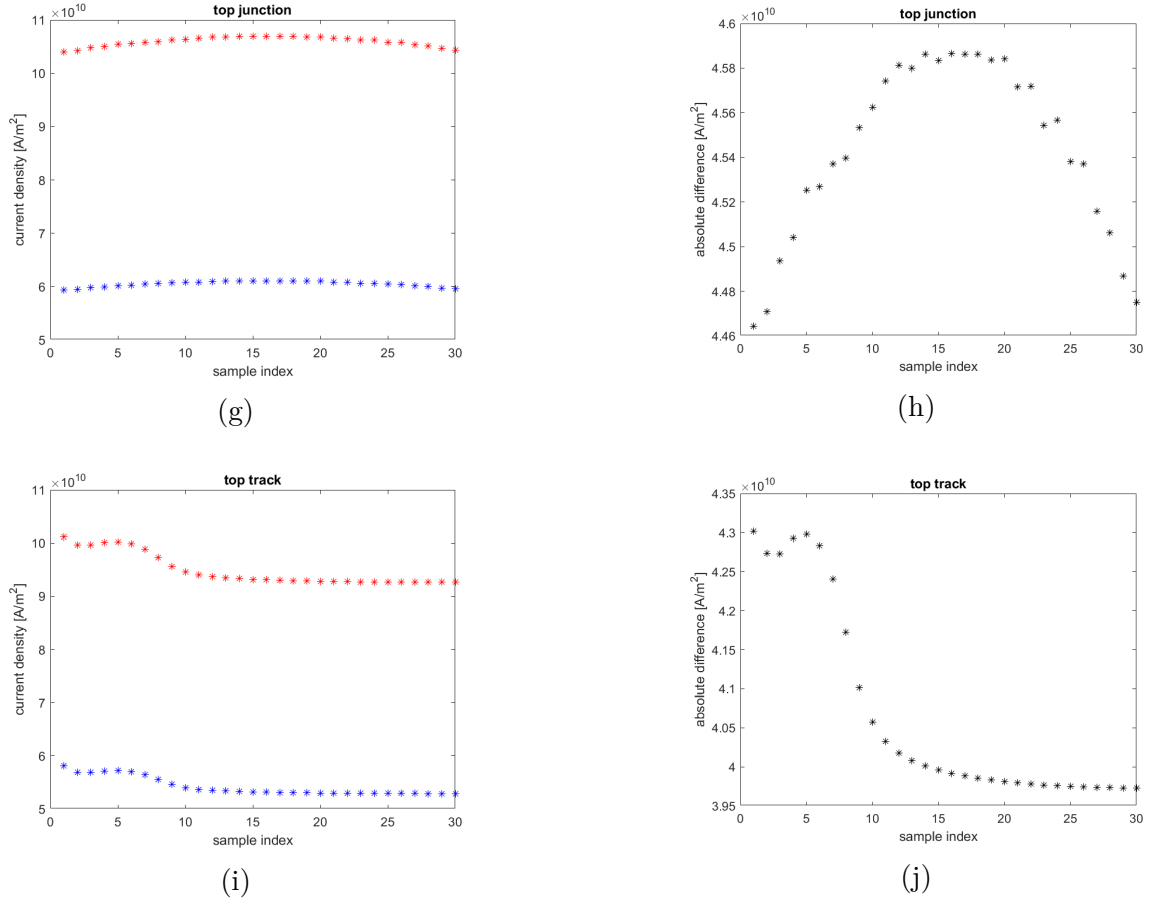


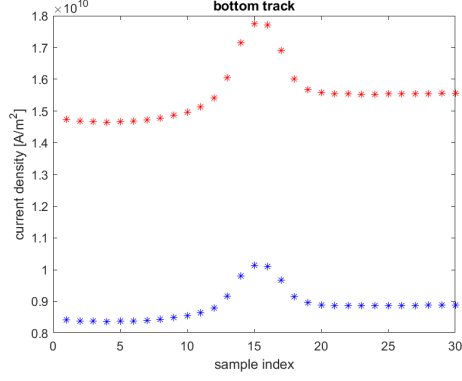
Figure 3.21. Current density samples taken in the platinum and in the cobalt layers inside the original version of the *INV/COPY* gate. Plots (a), (c), (e), (g) and (i) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d), (f), (h) and (j) show the absolute difference computed value-by-value. The average absolute difference is around  $4.4 \times 10^{10} \text{ A/m}^2$ .

It can be observed from the right column of plots, all showing the absolute difference value-by-value, that the difference between the two current densities is not very large. However, as already discussed, the more this value is reduced, the more the efficiency of the structure will improve.

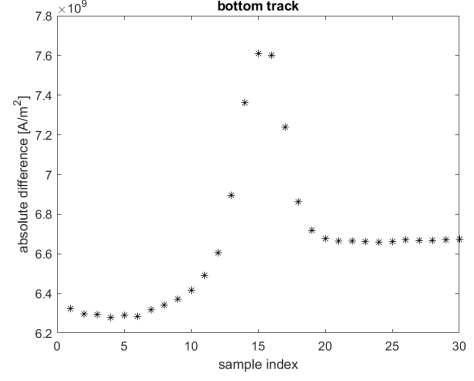
### 3.4.1.2. First version

The first attempt has been to increase the thickness of the platinum layer while maintaining fixed the cobalt thickness, and at the same time to apply a scaling factor greater than 1 to the dimensions characterizing the gate core. In the results

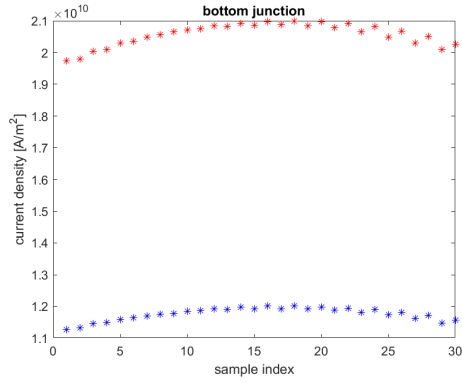
shown in figure 3.22, the parameter *thickness layer Pt* has been increased up to 80 nm, while all the horizontal dimensions of the track have increased by a factor 6. Doing so, the gate maintains the same proportions and becomes a bit larger.



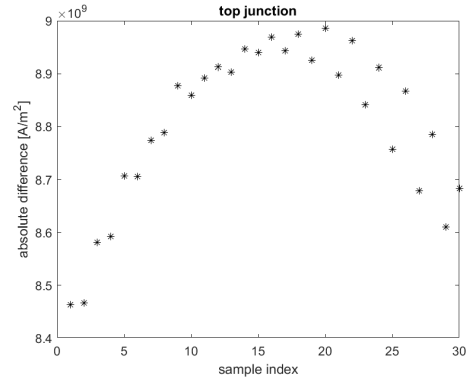
(a)



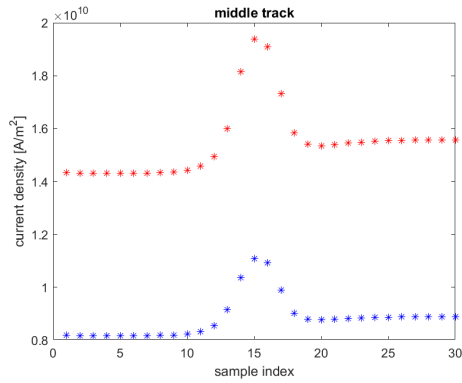
(b)



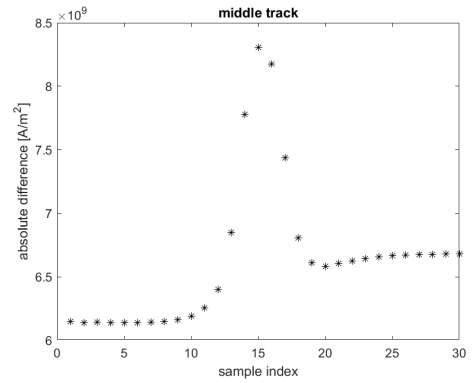
(c)



(d)



(e)



(f)

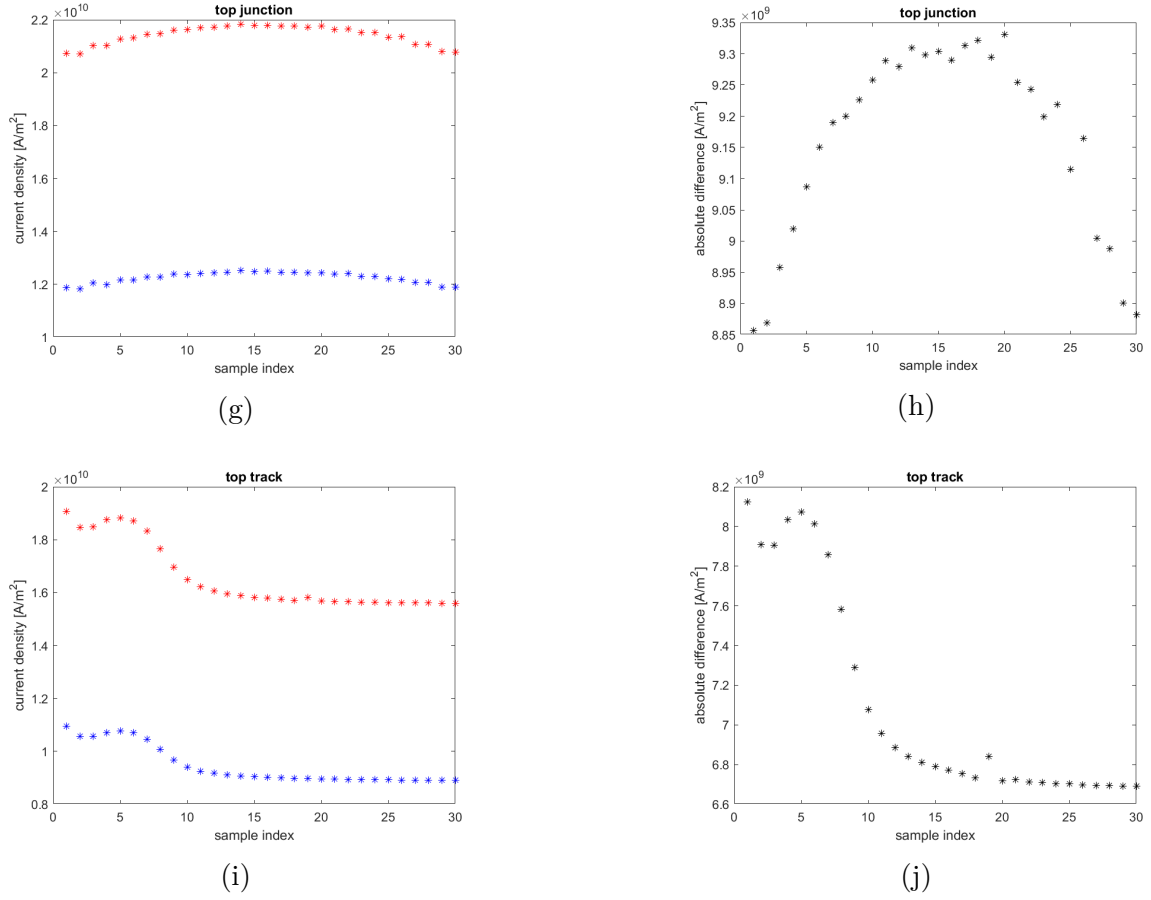
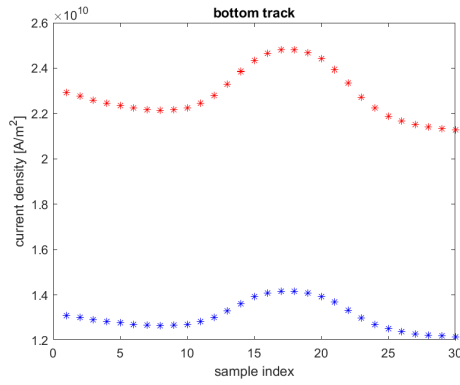


Figure 3.22. Current density samples taken in the platinum and in the cobalt layers inside the first modified version of the *INV/COPY* gate. Plots (a), (c), (e), (g) and (i) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d), (f), (h) and (j) show the absolute difference computed value-by-value. The average absolute difference is around  $8.8 \times 10^9 \text{ A/m}^2$ .

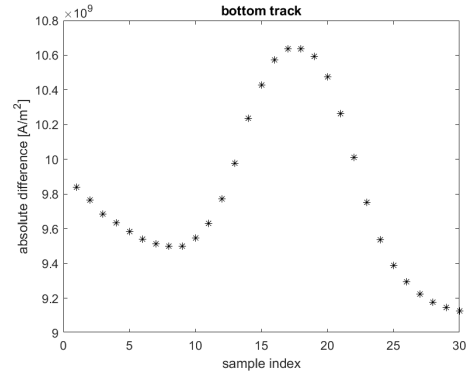
Looking at the plots showing the absolute difference, is clear that the goal has been achieved: now the largest difference between the two current densities is lower than  $9.35 \times 10^9 \text{ A/m}^2$ . Of course, the reduced difference is due also to the reduced absolute value of both current densities: looking at the left column of plots, is easy to see that the current density inside the cobalt is still a bit less than twice the current density present inside platinum, and this of course comes from the different resistivity values. Still, if the aim is to make the two sets of samples as similar as possible, this particular version would be the solution to the problem.

### 3.4.1.3. Second version

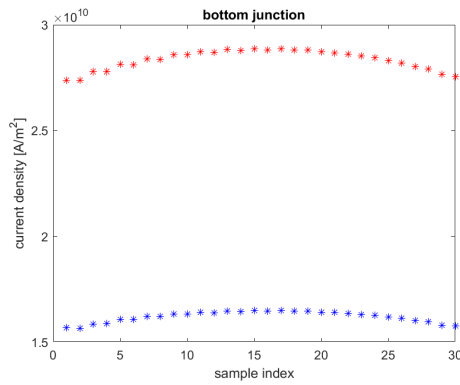
A final attempt has been made by increasing a bit more the parameter *thickness layer Pt* (up to 100 nm) and scaling by a different factor the geometry parameters along the  $x$  direction with respect to the ones along the  $y$  direction. The aim, in fact, was to make the gate wider, not only larger. For this reason, a scaling factor of 10 has been applied to the parameters *track width*, *external boundary width*, *bottom/top junction width* and *bottom/top junction height* (it was chosen to maintain the same proportions for the two junctions, since their dimensions are critical for the behaviour of the gate). A scaling factor of only 4 has been applied instead to the parameters *size contact*, *track length*, *x-coordinate junctions start*, *x-coordinate top track start* and *offset top junction*. The results of the sampling are reported in figure 3.23



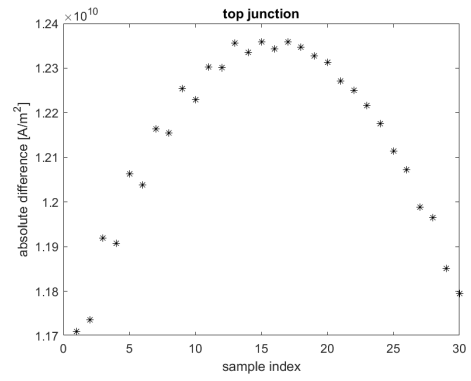
(a)



(b)



(c)



(d)

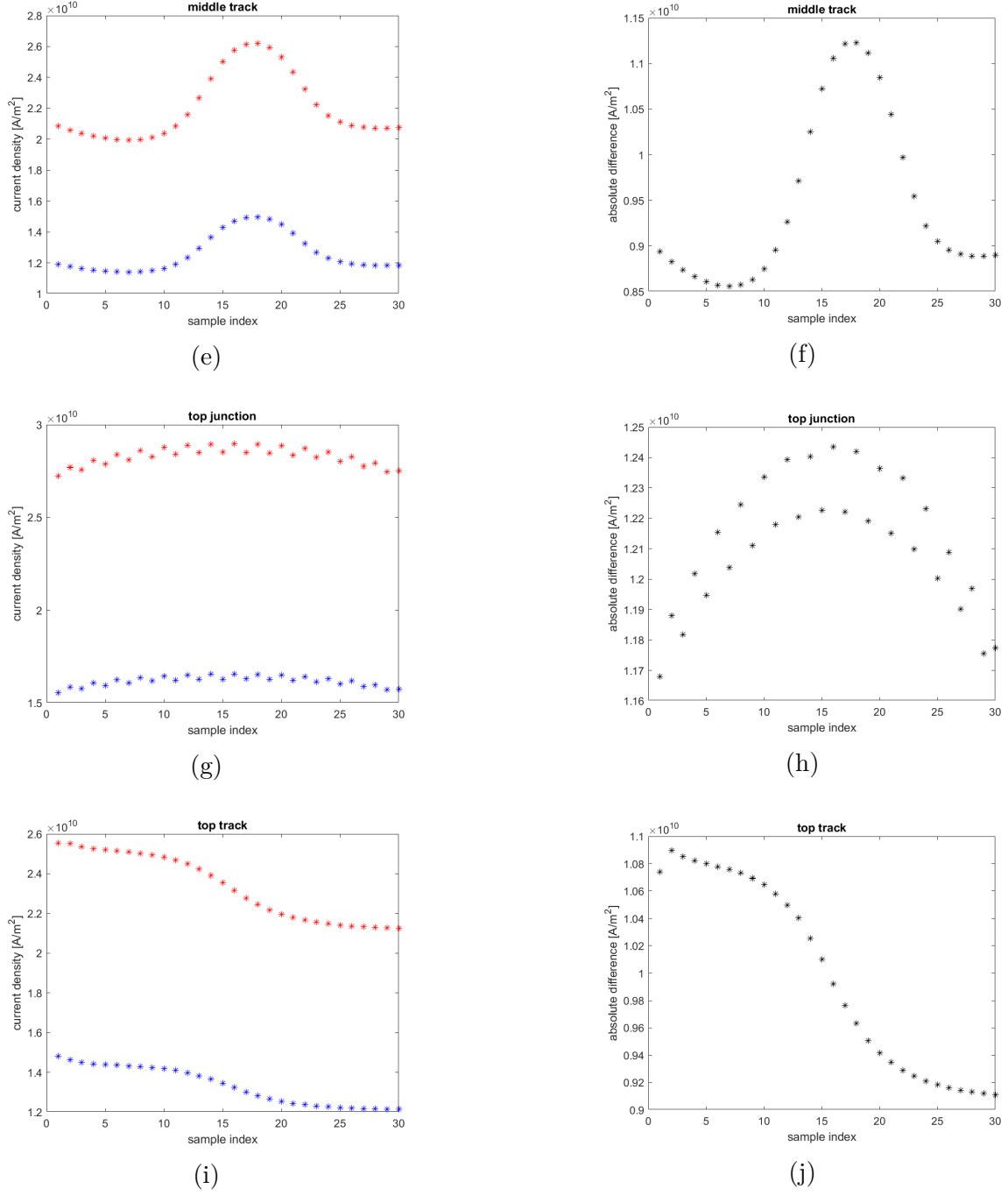


Figure 3.23. Current density samples taken in the platinum and in the cobalt layers inside the second modified version of the *INV/COPY* gate. Plots (a), (c), (e), (g) and (i) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d), (f), (h) and (j) show the absolute difference computed value-by-value. The average absolute difference is around  $1 \times 10^{10}$   $\text{A/m}^2$ .

Also the results obtained from this version are very good, even if the maximum absolute difference here is a bit higher with respect to the first modified version. Still, also this structure could be a possible and valid solution to the problem.

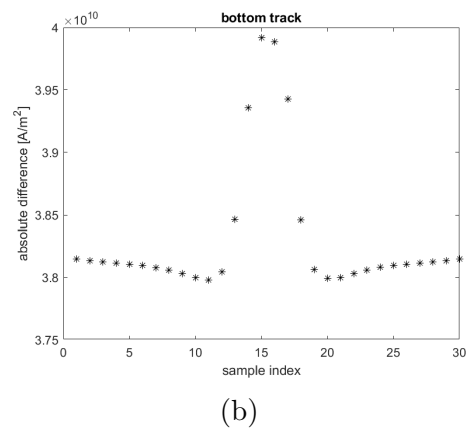
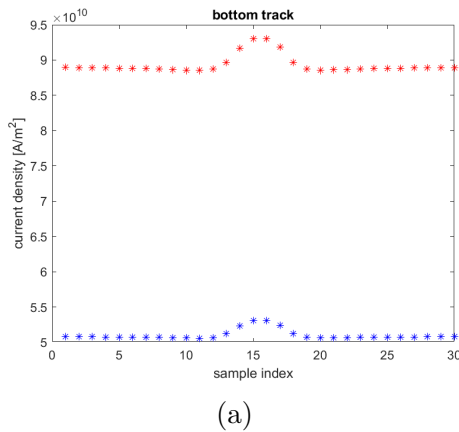
### 3.4.2. *AND/OR*

The same optimization has been performed also on the *AND/OR* gate, following exactly the same procedure. The same modifications to the structure have been applied as well. The reason is that, if the *INV/COPY* and the *AND/OR* gate were to be inserted inside the same system, it would be better to have the same thickness for the two layers and the same width for the tracks: the behaviour of the skyrmion, in fact, highly depends on these parameters, as it has been demonstrated previously in this chapter. So, once that a version of the *INV/COPY* gate has been accepted, it's better to make the modifications to the *AND/OR* gate as similar as possible to the ones already performed.

#### 3.4.2.1. Original version

The version taken as reference for the *AND/OR* gate is *H\_Structure 2*, presented in section 3.3.3. First the original version is analysed, in order to have a basis for the comparison with the modified versions.

Looking at the plots reported in figure 3.24, is possible to recognize values very similar to the one already encountered in section 3.4.1.1, apart from the absolute difference values, which are a bit smaller, but not in a significant way.



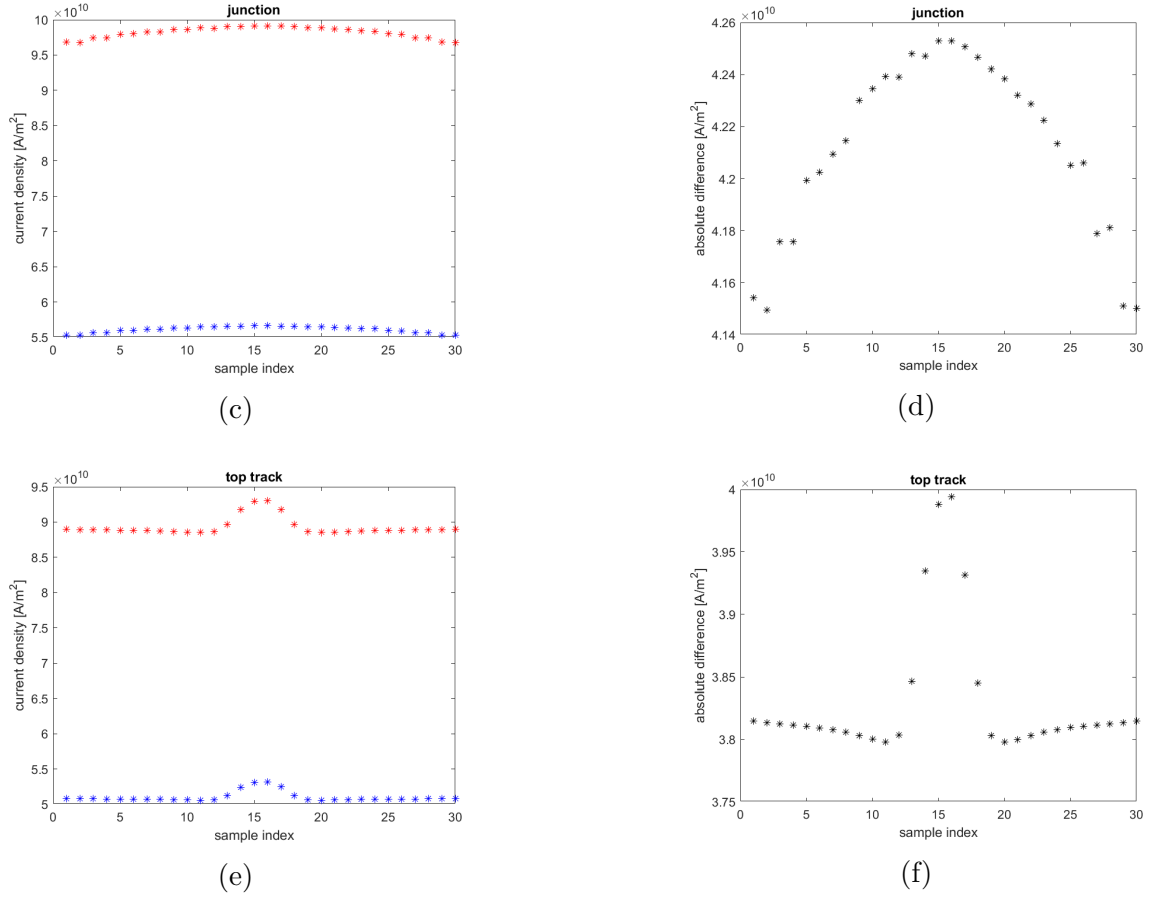


Figure 3.24. Current density samples taken in the platinum and in the cobalt layers inside original version of the *AND/OR* gate. Plots (a), (c) and (e) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d) and (f) show the absolute difference computed value-by-value. The average absolute difference is around  $4 \times 10^{10}$  A/m<sup>2</sup>.

### 3.4.2.2. First version

In the first modified version, the parameter *thickness layer Pt* is increased up to 80 nm and a scaling factor of 6 is applied to all the horizontal dimensions. Doing so the absolute difference values are greatly decreased, as it happened for the *INV/COPY* gate. Also in this case the mean absolute difference value is a bit smaller than for the *INV/COPY*; the maximum difference value is lower than  $8.15 \times 10^{10}$  A/m<sup>2</sup>, so this structure is fully satisfying the requests and can be considered a possible solution to the problem of balancing the current density values inside the platinum and the cobalt layers.

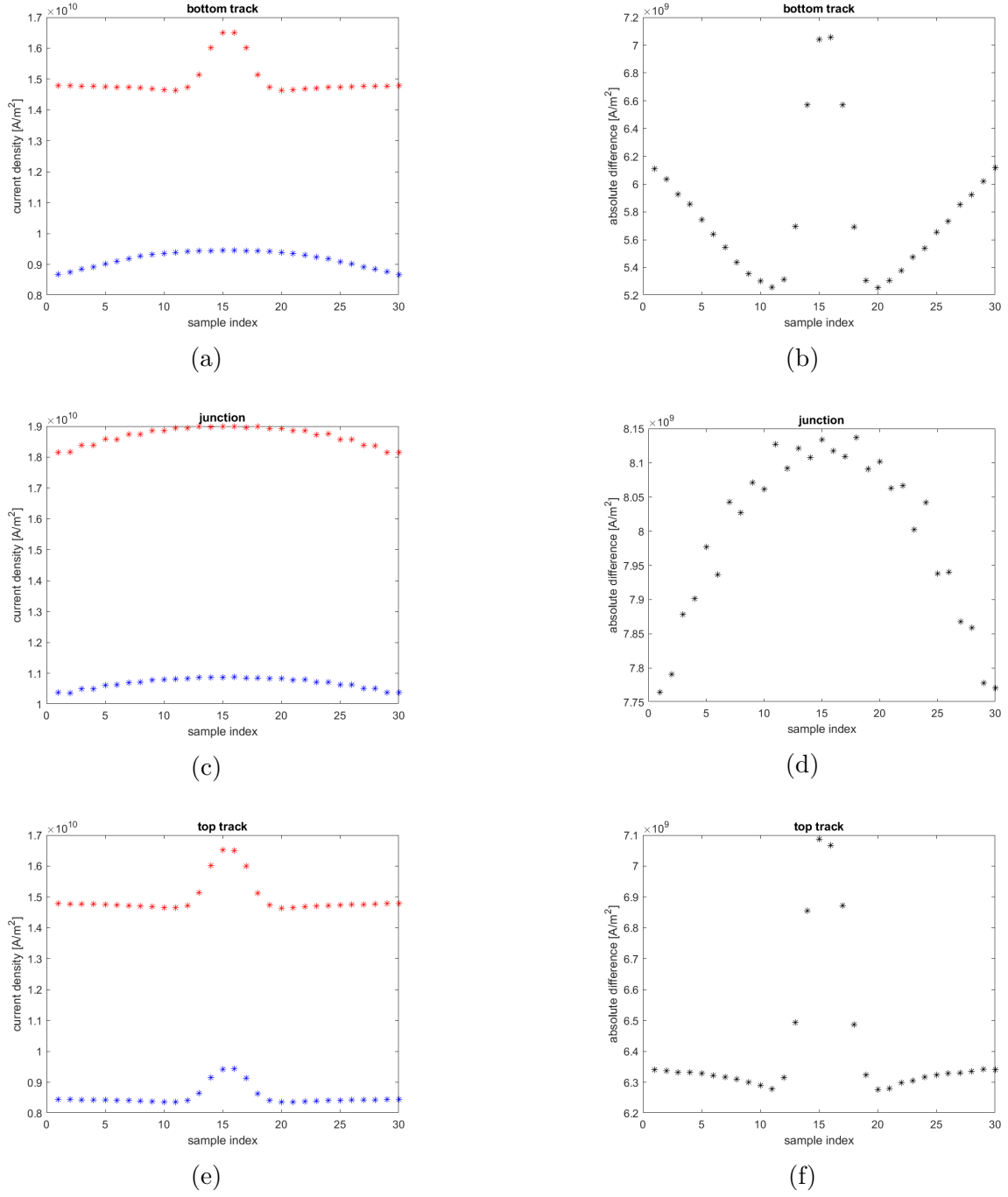


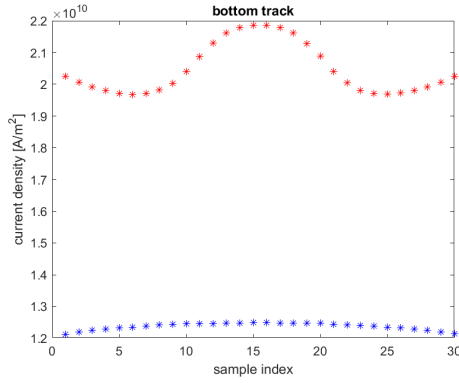
Figure 3.25. Current density samples taken in the platinum and in the cobalt layers inside the first modified version of the *AND/OR* gate. Plots (a), (c) and (e) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d) and (f) show the absolute difference computed value-by-value. The average absolute difference is around  $7.5 \times 10^9 A/m^2$ .



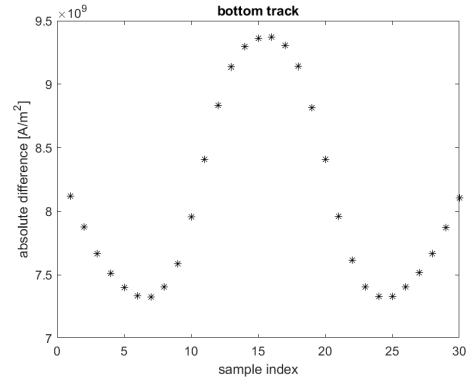
### 3.4.2.3. Second version

The second modification consists in increasing the parameter *thickness layer Pt* from 80 nm to 100 nm and in modifying the scaling constant between the parameters along the  $x$  and the  $y$  direction. In particular, *external boundary width*, *track width*, *hole height* and *hole width* have been increased by a factor 10 with respect to the original version, while *size contact* and *track length* have been scaled by only a factor 4.

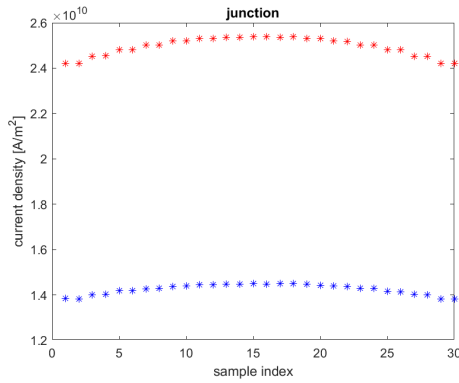
Also in this case the results are good, but not as good as the ones obtained in the previous section. The maximum difference, however, is equal to  $1.09 \times 10^{10} \text{ A/m}^2$ , which is still good enough, if the aim is to make the current density values in the platinum as similar as possible to the values in the cobalt. So, as it happened for the *INV/COPY* gate, also this second modified version is a valid one.



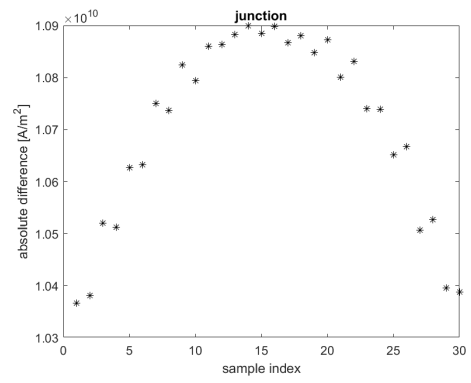
(a)



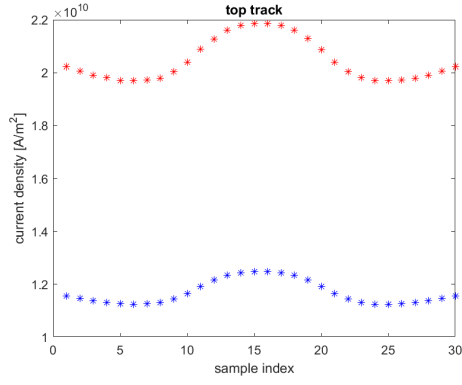
(b)



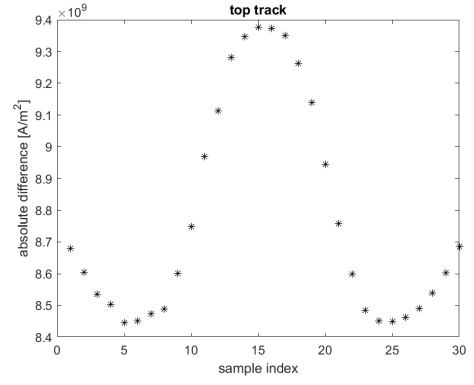
(c)



(d)



(e)



(f)

Figure 3.26. Current density samples taken in the platinum and in the cobalt layers inside the second modified version of the *AND/OR* gate. Plots (a), (c) and (e) show the sampled values (the red samples come from cobalt, the blue samples from platinum), while plots (b), (d) and (f) show the absolute difference computed value-by-value. The average absolute difference is around  $9.5 \times 10^9 \text{ A/m}^2$ .

## 4. Ripple carry adder

In section 2.2.2 the structure and the working principle of some basic logic gates have been described, and in chapter 3 it has been proven their correct functioning under realistic conditions. The second task of this thesis is to investigate if these logic gates can be used to build a more complex computing architecture.

In [5] it has been said that these gates can build a conservative logic system: the skyrmions that have propagated through one gate can in fact be collected at the output and used again to trigger new computations in the following gates, without the need of nucleating new skyrmions, which is an energetically expensive operation. Then, what happens if these logic gates are put one after the other? Is it really possible to reuse these skyrmions, without the need of nucleating new ones? And what are the limits of a structure like this? The *INV/COPY* gate needs one control skyrmion in input in order to perform its task: then how many skyrmions in total must be provided in input to a computing architecture, in order to make it work? Can these skyrmions be taken from the set of skyrmions that have already been nucleated?

Finally, other topics that must be addressed are: how complex is to build a computing architecture based on skyrmions? What are the main issues to be solved? And once this architecture is ready and working, what are its performances?

The aim of this chapter is to address each of these questions and to present the computing architecture that has been developed in response to them. Having already the implementation of the Full Adder structure from [5], the architecture that has been developed is a generic N-bit ripple carry adder, but in general any other kind of computing architecture could be realized by following a similar methodology.

## 4.1. First version

### 4.1.1. Half Adder - first version

The first step towards the creation of a skyrmionic ripple carry adder is to derive the structure of a Half Adder (HA). This can be done simply by starting from the structure of the Full Adder already provided in [5] and reported in figure 2.28b. Deleting all the gates not strictly needed for the computation of the functions  $A \oplus B$  and  $A \cdot B$ , the structure that remains is shown in figure 4.1.

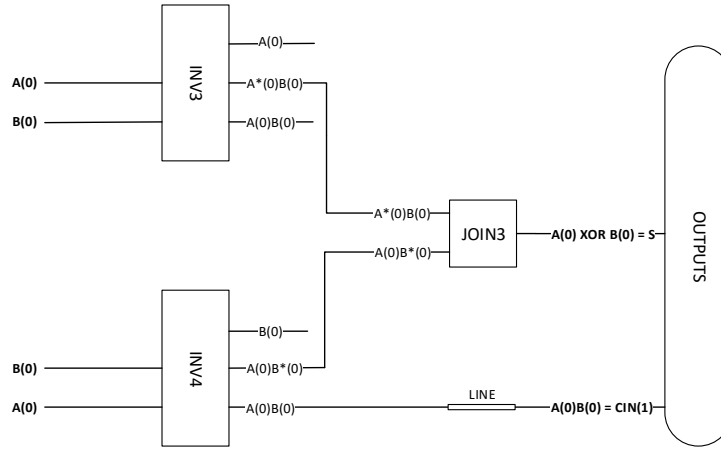


Figure 4.1. Basic scheme for the Half Adder. Each input must be provided twice, three signals are not used and only two outputs (sum and carry-out) are available.

One *line* element is needed for synchronizing the two outputs.

This is a high level scheme, where the details of each logic gate are hidden inside a simple rectangle showing the name of the gate. The link between each of the high-level blocks that will be used from now and the gates presented in section 2.2.2 is shown in figure 4.2.

The structure of the HA reported in figure 4.1 is very simple: two *INV/COPY* gates are used according to table 2.2 to provide as output respectively  $\overline{A(0)}B(0)$  and  $A(0)\overline{B(0)}$ . These two outputs are then combined by a *JOIN* gate. It must be noticed that if both inputs were equal to 1, the *JOIN* gate would concatenate the two skyrmions, thus providing two consecutive 1 on its output. This gate then is not exactly coincident with the *OR* gate shown in 2.2.2. However, here the two inputs

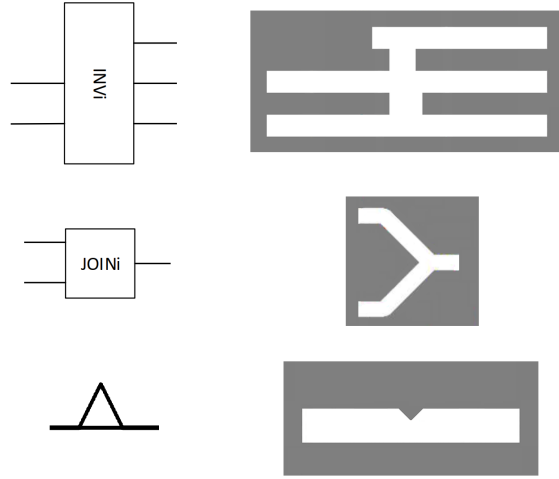


Figure 4.2. High-level representation (left) for each of the basic logic gates (right) used in the ripple carry adder. From top to bottom: inverter, join and notch (signal synchronizer) gate.

are mutually exclusive, so the *JOIN* gate can be used in place of the more complex *OR* gate to provide the function  $A(0) \oplus B(0)$  on its output.

The carry bit is produced at the output of the inverter *INV*<sub>4</sub>. To synchronize this output with the sum bit it has been added a skewing line. The only function of this element is to add a delay on the propagation of the skyrmion, simulating what happens in an actual nanotrack.

This is the basic structure of a Half Adder. It is worth noticing that up to three skyrmions are wasted: *INV*<sub>3</sub> produces  $A(0)$  and  $A(0)B(0)$ , while *INV*<sub>4</sub> produces  $B(0)$ , and none of them is needed for producing the outputs. So, it might be a good idea to try to collect them somewhere and maybe use them as ready-to-use skyrmions when needed, instead of nucleating new ones. The main problem is that the value of each of these signals is unknown: if our aim is to recycle the already nucleated skyrmions, we should at least know if the signal they represent is a 1, and so if a skyrmion is actually present in the nanotrack. The topic of recycling the skyrmions that are no more needed for the computations will be discussed with more detail in chapter 5.

Both  $A(0)$  and  $B(0)$  must be provided twice on the input of the HA; not only: also the Full Adder (FA) shown in figure 2.28b needs each input to be doubled. The

aim of this architectural analysis is trying to reduce the number of skyrmions to be nucleated and at the same time to make each structure as symmetrical as possible, in order to allow a higher modularity and to make easier the extension of the adder to a generic N-bit adder: for this reason, the HA already shown has been modified into the structure shown in figure 4.12. In this new scheme some gates have been added, while the ones already present in figure 4.1 have maintained their label and their function.

*INV1* and *INV2* have the responsibility of duplicating respectively  $A(0)$  and  $B(0)$ . Both of these two gates need an input fixed to 1 in order to work as *INV/COPY* gate, and these two skyrmions are an overhead that must be paid in order to allow the architecture to correctly work. All the inputs are synchronized by means of one notch each: these skyrmions in fact are nucleated externally with respect to the HA, which must be able to work even if each input takes a different amount of time before being available for the propagation in the circuit.

Also the FA will need a copy of each of its inputs, that are  $A(i)$ ,  $B(i)$  and  $COUT(i - 1)$ . Concerning  $A(i)$  and  $B(i)$ , their value is unknown and the only possibility for reducing the number of skyrmions to be produced is to nucleate each of them just once, and then duplicate them with one *INV/COPY* gate each. As mentioned, the *INV/COPY* gate needs one input (*CTRL*) to be fixed to 1, so in principle also the FA will need at least two additional skyrmions (three if we consider also the input  $COUT(i - 1)$ ). The most interesting point, however, is that each *INV/COPY* gate provides also the complemented version of its unknown input: in the case of the HA, *INV1* and *INV2* provide not only two copies of  $A(0)$  and  $B(0)$ , but also  $\overline{A(0)}$  and  $\overline{B(0)}$ . Now, it must be remembered that the basic version of the HA (shown in figure 4.1) had three signals that were not exploited: two of them were  $A(0)$  and  $B(0)$ . So, using these unused skyrmions for computing  $A(0) + \overline{A(0)}$  and  $B(0) + \overline{B(0)}$ , is possible to have two signals that are for sure equal to 1: these signals can then be provided towards the next FA in order to allow the duplication of its inputs  $A(i)$  and  $B(i)$ . The computation of  $A(0) + \overline{A(0)}$  and  $B(0) + \overline{B(0)}$  is done respectively by the gates *JOIN1* and *JOIN2*, which provide two outputs equal to 1. Also in this case the two inputs are mutually exclusive, so there is no way to get two consecutive skyrmions on the output (which would produce an error).

The FA at the next stage will need also the input  $COUT(i - 1)$  to be doubled.

Also in this case there is no problem: the third input that was not exploited in the basic version of the HA was exactly equal to  $A(0)B(0)$ , which is the value needed by the FA. So, is enough to propagate this value towards the output of the HA and to provide it in input to the FA.

Finally, to understand the placement of the *line* elements along the circuit, it could be useful to look at figure 4.13. In this scheme, the red numbers indicate the depth of the logic level for each element. The inputs are labelled with a 0; *INV1* and *INV2*, which receive them, are at level 1, and their outputs are at level 1 as well; *INV3* and *INV4* are at level 2... and so on. The *line* elements are inserted either to force the synchronization of all the outputs from the HA, or in all the cases in which a gate receives two inputs belonging to different logic levels. For example, *JOIN2* receives  $\overline{B(0)}$  at level 1 and  $B(0)$  at level 2: *INV4* will take a certain time to produce the output  $B(0)$ , so the signal  $\overline{B(0)}$  needs to be delayed by an equal amount of time, in order to be synchronized with the other input of gate *JOIN2*. The assumption here is that the delay introduced by each *line* element is exactly coincident with the amount of time required by each gate for the elaboration. However, this is not a heavy hypothesis: from an applicative point of view this could be guaranteed simply by tuning the length of each nanotrack.

In figure 4.12 three crosses appear: these structures are needed in the schematic to signify the crossing of two nanotracks. This topic will be discussed more in detail in section 4.1.2. However, the important point to underline here is that in this work it has been assumed that these crosses do not introduce any delay on the signal propagation. If it was required to leave this hypothesis, a new design of the HA should be made, because a new logic level should be assigned to these crosses too.

So, the structure obtained for the HA allows for sure the computation of a two-bit sum with an overhead of two skyrmions: there are no skyrmions wasted and the FA after it ( $FA(1)$ ) doesn't need any input skyrmion apart the ones encoding the value of  $A(1)$  and  $B(1)$ .

### 4.1.2. Cross

In a traditional PCB (printed circuit board) the crossing of two lines would be solved simply by introducing two vias and moving a small piece of one of the

two traces into another layer. With skyrmions this topic is a bit more difficult to solve, and to date no solution has appeared yet in literature. The major problem, with skyrmions, is in the need of maintaining the contact between the HM and the FM layers, because otherwise the DM interaction, responsible for stabilizing the skyrmion and actively involved in its nucleation mechanism, would vanish. It becomes quite difficult, then, to think how a structure equivalent to the usual via used in PCBs would be realized without renouncing to the presence of the DMI. For sure it becomes much easier to find a solution to the problem that remains inside a 2D plane, instead of a structure which exploits a 3D space.

This said, probably the most promising possibility would be to exploit the voltage controlled PMA, already described in section 2.1.2.1 and exploited in the application described in section 2.2.3. In this way, by properly patterning some nanocontacts, needed for applying a voltage control, in correspondence of the input to each path, it would be possible to create a potential barrier that doesn't allow the skyrmions to enter the path they should avoid. Doing so, it would be possible to actively guide each particle along the path it must follow. The problem of course comes from the need of actively controlling at least one voltage signal per each cross structure.

Another possibility, that however has still to be verified with micromagnetic simulations, could be to adopt the structure shown in figure 4.3. Like mentioned in section 2.2.2, each skyrmion driven via SHE by a current flowing in the HM layer below the nanotrack is subject to two force components: the former drives the skyrmion along the nanotrack ( $+y$  direction in figure 2.26), while the latter is the Magnus force that moves the skyrmion towards left with respect to the direction of the current flow ( $-x$  direction in figure 2.26). As a consequence, like already discussed, each skyrmion will follow its nanotrack as long as it doesn't have any other choice, but it will move towards left as soon as it has the possibility to do so.

In 4.3a the skyrmion coming from input  $A$  arrives at the central junction and, due to the skyrmion Hall effect, is driven towards the rightmost track for output  $A'$ . The skyrmion coming from input  $B$ , in figure 4.3b, is again driven towards the  $B'$  output due to the skyrmion Hall effect. Finally, when both inputs are equal to 1, like in figure 4.3c, the two skyrmions will be subject to a repulsive skyrmion-skyrmion interaction that will drive skyrmion  $A$  towards input  $B$  and skyrmion  $B$  towards the leftmost nanotrack for output  $A'$ . So, the two skyrmions are exchanged. However,



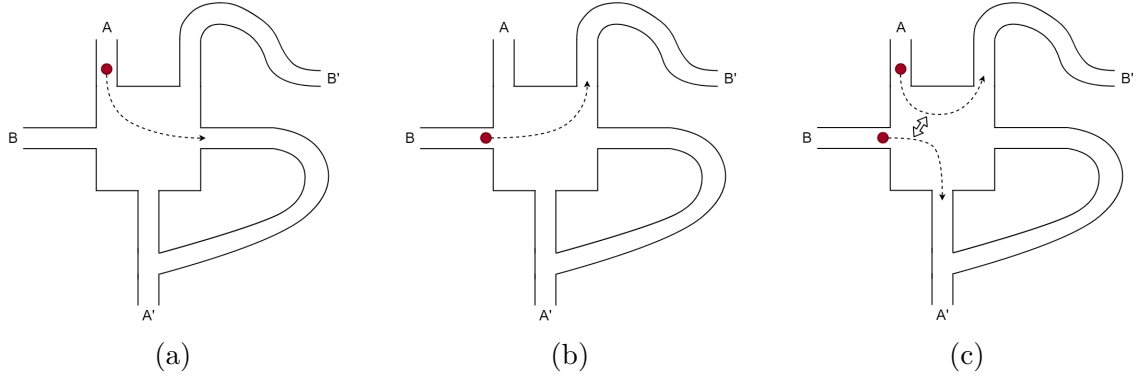


Figure 4.3. Basic scheme for a possible solution to the crossing of two nanotracks. When only one skyrmion is present, it is driven towards the correct output by the skyrmion Hall effect. When two skyrmions are present their skyrmion-skyrmion repulsion is exploited. This structure is only a suggestion, and it could be necessary to tune some parameters in order to make it work.

this is not a problem: what is essential is that  $if(A = 1 \text{ and } B = 1) \implies A' = 1 \text{ and } B' = 1$ .

Since this structure has not yet been verified with the help of micromagnetic simulations, it is not clear what could happen in terms of current in the central junction. Moreover, it could happen that with this exact geometry some skyrmions may not be able to propagate until the output, so it could be necessary to tune some parameters like the angles, the exact dimension and position of each nanotrack, besides their shape and their curves. However, the key principle behind the structure should remain approximately the same.

In any case, it should be possible to allow two tracks to cross each other without the need of any multilayer structure, like the one used for traditional vias: as a result, it can be assumed that two tracks can cross each other and that a solution to the problem should be available.

### 4.1.3. Full Adder - first version

The structure of the FA has already been shown in 2.28b. However, that version needs each input to be provided twice and is not able to generate any logic 1 that could be provided by  $FA(i)$  to  $FA(i+1)$  to allow the duplication of its inputs. So, that structure has been modified like shown in figure 4.14.

Focusing on  $FA(1)$ ,  $INV1$  and  $INV2$  receive the two signals equal to 1 generated

by the HA together with the inputs  $A(1)$  and  $B(1)$ . In this way, the duplication of the input signals is done without any additional cost, like already discussed in section 4.1.1; the input  $CIN(1)$ , moreover, is provided twice directly by the HA itself. Concerning the outputs from the FA,  $JOIN1$  and  $JOIN3$  are dedicated to the production of two signals equal to 1, so that they can be provided to the following FA in the chain and again allow the duplication of its inputs. Also in this case the duplication of the output carry can be obtained without any additional cost: it is enough to use the bottom output from  $INV6$  and combine it in  $OR$  with the bottom output of  $INV3$  by using the gate  $JOIN5$  (also in this case the two inputs to  $JOIN5$ ,  $[A(i) \oplus B(i)]CIN(i)$  and  $A(i)B(i)$ , are mutually exclusive); both these signals were not exploited in the starting version of the FA shown in 2.28b. This is a very good result: it means that is possible to build a generic N-bit ripple carry adder by concatenating self-sustaining full adder structures. The only cost that must be paid is of two additional skyrmions to be provided on the input of the half adder at the head of the chain.

It is worth noticing that in the case of the FA one signal remains not exploited: it is the top output of  $INV6$ , equal to  $CIN(i)$ . It won't be used in this design of the adder, but being equal to the carry input to each FA it could be exploited to perform some more advanced elaborations.

Here both lines and notches have been used for synchronizing the data propagation. The technique used for deciding where to introduce them was the same as the one adopted in 4.1.1, and the logic depth of each element is underlined by the red numbers that appear in figure 4.14. The aim here was to make the HA the critical path of the whole circuit: for this reason a row of notches has been inserted after three levels of logic, composed by the cascade of two inverters and one *join* gate. In all the cases in which the need was to synchronize either the outputs from the FA or two inputs to the same gate, some lines have been used instead.

#### 4.1.4. Adder - first version

Once the structure of both the HA and the FAs has been defined, is enough to concatenate them to build the structure of the ripple carry adder. Some more crosses are needed at the interface between the different elements, like shown in figure 4.4.

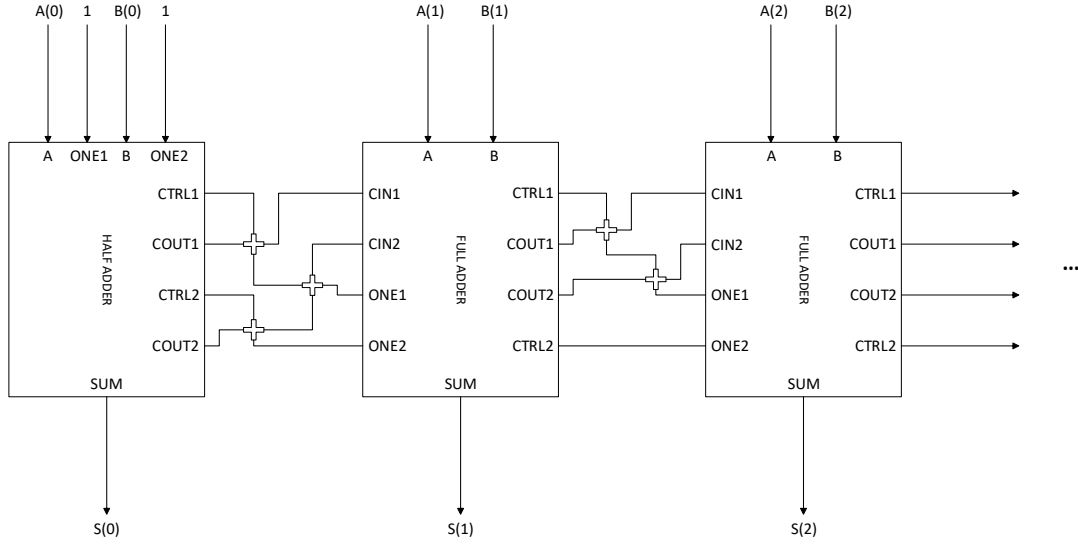


Figure 4.4. Sketch of the interfaces among a HA and two consecutive FAs, showing all the *cross* elements needed for connecting each output with the corresponding input.

In skyrmionic devices, like already mentioned, the synchronization in the propagation of the different skyrmions is of vital importance. In a ripple carry adder each element needs the output carry from the previous stage, in order to obtain the correct result: this means that each FA has to wait the propagation of the output-carry skyrmion from the previous stage, before receiving its inputs and going on with the computation. The key difference with the traditional combinational electric circuits is that the signals do not maintain their value until it is no more needed, but they are transformed into a particle that propagates along the circuit: if the timing of this particle is wrong, then the result of the computation will be wrong as well.

For this reason a skewing structure, shown in figure 4.5, is needed at the input of the adder. Each input bit  $A(i)$ ,  $B(i)$  is delayed with respect to the bits  $A(i-1)$ ,  $B(i-1)$  by an amount of clock cycles equal to the depth of the pipeline of the previous stage. For example, the HA has only one pipeline stage on its inputs (notches from 01 to 04 in figure 4.12): then the skewing structure at the input of  $FA(1)$  is made by only one notch;  $FA(1)$  has two rows of notches inside its structure, so the skewing network before  $FA(2)$  will be made by  $1 + 2 = 3$  notches... and so on. The law that gives the number of notches at the input of each element is  $Notch(i) = 1 + 2(i - 1)$ , where  $1 \leq i \leq N - 1$  is the index of the bit,  $N$  is the adder's parallelism, and

$Notch(0) = 0$ .

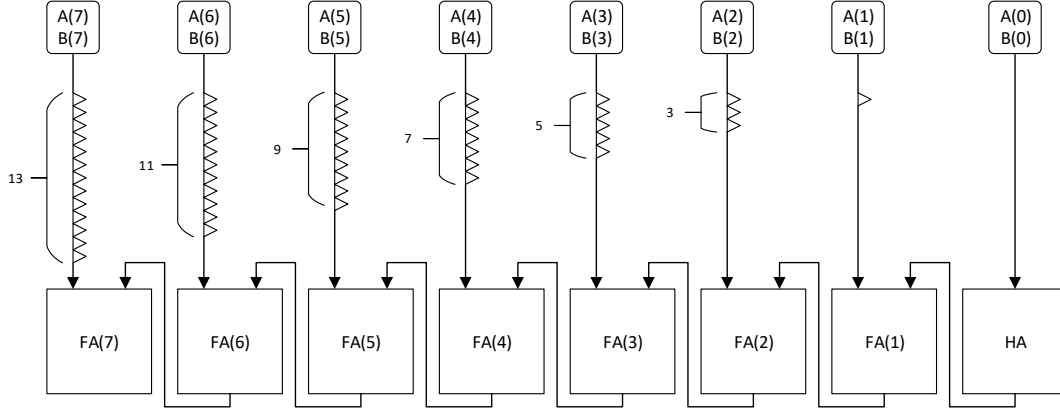


Figure 4.5. Skewing network needed at the input of the first version of the ripple carry adder in order to synchronize the input data together with the output-carry chain.

#### 4.1.5. VHDL description

The behaviour of the adder has been simulated with *ModelSim*. To do so, a VHDL description of its components is needed. This description must be a bridge between what happens in an actual physical device and the needs of simplification and abstraction of the electronic designs: that is, it must describe the physical movement of the skyrmions inside the nanotrack, while providing at the same time a simplified interface towards the higher abstraction level, allowing to ignore all the physical details of each gate.

The VHDL model of the elements *INV/COPY*, *join*, *line* and *notch* was already provided by a previous work. Here this model will be described in broad terms, in order to give an idea about the main approximations and simplifications done in simulating the movement of the skyrmions inside each structure. The values chosen for each physical parameter used in the code are reported in table 4.1: some of them have been extracted from literature and should be reasonable, while others come directly from the micromagnetic simulations already discussed. Of course, these are mean and approximate values, especially the speed values, since all the simulations considered in chapter 3 use a variable current-density distribution.

The VHDL code for each of these gates can be found in appendix B.

Table 4.1. Values chosen for the physical constants

CONSTANT NAME	VALUE
Horizontal speed	150 m/s
Vertical speed	40 m/s
Depinning current density	$1.24 \times 10^{10}$ A/m <sup>2</sup>
Notch depinning current density	$2 \times 10^{11}$ A/m <sup>2</sup>
Horizontal speed with notch depinning current density	484 m/s
Minimum skyrmion-skyrmion distance	22 nm
Skyrmion diameter	18 nm
Low current density value	$5 \times 10^{10}$ A/m <sup>2</sup>
High current density value	$2 \times 10^{11}$ A/m <sup>2</sup>

#### 4.1.5.1. Not gate

A sketch showing the structure of the *INV/COPY* gate, together with the coordinates (measured in nanometres) of the most relevant points for understanding its model, is shown in figure 4.6. These coordinates are the ones describing *NOT* - *Structure 3*, which was presented in section 3.2.3.

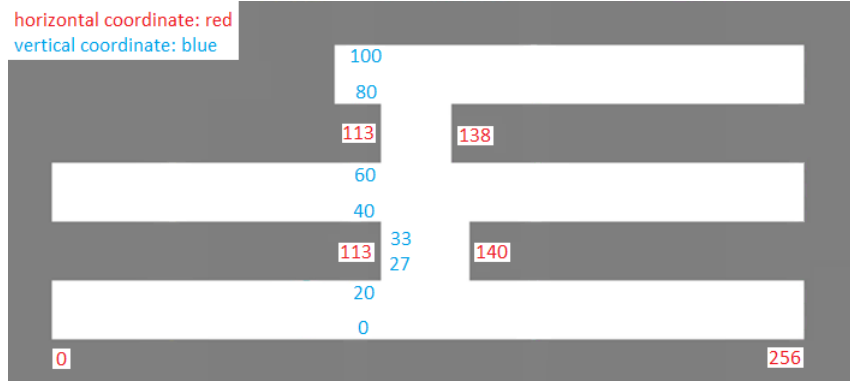


Figure 4.6. Coordinates of the most relevant points inside the structure of the *INV/COPY* gate. Each value is measured in nanometres. The red coordinates are referred to an horizontal axis, the blue coordinates to a vertical axis.

Every time that a skyrmion is detected on one of the two inputs, a variable counting the number of skyrmions present inside the gate is incremented and the corresponding coordinates are inserted inside an array: if the skyrmion was detected

on the bottom track it is assigned the coordinates (0.0, 10.0), whereas if it was detected on the middle track it is assigned the coordinates (0.0, 50.0). Each simulation step lasts 10 ps: this means that every 10 ps the coordinates of each skyrmion inside the gate are updated. This is done by a function which receives the old coordinates, the value of the current, the elapsed time and the index of the skyrmion. The new coordinates are computed only if the value of the current applied is higher than the value of the depinning current. The  $x$  coordinate is computed by multiplying the velocity along  $x$  by the elapsed time and adding the old horizontal coordinate, while the  $y$  coordinate is found by adding the old vertical coordinate to the velocity along  $y$  multiplied by the elapsed time.

The value of the  $x$  and of the  $y$  velocity are chosen according to the old position of the skyrmion:

- If its coordinates  $(x,y)$  were  $113 < x < 140$  and  $y < 20$ , it may be about to change track. This, however, can happen only if there are no other skyrmions in position  $113 < x < 140$  and  $40 < y < 60$ , that is, if there are no skyrmions that are already occupying the middle nanotrack nearby the junction region: if this is the case, then, the skyrmion is allowed to change track and its velocity is purely vertical, otherwise the velocity will be purely horizontal.
- If the skyrmion is in the middle track, so  $40 < y < 60$ , and it has  $113 < x < 138$ , it will for sure change track since no repulsive effect is possible there, and again its velocity is purely vertical.
- If the skyrmion is somewhere in the top junction, again its velocity will be purely vertical.
- If it is inside the bottom junction with  $33 < y < 50$ , it means that it is performing a curve towards the middle track and it has both a horizontal and a vertical velocity component. If instead it is inside the bottom junction with  $20 < y < 33$ , the velocity is purely vertical.
- In all the other cases, the velocity is purely horizontal.

A skyrmion is emitted every time that the  $x$  coordinate computed is larger than 256: then, according to the value of the  $y$  coordinate, it is decided whether the top, the middle or the bottom output has to be set to 1 for 1 ns, which is the width of each pulse identifying a skyrmion.

From this overview it's clear that the complex phenomena involved in the interaction between the two skyrmions inside the junction area are not taken into account. Actually, all these phenomena, which have been partially detailed in chapter 3, are often too complex even to be forecasted, and only a micromagnetic simulation can reveal, according to the structural parameters of the gate, what is likely to happen inside that region.

#### 4.1.5.2. Line element

The model for the *line* element is very simple with respect to the *INV/COPY* gate. The simulation step is again of 10 ps. Every time a skyrmion is detected at the input of the line it is assigned the coordinates (0.0, 0.0); these coordinates are updated every 10 ps only if the current is higher than the depinning current value. If this is the case, the new  $x$  coordinate is computed as the old  $x$  coordinate, plus the elapsed time multiplied by the horizontal speed, while the  $y$  coordinate remains always equal to zero. So, in this case any transverse movement of the skyrmion inside the nanotrack is completely ignored (actually, the nanotrack width is not even considered as a parameter). Again, a skyrmion is emitted if the computed  $x$  coordinate is larger than the track length. It could happen that two or more skyrmions may verify this condition at the same time: if this is the case, the simulation step must be reduced. The width of the pulse at the output, which signifies the presence of a skyrmion, is equal to 10 ps.

#### 4.1.5.3. Join gate

The *join* gate is quite different from a simple *line* element, but its VHDL description is instead quite the same. Here the two inputs are considered as point-like and coincident, that is, a skyrmion can enter from two different inputs, but both these inputs are considered exactly like the single input of a *line* element. This means that the variable counting the number of skyrmions inside the gate can be incremented in two different conditions, but the coordinates assigned to the new detected skyrmions are always equal to (0.0, 0.0). Moreover, a possible skyrmion-skyrmion collision at the junction is not taken into account. From this point on, the description of the gate is exactly the same as for the *line*: the simulation step is of 10 ps, the  $y$  coordinate is always considered equal to 0 (again the track width

is not taken into account), and the  $x$  coordinate is computed in the same way. Also in this case a skyrmion is emitted when its  $x$  coordinate becomes larger than the track length, and it may happen that two or more skyrmions verify this condition simultaneously: again, the solution to this problem is to reduce the simulation step. Also here the output pulse width is equal to 10 ps.

#### 4.1.5.4. Notch

Here two depinning current values must be taken into account: the first one is the usual depinning current value, necessary to put the skyrmion into movement; the second value is the current needed for the skyrmion to go through the notch. These two current values correspond to two different values for the horizontal velocity (also in this case the track width and the transversal movements are not taken into account, since the  $y$  coordinate is always maintained fixed to 0.0).

The behaviour of the skyrmion then depends on the value of the current applied: if it is below the traditional depinning current no movement is allowed at all, as it happened in all the previous gates.

If the current applied is equal or higher than the current value needed for making the skyrmion go through the notch, the signal synchronizer becomes a simple delay line and its model is exactly the same used for the *line* element: if this is the case, in order to compute the new  $x$  position, the highest velocity value must be used.

If the current applied is intermediate between the two depinning current values, a more complex behaviour is described. First of all, is necessary to understand if the skyrmion whose coordinates are being updated (the simulation step is again of 10 ps) has already crossed the notch: if this is the case, is enough to compute its new  $x$  coordinate like always (this time using the lowest velocity value). If instead it still has to go through the notch (and so the distance  $old\_xCoordinate - notch\_xCoordinate \leq 0$ ), first is necessary to understand if it is the only skyrmion that is moving before the notch, or if there are any others. The number of skyrmions that are present between the skyrmion currently considered and the notch is stored in the variable *blocking\_skyrmions*, which can also be equal to 0. The minimum distance from the notch that is allowed for the considered skyrmion, as a function of the number of blocking skyrmions, is computed like the diameter of a skyrmion



plus the minimum skyrmion-skyrmion distance, multiplied by *blocking\_skyrmions*:

$$\begin{aligned} \text{minimum\_distance} = \text{blocking\_skyrmions} \cdot (\text{SKYRMION\_DIAMETER} + \\ + \text{SK\_SK\_MIN\_DISTANCE}) \end{aligned} \quad (4.1)$$

If the skyrmion's distance from the notch ( $\text{notch\_distance} = \text{notch\_xCoordinate} - \text{old\_xCoordinate}$ ) is larger than  $\text{minimum\_distance}$  by at least  $\Delta\_distance = \text{horizontalVelocity} \cdot \text{elapsedTime}$  (so if  $\text{notch\_distance} - \Delta\_distance > \text{minimum\_distance}$ ), then the new  $x$  coordinate can again be computed like always, adding to the old  $x$  coordinate the value of  $\Delta\_distance$ . On the contrary, if the skyrmion is not allowed to complete its movement due to the other *blocking\_skyrmions* skyrmions packed right before the notch (and so if  $\text{notch\_distance} - \Delta\_distance \leq \text{minimum\_distance}$ ), then the skyrmion must be placed right before the last of the packed skyrmions, that is, the new  $x$  coordinate must be equal to  $\text{notch\_xCoordinate} - \text{minimum\_distance}$ . It is worth noticing that, if  $\text{blocking\_skyrmions} = 0$ , the new  $x$  coordinate of the skyrmion will be coincident with the notch position: this means that the notch is simplified as a point-like structure.

The distances taken into account in this section are represented in figure 4.7

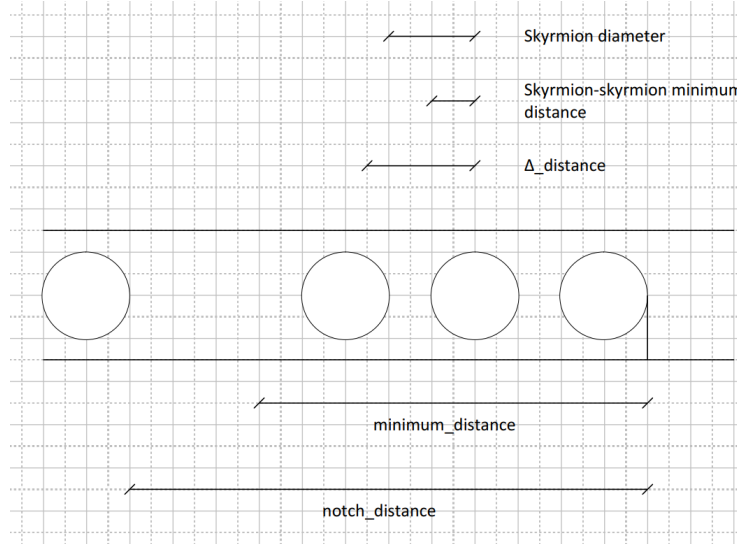


Figure 4.7. Sketch representing the definition of the distances used for describing the behaviour of the *notch* element.

As usual, a skyrmion is emitted whenever the  $x$  coordinate becomes larger than the track length; if this condition is verified by more than one skyrmion at once the simulation step must be reduced. The width of the output pulse is of 10 ps.

#### 4.1.5.5. Cross

The model used for the *cross* elements is very basic and high-level: it consists in two simple assignments  $A' = A$  and  $B' = B$ , where  $A$  and  $B$  are the two input signals and  $A'$  and  $B'$  are the corresponding output signals. In this way it has been possible to include inside the structure of the adder an element which behaves like the cross described so far. When a more stable and verified structure will be available, its VHDL description can be used to substitute this very basic model without changing anything else, as long as the interface (the *port map*) remains the same.

### 4.1.6. Simulation of adder

#### 4.1.6.1. Tuning of the delay elements

As already stated several times, the timing of the skyrmions inside the structures considered in this thesis is of vital importance: if one skyrmion is just a bit faster than another, the whole behaviour of the resulting adder may be compromised. In this particular version of the adder, the main feature is the use of the line elements, that are used as delay lines needed for the skyrmion synchronization. By looking at figures 4.12 and 4.14 it can be noticed that the delay lines work in parallel either to a *NOT* gate, or to a *join* gate. For sure the *NOT* gate will be slower with respect to the *join* gate: for this reason, the length of both the *line* element and of the *join* element must be tuned in order to make them introduce a delay on the skyrmion propagation as similar as possible to the one introduced by the *NOT* gate.

The delay introduced by the *NOT* gate changes according to the input: if one skyrmion is injected in the bottom input, it will come out from the middle output and the resulting delay is of 2.346 ns; if a single skyrmion enters the top input, it comes out from the top output and the delay is of 2.449 ns; finally, if both skyrmions are provided, they will come out from the top and from the bottom output, with a delay of about 2.974 ns (measured from the rising edge of the inputs to half width of the high-level on the slowest output pulse). A good guess for the delay that the *join*

and the *line* elements must introduce could be of 2.5 ns: knowing that the horizontal speed is of 150 m/s, this means that both elements must have a length of 375 nm. Using these values, the behaviour of both the HA and of the FA has been verified correct with all the possible input combinations.

#### 4.1.6.2. Simulation results

The critical path for this version of the adder is given by the cascade of two inverters and one *join* gate inside the HA structure. This is why is enough to simulate the HA and to observe the obtained waveform in order to decide the period needed for the clock cycle.

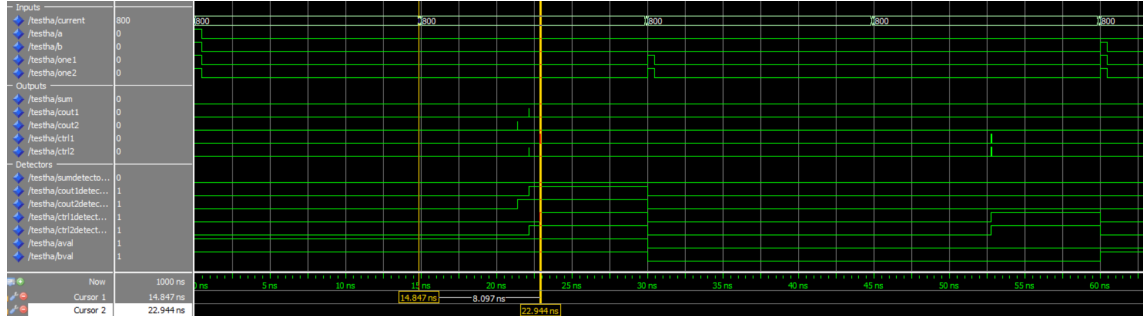


Figure 4.8. ModelSim snapshot showing the simulation of the first HA version. The delay highlighted between the two cursors is the time needed for the propagation through two inverters and one *join* gate.

From figure 4.8 it can be noticed that, once the input skyrmions have overcome the notches 01-04, they need a bit more than 8 ns in order to reach the output (this value of course depends on the value of the physical constants chosen for the simulation). Then a reasonable value for the clock cycle could be of 10 ns, where the high current density needed for the signal synchronization is applied for 150 ps. This leads to an operating frequency of 100 MHz.

Using this value for the clock period, both the HA and the FA structure have been verified again for all the possible combinations of the inputs. A 16-bits wide ripple carry adder has been verified in the conditions  $0 + 0$ ,  $65535 + 65535$ ,  $0 + 65535$  and with 25 couples of random inputs. The latency is about 318 ns long.

## 4.2. Increase of performance

The version of the N-bit adder presented until now has two main problems: first of all, the use of the *line* elements. Due to their presence, the design and the verification of both HA and FA must proceed by trials and errors: every time that a physical constant, that could be even the size of a single inverter, is changed, also the delay of the inverters and so the length of the lines required for the data synchronization is likely to change. Moreover, the first version of both HA and FA can be made faster by reducing the critical path and making it equal to the delay of just a single inverter. To do so, is enough to eliminate all the *line* elements and add in their place some rows of notches.

### 4.2.1. Half Adder - second version

The new version of the HA is presented in figure 4.15. While the basic structure has remained the same, all the *lines* have disappeared and some rows of notches have appeared to substitute them. To verify the correctness of the placement of the notches, as usual, some red numbers showing the logic depth of each element have been inserted in the schematic. The notches from 11 to 16 are not necessary for the data synchronization, but are needed for breaking the critical path; the notches from 21 to 28 are needed also for assuring the data synchronization.

### 4.2.2. Full Adder - second version

Also the basic structure of the FA has remained the same, like 4.16 shows. Here the notches 51-58 are only needed for breaking the critical path, while all the other notches are needed also for the data synchronization.

It is worth noticing that here the length of the *join* elements is not critical. There is only one *join* element which works in parallel with a *NOT* gate, and it is the *join* 4 shown in figure 4.16; however, its output arrives directly on a row of notches, which assure the data synchronization, whatever the length of the line. In all the other cases, more *join* elements work in parallel occupying an entire clock cycle: if their length is reduced, their outputs will arrive sooner at the row of notches placed on their outputs, without any other consequence. For this reason, in the following simulations the length of the *join* elements' line has been reduced down to 256 nm,

to be sure that the critical path is associated to the *NOT* gate.

### 4.2.3. Adder - second version

The only difference in the structure of the adder itself is in the complexity of the skewing network, which here is slightly increased. The HA now has three levels of pipeline, while each FA introduces six levels. So, the law describing the number of notches required for skewing each bit  $1 \leq i \leq N - 1$  is  $Notch(i) = 3 + 6(i - 1)$ , with  $Notch(0) = 0$ . The new structure is shown in figure 4.9.

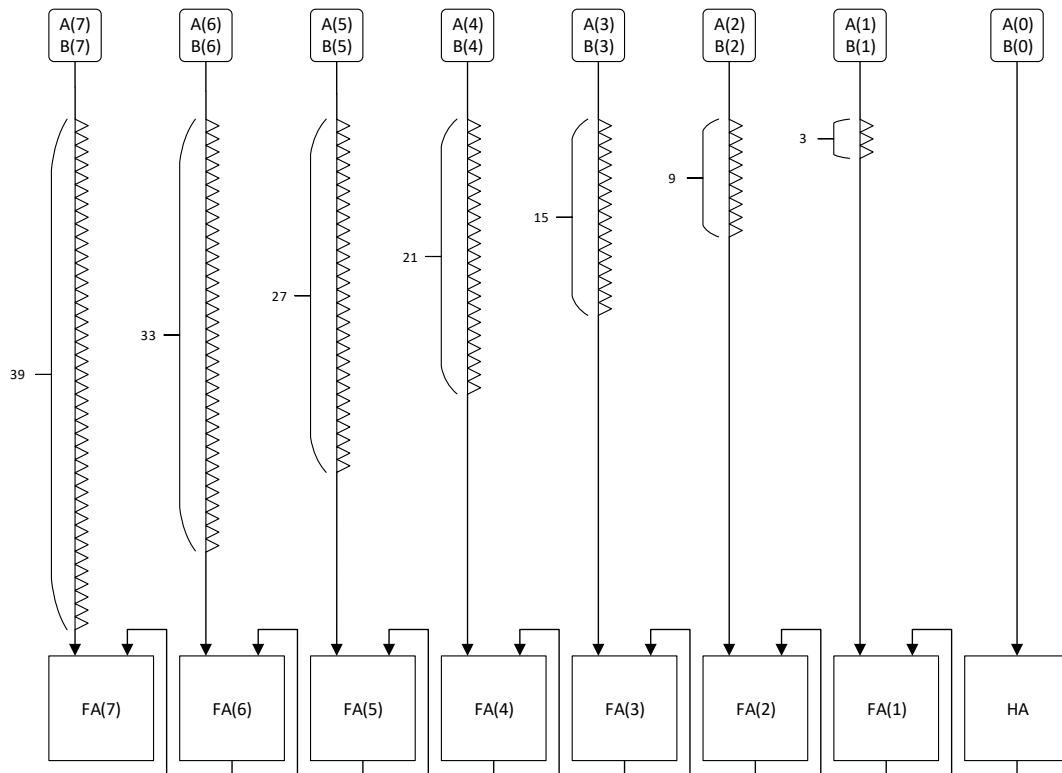


Figure 4.9. Skewing network needed at the input of the second version of the ripple carry adder.

### 4.2.4. Simulation of adder v2

This time the critical path inside the entire structure of the generic N-bit adder is defined by the delay of a single inverter, or of a single join gate, according to

which is the largest between the two. With a length of 256 nm for the *join* elements, as mentioned, the *NOT* gate should be the slowest between the two. In order to decide the length of the clock period, is enough to simulate the HA and concentrate the attention on the behaviour, let's say, of *INV1* and of *JOIN1* (reference in figure 4.15).

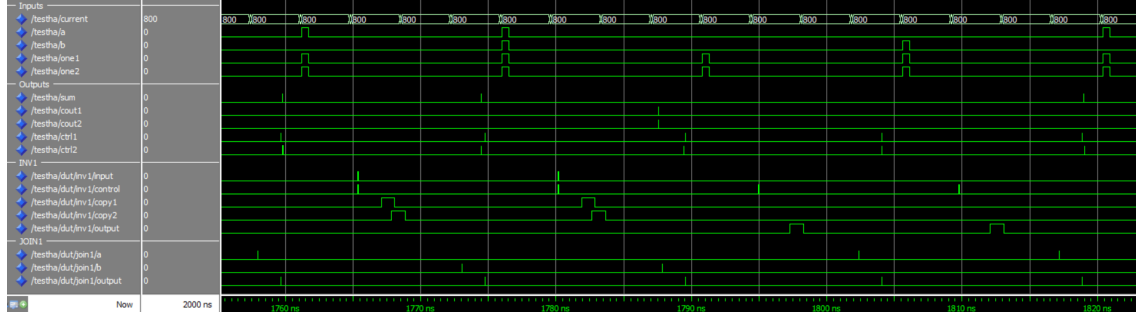


Figure 4.10. ModelSim snapshot showing the simulation of the second version of the HA. Also the input and output waveforms of the *INV1* and *JOIN1* gates appear. The delay of *INV1* is larger than the delay of *JOIN1*, and so the inverters represent the critical path of the second version of the ripple carry adder.

The simulation snapshot reported in figure 4.10 shows that *INV1* has a delay of about 2.99 ns, while *JOIN1* of only 1.73 ns: thus the critical path is defined by the delay of the inverter, as desired. The chosen clock period is equal to 3.8 ns, where the time length of the current spike is again of 150 ps: the operating frequency then is equal to 263.1 MHz, almost three times the frequency achieved with the first version of the adder.

The 16-bits adder has been verified in the  $0 + 0$ ,  $65535 + 65535$  and  $0 + 65535$  cases and with 25 couples of random inputs. The latency is equal to 355.6 ns.

### 4.3. Pipelining

Having now a version with enhanced performances, it makes sense to try to verify the behaviour of the adder when providing new data at each clock cycle. In the previous simulations, in fact, the interval adopted between each set of data was equal to the latency of the adder, and so the fact that the sum bits came out at different instants of time wasn't such a big deal. The skyrmions representing the sum output are in fact provided at different instants of time, just like the carry-out bit, that has

to be propagated all along the chain: if the aim is to have a new result every clock cycle, then it is necessary to synchronize all these sum bits with one another. This is done by an additional skewing structure at the output of the adder, like shown in figure 4.11. Here the delay between the bit  $S(i)$  and the bit  $S(i - 1)$  is equal to the number of pipeline stages inside  $FA(i)$ : if  $FA(i)$  has six pipeline stages, like in this case, then the sum bit  $S(i - 1)$  must be delayed by six clock cycles, and so six notches are needed at the output of  $FA(i - 1)$ . So, the law that gives the number of output notches is  $Notch(i) = 6(N - 1 - i)$  for  $0 \leq i \leq N - 1$ , where  $N$  is the adder parallelism.

Since the structure of the adder hasn't changed, the clock period is again of 3.8 ns. After a latency of 357.7 ns, the adder is able to provide a new result every clock period. Its behaviour has been verified in the  $0+0$ ,  $65535+65535$  and  $0+65535$  cases and with 60 couples of random inputs.

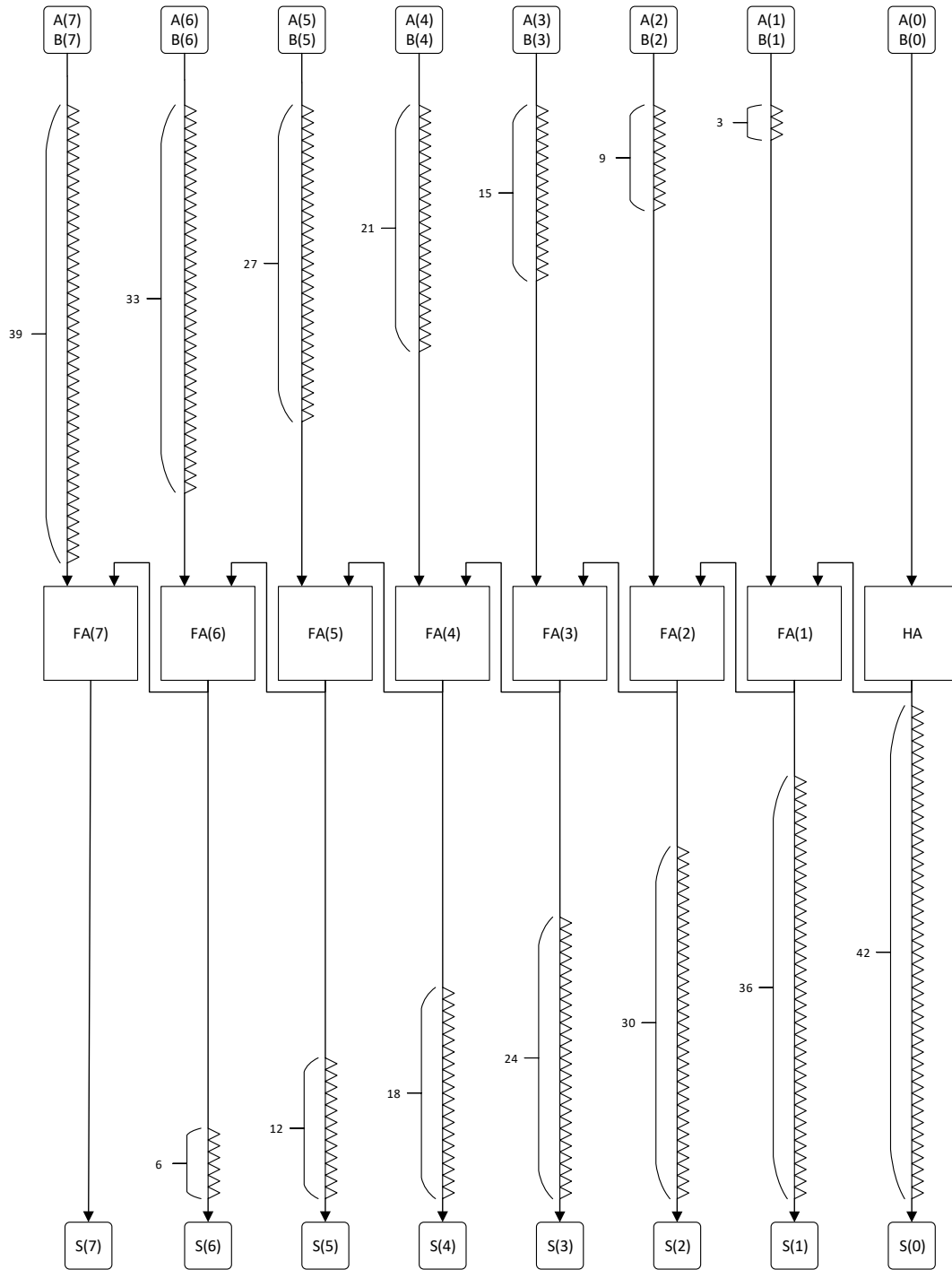


Figure 4.11. Sketch showing the skewing network both on the input and on the output of the second version of the ripple carry adder.



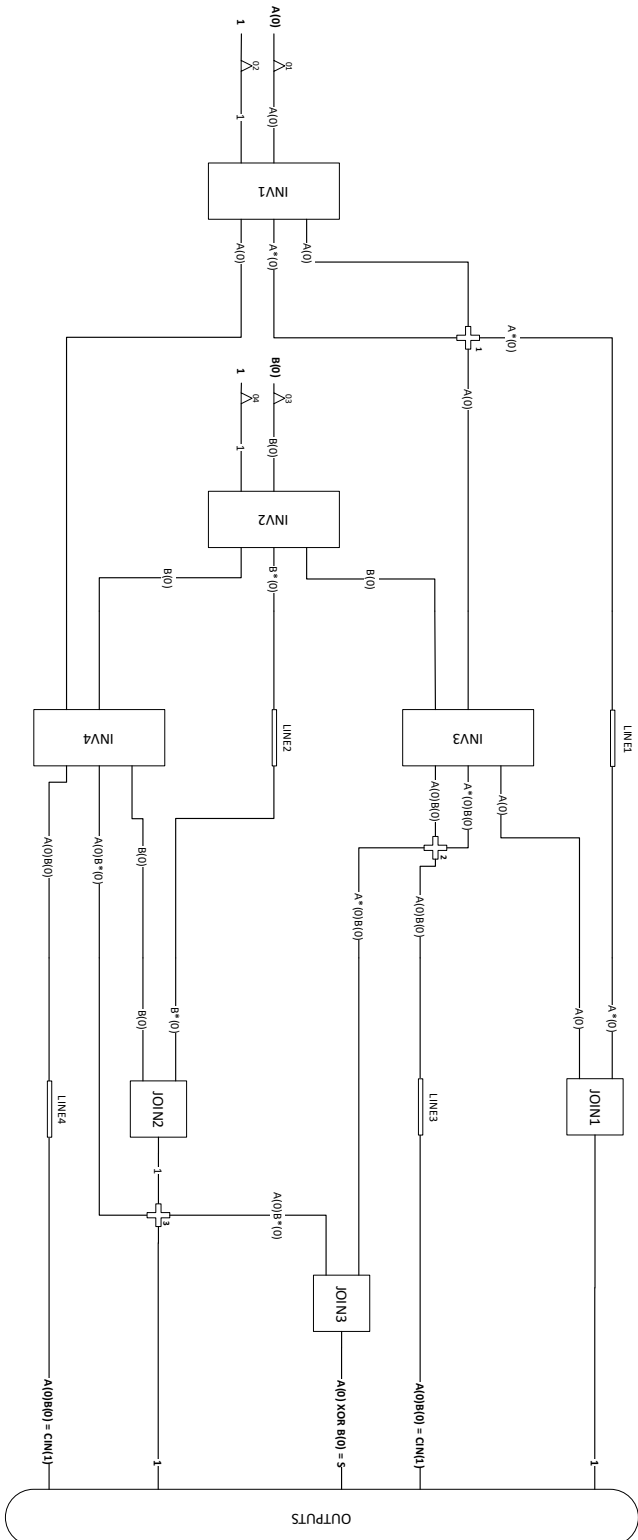


Figure 4.12. First version for the Half Adder. Each input is provided just once, while two carry-out and two signals equal to 1 come out from the structure towards the following Full Adder. Some *line* elements are still needed for the data synchronization. Three *cross* elements appear as well. One level of pipeline is present on the inputs, in order to assure the correct synchronization of the input data.

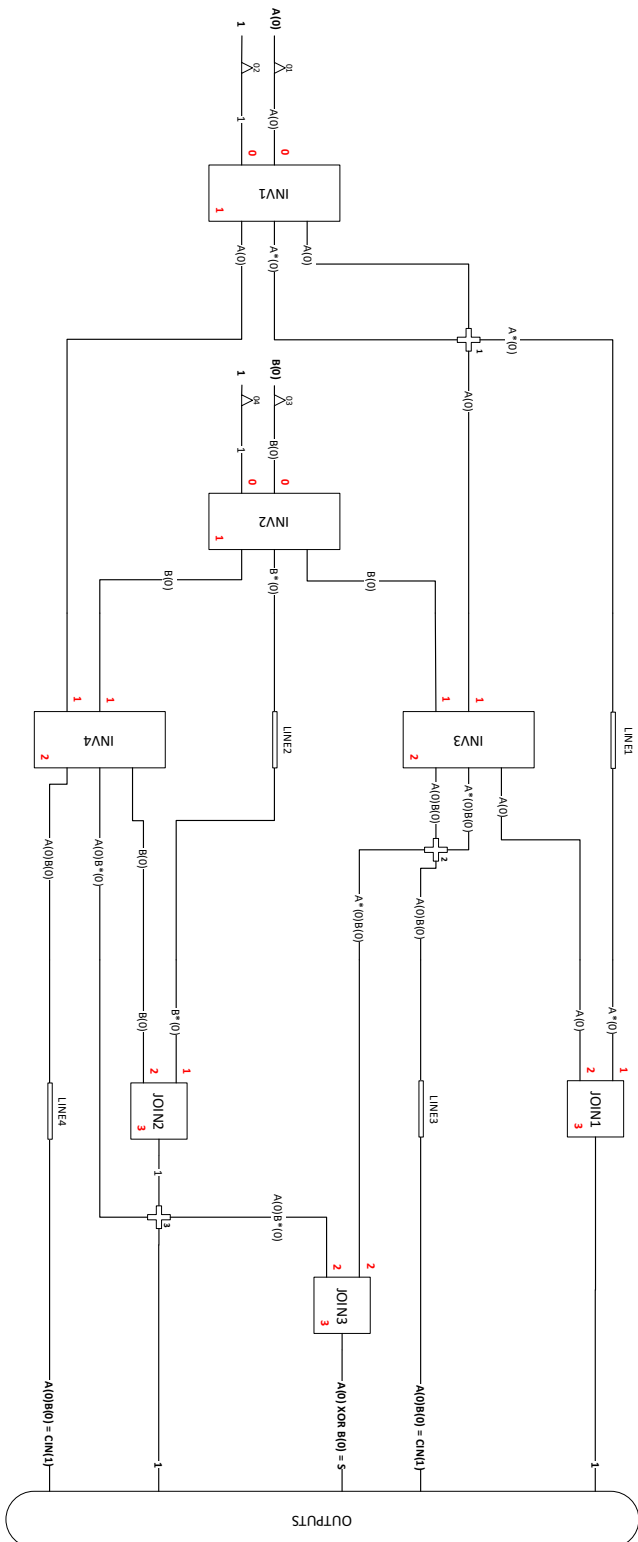


Figure 4.13. First HA version showing the logic depth for each element (red numbers). The *line* elements are placed whenever two inputs to the same logic gate have different logic depths. They are used to synchronize the outputs from the HA as well. The *cross* elements are assumed not to introduce any delay on the signal propagation and so they are not associated to any logic level.

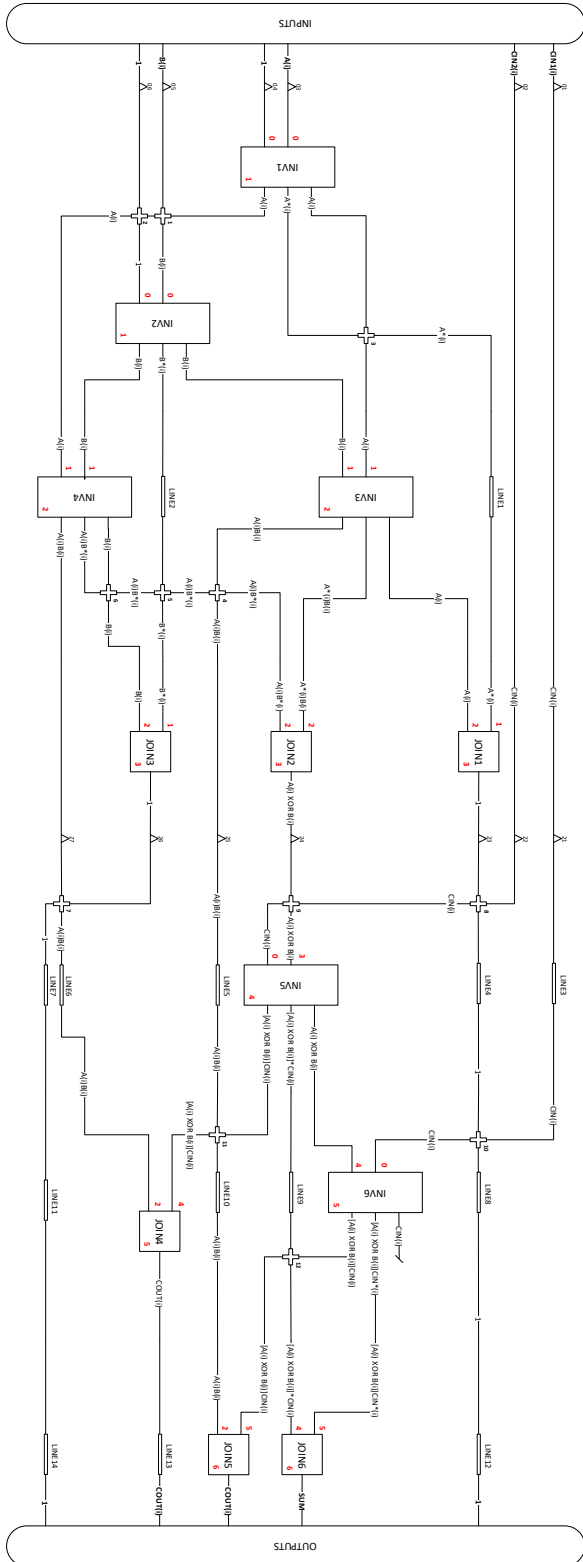


Figure 4.14. First version for the FA. Apart from  $A(i)$  and  $B(i)$ , whose value is unknown and they must be nucleated according to the input data, all the remaining inputs are provided by the previous stage. All of the outputs, apart from the sum bit, are provided twice towards the following stage. One level of pipeline is used at the input to assure the data synchronization, and one more level of pipeline is in the middle of the structure to break the critical path and make it equal to the delay of the HA. Some *line* elements are still needed for the data synchronization. The red numbers represent the logic depth of each element.

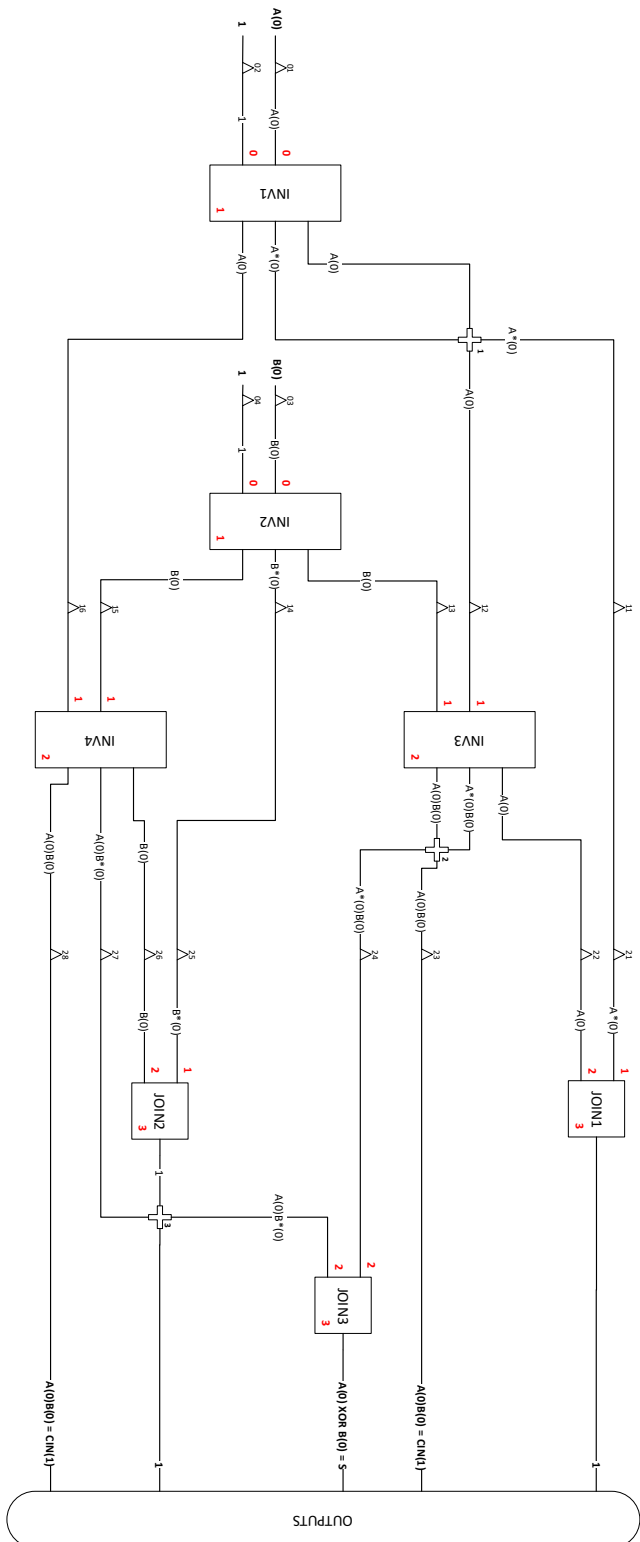


Figure 4.15. Second version of the HA. All the *line* elements have disappeared and the number of pipeline stages is now equal to three. The red numbers represent the logic depth of each element.

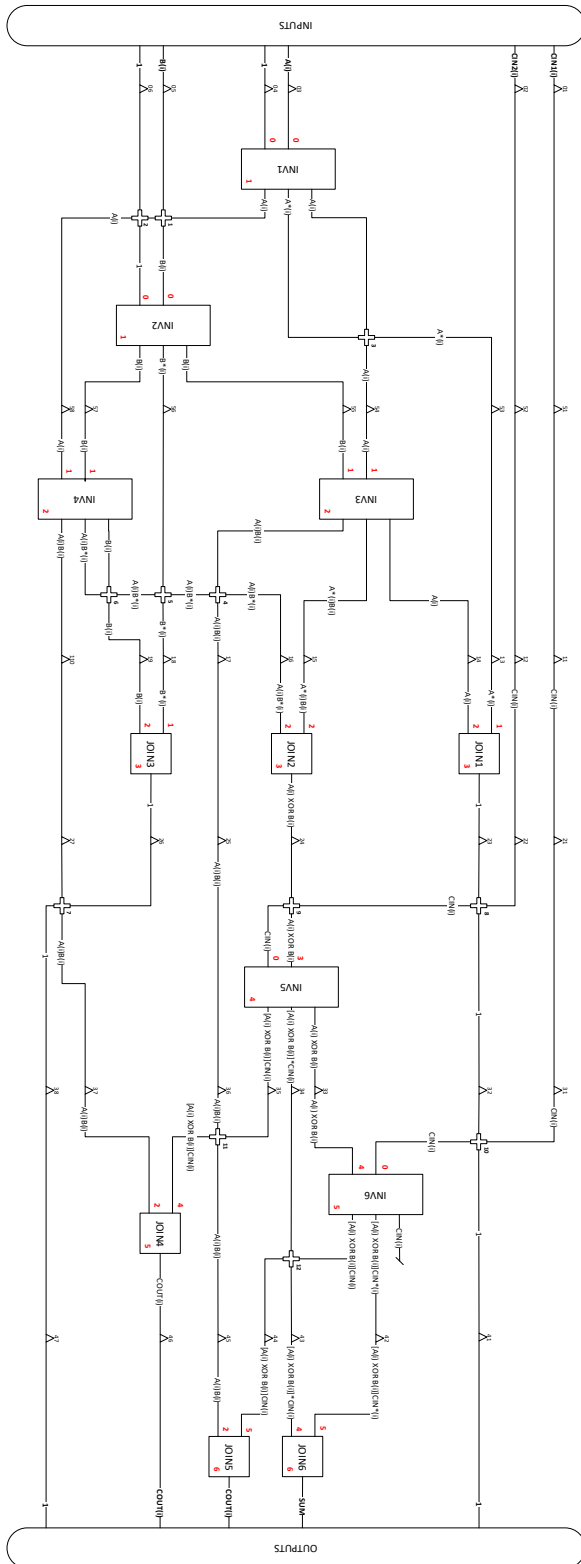


Figure 4.16. Second version of the FA. All the *line* elements have disappeared and there are six pipeline stages. The red numbers represent the logic depth of each element.

## 5. Logic in memory - first architecture

The final aim of this thesis has been to use the logic gates from [5] to build a logic-in-memory (LiM) architecture.

The first attempt that was made consists in a direct mapping from a CMOS architecture that had already appeared in literature: in [34] was in fact proposed a model for LiM cells that allows a high degree of flexibility and adaptability to a wide range of different algorithms. In figure 5.1 is shown the high-level organization of the original cells, which from now on will be used as a model: as it can be observed from the figure, each cell is able to communicate with the surrounding ones, exchanging both results and carry bits.

The simplest among the depicted cells is cell 00, that is, the cell at the intersection between the first row and the leftmost column. The bold red numbers that appear in the picture label the multiplexers needed for directing the data flow. Cell 00 is able to elaborate the stored bit together with a value coming from the external world and provided by the input *EXT\_IN*; starting from these data, both the configurable logic and the full adder perform their computations and provide a result. Multiplexer 2 selects the result of interest, which may be transmitted towards the other cells or could be needed to update the value stored in the cell, while the other result is discarded. The value stored in the memory cell can be updated not only with the result produced by the cell itself, but also with a value coming from the bit line, thanks to multiplexer 1: this is the method used to initialize the memory at the very beginning of the elaboration.

Either the value stored in the cell or the result produced by the logic blocks can be sent to the cell 10, passing through multiplexer 3; the output of multiplexer

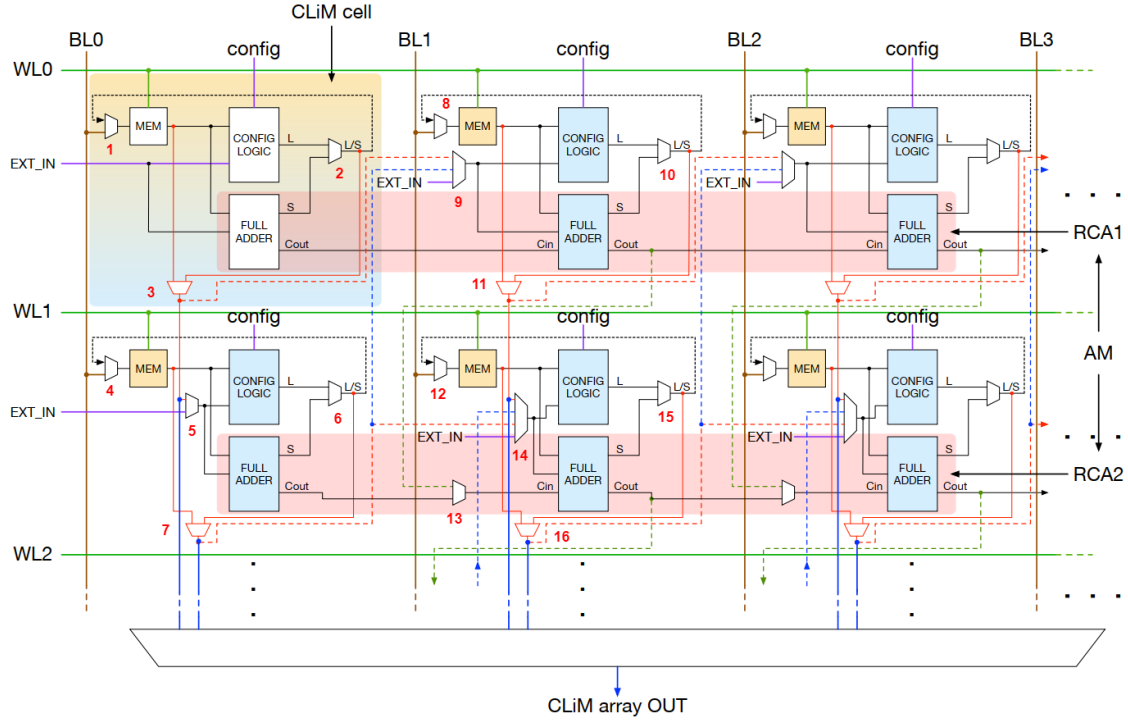


Figure 5.1. Structure of the memory array proposed in [34]: each cell contains a FA and a configurable logic block, and is able to exchange the results with the cells nearby, according to the needs of the algorithm to be implemented. Figure adapted from [34].

3 is one of the two possible choices available for the second operand of cell 10. Differently from cell 00, in fact, inside this cell, slightly more complex, is present also multiplexer 5, which allows to choose between two values for the second operand of the elaboration, while the first operand remains the stored value, as before. The function of multiplexers 4, 6 and 7 hasn't changed with respect to the corresponding multiplexers inside cell 00.

Multiplexer 9 inside cell 01 has three inputs: the second operand here can be either the result of cell 00, or the result of cell 10, or the external input. The input carry to the full adder, moreover, comes from cell 00; since the structure of all the other cells inside row 0 will be equal to the one of cell 01, this additional input allows to configure the whole row as a ripple-carry adder, where the carry chain is established by the connections between the carry-out of cell  $(0, i)$  (row 0, column  $i$ ) and the carry-in of cell  $(0, i+1)$ . This possibility, as discussed more in detail in [34], ensures a great flexibility of the structure and even allows to use the memory array

as a multiplier.

Cell 11 is the most complex out of the four, and it's the one that is used in the majority of the memory array: while cell 01 is used through the whole row 0 and cell 10 through the whole column 0, the structure of all the remaining cells, apart from cell 00 which has its own organization, will copy the one of cell 11. In this cell, multiplexer *14* has now four inputs: the second operand can be either the result of cell 01, or of cell 10, or of cell 20 (which lays outside the picture), or the external input. Also the input carry comes from a multiplexer (*13*), and can be either the output carry of cell 10, or the output carry of cell 01: this allows the memory array to work as an array multiplier, as detailed in [34].

From this brief explanation it should be clear now that is enough to convert into skyrmion-based cells only the cells 00, 10, 01 and 11, because the remaining cells inside the array are all equal to one or the other.

Since all the memory cells are connected to one another and exchange their results, is clear also that their functioning must be delayed in time: if cell 10 needs the result of cell 00 in order to perform its computations, it cannot for sure start the elaboration together with cell 00. This means that the memory array must be controlled by a Finite State Machine (FSM) that launches the elaboration of cell 00, waits until its results are available, and only then enables cell 10 to start its own computations. Of course, as soon as cell 00 has finished the first elaboration, it can receive new data in order to go on and produce new results. This sequence applies throughout the whole memory array: all the cells connected to cell 10 will have to wait before receiving their own start, and so the cells after them.

Figure 5.2 shows the time requirements for each of the cells. Cell 00, marked in red, is the first cell that starts the elaboration, since its second operand can only come from the external world. When the results of cell 00 are available, cell 10, which doesn't need anything else, can start the computation. The results of cell 00 are received by cell 01 as well; however, this cell needs also the results of cell 10 in order to start; that's why it is marked in green, together with cell 20: they both need the results of cell 10, and so their functioning is allocated in the third phase of the elaboration. Finally, cell 11 needs the results of cell 10, 01 and 20, and so it must be allocated in the fourth phase.

Another key point, of course, is the need for cell 10 to maintain stable its results



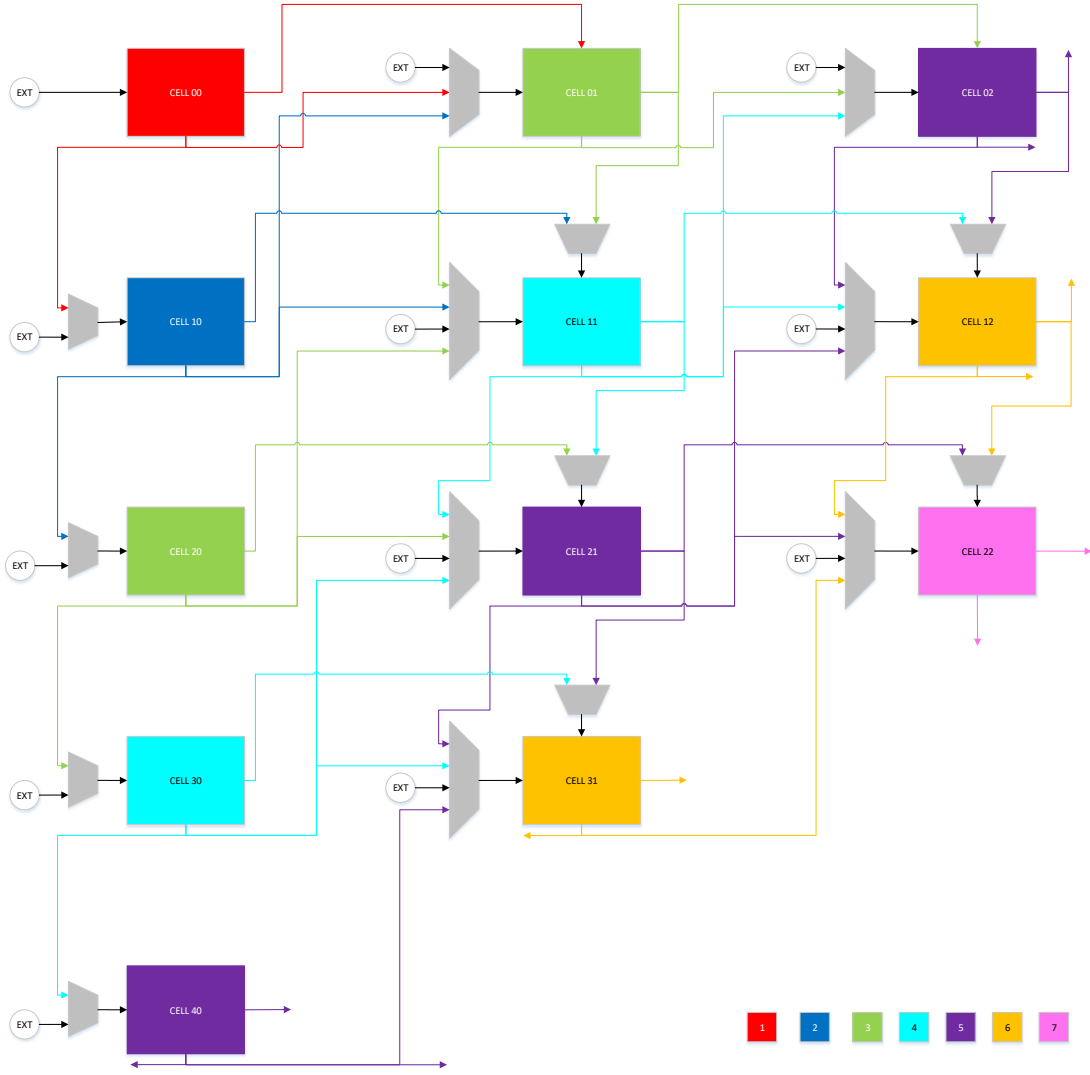


Figure 5.2. Scheme showing the timing requirements for some of the cells inside the array. The colour of each cell corresponds to the phase into which its functioning time is allocated, as detailed by the legend inside the figure; the same colour applies also to the outputs from the cell. Each cell can start its elaboration only when all the inputs are available.

until cell 11, which is the most distant in time regarding the start of the computation, has received them. Following the same reasoning, also cell 00 needs to maintain available its results until cell 01 has read them. This means that, exploiting the particle-nature of skyrmions, each of these cells could even receive the new data and start a new computation while maintaining available the skyrmions on its outputs.

This, however, is just a matter of optimization: first of all is necessary to find a correctly working FSM, and only then the architecture can be optimized and made faster. For this reason, the assumption from now on will be that each cell will be frozen in its functioning cycle until all its results have been collected and read by the proper cells connected to it.

Since each cell contains a number of multiplexers, and since potentially there could be the need to drive two or more of them at the same time, according to the particular instant in which each cell is working and to the needs of the particular algorithm that is being implemented, is necessary also that each cell has its own FSM. Considering four cells only, their four FSMs will then be coordinated by a master FSM, which receives their status signals and decides what to do accordingly. The FSM of each cell (let's call them slave FSM) will receive a *start* signal from the master FSM and will notify it when the result is available. Each slave FSM, moreover, will receive from the external world some signals that depend on the particular algorithm that needs to be implemented. These signals will be used for deciding, for each multiplexer, which input should be selected. Since these signals depend on the particular algorithm chosen they cannot come from the master FSM, and must be provided from outside directly to each cell. In the schematics of the FSMs reported at the end of this chapter, these signals, coming from the external and arriving directly to the slave FSM of competence, are all named as *DES\_x*, where *x* depends on the particular signals. Some examples are *DES\_EXTIN\_00*, towards the slave FSM of cell 00, or *DES\_DATA\_X0*, towards the slave FSM of cell 10.

A final point that should be underlined here regards the *configurable logic* block that appears inside each cell in figure 5.1. The particular type of logic gates presented in [5] and discussed up to now are predetermined in their behaviour by their own shape: the *AND/OR* gate has a particular shape that will never allow it to behave as an *INV/COPY* gate. In [28], however, a design for reconfigurable logic gates has been proposed: by simply changing the voltage pattern applied to the structure, the logic function of the gate changes. To build a reconfigurable logic block using the gates proposed in [5] a much more complex structure should be designed instead, together with the control signals needed to allow its functioning. Since the structure of the memory array is already quite complex, the reconfigurable logic block inside

each cell in figure 5.1 has been changed in this work into a fixed logic block composed by a single *AND/OR* logic gate. A more advanced logic elaboration could be realized, however, by simply replacing this single gate with a more complex logic block.

## 5.1. Cell 00

The structure of cell 00 is reported in figure 5.22; the FSM that controls it is described in figures 5.23 and 5.24, where are detailed also the control signals that are activated during each state. The VHDL describing both the datapath and the FSM of the cell is reported in appendix C. Since the datapath is huge and quite complex, some small portions of it will be shown in this chapter little by little, as the explanation of the structure goes on, in order to facilitate the comprehension.

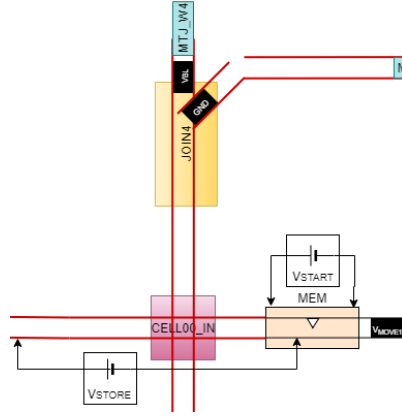


Figure 5.3. Portion involved in the nucleation and in the storing of a new skyrmion inside the memory element.

In realizing these cells, the results proposed in many different articles have been exploited. The mechanism used for initializing the memory comes from [44]. Differently from the article this is a random access memory, not just a racetrack: however, similarly to what happens in the article, the skyrmions are nucleated at the beginning of the bitline by a writing head (labelled as *MTJ\_W4*) and put into movement by applying a voltage  $V_{BL}$  all along the bitline; to identify the point where the voltage must be applied, some black contacts carrying the name of the voltage signal (including *GND*) have been inserted in the picture.

As soon as the desired skyrmion reaches the input of its destination cell, the

voltage  $V_{BL}$  is switched off and the voltage  $V_{STORE}$ , applied orthogonally with respect to the previous one, is turned on, so that only the skyrmion at the intersection between the bitline and the cell input (this intersection is labelled *CELL00\_IN* in the picture) is pushed towards right, entering the memory element. This memory element is simply a notch, introduced in chapter 2 and widely used in chapter 4 as a synchronization element for the data flow. Since the skyrmion that reaches the notch will stay there until a current peak is applied, the notch behaves exactly like a memory element.

This current peak is generated when the voltage source  $V_{START}$  is turned on. This voltage source is different from the sources such as  $V_{STORE}$  or  $V_{BL}$ , because the current value needed to make the skyrmion go through the notch is much higher than the value needed to simply put it into movement. For this reason, the VHDL description of these voltage generators is different: while  $V_{STORE}$  and  $V_{BL}$  are described by the component *voltage\_genL*,  $V_{START}$  is described by *voltage\_genH*. The difference in the behaviour between these two components is that *voltage\_genL* allows a current flow of intensity *CURRENT\_LOW* as long as its control signal is active, while *voltage\_genH* generates a single peak of current of intensity *CURRENT\_HIGH* and then turns off, if its control signal is active for a single clock cycle.

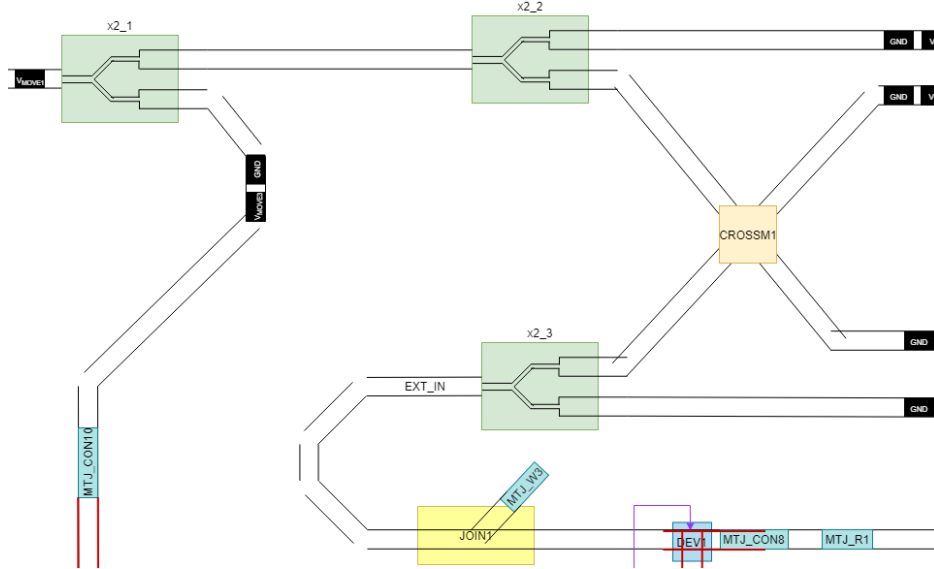


Figure 5.4. Path followed by the first and the second operand towards the computational area.

The current that allows the skyrmion to leave the memory element's output and to reach the region where both the FA and the logic are allocated is generated by  $V_{MOVE1}$ , again of type *voltage\_genL*. Along its path the skyrmion finds some duplication elements, needed to provide its value both to the two computational elements and to the structure that implements the multiplexer 3 of figure 5.1. These duplication elements have been presented in [40] and exploit the reversible conversion from skyrmion to domain wall pair and vice versa, realised thanks to a chain of large and narrow junctions. So, pushed by  $CURRENT\_Vmove1$ , the skyrmion goes through the elements  $x2\_1$  and  $x2\_2$ , through the element  $CROSSM1$  (exactly the same type of cross used also in chapter 4), and finally reaches the input of the FA and of the logic block.

