CSEE 3827: Fundamentals of Computer Systems, Spring 2022

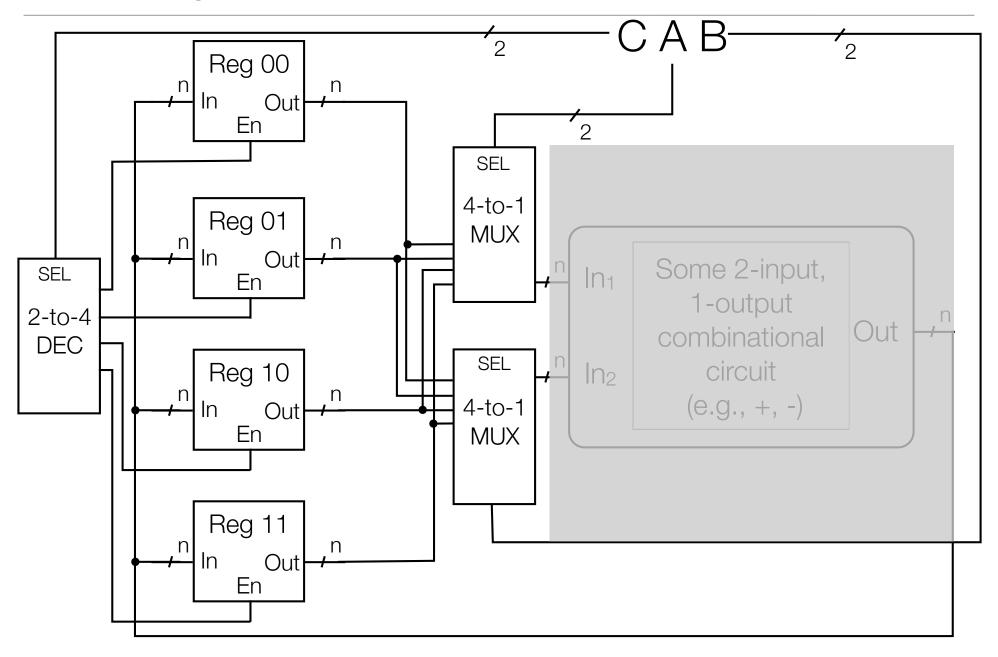
Lecture 9

Prof. Dan Rubenstein (danr@cs.columbia.edu)

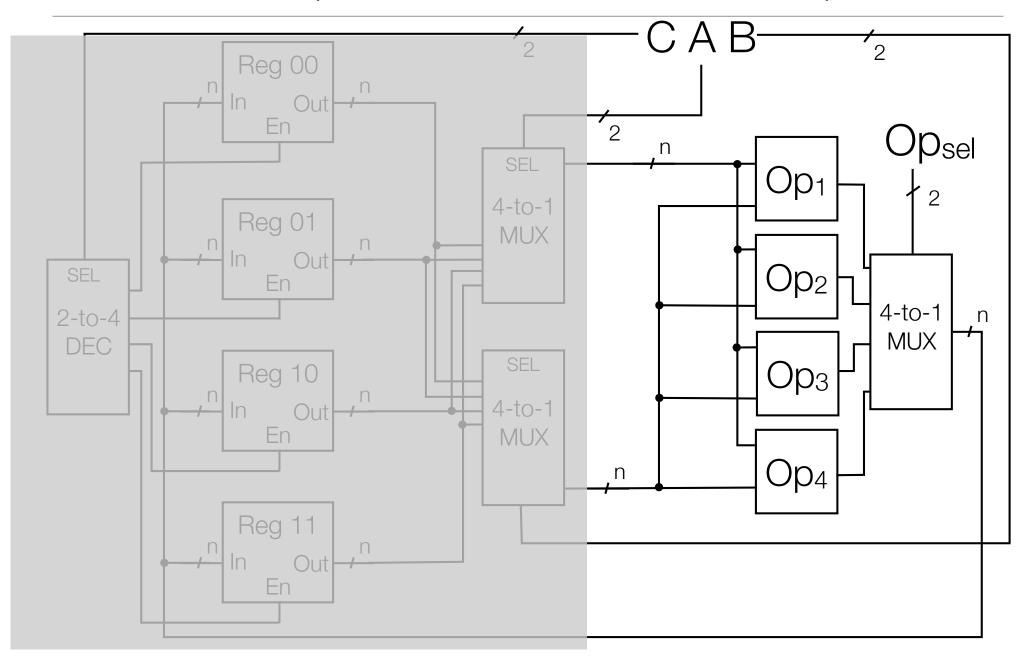
Agenda (M&K 9.1-9.8)

- Assembly Language: Very high level overview
- Computer Design Basics
 - Datapath
 - Function Unit
 - Arithmetic/Logic Unit (ALU): Multiplexers galore!
 - Shifter (revisited quickly)
 - Control Word
 - Instruction & Instruction Decoder

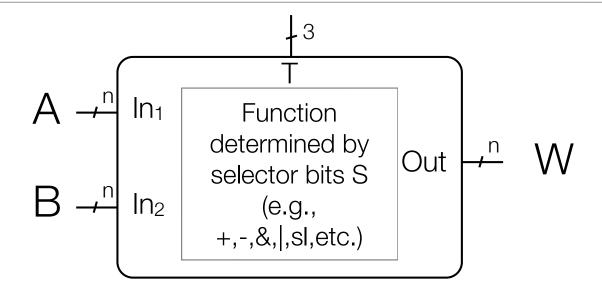
Small Register file Example



Function Unit (also seen before, Lecture 6)



