

**Gebze Technical University Department of
Computer Engineering
CSE 331 – Homework 3 Report**

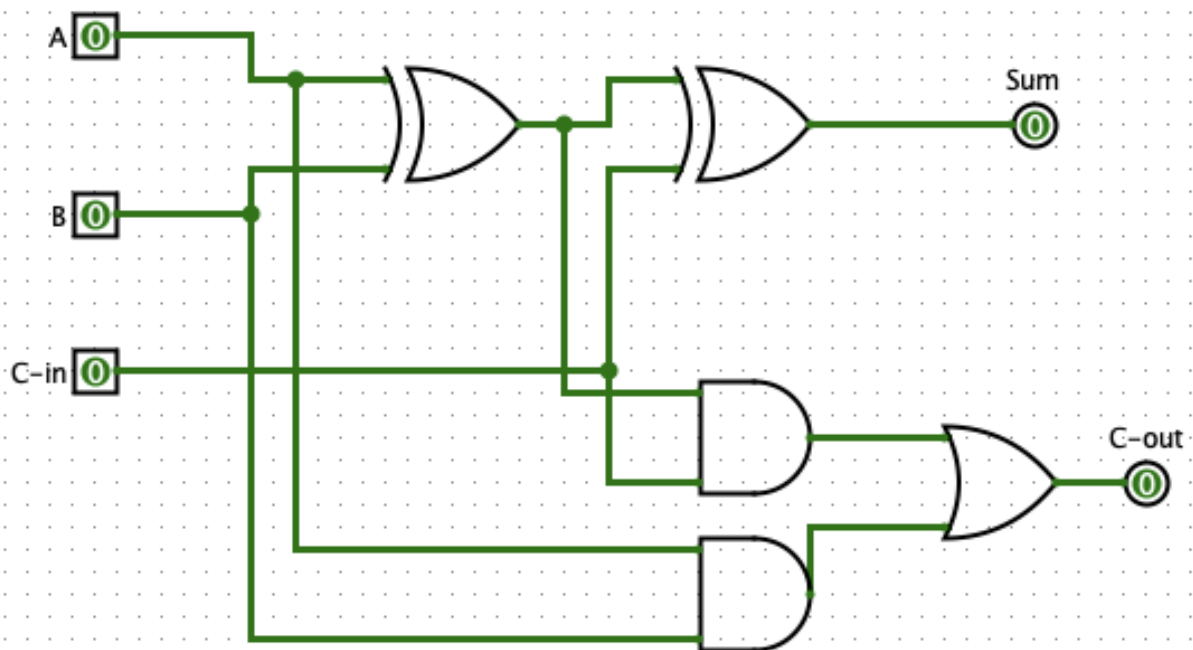
DİLARA KARAKAŞ
171044010

Data Path Design

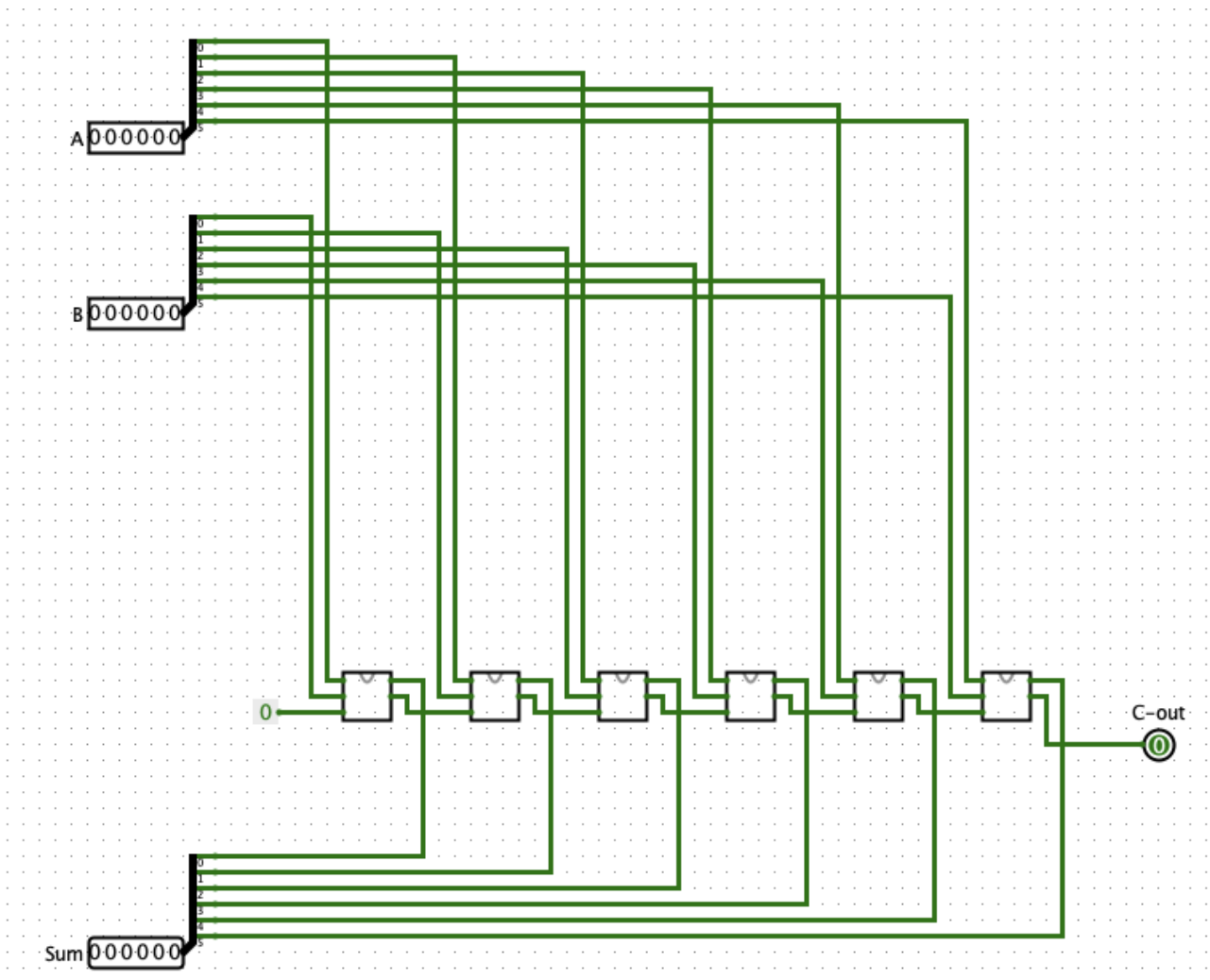
When 32-bit multiplication is done, a 64-bit product is created. Logisim does not support 64 bit, so I divided it into 32-32. On the least significant bit side there is the product on the multiplier most significant bit side.

I did not use a ready-made arithmetic circuit in my project. I designed it all myself and embedded it in the data path.

