

## Exercici 1

(1) No es pot posar IN R1 perquè el @D=001 necessita que ADD R2, R3, R7 necessiti @D=010. Com que hi ha conflicte, no es pot realitzar l'ordre.

		@A			@B				OP		F				@D				N (Hexa)			
		b <sub>2</sub>	b <sub>1</sub>	b <sub>0</sub>	b <sub>2</sub>	b <sub>1</sub>	b <sub>0</sub>	Rb/N	b <sub>1</sub>	b <sub>0</sub>	b <sub>2</sub>	b <sub>1</sub>	b <sub>0</sub>	In/Alu	b <sub>2</sub>	b <sub>1</sub>	b <sub>0</sub>	WrD	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
AND	R3, R1, R5	0	0	1	1	0	1	1	0	0	0	0	0	0	0	1	1	1	X	X	X	X
ADD	R1, R2, R3 // NOT R2, R1																					
SHAI	R7, R7, -3	1	1	1	X	X	X	0	0	0	1	1	0	0	1	1	1	1	F	F	F	D
ADDI	R4, R7, -1	1	1	1	X	X	X	0	0	0	1	0	0	0	1	0	0	1	F	F	F	F
OUT	R5 // IN R6	1	0	1	X	X	X	X	X	X	X	X	X	1	1	1	0	1	X	X	X	X
IN	R1 // ADD R2, R3, R7	(1) -----																				
MOVEI	R3, 327	X	X	X	X	X	X	0	1	0	0	0	1	0	0	1	1	1	0	1	4	7
SHLI	R6, R6, 1	1	1	0	X	X	X	0	0	0	1	1	1	0	1	1	0	1	0	0	0	1
CMPEQ	-, R3, R2	0	1	1	0	1	0	1	0	1	0	1	1	X	X	X	X	0	X	X	X	X
SUBI	-, R2, 1	0	1	0	X	X	X	0	0	0	1	0	1	X	X	X	X	0	0	0	0	1

## Exercici 2

Mnemotécnico	Palabra de control hexadecimal
AND R3, R1, R5	06C070000
ADD R1, R2, R3 // NOT R2, R1	-----
SHAI R7, R7, -3	1C0CFFFFD
ADDI R4, R7, -1	1C089FFFF
OUT R5 // IN R6	1401D0000
IN R1 // ADD R2, R3, R7	-----
MOVEI R3, 327	002270147
SHLI R6, R6, 1	180ED0001
CMPEQ -, R3, R2	0D5600000
SUBI -, R2, 1	080A00001

### Exercici 3

c) SHAI R7, R7<sup>R10</sup>, -3  
*R7 = 1*  
 0000 1010<sub>cal</sub> = 10<sub>u</sub>  
 0000 0001 = 1<sub>u</sub>

d) ADDI R4, R7<sup>R10</sup>, -1  
*R4 = 9*  
 0000 1010 = 10<sub>u</sub>  
 0000 1001 = 9<sub>u</sub>

e) OUT R5 // IN R6<sup>R9</sup>  
*R6 = 23*

f) MOVEI R3, 327  
*R3 = 327*

g) IN R1 // ADD R2, R3, R7  
 - - - -

h) SHLI R6, R6<sup>R9</sup>, 1  
*R6 = 18*  
 0000 1001  
 11111111  
 000 10010  
 16  
 + 2  
 18

i) CMPEQ -, R3, R2  
 - - No és modifiable res

j) SUBI -, R2<sup>R5</sup>, 1  
 - - - No és modifiable res

### Exercici 4

b) **if** (R1 != 1)  
 R2 = R2 + R2;  
**else**  
 R2 = R2 + 5;

c) **for** (R2 = 3; R2 <= R5; R2 = R2+1)  
 R7 = R7 + 3;

a) CMPEQI -, R1, 1  
 b) ADD R2, R2, R2  
 c) ADDI R2, R2, 5

a) MOVEI R2, 3  
 b) CMPEQI -, R2, R5  
 c) ADDI R7, R7, 3  
 d) ADDI R2, R2, 1

d) **if** (R1 < 3 >= 1)  
 R2 = R2 + R5;  
 (Nota: R1 < 3 > se refere al bit 3 del registre R1. La acció ANDI de R3 con un valor immediat adequat da como resultado 0 si el bit 3 de R1 vale 0 y distinto de 0 si vale 1).

a) MOVEI R4 = 0x0001  
 b) SHLI R0, R4, 3  
 c) AND R6, R1, R0  
 d) CMPEQI -, R6, 1  
 e) ADD R2, R2, R5

Exercici 5

Mnemotécnico  
Palabra de Control

Diagram showing control word bits: K, L, M. Flags: Z,  $\bar{Z}$ , X. Transitions: Z to K,  $\bar{Z}$  to L, X to M, and a self-loop on M.

