

Department of Electrical and Computer Engineering
The University of Texas at Austin

EE 306, Fall 2015

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Final Exam, December 11, 2015

Name: _____

Part A:

Problem 1 (10 points): _____

Problem 2 (10 points): _____

Problem 3 (10 points): _____

Problem 4 (10 points): _____

Problem 5 (10 points): _____

Part A (50 points):

Part B:

Problem 6 (10 points): _____

Problem 7 (15 points): _____

Problem 8 (20 points): _____

Problem 9 (25 points): _____

Part B (70 points):

Note: Please be sure that your answers to all questions (and all supporting work that is required) are contained in the space provided.

Note: Please be sure your name is recorded on each sheet of the exam.

I will not cheat on this exam.

Signature

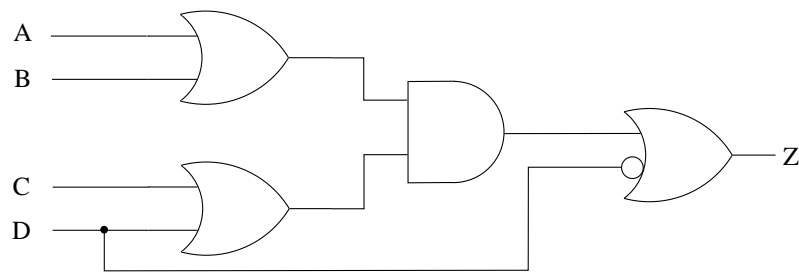
GOOD LUCK!
(HAVE A GREAT SEMESTER BREAK)

Name: _____

Problem 1. (10 points):

Part a. (5 points):

Construct the truth table for the following logic circuit.

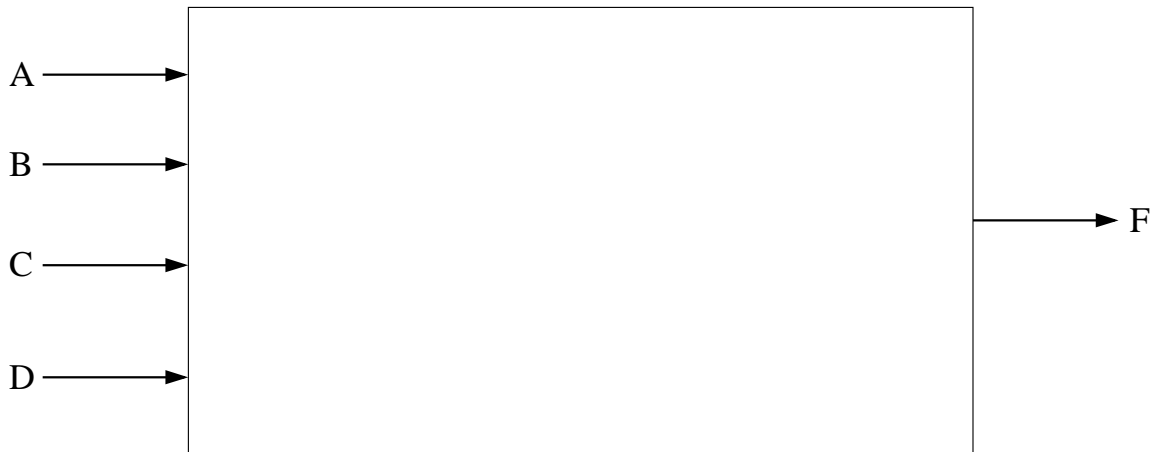


A	B	C	D	Z
0	0	0	0	
0	0	0	1	
0	0	1	0	
0	0	1	1	
0	1	0	0	
0	1	0	1	
0	1	1	0	
0	1	1	1	
1	0	0	0	
1	0	0	1	
1	0	1	0	
1	0	1	1	
1	1	0	0	
1	1	0	1	
1	1	1	0	
1	1	1	1	

Part b. (5 points):

Construct a logic circuit to implement the function:

$$f = (A \text{ AND } B \text{ AND } (\text{NOT } C)) \text{ OR } ((\text{NOT } A) \text{ AND } (\text{NOT } B) \text{ AND } D)$$



Name: _____

Problem 2. (10 points):

Assemble the following program. You may not need every space provided.

