

Assembly Instructions to be executed, their Machine code in Instruction Memory and the Simulation and Memory from Questa Sim:

Case:1- GCD

The assembly code is as follows:-

```
li x8, 56
li x9, 84
gcd:
    beq x8, x9, stop
    blt x8, x9, less
    sub x8, x8, x9
    j gcd
less:
    sub x9, x9, x8
    j gcd
stop:
    sw x8, 0x08(x0)
    lw x10, 0x08(x0)
end:
    j end
```

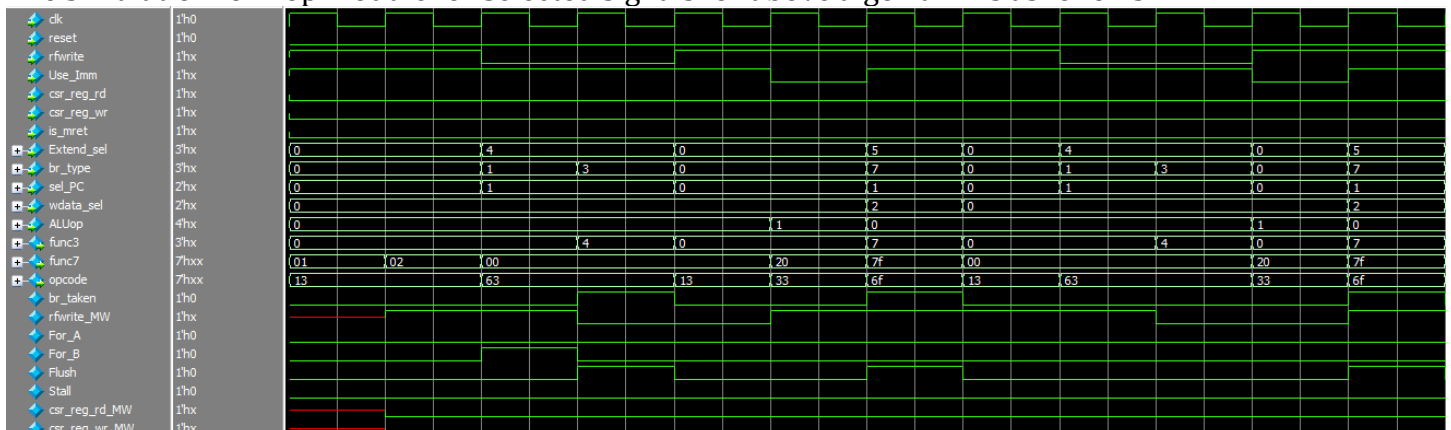
Listing 1. Assembly code to be executed

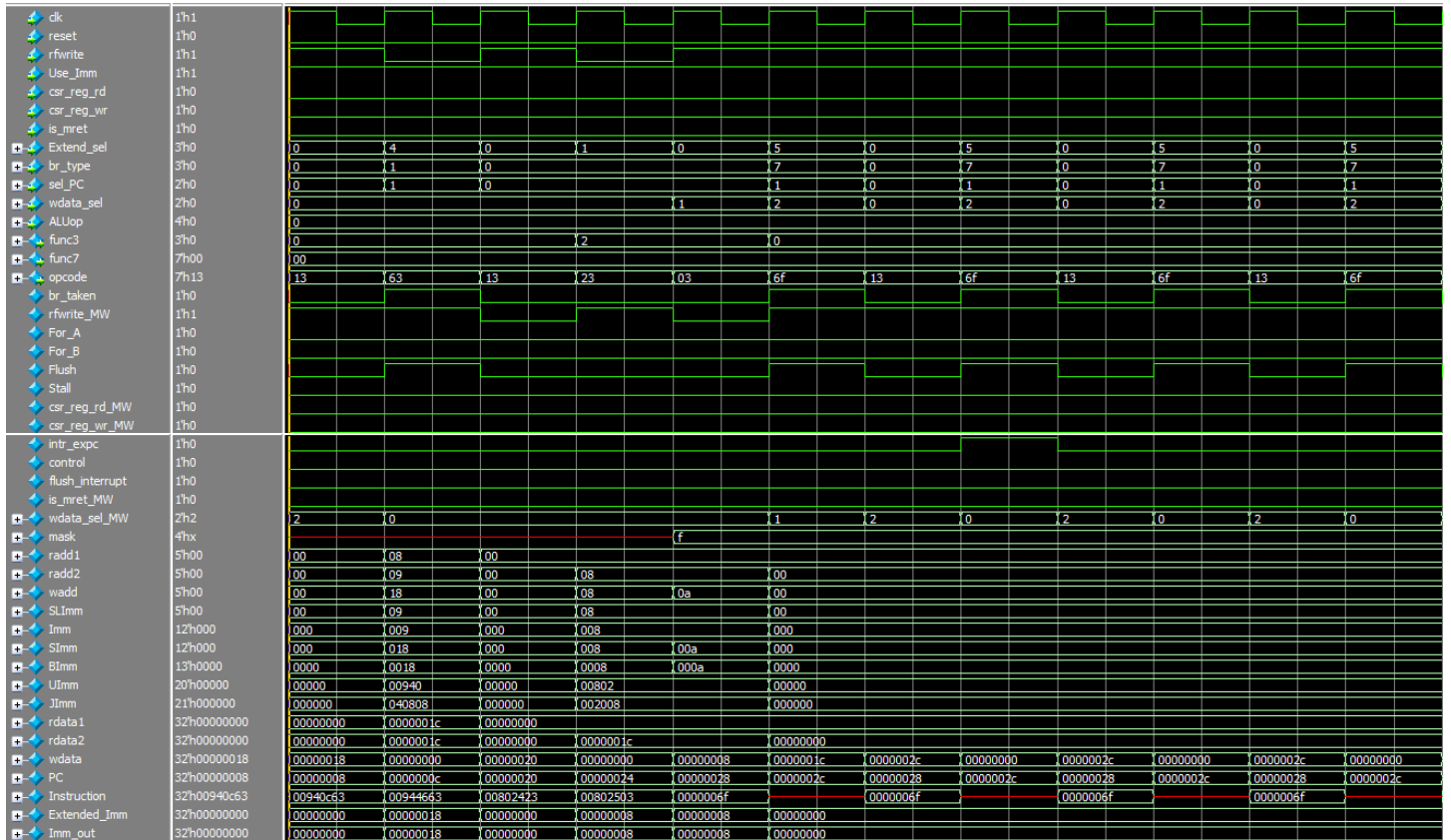