ANDI R4, R7, 1

MOVE R4, R6

ADD R5, R5, R4

Mnemotécnico  
Palabra de Control

Diagram showing control word bits: C, D. Flags: Z,  $\bar{Z}$ , X. Transitions: Z to C,  $\bar{Z}$  to D, X to D, and a self-loop on D.

ANDI  $\ominus$ , R7, 1

ADD R5, R5, R6

Ana ja no se falta guardar resultat R7 fem clake i je.

Treballen posteriorment amb R6 sense haver de fer ús de R4

Mnemotécnico  
Palabra de Control

Diagram showing control word bits: C, D, E, F. Flags: Z,  $\bar{Z}$ , X. Transitions: Z to C,  $\bar{Z}$  to D, X to E, X to F, and a self-loop on F.

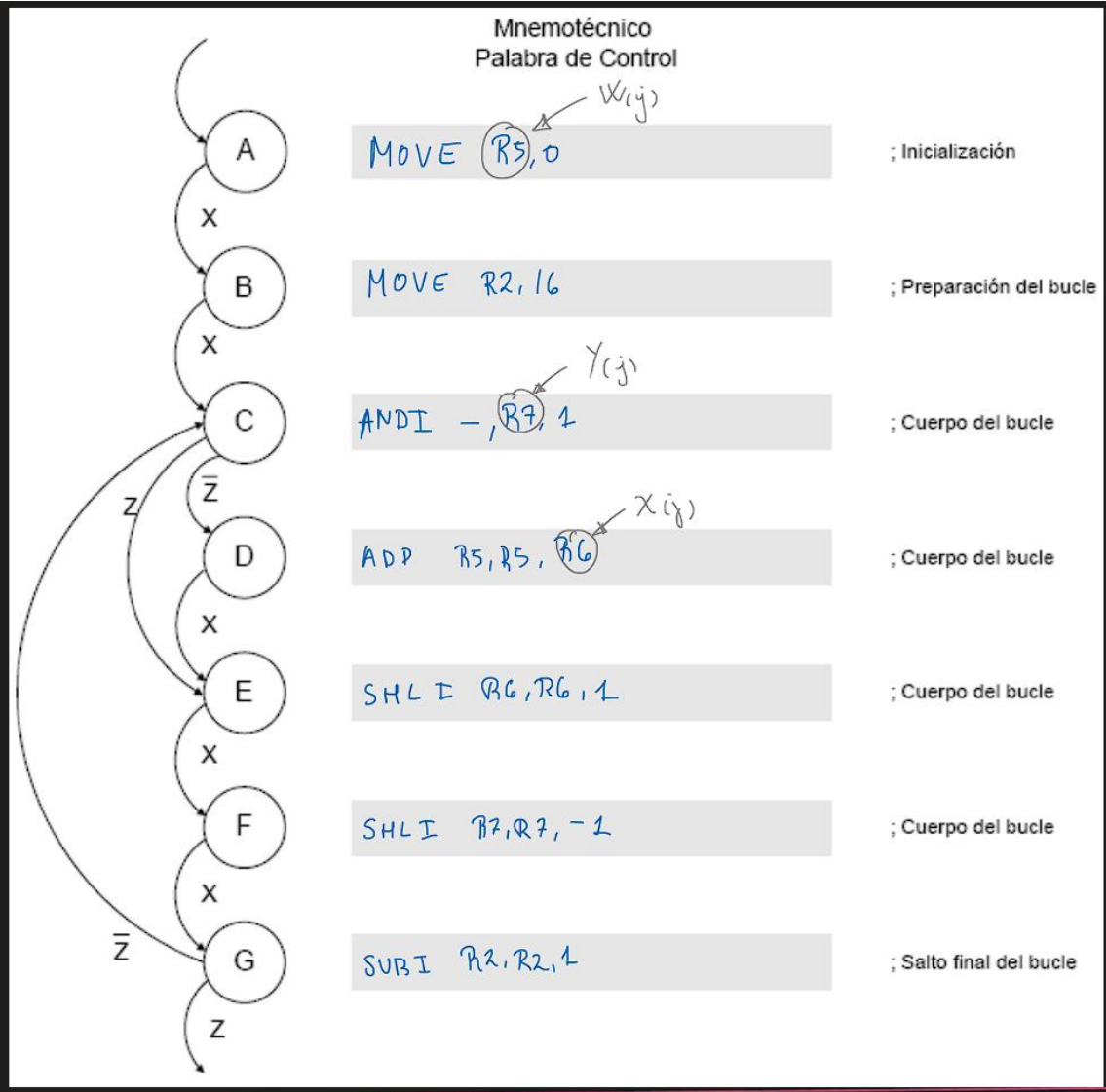
ANDI -, R7, 1

ADD R5, R5, R6

SHLI R6, R6, 1

SHLI R7, R7, -1

Exercici 6



## Exercici 7

Ciclo	Mnemotécnico	Estado actual de los registros			
		R2	R5	R6	R7
0	MOVEI R5, 0	XXXX	XXXX	0011	0101
1	MOVEI R2, 4		0000		
2	ANDI -, R7, 1	0100			
3	ADD R5, R5, R6				
4	SHLI R6, R6, 1		0011		
5	SHLI R7, R7, -1			0110	
6	SUBI R2, R2, 1				0010
7	ANDI -, R7, 1	0011			
8	SHLI R6, R6, 1				
9	SHLI R7, R7, -1			1100	
10	SUBI R2, R2, 1				0001
11	ANDI -, R7, 1	0010			
12	ADD R5, R5, R6				
13	SHLI R6, R6, 1		1111		
14	SHLI R7, R7, -1			1000	
15	SUBI R2, R2, 1				0000
16	ANDI -, R7, 1	0001			
17	SHLI R6, R6, 1				
18	SHLI R7, R7, -1			0000	
19	SUBI R2, R2, 1				0000

Tarda 20 cicles en completar tot (0 → 19) on R2 al següent ja és '0'.

Els reg. de 6 VPG són R2, R5, R6 i R7.