To perform the data elaboration, however, the memory cell must receive also the second operand, which in the case of cell 00 can come only from the external world. Not only: this data must reach the computational region together with the skyrmion that just come out of the memory element. To do so, the output of a writing head  $MTJ\_W3$  is conveyed inside the track by the element  $JOIN1$ , exactly the same join structure used also in chapter 4, and the skyrmion just nucleated is moved along the track again by the current  $CURRENT\_Vmove1$ , the same that moves also operand 1. Before reaching the computational region it is duplicated by element  $x2\_3$  and goes through  $CROSSM1$ .

When the voltage  $V_{MOVE1}$  is turned on, also the write heads  $MTJ\_W1$  and  $MTJ\_W2$  are activated. Their presence is due to the structure of the FA, which is the same that has been developed in chapter 4: in order to correctly work, the FA must receive as input two additional skyrmions, which do not carry any information but are just needed as enable signals. The duty of those two write heads is to provide these two skyrmions to the FA. The two skyrmions are put into movement by the same current which transports also the two operands, so they will reach the input of the FA at the same time, and they will be given back by the FA together with the other results (the sum plus the two output carries).

Two key points must be discussed here. The first revolves around the timing requirements: in the description of these cells many assumptions around the topic of timing synchronization have been made. These assumptions, however, are not

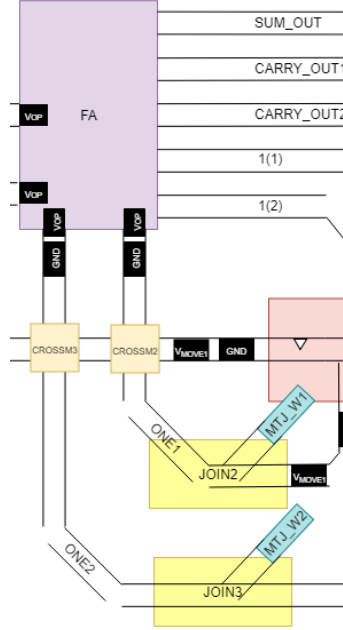


Figure 5.5. Nucleation of the two skyrmions needed as enable by the FA and outputs from the FA.

difficult to be satisfied: technologically speaking is in fact enough to tune the length of this or of that track in order to tune the time that each skyrmion needs for going from one point to another, and so synchronizing their movement is not particularly challenging.

The second point is a bit more tricky and involves the different voltages applied. Simply looking at figure 5.22 and remembering that each black rectangle is a voltage contact, is easy to guess how many different voltages are involved in controlling each of these cells. The value of these voltages, however, is in many cases always the same: the only request is to have a current flowing inside the tracks at least equal to *CURRENT\_LOW* (that is, a current density higher than the depinning threshold), so, as long as the skyrmion can move, there is no reason for changing the value of the voltage applied. As already mentioned, it is necessary to have a second voltage value, able to induce a current density equal to *CURRENT\_HIGH*, otherwise the skyrmion wouldn't be able leave the memory element; this however isn't different from what already assumed in chapter 4. To make the FA work, in fact, is necessary to provide a current waveform that assumes a low (not null) value for most of the time, and then a peak value for a small extent of the clock period;

since this kind of waveform is needed also in these memory cells due to the presence of the FA, the voltage that imposes *CURRENT\_LOW* can be made equal to the one that produces the low value of the current used in the FA, and the voltage that imposes *CURRENT\_HIGH* can be made equal to the voltage that produces the peak.

The most tricky point in controlling all these voltages, however, is due to the need of having regions without any voltage applied adjacent to regions where instead a current is flowing to make the skyrmion move. This condition corresponds, inside figure 5.22, to all the points where a *GND* contact is placed nearby a contact with a different label. Technologically speaking, it should be possible to realize this condition by cutting the metal trace for a very small extension and interposing between the two pieces an insulating material. Since the voltages needed are not high (in chapter 3 values around 1 mV have been used), there shouldn't be problems of breakdown; it should also be possible to allow the skyrmion to overcome this region, if very small, without heavily compromising the DMI which stabilizes it at the interface between the heavy metal and the ferromagnetic material.

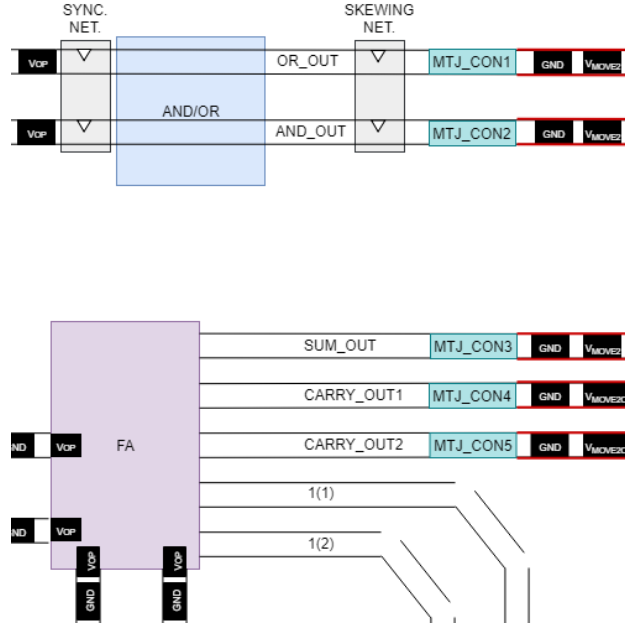


Figure 5.6. Logic block and FA, together with the contacts used for applying  $V_{OP}$ .

When the data arrives the the beginning of the computational region of the cell,  $V_{MOVE1}$  is switched off and  $V_{OP}$  is applied. As already explained,  $V_{OP}$  has exactly the same waveform used for controlling the adder of chapter 4, so its VHDL description must be different from the one of the other voltage sources already encountered: the component that describes this voltage source is *vclock\_gen*. Since the final version of the FA has a pipeline with 6 stages (including also the row of notches placed right on the input), two set of notches have been inserted also before and after the *AND/OR* logic gate: *SYNC.NET.* is composed by a single row of notches, while *SKEWING.NET.* is made by five rows of notches one after the other. Their presence, however, is not fundamental, because the movement of the skyrmions is controlled by the voltage applied: even if the output of the *AND/OR* block were available before the second clock cycle since the switching on of  $V_{OP}$ , the skyrmions wouldn't be able to move on along the trace, because the voltage  $V_{MOVE2}$  would still be turned off.

The elements denoted as *MTJ\_CON* are made by the sequence of a reading head and of a writing head. Elements of this type have been inserted in the picture wherever a change in the technology of the tracks is needed. Inside figure 5.22, in fact, two types of tracks can be distinguished: the former type is denoted by black tracks, the latter by red tracks. The reason for this difference is the need, in some regions of the cell, to suppress the Magnus force that makes the skyrmion turn towards left as soon as the possibility is available. In these regions the confinement adopted in [5] wouldn't work, because it is good only to avoid the annihilation of the skyrmion at the edges of the nanotrack: as demonstrated by the working principle of the gates presented in [5], the Magnus force is still present and makes the skyrmion move towards left at each junction.

Like already discussed in chapter 2, a possibility for completely cancelling the Magnus force is to realize an antiferromagnetic coupling between two layers of ferromagnetic material separated by an insulating spacer. Doing so, with the same type of writing head used also for the component *MTJ\_W3*, is possible to nucleate a skyrmion in the top layer and an antiskyrmion in the bottom layer; thanks to their opposite topological charge and to the coupling between the two FM layers, the Magnus force is cancelled by construction and the bilayer skyrmion moves along a straight line even if there is the possibility for it to turn left at the junctions present along the track. So, in all the cases in which this kind on technology is needed, a red



track has been used in figure 5.22, in place of a black track, that uses the technology exploited in [5]. It is worth noticing that a red track is used also at the input of the cell: in [44], in fact, it is used exactly the technology proposed in [41].

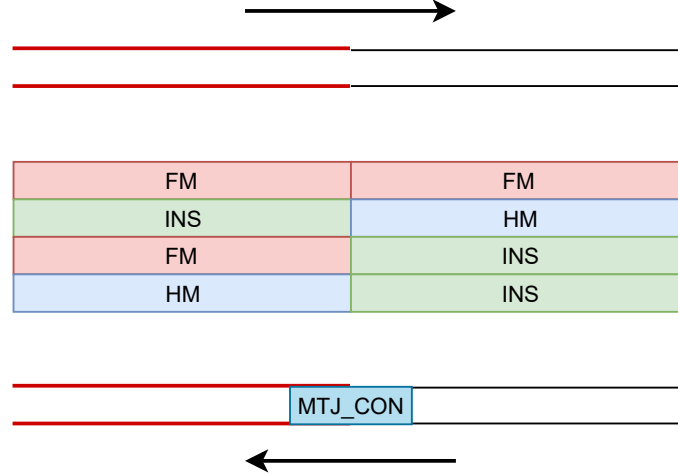


Figure 5.7. Layers composing the technology used for the red and for the black tracks. A conversion head is required when going from a black to a red track, while it is not needed in the opposite direction of movement. FM stands for ferromagnetic layer, HM for heavy metal layer, INS for insulating layer.

Then, why are the elements *MTJ\_CON* needed? These elements are placed only in the points where a black track (single FM layer above a platinum trace, with the confinement proposed in [10]) is replaced by a red track (antiferromagnetically coupled FM layers), and not vice versa, as shown schematically in figure 5.7. If one imagines to put the two types of track one next to the other, in fact (and assuming to have between them the space needed to put in contact the two HM traces, so that the current continues to flow from one track to the other), is easy to imagine that a bilayer skyrmion coming out from the red track splits into a separated skyrmion and a separated antiskyrmion as soon as the coupling vanishes; the skyrmion will find, going on along its path, the confinement structure used in the black tracks and will remain inside the track, while the antiskyrmion is no longer useful and can be destroyed. To do so, it should be enough to interrupt the bottom FM track with an insulating layer, as shown in figure 5.7: as a result, the antiskyrmion will be expelled from the bottom track, leaving the skyrmion alone in the top track, confined by the boundaries. If the direction of the movement instead is opposite, that is, from the black track to the red track, it could happen that the bottom skyrmion, as soon

as the confinement vanishes, is expelled from the top track without being able to induce the formation of an antiskyrmion in the coupled layer. For this reason, it should be enough to detect the presence of the skyrmion before it is expelled, and to control accordingly a writing head placed just at the beginning of the red track. In this way, even if the skyrmion gets expelled from the track, the information doesn't get lost and a bilayer skyrmion can correctly be nucleated inside the red track, if needed. The sequence of the read and of the write head needed for this conversion, as mentioned, is summed up by the component *MTJ\_CON*.

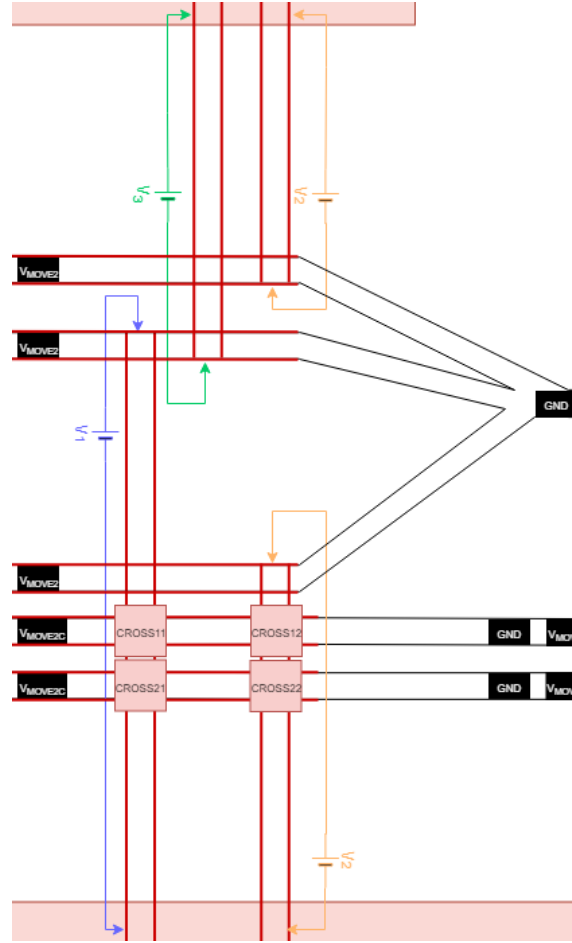


Figure 5.8. Structure that implements the multiplexer 2 of figure 5.1.

The red tracks are needed after the computational structures due to the multiplexer 2 of figure 5.1: having computed the result of the sum, of the *AND* and of the *OR* between the two operands, it is now necessary in fact to choose one of

the three results, in order to send it to the neighbouring cells and maybe to store it inside the memory element of cell 00 itself. So, there is the need of a multiplexer with three inputs. Since with skyrmions the information is always conserved, the two skyrmions at most that will be discarded have to go out from the structure as well: for this reason the multiplexer has one main output, plus four other secondary outputs. Among these four secondary outputs, two of them are traces controlled respectively by the voltages  $V_1$  and  $V_3$ , while the remaining two outputs are both controlled by the voltage  $V_2$ . The selection of the input to be transmitted is done in the following way: first the voltage  $V_{MOVE2}$ , together with  $V_{MOVE2C}$ , which controls the movement of the output carry, is turned on in order to allow the three (at most) input skyrmions to reach the intersection with the first secondary output, which is controlled by  $V_1$ , and then they are both turned off. In order to allow the output carry to overcome the crosses *CROSS11*, *CROSS12*, *CROSS21* and *CROSS22*,  $V_{MOVE2C}$  is switched on for one more state. At this point the selection can take place: if the result of the *OR* is desired, then  $V_1$  is switched on, so that both the skyrmion carrying the value of the *AND* and the skyrmion coming out from the FA are forced to move along the first secondary output, crossing both *CROSS11* and *CROSS21* in the vertical direction, up to the bottom tank. At this point  $V_{MOVE2}$  can be turned on again, allowing the selected result to reach the output of the multiplexer (that is, the *GND* contact right at the end of the multiplexing structure). If instead the *SUM* result is desired, the voltage  $V_{MOVE2}$  will be turned on again for a small amount of time, allowing the three skyrmions to reach the second secondary output: then, turning on  $V_3$ , both outputs of the *AND/OR* gate will be flushed away towards the top tank; applying again  $V_{MOVE2}$ , the only skyrmion left can reach the output of the multiplexer, just like before. Finally, if the result desired is the output of the *AND*, first the three skyrmions will reach the final secondary output; then, turning on  $V_2$ , the top and the bottom skyrmion will be flushed respectively towards the top and the bottom tank, leaving the middle skyrmion alone. In any case, one result will be available at the end of the multiplexing structure, while the skyrmions carrying the value of the two other results are collected inside the top or the bottom tank, or maybe inside both of them (if  $V_2$  was turned on).

The top and the bottom tank are two structures able to collect all the skyrmions that have been nucleated inside the cell, but that are not needed as information

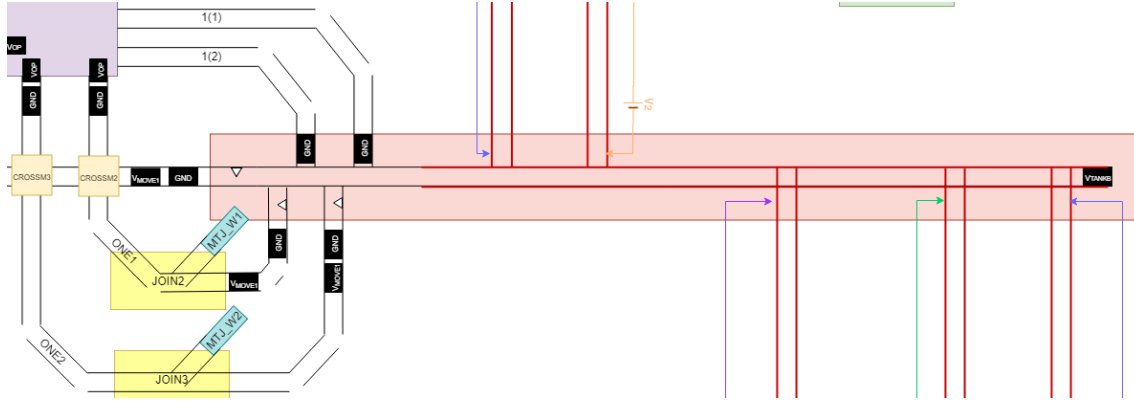


Figure 5.9. Structure of the bottom tank, with the inputs and outputs involved in the movement of the skyrmions that are used as enable by the FA.

carriers in the current computational cycle. Since nucleating new skyrmions is an energetically expensive operation, having spare skyrmions ready to be used when needed should highly decrease the power consumption associated to each computation. The top and the bottom tank inside each cell of this design are able to collect all the unused outputs of each multiplexing operation, together with the two input skyrmions needed by the FA to correctly perform its computation. Focusing on these two skyrmions, the FA gives them back as an output at the end of the computation cycle (as already explained in chapter 4): the two skyrmions then reach the input of the bottom tank thanks to  $CURRENT\_Vop$ , and will stay there from the moment when the voltage  $VOP$  is turned off. Before starting a new computational cycle, all the skyrmions available at the inputs of the tank will be pushed inside the its middle nanotrack by applying  $CURRENT\_Vtankb$  (which is of type *vclock\_gen*). The bottom tank has three outputs, differently from the top tank, which has only one output. The three outputs are connected to the nearby traces according to a priority order: inside the bottom tank, in fact, there will be for sure at least two skyrmions (the two skyrmions provided by the FA at the end of the elaboration). These two skyrmions must be given back to the FA in order to allow a new computation: for this reason, when  $CURRENT\_Vtankb$  is applied, since those tracks inside the bottom tank are of the black type (that is to say, the Magnus force is still present), the skyrmion coming out from the track labelled as  $1(1)$  will occupy the output of the tank that enters the element *JOIN3*, preventing other skyrmions to occupy the same output thanks to the skyrmion-skyrmion repulsion; at the same

time, the skyrmion coming out from  $1(2)$  will occupy the output that goes towards the element *JOIN2*. Both skyrmions will occupy the corresponding output until a current peak is provided, thanks to the notches that block them.

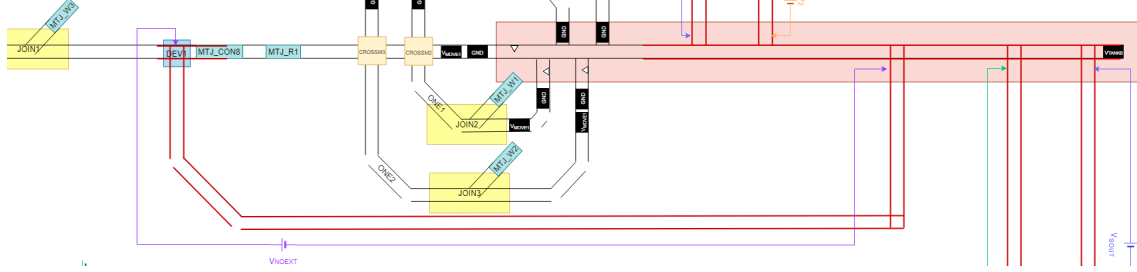


Figure 5.10. Structure of the bottom tank, with the connections needed to put back inside the tank a skyrmion that came out from the lowest priority output.

If the tank hosts more than two skyrmions, one more skyrmion will go out from the remaining output, which, thanks to its placement, has the lowest priority. If desired, this skyrmion could be used as a second operand in the following computational cycle, without the need of nucleating a new skyrmion with the *MTJ\_W3* head. However, the second operand desired could be equal to 0, that is, no skyrmion is required: what if the tank hosts more than two skyrmions? When the current peak allows the two skyrmions with highest priority to go out, also a third skyrmion will go out from the tank. Since its presence is not desired, this condition must be detected and, in case, the skyrmion must be put back inside the tank. To do so, the read head *MTJ\_R1* detects the presence of the skyrmion and notifies it to the FSM of cell 00, and at the same time *CURRENT\_Vmove1* will push it inside the component *DEV1*: if a skyrmion was detected and its presence is undesired, the voltage *VNOEXT* will be turned on, flushing it away back inside the bottom tank. If instead the skyrmion detected is desired, *CURRENT\_Vmove1* will be turned on again, allowing the skyrmion to go across *JOIN1* and in the end to reach the input of the two logic blocks, together with operand 1. If, on the contrary, no skyrmion is detected while operand 2 should be equal to 1, then a new skyrmion must be nucleated: exactly as it happened in the first half of the cycle, *MTJ\_W3* will be turned on together with *CURRENT\_Vmove1*, so that the just nucleated skyrmion is able to reach the computational area together with operand 1.

These operations, however, take place only inside the second half of the cycle, that is, after the first iteration has been completed and the first results have come

out. Before them, is necessary to complete the first cycle transmitting the results to the nearby cells and updating the value stored in the memory element.

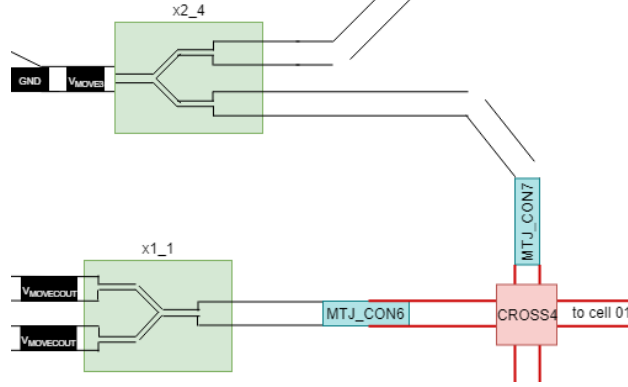


Figure 5.11. Element that duplicates the result and merging element that compresses the two output carries into a single particle.

First of all, the skyrmion which survived the selection among the three results is pushed by  $CURRENT\_Vmove3$  through the element  $x2\_4$  (so that the result will be available also for the store operation, later in the cycle), through  $CROSS4$ , up to the junction controlled by voltage  $V\_SOUT$ .

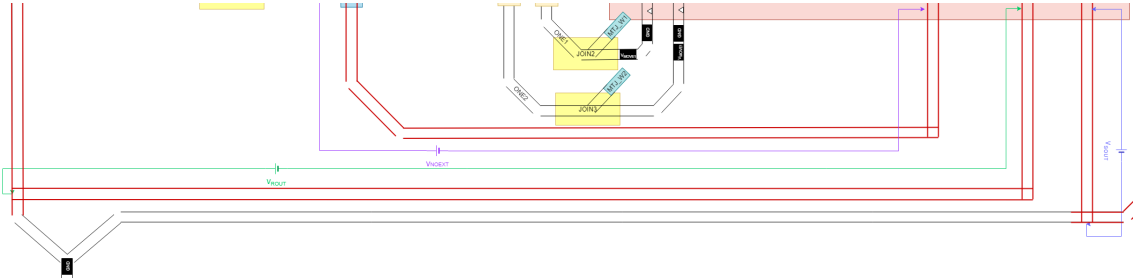


Figure 5.12. Structure that implements multiplexer 3 of figure 5.1.

$CURRENT\_Vmove3$ , however, moves also the skyrmion carrying the value stored inside the memory element, which was doubled by element  $x2\_1$  and is ready to be used: this skyrmion so will moved by  $CURRENT\_Vmove3$  up to the junction controlled by  $V\_ROUT$ . Now the multiplexing operation carried out by multiplexer 3 of figure 5.1 takes place: if the output of the cell has to be the result previously selected,  $V\_ROUT$  is turned on, flushing the value of the stored element towards the bottom tank; if instead the value of the memory element is desired,  $V\_SOUT$  is turned on, flushing away the skyrmion carrying the value of the result computed. In any

case, the undesired skyrmion is collected inside the bottom tank. Then  $V_{MOVE3}$  is turned on again, allowing the selected skyrmion to reach the  $GND$  contact right at the output of the multiplexer.

Now that the output has been chosen, the cycle is almost over. The remaining things to do are to choose what kind of data must be used to update the memory element, to transmit the outputs (the one just selected, plus the carry-out bit) towards the nearby cells, and to request a new start to the master FSM.

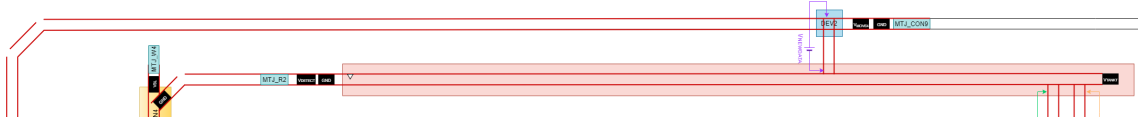


Figure 5.13. Structure of the top tank.

First of all, the skyrmion that was moved up to  $MTJ\_CON9$  by  $CURRENT\_Vmove3$  is pushed inside  $DEV2$  by applying for a short time the voltage  $V_{MOVE4}$ . Then, if the result of the computation must be used to update the memory element,  $V_{MOVE4}$  is applied again, so that the skyrmion continues along the track until it reaches the next  $GND$  contact: there it will wait for the master FSM to turn on, after the activation of the signal  $REQUEST\_NEW\_STORE$  by the slave FSM, the voltage  $V_{STORE}$ , so that a new cycle can begin.

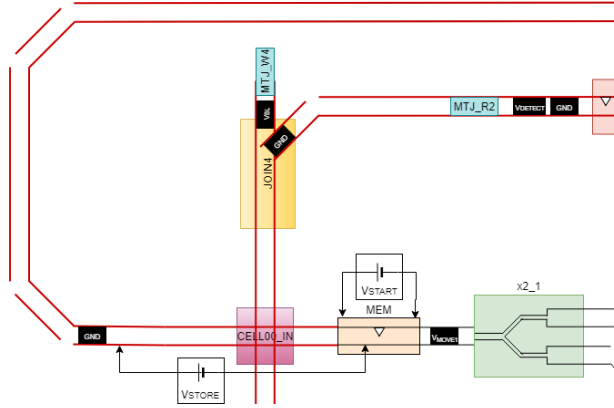


Figure 5.14. Connection between the output from the top tank to the input of the cell.

If instead the data to be written inside the memory element must come from the external, that is, from the bitline, the skyrmion inside  $DEV2$  will be flushed towards

the input of the top tank by the activation of  $V_{NEWDATA}$ ; then, according to the value desired for the data to be written in the memory element, two possibilities are available: either the data desired is 0, and so nothing has to be done, or the data desired is 1; if this is the case,  $V_{TANKT}$  is activated until the skyrmion that may be inside the top tank comes out: then  $V_{DETECT}$  turns on, allowing the skyrmion to pass through the read head  $MTJ\_R2$ : if the skyrmion is actually there, the signal  $REQUEST\_NEW\_START$  is activated by the slave FSM. The master FSM, detecting the activation of this signal, will activate  $V_{BL}$ , which allows the skyrmion to go out from  $JOIN_4$  and to reach the inside of  $CELL00\_IN$ ; then it will switch off  $V_{BL}$  and turn on  $V_{STORE}$ , allowing the data to update the content of the memory element without the need of nucleating new skyrmions. If instead the desired data is 1, while no skyrmion has been detected by  $MTJ\_R2$ , the slave FSM activates the signal  $REQUEST\_NEW\_START\_W$ , so that the master FSM knows that it has to activate the write head  $MTJ\_W_4$  together with  $V_{BL}$ ; then the FSM turns it off and activates  $V_{STORE}$  to store the skyrmion inside the memory element. Finally, if the desired data to be written inside the cell comes from the external and it is equal to 0, after pushing the result of the computation inside the top tank, the signal  $REQUEST\_NEW\_START$  is activated: in this way the master FSM activates  $V_{BL}$  (doing so, if the bitline is by chance filled with skyrmions, they will be shifted by some positions, allowing a 0 to be positioned inside  $CELL00\_IN$ ), and then activates  $V_{STORE}$ , allowing the 0 to be "stored" inside the memory element.

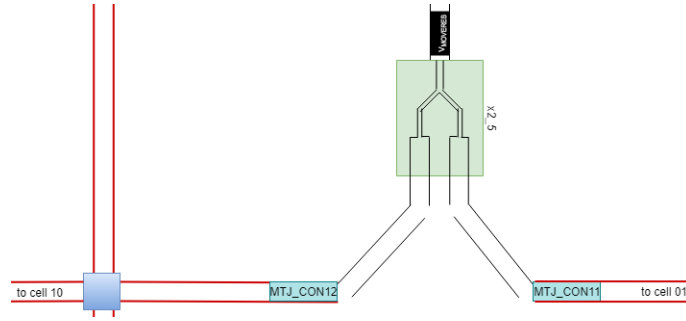


Figure 5.15. Duplication element placed at the output of the cell.

This is the sequence that is performed in order to update the memory element. However, this happens only after the results have been transmitted to the cells nearby. When the skyrmion has just been moved either by  $CURRENT\_Vmove_4$



until the input of *CELL00\_IN*, or by *V\_NEWDATA* to the input of the top tank, the slave FSM freezes waiting for the activation of the signal *READY\_FOR\_DATA\_RIGHT*, which means that the destination cells, equal to cell 10 and cell 01 in the case of cell 00, are ready to accept new data from cell 00. This has the aim of avoiding that the skyrmions carrying the value of both the result and of the carry-out bit pile up at the input of each destination cell, since this would result into an error. As mentioned, a possible optimization would be to allow cell 00 to start a new computation while maintaining the results of the previous cycle fixed at the output ports and ready to be sent towards the destination cells.

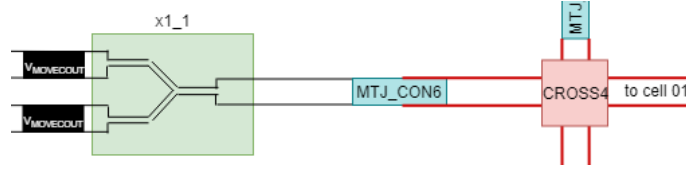


Figure 5.16. Merging element placed on the path of the output carry.

When the signal *READY\_FOR\_DATA\_RIGHT* is activated, the slave FSM turns on the voltage sources *V\_MOVERES* and *V\_MOVECOUT*: in this way the skyrmion of the result (or of the value that was stored in the cell) is duplicated before being sent to cell 10 and to cell 01 (both have, inside their structure, a *GND* contact for voltage *V\_MOVERES*), while the two carry-out skyrmions are packed into a single skyrmion by the element *x1\_1* and then are sent towards cell 01, where the *GND* contact for *V\_MOVECOUT* is placed. The element *x1\_1* exploits again the results of [40], and is used just to simplify the routing between the cells; another possibility, since the two carry skyrmions have the same value, would be to send just one of the two towards cell 01, while the other could be collected inside the bottom tanks and maybe reused again, instead of nucleating a new second operand. Finally, to tell the master FSM that the results of the cell have been correctly transferred, the slave FSM activates the signal *RES\_AVAILABLE*.

When the results have been transmitted and the memory element updated with the new data, the cycle ends. However, is easy to guess that the very first iteration is slightly different from all the subsequent ones: in the first iteration, in fact, is necessary to activate the write heads *MTJ\_W1* and *MTJ\_W2* in order to nucleate the skyrmions needed by the FA to perform the computation; these write heads

then won't ever be used again, since the two skyrmions nucleated are collected by the bottom tank and kept in the system. At the same time, at the very beginning is necessary to nucleate a skyrmion for the second operand (unless the desired value is equal to 0), while in all the following cycles the corresponding skyrmion could come out from the bottom tank, without the need of activating  $MTJ\_W3$ . For this reason, as soon as the  $START$  signal provided to the slave FSM is activated, the voltage  $V_{TANKB}$  is turned on, and according to the value of the skyrmion detected on the lowest priority output the voltage  $V_{NOEXT}$  and  $MTJ\_W3$  are directed, as already explained. All the remaining steps are not different from what happens in the very first iteration.

## 5.2. Cell 10

The first cell that starts the elaboration as soon as the results of cell 00 are available is cell 10. The structure of this and of the remaining cells is very similar to the one of cell 00, with only some small and localized differences due to the different number of inputs and of outputs to be provided; the same applies to the corresponding slave FSM: the differences are few and well localized. For this reason, this section and the following ones will focus just on the relevant differences, without repeating the sequence of steps to be performed from the start to the end of the computation in order to correctly coordinate the datapath components.

Figure 5.25 shows the datapath of cell 10, while the slave FSM is divided in figure 5.26 and 5.27. The VHDL describing it, as usual, can be found in appendix C, together with the VHDL of the remaining cells.

As already discussed in this chapter, the only difference between cell 10 and cell 00 lays in the number of possible inputs available to be chosen as operand 2, that is, in the number of inputs to multiplexer 5 in figure 5.1: while cell 00 can take as second operand only a value coming from the external world, cell 10 can choose as operand also the result of cell 00. This is the only meaningful difference in the whole cell. Knowing this, is easy to detect where the main changes have been applied to the datapath of cell 00: as shown in figure 5.25, the result provided by cell 00 and put into movement by  $CURRENT\_Vmoveres$  (switched on by the FSM of cell 00) goes through the element  $CROSS3$  and arrives up to the  $GND$  contact right before

*DEV3*.

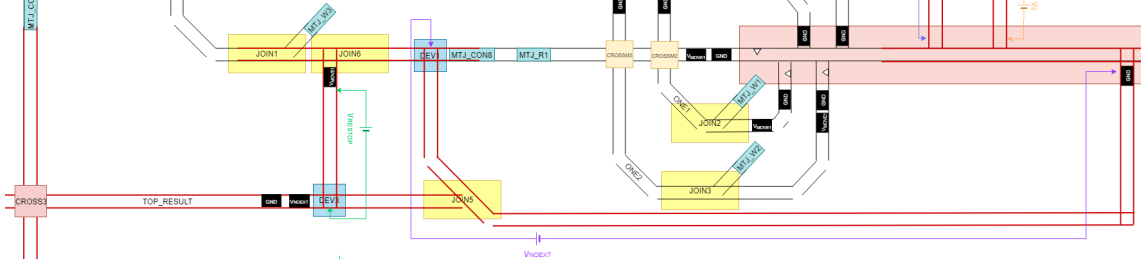


Figure 5.17. Structure implementing multiplexer 5 in figure 5.1.

This result will be available before the slave FSM of cell 10 receives the *START* from the master FSM: the slave FSMs of cells 01, 20 and 11, in fact, receive their very first start only when the cell that has to produce their inputs has already notified the master FSM that the results are available to be consumed, through the activation of the signal *RES\_xx\_AVAILABLE*, where *xx* is the label of the cell. So, the slave FSM of cell 10 will receive the very first start only after the signal *RES\_00\_AVAILABLE* has been activated. At the same time, as already said, the slave FSM of cell 00 remains frozen until the signal *READY\_FOR\_NEWDATA\_RIGHT\_00* is activated, as already explained before. This signal is activated only when all the cells receiving the results of cell 00, in this case, have collected them and are ready to accept new results. For this reason it is vital that the results are collected as soon as possible, so as not to slow down the overall work of the memory array. This is why, in the case of cell 10 and more in general of all the cells different from 00, the very first action that is performed is the activation of *VNOEXT* for the amount of time needed to place each input skyrmion inside the corresponding *DEV* component: in the case of cell 10, the only input skyrmion is labelled as *TOP\_RESULT*, and activating *VNOEXT* for the proper amount of time it will enter the component *DEV3*. Doing so, the input of the cell is now free from skyrmions and new data can be accepted: this is notified through the activation of *READY\_FOR\_NEW\_DATA*. Of course, in order to activate the signal *READY\_FOR\_NEWDATA\_RIGHT\_00*, the same procedure must be done also by cell 01, which receives the results of cell 00 as well. Since this procedure is done after the activation of the *START* signal, and since cell 01 cannot start until the results of cell 10 are available as well, cell 00 will have to remain frozen for a little more. More details concerning the mechanism that allows

each slave FSM to know when to start the elaboration will be given in section 5.3.

At this point, focusing on the new multiplexer inside cell 10, there are two possibilities available: either the desired data for the second operand is exactly the result just imported, or the second operand must be nucleated according to a value provided externally, that is, activating  $MTJ\_W3$  according to the desired value. In the former case, the skyrmion that is inside  $DEV3$  can be pushed towards the main track by activating  $V_{RESTOP}$ ; at the same time,  $V_{START}$  is applied as well, to allow the skyrmion inside the memory element to cross the notch, so that in the next state the enable skyrmions needed by the FA can be nucleated and  $V_{MOVE1}$  can be applied, carrying all the data right at the input of the computational blocks. If instead the second operand must come from outside, the skyrmion inside  $DEV3$  is moved towards the input of the bottom tank by applying the voltage  $V_{NOEXT}$ , the same that is used also from the second iteration on to avoid that an undesired skyrmion that came out from the bottom tank can take the place of the second operand when a value 0 is required. At the same time  $V_{START}$  is applied. In the following state, as in the other case, the two enable skyrmions needed by the FA are nucleated and  $V_{MOVE1}$  is applied; according to the value desired for the external skyrmion,  $MTJ\_W3$  may or may not be activated. Of course, it could be possible to detect the value of the result of cell 00 that has been rejected and maybe reuse right away that same skyrmion instead of activating  $MTJ\_W3$ : this, however, would contribute to complicating the FSM, and for this reason this option has been avoided.

From this moment to the end of the computation the data flow is exactly the same as before: this can be verified by inspecting the FSM shown in figures 5.26 and 5.27. The only additional difference to the datapath is due to the need of providing the result not to two, but to three different cells (cell 20, cell 11 and cell 01): this is why the duplication element  $x2\_6$  has been added at the output port.

In this cell and in all the remaining ones, as already said, a new cycle of computations can start only when new results are provided as input. In this particular case, new results from cell 00 must be available at the input of the cell. The mechanism that allows the cell to decide whether to start or not, according to the signals coming from the master FSM and to the status signals coming from the datapath, will be discussed more in detail in section 5.3.

When a new  $START$  is detected, the FSM allows the skyrmion just stored in

the memory element to cross the notch by applying  $V_{START}$ , it applies  $V_{TANKB}$  to allow at most three skyrmions to go out from the bottom tank, it applies  $V_{NOEXT}$  to import the new data provided by cell 00, and it activates the signal  $READY\_FOR\_NEW\_DATA$  to notify that all the data have been imported. Then, according to the desired source for the second operand, either  $V_{RESTOP}$  or  $V_{NOEXT}$  is activated. If the result of cell 00 has been chosen,  $V_{MOVE1}$  is then applied until a possible skyrmion coming out from the lowest priority output of the bottom tank can reach the inside of component  $DEV1$ : then, according to the output provided by the read head  $MTJ\_R1$ ,  $V_{NOEXT}$  may or may not be turned on, in order to flush away any undesired skyrmion. If, on the contrary, the second operand was chosen to be an external data, after applying  $V_{NOEXT}$  to move away the skyrmion inside  $DEV3$  and  $V_{MOVE1}$  to move a possible skyrmion coming out from the bottom tank until the inside of  $DEV1$ , the same sequence of steps already seen for cell 00 is performed: if a skyrmion is present and the desired value is 0, the skyrmion is put back inside the tank; if the value of the skyrmion (either 0 or 1) corresponds to the desired one,  $V_{MOVE1}$  will transport it, together with all the other data, towards the input of the computational blocks; if, finally, there is no skyrmion where it should be,  $MTJ\_W3$  is activated in order to nucleate it. In any case, in the end  $V_{MOVE1}$  will allow the skyrmion that has survived the selection process to reach the input of the FA and of the  $AND/OR$  gate, after being duplicated by  $x2\_3$ . From this moment on, all the steps remain the same with respect to the first cycle.

## 5.3. Master FSM and cell 01

In this section the focus will be essentially on the signals that allow the slave FSMs to correctly synchronize their behaviour without loading of work the master FSM, which must be fast and reactive to the interrupt requests of all the cells inside the array. The activities of the master FSM are simply a consequence of the requests sent by the slave FSMs and, having read the previous sections of this chapter, shouldn't be hard to be understood.

The structure of the master FSM is reported in figures [5.34](#), [5.35](#), [5.36](#), [5.37](#) and [5.38](#). It is composed essentially by a loop and by a number of interrupt service routines (ISRs) equal to the number of cells present in the array. After the reset

state, the first operation done by the FSM is the initialization of the memory array, activating the write heads at the beginning of each bitline and the voltage that allows the skyrmion to reach the input of the cell; in the state  $S2$ , applying the voltage  $V_{STORE}$ , each memory element is initialized. Only at this point the elaboration can start: for this reason, in state  $S3$  cell 00 receives the  $START\_00$  signal. From this point on, the master FSM will continue to loop around a state of idle, ready to answer to any interrupt request coming from the cells of the array. Each interrupt signal is determined by the *OR* combinations of the signals that are then investigated inside the corresponding ISR, as shown in figure 5.18.

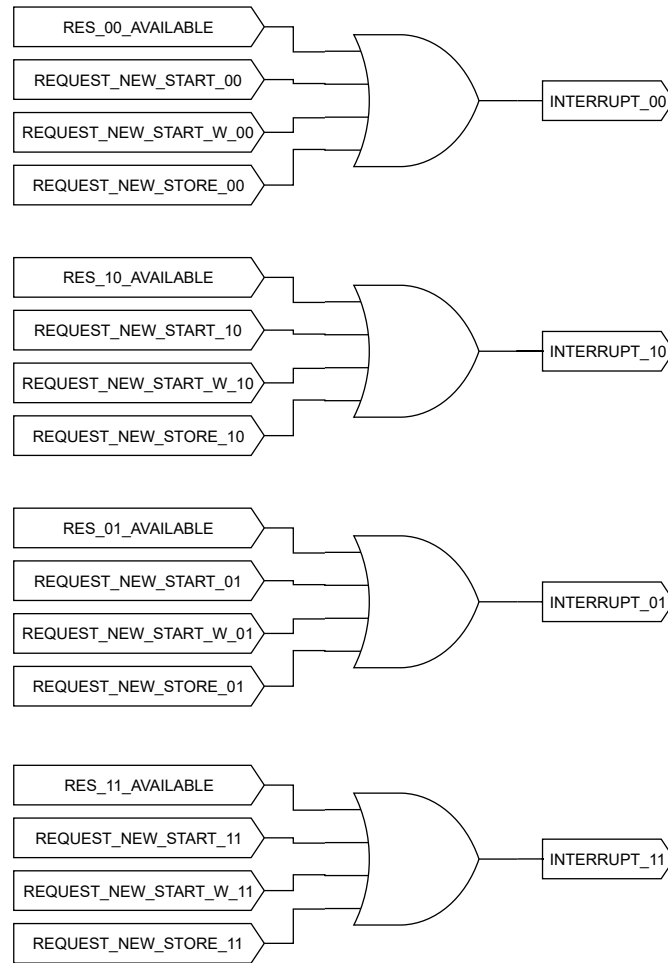


Figure 5.18. Generation of the  $INTERRUPT\_xx$  signals from the status signals activated by each slave FSM.

Figure 5.19 shows, for the first four cells, the signals involved in deciding when

the slave FSM can start a new elaboration and in notifying the other slave FSMs when the cell is available for receiving new results.

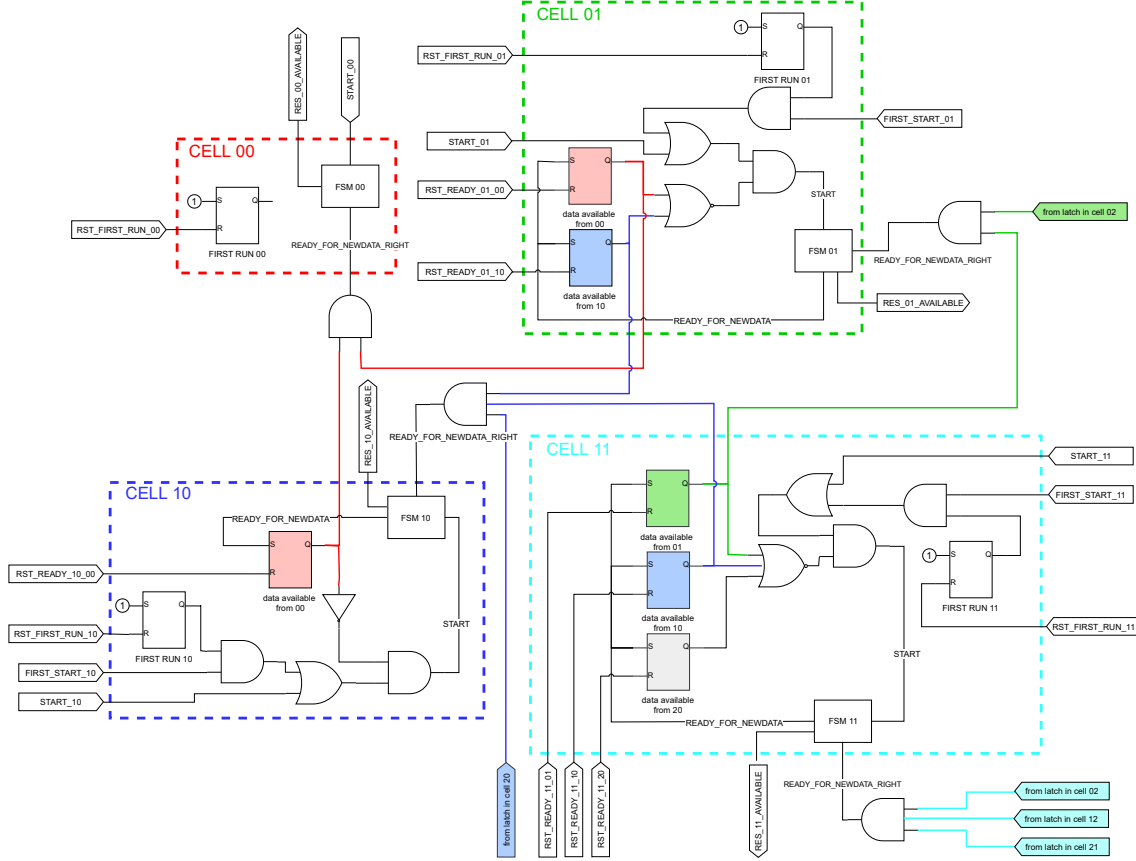


Figure 5.19. Sketch of the structure implemented for each cell in order to correctly activate the *START* signal received in input by each slave FSM. This structure allows also the transfer of the results from each cell towards its destination cells. The coloured latches are used to report whether new data are available; the colour of each latch corresponds to the colour that identifies the cell that has to send the data (the source cell): the red latches, for example, all correspond to cell 00; in particular, the red latch inside cell 01 reports whether the data coming from cell 00 are available to be used by cell 01.

At the very beginning of the elaboration, when the master FSM is in the reset state, all the latches inside each cell (shown in figure 5.19) are initialized to 1. So, when cell 00 receives its very first start from the master FSM, the signal *READY\_FOR\_NEWDATA\_RIGHT* is equal to 1, signifying that both cell 10 and cell 01 are ready to accept the results of cell 00. As soon as cell 00 transfers the results to cell 10 and 01, its slave FSM activates the signal *RES\_AVAILABLE* towards the

master FSM: as a consequence, the master FSM enters the interrupt service routine (ISR) of cell 00, and seeing that *RES\_00\_AVAILABLE* has been activated it resets the red latches inside both cell 10 and cell 01, meaning that the data from 00 has already been sent and the cells are no more available to accept new results; it also turns on, for a clock period, the signal *FIRST\_START\_10* (in general, during the state *ISR<sub>xx</sub>\_S1* of each ISR, it is activated the *FIRST\_START<sub>xx</sub>* of all the cells allocated in the next phase with respect to the cell that activates them, as detailed in figure 5.2); then the master FSM resets the latch *FIRST\_RUN* inside cell 00: this latch, which was initialized to 1, will be equal to 0 from now on, signifying that cell 00 has already performed its very first iteration. After this sequence of operations, since all the data have been correctly transferred, cell 00 is free to start a new elaboration, so it requests a new start to the master FSM through the activation of either *REQUEST\_NEW\_STORE*, *REQUEST\_NEW\_START\_W* or *REQUEST\_NEW\_START*: after all the steps required for correctly storing the new data inside the memory element (steps that have already been detailed in section 5.1), the master FSM will activate the signal *START\_00*, allowing the cell to start the second iteration.

The latch *FIRST\_RUN* inside cell 10 is still equal to 1: the *AND* combination of this signal with the signal *FIRST\_START\_10*, activated by the FSM for a clock cycle, is equal to 1; at the same time, the red latch had just been reset by the master FSM, signifying that the data sent by cell 00 and needed to start the elaboration are available: as a result, the signal *START* turns on and the first iteration of cell 10 starts. As soon as the cell accepts the data from 00 by making the skyrmion enter the element *DEV3*, the FSM 10 turns on for a clock cycle the signal *READY\_FOR\_NEW\_DATA*: as a consequence, one of the latches that prevent cell 00 to send new data becomes again equal to 1. At this point, however, the red latch inside cell 01 is still equal to 0, so, even if cell 00 had new results ready to be sent, it would have to wait until cell 01 imports the previous ones.

When also cell 10 produces its first results, its FSM investigates around the value of signal *READY\_FOR\_NEWDATA\_RIGHT*: since all the blue latches inside cell 01, cell 11 and cell 20 (which are the destinations for the results of cell 10) are still equal to 1 from the initialization, the cell is able to send the results it has produced.



So, after activating its  $V_{MOVECOUT}$  and  $V_{MOVERES}$ , it turns on the signal  $RES\_AVAILABLE$  towards the master FSM. This makes the master FSM enter the ISR 10: as a result, the blue latches inside cell 01, cell 11 and cell 20 will be reset to 0, signifying that the cells are no more available to accept new results from cell 10, and at the same time both  $FIRST\_START\_01$  and  $FIRST\_START\_20$  will be activated: as shown in figure 5.2, in fact, these are the only two cells allowed to work during the third phase. Finally, the master FSM resets the latch  $FIRST\_RUN$  inside cell 10. When the master FSM receives the request of a new start from cell 10, then, after performing all the steps needed to allow the new data to be memorized inside the cell, it grants a new start to the cell by activating the signal  $START\_10$ .

It can be noticed here that, apart from cell 00, which is a very particular case, all the other cells have two different types of  $START$  signals coming from the master FSM. Let's consider cell 10: the signal  $FIRST\_START\_10$  is activated during the state  $ISR00\_S1$  inside the ISR 00, as a consequence of the completed transfer of the new data. This works if the cell has never performed any computation and is waiting to start. If there was a single  $START$  signal, instead of  $FIRST\_START\_10$  and  $START\_10$ , the FSM would receive a new start any time that the cell 00 has produced new results; this shouldn't happen, because each of these FSMs has its individual work flow and may take a different time to produce the results, according also to the control signals it receives from the external. For this reason, after the very first iteration, each slave FSM decides in complete autonomy, together with the master FSM, when to start a new iteration, by activating one of the three signals which request a new start to the master FSM and waiting for the activation of signal  $START\_xx$ . This is why the latch  $FIRST\_RUN$  inside each cell is needed: this latch is used to mask any other activation of  $FIRST\_START\_xx$ , which may mess up the behaviour of the cell that receives it.

Let's focus now on the behaviour of cell 01. With respect to cell 10, the differences inside cell 01 are in the number of inputs to multiplexer 9 in figure 5.1, and in the use of the carry provided by cell 00. Up to now, in fact, the input carry to the FA was always set equal to 0, both in cell 00 and in cell 10, and so there was no need for connecting a nanotrack to the input of the FA. Now, instead, the carry coming out from cell 00 must be duplicated, due to the particular structure of the

FA, and provided in input to it.

The datapath of the cell is shown in figure 5.28, while the FSM is described in figures 5.29 and 5.30.

Having already analysed the behaviour of cell 10, there should be no difficulties in understanding how the structure equivalent to multiplexer 9 in figure 5.1 works, so this time the analysis of the first and last steps of the iteration will be focused more on the consequences that the signals that appear in figure 5.18 have on the workflow of the cell.

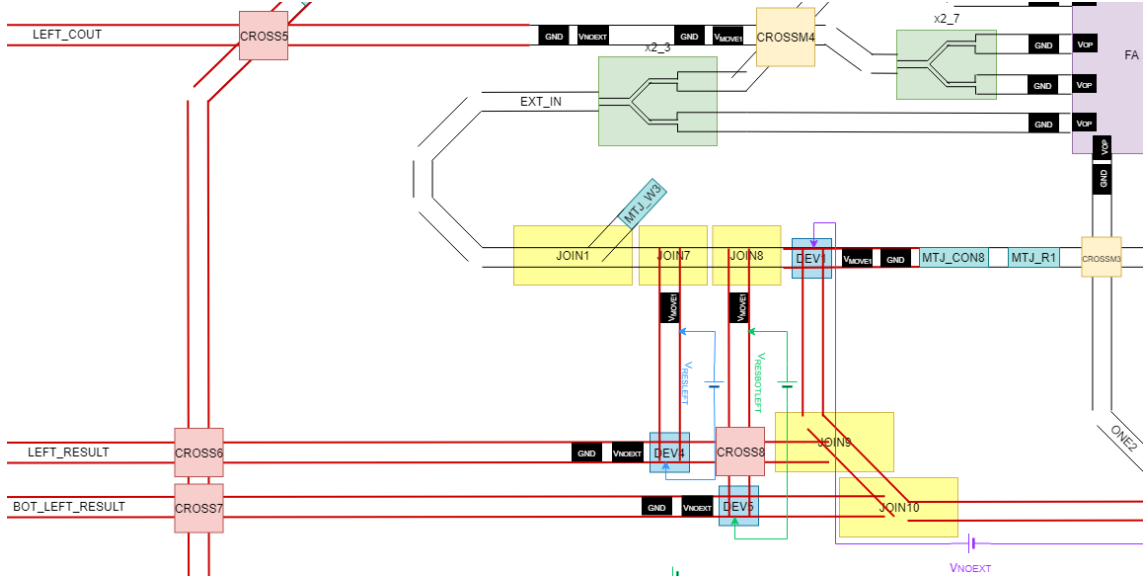


Figure 5.20. Input results to cell 01 and multiplexing structure needed to select one of them.

When cell 01 receives *FIRST\_START\_01* from the ISR 10, since both the red and blue latch shown in figure 5.19 are equal to 0, meaning that all the data needed are available, it is able to start its very first iteration. Like already explained before, the first operation that is performed is the importation of the data by activating the voltage  $V_{NOEXT}$ , so that in the same state also the signal *READY\_FOR\_NEW\_DATA* is activated, changing to 1 the value stored in the red and in the blue latch: in this way both cell 00 and cell 10 know that they are free to send new data towards cell 01. The activation of  $V_{NOEXT}$  makes the skyrmions labelled as *LEFT\_RESULT* and *BOT\_LEFT\_RESULT* (respectively the result of cell 00 and cell 10) enter the components *DEV4* and *DEV5*; at the same time, also the skyrmion labelled as *LEFT\_COUT* (coming from cell 00) is imported. Then a selection process almost

identical to the one already described for cell 10 is performed: if one of the two results is desired as input for operand 2, either  $V_{RESLEFT}$  or  $V_{RESBOTLEFT}$  is activated; in the following state, apart from activating  $V_{MOVE1}$  and the two writing heads for nucleating the two enable skyrmions needed by the FA, also  $V_{NOEXT}$  is activated once more, in order to flush away towards the bottom tank the skyrmion that was not chosen. If instead the desired input for operand 2 is a value coming from the external, the steps are exactly the same as the ones described for cell 10.

Then the behaviour is the same as for the other cells already analysed: the result is computed and placed right at the output of the cell, ready to be exported. Then the cell waits for the activation of  $READY\_FOR\_NEWDATA\_RIGHT$ : since at the first iteration this signal is equal to 1 from the initialization (the green latches inside cell 11 and cell 02 are already storing a 1), no freezing of the FSM happens; however, in a following iteration these latches may be still equal to 0 (if the destinations cells have already received results, but they still hadn't the time to consume them), so at this point a freezing of the FSM may happen. This is why it is so important to import the results as a first thing, when starting a new iteration.

When  $READY\_FOR\_NEWDATA\_RIGHT$  becomes equal to 1 the result can be exported: cell 01 activates  $V_{MOVERES}$  and  $V_{MOVECOUT}$ , moving the skyrmions towards their destination, and then activates the signal  $RES\_AVAILABLE$  towards the master FSM, and waits for its acknowledge. The main FSM may in fact be busy in serving some other interrupt request, so cell 01 must maintain active the signal until it receives the acknowledge from the master FSM (this is true also for all the other cells: any activation of the signal  $RES\_AVAILABLE$  freezes the slave FSM until the corresponding acknowledge is activated); apart from activating  $ACK\_RES01\_AVAILABLE$  the master FSM, since the results of cell 01 have just been exported, resets the green latches inside cell 11 and cell 02 and activates the signals  $FIRST\_START\_11$  and  $FIRST\_START\_30$  (both cells are allocated in the fourth phase of figure 5.2). Now: cell 01 had received the start signal together with cell 20, which is allocated in the third phase as well; however, it may happen that cell 20 is slower in producing its result, due to the particular workflow it has to follow, and as a result the grey latch inside cell 11 may still be equal to 1 from the initialization: this would mean that cell 11 is still available to receive new results, which still have to be send (of course the same applies to the condition where cell 20 is faster than

cell 01). The presence of a latch that is still equal to 1 prevents the FSM 11 from receiving a *START* signal equal to 1, and so the activation of *FIRST\_SIGNAL\_11* by cell 01 (during ISR 01) is lost. However, this doesn't result into an error, and the structure shown in figure 5.18 is correctly working also in this case: let's assume in fact that cell 01 finishes its computation before cell 20. After exporting its results and receiving *ACK\_RES01\_AVAILABLE* from the master FSM, the FSM 01 will send a request for a new start and go on with the next iteration. Then, finally, sooner or later the results from cell 20 will be available: in their ISR, inside the state *ISRxx\_S1*, apart from setting to 0 the corresponding latch inside cell 11, both cell 01 and cell 20 activate the signal *FIRST\_START\_11*: this means that, if the activation of *FIRST\_START\_11* by cell 01 was lost due to the grey latch, which was still equal to 1, now that cell 20 has finished that latch will be reset to 0 and a new impulse on *FIRST\_START\_11* will be provided, finally allowing the FSM 11 to start its first iteration.

So, thanks to the structure shown in figure 5.18, the structure of the master FSM is kept simple and neat, allowing a faster detection and answer to the interrupt requests coming from the cells of the array. If this same control was to be implemented by the master FSM alone, the complexity of the machine would grow very quickly, due to the difficulties in keeping trace, for each cell, of when all the inputs are provided, and to forecast when its outputs may be available.

A final comment deserves the decision block, labelled *ALL\_INPUTS\_AVAILABLE\_xx*, inside the ISR of cell 10, cell 01 and cell 11 (figures 5.36, 5.37 and 5.38). The signal *ALL\_INPUTS\_AVAILABLE\_xx* is exactly the signal produced by the *NOR* combination of all the latches, inside a certain cell, which indicate whether the cell is available for receiving new data (the same signal used as input to the *AND* gate that produces the *START* signal inside each cell). If this signal is equal to 0, it means that there is at least one latch equal to 1, that is, there are still some data that must be received before starting a new elaboration. Placing the decision block based on this signal in that position inside the three ISRs, all the subsequent investigations regarding the remaining status signals can be avoided. Not only: if the ISR wasn't sensible to this signal too, it could happen that the cell continues asking for a new start, which is always granted by the master FSM, keeping it uselessly busy, without being able to actually start the computation, since the latches

prevent it from doing so. So, thanks to that decision block, the behaviour of the master FSM receives a not negligible speed up. Actually, it is not only a matter of optimization: the behaviour of the machine would be wrong without that decisional block, because if the signal that the cell keeps activating without being able to actually start is *REQUEST\_NEW\_START\_W*, the master FSM would continue to nucleate new skyrmions at the beginning of the bitline, trying to satisfy the requests of the cell, and this of course would result into an error.

Let's come back to cell 01 now. When the second elaboration starts, the slave FSM allows the skyrmion just stored in the memory element to come out from it, it makes at most three skyrmions go out from the bottom tank, it imports the new data provided by cell 00 and cell 10, activating at the same time *READY\_FOR\_NEWDATA*, so that the red and the blue latch are again set to 1, and it activates the voltage  $V_{OUTTANK}$ , so that the lowest priority skyrmion which may have just come out of the bottom tank stops right before *DEV1*. Then the selection process takes place: either one of the two results provided is chosen, or they are both flushed away towards the bottom tank. Then, activating  $V_{MOVE1}$  until the skyrmion that had stopped right before *DEV1* enters it, the same steps performed also for cell 10 take place, in order to decide if that skyrmion can continue towards the computational area together with the other data, or if it has to go back inside the tank. Then the same steps performed also in the first iteration are repeated.

## 5.4. Cell 11

Having already analysed in detail the previous three cells, almost nothing new is left to be said about the cell 11. The datapath is shown in figure 5.31, while the FSM is divided in figures 5.32 and 5.33. Cell 11 is the most complex out of the four, since multiplexer 14 of figure 5.1 has now four inputs, and multiplexer 13 also is added, in order to allow the choice between two possible input carries, one coming from cell 01 and one from cell 10.

When the cell receives the *FIRST\_START\_11* signal that actually makes it start (as already discussed in section 5.3), the first action that is performed, apart from taking out the skyrmion stored in the memory element, is to import the new data

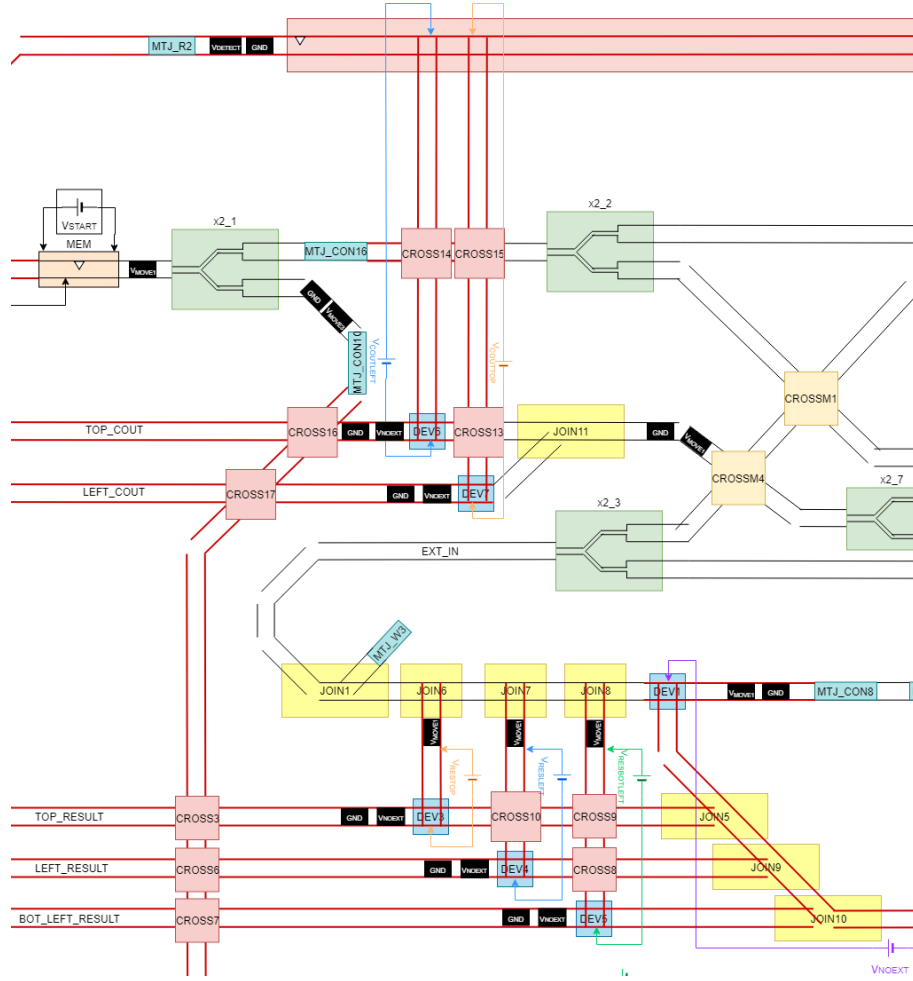


Figure 5.21. Results in input to cell 11 and multiplexing structure needed to select one of them.

applying an impulse on  $V_{NOEXT}$ : doing so, the elements  $DEV3$ ,  $DEV4$ ,  $DEV5$ ,  $DEV6$  and  $DEV7$  will host at most one skyrmion each, depending on the results produced by the previous cells. At the same time the signal  $READY\_FOR\_NEWDATA$  is asserted, to restore back to 1 the value stored in the latches, needed to notify to the other slave FSMs the availability of the cells to accept new data. Then two selection processes take place; first of all, it is decided which skyrmion among  $TOP\_COUT$  and  $LEFT\_COUT$  must be flushed away towards the top tank: this is done by applying either  $V_{COUTLEFT}$  or  $V_{COUTTOP}$ ; the skyrmion that has been chosen as input carry to be used in the following computations, instead, will remain for the moment inside the corresponding  $DEV$  element. Immediately after this

first selection, in fact, takes place the choice of the result to be used as second operand: if the top, the left or the bottom left result is chosen,  $V_{RESTOP}$ ,  $V_{RESLEFT}$  or  $V_{RESBOTLEFT}$  respectively are turned on. Then, applying both  $V_{NOEXT}$  and  $V_{MOVE1}$  at the same time, and nucleating the enable skyrmions needed by the FA, the skyrmions that were not chosen are flushed towards the bottom tank and the input carry, the second operand and the first operand can all reach the computational area, together with the enable skyrmions. If instead the value desired for the second operand must come from the external world, first of all the skyrmions hosted in  $DEV3$ ,  $DEV4$  and  $DEV5$  are pushed towards the bottom tank by applying  $V_{NOEXT}$ ; then  $V_{MOVE1}$  is turned on,  $MTJ\_W1$  and  $MTJ\_W2$  are activated, and  $MTJ\_W3$  is controlled according to the preferences. The following steps, finally, are the same as always.

When the *START* signal, produced as detailed in figure 5.19, becomes active, the slave FSM imports the new data, activates *READY\_FOR\_NEWDATA*, reads the skyrmion inside the memory element and takes at most three skyrmions out of the bottom tank. Then two consecutive selection processes take place, and since the following steps are simply the adaptation of the corresponding states inside the FSMs already analysed to the selection process just described, the remaining states won't be explained here.

## 5.5. VHDL code

To verify the functioning of the memory array, together with the FSMs that have been discussed until now, a VHDL behavioural description of the memory array has been implemented. In writing the code, the focus has been mainly on reproducing in the simplest way possible the behaviour of each of the components used inside the cells: the aim was in fact to verify if the timing of a FSM machine designed while thinking about the physical movement of skyrmions was correct. To do so, each component has to read its inputs and produce its outputs only when the equivalent physical version of that same component would be able to do so when controlled by that same FSM, and not in any other instant of time. This implies that most of the work has been focused in controlling the instant of switch of inputs and outputs, and not in how the single component is described internally: the behavioural description

that has been adopted is in fact at a very high level. The main limitation in this analysis around the switching time of each signal is the assumption that, as soon as the component is enabled, the output switches instantly: this means that all the components that have been described from a behavioural point of view have a null delay. This assumption, however, should have an effect only on the length of the clock period needed to make the FSMs transition from one state to the other, due to the cascade of elements with non-zero delay, and it shouldn't affect the functionality of the structure, thanks to the use of enable signals for each component.

Each component, in fact, is sensitive to the changes on its inputs in any instant of time, independently from the particular voltage that is turned on. Each of them, however, receives as input the current that flows inside the environment into which that particular component is inserted: for example, the *MTJ\_R* components can receive only one current value, while the *DEV* elements receive always two different current values, which become different from zero according to the particular path that the skyrmion must follow. These current signals are produced by the voltage source components and are different from zero only when the particular voltage source which produces them is enabled by the FSM. For this reason these current signals, which are not needed in a high level behavioural description of the components, are used as enable signals. The outputs of a particular component, then, are allowed to change only when the current that the component receives is different from zero: if this is not the case, all outputs will be equal to 0, independently from what happens on the inputs. This is what would happen in a physical realization of these components: even if a skyrmion is present, if the current that moves it is null the outputs of the components will remain 0.

In the following list is offered, for each component, a brief description of its behaviour. The code that implements each of them can be found in [appendix C](#).

**Voltage\_genL** If the control signal in input is equal to 1, the output *CURRENT* becomes equal to *CURRENT\_LOW*; in any other case *CURRENT* is equal to 0.

**Voltage\_genH** If the control signal in input is equal to 1, the output *CURRENT* becomes equal to *CURRENT\_HIGH*; in any other case *CURRENT* is equal to 0.



**Vclock\_gen** If the control signal in input is equal to 1, the output *CURRENT* copies the input signal *CURRENTclk*, which is the same signal provided as clock signal to the FSMs; in any other case *CURRENT* is equal to 0.

**MTJ\_R** If a skyrmion has been detected (no matter the value of the current in input) and if the input current becomes different from 0, the output experiences an impulse; in any other case the output remains fixed to 0.

**MTJ\_W** If the input *CTRL* becomes active, the output experiences a pulse (that is, a skyrmion is nucleated); in any other case the output remains fixed to 0.

**MTJ\_CONV** It is composed by a *MTJ\_R* and by a *MTJ\_W*. The *MTJ\_R* detects the presence of a skyrmion on the input of the component and, when the current is on, notifies it by enabling an internal signal. The *MTJ\_W* receives this internal signal as control input and nucleates the skyrmion accordingly.

**CROSS with Magnus force** If a skyrmion has been detected on input *A* (no matter the current applied) and the current related to that input is turned on, the output *A'* experiences an impulse; in any other case it remains fixed to 0. Similarly, if a skyrmion has been detected on input *B* (no matter the current applied) and the current related to that input is turned on, the output *B'* experiences an impulse; in any other case it remains fixed to 0.

**CROSS without Magnus force** The VHDL description is exactly the one of component *CROSS with Magnus force*.

**Duplication element** If a skyrmion is detected on the input (no matter the current applied), and if the input current is different from 0, both outputs experience an impulse (the input skyrmion is duplicated); in any other case both outputs remain fixed to 0.

**Merging element** If one or two skyrmions are detected on input (no matter the current applied) and if the input current is different from 0, the output experiences an impulse (a single skyrmion is ejected); in any other case the output remains fixed to 0.

**Deviation element** A skyrmion can be detected on the input no matter the current applied, and if no current is flowing both outputs are equal to 0. If the current on the main track, called *CURRENT*, assumes a value different from 0, the outputs are enabled, but nothing happens yet (the skyrmion reaches the centre of the structure). If *CURRENT* is applied again, the main output, called *OUT\_SK*, experiences an impulse; if instead is the other input current, called *CURRENTDEV*, to become different from 0, it is the secondary output, called *OUT\_SK\_DEV*, to experience an impulse. In any other case the two outputs remain fixed to 0.

**Bottom tank** A skyrmion can be detected on any of the seven inputs of the component no matter the current applied. When the input current assumes the value *CURRENT\_LOW*, depending on the number of skyrmions present inside the structure, one or more of the three outputs from the core of the structure experience an impulse: this is done by inducing an impulse on three internal signals. These three internal signals are the input of three notches, whose outputs are the outputs of the component itself. The notches receive the same current that is provided as input to the component.

**Top tank** A skyrmion can be detected on any of the three inputs of the component no matter the current applied. When the input current assumes the value *CURRENT\_LOW*, if at least one skyrmion is present inside the structure, the internal signal which represents the output from the core of the structure experiences an impulse. This internal signal is the input of a notch, whose output is the output of the component itself.

**Top tank (only cell 11)** The description is the same as for *Top tank*, with the only difference in the number of inputs, here equal to five.

**Results multiplexer** A skyrmion can be detected on any of the three inputs no matter the current applied. When the current related to one of the three selection inputs (*CURRENT\_V1*, *CURRENT\_V2* or *CURRENT\_V3*) becomes different from 0, according to the value of the skyrmion detected on the input chosen the main output from the multiplexer may or may not experience an impulse. Then, according to the number of skyrmions to be rejected, the secondary outputs (*V1OUT*, *V3OUT*, *V2OUTt* and *V2OUTb*) may experience

one or more consecutive impulses.

**Result/Stored element multiplexer** A skyrmion can be detected on any of the two inputs no matter the current applied. When the current related to one of the two selection inputs (*CURRENT\_Vst* or *CURRENT\_Vres*) becomes different from 0, according to the value of the skyrmion detected on the input chosen the main output from the multiplexer may or may not experience an impulse. Then, according to the value of the skyrmion to be rejected, one of the two the secondary outputs (either *VstOUT* or *VresOUT*) may experience one impulse.

**SRlatch** It is a standard SR latch: when *RST* is active the output is reset to 0, and when an edge is detected on *SET* the output switches to 1.

**SRlatch\_H** It is exactly like *SRlatch*, with the difference that it is initialized to 1, and only *RST* can reset it to 0.

**Cell\_input** A skyrmion can be detected on any of the two inputs no matter the current applied. When the current directed along the vertical direction (*CURRENT\_T*) becomes different from 0, an internal variable is set. When the horizontal current (*CURRENT\_L*) is turned on, if a skyrmion was detected on either of the two inputs, the right output experiences an impulse. Some internal variables are used to deal with the possibility that a skyrmion is detected on both outputs, but maybe only the horizontal current is applied.

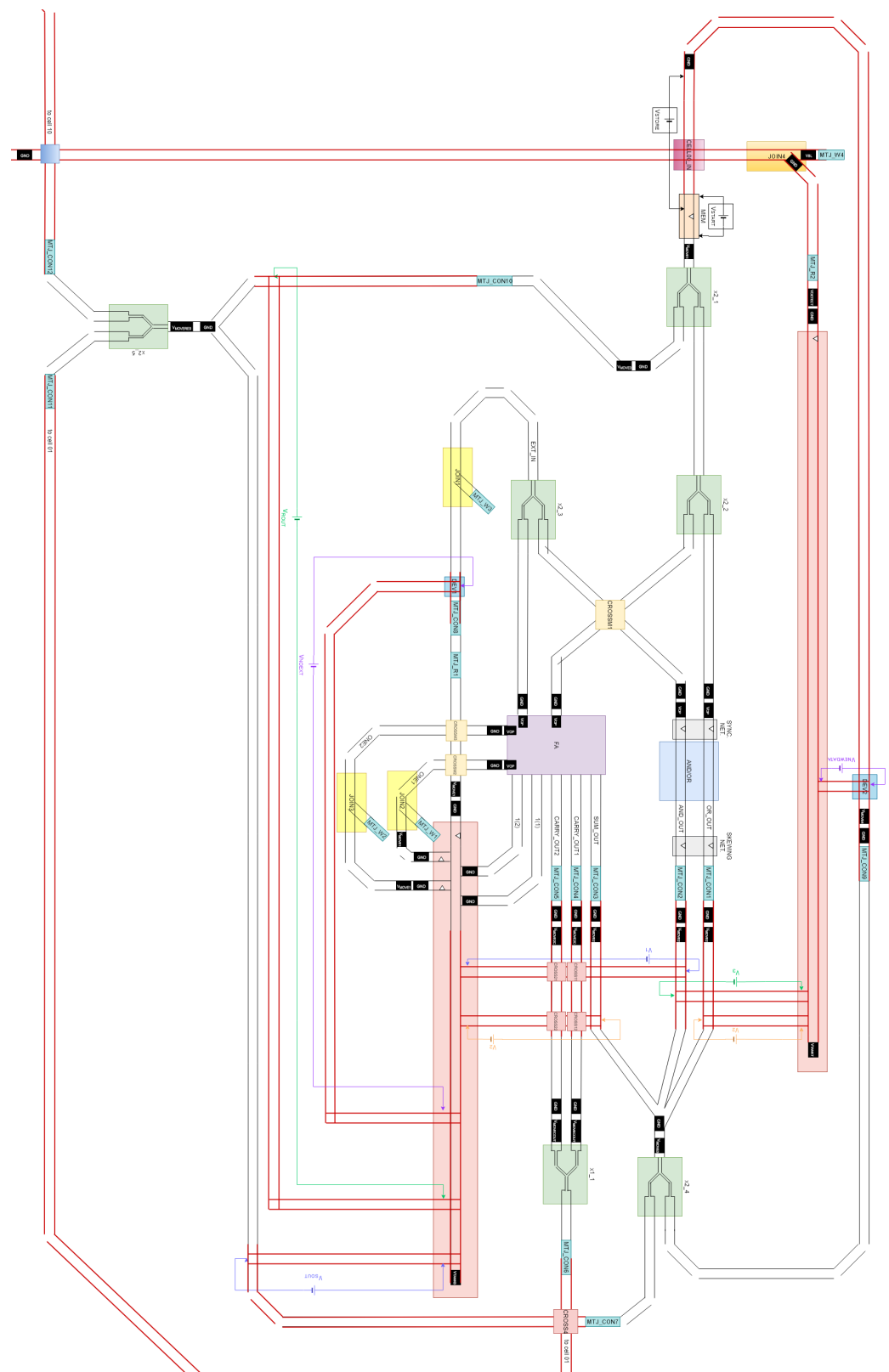


Figure 5.22. Cell 00 datapath

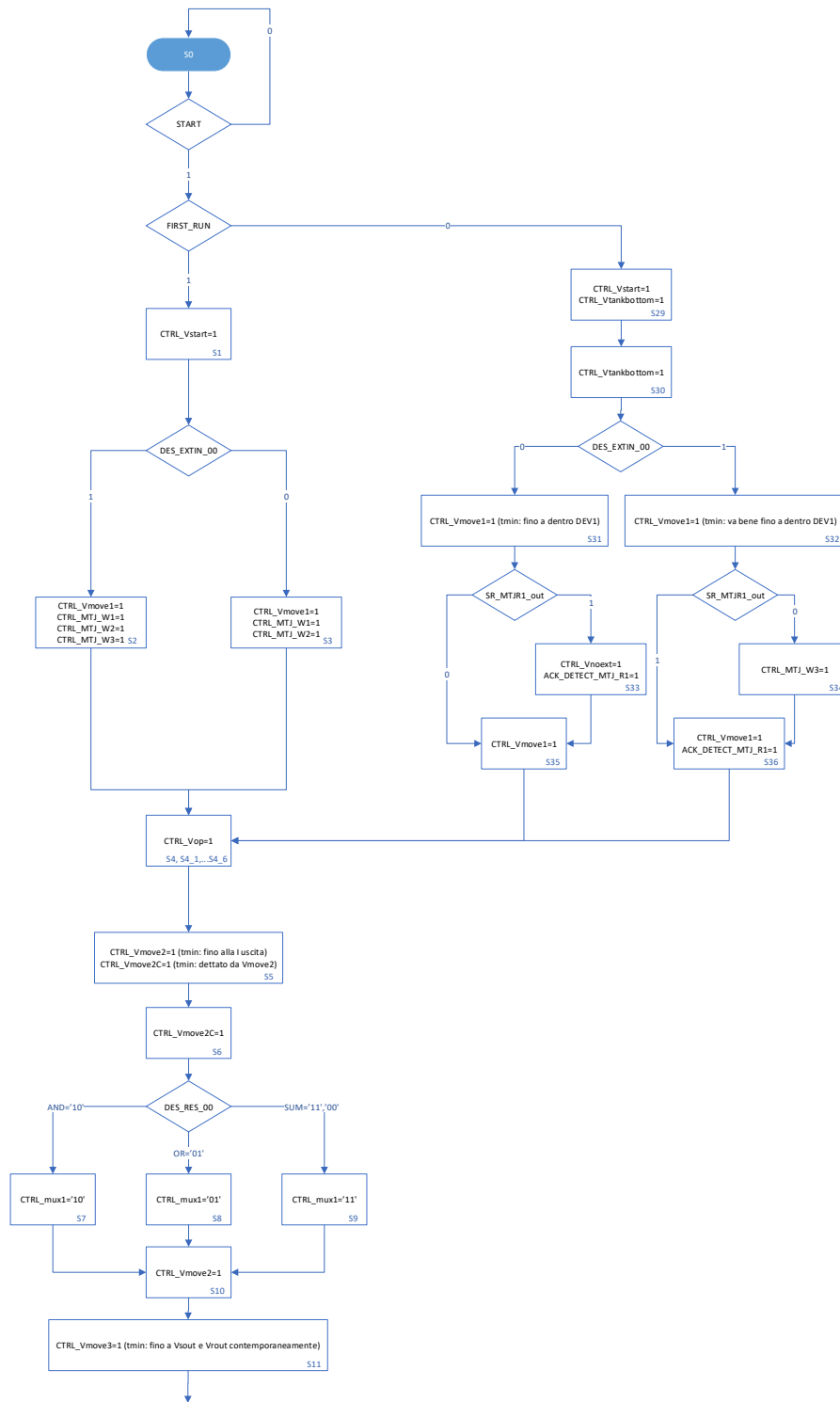


Figure 5.23. Cell 00 FSM, top half



Figure 5.24. Cell 00 FSM, bottom half

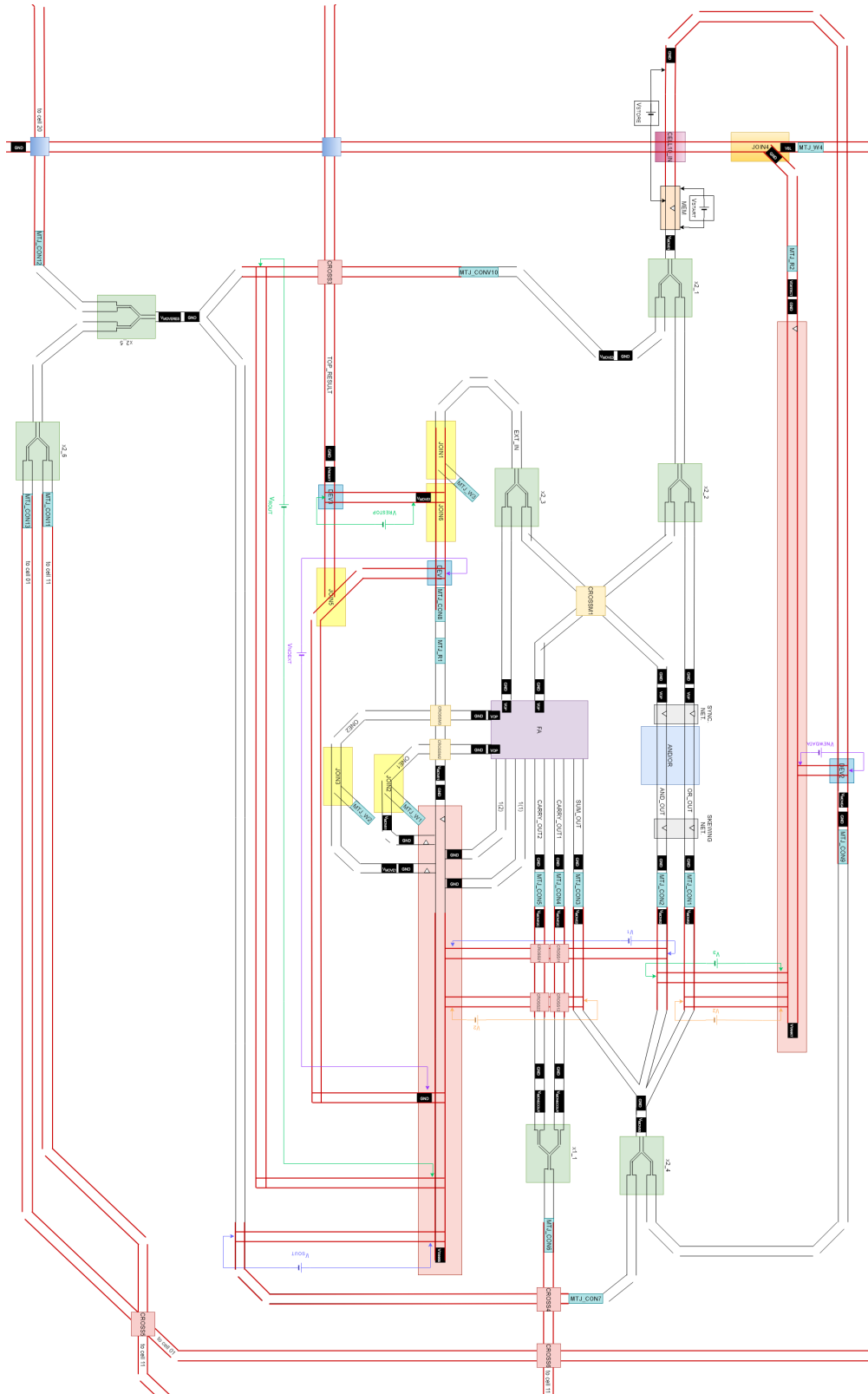


Figure 5.25. Cell 10 datapath

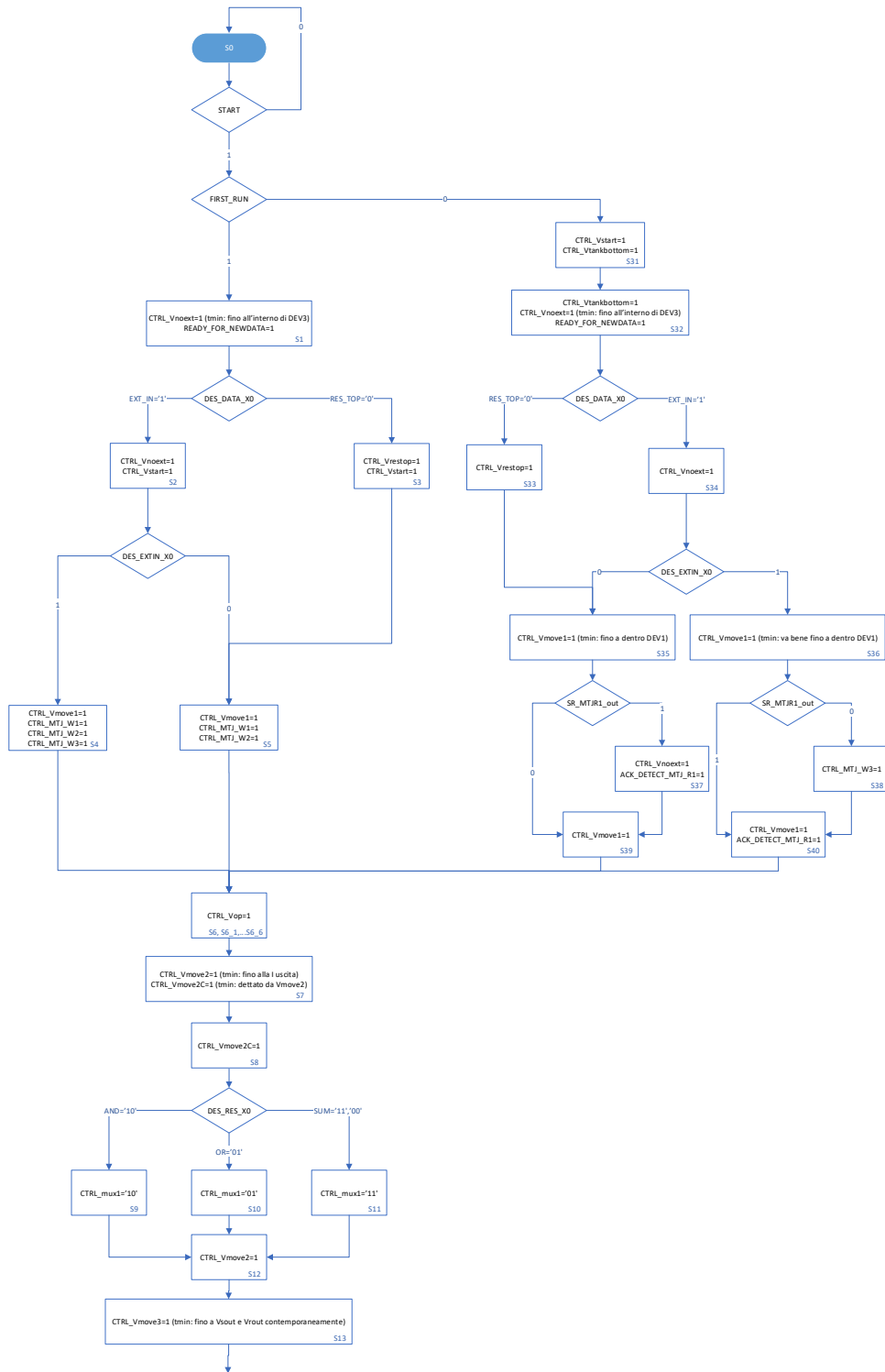


Figure 5.26. Cell 10 FSM, top half



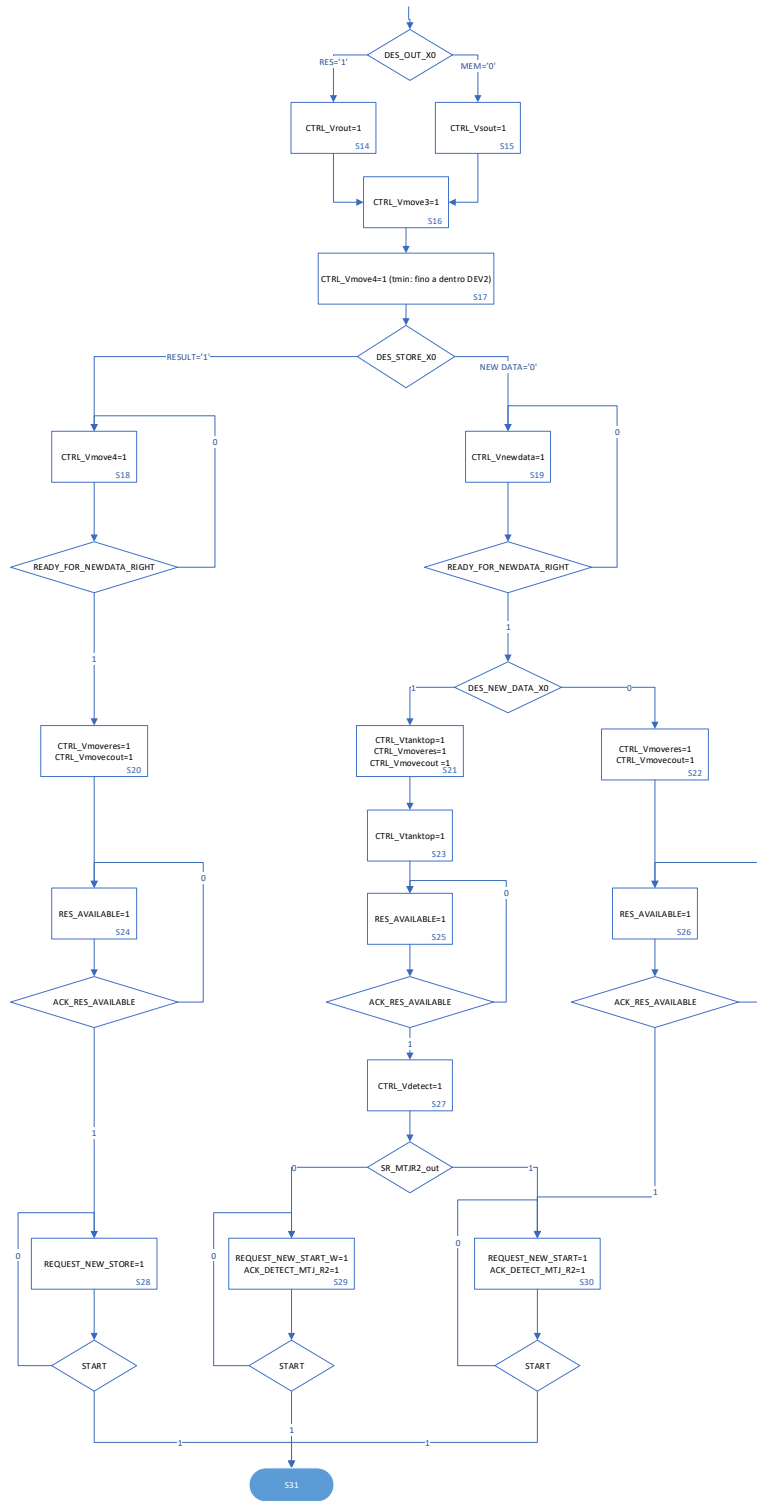


Figure 5.27. Cell 10 FSM, bottom half

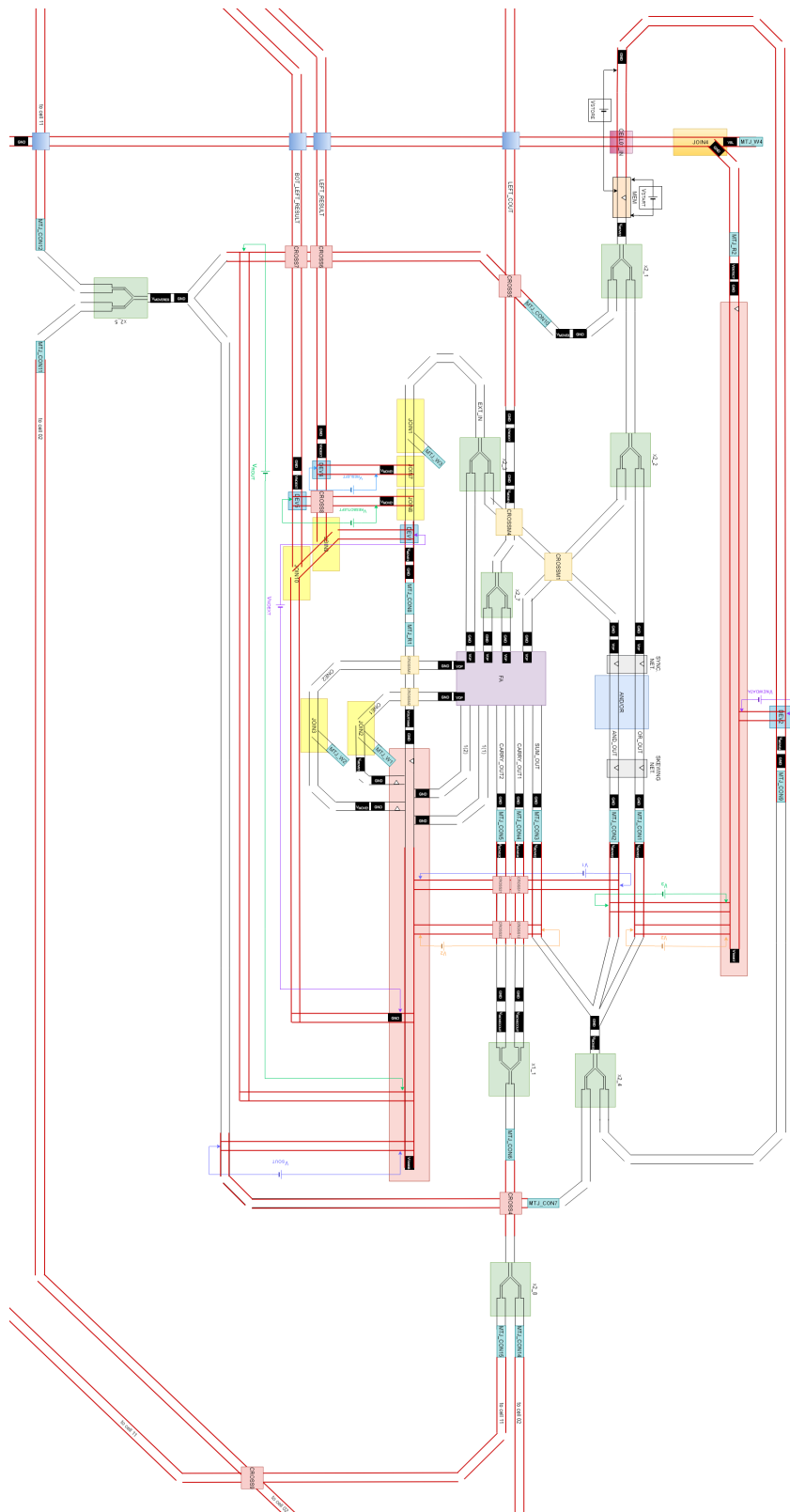


Figure 5.28. Cell 01 datapath

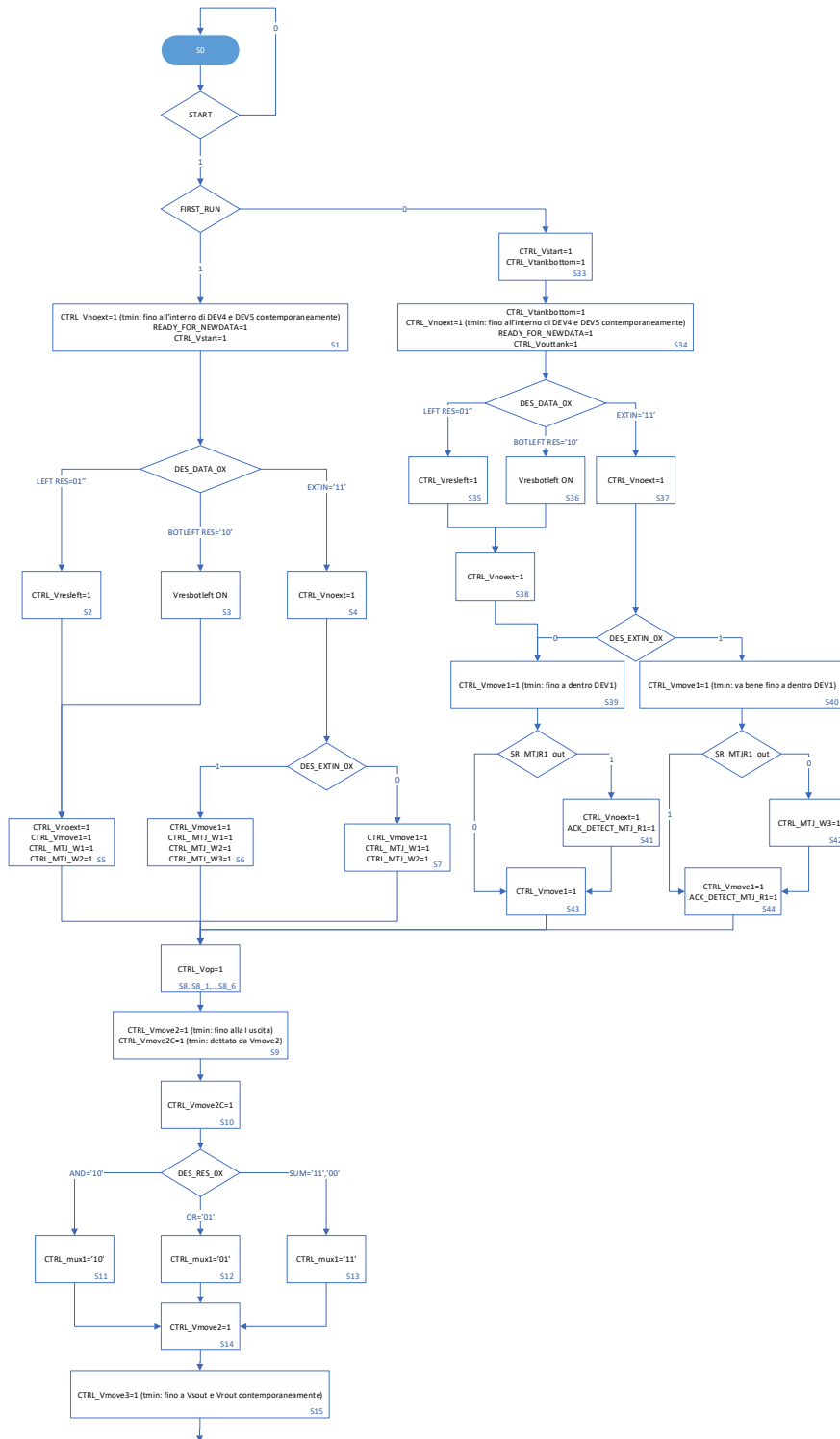


Figure 5.29. Cell 01 FSM, top half

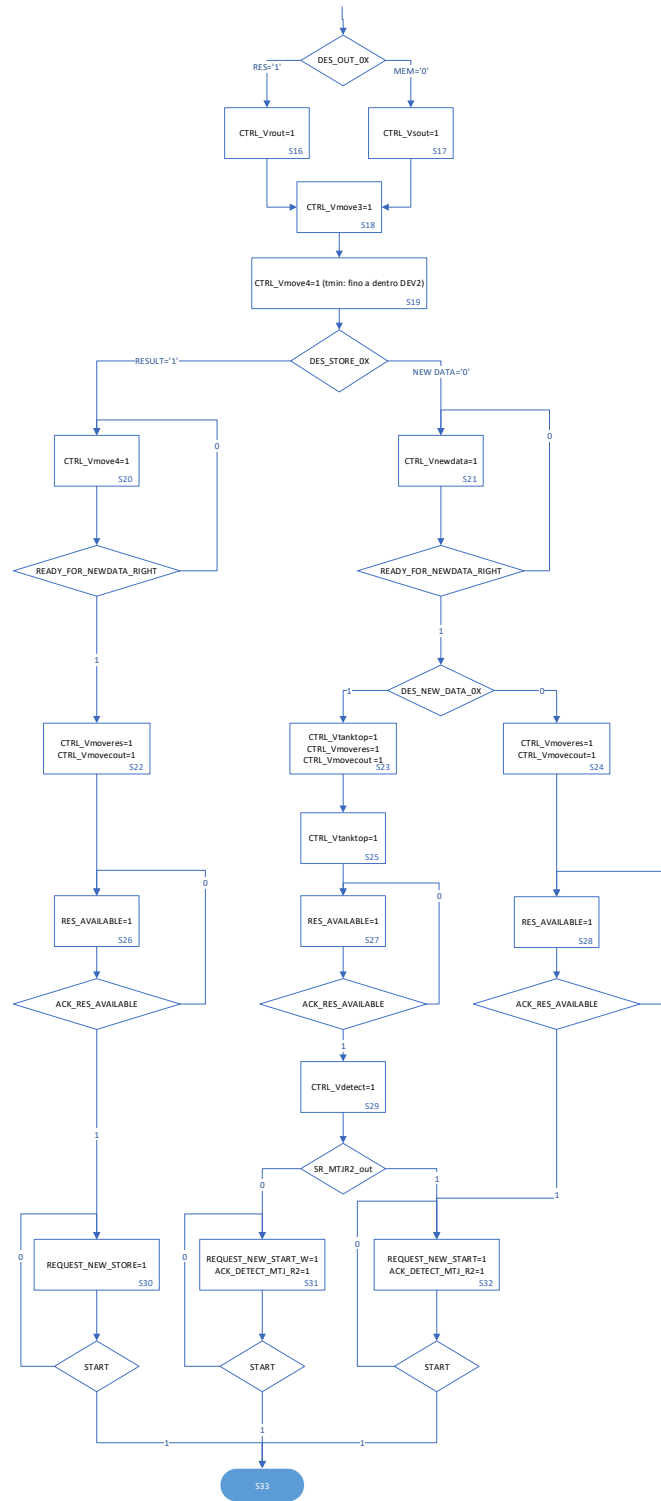


Figure 5.30. Cell 01 FSM, bottom half

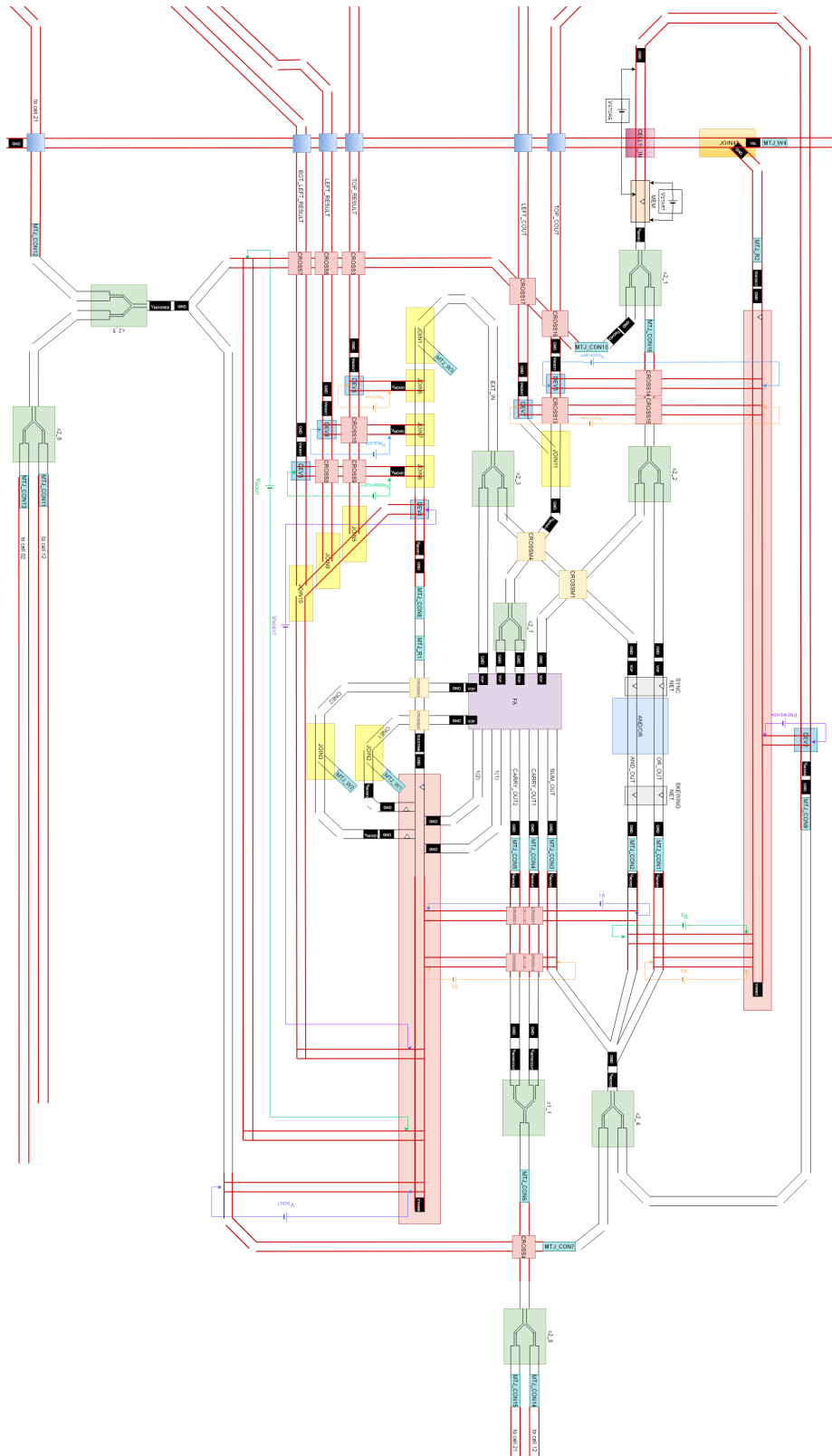


Figure 5.31. Cell 11 datapath

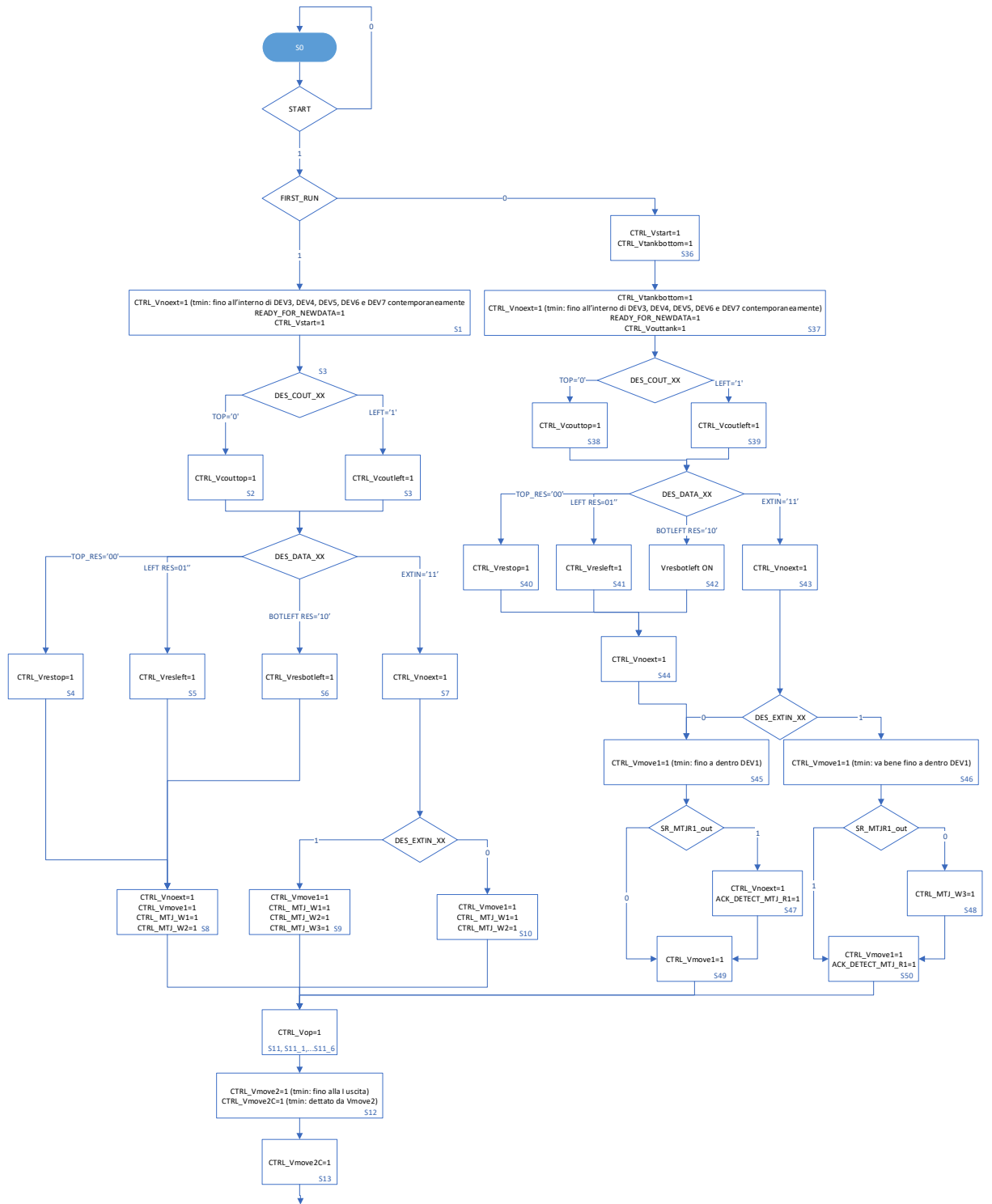


Figure 5.32. Cell 11 FSM, top half

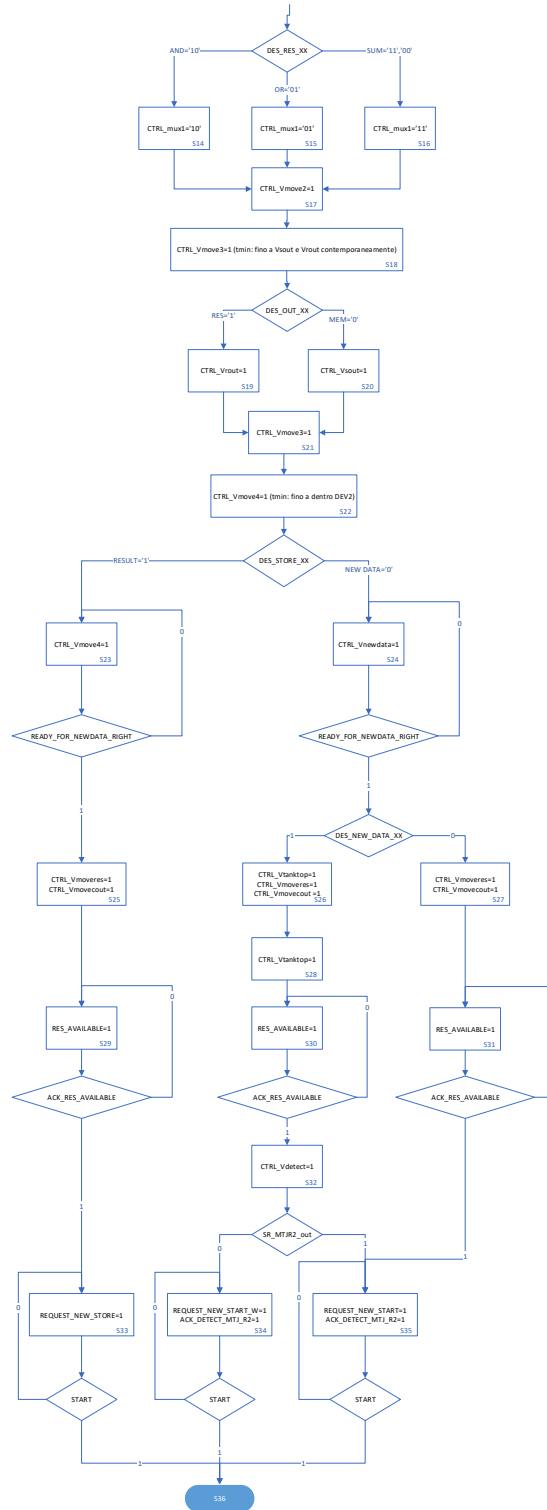


Figure 5.33. Cell 11 FSM, bottom half

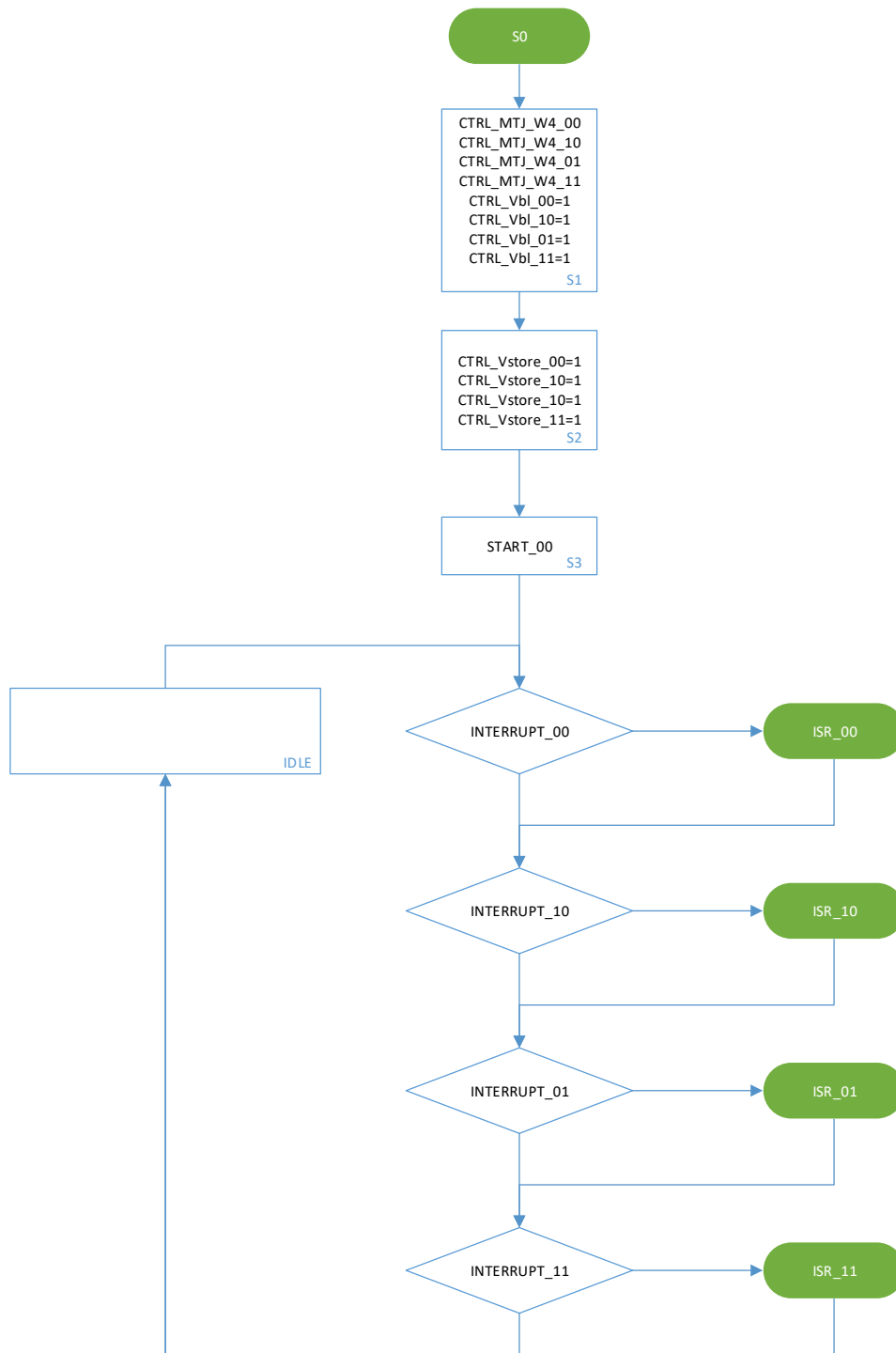


Figure 5.34. Master FSM, idle loop



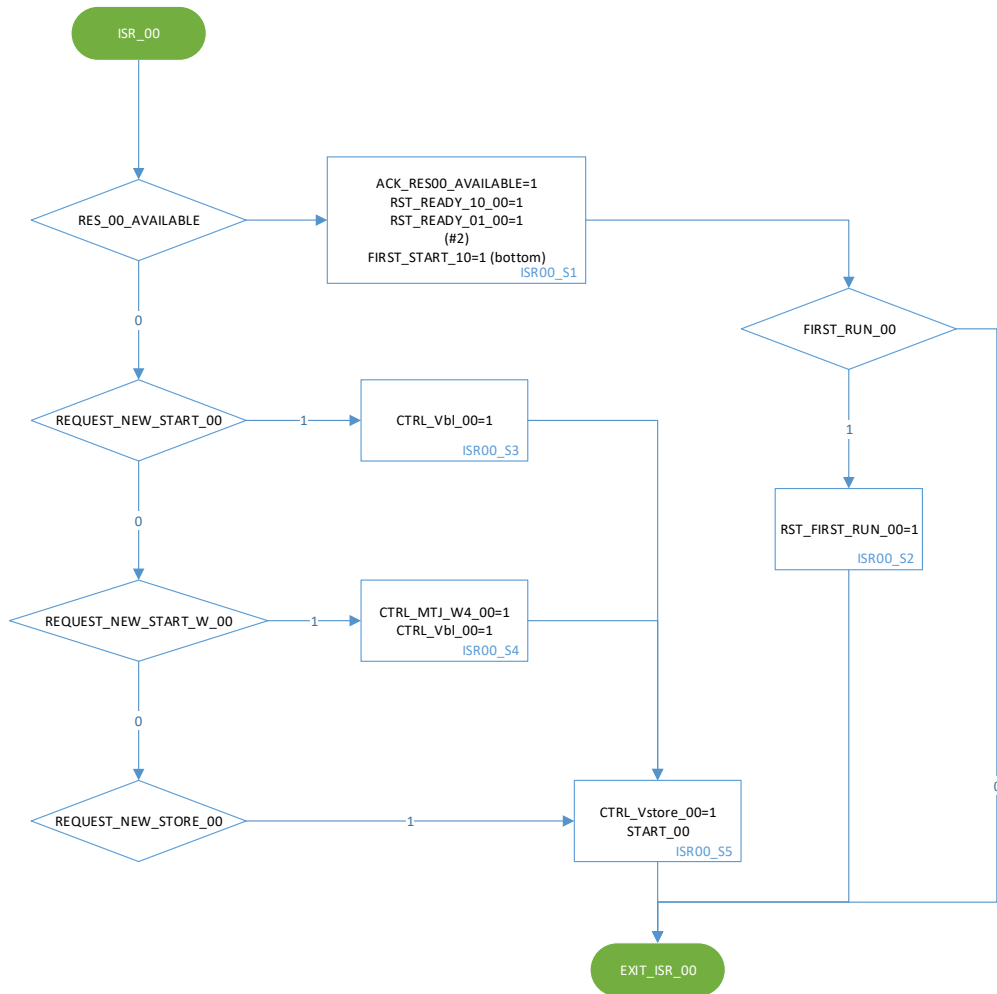


Figure 5.35. Master FSM, ISR 00

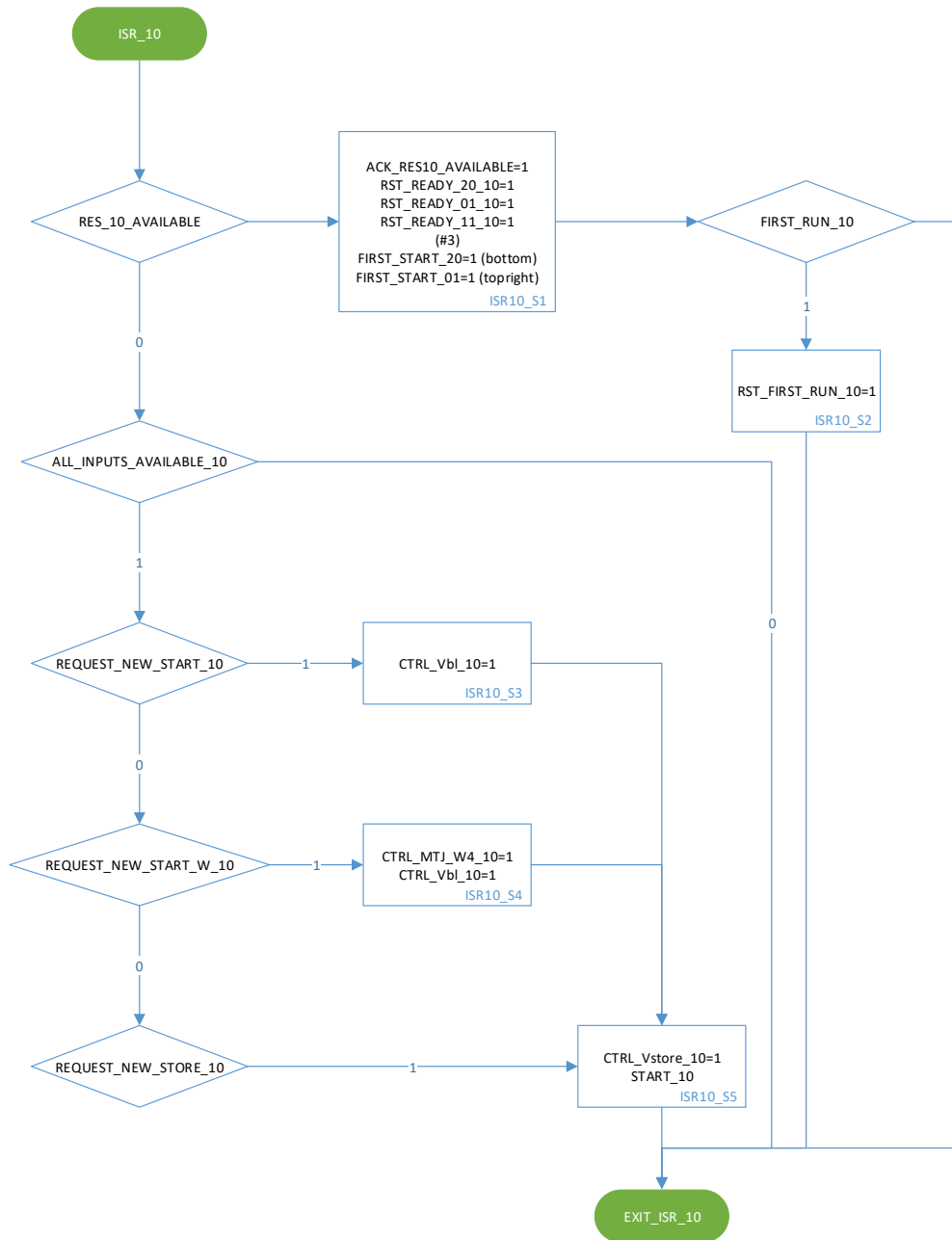


Figure 5.36. Master FSM, ISR 10

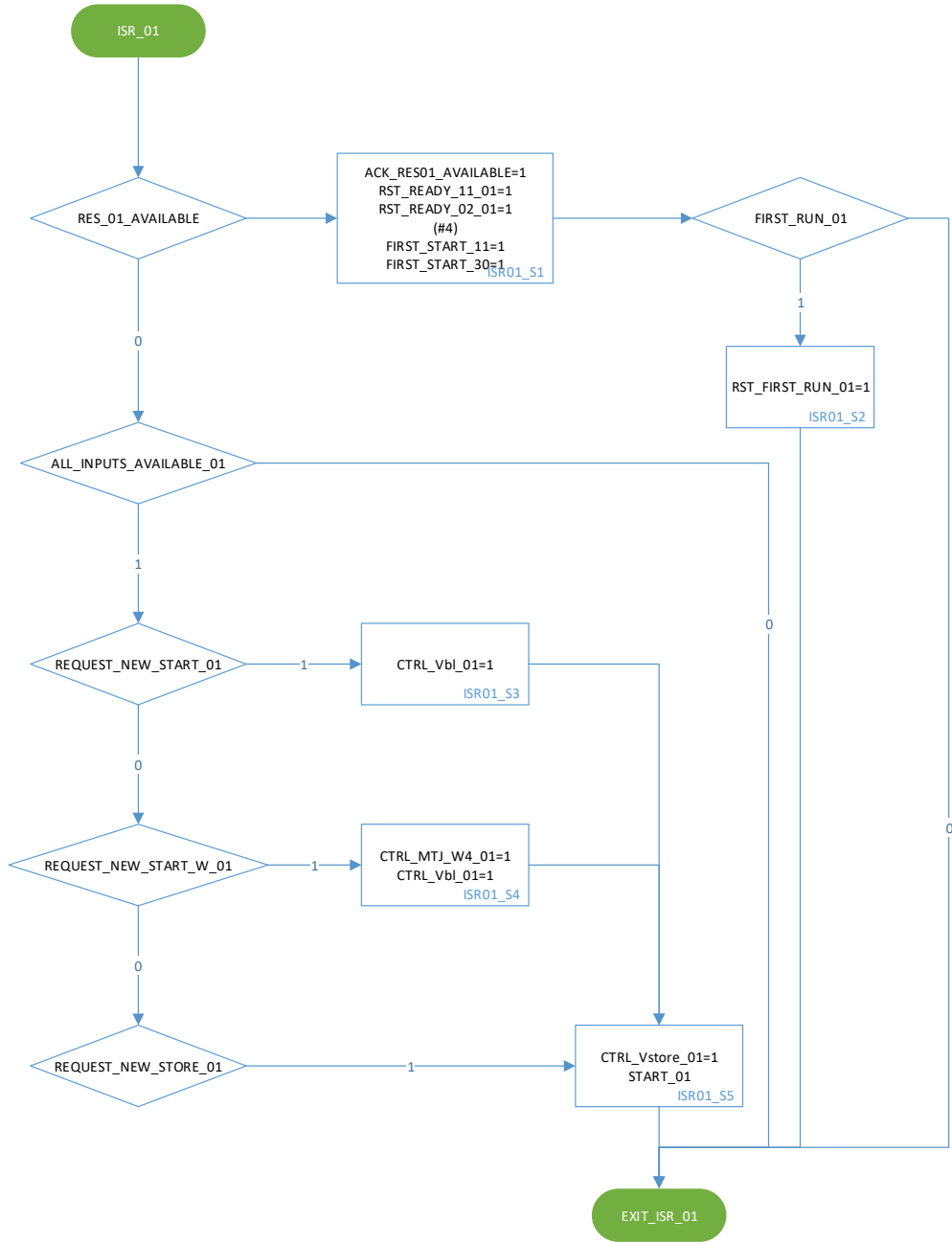


Figure 5.37. Master FSM, ISR 01

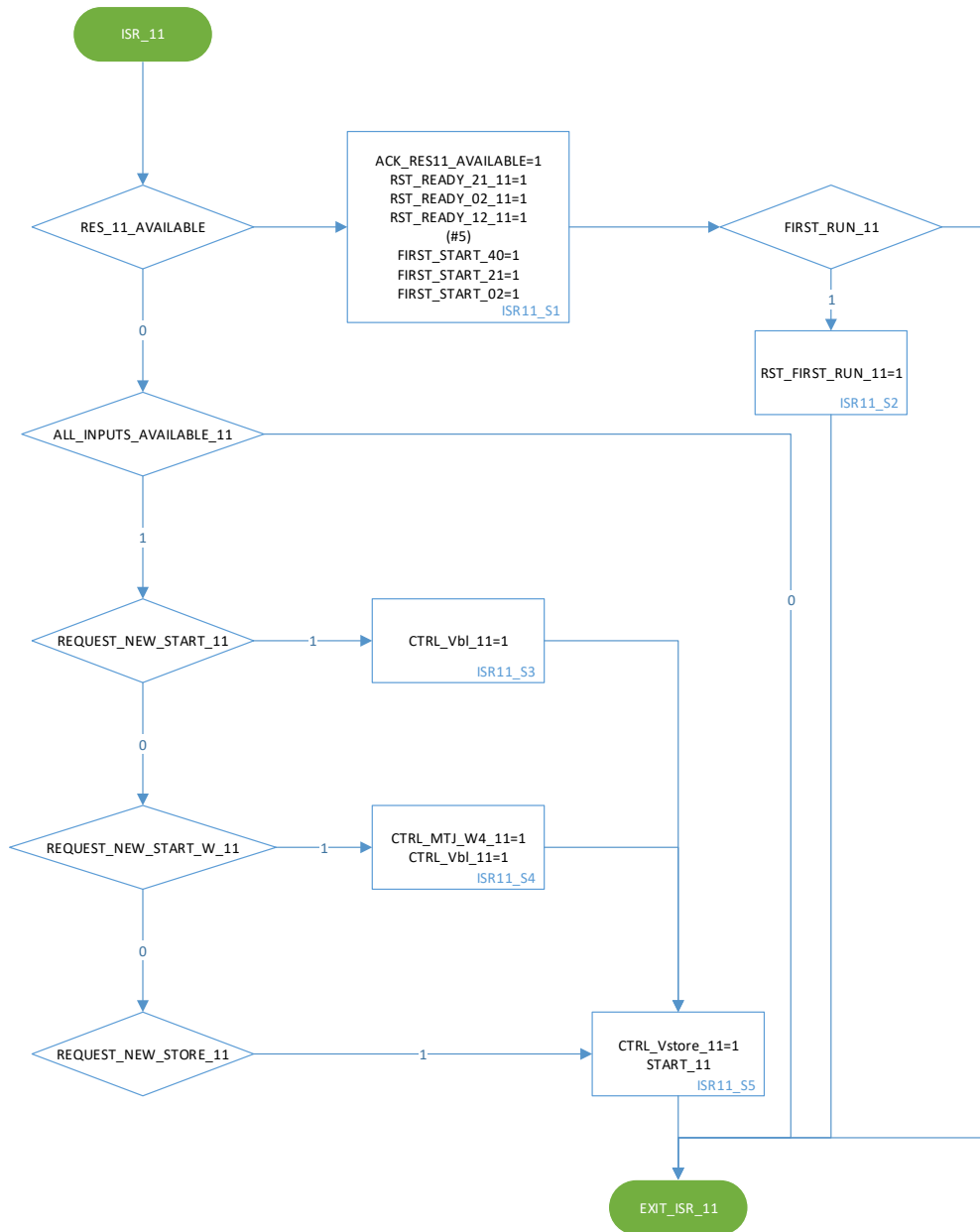


Figure 5.38. Master FSM, ISR 11

## 6. Logic in memory - second architecture

The structure for the logic-in-memory array described in chapter 5 is very powerful and allows almost a full flexibility and adaptability to the request of the particular algorithm that has to be implemented. Due to this huge flexibility, however, the structure of the array and most of all the FSM that controls the memory itself is very complex and not optimized. A simpler structure could be derived from that one by renouncing to some capabilities of the array, like for example the transfer of the result both to the cells on the right and on the bottom and to the cell on the top right.

