CS/ECE 252: INTRODUCTION TO COMPUTER ENGINEERING

UNIVERSITY OF WISCONSIN—MADISON

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Midterm Examination 4

In Class (50 minutes)

Wednesday, December 10, 2014

Weight: 17.5%

NO: BOOK(S), NOTE(S), OR CALCULATORS OF ANY SORT.

The exam has **ten** pages. **Circle your final answers**. Plan your time carefully since some problems are longer than others. You **must turn in the pages 1-8**. Use the blank sides of the exam for scratch work.

Note: LC-3 instruction set is provided on Page 9. Trap Codes and Assembler directives are provided on page 10

LAST NAME: ______________________________

FIRST NAME: ______________________________

ID#: ______________________________

Problem	Maximum Points	Points Earned
1	10	
2	8	
3	4	
4	6	
5	2	
Total	30	

Problem 1: Short answer questions (10 points)

a) **(1 point)** How many accesses to memory are made after the instruction fetch phase of a LDI instruction? Show your work.

2

b) **(1 point)** For rare events, would you prefer interrupt-driven I/O or polling I/O? Justify your answer.

Interrupt-driven I/O, because polling I/O will waste a lot of time checking for the next input.

c) **(1 point)** Briefly explain what the difference between asynchronous and synchronous I/O events.

Synchronous I/O events occur at fixed, predictable rates, so the processor can read or write at fixed time intervals. Asynchronous events occur at an unpredictable rate, such as a person typing on a keyboard.

d) (2 points) An LC-3 assembly program contains the following instruction:

```
MAIN      LD R5, MAIN
```

The symbol table entry for MAIN is x3000. What will be the value of R5 after the execution of the above instruction? Show your work.

Binary code for the instruction, 'LD R5, MAIN,' is 0010 101 111111111.

Therefore, R5 will be x2BFF.

e. **(2 points)** Briefly describe what happens during the linking and loading phases of an assembly program?

Loading: leads to copying an executable image into memory.

Linking: leads to resolving symbols between independent object files.

f. **(3 points)** Identify three **assembly** errors in the following code:

```
         .ORIG x3000

         LEA R1, NUMBER
         LD R1, NUMBER
LOOP     NOT R5, #2
         TRAP x29
         BRzp LOOP2
         AND R1, R1, FIVE
         LD R1, FIVE
         BRp LOOP

LOOP     HALT

FIVE     .FILL #5
NUMBER   .FILL x60
```

```
                .END
```

a. NOT with IMMEDIATE
b. FIVE for AND
c. Double declaration of LOOP

Problem 2: Two-pass assembly process **(8 points)**

a) **(3 points)** Consider the following LC-3 assembly program.

```
        .ORIG x3000

        LEA R2, STRING
        LD  R3, NUMBER
HERE    ADD R1, R2, R3
        ADD R2, R1, #0
        LDR R0, R1, #0
        BRz DONE
        OUT
        BR HERE

THIS   .BLKW 7
STRING .STRINGZ "2down_3to_go"
NUMBER .FILL x4

DONE   HALT

       .END
```

What would be the output on the console if you run the above code in Pennsim?

no

b) **(3 points)** In the first pass, the assembler creates the symbol table. Fill in the symbol table created by the assembler for this program

Symbol	**Address**
Here	3002
This	3008
String	300F
Number	301C

Done	301D

c) **(2 points)** In the second pass, the assembler creates a binary version (.obj) of the program, using the entries from the symbol table shown below. Given that the following symbol table entries were generated in the first pass of assembly (for another program), fill in the binary code generated by the assembler for the two instructions located at x3000 and x3001.

Symbol Table:

Label	Address
ADDRESS	x3015
NEXT	x3016

Address	Assembly code	Binary Code
x3000	LD R0, ADDRESS	0010 000 000010100
x3001	BRnp NEXT	0000 101 000010100

Problem 3 **(4 points)**

Consider the program below, the goal of which is to multiply the value in memory location corresponding to label Input1 with the value in memory location corresponding to label Input2 and store the result in the memory location corresponding to label RESULT.

```
        .ORIG x3000
        LD R2, ZERO
        LD R0, Operand1
        LD R1, Operand2

LOOP    BRn DONE
        ADD R2, R2, R0
        ADD R1, R1, -1
        BR LOOP

DONE    ST R2, RESULT
        HALT

RESULT .FILL    x0000
ZERO   .FILL    x0000
Input1 .FILL    x0006
Input2 .FILL    x0002
       .END
```

a. **(2 points)** What is the value at RESULT after executing the HALT instruction? Write the answer in hexadecimal. Show your work.