1. 1-Bit Adder

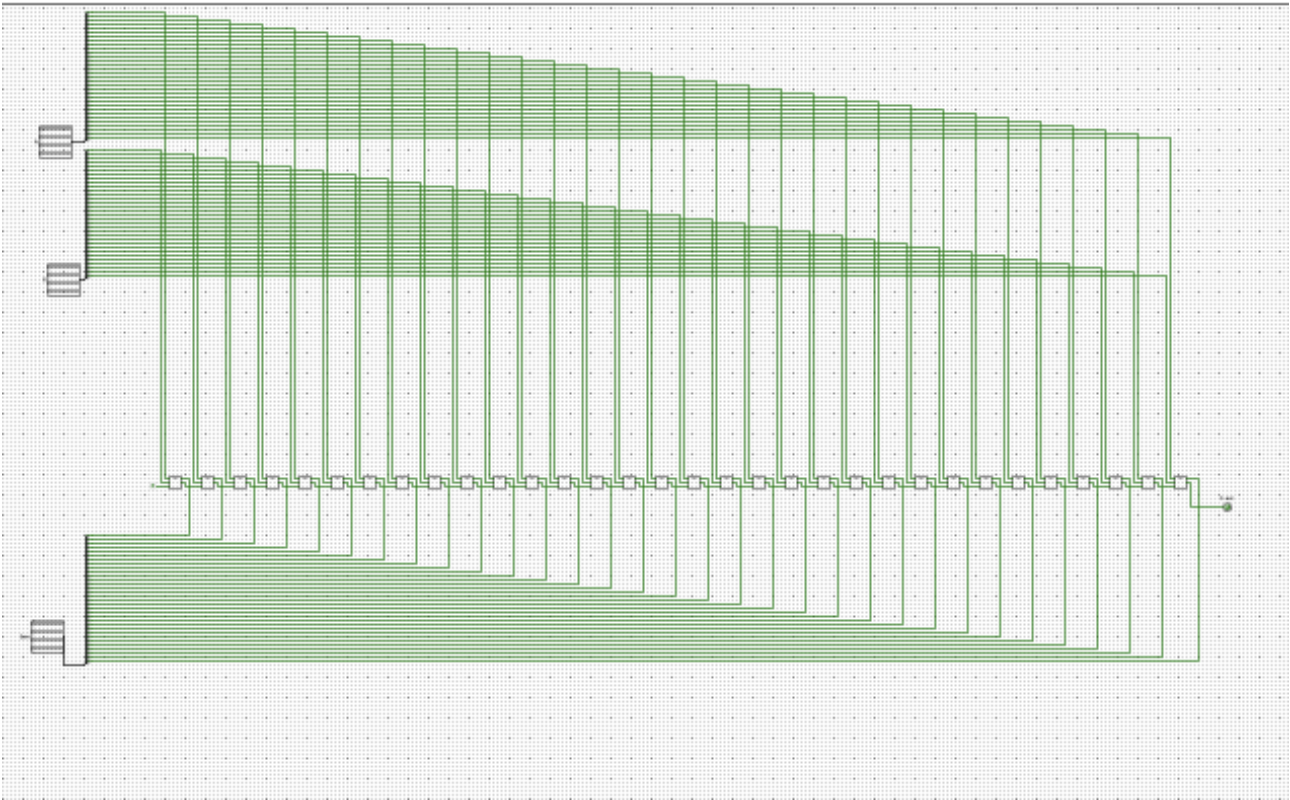


2. 6-Bit Adder

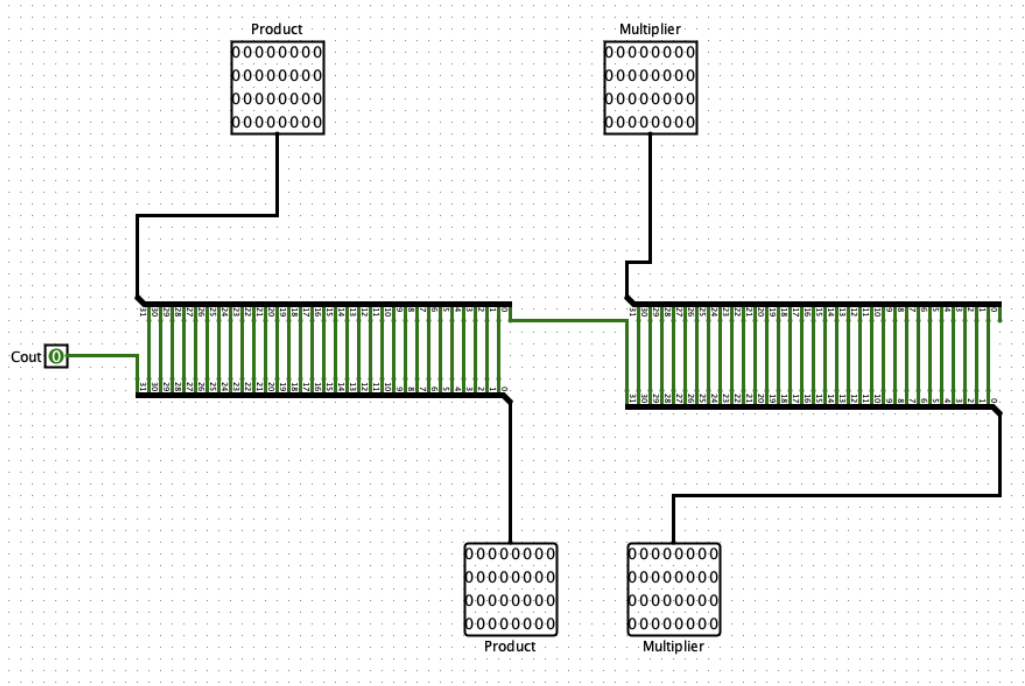


The reason I designed this is because I had to count count values in the program. This count value is counting how many shifts have been made. If he shifts 32 times, he ends the program. It means we found the result.