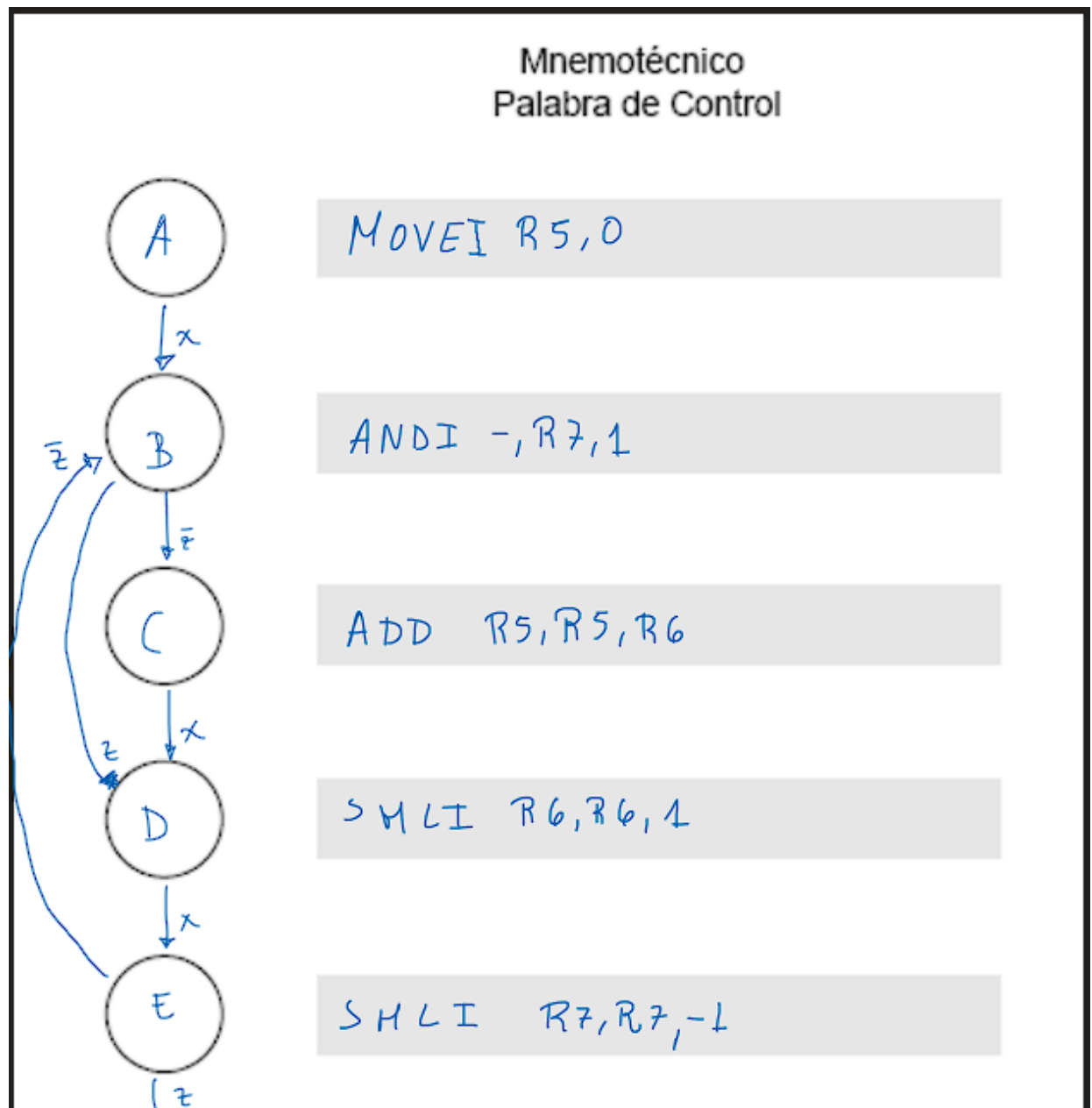
R5 = 1111 ← Rembrot

R2 = 0000 ← Contador i és '0000' pq. al cicle 19 fem 