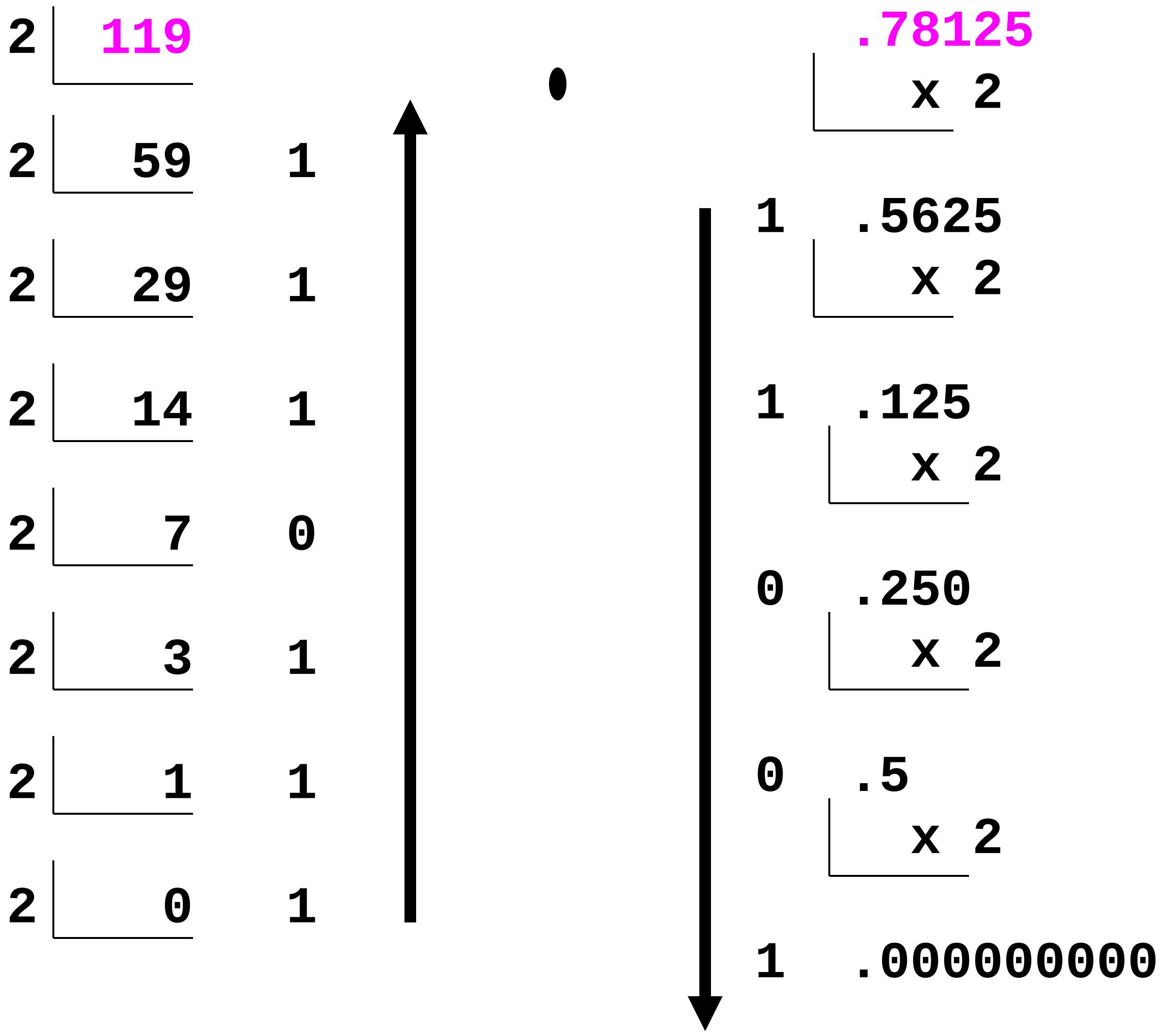
Convert the **base 10 real number** 119. 78125 into

A. Base **2** ________________________________

B. Base **8** ________________________________

C. Base **16** _______________________________



2 119

2 59 1

2 29 1

2 14 1

2 7 0

2 3 1

2 1 1

2 0 1

.

