# Practical Project MIPS Pipelined Emulator

# **Practical Project Report:**

You must write a report for the implemented emulator describing the following:

# 1. Brief description of your implementation and how the code is organized.

Emulator divide into Classes, MIPS\_Component Class for each component like Mux, Adder, Control\_unit, Register\_file, and ALU, Pipeline\_Stages Class witch handle Pipeline\_register and transfer data, and in Last MIPS main Class where each cycle controlled and move the execution forward, each stage in the main class represent as Queue.

# 2. High-level pseudo-code or flowchart for "Run 1 cycle" function.

if Write\_BackQueue not empty then

Dequeue from Write\_BackQueue

Call Function Write\_Back() from pipeline\_stage class
end if
if Memory\_AccessQueue not empty then

check if it can be executed then

Dequeue from MemoryQueue and enqueue it in Write\_BackQueue

Call Memory\_Access() from pipeline\_stage class
end if

Repeat for ExecuteQueue and DecodeQueue

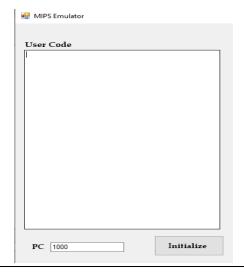
check if their instruction to be Fetch then

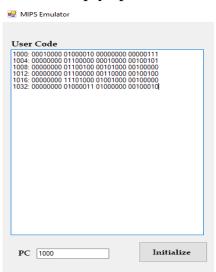
check PC\_Reg equal to address to Fetch then

Call Fetch() and dequeue from FetchQueue and enqueue in DecodeQueue

### 3. A user guide explaining how to use the emulator

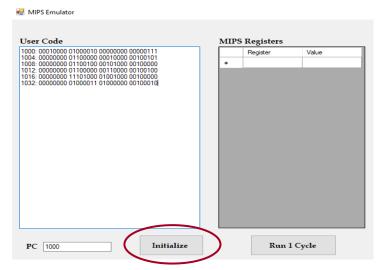
## 3.1. enter MIPS instruction in Machine Code in empty space



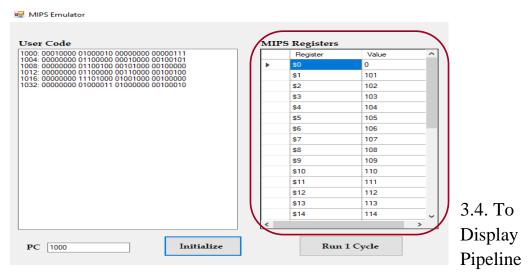


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# 3.2. click initialize button to load default MIPS Regiters

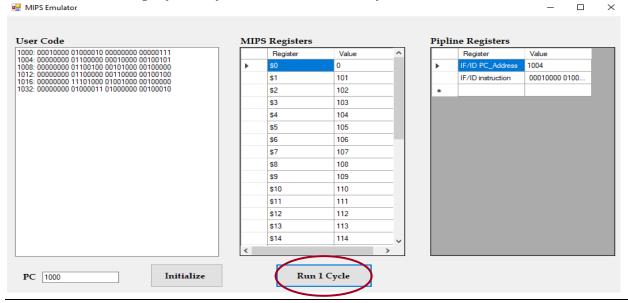


3.3. The initial values for Register will appear

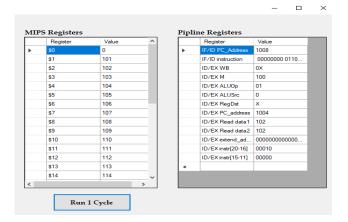


Registers values Press (Run 1 Cycle)

3.5. To Display all Cycles, Press (Run 1 Cycle)

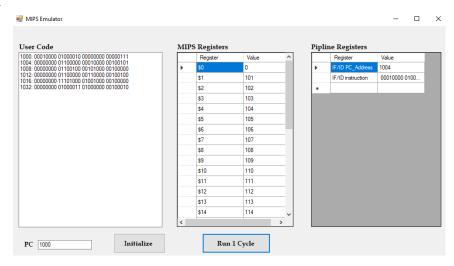


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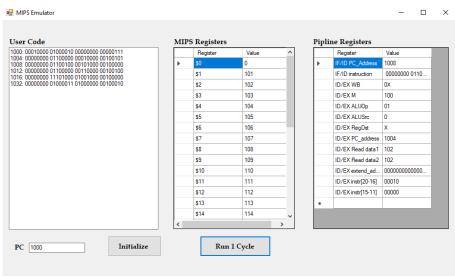


