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Course Code: VE 370

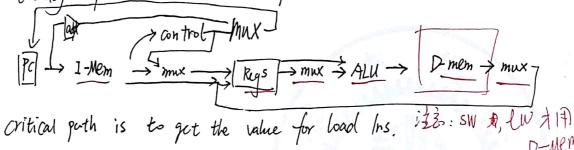
Date:

Homework 4

4.2.2 a) we need two 2-input ALV or one 3-input ALV b) we need a new ALU with this shift operation

4.2.3 a). An exable signal for 2nd ALV or tell wether to use 2 or 3 injut b): An signal to tell to perform shift operation.

4.2-4 a). latency depends on the longest puth.



I-Mem → Regs → Mux → ALU → D-mem → mux

= 400 + 200 + 30 + 120 + 350 + 300 = 1130ps

: Add units are not in the critical path, doing change

b): Lateray for logs + 100 => 1130+100 = 1230 ps.

4.6.5

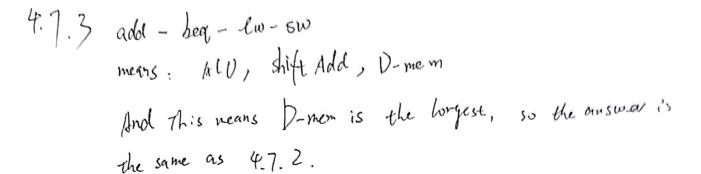
a). Mone. I-Mem is slower than Add, so Add can we be in the critical parth.

b). Loads & stores.

4.7.

Only LW > Exitial path . I-mem > keg > mix > ALU > D-mem > mix 4.7.2

a). 400 +200+30+120 +350 + 30 = 1130 Ps.



4.8.1

(a)]-mem, out, hit 7. Its It address

15:0

So we can test stuck at 0 by make address to be all 0 except bit 7:

so we can test stuck at 0 by make address to be all 0 example one? odd i \$to, \$to, 128 (128 is (works))

Then we check \$to to see wether hit 1 is zero.

(b) Control unit, Mem to Reg. Dem Mem ALV

Only when "lw" Mem to keg =1.

lu \$ to frew, if \$to \$0, stuck at zero.

(a): \$ to origin at 12R, then addi \$ to, \$200 (

(b) No. not relide. If stuck at 1, then random write, way be the same as the value in register.

Because a signal can not be both of 1. we can 4.

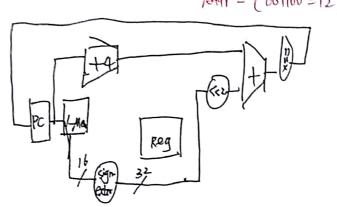
4.11.2

(b) $\frac{500}{500} = 2^2 = 4 = 600$ So ALV op = 0 | , $\frac{1}{165} = 00$ | 0

4.11.3 (a) new PC = PC+4 \$ 12. Something important:

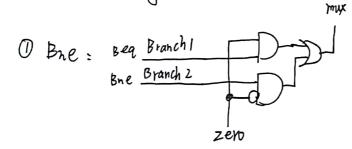
6, new PC = PC+4+12x4 if \$1=\$3

Adr = (00/100 = 12)



Reg file

YS Read data 1 Reg Write



2) Jal: 1. male write register at Regfile to be \$ra

