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

### Department of CSE

Programme: B.E

Course: Computer Organization

Term: Jan to May 2019

Course Code: CS45

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

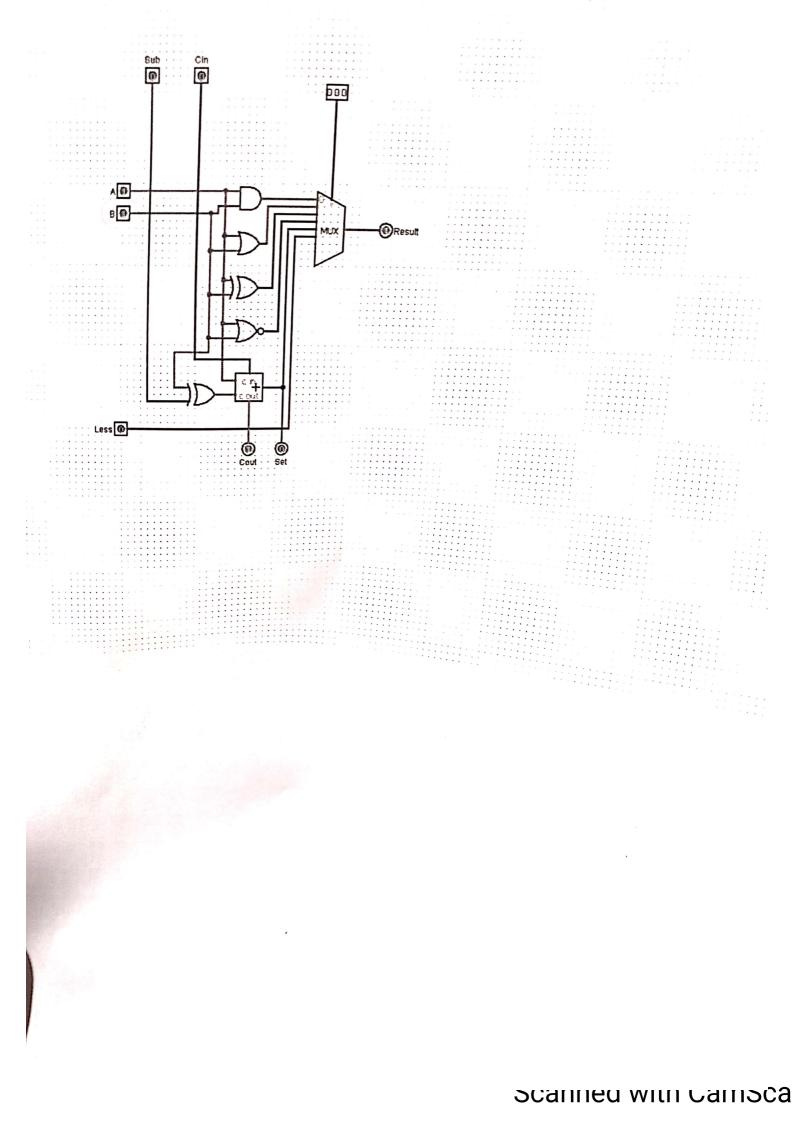
Activity V: Designing an 1220 of	2115/26
Name: Kanthik, S	Marks: /10 Date: 24 3 28 Signature of the Faculty:
USN: 1MS18CS034	· · · · · · · · · · · · · · · · · · ·

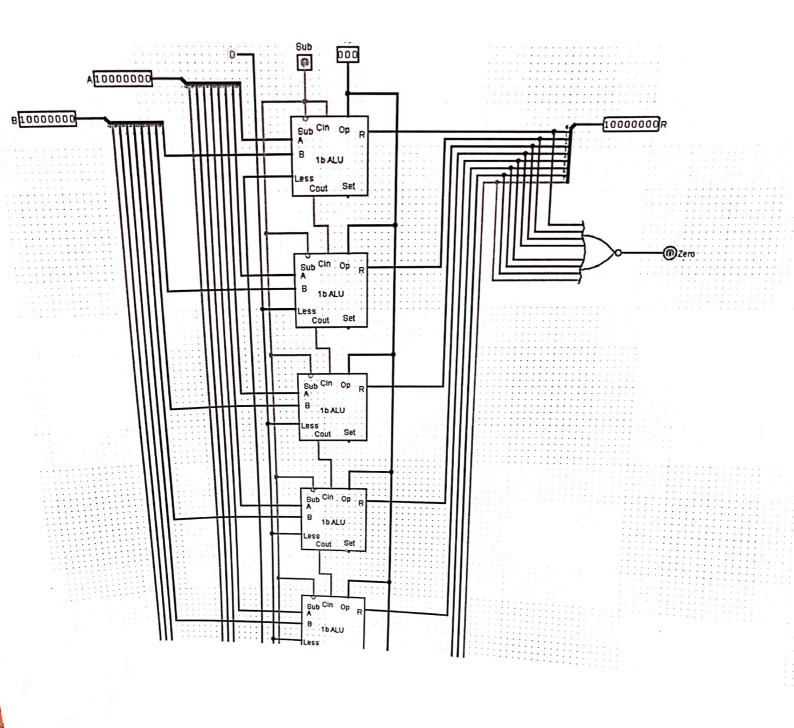
Objective: To simulate the working of Arithmetic and Logical Unit using simulator.

