به نام خدا

على عطاءاللهي ٨١٠١٩٩۴۶١

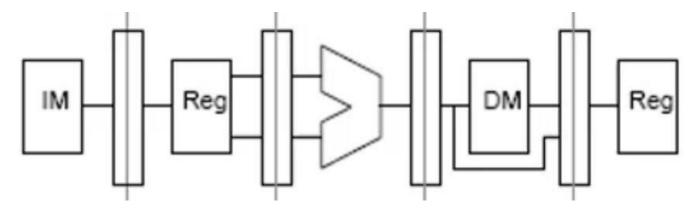
علی هدائی ۸۱۰۱۹۹۵۱۳

تمرین کامپیوتری 3 معماری کامپیوتر

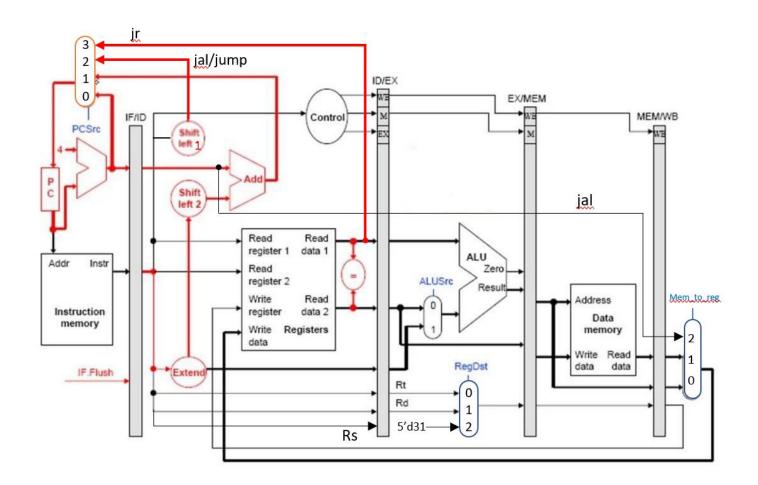
R-type:

opcode	Rs	Rt	Rd	Sh	func					
[31:26]	[25:21]	[20:16]	[15:11]	[10:6]	[5:0]					
ddi:			<u>'</u>		•					
opcode		Rs	Rt		data					
[31:26]		[25:21]	[20:16]		[15:0]					
lti:										
opcode		Rs	Rt		data					
[31:26]		[25:21]	[20:16]		[15:0]					
Memory_refrence (lw,sw):			·						
opcode		Rs	Rt		adr					
[31:26]		[25:21]	[20:16]		[15:0]					
:	·			•						
opcode			adr							
[31:26]		[25:0]								
al:										
opcode			adr							
[31:26]		[25:0]								
r:	•									
орс	opcode		Rs	Х						
[31:	26]	[25	5:21]	[20:0]						
peq:										
opcode	opcode		Rt		L					
[31:26]		[25:21]	[20:16]		[15:0]					
			i e							

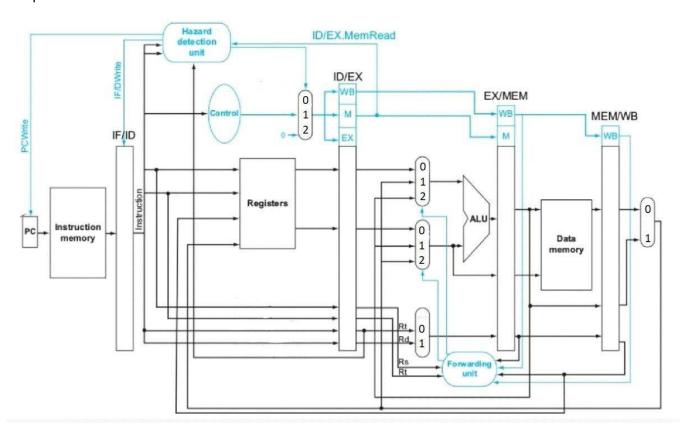
scheme:



Datapath without controller path:



datapath with controller:



controller signals:

```
always @(opcode)
    begin
        {reg_dst, mem_to_reg, reg_write, alu_src, mem_read, mem_write, pc_src, alu_op,
Ifflush} = 13'd0;
        case (opcode)
            `R_type : {reg_dst, reg_write, alu_op} = {2'b01, 1'b1, 2'b10};
            `Lw : {alu_src, mem_to_reg, reg_write, mem_read} = {1'b1, 2'b01, 1'b1, 1'b1};
           `Sw : {alu_src, mem_write} = 2'b11;
           `Beq : {pc_src, IFflush} = {1'b0, operands_equal, operands_equal};
            `Addi : {reg_write, alu_src} = 2'b11;
           `J : {pc_src, IFflush} = {2'b10, 1'b1};
           `Jal : {reg_dst, mem_to_reg, pc_src} = {2'b10, 2'b10, 2'b10};
           `Jr: {pc_src} = {2'b11};
            `Slti: {alu_src, reg_dst, reg_write, alu_op, mem_to_reg} = {1'b1, 2'b00, 1'b1,
2'b11, 2'b00};
        endcase
```

alu controller:

```
always @(ALUop,func) begin
   op=3'b000;
   case (ALUop)
       2'b00: op=3'b010;//add
       2'b01: op=3'b110;//sub
       2'b10: begin
           op=3'b000;
           case (func)
                `Add: op=3'b010;
               `Sub: op=3'b110;
               `And: op=3'b000;
               `Or: op=3'b001;
                `Slt: op=3'b111;
               default: op=3'b110;
           endcase
        2'b11: op=3'b111;//Slt
       default: op=3'b110;
   endcase
```

Pseudocode:

```
max = a[0]
maxIndex = 0
for (int i = 1; i < 20; i++)
{
    if (a[i] > max)
    {
       max = a[i]
       maxIndex = i
    }
}
```

assembly code:

```
LW R4 , 1000 ( R0 )
        ADDi R5 , R0 , 0
        ADDi R1 , R0 , 1
        ADDi R2 , R0 , 20
        NOP
iLoop:
        Beq R1 , R2 , A_LOOP
        ADD R3 , R0 , R1
        ADD R3 , R3 , R3
        ADD R3 , R3 , R3
        LW R6 , 1000 ( R3 )
        SLT R10 , R4 , R6
        NOP
        NOP
        Beq R10 , R0 , E_Loop
        ADD R4 , R0 , R6
        ADD R5 , R0 , R1
E_Loop: ADDi R1 , R1 , 1
        NOP
        NOP
        J iLoop
A_Loop: SW R4 , 2000 ( R0 )
        SW R5 , 2004 ( R0 )
```

array of random numbers table:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
value	10	3000	12	15	31	29	50	600000	3500	90	120	5	400	35	16	17	670	97	330	11

screenshots:

