

August 13, 2007

**COMPUTER ENGINEERING DEPARTMENT**

**ICS 233**

**COMPUTER ARCHITECTURE & ASSEMBLY LANGUAGE**

**Major Exam II**

**Summer Semester (063)**

**Time: 7:00-9:30 PM**

Student Name : \_\_\_\_\_

Student ID. : \_\_\_\_\_

<b>Question</b>	<b>Max Points</b>	<b>Score</b>
<b>Q1</b>	<b>20</b>	
<b>Q2</b>	<b>16</b>	
<b>Q3</b>	<b>16</b>	
<b>Q4</b>	<b>14</b>	
<b>Q5</b>	<b>8</b>	
<b>Q6</b>	<b>16</b>	
<b>Q7</b>	<b>10</b>	
<b>Total</b>	<b>100</b>	

Dr. Aiman El-Maleh

[20 Points]

**(Q1)** Suppose that you are given a positive integer. You can add individual digits of this number to get another integer. If we repeat this procedure, eventually we will end up with a single digit. Here is an example:

$$7391928 = 7+3+9+1+9+2+8 = 39$$

$$39 = 3+9 = 12$$

$$12 = 1+2 = 3$$

Write a procedure, **ToSDigit**, that receives a positive integer in \$a0 and returns a single digit in register \$v0 according to the method described above. It is required that the procedure **preserves the content of all used registers** by saving and restoring them on the stack. Then, write a program to read a positive integer from the user and display the **single digit** obtained by the above procedure.

A **sample execution** of the program is:

Enter a number: 7391928

Result is: 3







[14 Points]

(Q4) Given the following two floating-point numbers in single-precision format:

**X=1100 0011 1100 0000 0000 0000 0000 0001**

**Y=0011 1110 1000 0000 0000 0010 0011 0001**

- (i) Perform the floating-point operation **X-Y** rounding the result to the nearest even, using guard, round and sticky bits. Represent the result in single-precision format.
- (ii) Perform the floating-point operation **X\*Y** rounding the result to the nearest even. Represent the result in single-precision format.



**[8 Points]**

**(Q5)** Suppose that a program runs in 150 seconds on a machine, with multiply operations responsible for 40 seconds of this time, divide operations responsible for 60 seconds of this time. The remaining time is taken by the remaining operations. Suppose that a new implementation of the machine has improved the execution time of the multiplier by a factor of 3 and the execution time of the divider by a factor of 2. Determine the new execution time and the speedup of the program on the new implementation.

**[16 Points]****(Q6)** Given the following instruction mix of a program on a RISC processor:

Class	CPI	Frequency
ALU	3	20%
Branch	2	30%
Jump	1	25%
Load	5	15%
Store	4	10%

- (i)** What is the average CPI?
- (ii)** Assuming that the processor has a clock rate of 3 GHz, determine MIPS.
- (iii)** What is the percent of time used by each instruction class?
- (iv)** How much faster would the program run if load and store time are reduced to 3 cycles, and two ALU instructions could be executed at once, assuming that the cycle time has increased by 10% and the instruction count has increased by 15%?



**[10 Points]**

**(Q7)** Assume that a processor has four 8-bit registers: R0, R1, R2, and R3. You are required to design a register file that allows reading the value of one of the registers specified by the field RS[1:0] and writing into one of the registers specified by the field RD[1:0]. Show all required control signals for the register file.