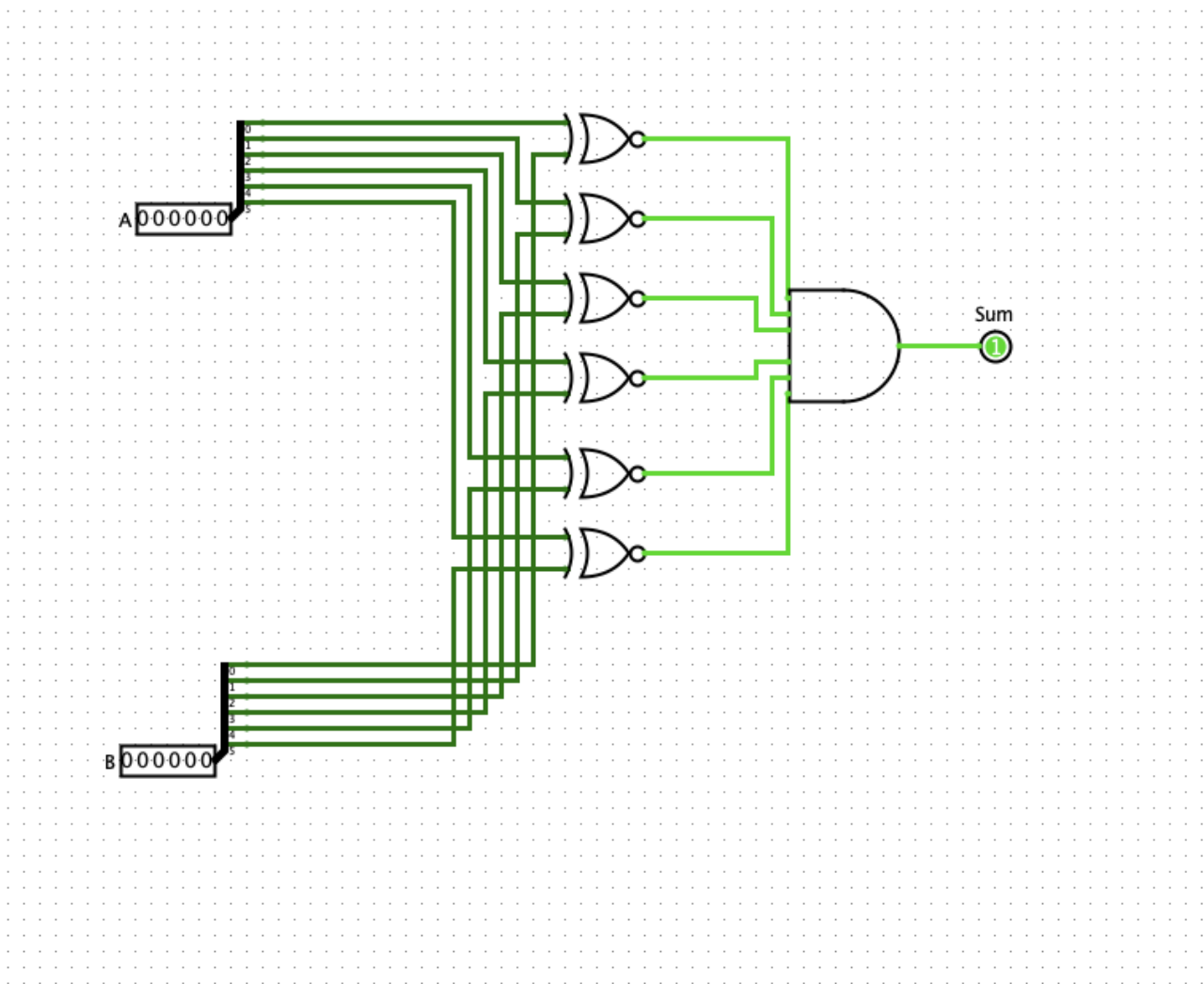
3. 32-Bit Adder



4. 64-Bit Shifter

