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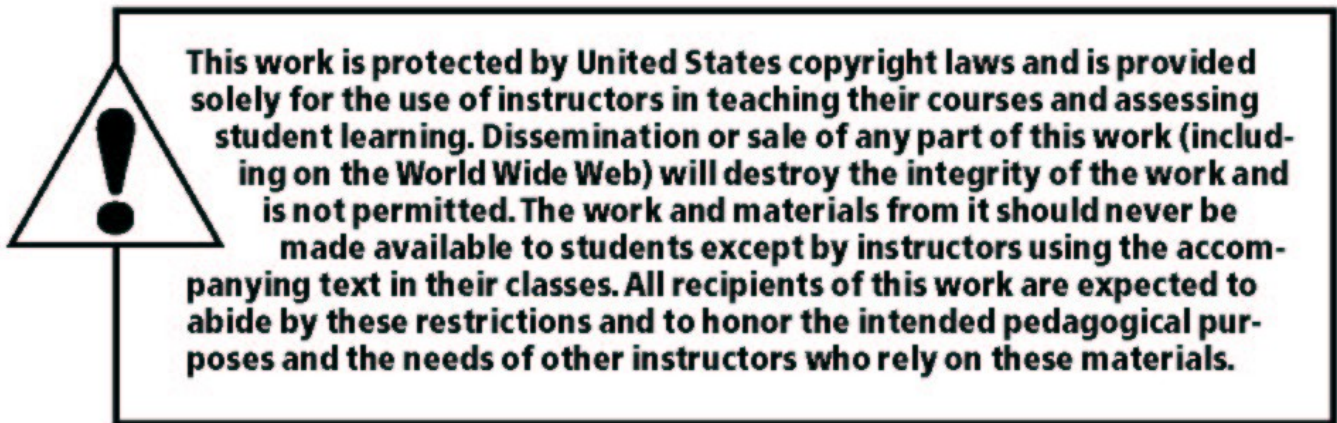
Online Instructor's Manual
to accompany

Intel Microprocessors **Eighth Edition**

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Columbus, Ohio



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Preface

This is the eighth edition of this text and since its inception there have been many changes in the coverage. The Intel architecture and the personal computer have proved to be resilient and ever improving technology with no end in sight. Over the years there have been many attempts at displacing this technology, but none have succeeded. What may not have been understood is that the hardware is relatively inexpensive, especially today, and software continues to become more expensive. Whether this is the best technology is a moot point. The software has caused it to survive and thrive and as time passes the assaults become fewer and weaker. The Intel architecture has truly become the standard to master.

In the beginning of this architecture we had a relatively primitive machine (8086/8088) that has evolved into a very powerful machine (Pentium Core2 with two cores). What the future holds is parallel processing (an 80 core version has been demonstrated by Intel) and somewhat higher clock frequencies and applications that communicate through light waves in place of wires. Even though I write of this wonderful technology I sometimes doubt my sanity since I first learned digital technology using vacuum tubes. I recall building my first decade counter using four dual triode vacuum tubes for the flip-flops, neon lamps as indicators, and a power supply voltage of 200 volts. I recall when the 7400 NAND gate first appeared for \$19.95. I was amazed when the Intel 4004 appeared in 1971, a year after I started teaching digital electronics and computers. If you are relatively young, can you imagine what you will see in your lifetime in this incredible field?

I thank each and every one of you for your continued support. If you have any comments or suggestions, please do not hesitate to write because I do answer all my e-mail.

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You might also enjoy visiting my website at:

<http://members.ee.net/brey>

The publisher also has a set PowerPoint slides for this text for instructors only. If you need them contact your representative.

Chapter One

1. Charles Babbage
3. Herman Hollerith
5. To decode the Enigma code during World War II
7. Intel Corporation
9. Grace Hopper
11. 8080
13. 8086/8088
15. 4G bytes
17. 1995
19. 80486 through the Core2
21. Complex Instruction Set Computer
23. 1024
25. 1024
27. 1,000,000
29. 2G or 3G for 32-bit mode and currently 8G for 64-bit mode
31. 1G
33. Currently 1T byte using a 40-bit address
35. Protected memory or extended memory
37. An early operating system called the Disk Operating System
39. Video Electronics Standards Association
41. Universal Serial Bus
43. Extended Memory System
45. System Area
47. The BIOS controls the computer at its most basic level and provides for compatibility between computers.
49. The microprocessor is the controlling element in a computer system.
51. Address bus
53. The I/O read signal causes an I/O device to be read.
55. (a) defines a byte or bytes of memory (b) defines a quadword or quadwords of memory (c) defines a word or words of memory (d) defines a doubleword or doublewords of memory
57. (a) 13.25 (b) 57.1875 (c) 43.3125 (d) 7.0625
59. (a) 163.1875 (b) 297.75 (c) 172.859375 (d) 4011.1875 (e) 3000.05078125
61. (a) 0.101 0.5 0.A (b) 0.0000101 0.024 0.0A (c) 0.10100001 0.502 0.A1 (d) 0.11 0.6 0.C (e) 0.1111 0.74 0.F
63. (a) C2 (b) 10FD (c) BC (d) 10 (e) 8BA
65. (a) 0111 1111 (b) 0101 0100 (c) 0101 0001 (d) 1000 0000
67. (a) 46 52 4F 47, (b) 41 72 63, (c) 57 61 74 65 72, and (d) 57 65 6C 6C
69. The Unicode is the 16-bit alphanumeric code used with Windows
71. (a) 0010 0000 (b) 1111 0100 (c) 0110 0100 (d) 1010 0100
73. DB -34

75. (a) (b) (c)

