Carleton University

Department of Systems and Computer Engineering

SYSC 3006 (Computer Organization) Fall 2020

Lab / Assignment 5 – Answers file

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Part 1 – [0.75-mark/5]

1-1 Control FSM Output Table

[0.75-mark] Complete the provided Control FSM Output Table for Part 1 for the Fetch, Decode, and Execution States for opcodes 0x01 (ADD) through 0x07 (NOT).

FSM Output ROM Table: **Fetch, Decode, and Execution States for opcodes 0x01 (ADD) through 0x07 (NOT)**

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
State Hex encoding	Unused (0)	IRCE	PCOE	C1OE	AADD	MARCE	MAROE	MDRCE	MDROE	MDRget	MDRput	IBRead	IBWrite	AOP	ANOP	DR	SXR	SYR	RegSEL	RegLD	T1CE	T1OE	T2CE	T2OE	Q7+	Q6+	Q5+	Q4+	Q3+	Q2+	Q1+	Q0+	Hex Encoding
F0 000	0	0	1	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	1	2402 3801
F1 01	0	0	0	1	1	0	1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	1	0	1B10 0602
F2 02	0	1	0	0	0	0	0	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40C2 0003
Decode 03	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	1	0	0	0	0	0	1	1	1	2002 2107
E0 04	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	1	1	0	0	0	0	0	0	0	0	1	0	1	0002 B805
E1 05	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	1	1	0	1	1	0	0	0	0	0	0	1	1	0	0004 7606
E2 06	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0003 2100
Dead 07	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0000 0007

Part 2 – [0.75-mark/5]

2.1 - Control FSM Output Table

[0.75-mark] Complete the provided Control FSM Output Table for Part 2 for NOP Instruction Execution 3 States. This table will extend the Control FSM Output Table for Part 1 (same FSM Output ROM).

FSM Output ROM Table: **NOP Instruction Execution States**

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
State Hex encoding	Unused (0)	IRCE	PCOE	C1OE	AADD	MARCE	MAROE	MDRCE	MDROE	MDRget	MDRput	IBRead	IBWrite	AOP	ANOP	DR	SXR	SYR	RegSEL	RegLD	T1CE	T1OE	T2CE	T2OE	Q7+	Q6+	Q5+	Q4+	Q3+	Q2+	Q1+	Q0+	Hex Encoding
E3 08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0000 0009
E4 09	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0000 000A
E4 0A	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0000 0000
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Part 3 – [2.0-mark/5]

3.1 - Control FSM Output Table

[0.75-mark] Complete the provided Control FSM Output Table for Part 3 for NEG Instruction Execution States. This table will extend the Control FSM Output Table for Part 1 and 2 (same FSM Output ROM).

FSM Output ROM Table: **NEG Instruction Execution States**

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
State Hex encoding	Unused (0)	IRCE	PCOE	C1OE	AADD	MARCE	MAROE	MDRCE	MDROE	MDRget	MDRput	IBRead	IBWrite	AOP	ANOP	DR	SXR	SYR	RegSEL	RegLD	T1CE	T1OE	T2CE	T2OE	Q7+	Q6+	Q5+	Q4+	Q3+	Q2+	Q1+	Q0+	Hex Encoding
E5 0B	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	1	1	0	0 1	1	0	0	0	0	0	1	1	0	0	0005 320C 0005 360C
E6 0C	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	1	0	0	1	0	0	0	0	1	1	0	1	0003 290D
E7 0D	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1	1	1	0	1800 060E
E8 0E	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0003 2100
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

3.2 -

[0.50-mark] Describe how NEG instruction is executed at each execution state.

Firstly, a not operation on the register component

Secondly, the result is stored at the same register and into T1

Thirdly, 1 C1OE is asserted into the data bus, 1 AADD then the result is stored in T2

Fourthly, T2 is stored back at the same register

3.3 – Decode ROM Table

[0.75-mark] Complete the provided FSM Decode ROM Table to show any entries that must be programmed (for all parts).

