

# lab 1

## Build an 8-bit ALU with Logisim

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### 1 Objective

The objective of the lab is to build an ALU from basic logic elements, using the *logisim*<sup>1</sup> tool.

This lab is split in 3 parts:

- build a very basic 1-bit full adder, using only logic gates;
- from this adder, construct a 8-bit basic adder;
- build an ALU that can add, subtract and perform some basic logical operations, and outputs a status of the operation.

A sequential 8x8 hardware multiplier is eventually implemented using the adder and shift registers.

### 2 Adder

#### 2.1 1-bit adder

A full adder has in addition to its 2 inputs  $a$  and  $b$ , the management of the carry (both input and output), as in Fig. 1.

- ▷ give the truth table of the 1-bit full adder;
- ▷ give the 2 equations of the outputs  $s_0$  and  $c_1$ ;

With logisim, draw the schematic of these 2 signals. You may use the operators in the *gates* section. The input/outputs should be defined in *wiring->Pin*. You can define the external appearance of your model:

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<sup>1</sup>You can download the *Italian fork* that adds copy/paste, zoom,... at <https://sourceforge.net/projects/logisimit/>. Logisim is cross-platform and requires Java.

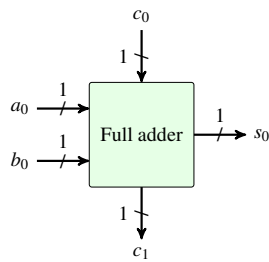
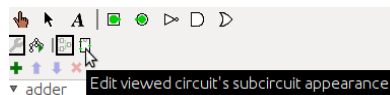
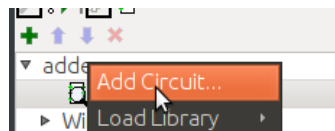


Figure 1: 1-bit full adder.  $c_i$  is the carry



Then, you can rename your current circuit, and add another one:



- ▷ test your solution with different inputs. On the *main* circuit, connect the inputs to wiring->Constant values, and outputs to Wiring->Probe.

Note that your test should consider the 1-bit adder as a black box!

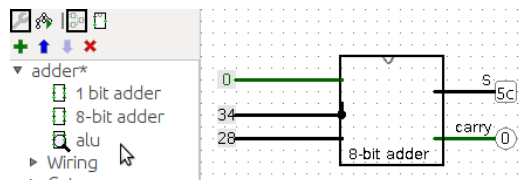
## 2.2 8-bit Ripple-Carry adder

Using this 1-bit adder component, we now create a 8-bit adder component, as in Fig. 2: the output carry  $c_{i+1}$  of the 1-bit adder  $A_i$  is connected to the input carry of  $A_{i+1}$ .

We will have to use a 8-bits input pin (Wiring->Pin) and a splitter to change a 8-bit bus into 8 1-bits wires (Wiring->Splitter).

Note: instead of long wires, you can use a *tunnel* (Wiring->Tunnel) to make a wire connection between 2 tunnels with the same name.

- ▷ implement the 8-bits adder;
- ▷ with a new circuit, connect *constant* and *probes* correctly and test the adder as a black box as in the screenshot:



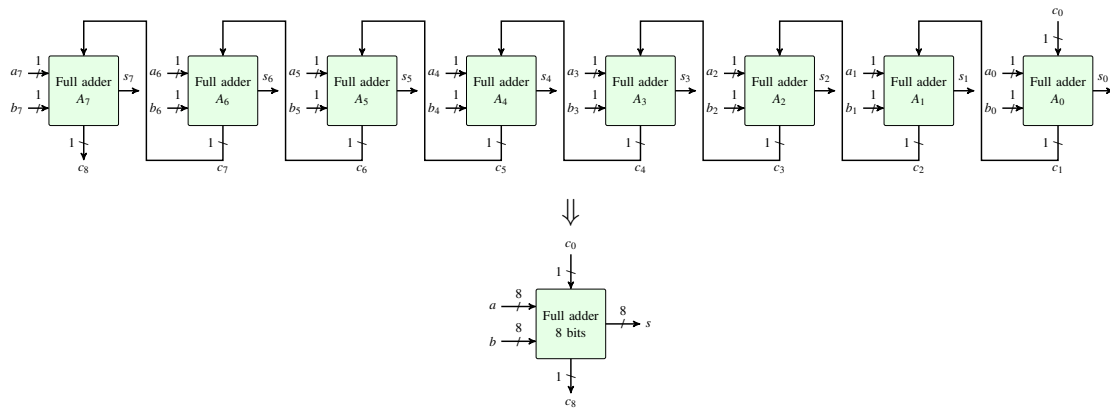


Figure 2: 8-bit full adder.  $c_i$  is the carry

### 3 ALU

Most of the ALU is the adder, and we add some logic functions (AND, OR, ...). All these functions are performed simultaneously, and a multiplexer before the output selects the appropriate operation.

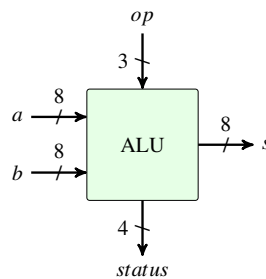


Figure 3: 8-bit ALU.