12
34

A1
22

B1
00

77. DW 1234H

79. (a) -128 (b) 51 (c) -110 (d) -118

81. (a) 0 01111111 100000000000000000000000

(b) 1 10000010 010101000000000000000000

(c) 0 10000101 100100010000000000000000

(d) 1 10001001 001011000000000000000000

Chapter Two

1. Program visible register are the registers that are directly used in an instruction.

3. The 80386 through the Core2

5. CL, CX, ECX, or RCX

7. INC and DEC

9. Odd

11. The 80386 through the Core2

13. (a) 10000H—1FFFFH (b) 12340H—2233FH (c) 23000H—32FFFH

(d) E0000H—EFFFFH (e) AB000H—BAFFFH

15. 100000H

17. EAX, EBX, ECX, EDX, EBP, ESI, and EDI

19. Stack

21. (a) 23000H (b) 1C000H (c) CA000H (d) 89000H (e) 1CC90H

23. Any location in the memory system

25. 8,192

27. 01000000H—0100FFFFH

29. 4

31. Descriptor 20H, local table, a privilege ring 1

35. GDTR

37. The internal cache is loaded with the base address, offset address, and access rights byte

39. The GDTR address the Global Descriptor Table

41. 4,096

43. 4M

45. 30000000H

49. The flat mode memory system is used with 64-bit operation of the Core2

Chapter Three

1. (a) the contents of BX is copied into AX (b) The contents of AX are copied into BX (c) the contents of CH are copied into BL (d) the contents of EBP are copied into ESP (e) the contents of RCX are copied into RAX
3. AX, BX, CX, DX, SP, BP, SI, DI, CS, DS, ES, SS, FS, and GS
5. RAX, RBX, RCX, RDX, RSP, RBP, RSI, RDI and R8—R15
7. The register sizes must be equal, 16-bit cannot be fit into 8-bits
9. (a) MOV EDX,EBX (b) MOV CL,BL (c) MOV BX,SI (d) MOV AX,DS (e) MOV AH,AL (f) MOV R10,R8
11. #
13. .CODE
15. Opcode
17. It ends the program by exiting to the operating system
19. The .STARTUP directive loads the DS register
21. Indirect addressing
23. Memory to memory transfers are not allowed with the MOV instruction
25. INC WORD PTR [EDI]
27. DEC QWORD PTR [RAX]
29. (a) 21110H (b) 10100H (c) 21000H
31. (a) 12100H (b) 12350H (c) 12220H
33. (a) 11750H (b) 11950H (c) 11700H
35. (a) 15700H (b) 05100H (c) 07100H
39. 5, the first byte is the opcode, followed by a two byte segment address, followed by a two byte offset address
41. $\pm 32K$
43. A far jump always a jump to any location in the memory map
45. (a) short (b) near (c) short (d) far
47. JMP NEAR
49. PUSH [DI] places the 16-bit contents of the location addressed by DS and DI onto the stack.
51. Places the 32-bit contents of the register array onto the stack
53. no

Chapter Four

1. Opcode
3. The MOD field specifies the type of access for the R/M field and the size of the displacement.
5. If operated in the 16-bit mode, a register-size and/or address-size prefix is used to specify a 32-bit register.
7. (a) SS (b) DS (c) DS (d) SS (e) DS
9. MOV BX,[BP+4C00H]
11. 67 66 8B 30
13. The contents of CS will change causing an unpredictable jump
15. 32

17. CS
19. EAX, EBX, ECX, EDX, ESP, EBP, EDI and ESI
21. The BH register is moved to memory location 020FFH and the BL register is moved to location 020FEH then SP is changed to 00FEH.
23. 2
25. The MOV DI,NUMB instruction copies the 16-bit number in the data segment location NUMB into DI while the LEA DI,NUMB loads DI with the offset address of location NUMB.
27. The MOV with the OFFSET directive
29. LDS loads DS and LSS loads SS along with another 16-bit register for the offset address
31. If the direction flag is cleared it selects auto-increment for the string instructions and if the direction flag is set it selects auto-decrement.
33. MOVS
35. A 4-bit number is loaded into RAX from the data segment memory location addressed by ESI and then ESI is either incremented or decremented by 8 depending on the setting of the direction flag.
37. The STOSW instruction copies AX into the extra segment memory location addressed by DI then DI is either incremented or decremented by two as dictated by the direction flag.
39. The REP prefix repeats a string instruction CX number of times.
41. DX register

43.

```

TABLE DB 30H, 31H, 32H, 33H
      DB 34H, 35H, 36H, 37H, 38H, 39H
BCD2A PROC NEAR
      MOV BX,OFFSET TABLE
      XLAT
      RET
BCD2A ENDP

```

45. IN AL, 12H copies the byte from I/O device 12H into AL
47. The segment override prefix allows the default segment to be changed to any segment

49.

```

XCHG AX, BX
XCHG ECX, EDX
XCHG SI, DI

```

51. DX is copied into CX if a not zero or not equal condition exists.
53. LIST1 DB 30 dup(?)
55. The .686 directive informs the assembler that a Pentium Pro or newer microprocessor is the target of the assembled program.
57. models
59. The program terminates and control is passed back to the operating system.
61. The uses directive specifies which registers are saved on the stack at the beginning of a procedure and popped at the end of the procedure.
63. If the model statement precedes the processor directive the code generated is 16-bit.

Chapter Five

1. (a) ADD AX,BX (b) ADD AL,12H (c) ADD EBP,EDI (d) ADD CX,22H
(e) ADD AL,[SI] (f) ADD FROG,CX (g) ADD RCX,234H

3. No instruction is available to add to a segment register.

5. ADD AH,AL
 ADD AH,BL
 ADD AH,CL
 ADD AH,DL
 MOV DH,AH

7. MOV EDI,ECX
 ADD EDI,EDX
 ADD EDI,ESI

9. ADC DX,BX

11. The instruction does not specify the size of the data addressed by BX and can be corrected with a BYTE PTR, WORD PTR, DWORD PTR, or QWORD PTR.

13. DL = 81H, S = 1, Z = 0, C = 0, A = 0, P = 0, O = 1

15. DEC EBX

17. Both instructions subtract, but compare does not return the difference, it only changes the flag bits to reflect the difference.

19. AH contains the most significant part of the result and AL contains the least significant part of the result.

21. EDX and EAX as a 64-bit product

23. IMUL is signed multiplication while MUL is unsigned.

25. AX

27. RAX

29. IDIV is signed division, while DIV is unsigned division.

31. RAX

33. DAA and DAS

35. AAA, AAS, AAD, and AAM

37. PUSH AX
 MOV AL,BL
 ADD AL,DL
 DAA
 MOV AL,BH
 ADC AL,DH
 DAA
 MOV BX,AX
 POP AX
 ADC AL,CL
 DAA
 XCHG AH,AL
 ADC AL,CH
 DAA
 XCHG AH,AL

39. (a) AND BX,DX (b) AND DH,0EAH (c) AND DI,BP
(d) AND EAX,1122H (e) AND [BP],CX (f) AND DX,[SI-8]
(g) AND WHAT,AL

41. (a) OR AH,BL (b) OR ECX,88H (c) OR SI,DX (d) OR BP,1122H

- (e) OR [RBX],RCX (f) OR AL,[BP+40] (g) OR WHEN,AH
 43. (a) XOR AH,BH (b) XOR CL,99H (c) XOR DX,DI (d) XOR RSP,1A23H
 (e) XOR [EBX],DX (f) XOR DI,[BP+60] (g) XOR DI,WELL
 45. The only difference is that the logical product is lost after TEST.
 47. NOT is one's complement and NEG is two's complement.
 49. AL is compared with the byte contents of the extra segment memory location addressed by DI.
 51. The D flag selects whether SI/DI are incremented (D = 0) or decremented (D = 1).
 53. An equal condition or if CX decrements to 0
 55.
- ```

MOV DI,OFFSET LIST
MOV CX,300H
CLD
MOV AL,66H
REPNE SCASB

```

## Chapter Six

1. A short jump allows a program to branch forward 127 bytes or backwards 128 bytes from the next instruction's address in the program.
  3. Far jump
  5.  $\pm 2G$
  7. A label followed by a single colon is a short of near address and a double colon denotes a far address.
  9. The code segment register and the instruction address register
  11. A JMP DI copies the contents of DI into the instruction address register and a JMP [DI] copies the 16-bit number from the data segment memory location addressed by DI into the instruction address register.
  13. Sign (S), Zero (Z), Carry (C), Overflow (O), and Parity (P)
  15. A JO instruction jumps on an overflow condition
  17. JNZ, JNE, JZ, JE, JB, JBE, JA, JAE
  19. Tests the contents of CX and jumps if it is zero
  21. CX
  23. RCX
  25. The LOOPE instruction jumps is an equal condition exists and CX is not a zero and it also decrements CX on each iteration of the loop.
  - 27.
- ```

MOV  SI,OFFSET BLOCK
MOV  UP,0
MOV  DOWN,0
MOV  CX,100H
MOV  AL,42H
CLD
L1:  SCASB
      JE  L3
      JA  L2
      INC DOWN
      JMP L3
L2:  INC UP
L3:  LOOP L1

