

Open book/open notes, **90-minute** exam to be done in **non-red** pen. **No electronic devices permitted.**

**Point System:** Page 1 => 8 points \_\_\_\_\_ Page 2 => 12 points \_\_\_\_\_

Page 3 => 15 points \_\_\_\_\_ Page 4 => 15 points \_\_\_\_\_

TOTAL => \_\_\_\_\_ (50 pt.)

Grade Review Information: (*NOTE: deadline of request for grade review is the day the exam is returned.*)

1. Implement the logic equation below using 2 Input NAND Gates only. (6 pt.)

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

2. The G GPU has been redesigned to initially boot from **8000 Hex.** i.e. Fetch it's first instruction from **8000H** in memory. Assuming that there is a **low true Reset** signal, explain what needs to be modified in the current design to facilitate booting from **8000 Hex.** (2 pt.) Best Answer = Most Points!

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3. A student has interfaced **5K x 8 ROM** with the G-CPU **starting at address 8000 Hex**. The student also has interfaced and placed **4K x 8 RAM in the highest 4K of the G-CPU memory map**. What is the memory ranges for the ROM and RAM devices? (2 pt.)

**ROM** Memory Range                                    8000 Hex to \_\_\_\_\_ (Hex)

**RAM** Memory Range                                    \_\_\_\_\_ (Hex) to FFFF Hex

4. A vector stored in RAM consists of **signed numbers that are one byte in length**. Write the code to convert all the negative numbers to positive numbers. Assume **B contains the length** of the vector and **Y contains the starting address** of the vector. Also, if you need a counter in memory, use address **FFFF Hex**. (10 pt.)

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

For the next set of questions, consult the G-CPU code in **Appendix A** and assume the following initial conditions: **A = 5**, **X = \$FF00**, Memory location **\$FF00 = \$00**, **\$FF01 = \$11**, **\$FF02 = \$22 .... \$FF08 = \$88**.

5. What is the effective address for the STAB instruction at \$8006? \_\_\_\_\_ Hex (2 pt.)

6. What is the effective address for the LDAB instruction at \$8009? \_\_\_\_\_ Hex (2 pt.)

7. How many times is the LDAA 0,X at address \$801C executed at run time? \_\_\_\_\_ Hex (2 pt.)

8. What values in SRAM memory below when the PC is fetching \$8028 (Program is DONE)? (3 pt.)

\$FF00 = \_\_\_\_\_ Hex    \$FF01 = \_\_\_\_\_ Hex    \$FF02 = \_\_\_\_\_ Hex

\$FF03 = \_\_\_\_\_ Hex    \$FF04 = \_\_\_\_\_ Hex    \$FF05 = \_\_\_\_\_ Hex

9. What is the function of this short program? \_\_\_\_\_

\_\_\_\_\_ (2 pt.)

10. Using only 2:1 decoders, flip-flops, 2:1 muxes, single bit full adders and any other elementary digital components, design the hardware required to implement the SUM\_AY instruction. Label all buses and explain any new signals you'll need in the ALU, Controller, IR and/or Address Mux. Best design = Most points. (4 pt.)

11. For the G CPU code shown in Appendix A, fill in the cycle table below for the **first pass** for the lines of code shown below. **Use the initial conditions shown on the previous page and show all answers in Hex.** (9 pt.)

LDAB \$FFFE ; first pass of this instruction  
 DECA ; assume this takes 2 cycles to execute

Cycle	Controller State	Addr Bus	Data Bus	IR	R/-W	B Reg	Dev driving Addr Bus	Dev Driving Data Bus
1								
2								
3								
4								
5								
6								
7								

12. The G CPU Next State Table and Controller can be found in **Appendix B**. The Controller was created via an **8K x 32 ROM**. For the very **first** and **last** cycles of the **LDAB \$FFFE** instruction above, show the addresses and corresponding data that **need to be programmed in the ROM**. (4 pt.)

**First Cycle Executed**

**(Upper 3 bytes Only)**

ROM Addresses = \_\_\_\_\_ Hex    Data = \_\_\_\_\_ Hex

**Last Cycle Executed**

**(Lower 3 bytes Only)**

ROM Addresses = \_\_\_\_\_ Hex    Data = \_\_\_\_\_ Hex

14. For the new **SUM\_AY** instruction in **Appendix A**, show below what needs to be **added** to the Controller **ASM Flow Chart** assuming that this instruction will **follow the INY instruction** in the ASM Chart. (2 pt.)

