

Computer Systems and -architecture

Project 3

1 Ba INF 2013-2014

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Don't hesitate to contact the teaching assistant of this course. You can reach him in room M.G.3.17 or by e-mail.

Time Schedule

Projects are solved in pairs of two students. Projects build on each other, to converge into a unified whole at the end of the semester. During the semester, you will be evaluated three times. At these evaluation moments, you will present your solution of the past projects by giving a demo and answering some questions. You will immediately receive feedback, which you can use to improve your solution for the following evaluations.

For every project, you submit a small report of the project you made by filling in `verslag.html` completely. A report typically consists of 500 words and a number of drawings/screenshots. Put all your files in a `tgz` archive, as explained on the course's website, and submit your report to the exercises on Blackboard.

- Report deadline: **November, 10 2013, 23u55**
- Evaluation and feedback: **November, 12 2013**

Project

Read section C.5 of Appendix C. You can only use the following Logisim libraries for this assignment: Base, Wiring, Gates, Plexers, Input/Output.

1. Build an arithmetic logic unit (ALU) for 16-bit two's complement data words. To do this, create a circuit that implements a 1-bit ALU. Combine them to obtain a 16-bit ALU. Use the Logisim `ALU.GroupXX.circ` file provided on the course page. Rename the file so that 'XX' is your group number. Open the file in Logisim. Do not change the 'main' circuit. Import your adder from the previous exercise by choosing from the menu 'Project' - 'Load Library' - 'Logisim Library...'. Then select your logisim file that includes the adder. Your adder will be loaded in an extra library, below 'Wiring', 'Gates', 'Plexers', etc. Now you can reuse your adder. You will have to complete the '16-bit ALU' circuit in this assignment. You can only make use of the Logisim libraries 'Wiring', 'Gates' and 'Plexers' (not e.g., 'Arithmetic'). Implement the operations below, giving each operation a 4-bit binary code. Your ALU will execute the right operation according to a 4-bit operation input.

Your ALU should be able to perform the operations listed below. Make sure to test everything, including the different possible overflow cases!

- **generate 0** (0000).

Always returns:

| | | |
|--------|--|------------------|
| result | | 0000000000000000 |
|--------|--|------------------|

- **AND** (0001).

Example:

| | | |
|--------|--|------------------|
| a | | 0010010010101010 |
| b | | 1010100101010010 |
| result | | 0010000000000010 |

- **OR** (0010).

Example:

| | | |
|--------|--|------------------|
| a | | 0010010010101010 |
| b | | 1010100101010010 |
| result | | 1010110111111010 |

- **NOT** (0011).

Example:

| | | |
|--------|--|------------------|
| a | | 0010010010101010 |
| result | | 1101101101010101 |

- **numeric addition (two's complement)** (0100). Ripple carry addition suffices.

Example:

| | | |
|--------|--|---------------------------|
| a | | 0010010010101010 (9386) |
| b | | 1010100101010010 (-22190) |
| result | | 1100110111111100 (-12804) |

Mind overflow!

- **numeric inverse (two's complement)** (0101).

Example:

| | | |
|--------|--|--------------------------|
| a | | 0010010010101010 (9386) |
| result | | 1101101101010110 (-9386) |

Mind overflow!

- **less than (two's complement)** (0110). Results in 1 if $a < b$, 0 if $a \geq b$.

Example:

| | | |
|--------|--|---------------------------|
| a | | 0010010010101010 (9386) |
| b | | 1010100101010010 (-22190) |
| result | | 0000000000000000 (false) |

Make sure that this operation can never produce an overflow error!

- **greater than (two's complement)** (0111). Results in 1 if $a > b$, 0 if $a \leq b$.

Example:

| | | |
|--------|--|---------------------------|
| a | | 0010010010101010 (9386) |
| b | | 1010100101010010 (-22190) |
| result | | 0000000000000001 (true) |

Make sure that this operation can never produce an overflow error!

- **equals** (1000). Results in 1 if $a = b$, 0 if $a \neq b$.

