

# Computer Organisation

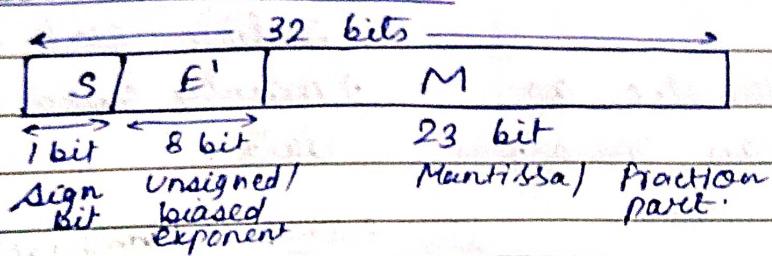
(Date 30/01/24)

① IEEE → Institute of Electrical and Electronic Engineers.  
The most common ways for representing the floating point number in computer are the format standard standardized as the IEEE-754 standards commonly called the IEEE floating point.

- It has 2 similar formats :-

- (i) Single precision format (32 bits)
- (ii) Double precision format (64 bits)

## Single Precision Format



$$\Rightarrow \text{Value Represented} = \pm 1.M \times 2^{E'}$$

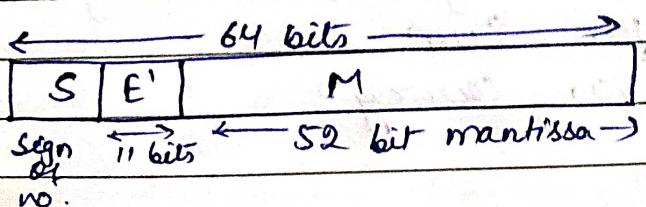
$$\Rightarrow \begin{cases} 0 \rightarrow + \\ 1 \rightarrow - \end{cases} \begin{matrix} \text{Sign} \\ \text{Bit} \end{matrix}$$

$\Rightarrow$  It is a 32 bit single precision format in which 8 bits are for exponent part and remaining 23 bits are for mantissa part. First 1 bit is sign bit i.e., 0 for + and 1 for -.

$$\Rightarrow E' = E + 127$$

unsigned integer.

## Double Precision Format



$$\dots 00 \quad 0 \rightarrow +$$

REDMI 9 POWER

$$\text{Value Represented} : \pm 1.M \times 2^{E'}$$

6064 6.3 11.56

### ② Combinational Circuit

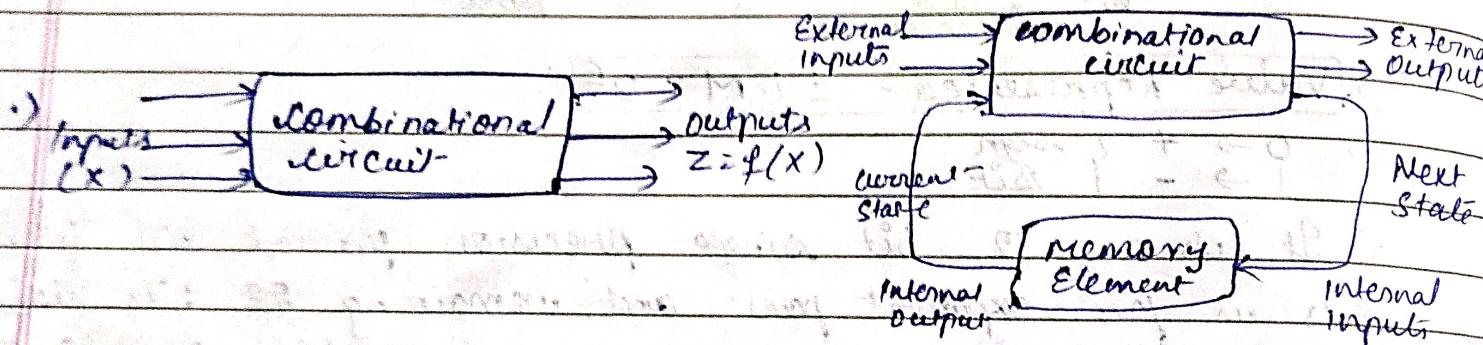
Defined as the time independent circuits which don't depends upon previous inputs to generate any output are termed as combinational cir.

- Speed is fast
- designed easy.
- don't have capability to store any state.

• used for arithmetic as well as boolean operations.

Sequential circuit  
dependent on clock cycle and depends on the as well as past input to generate any output.