```

29. An infinite loop is created.
31. A .BREAK can be used to break out of a .WHILE construct.
33. The main difference between a near and a far call is the distance from the call and the type of call and return that assembles.
35. The near return retrieves the return address from the stack and places it into the instruction address register.
37. PROC
39. The RET 6 deletes 6 bytes from the stack before returning from a procedure.
41.

```
SUMS    PROC    NEAR
        MOV     EDI,0
        ADD     EAX,EBX
        JNC     SUMA1
        MOV     EDI,1
SUMS1:  ADD     EAX,ECX
        JNC     SUMS2
        MOV     EDI,1
SUMS2:  ADD     EAX,EDX
        JNC     SUM3
        MOV     EDI,1
SUMS3:
SUMS    ENDP
```
43. INT
45. An interrupt vector contains the offset address followed by the segment address in 4 bytes of memory.
47. The IRETD instruction pops the flags, a 32-bit offset address, and the protected mode selector for the CS register.
49. The IRETQ instruction is used in the 64-bit mode to return from an interrupt service procedure.
51. 100H—103H
53. WAIT
55. 16
57. ESC

Chapter Seven

1. No, macro sequences and dot commands are not supported by the inline assembler.
3. Labels are defined in the inline assembler exactly as they are in the assembler.
5. EAX
7. Dot commands are not usable in the inline assembler.
9. The program uses SI and SI is not saved by the inline assembler so it must be saved and restored using a PUSH and POP.
11. The main difference is that when using the 16-bit version a program should attempt to use only 8- and 16- bit registers, while when using the 32-bit version a program should attempt to use 8- and 32-bit registers.
13. The conio header allows the putch() getche() functions to be used in a program.

15. Embedded applications use different I/O than the PC so the conio library would not be used in an embedded application.
17. The disp procedure divides by the number base and saves the remainders to generate a number in any number base.
19. The PUBLIC statement identifies a label as being available outside of the module.
21. It defines that the GetIt function has a single integer passed to it and returns nothing.
23. A control is usually some visible object that is obtained from the tool box in most cases.
25. It is a 32-bit pointer.
27. External procedures are defined using the extern prototype.
29. It uses a 32-bit (DWORD) number.
31.


```
int RotateLeft3 (int number)
{
    if ( ( number & 0x20000000 ) == 0x20000000 )
    {
        number <<= 3;
        number |= 1;
    }
    else
        number <<= 3;
    return number;
}
```
33. The green arrow is clicked in the development environment.
35. An ActiveX control is a control such as an edit box or textbox used to build a visual application.

Chapter Eight

1. Object
3. Library
5. EXTRN indicates that a label is outside of the current program module.
7. Only the function used from the library file are placed in a program.
9. A macro sequence is a short list of instruction placed in a program when the macro is invoked.

11.


```
ADD32 MACRO
ADD  AX,CX
ADC  BX,DX
ENDM
```
13.


```
ADDLIST MACRO PARA1, PARA2
PUSH AX
PUSH DI
PUSH SI
PUSH BX
MOV  BX,OFFSET PARA1
MOV  DI, PARA2
.REPEAT
    MOV AL, [DI]
    ADD AL, [BX]
```

```

        MOV [DI],AL
        INC DI
        INC BX
    .UNTILCXZ
    POP CX
    POP BX
    POP DI
    POP AX
ENDM

```

15. The include directive allows a file containing macros to be included in a program.

```

17. private: System::Void textBox1_KeyDown(System::Object^ sender,
        System::Windows::Forms::KeyEventArgs^ e)
    {
        // this is called first
        keyHandled = true;
        if (e->KeyCode >= Keys::NumPad0 && e->KeyCode <= Keys::NumPad9 ||
            e->KeyCode >= Keys::D0 && e->KeyCode <= Keys::D9 &&
            e->Shift == false ||
            e->KeyCode >= Keys::A && e->KeyCode <= Keys::F ||
            e->KeyCode == Keys::Back)
        {
            keyHandled = false;
            random++; // increment randomw number
        }
    }

```

```

19. private: System::Void textBox1_KeyPress(System::Object^ sender,
        System::Windows::Forms::KeyPressEventArgs^ e)
    {
        if (e->KeyChar >= 'a' && e->KeyChar <= 'f')
        {
            e->KeyChar -= 32;
        }
        if (e->KeyChar >= 'A' && e->KeyChar <= 'F')
        {
            e->KeyChar += 32;
        }
        else if (e->KeyChar == 13)
        {
            int number = 0;
            for (int a = 0; a < textBox1->Text->Length; a++)
            {
                number = Converts(number, textBox1->Text[a]);
            }
            textBox2->Text = Convert::ToString(number);
            keyHandled = true;
        }
        e->Handled = keyHandled;
    }

```

21. Refer to Table 8-2.

23. The MouseEventArgs Clicks is a 2 for double click.

25. The Color class contains most common colors.

27. AAM

29. If Horner's algorithm uses an 8 instead of a 10 the number will be converted to octal.

31. 30H

33. Subtract 30 from each digit, multiply the result (initial value of 0) by 10, add a digit, and continue this for all three digits.

```
35.      char GetIt (char temp)
        {
            char lookup[] = {'0','1','2','3','4','5','6','7',
                             '8','9','A','B','C','D','E','F'};
            return lookup[temp];
        }
```

37. The master file table contains descriptors that describe the location of the file or folder.

39. The boot record (track zero, sector zero) contains the bootstrap loader program. The bootstrap loader program loads the operating system from the disk into the system.

41. 4K

43. Unicode

45. 3

```
47.      String^ fileName = "C:\\Test1.txt";
        array<Byte>^ Array = gcnew array<Byte>(512);

        try
        {
            FileStream^ fs = File::OpenRead(fileName);
            fs->Read(Array, 0, 512);
            fs->Close();
        }
        catch (...)
        {
            MessageBox::Show("Disk error");
            Application::Exit();
        }
```