$op$  is a 3-bits input signal that selects the operation:

- 0. addition
- 1. subtraction
- 2. and
- 3. or
- 4. not:  $\sim a$
- 5. xor

6. shift left<sup>2</sup> :  $a \ll b$

7. shift right:  $a \gg b$

<sup>2</sup>Most modern processor implements a multi-bit shift, but the Microchip AVR for instance does not!

status is a 4-bits output signal that gives the common status of an ALU:

0. Negative

1. Zero

2. overflow: the result has an incorrect sign, *i.e.* the sum of 2 positive numbers is a negative number.

3. Carry: the 9<sup>th</sup> bit of an operation.

The *c* 1-bit signal is an input carry for the ADC (Add with carry) instruction only. We can't use the actual carry bit, because our implementation has no flip-flop.

Notes:

- the subtraction may use the adder and use the properties of the two's complement :  $-b = \sim b + 1$ .
- you can use Arithmetic->Shifter and multiplexers in Plexers.
- ▷ Implement the different operations, with the output status.

### 3.1 Basic extension: Multiplier

The *arithmetic shift right* perform a shift with a sign extension: If the value is negative, then the bits added at left are 1 instead of 0.

- ▷ Add Arithmetic shift right operation (instead of not)

## 4 One step further... a multiplier!

The multiplier works in the same way as in the decimal way learnt at school, with the calculation of partial products:

456	1001	(B)
X 123	X 0101	(A)
-----	-----	
1368	1001	
912.	0000.	
456..	1001..	
-----	0000...	
56088	-----	
	0101101	

We implement here an hardware multiplier (Fig. 4) as a sequential operator which adds either B or 0 to the product (a partial product) and performs shifts at each step. If A and B require *n* bits, then the product is a *2n* bits value.

- P is set initially to 0
- for each step (*n* steps):

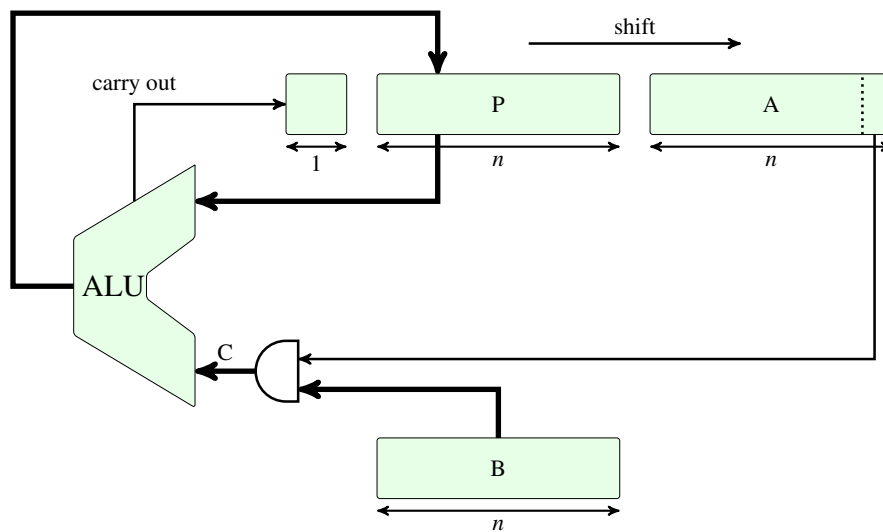


Figure 4: Multiplier

- if the lsb of A is 1, then B is added to P. The sum is placed back in P.
- P and A are shifted right, with the carry-out of the sum being moved into the MSB of P, the LSB of P moved to the MSB of A, and the LSB of A shifted out.

After  $n$  steps, the products appears in register P and A, with A holding the low order bits.

The circuit is sequential and needs to perform shifts and adds one after the other. We can use for the registers A, P, B and the carry-out a shift register as defined in Fig. 6:

- If load is set when there is a rising edge on clk, then S is copied into P
- If shift is set when there is a rising edge on clk, then the content of P is shifted: new input bit on the left blue wire (MSB), output bit on the red wire at right (LSB)
- At each time, the value of the register can be read (signal P).
- The value of the register can be updated during simulation using the 'hand' tool and a click on a value.

To generate the clocks load and shift, we use a simple frequency divider with a flip-flop:

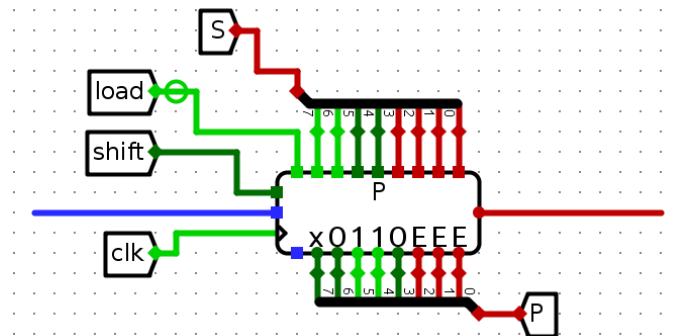


Figure 5: Shift register

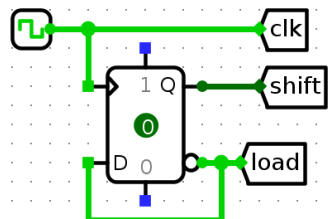


Figure 6: clocks shift and load generation using a flip-flop