## EE480 Fall 2016 Exam 0

Your name is:

Your email address is:

The question you skipped is:

There are 11 questions. Each of the questions is worth 10 points; you must answer any 10 and indicate above which one you skipped (no extra credit). For each question with boxes,  $\Box$ , in front of each potential answer, read the question carefully to see if you should check a single answer or all answers that apply. The short answer questions should get **short** answers; excessively long answers may be considered incorrect. The test is without calculators, closed book, closed notes, closed minds (no reading your neighbor's mind nor test paper ;-).

1. For this question, mark all answers that apply. Which of the following statements are consistent with the following AIK specification:

- □ **push** 1+4 would be encoded as 0x4005
- □ The instruction encoded as 0x0001 would be afp
- □ A line of assembly language input like .origin 0x0010 is nonsense
- □ The number of bits used to encode an instruction depends on the instruction
- □ Instructions are encoded such that there is an argument only if the 2 most significant bits are not both 0
- 2. In class, we talked about assemblers using multiple passes. What problem are multiple passes trying to resolve? Give an example using the instruction set described in the previous question.

- 3. *For this question, mark all answers that apply.* Which of the following Verilog expressions results in a value of 1 (decimal)?
- □ 4'b0001
- $\Box (4'bxxxx === 1'hx)$
- □ {1'b1, 1'b0}
- $\Box$  a where or (a, 0, 1);
- $\Box$  a[1] where reg [1:0] a = 2;
- 4. *For this question, mark all answers that apply.* Which of the following statements about Verilog are true?
- □ The = operator can be used to assign a value to a wire
- □ You cannot mix reg and wire values within a statement
- □ **#42** would be specifying a delay of 42 simulated-time units
- □ The Verilog if construct can be used in synthesizable code
- Given reg [31:0] a[0:1];, a[0] would be the first of two 32-bit elements in a
- 5. Briefly explain what **line** and **toggle coverage** refer to. Does 100% coverage by either of those methods guarantee that every possible error will be detected?

6. The loQ Don instruction set doesn't have an **1i32** instruction, but we discussed how to "fake it" in both the assembler built by AIK and in the C compiler. What does **1i32** do and what performance benefit can be gained by "faking" such an operation?

7. What is the Quine-McCluskey algorithm used for? The solution found by that algorithm is in what form?

8. What does Prof. Dietz advocate using 'define for? Why?

9. What is **\$dumpvars** used for?

10. Without using any Verilog comparison operators, write a synthesizable module less(lessout, ain, bin) that returns 1 for lessout only if the two-bit unsigned value ain is less than the two-bit unsigned value bin.

11. Write an exhaustive module testbench for the module ha given below, which implements a half adder.

```
module ha(sum, cout, a, b);
output sum, cout;
input a, b;
xor(sum, a, b);
and(cout, a, b);
endmodule
```