

**Ramaiah Institute of Technology**  
**(Autonomous Institute, Affiliated to VTU)**

**Department of CSE**

**Programme: B.E**

**Term: Jan to May 2019**

**Course: Computer Organization**

**Course Code: CS45**

Activity V: Designing an ALU to perform arithmetic and logical functions using Logisim simulator.

Name: Mohit Raj Soni	Marks: /10	Date:24-05-2020
USN:1MS18CS074	Signature of the Faculty:	

**Objective:** To simulate the working of Arithmetic and Logical Unit using simulator.

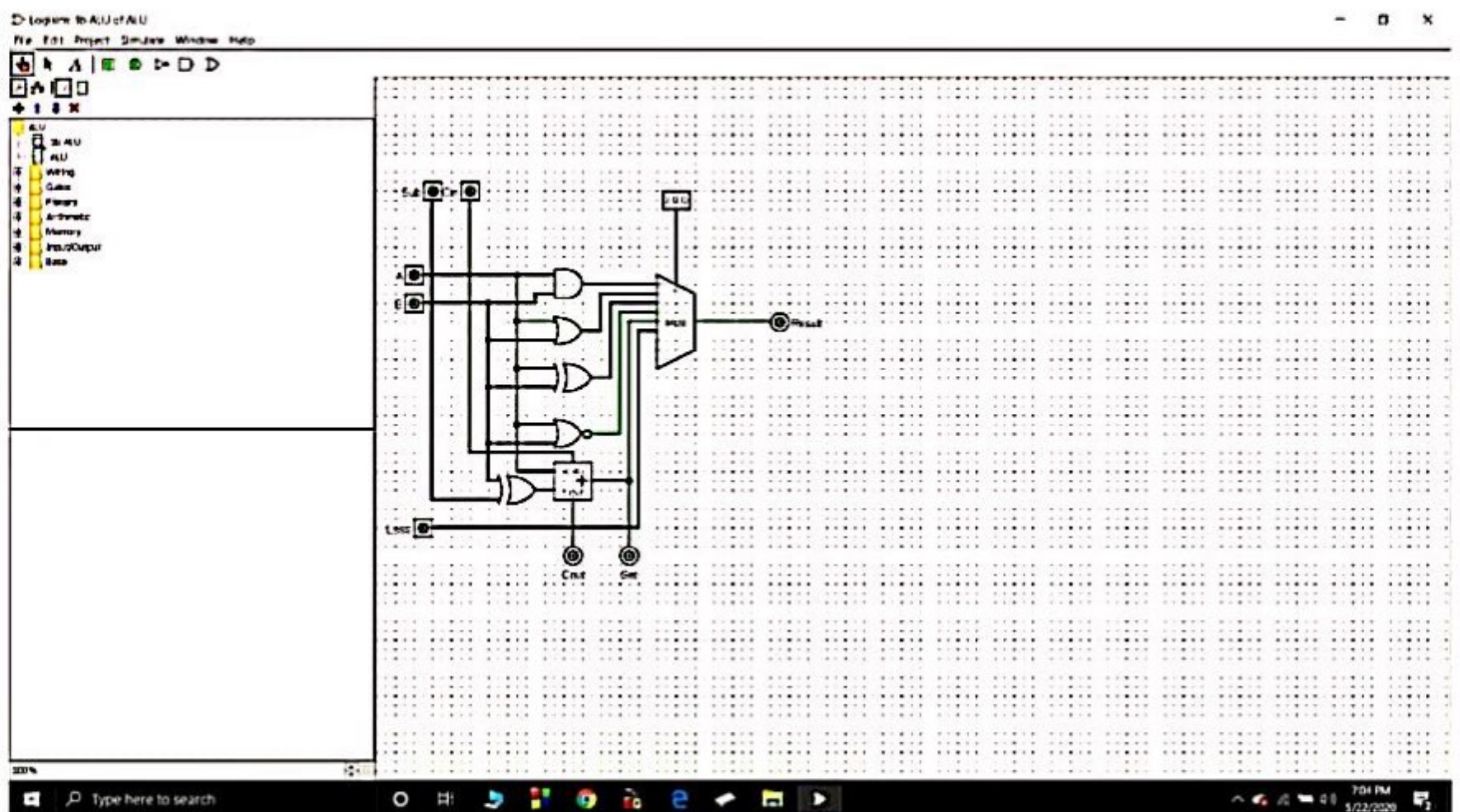
**Simulator Description:** Logisim is an educational tool for designing and simulating digital logic circuits. With its simple toolbar interface and simulation of circuits as you build them, it is simple enough to facilitate learning the most basic concepts related to logic circuits. With the capacity to build larger circuits from smaller sub circuits, and to draw bundles of wires with a single mouse drag, Logisim can be used (and is used) to design and simulate entire CPUs for educational purposes.