FSM Decode ROM Table

Instruction	Address (hex)	Contents (hex)
NOP	00	**08**
ADD	01	**04**
SUB	02	**04**
MOV	03	**05**
AND	04	**04**
OR	05	**04**
XOR	06	**04**
NOT	07	**05**
NEG	17	**0B**

Part 4 – Execution test [total of 1.5-mark/5]

4.1 – Instruction Table

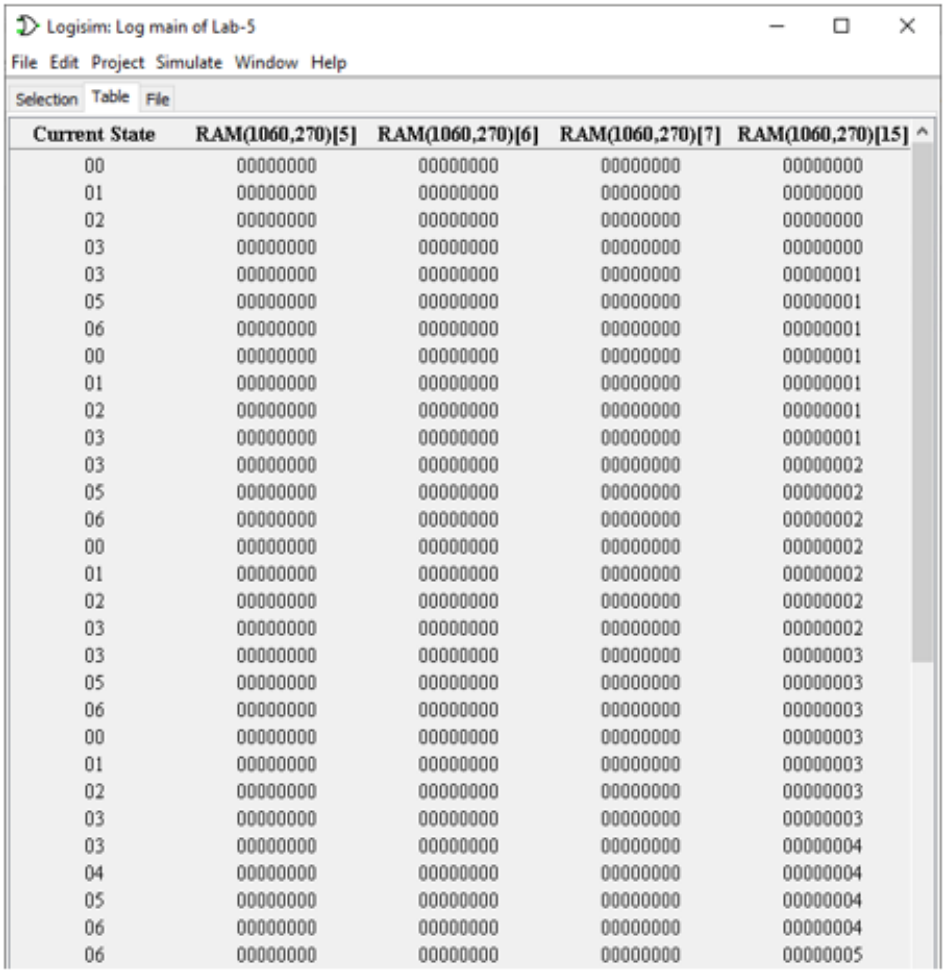
[0.75-mark] Complete the provided Main Memory Table to contain the encodings of the Test Program instructions as indicated. Then program the words of this table into the Main Memory. Be sure to include the Main Memory contents exactly as given in the table.