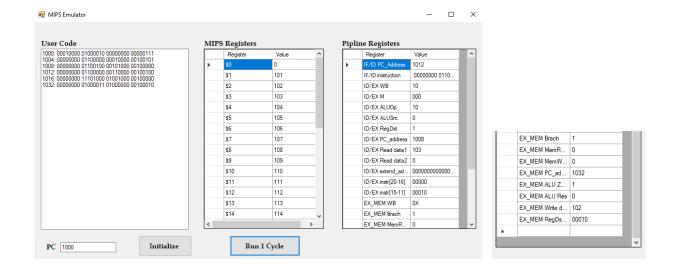
4. Screenshots of emulating the MIPS code given in Task 1, one screenshot per clock cycle for 9 clock cycles

#### CC1

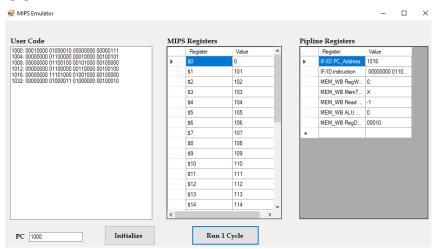


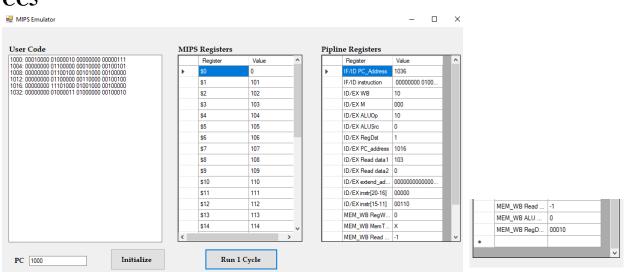
#### CC2



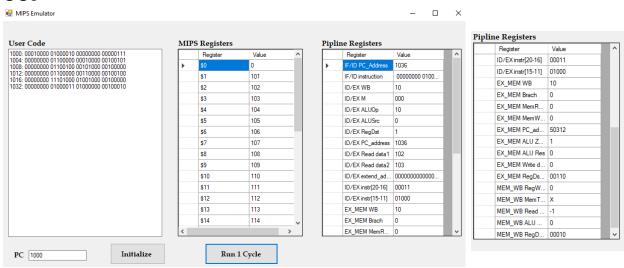


#### CC4

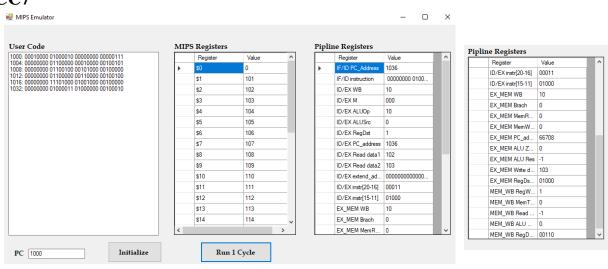




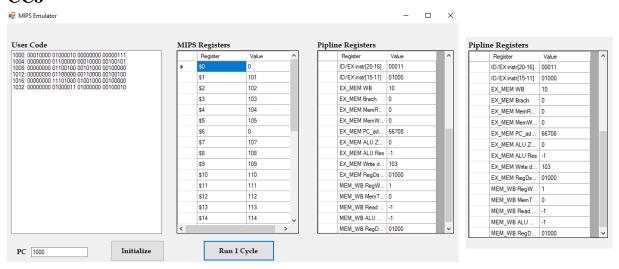
#### CC<sub>6</sub>

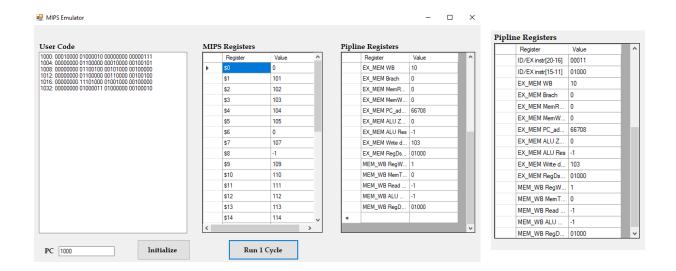


CC7



CC8





