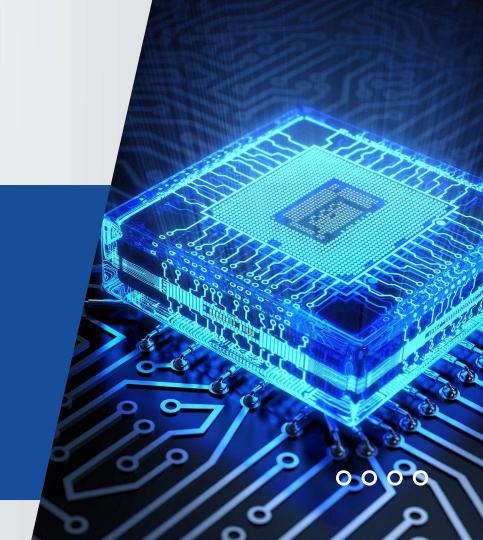




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- Overview
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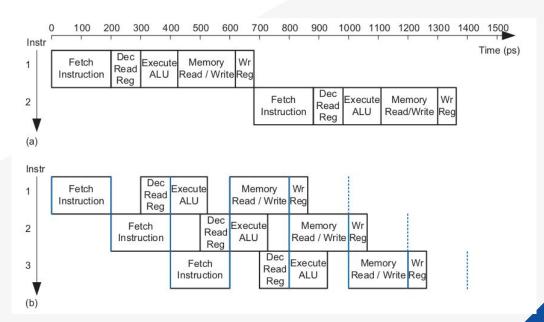


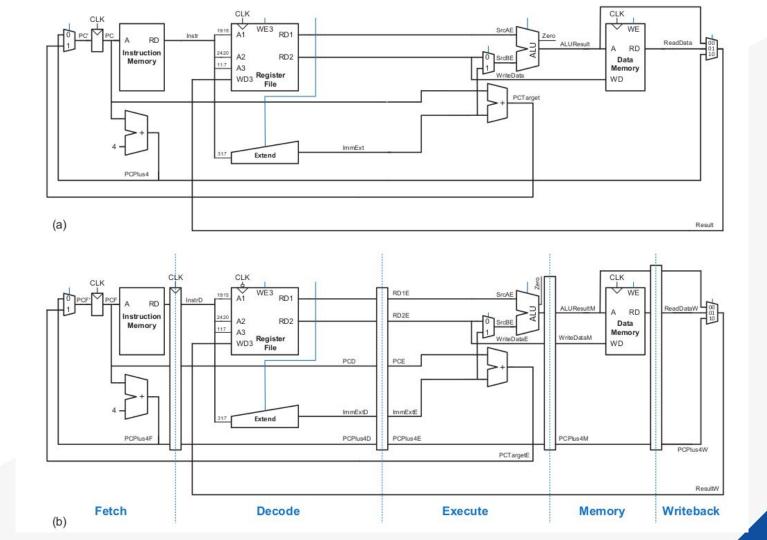
Overview



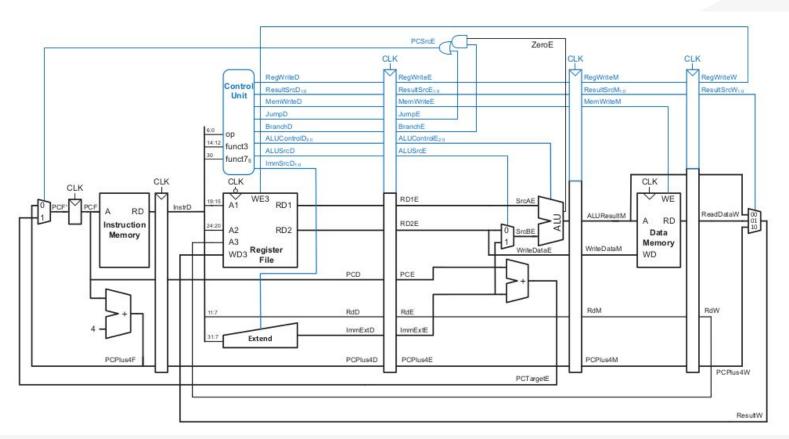
Pipelining

We design a pipelined processor by subdividing the single-cycle processor into five pipeline stages. Thus, five instructions can execute simultaneously, one in each stage. Because each stage has only one-fifth of the entire logic, the clock frequency is approximately five times faster.





