## National University of Computer and Emerging Sciences, Lahore Campus



Course: **Computer Architecture** Program: **BS(Computer Science)** 

**Assignment 1** 

Semester: **Total Marks:** Weight 3.3

Course Code:

**EE204** Fall 2017 80

11-09-2017 Due Date: Section: A, B,C

Page(s): 2

Note: Submit hard copy of the assignment before 5pm.

**Q1**:

(10 marks) a) Using Boolean algebra proves that the following two functions are equal.

$$F(X,Y,Z) = \overline{(\overline{X})(\overline{Z}) + Z + Z(\overline{Y})} + (X+0)(\overline{Z}+Y)(\overline{Z}+\overline{Y})(Y+1)$$

$$G(X,Y,Z) = X(\overline{Z})$$

b) Represent the decimal number -18.625 into IEEE 754 binary representation

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Q2: Represent the following two numbers in normalized form using scientific notation (10 marks)

 $A = 1011\ 1110\ 1110\ 0000\ 0000\ 0000\ 0000\ 0000$ 

 $B = 0100\ 0110\ 1101\ 1000\ 0000\ 0000\ 0000\ 0000$ 

and then perform following operations showing all work

a. 
$$A - B$$

b. A \* B

Q3: Design a 3-bit binary counter and shifter with parallel load and synchronous clear. (Arithmetic shifts are required)

Make Function table and draw the circuit diagram.

**(15 marks)** 

**Q4:** 
$$A = (13)_{10} B = (6)_{10}$$

Use all three multiplier circuits studied in this course to compute A \* B. Show the binary values of all the registers at every time step. **(15 marks)** 

Q5: Draw a sequential circuit that has two D flip-flops, A and B, maintaining state, two inputs X and Y and one output Z. The output and next flip-flop states are given by the equations.

**(15 marks)** 

$$A_{i+1} = \bar{X}Y + XA_i$$
  

$$B_{i+1} = X\bar{B}_i + X\bar{A}_i$$
  

$$Z = A_i(\bar{X}B_i + Y)$$

- a) Draw the logic diagram of the circuit.
- b) Tabulate the state table
- c) Draw state diagram

Q6: Design a 4-bit ALU that supports the following operations: (15 marks)

- 1) A + B
- 2) A B (2's complement subtraction)
- 3) 1-bit right shift (apply to input A)
- 4) 2-bit right shift (apply to input B)
- 5) 1-bit left shift (apply to input A)
- 6) 2-bit left shift (apply to input B)
- 7) A & B (bitwise AND)
- 8) A | B (bitwise OR)