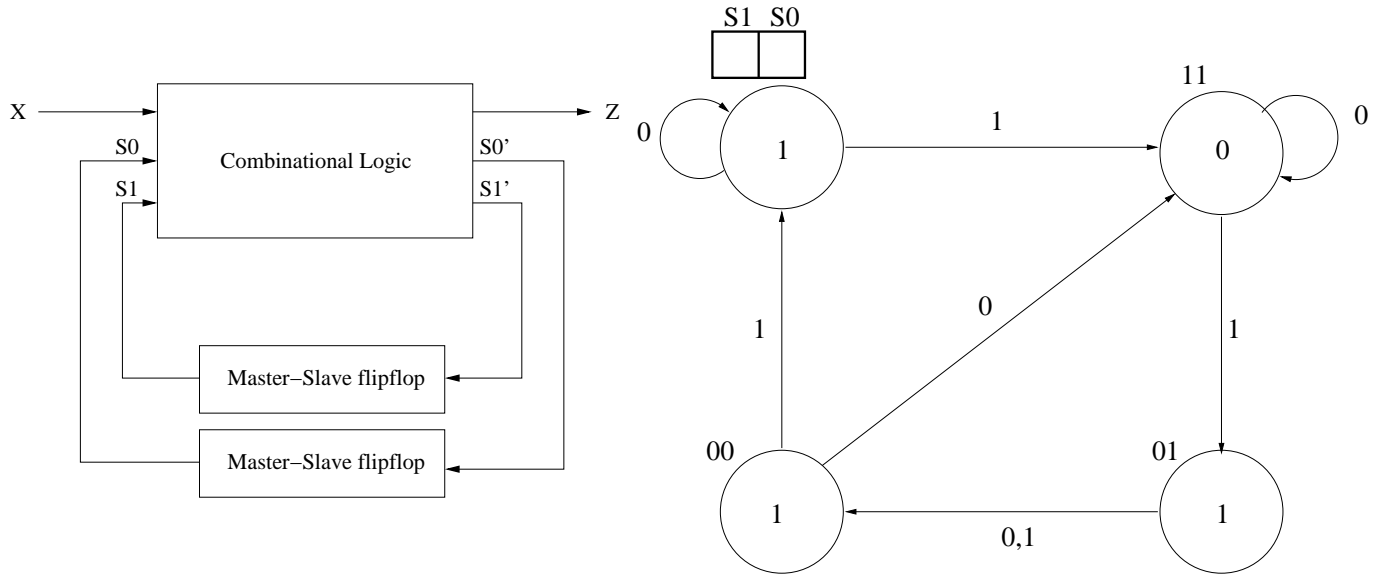
```
.ORIG x3000
LEA R1, BANNER
AND R2, R2, #0
AGAIN ADD R2, R2, #1
LDR R0, R1, #0
BRnp AGAIN
DONE ST R2, RESULT
HALT

;
BANNER .STRINGZ "Bevo"
RESULT .BLKW #3
MASK .FILL x0030
.END
```

x3000	
x3001	
x3002	
x3003	
x3004	
x3005	
x3006	
x3007	
x3008	
x3009	
x300A	
x300B	
x300C	
x300D	
x300E	
x300F	
x3010	
x3011	
x3012	
x3013	

Name: _____

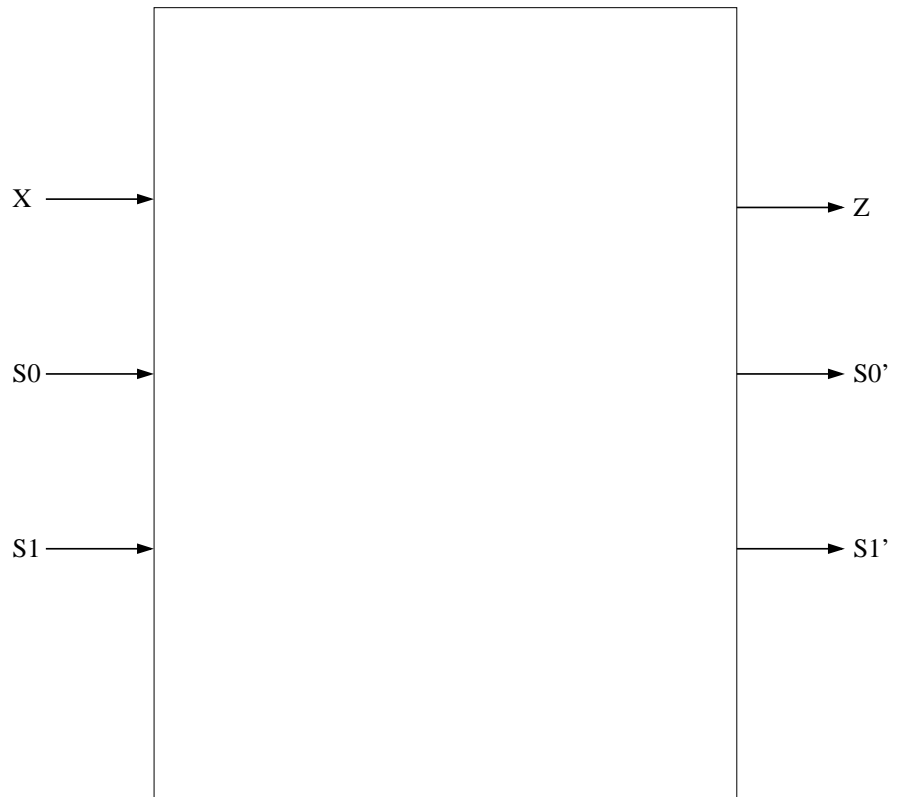
Problem 3. (10 points): Shown below are the block diagram and the state diagram for a simple four state machine.



Note that upper left hand state is missing its label. Write it in the box provided.

Fill in the state table, and draw the logic circuits required to implement this state machine.

S1	S0	X	S1'	S0'	Z
0	0	0			
0	0	1			
0	1	0			
0	1	1			
1	0	0			
1	0	1			
1	1	0			
1	1	1			



Name: _____

Problem 4. (10 points):

The instruction cycle of only one of the LC-3 instructions requires all three of the states 18, 32, and 15 to execute that instruction.

Part a. (1 points): What is the assembly language name for that instruction's opcode?

Part b. (9 points): The table below consists of three rows, one each for states 18, 32, and 15. The columns identify the control signals of the LC-3.

Your job: Fill in the entries in the table.

If it does not matter what value is in that entry, put an x in that entry.

Note: Table C.1 at the back of your exam lists the signal values for each control signal. Use the signal value names specified in Table C.1 as entries in the table you fill in below.

