

## מטרת המעבדה :

במעבדה זו, השתמשנו בתוכנות QUARTUS ו־MODELSIM על מנת לבצע סינתזה למודלים שיצרנו במעבדות קודמות. את המעבדה הרצנו על הבקר FPGA CYCLONE של כרטיס DE10.

במעבדה זו מימשנו שני מעבדים חשובים בתחום החומרה :

מעבד SINGLE CYCLE- מעבד אותו מימשנו תחילה כדי להוסיף את הפקודות הנדרשות.

מעבד PIPELINE- מעבד אותו מימשנו לאחר מימוש ה־single CYCLE, כדי לעבוד עם מעבד יעיל יותר.

כלומר במעבדה לבסוף מימשנו מעבד PIPELINE של MIPS היודע לבצע ISA בסיסית של פקודות אסמבלי.

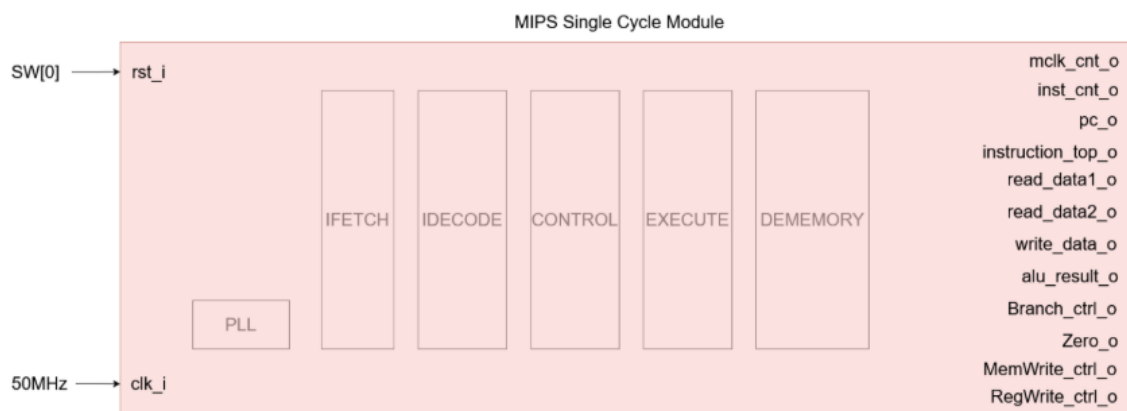


Figure 7: Single-cycle MIPS architecture top entity

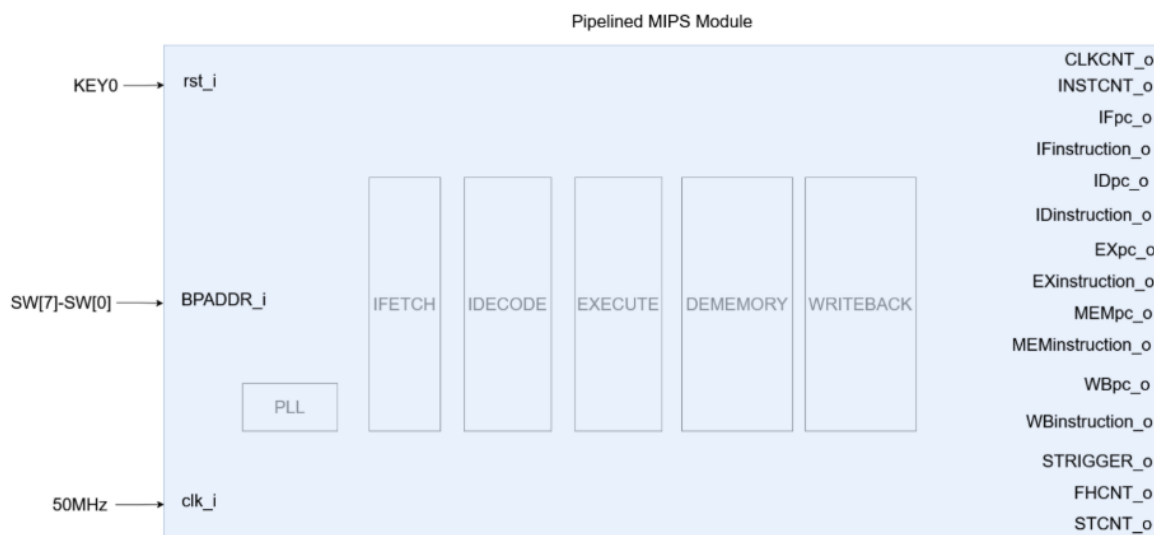
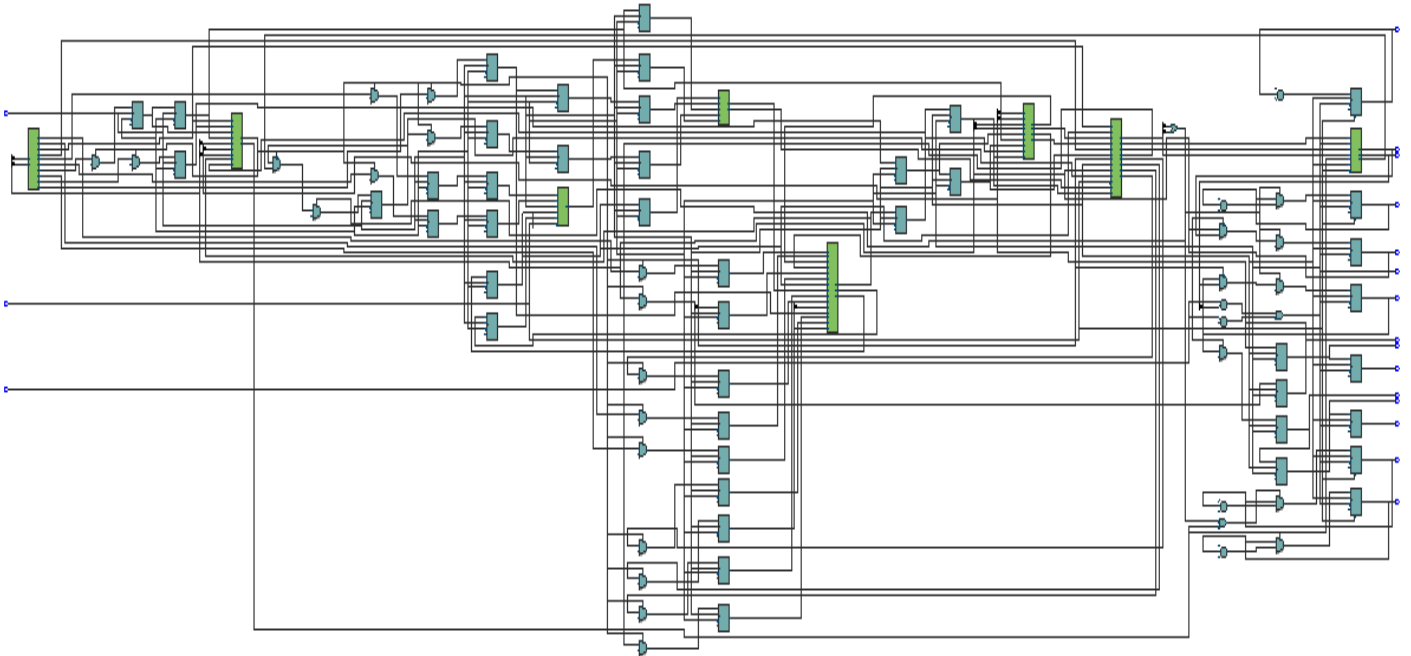


Figure 8: Pipelined MIPS architecture top entity

## המעבד :

כעת, נסביר על המערכת שמימשנו ועל המודולים השונים בה.

