COMP2120 Tutorial Exercise

YUAN Wenxuan (UID: 3036292740)

April 29, 2025

1. Programmed I/O

An intelligent thermometer is installed in a room to detect the current room temperature. The thermometer is connected to the onboard computer with a Control and Status Register TCSR and a Buffer Register TBR. The current room temperature is displayed on the panel of the air conditioner on two 7-segment LEDs, with 2 buffer register LEDBR1 and LEDBR2 for display.

The TCSR has the following format:

- Bit 0 Thermometer Ready bit, the thermometer is ready
- Bit 1 Set this bit to start reading the temperature
- Bit 2 Reading is available in TBR, automatically cleared after data read
- Bit 3 Set this bit to 1 to turn on the compressor, 0 to turn off

For LEDBR1, LEDBR2, just write the corresponding digit (in integer) to the buffer register.

Write an assembly language program using $Programmed\ I/O$ to read the room temperature and display on the panel. (You may invent your own instruction set as long as it is reasonable. Comment your program so that it can be understood.)

```
Solution:
L1:
        LOAD
                 TCSR,R2
        AND
                 R2, #0x1, R3 # check bit 0 thermometer ready
        ΒZ
                             # if not ready, loop and wait
        MOV
                 #0x2,R1
                             # set bit 1 to 1, start reading
        ST
                 R1,TCSR
                             # start reading
L2:
        LD
                 TCSR,R2
        AND
                 R2,#0x4,R3 # check bit 2 reading available
        ΒZ
                 L2
                             # if not available, loop and wait
        LD
                 TBR, RO
        CALL
                 DIV
                             # input RO, output R1,R2 (R1 remainder, R2 quotient)
        ST
                 R1,LEDBR1
                             # R1 remainder, the second digit
        ST
                 R2, LEDBR2
                             # R2 quotient, the first digit
        HLT
DIV:
        PUSH
                             # R3 is modified in DIV, thus first push it
                 R3
                             \# R1 = 0
        SUB
                 R1,R1,R1
        MOV
                 RO,R2
                             # R2 = R0
L3:
        SUB
                 R0, \#0xa, R0 \# R0 -= 10
        BLZ
                             # goto L4 if result < 0
        ADD
                 R1, \#0x1, R1 \# R1 += 1
                             # R2 = R0
        MOV
                 RO,R2
                 L3
        BR
L4:
        POP
                 R3
                             # restore R3
        R.F.T
```

2. Addressing Modes

Consider implementing a displacement mode in the machine in ${\rm Asg}2/4$, with MBR connecting to both S1-Bus and S2-Bus.

ST DISP1(R1), DISP2(R3)

ST	DISP(R1)	_	DISP2(R3)
DISP1			
DISP2			

```
Solution:
RFOUT1 <- R1
MAR <- PC
MBR \leftarrow mem[MAR] # MBR = DISP1
PC <- PC + 4
A <- RFOUT1
B <- MBR
C \leftarrow A + B
MAR <- C
TEMP <- MAR
               # TEMP = DISP1 + (R1)
RFOUT1 <- R3
MAR <- PC
MBR <- mem[MAR]
PC <- PC + 4
A <- RFOUT1
B <- MBR
C \leftarrow A + B
                 \# C = DISP2 + (R3)
MAR <- TEMP
               # MAR = DISP1 + (R1)
MBR \leftarrow mem[MAR] # MBR = (DISP1 + R1)
MAR <- C
          # MAR = DISP2 + (R3)
mem[MAR] <- MBR # mem[DISP2 + R3] = MBR = mem[DISP1 + R1]
```