



15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DA	AA	BA	M B	FS	M D	R W									

1) Given the following 16 bit control words for the data-path above determine the micro-operation that is executed.

- a) 101 100 101 0 1000 0 1
b) 000 101 111 1 1101 0 1

2) Given the sequence of 16 bit control words below for the data-path above, and initial ASCII character codes in 8bit registers, simulate the data-path to determine the alphanumeric characters in the registers after the execution of the sequence.

011 011 001 0 0010 0 1	R0	01100101
100 100 001 0 1001 0 1	R1	01110010
101 101 001 0 1010 0 1	R2	01110010
001 001 000 0 1011 0 1	R3	01101111
001 001 000 0 0001 0 1	R4	01110010
110 110 001 0 0101 0 1	R5	01101001
111 111 001 0 0101 0 1	R6	01101110
001 111 000 0 0000 0 1	R7	01100111

DA, AA, BA		MB		FS		MD		RW	
Function	Code	Function	Code	Function	Code	Function	Code	Function	Code
$R0$	000	Register	0	$F = A$	0000	Function	0	No Write	0
$R1$	001	Constant	1	$F = A + 1$	0001	Data in	1	Write	1
$R2$	010			$F = A + B$	0010				
$R3$	011			$F = A + B + 1$	0011				
$R4$	100			$F = A + \overline{B}$	0100				
$R5$	101			$F = A + \overline{B} + 1$	0101				
$R6$	110			$F = A - 1$	0110				
$R7$	111			$F = A$	0111				
				$F = A \wedge B$	1000				
				$F = A \vee B$	1001				
				$F = A \oplus B$	1010				
				$F = \overline{A}$	1011				
				$F = B$	1100				
				$F = sr\ B$	1101				
				$F = sl\ B$	1110				

3) Specify the control word that must be applied to the data-path above to implement the following micro-operations. NOTE: some operations may take more than one cycle to complete.

- a) $R1 \leftarrow SL\ R1$
- b) $R3 \leftarrow MOVB\ R1$
- c) $R1 \leftarrow MOVA\ R2$
- d) $R1 \leftarrow INC\ R1\ 1$
- e) $R3 \leftarrow R1\ XOR\ Constant$

4) Add the following two instructions to the design done in class. Specify the control words required that must be added to the control unit / data-path showcased in class. The op-code field of the instruction format must increase by 1, which is ok since the register fields decreased by 1.

jmp label:

AddMul $R1\ R2\ const$, which performs $R1 + R2 * const$