Another possibility could be to specialize the structure of each cell: one memory row, for example, could contain only full adders, while the row after that could be specialised in the computation of the *AND/OR* logic functions. In this way it would be avoided the production of two results at the same time, so it wouldn't be necessary to choose one of them before going on with the computations.

Another reason for the complexity of the array comes from the desire of reducing as much as possible the energetic inefficiencies by collecting back all the skyrmions that are no more needed for the computation cycle. If the top and the bottom tank were eliminated the complexity of each cell would decrease: this, however, would deteriorate the energetic performances of the structure.

So, it is possible to simplify the structure already analysed, renouncing either to its flexibility or to its energetic performances.

The aim of this chapter, however, isn't to find a simpler version for a LiM array by starting from the structure already analysed. One of the reasons why the array studied in chapter 5 is so complex is that it allows the execution of many

different algorithms, without being specifically built for any of them. For this reason, in order to find a simpler and more efficient LiM structure, a specific algorithm application has been studied. The article that has been taken as a reference for this chapter is [37], where a LiM architecture capable of a minimum/maximum search inside the memory array has been proposed. The algorithm and the memory cells presented in the article are analysed in detail in section 6.1. After the description of the steps performed by the search algorithm in order to find the maximum or the minimum number stored inside the array, it will be shown the memory array based on skyrmions that has been developed starting from the original array version. Finally, in section 6.3 will be presented all those blocks that belong to the datapath of the memory, but that are at the same time needed for the control of its behaviour. These blocks, described only approximately in [37], have been developed specifically for the control of the memory array presented in section 6.2.

## 6.1. Original architecture and control blocks

Let's assume to have a memory array containing a set of  $N$  numbers, each represented on  $N_{bit}$  bits: each row of memory contains  $N_{bit}$  cells, each storing a single bit of the corresponding number. The aim of the algorithm is to find the maximum (or the minimum) out of these numbers. Let's assume that the search is aimed at finding the maximum value: a possibility for doing this is to use a shifting mask, like shown in figure 6.1.

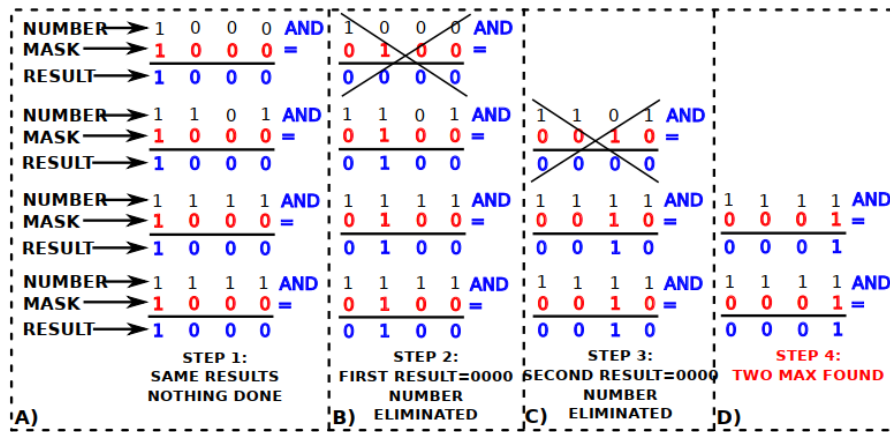


Figure 6.1. Steps of the algorithm described in [37]. Figure extracted from [37].

A shift register containing  $N_{bit}$  bits is initialized with a 1 in the MSB (most significant bit) position and with a series of 0 in the remaining bits; then the value of the  $N_{bit}$  bits of the mask is provided in parallel to each of the  $N$  rows of cells containing the  $N$  numbers to be analysed. Each memory cell contains an *AND* gate: during each search step, each cell will perform an *AND* operation on the bit it stores together with the bit that it receives from the mask register. For example, let's say that the aim is to find the maximum number in a set of three numbers represented on 4 bits each: the mask register will be initialized to the value 1000, and these bits will be provided in parallel to the three rows composing the memory array: the cells in the column 0 will receive the MSB, set to 1, while the three remaining columns will all receive a 0. At this point, the 12 cells inside the array will compare the value they store with the bit received from the mask register. The output of the *AND* gate contained inside each cell will be 1 only if the bit stored in it is equal to 1, and if at the same time the bit coming from the mask is 1 as well. So, in the first step of the algorithm, only the cells belonging to the first column (and containing the MSB of the three numbers) will be allowed to produce a 1 as an output: if this happens, it means that the MSB of the corresponding number is equal to 1. Since the aim is to find the maximum number, if some cells produce a 1 while others produce a 0, this already allows to discard all the numbers that do not provide a 1 as output from the *AND* gate: this, in fact, implies that the *MSB* of the corresponding number is equal to 0, and so that number will be for sure be lower than a number that provides as output a 1. However, if all the cells produce a 0 (or a 1), no action can be performed, because at this point all the numbers seem equally low (or equally high), so the algorithm must go on.

The second step, either if some rows have already been discarded or if all of them must still be considered, consists in a shift towards right of the mask register, so that in this particular case it will contain the value 0100. Then the same steps are repeated: a bitwise *AND* is performed in parallel within each row; all those rows that will produce a 1 as output of the *AND* gate contain a 1 in the *MSB* – 1 position of the number they store, while all the remaining rows contain a 0 in that position and can be discarded, because the number they contain is for sure lower with respect to the other numbers, which have a 1 in that position.

The algorithm is iterated until the mask register has performed  $N_{bit}$  shifts towards right: this in fact means that all the bits inside the numbers have been compared with the bit set to 1 contained in the mask, and so all the rows that were not of interest have already been discarded. The rows that have remained, then, are the ones that contain the result of the search. It is interesting to notice that the algorithm works correctly even if the same maximum number is contained in two or more rows at the same time: those rows, in fact, will all survive the comparison and reach the end of the algorithm together, as shown for example in figure 6.1.

The same algorithm is able to perform the search for the minimum value with just a simple change: instead of rejecting all those rows that during the particular search step produce a 0, is enough to reject all those that produce a 1 instead. If the cell inside each row that is comparing its value with the 1 coming from the mask register (let's call it "active cell") produces a 1, in fact, it means that the number stored in that row has a 1 inside that position: so, that number for sure will be larger than the numbers considered in the same search step that have a 0 in that position, and so it can be rejected.

It is clear that each memory cell must contain an *AND* gate, needed to perform the comparison with the bit that comes out from the mask register. At each comparison step only one of the cells inside each row (the "active cell") will have an *AND* output equal to 1, and all the following decisions must be taken considering in parallel the output of all these  $N$  "active cells". In order to reduce the number of signals that must be analysed at each search step, is then possible to produce a single signal in output from each row by cascading a series of *OR* gates. Each *OR* gate will have as inputs the output of the *AND* gate of the cell  $i$  and the output of the *OR* of the cell  $i - 1$ : in this way, all the outputs of the *AND* gates are put in *OR* together, and if the active cell inside that particular row produces a 1, then for sure the output of the last *OR* inside the row will be 1 on its turn. Then, according to the type of search, that particular row may or may not be discarded.

As mentioned in the article, the memory array behaves as a traditional memory array, able to perform standard read and write operations, and now and then it can be used to do a min/max search as well. To grant the capabilities of a traditional memory array, then, bitlines connecting the cells inside the same column and word



lines activating the cells inside the same row must be included as well. These considerations lead to the structure shown in figure 6.2. This is the structure of the cell that will be used as a model for the construction of the memory array, detailed in section 6.2.

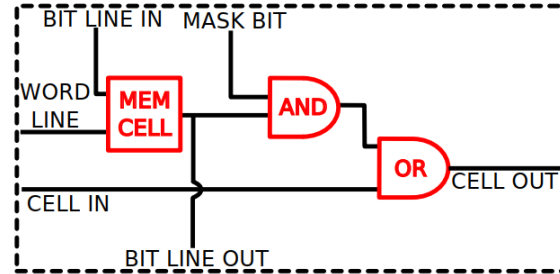


Figure 6.2. Structure of the LiM cells proposed in [37]. Figure extracted from [37].

All the decisions taken starting from the *OR*-wise output of each row are performed by additional datapath blocks: this is one of the main advantages of this architecture, since in this way a less complex FSM will be needed to control the whole memory structure.

The organization of these blocks inside the memory architecture is shown schematically in figure 6.3.

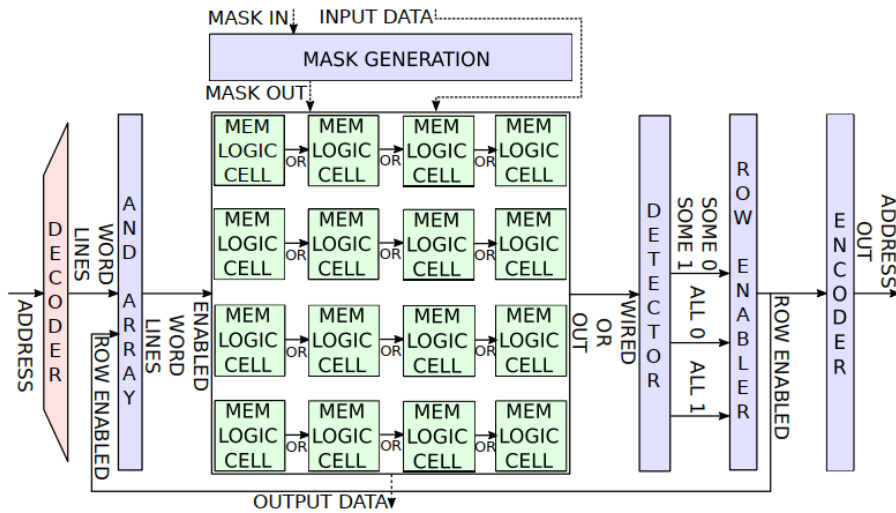


Figure 6.3. Structure of the smart memory presented in [37]. Figure extracted from [37].

In [37] only a brief description for each of these block is provided and no scheme

is available. Since the behaviour of these blocks is extremely important for the comprehension of the whole memory structure, a more detailed explanation will be provided in section 6.3, where will be shown also the structures that have been developed while thinking about the necessities of the memory array described in section 6.2.

## 6.2. Memory array structure

The memory array based on skyrmions that has been developed starting from the original LiM array is shown in figure 6.14. The array, the control signals and all the control blocks described in section 6.3 have been defined and developed in order to suit an array hosting three numbers with three bits each, but of course the the generalization to any different value of  $N$  and  $N_{bit}$  is straightforward.

When looking at figure 6.14, the first fundamental difference with respect to the organization proposed in [37] that must be underlined is the placement of the numbers inside the array. Until this point, in fact, the numbers were occupying one row each, with the MSB bit in the leftmost position inside the row and the LSB (less significant bit) in the rightmost. This is the most straightforward representation of numbers when using a CMOS-based memory array. The main difference when developing a memory array based on skyrmions, however, is in the fact that skyrmions are already non-volatile information carriers. This means that is enough to nucleate them inside a nanotrack for having a storing of information: it isn't necessary to move them anywhere else. This is the principle exploited in the well known racetrack memories, where skyrmions are nucleated by a write head and moved along a racetrack, implementing in this way the memorization of information with a serial organization. In this case, however, a serial organization of the information is not desired: the aim here is to analyse in parallel the value of  $N$  different numbers, each composed by  $N_{bit}$  bits. This implies the presence in parallel of  $N$  racetracks: in each racetrack a writing head nucleates  $N_{bit}$  skyrmions, according to the value of each bit in the corresponding number, and these skyrmions remain hosted by the racetrack until an elaboration is requested. This explains why, in the memory array shown in figure 6.14, each number is occupying a column instead of a row, with the MSB bit placed at the input of the bottom cell and the LSB at the input of the top cell. Each

column is in fact a racetrack: during the initialization of the memory each writing head, placed at the beginning of the racetrack, nucleates first the MSB bit, which is then pushed towards the bottom by applying the voltage  $V_{bl}$ ; then the  $MSB - 1$  bit follows, and so on until the LSB bit, which will be the last to be nucleated and will stop in correspondence of the top cell. Figure 6.4 should dissipate any possible doubt concerning the organization of the numbers inside the array.

	NUMBER 0	NUMBER 1	NUMBER 2
LSB	cell 00	cell 10	cell 20
...	cell 01	cell 11	cell 21
MSB	cell 02	cell 12	cell 22

Figure 6.4. Organization of the numbers inside the skyrmionic memory array of figure 6.14.

This organization implies, of course, that the  $N_{bit}$  bits coming from the mask register must be distributed along the columns, and not along the rows: the  $MSB$  of the mask register must be provided in parallel to cell 02, cell 12 and cell 22, the  $MSB - 1$  bit to cell 01, cell 11 and cell 21, and so on.

In order to know the value to be nucleated along each racetrack, it's necessary to look bit by bit at the words that the external world desires to store inside the memory. To do so, three shift registers (more in general,  $N$  shift registers) are employed, as shown in figure 6.5. At each clock cycle, if the signal  $CTRL\_WORD\_SHIFT$  is asserted, the registers are shifted towards left by one bit, and the writing heads at the head of each racetrack are controlled according to the value that comes out from the corresponding shift register: in this way, if the leftmost bit inside the register is a 1, a skyrmion is nucleated, while no action is performed if the bit is set to 0. This writing operation can take place on the three racetrack in parallel: it is simply a matter of controlling the signals which guide the writing operation. This control is operated by the control blocks detailed in section 6.3.

Of course, concerning the signals that appear in figure 6.5, both the inputs  $WORDx$  and the controls  $CTRL\_WORDx\_STORE$  are activated by the external world, while the remaining signals are managed by the memory.

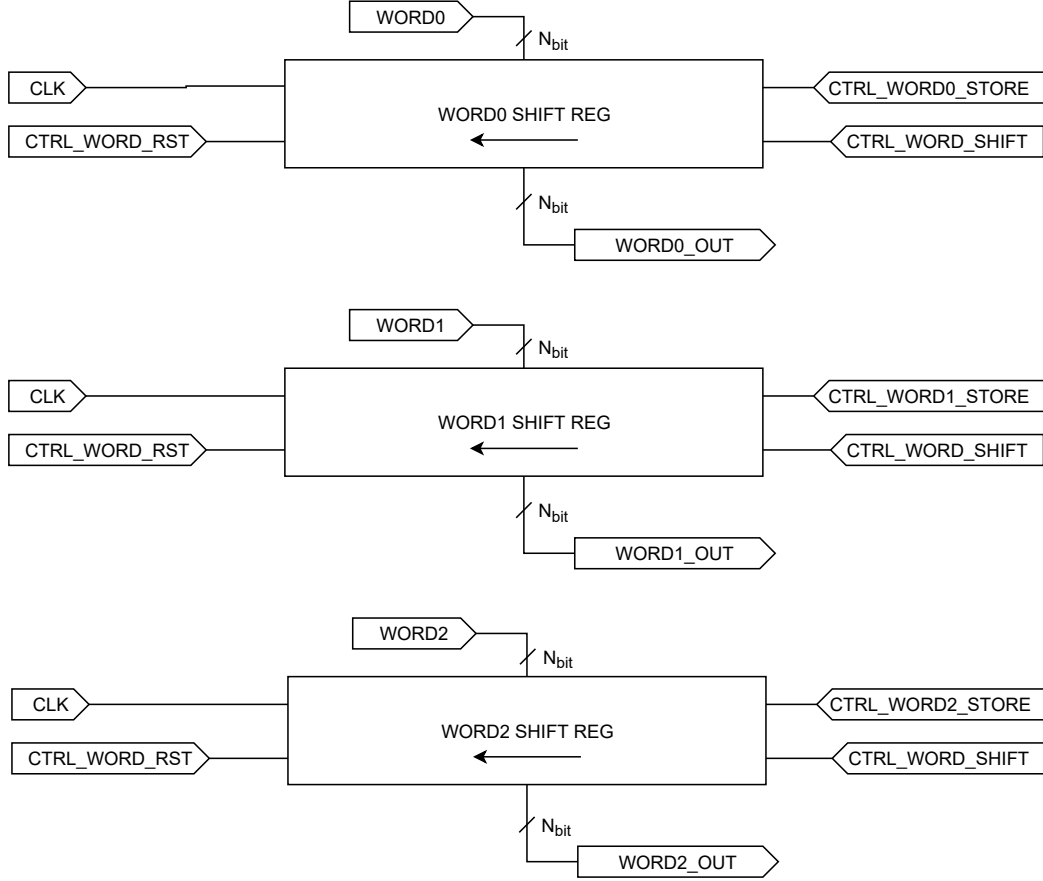


Figure 6.5. Shift registers hosting the words to be written in the array.

Let's focus now on the structure of the array shown in figure 6.14. Once nucleated by the writing head  $MTJ\_WBx$  and put into movement by the voltage  $V_{Bx}$  (where  $x$  stands for the index of the column), the skyrmions reach the blue areas  $Dxx$ . These rectangles are inserted in the drawing simply to signify the region where each skyrmion stops inside the racetrack. From that point on, each skyrmion can move right (towards the input of the elaboration region), towards left (more on this later), or maybe towards bottom, if a new impulse is applied on  $V_{Bx}$ . Still, for the implementation of the algorithm described in section 6.1, only the movement towards right is of interest. As soon as each skyrmion inside the racetrack reaches

the proper blue rectangle, that is, the proper stop region, the voltage  $V_{Bx}$  is turned off: as a consequence, the skyrmions representing the bits of each number stop inside the racetrack, and this corresponds to the memorization of the information.

This information may be read with a reading operation. To do so, the voltage  $V_{opx}$  is applied. Doing so, each skyrmion enters the elaboration region and, as soon as a peak of current occurs (so, the voltage  $V_{opx}$  should provide at least one peak of current, at some point), the skyrmion goes past the notch, enters the H structure of the *AND/OR* gate and, since no other input is applied, goes out from the top output of the gate (the *OR* output). In this way, pushed a bit forward by the voltage  $V_{opx}$ , the skyrmion reaches the read head *MTJ\_Rxx*, where its value is detected. Finally, the skyrmion may be expelled from the track or it may stop right at the end of it until a new skyrmion arrives and pushes it out from the track: in any case, it won't be collected and reused later, as it happened in the cells described in chapter 5.

When the skyrmion is pushed by the voltage  $V_{opx}$ , before going past the notch, it crosses a green duplication element. This element is exactly the one used also in chapter 5, proposed in [40] and exploiting the technology described in [43]. Thanks to this element, the value of the bit represented by the skyrmion is not lost, because as soon as the skyrmion is pushed towards the elaboration area, it is also duplicated and a copy of it is placed back inside the blue "stop region" of the racetrack. Moreover, it is not needed any additional voltage source to control this operation, because everything can work simply with the voltage  $V_{opx}$ , needed for moving the skyrmion towards the read head.

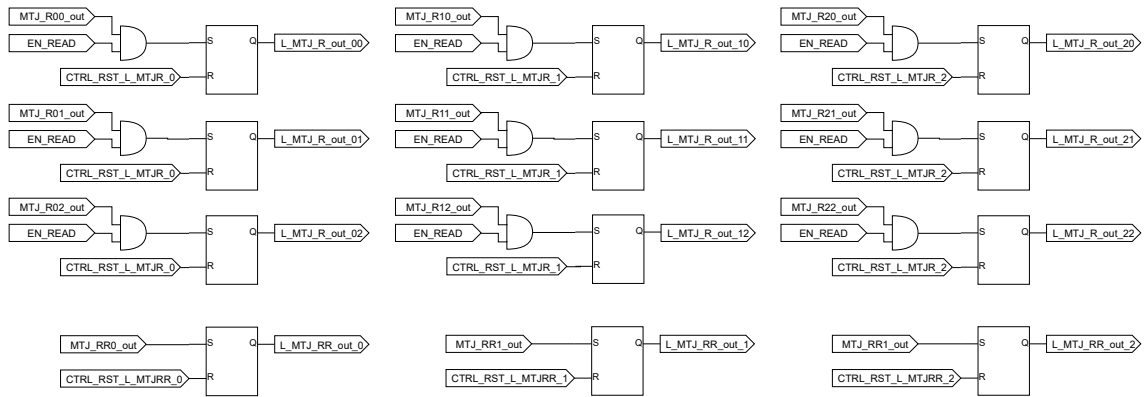


Figure 6.6. Latches storing the output of the read heads that appear inside the memory array.

Of course, the read head generates only a brief impulse when the skyrmion passes below it. This impulse must be stored somewhere, together with the remaining  $N_{bit} - 1$  impulses from the other read heads, which are dealing at the same time with the other bits of the same word: the requested word in fact has to be read externally by the electronic component which requested it, and it is not guaranteed that this component is able to capture the brief impulses of the read heads. For this reason, each read head is connected to a SR latch (which is sensitive to the rising edges on the output the corresponding read head only if the signal *EN\_READ* is active): the outputs of these latches are then used to form a bus, which is selected by a multiplexer according to the memory word that was requested. The latches used inside the array, together with the signals that control them, are shown in figure 6.6, while the multiplexer used to select the memory word requested is shown in figure 6.7. The signals that appear inside these two pictures are managed and activated by the control blocks that will be detailed in section 6.3.

Now that the topic of both the reading and the writing operations has been covered, it is time to concentrate on the operations needed for implementing the search algorithm. Let's assume that three numbers have been written and are stored inside their respective racetrack, waiting for  $V_{opx}$  to be applied. If a search operation is desired, first of all the mask register must be initialized and its value must be used in order to nucleate the skyrmions needed for performing the *AND* operation inside each column. The signals that control the mask register (again a shift register, but this time the shift direction is towards right) are shown in figure 6.8.

So, the first operation to be done is the activation of the signal *CTRL\_MASK\_STORE*: doing so, the value that is fixed at the input, with only the MSB set to 1, will be stored inside the register. Three copies of the output from the mask register are sent in parallel to the three columns of cells, and the three bits composing the value of the mask register's output are used to drive the write head *MTJ\_Wxx* inside each cell. In particular, in the first step of the algorithm only the write heads *MTJ\_W02*, *MTJ\_W12* and *MTJ\_W22* will nucleate a skyrmion, while the remaining heads won't perform any action, since their control bits are still set to 0.

When these skyrmions are nucleated according to the output from the mask register, the voltage  $V_{opx}$  can be applied. Differently from what happened with a

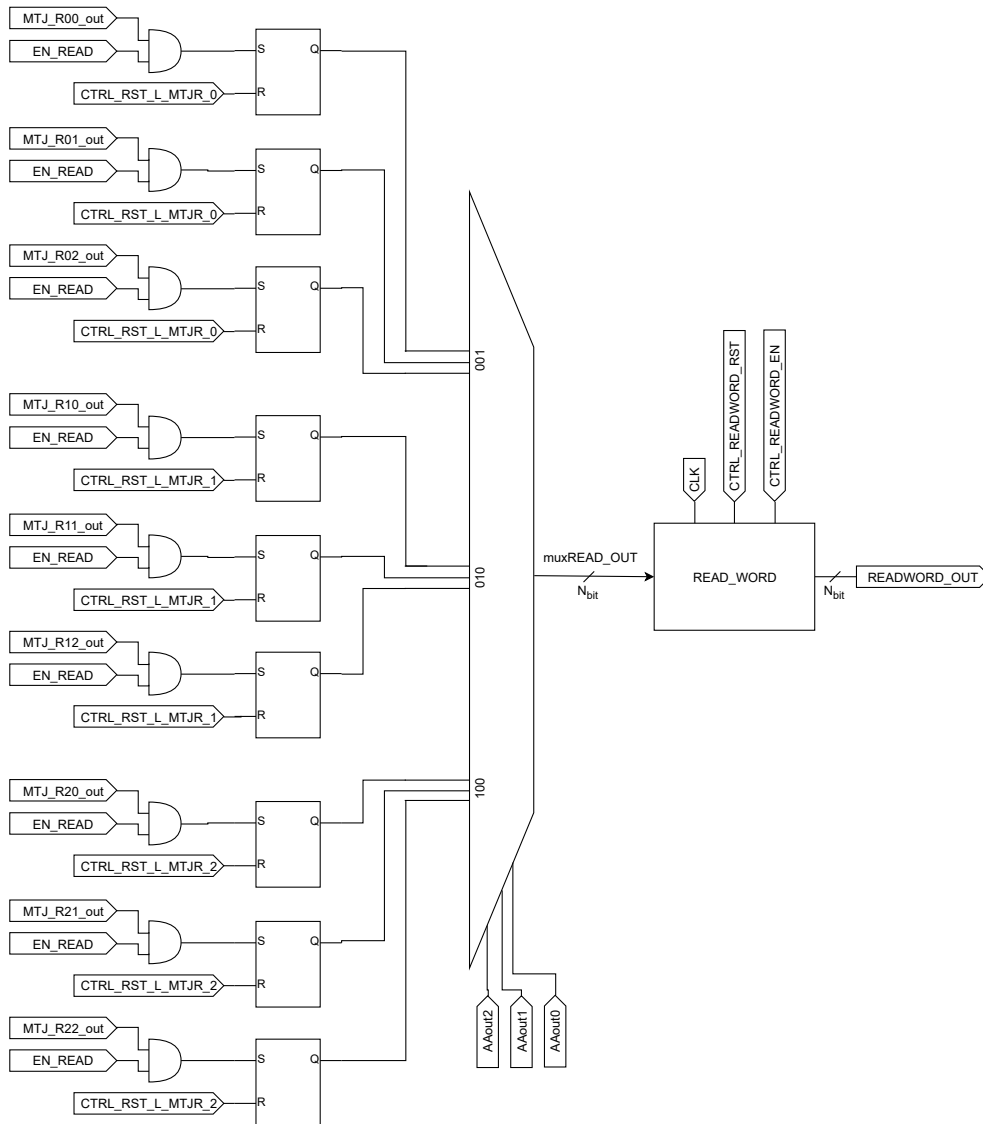


Figure 6.7. Multiplexer used to select the memory word requested from the external.

read operation, this time there may be up to two skyrmion that are pushed towards the *AND/OR* structure: if this is the case, the output of the *AND* will be 1, just like the output of the *OR*; if instead only one skyrmion is present, only the output of the *OR* will switch to 1. The output of the *OR* is ignored in this operation, and its value, even if it is detected by the read heads *MTJ\_Rxx*, it is not stored inside the latches of figure 6.6 because the signal *EN\_READ* is not asserted.

It should be underlined here that, thanks to the duplication elements across

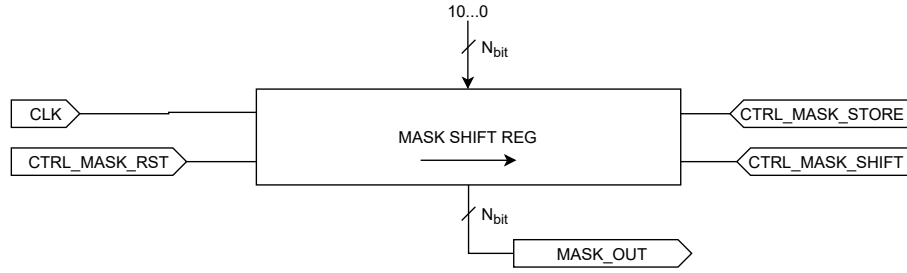


Figure 6.8. Mask register: at each step of the algorithm the content of the register is shifted towards right by one position.

which the skyrmion passes through before crossing the notch at the input of the *AND/OR* gate, the value stored in the racetrack is always restored back, so that there is no need to write back its value by activating the write head at the beginning of the racetrack. It would be possible to avoid the use of these duplication elements by exploiting the shift registers shown in figure 6.5 for keeping trace of the information to be written back: if at each shift the bit coming out from the left of each register is injected back on the right, the word stored inside the register wouldn't get lost after each write operation. Every time that a skyrmion is extracted from the racetrack, then, the word stored inside the corresponding shift register could be used again to perform a new write operation inside the racetrack, with the aim of restoring back the information that was lost. The control of the memory would become a bit more complex, but no additional memory elements would be needed for allowing this write-back operation, apart from a slight modification of the word-shift register, which now would need also a serial input and a serial output, apart from a parallel input and output.

As already explained, only one cell inside each column, that is, the "active cell" of that particular search step, will produce a 1 on the output of the *AND* gate: all the other *AND* outputs inside that particular column will be 0. This means that, joining the output from the *AND* gates together, only one skyrmion (at most) will be coming out from the output of the join. As a result, to implement the chain of bitwise-*OR* gates, in the memory array based on skyrmions is enough to use a chain of join elements, connecting together all the outputs from the *AND* gates. Then, to detect the actual presence of a skyrmion, the read head *MTJ\_RRx* is placed at the output of the last join element; also the output from this read head is stored inside a latch, as shown in figure 6.6, so that the signal is maintained stable and can



be analysed by the control blocks, which must take their decisions according to the value detected.

A final comment, before concluding the topic of the memory array structure, must be spent around the left output from the  $Dxx$  elements. The skyrmion is allowed to leave the racetrack from that output only when the voltage  $V_{trxx}$  is applied. The destination of that path is always the corresponding cell inside the column (the word) on the right: this connection, in fact, allows each cell to use as operand the value stored inside the corresponding cell inside the word on the left, that is, it allows to perform bitwise operations between adjacent words. This is not a request of the search algorithm presented in [37] and for this reason, even if the controls needed to manage this movement of data have been implemented, they are not actively controlled by the FSM. The possibility of performing also this kind of operation has been taken into account only to formulate a slightly more powerful and generic memory array, but if the desire is to actively use this functionality, as soon as an algorithm is chosen and a specific application is desired, the FSM that controls the memory must be modified and tailored in order to fit that specific algorithm.

## 6.3. Control blocks

Looking at the memory array shown in figure 6.14, some concerns may arise from the number of signals that are again needed to control the whole array. Even if these signals are similar in their name, in fact, the moment in which they must be turned on to control the specific cell to which they are dedicated changes depending on the steps of the algorithm, on the particular values needed to be stored and on many other conditions. A FSM that controls all these signals one by one, then, must be for sure very complex, almost as complex as the FSM described in chapter 5. In this particular case, however, the strength of the structure proposed in [37] is to use a set of datapath blocks, which are useful for deciding what actions must be performed according to the results obtained in each step of the search algorithm. These same blocks, however, are extremely useful also to mask and select in a finer way all the signals that are needed by the skyrmionic memory array, for example for nucleating the skyrmions, for moving them, for detecting their presence and so on. Thanks to these same control blocks, then, the FSM can be made much simpler,

even completely independent on the particular number of words that the array is able to host.

For this reason, the functionality of each of the control blocks depicted in figure 6.3 is of vital importance for the correct behaviour of the array and must be discussed in detail. In the following, a in-depth explanation of the role of each control block is provided, together with the scheme that has been developed in order to fit the particular memory array shown in figure 6.14: as already mentioned, a generalization to any other value of both  $N$  and  $N_{bit}$  is straightforward.

### 6.3.1. Detector

The main aim of the *detector* block is to identify all those conditions in which some words can be excluded from the comparisons to be performed in the future steps of the search algorithm. The condition in which some words can be excluded is verified when the outputs of the bitwise *OR* performed inside each column are not uniform, that is, some outputs are 0 while others are 1. As suggested in [37], to verify this condition is enough to use two trees of *AND* gates, whose outputs are then combined by a single *XNOR* gate. The structure derived from this description is shown in figure 6.9.

In this figure, the signals  $L\_MTJ\_RR\_out\_x$  correspond to the bitwise-*OR* outputs coming out from the array (they are the reading of the  $MTJ\_RRx$  at the end of each column, after being latched in the memory elements of figure 6.6), while the selection signals  $LATCHx\_OUT$  come from the block *row disabler* and are equal to 1 when the corresponding row must be rejected from the comparisons.

The left tree produces as output a 1 only when all its inputs are equal to 1; at the same time, the right tree produces a 1 only when all the inputs are equal to 0. If neither condition is verified, then some words can be excluded from the comparisons of the next steps: this condition is signified by the activation of the signal  $ENABLE\_Rowdis$ , which is obtained by the *XNOR* combination of the two outputs from the trees.

As discussed in [37], for the correct functioning of the algorithm is essential that the bitwise-*OR* coming from the words that must not be taken into account are excluded from the inputs to these trees of *AND* gates: for this reason some multiplexer are interposed. The other input of each multiplexer has been chosen

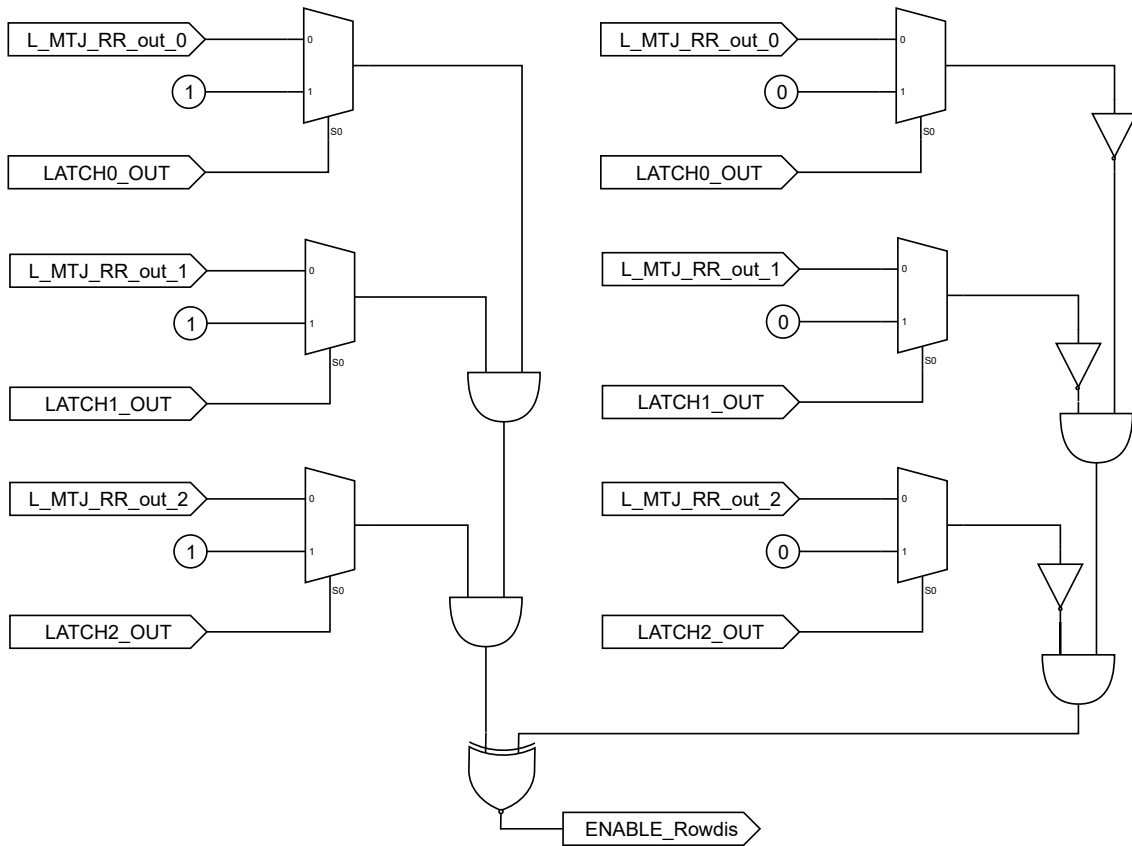


Figure 6.9. Structure of the *detector* block: two trees of AND gates combine together the outputs of the bitwise-OR.

according to the following reasoning: the "transparent" value for the left tree, that is, the value that is never able, alone, to determine the value of the output, is equal to 1: this means that the values that must not be taken into account should be masked by a value fixed to 1, since by itself it is not able to change the output of the AND tree. Vice versa, the "transparent" value for the right tree is equal to 0, and so that is the value chosen for the other input of the multiplexers.

### 6.3.2. Row disabler

The *detector* block produces as output the signal *ENABLE\_Rowdis* which, when active, identifies all those conditions in which some words can be discarded. For this reason this signal is used as enable to the block *row disabler*, whose structure is shown in figure 6.10.

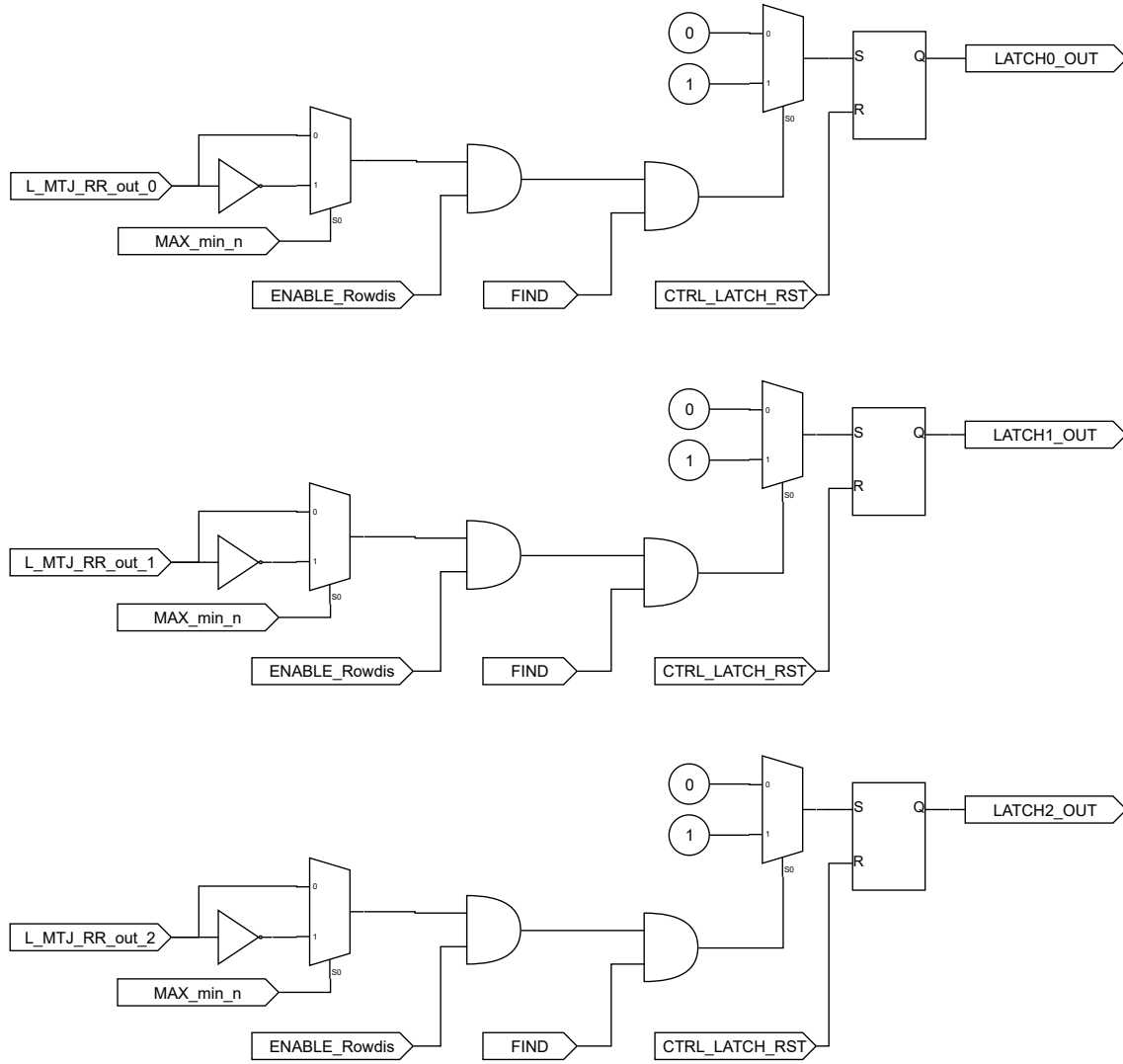


Figure 6.10. Structure of the row disabler. A latch storing a 1 means that the corresponding row must be rejected from the future comparisons.

The main components of *row disabler* are the latches needed to remember whether the corresponding word must be considered in the comparisons. At the very beginning of the search operation each of these latches is reset to 0, and only when the set of conditions that drive the bunch of gates at its input are satisfied, the value stored inside the latch becomes 1, signifying that from that moment on the corresponding word must be ignored. The latches which switch to 1 during the search are reset back to 0 only at the end of the algorithm, when the desired memory word has been found.

The conditions that must be satisfied in order to reject a certain word are the following: first of all, it is necessary to know if the aim of the search is the maximum or the minimum value stored in the memory. If the maximum is desired, then the word may be rejected if the output of the bitwise-*OR* is equal to 0, vice versa if the minimum is desired. However, the value coming out from the bitwise-*OR* must be considered only if there are other outputs different from that value, that is to say, if the signal *ENABLE\_Rowdis*, produced by the *detector*, is active. Finally, of course, the memory array must be in the *find* mode, and not for example in the *read* or in the *write* mode, where it should behave like an ordinary memory array. Only if all these conditions are satisfied at the same time, the output of the last *AND* gate switches to 1, enabling the input of the latch to have a rising edge, which is readily stored by the memory element: from now on the latch will store a bit equal to 1, signifying that the corresponding word must be ignored in the following steps of the algorithm.

### 6.3.3. Encoder

The encoder is the block that allows the external world to know, at the end of the search operation, what is the address of the word found. Its structure is shown in figure 6.11.

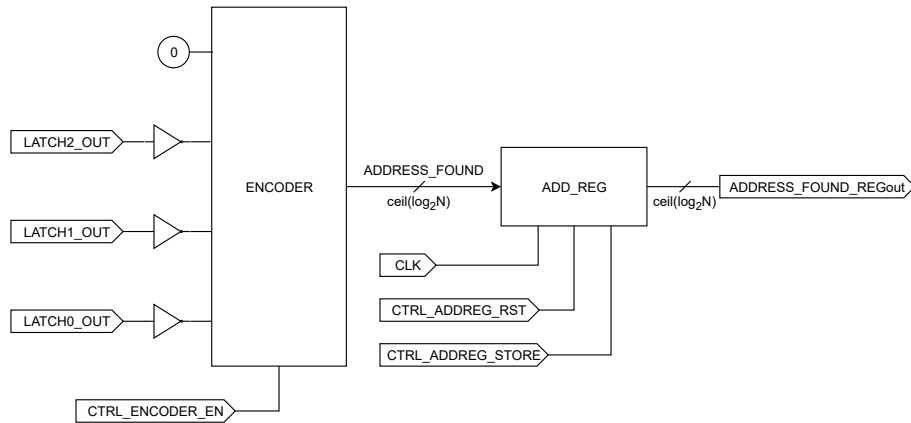


Figure 6.11. Structure of the encoder. It is a priority encoder, so only one address will be provided to the external, even if more than one word corresponding to the search needs has been found.

The encoder used in this block is a priority encoder: this means that, even if more than one word corresponding to the search parameters has been found, the

address that will be provided to the external will be only one. However, since the array and the algorithm itself allow to find more than a single word that satisfies the requests, in order to exploit this capability it would be enough to modify the electronic component, allowing it to use more than one output port at the same time.

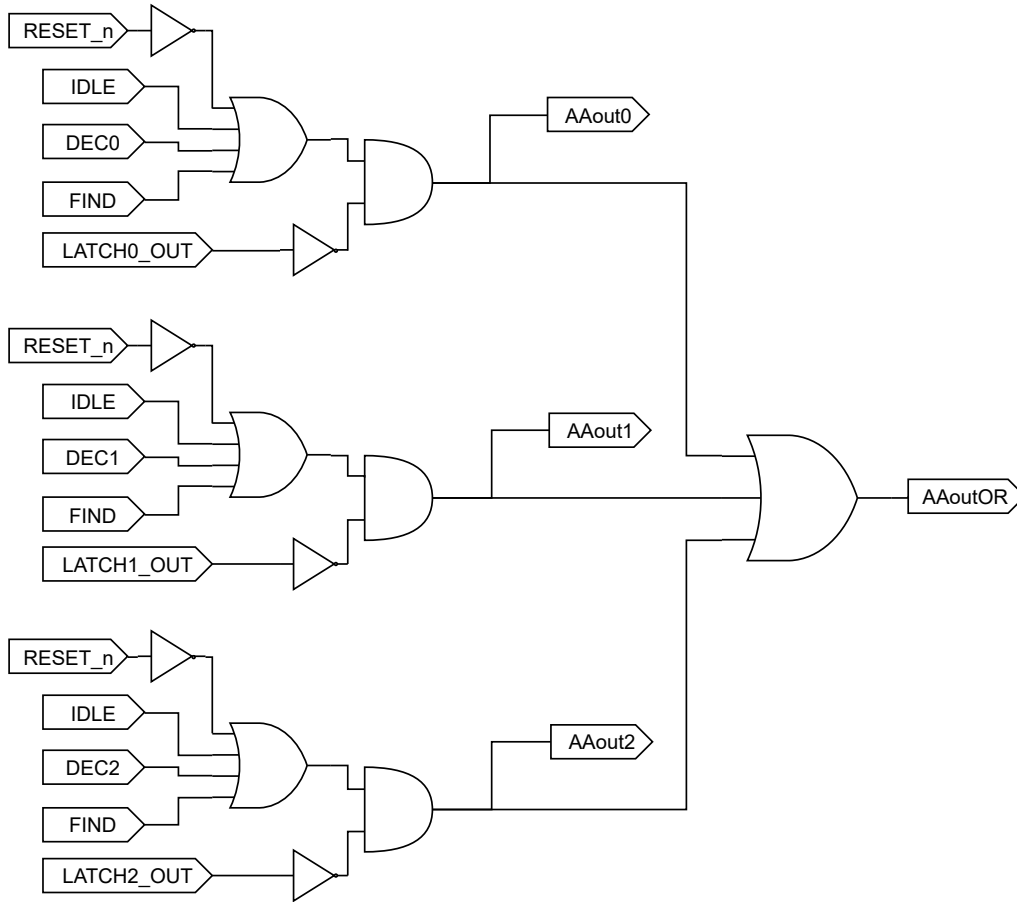
The address of the word that has been found at the end of the search process is recorded by the latch (or the latches, if more than one word has been found) that is still equal to 0 inside the *row disabler* block. This address is transmitted to the external by enabling the encoder to activate its output according to this input values, and at the same time allowing the register after the decoder to store the value of the address just encoded.

### 6.3.4. And array

The aim of the *and array* is to activate selectively the word lines of the memory array, according to the outputs from the *row enabler* block. In the particular case of a skyrmionic memory array, this block is exploited, together with the *FSM-array adapter* discussed in section 6.3.5, for preventing the activation of all those signals (for example, the voltage generators' control signals) that would make the corresponding memory column start the computations. The structure of the component is shown in figure 6.12.

The signals that are directly used to understand whether a certain memory word has to be considered or not are the outputs *AAoutx*. These signals can become active only if the corresponding latch inside the *row disabler* is still equal to 0: as soon as its content switches to 1, in fact, the output of the *AND* gate inside the *and array* block goes to 0 and the corresponding memory word is disabled, since its *AAoutx* signal becomes equal to 0.

Another condition is needed in order to activate the *AAoutx* signals. As mentioned, these signals are used to select a word inside the array, whatever the modality (read, write or find) in which the memory is currently. For this reason, these signals must be equal to 1 when the decoder, which is used when a specific memory word must be read/written, is activated. Both in the read and in the write mode all the latches inside the *row enabler* block are reset to 0, so it is enough for the decoder to activate one of its outputs (in figure 6.12 they are called *DEC1*, *DEC2*

Figure 6.12. Structure of the *and* array.

and *DEC3*) in order to activate the corresponding *AAoutx* signal, thus selecting the memory word of interest.

When the memory array is in the *find* mode, however, all the words inside the memory must be considered, at least until some of them get disabled by the latches inside *row disabler*. During this operation mode, so, the decoder is not used: this is why the signal *FIND* is one of the inputs of an *OR* gate, together with decoder outputs. If the memory is in the *find* mode, the *FIND* signal is asserted, thus allowing all the memory words to be selected at the beginning of the algorithm. *FIND* will remain asserted until the end of the search operation, and the latches inside *row enabler* will take care of masking the memory words that must be excluded from the comparisons during each step.

A third condition that allows the activation of *AAoutx*, as long as the output

of the corresponding latch is equal to 0, is the activation of the signal *RESET<sub>n</sub>* (active low) from the external. This signal is the same used for the reset of the FSM. The reason why this signal is used for activating *AAoutx* will become clear in section 6.3.5. Finally, the last condition that allows the activation of *AAoutx* (again, as long as the latches inside *row enabler* are reset to 0) is the activation of the signal *IDLE*. Also in this case the reason why this signal is used as input to the *OR* gate will become clear in section 6.3.5.

Each of the signals *AAoutx* is one of the inputs of a *OR* gate, whose output is the signal *AAoutOR*. This is done with the aim of simplifying the FSM that controls the memory, whose structure is shown in figure 6.15. Exploiting the signal *AAoutOR*, in fact, is possible to write a unique procedure for dealing with the writing requests from the external world, independently on the number of words stored inside the array and on the particular output line from the decoder that has been activated. More details on the structure of the FSM will be given in section 6.3.5.

As it can be observed from the structure of the FSM, to perform the writing operation of a single word, in general  $N_{bit}$  clock cycles are needed. During these clock cycles the output of the decoder must remain stable, so that the signal *AAoutx* is kept active through the whole operation. The array is able, in principle, to write three words at the same time, but to do so there would be the need of a decoder able to activate three output lines at the same time (that is, a decoder with  $N$  input ports, in general, where  $N$  is the number of words stored in the memory).

### 6.3.5. FSM-array adapter and FSM structure

An additional block has been developed with respect to the ones proposed in [37]. The aim of this block is to generate, starting from the few signals activated by the FSM and from the output signals of the block *and array*, all the control signals that are necessary to actually drive the memory array during its tasks. The FSM machine in figure 6.15, in fact, asserts only generic signals, which in most of the cases never arrive directly to the component that needs them. These signals are asserted according to the operations to be done, assuming that there is always at least one memory cell that needs them. Whether the actual signals will be activated starting from these generic signals, it depends only on the decisions performed by this block, shown in figure 6.13.



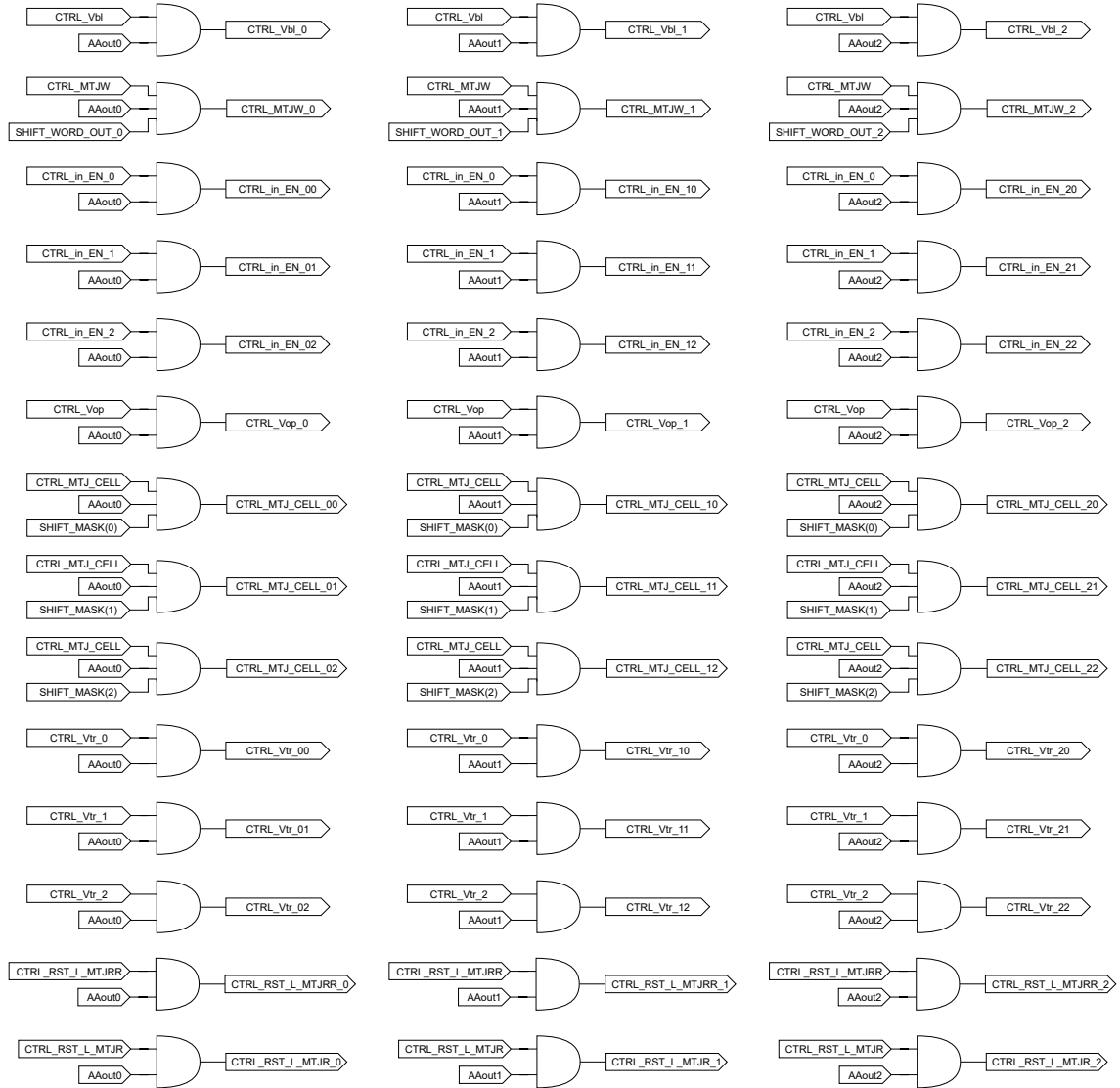


Figure 6.13. Structure of the *FSM-array adapter*, needed to translate the generic signals activated by the FSM into the actual signals needed by the memory array.

This block is simply an array of *AND* gates, which receive on one side the generic signal activated by the FSM, and on the other side the signal *AAout<sub>x</sub>*, activated by the block *and array* and needed to know on which memory word the action requested must be performed.

To guide the reader in the analysis of the signals that are generated by this block, a description state-by-state of the actions performed by the FSM is offered in the following. The order in which these states will be described follows the order in

which each operation is logically placed during the use of the memory: this means that first the reset state, then the initialization of the memory, then the states related to the *find* mode, and finally the states linked to a read operation will be described.

**reset** During the reset state all the memory elements present inside the architecture are reset: this means that the signals asserted are

- *CTRL\_WORD\_RST*
- *CTRL\_MASK\_RST*
- *CTRL\_RST\_L\_MTJRR*
- *CTRL\_RST\_L\_MTJR*
- *CTRL\_LATCH\_RST*
- *CTRL\_ADDREG\_RST*
- *CTRL\_READWORD\_RST*

Among these signals, both *CTRL\_RST\_L\_MTJRR* and *CTRL\_RST\_L\_MTJR* pass through the *FSM-array adapter* before being sent to the components that need them, while all the remaining signals are provided directly. The aim in asserting both *CTRL\_RST\_L\_MTJRR* and *CTRL\_RST\_L\_MTJR* is to reset the latches inside the memory array that store the signal coming out from the read heads. During the reset state, also the latches inside the *row enabler* are reset: this means that, even if the decoder is not activating any output line yet, and even if *FIND* is still equal to 0, since the signal *RESET<sub>n</sub>* coming from the external is asserted, all the signals *AAout<sub>x</sub>* will become active, thus allowing the reset of the latches inside the memory array (their reset signal is put in *AND* with the proper *AAout<sub>x</sub>* by the *FSM-array adapter*). As shown in figure 6.13, three *AND* gates receive the signal *CTRL\_RST\_L\_MTJRR*, and put it in *AND* together with either *AAout<sub>0</sub>*, *AAout<sub>1</sub>* or *AAout<sub>2</sub>* to determine the signals *CTRL\_RST\_L\_MTJRR<sub>0</sub>*, *CTRL\_RST\_L\_MTJRR<sub>1</sub>* and *CTRL\_RST\_L\_MTJRR<sub>2</sub>*; a similar thing happens with the signal *CTRL\_RST\_L\_MTJR*. In this way the FSM activates only two signals, but since the memory array hosts three words, actually six different signals will be asserted at the same time, since all of the three signal *AAout<sub>x</sub>* are active.

**S0** The FSM remains in the reset state as long as the signal *RESET<sub>n</sub>* is asserted.

When this signal becomes inactive, the FSM moves to the state *S0*. This state is an idle state, where the FSM waits for new requests, which could be a read, a write or a find operation. This state will be discussed more than once, respectively in states *S9*, *S4* and *S6*, to prove how the signals that are asserted here are used to complete each operation and restore back the employed registers to their default value. Here a list of the signals that are activated is provided, to prove how, after the *reset* state, no relevant action is performed.

- *IDLE*: the idle signal is activated.
- *CTRL\_RST\_L\_MTJRR*, *CTRL\_RST\_L\_MTJR*: they are the reset signals of the latches needed for storing the output of the read heads inside the array. Even if *FIND*, the decoder outputs and *RESET<sub>n</sub>* are all inactive, thanks to the activation of the signal *IDLE* the latches are able to receive a reset impulse; the latches, however, have already been initialized in the *reset* state, so actually no relevant action is performed.
- *CTRL\_LATCH\_RST*: the latches inside the row disabler receive their reset signal directly, so they will be kept in the reset state also during *S0*.
- *CTRL\_MASK\_STORE*: by activating this signal, the mask register stores the value fixed at its input, that is, all bits equal to 0 apart from the MSB, which is set to 1. Doing so, the register is now ready to provide the value to the memory array, as soon as a search operation is requested.

Before going on with the description of the remaining states, a disclaimer must be inserted here. It should be very clear that the structure of a FSM is tightly linked to the behaviour of the components which form the datapath that the machine controls. If the timing of one component changes, also the FSM structure must change as well. Now, the aim of this and of the previous chapter has been the project of a LiM array based on skyrmions; in the previous chapter the project has been tested in VHDL, and a VHDL description is offered also for the array discussed in this chapter. This VHDL description always tries to remain as close as possible to the actual behaviour of the components that would be used in a physical realization of the array, but this may be not always possible, depending on the particular situation. In this case, for

example, great difficulties arise from the desire of describing in a behavioural way the mechanism of nucleation and of movement of the skyrmions along the racetrack, until each skyrmion stops exactly in correspondence of the cell that must elaborate it. The main difficulty arises exactly from the desire of a behavioural description: if the skyrmions were described as in the gates used in chapter 4, in fact, the problem wouldn't be so difficult to be solved.

The components that raise the largest problem in this description are the ones labelled as *Dxx*. These are not even actual components, in the physical realization of the array: they would simply be a point in the racetrack where a number of paths arrive and where the skyrmion is able to take one direction or the other, according to the voltage that is turned on. This is where the difficulties begin. The skyrmions are described in VHDL as pulses imposed on a signal: this said, the behavioural VHDL description of the components *Dxx* becomes very tricky. This description is such that, after detecting a skyrmion on one of their inputs, they store it inside themselves in correspondence of the first rising edge on one of the three currents they are sensitive to (either the racetrack current, or the current due to the activation of either  $V_{opx}$  or  $V_{trx}$ ); then, a new rising edge on one of these three currents makes the skyrmion inside the component go out from the selected output. This kind of description is inevitable if the choice is to describe the component from a behavioural point of view: in an actual physical component, in fact, there would be no need for these sequential activations and deactivations of voltage controls, because the timing of the operation is determined uniquely by the velocity of the particle: these controls could even be turned on all at once and the result of the operation would still be correct. At a behavioural level, where the skyrmions are simply pulses and no propagation mechanism inside the components of the array is simulated, this kind of description for the *Dxx* is really inevitable; the timing of the operation must then be determined by the succession of the events on the control signals, imposed by the FSM, since it cannot be decided by the movement of the skyrmion. This is the first reason why the VHDL description of this array starts to be less adherent to the reality.

In a physical realization of the racetrack, it would be enough to nucleate three skyrmions one after the other, tuning the time distance between the impulses on the writing head depending on the amount of current imposed by the activation

of  $V_{bl}$  and on the velocity of each skyrmion; at the same time, applying a single impulse on  $V_{bl}$  (long enough to allow the complete movement of the skyrmions), each particle would reach the corresponding cell input, without any kind of difficulty. A behavioural VHDL description of this mechanism is almost impossible: the  $Dxx$  VHDL components, first of all, are all connected to the same input signal, that is the output of the writing head at the beginning of the corresponding racetrack: this means that, as soon as a skyrmion is nucleated, they all sense it at their input, all at the same time. Even if some delay lines were put between one  $Dxx$  component and the other, in order to introduce a delay on the detection of the input skyrmion, the problem wouldn't be solved, because they also sense the activation of the same current (linked to  $V_{bl}$ ) all at the same time, and the activation of this current messes up the behavioural description of the component. For this reason, the only way to obtain a description as close as possible to the actual physical realization of the array is to do the following: first the MSB is nucleated, moved along the racetrack and then placed inside the component  $Dx2$ . Then this component is deactivated: this means that it receives an enable signal, and when this signal is not asserted the component is not able to detect neither an input skyrmion, nor a rising edge on any of its input currents. Then a second skyrmion is nucleated, moved along the racetrack and stored inside  $Dx1$ , which is then deactivated. Finally, the last skyrmion is nucleated, moved and stored inside  $Dx0$ : only at this point the other two  $Dxx$  component can be enabled again, ready to allow the skyrmion to go out from one of the three possible outputs.

As a result, the FSM is a bit different from the one that would control the equivalent physical array: the consequences of these differences are in the need of introducing the signals  $CTRL\_in\_EN\_2$  and  $CTRL\_in\_EN\_1$ , whose meaning is completely unrelated from the physical realization of the array, and in the need of applying a series of pulses on the signal  $CTRL\_Vbl$  during each state. Of course, it is possible to modify the description of the components  $Dxx$ , maybe making them less "behavioural" and more adherent to the reality of the facts: doing so also the FSM would become more adherent to the machine that would control the actual physical array.

Having said this, is now possible to discuss the remaining states, particularly those involved into a writing operation, with a slightly deeper knowledge about the

reason why some signals are used.

**S7** The first operation that must be done in order to use the memory is to initialize it. To do so, an address must be provided from the external, together with the word to be written inside the array, and the address must be maintained stable at the input of the decoder until the write operation is completed. Moreover, the memory input *READ\_WRITE<sub>n</sub>* must be driven accordingly from the external. After a new word has been stored in one of the registers shown in figure 6.5, the decoder activates one of the lines *DEC0*, *DEC1* or *DEC2* in figure 6.12: as a consequence the corresponding *AAoutx*, which up to now was equal to 0, becomes active, since the corresponding latch inside *row enabler* is still reset to 0. Differently from what happened in the *reset* state, this time only one *AAoutx* at the time will be activated, unless the decoder has more than one input port, able to accept more than one address at the same time. The activation of *AAoutx* makes *AAoutOR* (figure 6.12) switch to 1, so the FSM enters state *S7*.

During this state, the FSM activates the signals *CTRL\_MTJW* and *CTRL\_Vbl*. *CTRL\_MTJW* is needed for allowing the nucleation of a skyrmion at the beginning of the selected racetrack, according to the value of the MSB inside the word register of reference. As figure 6.13 shows, the three signals *CTRL\_MTJW\_0*, *CTRL\_MTJW\_1* and *CTRL\_MTJW\_2* are generated by computing the *AND* of *CTRL\_MTJW*, of *AAoutx* and of the bit coming out from the word register of competence: each of the signal *CTRL\_MTJW<sub>x</sub>* then can become active only if the corresponding memory racetrack has been chosen as a destination for the writing operation (*AAoutx* is active) and if the bit that must be represented is a 1 (*SHIFT\_WORD\_OUT<sub>x</sub>* is 1): if the bit to be represented is 0, in fact, no nucleation must be performed.

Thanks to the activation of *CTRL\_Vbl* (which is again put in *AND* with *AAoutx*), the skyrmion that has just been nucleated can then move along the racetrack. Five pulses are imposed on this signal, in order to allow the MSB to reach the component *Dx2*.

During the *S7* state, also the signal *CTRL\_WORD\_SHIFT* is activated. This has as consequence the shift of all the word registers towards left by one position. There is no possibility, in fact, that these registers may contain

any kind of information that must be preserved: if more than one register is storing some kind of information, it means that this information is being used in the current writing step and has to be properly shifted. At the end of the writing step the memory will be ready to accept new data inside these registers, together with the address(es) where this data must be stored. Shifting the word registers involved in the write operation, of course, has the aim of making available for the next writing step, performed in state *S8*, the second bit to be written inside the racetrack.

**S8** The operations performed in this state are very similar to the one already discussed for state *S7*. First of all, thanks to the deactivation of the component *Dx2*, a new skyrmion can be nucleated and moved without affecting the information already stored inside the racetrack. So, a new pulse is applied to *CTRL\_MTJW*, in order to nucleate the *MSB* – 1 bit of the word, according to the value that is coming out from *SHIFT\_WORD\_OUT\_x*; *CTRL\_Vbl* experiences three consecutive pulsed, so that the skyrmions moves along the racetrack until it reaches the component *Dx1*; finally, the word registers are shifted once more towards left.

**S9** This is the last state needed for performing the writing of a word inside the memory array. Now both *CTRL\_in\_EN\_2* and *CTRL\_in\_EN\_1* are set equal to 0, so that both *Dx2* and *Dx1* are deactivated. In this way it is possible to nucleate a new skyrmion by activating once more the signal *CTRL\_MTJW*; then, by imposing a single pulse on *CTRL\_Vbl*, this skyrmion is stored inside the component *Dx0*. This completes the writing operation. One final shift is imposed to the word registers: doing so, either the value initially stored in the register is completely shifted out, so that the register now is filled with zeros, or, if the register were modified with the introduction of a serial input and a serial output, with this final shift the initial word would be fully restored inside it.

Coming back to state *S0*, let's look again the signals that are asserted in that state:

- *IDLE*: the idle signal is activated again.
- *CTRL\_LATCH\_RST*: the latches inside the row disabler will be reset

again; however, they don't contain any relevant information yet, so this operation has no consequence.

- *CTRL\_RST\_L\_MTJRR*, *CTRL\_RST\_L\_MTJR*: the latches connected to the read heads inside the memory array, again, sense the activation of their reset signals, because even if *FIND* is still 0, *RESET<sub>n</sub>* is no more active and the outputs of the decoder have already been turned off (the writing operation is over), since the *IDLE* signal is activated and the latches inside *row disabler* are reset, then all the signals *AAoutx* are allowed to switch.
- *CTRL\_MASK\_STORE*: the mask register stores again the value fixed at its input. It was already containing exactly that same value, so no relevant action is performed.

**S1** If, during the idle state that is *S0*, the activation of the signal *START\_FIND*, coming from the external, is detected, the machine moves to state *S1*. The first action that is performed is the activation of the signal *FIND*: doing so, as shown in figure 6.12, all the signals *AAoutx* will switch to 1 (since all the latches inside *row disabler* are still set to 0), thus enabling the following actions to be performed on all the memory words in parallel.

In order to start the search of the minimum/maximum word, the value of the mask must be distributed along all the columns inside the array. To do so, the FSM activates the signal *CTRL\_MTJ\_CELL*: this signal is then filtered by the *FSM-array adapter* block, which puts it in *AND* with the signals *AAoutx* and with the bit from the mask that must be written inside each cell. Let's consider for example the MSB of the mask, equal to 1: this bit is used in the *AND* that determines the value of *CTRL\_MTJ\_CELL\_02*, of *CTRL\_MTJ\_CELL\_12* and of *CTRL\_MTJ\_CELL\_22*; since all of the *AAoutx* signals, at this stage, are equal to 1, these three signals will be all set to 1 on their turn. This doesn't happen for the remaining *CTRL\_MTJ\_CELL<sub>xx</sub>*, instead: even if *CTRL\_MTJ\_CELL* is active, together with the respective *AAoutx*, all the remaining bits of the mask are equal to 0, and so no skyrmion is nucleated by the write heads. As a result, only cell 20, cell 12 and cell 22, dedicated to the elaboration of the MSB of the three numbers, will have a skyrmion nucleated by the write head.



During this same state, also the signal *CTRL\_Vop* is applied: this has the effect of turning on the current that allows the skyrmion stored inside each racetrack (also *CTRL\_Vop* is manipulated by an *AND* with *AAoutx*, but every *AAoutx* is equal to 1 now) to go out from the *Dxx* component where it is placed and enter the cell where the elaboration will be performed. This same current pushes both this skyrmion and the skyrmion just nucleated towards the input of the *AND/OR* gate. Before the elaboration can start, a peak of current must be applied on *CURRENT\_Vop*: it is of vital importance for the correct functioning of the *AND/OR* gate, in fact, that the couples of skyrmions are perfectly synchronized at the input: for this reason a couple of notches has been inserted at the input of each gate. Finally, thanks again to the voltage *V<sub>opx</sub>*, each skyrmion is pushed through the gate, and the results of each *AND* are collected by the chain of *join* components, all the way towards the read head *MTJ\_RRx*, where the presence or the absence of the skyrmion, according to the value of the MSB of each number, is detected. As soon as the output of this read head switches (if it switches), it is latched inside one of the memory elements shown in figure 6.6: as a consequence, the two *AND* trees of figure 6.9 decide whether the *row enabler* must be activated, and if this is the case, some of the latches inside figure 6.10 will be set to 1, thus disabling the corresponding word from the future comparisons.

The final action that is done during this state is the shift towards right by one position of the content inside the mask register: in this way, the register will be ready, in the next step, to provide the correct bit to any of the cells inside the array that must receive it.

One more signal, *CTRL\_Vbl*, is activated during this state: the aim in doing this is allowing the skyrmion produced by the duplicating element inside each cell (according to the value of the input skyrmion) to be stored inside the component *Dxx*. Again, the activation of this signal is due only to the particular VHDL description that has been adopted for that component, and would have no real correspondence in a physical realization of the array.

- S2** The first action that is performed in this step is to impose a pulse on the signal *CTRL\_RST\_L\_M TJRR*: this reset won't be sensed by all the latches that were involved in the last step, because now some latches inside *row disabler*

may have been set to 1, masking the activation of this signal to the columns that have been discarded. However, even if those latches are not reset now, it is not a problem, because their output will be ignored from now on. They will be reset only at the end of the search operation, together with all the latches inside the array.

The remaining operations performed in this and in the following state are very similar to what already discussed: new skyrmions are nucleated only in the enabled columns according to the pattern described by the mask register, which is then shifted by one position.  $V_{opx}$  is turned on again, allowing the skyrmion to move and to reach the read head: then, according to the requests of the search, each of the columns that are currently being considered may or may not be disabled.

- S3** The actions performed in this state are equal to the ones that appear in state *S2*, so they won't be discussed any further. It must be underlined, however, that in an array containing numbers represented on three bits, this is the final search step: at the end of this state the latches inside *row disabler* will contain the indication of the address of the word(s) found. For this reason, all the signals that must be activated from now on have the aim of concluding the search operation and of providing the result to the external, restoring at the same time the registers inside the memory, in order to be ready for a new operation.
- S4** During this state is it activated the signal *CTRL\_ENCODER\_EN* of figure 6.11: as soon as its enable is turned on, its output won't be anymore equal to a high-impedance value, but will encode the address of one of the latches still equal to 0 it sees in its input. So, now the register shown in figure 6.11 will be able to transmit to the external the value of the address of the word found, provided on its input by the encoder: for this reason also the signal *CTRL\_ADDREG\_STORE* is turned on. During this state, finally, a new impulse is provided on *CTRL\_RST\_L\_MTJRR*, so as to reset the latches that participated in the detection of the skyrmions in the last search step. This is the last state involved in the writing operation. Now the machine comes back to the idle state *S0*, with all the latches that still need to be reset.

Let's look again at the signals that are activated during *S0*:

- *IDLE*: the idle signal is activated again.
- *CTRL\_LATCH\_RST*: activating this signal, the latches inside the *row disabler* are all reset back to 0. Their reset signal in fact comes directly from the FSM, without passing through the *adapter* block, so it will be detected by all the latches at the same time. Since from now on all the latches will contain again the same value, all the future actions will have the same effect throughout the whole memory structure, because no *AAoutx* signal will be able to mask them anymore.
- *CTRL\_RST\_L\_MTJRR*, *CTRL\_RST\_L\_MTJR*: the signals *FIND*, *RESET<sub>n</sub>* and all the outputs from the decoder are inactive; however, since *IDLE* is asserted, and since all the latches inside the *row disabler* are being reset right now, all the signals *AAoutx* are able to experience an impulse. This allows the signals *CTRL\_RST\_L\_MTJRR* and *CTRL\_RST\_L\_MTJR* to be sensed by all the latches contained inside the memory array: in this way they are all reset to their default value.
- *CTRL\_MASK\_STORE*: the mask register stores again the value fixed at its input. In this way it will be ready for a new search operation, if desired.

**S6** The last request the memory must be able to satisfy is a read request. In order to read a memory word an address must be provided externally, and this address must remain fixed at the input of the memory until the operation is over. When the address has been provided at the input of the decoder, which has also been enabled by the external world, the activation of the signal *READ\_WRITE<sub>n</sub>* (which must be equal to 1 to signify that a reading is requested) makes the machine enter the reading routine. At this point, since the latches inside *row disabler* have been all reset to 0, but since only one signal among *DEC1*, *DEC2* and *DEC3* is enabled, then only one of the signals *AAoutx* will switch to 1: as a result, the following operations will be allowed only on the selected memory word, while all the remaining words inside the memory array won't be affected.

During this state, the signals *EN\_READ* and *CTRL\_Vop* are activated. It should be easy to guess, at this point, that *CTRL\_Vop* will allow only the

skymions inside the selected racetrack to move towards right, inside the elaboration area, crossing the notch at the top input of the *AND/OR* gate, going through the gate itself, coming out from the *OR* output, up to the read head placed right at the output of the *OR* gate. The output of this read head is latched inside a memory element, since the signal *EN\_READ*, which appears in figure 6.7, is enabled as well. As a result, only the latches related to the memory word selected will switch according to the pattern detected; finally, since the signal *AAoutx* linked to that particular word is turned on (because the address of the word must be maintained fixed at the input of the decoder until the read is over), the multiplexer of figure 6.7 will allow the output of the group of latches selected to pass through. Finally, this information is latched inside the register *READ\_WORD*, so that the external world can read the requested word.

Then the machine comes back to state *S0*. Again, the signals that are activated here are:

- *IDLE*: the idle signal is activated again.
- *CTRL\_LATCH\_RST*: the latches inside the *row disabler*, already containing 0, are all reset again. Thanks to the activation of the *IDLE* signal, all the *AAoutx* signals will switch to 1.
- *CTRL\_RST\_L\_MTJRR*, *CTRL\_RST\_L\_MTJR*: since all the signals *AAoutx* are now equal to 1, the reset is sensed equally by all the latches present inside the array. In this way all the latches that participated to the previous operation are again restored back to 0.
- *CTRL\_MASK\_STORE*: the mask register stores again the value fixed at its input, even if the read operation hasn't changed the value already stored.

## 6.4. Conclusions

This concludes the description of this second LiM array. The strengths of this architecture with respect to the one presented in chapter 5 are for sure the simplicity of the structure and of the FSM that controls it. In particular, thanks to all the control blocks described in section 6.3, the array is completely independent on

the number of words it hosts, while of course some small changes (which anyway shouldn't be hard to be made) are needed in order to adapt the control blocks to an array able to host words represented on a different number of bits.

The main weakness of this structure with respect to the LiM array of chapter 5 is the degraded power efficiency: this time, in fact, all the skyrmions that are no more needed in the computing cycle are all expelled from the nanotrack, sooner or later, without being accumulated in a structure able to put them again in movement according to the requests, as it was the tank (top and bottom) proposed in chapter 5.

The information is never lost: every time that a skyrmion is needed from the racetrack, its value is readily restored back by using the duplication elements inserted inside each cell. This doesn't involve the nucleation of a new skyrmion, a process which is energetically expensive; however, the duplication elements exploit the skyrmion-DW pair-skyrmion conversion proposed in [43], and it is a fact that the DW pairs need higher current densities with respect to skyrmions, in order to be put in movement. So, the energetic efficiency of the array could be improved. Any improvement, however, would also complicate the structure and FSM that controls it. As it always happens in electronics, then, it all reduces to a trade-off, in this particular case between energetic efficiency and complexity.

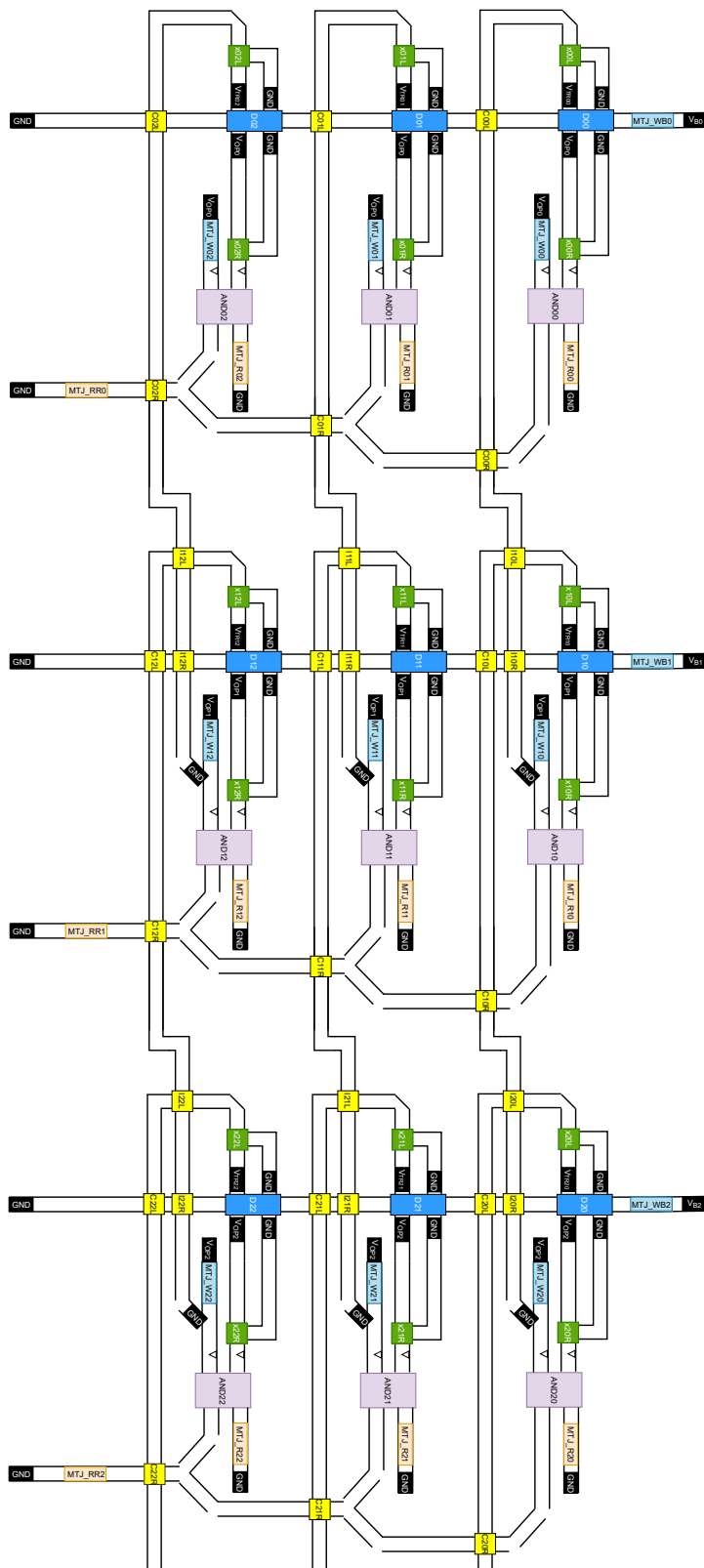


Figure 6.14. Datapath of the memory array showing the structure and connections of nine memory cells.

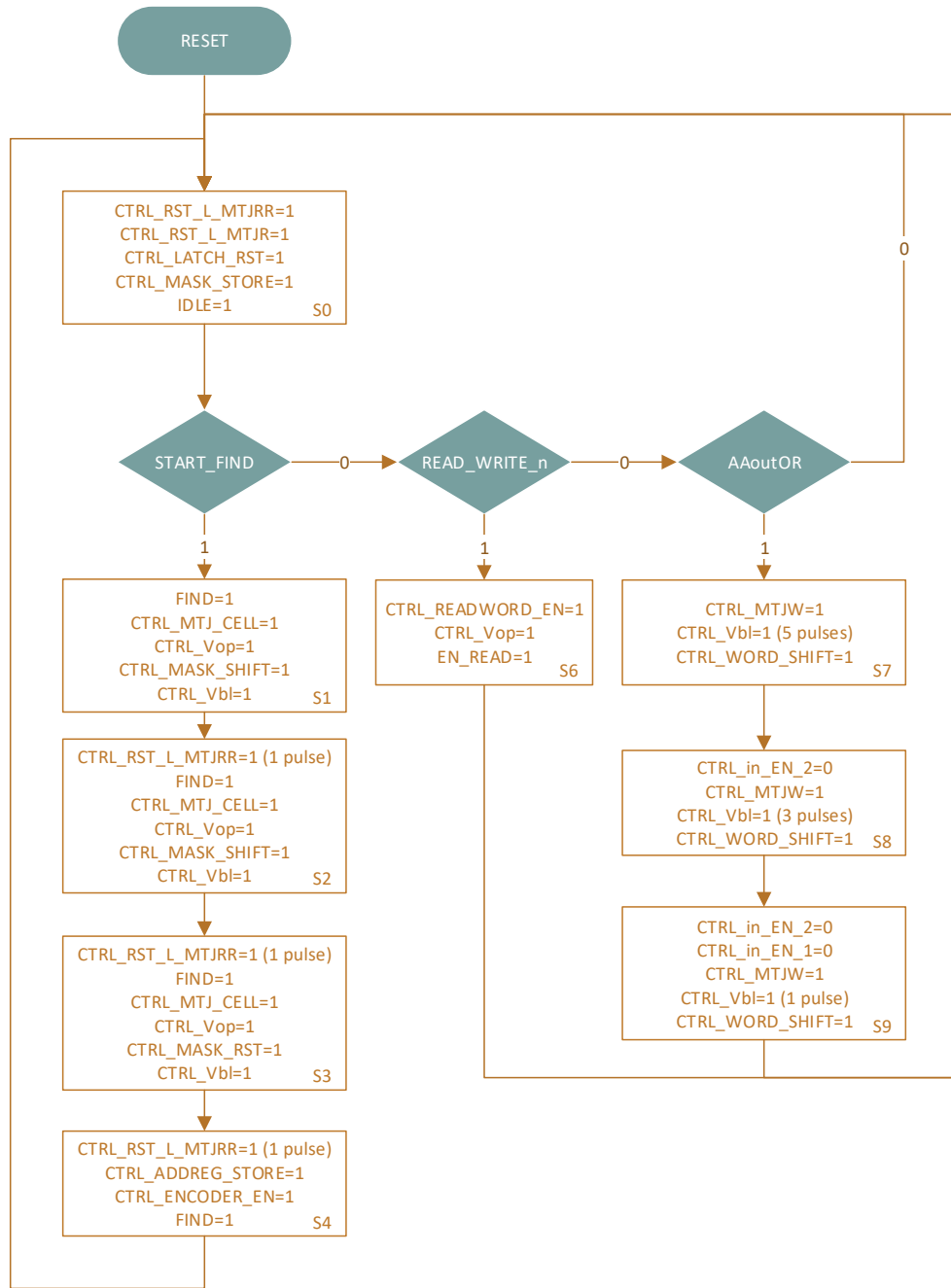


Figure 6.15. FSM controlling the whole memory datapath.

## 7. Summary and prospects for future studies

Starting from the logic gates proposed in [5], a micromagnetic analysis has been performed in order to verify their correct functioning in realistic current distribution conditions. The gates that have been tested are only the *AND/OR* and *INV/COPY* gates: no test has been performed yet on the synchronization element and on the full adder, which puts all these structures together. The testing of the full adder structure is for sure the most critical to be performed, not only for the huge computational resources that would be needed, but also for the need of tuning the physical dimensions of each element in order to assure the synchronization of the skyrmions inside each gate. The notches proposed in [5] can in fact reduce the synchronization problem, but have not the power to completely eliminate it: as showed in chapter 3, tiny differences in the size of each gate imply huge differences in the behaviour of the skyrmions that are hosted.

Different structures have been developed starting from these gates, whose behaviour has been proved correct even in realistic current conditions. First of all, a ripple carry adder has been designed and simulated. Most of the efforts have been spent in optimizing the structure proposed, in order to reduce as much as possible the number of skyrmions to be nucleated. The methodology adopted during this design phase, however, can be extended to the project of any type of electronic component based on skyrmions.

Finally, the topic of logic in memory architectures has been investigated. Two different versions of LiM arrays have been proposed, the former more general and flexible, the latter optimized for the execution of a particular algorithm. Both structures have been described in VHDL only from a behavioural point of view: one



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possible evolution of this work could be a more accurate description, which takes into account also the simulation of the skyrmion's movement inside the array structure.

Many other different LiM structures could be designed as well, following the same steps and reasoning adopted in this work. Since the physics of skyrmions is very rich, a large variety of mechanisms is available for manipulating them in the most different ways. For this reason, during the design phase is possible to find in literature the solution to almost any problem, thanks to the huge variety of applications that have already been studied and published.

Another possibility, finally, could be to start from the second LiM array, proposed in chapter 6, maybe slightly modifying it to make it more powerful and generic, and to use it in order to support the execution of other algorithms, apart from the minimum/maximum search algorithm already discussed.

Some issues, however, still need to be solved: the key assumption made behind this whole thesis work, in fact, is the possibility of allowing two nanotracks to cross without altering the information (the skyrmions) carried inside each of them. To date, no solution is yet available in literature around this topic, which must be solved before anything else, because otherwise even the structure of the ripple carry adder of chapter 4 would be impossible to be implemented.

Another assumption made in this thesis that should be verified from a physical point of view, finally, concerns the possibility to separate two metal traces with some dielectric in between without significantly altering the DMI, responsible for the stabilization of the skyrmion. As already explained in chapter 5, in fact, in some cases there is the need to apply two different voltage signals to two metal contacts placed one next to the other, in order to control the movement of the skyrmion according to the requests of the algorithm that is being executed. If this assumption were proved wrong, some other mechanisms for dynamically controlling the skyrmion motion should be found, because otherwise both LiM arrays would be impossible to be used.

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# Appendices

# A. Micromagnetic simulations code

## A.1. *Not/Copy* gate

### A.1.1. Matlab code

```
1  clc
2  clear all
3  close all
4
5  %%
6  fp_parameters=fopen('PARAMETERS.txt','r');
7  parameters=fscanf(fp_parameters,'%s\t%lf\n',[1,20]);
8  fclose(fp_parameters);
9
10 %%
11 nCell_X_bmtracks = parameters(14);
12 nCell_Y_bmtracks = parameters(15);
13 nCell_X_ttrack = parameters(16);
14 nCell_Y_ttrack = parameters(17);
15 nCell_X_holes = parameters(18);
16 nCell_Y_holes = parameters(19);
17
18 nCell_bottomtr = nCell_X_bmtracks*nCell_Y_bmtracks;
19 nCell_middletr = nCell_X_bmtracks*nCell_Y_bmtracks;
20 nCell_toptr = nCell_X_ttrack*nCell_Y_ttrack;
21 nCell_hole1 = nCell_X_holes*nCell_Y_holes;
22 nCell_hole2 = nCell_X_holes*nCell_Y_holes;
23
24 %%
25 tab_data_bottomtr =
    ↪ readtable('currdensnorm_bottomtr.txt','Format','%f%f%f%f\n');
26 tab_data_hole1 = readtable('currdensnorm_hole1.txt','Format','%f%f%f%f\n');
```



```

27 tab_data_middletr =
   ↪ readtable('currdensnorm_middletr.txt','Format','%f%f%f%f\n');
28 tab_data_hole2 = readtable('currdensnorm_hole2.txt','Format','%f%f%f%f\n');
29 tab_data_toptr = readtable('currdensnorm_toptr.txt','Format','%f%f%f%f\n');
30
31 %%
32 matrix_data_bottomtr = table2array(tab_data_bottomtr);
33 matrix_data_hole1 = table2array(tab_data_hole1);
34 matrix_data_middletr= table2array(tab_data_middletr);
35 matrix_data_hole2 = table2array(tab_data_hole2);
36 matrix_data_toptr = table2array(tab_data_toptr);
37
38 %%
39 Xvec_bottomtr = matrix_data_bottomtr(:,1);
40 Yvec_bottomtr = matrix_data_bottomtr(:,2);
41 Jvec_bottomtr = matrix_data_bottomtr(:,4);
42
43 Xvec_hole1 = matrix_data_hole1(:,1);
44 Yvec_hole1 = matrix_data_hole1(:,2);
45 Jvec_hole1 = matrix_data_hole1(:,4);
46
47 Xvec_middletr = matrix_data_middletr(:,1);
48 Yvec_middletr= matrix_data_middletr(:,2);
49 Jvec_middletr = matrix_data_middletr(:,4);
50
51 Xvec_hole2 = matrix_data_hole2(:,1);
52 Yvec_hole2 = matrix_data_hole2(:,2);
53 Jvec_hole2 = matrix_data_hole2(:,4);
54
55 Xvec_toptr = matrix_data_toptr(:,1);
56 Yvec_toptr = matrix_data_toptr(:,2);
57 Jvec_toptr = matrix_data_toptr(:,4);
58
59 %%
60 plot3(Xvec_bottomtr,Yvec_bottomtr,Jvec_bottomtr,'b*',Xvec_middletr,
   ↪ Yvec_middletr,Jvec_middletr,'c*',Xvec_toptr,Yvec_toptr,Jvec_toptr,'g*')
61 hold on
62 plot3(Xvec_hole1,Yvec_hole1,Jvec_hole1,'r*',Xvec_hole2,Yvec_hole2,Jvec_hole2,
   ↪ 'r*')
63 grid on
64 xlabel('x - track length')
65 ylabel('y - track width')
66 zlabel('current density norm.')
67
68 %%
69 j=1;
70 jdensity=fopen('jdensity.txt','w');
71
72 %bottom track

```

```
73 for i=1:1:nCell_bottomtr
74     fprintf(jdensity,'%d \n', Jvec_bottomtr(i));
75     Jvec_whole(j) = Jvec_bottomtr(i);
76     j=j+1;
77 end
78
79 %hole1
80 for i=(nCell_bottomtr+1):1:(nCell_bottomtr+nCell_hole1)
81     fprintf(jdensity,'%d \n', Jvec_hole1(i-nCell_bottomtr));
82     Jvec_whole(j) = Jvec_hole1(i-nCell_bottomtr);
83     j=j+1;
84 end
85
86 %middle track
87 for i=(nCell_bottomtr+nCell_hole1+1):1:(nCell_bottomtr+nCell_hole1+
↪ nCell_middletr)
88     fprintf(jdensity,'%d \n', Jvec_middletr(i-nCell_bottomtr-nCell_hole1));
89     Jvec_whole(j) = Jvec_middletr(i-nCell_bottomtr-nCell_hole1);
90     j=j+1;
91 end
92
93 %hole2
94 for i=(nCell_bottomtr+nCell_hole1+nCell_middletr+1):1:(nCell_bottomtr+
↪ nCell_hole1+nCell_middletr+nCell_hole2)
95     fprintf(jdensity,'%d \n',
↪ Jvec_hole2(i-nCell_bottomtr-nCell_hole1-nCell_middletr));
96     Jvec_whole(j) = Jvec_hole2(i-nCell_bottomtr-nCell_hole1-nCell_middletr);
97     j=j+1;
98 end
99
100 %top track
101 for i=(nCell_bottomtr+nCell_hole1+nCell_middletr+nCell_hole2+
↪ 1):1:(nCell_bottomtr+nCell_hole1+nCell_middletr+nCell_hole2+nCell_toptr)
102     fprintf(jdensity,'%d \n',
↪ Jvec_toptr(i-nCell_bottomtr-nCell_hole1-nCell_middletr-nCell_hole2));
103     Jvec_whole(j) =
↪ Jvec_toptr(i-nCell_bottomtr-nCell_hole1-nCell_middletr-nCell_hole2);
104     j=j+1;
105 end
106
107 maxj=max(Jvec_whole)
108 minj=min(Jvec_whole)
```

---

## A.1.2. C code

```
1  #include<stdio.h>
2  #include<stdlib.h>
3
4  int main ()
5  {
6      FILE *fp_in, *fp_param, *fp_mx3;
7      fp_in = fopen("../jdensity.txt", "r");
8      fp_param = fopen("../PARAMETERS.txt", "r");
9      fp_mx3 = fopen("../prova.mx3", "w");
10
11     double jdensity;
12     int i, j;
13     int nReg=1;
14     double coord_x;
15     double coord_y;
16     double parameters[20]={0};
17
18     double sim_time=1e-9;
19     int j_uniform=1;
20
21     printf("Simulation time:\n");
22     scanf("%lf",&sim_time);
23     printf("Uniform current density?\n");
24     scanf("%d",&j_uniform);
25
26
27     for(i=1; i<21; i++) {
28         fscanf(fp_param,"%s\t%lf\n",&parameters[i]);
29         //printf("%e\n",parameters[i]);
30     }
31
32     double size_contact      = parameters[1];
33     double track_length      = parameters[2];
34     double track_width       = parameters[3];
35     double out_bound_width   = parameters[4];
36     double thickness_layer    = parameters[5];
37     double hole1_width       = parameters[6];
38     double hole2_width       = parameters[7];
39     double hole1_height      = parameters[8];
40     double hole2_height      = parameters[9];
41     double xcoord_holestart   = parameters[10];
42     double xcoord_track3start = parameters[11];
43     double offset_hole2       = parameters[12];
44
45     int nCell_X_bmtracks = parameters[14];
46     int nCell_Y_bmtracks = parameters[15];
```

```

47     int nCell_X_ttrack = parameters[16];
48     int nCell_Y_ttrack = parameters[17];
49     int nCell_X_holes = parameters[18];
50     int nCell_Y_holes = parameters[19];
51
52     double SHangle = parameters[20];
53
54     double X_grid_spacing_bmtracks = track_length/nCell_X_bmtracks;
55     double Y_grid_spacing_bmtracks = track_width/nCell_Y_bmtracks;
56     double X_grid_spacing_ttrack =
57         ↪ (track_length-xcoord_track3start)/nCell_X_ttrack;
58     double Y_grid_spacing_ttrack = track_width/nCell_Y_ttrack;
59     double X_grid_spacing_hole1 = hole1_width/nCell_X_holes;
60     double Y_grid_spacing_hole1 = hole1_height/nCell_Y_holes;
61     double X_grid_spacing_hole2 = hole2_width/nCell_X_holes;
62     double Y_grid_spacing_hole2 = hole2_height/nCell_Y_holes;
63
64     int nCell_bmtracks = nCell_X_bmtracks*nCell_Y_bmtracks;
65     int nCell_ttrack = nCell_X_ttrack*nCell_Y_ttrack;
66     int nCell_hole1 = nCell_X_holes*nCell_Y_holes;
67     int nCell_hole2 = nCell_X_holes*nCell_Y_holes;
68
69     fprintf(fp_mx3,"//MATERIAL PARAMETERS\n");
70     fprintf(fp_mx3,"Temp = 0\n");
71     fprintf(fp_mx3,"Msat = 5.8e5\n");
72     fprintf(fp_mx3,"Aex = 1.5e-11\n");
73     fprintf(fp_mx3,"alpha = 0.1\n");
74     fprintf(fp_mx3,"Dind = 3.0e-3\n");
75     fprintf(fp_mx3,"Ku1 = 6e5\n");
76     fprintf(fp_mx3,"Ku2 = 1.5e5\n");
77     fprintf(fp_mx3,"Xi = 0.35\n");
78     fprintf(fp_mx3,"Pol = 1\n");
79     fprintf(fp_mx3,"Lambda = 1\n");
80     fprintf(fp_mx3,"AnisU = vector(0,0,1)\n");
81     fprintf(fp_mx3,"EpsilonPrime = 0\n");
82     fprintf(fp_mx3,"fixedlayer = vector(0,-1,0)\n");
83     fprintf(fp_mx3,"B_ext = vector(0,0,0)\n\n");
84
85     fprintf(fp_mx3,"//GEOMETRY PARAMETERS\n");
86     fprintf(fp_mx3,"size_contact := %e\n",size_contact);
87     fprintf(fp_mx3,"track_length := %e\n",track_length);
88     fprintf(fp_mx3,"track_width := %e\n",track_width);
89     fprintf(fp_mx3,"out_bound_width := %e\n",out_bound_width);
90     fprintf(fp_mx3,"thickness_layer := %e\n",thickness_layer);
91     fprintf(fp_mx3,"hole1_width := %e\n",hole1_width);
92     fprintf(fp_mx3,"hole2_width := %e\n",hole2_width);
93     fprintf(fp_mx3,"hole1_height := %e\n",hole1_height);
94     fprintf(fp_mx3,"hole2_height := %e\n",hole2_height);

```

```

95     fprintf(fp_mx3, "xcoord_holestart := %e\n", xcoord_holestart);
96     fprintf(fp_mx3, "xcoord_track3start := %e\n", xcoord_track3start);
97     fprintf(fp_mx3, "offset_hole2 := %e\n\n", offset_hole2);
98
99     fprintf(fp_mx3, "//GRID SETTING\n");
100    fprintf(fp_mx3, "grid_x := 256\n");
101    fprintf(fp_mx3, "grid_y := 128\n");
102    fprintf(fp_mx3, "grid_z := 4\n");
103    fprintf(fp_mx3, "SetGridSize(256, 128, 4)\n\n");
104
105    fprintf(fp_mx3, \
    ↪ "////////////////////////////////////////\n\n");
106
107    fprintf(fp_mx3, "cell_x := track_length/grid_x\n");
108    fprintf(fp_mx3, "cell_y :=
    ↪ (2*out_bound_width+3*track_width+hole1_height+hole2_height)/grid_y\n");
109    fprintf(fp_mx3, "cell_z := 2*thickness_layer/grid_z\n");
110    fprintf(fp_mx3, "SetCellSize(cell_x, cell_y, cell_z)\n");
111    fprintf(fp_mx3, "SetPBC(0, 0, 0)\n\n");
112
113    fprintf(fp_mx3, \
    ↪ "////////////////////////////////////////\n\n");
114
115    if(j_uniform==1) {
116        fprintf(fp_mx3, "//STRUCTURE\n");
117        fprintf(fp_mx3, "bottomtr := Rect(track_length, track_width).transl(0, -
    ↪ track_width/2-hole1_height-track_width/2, 0)\n");
118        fprintf(fp_mx3, "middletr :=
    ↪ Rect(track_length, track_width).transl(0, 0, 0)\n");
119        fprintf(fp_mx3, "topptr := Rect(track_length-xcoord_track3start, \
    ↪ track_width).transl(track_length/2-(track_length-
    ↪ xcoord_track3start)/2, track_width/2+hole2_height+track_width/2, \
    ↪ 0)\n");
120        fprintf(fp_mx3, "hole1 :=
    ↪ Rect(hole1_width, hole1_height).transl(-track_length/2+
    ↪ xcoord_holestart+hole1_width/2, -track_width/2-hole1_height/2, 0)\n");
121        fprintf(fp_mx3, "hole2 := Rect(hole2_width, hole2_height).transl(-
    ↪ track_length/2+xcoord_holestart+hole2_width/2+offset_hole2, \
    ↪ track_width/2+hole2_height/2, 0)\n");
122        fprintf(fp_mx3, "track_full :=
    ↪ bottomtr.add(middletr).add(topptr).add(hole1).add(hole2)\n");
123        fprintf(fp_mx3, "track := track_full.intersect(ZRange(-inf, 0))\n");
124        fprintf(fp_mx3, "SetGeom(Universe().Sub(track))\n\n");
125
126        fprintf(fp_mx3, "//REGIONS\n");
127        fprintf(fp_mx3, "DefRegion(1, bottomtr)\n");
128        fprintf(fp_mx3, "DefRegion(2, middletr)\n\n");
129
130        fprintf(fp_mx3, "//INITIAL MAGNETIZATION\n");

```

```

131     fprintf(fp_mx3,"m = uniform(0, 0, 1)\n");
132     fprintf(fp_mx3,"m.setregion(1, NeelSkyrmion(1,
    ↪ -1).transl(-track_length/2+20e-9, -track_width-hole1_height,
    ↪ 0))\n");
133     fprintf(fp_mx3,"m.setregion(2, NeelSkyrmion(1,
    ↪ -1).transl(-track_length/2+20e-9, 0, 0))\n\n");
134 }
135 else {
136     fprintf(fp_mx3,"//STRUCTURE\n");
137     fprintf(fp_mx3,"elem_cell_bmtracks := Rect(%e,
    ↪ %e)\n",X_grid_spacing_bmtracks,Y_grid_spacing_bmtracks);
138     fprintf(fp_mx3,"elem_cell_ttrack := Rect(%e,
    ↪ %e)\n",X_grid_spacing_ttrack,Y_grid_spacing_ttrack);
139     fprintf(fp_mx3,"elem_cell_hole1 := Rect(%e,
    ↪ %e)\n",X_grid_spacing_hole1,Y_grid_spacing_hole1);
140     fprintf(fp_mx3,"elem_cell_hole2 := Rect(%e,
    ↪ %e)\n",X_grid_spacing_hole2,Y_grid_spacing_hole2);
141     fprintf(fp_mx3,"\n\n");
142
143     //bottom track
144     for(j=0; j<nCell_Y_bmtracks ; j++) {
145         coord_y = -track_width/2-hole1_height-track_width+
    ↪ Y_grid_spacing_bmtracks/2+j*Y_grid_spacing_bmtracks;
146         for(i=0; i<nCell_X_bmtracks ; i++){
147             coord_x = -track_length/2+X_grid_spacing_bmtracks/2+
    ↪ i*X_grid_spacing_bmtracks;
148             fprintf(fp_mx3,"reg%d := elem_cell_bmtracks.transl(%e,%e,0)\n",
    ↪ nReg, coord_x, coord_y);
149             fprintf(fp_mx3,"defRegion(%d,reg%d)\n", nReg, nReg);
150             nReg++;
151         }
152     }
153
154     //hole1
155     for(j=0; j<nCell_Y_holes; j++) {
156         coord_y = -track_width/2-hole1_height+Y_grid_spacing_hole1/2+
    ↪ j*Y_grid_spacing_hole1;
157         for(i=0; i<nCell_X_holes; i++){
158             coord_x = -track_length/2+coord_holestart+
    ↪ X_grid_spacing_hole1/2+i*X_grid_spacing_hole1;
159             fprintf(fp_mx3,"reg%d := elem_cell_hole1.transl(%e,%e,0)\n",
    ↪ nReg, coord_x, coord_y);
160             fprintf(fp_mx3,"defRegion(%d,reg%d)\n", nReg, nReg);
161             nReg++;
162         }
163     }
164
165     //middle track
166     for(j=0; j<nCell_Y_bmtracks; j++) {

```

```

167     coord_y = -track_width/2+Y_grid_spacing_bmtracks/2+
        ↪ j*Y_grid_spacing_bmtracks;
168     for(i=0; i<nCell_X_bmtracks; i++){
169         coord_x = -track_length/2+X_grid_spacing_bmtracks/2+
        ↪ i*X_grid_spacing_bmtracks;
170         fprintf(fp_mx3,"reg%d := elem_cell_bmtracks.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
171         fprintf(fp_mx3,"defRegion(%d,reg%d)\n", nReg, nReg);
172         nReg++;
173     }
174 }
175
176 //hole2
177 for(j=0; j<nCell_Y_holes; j++) {
178     coord_y =
        ↪ track_width/2+Y_grid_spacing_hole2/2+j*Y_grid_spacing_hole2;
179     for(i=0; i<nCell_X_holes; i++){
180         coord_x = -track_length/2+xcord_holestart+offset_hole2+
        ↪ X_grid_spacing_hole2/2+i*X_grid_spacing_hole2;
181         fprintf(fp_mx3,"reg%d := elem_cell_hole2.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
182         fprintf(fp_mx3,"defRegion(%d,reg%d)\n", nReg, nReg);
183         nReg++;
184     }
185 }
186
187 //top track
188 for(j=0; j<nCell_Y_ttrack; j++) {
189     coord_y = track_width/2+hole2_height+Y_grid_spacing_ttrack/2+
        ↪ j*Y_grid_spacing_ttrack;
190     for(i=0; i<nCell_X_ttrack; i++){
191         coord_x = -track_length/2+xcord_track3start+
        ↪ X_grid_spacing_ttrack/2+i*X_grid_spacing_ttrack;
192         fprintf(fp_mx3,"reg%d := elem_cell_ttrack.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
193         fprintf(fp_mx3,"defRegion(%d,reg%d)\n", nReg, nReg);
194         nReg++;
195     }
196 }
197
198 nReg--;
199 fprintf(fp_mx3,"\n");
200
201 fprintf(fp_mx3,"track_full := reg1");
202 for (i=2; i<nReg+1; i++) {
203     fprintf(fp_mx3,".add(reg%d)",i);
204 }
205
206 fprintf(fp_mx3,"\n");

```

---

```

207     fprintf(fp_mx3,"track := track_full.intersect(ZRange(-inf, 0))\n");
208     fprintf(fp_mx3,"SetGeom(Universe().Sub(track))\n\n");
209     fprintf(fp_mx3,"\n\n");
210
211     fprintf(fp_mx3,"//LOCAL CURRENT EXCITATION\n");
212     for(i=1; i<nReg+1; i++) {
213         fscanf(fp_in,"%lf \n", &jdensity);
214         fprintf(fp_mx3,"j.setRegion(%d,vector(0, 0, %e))\n", i,
            ↪   jdensity*SHangle);
215     }
216
217     //bottom track
218     fprintf(fp_mx3,"\n\n");
219
220     fprintf(fp_mx3,"//INITIAL MAGNETIZATION\n");
221     fprintf(fp_mx3,"m = uniform(0, 0, 1)\n");
222     fprintf(fp_mx3,"m.setRegion(1,NeelSkyrmion(1,-1).transl(-
            ↪   track_length/2+20e-9,-hole1_height-track_width,0))\n");
223     fprintf(fp_mx3,"m.setRegion(%d,NeelSkyrmion(1,-1).transl(-
            ↪   track_length/2+20e-9,0,0))\n\n",nCell_bmtracks+nCell_hole1+1);
224 }
225
226 fprintf(fp_mx3,|
            ↪   "////////////////////////////////////////\n\n\n");
227
228 fprintf(fp_mx3,"//OUTPUT SAVE\n");
229 fprintf(fp_mx3,"OutputFormat = OVf1_TEXT\n");
230 fprintf(fp_mx3,"tableAdd(ext_topologicalcharge)\n");
231 fprintf(fp_mx3,"tableautosave(1e-12)\n");
232 fprintf(fp_mx3,"AutoSnapshot(m_full, 5e-11)\n");
233 fprintf(fp_mx3,"AutoSave(m, 2e-11)\n\n");
234
235 fprintf(fp_mx3,"//SIMULATION\n");
236 if(j_uniform==1) {
237     fprintf(fp_mx3,"J = vector(0, 0, 5e10)\n");
238 }
239 fprintf(fp_mx3,"Run(%e)\n",sim_time);
240
241 fclose(fp_in);
242 fclose(fp_param);
243 fclose(fp_mx3);
244
245 return 0;
246 }