Pipeline Datapath



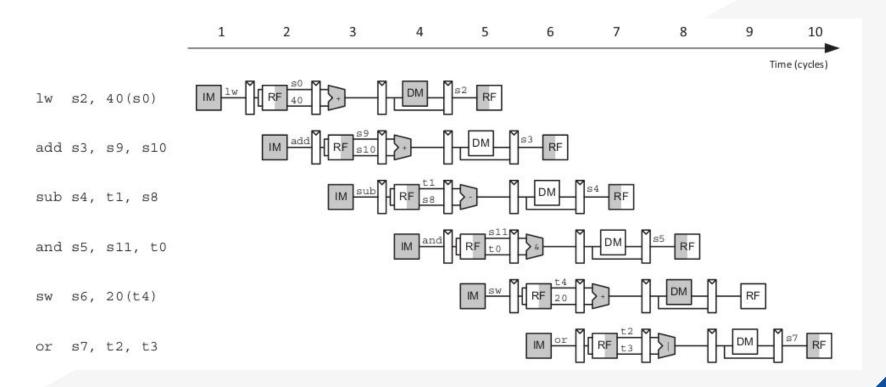




Implementation of Fetch Cycle



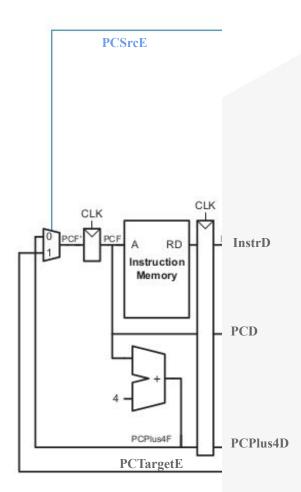
Abstract View of Pipelining



Fetch Cycle Datapath

Modules to be Integrated:

- 1) PC Mux
- 2) Program Counter
- 3) Adder
- 4) Instruction Memory
- 5) Fetch Stage Registers







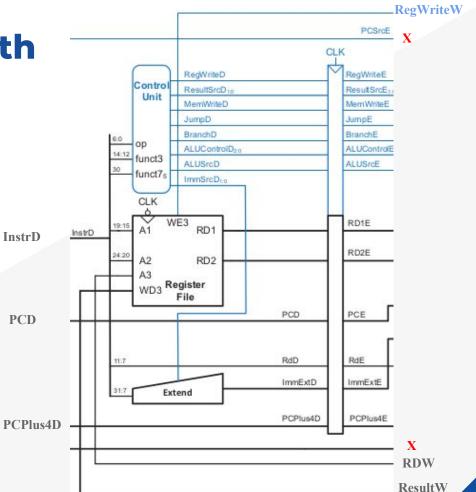
Implementation of Decode Cycle



Decode Cycle Datapath

Modules to be Integrated:

- 1) Control Unit
- 2) Register File
- 3) Extender
- 4) Decode Stage Registers







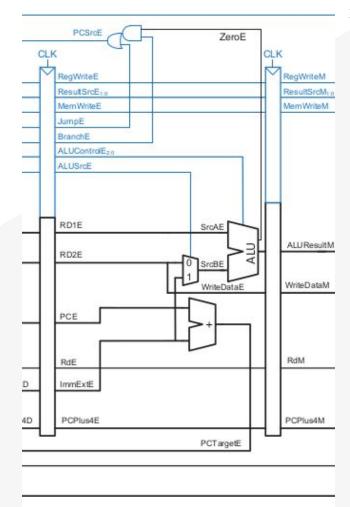
Implementation of Execute Cycle



Execute Cycle Datapath

Modules to be Integrated:

- 1) AND Gate
- 2) Mux
- 3) Adder
- 4) ALU
- 5) Execute Stage Registers



X

V

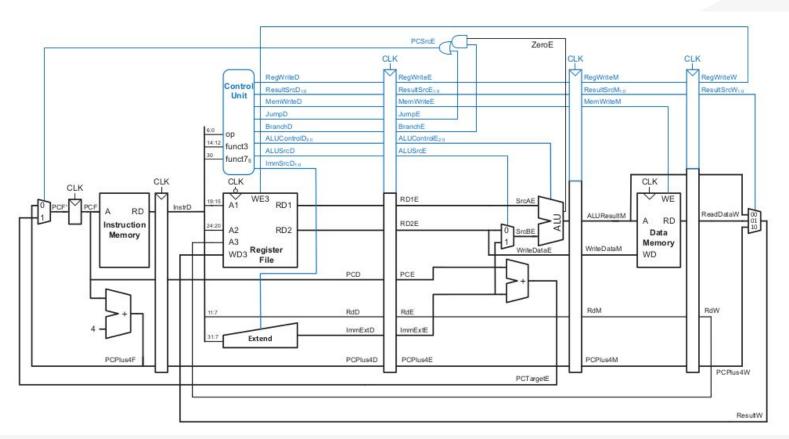




Implementation of Memory Cycle



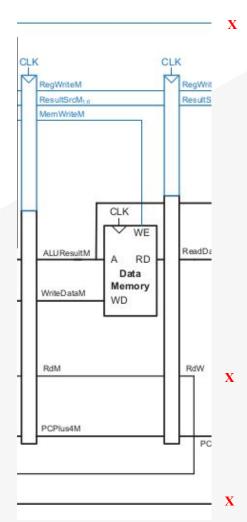
Pipeline Datapath



Memory Cycle Datapath

Modules to be Integrated:

- 1) Data Memory
- 2) Memory Stage Registers







Implementation of Write Back Cycle



Write Back Cycle Datapath

Modules to be Integrated:

1) Mux