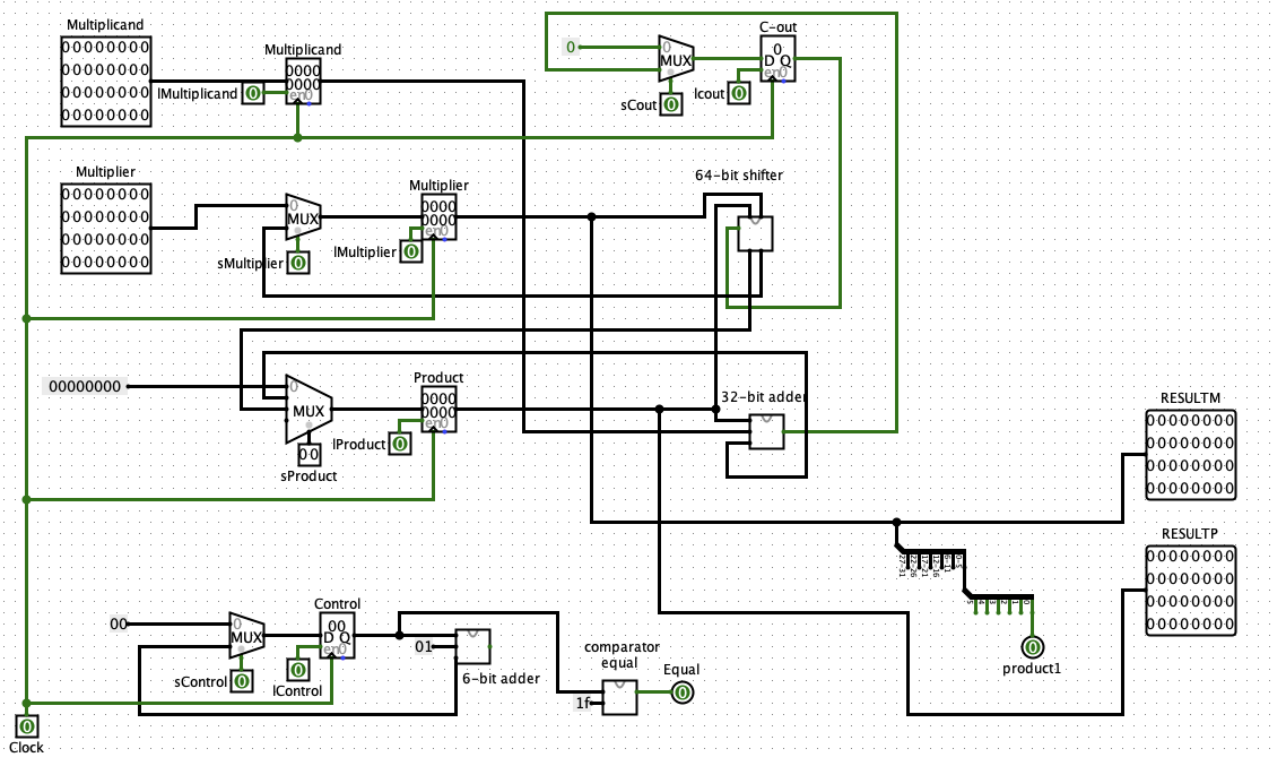


5. Equal (Comparator)



