# Computer Organization

Recitation 1

You are given the circuit in Figure 1 and asked to determine its function in terms of inputs **A**, **B**, **S0**, and **S1**. The circuit consists of a 4x1 MULTIPLEXER and a FULL ADDER. The gate implementations and representations of the 4x1 MULTIPLEXER and the FULL ADDER are given in Figure 3 and Figure 4, respectively.

Please fill in the table in Figure 2 with the function of the circuit which is obtained by means of **S** output of the FULL ADDER (e.g., **assuming you think that** the circuit output **S = A'+ B'** when **S0=0** and **S1=0**, you have to fill in the first row of the table with the text **A' + B'**).

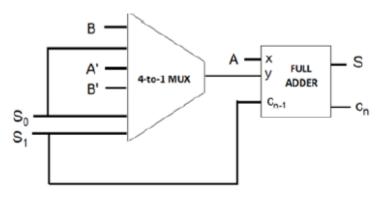


Figure 1: The Given Circuit

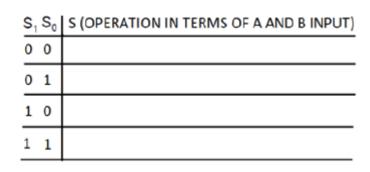


Figure 2: Characteristic table to be filled in

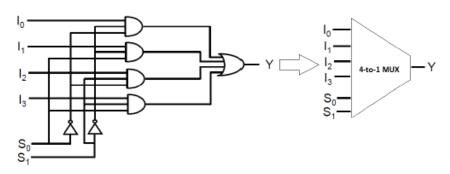


Figure 3: 4x1 Multiplexer Internals and Representation

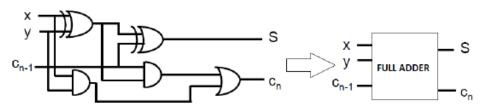
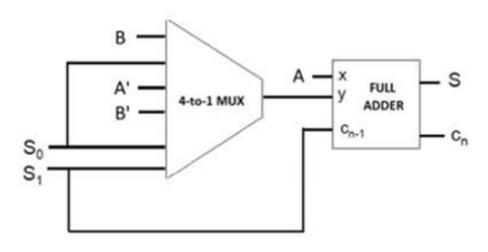


Figure 4: Full Adder Internals and Representation

Inputs of FULL ADDER are: x = A,  $y = Selected input by MUX(S<sub>0</sub>,S<sub>1</sub>), and <math>C_{n-1} = S_1$ .



S, S0	S (OPERATION IN TERMS OF A AND B INPUT)
0 0	$S = A + B + 0 \implies S = A + B$
0 1	$S = A + 0 + 1 \Rightarrow S = A + 1$
1 0	$S = A + A' + 1 \Rightarrow S = A - A \Rightarrow S = 0$
1 1	S = A + B' + 1 => S = A - B

For S1=0 and S0=0, inputs of FULL ADDER are: A, B,  $0 \Rightarrow S = A + B + 0 \Rightarrow S = A + B$ 

For S1=0 and S0=1, inputs of FULL ADDER are: A, 1,  $0 \Rightarrow S = A + 0 + 1 \Rightarrow S = A + 1$ 

For S1=1 and S0=0, inputs of FULL ADDER are: A, A',  $1 \Rightarrow S = A + A' + 1 \Rightarrow S = A - A \Rightarrow S=0$ 

For S1=1 and S0=1, inputs of FULL ADDER are: A, B',  $1 \Rightarrow S = A + B' + 1 \Rightarrow S = A - B$ 

The content of the memory for the basic computer, as explained in lectures, is given along with the content of PC, AC and E in Fig.1. Assuming that the basic computer starts with fetching an instruction,

- a) Decode and show the first instruction to be fetched.
- b) Execute the instruction and show the contents of
  - i. PC and IR,
  - ii. AR and I,
  - iii. AC, E, and DR,
- c) Proceed with fetching the next instruction and apply steps a) and b).

(Hint: It is suggested to create a table similar to the one in Fig.2 and fill for each operational step. Also relevant computations have to be shown clearly.)