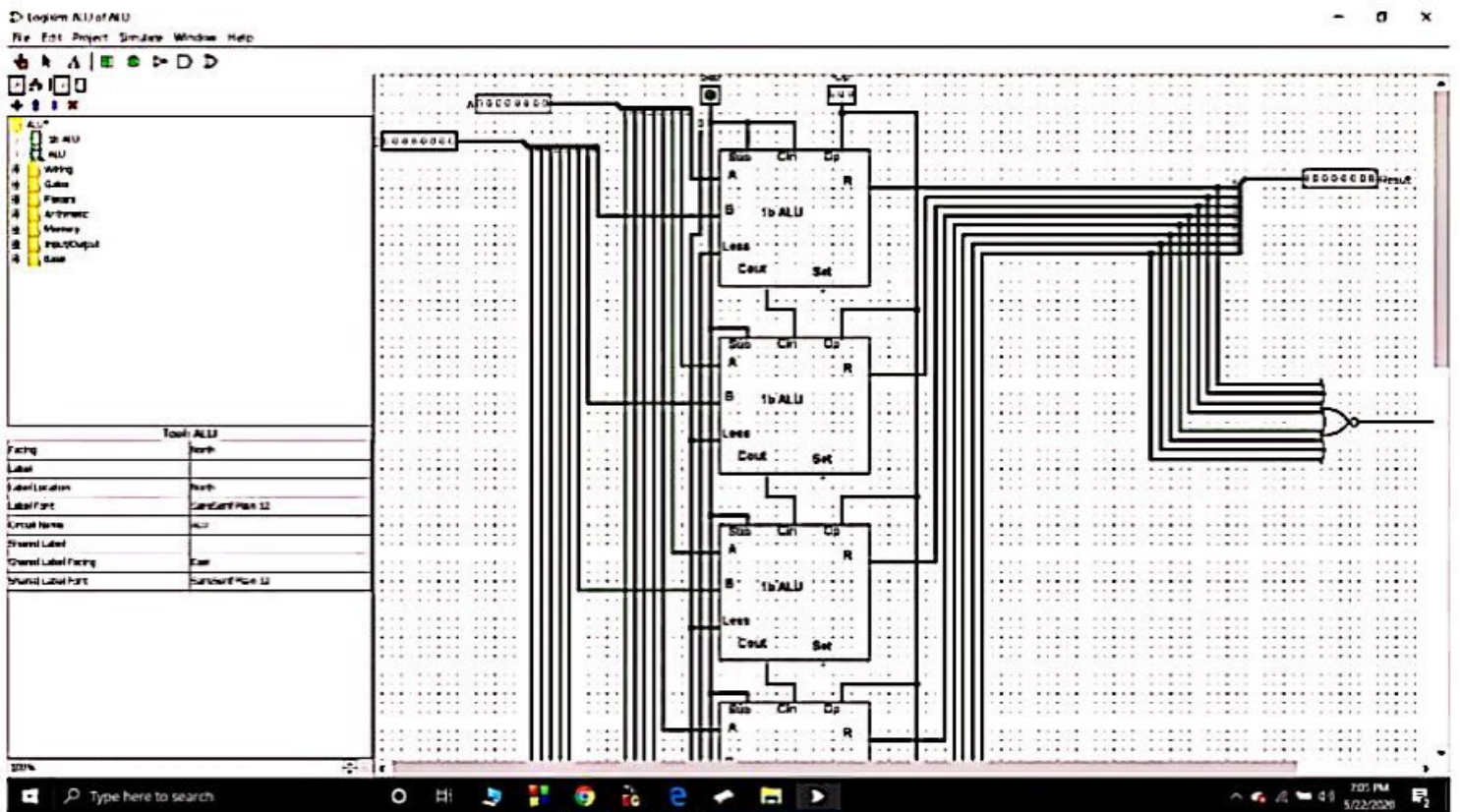
**Activity to be performed by students:**