(Simplified) MIPS Function Unit at a high level



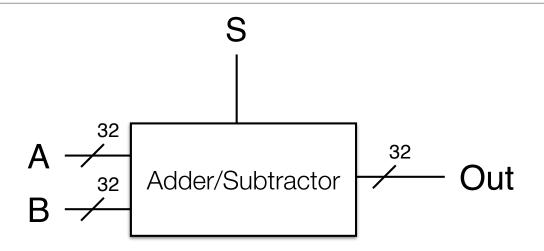
- Combinational Circuitry
- OP is the operation determined by 3-bit selector T

Arithmetic Logic (function) Unit

 Goal: Build a combinational circuit that has the following functionality (on 32-bit inputs A & B) with a 3-bit selector T=XYZ:

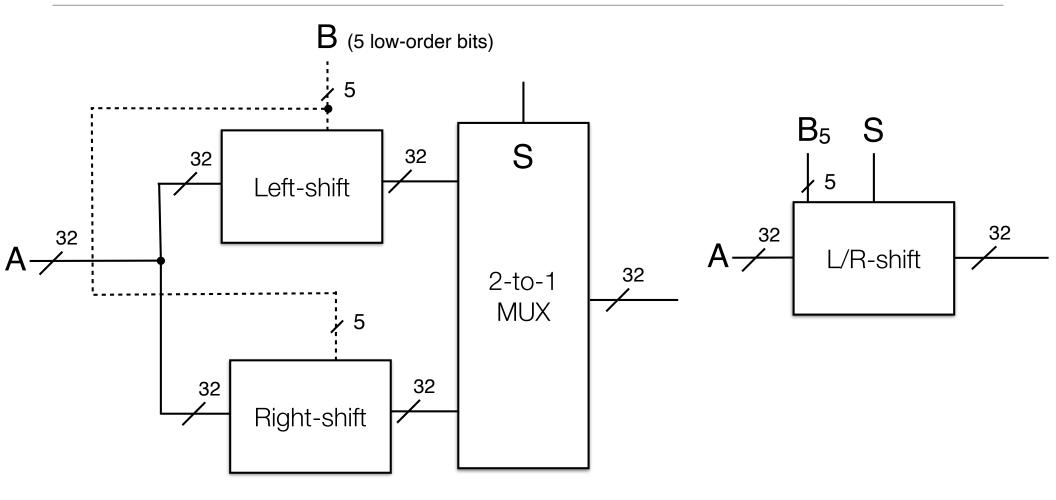
| T=XYZ | Output | Comments |
|-------|----------|--|
| "000" | A + B | Add |
| "001" | A - B | Subtract |
| "010" | sl A ← B | Shift left by 5-bit low order bits of B |
| "011" | sr A ← B | Shift right by 5-bit low order bits of B |
| "100" | ΑВ | logical AND |
| "101" | A + B | logical OR |
| "110" | A ⊕ B | logical XOR |
| "111" | Ā | complement A (ignore B) |

Adder/Subtractor



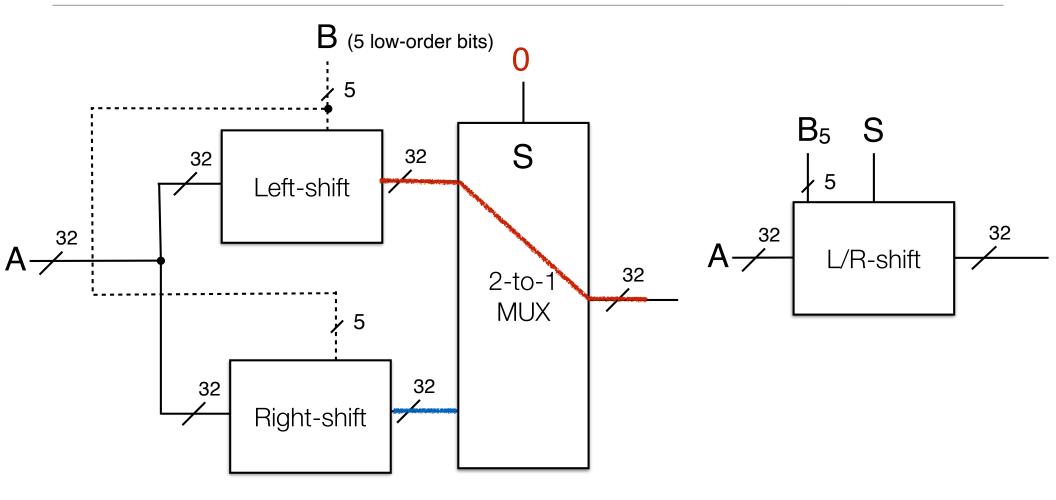
- Built earlier in class
- has a 1-bit Selector S. S=0 then Add A+B, S=1 then Subtract A-B
- Note: When XY=00, then want to use adder/subtractor, with Z feeding into S (so 000 does add, 001 does subtract)

