Combinatorial Circuits & Storage Elements

CS 350: Computer Organization & Assembler Language Programming
Due Fri Apr 5 (2400 hrs)

[4/8 Program solution on alpha]

A. Why?

- Combinatorial logic circuits correspond to pure (state-free) calculations on booleans.
- Storage elements are the basic circuits that store data, which is used in logic circuits that use memory.

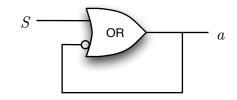
B. Outcomes

After this lecture lab, you should

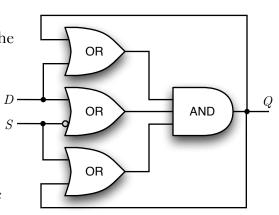
- Be able to analyze/draw the circuitry for simple arithmetic/logical calculations.
- Be able to determine whether a logic circuit has a logically stable state.

C. Problems [50 points total]

[18 = 3*6 pts] Consider the circuit to the right. (a)
 Describe the new value of a as a function of S and the current value of a. (b) When does this circuit have a logically stable values for a? A logically unstable value for a? (c) Can this circuit be used to remember a bit?



2. [18 = 3*6 pts] Consider the logic circuit to the right. (a) Describe the new value of Q as a function of D, S, and the current value of Q. (b) When does this circuit have logically Q stable or unstable values for Q? (c) Can this circuit be used to store a bit? (I.e., does it remember a bit? Can we set the bit when we wish?)



3. [14 = 2*7 pts] Exercise 3.24: (a) [The figure below] shows a block-level logic circuit that appears in many of today's processors. Each of the boxes labelled "+" is a full-adder circuit. What does the value on the wire X do? That is, what is the difference in the output of this circuit if X = 0 versus if X = 1? (b) Modify the logic diagram below so that implements an adder/subtracter. That is, the logic circuit will compute A + B or A - B depending on the value of X. [Hint: Replace each C i with a circuit that uses B i and possibly other inputs.]

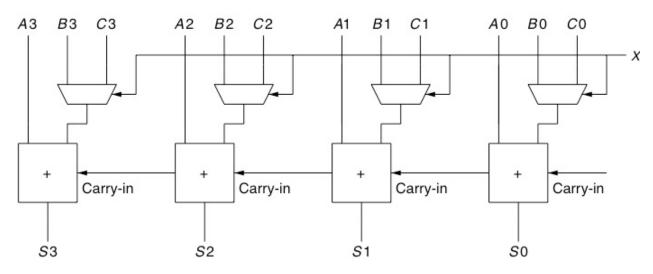


Figure for Exercise 3.24

D. Programming Problem [50 points total]

- For Labs 7 and 8, you'll be implementing a version of the Simple Decimal Computer (SDC) from lecture, in C. You'll write a line-oriented program that reads in the initial memory values and then lets the user execute the program one instruction at a time.
- The SDC is a decimal computer with memory addresses 0000-9999, ten general-purpose registers numbered 0-9, and ten instructions. The SDC uses word addressability, with a word being 4 decimal digits (plus a sign-magnitude sign).
- For Lab 7, we'll work on reading in memory and reading commands (execute a instruction, print some help, or quit). Lab 8 will address the actual execution of instructions.

What Should Your Program Do?

- Prompt for and read in the values for memory locations 00, 01, etc. Read until you see a number > 9999 or < -9999, and initialize the rest of memory to all zeros. (Each memory location is supposed to contain a value ≤ 9999 and ≥ -9999, so we can use values outside that range as sentinels.)
- 2. Print out the memory values and initialize the control unit. (For Lab 8, set the registers to zero and set the done flag to false.)
- 3. While not done
- 4. Prompt for and read a command (read the rest of the line including the carriage return).
- 5. For command q, set done to true.
- 6. For command h or ?, print out a help message. (For Lab 8, this is just a placeholder message.)
- 7. For the null command (just a carriage return), call the instruction_cycle function to execute an instruction. (For Lab 8, this function just prints out a message saying how many times we've called it. On the tenth time, it also sets done to true.)
- 8. When you're done, print out the memory values and the control unit. (For Lab 8, just print the registers [which are still all zero].)

E. Sample Solution and Skeleton

- To get you started with the program, there's a partial non-working skeleton at http://www.cs.iit.edu/~cs350/Class350/Lab07_skeleton.c. Add, change, or delete lines in the skeleton as necessary; the STUB comments can be replaced with code. You don't have to use the skeleton if you don't want to.
- There's a sample output at at http://www.cs.iit.edu/~cs350/Class350/ Lab07_soln_out.txt .
- I've posted I'll post a sample executable solution on alpha. You can execute ~sasaki/Lab07_soln .