- Speed is slow.
- designed tough
- have capability to store any state or to retain earlier state.
- mainly used for storing data.



### ③ Full Adder

→ Combinational circuit.

- 3 inputs (each of 1 bit) A, B and Cin
- generates Sum (S) and carry (C) in the outputs.
- designed using 2 AND gate, 1 OR gate and 2 XOR
- XOR gate → output for Sum
- OR gate → output for carry.



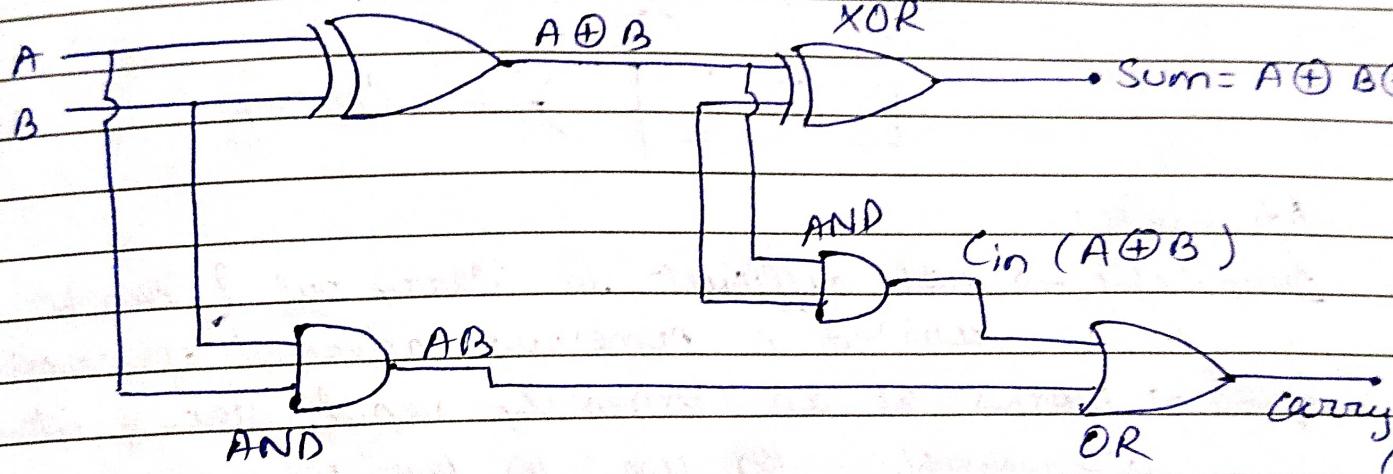
Input -

A	B	Cin
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

Output

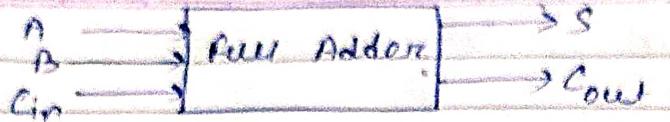
S	Cout
0	0
1	0
1	0
0	1
1	0
0	1
0	1
1	1

XOR

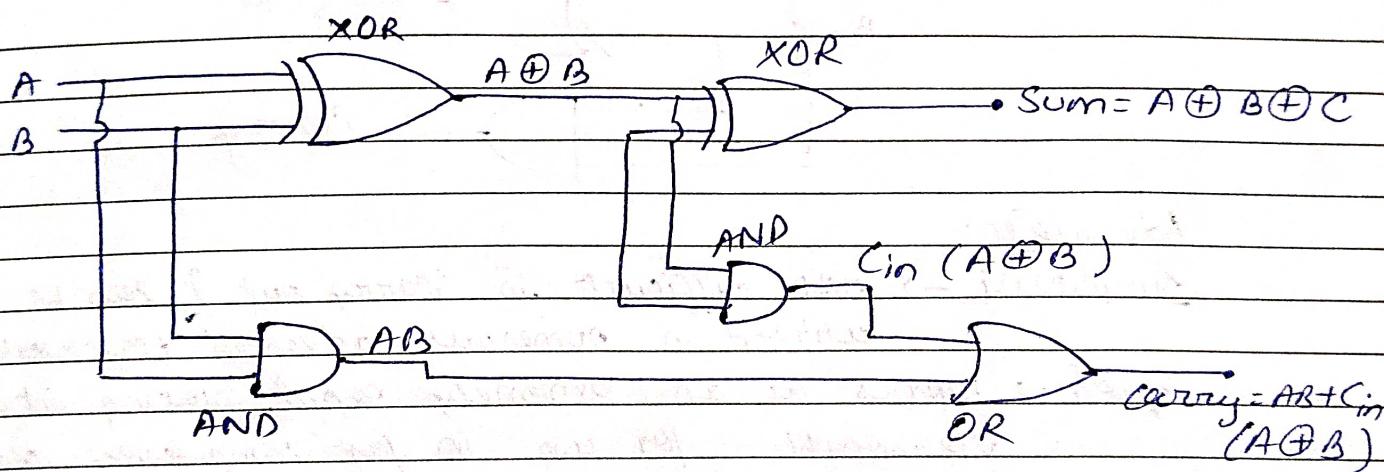


### ① Half Adder

- digital logic circuit that performs binary add'
- single-bit binary no.
- 2 inputs, A and B
- 2 outputs, SUM and CARRY.
- Implemented using basic gates such as XOR &
- Simplest of all adder circuits.
- Combinational arithmetic circuit, that adds 2 fractions a sum bit (S) and carry bit (C) both



Input -			Output	
A	B	Cin	S	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