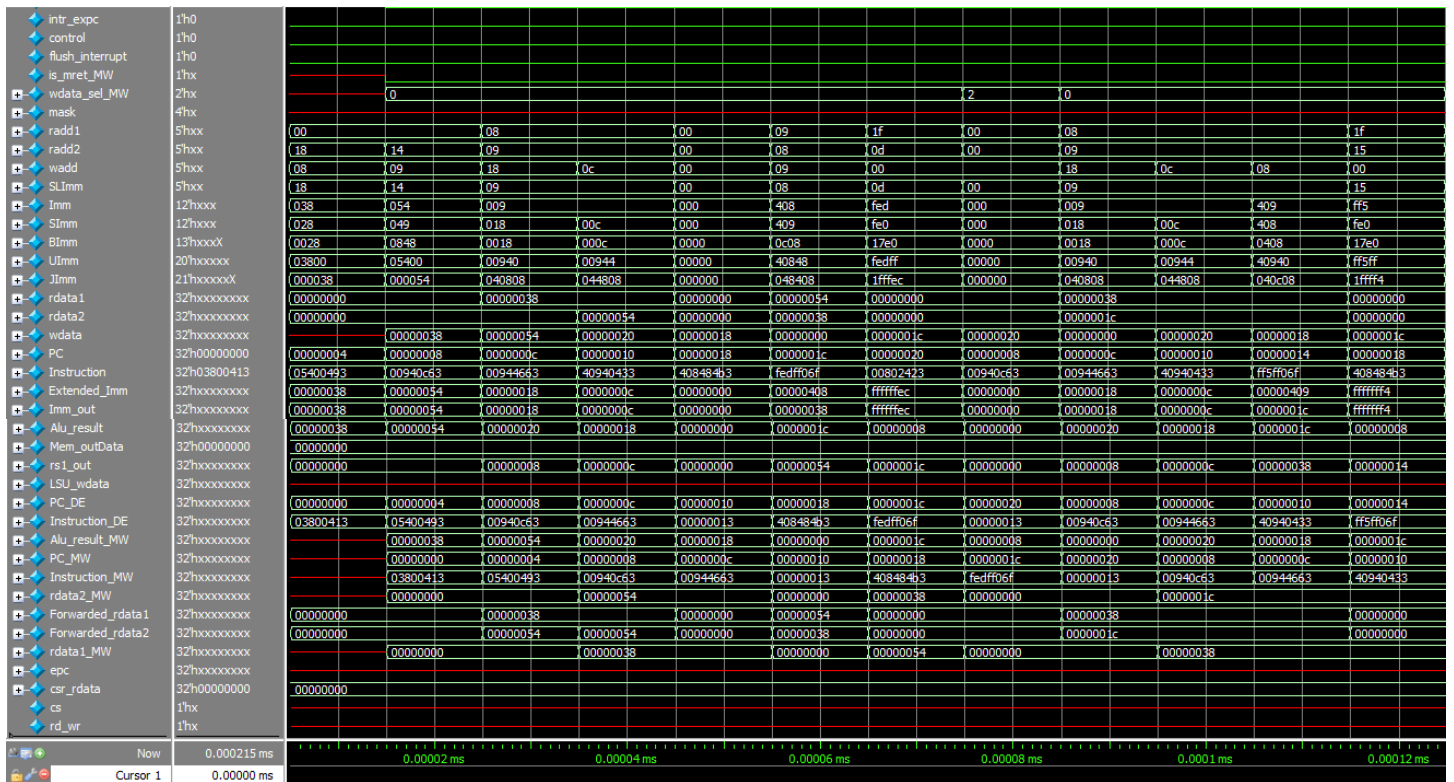
The generated machine code stored in instruction memory is as follows:-

```
03800413
05400493
00940c63
00944663
40940433
ff5ff06f
408484b3
fedff06f
00802423
00802503
0000006f
```

