

Problem 1. (24points) A and B are 9-bit registers that contain the binary values: $A = 100011101$ and $B = 111110000$.

- (a) (4pts) A third 9-bit register R is used to store the result of the micro-operation $R \leftarrow A+B$. What will be the binary value in R as well as the two most significant output carries, c_8 and c_9 , of the addition?

Carry: **11**111100000

A: 100011101

B: + 111110000

R: 100001101

- (b) (4pts) If the numbers in A and B are considered unsigned numbers, does R contain the correct result of $A + B$? Justify your answer.

No, because there is “1” carry out of the 9th bit after the addition, and A , B are two unsigned numbers

- (c) (4pts) If the numbers in A , B and B are considered signed numbers, represented in their 2’s complement format, then does R contain the correct result of $A + B$? Justify your answer.

Yes, because:

the carry out of 9th and 8th bits are the same;


or,

the sign bit of the operands are the same with the result’s sign bit ($A_8=B_8=R_8=1$)

2.

- (a) (6 pts) If now the micro-operation $R \leftarrow A - B$ is executed, what will be the result stored in R as well as the last two output carries, c_8 and c_9 , of the subtraction?

$$A - B = A + (2\text{'s complement of } B) = A + B' + 1$$


$$\begin{array}{r} \text{Carry: } 000011111\mathbf{1} \\ A: \quad 100011101 \\ B': + 000001111 \\ \hline R: \quad 100101101 \end{array}$$

- (b) (6 pts) If the numbers in A and B are considered signed numbers, represented in their 2's complement format, does R contain the correct result of the subtraction? Justify your answer.

Yes, because the carry out of 9th and 8th bits are the same; or, a negative number plus a positive number won't cause the overflow

Problem 2. (42 points) In this problem, you will design a 3-bit ALU to perform the micro-operations described in Table 1. The ALU takes its operands from two 3-bit registers $A = A_2A_1A_0$ and $B = B_2B_1B_0$, and returns an output $F = F_2F_1F_0$. In the case of arithmetic operations, assume that the contents of A and B are signed numbers in 2's complement representation.

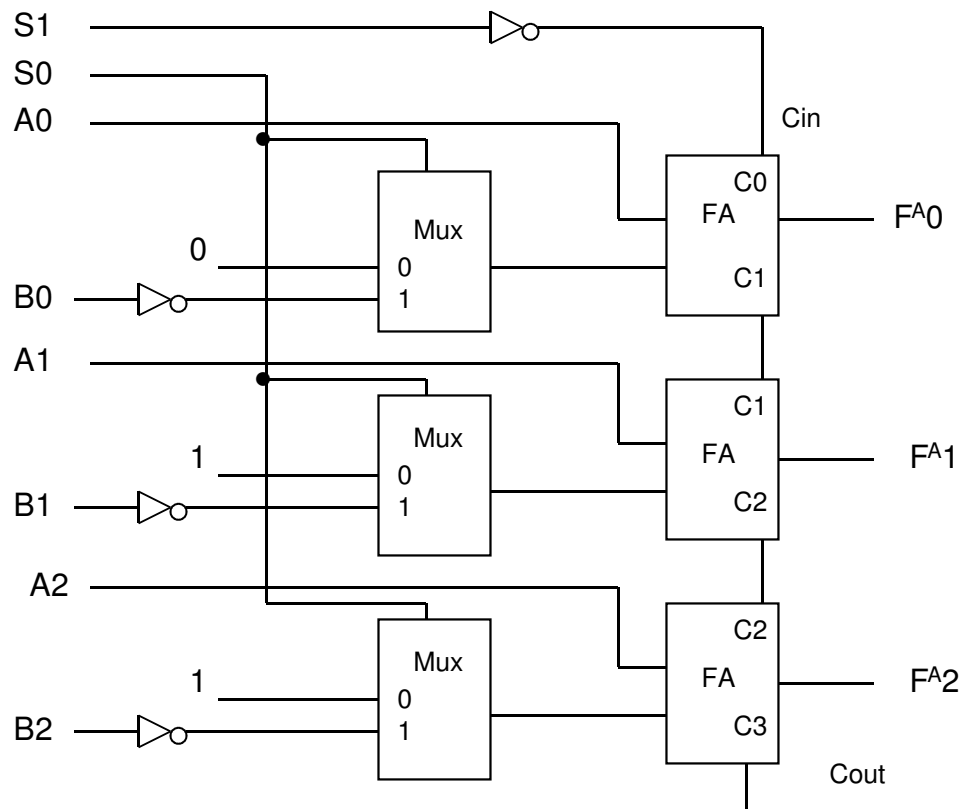
Table 1: Function table of a 3-bit ALU.

