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## EXPERIMENT 1

**AIM:** Write a program to implement Booths Multiplication Algorithm

### THEORY:

Booth's multiplication algorithm is a multiplication algorithm that multiplies two signed binary numbers in two's complement notation. It generates  $2n$  bit product and treats both positive and negative unbiasedly.

Booth used desk calculators that were faster at shifting than adding and created the algorithm to increase their speed.

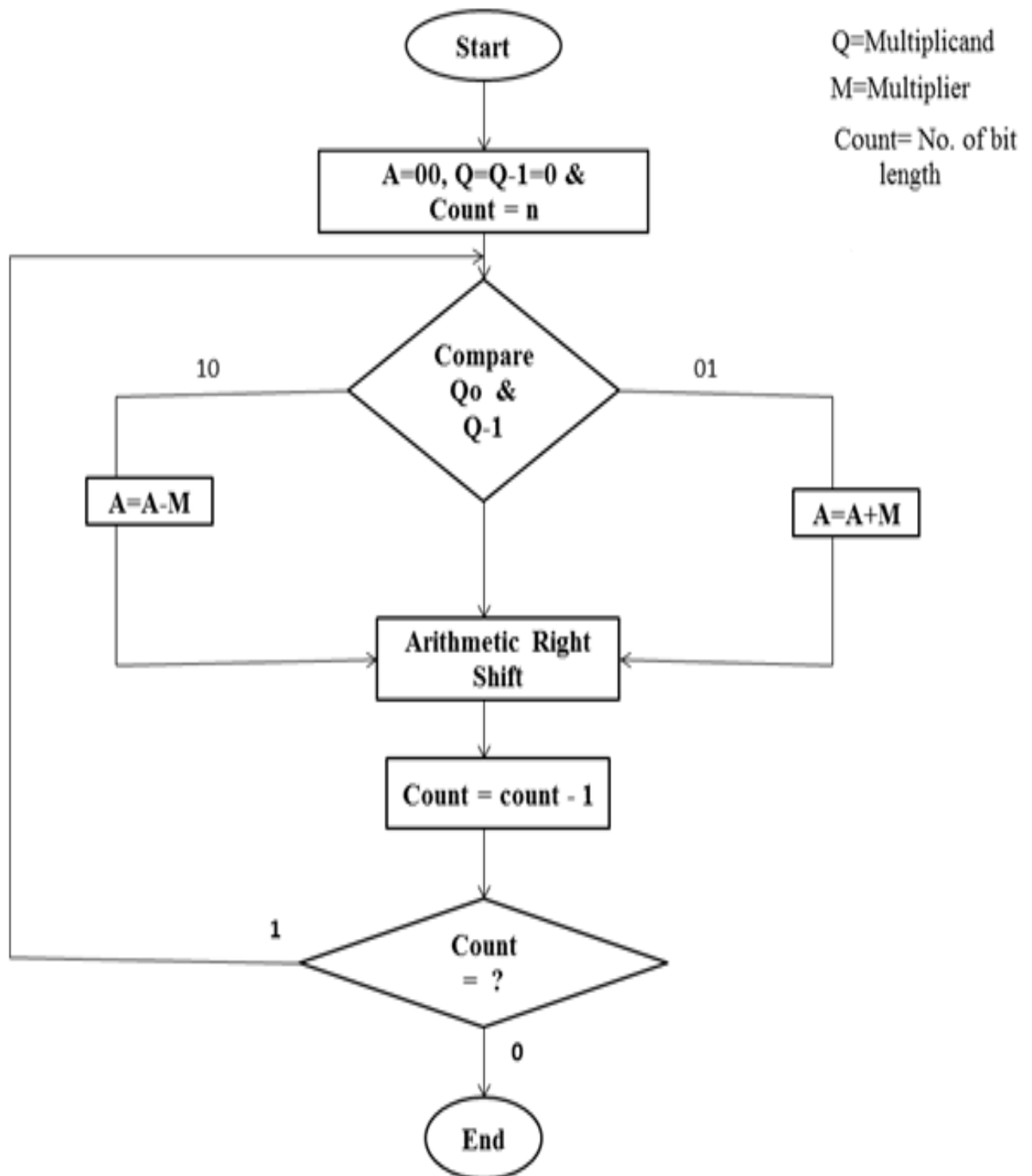
Basic flow of the Booths Algorithm:

1. Multiplier and multiplicand are placed in the Q and M register respectively.
2. Result for this will be stored in the A and Q registers.
3. Initially, A and  $Q_{-1}$  register will be 0.
4. Multiplication of a number is done in a cycle.
5. A 1-bit register  $Q_{-1}$  is placed right of the least significant bit  $Q_0$  of the register Q.
6. In each of the cycle,  $Q_0$  and  $Q_{-1}$  bits will be checked.
  - i. If  $Q_0$  and  $Q_{-1}$  are 11 or 00 then the bits of A, Q and  $Q_{-1}$  are shifted to the right by 1 bit.
  - ii. If the value is shown 01 then multiplicand is added to AC. After addition, A,  $Q_0$ ,  $Q_{-1}$  register are shifted to the right by 1 bit.
  - iii. If the value is shown 10 then multiplicand is subtracted from AC. After subtraction A,  $Q_0$ ,  $Q_{-1}$  register is shifted to the right by 1 bit.

**Best Case :** When there is a large block of consecutive 1's and 0's in the multipliers, so that there is minimum number of logical operations taking place, as in addition and subtraction.

**Worst case :** When there are pairs of alternate 0's and 1's, either 01 or 10 in the multipliers, so that maximum number of additions and subtractions are required.

**FLOWCHART:**



**CODE:**

```
import java.util.*;
import java.util.Arrays;
import java.lang.Integer;
import java.lang.Math;

public class booths {

    public static String displayArray(int[] arr) {

        String s = "";
        for (int i = 0; i < arr.length; i++) {
            s = s + " " + arr[i];
        }

        return s;
    }

    public static int[] Add(int[] A, int[] M) {

        int c = 0;
        for (int i = A.length - 1; i >= 0; i--) {
            A[i] = A[i] + M[i] + c;

            if (A[i] > 1) {
                A[i] = A[i] % 2;
                c = 1;
            } else {
                c = 0;
            }
        }

        return A;
    }

    public static int[] twoCompliment(int[] arr, int len) {

        //1's Compliment
        for (int i = 0; i < len; i++) {
            arr[i] = (arr[i] + 1) % 2;
        }

        int[] plus1 = new int[len];
        plus1[len - 1] = 1;
    }
}
```

```
// Add 1
arr = Add(arr, plus1);

// System.out.print("\n 2's Compliment : " + displayArray(arr)) ;
return arr;
}

public static int[] tobinary(int num) {

    int m = Math.abs(num);
    // int len =8 ;
    int[] arr = new int[10]; // Extra for sign bit
    int count = 0;

    while (m > 0) {

        arr[count] = m % 2;
        count++;
        m /= 2;
    }

    int[] a = new int[count + 1];

    for (int i = 1; i <= count; i++) {
        a[count + 1 - i] = arr[i - 1];
    }

    // if(num <0){
    //   a = twoCompliment(a , count+1) ;
    // }

    // System.out.print("\n Binary of "+num+" : "+ displayArray(a)) ;

    return a;
}

public static int[][] rightShift(int[] A, int[] Q, int q0, int len) {

    int temp = A[len - 1];
    q0 = Q[len - 1];
    int[][] res = new int[3][];

    for (int k = len - 1; k > 0; k--) {
        A[k] = A[k - 1];
        Q[k] = Q[k - 1];
```

```
}
Q[0] = temp;

res[0] = A;
res[1] = Q;
res[2] = new int[] {
    q0
};

System.out.print("\n ARS : \t\t" + displayArray(A) + "\t" + displayArray(Q) + "\t" +
q0);

return res;
}

public static int toDecimal(int[] arr) {

    int num = 0;
    for (int i = 0; i < arr.length; i++) {
        num = num * 2 + arr[i];
    }

    return num;
}

public static void combine(int[] A, int[] Q) {

    if (A[0] == 1) {
        // Negative
        int[] result = new int[2 * A.length - 1];
        System.arraycopy(A, 1, result, 0, A.length - 1);
        System.arraycopy(Q, 0, result, A.length - 1, A.length);

        result = twoCompliment(result, result.length);
        System.out.print("\n\n RESULT : " + displayArray(A) + "" + displayArray(Q) + "
=> -" + toDecimal(result));

    } else {
        int[] result = new int[2 * A.length];
        System.arraycopy(A, 0, result, 0, A.length);
        System.arraycopy(Q, 0, result, A.length, A.length);
        System.out.print("\n\n RESULT : " + displayArray(result) + " => " +
toDecimal(result));

    }
}
```

```

System.out.print("\n\n*****");

}

public static int[] padding(int[] arr, int len) {

    int[] pad = new int[len];
    int k = arr.length;
    int i = 0;
    while (i < len && k > 0) {

        pad[len - arr.length + i] = arr[arr.length - k];
        i++;
        k--;
    }
    // System.out.print("\nPADDED : \t" + displayArray(pad) );
    return pad;
}

public static void boothsAlgo(int[] M, int[] minusM, int[] Q) {

    int[] A = new int[M.length];
    int q0 = 0;
    int N = M.length;

    System.out.print("\n Operation\t A\t\t\t Q\t\t\t q0");
    System.out.print("\n INITIALISE : \t" + displayArray(A) + "\t" + displayArray(Q)
+ "\t" + q0);
    System.out.print("\n\n N = " + N);

    while (N > 0) {

        if (q0 == 0 && Q[Q.length - 1] == 1) {
            //10
            A = Add(A, minusM);
            System.out.print("\n A = A - M : \t" + displayArray(A) + "\t" + displayArray(Q)
+ "\t" + q0);

        } else if (q0 == 1 && Q[Q.length - 1] == 0) {
            // 01
            A = Add(A, M);

```

```

        System.out.print("\n A = A + M : \t" + displayArray(A) + "\t" + displayArray(Q)
+ "\t" + q0);

```

```

    }

```

```

    int[][] res = rightShift(A, Q, q0, A.length);

```

```

    A = res[0];

```

```

    Q = res[1];

```

```

    q0 = res[2][0];

```

```

    N--;

```

```

    System.out.print("\n\n N = " + N);

```

```

}

```

```

// System.out.print("\n\n FINAL : "+ displayArray(A)+""+ displayArray(Q));

```

```

combine(A, Q);

```

```

}

```

```

public static void main(String args[]) {

```

```

    Scanner sc = new Scanner(System.in);

```

```

    System.out.print("\n Enter Multiplicand(M) : ");

```

```

    int m = sc.nextInt();

```

```

    System.out.print("\n Enter Multiplier(Q) : ");

```

```

    int q = sc.nextInt();

```

```

    int[] bin_Q = tobinary(q);

```

```

    int[] bin_M = tobinary(m);

```

```

    //int[] minusM = tobinary(-m) ;

```

```

    int[] M;

```

```

    int[] Q;

```

```

    if (Math.abs(q) > Math.abs(m)) {

```

```

        M = padding(bin_M, bin_Q.length);

```

```

        Q = bin_Q;

```

```

    } else {

```

```

        Q = padding(bin_Q, bin_M.length);

```

```

        M = bin_M;

```

```

    }

```

```

    int[] minusM = new int[M.length];

```

```

    System.arraycopy(M, 0, minusM, 0, minusM.length);

```

```

    if (q < 0) {

```

```

        Q = twoCompliment(Q, Q.length);

```



```

    }
    if (m < 0) {
        M = twoCompliment(M, M.length);
    } else {
        minusM = twoCompliment(minusM, minusM.length);
    }
    System.out.print("\n M = " + m + " : " + displayArray(M));
    System.out.print("\n -M = " + (-1 * m) + " : " + displayArray(minusM));
    System.out.print("\n Q = " + q + " : " + displayArray(Q));
    System.out.print("\n\n *****BOOTH'S ALGORITHM*****\n");
    boothsAlgo(M, minusM, Q);

}
}

```

## OUTPUT:

```

C:\Users\meith\Desktop\SEM 5\POA>javac booths.java
C:\Users\meith\Desktop\SEM 5\POA>java booths

Enter Multiplicand(M) : -5

Enter Multiplier(Q) : 14

M = -5 : 1 1 0 1 1
-M = 5 : 0 0 1 0 1
Q = 14 : 0 1 1 1 0

*****BOOTH'S ALGORITHM*****

Operation      A      Q      q0
INITIALISE :   0 0 0 0 0   0 1 1 1 0   0

N = 5
ARS :          0 0 0 0 0   0 0 1 1 1   0

N = 4
A = A - M :    0 0 1 0 1   0 0 1 1 1   0
ARS :          0 0 0 1 0   1 0 0 1 1   1

N = 3
ARS :          0 0 0 0 1   0 1 0 0 1   1

N = 2
ARS :          0 0 0 0 0   1 0 1 0 0   1

N = 1
A = A + M :    1 1 0 1 1   1 0 1 0 0   1
ARS :          1 1 1 0 1   1 1 0 1 0   0

N = 0

RESULT : 1 1 1 0 1 1 1 0 1 0 => -70

*****

```

```

C:\Users\meith\Desktop\SEM 5\POA>javac booths.java
C:\Users\meith\Desktop\SEM 5\POA>java booths

Enter Multiplicand(M) : 10
Enter Multiplier(Q) : 4

M = 10 : 0 1 0 1 0
-M = -10 : 1 0 1 1 0
Q = 4 : 0 0 1 0 0

*****BOOTH'S ALGORITHM*****

Operation      A          Q          q0
INITIALISE :   0 0 0 0 0     0 0 1 0 0     0

N = 5
ARS :          0 0 0 0 0     0 0 0 1 0     0

N = 4
ARS :          0 0 0 0 0     0 0 0 0 1     0

N = 3
A = A - M :    1 0 1 1 0     0 0 0 0 1     0
ARS :          1 1 0 1 1     0 0 0 0 0     1

N = 2
A = A + M :    0 0 1 0 1     0 0 0 0 0     1
ARS :          0 0 0 1 0     1 0 0 0 0     0

N = 1
ARS :          0 0 0 0 1     0 1 0 0 0     0

N = 0

RESULT : 0 0 0 0 1 0 1 0 0 0 => 40

*****
C:\Users\meith\Desktop\SEM 5\POA>_

```

## CONCLUSION:

In this experiment I implemented Booth's Algorithm in Java. Booth's Algorithm is used for signed multiplication of integers. Here, we use 2's complement for performing subtraction as processor executes addition much faster than subtraction also, Arithmetic Right Shift is used after every step. At the end we get  $2n$  bit result where  $n$  is the number of bits of the highest value.