.78125

x 2

1 .5625

x 2

1 .125

x 2

0 .250

x 2

0 .5

x 2

1 .000000000

1 1 1 0 1 1 1 . 1 1 0 0 1

15 POINTS

1. Convert the **base 10 real number** 119. 78125 into

	64	32	16		4	2	1		.5	.25			.03125			
0	1	1	1	0	1	1	1	.	1	1	0	0	1	0	0	0

A. Base **2** ____

1 6 7 . 6 2

B. Base **8** ______________________________

C. Base **16** ____________________________

15 POINTS

1. Convert the **base 10 real number** 119. 78125 into

	64	32	16		4	2	1		.5	.25			.03125			
0	1	1	1	0	1	1	1	.	1	1	0	0	1	0	0	0

A. Base **2** ____

B. Base **8** ______________________________

7 7 . C 8

C. Base **16** _____________________________

As you can see below, the following code beginning at the label **main:** pushes two arguments in the form of simple 2s complement integers on the stack and then calls a label named **max:**. **You must write the code** at the label named **max:** as a function, using our conventions of expecting arguments on the stack and returning a result in the **AC**. Of course the **max:** function you must write **must return the larger of the two arguments** passed to it on the stack, or the common value if the arguments happen to be the same value. You can see that the code at **main:** sets up the stack for the call to **max:** , makes the call, and then stores the value that is in the AC after the call into the memory location labeled **opres:**

```
op1:    <any 16 bit 2s complement value>
op2:    <any 16 bit 2s complement value>
opres: 0
       .LOC 50
main:  lodd op1:
       push
       lodd op2:
       push
       call max:
       insp 2
       stod opres:
       halt
```

```
MAX:    LODL 1 ;OP2
        SUBL 2 ;OP2-OP1
        JNEG OP1BIG:
        LODL 1
        RETN   ;OP2
OP1BIG: LODL 2
        RETN   ;OP1
```

```
max:
```

← **write the max function**

For the following 16 bit sequence:

1 111 111 110 010 101

A. What is the **base 10** value if the sequence is a **signed 2's complement integer** ??

2 + 8 + 32 + 64 + 1 ➔ -107

B. **Add** the following 2's complement 16 bit sequence to the sequence shown in part **A.** above, and express the answer as a **base 10 signed value**:

0 000 000 001 001 101

```
1 + 4 + 8 + 64 ➔ +77

-107 + 77 ➔ -30

1 111 111 110 010 101
0 000 000 001 001 101
------------------------
1 111 111 111 100 010

1 + 4 + 8 + 16 + 1 ➔ -30
```

Given the following 32 bit sequence:

0   1 0 0 0 0 1 1 0 1 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
sign   exponent and mantissa components

A. If the sequence represents a signed magnitude floating point value using the **IBM format** discussed in class, what is the **base 10 floating point value** of the sequence ??

0 1000011 0101110---0

+ 67: +3 $2^{-2}+2^{-4}+2^{-5}+2^{-6}$

16^{+3}

$2^{+12} \rightarrow 2^{10}+2^{8}+2^{7}+2^{6} \rightarrow$ **1472**

B. If the sequence represents a signed magnitude floating point value using the **IEEE 754 single precision** format discussed in class, what is **the base 10 floating point value** of the sequence ??

0 10000110 101110---0

2^{7} $1+2^{-1}+2^{-3}+2^{-4}+2^{-5}$

$\rightarrow 2^{7}+2^{6}+2^{4}+2^{3}+2^{2} \rightarrow$ **220**

The following bit string represents an **IEEE 754 floating point value** called Float 1**.** You must add to Float 1 the base 10 number shown as Float 2 (you'll have to convert it to a bit pattern first):

Float 1: **0 1 0 0 0 0 0 1 0 1 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0**
Float 2: **$.8125_{10}$**

A. Show the **IEEE 754 floating point <u>bit representation</u> of the sum** of these two numbers

Float 1: **0 1 0 0 0 0 0 1 0 1 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ➔ 13.75**
Float 2: **$.8125_{10}$**

