Contrôle S3
Architecture des ordinateurs

Durée : 1 h 30

Répondre exclusivement sur le document réponse.

Exercice 1 (5 points)

Remplir le tableau présent sur le document réponse. Donnez le nouveau contenu des registres (sauf le **PC**) et/ou de la mémoire modifiés par les instructions. **Vous utiliserez la représentation hexadécimale**. **La mémoire et les registres sont réinitialisés à chaque nouvelle instruction.**

Valeurs initiales :

```
D0 = $FFFF0005  A0 = $00005000  PC = $00006000
D1 = $10000002  A1 = $00005008
D2 = $0000FFFF  A2 = $00005010

$005000  54 AF 18 B9 E7 21 48 C0
$005008  C9 10 11 C8 D4 36 1F 88
$005010  13 79 01 80 42 1A 2D 49
```

Exercice 2 (4 points)

Remplissez le tableau présent sur le document réponse. Donnez le résultat des additions ainsi que le contenu des bits **N**, **Z**, **V** et **C** du registre d'état.

Exercice 3 (3 points)

Réalisez le sous-programme **`SpaceCount`** qui renvoie le nombre d'espaces dans une chaîne de caractères. Une chaîne de caractères se termine par un caractère nul. À l'exception des registres de sortie, aucun registre de donnée ou d'adresse ne devra être modifié en sortie de ce sous-programme.

Entrée : **A0.L** pointe sur le premier caractère d'une chaîne de caractères.

Sortie : **D0.L** renvoie le nombre d'espaces de la chaîne.

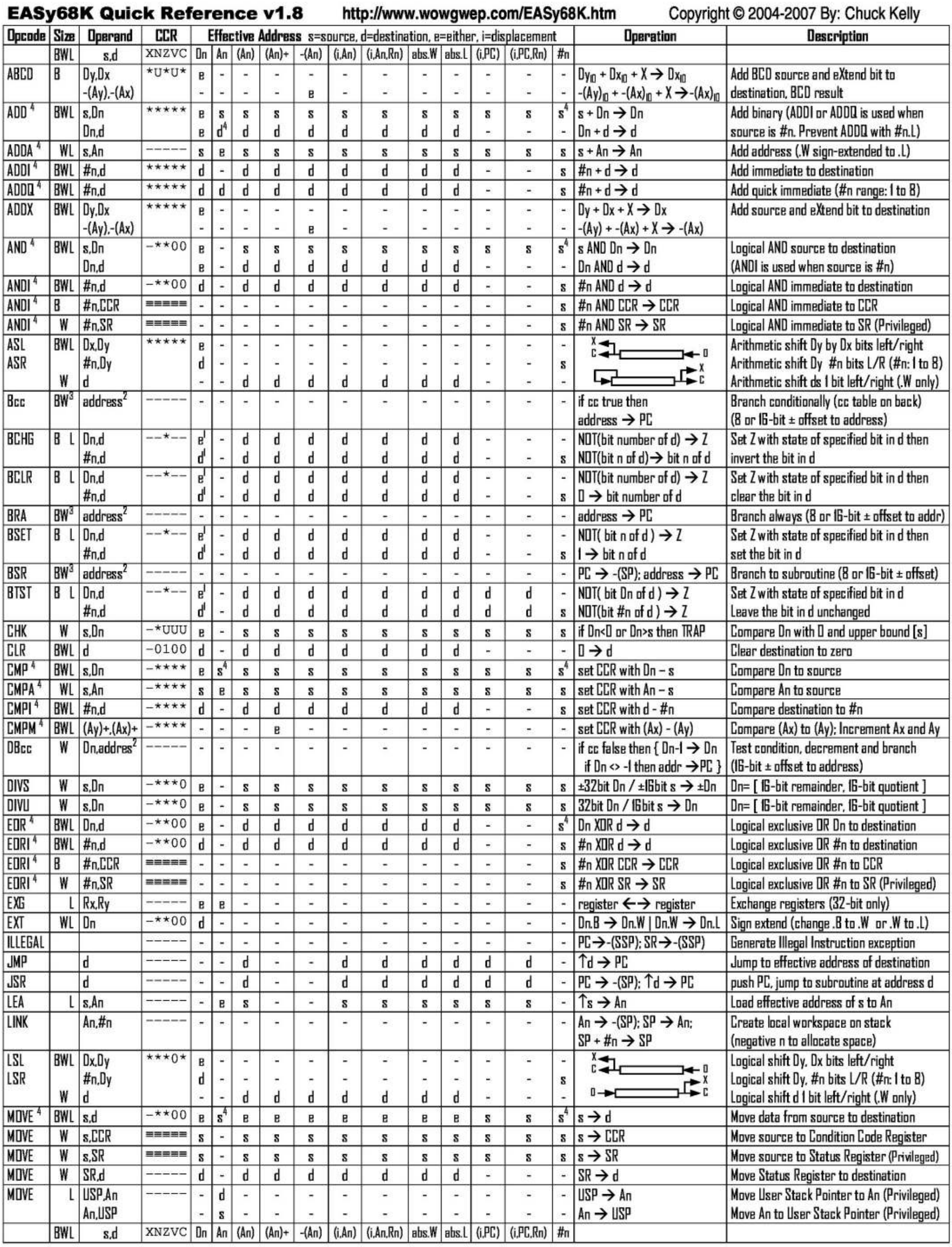
Exercice 4 (2 points)

