

CS311: Computer Architecture Lab

Assignment 5 - Report

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The aim was to develop a pipelined processor Simulator for ToyRISC.

Statistics -

<i>Sl No.</i>	<i>Program</i>	<i>No. of Instructions executed</i>	<i>No. of cycles taken</i>	<i>No. of OF Stalls</i>	<i>No. of Wrong Instructions</i>
<i>1.</i>	<i>descending.asm</i>	<i>277</i>	<i>734</i>	<i>162</i>	<i>176</i>
<i>2.</i>	<i>even-odd.asm</i>	<i>6</i>	<i>18</i>	<i>5</i>	<i>0</i>
<i>3.</i>	<i>fibonacci.asm</i>	<i>78</i>	<i>153</i>	<i>36</i>	<i>32</i>
<i>4.</i>	<i>palindrome.asm</i>	<i>49</i>	<i>117</i>	<i>40</i>	<i>14</i>
<i>5.</i>	<i>prime.asm</i>	<i>29</i>	<i>87</i>	<i>19</i>	<i>10</i>

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