PC	AC	Ε	IR	1	AR	DR	Operation /
							Explanation
01AB	34FF	1					

Fig 2. A typical table to fill for each operational step

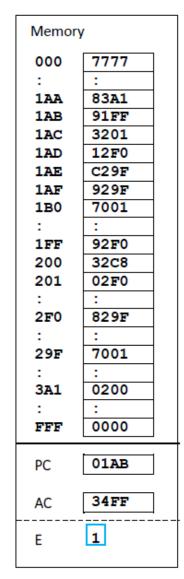


Fig 1. Initial content of some memory cells, registers and a flag

CLOCK	PC	AC	Ε	IR	1	AR	DR	ОР	EXP
T= 0	1AB	34FF	1		_	1AB			AR ← PC
T=1	1AC			91FF					$IR \leftarrow M[AR], PC \leftarrow PC +1$
T=2					1	1FF		ADD	AR←IR(0-11), I ←IR(15), Decode IR(12-14)
T=3					1	2F0			$AR \leftarrow M[AR]$
T=4							829F		$DR \leftarrow M[AR]$
T=5		B79E	0						$AC \leftarrow AC + DR (AC \leftarrow 34FF + 829F), E \leftarrow Cout$
CLOCK	PC	AC	Ε	IR		AR	DR	OP	EXP
CYCLE		~~	_	·"		··	J.,	Ŭ.	
T= 0						1AC			AR ← PC
T=1	1AD			3201					$IR \leftarrow M[AR], PC \leftarrow PC +1$
T=2					0	201		STA	$AR \leftarrow IR(0-11), I \leftarrow IR(15), Decode IR(12-14)$
T= 3									Nothing
T=4									$M[AR] \leftarrow AC (M[201] \leftarrow B79E)$

	Hex	Code	
Symbol	I = 0	I = 1	Description
AND	0xxx	8xxx	AND memory word to AC
ADD	1xxx	9xxx	Add memory word to AC
LDA	2xxx	Axxx	Load AC from memory
STA	3xxx	Bxxx	Store content of AC into memory
BUN	4xxx	Cxxx	Branch unconditionally
BSA	5xxx	Dxxx	Branch and save return address
ISZ	6xxx	Exxx	Increment and skip if zero

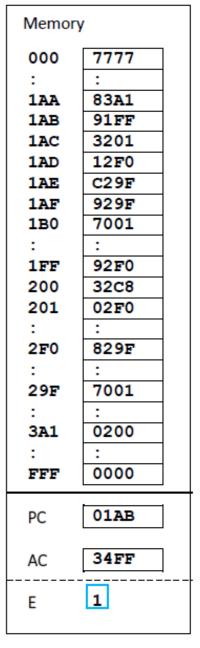


Fig 1. Initial content of some memory cells, registers and a flag

CLOCK	PC	AC	E	IR	1	AR	DR	OP	EXP
T= 0						1AD			AR ← PC
T=1	1AE			12F0					$IR \leftarrow M[AR], PC \leftarrow PC +1$
T=2					0	2F0		ADD	AR←IR(0-11), I ←IR(15), Decode IR(12-14)
T=3									Nothing
T=4							829F		$DR \leftarrow M[AR]$
T=5		3A3D	1						$AC \leftarrow AC + DR (AC \leftarrow B79E + 829F), E \leftarrow Cout$

CLOCK	PC	AC	E	IR	1	AR	DR	ОР	EXP
T= 0						1AE			AR ← PC
T=1	1AF			C29F					$IR \leftarrow M[AR], PC \leftarrow PC +1$
T=2					1	29F		BUN	$AR \leftarrow IR(0-11)$ , $I \leftarrow IR(15)$ , Decode $IR(12-14)$
T=3						001			$AR \leftarrow M[AR]$
T=4	001								PC←AR

	Hex	Code	
Symbol	1 = 0	I = 1	Description
AND	0xxx	8xxx	AND memory word to AC
ADD	1xxx	9xxx	Add memory word to AC
LDA	2xxx	Axxx	Load AC from memory
STA	3xxx	Bxxx	Store content of AC into memory
BUN	4xxx	Cxxx	Branch unconditionally
BSA	5xxx	Dxxx	Branch and save return address
ISZ	6xxx	Exxx	Increment and skip if zero

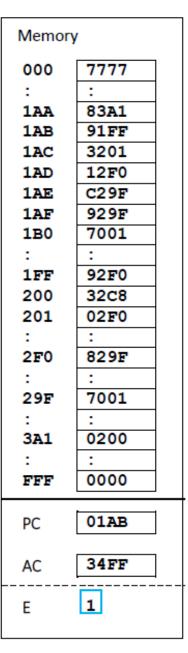
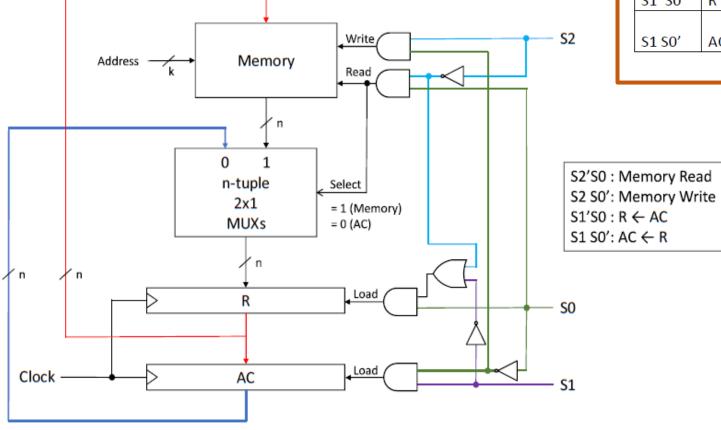


