**ECSE 324 Winter 2022 Midterm**

**Part A: Choose wisely**

Part A.1: *Multiple select*. Choose as many options are as appropriate for each question. *Select* **I don’t know** *for 1/4 credit.*

1. Which of the following bits or signals are needed to determine whether overflow has occurred when performing ADD R0, R1, R2?
	1. **Most significant bit of R0**
	2. **Most significant bit of R1**
	3. **Most significant bit of R2**
	4. Carry out
	5. I don’t know
2. Which of the following addresses are appropriate for half-word aligned memory accesses?
	1. 0x0DDBA115
	2. **0xB01DFACE**
	3. 0xDEADBEA7
	4. **0xDABADABA**
	5. I don’t know
3. Which sequences of instructions are equivalent to LDR R2, [R0, R1, LSL#3]
	1. **MOV R3, #8**

**MUL R3, R1, R3
ADD R4, R0, R3
LDR R2, [R4]**

* 1. MOV R3, #3

MUL R3, R1, R3
ADD R4, R0, R3
LDR R2, [R4]

* 1. **LSL R3, R1, #3
	ADD R4, R0, R3
	LDR R2, [R4]**
	2. **MOV R3, #8**

**MUL R3, R1, R3
LDR R2, [R0, R3]**

* 1. I don’t know
1. When is the offset for the BGT instruction below calculated?
	1. Compilation
	2. **Assembler pass #1**
	3. Assembler pass #2
	4. Linking
	5. I don’t know

dotpLoop:
 **LDR**  V2, [A1], #4 // get vectorA[i] andpost-increment
 **LDR** V3, [A2], #4 // get vectorB[i] andpost-increment
 **MLA** V1, V2, V3, V1 // V1 += V2\*V3
 **SUBS** A3, A3, #1 // i-- andset condition flags
 **BGT** dotpLoop

1. Which of the following instructions set Z=1 in the CPSR, given R0=0xBEEFCAFE and R1=0x41103502?
	1. TST R0, #0xFC000
	2. **TST R1, #0xFC000**
	3. SUB R2, R0, R0
	4. **ADDS R2, R0, R1**
	5. I don’t know

Part A.2: *Matching*. Select the appropriate option for each part of each question, or *match any option to* **I don’t know** *for 1/4 credit.*

1. What is the value in each register after the following code is executed? (i) 0x4000, (ii) 0x4010, (iii) 0x1FF00, (iv) 0x1FF04.
	1. R0 **(i: 0x4000)**
	2. R1 **(iv: 0x1FF04)**

0x1FF00 kbd: .word 0x00004000 // keyboard base address

0x1FF04 disp: .word 0x00004010 // display base address

0x1FF08 \_start:

LDR R0, kbd

0x1FF0C LDR R1, =disp

1. An interrupt service routine uses A2 and V1 and no other registers. When will each of the following registers be pushed onto the stack? (i) Before the ISR begins, during context saving initiated by interrupt hardware; (ii) During the ISR, in accordance with the ARM APCS; (iii) Never, because it is not necessary.
	1. PC **(i: before)**
	2. A2 **(i: before)**
	3. V1 **(ii: during)**
	4. R5 **(iii: never)**

Part A.3: *Short answer*. *Write* **I don’t know** *for 1/4 credit.*

1. Assume a 32-bit *big endian* RISC computer, and memory contents defined in the table below. If
* R0 = 0x0000 0004,
* R1 = 0x0000 0002
* R2 = 0x0010 0010

what is in R2 after: LDRSH R2, [R0, R1]! ? Give your answer in hexadecimal.

**0x0000 4FEE**

1. How many times is memory accessed during a single iteration of the following loop (the five instructions from dotpLoop to BGT, inclusive)?

dotpLoop:
 LDR V2, [A1], #4 // get vectorA[i] andpost-increment
 LDRV3, [A2], #4 // get vectorB[i] andpost-increment
 MLAV1, V2, V3, V1 // V1 += V2\*V3
 SUBSA3, A3, #1 // i-- andset condition flags
 BGTdotpLoop

