# CS/ECE 252: INTRODUCTION TO COMPUTER ENGINEERING <br> COMPUTER SCIENCES DEPARTMENT UNIVERSITY OF WISCONSIN-MADISON 

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## CLOSED BOOK, NOTE, CALCULATOR, PHONE, \& COMPUTER.

The exam in two-sided and has TEN pages, including two blank pages and a copy of the LC-3 Instruction Set handout on the final page (please feel free to detach this final page, but insert it into your exam when you turn it in).

Plan your time carefully, since some problems are longer than others.

NAME: $\qquad$

SECTION: $\qquad$

ID\# $\qquad$

| Problem <br> Number | Maximum <br> Points | Graded By |
| :---: | :---: | :---: |
| 1 | 4 | NEJ |
| 2 | 4 | NEJ |
| 3 | 6 | SJ |
| 4 | 4 | EH |
| 5 | 4 | SR |
| 6 | 4 | GJ |
| 7 | 4 | EH |
| Total | 30 |  |

## Problem 1 (4 points)

The following LC-3 instruction is located at memory address x6000.
x6000: 0000101000000100
R0 contains 4
R1 contains 3
R2 contains 0
R3 contains 5
a. If the preceding instruction is the one shown below, what is the value of the PC after the instruction at $0 \times 6000$ is executed?
x5fff: 0001000001100001
x6000: 0000101000000100
0x6005
b. If the preceding instruction is the one shown below, what is the value of the PC after the instruction at $0 \times 6000$ is executed?
x5fff: 0101010011100000
x6000: 0000101000000100

## $0 \times 6001$

## Problem 2 (4 points)

Imagine the DR and BaseR fields of the LDR instruction are each 4 bits wide
If the instruction is 011000010010 xxxx

| R0 | x0 |
| :--- | :--- |
| R1 | x0 |
| R2 | x0208 |
| R3 | xFF |
| R4 | x123 |

a. What is the maximum and minimum address that the above instruction could load from?

## 0x0200 to 0x020F

b. What is the maximum number of registers for DR ?

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## Problem 3 (6 points)

The program below checks to see if the value stored in R 0 is greater than or equal to the value stored in R4. If R0 is smaller than R4, the value of R4 is copied to R0. Otherwise nothing is done. Insert the missing LC-3 machine language instructions. Adding comments to each machine language instruction will assist in awarding partial credit.

| Address | ISA Instruction |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| x3000 | 100 | 0101 | 0011 | 1111 | ; | NOT | R2 |  |  |
| x3001 | 000 | 0100 | 1010 | 0001 | ; | ADD | R2 | R2, |  |
| x3002 | 000 | 0110 | 0000 | 0010 | ; | ADD | R3 | R0, |  |
| x3003 | 000 | 0110 | 0000 | 0001 | ; | BRzp | x | 005 |  |
| x3004 | 000 | 0001 | 0010 | 0000 | ; | ADD | R0 | R4, |  |
| x3005 | 111 | 0000 | 0010 | 0101 | ; | HLT |  |  |  |

## Problem 4 (4 points)

There is something wrong with the following code sequence. This code is supposed to continuously decrement the value stored in R5 until it is equal to zero, and then exit. Explain what happens when we try to execute this code. Comments are provided to save you the effort of decoding the machine language.

| Address | ISA Instruction |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| x3000 | 0001 | 1011 | 0111 | 1111 | $;$ | ADD R5, R5, \#-1 |
| x3001 | 0000 | 0111 | 1111 | 1110 | $;$ | BRzp x3000 |
| x3002 | 1111 | 0000 | 0010 | 0101 | $;$ | HLT |

## Explanation of what is wrong:

Because the instruction at location $x 3001$ branches on the zero condition code, the loop will have an extra iteration.

Problem 5 (4 points)
a. Briefly describe 2 ways to partially execute a program while debugging it.
(Any 2 of 3)
Single Step: execute 1 instruction at a time
Breakpoint: tell simulator/program to stop executing when it reaches a specific instruction

Watchpoint: tell simulator/program to stop executing when the value in specific register or memory location changes
b. Briefly describe the 3 ways to decompose a program into subtasks

Sequential: do subtask 1 followed by subtask 2
Conditional: if condition is true, do subtask 1. If condition is false, do subtask 2 Iterative: repeat subtask over and over until test condition is false

## Problem 6 (4 points)

We are about to execute the following program:

| Address | ISA Instruction |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $\times 3000$ | 0010 | 0000 | 0000 | 0101 | $;$ LD R0, x005 |
| X3001 | 0110 | 0000 | 0000 | 0000 | $;$ LDR R0, R0, x0 |
| x3002 | 0010 | 0010 | 1111 | 0000 | $;$ LD R1, x0F0 |
| x3003 | 0110 | 0100 | 0000 | 1110 | $;$ LDR R2, R0, x0E |
| x3004 | 1111 | 0000 | 0010 | 0101 | $;$ HALT |

The state of the machine before the program starts is given below:

| Memory Address | Memory Contents |
| :--- | :--- |
| x3006 | xABCD |
| xABCD | x2220 |
| x2FFF | x4567 |
| x222E | x8765 |
| xABDB | x0001 |
| x30F3 | x0020 |
| x200E | x3258 |
| x2257 | $x 0000$ |
| x300E | $x 92 F E$ |
| $x 3005$ | $x 3010$ |

What will be the final contents of registers R0-R3 when we reach the HALT instruction? Write your answers in hexadecimal format.

| Register | Initial contents | Final contents |
| :--- | :--- | :--- |
| R0 | x200E | $\mathbf{0 x 2 2 2 0}$ |
| R1 | x200E | $\mathbf{0 x 0 0 2 0}$ |
| R2 | x3001 | $\mathbf{0 x 8 7 6 5}$ |
| R3 | x3001 | $\mathbf{0 x 3 0 0 1}$ |

## Problem 7 (4 points)

a. If the value stored in R 0 is 1 at the end of the execution of the following instructions, what can be inferred about R5?

| Address | Instruction |
| :--- | :--- |
| 0x3000 | $0101 \quad 000000100000 ; \mathrm{R} 0 \quad \mathrm{R} 0$ AND \#0 |
| $0 \times 3001$ | $01011001011000001 ; \mathrm{R} 4 \quad$ R5 AND \#1 |
| $0 \times 3002$ | $00000100000000001 \quad ; \mathrm{BRz}$ \#1 |
| $0 \times 3003$ | $0001000000100001 \quad ; \mathrm{R} 0 \quad$ R0 + \#1 |

a. R5 is even
b. R5 is odd
c. R5 is equal to 1
d. R5 is equal to 0

## Answer: b

b. Which of the following LC-3 instructions at address $0 \times 0200$ will always clear register R5 (i.e. set the contents of R5 to all zeroes) ?
a. 0001101101100000
b. 1110101000000000
c. 0010101000000000
d. 0101101101100000

## Answer: d

Scratch Sheet 1 (in case you need additional space for some of your answers)

Scratch Sheet 2 (in case you need additional space for some of your answers)

LC-3 Instruction Set (Entered by Mark D. Hill on 03/14/2007; last update 03/15/2007)
$P^{\prime}$ : incremented PC. setcc(): set condition codes $N$, $Z$, and $P$. mem[A]:memory contents at address $A$. SEXT (immediate) : sign-extend immediate to 16 bits. ZEXT (immediate) : zero-extend immediate to 16 bits. Page 2 has an ASCII character table.