Selection			Operation	Description
S_2	S_1	S_0		
0	0	0	$F = A - 1$	Decrement by 1 (Décrémenter par 1)
0	0	1	$F = A - B$	Subtraction (Soustraction)
0	1	0	$F = A - 2$	Decrement by 2 (Décrémenter par 2)
0	1	1	$F = A - B - 1$	Subtraction with borrow (Soustraction avec emprunt)
1	0	0	$F = \overline{A} \vee B$	Logic implication (Implication logique)
1	0	1	$F = A \oplus B$	Comparison (Comparaison)
1	1	0	$F = \text{cir } A$	Circular shift right (Décalage circulaire à droite)
1	1	1	$F = \text{ashl } A$	Arithmetic shift left (Décalage arithmétique à gauche)

1. Design of arithmetic unit

(a) (10 pts) Draw a detailed logic circuit of the ALU's arithmetic unit.

S_2	S_1	S_0	Operation	Description	
0	0	0	$F = A - 1$	Decrement by 1 (Décrémenter par 1)	$F^0 = A - 1 = A + 2's(001) = A + 111 = (A + 110) + 1$
0	0	1	$F = A - B$	Subtraction (Soustraction)	$F^1 = A - B = A + 2's(B_2 B_1 B_0) = A + (B_2' B_1' B_0' + 1)$
0	1	0	$F = A - 2$	Decrement by 2 (Décrémenter par 2)	$F^2 = A - 2 = A + 2's(010) = (A + 110)$
0	1	1	$F = A - B - 1$	Subtraction with borrow (Soustraction avec	$F^3 = A - B = A + 2's(B_2 B_1 B_0) - 1 = A + (B_2' B_1' B_0' + 1) - 1$ $= A + (B_2' B_1' B_0')$



$$F^0 = F^2 + 1 \Rightarrow F^{0,2} = (A + 110) + S_1'$$

$$F^1 = F^3 + 1 \Rightarrow F^{1,3} = (A + B_2' B_1' B_0') + S_1'$$

$$F^A = S_0' F^{0,2} + S_0 F^{1,3} = S_0' [(A + 110) + S_1'] + S_0 [(A + B_2' B_1' B_0') + S_1']$$

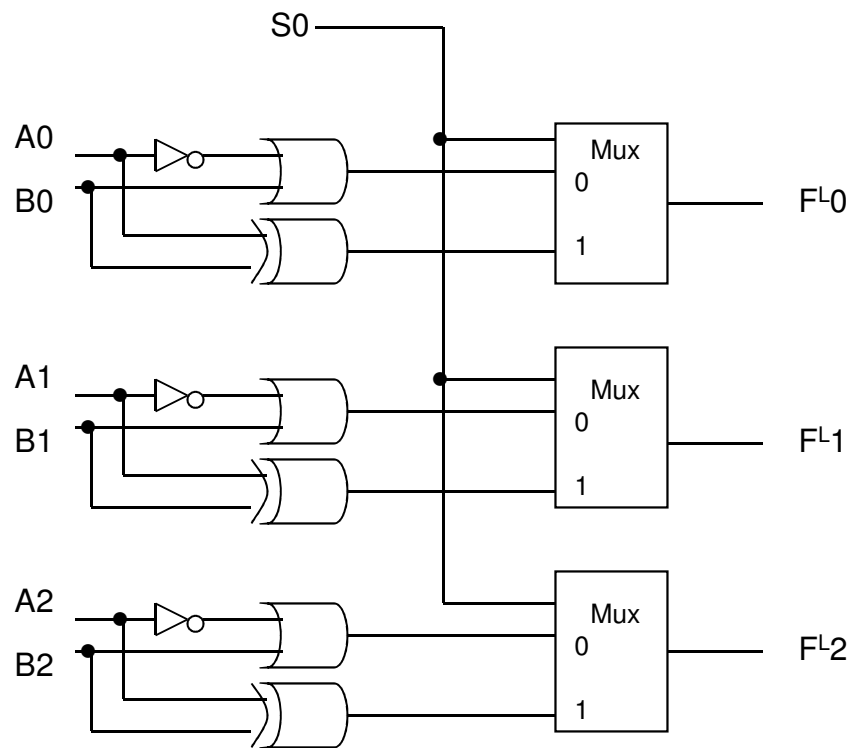
(b) (3 pts) A Boolean variable W is set to 1 when an overflow occurs and is reset to 0 otherwise. Find a simplified Boolean expression of W .

$$W = C_3 \oplus C_2$$

2. Design of logic unit

Draw a detailed logic circuit of the ALU's logic unit.