## EXPERIMENT 2

**AIM:** To study and implement Restoring Division Algorithm.

### THEORY:

#### Restoring Division

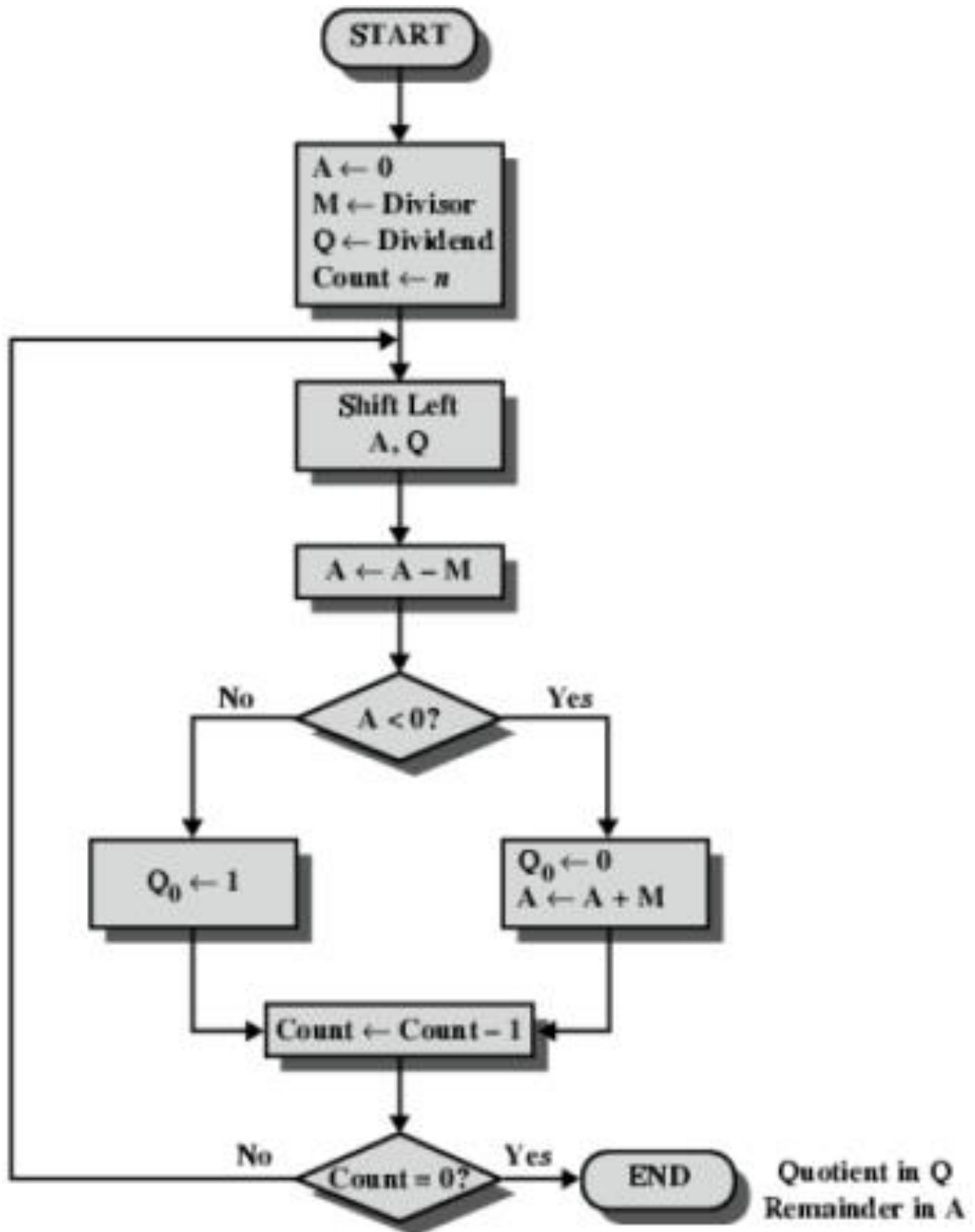
Restoring Division algorithm is a slow division algorithm. Here, register Q contains quotient and register A contains remainder. The n-bit dividend is loaded into Q and divisor is loaded into M. Value of Register is initially kept 0 and this is the register whose value is restored during iteration due to which it is named Restoring. Left Shift is performed in the algorithm and decision is taken which bit is to be added in the  $Q_0$  bit of Q. When all the iteration is over then the value in A is the remainder and value in Q is the quotient.

Restoring Division Algorithm:

- **Step-1:** First the registers are initialized with corresponding values ( $Q = \text{Dividend}$ ,  $M = \text{Divisor}$ ,  $A = 0$ ,  $n = \text{number of bits in dividend}$ )
- **Step-2:** Then the content of register A and Q is shifted left as if they are a single unit
- **Step-3:** Then content of register M is subtracted from A and result is stored in A
- **Step-4:** Then the most significant bit of the A is checked if it is 0 the least significant bit of Q is set to 1 otherwise if it is 1 the least significant bit of Q is set to 0 and value of register A is restored i.e. the value of A before the subtraction with M
- **Step-5:** The value of counter n is decremented
- **Step-6:** If the value of n becomes zero we get of the loop otherwise we repeat from step 2
- **Step-7:** Finally, the register Q contain the quotient and A contain remainder

**Disadvantages:** Slower, as requires time because of restoration in each cycle.

## FLOWCHART



**CODE:**

```
import java.util.*;
import java.util.Arrays;
import java.lang.Integer;
import java.lang.Math;

public class RestoringDiv {

    public static int[] Add(int[] A, int[] M) {

        int c = 0;
        for (int i = A.length - 1; i >= 0; i--) {
            A[i] = A[i] + M[i] + c;

            if (A[i] > 1) {
                A[i] = A[i] % 2;
                c = 1;
            } else {
                c = 0;
            }
        }

        return A;
    }

    public static String displayArray(int[] arr) {

        String s = "";
        for (int i = 0; i < arr.length; i++) {
            s = s + " " + arr[i];
        }

        return s;
    }

    public static int[] twoCompliment(int[] arr, int len) {

        //1's Compliment
        for (int i = 0; i < len; i++) {
            arr[i] = (arr[i] + 1) % 2;
        }

        int[] plus1 = new int[len];
        plus1[len - 1] = 1;
    }
}
```

```
// Add 1
arr = Add(arr, plus1);

// System.out.print("\n 2's Compliment : " + displayArray(arr)) ;
return arr;
}
```

```
public static int[] tobinary(int num) {
```

```
    int m = Math.abs(num);
    int[] arr = new int[10];
    int count = 0;
```

```
    while (m > 0) {
```

```
        arr[count] = m % 2;
        count++;
        m /= 2;
    }
```

```
    int[] a = new int[count];
```

```
    for (int i = 0; i < count; i++) {
        a[count - i - 1] = arr[i];
    }
```

```
    return a;
}
```

```
public static int[][] leftShift(int[] A, int[] Q, int N) {
```

```
    int temp = Q[0];
    int[][] res = new int[2][];
```

```
    A[0] = A[1];
    for (int k = 0; k < N - 1; k++) {
        A[k + 1] = A[k + 2];
        Q[k] = Q[k + 1];
```

```
    }
    A[N] = temp;
    Q[N - 1] = -1;
```

```
    res[0] = A;
```

```
res[1] = Q;

System.out.print("\n LS : \t\t" + displayArray(A) + "\t" + displayArray(Q));

return res;
}

public static int toDecimal(int[] arr) {

    int num = 0;
    for (int i = 0; i < arr.length; i++) {
        num = num * 2 + arr[i];
    }

    return num;
}

public static void restoringDiv(int[] M, int[] minusM, int[] Q, int N) {

    int[] A = new int[N + 1];
    int count = N;

    System.out.print("\n Operation\t   A\t           Q ");
    System.out.print("\n INITIALISE : \t" + displayArray(A) + "\t" +
displayArray(Q));
    System.out.print("\n\n N = " + count);

    while (count > 0) {

        int[][] res = leftShift(A, Q, N);

        A = res[0];
        Q = res[1];

        A = Add(A, minusM);
        System.out.print("\n A= A-M : \t" + displayArray(A) + "\t" + displayArray(Q));

        if (A[0] == 1) {
            // Negative
            Q[N - 1] = 0;
            System.out.print("\n Q[0] = 0 : \t" + displayArray(A) + "\t" + displayArray(Q));

            A = Add(A, M);
            System.out.print("\n A = A+M : \t" + displayArray(A) + "\t" + displayArray(Q));

        } else {
```

```

    Q[N - 1] = 1;
    System.out.print("\n Q[0] = 1 : \t" + displayArray(A) + "\t" + displayArray(Q));
}

count--;
System.out.print("\n N = " + count);

}

System.out.print("\n\n*****RESULT*****");
System.out.print("\n QUOTIENT : " + displayArray(Q) + " => " + toDecimal(Q));
System.out.print("\n REMAINDER : " + displayArray(A) + " => " +
toDecimal(A));

}

public static void main(String args[]) {

    Scanner sc = new Scanner(System.in);

    System.out.print("\n Enter Dividend(Q) : ");
    int q = sc.nextInt();

    System.out.print("\n Enter Divisor(M) : ");
    int m = sc.nextInt();
    int[] Q = tobinary(q);
    int N = Q.length;

    int[] M = new int[N + 1];
    int[] minusM = new int[N + 1];
    int[] bin_M = tobinary(m);

    // Padding
    int index = bin_M.length;
    while (index > 0) {

        M[N - bin_M.length + index] = bin_M[bin_M.length - index];
        index--;
    }

    System.arraycopy(M, 0, minusM, 0, minusM.length);

    minusM = twoCompliment(minusM, minusM.length);
    System.out.print("\n Q = " + q + " : " + displayArray(Q));
    System.out.print("\n M = " + m + " : " + displayArray(M));
    System.out.print("\n -M = " + (-1 * m) + " : " + displayArray(minusM));
}

```



```

System.out.print("\n\n *****RESTORING DIVISION ALGORITHM*****\n");
restoringDiv(M, minusM, Q, N);

}
}

```

## OUTPUT:

```

C:\Users\meith\Desktop\SEM 5\POA>java RestoringDiv

Enter Dividend(Q) : 11

Enter Divisor(M) : 3

Q = 11 : 1 0 1 1
M = 3 : 0 0 0 1 1
-M = -3 : 1 1 1 0 1

*****RESTORING DIVISION ALGORITHM*****

Operation      A      Q
INITIALISE :   0 0 0 0 0   1 0 1 1

N = 4
LS :           0 0 0 0 1   0 1 1 -1
A= A-M :       1 1 1 1 0   0 1 1 -1
Q[0] = 0 :     1 1 1 1 0   0 1 1 0
A = A+M :      0 0 0 0 1   0 1 1 0

N = 3
LS :           0 0 0 1 0   1 1 0 -1
A= A-M :       1 1 1 1 1   1 1 0 -1
Q[0] = 0 :     1 1 1 1 1   1 1 0 0
A = A+M :      0 0 0 1 0   1 1 0 0

N = 2
LS :           0 0 1 0 1   1 0 0 -1
A= A-M :       0 0 0 1 0   1 0 0 -1
Q[0] = 1 :     0 0 0 1 0   1 0 0 1

N = 1
LS :           0 0 1 0 1   0 0 1 -1
A= A-M :       0 0 0 1 0   0 0 1 -1
Q[0] = 1 :     0 0 0 1 0   0 0 1 1

N = 0

*****RESULT*****
QUOTIENT : 0 0 1 1 => 3
REMAINDER : 0 0 0 1 0 => 2
C:\Users\meith\Desktop\SEM 5\POA>_

```

**CONCLUSION:**

In this experiment I implemented Restoring Division Algorithm in Java. Here we take two inputs: Divisor(Q) and Dividend(M) and convert them into binary. Iterating, accumulator(A) and Q till N(the number of bits in binary of Q). Left Shift and Subtraction by 2's Compliment is used during the process. Finally, value of Q is the quotient and value of A is the remainder. Newton–Raphson and Goldschmidt are faster than Restoring Division Algorithm.

## EXPERIMENT 3

**AIM:** To implement Best Fit Memory Allocation

### **THEORY:**

Memory allocation is the process of assigning blocks of memory to process on request. Typically the allocator receives memory from the operating system and it must assign it to the appropriate process to satisfy the request. It must also make any returned blocks available for reuse. There are many common ways to perform this, with different strengths and weaknesses.

In this experiment we will implement **Best Fit Memory Allocation**.

