

Logic Model
<ul style="list-style-type: none"><li>• Background<ul style="list-style-type: none"><li>◦ We have known the completed of nand, and we have built some basicial combinational gates. So how to build a computer with these gates?</li></ul></li><li>• Goal<ul style="list-style-type: none"><li>◦ Build the computing unit of computer architecture.</li></ul></li><li>• Input<ul style="list-style-type: none"><li>◦ Content: ADD, REV, ALU.</li><li>◦ Studying Material: Nand2T course, the element of computing system.</li><li>◦ Tools: HDL and hardware simulator.</li></ul></li><li>• Process<ul style="list-style-type: none"><li>◦ Add two numbers , half addder to full addder</li><li>◦ Consider about minus.</li><li>◦ And combine things together to build an ALU.</li></ul></li><li>• Output<ul style="list-style-type: none"><li>◦ ALU, to build which we take several steps.</li></ul></li><li>• Effect<ul style="list-style-type: none"><li>◦ Understanding the structure of ALU which does all the computing operations</li><li>◦ Get a clear vision of what to do next looking at ALU.</li></ul></li></ul>

Content
<ul style="list-style-type: none"><li>• Project<ul style="list-style-type: none"><li>◦ ADD:<ul style="list-style-type: none"><li>▪ Xor here, And for carrier</li><li>▪ Twice for a full addder</li><li>▪ 16bit</li></ul></li><li>◦ Rev for subtraction<ul style="list-style-type: none"><li>▪ As the max of the data is for sure, we can use rev to do that.</li></ul></li><li>◦ ALU:<ul style="list-style-type: none"><li>▪ Deal with Input</li><li>▪ Deal with operation</li></ul></li></ul></li><li>• Questions discussion:<ul style="list-style-type: none"><li>◦ University and waste</li></ul></li></ul>

Connection
<ul style="list-style-type: none"><li>• ALU can do almost all the computing operations, as we can see later in as machine language.</li><li>• So what else do we need?<ul style="list-style-type: none"><li>◦ Where to get Input? Where to store output? (memory)</li><li>◦ What operation to do? Which operation to choice? (machine language, decode ,PC)</li></ul></li></ul>