

Homework 04

1. (Adapted from 5.10) What is the difference between the following LC-3 instructions A and B? How are they similar? How are they different?

A: 0000111101010101

B: 0100111101010101

2. (Adapted from 5.13)
- How might one use a single LC-3 instruction to move the value in R2 into R3?
 - The LC-3 has no subtract instruction. How could one perform the following operation using only three LC-3 instructions:

$R1 \leftarrow R2 - R3$

- Using only one LC-3 instruction and without changing the contents of any register, how might one set the condition codes based on the value that resides in R1?
 - Is there a sequence of LC-3 instructions that will cause the condition codes at the end of the sequence to be N=1, Z=1, and P=0? Explain.
 - Write an LC-3 instruction that clears the contents of R2.
3. (Adapted from 5.31)

The following diagram shows a snapshot of the 8 registers of the LC-3 before and after the instruction at location x1000 is executed. Fill in the bits of the instruction at location x1000.

Register	Before	After
R0	x0000	x0000
R1	x1111	x1111
R2	x2222	x2222
R3	x3333	x3333
R4	x4444	x4444
R5	x5555	xFFF8
R6	x6666	x6666
R7	x7777	x7777

Memory Location	Value
x1000	0001 _____

4. (Adapted from 5.38) Using the overall data path in Figure 5.18, identify the elements that implement the LDR instruction of Figure 5.8.
5. The memory locations x3000 to x3007 contain the values as shown in the table below. Assume the memory contents below are loaded into the simulator and the PC has been set to point to location x3000. Assume that a break point has been placed to the left of the HALT instruction (ie at location x3006 which contains 1111 0000 0010 0101). Assume that before the program is run, each of the 8 registers has the value x0000 and the NZP bits are 010.
 - a. In no more than 15 words, summarize what this program will do when the Run button is pushed in the simulator. Hint: What relationship is there between the value loaded from memory and the final value in R0 after the program has completed?
 - b. What are the contents of the PC, the 8 general purpose registers (R0-R7), and the N, Z, and P condition code registers after the program completes?
 - c. What is the total number of CPU clock cycles that this program will take to execute until it reaches the breakpoint? Note: You should refer to the state machine (pg 568) to determine how many cycles an instruction takes. Assume each state that access memory takes 5 cycles to complete and every other state takes 1 cycle to execute.

Memory Location	Value
x3000	0101000000100000
x3001	0001000000100101
x3002	0010001000000100
x3003	0001000000000000
x3004	0001001001111111
x3005	0000001111111101
x3006	1111000000100101
x3007	0000000000000100

6. What does the following program do (in 15 words or fewer)? The PC is initially at x3000.

Memory Location	Value
x3000	0101 000 000 1 00000
x3001	0010 001 011111110
x3002	0000 010 000000100
x3003	0000 011 000000001
x3004	0001 000 000 1 00001
x3005	0001 001 001 000 001
x3006	0000 111 111111011
x3007	1111 0000 0010 0101

7. Prior to executing the following program, memory locations x3100 through x4000 are initialized to random values, exactly one of which is negative. The following program finds the address of the negative value, and stores that address into memory location x3050. Two instructions are missing. Fill in the missing instructions to complete the program. The PC is initially at x3000.

Memory Location	Value
x3000	1110 000 011111111
x3001	
x3002	
x3003	0001 000 000 1 00001
x3004	0000 111 111111100
x3005	0011 000 001001010
x3006	1111 0000 0010 0101