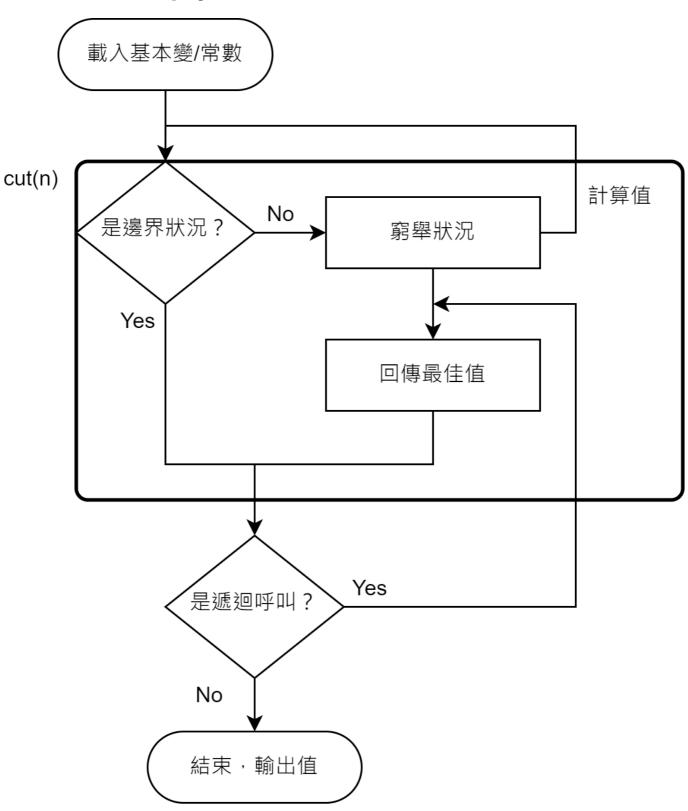
HW5

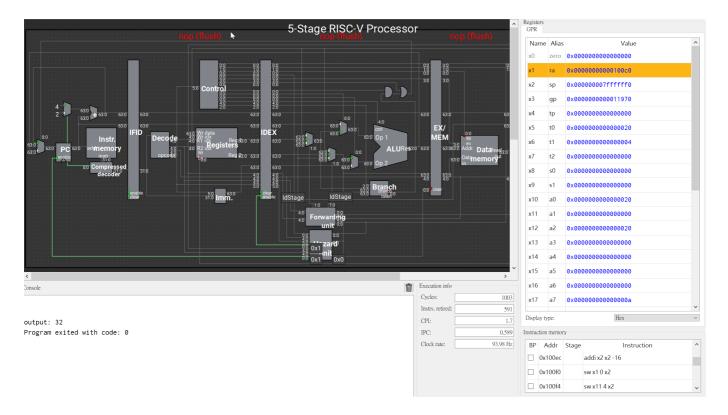
author: 111062272 蕭登鴻

1

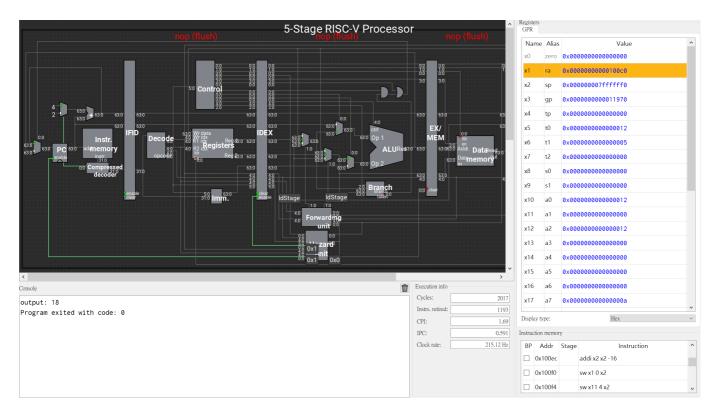
Flowchart of the main program:



testcase1:



testcase2:



2

Type 1 & 2

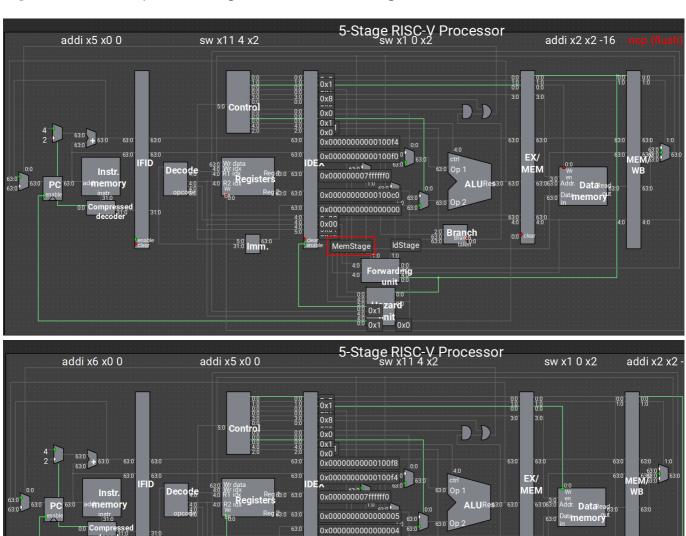
The code segment (line 58~60)

```
addi sp, sp, -16
sw ra, 0(sp)
sw a1, 4(sp)
```

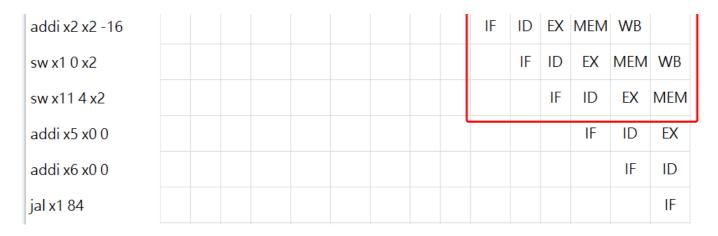
contains both type 1 & 2 dependency (sp).

Ripes solve them by forwarding in the MEM & WB stage, as illustrated:

^{5:0} lmm.



Pipeline result:



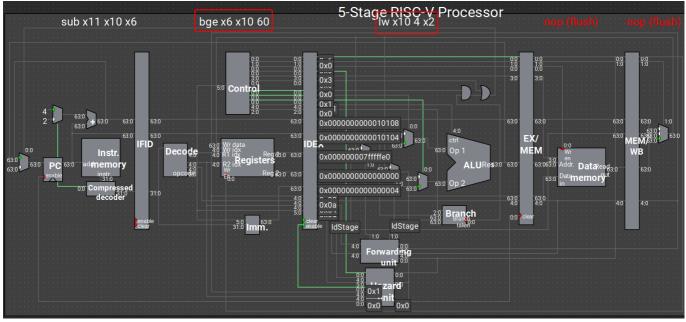
Type 3

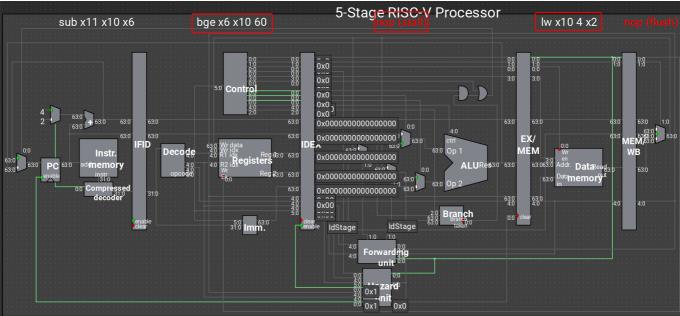
The code segment (line 67, 68)