L/R Shifter



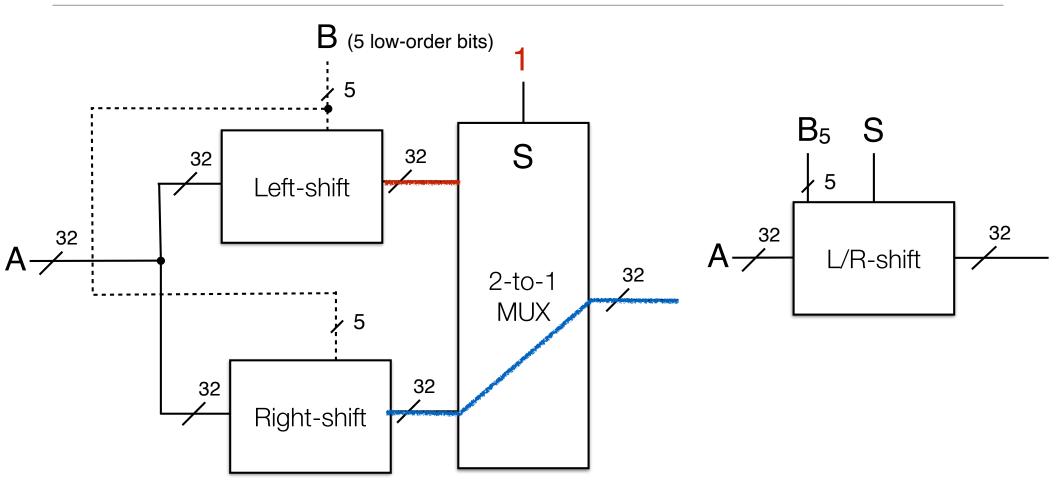
- Combine a Left-shift with a Right shift using a 2-to-1 MUX
- S=0 then shift A left by B bits, S=1 then shift A right by B bits
- When XY=01, want to use L/R shifter with Z feeding into S

L/R Shifter



- Combine a Left-shift with a Right shift using a 2-to-1 MUX
- S=0 then shift A left by B bits, S=1 then shift A right by B bits
- When XY=01, want to use L/R shifter with Z feeding into S

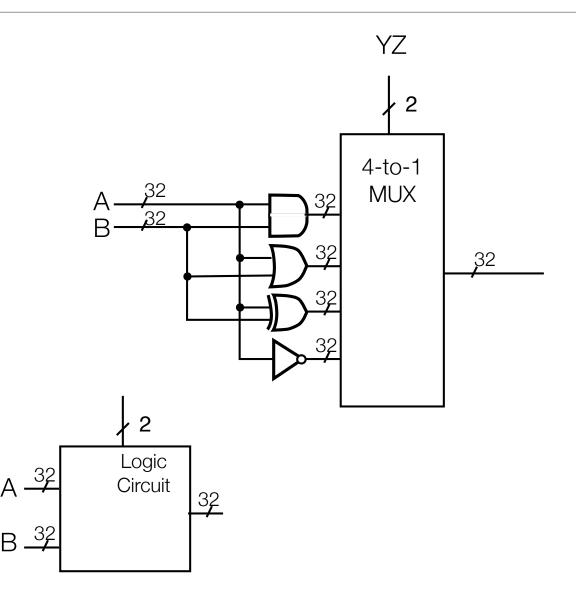
L/R Shifter



- Combine a Left-shift with a Right shift using a 2-to-1 MUX
- S=0 then shift A left by B bits, S=1 then shift A right by B bits
- When XY=01, want to use L/R shifter with Z feeding into S

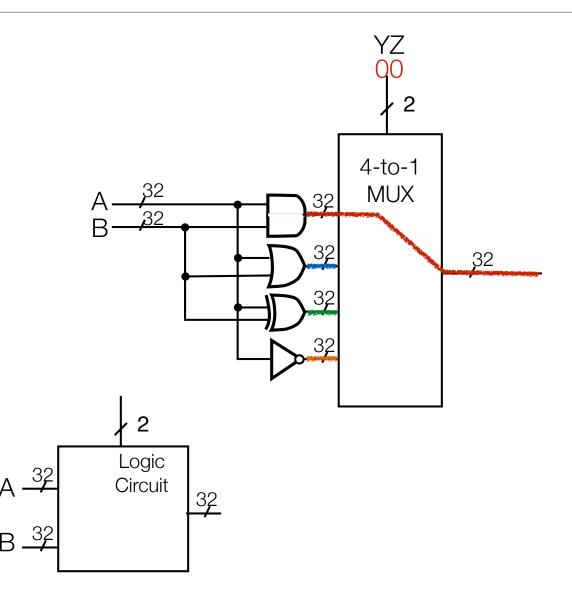
Step 2: Logic Circuit: As easy as it gets...

| Y | Z | Ор |
|---|---|-----|
| 0 | 0 | AB |
| 0 | 1 | A+B |
| 1 | 0 | A⊕B |
| 1 | 1 | A |



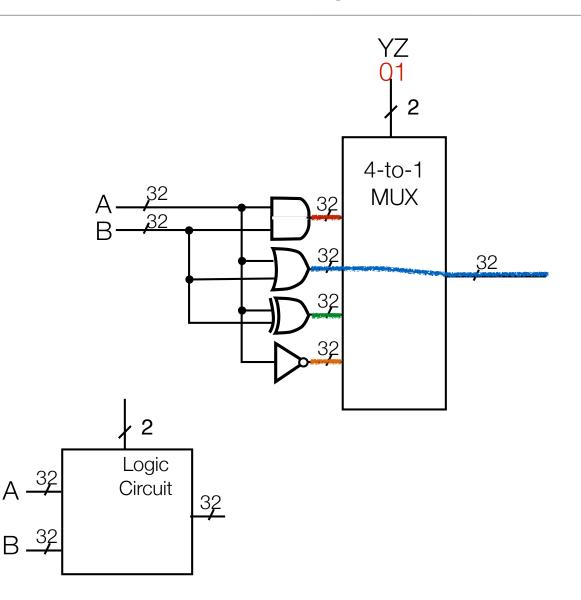
Step 2: Logic Circuit: As easy as it gets...

