

fCR. Parcial II. 2021

Each incorrect, illegible or blank answer does not add neither subtracts any point.

1 ☐ (1 point) Translate the following C++ code to the language of the CT. Variable `t` is stored in register `r2` and the vector `vector` is stored from address `9816h`.

```
int t = -5;
vector[2] = t - vector[2];
```

Write the instructions required, taking into account that `r3` already has the value 2 and register `r4`, the value `9816h`.

2 ☐ (1 point) We have the following C++ code:

```
if (g <= (b - d))
    g = g - b; // g = g - b
else
    g = d;
```

Taking into account that variables `g`, `b` and `d` are unsigned ints and are stored in registers `r2`, `r4` and `r0`, respectively, translate the code to the language of the CT.

4 ☐ (1 point) We have the following C++ code:

```
z1 = MyFunc(x1, y1);
```

Translate the code to the language of the CT taking into account that the `z1` variable is stored in memory at address `823Ch`; the `x1` variable is stored in register `r3`; the `y1` variable is stored in register `r1`; parameters are passed in the stack from right to left; and the function returns the result in register `R0`.

3 ☐ (1 point) We have the following C++ code:

```
unsigned int d = 63;
unsigned int p = 0;
do
{
    p = p + 1;
} while (d == p);
```

Taking into account that variable `d` is stored in `r0` and variable `p` is stored in `r2`, translate the code to the language of the CT.

5 ☐ (2 points) We have the following C++ function:

```
unsigned int Equal(unsigned int& x, unsigned int y)
{
    if (x == y)
        return (x + x);
    else
        return (x & y);
}
```

Translate the function to the language of the CT taking into account that parameters are passed in the stack from right to left (one by reference and the other by value) and that the function returns its value in `r0`.

6 □ We have the following code snippet in the language of the CT:

```

and r3, r5, r4
loop:
  cmp r1, r2
  brc next
  sub r4, r1, r3
  inc r3
  inc r2
  jmp loop ; --INSTR1--
next:
  not r6
  pop r2 ; --INSTR2--

```

The CT has just finished executing an instruction (not from the code above) and it is going to start executing the previous code. We know the value of the following registers:

R0=0014h R1=0A47h R2=0A47h R3=0113h R4=FAAEh
 R5=0CCDh R6=0CCDh R7=AB5Bh PC=F18Ch IR=1080h

Remember that the number after 1239h is 123Ah and the number before 1210h is 120Fh.

a — (0.5 points) What is the mnemonic of the instruction just executed?

b — (0.5 points) If the instruction indicated with `--INSTR1--` was substituted with the instruction `JMP` there and the label *there* indicated the memory position F189h, what would be the encoding of `JMP` there? (Answer in hexadecimal.)

c — (0.5 points) When the instruction marked with `--INSTR2--` is executed, what memory address is accessed after step 4 and before finishing the instruction? (Answer in hexadecimal.)

d — (1 point) Taking into account that the CT clock frequency is 250 GHz, how long does it take to run the previous code? Answer in ns.

7 □ (0.5 points) The following instruction has been added to the CT:

Instruction encoding	Mnemonic	Operation
01110 Rd Rs1 Ri 00	SUB Rd, Rs1, [Ri]	$Rd \leftarrow Rs1 - [Ri]$

What would be the encoding of the instruction `SUB R1, R4, [R5]`? (Answer in hexadecimal.)

8 □ (1 point) We want to add a new arithmetic instruction to the CT instruction set with the mnemonic `CMP R5, Imm8`. This instruction subtracts register R5 minus the constant Imm8 (transformed to 16 bits by extending its sign) and updates the corresponding flags in the status register. Write, using the smallest possible number of steps, the control signals required for this instruction from step 4.

Step	Signals