הRTL של המערכת שלנו :



- BPADDER[0: 7], RST,CLK : INPUT

BPADDER - נכנס אליו כתובת הBREAK POINT בהתאם לאינפוט שבמתגים 0-7.

- OUTPUT : CLKCNT, INSTCNT, IFPC, IFINSTRUCTION, IDPC, IDINSTRUCTION, EXPC, EXINSTRUCTION, MEMPC, MEMINSTRUCTION, WBPC, WBINSTRUCTION, STRIGGER, FHCNT, STCNT

FHCNT - מונה הסופר כמה פעמים בוצעה פקודת FLUSH.

CLKCNT - מונה הסופר כמה מחזורי שעון עברו.

STCNT - מונה הסופר כמה פעמים בוצעה פקודת STALL.

הסיבה בגינה יש לכל שלב במעבד הPIPELINE 5 שלבים גם את מוצא ה PC וגם את מוצא ה INSTRUCTION הינה כדי שנוכל לראות באופן יפה את מעבר הפקודות בPIPELINE בין הרגיסטרים החוצצים את המעבד.

מימוש ראשוני אותו התבקשנו לבצע במעבדה :

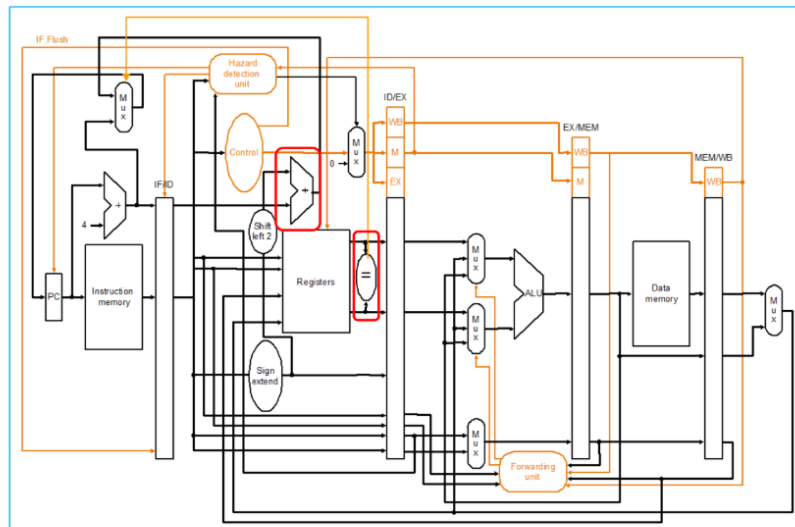


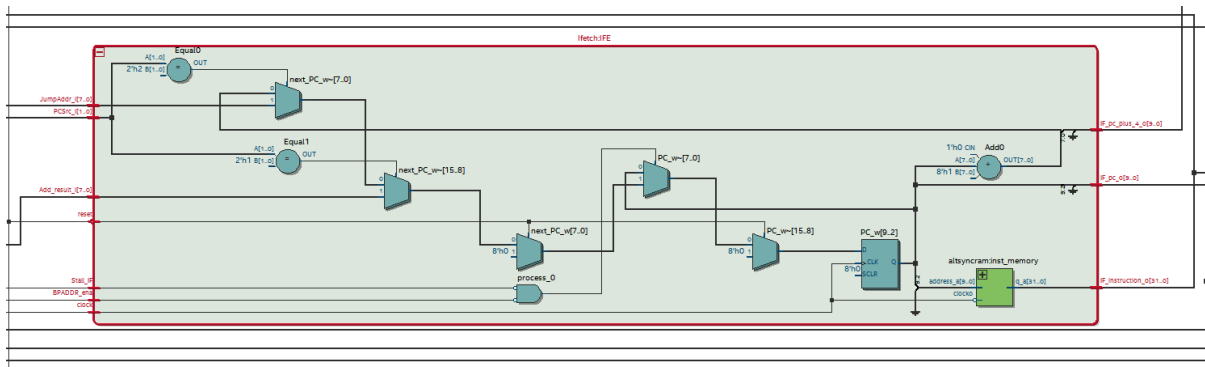
Figure 6: Five-stage pipelined MIPS architecture with forwarding and single delay slot support

## השלבים במעבד :

### שלב ה FETCH :

בשלב זה נרצה להביא פקודה בכתובת ה PC מהזיכרון ITCM. PC מתעדכן ל 3 מצבים הנבחרים על ידי אות בקרה PCSEL, והמצבים הם :  $PC+4$ , PC BRANCH ו PC מפקודות JUMP.

שרטוט ה RTL :



## מודול DECODE:

בשלב זה נרצה לפענח את הפקודה המגיעה מה FETCH. את הפקודה אנחנו נפרק לפי 3 תבניות הנלמדו בחומר התיאורטי של הקורס והן: R TYPE, J TYPE, I TYPE.

תבניות הפקודות:

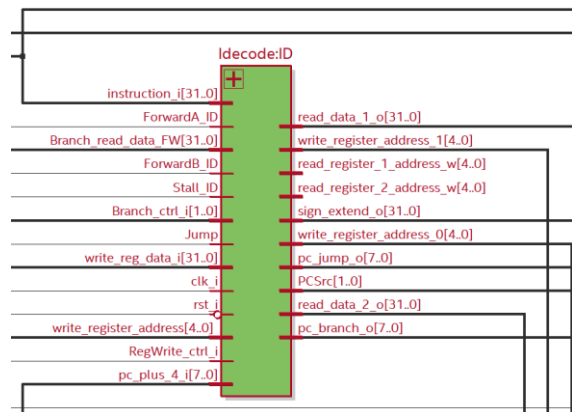
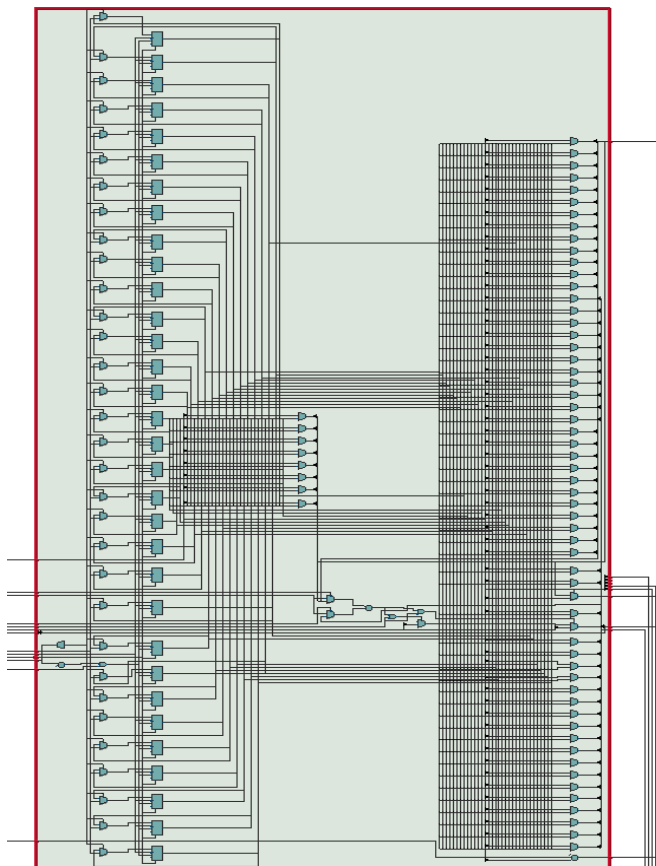
Type	-31- format (bits)					-0-
R	opcode (6)	rs (5)	rt (5)	rd (5)	shamt (5)	funct (6)
I	opcode (6)	rs (5)	rt (5)	immediate (16)		
J	opcode (6)	address (26)				