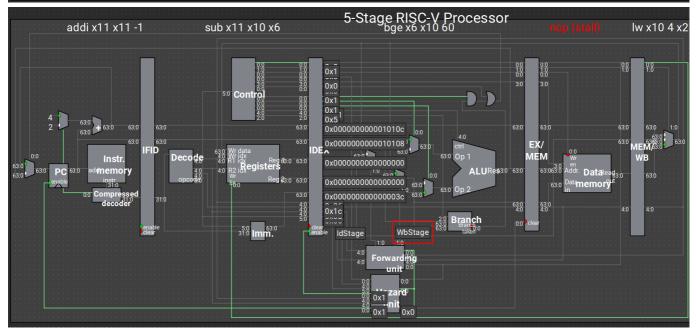
```
lw a0, 4(sp)
bge t1, a0, loop_end
```

contains a type 3 dependency (a0).

Ripes solve it by first inserting a nop(stall), so as to execute a WB forwarding in the next cycle.







Pipeline result:

lw x10 4 x2	H	F	ID	EX	MEM	WB		
bge x6 x10 60			IF	ID	_	EX	MEM	WB
sub x11 x10 x6				IF	-	ID	EX	MEM
addi x11 x11 -1						IF	ID	EX
jal x1 64							IF	ID
jal x1 -56								IF

Type 4

After thorough search, example of type 4 dependency can't be identified in my assembly code. However, we can use the same code segment in type 3 with little modification for illustration:

Consider the code segment (67, 68, 71, with comments omitted), and replace line 68 with code irrelevant to register a0:

```
lw a0, 4(sp)
... # some code irrelevant to a0
sub a1, a0, t1
```

This is a type 4 dependency (a0).

The way of solving it is similar in type 3, with no nop inserted. A WB forwarding can be executed directly.

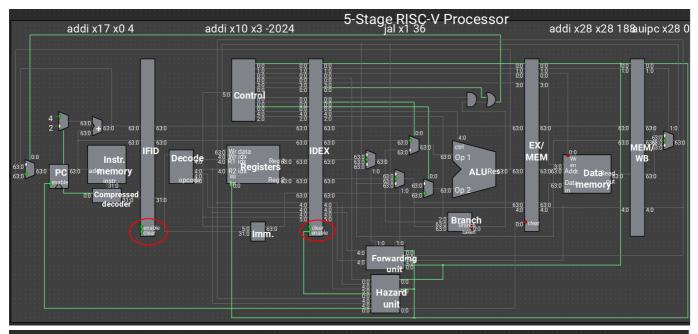
Type 5

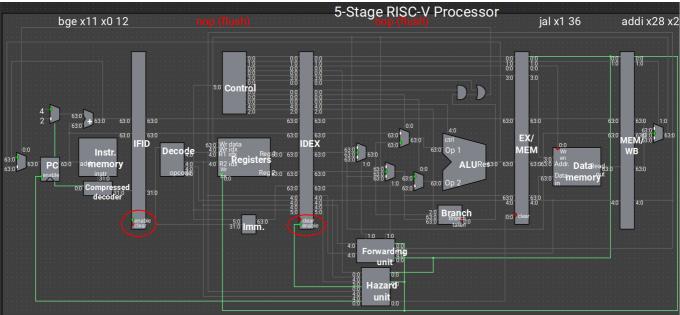
The code segment (line 76, 79, with comments omitted)

```
jal ra, loadSS
mv t4, t1
```

contains a type 5 dependency.

Ripes solve it by activating the clear signal of the IF/ID & ID/EX register file, which resulted in two nop (s).





Pipeline result:

											# of 1	recorded cycles can be changed in .	settin
	0	1	2	3	4	5	6	7	8	9	10		
addi x28 x28 188			IF	ID	EX	MEM	WB						
jal x1 36				IF	ID	EX	MEM	WB					
addi x10 x3 -2024					IF	ID							
addi x17 x0 4						IF							
ecall												<i>\</i> }	
addi x10 x12 0												***	
addi x17 x0 1													
ecall													
addi x17 x0 10													
ecall													
bge x11 x0 12							IF	ID	EX	MEM	WB		
addi x12 x0 0								IF	ID				
jalr x0 x1 0									IF				