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### IMPORTATING STATION ###
from instruction_queue import * #for the timing table
from reservation_station import *
from load_station import *
from register import Registers
### IMPORTING MODULES ###
import numpy as np
import os
#################
### PARAMETERS ###
###################
memory_file_name = "memory.txt"
input_file_name = "custom_input.txt"
## Number of RS, Register entries ##
nb add = 3
nb mult = 2
nb_load = 6
nb store = 6
nb_register = 11
RESVNUMCONFIG = {
    'Add': nb add,
    'Mult': nb_mult,
    'Load': nb_load,
    'Store': nb_store
}
# clock cycle needed per type of operation ##
cpi add = 2
cpi_sub = 2
cpi_mul = 6
cpi_div = 12
cpi_load = 3
cpi store = 3
# Initial Register values ##
val_reg = np.zeros(nb_register)
reg_init = [6.0, 0., 3.5, 0., 10., 0., 0., 0., 7.8, 0.]
for i in range(len(reg_init)):
    val_reg[i] = reg_init[i]
## Initial pc and clock ##
clock = 0
pc = 0
## Creation of RS, Register ##
Add = Add_RS(RESVNUMCONFIG)
Mult = Mul RS(RESVNUMCONFIG)
Load = Load_Station(RESVNUMCONFIG, memory_file_name)
Store = Store Station(RESVNUMCONFIG, memory file name)
Register = Registers(nb_register, val_reg)
## MESSAGES ##
message_fp_issued = "NEXT FP INSTRUCTION TO BE ISSUED: "
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#######################
### MAIN FUNCTION ###
def main():
   global pc
   global clock
   cdb buffer = [] # treated as a priority queue for the commun data bus
   list_cdb=[["",-1,-1]]
   # Main iteration
   while not timing_table.check_everything_finished():
       #input("Press enter to simulate a clock")
       clock+=1 # clock cycle added one
       print("\n")
       print("\n")
       print("Clock cycle :", clock)
       print("PC :", pc, "\n")
       # Fetch instruction to reservations
       load instruction(instructions)
       # Check for execution start of instruction in reservation
       started()
       # Load all finished instruction from the reservation station
       cdb_buffer = is_finished()
       timing_table_finished(cdb_buffer)
       # Broadcast Instruction of CDB to Register and RS
       if len(cdb buffer)>0:
          # Broadcast instruction value of the smallest pc first
          tag_cdb, value_cdb, pc_cdb = cdb_buffer[0]
          list_cdb.append([tag_cdb, value_cdb, pc_cdb])
          # Reset the RS and Register that finished
       else:
          list_cdb.append(["",-1,-1])
       if list_cdb[-2][0] != "" and list_cdb[-2][0] !=list_cdb[-3][0]:
          # Update the timing table for Write back when the instruction is Broadcasted
          # (the one finished in the previous clock [-2])
          cdb_update(list_cdb[-2][0],list_cdb[-2][1])
          timing_table.timing_update_wb(list_cdb[-2][2], clock)
          print("Instruction '"+str(instructions[list_cdb[-2][2]])+"' BROADCASTED in CDB at cl
       # Update
       update()
       # Print the Tables
       timing table.printList()
       Add.printList()
       Mult.printList()
       Load.printList()
       Register.printList()
       reset(list cdb[-1][0])
   return("SIMULATION FINISHED")
```

LOAD FUNCTIONS ### global pc

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# Load a single instrution of number pc to the corresponding RS if possible
def load instruction(instructions):
   global clock
    # If pc is bigger then the highest instruction pc no more instruction to issue
   if (pc >= len(instructions)):
        return True
    # Instruction has to be issued
   else:
        instruction = instructions[pc].split(" ") # Spliting the instruction
        type_op = instruction[0]
                                                   # First arg is the operation type
        print(message_fp_issued, "'"+str(instructions[pc])+"'","\n")
        if (type op == "ADDD"):
            FetchInstruction(Add,instruction,cpi_add)
        if (type_op == "SUBD"):
            FetchInstruction(Add,instruction,cpi sub)
        if (type op == "MULTD"):
            FetchInstruction(Mult,instruction,cpi mul)
        if (type_op == "DIVD"):
            FetchInstruction(Mult,instruction,cpi div)
        if (type_op == "LD"):
            Fetchload(Load,instruction,cpi_load)
        # We move to the next instruction after successfully issuing one
        pc += 1
# Put the corresponding instruction to the RS entry
def FetchInstruction(station,instruction,cpi):
   global pc
   global clock
    type op = instruction[0]
                                # Type of operation
    dest = instruction[1]
                                # Destination Register of the instruction
    reg_valueI = instruction[2] # First operand
    reg valuek = instruction[3] # Second operand
   # Get a free Position from the corresponding station (Addition or Multiplication) in order
    # results[0] = -1 if no free position in RS
    result = station.getFreePosition()
    # Update the free RS entries when the destination Register is not Busy
    if result[0]>=0 and (not Register.isBusy(dest)):
        print("Instruction '"+type_op+" "+dest+" "+reg_valueI+" "+reg_valuek+"' ISSUED at clock
