```
Aug 8 06:08:22
                                                                                                                       $ ★ ▼ 対 🗎 77% ▼
                                            ~/Desktop/final_1571/pipeline.cpp - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help
  4 int FETCH WIDTH = 1;
  5 int COMMIT WIDTH = 1;
        debug =0;
         finished =0;
        PC =0;
 14 pipeline::~pipeline() {
18 void pipeline::set debug mode() {
22 void pipeline::fetch() {
            cout<<endl<<"----"<<endl;
            unsigned int temp = m.get_instructions(PC);
            inst.decode(temp, debug);
            ROB ID.push ROB(temp);
                cout<<"#"<<PC<<" instruction: "<<temp<<endl;
               cout<<"type: "<<inst.get type()<<endl;</pre>
            convert inst to IO push(ROB ID.get ROB ID()): // this will convert the decoded inst and push it to the quei
.* Aa "" ( □ □ throw
                                                                 Aug 8 06:07:18
                                                                                                                       piyush@pkGayLord: ~/Desktop/final_1571
Writing 20 at #r 12
-----commiting-
commiting ROB_ID: 27
instruction converted to binary is: 0000110101100111010100000000000000
#8 instruction: 224874496
type: 0
printing IQ's head:
type valid1 src1 valid2 src2 op_code dest immediate ROB_ID
0 1 7
Solving R-type instruction.
 -----commiting-----
commiting ROB_ID: 28
 -----Fetching------
instruction converted to binary is:
#9 instruction: 1082392577
-----instruction queue-----
type valid1 src1 valid2 src2 op_code dest immediate ROB_ID
1 1 4
Solving I-type instruction.
Writing 5 at #r 4
-----commiting-----
commiting ROB_ID: 29
instruction converted to binary is:
010110001000100000000000000000110
type: 1
printing IQ's head:
-----instruction queue-----
type valid1 src1 valid2 src2 op_code dest immediate ROB_ID
1 1 8 1 0 6 4 6 30
```

# CPU Simulator C++

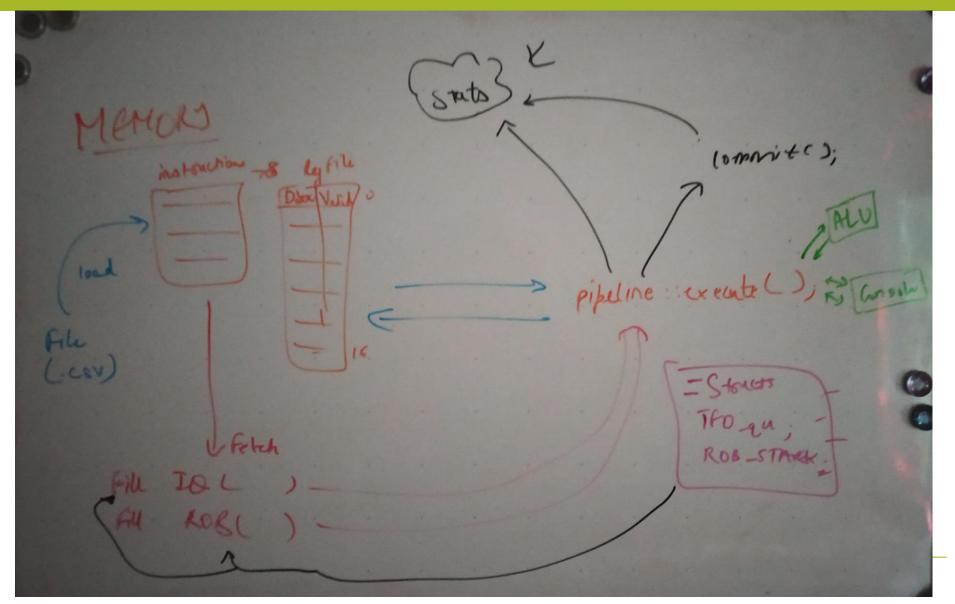
• ENSC 251

Piyush Khurana

301401571

#### Overview:

```
IQueue.cpp x IQueue.h x memory.cpp x TFO qu.h x pipeline.cpp x memory.h x makefile x instruction.cpp x TFO qu.cpp x instruction.h x
OBJS = main.o IQueue.o memory.o pipeline.o ReorderBuffer.o Statistics.o TFO qu.o instruction.o ALU.o
SOURCE = main.cpp IQueue.cpp memory.cpp pipeline.cpp ReorderBuffer.cpp statistics.cpp TFO qu.cpp instruction.cpp ALU.cpp
HEADER = IQueue.h memory.h pipeline.h ReorderBuffer.h TFO qu.h instruction.h ALU.h
 OUT
        = tool
CC
        = q++
FLAGS = -g - c
LFLAGS = -lstdc++
all: $(0BJS)
        $(CC) -o $(OUT) $(OBJS)
 main.o: main.cpp
        $(CC) $(FLAGS) main.cpp
 IQueue.o: IQueue.cpp
        $(CC) $(FLAGS) IQueue.cpp
memory.o: memory.cpp
        $(CC) $(FLAGS) memory.cpp
pipeline.o: pipeline.cpp
        $(CC) $(FLAGS) pipeline.cpp
ReorderBuffer.o: ReorderBuffer.cpp
        $(CC) $(FLAGS) ReorderBuffer.cpp
statistics.o: statistics.cpp
        $(CC) $(FLAGS) statistics.cpp
TFO qu.o: TFO qu.cpp
        $(CC) $(FLAGS) TFO qu.cpp
instruction.o: instruction.cpp
        $(CC) $(FLAGS) instruction.cpp
ALU.o: ALU.cpp
        $(CC) $(FLAGS) ALU.cpp
clean:
```



