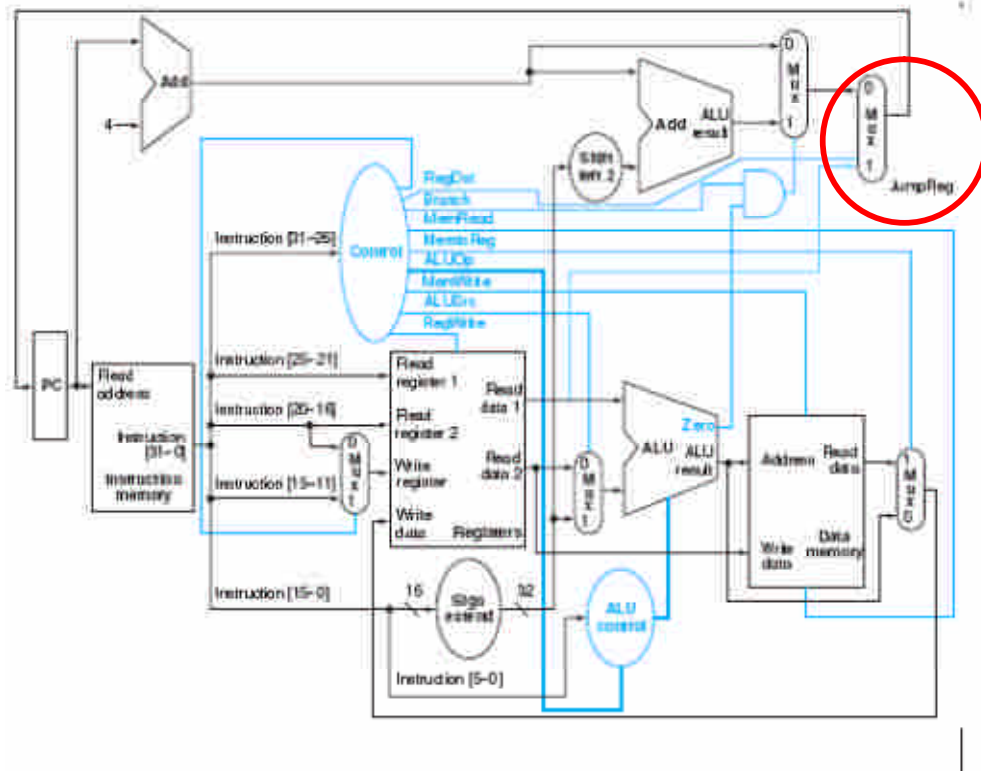


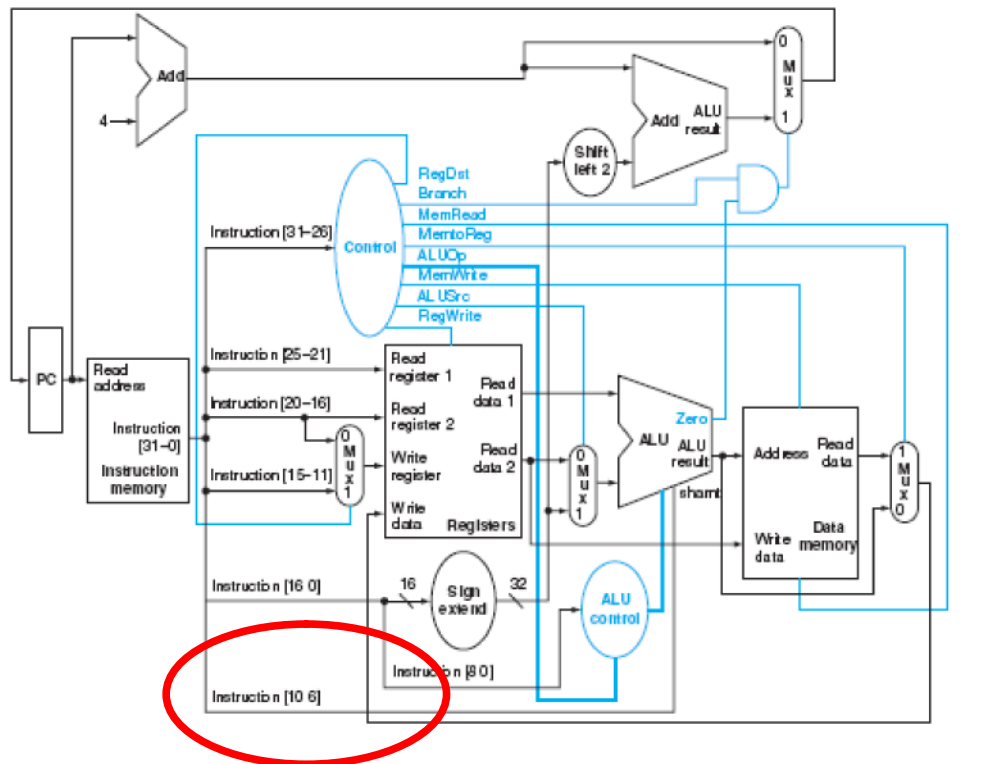
### 5.8 jr

A modification to the datapath is necessary to allow the new PC to come from a register (Read data 1 port), and a new signal (e.g., JumpReg) to control it through a multiplexor as shown in the following figure. A new line should be added to the truth table in Figure 5.19 on page 309 to implement the jr instruction and a new column to produce the JumpReg signal.



### 5.9 sll

A modification to the data path is necessary (see the following figure) to feed the shamt field (instruction[10:6]) to the ALU in order to determine the shift amount. The instruction is in R-Format and is controlled according to the first line in Figure 5.18 on page 309. The ALU will identify the sll operation by the ALUop field. Figure 5.13 on page 302 should be modified to recognize the opcode of sll : the third line should be changed to 1X1X0000 0010 (to discriminate the add and sll functions), and a new line, inserted, for example, 1X0X0000 0011 (to define sll by the 0011 operation code).



## 5.10 lui

Here one possible lui implementation is presented: **This implementation doesn't need a modification to the datapath.** We can use the ALU to implement the shift operation. The shift operation can be like the one presented for Exercise 5.9, but **will make the shift amount as a constant 16.** A new line should be added to the truth table in Figure 5.18 on page 308 to define the new shift function to the function unit. (Remember two things: first, there is no funct field in this command; second, the shift operation is done to the immediate field, not the register input.) RegDst = 1: To write the ALU output back to the destination register (\$rt).

ALUSrc = 1: Load the immediate field into the ALU.

MemtoReg = 0: Data source is the ALU.

RegWrite = 1: Write results back.

MemRead = 0: No memory read required.

MemWrite = 0: No memory write required.

Branch = 0: Not a branch.

**ALUOp = 11: sll operation.**

This ALUOp (11) can be translated by the ALU as shl, ALUI1,16 **by modifying the truth table in Figure 5.13 in a way similar to Exercise 5.9.**