

Final Review for Chapters 1 and 2

These images should help in analyzing the problems.

Use upper case when typing an instruction or a HEX value.

Put ONE space between operands in the instructions

Name	Format	Example					
ADD	R	1112	3	0	2	1	
SUB	R	1624	3	0	2	1	
ADDI	I	580	100		2	1	
SUBI	I	836	100		2	1	
LDUR	D	1986	100	0	2	1	
STUR	D	1984	100	0	2	1	
Field size		11 or 10 bits	5 bits	5 or 4 bits	2 bits	5 bits	5 bits
R-format	R	opcode	Rm	shamt	Rn		Rd
I-format	I	opcode	immediate		Rn		Rd
D-format	D	opcode	address		op2	Rn	Rt

Name	Fields					
Field size		6 to 11 bits	5 to 10 bits	5 or 4 bits	2 bits	5 bits
R-format	R	opcode	Rm	shamt	Rn	Rd
I-format	I	opcode	immediate		Rn	Rd
D-format	D	opcode	address	op2	Rn	Rt
B-format	B	opcode	address			
CB-format	CB	opcode	address			Rt
IW-format	IW	opcode	immediate			Rd

Mnemonic ▼	Format ▼	Width ▼	Binary ▼
LDUR	D	11	11111000010
STUR	D	11	11111000000
MOVK	IM	9	111100101
BR	R	11	11010110000
LSL	R	11	11010011011
LSR	R	11	11010011010
MOVE	IM	9	110100101
SUBI	I	10	1101000100
SUB	R	11	11001011000
CBNZ	CB	8	10110101
CBZ	CB	8	10110100
BL	B	6	100101
ANDI	I	10	1001001000
ADDI	I	10	1001000100
ADD	R	11	10001011000
AND	R	11	10001010000
B.Cond	CB	8	01010100
B	B	6	000101

1

16 points

Associate the line of code with the category

Triple the value of X1

Multiply by 33

Create the 2s complement of register X3

Integer divide by 8

Possible answers

⋮ ADD X3, X3, X3, LSL 5

⋮ MULI X1, X1, 3

⋮ Multiply X3 by 16

⋮ Calculate the Remainder

⋮ LSR X3, X3, #3

⋮ MULI X3, X3, #-1

⋮ XORI X3, X3, #-1. followed by ADDI X3, X3, #1

⋮ DIVI X3, X3, #8

⋮ ADD X1, X1, X1, LSL 1

⋮ MULI X3, X3, 33

We need to call procedure **calculateBonus**

A - What line of code will call our procedure

You have a procedure that needs to save 3 registers X2, X3, and X6. These registers are 64 bit registers.

When you enter the procedure you need to modify the stack to allocate space and to save these registers. put registers in order from lowest to highest

B - What lines of code would be used to create the space on the stack.

// need space for 3 64 bit registers

// save register X2

// save register X3

// save register X6

C - at the end of the procedure the registers and the stack need to be restored. What are those lines of code?

D - What is the line of code to return from a procedure

// return from procedure

3

8 points

List 4 different kinds of **R - Type** instructions.

Include any registers, addresses or immediate values needed. Make it look like a real line of code.

Edit View Insert Format Tools Table

12pt ▾ Paragraph ▾ | **B** *I* U A ▾  ▾ T^2 ▾ |

 ▾  ▾  ▾  ▾ |  ▾ |  ▾  ▾  ▾ |

  ▾ \sqrt{x} 

p

  |   

4

14 points

This table lists either the Op Code or the Operation to be executed. Either Determine the Hex value for the instruction or figure out what Operation is to be performed. Use ALL CAPS for the HEX or the OPERATOR and the REGISTER

Op Code	Operator
D37DF02A	<input type="text"/> , ignore shamt
8B0A000A	ADD x10, x0, x10
F8400149	<input type="text"/>
<input type="text"/>	LDUR x11, [x10, #8]
<input type="text"/>	STUR x11, [x10, #0]
F8008149	<input type="text"/>
<input type="text"/>	BR x30

