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LE13.2

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settings needed to execute these instructions. When Beta became the Beta datapath and control signals as shown at the end of the previous video. Please choose "do not care" if the value of control signal doesn't matter when executing the instruction.

(A) Move if zero

Usage: MVZ (Ra, Rb, Rc)
Operation: $PC \leftarrow PC + 4$
if $Reg[Ra] == 0$ then $Reg[Rc] \leftarrow Reg[Rb]$

ALUFN

boole unit: select B operand

✓ Answer: boole unit: select B operand

ASEL

do not care

✓ Answer: do not care

BSEL

0

✓ Answer: 0

MOE

do not care

✓ Answer: do not care

MWR

0

✓ Answer: 0

PCSEL

0

✓ Answer: 0

RA2SEL

0

✓ Answer: 0

WDSEL

1

✓ Answer: 1

WERF

if $Reg[Ra]==0$ then 1 else 0

✓ Answer: if $Reg[Ra]==0$ then 1 else 0

Explanation

ALUFN: we'll use the ALU to output its B operand. The official answer to use the Boolean operation "select B operand" which is one of the 16 Boolean functions our ALU can compute. But since we're only interested in the ALU result when the A operand ($Reg[Ra]$) is zero, we could also specify "adder unit: A+B"

ASEL: officially "don't care" when the ALU operation is "select B operand", but should be 0 if the ALUFN is "A+B".

BSEL: 0 to select $Reg[Rb]$ as the B operand.

MOE: don't care since we're not reading from main memory.

MWR: 0 since we're not writing to main memory.

PCSEL: 0 since we're not branching or jumping.

RA2SEL: 0 to select the Rb field of the instruction.

WDSEL: 1 to select the ALU result for write-back.

WERF: uses the Z signal ($Reg[Ra]==0$) to determine if write-back should occur. We want $WERF = Z$.

(B) Move constant if zero

Usage: MVCZ (Ra, literal, Rc)
Operation: $PC \leftarrow PC + 4$
if $Reg[Ra] == 0$ then $Reg[Rc] \leftarrow SEXT(literal)$

ALUFN

boole unit: select B operand

✓ Answer: boole unit: select B operand

ASEL

do not care

✓ Answer: do not care

BSEL

1

✓ Answer: 1

MOE

do not care

✓ Answer: do not care

MWR

0

✓ Answer: 0

PCSEL

0

✓ Answer: 0

RA2SEL

do not care

✓ Answer: do not care

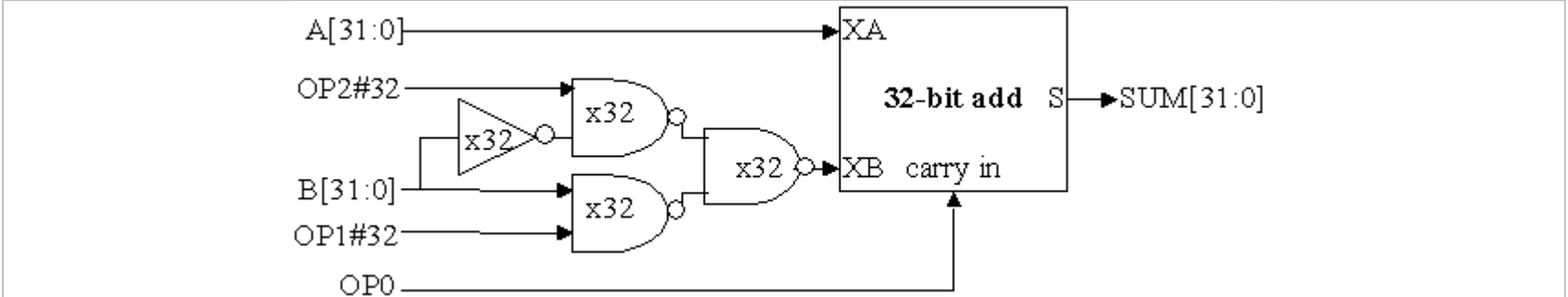
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Answers are displayed within the problem

LE13.2.2 A new ARITH unit!

0.0/1.0 point (ungraded)

Ben Bitdiddle has proposed changing the adder unit of the Beta ALU as shown in the following diagram. His goal is to use the adder unit to compute more than just "A+B" and "A-B". The changes include one additional inverter and three additional 2-input NAND gates for each bit of the adder unit. The "x32" appearing inside the gate icons indicates that those gates are replicated 32 times to handle all 32 bits of incoming data.