6 resta tot i que no volem rembrot.

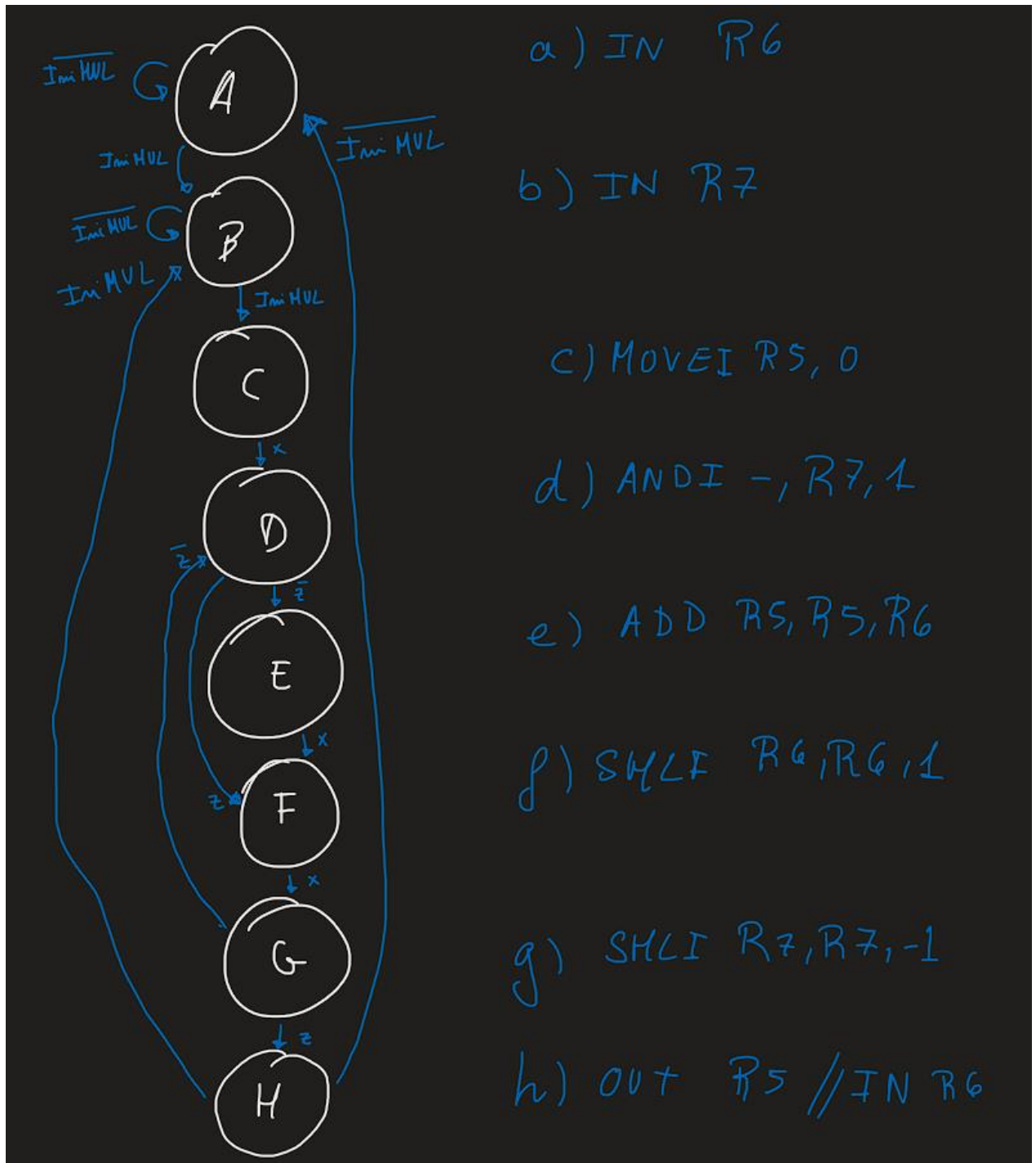
R6 = 0000 ← Previament era el '3'

