

COMPUTATIONAL QUESTIONS:

1. What is the two's complement representation of the following decimal numbers? Show your hand calculations to convert these to binary and what method you choose to use. You may use a calculator to check your answers, but you still must show/describe your work!

(a) -26

(b) -89

a.) For -26, start by converting to +26 & finding 2's complement

$$\Rightarrow \frac{26}{2} = \frac{13}{2} = \frac{6}{2} = \frac{3}{2} = \frac{1}{2} = \frac{0}{2} = 00011010$$

Inverting/finding complement $\Rightarrow 11100101$, adding 1

$$\Rightarrow \boxed{11100110} = -26$$

$$b) -89 \Rightarrow +89 = \frac{49}{2} = \frac{22}{2} = \frac{11}{2} = \frac{5}{2} = \frac{2}{2} = \frac{1}{2} = \frac{0}{2} = 0$$

$$\Rightarrow 01011001, \text{ invert } \Rightarrow 10100110, \text{ add 1} \Rightarrow \boxed{10100111}$$

$$\Rightarrow \boxed{-89}$$

2. Compute the sum of the following pairs of numbers using 8-bit two's complement arithmetic just like the uC does (convert to binary, do the addition then convert the result back to decimal). Show your hand calculations in binary, you may check your answers with calculator.

(a) 36, -10

(b) 16, -77

a.) 36, -10

$$\text{first using 2's complement on -10} \Rightarrow \frac{10}{2} = \frac{5}{2} = \frac{2}{2} = \frac{1}{2} = \frac{0}{2} = 0$$

$$\Rightarrow 00001010, \text{ invert } \Rightarrow 11110101, \text{ add 1} \Rightarrow 11110110 = -10$$

$$\frac{36}{2} = \frac{18}{2} = \frac{9}{2} = \frac{4}{2} = \frac{2}{2} = \frac{1}{2} = \frac{0}{2} = 0 \Rightarrow 00100100 = 36$$

$$\Rightarrow 36 + -10 \Rightarrow '0'010\ '0100$$

$$\begin{array}{r} + 1111\ 0110 \\ \hline 10001\ 1010 \end{array} \Rightarrow 0001\ 1010 = 36 + -10 = 26$$

b.) $16, -72, -22 \Rightarrow \frac{-72}{2} = \frac{38}{2} = \frac{19}{2} = \frac{9}{2} = \frac{4}{2} = \frac{2}{2} = \frac{1}{2} = 0 \Rightarrow 0100\ 1101,$

invert $\Rightarrow 1011\ 0010$, add 1 $\Rightarrow 1011\ 0011 = -1,$

$$\frac{16}{2} = \frac{8}{2} = \frac{4}{2} = \frac{2}{2} = \frac{1}{2} = 0 \Rightarrow 0001\ 0000$$

$$\Rightarrow 16 + -22 \Rightarrow \begin{array}{r} 0001\ 0000 \\ + 1011\ 0011 \\ \hline 1100\ 0011 \end{array} = 1100\ 0011 = 16 + -22 = -61$$

3. Answer the following questions from Gaonkar: 2.14, 3.4, 3.10, 4.11, 4.13, 4.1SE, 4.2SE, 5.16 (SE questions are to be done by hand and submitted the same as the regular questions. You may choose to use the MP lab simulator to check your answers.)

2.11.) The size of the address bus for the data memory in the PIC18F MCU is 12 bits and can address 4MB of registers

3.4.) If the BSR register holds byte 01, then the command MOVLW 0XF0 copies the contents of the W register to the register 0XF0 in the access bank since the OF code is set to 0

3.10.) For the first instruction, MOVLW 0XA, the W register now is filled with the value 0XA (1111 1010), and N OV Z DC are set to 1, 0, 0, & 0 respectively

for the next instruction, ADDLW 0X38, the W register now reads 0XA + 0X38 = 0X72 = 0011 0010 because the W register can only accommodate 8 bits, when the answer should really be 0001 0011 0010 because of this, N OV Z DC will be 0, 1, 0, & 1 respectively due to the overflow & carry necessary in for the operation

4.11) Given the 3 lines of instructions:

Start: MOV LW 0X67

Add LW 0X33

Sleep

a.) W register should be $0X33 + 0X67 = 0XCC$

b.) Flags set after addition $\Rightarrow N=1, OV=1, Z=0, DC=0, C=0$

c.) Based on the flags set, the status byte would be 0X18

4.13) calculating sum of 2 bytes

$$\Rightarrow 0X92 = 1001\ 0010, 0XA7 = 1010\ 0111$$

$$\begin{array}{r} \textcircled{1} \\ \Rightarrow 1001\ 0010 \\ + 1010\ 0111 \\ \hline 0011\ 1001 = 57 \end{array}$$