(A) For each of the eight possible values of the three control bits OP[2:0] indicate what operation the revised adder unit will perform.

- OP[2:0] = 0b000

Select an option
- OP[2:0] = 0b001

Select an option
- OP[2:0] = 0b010

Select an option
- OP[2:0] = 0b011

Select an option
- OP[2:0] = 0b100

Select an option
- OP[2:0] = 0b101

Select an option
- OP[2:0] = 0b110

Select an option
- OP[2:0] = 0b111

Select an option

To show off the capabilities of his new adder unit, Ben proposes adding a LOOP instruction which combines branching and decrementing in a single instruction. Ben's theory is that the SUB/BNE instructions that appear at the end of a FOR-loop can be combined into a single LOOP instruction. Here's his definition for LOOP:

Usage: LOOP(Ra, label, Rc)
Operation: $literal = ((OFFSET(label) - OFFSET(current\ inst))/4) - 1$
 $PC \leftarrow PC + 4$
 $EA \leftarrow PC + 4 * SEXT(literal)$
 $tmp \leftarrow Reg[Ra]$
 $Reg[Rc] \leftarrow Reg[Ra] - 1$
if tmp != 0 then PC ← EA

The LOOP instruction behaves like a BNE in the sense that it branches if Reg[Ra] is not zero. But instead of saving the PC of the following instruction in Rc, Reg[Ra]-1 is stored in Rc instead. The destination of the branch is determined as for all branches: the literal field of the instruction is treated as a word offset, so it is sign-extended, multiplied by four and added to PC+4 to produce a new value for the PC. Usually Ra and Rc specify the same register.

Consider the following instruction sequence:

loop: ADD(R1,R2,R3)
 LOOP(R4, loop,R4)
 ...

(C) Fill in the table with the control signal settings needed to execute the LOOP instruction on a Beta that includes Ben's new adder unit. Please choose "do not care" if the value of control signal doesn't matter when executing LOOP.

ALUFN	Select an option ▼
ASEL	Select an option ▼
BSEL	Select an option ▼
MOE	Select an option ▼
MWR	Select an option ▼
PCSEL	Select an option ▼
RA2SEL	Select an option ▼
WDSEL	Select an option ▼
WERF	Select an option ▼

Submit

LE13.2.3 Broken WDSEL signals

0.0/1.0 point (ungraded)
The Beta executes the assembly program below starting at location 0 and stopping when it reaches the HALT() instruction. In the following two parts, please give the values in R0 and R1 after the Beta halts. Write the values in hex or write "CAN'T TELL" if the values cannot be determined.

```
. = 0
LD(R31, i, R0)
SHLC(R0, 2, R0)
LD(R0, a-4, R1)
HALT()
a: LONG(0xBA5EBA11)
   LONG(0xDEADBEEF)
   LONG(0xC0FFEE)
   LONG(0x8BADF00D)

i:  LONG(3)
```

1. Please indicate the hex values found in R0 and R1 after executing the program above on a fully functioning Beta.

Contents of R0 (in hex): 0x

Contents of R1 (in hex): 0x

2. Please indicate the hex values found in R0 and R1 after executing the program above on a Beta where the WDSEL[1:0] signal is stuck at the value 1, i.e., 0b01.

Contents of R0 (in hex): 0x

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<input checked="" type="checkbox"/> <u>What does "#32" means?</u>	4
<u>In the diagram, do "OP1#32" and "OP#32" mean that the operations need to be 32 bits? Why does we need 32 bit op when we only...</u>	
<input checked="" type="checkbox"/> <u>LOOP</u>	5
<u>What're the locations of EA and TEMP, and how can we access all of these locations within one CLK cycle is it possible to use the A...</u>	
<input checked="" type="checkbox"/> <u>The value of i is first written into R0, this value is 32 = 0b100000</u>	2
<u>Why is it showing decimal and not hex when it is dealing with memory addresses? Took a while to figure this one out. Same thing in...</u>	
<input checked="" type="checkbox"/> <u>[STAFF]LE13.3.1 Not satisfied with the explanation</u>	7
<u>The explanation says RA2SEL is the only one needed before reading the operands from the Regfile. But according to the diagram gi...</u>	

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