Assignment 1

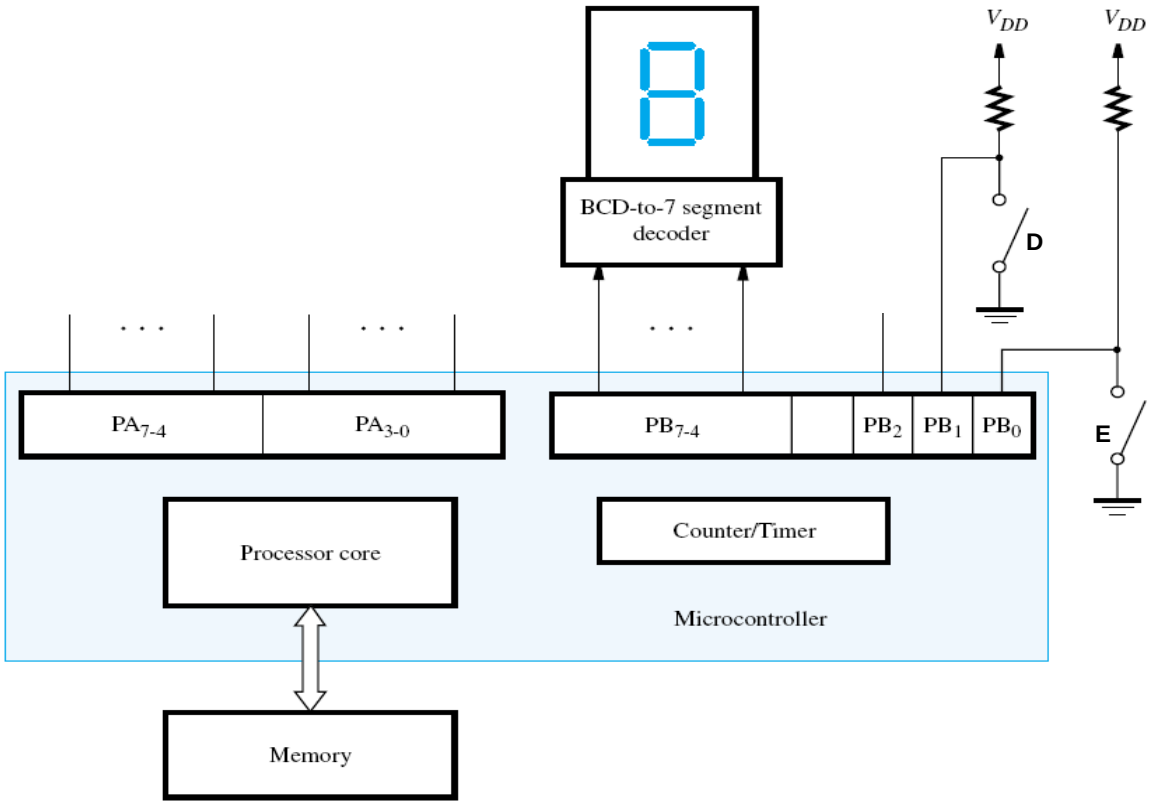
Due September 27, 23:59

NOTE: Late submissions will not be accepted. Please submit a single PDF file with your answers via the **ECE 355 Brightspace** webpage.

1. [10 points] The textbook's microcontroller below is responsible for 2 tasks: (1) conditionally incrementing the displayed digit every second, and (2) keeping track of the **E** and **D** switches: pressing **E** enables the process of incrementing the digit every second, while pressing **D** disables that process. Write the corresponding C program, assuming that the **first task** is the ISR whose address is stored at location **0x20**, and the **second task** is the main program. Assume that bit **6** of the processor status register (i.e., **PSR[6]**) is the processor's interrupt-enable bit, and **Port B** is always ready to receive data from the processor. Initially, the 7-segment display shows **0**, and it is not being incremented.

- *Main Program*: If **D** has been pressed, the digit is not allowed to increment every second (until **E** is pressed). If **E** has been pressed, the digit is allowed to increment every second (until **D** is pressed).
- *ISR*: The 100-MHz Counter/Timer must be configured to generate interrupts every second. The displayed digit must be incremented, provided that **E** was pressed last (i.e., the process of incrementing the digit is enabled). If **D** was pressed last, the displayed digit is unchanged (i.e., the process of incrementing the digit is disabled).

Note: Incrementing **9** gives **0**.



2. [10 points] Recall **Question 1**, where the microcontroller was performing 2 tasks: (1) conditionally incrementing the displayed digit every second, and (2) keeping track of the **E** and **D** switches: pressing **E** enabled the process of incrementing the digit every second, while pressing **D** disabled that process. For this question, write the corresponding C program, assuming that the **first task** is the main program, and the **second task** is the ISR whose address is stored at location **0x20**. Assume that **PSR[6]** is the processor's interrupt-enable bit, and **Port B** is always ready to receive data from the processor. Initially, the 7-segment display shows **0**, and it is not being incremented.

- *Main Program*: The displayed digit must be incremented every second, provided that **E** was pressed last (i.e., the process of incrementing the digit is enabled). If **D** was pressed last, the displayed digit is unchanged (i.e., the process of incrementing the digit is disabled). Required 1-second timeouts must be implemented using the 100-MHz Counter/Timer. **Note:** Incrementing **9** gives **0**.
- *ISR*: Port B must be configured to generate interrupts whenever **PBIN** is updated. If **D** has been pressed, the digit is not allowed to increment every second (until **E** is pressed). If **E** has been pressed, the digit is allowed to increment every second (until **D** is pressed).

3. [5 points] Assume that some I/O device has the maximum data transfer rate of $\mathbf{R_{I/O} = 256\ KB/s}$. During DMA, the data is transferred in blocks of $\mathbf{d_{I/O\text{-}DMA} = 1\ KB}$ at a time. To initiate a DMA transfer, the CPU takes $\mathbf{N_{DMA\text{-}start} = 500}$ clock cycles; to terminate it, the CPU takes $\mathbf{N_{DMA\text{-}end} = 400}$ clock cycles. If polling is used, the data is transferred in blocks of $\mathbf{d_{I/O} = 16\ B}$ at a time, when the device is ready. To perform a poll, the CPU takes either $\mathbf{N_{poll\text{-}ready} = 300}$ clock cycles (when the device is ready), or $\mathbf{N_{poll\text{-}not\text{-}ready} = 100}$ clock cycles (when the device is not ready). At what activity percentage of the I/O device does the DMA cost become **1,000 times** cheaper than the polling cost? (Note: $\mathbf{1\ KB = 2^{10}\ Bytes}$.)