```

---



### A.1.3. Parameters file

#### A.1.3.1. Not\_Structure 1

```
1 size_contact 0
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.4e-9
6 hole1_width 30e-9
7 hole2_width 25e-9
8 hole1_height 20e-9
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
12 offset_hole2 0
13 Vappl 100e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

#### A.1.3.2. Not\_Structure 2

```
1 size_contact 130e-9
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.4e-9
6 hole1_width 30e-9
7 hole2_width 25e-9
8 hole1_height 20e-9
```

```
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
12 offset_hole2 0
13 Vappl 280e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

---

### A.1.3.3. Not\_Structure 3

---

```
1 size_contact 130e-9
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.8e-9
6 hole1_width 27e-9
7 hole2_width 25e-9
8 hole1_height 20e-9
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
12 offset_hole2 0
13 Vappl 280e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
```

```
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

---

#### A.1.3.4. Not\_Structure 4

```
1 size_contact 130e-9
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.8e-9
6 hole1_width 26e-9
7 hole2_width 26e-9
8 hole1_height 20e-9
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
12 offset_hole2 -4e-9
13 Vappl 280e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

---

### A.1.3.5. Not\_Structure 5

```
1 size_contact 130e-9
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.4e-9
6 hole1_width 27e-9
7 hole2_width 25e-9
8 hole1_height 20e-9
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
12 offset_hole2 0
13 Vappl 280e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

### A.1.3.6. Not\_Structure 6

```
1 size_contact 130e-9
2 track_length 256e-9
3 track_width 20e-9
4 out_bound_width 34e-9
5 thickness_layer 0.8e-9
6 hole1_width 30e-9
7 hole2_width 25e-9
8 hole1_height 20e-9
9 hole2_height 20e-9
10 xcoord_holestart 113e-9
11 xcoord_track3start 100e-9
```

```
12 offset_hole2 0
13 Vappl 280e-5
14 nCell_X_bmtracks 7
15 nCell_Y_bmtracks 1
16 nCell_X_ttrack 5
17 nCell_Y_ttrack 1
18 nCell_X_holes 1
19 nCell_Y_holes 2
20 SHangle 1
21 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
22 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
23 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
24 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
25 X_grid_spacing_hole1 hole1_width/nCell_X_holes
26 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
27 X_grid_spacing_hole2 hole2_width/nCell_X_holes
28 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
```

## A.2. *And/Or* gate

### A.2.1. Matlab code

```
1 clc
2 clear all
3 close all
4
5 %%
6 fp_parameters=fopen('PARAMETERS.txt','r');
7 parameters=fscanf(fp_parameters,'%s\t%lf\n',[1,13]);
8 fclose(fp_parameters);
9
10 %%
11 nCell_X_topbottom = parameters(9);
12 nCell_Y_topbottom = parameters(10);
13 nCell_X_junc = parameters(11);
14 nCell_Y_junc = parameters(12);
15
16 nCell_bottomtr = nCell_X_topbottom*nCell_Y_topbottom;
17 nCell_toptr = nCell_X_topbottom*nCell_Y_topbottom;
18 nCell_junct = nCell_X_junc*nCell_Y_junc;
19
20 %%
```

```

21 tab_data_bottomtr =
    ↪ readtable('currdensnorm_bottomtr.txt', 'Format', '%f%f%f%f\n');
22 tab_data_middlejun =
    ↪ readtable('currdensnorm_middlejun.txt', 'Format', '%f%f%f%f\n');
23 tab_data_toptr = readtable('currdensnorm_toptr.txt', 'Format', '%f%f%f%f\n');
24
25 %%
26 matrix_data_bottomtr = table2array(tab_data_bottomtr);
27 matrix_data_middlejun = table2array(tab_data_middlejun);
28 matrix_data_toptr = table2array(tab_data_toptr);
29
30 %%
31 Xvec_bottomtr = matrix_data_bottomtr(:,1);
32 Yvec_bottomtr = matrix_data_bottomtr(:,2);
33 Jvec_bottomtr = matrix_data_bottomtr(:,4);
34
35 Xvec_middlejun = matrix_data_middlejun(:,1);
36 Yvec_middlejun = matrix_data_middlejun(:,2);
37 Jvec_middlejun = matrix_data_middlejun(:,4);
38
39 Xvec_toptr = matrix_data_toptr(:,1);
40 Yvec_toptr = matrix_data_toptr(:,2);
41 Jvec_toptr = matrix_data_toptr(:,4);
42
43 %%
44 figure(1)
45 plot3(Xvec_bottomtr,Yvec_bottomtr,Jvec_bottomtr,'b*',Xvec_middlejun,
    ↪ Yvec_middlejun,Jvec_middlejun,'r*',Xvec_toptr,Yvec_toptr,Jvec_toptr,'g*')
46 grid on
47 xlabel('x - track length')
48 ylabel('y - track width')
49 zlabel('current density norm.')
50
51 %%
52 j=1;
53 jdensity=fopen('jdensity.txt','w');
54 for i=1:nCell_bottomtr
55     fprintf(jdensity,'%d \n', Jvec_bottomtr(i));
56     Jvec_whole(j) = Jvec_bottomtr(i);
57     j=j+1;
58 end
59
60 for i=(nCell_bottomtr+1):(nCell_bottomtr+nCell_junct)
61     fprintf(jdensity,'%d \n', Jvec_middlejun(i-nCell_bottomtr));
62     Jvec_whole(j) = Jvec_middlejun(i-nCell_bottomtr);
63     j=j+1;
64 end
65
66 for i=(nCell_bottomtr+nCell_junct+1):(nCell_bottomtr+nCell_junct+nCell_toptr)

```

```
67     fprintf(jdensity,'%d \n', Jvec_toptr(i-nCell_bottomtr-nCell_junct));
68     Jvec_whole(j) = Jvec_toptr(i-nCell_bottomtr-nCell_junct);
69     j=j+1;
70 end
71
72 maxj=max(Jvec_whole)
73 minj=min(Jvec_whole)
```

---

## A.2.2. C code

```
1  #include<stdio.h>
2  #include<stdlib.h>
3
4  int main ()
5  {
6      FILE *fp_in, *fp_param, *fp_mx3;
7      fp_in = fopen("../jdensity.txt", "r");
8      fp_param = fopen("../PARAMETERS.txt", "r");
9      fp_mx3 = fopen("../prova.mx3", "w");
10
11     double jdensity;
12     int i, j;
13     int nReg=1;
14     double coord_x;
15     double coord_y;
16     double parameters[13]={0};
17
18     double sim_time=1e-9;
19     int j_uniform=1;
20
21     printf("Simulation time:\n");
22     scanf("%lf",&sim_time);
23     printf("Uniform current density?\n");
24     scanf("%d",&j_uniform);
25
26
27     for(i=1; i<14; i++) {
28         fscanf(fp_param,"%s\t%lf\n",&parameters[i]);
29         //printf("%e\n",parameters[i]);
30     }
31
32     double size_contact      = parameters[1];
33     double track_length     = parameters[2];
34     double out_bound_width  = parameters[3];
```

```
35 double track_width      = parameters[4];
36 double thickness_layer  = parameters[5];
37 double hole_height      = parameters[6];
38 double hole_width       = parameters[7];
39
40 int nCell_X_topbottom = parameters[9];
41 int nCell_Y_topbottom = parameters[10];
42 int nCell_X_junc = parameters[11];
43 int nCell_Y_junc = parameters[12];
44
45 double SHangle = parameters[13];
46
47
48 double X_grid_spacing_topbottom = track_length/nCell_X_topbottom;
49 double Y_grid_spacing_topbottom = track_width/nCell_Y_topbottom;
50 double X_grid_spacing_junc = hole_width/nCell_X_junc;
51 double Y_grid_spacing_junc = hole_height/nCell_Y_junc;
52
53 int nCell_topbottom = nCell_X_topbottom*nCell_Y_topbottom;
54 int nCell_junc = nCell_X_junc*nCell_Y_junc;
55
56 fprintf(fp_mx3,"//MATERIAL PARAMETERS\n");
57 fprintf(fp_mx3,"Temp = 0\n");
58 fprintf(fp_mx3,"Msat = 5.8e5\n");
59 fprintf(fp_mx3,"Aex = 1.5e-11\n");
60 fprintf(fp_mx3,"alpha = 0.1\n");
61 fprintf(fp_mx3,"Dind = 3.0e-3\n");
62 fprintf(fp_mx3,"Ku1 = 6e5\n");
63 fprintf(fp_mx3,"Ku2 = 1.5e5\n");
64 fprintf(fp_mx3,"Xi = 0.35\n");
65 fprintf(fp_mx3,"Pol = 1\n");
66 fprintf(fp_mx3,"Lambda = 1\n");
67 fprintf(fp_mx3,"AnisU = vector(0,0,1)\n");
68 fprintf(fp_mx3,"EpsilonPrime = 0\n");
69 fprintf(fp_mx3,"fixedlayer = vector(0,-1,0)\n");
70 fprintf(fp_mx3,"B_ext = vector(0,0,0)\n\n");
71
72 fprintf(fp_mx3,"//GEOMETRY PARAMETERS\n");
73 fprintf(fp_mx3,"size_contact := %e\n",size_contact);
74 fprintf(fp_mx3,"track_length := %e\n",track_length);
75 fprintf(fp_mx3,"out_bound_width := %e\n",out_bound_width);
76 fprintf(fp_mx3,"track_width := %e\n",track_width);
77 fprintf(fp_mx3,"thickness_layer := %e\n",thickness_layer);
78 fprintf(fp_mx3,"hole_height := %e\n",hole_height);
79 fprintf(fp_mx3,"hole_width := %e\n\n",hole_width);
80
81 fprintf(fp_mx3,"//GRID SETTING\n");
82 fprintf(fp_mx3,"grid_x := 256\n");
83 fprintf(fp_mx3,"grid_y := 128\n");
```



```

84     fprintf(fp_mx3, "grid_z := 4\n");
85     fprintf(fp_mx3, "SetGridSize(256, 128, 4)\n\n");
86
87
88     fprintf(fp_mx3, |
89     ↪ "/////////////////////////////////////////\n\n");
90
91     fprintf(fp_mx3, "cell_x := track_length/grid_x\n");
92     fprintf(fp_mx3, "cell_y :=
93     ↪ (2*out_bound_width+2*track_width+hole_height)/grid_y\n");
94     fprintf(fp_mx3, "cell_z := 2*thickness_layer/grid_z\n");
95     fprintf(fp_mx3, "SetCellSize(cell_x, cell_y, cell_z)\n");
96     fprintf(fp_mx3, "SetPBC(0, 0, 0)\n\n");
97
98     fprintf(fp_mx3, |
99     ↪ "/////////////////////////////////////////\n\n\n");
100
101     if(j_uniform==1) {
102         fprintf(fp_mx3, "//STRUCTURE\n");
103         fprintf(fp_mx3, "trackb := Rect(track_length, track_width).transl(0,
104         ↪ -hole_height/2-track_width/2, 0)\n");
105         fprintf(fp_mx3, "trackt := Rect(track_length, track_width).transl(0,
106         ↪ hole_height/2+track_width/2, 0)\n");
107         fprintf(fp_mx3, "jun := Rect(hole_width, hole_height)\n");
108         fprintf(fp_mx3, "track_full := trackb.add(trackt).add(jun)\n");
109         fprintf(fp_mx3, "track := track_full.intersect(ZRange(-inf, 0))\n");
110         fprintf(fp_mx3, "SetGeom(Universe().Sub(track))\n\n");
111
112         fprintf(fp_mx3, "//REGIONS\n");
113         fprintf(fp_mx3, "DefRegion(1, trackb)\n");
114         fprintf(fp_mx3, "DefRegion(2, trackt)\n\n");
115
116         fprintf(fp_mx3, "//INITIAL MAGNETIZATION\n");
117         fprintf(fp_mx3, "m = uniform(0, 0, 1)\n");
118         fprintf(fp_mx3, "m.setregion(1, NeelSkyrmion(1,
119         ↪ -1).transl(-track_length/2+20e-9, -track_width, 0))\n");
120         fprintf(fp_mx3, "m.setregion(2, NeelSkyrmion(1,
121         ↪ -1).transl(-track_length/2+20e-9, track_width, 0))\n\n");
122     }
123     else {
124         fprintf(fp_mx3, "//STRUCTURE\n");
125         fprintf(fp_mx3, "elem_cell_track := Rect(%e,
126         ↪ %e)\n", X_grid_spacing_topbottom, Y_grid_spacing_topbottom);
127         fprintf(fp_mx3, "elem_cell_junc := Rect(%e,
128         ↪ %e)\n", X_grid_spacing_junc, Y_grid_spacing_junc);
129         fprintf(fp_mx3, "\n\n");
130
131         //bottom track
132         for(j=0; j<nCell_Y_topbottom; j++) {

```

```

124     coord_y = -hole_height/2-track_width+Y_grid_spacing_topbottom/2+
        ↪ j*Y_grid_spacing_topbottom;
125     for(i=0; i<nCell_X_topbottom; i++){
126         coord_x = -track_length/2+X_grid_spacing_topbottom/2+
        ↪ i*X_grid_spacing_topbottom;
127         fprintf(fp_mx3,"reg%d := elem_cell_track.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
128         nReg++;
129     }
130 }
131
132 //middle junction
133 for(j=0; j<nCell_Y_junc; j++) {
134     coord_y =
        ↪ -hole_height/2+Y_grid_spacing_junc/2+j*Y_grid_spacing_junc;
135     for(i=0; i<nCell_X_junc; i++){
136         coord_x =
        ↪ -hole_width/2+X_grid_spacing_junc/2+i*X_grid_spacing_junc;
137         fprintf(fp_mx3,"reg%d := elem_cell_junc.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
138         nReg++;
139     }
140 }
141
142 //top track
143 for(j=0; j<nCell_Y_topbottom; j++) {
144     coord_y = hole_height/2+Y_grid_spacing_topbottom/2+
        ↪ j*Y_grid_spacing_topbottom;
145     for(i=0; i<nCell_X_topbottom; i++){
146         coord_x = -track_length/2+X_grid_spacing_topbottom/2+
        ↪ i*X_grid_spacing_topbottom;
147         fprintf(fp_mx3,"reg%d := elem_cell_track.transl(%e,%e,0)\n",
        ↪ nReg, coord_x, coord_y);
148         nReg++;
149     }
150 }
151
152 nReg--;
153 fprintf(fp_mx3,"\n");
154
155 fprintf(fp_mx3,"track_full := reg1");
156 for (i=2; i<nReg+1; i++) {
157     fprintf(fp_mx3,".add(reg%d)",i);
158 }
159
160 fprintf(fp_mx3,"\n");
161 fprintf(fp_mx3,"track := track_full.intersect(ZRange(-inf, 0))\n");
162 fprintf(fp_mx3,"SetGeom(Universe().Sub(track))\n\n");
163 fprintf(fp_mx3,"\n");

```

```

164
165     fprintf(fp_mx3,"//REGIONS\n");
166     for(i=1;i<nReg+1;i++) {
167         fprintf(fp_mx3,"defRegion(%d,reg%d)\n", i, i);
168     }
169     fprintf(fp_mx3,"\n\n\n");
170
171     fprintf(fp_mx3,"//LOCAL CURRENT EXCITATION\n");
172     for(i=1; i<nReg+1; i++) {
173         fscanf(fp_in,"%lf \n", &jdensity);
174         fprintf(fp_mx3,"j.setRegion(%d,vector(0, 0, %e))\n", i,
            ↪   jdensity*SHangle);
175     }
176
177     fprintf(fp_mx3,"\n\n");
178
179     fprintf(fp_mx3,"//INITIAL MAGNETIZATION\n");
180     fprintf(fp_mx3,"m = uniform(0, 0, 1)\n");
181     fprintf(fp_mx3,"m.setRegion(1,NeelSkyrmion(1,-1).transl(-
            ↪   track_length/2+20e-9,-hole_height/2-track_width/2,0))\n");
182     fprintf(fp_mx3,"m.setRegion(%d,NeelSkyrmion(1,-1).transl(-
            ↪   track_length/2+20e-9,hole_height/2+track_width/2,0))\n\n", j
            ↪   nCell_topbottom+nCell_junc+1);
183 }
184
185 fprintf(fp_mx3,
            ↪   "////////////////////////////////////////\n\n");
186
187 fprintf(fp_mx3,"//OUTPUT SAVE\n");
188 fprintf(fp_mx3,"OutputFormat = OVf1_TEXT\n");
189 fprintf(fp_mx3,"tableAdd(ext_topologicalcharge)\n");
190 fprintf(fp_mx3,"tableautosave(1e-12)\n");
191 fprintf(fp_mx3,"AutoSnapShot(m_full, 5e-11)\n");
192 fprintf(fp_mx3,"AutoSave(m, 2e-11)\n\n");
193
194 fprintf(fp_mx3,"//SIMULATION\n");
195 if(j_uniform==1) {
196     fprintf(fp_mx3,"J = vector(0, 0, 5e10)\n");
197 }
198 fprintf(fp_mx3,"Run(%e)\n",sim_time);
199
200 fclose(fp_in);
201 fclose(fp_param);
202 fclose(fp_mx3);
203
204 return 0;
205 }

```

## A.2.3. Parameters file

### A.2.3.1. H\_Structure 1

```
1 size_contact 130e-9
2 track_length 256e-9
3 out_bound_width 34e-9
4 track_width 20e-9
5 thickness_layer 0.4e-9
6 hole_height 20e-9
7 hole_width 30e-9
8 Vappl 280e-5
9 nCell_X_topbottom 8
10 nCell_Y_topbottom 1
11 nCell_X_junc 1
12 nCell_Y_junc 2
13 SHangle 1
14 X_grid_spacing_topbottom track_length/nCell_X_topbottom
15 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
16 X_grid_spacing_junc hole_width/nCell_X_junc
17 Y_grid_spacing_junc hole_height/nCell_Y_junc
```

### A.2.3.2. H\_Structure 2

```
1 size_contact 130e-9
2 track_length 256e-9
3 out_bound_width 34e-9
4 track_width 20e-9
5 thickness_layer 0.8e-9
6 hole_height 20e-9
7 hole_width 30e-9
8 Vappl 280e-5
9 nCell_X_topbottom 8
10 nCell_Y_topbottom 1
11 nCell_X_junc 1
12 nCell_Y_junc 2
13 SHangle 1
14 X_grid_spacing_topbottom track_length/nCell_X_topbottom
15 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
16 X_grid_spacing_junc hole_width/nCell_X_junc
```

---

```
17 Y_grid_spacing_junc hole_height/nCell_Y_junc
```

---

### A.2.3.3. H\_Structure 3

---

```
1 size_contact 130e-9
2 track_length 256e-9
3 out_bound_width 34e-9
4 track_width 20e-9
5 thickness_layer 0.8e-9
6 hole_height 14e-9
7 hole_width 25e-9
8 Vappl 280e-5
9 nCell_X_topbottom 10
10 nCell_Y_topbottom 1
11 nCell_X_junc 1
12 nCell_Y_junc 2
13 SHangle 1
14 X_grid_spacing_topbottom track_length/nCell_X_topbottom
15 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
16 X_grid_spacing_junc hole_width/nCell_X_junc
17 Y_grid_spacing_junc hole_height/nCell_Y_junc
```

---

## A.3. Balancing of current density

### A.3.1. *Not/Copy* gate

#### A.3.1.1. Matlab code

---

```
1 clc
2 clear all
3 close all
4 %%
5 tab_data_bottomtr =
  ↳ readtable('currdensnorm_bottomtr.txt','Format','%f%f%f%f\n');
6 tab_data_hole1 = readtable('currdensnorm_hole1.txt','Format','%f%f%f%f\n');
7 tab_data_middletr =
  ↳ readtable('currdensnorm_middletr.txt','Format','%f%f%f%f\n');
```

---

```

8  tab_data_hole2 = readtable('currdensnorm_hole2.txt','Format','%f%f%f%f\n');
9  tab_data_toptr = readtable('currdensnorm_toptr.txt','Format','%f%f%f%f\n');
10
11  tab_data_bottomtr_Co =
    ↪ readtable('currdensnorm_bottomtr_Co.txt','Format','%f%f%f%f\n');
12  tab_data_hole1_Co =
    ↪ readtable('currdensnorm_hole1_Co.txt','Format','%f%f%f%f\n');
13  tab_data_middletr_Co =
    ↪ readtable('currdensnorm_middletr_Co.txt','Format','%f%f%f%f\n');
14  tab_data_hole2_Co =
    ↪ readtable('currdensnorm_hole2_Co.txt','Format','%f%f%f%f\n');
15  tab_data_toptr_Co =
    ↪ readtable('currdensnorm_toptr_Co.txt','Format','%f%f%f%f\n');
16
17
18  %%
19  matrix_data_bottomtr = table2array(tab_data_bottomtr);
20  matrix_data_hole1 = table2array(tab_data_hole1);
21  matrix_data_middletr= table2array(tab_data_middletr);
22  matrix_data_hole2 = table2array(tab_data_hole2);
23  matrix_data_toptr = table2array(tab_data_toptr);
24
25  matrix_data_bottomtr_Co = table2array(tab_data_bottomtr_Co);
26  matrix_data_hole1_Co = table2array(tab_data_hole1_Co);
27  matrix_data_middletr_Co= table2array(tab_data_middletr_Co);
28  matrix_data_hole2_Co = table2array(tab_data_hole2_Co);
29  matrix_data_toptr_Co = table2array(tab_data_toptr_Co);
30
31  %%
32  Xvec_bottomtr = matrix_data_bottomtr(:,1);
33  Yvec_bottomtr = matrix_data_bottomtr(:,2);
34  Jvec_bottomtr = matrix_data_bottomtr(:,4);
35
36  Xvec_hole1 = matrix_data_hole1(:,1);
37  Yvec_hole1 = matrix_data_hole1(:,2);
38  Jvec_hole1 = matrix_data_hole1(:,4);
39
40  Xvec_middletr = matrix_data_middletr(:,1);
41  Yvec_middletr= matrix_data_middletr(:,2);
42  Jvec_middletr = matrix_data_middletr(:,4);
43
44  Xvec_hole2 = matrix_data_hole2(:,1);
45  Yvec_hole2 = matrix_data_hole2(:,2);
46  Jvec_hole2 = matrix_data_hole2(:,4);
47
48  Xvec_toptr = matrix_data_toptr(:,1);
49  Yvec_toptr = matrix_data_toptr(:,2);
50  Jvec_toptr = matrix_data_toptr(:,4);
51

```

```

52
53 Xvec_bottomtr_Co = matrix_data_bottomtr_Co(:,1);
54 Yvec_bottomtr_Co = matrix_data_bottomtr_Co(:,2);
55 Jvec_bottomtr_Co = matrix_data_bottomtr_Co(:,4);
56
57 Xvec_hole1_Co = matrix_data_hole1_Co(:,1);
58 Yvec_hole1_Co = matrix_data_hole1_Co(:,2);
59 Jvec_hole1_Co = matrix_data_hole1_Co(:,4);
60
61 Xvec_middlettr_Co = matrix_data_middlettr_Co(:,1);
62 Yvec_middlettr_Co = matrix_data_middlettr_Co(:,2);
63 Jvec_middlettr_Co = matrix_data_middlettr_Co(:,4);
64
65 Xvec_hole2_Co = matrix_data_hole2_Co(:,1);
66 Yvec_hole2_Co = matrix_data_hole2_Co(:,2);
67 Jvec_hole2_Co = matrix_data_hole2_Co(:,4);
68
69 Xvec_toptr_Co = matrix_data_toptr_Co(:,1);
70 Yvec_toptr_Co = matrix_data_toptr_Co(:,2);
71 Jvec_toptr_Co = matrix_data_toptr_Co(:,4);
72
73 %%
74 figure(1)
75 x=1:1:length(matrix_data_bottomtr_Co(:,4));
76 plot(x,matrix_data_bottomtr(:,4),'b*',x,matrix_data_bottomtr_Co(:,4),'r*')
77 title('bottom track')
78 xlabel('sample index')
79 ylabel('current density [A/m^2]')
80 figure(6)
81 plot(x,(matrix_data_bottomtr_Co(:,4)-matrix_data_bottomtr(:,4))
82 ↪ ./matrix_data_bottomtr_Co(:,4),'g*')
83 title('bottom track')
84 xlabel('sample index')
85 ylabel('relative difference')
86 figure(11)
87 plot(x,(matrix_data_bottomtr_Co(:,4)-matrix_data_bottomtr(:,4)),'k*')
88 title('bottom track')
89 xlabel('sample index')
90 ylabel('absolute difference [A/m^2]')
91
92 figure(2)
93 x=1:1:length(matrix_data_hole1_Co(:,4));
94 plot(x,matrix_data_hole1(:,4),'b*',x,matrix_data_hole1_Co(:,4),'r*')
95 title('bottom junction')
96 xlabel('sample index')
97 ylabel('current density [A/m^2]')
98 figure(7)
99 plot(x,(matrix_data_hole1_Co(:,4)-matrix_data_hole1(:,4))
100 ↪ ./matrix_data_hole1_Co(:,4),'g*')

```

```

99 title('bottom junction')
100 xlabel('sample index')
101 ylabel('relative difference')
102 figure(12)
103 plot(x,(matrix_data_hole1_Co(:,4)-matrix_data_hole1(:,4)), 'k*')
104 title('top junction')
105 xlabel('sample index')
106 ylabel('absolute difference [A/m^2]')
107
108 figure(3)
109 x=1:1:length(matrix_data_middlettr_Co(:,4));
110 plot(x,matrix_data_middlettr(:,4), 'b*',x,matrix_data_middlettr_Co(:,4), 'r*')
111 title('middle track')
112 xlabel('sample index')
113 ylabel('current density [A/m^2]')
114 figure(8)
115 plot(x,(matrix_data_middlettr_Co(:,4)-matrix_data_middlettr(:,4))
↪ 4))./matrix_data_middlettr_Co(:,4), 'g*')
116 title('middle track')
117 xlabel('sample index')
118 ylabel('relative difference')
119 figure(13)
120 plot(x,(matrix_data_middlettr_Co(:,4)-matrix_data_middlettr(:,4)), 'k*')
121 title('middle track')
122 xlabel('sample index')
123 ylabel('absolute difference [A/m^2]')
124
125 figure(4)
126 x=1:1:length(matrix_data_hole2_Co(:,4));
127 plot(x,matrix_data_hole2(:,4), 'b*',x,matrix_data_hole2_Co(:,4), 'r*')
128 title('top junction')
129 xlabel('sample index')
130 ylabel('current density [A/m^2]')
131 figure(9)
132 plot(x,(matrix_data_hole2_Co(:,4)-matrix_data_hole2(:,4))
↪ 4))./matrix_data_hole2_Co(:,4), 'g*')
133 title('top junction')
134 xlabel('sample index')
135 ylabel('relative difference')
136 figure(14)
137 plot(x,(matrix_data_hole2_Co(:,4)-matrix_data_hole2(:,4)), 'k*')
138 title('top junction')
139 xlabel('sample index')
140 ylabel('absolute difference [A/m^2]')
141
142 figure(5)
143 x=1:1:length(matrix_data_toptr_Co(:,4));
144 plot(x,matrix_data_toptr(:,4), 'b*',x,matrix_data_toptr_Co(:,4), 'r*')
145 title('top track')

```



```
146 xlabel('sample index')
147 ylabel('current density [A/m^2]')
148 figure(10)
149 plot(x,(matrix_data_toptr_Co(:,4)-matrix_data_toptr(:,j
↪ 4))./matrix_data_toptr_Co(:,4),'g*')
150 title('top track')
151 xlabel('sample index')
152 ylabel('relative difference')
153 figure(15)
154 plot(x,(matrix_data_toptr_Co(:,4)-matrix_data_toptr(:,4)),'k*')
155 title('top track')
156 xlabel('sample index')
157 ylabel('absolute difference [A/m^2]')
```

### A.3.1.2. Parameters file

#### Original version

```
1 size_contact scale*130e-9
2 track_length scale*256e-9
3 track_width scalew*20e-9
4 out_bound_width scalew*10e-9
5 thickness_layer_Co 0.8e-9
6 thickness_layer_Pt 0.8e-9
7 hole1_width scalew*27e-9
8 hole2_width scalew*25e-9
9 hole1_height scalew*20e-9
10 hole2_height scalew*20e-9
11 xcoord_holestart scale*113e-9
12 xcoord_track3start scale*100e-9
13 offset_hole2 scale*0
14 Vappl 280e-5
15 nCell_X_bmtracks 30
16 nCell_Y_bmtracks 1
17 nCell_X_ttrack 30
18 nCell_Y_ttrack 1
19 nCell_X_holes 2
20 nCell_Y_holes 15
21 SHangle 1
22 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
23 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
24 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
25 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
26 X_grid_spacing_hole1 hole1_width/nCell_X_holes
27 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
```

```

28 X_grid_spacing_hole2 hole2_width/nCell_X_holes
29 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
30 scale 1
31 scalew 1

```

---

## First version

```

1 size_contact scale*130e-9
2 track_length scale*256e-9
3 track_width scalew*20e-9
4 out_bound_width scalew*10e-9
5 thickness_layer_Co 0.8e-9
6 thickness_layer_Pt 80e-9
7 hole1_width scalew*27e-9
8 hole2_width scalew*25e-9
9 hole1_height scalew*20e-9
10 hole2_height scalew*20e-9
11 xcoord_holestart scale*113e-9
12 xcoord_track3start scale*100e-9
13 offset_hole2 scale*0
14 Vappl 280e-5
15 nCell_X_bmtracks 30
16 nCell_Y_bmtracks 1
17 nCell_X_ttrack 30
18 nCell_Y_ttrack 1
19 nCell_X_holes 2
20 nCell_Y_holes 15
21 SHangle 1
22 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
23 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
24 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
25 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
26 X_grid_spacing_hole1 hole1_width/nCell_X_holes
27 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
28 X_grid_spacing_hole2 hole2_width/nCell_X_holes
29 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
30 scale 6
31 scalew 6

```

---

## Second version

```
1 size_contact scale*130e-9
2 track_length scale*256e-9
3 track_width scalew*20e-9
4 out_bound_width scalew*10e-9
5 thickness_layer_Co 0.8e-9
6 thickness_layer_Pt 100e-9
7 hole1_width scalew*27e-9
8 hole2_width scalew*25e-9
9 hole1_height scalew*20e-9
10 hole2_height scalew*20e-9
11 xcoord_holestart scale*113e-9
12 xcoord_track3start scale*100e-9
13 offset_hole2 scale*0
14 Vappl 280e-5
15 nCell_X_bmtracks 30
16 nCell_Y_bmtracks 1
17 nCell_X_ttrack 30
18 nCell_Y_ttrack 1
19 nCell_X_holes 2
20 nCell_Y_holes 15
21 SHangle 1
22 X_grid_spacing_bmtracks track_length/nCell_X_bmtracks
23 Y_grid_spacing_bmtracks track_width/nCell_Y_bmtracks
24 X_grid_spacing_ttrack (track_length-xcoord_track3start)/nCell_X_ttrack
25 Y_grid_spacing_ttrack track_width/nCell_Y_ttrack
26 X_grid_spacing_hole1 hole1_width/nCell_X_holes
27 Y_grid_spacing_hole1 hole1_height/nCell_Y_holes
28 X_grid_spacing_hole2 hole2_width/nCell_X_holes
29 Y_grid_spacing_hole2 hole2_height/nCell_Y_holes
30 scale 4
31 scalew 10
```

## A.3.2. *And/Or* gate

### A.3.2.1. Matlab code

```
1 clc
2 clear all
3 close all
4
5 %%
```

```

6  tab_data_bottomtr =
   ↪ readtable('currdensnorm_bottomtr.txt', 'Format', '%f%f%f%f\n');
7  tab_data_middlejun =
   ↪ readtable('currdensnorm_middlejun.txt', 'Format', '%f%f%f%f\n');
8  tab_data_toptr = readtable('currdensnorm_toptr.txt', 'Format', '%f%f%f%f\n');
9
10 tab_data_bottomtr_Co =
   ↪ readtable('currdensnorm_bottomtr_Co.txt', 'Format', '%f%f%f%f\n');
11 tab_data_middlejun_Co =
   ↪ readtable('currdensnorm_middlejun_Co.txt', 'Format', '%f%f%f%f\n');
12 tab_data_toptr_Co =
   ↪ readtable('currdensnorm_toptr_Co.txt', 'Format', '%f%f%f%f\n');
13
14 %%
15 matrix_data_bottomtr = table2array(tab_data_bottomtr);
16 matrix_data_middlejun = table2array(tab_data_middlejun);
17 matrix_data_toptr = table2array(tab_data_toptr);
18
19 matrix_data_bottomtr_Co = table2array(tab_data_bottomtr_Co);
20 matrix_data_middlejun_Co = table2array(tab_data_middlejun_Co);
21 matrix_data_toptr_Co = table2array(tab_data_toptr_Co);
22
23 %%
24 Xvec_bottomtr = matrix_data_bottomtr(:,1);
25 Yvec_bottomtr = matrix_data_bottomtr(:,2);
26 Jvec_bottomtr = matrix_data_bottomtr(:,4);
27
28 Xvec_middlejun = matrix_data_middlejun(:,1);
29 Yvec_middlejun = matrix_data_middlejun(:,2);
30 Jvec_middlejun = matrix_data_middlejun(:,4);
31
32 Xvec_toptr = matrix_data_toptr(:,1);
33 Yvec_toptr = matrix_data_toptr(:,2);
34 Jvec_toptr = matrix_data_toptr(:,4);
35
36
37 Xvec_bottomtr_Co = matrix_data_bottomtr_Co(:,1);
38 Yvec_bottomtr_Co = matrix_data_bottomtr_Co(:,2);
39 Jvec_bottomtr_Co = matrix_data_bottomtr_Co(:,4);
40
41 Xvec_middlejun_Co = matrix_data_middlejun_Co(:,1);
42 Yvec_middlejun_Co = matrix_data_middlejun_Co(:,2);
43 Jvec_middlejun_Co = matrix_data_middlejun_Co(:,4);
44
45 Xvec_toptr_Co = matrix_data_toptr_Co(:,1);
46 Yvec_toptr_Co = matrix_data_toptr_Co(:,2);
47 Jvec_toptr_Co = matrix_data_toptr_Co(:,4);
48
49 %%

```

```

50 figure(1)
51 x=1:1:length(matrix_data_bottomtr_Co(:,4));
52 plot(x,matrix_data_bottomtr(:,4),'b*',x,matrix_data_bottomtr_Co(:,4),'r*')
53 title('bottom track')
54 xlabel('sample index')
55 ylabel('current density [A/m^2]')
56 figure(4)
57 plot(x,(matrix_data_bottomtr_Co(:,4)-matrix_data_bottomtr(:,4))
↪ 4))./matrix_data_bottomtr_Co(:,4),'g*')
58 title('bottom track')
59 xlabel('sample index')
60 ylabel('relative difference')
61 figure(7)
62 plot(x,(matrix_data_bottomtr_Co(:,4)-matrix_data_bottomtr(:,4)),'k*')
63 title('bottom track')
64 xlabel('sample index')
65 ylabel('absolute difference [A/m^2]')
66
67 figure(2)
68 x=1:1:length(matrix_data_middlejun_Co(:,4));
69 plot(x,matrix_data_middlejun(:,4),'b*',x,matrix_data_middlejun_Co(:,4),'r*')
70 title('junction')
71 xlabel('sample index')
72 ylabel('current density [A/m^2]')
73 figure(5)
74 plot(x,(matrix_data_middlejun_Co(:,4)-matrix_data_middlejun(:,4))
↪ 4))./matrix_data_middlejun_Co(:,4),'g*')
75 title('junction')
76 xlabel('sample index')
77 ylabel('relative difference')
78 figure(8)
79 plot(x,(matrix_data_middlejun_Co(:,4)-matrix_data_middlejun(:,4)),'k*')
80 title('junction')
81 xlabel('sample index')
82 ylabel('absolute difference [A/m^2]')
83
84 figure(3)
85 x=1:1:length(matrix_data_toptr_Co(:,4));
86 plot(x,matrix_data_toptr(:,4),'b*',x,matrix_data_toptr_Co(:,4),'r*')
87 title('top track')
88 xlabel('sample index')
89 ylabel('current density [A/m^2]')
90 figure(6)
91 plot(x,(matrix_data_toptr_Co(:,4)-matrix_data_toptr(:,4))
↪ 4))./matrix_data_toptr_Co(:,4),'g*')
92 title('top track')
93 xlabel('sample index')
94 ylabel('relative difference')
95 figure(9)

```

```
96 plot(x,(matrix_data_toptr_Co(:,4)-matrix_data_toptr(:,4)),'k*')
97 title('top track')
98 xlabel('sample index')
99 ylabel('absolute difference [A/m^2]')
```

---

### A.3.2.2. Parameters file

#### Original version

---

```
1 size_contact scale*130e-9
2 track_length scale*256e-9
3 out_bound_width scalew*34e-9
4 track_width scalew*20e-9
5 thickness_layer_Co 0.8e-9
6 thickness_layer_Pt 0.8e-9
7 hole_height scalew*20e-9
8 hole_width scalew*30e-9
9 Vappl 280e-5
10 nCell_X_topbottom 30
11 nCell_Y_topbottom 1
12 nCell_X_junc 2
13 nCell_Y_junc 15
14 SHangle 1
15 X_grid_spacing_topbottom track_length/nCell_X_topbottom
16 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
17 X_grid_spacing_junc hole_width/nCell_X_junc
18 Y_grid_spacing_junc hole_height/nCell_Y_junc
19 scale 1
20 scalew 1
```

---

#### First version

---

```
1 size_contact scale*130e-9
2 track_length scale*256e-9
3 out_bound_width scalew*34e-9
4 track_width scalew*20e-9
5 thickness_layer_Co 0.8e-9
6 thickness_layer_Pt 80e-9
7 hole_height scalew*20e-9
8 hole_width scalew*30e-9
```

---

```

9  Vappl 280e-5
10 nCell_X_topbottom 30
11 nCell_Y_topbottom 1
12 nCell_X_junc 2
13 nCell_Y_junc 15
14 SHangle 1
15 X_grid_spacing_topbottom track_length/nCell_X_topbottom
16 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
17 X_grid_spacing_junc hole_width/nCell_X_junc
18 Y_grid_spacing_junc hole_height/nCell_Y_junc
19 scale 6
20 scalew 6

```

---

## Second version

```

1  size_contact scale*130e-9
2  track_length scale*256e-9
3  out_bound_width scalew*34e-9
4  track_width scalew*20e-9
5  thickness_layer_Co 0.8e-9
6  thickness_layer_Pt 100e-9
7  hole_height scalew*20e-9
8  hole_width scalew*30e-9
9  Vappl 280e-5
10 nCell_X_topbottom 30
11 nCell_Y_topbottom 1
12 nCell_X_junc 2
13 nCell_Y_junc 15
14 SHangle 1
15 X_grid_spacing_topbottom track_length/nCell_X_topbottom
16 Y_grid_spacing_topbottom track_width/nCell_Y_topbottom
17 X_grid_spacing_junc hole_width/nCell_X_junc
18 Y_grid_spacing_junc hole_height/nCell_Y_junc
19 scale 4
20 scalew 10

```

---

## B. Adder VHDL code

### B.1. Adder - first version

#### B.1.1. Gates

##### B.1.1.1. Globals

```
1 package GLOBALS is
2   type coordinates_xy is array (0 to 1) of real;
3   type parameters_array is array(0 to 9) of coordinates_xy;
4   type bool_array is array(integer range <>) of boolean;
5   type real_array is array(integer range <>) of real;
6
7   constant HORIZONTAL_SPEED : real := 150.0;  --m/s
8   constant VERTICAL_SPEED : real := 40.0;  --m/s
9   constant DEPINNING_CURRENT : real := 260.0;  --nA
10  constant NOTCH_DEPINNING_CURRENT : real := 3200.0;  --nA
11  constant HORIZONTAL_SPEED_HIGH : real := 484.0;  --m/s
12  constant SKYRMION_DIAMETER : real := 18.0;  --nm
13  constant SKYRMION_MIN_DISTANCE : real := 22.0;  --nm
14  constant CURRENT_LOW : real := 800.0;  --nA
15  constant CURRENT_HIGH : real := 3200.0;  --nA
16  constant CLOCK_LOW : time := 9.85 ns;
17  constant CLOCK_HIGH : time := 150 ps;
18  constant CLOCK_PERIOD : time := 10 ns;
19  constant INPUTS_HIGH : time := 500 ps;
20 end package GLOBALS;
```



## B.1.1.2. Not/Copy

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONNOT is
8      port( INPUT : in std_logic;
9            CONTROL : in std_logic;
10           CURRENT : in real;
11           COPY1 : out std_logic; --TOP
12           COPY2 : out std_logic; --BOTTOM
13           OUTPUT : out std_logic --MIDDLE
14       );
15  end entity SKYRMIONNOT;
16
17  architecture BLACKBOX of SKYRMIONNOT is
18      ----- CONSTANTS -----
19      constant TRACK_LENGTH : real := 256.0;    --nm
20      constant HOLE_X_START : real := 113.0;    --nm
21      constant HOLE_X_END : real := 140.0;      --nm
22      constant HOLE2_X_START : real := 113.0;   --nm
23      constant HOLE2_X_END : real := 138.0;     --nm
24      constant HOLE_Y_BOTTOM : real := 20.0;    --nm
25      constant HOLE_Y_TOP : real := 40.0;       --nm
26      constant HOLE_Y_INT1 : real := 27.0;     --nm
27      constant HOLE_Y_INT2 : real := 33.0;     --nm
28      constant HOLE2_Y_BOTTOM : real := 60.0;   --nm
29      constant HOLE2_Y_TOP : real := 80.0;      --nm
30      constant TRACK_0_Y : real := 10.0;        --nm
31      constant TRACK_1_Y : real := 50.0;        --nm
32      constant TRACK_2_Y : real := 90.0;        --nm
33
34      ----- INTERNAL SIGNALS -----
35      signal emit : std_logic_vector (2 downto 0) := "000";
36      signal inputPortState: std_logic_vector(1 downto 0) := "00";
37      signal ACK : std_logic := '0';
38      signal skyrmion_position_debug : parameters_array;
39      signal skyrmion_number_debug : integer;
40
41      ----- FUNCTIONS -----
42      function updatePosition (elapsedTimeNs: real; actualPosition:
43          ↪ parameters_array; currentValue : real; index: integer) return
44          ↪ coordinates_xy is
45          variable speed : coordinates_xy;
46          variable output : coordinates_xy;

```

```

45     variable changeTrack : boolean;
46     variable skyrmion_X_position : real;
47 begin
48     changeTrack := false;
49     output(0) := 0.0;
50     output(1) := 0.0;
51
52     if(currentValue > DEPINNING_CURRENT) then
53         speed(1) := 0.0;
54         speed(0) := 0.0;
55
56         if(actualPosition(index)(0) > HOLE_X_START and actualPosition(index)(0) <
57         ↪ HOLE_X_END and (actualPosition(index)(1) <= HOLE_Y_BOTTOM )) then
58             changeTrack := true;
59             for i in 0 to 9 loop
60                 if(index /= i and actualPosition(i)(0) > HOLE_X_START and
61                 ↪ actualPosition(i)(0) < HOLE_X_END and actualPosition(i)(1) >=
62                 ↪ HOLE_Y_TOP and actualPosition(i)(1) <= HOLE2_Y_BOTTOM) then
63                     changeTrack := false;
64                     end if;
65                 end loop;
66             end if;
67             if(actualPosition(index)(0) > HOLE2_X_START and actualPosition(index)(0) <
68             ↪ HOLE2_X_END and (actualPosition(index)(1) > HOLE_Y_TOP and
69             ↪ actualPosition(index)(1) <= HOLE2_Y_BOTTOM)) then
70                 changeTrack := true;
71             end if;
72
73             if (changeTrack or (actualPosition(index)(1) > HOLE_Y_BOTTOM and
74             ↪ actualPosition(index)(1) < HOLE_Y_INT2) or (actualPosition(index)(1) >
75             ↪ HOLE2_Y_BOTTOM and actualPosition(index)(1) < HOLE2_Y_TOP)) then
76                 speed(1) := VERTICAL_SPEED;
77                 speed(0) := 0.0;
78             elsif (actualPosition(index)(1) >= HOLE_Y_INT2 and
79             ↪ actualPosition(index)(1) < TRACK_1_Y) then
80                 speed(1) := VERTICAL_SPEED;
81                 speed(0) := HORIZONTAL_SPEED;
82             else
83                 speed(1) := 0.0;
84                 speed(0) := HORIZONTAL_SPEED;
85             end if;
86
87             output(0) := actualPosition(index)(0) + speed(0) * elapsedTimeNs;
88             output(1) := actualPosition(index)(1) + speed(1) * elapsedTimeNs;
89         end if;
90         return output;
91     end updatePosition;
92
93 begin

```

```

86
87 RECEIVER: process(INPUT, CONTROL, ACK)
88 begin
89     if (ACK'event and ACK='1') then
90         inputPortState <= "00";
91     end if;
92     if (INPUT'event and INPUT='1') then
93         inputPortState(1) <= '1';
94     end if;
95     if (CONTROL'event and CONTROL='1') then
96         inputPortState(0) <= '1';
97     end if;
98 end process;
99
100
101 EVOLUTION:process
102     variable v_TIME : time := 0 ns;
103     variable skyrmion_number : integer := 0;
104     variable skyrmion_position : parameters_array;
105     variable skyrmion_position_old : parameters_array;
106     variable skyrmion_number_old : integer := 0;
107     variable result : coordinates_xy;
108     variable timeNsReal : real := 0.0;
109     variable trackBusy : bool_array(2 downto 0);
110     variable write_index : integer := 0;
111 begin
112     wait for 5 ps;
113     v_TIME := now - v_TIME;
114     timeNsReal := 0.01; --ns
115     trackBusy(0) := false;
116     trackBusy(1) := false;
117     trackBusy(2) := false;
118     ACK <= '0';
119     if (inputPortState(0) = '1') then
120         skyrmion_number := skyrmion_number + 1;
121         skyrmion_position(skyrmion_number-1)(0) := 0.0;
122         skyrmion_position(skyrmion_number-1)(1) := TRACK_0_Y;
123         ACK <= '1';
124     end if;
125
126     if (inputPortState(1) = '1') then
127         skyrmion_number := skyrmion_number + 1;
128         skyrmion_position(skyrmion_number-1)(0) := 0.0;
129         skyrmion_position(skyrmion_number-1)(1) := TRACK_1_Y;
130         ACK <= '1';
131     end if;
132
133     if (skyrmion_number>0 and CURRENT>DEPINNING_CURRENT) then
134         skyrmion_position_old := skyrmion_position;

```

```

135     skyrmion_number_old := skyrmion_number;
136     write_index := -1;
137     for i in 0 to skyrmion_number_old-1 loop
138         result := updatePosition(timeNsReal,skyrmion_position_old,CURRENT,i);
139         if (result(0) > TRACK_LENGTH ) then
140             skyrmion_number := skyrmion_number-1;
141             if result(1) > HOLE2_Y_TOP then
142                 emit(2) <= '1' after 5 ps;
143                 trackBusy(2) := true;
144             elsif result(1) > HOLE_Y_TOP then
145                 emit(1) <= '1' after 5 ps;
146                 trackBusy(1) := true;
147             else
148                 emit(0) <= '1' after 5 ps;
149                 trackBusy(0) := true;
150             end if;
151         else
152             write_index := write_index + 1;
153             skyrmion_position(write_index) := result;
154         end if;
155
156     end loop;
157     if (write_index < 9) then
158         write_index := write_index+1;
159         for i in write_index to 9 loop
160             skyrmion_position(i)(0) := 0.0;
161             skyrmion_position(i)(1) := 0.0;
162         end loop;
163     end if;
164
165     if (not(trackBusy(0))) then
166         emit(0) <= '0' after 5 ps;
167     end if;
168     if (not(trackBusy(1))) then
169         emit(1) <= '0' after 5 ps;
170     end if;
171     if (not(trackBusy(2))) then
172         emit(2) <= '0' after 5 ps;
173     end if;
174     elsif (skyrmion_number=0) then
175         emit <= "000" after 15 ps;
176         for i in 0 to 9 loop
177             skyrmion_position(i)(0) := 0.0;
178             skyrmion_position(i)(1) := 0.0;
179         end loop;
180     else
181         report "Skyrmion number exceeded maximum admitted";
182     end if;
183

```

```
184     skyrmion_position_debug <= skyrmion_position after 5 ps;
185     skyrmion_number_debug <= skyrmion_number after 5 ps;
186     wait for 5 ps;
187 end process;
188
189
190 EMITTER: process(emit)
191 begin
192     if(emit(0)'event and emit(0)='1') then
193         COPY1<='1';
194     else
195         COPY1<='0' after 1 ns;
196     end if;
197     if(emit(1)'event and emit(1)='1') then
198         OUTPUT<='1';
199     else
200         OUTPUT<='0' after 1 ns;
201     end if;
202     if(emit(2)'event and emit(2)='1') then
203         COPY2<='1';
204     else
205         COPY2<='0' after 1 ns;
206     end if;
207 end process;
208 end BLACKBOX;
```

---

### B.1.1.3. Line

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use IEEE.math_real.all;
6  use work.globals.all;
7
8  entity SKYRMIONLINE is
9      port( INPUT : in std_logic;
10           CURRENT : in real;
11           OUTPUT : out std_logic
12         );
13 end entity SKYRMIONLINE;
14
15 architecture BLACKBOX of SKYRMIONLINE is
16     ----- CONSTANTS -----
```

```

17  constant TRACK_LENGTH : real := 375.0;  --nm
18
19  ----- INTERNAL SIGNALS -----
20  signal emit : std_logic := '0';
21  signal inputPortState: std_logic:= '0';
22  signal ACK : std_logic := '0';
23  signal skyrmion_position_debug : parameters_array;
24  signal skyrmion_number_debug : integer;
25
26  ----- FUNCTIONS -----
27  function updatePosition (elapsedTimeNs: real; actualPosition:
    ↪ parameters_array; currentValue : real ) return parameters_array is
28      variable output : parameters_array;
29  begin
30      if(currentValue > DEPINNING_CURRENT) then
31          for i in 0 to 9 loop
32              output(i)(1) := 0.0;
33              output(i)(0) := actualPosition(i)(0) + HORIZONTAL_SPEED*elapsedTimeNs;
34          end loop;
35      end if;
36      return output;
37  end updatePosition;
38
39  begin
40
41  RECEIVER: process(INPUT, ACK)
42  begin
43      if (ACK'event and ACK='1') then
44          inputPortState <= '0';
45      end if;
46      if (INPUT'event and INPUT='1') then
47          inputPortState <= '1';
48      end if;
49  end process;
50
51
52  EVOLUTION:process
53      variable v_TIME : time := 0 ns;
54      variable skyrmion_number : integer := 0;
55      variable skyrmion_number_old : integer := 0;
56      variable skyrmion_position : parameters_array;
57      variable skyrmion_position_old : parameters_array;
58      variable results : parameters_array;
59      variable timeNsReal : real := 0.0;
60      variable trackBusy : boolean;
61      variable write_index : integer := 0;
62  begin
63      wait for 5 ps;
64      v_TIME := now - v_TIME;

```

```

65   timeNsReal := 0.01;
66   trackBusy := false;
67   ACK <= '0';
68
69   if (inputPortState = '1') then
70       skyrmion_number := skyrmion_number + 1;
71       skyrmion_position(skyrmion_number-1)(0) := 0.0;
72       skyrmion_position(skyrmion_number-1)(1) := 0.0;
73       ACK <= '1';
74   end if;
75
76   if (skyrmion_number > 0 and CURRENT > DEPINNING_CURRENT) then
77       skyrmion_position_old := skyrmion_position;
78       skyrmion_number_old := skyrmion_number;
79       write_index := -1;
80       results := updatePosition(timeNsReal, skyrmion_position_old, CURRENT);
81       for i in 0 to skyrmion_number_old-1 loop
82           if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
83               skyrmion_number := skyrmion_number-1;
84               emit <= '1' after 5 ps;
85               trackBusy := true;
86           else
87               if (results(i)(0) > TRACK_LENGTH and trackBusy) then
88                   report "More than one skyrmion reached the output in this step; Try
                        ↳ reducing the simulation step; The second skyrmion to reach the
                        ↳ output will be delayed by one step";
89               end if;
90               write_index := write_index + 1;
91               skyrmion_position(write_index) := results(i);
92           end if;
93       end loop;
94       if (write_index < 9) then
95           write_index := write_index+1;
96           for i in write_index to 9 loop
97               skyrmion_position(i)(0) := 0.0;
98               skyrmion_position(i)(1) := 0.0;
99           end loop;
100       end if;
101
102       if (not(trackBusy)) then
103           emit <= '0' after 5 ps;
104       end if;
105   elsif (skyrmion_number=0) then
106       emit <= '0' after 5 ps;
107       for i in 0 to 9 loop
108           skyrmion_position(i)(0) := 0.0;
109           skyrmion_position(i)(1) := 0.0;
110       end loop;
111   else

```

```

112     report "Skyrmion number exceeded maximum admitted";
113     end if;
114
115     skyrmion_position_debug <= skyrmion_position after 5 ps;
116     skyrmion_number_debug <= skyrmion_number after 5 ps;
117     wait for 5 ps;
118     end process;
119
120
121     EMITTER: process(emit)
122     begin
123         if(emit'event and emit='1') then
124             OUTPUT<='1';
125         else
126             OUTPUT<='0' after 10 ps;
127         end if;
128     end process;
129 end BLACKBOX;

```

#### B.1.1.4. Join

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use IEEE.math_real.all;
6  use work.globals.all;
7
8  entity SKYRMIONJOIN is
9      port( A : in std_logic;
10           B : in std_logic;
11           CURRENT : in real;
12           OUTPUT : out std_logic
13         );
14 end entity SKYRMIONJOIN;
15
16 architecture BLACKBOX of SKYRMIONJOIN is
17     ----- CONSTANTS -----
18     constant TRACK_LENGTH : real := 375.0;  --nm
19
20     ----- INTERNAL SIGNALS -----
21     signal emit : std_logic := '0';
22     signal inputPortState: std_logic_vector(1 downto 0) := "00";
23     signal ACK : std_logic := '0';

```



```

24 signal skyrmion_position_debug : parameters_array;
25 signal skyrmion_number_debug : integer;
26
27 ----- FUNCTIONS -----
28 function updatePosition (elapsedTimeNs: real; actualPosition:
   ↪ parameters_array; currentValue : real ) return parameters_array is
29     variable output : parameters_array;
30 begin
31     if(currentValue > DEPINNING_CURRENT) then
32         for i in 0 to 9 loop
33             output(i)(1) := 0.0;
34             output(i)(0) := actualPosition(i)(0) + HORIZONTAL_SPEED*elapsedTimeNs;
35         end loop;
36     end if;
37     return output;
38 end updatePosition;
39
40 begin
41
42     RECEIVER: process(A, B, ACK)
43     begin
44         if (ACK'event and ACK='1') then
45             inputPortState <= "00";
46         end if;
47         if (B'event and B='1') then
48             inputPortState(0) <= '1';
49         end if;
50         if (A'event and A='1') then
51             inputPortState(1) <= '1';
52         end if;
53     end process;
54
55
56     EVOLUTION:process
57         variable v_TIME : time := 0 ns;
58         variable skyrmion_number : integer := 0;
59         variable skyrmion_number_old : integer := 0;
60         variable skyrmion_position : parameters_array;
61         variable skyrmion_position_old : parameters_array;
62         variable results : parameters_array;
63         variable timeNsReal : real := 0.0;
64         variable trackBusy : boolean;
65         variable write_index : integer := 0;
66     begin
67         wait for 5 ps;
68         v_TIME := now - v_TIME;
69         timeNsReal := 0.01;
70         trackBusy := false;
71         ACK <= '0';

```

```

72
73   if (inputPortState(0) = '1') then
74       skyrmion_number := skyrmion_number + 1;
75       skyrmion_position(skyrmion_number-1)(0) := 0.0;
76       skyrmion_position(skyrmion_number-1)(1) := 0.0;
77       ACK <= '1';
78   end if;
79   if (inputPortState(1) = '1') then
80       skyrmion_number := skyrmion_number + 1;
81       skyrmion_position(skyrmion_number-1)(0) := 0.0;
82       skyrmion_position(skyrmion_number-1)(1) := 0.0;
83       ACK <= '1';
84   end if;
85
86   if (skyrmion_number > 0 and CURRENT > DEPINNING_CURRENT) then
87       skyrmion_position_old := skyrmion_position;
88       skyrmion_number_old := skyrmion_number;
89       write_index := -1;
90       results := updatePosition(timeNsReal, skyrmion_position_old, CURRENT);
91       for i in 0 to skyrmion_number_old-1 loop
92           if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
93               skyrmion_number := skyrmion_number-1;
94               emit <= '1' after 5 ps;
95               trackBusy := true;
96           else
97               if (results(i)(0) > TRACK_LENGTH and trackBusy) then
98                   report "More than one skyrmion reached the output in this step; Join
99                       ↳ gate does not account the skyrmion collisions yet. The skyrmions
100                       ↳ will be emitted in sequence with one step distance";
101               end if;
102               write_index := write_index + 1;
103               skyrmion_position(write_index) := results(i);
104           end if;
105       end loop;
106       if (write_index < 9) then
107           write_index := write_index+1;
108           for i in write_index to 9 loop
109               skyrmion_position(i)(0) := 0.0;
110               skyrmion_position(i)(1) := 0.0;
111           end loop;
112       end if;
113
114       if (not(trackBusy)) then
115           emit <= '0' after 5 ps;
116       end if;
117   elsif (skyrmion_number=0) then
118       emit <= '0' after 5 ps;
119       for i in 0 to 9 loop
120           skyrmion_position(i)(0) := 0.0;

```

```
119     skyrmion_position(i)(1) := 0.0;
120   end loop;
121   else
122     report "Skyrmion number exceeded maximum admitted";
123   end if;
124
125   skyrmion_position_debug <= skyrmion_position after 5 ps;
126   skyrmion_number_debug <= skyrmion_number after 5 ps;
127   wait for 5 ps;
128 end process;
129
130
131 EMITTER: process(emit)
132 begin
133
134   if(emit'event and emit='1') then
135     OUTPUT<='1';
136   else
137     OUTPUT<='0' after 10 ps;
138   end if;
139 end process;
140 end BLACKBOX;
```

### B.1.1.5. Notch

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use IEEE.math_real.all;
6 use work.globals.all;
7 use work.all;
8
9 entity SKYRMIONNOTCH is
10   port( INPUT : in std_logic;
11         CURRENT : in real;
12         OUTPUT : out std_logic
13       );
14 end entity SKYRMIONNOTCH;
15
16 architecture BLACKBOX of SKYRMIONNOTCH is
17   ----- CONSTANTS -----
18   constant TRACK_LENGTH : real := 256.0;  --nm
19   constant NOTCH_POSITION: real := 113.0;  --nm
```

```

20
21 ----- INTERNAL SIGNALS -----
22 signal emit : std_logic := '0';
23 signal inputPortState: std_logic:= '0';
24 signal ACK : std_logic := '0';
25 signal skyrmion_position_debug : parameters_array;
26 signal skyrmion_number_debug : integer;
27
28 ----- FUNCTIONS -----
29 function findSkyrmionsCloserToNotch (notch_distance: real_array(9 downto 0);
    ↪ index: integer) return integer is
30 variable output : integer := 0;
31 begin
32   for i in 0 to 9 loop
33     if(notch_distance(index) < notch_distance(i)) then
34       output := output + 1;
35     end if;
36   end loop;
37   return output;
38 end findSkyrmionsCloserToNotch;
39
40
41 function updatePosition (elapsedTimeNs: real; actualPosition:
    ↪ parameters_array; currentValue : real ) return parameters_array is
42   variable speed : coordinates_xy;
43   variable output : parameters_array;
44   variable blocking_skyrmions : integer;
45   variable notch_distance : real_array(9 downto 0);
46   variable delta_distance : real;
47 begin
48   if(currentValue > DEPINNING_CURRENT) then
49     if (currentValue < NOTCH_DEPINNING_CURRENT) then
50       for i in 0 to 9 loop
51         output(i)(1) := 0.0;
52         notch_distance(i) := actualPosition(i)(0)-NOTCH_POSITION;
53         delta_distance := HORIZONTAL_SPEED*elapsedTimeNs;
54         if(notch_distance(i) > 0.0) then
55           output(i)(0) := actualPosition(i)(0)+delta_distance;
56         else
57           blocking_skyrmions := findSkyrmionsCloserToNotch(notch_distance, i);
58           if (abs(notch_distance(i)) - real(blocking_skyrmions) *
    ↪ (SKYRMION_DIAMETER + SKYRMION_MIN_DISTANCE) > delta_distance)
    ↪ then
59             output(i)(0) := actualPosition(i)(0)+ delta_distance;
60           else
61             output(i)(0) := NOTCH_POSITION - real(blocking_skyrmions) *
    ↪ (SKYRMION_DIAMETER + SKYRMION_MIN_DISTANCE);
62           end if;
63         end if;

```

```

64     end loop;
65 else
66     for i in 0 to 9 loop
67         output(i)(1) := 0.0;
68         output(i)(0) := actualPosition(i)(0) +
        ↪ HORIZONTAL_SPEED_HIGH*elapsedTimeNs;
69     end loop;
70 end if;
71 end if;
72 return output;
73 end updatePosition;
74
75 begin
76
77 RECEIVER: process(INPUT, ACK)
78 begin
79     if (ACK'event and ACK='1') then
80         inputPortState <= '0';
81     end if;
82     if (INPUT'event and INPUT='1') then
83         inputPortState <= '1';
84     end if;
85 end process;
86
87
88 EVOLUTION:process
89     variable v_TIME : time := 0 ns;
90     variable skyrmion_number : integer := 0;
91     variable skyrmion_number_old : integer := 0;
92     variable skyrmion_position : parameters_array;
93     variable skyrmion_position_old : parameters_array;
94     variable results : parameters_array;
95     variable timeNsReal : real := 0.0;
96     variable trackBusy : boolean;
97     variable write_index : integer := 0;
98 begin
99     wait for 5 ps;
100     v_TIME := now - v_TIME;
101     timeNsReal := 0.01;
102     trackBusy := false;
103     ACK <= '0';
104
105     if (inputPortState = '1') then
106         skyrmion_number := skyrmion_number +1;
107         skyrmion_position(skyrmion_number-1)(0) := 0.0;
108         skyrmion_position(skyrmion_number-1)(1) := 0.0;
109         ACK <= '1';
110     end if;
111

```

```

112   if (skymion_number>0 and CURRENT>DEPINNING_CURRENT) then
113       skymion_position_old := skymion_position;
114       skymion_number_old := skymion_number;
115       write_index := -1;
116       results := updatePosition(timeNsReal, skymion_position_old, CURRENT);
117       for i in 0 to skymion_number_old-1 loop
118           if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
119               skymion_number := skymion_number-1;
120               emit <= '1' after 5 ps;
121               trackBusy := true;
122           else
123               if(results(i)(0) > TRACK_LENGTH and trackBusy) then
124                   report "More than one skymion reached the output in this step; Try
125                       ↪ reducing the simulation step; The second skymion to reach the
126                       ↪ output will be delayed by one step";
127                   end if;
128               write_index := write_index + 1;
129               skymion_position(write_index) := results(i);
130           end if;
131       end loop;
132       if (write_index < 9) then
133           write_index := write_index+1;
134           for i in write_index to 9 loop
135               skymion_position(i)(0) := 0.0;
136               skymion_position(i)(1) := 0.0;
137           end loop;
138       end if;
139
140       if (not(trackBusy)) then
141           emit <= '0' after 5 ps;
142       end if;
143
144       elsif (skymion_number=0) then
145           emit <= '0' after 5 ps;
146           for i in 0 to 9 loop
147               skymion_position(i)(0) := 0.0;
148               skymion_position(i)(1) := 0.0;
149           end loop;
150       else
151           report "Skymion number exceeded maximum admitted";
152       end if;
153
154       skymion_position_debug <= skymion_position after 5 ps;
155       skymion_number_debug <= skymion_number after 5 ps;
156       wait for 5 ps;
157   end process;
158
159   EMITTER: process(emit)
160   begin

```

```
159
160     if(emit'event and emit='1') then
161         OUTPUT<='1';
162     else
163         OUTPUT<='0' after 10 ps;
164     end if;
165 end process;
166 end BLACKBOX;
```

### B.1.1.6. Cross

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONCROSS is
8      port(    A:        in std_logic;
9              B:        in std_logic;
10             CURRENT:   in real;
11             Aout:       out std_logic;
12             Bout:       out std_logic
13         );
14 end entity SKYRMIONCROSS;
15
16 architecture BLACKBOX of SKYRMIONCROSS is
17 begin
18     Aout <= A;
19     Bout <= B;
20 end BLACKBOX;
```

### B.1.1.7. Notch\_seq

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
```

```

6
7 entity SKYRMIONNOTCHseq is
8   generic (N: integer := 5);
9   port( INPUT: in std_logic;
10        CURRENT: in real;
11        OUTPUT: out std_logic
12        );
13 end entity SKYRMIONNOTCHseq;
14
15 architecture Structure of SKYRMIONNOTCHseq is
16   component SKYRMIONNOTCH is
17     port( INPUT : in std_logic;
18          CURRENT : in real;
19          OUTPUT : out std_logic
20          );
21   end component;
22
23   signal internal: std_logic_vector(N-2 downto 0);
24
25 begin
26
27   NOTCH0: SKYRMIONNOTCH port map (INPUT => INPUT, CURRENT => CURRENT, OUTPUT =>
28   ↪ internal(0));
29   gen_notch: for i in 1 to N-2 generate
30     NOTCH_i: SKYRMIONNOTCH port map (INPUT => internal(i-1), CURRENT => CURRENT,
31     ↪ OUTPUT => internal(i));
32   end generate;
33   NOTCH_last: SKYRMIONNOTCH port map (INPUT => internal(N-2), CURRENT =>
34   ↪ CURRENT, OUTPUT => OUTPUT);
35
36 end Structure;

```

### B.1.1.8. SRlatch

```

1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use work.globals.all;
6
7 entity SRlatch is
8   port( SET: in std_logic;
9        RST: in std_logic;
10        Q: out std_logic

```



```
11 );
12 end entity SRLatch;
13
14 architecture Behaviour of SRLatch is
15 begin
16     latch: process (SET, RST)
17     begin
18         if (RST='1') then
19             Q <= '0';
20         elsif (SET'event and SET='1') then
21             Q <= '1';
22         end if;
23     end process latch;
24 end architecture Behaviour;
```

## B.1.2. Adder (16 bit)

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONADDER is
8      generic (N: integer := 16);
9      port (    A      : in std_logic_vector(N-1 downto 0);
10             B      : in std_logic_vector(N-1 downto 0);
11             ONE1   : in std_logic;
12             ONE2   : in std_logic;
13             CURRENT : in real;
14             SUM    : out std_logic_vector(N-1 downto 0);
15             COUT1  : out std_logic;
16             COUT2  : out std_logic;
17             CTRL1  : out std_logic;
18             CTRL2  : out std_logic;
19         );
20 end entity SKYRMIONADDER;
21
22 architecture BLACKBOX of SKYRMIONADDER is
23     component SKYRMIONHALFADDER is
24         port( A:      in std_logic;
25              B:      in std_logic;
26              ONE1:   in std_logic;
27              ONE2:   in std_logic;
```

```

28     CURRENT:    in real;
29     CTRL1:      out std_logic;
30     COUT1:      out std_logic;
31     SUM:        out std_logic;
32     CTRL2:      out std_logic;
33     COUT2:      out std_logic
34 );
35 end component SKYRMIONHALFADDER;
36
37 component SKYRMIONFULLADDER is
38   port( A      : in std_logic;
39         B      : in std_logic;
40         CIN1   : in std_logic;
41         CIN2   : in std_logic;
42         ONE1   : in std_logic;
43         ONE2   : in std_logic;
44         CURRENT : in real;
45         CTRL1  : out std_logic;
46         SUM    : out std_logic;
47         COUT1  : out std_logic;
48         COUT2  : out std_logic;
49         CTRL2  : out std_logic
50 );
51 end component SKYRMIONFULLADDER;
52
53 component SKYRMIONCROSS is
54   port( A:      in std_logic;
55         B:      in std_logic;
56         CURRENT: in real;
57         Aout:   out std_logic;
58         Bout:   out std_logic
59 );
60 end component SKYRMIONCROSS;
61
62 component SKYRMIONNOTCHseq is
63   generic (N: integer := 5);
64   port( INPUT: in std_logic;
65         CURRENT: in real;
66         OUTPUT: out std_logic
67 );
68 end component SKYRMIONNOTCHseq;
69
70 component SKYRMIONNOTCH is
71   port( INPUT : in std_logic;
72         CURRENT : in real;
73         OUTPUT : out std_logic
74 );
75 end component;
76

```

```

77  signal cross01Aout, cross03Bout: std_logic;
78  signal Adelayed, Bdelayed: std_logic_vector(N-1 downto 1);
79  signal CTRL1vector, COUT1vector, CTRL2vector, COUT2vector:
    ↪ std_logic_vector(N-2 downto 0);
80  signal CIN1vector, CIN2vector, ONE1vector, ONE2vector: std_logic_vector(N-1
    ↪ downto 1);
81  signal crossi1Aout: std_logic_vector(N-2 downto 1);
82
83  begin
84
85      HA: SKYRMIONHALFADDER port map (A => A(0),
86          B => B(0),
87          ONE1 => ONE1,
88          ONE2 => ONE2,
89          CURRENT => CURRENT,
90          CTRL1 => CTRL1vector(0),
91          COUT1 => COUT1vector(0),
92          SUM => SUM(0),
93          CTRL2 => CTRL2vector(0),
94          COUT2 => COUT2vector(0)
95      );
96
97      CROSS01: SKYRMIONCROSS port map (A => CTRL1vector(0), B => COUT1vector(0),
    ↪ CURRENT => CURRENT, Aout => cross01Aout, Bout => CIN1vector(1));
98      CROSS02: SKYRMIONCROSS port map (A => cross01Aout, B => cross03Bout, CURRENT
    ↪ => CURRENT, Aout => ONE1vector(1), Bout => CIN2vector(1));
99      CROSS03: SKYRMIONCROSS port map (A => CTRL2vector(0), B => COUT2vector(0),
    ↪ CURRENT => CURRENT, Aout => ONE2vector(1), Bout => cross03Bout);
100
101      NOTCHES_1_A: SKYRMIONNOTCH port map (INPUT => A(1), CURRENT => CURRENT, OUTPUT
    ↪ => Adelayed(1));
102      NOTCHES_1_B: SKYRMIONNOTCH port map (INPUT => B(1), CURRENT => CURRENT, OUTPUT
    ↪ => Bdelayed(1));
103      NOTCHES_2_A: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => A(2),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(2));
104      NOTCHES_2_B: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => B(2),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(2));
105      NOTCHES_3_A: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => A(3),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(3));
106      NOTCHES_3_B: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => B(3),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(3));
107      NOTCHES_4_A: SKYRMIONNOTCHseq generic map (N => 7) port map (INPUT => A(4),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(4));
108      NOTCHES_4_B: SKYRMIONNOTCHseq generic map (N => 7) port map (INPUT => B(4),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(4));
109      NOTCHES_5_A: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => A(5),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(5));
110      NOTCHES_5_B: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => B(5),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(5));

```

```

111 NOTCHES_6_A: SKYRMIONNOTCHseq generic map (N => 11) port map (INPUT => A(6),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(6));
112 NOTCHES_6_B: SKYRMIONNOTCHseq generic map (N => 11) port map (INPUT => B(6),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(6));
113 NOTCHES_7_A: SKYRMIONNOTCHseq generic map (N => 13) port map (INPUT => A(7),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(7));
114 NOTCHES_7_B: SKYRMIONNOTCHseq generic map (N => 13) port map (INPUT => B(7),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(7));
115 NOTCHES_8_A: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => A(8),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(8));
116 NOTCHES_8_B: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => B(8),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(8));
117 NOTCHES_9_A: SKYRMIONNOTCHseq generic map (N => 17) port map (INPUT => A(9),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(9));
118 NOTCHES_9_B: SKYRMIONNOTCHseq generic map (N => 17) port map (INPUT => B(9),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(9));
119 NOTCHES_10_A: SKYRMIONNOTCHseq generic map (N => 19) port map (INPUT => A(10),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(10));
120 NOTCHES_10_B: SKYRMIONNOTCHseq generic map (N => 19) port map (INPUT => B(10),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(10));
121 NOTCHES_11_A: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => A(11),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(11));
122 NOTCHES_11_B: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => B(11),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(11));
123 NOTCHES_12_A: SKYRMIONNOTCHseq generic map (N => 23) port map (INPUT => A(12),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(12));
124 NOTCHES_12_B: SKYRMIONNOTCHseq generic map (N => 23) port map (INPUT => B(12),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(12));
125 NOTCHES_13_A: SKYRMIONNOTCHseq generic map (N => 25) port map (INPUT => A(13),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(13));
126 NOTCHES_13_B: SKYRMIONNOTCHseq generic map (N => 25) port map (INPUT => B(13),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(13));
127 NOTCHES_14_A: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => A(14),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(14));
128 NOTCHES_14_B: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => B(14),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(14));
129 NOTCHES_15_A: SKYRMIONNOTCHseq generic map (N => 29) port map (INPUT => A(15),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(15));
130 NOTCHES_15_B: SKYRMIONNOTCHseq generic map (N => 29) port map (INPUT => B(15),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(15));
131
132 FA: for i in 1 to N-2 generate
133     FA_i: SKYRMIONFULLADDER port map ( A => Adelayed(i),
134         B => Bdelayed(i),
135         CIN1 => CIN1vector(i),
136         CIN2 => CIN2vector(i),
137         ONE1 => ONE1vector(i),
138         ONE2 => ONE2vector(i),
139         CURRENT => CURRENT,

```

```

140         CTRL1 => CTRL1vector(i),
141         SUM  => SUM(i),
142         COUT1 => COUT1vector(i),
143         COUT2 => COUT2vector(i),
144         CTRL2 => CTRL2vector(i)
145     );
146     CROSS_i1: SKYRMIONCROSS port map (A => CTRL1vector(i), B => COUT1vector(i),
147     ↪ CURRENT => CURRENT, Aout => crossi1Aout(i), Bout => CIN1vector(i+1));
147     CROSS_i2: SKYRMIONCROSS port map (A => crossi1Aout(i), B => COUT2vector(i),
148     ↪ CURRENT => CURRENT, Aout => ONE1vector(i+1), Bout => CIN2vector(i+1));
148     ONE2vector(i+1) <= CTRL2vector(i);
149 end generate;
150
151 FA_last: SKYRMIONFULLADDER port map ( A => Adelayed(N-1),
152     B => Bdelayed(N-1),
153     CIN1 => CIN1vector(N-1),
154     CIN2 => CIN2vector(N-1),
155     ONE1 => ONE1vector(N-1),
156     ONE2 => ONE2vector(N-1),
157     CURRENT => CURRENT,
158     CTRL1 => CTRL1,
159     SUM  => SUM(N-1),
160     COUT1 => COUT1,
161     COUT2 => COUT2,
162     CTRL2 => CTRL2
163 );
164 end BLACKBOX;

```

### B.1.3. FullAdder

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONFULLADDER is
8      port( A      : in std_logic;
9           B      : in std_logic;
10          CIN1   : in std_logic;
11          CIN2   : in std_logic;
12          ONE1   : in std_logic;
13          ONE2   : in std_logic;
14          CURRENT : in real;

```

```
15     CTRL1 : out std_logic;
16     SUM   : out std_logic;
17     COUT1 : out std_logic;
18     COUT2 : out std_logic;
19     CTRL2 : out std_logic
20 );
21 end entity SKYRMIONFULLADDER;
22
23 architecture BLACKBOX of SKYRMIONFULLADDER is
24     component SKYRMIONNOT is
25         port( INPUT : in std_logic;
26             CONTROL : in std_logic;
27             CURRENT : in real;
28             COPY1  : out std_logic;
29             COPY2  : out std_logic;
30             OUTPUT : out std_logic
31         );
32     end component;
33
34     component SKYRMIONNOTCH is
35         port( INPUT : in std_logic;
36             CURRENT : in real;
37             OUTPUT  : out std_logic
38         );
39     end component;
40
41     component SKYRMIONLINE is
42         port( INPUT : in std_logic;
43             CURRENT : in real;
44             OUTPUT  : out std_logic
45         );
46     end component;
47
48     component SKYRMIONJOIN is
49         port( A : in std_logic;
50             B : in std_logic;
51             CURRENT : in real;
52             OUTPUT : out std_logic
53         );
54     end component;
55
56     component SKYRMIONCROSS is
57         port( A:      in std_logic;
58             B:      in std_logic;
59             CURRENT: in real;
60             Aout:    out std_logic;
61             Bout:    out std_logic
62         );
63     end component;
```

```

64
65  signal    inv1copy2, inv1out, inv1copy1,
66           inv2copy2, inv2out, inv2copy1,
67           line1out, line2out,
68           inv3copy2, inv3out, inv3copy1,
69           inv4copy2, inv4out, inv4copy1,
70           join1out, join2out,
71           join3out,  notch21out, notch22out,
72           notch23out, notch24out, notch25out,
73           notch26out, notch27out,
74           inv5copy2, inv5out, inv5copy1,
75           join4out,
76           inv6copy2, inv6out, inv6copy1,
77           notch01out, notch02out, notch03out,
78           notch04out, notch05out, notch06out,
79           cross1Aout, cross1Bout,
80           cross2Aout, cross2Bout,
81           cross3Aout, cross3Bout,
82           cross4Aout, cross4Bout,
83           cross5Aout, cross5Bout,
84           cross6Aout, cross6Bout,
85           cross7Aout, cross7Bout,
86           cross8Aout, cross8Bout,
87           cross9Aout, cross9Bout,
88           cross10Aout, cross10Bout,
89           cross11Aout, cross11Bout,
90           cross12Aout, cross12Bout,
91           line3out, line4out, line5out,
92           line6out, line7out, line8out,
93           line9out, line10out, line11out: std_logic;
94
95  begin
96
97      NOTCH01:  SKYRMIONNOTCH port map (INPUT => CIN1, CURRENT => CURRENT, OUTPUT
98      ↪ => notch01out);
99      NOTCH02:  SKYRMIONNOTCH port map (INPUT => CIN2, CURRENT => CURRENT, OUTPUT
100     ↪ => notch02out);
101     NOTCH03:  SKYRMIONNOTCH port map (INPUT => A, CURRENT => CURRENT, OUTPUT =>
102     ↪ notch03out);
103     NOTCH04:  SKYRMIONNOTCH port map (INPUT => ONE1, CURRENT => CURRENT, OUTPUT
104     ↪ => notch04out);
105     NOTCH05:  SKYRMIONNOTCH port map (INPUT => B, CURRENT => CURRENT, OUTPUT =>
106     ↪ notch05out);
107     NOTCH06:  SKYRMIONNOTCH port map (INPUT => ONE2, CURRENT => CURRENT, OUTPUT
108     ↪ => notch06out);
109
110     INV1:  SKYRMIONNOT port map (INPUT => notch03out, CONTROL => notch04out,
111     ↪ CURRENT => CURRENT, COPY2 => inv1copy2, OUTPUT => inv1out, COPY1 =>
112     ↪ inv1copy1);

```

```

105 CROSS1: SKYRMIONCROSS port map (A => inv1copy1, B => notch05out, CURRENT =>
    ↪ CURRENT, Aout => cross1Aout, Bout => cross1Bout);
106 CROSS2: SKYRMIONCROSS port map (A => cross1Aout, B => notch06out, CURRENT =>
    ↪ CURRENT, Aout => cross2Aout, Bout => cross2Bout);
107 CROSS3: SKYRMIONCROSS port map (A => inv1copy2, B => inv1out, CURRENT =>
    ↪ CURRENT, Aout => cross3Aout, Bout => cross3Bout);
108 INV2: SKYRMIONNOT port map (INPUT => cross1Bout, CONTROL => cross2Bout,
    ↪ CURRENT => CURRENT, COPY2 => inv2copy2, OUTPUT => inv2out, COPY1 =>
    ↪ inv2copy1);
109 LINE1: SKYRMIONLINE port map (INPUT => cross3Bout, CURRENT => CURRENT,
    ↪ OUTPUT => line1out);
110 INV3: SKYRMIONNOT port map (INPUT => cross3Aout, CONTROL => inv2copy2,
    ↪ CURRENT => CURRENT, COPY2 => inv3copy2, OUTPUT => inv3out, COPY1 =>
    ↪ inv3copy1);
111 LINE2: SKYRMIONLINE port map (INPUT => inv2out, CURRENT => CURRENT, OUTPUT
    ↪ => line2out);
112 INV4: SKYRMIONNOT port map (INPUT => inv2copy1, CONTROL => cross2Aout,
    ↪ CURRENT => CURRENT, COPY2 => inv4copy2, OUTPUT => inv4out, COPY1 =>
    ↪ inv4copy1);
113 CROSS4: SKYRMIONCROSS port map (A => inv3copy1, B => cross5Bout, CURRENT =>
    ↪ CURRENT, Aout => cross4Aout, Bout => cross4Bout);
114 CROSS5: SKYRMIONCROSS port map (A => line2out, B => cross6Bout, CURRENT =>
    ↪ CURRENT, Aout => cross5Aout, Bout => cross5Bout);
115 CROSS6: SKYRMIONCROSS port map (A => inv4copy2, B => inv4out, CURRENT =>
    ↪ CURRENT, Aout => cross6Aout, Bout => cross6Bout);
116
117 JOIN1: SKYRMIONJOIN port map (A => line1out, B => inv3copy2, CURRENT=>
    ↪ CURRENT, OUTPUT => join1out);
118 JOIN2: SKYRMIONJOIN port map (A => inv3out, B => cross4Bout, CURRENT=>
    ↪ CURRENT, OUTPUT => join2out);
119 JOIN3: SKYRMIONJOIN port map (A => cross5Aout, B => cross6Aout, CURRENT=>
    ↪ CURRENT, OUTPUT => join3out);
120
121 NOTCH21: SKYRMIONNOTCH port map (INPUT => notch01out, CURRENT => CURRENT,
    ↪ OUTPUT => notch21out);
122 NOTCH22: SKYRMIONNOTCH port map (INPUT => notch02out, CURRENT => CURRENT,
    ↪ OUTPUT => notch22out);
123 NOTCH23: SKYRMIONNOTCH port map (INPUT => join1out, CURRENT => CURRENT,
    ↪ OUTPUT => notch23out);
124 NOTCH24: SKYRMIONNOTCH port map (INPUT => join2out, CURRENT => CURRENT,
    ↪ OUTPUT => notch24out);
125 NOTCH25: SKYRMIONNOTCH port map (INPUT => cross4Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch25out);
126 NOTCH26: SKYRMIONNOTCH port map (INPUT => join3out, CURRENT => CURRENT,
    ↪ OUTPUT => notch26out);
127 NOTCH27: SKYRMIONNOTCH port map (INPUT => inv4copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch27out);
128
129 CROSS7: SKYRMIONCROSS port map (A => notch26out, B => notch27out, CURRENT =>
    ↪ CURRENT, Aout => cross7Aout, Bout => cross7Bout);

```



```

130 CROSS8: SKYRMIONCROSS port map (A => notch22out, B => notch23out, CURRENT =>
    ↪ CURRENT, Aout => cross8Aout, Bout => cross8Bout);
131 CROSS9: SKYRMIONCROSS port map (A => cross8Aout, B => notch24out, CURRENT =>
    ↪ CURRENT, Aout => cross9Aout, Bout => cross9Bout);
132
133 LINE3: SKYRMIONLINE port map (INPUT => notch21out, CURRENT => CURRENT,
    ↪ OUTPUT => line3out);
134 LINE4: SKYRMIONLINE port map (INPUT => cross8Bout, CURRENT => CURRENT,
    ↪ OUTPUT => line4out);
135 INV5: SKYRMIONNOT port map (INPUT => cross9Bout, CONTROL => cross9Aout,
    ↪ CURRENT => CURRENT, COPY2 => inv5copy2, OUTPUT => inv5out, COPY1 =>
    ↪ inv5copy1);
136 LINE5: SKYRMIONLINE port map (INPUT => notch25out, CURRENT => CURRENT,
    ↪ OUTPUT => line5out);
137 LINE6: SKYRMIONLINE port map (INPUT => cross7Bout, CURRENT => CURRENT,
    ↪ OUTPUT => line6out);
138 LINE7: SKYRMIONLINE port map (INPUT => cross7Aout, CURRENT => CURRENT,
    ↪ OUTPUT => line7out);
139
140 CROSS10: SKYRMIONCROSS port map (A => line3out, B => line4out, CURRENT =>
    ↪ CURRENT, Aout => cross10Aout, Bout => cross10Bout);
141 CROSS11: SKYRMIONCROSS port map (A => inv5copy1, B => line5out, CURRENT =>
    ↪ CURRENT, Aout => cross11Aout, Bout => cross11Bout);
142 LINE8: SKYRMIONLINE port map (INPUT => cross10Bout, CURRENT => CURRENT,
    ↪ OUTPUT => line8out);
143 INV6: SKYRMIONNOT port map (INPUT => cross10Aout, CONTROL => inv5copy2,
    ↪ CURRENT => CURRENT, COPY2 => inv6copy2, OUTPUT => inv6out, COPY1 =>
    ↪ inv6copy1);
144 LINE9: SKYRMIONLINE port map (INPUT => inv5out, CURRENT => CURRENT, OUTPUT
    ↪ => line9out);
145 LINE10: SKYRMIONLINE port map (INPUT => cross11Bout, CURRENT => CURRENT,
    ↪ OUTPUT => line10out);
146 JOIN4: SKYRMIONJOIN port map (A => cross11Aout, B => line6out, CURRENT=>
    ↪ CURRENT, OUTPUT => join4out);
147 LINE11: SKYRMIONLINE port map (INPUT => line7out, CURRENT => CURRENT, OUTPUT
    ↪ => line11out);
148 CROSS12: SKYRMIONCROSS port map (A => inv6copy1, B => line9out, CURRENT =>
    ↪ CURRENT, Aout => cross12Aout, Bout => cross12Bout);
149
150 LINE12: SKYRMIONLINE port map (INPUT => line8out, CURRENT => CURRENT, OUTPUT
    ↪ => CTRL1);
151 JOIN6: SKYRMIONJOIN port map (A => inv6out, B => cross12Bout, CURRENT=>
    ↪ CURRENT, OUTPUT => SUM);
152 JOIN5: SKYRMIONJOIN port map (A => cross12Aout, B => line10out, CURRENT=>
    ↪ CURRENT, OUTPUT => COUT1);
153 LINE13: SKYRMIONLINE port map (INPUT => join4out, CURRENT => CURRENT, OUTPUT
    ↪ => COUT2);
154 LINE14: SKYRMIONLINE port map (INPUT => line11out, CURRENT => CURRENT, OUTPUT
    ↪ => CTRL2);

```

```

155
156 end BLACKBOX;

```

## B.1.4. HalfAdder

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONHALFADDER is
8      port( A:      in std_logic;
9            B:      in std_logic;
10     ONE1:   in std_logic;
11     ONE2:   in std_logic;
12     CURRENT: in real;
13     CTRL1:  out std_logic;
14     COUT1:  out std_logic;
15     SUM:    out std_logic;
16     CTRL2:  out std_logic;
17     COUT2:  out std_logic
18  );
19  end entity SKYRMIONHALFADDER;
20
21  architecture BLACKBOX of SKYRMIONHALFADDER is
22      component SKYRMIONNOT is
23          port( INPUT : in std_logic;
24                CONTROL : in std_logic;
25                CURRENT : in real;
26                COPY1 : out std_logic;
27                COPY2 : out std_logic;
28                OUTPUT : out std_logic
29          );
30      end component;
31
32      component SKYRMIONLINE is
33          port( INPUT : in std_logic;
34                CURRENT : in real;
35                OUTPUT : out std_logic
36          );
37      end component;
38
39      component SKYRMIONJOIN is

```

```

40     port( A : in std_logic;
41           B : in std_logic;
42           CURRENT : in real;
43           OUTPUT : out std_logic
44     );
45 end component;
46
47 component SKYRMIONNOTCH is
48     port( INPUT : in std_logic;
49           CURRENT : in real;
50           OUTPUT : out std_logic
51     );
52 end component;
53
54 component SKYRMIONCROSS is
55     port( A:      in std_logic;
56           B:      in std_logic;
57           CURRENT: in real;
58           Aout:    out std_logic;
59           Bout:    out std_logic
60     );
61 end component;
62
63 signal inv1copy1, inv1out, inv1copy2,
64        inv2copy1, inv2out, inv2copy2,
65        line1out, line2out,
66        inv3copy1, inv3out, inv3copy2,
67        inv4copy1, inv4out, inv4copy2,
68        notch01out, notch02out, notch03out,
69        notch04out, join2out,
70        cross1Aout, cross1Bout,
71        cross2Aout, cross2Bout, cross3Bout: std_logic;
72
73 begin
74
75     NOTCH01: SKYRMIONNOTCH port map (INPUT => A, CURRENT => CURRENT, OUTPUT =>
76     ↪ notch01out);
77     NOTCH02: SKYRMIONNOTCH port map (INPUT => ONE1, CURRENT => CURRENT, OUTPUT
78     ↪ => notch02out);
79     NOTCH03: SKYRMIONNOTCH port map (INPUT => B, CURRENT => CURRENT, OUTPUT =>
80     ↪ notch03out);
81     NOTCH04: SKYRMIONNOTCH port map (INPUT => ONE2, CURRENT => CURRENT, OUTPUT
82     ↪ => notch04out);
83
84     INV1: SKYRMIONNOT port map (INPUT => notch01out, CONTROL => notch02out,
85     ↪ CURRENT => CURRENT, COPY1 => inv1copy1, OUTPUT => inv1out, COPY2 =>
86     ↪ inv1copy2);
87     CROSS1: SKYRMIONCROSS port map (A => inv1copy2, B => inv1out, CURRENT =>
88     ↪ CURRENT, Aout => cross1Aout, Bout => cross1Bout);

```

```

82  INV2:  SKYRMIONNOT port map (INPUT => notch03out, CONTROL => notch04out,
    ↪  CURRENT => CURRENT, COPY1 => inv2copy1, OUTPUT => inv2out, COPY2 =>
    ↪  inv2copy2);
83
84  LINE1:  SKYRMIONLINE port map (INPUT => cross1Bout, CURRENT => CURRENT,
    ↪  OUTPUT => line1out);
85  INV3:  SKYRMIONNOT port map (INPUT => cross1Aout, CONTROL => inv2copy2,
    ↪  CURRENT => CURRENT, COPY1 => inv3copy1, OUTPUT => inv3out, COPY2 =>
    ↪  inv3copy2);
86  LINE2:  SKYRMIONLINE port map (INPUT => inv2out, CURRENT => CURRENT, OUTPUT
    ↪  => line2out);
87  INV4:  SKYRMIONNOT port map (INPUT => inv2copy1, CONTROL => inv1copy1,
    ↪  CURRENT => CURRENT, COPY1 => inv4copy1, OUTPUT => inv4out, COPY2 =>
    ↪  inv4copy2);
88  CROSS2: SKYRMIONCROSS port map (A => inv3out, B => inv3copy1, CURRENT =>
    ↪  CURRENT, Aout => cross2Aout, Bout => cross2Bout);
89
90  JOIN1:  SKYRMIONJOIN port map (A => line1out, B => inv3copy2, CURRENT =>
    ↪  CURRENT, OUTPUT => CTRL1);
91  LINE3:  SKYRMIONLINE port map (INPUT => cross2Bout, CURRENT => CURRENT,
    ↪  OUTPUT => COUT1);
92  JOIN2:  SKYRMIONJOIN port map (A => line2out, B => inv4copy2, CURRENT =>
    ↪  CURRENT, OUTPUT => join2out);
93  LINE4:  SKYRMIONLINE port map (INPUT => inv4copy1, CURRENT => CURRENT, OUTPUT
    ↪  => COUT2);
94  CROSS3: SKYRMIONCROSS port map (A => join2out, B => inv4out, CURRENT =>
    ↪  CURRENT, Aout => CTRL2, Bout => cross3Bout);
95  JOIN3:  SKYRMIONJOIN port map (A => cross2Aout, B => cross3Bout, CURRENT =>
    ↪  CURRENT, OUTPUT => SUM);
96
97  end BLACKBOX;

```

## B.1.5. Testbench Adder (16 bit)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_unsigned.all;
4  use work.globals.all;
5  use ieee.numeric_std.all;
6  library std;
7  use std.textio.all;
8
9  entity testADDER is
10 end entity testADDER;

```

```

11
12 architecture Structure of testADDER is
13     signal CURRENT : real;
14     signal A, B, SUM: std_logic_vector(15 downto 0);
15     signal ONE1, ONE2, CTRL1, COUT1, COUT2, CTRL2, sum_ready: std_logic;
16     signal sumDetectorOut, Aval, Bval: std_logic_vector(15 downto 0);
17     signal cout1DetectorOut, cout2DetectorOut, ctrl1DetectorOut, ctrl2DetectorOut:
18         ⇨ std_logic := '0';
19     signal RST_latch: std_logic;
20     signal sum_correct: std_logic_vector(15 downto 0);
21     signal Avalint, Bvalint: integer:= 0;
22
23     component SKYRMIONADDER is
24     generic (N: integer := 16);
25     port (
26         A      : in std_logic_vector(N-1 downto 0);
27         B      : in std_logic_vector(N-1 downto 0);
28         ONE1   : in std_logic;
29         ONE2   : in std_logic;
30         CURRENT : in real;
31         SUM    : out std_logic_vector(N-1 downto 0);
32         COUT1  : out std_logic;
33         COUT2  : out std_logic;
34         CTRL1  : out std_logic;
35         CTRL2  : out std_logic
36     );
37     end component SKYRMIONADDER;
38
39     component SRLatch is
40     port(
41         SET: in std_logic;
42         RST: in std_logic;
43         Q:   out std_logic
44     );
45     end component SRLatch;
46
47 begin
48     DUT: SKYRMIONADDER generic map (N => 16) port map ( A => A,
49         B => B,
50         ONE1 => ONE1,
51         ONE2 => ONE2,
52         CURRENT => CURRENT,
53         SUM => SUM,
54         COUT1 => COUT1,
55         COUT2 => COUT2,
56         CTRL1 => CTRL1,
57         CTRL2 => CTRL2
58     );

```

```

59  GENERATOR: process
60      file fp_in : text open READ_MODE is "./inputs.txt";
61      variable line_in : line;
62      variable xA, xB, xS : integer;
63      variable in1, in2: std_logic_vector(15 downto 0);
64  begin
65      if not endfile(fp_in) then
66          readline(fp_in, line_in);
67          read(line_in, xA);
68          in1 := std_logic_vector(to_unsigned(xA, 16));
69
70          readline(fp_in, line_in);
71          read(line_in, xB);
72          in2 := std_logic_vector(to_unsigned(xB, 16));
73
74          xS := xA+xB;
75          sum_correct <= std_logic_vector(to_unsigned(xS, 16));
76
77          A <= in1;
78          B <= in2;
79          Aval <= in1;
80          Bval <= in2;
81          Avalint <= xA;
82          Bvalint <= xB;
83          ONE1 <= '1';
84          ONE2 <= '1';
85          sum_ready <= '0';
86          RST_latch <= '1';
87          wait for INPUTS_HIGH;
88          A <= (others => '0');
89          B <= (others => '0');
90          ONE1 <= '0';
91          ONE2 <= '0';
92          RST_latch <= '0';
93          wait for (34*CLOCK_PERIOD-2*INPUTS_HIGH);
94          --wait for 11 ns;
95          sum_ready <= '1';
96          wait for INPUTS_HIGH;
97      end if;
98  end process GENERATOR;
99
100  SUM_latch: for i in 0 to 15 generate
101      latch_i: SRLatch port map (SET => SUM(i), RST => RST_latch, Q =>
102          ↪ sumDetectorOut(i));
103  end generate SUM_latch;
104
105  DETECTOR: process(CTRL1,COUT1,CTRL2,COUT2,sum_ready)
106  begin
107      if(sum_ready'event and sum_ready='1') then

```

```

107     cout1DetectorOut<= '0';
108     cout2DetectorOut<= '0';
109     ctrl1DetectorOut<= '0';
110     ctrl2DetectorOut<= '0';
111 end if;
112 if(COUT1'event and COUT1='1') then
113     cout1DetectorOut <= '1';
114 end if;
115 if(COUT2'event and COUT2='1') then
116     cout2DetectorOut <= '1';
117 end if;
118 if(CTRL1'event and CTRL1='1') then
119     ctrl1DetectorOut <= '1';
120 end if;
121 if(CTRL2'event and CTRL2='1') then
122     ctrl2DetectorOut <= '1';
123 end if;
124 end process;
125
126 CHECK: process(sum_ready, cout1DetectorOut, cout2DetectorOut,
127     ↪ ctrl1DetectorOut, ctrl2DetectorOut, CURRENT)
128     variable cout1 : std_logic;
129     variable cout2 : std_logic;
130     variable ctrl1 : std_logic;
131     variable ctrl2 : std_logic;
132 begin
133     cout1 := cout1DetectorOut;
134     cout2 := cout2DetectorOut;
135     ctrl1 := ctrl1DetectorOut;
136     ctrl2 := ctrl2DetectorOut;
137
138     if(sum_ready'event and sum_ready='1') then
139         assert sumDetectorOut = sum_correct
140         report "Unexpected Sum for combination"&
141             integer'image(Avalint) & " " &
142             integer'image(Bvalint)
143         severity error;
144     end if;
145     if(cout1DetectorOut'event and cout1DetectorOut='1') then
146         assert cout1 = (Aval(15) and Bval(15))
147         report "Unexpected Reminder (cout1) for combination"&
148             std_logic'image(Aval(15))&" "&
149             std_logic'image(Bval(15))
150         severity error;
151     end if;
152     if(cout2DetectorOut'event and cout2DetectorOut='1') then
153         assert cout2 = (Aval(15) and Bval(15))
154         report "Unexpected Reminder (cout2) for combination"&
155             std_logic'image(Aval(15))&" "&

```

```

155     std_logic'image(Bval(15))
156     severity error;
157 end if;
158 if(ctrl1DetectorOut'event and ctrl1DetectorOut='1') then
159     assert ctrl1 = '1'
160     report "Unexpected Control (ctrl1)"
161     severity error;
162 end if;
163 if(ctrl2DetectorOut'event and ctrl2DetectorOut='1') then
164     assert ctrl2 = '1'
165     report "Unexpected Control (ctrl2)"
166     severity error;
167 end if;
168 end process CHECK;
169
170 CURRENT_GEN : process
171 begin
172     CURRENT <= CURRENT_LOW;
173     wait for CLOCK_LOW;
174     CURRENT <= CURRENT_HIGH;
175     wait for CLOCK_HIGH;
176 end process CURRENT_GEN;
177
178 end architecture;

```

## B.2. Adder - second version

### B.2.1. Gates

#### B.2.1.1. Globals

```

1 package GLOBALS is
2     type coordinates_xy is array (0 to 1) of real;
3     type parameters_array is array(0 to 9) of coordinates_xy;
4     type bool_array is array(integer range <>) of boolean;
5     type real_array is array(integer range <>) of real;
6
7     constant HORIZONTAL_SPEED : real := 150.0;  --m/s
8     constant VERTICAL_SPEED : real := 40.0;  --m/s
9     constant DEPINNING_CURRENT : real := 260.0;  --nA
10    constant NOTCH_DEPINNING_CURRENT : real := 3200.0;  --nA
11    constant HORIZONTAL_SPEED_HIGH : real := 484.0;  --m/s

```



```

12  constant SKYRMION_DIAMETER : real := 18.0;  --nm
13  constant SKYRMION_MIN_DISTANCE : real := 22.0;  --nm
14  constant CURRENT_LOW : real := 800.0;  --nA
15  constant CURRENT_HIGH : real := 3200.0;  --nA
16  constant CLOCK_LOW : time := 9.85 ns;
17  constant CLOCK_HIGH : time := 150 ps;
18  constant CLOCK_PERIOD : time := 10 ns;
19  constant INPUTS_HIGH : time := 500 ps;
20  end package GLOBALS;

```

### B.2.1.2. Join

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use IEEE.math_real.all;
6  use work.globals.all;
7
8  entity SKYRMIONJOIN is
9      port( A : in std_logic;
10           B : in std_logic;
11           CURRENT : in real;
12           OUTPUT : out std_logic
13       );
14  end entity SKYRMIONJOIN;
15
16  architecture BLACKBOX of SKYRMIONJOIN is
17      ----- CONSTANTS -----
18      constant TRACK_LENGTH : real := 375.0;  --nm
19
20      ----- INTERNAL SIGNALS -----
21      signal emit : std_logic := '0';
22      signal inputPortState: std_logic_vector(1 downto 0) := "00";
23      signal ACK : std_logic := '0';
24      signal skyrmion_position_debug : parameters_array;
25      signal skyrmion_number_debug : integer;
26
27      ----- FUNCTIONS -----
28      function updatePosition (elapsedTimeNs: real; actualPosition:
29      ↪ parameters_array; currentValue : real ) return parameters_array is
30      variable output : parameters_array;
31      begin
32          if(currentValue > DEPINNING_CURRENT) then

```

```

32     for i in 0 to 9 loop
33         output(i)(1) := 0.0;
34         output(i)(0) := actualPosition(i)(0) + HORIZONTAL_SPEED*elapsedTimeNs;
35     end loop;
36 end if;
37 return output;
38 end updatePosition;
39
40 begin
41
42 RECEIVER: process(A, B, ACK)
43 begin
44     if (ACK'event and ACK='1') then
45         inputPortState <= "00";
46     end if;
47     if (B'event and B='1') then
48         inputPortState(0) <= '1';
49     end if;
50     if (A'event and A='1') then
51         inputPortState(1) <= '1';
52     end if;
53 end process;
54
55
56 EVOLUTION:process
57     variable v_TIME : time := 0 ns;
58     variable skyrmion_number : integer := 0;
59     variable skyrmion_number_old : integer := 0;
60     variable skyrmion_position : parameters_array;
61     variable skyrmion_position_old : parameters_array;
62     variable results : parameters_array;
63     variable timeNsReal : real := 0.0;
64     variable trackBusy : boolean;
65     variable write_index : integer := 0;
66 begin
67     wait for 5 ps;
68     v_TIME := now - v_TIME;
69     timeNsReal := 0.01;
70     trackBusy := false;
71     ACK <= '0';
72
73     if (inputPortState(0) = '1') then
74         skyrmion_number := skyrmion_number +1;
75         skyrmion_position(skyrmion_number-1)(0) := 0.0;
76         skyrmion_position(skyrmion_number-1)(1) := 0.0;
77         ACK <= '1';
78     end if;
79     if (inputPortState(1) = '1') then
80         skyrmion_number := skyrmion_number +1;

```

```

81     skyrmion_position(skyrmion_number-1)(0) := 0.0;
82     skyrmion_position(skyrmion_number-1)(1) := 0.0;
83     ACK <= '1';
84 end if;
85
86 if (skyrmion_number>0 and CURRENT>DEPINNING_CURRENT) then
87     skyrmion_position_old := skyrmion_position;
88     skyrmion_number_old := skyrmion_number;
89     write_index := -1;
90     results := updatePosition(timeNsReal, skyrmion_position_old, CURRENT);
91     for i in 0 to skyrmion_number_old-1 loop
92         if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
93             skyrmion_number := skyrmion_number-1;
94             emit <= '1' after 5 ps;
95             trackBusy := true;
96         else
97             if(results(i)(0) > TRACK_LENGTH and trackBusy) then
98                 report "More than one skyrmion reached the output in this step; Join
99                     ↪ gate does not account the skyrmion collisions yet. The skyrmions
100                     ↪ will be emitted in sequence with one step distance";
101             end if;
102             write_index := write_index + 1;
103             skyrmion_position(write_index) := results(i);
104         end if;
105     end loop;
106     if (write_index < 9) then
107         write_index := write_index+1;
108         for i in write_index to 9 loop
109             skyrmion_position(i)(0) := 0.0;
110             skyrmion_position(i)(1) := 0.0;
111         end loop;
112     end if;
113
114     if (not(trackBusy)) then
115         emit <= '0' after 5 ps;
116     end if;
117 elseif (skyrmion_number=0) then
118     emit <= '0' after 5 ps;
119     for i in 0 to 9 loop
120         skyrmion_position(i)(0) := 0.0;
121         skyrmion_position(i)(1) := 0.0;
122     end loop;
123 else
124     report "Skyrmion number exceeded maximum admitted";
125 end if;
126
127 skyrmion_position_debug <= skyrmion_position after 5 ps;
128 skyrmion_number_debug <= skyrmion_number after 5 ps;
129 wait for 5 ps;

```

```

128     end process;
129
130
131     EMITTER: process(emit)
132     begin
133
134         if(emit'event and emit='1') then
135             OUTPUT<='1';
136         else
137             OUTPUT<='0' after 10 ps;
138         end if;
139     end process;
140 end BLACKBOX;

```

## B.2.2. Adder (16 bit)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONADDER is
8      generic (N: integer := 16);
9      port (   A      : in std_logic_vector(N-1 downto 0);
10             B      : in std_logic_vector(N-1 downto 0);
11             ONE1   : in std_logic;
12             ONE2   : in std_logic;
13             CURRENT : in real;
14             SUM    : out std_logic_vector(N-1 downto 0);
15             COUT1  : out std_logic;
16             COUT2  : out std_logic;
17             CTRL1  : out std_logic;
18             CTRL2  : out std_logic
19         );
20 end entity SKYRMIONADDER;
21
22 architecture BLACKBOX of SKYRMIONADDER is
23     component SKYRMIONHALFADDER is
24         port( A:      in std_logic;
25              B:      in std_logic;
26              ONE1:   in std_logic;
27              ONE2:   in std_logic;
28              CURRENT: in real;

```

```

29         CTRL1:      out std_logic;
30         COUT1:      out std_logic;
31         SUM:        out std_logic;
32         CTRL2:      out std_logic;
33         COUT2:      out std_logic
34     );
35 end component SKYRMIONHALFADDER;
36
37 component SKYRMIONFULLADDER is
38     port( A      : in std_logic;
39           B      : in std_logic;
40           CIN1   : in std_logic;
41           CIN2   : in std_logic;
42           ONE1   : in std_logic;
43           ONE2   : in std_logic;
44           CURRENT : in real;
45           CTRL1  : out std_logic;
46           SUM    : out std_logic;
47           COUT1  : out std_logic;
48           COUT2  : out std_logic;
49           CTRL2  : out std_logic
50     );
51 end component SKYRMIONFULLADDER;
52
53 component SKYRMIONCROSS is
54     port( A:      in std_logic;
55           B:      in std_logic;
56           CURRENT: in real;
57           Aout:   out std_logic;
58           Bout:   out std_logic
59     );
60 end component SKYRMIONCROSS;
61
62 component SKYRMIONNOTCHseq is
63     generic (N: integer := 5);
64     port( INPUT: in std_logic;
65           CURRENT: in real;
66           OUTPUT: out std_logic
67     );
68 end component SKYRMIONNOTCHseq;
69
70 component SKYRMIONNOTCH is
71     port( INPUT : in std_logic;
72           CURRENT : in real;
73           OUTPUT : out std_logic
74     );
75 end component;
76
77 signal cross01Aout, cross03Bout: std_logic;

```

```

78 signal Adelayed, Bdelayed: std_logic_vector(N-1 downto 1);
79 signal CTRL1vector, COUT1vector, CTRL2vector, COUT2vector:
   ⇨ std_logic_vector(N-2 downto 0);
80 signal CIN1vector, CIN2vector, ONE1vector, ONE2vector: std_logic_vector(N-1
   ⇨ downto 1);
81 signal cross1Aout: std_logic_vector(N-2 downto 1);
82 type delay is array(N-1 downto 1) of integer;
83 signal delay_vector: delay;
84
85 begin
86
87   HA: SKYRMIONHALFADDER port map (A => A(0),
88                                   B => B(0),
89                                   ONE1 => ONE1,
90                                   ONE2 => ONE2,
91                                   CURRENT => CURRENT,
92                                   CTRL1 => CTRL1vector(0),
93                                   COUT1 => COUT1vector(0),
94                                   SUM => SUM(0),
95                                   CTRL2 => CTRL2vector(0),
96                                   COUT2 => COUT2vector(0)
97                                   );
98
99   CROSS01: SKYRMIONCROSS port map (A => CTRL1vector(0), B => COUT1vector(0),
   ⇨ CURRENT => CURRENT, Aout => cross01Aout, Bout => CIN1vector(1));
100  CROSS02: SKYRMIONCROSS port map (A => cross01Aout, B => cross03Bout, CURRENT
   ⇨ => CURRENT, Aout => ONE1vector(1), Bout => CIN2vector(1));
101  CROSS03: SKYRMIONCROSS port map (A => CTRL2vector(0), B => COUT2vector(0),
   ⇨ CURRENT => CURRENT, Aout => ONE2vector(1), Bout => cross03Bout);
102
103  NOTCHES_1_A: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => A(1),
   ⇨ CURRENT => CURRENT, OUTPUT => Adelayed(1));
104  NOTCHES_1_B: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => B(1),
   ⇨ CURRENT => CURRENT, OUTPUT => Bdelayed(1));
105  NOTCHES_2_A: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => A(2),
   ⇨ CURRENT => CURRENT, OUTPUT => Adelayed(2));
106  NOTCHES_2_B: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => B(2),
   ⇨ CURRENT => CURRENT, OUTPUT => Bdelayed(2));
107  NOTCHES_3_A: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => A(3),
   ⇨ CURRENT => CURRENT, OUTPUT => Adelayed(3));
108  NOTCHES_3_B: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => B(3),
   ⇨ CURRENT => CURRENT, OUTPUT => Bdelayed(3));
109  NOTCHES_4_A: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => A(4),
   ⇨ CURRENT => CURRENT, OUTPUT => Adelayed(4));
110  NOTCHES_4_B: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => B(4),
   ⇨ CURRENT => CURRENT, OUTPUT => Bdelayed(4));
111  NOTCHES_5_A: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => A(5),
   ⇨ CURRENT => CURRENT, OUTPUT => Adelayed(5));
112  NOTCHES_5_B: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => B(5),
   ⇨ CURRENT => CURRENT, OUTPUT => Bdelayed(5));

```

```

113 NOTCHES_6_A: SKYRMIONNOTCHseq generic map (N => 33) port map (INPUT => A(6),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(6));
114 NOTCHES_6_B: SKYRMIONNOTCHseq generic map (N => 33) port map (INPUT => B(6),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(6));
115 NOTCHES_7_A: SKYRMIONNOTCHseq generic map (N => 39) port map (INPUT => A(7),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(7));
116 NOTCHES_7_B: SKYRMIONNOTCHseq generic map (N => 39) port map (INPUT => B(7),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(7));
117 NOTCHES_8_A: SKYRMIONNOTCHseq generic map (N => 45) port map (INPUT => A(8),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(8));
118 NOTCHES_8_B: SKYRMIONNOTCHseq generic map (N => 45) port map (INPUT => B(8),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(8));
119 NOTCHES_9_A: SKYRMIONNOTCHseq generic map (N => 51) port map (INPUT => A(9),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(9));
120 NOTCHES_9_B: SKYRMIONNOTCHseq generic map (N => 51) port map (INPUT => B(9),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(9));
121 NOTCHES_10_A: SKYRMIONNOTCHseq generic map (N => 57) port map (INPUT => A(10),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(10));
122 NOTCHES_10_B: SKYRMIONNOTCHseq generic map (N => 57) port map (INPUT => B(10),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(10));
123 NOTCHES_11_A: SKYRMIONNOTCHseq generic map (N => 63) port map (INPUT => A(11),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(11));
124 NOTCHES_11_B: SKYRMIONNOTCHseq generic map (N => 63) port map (INPUT => B(11),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(11));
125 NOTCHES_12_A: SKYRMIONNOTCHseq generic map (N => 69) port map (INPUT => A(12),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(12));
126 NOTCHES_12_B: SKYRMIONNOTCHseq generic map (N => 69) port map (INPUT => B(12),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(12));
127 NOTCHES_13_A: SKYRMIONNOTCHseq generic map (N => 75) port map (INPUT => A(13),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(13));
128 NOTCHES_13_B: SKYRMIONNOTCHseq generic map (N => 75) port map (INPUT => B(13),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(13));
129 NOTCHES_14_A: SKYRMIONNOTCHseq generic map (N => 81) port map (INPUT => A(14),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(14));
130 NOTCHES_14_B: SKYRMIONNOTCHseq generic map (N => 81) port map (INPUT => B(14),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(14));
131 NOTCHES_15_A: SKYRMIONNOTCHseq generic map (N => 87) port map (INPUT => A(15),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(15));
132 NOTCHES_15_B: SKYRMIONNOTCHseq generic map (N => 87) port map (INPUT => B(15),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(15));
133
134 FA: for i in 1 to N-2 generate
135     FA_i: SKYRMIONFULLADDER port map ( A => Adelayed(i),
136         B => Bdelayed(i),
137         CIN1 => CIN1vector(i),
138         CIN2 => CIN2vector(i),
139         ONE1 => ONE1vector(i),
140         ONE2 => ONE2vector(i),
141         CURRENT => CURRENT,

```

```

142         CTRL1 => CTRL1vector(i),
143         SUM  => SUM(i),
144         COUT1 => COUT1vector(i),
145         COUT2 => COUT2vector(i),
146         CTRL2 => CTRL2vector(i)
147     );
148     CROSS_i1: SKYRMIONCROSS port map (A => CTRL1vector(i), B => COUT1vector(i),
149     ↪  CURRENT => CURRENT, Aout => crossi1Aout(i), Bout => CIN1vector(i+1));
149     CROSS_i2: SKYRMIONCROSS port map (A => crossi1Aout(i), B => COUT2vector(i),
150     ↪  CURRENT => CURRENT, Aout => ONE1vector(i+1), Bout => CIN2vector(i+1));
151     ONE2vector(i+1) <= CTRL2vector(i);
152 end generate;
153
154 FA_last: SKYRMIONFULLADDER port map ( A => Adelayed(N-1),
155     B => Bdelayed(N-1),
156     CIN1 => CIN1vector(N-1),
157     CIN2 => CIN2vector(N-1),
158     ONE1 => ONE1vector(N-1),
159     ONE2 => ONE2vector(N-1),
160     CURRENT => CURRENT,
161     CTRL1 => CTRL1,
162     SUM  => SUM(N-1),
163     COUT1 => COUT1,
164     COUT2 => COUT2,
165     CTRL2 => CTRL2
166 );
end BLACKBOX;

```

### B.2.3. FullAdder

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONFULLADDER is
8      port( A      : in std_logic;
9           B      : in std_logic;
10          CIN1   : in std_logic;
11          CIN2   : in std_logic;
12          ONE1   : in std_logic;
13          ONE2   : in std_logic;
14          CURRENT : in real;

```



```

15     CTRL1 : out std_logic;
16     SUM   : out std_logic;
17     COUT1 : out std_logic;
18     COUT2 : out std_logic;
19     CTRL2 : out std_logic
20 );
21 end entity SKYRMIONFULLADDER;
22
23 architecture BLACKBOX of SKYRMIONFULLADDER is
24     component SKYRMIONNOT is
25         port( INPUT : in std_logic;
26              CONTROL : in std_logic;
27              CURRENT : in real;
28              COPY1 : out std_logic;
29              COPY2 : out std_logic;
30              OUTPUT : out std_logic
31         );
32     end component;
33
34     component SKYRMIONNOTCH is
35         port( INPUT : in std_logic;
36              CURRENT : in real;
37              OUTPUT : out std_logic
38         );
39     end component;
40
41     component SKYRMIONJOIN is
42         port( A : in std_logic;
43              B : in std_logic;
44              CURRENT : in real;
45              OUTPUT : out std_logic
46         );
47     end component;
48
49     component SKYRMIONCROSS is
50         port( A:      in std_logic;
51              B:      in std_logic;
52              CURRENT: in real;
53              Aout:    out std_logic;
54              Bout:    out std_logic
55         );
56     end component;
57
58     signal inv1copy2, inv1out, inv1copy1,
59            inv2copy2, inv2out, inv2copy1,
60            inv3copy2, inv3out, inv3copy1,
61            inv4copy2, inv4out, inv4copy1,
62            notch11out, notch12out, notch13out,
63            notch14out, notch15out, notch16out,

```

```

64     notch17out, notch18out, notch19out,
65     notch110out, join1out, join2out,
66     join3out, notch21out, notch22out,
67     notch23out, notch24out, notch25out,
68     notch26out, notch27out,
69     inv5copy2, inv5out, inv5copy1,
70     notch31out, notch32out, notch33out,
71     notch34out, notch35out, notch36out,
72     notch37out, notch38out, join4out,
73     inv6copy2, inv6out, inv6copy1,
74     notch42out,
75     notch43out, notch44out, notch45out,
76     notch01out, notch02out, notch03out,
77     notch04out, notch05out, notch06out,
78     notch51out, notch52out, notch53out,
79     notch54out, notch55out, notch56out,
80     notch57out, notch58out,
81     cross1Aout, cross1Bout,
82     cross2Aout, cross2Bout,
83     cross3Aout, cross3Bout,
84     cross4Aout, cross4Bout,
85     cross5Aout, cross5Bout,
86     cross6Aout, cross6Bout,
87     cross7Aout, cross7Bout,
88     cross8Aout, cross8Bout,
89     cross9Aout, cross9Bout,
90     cross10Aout, cross10Bout,
91     cross11Aout, cross11Bout,
92     cross12Aout, cross12Bout: std_logic;
93
94 begin
95
96     NOTCH01: SKYRMIONNOTCH port map (INPUT => CIN1, CURRENT => CURRENT, OUTPUT
97     ↪ => notch01out);
98     NOTCH02: SKYRMIONNOTCH port map (INPUT => CIN2, CURRENT => CURRENT, OUTPUT
99     ↪ => notch02out);
100    NOTCH03: SKYRMIONNOTCH port map (INPUT => A, CURRENT => CURRENT, OUTPUT =>
101    ↪ notch03out);
102    NOTCH04: SKYRMIONNOTCH port map (INPUT => ONE1, CURRENT => CURRENT, OUTPUT
103    ↪ => notch04out);
104    NOTCH05: SKYRMIONNOTCH port map (INPUT => B, CURRENT => CURRENT, OUTPUT =>
105    ↪ notch05out);
106    NOTCH06: SKYRMIONNOTCH port map (INPUT => ONE2, CURRENT => CURRENT, OUTPUT
107    ↪ => notch06out);
108
109    INV1: SKYRMIONNOT port map (INPUT => notch03out, CONTROL => notch04out,
110    ↪ CURRENT => CURRENT, COPY2 => inv1copy2, OUTPUT => inv1out, COPY1 =>
111    ↪ inv1copy1);
112    CROSS1: SKYRMIONCROSS port map (A => inv1copy1, B => notch05out, CURRENT =>
113    ↪ CURRENT, Aout => cross1Aout, Bout => cross1Bout);