State	LD.PC	LD.MAR	LD.MDR	LD.REG	GatePC	GateMARMUX	GateMDR	MARMUX	PCMUX	DRMUX	MIO.EN	R.W
18												
32												
15												

Name: _____

Problem 5. (10 points):

The following program, after you insert the two missing instructions, will examine a list of positive integers stored in consecutive sequential memory locations and store the smallest one in location x4000. The number of integers in the list is contained in memory location x4001. The list itself starts at memory location x4002. Assume the list is not empty (i.e., the contents of x4001 is not zero.)

```
                .ORIG x3000
                LDI R1, SIZE
                LD  R2, LISTPOINTER
                LDR R0, R2, #0
                ADD R1, R1, #-1
                BRz ALMOSTDONE    ; Only one element in the list

AGAIN           ADD R2,R2,#1
                LDR R3,R2,#0
                NOT R4,R3
                ADD R4,R4,#1
                ADD R4,R0,R4
                BRnz SKIP

SKIP           ADD R1,R1,#-1

ALMOSTDONE     LD  R5,MIN
                STR R0,R5,#0
                HALT

MIN            .FILL x4000
SIZE          .FILL x4001
LISTPOINTER   .FILL x4002
                .END
```

Your job: Insert the two the missing instructions.

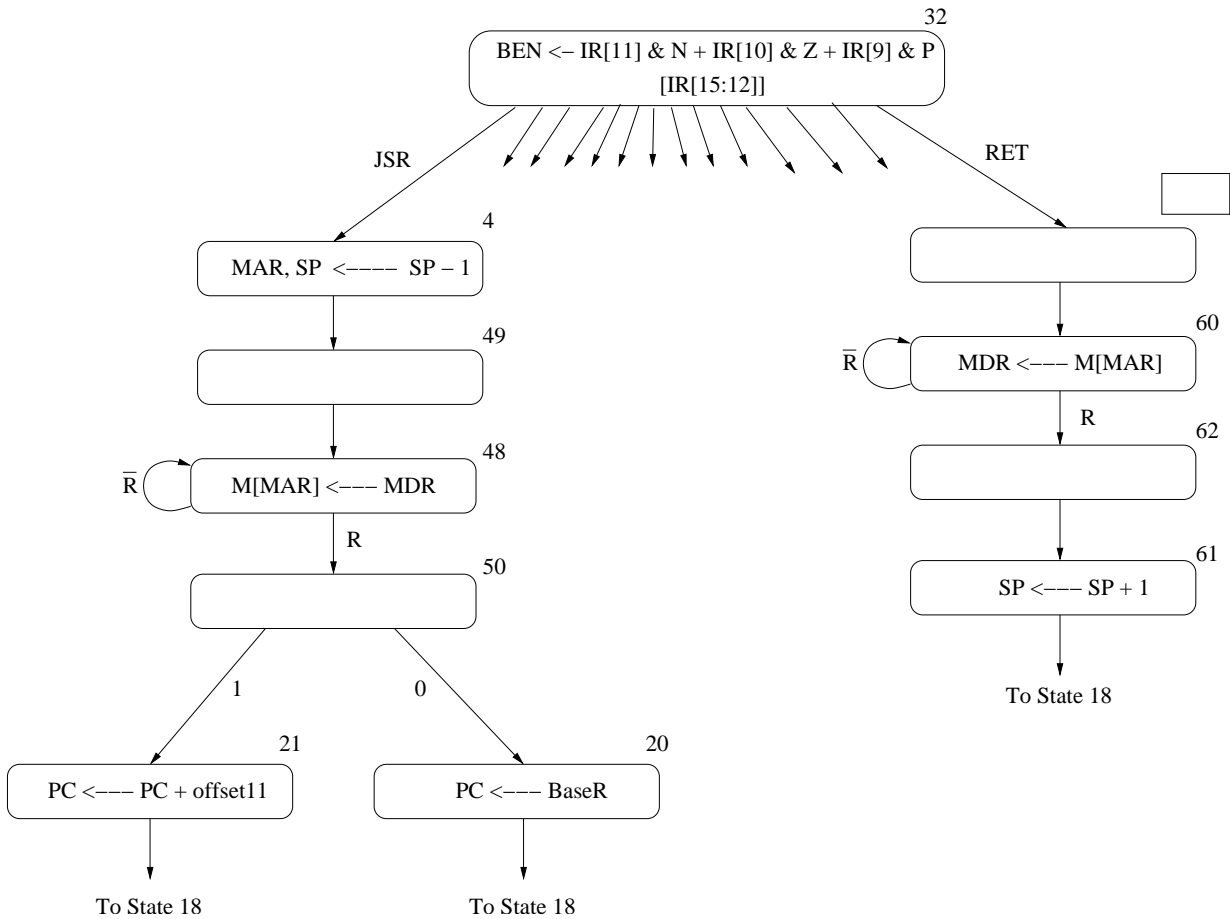
Name: _____

Problem 6. (10 points):

As you know, the LC-3 ISA specifies that the JSR instruction saves the return linkage in R7, and JMP R7 returns to the calling program. Some ISAs prefer to save the return linkage on the stack. There are actually pluses and minuses of doing it that way, which you will learn before you graduate.

Suppose we decide to do that, have JSR cause the return linkage to be pushed on the stack and use the unused LC-3 opcode as the RET to pop the return linkage from the stack.

Your job: Fill in the boxes in the state machine below to implement JSR(R), RET if we implement the call/return mechanism by saving the return linkage on the stack.



