

## Computer Architecture

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CSE,RUET

### Problem:

Build CPU based on following requirements:

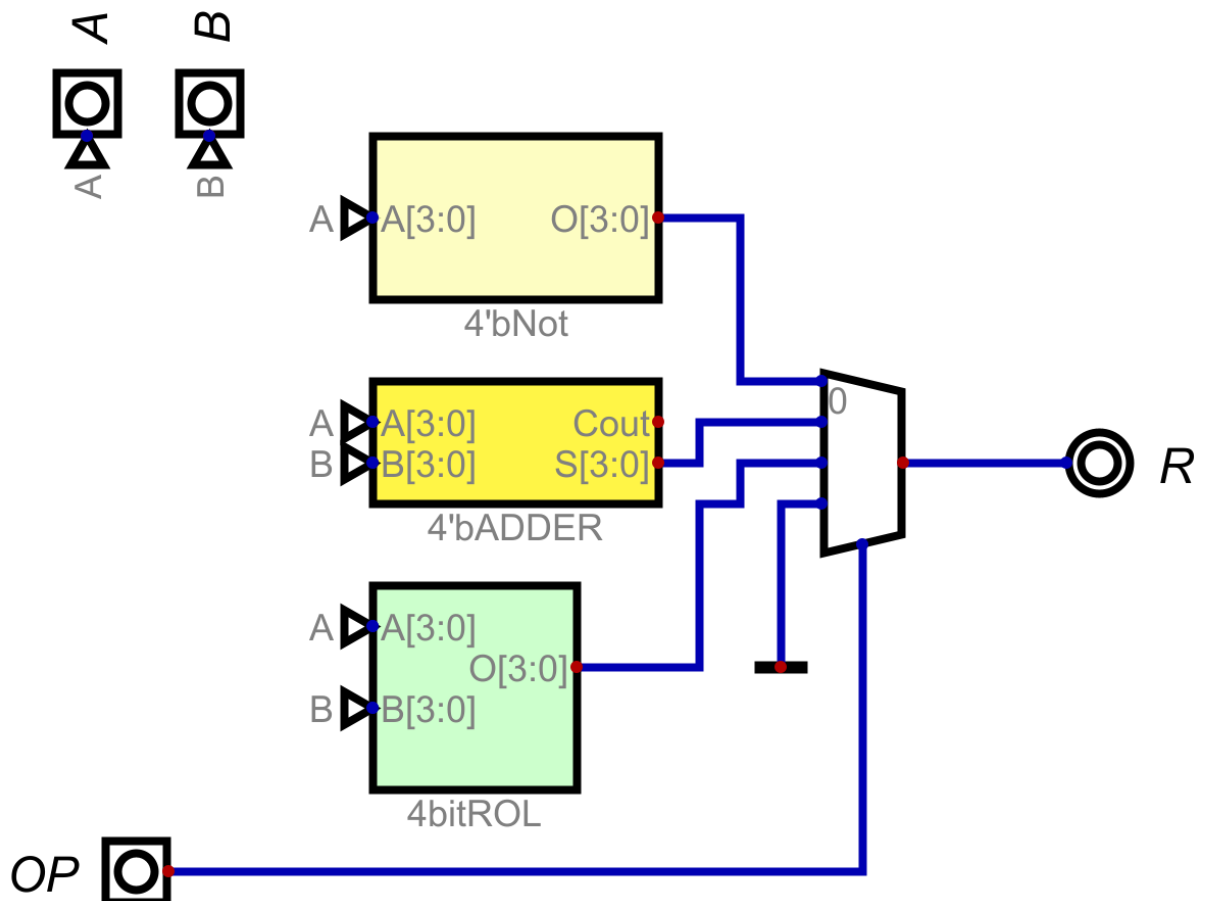
1. Word Size of CPU = 4
2. ALU Operations = NOT, ADD, ROL
3. Register Number = 4
4. Size of RAM = 8
5. Word size of ISA and RAM = 15
6. CPU Instructions = Register Mode, Immediate Mode, JMP, JNE

