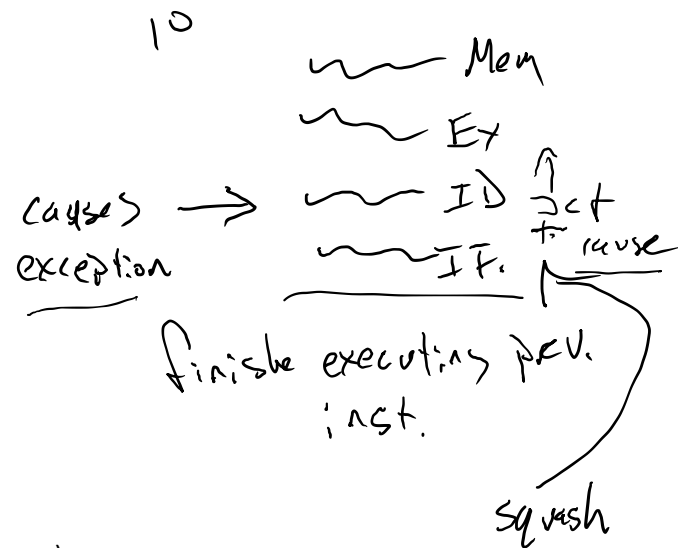


Material covered

Book: Chapters 1, 2, 4 (mostly 1 and 4).

- Technology and performance
 - Moore's law
 - Energy and power of CMOS devices
 - Latency, bandwidth, and their relation
 - Iron law
 - Amdahl's law and speedup
- Machine representation of programs
 - Definition of ISA
 - Instructions
 - Assembly and machine "language"
- Simple processor
 - Steps to process an instruction
 - Instruction behavior (r-type, lw/sw, branches, jumps)
 - Single cycle processor design
 - Performance of single-cycle and multi-cycle processors
- Pipelining
 - Reason for pipelined processors
 - Changes in control → *beq/jmp*
 - Hazards
 - Simple branch prediction
 - Exceptions
 - Instruction-level parallelism
 - Tradeoffs of deeper pipelines and instruction-level parallelism →



deeper pipeline will have higher CPI
incr freq

_____ claims that the number of transistors per chip will double every 18-24 months.

Increasing the frequency of the processor leads to increased performance and increased power.

What are three ways to compare two systems to determine the “better” system?

A _____ predicts the performance of a real-world application but often has shorter runtime and is standardized to allow comparisons across systems.

There is a processor with three stages: fetch&decode, execute, and memory&writeback. The stages require 350ps, 250ps, and 400ps, respectively.