.8125 ➔ . 1 1 0 1

A. Show the IEEE 754 floating point **bit representation** **of Float 2 before shifting:**

0	0	1	1	1	1	1	1	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

B. Show the IEEE 754 floating point **bit representation** **of Float 1 and Float 2 after shifting:**

HB 1 Float 1

0	1	0	0	0	0	0	1	0	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

HB 0 Float 2

0	1	0	0	0	0	0	1	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

HB 1 1 1 0 1 0 0 1

C. Show the IEEE 754 floating point **bit representation** **of the final normalized sum of Float 1 and Float 2**

HB 1 Sum of Float 1 and Float 2

0	1	0	0	0	0	0	1	0	1	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

D. What is the **base 10 value of the sum** of these two numbers ?

13.75 + .8125 = 14.5625

$$2^3 *(2^0 + 2^{-1} + 2^{-2} + 2^{-4} + 2^{-7})$$

$$= 8 + 4 + 2 + .5 + .0625$$

List the values in r0:, r1:, r2:, r3:, and r4: **after the following program executes** from **main:** to the **halt** instruction:

```
 0  c1:     1
 1  c3:     3   → 6, 12, 24, 48, 96
 2  index:  5
 3  r0:     0   → 6
 4  r1:     0   → 12
 5  r2:     0   → 24
 6  r3:     0   → 48
 7  r4:     0   → 96
 8  main:   lodd   index:
 9          jzer   done:
10          subd   c1:
            stod   index:
            lodd   c3:
            addd   c3:
            stod   c3:
    smc1:   stod   r0:  store at: 3, 4, 5, 6, 7
            lodd   smc1:
            addd   c1:
            stod   smc1:
            jump   main:
    done:   halt
```

Self modifying code

Write in the final values of r0:, r1:, r2:, r3:, and r4: below:

Write a routine named **MySub:** which will **subtract two positive only 16 bit 2s complement numbers passed as value arguments**, and will place the **result** back into memory at the location **pointed to by a third argument (which is an address, not a value)**. The routine itself should return a **value of 0 if the result is positive, and -1 if the result is negative. Just show the subroutine**, not the calling code. Assume that when the call to your routine is made the arguments are passed on the stack such that:

SP points to the location that holds the return PC
SP+1 points to the location that holds the result address
SP+2 points to the location that holds the minuend (top number)
SP+3 points to the location that holds the subtrahend (bottom number)

MySub:

← **write required code**

Write a routine named **MySub:** which will **subtract two positive only 16 bit 2s complement numbers passed as value arguments**, and will place the **result** back into memory at the location **pointed to by a third argument (which is an address, not a value)**. The routine itself should return a **value of 0 if the result is positive, and -1 if the result is negative.** **Just show the subroutine**, not the calling code. Assume that when the call to your routine is made the arguments are passed on the stack such that:

SP points to the location that holds the return PC
SP+1 points to the location that holds the result address
SP+2 points to the location that holds the minuend (top number)
SP+3 points to the location that holds the subtrahend (bottom number)

```
MySub:

            lodl      2
            subl      3
            push
            jneg      neg:
            lodl      2
            popi
            loco      0
            retn
neg:        lodl      2
            popi
            lodd      cn1:
            retn
cn1:        -1
```

The following bit string represents an **IEEE 754 single precision floating point number:**

FLOAT: 1 0 1 1 1 1 1 1 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

A. Show the **bit string after** the number it represents has been **divided by the base 10 number 128**

B. The floating point number shown **above** can be written in hex as:

0x BFA00000

If this value was **stored in a computer system's memory byte by byte** as shown below beginning at memory address 300, explain what type of **endian storage** this system has.

BF	Address 300
A0	Address 301
00	Address 302
00	Etc.

The MIC-1 bit format is shown below. You should be familiar with all the fields and how they are used. Also below are 5 MAL instructions. Indicate if a given MAL is valid or invalid for MIC-1, and, if valid, fill in the **DECIMAL** (i.e. bits **1101** are filled as **13**) values for each field **in the space provided**.

```
Register designations are as follows:
   pc=0 (prog counter) ac=1 (accumulator) sp=2 (stack ptr) ir=3 (instr reg)
  tir=4 (tmp inst reg) zr=5 (fixed zero)  po=6 (plus 1)    no=7 (minus 1)
amask=8 (addr msk)  smask=9 (stack msk)    a=10(a scratch)  b=11(b scratch)
    c=12(c scratch)     d=13(d scratch)    e=14(e scratch)  f=15(f scratch)
```

```
      A.  pc := pc + 255;mar := pc;rd;
      B.  ac := inv(mbr);mar := inv(mbr);wr;
      C. tir := lshift(band(tir,mbr));if n then goto 150;
      D. mbr := lshift(band(ir,amask));ir := lshift(band(ir,amask));goto 0;wr;
      E.   b := ir - ac;mar := ac;if z then goto 158;
```

