

The University of Alabama in Huntsville
Electrical and Computer Engineering Department
CPE 221 01
Final Exam
December 10, 2019

Name: _____

This test is closed book, closed notes. You may use a calculator. You should have the ARM reference packet. You must show your work to receive full credit. Before you begin, please make sure that you have all ten pages of the exam.

1. (2 points) List the RTL for the PUSH {r9} instruction: _____,

2. (1 point) _____ is a method for resolving a data hazard by retrieving the missing data from internal buffers rather than waiting for it to arrive from registers or memory.
3. (1 point) The principle of _____ locality states that items recently accessed will be accessed again soon.
4. (1 point) (True/False) _____ Caches with 8-way set associativity have 8 sets.
5. (4 points) In an ARM computer, r2 contains a value of --145 in decimal. What is the binary value of r1 after this instruction is executed?

LSL r1, r2, #5

6. (4 points) What is the binary value of r2 after this instruction is executed if r2 is initially -145 decimal?

```
ORR    r2, r2, #6284
```

7. (3 points) In an ARM computer, r2 contains a value of -0xFB97 CE1A while r3 contains a value of 0x5932 CD07. What is the binary value of r2 after this instruction is executed?

```
REV    r2, r3
```

8. (13 points) (a) (9 points) What are the values of the following registers when the program executes "B loopa" for the sixth time? Answer in decimal.

R8: _____ r4: _____ r9: _____

- (b) (4 points) What values are written by the 32 STR r9, [r2, r4, LSL #2] instruction the third and ninth time it is executed? Answer in decimal.

STR r9, [r2, r4, LSL #2] ; (32) (third time) _____

STR r9, [r2, r4, LSL #2] ; (32) (ninth time) _____

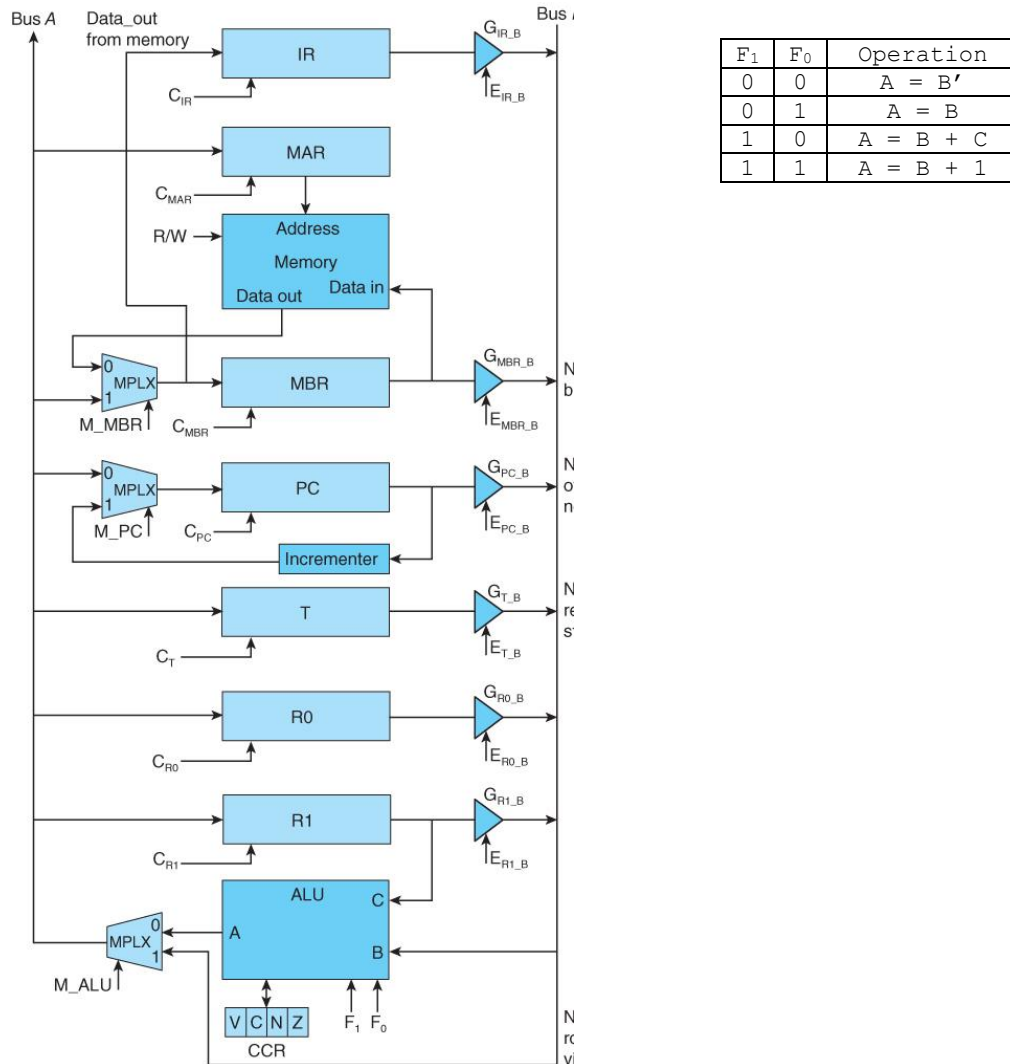
```

        AREA    PROB_8, CODE, READ
        ENTRY
        ADR     r0, x                ; (0)
        ADR     r2, z                ; (4)
        LDR     r3, size             ; (8)
        LDR     r4, i                ; (12)
loopa   CMP     r4, r3               ; (16)
        BGE     done                ; (20)
        LDR     r8, [r0, r4, LSL #2] ; (24)
        BL      sub                 ; (28)
        STR     r9, [r2, r4, LSL #2] ; (32)
        ADD     r4, r4, #1           ; (36)
        B       loopa              ; (40)
done    B       done                ; (44)
sub     MOV     r9, #1               ; (48)
        MOV     r1, #0               ; (52)
loopb   CMP     r1, #3               ; (56)
        BGE     back                ; (60)
        MUL     r9, r8, r9           ; (64)
        ADD     r1, r1, #1           ; (68)
        B       loopb z             ; (72)
back    MOV     pc, lr               ; (76)
done    B       done                ; (80)
x       DCD     100, 3, -1, 2, 4, 4, 2, -1, 3, 100 ; (84)
z       SPACE   40                  ; (124)
i       DCD     0                    ; (128)
size    DCD     10                   ; (132)
        END