0x12

b. **(2 points)** From your answer from 3a, you would have noticed that the answer is not the result of multiplication of input1 and input2. Identify what caused this error, and how do you fix it?

Instead of computing (the value in M0) x (the value in M1), the program above computes (the value in M0) x (the value in M1 + 1). We could fix that by changing "BRn DONE" to "BRz DONE" or "BRnz DONE".

Problem 4: Traps and Subroutines **(6 points)**

Suppose we want to write a new TRAP subroutine, TRAP x02. This subroutine takes an input from the caller of the subroutine through register R2. R2 has the memory address of the first character of a string. The subroutine then prints all characters that are not ‘a’. Fill in the missing blanks to complete this subroutine code. Assume that we are implementing a callee-save subroutine. Save only those registers that are necessary.

Assume that the trap vector table (also known as the system control block) is shown below:

Address	Value
x0001	x2400
x0002	x2500
x0003	x2600

```
       .ORIG x2500_____

STORE   ST R0__, SAVEREG1
        ST R2__, SAVEREG2
        ST R5__, SAVEREG3
        ST R7__, SAVEREG4

LOOP    LDR R0, R2, #0 ;Load a character from the string.
        BRz RESTORE_   ;If there are no more characters,goto RESTORE
        LD R5, neg_aASCII ;Load negative of ASCII of ‘a’ into R5.
        ADD R2, R2, #1    ;Increment pointer to get next character.
        ADD R5, R5, R0    ;Determine if current character equals ‘a’.
        BRz_ LOOP      ;If character is ‘x’, go load next character.
        OUT            ;Print the extracted character.
        BR LOOP        ;Branch to LOOP.


RESTORE LD __, SAVEREG1
        LD __, SAVEREG2
        LD __, SAVEREG3
        LD __, SAVEREG4
        RET
```

```
SAVEREG1      .BLKW 1
SAVEREG2      .BLKW 1
SAVEREG3      .BLKW 1
SAVEREG4      .BLKW 1
neg_aASCII    .FILL 0xFF9D ; This is the negative of ASCII of ‘a’
        .END
```

Problem 5: I/O **(2 points)**

The following code segment should display the string specified at the “STRING” label on to the console. Write the missing assembly instructions of the program (without using PUTS/PUTC/OUT/TRAP instructions).

Hint: Make use of DSR, DDR

```
            .ORIG x3000

            LEA R3, STRING
     NEXT   LDR R0, R3, #0

            _______________  ;BRz END

     POLL   _______________  ;LDI R1, DSR

            ________________ ;BRzp POLL

            ________________ ;STI R0, DDR, #0

            ADD R3, R3, #1 ; Point to the next character

            BR NEXT
     END    HALT

     STRING .STRINGZ "Enjoy_your_holidays!" ; String to display
     DSR    .FILL xFE04 ; Display status register location
     DDR    .FILL xFE06 ; Display data register location

            .END
```

LC 3 Instruction Set to be provided here

TRAP CODES

Code	*Equivalent*	*Description*
HALT	TRAP x25	Halt execution and print message to console.
IN	TRAP x23	Print prompt on console, read (and echo) one character from keybd. Character stored in R0[7:0].
OUT	TRAP x21	Write one character (in R0[7:0]) to console.
GETC	TRAP x20	Read one character from keyboard. Character stored in R0[7:0].
PUTS	TRAP x22	Write null-terminated string to console. Address of string is in R0.

ASSEMBLER DIRECTIVES

Opcode	*Operand*	*Meaning*
.ORIG	address	starting address of program
.END		end of program
.BLKW	n	allocate n words of storage
.FILL	n	allocate one word, initialize with value n
.STRINGZ	n-character string	allocate n+1 locations, initialize w/characters and null terminator