

San Francisco Bay University

EE488 - Computer Architecture Homework Assignment #6

Due day: 5/4/2025

Instruction:

- 1. The homework answer sheet should contain the original questions and corresponding answers.
- 2. The answer sheet must be in MS-Word file format with Github links for the programming questions. As follows is the answer sheet name format. <course_id>_week<week_number>_StudentID_FirstName_LastName.pdf
- 3. The program name in Github must follow the format like <course_id>_week<week_number>_q<question_number>_StudentID_FirstName_L astName
- 4. Show screenshot of all running results, including the system date/time.
- 5. The calculation process must be typed if needed, handwriting can't be accepted.
- 6. Only accept homework submission uploaded via Canvas.
- 7. Overdue homework submission can't be accepted.
- 8. Takes academic honesty and integrity seriously (Zero Tolerance of Cheating & Plagiarism)
- Write Python def function to design 8-bits ALU based on the following opcodes.
 Note: The input parameters for A and B need to be converted to binary number in def function

Opcode	Operations
0000	Out = $A + B$
0001	Out = $A - B$
0010	Out = $A * B$
0011	Out = A / B
0100	Out = A << 1
0101	Out = A >> 1
0110	Out = A rotated left by 1
0111	Out = A rotated right by 1
1000	Out = A and B
1001	Out = A or B
1010	Out = A xor B

```
1011 Out = A nor B

1100 Out = A nand B

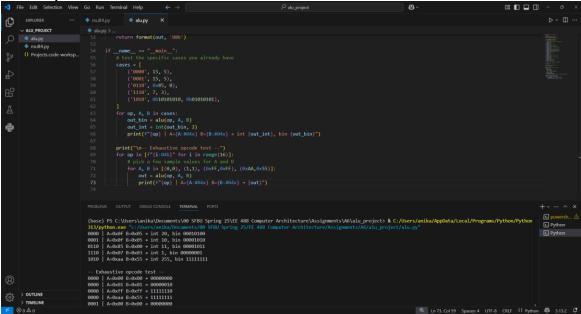
1101 Out = A xnor B

1110 Out = 1 if A>B
else 0

1111 Out = 1 if A=B
else 0
```

```
def alu(opcode: str, A: int, B: int) -> str:
   8-bit ALU.
   opcode: 4-bit string, e.g. '0000'
   A, B: integer inputs (any range)
   Returns: 8-bit binary string of the result.
   # --- convert inputs to 8-bit values ---
   a = int(format(A & 0xFF, '08b'), 2)
   b = int(format(B & 0xFF, '08b'), 2)
   # --- decode opcode and compute out (may exceed 8 bits) ---
   if opcode == '0000': # add
        out = a + b
   elif opcode == '0001': # sub
       out = a - b
   elif opcode == '0010': # mul
       out = a * b
   elif opcode == '0011': # div (integer)
       out = a // b if b != 0 else 0
   elif opcode == '0100': # shift left logical
       out = (a << 1)
   elif opcode == '0101': # shift right logical
        out = (a \gg 1)
   elif opcode == '0110': # rotate left by 1
        out = ((a << 1) \& 0xFF) | ((a >> 7) \& 0x01)
   elif opcode == '0111': # rotate right by 1
        out = ((a >> 1) \& 0x7F) | ((a \& 0x01) << 7)
   elif opcode == '1000': # and
       out = a & b
   elif opcode == '1001': # or
       out = a | b
   elif opcode == '1010': # xor
        out = a \wedge b
   elif opcode == '1011': # nor = \neg(A \lor B)
       out = \sim(a | b)
   elif opcode == '1100': # nand = \neg(A \land B)
       out = \sim(a & b)
    elif opcode == '1101': \# \times = \neg(A \oplus B)
```

```
out = \sim(a ^ b)
    elif opcode == '1110': # A > B ?
        out = 1 if a > b else 0
    elif opcode == '1111': # A == B ?
        out = 1 if a == b else 0
    else:
        raise ValueError(f"Unknown opcode '{opcode}'")
    # --- mask result to 8 bits ---
    out &= 0xFF
    # --- return as 8-bit binary string ---
    return format(out, '08b')
if __name__ == "__main__":
    # test the specific cases you already have
    cases = [
       (0000', 15, 5),
        ('0001', 15, 5),
        ('0110', 0x85, 0),
        ('1110', 7, 3),
        ('1010', 0b10101010, 0b01010101),
    for op, A, B in cases:
        out_bin = alu(op, A, B)
        out_int = int(out_bin, 2)
        print(f"{op} | A=\{A:\#04x\} B=\{B:\#04x\} \rightarrow int \{out\_int\}, bin
{out_bin}")
    print("\n-- Exhaustive opcode test --")
    for op in [f"{i:04b}" for i in range(16)]:
        for A, B in [(0,0), (1,1), (0xFF,0xFF), (0xAA,0x55)]:
            out = alu(op, A, B)
            print(f"{op} | A=\{A:\#04x\} B=\{B:\#04x\} \rightarrow \{out\}")
```