Répondez aux questions sur le document réponse.

Exercice 5 (6 points)

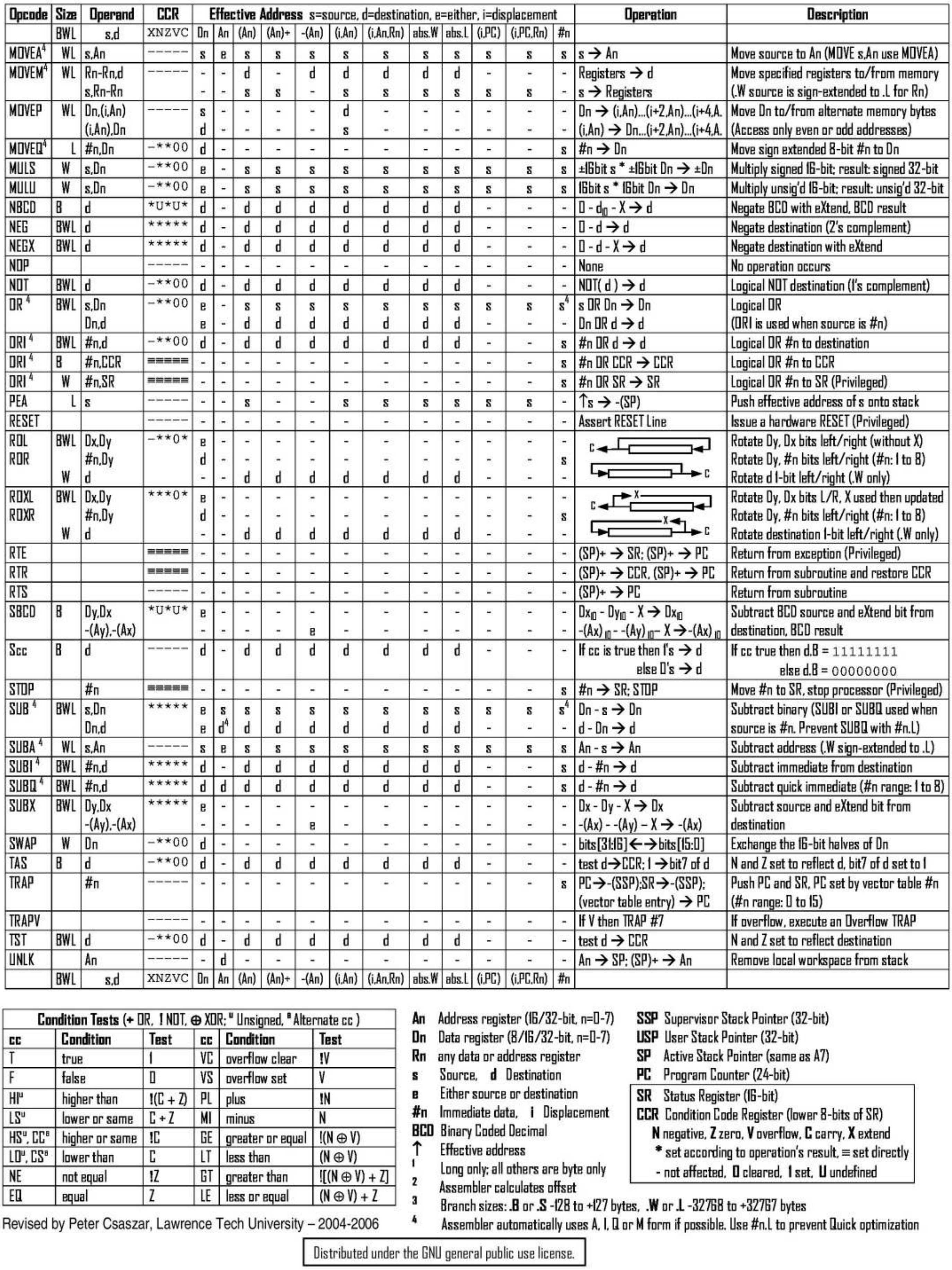
Soit le programme ci-dessous. Complétez le tableau présent sur le document réponse.

```
Main        move.l  #$6789,d7

next1       moveq.l #1,d1
            tst.b   d7
            bpl     next2
            moveq.l #2,d1

next2       moveq.l #1,d2
            cmpi.b  #$15,d7
            ble     next3
            moveq.l #2,d2

next3       clr.l   d3
            move.l  #$AAAAAAAA,d0
loop3       addq.l  #1,d3
            subq.w  #1,d0
            bne     loop3

next4       clr.l   d4
            move.l  #$AAAA,d0
loop4       addq.l  #1,d4
            dbra    d0,loop4      ; DBRA = DBF

next5       move.l  d7,d5
            rol.l   #8,d5
            swap    d5

next6       move.l  d7,d6
            cmpi.w  #$15,d7
            blt     next6_1
            ror.w   #4,d6
            ror.b   #4,d6
next6_1     ror.l   #4,d6

quit        illegal
```