5

20 points

Write the code to support a WHILE loop.
 Register X4 must be initialized to 0 by you,
 Register X5 will be the loop index and you must initialize it to 19

```
let    max = 19;
let    index = 0;
while (index < max) {
    // whatever
    index++;
}
```

Edit View Insert Format Tools Table

12pt ∨ Paragraph ∨ | **B** *I* U A ∨  ∨ T² ∨ |

 ∨  ∨  ∨  ∨ |  ∨ |  ∨  ∨  ∨ |

  ∨  

p

  |   

6

10 points

Given this line of Code (which is an R Format) what are the values for the respective fields

	opcode	immediate	Rn	Rd	Hex Value
SUBI SP, SP, #0x30					

7

12 points

For the following convert HEX to unsigned Decimal and Decimal to HEX. Use capital letters for A-F and no commas for the decimal numbers

1. Convert 0x1234 to decimal

2. Convert 1234 to Hex

3. Convert -555 to 16-bit Binary. (answer will contain 16 bits)

4. Convert 0000 1110 0011 0011 to Decimal.

5. Convert (assume we have an 8-bit integer) 1110 0111 from SIGNED

Binary and to UNSIGNED

8

5 points

What are the classic components of a computer

- ☐ silicon
- ☐ Output
- ☐ Memory
- ☐ vacuum tubes
- ☐ electricity
- ☐ Control
- ☐ Input
- ☐ Datapath

9

5 points

Match the abbreviation with the measurement

s



ms

 μ s

ns



ps



Possible answers

bs

1 Trillionth of a second

fs

1 second

1 Billionth of a second

1 Millionth of a second

1 Thousandth of a second

ts

10

10 points



The cells in Yellow are steps along the way which you will need to solve for the Green cells.

Do NOT include commas or spaces, If the answer does not have a decimal portion do not include it. DO include the leading zero if answer is less than 1

BAD BAD BAD

12,000,000 12.0 12.10 12 000 000 .4 0.40

GOOD

12000000 12 12.1 12000000 0.4 0.4

Processor B runs App X

		Run Time	0.0002 secs		
# of Cycles	# of Instructions	Instr Type	Cycles per Instructions	% of Instructions	CPI for Instruction Type
<input type="text"/>	500,000	Add/Mov Instr	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	250,000	Branch	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	500,000	Multiply	3	0.4	1.2
Total Cycles <input type="text"/>	Total # of Instructions <input type="text"/>				Average CPI <input type="text"/>
	Clock Rate <input type="text"/> GHz	Clock Rate (cycles / sec)			
	Cycle Time (Sec/Cyc) <input type="text"/> x 10 ^-12	Clock Cycle Time (sec / cycle)			

Given three pieces of information about the application parameters calculate the missing piece. If number is less than 1 include the leading 0. Only include the significant fractional portion, no trailing zeros. Do not include commas or spaces. 0.5, 1.55, 2, 1.7

CPI	# of Instructions	Clock Rate Cycles/Sec	CPU Time
2.25	200000000	900000000	0.5
3	100000000	1000000000	<input type="text"/>
1.5	100000000	<input type="text"/>	0.3
1.5	125000000	<input type="text"/>	0.75
3.5	<input type="text"/>	350 000 000	1.25
4	<input type="text"/>	5 000 000	120
<input type="text"/>	150 000 000	5 000 000	66
<input type="text"/>	12 000	240 000	0.3

12

14 points



Order chips from slowest to fastest

Slowest

☐

⋮ 5 ns seconds per cycle

☐

⋮ 5×10^{-15} seconds per cycle

☐

⋮ 200 ns seconds per cycle

☐

⋮ 450×10^{-12} seconds per cycle

☐

⋮ 50.0 Ghz cycles per second

☐

⋮ 1.8 GHz cycles per second

☐

⋮ 10×10^{-15} seconds per cycle

fastest

13

12 points



The cells in Yellow are steps along the way which you will need to solve for the Green cells.

