

Problem 1 / The total number of cores are 2.

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(i) 1st application:

$$\text{Speedup} = \frac{1}{\frac{40\%}{2} + (1-40\%)} = 1.25$$

2nd application:

$$\text{Speedup} = \frac{1}{\frac{99\%}{2} + (1-99\%)} = 1.98$$

(ii) If 40% of 1st application is parallelized:

$$\text{Speedup of A is } \frac{1}{\frac{40\%}{2 \times 80\%} + (1-40\%)} = 1.1765$$

$$\text{The overall speedup is: } \frac{1}{\frac{80\%}{1.1765} + 20\%} = 1.1364$$

If 99% of 2nd application is parallelized:

$$\text{Speedup of B is: } \frac{1}{\frac{99\%}{2 \times 20\%} + (1-99\%)} = 0.4024$$

$$\text{The overall speedup is: } \frac{1}{80\% + \frac{20\%}{0.4024}} = 0.771$$

~~0.771~~

## Problem 2 | Assumption:

1. The address of A[0], B[0], C[0] are stored in Register x27, x28, x29
2. The values of variables f, g, i are stored in Register x5, x6, x7

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(i) lw x8, 108(x29) // get C[27]  
slli x8, x8, 2  
add x8, x8, x28  
lw x8, 0(x8) // get B[C[27]]  
slli x8, x8, 2  
add x8, x8, x27  
~~for~~  
lw x8, 0(x8) // get A[B[C[27]]]  
sub x5, x6, x8

(ii) lw x30, 40(x29) // get C[10]  
lw x31, 44(x28) // get B[11]  
add x30, x30, x31 // get C[10] + B[11]  
slli x30, x30, 2  
add x30, x30, x27  
lw x30, 0(x30) // get A[C[10] + B[11]]  
sub x5, x6, x30

(iii) addi x30, x7, 1 // i+1  
slli x30, x30, 7 //  $32(i+1) = 32i + 32$  ~~offset~~  
offset of  $32i + 32$   
add x30, x30, x29  
lw x30, 0(x30) // get C[32i+32]  
slli x31, x30, 1 //  $2 \cdot C[32i+32]$   
add x30, x30, x31 //  $3 \cdot C[32i+32]$   
addi x8, x7, -11 // i-11  
slli x8, x8, 4 // offset of 4i-44  
add x8, x8, x28  
lw x8, 0(x8) // B[4i-44]  
slli x8, x8, 2 // 4B[4i-44]

add x8, x8, x30 //  $4B[4i-44] + 3[C[32i+32]]$   
slli x26, x7, 2  
add x26, x26, x27 // 8A[7]  
sw x8, 0(x26)



### Problem 3

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$$\begin{aligned} a. & \text{ } -8.80158 \times 10^{-2} \\ & = -0.0880158 = -0.00010110100010000011 \\ & = -1.0110100010000011 \times 2^{-4} \end{aligned}$$

The sign-bit is 1.

The exponent part is  $7-4=3=0011$

For the fraction part, the round bit = 0, sticky bit = 1

Thus the fraction part is 01101

Therefore, the 10-bit floating format of  $-8.80158 \times 10^{-2}$  is

$$1001101101$$

The binary format of  $-0.125$  is  $-0.001 = 1.0 \times 2^{-3}$

Thus, the sign bit is 1

the exponent part is  $7-3=4=0100$

The fraction part is 00000

$\therefore$  The 10-bit format of ~~0.001~~  $-0.125$  is

$$101000000$$

$$010101001$$

The sign bit is 0

The exponent part is  $1010=1020 \times A$

The fraction part is 01001

$\therefore$  the base-10 number is

$$\begin{aligned} (-1)^0 \times 2^{10-7} \times (1 + 2^{-2} + 2^{-5}) &= 2^3 \times 1.28125 \\ &= 10.25 \end{aligned}$$

### Problem 3

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b. Range of the <sup>positive</sup> normalized form

The maximum is:

The sign bit is 0,

The exponent part is 1110 =  $0xE = 14$  (Assume 1111 is assigned to special use)

The fraction part is 1111

$$\therefore \text{The largest number is } (-1)^0 \times 2^{14-7} \times (1 + 2^{-1} + 2^{-2} + 2^{-3} + 2^{-4} + 2^{-5})$$

$$= 2^7 \times 1.96875 = 252$$

The smallest number is:

The sign bit is 0

The ~~fraction~~ exponent part is: 0001 (Assume the 0000 is for special use)

The fraction part is: 0000

$$\therefore \text{The smallest number is: } (-1)^0 \times 2^{1-7} \times (1 + 0)$$

$$= 2^{-6} \times 1 = 0.015625 = 1.5625 \times 10^{-2}$$

Range of positive denormalized number:

The exponent part is always 0000. For this problem is 1-biased

The largest number:

The sign bit is 0

The fraction part is 1111

$\therefore$  The largest number is

$$(-1)^0 \times (2^{-1} + 2^{-2} + 2^{-3} + 2^{-4} + 2^{-5}) \times 2^{-6}$$

$$= 0.01513671875 = 1.513671875 \times 10^{-2}$$

The smallest number is

The sign bit is 0

The fraction part is

~~0000~~ 0000

$\therefore$  The smallest number is

$$(-1)^0 \times 2^{-5} \times 2^{-6} = 2^{-11}$$

$$= 0.00048828125$$

$$= 4.8828125 \times 10^{-4}$$



# Problem 4

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To swapping the contents of  $x5$  and  $x6$  without using other register:

add  $x5, x5, x6$  // get  $x5' = x5 + x6$

sub  $x6, x5, x6$  // let  $x6' = x5' - x6 = x5 + x6 - x6 = x5$

sub  $x5, x5, x6$  // finally  $x5'' = x5' - x6'$   
 $= x5 + x6 - x5 = x6$

The corresponding C code is:

$x5 = x5 + x6$

$x6 = x5 - x6$

$x5 = x5 - x6$