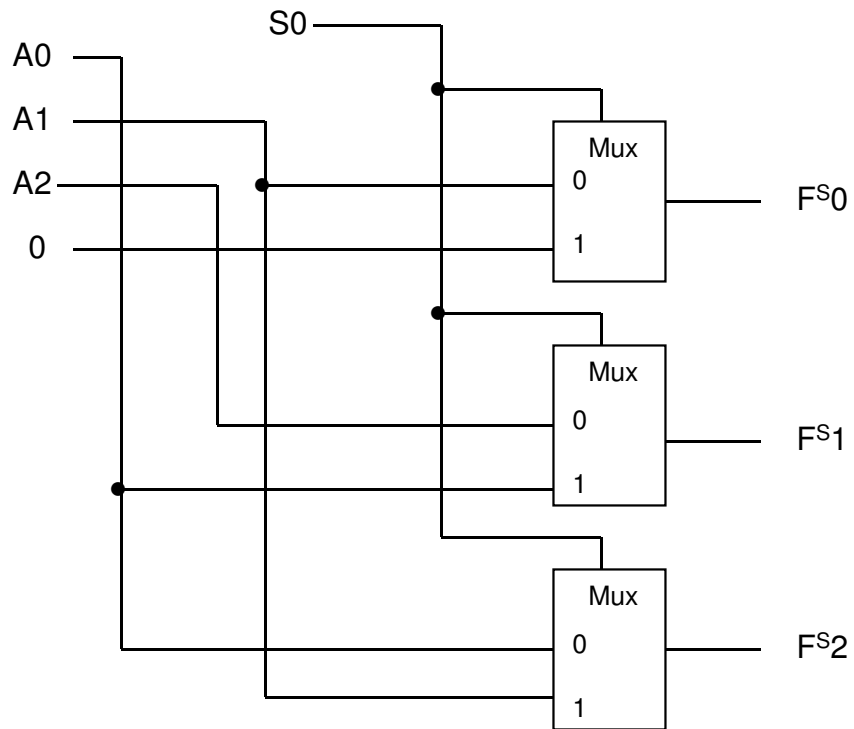
1	0	0	$F = \bar{A} \vee B$	Logic implication (Implication logique)
1	0	1	$F = A \oplus B$	Comparison (Comparaison)



3. Design of shift unit

(a) (8 pts) Draw a detailed logic circuit of the ALU's shift unit.

1	1	0	$F = cir\ A$	Circular shift right (Décalage circulaire à droite)
1	1	1	$F = ashl\ A$	Arithmetic shift left (Décalage arithmétique à gauche)



$$cir\ A : \quad A_2 A_1 A_0 \Rightarrow A_0 A_2 A_1$$

$$ashl\ A : \quad A_2 A_1 A_0 \Rightarrow A_1 A_0 0$$

- (b) (3 pts) A Boolean variable V is set to 1 when an overflow occurs during the arithmetic shift and is reset to 0 otherwise. Find a simplified Boolean expression of V .

