

# HW1

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## 1.5

**a.**

$$P1: \frac{3 \times 10^9}{1.5} = 2 \times 10^9 \text{ instructions per second}$$

$$P2: \frac{2.5 \times 10^9}{1.0} = 2.5 \times 10^9 \text{ instructions per second}$$

$$P3: \frac{4.0 \times 10^9}{2.2} = 1.8 \times 10^9 \text{ instructions per second}$$

P2 has the highest instructions per second.

**b.**

$$P1: (3 \times 10^9) \times 10 = 3 \times 10^{10} \text{ cycles; } \frac{3 \times 10^{10}}{1.5} = 2 \times 10^{10} \text{ instructions}$$

$$P2: (2.5 \times 10^9) \times 10 = 2.5 \times 10^{10} \text{ cycles; } \frac{2.5 \times 10^{10}}{1.0} = 2.5 \times 10^{10} \text{ instructions}$$

$$P3: (4.0 \times 10^9) \times 10 = 4 \times 10^{10} \text{ cycles; } \frac{4 \times 10^{10}}{2.2} = 1.8 \times 10^{10} \text{ instructions}$$

**c.**

$$\begin{aligned} \text{time} &= \text{instructions} \times \frac{\text{cycle}}{\text{instruction}} \times \frac{\text{time}}{\text{cycle}} = \text{instructions} \times \frac{CPI}{\text{clock rate}} \\ \text{clock rate} &= \text{instructions} \times \frac{CPI}{\text{time}} \end{aligned}$$

$$P1: 3 \times 10^9 \times (1 \times \frac{1.2}{0.7}) = 5.1 \text{ GHz}$$

$$P2: 2.5 \times 10^9 \times (1 \times \frac{1.2}{0.7}) = 4.3 \text{ GHz}$$

$$P3: 4 \times 10^9 \times (1 \times \frac{1.2}{0.7}) = 6.9 \text{ GHz}$$

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## 1.6

**a.**

$$P1: 1 \times 0.1 + 2 \times 0.2 + 3 \times 0.5 + 3 \times 0.2 = 2.6 \text{ CPI}$$

$$P2: 2 \times 0.1 + 2 \times 0.2 + 2 \times 0.5 + 2 \times 0.2 = 2 \text{ CPI}$$

**b.**

$$P1: 2.6 \times 10^6 \text{ cycles}$$

$$P2: 2 \times 10^6 \text{ cycles}$$

$$P1 \text{ runs for } \frac{2.6 \times 10^6}{2.5 \times 10^9} = 1.04 \text{ ms; } P2 \text{ runs for } \frac{2 \times 10^6}{3 \times 10^9} = 0.67 \text{ ms}$$

P2 is faster.

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## 1.7

**a.**

$$\text{Compiler A: } \frac{1.1/10^{-9}}{10^9} = 1.1 \text{ CPI}$$

$$\text{Compiler B: } \frac{1.5/10^{-9}}{1.2 \times 10^9} = 1.25 \text{ CPI}$$

**b.**

$$\frac{10^9}{1.2 \times 10^9} \times \frac{1.1/1.25}{1/1} = 0.73 \text{ times faster}$$

**c.**

$$\text{New compiler time: } 6 \times 10^8 \times 1.1 \times 10^{-9} = 0.66 \text{ s}$$

Reduce 40% of time versus compiler A; Reduce 56% of time versus compiler B.

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## 1.11

### 1.11.1

$$\frac{750/(0.333 \times 10^{-9})}{2.389 \times 10^{12}} = 0.943 \text{ CPI}$$

### 1.11.2

$$\text{SPECratio: } \frac{9650}{750} = 12.87$$

### 1.11.3

$$\text{CPU time increase } 750 \times 0.1 = 75 \text{ s.}$$

### 1.11.4

$$\text{CPU time increase } 750 \times (1.1 \times 1.05 - 1) = 116.25 \text{ s.}$$

### 1.11.5

$$\text{SPECratio decreased by } 1 - \frac{750}{750+116.25} = 13.4\%$$

### 1.11.6

$$\frac{700 \times 4 \times 10^9}{2.389 \times 10^{12} \times 0.85} = 1.379 \text{ CPI}$$

### 1.11.7

Clock rate increased by 33.3%, and CPI increased by 46.2%. They are dissimilar because the new processor is using a different instruction set.

### 1.11.8

$$\text{CPU time is reduced by } 1 - \frac{700}{750} = 6.67\%$$

### 1.11.9

$$\frac{4 \times 10^9 \times 0.9 \times 960 \times 10^{-9}}{1.61} = 2147 \text{ instructions}$$

### 1.11.10

$$3 \times 10^9 \times \left(\frac{1}{0.9}\right) = 3.33 \text{ GHz}$$

### 1.11.11

$$3 \times 10^9 \times \left(\frac{0.85}{0.8}\right) = 3.19 \text{ GHz}$$

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## 1.14

### 1.14.1

Number of cycles needed is  $(50 \times 1 + 110 \times 1 + 80 \times 4 + 16 \times 2) \times 10^6 = 5.12 \times 10^8$

Number of cycles of FP instructions is  $50 \times 10^6 \times 1 = 5 \times 10^7$

By Amdahl's Law,  $0.5 \times 5.12 \times 10^8 = \frac{5 \times 10^7}{n} + 4.62 \times 10^8$  where  $n$  is the improvement of the CPI. But there are no positive solution of  $n$ , so it's impossible to run two times faster by only improving CPI of FP instruction.

### 1.14.2

Number of cycles of L/S instructions is  $80 \times 10^6 \times 4 = 3.2 \times 10^8$

By Amdahl's Law,  $0.5 \times 5.12 \times 10^8 = \frac{3.2 \times 10^8}{n} + 1.92 \times 10^8$  where  $n$  is the improvement of the CPI.

$n = 5$  is the solution to that equation, so the CPI of L/S instructions should be improved by 5 times, which is to be reduced to 20%.

### 1.14.3

Number of cycles after improvement is

$$(50 \times 0.6 + 110 \times 0.6 + 80 \times 4 \times 0.7 + 16 \times 2) \times 10^6 = 3.52 \times 10^8$$

Time improvement is  $\frac{5.12 \times 10^8}{2 \times 10^9} - \frac{3.52 \times 10^8}{2 \times 10^9} = 0.08 \text{ s}$ , which is about a 31% reduction.