```

```

105 CROSS2: SKYRMIONCROSS port map (A => cross1Aout, B => notch06out, CURRENT =>
    ↪ CURRENT, Aout => cross2Aout, Bout => cross2Bout);
106 CROSS3: SKYRMIONCROSS port map (A => inv1copy2, B => inv1out, CURRENT =>
    ↪ CURRENT, Aout => cross3Aout, Bout => cross3Bout);
107 INV2: SKYRMIONNOT port map (INPUT => cross1Bout, CONTROL => cross2Bout,
    ↪ CURRENT => CURRENT, COPY2 => inv2copy2, OUTPUT => inv2out, COPY1 =>
    ↪ inv2copy1);
108
109 NOTCH51: SKYRMIONNOTCH port map (INPUT => notch01out, CURRENT => CURRENT,
    ↪ OUTPUT => notch51out);
110 NOTCH52: SKYRMIONNOTCH port map (INPUT => notch02out, CURRENT => CURRENT,
    ↪ OUTPUT => notch52out);
111 NOTCH53: SKYRMIONNOTCH port map (INPUT => cross3Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch53out);
112 NOTCH54: SKYRMIONNOTCH port map (INPUT => cross3Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch54out);
113 NOTCH55: SKYRMIONNOTCH port map (INPUT => inv2copy2, CURRENT => CURRENT,
    ↪ OUTPUT => notch55out);
114 NOTCH56: SKYRMIONNOTCH port map (INPUT => inv2out, CURRENT => CURRENT,
    ↪ OUTPUT => notch56out);
115 NOTCH57: SKYRMIONNOTCH port map (INPUT => inv2copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch57out);
116 NOTCH58: SKYRMIONNOTCH port map (INPUT => cross2Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch58out);
117
118 INV3: SKYRMIONNOT port map (INPUT => notch54out, CONTROL => notch55out,
    ↪ CURRENT => CURRENT, COPY2 => inv3copy2, OUTPUT => inv3out, COPY1 =>
    ↪ inv3copy1);
119 INV4: SKYRMIONNOT port map (INPUT => notch57out, CONTROL => notch58out,
    ↪ CURRENT => CURRENT, COPY2 => inv4copy2, OUTPUT => inv4out, COPY1 =>
    ↪ inv4copy1);
120 CROSS4: SKYRMIONCROSS port map (A => inv3copy1, B => cross5Bout, CURRENT =>
    ↪ CURRENT, Aout => cross4Aout, Bout => cross4Bout);
121 CROSS5: SKYRMIONCROSS port map (A => notch56out, B => cross6Bout, CURRENT =>
    ↪ CURRENT, Aout => cross5Aout, Bout => cross5Bout);
122 CROSS6: SKYRMIONCROSS port map (A => inv4copy2, B => inv4out, CURRENT =>
    ↪ CURRENT, Aout => cross6Aout, Bout => cross6Bout);
123
124 NOTCH11: SKYRMIONNOTCH port map (INPUT => notch51out, CURRENT => CURRENT,
    ↪ OUTPUT => notch11out);
125 NOTCH12: SKYRMIONNOTCH port map (INPUT => notch52out, CURRENT => CURRENT,
    ↪ OUTPUT => notch12out);
126 NOTCH13: SKYRMIONNOTCH port map (INPUT => notch53out, CURRENT => CURRENT,
    ↪ OUTPUT => notch13out);
127 NOTCH14: SKYRMIONNOTCH port map (INPUT => inv3copy2, CURRENT => CURRENT,
    ↪ OUTPUT => notch14out);
128 NOTCH15: SKYRMIONNOTCH port map (INPUT => inv3out, CURRENT => CURRENT,
    ↪ OUTPUT => notch15out);
129 NOTCH16: SKYRMIONNOTCH port map (INPUT => cross4Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch16out);

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130 NOTCH17: SKYRMIONNOTCH port map (INPUT => cross4Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch17out);
131 NOTCH18: SKYRMIONNOTCH port map (INPUT => cross5Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch18out);
132 NOTCH19: SKYRMIONNOTCH port map (INPUT => cross6Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch19out);
133 NOTCH110: SKYRMIONNOTCH port map (INPUT => inv4copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch110out);
134
135 JOIN1: SKYRMIONJOIN port map (A => notch13out, B => notch14out, CURRENT=>
    ↪ CURRENT, OUTPUT => join1out);
136 JOIN2: SKYRMIONJOIN port map (A => notch15out, B => notch16out, CURRENT=>
    ↪ CURRENT, OUTPUT => join2out);
137 JOIN3: SKYRMIONJOIN port map (A => notch18out, B => notch19out, CURRENT=>
    ↪ CURRENT, OUTPUT => join3out);
138
139 NOTCH21: SKYRMIONNOTCH port map (INPUT => notch11out, CURRENT => CURRENT,
    ↪ OUTPUT => notch21out);
140 NOTCH22: SKYRMIONNOTCH port map (INPUT => notch12out, CURRENT => CURRENT,
    ↪ OUTPUT => notch22out);
141 NOTCH23: SKYRMIONNOTCH port map (INPUT => join1out, CURRENT => CURRENT,
    ↪ OUTPUT => notch23out);
142 NOTCH24: SKYRMIONNOTCH port map (INPUT => join2out, CURRENT => CURRENT,
    ↪ OUTPUT => notch24out);
143 NOTCH25: SKYRMIONNOTCH port map (INPUT => notch17out, CURRENT => CURRENT,
    ↪ OUTPUT => notch25out);
144 NOTCH26: SKYRMIONNOTCH port map (INPUT => join3out, CURRENT => CURRENT,
    ↪ OUTPUT => notch26out);
145 NOTCH27: SKYRMIONNOTCH port map (INPUT => notch110out, CURRENT => CURRENT,
    ↪ OUTPUT => notch27out);
146
147 CROSS7: SKYRMIONCROSS port map (A => notch26out, B => notch27out, CURRENT =>
    ↪ CURRENT, Aout => cross7Aout, Bout => cross7Bout);
148 CROSS8: SKYRMIONCROSS port map (A => notch22out, B => notch23out, CURRENT =>
    ↪ CURRENT, Aout => cross8Aout, Bout => cross8Bout);
149 CROSS9: SKYRMIONCROSS port map (A => cross8Aout, B => notch24out, CURRENT =>
    ↪ CURRENT, Aout => cross9Aout, Bout => cross9Bout);
150 INV5: SKYRMIONNOT port map (INPUT => cross9Bout, CONTROL => cross9Aout,
    ↪ CURRENT => CURRENT, COPY2 => inv5copy2, OUTPUT => inv5out, COPY1 =>
    ↪ inv5copy1);
151
152 NOTCH31: SKYRMIONNOTCH port map (INPUT => notch21out, CURRENT => CURRENT,
    ↪ OUTPUT => notch31out);
153 NOTCH32: SKYRMIONNOTCH port map (INPUT => cross8Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch32out);
154 NOTCH33: SKYRMIONNOTCH port map (INPUT => inv5copy2, CURRENT => CURRENT,
    ↪ OUTPUT => notch33out);
155 NOTCH34: SKYRMIONNOTCH port map (INPUT => inv5out, CURRENT => CURRENT,
    ↪ OUTPUT => notch34out);

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```

156 NOTCH35: SKYRMIONNOTCH port map (INPUT => inv5copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch35out);
157 NOTCH36: SKYRMIONNOTCH port map (INPUT => notch25out, CURRENT => CURRENT,
    ↪ OUTPUT => notch36out);
158 NOTCH37: SKYRMIONNOTCH port map (INPUT => cross7Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch37out);
159 NOTCH38: SKYRMIONNOTCH port map (INPUT => cross7Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch38out);
160
161 CROSS10: SKYRMIONCROSS port map (A => notch31out, B => notch32out, CURRENT =>
    ↪ CURRENT, Aout => cross10Aout, Bout => cross10Bout);
162 CROSS11: SKYRMIONCROSS port map (A => notch35out, B => notch36out, CURRENT =>
    ↪ CURRENT, Aout => cross11Aout, Bout => cross11Bout);
163 INV6: SKYRMIONNOT port map (INPUT => cross10Aout, CONTROL => notch33out,
    ↪ CURRENT => CURRENT, COPY2 => inv6copy2, OUTPUT => inv6out, COPY1 =>
    ↪ inv6copy1);
164 JOIN4: SKYRMIONJOIN port map (A => cross11Aout, B => notch37out, CURRENT=>
    ↪ CURRENT, OUTPUT => join4out);
165 CROSS12: SKYRMIONCROSS port map (A => inv6copy1, B => notch34out, CURRENT =>
    ↪ CURRENT, Aout => cross12Aout, Bout => cross12Bout);
166
167 NOTCH41: SKYRMIONNOTCH port map (INPUT => cross10Bout, CURRENT => CURRENT,
    ↪ OUTPUT => CTRL1);
168 NOTCH42: SKYRMIONNOTCH port map (INPUT => inv6out, CURRENT => CURRENT,
    ↪ OUTPUT => notch42out);
169 NOTCH43: SKYRMIONNOTCH port map (INPUT => cross12Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch43out);
170 NOTCH44: SKYRMIONNOTCH port map (INPUT => cross12Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch44out);
171 NOTCH45: SKYRMIONNOTCH port map (INPUT => cross11Bout, CURRENT => CURRENT,
    ↪ OUTPUT => notch45out);
172 NOTCH46: SKYRMIONNOTCH port map (INPUT => join4out, CURRENT => CURRENT,
    ↪ OUTPUT => COUT2);
173 NOTCH47: SKYRMIONNOTCH port map (INPUT => notch38out, CURRENT => CURRENT,
    ↪ OUTPUT => CTRL2);
174
175 JOIN5: SKYRMIONJOIN port map (A => notch44out, B => notch45out, CURRENT=>
    ↪ CURRENT, OUTPUT => COUT1);
176 JOIN6: SKYRMIONJOIN port map (A => notch42out, B => notch43out, CURRENT=>
    ↪ CURRENT, OUTPUT => SUM);
177
178 end BLACKBOX;

```

## B.2.4. HalfAdder

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONHALFADDER is
8      port( A:      in std_logic;
9            B:      in std_logic;
10           ONE1:   in std_logic;
11           ONE2:   in std_logic;
12           CURRENT: in real;
13           CTRL1:  out std_logic;
14           COUT1:  out std_logic;
15           SUM:    out std_logic;
16           CTRL2:  out std_logic;
17           COUT2:  out std_logic
18       );
19  end entity SKYRMIONHALFADDER;
20
21  architecture BLACKBOX of SKYRMIONHALFADDER is
22      component SKYRMIONNOT is
23          port( INPUT : in std_logic;
24                CONTROL : in std_logic;
25                CURRENT : in real;
26                COPY1 : out std_logic;
27                COPY2 : out std_logic;
28                OUTPUT : out std_logic
29          );
30      end component;
31
32      component SKYRMIONJOIN is
33          port( A : in std_logic;
34                B : in std_logic;
35                CURRENT : in real;
36                OUTPUT : out std_logic
37          );
38      end component;
39
40      component SKYRMIONNOTCH is
41          port( INPUT : in std_logic;
42                CURRENT : in real;
43                OUTPUT : out std_logic
44          );
45      end component;
46
```

```

47 component SKYRMIONCROSS is
48   port(   A:      in std_logic;
49          B:      in std_logic;
50          CURRENT: in real;
51          Aout:    out std_logic;
52          Bout:    out std_logic
53        );
54 end component;
55
56 signal inv1copy1, inv1out, inv1copy2,
57        inv2copy1, inv2out, inv2copy2,
58        inv3copy1, inv3out, inv3copy2,
59        inv4copy1, inv4out, inv4copy2,
60        notch01out, notch02out, notch03out,
61        notch04out, join2out,
62        cross1Aout, cross1Bout,
63        cross2Aout, cross2Bout, cross3Bout,
64        notch11out, notch12out, notch13out,
65        notch14out, notch15out, notch16out,
66        notch21out, notch22out, notch24out,
67        notch25out, notch26out, notch27out: std_logic;
68
69 begin
70
71   NOTCH01: SKYRMIONNOTCH port map (INPUT => A, CURRENT => CURRENT, OUTPUT =>
72     ↪ notch01out);
73   NOTCH02: SKYRMIONNOTCH port map (INPUT => ONE1, CURRENT => CURRENT, OUTPUT
74     ↪ => notch02out);
75   NOTCH03: SKYRMIONNOTCH port map (INPUT => B, CURRENT => CURRENT, OUTPUT =>
76     ↪ notch03out);
77   NOTCH04: SKYRMIONNOTCH port map (INPUT => ONE2, CURRENT => CURRENT, OUTPUT
78     ↪ => notch04out);
79
80   INV1: SKYRMIONNOT port map (INPUT => notch01out, CONTROL => notch02out,
81     ↪ CURRENT => CURRENT, COPY1 => inv1copy1, OUTPUT => inv1out, COPY2 =>
82     ↪ inv1copy2);
83   CROSS1: SKYRMIONCROSS port map (A => inv1copy2, B => inv1out, CURRENT =>
84     ↪ CURRENT, Aout => cross1Aout, Bout => cross1Bout);
85   INV2: SKYRMIONNOT port map (INPUT => notch03out, CONTROL => notch04out,
86     ↪ CURRENT => CURRENT, COPY1 => inv2copy1, OUTPUT => inv2out, COPY2 =>
87     ↪ inv2copy2);
88
89   NOTCH11: SKYRMIONNOTCH port map (INPUT => cross1Bout, CURRENT => CURRENT,
90     ↪ OUTPUT => notch11out);
91   NOTCH12: SKYRMIONNOTCH port map (INPUT => cross1Aout, CURRENT => CURRENT,
92     ↪ OUTPUT => notch12out);
93   NOTCH13: SKYRMIONNOTCH port map (INPUT => inv2copy2, CURRENT => CURRENT,
94     ↪ OUTPUT => notch13out);
95   NOTCH14: SKYRMIONNOTCH port map (INPUT => inv2out, CURRENT => CURRENT,
96     ↪ OUTPUT => notch14out);

```

```

84 NOTCH15: SKYRMIONNOTCH port map (INPUT => inv2copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch15out);
85 NOTCH16: SKYRMIONNOTCH port map (INPUT => inv1copy1, CURRENT => CURRENT,
    ↪ OUTPUT => notch16out);
86
87 INV3: SKYRMIONNOT port map (INPUT => notch12out, CONTROL => notch13out,
    ↪ CURRENT => CURRENT, COPY1 => inv3copy1, OUTPUT => inv3out, COPY2 =>
    ↪ inv3copy2);
88 INV4: SKYRMIONNOT port map (INPUT => notch15out, CONTROL => notch16out,
    ↪ CURRENT => CURRENT, COPY1 => inv4copy1, OUTPUT => inv4out, COPY2 =>
    ↪ inv4copy2);
89 CROSS2: SKYRMIONCROSS port map (A => inv3out, B => inv3copy1, CURRENT =>
    ↪ CURRENT, Aout => cross2Aout, Bout => cross2Bout);
90
91 NOTCH21: SKYRMIONNOTCH port map (INPUT => notch11out, CURRENT => CURRENT,
    ↪ OUTPUT => notch21out);
92 NOTCH22: SKYRMIONNOTCH port map (INPUT => inv3copy2, CURRENT => CURRENT,
    ↪ OUTPUT => notch22out);
93 NOTCH23: SKYRMIONNOTCH port map (INPUT => cross2Bout, CURRENT => CURRENT,
    ↪ OUTPUT => COUT1);
94 NOTCH24: SKYRMIONNOTCH port map (INPUT => cross2Aout, CURRENT => CURRENT,
    ↪ OUTPUT => notch24out);
95 NOTCH25: SKYRMIONNOTCH port map (INPUT => notch14out, CURRENT => CURRENT,
    ↪ OUTPUT => notch25out);
96 NOTCH26: SKYRMIONNOTCH port map (INPUT => inv4copy2, CURRENT => CURRENT,
    ↪ OUTPUT => notch26out);
97 NOTCH27: SKYRMIONNOTCH port map (INPUT => inv4out, CURRENT => CURRENT,
    ↪ OUTPUT => notch27out);
98 NOTCH28: SKYRMIONNOTCH port map (INPUT => inv4copy1, CURRENT => CURRENT,
    ↪ OUTPUT => COUT2);
99
100 JOIN1: SKYRMIONJOIN port map (A => notch21out, B => notch22out, CURRENT =>
    ↪ CURRENT, OUTPUT => CTRL1);
101 JOIN2: SKYRMIONJOIN port map (A => notch25out, B => notch26out, CURRENT =>
    ↪ CURRENT, OUTPUT => join2out);
102 CROSS3: SKYRMIONCROSS port map (A => join2out, B => notch27out, CURRENT =>
    ↪ CURRENT, Aout => CTRL2, Bout => cross3Bout);
103 JOIN3: SKYRMIONJOIN port map (A => notch24out, B => cross3Bout, CURRENT =>
    ↪ CURRENT, OUTPUT => SUM);
104
105 end BLACKBOX;

```



## B.2.5. Testbench Adder (16 bit)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_unsigned.all;
4  use work.globals.all;
5  use ieee.numeric_std.all;
6  library std;
7  use std.textio.all;
8
9  entity testADDER is
10 end entity testADDER;
11
12 architecture Structure of testADDER is
13     signal CURRENT : real;
14     signal A, B, SUM: std_logic_vector(15 downto 0);
15     signal ONE1, ONE2, CTRL1, COUT1, COUT2, CTRL2, sum_ready: std_logic;
16     signal sumDetectorOut, Aval, Bval: std_logic_vector(15 downto 0);
17     signal cout1DetectorOut, cout2DetectorOut, ctrl1DetectorOut, ctrl2DetectorOut:
18         ⇨ std_logic := '0';
19     signal RST_latch: std_logic;
20     signal sum_correct: std_logic_vector(15 downto 0);
21     signal Avalint, Bvalint: integer:= 0;
22
23     component SKYRMIONADDER is
24     generic (N: integer := 16);
25     port (
26         A      : in std_logic_vector(N-1 downto 0);
27         B      : in std_logic_vector(N-1 downto 0);
28         ONE1   : in std_logic;
29         ONE2   : in std_logic;
30         CURRENT : in real;
31         SUM    : out std_logic_vector(N-1 downto 0);
32         COUT1  : out std_logic;
33         COUT2  : out std_logic;
34         CTRL1  : out std_logic;
35         CTRL2  : out std_logic
36     );
37 end component SKYRMIONADDER;
38
39     component SRLatch is
40     port(
41         SET: in std_logic;
42         RST: in std_logic;
43         Q:   out std_logic
44     );
45 end component SRLatch;
46
47 begin

```

```

46 DUT: SKYRMIONADDER generic map (N => 16) port map ( A => A,
47                                     B => B,
48                                     ONE1 => ONE1,
49                                     ONE2 => ONE2,
50                                     CURRENT => CURRENT,
51                                     SUM => SUM,
52                                     COUT1 => COUT1,
53                                     COUT2 => COUT2,
54                                     CTRL1 => CTRL1,
55                                     CTRL2 => CTRL2
56                                     );
57
58 GENERATOR: process
59     file fp_in : text open READ_MODE is "../inputs.txt";
60     variable line_in : line;
61     variable xA, xB, xS : integer;
62     variable in1, in2: std_logic_vector(15 downto 0);
63 begin
64     if not endfile(fp_in) then
65         readline(fp_in, line_in);
66         read(line_in, xA);
67         in1 := std_logic_vector(to_unsigned(xA, 16));
68
69         readline(fp_in, line_in);
70         read(line_in, xB);
71         in2 := std_logic_vector(to_unsigned(xB, 16));
72
73         xS := xA+xB;
74         sum_correct <= std_logic_vector(to_unsigned(xS, 16));
75
76         A <= in1;
77         B <= in2;
78         Aval <= in1;
79         Bval <= in2;
80         Avalint <= xA;
81         Bvalint <= xB;
82         ONE1 <= '1';
83         ONE2 <= '1';
84         sum_ready <= '0';
85         RST_latch <= '1';
86         wait for INPUTS_HIGH;
87         A <= (others => '0');
88         B <= (others => '0');
89         ONE1 <= '0';
90         ONE2 <= '0';
91         RST_latch <= '0';
92         wait for (100*CLOCK_PERIOD-2*INPUTS_HIGH);
93         --wait for 11 ns;
94         sum_ready <= '1';

```

```

95     wait for INPUTS_HIGH;
96     end if;
97 end process GENERATOR;
98
99 SUM_latch: for i in 0 to 15 generate
100     latch_i: SRLatch port map (SET => SUM(i), RST => RST_latch, Q =>
        ↪ sumDetectorOut(i));
101 end generate SUM_latch;
102
103 DETECTOR: process(CTRL1,COUT1,CTRL2,COUT2,sum_ready)
104 begin
105     if(sum_ready'event and sum_ready='1') then
106         cout1DetectorOut<= '0';
107         cout2DetectorOut<= '0';
108         ctrl1DetectorOut<= '0';
109         ctrl2DetectorOut<= '0';
110     end if;
111     if(COUT1'event and COUT1='1') then
112         cout1DetectorOut <= '1';
113     end if;
114     if(COUT2'event and COUT2='1') then
115         cout2DetectorOut <= '1';
116     end if;
117     if(CTRL1'event and CTRL1='1') then
118         ctrl1DetectorOut <= '1';
119     end if;
120     if(CTRL2'event and CTRL2='1') then
121         ctrl2DetectorOut <= '1';
122     end if;
123 end process;
124
125 CHECK: process(sum_ready, cout1DetectorOut, cout2DetectorOut,
        ↪ ctrl1DetectorOut, ctrl2DetectorOut, CURRENT)
126     variable cout1 : std_logic;
127     variable cout2 : std_logic;
128     variable ctrl1 : std_logic;
129     variable ctrl2 : std_logic;
130 begin
131     cout1 := cout1DetectorOut;
132     cout2 := cout2DetectorOut;
133     ctrl1 := ctrl1DetectorOut;
134     ctrl2 := ctrl2DetectorOut;
135
136     if(sum_ready'event and sum_ready='1') then
137         assert sumDetectorOut = sum_correct           --assert condition report
            ↪ string severity severity_level; --The assert statement tests the
            ↪ boolean condition. If this is false, it outputs a message containing
            ↪ the report string to the simulator screen:
138         report "Unexpected Sum for combination"&

```

```
139         integer'image(Avalint) & " " &
140         integer'image(Bvalint)
141         severity error;
142     end if;
143     if(cout1DetectorOut'event and cout1DetectorOut='1') then
144         assert cout1 = (Aval(15) and Bval(15))
145         report "Unexpected Reminder (cout1) for combination"&
146         std_logic'image(Aval(15))&" "&
147         std_logic'image(Bval(15))
148         severity error;
149     end if;
150     if(cout2DetectorOut'event and cout2DetectorOut='1') then
151         assert cout2 = (Aval(15) and Bval(15))
152         report "Unexpected Reminder (cout2) for combination"&
153         std_logic'image(Aval(15))&" "&
154         std_logic'image(Bval(15))
155         severity error;
156     end if;
157     if(ctrl1DetectorOut'event and ctrl1DetectorOut='1') then
158         assert ctrl1 = '1'
159         report "Unexpected Control (ctrl1)"
160         severity error;
161     end if;
162     if(ctrl2DetectorOut'event and ctrl2DetectorOut='1') then
163         assert ctrl2 = '1'
164         report "Unexpected Control (ctrl2)"
165         severity error;
166     end if;
167 end process CHECK;
168
169 CURRENT_GEN : process
170 begin
171     CURRENT <= CURRENT_LOW;
172     wait for CLOCK_LOW;
173     CURRENT <= CURRENT_HIGH;
174     wait for CLOCK_HIGH;
175 end process CURRENT_GEN;
176
177 end architecture;
```

## B.3. Adder - pipelined version

### B.3.1. Adder (16 bit)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6
7  entity SKYRMIONADDER is
8      generic (N: integer := 16);
9      port (    A      : in std_logic_vector(N-1 downto 0);
10             B      : in std_logic_vector(N-1 downto 0);
11             ONE1   : in std_logic;
12             ONE2   : in std_logic;
13             CURRENT : in real;
14             SUM    : out std_logic_vector(N-1 downto 0);
15             COUT1  : out std_logic;
16             COUT2  : out std_logic;
17             CTRL1  : out std_logic;
18             CTRL2  : out std_logic
19         );
20 end entity SKYRMIONADDER;
21
22 architecture BLACKBOX of SKYRMIONADDER is
23     component SKYRMIONHALFADDER is
24         port( A:          in std_logic;
25              B:          in std_logic;
26              ONE1:       in std_logic;
27              ONE2:       in std_logic;
28              CURRENT:    in real;
29              CTRL1:      out std_logic;
30              COUT1:      out std_logic;
31              SUM:        out std_logic;
32              CTRL2:      out std_logic;
33              COUT2:      out std_logic
34         );
35     end component SKYRMIONHALFADDER;
36
37     component SKYRMIONFULLADDER is
38         port( A      : in std_logic;
39              B      : in std_logic;
40              CIN1   : in std_logic;
41              CIN2   : in std_logic;
42              ONE1   : in std_logic;
43              ONE2   : in std_logic;

```

```

44     CURRENT : in real;
45     CTRL1   : out std_logic;
46     SUM     : out std_logic;
47     COUT1   : out std_logic;
48     COUT2   : out std_logic;
49     CTRL2   : out std_logic
50 );
51 end component SKYRMIONFULLADDER;
52
53 component SKYRMIONCROSS is
54   port( A:      in std_logic;
55         B:      in std_logic;
56         CURRENT: in real;
57         Aout:    out std_logic;
58         Bout:    out std_logic
59   );
60 end component SKYRMIONCROSS;
61
62 component SKYRMIONNOTCHseq is
63   generic (N: integer := 5);
64   port( INPUT: in std_logic;
65         CURRENT: in real;
66         OUTPUT: out std_logic
67   );
68 end component SKYRMIONNOTCHseq;
69
70 component SKYRMIONNOTCH is
71   port( INPUT : in std_logic;
72         CURRENT : in real;
73         OUTPUT : out std_logic
74   );
75 end component;
76
77 signal cross01Aout, cross03Bout: std_logic;
78 signal Adelayed, Bdelayed: std_logic_vector(N-1 downto 1);
79 signal CTRL1vector, COUT1vector, CTRL2vector, COUT2vector, SUMpredelay:
80   ⇨ std_logic_vector(N-2 downto 0);
81 signal CIN1vector, CIN2vector, ONE1vector, ONE2vector: std_logic_vector(N-1
82   ⇨ downto 1);
83 signal crossi1Aout: std_logic_vector(N-2 downto 1);
84 type delay is array(N-1 downto 1) of integer;
85 signal delay_vector: delay;
86
87 begin
88
89   HA: SKYRMIONHALFADDER port map (A => A(0),
90     B => B(0),
91     ONE1 => ONE1,
92     ONE2 => ONE2,

```

```

91         CURRENT => CURRENT,
92         CTRL1 => CTRL1vector(0),
93         COUT1 => COUT1vector(0),
94         SUM => SUMpredelay(0),
95         CTRL2 => CTRL2vector(0),
96         COUT2 => COUT2vector(0)
97     );
98
99 CROSS01: SKYRMIONCROSS port map (A => CTRL1vector(0), B => COUT1vector(0),
100   ↪ CURRENT => CURRENT, Aout => cross01Aout, Bout => CIN1vector(1));
101 CROSS02: SKYRMIONCROSS port map (A => cross01Aout, B => cross03Bout, CURRENT
102   ↪ => CURRENT, Aout => ONE1vector(1), Bout => CIN2vector(1));
103 CROSS03: SKYRMIONCROSS port map (A => CTRL2vector(0), B => COUT2vector(0),
104   ↪ CURRENT => CURRENT, Aout => ONE2vector(1), Bout => cross03Bout);
105
106 NOTCHES_1_A: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => A(1),
107   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(1));
108 NOTCHES_1_B: SKYRMIONNOTCHseq generic map (N => 3) port map (INPUT => B(1),
109   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(1));
110 NOTCHES_2_A: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => A(2),
111   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(2));
112 NOTCHES_2_B: SKYRMIONNOTCHseq generic map (N => 9) port map (INPUT => B(2),
113   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(2));
114 NOTCHES_3_A: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => A(3),
115   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(3));
116 NOTCHES_3_B: SKYRMIONNOTCHseq generic map (N => 15) port map (INPUT => B(3),
117   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(3));
118 NOTCHES_4_A: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => A(4),
119   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(4));
120 NOTCHES_4_B: SKYRMIONNOTCHseq generic map (N => 21) port map (INPUT => B(4),
121   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(4));
122 NOTCHES_5_A: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => A(5),
123   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(5));
124 NOTCHES_5_B: SKYRMIONNOTCHseq generic map (N => 27) port map (INPUT => B(5),
125   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(5));
126 NOTCHES_6_A: SKYRMIONNOTCHseq generic map (N => 33) port map (INPUT => A(6),
127   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(6));
128 NOTCHES_6_B: SKYRMIONNOTCHseq generic map (N => 33) port map (INPUT => B(6),
129   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(6));
130 NOTCHES_7_A: SKYRMIONNOTCHseq generic map (N => 39) port map (INPUT => A(7),
131   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(7));
132 NOTCHES_7_B: SKYRMIONNOTCHseq generic map (N => 39) port map (INPUT => B(7),
133   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(7));
134 NOTCHES_8_A: SKYRMIONNOTCHseq generic map (N => 45) port map (INPUT => A(8),
135   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(8));
136 NOTCHES_8_B: SKYRMIONNOTCHseq generic map (N => 45) port map (INPUT => B(8),
137   ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(8));
138 NOTCHES_9_A: SKYRMIONNOTCHseq generic map (N => 51) port map (INPUT => A(9),
139   ↪ CURRENT => CURRENT, OUTPUT => Adelayed(9));

```

```

120 NOTCHES_9_B: SKYRMIONNOTCHseq generic map (N => 51) port map (INPUT => B(9),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(9));
121 NOTCHES_10_A: SKYRMIONNOTCHseq generic map (N => 57) port map (INPUT => A(10),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(10));
122 NOTCHES_10_B: SKYRMIONNOTCHseq generic map (N => 57) port map (INPUT => B(10),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(10));
123 NOTCHES_11_A: SKYRMIONNOTCHseq generic map (N => 63) port map (INPUT => A(11),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(11));
124 NOTCHES_11_B: SKYRMIONNOTCHseq generic map (N => 63) port map (INPUT => B(11),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(11));
125 NOTCHES_12_A: SKYRMIONNOTCHseq generic map (N => 69) port map (INPUT => A(12),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(12));
126 NOTCHES_12_B: SKYRMIONNOTCHseq generic map (N => 69) port map (INPUT => B(12),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(12));
127 NOTCHES_13_A: SKYRMIONNOTCHseq generic map (N => 75) port map (INPUT => A(13),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(13));
128 NOTCHES_13_B: SKYRMIONNOTCHseq generic map (N => 75) port map (INPUT => B(13),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(13));
129 NOTCHES_14_A: SKYRMIONNOTCHseq generic map (N => 81) port map (INPUT => A(14),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(14));
130 NOTCHES_14_B: SKYRMIONNOTCHseq generic map (N => 81) port map (INPUT => B(14),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(14));
131 NOTCHES_15_A: SKYRMIONNOTCHseq generic map (N => 87) port map (INPUT => A(15),
    ↪ CURRENT => CURRENT, OUTPUT => Adelayed(15));
132 NOTCHES_15_B: SKYRMIONNOTCHseq generic map (N => 87) port map (INPUT => B(15),
    ↪ CURRENT => CURRENT, OUTPUT => Bdelayed(15));
133
134 FA: for i in 1 to N-2 generate
135     FA_i: SKYRMIONFULLADDER port map ( A => Adelayed(i),
136         B => Bdelayed(i),
137         CIN1 => CIN1vector(i),
138         CIN2 => CIN2vector(i),
139         ONE1 => ONE1vector(i),
140         ONE2 => ONE2vector(i),
141         CURRENT => CURRENT,
142         CTRL1 => CTRL1vector(i),
143         SUM => SUMpredelay(i),
144         COUT1 => COUT1vector(i),
145         COUT2 => COUT2vector(i),
146         CTRL2 => CTRL2vector(i)
147     );
148     CROSS_i1: SKYRMIONCROSS port map (A => CTRL1vector(i), B => COUT1vector(i),
    ↪ CURRENT => CURRENT, Aout => crossi1Aout(i), Bout => CIN1vector(i+1));
149     CROSS_i2: SKYRMIONCROSS port map (A => crossi1Aout(i), B => COUT2vector(i),
    ↪ CURRENT => CURRENT, Aout => ONE1vector(i+1), Bout => CIN2vector(i+1));
150     ONE2vector(i+1) <= CTRL2vector(i);
151 end generate;
152
153 FA_last: SKYRMIONFULLADDER port map ( A => Adelayed(N-1),

```



```

154         B => Bdelayed(N-1),
155         CIN1 => CIN1vector(N-1),
156         CIN2 => CIN2vector(N-1),
157         ONE1 => ONE1vector(N-1),
158         ONE2 => ONE2vector(N-1),
159         CURRENT => CURRENT,
160         CTRL1 => CTRL1,
161         SUM => SUM(N-1),
162         COUT1 => COUT1,
163         COUT2 => COUT2,
164         CTRL2 => CTRL2
165     );
166
167     NOTCHES_14_SUM: SKYRMIONNOTCHseq generic map (N => 6) port map (INPUT =>
168     ↪ SUMpredelay(14), CURRENT => CURRENT, OUTPUT => SUM(14));
169     NOTCHES_13_SUM: SKYRMIONNOTCHseq generic map (N => 12) port map (INPUT =>
170     ↪ SUMpredelay(13), CURRENT => CURRENT, OUTPUT => SUM(13));
171     NOTCHES_12_SUM: SKYRMIONNOTCHseq generic map (N => 18) port map (INPUT =>
172     ↪ SUMpredelay(12), CURRENT => CURRENT, OUTPUT => SUM(12));
173     NOTCHES_11_SUM: SKYRMIONNOTCHseq generic map (N => 24) port map (INPUT =>
174     ↪ SUMpredelay(11), CURRENT => CURRENT, OUTPUT => SUM(11));
175     NOTCHES_10_SUM: SKYRMIONNOTCHseq generic map (N => 30) port map (INPUT =>
176     ↪ SUMpredelay(10), CURRENT => CURRENT, OUTPUT => SUM(10));
177     NOTCHES_9_SUM: SKYRMIONNOTCHseq generic map (N => 36) port map (INPUT =>
178     ↪ SUMpredelay(9), CURRENT => CURRENT, OUTPUT => SUM(9));
179     NOTCHES_8_SUM: SKYRMIONNOTCHseq generic map (N => 42) port map (INPUT =>
180     ↪ SUMpredelay(8), CURRENT => CURRENT, OUTPUT => SUM(8));
181     NOTCHES_7_SUM: SKYRMIONNOTCHseq generic map (N => 48) port map (INPUT =>
182     ↪ SUMpredelay(7), CURRENT => CURRENT, OUTPUT => SUM(7));
183     NOTCHES_6_SUM: SKYRMIONNOTCHseq generic map (N => 54) port map (INPUT =>
184     ↪ SUMpredelay(6), CURRENT => CURRENT, OUTPUT => SUM(6));
185     NOTCHES_5_SUM: SKYRMIONNOTCHseq generic map (N => 60) port map (INPUT =>
186     ↪ SUMpredelay(5), CURRENT => CURRENT, OUTPUT => SUM(5));
187     NOTCHES_4_SUM: SKYRMIONNOTCHseq generic map (N => 66) port map (INPUT =>
188     ↪ SUMpredelay(4), CURRENT => CURRENT, OUTPUT => SUM(4));
189     NOTCHES_3_SUM: SKYRMIONNOTCHseq generic map (N => 72) port map (INPUT =>
190     ↪ SUMpredelay(3), CURRENT => CURRENT, OUTPUT => SUM(3));
191     NOTCHES_2_SUM: SKYRMIONNOTCHseq generic map (N => 78) port map (INPUT =>
192     ↪ SUMpredelay(2), CURRENT => CURRENT, OUTPUT => SUM(2));
193     NOTCHES_1_SUM: SKYRMIONNOTCHseq generic map (N => 84) port map (INPUT =>
194     ↪ SUMpredelay(1), CURRENT => CURRENT, OUTPUT => SUM(1));
195     NOTCHES_0_SUM: SKYRMIONNOTCHseq generic map (N => 90) port map (INPUT =>
196     ↪ SUMpredelay(0), CURRENT => CURRENT, OUTPUT => SUM(0));
197
198 end BLACKBOX;

```

## B.3.2. Testbench Adder (16 bit)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_unsigned.all;
4  use work.globals.all;
5  use ieee.numeric_std.all;
6  use ieee.std_logic_textio.all;
7  library std;
8  use std.textio.all;
9
10 entity testADDER is
11 end entity testADDER;
12
13 architecture Structure of testADDER is
14     signal CURRENT : real;
15     signal A, B, SUM: std_logic_vector(15 downto 0);
16     signal ONE1, ONE2, CTRL1, COUT1, COUT2, CTRL2: std_logic;
17     signal sum_ready: std_logic := '0';
18     signal Aval, Bval: std_logic_vector(15 downto 0);
19     signal sumDetectorOut: std_logic_vector(15 downto 0);
20     signal cout1DetectorOut, cout2DetectorOut, ctrl1DetectorOut, ctrl2DetectorOut:
21     ↪ std_logic := '0';
22     signal RST_latch: std_logic;
23     signal Avalint, Bvalint: integer:= 0;
24     signal notch_in, notch_out, latchOut: std_logic_vector (19 downto 0);
25
26 component SKYRMIONADDER is
27 generic (N: integer := 16);
28 port (   A      : in std_logic_vector(N-1 downto 0);
29         B      : in std_logic_vector(N-1 downto 0);
30         ONE1   : in std_logic;
31         ONE2   : in std_logic;
32         CURRENT : in real;
33         SUM     : out std_logic_vector(N-1 downto 0);
34         COUT1  : out std_logic;
35         COUT2  : out std_logic;
36         CTRL1  : out std_logic;
37         CTRL2  : out std_logic
38     );
39 end component SKYRMIONADDER;
40
41 component SKYRMIONNOTCH is
42 port( INPUT : in std_logic;
43       CURRENT : in real;
44       OUTPUT : out std_logic
45     );
46 end component SKYRMIONNOTCH;

```

```

46
47 component SRLatch is
48 port( SET:   in std_logic;
49       RST:   in std_logic;
50       Q:     out std_logic
51 );
52 end component SRLatch;
53
54 begin
55
56 DUT: SKYRMIONADDER generic map (N => 16) port map (  A => A,
57                                                       B => B,
58                                                       ONE1 => ONE1,
59                                                       ONE2 => ONE2,
60                                                       CURRENT => CURRENT,
61                                                       SUM  => SUM,
62                                                       COUT1 => COUT1,
63                                                       COUT2 => COUT2,
64                                                       CTRL1 => CTRL1,
65                                                       CTRL2 => CTRL2
66 );
67
68 notch_in <= CTRL2 & CTRL1 & COUT2 & COUT1 & SUM;
69 SYNC: for i in 0 to 19 generate
70     notch_i: SKYRMIONNOTCH port map (INPUT => notch_in(i), CURRENT => CURRENT,
71                                     ↪ OUTPUT => notch_out(i));
72 end generate;
73
74 GENERATOR: process
75     file fp_in : text open READ_MODE is "./inputs.txt";
76     file sum_corr_fp : text open WRITE_MODE is "./sum_corr.txt";
77     file cout_corr_fp : text open WRITE_MODE is "./cout_corr.txt";
78     file ctrl_corr_fp : text open WRITE_MODE is "./ctrl_corr.txt";
79     variable line_in : line;
80     variable line_out_sum, line_out_cout, line_out_ctrl: line;
81     variable xA, xB, xS, xcout: integer;
82     variable in1, in2: std_logic_vector(15 downto 0);
83     variable sum_full: std_logic_vector(16 downto 0);
84 begin
85     if not endfile(fp_in) then
86         readline(fp_in, line_in);
87         read(line_in, xA);
88         in1 := std_logic_vector(to_unsigned(xA, 16));
89
90         readline(fp_in, line_in);
91         read(line_in, xB);
92         in2 := std_logic_vector(to_unsigned(xB, 16));
93
94         xS := xA + xB;

```

```

94     sum_full := std_logic_vector(to_unsigned(xS, 17));
95
96     write(line_out_sum, to_integer(unsigned(sum_full(15 downto 0))));
97     writeline(sum_corr_fp, line_out_sum);
98
99     write(line_out_cout, to_bit(sum_full(16)));
100    writeline(cout_corr_fp, line_out_cout);
101
102    write(line_out_ctrl, to_bit('1'));
103    writeline(ctrl_corr_fp, line_out_ctrl);
104
105    A <= in1;
106    B <= in2;
107    Aval <= in1;
108    Bval <= in2;
109    Avalint <= xA;
110    Bvalint <= xB;
111    ONE1 <= '1';
112    ONE2 <= '1';
113    wait for INPUTS_HIGH;
114    A <= (others => '0');
115    B <= (others => '0');
116    ONE1 <= '0';
117    ONE2 <= '0';
118    wait for (CLOCK_PERIOD-INPUTS_HIGH);
119    end if;
120    end process GENERATOR;
121
122    sum_ready_proc: process (notch_out(19))
123    begin
124        if (notch_out(19)'event and notch_out(19)='1') then
125            sum_ready <= '1', '0' after 500 ps;
126        end if;
127    end process;
128
129    OUT_latch: for i in 0 to 19 generate
130        latch_i: SRLlatch port map (SET => notch_out(i), RST => RST_latch, Q =>
131            ↪ latchOut(i));
132    end generate OUT_latch;
133
134    sumDetectorOut <= latchOut(15 downto 0);
135    cout1DetectorOut <= latchOut(16);
136    cout2DetectorOut <= latchOut(17);
137    ctrl1DetectorOut <= latchOut(18);
138    ctrl2DetectorOut <= latchOut(19);
139
140    CHECK: process(sumDetectorOut, cout1DetectorOut, cout2DetectorOut,
141        ↪ ctrl1DetectorOut, ctrl2DetectorOut, CURRENT)
142        variable sum: std_logic_vector(15 downto 0);

```

```

141     variable cout : std_logic;
142     variable ctrl : std_logic;
143     variable xS: integer;
144     variable xcout, xctrl: boolean;
145
146     file sum_corr_fp : text open READ_MODE is "./sum_corr.txt";
147     file cout_corr_fp : text open READ_MODE is "./cout_corr.txt";
148     file ctrl_corr_fp : text open READ_MODE is "./ctrl_corr.txt";
149     variable line_in : line;
150 begin
151     if(sumDetectorOut'event) then
152         if not endfile(sum_corr_fp) then
153             readline(sum_corr_fp, line_in);
154             read(line_in, xS);
155             sum := std_logic_vector(to_unsigned(xS, 16));
156
157             assert sumDetectorOut = sum
158                 report "Unexpected Sum"
159                 severity error;
160         end if;
161     end if;
162     if(cout1DetectorOut'event or cout2DetectorOut'event) then
163         if not endfile(cout_corr_fp) then
164             readline(cout_corr_fp, line_in);
165             read(line_in, xcout);
166             if (xcout) then cout := '1'; else cout := '0'; end if;
167
168             assert cout1DetectorOut = cout
169                 report "Unexpected Reminder (cout1)"
170                 severity error;
171
172             assert cout2DetectorOut = cout
173                 report "Unexpected Reminder (cout2)"
174                 severity error;
175         end if;
176     end if;
177     if(ctrl1DetectorOut'event or ctrl2DetectorOut'event) then
178         if not endfile(ctrl_corr_fp) then
179             readline(ctrl_corr_fp, line_in);
180             read(line_in, xctrl);
181             if (xctrl) then ctrl := '1'; else ctrl := '0'; end if;
182
183             assert ctrl1DetectorOut = ctrl
184                 report "Unexpected Control (ctrl1)"
185                 severity error;
186
187             assert ctrl2DetectorOut = ctrl
188                 report "Unexpected Control (ctrl2)"
189                 severity error;

```

```
190     end if;
191     end if;
192 end process CHECK;
193
194 CURRENT_GEN : process
195 begin
196     CURRENT <= CURRENT_LOW;
197     RST_latch <= '0';
198     wait for CLOCK_LOW;
199     CURRENT <= CURRENT_HIGH;
200     RST_latch <= '1';
201     wait for CLOCK_HIGH;
202 end process CURRENT_GEN;
203
204 end architecture;
```

## C. Logic in memory VHDL code - architecture 1

### C.1. Shared components

#### C.1.1. Globals

```
1 package GLOBALS is
2   type coordinates_xy is array (0 to 1) of real;
3   type parameters_array is array(0 to 9) of coordinates_xy;
4   type bool_array is array(integer range <>) of boolean;
5   type real_array is array(integer range <>) of real;
6
7   constant HORIZONTAL_SPEED : real := 150.0;  --m/s
8   constant VERTICAL_SPEED : real := 40.0;  --m/s
9   constant DEPINNING_CURRENT : real := 260.0;  --nA
10  constant NOTCH_DEPINNING_CURRENT : real := 3200.0;  --nA
11  constant HORIZONTAL_SPEED_HIGH : real := 484.0;  --m/2
12  constant SKYRMION_DIAMETER : real := 18.0;  --nm
13  constant SKYRMION_MIN_DISTANCE : real := 22.0;  --nm
14  constant CURRENT_LOW : real := 800.0;  --nA
15  constant CURRENT_HIGH : real := 3200.0;  --nA
16  constant CLOCK_LOW : time := 5.35 ns;
17  constant CLOCK_HIGH : time := 150 ps;
18  constant CLOCK_PERIOD : time := 5.5 ns;
19  constant INPUTS_HIGH : time := 500 ps;
20
21 end package GLOBALS;
```

## C.1.2. AND/OR gate (from a previous work)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONH is
8  port (  INPUTA : in std_logic;
9         INPUTB : in std_logic;
10        CURRENT : in real;
11        OUTPUTAND : out std_logic;
12        OUTPUTOR : out std_logic
13 );
14 end entity SKYRMIONH;
15
16 architecture CENTRALLOGIC of skyrmionh is
17     ----- CONSTANTS -----
18     constant TRACK_LENGTH : real := 256.0;    --nm
19     constant HOLE_X_START : real := 113.0;    --nm
20     constant HOLE_X_END : real := 143.0;      --nm
21     constant HOLE_X_POSITION : real := 128.0; --nm
22     constant TRACK_0_Y : real := 10.0;        --nm
23     constant TRACK_1_Y : real := 50.0;        --nm
24     constant HOLE_Y_BOTTOM : real := 20.0;    --nm
25     constant HOLE_Y_TOP : real := 40.0;       --nm
26
27     ----- FUNCTIONS -----
28
29     function updatePosition (elapsedTimeNs: real; actualPosition:
30     ↪ parameters_array; currentValue : real; index: integer) return
31     ↪ coordinates_xy is
32     variable speed : coordinates_xy;
33     variable output : coordinates_xy;
34     variable changeTrack : boolean;
35 begin
36     changeTrack := false;
37     output(0) := 0.0;
38     output(1) := 0.0;
39     if(currentValue > DEPINNING_CURRENT) then
40         speed(1) := 0.0;
41         speed(0) := 0.0;
42         if(actualPosition(index)(0) > HOLE_X_START and actualPosition(index)(0) <
43         ↪ HOLE_X_END and actualPosition(index)(1) <= HOLE_Y_BOTTOM) then
44             changeTrack := true;
45             for i in 0 to 9 loop
46                 if(index /= i and actualPosition(i)(0) > HOLE_X_START and
47                 ↪ actualPosition(i)(0) < HOLE_X_END and actualPosition(i)(1) > 0.0)
48                 ↪ then

```



```

44         changeTrack := false;
45     end if;
46 end loop;
47 end if;
48 if (changeTrack or (actualPosition(index)(1) > HOLE_Y_BOTTOM and
↪ actualPosition(index)(1) < HOLE_Y_TOP)) then
49     speed(1) := VERTICAL_SPEED;
50     speed(0) := 0.0;
51 else
52     speed(1) := 0.0;
53     speed(0) := HORIZONTAL_SPEED;
54 end if;
55 output(0) := actualPosition(index)(0)+speed(0)*elapsedTimeNs;
56 output(1) := actualPosition(index)(1)+speed(1)*elapsedTimeNs;
57 end if;
58 return output;
59 end updatePosition;
60
61
62 ----- SIGNALS -----
63 signal ACK : std_logic := '0';
64 signal inputPortState, emit : std_logic_vector(1 downto 0) := "00";
65 signal skyrmion_position_debug : parameters_array;
66 signal skyrmion_number_debug : integer := 0;
67 begin
68
69 RECIIVER: process(INPUTA, INPUTB, ACK)
70 begin
71     if (ACK'event and ACK='1') then
72         inputPortState <= "00";
73     end if;
74     if (INPUTA'event and INPUTA='1') then
75         inputPortState(1) <= '1';
76     end if;
77     if (INPUTB'event and INPUTB='1') then
78         inputPortState(0) <= '1';
79     end if;
80 end process;
81
82
83 EMITTER: process(emit)
84 begin
85     if(emit(0)'event and emit(0)='1') then
86         OUTPUTAND<='1';
87     else
88         OUTPUTAND<='0' after 1 ns;
89     end if;
90     if(emit(1)'event and emit(1)='1') then
91         OUTPUTOR<='1';

```

```

92     else
93         OUTPUTOR<='0' after 1 ns;
94     end if;
95 end process;
96
97 EVOLUTION:process
98     variable v_TIME : time := 0 ns;
99     variable skyrmion_position : parameters_array;
100    variable skyrmion_position_old : parameters_array;
101    variable skyrmion_number, skyrmion_number_old, write_index : integer := 0;
102    variable result : coordinates_xy;
103    variable timeNsReal : real := 0.0;
104    variable trackBusy : bool_array(1 downto 0);
105 begin
106     wait for 5 ps;
107     v_TIME := now - v_TIME;
108     timeNsReal := 0.01;
109     trackBusy(0) := false;
110     trackBusy(1) := false;
111     ACK <= '0';
112     if (inputPortState(0) = '1') then --skyrmion detected on B
113         skyrmion_number := skyrmion_number + 1;
114         skyrmion_position(skyrmion_number-1)(0) := 0.0;
115         skyrmion_position(skyrmion_number-1)(1) := TRACK_0_Y;
116         ACK <= '1';
117     end if;
118
119     if (inputPortState(1) = '1') then --skyrmion detected on A
120         skyrmion_number := skyrmion_number + 1;
121         skyrmion_position(skyrmion_number-1)(0) := 0.0;
122         skyrmion_position(skyrmion_number-1)(1) := TRACK_1_Y;
123         ACK <= '1';
124     end if;
125
126     if (skyrmion_number>0 and CURRENT>DEPINNING_CURRENT) then
127         skyrmion_position_old := skyrmion_position;
128         skyrmion_number_old := skyrmion_number;
129         write_index := -1;
130         for i in 0 to skyrmion_number_old-1 loop
131             result := updatePosition(timeNsReal,skyrmion_position_old,CURRENT,i);
132             if (result(0) > TRACK_LENGTH ) then
133                 skyrmion_number := skyrmion_number-1;
134                 if result(1) > HOLE_Y_TOP then
135                     emit(1) <= '1' after 5 ps; --OR=1
136                     trackBusy(1) := true;
137                 else
138                     emit(0) <= '1' after 5 ps; --AND=1
139                     trackBusy(0) := true;
140                 end if;

```

```
141     else
142         write_index := write_index + 1;
143         skyrmion_position(write_index) := result;
144     end if;
145
146 end loop;
147 if (write_index < 9) then
148     write_index := write_index+1;
149     for i in write_index to 9 loop
150         skyrmion_position(i)(0) := 0.0;
151         skyrmion_position(i)(1) := 0.0;
152     end loop;
153 end if;
154
155 if (not(trackBusy(0))) then
156     emit(0) <= '0' after 5 ps;
157 end if;
158 if (not(trackBusy(1))) then
159     emit(1) <= '0' after 5 ps;
160 end if;
161 elsif (skyrmion_number=0) then
162     emit <= "00" after 15 ps;
163     for i in 0 to 9 loop
164         skyrmion_position(i)(0) := 0.0;
165         skyrmion_position(i)(1) := 0.0;
166     end loop;
167 else
168     report "Skyrmion number exceeded maximum admitted";
169 end if;
170
171 skyrmion_position_debug <= skyrmion_position after 5 ps;
172 skyrmion_number_debug <= skyrmion_number after 5 ps;
173 wait for 5 ps;
174 end process;
175 end CENTRALLOGIC;
```

## C.1.3. Read/Write heads

### C.1.3.1. MTJ\_R

---

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
```

```
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity MTJ_R is
10 port( IN_SK:      in std_logic;
11       CURRENT:   in real;
12       OUT_SIGN:  out std_logic);
13 end entity MTJ_R;
14
15 architecture Behavioural of MTJ_R is
16 begin
17     SK_DETECT: process (IN_SK, CURRENT)
18         variable Nsk: std_logic := '0';
19     begin
20         if (IN_SK'event and IN_SK='1') then
21             Nsk := '1';
22         end if;
23         if (CURRENT /= 0.0) then
24             if (Nsk='1') then
25                 OUT_SIGN <= '1', '0' after 10 ps;
26                 Nsk:='0';
27             else
28                 OUT_SIGN <= '0';
29             end if;
30         else
31             OUT_SIGN <= '0';
32         end if;
33     end process SK_DETECT;
34 end architecture Behavioural;
```

### C.1.3.2. MTJ\_W

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity MTJ_W is
10 port( CTRL: in std_logic;
11       OUT_SK: out std_logic);
```

```
12 end entity MTJ_W;
13
14 architecture Behavioural of MTJ_W is
15 begin
16     SK_GEN: process (CTRL)
17     begin
18         if (CTRL'event and CTRL='1') then
19             OUT_SK <= '1', '0' after 10 ps;
20         else
21             OUT_SK <= '0';
22         end if;
23     end process SK_GEN;
24 end architecture Behavioural;
```

### C.1.3.3. MTJ\_CONV

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity MTJ_CONV is
10 port(  IN_SK: in std_logic;
11        CURRENT: in real;
12        OUT_SK: out std_logic);
13 end entity MTJ_CONV;
14
15 architecture Behavioural of MTJ_CONV is
16     component MTJ_R is
17     port(  IN_SK: in std_logic;
18           CURRENT: in real;
19           OUT_SIGN: out std_logic);
20     end component MTJ_R;
21
22     signal SK_DETECT_SIGN: std_logic;
23
24 begin
25     SK_DETECT: MTJ_R port map (IN_SK => IN_SK, CURRENT => CURRENT, OUT_SIGN =>
26                               ↪ SK_DETECT_SIGN);
27
28     SK_CONV: process (SK_DETECT_SIGN)
```

```
28   begin
29       if (SK_DETECT_SIGN'event and SK_DETECT_SIGN='1') then
30           OUT_SK <= '1', '0' after 10 ps;
31       else
32           OUT_SK <= '0';
33       end if;
34   end process SK_CONV;
35 end architecture Behavioural;
```

## C.1.4. Crosses

### C.1.4.1. CROSS with Magnus force

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONCROSS_Magn is
8  port(   A:          in std_logic;
9         B:          in std_logic;
10        CURRENTA:   in real;
11        CURRENTB:   in real;
12        Aout:       out std_logic;
13        Bout:       out std_logic);
14  end entity SKYRMIONCROSS_Magn;
15
16  architecture BLACKBOX of SKYRMIONCROSS_Magn is
17
18  begin
19      process (A, B, CURRENTA, CURRENTB) is
20          variable NskA, NskB: integer := 0;
21          begin
22              if (A'event and A='1') then
23                  NskA := NskA+1;
24              end if;
25              if (B'event and B='1') then
26                  NskB := NskB+1;
27              end if;
28
29              if (CURRENTA /= 0.0) then
30                  if (NskA = 1) then
31                      Aout <= '1', '0' after 9 ps;
```

```
32     NskA := 0;
33     else
34         Aout <= '0';
35     end if;
36 end if;
37 if (CURRENTB /= 0.0) then
38     if (NskB = 1) then
39         Bout <= '1', '0' after 9 ps;
40         NskB := 0;
41     else
42         Bout <= '0';
43     end if;
44 end if;
45 end process;
46 end BLACKBOX;
```

#### C.1.4.2. CROSS without Magnus force

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONCROSS_noMagn is
8  port(   A:      in std_logic;
9         B:      in std_logic;
10        CURRENTA: in real;
11        CURRENTB: in real;
12        Aout:     out std_logic;
13        Bout:     out std_logic);
14 end entity SKYRMIONCROSS_noMagn;
15
16 architecture BLACKBOX of SKYRMIONCROSS_noMagn is
17 begin
18     process (A, B, CURRENTA, CURRENTB)
19         variable NskA, NskB: integer := 0;
20     begin
21         if (A'event and A='1') then
22             NskA := NskA+1;
23         end if;
24         if (B'event and B='1') then
25             NskB := NskB+1;
26         end if;
```

```
27
28     if (CURRENTA /= 0.0) then
29         if (NskA = 1) then
30             Aout <= '1', '0' after 10 ps;
31             NskA := 0;
32         else
33             Aout <= '0';
34         end if;
35     end if;
36     if (CURRENTB /= 0.0) then
37         if (NskB = 1) then
38             Bout <= '1', '0' after 10 ps;
39             NskB := 0;
40         else
41             Bout <= '0';
42         end if;
43     end if;
44 end process;
45 end BLACKBOX;
```

## C.1.5. Duplication/Merging elements

### C.1.5.1. Duplication element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity skyrmionDUPLICATE is
10 port(  IN_SK:          in std_logic;
11        CURRENT:       in real;
12        OUT_SK_TOP:    out std_logic;
13        OUT_SK_BOTTOM: out std_logic);
14 end entity skyrmionDUPLICATE;
15
16 architecture Behavioural of skyrmionDUPLICATE is
17 begin
18     SK_DUPL: process (IN_SK, CURRENT)
19         variable Nsk: integer := 0;
20     begin
```



```
21     if (IN_SK'event and IN_SK='1') then
22         Nsk := Nsk+1;
23     end if;
24
25     if (CURRENT /= 0.0) then
26         if (Nsk /= 0) then
27             OUT_SK_TOP <= '1', '0' after 10 ps;
28             OUT_SK_BOTTOM <= '1', '0' after 10 ps;
29             Nsk:=Nsk-1;
30         else
31             OUT_SK_TOP <= '0';
32             OUT_SK_BOTTOM <= '0';
33         end if;
34     else
35         OUT_SK_TOP <= '0';
36         OUT_SK_BOTTOM <= '0';
37     end if;
38 end process SK_DUPL;
39 end architecture Behavioural;
```

### C.1.5.2. Merging element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity skyrmionMERGE is
10 port(  IN_SK_TOP:      in std_logic;
11        IN_SK_BOTTOM:  in std_logic;
12        CURRENT:       in real;
13        OUT_SK:         out std_logic);
14 end entity skyrmionMERGE;
15
16 architecture Behavioural of skyrmionMERGE is
17 begin
18     SK_MERGE: process (IN_SK_TOP, IN_SK_BOTTOM, CURRENT)
19         variable Nsk: integer := 0;
20     begin
21         if (IN_SK_TOP'event and IN_SK_TOP='1') then
22             Nsk := Nsk+1;
```

```
23     end if;
24     if (IN_SK_BOTTOM'event and IN_SK_BOTTOM='1') then
25         Nsk := Nsk+1;
26     end if;
27
28     if (CURRENT /= 0.0) then
29         if (Nsk=1 or Nsk=2) then
30             OUT_SK <= '1', '0' after 10 ps;
31             Nsk := 0;
32         else
33             OUT_SK <= '0';
34         end if;
35     else
36         OUT_SK <= '0';
37     end if;
38 end process SK_MERGE;
39 end architecture Behavioural;
```

## C.1.6. Deviation element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity skyrmionDEVIATION is
10 port( IN_SK:      in std_logic;
11       CURRENT:   in real;
12       CURRENTDEV: in real;
13       OUT_SK:     out std_logic;
14       OUT_SK_DEV: out std_logic);
15 end entity skyrmionDEVIATION;
16
17 architecture Behavioural of skyrmionDEVIATION is
18 signal Nsks: integer;
19 signal outens: std_logic;
20 begin
21     SK_DEV: process (IN_SK, CURRENT, CURRENTDEV)
22         variable Nsk: integer := 0;
23         variable out_en: std_logic := '0';
24     begin
```

```
25   if (IN_SK'event and IN_SK='1') then
26       Nsk := Nsk+1;
27   end if;
28
29   if (CURRENT = 0.0 and CURRENTDEV = 0.0) then
30       OUT_SK <= '0';
31       OUT_SK_DEV <= '0';
32   end if;
33
34   if(out_en = '1') then
35       if (CURRENTDEV'event and CURRENTDEV /= 0.0) then
36           if (Nsk=1) then
37               OUT_SK <= '0';
38               OUT_SK_DEV <= '1', '0' after 10 ps;
39               Nsk := Nsk-1;
40               out_en := '0';
41           else
42               OUT_SK <= '0';
43               OUT_SK_DEV <= '0';
44               out_en := '0';
45           end if;
46       elsif (CURRENT'event and CURRENT /= 0.0) then
47           if (Nsk=1) then
48               OUT_SK <= '1', '0' after 10 ps;
49               OUT_SK_DEV <= '0';
50               Nsk := Nsk-1;
51               out_en := '0';
52           else
53               OUT_SK <= '0';
54               OUT_SK_DEV <= '0';
55               out_en := '0';
56           end if;
57       end if;
58   end if;
59
60   if (CURRENT'event and CURRENT /= 0.0) then
61       if (out_en = '0' and Nsk /= 0) then
62           out_en:='1';
63       end if;
64   end if;
65
66   Nsks <= Nsk;
67   outens <= out_en;
68
69   end process SK_DEV;
70 end architecture Behavioural;
```

## C.1.7. Voltage generators

### C.1.7.1. Voltage\_genL

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity voltage_genL is
10 port(  CTRL: in std_logic;
11        CURRENT: out real);
12 end entity voltage_genL;
13
14 architecture Behavioural of voltage_genL is
15 begin
16     CURR_GEN: process (CTRL)
17     begin
18         if (CTRL='1') then
19             CURRENT <= CURRENT_LOW;
20         else
21             CURRENT <= 0.0;
22         end if;
23     end process CURR_GEN;
24 end architecture Behavioural;
```

### C.1.7.2. Voltage\_genH

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity voltage_genH is
10 port(  CTRL: in std_logic;
11        CURRENT: out real);
12 end entity voltage_genH;
```

```
13
14 architecture Behavioural of voltage_genH is
15 begin
16     CURR_GEN: process (CTRL)
17     begin
18         if (CTRL='1') then
19             CURRENT <= CURRENT_HIGH;
20         else
21             CURRENT <= 0.0;
22         end if;
23     end process CURR_GEN;
24 end architecture Behavioural;
```

### C.1.7.3. Vclock\_gen

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity vclock_gen is
10 port( CTRL: in std_logic;
11       CURRENTclk: in real;
12       CURRENT: out real);
13 end entity vclock_gen;
14
15 architecture Behavioural of vclock_gen is
16 begin
17     CURR_GEN: process (CTRL, CURRENTclk)
18     begin
19         if (CTRL='1') then
20             CURRENT <= CURRENTclk;
21         else
22             CURRENT <= 0.0;
23         end if;
24     end process CURR_GEN;
25 end architecture Behavioural;
```

## C.1.8. Tanks

### C.1.8.1. Bottom tank

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity tank_bottom is
10 port( IN1, IN2, IN3, IN4, IN5, IN6, IN7: in std_logic; --from left to right
11       CURRENT: in real;
12       tankOUT1, tankOUT2, tankOUT3: out std_logic); --priority order: from
13       ⇨ right to left
14 end entity tank_bottom;
15
16 architecture Behavioural of tank_bottom is
17     component SKYRMIONNOTCH is
18     port( INPUT : in std_logic;
19          CURRENT : in real;
20          OUTPUT : out std_logic);
21     end component SKYRMIONNOTCH;
22
23     signal OUT1, OUT2, OUT3: std_logic;
24     signal Nsks: integer;
25
26 begin
27     process (IN1, IN2, IN3, IN4, IN5, IN6, IN7, CURRENT)
28         variable Nsk: integer := 0;
29         variable out_en, OUT1_var, OUT2_var, OUT3_var: std_logic := '0';
30     begin
31         if (IN1'event and IN1='1') then
32             Nsk := Nsk+1;
33         end if;
34         if (IN2'event and IN2='1') then
35             Nsk := Nsk+1;
36         end if;
37         if (IN3'event and IN3='1') then
38             Nsk := Nsk+1;
39         end if;
40         if (IN4'event and IN4='1') then
41             Nsk := Nsk+1;
42         end if;
43         if (IN5'event and IN5='1') then
44             Nsk := Nsk+1;
```

```

44     end if;
45     if (IN6'event and IN6='1') then
46         Nsk := Nsk+1;
47     end if;
48     if (IN7'event and IN7='1') then
49         Nsk := Nsk+1;
50     end if;
51
52     Nsks <= Nsk;
53
54     if (CURRENT'event and CURRENT = CURRENT_LOW) then
55         if (out_en='0') then
56             out_en := '1';
57             case Nsk is
58                 when 1 => OUT1_var := '1';
59                     OUT2_var := '0';
60                     OUT3_var := '0';
61                     Nsk := 0;
62                 when 2 => OUT1_var := '1';
63                     OUT2_var := '1';
64                     OUT3_var := '0';
65                     Nsk := 0;
66                 when 3 => OUT1_var := '1';
67                     OUT2_var := '1';
68                     OUT3_var := '1';
69                     Nsk := 0;
70                 when 0 => OUT1_var := '0';
71                     OUT2_var := '0';
72                     OUT3_var := '0';
73                     Nsk := 0;
74                 when others => OUT1_var := '1';
75                     OUT2_var := '1';
76                     OUT3_var := '1';
77                     Nsk := Nsk-3;
78             end case;
79         end if;
80     end if;
81
82     if (CURRENT'event and CURRENT = 0.0) then
83         out_en := '0';
84     end if;
85
86     if (OUT1_var = '1' or OUT2_var = '1' or OUT3_var = '1') then
87         if (OUT1_var = '1') then
88             OUT1_var := '0';
89             OUT1 <= '1', '0' after 10 ps;
90         else
91             OUT1 <= '0';
92         end if;

```

```

93     if (OUT2_var = '1') then
94         OUT2_var := '0';
95         OUT2 <= '1', '0' after 10 ps;
96     else
97         OUT2 <= '0';
98     end if;
99     if (OUT3_var = '1') then
100         OUT3_var := '0';
101         OUT3 <= '1', '0' after 10 ps;
102     else
103         OUT3 <= '0';
104     end if;
105 else
106     OUT1 <= '0';
107     OUT2 <= '0';
108     OUT3 <= '0';
109 end if;
110 end process;
111
112 notch1: SKYRMIONNOTCH port map (INPUT => OUT1, CURRENT => CURRENT, OUTPUT =>
    ↪ tankOUT1);
113 notch2: SKYRMIONNOTCH port map (INPUT => OUT2, CURRENT => CURRENT, OUTPUT =>
    ↪ tankOUT2);
114 notch3: SKYRMIONNOTCH port map (INPUT => OUT3, CURRENT => CURRENT, OUTPUT =>
    ↪ tankOUT3);
115
116 end architecture Behavioural;

```

### C.1.8.2. Top tank

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity tank_top is
10 port(  IN1, IN2, IN3: in std_logic; --from right to left
11        CURRENT: in real;
12        tankOUT: out std_logic);
13 end entity tank_top;
14

```



```
15 architecture Behavioural of tank_top is
16   component SKYRMIONNOTCH is
17   port( INPUT : in std_logic;
18         CURRENT : in real;
19         OUTPUT : out std_logic);
20   end component SKYRMIONNOTCH;
21
22   signal OUT1: std_logic;
23   signal Nsk: integer;
24
25 begin
26   process (IN1, IN2, IN3, CURRENT)
27     variable Nsk: integer := 0;
28     variable out_en, OUT1_var: std_logic := '0';
29   begin
30     if (IN1'event and IN1='1') then
31       Nsk := Nsk+1;
32     end if;
33     if (IN2'event and IN2='1') then
34       Nsk := Nsk+1;
35     end if;
36     if (IN3'event and IN3='1') then
37       Nsk := Nsk+1;
38     end if;
39
40     Nsk <= Nsk;
41
42     if (CURRENT'event and CURRENT = CURRENT_LOW) then
43       if (out_en='0') then
44         out_en := '1';
45         case Nsk is
46           when 1 => OUT1_var := '1';
47                     Nsk := 0;
48           when 0 => OUT1_var := '0';
49                     Nsk := 0;
50           when others => OUT1_var := '1';
51                         Nsk := Nsk-1;
52         end case;
53       end if;
54     end if;
55
56     if (CURRENT'event and CURRENT = 0.0) then
57       out_en := '0';
58     end if;
59
60     if (OUT1_var = '1') then
61       OUT1_var := '0';
62       OUT1 <= '1', '0' after 10 ps;
63     else
```

```
64     OUT1 <= '0';
65     end if;
66
67     end process;
68
69     notch1: SKYRMIONNOTCH port map (INPUT => OUT1, CURRENT => CURRENT, OUTPUT =>
    ↪ tankOUT);
70
71 end architecture Behavioural;
```

## C.1.9. Multiplexers

### C.1.9.1. Results multiplexer

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity mux1 is
10 port(  inT, inM, inB: in std_logic;
11        CURRENT: in real;
12        CURRENT_V1, CURRENT_V2, CURRENT_V3: in real;
13        selection: in std_logic_vector(1 downto 0);
14        muxOUT, V1OUT, V3OUT, V2OUTt, V2OUTb: out std_logic);
15 end entity mux1;
16
17 architecture Behavioural of mux1 is
18 begin
19     process (inT, inM, inB, selection, CURRENT, CURRENT_V1, CURRENT_V2,
    ↪ CURRENT_V3)
20     variable skT, skM, skB: std_logic;
21     variable out_en, muxOUT_var: std_logic;
22     variable totSk: integer := 0;
23     begin
24         if (inT'event and inT='1') then
25             skT := '1';
26             totSk := totSk+1;
27         end if;
28         if (inM'event and inM='1') then
29             skM := '1';
```

```

30     totSk := totSk+1;
31 end if;
32 if (inB'event and inB='1') then
33     skB := '1';
34     totSk := totSk+1;
35 end if;
36
37 if (CURRENT_V1 /= 0.0 or CURRENT_V2 /= 0.0 or CURRENT_V3 /= 0.0 ) then
38     ↪ --CURRENT /= 0.0 or
39     if (selection = "01") then --OR, V1 si attiva
40         if (skT = '1') then
41             muxOUT_var := '1';
42             out_en := '1';
43             totSk := totSk-1;
44         else
45             muxOUT_var := '0';
46             out_en := '1';
47         end if;
48         case totSk is
49             when 1 => V1OUT <= '1', '0' after 10 ps;
50                     V3OUT <= '0';
51                     V2OUTt <= '0';
52                     V2OUTb <= '0';
53             when 2 => V1OUT <= '1', '0' after 10 ps, '1' after 20 ps, '0' after
54                     ↪ 30 ps;
55                     V3OUT <= '0';
56                     V2OUTt <= '0';
57                     V2OUTb <= '0';
58             when others => V1OUT <= '0';
59                     V3OUT <= '0';
60                     V2OUTt <= '0';
61                     V2OUTb <= '0';
62         end case;
63         totSk := 0;
64         skT := '0';
65         skM := '0';
66         skB := '0';
67     elsif (selection = "11") then --SUM, V3 si attiva
68         if (skB = '1') then
69             muxOUT_var := '1';
70             out_en := '1';
71             totSk := totSk-1;
72         else
73             muxOUT_var := '0';
74             out_en := '1';
75         end if;
76         case totSk is
77             when 1 => V3OUT <= '1', '0' after 10 ps;
78                     V1OUT <= '0';

```

```

77         V2OUTt <= '0';
78         V2OUTb <= '0';
79         when 2 =>    V3OUT <= '1', '0' after 10 ps, '1' after 20 ps, '0' after
      ↪ 30 ps;
80         V1OUT <= '0';
81         V2OUTt <= '0';
82         V2OUTb <= '0';
83         when others =>    V3OUT <= '0';
84         V1OUT <= '0';
85         V2OUTt <= '0';
86         V2OUTb <= '0';
87     end case;
88     totSk := 0;
89     skT := '0';
90     skM := '0';
91     skB := '0';
92     elsif (selection = "10") then --AND, V2 si attiva
93         if (skM = '1') then
94             muxOUT_var := '1';
95             out_en := '1';
96             totSk := totSk-1;
97         else
98             muxOUT_var := '0';
99             out_en := '1';
100        end if;
101        case totSk is
102            when 1 =>    if (skT = '1') then
103                V2OUTt <= '1', '0' after 10 ps;
104                V2OUTb <= '0';
105            else
106                V2OUTb <= '1', '0' after 10 ps;
107                V2OUTt <= '0';
108            end if;
109            V3OUT <= '0';
110            V1OUT <= '0';
111
112            when 2 =>    V2OUTt <= '1', '0' after 10 ps;
113                V2OUTb <= '1', '0' after 10 ps;
114                V3OUT <= '0';
115                V1OUT <= '0';
116            when others =>    V3OUT <= '0';
117                V1OUT <= '0';
118                V2OUTt <= '0';
119                V2OUTb <= '0';
120        end case;
121        totSk := 0;
122        skT := '0';
123        skM := '0';
124        skB := '0';

```

```
125     else
126         V3OUT <= '0';
127         V1OUT <= '0';
128         V2OUTt <= '0';
129         V2OUTb <= '0';
130         totSk := 0;
131         skT := '0';
132         skM := '0';
133         skB := '0';
134     end if;
135 else
136     V3OUT <= '0';
137     V1OUT <= '0';
138     V2OUTt <= '0';
139     V2OUTb <= '0';
140 end if;
141
142 if(CURRENT /= 0.0 and out_en='1') then
143     out_en := '0';
144     if (muxOUT_var='1') then
145         muxOUT_var := '0';
146         muxOUT <= '1', '0' after 10 ps;
147     else
148         muxOUT <= '0';
149     end if;
150 else
151     muxOUT <= '0';
152 end if;
153
154 end process;
155 end architecture Behavioural;
```

### C.1.9.2. Result/Stored element multiplexer

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity mux2 is
10 port( inR, inL: in std_logic;    --Right=result, Left=stored value
```

```

11     CURRENT: in real;
12     CURRENT_Vst, CURRENT_Vres: in real;
13     selection: in std_logic;  --'1'=result, '0'=stored value
14     muxOUT, VstOUT, VresOUT: out std_logic);
15 end entity mux2;
16
17 architecture Behavioural of mux2 is
18 begin
19     process (inR, inL, selection, CURRENT, CURRENT_Vst, CURRENT_Vres)
20     variable skR, skL: std_logic;
21     variable out_en, muxOUT_var: std_logic;
22     variable totSk: integer := 0;
23     begin
24         if (inR'event and inR='1') then
25             skR := '1';
26             totSk := totSk+1;
27         end if;
28         if (inL'event and inL='1') then
29             skL := '1';
30             totSk := totSk+1;
31         end if;
32
33         if (CURRENT_Vst /= 0.0 or CURRENT_Vres /= 0.0) then  --CURRENT /= 0.0
34             if (selection = '1') then  --result is desired
35                 if (skR = '1') then
36                     muxOUT_var := '1';
37                     out_en := '1';
38                     totSk := totSk-1;
39                 else
40                     muxOUT_var := '0';
41                     out_en := '1';
42                 end if;
43                 case totSk is
44                     when 1 => VstOUT <= '1', '0' after 10 ps;
45                             VresOUT <= '0';
46                     when others => VstOUT <= '0';
47                             VresOUT <= '0';
48                 end case;
49                 totSk := 0;
50                 skR := '0';
51                 skL := '0';
52             else  --stored value is desired: selection='0'
53                 if (skL = '1') then
54                     muxOUT_var := '1';
55                     out_en := '1';
56                     totSk := totSk-1;
57                 else
58                     muxOUT_var := '0';
59                     out_en := '1';

```

```
60     end if;
61     case totSk is
62         when 1 => VresOUT <= '1', '0' after 10 ps;
63                 VstOUT <= '0';
64         when others => VresOUT <= '0';
65                     VstOUT <= '0';
66     end case;
67     totSk := 0;
68     skR := '0';
69     skL := '0';
70 end if;
71 else
72     VresOUT <= '0';
73     VstOUT <= '0';
74 end if;
75
76 if(CURRENT /= 0.0 and out_en='1') then
77     out_en := '0';
78     if (muxOUT_var='1') then
79         muxOUT_var := '0';
80         muxOUT <= '1', '0' after 10 ps;
81     else
82         muxOUT <= '0';
83     end if;
84 else
85     muxOUT <= '0';
86 end if;
87
88 end process;
89 end architecture Behavioural;
```

## C.1.10. SRLatch

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SRLatch is
8  port( SET:   in std_logic;
9        RST:   in std_logic;
10       Q:     out std_logic
11 );
```

```
12 end entity SRLatch;
13
14 architecture Behaviour of SRLatch is
15
16 begin
17     latch: process (SET, RST)
18     begin
19         if (RST='1') then
20             Q <= '0';
21         elsif (SET'event and SET='1') then
22             Q <= '1';
23         end if;
24     end process latch;
25
26 end architecture Behaviour;
```

## C.2. Cell00

### C.2.1. Datapath

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity CELL_00 is
10 port(  IN_CELL, RESET_n: in std_logic;
11        CURRENTclk: in real;
12
13        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
14        ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
15        ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop: in
16        ↪ std_logic;
17
18        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
19        CTRL_mux1: in std_logic_vector(1 downto 0);
20        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
21        SR_MTJR1_out, SR_MTJR2_out: out std_logic;
22        CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
```



```

20     CELL_OUT_MTJ_CONV12_out, CELL_OUT_MTJ_CONV11_out, CELL_OUT_DEV2_out,
    ↪ CELL_OUT_CROSS4_Aout, CELL_OUT_TANKT_out: out std_logic
21 );
22 end entity CELL_00;
23
24 architecture Structure of CELL_00 is
25     component SKYRMIONNOTCH is
26     port( INPUT : in std_logic;
27           CURRENT : in real;
28           OUTPUT : out std_logic);
29     end component SKYRMIONNOTCH;
30
31     component SKYRMIONNOTCHseq is
32     generic (N: integer := 5);
33     port( INPUT: in std_logic;
34           CURRENT: in real;
35           OUTPUT: out std_logic);
36     end component SKYRMIONNOTCHseq;
37
38     component SKYRMIONJOIN is
39     port( A : in std_logic;
40           B : in std_logic;
41           CURRENT : in real;
42           OUTPUT : out std_logic);
43     end component SKYRMIONJOIN;
44
45     component SKYRMIONH is
46     port ( INPUTA : in std_logic;
47           INPUTB : in std_logic;
48           CURRENT : in real;
49           OUTPUTAND : out std_logic;
50           OUTPUTOR : out std_logic);
51     end component SKYRMIONH;
52
53     component SKYRMIONFULLADDER is
54     port( A : in std_logic;
55           B : in std_logic;
56           CIN1 : in std_logic;
57           CIN2 : in std_logic;
58           ONE1 : in std_logic;
59           ONE2 : in std_logic;
60           CURRENT : in real;
61           CTRL1 : out std_logic;
62           SUM : out std_logic;
63           COUT1 : out std_logic;
64           COUT2 : out std_logic;
65           CTRL2 : out std_logic);
66     end component SKYRMIONFULLADDER;
67

```

```
68 component voltage_genH is
69 port( CTRL: in std_logic;
70       CURRENT: out real);
71 end component voltage_genH;
72
73 component voltage_genL is
74 port( CTRL: in std_logic;
75       CURRENT: out real);
76 end component voltage_genL;
77
78 component vclock_gen is
79 port( CTRL: in std_logic;
80       CURRENTclk: in real;
81       CURRENT: out real);
82 end component vclock_gen;
83
84 component skyrmionDUPLICATE is
85 port( IN_SK: in std_logic;
86       CURRENT: in real;
87       OUT_SK_TOP: out std_logic;
88       OUT_SK_BOTTOM: out std_logic);
89 end component skyrmionDUPLICATE;
90
91 component skyrmionMERGE is
92 port( IN_SK_TOP: in std_logic;
93       IN_SK_BOTTOM: in std_logic;
94       CURRENT: in real;
95       OUT_SK: out std_logic);
96 end component skyrmionMERGE;
97
98 component SKYRMIONCROSS_Magn is
99 port( A: in std_logic;
100       B: in std_logic;
101       CURRENTA: in real;
102       CURRENTB: in real;
103       Aout: out std_logic;
104       Bout: out std_logic);
105 end component SKYRMIONCROSS_Magn;
106
107 component SKYRMIONCROSS_noMagn is
108 port( A: in std_logic;
109       B: in std_logic;
110       CURRENTA: in real;
111       CURRENTB: in real;
112       Aout: out std_logic;
113       Bout: out std_logic);
114 end component SKYRMIONCROSS_noMagn;
115
116 component skyrmionDEVIATION is
```

```

117 port( IN_SK:      in std_logic;
118       CURRENT: in real;
119       CURRENTDEV: in real;
120       OUT_SK:     out std_logic;
121       OUT_SK_DEV: out std_logic);
122 end component skyrmionDEVIATION;
123
124 component SRLatch is
125 port( SET:  in std_logic;
126       RST:  in std_logic;
127       Q:    buffer std_logic);
128 end component SRLatch;
129
130 component MTJ_R is
131 port( IN_SK:      in std_logic;
132       CURRENT: in real;
133       OUT_SIGN:  out std_logic);
134 end component MTJ_R;
135
136 component MTJ_W is
137 port( CTRL: in std_logic;
138       OUT_SK: out std_logic);
139 end component MTJ_W;
140
141 component MTJ_CONV is
142 port( IN_SK: in std_logic;
143       CURRENT: in real;
144       OUT_SK: out std_logic);
145 end component MTJ_CONV;
146
147 component tank_bottom is
148 port( IN1, IN2, IN3, IN4, IN5, IN6, IN7: in std_logic; --from left to right
149       CURRENT: in real;
150       tankOUT1, tankOUT2, tankOUT3: out std_logic);    --priority order: from
151       ↪ right to left
152 end component tank_bottom;
153
154 component tank_top is
155 port( IN1, IN2, IN3: in std_logic; --from right to left
156       CURRENT: in real;
157       tankOUT: out std_logic);
158 end component tank_top;
159
160 component mux1 is
161 port( inT, inM, inB: in std_logic;
162       CURRENT: in real;
163       CURRENT_V1, CURRENT_V2, CURRENT_V3: in real;
164       selection: in std_logic_vector(1 downto 0);
165       muxOUT, V1OUT, V3OUT, V2OUTt, V2OUTb: out std_logic);

```

```

165 end component mux1;
166
167 component mux2 is
168 port( inR, inL: in std_logic;    --Right=result, Left=stored value
169       CURRENT: in real;
170       CURRENT_Vst, CURRENT_Vres: in real;
171       selection: in std_logic;  --'1'=result, '0'=stored value
172       muxOUT, VstOUT, VresOUT: out std_logic);
173 end component mux2;
174
175
176
177 signal CURRENT_Vstart, CURRENT_Vmove1, CURRENT_Vop, CURRENT_Vmove2,
    ↪ CURRENT_Vmove2C, CURRENT_Vmove3, CURRENT_MUX1_V1, CURRENT_MUX1_V2,
    ↪ CURRENT_MUX1_V3, CURRENT_Vmovecout, CURRENT_Vtankbot, CURRENT_Vnoext,
    ↪ CURRENT_Vmoveres, CURRENT_Vtanktop, CURRENT_Vmove4, CURRENT_Vnewdata,
    ↪ CURRENT_Vdetect, CURRENT_Vrout, CURRENT_Vsout: real;
178
179 signal MEM_out: std_logic;
180 signal x2_1_outtop, x2_1_outbottom, x2_2_outtop, x2_2_outbottom, x2_3_outtop,
    ↪ x2_3_outbottom, x2_4_outtop, x2_4_outbottom, x2_5_outright, x2_5_outleft,
    ↪ x1_1_out: std_logic;
181 signal CROSSM1_outA, CROSSM1_outB, CROSSM2_outA, CROSSM2_outB, CROSSM3_outA,
    ↪ CROSSM3_outB: std_logic;
182 signal CROSS11_Aout, CROSS11_Bout, CROSS12_Aout, CROSS12_Bout, CROSS21_Aout,
    ↪ CROSS21_Bout, CROSS22_Aout, CROSS22_Bout, CROSS4_Aout, CROSS4_Bout:
    ↪ std_logic;
183 signal SYNC_LOG_TOP_out, SYNC_LOG_BOT_out, AND_out, OR_out, SKEW_OR_out,
    ↪ SKEW_AND_out: std_logic;
184 signal FA_CTRL1_out, FA_CTRL2_out, FA_COUT1_out, FA_COUT2_out, FA_SUM_out:
    ↪ std_logic;
185 signal RST_SR_MTJR1, RST_SR_MTJR2: std_logic;
186 signal MTJ_R1_out, MTJ_R2_out: std_logic;
187 signal MTJ_W1_out, MTJ_W2_out, MTJ_W3_out: std_logic;
188 signal MTJ_CONV1_out, MTJ_CONV2_out, MTJ_CONV3_out, MTJ_CONV4_out,
    ↪ MTJ_CONV5_out, MTJ_CONV6_out, MTJ_CONV7_out, MTJ_CONV8_out, MTJ_CONV9_out,
    ↪ MTJ_CONV10_out, MTJ_CONV11_out, MTJ_CONV12_out: std_logic;
189 signal MUX1_CTRL_V1, MUX1_CTRL_V2, MUX1_CTRL_V3: std_logic;
190 signal MUX1_out, MUX1_V1out, MUX1_V3out, MUX1_V2Tout, MUX1_V2Bout: std_logic;
191 signal CTRL_mux2, MUX2_Vstout, MUX2_Vresout, MUX2_out: std_logic;
192 signal JOIN1_out, JOIN2_out, JOIN3_out: std_logic;
193 signal DEV1_out, DEV1_devout, DEV2_out, DEV2_devout: std_logic;
194 signal TANKB_out1, TANKB_out2, TANKB_out3: std_logic;
195 signal TANKT_out: std_logic;
196
197
198 begin
199 Vstart: voltage_genH port map (CTRL => CTRL_Vstart, CURRENT =>
    ↪ CURRENT_Vstart);

```

```

200 MEM: SKYRMIONNOTCH port map (INPUT => IN_CELL, CURRENT => CURRENT_Vstart,
    ↪ OUTPUT => MEM_out);
201 Vmove1: voltage_genL port map (CTRL => CTRL_Vmove1, CURRENT =>
    ↪ CURRENT_Vmove1);
202 x2_1: skyrmionDUPLICATE port map (IN_SK => MEM_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_1_outtop, OUT_SK_BOTTOM =>
    ↪ x2_1_outbottom);
203 x2_2: skyrmionDUPLICATE port map (IN_SK => x2_1_outtop, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_2_outtop, OUT_SK_BOTTOM =>
    ↪ x2_2_outbottom);
204
205 CROSSM1: SKYRMIONCROSS_Magn port map (A => x2_2_outbottom, B =>
    ↪ x2_3_outtop, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout
    ↪ => CROSSM1_outA, Bout => CROSSM1_outB);
206 Vop: vclock_gen port map (CTRL => CTRL_Vop, CURRENTclk => CURRENTclk,
    ↪ CURRENT => CURRENT_Vop);
207 SYNCNET_LOG_TOP: SKYRMIONNOTCH port map (INPUT => x2_2_outtop, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_TOP_out);
208 SYNCNET_LOG_BOT: SKYRMIONNOTCH port map (INPUT => CROSSM1_outB, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_BOT_out);
209 LOGIC: SKYRMIONH port map (INPUTA => SYNC_LOG_TOP_out, INPUTB =>
    ↪ SYNC_LOG_BOT_out, CURRENT => CURRENT_Vop, OUTPUTAND => AND_OUT, OUTPUTOR
    ↪ => OR_OUT);
210 SKEW_OR: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => OR_OUT,
    ↪ CURRENT => CURRENT_Vop, OUTPUT => SKEW_OR_out);
211 SKEW_AND: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT =>
    ↪ AND_OUT, CURRENT => CURRENT_Vop, OUTPUT => SKEW_AND_out);
212 FA: SKYRMIONFULLADDER port map (A => CROSSM1_outA, B =>
    ↪ x2_3_outbottom, CIN1 => '0', CIN2 => '0', ONE1 => CROSSM2_outB, ONE2 =>
    ↪ CROSSM3_outB, CURRENT => CURRENT_Vop, CTRL1 => FA_CTRL1_out, SUM =>
    ↪ FA_SUM_out, COUT1 => FA_COUT1_out, COUT2 => FA_COUT2_out, CTRL2 =>
    ↪ FA_CTRL2_out);
213
214 MTJ_CONV_1: MTJ_CONV port map (IN_SK => SKEW_OR_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV1_out);
215 MTJ_CONV_2: MTJ_CONV port map (IN_SK => SKEW_AND_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV2_out);
216 MTJ_CONV_3: MTJ_CONV port map (IN_SK => FA_SUM_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV3_out);
217 MTJ_CONV_4: MTJ_CONV port map (IN_SK => FA_COUT1_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV4_out);
218 MTJ_CONV_5: MTJ_CONV port map (IN_SK => FA_COUT2_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV5_out);
219 Vmove2: voltage_genL port map (CTRL => CTRL_Vmove2, CURRENT =>
    ↪ CURRENT_Vmove2);
220 Vmove2C: voltage_genL port map (CTRL => CTRL_Vmove2C, CURRENT =>
    ↪ CURRENT_Vmove2C);
221
222 MUX1_CTRL_V1 <= CTRL_mux1(0) and (not CTRL_mux1(1));

```

```

223 MUX1_CTRL_V2 <= CTRL_mux1(1) and (not CTRL_mux1(0));
224 MUX1_CTRL_V3 <= CTRL_mux1(1) and CTRL_mux1(0);
225 Vmux1_1: voltage_genL port map (CTRL => MUX1_CTRL_V1, CURRENT =>
    ↪ CURRENT_MUX1_V1);
226 Vmux1_2: voltage_genL port map (CTRL => MUX1_CTRL_V2, CURRENT =>
    ↪ CURRENT_MUX1_V2);
227 Vmux1_3: voltage_genL port map (CTRL => MUX1_CTRL_V3, CURRENT =>
    ↪ CURRENT_MUX1_V3);
228
229 MUX1_COM: mux1 port map (inT => MTJ_CONV1_out, inM => MTJ_CONV2_out, inB
    ↪ => MTJ_CONV3_out, CURRENT => CURRENT_Vmove2, CURRENT_V1 =>
    ↪ CURRENT_MUX1_V1, CURRENT_V2 => CURRENT_MUX1_V2, CURRENT_V3 =>
    ↪ CURRENT_MUX1_V3, selection => CTRL_mux1, muxOUT => MUX1_out, V1OUT =>
    ↪ MUX1_V1out, V3OUT => MUX1_V3out, V2OUTt => MUX1_V2Tout, V2OUTb =>
    ↪ MUX1_V2Bout);
230 Vmove3: voltage_genL port map (CTRL => CTRL_Vmove3, CURRENT =>
    ↪ CURRENT_Vmove3);
231 x2_4: skyrmionDUPLICATE port map (IN_SK => MUX1_out, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK_TOP => x2_4_outtop, OUT_SK_BOTTOM =>
    ↪ x2_4_outbottom);
232 MTJ_CONV_7: MTJ_CONV port map (IN_SK => x2_4_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV7_out);
233
234 CROSS11: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV4_out, B => MUX1_V1out,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1, Aout =>
    ↪ CROSS11_Aout, Bout => CROSS11_Bout);
235 CROSS12: SKYRMIONCROSS_noMagn port map (A => CROSS11_Aout, B => MUX1_V2Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS12_Aout, Bout => CROSS12_Bout);
236 CROSS21: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV5_out, B =>
    ↪ CROSS11_Bout, CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1,
    ↪ Aout => CROSS21_Aout, Bout => CROSS21_Bout);
237 CROSS22: SKYRMIONCROSS_noMagn port map (A => CROSS21_Aout, B => CROSS12_Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS22_Aout, Bout => CROSS22_Bout);
238
239 Vmovecout: voltage_genL port map (CTRL => CTRL_Vmovecout, CURRENT =>
    ↪ CURRENT_Vmovecout);
240 x1_1: skyrmionMERGE port map (IN_SK_TOP => CROSS12_Aout, IN_SK_BOTTOM =>
    ↪ CROSS22_Aout, CURRENT => CURRENT_Vmovecout, OUT_SK => x1_1_out);
241 MTJ_CONV_6: MTJ_CONV port map (IN_SK => x1_1_out, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV6_out);
242 CROSS4: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV6_out, B =>
    ↪ MTJ_CONV7_out, CURRENTA => CURRENT_Vmovecout, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS4_Aout, Bout => CROSS4_Bout);
243
244 Vtankbot: vclock_gen port map (CTRL => CTRL_Vtankbot, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtankbot);
245

```

```

246 TANK_BOT: tank_bottom port map (IN1 => FA_CTRL2_out, IN2 => FA_CTRL1_out, IN3
    ↪ => CROSS21_Bout, IN4 => CROSS22_Bout, IN5 => DEV1_devout, IN6 =>
    ↪ MUX2_Vresout, IN7 => MUX2_Vstout, CURRENT => CURRENT_Vtankbot, tankOUT1 =>
    ↪ TANKB_out1, tankOUT2 => TANKB_out2, tankOUT3 => TANKB_out3);

247
248 MTJ_W_1: MTJ_W port map (CTRL => CTRL_M TJ_W1, OUT_SK => MTJ_W1_out);
249 MTJ_W_2: MTJ_W port map (CTRL => CTRL_M TJ_W2, OUT_SK => MTJ_W2_out);
250 JOIN2: SKYRMIONJOIN port map (A => MTJ_W1_out, B => TANKB_out2, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN2_out);
251 JOIN3: SKYRMIONJOIN port map (A => MTJ_W2_out, B => TANKB_out1, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN3_out);
252 CROSSM2: SKYRMIONCROSS_Magn port map (A => TANKB_out1, B => JOIN2_out,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM2_outA, Bout => CROSSM2_outB);
253 CROSSM3: SKYRMIONCROSS_Magn port map (A => CROSSM2_outA, B => JOIN3_out,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM3_outA, Bout => CROSSM3_outB);

254
255 MTJ_R_1: MTJ_R port map (IN_SK => CROSSM3_outA, CURRENT => CURRENT_Vmove1,
    ↪ OUT_SIGN => MTJ_R1_out);
256 RST_SR_M TJR1 <= ACK_DETECT_M TJR1 or (not RESET_n);
257 SR_M TJR1: SRLatch port map (SET => MTJ_R1_out, RST => RST_SR_M TJR1, Q =>
    ↪ SR_M TJR1_out);
258 MTJ_CONV_8: MTJ_CONV port map (IN_SK => CROSSM3_outA, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK => MTJ_CONV8_out);
259 Vnoext: voltage_genL port map (CTRL => CTRL_Vnoext, CURRENT =>
    ↪ CURRENT_Vnoext);
260 DEV1: skyrmionDEVIATION port map (IN_SK => MTJ_CONV8_out, CURRENT =>
    ↪ CURRENT_Vmove1, CURRENTDEV => CURRENT_Vnoext, OUT_SK => DEV1_out,
    ↪ OUT_SK_DEV => DEV1_devout);
261 MTJ_W_3: MTJ_W port map (CTRL => CTRL_M TJ_W3, OUT_SK => MTJ_W3_out);
262 JOIN1: SKYRMIONJOIN port map (A => MTJ_W3_out, B => DEV1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN1_out);
263 x2_3: skyrmionDUPLICATE port map (IN_SK => JOIN1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_3_outtop, OUT_SK_BOTTOM =>
    ↪ x2_3_outbottom);

264
265 MTJ_CONV_10: MTJ_CONV port map (IN_SK => x2_1_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV10_out);
266 CTRL_mux2 <= CTRL_Vrout;
267 Vmux2_Vsout: voltage_genL port map (CTRL => CTRL_Vsout, CURRENT =>
    ↪ CURRENT_Vsout);
268 Vmux2_Vrout: voltage_genL port map (CTRL => CTRL_Vrout, CURRENT =>
    ↪ CURRENT_Vrout);
269 MUX2_COM: mux2 port map (inR => CROSS4_Bout, inL => MTJ_CONV10_out,
    ↪ CURRENT => CURRENT_Vmove3, CURRENT_Vst => CURRENT_Vsout, CURRENT_Vres =>
    ↪ CURRENT_Vrout, selection => CTRL_mux2, muxOUT => MUX2_out, VstOUT =>
    ↪ MUX2_Vstout, VresOUT => MUX2_Vresout);
270

```

```

271  Vmoveres:    voltage_genL port map (CTRL => CTRL_Vmoveres, CURRENT =>
    ↪ CURRENT_Vmoveres);
272  x2_5:    skyrmissionDUPLICATE port map (IN_SK => MUX2_out, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_5_outright, OUT_SK_BOTTOM =>
    ↪ x2_5_outleft);
273  MTJ_CONV_11: MTJ_CONV port map (IN_SK => x2_5_outright, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV11_out);
274  MTJ_CONV_12: MTJ_CONV port map (IN_SK => x2_5_outleft, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV12_out);
275
276  Vtanktop: vclock_gen port map (CTRL => CTRL_Vtanktop, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtanktop);
277  TANK_TOP_C: tank_top port map (IN1 => MUX1_V2tout, IN2 => MUX1_V3out, IN3 =>
    ↪ DEV2_devout, CURRENT => CURRENT_Vtanktop, tankOUT => TANKT_out);
278  MTJ_CONV_9: MTJ_CONV port map (IN_SK => x2_4_outtop, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV9_out);
279  Vmove4:    voltage_genL port map (CTRL => CTRL_Vmove4, CURRENT =>
    ↪ CURRENT_Vmove4);
280  Vnewdata: voltage_genL port map (CTRL => CTRL_Vnewdata, CURRENT =>
    ↪ CURRENT_Vnewdata);
281  DEV2:    skyrmissionDEVIATION port map (IN_SK => MTJ_CONV9_out, CURRENT =>
    ↪ CURRENT_Vmove4, CURRENTDEV => CURRENT_Vnewdata, OUT_SK => DEV2_out,
    ↪ OUT_SK_DEV => DEV2_devout);
282  Vdetect: voltage_genL port map (CTRL => CTRL_Vdetect, CURRENT =>
    ↪ CURRENT_Vdetect);
283  MTJ_R_2: MTJ_R port map (IN_SK => TANKT_out, CURRENT => CURRENT_Vdetect,
    ↪ OUT_SIGN => MTJ_R2_out);
284  RST_SR_MTJR2 <= ACK_DETECT_MTJ_R2 or (not RESET_n);
285  SR_MTJR2: SRlatch port map (SET => MTJ_R2_out, RST => RST_SR_MTJR2, Q =>
    ↪ SR_MTJR2_out);
286
287  CELL_OUT_MTJ_CONV12_out <= MTJ_CONV12_out;
288  CELL_OUT_MTJ_CONV11_out <= MTJ_CONV11_out;
289  CELL_OUT_DEV2_out <= DEV2_out;
290  CELL_OUT_CROSS4_Aout <= CROSS4_Aout;
291  CELL_OUT_TANKT_out <= TANKT_out;
292
293  CELL_OUT_CURRENT_Vmoveres <= CURRENT_Vmoveres;
294  CELL_OUT_CURRENT_Vmovecout <= CURRENT_Vmovecout;
295
296
297  end Structure;

```



## C.2.2. FSM

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity FSM_CELL_00 is
10 port(  CURRENTclk: in real;
11        RESET_n: in std_logic;
12
13        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
14        ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
15        ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop: out
16        ↪ std_logic;
17        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
18        CTRL_mux1: out std_logic_vector(1 downto 0);
19        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
20        SR_MTJR2_out, SR_MTJR1_out: in std_logic;
21
22        START, ACK_RES_AVAILABLE: in std_logic;
23        DES_EXTIN_00, DES_OUT_00, DES_STORE_00, DES_NEWDATA_00: in std_logic;
24        DES_RES_00: in std_logic_vector(1 downto 0);
25        RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
26        ↪ out std_logic;
27        READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic
28    );
29 end entity FSM_CELL_00;
30
31 architecture Behaviour of FSM_CELL_00 is
32
33     type state_type is (
34         reset, S0, S1, S2, S3, S4, S5, S6, S7, S8, S9, S10,
35         S4_1, S4_2, S4_3, S4_4, S4_5, S4_6,
36         S11, S12, S13, S14, S15, S16, S17, S18, S19, S20,
37         S21, S22, S23, S24, S24_1, S25, S26, S27, S28, S29, S30,
38         S31, S32, S33, S34, S35, S36
39     );
40
41     signal pstate, nstate: state_type;
42
43 begin
44
45     state_register: process (CURRENTclk)
46     begin

```

```

43     if (CURRENTclk'event and CURRENTclk=CURRENT_HIGH) then
44         if (RESET_n = '0') then
45             pstate <= reset;
46         else
47             pstate <= nstate;
48         end if;
49     end if;
50 end process state_register;
51
52 state_transition: process (pstate, CURRENTclk)
53 begin
54     case pstate is
55         when reset => nstate <= S0;
56         when S0    => if (START='0') then nstate <= S0; else if (FIRST_RUN='1')
57             ↪ then nstate <= S1; else nstate <= S29; end if; end if;
58         when S1    => if(DES_EXTIN_00='1') then nstate <= S2; else nstate <= S3;
59             ↪ end if;
60         when S2    => nstate <= S4;
61         when S3    => nstate <= S4;
62         when S4    => nstate <= S4_1;
63         when S4_1  => nstate <= S4_2;
64         when S4_2  => nstate <= S4_3;
65         when S4_3  => nstate <= S4_4;
66         when S4_4  => nstate <= S4_5;
67         when S4_5  => nstate <= S4_6;
68         when S4_6  => nstate <= S5;
69         when S5    => nstate <= S6;
70         when S6    => if(DES_RES_00="10") then nstate <= S7; elsif(DES_RES_00="01")
71             ↪ then nstate <= S8; else nstate <= S9; end if;
72         when S7    => nstate <= S10;
73         when S8    => nstate <= S10;
74         when S9    => nstate <= S10;
75         when S10   => nstate <= S11;
76         when S11   => if(DES_OUT_00='1') then nstate <= S12; else nstate <= S13;
77             ↪ end if;
78         when S12   => nstate <= S14;
79         when S13   => nstate <= S14;
80         when S14   => nstate <= S15;
81         when S15   => if(DES_STORE_00='1') then nstate <= S16; else nstate <= S17;
82             ↪ end if;
83         when S16   => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S16; else
84             ↪ nstate <= S18; end if;
85         when S17   => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S17; else
86             ↪ if(DES_NEWDATA_00='1') then nstate <= S19; else nstate <= S20; end if;
87             ↪ end if;
88         when S18   => nstate <= S22;
89         when S19   => nstate <= S21;
90         when S20   => nstate <= S24;
91         when S21   => nstate <= S23;

```

```

84     when S22 => if(ACK_RES_AVAILABLE='0') then nstate <= S22; else nstate <=
      ↪ S26; end if;
85     when S23 => if(ACK_RES_AVAILABLE='0') then nstate <= S23; else nstate <=
      ↪ S25; end if;
86     when S24 => if(ACK_RES_AVAILABLE='0') then nstate <= S24; else nstate <=
      ↪ S28; end if;
87     when S25 => if(SR_MTJR2_out='0') then nstate <= S27; else nstate <= S28;
      ↪ end if;
88     when S26 => if (START='0') then nstate <= S26; else nstate <= S29; end
      ↪ if;
89     when S27 => if (START='0') then nstate <= S27; else nstate <= S29; end
      ↪ if;
90     when S28 => if (START='0') then nstate <= S28; else nstate <= S29; end
      ↪ if;
91     when S29 => nstate <= S30;
92     when S30 => if(DES_EXTIN_00='0') then nstate <= S31; else nstate <= S32;
      ↪ end if;
93     when S31 => if(SR_MTJR1_out='0') then nstate <= S35; else nstate <= S33;
      ↪ end if;
94     when S32 => if(SR_MTJR1_out='1') then nstate <= S36; else nstate <= S34;
      ↪ end if;
95     when S33 => nstate <= S35;
96     when S34 => nstate <= S36;
97     when S35 => nstate <= S4;
98     when S36 => nstate <= S4;
99     when others => nstate <= S0;
100   end case;
101 end process state_transition;
102
103 output: process (pstate)
104 begin
105     CTRL_Vstart <= '0';
106     CTRL_Vmove1 <= '0';
107     CTRL_Vop <= '0';
108     CTRL_Vmove2 <= '0';
109     CTRL_Vmove2C <= '0';
110     CTRL_Vmove3 <= '0';
111     CTRL_Vmovecout <= '0';
112     CTRL_Vtankbot <= '0';
113     CTRL_Vnoext <= '0';
114     CTRL_Vmoveres <= '0';
115     CTRL_Vmove4 <= '0';
116     CTRL_Vnewdata <= '0';
117     CTRL_Vdetect <= '0';
118     CTRL_Vrout <= '0';
119     CTRL_Vsout <= '0';
120     CTRL_Vtanktop <= '0';
121     CTRL_MTJ_W1 <= '0';
122     CTRL_MTJ_W2 <= '0';

```

```

123 CTRL_MTJ_W3 <= '0';
124 CTRL_mux1 <= "00";
125 ACK_DETECT_MTJ_R1 <= '0';
126 ACK_DETECT_MTJ_R2 <= '0';
127 RES_AVAILABLE <= '0';
128 REQUEST_NEW_START <= '0';
129 REQUEST_NEW_START_W <= '0';
130 REQUEST_NEW_STORE <= '0';
131
132 case pstate is
133   when S0 => CTRL_Vstart <= '0';
134             CTRL_Vmove1 <= '0';
135             CTRL_Vop <= '0';
136             CTRL_Vmove2 <= '0';
137             CTRL_Vmove2C <= '0';
138             CTRL_Vmove3 <= '0';
139             CTRL_Vmovecout <= '0';
140             CTRL_Vtankbot <= '0';
141             CTRL_Vnoext <= '0';
142             CTRL_Vmoveres <= '0';
143             CTRL_Vmove4 <= '0';
144             CTRL_Vnewdata <= '0';
145             CTRL_Vdetect <= '0';
146             CTRL_Vrout <= '0';
147             CTRL_Vsout <= '0';
148             CTRL_Vtanktop <= '0';
149             CTRL_MTJ_W1 <= '0';
150             CTRL_MTJ_W2 <= '0';
151             CTRL_MTJ_W3 <= '0';
152             CTRL_mux1 <= "00";
153             ACK_DETECT_MTJ_R1 <= '0';
154             ACK_DETECT_MTJ_R2 <= '0';
155             RES_AVAILABLE <= '0';
156             REQUEST_NEW_START <= '0';
157             REQUEST_NEW_START_W <= '0';
158             REQUEST_NEW_STORE <= '0';
159   when S1 => CTRL_Vstart <= '1';
160   when S2 => CTRL_Vmove1 <= '1';
161             CTRL_MTJ_W1 <= '1';
162             CTRL_MTJ_W2 <= '1';
163             CTRL_MTJ_W3 <= '1';
164   when S3 => CTRL_Vmove1 <= '1';
165             CTRL_MTJ_W1 <= '1';
166             CTRL_MTJ_W2 <= '1';
167   when S4 => CTRL_Vop <= '1';
168   when S4_1 => CTRL_Vop <= '1';
169   when S4_2 => CTRL_Vop <= '1';
170   when S4_3 => CTRL_Vop <= '1';
171   when S4_4 => CTRL_Vop <= '1';

```

```

172   when S4_5 => CTRL_Vop <= '1';
173   when S4_6 => CTRL_Vop <= '1';
174   when S5   => CTRL_Vmove2 <= '1';
175             CTRL_Vmove2C <= '1';
176   when S6   => CTRL_Vmove2C <= '1';
177   when S7   => CTRL_mux1 <= "10";
178   when S8   => CTRL_mux1 <= "01";
179   when S9   => CTRL_mux1 <= "11";
180   when S10  => CTRL_Vmove2 <= '1';
181   when S11  => CTRL_Vmove3 <= '1';
182   when S12  => CTRL_Vrout <= '1';
183   when S13  => CTRL_Vsout <= '1';
184   when S14  => CTRL_Vmove3 <= '1';
185   when S15  => CTRL_Vmove4 <= '1', '0' after CLOCK_PERIOD/2;
186   when S16  => CTRL_Vmove4 <= '1';
187   when S17  => CTRL_Vnewdata <= '1';
188   when S18  => CTRL_Vmoveres <= '1';
189             CTRL_Vmovecout <= '1';
190   when S19  => CTRL_Vtanktop <= '1';
191             CTRL_Vmoveres <= '1';
192             CTRL_Vmovecout <= '1';
193   when S20  => CTRL_Vmoveres <= '1';
194             CTRL_Vmovecout <= '1';
195   when S21  => CTRL_Vtanktop <= '1';
196   when S22  => RES_AVAILABLE <= '1';
197   when S23  => RES_AVAILABLE <= '1';
198   when S24  => RES_AVAILABLE <= '1';
199   when S25  => CTRL_Vdetect <= '1';
200   when S26  => REQUEST_NEW_STORE <= '1';
201   when S27  => REQUEST_NEW_START_W <= '1';
202             ACK_DETECT_MTJ_R2 <= '1';
203   when S28  => REQUEST_NEW_START <= '1';
204             ACK_DETECT_MTJ_R2 <= '1';
205   when S29  => CTRL_Vstart <= '1';
206             CTRL_Vtankbot <= '1';
207   when S30  => CTRL_Vtankbot <= '1';
208   when S31  => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
209   when S32  => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
210   when S33  => CTRL_Vnoext <= '1';
211             ACK_DETECT_MTJ_R1 <= '1';
212   when S34  => CTRL_MTJ_W3 <= '1';
213   when S35  => CTRL_Vmove1 <= '1';
214   when S36  => CTRL_Vmove1 <= '1';
215             ACK_DETECT_MTJ_R1 <= '1';
216
217   when others => CTRL_Vstart <= '0';
218                 CTRL_Vmove1 <= '0';
219                 CTRL_Vop <= '0';
220                 CTRL_Vmove2 <= '0';

```

```
221         CTRL_Vmove2C <= '0';
222         CTRL_Vmove3 <= '0';
223         CTRL_Vmovecout <= '0';
224         CTRL_Vtankbot <= '0';
225         CTRL_Vnoext <= '0';
226         CTRL_Vmoveres <= '0';
227         CTRL_Vmove4 <= '0';
228         CTRL_Vnewdata <= '0';
229         CTRL_Vdetect <= '0';
230         CTRL_Vrout <= '0';
231         CTRL_Vsout <= '0';
232         CTRL_Vtanktop <= '0';
233         CTRL_MTJ_W1 <= '0';
234         CTRL_MTJ_W2 <= '0';
235         CTRL_MTJ_W3 <= '0';
236         CTRL_mux1 <= "00";
237         ACK_DETECT_MTJ_R1 <= '0';
238         ACK_DETECT_MTJ_R2 <= '0';
239         RES_AVAILABLE <= '0';
240         REQUEST_NEW_START <= '0';
241         REQUEST_NEW_START_W <= '0';
242         REQUEST_NEW_STORE <= '0';
243     end case;
244 end process output;
245 end Behaviour;
```

## C.3. Cell10

### C.3.1. Datapath

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity CELL_X0 is
10 port(  IN_CELL, RESET_n: in std_logic;
11        CURRENTclk: in real;
12
```

```

13     CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
    ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
    ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop: in
    ↪ std_logic;
14     CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
15     CTRL_mux1: in std_logic_vector(1 downto 0);
16     ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
17     SR_MTJR1_out, SR_MTJR2_out: out std_logic;
18     CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
19
20     CELL_OUT_MTJ_CONV12_out, CELL_OUT_CROSS5_Aout, CELL_OUT_DEV2_out,
    ↪ CELL_OUT_CROSS6_Aout, CELL_OUT_CROSS6_Bout, CELL_OUT_TANKT_out: out
    ↪ std_logic;
21
22     CTRL_Vrestop: in std_logic;
23     TOP_RESULT: in std_logic;
24     TOP_RESULT_CURRENT: in real
25 );
26 end entity CELL_X0;
27
28 architecture Structure of CELL_X0 is
29     component SKYRMIONNOTCH is
30     port( INPUT : in std_logic;
31           CURRENT : in real;
32           OUTPUT : out std_logic);
33     end component SKYRMIONNOTCH;
34
35     component SKYRMIONNOTCHseq is
36     generic (N: integer := 5);
37     port( INPUT: in std_logic;
38           CURRENT: in real;
39           OUTPUT: out std_logic);
40     end component SKYRMIONNOTCHseq;
41
42     component SKYRMIONJOIN is
43     port( A : in std_logic;
44           B : in std_logic;
45           CURRENT : in real;
46           OUTPUT : out std_logic);
47     end component SKYRMIONJOIN;
48
49     component SKYRMIONH is
50     port ( INPUTA : in std_logic;
51           INPUTB : in std_logic;
52           CURRENT : in real;
53           OUTPUTAND : out std_logic;
54           OUTPUTOR : out std_logic);
55     end component SKYRMIONH;
56

```

```

57 component SKYRMIONFULLADDER is
58 port(  A      : in std_logic;
59       B      : in std_logic;
60       CIN1   : in std_logic;
61       CIN2   : in std_logic;
62       ONE1   : in std_logic;
63       ONE2   : in std_logic;
64       CURRENT : in real;
65       CTRL1  : out std_logic;
66       SUM    : out std_logic;
67       COUT1  : out std_logic;
68       COUT2  : out std_logic;
69       CTRL2  : out std_logic);
70 end component SKYRMIONFULLADDER;
71
72 component voltage_genH is
73 port( CTRL: in std_logic;
74       CURRENT: out real);
75 end component voltage_genH;
76
77 component voltage_genL is
78 port( CTRL: in std_logic;
79       CURRENT: out real);
80 end component voltage_genL;
81
82 component vclock_gen is
83 port( CTRL: in std_logic;
84       CURRENTclk: in real;
85       CURRENT: out real);
86 end component vclock_gen;
87
88 component skyrmionDUPLICATE is
89 port( IN_SK:      in std_logic;
90       CURRENT:    in real;
91       OUT_SK_TOP:  out std_logic;
92       OUT_SK_BOTTOM: out std_logic);
93 end component skyrmionDUPLICATE;
94
95 component skyrmionMERGE is
96 port( IN_SK_TOP:    in std_logic;
97       IN_SK_BOTTOM: in std_logic;
98       CURRENT:      in real;
99       OUT_SK:        out std_logic);
100 end component skyrmionMERGE;
101
102 component SKYRMIONCROSS_Magn is
103 port(  A:      in std_logic;
104       B:      in std_logic;
105       CURRENTA: in real;

```



```

106     CURRENTB: in real;
107     Aout:      out std_logic;
108     Bout:      out std_logic);
109 end component SKYRMIONCROSS_Magn;
110
111 component SKYRMIONCROSS_noMagn is
112 port(  A:      in std_logic;
113       B:      in std_logic;
114       CURRENTA: in real;
115       CURRENTB: in real;
116       Aout:     out std_logic;
117       Bout:     out std_logic);
118 end component SKYRMIONCROSS_noMagn;
119
120 component skyrmionDEVIATION is
121 port( IN_SK:    in std_logic;
122       CURRENT: in real;
123       CURRENTDEV: in real;
124       OUT_SK:    out std_logic;
125       OUT_SK_DEV: out std_logic);
126 end component skyrmionDEVIATION;
127
128 component SRLatch is
129 port( SET: in std_logic;
130       RST: in std_logic;
131       Q:   buffer std_logic);
132 end component SRLatch;
133
134 component MTJ_R is
135 port( IN_SK: in std_logic;
136       CURRENT: in real;
137       OUT_SIGN: out std_logic);
138 end component MTJ_R;
139
140 component MTJ_W is
141 port( CTRL: in std_logic;
142       OUT_SK: out std_logic);
143 end component MTJ_W;
144
145 component MTJ_CONV is
146 port( IN_SK: in std_logic;
147       CURRENT: in real;
148       OUT_SK: out std_logic);
149 end component MTJ_CONV;
150
151 component tank_bottom is
152 port( IN1, IN2, IN3, IN4, IN5, IN6, IN7: in std_logic; --from left to right
153       CURRENT: in real;
154       tankOUT1, tankOUT2, tankOUT3: out std_logic);    --priority order: from
    ↪ right to left

```

```

155 end component tank_bottom;
156
157 component tank_top is
158 port( IN1, IN2, IN3: in std_logic; --from right to left
159       CURRENT: in real;
160       tankOUT: out std_logic);
161 end component tank_top;
162
163 component mux1 is
164 port( inT, inM, inB: in std_logic;
165       CURRENT: in real;
166       CURRENT_V1, CURRENT_V2, CURRENT_V3: in real;
167       selection: in std_logic_vector(1 downto 0);
168       muxOUT, V1OUT, V3OUT, V2OUTt, V2OUTb: out std_logic);
169 end component mux1;
170
171 component mux2 is
172 port( inR, inL: in std_logic;    --Right=result, Left=stored value
173       CURRENT: in real;
174       CURRENT_Vst, CURRENT_Vres: in real;
175       selection: in std_logic;  --'1'=result, '0'=stored value
176       muxOUT, VstOUT, VresOUT: out std_logic);
177 end component mux2;
178
179 signal CURRENT_Vstart, CURRENT_Vmove1, CURRENT_Vop, CURRENT_Vmove2,
180    ⇨ CURRENT_Vmove2C, CURRENT_Vmove3, CURRENT_MUX1_V1, CURRENT_MUX1_V2,
181    ⇨ CURRENT_MUX1_V3, CURRENT_Vmovecout, CURRENT_Vtankbot, CURRENT_Vnoext,
182    ⇨ CURRENT_Vmoveres, CURRENT_Vtanktop, CURRENT_Vmove4, CURRENT_Vnewdata,
183    ⇨ CURRENT_Vdetect, CURRENT_Vrout, CURRENT_Vsout, CURRENT_Vrestop: real;
184
185 signal MEM_out: std_logic;
186 signal x2_1_outtop, x2_1_outbottom, x2_2_outtop, x2_2_outbottom, x2_3_outtop,
187    ⇨ x2_3_outbottom, x2_4_outtop, x2_4_outbottom, x2_5_outright, x2_5_outleft,
188    ⇨ x2_6_outtop, x2_6_outbottom, x1_1_out: std_logic;
189 signal CROSSM1_outA, CROSSM1_outB, CROSSM2_outA, CROSSM2_outB, CROSSM3_outA,
190    ⇨ CROSSM3_outB: std_logic;
191 signal CROSS11_Aout, CROSS11_Bout, CROSS12_Aout, CROSS12_Bout, CROSS21_Aout,
192    ⇨ CROSS21_Bout, CROSS22_Aout, CROSS22_Bout, CROSS3_Aout, CROSS3_Bout,
193    ⇨ CROSS4_Aout, CROSS4_Bout, CROSS5_Aout, CROSS5_Bout, CROSS6_Aout,
194    ⇨ CROSS6_Bout: std_logic;
195 signal SYNC_LOG_TOP_out, SYNC_LOG_BOT_out, AND_out, OR_out, SKEW_OR_out,
196    ⇨ SKEW_AND_out: std_logic;
197 signal FA_CTRL1_out, FA_CTRL2_out, FA_COUT1_out, FA_COUT2_out, FA_SUM_out:
198    ⇨ std_logic;
199 signal RST_SR_MTJR1, RST_SR_MTJR2: std_logic;
200 signal MTJ_R1_out, MTJ_R2_out: std_logic;
201 signal MTJ_W1_out, MTJ_W2_out, MTJ_W3_out: std_logic;
202 signal MTJ_CONV1_out, MTJ_CONV2_out, MTJ_CONV3_out, MTJ_CONV4_out,
203    ⇨ MTJ_CONV5_out, MTJ_CONV6_out, MTJ_CONV7_out, MTJ_CONV8_out, MTJ_CONV9_out,
204    ⇨ MTJ_CONV10_out, MTJ_CONV11_out, MTJ_CONV12_out, MTJ_CONV13_out: std_logic;

