

Homework 8

Problem 1

Please write down the HCL code for the following signals in the SEQ implementation.

1. need_valC
2. aluB
3. mem_write
4. stat

Problem 2-4

The following problems are based on the following code snippet:

0x000:	min: #min(int *a, int count)
0x000: a05f	pushl %ebp
0x002: 2045	rrmovl %esp, %ebp
<u>0x004: 501508000000</u>	<u>mrmmovl 8(%ebp), %ecx</u> #ecx=a
0x00a: 50250c000000	mrmmovl 12(%ebp), %edx #edx=count
0x010: 30f0ffffffff7f	irmovl \$2147483647, %eax #init
0x016: 703c000000	jmp end
0x01b:	loop:
0x01b: 506100000000	mrmmovl (%ecx), %esi #a[i]
0x021: 2063	rrmovl %esi, %ebx #copy
0x023: 6106	subl %eax, %esi #compare
0x025: 752c000000	jge sub
0x02a: 2030	rrmovl %ebx, %eax #min=a[i]
0x02c:	sub:
0x02c: 30f304000000	irmovl \$4, %ebx
0x032: 6031	addl %ebx, %ecx #next one
0x034: 30f3ffffffffff	irmovl \$-1, %ebx
0x03a: 6032	addl %ebx, %edx #count--
0x03c:	end:
<u>0x03c: 6222</u>	<u>andl %edx, %edx</u>
0x03e: 741b000000	jne loop
0x043: 2054	rrmovl %ebp, %esp
<u>0x045: b05f</u>	<u>popl %ebp</u>
0x047: 90	ret

Please fill the blanks below.

Problem 2

Stage	Generic	Specific
	<code>mrmovl D(rB), rA</code>	<code>mrmovl 8(%ebp), %ecx</code>
Fetch	<code>icode:ifun ← M1[PC]</code> <code>rA:rB ← M1[PC+1]</code> <code>valC ← M4[PC+2]</code> <code>valP ← PC+6</code>	
Decode	<code>valB ← R[rB]</code>	
Execute	<code>valE ← valB + valC</code>	
Memory	<code>valM ← M4[valE]</code>	
Write Back	<code>R[rA] ← valM</code>	
Update PC	<code>PC ← valP</code>	

Important Data:

`%ebp` `0x1000`
`0x1000` `0x1030`
`0x1008` `0x400`
`0x100c` `0xa`

Problem 3

Stage	Generic	Specific
	<code>OpI rA, rB</code>	<code>andl %edx, %edx</code>
Fetch	<code>icode:ifun ← M1[PC]</code> <code>rA:rB ← M1[PC+1]</code> <code>valP ← PC+2</code>	
Decode	<code>valA ← R[rA]</code> <code>valB ← R[rB]</code>	
Execute	<code>valE ← valB OP valA</code> <code>Set CC</code>	
Memory		
Write Back	<code>R[rB] ← valE</code>	
Update PC	<code>PC ← valP</code>	

Important Data:

`%edx` `0`

Problem 4

Stage	Generic	Specific
	popl rA	popl %ebp
Fetch	icode:ifun←M1[PC] rA:rB←M1[PC+1] valP←PC+2	
Decode	valA←R[%esp] valB←R[%esp]	
Execute	valE←valB+4	
Memory	valM←M4[valA]	
Write Back	R[%esp]←valE R[rA]←valM	
Update PC	PC←valP	

Important Data:

%esp 0x1000
0x1000 0x1030
0x1008 0x400
0x100c 0xa