


COSC175 (Systems I): Computer Organization & Design





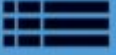



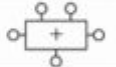
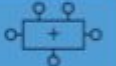










Professor Lillian Pentecost
Fall 2024



Warm-Up October 1 (spooky!!)

- Where we were
 - FSMs, sequential logic
- Where we are going
 - Responding to feedback about workload
 - Our first computer processor!
 - Introducing remaining building blocks
 - Introducing the guts of the ALU (Arithmetic Logical Unit)
- Logistics, Reminders
 - TA help 7-9PM on Sundays, Tuesdays, Thursdays in C107
 - LP Office hours M 9-10:30AM, Th 2:30-4PM
 - Weekly Exercises Due Friday 5PM (CYOA)
 - Pre-Lab for tomorrow (DDCA Review 1.4.6, Read 5.2.2)
- Textbook Tags: 2.8, 5.2 (5.2.4), [DiveIntoSystems 5.5](#)

Application Software 	Application Software 
Operating Systems 	Operating Systems 
Architecture 	Architecture 
Micro-architecture 	Micro-architecture 
Logic 	Logic 
Digital Circuits 	Digital Circuits 
Analog Circuits 	Analog Circuits 
Devices 	Devices 
Physics 	Physics 

Responding to Feedback; Course Workload

- *Reducing # of mandatory-to-hand-in weekly exercises*
 - (all listed are still useful study tools, looking ahead to midterm exam)
- *Increasing Clarity around time + effort expectations in upcoming labs*
 - & *reducing length of labs, including expectations for testing as appropriate*
- A quick discussion around *debugging strategies*; work smarter, not longer
 - SystemVerilog “from scratch” is prone to many errors, even for experts; start from a provided example, and incorporate desired features and ideas *incrementally* so you can always pinpoint issues quickly; use testbenches crafted for each case you care about before deployment
 - If an exercise or idea is feeling unreasonable, take a step away, scale back to a textbook example or simpler version first, and you will ultimately save yourself time

Our First **Hardware** Architecture

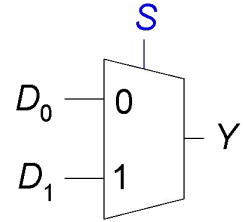
- 3 important blocks for now
 - **ALU** (Arithmetic Logical Unit, does the computation)
 - **Registers** (specific little chunks of memory, hold convenient and/or important bits)
 - **Memory** (one big blob of extra bits we can grab information from)
- We will also have a block for “control” → given an instruction, it gets the right data and sends it to the right place

Building Blocks: Multiplexer (Mux)

Selects between one of N inputs to connect to output

Select input is $\log_2 N$ bits – control input

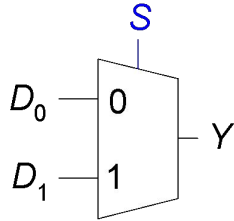
Example: **2:1 Mux**



S	D_1	D_0	Y	S	Y
0	0	0	0	0	D_0
0	0	1	1	1	D_1
0	1	0	0		
0	1	1	1		
1	0	0	0		
1	0	1	0		
1	1	0	1		
1	1	1	1		

2:1 Multiplexer Implementations

Desired Behavior



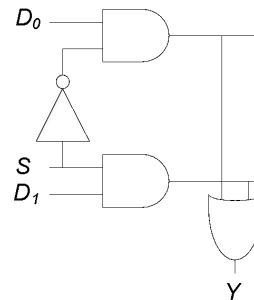
S	D ₁	D ₀	Y
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

S	Y
0	D ₀
1	D ₁

Familiar, reasonable design: with Logic Gates

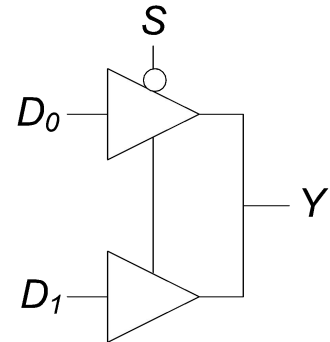
	D ₀ D ₁	00	01	11	10
S	0	0	0	1	1
1	0	1	1	0	0

