

#### EXAMPLE 4

**Instruction Memory's file:** 5th\_fig451\_MemEx4/inst.rom

This Mips pipeline implementation can handle branches (with "nop" put by compiler) and can't handle data hazards

The user should set initial register values (linear). No data values are required.

**Description:** A simple sequence of nine instructions with no data hazard.

```
ADD r1,r1,r1
NOP
NOP
SLT r2, r15, r1 // EXE HAZARD
NOP
NOP
BEQ r2,r0, -7 //EXE HAZARD
NOP
NOP
```

**ADD r1,r1,r1** – type R instruction

opcode = 0	rs = 1	rt = 1	rd = 1	sh = 0	func = 32
000000	00001	00001	00001	00000	100000
0x00210820					

**NOP**

0x00000000

**NOP**

0x00000000

**SLT r2,r15,r1** – type R instruction

opcode = 0	rs = 15	rt = 1	rd = 2	sh = 0	func = 42
000000	01111	00001	00010	00000	101010
0x01E1102A					

**NOP**

0x00000000

**NOP**

0x00000000

**BEQ r2,r0,-7** – type I instruction

opcode = 4	rs = 2	rt = 0	immediate = -7
000100	00010	00000	1111111111111001
0x1040FFF9			

**NOP**

0x00000000

**NOP**

0x00000000

The hexadecimal code example is:

ADD r1,r1,r1	– 0x00210820
NOP	– 0x00000000
NOP	– 0x00000000
SLT r2, r15, r1	– 0x01E1102A
NOP	– 0x00000000
NOP	– 0x00000000
BEQ r2,r0, -7	– 0x1040FFF9
NOP	– 0x00000000
NOP	– 0x00000000

*Calculations check (with linear initial register values):*

1. ADD r1,r1,r1                   – R1 = 2
2. NOP
3. NOP
4. SLT r2, r15, r1               – R2 = 0
5. NOP
6. NOP
7. BEQ r2,r0, -7               – BACK TO THE FIRST INSTRUCTION
8. NOP
9. NOP
1. ADD r1,r1,r1               – R1 = 4
2. NOP
3. NOP
4. SLT r2, r15, r1               – R2 = 0
5. NOP
6. NOP
7. BEQ r2,r0, -7               – BACK TO THE FIRST INSTRUCTION
8. NOP
9. NOP
1. ADD r1,r1,r1               – R1 = 8
2. NOP
3. NOP
4. SLT r2, r15, r1               – R2 = 0
5. NOP
6. NOP
7. BEQ r2,r0, -7               – BACK TO THE FIRST INSTRUCTION
8. NOP
9. NOP
1. ADD r1,r1,r1               – R1 = 16
2. NOP
3. NOP
4. SLT r2, r15, r1               – R2 = 0
5. NOP
6. NOP
7. BEQ r2,r0, -7               – BRANCH IS NOT TAKEN
8. NOP
9. NOP                         – END.