CSE 140 Lab/HW#2 – Due: see below

1. Name your source file as "cse140_your-first-name_your-last-name_mm.s" and submit it to CatCourse.

Total instructions executed: 42576

Performance (20pts)

- 2. Assume a program requires the execution of 50×10^6 floating-point instructions, 110×10^6 integer instructions, 80×10^6 load/store instructions, and 16×10^6 branch instructions. The CPI for each type of instruction is 1, 1, 4, and 2, respectively. Assume that the processor has a 2 GHz clock rate.
 - a. By how much do we need to improve the CPI of floating-point instructions if we want the program to run two times faster? If it is impossible to make 2X speedup by improving the CPI of floating-point instruction, explain the reason.

Each processor clock rate = 2GHz

Execution time = $\sum \frac{(Clock\ cycles)}{clock\ rate}$

Clock cycles = CPI(FP) x No.FP instructions + CPI(INT) x No.INT instructions

+ CPL(L/S) x No.L/S instructions + CPI(branch)x NO. branach instructions

Clock cycles = $(50x10^{(6)}x1)+(110x(10^{(6)})x1)+(80x10^{(6)}x4)+(16x10^{(6)}x2)$ = $512x10^{(6)}$

FP(floating point) instructions, initial execution time for 16 processors

Clock cycles = $512x10^{\circ}(6)$ Execution time = $\frac{512x10^{\circ}(6)}{2x10^{\circ}(9)}$ = $256x10^{\circ}(-3)$ sec

Half the number of clock cycles to improve the CPI of FP instructions,

 $\frac{\textit{Clock cycles}}{2} = \text{CPI}(\text{FPimproved}) \times \text{NO.FP instruction} + \text{CPI}(\text{INT}) \times \text{NO.INT instruction} + \text{CPI}(\text{L/S}) \times \text{NO.L/S instructions} + \text{CPI}(\text{branch}) \times \text{NO.branch instruction}$

CPI(FPimproved) =

 $\frac{Clock\ cycles}{2} - (CPI(INT)XNO.INT\ instructions + CPI(L\backslash S)X\ NO.L\backslash S\ instructions + CPI(branch)xNO.branch\ instructions$

CPI(FPimproved) = $\frac{\frac{512x10^{6}}{2} - ((110x10^{(6)} x 1) + (80 x 10^{6} x 4) + (16x10^{6} x 2))}{50x10^{6}} = \frac{\frac{512x10^{6}}{2} - (462x10^{6})}{50x10^{6}}$ $= \frac{-206x10^{6}}{50x10^{6}} = -4.12 < 0$ The CPI of FP instruction

The CPI of FP instructions cannot be improved when we run the program 2 times faster because the CPI of FP instructions would be negative; you cannot have negative instructions.

b. By how much do we need to improve the CPI of load/store instructions if we want the program to run two times faster? If it is impossible to make 2X speedup by improving the CPI of load/store instruction, explain the reason.

To improve the CPI of load/store instruction $2X \rightarrow half$ the number of clock cycles to improve the CPI of LS instructions

 $\frac{Clock\ cycles}{2} = CPI(FPimproved)x\ NO.FP\ instruction + CPI(INT)\ x\ NO.INT\ instructions + CPI(L/S)\ X\ NO.L/S\ instructions + CPI(branch)x\ NO.branch\ instruction$

CPI(LSimproved) =

 $\frac{Clock\ cycles}{2} - (CPI(FP)X\ NO.FP\ instructions + CPI(INT)XNO.INT\ instructions + CPI(branch)xNO.branch\ instructions$

CPI(LSimproved) =
$$\frac{\frac{512x10^{6}}{2} - ((50 \times 10^{6} \times 1) + (110x10^{(6)} \times 1) + (16x10^{6} \times 2)}{80x10^{6}} = \frac{256X10^{6} - (192x10^{6})}{80x10^{6}}$$
$$= \frac{64X10^{6}}{80x10^{6}} = 0.8 > 0$$
Since there are 4 NOLS instructions and the CPI of LS instructions are more than 0.

Since, there are 4 NO.LS instructions and the CPI of LS instructions are more than 0.

$$\frac{4}{0.8} = 5$$

CPI of LS instructions must be improved by 5 times for the program to run 2 times faster.

c. By how much is the execution time of the program improved (with the original configuration that the results of the above a and b are not applied) if the CPI of integer and floating-point instructions is reduced by 40%, the CPI of load/store is reduced by 30%. and that of branch is reduced by 25%?

Reduce 40% on Floating point,

$$CPI(FP) = 1-1(0.4)$$

= 0.6

Reduce 40% on INT

$$CPI(INT) = 1-1(0.4)$$

= 0.6

Reduce 30% on Load/Store,

$$CPI(LS) = 4-4(0.3)$$

= 2.8

Reduce 25% on Branch

$$CPI(branch) = 2-2(0.25)$$

=1.5

Clock cycles =
$$(50x10^{(6)}x0.6)+(110x(10^{(6)})x0.6)+(80x10^{(6)}x2.8)+(16x10^{(6)}x1.5)$$

= $344x10^{(6)}$

Initial Execution time is

$$\frac{344x10^{\circ}(6)}{2x10^{\circ}(9)} = 172 \times 10^{\circ}(-3) \sec$$

The performance for 16 processors are

Clock cycles = $344x10^{6}$

Execution time = $172 \times 10^{(-3)}$ sec

Improving execution time of program is

$$= \frac{0.256 \, sec}{0.172 \, sec} = 1.488 \, times$$

Submission Guideline

- Submit the matrix multiply code in an assembly file namely "cse140 your-firstname_your-last-name_mm.s", and your solution for the performance calculation problem in a separate MS Word or a pdf format to the CatCourse.
- Deadline: **Before the next lab** (If your lab time is 2/8 at 7:30 AM, the deadline is 2/15 7:30 AM)