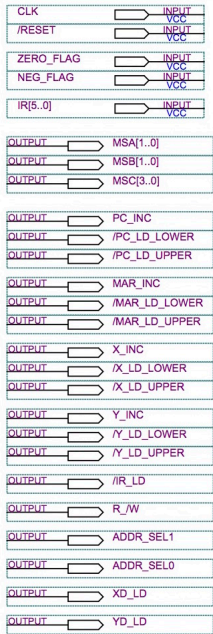
## Appendix A. G-CPU Code (address of instruction in memory shown on left):

Register *A* = *Vector Length*, Register *X* = *Starting Address of Vector*

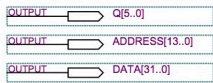
8000	Compute:	ORG	\$8000	
8001		TXY		;new instruction transfer X => Y
8002		SUM_AY		;new instruction A + Y => Y
8003		DEY		;new instruction Decrement Y
8004		SHFA_R		
8005		TAB		
8006		COMB		
8009		STAB	\$FFFE	
800B		LDAB	#1	
800C		SUM_BA		
		STAA	\$FFFF	
800F	Loop:	LDAA	\$FFFF	
8012		LDAB	\$FFFE	
8015		DECA		;new instruction Decrement A
8016		TAB		
8017		BEQ	Done	
8019		STAA	\$FFFF	
801C		LDAA	0,X	
801E		LDAB	0,Y	
8020		STAA	0,Y	
8022		STAB	0,X	
8024		INX		
8025		DEY		;new instruction, Decrement Y
8026		BRA	Loop	;new instruction, unconditional branch
8028	Done:	BRA	Done	;new instruction, unconditional branch

# Appendix B. G-CPU Controller & Next State Table:

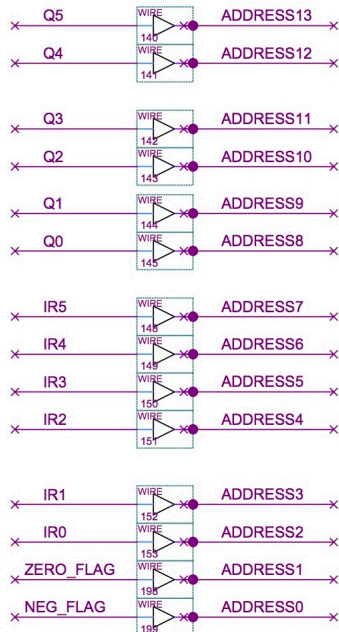
## Controller Input & Output



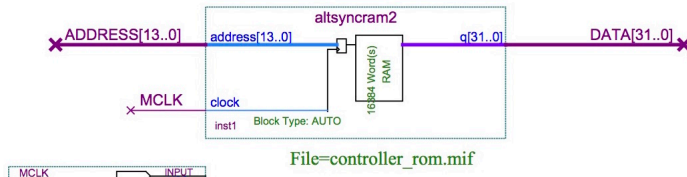
## Debug Purposes



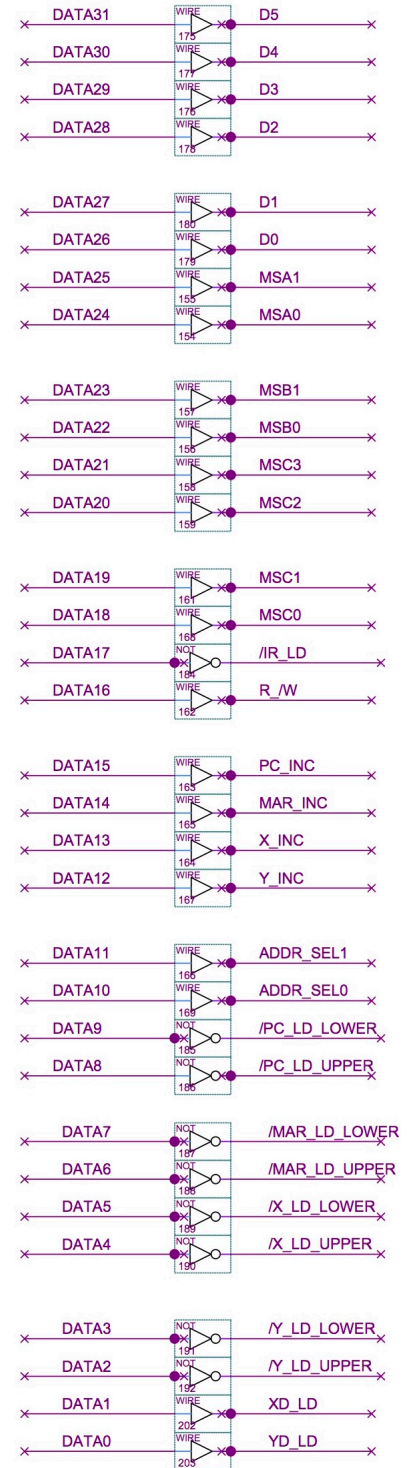
## Controller Inputs (State, Flags, Instruction)