כך נשלוף את הכתובת רגיסטרים איתם נרצה לעבוד בשלבים המתקדמים במעבד. בנוסף בשלב זה נרצה לפענח את סוג הפקודה הרצויה להתבצע, וכך אותות הבקרה במודול הבא יעלו בהתאם.

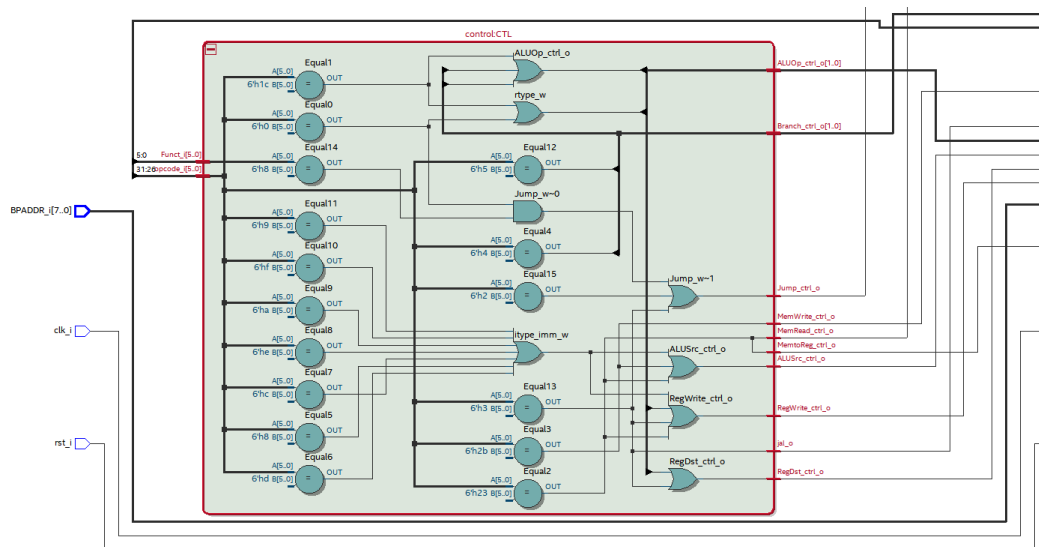
כדי לייעל את פעילות המעבד כבר בשלב זה נבצע את פעולות ההסתעפות: BRUNCH ו JUMP, אם אחד מהם מתקיים. במידת הצורך נקבל נתונים ממודל ה FORWARDING.

בנוסף בשלב זה יושבת יחידת ה CONTROL האחראית להעלות את כל קווי הבקרה הדרושים לפעילות התקינה של המעבד וביצוע הפקודות.

יחידה זאת מקבלת 2 שדות חשובים לפיענוח הפקודה והם שדה ה OPCODE ושדה ה FUNCT. ה RTL של DECODE:



ה RTL של יחידת ה CONRTOL :



## מודול ה EXECUTE :

בשלב זה במעבד הפקודות יוצאות לפועל, כלומר בשלב זה נמצאים רכיבים חשובים במעבד כמו רכיב ה ALU ורכיב ה SHIFTER.

בשלב זה מבצעים פקודות כמו חישוב כתובות או ביצוע פעולות אריתמטיות.

כשעבדנו עם מעבד SINGLE CYCLE בוצעו בשלב זה גם חישוב ה PC הבא ופקודות ההסתעפות.

כעת כשעברנו למעבד PIPELINE עלינו להוסיף עוד 2 מודולים הכרחיים שהם HAZARD UNIT ו FORWARDING UNIT.

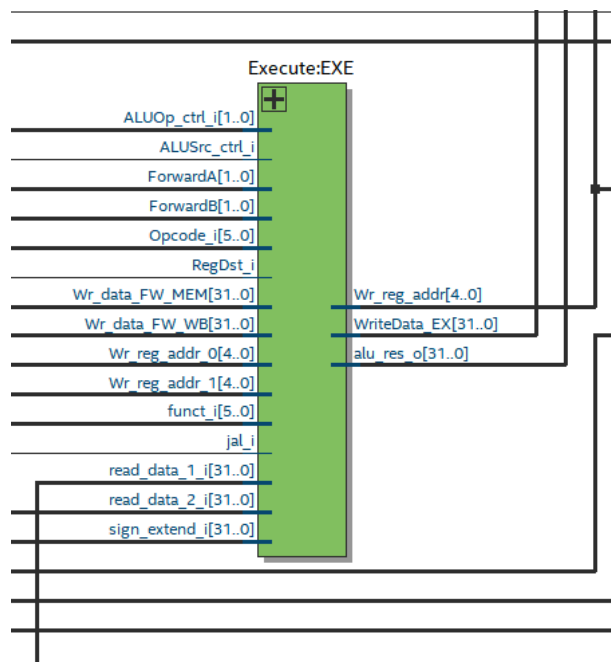
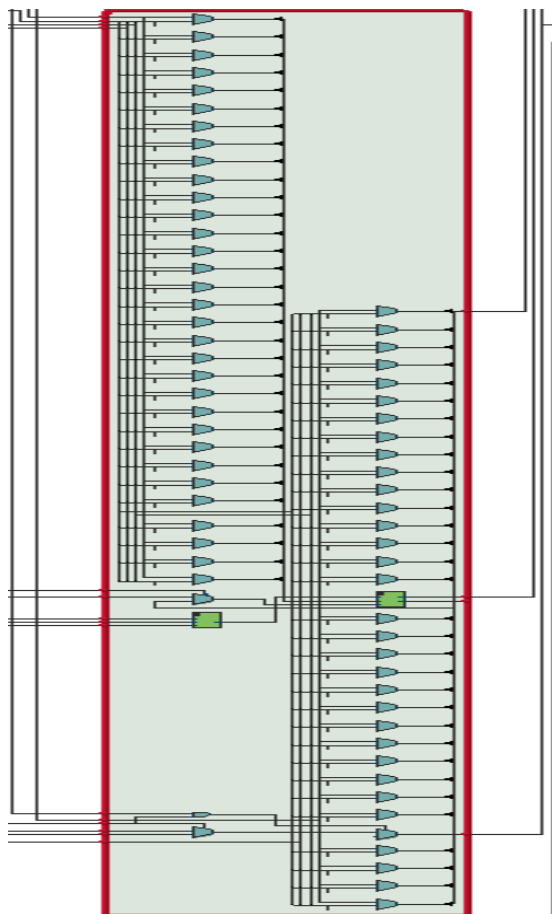
זאת מכיוון שיתכן שחישבנו כתובות או נתונים במעבד לפקודה אחת אך לפקודה אחריה נצטרך להשתמש בנתונים אלה שיתכן שעוד לא הספיקו להישמר בכתובות או ברגיסטרים המתאימים. לשם כך, יש 2 אותות חשובים שהם STALL ו FLUSH.

