

CSM151B HW4
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4.7

1.

Opcode = $(101011)_2 = (43)_{10}$

This is a load/store function

$$R_s = (00011)_2 = 3$$
$$R_t = (00010)_2 = 2$$

Address = $(00000000000010100)_2 = 20$

Thus, the instruction is `sw $s2, 20($s3)`.

The input of sign-extended is:

0000 0000 0000 0000 0000 0000 0001 0100

The output of the shift left is:

(XXXX 1000 1000 0000 0000 1010 0000)₂, where XXXX is the most significant 4 bits of PC+4

2.

ALU control input is:

Function field of instruction: $(010100)_2 = (43)_{10}$

It's a SW instruction

ALUOp is 00

Input1 of ALU is $(00011)_2$

Input2 of ALU is (000000000000000000000000010100)₂

3.

The new PC is PC+4 The data path is shown in the diagram attached below.

4.

Two muxes at branch: PC+4

Mux before the registers: Can be either 00010 or 00000

Mux before the ALU: 0000 0000 0000 0000 0000 0000 0001 0100

Mux after data memory: Random bits from “read data” port

5.

ALU input 1: $(-3)_{10}$

ALU input 2: (20)₁₀

Top left adder: current PC and 4

add(ALU result): $pc + 4$ and $(80)_{10}$

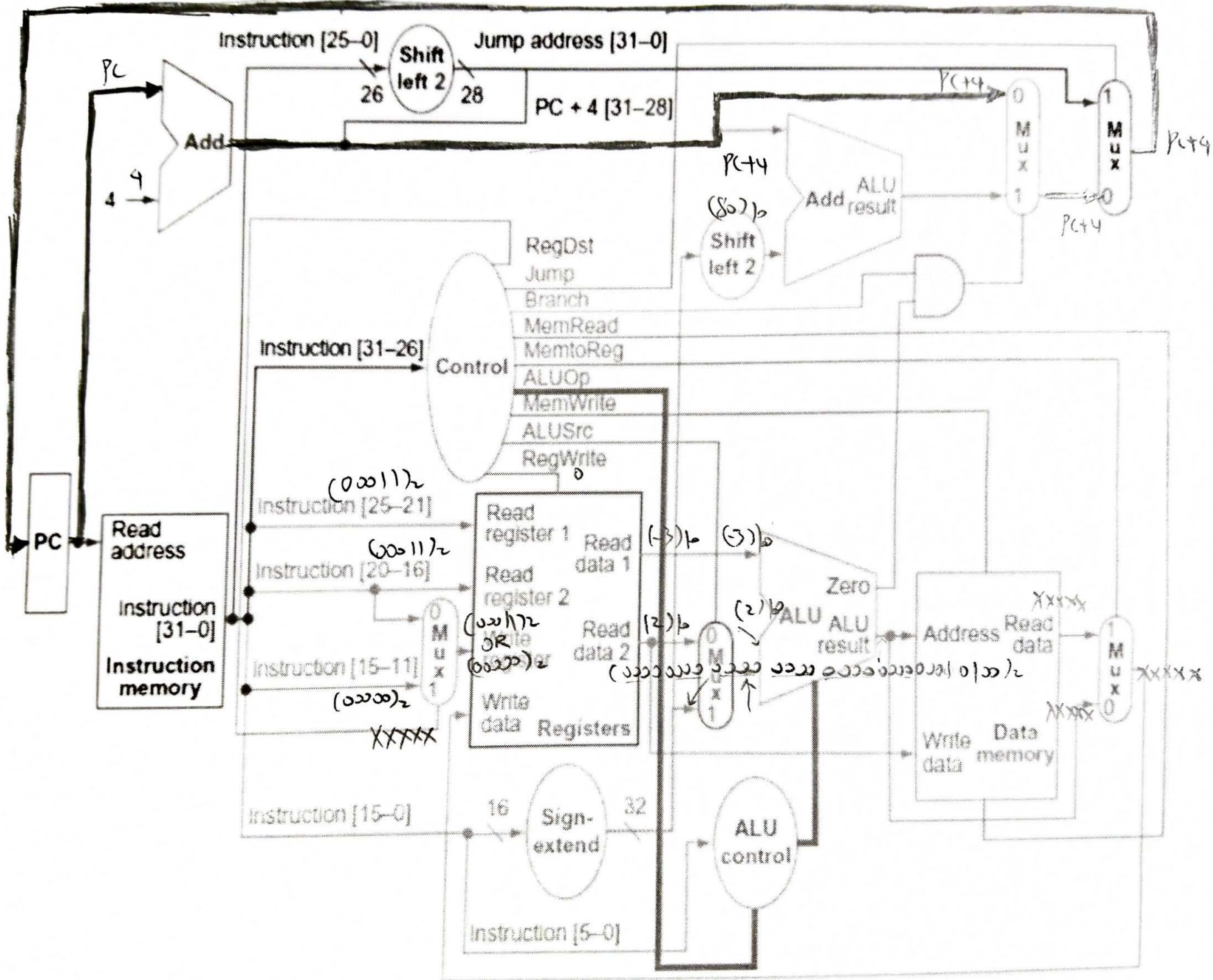
6.