```

9. (15 points) For the architecture shown, write the concrete RTL and the sequence of signals and control actions necessary to execute the instruction `ADD [P, R1], R0` which is described by the abstract RTL given. Assume that `P` is stored in the instruction register (IR). Use as few cycles as possible.

Abstract RTL: $R0 \leftarrow M[P + R1] + R0$



Cycle	Concrete RTL	Signals
1		
2		
3		
4		
5		
6		
7		

10. (10 points) A certain memory system has a 4 GB main memory and a 32 MB cache. Blocks are 4 words and each word is 64 bits. Show the fields in a memory address if the cache is 2-way set associative. This memory system is byte addressable.

11. (6 points) A RISC processor executes the following code. There are data dependencies. A source operand cannot be used until it has been written. The register file cannot do a write to and a read from the same register in a single clock cycle.

```
LDR    r2, [r4]
MOV    r6, r2
STR    r6, [r2]
```

Assuming a five-stage pipeline (fetch (IF), operand fetch (OF), execute (E), memory access (M), and register write (W)), how many extra cycles are required to ensure that the correct values of are available for the `STR` instruction?

	1	2	3	4	5	6	7	8	9	10	11
LDR r2, [r4]											
MOV r6, r2											
STR r6, [r2]											

12. (20 points) Complete the ARM assembly language program below so that it implements the following C++ statements and stores the correct values in `num_even` and `num_odd`.

```
;      const int size = 10
;      int x[size] = {1, 2, 3, 5, 7, 11, 13, 17, 19, 23};
;      int y[size] = {2, 4, 6, 8, 10, 12, 14, 16, 18, 20};
;      int z[size];
;      int num_even, num_odd = 0;
;      int i;
;      for (i = 0; i < size; i++)
;      {
;          if ((x[i] % 2) == 0)
;          {
;              num_even++;
;              z[i] = x[i];
;          }
;          else
;          {
;              num_odd++;
;              z[i] = y[i];
;          }
;      }
```

```
AREA      PROB_12, CODE, READONLY
ENTRY
LDR      r3, size
LDR      r4, i
```