R7 = 0000 ← Previament era el '5'.

Exercici 8



Exercici 9



# Exercici 10

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# Relació Estat - Num Binari
A 0000
B 0001
C 0010
D 0011
E 0100
F 0101
G 0110
H 0111

# Llegendes Taula ROM_Q+_MUL
S = Estat
I = iniMul
Z = Z
Q+ = Estat Seg.

# Taula ROM_Q+_MUL
SZ Q+
A00 A
A01 A
A10 B
A11 B
---
B00 B
B01 B
B10 C
B11 C
---
C00 D
C01 D
C10 D
C11 D
---
D00 E
D01 F
D10 E
D11 F
---
E00 F
E01 F
E10 F
E11 F
---
F00 G
F01 G
F10 G
F11 G
---
G00 D
G01 H
G10 D
G11 H
---
H00 A
H01 A
H10 B
H11 B

```

ROM\_Q+\_MUL

0x0, 0x0, 0x1, 0x1  
0x1, 0x1, 0x2, 0x2  
0x3, 0x3, 0x3, 0x3  
0x4, 0x5, 0x4, 0x5  
0x5, 0x5, 0x5, 0x5  
0x6, 0x6, 0x6, 0x6  
0x3, 0x7, 0x3, 0x7  
0x0, 0x0, 0x1, 0x1

ROM\_OUT\_MUL

0x1E00000000  
0x1F00000000  
0x0D11000000  
0x00E0000010  
0x0DA4E00000  
0x0EC7000010  
0x0FE70FFFF0  
0x1EAG000000

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-----
000 | In/Alu | WrD | @D | @A | OP | F | Rb/N | @B | N | 000 | FinMul

A) IN R6
000,1,1,110,XXX,XX,XXX,X,XXX,XXXXxxxxXXXXxxx,000,0
0001,1110,0000,0000,0000,0000,0000,0000,0000,0000
0x1E00000000

B) IN R7
000,1,1,111,XXX,XX,XXX,X,XXX,XXXXxxxxXXXXxxx,000,0
0001,1111,0000,0000,0000,0000,0000,0000,0000,0000
0x1F00000000

C) MOVE[R5,0
000,0,1,101,XXX,10,001,0,XXX,00000000000000000000,000,0
0000,1101,0001,0001,0000,0000,0000,0000,0000,0000
0x0D11000000

D) ANDI -,R7,1
000,0,0,000,111,00,000,0,XXX,0000000000000001,000,0
0000,0000,1110,0000,0000,0000,0000,0000,0001,0000
0x00E0000010

E) ADD R5,R5,R6 ??
000,0,1,101,101,00,100,1,110,XXXXxxxxXXXXxxx,000,0
0000,1101,1010,0100,1110,0000,0000,0000,0000,0000
0x0DA4E00000

F) SHLF R6,R6,1
000,0,1,110,110,00,111,0,XXX,0000000000000001,000,0
0000,1110,1100,0111,0000,0000,0000,0000,0001,0000
0x0EC7000010

G) SHLI R7,R7,-1
000,0,1,111,111,00,111,0,XXX,1111111111111111,000,0
0x0FE70FFFF0

H) OUT R5 // IN R6
000,1,1,110,101,XX,XXX,X,XXX,XXXXxxxxXXXXxxx,000,1
0x1EA0000001

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