

# COMPUTER ORGANIZATION AND ARCHITECTURE

Course Code : CSE 2151

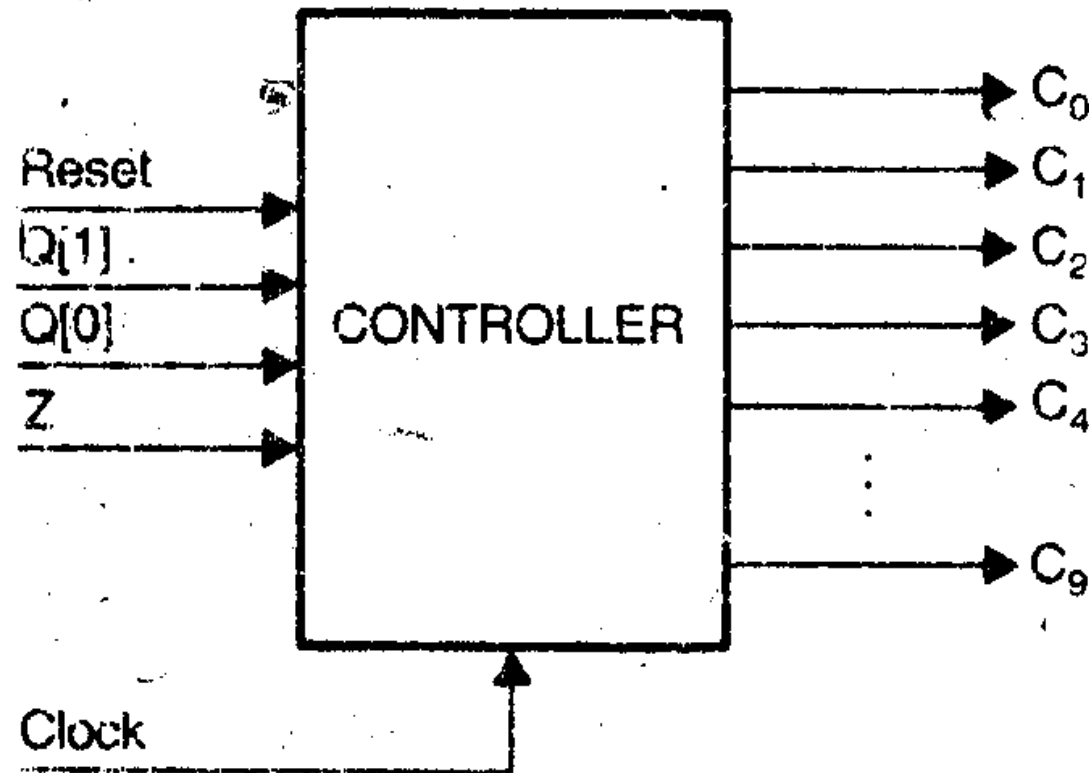
Credits : 04



# 10 STEPS FOR HARDWIRED CONTROL

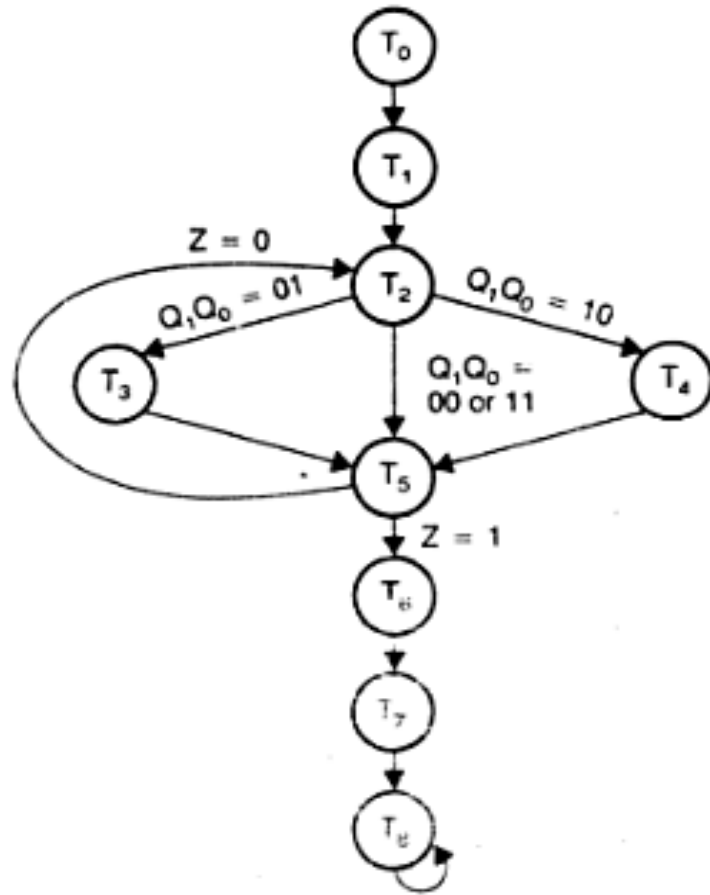
## Step 7: Block diagram of controller:

- will have 5 I/Ps and 10 O/Ps.
- RESET i/p is used to reset the controller so a new computation can begin.
- CLK is used to synchronize the controller action for trailing edge of clock pulse.