49. The remove function removes a file or folder from the disk.

Chapter Nine

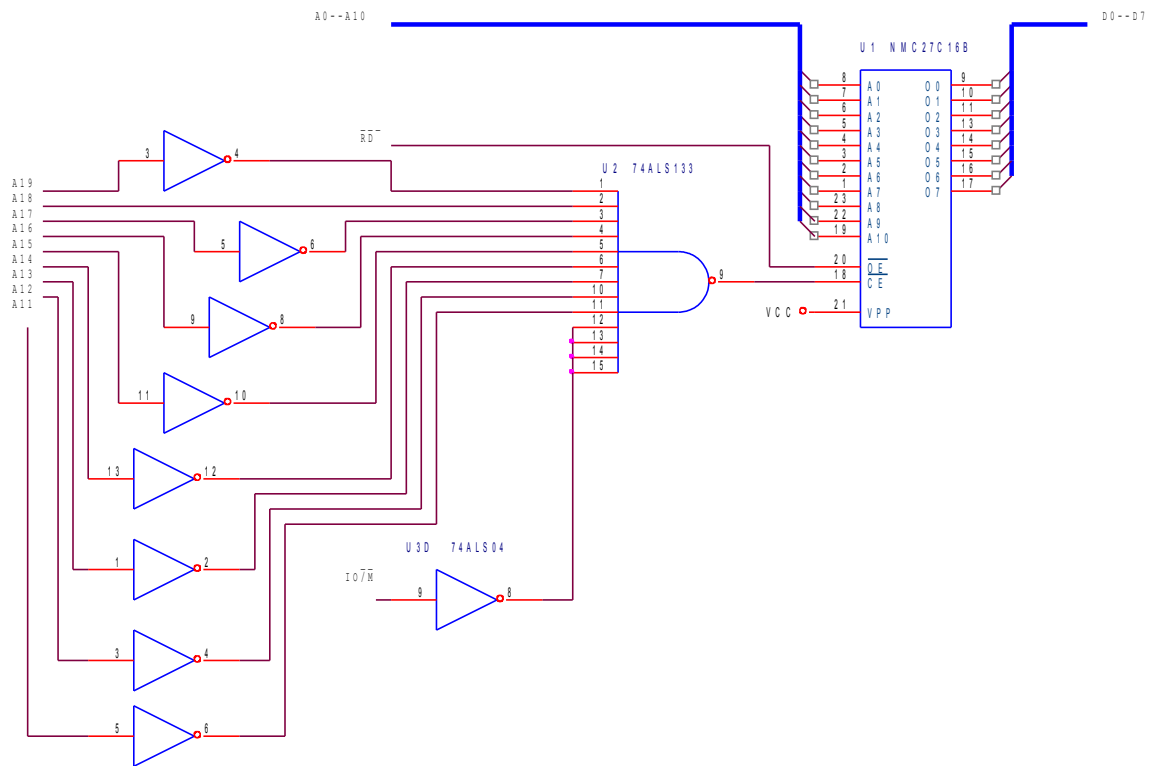
1. The main differences are the data bus width and the $\overline{\text{IO/M}}$ signal.
3. (a) 1 (b) 5 (c) 5
5. These bits indicate the segment being addressed by the current instruction.
7. The WAIT instruction waits for the $\overline{\text{TEST}}$ pin to become a logic zero.
9. Maximum mode
11. Never
13. During a HOLD, the microprocessor stops processing instructions and places the address, data, and controls buses at the high-impedance state.
15. The $\overline{\text{LOCK}}$ pin becomes a logic zero during instructions that are prefixed with the LOCK: prefix.
17. The clock signal is provided, the RESET input is synchronized, and the READY input is synchronized.

- 19. EFI input
- 21. zero
- 23. Address/Data bus
- 25. The $\overline{\text{BHE}}$ signal is shared with a status bit (S7).
- 27. $\text{DT} / \overline{\text{R}}$
- 29. $1.0 \mu\text{s}$
- 31. 2.5 MIPS
- 33. $600 \text{ ns} - 110 \text{ ns} - 30 \text{ ns} = 460 \text{ ns}$
- 35. ∞
- 37. 0
- 39. It generates system control signals

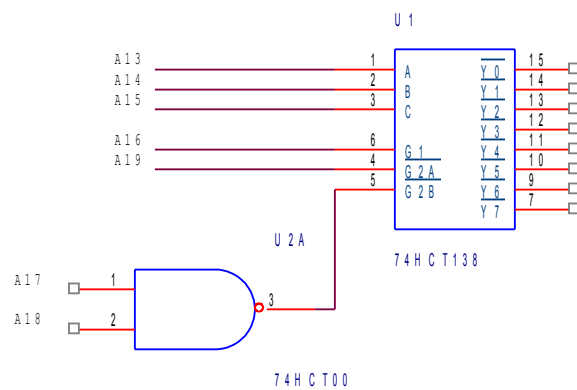
Chapter Ten

- 1. All memory devices have address, data, and control connections.
- 3. (a) 2048 four bit numbers (b) 1024 one bit numbers (c) 4096 eight bit numbers (d) 16,384 one bit numbers (e) 65,536 four bit numbers
- 5. It causes the memory device to read data from a location.
- 7. (a) 1K (b) 2K (c) 4K (d) 8K (e) 128K
- 9. Flash memory requires an extended amount of time to accomplish an erase and write.
- 11. The $\overline{\text{G}}$ input cause a read, the $\overline{\text{W}}$ input causes a write, and the $\overline{\text{S}}$ input selects the chip.
- 13. Dynamic random access memory.
- 15. These inputs strobe the column and row addresses into a DRAM.
- 17. Memory rarely fills the entire memory, which requires some form of decoder to select the memory device for a specific range of memory addresses.

19.



21.



23. The 74LS139 is a dual 2-to-4 line decoder.

25. and or nand nor not

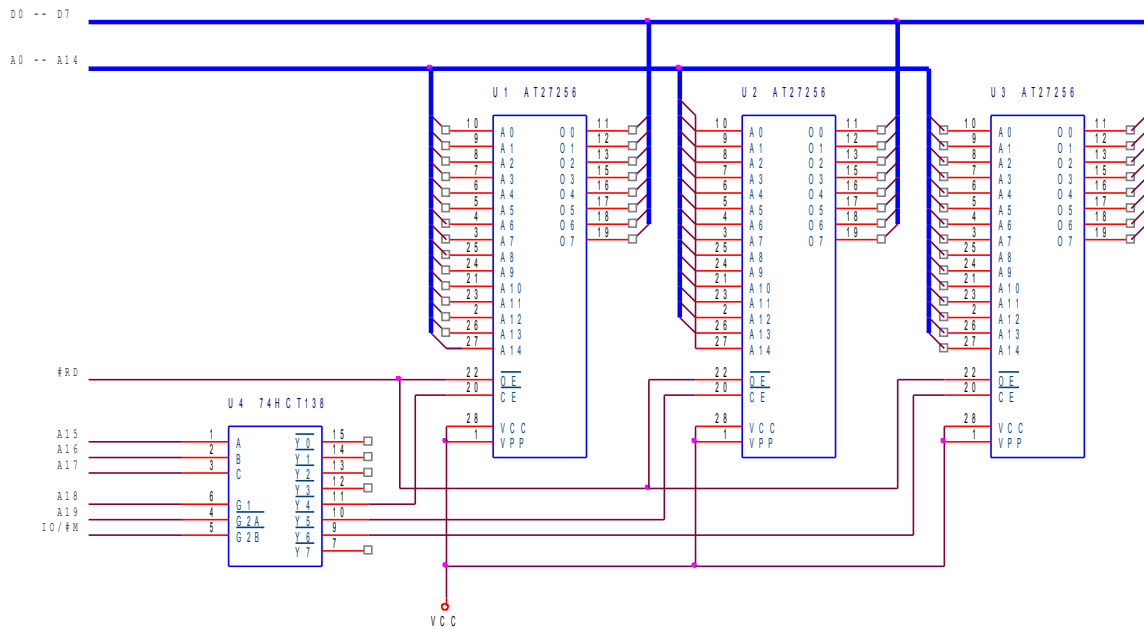
27.

begin

```
ROM <= A19 or (not A18) or A17 or MIO;
RAM <= A18 and A17 and (not MIO);
AX19 <= not A19;
```

end V1;

29.



