

CS6600: Computer Architecture

Assignment #4

Submission deadline: 2nd Oct, 2021

Branch predictor units are incorporated in processors to minimize penalties associated with control statements. Branch predictor unit consists of a branch prediction logic and a branch target buffer. Given the branch prediction framework, the task of this assignment is to implement the Tournament Branch Predictor (discussed in the class). You are free to consider any number of entries in any of the tables associated with the Tournament Branch Predictor and each entry of the table can be of any width, but the total size of the Branch Predictor Unit should be less than 16KB.