

**The University of Alabama in Huntsville**  
**Electrical & Computer Engineering Department**  
**CPE/EE 421/521 01**  
Final Exam  
December 13, 2004

Name: \_\_\_\_\_

1. (25 points) Write a subroutine in 68000 assembly language to calculate the value of  $x + x^2$ . The parameter  $x$  is a 16-bit value that is passed to the subroutine by value. The result is a 32-bit longword that is to be passed by reference. You must use a stack frame in your subroutine. You must save any working registers on the stack. You should use the minimum number of registers in your subroutine. Draw a memory map of the stack during the execution of your subroutine. (

## 2. (40 points) CPU Hardware Model

Design a microcomputer system using a MC68000 microprocessor that has the following characteristics.

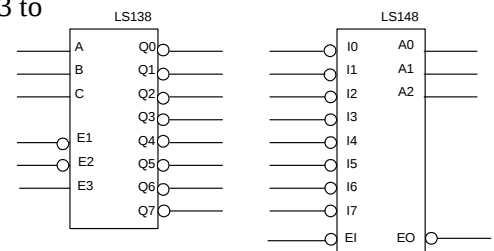
- Supervisor program memory of 128KB is implemented using 32K×8 EPROM components, starting at the address \$00 0000. 32K×8 EPROM components require 3 wait cycles for read cycles. Control inputs for 32K×8 EPROM components are CE\* and OE\*.
- Supervisor data memory of 32KB is implemented using RAM 16K×8bit components and resides in the consecutive address window. The 16K×8bit RAM components do not require wait cycles. Control inputs for the 16K×8bit RAM components are CE\*, OE\*, and WE – 0 for write, 1 for read.
- User program and data memory of 128KB is implemented using 32K×8bit RAM components and resides at the address \$06 0000. RAM 16K×8bit components do not require wait cycles. Control inputs for RAM 16K×8bit components are CE\*, OE\*, and WE – 0 for write, 1 for read.
- Two 8-bit peripherals (PER2 and PER3) using 16-byte address windows starting at address \$27 8400. Both peripherals require 1 wait cycle for read, write, and IACK cycles. Interrupt mechanism is vectored. PER2 is connected to IRQ5 and PER3 to IRQ1. Control inputs for the peripherals are CE\*, IRQ\*, IACK\*, and WE – 0 for write, 1 for read.

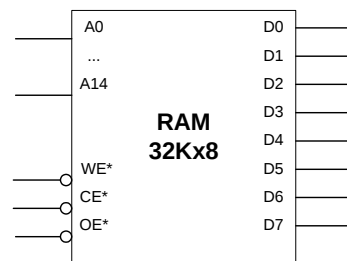
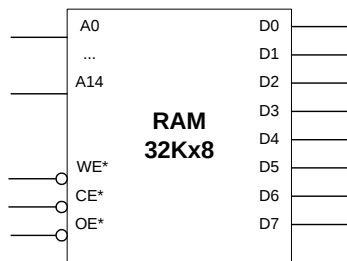
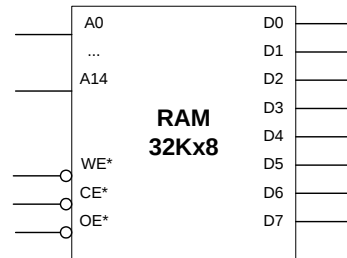
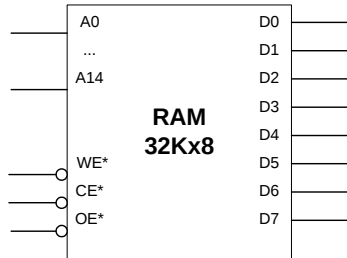
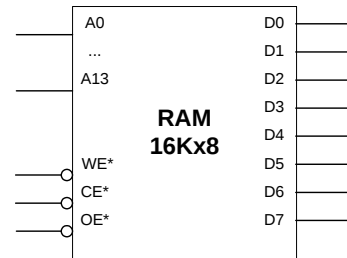
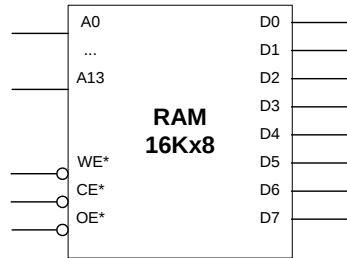
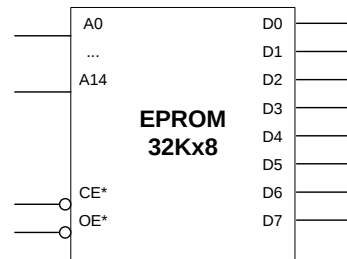
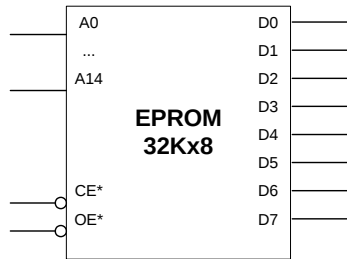
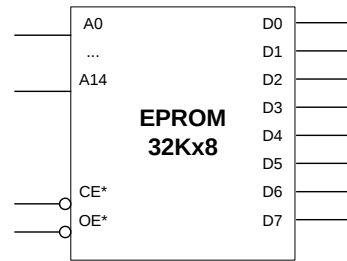
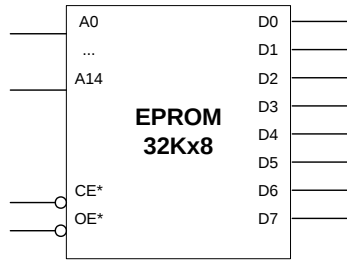
Make sure that the 68000 has access to user program and data space in supervisor mode. (Note: one wait state is ONE CLOCK CYCLE long)

Your solution should include: processor with all relevant lines, memory subsystem, i/o subsystem, corresponding interrupt interface, and decoding logic.

You may use AND, OR, NOT, NAND, NOR, XOR logic gates, LS138 (3 to 8 decoder), LS148 (priority encoder) or any other standard digital circuits.

| Function Code Output |     |     | Processor Cycle Type              |
|----------------------|-----|-----|-----------------------------------|
| FC2                  | FC1 | FC0 |                                   |
| 0                    | 0   | 0   | Undefined, reserved               |
| 0                    | 0   | 1   | User data                         |
| 0                    | 1   | 0   | User program                      |
| 0                    | 1   | 1   | Undefined, reserved               |
| 1                    | 0   | 0   | Undefined, reserved               |
| 1                    | 0   | 1   | Supervisor data                   |
| 1                    | 1   | 0   | Supervisor program                |
| 1                    | 1   | 1   | CPU space (interrupt acknowledge) |





3. (5 points) How many (if any) wait states must be inserted for the following CPU and memory parameters:

- o M68000 CPU operates at 10 MHz,
- o data setup time  $t_{D\text{ICL}}$  is 10ns,
- o clock low to address valid  $t_{CLAV}$  is 50ns,
- o and the memory access time  $t_{AA}$  is 420ns.

4. (15 points) For the given assembly language program executed on a 12.5 MHz Motorola 68000, find the total execution time [s], CPI (cycles per instruction), and MIPS (Million of Instructions per second).

```
_main      MOVEQ.L    #7,D4
           MOVEQ.L    #1,D0
L20        MOVE.L     D4,D7
           MULS.W      D7,D0
           SUBQ.L      #1,D4
           CMPI.B      #15,D4
           BLT.B        L20
           RTS
```

a. (10 points) Find the total execution time. (For multiplication, use the worst-case execution time)

b. (5 points) Calculate the average CPI (number of clocks per instructions).

**68000 Registers (all values are hex unless otherwise noted)**

|    |          |       |          |    |          |    |          |
|----|----------|-------|----------|----|----------|----|----------|
| D0 | 01234567 | D1    | 89ABCDEF | D2 | 0001002D | D3 | ABCD7FFF |
| D4 | 33449127 | D5    | AAAAAAAA | D6 | ABCD0003 | D7 | 55555555 |
| A0 | 00007020 | A1    | 00007028 | A2 | 0001000A | A3 | 00007034 |
| A4 | 00010020 | A5    | 0000FFFA | A6 | 00010000 | A7 | 00010080 |
|    |          | XNZVC | b10100   |    |          | PC | 00004000 |

**Main memory (all values are hex unless otherwise noted)**

|        |    |        |    |        |    |        |    |
|--------|----|--------|----|--------|----|--------|----|
| 007000 | AE | 007020 | 5A | 010000 | DD | 010020 | DC |
| 007001 | F2 | 007021 | AD | 010001 | B2 | 010021 | 25 |
| 007002 | 32 | 007022 | 99 | 010002 | 00 | 010022 | 15 |
| 007003 | 77 | 007023 | 92 | 010003 | 15 | 010023 | 17 |
| 007004 | 89 | 007024 | 79 | 010004 | 76 | 010024 | 29 |
| 007005 | 90 | 007025 | 33 | 010005 | 19 | 010025 | 39 |
| 007006 | 1A | 007026 | 97 | 010006 | 92 | 010026 | 49 |
| 007007 | AE | 007027 | 14 | 010007 | 26 | 010027 | 2D |
| 007008 | EE | 007028 | 79 | 010008 | 17 | 010028 | B2 |
| 007009 | F1 | 007029 | E7 | 010009 | 14 | 010029 | 62 |
| 00700A | F2 | 00702A | 00 | 01000A | 23 | 01002A | 81 |
| 00700B | A4 | 00702B | 0A | 01000B | E7 | 01002B | 21 |
| 00700C | AE | 00702C | 88 | 01000C | 19 | 01002C | 45 |
| 00700D | 88 | 00702D | 18 | 01000D | 92 | 01002D | 18 |
| 00700E | AA | 00702E | 82 | 01000E | 19 | 01002E | 31 |
| 00700F | E4 | 00702F | 79 | 01000F | 54 | 01002F | D9 |
| 007010 | 7E | 007030 | 2B | 010010 | 45 | 010030 | AA |
| 007011 | 8D | 007031 | 17 | 010011 | 99 | 010031 | 77 |
| 007012 | 9C | 007032 | 46 | 010012 | 15 | 010032 | 78 |
| 007013 | C4 | 007033 | 9E | 010013 | 43 | 010033 | AE |
| 007014 | B2 | 007034 | FC | 010014 | 25 | 010034 | EA |
| 007015 | 12 | 007035 | FF | 010015 | 76 | 010035 | 34 |
| 007016 | 39 | 007036 | 77 | 010016 | 89 | 010036 | 25 |
| 007017 | 90 | 007037 | 60 | 010017 | 17 | 010037 | 17 |
| 007018 | 00 | 007038 | 21 | 010018 | 81 | 010038 | 15 |
| 007019 | 89 | 007039 | 42 | 010019 | 17 | 010039 | 14 |
| 00701A | 14 | 00703A | 55 | 01001A | 4E | 01003A | 17 |
| 00701B | 01 | 00703B | EA | 01001B | 72 | 01003B | F9 |
| 00701C | 3D | 00703C | 61 | 01001C | 33 | 01003C | 8A |
| 00701D | 77 | 00703D | 81 | 01001D | 23 | 01003D | 0F |
| 00701E | 89 | 00703E | C9 | 01001E | E1 | 01003E | F2 |
| 00701F | 9A | 00703F | AA | 01001F | CD | 01003F | E5 |

5. (9 points) What is the effect of applying each of the following 68000 instructions assuming the initial conditions shown? Represent modified internal registers, memory locations and condition codes.

(a) (3 points)      **MOVE.B (A1)+, D0**  
                          **CMPI.B #\$5A, D0**

|   |   |   |   |   |
|---|---|---|---|---|
| X | N | Z | V | C |
|   |   |   |   |   |

(b) (3 points)      **CMPM.W (A1)+, (A3)+**

|   |   |   |   |   |
|---|---|---|---|---|
| X | N | Z | V | C |
|   |   |   |   |   |

(c) (3 points)      CLR.L    5(A3,D6.W)

| X | N | Z | V | C |
|---|---|---|---|---|
|   |   |   |   |   |

- 6 (6 points) Populate the memory map to illustrate the effect of the following 68K assembly language directives. Use only HEX NUMBERS and enter each byte separately. For unknown values (memory locations) use “?”.

```

                ORG    $400
LX1            DS.W    2
Y1            DC.L    1
PQ            DS.B    4
ZZ            DC.L    PQ

```

|           | 15-8 | 7-0 |
|-----------|------|-----|
| \$00 0400 |      |     |
| \$00 0402 |      |     |
| \$00 0404 |      |     |
| \$00 0406 |      |     |
| \$00 0408 |      |     |
| \$00 040A |      |     |
| \$00 040C |      |     |
| \$00 040E |      |     |