

## EENG284: Introduction to Digital Design

Spring 2021

Homework Assignment #10

Due: 11:59pm, Monday, April 26th, 2021.

1. A 8kx32 RAM is full of integer data. Design a circuit that determines the sum of the integers *between* addresses A and B. The values of A and B are to be read in using a two-line handshake where the circuit is to act as a passive consumer. The sum is to be placed in a 32-bit register S. Turn in; an algorithm the datapath and control unit, the control word table, the memory input equations, and output equations. The control unit is to be implemented using a ones hot encoding.
2. A 256x8 RAM is full of data. Design a circuit that jumps around in memory. The current address should be stored in a register called PC. If the MSB of the fetched word is 1, then the remaining seven bits represent a 7-bit 2's complement number; add these seven bits to the PC. If the MSB of the fetched word is 0 then just increment the PC. Repeat this process forever. Turn in; an algorithm the datapath and control unit, the control word table, the memory input equations, and output equations. The control unit is to be implemented using a ones hot encoding.

The desired behavior of the circuit is illustrated in Figure 1. In this figure if PC=0 then the word at that address (3F) has a MSB of 0 so the PC is incremented to 1. The word at address 1 is fetched (BC) and has an MSB of 1 so the least significant seven bits of BC are added to the PC, making its new value 3D. repeating this process sees the PC goto address 21, 22, 21, 22 into a never ending cycle. Make sure the solution identifies how to add the least significant seven bits to an 8-bit PC.

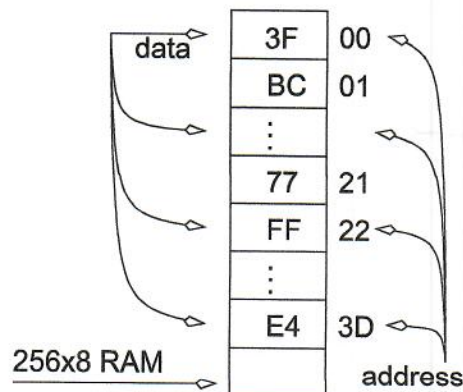


Figure 1: A 256x8 RAM loaded with some data.

3. Design a circuit that reads successive words from a 1kx12 RAM and updates a 12-bit register called ACC based on the upper two bits of the memory word. The address of the current memory word should be contained in a register called PC (Program Counter). Since the words read from the RAM will tell us what operation to perform on the ACC, the memory word will be stored in a register called IR (Instruction Register). If the upper two bits of IR are:
  - (a) 00 then add the lower 10 bits of the IR to ACC. Pad the upper two bits of the IR with 0's before adding to the ACC.
  - (b) 01 then store the ACC to the address specified by the lower 10 bits of the IR.
  - (c) 10 then load the ACC from the address specified by the lower 10 bits of the IR.
  - (d) 11 then clear the value of ACC to 0.

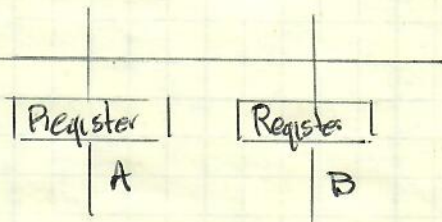
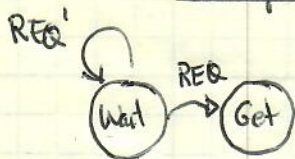
#1 Algorithm for (;) {

Get both A & B @ same time  
with 1 handshake

sum = 0;

loop  
sum += RAM[i];

Datapath and Control



Control Word Table

	Register A	Register B	ACK
	0 hold 1 load	0 hold 1 load	
Wait			
Get			



#2 How hardware process RAM contents in example

PC	RAM[PC] MBR	MBR binary	MBR <sub>7</sub>	Next PC
0	3F	0011 1111	0	PC + 1 0 + 1 = 1
1	BC	1011 1100	1	PC + MBR <sub>6-0</sub> $\begin{array}{r} 0000 \quad 0001 \\ + 0011 \quad 1100 \\ \hline 0011 \quad 1101 = 3D \end{array}$ Sign extend
3D	E4	1110 0100	1	PC + MBR <sub>6-0</sub> $\begin{array}{r} 0011 \quad 1101 \\ + 1110 \quad 0100 \\ \hline 0010 \quad 0001 = 21 \end{array}$ Sign extend
21	77	0111 0111	0	PC + 1 = 22
22	FF	1111 1111	1	PC + MBR <sub>6-0</sub> $\begin{array}{r} 0010 \quad 0001 \\ + 1111 \quad 1111 \\ \hline 0010 \quad 0001 = 21 \end{array}$ Sign extend