EASy68K Quick Reference v1.8 http://www.wowgwep.com/EASy68K.htm Copyright © 2004-2007 By: Chuck Kelly

Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement												Operation	Description
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		
ABCD	B	Dy,Dx	*U*U*	e	-	-	-	-	-	-	-	-	-	-	-	$Dy_{10} + Dx_{10} + X \rightarrow Dx_{10}$	Add BCD source and eXtend bit to destination, BCD result
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	$-(Ay)_{10} + -(Ax)_{10} + X \rightarrow -(Ax)_{10}$	
ADD[4]	BWL	s,Dn	*****	e	s	s	s	s	s	s	s	s	s	s	s[4]	s + Dn → Dn	Add binary (ADDI or ADDQ is used when source is #n. Prevent ADDQ with #n.L)
		Dn,d		e	d[4]	d	d	d	d	d	d	d	-	-	-	Dn + d → d	
ADDA[4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s + An → An	Add address (.W sign-extended to .L)
ADDI[4]	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	#n + d → d	Add immediate to destination
ADDQ[4]	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	#n + d → d	Add quick immediate (#n range: 1 to 8)
ADDX	BWL	Dy,Dx	*****	e	-	-	-	-	-	-	-	-	-	-	-	Dy + Dx + X → Dx	Add source and eXtend bit to destination
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	-(Ay) + -(Ax) + X → -(Ax)	
AND[4]	BWL	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s[4]	s AND Dn → Dn	Logical AND source to destination (ANDI is used when source is #n)
		Dn,d		e	-	d	d	d	d	d	d	d	-	-	-	Dn AND d → d	
ANDI[4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n AND d → d	Logical AND immediate to destination
ANDI[4]	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n AND CCR → CCR	Logical AND immediate to CCR
ANDI[4]	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n AND SR → SR	Logical AND immediate to SR (Privileged)
ASL	BWL	Dx,Dy	*****	e	-	-	-	-	-	-	-	-	-	-	-		Arithmetic shift Dy by Dx bits left/right
ASR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Arithmetic shift Dy #n bits L/R (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Arithmetic shift ds 1 bit left/right (.W only)
Bcc	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc true then address → PC	Branch conditionally (cc table on back) (8 or 16-bit ± offset to address)
BCHG	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit number of d) → Z	Set Z with state of specified bit in d then invert the bit in d
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	NOT(bit n of d)→ bit n of d	
BCLR	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit number of d) → Z	Set Z with state of specified bit in d then clear the bit in d
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	0 → bit number of d	
BRA	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	address → PC	Branch always (8 or 16-bit ± offset to addr)
BSET	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit n of d) → Z	Set Z with state of specified bit in d then set the bit in d
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	1 → bit n of d	
BSR	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	PC → -(SP); address → PC	Branch to subroutine (8 or 16-bit ± offset)
BTST	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	d	d	-	NOT(bit Dn of d) → Z	Set Z with state of specified bit in d