### CONNECTIVITY

#### Memory

| Register_file: |       |
|----------------|-------|
| data           | Valid |
| 0              | 1     |
| 0              | 1     |

```
#ifndef MEMORY H
#define MEMORY H
#include<iostream>
#include<fstream>
#include<string>
using namespace std;
struct Register file {
    int data;
    bool valid;
class memory {
   vector<unsigned int> instruction memory;
   Register file rf[16];
   memory();
   memory(const int size, const string str);
    ~memory();
   unsigned int get_instructions(const int);
   bool read_csv(const string );
   int reg at read(const int);
   bool reg at write(const int, const int); // writing at Register file 1st int is position and the other int is number to be written
   bool reg is valid(const int);
   bool is inst left(const int);
    void free it();
```

#### Instructions

```
▼ IQueue.h x TFO_qu.h x pipeline.cpp x ALU.h x ALU.cpp x IQueue.cpp x TFO_qu.cpp x memory.h x makefile x instruction.h x
    #ifndef INSTRUCTION H
    #define INSTRUCTION H
    #include<bitset>
    #include<string>
    #include<iostream>
    using namespace std;
    class instruction {
11
        int inst type;
12
        int src1;
13
        int src2;
        int dest;
        int op code;
        int imm value;
17
        instruction();
        instruction(unsigned int n);
21
        instruction(const instruction& i);
        bool decode(unsigned int inst, int debug); // to decode this thhing to all the private members we have
23
        int get src1() const;
        int get src2() const;
25
        int get opcode() const;
        int get type();
        int get dest() const;
        int get immediate() const;
                                             No setters
    };
```

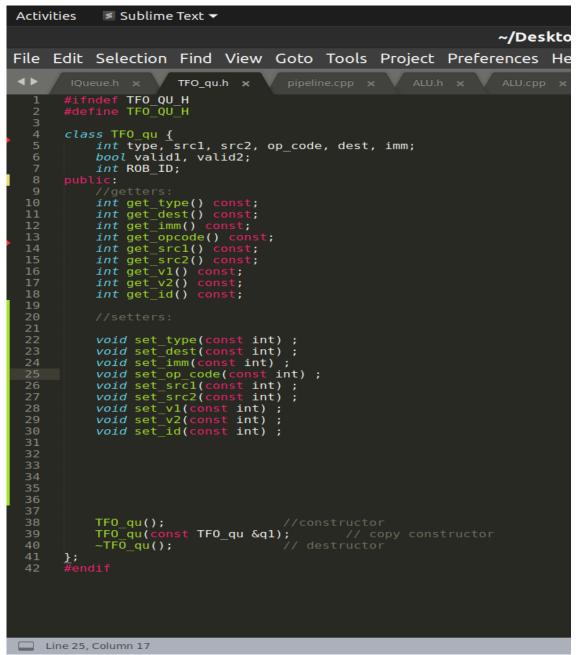
#### TFO\_qu

Instruction



**I**Queue

queue<TFO\_qu>



```
■ Sublime Text ▼

                                                                        Aug 8 07:04:30
Activities
                                                  ~/Desktop/final_1571/IQueue.h - Sublime Text (UNREGISTERE
File Edit Selection Find View Goto Tools Project Preferences Help
      IQueue.h x TFO_qu.h x pipeline.cpp x ALU.h x ALU.cpp x IQueue.cpp x TFO_qu.cpp x memory.h x makef
     #ifndef IQUEUE H
     #define IQUEUE H
     #include"TFO qu.h"
     #include<iostream>
  6 #include<iomanip>
     #include<queue>
     using namespace std;
     class IQueue: public TFO qu {
         std::queue<TF0 qu> IQ;
 12
          IOueue():
 13
         ~IQueue();
          bool TFO pop();
          bool TFO push(const TFO qu &q1);
          bool TFO update(bool v1, bool v2); // to update/broadcast the valid bits in next instr
          void print();
          bool empty();
         TFO qu get front();
 21
         int get id() const;
     };
```

Line 6, Column 17

#### IQUEUE

# pipelin

```
#ifndef PIPELINE H
#define PIPELINE H
       e"instruction.h"
        "IQueue.h"
        "memory.h"
        "ReordérBuffer.h"
        "Statistics.h"
        "TFO qu.h"
#include"ALU.h"
#include<iostream>
#include<string>
using namespace std;
class pipeline {
    instruction inst;
    IQueue IQ;
    memory m;
    ALU alu;
    ReorderBuffer ROB ID;
    Statistics stats;
    int PC;
    bool debug;
    bool finished;
    pipeline();
    ~pipeline();
    void fetch();
    void execute();
    void execute R();
    void execute I();
    void execute J();
    void execute P();
    void commit();
    bool load memory(string str);
    void update stats();
    bool is finished();
    bool convert inst to IQ push(int ROB ID);
    bool update IQ();
    void free for next();
    void set debug mode();  // to set to debug mode, default is normal mode.
};
```

#### ALU





Most of the classes were tested individually before integrating in the project



Designed with thorough understanding.

# Thorough testing

## Thank - You