

# CS311: Computer Architecture Lab

## Assignment 5 - Report

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The aim was to implement MemoryLatency delays during Instruction Fetch and Memory Access while developing a pipelined processor Simulator for ToyRISC.

### **Statistics -**

<b><i>Sl No.</i></b>	<b><i>Program</i></b>	<b><i>No. of Instructions executed</i></b>	<b><i>No. of cycles taken</i></b>	<b><i>Instructions per cycle (IPC)</i></b>
<b><i>1.</i></b>	<b><i>descending.asm</i></b>	<b><i>277</i></b>	<b><i>11481</i></b>	<b><i>0.024127</i></b>
<b><i>2.</i></b>	<b><i>even-odd.asm</i></b>	<b><i>6</i></b>	<b><i>249</i></b>	<b><i>0.024096</i></b>
<b><i>3.</i></b>	<b><i>fibonacci.asm</i></b>	<b><i>78</i></b>	<b><i>3175</i></b>	<b><i>0.024567</i></b>
<b><i>4.</i></b>	<b><i>palindrome.asm</i></b>	<b><i>49</i></b>	<b><i>1979</i></b>	<b><i>0.024760</i></b>
<b><i>5.</i></b>	<b><i>prime.asm</i></b>	<b><i>29</i></b>	<b><i>1188</i></b>	<b><i>0.024411</i></b>

***Table: Statistics of Processor performance on Test Programs  
(provided in the assignment)***