		#n,d		d[1]	-	d	d	d	d	d	d	d	d	d	s	NOT(bit #n of d) → Z	Leave the bit in d unchanged
CHK	W	s,Dn	-*UUU	e	-	s	s	s	s	s	s	s	s	s	s	if Dn<0 or Dn>s then TRAP	Compare Dn with 0 and upper bound [s]
CLR	BWL	d	-0100	d	-	d	d	d	d	d	d	d	-	-	-	0 → d	Clear destination to zero
CMP[4]	BWL	s,Dn	-****	e	s[4]	s	s	s	s	s	s	s	s	s	s[4]	set CCR with Dn – s	Compare Dn to source
CMPA[4]	WL	s,An	-****	s	e	s	s	s	s	s	s	s	s	s	s	set CCR with An – s	Compare An to source
CMPI[4]	BWL	#n,d	-****	d	-	d	d	d	d	d	d	d	-	-	s	set CCR with d - #n	Compare destination to #n
CMPM[4]	BWL	(Ay)+,(Ax)+	-****	-	-	-	e	-	-	-	-	-	-	-	-	set CCR with (Ax) - (Ay)	Compare (Ax) to (Ay); Increment Ax and Ay
DBcc	W	Dn,addres[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc false then { Dn-1 → Dn if Dn <> -1 then addr →PC }	Test condition, decrement and branch (16-bit ± offset to address)
DIVS	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	±32bit Dn / ±16bit s → ±Dn	Dn= [16-bit remainder, 16-bit quotient]
DIVU	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	32bit Dn / 16bit s → Dn	Dn= [16-bit remainder, 16-bit quotient]
EOR[4]	BWL	Dn,d	-**00	e	-	d	d	d	d	d	d	d	-	-	s[4]	Dn XOR d → d	Logical exclusive OR Dn to destination
EORI[4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n XOR d → d	Logical exclusive OR #n to destination
EORI[4]	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n XOR CCR → CCR	Logical exclusive OR #n to CCR
EORI[4]	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n XOR SR → SR	Logical exclusive OR #n to SR (Privileged)
EXG	L	Rx,Ry	-----	e	e	-	-	-	-	-	-	-	-	-	-	register ←→ register	Exchange registers (32-bit only)
EXT	WL	Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	-	Dn.B → Dn.W | Dn.W → Dn.L	Sign extend (change .B to .W or .W to .L)
ILLEGAL			-----	-	-	-	-	-	-	-	-	-	-	-	-	PC→-(SSP); SR→-(SSP)	Generate Illegal Instruction exception
JMP		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	↑d → PC	Jump to effective address of destination
JSR		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	PC → -(SP); ↑d → PC	push PC, jump to subroutine at address d
LEA	L	s,An	-----	-	e	s	-	-	s	s	s	s	s	s	-	↑s → An	Load effective address of s to An
LINK		An,#n	-----	-	-	-	-	-	-	-	-	-	-	-	-	An → -(SP); SP → An; SP + #n → SP	Create local workspace on stack (negative n to allocate space)
LSL	BWL	Dx,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-		Logical shift Dy, Dx bits left/right
LSR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Logical shift Dy, #n bits L/R (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Logical shift d 1 bit left/right (.W only)
MOVE[4]	BWL	s,d	-**00	e	s[4]	e	e	e	e	e	e	e	s	s	s[4]	s → d	Move data from source to destination
MOVE	W	s,CCR	=====	s	-	s	s	s	s	s	s	s	s	s	s	s → CCR	Move source to Condition Code Register
MOVE	W	s,SR	=====	s	-	s	s	s	s	s	s	s	s	s	s	s → SR	Move source to Status Register (Privileged)
MOVE	W	SR,d	-----	d	-	d	d	d	d	d	d	d	-	-	-	SR → d	Move Status Register to destination
MOVE	L	USP,An	-----	-	d	-	-	-	-	-	-	-	-	-	-	USP → An	Move User Stack Pointer to An (Privileged)
		An,USP		-	s	-	-	-	-	-	-	-	-	-	-	An → USP	Move An to User Stack Pointer (Privileged)
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		



Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement												Operation	Description
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		
MOVEA[4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s → An	Move source to An (MOVE s,An use MOVEA)
MOVEM[4]	WL	Rn-Rn,d s,Rn-Rn	-----	- -	- -	d s	- s	d -	d s	d s	d s	d s	- s	- s	- -	Registers → d s → Registers	Move specified registers to/from memory (.W source is sign-extended to .L for Rn)
MOVEP	WL	Dn,(i,An) (i,An),Dn	-----	s d	- -	- -	- -	- -	d s	- -	- -	- -	- -	- -	- -	Dn → (i,An)...(i+2,An)...(i+4,A. (i,An) → Dn...(i+2,An)...(i+4,A.	Move Dn to/from alternate memory bytes (Access only even or odd addresses)
MOVEQ[4]	L	#n,Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	s	#n → Dn	Move sign extended 8-bit #n to Dn
MULS	W	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s	±16bit s * ±16bit Dn → ±Dn	Multiply signed 16-bit; result: signed 32-bit
MULU	W	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s	16bit s * 16bit Dn → Dn	Multiply unsig'd 16-bit; result: unsig'd 32-bit
NBCD	B	d	*U*U*	d	-	d	d	d	d	d	d	d	-	-	-	0 - d_{10} - X → d	Negate BCD with eXtend, BCD result
NEG	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	0 - d → d	Negate destination (2's complement)
NEGX	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	0 - d - X → d	Negate destination with eXtend
NOP			-----	-	-	-	-	-	-	-	-	-	-	-	-	None	No operation occurs
NOT	BWL	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	NOT(d) → d	Logical NOT destination (1's complement)
OR[4]	BWL	s,Dn Dn,d	-**00	e e	- -	s d	s d	s d	s d	s d	s d	s d	s -	s -	s[4] -	s OR Dn → Dn Dn OR d → d	Logical OR (ORI is used when source is #n)
ORI[4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n OR d → d	Logical OR #n to destination
ORI[4]	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n OR CCR → CCR	Logical OR #n to CCR
ORI[4]	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n OR SR → SR	Logical OR #n to SR (Privileged)
PEA	L	s	-----	-	-	s	-	-	s	s	s	s	s	s	-	↑s → -(SP)	Push effective address of s onto stack
RESET			-----	-	-	-	-	-	-	-	-	-	-	-	-	Assert RESET Line	Issue a hardware RESET (Privileged)
ROL ROR	BWL W	Dx,Dy #n,Dy d	-**0*	e d -	- - -	- - d	- - d	- - d	- - d	- - d	- - d	- - d	- - -	- - -	- s -		Rotate Dy, Dx bits left/right (without X) Rotate Dy, #n bits left/right (#n: 1 to 8) Rotate d 1-bit left/right (.W only)
ROXL ROXR	BWL W	Dx,Dy #n,Dy d	***0*	e d -	- - -	- - d	- - d	- - d	- - d	- - d	- - d	- - d	- - -	- - -	- s -		Rotate Dy, Dx bits L/R, X used then updated Rotate Dy, #n bits left/right (#n: 1 to 8) Rotate destination 1-bit left/right (.W only)
RTE			=====	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → SR; (SP)+ → PC	Return from exception (Privileged)
RTR			=====	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → CCR, (SP)+ → PC	Return from subroutine and restore CCR
RTS			-----	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → PC	Return from subroutine
SBCD	B	Dy,Dx -(Ay),-(Ax)	*U*U*	e -	- -	- -	- -	- e	- -	- -	- -	- -	- -	- -	- -	Dx_{10} - Dy_{10} - X → Dx_{10} $-(Ax)_{10}$ - $-(Ay)_{10}$– X → $-(Ax)_{10}$	Subtract BCD source and eXtend bit from destination, BCD result
Scc	B	d	-----	d	-	d	d	d	d	d	d	d	-	-	-	If cc is true then 1's → d else 0's → d	If cc true then d.B = 11111111 else d.B = 00000000
STOP		#n	=====	-	-	-	-	-	-	-	-	-	-	-	s	#n → SR; STOP	Move #n to SR, stop processor (Privileged)
SUB[4]	BWL	s,Dn Dn,d	*****	e e	s d[4]	s d	s d	s d	s d	s d	s d	s d	s -	s -	s[4] -	Dn - s → Dn d - Dn → d	Subtract binary (SUBI or SUBQ used when source is #n. Prevent SUBQ with #n.L)
SUBA[4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	An - s → An	Subtract address (.W sign-extended to .L)
SUBI[4]	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	d - #n → d	Subtract immediate from destination
SUBQ[4]	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	d - #n → d	Subtract quick immediate (#n range: 1 to 8)
SUBX	BWL	Dy,Dx -(Ay),-(Ax)	*****	e -	- -	- -	- -	- e	- -	- -	- -	- -	- -	- -	- -	Dx - Dy - X → Dx -(Ax) - -(Ay) – X → -(Ax)	Subtract source and eXtend bit from destination
SWAP	W	Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	-	bits[31:16]←→bits[15:0]	Exchange the 16-bit halves of Dn
TAS	B	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	test d→CCR; 1 →bit7 of d	N and Z set to reflect d, bit7 of d set to 1
TRAP		#n	-----	-	-	-	-	-	-	-	-	-	-	-	s	PC→-(SSP);SR→-(SSP); (vector table entry) → PC	Push PC and SR, PC set by vector table #n (#n range: 0 to 15)
TRAPV			-----	-	-	-	-	-	-	-	-	-	-	-	-	If V then TRAP #7	If overflow, execute an Overflow TRAP
TST	BWL	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	test d → CCR	N and Z set to reflect destination
UNLK		An	-----	-	d	-	-	-	-	-	-	-	-	-	-	An → SP; (SP)+ → An	Remove local workspace from stack
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		

