

# ECE 441 Test Corrections

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## Problem 1

Number of Bus Cycles: 6

Registers Changed and Contents? None

Bus Cycle Number	Address (Hex)	Data (Hex)	R/ $\overline{w}$	$\overline{UDS}$	$\overline{LDS}$	$\overline{AS}$	FC2	FC1	FC0
1	\$ABCD0	237C	1	0	0	0	1	1	0
2	\$ABCD2	00EC	1	0	0	0	1	1	0
3	\$ABCD4	E441	1	0	0	0	1	1	0
4	\$ABCD6	0029	1	0	0	0	1	1	0
5	\$AB44	00EC	0	0	0	0	1	0	1
6	\$AB46	E441	0	0	0	0	1	0	1

Number of Bus Cycles: 6

Registers Changed and Contents? None

Bus Cycle Number	Address (Hex)	Data (Hex)	R/ $\overline{w}$	$\overline{UDS}$	$\overline{LDS}$	$\overline{AS}$	FC2	FC1	FC0
1	\$ABCD0	0679	1	0	0	0	1	1	0
2	\$ABCD2	1BBC	1	0	0	0	1	1	0
3	\$ABCD4	0000	1	0	0	0	1	1	0
4	\$ABCD6	8100	1	0	0	0	1	1	0
5	\$8100	U	1	0	0	0	1	0	1
6	\$8100	U	0	0	0	0	1	0	1

Number of Bus Cycles: 4

Registers Changed and Contents? A7=\$AB76

Bus Cycle Number	Address (Hex)	Data (Hex)	R/ $\overline{w}$	$\overline{UDS}$	$\overline{LDS}$	$\overline{AS}$	FC2	FC1	FC0
1	\$ABCD0	4870	1	0	0	0	1	1	0
2	\$ABCD2	0090	1	0	0	0	1	1	0
3	\$AB78	886A	0	0	0	0	1	0	1
4	\$AB76	0000	0	0	0	0	1	0	1

## Problem 2

1. (a) Asynchronous: Used for various things such as data transfer acknowledge, checking if the address is valid, using the upper or lower byte of an address, and read/write functionality.  $\overline{DTACK}$ ,  $\overline{AS}$ ,  $\overline{UDS}$ ,  $\overline{LDS}$ ,  $R/\overline{W}$   
 (b) Synchronous: Used to sync 6800 devices with the system.  $\overline{E}$ ,  $\overline{VMA}$ ,  $\overline{VPA}$   
 (c) Function: Sets privileges for the program corresponding to either supervisor/user(FC0), Data Space(FC0), or Program Space(FC1). FC1, FC0, FC2  
 (d) Interrupt: Corresponds to interrupt level for exceptions ranging from 0→7.  $\overline{IPL2}$ ,  $\overline{IPL1}$ ,  $\overline{IPL0}$
2. The MC68000 provides support for virtual memory: **False**, implenting this requires the ability to trap and recover from a failed memory access. While the 68K does have a bus error exception, it does not save enough of the processor state to resume from the faulted instruction. Later implementations of the processor updated the instruction set to have restartable instructions, but the basic processor does not have this support.
3. The MC68000 provides support for multiprocessor hardware designs: **True**, this is possible through the use of the Bus Arbitration control functions. This allows multiple processor to use  $\overline{BR}$  to request control of the bus,  $\overline{BG}$  to indicate to the other processors that it will relinquish bus control, and  $\overline{BGACK}$  to acknowledge that a device has become the bus master.

## Problem 3

1. (a) **List of signals for Supervisor Program Space:** A23=0, A22=0, FC1=1,  $\overline{AS}$ =0, FC2=1, FC0=0  
 (b) **List of signals for Supervisor Data Space:** A23=0, A22=0, FC1=0,  $\overline{AS}$ =0, FC2=1, FC0=1  
 (c) **List of signals for User Program Space:** A23=0, A22=1, FC1=1,  $\overline{AS}$ =0, FC2=0, FC0=0  
 (d) **List of signals for User Data Space:** A23=1, A22=X, FC1=0,  $\overline{AS}$ =0, FC2=0, FC0=1
2. Program space is pointed to by the program counter. It is READ-ONLY and contains instructions that are to be executed. Data space is generally the execution of an instruction but could be anything that is not program space. It has both read and write capabilities.

The first two rows of the vector table are program space(RESETS). The rest are data space and contain all of the other exceptions.

## Problem 4

	Address	D15...D8	D7...D1
	\$7FF4	22	00
1.	\$7FF6	00	00
	\$7FF8	20	0C
	\$7FFA	00	00
	\$7FFC	00	00
	\$7FFE	10	AC
	\$8000		

2. MOVE.W #\$0069,\$FFFFF7
3. If in supervisor mode, the processor puts \$2700 into the SR, the PC goes to the next address, and the processor stops executing/fetching instructions. Only an interrupt of level 7 can resume execution.
4. The supervisor stack is used to store the PC and the SR when exceptions occur. This way the exceptions can be executed, and once finished, the original program resumes where left off due to the PC and SR being stored. It's generally used to store exception frames. It is also used to perform subroutines in supervisor mode.

## Problem 5

Components	A23	A22	A21	A20	A19	A18	A17	A16	A15	A14	A13	A12	A11	A10	...	A3	A2	A1	$\overline{UDS}$	$\overline{LDS}$
RAM 1	0	0	0	0	0	0	0	1	0	X	X	X	X	X	X	X	X	X	0	1
RAM 2	0	0	0	0	0	0	0	1	0	X	X	X	X	X	X	X	X	X	0	1
RAM 3	0	0	0	0	0	0	0	1	0	X	X	X	X	X	X	X	X	X	1	0
RAM 4	0	0	0	0	0	0	0	1	0	X	X	X	X	X	X	X	X	X	1	0
RAM 5	0	0	0	0	0	0	0	1	1	X	X	X	X	X	X	X	X	X	0	1
RAM 6	0	0	0	0	0	0	0	1	1	X	X	X	X	X	X	X	X	X	0	1
RAM 7	0	0	0	0	0	0	0	1	1	X	X	X	X	X	X	X	X	X	1	0
RAM 8	0	0	0	0	0	0	0	1	1	X	X	X	X	X	X	X	X	X	1	0

**List the required signals for decoding and selecting RAM chips:** The possible range of memory addresses to implement RAM is \$010000→\$FFFFFF. This means that  $A_{23} \rightarrow A_{17} = X$ ,  $A_{15} \rightarrow A_1 = X$ , and  $A_{16} = 1$ .  $\overline{AS} = 0$ ,  $\overline{UDS} = X$ ,  $\overline{LDS} = X$ ,  $\overline{DTACK} = 0$ ,  $Y_0 \rightarrow Y_7$  from the decoder = X to select a specific address range of RAM,  $R/\overline{W} = X$ .