### **Best-Fit Allocation**

The best fit deals with allocating the smallest free partition which meets the requirement of the requesting process. This algorithm first searches the entire list of free partitions and considers the free block that gives the least internal fragmentation. Allocates the process to that memory block.

It is used for Partition Memory allocation where the memory is pre partitioned into equal or unequal blocks.

### **Advantages:**

- Memory Efficient, as the operating system allocates the job to the minimum possible space in the memory.
- Minimizes internal Fragmentation
- Memory utilization is much better than first fit as it searches the smallest free partition first available

### **Disadvantages:**

- It is slower because it scans through the entire memory list every time and tries to find out the smallest block big enough to hold the process.
- Leads to Internal fragmentation
- Cannot be used for where fast execution of processes is expected.

### **CODE:**

```
import java.util.*;  
import java.util.Arrays;  
import java.lang.Math;  
import java.lang.Integer;
```

```
public class BestFit {

    public static int findBlock(int curr_process, int[] curr_mem, int[] busy_mem, int
num_p, int num_b) {

        int index = -1;
        int lowest = Integer.MAX_VALUE;

        for (int i = 0; i < num_b; i++) {
            //Empty
            if (busy_mem[i] == 0 && (curr_mem[i] - curr_process) >= 0 && lowest >
(curr_mem[i] - curr_process)) {
                lowest = curr_mem[i] - curr_process;
                index = i;
            }
        }

        return index;
    }

    public static void bestFit(int[] process, int[] memory, int num_p, int num_b) {

        int[] busy_mem = new int[num_b];
        int[] internal_fragment = new int[num_b];
        int[] exe_process = new int[num_b];
        // int[]

        System.out.print("\n Memory Block\tJob\tJob Size\tStatus\tInternal Frag");
        for (int i = 0; i < num_p; i++) {

            int index = findBlock(process[i], memory, busy_mem, num_p, num_b);

            if (index == -1) {
                // No Space
            } else{
                busy_mem[index] = 1;
                exe_process[index] = i;
                internal_fragment[index] = memory[index] - process[i];
            }
        }
    }
}
```

```
} //closes for

// Display

int total = 0, total_frag = 0;
for (int i = 0; i < num_b; i++) {

    if (busy_mem[i] == 1) {
        System.out.print("\n " + memory[i] + "\t\tP" + (exe_process[i] + 1) + "\t" +
(process[exe_process[i]]) + "\t\tBusy\t" + internal_fragment[i]);
        total += process[exe_process[i]];
        total_frag += internal_fragment[i];
    } else {
        System.out.print("\n " + memory[i] + "\t\tNone" + "\t-\t" + "\tFree");
    }
}
System.out.print("\n Total Used : \t\t" + total + "\t\t\t" + total_frag);
}

public static void main(String args[]) {
    Scanner sc = new Scanner(System.in);
    System.out.print("\n Enter the number of Memory Blocks : ");
    int num_block = sc.nextInt();
    int[] memory = new int[num_block];

    System.out.print("\n\n Enter the Sizes of Memory Blocks : \n");
    for (int i = 0; i < num_block; i++) {
        System.out.print(" Size of Memory Block B" + (i + 1) + " : ");
        memory[i] = sc.nextInt();
    }
    System.out.print("\n\n Enter the number of Processes : ");
    int num_process = sc.nextInt();
    int[] process = new int[num_process];

    System.out.print("\n\n Enter the Sizes of Processes : \n");
    for (int i = 0; i < num_process; i++) {
        System.out.print(" Size Requested by P" + (i + 1) + " : ");
        process[i] = sc.nextInt();
    }
    bestFit(process, memory, num_process, num_block);
}
}
```

**OUTPUT:**

```

C:\Users\meith\Desktop\SEM 5\POA>javac BestFit.java
C:\Users\meith\Desktop\SEM 5\POA>java BestFit

Enter the number of Memory Blocks : 5

Enter the Sizes of Memory Blocks :
Size of Memory Block B1 : 30
Size of Memory Block B2 : 50
Size of Memory Block B3 : 200
Size of Memory Block B4 : 700
Size of Memory Block B5 : 980

Enter the number of Processes : 4

Enter the Sizes of Processes :
Size Requested by P1 : 20
Size Requested by P2 : 200
Size Requested by P3 : 500
Size Requested by P4 : 50

Memory Block   Job      Job Size      Status   Internal Frag
30             P1        20            Busy     10
50             P4        50            Busy     0
200            P2        200           Busy     0
700            P3        500           Busy     200
980            None      -             Free     210
Total Used :           770
C:\Users\meith\Desktop\SEM 5\POA>

```

**CONCLUSION:**

In this experiment I implemented Best Fit Memory Allocation in Java. Here, the OS allocates the free memory block to the process with the least internal fragmentation. The advantages of Best Fit are efficient memory utilization as it allocates the most appropriate memory block. But it is very slow as it has to scan through the entire free/allotted block list.

## EXPERIMENT 4

**AIM:** Implement Sequential Memory Organization with the given details: Processor can access one word at a time (Word accessible memory), L1 cache can store max 32 words, L2 cache can store 128 words, main memory has the capacity of 2048 bytes. Consider TL1=20 ns, TL2=60ns, TMM=120ns.

### THEORY:

Cache memory is used to reduce the average time to access data from the Main memory. The cache is a smaller and faster memory which stores copies of the data from frequently used main memory locations.

Thus, in order to access the data from the secondary memory, load it into the L1 and L2 cache and make it available for the processor, a linking or mapping technique is needed for accessing the data and passing it through the memory hierarchy. This is explained by **mapping functions**.

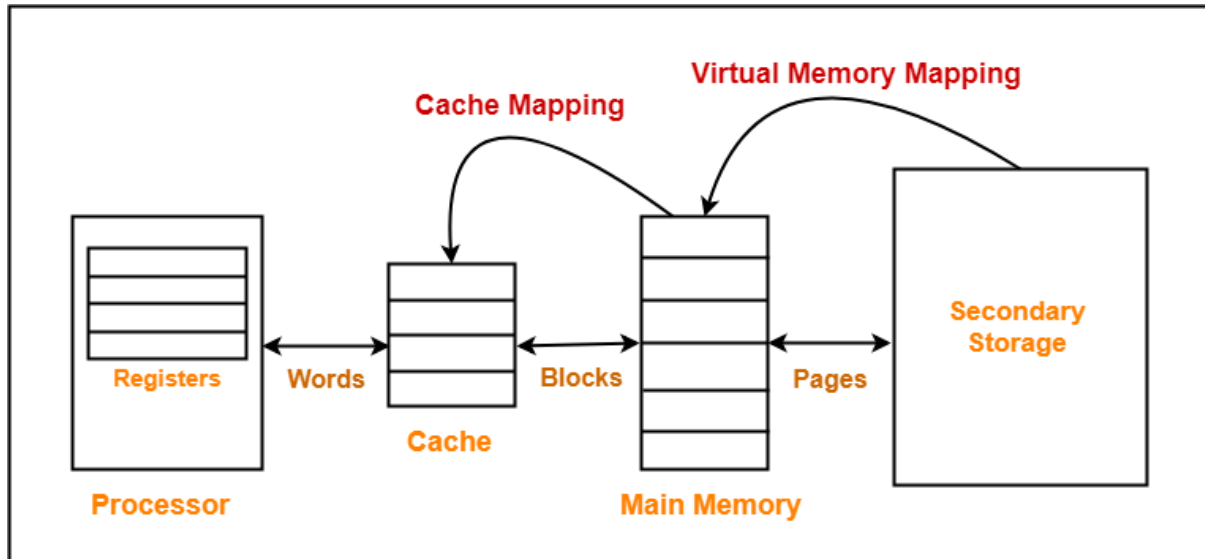
### Mapping Functions:

The mapping functions are used to map a particular block of main memory to a particular block of memory of cache. This mapping is used to transfer the block from the main memory to cache memory. Three different mapping functions are available:

- 1) **Direct Mapping:** In this technique, block  $k$  of main memory maps into  $k$  modulo  $m$  of the cache, where  $m$  is the total number of blocks in cache. A particular block of memory can be brought to a particular block of cache memory. So, it is not flexible.
- 2) **Associative Mapping:** In this mapping function any block of main memory can potentially reside in any cache block position. In this case, the main memory is divided into two groups, low-order bits identifies the location within a block and high-order bits identifies the block. This is much more flexible mapping method.
- 3) **Block Set-Associative Mapping:** In this method, blocks of cache are grouped into sets, and the mapping allows a block of main memory to reside in any block of a specific set. From the flexibility point of view, it is in between the other two methods. This method reduces the searching overhead, because the search is restricted to number of sets, instead of blocks.

All the above 3 mapping techniques require **Page Replacement Policy** when the cache is full. The property of locality of reference gives some clue to design a good replacement policy. Some types:

- LRU
- FIFO



## CODE:

```
import java.util.*;
import java.util.Arrays;

public class SeqMem {
    public static int MAX_PAGES = 64;
    public static int MAX_BLOCKS = 64;
    public static int MAX_WORDS = 32;
    public static int[][][] mm = new int[MAX_PAGES][4][2];
    public static int[][] L2 = new int[MAX_BLOCKS][2];
    public static int[] L1 = new int[MAX_WORDS];
    public static int processor = -1;
    public static int TL1 = 20;
    public static int TL2 = 60;
    public static int TMM = 120;
    public static int in_index_L1 = -1;
    public static int in_index_L2 = -1;

    public static int[] searchMM(int elem) {
        int p = (elem / (mm[0].length * mm[0][0].length) % MAX_PAGES);
        int b = (elem / 2) % 4;
        int w = elem % 2;
        System.out.print(" W" + elem + " Found in Main Memory --> PAGE " + p);
        System.out.print("\n TOTAL TIME TAKEN : " + (TL1 + TL2 + TMM) + " ns\n");

        return mm[p][b];
    }
}
```



```
public static int searchL2(int elem) {

    if (in_index_L2 == -1) {
        // Empty
        int[] b = searchMM(elem);
        L2[++in_index_L2] = b;

        for (int i = 0; i < b.length; i++) {
            if (b[i] == elem) {
                return b[i];
            }
        }

    } else {

        for (int i = 0; i <= in_index_L2; i++) {
            for (int k = 0; k < L2[i].length; k++) {
                if (L2[i][k] == elem) {
                    System.out.print(" W" + elem + " Found in L2 --> BLOCK " + i);
                    System.out.print("\n TOTAL TIME TAKEN : " + (TL1 + TL2) + " ns\n");
                    return elem;
                }
            }
        }

        int[] b = searchMM(elem);
        in_index_L2++;
        L2[in_index_L2 % MAX_BLOCKS] = b;

        for (int i = 0; i < b.length; i++) {
            if (b[i] == elem) {
                return b[i];
            }
        }

    }

    return 0;
}
```

```
public static int searchL1(int elem) {

    if (in_index_L1 == -1) {
        // Empty
        int w = searchL2(elem);
        in_index_L1++;
        L1[in_index_L1] = w;
        return w;

    } else {

        for (int i = 0; i <= in_index_L1; i++) {

            if (L1[i] == elem) {
                System.out.print(" W" + elem + " Found in L1 WORD --> " + i);
                System.out.print("\n TOTAL TIME TAKEN : " + (TL1) + " ns\n");

                // break;
                return elem;
            }
        }

        int w = searchL2(elem);
        in_index_L1++;
        L1[in_index_L1 % MAX_WORDS] = w;
        return w;

    }

}

public static void SeqMemSearch(int elem) {

    if (processor != elem) {
        int w = searchL1(elem);
        processor = w;

    } else {
        System.out.print("W" + elem + " Found in Processor.");
        System.out.print("\n TIME TAKEN : 0ns\n");

    }

}
```

```
public static void main(String args[]) {

    Scanner sc = new Scanner(System.in);

    // Data in MM
    int data = 0;
    for (int i = 0; i < MAX_PAGES; i++) {
        for (int j = 0; j < mm[0].length; j++) {
            for (int k = 0; k < mm[0][0].length; k++) {

                mm[i][j][k] = data;
                data++;
            }
        }
    }

    int elem = 0;
    while (elem != -1) {
        System.out.print("\n Enter the word to Search : ");
        elem = sc.nextInt();
        if (elem == -1) {
            break;
        } else {
            SeqMemSearch(elem);
        }
    }
}
```

**OUTPUT:**

```
C:\Users\meith\Desktop\SEM 5\POA>java SeqMem

Enter the word to Search : 5
W5 Found in Main Memory --> PAGE 0
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 9
W9 Found in Main Memory --> PAGE 1
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 37
W37 Found in Main Memory --> PAGE 4
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 98
W98 Found in Main Memory --> PAGE 12
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 5
W5 Found in L1 WORD --> 0
TOTAL TIME TAKEN : 20 ns

Enter the word to Search : 4
W4 Found in L2 --> BLOCK 0
TOTAL TIME TAKEN : 80 ns

Enter the word to Search : 4
W4 Found in Processor.
TIME TAKEN : 0ns

Enter the word to Search : 18
W18 Found in Main Memory --> PAGE 2
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 17
W17 Found in Main Memory --> PAGE 2
TOTAL TIME TAKEN : 200 ns

Enter the word to Search : 16
W16 Found in L2 --> BLOCK 5
TOTAL TIME TAKEN : 80 ns
```

**CONCLUSION:**

In this experiment, I implemented sequential memory organization having Main Memory of size 2048 bytes, L2 having capacity of 128 words, L1 having capacity of 32 words and processor which can store 1 word, where 1 word is equal to 8 bytes. User requests for a word, the system will find it in the processor, if not there then finds in the L1 cache, if not there then finds in the L2 cache and if not there finally into main memory. While traversing back the corresponding block and the word will be stored in L2 and L1 respectively (all the higher levels of memory) so that it is present in the cache incase of future request for the same word. FIFO is used as a page replacement policy. The final output also calculates the total time taken to fetch the word from the memory storage hierarchy.

