Section 1: Title page

. Project title

Team name: Team T.L.D.C.S. (Team Learned Designers Collaborating Sensibly)

Members:

Shuying Fan – Design Master

Donald Pomeroy – Verification Master

Corey Stappenbeck – Integration Master

Leonard Robinson - Verification Master

Tong Zhang – Design Master

. Project member duties

o Elect a Design Master

o Elect a Verification Master

Section 2: Design Overview (A simple plain English description)

In order to achieve a CPI of less than 1, a multiple-issue processor can be used. This will allow multiple instructions to be issued in a single cycle.

To implement the multiple-issue processor the following components are needed.

A register file includes 32 registers are included in this pipeline design. The strategy of branch prediction is always taken. The superscalar out-of-order MIPS pipeline can fetch two instructions every cycle from the memory.

To avoid RAW hazard, before fetching a RAW\_checker is needed. If there is no RAW hazard, the pipeline will fetch two instructions every cycle; if not, a certain number of stalls will be inserted before checking.

After fetching stage, the decoder will decode the instructions. Register renaming is implemented to deal with RAW and WAR hazards after decoding. A look-up table which records the renaming information is created in this stage.

Then the instructions go into the issue queue. Since all the data dependences have been dealt with in the previous stages already, the issue logic only needs to issue two instructions every cycle whenever there are available execution units. The issue queue is also able to flush the queue when there is branch mis-prediction.

After execution, the instructions can be committed and write back to the memory.

Section 3: Unit Level interfaces

Section 4: Subunit partitioning and interfaces, Test harness structure

Section 5: Microarchitecture design

Section 6: Verification strategy

Section 7: Performance estimates

Section 8: Area estimates

Section 9: Bugs, Coverage,

Section 10: Document revision history