

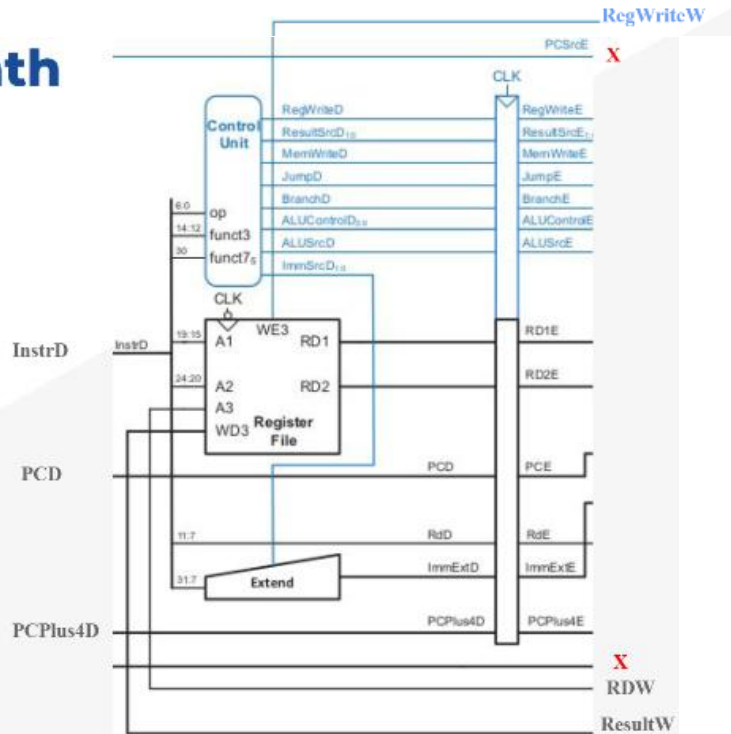
- 1) PC Mux
- 2) Program Counter
- 3) Adder
- 4) Instruction Memory
- 5) Fetch Stage Registers



## Decode Cycle Datapath

Modules to be Integrated:

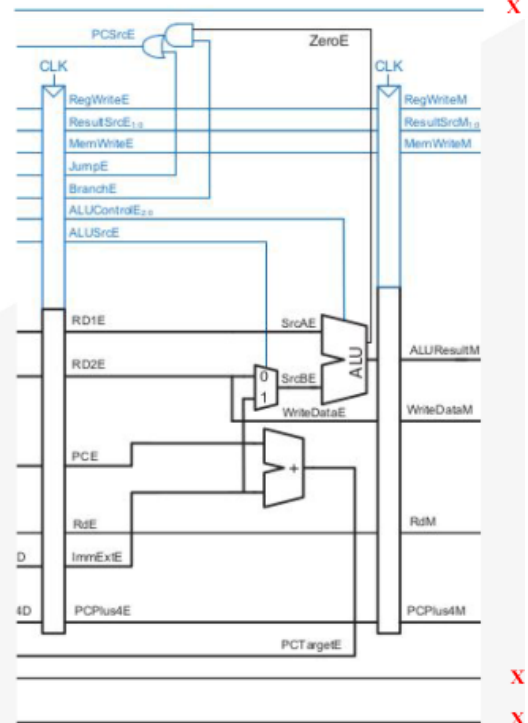
- 1) Control Unit
- 2) Register File
- 3) Extender
- 4) Decode Stage Registers



## Execute Cycle Datapath

Modules to be Integrated:

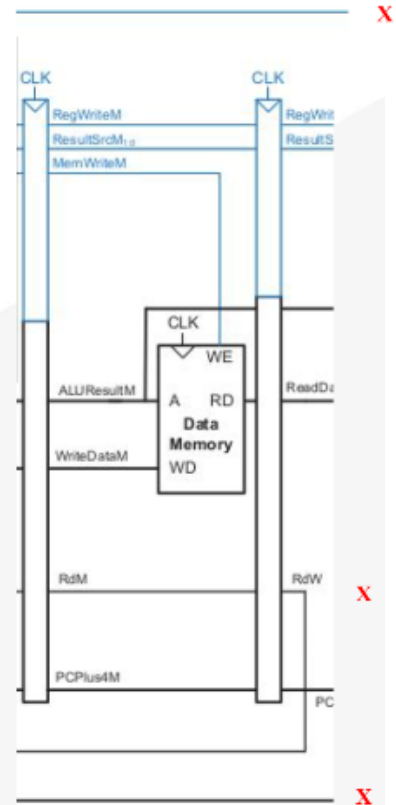
- 1) AND Gate
- 2) Mux
- 3) Adder
- 4) ALU
- 5) Execute Stage Registers



