

CS238 HW 3 SOLUTION

1) A) 52 octal to hexa decimal?

First convert the 52 octal to binary=00101010b

And then convert the binary to hexa decimal=2Ah

52 octal to hexa=2Ah

B)-250 decimal to hexa decimal?

$|-250| = 250 = \text{FAh}$

by performing the 2's complement on the FAh=06h

-250 decimal to hexa decimal=06h

c)8088 hexa decimal to decimal

by performing the 2's complement on 8088=7f78

$= 7 \cdot 16^3 + 15 \cdot 16^2 + 7 \cdot 16^1 + 8 \cdot 16^0 = -\mathbf{32632}$

2) A)VALID

B)VALID

C)INVALID

3) a) in standard pipelineing $K+(N-1)$ clock cycles are required.

Inthis case $K=6, N=10$ then

Number of clock cycles required= $6+(10-1)$

$=6+9=15$ clock cycles

For 1 clockcycle $=1/f=1/16\text{mhz}=0.0625$ micro seconds

For 15 clock cycles the execution time is $=15 \cdot 0.0625=0.9375$ micro seconds.

b) in (u,v) pipelining the number of clock cycles required= $k+n$

$k=6, n=10$

the number of clock cycles required= $10+6=16$ clock cycles

the execution time is= $16 \cdot 0.0625$ micro seconds= 1 micro seconds

3) A) physical address=(segment address*10h)+offset

$=1020 \cdot 10 + \text{FEFE}$

$$=10200+FEFE$$

$$=200FEh$$

$$B) \text{ physical address} = FF00 * 10 + 1100$$

$$=FF000+1100$$

$$=100100h$$

$$c) \text{ physical address} = 20430 * 10 + ABC0$$

$$=204300+ABC0$$

$$=2AFF0h$$

5)

RAM 448K
VRAM 192K
ROM 256K

$$1) \text{ ROM starting address is} = 00000h$$

$$256 * 1024 = 262144 = 40000h$$

$$\text{ROM ending address} = 40000 - 1$$

$$= 3FFFF$$

$$2. \text{ VRAM starting address} = 40000$$

$$192 * 1024 = 30000$$

$$\text{VRAM ending address} = 30000 - 1$$

$$= 2FFFF + 3FFFF$$

$$= 6FFFE$$

$$3. \text{ RAM starting address} = 6FFFF$$

$$448 * 1024 = 70000$$

$$\text{RAM ending address} = 70000 - 1$$

$$= 6FFFF + 6FFFE$$

=DEFFD.

Given address belongs to **VRAM**.

6)

Offset	value
001D	
0016-001C	NUMBERS 10,20,-25
0011-0015	MY ARRAY ABC,30.20H
0008-0010	MY STRING GOOD LUCK
0004-0007	DOUBLE WORD
0000-0003	0A

DATA VALUE=10 IS USE 4

DOUBLE WORD USE 4

MY STRING USES "GOOD LUCK" USE 9

MY ARRAY BYTE "ABC",30,20H USE 5

NUMBERS SWORD 10,20H,-25 USE 6