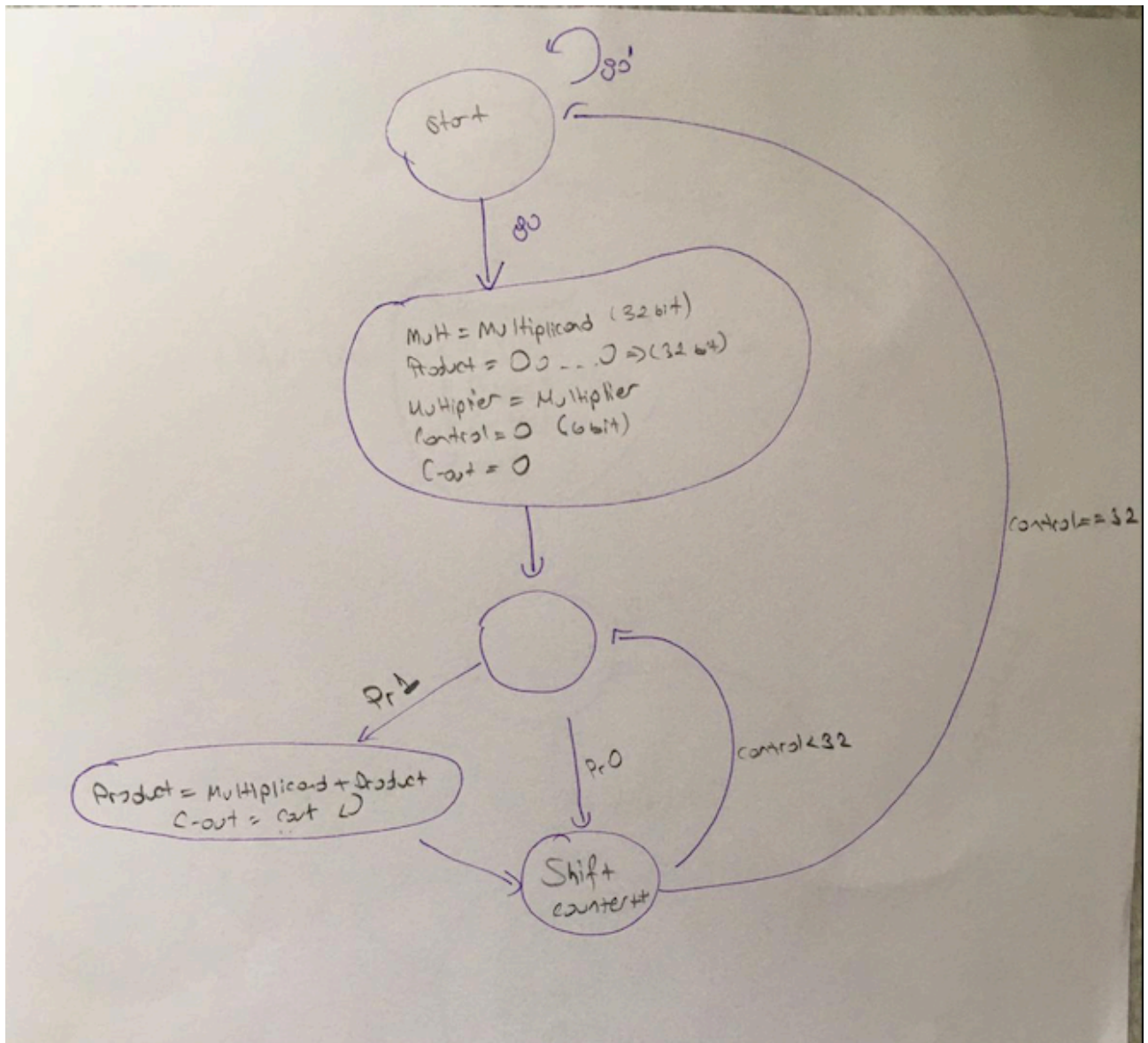
I prepared it to check if the shift number is 32 times.