## EXPERIMENT 5

**AIM:** Implement Direct Memory Mapping using Given set of data and links. Use UNC miniMIPS Simulator and C Program.

### THEORY:

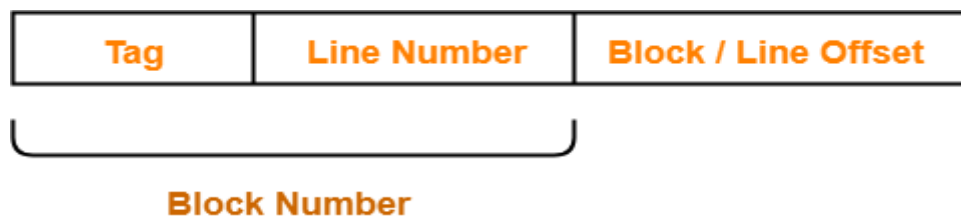
Direct mapping is a procedure used to assign each memory block in the main memory to a particular line in the cache. If a line is already filled with a memory block and a new block needs to be loaded, then the old block is discarded from the cache.

Direct mapping divides an address into three parts:

- t tag bits
- l line bits
- w word bits.

The word bits are the least significant bits that identify the specific word within a block of memory. The line bits are the next least significant bits that identify the line of the cache in which the block is stored. The remaining bits are stored along with the block as the tag which locates the block's position in the main memory.

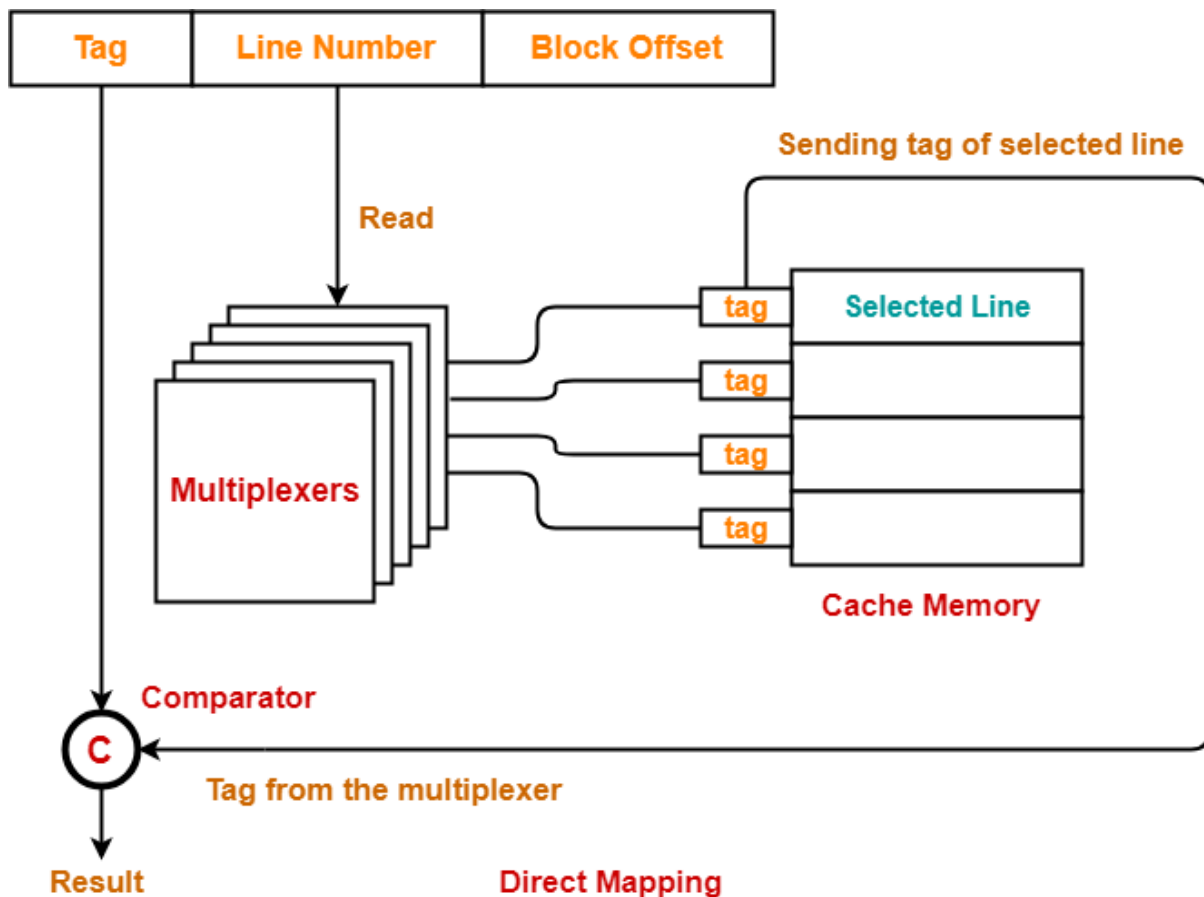
Cache line number = (Main Memory Block Address) Modulo (Number of lines in Cache)



### Division of Physical Address in Direct Mapping

After CPU generates a memory request,

- The line number field of the address is used to access the particular line of the cache.
- The tag field of the CPU address is then compared with the tag of the line.
- If the two tags match, a **cache hit** occurs and the desired word is found in the cache.
- If the two tags do not match, a **cache miss** occurs. In case of a cache miss, the required word has to be brought from the main memory.
- It is then stored in the cache together with the new tag replacing the previous one.



### UNC miniMIPS Assembly Language:

A typical line of assembly code specifies a single primitive operation, called an instruction, and its operands. Instructions are specified via short mnemonics of the operation specified. A list of comma-separated operands follows each instruction's mnemonic. The assembler uses this mnemonic and operand list to generate a binary encoding of the instruction, which is stored as a word in memory. Thus, an assembly language program is merely a way of generating a sequence of binary words, that the computer interprets as either (or both) program or data.

Example line of assembly code

add \$3, \$4, \$4 .... ("add" is the instruction mnemonic and "\$3,\$4,\$4" is a list of 3 operands)

**CODE:****Trace file used:**

```
main: addu $t0,$0,$0
addiu $t1,$0,80
addu $t2,$0,$0
loop: lw $t3,array($t0)
addu $t2,$t2,$t3
addiu $t0,$t0,4
bne $t0,$t1,loop
*done: beq $0,$0,done
array: .word 1,2,3,4,5,6,7,8,9,10
.word 11,12,13,14,15,16,17,18,19,20
```

**trace.txt:**

```
0x80000000
0x80000004
0x80000008
0x8000000C
0x00000020
0x80000010
0x80000014
0x80000018
0x8000000C
0x00000024
0x80000010
0x80000014
0x80000018
0x8000000C
0x00000028
0x80000010
0x80000014
0x80000018
0x8000000C
0x0000002C
0x80000010
0x80000014
0x80000018
0x8000000C
0x00000030
0x80000010
0x80000014
0x80000018
```

0x8000000C  
0x00000034  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000038  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x0000003C  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000040  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000044  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000048  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x0000004C  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000050  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000054  
0x80000010



0x80000014  
0x80000018  
0x8000000C  
0x00000058  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x0000005C  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000060  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000064  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x00000068  
0x80000010  
0x80000014  
0x80000018  
0x8000000C  
0x0000006C  
0x80000010  
0x80000014  
0x80000018

**A) Direct Mapping(tag size=8 bits):**

```
#include <stdio.h>
int tag[8];
int main( )
{
    int addr;
    int i, j, t;
    int hits, accesses;
```

```
FILE *fp;
fp = fopen("trace.txt", "r");
hits = 0;
accesses = 0;
printf("Direct Mapping Program (tag size = 8 bits):\n\n");
while (fscanf(fp, "%x", &addr) > 0) {
/* simulate a direct-mapped cache with 8 words */
accesses += 1;
printf("%3d:0x%08x ", accesses, addr);
printf("\n")
i = (addr >> 2) & 7;
printf(" Cache Location:%d ",i);
t = addr | 0x1f;
printf(" Instruction Address:0x%08x ",t);
printf("tag: 0x%08x ",tag[i]);
if (tag[i] == t) {
hits += 1;
printf(" 'Hit' at %d ", i);
} else {
/* allocate entry */
printf(" 'Miss' ");
tag[i] = t;
}
printf("\n Cache Status:");
for (i = 0; i < 8; i++)
printf("0x%08x ",tag[i]);
printf("\n\n");
}
printf("\n\n");
printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
((float)hits)/accesses);
close(fp);
return 0;
}
```

### **B) Direct Mapping (tag size=16 bits):**

```
#include <stdio.h>
int tag[16];
int main( )
{
int addr;
int i, j, t;
```

```
int hits, accesses;
FILE *fp;
fp = fopen("trace.txt", "r");
hits = 0;
accesses = 0;
printf("Direct Mapping Program:\n\n");
while (fscanf(fp, "%x", &addr) > 0) {
/* simulate a direct-mapped cache with 8 words */
accesses += 1;
printf("%4d:0x%08x ", accesses, addr);
printf("\n");
i = (addr >> 2) & 15;
printf(" Cache Location:%d ",i);
t = addr | 0x1f;
printf("\t Instruction Address:0x%08x ",t);
printf("\t tag: 0x%08x ",tag[i]);
if (tag[i] == t) {
hits += 1;
printf("\t 'Hit' at %d ", i);
} else {
/* allocate entry */
printf("\t 'Miss' ");
tag[i] = t;
}
printf("\n Cache Status:");
for (i = 0; i < 16; i++)
printf("0x%08x ",tag[i]);
printf("\n\n");
}
printf("\n\n");
printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
((float)hits)/accesses);
close(fp);
return 0;
}
```

## Output:

### A) Direct Mapping (tag size = 8 bits):

```

1:0x80000000
Cache Location:0 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x8000001f 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000

2:0x80000004
Cache Location:1 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x8000001f 0x8000001f 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000

3:0x80000008
Cache Location:2 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x8000001f 0x8000001f 0x8000001f 0x00000000 0x00000000 0x00000000 0x00000000 0x00000000

4:0x8000000c
Cache Location:3 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000 0x00000000 0x00000000 0x00000000

5:0x80000020
Cache Location:0 Instruction Address:0x0000003f tag: 0x8000001f 'Miss'
Cache Status:0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x00000000 0x00000000 0x00000000 0x00000000

6:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000 0x00000000 0x00000000

7:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000 0x00000000

8:0x80000018
Cache Location:6 Instruction Address:0x8000001f tag: 0x00000000 'Miss'
Cache Status:0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

9:0x8000000c
Cache Location:3 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 3
Cache Status:0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

10:0x00000024
Cache Location:1 Instruction Address:0x0000003f tag: 0x8000001f 'Miss'
Cache Status:0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

11:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

12:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 5
Cache Status:0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

```

```

36:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x0000003f 0x00000000

37:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 5
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x0000003f 0x00000000

38:0x80000018
Cache Location:6 Instruction Address:0x8000001f tag: 0x0000003f 'Miss'
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

39:0x8000000c
Cache Location:3 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 3
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x00000000

40:0x0000003c
Cache Location:7 Instruction Address:0x0000003f tag: 0x00000000 'Miss'
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

41:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

42:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 5
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

43:0x80000018
Cache Location:6 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 6
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

44:0x8000000c
Cache Location:3 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 3
Cache Status:0x0000003f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

45:0x00000040
Cache Location:0 Instruction Address:0x0000005f tag: 0x0000003f 'Miss'
Cache Status:0x0000005f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

46:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000005f 0x0000003f 0x0000003f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000003f

```

```

96:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

97:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 5
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

98:0x80000018
Cache Location:6 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 6
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

99:0x8000000c
Cache Location:3 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 3
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

100:0x0000006c
Cache Location:3 Instruction Address:0x0000007f tag: 0x8000001f 'Miss'
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

101:0x80000010
Cache Location:4 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 4
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

102:0x80000014
Cache Location:5 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 5
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

103:0x80000018
Cache Location:6 Instruction Address:0x8000001f tag: 0x8000001f 'Hit' at 6
Cache Status:0x0000007f 0x0000007f 0x0000007f 0x0000007f 0x8000001f 0x8000001f 0x8000001f 0x0000005f

Hits = 68, Accesses = 103, Hit ratio = 0.660194

Process returned 0 (0x0) execution time : 4.334 s
Press any key to continue.

```

### B) Direct Mapping (tag size = 16 bits):

Direct Mapping Program(tag size = 16 bits):

[illegible]



```

95:0x80000068
Cache Location:10      Instruction Address:0x0000007f      tag: 0x0000003f      'Miss'
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x8000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

96:0x80000010
Cache Location:4       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 4
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

97:0x80000014
Cache Location:5       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 5
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

98:0x80000018
Cache Location:6       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 6
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

99:0x8000000c
Cache Location:3       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 3
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

100:0x0000006c
Cache Location:11      Instruction Address:0x0000007f      tag: 0x0000003f      'Miss'
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

101:0x80000010
Cache Location:4       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 4
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

102:0x80000014
Cache Location:5       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 5
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

103:0x80000018
Cache Location:6       Instruction Address:0x8000001f      tag: 0x8000001f      'Hit' at 6
Cache Status:0x0000005f 0x0000005f 0x0000005f 0x8000001f 0x8000001f 0x8000001f 0x0000005f 0x0000007f 0x0000007f 0x0000007f 0x0000003f 0x0000003f 0x0000003f 0x0000003f 0x0000003f

```

```
Process returned 0 (0x0)   execution time : 2.765 s
Press any key to continue.
```

## **ANALYSIS:**

In Direct Mapping, basic requirement is that it Needs only one comparison because of using direct formula to get the effective cache address. Main Memory Address is has 3 fields : TAG, BLOCK & WORD. The BLOCK & WORD together make an index. The least significant TAG bits is used to identify a unique word within a BLOCK of Main Memory. In the cache organization there is aa unique address for each block in the main memory which can be interpreted from the 3 fields. If the processor needs to access same memory location from 2 different main memory pages frequently, cache hit ratio decreases. Search time is less here because there is one possible location in the cache organization for each block from main memory. Thus, Direct mapping is simple and easy to implement, fast performance, and takes less time to detect a cache hit and get data from the cache.