#### ④ Half Adder

- digital logic circuit that performs binary add" of 2 single-bit binary no.
- 2 inputs, A and B
- 2 outputs, SUM and CARRY.
- Implemented using basic gates such as XOR & AND gates.
- Simplest of all adder circuits.
- Combinational arithmetic circuit that adds 2 no. and produces a sum bit (S) and carry bit (C) both as outputs.

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

General Expression:

for sum

A	B	1
0	0	1
1	1	0

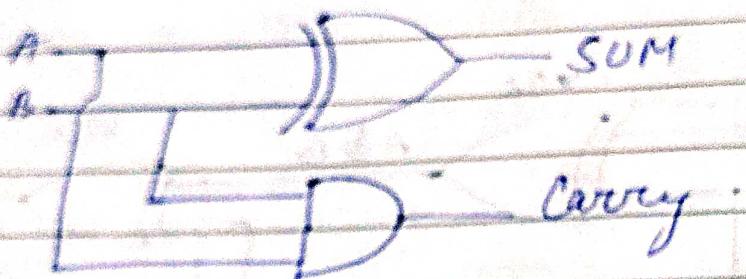
Sum = NOT B

for carry

A	B	1
0	0	0
1	0	1

carry = A AND B.

Implementation:



Advantages

Simplicity  $\rightarrow$  not difficult to carry out & can be utilized in numerous advanced frameworks

Speed  $\rightarrow$  works at an extremely rapid, making it reasonable for use in fast computerized circuits

Disadvantages

Limited usefulness  
lack of convey. info  
propagation deferral

Applications  $\rightarrow$  Arithmetic circuits  
 $\rightarrow$  Data handling  
 $\rightarrow$  Multiplexers & demultiplexers  
 $\rightarrow$  Encoder & decoder circuits  
 $\rightarrow$  counters