### Solution:

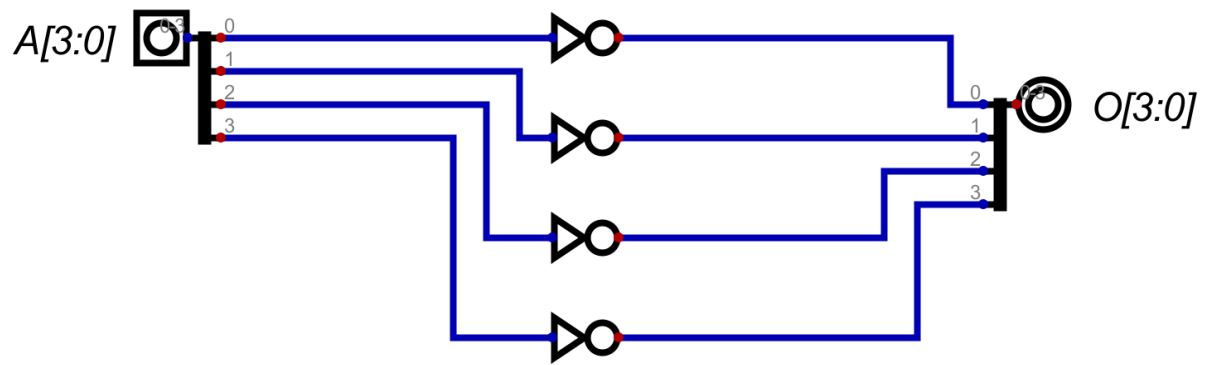
Simulator Design:

1. ALU Circuit (Top to Bottom all circuits):

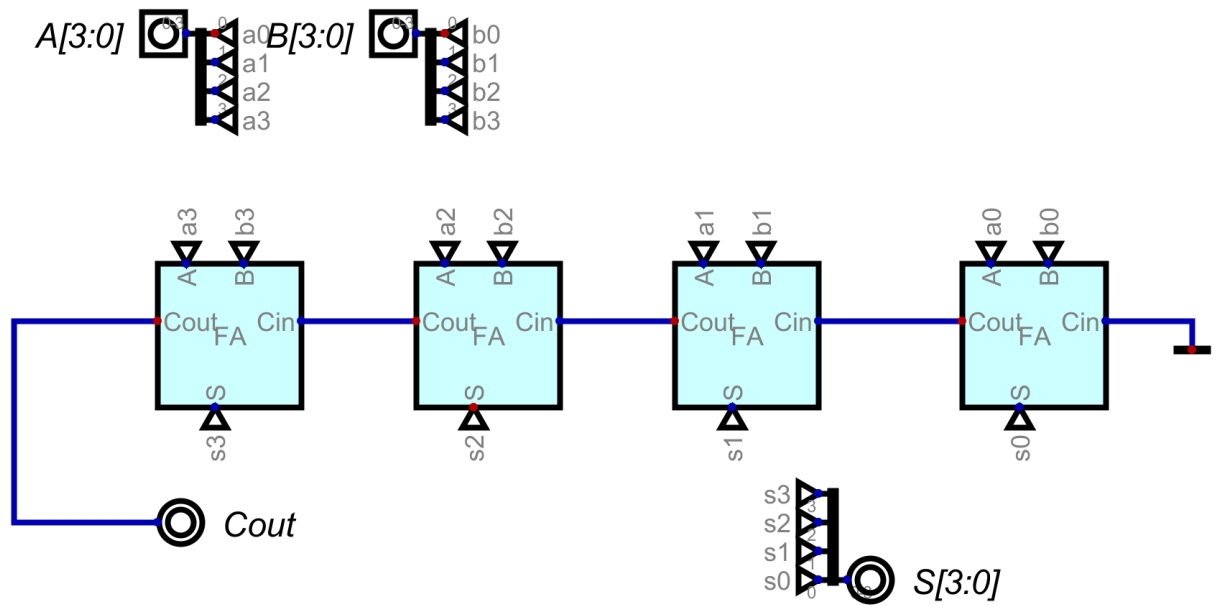
#### I. 4 bit ALU



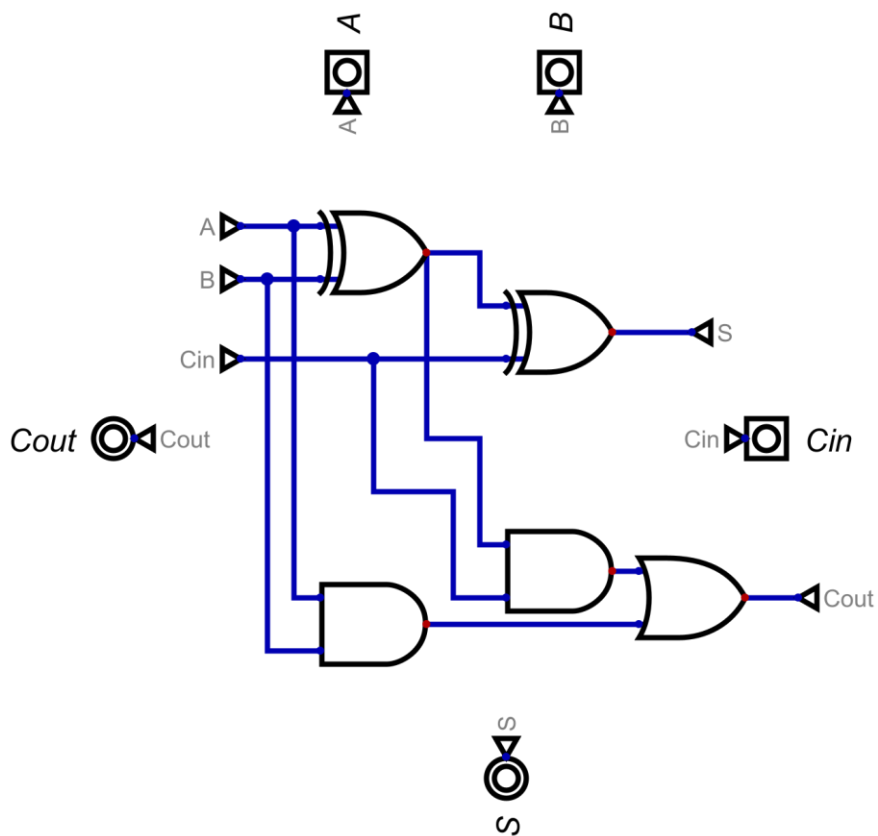
II. 4 bit NOT



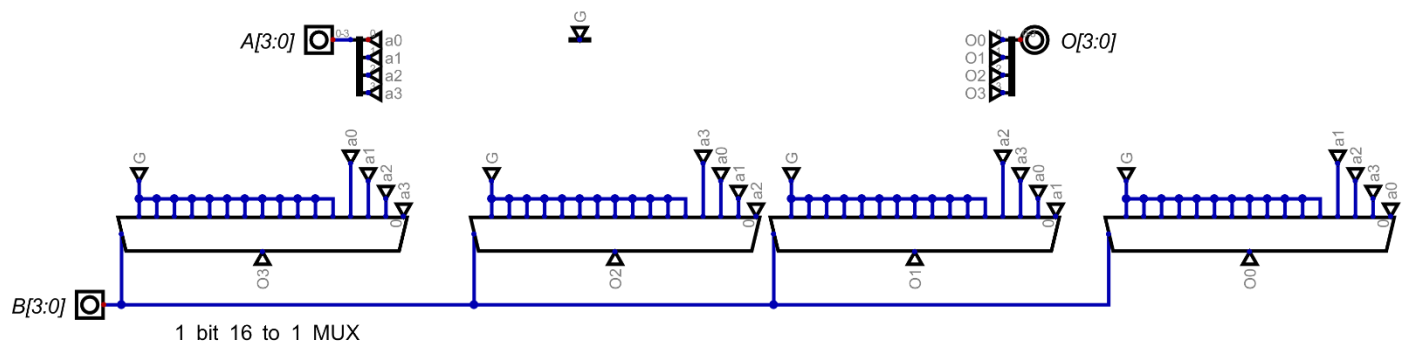
III. 4 bit Adder



a. 1 bit Adder

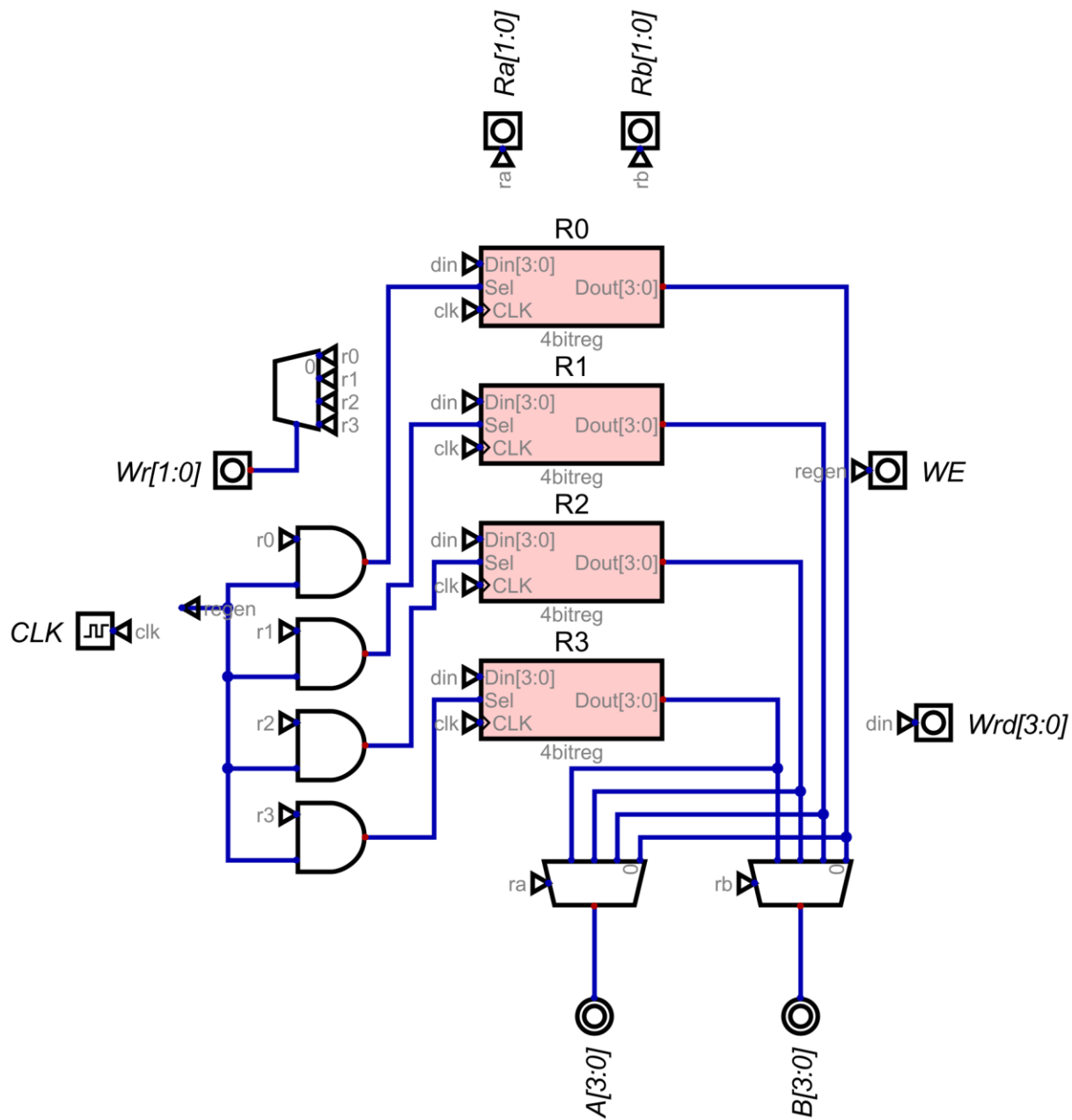