## Memory Cycle Datapath

Modules to be Integrated:

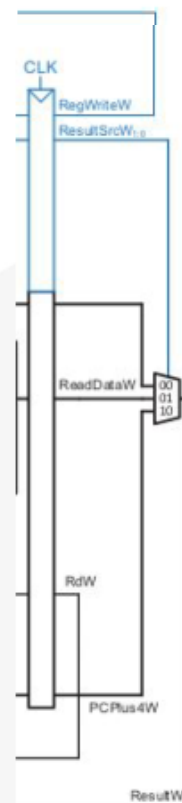
- 1) Data Memory
- 2) Memory Stage Registers



## Write Back Cycle Datapath

Modules to be Integrated:

- 1) Mux



# Pipeline Hazard

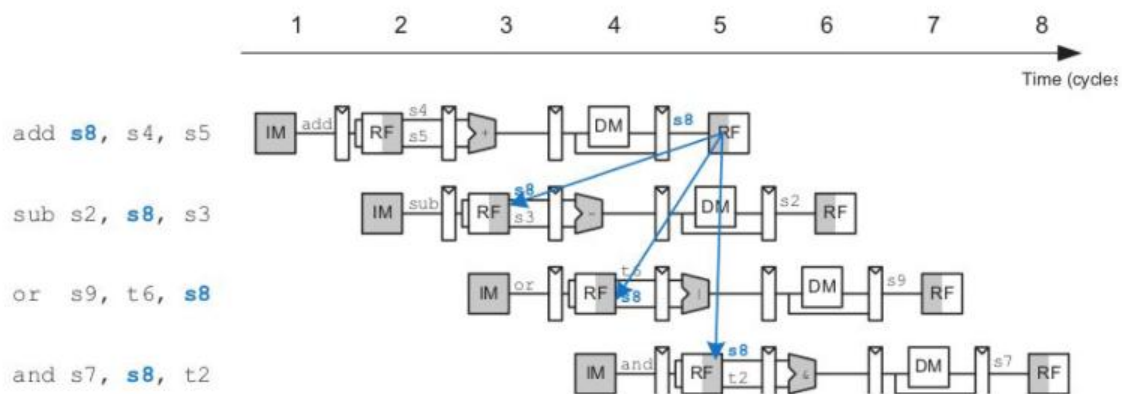
## Structural Hazard

1. Hardware does not support the execution of instruction in same clock cycle.
2. Without having Two memories RISC-V pipelining architecture will have structural hazard.

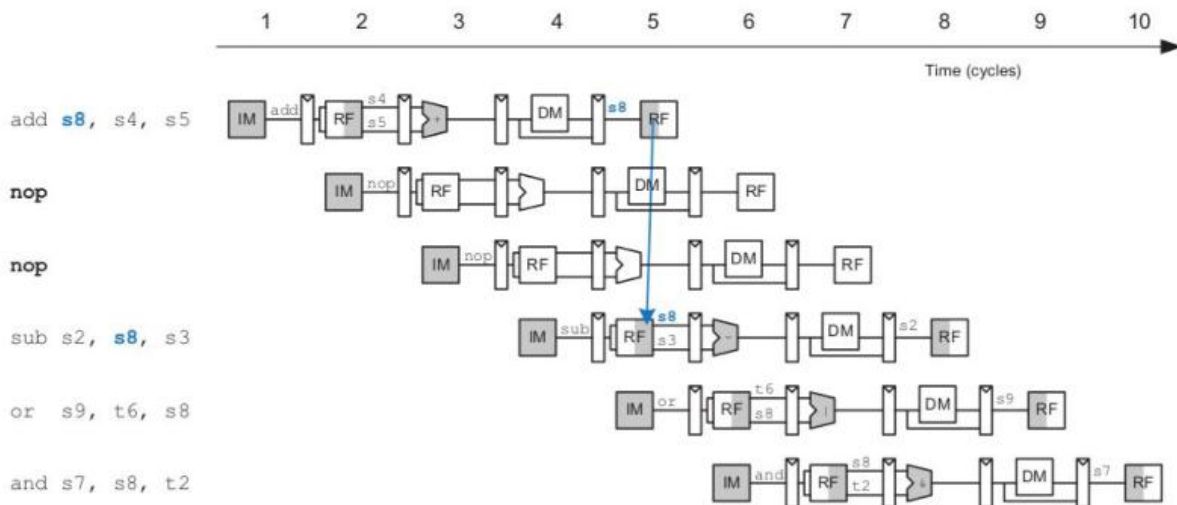
## Data Hazard

1. Data to be executed is not available.
2. May occur when pipeline is stalled.
3. Solve by using **forwarding** or **bypassing** technique.

