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Design Philosophy

- Design
 - Keep the user in mind
 - Make hardware interfacing simple
- Performance
 - Requires complexity in design
 - Does not require complexity in interface

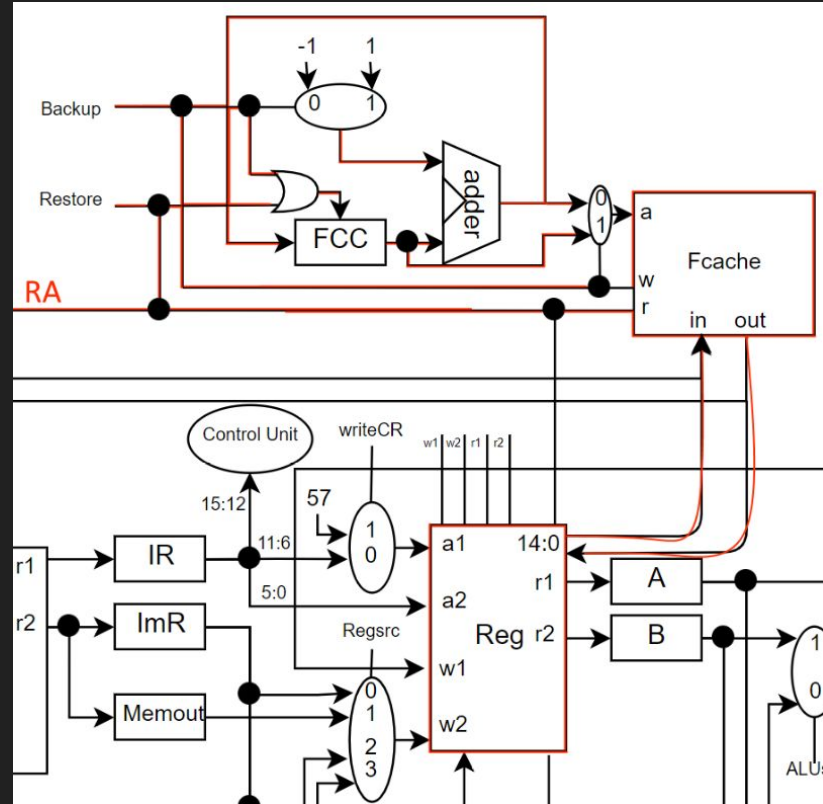
Architecture

- Load store
- Accumulator

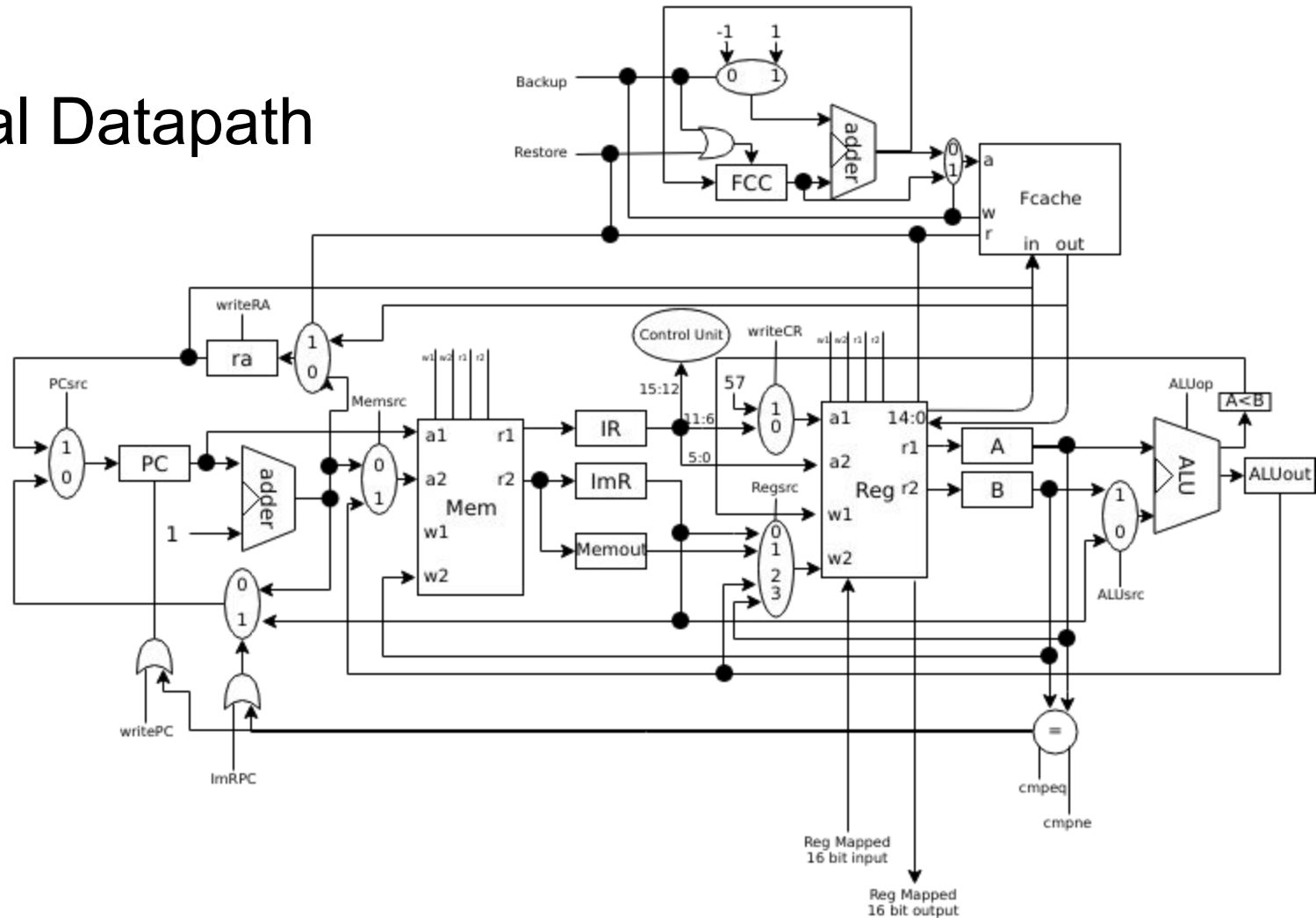
Instruction Set

Category	Type	Mnemonic	Instruction
Arithmetic	G	add	add (+)
	G	sub	subtract (-)
	G	and	bitwise and (&)
	G	orr	bitwise or ()
	G	slt	set on less than
	I	sft	bit shift
	G	cop	copy
Memory operation	I	ldi	load immediate
	I	lda	load address
	I	str	store
Program Control	I	bop	bop (branching)
	I	beq	bop on equal
	I	bne	bop on not equal
	I	cal	function call
	G	ret	function return

