

**NC State University**  
**Department of Electrical and Computer Engineering**  
**ECE 463/563: Fall 2019**  
**Project #3: Dynamic Instruction Scheduling**

**by**

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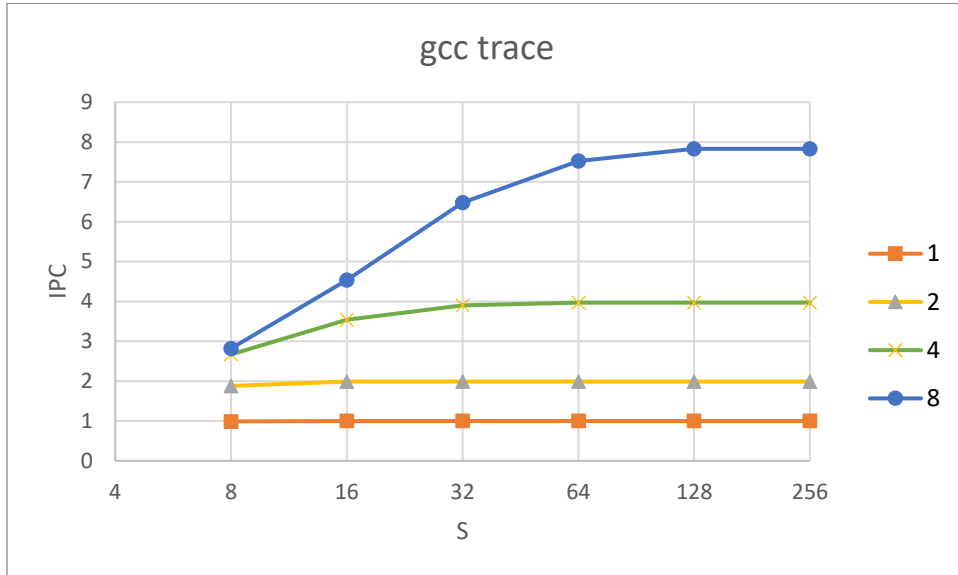
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Student's electronic signature: Sidharth Mehta

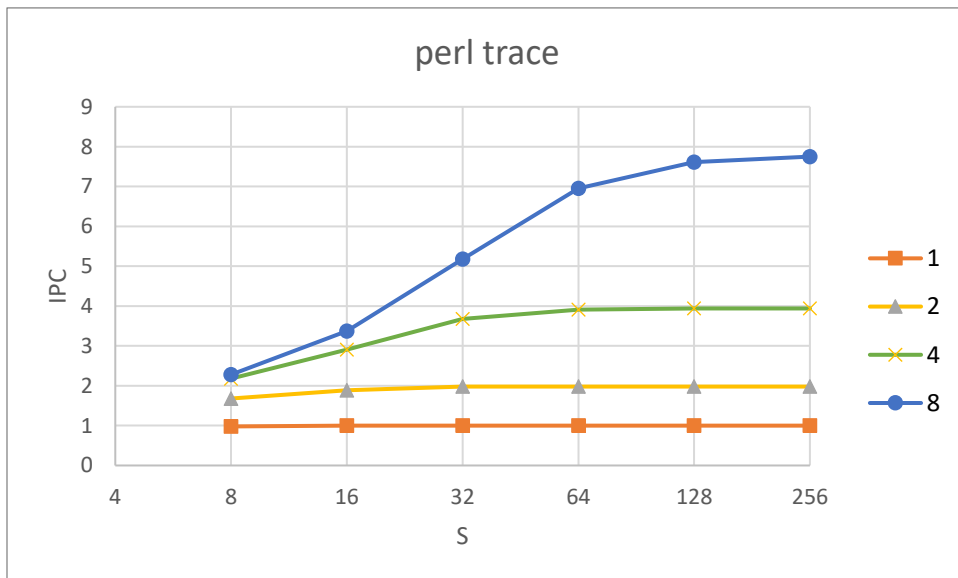
Course number: 563

# Graphs

## GCC Trace



## PERL Trace



## Trends

1. Increasing  $N$  results in an increased IPC. This is mainly due to a greater number of instructions that are fetched and hence scheduled in a cycle.
2.  $N > S$  gives no benefit in IPC as scheduling queue becomes bottleneck.
3. Increasing  $S$  results in an increased IPC till a point after which results are diminished. Diminishing returns are due to the fixed number ( $N$ ) of instructions that can be fetched in a cycle. And the maximum IPC achieved is equal to  $N$ .
4. Suppose only 1 instruction can be dispatched in a cycle and only 1 instruction can begin execution in a cycle. An instruction can take a maximum of 5 cycles to execute. Let the instruction which enters in the scheduling queue be a dependent instruction. To achieve peak performance, it must be ensured that 1 instruction is executed every cycle. For this we must ensure that the scheduling queue is sufficiently large. Thus,  $S$  should be 5 times (/execution latency)  $N$  for peak performance.

## GCC Trace v/s PERL Trace

GCC Trace has a higher IPC than Perl Trace at lower values of  $N$  which suggests that PERL Trace has larger number of dependent instructions.