

Computer Architecture

Fall, 2019

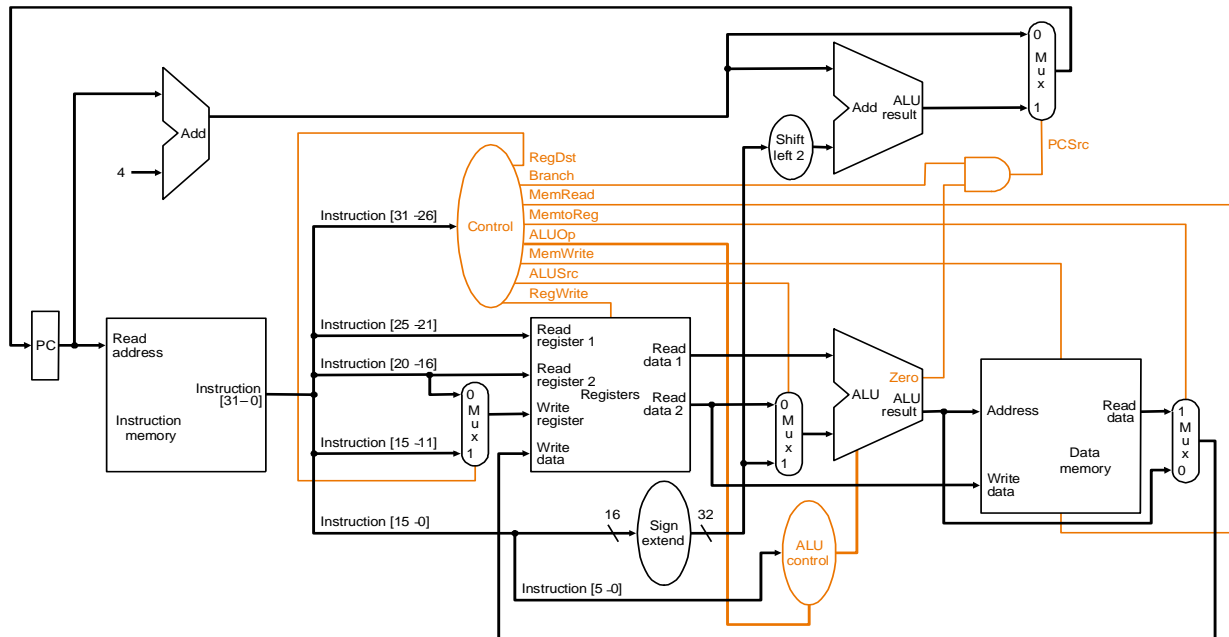
Week 10

2019.11.11

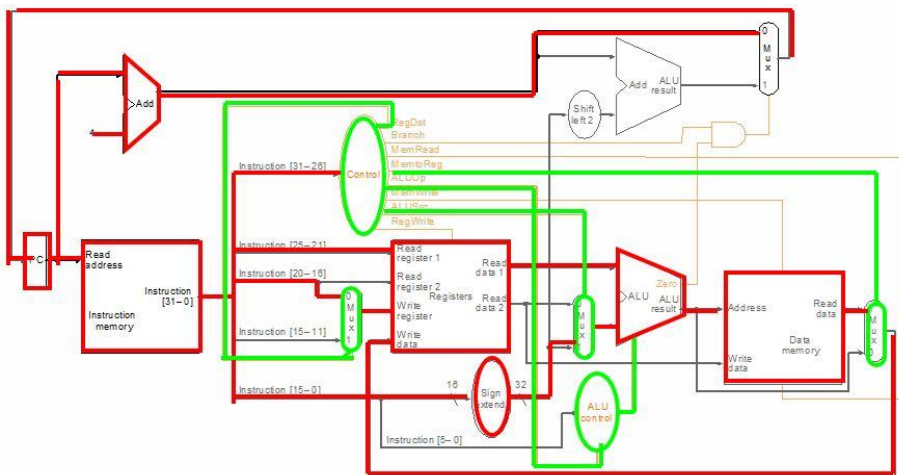
組別：_____ 簽名：_____

[group2]