Listing 2. Instruction memory

The simulation for Top Module for selected signals for above algorithm is as follows:-





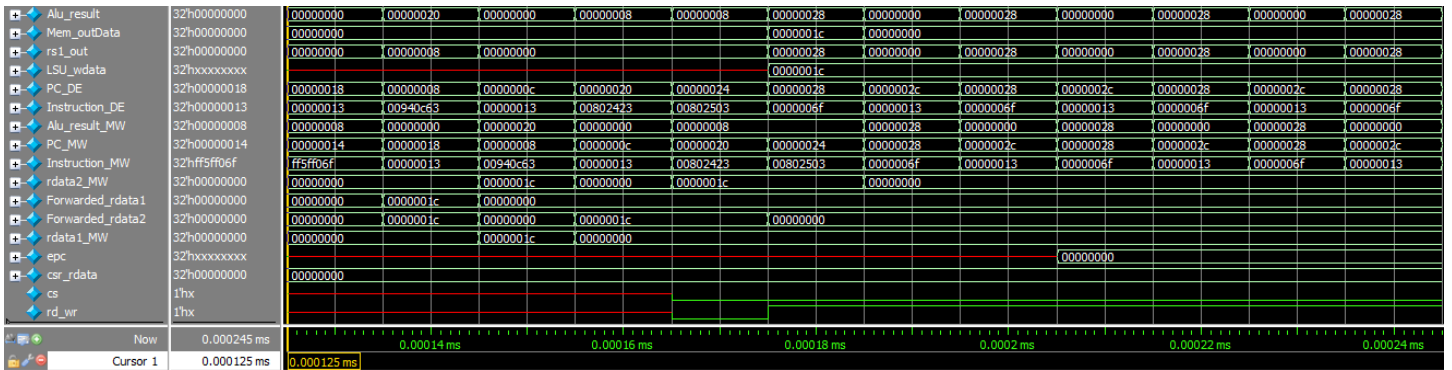


Figure 6. Top Module Simulation

The register memory after simulation is as follows:-

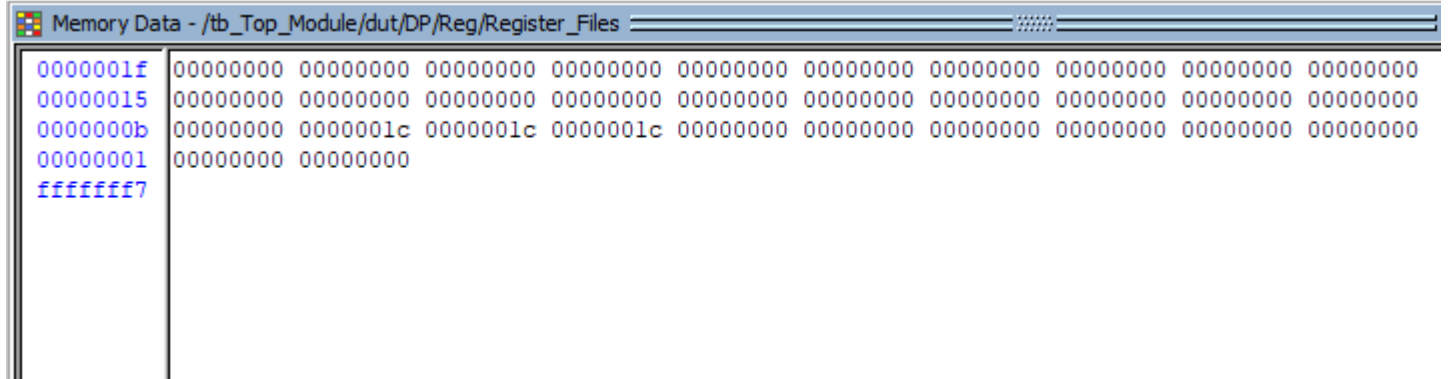


Figure 7. Register memory

The data memory after simulation is as follows:-

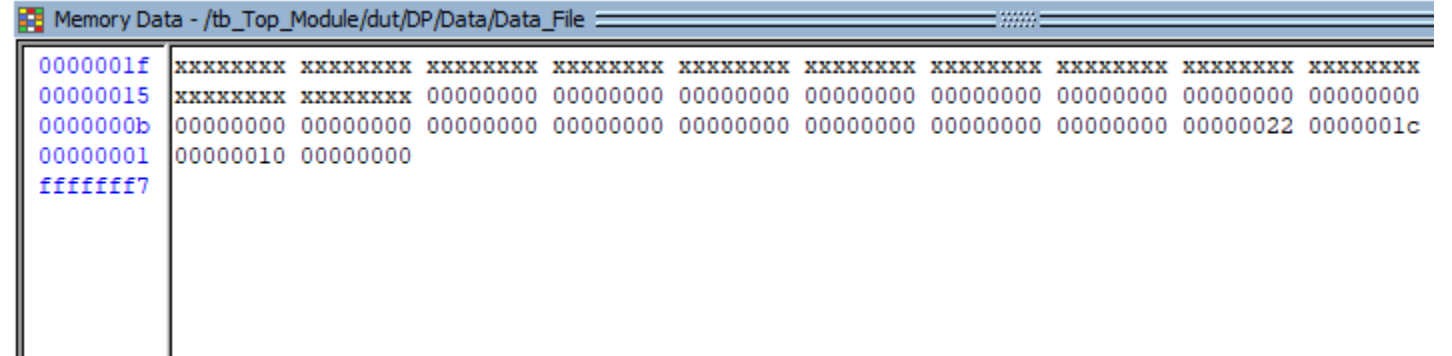


Figure 8. Data memory

The instruction memory after simulation is as follows:-

Memory Data - /tb_Top_Module/dut/DP/Inst/Instruction_Files - Default																															
000001ff	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000001e0	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000001c1	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000001a2	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
00000183	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
00000164	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
00000145	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
00000126	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
00000107	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000000e8	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000000c9	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
000000aa	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
0000008b	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
0000006c	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
0000004d	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx	xx
0000002e	xx	xx	xx	6f	00	00	00	03	25	80	00	23	24	80	00	6f	f0	df	fe	b3	84	84	40	6f	f0	5f	ff	33	04	94	40
0000000f	63	46	94	00	63	0c	94	00	93	04	40	05	13	04	80	03															
ffffffff																															

Figure 9. Instruction memory

Case:2- Stalling, Forwarding and Flushing

Here is the assembly code to be tested:-

```

addi x7, x0, 3
addi x8, x7, 25
sw x8, 0x0c(x0)
lw x9, 0x0c(x0)
add x10, x9, x8
main:
    addi x1, x0, 2
    addi x2, x1, 3
    bne x2, x1, jump
back:
    sw x4, 0x08(x0)
    lw x5, 0x08(x0)
    sub x6, x5, x2
    bge x5, x1, stop
jump:
    sw x2, 0x04(x0)
    lw x3, 0x04(x0)
    add x4, x3, x2
    j back
stop:
    j stop