| Υ | Z | Ор |
|---|---|-----|
| 0 | 0 | AB |
| 0 | 1 | A+B |
| 1 | 0 | A⊕B |
| 1 | 1 | A |



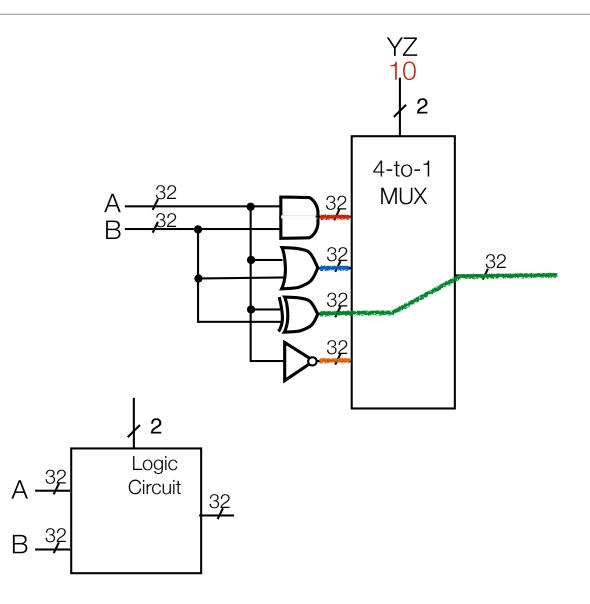
Step 2: Logic Circuit: As easy as it gets...

| Y | Z | Ор |
|---|---|-----|
| 0 | 0 | AB |
| 0 | 1 | A+B |
| 1 | 0 | A⊕B |
| 1 | 1 | A |



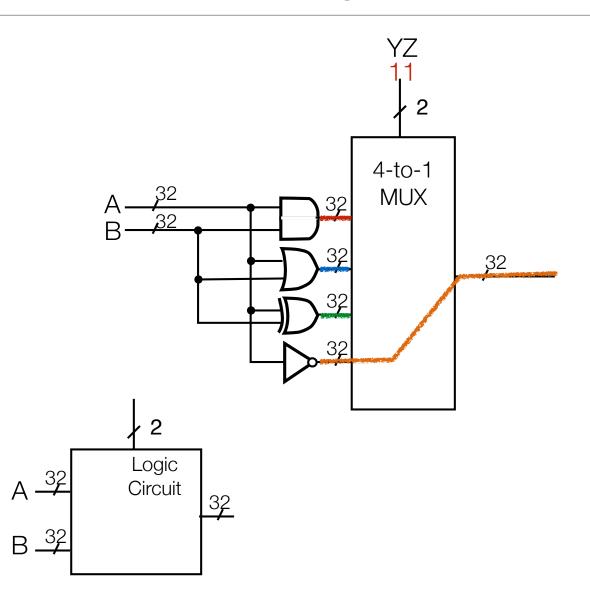
Step 2: Logic Circuit: As easy as it gets...

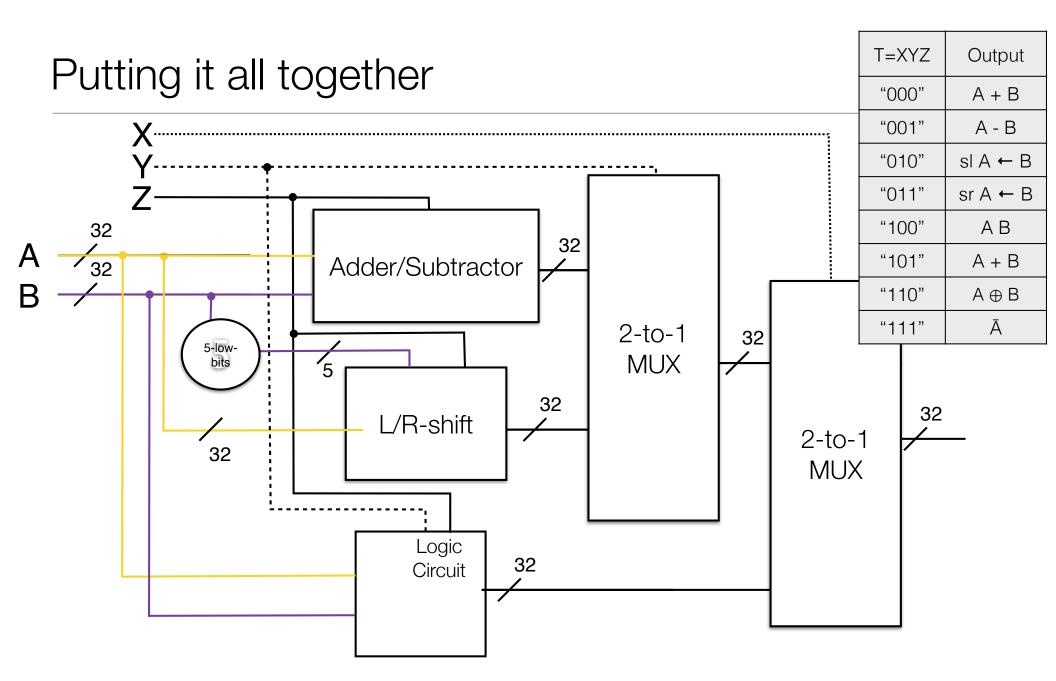
| Υ | Z | Ор |
|---|---|-----|
| 0 | 0 | AB |
| 0 | 1 | A+B |
| 1 | 0 | A⊕B |
| 1 | 1 | A |