Report

## ② Binary Adder

Serial adder

Parallel Adder

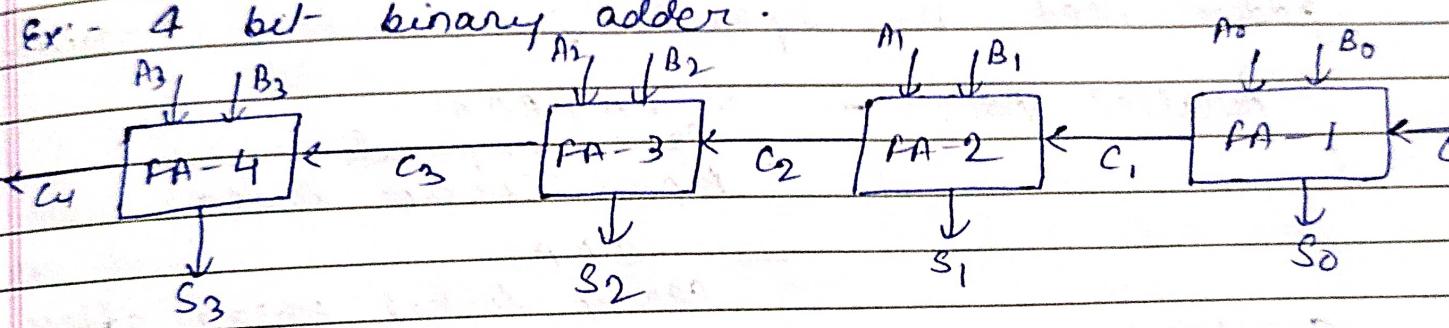
CPA/RCA

CLA

### Binary adder:-

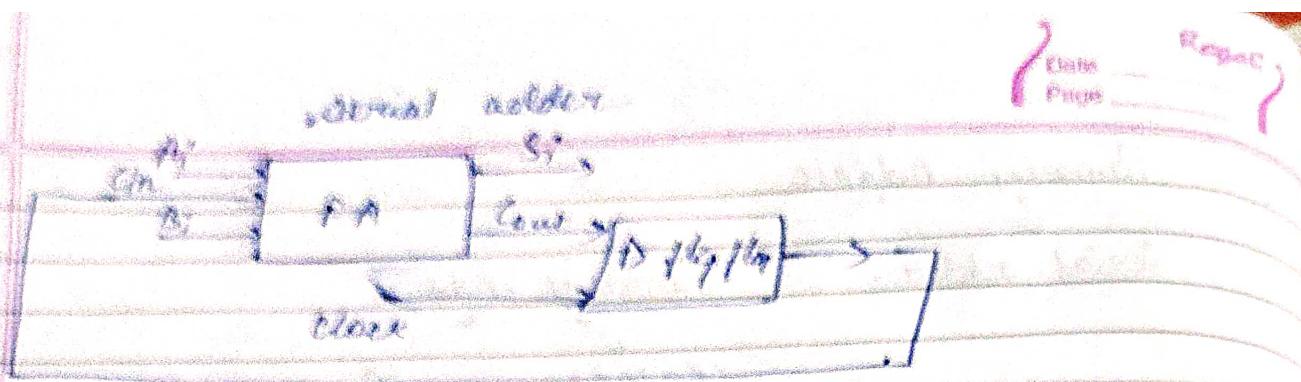
- digital circuit which perform the add' of 2 binary no. of any length stored in 2 diff. registers.
- micro operation add' & sub are performed.
- constructed with full adder circuit connected in series.
- carry output of 1 full adder will be carry input of the next full adder.

Ex:- 4 bit- binary adder.



### Serial Adder:-

- binary adder which perform add' of 2 binary no. serially, bit by bit starting with LSB (Least Sign. bit).
- Add' of 1-bit pos. takes one clock cycle.
- ∴ n-bit " " " " " " " "
- At each cycle, carry produced by one-bit pos should be stored in d-flip flop & it will be given as input during the next cycle.
- Sequential circuit.



Advantage.

- very small b/c it has only one full adder circuit
- not expensive

Disadvantage.

- very slow
- it takes n block cycle for add' of 2-bit n binary no.

### Parallel Adder:-

- a binary adder which adds all bit of 2 binary no. in one block cycle only.
- has separate adder circuit for each bit.
- for add' of 2 n-bit binary no. parallel adder need n separate full adder circuit.

Parallel Adder

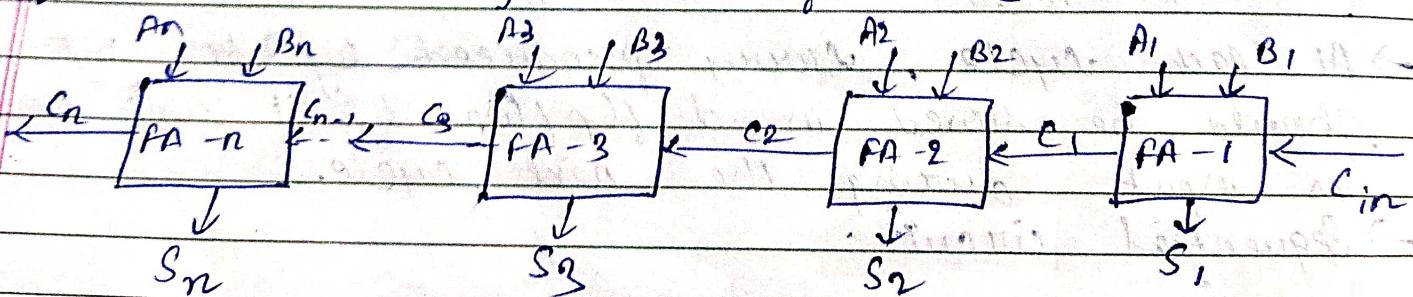
→ CPA / RCA  
Carry propagate adder  
Ripple carry adder

CLA

Carry looked Ahead adder.

### CPA / RCA :-

- for add' of n bit binary no., n full adder are req.
- Each full adder carry output will be carry input for the next higher bit full adder.



