Microprocessor Principles and Applications Midterm (Hands-on Test)

Name:	Fall 2022
ID:	
The exam is 180 minutes long. The total score	e is 100 pts. Please read questions carefully.
Note: We may change testcases when you	demonstrate your programs to us.



Question 1a (15%)

O <u>Description:</u> Please design a macro **reverse N**, which can input an 8-bit number N and output the reversed result. Please store the **result in address [0x000]**.

O For example:

Call instruction "reverse 0x43".

0x43 is 01000011 in binary.

So the result should be 11000010 in binary, which is the reversed result. [0x000] = 11000010.



Question 1b (15%)

O <u>Description</u>: Given an unsigned 8 bits number, please find its odd 4 bits and multiply it with its even 4 bits. Please store the **result in address [0x000]**.

O For example:



Question 1c (5%) $\binom{n}{m}$

O <u>Description</u>: The input is two numbers (n,m). Please calculate **Combination(n,m)**, which means that the number of *m*-combinations If the set has *n* elements. The value of **n will be between 3~6**, and the value of **m will be between 1~n**. Please store the **result in address [0x000]**.

Combination(4,1) =
$$4! / 1!(4-1)! = 4$$
 M!

Combination(6,3) = 6! / 3!(6-3)! = 20

O Hint: Think about how to simplify the calculation.

Y

Question 2a (15%)

Description: Write a macro named LIST_INIT (n1, n2, n3, n4, n5, n6, n7) to initialize seven 8-bit unsigned integers starting from 0x400 in memory. Then use this macro to set up one list. You are required to use at least one indirect addressing register to complete LIST_INIT.

O For example:

MOVLB 0x4

Call instruction "LIST_INIT 0x01, 0x03, 0x05, 0x07, 0x06, 0x04, 0x02" the result should be like this:

Address	00	01	02	03	04	05	06
3F0	00	00	00	00	00	00	00
400	01	03	05	07	06	04	02



Question 2b (15%)

- O <u>Description</u>: Implement a subroutine called **MOUNTAIN** to determine whether the input list is a mountain array. If the input list is a mountain array, load **0x01** into data memory **0x410**. Otherwise, load **0xFF** into data memory **0x410**. You are required to use at least one indirect addressing register to complete **MOUNTAIN**.
- O <u>Hint</u>: Array is a mountain array if and only if there exists some i with 0 < i < arr.length 1 such that:

 $arr[0] < arr[1] < ... < arr[i - 1] < arr[i] \ and \ arr[i] > arr[i + 1] > ... > arr[arr.length - 1]$

O For example: ① ② ② √ ① ⑤

Case 1. [0x01, 0x03, 0x05, 0x07, 0x06, 0x04, 0x02] is a mountain array.

				40)	4-00	1	
00	01	02	03	04	05	06	
00	00	00	00	00	00	00	
01	03	05	07	06	04	02	
(01)	00	00	00	00	00	00	
		00 00	00 00 00 01 03 05	00 00 00 00 01 03 05 07	00 00 00 00 00 01 03 05 07 06	00 00 00 00 00 00 01 03 05 07 06 04	

Case 2. [0x01, 0x05, 0x03, 0x07, 0x06, 0x04, 0x02] is not a mountain array.

Address	0.0	01	02	03	04	05	06	
3F0	00	00	00	100	00	100	100	
400	01	05	03	07	06	04	02	
410	FF	00	00	00	00	00	00	



Question 2c (5%)

Description: You are given a target value, please load target value into data memory 0x422. Then you need to implement a subroutine called TWO_SUM to find 2 numbers in the list that their sum is equal to the target value. Please store two numbers into data memory 0x4/20 and 0x4/21, respectively. You are required to use at least one indirect addressing register to complete TWO SUM, and there is always only one pair of solution.

0 Note:

- 1. The order of the two output numbers will "not" affect your score.
- When you implement TWO SUM, you can change the order of elements in the list first if needed.

0 For example:

List = [0x01, 0x03, 0x05, 0x07, 0x06, 0x04, 0x02]

Target value = 0x0D(13)

Ans: [0x420] = 0x07, [0x421] = 0x06 (or [0x420] = 0x06, [0x421] = 0x07)

Address	00	01	02	03	04	05	06		Address	00	01	02	03	04	05	06
420	07	06	OD	00	00	00	00	or	420	06	07	OD	00	00	00	00
430	00	00	00	00	00	00	00		430	00	00	00	00	00	00	00

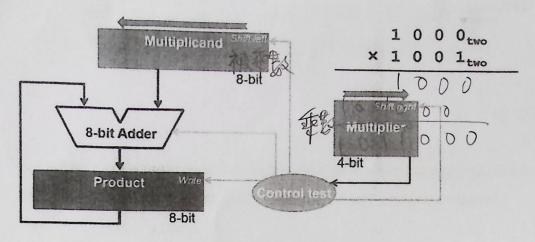


Question 3a (15%)

- Description: Please implement a 16bit BCD Adder, and store the answer at 0x000 and 0x001
- For example: 0x1234 + 0x6666 = 0x7900 (not 0x789A) Then [0x000] = 0x79, [0x001] = 0x00

Question 3b (10%)

<u>Description</u>: Please implement a **16 bit multiplier**, the structure of the multiplier should be as the figure shown:



(The bit number of the figure is for reference only)

Please design a 16 bits multiplier on the basis of the figure shown, and store the answer at 0x000 and 0x001.

O For example:

 $0x0111 \times 0x0007 = 0x0777$, Then [0x000] = 0x07, [0x001] = 0x77.

01110010 01001110

O Note:

- 1. You should implement as the structure shown.
- 2. **you cannot use MULWF** instruction **or continuous increase**. Otherwise you will get no point in this section.

Question 3c (5%) 0χ|0
 O Description: Please implement a program to estimate two 16 bits contents are

O <u>Description</u>: Please implement a program to estimate two 16 bits contents are palindrome or not. Please save the estimate result at 0x000, if the answer is true then [0x000] = 0x01, if the answer is false then [0x000] = 0xFF

O Hint:

If the two 4 bits contents are 1010 and 0101, they are bilateral symmetry so they are **palindrome**.

If the two contents are 1010 and 1010 then they are not palindrome.)

0 1100 1111 000/ 9/1/ 1100 111/ 000/ Oll)