Main Memory Table

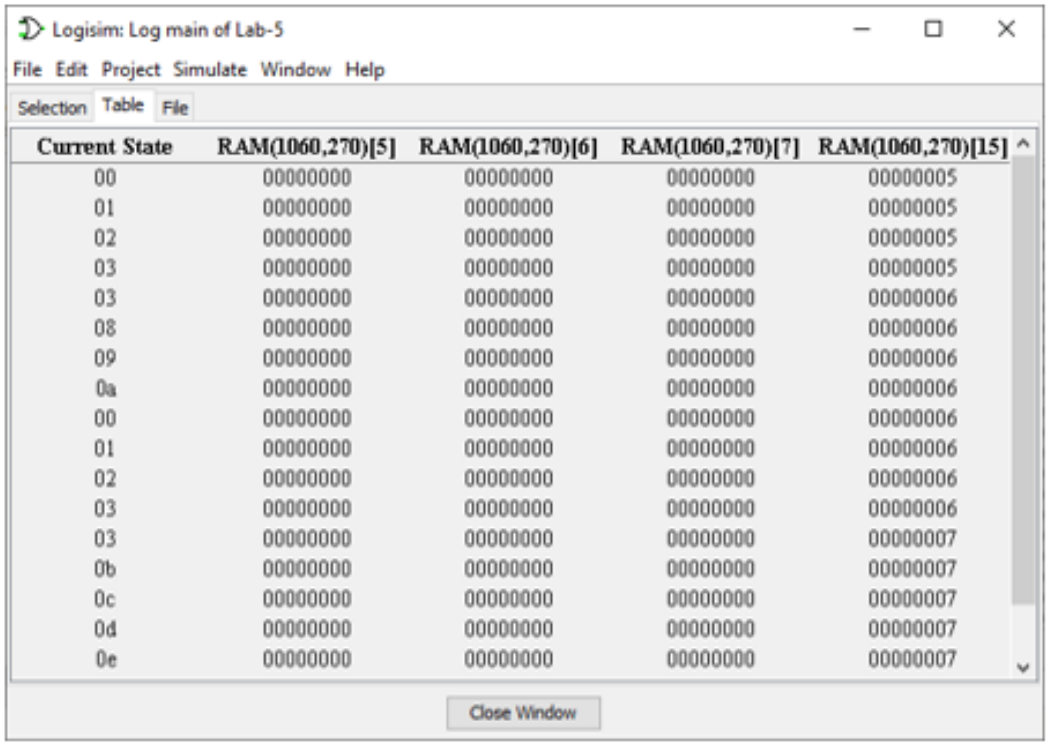
Address (hex)	Instruction	Encoding (hex)
0	MOV R2 ← [R15]	**0320F000**
1	NOT R11 ← NOT [R2]	**07B02000**
2	MOV R10 ← [R15]	**03A0F000**
3	SUB R15 ←[R10] – [R11]	**02FAB000**
4	EEBB FFFF	Illegal instruction
5	NOP	**00000000**
6	NEG R11 ← – [R11]	**17B00000**

4.1 – Test Results

[0.75-mark] Cycle the System Clock through the execution of your Test program and show your logs here.



Current State	RAM(1060,270)[5]	RAM(1060,270)[6]	RAM(1060,270)[7]	RAM(1060,270)[15]
00	00000000	00000000	00000000	00000000
01	00000000	00000000	00000000	00000000
02	00000000	00000000	00000000	00000000
03	00000000	00000000	00000000	00000000
03	00000000	00000000	00000000	00000001
05	00000000	00000000	00000000	00000001
06	00000000	00000000	00000000	00000001
00	00000000	00000000	00000000	00000001
01	00000000	00000000	00000000	00000001
02	00000000	00000000	00000000	00000001
03	00000000	00000000	00000000	00000001
03	00000000	00000000	00000000	00000002
05	00000000	00000000	00000000	00000002
06	00000000	00000000	00000000	00000002
00	00000000	00000000	00000000	00000002
01	00000000	00000000	00000000	00000002
02	00000000	00000000	00000000	00000002
03	00000000	00000000	00000000	00000002
03	00000000	00000000	00000000	00000003
05	00000000	00000000	00000000	00000003
06	00000000	00000000	00000000	00000003
00	00000000	00000000	00000000	00000003
01	00000000	00000000	00000000	00000003
02	00000000	00000000	00000000	00000003
03	00000000	00000000	00000000	00000003
03	00000000	00000000	00000000	00000004
04	00000000	00000000	00000000	00000004
05	00000000	00000000	00000000	00000004
06	00000000	00000000	00000000	00000004
06	00000000	00000000	00000000	00000005



Current State	RAM(1060,270)[5]	RAM(1060,270)[6]	RAM(1060,270)[7]	RAM(1060,270)[15]
00	00000000	00000000	00000000	00000005
01	00000000	00000000	00000000	00000005
02	00000000	00000000	00000000	00000005
03	00000000	00000000	00000000	00000005
03	00000000	00000000	00000000	00000006
08	00000000	00000000	00000000	00000006
09	00000000	00000000	00000000	00000006
0a	00000000	00000000	00000000	00000006
00	00000000	00000000	00000000	00000006
01	00000000	00000000	00000000	00000006
02	00000000	00000000	00000000	00000006
03	00000000	00000000	00000000	00000006
03	00000000	00000000	00000000	00000007
0b	00000000	00000000	00000000	00000007
0c	00000000	00000000	00000000	00000007
0d	00000000	00000000	00000000	00000007
0e	00000000	00000000	00000000	00000007

Submission deadline

Must be submitted on cuLearn, locate (Lab/Assignment 5 submission) and follow instructions. Submission exact deadline (date and time) is displayed clearly within the Lab/Assignment 5 submission on cuLearn.

Note: If you have any question please contact your respective group TA (see TA / group information posted on cuLearn) or use Discord class server.

Good Luck