Processor B runs App X					
		Run Time	0.0002 secs		
# of Cycles	# of Instructions	Instr Type	Cycles per Instructions	Pct of Instr Type	(you will need to know % of Instr Type)
<input type="text"/>	500,000	Add/Move	1	<input type="text"/> %	<input type="text"/>
<input type="text"/>	150,000	Branch	2	<input type="text"/> %	.30
<input type="text"/>	200,000	Multiply	3	<input type="text"/> %	<input type="text"/>
<input type="text"/>	150,000	Floating Point	4	<input type="text"/> %	<input type="text"/>
Total Cycles <input type="text"/>	Total # of Instructions <input type="text"/>				Average CPI <input type="text"/>
	Clock Rate (GHz) <input type="text"/>	Clock Rate (cycles / sec)			
	Cycle Time (Sec/Cyc) <input type="text"/>	Cycle Time (sec / cycle)			

Application A on Computer A	
CPU Time (secs)	20.00
Cycles	70.00E+9
Cycle Rate (cycles / sec)	3.50E+9
We have created a new chip and have tested Application A. It runs in 12 secs and requires an additional 20% in instruction cycles	
Application A on Computer B	
CPU Time (secs)	12.00
Cycles (enter whole number no decimals)	<input type="text"/> x 10 ⁹
Cycle Rate (enter whole number no decimals)	<input type="text"/> x 10 ⁹

Compare Performance of Chip X to Chip Z

	Chip X	Chip Z
Instruction Cycles	27 000 000 000	<input type="text"/>
Cycle Rate (Cycles/Sec)	4.2 GHz	3.5 GHz
If the new chip design for Computer Z decreases instruction cycles by 20% and has a cycle time of 3.5 GHz,		
Calculate the run time on Computer X. Only include two decimals .		<input type="text"/> Sec
Calculate the total cycles on the new chip Z. No commas or spaces		<input type="text"/>
Calculate the run time on the new chip Z. Only include two decimals .		<input type="text"/> Secs
Which chip ran the application faster? (X or Z)		<input type="text"/>

Application A on Computer A	
CPU Time (secs)	12.00
Cycles	30.00E+9
Cycle Rate (cycles / sec)	<input type="text"/> GHz
We have created a new chip and have tested Application A. It runs in 8 secs and requires an additional 1/3 in instruction cycles	
Application A on Computer B	
CPU Time (secs)	8.00
Cycles	<input type="text"/> Giga Cycles
Cycle Time	<input type="text"/> GHz

Convert Clock Rate to Clock Cycle or Clock Cycles to Clock Rate

If you are given the Clock Rate: cycles / sec (2MHz, 4,000,000, 5×10^6)
determine the Clock Cycle Time: sec / cycle (500×10^{-9} , 250×10^{-9} , 200×10^{-9})
respectively.

i.e. if answer is 800×10^{-9} your response will just be 800.00

Clock Rate	Clock Cycles	Exponent
12.00×10^6	<input type="text"/>	<input type="text"/>
166.66×10^6	<input type="text"/>	-9
<input type="text"/> MHz	200.00	-9
2,000,000.00	<input type="text"/>	-9
1 MHz	<input type="text"/>	<input type="text"/>
<input type="text"/> MHz	100.00	-9

Given the Cycles per Instruction Type. Determine The CPI per Instruction Type and the Average CPI. All answers should have TWO decimal places. Even if the second decimal is 0.

Examples 2.00, 1.50, 1.66, 0.10, 0.25

Instruction Type	Add	Store	Branch	FP	
Cycles per Instruction Type	1	2	4	4	
Instruction Type Mix	50%	20%	20%	10%	
CPI per Instruction Type	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Average CPI <input type="text"/>