1. 請畫出 datapath operation for lw



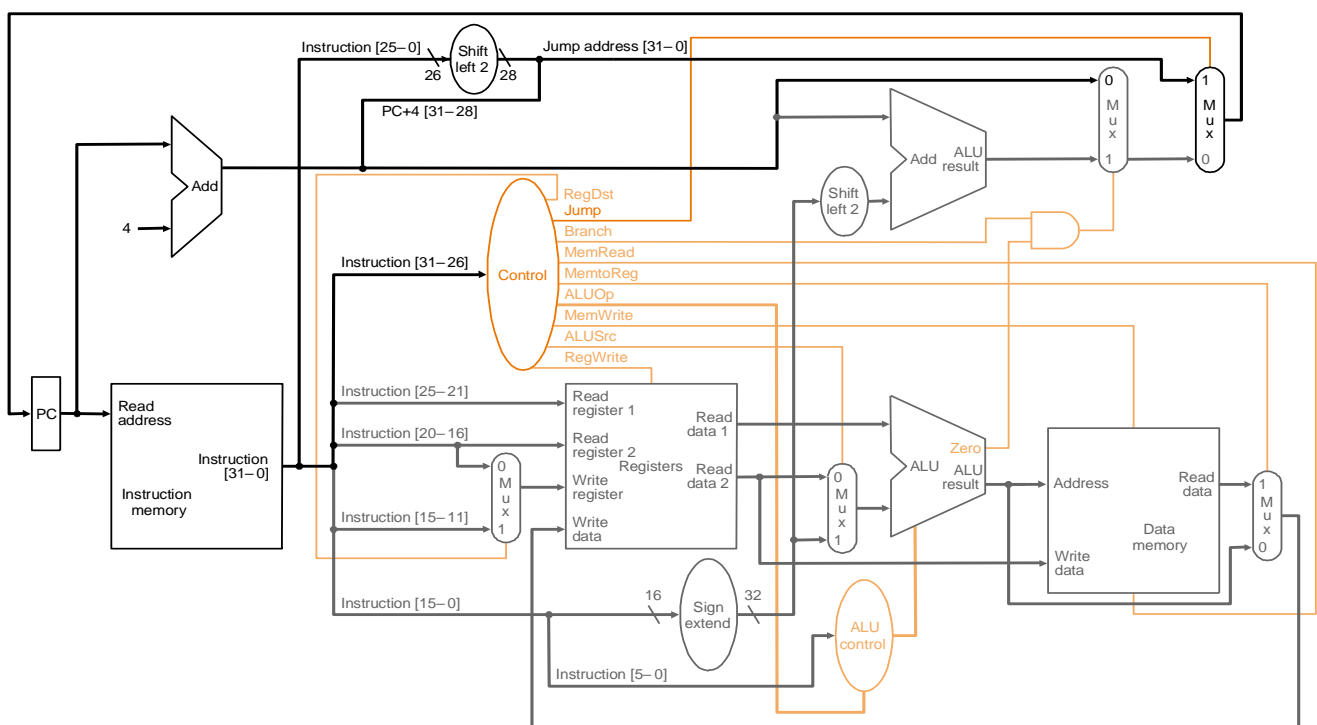
Ans :



2.

Q: Following problems assume that logic blocks needed to implement a processor's data path have the following latencies:

Operation	Instruction-Memory	Add	Mux	ALU	Register	Data-Memory	Sign-Extend	Shift-Left-2
Latency (ps)	250	60	20	80	100	300	10	5



For the processor shows above, that only has one type of instruction: unconditional PC-relative branch. What would the cycle time be for this datapath? And What's for conditional PC-relative branches ?

A:

Unconditional PC-Relative branch:

$$250(\text{Instruction-Memory}) + 5(\text{Shift-Left-2}) + 20(\text{Mux}) = 275 \text{ ps}$$

Conditional PC-Relative branch:

$$250(\text{Instruction-Memory}) + 100(\text{Register}) + 20(\text{Mux}) + 80(\text{ALU}) + 20(\text{Mux}) + 20(\text{Mux}) = 490\text{ps}$$

3.



Ans :

beq : RegDst : x

sw : RegDst : x

ALUSrc : 0

ALUSrc : 1

MemtoReg : x

MemtoReg : x

RegWrite : 0

RegWrite : 0

MemRead : 0

MemRead : 0

MemWrite : 0

MemWrite : 1

Branch : 1

Branch : 0

ALUOp : 01

ALUop : 00

jump : 0

jump : 0

[group5] (對抗賽)

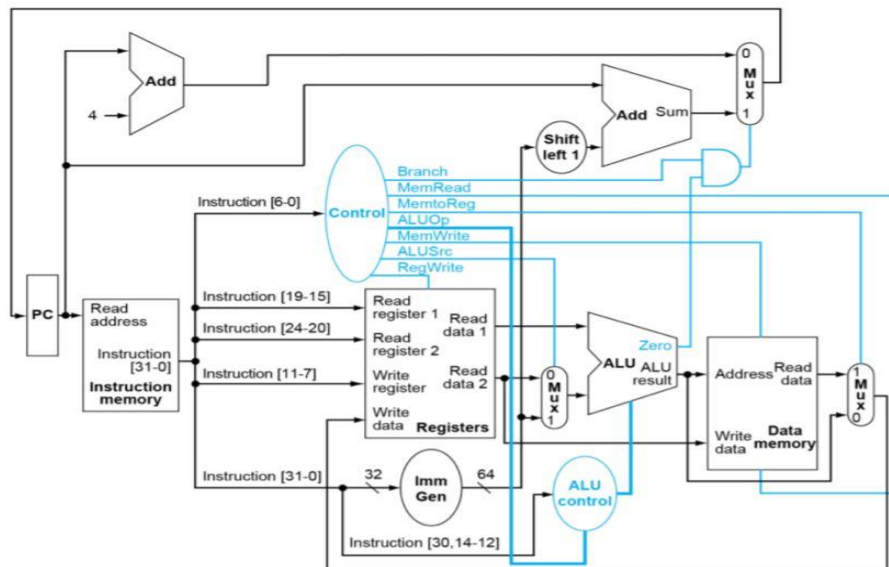
4. 請問在 controller 解碼 opcode 以後，有哪兩個 control signal 不一定能立刻決定以及其原因？
A1.

PCsrc, 因為要等 branch 中兩個比較用的暫存器裡面的值相減完確定是否為零，其結果再跟 Branch 做 and，才有結果

ALU control, 如果是 Rtype 指令，必須要等解完 function code 才能知道是要做什麼樣的 ALU 計算

[group6] (對抗賽)

5.



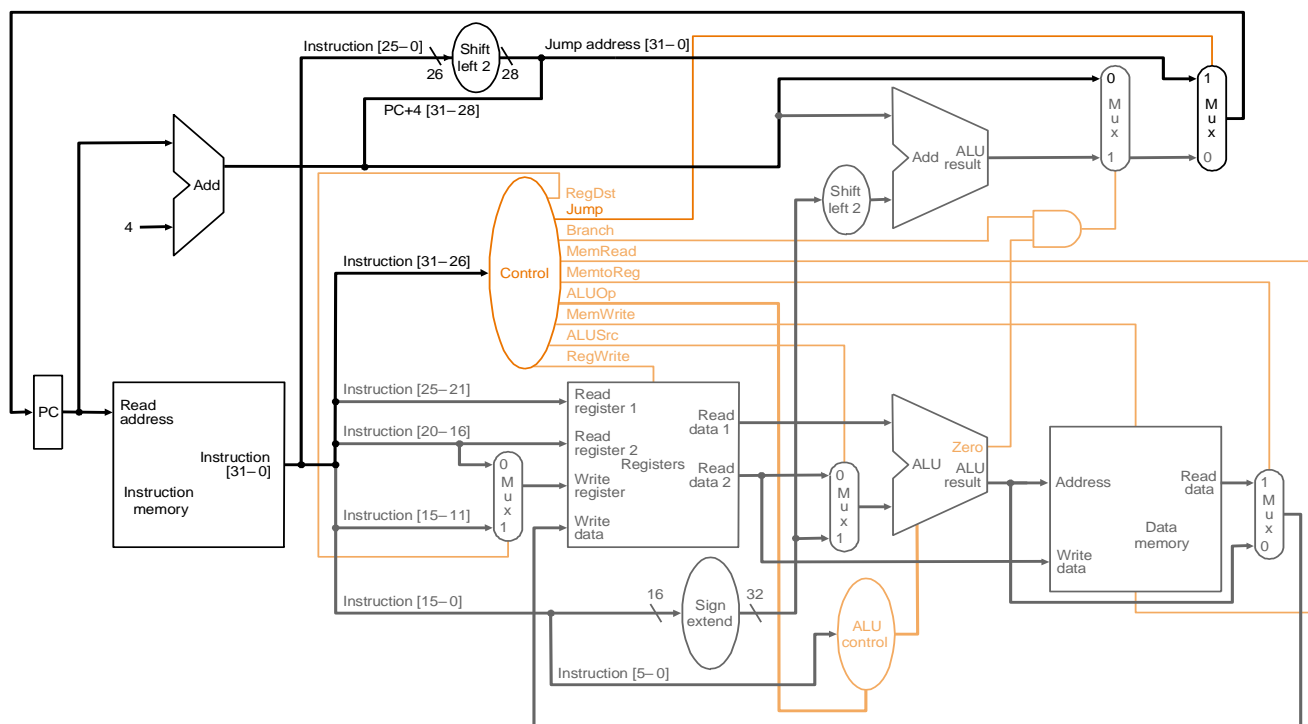
- (a) Consider the single-cycle processor shown above. Which instruction(s) among add, sd, ld, and beq may fail if the signal RegWrite is stuck at 0?
- (b) Which instruction(s) among add, sd, ld, and beq may fail if the signal ALUSrc is stuck at 1?

Ans (a): add, ld

Ans (b): add, beq

[group9] (對抗賽)

6. 請參考以下的 processor 設計圖，完成下列表格的 Mux 控制訊號。(若為 don't care condition，請在該空格中畫 X)



	add	sub	addi	lw	sw	beq	bne
RegDst							
MemtoReg							
ALUSrc							
Branch							

Ans.

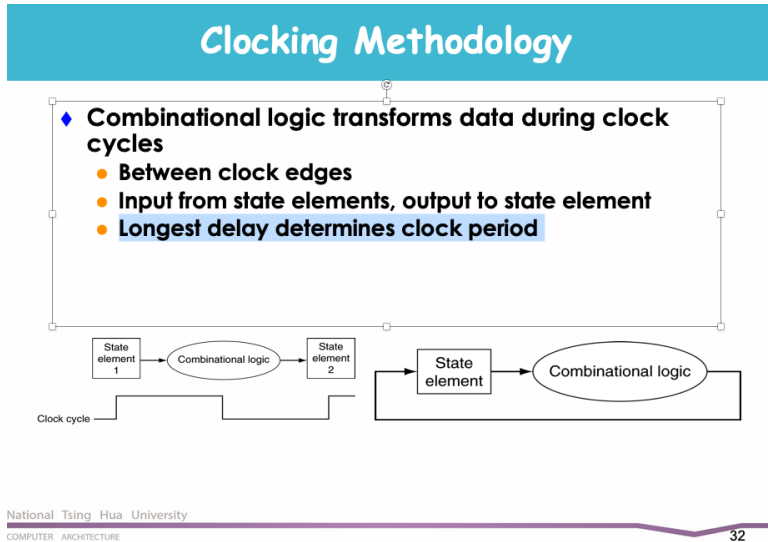
	add	sub	addi	lw	sw	beq	bne
RegDst	1	1	0	0	X	X	X
MemtoReg	0	0	0	1	X	X	X
ALUSrc	0	0	1	1	1	0	0
Branch	0	0	0	0	0	1	1

7. 關於 single cycle MIPS CPU 回答以下問題

(1) 請問為什麼要找出 MIPS 設計中的 Critical Path?

(2) Single cycle design 的缺點為？(Hint:請舉例指令，以除了 critical path 的指令所需的 cycle time 和其他指令所需 cycle time 作為比較解釋，或是從)

ANS1 : 因為 **Longest delay determines clock period**

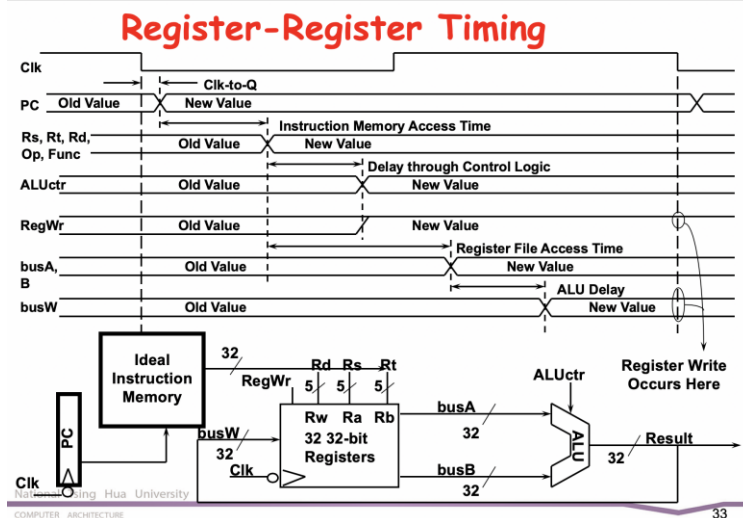


ANS2:

(1)因為 Cycle time 必須設為 critical path 所需的 cycle time ,

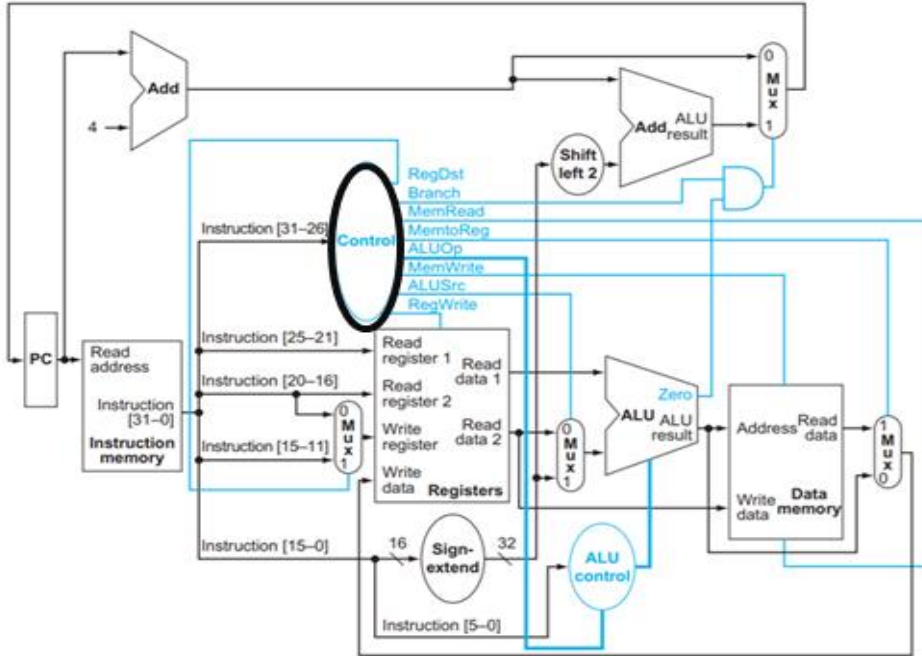
例如 `add` 指令不需要那麼長的 `cycle time` 就可以完成，但執行 `add` 時還是需要用到 `critical path` 所需的 `cycle time`，才可以在執行下一個指令。

(2)在同一 cycle 中大部分 Functional Unit 為 idle 狀態.



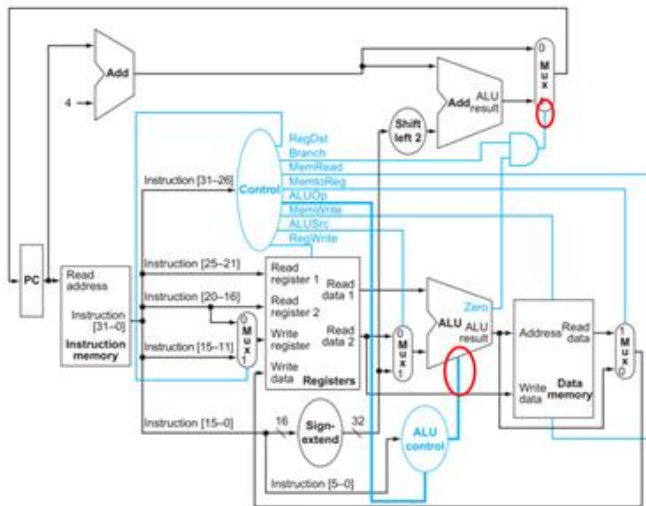
8. Which of the following statement is true?

- (A) all of the Mux in this processor can be determined by control.
- (B) In R-type, ALU function is defined by ALUOp.
- (C) Worst case timing in this processor is Load.
- (D) PC always become PC+4 in next cycle.



Ans:

(C) true



(A)

- (B) In R-type, ALU function is defined by instruction[5-0]. (ALUOp = 00)
- (D) beq, bne may add PC + 4 + immediate||00
- jump will add PC + 4 + PC[31-28]||immediate||00