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:

Activity to be performed by
in degianing ALII
List out the steps in designing ALU  12 Add the two 1/2 pms. Name them A and B  12 Add or, and, ex-or, nor gates and a 1-bit adoler.  13 Connect the A's and B's of all the gates to their
1) Add the two 1/2 paris to and a 1- bit adoler
12) Add or, and, ex-or, nor gales area to their
12) comment the A's and B's of all the gates so
Sycarciac social in a min
name it heads
respective funs. 4) Add an output pin and name it Result.
5) Add an output pen and runner with 3 select bits 5) Add a 1-bit multiplexon with 3 select bits
5) Add a 1-bit multiplexor with 3 settles 6) Connect outputs of all the gates to the mux. 7) connect output 3-bit input pin to mux. 8) Add 1/p Pin to Cin, and output pin to Cout. 8) Add 1/p Pin to Cin, and output pin to Cout. the
6) Connect orapides of the him to mux
7) connect out or 3 - bit input por
to Cis, and output pin to coul
18) Add 1/P Pm to I the
as All an ex-or gate. Connect in 1
8) Add 1/p Pin to Cin, and surptue 9) Add an ex-or gate. Connect in 1/p to Cout. the first 1/p must to connected B and the second
first 9P must
to another 1/p pin sub.
to another 1/2 and name it Less. connect et
10) Add another of and have in
to the mux.
IN All as output pin and name it Set Connect
Add an out out of
11) Add an output pin and name it 8et, connect it to the 9p of adder Unit.





## Computer Organization Lab

Activity VI: Designing memory system using Logisim simulator.

Name: Kowatib C	
USN: IMSICCOFF	Date: 24   5   20
Objective T	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.

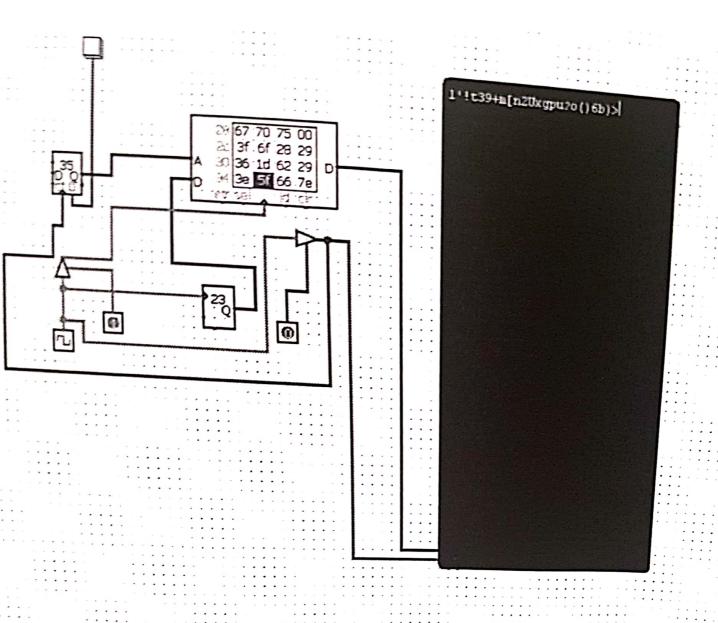
Activity to be performed by students: 1) Add a RAM with seperate load and stole selected.
2) Add a Counter and Connect Q to A of the RAM.
3) Add a Controlla buffer and connect its % to List out the steps in designing memory system The KAM.

A) Add a clock and connect to the /p of the buffer.

A) Add a Clock and connect to the /p of the buffer.

5) Add a TTY Unit with 32 yours and Columns.

Make the connections with RAM. 6) Add a 7-bit random number generation, connect a to D. 7) Add another controlled buffer, connect to TTY.
Also add an i/p pin to the buffer.
8) Connect the output of the second buffer to the Counter. 9) connect a button to the counter.



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

#### Department of CSE

Programme: B.E.

Course: Computer Organization

Term: Jan to May 2019 Course Code: CS45

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

Vaultib. S	Marks:	/10	Date: 24	5	20
USN: IMSIRCSO54	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.

Wrate
Activity to be performed by students:
With diagram demonstrate the execution of the following instructions using pipelining technique.
lw \$10,20(\$1) J sub \$11, 42, \$3 <sub>80</sub>
sub \$11, 42, \$3, add \$12, \$3, \$49   39   39   39   39   39   39   39
add \$14, \$55,\$6
Softe State of the
Accele Cock
3 5 7 7
Doto Accept Accept Anthur Lecol
Dota Dota Accels Sniteuck Setch
mathem to do
CC3 CC3 decode fristeuction fetch
ime (in clock cycle)  Souther fortuction  Jetch decode  Jetch Antwecken  Jetch Antwecken  Jetch Antwecken  Jetch Antwecken  Jetch Antwecken  Jetch Antwecken
Asol & Sec.
S P S S S S S S S S S S S S S S S S S S
Santou Santou Sector
\$ 5 th to the to
10,2 10,2 113, 113,
Program exclusion order order (in instruction) (lu \$10,20 \$1 \$\frac{\fra
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
→ · · · · · · · · · · · · · · · · · · ·