 **Seven times—five instructions are fetched, and two are data memory accesses.**

1. Why isn’t there a store instruction equivalent to LDRSH?

The S in LDRSH indicates sign extension. When storing a half word to memory, the lower two bytes of the register are written to two bytes in memory; there are no additional bytes to be modified, no place to extend the sign to, no empty space to be filled in which the sign of the number must be preserved.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Addr** | **Data** |  | **Addr** | **Data** |
| 0x00 | 0xD1 |  | 0x08 | 0x78 |
| 0x01 | 0x4B |  | 0x09 | 0x91 |
| 0x02 | 0x45 |  | 0x0A | 0x03 |
| 0x03 | 0xC4 |  | 0x0B | 0x70 |
| 0x04 | 0x90 |  | 0x0C | 0xB3 |
| 0x05 | 0x12 |  | 0x0D | 0xDA |
| 0x06 | 0x4F |  | 0x0E | 0x7F |
| 0x07 | 0xEE |  | 0x0F | 0xE6 |

**Part B: It’s a bit RISC-y**

Assume an 8-bit RISC CPU with four general-purpose registers R0-R3, working scratch register WS, program counter PC, and current program status register CPSR.

The only available instructions are:

* LD Rm, Rs // WS <- Mem[Rm+Rs]
* ST Rm, Rs // Mem[Rm+Rs] <- WS
* MVW Rm // WS <- Rm
* MWV Rd // Rd <- WS
* MVI #Imm // WS <- #Imm
* ADD Rm // WS <- WS + Rm
* CMP Rm // If (WS – Rm == 0), set Z flag to 1
* B displacement // PC <- PC + displacement

Assume that when instruction *i* at address 0x*n* is executing, PC points to 0x*n*+1.

Each instruction can be conditionally executed (when Z==1), based on a 1-bit condition field in each instruction, indicated by adding the EQ suffix to an instruction.

*Select or write* **I don’t know** *below for 1/4 credit.*

What is the minimum number of bits required to encode a register operand?

* 1 bit
* **2 bits**
* 3 bits
* 4 bits
* None of these
* I don’t know

What is the maximum number of bits available to encode the immediate value for MVI?

* 2 bits
* 3 bits
* **4 bits**
* 5 bits
* None of these
* I don’t know

How many instructions can be stored in the memory addressable by this CPU?

* 32
* 64
* 128
* **256**
* None of these
* I don’t know

Suppose we want to implement a pseudo-instruction, DBL Rd, which implements Rd <- WS\*2. Write a sequence of instructions to implement this pseudo-instruction.

**MWV Rd // Rd <- WS**

**ADD Rd // WS <- WS + Rd**

**MWV Rd // Rd <- WS**

Attempting to assemble the following code will result in an error. What is the problem?

Loop:

 CMP R0

 BEQ Done

 MWV R1

 MVI #1

 ADD R1

 MWV R1

 LD R2, R1

 ST R3, R1

 MVW R1

 B Loop

Done:

 B Done

**The problem is that the maximum displacement of a branch instruction is +7/-8. *Done* is too far away from BEQ, at (PC+1)+8. *Loop* is too far away from B, at (PC+1)-10.**

**Part C: They’re multiplying!**

Fill in the blanks below to complete the following ARMv7 assembly to implement a function that performs matrix-vector multiplication using a help function that performs vector-vector multiplication. *Write* **I don’t know** *in any blank for 1/4 credit.*

Assume the following C function prototypes:

// takes pointers to two vectors of size *length*, and saves their dot-
// product at the address pointed to by *result*

void vvm(char\* vectorA, char\* vectorB, char\* result, int length);

// takes pointers to a square matrix and a vector of size *length*, and
// saves their product starting at the address pointed to by *result*

void mmm(char\* vectorA, char\* vectorB, char\* result, int length);

Further assume:

* Functions must respect the ARM APCS.

// void vvm(char \*vectorA, char \*vectorB, char \*result, int length)

vvm:

 PUSH {V1-V4}

 MOV V1, #0

 MOV V2, #0

vvmLoop:

 CMP V1, A4

 BEQ vvmRet

 **LDRSB** V3, [A1], #1 // (1)

 **LDRSB V4, [A2], #1**  // (2)

 MLA V2, V3, V4, V2

 ADD V1, V1, #1

 **B vvmLoop** // (3)

vvmRet:

 STRB V2, [A3], #1

 POP **{V1-V4}** // (4)

 **BX** LR // (5)

// void mmm(char \*matrix, char \*vector, char \*result, int length)

mmm:

 PUSH **{V1, LR}** // (6)

 MOV V1, #0

mmmLoop:

 **CMP** V1, A4 // (7)

 **BEQ** mmmRet // (8)

 **BL** vvm // (9)

 ADD V1, V1, #1

 SUB A2, A2, **A4** // (10)

 B mmmLoop

mmmRet:

 POP {V1, PC}