לדוגמה בפקודת BRUNCH הנמצאת בשלב ה DECODE ועתידה להתבצע יש בשלב ה FETCH פקודה חדשה. ברגע שהחלטה לבצע BRUNCH התבצעה יש לבצע FLUSH לשלב ה FETCH ולזרוק את הפקודה וה PC יתעדכן לערך הרצוי.

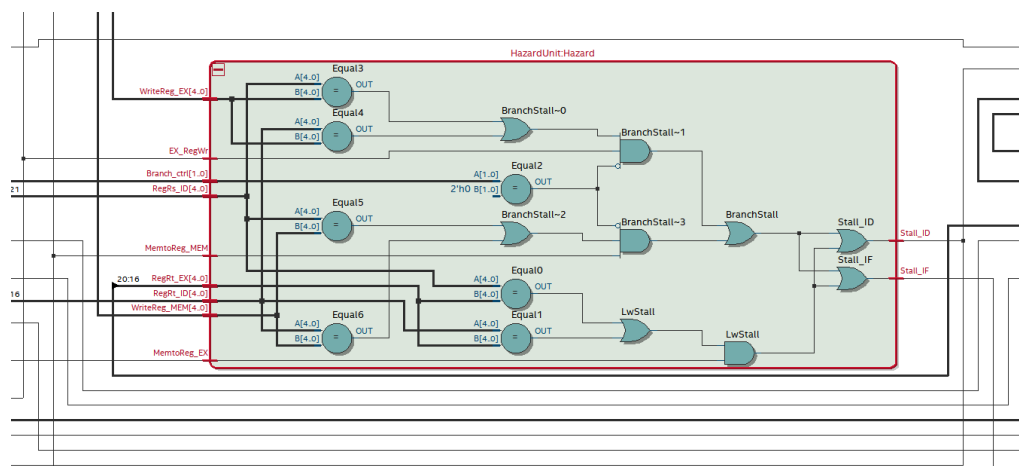
פקודת STALL היא פקודה המבצעת NOP, כלומר היא פקודה הממתינה סייקל כדי שהמידע יוכל לעבור ב PIPELINE באופן תקין.

יחידת ה FORWARDING חשובה במעבד זה על מנת לפתור בעיות של DATA DEPENDENCIES.

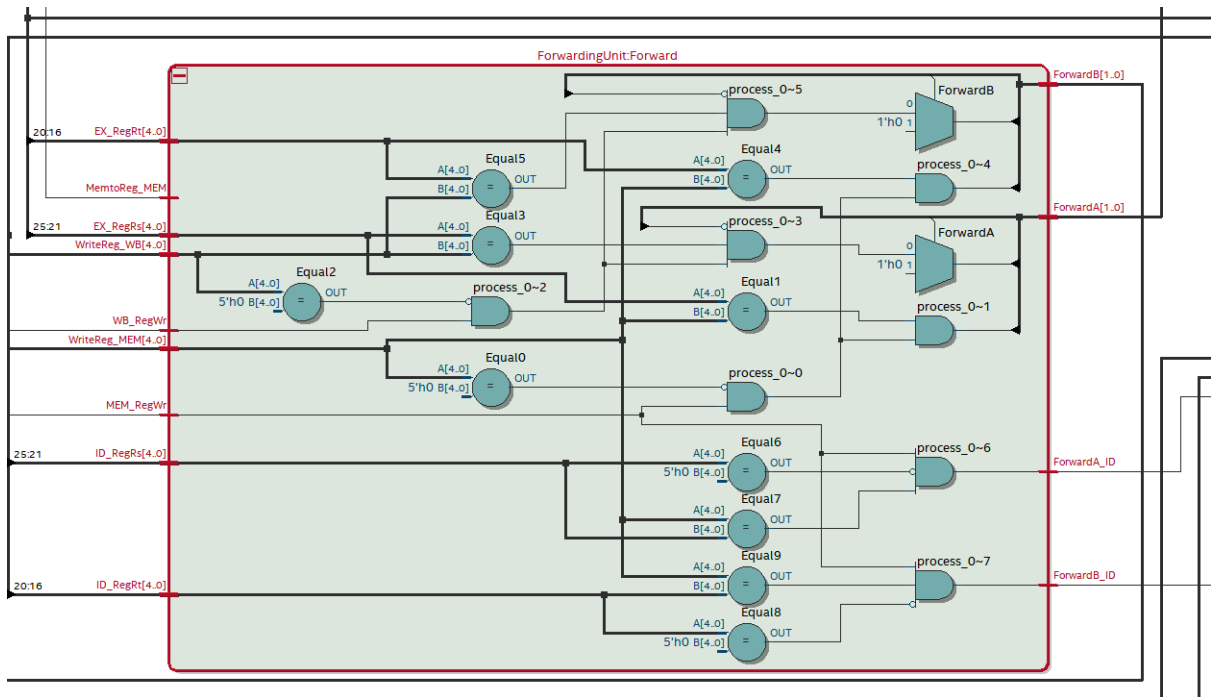
RTL של יחידת ה EXECUTE :



RTL של יחידת ה HAZARD :



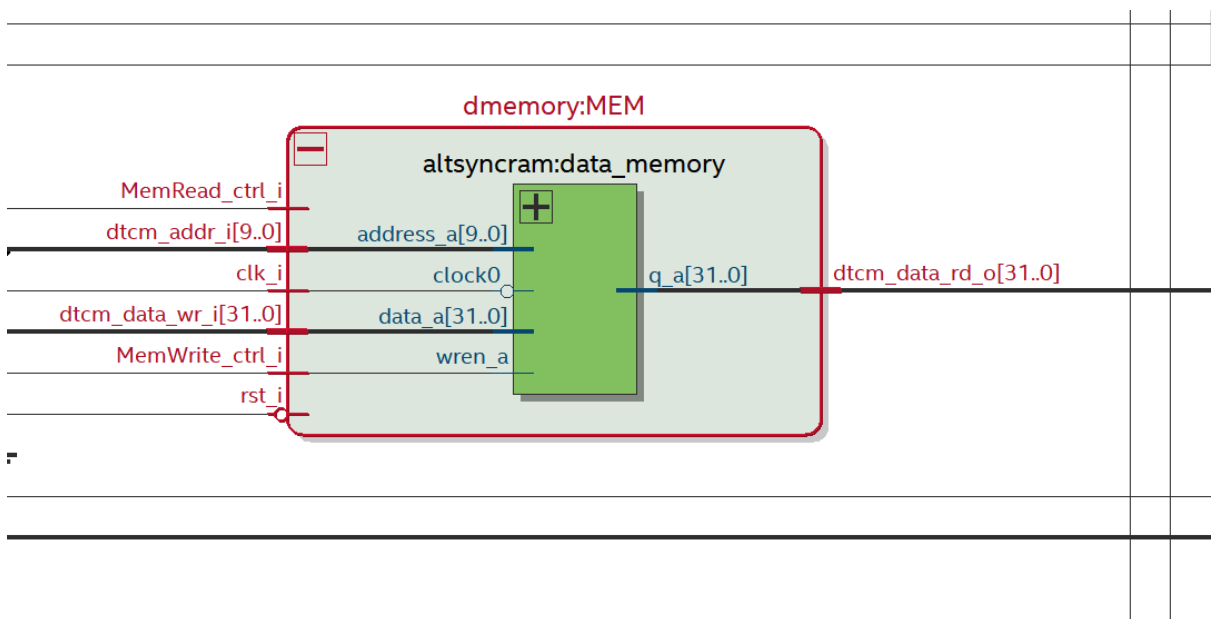
ה RTL של יחידת ה FORWARDING :



מודול ה DATA MEMORY :

מודל זה אחראי על ביצוע הכתיבה והקריאה מתוכן ה DATA MEMORY שזהו בעצם זיכרון ה RAM של המערכת שלנו.

