

Solution 1

1. One of possible solutions is shown below.

```
#define PBIN (volatile unsigned char *) 0xFFFFFFFF3
#define PBOUT (volatile unsigned char *) 0xFFFFFFFF4
#define PBDIR (volatile unsigned char *) 0xFFFFFFFF5
#define PSTAT (volatile unsigned char *) 0xFFFFFFFF6
#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 = 0xF0;                        /* Set Port B direction */
    *CTCON = 0x2;                          /* Stop Timer (if running) */
    *CTSTAT = 0x0;                        /* Clear "Reached 0" flag */
    *CNTM = 100000000;                    /* Initialize: 1-s timeout */
    *IVECT = (unsigned int *) &intserv;   /* Set interrupt vector */
    asm("MoveControl PSR,#0x40");         /* CPU responds to IRQ */
    *PBOUT = 0x0;                         /* Display 0 */
    while (1) {
        while ((*PSTAT & 0x4) == 0);      /* Wait for PBIN update */
        sample = *PBIN & 0x3;             /* Sample PBIN, isolate bits [1:0] */
        if (sample == 0x2)                /* D = 1, E = 0 (pressed) */
            *CTCON = 0x11;                /* Start Timer, enable interrupts */
        else if (sample == 0x1)           /* D = 0 (pressed), E = 1 */
            *CTCON = 0x2;                 /* Stop Timer, disable interrupts */
    }
    exit(0);
}

interrupt void intserv() {
    *CTSTAT = 0x0;                        /* Clear "Reached 0" flag */
    digit = (digit + 1)%10;               /* Increment digit */
    *PBOUT = digit << 4;                 /* Update display */
}
```

2. One of possible solutions is shown below.

```
#define PBIN (volatile unsigned char *) 0xFFFFFFFF3
#define PBOUT (volatile unsigned char *) 0xFFFFFFFF4
#define PBDIR (volatile unsigned char *) 0xFFFFFFFF5
#define PCONT (volatile unsigned char *) 0xFFFFFFFF7
```

```

#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 = 0xF0; /* Set Port B direction */
    *IVECT = (unsigned int *) &intserv; /* Set interrupt vector */
    asm("MoveControl PSR,#0x40"); /* CPU responds to IRQ */
    *PCONT = 0x40; /* Enable PBIN interrupts */
    *CTCON = 0x2; /* Stop Timer */
    *CTSTAT = 0x0; /* Clear "reached 0" flag */
    *CNTM = 100000000; /* Initialize Timer */
    *PBOUT = 0x0; /* 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 & 0x3; /* Sample PBIN, isolate bits [1:0] */
    if (sample == 0x2) *CTCON = 0x1; /* Start Timer */
    else if (sample == 0x1) *CTCON = 0x2; /* Stop Timer */
}

```

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

Maximum I/O data access rate for DMA: $R_{I/O}/d_{I/O-DMA} = 256$ transfers/s.

DMA cost: $(x*256)(N_{DMA-start} + N_{DMA-end}) = x*230,400$ cycles/s.

Maximum I/O data access rate for polling: $R_{I/O}/d_{I/O} = 16,384$ transfers/s.

Polling cost: $(x*16,384)N_{poll-ready} + ((1-x)*16,384)N_{poll-not-ready} = x*3,276,800 + 1,638,400$ cycles/s.

We know that the DMA cost is 1,000 times cheaper than the polling cost; therefore, $1,000*(x*230,400) = x*3,276,800 + 1,638,400$, which yields $x \approx 0.0072$, or **0.72%**.