Fig 1. Initial content of some memory cells, registers and a flag

- The register transfer statements for read and write operations (from and to a memory via a register R)
  and data transfers between AC and R are given in the table.
- Words in the *memory are n bits long* and the memory comprises of 2k words.
- Draw the block diagram for hardware implementation.
- Show the control functions to select each block in the diagram.
- The block diagram should include all details (all relevant connections and labels) unambiguously so that a technician can implement it without asking any questions. Submission includes a clearly drawn block diagram.

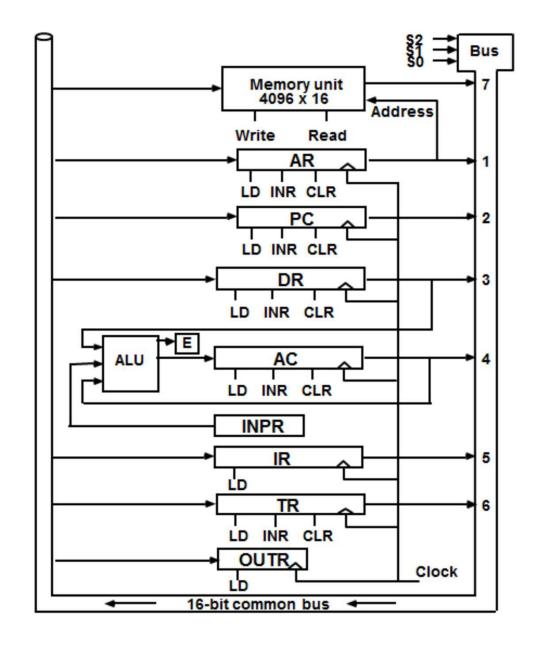
Control	Statement	Operation
Signal		
S2' S0	$R \leftarrow M[AR]$	Memory Read
S2 S0'	$M[AR] \leftarrow R$	Memory Write
S1' S0	R ← AC	Copy from accumulator to register
S1 S0'	AC ← R	Copy from register to accumulator



Control Signal	Statement	Operation
S2' S0	$R \leftarrow M[AR]$	Memory Read
S2 S0'	$M[AR] \leftarrow R$	Memory Write
S1' S0	R ← AC	Copy from accumulator to register
S1 S0'	AC ← R	Copy from register to accumulator

S2'S0 : Memory Read

- Direct addressing mode (I = 0) and indirect addressing mode (I = 1) of the Basic Computer will be changed with PC-relative addressing.
  - In direct PC-relative addressing (I = 0) the effective address (EA) is computed as:
    - EA = PC + TR(11-0)
  - In indirect PC-relative addressing (I = 1) the effective address (EA) is computed as:
    - EA = M[PC + TR(11-0)]
- Implement fetch, decode and execute cycles of LDA instruction (AC←M[EA], opcode=010) with direct and indirect register-indexed addressing mode using RTL and timing signals T0, T1, etc.
- For this question, use the simple computer architecture given in the figure below. Ignore interrupt signal.



#### Fetch and Decode [Store Address in TR]:

```
T0: AR \leftarrow PC (S<sub>0</sub>S<sub>1</sub>S<sub>2</sub>=010, T0=1)
T1: IR \leftarrow M [AR], PC \leftarrow PC + 1 (S0S1S2=111, T1=1)
T2: D0, . . . , D7 \leftarrow Decode IR(12-14), AR \leftarrow IR(0-11), I \leftarrow IR(15)
```

# Set AR ← PC+TR to compute EA, do the following BOTH in Direct (I=0) and Indirect Relative Addressing (I=1), we don't need to check I bit

D7'T3: DR  $\leftarrow$  PC

D7'T4: AC  $\leftarrow$ DR, DR  $\leftarrow$  TR

D7'T5:  $AC \leftarrow AC + DR$ 

D7'T6: AR ←AC

#### InDirect Relative Addressing:

D7'IT7: AR  $\leftarrow$  M[AR] [I=1 is INDIRECT-RELATIVE ADDRESSING]

