

ECE 355 | FALL 2024

ASSIGNMENT 1

Question 1

```
#define PBIN (volatile unsigned char *)0xFFFFFFF3
#define PBOUT (volatile unsigned char *)0xFFFFFFF4
#define PBDIR (volatile unsigned char *)0xFFFFFFF5
#define PSTAT (volatile unsigned char *)0xFFFFFFF6
#define CNTM (volatile unsigned int *)0xFFFFFDD0
#define CTCON (volatile unsigned char *)0xFFFFFDD8
#define CTSTAT (volatile unsigned char *)0xFFFFFDD9
#define IVECT (volatile unsigned int *) (0x20)

interrupt void intserv();

volatile unsigned char digit = 0;      /* digit for display */

int main()
{
    unsigned char sample = 0;          /* Port B input sample */

    *PBDIR = 0b11110000;               /* Set Port B direction */
    *CTCON = 0b10;                    /* if the Timer is running, then stop it */
    *CTSTAT = 0b0;                    /* Clear "Reached 0" flag */
    *CNTM = 100000000;                /* Initialize 1s timeout */
    *IVECT = (unsigned int *)&intserv; /* Setup interrupt vector */
    asm("MoveControl PSR,#0b1000000"); /* CPU responds to IRQ */
    *CTCON = 0b1;                     /* Start Timer, disable interrupts for now */
    *PBOUT = 0b0;                     /* Display 0 */

    while (1)
    {
        while ((*PSTAT & 0b100) == 0); /* Wait for PBIN update */
        sample = *PBIN & 0b11;         /* Sample PBIN, isolate bits [1:0] */
        if (sample == 0b1)
        {
            *CTCON |= 0b10000;         /* E = 0, D = 1 */
            /* Enable Timer interrupts */
        }
        else if (sample == 0b10)
        {
            *CTCON &= 0b11101111;      /* E = 1, D = 0 */
            /* Disable Timer interrupts */
        }
    }

    exit(0);
}

interrupt void intserv()
{
    *CTSTAT = 0b0;                    /* Clear "Reached 0" flag */
    digit = (digit + 1) % 10;         /* Increment digit */
    *PBOUT = digit << 4;             /* Update display */
}
```

Question 2

```
#define PCONT (volatile unsigned char *)0xFFFFFFF7
#define CNTM (volatile unsigned int *)0xFFFFFDD0
#define CTCON (volatile unsigned char *)0xFFFFFDD8
#define CTSTAT (volatile unsigned char *)0xFFFFFDD9
#define IVECT (volatile unsigned int *) (0x20)
interrupt void intserv();
int main()
{
    char digit = 0; /* Digit to be displayed */
    *PBDIR = 0b11110000; /* Set Port B direction */
    *IVECT = (unsigned int *)&intserv; /* Set interrupt vector */
    asm("MoveControl PSR, #0x40"); /* CPU responds to IRQ */
    *PCONT = 0b01000000; /* Enable PBIN interrupts */
    *CTCON = 0b0010; /* Stop Timer */
    *CTSTAT = 0b0000; /* Clear "reached 0" flag */
    *CNTM = 100000000; /* Initialize Timer */
    *PBOUT = 0b0000; /* Display 0 */
    while (1)
    {
        while ((*CTSTAT & 0x1) == 0); /* Wait until 0 is reached */
        *CTSTAT = 0x0; /* Clear "reached 0" flag */
        digit = (digit + 1) % 10; /* Increment digit */
        *PBOUT = digit << 4; /* Update display */
    }
    exit(0);
}

interrupt void intserv()
{
    unsigned char sample; /* Port B input sample */
    sample = *PBIN & 0b0011; /* Sample PBIN, isolate bits [1:0] */
    if (sample == 0b0001)
        *CTCON = 0b0001; /* Start Timer */
    else if (sample == 0b0010)
        *CTCON = 0b0010; /* Stop Timer */
}
```

Question 3

Let x denote the I/O device activity percentage to be determined.

The maximum I/O data rate for DMA transfer is $R_{I/O}/d_{I/O-DMA} = 256 \text{ transfers/s}$. The total DMA cost is: $(x \cdot 256)(N_{DMA-start} + N_{DMA-end}) = x \cdot 230.4K \text{ cycles/s}$, accounting for both the start and end CPU cycles per transfer.

For polling, the maximum I/O data rate is $R_{I/O}/d_{I/O} = 16,384 \text{ transfers/s}$. The polling cost depends on the device's readiness: $(x \cdot 16,384)N_{poll-ready} + ((1-x) \cdot 16,384)N_{poll-not-ready} = x \cdot 4.915M + 1.638M \text{ cycles/s}$, with more frequent polling when the device is ready.

Since the DMA cost is 1,000 times cheaper than the polling cost, we have:
 $1,000 \cdot (x \cdot 230.4K) = x \cdot 4.915M + 1.638M$, which simplifies to $x \approx 0.0072$ (i.e., 0.72%).