## **CONCLUSION:**

In this Experiment I implemented Direct Mapping in Cache memory in C programming language using UNC miniMIPS Simulator. First we generated a trace.txt file and observe the number of hits and misses occurred if the tag matches or not with the instruction address. Finally, Hit Ratio is computed, which is greater than 50% for both cases Direct mapping with tag size =8 bits and 16 bits, thus, the number of hits occurred were greater than the number of miss. For 16 bits tag has a larger hit ratio for direct mapping than the 8 bits tag size for the same number of accesses because of the larger cache size.

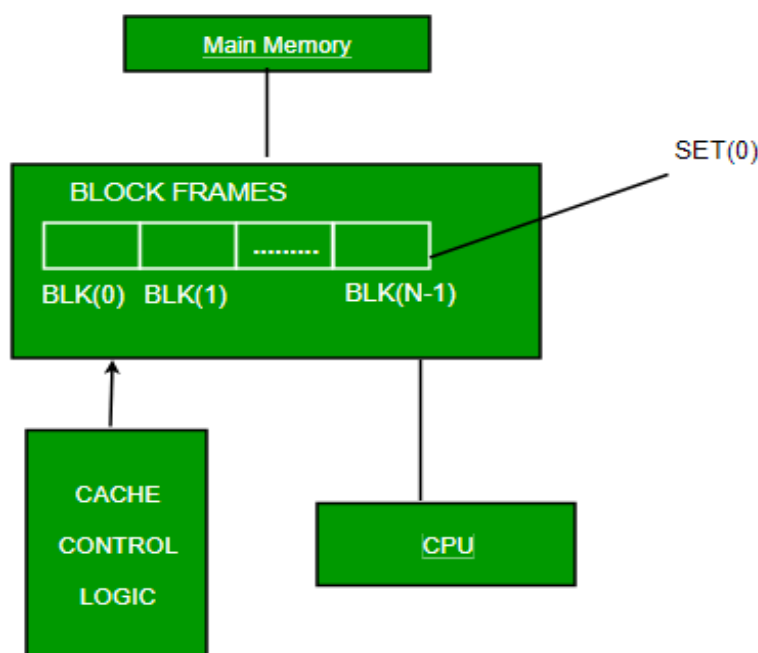
## EXPERIMENT 6

**AIM:** To implement Fully Associative Mapping and Set Associative Mapping for 8bits and 16bits tag using UPC miniMIPS Simulator and C program. Compare the performance of 3 different organizations with the modification in the tag size.

### THEORY:

#### Fully Associative Mapping:

Fully associative cache contains a single set with B ways, where B is the number of blocks. A memory address can map to a block in any of these ways. A fully associative cache also known as B-way set associative cache with one set. Here the associative memory is used to store the content and the addresses of the memory word. Any block can go into any line of the cache. This means that the word-id bits are used to identify which word in the block is needed, but the tag becomes all of the remaining bits. This enables the placement of any word at any place in the cache memory. It is the fastest and the most flexible mapping form.

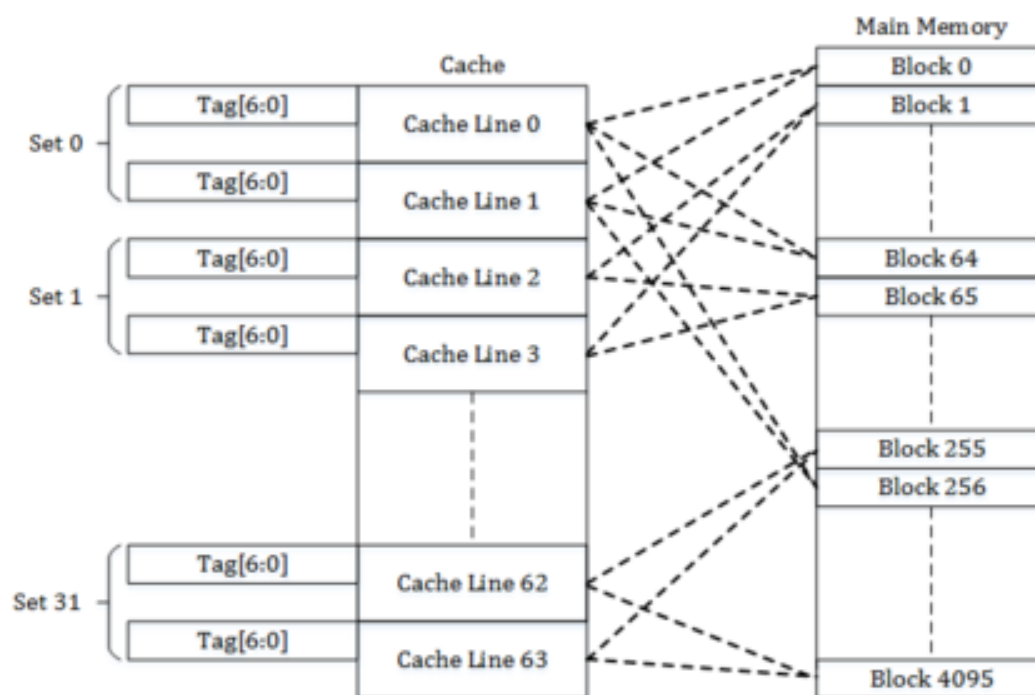


The program maintains an array with 8/16 tags and the most-recently-used ordering of the lines in the array `mru[]`. When each address is read from the trace file, it is compared to all of the tags in the cache in the first for loop. If the tag is found, a hit is recorded, and the `mru[]` array is updated using the `mruUpdate()` function, and the loop is exited via the break statement. A miss is detected when no matches are found after searching all 8/16 tags. In this case the loop index, `i`, will be set to 8/16. On a miss the least recently-used tag, which should be the last element in `mru[]`, is chosen for replacement, the tag is updated, and the `mru[]` array is updated.



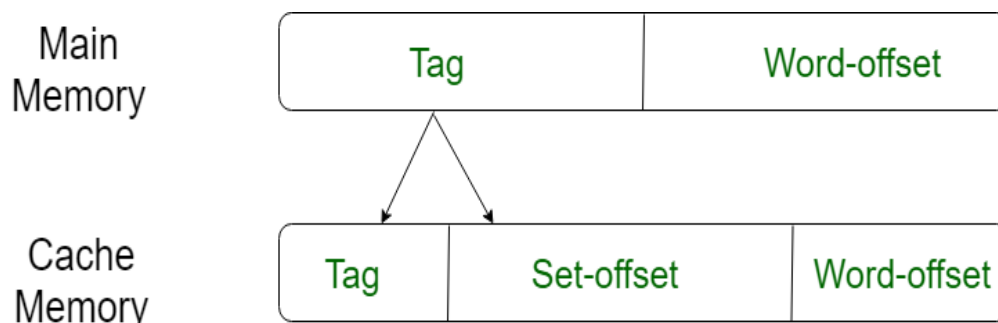
## Set Associative Mapping:

In k-way set associative mapping, cache lines are grouped into sets where each set contains k number of lines. A particular block of main memory can map to only one particular set of the cache however, within that set, the memory block can map to any freely available cache line. Set-associative mapping allows that each word that is present in the cache can have two or more words in the main memory for the same index address. Set associative cache mapping combines the best of direct and associative cache mapping techniques.



The set of the cache to which a particular block of the main memory can map is given by:

Cache set number = ( Main Memory Block Address ) Modulo (Number of sets in Cache)



In the program, the 8 tags are stored as a 2 by 4 entry array, where the first array index selects between the lines in the 2-way set and the second index selects one of 4 lines. The second array, `mru[]`, tracks the most recently used of the two lines in each set. When each address is read from the trace file, it is compared to all of the tags in the cache in the first for loop. If the tag is found, a hit is recorded, and the `mru[]` array is updated using the `mruUpdate()` function, and the loop is exited via the break statement else it's a miss and it is loaded into the memory.

## CODE:

### 1) Fully-Associative Cache (Tag 8bit):

```
include <stdio.h>
int tag[8];
int mru[8] = {7,6,5,4,3,2,1,0};

void mruUpdate(int index)
{
    int i;
    // find index in mru
    for (i = 0; i < 8; i++)
        if (mru[i] == index)
            break;
    // move earlier refs one later
    while (i > 0) {
        mru[i] = mru[i-1];
        i--;
    }
    mru[0] = index;
}

int main( )
{
    int addr;
    int i, j, t;
    int hits, accesses;
    FILE *fp;

    fp = fopen("trace.txt", "r");
    hits = 0;
    accesses = 0;
    while (fscanf(fp, "%x", &addr) > 0) {
        accesses += 1;
        printf("%3d: 0x%08x ", accesses, addr);
```

```

    for (i = 0; i < 8; i++) {
        if (tag[i] == addr) {
            hits += 1;
            printf("Hit%d ", i);
            mruUpdate(i);
            break;
        }
    }
    if (i == 8) {
        /* allocate entry */
        printf("Miss ");
        i = mru[7];
        tag[i] = addr;
        mruUpdate(i);
    }
    for (i = 0; i < 8; i++)
        printf("0x%08x ", tag[i]);
    for (i = 0; i < 8; i++)
        printf("%d ", mru[i]);
    printf("\n");
}
printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
((float)hits)/accesses);
close(fp);
}

```

## 2) Fully-Associative Cache (Tag 16bit):

```

#include <stdio.h>
int tag[16];
int mru[16] = {15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0};

void mruUpdate(int index){
    int i;
    for (i = 0; i < 16; i++)
        if (mru[i] == index)
            break;
    while (i > 0) {
        mru[i] = mru[i-1];
        i--;
    }
    mru[0] = index;
}

```

```
int main()
{
    int addr;
    int i, j, t;
    int hits, accesses;
    FILE *fp;

    fp = fopen("trace.txt", "r");
    hits = 0;
    accesses = 0;
    while (fscanf(fp, "%x", &addr) > 0) {
        /* simulate fully associative cache with 8 words */
        accesses += 1;
        printf("%4d: 0x%08x ", accesses, addr);
        for (i = 0; i < 16; i++) {
            if (tag[i] == addr) {
                hits += 1;
                printf("Hit%d ", i);
                mruUpdate(i);
                break;
            }
        }
        if (i == 16) {
            /* allocate entry */
            printf("Miss ");
            i = mru[15];
            tag[i] = addr;
            mruUpdate(i);
        }
        for (i = 0; i < 16; i++)
            printf("0x%08x ", tag[i]);
        for (i = 0; i < 16; i++)
            printf("%d ", mru[i]);
        printf("\n\n");
    }
    printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
        ((float)hits)/accesses);
    close(fp);
}
```

**3) 2-way set-associative cache (Tag 8bit)**

```
#include <stdio.h>
int tag[2][4];
int mru[4] = {1,1,1,1};

void mruUpdate(int index){
    int i;
    for (i = 0; i < 4; i++)
        if (mru[i] == index)
            break;
    while (i > 0) {
        mru[i] = mru[i-1];
        i--;
    }
    mru[0] = index;
}

int main(){
    int addr;
    int i, j;
    int hits, accesses;
    FILE *fp;

    fp = fopen("trace.txt", "r");
    hits = 0;
    accesses = 0;
    while (fscanf(fp, "%x", &addr) > 0) {
        printf("%3d: 0x%08x ", accesses, addr);
        for( i=0; i<2; i++){
            accesses += 1;
            for(j=0; j<4; j++){
                if (tag[i][j] ==addr){
                    hits += 1;
                    printf("Hit%d ", i);
                    mruUpdate(i);
                    break;
                }

            }

        } if(tag[i][j]==addr){
            printf("Hit%d ", i);
```

```

    }else {
        printf("Miss");
        tag[i][j] = addr;
        //hits +=1;
    }

    } for(i = 0; i < 2; i++){
        for(j=0; j<4; j++){
            printf("0x%08x ", tag[i][j]);

        }

    }
    for (i = 0; i < 2; i++)
        printf("%d ", mru[i]);
    printf("\n");
}
printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
((float)hits)/accesses);
close(fp);
}

```

#### 4) 2-way set-associative cache (Tag 16bit)

```

#include <stdio.h>
int tag[2][8]; // ERROR DECIDE SIZE
int mru[8] = {1,1,1,1,1,1,1,1};
void mruUpdate(int index){
    int i;

    for (i = 0; i < 8; i++)
        if (mru[i] == index)
            break;
        while (i > 0) {
            mru[i] = mru[i-1];
            i--;
        }

    mru[0] = index;
}