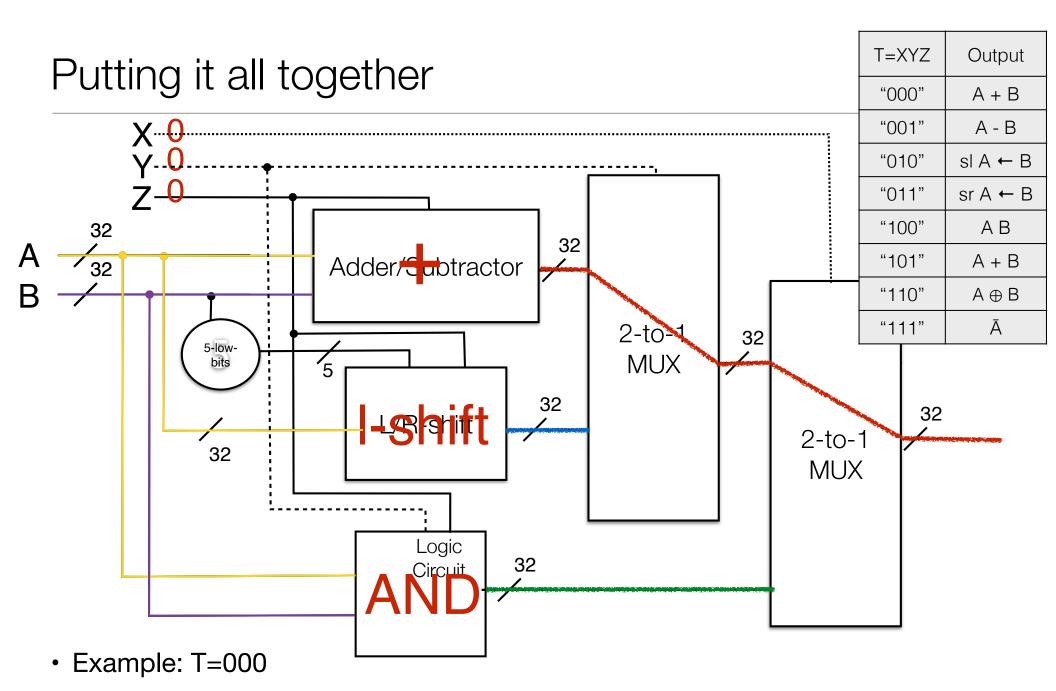


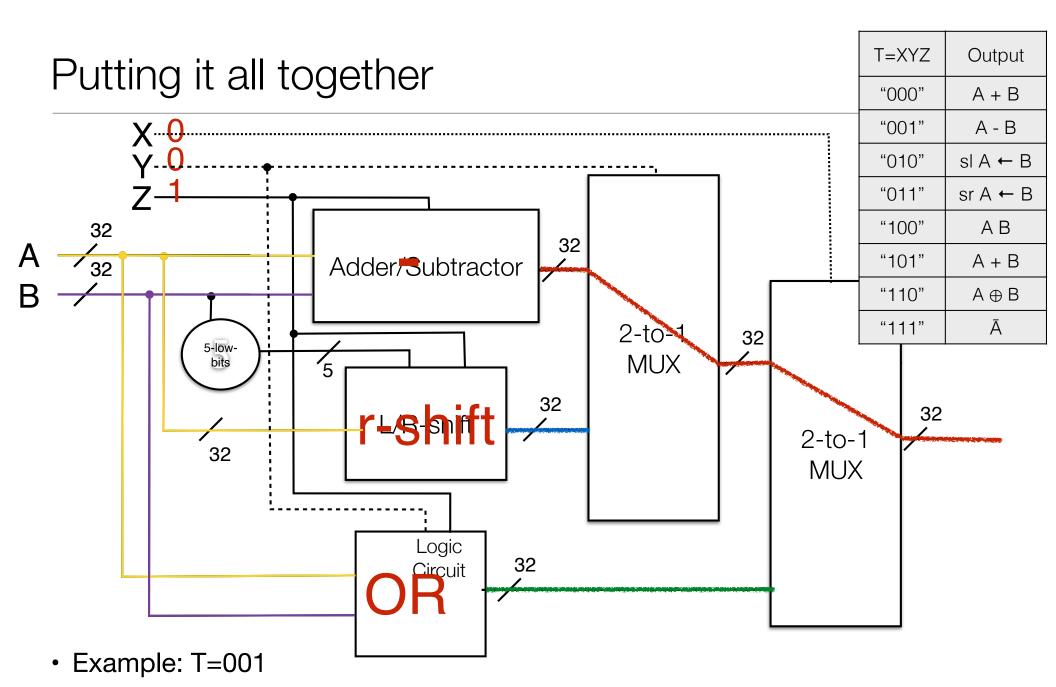
Step 2: Logic Circuit: As easy as it gets...