Example:

| | | |
|--------|--|---------------------------|
| a | | 0010010010101010 (9386) |
| b | | 1010100101010010 (-22190) |
| result | | 0000000000000000 (false) |

Make sure that this operation can never produce an overflow error!

2. Design a 16-bit ALU that has the following interface:
 - 4-bit input: operation code
 - 16-bit input: operand a
 - 16-bit input: operand b
 - 16-bit output: result of the ALU calculation
 - 1-bit output: true if the result equals zero
 - 1-bit output: true in case of error/overflow
3. Create and run a test file for your ALU. You will do this by creating a file with tests, and running it on your circuit using the program `Test.py`. You need to install Python (<http://python.org/>) to run `Test.py`. Download `Test.py`, `Test_GroupXX.txt` (from the course page) and `logisim-generic-2.7.1.jar` (<http://sourceforge.net/projects/circuit/files/2.7.x/2.7.1/>) and save in the same folder as your adapted `ALU_GroupXX.circ` project (you already have created `ALU_GroupXX.circ` in the previous assignment). The program takes a file containing ALU tests as input, and a `ALU_GroupXX.circ` logisim file. It runs all ALU tests and reports test failures. For this assignment you will have to do the following:
 - Create your ALU test file by adding lines to `Test_GroupXX.txt`.
 - It already contains a simple test:

```
add 1 2 3
```

It should be read as follows: we want to test the 'add'-operation, with operand '1' and '2' (in decimal notation), and the expected outcome of the ALU should be '3' (also in decimal notation). This expected outcome is generally called the "oracle", as it predicts the outcome of the test.
 - You see that for each test, you have to provide the operation you want to test (you can choose between zero, and, or, not, add, inv, lt, gt, eq), values for operands a and b, and an oracle for each test. This oracle will be compared to the actual outcome of your ALU for this operation and with inputs a and b in `ALU_GroupXX.circ`. If the operation only uses the first operand (e.g., inv), you will still have to provide two operands, but the second one will be ignored (by your ALU). So another valid test (you can add it as a new line to the test file) would be:

```
inv 1 0 -1
```

Where the second operand of value '0' will be ignored. This will test whether the numeric inverse of 1 is -1.
 - You can also provide binary values for your tests, so if you want to test the or-operation, you can write the following for example:

```
or 0000001100110011 0000110011001100 0000111111111111
```
 - You can also test for overflow by adding a '1' to your line of code. For example, this would be a valid test:

```
add 20000 20000 0 1
```

Adding 20000 to 20000 would indeed generate an overflow for our 16-bit ALU as 40000 cannot be represented in a 2's complement 16-bit notation. This test has an added '1' at the end of the line, denoting that this test *should* generate an

overflow. In this case, the test program will not compare results (therefore the result is simply '0' here). However, if your ALU does not generate an overflow, this test will fail!

- Bear in mind that you can create test cases that are wrong, e.g.:

```
gt 1000 1001 1
```

This would be wrong, as 1000 is not greater than 1001, so the oracle must be 0 instead of 1. So double-check your test cases! So instead, a correct test would be:

```
gt 1000 1001 0
```

- Your goal is to add significant tests to `Test_GroupXX.txt`. Significant tests are tests that also explore the borderline cases, dealing with e.g., overflow. Write a lot of tests.
- All files must be in the same directory. The program must be executed from the console as follows:

```
python Test.py -a Test_GroupXX.txt ALU_GroupXX.circ
```

with `Test_GroupXX.txt` as the file containing your ALU tests and `ALU_GroupXX.circ` as your logisim file (change XX to your group number). Some lines will be outputted to the console, ending with a line denoting how many tests were executed (depending on how many test lines you have added to your file) and how many of them failed or produced an error (you should have 0 here).

If not successful, tests can be 'errors' or 'failures'. An error means that some of the resulting signals were 'Error' signals or 'don't care' signals ('E' or 'x', or a red/blue signal line in logisim). A failure means that either the expected result did not match what you have specified in your test, or the expected error value did not match. If you have failure or error tests, there will be some information about this failure/error in the output.

4. To prepare for the next lab session, read sections C.7, C.8 and C.10 of Appendix C.