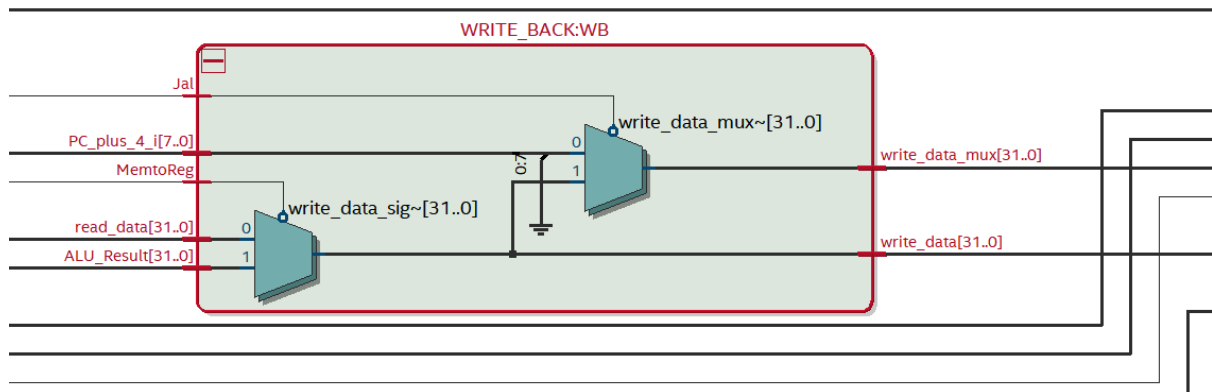
ה RTL של יחידת ה DATA MEMORY :



## מודול ה WRITE BACK :

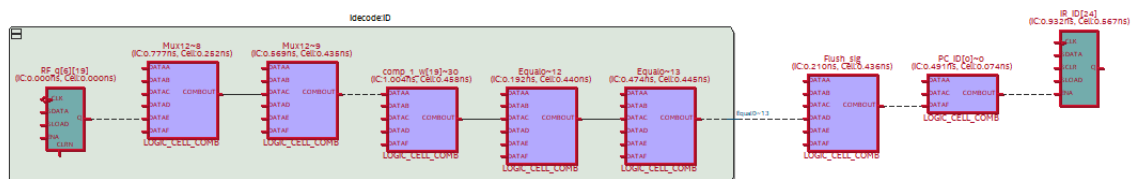
מודול זה אחראי על ניהול החזרת המידע וכתיבת המידע לזיכרון בסוף שלבי ה PIPELINE. מודול זה מוציא את הכתובת ואת המידע כתוצאה מהפעולה שהמעבד ביצע ושולחת את התוצאה לרכיבים הרלוונטיים במעבד לצורך שמירת המידע.

ה RTL של יחידת ה WRITE BACK :



## המסלול הקריטי :

מתוך תוכנת ה QUARTRUS נמצא את המסלול הקריטי במעבד שלנו. הנתבי הקריטי אותו קיבלנו הינו ה DATA MEMORY.



## מציאת תדר מקסימלי :

מתוך תוכנת ה QUARTRUS נמצא את התדר המקסימלי של המעבד שלנו :



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    - Fmax Summ
    - Timing Clos
    - Setup Sumr
    - Hold Summ
    - Recovery Su
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Slow 1100mV 85C Model Fmax Summary

<<Filter>>

	Fmax	Restricted Fmax	Clock Name	Note
1	45.64 MHz	45.64 MHz	pll_inst[a...TER]divclk	
2	80.44 MHz	80.44 MHz	altera_reserved_tck	
3	137.21 MHz	137.21 MHz	clk_i	

This panel reports FMAX for every clock in the design, regardless of the user-specified clock periods. FMAX is only computed for paths where the source and destination registers or ports are driven by the same clock. Paths of different clocks, including generated clocks, are ignored. For paths between a clock and its inversion, FMAX is computed as if the rising and falling edges are scaled along with FMAX, such that the

Slow 1100mV 0C Model Fmax Summary

<<Filter>>

	Fmax	Restricted Fmax	Clock Name	Note
1	126.34 MHz	126.34 MHz	altera_reserved_tck	

## SIGNLE TAP

בשלב זה ביצענו את הבדיקות על הקוד שכתבנו בעזרת תוכנת ה QUARTUS. לכל ססט הוצאנו קבצי DTICM ו ITCM מתאימים לביצוע התוכנית. קבצים אלה קבצים מותאמים לבקר שלנו אותם הוצאנו מתוך תוכנת ה MARS בקוד MIPS.

את הבקר קינפנו כך ש RST מחובר לכפתור KEY0 והמתגים מחוברים לפי ביט לתוצאת ה .BPADDER

לאחר ביצוע קומפילציה וצריבת התוכנית הרצנו את הקוד וחיכינו לעצירתו כאשר נגיע לTRIGGER המתאים שהזנו.

להלן 6 ססטים שביצענו ופירוט על מה ניתן לראות בכל ססט.

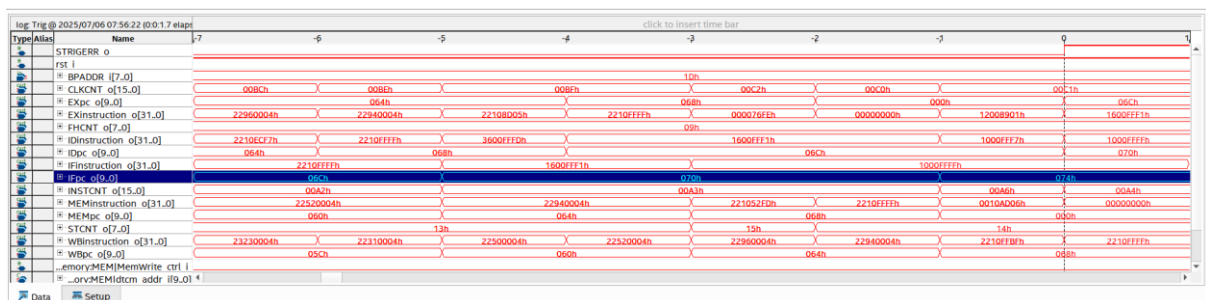
קבצי ה STP המצורפים ממוספרים לפי מספרי הטסטים המוצגים בקטע זה.