33. Single bit error flag

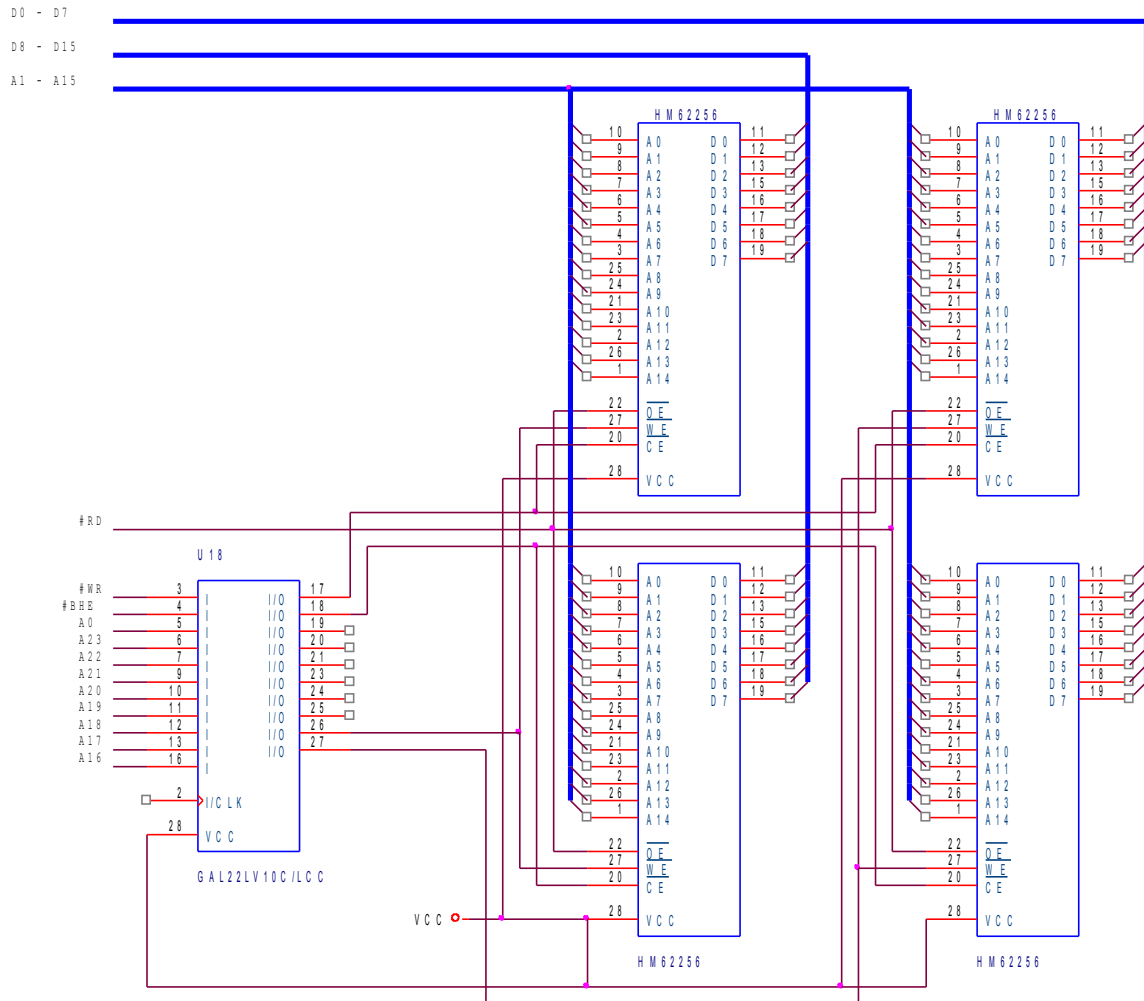
35. The main differences are the data bus size and the I/O, memory control signal.

37. Bank low enable has replaced the A0 pin.

39. Upper memory bank

41. It does not matter if 16-bit or 8-bit are read because the microprocessor just ignores any data bus bits that are not needed.

43.

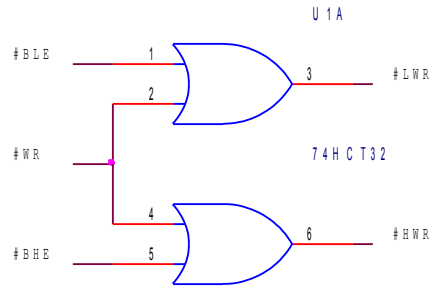


47. A cycle that does not read data, it only refreshes a row of memory.

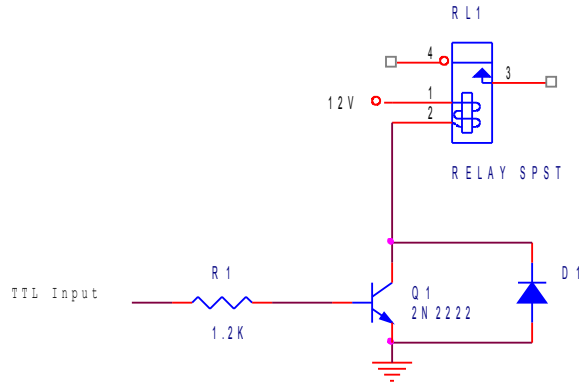
49. 15.625 μ s

Chapter Eleven

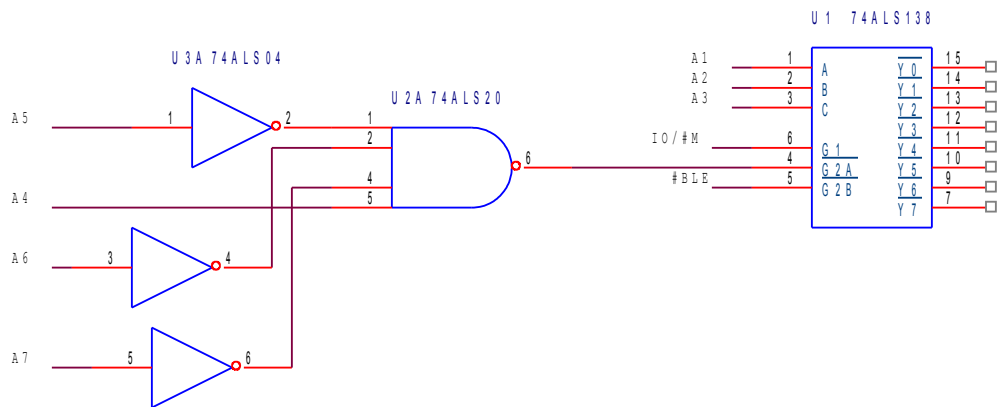
1. The IN instruction inputs data from an external device into the accumulator and the OUT instruction sends data out to an external device from the accumulator.
3. DX
5. AX
7. The INSW inputs data from the I/O port addressed by DX, as a word, into the extra segment memory location addressed by DI; it then increments DI by 2.
9. The basic input interface is a three-state buffer that is enabled for the IN instruction. When the buffer is enabled data is gated onto the data bus and into the accumulator.
11. Handshaking is the act of synchronizing two systems that operate asynchronously.
13. D8–D15
- 15.