→  $\Delta \times n$   
time  
no. of delay.

Regd.

Adv:

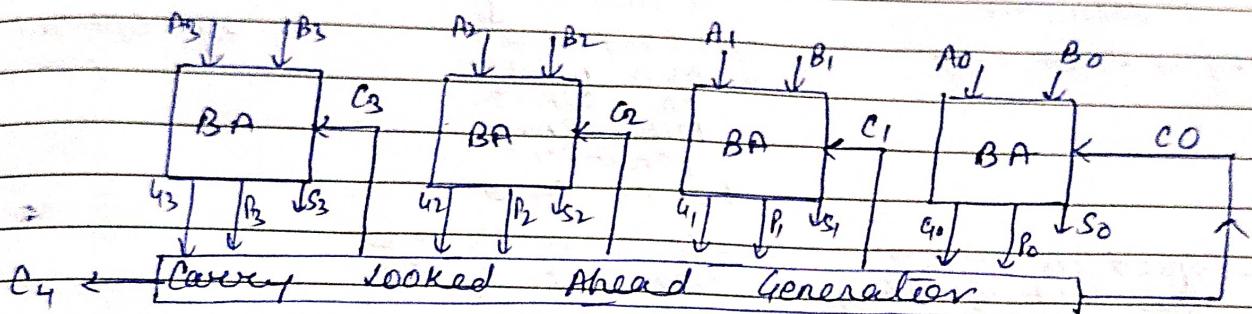
- combination of circuit
- faster than that of serial adder
- 3 clock cycles.

Disadv:

- expensive bcz. <sup>more</sup> gates are required
- "add" time becomes large of no. of bit word

CLA :

- high speed adder which adds 2 binary no. without waiting for the carry from the prev. stages.
- In CLA, carry input of all stages are generated simultaneously.



→ max. delay of CLA is  $[6 \times \Delta]$  (for  $G_i$  and  $P_i$ )  
 generation delay =  $1\Delta$ , for  $C_i$  generation delay =  $2\Delta$ .  
 for  $S_i$  generator delay =  $3\Delta$ .

## (6) Compiler

→ a system prog. that translate HLL into corres. leg. to LLL or MLL at a time.

→ takes less time

→ req. large space

→ accuracy is high

→ eg. C, C++, FORTRAN

## Interpreter

→ a system that translates the HLL prog. into eq. LLL or MLL line by line.

→ takes more time.

→ req. small space.

→ accuracy is low.

→ eg. BASIC, PERL

## ⑦ Memory / Brain of a computer :

→ storage device which stores data & program.  
 → Data : Value of attribute of an entity.  
 properties, features or characteristics  
 phy. existence, wear & tear of object or thing.

→ Features of memory :-

Speed, capacity, cost, Data transfer rate / Bandwidth



### Memory

#### 1<sup>o</sup> memory

e.g. → RAM, ROM

#### 2<sup>o</sup> memory

e.g. → hard disk,  
DVD, write  
CD - write  
DVD, RAM  
pendrive

Punch card

→ Speed is higher  
than that of 2<sup>o</sup> memory

→ Speed is slower  
than that of 1<sup>o</sup>

→ Expensive

→ Cheap

→ less capacity

→ high capacity

→ connected directly  
to CPU

→ not connected  
directly to CPU.

→ used to store data  
i.e., likely to be  
inactive use.

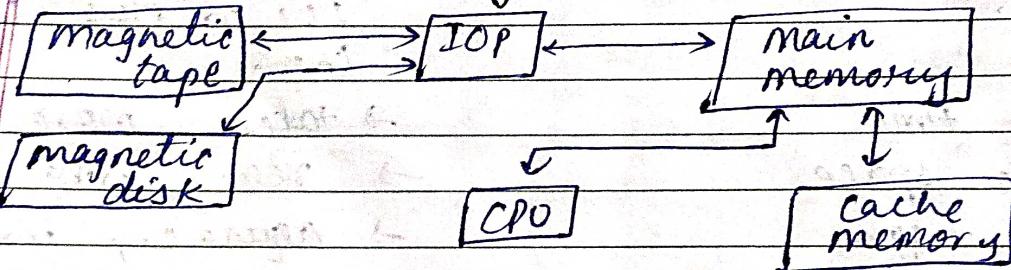
→ used to store  
data that is  
not in active  
use.



#### 3<sup>o</sup> memory

e.g. Optical disk  
juke box

## Memory: Hierarchy



## Memory Pyramid