Name: _____

Problem 7. (15 points): The following user program (priority 0) is assembled and loaded into memory.

```
.ORIG x8000
LD R0, Z
AGAIN ADD R0, R0, #-1
      BRnp AGAIN
      LD R0, W
      BRp L1
      LD R0, X
      TRAP x21
      BRnzp DONE
L1    LEA R0, Y
      TRAP x22
DONE  HALT

X     .FILL x34
Y     .STRINGZ "OOOOPS!"
Z     .FILL x100
W     .BLKW #1
      .END
```

Before this code executes, two things happen: (a) another program loads a value into W, and (b) a breakpoint is set at the address DONE.

Then the run switch is hit and the program starts executing. Before the computer stops due to the breakpoint, several interrupts occur and their corresponding service routines are executed. Finally, the LC-3 stops due to the breakpoint. We examine the memory shown, and R6, the supervisor stack pointer.

	Memory
x2FF8	x0601
x2FF9	x0601
x2FFA	x0500
x2FFB	x0504
x2FFC	x0204
x2FFD	x0201
x2FFE	x8004
x2FFF	x8002
x3000	x8010
x3001	x8012

R6 x3000

Question: What does the user program write to the monitor? How do you know that?

Name: _____

Problem 8. (20 points):

Your job in this problem will be to add the missing instructions to a program that detects palindromes. Recall a palindrome is a string of characters that are identical when read from left to right or from right to left. For example, racecar and 112282211. In this program, we will have no spaces and no capital letters in our input string – just a string of lower case letters.

The program will make use of both a stack and a queue. The subroutines for accessing the stack and queue are shown below. Recall that elements are PUSHed (added) and POPped (removed) from the stack. Elements are ENQUEUED (added) to the back of a queue, and DEQUEUED (removed) from the front of the queue.

```

                .ORIG x3050
PUSH            ADD R6, R6, #-1
                STR R0, R6, #0
                RET
POP            LDR R0, R6, #0
                ADD R6, R6, #1
                RET
STACK          .BLKW #20
                .END

                .ORIG x3080
ENQUEUE        ADD R5, R5, #1
                STR R0, R5, #0
                RET
DEQUEUE        LDR R0, R4, #0
                ADD R4, R4, #1
                RET
QUEUE          .BLKW #20
                .END
```

The program is carried out in two phases. Phase 1 enables a user to input a character string one keyboard character at a time. The character string is terminated when the user types the enter key (line feed). In Phase 1, the ASCII code of each character input is pushed on a stack, and its negative value is inserted at the back of a queue. Inserting an element at the back of a queue we call enqueueing.

In Phase 2, the characters on the stack and in the queue are examined by removing them, one by one from their respective data structures (i.e., stack and queue). If the string is a palindrome, the program stores a 1 in memory location RESULT. If not, the program stores a zero in memory location RESULT. The PUSH and POP routines for the stack as well as the ENQUEUE and DEQUEUE routines for the queue are shown below. You may assume the user never inputs more than 20 characters.

The program for detecting palindromes (with some instructions missing) are on the next page.

Your job, as stated earlier, is to fill in the missing instructions.

Name: _____

```
.ORIG X3000
LEA R4, QUEUE
LEA R5, QUEUE
ADD R5, R5, #-1
LEA R6, ENQUEUE ; Initialize SP
LD R1, ENTER
AND R3, R3, #0
;
[ ]
TRAP x22
PHASE1 TRAP x20
[ ]
BRz PHASE2
JSR PUSH
[ ]
[ ]
JSR ENQUEUE
ADD R3, R3, #1
BRnzp PHASE1
;
PHASE2 JSR POP
[ ]
JSR DEQUEUE
ADD R1, R0, R1
BRnp FALSE
[ ]
[ ]
BRnzp PHASE2
;
TRUE AND R0, R0, #0
ADD R0, R0, #1
ST R0, RESULT
HALT
FALSE AND R0, R0, #0
ST R0, RESULT
HALT
RESULT .BLKW #1
ENTER .FILL x-0A
PROMPT .STRINGZ "Enter an input string: "
.END
```

Name: _____

Problem 9. (25 points):

Recall Problem 5 on Midterm 2. Dr. Patt liked that type of problem so much, we are going to try it again. We have a program with some missing instructions, and we have a table consisting of some information and some missing information associated with five specific clock cycles of the program's execution. Your job is to complete both!

Part a: As on the second midterm, insert the missing instructions in the program and the missing information in the table. Cycle numbering starts at 1. That is, cycle 1 is the first clock cycle of the processing of LD R0,A. Note that we have not said anything about the number of clock cycles a memory access takes. You do have enough information to figure that out for yourself. Note that we are asking for the value of the registers DURING each clock cycle.

```
.ORIG x3000
LD R0, A
LD R1, B
NOT R1, R1
ADD R1, R1, #1
AND R2, R2, #0
```

AGAIN

```
BRn DONE
BRnzp AGAIN
DONE ST R2, C
HALT
A .FILL #5
B .FILL 
C .BLKW #1
.END
```

Cycle Number	State Number	Information		
<input type="text"/>	<input type="text"/>	LD.REG: <input type="text" value="1"/>	DRMUX: <input type="text"/>	GateMDR: <input type="text"/>
		LD.CC: <input type="text"/>	GateALU: <input type="text"/>	GatePC: <input type="text"/>
16	35	LD.MDR: <input type="text"/>	MDR: <input type="text"/>	IR: <input type="text"/>
		LD.IR: <input type="text"/>		
50	<input type="text"/>	LD.REG: <input type="text" value="1"/>	MDR: <input type="text" value="x_4A_"/>	DRMUX: <input type="text"/>
		BUS: <input type="text" value="x0001"/>		GateMDR: <input type="text"/>
57	1	PC: <input type="text"/>	IR: <input type="text" value="x_040"/>	GateALU: <input type="text"/>
		BUS: <input type="text" value="x0003"/>		GatePC: <input type="text"/>
<input type="text"/>	22	ADDR1MUX: <input type="text"/>	ADDR2MUX: <input type="text"/>	
		LD.PC: <input type="text" value="1"/>	PC: <input type="text" value="x3008"/>	PCMUX: <input type="text" value="ADDER"/>