List out the steps in designing ALU
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- 1 Add the two i/p pins, Name them A and B
- 2 Add OR, AND, EX-OR, NOR gates and a 1-bit adder.
- 3 Connect the A's and B's of all the gates to their respective pins
- 4 Add an output pin and name it result
- 5 Add a 1-bit multiplexer with 3 select bits
- 6 Connect the outputs of all gates to the Mux
- 7 Connect 3-bit input pin to Mux
- 8 Add i/p pin to Cin & output pin to Cout
- 9 Add an EX-OR gate. Connect its o/p to Cout.  
The first i/p must be connected to B and the second to another i/p pin sub.
- 10 Add another i/p and name it less connect it to Mux
- 11 Add an output pin and name it ~~not~~ connect it to the multiplexer o/p of adder unit

## Snapshots:







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**Activity VI: Designing memory system using Logisim simulator.**

Name: Mohit Raj Soni	Marks: /10	Date:24-05-2020
USN:1MS18CS074	Signature of the Faculty:	

**Objective:** To simulate the writing operation on memory.

**Simulator Description:** Logisim is an educational tool for designing and simulating digital logic circuits. With its simple toolbar interface and simulation of circuits as you build them, it is simple enough to facilitate learning the most basic concepts related to logic circuits. With the capacity to build larger circuits from smaller sub circuits, and to draw bundles of wires with a single mouse drag, Logisim can be used (and is used) to design and simulate entire CPUs for educational purposes.

**Activity to be performed by students:**

List out the steps in designing memory system
-----------------------------------------------

Observations and Snapshots:

- 1 Add a RAM with separate load and store selected
- 2 Add a counter and convert Q to A of the RAM
- 3 Add a Controller buffer and connect its O/P to RAM
- 4 Add a clock and connect to the i/P of the buffer
- 5 Add a TTY unit with 32 rows and columns.

Make the connections with RAM

- 6 Add a 7 bit random number generator, connect Q to D
- 7 Add another controlled buffer connect it to TTY Also add an i/P pin to the buffer
- 8 Connect the O/P of the second buffer to the counter
- 9 Connect a button to the counter



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Activity VII: To simulate advantages of using pipeline technique in executing a program.

Name: Mohit Raj Soni	Marks: /10	Date:24-05-2020
USN:1MS18CS074	Signature of the Faculty:	

**Objective:** To learn and analyze the performance of the CPU by overlapping of instructions using CPUOS-SIM simulator.

**Simulator Used:** CPUOS-SIM is a software development environment for the simulation of simple computers. It was developed by Dale Skrien to help users to understand [computer architectures](#).