הסבר טסט 1: נבחין כי בטסט זה הגדרנו את ה BPADDER להיות תוצאת ה pc בסיום הרצת התוכנית כמבוקש. אכן, ניתן לראות כי הטסט עצר בהגעה לערך ה PC המתאים כלומר התוכנית עצרה בזמן המתאים.

עוד ניתן לראות את מעבר הפקודות ב PIPELINE במוצא ה PC בכל מעבר רגיסטר.

ניתן לראות בסיום הרצת התוכנית את תוצאת הזיכרון שכוללות את המערכים המקוריים ולאחר מכן את תוצאות הפעולות שנעשו במעבד שהן פעולות חיבור, כפל וחיסור ואת האיחסון שלהם במקומות היעודים בזיכרון.

טסט 1



Instance 0: DTCM																															
000000	00	00	00	0A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000014	00	00	00	05	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000028	00	00	00	0A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000032	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00003c	00	00	00	60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000046	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000050	00	00	00	5B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00005a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000064	00	00	00	65	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00006e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000078	00	00	00	65	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000082	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00008c	00	00	01	E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000096	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000a0	00	00	03	8E	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000aa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000b4	FF	FF	FF	A5	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000be	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000c8	FF	FF	FF	AF	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000d2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000dc	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000e6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000f0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000fa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000104	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00010e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000118	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000122	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00012c	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

הסבר טסט 2 ו3 : נבחין כי בטסטים הבאים הגדרנו את ה BPADDER להיות תוצאת ה pc בסיום הרצת התוכנית כמבוקש. אכן, ניתן לראות כי הטסט עצר בהגעה לערך הPC המתאים כלומר התוכנית עצרה בזמן המתאים.

עוד ניתן לראות את מעבר הפקודות בPIPELINE במוצא ה PC בכל מעבר רגיסטר.

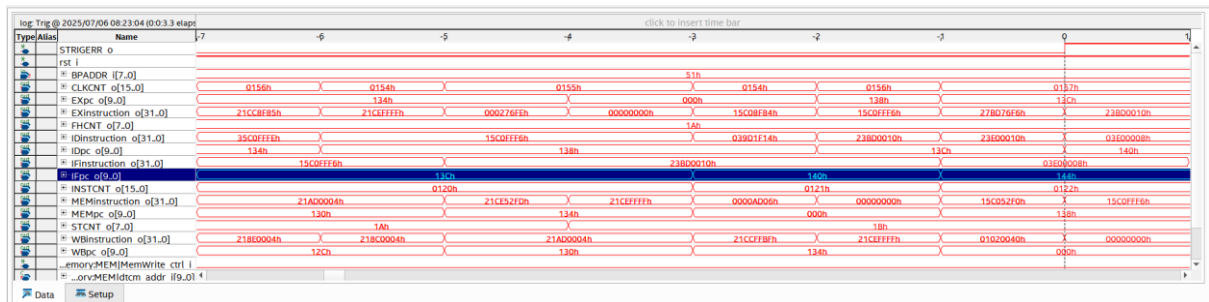
ניתן לראות בסיום הרצת התוכנית את תוצאת הזיכרון שכוללות את המערכים המקוריים ולאחר מכן את תוצאות הפעולות שנעשו במעבד שהן פעולות חיבור, כפל וחסור הקורות במעבר על הקוד דרך לולאות וביצוע קפיצות (פעולות JUMP ) ואת האיחסון שלהם במקומות היעודים בזיכרון.

נבחין כי קיבלנו תוצאות זהות לטסטים 1-3

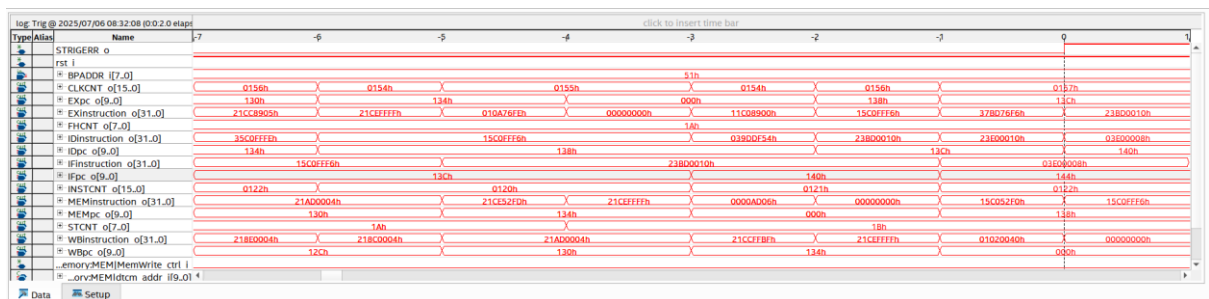
ההבדל בין טסטים 2,3 הוא באופן בו אנו ניגשים לפעולות מבחינת הקוד, ולכן נצפה לתוצאה זהה גם כאן.

טסט 2

Instance 0: DTCM																			
000000	00	00	00	01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000014	00	00	00	06	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000028	00	00	00	62	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000032	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00003c	00	00	00	5d	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000046	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000050	00	00	00	65	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00005a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000064	ff	ff	ff	9f	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00006e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000078	ff	ff	ff	a9	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000082	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00008c	00	00	01	84	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000096	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000a0	00	00	00	08	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000aa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000b4	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000be	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000c8	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000d2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000dc	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000e6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000f0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000fa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000104	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00010e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000118	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000122	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00012c	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00



סט 3



Instance 0: DTCM																															
000000	00	00	00	01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000014	00	00	00	06	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00001e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000028	00	00	00	62	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000032	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00003c	00	00	00	5d	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000046	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000050	00	00	00	65	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00005a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000064	FF	FF	FF	9F	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00006e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000078	FF	FF	FF	A9	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000082	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00008c	00	00	01	84	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000096	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000a0	00	00	00	08	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000aa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000b4	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000be	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000c8	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000d2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000dc	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000e6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000f0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000fa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000104	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00010e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000118	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000122	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00012c	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

הסבר טסט 4 : כעת התבקשנו לכתוב טסט מקובץ C הניתן לנו בדו"ח מכין. אזי מה שביצענו הוא לכתוב את הקוד כקוד MIPS ולאחר הרצתו בMARS הוצאנו ITCM ו DTCM מתאימים להרצת התוכנית החדשה.

הקוד מבצע את הפעולות הבאות :

```
#define M 4

void addMats(int Mat1[M][M], int Mat2[M][M], int resMat[M][M]){
    define it yourself ...
}

void main(){ //int=32bit
    int Mat1[M][M]={1,2,3,4},{5,6,7,8},{9,10,11,12},{13,14,15,16}};
    int Mat2[M][M]={13,14,15,16},{9,10,11,12},{5,6,7,8},{1,2,3,4}};
    int resMat[M][M];

    addMats(Mat1,Mat2,resMat); // resMat = Mat1 + Mat2
}
```

בזיכרון ניתן לראות את טעינת המערכים המקוריים ואת חישובי הפעולות שבוצעו במעבד ואוחסנו במקום היעודי.

גם כאן הגדרנו את ה BPADDER להיות הכתובת האחרונה של ה PC ובעליית הטריגר נעצרה התוכנית בכתובת הרצויה.

