

PROBLEMS

- 4-1. Show the block diagram of the hardware (similar to Fig. 4-2a) that implements the following register transfer statement:

$$yT_2: R2 \leftarrow R1, R1 \leftarrow R2$$

- 4-2. The outputs of four registers, $R0$, $R1$, $R2$, and $R3$, are connected through 4-to-1-line multiplexers to the inputs of a fifth register, $R5$. Each register is eight bits long. The required transfers are dictated by four timing variables T_0 through T_3 as follows:

$$\begin{aligned} T_0: R5 &\leftarrow R0 \\ T_1: R5 &\leftarrow R1 \\ T_2: R5 &\leftarrow R2 \\ T_3: R5 &\leftarrow R3 \end{aligned}$$

The timing variables are mutually exclusive, which means that only one variable is equal to 1 at any given time, while the other three are equal to 0. Draw a block diagram showing the hardware implementation of the register transfers. Include the connections necessary from the four timing variables to the selection inputs of the multiplexers and to the load input of register $R5$.

- ✓ 4-3. Represent the following conditional control statement by two register transfer statements with control functions.

If ($P = 1$) then ($R1 \leftarrow R2$) else if ($Q = 1$) then ($R1 \leftarrow R3$)

- 4-4. What has to be done to the bus system of Fig. 4-3 to be able to transfer information from any register to any other register? Specifically, show the connections that must be included to provide a path from the outputs of register C to the inputs of register A .

- ✓ 4-5. Draw a diagram of a bus system similar to the one shown in Fig. 4-3, but use three-state buffers and a decoder instead of the multiplexers.

- ✓ 4-6. A digital computer has a common bus system for 16 registers of 32 bits each. The bus is constructed with multiplexers.

- a. How many selection inputs are there in each multiplexer?
- b. What size of multiplexers are needed?
- c. How many multiplexers are there in the bus?

- ✓ 4-7. The following transfer statements specify a memory. Explain the memory operation in each case.

- a. $R2 \leftarrow M[AR]$
- b. $M[AR] \leftarrow R3$
- c. $R5 \leftarrow M[R5]$

- 4-8. Draw the block diagram for the hardware that implements the following statements:

$$x + yz: AR \leftarrow AR + BR$$

where AR and BR are two n -bit registers and x , y , and z are control variables. Include the logic gates for the control function. (Remember that the symbol $+$ designates an OR operation in a control or Boolean function but that it represents an arithmetic plus in a microoperation.)

- 4-9. Show the hardware that implements the following statement. Include the logic gates for the control function and a block diagram for the binary counter with a count enable input.

$$xyT_0 + T_1 + y'T_2: AR \leftarrow AR + 1$$

- 4-10. Consider the following register transfer statements for two 4-bit registers $R1$ and $R2$.

$$\begin{aligned} xT: R1 &\leftarrow R1 + R2 \\ x'T: R1 &\leftarrow R2 \end{aligned}$$

Every time that variable $T = 1$, either the content of $R2$ is added to the content of $R1$ if $x = 1$, or the content of $R2$ is transferred to $R1$ if $x = 0$. Draw a diagram showing the hardware implementation of the two statements. Use block diagrams for the two 4-bit registers, a 4-bit adder, and a quadruple 2-to-1-line multiplexer that selects the inputs to $R1$. In the diagram, show how the control variables x and T select the inputs of the multiplexer and the load input of register $R1$.

- 4-11. Using a 4-bit counter with parallel load as in Fig. 2-11 and a 4-bit adder as in Fig. 4-6, draw a block diagram that shows how to implement the following statements:

$$\begin{aligned} x: R1 &\leftarrow R1 + R2 && \text{Add } R2 \text{ to } R1 \\ x'y: R1 &\leftarrow R1 + 1 && \text{Increment } R1 \end{aligned}$$

where $R1$ is a counter with parallel load and $R2$ is a 4-bit register.

- 4-12. The adder-subtractor circuit of Fig. 4-7 has the following values for input mode M and data inputs A and B . In each case, determine the values of the outputs: S_3 , S_2 , S_1 , S_0 , and C_4 .

	M	A	B
a.	0	0111	0110
b.	0	1000	1001
c.	1	1100	1000
d.	1	0101	1010
e.	1	0000	0001