

READ AND FOLLOW THESE INSTRUCTIONS.

- Do not begin until you are told to do so.
- You have 50 minutes; budget your time. The questions are not of equal weight; do not spend too much time on a question that is not worth many points.
- Read through all of the questions before starting to work.
- This exam is **closed notes**. You may use the MPC823 data book, the “PowerPC Programming Pocket Book”, and/or a printout of Appendix F from the green book as reference material. You may *not* share reference materials with other students.

Name: _____

Uniqname: _____

Honor Code statement: I have neither given nor received aid on this exam.

Signature: _____

Question	Points	Score
1	35	
2	35	
3	30	
Total	100	

1. (35 pts) You are given a 32-bit hardware register built from 32 D flip-flops. The operation of the individual flip-flops and their interconnection are provided on the following pages. Using this register, construct a 32-bit word-addressable (not byte-addressable) memory location for the MPC823 at address 0x02600000. To minimize the address decoding logic, decode only A[6:10]. Use the space below to draw your circuit. All of the MPC823 bus signals you need to worry about are indicated on the left, and the register to interface is shown on the right. (If you need them, the basic MPC823 bus timing diagrams are found on pages 13-10 and 13-13 of the MPC823 data book.)

CLK —

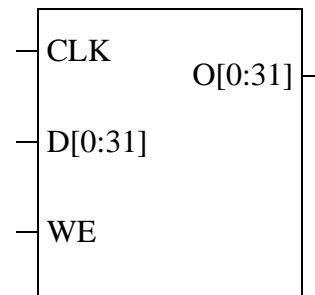
D[0:31] —

A[6:31] —

$\overline{\text{TS}}$ —

RD/ $\overline{\text{WR}}$ —

$\overline{\text{TA}}$ —



Internal schematic for 32-bit register

EECS 373 Winter 1999 Exam 1

2. (35 pts) Below is the edited listing file from an assembly-language program. Use it to answer the following questions. *Read all of the questions before you begin.*

```

                                .data
00003000                        .equ   stack, 0x3000
00002000 45 45 43 53      strptr: .asciz "EECS373 RULES!"
                                33 37 33 20
                                52 55 4C 45
                                53 21 00

                                .text
00001000 3C 20 00 00      _start: lis   r1, stack@h
00001004 60 21 30 00              ori   r1, r1, stack@l
00001008 3C 60 00 00              lis   r3, strptr@h
0000100C 60 63 20 00              ori   r3, r3, strptr@l
00001010 48 00 00 09              bl    func1
00001014 48 00 00 00      done:   b      done

00001018 94 21 FF F0      func1: stwu   r1, -16(r1)
0000101C 7C 08 02 A6              mflr  r0
00001020 90 01 00 04              stw   r0, 4(r1)
00001024 93 C1 00 08              stw   r30, 8(r1)
00001028 93 E1 00 0C              stw   r31, 12(r1)

0000102C 3B E3 FF FF              addi  r31, r3, -1
00001030 8F DF 00 01      flloop: lbzu  r30, 1(r31)
00001034 2C 1E 00 00              cmpwi r30, 0
00001038 41 82 00 20              beq   fldone
0000103C 7F C3 F3 78              mr    r3, r30
00001040 48 00 00 31              bl    func2
00001044 2C 03 00 00              cmpwi r3, 0
00001048 41 82 FF E8              beq   flloop
0000104C 3B DE 00 20              addi  r30, r30, 0x20
00001050 9B DF 00 00              stb   r30, 0(r31)
00001054 4B FF FF DC              b     flloop

00001058 83 E1 00 0C      fldone: lwz   r31, 12(r1)
0000105C 83 C1 00 08              lwz   r30, 8(r1)
00001060 80 01 00 04              lwz   r0, 4(r1)
00001064 7C 08 03 A6              mtlr  r0
00001068 38 21 00 10              addi  r1, r1, 16
0000106C 4E 80 00 20              blr

00001070 7C 64 1B 78      func2: mr    r10, r3
00001074 38 60 00 00              li    r3, 0
00001078 2C 04 00 41              cmpwi r10, 0x41
0000107C 41 80 00 10              blt   f2done
00001080 2C 04 00 5A              cmpwi r10, 0x5a
00001084 41 81 00 08              bgt   f2done
00001088 38 60 00 01              li    r3, 1
0000108C 4E 80 00 20      f2done: blr

```

- a. (4 pts) Step through the first five instructions (starting at `_start`). After executing exactly five instructions, what are the values of the following registers?

PC	R1	R3	LR

- b. (3 pts) Continue stepping through the instructions through the `stw r31, 12(r1)` instruction at `0x1028`. After executing this instruction, what are the contents of the stack pointer and the first two locations in the stack frame?

Address	Contents
R1+4	
R1 = 0x_____	

- c. (2 pts) What is the name for the sequence of instructions from `0x1018` to `0x1028`?

- d. (5 pts) Continue stepping until you reach the `bl func2` at address `0x1040`. After executing this instruction, what are the values of the following registers?

PC	R3	R30	R31	LR

- e. (3 pts) `func2` takes a single argument and returns either 0 or 1. For what range of argument values will `func2` return 1? Intuitively, what does the return value of this function indicate? (Hint: use the ASCII table on the next page.)

- f. (3 pts) What does `func1` do if `func2` returns 1?

- g. (5 pts) What string will be stored at `strptr` after `func1` returns?

(parts h and i are on the next page)

3. (30 pts) Here is an excerpt from the Unix man page for the C library function *strpbrk*:

NAME

strpbrk - search a string for any of a set of characters

SYNOPSIS

```
char *strpbrk(char *s, char *accept);
```

DESCRIPTION

The *strpbrk*() function locates the first occurrence in the string *s* of any of the characters in the string *accept*.

RETURN VALUE

The *strpbrk*() function returns a pointer to the character in *s* that matches one of the characters in *accept*.

For example, if *s* is the address of the string “Hello world”, and *accept* is the address of the string “rxoq”, then *strpbrk*(*s*, *accept*) should return the address of the ‘o’ at the end of “Hello”. Recall that the end of a string in C is marked by a null (0) byte.

Write a simple PowerPC assembly-language version of the *strpbrk* function. Use the ABI conventions discussed in class. Focus on correctness rather than performance. If you run out of space, continue on the back of this sheet.