```

```

191 signal MUX1_CTRL_V1, MUX1_CTRL_V2, MUX1_CTRL_V3: std_logic;
192 signal MUX1_out, MUX1_V1out, MUX1_V3out, MUX1_V2Tout, MUX1_V2Bout: std_logic;
193 signal CTRL_mux2, MUX2_Vstout, MUX2_Vresout, MUX2_out: std_logic;
194 signal JOIN1_out, JOIN2_out, JOIN3_out, JOIN5_out, JOIN6_out: std_logic;
195 signal DEV1_out, DEV1_devout, DEV2_out, DEV2_devout, DEV3_out, DEV3_devout:
    ↪ std_logic;
196 signal TANKB_out1, TANKB_out2, TANKB_out3: std_logic;
197 signal TANKT_out: std_logic;
198
199
200 begin
201 Vstart: voltage_genH port map (CTRL => CTRL_Vstart, CURRENT =>
    ↪ CURRENT_Vstart);
202 MEM: SKYRMIONNOTCH port map (INPUT => IN_CELL, CURRENT => CURRENT_Vstart,
    ↪ OUTPUT => MEM_out);
203 Vmove1: voltage_genL port map (CTRL => CTRL_Vmove1, CURRENT =>
    ↪ CURRENT_Vmove1);
204 x2_1: skyrmissionDUPLICATE port map (IN_SK => MEM_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_1_outtop, OUT_SK_BOTTOM =>
    ↪ x2_1_outbottom);
205 x2_2: skyrmissionDUPLICATE port map (IN_SK => x2_1_outtop, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_2_outtop, OUT_SK_BOTTOM =>
    ↪ x2_2_outbottom);
206
207 CROSSM1: SKYRMIONCROSS_Magn port map (A => x2_2_outbottom, B =>
    ↪ x2_3_outtop, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout
    ↪ => CROSSM1_outA, Bout => CROSSM1_outB);
208 Vop: vclock_gen port map (CTRL => CTRL_Vop, CURRENTclk => CURRENTclk,
    ↪ CURRENT => CURRENT_Vop);
209 SYNCNET_LOG_TOP: SKYRMIONNOTCH port map (INPUT => x2_2_outtop, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_TOP_out);
210 SYNCNET_LOG_BOT: SKYRMIONNOTCH port map (INPUT => CROSSM1_outB, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_BOT_out);
211 LOGIC: SKYRMIONH port map (INPUTA => SYNC_LOG_TOP_out, INPUTB =>
    ↪ SYNC_LOG_BOT_out, CURRENT => CURRENT_Vop, OUTPUTAND => AND_OUT, OUTPUTOR
    ↪ => OR_OUT);
212 SKEW_OR: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => OR_OUT,
    ↪ CURRENT => CURRENT_Vop, OUTPUT => SKEW_OR_out);
213 SKEW_AND: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT =>
    ↪ AND_OUT, CURRENT => CURRENT_Vop, OUTPUT => SKEW_AND_out);
214 FA: SKYRMIONFULLADDER port map (A => CROSSM1_outA, B =>
    ↪ x2_3_outbottom, CIN1 => '0', CIN2 => '0', ONE1 => CROSSM2_outB, ONE2 =>
    ↪ CROSSM3_outB, CURRENT => CURRENT_Vop, CTRL1 => FA_CTRL1_out, SUM =>
    ↪ FA_SUM_out, COUT1 => FA_COUT1_out, COUT2 => FA_COUT2_out, CTRL2 =>
    ↪ FA_CTRL2_out);
215
216 MTJ_CONV_1: MTJ_CONV port map (IN_SK => SKEW_OR_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV1_out);
217 MTJ_CONV_2: MTJ_CONV port map (IN_SK => SKEW_AND_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV2_out);

```

```

218 MTJ_CONV_3: MTJ_CONV port map (IN_SK => FA_SUM_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV3_out);
219 MTJ_CONV_4: MTJ_CONV port map (IN_SK => FA_COUT1_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV4_out);
220 MTJ_CONV_5: MTJ_CONV port map (IN_SK => FA_COUT2_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV5_out);
221 Vmove2: voltage_genL port map (CTRL => CTRL_Vmove2, CURRENT =>
    ↪ CURRENT_Vmove2);
222 Vmove2C: voltage_genL port map (CTRL => CTRL_Vmove2C, CURRENT =>
    ↪ CURRENT_Vmove2C);
223
224 MUX1_CTRL_V1 <= CTRL_mux1(0) and (not CTRL_mux1(1));
225 MUX1_CTRL_V2 <= CTRL_mux1(1) and (not CTRL_mux1(0));
226 MUX1_CTRL_V3 <= CTRL_mux1(1) and CTRL_mux1(0);
227 Vmux1_1: voltage_genL port map (CTRL => MUX1_CTRL_V1, CURRENT =>
    ↪ CURRENT_MUX1_V1);
228 Vmux1_2: voltage_genL port map (CTRL => MUX1_CTRL_V2, CURRENT =>
    ↪ CURRENT_MUX1_V2);
229 Vmux1_3: voltage_genL port map (CTRL => MUX1_CTRL_V3, CURRENT =>
    ↪ CURRENT_MUX1_V3);
230
231 MUX1_COM: mux1 port map (inT => MTJ_CONV1_out, inM => MTJ_CONV2_out, inB
    ↪ => MTJ_CONV3_out, CURRENT => CURRENT_Vmove2, CURRENT_V1 =>
    ↪ CURRENT_MUX1_V1, CURRENT_V2 => CURRENT_MUX1_V2, CURRENT_V3 =>
    ↪ CURRENT_MUX1_V3, selection => CTRL_mux1, muxOUT => MUX1_out, V1OUT =>
    ↪ MUX1_V1out, V3OUT => MUX1_V3out, V2OUTt => MUX1_V2Tout, V2OUTb =>
    ↪ MUX1_V2Bout);
232 Vmove3: voltage_genL port map (CTRL => CTRL_Vmove3, CURRENT =>
    ↪ CURRENT_Vmove3);
233 x2_4: skyrmionDUPLICATE port map (IN_SK => MUX1_out, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK_TOP => x2_4_outtop, OUT_SK_BOTTOM =>
    ↪ x2_4_outbottom);
234 MTJ_CONV_7: MTJ_CONV port map (IN_SK => x2_4_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV7_out);
235
236 CROSS11: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV4_out, B => MUX1_V1out,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1, Aout =>
    ↪ CROSS11_Aout, Bout => CROSS11_Bout);
237 CROSS12: SKYRMIONCROSS_noMagn port map (A => CROSS11_Aout, B => MUX1_V2Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS12_Aout, Bout => CROSS12_Bout);
238 CROSS21: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV5_out, B =>
    ↪ CROSS11_Bout, CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1,
    ↪ Aout => CROSS21_Aout, Bout => CROSS21_Bout);
239 CROSS22: SKYRMIONCROSS_noMagn port map (A => CROSS21_Aout, B => CROSS12_Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS22_Aout, Bout => CROSS22_Bout);
240
241 Vmovecout: voltage_genL port map (CTRL => CTRL_Vmovecout, CURRENT =>
    ↪ CURRENT_Vmovecout);

```

```

242 x1_1:    skyrmissionMERGE port map (IN_SK_TOP => CROSS12_Aout, IN_SK_BOTTOM =>
    ↪ CROSS22_Aout, CURRENT => CURRENT_Vmovecout, OUT_SK => x1_1_out);
243 MTJ_CONV_6: MTJ_CONV port map (IN_SK => x1_1_out, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV6_out);
244 CROSS4:    SKYRMIONCROSS_noMagn port map (A => MTJ_CONV6_out, B =>
    ↪ MTJ_CONV7_out, CURRENTA => CURRENT_Vmovecout, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS4_Aout, Bout => CROSS4_Bout);
245 CROSS6:    SKYRMIONCROSS_noMagn port map (A => CROSS4_Aout, B => CROSS5_Bout,
    ↪ CURRENTA => CURRENT_Vmovecout, CURRENTB => CURRENT_Vmoveres, Aout =>
    ↪ CROSS6_Aout, Bout => CROSS6_Bout);
246
247 Vtankbot:  vclock_gen port map (CTRL => CTRL_Vtankbot, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtankbot);
248 TANK_BOT:  tank_bottom port map (IN1 => FA_CTRL2_out, IN2 => FA_CTRL1_out, IN3
    ↪ => CROSS21_Bout, IN4 => CROSS22_Bout, IN5 => JOIN5_out, IN6 =>
    ↪ MUX2_Vresout, IN7 => MUX2_Vstout, CURRENT => CURRENT_Vtankbot, tankOUT1 =>
    ↪ TANKB_out1, tankOUT2 => TANKB_out2, tankOUT3 => TANKB_out3);
249
250 MTJ_W_1:   MTJ_W port map (CTRL => CTRL_M TJ_W1, OUT_SK => MTJ_W1_out);
251 MTJ_W_2:   MTJ_W port map (CTRL => CTRL_M TJ_W2, OUT_SK => MTJ_W2_out);
252 JOIN2:     SKYRMIONJOIN port map (A => MTJ_W1_out, B => TANKB_out2, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN2_out);
253 JOIN3:     SKYRMIONJOIN port map (A => MTJ_W2_out, B => TANKB_out1, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN3_out);
254 CROSSM2:   SKYRMIONCROSS_Magn port map (A => TANKB_out1, B => JOIN2_out,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM2_outA, Bout => CROSSM2_outB);
255 CROSSM3:   SKYRMIONCROSS_Magn port map (A => CROSSM2_outA, B => JOIN3_out,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM3_outA, Bout => CROSSM3_outB);
256
257 MTJ_R_1:   MTJ_R port map (IN_SK => CROSSM3_outA, CURRENT => CURRENT_Vmove1,
    ↪ OUT_SIGN => MTJ_R1_out);
258 RST_SR_M TJR1 <= ACK_DETECT_M TJ_R1 or (not(RESET_n));
259 SR_M TJR1:  SRLatch port map (SET => MTJ_R1_out, RST => RST_SR_M TJR1, Q =>
    ↪ SR_M TJR1_out);
260 MTJ_CONV_8: MTJ_CONV port map (IN_SK => CROSSM3_outA, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK => MTJ_CONV8_out);
261 Vnoext:     voltage_genL port map (CTRL => CTRL_Vnoext, CURRENT =>
    ↪ CURRENT_Vnoext);
262 DEV1:       skyrmissionDEVIATION port map (IN_SK => MTJ_CONV8_out, CURRENT =>
    ↪ CURRENT_Vmove1, CURRENTDEV => CURRENT_Vnoext, OUT_SK => DEV1_out,
    ↪ OUT_SK_DEV => DEV1_devout);
263 JOIN5:      SKYRMIONJOIN port map (A => DEV1_devout, B => DEV3_out, CURRENT =>
    ↪ CURRENT_Vnoext, OUTPUT => JOIN5_out);
264 JOIN6:      SKYRMIONJOIN port map (A => DEV1_out, B => DEV3_devout, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN6_out);
265 Vrestop:    voltage_genL port map (CTRL => CTRL_Vrestop, CURRENT =>
    ↪ CURRENT_Vrestop);

```

```

266 DEV3:    skyrmionDEVIATION port map (IN_SK => CROSS3_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vrestop, OUT_SK => DEV3_out,
    ↪ OUT_SK_DEV => DEV3_devout);

267
268 MTJ_W_3: MTJ_W port map (CTRL => CTRL_M TJ_W3, OUT_SK => MTJ_W3_out);
269 JOIN1:    SKYRMIONJOIN port map (A => MTJ_W3_out, B => JOIN6_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN1_out);
270 x2_3:    skyrmionDUPLICATE port map (IN_SK => JOIN1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_3_outtop, OUT_SK_BOTTOM =>
    ↪ x2_3_outbottom);

271
272 MTJ_CONV_10: MTJ_CONV port map (IN_SK => x2_1_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV10_out);
273 CROSS3:    SKYRMIONCROSS_noMagn port map (A => TOP_RESULT, B =>
    ↪ MTJ_CONV10_out, CURRENTA => TOP_RESULT_CURRENT, CURRENTB =>
    ↪ CURRENT_Vmove3, Aout => CROSS3_Aout, Bout => CROSS3_Bout);
274 CTRL_mux2 <= CTRL_Vrout;
275 Vmux2_Vsout: voltage_genL port map (CTRL => CTRL_Vsout, CURRENT =>
    ↪ CURRENT_Vsout);
276 Vmux2_Vrout: voltage_genL port map (CTRL => CTRL_Vrout, CURRENT =>
    ↪ CURRENT_Vrout);
277 MUX2_COM:    mux2 port map (inR => CROSS4_Bout, inL => CROSS3_Bout, CURRENT
    ↪ => CURRENT_Vmove3, CURRENT_Vst => CURRENT_Vsout, CURRENT_Vres =>
    ↪ CURRENT_Vrout, selection => CTRL_mux2, muxOUT => MUX2_out, VstOUT =>
    ↪ MUX2_Vstout, VresOUT => MUX2_Vresout);

278
279 Vmoveres:    voltage_genL port map (CTRL => CTRL_Vmoveres, CURRENT =>
    ↪ CURRENT_Vmoveres);
280 x2_5:    skyrmionDUPLICATE port map (IN_SK => MUX2_out, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_5_outright, OUT_SK_BOTTOM =>
    ↪ x2_5_outleft);
281 MTJ_CONV_12: MTJ_CONV port map (IN_SK => x2_5_outleft, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV12_out);
282 x2_6:    skyrmionDUPLICATE port map (IN_SK => x2_5_outright, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_6_outtop, OUT_SK_BOTTOM =>
    ↪ x2_6_outbottom);
283 MTJ_CONV_11: MTJ_CONV port map (IN_SK => x2_6_outtop, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV11_out);
284 MTJ_CONV_13: MTJ_CONV port map (IN_SK => x2_6_outbottom, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV13_out);
285 CROSS5:    SKYRMIONCROSS_noMagn port map (A => MTJ_CONV11_out, B =>
    ↪ MTJ_CONV13_out, CURRENTA => CURRENT_Vmoveres, CURRENTB =>
    ↪ CURRENT_Vmoveres, Aout => CROSS5_Aout, Bout => CROSS5_Bout);

286
287 Vtanktop:    vclock_gen port map (CTRL => CTRL_Vtanktop, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtanktop);
288 TANK_TOP_C: tank_top port map (IN1 => MUX1_V2Tout, IN2 => MUX1_V3out, IN3 =>
    ↪ DEV2_devout, CURRENT => CURRENT_Vtanktop, tankOUT => TANKT_out);
289 MTJ_CONV_9: MTJ_CONV port map (IN_SK => x2_4_outtop, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV9_out);

```

```

290 Vmove4:    voltage_genL port map (CTRL => CTRL_Vmove4, CURRENT =>
    ↪ CURRENT_Vmove4);
291 Vnewdata: voltage_genL port map (CTRL => CTRL_Vnewdata, CURRENT =>
    ↪ CURRENT_Vnewdata);
292 DEV2:     skyrmionDEVIATION port map (IN_SK => MTJ_CONV9_out, CURRENT =>
    ↪ CURRENT_Vmove4, CURRENTDEV => CURRENT_Vnewdata, OUT_SK => DEV2_out,
    ↪ OUT_SK_DEV => DEV2_devout);
293 Vdetect:  voltage_genL port map (CTRL => CTRL_Vdetect, CURRENT =>
    ↪ CURRENT_Vdetect);
294 MTJ_R_2:  MTJ_R port map (IN_SK => TANKT_out, CURRENT => CURRENT_Vdetect,
    ↪ OUT_SIGN => MTJ_R2_out);
295 RST_SR_MTJR2 <= ACK_DETECT_MTJ_R2 or (not RESET_n);
296 SR_MTJR2: SRlatch port map (SET => MTJ_R2_out, RST => RST_SR_MTJR2, Q =>
    ↪ SR_MTJR2_out);
297
298 CELL_OUT_MTJ_CONV12_out <= MTJ_CONV12_out;
299 CELL_OUT_CROSS5_Aout <= CROSS5_Aout;
300 CELL_OUT_CROSS6_Aout <= CROSS6_Aout;
301 CELL_OUT_CROSS6_Bout <= CROSS6_Bout;
302 CELL_OUT_DEV2_out <= DEV2_out;
303 CELL_OUT_TANKT_out <= TANKT_out;
304
305 CELL_OUT_CURRENT_Vmoveres <= CURRENT_Vmoveres;
306 CELL_OUT_CURRENT_Vmovecout <= CURRENT_Vmovecout;
307
308
309 end Structure;

```

## C.3.2. FSM

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8  entity FSM_CELL_X0 is
9  port( CURRENTclk: in real;
10      RESET_n: in std_logic;
11
12      CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
    ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
    ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop: out
    ↪ std_logic;

```

```

13     CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
14     CTRL_mux1: out std_logic_vector(1 downto 0);
15     ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
16     SR_MTJR2_out, SR_MTJR1_out: in std_logic;
17
18     START, ACK_RES_AVAILABLE: in std_logic;
19     DES_EXTIN_X0, DES_OUT_X0, DES_STORE_X0, DES_NEWDATA_X0: in std_logic;
20     DES_RES_X0: in std_logic_vector(1 downto 0);
21     RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
    ↪ out std_logic;
22     READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
23
24     CTRL_Vrestop: out std_logic;
25     READY_FOR_NEWDATA: out std_logic;
26     DES_DATA_X0: in std_logic
27 );
28 end entity FSM_CELL_X0;
29
30 architecture Behaviour of FSM_CELL_X0 is
31
32     type state_type is (
33         reset, S0, S1, S2, S3, S4, S5, S6, S7, S8, S9, S10,
34         S6_1, S6_2, S6_3, S6_4, S6_5, S6_6,
35         S11, S12, S13, S14, S15, S16, S17, S18, S19, S20,
36         S21, S22, S23, S24, S25, S26, S27, S28, S29, S30,
37         S31, S32, S33, S34, S35, S36, S37, S38, S39, S40
38     );
39
40     signal pstate, nstate: state_type;
41
42 begin
43
44     state_register: process (CURRENTclk)
45     begin
46         if (CURRENTclk'event and CURRENTclk=CURRENT_HIGH) then
47             if (RESET_n = '0') then
48                 pstate <= reset;
49             else
50                 pstate <= nstate;
51             end if;
52         end if;
53     end process state_register;
54
55     state_transition: process (pstate, CURRENTclk)
56     begin
57         case pstate is
58             when reset => nstate <= S0;
59             when S0    => if (START='0') then nstate <= S0; else if (FIRST_RUN='1') then
    ↪ nstate <= S1; else nstate <= S31; end if; end if;

```



```

60   when S1   => if(DES_DATA_X0='1') then nstate <= S2; else nstate <= S3; end
    ↪ if;
61   when S2   => if(DES_EXTIN_X0='1') then nstate <= S4; else nstate <= S5;
    ↪ end if;
62   when S3   => nstate <= S5;
63   when S4   => nstate <= S6;
64   when S5   => nstate <= S6;
65   when S6   => nstate <= S6_1;
66   when S6_1 => nstate <= S6_2;
67   when S6_2 => nstate <= S6_3;
68   when S6_3 => nstate <= S6_4;
69   when S6_4 => nstate <= S6_5;
70   when S6_5 => nstate <= S6_6;
71   when S6_6 => nstate <= S7;
72   when S7   => nstate <= S8;
73   when S8   => if (DES_RES_X0="10") then nstate <= S9; elsif
    ↪ (DES_RES_X0="01") then nstate <= S10; else nstate <= S11; end if;
74   when S9   => nstate <= S12;
75   when S10  => nstate <= S12;
76   when S11  => nstate <= S12;
77   when S12  => nstate <= S13;
78   when S13  => if (DES_OUT_X0='1') then nstate <= S14; else nstate <= S15;
    ↪ end if;
79   when S14  => nstate <= S16;
80   when S15  => nstate <= S16;
81   when S16  => nstate <= S17;
82   when S17  => if(DES_STORE_X0='1') then nstate <= S18; else nstate <= S19;
    ↪ end if;
83   when S18  => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S18; else
    ↪ nstate <= S20; end if;
84   when S19  => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S19; else
    ↪ if(DES_NEWDATA_X0='1') then nstate <= S21; else nstate <= S22; end if;
    ↪ end if;
85   when S20  => nstate <= S24;
86   when S21  => nstate <= S23;
87   when S22  => nstate <= S26;
88   when S23  => nstate <= S25;
89   when S24  => if (ACK_RES_AVAILABLE='0') then nstate <= S24; else nstate
    ↪ <= S28; end if;
90   when S25  => if (ACK_RES_AVAILABLE='0') then nstate <= S25; else nstate
    ↪ <= S27; end if;
91   when S26  => if (ACK_RES_AVAILABLE='0') then nstate <= S26; else nstate
    ↪ <= S30; end if;
92   when S27  => if (SR_MTJR2_out='0') then nstate <= S29; else nstate <= S30;
    ↪ end if;
93   when S28  => if(START='0') then nstate <= S28; else nstate <= S31; end
    ↪ if;
94   when S29  => if(START='0') then nstate <= S29; else nstate <= S31; end
    ↪ if;

```

```

95     when S30    => if(START='0') then nstate <= S30; else nstate <= S31; end
      ↪ if;
96     when S31    => nstate <= S32;
97     when S32    => if(DES_DATA_X0='0') then nstate <= S33; else nstate <= S34;
      ↪ end if;
98     when S33    => nstate <= S35;
99     when S34    => if(DES_EXTIN_X0='0') then nstate <= S35; else nstate <= S36;
      ↪ end if;
100    when S35    => if(SR_MTJR1_out='0') then nstate <= S39; else nstate <= S37;
      ↪ end if;
101    when S36    => if(SR_MTJR1_out='1') then nstate <= S40; else nstate <= S38;
      ↪ end if;
102    when S37    => nstate <= S39;
103    when S38    => nstate <= S40;
104    when S39    => nstate <= S6;
105    when S40    => nstate <= S6;
106    when others => nstate <= S0;
107    end case;
108    end process state_transition;
109
110    output: process (pstate)
111    begin
112        CTRL_Vstart <= '0';
113        CTRL_Vmove1 <= '0';
114        CTRL_Vop <= '0';
115        CTRL_Vmove2 <= '0';
116        CTRL_Vmove2C <= '0';
117        CTRL_Vmove3 <= '0';
118        CTRL_Vmovecout <= '0';
119        CTRL_Vtankbot <= '0';
120        CTRL_Vnoext <= '0';
121        CTRL_Vmoveres <= '0';
122        CTRL_Vmove4 <= '0';
123        CTRL_Vnewdata <= '0';
124        CTRL_Vdetect <= '0';
125        CTRL_Vrout <= '0';
126        CTRL_Vsout <= '0';
127        CTRL_Vtanktop <= '0';
128        CTRL_MTJ_W1 <= '0';
129        CTRL_MTJ_W2 <= '0';
130        CTRL_MTJ_W3 <= '0';
131        CTRL_mux1 <= "00";
132        ACK_DETECT_MTJ_R1 <= '0';
133        ACK_DETECT_MTJ_R2 <= '0';
134        RES_AVAILABLE <= '0';
135        REQUEST_NEW_START <= '0';
136        REQUEST_NEW_START_W <= '0';
137        REQUEST_NEW_STORE <= '0';
138        ---

```

```

139 CTRL_Vrestop <= '0';
140 READY_FOR_NEWDATA <= '0';
141
142 case pstate is
143   when S0    => CTRL_Vstart <= '0';
144               CTRL_Vmove1 <= '0';
145               CTRL_Vop <= '0';
146               CTRL_Vmove2 <= '0';
147               CTRL_Vmove2C <= '0';
148               CTRL_Vmove3 <= '0';
149               CTRL_Vmovecout <= '0';
150               CTRL_Vtankbot <= '0';
151               CTRL_Vnoext <= '0';
152               CTRL_Vmoveres <= '0';
153               CTRL_Vmove4 <= '0';
154               CTRL_Vnewdata <= '0';
155               CTRL_Vdetect <= '0';
156               CTRL_Vrout <= '0';
157               CTRL_Vsout <= '0';
158               CTRL_Vtanktop <= '0';
159               CTRL_MTJ_W1 <= '0';
160               CTRL_MTJ_W2 <= '0';
161               CTRL_MTJ_W3 <= '0';
162               CTRL_mux1 <= "00";
163               ACK_DETECT_MTJ_R1 <= '0';
164               ACK_DETECT_MTJ_R2 <= '0';
165               RES_AVAILABLE <= '0';
166               REQUEST_NEW_START <= '0';
167               REQUEST_NEW_START_W <= '0';
168               REQUEST_NEW_STORE <= '0';
169               ---
170               CTRL_Vrestop <= '0';
171   when S1    => CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
172               READY_FOR_NEWDATA <= '1';
173   when S2    => CTRL_Vnoext <= '1';
174               CTRL_Vstart <= '1';
175   when S3    => CTRL_Vrestop <= '1';
176               CTRL_Vstart <= '1';
177   when S4    => CTRL_Vmove1 <= '1';
178               CTRL_MTJ_W1 <= '1';
179               CTRL_MTJ_W2 <= '1';
180               CTRL_MTJ_W3 <= '1';
181   when S5    => CTRL_Vmove1 <= '1';
182               CTRL_MTJ_W1 <= '1';
183               CTRL_MTJ_W2 <= '1';
184   when S6    => CTRL_Vop <= '1';
185   when S6_1  => CTRL_Vop <= '1';
186   when S6_2  => CTRL_Vop <= '1';
187   when S6_3  => CTRL_Vop <= '1';

```

```

188   when S6_4 => CTRL_Vop <= '1';
189   when S6_5 => CTRL_Vop <= '1';
190   when S6_6 => CTRL_Vop <= '1';
191   when S7   => CTRL_Vmove2 <= '1';
192             CTRL_Vmove2C <= '1';
193   when S8   => CTRL_Vmove2C <= '1';
194   when S9   => CTRL_mux1 <= "10";
195   when S10  => CTRL_mux1 <= "01";
196   when S11  => CTRL_mux1 <= "11";
197   when S12  => CTRL_Vmove2 <= '1';
198   when S13  => CTRL_Vmove3 <= '1';
199   when S14  => CTRL_Vrout <= '1';
200   when S15  => CTRL_Vsout <= '1';
201   when S16  => CTRL_Vmove3 <= '1';
202   when S17  => CTRL_Vmove4 <= '1', '0' after CLOCK_PERIOD/2;
203   when S18  => CTRL_Vmove4 <= '1';
204   when S19  => CTRL_Vnewdata <= '1';
205   when S20  => CTRL_Vmoveres <= '1';
206             CTRL_Vmovecout <= '1';
207   when S21  => CTRL_Vtanktop <= '1';
208             CTRL_Vmoveres <= '1';
209             CTRL_Vmovecout <= '1';
210   when S22  => CTRL_Vmoveres <= '1';
211             CTRL_Vmovecout <= '1';
212   when S23  => CTRL_Vtanktop <= '1';
213   when S24  => RES_AVAILABLE <= '1';
214   when S25  => RES_AVAILABLE <= '1';
215   when S26  => RES_AVAILABLE <= '1';
216   when S27  => CTRL_Vdetect <= '1';
217   when S28  => REQUEST_NEW_STORE <= '1';
218   when S29  => REQUEST_NEW_START_W <= '1';
219             ACK_DETECT_MTJ_R2 <= '1';
220   when S30  => REQUEST_NEW_START <= '1';
221             ACK_DETECT_MTJ_R2 <= '1';
222   when S31  => CTRL_Vstart <= '1';
223             CTRL_Vtankbot <= '1';
224   when S32  => CTRL_Vtankbot <= '1';
225             CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
226             READY_FOR_NEWDATA <= '1';
227   when S33  => CTRL_Vrestop <= '1';
228   when S34  => CTRL_Vnoext <= '1';
229   when S35  => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
230   when S36  => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
231   when S37  => CTRL_Vnoext <= '1';
232             ACK_DETECT_MTJ_R1 <= '1';
233   when S38  => CTRL_MTJ_W3 <= '1';
234   when S39  => CTRL_Vmove1 <= '1';
235   when S40  => CTRL_Vmove1 <= '1';
236             ACK_DETECT_MTJ_R1 <= '1';

```

```
237
238     when others => CTRL_Vstart <= '0';
239         CTRL_Vmove1 <= '0';
240         CTRL_Vop <= '0';
241         CTRL_Vmove2 <= '0';
242         CTRL_Vmove2C <= '0';
243         CTRL_Vmove3 <= '0';
244         CTRL_Vmovecout <= '0';
245         CTRL_Vtankbot <= '0';
246         CTRL_Vnoext <= '0';
247         CTRL_Vmoveres <= '0';
248         CTRL_Vmove4 <= '0';
249         CTRL_Vnewdata <= '0';
250         CTRL_Vdetect <= '0';
251         CTRL_Vrout <= '0';
252         CTRL_Vsout <= '0';
253         CTRL_Vtanktop <= '0';
254         CTRL_MTJ_W1 <= '0';
255         CTRL_MTJ_W2 <= '0';
256         CTRL_MTJ_W3 <= '0';
257         CTRL_mux1 <= "00";
258         ACK_DETECT_MTJ_R1 <= '0';
259         ACK_DETECT_MTJ_R2 <= '0';
260         RES_AVAILABLE <= '0';
261         REQUEST_NEW_START <= '0';
262         REQUEST_NEW_START_W <= '0';
263         REQUEST_NEW_STORE <= '0';
264         ---
265         CTRL_Vrestop <= '0';
266     end case;
267 end process output;
268 end Behaviour;
```

## C.4. Cell01

### C.4.1. Datapath

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
```

```

6  use work.globals.all;
7
8
9  entity CELL_0X is
10 port(  IN_CELL, RESET_n: in std_logic;
11        CURRENTclk: in real;
12
13        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
14        ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
15        ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop,
16        ↪ CTRL_Vouttank: in std_logic;
17        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
18        CTRL_mux1: in std_logic_vector(1 downto 0);
19        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
20        SR_MTJR1_out, SR_MTJR2_out: out std_logic;
21        CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
22
23        CELL_OUT_MTJ_CONV14_out, CELL_OUT_CROSS9_Bout, CELL_OUT_CROSS9_Aout,
24        ↪ CELL_OUT_MTJ_CONV12_out, CELL_OUT_DEV2_out, CELL_OUT_TANKT_out: out
25        ↪ std_logic;
26
27        CTRL_Vresbotleft, CTRL_Vresleft: in std_logic;
28        LEFT_COUT, LEFT_RESULT, BOTLEFT_RESULT: in std_logic;
29        LEFT_COUT_CURRENT, LEFT_RESULT_CURRENT, BOTLEFT_RESULT_CURRENT: in real
30    );
31 end entity CELL_0X;
32
33 architecture Structure of CELL_0X is
34     component SKYRMIONNOTCH is
35     port(  INPUT : in std_logic;
36           CURRENT : in real;
37           OUTPUT : out std_logic);
38     end component SKYRMIONNOTCH;
39
40     component SKYRMIONNOTCHseq is
41     generic (N: integer := 5);
42     port(  INPUT: in std_logic;
43           CURRENT: in real;
44           OUTPUT: out std_logic);
45     end component SKYRMIONNOTCHseq;
46
47     component SKYRMIONJOIN is
48     port(  A : in std_logic;
49           B : in std_logic;
50           CURRENT : in real;
51           OUTPUT : out std_logic);
52     end component SKYRMIONJOIN;
53
54     component SKYRMIONH is

```

```
50 port ( INPUTA : in std_logic;
51       INPUTB : in std_logic;
52       CURRENT : in real;
53       OUTPUTAND : out std_logic;
54       OUTPUTOR : out std_logic);
55 end component SKYRMIONH;
56
57 component SKYRMIONFULLADDER is
58 port(  A      : in std_logic;
59       B      : in std_logic;
60       CIN1   : in std_logic;
61       CIN2   : in std_logic;
62       ONE1   : in std_logic;
63       ONE2   : in std_logic;
64       CURRENT : in real;
65       CTRL1  : out std_logic;
66       SUM    : out std_logic;
67       COUT1  : out std_logic;
68       COUT2  : out std_logic;
69       CTRL2  : out std_logic);
70 end component SKYRMIONFULLADDER;
71
72 component voltage_genH is
73 port( CTRL: in std_logic;
74       CURRENT: out real);
75 end component voltage_genH;
76
77 component voltage_genL is
78 port( CTRL: in std_logic;
79       CURRENT: out real);
80 end component voltage_genL;
81
82 component vclock_gen is
83 port( CTRL: in std_logic;
84       CURRENTclk: in real;
85       CURRENT: out real);
86 end component vclock_gen;
87
88 component skyrmionDUPLICATE is
89 port( IN_SK:      in std_logic;
90       CURRENT:    in real;
91       OUT_SK_TOP:  out std_logic;
92       OUT_SK_BOTTOM: out std_logic);
93 end component skyrmionDUPLICATE;
94
95 component skyrmionMERGE is
96 port( IN_SK_TOP:    in std_logic;
97       IN_SK_BOTTOM: in std_logic;
98       CURRENT:      in real;
```

```

99      OUT_SK:      out std_logic);
100 end component skyrmionMERGE;
101
102 component SKYRMIONCROSS_Magn is
103 port(  A:        in std_logic;
104       B:        in std_logic;
105       CURRENTA:  in real;
106       CURRENTB:  in real;
107       Aout:      out std_logic;
108       Bout:      out std_logic);
109 end component SKYRMIONCROSS_Magn;
110
111 component SKYRMIONCROSS_noMagn is
112 port(  A:        in std_logic;
113       B:        in std_logic;
114       CURRENTA:  in real;
115       CURRENTB:  in real;
116       Aout:      out std_logic;
117       Bout:      out std_logic);
118 end component SKYRMIONCROSS_noMagn;
119
120 component skyrmionDEVIATION is
121 port( IN_SK:      in std_logic;
122       CURRENT:    in real;
123       CURRENTDEV: in real;
124       OUT_SK:     out std_logic;
125       OUT_SK_DEV: out std_logic);
126 end component skyrmionDEVIATION;
127
128 component SRLatch is
129 port( SET:  in std_logic;
130       RST:  in std_logic;
131       Q:    buffer std_logic);
132 end component SRLatch;
133
134 component MTJ_R is
135 port( IN_SK:      in std_logic;
136       CURRENT:    in real;
137       OUT_SIGN:    out std_logic);
138 end component MTJ_R;
139
140 component MTJ_W is
141 port( CTRL: in std_logic;
142       OUT_SK: out std_logic);
143 end component MTJ_W;
144
145 component MTJ_CONV is
146 port( IN_SK: in std_logic;
147       CURRENT: in real;

```



```

148     OUT_SK: out std_logic);
149 end component MTJ_CONV;
150
151 component tank_bottom is
152 port( IN1, IN2, IN3, IN4, IN5, IN6, IN7: in std_logic; --from left to right
153       CURRENT: in real;
154       tankOUT1, tankOUT2, tankOUT3: out std_logic);    --priority order: from
155       ⇨ right to left
156 end component tank_bottom;
157
158 component tank_top is
159 port( IN1, IN2, IN3: in std_logic; --from right to left
160       CURRENT: in real;
161       tankOUT: out std_logic);
162 end component tank_top;
163
164 component mux1 is
165 port( inT, inM, inB: in std_logic;
166       CURRENT: in real;
167       CURRENT_V1, CURRENT_V2, CURRENT_V3: in real;
168       selection: in std_logic_vector(1 downto 0);
169       muxOUT, V1OUT, V3OUT, V2OUTt, V2OUTb: out std_logic);
170 end component mux1;
171
172 component mux2 is
173 port( inR, inL: in std_logic;    --Right=result, Left=stored value
174       CURRENT: in real;
175       CURRENT_Vst, CURRENT_Vres: in real;
176       selection: in std_logic;  --'1'=result, '0'=stored value
177       muxOUT, VstOUT, VresOUT: out std_logic);
178 end component mux2;
179
180 signal CURRENT_Vstart, CURRENT_Vmove1, CURRENT_Vop, CURRENT_Vmove2,
181 ⇨ CURRENT_Vmove2C, CURRENT_Vmove3, CURRENT_MUX1_V1, CURRENT_MUX1_V2,
182 ⇨ CURRENT_MUX1_V3, CURRENT_Vmovecout, CURRENT_Vtankbot, CURRENT_Vnoext,
183 ⇨ CURRENT_Vmoveres, CURRENT_Vtanktop, CURRENT_Vmove4, CURRENT_Vnewdata,
184 ⇨ CURRENT_Vdetect, CURRENT_Vrout, CURRENT_Vsout, CURRENT_Vrestop,
185 ⇨ CURRENT_Vresbotleft, CURRENT_Vresleft, CURRENT_Vouttank: real;
186
187 signal MEM_out: std_logic;
188 signal x2_1_outtop, x2_1_outbottom, x2_2_outtop, x2_2_outbottom, x2_3_outtop,
189 ⇨ x2_3_outbottom, x2_4_outtop, x2_4_outbottom, x2_5_outright, x2_5_outleft,
190 ⇨ x2_7_outtop, x2_7_outbottom, x2_8_outtop, x2_8_outbottom, x1_1_out:
191 ⇨ std_logic;
192 signal CROSSM1_outA, CROSSM1_outB, CROSSM2_outA, CROSSM2_outB, CROSSM3_outA,
193 ⇨ CROSSM3_outB, CROSSM4_outA, CROSSM4_outB: std_logic;
194 signal CROSS11_Aout, CROSS11_Bout, CROSS12_Aout, CROSS12_Bout, CROSS21_Aout,
195 ⇨ CROSS21_Bout, CROSS22_Aout, CROSS22_Bout, CROSS4_Aout, CROSS4_Bout,
196 ⇨ CROSS5_Aout, CROSS5_Bout, CROSS6_Aout, CROSS6_Bout, CROSS7_Aout,
197 ⇨ CROSS7_Bout, CROSS8_Aout, CROSS8_Bout, CROSS9_Aout, CROSS9_Bout:
198 ⇨ std_logic;

```

```

185 signal SYNC_LOG_TOP_out, SYNC_LOG_BOT_out, AND_out, OR_out, SKEW_OR_out,
    ↪ SKEW_AND_out: std_logic;
186 signal FA_CTRL1_out, FA_CTRL2_out, FA_COUT1_out, FA_COUT2_out, FA_SUM_out:
    ↪ std_logic;
187 signal RST_SR_MTJR1, RST_SR_MTJR2: std_logic;
188 signal MTJ_R1_out, MTJ_R2_out: std_logic;
189 signal MTJ_W1_out, MTJ_W2_out, MTJ_W3_out: std_logic;
190 signal MTJ_CONV1_out, MTJ_CONV2_out, MTJ_CONV3_out, MTJ_CONV4_out,
    ↪ MTJ_CONV5_out, MTJ_CONV6_out, MTJ_CONV7_out, MTJ_CONV8_out, MTJ_CONV9_out,
    ↪ MTJ_CONV10_out, MTJ_CONV11_out, MTJ_CONV12_out, MTJ_CONV14_out,
    ↪ MTJ_CONV15_out: std_logic;
191 signal MUX1_CTRL_V1, MUX1_CTRL_V2, MUX1_CTRL_V3: std_logic;
192 signal MUX1_out, MUX1_V1out, MUX1_V3out, MUX1_V2Tout, MUX1_V2Bout: std_logic;
193 signal CTRL_mux2, MUX2_Vstout, MUX2_Vresout, MUX2_out: std_logic;
194 signal JOIN1_out, JOIN2_out, JOIN3_out, JOIN7_out, JOIN8_out, JOIN9_out,
    ↪ JOIN10_out: std_logic;
195 signal DEV1_out, DEV1_devout, DEV2_out, DEV2_devout, DEV4_out, DEV4_devout,
    ↪ DEV5_out, DEV5_devout: std_logic;
196 signal TANKB_out1, TANKB_out2, TANKB_out3: std_logic;
197 signal TANKT_out: std_logic;
198
199
200 begin
201 Vstart: voltage_genH port map (CTRL => CTRL_Vstart, CURRENT =>
    ↪ CURRENT_Vstart);
202 MEM: SKYRMIONNOTCH port map (INPUT => IN_CELL, CURRENT => CURRENT_Vstart,
    ↪ OUTPUT => MEM_out);
203 Vmove1: voltage_genL port map (CTRL => CTRL_Vmove1, CURRENT =>
    ↪ CURRENT_Vmove1);
204 x2_1: skyrmionDUPLICATE port map (IN_SK => MEM_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_1_outtop, OUT_SK_BOTTOM =>
    ↪ x2_1_outbottom);
205 x2_2: skyrmionDUPLICATE port map (IN_SK => x2_1_outtop, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_2_outtop, OUT_SK_BOTTOM =>
    ↪ x2_2_outbottom);
206
207 CROSSM1: SKYRMIONCROSS_Magn port map (A => x2_2_outbottom, B =>
    ↪ CROSSM4_outB, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout
    ↪ => CROSSM1_outA, Bout => CROSSM1_outB);
208 Vop: vclock_gen port map (CTRL => CTRL_Vop, CURRENTclk => CURRENTclk,
    ↪ CURRENT => CURRENT_Vop);
209 SYNCNET_LOG_TOP: SKYRMIONNOTCH port map (INPUT => x2_2_outtop, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_TOP_out);
210 SYNCNET_LOG_BOT: SKYRMIONNOTCH port map (INPUT => CROSSM1_outB, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_BOT_out);
211 LOGIC: SKYRMIONH port map (INPUTA => SYNC_LOG_TOP_out, INPUTB =>
    ↪ SYNC_LOG_BOT_out, CURRENT => CURRENT_Vop, OUTPUTAND => AND_OUT, OUTPUTOR
    ↪ => OR_OUT);
212 SKEW_OR: SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => OR_OUT,
    ↪ CURRENT => CURRENT_Vop, OUTPUT => SKEW_OR_out);

```

```

213 SKEW_AND:      SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT =>
    ↪ AND_OUT, CURRENT => CURRENT_Vop, OUTPUT => SKEW_AND_out);
214 FA:           SKYRMIONFULLADDER port map (A => CROSSM1_outA, B =>
    ↪ x2_3_outbottom, CIN1 => x2_7_outtop, CIN2 => x2_7_outbottom, ONE1 =>
    ↪ CROSSM2_outB, ONE2 => CROSSM3_outB, CURRENT => CURRENT_Vop, CTRL1 =>
    ↪ FA_CTRL1_out, SUM => FA_SUM_out, COUT1 => FA_COUT1_out, COUT2 =>
    ↪ FA_COUT2_out, CTRL2 => FA_CTRL2_out);

215
216 MTJ_CONV_1:   MTJ_CONV port map (IN_SK => SKEW_OR_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV1_out);
217 MTJ_CONV_2:   MTJ_CONV port map (IN_SK => SKEW_AND_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV2_out);
218 MTJ_CONV_3:   MTJ_CONV port map (IN_SK => FA_SUM_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV3_out);
219 MTJ_CONV_4:   MTJ_CONV port map (IN_SK => FA_COUT1_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV4_out);
220 MTJ_CONV_5:   MTJ_CONV port map (IN_SK => FA_COUT2_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV5_out);
221 Vmove2:       voltage_genL port map (CTRL => CTRL_Vmove2, CURRENT =>
    ↪ CURRENT_Vmove2);
222 Vmove2C:      voltage_genL port map (CTRL => CTRL_Vmove2C, CURRENT =>
    ↪ CURRENT_Vmove2C);

223
224 MUX1_CTRL_V1 <= CTRL_mux1(0) and (not CTRL_mux1(1));
225 MUX1_CTRL_V2 <= CTRL_mux1(1) and (not CTRL_mux1(0));
226 MUX1_CTRL_V3 <= CTRL_mux1(1) and CTRL_mux1(0);
227 Vmux1_1:      voltage_genL port map (CTRL => MUX1_CTRL_V1, CURRENT =>
    ↪ CURRENT_MUX1_V1);
228 Vmux1_2:      voltage_genL port map (CTRL => MUX1_CTRL_V2, CURRENT =>
    ↪ CURRENT_MUX1_V2);
229 Vmux1_3:      voltage_genL port map (CTRL => MUX1_CTRL_V3, CURRENT =>
    ↪ CURRENT_MUX1_V3);

230
231 MUX1_COM:      mux1 port map (inT => MTJ_CONV1_out, inM => MTJ_CONV2_out, inB
    ↪ => MTJ_CONV3_out, CURRENT => CURRENT_Vmove2, CURRENT_V1 =>
    ↪ CURRENT_MUX1_V1, CURRENT_V2 => CURRENT_MUX1_V2, CURRENT_V3 =>
    ↪ CURRENT_MUX1_V3, selection => CTRL_mux1, muxOUT => MUX1_out, V1OUT =>
    ↪ MUX1_V1out, V3OUT => MUX1_V3out, V2OUTt => MUX1_V2Tout, V2OUTb =>
    ↪ MUX1_V2Bout);
232 Vmove3:       voltage_genL port map (CTRL => CTRL_Vmove3, CURRENT =>
    ↪ CURRENT_Vmove3);
233 x2_4:         skyrmionDUPLICATE port map (IN_SK => MUX1_out, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK_TOP => x2_4_outtop, OUT_SK_BOTTOM =>
    ↪ x2_4_outbottom);
234 MTJ_CONV_7:   MTJ_CONV port map (IN_SK => x2_4_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV7_out);

235
236 CROSS11:      SKYRMIONCROSS_noMagn port map (A => MTJ_CONV4_out, B => MUX1_V1out,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1, Aout =>
    ↪ CROSS11_Aout, Bout => CROSS11_Bout);

```

```

237 CROSS12: SKYRMIONCROSS_noMagn port map (A => CROSS11_Aout, B => MUX1_V2Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS12_Aout, Bout => CROSS12_Bout);
238 CROSS21: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV5_out, B =>
    ↪ CROSS11_Bout, CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1,
    ↪ Aout => CROSS21_Aout, Bout => CROSS21_Bout);
239 CROSS22: SKYRMIONCROSS_noMagn port map (A => CROSS21_Aout, B => CROSS12_Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS22_Aout, Bout => CROSS22_Bout);
240
241 Vmovecout: voltage_genL port map (CTRL => CTRL_Vmovecout, CURRENT =>
    ↪ CURRENT_Vmovecout);
242 x1_1: skyrmionMERGE port map (IN_SK_TOP => CROSS12_Aout, IN_SK_BOTTOM =>
    ↪ CROSS22_Aout, CURRENT => CURRENT_Vmovecout, OUT_SK => x1_1_out);
243 MTJ_CONV_6: MTJ_CONV port map (IN_SK => x1_1_out, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV6_out);
244 CROSS4: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV6_out, B =>
    ↪ MTJ_CONV7_out, CURRENTA => CURRENT_Vmovecout, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS4_Aout, Bout => CROSS4_Bout);
245
246 x2_8: skyrmionDUPLICATE port map (IN_SK => CROSS4_Aout, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK_TOP => x2_8_outtop, OUT_SK_BOTTOM =>
    ↪ x2_8_outbottom);
247 MTJ_CONV_14: MTJ_CONV port map (IN_SK => x2_8_outtop, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV14_out);
248 MTJ_CONV_15: MTJ_CONV port map (IN_SK => x2_8_outbottom, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV15_out);
249 CROSS9: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV11_out, B =>
    ↪ MTJ_CONV15_out, CURRENTA => CURRENT_Vmoveres, CURRENTB =>
    ↪ CURRENT_Vmovecout, Aout => CROSS9_Aout, Bout => CROSS9_Bout);
250
251 Vtankbot: vclock_gen port map (CTRL => CTRL_Vtankbot, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtankbot);
252 TANK_BOT: tank_bottom port map (IN1 => FA_CTRL2_out, IN2 => FA_CTRL1_out, IN3
    ↪ => CROSS21_Bout, IN4 => CROSS22_Bout, IN5 => JOIN10_out, IN6 =>
    ↪ MUX2_Vresout, IN7 => MUX2_Vstout, CURRENT => CURRENT_Vtankbot, tankOUT1 =>
    ↪ TANKB_out1, tankOUT2 => TANKB_out2, tankOUT3 => TANKB_out3);
253
254 MTJ_W_1: MTJ_W port map (CTRL => CTRL_MTJ_W1, OUT_SK => MTJ_W1_out);
255 MTJ_W_2: MTJ_W port map (CTRL => CTRL_MTJ_W2, OUT_SK => MTJ_W2_out);
256 JOIN2: SKYRMIONJOIN port map (A => MTJ_W1_out, B => TANKB_out2, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN2_out);
257 JOIN3: SKYRMIONJOIN port map (A => MTJ_W2_out, B => TANKB_out1, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN3_out);
258 Vouttank: voltage_genL port map (CTRL => CTRL_Vouttank, CURRENT =>
    ↪ CURRENT_Vouttank);
259 CROSSM2: SKYRMIONCROSS_Magn port map (A => TANKB_out1, B => JOIN2_out,
    ↪ CURRENTA => CURRENT_Vouttank, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM2_outA, Bout => CROSSM2_outB);

```

```

260 CROSSM3: SKYRMIONCROSS_Magn port map (A => CROSSM2_outA, B => JOIN3_out,
    ↪ CURRENTA => CURRENT_Vouttank, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM3_outA, Bout => CROSSM3_outB);
261
262 MTJ_R_1: MTJ_R port map (IN_SK => CROSSM3_outA, CURRENT => CURRENT_Vouttank,
    ↪ OUT_SIGN => MTJ_R1_out);
263 RST_SR_MTJR1 <= ACK_DETECT_MTJ_R1 or (not(RESET_n));
264 SR_MTJR1: SRLatch port map (SET => MTJ_R1_out, RST => RST_SR_MTJR1, Q =>
    ↪ SR_MTJR1_out);
265 MTJ_CONV_8: MTJ_CONV port map (IN_SK => CROSSM3_outA, CURRENT =>
    ↪ CURRENT_Vouttank, OUT_SK => MTJ_CONV8_out);
266 Vnoext: voltage_genL port map (CTRL => CTRL_Vnoext, CURRENT =>
    ↪ CURRENT_Vnoext);
267 DEV1: skyrmionDEVIATION port map (IN_SK => MTJ_CONV8_out, CURRENT =>
    ↪ CURRENT_Vmove1, CURRENTDEV => CURRENT_Vnoext, OUT_SK => DEV1_out,
    ↪ OUT_SK_DEV => DEV1_devout);
268 JOIN9: SKYRMIONJOIN port map (A => DEV1_devout, B => CROSS8_Aout, CURRENT
    ↪ => CURRENT_Vnoext, OUTPUT => JOIN9_out);
269 JOIN10: SKYRMIONJOIN port map (A => JOIN9_out, B => DEV5_out, CURRENT =>
    ↪ CURRENT_Vnoext, OUTPUT => JOIN10_out);
270
271 Vresleft: voltage_genL port map (CTRL => CTRL_Vresleft, CURRENT =>
    ↪ CURRENT_Vresleft);
272 Vresbotleft: voltage_genL port map (CTRL => CTRL_Vresbotleft, CURRENT =>
    ↪ CURRENT_Vresbotleft);
273 DEV4: skyrmionDEVIATION port map (IN_SK => CROSS6_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vresleft, OUT_SK => DEV4_out,
    ↪ OUT_SK_DEV => DEV4_devout);
274 DEV5: skyrmionDEVIATION port map (IN_SK => CROSS7_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vresbotleft, OUT_SK => DEV5_out,
    ↪ OUT_SK_DEV => DEV5_devout);
275 CROSS8: SKYRMIONCROSS_noMagn port map (A => DEV4_out, B => DEV5_devout,
    ↪ CURRENTA => CURRENT_Vnoext, CURRENTB => CURRENT_Vresbotleft, Aout =>
    ↪ CROSS8_Aout, Bout => CROSS8_Bout);
276 JOIN8: SKYRMIONJOIN port map (A => CROSS8_Bout, B => DEV1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN8_out);
277 JOIN7: SKYRMIONJOIN port map (A => DEV4_devout, B => JOIN8_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN7_out);
278
279 MTJ_W_3: MTJ_W port map (CTRL => CTRL_MTJ_W3, OUT_SK => MTJ_W3_out);
280 JOIN1: SKYRMIONJOIN port map (A => MTJ_W3_out, B => JOIN7_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN1_out);
281 x2_3: skyrmionDUPLICATE port map (IN_SK => JOIN1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_3_outtop, OUT_SK_BOTTOM =>
    ↪ x2_3_outbottom);
282 CROSSM4: SKYRMIONCROSS_Magn port map (A => CROSS5_Aout, B => x2_3_outtop,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM4_outA, Bout => CROSSM4_outB);
283 x2_7: skyrmionDUPLICATE port map (IN_SK => CROSSM4_outA, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_7_outtop, OUT_SK_BOTTOM =>
    ↪ x2_7_outbottom);

```

```

284
285 MTJ_CONV_10: MTJ_CONV port map (IN_SK => x2_1_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV10_out);
286 CROSS5: SKYRMIONCROSS_noMagn port map (A => LEFT_COUT, B =>
    ↪ MTJ_CONV10_out, CURRENTA => LEFT_COUT_CURRENT, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS5_Aout, Bout => CROSS5_Bout);
287 CROSS6: SKYRMIONCROSS_noMagn port map (A => LEFT_RESULT, B => CROSS5_Bout,
    ↪ CURRENTA => LEFT_RESULT_CURRENT, CURRENTB => CURRENT_Vmove3, Aout =>
    ↪ CROSS6_Aout, Bout => CROSS6_Bout);
288 CROSS7: SKYRMIONCROSS_noMagn port map (A => BOTLEFT_RESULT, B =>
    ↪ CROSS6_Bout, CURRENTA => BOTLEFT_RESULT_CURRENT, CURRENTB =>
    ↪ CURRENT_Vmove3, Aout => CROSS7_Aout, Bout => CROSS7_Bout);
289 CTRL_mux2 <= CTRL_Vrout;
290 Vmux2_Vsout: voltage_genL port map (CTRL => CTRL_Vsout, CURRENT =>
    ↪ CURRENT_Vsout);
291 Vmux2_Vrout: voltage_genL port map (CTRL => CTRL_Vrout, CURRENT =>
    ↪ CURRENT_Vrout);
292 MUX2_COM: mux2 port map (inR => CROSS4_Bout, inL => CROSS7_Bout, CURRENT
    ↪ => CURRENT_Vmove3, CURRENT_Vst => CURRENT_Vsout, CURRENT_Vres =>
    ↪ CURRENT_Vrout, selection => CTRL_mux2, muxOUT => MUX2_out, VstOUT =>
    ↪ MUX2_Vstout, VresOUT => MUX2_Vresout);
293
294 Vmoveres: voltage_genL port map (CTRL => CTRL_Vmoveres, CURRENT =>
    ↪ CURRENT_Vmoveres);
295 x2_5: skyrmionDUPLICATE port map (IN_SK => MUX2_out, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_5_outright, OUT_SK_BOTTOM =>
    ↪ x2_5_outleft);
296 MTJ_CONV_12: MTJ_CONV port map (IN_SK => x2_5_outleft, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV12_out);
297 MTJ_CONV_11: MTJ_CONV port map (IN_SK => x2_5_outright, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV11_out);
298
299 Vtanktop: vclock_gen port map (CTRL => CTRL_Vtanktop, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtanktop);
300 TANK_TOP_C: tank_top port map (IN1 => MUX1_V2Tout, IN2 => MUX1_V3out, IN3 =>
    ↪ DEV2_devout, CURRENT => CURRENT_Vtanktop, tankOUT => TANKT_out);
301 MTJ_CONV_9: MTJ_CONV port map (IN_SK => x2_4_outtop, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV9_out);
302 Vmove4: voltage_genL port map (CTRL => CTRL_Vmove4, CURRENT =>
    ↪ CURRENT_Vmove4);
303 Vnewdata: voltage_genL port map (CTRL => CTRL_Vnewdata, CURRENT =>
    ↪ CURRENT_Vnewdata);
304 DEV2: skyrmionDEVIATION port map (IN_SK => MTJ_CONV9_out, CURRENT =>
    ↪ CURRENT_Vmove4, CURRENTDEV => CURRENT_Vnewdata, OUT_SK => DEV2_out,
    ↪ OUT_SK_DEV => DEV2_devout);
305 Vdetect: voltage_genL port map (CTRL => CTRL_Vdetect, CURRENT =>
    ↪ CURRENT_Vdetect);
306 MTJ_R_2: MTJ_R port map (IN_SK => TANKT_out, CURRENT => CURRENT_Vdetect,
    ↪ OUT_SIGN => MTJ_R2_out);

```

```

307 RST_SR_MTJR2 <= ACK_DETECT_MTJ_R2 or (not RESET_n);
308 SR_MTJR2: SRlatch port map (SET => MTJ_R2_out, RST => RST_SR_MTJR2, Q =>
    ↪ SR_MTJR2_out);
309
310 CELL_OUT_MTJ_CONV14_out <= MTJ_CONV14_out;
311 CELL_OUT_CROSS9_Bout <= CROSS9_Bout;
312 CELL_OUT_CROSS9_Aout <= CROSS9_Aout;
313 CELL_OUT_MTJ_CONV12_out <= MTJ_CONV12_out;
314 CELL_OUT_DEV2_out <= DEV2_out;
315 CELL_OUT_TANKT_out <= TANKT_out;
316
317 CELL_OUT_CURRENT_Vmoveres <= CURRENT_Vmoveres;
318 CELL_OUT_CURRENT_Vmovecout <= CURRENT_Vmovecout;
319
320
321 end Structure;

```

## C.4.2. FSM

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity FSM_CELL_0X is
10 port( CURRENTclk: in real;
11       RESET_n: in std_logic;
12
13       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
    ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
    ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop,
    ↪ CTRL_Vouttank: out std_logic;
14       CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
15       CTRL_mux1: out std_logic_vector(1 downto 0);
16       ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
17       SR_MTJR2_out, SR_MTJR1_out: in std_logic;
18
19       START, ACK_RES_AVAILABLE: in std_logic;
20       DES_EXTIN_0X, DES_OUT_0X, DES_STORE_0X, DES_NEWDATA_0X: in std_logic;
21       DES_RES_0X: in std_logic_vector(1 downto 0);
22       RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
    ↪ out std_logic;

```



```

23     READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
24
25     CTRL_Vresleft, CTRL_Vresbotleft: out std_logic;
26     READY_FOR_NEWDATA: out std_logic;
27     DES_DATA_OX: in std_logic_vector(1 downto 0)
28 );
29 end entity FSM_CELL_0X;
30
31 architecture Behaviour of FSM_CELL_0X is
32
33     type state_type is (
34         reset, S0, S1, S2, S3, S4, S5, S6, S7, S8, S9, S10,
35         S8_1, S8_2, S8_3, S8_4, S8_5, S8_6,
36         S11, S12, S13, S14, S15, S16, S17, S18, S19, S20,
37         S21, S22, S23, S24, S25, S26, S27, S28, S29, S30,
38         S31, S32, S33, S34, S35, S36, S37, S38, S39, S40,
39         S41, S42, S43, S44
40     );
41
42     signal pstate, nstate: state_type;
43
44 begin
45
46     state_register: process (CURRENTclk)
47     begin
48         if (CURRENTclk'event and CURRENTclk=CURRENT_HIGH) then
49             if (RESET_n = '0') then
50                 pstate <= reset;
51             else
52                 pstate <= nstate;
53             end if;
54         end if;
55     end process state_register;
56
57     state_transition: process (pstate, CURRENTclk)
58     begin
59         case pstate is
60             when reset => nstate <= S0;
61             when S0    => if (START='0') then nstate <= S0; else if(FIRST_RUN='1') then
62                 ↪ nstate <= S1; else nstate <= S33; end if; end if;
63             when S1    => if(DES_DATA_OX="01") then nstate <= S2; elsif
64                 ↪ (DES_DATA_OX="10") then nstate <= S3; else nstate <= S4; end if;
65             when S2    => nstate <= S5;
66             when S3    => nstate <= S5;
67             when S4    => if(DES_EXTIN_OX='1') then nstate <= S6; else nstate <= S7;
68                 ↪ end if;

```



```

69  when S8    => nstate <= S8_1;
70  when S8_1  => nstate <= S8_2;
71  when S8_2  => nstate <= S8_3;
72  when S8_3  => nstate <= S8_4;
73  when S8_4  => nstate <= S8_5;
74  when S8_5  => nstate <= S8_6;
75  when S8_6  => nstate <= S9;
76  when S9    => nstate <= S10;
77  when S10   => if (DES_RES_OX="10") then nstate <= S11; elsif
    ↪ (DES_RES_OX="01") then nstate <= S12; else nstate <= S13; end if;
78  when S11   => nstate <= S14;
79  when S12   => nstate <= S14;
80  when S13   => nstate <= S14;
81  when S14   => nstate <= S15;
82  when S15   => if (DES_OUT_OX='1') then nstate <= S16; else nstate <= S17;
    ↪ end if;
83  when S16   => nstate <= S18;
84  when S17   => nstate <= S18;
85  when S18   => nstate <= S19;
86  when S19   => if(DES_STORE_OX='1') then nstate <= S20; else nstate <= S21;
    ↪ end if;
87  when S20   => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S20; else
    ↪ nstate <= S22; end if;
88  when S21   => if(READY_FOR_NEWDATA_RIGHT='0') then nstate <= S21; else
    ↪ if(DES_NEWDATA_OX='1') then nstate <= S23; else nstate <= S24; end if;
    ↪ end if;
89  when S22   => nstate <= S26;
90  when S23   => nstate <= S25;
91  when S24   => nstate <= S28;
92  when S25   => nstate <= S27;
93  when S26   => if (ACK_RES_AVAILABLE='0') then nstate <= S26; else nstate
    ↪ <= S30; end if;
94  when S27   => if (ACK_RES_AVAILABLE='0') then nstate <= S27; else nstate
    ↪ <= S29; end if;
95  when S28   => if (ACK_RES_AVAILABLE='0') then nstate <= S28; else nstate
    ↪ <= S32; end if;
96  when S29   => if (SR_MTJR2_out='0') then nstate <= S31; else nstate <= S32;
    ↪ end if;
97  when S30   => if(START='0') then nstate <= S30; else nstate <= S33; end
    ↪ if;
98  when S31   => if(START='0') then nstate <= S31; else nstate <= S33; end
    ↪ if;
99  when S32   => if(START='0') then nstate <= S32; else nstate <= S33; end
    ↪ if;
100 when S33   => nstate <= S34;
101 when S34   => if (DES_DATA_OX="01") then nstate <= S35; elsif
    ↪ (DES_DATA_OX="10") then nstate <= S36; else nstate <= S37; end if;
102 when S35   => nstate <= S38;
103 when S36   => nstate <= S38;

```

```

104     when S37 => if (DES_EXTIN_OX='0') then nstate <= S39; else nstate <=
        ↪ S40; end if;
105     when S38 => nstate <= S39;
106     when S39 => if (SR_MTJR1_out='0') then nstate <= S43; else nstate <=
        ↪ S41; end if;
107     when S40 => if (SR_MTJR1_out='1') then nstate <= S44; else nstate <=
        ↪ S42; end if;
108     when S41 => nstate <= S43;
109     when S42 => nstate <= S44;
110     when S43 => nstate <= S8;
111     when S44 => nstate <= S8;
112     when others => nstate <= S0;
113     end case;
114 end process state_transition;
115
116 output: process (pstate)
117 begin
118
119     CTRL_Vstart <= '0';
120     CTRL_Vmove1 <= '0';
121     CTRL_Vop <= '0';
122     CTRL_Vmove2 <= '0';
123     CTRL_Vmove2C <= '0';
124     CTRL_Vmove3 <= '0';
125     CTRL_Vmovecout <= '0';
126     CTRL_Vtankbot <= '0';
127     CTRL_Vnoext <= '0';
128     CTRL_Vmoveres <= '0';
129     CTRL_Vmove4 <= '0';
130     CTRL_Vnewdata <= '0';
131     CTRL_Vdetect <= '0';
132     CTRL_Vrout <= '0';
133     CTRL_Vsout <= '0';
134     CTRL_Vtanktop <= '0';
135     CTRL_Vouttank <= '0';
136     CTRL_MTJ_W1 <= '0';
137     CTRL_MTJ_W2 <= '0';
138     CTRL_MTJ_W3 <= '0';
139     CTRL_mux1 <= "00";
140     ACK_DETECT_MTJ_R1 <= '0';
141     ACK_DETECT_MTJ_R2 <= '0';
142     RES_AVAILABLE <= '0';
143     REQUEST_NEW_START <= '0';
144     REQUEST_NEW_START_W <= '0';
145     REQUEST_NEW_STORE <= '0';
146     ---
147     CTRL_Vresleft <= '0';
148     CTRL_Vresbotleft <= '0';
149     READY_FOR_NEWDATA <= '0';

```

```

150
151 case pstate is
152   when S0    => CTRL_Vstart <= '0';
153               CTRL_Vmove1 <= '0';
154               CTRL_Vop <= '0';
155               CTRL_Vmove2 <= '0';
156               CTRL_Vmove2C <= '0';
157               CTRL_Vmove3 <= '0';
158               CTRL_Vmovecout <= '0';
159               CTRL_Vtankbot <= '0';
160               CTRL_Vnoext <= '0';
161               CTRL_Vmoveres <= '0';
162               CTRL_Vmove4 <= '0';
163               CTRL_Vnewdata <= '0';
164               CTRL_Vdetect <= '0';
165               CTRL_Vrout <= '0';
166               CTRL_Vsout <= '0';
167               CTRL_Vtanktop <= '0';
168               CTRL_Vouttank <= '0';
169               CTRL_MTJ_W1 <= '0';
170               CTRL_MTJ_W2 <= '0';
171               CTRL_MTJ_W3 <= '0';
172               CTRL_mux1 <= "00";
173               ACK_DETECT_MTJ_R1 <= '0';
174               ACK_DETECT_MTJ_R2 <= '0';
175               RES_AVAILABLE <= '0';
176               REQUEST_NEW_START <= '0';
177               REQUEST_NEW_START_W <= '0';
178               REQUEST_NEW_STORE <= '0';
179               ---
180               CTRL_Vresleft <= '0';
181               CTRL_Vresbotleft <= '0';
182               READY_FOR_NEWDATA <= '0';
183   when S1    => CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
184               READY_FOR_NEWDATA <= '1';
185               CTRL_Vstart <= '1';
186   when S2    => CTRL_Vresleft <= '1';
187   when S3    => CTRL_Vresbotleft <= '1';
188   when S4    => CTRL_Vnoext <= '1';
189   when S5    => CTRL_Vnoext <= '1';
190               CTRL_Vmove1 <= '1';
191               CTRL_MTJ_W1 <= '1';
192               CTRL_MTJ_W2 <= '1';
193   when S6    => CTRL_Vmove1 <= '1';
194               CTRL_MTJ_W1 <= '1';
195               CTRL_MTJ_W2 <= '1';
196               CTRL_MTJ_W3 <= '1';
197   when S7    => CTRL_Vmove1 <= '1';
198               CTRL_MTJ_W1 <= '1';

```

```

199         CTRL_Mtj_W2 <= '1';
200     when S8 => CTRL_Vop <= '1';
201     when S8_1 => CTRL_Vop <= '1';
202     when S8_2 => CTRL_Vop <= '1';
203     when S8_3 => CTRL_Vop <= '1';
204     when S8_4 => CTRL_Vop <= '1';
205     when S8_5 => CTRL_Vop <= '1';
206     when S8_6 => CTRL_Vop <= '1';
207     when S9 => CTRL_Vmove2 <= '1';
208         CTRL_Vmove2C <= '1';
209     when S10 => CTRL_Vmove2C <= '1';
210     when S11 => CTRL_mux1 <= "10";
211     when S12 => CTRL_mux1 <= "01";
212     when S13 => CTRL_mux1 <= "11";
213     when S14 => CTRL_Vmove2 <= '1';
214     when S15 => CTRL_Vmove3 <= '1';
215     when S16 => CTRL_Vrout <= '1';
216     when S17 => CTRL_Vsout <= '1';
217     when S18 => CTRL_Vmove3 <= '1';
218     when S19 => CTRL_Vmove4 <= '1', '0' after CLOCK_PERIOD/2;
219     when S20 => CTRL_Vmove4 <= '1';
220     when S21 => CTRL_Vnewdata <= '1';
221     when S22 => CTRL_Vmoveres <= '1';
222         CTRL_Vmovecout <= '1';
223     when S23 => CTRL_Vtanktop <= '1';
224         CTRL_Vmoveres <= '1';
225         CTRL_Vmovecout <= '1';
226     when S24 => CTRL_Vmoveres <= '1';
227         CTRL_Vmovecout <= '1';
228     when S25 => CTRL_Vtanktop <= '1';
229     when S26 => RES_AVAILABLE <= '1';
230     when S27 => RES_AVAILABLE <= '1';
231     when S28 => RES_AVAILABLE <= '1';
232     when S29 => CTRL_Vdetect <= '1';
233     when S30 => REQUEST_NEW_STORE <= '1';
234     when S31 => REQUEST_NEW_START_W <= '1';
235         ACK_DETECT_Mtj_R2 <= '1';
236     when S32 => REQUEST_NEW_START <= '1';
237         ACK_DETECT_Mtj_R2 <= '1';
238     when S33 => CTRL_Vstart <= '1';
239         CTRL_Vtankbot <= '1';
240     when S34 => CTRL_Vtankbot <= '1';
241         CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
242         READY_FOR_NEWDATA <= '1';
243         CTRL_Vouttank <= '1';
244     when S35 => CTRL_Vresleft <= '1';
245     when S36 => CTRL_Vresbotleft <= '1';
246     when S37 => CTRL_Vnoext <= '1';
247     when S38 => CTRL_Vnoext <= '1';

```

```
248     when S39 => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
249     when S40 => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
250     when S41 => CTRL_Vnoext <= '1';
251         ACK_DETECT_MTJ_R1 <= '1';
252     when S42 => CTRL_MTJ_W3 <= '1';
253     when S43 => CTRL_Vmove1 <= '1';
254     when S44 => CTRL_Vmove1 <= '1';
255         ACK_DETECT_MTJ_R1 <= '1';
256
257     when others => CTRL_Vstart <= '0';
258         CTRL_Vmove1 <= '0';
259         CTRL_Vop <= '0';
260         CTRL_Vmove2 <= '0';
261         CTRL_Vmove2C <= '0';
262         CTRL_Vmove3 <= '0';
263         CTRL_Vmovecout <= '0';
264         CTRL_Vtankbot <= '0';
265         CTRL_Vnoext <= '0';
266         CTRL_Vmoveres <= '0';
267         CTRL_Vmove4 <= '0';
268         CTRL_Vnewdata <= '0';
269         CTRL_Vdetect <= '0';
270         CTRL_Vrout <= '0';
271         CTRL_Vsout <= '0';
272         CTRL_Vtanktop <= '0';
273         CTRL_Vouttank <= '0';
274         CTRL_MTJ_W1 <= '0';
275         CTRL_MTJ_W2 <= '0';
276         CTRL_MTJ_W3 <= '0';
277         CTRL_mux1 <= "00";
278         ACK_DETECT_MTJ_R1 <= '0';
279         ACK_DETECT_MTJ_R2 <= '0';
280         RES_AVAILABLE <= '0';
281         REQUEST_NEW_START <= '0';
282         REQUEST_NEW_START_W <= '0';
283         REQUEST_NEW_STORE <= '0';
284         ---
285         CTRL_Vresleft <= '0';
286         CTRL_Vresbotleft <= '0';
287         READY_FOR_NEWDATA <= '0';
288     end case;
289 end process output;
290 end Behaviour;
```

## C.5. Cell11

### C.5.1. Datapath

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8  entity CELL_XX is
9  port(  IN_CELL, RESET_n: in std_logic;
10        CURRENTclk: in real;
11
12        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
13        ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
14        ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop,
15        ↪ CTRL_Vouttank: in std_logic;
16        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
17        CTRL_mux1: in std_logic_vector(1 downto 0);
18        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
19        SR_MTJR1_out, SR_MTJR2_out: out std_logic;
20        CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
21
22        CELL_OUT_MTJ_CONV14_out, CELL_OUT_MTJ_CONV15_out, CELL_OUT_MTJ_CONV11_out,
23        ↪ CELL_OUT_MTJ_CONV13_out, CELL_OUT_MTJ_CONV12_out, CELL_OUT_DEV2_out,
24        ↪ CELL_OUT_TANKT_out: out std_logic;
25
26        CTRL_Vcoutleft, CTRL_Vcouttop, CTRL_Vrestop, CTRL_Vresbotleft,
27        ↪ CTRL_Vresleft: in std_logic;
28        TOP_COUT, LEFT_COUT, TOP_RESULT, LEFT_RESULT, BOTLEFT_RESULT: in std_logic;
29        TOP_COUT_CURRENT, LEFT_COUT_CURRENT, TOP_RESULT_CURRENT,
30        ↪ LEFT_RESULT_CURRENT, BOTLEFT_RESULT_CURRENT: in real
31    );
32 end entity CELL_XX;
33
34 architecture Structure of CELL_XX is
35     component SKYRMIONNOTCH is
36     port(  INPUT : in std_logic;
37           CURRENT : in real;
38           OUTPUT : out std_logic);
39     end component SKYRMIONNOTCH;
40
41     component SKYRMIONNOTCHseq is
42     generic (N: integer := 5);
43     port(  INPUT: in std_logic;

```

```
37     CURRENT: in real;
38     OUTPUT: out std_logic);
39 end component SKYRMIONNOTCHseq;
40
41 component SKYRMIONJOIN is
42 port( A : in std_logic;
43       B : in std_logic;
44       CURRENT : in real;
45       OUTPUT : out std_logic);
46 end component SKYRMIONJOIN;
47
48 component SKYRMIONH is
49 port ( INPUTA : in std_logic;
50       INPUTB : in std_logic;
51       CURRENT : in real;
52       OUTPUTAND : out std_logic;
53       OUTPUTOR : out std_logic);
54 end component SKYRMIONH;
55
56 component SKYRMIONFULLADDER is
57 port(  A      : in std_logic;
58       B      : in std_logic;
59       CIN1   : in std_logic;
60       CIN2   : in std_logic;
61       ONE1   : in std_logic;
62       ONE2   : in std_logic;
63       CURRENT : in real;
64       CTRL1  : out std_logic;
65       SUM    : out std_logic;
66       COUT1  : out std_logic;
67       COUT2  : out std_logic;
68       CTRL2  : out std_logic);
69 end component SKYRMIONFULLADDER;
70
71 component voltage_genH is
72 port( CTRL: in std_logic;
73       CURRENT: out real);
74 end component voltage_genH;
75
76 component voltage_genL is
77 port( CTRL: in std_logic;
78       CURRENT: out real);
79 end component voltage_genL;
80
81 component vclock_gen is
82 port( CTRL: in std_logic;
83       CURRENTclk: in real;
84       CURRENT: out real);
85 end component vclock_gen;
```

```

86
87 component skyrmionDUPLICATE is
88 port( IN_SK:      in std_logic;
89       CURRENT:    in real;
90       OUT_SK_TOP:  out std_logic;
91       OUT_SK_BOTTOM: out std_logic);
92 end component skyrmionDUPLICATE;
93
94 component skyrmionMERGE is
95 port( IN_SK_TOP:    in std_logic;
96       IN_SK_BOTTOM: in std_logic;
97       CURRENT:      in real;
98       OUT_SK:        out std_logic);
99 end component skyrmionMERGE;
100
101 component SKYRMIONCROSS_Magn is
102 port( A:      in std_logic;
103       B:      in std_logic;
104       CURRENTA: in real;
105       CURRENTB: in real;
106       Aout:    out std_logic;
107       Bout:    out std_logic);
108 end component SKYRMIONCROSS_Magn;
109
110 component SKYRMIONCROSS_noMagn is
111 port( A:      in std_logic;
112       B:      in std_logic;
113       CURRENTA: in real;
114       CURRENTB: in real;
115       Aout:    out std_logic;
116       Bout:    out std_logic);
117 end component SKYRMIONCROSS_noMagn;
118
119 component skyrmionDEVIATION is
120 port( IN_SK:      in std_logic;
121       CURRENT:    in real;
122       CURRENTDEV: in real;
123       OUT_SK:      out std_logic;
124       OUT_SK_DEV:  out std_logic);
125 end component skyrmionDEVIATION;
126
127 component SRLatch is
128 port( SET:  in std_logic;
129       RST:  in std_logic;
130       Q:    buffer std_logic);
131 end component SRLatch;
132
133 component MTJ_R is
134 port( IN_SK:      in std_logic;

```



```

135     CURRENT: in real;
136     OUT_SIGN: out std_logic);
137 end component MTJ_R;
138
139 component MTJ_W is
140 port( CTRL: in std_logic;
141       OUT_SK: out std_logic);
142 end component MTJ_W;
143
144 component MTJ_CONV is
145 port( IN_SK: in std_logic;
146       CURRENT: in real;
147       OUT_SK: out std_logic);
148 end component MTJ_CONV;
149
150 component tank_bottom is
151 port( IN1, IN2, IN3, IN4, IN5, IN6, IN7: in std_logic; --from left to right
152       CURRENT: in real;
153       tankOUT1, tankOUT2, tankOUT3: out std_logic); --priority order: from
154       ↪ right to left
155 end component tank_bottom;
156
157 component tank_top is
158 port( IN1, IN2, IN3: in std_logic; --from right to left
159       CURRENT: in real;
160       tankOUT: out std_logic);
161 end component tank_top;
162
163 component tank_topXX is
164 port( IN1, IN2, IN3, IN4, IN5: in std_logic; --from right to left
165       CURRENT: in real;
166       tankOUT: out std_logic);
167 end component tank_topXX;
168
169 component mux1 is
170 port( inT, inM, inB: in std_logic;
171       CURRENT: in real;
172       CURRENT_V1, CURRENT_V2, CURRENT_V3: in real;
173       selection: in std_logic_vector(1 downto 0);
174       muxOUT, V1OUT, V3OUT, V2OUTt, V2OUTb: out std_logic);
175 end component mux1;
176
177 component mux2 is
178 port( inR, inL: in std_logic; --Right=result, Left=stored value
179       CURRENT: in real;
180       CURRENT_Vst, CURRENT_Vres: in real;
181       selection: in std_logic; --'1'=result, '0'=stored value
182       muxOUT, VstOUT, VresOUT: out std_logic);
183 end component mux2;

```

```

183
184 signal CURRENT_Vstart, CURRENT_Vmove1, CURRENT_Vop, CURRENT_Vmove2,
    ↪ CURRENT_Vmove2C, CURRENT_Vmove3, CURRENT_MUX1_V1, CURRENT_MUX1_V2,
    ↪ CURRENT_MUX1_V3, CURRENT_Vmovecout, CURRENT_Vtankbot, CURRENT_Vnoext,
    ↪ CURRENT_Vmoveres, CURRENT_Vtanktop, CURRENT_Vouttank, CURRENT_Vmove4,
    ↪ CURRENT_Vnewdata, CURRENT_Vdetect, CURRENT_Vrout, CURRENT_Vsout,
    ↪ CURRENT_Vrestop, CURRENT_Vresbotleft, CURRENT_Vresleft,
    ↪ CURRENT_Vcoutleft, CURRENT_Vcouttop: real;
185
186 signal MEM_out: std_logic;
187 signal x2_1_outtop, x2_1_outbottom, x2_2_outtop, x2_2_outbottom, x2_3_outtop,
    ↪ x2_3_outbottom, x2_4_outtop, x2_4_outbottom, x2_5_outright, x2_5_outleft,
    ↪ x2_6_outtop, x2_6_outbottom, x2_7_outtop, x2_7_outbottom, x2_8_outtop,
    ↪ x2_8_outbottom, x1_1_out: std_logic;
188 signal CROSSM1_outA, CROSSM1_outB, CROSSM2_outA, CROSSM2_outB, CROSSM3_outA,
    ↪ CROSSM3_outB, CROSSM4_outA, CROSSM4_outB: std_logic;
189 signal CROSS11_Aout, CROSS11_Bout, CROSS12_Aout, CROSS12_Bout, CROSS21_Aout,
    ↪ CROSS21_Bout, CROSS22_Aout, CROSS22_Bout, CROSS3_Aout, CROSS3_Bout,
    ↪ CROSS4_Aout, CROSS4_Bout, CROSS6_Aout, CROSS6_Bout, CROSS7_Aout,
    ↪ CROSS7_Bout, CROSS8_Aout, CROSS8_Bout, CROSS9_Aout, CROSS9_Bout,
    ↪ CROSS10_Aout, CROSS10_Bout, CROSS13_Aout, CROSS13_Bout, CROSS14_Aout,
    ↪ CROSS14_Bout, CROSS15_Aout, CROSS15_Bout, CROSS16_Aout, CROSS16_Bout,
    ↪ CROSS17_Aout, CROSS17_Bout: std_logic;
190 signal SYNC_LOG_TOP_out, SYNC_LOG_BOT_out, AND_out, OR_out, SKEW_OR_out,
    ↪ SKEW_AND_out: std_logic;
191 signal FA_CTRL1_out, FA_CTRL2_out, FA_COUT1_out, FA_COUT2_out, FA_SUM_out:
    ↪ std_logic;
192 signal RST_SR_MTJR1, RST_SR_MTJR2: std_logic;
193 signal MTJ_R1_out, MTJ_R2_out: std_logic;
194 signal MTJ_W1_out, MTJ_W2_out, MTJ_W3_out: std_logic;
195 signal MTJ_CONV1_out, MTJ_CONV2_out, MTJ_CONV3_out, MTJ_CONV4_out,
    ↪ MTJ_CONV5_out, MTJ_CONV6_out, MTJ_CONV7_out, MTJ_CONV8_out, MTJ_CONV9_out,
    ↪ MTJ_CONV10_out, MTJ_CONV11_out, MTJ_CONV12_out, MTJ_CONV13_out,
    ↪ MTJ_CONV14_out, MTJ_CONV15_out, MTJ_CONV16_out: std_logic;
196 signal MUX1_CTRL_V1, MUX1_CTRL_V2, MUX1_CTRL_V3: std_logic;
197 signal MUX1_out, MUX1_V1out, MUX1_V3out, MUX1_V2Tout, MUX1_V2Bout: std_logic;
198 signal CTRL_mux2, MUX2_Vstout, MUX2_Vresout, MUX2_out: std_logic;
199 signal JOIN1_out, JOIN2_out, JOIN3_out, JOIN5_out, JOIN6_out, JOIN7_out,
    ↪ JOIN8_out, JOIN9_out, JOIN10_out, JOIN11_out: std_logic;
200 signal DEV1_out, DEV1_devout, DEV2_out, DEV2_devout, DEV3_out, DEV3_devout,
    ↪ DEV4_out, DEV4_devout, DEV5_out, DEV5_devout, DEV6_out, DEV6_devout,
    ↪ DEV7_out, DEV7_devout: std_logic;
201 signal TANKB_out1, TANKB_out2, TANKB_out3: std_logic;
202 signal TANKT_out: std_logic;
203
204
205 begin
206 Vstart: voltage_genH port map (CTRL => CTRL_Vstart, CURRENT =>
    ↪ CURRENT_Vstart);

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207 MEM:      SKYRMIONNOTCH port map (INPUT => IN_CELL, CURRENT =>
    ↪ CURRENT_Vstart, OUTPUT => MEM_out);
208 Vmove1:    voltage_genL port map (CTRL => CTRL_Vmove1, CURRENT =>
    ↪ CURRENT_Vmove1);
209 x2_1:      skyrmionDUPLICATE port map (IN_SK => MEM_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_1_outtop, OUT_SK_BOTTOM =>
    ↪ x2_1_outbottom);
210 MTJ_CONV_16: MTJ_CONV port map (IN_SK => x2_1_outtop, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK => MTJ_CONV16_out);
211 Vcoutleft: voltage_genL port map (CTRL => CTRL_Vcoutleft, CURRENT =>
    ↪ CURRENT_Vcoutleft);
212 Vcouttop:  voltage_genL port map (CTRL => CTRL_Vcouttop, CURRENT =>
    ↪ CURRENT_Vcouttop);
213 CROSS14:   SKYRMIONCROSS_noMagn port map (A => MTJ_CONV16_out, B =>
    ↪ DEV6_devout, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vcoutleft,
    ↪ Aout => CROSS14_Aout, Bout => CROSS14_Bout);
214 CROSS15:   SKYRMIONCROSS_noMagn port map (A => CROSS14_Aout, B =>
    ↪ CROSS13_Bout, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vcouttop,
    ↪ Aout => CROSS15_Aout, Bout => CROSS15_Bout);
215 x2_2:      skyrmionDUPLICATE port map (IN_SK => CROSS15_Aout, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_2_outtop, OUT_SK_BOTTOM =>
    ↪ x2_2_outbottom);
216
217 Vmove3:    voltage_genL port map (CTRL => CTRL_Vmove3, CURRENT =>
    ↪ CURRENT_Vmove3);
218 MTJ_CONV_10: MTJ_CONV port map (IN_SK => x2_1_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV10_out);
219 CROSS16:   SKYRMIONCROSS_noMagn port map (A => TOP_COUT, B =>
    ↪ MTJ_CONV10_out, CURRENTA => TOP_COUT_CURRENT, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS16_Aout, Bout => CROSS16_Bout);
220 CROSS17:   SKYRMIONCROSS_noMagn port map (A => LEFT_COUT, B => CROSS16_Bout,
    ↪ CURRENTA => LEFT_COUT_CURRENT, CURRENTB => CURRENT_Vmove3, Aout =>
    ↪ CROSS17_Aout, Bout => CROSS17_Bout);
221
222 Vnoext:    voltage_genL port map (CTRL => CTRL_Vnoext, CURRENT =>
    ↪ CURRENT_Vnoext);
223 DEV6:      skyrmionDEVIATION port map (IN_SK => CROSS16_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vcoutleft, OUT_SK => DEV6_out,
    ↪ OUT_SK_DEV => DEV6_devout);
224 DEV7:      skyrmionDEVIATION port map (IN_SK => CROSS17_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vcouttop, OUT_SK => DEV7_out,
    ↪ OUT_SK_DEV => DEV7_devout);
225 CROSS13:   SKYRMIONCROSS_noMagn port map (A => DEV6_out, B => DEV7_devout,
    ↪ CURRENTA => CURRENT_Vnoext, CURRENTB => CURRENT_Vcouttop, Aout =>
    ↪ CROSS13_Aout, Bout => CROSS13_Bout);
226 JOIN11:    SKYRMIONJOIN port map (A => CROSS13_Aout, B => DEV7_out, CURRENT =>
    ↪ CURRENT_Vnoext, OUTPUT => JOIN11_out);
227
228 CROSSM1:   SKYRMIONCROSS_Magn port map (A => x2_2_outbottom, B =>
    ↪ CROSSM4_outB, CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout
    ↪ => CROSSM1_outA, Bout => CROSSM1_outB);

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229 Vop:          vclock_gen port map (CTRL => CTRL_Vop, CURRENTclk => CURRENTclk,
    ↪ CURRENT => CURRENT_Vop);
230 SYNCNET_LOG_TOP: SKYRMIONNOTCH port map (INPUT => x2_2_outtop, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_TOP_out);
231 SYNCNET_LOG_BOT: SKYRMIONNOTCH port map (INPUT => CROSSM1_outB, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => SYNC_LOG_BOT_out);
232 LOGIC:        SKYRMIONH port map (INPUTA => SYNC_LOG_TOP_out, INPUTB =>
    ↪ SYNC_LOG_BOT_out, CURRENT => CURRENT_Vop, OUTPUTAND => AND_OUT, OUTPUTOR
    ↪ => OR_OUT);
233 SKEW_OR:       SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT => OR_OUT,
    ↪ CURRENT => CURRENT_Vop, OUTPUT => SKEW_OR_out);
234 SKEW_AND:      SKYRMIONNOTCHseq generic map (N => 5) port map (INPUT =>
    ↪ AND_OUT, CURRENT => CURRENT_Vop, OUTPUT => SKEW_AND_out);
235 FA:           SKYRMIONFULLADDER port map (A => CROSSM1_outA, B =>
    ↪ x2_3_outbottom, CIN1 => x2_7_outtop, CIN2 => x2_7_outbottom, ONE1 =>
    ↪ CROSSM2_outB, ONE2 => CROSSM3_outB, CURRENT => CURRENT_Vop, CTRL1 =>
    ↪ FA_CTRL1_out, SUM => FA_SUM_out, COUT1 => FA_COUT1_out, COUT2 =>
    ↪ FA_COUT2_out, CTRL2 => FA_CTRL2_out);
236
237 MTJ_CONV_1:    MTJ_CONV port map (IN_SK => SKEW_OR_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV1_out);
238 MTJ_CONV_2:    MTJ_CONV port map (IN_SK => SKEW_AND_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV2_out);
239 MTJ_CONV_3:    MTJ_CONV port map (IN_SK => FA_SUM_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV3_out);
240 MTJ_CONV_4:    MTJ_CONV port map (IN_SK => FA_COUT1_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV4_out);
241 MTJ_CONV_5:    MTJ_CONV port map (IN_SK => FA_COUT2_out, CURRENT => CURRENT_Vop,
    ↪ OUT_SK => MTJ_CONV5_out);
242 Vmove2:        voltage_genL port map (CTRL => CTRL_Vmove2, CURRENT =>
    ↪ CURRENT_Vmove2);
243 Vmove2C:       voltage_genL port map (CTRL => CTRL_Vmove2C, CURRENT =>
    ↪ CURRENT_Vmove2C);
244
245 MUX1_CTRL_V1 <= CTRL_mux1(0) and (not CTRL_mux1(1));
246 MUX1_CTRL_V2 <= CTRL_mux1(1) and (not CTRL_mux1(0));
247 MUX1_CTRL_V3 <= CTRL_mux1(1) and CTRL_mux1(0);
248 Vmux1_1:       voltage_genL port map (CTRL => MUX1_CTRL_V1, CURRENT =>
    ↪ CURRENT_MUX1_V1);
249 Vmux1_2:       voltage_genL port map (CTRL => MUX1_CTRL_V2, CURRENT =>
    ↪ CURRENT_MUX1_V2);
250 Vmux1_3:       voltage_genL port map (CTRL => MUX1_CTRL_V3, CURRENT =>
    ↪ CURRENT_MUX1_V3);
251
252 MUX1_COM:       mux1 port map (inT => MTJ_CONV1_out, inM => MTJ_CONV2_out, inB
    ↪ => MTJ_CONV3_out, CURRENT => CURRENT_Vmove2, CURRENT_V1 =>
    ↪ CURRENT_MUX1_V1, CURRENT_V2 => CURRENT_MUX1_V2, CURRENT_V3 =>
    ↪ CURRENT_MUX1_V3, selection => CTRL_mux1, muxOUT => MUX1_out, V1OUT =>
    ↪ MUX1_V1out, V3OUT => MUX1_V3out, V2OUTt => MUX1_V2Tout, V2OUTb =>
    ↪ MUX1_V2Bout);

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253 x2_4:    skymionDUPLICATE port map (IN_SK => MUX1_out, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK_TOP => x2_4_outtop, OUT_SK_BOTTOM =>
    ↪ x2_4_outbottom);
254 MTJ_CONV_7: MTJ_CONV port map (IN_SK => x2_4_outbottom, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV7_out);
255
256 CROSS11: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV4_out, B => MUX1_V1out,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1, Aout =>
    ↪ CROSS11_Aout, Bout => CROSS11_Bout);
257 CROSS12: SKYRMIONCROSS_noMagn port map (A => CROSS11_Aout, B => MUX1_V2Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS12_Aout, Bout => CROSS12_Bout);
258 CROSS21: SKYRMIONCROSS_noMagn port map (A => MTJ_CONV5_out, B =>
    ↪ CROSS11_Bout, CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V1,
    ↪ Aout => CROSS21_Aout, Bout => CROSS21_Bout);
259 CROSS22: SKYRMIONCROSS_noMagn port map (A => CROSS21_Aout, B => CROSS12_Bout,
    ↪ CURRENTA => CURRENT_Vmove2C, CURRENTB => CURRENT_MUX1_V2, Aout =>
    ↪ CROSS22_Aout, Bout => CROSS22_Bout);
260
261 Vmovecout: voltage_genL port map (CTRL => CTRL_Vmovecout, CURRENT =>
    ↪ CURRENT_Vmovecout);
262 x1_1:    skymionMERGE port map (IN_SK_TOP => CROSS12_Aout, IN_SK_BOTTOM =>
    ↪ CROSS22_Aout, CURRENT => CURRENT_Vmovecout, OUT_SK => x1_1_out);
263 MTJ_CONV_6: MTJ_CONV port map (IN_SK => x1_1_out, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV6_out);
264 CROSS4:   SKYRMIONCROSS_noMagn port map (A => MTJ_CONV6_out, B =>
    ↪ MTJ_CONV7_out, CURRENTA => CURRENT_Vmovecout, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS4_Aout, Bout => CROSS4_Bout);
265
266 x2_8:     skymionDUPLICATE port map (IN_SK => CROSS4_Aout, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK_TOP => x2_8_outtop, OUT_SK_BOTTOM =>
    ↪ x2_8_outbottom);
267 MTJ_CONV_14: MTJ_CONV port map (IN_SK => x2_8_outtop, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV14_out);
268 MTJ_CONV_15: MTJ_CONV port map (IN_SK => x2_8_outbottom, CURRENT =>
    ↪ CURRENT_Vmovecout, OUT_SK => MTJ_CONV15_out);
269 --CROSS9:   SKYRMIONCROSS_noMagn port map (A => MTJ_CONV11_out, B =>
    ↪ MTJ_CONV15_out, CURRENTA => CURRENT_Vmoveres, CURRENTB =>
    ↪ CURRENT_Vmovecout, Aout => CROSS9_Aout, Bout => CROSS9_Bout);
270
271 Vtankbot: vclock_gen port map (CTRL => CTRL_Vtankbot, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtankbot);
272 TANK_BOT: tank_bottom port map (IN1 => FA_CTRL2_out, IN2 => FA_CTRL1_out, IN3
    ↪ => CROSS21_Bout, IN4 => CROSS22_Bout, IN5 => JOIN10_out, IN6 =>
    ↪ MUX2_Vresout, IN7 => MUX2_Vstout, CURRENT => CURRENT_Vtankbot, tankOUT1 =>
    ↪ TANKB_out1, tankOUT2 => TANKB_out2, tankOUT3 => TANKB_out3);
273
274 MTJ_W_1:   MTJ_W port map (CTRL => CTRL_MTJ_W1, OUT_SK => MTJ_W1_out);
275 MTJ_W_2:   MTJ_W port map (CTRL => CTRL_MTJ_W2, OUT_SK => MTJ_W2_out);

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276 JOIN2:    SKYRMIONJOIN port map (A => MTJ_W1_out, B => TANKB_out2, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN2_out);
277 JOIN3:    SKYRMIONJOIN port map (A => MTJ_W2_out, B => TANKB_out1, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN3_out);
278 Vouttank: voltage_genL port map (CTRL => CTRL_Vouttank, CURRENT =>
    ↪ CURRENT_Vouttank);
279 CROSSM2:  SKYRMIONCROSS_Magn port map (A => TANKB_out1, B => JOIN2_out,
    ↪ CURRENTA => CURRENT_Vouttank, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM2_outA, Bout => CROSSM2_outB);
280 CROSSM3:  SKYRMIONCROSS_Magn port map (A => CROSSM2_outA, B => JOIN3_out,
    ↪ CURRENTA => CURRENT_Vouttank, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM3_outA, Bout => CROSSM3_outB);
281
282 MTJ_R_1:  MTJ_R port map (IN_SK => CROSSM3_outA, CURRENT => CURRENT_Vouttank,
    ↪ OUT_SIGN => MTJ_R1_out);
283 RST_SR_MTJR1 <= ACK_DETECT_M TJ_R1 or (not(RESET_n));
284 SR_MTJR1: SRLatch port map (SET => MTJ_R1_out, RST => RST_SR_MTJR1, Q =>
    ↪ SR_MTJR1_out);
285 MTJ_CONV_8: MTJ_CONV port map (IN_SK => CROSSM3_outA, CURRENT =>
    ↪ CURRENT_Vouttank, OUT_SK => MTJ_CONV8_out);
286 DEV1:     skyrmionDEVIATION port map (IN_SK => MTJ_CONV8_out, CURRENT =>
    ↪ CURRENT_Vmove1, CURRENTDEV => CURRENT_Vnoext, OUT_SK => DEV1_out,
    ↪ OUT_SK_DEV => DEV1_devout);
287 JOIN5:    SKYRMIONJOIN port map (A => DEV1_devout, B => CROSS9_Aout, CURRENT
    ↪ => CURRENT_Vnoext, OUTPUT => JOIN5_out);
288 JOIN9:    SKYRMIONJOIN port map (A => JOIN5_out, B => CROSS8_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, OUTPUT => JOIN9_out);
289 JOIN10:   SKYRMIONJOIN port map (A => JOIN9_out, B => DEV5_out, CURRENT =>
    ↪ CURRENT_Vnoext, OUTPUT => JOIN10_out);
290
291 Vrestop:   voltage_genL port map (CTRL => CTRL_Vrestop, CURRENT =>
    ↪ CURRENT_Vrestop);
292 Vresleft:  voltage_genL port map (CTRL => CTRL_Vresleft, CURRENT =>
    ↪ CURRENT_Vresleft);
293 Vresbotleft: voltage_genL port map (CTRL => CTRL_Vresbotleft, CURRENT =>
    ↪ CURRENT_Vresbotleft);
294 CROSS3:   SKYRMIONCROSS_noMagn port map (A => TOP_RESULT, B =>
    ↪ CROSS17_Bout, CURRENTA => TOP_RESULT_CURRENT, CURRENTB => CURRENT_Vmove3,
    ↪ Aout => CROSS3_Aout, Bout => CROSS3_Bout);
295 CROSS6:   SKYRMIONCROSS_noMagn port map (A => LEFT_RESULT, B => CROSS3_Bout,
    ↪ CURRENTA => LEFT_RESULT_CURRENT, CURRENTB => CURRENT_Vmove3, Aout =>
    ↪ CROSS6_Aout, Bout => CROSS6_Bout);
296 CROSS7:   SKYRMIONCROSS_noMagn port map (A => BOTLEFT_RESULT, B =>
    ↪ CROSS6_Bout, CURRENTA => BOTLEFT_RESULT_CURRENT, CURRENTB =>
    ↪ CURRENT_Vmove3, Aout => CROSS7_Aout, Bout => CROSS7_Bout);
297
298 DEV3:     skyrmionDEVIATION port map (IN_SK => CROSS3_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vrestop, OUT_SK => DEV3_out,
    ↪ OUT_SK_DEV => DEV3_devout);

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```

299 DEV4:    skyrmissionDEVIATION port map (IN_SK => CROSS6_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vresleft, OUT_SK => DEV4_out,
    ↪ OUT_SK_DEV => DEV4_devout);
300 DEV5:    skyrmissionDEVIATION port map (IN_SK => CROSS7_Aout, CURRENT =>
    ↪ CURRENT_Vnoext, CURRENTDEV => CURRENT_Vresbotleft, OUT_SK => DEV5_out,
    ↪ OUT_SK_DEV => DEV5_devout);
301 CROSS8:  SKYRMIONCROSS_noMagn port map (A => DEV4_out, B => DEV5_devout,
    ↪ CURRENTA => CURRENT_Vnoext, CURRENTB => CURRENT_Vresbotleft, Aout =>
    ↪ CROSS8_Aout, Bout => CROSS8_Bout);
302 CROSS10: SKYRMIONCROSS_noMagn port map (A => DEV3_out, B => DEV4_devout,
    ↪ CURRENTA => CURRENT_Vnoext, CURRENTB => CURRENT_Vresleft, Aout =>
    ↪ CROSS10_Aout, Bout => CROSS10_Bout);
303 CROSS9:  SKYRMIONCROSS_noMagn port map (A => CROSS10_Aout, B => CROSS8_Bout,
    ↪ CURRENTA => CURRENT_Vnoext, CURRENTB => CURRENT_Vresbotleft, Aout =>
    ↪ CROSS9_Aout, Bout => CROSS9_Bout);
304
305 JOIN8:    SKYRMIONJOIN port map (A => CROSS9_Bout, B => DEV1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN8_out);
306 JOIN7:    SKYRMIONJOIN port map (A => CROSS10_Bout, B => JOIN8_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN7_out);
307 JOIN6:    SKYRMIONJOIN port map (A => DEV3_devout, B => JOIN7_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN6_out);
308 MTJ_W_3:  MTJ_W port map (CTRL => CTRL_M TJ_W3, OUT_SK => MTJ_W3_out);
309 JOIN1:    SKYRMIONJOIN port map (A => MTJ_W3_out, B => JOIN6_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUTPUT => JOIN1_out);
310 x2_3:     skyrmissionDUPLICATE port map (IN_SK => JOIN1_out, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_3_outtop, OUT_SK_BOTTOM =>
    ↪ x2_3_outbottom);
311 CROSSM4:  SKYRMIONCROSS_Magn port map (A => JOIN11_out, B => x2_3_outtop,
    ↪ CURRENTA => CURRENT_Vmove1, CURRENTB => CURRENT_Vmove1, Aout =>
    ↪ CROSSM4_outA, Bout => CROSSM4_outB);
312 x2_7:     skyrmissionDUPLICATE port map (IN_SK => CROSSM4_outA, CURRENT =>
    ↪ CURRENT_Vmove1, OUT_SK_TOP => x2_7_outtop, OUT_SK_BOTTOM =>
    ↪ x2_7_outbottom);
313
314 CTRL_mux2 <= CTRL_Vrout;
315 Vmux2_Vsout: voltage_genL port map (CTRL => CTRL_Vsout, CURRENT =>
    ↪ CURRENT_Vsout);
316 Vmux2_Vrout: voltage_genL port map (CTRL => CTRL_Vrout, CURRENT =>
    ↪ CURRENT_Vrout);
317 MUX2_COM:  mux2 port map (inR => CROSS4_Bout, inL => CROSS7_Bout, CURRENT
    ↪ => CURRENT_Vmove3, CURRENT_Vst => CURRENT_Vsout, CURRENT_Vres =>
    ↪ CURRENT_Vrout, selection => CTRL_mux2, muxOUT => MUX2_out, VstOUT =>
    ↪ MUX2_Vstout, VresOUT => MUX2_Vresout);
318
319 Vmoveres:  voltage_genL port map (CTRL => CTRL_Vmoveres, CURRENT =>
    ↪ CURRENT_Vmoveres);
320 x2_5:     skyrmissionDUPLICATE port map (IN_SK => MUX2_out, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_5_outright, OUT_SK_BOTTOM =>
    ↪ x2_5_outleft);

```



```

321 MTJ_CONV_12: MTJ_CONV port map (IN_SK => x2_5_outleft, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV12_out);
322 x2_6: skyrmionDUPLICATE port map (IN_SK => x2_5_outright, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK_TOP => x2_6_outtop, OUT_SK_BOTTOM =>
    ↪ x2_6_outbottom);
323 MTJ_CONV_11: MTJ_CONV port map (IN_SK => x2_6_outtop, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV11_out);
324 MTJ_CONV_13: MTJ_CONV port map (IN_SK => x2_6_outbottom, CURRENT =>
    ↪ CURRENT_Vmoveres, OUT_SK => MTJ_CONV13_out);
325
326 Vtanktop: vclock_gen port map (CTRL => CTRL_Vtanktop, CURRENTclk =>
    ↪ CURRENTclk, CURRENT => CURRENT_Vtanktop);
327 TANK_TOP_C: tank_topXX port map (IN1 => MUX1_V2Tout, IN2 => MUX1_V3out, IN3
    ↪ => DEV2_devout, IN4 => CROSS15_Bout, IN5 => CROSS14_Bout, CURRENT =>
    ↪ CURRENT_Vtanktop, tankOUT => TANKT_out);
328 MTJ_CONV_9: MTJ_CONV port map (IN_SK => x2_4_outtop, CURRENT =>
    ↪ CURRENT_Vmove3, OUT_SK => MTJ_CONV9_out);
329 Vmove4: voltage_genL port map (CTRL => CTRL_Vmove4, CURRENT =>
    ↪ CURRENT_Vmove4);
330 Vnewdata: voltage_genL port map (CTRL => CTRL_Vnewdata, CURRENT =>
    ↪ CURRENT_Vnewdata);
331 DEV2: skyrmionDEVIATION port map (IN_SK => MTJ_CONV9_out, CURRENT =>
    ↪ CURRENT_Vmove4, CURRENTDEV => CURRENT_Vnewdata, OUT_SK => DEV2_out,
    ↪ OUT_SK_DEV => DEV2_devout);
332 Vdetect: voltage_genL port map (CTRL => CTRL_Vdetect, CURRENT =>
    ↪ CURRENT_Vdetect);
333 MTJ_R_2: MTJ_R port map (IN_SK => TANKT_out, CURRENT => CURRENT_Vdetect,
    ↪ OUT_SIGN => MTJ_R2_out);
334 RST_SR_MTJR2 <= ACK_DETECT_MTJ_R2 or (not RESET_n);
335 SR_MTJR2: SRLatch port map (SET => MTJ_R2_out, RST => RST_SR_MTJR2, Q =>
    ↪ SR_MTJR2_out);
336
337 CELL_OUT_MTJ_CONV14_out <= MTJ_CONV14_out;
338 CELL_OUT_MTJ_CONV15_out <= MTJ_CONV15_out;
339 CELL_OUT_MTJ_CONV11_out <= MTJ_CONV11_out;
340 CELL_OUT_MTJ_CONV13_out <= MTJ_CONV13_out;
341 CELL_OUT_MTJ_CONV12_out <= MTJ_CONV12_out;
342 CELL_OUT_DEV2_out <= DEV2_out;
343 CELL_OUT_TANKT_out <= TANKT_out;
344
345 CELL_OUT_CURRENT_Vmoveres <= CURRENT_Vmoveres;
346 CELL_OUT_CURRENT_Vmovecout <= CURRENT_Vmovecout;
347
348
349 end Structure;

```



## C.5.1.1. Top tank (only cell 11)

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity tank_topXX is
10 port( IN1, IN2, IN3, IN4, IN5: in std_logic; --from right to left
11       CURRENT: in real;
12       tankOUT: out std_logic);
13 end entity tank_topXX;
14
15 architecture Behavioural of tank_topXX is
16     component SKYRMIONNOTCH is
17     port( INPUT : in std_logic;
18          CURRENT : in real;
19          OUTPUT : out std_logic);
20     end component SKYRMIONNOTCH;
21
22     signal OUT1: std_logic;
23
24 begin
25     process (IN1, IN2, IN3, IN4, IN5, CURRENT)
26         variable Nsk: integer := 0;
27         variable out_en, OUT1_var: std_logic := '0';
28     begin
29         if (IN1'event and IN1='1') then
30             Nsk := Nsk+1;
31         end if;
32         if (IN2'event and IN2='1') then
33             Nsk := Nsk+1;
34         end if;
35         if (IN3'event and IN3='1') then
36             Nsk := Nsk+1;
37         end if;
38         if (IN4'event and IN4='1') then
39             Nsk := Nsk+1;
40         end if;
41         if (IN5'event and IN5='1') then
42             Nsk := Nsk+1;
43         end if;
44
45         if (CURRENT'event and CURRENT = CURRENT_LOW) then
46             if (out_en='0') then

```

```
47     out_en := '1';
48     case Nsk is
49         when 1 => OUT1_var := '1';
50                 Nsk := 0;
51         when 0 => OUT1_var := '0';
52                 Nsk := 0;
53         when others => OUT1_var := '1';
54                     Nsk := Nsk-1;
55     end case;
56 end if;
57 end if;
58
59 if (CURRENT'event and CURRENT = 0.0) then
60     out_en := '0';
61 end if;
62
63 if (OUT1_var = '1') then
64     OUT1_var := '0';
65     OUT1 <= '1', '0' after 10 ps;
66 else
67     OUT1 <= '0';
68 end if;
69
70 end process;
71
72 notch1: SKYRMIONNOTCH port map (INPUT => OUT1, CURRENT => CURRENT, OUTPUT =>
73     ↪ tankOUT);
74
75 end architecture Behavioural;
```

---

## C.5.2. FSM

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity FSM_CELL_XX is
10 port(  CURRENTclk: in real;
11        RESET_n: in std_logic;
12
```

```

13  CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C, CTRL_Vmove3,
    ↪ CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext, CTRL_Vmoveres, CTRL_Vmove4,
    ↪ CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout, CTRL_Vsout, CTRL_Vtanktop,
    ↪ CTRL_Vouttank: out std_logic;
14  CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
15  CTRL_mux1: out std_logic_vector(1 downto 0);
16  ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
17  SR_MTJR2_out, SR_MTJR1_out: in std_logic;
18
19  START, ACK_RES_AVAILABLE: in std_logic;
20  DES_EXTIN_XX, DES_OUT_XX, DES_STORE_XX, DES_NEWDATA_XX: in std_logic;
21  DES_RES_XX: in std_logic_vector(1 downto 0);
22  RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
    ↪ out std_logic;
23  READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
24
25  CTRL_Vcouttop, CTRL_Vcoutleft, CTRL_Vrestop, CTRL_Vresleft,
    ↪ CTRL_Vresbotleft: out std_logic;
26  READY_FOR_NEWDATA: out std_logic;
27  DES_COUT_XX: in std_logic;
28  DES_DATA_XX: in std_logic_vector(1 downto 0)
29 );
30 end entity FSM_CELL_XX;
31
32 architecture Behaviour of FSM_CELL_XX is
33
34     type state_type is (
35         reset, S0, S1, S2, S3, S4, S5, S6, S7, S8, S9, S10,
36         S11_1, S11_2, S11_3, S11_4, S11_5, S11_6,
37         S11, S12, S13, S14, S15, S16, S17, S18, S19, S20,
38         S21, S22, S23, S24, S25, S26, S27, S28, S29, S30,
39         S31, S32, S33, S34, S35, S36, S37, S38, S39, S40,
40         S41, S42, S43, S44, S45, S46, S47, S48, S49, S50
41     );
42
43     signal pstate, nstate: state_type;
44
45 begin
46
47     state_register: process (CURRENTclk)
48     begin
49         if (CURRENTclk'event and CURRENTclk=CURRENT_HIGH) then
50             if (RESET_n = '0') then
51                 pstate <= reset;
52             else
53                 pstate <= nstate;
54             end if;
55         end if;
56     end process state_register;

```

```

57
58 state_transition: process (pstate, CURRENTclk)
59 begin
60     case pstate is
61         when reset => nstate <= S0;
62         when S0    => if (START='0') then nstate <= S0; else if (FIRST_RUN='1') then
        ↪ nstate <= S1; else nstate <= S36; end if; end if;
63         when S1    => if (DES_COUT_XX='0') then nstate <= S2; else nstate <= S3; end
        ↪ if;
64         when S2    => if (DES_DATA_XX="00") then nstate <= S4;
        ↪ elsif (DES_DATA_XX="01") then nstate <= S5; elsif
        ↪ (DES_DATA_XX="10") then nstate <= S6; else nstate <= S7; end if;
65         when S3    => if (DES_DATA_XX="00") then nstate <= S4;
        ↪ elsif (DES_DATA_XX="01") then nstate <= S5; elsif
        ↪ (DES_DATA_XX="10") then nstate <= S6; else nstate <= S7; end if;
66         when S4    => nstate <= S8;
67         when S5    => nstate <= S8;
68         when S6    => nstate <= S8;
69         when S7    => if (DES_EXTIN_XX='1') then nstate <= S9; else nstate <= S10;
        ↪ end if;
70         when S8    => nstate <= S11;
71         when S9    => nstate <= S11;
72         when S10   => nstate <= S11;
73         when S11   => nstate <= S11_1;
74         when S11_1 => nstate <= S11_2;
75         when S11_2 => nstate <= S11_3;
76         when S11_3 => nstate <= S11_4;
77         when S11_4 => nstate <= S11_5;
78         when S11_5 => nstate <= S11_6;
79         when S11_6 => nstate <= S12;
80         when S12   => nstate <= S13;
81         when S13   => if (DES_RES_XX="10") then nstate <= S14; elsif
        ↪ (DES_RES_XX="01") then nstate <= S15; else nstate <= S16; end if;
82         when S14   => nstate <= S17;
83         when S15   => nstate <= S17;
84         when S16   => nstate <= S17;
85         when S17   => nstate <= S18;
86         when S18   => if (DES_OUT_XX='1') then nstate <= S19; else nstate <= S20;
        ↪ end if;
87         when S19   => nstate <= S21;
88         when S20   => nstate <= S21;
89         when S21   => nstate <= S22;
90         when S22   => if (DES_STORE_XX='1') then nstate <= S23; else nstate <= S24;
        ↪ end if;
91         when S23   => if (READY_FOR_NEWDATA_RIGHT='0') then nstate <= S23; else
        ↪ nstate <= S25; end if;
92         when S24   => if (READY_FOR_NEWDATA_RIGHT='0') then nstate <= S24; else
        ↪ if (DES_NEWDATA_XX='1') then nstate <= S26; else nstate <= S27; end if;
        ↪ end if;

```

```

93     when S25 => nstate <= S29;
94     when S26 => nstate <= S28;
95     when S27 => nstate <= S31;
96     when S28 => nstate <= S30;
97     when S29 => if (ACK_RES_AVAILABLE='0') then nstate <= S29; else nstate
98         ↪ <= S33; end if;
99     when S30 => if (ACK_RES_AVAILABLE='0') then nstate <= S30; else nstate
100        ↪ <= S32; end if;
101     when S31 => if (ACK_RES_AVAILABLE='0') then nstate <= S31; else nstate
102        ↪ <= S35; end if;
103     when S32 => if (SR_MTJR2_out='0') then nstate <= S34; else nstate <= S35;
104        ↪ end if;
105     when S33 => if (START='0') then nstate <= S33; else nstate <= S36; end
106        ↪ if;
107     when S34 => if (START='0') then nstate <= S34; else nstate <= S36; end
108        ↪ if;
109     when S35 => if (START='0') then nstate <= S35; else nstate <= S36; end
110        ↪ if;
111     when S36 => nstate <= S37;
112     when S37 => if (DES_COUT_XX='0') then nstate <= S38; else nstate <= S39;
113        ↪ end if;
114     when S38 => if (DES_DATA_XX="00") then nstate <= S40; elsif
115        ↪ (DES_DATA_XX="01") then nstate <= S41; elsif (DES_DATA_XX="10") then
116        ↪ nstate <= S42; else nstate <= S43; end if;
117     when S39 => if (DES_DATA_XX="00") then nstate <= S40; elsif
118        ↪ (DES_DATA_XX="01") then nstate <= S41; elsif (DES_DATA_XX="10") then
119        ↪ nstate <= S42; else nstate <= S43; end if;
120     when S40 => nstate <= S44;
121     when S41 => nstate <= S44;
122     when S42 => nstate <= S44;
123     when S43 => if (DES_EXTIN_XX='0') then nstate <= S45; else nstate <=
124        ↪ S46; end if;
125     when S44 => nstate <= S45;
126     when S45 => if (SR_MTJR1_out='0') then nstate <= S49; else nstate <=
127        ↪ S47; end if;
128     when S46 => if (SR_MTJR1_out='1') then nstate <= S50; else nstate <=
129        ↪ S48; end if;
130     when S47 => nstate <= S49;
131     when S48 => nstate <= S50;
132     when S49 => nstate <= S11;
133     when S50 => nstate <= S11;
134     when others => nstate <= S0;
135 end case;
136 end process state_transition;
137
138 output: process (pstate)
139 begin
140
141     CTRL_Vstart <= '0';

```

```

127 CTRL_Vmove1 <= '0';
128 CTRL_Vop <= '0';
129 CTRL_Vmove2 <= '0';
130 CTRL_Vmove2C <= '0';
131 CTRL_Vmove3 <= '0';
132 CTRL_Vmovecout <= '0';
133 CTRL_Vtankbot <= '0';
134 CTRL_Vnoext <= '0';
135 CTRL_Vmoveres <= '0';
136 CTRL_Vmove4 <= '0';
137 CTRL_Vnewdata <= '0';
138 CTRL_Vdetect <= '0';
139 CTRL_Vrout <= '0';
140 CTRL_Vsout <= '0';
141 CTRL_Vtanktop <= '0';
142 CTRL_Vouttank <= '0';
143 CTRL_MTJ_W1 <= '0';
144 CTRL_MTJ_W2 <= '0';
145 CTRL_MTJ_W3 <= '0';
146 CTRL_mux1 <= "00";
147 ACK_DETECT_MTJ_R1 <= '0';
148 ACK_DETECT_MTJ_R2 <= '0';
149 RES_AVAILABLE <= '0';
150 REQUEST_NEW_START <= '0';
151 REQUEST_NEW_START_W <= '0';
152 REQUEST_NEW_STORE <= '0';
153 ---
154 CTRL_Vcouttop <= '0';
155 CTRL_Vcoutleft <= '0';
156 CTRL_Vrestop <= '0';
157 CTRL_Vresleft <= '0';
158 CTRL_Vresbotleft <= '0';
159 READY_FOR_NEWDATA <= '0';
160
161 case pstate is
162     when S0 => CTRL_Vstart <= '0';
163         CTRL_Vmove1 <= '0';
164         CTRL_Vop <= '0';
165         CTRL_Vmove2 <= '0';
166         CTRL_Vmove2C <= '0';
167         CTRL_Vmove3 <= '0';
168         CTRL_Vmovecout <= '0';
169         CTRL_Vtankbot <= '0';
170         CTRL_Vnoext <= '0';
171         CTRL_Vmoveres <= '0';
172         CTRL_Vmove4 <= '0';
173         CTRL_Vnewdata <= '0';
174         CTRL_Vdetect <= '0';
175         CTRL_Vrout <= '0';

```

```

176         CTRL_Vsout <= '0';
177         CTRL_Vtanktop <= '0';
178         CTRL_Vouttank <= '0';
179         CTRL_MTJ_W1 <= '0';
180         CTRL_MTJ_W2 <= '0';
181         CTRL_MTJ_W3 <= '0';
182         CTRL_mux1 <= "00";
183         ACK_DETECT_MTJ_R1 <= '0';
184         ACK_DETECT_MTJ_R2 <= '0';
185         RES_AVAILABLE <= '0';
186         REQUEST_NEW_START <= '0';
187         REQUEST_NEW_START_W <= '0';
188         REQUEST_NEW_STORE <= '0';
189         ---
190         CTRL_Vcouttop <= '0';
191         CTRL_Vcoutleft <= '0';
192         CTRL_Vrestop <= '0';
193         CTRL_Vresleft <= '0';
194         CTRL_Vresbotleft <= '0';
195         READY_FOR_NEWDATA <= '0';
196     when S1 => CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
197         READY_FOR_NEWDATA <= '1';
198         CTRL_Vstart <= '1';
199     when S2 => CTRL_Vcouttop <= '1';
200     when S3 => CTRL_Vcoutleft <= '1';
201     when S4 => CTRL_Vrestop <= '1';
202     when S5 => CTRL_Vresleft <= '1';
203     when S6 => CTRL_Vresbotleft <= '1';
204     when S7 => CTRL_Vnoext <= '1';
205     when S8 => CTRL_Vnoext <= '1';
206         CTRL_Vmove1 <= '1';
207         CTRL_MTJ_W1 <= '1';
208         CTRL_MTJ_W2 <= '1';
209     when S9 => CTRL_Vmove1 <= '1';
210         CTRL_MTJ_W1 <= '1';
211         CTRL_MTJ_W2 <= '1';
212         CTRL_MTJ_W3 <= '1';
213     when S10 => CTRL_Vmove1 <= '1';
214         CTRL_MTJ_W1 <= '1';
215         CTRL_MTJ_W2 <= '1';
216     when S11 => CTRL_Vop <= '1';
217     when S11_1 => CTRL_Vop <= '1';
218     when S11_2 => CTRL_Vop <= '1';
219     when S11_3 => CTRL_Vop <= '1';
220     when S11_4 => CTRL_Vop <= '1';
221     when S11_5 => CTRL_Vop <= '1';
222     when S11_6 => CTRL_Vop <= '1';
223     when S12 => CTRL_Vmove2 <= '1';
224         CTRL_Vmove2C <= '1';

