

Computer Architecture Lab Project Fall 2021

You should change Mips datapath design in a way that the following instructions are supported as well:

- 1. beq Rsrc1, Src2, labelBranch on Equal (Conditionally branch to the instruction at the label if the contents of register Rsrc1 equals Src2.)
- 2. bgt Rsrc1, Src2, labelBranch on Greater Than Equal (Conditionally branch to the instruction at the label if the contents of register Rsrc1 are greater than Src2.)
- 3. bge Rsrc1, Src2, labelBranch on GTE Unsigned (Conditionally branch to the instruction at the label if the contents of register Rsrc1 are greater than or equal to Src2.)
- 4. blt Rsrc1, Src2, labelBranch on Less Than Equal (Conditionally branch to the instruction at the label if the contents of register Rsrc1 are less than Src2.)
- 5. ble Rsrc1, Src2, labelBranch on Less Than Equal (Conditionally branch to the instruction at the label if the contents of register Rsrc1 are less than or equal to Src2.)

6. bne Rsrc1, Src2, labelBranch on Not Equal

(Conditionally branch to the instruction at the label if the contents of register Rsrc1 are not equal to Src2.)

7. j labelJump

(Unconditionally jump to the instruction at the label.)

8. jal labelJump and Link

(Unconditionally jump to the instruction at the label or whose address is in register Rsrc. Save the address of the next instruction in register 31.)

9. multi Rsrc1, imm

(multiply register Rsrc1 with the immediate value (imm))

10. divi Rsrc1, imm

(divide register Rsrc1 by the immediate value(imm))

11. sra Rsrc1, imm

(shift arithmetic right)

- Pay attention that you might need to make changes in different parts of your datapath as control unit and alu unit.
- The place where you should calculate where do jump and branch instructions point to is after the EX/MEM pipeline stage.
- Instead of labels add an address manually.
- DO NOT FORGET TO SEARCH AND ALSO FEEL FREE TO ASK ANY QUESTION.

Good luck:)

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