Based on the instructions/operations set the overflow & carry flags

4.1SE)

a.) sum of Byte1 & Byte 2 $\Rightarrow 0X34 + 0X56 = \underline{\underline{8A}}$

$$\begin{array}{r} 34 \\ + 56 \\ \hline 8A \end{array}$$

b.) Status register is 0X18 ($N+OV=1$)

c.) RegW contains contents 0X00 since there is overflow

d.) \checkmark

4.2SE

a.) sum of the bytes $\Rightarrow \underline{\underline{5F}}$

$$\begin{array}{r} 35 \\ + 2A \\ \hline 5F \end{array}$$

b) status byte is 0x0000 since there is no carry, overflow, it is not negative, it is positive, & there is no carry-set

c.) Reg10 contains the sum of byte1 + byte2 = 35+2A = SF because there was no overflow

d.) ✓

5.16) Instructions to add 2 bytes 78₁₆ + F2₁₆

$$\begin{array}{l} \Rightarrow \text{MOVLW } 0x78 \Rightarrow \begin{array}{l} ① \\ 78 \end{array} \Rightarrow \text{carry bit set in status} \\ \text{ADDLW } 0xF2 \quad \begin{array}{l} + \\ F2 \\ \hline 6A \end{array} \Rightarrow N=0, OV=0, Z=0, DC=, C=1 \end{array}$$

for unsigned bytes, the overflow bit will no longer be set, but the carry bit still would be set

QUESTIONS (5067 ONLY)

1. What is the two's complement representation of the following decimal numbers? Show your work in binary.

- (a) -348
- (b) -130

a.) -348 \Rightarrow start w/ +348

$$\begin{array}{r} \frac{348}{2} = 174 = \frac{87}{2} = \frac{43}{2} = \frac{21}{2} = \frac{10}{2} = \frac{5}{2} = \frac{2}{2} = \frac{1}{2} = 0 \end{array}$$

\Rightarrow 0000 0001 0101 1100, invert \Rightarrow

1111 1110 1010 0011, add 1 \Rightarrow 1111 1110 1010 0100 = -348

$$\begin{array}{r} \frac{-130}{2} = \frac{65}{2} = \frac{32}{2} = \frac{16}{2} = \frac{8}{2} = \frac{4}{2} = \frac{2}{2} = \frac{1}{2} = 0 \end{array}$$

\Rightarrow 0000 0000 1000 0010, invert \Rightarrow

1111 1111 0111 1101, add 1 \Rightarrow 1111 1111 0111 1110 = -130

2. Compute the sum of the following pairs of numbers using 8-bit two's complement arithmetic (convert to binary, do the addition then convert the result back to decimal). Show your work in binary.

- (a) -63, -17
- (b) -54, 28

a.) $-63 + -17 \Rightarrow$ Starting w/ 2's complement

$$\begin{aligned} \Rightarrow -63 &= +63 = \frac{1}{2} = \frac{31}{2} = \frac{15}{2} = \frac{7}{2} = \frac{3}{2} = \frac{1}{2} = 0 = 0011\ 1111, \text{ invert} \Rightarrow 1100\ 0000, \\ \text{add 1} &\Rightarrow \underline{1100\ 0001} = -63 \end{aligned}$$

$$\begin{aligned} \text{same for } -17 &= +17 = \frac{1}{2} = \frac{8}{2} = \frac{9}{2} = \frac{0}{2} = \frac{0}{2} = \frac{0}{2} = 0 = 0001\ 0001, \text{ invert} \Rightarrow 1110\ 1110, \\ \text{add 1} &\Rightarrow \underline{1110\ 1111} = -17 \end{aligned}$$

$$\begin{aligned} \Rightarrow -63 + -17 &= \begin{array}{r} 0 \\ + 1100\ 0001 \\ + 1110\ 1111 \\ \hline 1011\ 0000 \end{array} \quad \boxed{1011\ 0000 = -63 - 17 = -80} \quad \text{w/ carry} \end{aligned}$$

b.) -54, 28,

$$\begin{aligned} \text{same process} \Rightarrow -54 &= +54 = \frac{0}{2} = \frac{27}{2} = \frac{13}{2} = \frac{6}{2} = \frac{3}{2} = \frac{1}{2} = 0 = 00110110, \text{ invert} \\ \Rightarrow 1100\ 1001, \text{ add 1} &\Rightarrow \underline{1100\ 1010} = -54 \end{aligned}$$

$$\begin{array}{r} 0 \\ 28 = \frac{0}{2} = \frac{14}{2} = \frac{7}{2} = \frac{3}{2} = \frac{1}{2} = 0 = 0001\ 1100 = 28 \\ \hline \end{array}$$

$$\begin{aligned} \Rightarrow -54 + 28 &= \begin{array}{r} 1100\ 1010 \\ + 0001\ 1100 \\ \hline \end{array} \quad \boxed{\begin{array}{r} 1110\ 0110 \\ = -54 + 28 = -26 \end{array}} \end{aligned}$$

3. Gaonkar 3.19, 4.4SE, 4.5SE, 5.17 (SE questions are to be done by hand and submitted the same as the regular questions. You may choose to use the MP lab simulator to check your answers.)

3.19) The statement can be explained in the way that each 1-word instruction cycle really executes in 2 parts of a cycle, because 1 full cycle is made up of 2 instruction cycles, which consist of fetch + execute

4.4SE) Using same program as 4.1SE, changing byte1 to F>16 + byte 2 to 88_H =>

a.) sum of new data bytes =>

$$\begin{array}{r} ① F > \\ + 88 \\ \hline 17F \end{array}$$

b.) Status register contains overflow & carry bits because the sum exceeds the usual 8-bit representation of the working register
=> Status = 0x09

c.) Because an overflow occurred, VRF_C is set to 0
=> reg 10 = 0

d.) ✓

4.5SE)
After building the given script, the sum of the numbers comes out to be 0x75 in reg11

5.17) For signed numbers, the ov flag & carry flags are both going to be needed, as with signed numbers, negative values are now possible, thus both the overflow & carry bits are necessary, / relevant since overflow signifies when there is a sign change