#### IV. 4 bit ROL

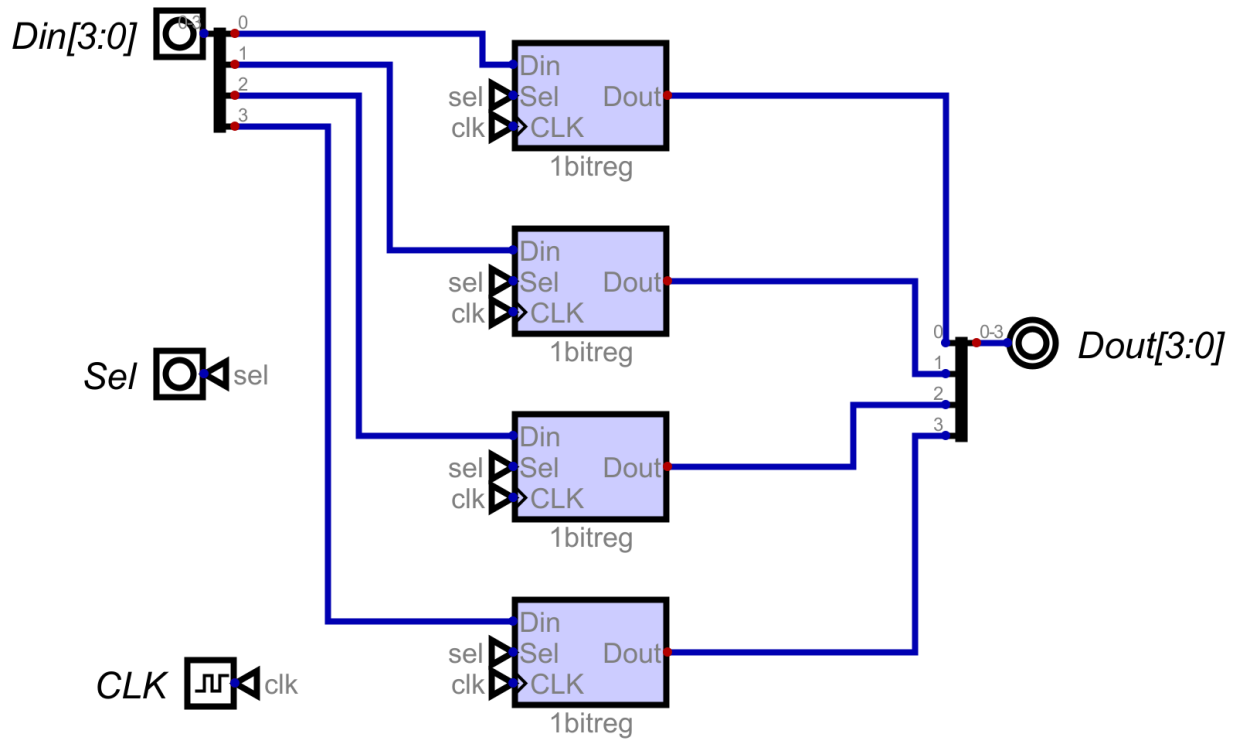


#### 2. Register Set Circuit (Top to Bottom all circuits):

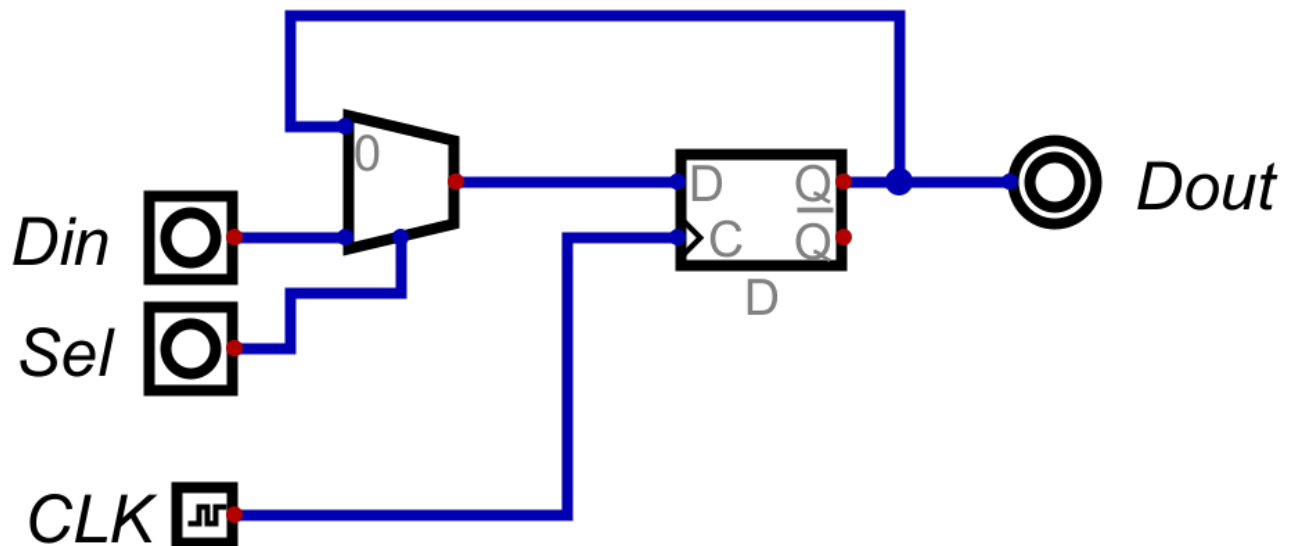
##### I. 4 bit Register Set



## II. 4 bit Register

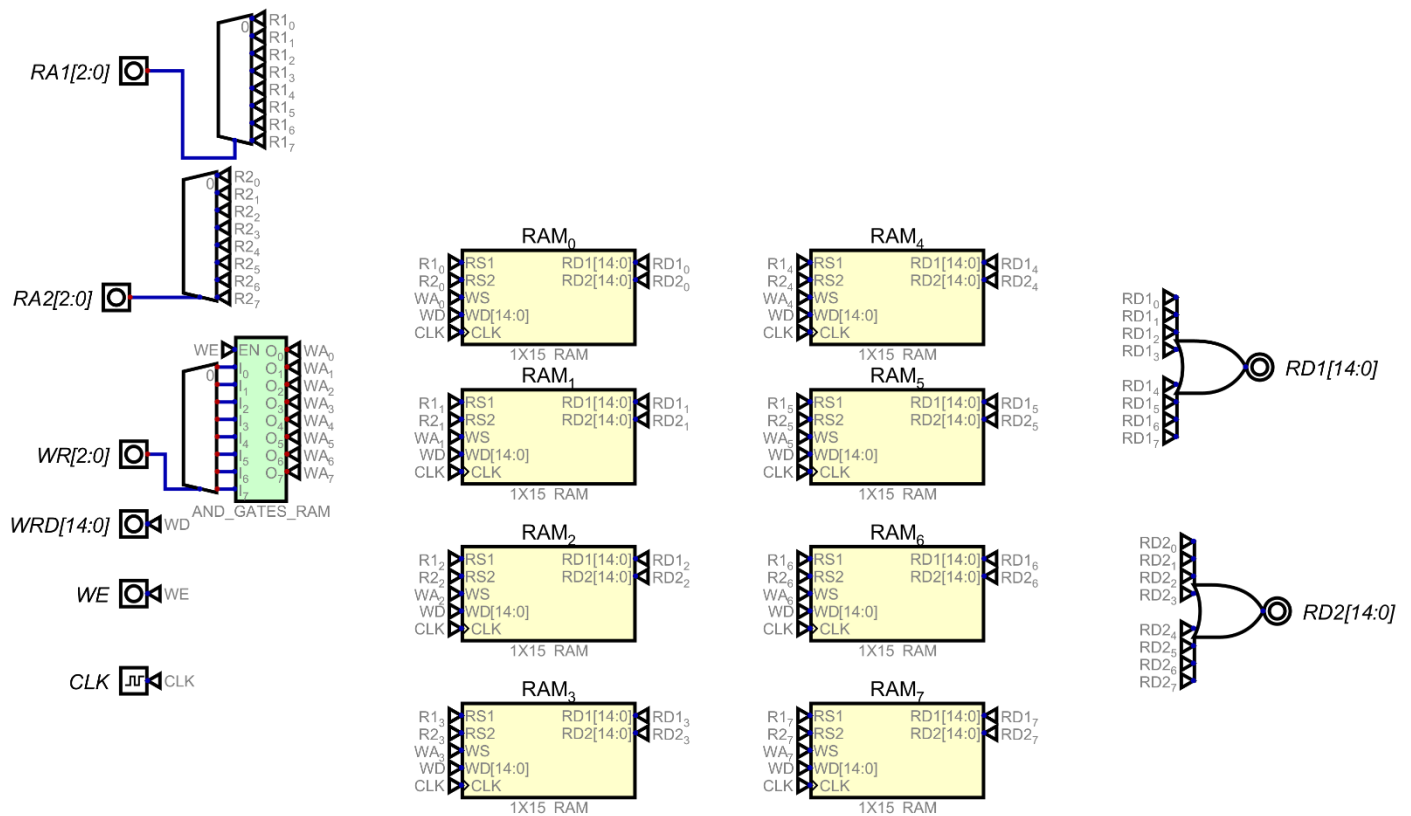