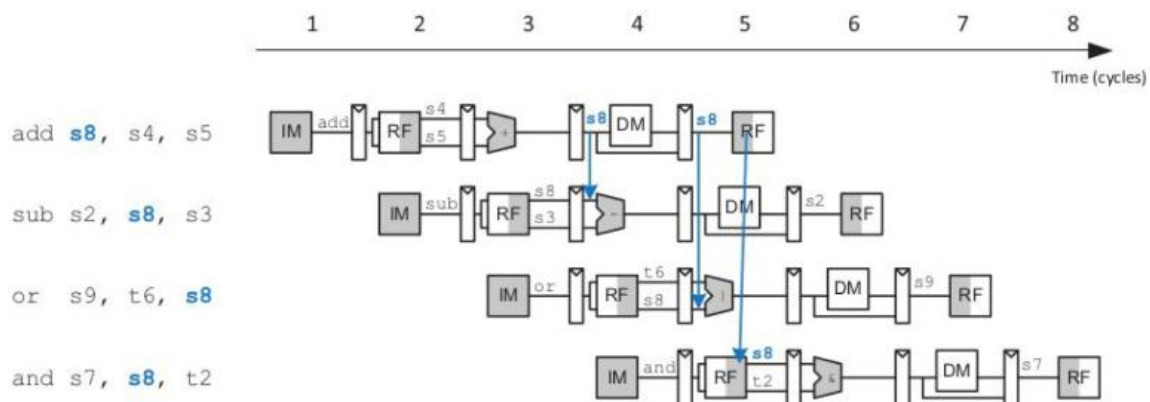
## Data Hazard In Pipelining



## Solution of Data Hazards Using Nops



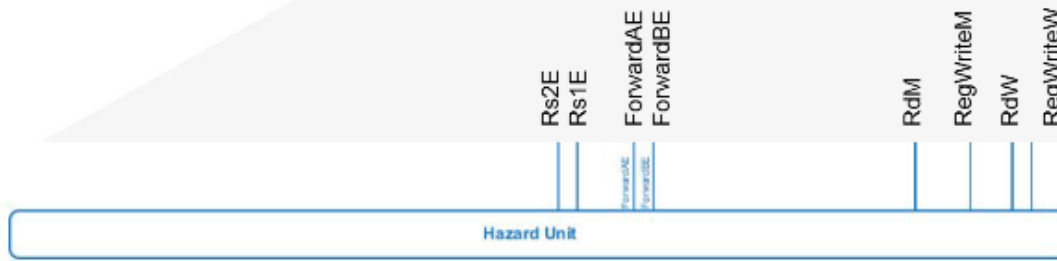
## Using Forwarding / Bypassing



## Condition Table

Mux control	Source	Explanation
ForwardA = 00	ID/EX	The first ALU operand comes from the register file.
ForwardA = 10	EX/MEM	The first ALU operand is forwarded from the prior ALU result.
ForwardA = 01	MEM/WB	The first ALU operand is forwarded from data memory or an earlier ALU result.
ForwardB = 00	ID/EX	The second ALU operand comes from the register file.
ForwardB = 10	EX/MEM	The second ALU operand is forwarded from the prior ALU result.
ForwardB = 01	MEM/WB	The second ALU operand is forwarded from data memory or an earlier ALU result.

## Condition for Data Hazard



### Memory Stage

if (RegWriteM and (RdM != 0) and (RdM == Rs1E))  
ForwardAE = 10

if (RegWriteM and (RdM != 0) and (RdM == Rs2E))  
ForwardBE = 10

### WriteBack Stage

if (RegWriteW and (RdW != 0) and (RdW == Rs1E))  
ForwardAE = 01

if (RegWriteW and (RdW != 0) and (RdW == Rs2E))  
ForwardBE = 01

## Updated Pipeline Top Architecture