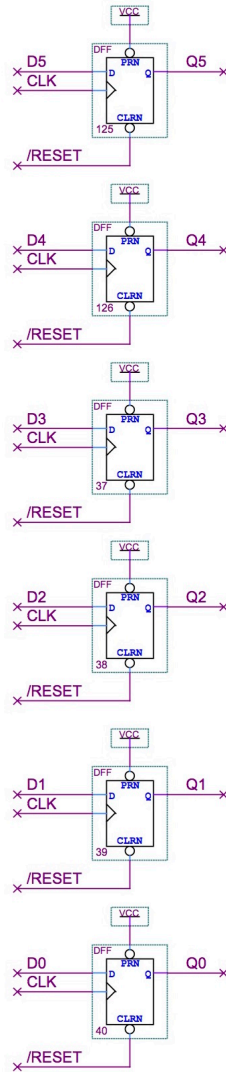
## Controller Logic



## Controller Outputs



## ASM State Generation



### G-CPU Controller Next State Table

Pres State	Opcode	Flags	Next State	Mux Select			Control		REG INC	ADDR SEL	PC	MAR	X,Y Loading		Disp Regs	Present State Function
				MSA [1..0]	MSB [1..0]	MSC [3..0]	IR LD	R /W	PC MAR X Y	ADDR SEL [1..0]	PC LD L/U	MAR LD L/U	X LD L/U	Y LD L/U	XD_LD YD_LD	
000000	XXXXXX	XX	000001	01	10	0000	1	1	0000	00	00	00	00	00	00	generic instruction fetch
000001	000000	XX	000000	01	01	0000	0	1	1000	00	00	00	00	00	00	Transfer A to B (TAB)
000001	000001	XX	000000	10	10	0000	0	1	1000	00	00	00	00	00	00	Transfer B to A (TBA)
000001	000010	XX	000010	01	10	0000	0	1	1000	00	00	00	00	00	00	LDAA #data, state 1
000010	XXXXXX	XX	000000	00	10	0000	0	1	1000	00	00	00	00	00	00	LDAA #data, state 2
000001	000011	XX	000011	01	10	0000	0	1	1000	00	00	00	00	00	00	LDAB #data, state 1
000011	XXXXXX	XX	000000	01	00	0001	0	1	1000	00	00	00	00	00	00	LDAB #data, state 3
000001	000100	XX	000100	01	10	0000	0	1	1000	00	00	00	00	00	00	LDAA addr, state 1
000100	XXXXXX	XX	000101	01	10	0000	0	1	1000	00	00	10	00	00	00	LDAA addr, state 4
000101	XXXXXX	XX	000110	01	10	0000	0	1	1000	00	00	01	00	00	00	LDAA addr, state 5
000110	XXXXXX	XX	000000	00	10	0000	0	1	0000	01	00	00	00	00	00	LDAA addr, state 6
000001	000101	XX	000111	01	10	0000	0	1	1000	00	00	00	00	00	00	LDAB addr, state 1
000111	XXXXXX	XX	001000	01	10	0000	0	1	1000	00	00	10	00	00	00	LDAB addr, state 7
001000	XXXXXX	XX	001001	01	10	0000	0	1	1000	00	00	01	00	00	00	LDAB addr, state 8
001001	XXXXXX	XX	000000	01	00	0000	0	1	0000	01	00	00	00	00	00	LDAB addr, state 9
000001	000110	XX	001010	01	10	0000	0	1	1000	00	00	00	00	00	00	STAA addr, state 1
001010	XXXXXX	XX	001011	01	10	0000	0	1	1000	00	00	10	00	00	00	STAA addr, state A
001011	XXXXXX	XX	001100	01	10	0000	0	1	1000	00	00	01	00	00	00	STAA addr, state B
001100	XXXXXX	XX	000000	01	10	0000	0	0	0000	01	00	00	00	00	00	STAA addr, state C
000001	000111	XX	001101	01	10	0000	0	1	1000	00	00	00	00	00	00	STAB addr, state 1
001101	XXXXXX	XX	001110	01	10	0000	0	1	1000	00	00	10	00	00	00	STAB addr, state D
001110	XXXXXX	XX	001111	01	10	0000	0	1	1000	00	00	01	00	00	00	STAB addr, state E
001111	XXXXXX	XX	000000	01	10	0001	0	0	0000	01	00	00	00	00	00	STAB addr, state F
000001	001000	XX	010000	01	10	0000	0	1	1000	00	00	00	00	00	00	LDX #data, state 1
010000	XXXXXX	XX	010001	01	10	0000	0	1	1000	00	00	00	10	00	00	LDX #data, state 10
010001	XXXXXX	XX	000000	01	10	0000	0	1	1000	00	00	00	01	00	00	LDX #data, state 11
000001	001001	XX	010010	01	10	0000	0	1	1000	00	00	00	00	00	00	LDY #data, state 1
010010	XXXXXX	XX	010011	01	10	0000	0	1	1000	00	00	00	00	10	00	LDY #data, state 12
010011	XXXXXX	XX	000000	01	10	0000	0	1	1000	00	00	00	00	01	00	LDY #data, state 13
000001	001010	XX	010100	01	10	0000	0	1	1000	00	00	00	00	00	00	LDX addr, state 1
010100	XXXXXX	XX	010101	01	10	0000	0	1	1000	00	00	10	00	00	00	LDX addr, state 14
010101	XXXXXX	XX	010110	01	10	0000	0	1	1000	00	00	01	00	00	00	LDX addr, state 15
010110	XXXXXX	XX	010111	01	10	0000	0	1	0100	01	00	00	10	00	00	LDX addr, state 16
010111	XXXXXX	XX	000000	01	10	0000	0	1	0000	01	00	00	01	00	00	LDX addr, state 17
000001	001011	XX	011000	01	10	0000	0	1	1000	00	00	00	00	00	00	LDY addr, state 1