## III. 1 bit Register

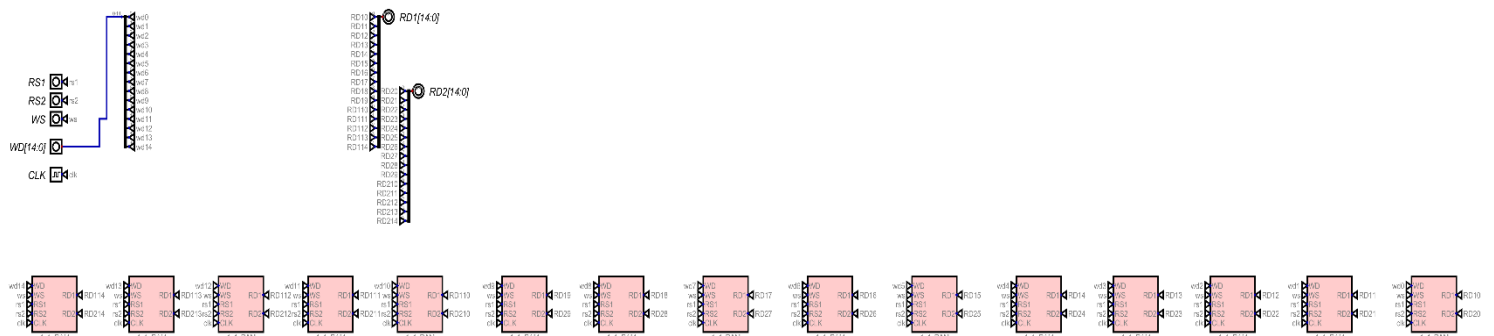


3. RAM Circuit (Top to Bottom all circuits):

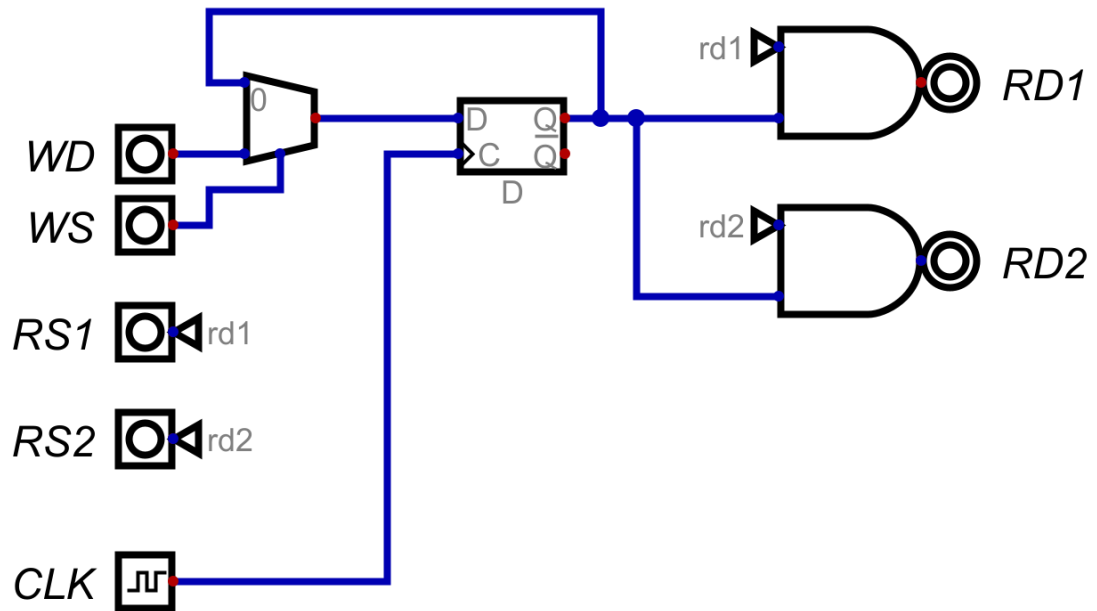
## I. 8 x 15 RAM



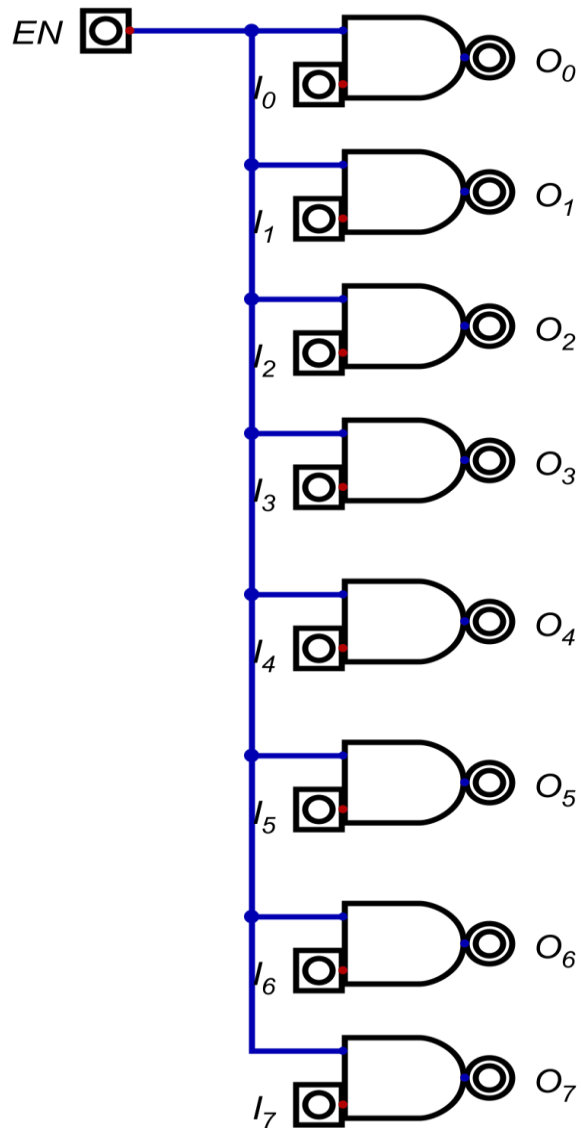
## II. 1x15 RAM



## III. 1x1 RAM



#### IV. AND\_GATES\_RAM



## 4. ISA

Register Mode(Type of OP 00) : 2 bit(type of OP)+2bit(OP)+2bit(Reg1)+2bit(Reg2) + 7bit (Don't Care)  
 Immidiate Mode(Type of OP 01) : 2 bit(type of OP)+2bit(OP)+2bit(Reg1)+4bit(Imm value) + 5bit (Don't Care)  
 Jump Mode(Type of OP 10) : 2 bit(type of OP)+2bit(OP)+3bit(Jump Address)+8 bit (Don't Care)  
 OP(00): NOT , OP(01):ADD , OP(11):ROL  
 OP(00): JMP , OP(01):JNE

```
JNE START . . .
1001001000000000
```

```
ADD R1,0101    . . .
010101010100000
JMP ADD1        . . .
100000100000000
```

