# HW3

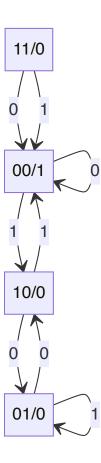
# **T1**

(a).

$S_0$	$S_1$	X	Z	$S_0'$	$S_1'$
0	0	0	1	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	0	0	1
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	1	0	0
1	1	1	1	0	0

(b).

S1S0/Z



## **T2**

Add the contents of register 2 to the contents of the register 1, and store them in the register 0;

If the result is equal or more than zero, he next instruction to execute will be the instruction at x3039.

# **T3**

- (a). Opcode.
- (b). Operands

## **T4**

Fetch (F) costs 100 cycles, and each of decode (D) the instruction, Fetch operand (FO), Execute (E) the instruction and Store the result (SR) costs only 1 cycle, so it will takes

$$100 + 1 + 1 + 1 + 1 = 104 \tag{1}$$

Cycles.

# **T5**

The opcode will be 6bit, the SR will be 6bit and the DR will be 6bit because  $2^6=64$ ,.

Thus, the immediate number will be:

$$32 - 6 - 6 - 6 = 14 \tag{2}$$

bit.

So, the range of the immediate number is

$$2^{13} \sim -2^{13} + 1 \tag{3}$$

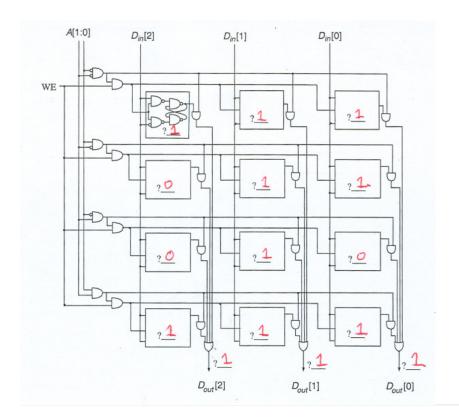
# **T6**

- (a). The range of the immediate number will be increase. Because we need less bit giving to the registers, and thus we have 2 more bits give to the immediate number.
- (b). We can get 1 more bit to the offset, thus we will improve our ability for addressing space.
- (c). We can get 1 more bit to the offset, thus we can reach more address.

### **T7**

	fetch instruction	decode	evaluate address	fetch data	excute
PC	ALL				JMP
IR	ALL				
MAR	ALL			ADD	
MDR	ALL				ADD

# **T8**



# **T9**

(a).

MAR:001 MDR:00110000 (4)

(b).

MDR:00010101 (5)

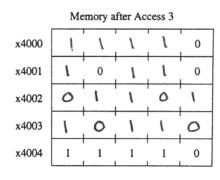
# T10

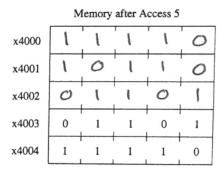
# Memory Accesses

Access	1
Access	2
Access	3
Access	4
Access	5

R/W	MAR	MDR				
W	× 4000	1	1	1	1	0
R	x4003	1	0	١	1	0
W	x 4001	1	0	١	\	0
R	× 4002	0	1	1	0	1
W	x 4003	0	1	1	0	1

#### 





# **T11**

- (a). 8bit
- (b). 7bit
- (c). 3bit

#### **T12**

(a).

$$\frac{1}{2 \times 10^{-9}} = 5 \times 10^8 \tag{6}$$

(b).

$$\frac{1}{8} \times 5 \times 10^8 = 6.25 \times 10^7 \tag{7}$$

# **T13**

- Fetch: Get instruction from memory. Load address of next instruction in the Program Counter.
- Decode: Find out what the instruction does.
- Evaluate Address: Calculate address of the memory location that is needed to process the instruction.
- Fetch Operands: Get the source operands (either from memory or register file). Execute: Perform the execution of the instruction.
- Store Result: Store the result of the execution to the specified destination. <sup>1</sup>