Config.txt

FP adder: 2, 2 FP Multiplier: 2, 30 FP divider: 1, 50 I-Cache: 4, 4

data.txt

000000000000000000100001010101010000000000100111010101010001010000000101010111111000101010101010101 0000000010101010101010101010101111100000100010010010101111000000101000000000000000001111111111111111111000000000000000011111111111111111100000000000000011111000101001100000000000101011010011110101011 000000000001000000000000000011100000000000000101110000000010101000000000000000000101011101011010000000000000110110101001111010100000000000000000000000001100001000000000000001100001010101010101000000000000000000000101010101010100000000000000011111111111111000000000000000000000000000000000011 0000000000000001111100110100110000000000000000000101010101010101 0000000000000110110101001111010100000000000001000010101110010101000000000000011011011110010101010000000000000000010101010111101000000000000000100101010101111010100000000000000000000000000001010100000000000001101101010011110100

inst.txt

LI R4, 256 LI R5, 256 LI R1. 3 LI R2, 1 LI R3, 1 GG: L.D F1, 4(R4) L.D F2, 8(R5) ADD.D F4, F6, F2 SUB.D F5, F7, F1 MUL.D F6. F1, F5 ADD.D F6, F1. F7 ADD.D F7, F2, F6 DADDI R4, R4, 4 DADDI R5, R5, 4 DSUB R1, R1, R2 BNE R1, R3, GG **HLT HLT**

result.txt

Instruction	Fetch	Issue	Read	Exec	Write	RAW	WAW	Struct
LI R4, 256	13 I-Cache miss 1fetch+3cycle x 4word Mem I-Cache block 0 filled with 0x00~0x0F	14	15	16	17	N	N	N
LI R5, 256	14	18 structural hazard	19	20	21	N	N	Υ
LI R1, 3	18	22 structural hazard	23	24	25	N	N	Υ
LI R2, 1	22	26 structural hazard	27	28	29	N	N	Υ
LI R3, 1	35 I-Cache miss 1fetch+3cycle x 4word Mem I-Cache block 1 filled with 0x10~0x1F	36	37	38	39	N	N	N
GG: L.D F1, 4(R4)	36	37	38	D-Cache miss for 0x104*0x10B (260*267) 2+3cycle x 4word Mem D-Cache set 0 block 0 filled with 0x100*0x10F (256*271) IRU of set 0 set to block 1	53	N	N	N
L.D F2, 8(R5)	37	54 structural hazard	55	D-Cache hit for 0x108~0x10F (264~271) on set 0 block 0 LRU of set 0 set to block 1	58	N	N	Υ
ADD.D F4, F6, F2	54	55	59 RAW hazard on F2 to L.D F2, 8(R5)	61	62	Υ	N	N
SUB.D F5, F7, F1	67 I-Cache miss 1fetch+3cycle x 4word Mem I-Cache block 2 filled with 0x20~0x2F	68	69	71	72	N	N	N
MUL.D F6, F1, F5	68	69	73 RAW hazard on F5 to SUB.D F5, F7, F1	103	104	Υ	N	N
ADD.D F6, F1, F7	69	105 WAW hazard on F6 to MUL.D F6, F1, F5	106	108	109	Υ	Υ	N
ADD.D F7, F2, F6	105	106 r	110 RAW hazard on F6 to ADD.D F6, F1, F7	112	113	Υ	N	N
DADDI R4, R4, 20	118 I-Cache miss 1fetch+3cycle x 4word Mem	119	120	121	122	N	N	N

	I-Cache block 3 filled with							
DADDI R5, R5, 8	0x30~0x3F 119	123 structural hazard, not enough integer ALU	124	125	126	N	N	Υ
DSUB R1, R1, R2	123	127 structural hazard, not enough integer ALU	128	129	130	N	N	Υ
BNE R1, R3, GG	127	128	131 RAW hazard on R1 to DSUB R1, R1, R2			Υ	N	N
HLT	140 I-Cache miss Ifetch+3cycle x 4word Mem I-Cache block 0 replaced with 0x40~0x4F					N	N	N
GG: L.D F1, 4(R4)	141 I-Cache hit on block 1	142	143	157 D-Cache miss for 0x120°0x123 (280°287) 2+3cycle x 4word Mem D-Cache set 1 block 0 filled with 0x110°0x11F (272°287) LRU of set 1 set to block 1	158	N	N	N
L.D F2, 8(R5)	142	159 structural hazard	160	162 D-Cache hit for 0x110~0x117(272~279)on set 1 block 0 LRU of set 1 set to block 1	163	N	N	Υ
ADD.D F4, F6, F2	159	160	164 RAW hazard on F2 to L.D F2, 8(R5)	166	167	Υ	N	N
SUB.D F5, F7, F1	160 I-Cache hit on block 2	161	162	164	165	N	N	N
MUL.D F6, F1, F5	161	162	166 RAW hazard on F5 to SUB.D F5, F7, F1	196	197	Υ	N	N
ADD.D F6, F1, F7	162	198 WAW hazard on F6 to MUL.D F6, F1, F5	199	201	202	N	Υ	N
ADD.D F7, F2, F6	198	199	203 RAW hazard on F6 to ADD.D F7, F2, F6	205	206	Υ	N	N
DADDI R4, R4, 20	199 I-Cache hit on block 3	200	201	202	203	N	N	N
DADDI R5, R5, 8	200	204 structural hazard, not enough integer ALU	205	206	207	N	N	Υ
DSUB R1, R1, R2	204	208 structural hazard, not enough integer ALU	209	210	211	N	N	Υ
BNE R1, R3, GG	208	209	212			Υ	N	N

			RAW hazard on R1 to DSUB R1, R1, R2				
HLT	209 I-Cache hit on block 0	210			N	N	N
HLT	210				N	N	N

Total number of access requests for instruction cache: 30

Number of instruction cache hits: 25

Total number of access requests for data cache: 8

Number of data cache hits: 6