

組別: 13 簽名: _____

[group2]

$$\text{CPU TIME} = (\# \text{ of clk cycles}) \times (T_{\text{clk}}) \quad \text{clk period 同}$$

1. Fred previously designed two compilers, he wanted to compare them with the same computer to know which compiler performed better. CPU TIME ↓

Compiler Alpha:

$$\alpha: \# \text{ of cycles} = 4 \times 2000 + 8 \times 500 = 12000$$

Instruction Class	CPI	Instruction Count
A	4	2,000
B	8	500

Compiler Beta:

$$\beta: \# \text{ of cycles} = 5 \times 1400 + 6 \times 800 = 11800$$

Instruction Class	CPI	Instruction Count
A'	5	1,400
B'	6	800

Question:

- (a) Which compiler is more efficient in terms of this program? Beta
- (b) The program compiled with Compiler Beta runs 0.2s faster than the one compiled with Compiler Alpha. What is the clock rate of the machine?

Sol: Hardware (computer) : $\text{CPI} \cdot T_{\text{clk}}$ \because same computer \Rightarrow same CPI, T_{clk}
 compiler : $\text{IC} \cdot \text{CPI}$ but diff compiler \Rightarrow CPI, IC 不同
 (a) $\because T_{\text{clk}}$ 同, $T_{\text{CPU}}: 11800 < 12000$ \therefore only T_{clk} 同
 \therefore Beta better #

$$\begin{aligned} \text{(b)} \quad T_{\alpha} - T_{\beta} &= 0.2 & T_{\text{clk}} &= \frac{1}{f_{\text{clk}}} \\ 12000 T_{\text{clk}} - 11800 T_{\text{clk}} &= 0.2 & \therefore f_{\text{clk}} &= 1000 \text{ Hz} \\ 200 T_{\text{clk}} &= 0.2 & & \# \end{aligned}$$

[group14]

2. Consider the following processors and their specifications.

IC How many instructions can it process in 10 seconds? Which processor has the best performance? If same IC ISA, 同 compiler.

Processor	Clock rate f_{clk}	CPI
P1	1 GHz	3
P2	2 GHz	2
P3	3 GHz	1

出題不合理

$\therefore f_{clk} \uparrow (= T_{clk} \downarrow)$

\therefore 1 cycle 能做的 task \downarrow

i.e. needs more cycles
(CPI \uparrow)

$$T_{CPU} = \frac{IC \times CPI}{f_{clk}}$$

$$IC = f_{clk} \cdot T_{CPU} / CPI$$

$$P1 = \frac{1}{3} \times 10^{10}$$

$$P2 = \frac{2}{3} \times 10^{10}$$

$$P3 = 10^{10}$$

$P3$ is the best.

[group1]

3. Please select the correct options.

2, 5, 6

- F 1. Instruction Count for a program is determined by program, ~~CPI~~ and compiler.
- T 2. Throughput is total work done per unit time. P.18 同-种 processors, Tresponse 同
- F 3. Adding more processors can not only shorten the response time but enhance the throughput.
- F 4. ~~Compiler~~ translates assembly language to binary machine language. HLL compiler \rightarrow Assembly
- T 5. Assembler Compiler performance depends on Instruction count and CPI.
- T 6. Elapsed time (Execute time) is a total response time of processing, I/O, OS overhead, and Idle time, which also can determine the performance of system.
- F 7. Given two computers, computer_A: Cycle Time=250ps, CPI=2.0; and computer_B: Cycle Time=500ps, CPI=1.2, we can conclude that A is faster. Also depends on IC.

$$T_{CPU} = IC \times CPI \times T_{clk}$$

[group5]

4. Which of the following statements is correct? (Single Choice)

$$\text{Speedup} = \frac{1}{0.82} = 1.219$$

$$T_{\text{new}} = \frac{0.2 T_{\text{old}}}{10} + 0.8 T_{\text{old}} = 0.82 T_{\text{old}}$$

- a. Suppose that Floating point instructions are improved with speedup = 10. Only 20% of actual instructions are Floating Point instructions. The overall speedup would be ~~10~~.
- b. For a given program, its average cycles per instruction (CPI) is affected not only by the instruction set architecture, but also by the compiler used. *Also depends on program*
- c. By changing the clock frequency of a processor from 1.5 GHz to 2 GHz, and also changing its supply voltage from 1 Volt to 1.25 Volt, the dynamic power consumption of this processor will theoretically increase by ~~more than 3~~ times.
- d. According to Amdahl's law, it is theoretically possible to achieve a 6X speedup on executing a program which is 87% parallelizable, by using a 16-core multiprocessor.

$$(d) \text{ speedup} = \frac{1}{(1-0.87) + \frac{0.87}{16}} = 5.42 < 6$$

$$(c). P = C \cdot (V^2) \cdot \text{freq} \Rightarrow 1.25^2 \cdot \frac{2}{1.5} = 2.08 < 3$$

[group11]

5. A common performance figure is GFLOPS (billions of floating-point operations per second), defined as

不可评价 performance ←
$$\text{GFLOPS} = \frac{\text{No. FP operations}}{\text{CPU time}} \times 10^9$$

but this figure has the same problems as MIPS *Million Instructions Per Second*

By using the table below, calculate the GFLOPS of P1 running a particular program.

processor	Instruction count	Type of instructions		CPI		Clock rate
		Load/Store <i>Memory</i>	Floating Point	Load/Store	Floating Point	
P1	1×10^9	40%	60%	1	2	4GHz

$$\text{GFLOPS} = \frac{\text{No. FP instruction}}{(\text{CPU time}) \times 10^9} = \frac{0.6}{0.4} = 1.5 \text{ GFLOPS}$$

$$\frac{\text{IC} \times \text{CPI}}{f_{\text{clk}}} = \frac{(40\% \times 10^9 \times 1) + (60\% \times 10^9 \times 2)}{4 \times 10^9} = 0.4$$

[group8]

6. What performance factor(s) below may be affected

(1) Instruction count (2) CPI (3) Cycle time T_{clk} (clk period)

(A) Algorithm : (1) , (2) (multiple choice)

(B) Program : (1) , (2) (multiple choice)

(C) Compiler : (1) , (2) (multiple choice)

(D) Computer organization : (2) , (3) (multiple choice)

Hardware

[group12]

7. The division operation of a certain program requires 8 cycles, and other operations require 4 cycles.

Assuming that 60% of the operations of this program are division and 40% are other operations, CPI=?

CPI of Div = 8

Avg. CPI = $8 \times 0.6 + 4 \times 0.4 = 6.4$

CPI of others = 4

#

[group7]

8.

Determine if each of the following statements is True or False and explain why.

F 1. CPU time increases when the clock rate increases

T 2. CPU time increases when the CPI increases

T 3. CPU time increases when the instruction count(IC) increases

$$T_{cpu} = CPI \cdot IC \cdot T_{clk} = CPI \cdot IC / f_{clk}$$

① F: When CPI, IC 不变, CPU time \uparrow if $f_{clk} \downarrow$

② T: When IC, T_{clk} 不变, CPU time \uparrow if CPI \uparrow

③ T: When CPI, T_{clk} 不变, CPU time \uparrow if IC \uparrow .