# 5. Screenshots of emulating another MIPS code from your choice, one screenshot per clock cycle for 9 clock cycles

```
1000: add $3, $5, $4

1004: or $2, $Zero, $8

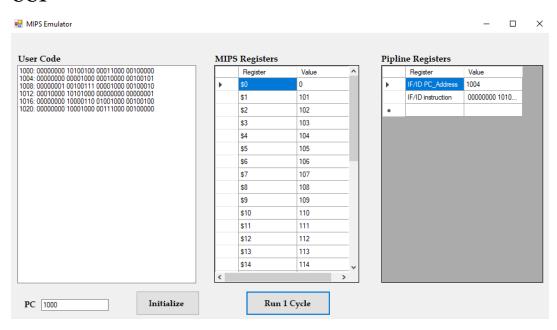
1008: sub $1, $9, $7

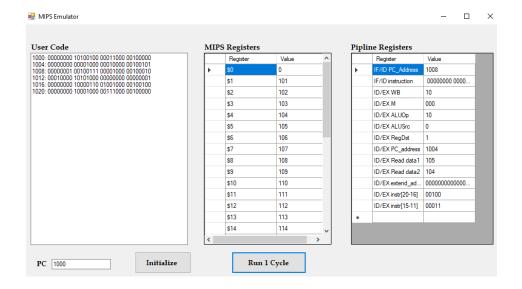
1012: beq $5, $8, 1

1016: and $9, $4, $6

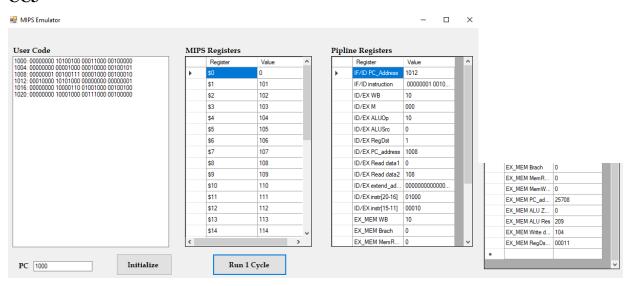
1020: add $7, $4, $8
```

#### CC1

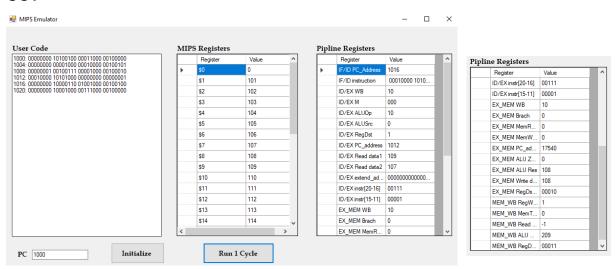


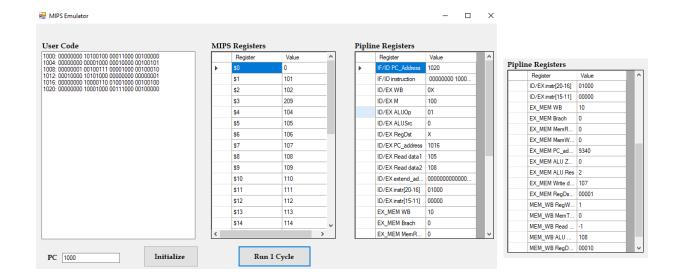


#### CC3

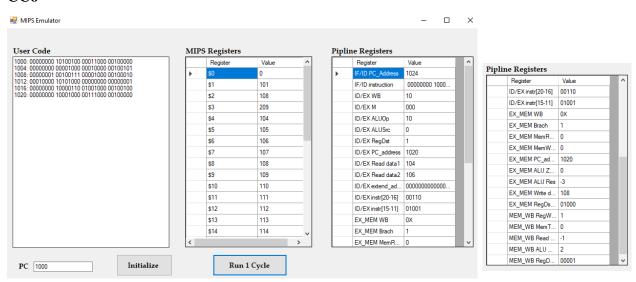


#### CC4





#### CC<sub>6</sub>



#### CC7