# 10 STEPS FOR HARDWIRED CONTROL

## Step 8: The state diagram of Booth's multiplier controller



a. State Diagram

CONTROL STATE	OPERATION PERFORMED	CONTROL SIGNALS TO BE ACTIVATED
T <sub>0</sub>	A ← 0, L ← 4, M ← Inbus	C <sub>0</sub> , C <sub>1</sub> , C <sub>2</sub>
T <sub>1</sub>	Q [4:1] ← Inbus, Q [0] ← 0	C <sub>3</sub>
T <sub>2</sub>	None	None
T <sub>3</sub>	A ← A + M	C <sub>4</sub> , C <sub>5</sub>
T <sub>4</sub>	A ← A - M	C <sub>5</sub> (C <sub>4</sub> = 0)
T <sub>5</sub>	ASR (ASQ), L ← L - 1	C <sub>6</sub> , C <sub>7</sub>
T <sub>6</sub>	Outbus = A	C <sub>8</sub>
T <sub>7</sub>	Outbus = Q [4:1]	C <sub>9</sub>
T <sub>8</sub>	None	None

b. Controller Action

C <sub>0</sub> :	A ← 0
C <sub>1</sub> :	M ← Inbus
C <sub>2</sub> :	L ← 4
C <sub>3</sub> :	Q[4:1] ← Inbus Q[0] ← 0
C <sub>4</sub> :	F = l + r
C <sub>4</sub> :	F = l - r
C <sub>5</sub> :	A ← F
C <sub>6</sub> :	ASR (A \$ Q)
C <sub>7</sub> :	L ← L - 1
C <sub>8</sub> :	Outbus = A
C <sub>9</sub> :	Outbus = Q[4:1]

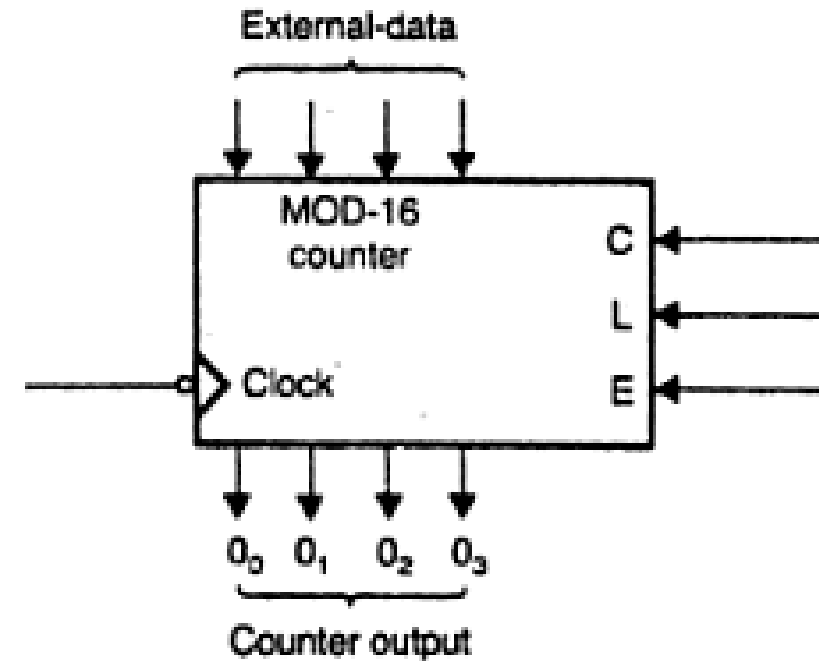
Figure 4.20 Controller Description

# 10 STEPS FOR HARDWIRED CONTROL

**Step 9:** The controller includes a mod -16 counter, a 4: 16 decoder, a sequence controller (SC).

- SC HW, which sequences the controller according to state diagram.
- Hence Truth Table for SC must be derived from the controller's state