VALID ?	AMUX	COND	ALU	SH	MBR	MAR	RD	WD	ENC	C	B	A	ADDR

MUX	COND	ALU	SH	MBR,MAR,RD,WR,ENC
A latch	0 = no jmp	0 = A + B	0 = no shift	0 = no
MBR	1 = jmp if n=1	1 = A and B	1 = shift rt	1 = yes
	2 = jmp if z=1	2 = A	2 = shift lt	
	3 = always jmp	3 = not A		

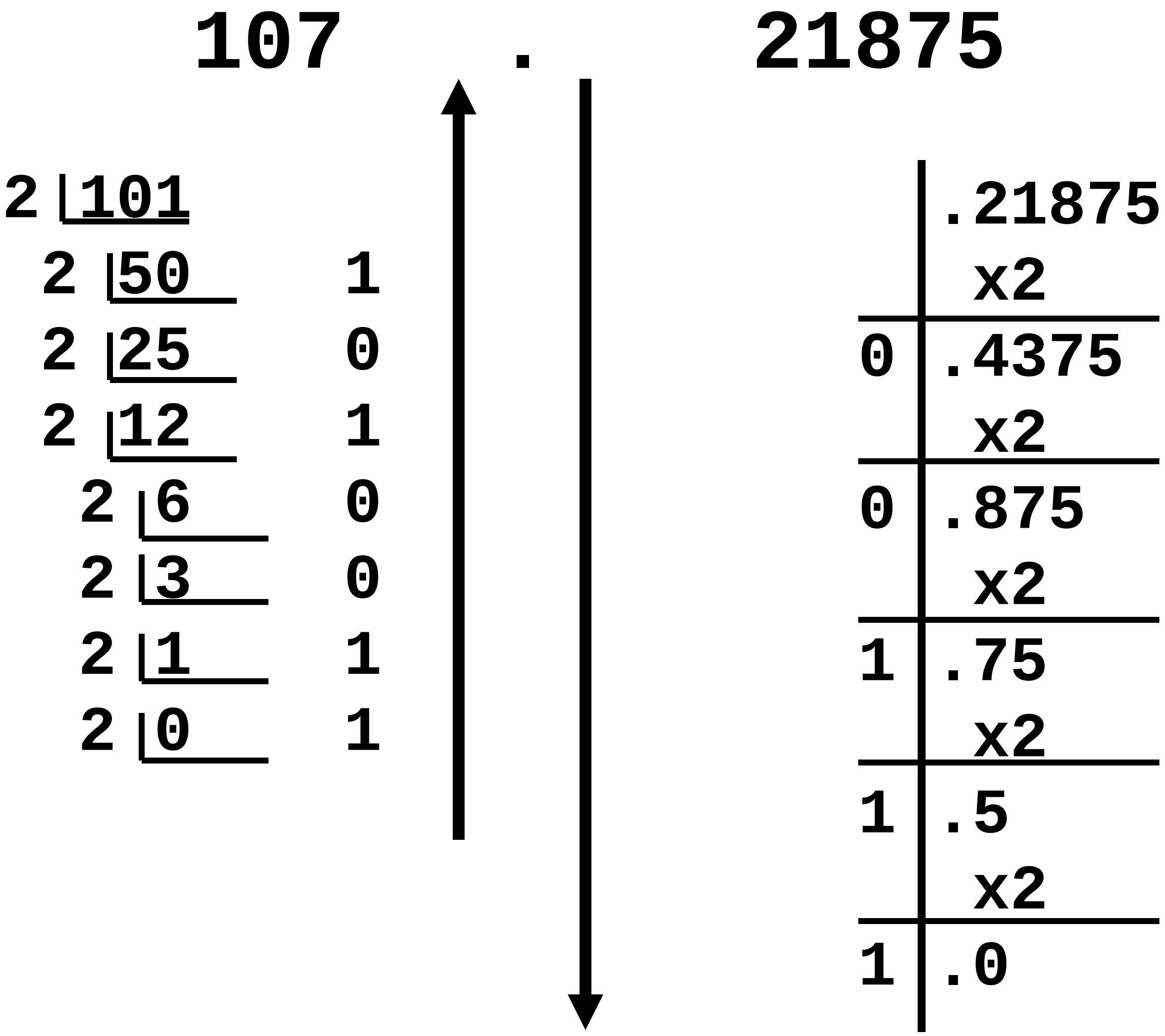
```
Register designations are as follows:
   pc=0 (prog counter) ac=1 (accumulator) sp=2 (stack ptr) ir=3 (instr reg)
  tir=4 (tmp inst reg) zr=5 (fixed zero)  po=6 (plus 1)    no=7 (minus 1)
amask=8 (addr msk)  smask=9 (stack msk)    a=10(a scratch)  b=11(b scratch)
    c=12(c scratch)     d=13(d scratch)    e=14(e scratch)  f=15(f scratch)
```

```
A.   pc := pc + 255;mar := pc;rd;
B.   ac := inv(mbr);mar := inv(mbr);wr;
C. tir := lshift(band(tir,mbr));if n then goto 150;
D. mbr := lshift(band(ir,amask));ir := lshift(band(ir,amask));goto 0;wr;
E.    b := ir - ac;mar := ac;if z then goto 158;
```