```

Listing 3. Assembly code to be executed

The generated machine code stored in instruction memory is as follows:-

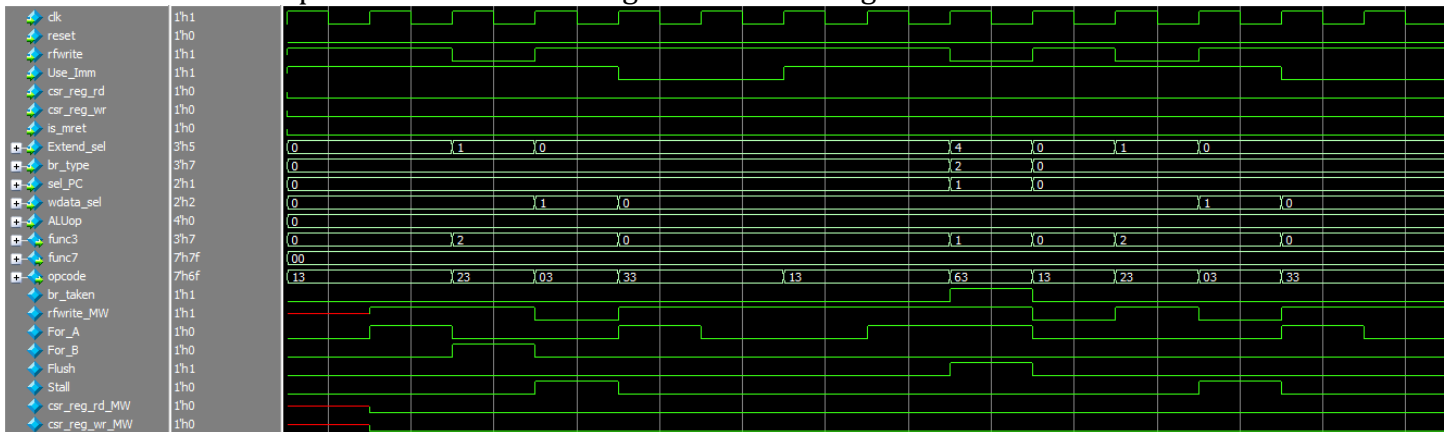
```

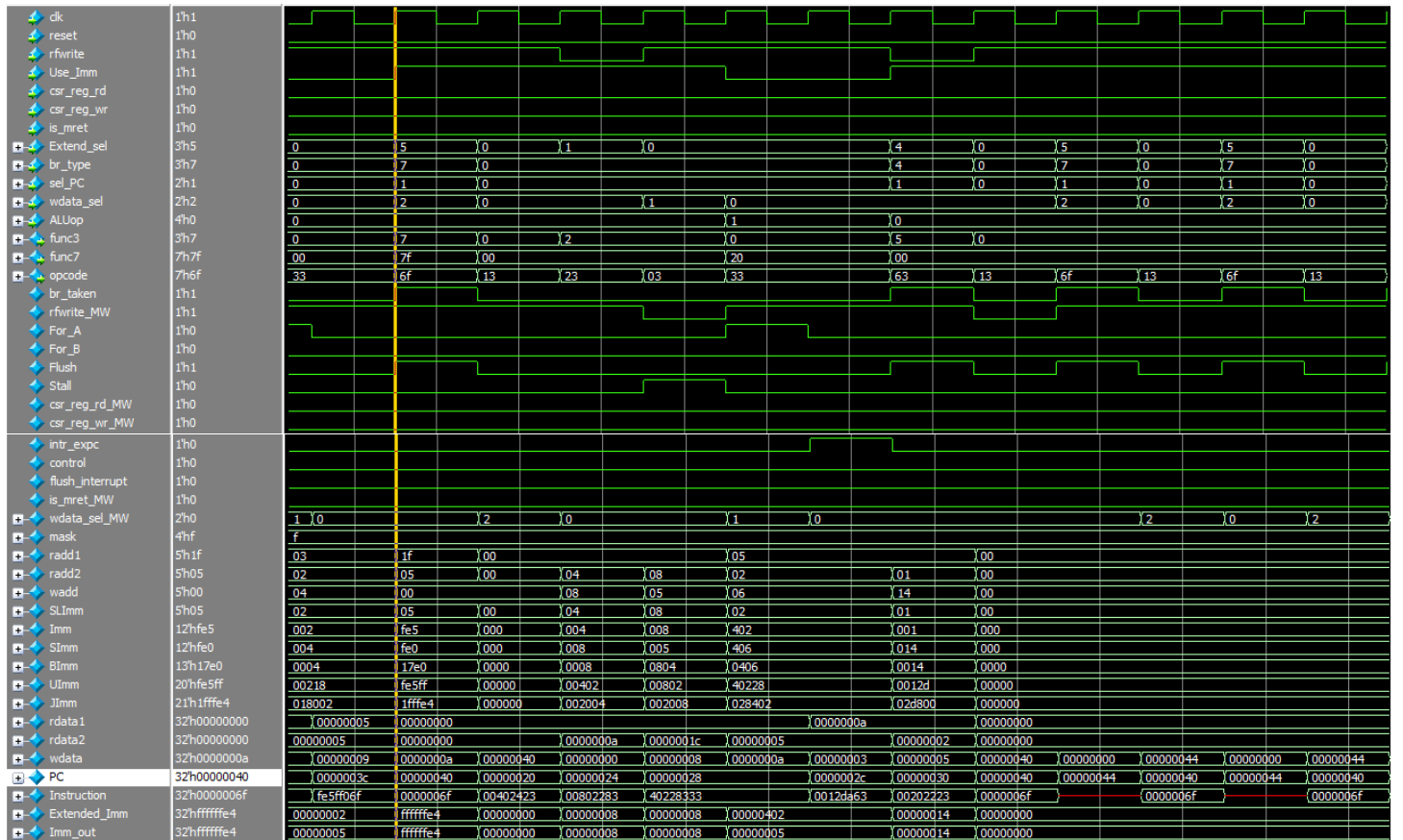