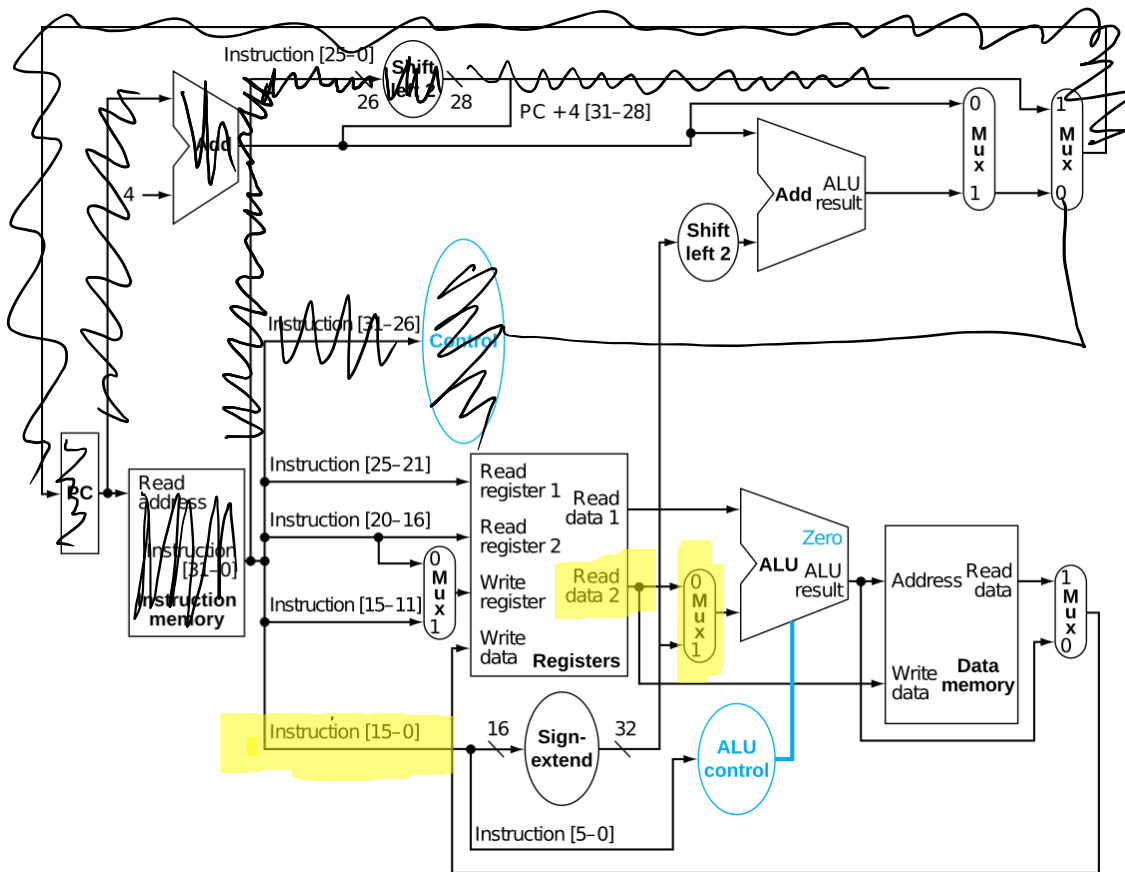
- a) What is the cycle time if you implemented this as a *single cycle* processor (not pipelined)?
- b) What is the CPI of this processor?
- c) How long (in seconds) does it take to execute an application with 4 billion instructions?
- d) If you were to design this processor to be pipelined, what is the required CPI to perform as well as the single cycle processor?

Processor A can run 1 billion instructions in 0.5 seconds at a frequency of 500 MHz. You are proposing a pipelined design for a new processor, design B. Your processor has a CPI of 4. The company you work for will not release a new design unless it has at least a 1.5x speedup compared to processor A. What is your target frequency?

Amdahl's law ($\text{Speedup} = \frac{1}{(1-F_E) + \frac{F_E}{S_E}}$) is a mathematical representation of what common computer architecture design principle?

fraction enhanced
common use fast

The ISA defines the interface between _____ and _____.



In the diagram above, shade the wires and structures used for a jump instruction.

In the diagram above, explain the “Instructions[5-0]” wire going into the ALU control.

What does the “Control” block in the diagram above do?

What are the five canonical pipeline stages and what happens in each stage?

What instructions cause the PC to be written?

branches jumps
every instruction

What is a pipeline bubble?

_____ is one technique to eliminate many hazards due to read-after-write dependencies.

Generally, as you increase the number of pipeline stages the does the CPI increase or decrease? Why?

What are the three types of hazards? Describe each and describe a technique to reduce their performance impact.

Given the following systems, which will have a higher performance for a constant number of instructions? Why? Show your work.

	System A	System B
Pipeline depth	5	10
Cycle time	2 GHz	2.5 GHz
Average CPI	3	5

Req

Iron law: $time = inst \times CPI \times cycle\ time$

A: $time = 3 \cdot 8000 \cdot \frac{1}{2 \cdot 10^9} \rightarrow 500ns = \frac{1}{2 \cdot 10^9} s$
 $= 1500 \frac{ps}{inst}$

B: $5 \cdot \frac{1}{2.5} = 2000 \frac{ps}{inst}$

Explain why predicting all branches as **taken** is better than predicting all branches as **not taken**.

What are the two pieces of information that a branch predictor predicts?

On an exception, the processor must save the cause of the exception and the _____.

A processor that executes more than one instruction per cycle is leveraging _____ for increased performance.

Fill in the per-cycle pipeline diagram table for the following code. Show all cycles where forwarding occurs and the stages between which the data is forwarded. Assume there is **no** branch prediction and branches are resolved **in the decode stage**. The branch is resolved not taken in the decode stage.