- Use MBR<sub>7</sub> in algorithm
- "Pick" off MSB of MBR and run straight into control unit
- Sign Extend MBR<sub>6-0</sub>



#3

IR contents	Name	Operation
00   immediate	Add immediate	$ACC += \text{immediate}$
01   address	store ACC	$RAM[\text{address}] = ACC$
10   address	load ACC	$ACC = RAM[\text{address}]$
11	Clear ACC	$ACC = 0$
← 12 bits →		

Algorithm

for ( ; ; ) {

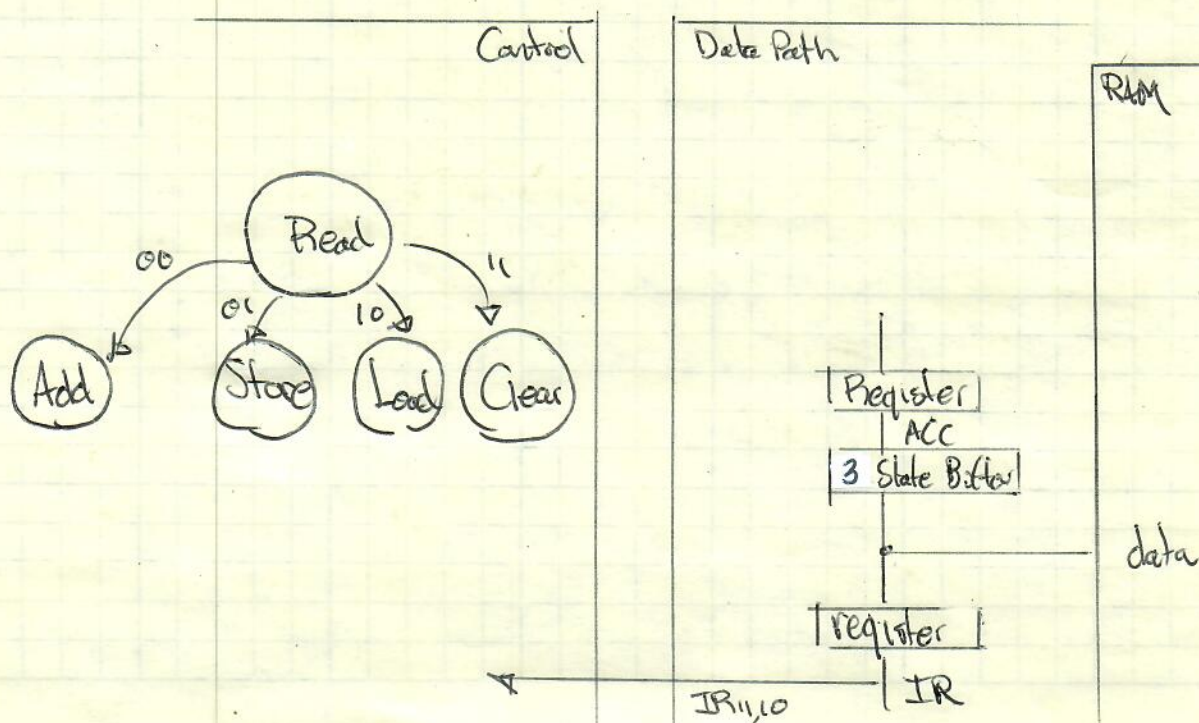
IR = RAM[PC]

if (IR<sub>11,10</sub> == 00)RAM[IR<sub>9-0</sub>] = ACCelse if (IR<sub>11,10</sub> == 01)

}

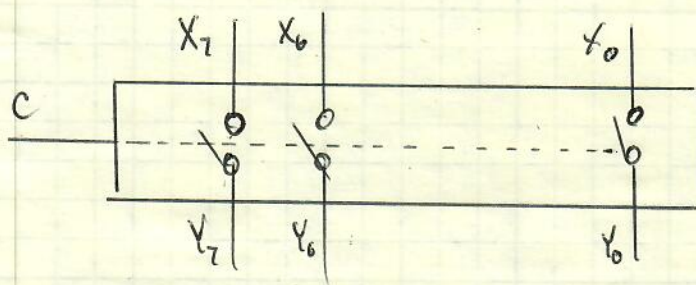
Data Path and Control

\* RAM is on left &amp; right hand side of assignment statement



Since the RAM data lines are driven by 2 different sources we need a way to arbitrate which is asserting data.

Solution: 3-state buffer (page 87, 88)



X	C	Y
X	0	Z
X	1	X

When  $C=0$   $Y$  is not connected to any driven source  
this allows the bus connected to  $Y$  to be driven  
by another source (RAM) in read

When  $C=1$   $Y$  is driven by  $X$  In this configuration  
the RAM will be written