```

```
int main(){
    int addr;
    int i, j;
    int hits, accesses;
    FILE *fp;
    fp = fopen("trace.txt", "r");
    hits = 0;
    accesses = 0;
    while (fscanf(fp, "%x", &addr) > 0) {
        printf("%4d: 0x%08x ", accesses, addr);
        for( i=0; i<2; i++){
            accesses += 1;
            for(j=0; j<8; j++){
                if (tag[i][j]==addr){
                    hits += 1;
                    printf("Hit%d ", i);
                    mruUpdate(i);
                    break;
                }
            } if(tag[i][j]==addr){
                printf("Hit%d ", i);

            }else {
                printf("Miss");
                tag[i][j] = addr;
                //hits +=1;
            }
        } for(i = 0; i < 2; i++){
            for(j=0; j<8; j++){
                printf("0x%08x ", tag[i][j]);
            }
        }
        for (i = 0; i < 4; i++)
            printf("%d ", mru[i]);
        printf("\n");
    }
    printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses,
((float)hits)/accesses);
    close(fp);
}
```

**OUTPUT:****1) Fully-Associative Cache (Tag 8bit):**

```

input
88: 0x80000018 Hit7 0x00000054 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 7 6 5 4 3
2 1 0
89: 0x8000000c Hit3 0x00000054 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 3 7 6 5 4
2 1 0
90: 0x00000064 Miss 0x00000064 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 0 3 7 6 5
4 2 1
91: 0x80000010 Hit5 0x00000064 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 5 0 3 7 6
4 2 1
92: 0x80000014 Hit6 0x00000064 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 6 5 0 3 7
4 2 1
93: 0x80000018 Hit7 0x00000064 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 7 6 5 0 3
4 2 1
94: 0x8000000c Hit3 0x00000064 0x00000058 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 3 7 6 5 0
4 2 1
95: 0x00000068 Miss 0x00000064 0x00000068 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 1 3 7 6 5
0 4 2
96: 0x80000010 Hit5 0x00000064 0x00000068 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 5 1 3 7 6
0 4 2
97: 0x80000014 Hit6 0x00000064 0x00000068 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 6 5 1 3 7
0 4 2
98: 0x80000018 Hit7 0x00000064 0x00000068 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 7 6 5 1 3
0 4 2
99: 0x8000000c Hit3 0x00000064 0x00000068 0x0000005c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 3 7 6 5 1
0 4 2
100: 0x0000006c Miss 0x00000064 0x00000068 0x0000006c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 2 3 7 6 5
1 0 4
101: 0x80000010 Hit5 0x00000064 0x00000068 0x0000006c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 5 2 3 7 6
1 0 4
102: 0x80000014 Hit6 0x00000064 0x00000068 0x0000006c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 6 5 2 3 7
1 0 4
103: 0x80000018 Hit7 0x00000064 0x00000068 0x0000006c 0x8000000c 0x00000060 0x80000010 0x80000014 0x80000018 7 6 5 2 3
1 0 4
Hits = 76, Accesses = 103, Hit ratio = 0.737864

```

**2) Fully-Associative Cache (Tag 16bit):**

```

94: 0x8000000c Hit3 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000038 0x0000003c 0x00000040 3 7 6 5 12 11 10 9 8 4 2 1 0 15 14 13
95: 0x00000068 Miss 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000003c 0x00000040 13 3 7 6 5 12 11 10 9 8 4 2 1 0 15 14
96: 0x80000010 Hit5 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000003c 0x00000040 5 13 3 7 6 12 11 10 9 8 4 2 1 0 15 14
97: 0x80000014 Hit6 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000003c 0x00000040 6 5 13 3 7 12 11 10 9 8 4 2 1 0 15 14
98: 0x80000018 Hit7 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000003c 0x00000040 7 6 5 13 3 12 11 10 9 8 4 2 1 0 15 14
99: 0x8000000c Hit3 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000003c 0x00000040 3 7 6 5 13 12 11 10 9 8 4 2 1 0 15 14
100: 0x0000006c Miss 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000006c 0x00000040 14 3 7 6 5 13 12 11 10 9 8 4 2 1 0 15
101: 0x80000010 Hit5 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000006c 0x00000040 5 14 3 7 6 13 12 11 10 9 8 4 2 1 0 15
102: 0x80000014 Hit6 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000006c 0x00000040 6 5 14 3 7 13 12 11 10 9 8 4 2 1 0 15
103: 0x80000018 Hit7 0x00000044 0x00000048 0x0000004c 0x8000000c 0x00000050 0x80000010 0x80000014 0x80000018 0x0000005
4 0x00000058 0x0000005c 0x00000060 0x00000064 0x00000068 0x0000006c 0x00000040 7 6 5 14 3 13 12 11 10 9 8 4 2 1 0 15
Hits = 76, Accesses = 103, Hit ratio = 0.737864

```



```

172: 0x80000014 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000014 0x00000000 0x00000000 0x00000000 1
1
174: 0x80000018 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000018 0x00000000 0x00000000 0x00000000 1
1
176: 0x8000000c MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x8000000c 0x00000000 0x00000000 0x00000000 1
1
178: 0x00000064 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x00000064 0x00000000 0x00000000 0x00000000 1
1
180: 0x80000010 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000010 0x00000000 0x00000000 0x00000000 1
1
182: 0x80000014 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000014 0x00000000 0x00000000 0x00000000 1
1
184: 0x80000018 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000018 0x00000000 0x00000000 0x00000000 1
1
186: 0x8000000c MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x8000000c 0x00000000 0x00000000 0x00000000 1
1
188: 0x00000068 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x00000068 0x00000000 0x00000000 0x00000000 1
1
190: 0x80000010 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000010 0x00000000 0x00000000 0x00000000 1
1
192: 0x80000014 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000014 0x00000000 0x00000000 0x00000000 1
1
194: 0x80000018 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000018 0x00000000 0x00000000 0x00000000 1
1
196: 0x8000000c MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x8000000c 0x00000000 0x00000000 0x00000000 1
1
198: 0x0000006c MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x0000006c 0x00000000 0x00000000 0x00000000 1
1
200: 0x80000010 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000010 0x00000000 0x00000000 0x00000000 1
1
202: 0x80000014 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000014 0x00000000 0x00000000 0x00000000 1
1
204: 0x80000018 MissHit1 Hit1 0x00000000 0x00000000 0x00000000 0x00000000 0x80000018 0x00000000 0x00000000 0x00000000 1
1
Hits = 103, Accesses = 206, Hit ratio = 0.500000

```

[illegible]

## CONCLUSION:

In this experiment, I implemented Fully Associative Mapping and Set Associative Mapping for 8bits and 16bits tag using UPC miniMIPS Simulator and C program. First I generated a trace.txt file using UNC miniMIPS Simulator. Then coded Associative Mapping and Set Associative Mapping for 8bits and 16bits tag in C language. For Fully Associative Mapping with tag size 8bits, the Hit Ratio was 0.737 and with tag size 16bits, the hit ratio was 0.74. Similarly, for 2 way Set Associative, the hit ratio was 0.5. Finally, associative mapping is fast and easy to implement, however it is expensive to implement as it requires storing of addresses along with the data. The placement policy is a trade-off between direct-mapped and fully associative cache however Set Associative offers the flexibility of using replacement algorithms if a cache miss occurs but the placement policy will not effectively use all the available cache lines in the cache and suffers from conflict miss.

## EXPERIMENT 7

**AIM:** Study MIPS Assembly Language Programming using MIPS simulator and implement the following:

- 1) To add 10 numbers
- 2) To print message "Hello MIPS".
- 3) To Reverse the input string ("ABC" - "CBA").

### THEORY:

#### MIPS Assembly Language Programming:

MIPS is an acronym for Microprocessor without Interlocked Pipeline Stages. It is a reduced instruction set architecture developed by an organization called MIPS Technologies. The MIPS assembly language is a very useful language to learn because many embedded systems run on the MIPS processor. Knowing how to code in this language brings a deeper understanding of how these systems operate on a lower level.

A MAL program is divided into two types of sections:

**Data sections** specify actions to be taken during assembly. Usually declare memory variables used by the program.

**Text sections** define sequences of instructions executed by the program at run time.

Syntax: *label operation operand\_list # comment*

#### Looping in MIPS:

##### for

```
li $t0, 10 # t0 is a constant 10
li $t1, 0 # t1 is our counter (i)
loop:
beq $t1, $t0, end # if t1 == 10 we are done
loop body
addi $t1, $t1, 1 # add 1 to t1
j loop # jump back to the top
end:
```

##### while:

```
top_while:
t0 = evaluate Cond
beqz $t0, end_while
execute Statements
j top_while
```

end\_while:

## **CODE:**

### **1)Program to add 10 nos.**

.data

newline: .ascii "\n"

.text

main:

li \$t0,0

li \$t2,5

loop:

bgt \$t0, 45, exit

addi \$t0, \$t0, 5

li \$v0, 1

move \$a0, \$t0

syscall

li \$v0, 4

la \$a0, newline

syscall

j loop

exit:

li \$v0,10

syscall

## OUTPUT

C:\Users\meith\Downloads\mips1.asm - MARS 4.5

File Edit Run Settings Tools Help

Run speed at max (no interaction)

Registers Coproc 1 Coproc 0

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x00000001
\$v0	2	0x0000000a
\$v1	3	0x00000000
\$a0	4	0x10010000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x00000032
\$t1	9	0x00000000
\$t2	10	0x00000005
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x00000000
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$t8	24	0x00000000
\$t9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10008000
\$sp	29	0x7ffffc
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400040
hi		0x00000000
lo		0x00000000

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x24080000	addiu \$8,\$0,0x00000000	6: li \$t0,0
	0x00400004	0x240a0005	addiu \$10,\$0,0x0000...	7: li \$t2,5
	0x00400008	0x2001002d	addi \$1,\$0,0x0000002d	9: bgt \$t0, 45, exit
	0x0040000c	0x0c28082a	sllt \$1,\$1,\$8	
	0x00400010	0x14200009	bne \$1,\$0,0x00000009	
	0x00400014	0x21080005	addi \$8,\$8,0x00000005	10: addi \$t0, \$t0, 5
	0x00400018	0x24020001	addiu \$2,\$0,0x00000001	11: li \$v0, 1
	0x0040001c	0x00082021	addu \$4,\$0,\$8	12: move \$a0, \$t0
	0x00400020	0x0000000c	syscall	13: syscall
	0x00400024	0x24020004	addiu \$2,\$0,0x00000004	14: li \$v0, 4

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x0000000a	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

Mars Messages Run I/O

50  
-- program is finished running --

Clear

## 2) To print hello message

```
.data
myMessage _ : .asciiz "Hello MIPS"
```

```
.text
main:
li $v0, 4
myMessage syscall
```

```
li $v0, 10
syscall
```

## OUTPUT

The screenshot displays the Mars MIPS simulator interface. The top menu bar includes File, Edit, Run, Settings, Tools, and Help. Below the menu is a toolbar with various icons for file operations and execution. The main window is divided into several panels:

- Text Segment:** A table showing assembly instructions with columns for Bkpt, Address, Code, Basic, and Source.
 

Bkpt	Address	Code	Basic	Source
	0x00400000	0x24020004	addiu \$2,\$0,0x00000004	5: li \$v0, 4
	0x00400004	0x3c011001	lui \$1,0x00001001	6: la \$a0, myMessage
	0x00400008	0x34240000	ori \$4,\$1,0x00000000	
	0x0040000c	0x0000000c	syscall	7: syscall
- Data Segment:** A table showing memory addresses and their values in different offsets.
 

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x6c6c6548	0x494d206f	0x0a205350	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010100	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010120	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010140	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010160	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010180	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
- Registers:** A table showing the state of various registers.
 

Na...	Nu...	Value
...	0	0x000...
\$at	1	0x100...
\$v0	2	0x000...
\$v1	3	0x000...
\$a0	4	0x100...
\$a1	5	0x000...
\$a2	6	0x000...
\$a3	7	0x000...
\$t0	8	0x000...
\$t1	9	0x000...
\$t2	10	0x000...
\$t3	11	0x000...
\$t4	12	0x000...
\$t5	13	0x000...
\$t6	14	0x000...
\$t7	15	0x000...
\$s0	16	0x000...
\$s1	17	0x000...
\$s2	18	0x000...
\$s3	19	0x000...
\$s4	20	0x000...
\$s5	21	0x000...
\$s6	22	0x000...
\$s7	23	0x000...
\$t8	24	0x000...
\$t9	25	0x000...
\$k0	26	0x000...
\$k1	27	0x000...
\$gp	28	0x100...
\$sp	29	0x7ff...
\$fp	30	0x000...
\$ra	31	0x000...
pc		0x004...
hi		0x000...
lo		0x000...
- Mars Messages:** A text area showing the output of the program.
 

```
Hello MIPS
-- program is finished running (dropped off bottom) --
```

At the bottom, there are checkboxes for "Hexadecimal Addresses", "Hexadecimal Values", and "ASCII".

### 3) To reverse the input string

.data

input: .space 256

output: .space 256

.text

.globl main

main:

li \$v0, 8

la \$a0, input

```
li    $a1, 256
syscall

li    $v0, 4
la    $a0, input
syscall
jal    strlen

add    $t1, $zero, $v0
add    $t2, $zero, $a0
add    $a0, $zero, $v0
li    $v0, 1
syscall
reverse:
li    $t0, 0
li    $t3, 0

reverse_loop:
    add    $t3, $t2, $t0
    lb     $t4, 0($t3)
    beqz   $t4, exit
    sb     $t4, output($t1)
    subi   $t1, $t1, 1
    addi   $t0, $t0, 1
    j      reverse_loop
exit:
li    $v0, 4
la    $a0, output
syscall
li    $v0, 10
syscall
strlen:
li    $t0, 0
li    $t2, 0
strlen_loop:
    add    $t2, $a0, $t0
    lb     $t1, 0($t2)
    beqz   $t1, strlen_exit
    addiu  $t0, $t0, 1
    j      strlen_loop

strlen_exit:
    subi   $t0, $t0, 1
```



```

add    $v0, $zero, $t0
add    $t0, $zero, $zero
jr      $ra

```

## OUTPUT:

The screenshot displays the MARS MIPS simulator interface. The main window shows the assembly code in the Text Segment, the Data Segment, and the Registers window.

