

<b>Course:</b>	Computer Organization - ENCM 369
<b>Lab #:</b>	7
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## Exercise A: Datapath and control signals

### Exercise 1

#### Part I: $\text{lw } t6, 20(\text{SP})$

RegWrite = 1

ImmSrc =  $00_2$

ALUSrc = 1

ALU control =  $000_2$

MemWrite = 0

ResultSrc = 1

PCSrc = 0

32 bit

SrcA =  $0x7fff\_fca0$

SrcB =  $0x0000\_0014$

PC-Next =  $0x0040\_0134$

5 bit

A1 =  $00010$

A2 =  $10100$

A3 =  $31_{10} = 11111_2$

ALUResult =  $0x7fff\_feb4$

WD3 = Result =  $0x0006\_6666$

## Part II : Sub s1, s1, t5

RegWrite = 1

ALUSrc = 0

ALUControl = 001

MemWrite = 0

ResultSrc = 0

PCSrc = 0

5 bit

A1 = 01001<sub>2</sub>

A2 = 11110<sub>2</sub>

A3 = 01001<sub>2</sub>

32-bit

SrcA = 0x0000\_0064

WD3 = ALUResult = Result = 0x0000\_0074

SrcB = 0xffff\_fffd

PC-Next = 0x0040\_0138

## Exercise B: Immediate-mode instructions in the singlecycle machine

### Control Signals:

RegWrite : 1  
ImmSrc : 00  
ALUSrc : 1  
MemWrite : 0  
ALUControl : 010  
ResultSrc : 0  
PCSrc : 0

### Values of R-File Inputs:

A1 : 00110  
A2 : 00000  
A3 : 00110

### Values of 32-bit Signals:

Src A : Value in register given to RD1 : 0x89ab-cdef  
Src B : Sign extended Imm<sub>12:0</sub> : FFFF-FF00  
ALUResult : Bitwise AND of Src A AND Src B  
$$\begin{array}{r} 1000\_1001\_1010\_1011\_1100\_1101\_1110\_1111 \\ \text{AND } 1111\_1111\_1111\_1111\_1111\_1111\_0000\_0000 \\ \hline 1000\_1001\_1010\_1011\_1100\_1101\_0000\_0000 \\ = 0x89ab\_cd00 \end{array}$$

Result : 0x89ab-cd00  
PCNext : 0x0040-0160

### Value Entering WD3:

WD3 : 0x89ab-cd00

## Exercise C: Support for jalr in the single-cycle machine

### Completed Table:

Instruction	Opcode	RegWrite	ImmSrc	ALUSrc	TargetSrc	MemWrite	ResultSrc	Branch	ALUOp	Jump
lw	0000011	1	00	1	X	0	01	0	00	0
sw	0100011	0	01	1	X	1	xx	0	00	0
R-type	0110011	1	xx	0	X	0	00	0	10	0
beq	1100011	0	10	0	1	0	xx	1	01	0
I-type ALU	0010011	1	00	1	X	0	00	0	10	0
jal	1101111	1	11	x	1	0	10	x	xx	1
jalr	1100111	1	00	1	0	0	10	X	00	1

### Reasonings:

**RegWrite:** Must be 1 if the instruction writes to a register, jalr writes “4 plus the current PC” to the GPR found with rd, so for jalr RegWrite must be 1.

**ImmSrc:** The offset given by bits 31:20 of the jalr instruction must be sign extended in order to be added to the GPR found with rs1, since this offset is in bits 31:20 this is like the lw instruction, so in this case for correct extension the ImmSrc must be 00.

**ALUSrc:** Must be 1 because the ALU must find “..the sum of the GPR found with rs1 and the 32-bit sign extension of offset<sub>11:0</sub>”. This means we want SrcB to be the sign-extended offset, so ALUSrc must be 1 for that to be the mux output.

**TargetSrc:** Don't cares were selected for all instruction that will only ever set PCNext to PCPlus4 (non-branching and non-jump instructions). Will be 1 for beq and jal because they, respectively, might use, and will use, the PC + ImmExt as the PCNext value. Lastly, will be 0 for jalr because it uses the ALUResult as PCNext.

**MemWrite:** 0 because jalr writes only to a register and does not store anything in D-mem.

**ResultSrc:** 10 because that is the mux input to allow result to be PCPlus4. This is necessary as PCPlus4 must be put into the rd for a jalr instruction.

**Branch:** Because PCSrc needs to be 1 to use PCTarget as PCNext, the equation for PCSrc, jump OR (Branch AND zero), must be 1. To ensure this, jump can be set to 1 as the OR expression will always evaluate 1. Because of this fact, Branch is a don't care value.

**ALUOp:** Must be 00 so that the ALUControl will be 000 (add) without relying on funct<sub>3:0</sub> and funct<sub>7:5</sub>, as the jalr instruction does not even have funct7 bits, but definitely needs the ALU to add.

**Jump:** Must be 1 to ensure PCSrc selects the correct PCNext, see **Branch** for more detail.