```

```

225     when S13 => CTRL_Vmove2C <= '1';
226     when S14 => CTRL_mux1 <= "10";
227     when S15 => CTRL_mux1 <= "01";
228     when S16 => CTRL_mux1 <= "11";
229     when S17 => CTRL_Vmove2 <= '1';
230     when S18 => CTRL_Vmove3 <= '1';
231     when S19 => CTRL_Vrout <= '1';
232     when S20 => CTRL_Vsout <= '1';
233     when S21 => CTRL_Vmove3 <= '1';
234     when S22 => CTRL_Vmove4 <= '1', '0' after CLOCK_PERIOD/2;
235     when S23 => CTRL_Vmove4 <= '1';
236     when S24 => CTRL_Vnewdata <= '1';
237     when S25 => CTRL_Vmoveres <= '1';
238         CTRL_Vmovecout <= '1';
239     when S26 => CTRL_Vtanktop <= '1';
240         CTRL_Vmoveres <= '1';
241         CTRL_Vmovecout <= '1';
242     when S27 => CTRL_Vmoveres <= '1';
243         CTRL_Vmovecout <= '1';
244     when S28 => CTRL_Vtanktop <= '1';
245     when S29 => RES_AVAILABLE <= '1';
246     when S30 => RES_AVAILABLE <= '1';
247     when S31 => RES_AVAILABLE <= '1';
248     when S32 => CTRL_Vdetect <= '1';
249     when S33 => REQUEST_NEW_STORE <= '1';
250     when S34 => REQUEST_NEW_START_W <= '1';
251         ACK_DETECT_MTJ_R2 <= '1';
252     when S35 => REQUEST_NEW_START <= '1';
253         ACK_DETECT_MTJ_R2 <= '1';
254     when S36 => CTRL_Vstart <= '1';
255         CTRL_Vtankbot <= '1';
256     when S37 => CTRL_Vtankbot <= '1';
257         CTRL_Vnoext <= '1', '0' after CLOCK_PERIOD/2;
258         READY_FOR_NEWDATA <= '1';
259         CTRL_Vouttank <= '1';
260     when S38 => CTRL_Vcouttop <= '1';
261     when S39 => CTRL_Vcoutleft <= '1';
262     when S40 => CTRL_Vrestop <= '1';
263     when S41 => CTRL_Vresleft <= '1';
264     when S42 => CTRL_Vresbotleft <= '1';
265     when S43 => CTRL_Vnoext <= '1';
266     when S44 => CTRL_Vnoext <= '1';
267     when S45 => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
268     when S46 => CTRL_Vmove1 <= '1', '0' after CLOCK_PERIOD/2;
269     when S47 => CTRL_Vnoext <= '1';
270         ACK_DETECT_MTJ_R1 <= '1';
271     when S48 => CTRL_MTJ_W3 <= '1';
272     when S49 => CTRL_Vmove1 <= '1';
273     when S50 => CTRL_Vmove1 <= '1';

```



```
274         ACK_DETECT_MTJ_R1 <= '1';
275     when others => CTRL_Vstart <= '0';
276         CTRL_Vmove1 <= '0';
277         CTRL_Vop <= '0';
278         CTRL_Vmove2 <= '0';
279         CTRL_Vmove2C <= '0';
280         CTRL_Vmove3 <= '0';
281         CTRL_Vmovecout <= '0';
282         CTRL_Vtankbot <= '0';
283         CTRL_Vnoext <= '0';
284         CTRL_Vmoveres <= '0';
285         CTRL_Vmove4 <= '0';
286         CTRL_Vnewdata <= '0';
287         CTRL_Vdetect <= '0';
288         CTRL_Vrout <= '0';
289         CTRL_Vsout <= '0';
290         CTRL_Vtanktop <= '0';
291         CTRL_Vouttank <= '0';
292         CTRL_MTJ_W1 <= '0';
293         CTRL_MTJ_W2 <= '0';
294         CTRL_MTJ_W3 <= '0';
295         CTRL_mux1 <= "00";
296         ACK_DETECT_MTJ_R1 <= '0';
297         ACK_DETECT_MTJ_R2 <= '0';
298         RES_AVAILABLE <= '0';
299         REQUEST_NEW_START <= '0';
300         REQUEST_NEW_START_W <= '0';
301         REQUEST_NEW_STORE <= '0';
302         ---
303         CTRL_Vcouttop <= '0';
304         CTRL_Vcoutleft <= '0';
305         CTRL_Vrestop <= '0';
306         CTRL_Vresleft <= '0';
307         CTRL_Vresbotleft <= '0';
308         READY_FOR_NEWDATA <= '0';
309     end case;
310 end process output;
311 end Behaviour;
```

## C.6. Memory array

### C.6.1. Datapath

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity memory is
10 port(  RESET_n: in std_logic;
11        CURRENTclk: in real;
12
13        DES_EXTIN_00, DES_OUT_00, DES_STORE_00, DES_NEWDATA_00: in std_logic;
14        DES_RES_00: in std_logic_vector(1 downto 0);
15
16        DES_EXTIN_10, DES_OUT_10, DES_STORE_10, DES_NEWDATA_10, DES_DATA_10: in
17        ↪ std_logic;
18        DES_RES_10: in std_logic_vector(1 downto 0);
19
20        DES_EXTIN_01, DES_OUT_01, DES_STORE_01, DES_NEWDATA_01: in std_logic;
21        DES_DATA_01, DES_RES_01: in std_logic_vector(1 downto 0);
22
23        DES_EXTIN_11, DES_OUT_11, DES_STORE_11, DES_NEWDATA_11, DES_COUT_11: in
24        ↪ std_logic;
25        DES_DATA_11, DES_RES_11: in std_logic_vector(1 downto 0)
26    );
27 end entity memory;
28
29 architecture Structure of memory is
30     component MTJ_W is
31     port(  CTRL: in std_logic;
32           OUT_SK: out std_logic);
33     end component MTJ_W;
34
35     component voltage_genL is
36     port(  CTRL: in std_logic;
37           CURRENT: out real);
38     end component voltage_genL;
39
40     component cell_input is
41     port(  IN_SK_L: in std_logic;
42           IN_SK_T: in std_logic;
43           CURRENT_L: in real;
```

```

42     CURRENT_T:  in real;
43     OUT_SK_R:   out std_logic;
44     OUT_SK_B:   out std_logic);
45 end component cell_input;
46
47 component SKYRMIONJOIN is
48 port( A : in std_logic;
49       B : in std_logic;
50       CURRENT : in real;
51       OUTPUT : out std_logic);
52 end component SKYRMIONJOIN;
53
54 component Srlatch_H is
55 port( SET:  in std_logic;
56       RST:  in std_logic;
57       Q:    buffer std_logic
58 );
59 end component Srlatch_H;
60
61 component FSM_MAIN is
62 port( CURRENTclk: in real;
63       RESET_n:   in std_logic;
64
65       --from CELL 00
66       INTERRUPT_00, RES_00_AVAILABLE, REQUEST_NEW_START_00,
67       ↪ REQUEST_NEW_START_W_00, REQUEST_NEW_STORE_00, FIRST_RUN_00: in
68       ↪ std_logic;
69
70       --to CELL 00
71       CTRL_MTJ_W4_00, CTRL_Vb1_00, CTRL_Vstore_00, START_00,
72       ↪ ACK_RES00_AVAILABLE, RST_FIRST_RUN_00: out std_logic;
73
74       --from CELL 10
75       INTERRUPT_10, RES_10_AVAILABLE, REQUEST_NEW_START_10,
76       ↪ REQUEST_NEW_START_W_10, REQUEST_NEW_STORE_10, FIRST_RUN_10,
77       ↪ ALL_INPUTS_AVAILABLE_10: in std_logic;
78
79       --to CELL 10
80       CTRL_MTJ_W4_10, CTRL_Vb1_10, CTRL_Vstore_10, FIRST_START_10, START_10,
81       ↪ ACK_RES10_AVAILABLE, RST_FIRST_RUN_10: out std_logic;
82
83       RST_READY_10_00: out std_logic;
84
85       --from CELL 01
86       INTERRUPT_01, RES_01_AVAILABLE, REQUEST_NEW_START_01,
87       ↪ REQUEST_NEW_START_W_01, REQUEST_NEW_STORE_01, FIRST_RUN_01,
88       ↪ ALL_INPUTS_AVAILABLE_01: in std_logic;
89
90       --to CELL 01
91       CTRL_MTJ_W4_01, CTRL_Vb1_01, CTRL_Vstore_01, FIRST_START_01, START_01,
92       ↪ ACK_RES01_AVAILABLE, RST_FIRST_RUN_01: out std_logic;
93
94       RST_READY_01_00, RST_READY_01_10: out std_logic;

```

```

82      --from CELL 11
83      INTERRUPT_11, RES_11_AVAILABLE, REQUEST_NEW_START_11,
      ↪ REQUEST_NEW_START_W_11, REQUEST_NEW_STORE_11, FIRST_RUN_11,
      ↪ ALL_INPUTS_AVAILABLE_11: in std_logic;
84      --to CELL 11
85      CTRL_MTJ_W4_11, CTRL_Vb1_11, CTRL_Vstore_11, FIRST_START_11, START_11,
      ↪ ACK_RES11_AVAILABLE, RST_FIRST_RUN_11: out std_logic;
86      RST_READY_11_10, RST_READY_11_01: out std_logic
87  );
88  end component FSM_MAIN;
89
90  --*****
91  --CELL00--*****
92  --*****
93  component CELL_00 is
94  port( IN_CELL, RESET_n: in std_logic;
95        CURRENTclk: in real;
96
97        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
      ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
      ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
      ↪ CTRL_Vsout, CTRL_Vtanktop: in std_logic;
98        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
99        CTRL_mux1: in std_logic_vector(1 downto 0);
100        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
101        SR_MTJR1_out, SR_MTJR2_out: out std_logic;
102        CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
103
104        CELL_OUT_MTJ_CONV12_out, CELL_OUT_MTJ_CONV11_out, CELL_OUT_DEV2_out,
      ↪ CELL_OUT_CROSS4_Aout, CELL_OUT_TANKT_out: out std_logic
105  );
106  end component CELL_00;
107
108  component FSM_CELL_00 is
109  port( CURRENTclk: in real;
110        RESET_n: in std_logic;
111
112        CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
      ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
      ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
      ↪ CTRL_Vsout, CTRL_Vtanktop: out std_logic;
113        CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
114        CTRL_mux1: out std_logic_vector(1 downto 0);
115        ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
116        SR_MTJR2_out, SR_MTJR1_out: in std_logic;
117
118        START, ACK_RES_AVAILABLE: in std_logic;
119        DES_EXTIN_00, DES_OUT_00, DES_STORE_00, DES_NEWDATA_00: in std_logic;
120        DES_RES_00: in std_logic_vector(1 downto 0);

```

```

121     RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
122         ↪ out std_logic;
123     READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic
124 );
125 end component FSM_CELL_00;
126
127 --CELL00
128 signal IN_CELL_00: std_logic;
129 signal CTRL_Vstart_00, CTRL_Vmove1_00, CTRL_Vop_00, CTRL_Vmove2_00,
130     ↪ CTRL_Vmove2C_00, CTRL_Vmove3_00, CTRL_Vmovecout_00, CTRL_Vtankbot_00,
131     ↪ CTRL_Vnoext_00, CTRL_Vmoveres_00, CTRL_Vmove4_00, CTRL_Vnewdata_00,
132     ↪ CTRL_Vdetect_00, CTRL_Vrout_00, CTRL_Vsout_00, CTRL_Vtanktop_00:
133     ↪ std_logic;
134 signal CTRL_MTJ_W1_00, CTRL_MTJ_W2_00, CTRL_MTJ_W3_00: std_logic;
135 signal CTRL_mux1_00: std_logic_vector(1 downto 0);
136 signal ACK_DETECT_MTJ_R1_00, ACK_DETECT_MTJ_R2_00: std_logic;
137 signal SR_MTJR1_out_00, SR_MTJR2_out_00: std_logic;
138 signal CELL_OUT_CURRENT_Vmoveres_00, CELL_OUT_CURRENT_Vmovecout_00: real;
139 ---
140 signal CELL_OUT_MTJ_CONV12_out_00, CELL_OUT_MTJ_CONV11_out_00,
141     ↪ CELL_OUT_DEV2_out_00, CELL_OUT_CROSS4_Aout_00, CELL_OUT_TANKT_out_00:
142     ↪ std_logic;
143 ---
144 signal START_00, ACK_RES00_AVAILABLE: std_logic;
145 signal RES_00_AVAILABLE, REQUEST_NEW_START_00, REQUEST_NEW_START_W_00,
146     ↪ REQUEST_NEW_STORE_00: std_logic;
147 signal READY_FOR_NEWDATA_RIGHT_00: std_logic;
148 ---
149 signal CTRL_MTJ_W4_00, CTRL_Vb1_00, CTRL_Vstore_00: std_logic;
150 signal MTJ_W4_out_00, BL_00_bottom, JOIN4_00_out: std_logic;
151 signal CURRENT_Vb1_00, CURRENT_Vstore_00: real;
152 ---
153 signal START_00_AND: std_logic;
154 signal INTERRUPT_00, FIRST_RUN_00, RST_FIRST_RUN_00: std_logic;
155
156 --*****
157 --CELLX0--*****
158 --*****
159 component CELL_X0 is
160 port( IN_CELL, RESET_n: in std_logic;
161     CURRENTclk: in real;
162
163     CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
164     ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
165     ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
166     ↪ CTRL_Vsout, CTRL_Vtanktop: in std_logic;
167     CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
168     CTRL_mux1: in std_logic_vector(1 downto 0);

```

```

159     ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
160     SR_MTJR1_out, SR_MTJR2_out: out std_logic;
161     CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
162
163     CELL_OUT_MTJ_CONV12_out, CELL_OUT_CROSS5_Aout, CELL_OUT_DEV2_out,
    ↪ CELL_OUT_CROSS6_Aout, CELL_OUT_CROSS6_Bout, CELL_OUT_TANKT_out: out
    ↪ std_logic;
164
165     CTRL_Vrestop: in std_logic;
166     TOP_RESULT: in std_logic;
167     TOP_RESULT_CURRENT: in real
168 );
169 end component CELL_X0;
170
171 component FSM_CELL_X0 is
172 port( CURRENTclk: in real;
173       RESET_n: in std_logic;
174
175       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
    ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
    ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
    ↪ CTRL_Vsout, CTRL_Vtanktop: out std_logic;
176     CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
177     CTRL_mux1: out std_logic_vector(1 downto 0);
178     ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
179     SR_MTJR2_out, SR_MTJR1_out: in std_logic;
180
181     START, ACK_RES_AVAILABLE: in std_logic;
182     DES_EXTIN_X0, DES_OUT_X0, DES_STORE_X0, DES_NEWDATA_X0: in std_logic;
183     DES_RES_X0: in std_logic_vector(1 downto 0);
184     RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
    ↪ out std_logic;
185     READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
186
187     CTRL_Vrestop: out std_logic;
188     READY_FOR_NEWDATA: out std_logic;
189     DES_DATA_X0: in std_logic
190 );
191 end component FSM_CELL_X0;
192
193 --CELL10
194 signal IN_CELL_10: std_logic;
195 signal CTRL_Vstart_10, CTRL_Vmove1_10, CTRL_Vop_10, CTRL_Vmove2_10,
    ↪ CTRL_Vmove2C_10, CTRL_Vmove3_10, CTRL_Vmovecout_10, CTRL_Vtankbot_10,
    ↪ CTRL_Vnoext_10, CTRL_Vmoveres_10, CTRL_Vmove4_10, CTRL_Vnewdata_10,
    ↪ CTRL_Vdetect_10, CTRL_Vrout_10, CTRL_Vsout_10, CTRL_Vtanktop_10:
    ↪ std_logic;
196 signal CTRL_MTJ_W1_10, CTRL_MTJ_W2_10, CTRL_MTJ_W3_10: std_logic;
197 signal CTRL_mux1_10: std_logic_vector(1 downto 0);

```

```

198 signal ACK_DETECT_MTJ_R1_10, ACK_DETECT_MTJ_R2_10: std_logic;
199 signal SR_MTJR1_out_10, SR_MTJR2_out_10: std_logic;
200 signal CELL_OUT_CURRENT_Vmoveres_10, CELL_OUT_CURRENT_Vmovecout_10: real;
201 ---
202 signal CELL_OUT_MTJ_CONV12_out_10, CELL_OUT_CROSS5_Aout_10,
    ↪ CELL_OUT_DEV2_out_10, CELL_OUT_CROSS6_Aout_10, CELL_OUT_CROSS6_Bout_10,
    ↪ CELL_OUT_TANKT_out_10: std_logic;
203 ---
204 signal CTRL_Vrestop_10: std_logic;
205 signal TOP_RESULT_10: std_logic;
206 signal TOP_RESULT_CURRENT_10: real;
207 ---
208 signal FIRST_START_10, ALL_INPUTS_AVAILABLE_10, START_10, ACK_RES10_AVAILABLE:
    ↪ std_logic;
209 signal RES_10_AVAILABLE, REQUEST_NEW_START_10, REQUEST_NEW_START_W_10,
    ↪ REQUEST_NEW_STORE_10: std_logic;
210 signal READY_FOR_NEWDATA_RIGHT_10: std_logic;
211 ---
212 signal READY_FOR_NEWDATA_10: std_logic;
213 ---
214 signal CTRL_MTJ_W4_10, CTRL_Vb1_10, CTRL_Vstore_10: std_logic;
215 signal MTJ_W4_out_10, BL_10_bottom, JOIN4_10_out: std_logic;
216 signal CURRENT_Vb1_10, CURRENT_Vstore_10: real;
217 ---
218 signal START_10_AND, LATCH_10_00_OUT: std_logic;
219 signal INTERRUPT_10, FIRST_RUN_10, RST_FIRST_RUN_10, RST_READY_10_00:
    ↪ std_logic;
220
221 --*****
222 --CELLOX--*****
223 --*****
224 component CELL_OX is
225 port( IN_CELL, RESET_n: in std_logic;
226       CURRENTclk: in real;
227
228       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
    ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
    ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
    ↪ CTRL_Vsout, CTRL_Vtanktop, CTRL_Vouttank: in std_logic;
229       CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
230       CTRL_mux1: in std_logic_vector(1 downto 0);
231       ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
232       SR_MTJR1_out, SR_MTJR2_out: out std_logic;
233       CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
234
235       CELL_OUT_MTJ_CONV14_out, CELL_OUT_CROSS9_Bout, CELL_OUT_CROSS9_Aout,
    ↪ CELL_OUT_MTJ_CONV12_out, CELL_OUT_DEV2_out, CELL_OUT_TANKT_out: out
    ↪ std_logic;
236

```

```

237     CTRL_Vresbotleft, CTRL_Vresleft: in std_logic;
238     LEFT_COUT, LEFT_RESULT, BOTLEFT_RESULT: in std_logic;
239     LEFT_COUT_CURRENT, LEFT_RESULT_CURRENT, BOTLEFT_RESULT_CURRENT: in real
240 );
241 end component CELL_0X;
242
243 component FSM_CELL_0X is
244 port( CURRENTclk: in real;
245       RESET_n: in std_logic;
246
247       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
248       ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
249       ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
250       ↪ CTRL_Vsout, CTRL_Vtanktop, CTRL_Vouttank: out std_logic;
251       CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
252       CTRL_mux1: out std_logic_vector(1 downto 0);
253       ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
254       SR_MTJR2_out, SR_MTJR1_out: in std_logic;
255
256       START, ACK_RES_AVAILABLE: in std_logic;
257       DES_EXTIN_0X, DES_OUT_0X, DES_STORE_0X, DES_NEWDATA_0X: in std_logic;
258       DES_RES_0X: in std_logic_vector(1 downto 0);
259       RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
260       ↪ out std_logic;
261       READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
262
263       CTRL_Vresleft, CTRL_Vresbotleft: out std_logic;
264       READY_FOR_NEWDATA: out std_logic;
265       DES_DATA_0X: in std_logic_vector(1 downto 0)
266 );
267 end component FSM_CELL_0X;
268
269 --CELL01
270 signal IN_CELL_01: std_logic;
271 signal CTRL_Vstart_01, CTRL_Vmove1_01, CTRL_Vop_01, CTRL_Vmove2_01,
272 ↪ CTRL_Vmove2C_01, CTRL_Vmove3_01, CTRL_Vmovecout_01, CTRL_Vtankbot_01,
273 ↪ CTRL_Vnoext_01, CTRL_Vmoveres_01, CTRL_Vmove4_01, CTRL_Vnewdata_01,
274 ↪ CTRL_Vdetect_01, CTRL_Vrout_01, CTRL_Vsout_01, CTRL_Vtanktop_01,
275 ↪ CTRL_Vouttank_01: std_logic;
276 signal CTRL_MTJ_W1_01, CTRL_MTJ_W2_01, CTRL_MTJ_W3_01: std_logic;
277 signal CTRL_mux1_01: std_logic_vector(1 downto 0);
278 signal ACK_DETECT_MTJ_R1_01, ACK_DETECT_MTJ_R2_01: std_logic;
279 signal SR_MTJR1_out_01, SR_MTJR2_out_01: std_logic;
280 signal CELL_OUT_CURRENT_Vmoveres_01, CELL_OUT_CURRENT_Vmovecout_01: real;
281
282 ---
283 signal CELL_OUT_MTJ_CONV14_out_01, CELL_OUT_CROSS9_Bout_01,
284 ↪ CELL_OUT_CROSS9_Aout_01, CELL_OUT_MTJ_CONV12_out_01, CELL_OUT_DEV2_out_01,
285 ↪ CELL_OUT_TANKT_out_01: std_logic;
286
287 ---

```



```

276 signal CTRL_Vresbotleft_01, CTRL_Vresleft_01: std_logic;
277 signal LEFT_COUT_01, LEFT_RESULT_01, BOTLEFT_RESULT_01: std_logic;
278 signal LEFT_COUT_CURRENT_01, LEFT_RESULT_CURRENT_01,
    ↪ BOTLEFT_RESULT_CURRENT_01: real;
279 ---
280 signal FIRST_START_01, ALL_INPUTS_AVAILABLE_01, START_01, ACK_RES01_AVAILABLE:
    ↪ std_logic;
281 signal RES_01_AVAILABLE, REQUEST_NEW_START_01, REQUEST_NEW_START_W_01,
    ↪ REQUEST_NEW_STORE_01: std_logic;
282 signal READY_FOR_NEWDATA_RIGHT_01: std_logic;
283 ---
284 signal READY_FOR_NEWDATA_01: std_logic;
285 ---
286 signal CTRL_MTJ_W4_01, CTRL_Vb1_01, CTRL_Vstore_01: std_logic;
287 signal MTJ_W4_out_01, BL_01_bottom, JOIN4_01_out: std_logic;
288 signal CURRENT_Vb1_01, CURRENT_Vstore_01: real;
289 ---
290 signal START_01_AND, LATCH_01_00_OUT, LATCH_01_10_OUT: std_logic;
291 signal INTERRUPT_01, FIRST_RUN_01, RST_FIRST_RUN_01, RST_READY_01_00,
    ↪ RST_READY_01_10: std_logic;
292
293 --*****
294 --CELLXX--*****
295 --*****
296 component CELL_XX is
297 port( IN_CELL, RESET_n: in std_logic;
298       CURRENTclk: in real;
299
300       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
    ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
    ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
    ↪ CTRL_Vsout, CTRL_Vtanktop, CTRL_Vouttank: in std_logic;
301 CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: in std_logic;
302 CTRL_mux1: in std_logic_vector(1 downto 0);
303 ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: in std_logic;
304 SR_MTJR1_out, SR_MTJR2_out: out std_logic;
305 CELL_OUT_CURRENT_Vmoveres, CELL_OUT_CURRENT_Vmovecout: out real;
306
307 CELL_OUT_MTJ_CONV14_out, CELL_OUT_MTJ_CONV15_out, CELL_OUT_MTJ_CONV11_out,
    ↪ CELL_OUT_MTJ_CONV13_out, CELL_OUT_MTJ_CONV12_out, CELL_OUT_DEV2_out,
    ↪ CELL_OUT_TANKT_out: out std_logic;
308
309 CTRL_Vcoutleft, CTRL_Vcouttop, CTRL_Vrestop, CTRL_Vresbotleft,
    ↪ CTRL_Vresleft: in std_logic;
310 TOP_COUT, LEFT_COUT, TOP_RESULT, LEFT_RESULT, BOTLEFT_RESULT: in
    ↪ std_logic;
311 TOP_COUT_CURRENT, LEFT_COUT_CURRENT, TOP_RESULT_CURRENT,
    ↪ LEFT_RESULT_CURRENT, BOTLEFT_RESULT_CURRENT: in real
312 );

```

```

313 end component CELL_XX;
314
315 component FSM_CELL_XX is
316 port( CURRENTclk: in real;
317       RESET_n: in std_logic;
318
319       CTRL_Vstart, CTRL_Vmove1, CTRL_Vop, CTRL_Vmove2, CTRL_Vmove2C,
320       ↪ CTRL_Vmove3, CTRL_Vmovecout, CTRL_Vtankbot, CTRL_Vnoext,
321       ↪ CTRL_Vmoveres, CTRL_Vmove4, CTRL_Vnewdata, CTRL_Vdetect, CTRL_Vrout,
322       ↪ CTRL_Vsout, CTRL_Vtanktop, CTRL_Vouttank: out std_logic;
323       CTRL_MTJ_W1, CTRL_MTJ_W2, CTRL_MTJ_W3: out std_logic;
324       CTRL_mux1: out std_logic_vector(1 downto 0);
325       ACK_DETECT_MTJ_R1, ACK_DETECT_MTJ_R2: out std_logic;
326       SR_MTJR2_out, SR_MTJR1_out: in std_logic;
327
328       START, ACK_RES_AVAILABLE: in std_logic;
329       DES_EXTIN_XX, DES_OUT_XX, DES_STORE_XX, DES_NEWDATA_XX: in std_logic;
330       DES_RES_XX: in std_logic_vector(1 downto 0);
331       RES_AVAILABLE, REQUEST_NEW_START, REQUEST_NEW_START_W, REQUEST_NEW_STORE:
332       ↪ out std_logic;
333       READY_FOR_NEWDATA_RIGHT, FIRST_RUN: in std_logic;
334
335       CTRL_Vcouttop, CTRL_Vcoutleft, CTRL_Vrestop, CTRL_Vresleft,
336       ↪ CTRL_Vresbotleft: out std_logic;
337       READY_FOR_NEWDATA: out std_logic;
338       DES_COUT_XX: in std_logic;
339       DES_DATA_XX: in std_logic_vector(1 downto 0)
340 );
341 end component FSM_CELL_XX;
342
343 --CELL11
344 signal IN_CELL_11: std_logic;
345 signal CTRL_Vstart_11, CTRL_Vmove1_11, CTRL_Vop_11, CTRL_Vmove2_11,
346 ↪ CTRL_Vmove2C_11, CTRL_Vmove3_11, CTRL_Vmovecout_11, CTRL_Vtankbot_11,
347 ↪ CTRL_Vnoext_11, CTRL_Vmoveres_11, CTRL_Vmove4_11, CTRL_Vnewdata_11,
348 ↪ CTRL_Vdetect_11, CTRL_Vrout_11, CTRL_Vsout_11, CTRL_Vtanktop_11,
349 ↪ CTRL_Vouttank_11: std_logic;
350 signal CTRL_MTJ_W1_11, CTRL_MTJ_W2_11, CTRL_MTJ_W3_11: std_logic;
351 signal CTRL_mux1_11: std_logic_vector(1 downto 0);
352 signal ACK_DETECT_MTJ_R1_11, ACK_DETECT_MTJ_R2_11: std_logic;
353 signal SR_MTJR1_out_11, SR_MTJR2_out_11: std_logic;
354 signal CELL_OUT_CURRENT_Vmoveres_11, CELL_OUT_CURRENT_Vmovecout_11: real;
355 ---
356 signal CELL_OUT_MTJ_CONV14_out_11, CELL_OUT_MTJ_CONV15_out_11,
357 ↪ CELL_OUT_MTJ_CONV11_out_11, CELL_OUT_MTJ_CONV13_out_11,
358 ↪ CELL_OUT_MTJ_CONV12_out_11, CELL_OUT_DEV2_out_11, CELL_OUT_TANKT_out_11:
359 ↪ std_logic;
360 ---
361 signal CTRL_Vcoutleft_11, CTRL_Vcouttop_11, CTRL_Vrestop_11,
362 ↪ CTRL_Vresbotleft_11, CTRL_Vresleft_11: std_logic;

```

```

350 signal TOP_COUT_11, LEFT_COUT_11, TOP_RESULT_11, LEFT_RESULT_11,
    ↪ BOTLEFT_RESULT_11: std_logic;
351 signal TOP_COUT_CURRENT_11, LEFT_COUT_CURRENT_11, TOP_RESULT_CURRENT_11,
    ↪ LEFT_RESULT_CURRENT_11, BOTLEFT_RESULT_CURRENT_11: real;
352 ---
353 signal FIRST_START_11, ALL_INPUTS_AVAILABLE_11, START_11, ACK_RES11_AVAILABLE:
    ↪ std_logic;
354 signal RES_11_AVAILABLE, REQUEST_NEW_START_11, REQUEST_NEW_START_W_11,
    ↪ REQUEST_NEW_STORE_11: std_logic;
355 signal READY_FOR_NEWDATA_RIGHT_11: std_logic;
356 ---
357 signal READY_FOR_NEWDATA_11: std_logic;
358 ---
359 signal CTRL_MTJ_W4_11, CTRL_Vb1_11, CTRL_Vstore_11: std_logic;
360 signal MTJ_W4_out_11, BL_11_bottom, JOIN4_11_out: std_logic;
361 signal CURRENT_Vb1_11, CURRENT_Vstore_11: real;
362 ---
363 signal START_11_AND, LATCH_11_10_OUT, LATCH_11_01_OUT: std_logic;
364 signal INTERRUPT_11, FIRST_RUN_11, RST_FIRST_RUN_11, RST_READY_11_10,
    ↪ RST_READY_11_01: std_logic;
365
366 --*****
367 -----*****
368 --*****
369
370
371 begin
372
373 INTERRUPT_00 <= RES_00_AVAILABLE or REQUEST_NEW_START_00 or
    ↪ REQUEST_NEW_START_W_00 or REQUEST_NEW_STORE_00;
374 INTERRUPT_10 <= RES_10_AVAILABLE or REQUEST_NEW_START_10 or
    ↪ REQUEST_NEW_START_W_10 or REQUEST_NEW_STORE_10;
375 INTERRUPT_01 <= RES_01_AVAILABLE or REQUEST_NEW_START_01 or
    ↪ REQUEST_NEW_START_W_01 or REQUEST_NEW_STORE_01;
376 INTERRUPT_11 <= RES_11_AVAILABLE or REQUEST_NEW_START_11 or
    ↪ REQUEST_NEW_START_W_11 or REQUEST_NEW_STORE_11;
377
378 MAINFSM: FSM_MAIN port map (
379     CURRENTclk => CURRENTclk,
380     RESET_n => RESET_n,
381     ---
382     INTERRUPT_00 => INTERRUPT_00,
383     RES_00_AVAILABLE => RES_00_AVAILABLE,
384     REQUEST_NEW_START_00 => REQUEST_NEW_START_00,
385     REQUEST_NEW_START_W_00 => REQUEST_NEW_START_W_00,
386     REQUEST_NEW_STORE_00 => REQUEST_NEW_STORE_00,
387     FIRST_RUN_00 => FIRST_RUN_00,
388     CTRL_MTJ_W4_00 => CTRL_MTJ_W4_00,
389     CTRL_Vb1_00 => CTRL_Vb1_00,

```

```

390 CTRL_Vstore_00 => CTRL_Vstore_00,
391 START_00 => START_00,
392 ACK_RES00_AVAILABLE => ACK_RES00_AVAILABLE,
393 RST_FIRST_RUN_00 => RST_FIRST_RUN_00,
394 ---
395 INTERRUPT_10 => INTERRUPT_10,
396 RES_10_AVAILABLE => RES_10_AVAILABLE,
397 REQUEST_NEW_START_10 => REQUEST_NEW_START_10,
398 REQUEST_NEW_START_W_10 => REQUEST_NEW_START_W_10,
399 REQUEST_NEW_STORE_10 => REQUEST_NEW_STORE_10,
400 FIRST_RUN_10 => FIRST_RUN_10,
401 ALL_INPUTS_AVAILABLE_10 => ALL_INPUTS_AVAILABLE_10,
402 CTRL_MTJ_W4_10 => CTRL_MTJ_W4_10,
403 CTRL_Vbl_10 => CTRL_Vbl_10,
404 CTRL_Vstore_10 => CTRL_Vstore_10,
405 FIRST_START_10 => FIRST_START_10,
406 START_10 => START_10,
407 ACK_RES10_AVAILABLE => ACK_RES10_AVAILABLE,
408 RST_FIRST_RUN_10 => RST_FIRST_RUN_10,
409 RST_READY_10_00 => RST_READY_10_00,
410 ---
411 INTERRUPT_01 => INTERRUPT_01,
412 RES_01_AVAILABLE => RES_01_AVAILABLE,
413 REQUEST_NEW_START_01 => REQUEST_NEW_START_01,
414 REQUEST_NEW_START_W_01 => REQUEST_NEW_START_W_01,
415 REQUEST_NEW_STORE_01 => REQUEST_NEW_STORE_01,
416 FIRST_RUN_01 => FIRST_RUN_01,
417 ALL_INPUTS_AVAILABLE_01 => ALL_INPUTS_AVAILABLE_01,
418 CTRL_MTJ_W4_01 => CTRL_MTJ_W4_01,
419 CTRL_Vbl_01 => CTRL_Vbl_01,
420 CTRL_Vstore_01 => CTRL_Vstore_01,
421 FIRST_START_01 => FIRST_START_01,
422 START_01 => START_01,
423 ACK_RES01_AVAILABLE => ACK_RES01_AVAILABLE,
424 RST_FIRST_RUN_01 => RST_FIRST_RUN_01,
425 RST_READY_01_00 => RST_READY_01_00,
426 RST_READY_01_10 => RST_READY_01_10,
427 ---
428 INTERRUPT_11 => INTERRUPT_11,
429 RES_11_AVAILABLE => RES_11_AVAILABLE,
430 REQUEST_NEW_START_11 => REQUEST_NEW_START_11,
431 REQUEST_NEW_START_W_11 => REQUEST_NEW_START_W_11,
432 REQUEST_NEW_STORE_11 => REQUEST_NEW_STORE_11,
433 FIRST_RUN_11 => FIRST_RUN_11,
434 ALL_INPUTS_AVAILABLE_11 => ALL_INPUTS_AVAILABLE_11,
435 CTRL_MTJ_W4_11 => CTRL_MTJ_W4_11,
436 CTRL_Vbl_11 => CTRL_Vbl_11,
437 CTRL_Vstore_11 => CTRL_Vstore_11,
438 FIRST_START_11 => FIRST_START_11,

```

```

439     START_11 => START_11,
440     ACK_RES11_AVAILABLE => ACK_RES11_AVAILABLE,
441     RST_FIRST_RUN_11 => RST_FIRST_RUN_11,
442     RST_READY_11_10 => RST_READY_11_10,
443     RST_READY_11_01 => RST_READY_11_01
444 );
445
446 -----
447 --CELL00-----
448 -----
449
450 --BL00
451 MTJ4_00:  MTJ_W port map (CTRL => CTRL_MTJ_W4_00, OUT_SK => MTJ_W4_out_00);
452 Vbl_00:   voltage_genL port map (CTRL => CTRL_Vbl_00, CURRENT =>
453   ↪ CURRENT_Vbl_00);
454 Vstore_00: voltage_genL port map (CTRL => CTRL_Vstore_00, CURRENT =>
455   ↪ CURRENT_Vstore_00);
456 join4_00: SKYRMIONJOIN port map (A => MTJ_W4_out_00, B =>
457   ↪ CELL_OUT_TANKT_out_00, CURRENT => CURRENT_Vbl_00, OUTPUT => JOIN4_00_out);
458 cell00_in: cell_input port map (IN_SK_L => CELL_OUT_DEV2_out_00, IN_SK_T =>
459   ↪ JOIN4_00_out, CURRENT_L => CURRENT_Vstore_00, CURRENT_T => CURRENT_Vbl_00,
460   ↪ OUT_SK_R => IN_CELL_00, OUT_SK_B => BL_00_bottom);
461
462 START_00_AND <= START_00;
463 READY_FOR_NEWDATA_RIGHT_00 <= LATCH_10_00_OUT and LATCH_01_00_OUT;
464
465 LATCH_FIRSTRUN_00: Srlatch_H port map (SET => '0', RST => RST_FIRST_RUN_00, Q
466   ↪ => FIRST_RUN_00);
467
468 CELL00: CELL_00 port map (
469   IN_CELL => IN_CELL_00,
470   RESET_n => RESET_n,
471   CURRENTclk => CURRENTclk,
472   ---
473   CTRL_Vstart => CTRL_Vstart_00,
474   CTRL_Vmove1 => CTRL_Vmove1_00,
475   CTRL_Vop => CTRL_Vop_00,
476   CTRL_Vmove2 => CTRL_Vmove2_00,
477   CTRL_Vmove2C => CTRL_Vmove2C_00,
478   CTRL_Vmove3 => CTRL_Vmove3_00,
479   CTRL_Vmovecout => CTRL_Vmovecout_00,
480   CTRL_Vtankbot => CTRL_Vtankbot_00,
481   CTRL_Vnoext => CTRL_Vnoext_00,
482   CTRL_Vmoveres => CTRL_Vmoveres_00,
483   CTRL_Vmove4 => CTRL_Vmove4_00,
484   CTRL_Vnewdata => CTRL_Vnewdata_00,
485   CTRL_Vdetect => CTRL_Vdetect_00,
486   CTRL_Vrout => CTRL_Vrout_00,
487   CTRL_Vsout => CTRL_Vsout_00,

```

```

482     CTRL_Vtanktop => CTRL_Vtanktop_00,
483     CTRL_MTJ_W1 => CTRL_MTJ_W1_00,
484     CTRL_MTJ_W2 => CTRL_MTJ_W2_00,
485     CTRL_MTJ_W3 => CTRL_MTJ_W3_00,
486     CTRL_mux1 => CTRL_mux1_00,
487     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_00,
488     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_00,
489     SR_MTJR1_out => SR_MTJR1_out_00,
490     SR_MTJR2_out => SR_MTJR2_out_00,
491     CELL_OUT_CURRENT_Vmoveres => CELL_OUT_CURRENT_Vmoveres_00,
492     CELL_OUT_CURRENT_Vmovecout => CELL_OUT_CURRENT_Vmovecout_00,
493     ---
494     CELL_OUT_MTJ_CONV12_out => CELL_OUT_MTJ_CONV12_out_00,
495     CELL_OUT_MTJ_CONV11_out => CELL_OUT_MTJ_CONV11_out_00,
496     CELL_OUT_DEV2_out => CELL_OUT_DEV2_out_00,
497     CELL_OUT_CROSS4_Aout => CELL_OUT_CROSS4_Aout_00,
498     CELL_OUT_TANKT_out => CELL_OUT_TANKT_out_00
499 );
500
501 FSM00: FSM_CELL_00 port map (
502     CURRENTclk => CURRENTclk,
503     RESET_n => RESET_n,
504     ---
505     CTRL_Vstart => CTRL_Vstart_00,
506     CTRL_Vmove1 => CTRL_Vmove1_00,
507     CTRL_Vop => CTRL_Vop_00,
508     CTRL_Vmove2 => CTRL_Vmove2_00,
509     CTRL_Vmove2C => CTRL_Vmove2C_00,
510     CTRL_Vmove3 => CTRL_Vmove3_00,
511     CTRL_Vmovecout => CTRL_Vmovecout_00,
512     CTRL_Vtankbot => CTRL_Vtankbot_00,
513     CTRL_Vnoext => CTRL_Vnoext_00,
514     CTRL_Vmoveres => CTRL_Vmoveres_00,
515     CTRL_Vmove4 => CTRL_Vmove4_00,
516     CTRL_Vnewdata => CTRL_Vnewdata_00,
517     CTRL_Vdetect => CTRL_Vdetect_00,
518     CTRL_Vrout => CTRL_Vrout_00,
519     CTRL_Vsout => CTRL_Vsout_00,
520     CTRL_Vtanktop => CTRL_Vtanktop_00,
521     CTRL_MTJ_W1 => CTRL_MTJ_W1_00,
522     CTRL_MTJ_W2 => CTRL_MTJ_W2_00,
523     CTRL_MTJ_W3 => CTRL_MTJ_W3_00,
524     CTRL_mux1 => CTRL_mux1_00,
525     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_00,
526     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_00,
527     SR_MTJR2_out => SR_MTJR2_out_00,
528     SR_MTJR1_out => SR_MTJR1_out_00,
529     ---
530     START => START_00_AND,

```

```

531     ACK_RES_AVAILABLE => ACK_RES00_AVAILABLE,
532     DES_EXTIN_00 => DES_EXTIN_00,
533     DES_OUT_00 => DES_OUT_00,
534     DES_STORE_00 => DES_STORE_00,
535     DES_NEWDATA_00 => DES_NEWDATA_00,
536     DES_RES_00 => DES_RES_00,
537     RES_AVAILABLE => RES_00_AVAILABLE,
538     REQUEST_NEW_START => REQUEST_NEW_START_00,
539     REQUEST_NEW_START_W => REQUEST_NEW_START_W_00,
540     REQUEST_NEW_STORE => REQUEST_NEW_STORE_00,
541     READY_FOR_NEWDATA_RIGHT => READY_FOR_NEWDATA_RIGHT_00,
542     FIRST_RUN => FIRST_RUN_00
543 );
544
545 --*****
546 --CELL10--*****
547 --*****
548
549 --BL10
550 MTJ4_10:  MTJ_W port map (CTRL => CTRL_M TJ_W4_10, OUT_SK => MTJ_W4_out_10);
551 Vbl_10:   voltage_genL port map (CTRL => CTRL_Vbl_10, CURRENT =>
552   ↪ CURRENT_Vbl_10);
553 Vstore_10: voltage_genL port map (CTRL => CTRL_Vstore_10, CURRENT =>
554   ↪ CURRENT_Vstore_10);
555 join4_10: SKYRMIONJOIN port map (A => MTJ_W4_out_10, B =>
556   ↪ CELL_OUT_TANKT_out_10, CURRENT => CURRENT_Vbl_10, OUTPUT => JOIN4_10_out);
557 cell10_in: cell_input port map (IN_SK_L => CELL_OUT_DEV2_out_10, IN_SK_T =>
558   ↪ JOIN4_10_out, CURRENT_L => CURRENT_Vstore_10, CURRENT_T => CURRENT_Vbl_10,
559   ↪ OUT_SK_R => IN_CELL_10, OUT_SK_B => BL_10_bottom);
560
561 LATCH_10_00: SRLatch_H port map (SET => READY_FOR_NEWDATA_10, RST =>
562   ↪ RST_READY_10_00, Q => LATCH_10_00_OUT);
563 START_10_AND <= ((FIRST_START_10 and FIRST_RUN_10) or START_10) and
564   ↪ ALL_INPUTS_AVAILABLE_10;
565 ALL_INPUTS_AVAILABLE_10 <= not(LATCH_10_00_OUT);
566 READY_FOR_NEWDATA_RIGHT_10 <= LATCH_01_10_OUT and LATCH_11_10_OUT; --and
567   ↪ LATCH_20_10_OUT
568
569 LATCH_FIRSTRUN_10: SRLatch_H port map (SET => '0', RST => RST_FIRST_RUN_10, Q
570   ↪ => FIRST_RUN_10);
571
572 TOP_RESULT_10 <= CELL_OUT_M TJ_CONV12_out_00;
573 TOP_RESULT_CURRENT_10 <= CELL_OUT_CURRENT_Vmoveres_00;
574
575 CELL10: CELL_X0 port map (
576   IN_CELL => IN_CELL_10,
577   RESET_n => RESET_n,
578   CURRENTclk => CURRENTclk,
579   ---
580

```

```

571 CTRL_Vstart => CTRL_Vstart_10,
572 CTRL_Vmove1 => CTRL_Vmove1_10,
573 CTRL_Vop => CTRL_Vop_10,
574 CTRL_Vmove2 => CTRL_Vmove2_10,
575 CTRL_Vmove2C => CTRL_Vmove2C_10,
576 CTRL_Vmove3 => CTRL_Vmove3_10,
577 CTRL_Vmovecout => CTRL_Vmovecout_10,
578 CTRL_Vtankbot => CTRL_Vtankbot_10,
579 CTRL_Vnoext => CTRL_Vnoext_10,
580 CTRL_Vmoveres => CTRL_Vmoveres_10,
581 CTRL_Vmove4 => CTRL_Vmove4_10,
582 CTRL_Vnewdata => CTRL_Vnewdata_10,
583 CTRL_Vdetect => CTRL_Vdetect_10,
584 CTRL_Vrout => CTRL_Vrout_10,
585 CTRL_Vsout => CTRL_Vsout_10,
586 CTRL_Vtanktop => CTRL_Vtanktop_10,
587 CTRL_MTJ_W1 => CTRL_MTJ_W1_10,
588 CTRL_MTJ_W2 => CTRL_MTJ_W2_10,
589 CTRL_MTJ_W3 => CTRL_MTJ_W3_10,
590 CTRL_mux1 => CTRL_mux1_10,
591 ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_10,
592 ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_10,
593 SR_MTJR1_out => SR_MTJR1_out_10,
594 SR_MTJR2_out => SR_MTJR2_out_10,
595 CELL_OUT_CURRENT_Vmoveres => CELL_OUT_CURRENT_Vmoveres_10,
596 CELL_OUT_CURRENT_Vmovecout => CELL_OUT_CURRENT_Vmovecout_10,
597 ---
598 CELL_OUT_MTJ_CONV12_out => CELL_OUT_MTJ_CONV12_out_10,
599 CELL_OUT_CROSS5_Aout => CELL_OUT_CROSS5_Aout_10,
600 CELL_OUT_DEV2_out => CELL_OUT_DEV2_out_10,
601 CELL_OUT_CROSS6_Aout => CELL_OUT_CROSS6_Aout_10,
602 CELL_OUT_CROSS6_Bout => CELL_OUT_CROSS6_Bout_10,
603 CELL_OUT_TANKT_out => CELL_OUT_TANKT_out_10,
604 ---
605 CTRL_Vrestop => CTRL_Vrestop_10,
606 TOP_RESULT => TOP_RESULT_10,
607 TOP_RESULT_CURRENT => TOP_RESULT_CURRENT_10
608 );
609
610 FSM10: FSM_CELL_X0 port map (
611     CURRENTclk => CURRENTclk,
612     RESET_n => RESET_n,
613     ---
614     CTRL_Vstart => CTRL_Vstart_10,
615     CTRL_Vmove1 => CTRL_Vmove1_10,
616     CTRL_Vop => CTRL_Vop_10,
617     CTRL_Vmove2 => CTRL_Vmove2_10,
618     CTRL_Vmove2C => CTRL_Vmove2C_10,
619     CTRL_Vmove3 => CTRL_Vmove3_10,

```



```

620     CTRL_Vmovecout => CTRL_Vmovecout_10,
621     CTRL_Vtankbot => CTRL_Vtankbot_10,
622     CTRL_Vnoext => CTRL_Vnoext_10,
623     CTRL_Vmoveres => CTRL_Vmoveres_10,
624     CTRL_Vmove4 => CTRL_Vmove4_10,
625     CTRL_Vnewdata => CTRL_Vnewdata_10,
626     CTRL_Vdetect => CTRL_Vdetect_10,
627     CTRL_Vrout => CTRL_Vrout_10,
628     CTRL_Vsout => CTRL_Vsout_10,
629     CTRL_Vtanktop => CTRL_Vtanktop_10,
630     CTRL_MTJ_W1 => CTRL_MTJ_W1_10,
631     CTRL_MTJ_W2 => CTRL_MTJ_W2_10,
632     CTRL_MTJ_W3 => CTRL_MTJ_W3_10,
633     CTRL_mux1 => CTRL_mux1_10,
634     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_10,
635     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_10,
636     SR_MTJR2_out => SR_MTJR2_out_10,
637     SR_MTJR1_out => SR_MTJR1_out_10,
638     ---
639     START => START_10_AND,
640     ACK_RES_AVAILABLE => ACK_RES10_AVAILABLE,
641     DES_EXTIN_X0 => DES_EXTIN_10,
642     DES_OUT_X0 => DES_OUT_10,
643     DES_STORE_X0 => DES_STORE_10,
644     DES_NEWDATA_X0 => DES_NEWDATA_10,
645     DES_RES_X0 => DES_RES_10,
646     RES_AVAILABLE => RES_10_AVAILABLE,
647     REQUEST_NEW_START => REQUEST_NEW_START_10,
648     REQUEST_NEW_START_W => REQUEST_NEW_START_W_10,
649     REQUEST_NEW_STORE => REQUEST_NEW_STORE_10,
650     READY_FOR_NEWDATA_RIGHT => READY_FOR_NEWDATA_RIGHT_10,
651     FIRST_RUN => FIRST_RUN_10,
652     ---
653     CTRL_Vrestop => CTRL_Vrestop_10,
654     READY_FOR_NEWDATA => READY_FOR_NEWDATA_10,
655     DES_DATA_X0 => DES_DATA_10
656 );
657
658 --*****
659 --CELL01--*****
660 --*****
661
662 --BL01
663 MTJ4_01:  MTJ_W port map (CTRL => CTRL_MTJ_W4_01, OUT_SK => MTJ_W4_out_01);
664 Vbl_01:   voltage_genL port map (CTRL => CTRL_Vbl_01, CURRENT =>
        ↪ CURRENT_Vbl_01);
665 Vstore_01: voltage_genL port map (CTRL => CTRL_Vstore_01, CURRENT =>
        ↪ CURRENT_Vstore_01);
666 join4_01: SKYRMIONJOIN port map (A => MTJ_W4_out_01, B =>
        ↪ CELL_OUT_TANKT_out_01, CURRENT => CURRENT_Vbl_01, OUTPUT => JOIN4_01_out);

```

```

667 cell01_in: cell_input port map (IN_SK_L => CELL_OUT_DEV2_out_01, IN_SK_T =>
    ↪ JOIN4_01_out, CURRENT_L => CURRENT_Vstore_01, CURRENT_T => CURRENT_Vbl_01,
    ↪ OUT_SK_R => IN_CELL_01, OUT_SK_B => BL_01_bottom);
668
669 LATCH_01_00: SRLatch_H port map (SET => READY_FOR_NEWDATA_01, RST =>
    ↪ RST_READY_01_00, Q => LATCH_01_00_OUT);
670 LATCH_01_10: SRLatch_H port map (SET => READY_FOR_NEWDATA_01, RST =>
    ↪ RST_READY_01_10, Q => LATCH_01_10_OUT);
671 START_01_AND <= ((FIRST_START_01 and FIRST_RUN_01) or START_01) and
    ↪ ALL_INPUTS_AVAILABLE_01;
672 ALL_INPUTS_AVAILABLE_01 <= not(LATCH_01_00_OUT) and not (LATCH_01_10_OUT);
673 READY_FOR_NEWDATA_RIGHT_01 <= LATCH_11_01_OUT; --and LATCH_02_01_OUT
674
675 LATCH_FIRSTRUN_01: SRLatch_H port map (SET => '0', RST => RST_FIRST_RUN_01, Q
    ↪ => FIRST_RUN_01);
676
677 LEFT_COUT_01 <= CELL_OUT_CROSS4_Aout_00;
678 LEFT_RESULT_01 <= CELL_OUT_MTJ_CONV11_out_00;
679 BOTLEFT_RESULT_01 <= CELL_OUT_CROSS6_Bout_10;
680 LEFT_COUT_CURRENT_01 <= CELL_OUT_CURRENT_Vmovecout_00;
681 LEFT_RESULT_CURRENT_01 <= CELL_OUT_CURRENT_Vmoveres_00;
682 BOTLEFT_RESULT_CURRENT_01 <= CELL_OUT_CURRENT_Vmoveres_10;
683
684 CELL01: CELL_OX port map (
685     IN_CELL => IN_CELL_01,
686     RESET_n => RESET_n,
687     CURRENTclk => CURRENTclk,
688     ---
689     CTRL_Vstart => CTRL_Vstart_01,
690     CTRL_Vmove1 => CTRL_Vmove1_01,
691     CTRL_Vop => CTRL_Vop_01,
692     CTRL_Vmove2 => CTRL_Vmove2_01,
693     CTRL_Vmove2C => CTRL_Vmove2C_01,
694     CTRL_Vmove3 => CTRL_Vmove3_01,
695     CTRL_Vmovecout => CTRL_Vmovecout_01,
696     CTRL_Vtankbot => CTRL_Vtankbot_01,
697     CTRL_Vnoext => CTRL_Vnoext_01,
698     CTRL_Vmoveres => CTRL_Vmoveres_01,
699     CTRL_Vmove4 => CTRL_Vmove4_01,
700     CTRL_Vnewdata => CTRL_Vnewdata_01,
701     CTRL_Vdetect => CTRL_Vdetect_01,
702     CTRL_Vrout => CTRL_Vrout_01,
703     CTRL_Vsout => CTRL_Vsout_01,
704     CTRL_Vtanktop => CTRL_Vtanktop_01,
705     CTRL_Vouttank => CTRL_Vouttank_01,
706     CTRL_MTJ_W1 => CTRL_MTJ_W1_01,
707     CTRL_MTJ_W2 => CTRL_MTJ_W2_01,
708     CTRL_MTJ_W3 => CTRL_MTJ_W3_01,
709     CTRL_mux1 => CTRL_mux1_01,

```

```

710     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_01,
711     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_01,
712     SR_MTJR1_out => SR_MTJR1_out_01,
713     SR_MTJR2_out => SR_MTJR2_out_01,
714     CELL_OUT_CURRENT_Vmoveres => CELL_OUT_CURRENT_Vmoveres_01,
715     CELL_OUT_CURRENT_Vmovecout => CELL_OUT_CURRENT_Vmovecout_01,
716     ---
717     CELL_OUT_MTJ_CONV14_out => CELL_OUT_MTJ_CONV14_out_01,
718     CELL_OUT_CROSS9_Bout => CELL_OUT_CROSS9_Bout_01,
719     CELL_OUT_CROSS9_Aout => CELL_OUT_CROSS9_Aout_01,
720     CELL_OUT_MTJ_CONV12_out => CELL_OUT_MTJ_CONV12_out_01,
721     CELL_OUT_DEV2_out => CELL_OUT_DEV2_out_01,
722     CELL_OUT_TANKT_out => CELL_OUT_TANKT_out_01,
723     ---
724     CTRL_Vresbotleft => CTRL_Vresbotleft_01,
725     CTRL_Vresleft => CTRL_Vresleft_01,
726     LEFT_COUT => LEFT_COUT_01,
727     LEFT_RESULT => LEFT_RESULT_01,
728     BOTLEFT_RESULT => BOTLEFT_RESULT_01,
729     LEFT_COUT_CURRENT => LEFT_COUT_CURRENT_01,
730     LEFT_RESULT_CURRENT => LEFT_RESULT_CURRENT_01,
731     BOTLEFT_RESULT_CURRENT => BOTLEFT_RESULT_CURRENT_01
732 );
733
734 FSM01: FSM_CELL_OX port map (
735     CURRENTclk => CURRENTclk,
736     RESET_n => RESET_n,
737     ---
738     CTRL_Vstart => CTRL_Vstart_01,
739     CTRL_Vmove1 => CTRL_Vmove1_01,
740     CTRL_Vop => CTRL_Vop_01,
741     CTRL_Vmove2 => CTRL_Vmove2_01,
742     CTRL_Vmove2C => CTRL_Vmove2C_01,
743     CTRL_Vmove3 => CTRL_Vmove3_01,
744     CTRL_Vmovecout => CTRL_Vmovecout_01,
745     CTRL_Vtankbot => CTRL_Vtankbot_01,
746     CTRL_Vnoext => CTRL_Vnoext_01,
747     CTRL_Vmoveres => CTRL_Vmoveres_01,
748     CTRL_Vmove4 => CTRL_Vmove4_01,
749     CTRL_Vnewdata => CTRL_Vnewdata_01,
750     CTRL_Vdetect => CTRL_Vdetect_01,
751     CTRL_Vrout => CTRL_Vrout_01,
752     CTRL_Vsout => CTRL_Vsout_01,
753     CTRL_Vtanktop => CTRL_Vtanktop_01,
754     CTRL_Vouttank => CTRL_Vouttank_01,
755     CTRL_MTJ_W1 => CTRL_MTJ_W1_01,
756     CTRL_MTJ_W2 => CTRL_MTJ_W2_01,
757     CTRL_MTJ_W3 => CTRL_MTJ_W3_01,
758     CTRL_mux1 => CTRL_mux1_01,

```

```

759     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_01,
760     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_01,
761     SR_MTJR2_out => SR_MTJR2_out_01,
762     SR_MTJR1_out => SR_MTJR1_out_01,
763     ---
764     START => START_01_AND,
765     ACK_RES_AVAILABLE => ACK_RES01_AVAILABLE,
766     DES_EXTIN_OX => DES_EXTIN_01,
767     DES_OUT_OX => DES_OUT_01,
768     DES_STORE_OX => DES_STORE_01,
769     DES_NEWDATA_OX => DES_NEWDATA_01,
770     DES_RES_OX => DES_RES_01,
771     RES_AVAILABLE => RES_01_AVAILABLE,
772     REQUEST_NEW_START => REQUEST_NEW_START_01,
773     REQUEST_NEW_START_W => REQUEST_NEW_START_W_01,
774     REQUEST_NEW_STORE => REQUEST_NEW_STORE_01,
775     READY_FOR_NEWDATA_RIGHT => READY_FOR_NEWDATA_RIGHT_01,
776     FIRST_RUN => FIRST_RUN_01,
777     ---
778     CTRL_Vresleft => CTRL_Vresleft_01,
779     CTRL_Vresbotleft => CTRL_Vresbotleft_01,
780     READY_FOR_NEWDATA => READY_FOR_NEWDATA_01,
781     DES_DATA_OX => DES_DATA_01
782 );
783
784 --*****
785 --CELL11--*****
786 --*****
787
788 --BL11
789 MTJ4_11:  MTJ_W port map (CTRL => CTRL_MTJ_W4_11, OUT_SK => MTJ_W4_out_11);
790 Vbl_11:   voltage_genL port map (CTRL => CTRL_Vbl_11, CURRENT =>
    ↪ CURRENT_Vbl_11);
791 Vstore_11: voltage_genL port map (CTRL => CTRL_Vstore_11, CURRENT =>
    ↪ CURRENT_Vstore_11);
792 join4_11: SKYRMIONJOIN port map (A => MTJ_W4_out_11, B =>
    ↪ CELL_OUT_TANKT_out_11, CURRENT => CURRENT_Vbl_11, OUTPUT => JOIN4_11_out);
793 cell11_in: cell_input port map (IN_SK_L => CELL_OUT_DEV2_out_11, IN_SK_T =>
    ↪ JOIN4_11_out, CURRENT_L => CURRENT_Vstore_11, CURRENT_T => CURRENT_Vbl_11,
    ↪ OUT_SK_R => IN_CELL_11, OUT_SK_B => BL_11_bottom);
794
795 LATCH_11_10: SRLatch_H port map (SET => READY_FOR_NEWDATA_11, RST =>
    ↪ RST_READY_11_10, Q => LATCH_11_10_OUT);
796 LATCH_11_01: SRLatch_H port map (SET => READY_FOR_NEWDATA_11, RST =>
    ↪ RST_READY_11_01, Q => LATCH_11_01_OUT);
797 START_11_AND <= ((FIRST_START_11 and FIRST_RUN_11) or START_11) and
    ↪ ALL_INPUTS_AVAILABLE_11;
798 ALL_INPUTS_AVAILABLE_11 <= not(LATCH_11_10_OUT) and not (LATCH_11_01_OUT);
799 READY_FOR_NEWDATA_RIGHT_11 <= '0', '1' after 520 ns, '0' after 530 ns;
    ↪ --PROVVISORIO, sarebbe LATCH_21_11_OUT and LATCH_02_11_OUT and
    ↪ LATCH_12_11_OUT;

```

```

800
801 LATCH_FIRSTRUN_11: Srlatch_H port map (SET => '0', RST => RST_FIRST_RUN_11, Q
    ↪ => FIRST_RUN_11);
802
803 TOP_COUT_11      <= CELL_OUT_CROSS9_Bout_01;
804 LEFT_COUT_11     <= CELL_OUT_CROSS6_Aout_10;
805 TOP_RESULT_11    <= CELL_OUT_MTJ_CONV12_out_01;
806 LEFT_RESULT_11   <= CELL_OUT_CROSS5_Aout_10;
807 BOTLEFT_RESULT_11 <= '0';                --PROVVISORIO
808 TOP_COUT_CURRENT_11 <= CELL_OUT_CURRENT_Vmovecout_01;
809 LEFT_COUT_CURRENT_11 <= CELL_OUT_CURRENT_Vmovecout_10;
810 TOP_RESULT_CURRENT_11 <= CELL_OUT_CURRENT_Vmoveres_01;
811 LEFT_RESULT_CURRENT_11 <= CELL_OUT_CURRENT_Vmoveres_10;
812 BOTLEFT_RESULT_CURRENT_11 <= 0.0;        --PROVVISORIO
813
814 CELL11: CELL_XX port map (
815     IN_CELL => IN_CELL_11,
816     RESET_n => RESET_n,
817     CURRENTclk => CURRENTclk,
818     ---
819     CTRL_Vstart => CTRL_Vstart_11,
820     CTRL_Vmove1 => CTRL_Vmove1_11,
821     CTRL_Vop => CTRL_Vop_11,
822     CTRL_Vmove2 => CTRL_Vmove2_11,
823     CTRL_Vmove2C => CTRL_Vmove2C_11,
824     CTRL_Vmove3 => CTRL_Vmove3_11,
825     CTRL_Vmovecout => CTRL_Vmovecout_11,
826     CTRL_Vtankbot => CTRL_Vtankbot_11,
827     CTRL_Vnoext => CTRL_Vnoext_11,
828     CTRL_Vmoveres => CTRL_Vmoveres_11,
829     CTRL_Vmove4 => CTRL_Vmove4_11,
830     CTRL_Vnewdata => CTRL_Vnewdata_11,
831     CTRL_Vdetect => CTRL_Vdetect_11,
832     CTRL_Vrout => CTRL_Vrout_11,
833     CTRL_Vsout => CTRL_Vsout_11,
834     CTRL_Vtanktop => CTRL_Vtanktop_11,
835     CTRL_Vouttank => CTRL_Vouttank_11,
836     CTRL_MTJ_W1 => CTRL_MTJ_W1_11,
837     CTRL_MTJ_W2 => CTRL_MTJ_W2_11,
838     CTRL_MTJ_W3 => CTRL_MTJ_W3_11,
839     CTRL_mux1 => CTRL_mux1_11,
840     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_11,
841     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_11,
842     SR_MTJR1_out => SR_MTJR1_out_11,
843     SR_MTJR2_out => SR_MTJR2_out_11,
844     CELL_OUT_CURRENT_Vmoveres => CELL_OUT_CURRENT_Vmoveres_11,
845     CELL_OUT_CURRENT_Vmovecout => CELL_OUT_CURRENT_Vmovecout_11,
846     ---
847     CELL_OUT_MTJ_CONV14_out => CELL_OUT_MTJ_CONV14_out_11,

```

```

848 CELL_OUT_MTJ_CONV15_out => CELL_OUT_MTJ_CONV15_out_11,
849 CELL_OUT_MTJ_CONV11_out => CELL_OUT_MTJ_CONV11_out_11,
850 CELL_OUT_MTJ_CONV13_out => CELL_OUT_MTJ_CONV13_out_11,
851 CELL_OUT_MTJ_CONV12_out => CELL_OUT_MTJ_CONV12_out_11,
852 CELL_OUT_DEV2_out => CELL_OUT_DEV2_out_11,
853 CELL_OUT_TANKT_out => CELL_OUT_TANKT_out_11,
854 ---
855 CTRL_Vcoutleft => CTRL_Vcoutleft_11,
856 CTRL_Vcouttop => CTRL_Vcouttop_11,
857 CTRL_Vrestop => CTRL_Vrestop_11,
858 CTRL_Vresbotleft => CTRL_Vresbotleft_11,
859 CTRL_Vresleft => CTRL_Vresleft_11,
860 TOP_COUT => TOP_COUT_11,
861 LEFT_COUT => LEFT_COUT_11,
862 TOP_RESULT => TOP_RESULT_11,
863 LEFT_RESULT => LEFT_RESULT_11,
864 BOTLEFT_RESULT => BOTLEFT_RESULT_11,
865 TOP_COUT_CURRENT => TOP_COUT_CURRENT_11,
866 LEFT_COUT_CURRENT => LEFT_COUT_CURRENT_11,
867 TOP_RESULT_CURRENT => TOP_RESULT_CURRENT_11,
868 LEFT_RESULT_CURRENT => LEFT_RESULT_CURRENT_11,
869 BOTLEFT_RESULT_CURRENT => BOTLEFT_RESULT_CURRENT_11
870 );
871
872 FSM11: FSM_CELL_XX port map (
873     CURRENTclk => CURRENTclk,
874     RESET_n => RESET_n,
875     ---
876     CTRL_Vstart => CTRL_Vstart_11,
877     CTRL_Vmove1 => CTRL_Vmove1_11,
878     CTRL_Vop => CTRL_Vop_11,
879     CTRL_Vmove2 => CTRL_Vmove2_11,
880     CTRL_Vmove2C => CTRL_Vmove2C_11,
881     CTRL_Vmove3 => CTRL_Vmove3_11,
882     CTRL_Vmovecout => CTRL_Vmovecout_11,
883     CTRL_Vtankbot => CTRL_Vtankbot_11,
884     CTRL_Vnoext => CTRL_Vnoext_11,
885     CTRL_Vmoveres => CTRL_Vmoveres_11,
886     CTRL_Vmove4 => CTRL_Vmove4_11,
887     CTRL_Vnewdata => CTRL_Vnewdata_11,
888     CTRL_Vdetect => CTRL_Vdetect_11,
889     CTRL_Vrout => CTRL_Vrout_11,
890     CTRL_Vsout => CTRL_Vsout_11,
891     CTRL_Vtanktop => CTRL_Vtanktop_11,
892     CTRL_Vouttank => CTRL_Vouttank_11,
893     CTRL_MTJ_W1 => CTRL_MTJ_W1_11,
894     CTRL_MTJ_W2 => CTRL_MTJ_W2_11,
895     CTRL_MTJ_W3 => CTRL_MTJ_W3_11,
896     CTRL_mux1 => CTRL_mux1_11,

```

```

897     ACK_DETECT_MTJ_R1 => ACK_DETECT_MTJ_R1_11,
898     ACK_DETECT_MTJ_R2 => ACK_DETECT_MTJ_R2_11,
899     SR_MTJR2_out => SR_MTJR2_out_11,
900     SR_MTJR1_out => SR_MTJR1_out_11,
901     ---
902     START => START_11_AND,
903     ACK_RES_AVAILABLE => ACK_RES11_AVAILABLE,
904     DES_EXTIN_XX => DES_EXTIN_11,
905     DES_OUT_XX => DES_OUT_11,
906     DES_STORE_XX => DES_STORE_11,
907     DES_NEWDATA_XX => DES_NEWDATA_11,
908     DES_RES_XX => DES_RES_11,
909     RES_AVAILABLE => RES_11_AVAILABLE,
910     REQUEST_NEW_START => REQUEST_NEW_START_11,
911     REQUEST_NEW_START_W => REQUEST_NEW_START_W_11,
912     REQUEST_NEW_STORE => REQUEST_NEW_STORE_11,
913     READY_FOR_NEWDATA_RIGHT => READY_FOR_NEWDATA_RIGHT_11,
914     FIRST_RUN => FIRST_RUN_11,
915     ---
916     CTRL_Vcouttop => CTRL_Vcouttop_11,
917     CTRL_Vcoutleft => CTRL_Vcoutleft_11,
918     CTRL_Vrestop => CTRL_Vrestop_11,
919     CTRL_Vresleft => CTRL_Vresleft_11,
920     CTRL_Vresbotleft => CTRL_Vresbotleft_11,
921     READY_FOR_NEWDATA => READY_FOR_NEWDATA_11,
922     DES_COUT_XX => DES_COUT_11,
923     DES_DATA_XX => DES_DATA_11
924 );
925
926 end architecture Structure;

```

### C.6.1.1. SRLatch\_\_H

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SRLatch_H is
8  port(  SET:    in std_logic;
9         RST:    in std_logic;
10        Q:      out std_logic
11 );

```

```
12 end entity SRLatch_H;
13
14 architecture Behaviour of SRLatch_H is
15
16 begin
17     latch: process (SET, RST)
18         variable first: std_logic := '1';
19     begin
20         if (first='1') then
21             first := '0';
22             Q <= '1';
23         end if;
24         if (RST='1') then
25             Q <= '0';
26         elsif (SET'event and SET='1') then
27             Q <= '1';
28         end if;
29     end process latch;
30
31 end architecture Behaviour;
```

### C.6.1.2. Cell\_input

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity cell_input is
10 port( IN_SK_L: in std_logic;
11       IN_SK_T: in std_logic;
12       CURRENT_L: in real;
13       CURRENT_T: in real;
14       OUT_SK_R: out std_logic;
15       OUT_SK_B: out std_logic);
16 end entity cell_input;
17
18 architecture Behavioural of cell_input is
19 begin
20     process (IN_SK_L, IN_SK_T, CURRENT_L, CURRENT_T)
21         variable NskL, NskT: integer := 0;
```



```

22     variable st_T: integer := 0;
23 begin
24     if (IN_SK_L'event and IN_SK_L='1') then
25         NskL := NskL+1;
26     end if;
27     if (IN_SK_T'event and IN_SK_T='1') then
28         NskT := NskT+1;
29     end if;
30
31     if (CURRENT_T /= 0.0) then
32         st_T := 1;
33         OUT_SK_R <= '0';
34         OUT_SK_B <= '0';    --suppongo che lo sk si fermi esattamente
                               ↪ all'intersezione, e non proceda oltre
35     end if;
36     if (CURRENT_L /= 0.0) then
37         if (st_T=1) then
38             st_T := 0;
39             if (NskT=1) then
40                 OUT_SK_R <= '1', '0' after 10 ps;
41                 OUT_SK_B <= '0';
42                 NskT := 0;
43             else
44                 OUT_SK_R <= '0';
45                 OUT_SK_B <= '0';
46             end if;
47         else
48             if (NskL=1) then
49                 OUT_SK_R <= '1', '0' after 10 ps;
50                 OUT_SK_B <= '0';
51                 NskL := 0;
52             else
53                 OUT_SK_R <= '0';
54                 OUT_SK_B <= '0';
55             end if;
56         end if;
57     else
58         OUT_SK_R <= '0';
59         OUT_SK_B <= '0';
60     end if;
61 end process;
62 end architecture Behavioural;

```

## C.6.2. Master FSM

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity FSM_MAIN is
10 port(  CURRENTclk: in real;
11        RESET_n: in std_logic;
12
13        --from CELL 00
14        INTERRUPT_00, RES_00_AVAILABLE, REQUEST_NEW_START_00,
15        ↪ REQUEST_NEW_START_W_00, REQUEST_NEW_STORE_00, FIRST_RUN_00: in
16        ↪ std_logic;
17        --to CELL 00
18        CTRL_MTJ_W4_00, CTRL_Vb1_00, CTRL_Vstore_00, START_00, ACK_RES00_AVAILABLE,
19        ↪ RST_FIRST_RUN_00: out std_logic;
20
21        --from CELL 10
22        INTERRUPT_10, RES_10_AVAILABLE, REQUEST_NEW_START_10,
23        ↪ REQUEST_NEW_START_W_10, REQUEST_NEW_STORE_10, FIRST_RUN_10,
24        ↪ ALL_INPUTS_AVAILABLE_10: in std_logic;
25        --to CELL 10
26        CTRL_MTJ_W4_10, CTRL_Vb1_10, CTRL_Vstore_10, FIRST_START_10, START_10,
27        ↪ ACK_RES10_AVAILABLE, RST_FIRST_RUN_10: out std_logic;
28        RST_READY_10_00: out std_logic;
29
30        --from CELL 01
31        INTERRUPT_01, RES_01_AVAILABLE, REQUEST_NEW_START_01,
32        ↪ REQUEST_NEW_START_W_01, REQUEST_NEW_STORE_01, FIRST_RUN_01,
33        ↪ ALL_INPUTS_AVAILABLE_01: in std_logic;
34        --to CELL 01
35        CTRL_MTJ_W4_01, CTRL_Vb1_01, CTRL_Vstore_01, FIRST_START_01, START_01,
36        ↪ ACK_RES01_AVAILABLE, RST_FIRST_RUN_01: out std_logic;
37        RST_READY_01_00, RST_READY_01_10: out std_logic;
38
39        --from CELL 11
40        INTERRUPT_11, RES_11_AVAILABLE, REQUEST_NEW_START_11,
41        ↪ REQUEST_NEW_START_W_11, REQUEST_NEW_STORE_11, FIRST_RUN_11,
42        ↪ ALL_INPUTS_AVAILABLE_11: in std_logic;
43        --to CELL 11
44        CTRL_MTJ_W4_11, CTRL_Vb1_11, CTRL_Vstore_11, FIRST_START_11, START_11,
45        ↪ ACK_RES11 AVAILABLE, RST_FIRST_RUN_11: out std_logic;
46        RST_READY_11_10, RST_READY_11_01: out std_logic

```

```

35 );
36 end entity FSM_MAIN;
37
38 architecture Behaviour of FSM_MAIN is
39
40     type state_type is (
41         S0, S1, S2, S3, idle, ISR_00, ISR_10, ISR_01, ISR_11,
42         ISR00_S1, ISR00_S2, ISR00_S3, ISR00_S4, ISR00_S5,
43         ISR10_S1, ISR10_S2, ISR10_S3, ISR10_S4, ISR10_S5,
44         ISR01_S1, ISR01_S2, ISR01_S3, ISR01_S4, ISR01_S5,
45         ISR11_S1, ISR11_S2, ISR11_S3, ISR11_S4, ISR11_S5
46     );
47
48     signal pstate, nstate: state_type;
49
50 begin
51
52     state_register: process (CURRENTclk)
53     begin
54         if (CURRENTclk'event and CURRENTclk=CURRENT_HIGH) then
55             if (RESET_n = '0') then
56                 pstate <= S0;
57             else
58                 pstate <= nstate;
59             end if;
60         end if;
61     end process state_register;
62
63     state_transition: process (pstate, CURRENTclk)
64     begin
65         case pstate is
66             when S0 => nstate <= S1;
67             when S1 => nstate <= S2;
68             when S2 => nstate <= S3;
69             when S3 => if (INTERRUPT_00='1') then nstate <= ISR_00; elsif
              ↳ (INTERRUPT_10='1') then nstate <= ISR_10; elsif (INTERRUPT_01='1')
              ↳ then nstate <= ISR_01; elsif (INTERRUPT_11='1') then nstate <= ISR_11;
              ↳ else nstate <= idle; end if;
70             when idle => if (INTERRUPT_00='1') then nstate <= ISR_00; elsif
              ↳ (INTERRUPT_10='1') then nstate <= ISR_10; elsif (INTERRUPT_01='1')
              ↳ then nstate <= ISR_01; elsif (INTERRUPT_11='1') then nstate <= ISR_11;
              ↳ else nstate <= idle; end if;
71             ---
72             when ISR_00 => if (RES_00_AVAILABLE='1') then nstate <= ISR00_S1;
              ↳ elsif (REQUEST_NEW_START_00='1') then nstate <= ISR00_S3; elsif
              ↳ (REQUEST_NEW_START_W_00='1') then nstate <= ISR00_S4; elsif
              ↳ (REQUEST_NEW_STORE_00='1') then nstate <= ISR00_S5; end if;
73             when ISR00_S1 => if (FIRST_RUN_00='1') then nstate <= ISR00_S2; else if
              ↳ (INTERRUPT_10='1') then nstate <= ISR_10; elsif (INTERRUPT_01='1')
              ↳ then nstate <= ISR_01; elsif (INTERRUPT_11='1') then nstate <= ISR_11;
              ↳ else nstate <= idle; end if; end if;

```

```

74  when ISR00_S2 => if (INTERRUPT_10='1') then nstate <= ISR_10; elsif
    ↳ (INTERRUPT_01='1') then nstate <= ISR_01; elsif (INTERRUPT_11='1')
    ↳ then nstate <= ISR_11; else nstate <= idle; end if;
75  when ISR00_S3 => nstate <= ISR00_S5;
76  when ISR00_S4 => nstate <= ISR00_S5;
77  when ISR00_S5 => if (INTERRUPT_10='1') then nstate <= ISR_10; elsif
    ↳ (INTERRUPT_01='1') then nstate <= ISR_01; elsif (INTERRUPT_11='1')
    ↳ then nstate <= ISR_11; else nstate <= idle; end if;
78  ---
79  when ISR_10    =>  if (RES_10_AVAILABLE='1') then
80      nstate <=  ISR10_S1;
81      elsif (ALL_INPUTS_AVAILABLE_10='0') then
82          if (INTERRUPT_01='1') then nstate <= ISR_01; elsif
            ↳ (INTERRUPT_11='1') then nstate <= ISR_11; else nstate <=
            ↳ idle; end if;
83      else
84          if (REQUEST_NEW_START_10='1') then nstate <= ISR10_S3; elsif
            ↳ (REQUEST_NEW_START_W_10='1') then nstate <= ISR10_S4;
            ↳ elsif (REQUEST_NEW_STORE_10='1') then nstate <= ISR10_S5;
            ↳ end if;
85      end if;
86  when ISR10_S1 => if (FIRST_RUN_10='1') then nstate <= ISR10_S2; else if
    ↳ (INTERRUPT_01='1') then nstate <= ISR_01; elsif (INTERRUPT_11='1')
    ↳ then nstate <= ISR_11; else nstate <= idle; end if; end if;
87  when ISR10_S2 => if (INTERRUPT_01='1') then nstate <= ISR_01; elsif
    ↳ (INTERRUPT_11='1') then nstate <= ISR_11; else nstate <= idle; end if;
88  when ISR10_S3 => nstate <= ISR10_S5;
89  when ISR10_S4 => nstate <= ISR10_S5;
90  when ISR10_S5 => if (INTERRUPT_01='1') then nstate <= ISR_01; elsif
    ↳ (INTERRUPT_11='1') then nstate <= ISR_11; else nstate <= idle; end if;
91  ---
92  when ISR_01    =>  if (RES_01_AVAILABLE='1') then
93      nstate <=  ISR01_S1;
94      elsif (ALL_INPUTS_AVAILABLE_01='0') then
95          if (INTERRUPT_11='1') then nstate <= ISR_11; else nstate <=
            ↳ idle; end if;
96      else
97          if (REQUEST_NEW_START_01='1') then nstate <= ISR01_S3; elsif
            ↳ (REQUEST_NEW_START_W_01='1') then nstate <= ISR01_S4;
            ↳ elsif (REQUEST_NEW_STORE_01='1') then nstate <= ISR01_S5;
            ↳ end if;
98      end if;
99  when ISR01_S1 => if (FIRST_RUN_01='1') then nstate <= ISR01_S2; else if
    ↳ (INTERRUPT_11='1') then nstate <= ISR_11; else nstate <= idle; end if;
    ↳ end if;
100 when ISR01_S2 => if (INTERRUPT_11='1') then nstate <= ISR_11; else nstate
    ↳ <= idle; end if;
101 when ISR01_S3 => nstate <= ISR01_S5;
102 when ISR01_S4 => nstate <= ISR01_S5;

```

```

103     when ISR01_S5 => if (INTERRUPT_11='1') then nstate <= ISR_11; else nstate
    ↪ <= idle; end if;
104     ---
105     when ISR_11    => if (RES_11_AVAILABLE='1') then
106         nstate <= ISR11_S1;
107         elsif (ALL_INPUTS_AVAILABLE_11='0') then
108             nstate <= idle;
109         else
110             if (REQUEST_NEW_START_11='1') then nstate <= ISR11_S3; elsif
    ↪ (REQUEST_NEW_START_W_11='1') then nstate <= ISR11_S4;
    ↪ elsif (REQUEST_NEW_STORE_11='1') then nstate <= ISR11_S5;
    ↪ end if;
111             end if;
112     when ISR11_S1 => if (FIRST_RUN_11='1') then nstate <= ISR11_S2; else
    ↪ nstate <= idle; end if;
113     when ISR11_S2 => nstate <= idle;
114     when ISR11_S3 => nstate <= ISR11_S5;
115     when ISR11_S4 => nstate <= ISR11_S5;
116     when ISR11_S5 => nstate <= idle;
117     ---
118     when others    => nstate <= idle;
119 end case;
120 end process state_transition;
121
122 output: process (pstate)
123 begin
124     CTRL_MTJ_W4_00 <= '0';
125     CTRL_Vbl_00 <= '0';
126     CTRL_Vstore_00 <= '0';
127     START_00 <= '0';
128     ACK_RES00_AVAILABLE <= '0';
129     RST_FIRST_RUN_00 <= '0';
130     ---
131     CTRL_MTJ_W4_10 <= '0';
132     CTRL_Vbl_10 <= '0';
133     CTRL_Vstore_10 <= '0';
134     FIRST_START_10 <= '0';
135     START_10 <= '0';
136     ACK_RES10_AVAILABLE <= '0';
137     RST_FIRST_RUN_10 <= '0';
138     RST_READY_10_00 <= '0';
139     ---
140     CTRL_MTJ_W4_01 <= '0';
141     CTRL_Vbl_01 <= '0';
142     CTRL_Vstore_01 <= '0';
143     FIRST_START_01 <= '0';
144     START_01 <= '0';
145     ACK_RES01_AVAILABLE <= '0';
146     RST_FIRST_RUN_01 <= '0';

```

```

147 RST_READY_01_00 <= '0';
148 RST_READY_01_10 <= '0';
149 ---
150 CTRL_MTJ_W4_11 <= '0';
151 CTRL_Vb1_11 <= '0';
152 CTRL_Vstore_11 <= '0';
153 FIRST_START_11 <= '0';
154 START_11 <= '0';
155 ACK_RES11_AVAILABLE <= '0';
156 RST_FIRST_RUN_11 <= '0';
157 RST_READY_11_10 <= '0';
158 RST_READY_11_01 <= '0';
159
160 case pstate is
161   when S0 => CTRL_MTJ_W4_00 <= '0';
162             CTRL_Vb1_00 <= '0';
163             CTRL_Vstore_00 <= '0';
164             START_00 <= '0';
165             ACK_RES00_AVAILABLE <= '0';
166             RST_FIRST_RUN_00 <= '0';
167             ---
168             CTRL_MTJ_W4_10 <= '0';
169             CTRL_Vb1_10 <= '0';
170             CTRL_Vstore_10 <= '0';
171             FIRST_START_10 <= '0';
172             START_10 <= '0';
173             ACK_RES10_AVAILABLE <= '0';
174             RST_FIRST_RUN_10 <= '0';
175             RST_READY_10_00 <= '0';
176             ---
177             CTRL_MTJ_W4_01 <= '0';
178             CTRL_Vb1_01 <= '0';
179             CTRL_Vstore_01 <= '0';
180             FIRST_START_01 <= '0';
181             START_01 <= '0';
182             ACK_RES01_AVAILABLE <= '0';
183             RST_FIRST_RUN_01 <= '0';
184             RST_READY_01_00 <= '0';
185             RST_READY_01_10 <= '0';
186             ---
187             CTRL_MTJ_W4_11 <= '0';
188             CTRL_Vb1_11 <= '0';
189             CTRL_Vstore_11 <= '0';
190             FIRST_START_11 <= '0';
191             START_11 <= '0';
192             ACK_RES11_AVAILABLE <= '0';
193             RST_FIRST_RUN_11 <= '0';
194             RST_READY_11_10 <= '0';
195             RST_READY_11_01 <= '0';

```

```

196     when S1      => CTRL_MTJ_W4_00 <= '1';          --PROVVISORIO
197         CTRL_MTJ_W4_10 <= '1';          --PROVVISORIO
198         CTRL_MTJ_W4_01 <= '1';          --PROVVISORIO
199         CTRL_MTJ_W4_11 <= '1';          --PROVVISORIO
200         CTRL_Vbl_00 <= '1';
201         CTRL_Vbl_10 <= '1';
202         CTRL_Vbl_01 <= '1';
203         CTRL_Vbl_11 <= '1';
204     when S2      => CTRL_Vstore_00 <= '1';
205         CTRL_Vstore_10 <= '1';
206         CTRL_Vstore_01 <= '1';
207         CTRL_Vstore_11 <= '1';
208     when S3      => START_00 <= '1';
209
210     when idle    => null;
211     ---
212     when ISR_00   => null;
213     when ISR00_S1 => ACK_RES00_AVAILABLE <= '1';
214         RST_READY_10_00 <= '1';
215         RST_READY_01_00 <= '1';
216         FIRST_START_10 <= '1';
217     when ISR00_S2 => RST_FIRST_RUN_00 <= '1';
218     when ISR00_S3 => CTRL_Vbl_00 <= '1';
219     when ISR00_S4 => CTRL_MTJ_W4_00 <= '1';
220         CTRL_Vbl_00 <= '1';
221     when ISR00_S5 => CTRL_Vstore_00 <= '1';
222         START_00 <= '1';
223     ---
224     when ISR_10   => null;
225     when ISR10_S1 => ACK_RES10_AVAILABLE <= '1';
226         --RST_READY_20_10 <= '1';
227         RST_READY_01_10 <= '1';
228         RST_READY_11_10 <= '1';
229         --FIRST_START20 <= '1';
230         FIRST_START_01 <= '1';
231     when ISR10_S2 => RST_FIRST_RUN_10 <= '1';
232     when ISR10_S3 => CTRL_Vbl_10 <= '1';
233     when ISR10_S4 => CTRL_MTJ_W4_10 <= '1';
234         CTRL_Vbl_10 <= '1';
235     when ISR10_S5 => CTRL_Vstore_10 <= '1';
236         START_10 <= '1';
237     ---
238     when ISR_01   => null;
239     when ISR01_S1 => ACK_RES01_AVAILABLE <= '1';
240         RST_READY_11_01 <= '1';
241         --RST_READY_02_01 <= '1';
242         FIRST_START_11 <= '1';
243         --FIRST_START_30 <= '1';
244     when ISR01_S2 => RST_FIRST_RUN_01 <= '1';

```

```

245     when ISR01_S3 => CTRL_Vbl_01 <= '1';
246     when ISR01_S4 => CTRL_MTJ_W4_01 <= '1';
247         CTRL_Vbl_01 <= '1';
248     when ISR01_S5 => CTRL_Vstore_01 <= '1';
249         START_01 <= '1';
250     ---
251     when ISR_11 => null;
252     when ISR11_S1 => ACK_RES11_AVAILABLE <= '1';
253         --RST_READY_21_11 <= '1';
254         --RST_READY_02_11 <= '1';
255         --RST_READY_12_11 <= '1';
256         --FIRST_START_40 <= '1';
257         --FIRST_START_21 <= '1';
258         --FIRST_START_02 <= '1';
259     when ISR11_S2 => RST_FIRST_RUN_11 <= '1';
260     when ISR11_S3 => CTRL_Vbl_11 <= '1';
261     when ISR11_S4 => CTRL_MTJ_W4_11 <= '1';
262         CTRL_Vbl_11 <= '1';
263     when ISR11_S5 => CTRL_Vstore_11 <= '1';
264         START_11 <= '1';
265     ---
266     when others => null;
267 end case;
268 end process output;
269 end Behaviour;

```

### C.6.3. Testbench

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity TB_memory is
10 end entity TB_memory;
11
12 architecture Structure of TB_memory is
13     component memory is
14     port( RESET_n: in std_logic;
15          CURRENTclk: in real;
16

```



```

17     DES_EXTIN_00, DES_OUT_00, DES_STORE_00, DES_NEWDATA_00: in std_logic;
18     DES_RES_00: in std_logic_vector(1 downto 0);
19
20     DES_EXTIN_10, DES_OUT_10, DES_STORE_10, DES_NEWDATA_10, DES_DATA_10: in
21     ↪ std_logic;
22     DES_RES_10: in std_logic_vector(1 downto 0);
23
24     DES_EXTIN_01, DES_OUT_01, DES_STORE_01, DES_NEWDATA_01: in std_logic;
25     DES_DATA_01, DES_RES_01: in std_logic_vector(1 downto 0);
26
27     DES_EXTIN_11, DES_OUT_11, DES_STORE_11, DES_NEWDATA_11, DES_COUT_11: in
28     ↪ std_logic;
29     DES_DATA_11, DES_RES_11: in std_logic_vector(1 downto 0)
30 );
31 end component memory;
32
33 signal RESET_n: std_logic;
34 signal CURRENTclk: real;
35
36 signal DES_EXTIN_00, DES_OUT_00, DES_STORE_00, DES_NEWDATA_00: std_logic;
37 signal DES_RES_00: std_logic_vector(1 downto 0);
38
39 signal DES_EXTIN_10, DES_OUT_10, DES_STORE_10, DES_NEWDATA_10, DES_DATA_10:
40 ↪ std_logic;
41 signal DES_RES_10: std_logic_vector(1 downto 0);
42
43 signal DES_EXTIN_01, DES_OUT_01, DES_STORE_01, DES_NEWDATA_01: std_logic;
44 signal DES_DATA_01, DES_RES_01: std_logic_vector(1 downto 0);
45
46 signal DES_EXTIN_11, DES_OUT_11, DES_STORE_11, DES_NEWDATA_11, DES_COUT_11:
47 ↪ std_logic;
48 signal DES_DATA_11, DES_RES_11: std_logic_vector(1 downto 0);
49
50 begin
51
52     DUT: memory port map (
53         RESET_n => RESET_n,
54         CURRENTclk => CURRENTclk,
55         ---
56         DES_EXTIN_00 => DES_EXTIN_00,
57         DES_OUT_00 => DES_OUT_00,
58         DES_STORE_00 => DES_STORE_00,
59         DES_NEWDATA_00 => DES_NEWDATA_00,
60         DES_RES_00 => DES_RES_00,
61         ---
62         DES_EXTIN_10 => DES_EXTIN_10,
63         DES_OUT_10 => DES_OUT_10,
64         DES_STORE_10 => DES_STORE_10,

```

```

62     DES_NEWDATA_10 => DES_NEWDATA_10,
63     DES_DATA_10 => DES_DATA_10,
64     DES_RES_10 => DES_RES_10,
65     ---
66     DES_EXTIN_01 => DES_EXTIN_01,
67     DES_OUT_01 => DES_OUT_01,
68     DES_STORE_01 => DES_STORE_01,
69     DES_NEWDATA_01 => DES_NEWDATA_01,
70     DES_DATA_01 => DES_DATA_01,
71     DES_RES_01 => DES_RES_01,
72     ---
73     DES_EXTIN_11 => DES_EXTIN_11,
74     DES_OUT_11 => DES_OUT_11,
75     DES_STORE_11 => DES_STORE_11,
76     DES_NEWDATA_11 => DES_NEWDATA_11,
77     DES_COUT_11 => DES_COUT_11,
78     DES_DATA_11 => DES_DATA_11,
79     DES_RES_11 => DES_RES_11
80 );
81
82 RESET_n <= '0', '1' after 50 ps;
83
84 DES_EXTIN_00 <= '1';
85 DES_OUT_00 <= '1';
86 DES_STORE_00 <= '0';
87 DES_NEWDATA_00 <= '1';
88 DES_RES_00 <= "01";
89
90 DES_EXTIN_10 <= '0';
91 DES_OUT_10 <= '1';
92 DES_STORE_10 <= '1';
93 DES_NEWDATA_10 <= '0';
94 DES_DATA_10 <= '0';
95 DES_RES_10 <= "10";
96
97 DES_EXTIN_01 <= '1';
98 DES_OUT_01 <= '0';
99 DES_STORE_01 <= '1';
100 DES_NEWDATA_01 <= '1';
101 DES_DATA_01 <= "10", "11" after 480 ns, "00" after 530 ns;
102 --DES_DATA_01 <= "10";
103 DES_RES_01 <= "10";
104
105 DES_EXTIN_11 <= '0';
106 DES_OUT_11 <= '1';
107 DES_STORE_11 <= '1';
108 DES_NEWDATA_11 <= '0';
109 DES_COUT_11 <= '1', '0' after 640 ns;
110 DES_DATA_11 <= "10", "11" after 640 ns;

```

```
111     DES_RES_11 <= "01";
112
113     CURRENT_GEN : process
114     begin
115         CURRENTclk <= CURRENT_LOW;
116         wait for CLOCK_LOW;
117         CURRENTclk <= CURRENT_HIGH;
118         wait for CLOCK_HIGH;
119     end process;
120
121 end architecture Structure;
```

---

## D. Logic in memory VHDL code - architecture 2

### D.1. Array components and related files

#### D.1.1. Components

##### D.1.1.1. Standard voltage generator

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity voltage_genL is
10 port(  CTRL: in std_logic;
11        CURRENT: out real);
12 end entity voltage_genL;
13
14 architecture Behavioural of voltage_genL is
15 begin
16     CURR_GEN: process (CTRL)
17     begin
18         if (CTRL='1') then
19             CURRENT <= CURRENT_LOW;
20         else
21             CURRENT <= 0.0;
22         end if;
23     end process CURR_GEN;
24 end architecture Behavioural;
```

### D.1.1.2. $V_{op}$ generator

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity voltage_genPEAK is
10 port(  CTRL: in std_logic;
11        CURRENT: out real);
12 end entity voltage_genPEAK;
13
14 architecture Behavioural of voltage_genPEAK is
15 begin
16     CURR_GEN: process (CTRL)
17     begin
18         if (CTRL='1') then
19             CURRENT <= CURRENT_LOW, CURRENT_HIGH after CLOCK_PERIOD/2, CURRENT_LOW
20             ↪ after CLOCK_PERIOD/2+CLOCK_HIGH;
21         else
22             CURRENT <= 0.0;
23         end if;
24     end process CURR_GEN;
25 end architecture Behavioural;
```

### D.1.1.3. And/Or gate

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONH is
8  port (  INPUTA : in std_logic;
9         INPUTB : in std_logic;
10        CURRENT : in real;
11        OUTPUTAND : out std_logic;
```

```

12     OUTPUTOR : out std_logic
13 );
14 end entity SKYRMIONH;
15
16 architecture CENTRALLOGIC of skyrmionh is
17     ----- CONSTANTS -----
18     constant TRACK_LENGTH : real := 256.0;    --nm
19     constant HOLE_X_START : real := 113.0;    --nm
20     constant HOLE_X_END : real := 143.0;    --nm
21     constant HOLE_X_POSITION : real := 128.0; --nm
22     constant TRACK_0_Y : real := 10.0;    --nm
23     constant TRACK_1_Y : real := 50.0;    --nm
24     constant HOLE_Y_BOTTOM : real := 20.0;  --nm
25     constant HOLE_Y_TOP : real := 40.0;    --nm
26
27     ----- FUNCTIONS -----
28
29     function updatePosition (elapsedTimeNs: real; actualPosition:
30     ↪ parameters_array; currentValue : real; index: integer) return
31     ↪ coordinates_xy is
32     variable speed : coordinates_xy;
33     variable output : coordinates_xy;
34     variable changeTrack : boolean;
35 begin
36     changeTrack := false;
37     output(0) := 0.0;
38     output(1) := 0.0;
39     if(currentValue > DEPINNING_CURRENT) then
40         speed(1) := 0.0;
41         speed(0) := 0.0;
42         if(actualPosition(index)(0) > HOLE_X_START and actualPosition(index)(0) <
43         ↪ HOLE_X_END and actualPosition(index)(1) <= HOLE_Y_BOTTOM) then
44             changeTrack := true;
45             for i in 0 to 9 loop
46                 if(index /= i and actualPosition(i)(0) > HOLE_X_START and
47                 ↪ actualPosition(i)(0) < HOLE_X_END and actualPosition(i)(1) > 0.0)
48                 ↪ then
49                     changeTrack := false;
50                 end if;
51             end loop;
52         end if;
53         if (changeTrack or (actualPosition(index)(1) > HOLE_Y_BOTTOM and
54         ↪ actualPosition(index)(1) < HOLE_Y_TOP)) then
55             speed(1) := VERTICAL_SPEED;
56             speed(0) := 0.0;
57         else
58             speed(1) := 0.0;
59             speed(0) := HORIZONTAL_SPEED;
60         end if;

```

```

55     output(0) := actualPosition(index)(0)+speed(0)*elapsedTimeNs;
56     output(1) := actualPosition(index)(1)+speed(1)*elapsedTimeNs;
57     end if;
58     return output;
59 end updatePosition;
60
61
62 ----- SIGNALS -----
63 signal ACK : std_logic := '0';
64 signal inputPortState, emit : std_logic_vector(1 downto 0) := "00";
65 signal skyrmion_position_debug : parameters_array;
66 signal skyrmion_number_debug : integer := 0;
67 begin
68
69     RECEIVER: process(INPUTA, INPUTB, ACK)
70     begin
71         if (ACK'event and ACK='1') then
72             inputPortState <= "00";
73         end if;
74         if (INPUTA'event and INPUTA='1') then
75             inputPortState(1) <= '1';
76         end if;
77         if (INPUTB'event and INPUTB='1') then
78             inputPortState(0) <= '1';
79         end if;
80     end process;
81
82
83     EMITTER: process(emit)
84     begin
85         if(emit(0)'event and emit(0)='1') then
86             OUTPUTAND<='1';
87         else
88             OUTPUTAND<='0' after 1 ns;
89         end if;
90         if(emit(1)'event and emit(1)='1') then
91             OUTPUTOR<='1';
92         else
93             OUTPUTOR<='0' after 1 ns;
94         end if;
95     end process;
96
97     EVOLUTION:process
98         variable v_TIME : time := 0 ns;
99         variable skyrmion_position : parameters_array;
100        variable skyrmion_position_old : parameters_array;
101        variable skyrmion_number, skyrmion_number_old, write_index : integer := 0;
102        variable result : coordinates_xy;
103        variable timeNsReal : real := 0.0;

```

```

104     variable trackBusy : bool_array(1 downto 0);
105 begin
106     wait for 5 ps;
107     v_TIME := now - v_TIME;
108     timeNsReal := 0.01;
109     trackBusy(0) := false;
110     trackBusy(1) := false;
111     ACK <= '0';
112     if (inputPortState(0) = '1') then --skyrmion detected on B
113         skyrmion_number := skyrmion_number + 1;
114         skyrmion_position(skyrmion_number-1)(0) := 0.0;
115         skyrmion_position(skyrmion_number-1)(1) := TRACK_0_Y;
116         ACK <= '1';
117     end if;
118
119     if (inputPortState(1) = '1') then --skyrmion detected on A
120         skyrmion_number := skyrmion_number + 1;
121         skyrmion_position(skyrmion_number-1)(0) := 0.0;
122         skyrmion_position(skyrmion_number-1)(1) := TRACK_1_Y;
123         ACK <= '1';
124     end if;
125
126     if (skyrmion_number>0 and CURRENT>DEPINNING_CURRENT) then
127         skyrmion_position_old := skyrmion_position;
128         skyrmion_number_old := skyrmion_number;
129         write_index := -1;
130         for i in 0 to skyrmion_number_old-1 loop
131             result := updatePosition(timeNsReal,skyrmion_position_old,CURRENT,i);
132             if (result(0) > TRACK_LENGTH ) then
133                 skyrmion_number := skyrmion_number-1;
134                 if result(1) > HOLE_Y_TOP then
135                     emit(1) <= '1' after 5 ps; --OR=1
136                     trackBusy(1) := true;
137                 else
138                     emit(0) <= '1' after 5 ps; --AND=1
139                     trackBusy(0) := true;
140                 end if;
141             else
142                 write_index := write_index + 1;
143                 skyrmion_position(write_index) := result;
144             end if;
145         end loop;
146
147         if (write_index < 9) then
148             write_index := write_index+1;
149             for i in write_index to 9 loop
150                 skyrmion_position(i)(0) := 0.0;
151                 skyrmion_position(i)(1) := 0.0;
152             end loop;

```



```
153     end if;
154
155     if (not(trackBusy(0))) then
156         emit(0) <= '0' after 5 ps;
157     end if;
158     if (not(trackBusy(1))) then
159         emit(1) <= '0' after 5 ps;
160     end if;
161     elsif (skymion_number=0) then
162         emit <= "00" after 15 ps;
163         for i in 0 to 9 loop
164             skymion_position(i)(0) := 0.0;
165             skymion_position(i)(1) := 0.0;
166         end loop;
167     else
168         report "Skymion number exceeded maximum admitted";
169     end if;
170
171     skymion_position_debug <= skymion_position after 5 ps;
172     skymion_number_debug <= skymion_number after 5 ps;
173     wait for 5 ps;
174 end process;
175 end CENTRALLOGIC;
```

#### D.1.1.4. Join element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use IEEE.math_real.all;
6  use work.globals.all;
7
8  entity SKYRMIONJOIN is
9      port( A : in std_logic;
10           B : in std_logic;
11           CURRENT : in real;
12           OUTPUT : out std_logic
13         );
14 end entity SKYRMIONJOIN;
15
16 architecture BLACKBOX of SKYRMIONJOIN is
17
18     ----- CONSTANTS -----
```

```

19  constant TRACK_LENGTH : real := 256.0;  --nm
20
21  ----- INTERNAL SIGNALS -----
22  signal emit : std_logic := '0';
23  signal inputPortState: std_logic_vector(1 downto 0) := "00";
24  signal ACK : std_logic := '0';
25  signal skyrmion_position_debug : parameters_array;
26  signal skyrmion_number_debug : integer;
27
28  ----- FUNCTIONS -----
29  function updatePosition (elapsedTimeNs: real; actualPosition:
    ↪ parameters_array; currentValue : real ) return parameters_array is
30      variable output : parameters_array;
31  begin
32      if(currentValue > DEPINNING_CURRENT) then
33          for i in 0 to 9 loop
34              output(i)(1) := 0.0;
35              output(i)(0) := actualPosition(i)(0) + HORIZONTAL_SPEED*elapsedTimeNs;
36          end loop;
37      end if;
38      return output;
39  end updatePosition;
40
41  begin
42
43  RECEIVER: process(A, B, ACK)
44  begin
45      if (ACK'event and ACK='1') then
46          inputPortState <= "00";
47      end if;
48      if (B'event and B='1') then
49          inputPortState(0) <= '1';
50      end if;
51      if (A'event and A='1') then
52          inputPortState(1) <= '1';
53      end if;
54  end process;
55
56
57  EVOLUTION:process
58      variable v_TIME : time := 0 ns;
59
60      variable skyrmion_number : integer := 0;
61      variable skyrmion_number_old : integer := 0;
62      variable skyrmion_position : parameters_array;
63      variable skyrmion_position_old : parameters_array;
64
65      variable results : parameters_array;
66      variable timeNsReal : real := 0.0;

```

```

67     variable trackBusy : boolean;
68     variable write_index : integer := 0;
69 begin
70     wait for 5 ps;
71     v_TIME := now - v_TIME;
72     timeNsReal := 0.01;
73     trackBusy := false;
74     ACK <= '0';
75
76     if (inputPortState(0) = '1') then
77         skyrmion_number := skyrmion_number + 1;
78         skyrmion_position(skyrmion_number-1)(0) := 0.0;
79         skyrmion_position(skyrmion_number-1)(1) := 0.0;
80         ACK <= '1';
81     end if;
82     if (inputPortState(1) = '1') then
83         skyrmion_number := skyrmion_number + 1;
84         skyrmion_position(skyrmion_number-1)(0) := 0.0;
85         skyrmion_position(skyrmion_number-1)(1) := 0.0;
86         ACK <= '1';
87     end if;
88
89     if (skyrmion_number > 0 and CURRENT > DEPINNING_CURRENT) then
90         skyrmion_position_old := skyrmion_position;
91         skyrmion_number_old := skyrmion_number;
92         write_index := -1;
93         results := updatePosition(timeNsReal, skyrmion_position_old, CURRENT);
94         for i in 0 to skyrmion_number_old-1 loop
95             if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
96                 skyrmion_number := skyrmion_number-1;
97                 emit <= '1' after 5 ps;
98                 trackBusy := true;
99             else
100                 if (results(i)(0) > TRACK_LENGTH and trackBusy) then
101                     report "More than one skyrmion reached the output in this step; Join
102                         ↪ gate does not account the skyrmion collisions yet. The skyrmions
103                         ↪ will be emitted in sequence with one step distance";
104                     end if;
105                 write_index := write_index + 1;
106                 skyrmion_position(write_index) := results(i);
107             end if;
108         end loop;
109         if (write_index < 9) then
110             write_index := write_index+1;
111             for i in write_index to 9 loop
112                 skyrmion_position(i)(0) := 0.0;
113                 skyrmion_position(i)(1) := 0.0;
114             end loop;
115         end if;

```

```

114
115     if (not(trackBusy)) then
116         emit <= '0' after 5 ps;
117     end if;
118     elsif (skymion_number=0) then
119         emit <= '0' after 5 ps;
120         for i in 0 to 9 loop
121             skymion_position(i)(0) := 0.0;
122             skymion_position(i)(1) := 0.0;
123         end loop;
124     else
125         report "Skymion number exceeded maximum admitted";
126     end if;
127
128     skymion_position_debug <= skymion_position after 5 ps;
129     skymion_number_debug <= skymion_number after 5 ps;
130     wait for 5 ps;
131 end process;
132
133
134 EMITTER: process(emit)
135 begin
136
137     if(emit'event and emit='1') then
138         OUTPUT<='1';
139     else
140         OUTPUT<='0' after 10 ps;
141     end if;
142 end process;
143 end BLACKBOX;

```

#### D.1.1.5. Notch element

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use IEEE.math_real.all;
6  use work.globals.all;
7  use work.all;
8
9  entity SKYRMIONNOTCH is
10     port( INPUT : in std_logic;
11           CURRENT : in real;

```

```

12     OUTPUT : out std_logic
13 );
14 end entity SKYRMIONNOTCH;
15
16 architecture BLACKBOX of SKYRMIONNOTCH is
17     ----- CONSTANTS -----
18     constant TRACK_LENGTH : real := 256.0;  --nm
19     constant NOTCH_POSITION: real := 113.0;  --nm
20
21     ----- INTERNAL SIGNALS -----
22     signal emit : std_logic := '0';
23     signal inputPortState: std_logic:= '0';
24     signal ACK : std_logic := '0';
25     signal skyrmion_position_debug : parameters_array;
26     signal skyrmion_number_debug : integer;
27
28     ----- FUNCTIONS -----
29     function findSkyrmionsCloserToNotch (notch_distance: real_array(9 downto 0);
30     ↪ index: integer) return integer is
31     variable output : integer := 0;
32     begin
33         for i in 0 to 9 loop
34             if(notch_distance(index) < notch_distance(i)) then
35                 output := output + 1;
36             end if;
37         end loop;
38         return output;
39     end findSkyrmionsCloserToNotch;
40
41     function updatePosition (elapsedTimeNs: real; actualPosition:
42     ↪ parameters_array; currentValue : real ) return parameters_array is
43     variable speed : coordinates_xy;
44     variable output : parameters_array;
45     variable blocking_skyrmions : integer;
46     variable notch_distance : real_array(9 downto 0);
47     variable delta_distance : real;
48     begin
49         if(currentValue > DEPINNING_CURRENT) then
50             if (currentValue < NOTCH_DEPINNING_CURRENT) then
51                 for i in 0 to 9 loop
52                     output(i)(1) := 0.0;
53                     notch_distance(i) := actualPosition(i)(0)-NOTCH_POSITION;
54                     delta_distance := HORIZONTAL_SPEED*elapsedTimeNs;
55                     if(notch_distance(i) > 0.0) then
56                         output(i)(0) := actualPosition(i)(0)+delta_distance;
57                     else
58                         blocking_skyrmions := findSkyrmionsCloserToNotch(notch_distance, i);
59                         if (abs(notch_distance(i)) - real(blocking_skyrmions) *
60                         ↪ (SKYRMION_DIAMETER + SKYRMION_MIN_DISTANCE) > delta_distance)
61                         ↪ then

```

```

59         output(i)(0) := actualPosition(i)(0)+ delta_distance;
60     else
61         output(i)(0) := NOTCH_POSITION - real(blocking_skyrmions) *
        ↪ (SKYRMION_DIAMETER + SKYRMION_MIN_DISTANCE);
62     end if;
63 end if;
64 end loop;
65 else
66     for i in 0 to 9 loop
67         output(i)(1) := 0.0;
68         output(i)(0) := actualPosition(i)(0) +
        ↪ HORIZONTAL_SPEED_HIGH*elapsedTimeNs;
69     end loop;
70 end if;
71 end if;
72 return output;
73 end updatePosition;
74
75 begin
76
77 RECEIVER: process(INPUT, ACK)
78 begin
79     if (ACK'event and ACK='1') then
80         inputPortState <= '0';
81     end if;
82     if (INPUT'event and INPUT='1') then
83         inputPortState <= '1';
84     end if;
85 end process;
86
87
88 EVOLUTION:process
89     variable v_TIME : time := 0 ns;
90     variable skyrmion_number : integer := 0;
91     variable skyrmion_number_old : integer := 0;
92     variable skyrmion_position : parameters_array;
93     variable skyrmion_position_old : parameters_array;
94     variable results : parameters_array;
95     variable timeNsReal : real := 0.0;
96     variable trackBusy : boolean;
97     variable write_index : integer := 0;
98 begin
99     wait for 5 ps;
100     v_TIME := now - v_TIME;
101     timeNsReal := 0.01;
102     trackBusy := false;
103     ACK <= '0';
104
105     if (inputPortState = '1') then

```

```

106     skyrmion_number := skyrmion_number +1;
107     skyrmion_position(skyrmion_number-1)(0) := 0.0;
108     skyrmion_position(skyrmion_number-1)(1) := 0.0;
109     ACK <= '1';
110 end if;
111
112 if (skyrmion_number>0 and CURRENT>DEPINNING_CURRENT) then
113     skyrmion_position_old := skyrmion_position;
114     skyrmion_number_old := skyrmion_number;
115     write_index := -1;
116     results := updatePosition(timeNsReal, skyrmion_position_old, CURRENT);
117     for i in 0 to skyrmion_number_old-1 loop
118         if (results(i)(0) > TRACK_LENGTH and not(trackBusy)) then
119             skyrmion_number := skyrmion_number-1;
120             emit <= '1' after 5 ps;
121             trackBusy := true;
122         else
123             if(results(i)(0) > TRACK_LENGTH and trackBusy) then
124                 report "More than one skyrmion reached the output in this step; Try
                    ↪ reducing the simulation step; The second skyrmion to reach the
                    ↪ output will be delayed by one step";
125             end if;
126             write_index := write_index + 1;
127             skyrmion_position(write_index) := results(i);
128         end if;
129     end loop;
130     if (write_index < 9) then
131         write_index := write_index+1;
132         for i in write_index to 9 loop
133             skyrmion_position(i)(0) := 0.0;
134             skyrmion_position(i)(1) := 0.0;
135         end loop;
136     end if;
137
138     if (not(trackBusy)) then
139         emit <= '0' after 5 ps;
140     end if;
141     elsif (skyrmion_number=0) then
142         emit <= '0' after 5 ps;
143         for i in 0 to 9 loop
144             skyrmion_position(i)(0) := 0.0;
145             skyrmion_position(i)(1) := 0.0;
146         end loop;
147     else
148         report "Skyrmion number exceeded maximum admitted";
149     end if;
150
151     skyrmion_position_debug <= skyrmion_position after 5 ps;
152     skyrmion_number_debug <= skyrmion_number after 5 ps;

```

```
153     wait for 5 ps;
154 end process;
155
156
157 EMITTER: process(emit)
158 begin
159
160     if(emit'event and emit='1') then
161         OUTPUT<='1';
162     else
163         OUTPUT<='0' after 10 ps;
164     end if;
165 end process;
166 end BLACKBOX;
```

#### D.1.1.6. Duplication element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity skyrmionDUPLICATE is
10 port(  IN_SK:          in std_logic;
11        CURRENT:       in real;
12        OUT_SK_TOP:    out std_logic;
13        OUT_SK_BOTTOM: out std_logic);
14 end entity skyrmionDUPLICATE;
15
16 architecture Behavioural of skyrmionDUPLICATE is
17 begin
18     SK_DUPL: process (IN_SK, CURRENT)
19         variable Nsk: integer := 0;
20     begin
21         if (IN_SK'event and IN_SK='0') then
22             Nsk := Nsk+1;
23         end if;
24
25         if (CURRENT /= 0.0) then
26             if (Nsk /= 0) then
27                 OUT_SK_TOP <= '1' after 1 ps, '0' after 11 ps;
```



```
28     OUT_SK_BOTTOM <= '1' after 1 ps, '0' after 11 ps;
29     Nsk:=Nsk-1;
30     else
31         OUT_SK_TOP <= '0';
32         OUT_SK_BOTTOM <= '0';
33     end if;
34     else
35         OUT_SK_TOP <= '0';
36         OUT_SK_BOTTOM <= '0';
37     end if;
38 end process SK_DUPL;
39 end architecture Behavioural;
```

### D.1.1.7. Cross element

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity SKYRMIONCROSS is
8  port(   A:      in std_logic;
9         B:      in std_logic;
10        CURRENTA: in real;
11        CURRENTB: in real;
12        Aout:     out std_logic;
13        Bout:     out std_logic);
14  end entity SKYRMIONCROSS;
15
16  architecture BLACKBOX of SKYRMIONCROSS is
17
18  begin
19      process (A, B, CURRENTA, CURRENTB) is
20          variable NskA, NskB: integer := 0;
21          begin
22              if (A'event and A='1') then
23                  NskA := NskA+1;
24              end if;
25              if (B'event and B='1') then
26                  NskB := NskB+1;
27              end if;
28
29              if (CURRENTA /= 0.0) then
```

```
30     if (NskA = 1) then
31         Aout <= '1', '0' after 9 ps;
32         NskA := 0;
33     else
34         Aout <= '0';
35     end if;
36 end if;
37 if (CURRENTB /= 0.0) then
38     if (NskB = 1) then
39         Bout <= '1', '0' after 9 ps;
40         NskB := 0;
41     else
42         Bout <= '0';
43     end if;
44 end if;
45 end process;
46 end BLACKBOX;
```

#### D.1.1.8. Read head

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity MTJ_R is
10 port( IN_SK:      in std_logic;
11       CURRENT:   in real;
12       OUT_SIGN:  out std_logic);
13 end entity MTJ_R;
14
15 architecture Behavioural of MTJ_R is
16 begin
17     SK_DETECT: process (IN_SK, CURRENT)
18         variable Nsk: std_logic := '0';
19     begin
20         if (IN_SK'event and IN_SK='1') then
21             Nsk := '1';
22         end if;
23         if (CURRENT /= 0.0) then
24             if (Nsk='1') then
```

```
25      --OUT_SIGN <= '0', '1' after 10 ps, '0' after 20 ps;
26      OUT_SIGN <= '1', '0' after 10 ps;
27      Nsk:='0';
28      else
29          OUT_SIGN <= '0';
30      end if;
31      else
32          OUT_SIGN <= '0';
33      end if;
34  end process SK_DETECT;
35 end architecture Behavioural;
```

### D.1.1.9. Write head

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8
9  entity MTJ_W is
10 port(  CTRL: in std_logic;
11        OUT_SK: out std_logic);
12 end entity MTJ_W;
13
14 architecture Behavioural of MTJ_W is
15 begin
16     SK_GEN: process (CTRL)
17     begin
18         if (CTRL'event and CTRL='1') then
19             OUT_SK <= '1', '0' after 10 ps;
20         else
21             OUT_SK <= '0';
22         end if;
23     end process SK_GEN;
24 end architecture Behavioural;
```

D.1.1.10. *Dxx* component

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use WORK.all;
6  use work.globals.all;
7
8  entity cell_input is
9  port(  IN_SK_L:   in std_logic;
10        IN_SK_R:   in std_logic;
11        IN_SK_T:   in std_logic;
12        ENABLE:    in std_logic;
13        CURRENT_T: in real;
14        CURRENT_L: in real;
15        CURRENT_R: in real;
16        OUT_SK_L:  out std_logic;
17        OUT_SK_R:  out std_logic;
18        OUT_SK_B:  out std_logic);
19  end entity cell_input;
20
21  architecture Behavioural of cell_input is
22  signal Nsk: integer;
23  signal outens: std_logic;
24  begin
25      SK_DEV: process (IN_SK_L, IN_SK_R, IN_SK_T, CURRENT_T, CURRENT_L, CURRENT_R)
26          variable Nsk: integer := 0;
27          variable out_en: std_logic := '0';
28          variable outr_en: std_logic := '1';
29      begin
30          if (ENABLE='1') then
31              if (IN_SK_L'event and IN_SK_L='1') then
32                  Nsk := Nsk+1;
33              end if;
34              if (IN_SK_R'event and IN_SK_R='1') then
35                  Nsk := Nsk+1;
36              end if;
37              if (IN_SK_T'event and IN_SK_T='1') then
38                  Nsk := Nsk+1;
39              end if;
40
41              if (CURRENT_T = 0.0 and CURRENT_L = 0.0 and CURRENT_R = 0.0) then
42                  OUT_SK_B <= '0';
43                  OUT_SK_L <= '0';
44                  OUT_SK_R <= '0';
45              end if;
46

```

```

47     if(out_en = '1') then
48         if (CURRENT_L'event and CURRENT_L /= 0.0) then
49             if (Nsk=1) then
50                 OUT_SK_B <= '0';
51                 OUT_SK_L <= '1', '0' after 10 ps;
52                 OUT_SK_R <= '0';
53                 Nsk := Nsk-1;
54                 out_en := '0';
55             else
56                 OUT_SK_B <= '0';
57                 OUT_SK_L <= '0';
58                 OUT_SK_R <= '0';
59                 out_en := '0';
60             end if;
61         elsif (CURRENT_R'event and CURRENT_R /= 0.0 and outr_en = '1') then
62             if (Nsk=1) then
63                 OUT_SK_B <= '0';
64                 OUT_SK_L <= '0';
65                 OUT_SK_R <= '1', '0' after 10 ps;
66                 Nsk := Nsk-1;
67                 out_en := '0';
68                 outr_en := '0';
69             else
70                 OUT_SK_B <= '0';
71                 OUT_SK_L <= '0';
72                 OUT_SK_R <= '0';
73                 out_en := '0';
74                 outr_en := '0';
75             end if;
76         elsif (CURRENT_T'event and CURRENT_T /= 0.0) then
77             if (Nsk=1) then
78                 OUT_SK_B <= '1', '0' after 10 ps;
79                 OUT_SK_L <= '0';
80                 OUT_SK_R <= '0';
81                 Nsk := Nsk-1;
82                 out_en := '0';
83             else
84                 OUT_SK_B <= '0';
85                 OUT_SK_L <= '0';
86                 OUT_SK_R <= '0';
87                 out_en := '0';
88             end if;
89         end if;
90     end if;
91
92     if (CURRENT_T'event and CURRENT_T /= 0.0) then
93         if (out_en = '0' and Nsk /= 0) then
94             out_en:='1';
95         end if;

```

