



Theoretisches Aufgabenblatt 10

Abgabetermin: 26.01.-28.01.2015

1. Describe a way to determine if a single bit is set or unset within the A register of the M6809 CPU.? What needs to be done to set a single bit of this register to 1 respective 0? Translate your solution to an assembler program testing the n th bit of the A register. The number n is stored in memory address \$1000
2. Given the following simple program in MC6809 assembly:

```
1          org      $1000
2 START    lda      #$08
3          sta      $6000
4          lsra
5          lsra
6          lsra
7 LOOP    inca
8          jmp      LOOP
9          end
```

Quelltext 1: zu untersuchender Assemblercode

How does the value of register A change over time? Modify the code that the program terminates when the initial state $A = 8$ is reached again.

The first line (`org $1000`) simply states the memory address, where the program shall be loaded and can be ignored for this task.

3. To compute the term $d = 2 \cdot b - 10_{dec}$ two programmers present you with the following 6809 assembly programs.

Check if the programs work correctly and correct possible mistakes. Grade the implementations considering execution cycles and memory consumption.

```
LDA    #$2
MULD
SUBD   #$A
```

```
LDA    #$0 // Sicherstellen dass in A eine 0 steht
ASLB   // Linksshift von b
ADCA   #$0
SUBD   10
```

The following table contains the assembly mnemonics together with their respective execution cycle count and the amount of memory bytes they need.

Assembly Mnemonic	Memory bytes	Cycle count
LDA	2	2
ASLB	1	2
SUBD	3	4
MUL	1	11
ADCA	2	2

4. Answer the following questions regarding RISC/CISC.
 - What are the differences between RISC and CISC computers?
 - What was the intention towards the RISC computers?
 - Describe respective benefits and drawbacks of both approaches?
 - Why need RISC computers more registers than CISC computers?
5. Explain the baseline principle of pipelining. Which architectural principle (RISC/-CISC) is better suited to implement pipelining and why?