# System Design

The figure below depicted our system hierarchy.



Figure System Hierarchy

For Memory System, it has a main memory implemented as an array of 2048 integers and a simple cache. Its size of is designed to be expandable. Also, a Rom Loader and a Card Reader are integrated into the memory system as outer devices.

Our system is based on certain Instruction Set Architecture (ISA). It is not explicitly “owned” by CPU or part of it, though. A bunch of decoding schemes and instruction definition conventions would be included in this element.

The Control Unit would be in charge of lots of tasks as it is in practice. Inside the CU class Data Handling Operations and Control Flow Operations are implemented. What’s more important, it’s the one that executes the Instruction Cycle, which is would allow us to realize pipelines later on.

What Processor Registers include INITIALLY has already been put on the figure. Their bit length is not necessarily the same as required in the project description. We packaged them together into the CPU Java class.

ALU would implement some arithmetic and logic operations.

The object design derives from the above figure. In addition, we made use of a few software engineering techniques for the implementation. Examples are Java interface, MVC pattern, etc. Lots of classes are in the source code and the code is arranged as well as possible in order for further development.

# UI Design

The outmost would be a JFrame of BorderLayout, which is described below:



Figure Frame

For the moment we only made use of the center and south part to settle the Register Panel and Control Panel (to form the Operator Console). But in future we want to make some changes so that there would be Operator Console and Field Engineer Console in the Frame (hopefully one in the West and the other in the East).

Now we would mainly focus on the Register Panel since Control Panel would just consist of a few buttons.



Figure Register Panel & SubPanels

There should be some things to be clarified for the components of Left Panel or Right Panel, Register GUI. First, the points of black and white, implemented with radio buttons, represent the value of that register. Second, there would always be a Set button to enable making changes to the value of certain registers at any time. Third, the Name and Index are optional because:

1. For GPR and IX, all would have indices but only the first has name.

2. For others, all would have name but none has index.

# Cache Design and Implementation

Our cache is implemented as a fully associative, unified cache. It has 16 cache lines, with each line having a tag indicating the address and space for storing 8 data. What’s behind the implementation is actually a queue. To demonstrate it is working, we printed relevant trace information both to system output console and to file (named trace.txt). In addition, we used write-through strategy. And when a write miss occurred, write no-allocate was employed.

The implementation lies in Memory class. New classes such as CacheLine and Cache are defined there.

# Program 1

The source code of program 1 can be found at the loadInitialProgram() method of RomLoader class.

For the program1, I think it should be divided into three parts: In, Compare, and Out. In the first part, it should be a loop for receiving the input numbers. So I choose the instruction SOB to loop. And the increase or decrees of the subscripts is use an index register to achieve. (By the way, LIX is a customized instruction invented by us, used for loading an immediate value to X.)

// LDR 3,0,20

// LDX 1,24

// IN 2,0

// STR 2,1,0

// LDA 2,1,0

// SIR 2,1

// STR 2,0,24

// LIX 1,0

// SOB 3,3,1

It is a sample loop, the index 1 is a like a subscripts.

And then is the part for comparing, it also use the SOB and the index register to loop, and use two new instructions CMB, CMT to compare and replace.

This is one loop:

// LDA 2,1,1

// STR 2,0,30

// LDX 2,30

// LDR 0,2,0

// LDR 1,1,0

// CMT 1,0

// LDR 0,1,0

// LDR 2,2,0

// CMB 0,2

// STR 0,0,27

// LDR 0,2,0

// SMR 1,0,27

// STR 1,0,27

// LDR 2,0,29

// CMB 1,2

// TRR 1,2

// JCC 4,3,21

// STR 0,0,2

// STR 1,0,29

Memory[29] is the mark to compare if it less than last one’s result. If did, then replace, and record the number to Memory[28].

And the final part is quite simple for those program, so I just use the LDR and OUT to make it.

//LDR 1,1,0

//LDR 0,0,28

// OUT 1,1

// OUT 0,1

There are some test sample (this piece of code can be put in the loadInitialProgram() method of the RomLoader class)：

this.memory.write(101, 42);

this.memory.write(102, 18468);

this.memory.write(103, 6335);

this.memory.write(104, 26501);

this.memory.write(105, 19170);

this.memory.write(106, 15725);

this.memory.write(107, 11479);

this.memory.write(108, 29359);

this.memory.write(109, 26963);

this.memory.write(110, 24465);

this.memory.write(111, 5706);

this.memory.write(112, 28146);

this.memory.write(113, 23282);

this.memory.write(114, 16828);

this.memory.write(115, 9962);

this.memory.write(116, 492);

this.memory.write(117, 2996);

this.memory.write(118, 11943);

this.memory.write(119, 4828);

this.memory.write(120, 5437);

And if the required one is 140, then the output should be :140,42

With those samples given, we still recommend you input your own test cases in order to validate the program though.

