

COE 301 – Computer Organization

Assignment 6: Single-Cycle Processor Implementation

- (5 pts)** Describe the effect that a single stuck-at-0 fault (i.e., the signal is always 0 regardless of what it should be) would have for the signals shown below, in the single-cycle Datapath. Which instructions, if any, will not work correctly? Explain why.

Consider each of the following faults separately:

- RegWrite = 0
- RegDst = 0
- ALUScr = 0
- MemtoReg = 0
- Branch = 0

- (5 pts)** Repeat question 1 but this time consider stuck-at-1 faults (the signal is always 1).
- (6 pts)** We wish to add the instruction **jalr** (jump and link register) to the single-cycle datapath. Add any necessary datapath and control signals and draw the result datapath. Show the values of the control signals to control the execution of the **jalr** instruction.

The jump and link register instruction is described below:

jalr rd, rs # rd = pc + 4 , pc = rs

$op^6 = 0$	rs^5	0	rd^5	0	$func^6 = 9$
------------	--------	---	--------	---	--------------

- (4 pts)** We want to compare the performance of a **single-cycle CPU design** with a **multi-cycle CPU**. Suppose we add the multiply and divide instructions. The operation times are as follows:

Instruction memory access time = 190 ps, Data memory access time = 190 ps
 Register file read access time = 150 ps, Register file write access = 150 ps
 ALU delay for basic instructions = 190 ps, ALU delay for multiply or divide = 550 ps

Ignore the other delays in the multiplexers, control unit, sign-extension, etc.

Assume the following instruction mix: 30% ALU, 15% multiply & divide, 20% load, 10% store, 15% branch, and 10% jump.

- What is the total delay for each instruction class and the clock cycle for the single-cycle CPU design
- Assume we fix the clock cycle to 200 ps for a multi-cycle CPU, what is the CPI for each instruction class and the speedup over a fixed-length clock cycle?