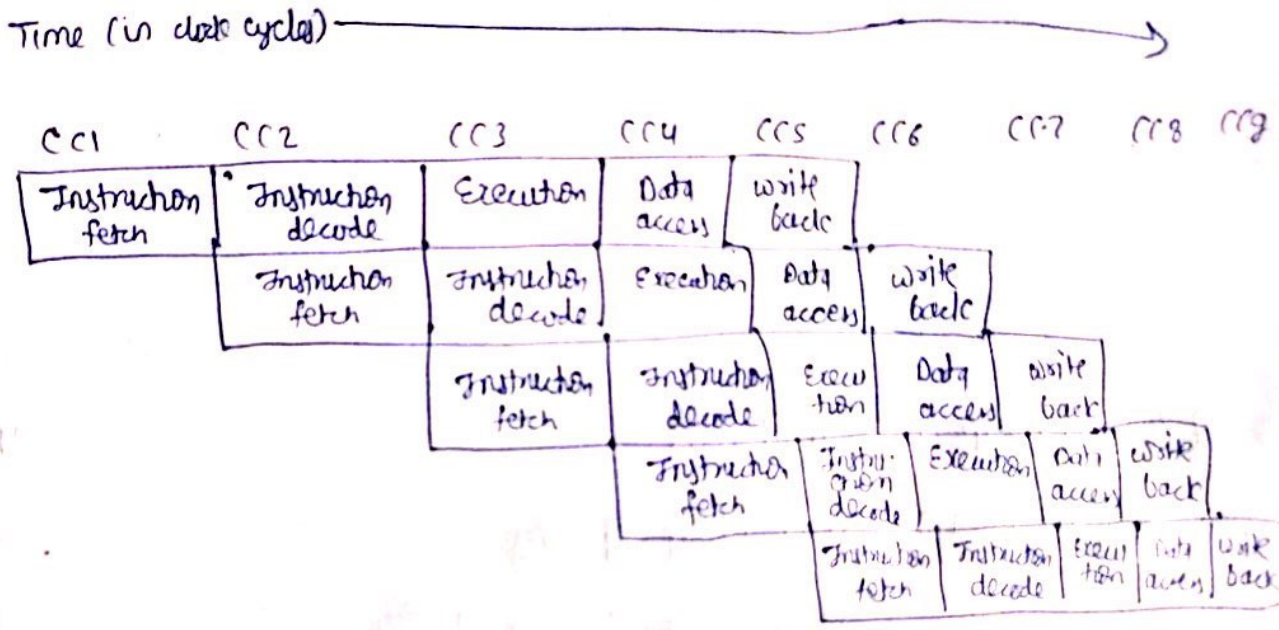
Modern CPU's contain several semi-independent circuits involved in decoding and executing each machine instruction. Separate circuit elements perform each of these typical steps:

- Fetch the next instruction from memory into an internal CPU register.
- Decode the instruction to determine which function sub-circuits it requires.
- Read any input operands required from high-speed registers or directly from memory.
- Execute the operation using the selected sub-circuits.
- Write any output results to high-speed registers or directly to memory.

Separate sections of the CPU circuitry are used for each of these steps. This allows these circuit sections to be arranged into a sequential pipeline, with the output of one step feeding into the next step.



Program  
Execution order  
(5 instructions)



lw \$10, 20(\$1)

sub \$11, \$2, \$3

add \$12, \$3, \$4

less \$13, 24(\$1)

add \$14, \$5, \$6

Program  
Execution Order  
(in instructions)

Time (in clock cycle) →

cc1 cc2 cc3 cc4 cc5 cc6 cc7 cc8 cc9

leus \$10, 20(\$1)



sub \$11, 42, \$3



add \$12, \$3, \$4



leus \$13, 24(\$1)



add \$14, \$5, \$6



Observations and Snapshots: Take the snap shot of CPU statistics and pipeline design.

The screenshot displays the CPU Simulator interface with the following components:

- CPU INSTRUCTIONS IN MEMORY (RAM):** A table listing instructions with their addresses (PAddr, LAddr), instructions, base addresses, and types. The instructions include LDW, STB, MOV, ADD, and HLT.
- Cache/Pipeline:** A section for managing the cache and pipeline, including options to show or hide the cache and pipeline.
- PROGRAM LIST:** A table showing the list of programs loaded in memory, including their name, base, start, and type.
- SPECIAL CPU REGISTERS:** A section showing the values of special registers like PC, SP, SR, and MAR.
- GENERAL PURPOSE CPU REGISTERS:** A table showing the values of general purpose registers (R0-R31).
- Program Stack:** A section showing the stack of programs, including their name, base, and type.
- Program Controls:** A section with buttons for running, stopping, and resetting the program.
- Advanced:** A section with buttons for compiler, OS, and interrupts.
- Registers:** A section with buttons for changing register values and resetting all registers.

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- Advanced:** A section with buttons for compiler, OS, and interrupts.
- Registers:** A section with buttons for changing register values and resetting all registers.
- Pipeline Design:** A section showing the pipeline stages (Fetch, Decode, Execute, Write Back) and the execution flow of instructions through these stages.
- Statistics:** A section showing various statistics like clocks, instructions, and pipeline stages.
- Control:** A section with buttons for flushing, saving, and loading the pipeline state.
- Optimizations:** A section with buttons for enabling and disabling various optimizations.