This is the total program1 in the ROM (this piece of code has already been put in the loadInitialProgram() method of the RomLoader class, and is deemed as the initial program):

// Data

this.memory.write(20, 21);

this.memory.write(24, 120);

this.memory.write(26, 200);

this.memory.write(25, 300);

this.memory.write(31, 20);

this.memory.write(29, 65535);

this.memory.write(30, 100);

// in：

// 8 LDX 3, 26 1000010011011010

this.memory.write(8, 34010);

// 9 JSR 3, 0 0011000011000000

this.memory.write(9, 12480);

// LDR 3,0,20

this.memory.write(200, 1812); //0000011100010100

// LDX 1, 24 1000010001011000

this.memory.write(201, 33880);

// IN 2, 0 1100011000000000

this.memory.write(202, 50688);

// OUT 2, 1 1100101000000001

this.memory.write(203, 51713);

// STR 2, 1, 0 0000101001000000

this.memory.write(204, 2624);

// LDA 2, 1, 0 0000111001000000

this.memory.write(205, 3648);

// SIR 2, 1 0001111000000001

this.memory.write(206, 7681);

// STR 2,0,24 0000101000011000

this.memory.write(207, 2584);

// LIX 1, 0 1000110001000000

this.memory.write(208, 35904);

// SOB 3, 3, 1 0011101111000001

this.memory.write(209, 15297);

// AIR 3, 10

this.memory.write(210, 6922); // 0001101100001010

// RFS 0 0011010000000000

this.memory.write(211, 13312);

// M[25]=300

// compare:

// 10 LIX 1, 0 1000110001000000

this.memory.write(10, 35904);

// 11 LIX 3, 0 1000110011000000

this.memory.write(11, 36032);

// 12 LDX 3, 25 1000010011011001

this.memory.write(12, 34009);

// 13 JSR 3, 0 0011000011000000

this.memory.write(13, 12480);

// LDR 3,0,31

this.memory.write(300, 1823); //0000011100011111

// LDX 1, 30

this.memory.write(301, 33886); //1000010001011110

// LDA 2, 1, 1

this.memory.write(302, 3649); //0000111001000001

// STR 2,0,30

this.memory.write(303, 2590); //0000101000011110

// LDX 2, 30

this.memory.write(304, 33950); //1000010010011110

// LDR 0, 2, 0

this.memory.write(305, 1152); //0000010010000000

// LDR 1, 1, 0

this.memory.write(306, 1344); //0000010101000000

// CMT 1, 0

this.memory.write(307, 22784); //0101100100000000

// LDR 0, 1, 0

this.memory.write(308, 1088); //0000010001000000

// LDR 2, 2, 0

this.memory.write(309, 1664); //0000011010000000

// CMB 0, 2

this.memory.write(310, 23680); //0101110010000000

// STR 0,0,27

this.memory.write(311, 2075); //0000100000011011

// LDR 0, 2, 0

this.memory.write(312, 1152); //0000010010000000

// SMR 1,0,27

this.memory.write(313, 5403); //0001010100011011

// STR 1,0,27

this.memory.write(314, 2331); //0000100100011011

// LDR 2,0,29

this.memory.write(315, 1565); //0000011000011101

// CMB 1, 2

this.memory.write(316, 23936); //0101110110000000

// TRR 1, 2

this.memory.write(317, 18816); //0100100110000000

// JCC 4, 3, 21

this.memory.write(318, 11221); //0010101111010101

// STR 0, 0, 28

this.memory.write(319, 2076); //0000100000011100

// STR 1, 0, 29

this.memory.write(320, 2333); //0000100100011101

// LDR 2, 0 ,30

this.memory.write(321, 1566); //0000011000011110

// AIR 2, 1

this.memory.write(322, 6657); //0001101000000001

// STR 2, 0, 30

this.memory.write(323, 2590); //0000101000011110

// LIX 2, 0

this.memory.write(324, 35968); //1000110010000000

// SOB 3, 3, 4

this.memory.write(325, 15300); //0011101111000100

// AIR 3, 14

this.memory.write(326, 6926); // 0001101100001110

// RFS 0

this.memory.write(327, 13312); //0011010000000000

// out：

// 14 LDR 1, 1, 0 0000010101000000

this.memory.write(14, 1344);

// 15 LDR 0, 0, 28 0000010000011100

this.memory.write(15, 1052);

// 16 OUT 1, 1 1100100100000001

this.memory.write(16, 51457);

// 17 OUT 0, 1 1100100000000001

this.memory.write(17, 51201);

# Others

Please load your own test program by using one of the three program loaders on the console. The requirement for the target file would be numbers in corresponding radix (hexadecimal, octal or binary) line by line. Take the file of hex numbers as an example. The file would be like following:

|  |
| --- |
| fb01  0832  210d |

The initial program (loaded by IPL) is set as program 1, starting from address octal 10.

You can change the value of any registers on the console by simply setting its “lights” (implemented as radio buttons) and clicking “Set” button, without need of looking for a place like a text field to input numbers.