        Register.updateRegisterTag(result[1],dest)
        operand1 = Register.getRegister(reg_valueI)
        operand2 = Register.getRegister(reg_valuek)
        station.loadInstruction(operand1[1], operand1[0], operand2[1], operand2[0], result[0], 1
        # Update of the timing table entries after issuing
        timing_table.timing_update_issue(pc, clock)
        return True
   # Otherwise Stall to wait for free RS entries
    pc-=1 # Reduce by one to maintain pc number in Load instruction(instructions)
    return False
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# Put the corresponding instruction to the RS entry same as FetchInstruction(station,instruction
# But less entries needed
def Fetchload(station,instruction,cpi):
    global pc
    global clock
    type op = instruction[0]
    dest = instruction[1]
    operand = instruction[2]
    result = station.getFreePosition()
    if result[0]>=0 and (not Register.isBusy(dest)):
        Register.updateRegisterTag(result[1],dest)
        offset = extract_offset_reg(operand)[0]
        reg_value = extract_offset_reg(operand)[1]
        Load.loadInstruction(reg_value,offset, result[0], type_op, pc, cpi)
        timing_table.timing_update_issue(pc, clock)
        return True
    pc-=1
    return False
# Function to get value of the Memory Addresses
def extract offset reg(instruction text):
    inst split = instruction text.replace(')', '(').split('(')
    offset = inst_split[0]
    #print("offset : ", offset)
    reg_value = inst_split[1][1]
    #print("reg_value : ", reg_value)
    return (offset, reg_value)
### UPDATE FUNCTIONS ###
# Update the Time left by instruction in the RS
def update():
    Add.update_clock()
    Mult.update_clock()
    Load.update clock()
# Update timing table Execution start entries denpending on the time left of execution
# If Time left for execution = clock needed per instruction then we know the instruction started
def started():
    for item in Add.reservation :
        if item.op == "ADDD" and item.time == cpi_add-1 and item.fuState ==1:
            timing_table.timing_update_start(item.ins_pc, clock)
            print("Instruction '"+str(timing_table.instructionList[item.ins_pc].ins[0])+"' STAR1
        if item.op == "SUBD" and item.time == cpi sub-1 and item.fuState ==1:
            timing_table.timing_update_start(item.ins_pc, clock)
            print("Instruction '"+str(timing_table.instructionList[item.ins_pc].ins[0])+"' STAR1
    for item in Mult.reservation :
        if item.op == "MULTD" and item.time == cpi_mul-1 and item.fuState ==1:
            timing_table.timing_update_start(item.ins_pc, clock)
            print("Instruction '"+str(timing table.instructionList[item.ins pc].ins[0])+"' STAR]
        if item.op == "DIVD" and item.time == cpi_div-1 and item.fuState ==1:
            timing_table.timing_update_start(item.ins_pc, clock)
            print("Instruction '"+str(timing_table.instructionList[item.ins_pc].ins[0])+"' STAR1
    for item in Load.reservation :
        if item.op == "LD" and item.time == cpi_load-1 and item.fuState ==1:
            timing table.timing update start(item.ins pc, clock)
            print("Instruction '"+str(timing table.instructionList[item.ins pc].ins[0])+"' STAR1
```

```
# Check if any RS entries finished executing and are ready to be broadcast
def is_finished():
   list_add = Add.finish()
   list_mult = Mult.finish()
   list load = Load.finish()
   list_finished = list_load+list_add+list_mult
   return list finished
# Update timing table Execution finished entries depending of the is finished() list
def timing_table_finished(list_finished):
   global clock
   for item in list finished:
       timing_table.timing_update_finish(item[2], clock)
       print("Instruction '"+str(timing_table.instructionList[item[2]].ins[0])+"' FINISHED at (
# When a value is ready in RS => Broadcast
# Input is the tag of the operation and value
def cdb_update(tag, value):
   # Check and update RS
   Add.updateValueByTag(tag, value)
   Mult.updateValueByTag(tag, value)
   # Check and update Register
   Register.updateRegisterByTag(tag,value)
### RESET FUNCTIONS ###
# Reset the RS entries that finished execution and have been broadcasted
def reset(tag):
   if tag == "":
       return True
   tag_name = tag[:-1]
   tag_position = int(tag[-1])
   if tag_name == "Add":
       Add.reset(tag_position)
   if tag_name == "Mult":
       Mult.reset(tag_position)
   if tag_name == "Load":
       Load.reset(tag position)
### PRINT FUNCTIONS ###
# Initial timing table with instructions inside
def initial_table(instructions):
   timing table = Timing(instructions)
   print("Clock cycle :", clock, "\n")
   timing_table.printList()
   Add.printList()
   Mult.printList()
   Load.printList()
   Register.printList()
   return timing table
# Txt file decoder for instruction list
def input_file_decoder(in_file):
    input_file = open(in_file, 'r')
   instructions = []
   for line not split in input file:
       if(line not split != ""):
           line_not_split = line_not_split.split("\n")[0]
```