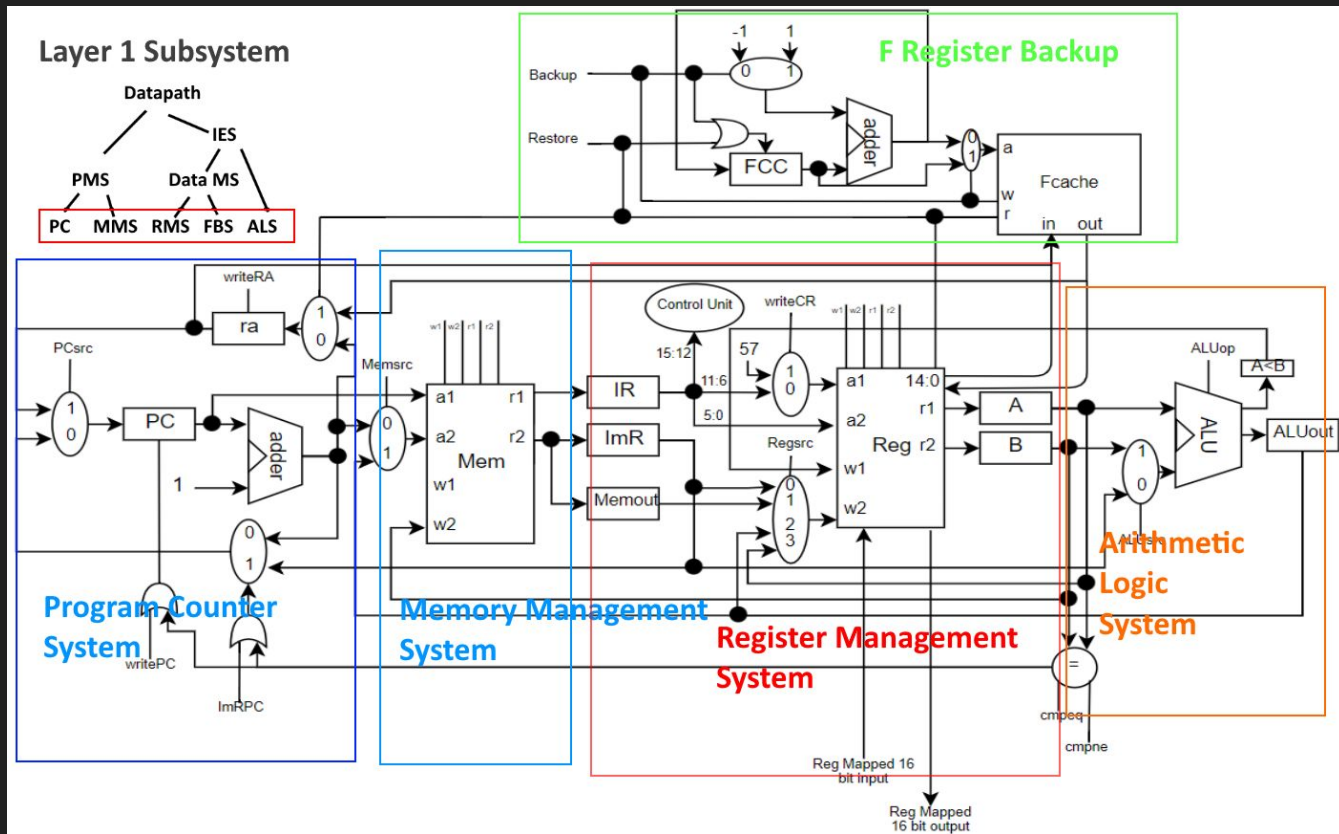
Caching



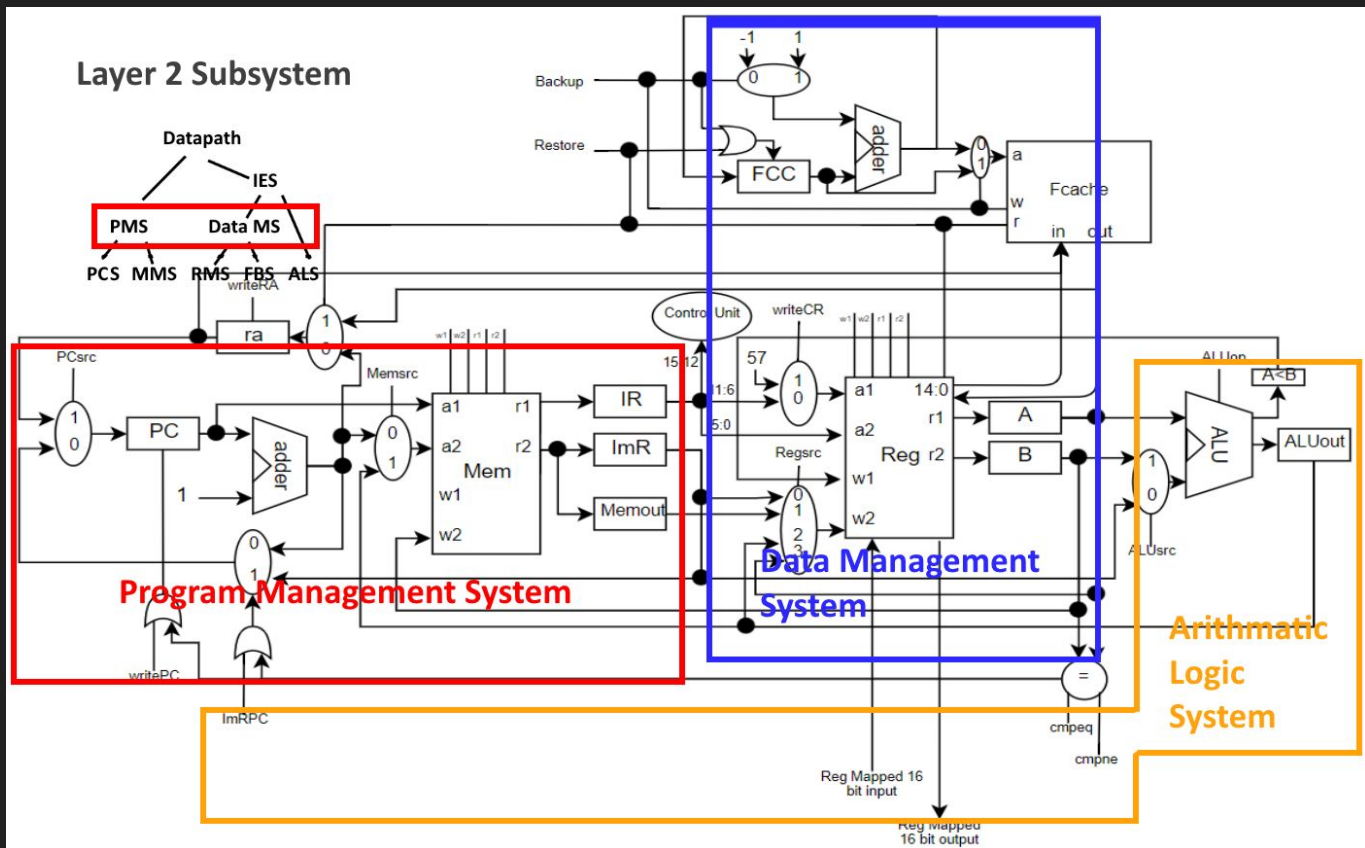
Final Datapath



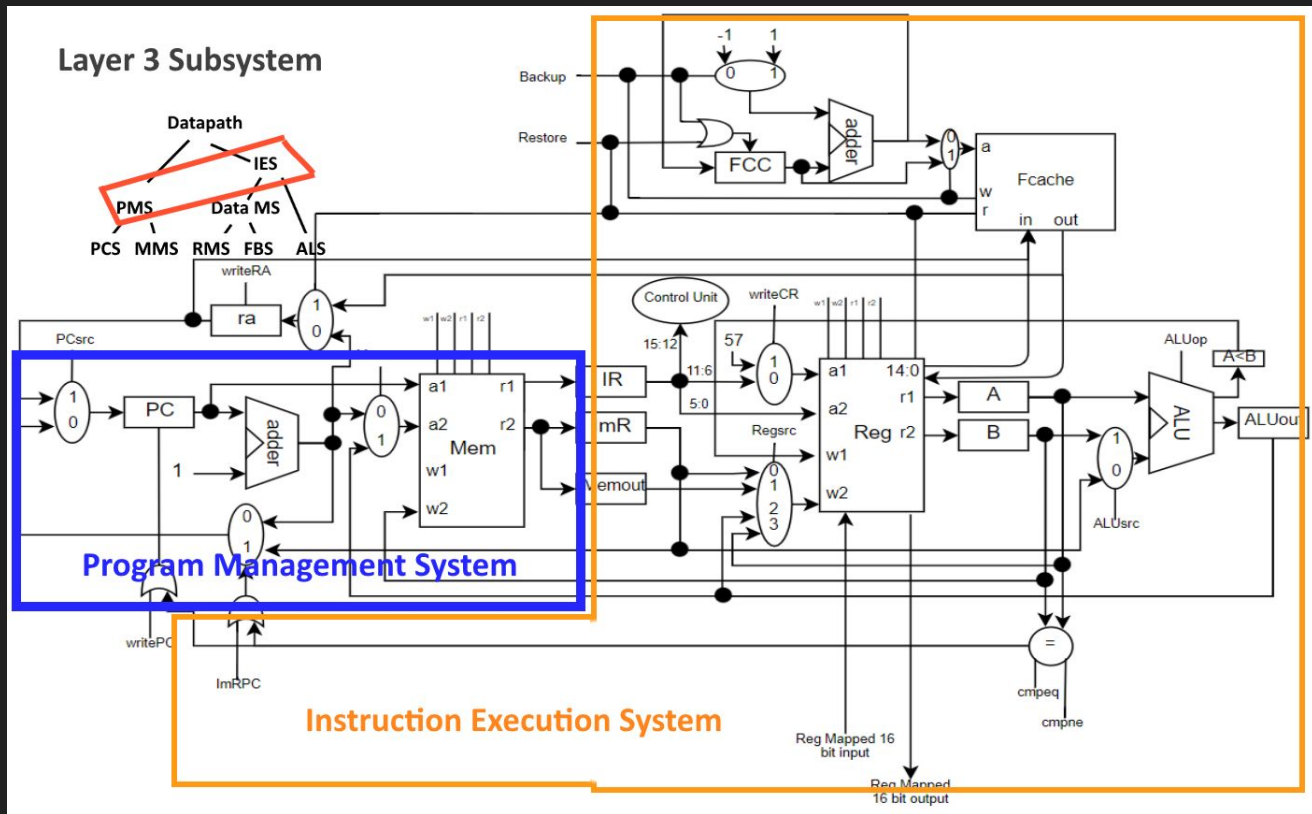
Testing



Testing




Testing



Assembler

```
        cop .a0 .m0
        cop .a0 .m1
        ldi .f0 1
loop:    add .f0 .m1
        add .m1
        slt .m1 .a1
        bne .z0 .cr loop
```



0x00		1000 101101 110011
0x01		1000 101101 110100
0x02		0001 000000 000000
0x03		0000 000000 000001
0x04	loop:	1100 000000 110100
0x05		1100 110100 110011
0x06		1010 110100 101110
0x07		0110 111111 111001
0x08		0000 000000 000100

Simulator

Performance

Running the relative prime algorithm implemented in our language with 5040 in the simulator gave the following performance metrics.

METRICS	
Latency:	
Transferred from memory (bytes):	203944
Transferred to memory (bytes):	0
Program size in memory (bytes):	70
Performance:	
Total instructions executed :	50986
Total cycles executed :	163114
Average cycles per instruction:	3.20
Simulation clock rate (MHz):	87.60
Execution time (ms):	1.86
Output:	11

Challenges and Trade-offs