**Text Segment:**

Bkpt	Address	Code	Basic	Source
	0x00400000	0x24020008	addiu \$2,\$0,0x00000008	8: li \$v0, 8
	0x00400004	0x3c011001	lui \$1,0x00001001	9: la \$a0, input
	0x00400008	0x34240000	ori \$4,\$1,0x00000000	
	0x0040000c	0x24050100	addiu \$5,\$0,0x00000100	10: li \$a1, 256
	0x00400010	0x0000000c	syscall	11: syscall
	0x00400014	0x24020004	addiu \$2,\$0,0x00000004	13: li \$v0, 4
	0x00400018	0x3c011001	lui \$1,0x00001001	14: la \$a0, input
	0x0040001c	0x34240000	ori \$4,\$1,0x00000000	
	0x00400020	0x0000000c	syscall	15: syscall
	0x00400024	0x0c100021	jal 0x00400084	17: jal strlen

**Data Segment:**

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x5449454d	0x000000a48	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x10010020	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x10010040	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x10010060	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x10010080	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x100100a0	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x100100c0	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000
0x100100e0	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000	0x000000000

**Registers:**

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x10010000
\$v0	2	0x0000000a
\$v1	3	0x00000000
\$a0	4	0x10010100
\$a1	5	0x00000100
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x00000006
\$t1	9	0xffffffff
\$t2	10	0x10010000
\$t3	11	0x10010006
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x00000000
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$s8	24	0x00000000
\$s9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000

**Mars Messages:**

```

MEITH
5
HTIEM
-- program is finished running --

```

## CONCLUSION:

In this experiment, I implemented 3 programs in MIPS Assembly Language (MAL) viz, addition of 10 numbers, print “Hello MIPS” and reverse the input string (‘MEITH’ -> ‘HTIEM’) using MIPS stimulator. The MAL is divided into 2 sections: Data and Text section. The Data section usually have declaration of memory variables used by the program and the Text sections define sequences of instructions executed by the program at run time. In this experiment I learnt how to implement loops in the MAL, how to take inputs and print the outputs and convert a complex expression into an assembly language.



## EXPERIMENT 8

**AIM:** Implement 8086 based Assembly programs.

### THEORY:

Intel 8086 is built on a single semiconductor chip and packaged in a 40-pin IC package. The type of package is DIP (Dual Inline Package). Intel 8086 uses 20 address lines and 16 data- lines. It can directly address up to  $2^{20} = 1$  Mbyte of memory. 8086 is designed to operate in two modes, i.e., Minimum and Maximum mode.

Main registers																	
	AH	AL	AX (primary accumulator)														
	BH	BL	BX (base, accumulator)														
	CH	CL	CX (counter, accumulator)														
	DH	DL	DX (accumulator, extended acc)														
Index registers																	
0 0 0 0	SI		Source Index														
0 0 0 0	DI		Destination Index														
0 0 0 0	BP		Base Pointer														
0 0 0 0	SP		Stack Pointer														
Program counter																	
0 0 0 0	IP		Instruction Pointer														
Segment registers																	
	CS	0 0 0 0	Code Segment														
	DS	0 0 0 0	Data Segment														
	ES	0 0 0 0	Extra Segment														
	SS	0 0 0 0	Stack Segment														
Status register																	
	-	-	-	-	O	D	I	T	S	Z	-	A	-	P	-	C	Flags

It consists of a powerful instruction set, which provides operation like division and multiplication very quickly.

8086 microprocessor supports 8 types of instructions:

- Data Transfer Instructions
- Arithmetic Instructions
- Bit Manipulation Instructions
- String Instructions
- Program Execution Transfer Instructions (Branch & Loop Instructions)
- Processor Control Instructions
- Iteration Control Instructions
- Interrupt Instructions

## CODE:

### 1) Program to add two word length numbers

```
OPR1: DW 0x6969      ; declare first number
OPR2: DW 0x0420      ; declare second number
RESULT: DW 0         ; declare place to store result
```

; actual entry point of the program

start:

```
MOV AX, word OPR1     ; move first number to AX
MOV BX, word OPR2     ; move second number to BX
CLC                   ; clear the carry flag
ADD AX, BX             ; add BX to AX
MOV DI, OFFSET RESULT ; move offset of result to DI
MOV word [DI], AX      ; store result
print reg              ; print result
```

**OUTPUT:**

Reg	H	L
A	6d	89
B	04	20
C	00	00
D	00	00

Segments	
SS	0000
DS	0000
ES	0000

Pointers	
SP	0000
BP	0000
SI	0000
DI	0004

Flags:								
OF	DF	IF	TF	SF	ZF	AF	PF	CF
0	0	0	0	0	0	0	0	0

**Memory** Start Address

69	69	20	04	89	6d	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

**2) A Program to move data from one segment to another**

SET 0 ; set address for segment 1

src:DB 0x3 ; store data

DB 0x5

DB 0x7

SET 0x1 ; set addresss for segment 2

dest:DB [0,3] ; store data

; actual entry point of the program

start:

print mem 0:8 ; print initial state of segment 1

print mem 0x10:8 ; print initial state of segment 2

MOV AX, 0 ; move address of seg1

MOV DS,AX ; to ds

MOV AX , 0x1 ; move address of seg2

**OUTPUT:**

[illegible]

```
print reg      ; print registers
```

**OUTPUT:**

[illegible]

```
hello: DB "Hello World" ; store string
```

start:

```
MOV AH, 0x13      ; move BIOS interrupt number in AH
MOV CX, 11        ; move length of string in cx
MOV BX, 0         ; mov 0 to bx, so we can move it to es
MOV ES, BX        ; move segment start of string to es, 0
MOV BP, OFFSET hello ; move start offset of string in bp
MOV DL, 0         ; start writing from col 0
int 0x10          ; BIOS interrupt
```

**OUTPUT:**

```
Input
-----
Output
Hello World
.....
```

[illegible]

[illegible]

```
print mem :16      ; print memory
```

**OUTPUT:**

[illegible]



## **CONCLUSION:**

In this experiment, I implemented 8086 microprocessor's assembly language based programs. The codes were run on an online 8086 emulator. The programs were to add two word length numbers, to calculate LCM and GCD of two numbers, to transfer the data, to calculate the factorial using loop in 8086 assembly instruction set and programs to implement interrupts.

## EXPERIMENT 9

**AIM:** To study and implement Macros and Dos Interrupt in Assembly Language Programming.

- 1) To implement Macros for calculating Factorial of a number
- 2) To calculate and display sum of 2 user entered inputs using DOS interrupts

### **THEORY:**

#### **Macros:**

A macro is a sequence of instructions, assigned by a name and could be used anywhere in the program. Macros are useful for the following purposes:

- To simplify and reduce the amount of repetitive coding
- To reduce errors caused by repetitive coding
- To make an assembly program more readable.

A macro consists of name, set of formal parameters and body of code. The use of macro name with set of actual parameters is replaced by some code generated by its body. This is called macro expansion.

Macros allow a programmer to define pseudo operations, typically operations that are generally desirable, are not implemented as part of the processor instruction, and can be implemented as a sequence of instructions. Each use of a macro generates new program instructions, the macro has the effect of automating writing of the program.

Macros can be defined used in many programming languages, like C, C++ etc. Example macro in C programming. Macros are commonly used in C to define small snippets of code. If the macro has parameters, they are substituted into the macro body during expansion; thus, a C macro can mimic a C function. The usual reason for doing this is to avoid the overhead of a function call in simple cases, where the code is lightweight enough that function call overhead has a significant impact on performance.

#### **DOS Interrupts:**

The interrupt types 20h-3Fh are serviced by DOS routines that provide high-level service to hardware as well as system resources such as files and directories. The most useful is INT 21H, which provides many functions for doing keyboard, video, and file operations.

Function Number	Description
AH=01h	READ CHARACTER FROM STANDARD INPUT, WITH ECHO
AH=02h	WRITE CHARACTER TO STANDARD OUTPUT
AH=05h	WRITE CHARACTER TO PRINTER
AH=06h	DIRECT CONSOLE OUTPUT
AH=07h	DIRECT CHARACTER INPUT, WITHOUT ECHO
AH=08h	CHARACTER INPUT WITHOUT ECHO
AH=09h	WRITE STRING TO STANDARD OUTPUT
AH=0Ah	BUFFERED INPUT
AH=0Bh	GET STDIN STATUS
AH=0Ch	FLUSH BUFFER AND READ STANDARD INPUT
AH=0Dh	DISK RESET
AH=0Eh	SELECT DEFAULT DRIVE
AH=19h	GET CURRENT DEFAULT DRIVE
AH=25h	SET INTERRUPT VECTOR
AH=2Ah	GET SYSTEM DATE
AH=2Bh	SET SYSTEM DATE
AH=2Ch	GET SYSTEM TIME
AH=2Dh	SET SYSTEM TIME
AH=2Eh	SET VERIFY FLAG
AH=30h	GET DOS VERSION
AH=35h	GET INTERRUPT VECTOR
AH=36h	GET FREE DISK SPACE
AH=39h	"MKDIR" - CREATE SUBDIRECTORY
AH=3Ah	"RMDIR" - REMOVE SUBDIRECTORY
AH=3Bh	"CHDIR" - SET CURRENT DIRECTORY
AH=3Ch	CREATE OR TRUNCATE FILE
AH=3Dh	"OPEN" - OPEN EXISTING FILE
AH=3Eh	"CLOSE" - CLOSE FILE
AH=3Fh	"READ" - READ FROM FILE OR DEVICE
AH=40h	"WRITE" - WRITE TO FILE OR DEVICE
AH=41h	"UNLINK" - DELETE FILE
AH=42h	"LSEEK" - SET CURRENT FILE POSITION
AH=43h	GET FILE ATTRIBUTES
AH=47h	"CWD" - GET CURRENT DIRECTORY
AH=4Ch	"EXIT" - TERMINATE WITH RETURN CODE
AH=4Dh	GET RETURN CODE (ERRORLEVEL)
AH=54h	GET VERIFY FLAG
AH=56h	"RENAME" - RENAME FILE
AH=57h	GET/SET FILE'S DATE AND TIME, GET EXTENDED ATTRIBUTES FOR FILE

**CODE:****1) Program to calculate factorial using Macros.**

NUM: DW 0x6

RESULT: DW 0

MACRO fact(no) -> MUL word no <-

start:

MOV AX, 0x0001

NOTZEROLOOP:

fact(NUM)

DEC word NUM

JNZ NOTZEROLOOP

MOV word RESULT,AX

print mem :16

**OUTPUT:**

**8086 Compiler**

**Code Editor**

```

1 NUM: DW 0x6
2 RESULT: DW 0
3 MACRO fact(no) -> MUL word no <-
4 start:
5 MOV AX, 0x0001
6 NOTZEROLOOP:
7 fact(NUM)
8 DEC word NUM
9 JNZ NOTZEROLOOP
10 MOV word RESULT,AX
11 print mem :16
12

```

COMPILER RUN NEXT STOP

Reg	H	L
A	02	d0
B	00	00
C	00	00
D	00	00

Segments	Pointers
SS 0000	SP 0000
DS 0000	BP 0000
ES 0000	SI 0000
	DI 0000

**Flags:**

OF	DF	IF	TF	SF	ZF	AF	PF	CF
0	0	0	0	0	0	0	0	0

**Memory**

Start Address: 00000 SET

01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Input ✓

Output

**2) Program to calculate the sum of 2 number using DOS Interrupts.**

DATA SEGMENT

NUM1 DB ?

NUM2 DB ?

RESULT DB ?

MSG1 DB 10,13,"ENTER FIRST NUMBER TO ADD : \$"

MSG2 DB 10,13,"ENTER SECOND NUMBER TO ADD : \$"

MSG3 DB 10,13,"RESULT OF ADDITION IS : \$"

ENDS

CODE SEGMENT

ASSUME DS:DATA, CS:CODE

START:

MOV AX,DATA

MOV DS,AX

LEA DX,MSG1

MOV AH,9

INT 21H

MOV AH,1

INT 21H

SUB AL,30H

MOV NUM1,AL

LEA DX,MSG2

MOV AH,9

INT 21H

MOV AH,1

INT 21H

SUB AL,30H

MOV NUM2,AL

ADD AL,NUM1

MOV RESULT,AL

MOV AH,0

AAA

ADD AH,30H ADD AL,30H

MOV BX,AX

LEA DX,MSG3

MOV AH,9

INT 21H

MOV AH,2

MOV DL,BH

INT 21H

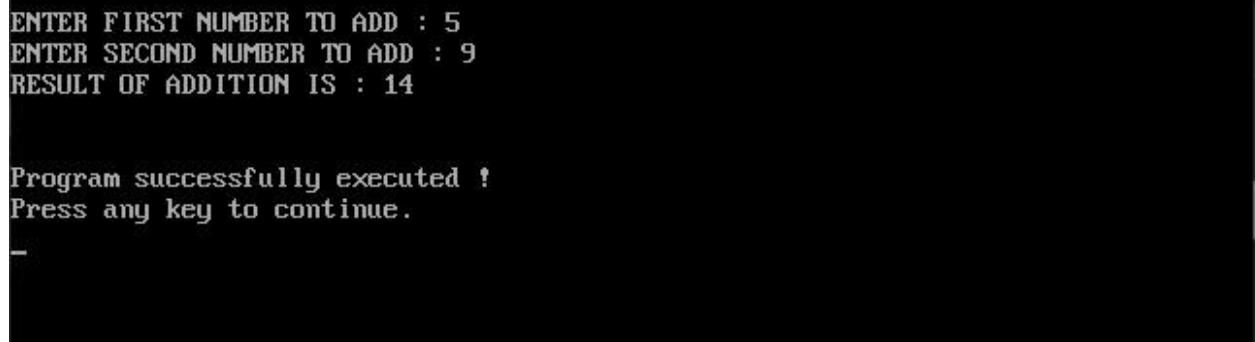
MOV AH,2

MOV DL,BL

INT 21H

```
MOV AH,4CH  
INT 21H  
ENDS  
END START
```

## OUTPUT:



```
ENTER FIRST NUMBER TO ADD : 5  
ENTER SECOND NUMBER TO ADD : 9  
RESULT OF ADDITION IS : 14  
  
Program successfully executed !  
Press any key to continue.  
—
```

## CONCLUSION:

In this experiment, I implemented Macros and Dos Interrupts in Assembly language Program. Firstly, I learnt about Macros and its implementation in Assembly Level Language. Macros help reduce the code repetition and are typically faster than functions as they don't involve actual function call overhead. Secondly, I learnt about Dos Interrupt and how to implement them in Assembly Language program. Interrupts is a condition that halts the microprocessor temporarily to work on a different task and then return to its previous task. The most useful is INT 21H, which provides many functions for doing keyboard, video, and file operations.