17.



19.



21.

```

library ieee;
use ieee.std_logic_1164.all;

entity DECODER_21 is
port (
    A15, A14, A13, A12, A11, A10, A9, A8, A7, A6, A5, A4, A3, A2,
    A1: in STD_LOGIC;
    S1000, S1002, S1004, S1006, S1008, S100A, S100C, S100E: out STD_LOGIC
);
end;

architecture V1 of DECODER_21 is
begin
    S1000 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A1

```

```

        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or A2 or A1;
S1002 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or A2
        or (not A1);
S1004 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or (not A2)
        or A1;
S1006 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or (not A2)
        or (not A1);
S1008 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3) or A2
        or A1;
S100A <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3) or A2
        or (not A1);
S100C <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3) or (not A2)
        or A1;
S100E <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3) or (not A2)
        or (not A1);

```

end V1;

23.

```

library ieee;
use ieee.std_logic_1164.all;

```

entity DECODER_23 is

```

port (
    BHE, A15, A14, A13, A12, A11, A10, A9, A8, A7, A6, A5, A4, A3, A2,
    A1: in STD_LOGIC;
    S300D, S300B, S1005, S1007: out STD_LOGIC
);

```

end;

architecture V1 of DECODER_23 is

begin

```

S300D <= A15 or A14 or (not A13) or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3)
        or (not A2) or A1 or BHE;
S300B <= A15 or A14 or (not A13) or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or (not A3)
        or A2 or (not A1) or BHE;
S1005 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or (not A2)
        or A1 or BHE;
S1007 <= A15 or A14 or A13 or (not A12) or A11 or A10 or A11
        or A10 or A9 or A8 or A7 or A6 or A5 or A4 or A3 or (not A2)
        or (not A1) or BHE;

```

end V1;

25. D0–D7

27. 24

29. A0 and A1

31.

```
library ieee;
use ieee.std_logic_1164.all;

entity DECODER_31 is

port (
    BLE, A15, A14, A13, A12, A11, A10, A9, A8, A7, A6, A5, A4, A3:
        in STD_LOGIC;
    CS: out STD_LOGIC
);

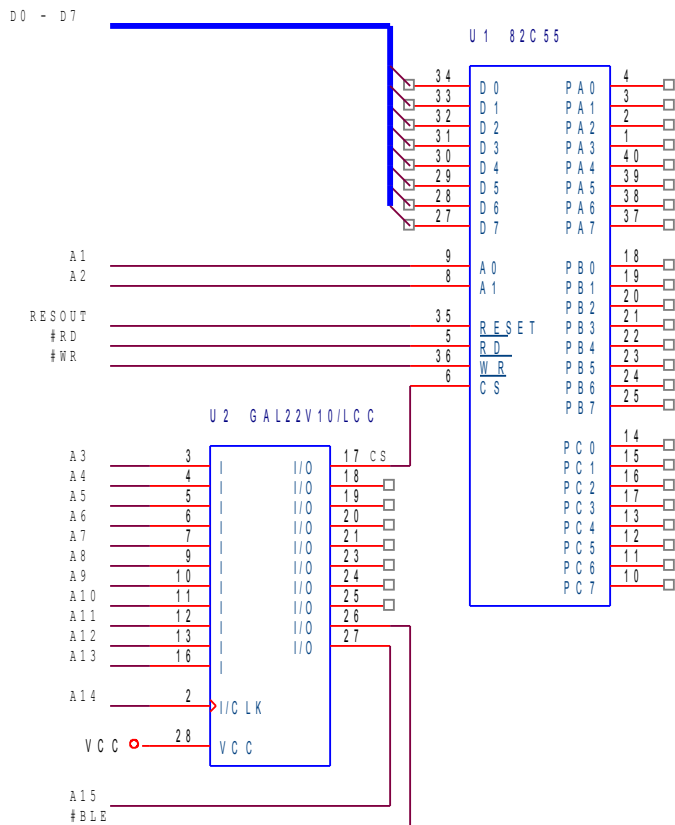
end;

architecture V1 of DECODER_31 is

begin

    CS <= A15 or A14 or A13 or A12 or A11 or A10 or (not A9) or (not A8)
        or (not A7) or A6 or A5 or A4 or A3 or BLE

end V1;
```



33. Modes 0, 1, and 2

35. DELAY PROC NEAR


```

entity DECODER_55 is
port (
    BLE, A7, A6, A5, A4, A3: in STD_LOGIC;
    CS: out STD_LOGIC
);
end;

architecture V1 of DECODER_55 is
begin
    CS <= A7 or A6 or A5 or (not A4) or A3 or BLE
end V1;

```

57. 300

59. The counter is latched then the counter read-back control reads the counter at the time of the latching.

61. The motor attempts to move forward and reverse for equal amounts of time. This causes it to remain stationary.

63. The number of transmitted bits per second including data, start, stop and any other bits that are transferred.

65. 614,400 Hz

67. The MR input pin resets the device.

69. 1.0 μ s

73. 100 μ s

75. Start conversion

Chapter Twelve

1. An interrupt interrupts the currently executing program.
3. The interrupt service procedure is called by an interrupt.
5. NMI, INTR, and $\overline{\text{INTA}}$
7. The interrupt vector is the address of the interrupt service procedure.
9. 256
11. INT 0 occurs for a divide error.
13. A real mode interrupt vector is 4 bytes in length and contains the segment and offset address of the interrupt service procedure, while a protected mode interrupt vector is 8 bytes in length and contains the selector and 32-bit offset address of the interrupt service procedure.
15. The BOUND instruction tests the contents of a 16-bit register with two numbers stored in the memory. If the register contains a number that is outside of the boundaries set by the memory data, INT 5 occurs.
17. INT 44H is stored at vector locations 110H–113H.

-
- The diagram illustrates a 74ALS244 octal buffer configured as a bus driver. The chip's inputs (A1-A8) and outputs (Y1-Y8) are connected to a common data bus labeled 'D0 - D7'. Each input is pulled up to VCC by a 10K resistor (R1). The chip is powered by VCC (pin 10) and grounded (pins 1 and 20). The output of the chip is labeled '74ALS244'.

