

# CMPN 301 Computer Architecture



Faculty of Engineering CHS



## **Project Phase-I**

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**Due date:** 20-04-2023

## **Instruction Format**

## Instruction Bit Details

31 - 26	25	24 - 22	21 - 19	18 - 16	15 - 0
6 bits	1 bit	3 bits	3 bits	3 bits	3 bits
Op code	Immediate value check	Rsc1	Rsc2	Rd	Immediate value

## Instructions Opcode

Instructions	OpCode				
BRANCHING (000)					
JZ	000				
JC	001				
Always Taken	(Different Bit)				
JUMP	010				
CARRY OPERATIONS (001)					
SETC	000				
CLRC	001				
MOV (010)					
MOV	000				
LDM	001				

ALU OPERATIONS (011)						
0	:2					
NOT	000					
INC	001					
DEC	010					
3	:4					
AND	011					
OR	100					
5	:7					
SUB	101					
ADD	110					
IADD	111					
NO-OP (100)						
NOP	000					
IN	001					
OUT	010					
DATA MEMORY (101)						
LDD	000					
STD	001					
STACK MEN	MORY (110)					
POP	000					
PUSH	001					
ROUTINE (111)						
CALL	000					
RETURN	100					
RTI	111					
Forced NOP	001					

## Control Signal Tables

Control Signals								
Control Signals								
INSTRU	current	Freeze						
	RET/RTI	Fetch						
BRANCH	BRANCHING (000)							
carry opera	0	0						
mov	0	0						
Alu Opera	0	0						
NOP	0	0						
Data Men	0	0						
Stack Mer	0	0						
	ROUTINE (111)							
CALL	000	0	0					
RETURN	RETURN 100							
RTI	111	1	1					

			Control Signal						
	EXECUTION								
INSTRUCTIONS	ALU ENABLE	IMM/ SRC SELECTOR	Branching Operation	PART SELECTOR (2 BITS)	OP SELECTOR (3 BITS)	Call Operation			
Categories									
NP-OP (100)	0	x	0	x	x	0			
DATA MEMORY (101)	0	x	0	x	x	0			
STACK MEMORY (110)	0	x	0	x	x	0			
			ROUTINE (111)						
CALL	0	х	0	х	x	1			
RETURN	0	x	0	x	x	0			
RTI	0	x	0	x	x	0			
		В	RANCHING (000)						
JZ	1	×	1	00	000	0			
JC	1	×	1	00	001	0			
JUMP	1	x	1	00	010	0			
		CARR	RY OPERATIONS (001)						
SETC	1	×	0	01	000	0			
CLRC	1	×	0	01	001	0			
			MOV (010)						
MOV	1	×	0	10	000	0			
LDM	1	1	0	10	001	0			
			ALU (011)						
NOT	1	×	0	11	000	0			
INC	1	x	0	11	001	0			
DEC	1	x	0	11	010	0			
AND	1	0	0	11	011	0			
OR	1	0	0	11	100	0			
SUB	1	0	0	11	101	0			
ADD	1	0	0	11	110	0			
IADD	1	1	0	11	111	0			

Control Signal									
	MEMORY								
INSTRUCTIONS	Read Address Selector	Write Address Selector	Data Written Selector	МЕМ ОР	MEM READ	MEM WRITE	Data Bus Selector	propagated RET/RTI	
NP-OP (100)	x	x	×	0	х	x	x	0	
Branching (000)	x	x	x	0	х	x	X	0	
Carry (001)	x	x	х	0	х	х	x	0	
Mov (010)	x	x	х	0	х	х	X	0	
ALU (011)	x	x	х	0	х	х	x	0	
		DA	ATA MEMORY (101)						
LDD (000)	0	x	x	1	1	0	0	0	
STD (001)	x	0	1	1	0	1	0	0	
		ST	ACK MEMORY (110)			<u>'</u>			
POP (000)	1	x	х	1	1	0	0	0	
PUSH (001)	x	1	1	1	0	1	0	0	
	ROUTINE (111)								
CALL (000)	X	1	0	1	0	1	0	0	
RETURN (100)	1	X	х	1	1	0	0	1	
RTI (111)	1	X	х	1	1	0	1	1	
RETURN (100)	1	Х	х	1	1	0	0	1	