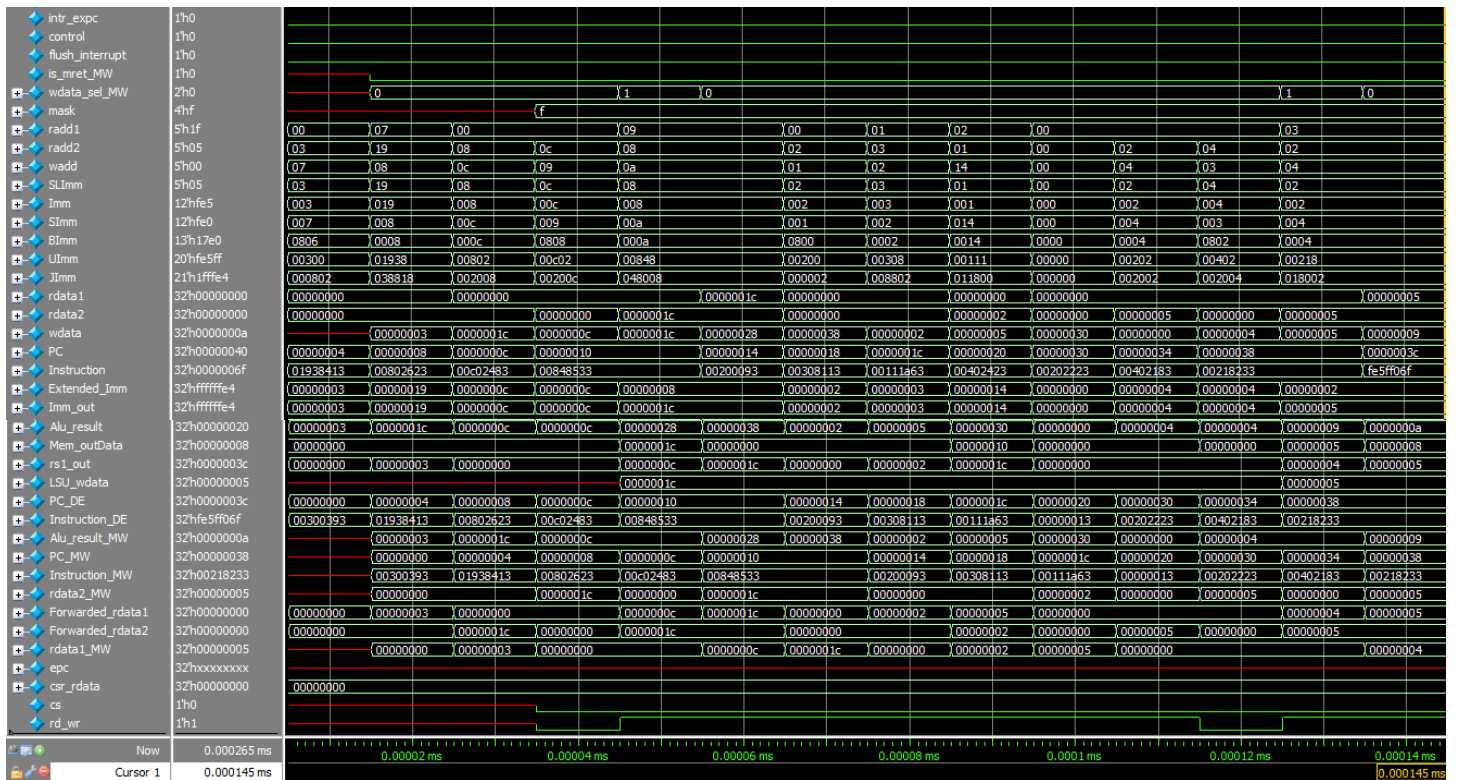
00300393
01938413
00802623
00c02483
00848533
00200093
00308113
00111a63
00402423
00802283
40228333
0012da63
00202223
00402183
00218233
fe5ff06f
0000006f