- ## Chapter Thirteen

- 20

- 13. 64K
- 17. Micro
- 19. Sectors
- 21. NRZ recording is used because it erases old data when it records new data.
- 25. The disk heads must be parked over a landing zone when power is removed so the heads do not damage the surface of the disk.
- 27. A write once optical disk such as a CD-R or DVD-R.
- 29. 4.7G bytes
- 31. Red, green, and blue
- 33. The smallest video picture element
- 35. By using 2 levels of brightness for each of the three primary colors
- 37. Because the analog signal are continuously variable an infinite number of colors are possible.
- 39. 540

Chapter Fourteen

- 1. Integer, BCD, and floating-point
- 3. A BCD number is stored in 10 bytes of memory with 9 bytes containing the BCD integer magnitude as packed BCD and the 10th byte containing only the sign of the number.
- 5. (a) 0 10000011 110011000000000000000000
 (b) 0 10001000 001110000000000000000000
 (c) 1 11111110 010000000000000000000000
 (d) 0 00000000 000000000000000000000000
 (e) 1 10001000 111101000100000000000000
- 7. The coprocessor may be idle or it may execute a coprocessor instruction at the same time.
- 9. These bits indicate the relative size of a number after a test or compare instruction as well as if the number is valid or invalid.
- 11. An error bit
- 13. By programming the rounding control bits in the coprocessor control register.
- 15. FFF8H–FFFFH
- 17. A NAN (not a number) is a number with an exponent of all ones and a significand not equal to zero.
- 19. Truncate
- 21. ESC
- 23. (a) FROG DQ 23.44 (b) DATA3 DD –123 (c) DATAL DD –23.8
 (d) DATA2 DQ ?
- 25. An integer is loaded from memory location DATA to the top of the stack.
- 27. FADD (no operands) pops the top two stack elements and adds them then returns the sum (pushes) to the top of the stack.
- 29. It stores the BCD version of the top of the stack into memory location DATA then it pops the stack.

31. The FCOMI instruction replaces the FCOM, FSTSW AX, and SAHF instructions.
 33. Usually an FCOMI instruction must appear before an FCMOV.
 35. FTST compares ST against zero, while FXAM changes the status flags to indicate the type of number at ST (positive, negative, a NAN, etc.).

37. IE

39. FLD1

41. FSTENV

```
43. AREA    PROC    NEAR
        FLD     L
        FMUL    W
        FSTP    A
        RET
    AREA    ENDP
```

```
45. ROOT    PROC    NEAR
        MOV     ECX,9
        MOV     EBX,OFFSET ROOTS
        .REPEAT
            MOV     EAX,11
            SUB     EAX,ECX
            MOV     TEMP,EAX          ;TEMP is defined as DD
            FILD    TEMP
            FSQRT
            FSTP    DWORD PTR [EBX]
            ADD     EBX,4
        .UNTILCXZ
        RET
    ROOT    ENDP
```

47. One does a wait the other does not.

```
49. COS      PROC    NEAR
        MOV     TEMP,EAX
        FLD     TEMP
        FLDPI
        FADD    ST,ST(0)
        FDIV
        FCOS
        FSPT    TEMP
        MOV     EAX,TEMP
        RET
    COS      ENDP
```

```
51. MULT     PROC    NEAR
        MOV     TEMP,EBX
        FLDPI
        FLD     TEMP
        FMUL
        FSTP    TEMP
        MOV     EBX,TEMP
        RET
    MULT     ENDP
```

```
53. LOG10    PROC    NEAR
        FLD1
        FXCH    ST(1)
        FYL2X
        FILD    TEN
        FLD1
```

```

        FXCH    ST(1)
        FYL2X
        FLD1
        FDIVR
        FMUL
        RET
TEN     DW      10

```

55. The multimedia extension allows integer arithmetic and logic on multiple data with a single instruction.

57. The MM registers use the coprocessor stack registers.

59. Unsigned saturation is where the carry is dropped after the addition or borrow after a subtraction.

```

61.      MOV     ECX, 64
        .REPEAT
            PMOV  MM0, QWORD PTR ARRAY1[ECX*8-8]
            PMULLW MM0, QWORD PTR ARRAY2[ECX*8-8]
            PMOV  QWORD PTR ARRAY3[ECX*8-8]
            PMOV  MM0, QWORD PTR ARRAY1[ECX*8-8]
            PMULHW MM0, QWORD PTR ARRAY2[ECX*8-8]
            PMOV  QWORD PTR ARRAY3[ECX*8-8+256]
        .UNTILCXZ

```

63. Streaming SIMD extensions

65. 4

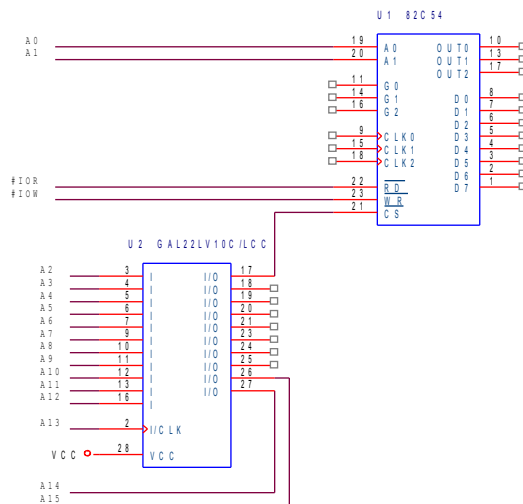
67. An octal word is a 128-bit wide number.