Name: _____

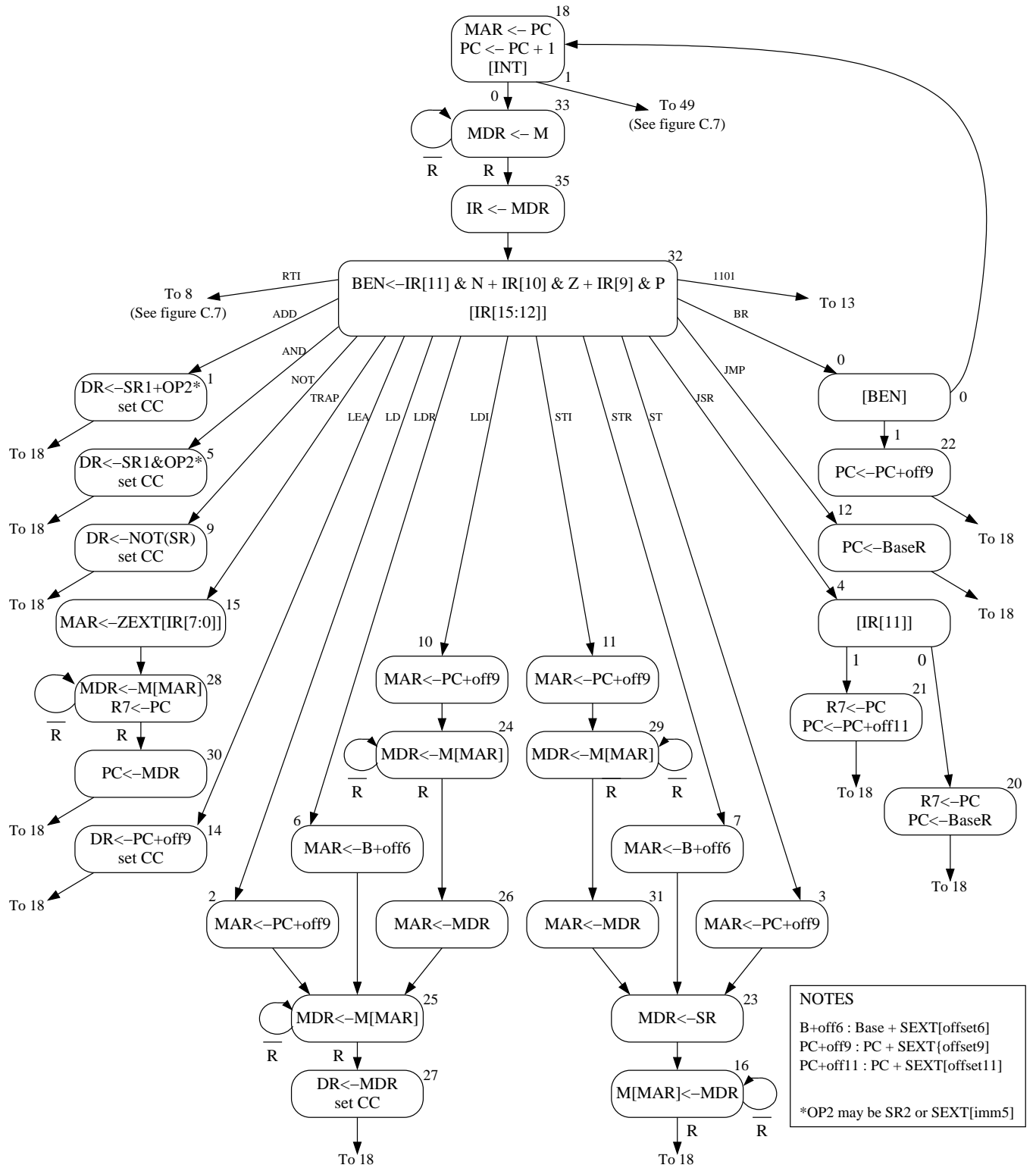
Part b: What is stored in C at the end of execution for the specific operands given in memory locations A and B?

Part c: Actually, the program was written by an Aggie, so as expected, he did not get it quite right. Almost, but not quite! Your final task on this problem is to examine the code, figure out what the Aggie was trying to do, point out where he messed up, and how you would fix it. It is not necessary to write any code, just explain briefly how you would fix it.

What was the Aggie trying to do?

How did the Aggie mess up?

How would you fix his program?