```

Listing 4. Instruction memory

The simulation for Top Module for selected signals for above algorithm is as follows:-





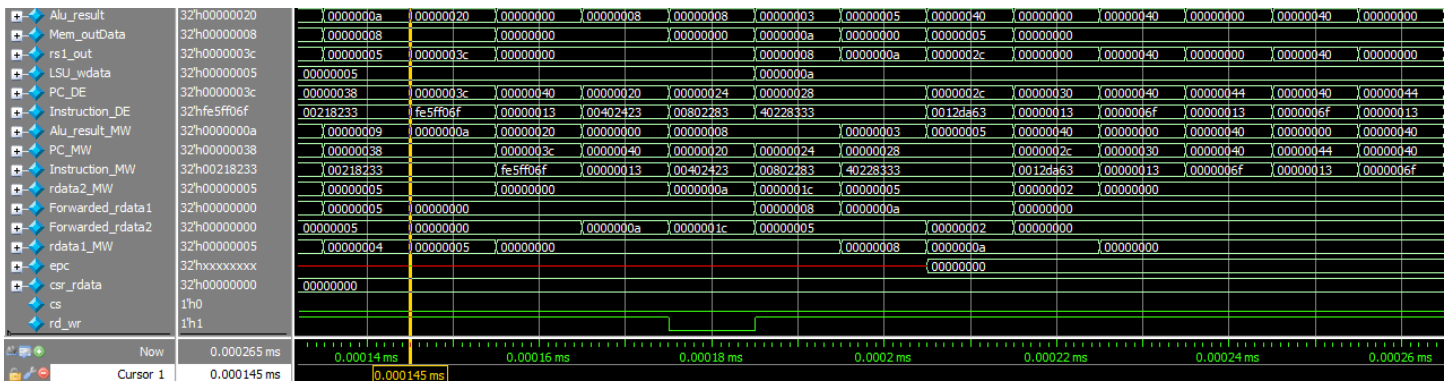


Figure 10. Top Module Simulation

The register memory after simulation is as follows:-

Memory Data - /tb_Top_Module/dut/DP/Reg/Register_Files											
0000001f	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000014	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000038
00000009	0000001c	0000001c	00000003	00000005	0000000a	0000000a	00000005	00000005	00000002	00000000	
fffffffe											

Figure 11. Register memory

The data memory after simulation is as follows:-

Memory Data - /tb_Top_Module/dut/DP/Data/Data_File											
0000001f	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX	XXXXXXXX
00000014	XXXXXXXX	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000009	00000000	00000000	00000000	00000000	00000000	00000000	0000001c	0000000a	00000005	00000000	
fffffffe											

Figure 12. Data memory

The instruction memory after simulation is as follows:-

The generated machine code stored in instruction memory is as follows:-

```
00800113
08000193
01c00213
30011073
30419073
30521073
0080066f
018006ef
00130313
00238393
00148493
00250513
ff9ff76f
30401073
fff84813
00a88893
30419073
30200073
00000013
00000013
00000013
```

Listing 6. Instruction memory

When interrupt occurs first time, register memory (handler executed) is as follows:-

Memory Data - /tb_Top_Module/dut/DP/Reg/Register_Files - Default										
0000001f	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000015	00000000	00000000	00000000	00000000	0000000a	ffffffff	00000000	00000034	00000020	0000001c
0000000b	00000000	00000006	00000003	00000000	00000002	00000001	00000000	0000001c	00000080	00000008
00000001	00000000	00000000								
ffffff7										

Figure 10. Register Memory

When interrupt occurs second time, register memory (handler executed) is as follows:-

Memory Data - /tb_Top_Module/dut/DP/Reg/Register_Files - Default										
0000001f	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000015	00000000	00000000	00000000	00000000	00000014	00000000	00000000	00000034	00000020	0000001c
0000000b	00000000	0000000c	00000006	00000000	00000002	00000001	00000000	0000001c	00000080	00000008
00000001	00000000	00000000								
ffffff7										

Figure 11. Register memory

