

lab3实验报告

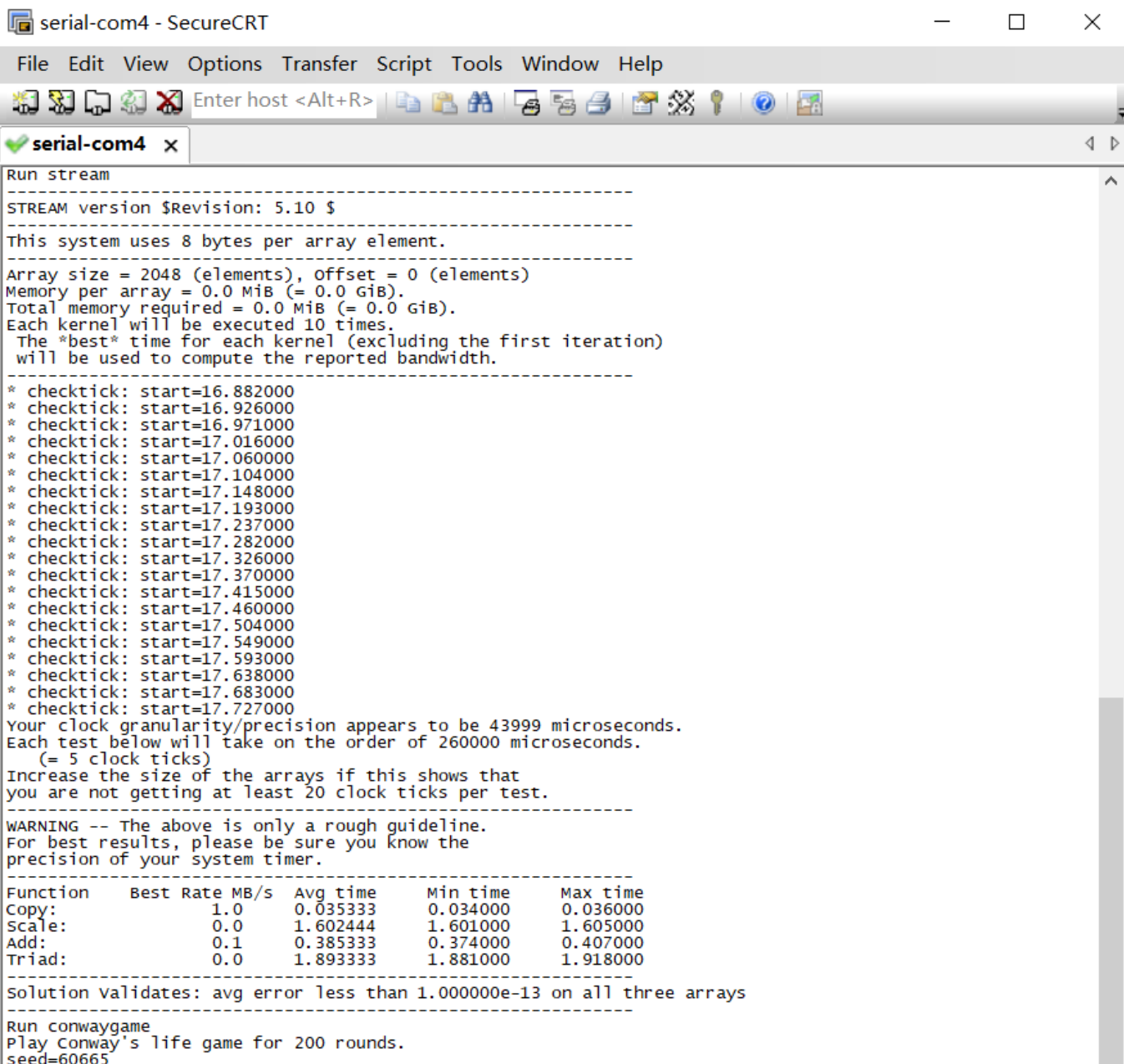
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改动

1. 更多指令：主要修改了decoder和execute。将原本memory阶段的beq跳转放到execute阶段。rtype和itype指令的新增主要通过添加alufunc完成。
2. 握手总线：修改hazard。设置 $i_wait = i_req.valid \ \&\& \ \sim i_resp.data_ok$, $d_wait = d_req.valid \ \&\& \ \sim d_resp.data_ok$ 作为hazard输入信号。i_wait期间，阻塞pcreg, flush freg。如果在i_wait期间有跳转信号产生，则还要阻塞ereg（维持跳转信号和跳转地址）flush mreg（防止重复执行）。在d_wait期间阻塞pcreg, flush freg（相当于插入nop），阻塞mreg（防止地址丢失），flushwreg（防止重复执行）。
3. 根据提供的代码在memory中新增readdata和writedata模块。适当修改防止多驱动。

测试通过截图

```
[src/cpu/cpu-exec.c,320,cpu_exec] nemu: HIT GOOD TRAP at pc = 0x00000000800152c0
[src/cpu/cpu-exec.c,321,cpu_exec] trap code:0
[src/cpu/cpu-exec.c,62,monitor_statistic] host time spent = 25156355 us
[src/cpu/cpu-exec.c,64,monitor_statistic] total guest instructions = 59205022
[src/cpu/cpu-exec.c,65,monitor_statistic] simulation frequency = 2353448 instr/s
Program execution has ended. To restart the program, exit NEMU and run again.
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Exit with code = 0

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ReadySerial: COM4, 960066, 166 Rows, 106 ColsVT100CAPNUM