

CYCLE

INST RETIRED

REASON

1	HALT (invalid)	EST signal 0s latch
2	HALT (invalid)	EST signal 0s latch
3	HALT (invalid)	1st invalid halt
4	HALT (invalid)	2nd invalid halt
5	HALT (invalid)	3rd invalid halt
6	HALT (invalid)	4th invalid halt
7	LBI r0, 0	1st instruction
8	LBI r5, 43	2nd instruction
9	LBI r6, 43	3rd instruction
10	LBI r7, 43	4th instruction
11	LD r1, r0, 0	5th instruction
12	NOP	RAW on r1 from LD/ST so we wait until LD is retired
13	NOP	
14	NOP	
15	ST r5, r1, 0	hazardous LD retired
16	LD r1, r0, 2	7th instruction
17	NOP	RAW on r1 from LD/ST so we wait until LD is retired
18	NOP	
19	NOP	
20	ST r6, r1, 1	hazardous LD retired
21	LD r1, r0, 4	9th instruction
22	NOP	RAW on r1 from LD/ST so we wait until LD is retired
23	NOP	
24	NOP	
25	ST r7, r1, 1	hazardous LD retired
26	HALT	End of prgm
27		

Full pipeline analysis is on pages

↓ 2-3 ↓

F	D	E	M	WB
1 LBI	Invalid	Invalid	Invalid	Invalid
2 LBI	LBI	Invalid	Invalid	Invalid
3 LBI	LBI	LBI	Invalid	Invalid
4 LBI	LBI	LBI	LBI	Invalid
5 LD	LBI	LBI	LBI	LBI
6 ST	LD	LBI	LBI	LBI
7 LD	ST	LD	LBI	LBI
8 LD	ST	NOP	LD	LBI
9 LD	ST	NOP	NOP	LD
10 LD	ST	NOP	NOP	NOP
11 ST	LD	ST	NOP	NOP
12 LD	ST	LD	ST	NOP
13 LD	ST	NOP	LD	ST
14 LD	ST	NOP	NOP	LD

15 LD	ST	NOP	NOP	NOP
16 ST	LD	ST	NOP	NOP
17 LD	ST	LD	ST	NOP
18 LD	ST	NOP	LD	ST
19 LD	ST	NOP	NOP	LD
20 HALT	ST	NOP	NOP	NOP
21 HALT	HALT	ST	NOP	NOP
22 HALT	HALT	HALT	ST	NOP
23 HALT	HALT	HALT	HALT	ST
24 HALT	HALT	HALT	HALT	HALT

25

26

SOME explanations :

- 1) The 4 LBI instructions execute normally as there are no data hazards
- 2) First LD executes normally
- 3) First ST arrives in decode stage, prompting our hazard detection unit to catch the data hazard on r1
- 4) ST is stalled in decode with fetch stage frozen
- 5) hazardous LD propagates through and retires in WB, writing data to hazardous register
- 6) Steps 3-5 repeat twice more due to RAW data hazards on r1
- 7) HALT retires in WB halting the processor

• Total cycle count: 27 with resets

• Total instructions: 11

• CPI = 2.5

• NOTE: we use a valid bit to invalidate HALTs generated on reset so our program can begin