

# 9.28 notes

## 1. Review

- pip line
- three hazard: data hazard, load hazard, control hazard

## 2. Performance

Boeing 747 VS Sud Concode

### Speed

depends on:

- **Time to run the task** Execution time, response time, latency (Execution Time)
- **Tasks per day, hour, week, sec, ns ...** (Performance)

### CPU Performance

#### Aspects of CPU Performance (CPU Law)

$$\text{CPU time} = \frac{\text{Seconds}}{\text{Program}} = \frac{\text{Instructions}}{\text{Program}} \times \frac{\text{Cycles}}{\text{Instruction}} \times \frac{\text{Seconds}}{\text{Cycle}}$$

	Inst Count	CPI	Clock Rate
Program	X		
Compiler	X	(X)	
Inst. Set.	X	X	
Organization		X	X
Technology			X

1/17/01

CS252/Patterson  
Lec 1.37

**How Compiler promotes CPI:** reordering the instruction

Brook's "Man Month Myth"

Amdahl "Arch of IBM 360"

$S_p = \frac{1-\eta+\eta}{1-\eta+\frac{\eta}{S}}$  and  $\eta$  means the most common part,  $S$  means the number of parallel operating units.

#### Parallelism :

- ILP (Arch)
- TLP (OS)
- LLP (Compiler)

## Cache

### Cache vs Buffer

**Cache:** to temporarily store the frequently used data

**Buffer:** to merge the gap of the data input speed and the data consuming speed

## Memory visiting

Maurice Wilkes, EDSAC(英), Subroutine,micro-programming

1. 最经被访问，则最近被访问的概率更大:

the recently visited data are more likely to be visit in a short time span

2. 相邻数据访问概率大:

the nearby data are more likely to be visit in a short time span

**AMAT:** Average Mem Access Time

**AMAT = Hit Time + Miss Rate  $\times$  Miss Penalty**

## Cache Mapping

1. **DM:** direct mapping
2. **FA:** Full Associative
3. **SA:** Set Associative