טסט 4

Instance 0: DTCM															
000000	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00000a	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000014	00 00 00 06	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00001e	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000028	00 00 00 0b	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000032	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00003c	00 00 00 10	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000046	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000050	00 00 00 09	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00005a	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000064	00 00 00 06	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00006e	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000078	00 00 00 03	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000082	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00008c	00 00 00 14	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000096	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000a0	00 00 00 0e	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000aa	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000b4	00 00 00 10	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000be	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000c8	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000d2	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000dc	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000e6	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000f0	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000fa	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000104	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00010e	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000118	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000122	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00012c	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00

log Trig @ 2025/07/06 08:59:26 (0.015 elaps)															
Type/Alias	Name	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
STRIGERR	o														
BPADDER	[7.0]														
CLKCNT	o[15.0]														
EXInstruction	o[31.0]														
EXpc	o[9.0]														
PHCNT	o[7.0]														
IDInstruction	o[31.0]														
IDpc	o[9.0]														
IFInstruction	o[31.0]														
IFpc	o[9.0]														
INSTCNT	o[15.0]														
MEMInstruction	o[31.0]														
MEMpc	o[9.0]														
STCNT	o[7.0]														
WBInstruction	o[31.0]														
WBpc	o[9.0]														

$$IPC = (166-15)/213=0.708$$

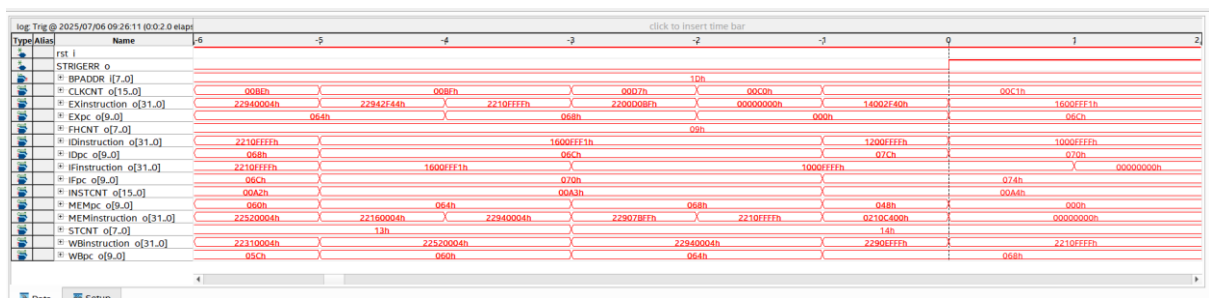
הסבר טסט 5 : בבדיקה זו, הגדרנו את רכיב ה־BPADDER כך שישקף את ערך ה־PC בסיום ביצוע התוכנית, בהתאם לדרישות. אכן, ניתן לראות כי ה־PC הגיע לערך המצופה, מה שמעיד שהתוכנית נעצרה בזמן הנכון.

כמו כן, במהלך הריצה ניתן לעקוב אחר מעבר ההוראות לאורך שלבי ה־PIPELINE דרך ערכי ה־PC המופיעים במעבר בין רגיסטרים.

בסיום הריצה נצפו בזיכרון הנתונים המקוריים כלומר המערכים, ולאחריהם התוצאות של הפעולות הלוגיות שבוצעו במעבד, שהן AND, OR, XOR אשר אוחסנו במיקומים הייעודיים בזיכרון, בהתאם לתוכנית.

## טסט 5

Instance 0: DTCM															
000000	00	00	00	0A	00	00	00	00	00	00	00	00	00	00	00
00000a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000014	00	00	00	21	00	00	00	00	00	00	00	00	00	00	00
00001e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000028	00	00	00	0A	00	00	00	00	00	00	00	00	00	00	00
000032	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00003c	00	00	00	75	00	00	00	00	00	00	00	00	00	00	00
000046	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000050	00	00	00	5B	00	00	00	00	00	00	00	00	00	00	00
00005a	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000064	00	00	00	75	00	00	00	00	00	00	00	00	00	00	00
00006e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000078	00	00	00	5B	00	00	00	00	00	00	00	00	00	00	00
000082	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00008c	00	00	00	54	00	00	00	00	00	00	00	00	00	00	00
000096	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000a0	00	00	00	51	00	00	00	00	00	00	00	00	00	00	00
0000aa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000b4	00	00	00	21	00	00	00	00	00	00	00	00	00	00	00
0000be	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000c8	00	00	00	0A	00	00	00	00	00	00	00	00	00	00	00
0000d2	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000dc	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000e6	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000f0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
0000fa	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000104	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00010e	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000118	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000122	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00012c	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00



$$IPC = (164-9)/193=0.803$$

הסבר טסט 6 : בקטע קוד זה ביצענו את פעולת ה־SLT על שני מערכים בגודל 16 ושמידת התוצאות בהתאם. בקטע זה השתמשנו ב־2 מערכים בגודל 16 איחסנו אותם בזיכרון במקום המתאים ולאחר מכן



שמרנו את התוצאות במקומות היעודיים. גם כאן בדומה לשאר הטסטים הגדרנו את ה BPADDER להיות סוף הרצת התוכנית מה שמעלה לנו את הטריגר במקום הנכון לפי pc של שלב ה FETCH.

טסט 6

Instance 0: DTCM

000000	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 64	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 03	00 00 00 00
00000a	00 00 00 00	00 00 00 00	00 00 00 04	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 5A	00 00 00 00	00 00 00 00	00 00 00 00
000014	00 00 00 06	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 07	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 08	00 00 00 00
00001e	00 00 00 00	00 00 00 00	00 00 00 22	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 17	00 00 00 00	00 00 00 00	00 00 00 00
000028	00 00 00 0B	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0C	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0D	00 00 00 00
000032	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 02	00 00 00 00	00 00 00 00	00 00 00 00
00003c	00 00 00 10	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0B	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0E	00 00 00 00
000046	00 00 00 00	00 00 00 00	00 00 00 0F	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 10	00 00 00 00	00 00 00 00	00 00 00 00
000050	00 00 00 09	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0A	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 0B	00 00 00 00
00005a	00 00 00 00	00 00 00 00	00 00 00 0C	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 05	00 00 00 00	00 00 00 00	00 00 00 00
000064	00 00 00 06	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 07	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 08	00 00 00 00
00006e	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 02	00 00 00 00	00 00 00 00	00 00 00 00
000078	00 00 00 03	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 04	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000082	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00008c	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000096	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000a0	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00
0000aa	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00	00 00 00 00	00 00 00 00
0000b4	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 01	00 00 00 00
0000be	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000c8	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000d2	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000dc	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000e6	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000f0	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
0000fa	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000104	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00010e	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000118	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
000122	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00
00012c	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00	00 00 00 00



$$IPC = (166-15)/213=0.708$$

נצפה לקבל IPC זהה לשל טסט 4 מכיוון שמבנה הטסט זהה- הפקודות הלוגיות שונות.