Condition Tests (+ OR, ! NOT, ⊕ XOR; ^{u} Unsigned, ^{a} Alternate cc)					
cc	Condition	Test	cc	Condition	Test
T	true	1	VC	overflow clear	!V
F	false	0	VS	overflow set	V
HI^u	higher than	!(C + Z)	PL	plus	!N
LS^u	lower or same	C + Z	MI	minus	N
HS^u, CC^a	higher or same	!C	GE	greater or equal	!(N ⊕ V)
LO^u, CS^a	lower than	C	LT	less than	(N ⊕ V)
NE	not equal	!Z	GT	greater than	![(N ⊕ V) + Z]
EQ	equal	Z	LE	less or equal	(N ⊕ V) + Z

Revised by Peter Csaszar, Lawrence Tech University – 2004-2006

An Address register (16/32-bit, n=0-7)
Dn Data register (8/16/32-bit, n=0-7)
Rn any data or address register
s Source, **d** Destination
e Either source or destination
#n Immediate data, **i** Displacement
BCD Binary Coded Decimal
↑ Effective address
[1] Long only; all others are byte only
[2] Assembler calculates offset
[3] Branch sizes: **.B** or **.S** -128 to +127 bytes, **.W** or **.L** -32768 to +32767 bytes
[4] Assembler automatically uses A, I, Q or M form if possible. Use #n.L to prevent Quick optimization

SSP Supervisor Stack Pointer (32-bit)
USP User Stack Pointer (32-bit)
SP Active Stack Pointer (same as A7)
PC Program Counter (24-bit)

SR Status Register (16-bit)
CCR Condition Code Register (lower 8-bits of SR)
N negative, **Z** zero, **V** overflow, **C** carry, **X** extend
***** set according to operation's result, ≡ set directly
- not affected, **0** cleared, **1** set, **U** undefined

Nom : .... Prénom : .... Classe : ....

DOCUMENT RÉPONSE À RENDRE

Exercice 1

Instruction	Mémoire	Registre

Exemple	`$005000  54 AF 00 40 E7 21 48 C0`	A0 = `$00005004`
		A1 = `$0000500C`

Exemple	`$005008  C9 10 11 C8 D4 36 FF 88`	Aucun changement
`MOVE.L #$55,(A1)+`		
`MOVE.B $500D,2(A1)`		
`MOVE.W #$500D,-(A2)`		
`MOVE.B 5(A0),-7(A2,D2.W)`		
`MOVE.L -4(A1),-5(A1,D0.W)`		

Exercice 2

Opération	Taille (bits)	Résultat (hexadécimal)	N	Z	V	C
`$FF + $02`	8					
`$00FF + $0002`	16					
`$FFFF + $FFFF`	16					
`$FFFFFFFF + $80000000`	32					

Exercice 3

```
SpaceCount
```

Exercice 4

Question	**Réponse**
Donnez trois directives d'assemblage.	
Combien de registres d'état possède le 68000 ?	
Quelle est la taille du registre CCR ?	
Quel mode du 68000 a des privilèges limités ?	

Exercice 5

Valeurs des registres après exécution du programme. **Utilisez la représentation hexadécimale sur 32 bits.**		
D1 = $	**D3** = $	**D5** = $
D2 = $	**D4** = $	**D6** = $