C	L	E	Clock	Action
1	X	X	X	Clear
0	1	X	↓	Load external data
0	0	1	↓	Count up
0	0	0	↓	No operation



a. Block Diagram

# 10 STEPS FOR HARDWIRED CONTROL

## Step 10: Logic Diagram of the Booth's multiplier controller

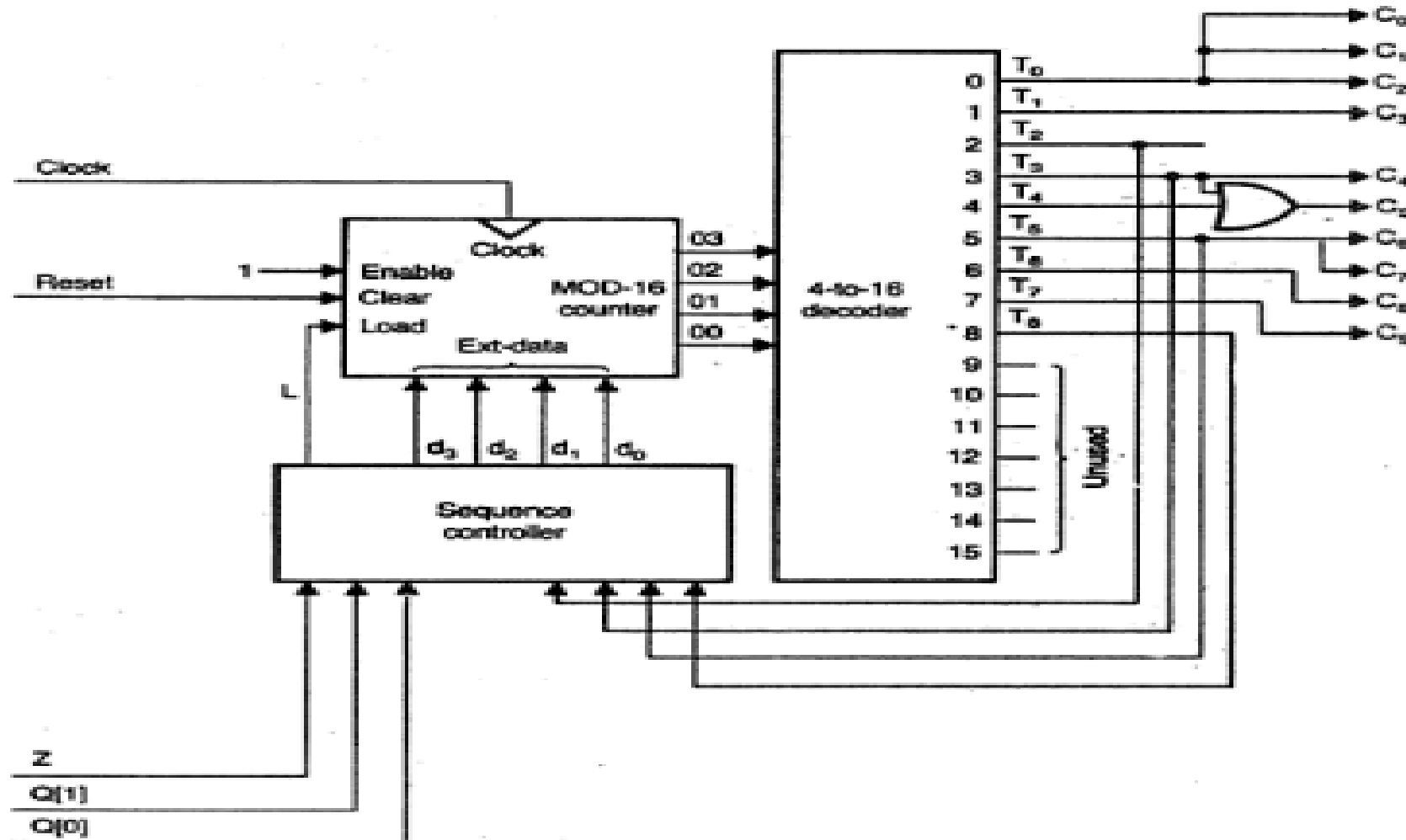


Figure 4.23 Logic Diagram of the Booth's Multiplier Controller

# 10 STEPS FOR HARDWIRED CONTROL

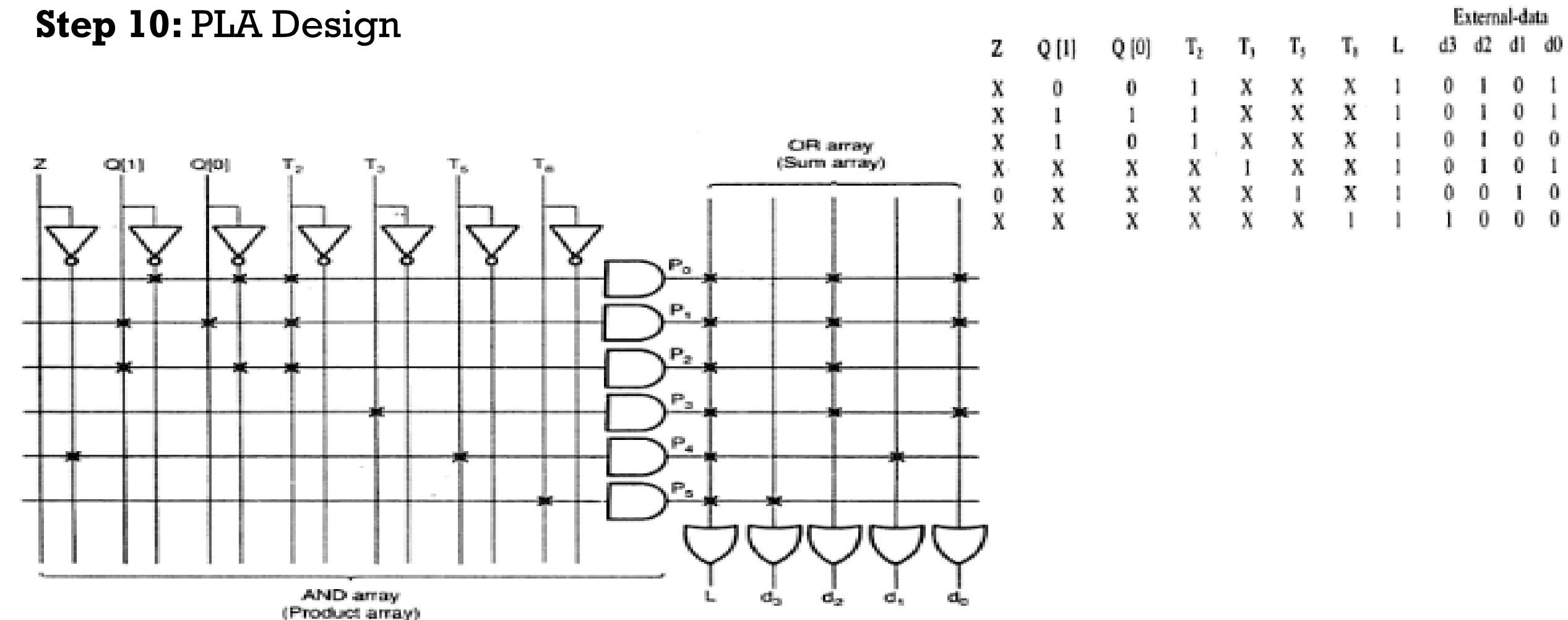
## Step 10: Truth Table for SC Design

Z	Q [1]	Q [0]	T <sub>2</sub>	T <sub>1</sub>	T <sub>3</sub>	T <sub>0</sub>	L	External-data			
								d3	d2	d1	d0
X	0	0	1	X	X	X	1	0	1	0	1
X	1	1	1	X	X	X	1	0	1	0	1
X	1	0	1	X	X	X	1	0	1	0	0
X	X	X	X	1	X	X	1	0	1	0	1
0	X	X	X	X	1	X	1	0	0	1	0
X	X	X	X	X	X	1	1	1	0	0	0



# 10 STEPS FOR HARDWIRED CONTROL

## Step 10: PLA Design



b. PLA Implementation

Figure 4.24 Sequence Controller Design

# 10 STEPS FOR HARDWIRED CONTROL

## Step 10: PLA Design

### Implementing SC using PLA:

$$P_0 = Q[1]' Q[0]' T_2$$

$$P_1 = Q[1] Q[0] T_2$$

$$P_2 = Q[1] Q[0]' T_2$$

$$P_3 = T_3$$

$$P_4 = Z' T_5$$

$$P_5 = T_8$$

- The PLA o/ps are summarized as
- $L = P_0 + P_1 + P_2 + P_3 + P_4 + P_5$
- $d3 = P_5$
- $d2 = P_0 + P_1 + P_2 + P_3$
- $d1 = P_4$
- $d0 = P_0 + P_1 + P_3$

- The controller design is completed by relating the control (T0-T8) with control i/ps C0-C9 as below:
- $C0 = C1 = C2 = T0$
- $C3 = T1$
- $C4 = T3$
- $C5 = T3 + T4$
- $C6 = C7 = T5$
- $C8 = T6$
- $C9 = T7$



# TOPICS COVERED FROM

- Textbook 3:
  - Chapter 4: 4.3