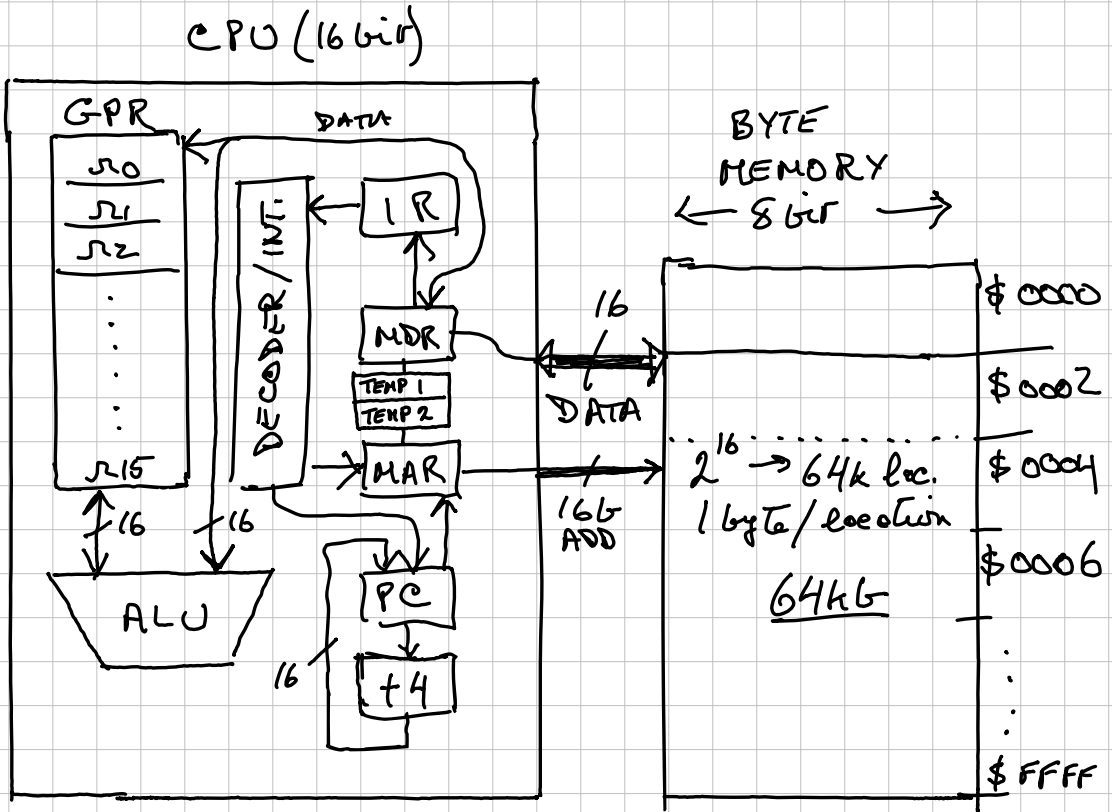


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Registers TEMP 1 and TEMP 2 are  
for complex instructions

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Q2:

reg:  $x = ((a + b) / (c + d)) * (100 * a)$

The diagram shows the expression  $x = ((a + b) / (c + d)) * (100 * a)$  with registers  $r_0$  through  $r_9$  indicated below the terms. Brackets group the terms into intermediate results:  $r_5$  for  $(a + b)$ ,  $r_6$  for  $(c + d)$ , and  $r_7$  for  $(100 * a)$ . A larger bracket groups  $r_5$ ,  $r_6$ , and  $r_7$  into  $r_8$ , and a final bracket groups  $r_8$  into  $r_9$ .

$R_0 \leftarrow a$   
 $R_1 \leftarrow b$   
 $R_2 \leftarrow c$   
 $R_3 \leftarrow d$   
 $R_4 \leftarrow \#100$   
 $R_5 \leftarrow R_0 + R_1$   
 $R_6 \leftarrow R_2 + R_3$   
 $R_7 \leftarrow R_1 * R_4$   
 $R_8 \leftarrow R_5 / R_6$   
 $R_9 \leftarrow R_8 * R_7$   
 $RAM \leftarrow R_9$

LOAD  $R_0, M[a]$   
LOAD  $R_1, M[b]$   
LOAD  $R_2, M[c]$   
LOAD  $R_3, M[d]$   
MOVE  $R_4, \#100$   
ADD  $R_5, R_0, R_1$   
ADD  $R_6, R_2, R_3$   
MUL  $R_7, R_1, R_4$   
DIV  $R_8, R_5, R_6$   
MUL  $R_9, R_8, R_7$   
STORE  $M[x], R_9$

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### CONSTRAINTS

- Q3) • 16 bit DATA bus • 16 bit ADD bus.  
• 6 instructions • 2 TEMP registers

Consider LOAD  $R_i, M[X]$

if  $X$  is a 16 bit address

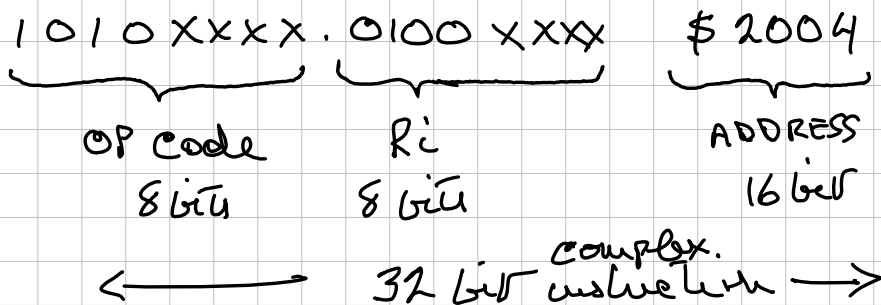
and  $R_i$  is one of 16 registers 4 bits.

