

Computer Architecture Assignment-1

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1 Introduction:

In this project, we have written a program which checks whether the number entered by the user is an Armstrong Number or not. We have implemented this using the IAS instruction set architecture and have used the instructions which are required to implement our program. Also, we have added 2 instructions of our choice, the POWER instruction and the LEN instruction. The program prints 1 if the number is an Armstrong number, and prints 0 if not. The high level language program is written in C programming language, and the assembler and processor are implemented using python programming language. We have also attached the assembly language program.

2 What are Armstrong Numbers?

An Armstrong number is a number that is the sum of its own digits each raised to the power of the number of digits. For example, the number 153 is an Armstrong number because $1^3 + 5^3 + 3^3 = 153$

3 C Program:

```
### State of the s
```

Figure 1: C Program



4 Assembly Program:

LEN instruction: It calculates the number of digits in the number entered. Length is calculated as len(str(AC)) [we have used the len function for strings in python, so convert the number into a string and use the len function]. The length of the number is then stored in AC.

POWER instruction: The extracted digits would be raised to the power of the number of digits in the original number. This computation can be performed using the IAS machine's arithmetic capabilities. The MBR takes the value of the length (M[2]). The value in AC is raised to the power of the value in MBR.

Figure 2: Assembly Program

5 Assembler:

Assembler converts the instructions in the Assembly Program to Binary. To do so we have used a bunch of if-else statements. The add0 function here just ensures that the address is 12 bits long.



```
def op(ins):
    if ins == "LOAD":
        return "000000001"
    ellf ins == "STOR":
        return "00000001"
    ellf ins == "DIV":
        return "00000100"
    ellf ins == "ADD":
        return "00000101"
    ellf ins == "DNP":
        return "00000101"
    ellf ins == "POMER":
        return "00000101"
    ellf ins == "LEN":
        return "01100011"
    ellf ins == "LEN":
        return "000010011"
    ellf ins == "LOAD MO,M(0)":
        return "00000100"
    else:
        return "00000100"

def binary(n):
    if n == 0:
        return "0"
    ellf n == 1:
        return "0"
    ellf n == 1:
        return "0"
    else:
        if n % 2 == 0:
            return binary(n // 2) + "0"
    else:
            return binary(n // 2) + "1"
```

Figure 3: Assembler 1

```
def add0(a):
    n = 12 - len(a)
    return '0' * n + a

def Input(m):
    print("Assembly Program: ")
    while True:
        a = input()
        if a == "HALT":
            break
        else:
            y = "
            strbin = "

        if "JUMP" in a:
            y = op("JUMP")
            strbin = binary(int(a[7]))
            strbin = add0(strbin)
            y += strbin
            y = "
        elif "STOR" in a:
            y = op("STOR")
            strbin = binary(int(a[7]))
            strbin = binary(int(a[7]))
            strbin = binary(int(a[7]))
            strbin = binary(int(a[7]))
            strbin = add0(strbin)
            y += strbin
            if "LOAD" in a:
            y += op("LOAD MO,M(0)")
            strbin = add0(strbin)
            y += strbin
            else:
            v = "0"*20 + v
```

Figure 4: Assembler 2



```
elif "LEN" in a:
    y = op("LOAD")
    strbin = binary(int(a[7]))
    strbin = add0(strbin)
    y += strbin
    y += op("LEN")
    y += "0"*12

elif "LOAD MO" in a:
    y = op("LOAD MO")
    y += "0"*12
    y += op("DIV")
    strbin = binary(int(a[14]))
    strbin = binary(int(a[14]))
    strbin = add0(strbin)
    y += strbin

elif "POMER" in a:
    y = op("POMER")
    strbin = binary(int(a[9]))
    strbin = add0(strbin)
    y += strbin
    y += strbin
    y += op("ADD")
    strbin = binary(int(a[19]))
    strbin = binary(int(a[19]))
    strbin = binary(int(a[19]))
    strbin = binary(int(a[19]))
    strbin = add0(strbin)
    y += strbin

n.append(y)
print("Binary:")
for j in m:
    print(j)
```

Figure 5: Assembler 3

6 Processor:

This program contains functions to decode and process the information (in binary) stored in the memory. The decoder splits the binary to form Left Instruction and Right instruction, and further splits the instructions to it's respective opcode and address. Then the processor takes the opcode and address, and performs their respective operations. The final result is stored in M[3].

Figure 6: Processor 1



Figure 7: Processor 2

```
def decoder(inst):
    global MaR, IR, PC, IBR
LHS, RHS, Lop, Rop, Laddr, Raddr = "", "", "", ""
MAR = PC

LHS = inst[0:20]
Lop = LHS[0:8]
Laddr = LHS[8:20]

RHS = inst[20:40]
Rop = RHS[0:8]
Raddr = RHS[8:20]
MAR, IBR, IR = Laddr, RHS, Lop
processor(Lop, Laddr)
PC+=1

MAR, IR = Raddr, Rop
processor(Rop, Raddr)

Input(memory)
n = int(input("Enter a number: "))
M[0] = n

decoder(memory[0])
decoder(memory[1])
```

Figure 8: Processor 3



```
N = 2
count=0
while count<len(str(n)) :
    decoder(memory[N])
    if "00001101" in memory[N]:
        N = 2
        count+=1
    else:
        N += 1
print("Final result (1: if Armstrong number, 0: if not)")
if M[3]==M[0]:
    print(1)
else:
    print(0)</pre>
```

Figure 9: Processor 4

7 Result:

```
kavya@kavya-Victus-by-HP-Gaming-Laptop-15-fa0xxx:~/Documents/sem2_CA/ca_final_v2/ca_final$ gcc ca_c_final.c
kavya@kavya-Victus-by-HP-Gaming-Laptop-15-fa0xxx:~/Documents/sem2_CA/ca_final_v2/ca_final$ ./a.out
Enter a number:153
Final result (1: if Armstrong number, 0: if not)
1
kavya@kavya-Victus-by-HP-Gaming-Laptop-15-fa0xxx:~/Documents/sem2_CA/ca_final_v2/ca_final$ ./a.out
Enter a number:37
Final result (1: if Armstrong number, 0: if not)
0
```

Figure 10: Result 1

Figure 11: Result 2

For input number = 153.



Figure 12: Result 3

Figure 13: Result 4

For input number = 37.



Figure 14: Result 5

```
stor------
AC: 58
jump------
PC: 3
Final result (1: if Armstrong number, 0: if not)
kavya@kavya-Victus-by-HP-Gaming-Laptop-15-fa0xxx:~/Documents/sem2_CA/ca_final_v2/ca_final$
```

Figure 15: Result 6