

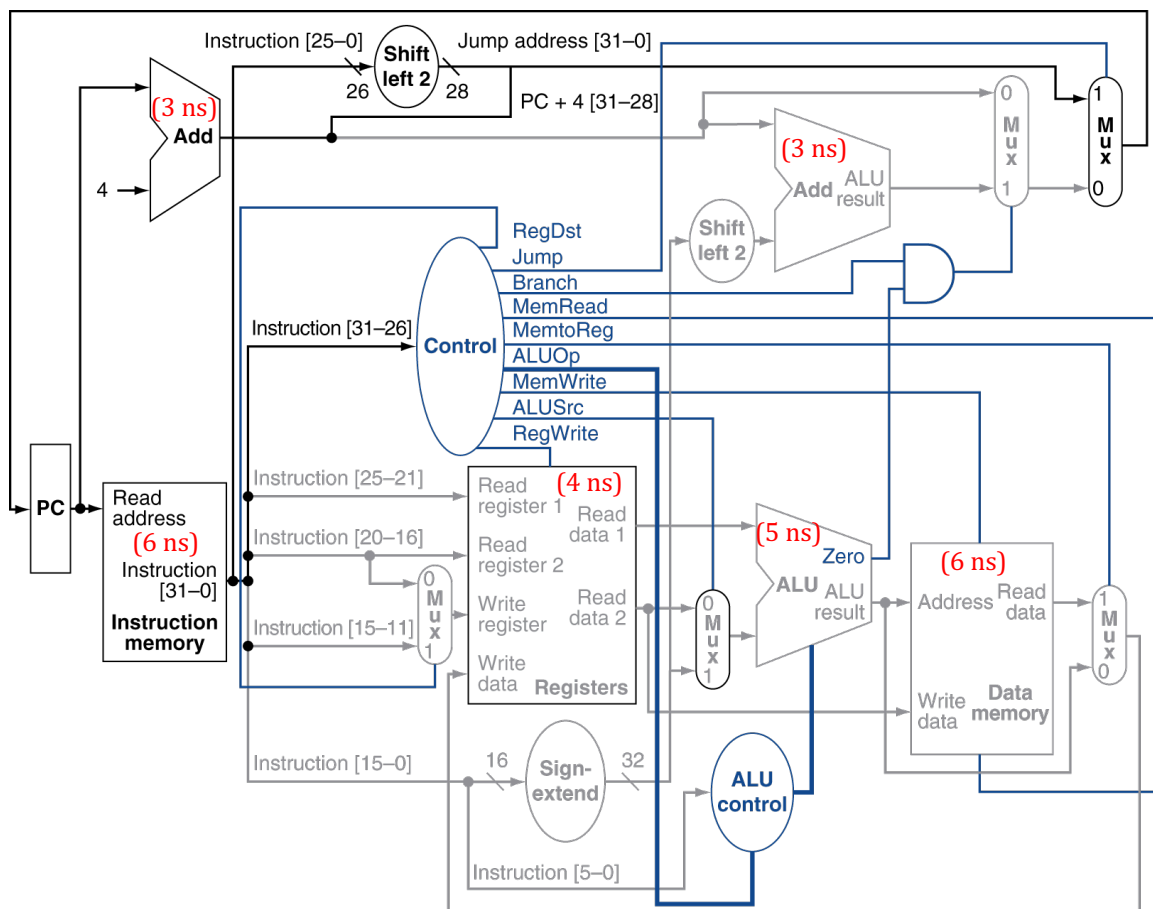
### Practice for CPU implementation

For all questions, please show your work clearly.

#### 1. CPU – single-cycled implementation

Consider the following time delays shown in each component (RED colored) and disregard all other times.

- Show the series of component times for all paths for add instruction.
- Show the series of component times for all paths for lw instruction.
- Show the series of component times for all paths for sw instruction.
- Show the series of component times for all paths for beq instruction.
- What will be the system clock cycle time? Answer in ns and justify your answer.
- For a j (jump) instruction, what is the longest path time? Answer in ns and justify your answer.



## 2. CPU – multi-cycled implementation

Consider the following time delays shown in each component (RED colored) and disregard all other times.

- What will be the system clock cycle time? Answer in ns and justify your answer.
- For the following four instruction executions, compute the speedup of using the multi-cycled implementation over the single-cycled implementation.  
add; lw; sw; beq; j(jump);
- Show the datapath and control used in the 3<sup>rd</sup> cycle of executing a beq instruction.  
You should draw a subdiagram with only needed parts.
- Show the datapath and control used in the 4<sup>th</sup> cycle of executing a lw instruction.  
You should draw a subdiagram with only needed parts.
- Show the datapath and control used in the 3<sup>rd</sup> cycle of executing a j (jump) instruction.  
You should draw a subdiagram with only needed parts.