$$Y = D_0\bar{S} + D_1S$$

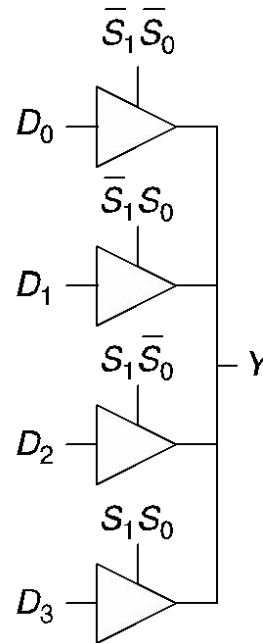
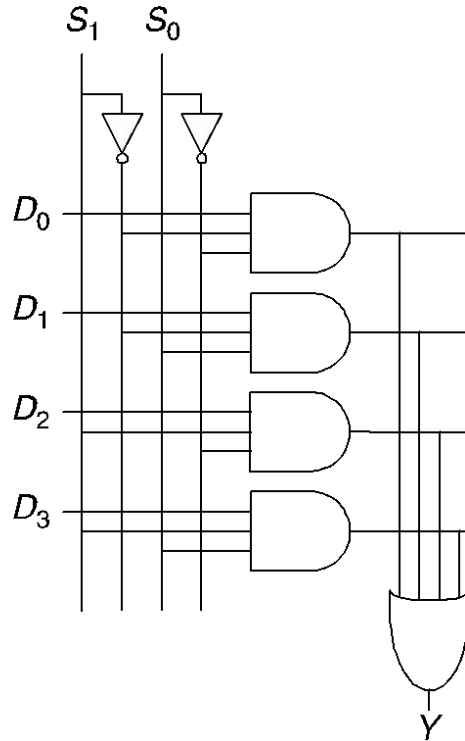
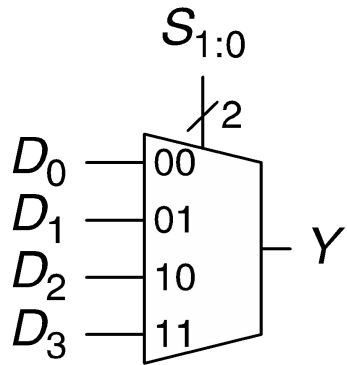


Simpler: with Tristates

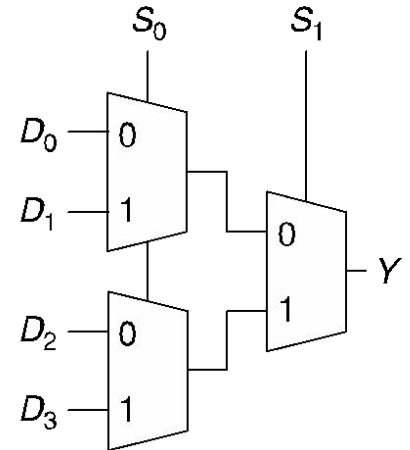
- Two tristates
- Turn on exactly one to select the appropriate input



4:1 Multiplexer Implementations



Hierarchical



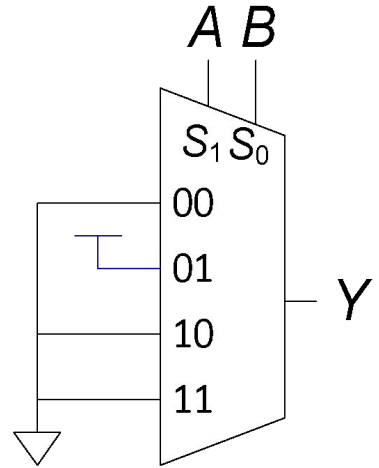
Logic using Multiplexers

Example:

“Hardcode” a MUX to produce desired output (Y) for given input combinations

Essentially, a ***look-up-table*** encoding a boolean equation

A	B	Y
0	0	0
0	1	1
1	0	0
1	1	0



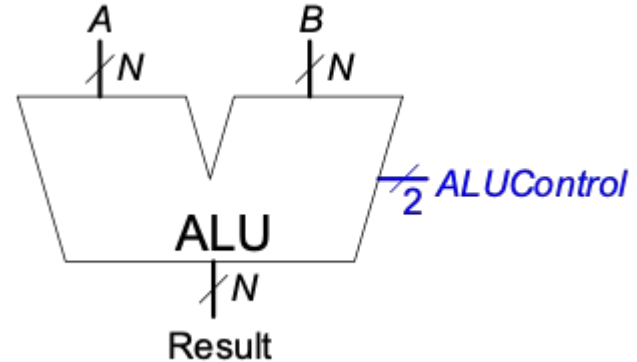
ALU: Arithmetic Logic Unit

ALUControl _{1:0}	Function
00	Add
01	Subtract
10	AND
11	OR

Example: Perform $A \text{ OR } B$

$ALUControl_{1:0} = 11$

$Result = A \text{ OR } B$



ALU: Arithmetic Logic Unit

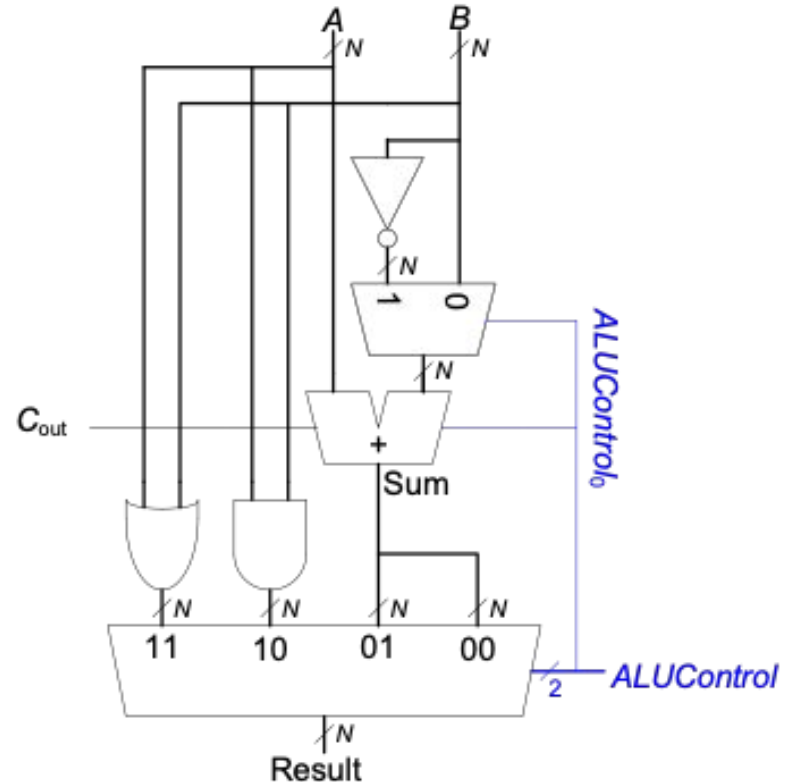
ALUControl _{1:0}	Function
00	Add
01	Subtract
10	AND
11	OR

Example: Perform $A \text{ OR } B$

$ALUControl_{1:0} = 11$

Mux selects output of OR gate as
Result, so:

$Result = A \text{ OR } B$



ALU: Arithmetic Logic Unit

ALUControl _{1:0}	Function
00	Add
01	Subtract
10	AND
11	OR

Example: Perform $A + B$

$ALUControl_{1:0} = 00$

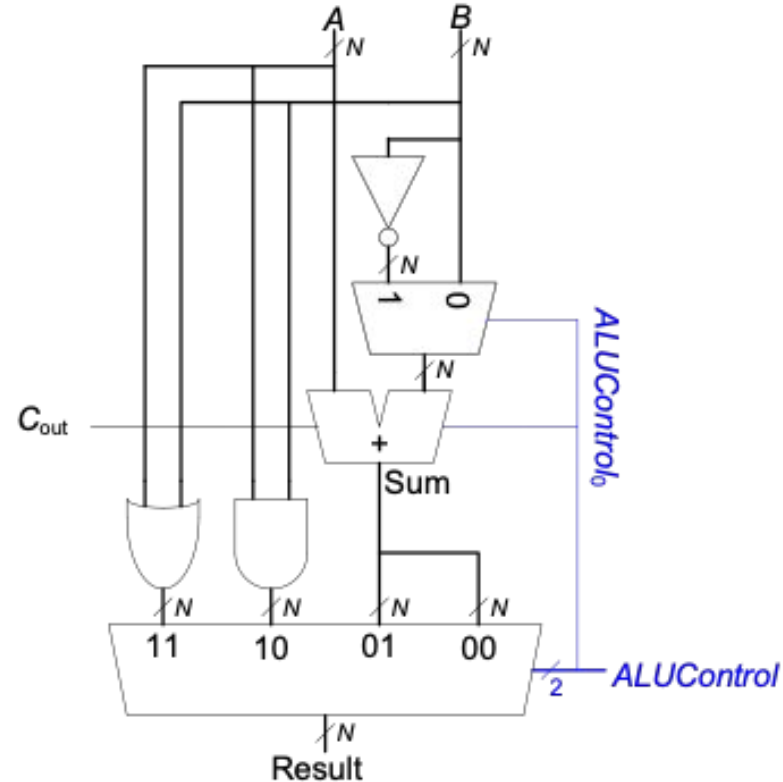
$ALUControl_0 = 0$, so:

C_{in} to adder = 0

2nd input to adder is B

Mux selects *Sum* as *Result*, so

Result = $A + B$



Wrap-Up October 1



- Coming up next!
 - ***Building the components we need for general-purpose computing!***
- Logistics, Reminders
 - Evening help sessions 7-9PM on Sundays, Tuesdays, Thursdays in C107
 - Weekly Exercises Due Friday 5PM
 - **Stay up to date with readings!**
 - Lab 0, 1, Weekly Exercises 0 Feedback is posted via Moodle, reach out to **me** with questions
 - Pre-Lab for tomorrow (building an ALU, split over two weeks!)
- FEEDBACK
 - <https://forms.gle/5Aafcm3iJthX78jx6>