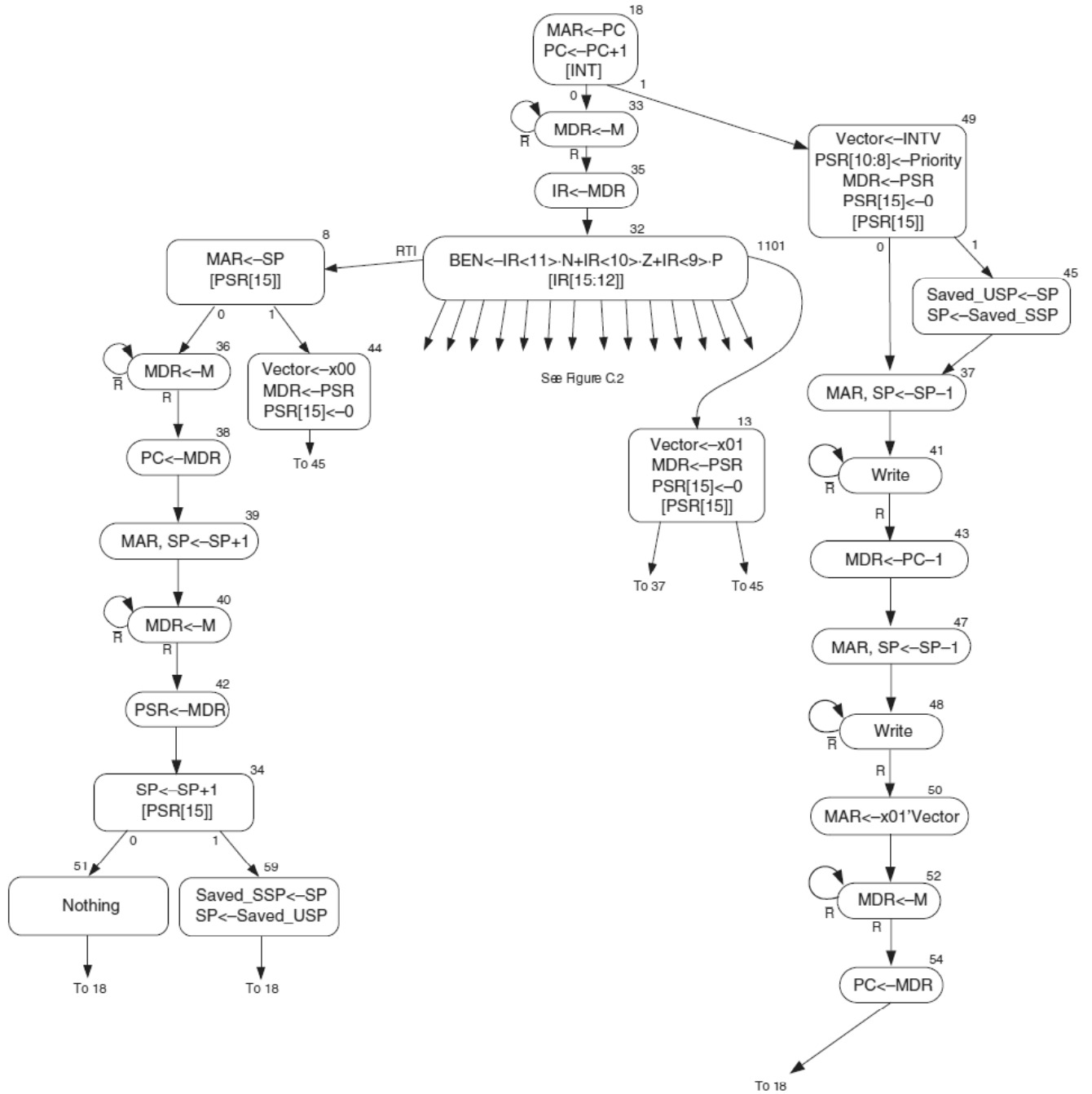
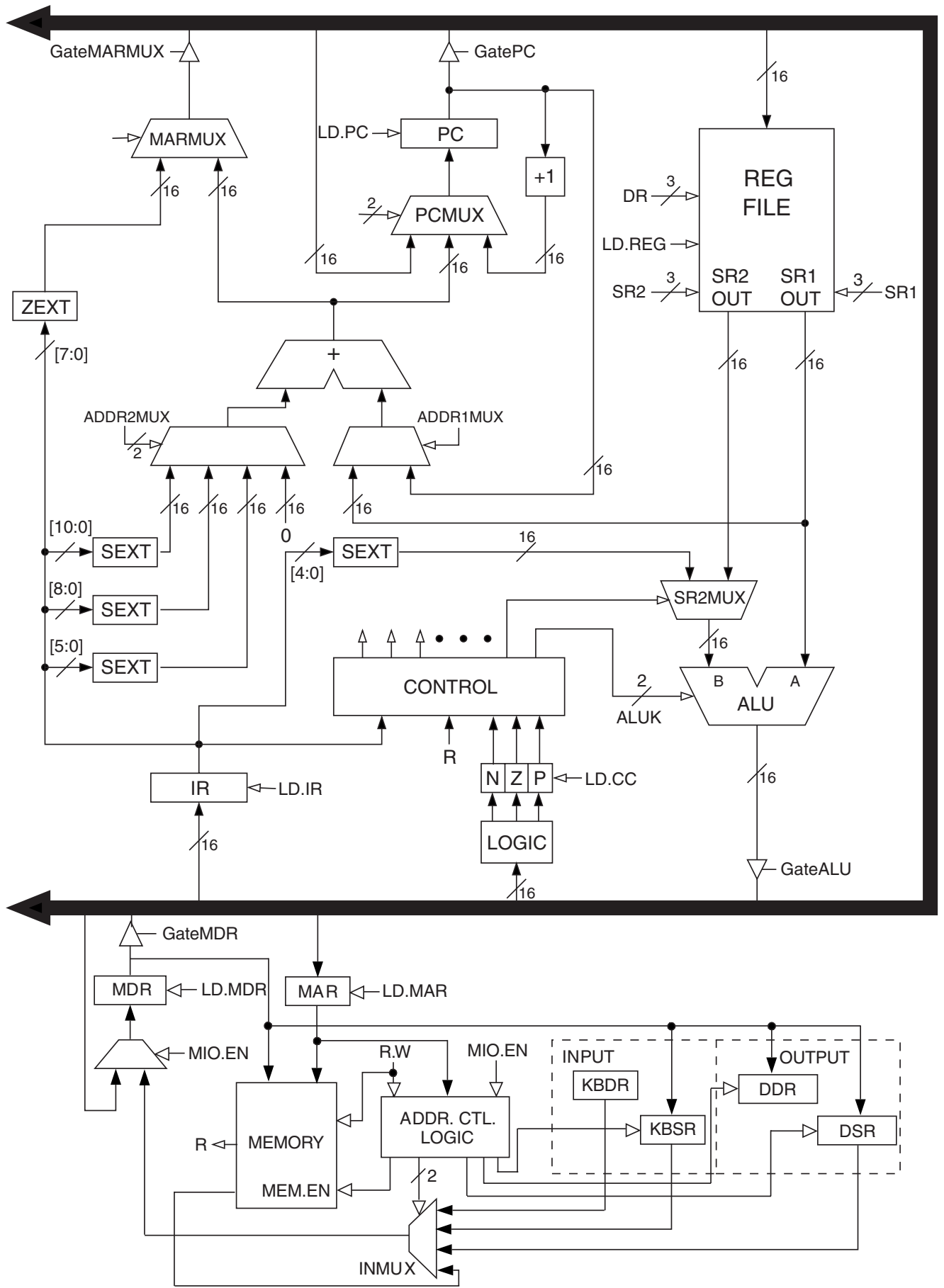
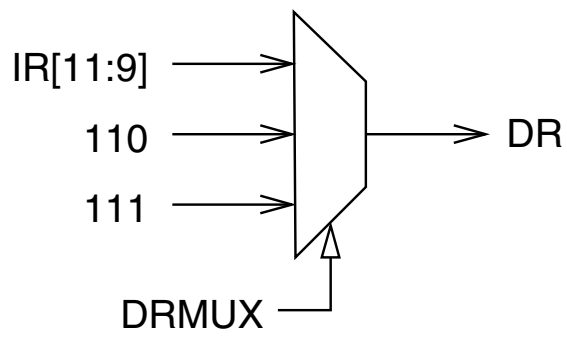
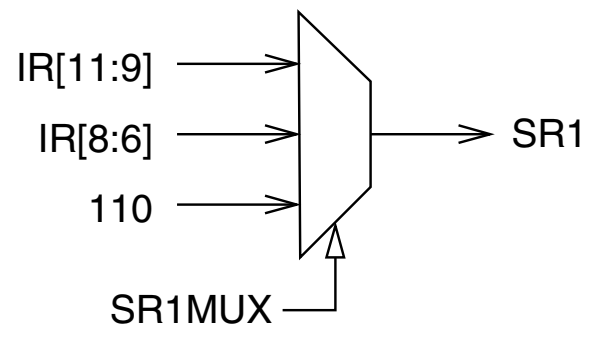