```

96     end if;
97
98     if (CURRENT_R'event and CURRENT_R = 0.0) then
99         if (outr_en='0') then
100             outr_en := '1';
101         end if;
102     end if;
103 else
104     OUT_SK_B <= '0';
105     OUT_SK_L <= '0';
106     OUT_SK_R <= '0';
107 end if;
108
109 Nsk <= Nsk;
110 outens <= out_en;
111
112 end process SK_DEV;
113 end architecture Behavioural;

```

## D.1.2. Cells of row 0

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Cell0 is
8  port( IN_R:      in std_logic;
9        IN_L:      in std_logic;
10       CTRL_MTJ:  in std_logic;
11       CURRENT_OP: in real;
12       CURRENT_TR: in real;
13       OUTFEED_R:  out std_logic;
14       OUTFEED_L:  out std_logic;
15       OUTTRAN:   out std_logic;
16       OUTOR:     out std_logic;
17       OUTOP:     out std_logic);
18 end entity Cell0;
19
20 architecture Behaviour of Cell0 is
21     component skyrmionDUPLICATE is
22     port( IN_SK:      in std_logic;
23           CURRENT:   in real;

```

```
24     OUT_SK_TOP:    out std_logic;
25     OUT_SK_BOTTOM: out std_logic);
26 end component skyrmionDUPLICATE;
27
28 component SKYRMIONNOTCH is
29 port( INPUT : in std_logic;
30      CURRENT : in real;
31      OUTPUT : out std_logic);
32 end component SKYRMIONNOTCH;
33
34 component MTJ_W is
35 port( CTRL: in std_logic;
36      OUT_SK: out std_logic);
37 end component MTJ_W;
38
39 component SKYRMIONH is
40 port ( INPUTA : in std_logic;
41      INPUTB : in std_logic;
42      CURRENT : in real;
43      OUTPUTAND : out std_logic;
44      OUTPUTOR : out std_logic);
45 end component SKYRMIONH;
46
47 signal xRout_bottom, MTJout, notchttop_out, notchbot_out: std_logic;
48
49 begin
50 xR:    skyrmionDUPLICATE port map (IN_SK => IN_R, CURRENT => CURRENT_OP,
51   ↪ OUT_SK_TOP => OUTFEED_R, OUT_SK_BOTTOM => xRout_bottom);
52 MTJ:    MTJ_W port map (CTRL => CTRL_MTJ, OUT_SK => MTJout);
53 notchttop: SKYRMIONNOTCH port map (INPUT => xRout_bottom, CURRENT =>
54   ↪ CURRENT_OP, OUTPUT => notchttop_out);
55 notchbot: SKYRMIONNOTCH port map (INPUT => MTJout, CURRENT => CURRENT_OP,
56   ↪ OUTPUT => notchbot_out);
57 ANDc:    SKYRMIONH port map (INPUTA => notchttop_out, INPUTB => notchbot_out,
58   ↪ CURRENT => CURRENT_OP, OUTPUTAND => OUTOP, OUTPUTOR => OUTOR);
59
60 xL:    skyrmionDUPLICATE port map (IN_SK => IN_L, CURRENT => CURRENT_TR,
61   ↪ OUT_SK_TOP => OUTFEED_L, OUT_SK_BOTTOM => OUTTRAN);
62
63 end architecture Behaviour;
```

### D.1.3. Cells of any other row

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Cellx is
8  port(  IN_R:      in std_logic;
9        IN_L:      in std_logic;
10       IN_TR:     in std_logic;
11       CTRL_MTJ:  in std_logic;
12       CURRENT_OP: in real;
13       CURRENT_TR: in real;
14       OUTFEED_R: out std_logic;
15       OUTFEED_L: out std_logic;
16       OUTTRAN:   out std_logic;
17       OUTOR:     out std_logic;
18       OUTOP:     out std_logic
19 );
20 end entity Cellx;
21
22 architecture Behaviour of Cellx is
23   component skyrmionDUPLICATE is
24   port(  IN_SK:      in std_logic;
25         CURRENT:    in real;
26         OUT_SK_TOP:  out std_logic;
27         OUT_SK_BOTTOM: out std_logic);
28   end component skyrmionDUPLICATE;
29
30   component SKYRMIONNOTCH is
31   port( INPUT : in std_logic;
32         CURRENT : in real;
33         OUTPUT : out std_logic);
34   end component SKYRMIONNOTCH;
35
36   component MTJ_W is
37   port( CTRL: in std_logic;
38         OUT_SK: out std_logic);
39   end component MTJ_W;
40
41   component SKYRMIONH is
42   port (  INPUTA : in std_logic;
43         INPUTB : in std_logic;
44         CURRENT : in real;
45         OUTPUTAND : out std_logic;
46         OUTPUTOR : out std_logic);

```



```

47   end component SKYRMIONH;
48
49   component SKYRMIONJOIN is
50   port( A : in std_logic;
51         B : in std_logic;
52         CURRENT : in real;
53         OUTPUT : out std_logic);
54   end component SKYRMIONJOIN;
55
56   signal xRout_bottom, MTJout, notchtot_out, notchbot_out, JOIN_out: std_logic;
57
58   begin
59     xR:      skyrmionDUPLICATE port map (IN_SK => IN_R, CURRENT => CURRENT_OP,
60      ↪ OUT_SK_TOP => OUTFEED_R, OUT_SK_BOTTOM => xRout_bottom);
61     MTJ:     MTJ_W port map (CTRL => CTRL_M TJ, OUT_SK => MTJout);
62     join:    SKYRMIONJOIN port map (A => MTJout, B => IN_TR, CURRENT =>
63      ↪ CURRENT_OP, OUTPUT => JOIN_out);
64     notchtot: SKYRMIONNOTCH port map (INPUT => xRout_bottom, CURRENT =>
65      ↪ CURRENT_OP, OUTPUT => notchtot_out);
66     notchbot: SKYRMIONNOTCH port map (INPUT => JOIN_out, CURRENT => CURRENT_OP,
67      ↪ OUTPUT => notchbot_out);
68     ANDc:    SKYRMIONH port map (INPUTA => notchtot_out, INPUTB => notchbot_out,
69      ↪ CURRENT => CURRENT_OP, OUTPUTAND => OUTOP, OUTPUTOR => OUTOR);
70
71     xL:      skyrmionDUPLICATE port map (IN_SK => IN_L, CURRENT => CURRENT_TR,
72      ↪ OUT_SK_TOP => OUTFEED_L, OUT_SK_BOTTOM => OUTTRAN);
73
74   end architecture Behaviour;

```

## D.1.4. Word 0

```

1   library IEEE;
2   use IEEE.std_logic_1164.all;
3   use IEEE.std_logic_arith.all;
4   use IEEE.std_logic_unsigned.all;
5   use work.globals.all;
6
7   entity Word0 is
8   port( CTRL_Vb1:      in std_logic;
9         CTRL_Vop:     in std_logic;
10        CTRL_Vtr0:     in std_logic;
11        CTRL_Vtr1:     in std_logic;
12        CTRL_Vtr2:     in std_logic;
13        CTRL_M TJW:    in std_logic;

```

```

14     CTRL_in0_EN:      in std_logic;
15     CTRL_in1_EN:      in std_logic;
16     CTRL_in2_EN:      in std_logic;
17     CTRL_MTJ_cell0:    in std_logic;
18     CTRL_MTJ_cell1:    in std_logic;
19     CTRL_MTJ_cell2:    in std_logic;
20     BL_out:            out std_logic;
21     MTJ_RRO_out:       out std_logic;
22     MTJ_RO_out:        out std_logic;
23     MTJ_R1_out:        out std_logic;
24     MTJ_R2_out:        out std_logic;
25     CELLO_tran:        out std_logic;
26     CELL1_tran:        out std_logic;
27     CELL2_tran:        out std_logic;
28     CELLO_tran_CURR:   out real;
29     CELL1_tran_CURR:   out real;
30     CELL2_tran_CURR:   out real);
31 end entity Word0;
32
33 architecture Behaviour of Word0 is
34     component Cell0 is
35     port( IN_R:         in std_logic;
36          IN_L:         in std_logic;
37          CTRL_MTJ:      in std_logic;
38          CURRENT_OP:    in real;
39          CURRENT_TR:    in real;
40          OUTFEED_R:     out std_logic;
41          OUTFEED_L:     out std_logic;
42          OUTTRAN:       out std_logic;
43          OUTOR:         out std_logic;
44          OUTOP:         out std_logic);
45     end component Cell0;
46
47     component MTJ_W is
48     port( CTRL: in std_logic;
49          OUT_SK: out std_logic);
50     end component MTJ_W;
51
52     component MTJ_R is
53     port( IN_SK:      in std_logic;
54          CURRENT:    in real;
55          OUT_SIGN:   out std_logic);
56     end component MTJ_R;
57
58     component SKYRMIONJOIN is
59     port( A : in std_logic;
60          B : in std_logic;
61          CURRENT : in real;
62          OUTPUT : out std_logic);

```

```

63  end component SKYRMIONJOIN;
64
65  component voltage_genL is
66  port( CTRL: in std_logic;
67        CURRENT: out real);
68  end component voltage_genL;
69
70  component voltage_genPEAK is
71  port( CTRL: in std_logic;
72        CURRENT: out real);
73  end component voltage_genPEAK;
74
75  component cell_input is
76  port( IN_SK_L: in std_logic;
77        IN_SK_R: in std_logic;
78        IN_SK_T: in std_logic;
79        ENABLE: in std_logic;
80        CURRENT_T: in real;
81        CURRENT_L: in real;
82        CURRENT_R: in real;
83        OUT_SK_L: out std_logic;
84        OUT_SK_R: out std_logic;
85        OUT_SK_B: out std_logic);
86  end component cell_input;
87
88  component SKYRMIONCROSS is
89  port( A: in std_logic;
90        B: in std_logic;
91        CURRENTA: in real;
92        CURRENTB: in real;
93        Aout: out std_logic;
94        Bout: out std_logic);
95  end component SKYRMIONCROSS;
96
97  signal CURRENT_Vb1, CURRENT_Vop, CURRENT_Vtr0, CURRENT_Vtr1, CURRENT_Vtr2:
98  ↪ real;
99  signal MTJW_out: std_logic;
100  ---
101  signal cell0_IN_R, cell0_IN_L, cell0_OUTFEED_R, cell0_OUTFEED_L,
102  ↪ cell0_OUTTRAN, cell0_OUTOR, cell0_OUTOP: std_logic;
103  signal DO_Bout, COL_Aout, COL_Bout, COR_Aout, COR_Bout: std_logic;
104  ---
105  signal cell1_IN_R, cell1_IN_L, cell1_OUTFEED_R, cell1_OUTFEED_L,
106  ↪ cell1_OUTTRAN, cell1_OUTOR, cell1_OUTOP: std_logic;
107  signal D1_Bout, C1L_Aout, C1L_Bout, C1R_Aout, C1R_Bout, JOIN1_out: std_logic;
108  ---
109  signal cell2_IN_R, cell2_IN_L, cell2_OUTFEED_R, cell2_OUTFEED_L,
110  ↪ cell2_OUTTRAN, cell2_OUTOR, cell2_OUTOP: std_logic;
111  signal D2_Bout, C2L_Aout, C2L_Bout, C2R_Aout, C2R_Bout, JOIN2_out: std_logic;

```

```

108
109 begin
110     Vb1:      voltage_genL port map (CTRL => CTRL_Vb1, CURRENT => CURRENT_Vb1);
111     Vop:      voltage_genPEAK port map (CTRL => CTRL_Vop, CURRENT => CURRENT_Vop);
112     MTJW:     MTJ_W port map (CTRL => CTRL_MTJW, OUT_SK => MTJW_out);
113
114     Vtr0:     voltage_genL port map (CTRL => CTRL_Vtr0, CURRENT => CURRENT_Vtr0);
115     input0:   cell_input port map (IN_SK_L => cell0_OUTFEED_L, IN_SK_R =>
        ↪ cell0_OUTFEED_R, IN_SK_T => MTJW_out, ENABLE => CTRL_in0_EN, CURRENT_T =>
        ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr0, CURRENT_R => CURRENT_Vop, OUT_SK_L
        ↪ => cell0_IN_L, OUT_SK_R => cell0_IN_R, OUT_SK_B => DO_Bout);
116     cell0c:   Cell0 port map (IN_R => cell0_IN_R, IN_L => cell0_IN_L, CTRL_MTJ =>
        ↪ CTRL_MTJ_cell0, CURRENT_OP => CURRENT_Vop, CURRENT_TR => CURRENT_Vtr0,
        ↪ OUTFEED_R => cell0_OUTFEED_R, OUTFEED_L => cell0_OUTFEED_L, OUTTRAN =>
        ↪ cell0_OUTTRAN, OUTOR => cell0_OUTOR, OUTOP => cell0_OUTOP);
117     COL:     SKYRMIONCROSS port map (A => cell0_OUTTRAN, B => DO_Bout, CURRENTA =>
        ↪ CURRENT_Vtr0, CURRENTB => CURRENT_Vb1, Aout => COL_Aout, Bout =>
        ↪ COL_Bout);
118     COR:     SKYRMIONCROSS port map (A => COL_Aout, B => cell0_OUTOP, CURRENTA =>
        ↪ CURRENT_Vtr0, CURRENTB => CURRENT_Vop, Aout => COR_Aout, Bout =>
        ↪ COR_Bout);
119     MTJR0:   MTJ_R port map (IN_SK => cell0_OUTOR, CURRENT => CURRENT_Vop,
        ↪ OUT_SIGN => MTJ_R0_out);
120
121     Vtr1:     voltage_genL port map (CTRL => CTRL_Vtr1, CURRENT => CURRENT_Vtr1);
122     input1:   cell_input port map (IN_SK_L => cell1_OUTFEED_L, IN_SK_R =>
        ↪ cell1_OUTFEED_R, IN_SK_T => COL_Bout, ENABLE => CTRL_in1_EN, CURRENT_T =>
        ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr1, CURRENT_R => CURRENT_Vop, OUT_SK_L
        ↪ => cell1_IN_L, OUT_SK_R => cell1_IN_R, OUT_SK_B => D1_Bout);
123     cell1:   Cell0 port map (IN_R => cell1_IN_R, IN_L => cell1_IN_L, CTRL_MTJ =>
        ↪ CTRL_MTJ_cell1, CURRENT_OP => CURRENT_Vop, CURRENT_TR => CURRENT_Vtr1,
        ↪ OUTFEED_R => cell1_OUTFEED_R, OUTFEED_L => cell1_OUTFEED_L, OUTTRAN =>
        ↪ cell1_OUTTRAN, OUTOR => cell1_OUTOR, OUTOP => cell1_OUTOP);
124     C1L:     SKYRMIONCROSS port map (A => cell1_OUTTRAN, B => D1_Bout, CURRENTA =>
        ↪ CURRENT_Vtr1, CURRENTB => CURRENT_Vb1, Aout => C1L_Aout, Bout =>
        ↪ C1L_Bout);
125     join1:   SKYRMIONJOIN port map (A => cell1_OUTOP, B => COR_Bout, CURRENT =>
        ↪ CURRENT_Vop, OUTPUT => JOIN1_out);
126     C1R:     SKYRMIONCROSS port map (A => C1L_Aout, B => JOIN1_out, CURRENTA =>
        ↪ CURRENT_Vtr1, CURRENTB => CURRENT_Vop, Aout => C1R_Aout, Bout =>
        ↪ C1R_Bout);
127     MTJR1:   MTJ_R port map (IN_SK => cell1_OUTOR, CURRENT => CURRENT_Vop,
        ↪ OUT_SIGN => MTJ_R1_out);
128
129     Vtr2:     voltage_genL port map (CTRL => CTRL_Vtr2, CURRENT => CURRENT_Vtr2);
130     input2:   cell_input port map (IN_SK_L => cell2_OUTFEED_L, IN_SK_R =>
        ↪ cell2_OUTFEED_R, IN_SK_T => C1L_Bout, ENABLE => CTRL_in2_EN, CURRENT_T =>
        ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr2, CURRENT_R => CURRENT_Vop, OUT_SK_L
        ↪ => cell2_IN_L, OUT_SK_R => cell2_IN_R, OUT_SK_B => D2_Bout);

```

```

131  cell12:    Cell10 port map (IN_R => cell12_IN_R, IN_L => cell12_IN_L, CTRL_M TJ =>
    ↪ CTRL_M TJ_cell12, CURRENT_OP => CURRENT_Vop, CURRENT_TR => CURRENT_Vtr2,
    ↪ OUTFEED_R => cell12_OUTFEED_R, OUTFEED_L => cell12_OUTFEED_L, OUTTRAN =>
    ↪ cell12_OUTTRAN, OUTOR => cell12_OUTOR, OUTOP => cell12_OUTOP);
132  C2L:      SKYRMIONCROSS port map (A => cell12_OUTTRAN, B => D2_Bout, CURRENTA =>
    ↪ CURRENT_Vtr2, CURRENTB => CURRENT_Vb1, Aout => C2L_Aout, Bout =>
    ↪ C2L_Bout);
133  join2:    SKYRMIONJOIN port map (A => cell12_OUTOP, B => C1R_Bout, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => JOIN2_out);
134  C2R:      SKYRMIONCROSS port map (A => C2L_Aout, B => JOIN2_out, CURRENTA =>
    ↪ CURRENT_Vtr2, CURRENTB => CURRENT_Vop, Aout => C2R_Aout, Bout =>
    ↪ C2R_Bout);
135  MTJR2:    MTJ_R port map (IN_SK => cell12_OUTOR, CURRENT => CURRENT_Vop,
    ↪ OUT_SIGN => MTJ_R2_out);
136
137  MTJRR:    MTJ_R port map (IN_SK => C2R_Bout, CURRENT => CURRENT_Vop, OUT_SIGN
    ↪ => MTJ_RR0_out);
138
139  BL_out <= C2L_Bout;
140  CELL0_tran <= COR_Aout;
141  CELL1_tran <= C1R_Aout;
142  CELL2_tran <= C2R_Aout;
143  CELL0_tran_CURR <= CURRENT_Vtr0;
144  CELL1_tran_CURR <= CURRENT_Vtr1;
145  CELL2_tran_CURR <= CURRENT_Vtr2;
146
147  end architecture Behaviour;

```

## D.1.5. Any other word

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Wordx is
8  port(  CTRL_Vb1:      in std_logic;
9        CTRL_Vop:      in std_logic;
10       CTRL_Vtr0:      in std_logic;
11       CTRL_Vtr1:      in std_logic;
12       CTRL_Vtr2:      in std_logic;
13       CTRL_M TJW:      in std_logic;
14       CTRL_in0_EN:     in std_logic;

```

```

15     CTRL_in1_EN:      in std_logic;
16     CTRL_in2_EN:      in std_logic;
17     CTRL_MTJ_cell10:   in std_logic;
18     CTRL_MTJ_cell11:   in std_logic;
19     CTRL_MTJ_cell12:   in std_logic;
20     CELLO_intr:        in std_logic;
21     CELL1_intr:        in std_logic;
22     CELL2_intr:        in std_logic;
23     CELLO_intr_CURR:   in real;
24     CELL1_intr_CURR:   in real;
25     CELL2_intr_CURR:   in real;
26     BL_out:           out std_logic;
27     MTJ_RRx_out:      out std_logic;
28     MTJ_RO_out:       out std_logic;
29     MTJ_R1_out:       out std_logic;
30     MTJ_R2_out:       out std_logic;
31     CELLO_tran:        out std_logic;
32     CELL1_tran:        out std_logic;
33     CELL2_tran:        out std_logic;
34     CELLO_tran_CURR:   out real;
35     CELL1_tran_CURR:   out real;
36     CELL2_tran_CURR:   out real);
37 end entity Wordx;
38
39 architecture Behaviour of Wordx is
40     component Cellx is
41     port( IN_R:      in std_logic;
42           IN_L:      in std_logic;
43           IN_TR:     in std_logic;
44           CTRL_MTJ:  in std_logic;
45           CURRENT_OP: in real;
46           CURRENT_TR: in real;
47           OUTFEED_R: out std_logic;
48           OUTFEED_L: out std_logic;
49           OUTTRAN:   out std_logic;
50           OUTOR:     out std_logic;
51           OUTOP:     out std_logic
52     );
53 end component Cellx;
54
55     component MTJ_W is
56     port( CTRL: in std_logic;
57           OUT_SK: out std_logic);
58 end component MTJ_W;
59
60     component MTJ_R is
61     port( IN_SK:      in std_logic;
62           CURRENT:   in real;
63           OUT_SIGN:  out std_logic);

```

```

64  end component MTJ_R;
65
66  component SKYRMIONJOIN is
67  port( A : in std_logic;
68        B : in std_logic;
69        CURRENT : in real;
70        OUTPUT : out std_logic);
71  end component SKYRMIONJOIN;
72
73  component voltage_genL is
74  port( CTRL: in std_logic;
75        CURRENT: out real);
76  end component voltage_genL;
77
78  component voltage_genPEAK is
79  port( CTRL: in std_logic;
80        CURRENT: out real);
81  end component voltage_genPEAK;
82
83  component cell_input is
84  port( IN_SK_L: in std_logic;
85        IN_SK_R: in std_logic;
86        IN_SK_T: in std_logic;
87        ENABLE: in std_logic;
88        CURRENT_T: in real;
89        CURRENT_L: in real;
90        CURRENT_R: in real;
91        OUT_SK_L: out std_logic;
92        OUT_SK_R: out std_logic;
93        OUT_SK_B: out std_logic);
94  end component cell_input;
95
96  component SKYRMIONCROSS is
97  port( A: in std_logic;
98        B: in std_logic;
99        CURRENTA: in real;
100       CURRENTB: in real;
101       Aout: out std_logic;
102       Bout: out std_logic);
103  end component SKYRMIONCROSS;
104
105  signal CURRENT_Vb1, CURRENT_Vop, CURRENT_Vtr0, CURRENT_Vtr1, CURRENT_Vtr2:
106  ⇨ real;
107  signal MTJW_out: std_logic;
108  ---
109  signal cell0_IN_R, cell0_IN_L, cell0_OUTFEED_R, cell0_OUTFEED_L,
110  ⇨ cell0_OUTTRAN, cell0_OUTOR, cell0_OUTOP: std_logic;
111  signal DO_Bout, COL_Aout, COL_Bout, COR_Aout, COR_Bout, IOL_Aout, IOL_Bout,
112  ⇨ IOR_Aout, IOR_Bout: std_logic;

```

```

110 ---
111 signal cell1_IN_R, cell1_IN_L, cell1_OUTFEED_R, cell1_OUTFEED_L,
    ↪ cell1_OUTTRAN, cell1_OUTOR, cell1_OUTOP: std_logic;
112 signal D1_Bout, C1L_Aout, C1L_Bout, C1R_Aout, C1R_Bout, I1L_Aout, I1L_Bout,
    ↪ I1R_Aout, I1R_Bout, JOIN1_out: std_logic;
113 ---
114 signal cell2_IN_R, cell2_IN_L, cell2_OUTFEED_R, cell2_OUTFEED_L,
    ↪ cell2_OUTTRAN, cell2_OUTOR, cell2_OUTOP: std_logic;
115 signal D2_Bout, C2L_Aout, C2L_Bout, C2R_Aout, C2R_Bout, I2L_Aout, I2L_Bout,
    ↪ I2R_Aout, I2R_Bout, JOIN2_out: std_logic;
116
117 begin
118 Vb1:    voltage_genL port map (CTRL => CTRL_Vb1, CURRENT => CURRENT_Vb1);
119 Vop:    voltage_genPEAK port map (CTRL => CTRL_Vop, CURRENT => CURRENT_Vop);
120 MTJW:    MTJ_W port map (CTRL => CTRL_M TJW, OUT_SK => MTJW_out);
121
122 Vtr0:    voltage_genL port map (CTRL => CTRL_Vtr0, CURRENT => CURRENT_Vtr0);
123 input0:    cell_input port map (IN_SK_L => cell0_OUTFEED_L, IN_SK_R =>
    ↪ cell0_OUTFEED_R, IN_SK_T => MTJW_out, ENABLE => CTRL_in0_EN, CURRENT_T =>
    ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr0, CURRENT_R => CURRENT_Vop, OUT_SK_L
    ↪ => cell0_IN_L, OUT_SK_R => cell0_IN_R, OUT_SK_B => D0_Bout);
124 IOL:    SKYRMIONCROSS port map (A => CELLO_intr, B => cell0_OUTTRAN, CURRENTA
    ↪ => CELLO_intr_CURR, CURRENTB => CURRENT_Vtr0, Aout => IOL_Aout, Bout =>
    ↪ IOL_Bout);
125 IOR:    SKYRMIONCROSS port map (A => IOL_Aout, B => D0_Bout, CURRENTA =>
    ↪ CELLO_intr_CURR, CURRENTB => CURRENT_Vb1, Aout => IOR_Aout, Bout =>
    ↪ IOR_Bout);
126 cell0:    Cellx port map (IN_R => cell0_IN_R, IN_L => cell0_IN_L, IN_TR =>
    ↪ IOR_Aout, CTRL_M TJ => CTRL_M TJ_cell0, CURRENT_OP => CURRENT_Vop,
    ↪ CURRENT_TR => CURRENT_Vtr0, OUTFEED_R => cell0_OUTFEED_R, OUTFEED_L =>
    ↪ cell0_OUTFEED_L, OUTTRAN => cell0_OUTTRAN, OUTOR => cell0_OUTOR, OUTOP =>
    ↪ cell0_OUTOP);
127 COL:    SKYRMIONCROSS port map (A => IOL_Bout, B => IOR_Bout, CURRENTA =>
    ↪ CURRENT_Vtr0, CURRENTB => CURRENT_Vb1, Aout => COL_Aout, Bout =>
    ↪ COL_Bout);
128 COR:    SKYRMIONCROSS port map (A => COL_Aout, B => cell0_OUTOP, CURRENTA =>
    ↪ CURRENT_Vtr0, CURRENTB => CURRENT_Vop, Aout => COR_Aout, Bout =>
    ↪ COR_Bout);
129 MTJRO:    MTJ_R port map (IN_SK => cell0_OUTOR, CURRENT => CURRENT_Vop,
    ↪ OUT_SIGN => MTJ_R0_out);
130
131 Vtr1:    voltage_genL port map (CTRL => CTRL_Vtr1, CURRENT => CURRENT_Vtr1);
132 input1:    cell_input port map (IN_SK_L => cell1_OUTFEED_L, IN_SK_R =>
    ↪ cell1_OUTFEED_R, IN_SK_T => COL_Bout, ENABLE => CTRL_in1_EN, CURRENT_T =>
    ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr1, CURRENT_R => CURRENT_Vop, OUT_SK_L
    ↪ => cell1_IN_L, OUT_SK_R => cell1_IN_R, OUT_SK_B => D1_Bout);
133 I1L:    SKYRMIONCROSS port map (A => CELL1_intr, B => cell1_OUTTRAN, CURRENTA
    ↪ => CELL1_intr_CURR, CURRENTB => CURRENT_Vtr1, Aout => I1L_Aout, Bout =>
    ↪ I1L_Bout);

```



```

134 I1R:    SKYRMIONCROSS port map (A => I1L_Aout, B => D1_Bout, CURRENTA =>
    ↪ CELL1_intr_CURR, CURRENTB => CURRENT_Vb1, Aout => I1R_Aout, Bout =>
    ↪ I1R_Bout);
135 cell1:  Cellx port map (IN_R => cell1_IN_R, IN_L => cell1_IN_L, IN_TR =>
    ↪ I1R_Aout, CTRL_MTJ => CTRL_MTJ_cell1, CURRENT_OP => CURRENT_Vop,
    ↪ CURRENT_TR => CURRENT_Vtr1, OUTFEED_R => cell1_OUTFEED_R, OUTFEED_L =>
    ↪ cell1_OUTFEED_L, OUTTRAN => cell1_OUTTRAN, OUTOR => cell1_OUTOR, OUTOP =>
    ↪ cell1_OUTOP);
136 C1L:    SKYRMIONCROSS port map (A => I1L_Bout, B => I1R_Bout, CURRENTA =>
    ↪ CURRENT_Vtr1, CURRENTB => CURRENT_Vb1, Aout => C1L_Aout, Bout =>
    ↪ C1L_Bout);
137 join1:  SKYRMIONJOIN port map (A => cell1_OUTOP, B => COR_Bout, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => JOIN1_out);
138 C1R:    SKYRMIONCROSS port map (A => C1L_Aout, B => JOIN1_out, CURRENTA =>
    ↪ CURRENT_Vtr1, CURRENTB => CURRENT_Vop, Aout => C1R_Aout, Bout =>
    ↪ C1R_Bout);
139 MTJR1:  MTJ_R port map (IN_SK => cell1_OUTOR, CURRENT => CURRENT_Vop,
    ↪ OUT_SIGN => MTJ_R1_out);
140
141 Vtr2:    voltage_genL port map (CTRL => CTRL_Vtr2, CURRENT => CURRENT_Vtr2);
142 input2:  cell_input port map (IN_SK_L => cell2_OUTFEED_L, IN_SK_R =>
    ↪ cell2_OUTFEED_R, IN_SK_T => C1L_Bout, ENABLE => CTRL_in2_EN, CURRENT_T =>
    ↪ CURRENT_Vb1, CURRENT_L => CURRENT_Vtr2, CURRENT_R => CURRENT_Vop, OUT_SK_L
    ↪ => cell2_IN_L, OUT_SK_R => cell2_IN_R, OUT_SK_B => D2_Bout);
143 I2L:    SKYRMIONCROSS port map (A => CELL2_intr, B => cell2_OUTTRAN, CURRENTA
    ↪ => CELL2_intr_CURR, CURRENTB => CURRENT_Vtr2, Aout => I2L_Aout, Bout =>
    ↪ I2L_Bout);
144 I2R:    SKYRMIONCROSS port map (A => I2L_Aout, B => D2_Bout, CURRENTA =>
    ↪ CELL2_intr_CURR, CURRENTB => CURRENT_Vb1, Aout => I2R_Aout, Bout =>
    ↪ I2R_Bout);
145 cell2:  Cellx port map (IN_R => cell2_IN_R, IN_L => cell2_IN_L, IN_TR =>
    ↪ I2R_Aout, CTRL_MTJ => CTRL_MTJ_cell2, CURRENT_OP => CURRENT_Vop,
    ↪ CURRENT_TR => CURRENT_Vtr2, OUTFEED_R => cell2_OUTFEED_R, OUTFEED_L =>
    ↪ cell2_OUTFEED_L, OUTTRAN => cell2_OUTTRAN, OUTOR => cell2_OUTOR, OUTOP =>
    ↪ cell2_OUTOP);
146 C2L:    SKYRMIONCROSS port map (A => I2L_Bout, B => I2R_Bout, CURRENTA =>
    ↪ CURRENT_Vtr2, CURRENTB => CURRENT_Vb1, Aout => C2L_Aout, Bout =>
    ↪ C2L_Bout);
147 join2:  SKYRMIONJOIN port map (A => cell2_OUTOP, B => C1R_Bout, CURRENT =>
    ↪ CURRENT_Vop, OUTPUT => JOIN2_out);
148 C2R:    SKYRMIONCROSS port map (A => C2L_Aout, B => JOIN2_out, CURRENTA =>
    ↪ CURRENT_Vtr2, CURRENTB => CURRENT_Vop, Aout => C2R_Aout, Bout =>
    ↪ C2R_Bout);
149 MTJR2:  MTJ_R port map (IN_SK => cell2_OUTOR, CURRENT => CURRENT_Vop,
    ↪ OUT_SIGN => MTJ_R2_out);
150
151 MTJRR:  MTJ_R port map (IN_SK => C2R_Bout, CURRENT => CURRENT_Vop, OUT_SIGN
    ↪ => MTJ_RRx_out);
152

```

```
153     BL_out <= C2L_Bout;
154     CELL0_tran <= COR_Aout;
155     CELL1_tran <= C1R_Aout;
156     CELL2_tran <= C2R_Aout;
157     CELL0_tran_CURR <= CURRENT_Vtr0;
158     CELL1_tran_CURR <= CURRENT_Vtr1;
159     CELL2_tran_CURR <= CURRENT_Vtr2;
160
161 end architecture Behaviour;
```

## D.1.6. Memory array

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity MemArray is
8  port(  CTRL_Vbl_0: in std_logic;
9         CTRL_Vop_0: in std_logic;
10        CTRL_Vtr_00: in std_logic;
11        CTRL_Vtr_01: in std_logic;
12        CTRL_Vtr_02: in std_logic;
13        CTRL_MTJW_0: in std_logic;
14        CTRL_in_EN_00: in std_logic;
15        CTRL_in_EN_01: in std_logic;
16        CTRL_in_EN_02: in std_logic;
17        CTRL_MTJ_cell_00: in std_logic;
18        CTRL_MTJ_cell_01: in std_logic;
19        CTRL_MTJ_cell_02: in std_logic;
20        MTJ_RRO_out: out std_logic;
21        MTJ_ROO_out: out std_logic;
22        MTJ_RO1_out: out std_logic;
23        MTJ_RO2_out: out std_logic;
24        ---
25        CTRL_Vbl_1: in std_logic;
26        CTRL_Vop_1: in std_logic;
27        CTRL_Vtr_10: in std_logic;
28        CTRL_Vtr_11: in std_logic;
29        CTRL_Vtr_12: in std_logic;
30        CTRL_MTJW_1: in std_logic;
31        CTRL_in_EN_10: in std_logic;
32        CTRL_in_EN_11: in std_logic;
```

```

33 CTRL_in_EN_12: in std_logic;
34 CTRL_MTJ_cell_10: in std_logic;
35 CTRL_MTJ_cell_11: in std_logic;
36 CTRL_MTJ_cell_12: in std_logic;
37 MTJ_RR1_out: out std_logic;
38 MTJ_R10_out: out std_logic;
39 MTJ_R11_out: out std_logic;
40 MTJ_R12_out: out std_logic;
41 ---
42 CTRL_Vb1_2: in std_logic;
43 CTRL_Vop_2: in std_logic;
44 CTRL_Vtr_20: in std_logic;
45 CTRL_Vtr_21: in std_logic;
46 CTRL_Vtr_22: in std_logic;
47 CTRL_MTJW_2: in std_logic;
48 CTRL_in_EN_20: in std_logic;
49 CTRL_in_EN_21: in std_logic;
50 CTRL_in_EN_22: in std_logic;
51 CTRL_MTJ_cell_20: in std_logic;
52 CTRL_MTJ_cell_21: in std_logic;
53 CTRL_MTJ_cell_22: in std_logic;
54 MTJ_RR2_out: out std_logic;
55 MTJ_R20_out: out std_logic;
56 MTJ_R21_out: out std_logic;
57 MTJ_R22_out: out std_logic);
58 end entity MemArray;
59
60 architecture Behaviour of MemArray is
61     component Word0 is
62     port( CTRL_Vb1: in std_logic;
63           CTRL_Vop: in std_logic;
64           CTRL_Vtr0: in std_logic;
65           CTRL_Vtr1: in std_logic;
66           CTRL_Vtr2: in std_logic;
67           CTRL_MTJW: in std_logic;
68           CTRL_in0_EN: in std_logic;
69           CTRL_in1_EN: in std_logic;
70           CTRL_in2_EN: in std_logic;
71           CTRL_MTJ_cell10: in std_logic;
72           CTRL_MTJ_cell11: in std_logic;
73           CTRL_MTJ_cell12: in std_logic;
74           BL_out: out std_logic;
75           MTJ_RR0_out: out std_logic;
76           MTJ_R0_out: out std_logic;
77           MTJ_R1_out: out std_logic;
78           MTJ_R2_out: out std_logic;
79           CELL0_tran: out std_logic;
80           CELL1_tran: out std_logic;
81           CELL2_tran: out std_logic;

```

```

82     CELLO_tran_CURR:  out real;
83     CELL1_tran_CURR:  out real;
84     CELL2_tran_CURR:  out real);
85 end component Word0;
86
87 component Wordx is
88 port(  CTRL_Vb1:      in std_logic;
89       CTRL_Vop:      in std_logic;
90       CTRL_Vtr0:      in std_logic;
91       CTRL_Vtr1:      in std_logic;
92       CTRL_Vtr2:      in std_logic;
93       CTRL_MTJW:      in std_logic;
94       CTRL_in0_EN:    in std_logic;
95       CTRL_in1_EN:    in std_logic;
96       CTRL_in2_EN:    in std_logic;
97       CTRL_MTJ_cell0: in std_logic;
98       CTRL_MTJ_cell1: in std_logic;
99       CTRL_MTJ_cell2: in std_logic;
100      CELLO_intr:      in std_logic;
101      CELL1_intr:      in std_logic;
102      CELL2_intr:      in std_logic;
103      CELLO_intr_CURR: in real;
104      CELL1_intr_CURR: in real;
105      CELL2_intr_CURR: in real;
106      BL_out:          out std_logic;
107      MTJ_RRx_out:     out std_logic;
108      MTJ_R0_out:      out std_logic;
109      MTJ_R1_out:      out std_logic;
110      MTJ_R2_out:      out std_logic;
111      CELLO_tran:      out std_logic;
112      CELL1_tran:      out std_logic;
113      CELL2_tran:      out std_logic;
114      CELLO_tran_CURR: out real;
115      CELL1_tran_CURR: out real;
116      CELL2_tran_CURR: out real);
117 end component Wordx;
118
119 signal BL_out_0, CELL_tran_00, CELL_tran_01, CELL_tran_02: std_logic;
120 signal CELL_tran_CURR_00, CELL_tran_CURR_01, CELL_tran_CURR_02: real;
121 ---
122 signal BL_out_1, CELL_tran_10, CELL_tran_11, CELL_tran_12: std_logic;
123 signal CELL_tran_CURR_10, CELL_tran_CURR_11, CELL_tran_CURR_12: real;
124 --
125 signal BL_out_2, CELL_tran_20, CELL_tran_21, CELL_tran_22: std_logic;
126 signal CELL_tran_CURR_20, CELL_tran_CURR_21, CELL_tran_CURR_22: real;
127
128 begin
129
130 Word0_c: Word0 port map (

```

```

131 CTRL_Vb1 => CTRL_Vb1_0,
132 CTRL_Vop => CTRL_Vop_0,
133 CTRL_Vtr0 => CTRL_Vtr_00,
134 CTRL_Vtr1 => CTRL_Vtr_01,
135 CTRL_Vtr2 => CTRL_Vtr_02,
136 CTRL_MTJW => CTRL_MTJW_0,
137 CTRL_in0_EN => CTRL_in_EN_00,
138 CTRL_in1_EN => CTRL_in_EN_01,
139 CTRL_in2_EN => CTRL_in_EN_02,
140 CTRL_MTJ_cell10 => CTRL_MTJ_cell_00,
141 CTRL_MTJ_cell11 => CTRL_MTJ_cell_01,
142 CTRL_MTJ_cell12 => CTRL_MTJ_cell_02,
143 BL_out => BL_out_0,
144 MTJ_RRO_out => MTJ_RRO_out,
145 MTJ_R0_out => MTJ_R00_out,
146 MTJ_R1_out => MTJ_R01_out,
147 MTJ_R2_out => MTJ_R02_out,
148 CELLO_tran => CELL_tran_00,
149 CELL1_tran => CELL_tran_01,
150 CELL2_tran => CELL_tran_02,
151 CELLO_tran_CURR => CELL_tran_CURR_00,
152 CELL1_tran_CURR => CELL_tran_CURR_01,
153 CELL2_tran_CURR => CELL_tran_CURR_02
154 );
155
156 Word1: Wordx port map (
157     CTRL_Vb1 => CTRL_Vb1_1,
158     CTRL_Vop => CTRL_Vop_1,
159     CTRL_Vtr0 => CTRL_Vtr_10,
160     CTRL_Vtr1 => CTRL_Vtr_11,
161     CTRL_Vtr2 => CTRL_Vtr_12,
162     CTRL_MTJW => CTRL_MTJW_1,
163     CTRL_in0_EN => CTRL_in_EN_10,
164     CTRL_in1_EN => CTRL_in_EN_11,
165     CTRL_in2_EN => CTRL_in_EN_12,
166     CTRL_MTJ_cell10 => CTRL_MTJ_cell_10,
167     CTRL_MTJ_cell11 => CTRL_MTJ_cell_11,
168     CTRL_MTJ_cell12 => CTRL_MTJ_cell_12,
169     ---
170     CELLO_intr => CELL_tran_00,
171     CELL1_intr => CELL_tran_01,
172     CELL2_intr => CELL_tran_02,
173     CELLO_intr_CURR => CELL_tran_CURR_00,
174     CELL1_intr_CURR => CELL_tran_CURR_01,
175     CELL2_intr_CURR => CELL_tran_CURR_02,
176     ---
177     BL_out => BL_out_1,
178     MTJ_RRx_out => MTJ_RR1_out,
179     MTJ_R0_out => MTJ_R10_out,

```

```

180     MTJ_R1_out => MTJ_R11_out,
181     MTJ_R2_out => MTJ_R12_out,
182     CELLO_tran => CELL_tran_10,
183     CELL1_tran => CELL_tran_11,
184     CELL2_tran => CELL_tran_12,
185     CELLO_tran_CURR => CELL_tran_CURR_10,
186     CELL1_tran_CURR => CELL_tran_CURR_11,
187     CELL2_tran_CURR => CELL_tran_CURR_12
188 );
189
190 Word2: Wordx port map (
191     CTRL_Vb1 => CTRL_Vb1_2,
192     CTRL_Vop => CTRL_Vop_2,
193     CTRL_Vtr0 => CTRL_Vtr_20,
194     CTRL_Vtr1 => CTRL_Vtr_21,
195     CTRL_Vtr2 => CTRL_Vtr_22,
196     CTRL_MTIW => CTRL_MTIW_2,
197     CTRL_in0_EN => CTRL_in_EN_20,
198     CTRL_in1_EN => CTRL_in_EN_21,
199     CTRL_in2_EN => CTRL_in_EN_22,
200     CTRL_MTIJ_cell0 => CTRL_MTIJ_cell_20,
201     CTRL_MTIJ_cell1 => CTRL_MTIJ_cell_21,
202     CTRL_MTIJ_cell2 => CTRL_MTIJ_cell_22,
203     ---
204     CELLO_intr => CELL_tran_10,
205     CELL1_intr => CELL_tran_11,
206     CELL2_intr => CELL_tran_12,
207     CELLO_intr_CURR => CELL_tran_CURR_10,
208     CELL1_intr_CURR => CELL_tran_CURR_11,
209     CELL2_intr_CURR => CELL_tran_CURR_12,
210     ---
211     BL_out => BL_out_2,
212     MTJ_RRx_out => MTJ_RR2_out,
213     MTJ_R0_out => MTJ_R20_out,
214     MTJ_R1_out => MTJ_R21_out,
215     MTJ_R2_out => MTJ_R22_out,
216     CELLO_tran => CELL_tran_20,
217     CELL1_tran => CELL_tran_21,
218     CELL2_tran => CELL_tran_22,
219     CELLO_tran_CURR => CELL_tran_CURR_20,
220     CELL1_tran_CURR => CELL_tran_CURR_21,
221     CELL2_tran_CURR => CELL_tran_CURR_22
222 );
223
224 end architecture Behaviour;

```

## D.2. Control blocks

### D.2.1. Detector

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Detector is
8  port(  L_MTJ_RR_out_0:  in std_logic;
9        L_MTJ_RR_out_1:  in std_logic;
10       L_MTJ_RR_out_2:  in std_logic;
11       LATCH0_OUT:      in std_logic;
12       LATCH1_OUT:      in std_logic;
13       LATCH2_OUT:      in std_logic;
14       ENABLE_Rowdis:    out std_logic);
15  end entity Detector;
16
17  architecture Behaviour of Detector is
18      component mux2_1b is
19      port(  IN0:  in std_logic;
20            IN1:  in std_logic;
21            SEL:  in std_logic;
22            OUTM: out std_logic
23      );
24      end component mux2_1b;
25
26      signal mux0_L_out, mux1_L_out, mux2_L_out, mux0_R_out, mux1_R_out, mux2_R_out,
27      ↪ exnor_inL, exnor_inR: std_logic;
28  begin
29      mux0_L: mux2_1b port map (IN0 => L_MTJ_RR_out_0, IN1 => '1', SEL =>
30      ↪ LATCH0_OUT, OUTM => mux0_L_out);
31      mux1_L: mux2_1b port map (IN0 => L_MTJ_RR_out_1, IN1 => '1', SEL =>
32      ↪ LATCH1_OUT, OUTM => mux1_L_out);
33      mux2_L: mux2_1b port map (IN0 => L_MTJ_RR_out_2, IN1 => '1', SEL =>
34      ↪ LATCH2_OUT, OUTM => mux2_L_out);
35
36      mux0_R: mux2_1b port map (IN0 => L_MTJ_RR_out_0, IN1 => '0', SEL =>
37      ↪ LATCH0_OUT, OUTM => mux0_R_out);
38      mux1_R: mux2_1b port map (IN0 => L_MTJ_RR_out_1, IN1 => '0', SEL =>
39      ↪ LATCH1_OUT, OUTM => mux1_R_out);
40      mux2_R: mux2_1b port map (IN0 => L_MTJ_RR_out_2, IN1 => '0', SEL =>
41      ↪ LATCH2_OUT, OUTM => mux2_R_out);
42
43      exnor_inL <= (mux0_L_out and mux1_L_out) and mux2_L_out;

```

```

37     exnor_inR <= ((not mux0_R_out) and (not mux1_R_out)) and (not mux2_R_out);
38     ENABLE_Rowdis <= exnor_inL xnor exnor_inR;
39
40 end architecture Behaviour;

```

## D.2.2. Row disabler

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Row_disabler is
8  port( L_MTJ_RR_out_0:  in std_logic;
9        L_MTJ_RR_out_1:  in std_logic;
10       L_MTJ_RR_out_2:  in std_logic;
11       MAX_min_n:       in std_logic;
12       ENABLE_Rowdis:   in std_logic;
13       FIND:            in std_logic;
14       CTRL_LATCH_RST:  in std_logic;
15       LATCHO_OUT:      out std_logic;
16       LATCH1_OUT:      out std_logic;
17       LATCH2_OUT:      out std_logic);
18 end entity Row_disabler;
19
20 architecture Behaviour of Row_disabler is
21     component mux2_1b is
22     port( IN0:  in std_logic;
23          IN1:  in std_logic;
24          SEL:  in std_logic;
25          OUTM: out std_logic
26     );
27     end component mux2_1b;
28
29     component SRLatch is
30     port( SET:  in std_logic;
31          RST:  in std_logic;
32          Q:    out std_logic
33     );
34     end component SRLatch;
35
36     signal notMTJ_0, notMTJ_1, notMTJ_2, mux0_Mm_out, mux1_Mm_out, mux2_Mm_out,
37           ↪ sel_mux0_01, sel_mux1_01, sel_mux2_01, mux0_01_out, mux1_01_out,
38           ↪ mux2_01_out: std_logic;

```



```

37 begin
38   notMTJ_0 <= not L_MTJ_RR_out_0;
39   notMTJ_1 <= not L_MTJ_RR_out_1;
40   notMTJ_2 <= not L_MTJ_RR_out_2;
41
42   mux0_Mm: mux2_1b port map (INO => L_MTJ_RR_out_0, IN1 => notMTJ_0, SEL =>
43     ↪ MAX_min_n, OUTM => mux0_Mm_out);
44   mux1_Mm: mux2_1b port map (INO => L_MTJ_RR_out_1, IN1 => notMTJ_1, SEL =>
45     ↪ MAX_min_n, OUTM => mux1_Mm_out);
46   mux2_Mm: mux2_1b port map (INO => L_MTJ_RR_out_2, IN1 => notMTJ_2, SEL =>
47     ↪ MAX_min_n, OUTM => mux2_Mm_out);
48
49   sel_mux0_01 <= mux0_Mm_out and ENABLE_Rowdis and FIND;
50   sel_mux1_01 <= mux1_Mm_out and ENABLE_Rowdis and FIND;
51   sel_mux2_01 <= mux2_Mm_out and ENABLE_Rowdis and FIND;
52
53   mux0_01: mux2_1b port map (INO => '0', IN1 => '1', SEL => sel_mux0_01, OUTM =>
54     ↪ mux0_01_out);
55   mux1_01: mux2_1b port map (INO => '0', IN1 => '1', SEL => sel_mux1_01, OUTM =>
56     ↪ mux1_01_out);
57   mux2_01: mux2_1b port map (INO => '0', IN1 => '1', SEL => sel_mux2_01, OUTM =>
58     ↪ mux2_01_out);
59
60   latch0: SRLatch port map (SET => mux0_01_out, RST => CTRL_LATCH_RST, Q =>
61     ↪ LATCHO_OUT);
62   latch1: SRLatch port map (SET => mux1_01_out, RST => CTRL_LATCH_RST, Q =>
63     ↪ LATCH1_OUT);
64   latch2: SRLatch port map (SET => mux2_01_out, RST => CTRL_LATCH_RST, Q =>
65     ↪ LATCH2_OUT);
66 end architecture Behaviour;

```

### D.2.3. Encoder

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use ieee.numeric_std.all;
4  use work.globals.all;
5
6  entity Encoder is
7  port(  CTRL_ENCODER_EN:    in std_logic;
8        LATCHO_OUT:         in std_logic;
9        LATCH1_OUT:         in std_logic;
10       LATCH2_OUT:         in std_logic;
11       CLK:                 in std_logic;

```

```

12     CTRL_ADDREG_RST:    in std_logic;
13     CTRL_ADDREG_STORE:  in std_logic;
14     ADDRESS_FOUND_REGout: out std_logic_vector(1 downto 0) );
15 end entity Encoder;
16
17 architecture Behaviour of Encoder is
18     component Reg is
19         generic (N: integer:= 3);
20         port( CLK:    in std_logic;
21             RST:    in std_logic;
22             STORE:  in std_logic;
23             DATA_IN: in std_logic_vector (N-1 downto 0);
24             DATA_OUT: buffer std_logic_vector (N-1 downto 0) );
25     end component Reg;
26
27     signal ADDRESS_FOUND: std_logic_vector(1 downto 0);
28     signal NOT_LATCH0_OUT, NOT_LATCH1_OUT, NOT_LATCH2_OUT: std_logic;
29 begin
30     NOT_LATCH0_OUT <= (not LATCH0_OUT) and CTRL_ENCODER_EN;
31     NOT_LATCH1_OUT <= (not LATCH1_OUT) and CTRL_ENCODER_EN;
32     NOT_LATCH2_OUT <= (not LATCH2_OUT) and CTRL_ENCODER_EN;
33
34     ADDRESS_FOUND <=  "00" when NOT_LATCH0_OUT='1' else
35                      "01" when NOT_LATCH1_OUT='1' else
36                      "10" when NOT_LATCH2_OUT='1' else
37                      "ZZ";
38
39     ADD_REG: Reg generic map (N=>2) port map (CLK => CLK, RST => CTRL_ADDREG_RST,
40     ↪ STORE => CTRL_ADDREG_STORE, DATA_IN => ADDRESS_FOUND, DATA_OUT =>
41     ↪ ADDRESS_FOUND_REGout);
42
43 end architecture Behaviour;

```

## D.2.4. And array

```

1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use work.globals.all;
6
7 entity And_array is
8     port( RESET_n:    in std_logic;
9         IDLE:        in std_logic;

```

```

10     FIND:      in std_logic;
11     DEC0:      in std_logic;
12     DEC1:      in std_logic;
13     DEC2:      in std_logic;
14     LATCH0_OUT: in std_logic;
15     LATCH1_OUT: in std_logic;
16     LATCH2_OUT: in std_logic;
17     AAout0:     buffer std_logic;
18     AAout1:     buffer std_logic;
19     AAout2:     buffer std_logic;
20     AAoutOR:    out std_logic);
21 end entity And_array;
22
23 architecture Behaviour of And_array is
24     signal OR0, OR1, OR2: std_logic;
25 begin
26     OR0 <= (not RESET_n) or IDLE or DEC0 or FIND;
27     AAout0 <= OR0 and (not LATCH0_OUT);
28
29     OR1 <= (not RESET_n) or IDLE or DEC1 or FIND;
30     AAout1 <= OR1 and (not LATCH1_OUT);
31
32     OR2 <= (not RESET_n) or IDLE or DEC2 or FIND;
33     AAout2 <= OR2 and (not LATCH2_OUT);
34
35     AAoutOR <= AAout0 or AAout1 or AAout2;
36 end architecture Behaviour;

```

## D.2.5. FSM-Array adapter

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity FSM_Array_adapter is
8  port(  AAout0:      in std_logic;
9        AAout1:      in std_logic;
10       AAout2:      in std_logic;
11       ---
12       CTRL_Vb1:     in std_logic;
13       CTRL_Vb1_0:   out std_logic;
14       CTRL_Vb1_1:   out std_logic;

```

```

15 CTRL_Vbl_2:    out std_logic;
16 ---
17 CTRL_MTJW:     in std_logic;
18 SHIFT_WORD_OUT_0: in std_logic;
19 SHIFT_WORD_OUT_1: in std_logic;
20 SHIFT_WORD_OUT_2: in std_logic;
21 CTRL_MTJW_0:    out std_logic;
22 CTRL_MTJW_1:    out std_logic;
23 CTRL_MTJW_2:    out std_logic;
24 ---
25 CTRL_in_EN_0:   in std_logic;
26 CTRL_in_EN_1:   in std_logic;
27 CTRL_in_EN_2:   in std_logic;
28 CTRL_in_EN_00:  out std_logic;
29 CTRL_in_EN_01:  out std_logic;
30 CTRL_in_EN_02:  out std_logic;
31 CTRL_in_EN_10:  out std_logic;
32 CTRL_in_EN_11:  out std_logic;
33 CTRL_in_EN_12:  out std_logic;
34 CTRL_in_EN_20:  out std_logic;
35 CTRL_in_EN_21:  out std_logic;
36 CTRL_in_EN_22:  out std_logic;
37 ---
38 CTRL_Vop:       in std_logic;
39 CTRL_Vop_0:     out std_logic;
40 CTRL_Vop_1:     out std_logic;
41 CTRL_Vop_2:     out std_logic;
42 ---
43 CTRL_MTJ_CELL:  in std_logic;
44 SHIFT_MASK:     in std_logic_vector(2 downto 0);
45 CTRL_MTJ_CELL_00: out std_logic;
46 CTRL_MTJ_CELL_01: out std_logic;
47 CTRL_MTJ_CELL_02: out std_logic;
48 CTRL_MTJ_CELL_10: out std_logic;
49 CTRL_MTJ_CELL_11: out std_logic;
50 CTRL_MTJ_CELL_12: out std_logic;
51 CTRL_MTJ_CELL_20: out std_logic;
52 CTRL_MTJ_CELL_21: out std_logic;
53 CTRL_MTJ_CELL_22: out std_logic;
54 ---
55 CTRL_Vtr_0:     in std_logic;
56 CTRL_Vtr_1:     in std_logic;
57 CTRL_Vtr_2:     in std_logic;
58 CTRL_Vtr_00:    out std_logic;
59 CTRL_Vtr_01:    out std_logic;
60 CTRL_Vtr_02:    out std_logic;
61 CTRL_Vtr_10:    out std_logic;
62 CTRL_Vtr_11:    out std_logic;
63 CTRL_Vtr_12:    out std_logic;

```

```

64     CTRL_Vtr_20:    out std_logic;
65     CTRL_Vtr_21:    out std_logic;
66     CTRL_Vtr_22:    out std_logic;
67     ---
68     CTRL_RST_L_MTJRR: in std_logic;
69     CTRL_RST_L_MTJRR_0: out std_logic;
70     CTRL_RST_L_MTJRR_1: out std_logic;
71     CTRL_RST_L_MTJRR_2: out std_logic;
72     ---
73     CTRL_RST_L_MTJR: in std_logic;
74     CTRL_RST_L_MTJR_0: out std_logic;
75     CTRL_RST_L_MTJR_1: out std_logic;
76     CTRL_RST_L_MTJR_2: out std_logic);
77 end entity FSM_Array_adapter;
78
79 architecture Behaviour of FSM_Array_adapter is
80 begin
81     CTRL_Vbl_0      <= AAout0 and CTRL_Vbl;
82     CTRL_MTJW_0     <= AAout0 and CTRL_MTJW and SHIFT_WORD_OUT_0;
83     CTRL_in_EN_00   <= AAout0 and CTRL_in_EN_0;
84     CTRL_in_EN_01   <= AAout0 and CTRL_in_EN_1;
85     CTRL_in_EN_02   <= AAout0 and CTRL_in_EN_2;
86     CTRL_Vop_0      <= AAout0 and CTRL_Vop;
87     CTRL_MTJ_CELL_00 <= AAout0 and CTRL_MTJ_CELL and SHIFT_MASK(0);
88     CTRL_MTJ_CELL_01 <= AAout0 and CTRL_MTJ_CELL and SHIFT_MASK(1);
89     CTRL_MTJ_CELL_02 <= AAout0 and CTRL_MTJ_CELL and SHIFT_MASK(2);
90     CTRL_Vtr_00     <= AAout0 and CTRL_Vtr_0;
91     CTRL_Vtr_01     <= AAout0 and CTRL_Vtr_1;
92     CTRL_Vtr_02     <= AAout0 and CTRL_Vtr_2;
93     CTRL_RST_L_MTJRR_0 <= AAout0 and CTRL_RST_L_MTJRR;
94     CTRL_RST_L_MTJR_0 <= AAout0 and CTRL_RST_L_MTJR;
95
96     CTRL_Vbl_1      <= AAout1 and CTRL_Vbl;
97     CTRL_MTJW_1     <= AAout1 and CTRL_MTJW and SHIFT_WORD_OUT_1;
98     CTRL_in_EN_10   <= AAout1 and CTRL_in_EN_0;
99     CTRL_in_EN_11   <= AAout1 and CTRL_in_EN_1;
100    CTRL_in_EN_12   <= AAout1 and CTRL_in_EN_2;
101    CTRL_Vop_1      <= AAout1 and CTRL_Vop;
102    CTRL_MTJ_CELL_10 <= AAout1 and CTRL_MTJ_CELL and SHIFT_MASK(0);
103    CTRL_MTJ_CELL_11 <= AAout1 and CTRL_MTJ_CELL and SHIFT_MASK(1);
104    CTRL_MTJ_CELL_12 <= AAout1 and CTRL_MTJ_CELL and SHIFT_MASK(2);
105    CTRL_Vtr_10     <= AAout1 and CTRL_Vtr_0;
106    CTRL_Vtr_11     <= AAout1 and CTRL_Vtr_1;
107    CTRL_Vtr_12     <= AAout1 and CTRL_Vtr_2;
108    CTRL_RST_L_MTJRR_1 <= AAout1 and CTRL_RST_L_MTJRR;
109    CTRL_RST_L_MTJR_1 <= AAout1 and CTRL_RST_L_MTJR;
110
111    CTRL_Vbl_2      <= AAout2 and CTRL_Vbl;
112    CTRL_MTJW_2     <= AAout2 and CTRL_MTJW and SHIFT_WORD_OUT_2;

```

```

113 CTRL_in_EN_20    <= AAout2 and CTRL_in_EN_0;
114 CTRL_in_EN_21    <= AAout2 and CTRL_in_EN_1;
115 CTRL_in_EN_22    <= AAout2 and CTRL_in_EN_2;
116 CTRL_Vop_2       <= AAout2 and CTRL_Vop;
117 CTRL_MTJ_CELL_20 <= AAout2 and CTRL_MTJ_CELL and SHIFT_MASK(0);
118 CTRL_MTJ_CELL_21 <= AAout2 and CTRL_MTJ_CELL and SHIFT_MASK(1);
119 CTRL_MTJ_CELL_22 <= AAout2 and CTRL_MTJ_CELL and SHIFT_MASK(2);
120 CTRL_Vtr_20      <= AAout2 and CTRL_Vtr_0;
121 CTRL_Vtr_21      <= AAout2 and CTRL_Vtr_1;
122 CTRL_Vtr_22      <= AAout2 and CTRL_Vtr_2;
123 CTRL_RST_L_MTJRR_2 <= AAout2 and CTRL_RST_L_MTJRR;
124 CTRL_RST_L_MTJR_2 <= AAout2 and CTRL_RST_L_MTJR;
125
126 end architecture Behaviour;

```

## D.2.6. Decoder

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use ieee.numeric_std.all;
4  use work.globals.all;
5
6  entity Decoder is
7  generic (N: integer := 3);
8  port( ENABLE: in std_logic;
9        ADDRESS: in std_logic_vector(N-1 downto 0);
10       WLINEs: out std_logic_vector(2*N-1 downto 0) );
11 end entity Decoder;
12
13 architecture Behaviour of Decoder is
14 begin
15   process(ENABLE, ADDRESS)
16   begin
17     if (ENABLE = '1') then
18       WLINEs <= (others => '0');
19       WLINEs(to_integer(unsigned(ADDRESS))) <= '1';
20     else
21       WLINEs <= (others => 'Z');
22     end if;
23   end process;
24 end architecture Behaviour;

```

## D.2.7. Latches inside the memory array

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity memarray_latches is
8  port(  MTJ_R00_out, MTJ_R01_out, MTJ_R02_out: in std_logic;
9         MTJ_R10_out, MTJ_R11_out, MTJ_R12_out: in std_logic;
10        MTJ_R20_out, MTJ_R21_out, MTJ_R22_out: in std_logic;
11        EN_READ: in std_logic;
12        CTRL_RST_L_MTJR_0: in std_logic;
13        CTRL_RST_L_MTJR_1: in std_logic;
14        CTRL_RST_L_MTJR_2: in std_logic;
15        L_MTJ_R_out_00, L_MTJ_R_out_01, L_MTJ_R_out_02: out std_logic;
16        L_MTJ_R_out_10, L_MTJ_R_out_11, L_MTJ_R_out_12: out std_logic;
17        L_MTJ_R_out_20, L_MTJ_R_out_21, L_MTJ_R_out_22: out std_logic;
18        ---
19        MTJ_RR0_out: in std_logic;
20        MTJ_RR1_out: in std_logic;
21        MTJ_RR2_out: in std_logic;
22        CTRL_RST_L_MTJRR_0: in std_logic;
23        CTRL_RST_L_MTJRR_1: in std_logic;
24        CTRL_RST_L_MTJRR_2: in std_logic;
25        L_MTJ_RR_out_0: out std_logic;
26        L_MTJ_RR_out_1: out std_logic;
27        L_MTJ_RR_out_2: out std_logic);
28  end entity memarray_latches;
29
30  architecture Behaviour of memarray_latches is
31      component SRLatch is
32      port(  SET:    in std_logic;
33            RST:    in std_logic;
34            Q:      out std_logic);
35      end component SRLatch;
36
37      signal SET00, SET01, SET02, SET10, SET11, SET12, SET20, SET21, SET22:
38      ↪ std_logic;
39  begin
40      SET00 <= MTJ_R00_out and EN_READ;
41      SET01 <= MTJ_R01_out and EN_READ;
42      SET02 <= MTJ_R02_out and EN_READ;
43      SET10 <= MTJ_R10_out and EN_READ;
44      SET11 <= MTJ_R11_out and EN_READ;
45      SET12 <= MTJ_R12_out and EN_READ;
46      SET20 <= MTJ_R20_out and EN_READ;

```

```

46  SET21 <= MTJ_R21_out and EN_READ;
47  SET22 <= MTJ_R22_out and EN_READ;
48
49  SR_R00: SRLatch port map (SET => SET00, RST => CTRL_RST_L_MTJR_0, Q =>
    ↪ L_MTJ_R_out_00);
50  SR_R01: SRLatch port map (SET => SET01, RST => CTRL_RST_L_MTJR_0, Q =>
    ↪ L_MTJ_R_out_01);
51  SR_R02: SRLatch port map (SET => SET02, RST => CTRL_RST_L_MTJR_0, Q =>
    ↪ L_MTJ_R_out_02);
52  SR_R10: SRLatch port map (SET => SET10, RST => CTRL_RST_L_MTJR_1, Q =>
    ↪ L_MTJ_R_out_10);
53  SR_R11: SRLatch port map (SET => SET11, RST => CTRL_RST_L_MTJR_1, Q =>
    ↪ L_MTJ_R_out_11);
54  SR_R12: SRLatch port map (SET => SET12, RST => CTRL_RST_L_MTJR_1, Q =>
    ↪ L_MTJ_R_out_12);
55  SR_R20: SRLatch port map (SET => SET20, RST => CTRL_RST_L_MTJR_2, Q =>
    ↪ L_MTJ_R_out_20);
56  SR_R21: SRLatch port map (SET => SET21, RST => CTRL_RST_L_MTJR_2, Q =>
    ↪ L_MTJ_R_out_21);
57  SR_R22: SRLatch port map (SET => SET22, RST => CTRL_RST_L_MTJR_2, Q =>
    ↪ L_MTJ_R_out_22);
58
59  SR_RR0: SRLatch port map (SET => MTJ_RR0_out, RST => CTRL_RST_L_MTJRR_0, Q =>
    ↪ L_MTJ_RR_out_0);
60  SR_RR1: SRLatch port map (SET => MTJ_RR1_out, RST => CTRL_RST_L_MTJRR_1, Q =>
    ↪ L_MTJ_RR_out_1);
61  SR_RR2: SRLatch port map (SET => MTJ_RR2_out, RST => CTRL_RST_L_MTJRR_2, Q =>
    ↪ L_MTJ_RR_out_2);
62  end architecture Behaviour;

```

## D.2.8. Output multiplexer and register

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity readout is
8  port(  L_MTJ_R_out_00, L_MTJ_R_out_01, L_MTJ_R_out_02: in std_logic;
9        L_MTJ_R_out_10, L_MTJ_R_out_11, L_MTJ_R_out_12: in std_logic;
10       L_MTJ_R_out_20, L_MTJ_R_out_21, L_MTJ_R_out_22: in std_logic;
11       AAout0:          in std_logic;
12       AAout1:          in std_logic;

```



```
13     AAout2:         in std_logic;
14     CLK:            in std_logic;
15     CTRL_READWORD_RST: in std_logic;
16     CTRL_READWORD_EN: in std_logic;
17     READWORD_OUT:    out std_logic_vector (2 downto 0) );
18 end entity readout;
19
20 architecture Behaviour of readout is
21     component Reg is
22     generic (N: integer:= 3);
23     port( CLK: in std_logic;
24           RST: in std_logic;
25           STORE: in std_logic;
26           DATA_IN: in std_logic_vector (N-1 downto 0);
27           DATA_OUT: buffer std_logic_vector (N-1 downto 0) );
28     end component Reg;
29
30     signal SEL: std_logic_vector(2 downto 0);
31     signal IN0, IN1, IN2, MUX_OUT: std_logic_vector(2 downto 0);
32 begin
33     SEL <= AAout2 & AAout1 & AAout0;
34     IN0 <= L_MTJ_R_out_02 & L_MTJ_R_out_01 & L_MTJ_R_out_00;
35     IN1 <= L_MTJ_R_out_12 & L_MTJ_R_out_11 & L_MTJ_R_out_10;
36     IN2 <= L_MTJ_R_out_22 & L_MTJ_R_out_21 & L_MTJ_R_out_20;
37
38     with SEL select
39         MUX_OUT <= IN0 when "001",
40                   IN1 when "010",
41                   IN2 when "100",
42                   (others => 'Z') when others;
43
44     READ_WORD_REG: Reg generic map (N=>3) port map (CLK => CLK, RST =>
45         ↪ CTRL_READWORD_RST, STORE => CTRL_READWORD_EN, DATA_IN => MUX_OUT, DATA_OUT
46         ↪ => READWORD_OUT);
47 end architecture Behaviour;
```

## D.3. Basic components

### D.3.1. Globals

```

1 package GLOBALS is
2   type coordinates_xy is array (0 to 1) of real;
3   type parameters_array is array(0 to 9) of coordinates_xy;
4   type bool_array is array(integer range <>) of boolean;
5   type real_array is array(integer range <>) of real;
6
7   constant HORIZONTAL_SPEED : real := 150.0;  --m/s
8   constant VERTICAL_SPEED : real := 40.0;  --m/s
9   constant DEPINNING_CURRENT : real := 260.0;  --nA
10  constant NOTCH_DEPINNING_CURRENT : real := 3200.0;  --nA
11  constant HORIZONTAL_SPEED_HIGH : real := 484.0;  --m/2
12  constant SKYRMION_DIAMETER : real := 18.0;  --nm
13  constant SKYRMION_MIN_DISTANCE : real := 22.0;  --nm
14  constant CURRENT_LOW : real := 800.0;  --nA
15  constant CURRENT_HIGH : real := 3200.0;  --nA
16  constant CLOCK_LOW : time := 5.35 ns;
17  constant CLOCK_HIGH : time := 150 ps;
18  constant CLOCK_PERIOD : time := 5.5 ns;
19  constant INPUTS_HIGH : time := 500 ps;
20
21 end package GLOBALS;

```

### D.3.2. Two-way 1 bit multiplexer

```

1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use work.globals.all;
6
7 entity mux2_1b is
8   port( IN0:   in std_logic;
9         IN1:   in std_logic;
10        SEL:   in std_logic;
11        OUTM:  out std_logic
12      );
13 end entity mux2_1b;
14
15 architecture Behaviour of mux2_1b is
16 begin
17   with SEL select
18     OUTM <= IN0 when '0',
19             IN1 when '1',
20             '0' when others;

```

```
21 end architecture Behaviour;
```

---

### D.3.3. Register

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Reg is
8  generic (N: integer:= 3);
9  port( CLK:   in std_logic;
10       RST:   in std_logic;
11       STORE: in std_logic;
12       DATA_IN: in std_logic_vector (N-1 downto 0);
13       DATA_OUT: buffer std_logic_vector (N-1 downto 0) );
14 end entity Reg;
15
16 architecture Behaviour of Reg is
17 begin
18     process (CLK, RST)
19     begin
20         if (RST='1') then
21             DATA_OUT <= (others => '0');
22         elsif (CLK'event and CLK='1') then
23             if (STORE='1') then
24                 DATA_OUT <= DATA_IN;
25             end if;
26         end if;
27     end process;
28
29 end architecture Behaviour;
```

---

### D.3.4. Shift register

```
1  library IEEE;
2  use IEEE.std_logic_1164.all;
```

---

```

3  use ieee.numeric_std.all;
4  use work.globals.all;
5
6  entity Shift_reg is
7  generic (N: integer:= 3);
8  port( CLK:   in std_logic;
9        RST:   in std_logic;
10       SHIFT: in std_logic;
11       STORE:  in std_logic;
12       RIGHT_LEFT_n: in std_logic;
13       DATA_IN: in std_logic_vector (N-1 downto 0);
14       DATA_OUT: buffer std_logic_vector (N-1 downto 0) );
15  end entity Shift_reg;
16
17  architecture Behaviour of Shift_reg is
18  begin
19      latch: process (CLK, RST)
20          variable number: std_logic_vector(N-1 downto 0);
21      begin
22          if (RST='1') then
23              DATA_OUT <= (others => '0');
24          elsif(CLK'event and CLK='1') then
25              if (STORE='1') then
26                  DATA_OUT <= DATA_IN;
27              elsif (SHIFT = '1') then
28                  if (RIGHT_LEFT_n='1') then
29                      number := '0' & DATA_OUT(N-1 downto 1);
30                  else
31                      number := DATA_OUT(N-2 downto 0) & '0';
32                  end if;
33                  DATA_OUT <= number;
34              end if;
35          end if;
36      end process latch;
37
38  end architecture Behaviour;

```

### D.3.5. SR latch

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;

```

```
6
7 entity SRLatch is
8 port( SET:   in std_logic;
9       RST:   in std_logic;
10      Q:     out std_logic);
11 end entity SRLatch;
12
13 architecture Behaviour of SRLatch is
14
15 begin
16     latch: process (SET, RST)
17     begin
18         if (RST='1') then
19             Q <= '0';
20         elsif (SET'event and SET='1') then
21             Q <= '1';
22         end if;
23     end process latch;
24
25 end architecture Behaviour;
```

## D.4. FSM

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3 use IEEE.std_logic_arith.all;
4 use IEEE.std_logic_unsigned.all;
5 use WORK.all;
6 use work.globals.all;
7
8
9 entity FSM is
10 port( CLK:           in std_logic;
11       RESET_n:       in std_logic;
12       START_FIND:    in std_logic;
13       READ_WRITE_n:  in std_logic;
14       AAoutOR:        in std_logic;
15       ---
16       CTRL_Vbl:       out std_logic;
17       CTRL_MTIW:       out std_logic;
18       CTRL_in_EN_0:    out std_logic;
19       CTRL_in_EN_1:    out std_logic;
20       CTRL_in_EN_2:    out std_logic;
```

```

21     CTRL_Vop:         out std_logic;
22     CTRL_MTJ_CELL:    out std_logic;
23     CTRL_Vtr_0:       out std_logic;
24     CTRL_Vtr_1:       out std_logic;
25     CTRL_Vtr_2:       out std_logic;
26     CTRL_WORD_SHIFT:  out std_logic;
27     CTRL_WORD_RST:    out std_logic;
28     CTRL_RST_L_MTJRR: out std_logic;
29     CTRL_RST_L_MTJR:  out std_logic;
30     CTRL_MASK_STORE:  out std_logic;
31     CTRL_MASK_SHIFT:  out std_logic;
32     CTRL_MASK_RST:    out std_logic;
33     FIND:             out std_logic;
34     IDLE:             out std_logic;
35     EN_READ:          out std_logic;
36     CTRL_READWORD_EN: out std_logic;
37     CTRL_READWORD_RST: out std_logic;
38     CTRL_LATCH_RST:   out std_logic;
39     CTRL_ENCODER_EN:  out std_logic;
40     CTRL_ADDREG_RST:  out std_logic;
41     CTRL_ADDREG_STORE: out std_logic);
42 end entity FSM;
43
44 architecture Behaviour of FSM is
45
46     type state_type is (
47         reset, S0, S1, S2, S3, S4, S6, S7, S8, S9
48     );
49
50     signal pstate, nstate: state_type;
51
52 begin
53
54     state_register: process (CLK)
55     begin
56         if (CLK'event and CLK='1') then
57             if (RESET_n = '0') then
58                 pstate <= reset;
59             else
60                 pstate <= nstate;
61             end if;
62         end if;
63     end process state_register;
64
65     state_transition: process (pstate, CLK)
66     begin
67         case pstate is
68             when reset => nstate <= S0;
69             when S0    => if (START_FIND='1') then nstate <= S1; elsif
        ↪ (READ_WRITE_n='1') then nstate <= S6; elsif (AAoutOR='1') then nstate
        ↪ <= S7; else nstate <= S0; end if;

```

```

70     when S1      => nstate <= S2;
71     when S2      => nstate <= S3;
72     when S3      => nstate <= S4;
73     when S4      => nstate <= S0;
74     when S6      => nstate <= S0;
75     when S7      => nstate <= S8;
76     when S8      => nstate <= S9;
77     when S9      => nstate <= S0;
78     when others => nstate <= S0;
79     end case;
80 end process state_transition;
81
82 output: process (pstate)
83 begin
84     CTRL_Vbl      <= '0';
85     CTRL_MTJW      <= '0';
86     CTRL_in_EN_0   <= '1';
87     CTRL_in_EN_1   <= '1';
88     CTRL_in_EN_2   <= '1';
89     CTRL_Vop       <= '0';
90     CTRL_MTJ_CELL  <= '0';
91     CTRL_Vtr_0     <= '0';
92     CTRL_Vtr_1     <= '0';
93     CTRL_Vtr_2     <= '0';
94     CTRL_WORD_SHIFT <= '0';
95     CTRL_WORD_RST  <= '0';
96     CTRL_RST_L_MTJRR <= '0';
97     CTRL_RST_L_MTJR  <= '0';
98     CTRL_MASK_STORE <= '0';
99     CTRL_MASK_SHIFT <= '0';
100    CTRL_MASK_RST   <= '0';
101    FIND             <= '0';
102    IDLE             <= '0';
103    EN_READ          <= '0';
104    CTRL_READWORD_EN <= '0';
105    CTRL_READWORD_RST <= '0';
106    CTRL_LATCH_RST   <= '0';
107    CTRL_ENCODER_EN  <= '0';
108    CTRL_ADDREG_RST  <= '0';
109    CTRL_ADDREG_STORE <= '0';
110
111    case pstate is
112    when S0      => CTRL_RST_L_MTJRR <= '1';
113                  CTRL_RST_L_MTJR  <= '1';
114                  CTRL_MASK_STORE  <= '0';
115                  IDLE              <= '0';
116                  CTRL_LATCH_RST   <= '1';
117
118    when S1      => FIND <= '1';

```

```

119         CTRL_MTJ_CELL <= '1';
120         CTRL_Vop <= '1';
121         CTRL_MASK_SHIFT <= '1';
122         CTRL_Vb1 <= '0', '1' after CLOCK_HIGH, '0' after 2*CLOCK_HIGH;
123
124     when S2 => CTRL_RST_L_MTJRR <= '1', '0' after CLOCK_HIGH;
125         FIND <= '1';
126         CTRL_MTJ_CELL <= '1';
127         CTRL_Vop <= '1';
128         CTRL_MASK_SHIFT <= '1';
129         CTRL_Vb1 <= '0', '1' after CLOCK_HIGH, '0' after 2*CLOCK_HIGH;
130
131     when S3 => CTRL_RST_L_MTJRR <= '1', '0' after CLOCK_HIGH;
132         FIND <= '1';
133         CTRL_MTJ_CELL <= '1';
134         CTRL_Vop <= '1';
135         CTRL_MASK_RST <= '1';
136         CTRL_Vb1 <= '0', '1' after CLOCK_HIGH, '0' after 2*CLOCK_HIGH;
137
138     when S4 => CTRL_RST_L_MTJRR <= '1', '0' after CLOCK_HIGH;
139         CTRL_ADDREG_STORE <= '1';
140         CTRL_ENCODER_EN <= '1';
141         FIND <= '1';
142
143     when S6 => CTRL_READWORD_EN <= '1';
144         CTRL_Vop <= '1';
145         EN_READ <= '1';
146
147     when S7 => CTRL_MTJW <= '1', '0' after CLOCK_HIGH;
148         CTRL_Vb1 <= '0', '1' after CLOCK_PERIOD/11, '0' after
149             ↪ 2*CLOCK_PERIOD/11, '1' after 3*CLOCK_PERIOD/11, '0' after
150             ↪ 4*CLOCK_PERIOD/11, '1' after 5*CLOCK_PERIOD/11, '0' after
151             ↪ 6*CLOCK_PERIOD/11, '1' after 7*CLOCK_PERIOD/11, '0' after
152             ↪ 8*CLOCK_PERIOD/11, '1' after 9*CLOCK_PERIOD/11, '0' after
153             ↪ 10*CLOCK_PERIOD/11;
154         CTRL_WORD_SHIFT <= '1';
155
156     when S8 => CTRL_in_EN_2 <= '0';
157         CTRL_MTJW <= '1', '0' after CLOCK_HIGH;
158         CTRL_Vb1 <= '0', '1' after CLOCK_PERIOD/7, '0' after
159             ↪ 2*CLOCK_PERIOD/7, '1' after 3*CLOCK_PERIOD/7, '0' after
160             ↪ 4*CLOCK_PERIOD/7, '1' after 5*CLOCK_PERIOD/7, '0' after
161             ↪ 6*CLOCK_PERIOD/7;
162         CTRL_WORD_SHIFT <= '1';
163
164     when S9 => CTRL_in_EN_2 <= '0';
165         CTRL_in_EN_1 <= '0';
166         CTRL_MTJW <= '1', '0' after CLOCK_HIGH;
167         CTRL_Vb1 <= '0', '1' after CLOCK_PERIOD/3, '0' after
168             ↪ 2*CLOCK_PERIOD/3;

```



```

160         CTRL_WORD_SHIFT <= '1';
161
162     when others => CTRL_Vb1 <= '0';
163         CTRL_MTJW <= '0';
164         CTRL_in_EN_0 <= '1';
165         CTRL_in_EN_1 <= '1';
166         CTRL_in_EN_2 <= '1';
167         CTRL_Vop <= '0';
168         CTRL_MTJ_CELL <= '0';
169         CTRL_Vtr_0 <= '0';
170         CTRL_Vtr_1 <= '0';
171         CTRL_Vtr_2 <= '0';
172         CTRL_WORD_SHIFT <= '0';
173         CTRL_WORD_RST <= '1';
174         CTRL_RST_L_MTJRR <= '1';
175         CTRL_RST_L_MTJR <= '1';
176         CTRL_MASK_STORE <= '0';
177         CTRL_MASK_SHIFT <= '0';
178         CTRL_MASK_RST <= '1';
179         FIND <= '0';
180         IDLE <= '0';
181         EN_READ <= '0';
182         CTRL_READWORD_EN <= '0';
183         CTRL_READWORD_RST <= '1';
184         CTRL_LATCH_RST <= '1';
185         CTRL_ENCODER_EN <= '0';
186         CTRL_ADDREG_RST <= '1';
187         CTRL_ADDREG_STORE <= '0';
188     end case;
189 end process output;
190 end Behaviour;

```

## D.5. Memory architecture

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;
6
7  entity Memory is
8  port( CLK:          in std_logic;
9        RESET_n:      in std_logic;

```

```

10     CTRL_DEC_en:      in std_logic;
11     ADDRESS:         in std_logic_vector (1 downto 0);
12     START_FIND:      in std_logic;
13     READ_WRITE_n:    in std_logic;
14     MAX_min_n:        in std_logic;
15     CTRL_WORD0_STORE: in std_logic;
16     CTRL_WORD1_STORE: in std_logic;
17     CTRL_WORD2_STORE: in std_logic;
18     WORD0:            in std_logic_vector(2 downto 0);
19     WORD1:            in std_logic_vector(2 downto 0);
20     WORD2:            in std_logic_vector(2 downto 0);
21     ADDRESS_FOUND_REGout: out std_logic_vector(1 downto 0));
22 end entity Memory;
23
24 architecture Behaviour of Memory is
25
26     component FSM is
27     port( CLK:          in std_logic;
28           RESET_n:      in std_logic;
29           START_FIND:   in std_logic;
30           READ_WRITE_n: in std_logic;
31           AAoutOR:      in std_logic;
32           ---
33           CTRL_Vb1:     out std_logic;
34           CTRL_MTIJW:    out std_logic;
35           CTRL_in_EN_0:  out std_logic;
36           CTRL_in_EN_1:  out std_logic;
37           CTRL_in_EN_2:  out std_logic;
38           CTRL_Vop:     out std_logic;
39           CTRL_MTIJ_CELL: out std_logic;
40           CTRL_Vtr_0:    out std_logic;
41           CTRL_Vtr_1:    out std_logic;
42           CTRL_Vtr_2:    out std_logic;
43           CTRL_WORD_SHIFT: out std_logic;
44           CTRL_WORD_RST:  out std_logic;
45           CTRL_RST_L_MTIJRR: out std_logic;
46           CTRL_RST_L_MTIJR: out std_logic;
47           CTRL_MASK_STORE: out std_logic;
48           CTRL_MASK_SHIFT: out std_logic;
49           CTRL_MASK_RST:  out std_logic;
50           FIND:          out std_logic;
51           IDLE:          out std_logic;
52           EN_READ:       out std_logic;
53           CTRL_READWORD_EN: out std_logic;
54           CTRL_READWORD_RST: out std_logic;
55           CTRL_LATCH_RST:  out std_logic;
56           CTRL_ENCODER_EN: out std_logic;
57           CTRL_ADDREG_RST: out std_logic;
58           CTRL_ADDREG_STORE: out std_logic);

```

```

59  end component FSM;
60
61  component MemArray is
62  port(  CTRL_Vbl_0: in std_logic;
63         CTRL_Vop_0: in std_logic;
64         CTRL_Vtr_00: in std_logic;
65         CTRL_Vtr_01: in std_logic;
66         CTRL_Vtr_02: in std_logic;
67         CTRL_MTJW_0: in std_logic;
68         CTRL_in_EN_00: in std_logic;
69         CTRL_in_EN_01: in std_logic;
70         CTRL_in_EN_02: in std_logic;
71         CTRL_MTJ_cell_00: in std_logic;
72         CTRL_MTJ_cell_01: in std_logic;
73         CTRL_MTJ_cell_02: in std_logic;
74         MTJ_RR0_out: out std_logic;
75         MTJ_R00_out: out std_logic;
76         MTJ_R01_out: out std_logic;
77         MTJ_R02_out: out std_logic;
78         ---
79         CTRL_Vbl_1: in std_logic;
80         CTRL_Vop_1: in std_logic;
81         CTRL_Vtr_10: in std_logic;
82         CTRL_Vtr_11: in std_logic;
83         CTRL_Vtr_12: in std_logic;
84         CTRL_MTJW_1: in std_logic;
85         CTRL_in_EN_10: in std_logic;
86         CTRL_in_EN_11: in std_logic;
87         CTRL_in_EN_12: in std_logic;
88         CTRL_MTJ_cell_10: in std_logic;
89         CTRL_MTJ_cell_11: in std_logic;
90         CTRL_MTJ_cell_12: in std_logic;
91         MTJ_RR1_out: out std_logic;
92         MTJ_R10_out: out std_logic;
93         MTJ_R11_out: out std_logic;
94         MTJ_R12_out: out std_logic;
95         ---
96         CTRL_Vbl_2: in std_logic;
97         CTRL_Vop_2: in std_logic;
98         CTRL_Vtr_20: in std_logic;
99         CTRL_Vtr_21: in std_logic;
100        CTRL_Vtr_22: in std_logic;
101        CTRL_MTJW_2: in std_logic;
102        CTRL_in_EN_20: in std_logic;
103        CTRL_in_EN_21: in std_logic;
104        CTRL_in_EN_22: in std_logic;
105        CTRL_MTJ_cell_20: in std_logic;
106        CTRL_MTJ_cell_21: in std_logic;
107        CTRL_MTJ_cell_22: in std_logic;

```

```

108     MTJ_RR2_out: out std_logic;
109     MTJ_R20_out: out std_logic;
110     MTJ_R21_out: out std_logic;
111     MTJ_R22_out: out std_logic);
112 end component MemArray;
113
114 component Detector is
115 port( L_MTJ_RR_out_0: in std_logic;
116       L_MTJ_RR_out_1: in std_logic;
117       L_MTJ_RR_out_2: in std_logic;
118       LATCH0_OUT:    in std_logic;
119       LATCH1_OUT:    in std_logic;
120       LATCH2_OUT:    in std_logic;
121       ENABLE_Rowdis: out std_logic);
122 end component Detector;
123
124 component Row_disabler is
125 port( L_MTJ_RR_out_0: in std_logic;
126       L_MTJ_RR_out_1: in std_logic;
127       L_MTJ_RR_out_2: in std_logic;
128       MAX_min_n:      in std_logic;
129       ENABLE_Rowdis:  in std_logic;
130       FIND:           in std_logic;
131       CTRL_LATCH_RST: in std_logic;
132       LATCH0_OUT:     out std_logic;
133       LATCH1_OUT:     out std_logic;
134       LATCH2_OUT:     out std_logic);
135 end component Row_disabler;
136
137 component And_array is
138 port( RESET_n: in std_logic;
139       IDLE:    in std_logic;
140       FIND:    in std_logic;
141       DECO:    in std_logic;
142       DEC1:    in std_logic;
143       DEC2:    in std_logic;
144       LATCH0_OUT: in std_logic;
145       LATCH1_OUT: in std_logic;
146       LATCH2_OUT: in std_logic;
147       AAout0:    buffer std_logic;
148       AAout1:    buffer std_logic;
149       AAout2:    buffer std_logic;
150       AAoutOR:   out std_logic);
151 end component And_array;
152
153 component Decoder is
154 generic (N: integer := 3);
155 port( ENABLE: in std_logic;
156       ADDRESS: in std_logic_vector(N-1 downto 0);

```

```

157     WLNES:      out std_logic_vector(2**N-1 downto 0) );
158 end component Decoder;
159
160 component Encoder is
161 port(  CTRL_ENCODER_EN:      in std_logic;
162       LATCH0_OUT:           in std_logic;
163       LATCH1_OUT:           in std_logic;
164       LATCH2_OUT:           in std_logic;
165       CLK:                   in std_logic;
166       CTRL_ADDREG_RST:       in std_logic;
167       CTRL_ADDREG_STORE:     in std_logic;
168       ADDRESS_FOUND_REGout:  out std_logic_vector(1 downto 0) );
169 end component Encoder;
170
171 component Shift_reg is
172 generic (N: integer:= 3);
173 port(  CLK:      in std_logic;
174       RST:      in std_logic;
175       SHIFT:    in std_logic;
176       STORE:    in std_logic;
177       RIGHT_LEFT_n: in std_logic;
178       DATA_IN: in std_logic_vector (N-1 downto 0);
179       DATA_OUT: buffer std_logic_vector (N-1 downto 0) );
180 end component Shift_reg;
181
182 component memarray_latches is
183 port(  MTJ_R00_out, MTJ_R01_out, MTJ_R02_out: in std_logic;
184       MTJ_R10_out, MTJ_R11_out, MTJ_R12_out: in std_logic;
185       MTJ_R20_out, MTJ_R21_out, MTJ_R22_out: in std_logic;
186       EN_READ: in std_logic;
187       CTRL_RST_L_MTJR_0: in std_logic;
188       CTRL_RST_L_MTJR_1: in std_logic;
189       CTRL_RST_L_MTJR_2: in std_logic;
190       L_MTJ_R_out_00, L_MTJ_R_out_01, L_MTJ_R_out_02: out std_logic;
191       L_MTJ_R_out_10, L_MTJ_R_out_11, L_MTJ_R_out_12: out std_logic;
192       L_MTJ_R_out_20, L_MTJ_R_out_21, L_MTJ_R_out_22: out std_logic;
193       ---
194       MTJ_RR0_out: in std_logic;
195       MTJ_RR1_out: in std_logic;
196       MTJ_RR2_out: in std_logic;
197       CTRL_RST_L_MTJRR_0: in std_logic;
198       CTRL_RST_L_MTJRR_1: in std_logic;
199       CTRL_RST_L_MTJRR_2: in std_logic;
200       L_MTJ_RR_out_0: out std_logic;
201       L_MTJ_RR_out_1: out std_logic;
202       L_MTJ_RR_out_2: out std_logic);
203 end component memarray_latches;
204
205 component readout is

```

```

206 port( L_MTJ_R_out_00, L_MTJ_R_out_01, L_MTJ_R_out_02: in std_logic;
207        L_MTJ_R_out_10, L_MTJ_R_out_11, L_MTJ_R_out_12: in std_logic;
208        L_MTJ_R_out_20, L_MTJ_R_out_21, L_MTJ_R_out_22: in std_logic;
209        AAout0:      in std_logic;
210        AAout1:      in std_logic;
211        AAout2:      in std_logic;
212        CLK:         in std_logic;
213        CTRL_READWORD_RST: in std_logic;
214        CTRL_READWORD_EN: in std_logic;
215        READWORD_OUT:   out std_logic_vector (2 downto 0) );
216 end component readout;
217
218 component FSM_Array_adapter is
219 port( AAout0:      in std_logic;
220        AAout1:      in std_logic;
221        AAout2:      in std_logic;
222        ---
223        CTRL_Vb1:     in std_logic;
224        CTRL_Vb1_0:   out std_logic;
225        CTRL_Vb1_1:   out std_logic;
226        CTRL_Vb1_2:   out std_logic;
227        ---
228        CTRL_MTJW:     in std_logic;
229        SHIFT_WORD_OUT_0: in std_logic;
230        SHIFT_WORD_OUT_1: in std_logic;
231        SHIFT_WORD_OUT_2: in std_logic;
232        CTRL_MTJW_0:   out std_logic;
233        CTRL_MTJW_1:   out std_logic;
234        CTRL_MTJW_2:   out std_logic;
235        ---
236        CTRL_in_EN_0:   in std_logic;
237        CTRL_in_EN_1:   in std_logic;
238        CTRL_in_EN_2:   in std_logic;
239        CTRL_in_EN_00:  out std_logic;
240        CTRL_in_EN_01:  out std_logic;
241        CTRL_in_EN_02:  out std_logic;
242        CTRL_in_EN_10:  out std_logic;
243        CTRL_in_EN_11:  out std_logic;
244        CTRL_in_EN_12:  out std_logic;
245        CTRL_in_EN_20:  out std_logic;
246        CTRL_in_EN_21:  out std_logic;
247        CTRL_in_EN_22:  out std_logic;
248        ---
249        CTRL_Vop:       in std_logic;
250        CTRL_Vop_0:     out std_logic;
251        CTRL_Vop_1:     out std_logic;
252        CTRL_Vop_2:     out std_logic;
253        ---
254        CTRL_MTJ_CELL:  in std_logic;

```

```

255     SHIFT_MASK:      in std_logic_vector(2 downto 0);
256     CTRL_MTJ_CELL_00: out std_logic;
257     CTRL_MTJ_CELL_01: out std_logic;
258     CTRL_MTJ_CELL_02: out std_logic;
259     CTRL_MTJ_CELL_10: out std_logic;
260     CTRL_MTJ_CELL_11: out std_logic;
261     CTRL_MTJ_CELL_12: out std_logic;
262     CTRL_MTJ_CELL_20: out std_logic;
263     CTRL_MTJ_CELL_21: out std_logic;
264     CTRL_MTJ_CELL_22: out std_logic;
265     ---
266     CTRL_Vtr_0:       in std_logic;
267     CTRL_Vtr_1:       in std_logic;
268     CTRL_Vtr_2:       in std_logic;
269     CTRL_Vtr_00:      out std_logic;
270     CTRL_Vtr_01:      out std_logic;
271     CTRL_Vtr_02:      out std_logic;
272     CTRL_Vtr_10:      out std_logic;
273     CTRL_Vtr_11:      out std_logic;
274     CTRL_Vtr_12:      out std_logic;
275     CTRL_Vtr_20:      out std_logic;
276     CTRL_Vtr_21:      out std_logic;
277     CTRL_Vtr_22:      out std_logic;
278     ---
279     CTRL_RST_L_MTJRR: in std_logic;
280     CTRL_RST_L_MTJRR_0: out std_logic;
281     CTRL_RST_L_MTJRR_1: out std_logic;
282     CTRL_RST_L_MTJRR_2: out std_logic;
283     ---
284     CTRL_RST_L_MTJR:  in std_logic;
285     CTRL_RST_L_MTJR_0: out std_logic;
286     CTRL_RST_L_MTJR_1: out std_logic;
287     CTRL_RST_L_MTJR_2: out std_logic);
288 end component FSM_Array_adapter;
289
290 signal AAout0, AAout1, AAout2, AAoutOR, L_AAoutOR, L_AAoutOR0, L_AAoutOR1,
    ⇨ L_AAoutOR2: std_logic;
291 signal CTRL_Vbl, CTRL_Vbl_0, CTRL_Vbl_1, CTRL_Vbl_2: std_logic;
292 signal CTRL_MTJW, CTRL_MTJW_0, CTRL_MTJW_1, CTRL_MTJW_2: std_logic;
293 signal CTRL_in_EN_0, CTRL_in_EN_1, CTRL_in_EN_2, CTRL_in_EN_00, CTRL_in_EN_01,
    ⇨ CTRL_in_EN_02, CTRL_in_EN_10, CTRL_in_EN_11, CTRL_in_EN_12, CTRL_in_EN_20,
    ⇨ CTRL_in_EN_21, CTRL_in_EN_22: std_logic;
294 signal CTRL_Vop, CTRL_Vop_0, CTRL_Vop_1, CTRL_Vop_2: std_logic;
295 signal CTRL_MTJ_CELL, CTRL_MTJ_CELL_00, CTRL_MTJ_CELL_01, CTRL_MTJ_CELL_02,
    ⇨ CTRL_MTJ_CELL_10, CTRL_MTJ_CELL_11, CTRL_MTJ_CELL_12, CTRL_MTJ_CELL_20,
    ⇨ CTRL_MTJ_CELL_21, CTRL_MTJ_CELL_22: std_logic;
296 signal CTRL_Vtr_0, CTRL_Vtr_1, CTRL_Vtr_2, CTRL_Vtr_00, CTRL_Vtr_01,
    ⇨ CTRL_Vtr_02, CTRL_Vtr_10, CTRL_Vtr_11, CTRL_Vtr_12, CTRL_Vtr_20,
    ⇨ CTRL_Vtr_21, CTRL_Vtr_22: std_logic;

```

```

297 signal CTRL_WORD_SHIFT, CTRL_WORD0_SHIFT, CTRL_WORD1_SHIFT, CTRL_WORD2_SHIFT:
    ↪ std_logic;
298 signal CTRL_RST_L_MTJRR, CTRL_RST_L_MTJRR_0, CTRL_RST_L_MTJRR_1,
    ↪ CTRL_RST_L_MTJRR_2: std_logic;
299 signal CTRL_RST_L_MTJR, CTRL_RST_L_MTJR_0, CTRL_RST_L_MTJR_1,
    ↪ CTRL_RST_L_MTJR_2: std_logic;
300
301 signal L_MTJ_RR_out_0, L_MTJ_RR_out_1, L_MTJ_RR_out_2, L_MTJ_R_out_00,
    ↪ L_MTJ_R_out_01, L_MTJ_R_out_02, L_MTJ_R_out_10, L_MTJ_R_out_11,
    ↪ L_MTJ_R_out_12, L_MTJ_R_out_20, L_MTJ_R_out_21, L_MTJ_R_out_22,
    ↪ LATCH0_OUT, LATCH1_OUT, LATCH2_OUT, ENABLE_Rowdis, DECO, DEC1, DEC2:
    ↪ std_logic;
302 signal MTJ_RR0_out, MTJ_R00_out, MTJ_R01_out, MTJ_R02_out, MTJ_RR1_out,
    ↪ MTJ_R10_out, MTJ_R11_out, MTJ_R12_out, MTJ_RR2_out, MTJ_R20_out,
    ↪ MTJ_R21_out, MTJ_R22_out: std_logic;
303 signal FIND, IDLE, EN_READ, CTRL_READWORD_EN, CTRL_READWORD_RST,
    ↪ CTRL_LATCH_RST, CTRL_ENCODER_EN: std_logic;
304 signal CTRL_ADDREG_RST, CTRL_ADDREG_STORE: std_logic;
305
306 signal CTRL_MASK_RST, CTRL_MASK_SHIFT, CTRL_MASK_STORE: std_logic;
307 signal CTRL_WORD_RST: std_logic;
308 signal W_LINES, ENC_INPUTS: std_logic_vector(3 downto 0);
309 signal MASK_OUT, WORD0_OUT, WORD1_OUT, WORD2_OUT: std_logic_vector(2 downto
    ↪ 0);
310 signal ADDRESS_FOUND: std_logic_vector(1 downto 0);
311 signal READWORD_OUT: std_logic_vector(2 downto 0);
312 begin
313
314   FSM_mem: FSM port map (
315     CLK => CLK,
316     RESET_n => RESET_n,
317     START_FIND => START_FIND,
318     READ_WRITE_n => READ_WRITE_n,
319     AAoutOR => AAoutOR,
320     ---
321     CTRL_Vb1 => CTRL_Vb1,
322     CTRL_MTJW => CTRL_MTJW,
323     CTRL_in_EN_0 => CTRL_in_EN_0,
324     CTRL_in_EN_1 => CTRL_in_EN_1,
325     CTRL_in_EN_2 => CTRL_in_EN_2,
326     CTRL_Vop => CTRL_Vop,
327     CTRL_MTJ_CELL => CTRL_MTJ_CELL,
328     CTRL_Vtr_0 => CTRL_Vtr_0,
329     CTRL_Vtr_1 => CTRL_Vtr_1,
330     CTRL_Vtr_2 => CTRL_Vtr_2,
331     CTRL_WORD_SHIFT => CTRL_WORD_SHIFT,
332     CTRL_WORD_RST => CTRL_WORD_RST,
333     CTRL_RST_L_MTJRR => CTRL_RST_L_MTJRR,
334     CTRL_RST_L_MTJR => CTRL_RST_L_MTJR,

```



```

335     CTRL_MASK_STORE => CTRL_MASK_STORE,
336     CTRL_MASK_SHIFT => CTRL_MASK_SHIFT,
337     CTRL_MASK_RST => CTRL_MASK_RST,
338     FIND => FIND,
339     IDLE => IDLE,
340     EN_READ => EN_READ,
341     CTRL_READWORD_EN => CTRL_READWORD_EN,
342     CTRL_READWORD_RST => CTRL_READWORD_RST,
343     CTRL_LATCH_RST => CTRL_LATCH_RST,
344     CTRL_ENCODER_EN => CTRL_ENCODER_EN,
345     CTRL_ADDREG_RST => CTRL_ADDREG_RST,
346     CTRL_ADDREG_STORE => CTRL_ADDREG_STORE);
347
348 MEM: MemArray port map (
349     CTRL_Vbl_0 => CTRL_Vbl_0,
350     CTRL_Vop_0 => CTRL_Vop_0,
351     CTRL_Vtr_00 => CTRL_Vtr_00,
352     CTRL_Vtr_01 => CTRL_Vtr_01,
353     CTRL_Vtr_02 => CTRL_Vtr_02,
354     CTRL_MTJW_0 => CTRL_MTJW_0,
355     CTRL_in_EN_00 => CTRL_in_EN_00,
356     CTRL_in_EN_01 => CTRL_in_EN_01,
357     CTRL_in_EN_02 => CTRL_in_EN_02,
358     CTRL_MTJ_cell_00 => CTRL_MTJ_cell_00,
359     CTRL_MTJ_cell_01 => CTRL_MTJ_cell_01,
360     CTRL_MTJ_cell_02 => CTRL_MTJ_cell_02,
361     MTJ_RRO_out => MTJ_RRO_out,
362     MTJ_R00_out => MTJ_R00_out,
363     MTJ_R01_out => MTJ_R01_out,
364     MTJ_R02_out => MTJ_R02_out,
365     ---
366     CTRL_Vbl_1 => CTRL_Vbl_1,
367     CTRL_Vop_1 => CTRL_Vop_1,
368     CTRL_Vtr_10 => CTRL_Vtr_10,
369     CTRL_Vtr_11 => CTRL_Vtr_11,
370     CTRL_Vtr_12 => CTRL_Vtr_12,
371     CTRL_MTJW_1 => CTRL_MTJW_1,
372     CTRL_in_EN_10 => CTRL_in_EN_10,
373     CTRL_in_EN_11 => CTRL_in_EN_11,
374     CTRL_in_EN_12 => CTRL_in_EN_12,
375     CTRL_MTJ_cell_10 => CTRL_MTJ_cell_10,
376     CTRL_MTJ_cell_11 => CTRL_MTJ_cell_11,
377     CTRL_MTJ_cell_12 => CTRL_MTJ_cell_12,
378     MTJ_RR1_out => MTJ_RR1_out,
379     MTJ_R10_out => MTJ_R10_out,
380     MTJ_R11_out => MTJ_R11_out,
381     MTJ_R12_out => MTJ_R12_out,
382     ---
383     CTRL_Vbl_2 => CTRL_Vbl_2,

```

```

384 CTRL_Vop_2 => CTRL_Vop_2,
385 CTRL_Vtr_20 => CTRL_Vtr_20,
386 CTRL_Vtr_21 => CTRL_Vtr_21,
387 CTRL_Vtr_22 => CTRL_Vtr_22,
388 CTRL_MTJW_2 => CTRL_MTJW_2,
389 CTRL_in_EN_20 => CTRL_in_EN_20,
390 CTRL_in_EN_21 => CTRL_in_EN_21,
391 CTRL_in_EN_22 => CTRL_in_EN_22,
392 CTRL_MTJ_cell_20 => CTRL_MTJ_cell_20,
393 CTRL_MTJ_cell_21 => CTRL_MTJ_cell_21,
394 CTRL_MTJ_cell_22 => CTRL_MTJ_cell_22,
395 MTJ_RR2_out => MTJ_RR2_out,
396 MTJ_R20_out => MTJ_R20_out,
397 MTJ_R21_out => MTJ_R21_out,
398 MTJ_R22_out => MTJ_R22_out);
399
400 latches: memarray_latches port map (
401     MTJ_R00_out => MTJ_R00_out,
402     MTJ_R01_out => MTJ_R01_out,
403     MTJ_R02_out => MTJ_R02_out,
404     MTJ_R10_out => MTJ_R10_out,
405     MTJ_R11_out => MTJ_R11_out,
406     MTJ_R12_out => MTJ_R12_out,
407     MTJ_R20_out => MTJ_R20_out,
408     MTJ_R21_out => MTJ_R21_out,
409     MTJ_R22_out => MTJ_R22_out,
410     EN_READ => EN_READ,
411     CTRL_RST_L_MTJR_0 => CTRL_RST_L_MTJR_0,
412     CTRL_RST_L_MTJR_1 => CTRL_RST_L_MTJR_1,
413     CTRL_RST_L_MTJR_2 => CTRL_RST_L_MTJR_2,
414     L_MTJ_R_out_00 => L_MTJ_R_out_00,
415     L_MTJ_R_out_01 => L_MTJ_R_out_01,
416     L_MTJ_R_out_02 => L_MTJ_R_out_02,
417     L_MTJ_R_out_10 => L_MTJ_R_out_10,
418     L_MTJ_R_out_11 => L_MTJ_R_out_11,
419     L_MTJ_R_out_12 => L_MTJ_R_out_12,
420     L_MTJ_R_out_20 => L_MTJ_R_out_20,
421     L_MTJ_R_out_21 => L_MTJ_R_out_21,
422     L_MTJ_R_out_22 => L_MTJ_R_out_22,
423     ---
424     MTJ_RR0_out => MTJ_RR0_out,
425     MTJ_RR1_out => MTJ_RR1_out,
426     MTJ_RR2_out => MTJ_RR2_out,
427     CTRL_RST_L_MTJRR_0 => CTRL_RST_L_MTJRR_0,
428     CTRL_RST_L_MTJRR_1 => CTRL_RST_L_MTJRR_1,
429     CTRL_RST_L_MTJRR_2 => CTRL_RST_L_MTJRR_2,
430     L_MTJ_RR_out_0 => L_MTJ_RR_out_0,
431     L_MTJ_RR_out_1 => L_MTJ_RR_out_1,
432     L_MTJ_RR_out_2 => L_MTJ_RR_out_2);

```

```

433
434 read_out: readout port map (
435     L_MTJ_R_out_00 => L_MTJ_R_out_00,
436     L_MTJ_R_out_01 => L_MTJ_R_out_01,
437     L_MTJ_R_out_02 => L_MTJ_R_out_02,
438     L_MTJ_R_out_10 => L_MTJ_R_out_10,
439     L_MTJ_R_out_11 => L_MTJ_R_out_11,
440     L_MTJ_R_out_12 => L_MTJ_R_out_12,
441     L_MTJ_R_out_20 => L_MTJ_R_out_20,
442     L_MTJ_R_out_21 => L_MTJ_R_out_21,
443     L_MTJ_R_out_22 => L_MTJ_R_out_22,
444     AAout0 => AAout0,
445     AAout1 => AAout1,
446     AAout2 => AAout2,
447     CLK => CLK,
448     CTRL_READWORD_RST => CTRL_READWORD_RST,
449     CTRL_READWORD_EN => CTRL_READWORD_EN,
450     READWORD_OUT => READWORD_OUT);
451
452 DET: Detector port map (
453     L_MTJ_RR_out_0 => L_MTJ_RR_out_0,
454     L_MTJ_RR_out_1 => L_MTJ_RR_out_1,
455     L_MTJ_RR_out_2 => L_MTJ_RR_out_2,
456     LATCH0_OUT => LATCH0_OUT,
457     LATCH1_OUT => LATCH1_OUT,
458     LATCH2_OUT => LATCH2_OUT,
459     ENABLE_Rowdis => ENABLE_Rowdis);
460
461 DIS: Row_disabler port map (
462     L_MTJ_RR_out_0 => L_MTJ_RR_out_0,
463     L_MTJ_RR_out_1 => L_MTJ_RR_out_1,
464     L_MTJ_RR_out_2 => L_MTJ_RR_out_2,
465     MAX_min_n => MAX_min_n,
466     ENABLE_Rowdis => ENABLE_Rowdis,
467     FIND => FIND,
468     CTRL_LATCH_RST => CTRL_LATCH_RST,
469     LATCH0_OUT => LATCH0_OUT,
470     LATCH1_OUT => LATCH1_OUT,
471     LATCH2_OUT => LATCH2_OUT);
472
473 ENC: Encoder port map (
474     CTRL_ENCODER_EN => CTRL_ENCODER_EN,
475     LATCH0_OUT => LATCH0_OUT,
476     LATCH1_OUT => LATCH1_OUT,
477     LATCH2_OUT => LATCH2_OUT,
478     CLK => CLK,
479     CTRL_ADDREG_RST => CTRL_ADDREG_RST,
480     CTRL_ADDREG_STORE => CTRL_ADDREG_STORE,
481     ADDRESS_FOUND_REGout => ADDRESS_FOUND_REGout);

```

```

482
483 DEC: Decoder generic map (N => 2) port map (
484     ENABLE => CTRL_DEC_en,
485     ADDRESS => ADDRESS,
486     WLINEs => WLINEs);
487
488 DECO <= WLINEs(0);
489 DEC1 <= WLINEs(1);
490 DEC2 <= WLINEs(2);
491
492 ANDARR: And_array port map (
493     RESET_n => RESET_n,
494     IDLE => IDLE,
495     FIND => FIND,
496     DECO => DECO,
497     DEC1 => DEC1,
498     DEC2 => DEC2,
499     LATCH0_OUT => LATCH0_OUT,
500     LATCH1_OUT => LATCH1_OUT,
501     LATCH2_OUT => LATCH2_OUT,
502     AAout0 => AAout0,
503     AAout1 => AAout1,
504     AAout2 => AAout2,
505     AAoutOR => AAoutOR);
506
507 MASK_REG: Shift_reg generic map (N => 3) port map (
508     CLK => CLK,
509     RST => CTRL_MASK_RST,
510     SHIFT => CTRL_MASK_SHIFT,
511     STORE => CTRL_MASK_STORE,
512     RIGHT_LEFT_n => '1',
513     DATA_IN => "100",
514     DATA_OUT => MASK_OUT);
515
516 WORD0_REG: Shift_reg generic map (N => 3) port map (
517     CLK => CLK,
518     RST => CTRL_WORD_RST,
519     SHIFT => CTRL_WORD0_SHIFT,
520     STORE => CTRL_WORD0_STORE,
521     RIGHT_LEFT_n => '0',
522     DATA_IN => WORD0,
523     DATA_OUT => WORD0_OUT);
524
525 WORD1_REG: Shift_reg generic map (N => 3) port map (
526     CLK => CLK,
527     RST => CTRL_WORD_RST,
528     SHIFT => CTRL_WORD1_SHIFT,
529     STORE => CTRL_WORD1_STORE,
530     RIGHT_LEFT_n => '0',

```

```

531     DATA_IN => WORD1,
532     DATA_OUT => WORD1_OUT);
533
534 WORD2_REG: Shift_reg generic map (N => 3) port map (
535     CLK => CLK,
536     RST => CTRL_WORD_RST,
537     SHIFT => CTRL_WORD2_SHIFT,
538     STORE => CTRL_WORD2_STORE,
539     RIGHT_LEFT_n => '0',
540     DATA_IN => WORD2,
541     DATA_OUT => WORD2_OUT);
542
543 FSM_Array_adapt: FSM_Array_adapter port map (
544     AAout0 => AAout0,
545     AAout1 => AAout1,
546     AAout2 => AAout2,
547     ---
548     CTRL_Vbl => CTRL_Vbl,
549     CTRL_Vbl_0 => CTRL_Vbl_0,
550     CTRL_Vbl_1 => CTRL_Vbl_1,
551     CTRL_Vbl_2 => CTRL_Vbl_2,
552     ---
553     CTRL_MTJW => CTRL_MTJW,
554     SHIFT_WORD_OUT_0 => WORD0_OUT(2),
555     SHIFT_WORD_OUT_1 => WORD1_OUT(2),
556     SHIFT_WORD_OUT_2 => WORD2_OUT(2),
557     CTRL_MTJW_0 => CTRL_MTJW_0,
558     CTRL_MTJW_1 => CTRL_MTJW_1,
559     CTRL_MTJW_2 => CTRL_MTJW_2,
560     ---
561     CTRL_in_EN_0 => CTRL_in_EN_0,
562     CTRL_in_EN_1 => CTRL_in_EN_1,
563     CTRL_in_EN_2 => CTRL_in_EN_2,
564     CTRL_in_EN_00 => CTRL_in_EN_00,
565     CTRL_in_EN_01 => CTRL_in_EN_01,
566     CTRL_in_EN_02 => CTRL_in_EN_02,
567     CTRL_in_EN_10 => CTRL_in_EN_10,
568     CTRL_in_EN_11 => CTRL_in_EN_11,
569     CTRL_in_EN_12 => CTRL_in_EN_12,
570     CTRL_in_EN_20 => CTRL_in_EN_20,
571     CTRL_in_EN_21 => CTRL_in_EN_21,
572     CTRL_in_EN_22 => CTRL_in_EN_22,
573     ---
574     CTRL_Vop => CTRL_Vop,
575     CTRL_Vop_0 => CTRL_Vop_0,
576     CTRL_Vop_1 => CTRL_Vop_1,
577     CTRL_Vop_2 => CTRL_Vop_2,
578     ---
579     CTRL_MTJ_CELL => CTRL_MTJ_CELL,

```

```

580     SHIFT_MASK => MASK_OUT,
581     CTRL_MTJ_CELL_00 => CTRL_MTJ_CELL_00,
582     CTRL_MTJ_CELL_01 => CTRL_MTJ_CELL_01,
583     CTRL_MTJ_CELL_02 => CTRL_MTJ_CELL_02,
584     CTRL_MTJ_CELL_10 => CTRL_MTJ_CELL_10,
585     CTRL_MTJ_CELL_11 => CTRL_MTJ_CELL_11,
586     CTRL_MTJ_CELL_12 => CTRL_MTJ_CELL_12,
587     CTRL_MTJ_CELL_20 => CTRL_MTJ_CELL_20,
588     CTRL_MTJ_CELL_21 => CTRL_MTJ_CELL_21,
589     CTRL_MTJ_CELL_22 => CTRL_MTJ_CELL_22,
590     ---
591     CTRL_Vtr_0 => CTRL_Vtr_0,
592     CTRL_Vtr_1 => CTRL_Vtr_1,
593     CTRL_Vtr_2 => CTRL_Vtr_2,
594     CTRL_Vtr_00 => CTRL_Vtr_00,
595     CTRL_Vtr_01 => CTRL_Vtr_01,
596     CTRL_Vtr_02 => CTRL_Vtr_02,
597     CTRL_Vtr_10 => CTRL_Vtr_10,
598     CTRL_Vtr_11 => CTRL_Vtr_11,
599     CTRL_Vtr_12 => CTRL_Vtr_12,
600     CTRL_Vtr_20 => CTRL_Vtr_20,
601     CTRL_Vtr_21 => CTRL_Vtr_21,
602     CTRL_Vtr_22 => CTRL_Vtr_22,
603     ---
604     CTRL_RST_L_MTJRR => CTRL_RST_L_MTJRR,
605     CTRL_RST_L_MTJRR_0 => CTRL_RST_L_MTJRR_0,
606     CTRL_RST_L_MTJRR_1 => CTRL_RST_L_MTJRR_1,
607     CTRL_RST_L_MTJRR_2 => CTRL_RST_L_MTJRR_2,
608     ---
609     CTRL_RST_L_MTJR => CTRL_RST_L_MTJR,
610     CTRL_RST_L_MTJR_0 => CTRL_RST_L_MTJR_0,
611     CTRL_RST_L_MTJR_1 => CTRL_RST_L_MTJR_1,
612     CTRL_RST_L_MTJR_2 => CTRL_RST_L_MTJR_2);
613
614 end architecture Behaviour;

```

## D.6. Testbench

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.std_logic_arith.all;
4  use IEEE.std_logic_unsigned.all;
5  use work.globals.all;

```

```

6
7 entity tb_mem is
8 end entity tb_mem;
9
10 architecture Behaviour of tb_mem is
11     component Memory is
12     port( CLK:          in std_logic;
13           RESET_n:      in std_logic;
14           CTRL_DEC_en:   in std_logic;
15           ADDRESS:       in std_logic_vector (1 downto 0);
16           START_FIND:    in std_logic;
17           READ_WRITE_n:  in std_logic;
18           MAX_min_n:     in std_logic;
19           CTRL_WORD0_STORE: in std_logic;
20           CTRL_WORD1_STORE: in std_logic;
21           CTRL_WORD2_STORE: in std_logic;
22           WORD0:         in std_logic_vector(2 downto 0);
23           WORD1:         in std_logic_vector(2 downto 0);
24           WORD2:         in std_logic_vector(2 downto 0);
25           ADDRESS_FOUND_REGout: out std_logic_vector(1 downto 0));
26     end component Memory;
27
28     signal CLK, RESET_n, CTRL_DEC_en, CTRL_WORD0_STORE, CTRL_WORD1_STORE,
29     ↪ CTRL_WORD2_STORE, START_FIND, READ_WRITE_n, MAX_min_n: std_logic;
30     signal ADDRESS, ADDRESS_FOUND_REGout: std_logic_vector(1 downto 0);
31     signal WORD0, WORD1, WORD2: std_logic_vector(2 downto 0);
32
33 begin
34     RESET_n <= '0', '1' after 2*CLOCK_HIGH;
35     CTRL_DEC_en <= '0', '1' after 5*CLOCK_PERIOD;
36     ADDRESS <= "00", "01" after 15*CLOCK_PERIOD, "10" after 30*CLOCK_PERIOD;
37     WORD0 <= "111";
38     CTRL_WORD0_STORE <= '0', '1' after 4*CLOCK_PERIOD, '0' after 5*CLOCK_PERIOD;
39     WORD1 <= "011";
40     CTRL_WORD1_STORE <= '0', '1' after 4*CLOCK_PERIOD, '0' after 5*CLOCK_PERIOD;
41     WORD2 <= "101";
42     CTRL_WORD2_STORE <= '0', '1' after 4*CLOCK_PERIOD, '0' after 5*CLOCK_PERIOD;
43     START_FIND <= '0', '1' after 50*CLOCK_PERIOD, '0' after 51*CLOCK_PERIOD;
44     READ_WRITE_n <= '0', '1' after 60*CLOCK_PERIOD;
45     MAX_min_n <= '1';
46
47     DUT: Memory port map (
48         CLK => CLK,
49         RESET_n => RESET_n,
50         CTRL_DEC_en => CTRL_DEC_en,
51         ADDRESS => ADDRESS,
52         START_FIND => START_FIND,
53         READ_WRITE_n => READ_WRITE_n,
54         MAX_min_n => MAX_min_n,

```

```
54     CTRL_WORD0_STORE => CTRL_WORD0_STORE,  
55     CTRL_WORD1_STORE => CTRL_WORD1_STORE,  
56     CTRL_WORD2_STORE => CTRL_WORD2_STORE,  
57     WORD0 => WORD0,  
58     WORD1 => WORD1,  
59     WORD2 => WORD2,  
60     ADDRESS_FOUND_REGout => ADDRESS_FOUND_REGout);  
61  
62     clk_gen: process  
63     begin  
64         CLK <= '1';  
65         wait for CLOCK_HIGH;  
66         CLK <= '0';  
67         wait for CLOCK_LOW;  
68     end process clk_gen;  
69  
70 end architecture Behaviour;
```