			-	Control S	ignals	WRIT	E BAC	:K	
	INSTRU	CTIONS	ı	REG FILE ENABLE	FLAG ENABL E	SELE	TAI	FLAG SELECTO R	IN DA SELE(
			Ė	BRANCHIN		<u> </u>			
	JZ	000	П	0	1	T :	×	0	×
	JC	001		0	1	:	×	0	×
JI	UMP	010		0	0	:	×	×	×
		С	ARE	RY OPERA	TIONS (C	101)			
s	ETC	000		0	1	:	×	0	×
0	LRC	001		0	1	:	×	0	×
				MOV (0	10)				
P	MOV	000		1	0		·	×	0
ı	.DM	001		1	0		<u> </u>	×	0
			ALL	JOPERATI	ONS (01	ŋ			
	VOT	000	_	1	1	_	2	0	0
	INC	001	_	1	1	_	2	0	0
	DEC	010	_	1	1	_	2	0	0
	AND	011		1	1	-	2	0	0
	OR	100	_	1	1	_	2	0	_ °
	SUB	101	_	1	1	-	2	0	0
	ADD	110	_	1	1	-	2	0	0
I.	ADD	111		1	1			0	<u> </u>
NO-OP (100)									
	NOP	000	_	0	0	-	×	×	×
	IN	001	$\rightarrow$	1	0	-	×	×	1
,	OUT	010	_	0	0		×	×	×
			UA	TA MEMO		_			
	STD	000	$\dashv$	0	0	-	1	×	°
	SID	1 001		ACK MEM	-		×	×	×
	POP	000	317	1	0 R I	_	1 T		۰ ا
	USH	000	$\dashv$	<u>'</u>	Ö	-	_	×	_
P	ОЗП			ROUTINE		1 -	×	×	×
	CALL	000		0	0	т.	× T	×	
	TURN	100	$\dashv$	0	-	-	×	×	×
	RTI	111	$\dashv$	0	1	-	×	1	×

## Design

# https://drive.google.com/file/d/18ZOQ17pb-gTuv2SYxonlB-z9uLjafBDG/view

Please Find the design.drawio in the submitted Folder

## **Pipeline Registers**

	C* / I
	Size / Inputs
TE/ID	16 bits PC
IF/ID	32 bit Instruction
ID/EX	9 bits Execution 8 bits Memory 5 bits Wb 16 bits PC 16 bits RD data 16 bits RS1 data 16 bits RS2 data 16 bits Immediate value 3 bits flags 3 bits Rd address
EX/MEM1	8 bits Memory 5 bits Wb 16 bits PC 16 bits RS1 data 16 bits RS2 data 16 bits Alu result 3 bits flags 3 bits Rd address

	8 bits Memory				
	5 bits Wb				
	16 bit Alu result				
NATONAL INATONAL	16 bit data to be written				
MEM1/MEM2	16 bit write address				
	16 bit read address				
	3 bits flags				
	3 bits Rd address				
	5 bits Wb				
	16 bit memory data read				
MENANA	3 bits flags read				
MEM2/WB	16 bit Alu result				
	3 bits flags				
	3 bits Rd address				

### **Hazards**

#### Structural Hazard

Between Mem1 / Mem2

Sol: Hazard Detection Unit.

#### Data Hazard

Operands & Flags Dependencies

Sol: 2 Forwarding Units 1 for data and the other for flags (between ID/EX, EX/MEM1, MEM1/MEM2).

#### Control Hazard

Interrupt, Branching and Call operations

Sol: Static Prediction always not taken.