Figure C.7 LC-3 state machine showing interrupt control

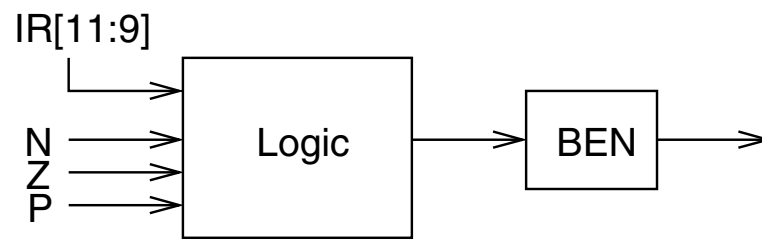




(a)



(b)



(c)

Table C.1 Data Path Control Signals

Signal Name	Signal Values
LD.MAR/1:	NO, LOAD
LD.MDR/1:	NO, LOAD
LD.IR/1:	NO, LOAD
LD.BEN/1:	NO, LOAD
LD.REG/1:	NO, LOAD
LD.CC/1:	NO, LOAD
LD.PC/1:	NO, LOAD
LD.Priv/1:	NO, LOAD
LD.SavedSSP/1:	NO, LOAD
LD.SavedUSP/1:	NO, LOAD
LD.Vector/1:	NO, LOAD
GatePC/1:	NO, YES
GateMDR/1:	NO, YES
GateALU/1:	NO, YES
GateMARMUX/1:	NO, YES
GateVector/1:	NO, YES
GatePC-1/1:	NO, YES
GatePSR/1:	NO, YES
GateSP/1:	NO, YES
PCMUX/2:	PC+1 ;select pc+1 BUS ;select value from bus ADDER ;select output of address adder
DRMUX/2:	11.9 ;destination IR[11:9] R7 ;destination R7 SP ;destination R6
SR1MUX/2:	11.9 ;source IR[11:9] 8.6 ;source IR[8:6] SP ;source R6
ADDR1MUX/1:	PC, BaseR
ADDR2MUX/2:	ZERO ;select the value zero offset6 ;select SEXTLIR[5:0] PCOffset9 ;select SEXTLIR[8:0] PCOffset11 ;select SEXTLIR[10:0]
SPMUX/2:	SP+1 ;select stack pointer+1 SP-1 ;select stack pointer-1 Saved SSP ;select saved Supervisor Stack Pointer Saved USP ;select saved User Stack Pointer
MARMUX/1:	7.0 ;select ZEXTLIR[7:0] ADDER ;select output of address adder
VectorMUX/2:	INTV Priv.exception Opc.exception
PSRMUX/1:	individual settings, BUS
ALUK/2:	ADD, AND, NOT, PASSA
MIO.EN/1:	NO, YES
R.W/1:	RD, WR
Set.Priv/1:	0 ;Supervisor mode 1 ;User mode

