

ECE3700J Introduction to Computer Organization

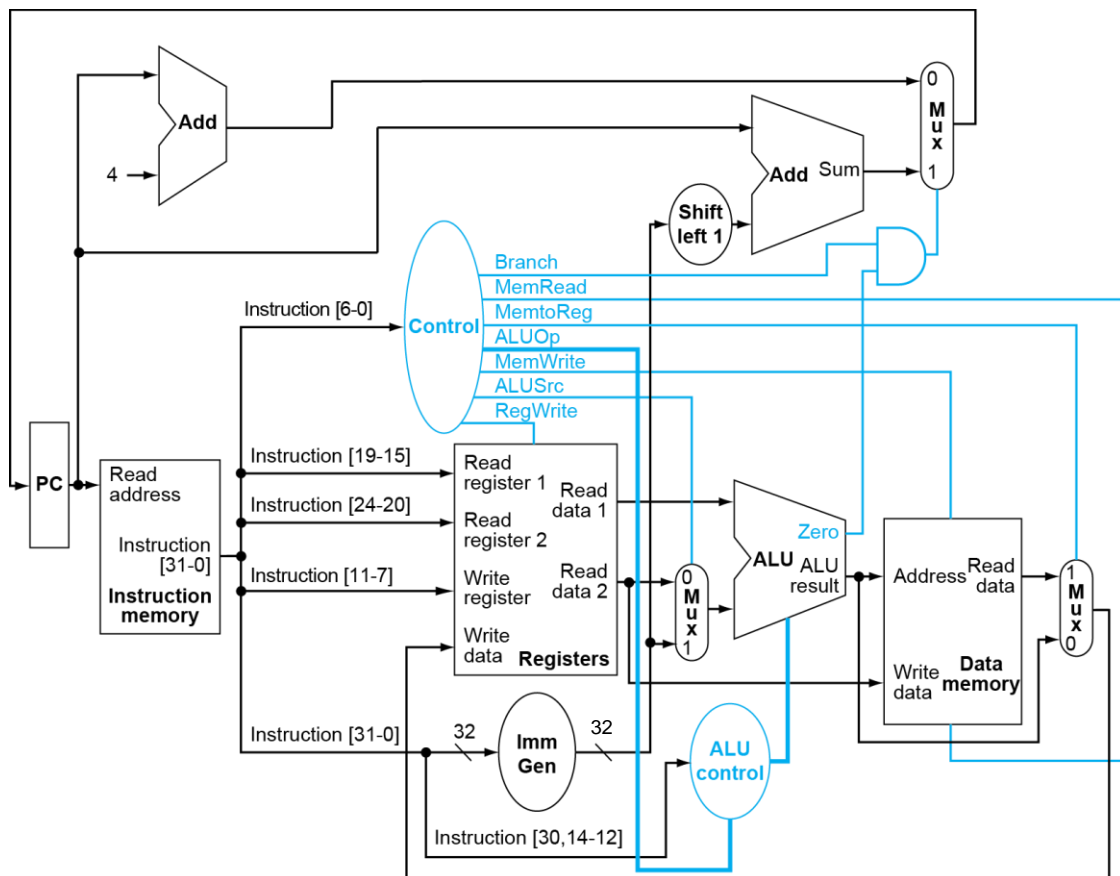
Homework 3

Assigned: October 13, 2022

Due: 2:00pm on October 20, 2022

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All questions refer to the following figure.



- (30 points) Given RISC-V assembly instruction sequence:

bne x22, x23, Else

add x19, x20, x21

beq x0, x0, Exit

Else: lw x19, 0(x20)

Exit: ...

Assuming the memory location of the first instruction (bne) is 0x1000F400, what are the values of the following control signals for each of the instructions?

Ctrl Signals Instruction	Branch	MemRead	MemToReg	ALUOp	MemWrite	ALUSrc	RegWrite	Zero	ImmGen Output
add	0	0	0	10	0	0	1	X	X
beq	1	0	0	01	0	0	0	1	0x00000004
lw	0	1	1	00	0	1	1	X	0x00000000

2. (10 points) Given following assembly instruction:

sw rs2, imm12(rs1)

- (1) Which resources (blocks) perform a useful function for this instruction? (3 points)

PC, Instruction memory, Registers, ALU, Data Memory, Imm Gen, ALU Control.

- (2) Which resources (blocks) produce no output for this instruction? Which resources produce output that is not used? (7 points)

No output: Data Memory.

Not used: PC+imm12

3. (10 points) Consider the following instruction mix:

R-type	I-type (non-lw)	Load	Store	Branch	Jump
20%	28%	25%	10%	15%	2%

- (1) What fraction of all instructions use data memory? (3 points)

25%+10%=35%

- (2) What fraction of all instructions use instruction memory? (2 points)

100%

- (3) What fraction of all instructions use the sign extend? (5 points)

1-20%=80%

4. (10 points) When silicon chips are fabricated, defects in materials (e.g., silicon) and manufacturing errors can result in defective circuits. A very common defect is for one signal wire to get “broken” and always read a logical 0. This is often called a “stuck-at-0” fault.

- (1) Which instructions fail to operate correctly if the MemToReg wire is stuck at 0? (5 points)

Load instructions.

- (2) Which instructions fail to operate correctly if the ALUSrc wire is stuck at 0? (5 points)

I-type, S-type.

5. (30 points) Problems in this exercise assume that the logic blocks used to implement a processor’s datapath have the following latencies:

I-Mem / D-Mem	Register File	Mux	ALU	Adder	Single gate	Register Read	Register Setup	Sign extend	Control
250 ps	150 ps	25 ps	200 ps	150 ps	5 ps	30 ps	20 ps	30 ps	100 ps

In above table, “Register Read” is the time needed after the rising clock edge for the new register value to appear on the output. This value applies to the PC only. “Register Setup” is the amount of time a register’s data input must be stable before the rising edge of the clock. This value applies to both the PC and Register File.

- (1) What is the latency of an R-type instruction (i.e., how long must the clock period be to ensure that this instruction works correctly)? (5 points)

$$30+250+150+25+200+25+20=700\text{ps}$$

- (2) What is the latency of lw? (5 points)

$$30+250+150+25+200+250+25+20=950\text{ps}$$

- (3) What is the latency of sw? (5 points)

$$30+250+150+25+200+250=905\text{ps}$$

- (4) What is the latency of beq? (5 points)

$$30+250+150+25+200+5+25+20=705\text{ps}$$

- (5) What is the latency of an arithmetic, logical, or shift I-type (non-load) instruction? (5 points)

$$30+250+150+25+200+25+20=700\text{ps}$$

- (6) What is the minimum clock period for this CPU? (5 points)

$$950\text{ps}$$

6. (10 points) Modify the single-cycle processor datapath to support the jal instruction:

Since we can already jump with immediate number, all we should add is to save PC address to registers. Thus we connect wire from PC+4 to the MUX before write_data on the register file which controlled by MemtoReg, and change the control signal to WriteRegOp, 00-ALU result, 01-Read_Data from Data Memory, 10/11-PC+4.