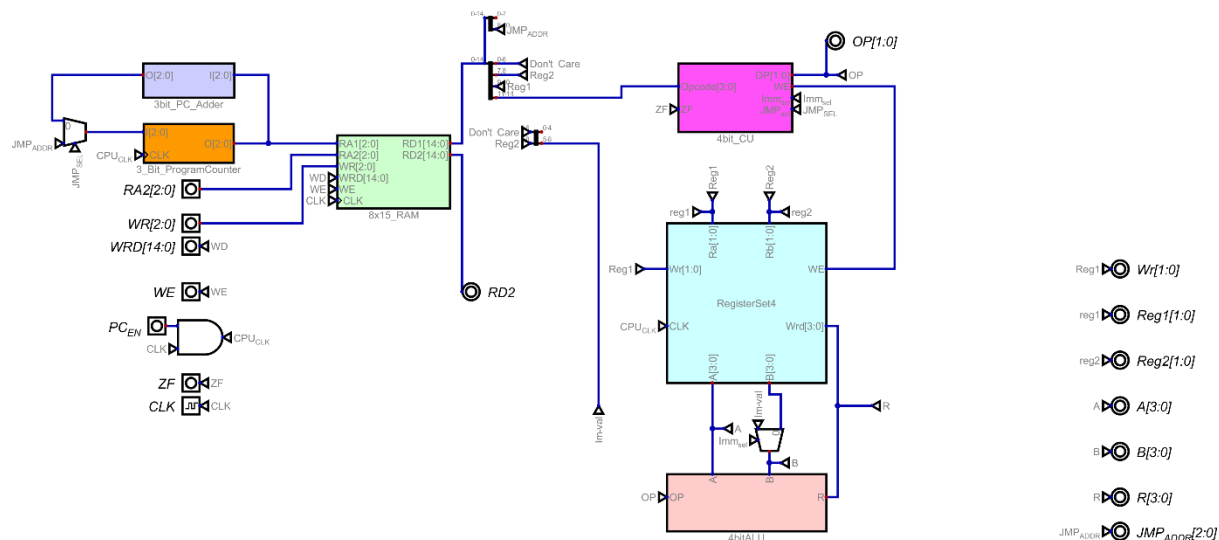
**5. CPU (Top to Bottom all circuits):**

## I. CPU

Register Mode(Type of OP 00) : 2 bit(type of OP)+2bit(OP)+2bit(Reg1)+2bit(Reg2) + 7bit (Don't Care)  
 Immediate Mode(Type of OP 01) : 2 bit(type of OP)+2bit(OP)+2bit(Reg1)+4bit(Imm value) + 5bit (Don't Care)  
 Jump Mode(Type of OP 10) : 2 bit(type of OP)+2bit(OP)+3bit(Jump Address)+8 bit (Don't Care)  
 OP(00): NOT , OP(01):ADD , OP(11):ROL  
 OP(00): JMP , OP(01):JNE

```
JNE START
1001001000000000

ADD R1,0101
0101010101000000
JMP ADD1
1000001000000000
```

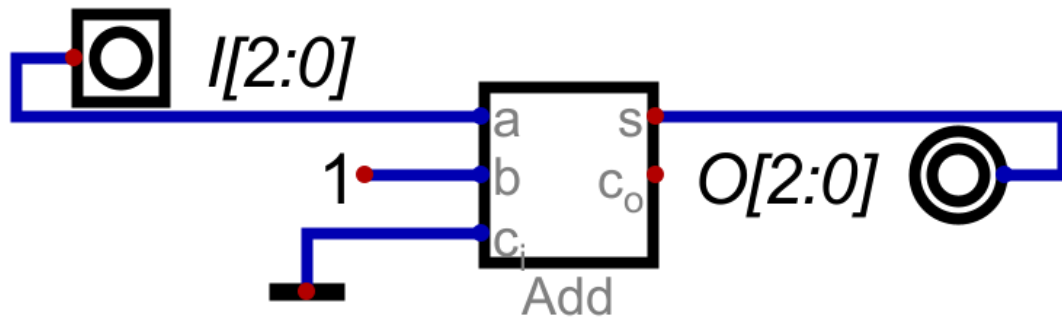


## II. 3 bit Program Counter





### III. 3 bit PC Adder



### IV. 4 bit CU