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD ⁺	0001			DR			SR1			0	00		SR2			
ADD ⁺	0001			DR			SR1			1	imm5					
AND ⁺	0101			DR			SR1			0	00		SR2			
AND ⁺	0101			DR			SR1			1	imm5					
BR	0000			n	z	p	PCoffset9									
JMP	1100			000			BaseR			000000						
JSR	0100			1	PCoffset11											
JSRR	0100			0	00		BaseR			000000						
LD ⁺	0010			DR			PCoffset9									
LDI ⁺	1010			DR			PCoffset9									
LDR ⁺	0110			DR			BaseR			offset6						
LEA ⁺	1110			DR			PCoffset9									
NOT ⁺	1001			DR			SR			111111						
RET	1100			000			111			000000						
RTI	1000			000000000000												
ST	0011			SR			PCoffset9									
STI	1011			SR			PCoffset9									
STR	0111			SR			BaseR			offset6						
TRAP	1111			0000			trapvect8									
reserved	1101															

Figure A.2 Format of the entire LC-3 instruction set. Note: + indicates instructions that modify condition codes

The Standard ASCII Table

ASCII			ASCII			ASCII			ASCII		
Character	Dec	Hex	Character	Dec	Hex	Character	Dec	Hex	Character	Dec	Hex
nul	0	00	sp	32	20	@	64	40	`	96	60
soh	1	01	!	33	21	A	65	41	a	97	61
stx	2	02	"	34	22	B	66	42	b	98	62
etx	3	03	#	35	23	C	67	43	c	99	63
eot	4	04	\$	36	24	D	68	44	d	100	64
enq	5	05	%	37	25	E	69	45	e	101	65
ack	6	06	&	38	26	F	70	46	f	102	66
bel	7	07	'	39	27	G	71	47	g	103	67
bs	8	08	(40	28	H	72	48	h	104	68
ht	9	09)	41	29	I	73	49	i	105	69
lf	10	0A	*	42	2A	J	74	4A	j	106	6A
vt	11	0B	+	43	2B	K	75	4B	k	107	6B
ff	12	0C	,	44	2C	L	76	4C	l	108	6C
cr	13	0D	-	45	2D	M	77	4D	m	109	6D
so	14	0E	.	46	2E	N	78	4E	n	110	6E
si	15	0F	/	47	2F	O	79	4F	o	111	6F
dle	16	10	0	48	30	P	80	50	p	112	70
dc1	17	11	1	49	31	Q	81	51	q	113	71
dc2	18	12	2	50	32	R	82	52	r	114	72
dc3	19	13	3	51	33	S	83	53	s	115	73
dc4	20	14	4	52	34	T	84	54	t	116	74
nak	21	15	5	53	35	U	85	55	u	117	75
syn	22	16	6	54	36	V	86	56	v	118	76
etb	23	17	7	55	37	W	87	57	w	119	77
can	24	18	8	56	38	X	88	58	x	120	78
em	25	19	9	57	39	Y	89	59	y	121	79
sub	26	1A	:	58	3A	Z	90	5A	z	122	7A
esc	27	1B	;	59	3B	[91	5B	{	123	7B
fs	28	1C	<	60	3C	\	92	5C		124	7C
gs	29	1D	=	61	3D]	93	5D	}	125	7D
rs	30	1E	>	62	3E	^	94	5E	~	126	7E
us	31	1F	?	63	3F	_	95	5F	del	127	7F

Table A.2 Trap Service Routines

Trap Vector	Assembler Name	Description
x20	GETC	Read a single character from the keyboard. The character is not echoed onto the console. Its ASCII code is copied into R0. The high eight bits of R0 are cleared.
x21	OUT	Write a character in R0[7:0] to the console display.
x22	PUTS	Write a string of ASCII characters to the console display. The characters are contained in consecutive memory locations, one character per memory location, starting with the address specified in R0. Writing terminates with the occurrence of x0000 in a memory location.
x23	IN	Print a prompt on the screen and read a single character from the keyboard. The character is echoed onto the console monitor, and its ASCII code is copied into R0. The high eight bits of R0 are cleared.
x24	PUTSP	Write a string of ASCII characters to the console. The characters are contained in consecutive memory locations, two characters per memory location, starting with the address specified in R0. The ASCII code contained in bits [7:0] of a memory location is written to the console first. Then the ASCII code contained in bits [15:8] of that memory location is written to the console. (A character string consisting of an odd number of characters to be written will have x00 in bits [15:8] of the memory location containing the last character to be written.) Writing terminates with the occurrence of x0000 in a memory location.
x25	HALT	Halt execution and print a message on the console.

Table A.3 Device Register Assignments

Address	I/O Register Name	I/O Register Function
xFE00	Keyboard status register	Also known as KBSR. The ready bit (bit [15]) indicates if the keyboard has received a new character.
xFE02	Keyboard data register	Also known as KBDR. Bits [7:0] contain the last character typed on the keyboard.
xFE04	Display status register	Also known as DSR. The ready bit (bit [15]) indicates if the display device is ready to receive another character to print on the screen.
xFE06	Display data register	Also known as DDR. A character written in the low byte of this register will be displayed on the screen.
xFFFE	Machine control register	Also known as MCR. Bit [15] is the clock enable bit. When cleared, instruction processing stops.