MAL	VALID ?	AMUX	COND	ALU	SH	MBR	MAR	RD	WR	ENC	C	B	A	ADDR
A	yes	0	0	0	0	0	1	1	0	1	0	0	9	
B	no													
C	yes	1	1	1	2	0	0	0	0	1	4	4		150
D	yes	0	3	1	2	1	0	0	1	1	3	8	3	0
E	no													

AMUX	COND	ALU	SH	MBR,MAR,RD,WR,ENC
0 = A latch	0 = no jmp	0 = A + B	0 = no shift	0 = no
1 = MBR	1 = jmp if n=1	1 = A and B	1 = shift rt	1 = yes
	2 = jmp if z=1	2 = A	2 = shift lt	
	3 = always jmp	3 = not A		

For the **base 10 real number** 107.21875



107 . 21875

2 |101

2 |50 1

2 |25 0

2 |12 1

2 |6 0

2 |3 0

2 |1 1

2 |0 1

.21875

x2

0 .4375

x2

0 .875

x2

1 .75

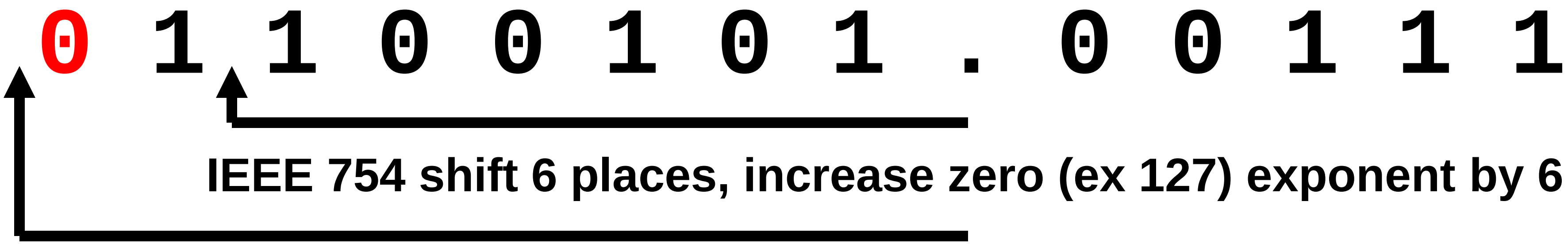
x2

1 .5

x2

1 .0

0 1 1 0 0 1 0 1 . 0 0 1 1 1



0 1 1 0 0 1 0 1 . 0 0 1 1 1

IEEE 754 shift 6 places, increase zero (ex 127) exponent by 6

IBM shift 8 places, increase zero (ex 64) exponent by 2

15 POINTS

1. For the **base 10 real number** 107.21875

A. Show the **IEEE 754** 32 bit normalized floating point **bit representation**

0	1	0	0	0	0	1	0	1	1	0	0	1	0	1	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0

B. Show the **IBM** 32 bit normalized floating point **bit representation**

0	1	0	0	0	0	1	0	0	1	1	0	0	1	0	1	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0

C. Show the **IEEE 754** 32 bit normalized floating point **bit representation** of the number **after** it has been **multiplied by 32**

0	1	0	0	0	1	0	1	0	1	0	0	1	0	1	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0