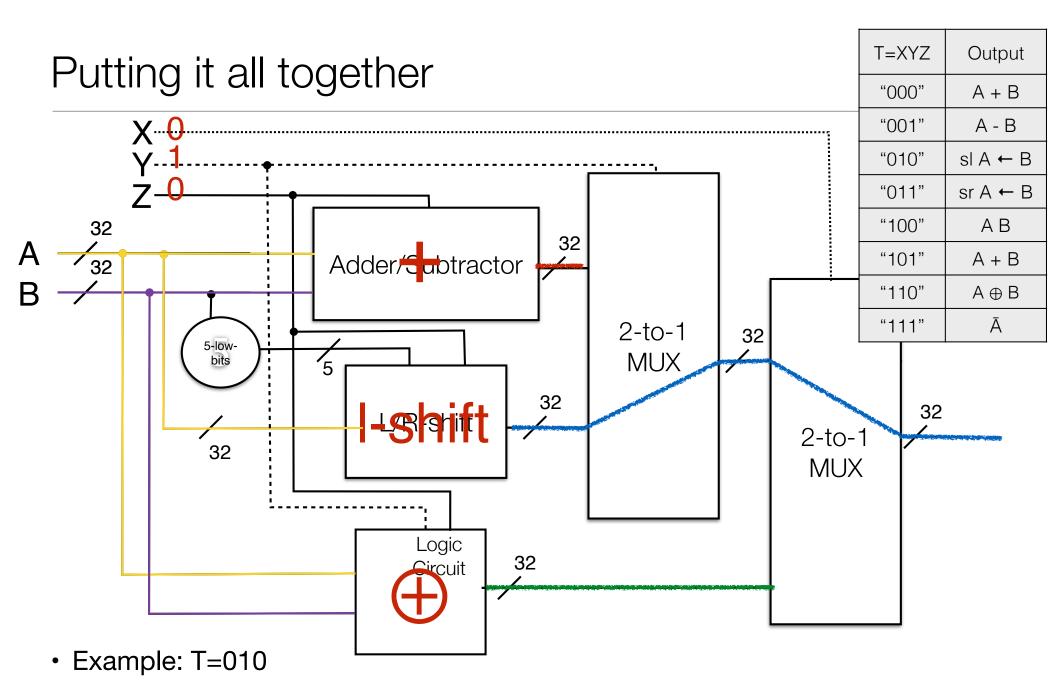
| Υ | Z | Ор |
|---|---|-----|
| 0 | 0 | AB |
| 0 | 1 | A+B |
| 1 | 0 | A⊕B |
| 1 | 1 | A |