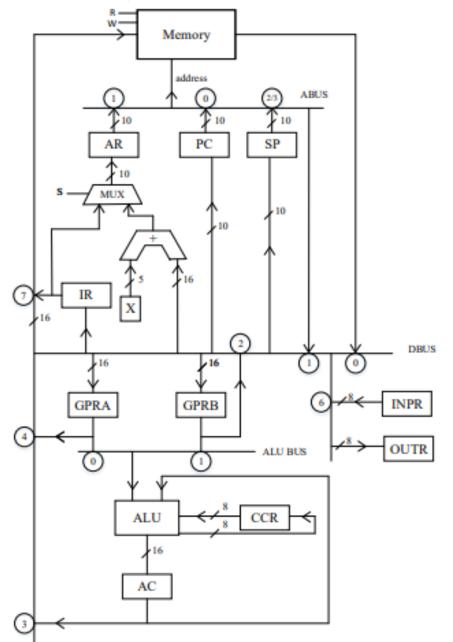
#### Direct Relative Addressing:

D7'I'T7: Nothing [I=0 is DIRECT-RELATIVE ADDRESSING]

#### LDA (Load to AC) [NO CHANGE]:

D2T8: DR  $\leftarrow$  M[AR]

D2T9: AC  $\leftarrow$  DR, SC  $\leftarrow$  0



Con	trol si	Register to	
$D_2$	$D_1$	$D_0$	write DBUS
0	0	0	Memory
0	0	1	ABUS
0	1	0	GPRB
0	1	1	$^{ m AC}$
1	0	0	GPRA
1	0	1	X
1	1	0	INPR
1	1	1	IR

S	MUX Output
0	IR(9-0)
1	X+DBUS(9-0)

The memory has R/W control signals. The instruction format is as follows:

15		0
2-bit	4-bit	10-bit
addr. mode	opcode	operand address

There are 4 different addressing modes:

Add	lr. mode	Effective address (EA)	mode
0	0	$EA \leftarrow IR(9-0)$	direct
0	1	$EA \leftarrow M[IR(9-0)]$	indirect
1	0	$EA \leftarrow IR(9-0) + X$	indexed
1	1	$EA \leftarrow SP$	stack

Con	trol signal	Register to
$A_1$	$A_0$	write ABUS
0	0	PC
0	1	AR
1	dont care	SP

Control signal $M$	Register to write ALUBUS
0	GPRA
1	GPRB

Inside the control unit, the opcode bits of the IR register is connected to an opcode decoder that generates signals from  $K_0$  to  $K_{15}$ . In addition there are two flags  $(R_1 \text{ and } R_0)$  that are connected to the address mode bits in IR:  $R_1 \leftarrow IR(15)$  and  $R_0 \leftarrow IR(14)$ . Finally, there is a 4-bit sequence counter in the control unit that is connected to a decode that generates timing signals of  $T_0, T_1, ..., T_{15}$ .

### Solution 5.a

☐ Write the microoperations at fetch & decode cycles in register transfer language (RTL) and the control signals.

#### **Solution:**

- $T_0: IR \leftarrow M[PC], PC \leftarrow PC + 1, X \leftarrow 0$ 
  - $(A_1A_0 = 00, R = 1, D_2D_1D_0 = 000, IR_{LD} = 1)$
- $T_1: K_0 ... K_{15} \leftarrow Decode\ IR(13-10), AR \leftarrow X + IR(9-0), R_1R_0 \leftarrow IR(15-14)$ 
  - $(D_2D_1D_0 = 111, AR_{LD} = 1, S = 1)$

Con	trol signal	Register to
$A_1$	$A_0$	write ABUS
0	0	PC
0	1	AR
1	dont care	SP

Control signal			Register to
$D_2$	$D_1$	$D_0$	write DBUS
0	0	0	Memory
0	0	1	ABUS
0	1	0	GPRB
0	1	1	$\mathbf{AC}$
1	0	0	GPRA
1	0	1	X
1	1	0	INPR
1	1	1	IR

The memory has R/W control signals. The instrucion format is as follows:

10		1011	
2-bit	4-bit	10-bit	
addr. mode	opcode	operand address	

### Solution 5.b

□ Consider an instruction named XCH (opcode=9) that exchanges the values of GPRA and GPRB without data loss.

#### ☐ XCH: GPRA←GPRB, GPRB←GPRA

Write the microoperations that execute XCH instruction in RTL. and mention the

corresponding control signals at each clock cycle.

