

2 March 2012 -- Computer Architectures -- part 2/2

Surname, Name, Matricola

Question 1

Considering the MIPS64 architecture presented in the following:

- Integer ALU: 1 clock cycle
 - Data memory: 1 clock cycle
 - FP multiplier unit: pipelined 8 stages
 - FP arithmetic unit: pipelined 4 stages
 - FP divider unit: not pipelined unit that requires 10 clock cycles
 - branch delay slot: 1 clock cycle, and the branch delay slot is not enable
 - forwarding is enabled
 - it is possible to complete instruction EXE stage in an out-of-order fashion.

○ and using the following code fragment, show the timing of the presented loop-based program and compute how many cycles does this program take to execute?

- and using the following code fragment, show the timing of the presented loop-based program and compute how many cycles does this program take to execute?

```
; **** * MIPS64 **** *
;     for (i = 0; i < 100; i++) {
;         v5[i] = v1[i]/v2[i];
;         v6[i] = v2[i]*v3[i];
;         v7[i] = v6[i]/v4[i] + v3[i];
;     }
```

```

    .data
V1: .double "100 values"
...
V4: .double "100 values"
V5: .double "100 zeros"
...
V7: .double "100 zeros"

    .text
main: daddui r1,r0,0
      daddui r2,r0,100
loop: l.d f1,v1(r1)
      l.d f2,v2(r1)
      div.d f5,f1,f2
      s.d f5,v5(r1)
      l.d f3,v3(r1)
      mul.d f6,f2,f3
      l.d f4,v4(r1)
      div.d f7,f6,f4
      add.d f7,f7,f3
      s.d f6,v6(r1)
      s.d f7,v7(r1)
      daddi r2,r2,-1
      daddui r1,r1,8
      bnez r2,loop
      Halt

```

comments	Clock cycles
r1 ← pointer	5
r2 <= 100	1
f1 <= v1[i]	1
f2 <= v2[i]	1
f5 ← v1[i]/v2[i]	11
v5[i] ← f5	1
f3 <= v3[i]	1
f6 ← v2[i]*v3[i]	9
f4 <= v4[i]	0
f7 ← v6[i]/v4[i]	10
f7 ← v6[i]/v4[i]+v3[i]	4
v6[i] ← f6	0
v7[i] ← f7	1
r2 ← r2 - 1	1
r1 ← r1 + 8	1
	1
	1
Total	(43 · 100) + 6 = 4306

Exam 2 March 2012

... 45 26

$$\begin{array}{r} 45 \ 26 \\ \times 11 \\ \hline 46 \end{array}$$

w

$$\begin{array}{r} 46 \\ \times 11 \\ \hline 46 \end{array}$$

m w

$$\begin{array}{r} 16 \\ \times 11 \\ \hline 16 \end{array}$$

DE M W

$$\begin{array}{r} 22 \\ \times 11 \\ \hline 22 \end{array}$$

F S D E M W

$$\begin{array}{r} 4 \\ \times 11 \\ \hline 4 \end{array}$$

F x x x x

Calculation:

$$(46 \cdot 100) + 6 = 4606$$

4606

1 6 | 1

60 . . 23

4306



w
n w
E M w
x x x x

	1	6 1 -	15 -	30 -
daddui	F D E M W					
daddui	F D E M W					
ld	F D E M W					
ld	F D E M W					
div	F D (S d d d d d d d d d) M W					
sd	F (D S)(S S S S S S S S E) M W					
ld	(F S)(D S) r S S S S S S E M W					
mul	(F ' S S S S S S S S) D (S m m m m m m m m m m) M UW					
ld	F D E M W					
div	F D (S S S S S S S d d d d d d d d d d) M W					
add	F (S S S r S S S D)(S S S S S S S S S Q Q Q Q) M W					
sd	(F S S S S S S) D E M W					
sd	F (D S S S S S S)(S S r S E) M W					
daddi	(F S S S S S S)(D S S S S S) E M					
daddui	(F S S S S S) D E					
bnez	F O					
halt	F					

... 43 ... 46 |

5

|

|

11

|

|

9

0

10

4

0

|

w

|

M w

|

E M w

|

D E M w

|

4406 ✓

2 March 2012 -- Computer Architectures -- part 2/2

Surname, Name, Matricola

Question 2

Considering the same loop-based program, and assuming the following processor architecture for a superscalar MIPS64 processor implemented with multiple-issue and speculation:

- issue 2 instructions per clock cycle
- jump instructions require 1 issue
- handle 2 instructions commit per clock cycle
- timing facts for the following separate functional units:
 - i. 1 Memory address 1 clock cycle
 - ii. 1 Integer ALU 1 clock cycle
 - iii. 1 Jump unit 1 clock cycle
 - iv. 1 FP multiplier unit, which is pipelined: 8 stages
 - v. 1 FP divider unit, which is not pipelined: 10 clock cycles
 - vi. 1 FP Arithmetic unit, which is pipelined: 4 stages
- Branch prediction is always correct
- There are no cache misses
- There are 2 CDB (Common Data Bus).

- Complete the table reported below showing the processor behavior for the 2 initial iterations.

# iteration		Issue	EXE	MEM	CDB x2	COMMIT x2
1	l.d f1,v1(r1)	1	2m	3	4	5
1	l.d f2,v2(r1)	1	3m	4	5	6
1	div.d f5,f1,f2	2	6d		16	17
1	s.d f5,v5(r1)	2	4m			17
1	l.d f3,v3(r1)	3	5m	6	7	18
1	mul.d f6,f2,f3	3	8x		16	18
1	l.d f4,v4(r1)	4	6m	7	8	19
1	div.d f7,f6,f4	4	17d 26d 6		27 36	28 37
1	add.d f7,f7,f3	5	28x 37x		32 41	33 42
1	s.d f6,v6(r1)	5	7m			33 42
1	s.d f7,v7(r1)	6	8m			34 43
1	daddi r2,r2,-1	6	7i		8	35 43
1	daddui r1,r1,8	7	8i		9	35 44
1	bneq r2,loop	8	9j			36 44
2	l.d f1,v1(r1)	9	10m	11	12	37 45
2	l.d f2,v2(r1)	9	11m	12	13	37 45
2	div.d f5,f1,f2	10	16d		26	46
2	s.d f5,v5(r1)	10	12m			46
2	l.d f3,v3(r1)	11	13m	14	15	47
2	mul.d f6,f2,f3	11	16x		24	47
2	l.d f4,v4(r1)	12	14m	15	16	48
2	div.d f7,f6,f4	12	36d		46	48
2	add.d f7,f7,f3	13	47x		51	52
2	s.d f6,v6(r1)	13	15m			52
2	s.d f7,v7(r1)	14	16m			53
2	daddi r2,r2,-1	14	15i		16	53
2	daddui r1,r1,8	15	16i		17	54
2	bneq r2,loop	16	17j			54