## Single Cycle:

### מציאת תדר מקסימלי:

מתוך תוכנת ה QUARTRUS נמצא את התדר המקסימלי של המעבד שלנו:

Compilation Report - lab5singlecycle X MIPS.vhd X aux\_package.vhd X IFETCH.VHD X DMEMORY.VHD X MIPS\_simple X

Table of Contents

- Flow Summary
- Flow Settings
- Flow Non-Default C

Slow 1100mV 85C Model Fmax Summary

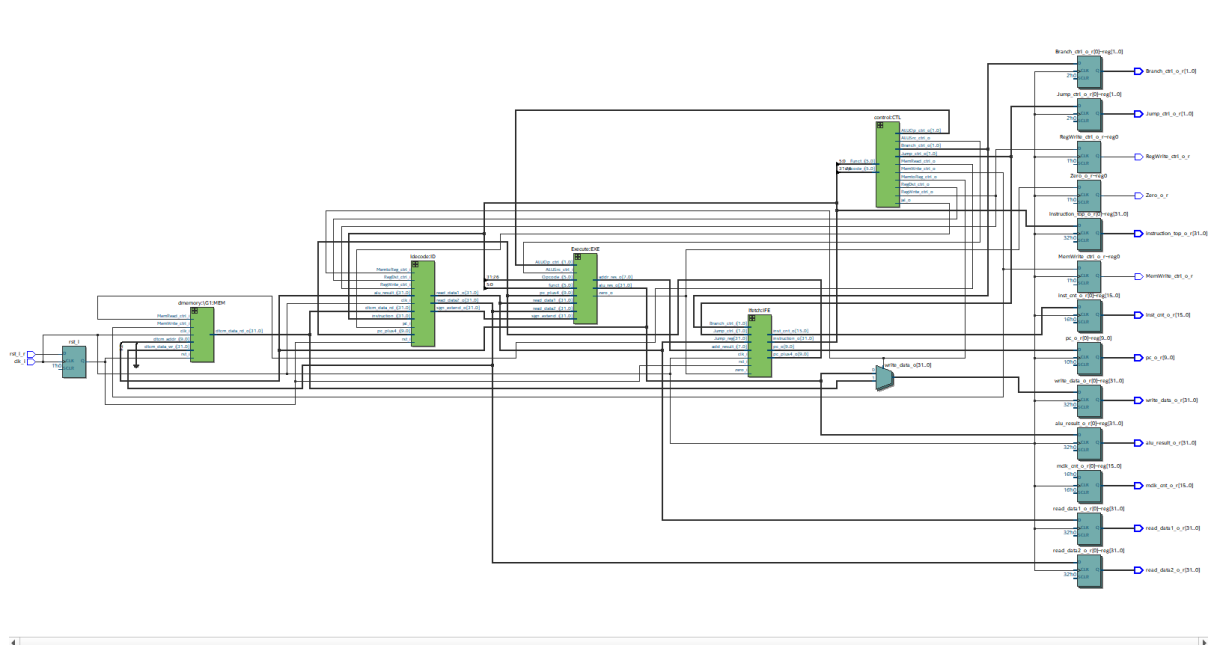
<<Filter>>

	Fmax	Restricted Fmax	Clock Name	Note
1	37.79 MHz	37.79 MHz	clk_i	

### המסלול הקריטי:



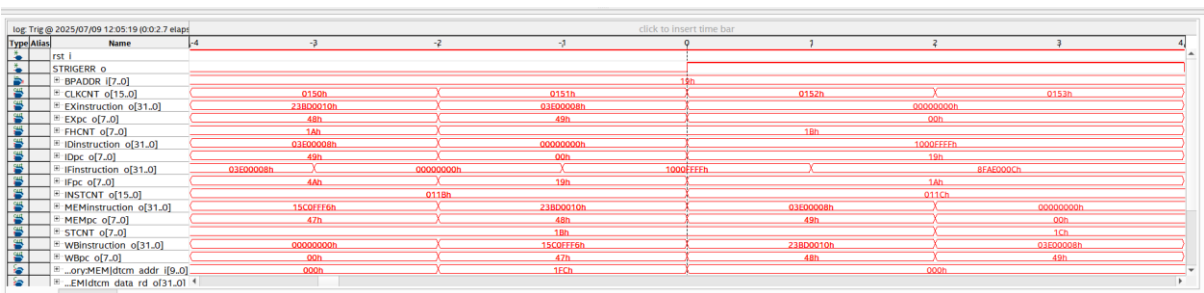
DATA MEMORY η



תיקון לאחר מעבר לפורמט הנכון:

## 2 טסט

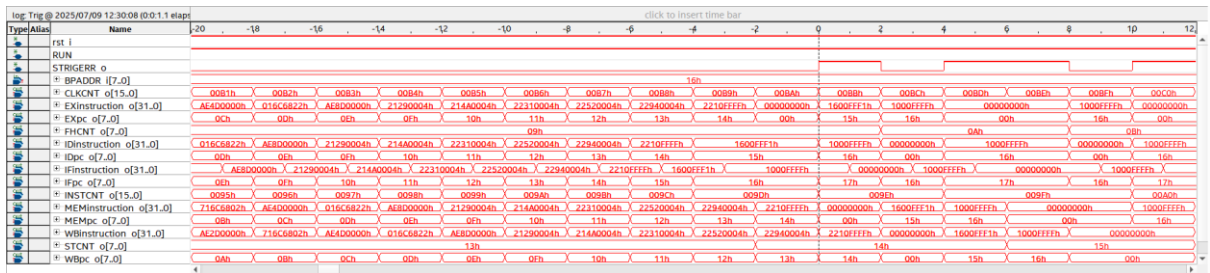
8STP

[illegible]

1 ٧٧٧

9STP

Instance 0: DTCM	
000000	00 00 00 0A 00 00 00 01 00 00 00 02 00 00 00 03 00 00 00 04 00 00 00 05 00 00 00 06 00 00 00 07 00 00 00 08 00 00 00 09
00000a	00 00 00 0A 00 00 00 64 00 00 00 63 00 00 00 62 00 00 00 61 00 00 00 60 00 00 00 5F 00 00 00 5E 00 00 00 5D 00 00 00 5C
000014	00 00 00 5B 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65 00 00 00 65
00001e	00 00 00 65 00 00 00 64 00 00 00 C6 00 00 01 26 00 00 01 84 00 00 01 E0 00 00 02 3A 00 00 02 92 00 00 02 E8 00 00 03 3C
000028	00 00 03 8E FF FF FF 9D FF FF FF 9F FF FF FF A1 FF FF FF A3 FF FF FF A5 FF FF FF A7 FF FF FF A9 FF FF FF AB FF FF FF AD
000032	FF FF FF AF 00
00003c	00 00
000046	00 00
000050	00 00
00005a	00 00
000064	00 00
00006e	00 00
000078	00 00
000082	00 00
00008c	00 00
000096	00 00
0000a0	00 00
0000aa	00 00
0000b4	00 00
0000be	00 00
0000c8	00 00
0000d2	00 00
0000dc	00 00
0000e6	00 00
0000f0	00 00
0000fa	00 00



STP10

Timing diagram showing digital signals for various components over time. The x-axis represents time in nanoseconds (ns) from -24 to 8. The y-axis lists components: Type, Address, Name, and a list of signals. The signals include: rht, RUP, STRIGERR, BPADDR, CLKCNT, Instruction, EXPC, FHCNT, Instruction, IDPC, Instruction, IPK, INSTCNT, MEMInstruction, MEMPC, STCNT, and WBPC. The diagram shows the timing relationships between these signals, with some signals having multiple instances or values.