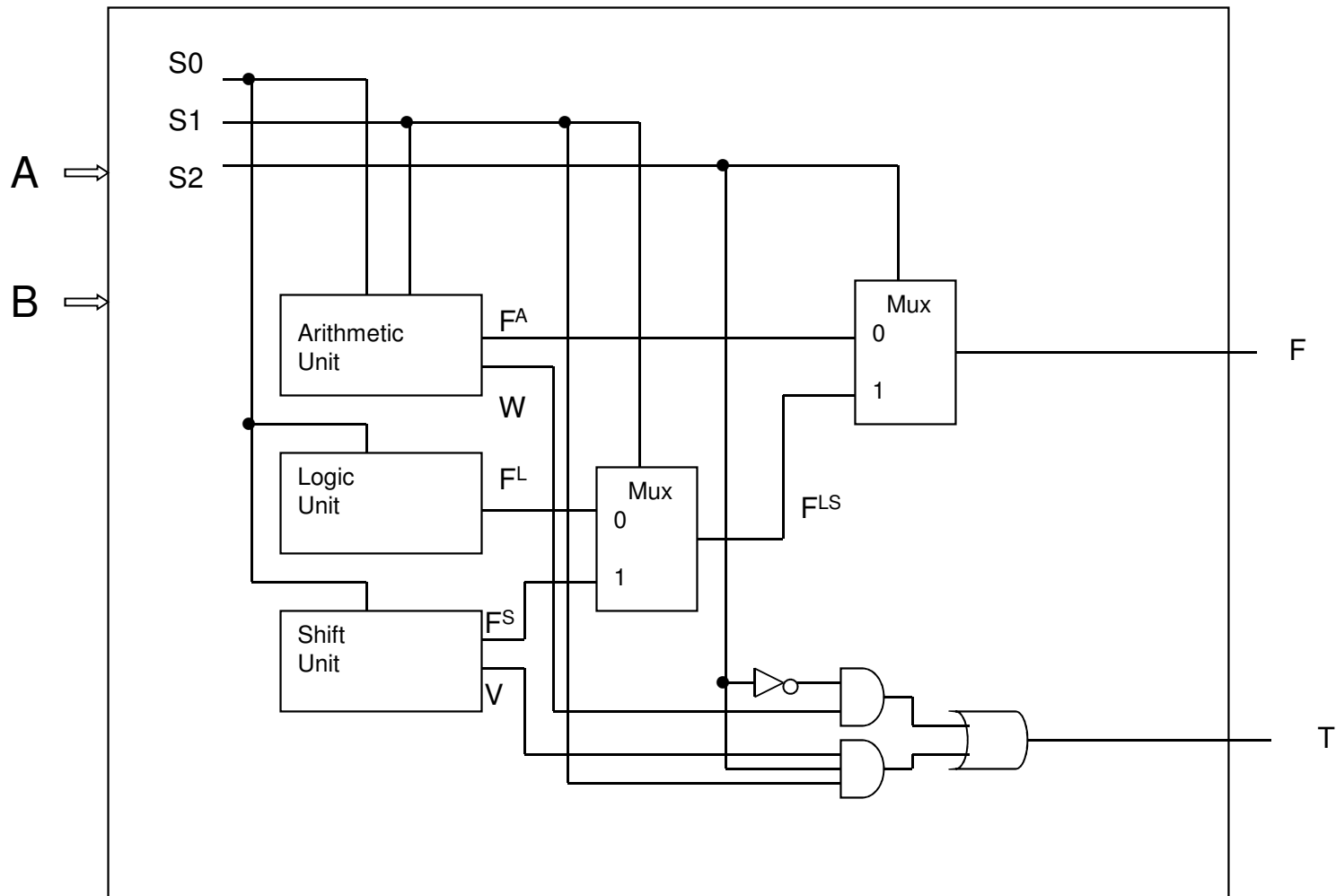
$$V = S0 (A2 \oplus A1)$$

4. Finalizing the ALU design

- (a) (4 pts) A Boolean variable T is used to determine if one the micro-operations stated in Table 1 caused an overflow. T is set to 1 when an overflow occurs and is reset to 0 otherwise. Find a simplified Boolean expression of T . (*Hint:* express T in terms of W and V , and possibly other Boolean variables).

$$T = W S2' + V S2 S1$$

- (b) (6 pts) Use bloc diagrams of the arithmetic, logic and shifting units in order to draw the bloc diagram of the complete ALU, including the overflow detection bit T .



Probleme 3. (34points) Figure 1 shows the state diagram of a logic circuit which has a unique one-bit external input x .

1. Start by deriving the state table of the circuit. Then, assuming that JK flip-flops are to be used in the implementation, extend the state table with the excitation table of the circuit.

Present State ⁽ⁿ⁾		Input X	Next State ⁽ⁿ⁺¹⁾		Flip flop inputs			
Q_1	Q_0		Q_1	Q_0	J_1	K_1	J_0	K_0
0	0	0	0	0	0	x	0	x
0	0	1	0	1	0	x	1	x
0	1	0	0	0	0	x	x	1
0	1	1	1	1	1	x	x	0
1	0	0	x	x	x	x	x	x
1	0	1	x	x	x	x	x	x
1	1	0	0	1	x	1	x	0
1	1	1	1	1	x	0	x	0

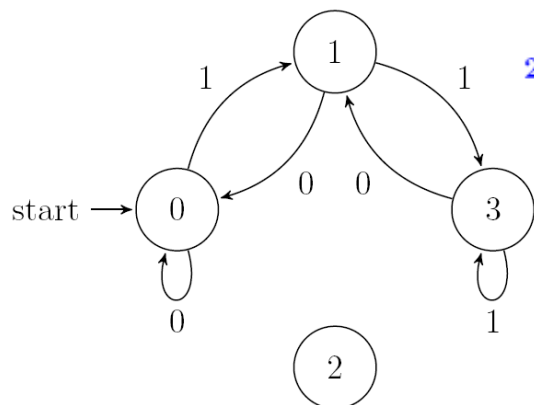


Figure 1: State diagram

2. Find simplified expressions for each flip-flop inputs.

Q_1	Q_0	X	00	01	11	10
0	0	0	0	0	1	0
1	0	1	x	x	x	x

$$J_1 = Q_0 X$$

Q_1	Q_0	X	00	01	11	10
0	1	0	x	x	x	x
1	1	1	x	x	0	1

$$K_1 = \overline{X}$$

Q_1	Q_0	X	00	01	11	10
0	0	0	0	1	x	x
1	0	1	x	x	x	x

$$J_0 = X$$

Q_1	Q_0	X	00	01	11	10
0	1	0	x	x	0	1
1	1	1	x	x	0	0

$$K_0 = \overline{Q_1} \overline{X}$$

3. Draw the logic circuit using JK flip-flops and the minimum number of simple logic gates (AND/OR/NOT)

