

①

CT3

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Ans to the Q. No (ii)

(a) Ans:

Here : $R[i] = R[i] + Y$

∴ 1. lw $\$t_0, Z(\$s_0)$

2. Add $\$t_0, \$s_2, \$t_0$

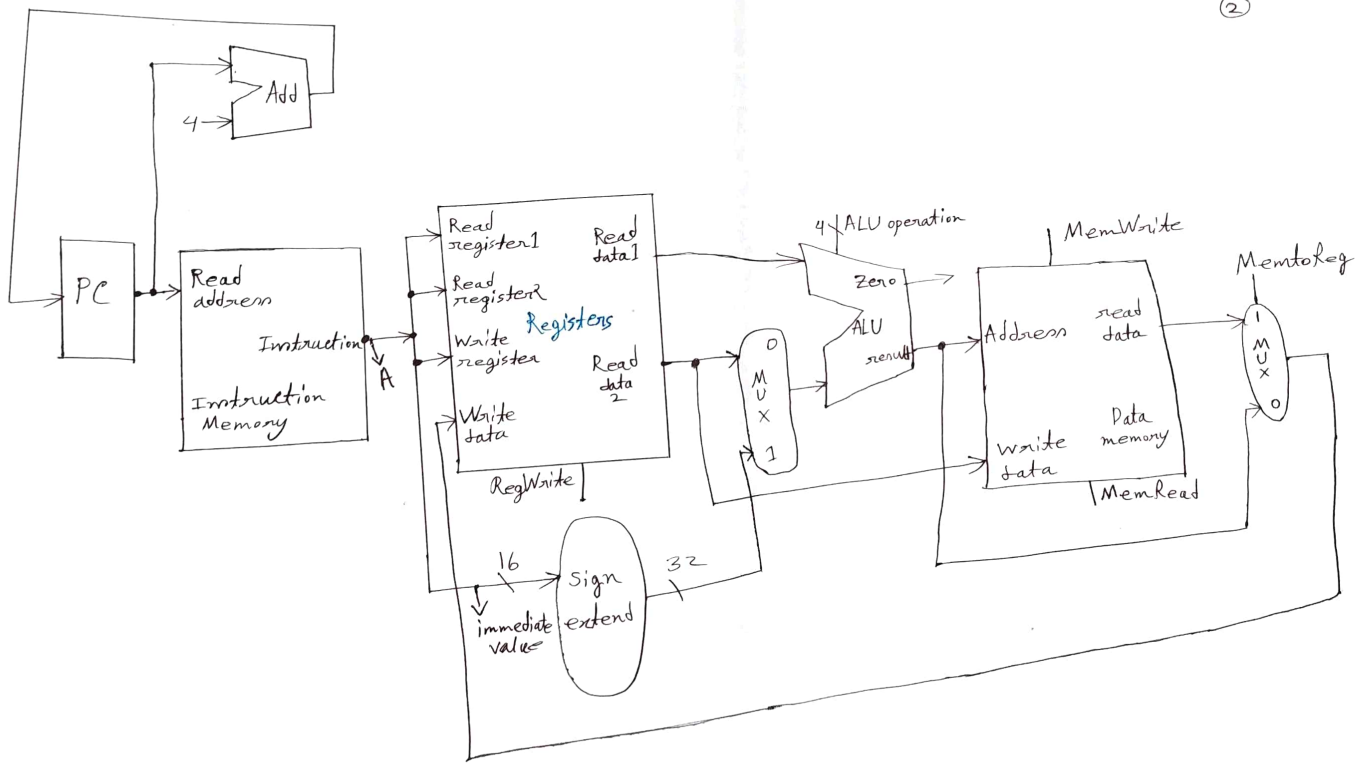
3. sw $\$t_0, Z(\$s_0)$

Let,
the
offset
 $i \times 4 = Z$

Registers,

$R = \$s_0$

$Y = \$s_2$



(2)

At first, I type: (datapath)

lw \$t0, z(\$s0)

steps:
 \downarrow rt \downarrow immediate \downarrow rs

① At first Grab the instruction from program counter, at read address at instruction memory.

② Now decode the instruction and result at point 'A' (at diagram).

③ Now at registers, Pass, rs at read register 1, rt at write register.

~~And pass~~
 ④ Now pass immediate value 'z' at sign extend which make 'z'

as 32 bit address and send to MUX
 MUX will send it to ALU. MUX is set here.

⑤ In the mean time Read data 1 will pass the value of Read Register 1 to

(4)

ALU.

- ⑥ ALU will pass the ~~Result~~ Result
at address point of Data Memory.
MemRead is set here.
- ⑦ Read data of Data Memory will pass
the value to MUX, where MUX
is set.
- ⑧ MUX will pass the value to
write data of Registers, where
RegWrite is set. Program counter
will be increased to next instruction.

2nd,
⑨ No instruction steps are same
till 2nd step.

Add \$rdto, \$^{rs}₂, \$^{rt}to

- ⑩ rs, rt, rd will pass to
Read register 1, 2 and write
register respectively.

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(14) Now Data memory will be,
~~set~~ ~~to~~ MemWrite is set.

⑥ Ans:

7 basic components

1. PC : ~~It~~ Holds the address of the current instruction.

2. Instruction Memory : provides read ~~to~~ access.

3. ALU : Used to Add values.

4. Sign extend : extend the ~~to~~ bits to double

5. Registers : Do read ~~a~~ write operation.

6. MUX : select value from Multiple values.

Data memory : reading, writing
Data .