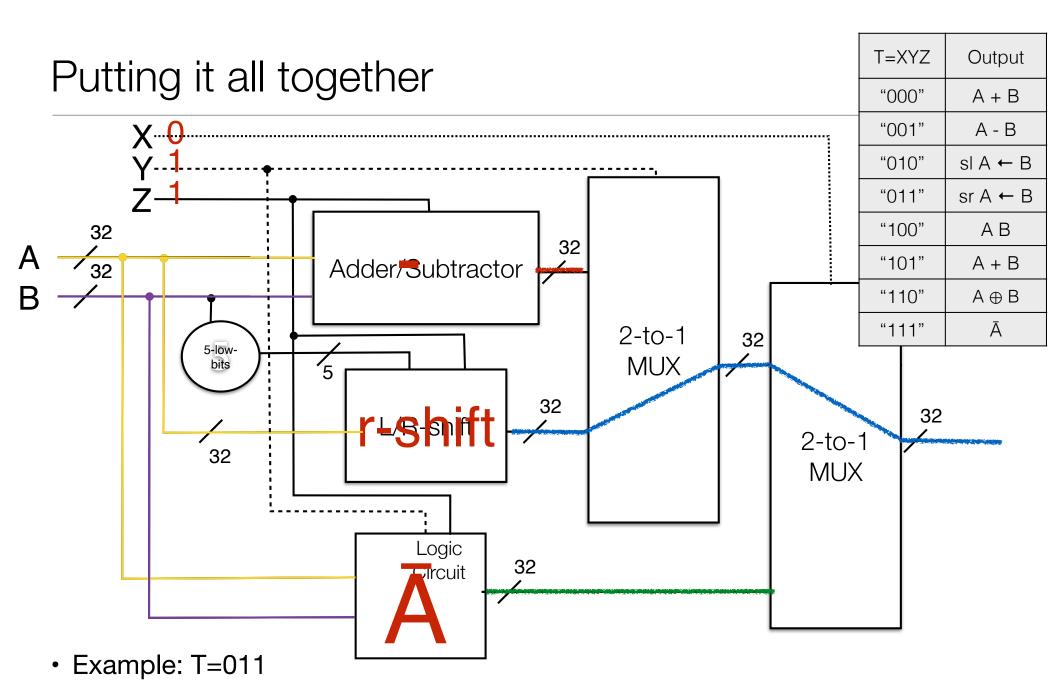


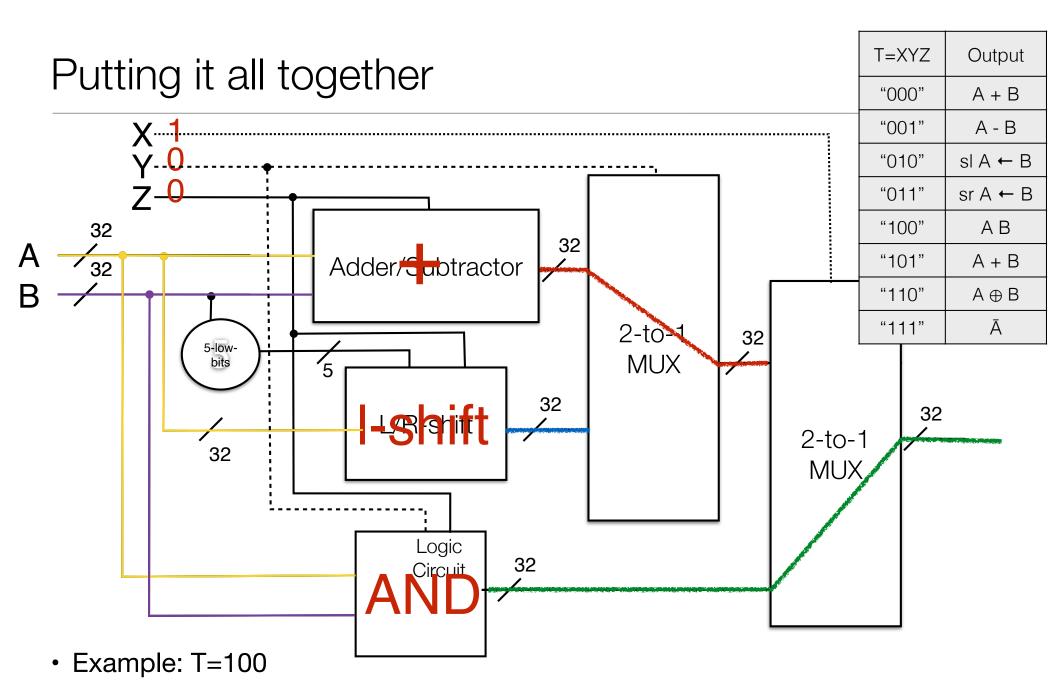


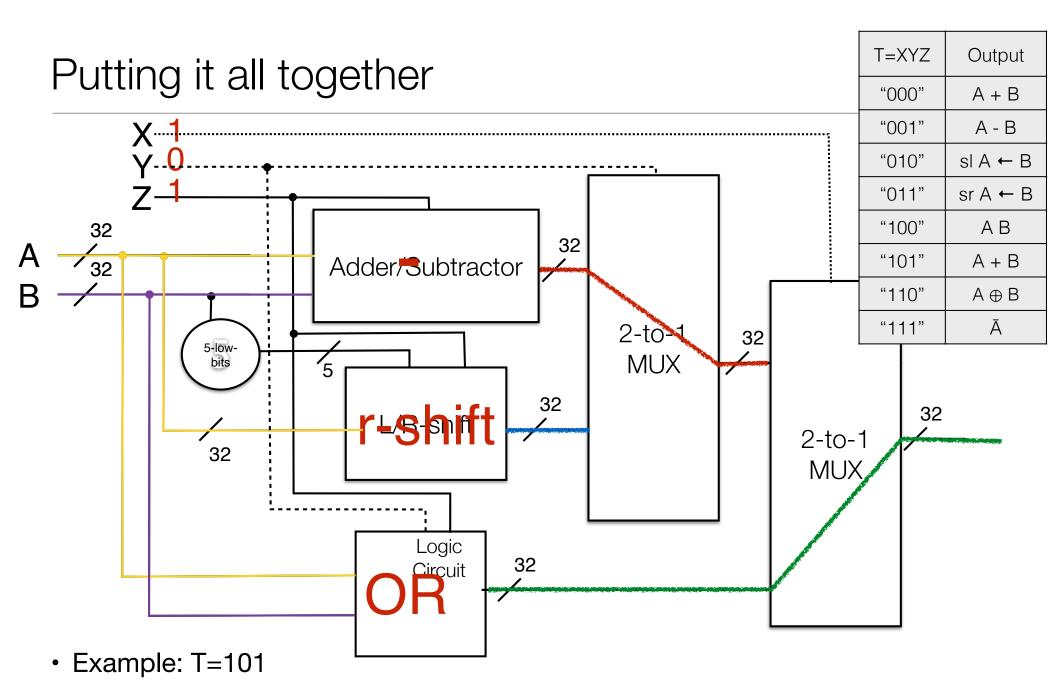


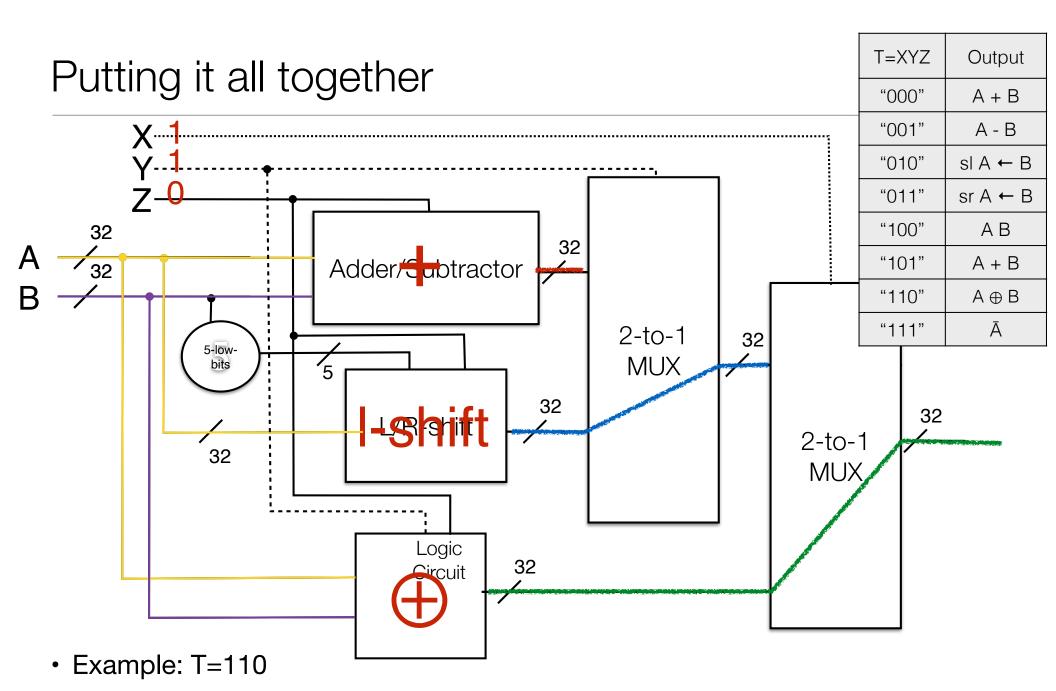


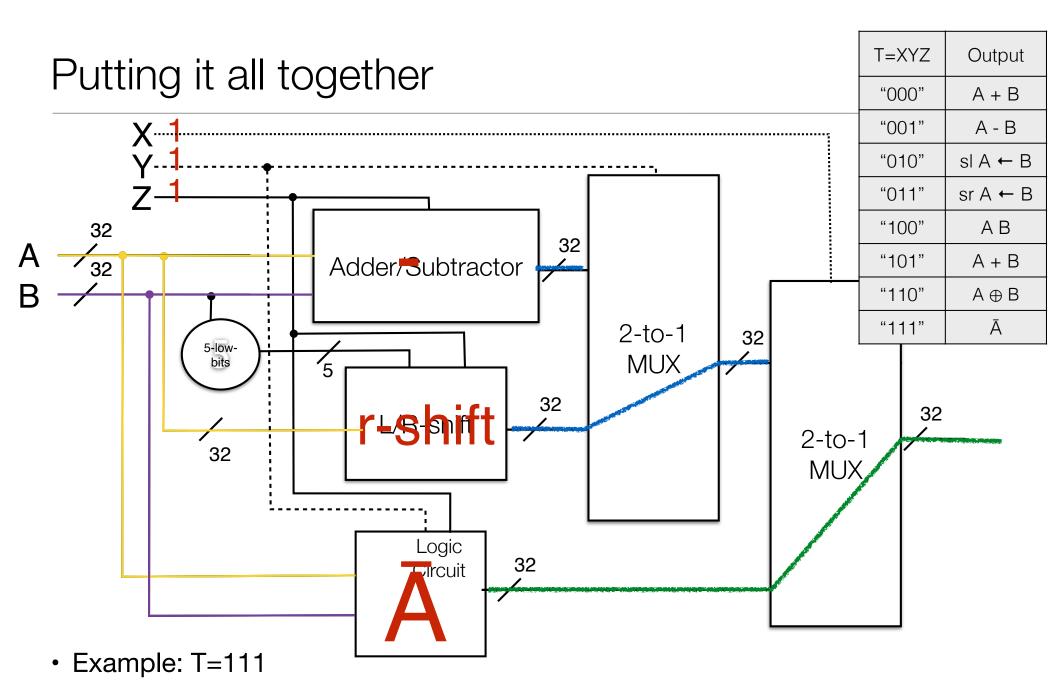




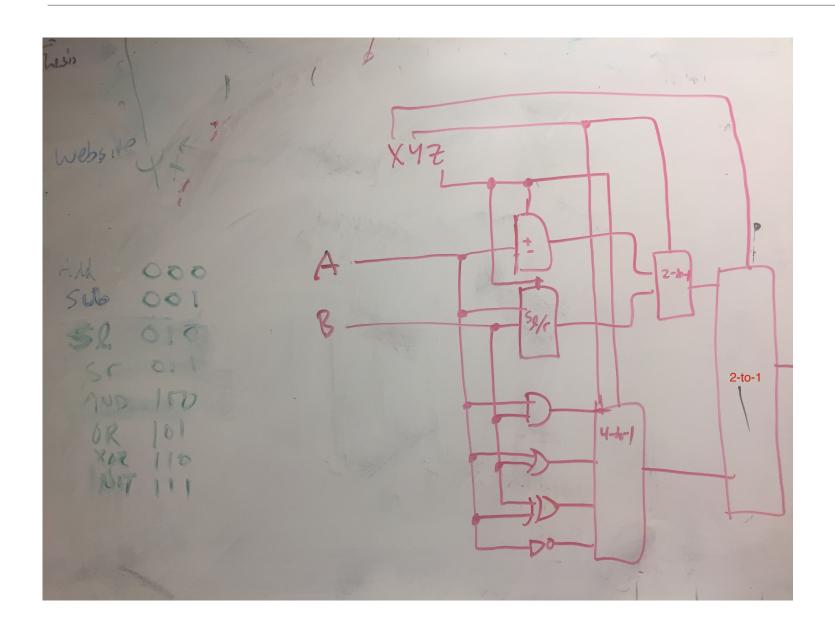








Prof. Rubenstein sketching this out...



| T=XYZ | Output |
|-------|----------|
| "000" | A + B |
| "001" | A - B |
| "010" | sl A ← B |
| "011" | sr A ← B |
| "100" | АВ |
| "101" | A + B |
| "110" | A⊕B |
| "111" | Ā |