Read register 1: 00011

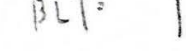
Read register 2: 00010

Write register: 00010 or 00000 (don't care)

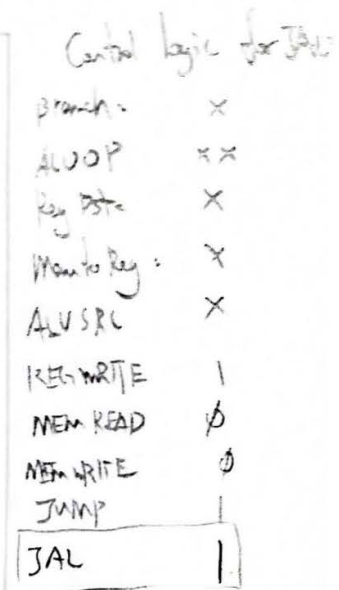
Write data: don't care
RegWrite:0



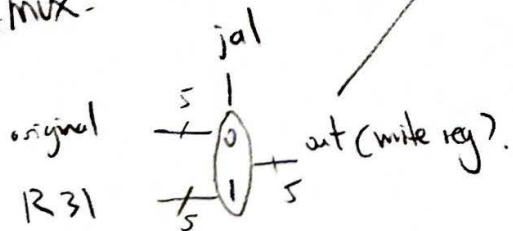
else
PC = PC + 4



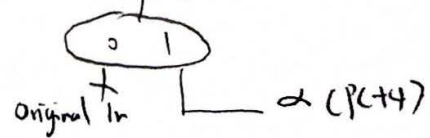
Op code.	ALUOp	Operation	Func	ALUFunc	ALUControl
BLT	11	slt	XXXXX	slt	0111

$$PC = [31 \dots 28](PC + 4) \mid [27 \dots 0](1 \ll 2)$$


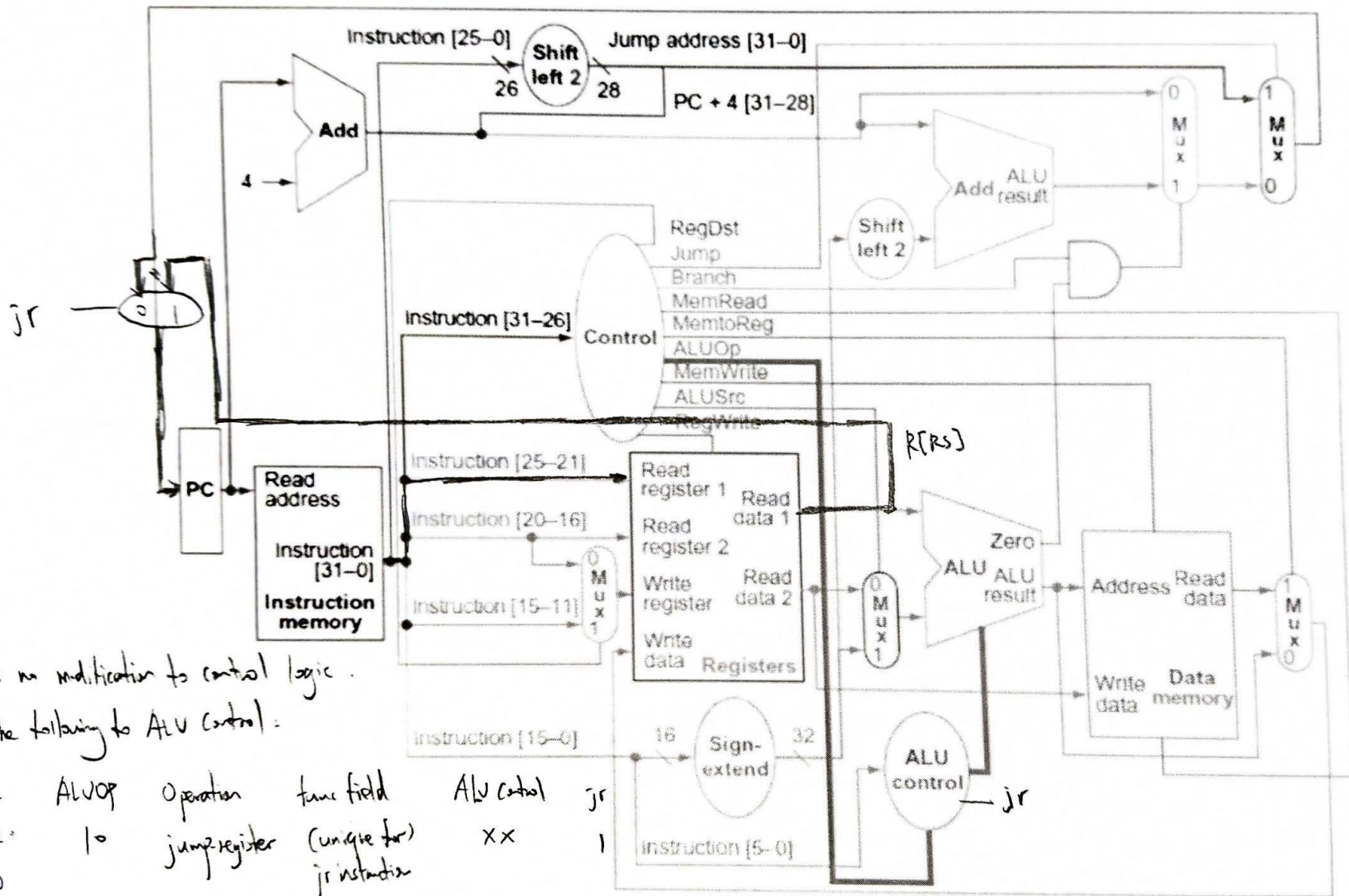
Add A MUX:



Add A Mux art (write data)



jr:
PC = R[rs]



There's no modification to control logic.
Add the following to ALU control:

Opcode	ALUOp	Operation	func field	ALU control	jr
R-type	10	jump-register	(unique for jr instruction)	xx	1

ALU control outputs `jr=0` except for `jr` instruction.