2. Write Python programs to design a 4-bits multiplier which implements Booth's algorithm and one of multiplication algorithms from 3 versions shown in the handout of *Lec06-alu.pdf*, respectively.

```
3. # mult4.py
4.
5. def mult4_shiftadd(x: int, y: int) -> int:
6.
       4-bit unsigned shift-add multiplier (Version 1).
8.
       Implements:
9.
         for i in 0..3:
10.
           if y[i] == 1: product += (x << i)
11.
         shift y right each cycle.
       Returns 8-bit product of x * y (0..15 \times 0..15 \rightarrow 0..255).
12.
13.
14.
                            # 4-bit multiplicand
       mcand = x \& 0xF
15.
       mult = y \& 0xF
                            # 4-bit multiplier
16.
       prod = 0
17.
       for _ in range(4):
18.
           if mult & 1:
19.
                prod += mcand
20.
           mcand <<= 1
21.
           mult >>= 1
22.
       return prod & 0xFF # mask to 8 bits
23.
24.def mult4_booth(x: int, y: int) -> int:
25.
26.
       4-bit signed Booth's algorithm multiplier.
```

```
x, y are treated as signed 4-bit (-8..+7). Returns signed 8-bit
 Python int.
28.
29.
      Algorithm (per Booth's rules):
       - Examine (Q0, Q−1):
30.
31.
         01 → add M into A
32.
         10 → sub M from A
33.
         00 or 11 → no op
        - Arithmetic right shift of [A(5b), Q(4b), Q-1]
34.
35.
       - Repeat 4 times.
36.
37.
      def to_u4(v): return v & 0xF
38.
      def to_s4(u): return u - 0x10 if (u & 0x8) else u
39.
40.
      M = to_s4(to_u4(x)) # signed multiplicand
                       # unsigned bits of multiplier
41.
      Q = to_u4(y)
42.
     A = 0
43.
     Q_1 = 0
44.
45.
    for _ in range(4):
46.
          q0 = Q \& 1
47.
          # Booth step
  :contentReference[oaicite:4]{index=4}:contentReference[oaicite:5]{ind
48.
         if q0 == 1 and 01 == 0:
49.
              A = (A - M) & 0 \times 1F
50.
         elif q0 == 0 and Q 1 == 1:
51.
              A = (A + M) & 0 \times 1F
52.
53.
         # pack [A(5b), Q(4b), Q-1] into 10 bits and arithmetic shift
 right by 1
54.
        combo = (A << 5) | (Q << 1) | Q_1
55.
          msb = (combo >> 9) & 1
        combo = (combo >> 1) | (msb << 9)
56.
57.
58.
          A = (combo >> 5) & 0x1F
         Q = (combo >> 1) & 0xF
59.
60.
          Q_1 = combo & 1
61.
62.
      # combine and sign-extend to Python int
63.
      result = ((A \& 0x1F) << 4) \mid Q
      result &= 0xFF
64.
65.
      if result & 0x80:
        result -= 0x100
66.
67.
      return result
68.
```

```
69.if __name__ == "__main__":
70.
71.
       print("Unsigned shift-add (0..15 × 0..15):")
       for a, b in [(3,6), (7,7), (15,15)]:
72.
73.
           print(f" {a:2d} x {b:2d} = {mult4_shiftadd(a,b):3d}")
74.
75.
       print("\nBooth's algorithm (-8..+7 \times -8..+7):")
       for a, b in [(-7,3), (7,-3), (-8,7), (-8,-8)]:
76.
           print(f" \{a:3d\} \times \{b:3d\} = \{mult4\_booth(a,b):4d\}")
77.
78.
```