6. Datapath

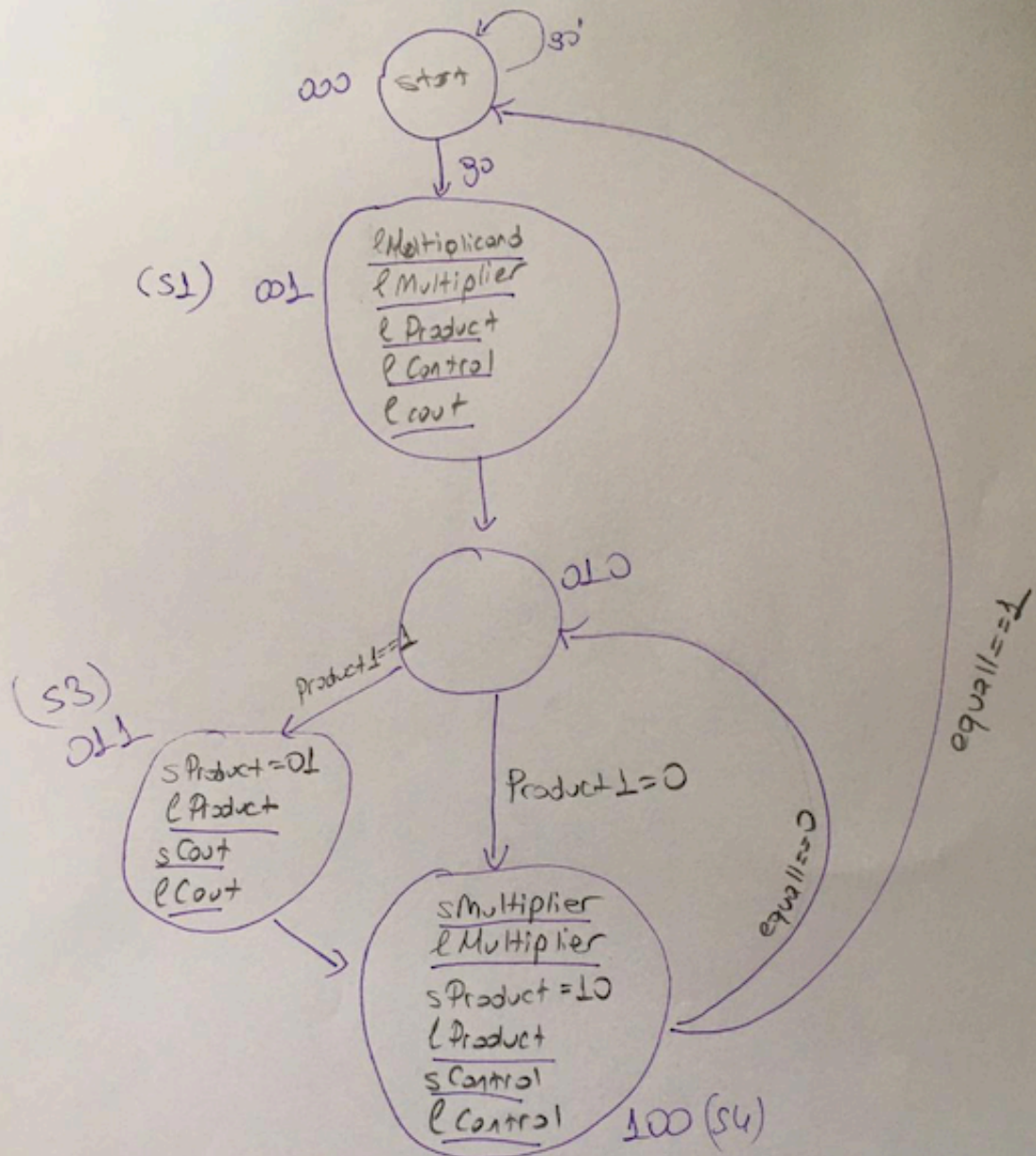


CONTROL UNIT DESIGN

1. STATE DIAGRAM



After placing the necessary signals in the data path



2. Boolean Table

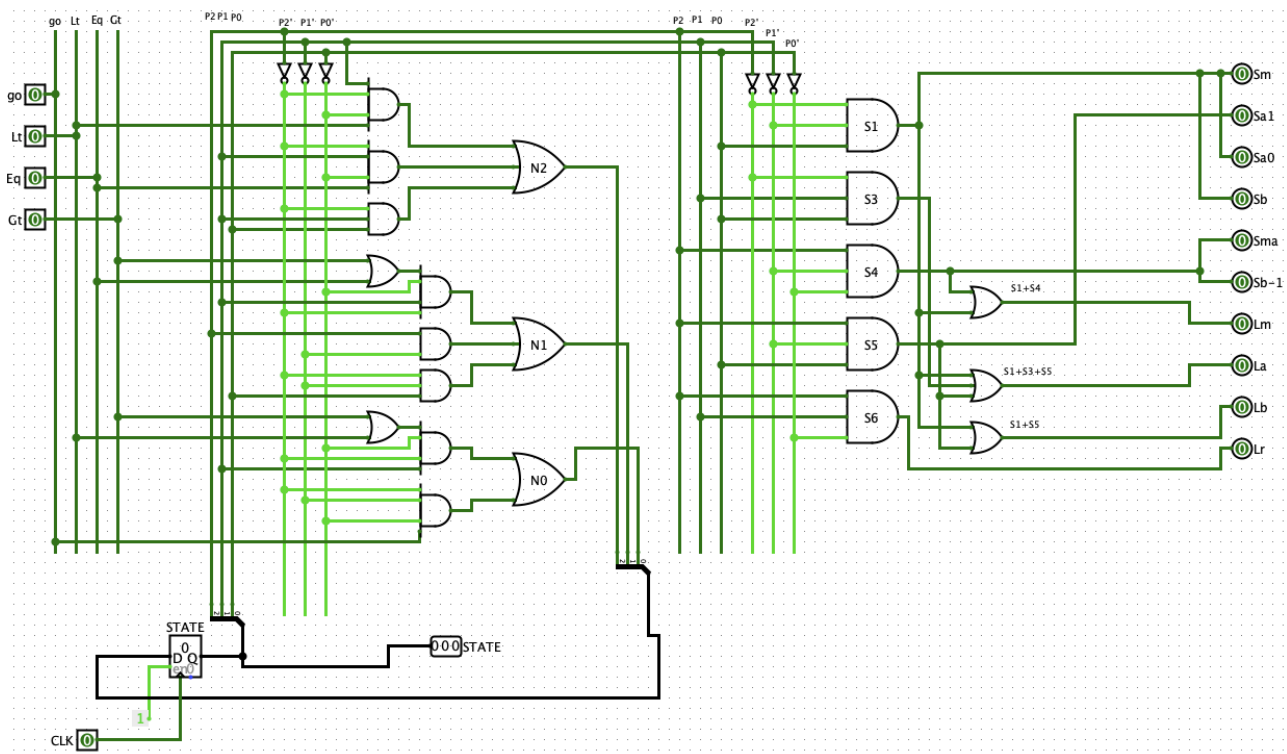
S2 S1 S0	Go	Product1	Equal	N2	N1	N0
0 0 0	0	x	x	0	0	0
0 0 0	1	x	x	0	0	1
0 0 1	x	x	x	0	1	0
0 1 0	x	1	x	0	1	1
0 1 0	x	0	x	1	0	0
0 1 1	x	x	x	1	0	0
1 0 0	x	x	0	0	1	0
1 0 0	x	x	1	0	0	0

$$N2 = s2's1s0'Product1' + s2's1s0$$

$$N1 = s2's1's0 + s2's1s0'Product1 + s2s1's0'Equal'$$

$$N0 = s2's1's0'Go + s2's1s0'Product1$$

3. FSM



TEST RESULTS