Chapter Fifteen

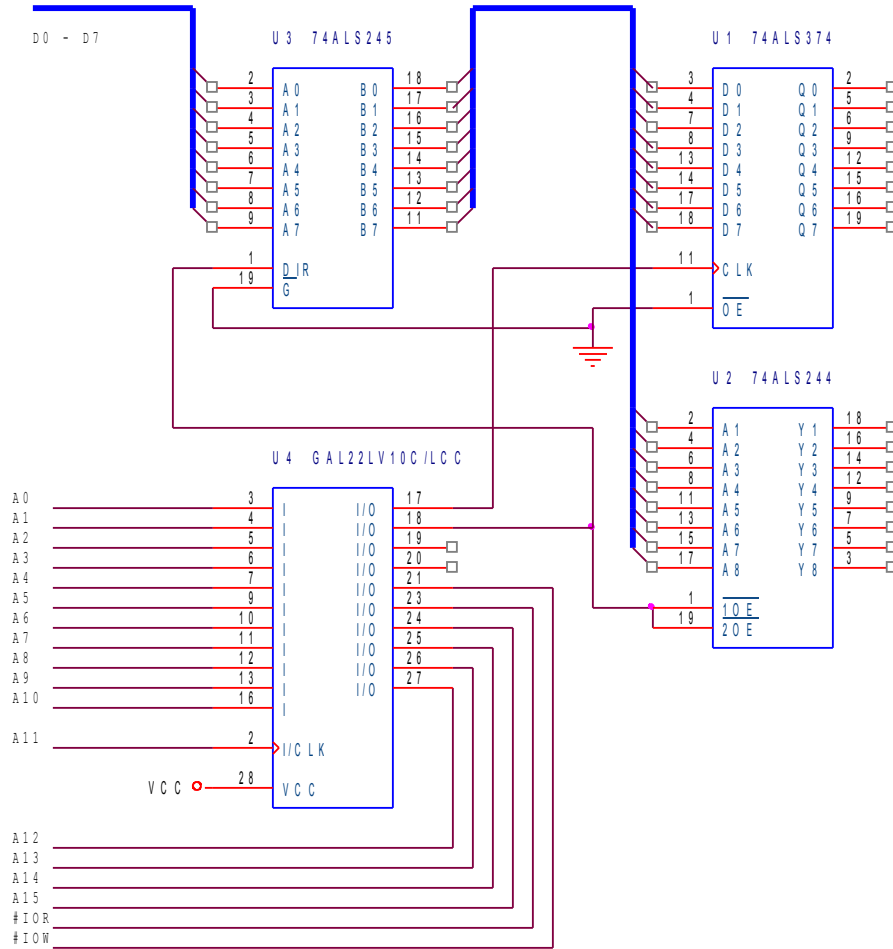
1. Industry Standard Architecture

3. It was long ago, but today because of its relatively low speed, it is only suited to I/O expansion.

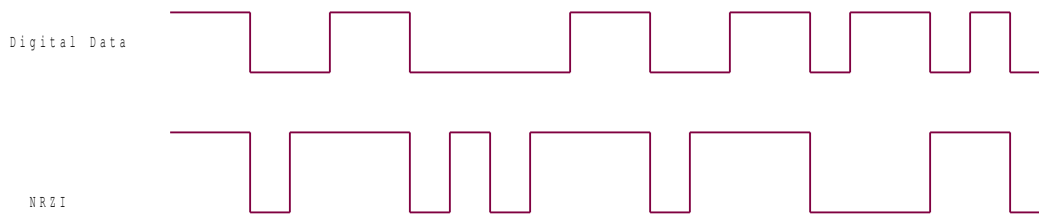
5.



7.



13. On the first positive edge of the clock after \overline{FRAME} goes low.
15. Plug and Play is where the computer polls the PCI cards in a system to determine what interrupts are required and also the type of the card.
17. If operating in DOS, the BIOS is tested for PCI if an 0B101H is placed in AX followed by an INT 1AH. If carry is set upon return PCI is not present.
19. Speed and data width
21. 378H-37FH
23. 25 pins
29. NRZ
31. For many applications it has replaced the ISA and PCI bus.
33. Non-return to zero inverted
- 35.



- 37. ACK acknowledges the receipt of data and NAK does not acknowledge the receipt of data.
- 39. 2 GBps

Chapter Sixteen

- 1. The main differences are the internal timers, the chip selection unit, the additional interrupt inputs, and in some models the serial communications ports and the enhanced 4-channel DMA controller.
- 3. Leadless chip carrier (LCC) and pin grid array (PGA)
- 5. The main difference is that the EB version contains 10 chip selection pins and a pair of serial communications ports.
- 7. 4
- 9. Memory access time is the amount of time that the microprocessor allows the memory to look up data. If not enough time exists, wait states are inserted to allow additional time for access.
- 11. I/O ports FF00H–FFFFH
- 13. INT 12/INT 0CH
- 15. Master and slave modes are available.
- 17. 1
- 19. The EOI register is used to clear the interrupt from the microprocessor. If not, the interrupt will never occur again.
- 21. Times 0 and 1
- 23. If both compare registers are used one determines the length for the logic 0 output and the other determines the length of the logic 1 output.
- 25. The P bit selects the system clock as the input to the timer.
- 27. The timer output pins are used to provide either a single pulse or an output with a selectable logic 1 and logic 0 time.
- 29.


```

      MOV  AX,0
      MOV  DX,0FF50H
      OUT  DX,AX
      MOV  AX,105
      MOV  DX,0FF52H
      OUT  DX,AX
      MOV  AX,0C008H
      MOV  DX,0FF56H
      OUT  DX,AX
      
```
- 31. 20
- 33. 6
- 35. FFFFH
- 37. 00000H
- 39.


```

      MOV  AX,1F44H
      MOV  DX,0FFA8H
      OUT  DX,AX
      
```
- 41.


```

      MOV  AX,2002H
      MOV  DX,0FF8CH
      OUT  DX,AX
      MOV  AX,300AH
      
```

```
MOV    DX,0FF8EH
OUT    DX,AX
```

- 43. 16M
- 45. 8086
- 47. Loads the segment limit
- 49. Multiple threads are handled by a scheduler that starts a new thread on each tick of the scheduler.

Chapter Seventeen

- 1. 4G
- 3. The DX has a full 32 bit address bus, while the SX is a scaled down version with a 24-bit address bus.
- 5. 4 or 5 mA depending on the pin compared to the 8086 which has 2 mA on each output pin.
- 7. A hardware reset causes the address bus to start at memory location FFFFFFF0H.
- 9. A cache memory is a high-speed store of data and/or instructions. Because the main memory is relatively slow, when data or instructions are accessed a second time, they are accessed from the cache at a high speed increasing system performance.
- 11. 800000F8H–800000FFH
- 13. 40MHz
- 15. CR0 mainly selects protected mode and paging, CR1 is reserved by Intel, CR2 contains the linear fault address for debugging, and CR3 contains the base address of the page directory.
- 17. `INT 1` or type 1
- 19. `MOV EAX,CR0`
- 21. `MOV FS:[DI],EAX`
- 23. Yes
- 25. Coprocessor not available interrupt.
- 27. The double fault interrupt occurs when two interrupts occur simultaneously.
- 29. A descriptor describes a memory segment, or a gate.
- 31. The TI bit in the selector is set to select the local descriptor table.
- 33. 8K
- 35. A segment descriptor defines a memory segment and a system descriptor defines a memory location for a call or interrupt or a task state segment.
- 37. The TSS is address by the task register.
- 39. The switch occurs when a 0 is placed into the PE bit of CR0.
- 41. Where ever he programmer decides to place it as dictated by CR3.
- 43. The entry in the page table and entry that corresponds to address D0000000H contains a C0000000H.
- 45. The `FLUSH` input causes the internal cache to be erased.
- 47. The flags are almost identical except for the AC flag.
- 49. Even
- 51. 16

53. A cache write-through is when data are written into the cache and the DRAM at the same time.

Chapter Eighteen

1. 4G bytes
3. 64 bits
5. 66 MHz
7. Address parity
9. $\overline{\text{BRDY}}$
11. If the instructions are not dependent then two can be executed simultaneously, one by each integer unit.
13. 5.8 ns
15. The $\overline{\text{SMI}}$ input causes an interrupt to the system memory management interrupt at address 38000H unless changed to some other location in the first 1M byte of memory.
17. The SMM is exited by using the RSM instruction.
19. Modify the dump base address register at locations 3FEF8H–3FEFBH.
21. 1
23. CR4
25. The TSC counts system clock pulses in a 64-bit counter located within the microprocessor. It can be used to time events by storing its value when the event begins and at the end of the event read TCS and subtract the stored number to obtain the count in clock pulses.
27. The bank enable signals are multiplexed with address (A15–A8) information and must be extracted from the address bus during the second clock cycle of a bus cycle.
29. PAE and PSE have been added to control the additional address bits (A32–A35).
31. Error correction code

Chapter Nineteen

1. 32K
3. The Level 2 cache operated at the bus speed (66 MHz) in the Pentium and at $\frac{1}{2}$ the microprocessor speed in the Pentium II.
5. 2
7. No, the Pentium II is on a cartridge.
9. Used for serial messages between the Pentium II and APIC
11. 66 MHz or 100 MHz
13. 72 bits
15. Version number and features have been added to CPUID.

17. MOV ECX, 175H
 MOV EDX, 0
 MOV EAX, 12H
 WRMSR

19. SYSEXIT

21. Ring 0

23. FSAVE saves the state of the coprocessor and FXSAVE saves the state of the MMX unit.

25. SIMD extension SSE2