and LOAD is one of 6 registers 2 bits

minim instruction length is 22 bits

but GPR is only 16 bits wide

Therefore complex instructions of 32 bits  
are required:



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Q4)

a) ADD R5 R1 R2 → \$ A512

this is a single 16 bit instruction

1010	0101	0001	0010		X	X	X	X
A	5	1	2					
<u>16 bits</u>					<u>16 bits</u>			

b) MOVE R4 #100 → \$ B464 (#100 = \$64)

0001 0100 0110 0100

single 16 bit instruction limited to 0<sup>#</sup> → 255

complex 32 bit instruction #0 → 65.5k

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Q4

c) LOAD R3, M[\$2004] →

complex instruction requiring 32 bits

\$

C X 3 X 2 0 0 4

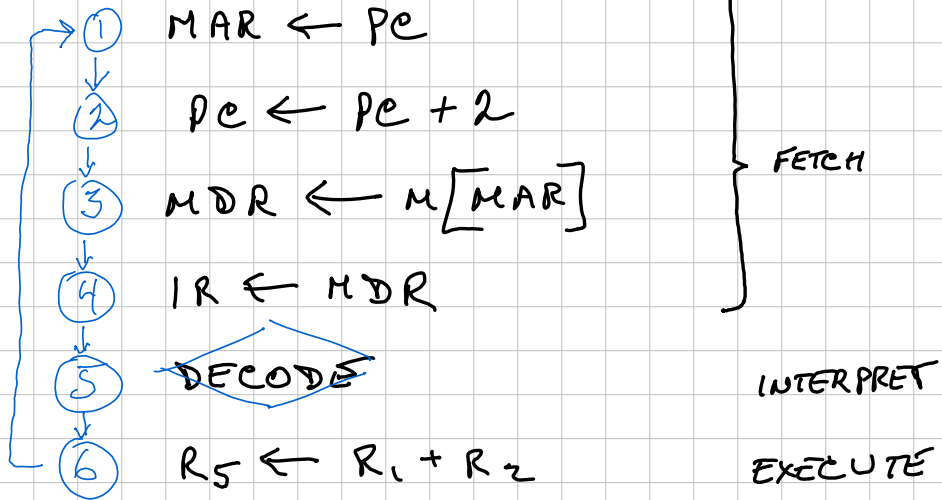
1100 XXXX 0011 XXXX 0010 0000 0000 0100

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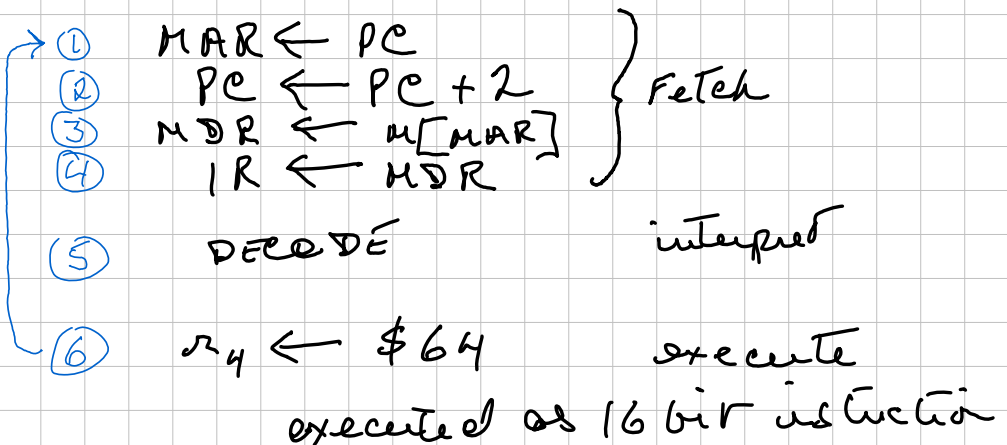
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q5) executed as 16 bit instruction

a) ADD R5 R1 R2



6) MOVE R4 #100 → \$B464



Q5 c) LOAD R3, M[\$2004]

This is a complex 32 bit instruction  
lower 16 bits are the memory  
address \$2004

Fetch  
memory  
addr.

$$\left\{ \begin{array}{l} PC \leftarrow PC + 2 \\ MAR \leftarrow PC \\ HDR \leftarrow M[MAR] \\ R_3 \leftarrow HDR \end{array} \right.$$

Q6) ALU: DECODE 1cc FETCH 12cc INCR 2cc

a) ADD  $R_i, R_j, R_k$  3cc  $\rightarrow$  18cc 9ns

b) MUL  $R_i, R_j, R_k$  5cc  $\rightarrow$  20 10ns

c) DIV  $R_i, R_j, R_k$  5cc  $\rightarrow$  17 8.5ns

d) MOVE  $R_i, \#100$  2cc  $\rightarrow$  17 8.5ns

LOAD  $R_i, M[A]$  11cc  $\rightarrow$  26 13ns

STORE  $M[A], R_i$  11cc  $\rightarrow$

2GHz  $\rightarrow$  .5ns.