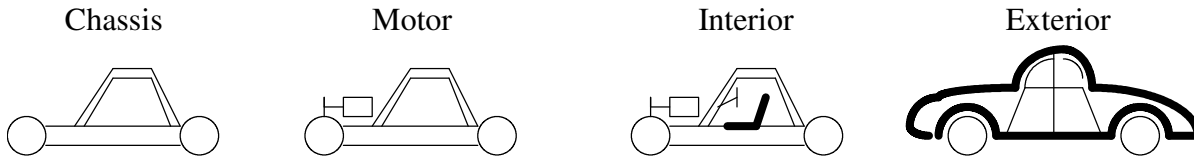


1. Assume that an automobile assembly process takes 4 hours.



If the stages take the following amounts of time, then what is the time between completions of automobiles?

Chassis 45 minutes

Motor 1 hour

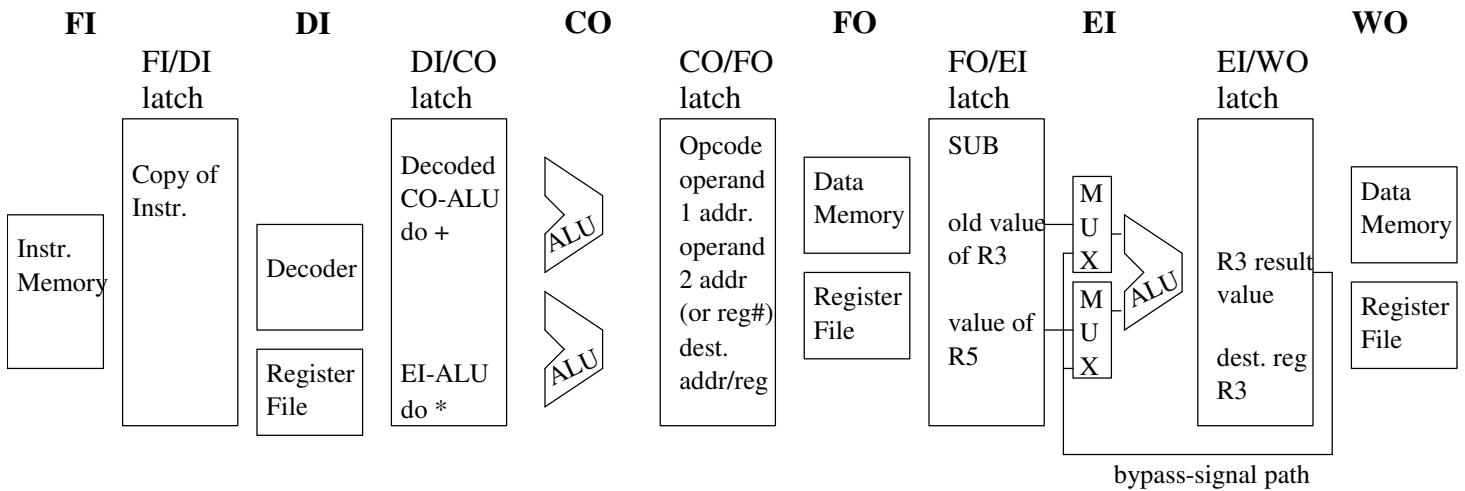
Interior 1 hour and 15 minutes

Exterior 1 hour

2. Consider the 6 stage (FI, DI, CO, FO, EI, WO) instruction pipelining discussed and the following assembly language segment:

```
ADD R3, R2, R1    ; R3 ← R2 + R1
SUB R4, R3, R5    ; R4 ← R3 + R5
```

- In what stage does the ADD instruction update R3?
- In what stage does the SUB instruction read R3?
- In what stage does the SUB instruction execute with the R3 value?



3. What would control the MUXs of the above bypass-signal path?

4. Consider the following code: ADD R3, R2, R1
 LOAD R4, 4(R3)

What would the timing be **without** bypass-signal paths/forwarding (use “stalls” to solve the data hazard)?

| | Time → | | | | | | | | | | | | | | |
|----------------|--------|----|----|----|----|----|---|---|---|----|----|----|----|----|----|
| Instructions | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| ADD R3, R2, R1 | FI | DI | CO | FO | EI | WO | | | | | | | | | |
| LOAD R4, 4(R3) | | FI | | | | | | | | | | | | | |

(Assume that R3 cannot be written and the new value read in the same stage.)

5. What would the timing be **with** bypass-signal paths?

| | Time → | | | | | | | | | | | | | | |
|----------------|--------|----|----|----|----|----|---|---|---|----|----|----|----|----|----|
| Instructions | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| ADD R3, R2, R1 | FI | DI | CO | FO | EI | WO | | | | | | | | | |
| LOAD R4, 4(R3) | | FI | | | | | | | | | | | | | |

6. Draw the bypass-signal paths needed for the above example.