## EXPERIMENT 10

**AIM:** Write a program using ALP to stimulate 8051 Microcontroller interfacing Seven segment display. Display your SAP ID using this tool. (Convert your SAP ID in to Hex and then use 7segment display to Glow your SAP ID)

### THEORY:

#### 8085 Microcontroller:

Digit pattern of a seven segment LED display is simply the different logic combinations of its terminals 'a' to 'h' to display different digits and characters. For example, if you want to display the digit 3 on seven segment then you need to glow the segments a, b, c, d and g, having a binary pattern: 3 → 1 1 1 1 0 0 1, in hexadecimal converts to 0x79. The table below, demonstrates the Hex decimal values that we need to send to the Display from PORT selected.

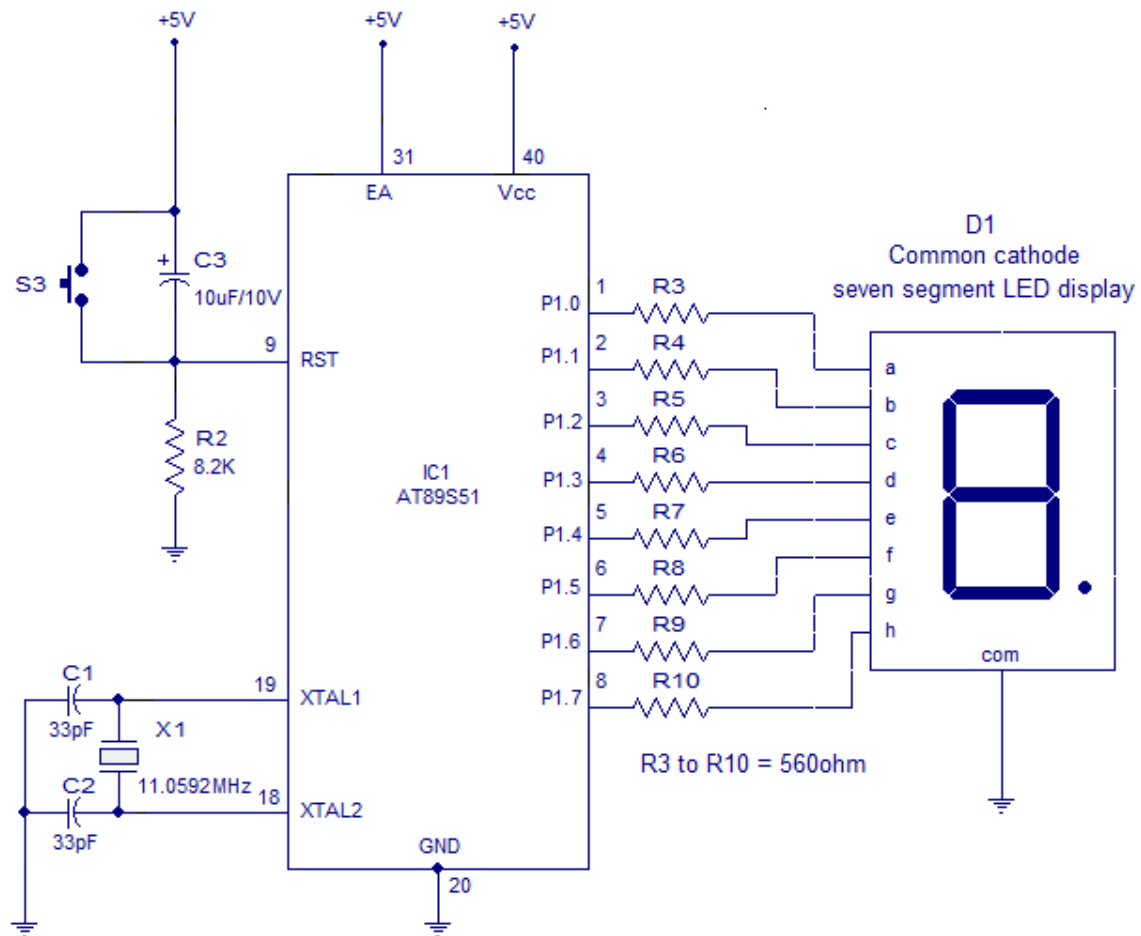
Decimal	ABCDEFG	A	B	C	D	E	F	G
0	0x7E	1	1	1	1	1	1	0
1	0x30	0	1	1	0	0	0	0
2	0x6D	1	1	0	1	1	0	1
3	0x79	1	1	1	1	0	0	1
4	0x33	0	1	1	0	0	1	1
5	0x5B	1	0	1	1	0	1	1
6	0x5F	1	0	1	1	1	1	1
7	0x70	1	1	1	0	0	0	0
8	0x7F	1	1	1	1	1	1	1
9	0x7B	1	1	1	1	0	1	1

### Applications

- Seven segments are widely used in digital clocks to display the time.
- These are used in electronic meters for displaying the numerical information.
- Used in Instrument panels.
- Used in digital readout displays.

### Limitations

- The complexity is increased to display large information.
- It is not possible to display the symbols on seven segment.



**CODE:** To display the last bits of the SAP ID (4190068 → 3FEF74)

```
MOV P0,#79h
MOV P0,#47h
MOV P0,#4Fh
MOV P0,#47h
MOV P0,#70h
MOV P0,#33h
```



## OUTPUT:

**Error line**

8051

P1.0 O Vcc  
P1.1 O P0.0  
P1.2 O OP0.1  
P1.3 O OP0.2  
P1.4 O P0.3  
P1.5 O P0.4  
P1.6 O P0.5  
P1.7 O P0.6  
RST O OP0.7  
P3.0 O OEA  
P3.1 O OALE  
P3.2 O OPSEN  
P3.3 O OP2.7  
P3.4 O OP2.6  
P3.5 O OP2.5  
P3.6 O OP2.4  
P3.7 O OP2.3  
XTAL2O OP2.2  
XTAL1O OP2.1  
GND O OP2.0

SFR Value

A	0x00
B	0x00
PSW	0x00
P0	0x79
P1	0x00
P2	0x00
P3	0x00
SP	0x07
DPL	0x00
DPH	0x00
PCON	0x00
TCON	0x00

0x18 0x00  
0x19 0x00  
0x1a 0x00  
0x1b 0x00  
0x1c 0x00  
0x1d 0x00  
0x1e 0x00  
0x1f 0x00  
0x20 0x00  
0x21 0x00  
0x22 0x00  
0x23 0x00  
0x24 0x00

Port 0

DP

1 MOV P0,#79h  
2 MOV P0,#47h  
3 MOV P0,#4Fh  
4 MOV P0,#47h  
5 MOV P0,#70h  
6 MOV P0,#33h

8051

P1.0 O Vcc  
P1.1 O P0.0  
P1.2 O P0.1  
P1.3 O P0.2  
P1.4 O OP0.3  
P1.5 O OP0.4  
P1.6 O OP0.5  
P1.7 O P0.6  
RST O OP0.7  
P3.0 O OEA  
P3.1 O OALE  
P3.2 O OPSEN  
P3.3 O OP2.7  
P3.4 O OP2.6  
P3.5 O OP2.5  
P3.6 O OP2.4  
P3.7 O OP2.3  
XTAL2O OP2.2  
XTAL1O OP2.1  
GND O OP2.0

SFR Value

A	0x00
B	0x00
PSW	0x00
P0	0x47
P1	0x00
P2	0x00
P3	0x00
SP	0x07
DPL	0x00
DPH	0x00
PCON	0x00
TCON	0x00

0x18 0x00  
0x19 0x00  
0x1a 0x00  
0x1b 0x00  
0x1c 0x00  
0x1d 0x00  
0x1e 0x00  
0x1f 0x00  
0x20 0x00  
0x21 0x00  
0x22 0x00  
0x23 0x00  
0x24 0x00

Port 0

DP

1 MOV P0,#79h  
2 MOV P0,#47h  
3 MOV P0,#4Fh  
4 MOV P0,#47h  
5 MOV P0,#70h  
6 MOV P0,#33h

8051

P1.0 O Vcc  
P1.1 O P0.0  
P1.2 O P0.1  
P1.3 O P0.2  
P1.4 O OP0.3  
P1.5 O OP0.4  
P1.6 O OP0.5  
P1.7 O P0.6  
RST O OP0.7  
P3.0 O OEA  
P3.1 O OALE  
P3.2 O OPSEN  
P3.3 O OP2.7  
P3.4 O OP2.6  
P3.5 O OP2.5  
P3.6 O OP2.4  
P3.7 O OP2.3  
XTAL2O OP2.2  
XTAL1O OP2.1  
GND O OP2.0

SFR Value

A	0x00
B	0x00
PSW	0x00
P0	0x4f
P1	0x00
P2	0x00
P3	0x00
SP	0x07
DPL	0x00
DPH	0x00
PCON	0x00
TCON	0x00

0x18 0x00  
0x19 0x00  
0x1a 0x00  
0x1b 0x00  
0x1c 0x00  
0x1d 0x00  
0x1e 0x00  
0x1f 0x00  
0x20 0x00  
0x21 0x00  
0x22 0x00  
0x23 0x00  
0x24 0x00

Port 0

DP

1 MOV P0,#79h  
2 MOV P0,#47h  
3 MOV P0,#4Fh  
4 MOV P0,#47h  
5 MOV P0,#70h  
6 MOV P0,#33h

8051

P1.0 O Vcc  
P1.1 O P0.0  
P1.2 O P0.1  
P1.3 O P0.2  
P1.4 O OP0.3  
P1.5 O OP0.4  
P1.6 O OP0.5  
P1.7 O P0.6  
RST O OP0.7  
P3.0 O OEA  
P3.1 O OALE  
P3.2 O OPSEN  
P3.3 O OP2.7  
P3.4 O OP2.6  
P3.5 O OP2.5  
P3.6 O OP2.4  
P3.7 O OP2.3  
XTAL2O OP2.2  
XTAL1O OP2.1  
GND O OP2.0

SFR Value

A	0x00
B	0x00
PSW	0x00
P0	0x47
P1	0x00
P2	0x00
P3	0x00
SP	0x07
DPL	0x00
DPH	0x00
PCON	0x00
TCON	0x00

0x18 0x00  
0x19 0x00  
0x1a 0x00  
0x1b 0x00  
0x1c 0x00  
0x1d 0x00  
0x1e 0x00  
0x1f 0x00  
0x20 0x00  
0x21 0x00  
0x22 0x00  
0x23 0x00  
0x24 0x00

Port 0

DP

1 MOV P0,#79h  
2 MOV P0,#47h  
3 MOV P0,#4Fh  
4 MOV P0,#47h  
5 MOV P0,#70h  
6 MOV P0,#33h

The screenshot displays a simulation of an 8051 microcontroller. On the left, the pin configuration is shown with P1.0 to P1.7, P3.0 to P3.7, XTAL2, XTAL1, and GND. The central part shows the SFR (Special Function Register) values: A=0x00, B=0x00, PSW=0x00, P0=0x70, P1=0x00, P2=0x00, P3=0x00, SP=0x07, DPL=0x00, DPH=0x00, and PCON=0x00. To the right, a 7-segment display is shown with segments A, B, C, D, E, F, and G. The display shows the hex value 79H. Below the display, a dropdown menu is set to 'Port 0'. On the far right, a list of assembly instructions is shown: 1 MOV P0, #79h, 2 MOV P0, #47h, 3 MOV P0, #4Fh, 4 MOV P0, #47h, 5 MOV P0, #78h, 6 MOV P0, #33h. The 6th instruction is highlighted in green.

## CONCLUSION:

In this experiment, I learnt interfacing 7 segment display with 8051 microcontroller. The 7 segment display have 7 segments a, b, c, d, e, f, g and the respective segments need to be lit in order to display a digit. Each digit has it's own pattern for example, 3 → 1 1 1 1 0 0 1, in hexadecimal converts to 0x79. Thus, in the microcontroller we feed 79H to the port and the number is displayed. In this experiment I displayed the hex value of the last bits of my SAP ID (4190068 → 3FEF74)