[illegible]

```

done      B      done
w         DCD    100, 3, -1, 2, 4, 4, 2, -1, 3, 100
x         DCD    1, 2, 3, 5, 7, 11, 13, 17, 19, 23
y         DCD    2, 4, 6, 8, 10, 12, 14, 16, 18, 20
z         SPACE  40
num_even  SPACE  4
num_odd   SPACE  4
i         DCD    0
size      DCD    10
          END

```

13. (20 points) Consider the following ARM program. Trace the stack activity, including all changes to the stack pointer, the frame pointer and to the contents of the stack. Clearly indicate the value of the `sp` and the `fp`. Include any instruction that changes the `sp`, the `fp` or the contents of the stack.

```
//This program calculates the cube of each of the elements of an
//array using a subroutine and stores them in another array.
```

```
int cube(int);
int main()
{
    int x = 4;
    int z;
    z = cube(x);
    return(0);
}
int cube(int val)
{
    int i, result;
    result = 1;
    for (i = 0; i < 3; i++)
        result = result * val;
    return result;
}
```

```
AREA PROB14, CODE, READONLY
ENTRY
main    mov     sp, #0           ; (0)
        sub     sp, sp, #4      ; (4)
        add     fp, sp, #0      ; (8)
        mov     r0, #4          ; (12)
        bl      cube           ; (16)
        str     r0, [fp, #-12]  ; (20)
        mov     r3, #0          ; (24)
        mov     r0, r3          ; (28)
        add     sp, fp, #4      ; (32)
done    b       done           ; (36)
cube    str     fp, [sp, #-4]!   ; (40)
        add     fp, sp, #0      ; (44)
        sub     sp, sp, #20     ; (48)
        str     r0, [fp, #-16]  ; (52)
        mov     r3, #1          ; (56)
        str     r3, [fp, #-12]  ; (60)
        mov     r3, #0          ; (64)
        str     r3, [fp, #-8]   ; (68)
        b       L4             ; (72)
L5      ldr     r3, [fp, #-12]   ; (76)
        ldr     r2, [fp, #-16]  ; (80)
        mul     r3, r2, r3      ; (84)
        str     r3, [fp, #-12]  ; (88)
        ldr     r3, [fp, #-8]   ; (92)
        add     r3, r3, #1      ; (96)
        str     r3, [fp, #-8]   ; (100)
L4      ldr     r3, [fp, #-8]   ; (104)
        cmp     r3, #2          ; (108)
        ble     L5             ; (112)
        ldr     r3, [fp, #-12]  ; (116)
        mov     r0, r3          ; (120)
        add     sp, fp, #0      ; (124)
        ldr     fp, [sp], #4    ; (128)
        bx      lr             ; (132)
END
```

Address	Value
FFFF FFE4	
FFFF FFE8	
FFFF FFEC	
FFFF FFF0	
FFFF FFF4	
FFFF FFF8	
FFFF FFFC	

Instruction:

Address	Value
FFFF FFE4	
FFFF FFE8	
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FFFF FFF0	
FFFF FFF4	
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Instruction:

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Instruction:

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FFFF FFF0	
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FFFF FFF8	
FFFF FFFC	

Instruction:

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FFFF FFEC	
FFFF FFF0	
FFFF FFF4	
FFFF FFF8	
FFFF FFFC	

Instruction:

Address	Value	
FFFF FFE4		
FFFF FFE8		
FFFF FFEC		
FFFF FFF0		
FFFF FFF4		
FFFF FFF8		
FFFF FFFC		

Instruction:

Address	Value
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FFFF FFE8	
FFFF FFEC	
FFFF FFF0	
FFFF FFF4	
FFFF FFF8	
FFFF FFFC	

Instruction:

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FFFF FFE8	
FFFF FFEC	
FFFF FFF0	
FFFF FFF4	
FFFF FFF8	
FFFF FFFC	

Instruction:

Address	Value
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FFFF FFE8	
FFFF FFEC	
FFFF FFF0	
FFFF FFF4	
FFFF FFF8	
FFFF FFFC	

Instruction:

Address	Value	
FFFF FFE4		
FFFF FFE8		
FFFF FFEC		
FFFF FFF0		
FFFF FFF4		
FFFF FFF8		
FFFF FFFC		

Instruction:

Address	Value
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FFFF FFE8	
FFFF FFEC	
FFFF FFF0	
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Instruction: