

Page 1) 10 pt. \_\_\_\_\_ Page 2) 14 pt. \_\_\_\_\_

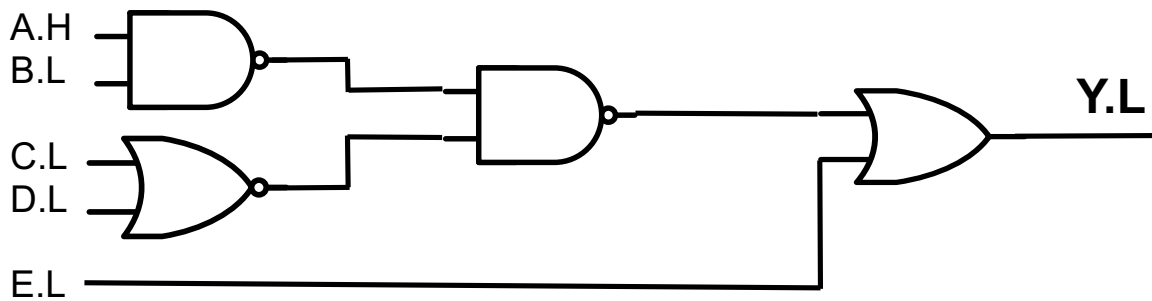
Page 3) 14 pt. \_\_\_\_\_ Page 4) 13 pt. \_\_\_\_\_

TOTAL \_\_\_\_\_ (51)

1. Implement the logic equation below **using only 3 Input NOR gates**. (5 pt.)

$$Y = \overline{(A*B)} * (D + \bar{E}) \quad ; A.H, B.L, D.L, E.L, Y.H$$

2. For the circuit below, derive **Y.L**.      **DO NOT SIMPLIFY!** (5 pt.)



Y.L = \_\_\_\_\_

3A. For the simple CPU in **Appendix A** and the following ROM contents, fill out the Cycle Table below for instructions stored in ROM. **Assume all registers are initially reset to zero.** Use 'X' to indicate a “don't care” condition and show **all answers in HEX.** (9 pts.)

		0	1	2	3	<b>Show ALL VALUES IN HEX!</b>			
<b>Address</b>		=>	0	1	2	3			
<b>Data (Hex)</b>		=>	F7	F1	F7	F2			
<b>Cycle</b>	<b>State</b>	<b>Input3:0</b>	<b>IR</b>	<b>PC</b>	<b>Reg. A3:0</b>	<b>MSA1:0</b>	<b>MSC2:0</b>		
1 (reset)	0		0	0	0				
2									
3									
4									
5									
6									
7									
8									

3B. After the instructions above are executed, what should the contents of Register A:30 be in the 9<sup>th</sup> cycle?

\_\_\_\_\_ HEX (1 pt.)

4. In your simple CPU used in **Lab #9**, what **HARDWARE modifications** and **new HARDWARE** is required to add the new instruction below? (4 pt.)

**STAA Addr** ;store register A to memory specified by the **8 bit address** operand “**Addr**”

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5. See **Appendix B** to write the required program below. Write your code in the left column first and then wrap around to the right column for extra lines/space. (8 pt.)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

6. See the attached G-CPU program in Appendix C. Assuming that the code was placed in **ROM** starting at address **0x0**. Answer the questions below:

**6A.** Based on the program execution, what size SRAM must exist in the G-CPU memory map?  
RAM size \_\_\_\_\_ (1 pt.)

**6B.** What is the -RAM\_CE Logic Equation? \_\_\_\_\_ (1 pt.)

**6C.** If the **clock is 50 MHz**, how many seconds does it take to execute the **STAB 0xFFFF** instruction? (1 pt.)

**STAB 0xFFFF** Execution Time = \_\_\_\_\_ **seconds**

**6D.** Assuming that the loop for the code in Appendix C is executed **twice**, show all SRAM addresses/data modified by the loop. (3 pt.)

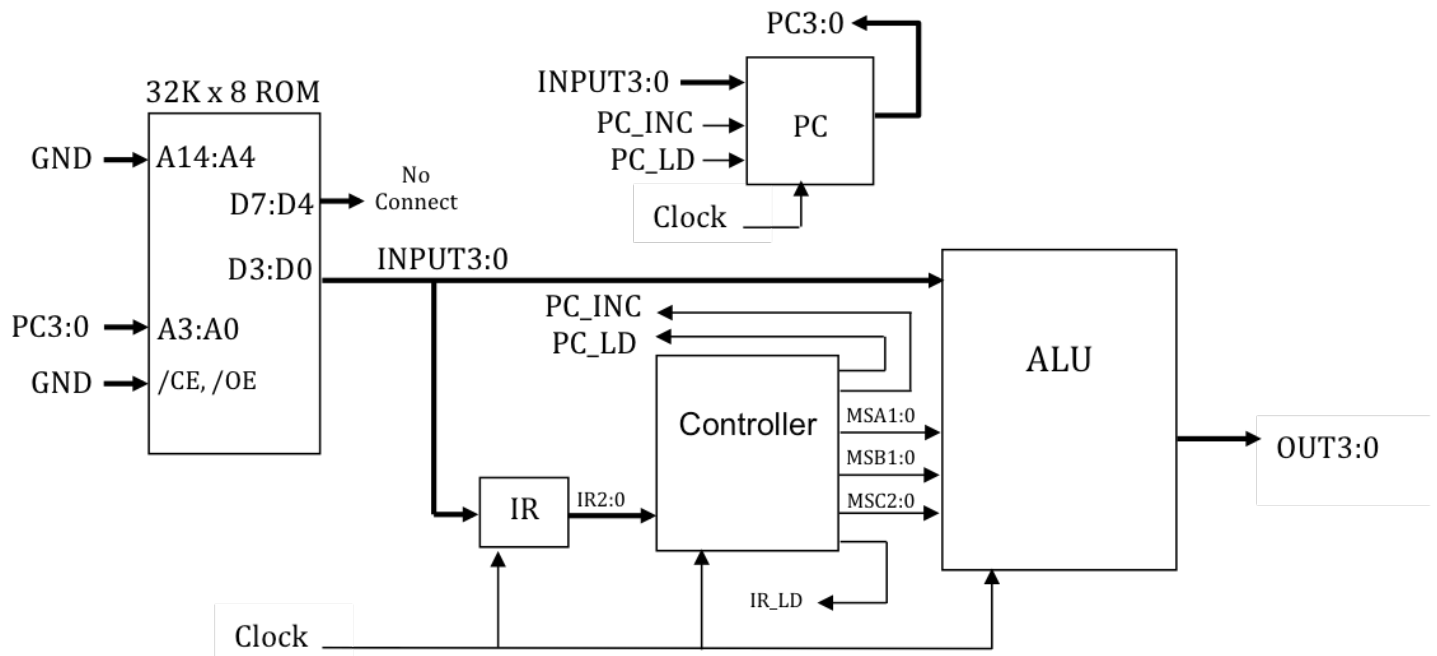
<u>ADDRESS (Hex)</u>	<u>DATA (Hex)</u>
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**6E.** Fill out the cycle diagram below for execution of the **LDAA 5,Y** and **STAB 0,X** instructions in the **SECOND PASS** of the loop. **Show ALL VALUES IN HEX.** (12 pt.)

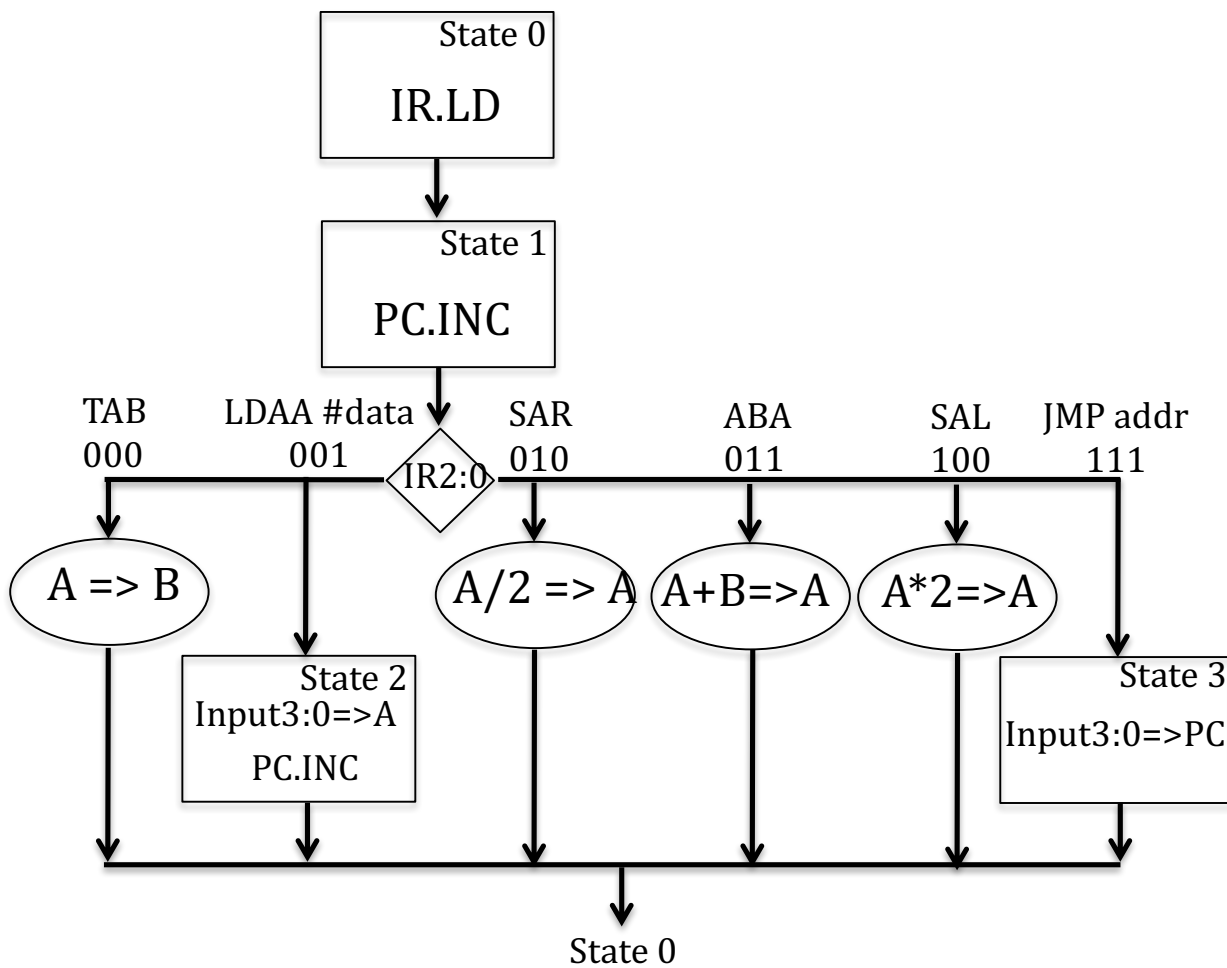
<u>Cycle</u>	<u>State</u>	<u>Addr Bus</u>	<u>Data Bus</u>	<u>Reg Driving</u> <u>Addr Bus</u>	<u>Device Driving</u> <u>Data Bus</u>	<u>IR</u>	<u>PC</u>	<u>X Reg</u>	<u>Y Reg</u>	<u>R/-W</u>
1		0012								
2										
3										
4										
5										
6										
7										
8										

7. **Extra Credit.** How many times does the loop run in **HEX**? (1 pt.) \_\_\_\_\_ **Hex**

Appendix A. Elementary CPU (Lab #9/Problem #3), Controller ASM & ROM Contents



Controller ASM:



## Appendix B. Programming Problem #4

Write a G-CPU assembly program to sum the number of **-127** values stored in RAM starting at address **0x4081** and **terminating with a zero** (last value in the array). The final **"SUM"** should be **stored at 0x4080** and should be used as temporary storage for the **SUM** during your program execution. Use the **Y register** as your **input pointer** and register **B** to hold the required **constant**.

Assume the following **new instructions** are available:

**DECA, decrement Register A (A-1 => A),**

**INCA, increment Register A (A+1 => A).**

## Appendix C. G-CPU Code for Problems 5 - 10:

```

                                ORG      0x0 ;this tells the assembler to start the program at addr zero
                                LDAB     #0xFE
                                STAB     0xFFFF
                                LDAB     #100
                                STAB     0xFFFE
                                LDY      #0x0
                                LDX      #0xC000
Top:                             LDAB     3,Y
                                LDAA     5,Y
                                STAB     0,X
                                STAA     1,X
                                INY
                                INX
                                LDAB     0xFFFF
                                LDAA     0xFFFE
                                SUM_BA
                                STAA     0xFFFE
                                BNE      Top
End1:                           BEQ      END1
```