COMPUTER ARCHITECTURES

02LSEOQ, 02LSEOV - A.Y. 2022/23 LAB 04 – WINMIPS

Considering a MIPS architecture with the following characteristics:

- Integer ALU: 1 clock cycle
- Data memory: 1 clock cycle
- FP arithmetic unit: pipelined, 2 clock cycles
- FP multiplier unit: pipelined, 4 clock cycles
- FP divider unit: not pipelined, 10 clock cycles

Assume also:

- branch delay slot not enabled
- data forwarding enabled
- EXE stage could be completed also in out-of-order fashion

Given the codes provided, esteem the number of clock cycles needed for completion. Also, fill up the tables with the pipeline stages at each clock cycle (this is needed only for one iteration of the loop).

```
; ************** C ************
  for (i = 0; i < 10; i++) {
    v4[i] = v1[i]/v2[i] + v3[i]*k;
 *************** MIPS64 *************
```

.data

V1: .double "10 values" .double "10 values" V2: V3: .double "10 values" .double "10 values" V4:

.text

main: daddui r1,r0,0 daddui r2,r0,10

cycle: I.d f1, v1(r2) I.d f2, v2(r2) I.d f3, v3(r2) mul.d f5,f3,f4 div.d f6, f1, f2 add.d f7, f6, f5 s.d f7,v4(r1) daddui r1,r1,8 daddi r2,r2,-1 bnez r2, cycle

halt

	comments	Clock cycles
	r1 ← pointer	
	r2 ← 10	
	f1 ← v1[i]	
	$f2 \leftarrow v2[i]$	
	f3 ← v3[i]	
	f5 ← v3[i]*k	
	$f6 \leftarrow v1[i]/v2[i]$ $f7 \leftarrow v3[i]*k + v1[i]/v2[i]$	
	v4[i] ← f7	
	r1 ← r1+8	
	r2 ← r2-1	
Total:		

daddui r1,r0,0																	
daddui r2,r0,10																	
l.d f1, v1(r2)																	
1.d f2, v2(r2)																	
l.d f3, v3(r2)																	
mul.d f5,f3,f4																	
div.d f6, f1, f2																	
add.d f7, f6, f5																	
s.d f7,v4(r1)																	
daddui r1,r1,8																	1
daddi r2,r2,-1																	
bnez r2, cycle																	
halt																	

```
EX. 02
; *************** C ************
   for (i = 0; i < 10; i++) {
         v5[i] = v1[i]*v2[i] - v3[i]/v4[i];
; ************** MIPS64 ************
                                    comments
                                                                   Clock cycles
               .data
       .double "10 values"
 V1:
 V2:
        .double "10 values"
 V3:
        .double "10 values"
 ...
 V5:
       .double "10 zeros"
               .text
 main: daddui r1,r0,0
                                    r1← pointer
      daddui r2,r0,10
                                    r2 ← 10
 loop: l.d f1,v1(r1)
                                    f1 \leftarrow v1[i]
      I.d f2,v2(r1)
                                    f2 \leftarrow v2[i]
      mul.d f5,f1,f2
                                    f5 \leftarrow v1[i]*v2[i]
      I.d f3,v3(r1)
                                    f3 \leftarrow v3[i]
      I.d f4,v4(r1)
                                    f4 \leftarrow v4[i]
      div.d f6, f3, f4
                                    f6 \leftarrow v3[i]/v4[i]
      sub.d f5,f5,f6
                                    f5 \leftarrow v1[i]*v2[i] - v3[i]/v4[i]
      s.d f5,v5(r1)
                                    v5[i] ← f5
                                    r1 ← r1+8
      daddui r1,r1,8
      daddi r2,r2,-1
                                    r2 ← r2-1
      bnez r2,loop
      halt
                             Total:
```

daddui r1,r0,0																	
daddui r2,r0,10	\Box																
1.d f1,v1(r1)																	
1.d f2,v2(r1)																	
mul.d f5,f1,f2																	
1.d f3,v3(r1)																	
1.d f4,v4(r1)																	
div.d f6, f3, f4																	
sub.d f5,f5,f6																	
s.d f5,v5(r1)																	
daddui r1,r1,8																	
daddi r2,r2,-1																	
bnez r2,loop																	
halt																	