#### **Solution:**

- $T_2K_9$ :  $AC \leftarrow GPRA(transfer)$ ,  $GPRA \leftarrow GPRB$ 
  - $(M = 0, D_2D_1D_0 = 010, GPRA_{LD} = 1, AC_{LD} = 1)$
- $T_3K_9$ :  $GPRB \leftarrow AC$ 
  - $(D_2D_1D_0=011,GPRB_{LD}=1)$

Control signal	Register to
M	write ALUBUS
0	GPRA
1	GPRB

Control signal			Register to
$D_2$	$D_1$	$D_0$	write DBUS
0	0	0	Memory
0	0	1	ABUS
0	1	0	GPRB
0	1	1	$\mathbf{AC}$
1	0	0	GPRA
1	0	1	X
1	1	0	INPR
1	1	1	IR

# Memory ABUS $\Upsilon_{10}$ SPINPR. **GPRA GPRB** ALU BUS ALU

# Question 6

- Consider the instruction MAD (memory add, opcode=3) that adds the data in two consecutive effective addresses (EA) in memory, and write the result to the next effective address in memory.
- MAD: M[EA+2] ← M[EA]+M[EA+1]
- Note: Your answers should be optimum in terms of the required clock cycles. You can ignore ALU control signals. You can overwrite values of the registers.

### Solution 6.a

• Write the address decoding cycle in RTL, and mention the corresponding control signals. It should be performed in one clock cycle.

MUX Output

IR(9-0)

X+DBUS(9-0)

#### • Solution:

• 
$$T_2K_3R_0'R_1': DONOTHING$$

• 
$$T_2K_3R_0R_1': AR \leftarrow X + M[AR]$$

• 
$$(A_1A_0 = 01, R = 1, D_2D_1D_0 = 000, S = 1)$$

There are 4 different addressing modes:

Add	lr. mode	Effective address (EA)	mode
0	0	$EA \leftarrow IR(9-0)$	direct
0	1	$EA \leftarrow M[IR(9-0)]$	indirect
1	0	$EA \leftarrow IR(9-0) + X$	indexed
1	1	$EA \leftarrow SP$	stack

- $T_2K_3R_0'R_1: AR \leftarrow X + AR$ 
  - $(A_1A_0 = 01, D_2D_1D_0 = 001, S = 1)$
- $T_2K_3R_0R_1: AR \leftarrow SP$ 
  - $(A_1 = 1, D_2D_1D_0 = 001, S = 1)$

Con	trol si	gnal	Register to
$D_2$	$D_1$	$D_0$	write DBUS
0	0	0	Memory
0	0	1	ABUS
0	1	0	GPRB
0	1	1	$\mathbf{AC}$
1	0	0	GPRA
1	0	1	X
1	1	0	INPR
1	1	1	IR

Con	trol signal	Register to
$A_1$	$A_0$	write ABUS
0	0	PC
0	1	AR
1	dont care	SP

### Solution 6.b

- Write the microoperations that execute **MAD** instruction in RTL (after the address decoding cycle), and mention the corresponding control signals (that should be 1) at each clock cycle.
- MAD: M[EA+2] ← M[EA]+M[EA+1]
- Solution:
- $T_3K_3$ :  $GPRA \leftarrow M[AR], AR \leftarrow AR + 1$ 
  - $(A_1A_0 = 01, D_2D_1D_0 = 000, GPRA_{LD} = 1, AR_{INC} = 1, R = 1)$
- $T_4K_3$ :  $GPRB \leftarrow M[AR], AR \leftarrow AR + 1, AC \leftarrow GPRA(transfer)$ 
  - $(A_1A_0 = 01, D_2D_1D_0 = 000, GPRB_{LD} = 1, AC_{LD} = 1, M = 0, R = 1)$
- $T_5K_3 : AC \leftarrow AC + GPRB$ 
  - $(M = 1, AC_{LD} = 1, GPRB_{LD} = 0)$
- $T_6K_3 : M[AR] \leftarrow AC$ 
  - $(D_2D_1D_0 = 011, W = 1, A_1A_0 = 01, AC_{LD} = 0)$

Con	trol si	gnal	Register to
$D_2$	$D_1$	$D_0$	write DBUS
0	0	0	Memory
0	0	1	ABUS
0	1	0	GPRB
0	1	1	$\mathbf{AC}$
1	0	0	GPRA
1	0	1	X
1	1	0	INPR
1	1	1	IR

Control signal		Register to
$A_1$	$A_0$	write ABUS
0	0	PC
0	1	AR
1	dont care	SP